# Advanced Dungeons & Dragons®

## Player's Handbook
## for the AD&D® Game.

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## Foreword to the 2nd Edition

It has been a long time getting here. I don't mean the months, perhaps even years, you may have waited for a revised, expanded, and improved edition of the AD&D game. I mean the long time it has taken me to reach this point, the writing of the foreword. Forewords are written last, so that you can summarize your feelings and experiences about the book you have written.

It's not accurate to say this is a book that I alone have written. First off, there are a lot of other names listed in the credits. They, especially the editors, contributed time and talents that I don't have. Improving the organization and readability was one of the reasons we started this project in the first place. These are tasks that can't be done without talented editors who play and care about the game. If you discover that it's easier to find rules during your gaming sessions and that everything seems to make more sense, thank the editors.

Even with the editors, this is not our work alone. None of this would ever have come into being without interested and involved players. The people who really decided what needed to be done for the AD&D 2nd Edition game are the players who mailed in questions, everyone who wrote an article for DRAGON® Magazine, and everyone who button-holed me (or other designers) at conventions. These were the people who decided what needed to be done, what needed fixing, what was unclear, and what they just didn't like. I didn't sit in a vacuum and make these decisions. As the designer and developer, I had to make the final choice, but those choices were based on your input. And your input

is the most valuable asset we have going.

So how do I feel? Excited, exhausted, relieved, and nervous -- all at once. It's a great bag of emotions. I'm excited to see this book come out. I've spent more time on this than I have on any other single work I've done. That leads to exhaustion. The AD&D 2nd Edition game has demanded and received hours upon months of attention. Now that it is finally coming out, the feeling of relief is beginning to set in. There were times when the task looked impossible, when it seemed it would never end, or when everything was going wrong. Only now, when it's in the final stages of polishing, am I beginning to realize that it is really done. And of course there is the nervousness. The AD&D game is the granddaddy of all role-playing games. You've made it perfectly clear that you liked the original edition of the AD&D game, even with all its warts. I liked (and still like) it. So, now with the arrival of AD&D 2nd Edition, of course I'm nervous.

None of this comes as any surprise. I volunteered to prepare this Edition because I wanted to do something for the game I liked. The ten years of experience I've had in game design has shown me what works and what doesn't and sometimes even why. At the very start, we outlined the goals: to make it easier to find things, to make the rules easier to understand, to fix the things that did not work, to add the best new ideas from the expansions and other sources, and, most important of all, to make sure the game was still the one you knew and enjoyed. Of them all, the last was the hardest and most demanding, conflicting as it did with my basic desire to design things. Fortunately, things didn't rest on me alone. Lots of eager eyes, from those of fellow designers to those of enthusiastic playtesters, minutely examined this book and restrained me from overzealousness. It hasn't always been easy to walk the fine line between "not enough" and "too much."

In the past two years, I've talked to interested players many times, hearing their concerns and sharing my ideas. It was at the end of one of these talks (at a convention in Missoula, Montana), just as I described some rules change, that one of the listeners smiled and said, "You know, we've been doing that for years." And that is what AD&D 2nd Edition is all about--collecting and organizing all those things that we, as players, have been doing for years.

David "Zeb" Cook
January, 1989

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Too numerous to mention by name are the hundreds of players who assisted us in playtesting the AD&D 2nd Edition game. Their efforts were invaluable in improving the

manuscript.

Finally, credit must also be shared with anyone who has ever asked a question, offered a suggestion, written an article, or made a comment about the AD&D game.

This is a derivative work based on the original Advanced Dungeons & Dragons *Player's Handbook* and *Dungeon Master® Guide* by Gary Gygax and *Unearthed Arcana* and other materials by Gary Gygax and others.

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# Foreword

Before we even start, I want to make sure everyone understands one very important fact:

## This is not AD&D 3rd Edition!

There, everyone can breathe again.

Rest assured that this is still the same version of the AD&D game that your friends, classmates, and business partners have been playing for years.

Yes, there are some small and subtle changes in the rules, but you would have to read the whole book very carefully, and have a tremendous memory, to find them. (The changes are the sorts of minor corrections and clarifications we make every time we reprint, and we've reprinted both the *Player's Handbook* and *Dungeon Master Guide* more than 10 times since 1989!)

So what has changed? Obviously, the books look different. We were awfully proud of them when they were released in 1989, but the world doesn't stand still for anyone. We decided that after six years, it was time for a new look.

And as long as AD&D was getting a new suit of clothes, we elected to let out the seams a bit, too. Both books are a lot bigger: 25% more pages in the *PHB*, 33% more in the *DMG*. And we used them up just looking good. Inside you'll find bigger illustrations, lots more color, and pages that are easy to read. Making the switch turned out to be a lot more work than most of us expected it to be, but it was well worth the effort.

Since the 2nd Edition was released, the AD&D game has grown in ways we never

anticipated. We've traveled to a multitude of fabulous worlds, from the misty horror of Ravenloft, to the exotic bazaars of Al Qadim, and across the burning face of Dark Sun. Now the endless horizons of Planescape beckon to us, and beyond even that we see spearpoints and banners waving above the gathering armies of Birthright. And, of course, presiding over it all is the grand and legendary Forgotten Realms.

Products change, but our goal stays the same: to publish things that make fantasy gamers exclaim, "That's just what I was looking for!" And we do it for the same reason that you play: because it's fun!

Steve Winter
February 6, 1995

# Table of Contents


## Welcome to the AD&D® Game

How the Rule Books are Organized
Learning the Game
Coming From the D&D Game
The AD&D Game Line
A Note About Pronouns
Creating a Character

## The Real Basics

The Goal
Required Materials
An Example of Play

## Glossary

## Step-by-Step Character Generation

## Chapter 1: Player Character Ability Scores

Rolling Ability Scores
  Alternative Dice-Rolling Methods
The Ability Scores
  Strength
  Dexterity
  Constitution
  Intelligence
  Wisdom

Charisma
What the Numbers Mean

## Chapter 2: Player Character Races

Minimum and Maximum Ability Scores
Racial Ability Adjustments
Class Restrictions and Level Limits
Languages
Dwarves
Elves
Gnomes
Half-Elves
Halflings
Humans
Other Characteristics

## Chapter 3: Player Character Classes

Class Ability Score Requirements
Class Descriptions
Warrior
Fighter
Paladin
Ranger
Wizard
Mage
Schools of Magic
Specialist Wizards
Illusionist
Priest
Cleric
Priests of Specific Mythoi
Requirements
Weapons Allowed
Spells Allowed (Spheres of Influence)
Granted Powers
Ethos
Priest Titles
Balancing It All
Druid
Druid Organization
Rogue
Thief
Bard
Multi-Class and Dual-Class Characters

Multi-Class Combinations
Multi-Class Benefits and Restrictions
Dual-Class Benefits and Restrictions

## Chapter 4: Alignment

Law, Neutrality, and Chaos
Good, Neutrality, and Evil
Alignment Combinations
Non-Aligned Creatures
Playing the Character's Alignment
Changing Alignment

## Chapter 5: Proficiencies (Optional)

Acquiring Proficiencies
Training
Weapon Proficiencies
Effects of Weapon Proficiencies
Related Weapon Bonus
Weapon Specialization
Cost of Specialization
Effects of Specialization
Nonweapon Proficiencies
Using What You Know
Secondary Skills
Nonweapon Proficiencies
Using Nonweapon Proficiencies
Nonweapon Proficiency Descriptions

## Chapter 6: Money and Equipment

Starting Money
Equipment Lists
Clothing
Daily Food and Lodging
Household Provisioning
Tack and Harness
Transport
Miscellaneous Equipment
Animals
Services
Weapons
Armor
Equipment Descriptions
Tack and Harness

Transport
Miscellaneous Equipment
Weapons
Armor
Armor Sizes
Getting Into and Out of Armor
Creatures with Natural Armor Classes
Encumbrance (Optional Rule)
Basic Encumbrance (Tournament Rule)
Specific Encumbrance (Optional Rule)
Encumbrance and Mounts (Tournament Rule)
Magical Armor and Encumbrance
Effects of Encumbrance

## Chapter 7: Magic

Wizard Spells
Schools of Magic
Learning Spells
Illusions
Priest Spells
Casting Spells
Spell Components (Optional Rule)
Magical Research
Spell Descriptions

## Chapter 8: Experience

Group Experience Awards
Individual Experience Awards
Training
Where's the Specific Info?

## Chapter 9: Combat

More Than Just Hack-and-Slash
Definitions
The Attack Roll
Figuring the To-Hit Number
Modifiers to the Attack Roll
Weapon Type vs. Armor Modifiers (Optional Rule)
The Various Types of Weapons
Impossible To-Hit Numbers
Calculating THAC0
Combat and Encounters
The Combat Round

- What You Can Do in One Round
- The Combat Sequence
- Initiative
  - Standard Initiative Procedure
  - Initiative Modifiers
  - Group Initiative (Optional Rule)
  - Individual Initiative (Optional Rule)
  - Multiple Attacks and Initiative
  - Spellcasting and Initiative
  - Weapon Speed and Initiative (Optional Rule)
    - Magical Weapon Speeds
- Attacking with Two Weapons
- Movement in Combat
  - Movement in Melee
  - Movement and Missile Combat
  - Charging an Opponent
  - Retreat
- Attacking Without Killing
  - Punching and Wrestling
  - Overbearing
  - Weapons in Non-Lethal Combat
  - Non-Lethal Combat and Creatures
- Touch Spells and Combat
- Missile Weapons in Combat
  - Range
  - Rate of Fire
  - Ability Modifiers in Missile Combat
  - Firing into a Melee
  - Taking Cover Against Missile Fire
  - Grenade-Like Missiles
  - Types of Grenade-Like Missiles
- Special Defenses
- Parrying (Optional Rule)
- The Saving Throw
  - Rolling Saving Throws
  - Saving Throw Priority
  - Voluntarily Failing Saving Throws
  - Ability Checks as Saving Throws
  - Modifying Saving Throws
- Magic Resistance
  - Effects of Magic Resistance
  - When Magic Resistance Applies
  - Successful Magic Resistance Rolls
- Turning Undead
  - Evil Priests and Undead
- Injury and Death

Wounds
Special Damage
Falling
Paralysis
Energy Drain
Poison
Treating Poison Victims
Healing
Natural Healing
Magical Healing
Herbalism and Healing Proficiencies
Character Death
Death From Poison
Death From Massive Damage
Inescapable Death
Raising the Dead

Chapter 10: Treasure

Treasure Types
Magical Items
Dividing and Storing Treasure

Chapter 11: Encounters

The Surprise Roll
Effects of Surprise
Encounter Distance
Encounter Options

Chapter 12: NPCs

Hirelings
Followers
Henchmen
Player Character Obligations

Chapter 13: Vision and Light

Limits of Vision
Light
Infravision
Using Mirrors

Chapter 14: Time and Movement

Movement
Jogging and Running (Optional Rule)
Cross-Country Movement
Swimming
Holding Your Breath
Climbing
Calculating Success
Climbing Rates
Types of Surfaces
Actions While Climbing
Climbing Tools
Getting Down

Appendix 1: Spell Lists

Appendix 2: Notes on Spells

Appendix 3: Wizard Spells

First-Level Spells
Second-Level Spells
Third-Level Spells
Fourth-Level Spells
Fifth-Level Spells
Sixth-Level Spells
Seventh-Level Spells
Eighth-Level Spells
Ninth-Level Spells

Appendix 4: Priest Spells

First-Level Spells
Second-Level Spells
Third-Level Spells
Fourth-Level Spells
Fifth-Level Spells
Sixth-Level Spells
Seventh-Level Spells

Appendix 5: Wizard Spells by School

Appendix 6: Priest Spells by Sphere

Appendix 7: Spell Index

## Appendix 8: Compiled Character Generation Tables

(Tables 1-9, 13, 18, 21, 22, 24, 26-30, 33-36)

## Index

# Tables


Table 1: Strength
Table 2: Dexterity
Table 3: Constitution
Table 4: Intelligence
Table 5: Wisdom
Table 6: Charisma
Table 7: Racial Ability Requirements
Table 8: Racial Ability Adjustments
Table 9: Constitution Saving Throw Bonuses
Table 10: Average Height and Weight
Table 11: Age
Table 12: Aging Effects
Table 13: Class Ability Minimums
Table 14: Warrior Experience Levels
Table 15: Warrior Attacks per Round
Table 16: Fighter's Followers
Table 17: Paladin Spell Progression
Table 18: Ranger Abilities
Table 19: Ranger's Followers
Table 20: Wizard Experience Levels
Table 21: Wizard Spell Progression
Table 22: Wizard Specialist Requirements
Table 23: Priest Experience Levels
Table 24: Priest Spell Progression
Table 25: Rogue Experience Levels
Table 26: Thieving Skill Base Scores
Table 27: Thieving Skill Racial Adjustments
Table 28: Thieving Skill Dexterity Adjustments
Table 29: Thieving Skill Armor Adjustments
Table 30: Backstab Damage Multipliers
Table 31: Thief's Followers
Table 32: Bard Spell Progression
Table 33: Bard Abilities
Table 34: Proficiency Slots
Table 35: Specialist Attacks per Round
Table 36: Secondary Skills
Table 37: Nonweapon Proficiency Groups
Table 38: Nonweapon Proficiency Group Crossovers
Table 39: Tracking Modifiers

Table 40: Movement While Tracking
Table 41: Weapon Construction
Table 42: Standard Exchange Rates
Table 43: Initial Character Funds
Table 44: Equipment
Table 45: Missile Weapon Ranges
Table 46: Armor Class Ratings
Table 47: Character Encumbrance
Table 48: Modified Movement Rates
Table 49: Carrying Capacities of Animals
Table 50: Stowage Capacity
Table 51: Combat Modifiers
Table 52: Weapon Type vs. Armor Modifiers
Table 53: Calculated THAC0s
Table 54: THAC0 Advancement
Table 55: Standard Modifiers to Initiative
Table 56: Optional Modifiers to Initiative
Table 57: Armor Modifiers for Wrestling
Table 58: Punching and Wrestling Results
Table 59: Cover and Concealment Modifiers
Table 60: Character Saving Throws
Table 61: Turning Undead
Table 62: Visibility Ranges
Table 63: Light Sources
Table 64: Base Movement Rates
Table 65: Base Climbing Success Rates
Table 66: Climbing Modifiers
Table 67: Rates of Climbing

# Welcome to the AD&D Game

You are reading the key to the most exciting hobby in the world -- role-playing games.

These first few pages will introduce you to the second edition of the most successful role-playing game ever published. If you are a novice role-player, stop right here and read the section labeled *The Real Basics* (on the next page). When you understand what role-playing and the AD&D game are all about, come back to this point and read the rest of the introduction. If you are an experienced role-player, skip *The Real Basics.*

## How the Rule Books are Organized

The AD&D game rule books are intended primarily as reference books. They are designed so any specific rule can be found quickly and easily during a game.

Everything a player needs to know is in the *Player's Handbook.* That's not to say that all the rules are in this book. But every rule that a player needs to know in order to play the game is in this book.

A few rules have been reserved for the *Dungeon Master® Guide* (DMG). These either cover situations that very seldom arise or give the Dungeon Master (DM) information that players should not have beforehand. Everything else in the DMG is information that only the Dungeon Master needs. If the DM feels that players need to know something that is explained in the DMG, he will tell them.

Like the DMG, the *Monstrous Manual*™ supplement is the province of the DM. This gives complete and detailed information about the monsters, people, and other creatures inhabiting the AD&D world. Some DMs don't mind if players read this information, but the game is more fun if players don't know everything about their foes -- it heightens the sense of discovery and danger of the unknown.

## Learning the Game

If you have played the AD&D game before, you know almost everything you need to play the 2nd Edition. We advise you to read the entire *Player's Handbook*, but the biggest changes are in these chapters: Character Classes, Combat, and Experience. Be sure to read at least those three chapters before sitting down to play.

If you come to a term you do not understand, look for it in the Glossary.

If you have never played the AD&D game before, the best way to learn to play the game is to find a group of experienced players and join them. They can get you immediately into the game and explain things as you need to know them. You don't need to read anything beforehand. In fact, it's best if you can play the game for several hours with experienced players before reading any of the rules. One of the amazing things about a role-playing game is that the concept is difficult to explain, but marvelously simple to demonstrate.

If none of your friends are involved in a game, the best place to find experienced players is through your local hobby store. Role-playing and general gaming clubs are common and are always eager to accept new members. Many hobby stores offer a bulletin board through which DMs can advertise for new players and new players can ask for information about new or ongoing games. If there is no hobby store in your area, check at the local library or school.

If you can't find anyone else who knows the AD&D game, you can teach yourself. Read the *Player's Handbook* and create some characters. Try to create a variety of character classes. Then pick up a pre-packaged adventure module for low-level characters, round up two or three friends, and dive into it. You probably will make lots of mistakes and wonder constantly whether you are doing everything wrong. Even if you are, don't worry about it. The AD&D game is big, but eventually you'll bring it under control.

## Coming from the D&D® Game

If you are switching to the Advanced Dungeons & Dragons game from the Dungeons & Dragons® game, you have some special adaptations to make. You know everything you need to about role-playing, but you will need to adjust to doing certain things different ways.

Much of the jargon of the two games is very similar. Don't let this mislead you into thinking that they are the same game. There are many subtle differences (along with

some obvious ones), and you will need to read the rules in this book carefully to catch them all.

Pay special attention to the chapters on PC races and classes, alignment, weapons and armor, and spell descriptions. The terminology of both games is quite similar, sometimes identical, when discussing these rules. These similarities often hide important differences between the way the rules work or how the numbers line up.

Overall, it is best to approach the AD&D game as if it is a completely new game and be pleasantly surprised when you find overlapping concepts. Don't make the mistake of assuming that a rule, item, or spell with the same name in both games works the same way in both games.

## The AD&D Game Line

Quite a few books and other products are published for the AD&D game. As a player, you need only one of them -- this book. Every player and DM should have a copy of the *Player's Handbook.* Everything else is either optional or intended for the Dungeon Master.

The *Dungeon Master Guide* is essential for the DM and it is for the DM only. Players who are not themselves DMs have no cause to read the *DMG.*

The *Monstrous Manual* supplement is also essential to the DM. It includes the most commonly encountered monsters, mythical beasts, and legendary creatures. Additional supplements, called Monstrous Compendium® Annuals, are available for specific AD&D product lines, such as the Ravenloft® and Forgotten Realms® campaign settings. These supplements expand the variety of monsters available and are highly recommended for DMs who play in those settings.

Expanded character class books--*The Complete Fighter, The Complete Thief,* etc.--provide a lot more detail on these character classes than does the *Player's Handbook.* These books are entirely optional. They are for those players who really want a world of choice for their characters.

Adventure modules contain complete game adventures. These are especially useful for DMs who aren't sure how to create their own adventures and for DMs who need an adventure quickly and don't have time to write one of their own.

## A Note About Pronouns

The male pronoun (he, him, his) is used exclusively throughout the second edition of the AD&D game rules. We hope this won't be construed by anyone to be an attempt to exclude females from the game or imply their exclusion. Centuries of use have neutered the male pronoun. In written material it is clear, concise, and familiar. Nothing else is.

# The Real Basics

This section is intended for novice role-players. If you have played role-playing games before, don't be surprised if what you read here sounds familiar.

Games come in a wide assortment of types: board games, card games, word games, picture games, miniatures games. Even within these categories are subcategories. Board games, for example, can be divided into path games, real estate games, military simulation games, abstract strategy games, mystery games, and a host of others.

Still, in all this mass of games, role-playing games are unique. They form a category all their own that doesn't overlap any other category.

For that reason, role-playing games are hard to describe. Comparisons don't work because there isn't anything similar to compare them to. At least, not without stretching your imagination well beyond its normal, everyday extension.

But then, stretching your imagination is what role-playing is all about. So let's try an analogy.

Imagine that you are playing a simple board game, called Snakes and Ladders. Your goal is to get from the bottom to the top of the board before all the other players. Along the way are traps that can send you sliding back toward your starting position. There are also ladders that can let you jump ahead, closer to the finish space. So far, it's pretty simple and pretty standard.

Now let's change a few things. Instead of a flat, featureless board with a path winding from side to side, let's have a maze. You are standing at the entrance, and you know that there's an exit somewhere, but you don't know where. You have to find it.

Instead of snakes and ladders, we'll put in hidden doors and secret passages. Don't roll a die to see how far you move; you can move as far as you want. Move down the corridor to the intersection. You can turn right, or left, or go straight ahead, or go back the way you came. Or, as long as you're here, you can look for a hidden door. If you find one, it will open into another stretch of corridor. That corridor might take you straight to the exit or lead you into a blind alley. The only way to find out is to step in and start walking.

Of course, given enough time, eventually you'll find the exit. To keep the game interesting, let's put some other things in the maze with you. Nasty things. Things like vampire bats and hobgoblins and zombies and ogres. Of course, we'll give you a sword and a shield, so if you meet one of these things you can defend yourself. You do know how to use a sword, don't you?

And there are other players in the maze as well. They have swords and shields, too. How do you suppose another player would react if you chance to meet? He might attack, but he also might offer to team up. After all, even an ogre might think twice about attacking two people carrying sharp swords and stout shields.

Finally, let's put the board somewhere you can't see it. Let's give it to one of the players and make that player the referee. Instead of looking at the board, you listen to the referee as he describes what you can see from your position on the board. You tell the referee what you want to do and he moves your piece accordingly. As the referee describes your surroundings, try to picture them mentally. Close your eyes and construct the walls of the maze around yourself. Imagine the hobgoblin as the referee describes it whooping and gamboling down the corridor toward you. Now imagine how you would react in that situation and tell the referee what you are going to do about it.

We have just constructed a simple role-playing game. It is not a sophisticated game, but it has the essential element that makes a role-playing game: The player is placed in the midst of an unknown or dangerous situation created by a referee and must work his way through it.

This is the heart of role-playing. The player adopts the role of a character and then guides that character through an adventure. The player makes decisions, interacts with other characters and players, and, essentially, "pretends" to be his character during the course of the game. That doesn't mean that the player must jump up and down, dash around, and act like his character. It means that whenever the character is called on to do something or make a decision, the player pretends that he is in that situation and chooses an appropriate course of action.

Physically, the players and referee (the DM) should be seated comfortably around a table with the referee at the head. Players need plenty of room for papers, pencils, dice, rule books, drinks, and snacks. The referee needs extra space for his maps, dice, rule books, and assorted notes.

## The Goal

Another major difference between role-playing games and other games is the ultimate goal. Everyone assumes that a game must have a beginning and an end and that the end comes when someone wins. That doesn't apply to role-playing because no one "wins" in a role-playing game. The point of playing is not to win but to have fun and to socialize.

An adventure usually has a goal of some sort: protect the villagers from the monsters; rescue the lost princess; explore the ancient ruins. Typically, this goal can be attained in a reasonable playing time: four to eight hours is standard. This might require the players to get together for one, two, or even three playing sessions to reach their goal and complete the adventure.

But the game doesn't end when an adventure is finished. The same characters can go on to new adventures. Such a series of adventures is called a campaign.

Remember, the point of an adventure is not to win but to have fun while working toward a common goal. But the length of any particular adventure need not impose an artificial limit on the length of the game. The AD&D game embraces more than enough adventure to keep a group of characters occupied for years.

## Required Materials

Aside from a copy of this book, very little is needed to play the AD&D game.

You will need some sort of character record. TSR publishes character record sheets that are quite handy and easy to use, but any sheet of paper will do. Blank paper, lined paper, or even graph paper can be used. A double-sized sheet of paper (11 _ 17 inches), folded in half, is excellent. Keep your character record in pencil, because it will change frequently during the game. A good eraser is also a must.

A full set of polyhedral dice is necessary. A full set consists of 4-, 6-, 8-, 10-, 12-, and 20-sided dice. A few extra 6- and 10-sided dice are a good idea. Polyhedral dice should be available wherever you got this book.

Throughout these rules, the various dice are referred to by a code that is in the form: # of dice, followed by "d," followed by a numeral for the type of dice. In other words, if you are to roll one 6-sided die, you would see "roll 1d6." Five 12-sided dice are referred to as "5d12." (If you don't have five 12-sided dice, just roll one five times and add the results.)

When the rules say to roll "percentile dice" or "d100," you need to generate a random

number from 1 to 100. One way to do this is to roll two 10-sided dice of different colors. Before you roll, designate one die as the tens place and the other as the ones place. Rolling them together enables you to generate a number from 1 to 100 (a result of "0" on both dice is read as "00" or "100"). For example, if the blue die (representing the tens place) rolls an "8" and the red die (ones place) rolls a "5," the result is 85. Another, more expensive, way to generate a number from 1 to 100 is to buy one of the dice that actually have numbers from 1 to 100 on them.

At least one player should have a few sheets of graph paper for mapping the group's progress. Assorted pieces of scratch paper are handy for making quick notes, for passing secret messages to other players or the DM, or for keeping track of odd bits of information that you don't want cluttering up your character record.

Miniature figures are handy for keeping track of where everyone is in a confusing situation like a battle. These can be as elaborate or simple as you like. Some players use miniature lead or pewter figures painted to resemble their characters. Plastic soldiers, chess pieces, boardgame pawns, dice, or bits of paper can work just as well.

## An Example of Play

To further clarify what really goes on during an AD&D game, read the following example. This is typical of the sort of action that occurs during a playing session.

Shortly before this example begins, three player characters fought a skirmish with a wererat (a creature similar to a werewolf but which becomes an enormous rat instead of a wolf). The wererat was wounded and fled down a tunnel. The characters are in pursuit. The group includes two fighters and a cleric. Fighter 1 is the group's leader.

**DM:** You've been following this tunnel for about 120 yards. The water on the floor is ankle deep and very cold. Now and then you feel something brush against your foot. The smell of decay is getting stronger. The tunnel is gradually filling with a cold mist.
**Fighter 1:** I don't like this at all. Can we see anything up ahead that looks like a doorway, or a branch in the tunnel?
**DM:** Within the range of your torchlight, the tunnel is more or less straight. You don't see any branches or doorways.
**Cleric:** The wererat we hit had to come this way. There's nowhere else to go.
**Fighter 1:** Unless we missed a hidden door along the way. I hate this place; it gives me the creeps.
**Fighter 2:** We have to track down that wererat. I say we keep going.
**Fighter 1:** OK. We keep moving down the tunnel. But keep your eyes open for anything that might be a door.
**DM:** Another 30 or 35 yards down the tunnel, you find a stone block on the floor.
**Fighter 1:** A block? I take a closer look.
**DM:** It's a cut block, about 12 by 16 inches, and 18 inches or so high. It looks like a different kind of rock than the rest of the tunnel.
**Fighter 2:** Where is it? Is it in the center of the tunnel or off to the side?
**DM:** It's right up against the side.
**Fighter 1:** Can I move it?
**DM** (checking the character's Strength score): Yeah, you can push it around without too much trouble.

**Fighter 1:** Hmmm. This is obviously a marker of some sort. I want to check this area for secret doors. Spread out and examine the walls.
**DM** (rolls several dice behind his rule book, where players can't see the results): Nobody finds anything unusual along the walls.
**Fighter 1:** It has to be here somewhere. What about the ceiling?
**DM:** You can't reach the ceiling. It's about a foot beyond your reach.
**Cleric:** Of course! That block isn't a marker, it's a step. I climb up on the block and start prodding the ceiling.
**DM** (rolling a few more dice): You poke around for 20 seconds or so, then suddenly part of the tunnel roof shifts. You've found a panel that lifts away.
**Fighter 1:** Open it very carefully.
**Cleric:** I pop it up a few inches and push it aside slowly. Can I see anything?
**DM:** Your head is still below the level of the opening, but you see some dim light from one side.
**Fighter 1:** We boost him up so he can get a better look.
**DM:** OK, your friends boost you up into the room . . .
**Fighter 1:** No, no! We boost him just high enough to get his head through the opening.
**DM:** OK, you boost him up a foot. The two of you are each holding one of his legs. Cleric, you see another tunnel, pretty much like the one you were in, but it only goes off in one direction. Thee's a doorway about 10 yards away with a soft light inside. A line of muddy pawprints leads from the hole you're in to the doorway.
**Cleric:** Fine. I want the fighters to go first.
**DM:** As they're lowering you back to the block, everyone hears some grunts, splashing, and clanking weapons coming from further down the lower tunnel. They seem to be closing fast.
**Cleric:** Up! Up! Push me back up through the hole! I grab the ledge and haul myself up. I'll help pull the next guy up.
(All three characters scramble up through the hole.)
**DM:** What about the panel?
**Fighter 1:** We push it back into place.
**DM:** It slides back into its slot with a nice, loud "clunk." The grunting from below gets a lot louder.
**Fighter 1:** Great, they heard it. Cleric, get over here and stand on this panel. We're going to check out that doorway.
**DM:** Cleric, you hear some shouting and shuffling around below you, then there's a thump and the panel you're standing on lurches.
**Cleric:** They're trying to batter it open!
**DM** (to the fighters): When you peer around the doorway, you see a small, dirty room with a small cot, a table, and a couple of stools. On the cot is a wererat curled up into a ball. Its back is toward you. There's another door in the far wall and a small gong in the corner.
**Fighter 1:** Is the wererat moving?
**DM:** Not a bit. Cleric, the panel just thumped again. You can see a little crack in it now.
**Cleric:** Do something quick, you guys. When this panel starts coming apart, I'm getting off it.
**Fighter 1:** OK already! I step into the room and prod the wererat with my shield. What

happens?
**DM:** Nothing. You see blood on the cot.
**Fighter 1:** Is this the same wererat we fought before?
**DM:** Who knows? All wererats look the same to you. Cleric, the panel thumps again. That crack is looking really big.
**Cleric:** That's it. I get off the panel, I'm moving into the room with everybody else.
**DM:** There's a tremendous smash and you hear chunks of rock banging around out in the corridor, followed by lots of snarling and squeaking. You see flashes of torchlight and wererat shadows through the doorway.
**Fighter 1:** All right, the other fighter and I move up to block the doorway. That's the narrowest area, they can only come through it one or two at a time. Cleric, you stay in the room and be ready with your spells.
**Fighter 2:** At last, a decent, stand-up fight!
**DM:** As the first wererat appears in the doorway with a spear in his paws, you hear a slam behind you.
**Cleric:** I spin around. What is it?
**DM:** The door in the back of the room is broken off its hinges. Standing in the doorway, holding a mace in each paw, is the biggest, ugliest wererat you've ever seen. A couple more pairs of red eyes are shining through the darkness behind him. He's licking his chops in a way that you find very unsettling.
**Cleric:** Aaaaarrrgh! I scream the name of my deity at the top of my lungs and then flip over the cot with the dead wererat on it so the body lands in front of him. I've got to have some help here, guys.
**Fighter 1** (to fighter 2): Help him, I'll handle this end of the room. (To DM:) I'm attacking the wererat in the first doorway.
**DM:** While fighter 2 is switching positions, the big wererat looks at the body on the floor and his jaw drops. He looks back up and says, "That's Ignatz. He was my brother. You killed my brother." Then he raises both maces and leaps at you.

At this point a ferocious melee breaks out. The DM uses the combat rules to play out the battle. If the characters survive, they can continue on whatever course they choose.

# Glossary

**Ability--**any of the six natural traits that represent the basic definition of a player character: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. A player character's abilities are determined at the beginning of a game by rolling 6-sided dice (d6s). The scores continue to be used throughout the game as a means of determining success or failure of many actions.
**Ability check--**a 1d20 roll against one of your character's ability scores (modifiers may be added to or subtracted from the die roll). A result that is equal to or less than your character's ability score indicates that the attempted action succeeds.
**AC--**abbreviation for Armor Class.
**Alignment--**a factor in defining a player character that reflects his basic attitude toward

society and the forces of the universe. Basically there are nine categories demonstrating the character's relationship to order vs. chaos and good vs. evil. A player character's alignment is selected by the player when the character is created.
**Area of effect**--the area in which a magical spell or a breath weapon works on any creatures unless they make a saving throw.
**Armor Class (*abbr.* AC)**--a rating for the protective value of a type of armor, figured from 10 (no armor at all) to 0 or even -10 (the best magical armor). The higher the AC, the more vulnerable the character is to attack.
**Attack roll**--the 1d20 roll used to determine if an attack is successful.
**Bend bars/lift gates roll**--the roll of percentile dice to determine whether a character succeeds in bending metal bars, lifting a heavy portcullis, or similar task. The result needed is a function of Strength and can be found in Table 1.
**Bonus spells**--extra spells at various spell levels that a priest is entitled to because of high Wisdom; shown in Table 5.
**Breath weapon**--the ability of a dragon or other creature to spew a substance out of its mouth just by breathing, without making an attack roll. Those in the area of effect must roll a saving throw.
**Cha**--abbreviation for Charisma.
**Chance of spell failure**--the percentage chance that a priest spell will fail when cast. Based on Wisdom, it is shown in Table 5.
**Chance to know spell**--the percentage chance for a wizard to learn a new spell. Based on Intelligence, it is shown in Table 4.
**Charisma (*abbr.* Cha)**--an ability score representing a character's persuasiveness, personal magnetism, and ability to lead.
**Class**--A character's primary profession or career.
**Common**--the language that all player characters in the AD&D game world speak. Other languages may require the use of proficiency slots.
**Con**--abbreviation for Constitution.
**Constitution (*abbr.* Con)**--an ability score that represents a character's general physique, hardiness, and state of health.
**d**--abbreviation for dice or die. A roll that calls for 2d6, for example, means that the player rolls two six-sided dice.
**d3**--since there is no such thing as a three-sided die, a roll calling for d3 means to use a d6, making 1 and 2 be a 1, 3 and 4 be a 2, and 5 and 6 be a 3.
**d4**--a four-sided die.
**d6**--a six-sided die.
**d8**--an eight-sided die.
**d10**--a ten-sided die. Two d10s can be used as percentile dice.
**d12**--a twelve-sided die.
**d20**--a twenty-sided die.
**d100**--either an actual 100-sided die or two different-colored ten-sided dice to be rolled as percentile dice.
**DMG**--a reference to the *Dungeon Master Guide.*
**Damage**--the effect of a successful attack or other harmful situation, measured in hit points.
**Demihuman**--a player character who is not human: a dwarf, elf, gnome, half-elf, or

halfling.
**Dex**--abbreviation for Dexterity.
**Dexterity (*abbr.* Dex)**--an ability score representing a combination of a character's agility, reflexes, hand-eye coordination, and the like.
**Dual-class character**--a human who switches character class after having already progressed several levels. Only humans can be dual-classed.
**Encumbrance**--the amount, in pounds, that a character is carrying. How much he can carry and how being encumbered affects his movement rate are based on Strength and are shown in Tables 47 and 48. Encumbrance is an optional rule.
**Energy drain**--the ability of a creature, especially undead, to drain energy in the form of class levels from a character, in addition to the normal loss of hit points.
**Experience points (*abbr.* XP)**--points a character earns (determined by the Dungeon Master) for completing an adventure, for doing something related to his class particularly well, or for solving a major problem. Experience points are accumulated, enabling the character to rise in level in his class, as shown in Table 14 for warriors, Table 20 for wizards, Table 23 for priests, and Table 25 for rogues.
**Follower**--a nonplayer character who works for a character for money but is initially drawn to his reputation.
**Gaze attack**--the ability of a creature, such as a basilisk, to attack simply by making eye contact with the victim.
**Henchmen**--nonplayer characters who work for a character mainly out of loyalty and love of adventure. The number of henchmen a character can have is based on Charisma and is shown in Table 6. The DM and the player share control of the henchmen.
**Hireling**--nonplayer characters who work for a character just for money. Hirelings are completely under the control of the DM.
**Hit Dice**--the dice rolled to determine a character's hit points. Up to a certain level, one or more new Hit Dice are rolled each time a character attains a new class level. A fighter, for example, has only one 10-sided Hit Die (1d10) at 1st level, but when he rises to the 2nd level, the player rolls a second d10, increasing the character's hit points.
**Hit points**--a number representing: 1. how much damage a character can suffer before being killed, determined by Hit Dice. The hit points lost to injury can usually be regained by rest or healing; 2. how much damage a specific attack does, determined by weapon or monster statistics, and subtracted from a player's total.
**Infravision**--the ability of certain character races or monsters to see in the dark. Infravision generally works up to 60 feet in the darkness.
**Initiative**--the right to attack first in a combat round, usually determined by the lowest roll of a 10-sided die. The initiative roll is eliminated if surprise. is achieved.
**Int**--abbreviation for Intelligence.
**Intelligence (*abbr.* Int)**--an ability score representing a character's memory, reasoning, and learning ability.
*Italic type*--used primarily to indicate spells and magical items.
**Level**--any of several different game factors that are variable in degree, especially: 1. *class level*, a measure of the character's power, starting at the 1st level as a beginning adventurer and rising through the accumulation of experience points to the 20th level or higher. At each level attained, the character receives new powers. 2. *spell level*, a measure of the power of a magical spell. A magic-using character can use only those

spells for which his class level qualifies him. Wizard spells come in nine levels (Table 21); priest spells in seven (Table 24).

**Loyalty base**--a bonus added to or a penalty subtracted from the probability that henchmen are going to stay around when the going gets tough. Based on the character's Charisma, it is shown in Table 6.

**M**--abbreviation for material component.

**Magical defense adjustment**--a bonus added to or a penalty subtracted from saving throws vs. spells that attack the mind. Based on Wisdom, it is shown in Table 5.

**Maneuverability class**--a ranking for flying creatures that reflects their ability to turn easily in aerial combat. Each class--from a top rank of A to a bottom rank of E--has specific statistical abilities in combat.

**Material component (*abbr.* M)**--any specific item that must be handled in some way during the casting of a magical spell.

**Maximum press**--the most weight a character can pick up and raise over his head. It is a function of Strength and may be found in Table 1.

**Melee**--combat in which characters are fighting in direct contact, such as with swords, claws, or fists, as opposed to fighting with missile weapons or spells.

**Missile combat**--combat involving the use of weapons that shoot missiles or items that can be thrown. Because the combat is not "toe-to-toe," the rules are slightly different than those for regular combat.

**Movement rate**--a number used in calculating how far and how fast a character can move in a round. This number is in units of *10 yards* per round outdoors, but it represents *10 feet* indoors. Thus, an MR of 6 is 60 yards per round in the wilderness, but only 60 feet per round in a dungeon.

**MR**--abbreviation for movement rate.

**Multi-class character**--a demihuman who improves in two or more classes at the same time by dividing experience points between the different classes. Humans cannot be multi-classed.

**Mythos (*pl.* mythoi)**--a complete body of belief particular to a certain time or place, including the pantheon of its gods.

**Neutrality**--a philosophical position, or alignment, of a character that is between belief in good or evil, order or chaos.

**Nonhuman**--any humanoid creature that is neither a human nor a demihuman.

**Nonplayer character (*abbr.* NPC)**--any character controlled by the DM instead of a player.

**NPC**--abbreviation for nonplayer character.

**Open doors roll**--the roll of a 20-sided die to see if a character succeeds in opening a heavy or stuck door or performing a similar task. The die roll at which the character succeeds can be found in Table 1.

**Opposition school**--a school of magic that is directly opposed to a specialist's school of choice, thus preventing him from learning spells from that school, as shown in Table 22.

**PC**--abbreviation for player character.

**Percentage (or percent) chance**--a number between 1 and 100 used to represent the probability of something happening. If a character is given an X percentage chance of an event occurring, the player rolls percentile dice.

**Percentile dice**--either a 100-sided die or two 10-sided dice used in rolling a percentage

number. If 2d10 are used, they are of different colors, and one represents the tens digit while the other is the ones.

**Player character** (***abbr.*** **PC**)--the characters in a role-playing game who are under the control of the players.

**Poison save**--a bonus or a penalty to a saving throw vs. poison. Based on Constitution, it is shown in Table 3.

**Prime requisite**--the ability score that is most important to a character class; for example, Strength to a fighter.

**Proficiency**--a character's learned skill not defined by his class but which gives him a greater percentage chance to accomplish a specific type of task during an adventure. Weapon and nonweapon proficiency slots are acquired as the character rises in level, as shown in Table 34. The use of proficiencies in the game is optional.

**Proficiency check**--the roll of a 20-sided die to see if a character succeeds in doing a task by comparing the die roll to the character's relevant ability score plus or minus any modifiers shown in Table 37 (the modified die roll must be equal to or less than the ability score for the action to succeed).

**Race**--a player character's species: human, elf, dwarf, gnome, half-elf, or halfling. Race puts some limitations on the PC's class.

**Rate of fire** (***abbr.*** **ROF**)--number of times a missile-firing or thrown weapon can be shot in a round.

**Reaction adjustment**--a bonus added to or penalty subtracted from a die roll used in determining the success of a character's action. Such an adjustment is used especially in reference to surprise (shown on Table 2 as a function of Dexterity) and the reaction of other intelligent beings to a character (shown on Table 6 as a function of Charisma).

**Regeneration**--a special ability to heal faster than usual, based on an extraordinarily high Constitution, as shown in Table 3.

**Resistance**--the innate ability of a being to withstand attack, such as by magic. Gnomes, for example, have a magic resistance that adds bonuses to their saving throws against magic (Table 9).

**Resurrection survival**--the percentage chance a character has of being magically raised from death. Based on Constitution, it is shown in Table 3.

**Reversible**--of a magical spell, able to be cast "backwards," so that the opposite of the usual effect is achieved.

**ROF**--abbreviation for rate of fire.

**Round**--in combat, a segment of time approximately 1 minute long, during which a character can accomplish one basic action. Ten combat rounds equal one turn.

**S**--abbreviation for somatic component.

**Saving throw**--a measure of a character's ability to resist (to "save vs.") special types of attacks, especially poison, paralyzation, magic, and breath weapons. Success is usually determined by the roll of 1d20.

**School of magic**--One of nine different categories of magic, based on the type of magical energy utilized. Wizards who concentrate their work on a single school are called specialists. The specific school of which a spell is a part is shown after the name of the spell in the spell section at the end of the book.

**Somatic component** (***abbr.*** **S**)--the gestures that a spellcaster must use to cast a specific spell. A bound wizard cannot cast a spell requiring somatic components.

**Specialist**--a wizard who concentrates on a specific school of magic, as opposed to a mage, who studies all magic in general.
**Spell immunity**--protection that certain characters have against illusions or other specific spells, based on high Intelligence (Table 4) or Wisdom (Table 5) scores.
**Sphere of influence**--any of sixteen categories of priest spells to which a priest may have major access (he can eventaully learn them all or minor access (he can learn only the lower level spells). The relevant sphere of influence is shown as the first item in the list of characteristics in the priest spells.
**Str**--abbreviation for Strength.
**Strength (*abbr.* Str)**--an ability score representing a character's muscle power, endurance, and stamina.
**Surprise roll**--the roll of a ten-sided die by the Dungeon Master to determine if a character or group takes another by surprise. Successful surprise (a roll of 1, 2, or 3) cancels the roll for initiative on the first round of combat.
**System shock**--a percentage chance that a character survives major magical effects, such as being petrified. Based on Constitution, it is shown in Table 3.
**THAC0**--an acronym for "To Hit Armor Class 0," the number that a character needs to roll in order to hit a target with AC 0.
**To-hit roll**--another name for attack roll.
**Turn**--in game time, approximately 10 minutes; used especially in figuring how long various magic spells may last. In combat, a turn consists of 10 rounds.
**Turn undead**--an ability of a cleric or paladin to turn away an undead creature, such as a skeleton or a vampire.
**V**--abbreviation for verbal component.
**Verbal component (*abbr.* V)**--specific words or sounds that must be uttered while casting a spell.
**Weapon speed**--an initiative modifier used in combat that accounts for the time required to get back into position to reuse a weapon.
**Wis**--abbreviation for Wisdom.
**Wisdom (*abbr.* Wis)**--an ability score representing a composite of a character's intuition, judgment, common sense, and will power.
**XP**--abbreviation for experience points.

# Step-by-Step Player Character Generation

To create a character to play in the AD&D game, proceed, in order, through Chapters 1 through 6. (Chapter 5 is optional). These chapters will tell you how to generate your character's ability scores, race, and class, decide on his alignment, pick proficiencies, and buy equipment. The necessary steps are summarized here. Don't be concerned if you encounter terms you don't understand; they are fully explained in chapters 1 through 6. Once you've worked through this list, your character is ready for adventure!

## Step 1: Roll Ability Scores (chapter 1)

Your character needs scores for Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

## Step 2: Choose a Race (chapter 2)

See Table 7 for ability score requirements. Then adjust the character's scores according to the race chosen:

| | |
|---|---|
| Dwarf | Con +1, Cha -1 |
| Elf | Dex +1, Con -1 |
| Gnome | Int +1, Wis -1 |
| Half-elf | no adjustments |
| Halfling | Dex +1, Str -1 |
| Human | no adjustments |

Consult tables 1-6 and record the various bonuses and penalties the character receives for having particularly high or low scores.

Consult the racial descriptions in chapter 2 and record the character's special racial abilities.

Finally, check Tables 10, 11, and 12 to determine the character's height, weight, starting age, and age effects.

## Step 3: Select a Class (chapter 3)

Select a class that is available to your character's race:

| | |
|---|---|
| Dwarf | F, C, T, F/T, F/C |
| Elf | F, R, M, C, T, F/M, F/T, M/T, F/M/T |
| Gnome | F, I, C, T, F/C, F/I, F/T, C/I, C/T, I/T |
| Half-elf | F, R, M, C, D, T, B, F/C, F/T, F/D, F/M, C/R, C/M, T/M, F/M/C, F/M/T |
| Halfling | F, C, T, F/T |
| Human | F, P, R, M, I, C, D, T, B |

Check Table 13 for class-based ability score restrictions. Read the class description and record special class abilities and restrictions.

If your character is a fighter, paladin, or ranger, is not a halfling, and has a Strength score of 18, roll d100 to determine exceptional Strength. Consult Table 1 and readjust those bonuses affected by exceptional Strength.

If your character is a mage, consult Table 4 and record his maximum spell level, chance to learn spells, and maximum number of spells per level. Ask your DM what spells the character knows.

If your character is a cleric, consult Table 5 and record bonus spells and his chance of spell failure. Note the spell spheres to which the PC has access.

If your character is a thief, record his base thieving skills scores from Table 26. Modify these scores according to Tables 27 and 28. Then apportion 60 points between those abilities, assigning no more than 30 points to any one score.

If your character is a bard, not his thief abilities from Table 33. Modify these percentages according to Tables 27 and 28. Then apportion 20 points between these abilities.

**Step 4: Choose an Alignment (chapter 4)**

In selecting your alignment, abide by class restrictions:

| | |
|---|---|
| Paladin | lawful good |
| Ranger | lawful, neutral, or chaotic good |
| Mythos Priest | any acceptable to deity |
| Bard | any neutral combination |
| All others | any |

**Step 5: Record Saving Throws and THAC0 (chapter 9)**

Consult Table 60 to determine the base saving throws for your character. Consult Table 53 to determine your character's THAC0.

**Step 6: Roll Hit Points (chapter 3)**

Roll the appropriate hit die for your character. If the character is multi-classed, roll all applicable hit dice and average the results.

| | |
|---|---|
| Warrior | 1d10 |
| Priest | 1d8 |
| Rogue | 1d6 |
| Mage | 1d4 |

**Step 7: Record Base Movement (chapter 14)**

Find the character' base movement rate on Table 64 and record it. If the optional encumbrance rules are in effect, also record the encumbrance categories from Table 47 and modified movement rates and combat abilities.

**Step 8: Select Proficiencies (optional, chapter 5)**

Consult Table 34 to determine the character's weapon and nonweapon proficiency slots. Add the character's number of languages known (from Table 4) to his number of nonweapon proficiencies.

Select weapon proficiencies. If the character is a fighter, you may select a weapon specialization.

Select nonweapon proficiencies. Record their relevant abilities and check modifiers.

**Step 9: Equip Your Character (chapter 6)**

Consult Table 43 to determine your character's starting funds. Using Table 44, select and pay for your character's starting equipment.

Consult Table 46 to determine your character's armor class rating. Modify this base AC by his defensive adjustment.

Record the weight, size, damage, rate of fire, and range information for each weapon carried. Include type and speed factors if those optional rules are in play.

# Chapter 1:

# Player Character Ability Scores

To venture into the worlds of the AD&D game, you first need to create a *character*. The character you create is your alter ego in the fantasy realms of this game, a make-believe person who is under your control and through whom you vicariously explore the world the Dungeon Master (DM) has created.

Each character in the AD&D game has six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. The first three abilities represent the physical nature of the character, while the second three quantify his mental and personality traits.

In various places throughout these rules, the following abbreviations are used for the ability names: Strength--Str; Dexterity--Dex; Constitution--Con; Intelligence--Int; Wisdom--Wis; Charisma--Cha.

## Rolling Ability Scores

Let's first see how to generate ability scores for your character, after which definitions of each ability will be given.

The six ability scores are determined randomly by rolling six-sided dice to obtain a score from 3 to 18. There are several methods for rolling up these scores.

**Method I:** Roll three six-sided dice (3d6); the total shown on the dice is your character's Strength ability score. Repeat this for Dexterity, Constitution, Intelligence, Wisdom, and Chrisma, in that order. This method gives a range of scores from 3 to 18, with most results in the 9 to 12 range. Only a few characters have high scores (15 and above), so you should treasure these characters.

## Alternative Dice-Rolling Methods

Method I creates characters whose ability scores are usually between 9 and 12. If you would rather play a character of truly heroic proportions, ask your DM if he allows players to use optional methods for rolling up characters. These optional methods are designed to produce above-average characters.

**Method II**: Roll 3d6 twice, noting the total of each roll. Use whichever result you prefer for your character's Strength score. Repeat this for Dexterity, Constitution, Intelligence, Wisdom, and Charisma. This allows you to pick the best score from each pair, generally ensuring that your character does not have any really low ability scores (but low ability scores are not all that bad any way!).

**Method III:** Roll 3d6 six times and jot down the total for each roll. Assign the scores to your character's six abilities however you want. This gives you the chance to custom-tailor your character, although you are not guaranteed high scores.

**Method IV:** Roll 3d6 twelve times and jot down all twelve totals. Choose six of these rolls (generally the six best rolls) and assign them to your character's abilities however you want. This combines the best of methods II and III, but takes somewhat longer.

As an example, Joan rolls 3d6 twelve times and gets results of 12, 5, 6, 8, 10, 15, 9, 12, 6, 11, 10, and 7. She chooses the six best rolls (15, 12, 12, 11, 10, and 10) and then assigns them to her character's abilities so as to create the strengths and weaknesses that she wants her character to have (see the ability descriptions following this section for

explanations of the abilities).

**Method V:** Roll four six-sided dice (4d6). Discard the lowest die and total the remaining three. Repeat this five more times, then assign the six numbers to the character's abilities however you want. This is a fast method that gives you a good character, but you can still get low scores (after all, you could roll 1s on all four dice!).

**Method VI:** This method can be used if you want to create a specific type of character. It does not guarantee that you will get the character you want, but it will improve your chances.

Each ability starts with a score of 8. Then roll seven dice. These dice can be added to your character's abilities as you wish. All the points on a die must be added to the same ability score. For example, if a 6 is rolled on one die, all 6 points must be assigned to one ability. You can add as many dice as you want to any ability, but no ability score can exceed 18 points. If you cannot make an 18 by exact count on the dice, you cannot have an 18 score.

## The Ability Scores

The six character abilities are described below. Each description gives an idea of what that ability encompasses. Specific game effects are also given. At the end of each ability description is the table giving all modifiers and game information for each ability score. The blue-shaded ability scores can be obtained only by extraordinary means, whether by good fortune (finding a magical book that raises a score) or ill fortune (an attack by a creature that lowers a score).

### Strength

Strength (Str) measures a character's muscle, endurance, and stamina. This ability is the prime requisite of warriors because they must be physically powerful in order to wear armor and wield heavy weapons. A fighter with a score of 16 or more in Strength gains a 10% bonus to the experience points he earns.

Furthermore, any warrior with a Strength score of 18 is entitled to roll percentile dice (see Glossary) to determine exceptional Strength; exceptional Strength improves the character's chance to hit an enemy, increases the damage he causes with each hit, increases the weight the character is able to carry without a penalty for encumbrance (see below), and increases the character's ability to force open doors and similar portals.

The rest of this section on Strength consists of explanations of the columns in Table 1. Refer to the table as you read.

**Hit Probability** adjustments are added to or subtracted from the attack roll rolled on 1d20 (one 20-sided die) during combat. A bonus (positive number) makes the opponent easier to hit; a penalty (negative number) makes him harder to hit.

**Damage Adjustment** also applies to combat. The listed number is added to or subtracted from the dice rolled to determine the damage caused by an attack (regardless of subtractions, a successful attack roll can never cause less than 1 point of damage). For example, a short sword normally causes 1d6 points of damage (a range of 1 to 6). An attacker with Strength 17 causes one extra point of damage, for a range of 2 to 7 points of damage. The damage adjustment also applies to missile weapons, although bows must be specially made to gain the bonus; crossbows never benefit from the user's Strength.

**Weight Allowance** is the weight (in pounds) a character can carry without being encumbered (encumbrance measures how a character's possessions hamper his movement--see Glossary). These weights are expressed in pounds. A character carrying up to the listed weight can move his full movement rate.

**Maximum Press** is the heaviest weight a character can pick up and lift over his head. A character cannot walk more than a few steps this way. No human or humanoid creature without exceptional Strength can lift more than twice his body weight over his head. In 1987, the world record for lifting a weight overhead in a single move was 465 pounds. A heroic fighter with Strength 18/00 (see Table 1) can lift up to 480 pounds the same way and he can hold it overhead for a longer time!

**Open Doors** indicates the character's chance to force open a heavy or stuck door. When a character tries to force a door open, roll 1d20. If the result is equal to or less than the listed number, the door opens. A character can keep trying to open a door until it finally opens, but each attempt takes time (exactly how much is up to the DM) and makes a lot of noise.

Numbers in parentheses are the chances (on 1d20) to open a locked, barred, or magically held door, but only one attempt per door can ever be made. If it fails, no further attempts by that character can succeed.

**Bend Bars/Lift Gates** states the character's percentage chance (rolled on percentile dice) to bend normal, soft iron bars, lift a vertical gate (portcullis), or perform a similar feat of enormous strength. When the character makes the attempt, roll percentile dice. If the number rolled is equal to or less than the number listed on Table 1, the character bends the bar or lifts the gate. If the attempt fails, the character can never succeed at that task. A character can, however, try to bend the bars on a gate that he couldn't lift, and vice versa.

**Table 1:**

# Strength

| Ability Score | Hit Prob. | Dmg. Adj. | Weight Allow. | Max. Press | Open Doors | Bend Bars/ Lift Gates | Notes |
|---|---|---|---|---|---|---|---|
| **1** | **-5** | **-4** | **1** | **3** | **1** | **0%** | |
| **2** | **-3** | **-2** | **1** | **5** | **1** | **0%** | |
| 3 | -3 | -1 | 5 | 10 | 2 | 0% | |
| 4-5 | -2 | -1 | 10 | 25 | 3 | 0% | |
| 6-7 | -1 | None | 20 | 55 | 4 | 0% | |
| 8-9 | Normal | None | 35 | 90 | 5 | 1% | |
| 10-11 | Normal | None | 40 | 115 | 6 | 2% | |
| 12-13 | Normal | None | 45 | 140 | 7 | 4% | |
| 14-15 | Normal | None | 55 | 170 | 8 | 7% | |
| 16 | Normal | +1 | 70 | 195 | 9 | 10% | |
| 17 | +1 | +1 | 85 | 220 | 10 | 13% | |
| 18 | +1 | +2 | 110 | 255 | 11 | 16% | |
| 18/01-50 | +1 | +3 | 135 | 280 | 12 | 20% | |
| 18/51-75 | +2 | +3 | 160 | 305 | 13 | 25% | |
| 18/76-90 | +2 | +4 | 185 | 330 | 14 | 30% | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 18/91-99 | +2 | +5 | 235 | 380 | 15(3) | 35% | |
| 18/00 | +3 | +6 | 335 | 480 | 16(6) | 40% | |
| **19** | **+3** | **+7** | **485** | **640** | **16(8)** | **50%** | **Hill Giant** |
| **20** | **+3** | **+8** | **535** | **700** | **17(10)** | **60%** | **Stone Giant** |
| **21** | **+4** | **+9** | **635** | **810** | **17(12)** | **70%** | **Frost Giant** |
| **22** | **+4** | **+10** | **785** | **970** | **18(14)** | **80%** | **Fire Giant** |
| **23** | **+5** | **+11** | **935** | **1,130** | **18(16)** | **90%** | **Cloud Giant** |
| **24** | **+6** | **+12** | **1,235** | **1,440** | **19(17)** | **95%** | **Storm Giant** |
| **25** | **+7** | **+14** | **1,535** | **1,750** | **19(18)** | **99%** | **Titan** |

# Dexterity

Dexterity (Dex) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. Dexterity affects a character's reaction to a threat or surprise, his accuracy with thrown weapons and bows, and his ability to dodge an enemy's blows. It is the prime requisite of rogues and affects their professional skills. A rogue with a Dexterity score of 16 or higher gains a 10% bonus to the experience points he earns.

**Reaction Adjustment** modifies the die roll to see if a character is surprised when he unexpectedly encounters NPCs. The more positive the modifier, the less likely the character is to be surprised.

**Missile Attack Adjustment** is used to modify a character's die roll whenever he uses a missile weapon (a bow or a thrown weapon). A positive number makes it easier for the character to hit with a missile, while a negative number makes it harder.

**Defensive Adjustment** applies to a character's saving throws (see Glossary) against attacks that can be dodged--lightning bolts, boulders, etc. It also modifies the character's Armor Class (see Glossary), representing his ability to dodge normal missiles and parry weapon thrusts. For example, Rath is wearing chain mail, giving him an Armor Class of 5. If his Dexterity score is 16, his Armor Class is modified by -2 to 3, making him harder to hit. If his Dexterity score is 5, his Armor Class is modified by +2 to 7, making him easier to hit. (In some situations, beneficial Dexterity modifiers to Armor Class do not apply. Usually this occurs when a character is attacked from behind or when his movement is restricted--attacked while prone, tied up, on a ledge, climbing a rope, etc.)

**Table 2:**

# Dexterity

| Ability Score | Reaction Adj. | Missile Attack Adj. | Defensive Adj. |
|---|---|---|---|
| **1** | **-6** | **-6** | **+5** |
| **2** | **-4** | **-4** | **+5** |
| 3 | -3 | -3 | +4 |
| 4 | -2 | -2 | +3 |
| 5 | -1 | -1 | +2 |
| 6 | 0 | 0 | +1 |

| | | | |
|---|---|---|---|
| 7 | 0 | 0 | 0 |
| 8 | 0 | 0 | 0 |
| 9 | 0 | 0 | 0 |
| 10-14 | 0 | 0 | 0 |
| 15 | 0 | 0 | -1 |
| 16 | +1 | +1 | -2 |
| 17 | +2 | +2 | -3 |
| 18 | +2 | +2 | -4 |
| 19 | +3 | +3 | -4 |
| **20** | **+3** | **+3** | **-4** |
| **21** | **+4** | **+4** | **-5** |
| **22** | **+4** | **+4** | **-5** |
| **23** | **+4** | **+4** | **-5** |
| **24** | **+5** | **+5** | **-6** |
| **25** | **+5** | **+5** | **-6** |

# Constitution

A character's Constitution (Con) score encompasses his physique, fitness, health, and physical resistance to hardship, injury, and disease. Since this ability affects the character's hit points and chances of surviving such tremendous shocks as being physically reshaped by magic or resurrected from death, it is vitally important to all classes. Some classes have minimum allowable Constitution scores.

A character's initial Constitution score is the absolute limit to the number of times the character can be raised or resurrected from death. Each such revival reduces the character's Constitution score by one. Magic can restore a reduced Constitution score to its original value or even higher, *but this has no effect on the number of times a character can be revived from death!* Once the character has exhausted his original Constitution, nothing short of divine intervention can bring him back, and divine intervention is reserved for only the bravest and most faithful heroes!

For example, Rath's Constitution score at the start of his adventuring career is 12. He can be revived from death 12 times. If he dies a 13th time, he cannot be *resurrected* or *raised.*

**Hit Point Adjustment** is added to or subtracted from each Hit Die rolled for the character. However, no Hit Die ever yields less than 1 hit point, regardless of modifications. If an adjustment would lower the number rolled to 0 or less, consider the final result to be 1. Always use the character's current Constitution to determine hit point bonuses and penalties.

Only warriors are entitled to a Constitution bonus of +3 or +4. Non-warrior characters who have Constitution scores of 17 or 18 receive only +2 per die.

The Constitution bonus ends when a character reaches 10th level (9th for warriors and priests)--neither the Constitution bonus nor Hit Dice are added to a character's hit points after he has passed this level (see the character class descriptions in Chapter 3).

If a character's Constitution changes during the course of adventuring, his hit points may be adjusted up or down to reflect the change. The difference between the character's current hit point bonus (if any) and the new bonus is multiplied by the character's level (up to 10) and added to or subtracted from the character's total. If Delsenora's

Constitution increased from 16 to 17, she would gain 1 hit point for every level she had, up to 10th level.

**System Shock** states the percentage chance a character has to survive magical effects that reshape or age his body: petrification (and reversing petrification), polymorph, magical aging, etc. It can also be used to see if the character retains consciousness in particularly difficult situations. For example, an evil wizard polymorphs his dim-witted hireling into a crow. The hireling, whose Constitution score is 13, has an 85% chance to survive the change. Assuming he survives, he must successfully roll for system shock again when he is changed back to his original form or else he will die.

**Resurrection Survival** lists a character's percentage chance to be successfully resurrected or raised from death by magic. The player must roll the listed number or less on percentile dice for the character to be revived. If the dice roll fails, the character is dead, regardless of how many times he has previously been revived. Only divine intervention can bring such a character back again.

**Poison Save** modifies the saving throw vs. poison for humans, elves, gnomes, and half-elves. Dwarves and halflings do not use this adjustment, since they have special resistances to poison attacks. The DM has specific information on saving throws.

**Regeneration** enables those with specially endowed Constitutions (perhaps by a *wish* or magical item) to heal at an advanced rate, regenerating damage taken. The character heals 1 point of damage after the passage of the listed number of turns. However, fire and acid damage (which are more extensive than normal wounds) cannot be regenerated in this manner. These injuries must heal normally or be dealt with by magical means.

**Table 3:**

## Constitution

| Ability Score | Hit Point Adjustment | System Shock | Resurrection Survival | Poison Save | Regeneration |
|---|---|---|---|---|---|
| **1** | **-3** | **25%** | **30%** | **-2** | **Nil** |
| 2 | -2 | 30% | 35% | -1 | Nil |
| 3 | -2 | 35% | 40% | 0 | Nil |
| 4 | -1 | 40% | 45% | 0 | Nil |
| 5 | -1 | 45% | 50% | 0 | Nil |
| 6 | -1 | 50% | 55% | 0 | Nil |
| 7 | 0 | 55% | 60% | 0 | Nil |
| 8 | 0 | 60% | 65% | 0 | Nil |
| 9 | 0 | 65% | 70% | 0 | Nil |
| 10 | 0 | 70% | 75% | 0 | Nil |
| 11 | 0 | 75% | 80% | 0 | Nil |
| 12 | 0 | 80% | 85% | 0 | Nil |
| 13 | 0 | 85% | 90% | 0 | Nil |
| 14 | 0 | 88% | 92% | 0 | Nil |
| 15 | +1 | 90% | 94% | 0 | Nil |
| 16 | +2 | 95% | 96% | 0 | Nil |
| 17 | +2 (+3)* | 97% | 98% | 0 | Nil |

| | | | | | |
|---|---|---|---|---|---|
| 18 | +2 (+4)* | 99% | 100% | 0 | Nil |
| 19 | +2 (+5)* | 99% | 100% | +1 | Nil |
| **20** | **+2 (+5)**** | **99%** | **100%** | **+1** | **1/6 turns** |
| **21** | **+2 (+6)***** | **99%** | **100%** | **+2** | **1/5 turns** |
| **22** | **+2 (+6)***** | **99%** | **100%** | **+2** | **1/4 turns** |
| **23** | **+2 (+6)****** | **99%** | **100%** | **+3** | **1/3 turns** |
| **24** | **+2 (+7)****** | **99%** | **100%** | **+3** | **1/2 turns** |
| **25** | **+2 (+7)****** | **100%** | **100%** | **+4** | **1/1 turn** |

* Parenthetical bonus applies to warriors only. All other classes receive maximum bonus of +2 per die.
** All 1s rolled for Hit Dice are automatically considered 2s.
*** All 1s and 2s rolled for Hit Dice are automatically considered 3s.
**** All 1s, 2s, and 3s rolled for Hit Dice are automatically considered 4s.

# Intelligence

Intelligence (Int) represents a character's memory, reasoning, and learning ability, including areas outside those measured by the written word. Intelligence dictates the number of languages a character can learn. Intelligence is the prime requisite of wizards, who must have keen minds to understand and memorize magical spells. A wizard with an Intelligence score of 16 or higher gains a 10% bonus to experience points earned. The wizard's Intelligence dictates which spells he can learn and the number of spells he can memorize at one time. Only those of the highest Intelligence can comprehend the mighty magic of 9th-level spells.

This ability gives only a general indication of a character's mental acuity. A semi-intelligent character (Int 3 or 4) can speak (with difficulty) and is apt to react instinctively and impulsively. He is not hopeless as a player character (PC), but playing such a character correctly is not easy. A character with low Intelligence (Int 5-7) could also be called dull-witted or slow. A very intelligent person (Int 11 or 12) picks up new ideas quickly and learns easily. A highly intelligent character (Int 13 or 14) is one who can solve most problems without even trying very hard. One with exceptional intelligence (Int 15 or 16) is noticeably above the norm. A genius character is brilliant (Int 17 or 18). A character beyond genius is potentially more clever and more brilliant than can possibly be imagined.

However, the true capabilities of a mind lie not in numbers--I.Q., Intelligence score, or whatever. Many intelligent, even brilliant, people in the real world fail to apply their minds creatively and usefully, thus falling far below their own potential. Don't rely too heavily on your character's Intelligence score; you must provide your character with the creativity and energy he supposedly possesses!

**Number of Languages** lists the number of additional languages the character can speak beyond his native language. Every character can speak his native language, no matter what his Intelligence is. This knowledge extends only to speaking the language; it does not include reading or writing. The DM must decide if your character begins the game already knowing these additional languages or if the number shows only how many languages your character can possibly learn. The first choice will make communication easier, while the second increases your opportunities for role-playing (finding a tutor or

creating a reason why you need to know a given language). Furthermore, your DM can limit your language selection based on his campaign. It is perfectly fair to rule that your fighter from the Frozen Wastes hasn't the tongues of the Southlands, simply because he has never met anyone who has been to the Southlands.

**Table 4:**

## Intelligence

| Ability Score | # of Lang. | Spell Level | Chance to Learn Spell | Max. # of Spells/Level | Illusion Immunity |
|---|---|---|---|---|---|
| **1** | **0*** | **--** | **--** | **--** | **--** |
| **2** | **1** | **--** | **--** | **--** | **--** |
| **3** | **1** | **--** | **--** | **--** | **--** |
| 4 | 1 | -- | -- | -- | -- |
| 5 | 1 | -- | -- | -- | -- |
| 6 | 1 | -- | -- | -- | -- |
| 7 | 1 | -- | -- | -- | -- |
| 8 | 1 | -- | -- | -- | -- |
| 9 | 2 | 4th | 35% | 6 | -- |
| 10 | 2 | 5th | 40% | 7 | -- |
| 11 | 2 | 5th | 45% | 7 | -- |
| 12 | 3 | 6th | 50% | 7 | -- |
| 13 | 3 | 6th | 55% | 9 | -- |
| 14 | 4 | 7th | 60% | 9 | -- |
| 15 | 4 | 7th | 65% | 11 | -- |
| 16 | 5 | 8th | 70% | 11 | -- |
| 17 | 6 | 8th | 75% | 14 | -- |
| 18 | 7 | 9th | 85% | 18 | -- |
| 19 | 8 | 9th | 95% | All | 1st-level |
| **20** | **9** | **9th** | **96%** | **All** | **2nd-level** |
| **21** | **10** | **9th** | **97%** | **All** | **3rd-level** |
| **22** | **11** | **9th** | **98%** | **All** | **4th-level** |
| **23** | **12** | **9th** | **99%** | **All** | **5th-level** |
| **24** | **15** | **9th** | **100%** | **All** | **6th-level** |
| **25** | **20** | **9th** | **100%** | **All** | **7th-level** |

* While unable to speak a language, the character can still communicate by grunts and gestures.

If the DM allows characters to have proficiencies, this column also indicates the number of extra proficiency slots the character gains due to his Intelligence. These extra proficiency slots can be used however the player desires. The character never needs to spend any proficiency slots to speak his native language.

**Spell Level** lists the highest level of spells that can be cast by a wizard with this Intelligence.

**Chance to Learn Spell** is the percentage probability that a wizard can learn a particular spell. A check is made as the wizard comes across new spells, not as he advances in level. To make the check, the wizard character must have access to a spell book containing the spell. If the player rolls the listed percentage or less, his character can learn the spell and copy it into his own spell book. If the wizard fails the roll, he cannot check that spell again until he advances to the next level (provided he still has access to the spell).

**Maximum Number of Spells per Level (Optional Rule)**

This number indicates the maximum number of spells a wizard can know from any particular spell level. Once a wizard has learned the maximum number of spells he is allowed in a given spell level, he cannot add any more spells of that level to his spell book (unless the optional spell research system is used). Once a spell is learned, it cannot be unlearned and replaced by a new spell.

For example, Delsenora the wizard has an Intelligence of 14. She currently knows seven 3rd-level spells. During an adventure, she finds a musty old spell book on the shelves of a dank, forgotten library. Blowing away the dust, she sees a 3rd-level spell she has never seen before! Excited, she sits down and carefully studies the arcane notes. Her chance to learn the spell is 60%. Rolling the dice, Delsenora's player rolls a 37. She understands the curious instructions and can copy them into her own spell book. When she is finished, she has eight 3rd-level spells, only one away from her maximum number. If the die roll had been greater than 60, or she already had nine 3rd-level spells in her spell book, or the spell had been greater than 7th level (the maximum level her Intelligence allows her to learn), she could not have added it to her collection.

**Spell Immunity** is gained by those with exceptionally high Intelligence scores. Those with the immunity notice some inconsistency or inexactness in the illusion or phantasm, automatically allowing them to make their saving throws. All benefits are cumulative, thus, a character with a 20 Intelligence is not fooled by 1st- or 2nd-level illusion spells.

# Wisdom

Wisdom (Wis) describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition. It can affect the character's resistance to magical attack. It is the prime requisite of priests; those with a Wisdom score of 16 or higher gain a 10% bonus to experience points earned. Clerics, druids, and other priests with Wisdom scores of 13 or higher also gain bonus spells over and above the number they are normally allowed to use.

**Magical Defense Adjustment** listed on Table 5 applies to saving throws against magical spells that attack the mind: *beguiling, charm, fear, hypnosis, illusions, possession, suggestion*, etc. These bonuses and penalties are applied automatically, without any conscious effort from the character.

**Bonus Spells** indicates the number of additional spells a priest (and only a priest) is entitled to because of his extreme Wisdom. Note that these spells are available only when the priest is entitled to spells of the appropriate level. Bonus spells are cumulative, so a priest with a Wisdom of 15 is entitled to two 1st-level bonus spells and one 2nd-level bonus spell.

**Chance of Spell Failure** states the percentage chance that any particular spell fails when cast. Priests with low Wisdom scores run the risk of having their spells fizzle. Roll percentile dice every time the priest casts a spell; if the number rolled is less than or equal to the listed chance for spell failure, the spell is expended with absolutely no effect whatsoever. Note that priests with Wisdom scores of 13 or higher don't need to worry about their spells failing.

**Spell Immunity** gives those extremely wise characters complete protection from certain spells, spell-like abilities, and magical items as listed. These immunities are cumulative, so that a character with a Wisdom of 23 is immune to all listed spells up to and including those listed on the 23 Wisdom row.

**Table 5:**

# Wisdom

| Ability Score | Magical Defense Adjustment | Bonus Spells | Chance of Spell Failure | Spell Immunity |
|---|---|---|---|---|
| **1** | **-6** | **--** | **80%** | **--** |
| 2 | -4 | -- | 60% | -- |
| 3 | -3 | -- | 50% | -- |
| 4 | -2 | -- | 45% | -- |
| 5 | -1 | -- | 40% | -- |
| 6 | -1 | -- | 35% | -- |
| 7 | -1 | -- | 30% | -- |
| 8 | 0 | -- | 25% | -- |
| 9 | 0 | 0 | 20% | -- |
| 10 | 0 | 0 | 15% | -- |
| 11 | 0 | 0 | 10% | -- |
| 12 | 0 | 0 | 5% | -- |
| 13 | 0 | 1st | 0% | -- |
| 14 | 0 | 1st | 0% | -- |
| 15 | +1 | 2nd | 0% | -- |
| 16 | +2 | 2nd | 0% | -- |
| 17 | +3 | 3rd | 0% | -- |
| 18 | +4 | 4th | 0% | -- |
| **19** | **+4** | **1st, 3rd** | **0%** | ***cause fear, charm person, command, friends, hypnotism*** |
| **20** | **+4** | **2nd, 4th** | **0%** | ***forget, hold person, ray of enfeeblement, scare*** |
| **21** | **+4** | **3rd, 5th** | **0%** | ***fear*** |
| **22** | **+4** | **4th, 5th** | **0%** | ***charm monster, confusion, emotion, fumble, suggestion*** |
| **23** | **+4** | **1st, 6th** | **0%** | ***chaos, feeblemind, hold monster, magic jar, quest*** |
| **24** | **+4** | **5th, 6th** | **0%** | ***geas, mass suggestion, rod of*** |

| | | | | | |
|---|---|---|---|---|---|
| **25** | **+4** | | **6th, 7th** | **0%** | ***rulership antipathy/sympathy, death spell, mass charm*** |

## Charisma

The Charisma (Cha) score measures a character's persuasiveness, personal magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role. It is important to all characters, but especially to those who must deal with nonplayer characters (NPCs), mercenary hirelings, retainers, and intelligent monsters. It dictates the total number of henchmen a character can retain and affects the loyalty of henchmen, hirelings, and retainers.

**Maximum Number of Henchmen** states the number of nonplayer characters who will serve as permanent retainers of the player character. It does not affect the number of mercenary soldiers, men-at-arms, servitors, or other persons in the pay of the character.

**Loyalty Base** shows the subtraction from or addition to the henchmen's and other servitors' loyalty scores (in the *DMG*). This is crucial during battles, when morale becomes important.

**Reaction Adjustment** indicates the penalty or bonus due to the character because of Charisma when dealing with nonplayer characters and intelligent creatures. For example, Rath encounters a centaur, an intelligent creature. Rath's Charisma is only 6, so he is starting off with one strike against him. He probably should try to overcome this slight handicap by making generous offers
of gifts or information.

**Table 6:**

## Charisma

| Ability Score | Maximum # of Henchmen | Loyalty Base | Reaction Adjustment |
|---|---|---|---|
| **1** | **0** | **-8** | **-7** |
| **2** | **1** | **-7** | **-6** |
| 3 | 1 | -6 | -5 |
| 4 | 1 | -5 | -4 |
| 5 | 2 | -4 | -3 |
| 6 | 2 | -3 | -2 |
| 7 | 3 | -2 | -1 |
| 8 | 3 | -1 | 0 |
| 9 | 4 | 0 | 0 |
| 10 | 4 | 0 | 0 |
| 11 | 4 | 0 | 0 |
| 12 | 5 | 0 | 0 |
| 13 | 5 | 0 | +1 |

| | | | |
|---|---|---|---|
| 14 | 6 | +1 | +2 |
| 15 | 7 | +3 | +3 |
| 16 | 8 | +4 | +5 |
| 17 | 10 | +6 | +6 |
| 18 | 15 | +8 | +7 |
| **19** | **20** | **+10** | **+8** |
| **20** | **25** | **+12** | **+9** |
| **21** | **30** | **+14** | **+10** |
| **22** | **35** | **+16** | **+11** |
| **23** | **40** | **+18** | **+12** |
| **24** | **45** | **+20** | **+13** |
| **25** | **50** | **+20** | **+14** |

## What the Numbers Mean

Now that you have finished creating the ability scores for your character, stop and take a look at them. What does all this mean?

Suppose you decide to name your character "Rath" and you rolled the following ability scores for him:

| | |
|---|---|
| Strength | 8 |
| Dexterity | 14 |
| Constitution | 13 |
| Intelligence | 13 |
| Wisdom | 7 |
| Charisma | 6 |

Rath has strengths and weaknesses, but it is up to you to interpret what the numbers mean. Here are just two different ways these numbers could be interpreted.

1) Although Rath is in good health (Con 13), he's not very strong (Str 8) because he's just plain lazy--he never wanted to exercise as a youth and now it's too late. His low Wisdom and Charisma scores (7, 6) show that he lacks the common sense to apply himself properly and projects a slothful, "I'm not going to bother" attitude (which tends to irritate others). Fortunately, Rath's natural wit (Int 13) and Dexterity (14) keep him from being a total loss.

Thus, you might play Rath as an irritating, smart-alecky twerp forever ducking just out of range of those who want to squash him.

2) Rath has several good points--he has studied hard (Int 13) and practiced his manual skills (Dex 14). Unfortunately, his Strength is low (8) from a lack of exercise (all those hours spent reading books). Despite that, Rath's health is still good (Con 13). His low Wisdom and Charisma (7, 6) are a result of his lack of contact and involvement with people outside the realm of academics.

Looking at the scores this way, you could play Rath as a kindly, naive, and shy professorial type who's a good tinkerer, always fiddling with new ideas and inventions.

Obviously, Rath's ability scores (often called "stats") are not the greatest in the world. Yet it is possible to turn these "disappointing" stats into a character who is both

interesting and fun to play. Too often players become obsessed with "good" stats. These players immediately give up on a character if he doesn't have a majority of above-average scores. There are even those who feel a character is hopeless if he does not have at least one ability of 17 or higher! Needless to say, these players would never consider playing a character with an ability score of 6 or 7.

In truth, Rath's survivability has a lot less to do with his ability scores than with your desire to role-play him. If you give up on him, of course he won't survive! But if you take an interest in the character and role-play him well, then even a character with the lowest possible scores can present a fun, challenging, and all-around exciting time. Does he have a Charisma of 5? Why? Maybe he's got an ugly scar. His table manners could be atrocious. He might mean well but always manage to say the wrong thing at the wrong time. He could be bluntly honest to the point of rudeness, something not likely to endear him to most people. His Dexterity is a 3? Why? Is he naturally clumsy or blind as a bat?

Don't give up on a character just because he has a low score. Instead, view it as an opportunity to role-play, to create a unique and entertaining personality in the game. Not only will you have fun creating that personality, but other players and the DM will have fun reacting to him.

# Chapter 2:
# Player Character Races

After creating your character's ability scores, you must select a player character race. This is not a race in the true sense of the word: caucasian, black, asian, etc. It is actually a fantasy species for your character -- human, elf, dwarf, gnome, half-elf, or halfling. Each race is different. Each possesses special powers and has different lists of classes to choose from.

All six of the standard races are described in detail in this chapter. In many cases, broad statements are made concerning the race in general. Players are not bound by these generalities. For example, the statement that "dwarves tend to be dour and taciturn" does not mean that your character cannot be a jolly dwarf. It means that the garden-variety dwarf is dour and taciturn. If player characters were just like everyone else, they wouldn't be adventurers. Make your character unique and he will be more fun to play.

## Minimum and Maximum Ability Scores

All nonhuman PC races (also called "demihuman" races) have minimum and maximum requirements for their ability scores. If you want to have a demihuman character, the character's ability scores must be within the allowable range. The minimums and maximums for each race are listed on Table 7 (the minimums are listed before the slash; the maximums are listed after the slash). Your character's sex has no effect on these minimums or maximums.

Consult Table 7 *before* making any racial adjustments to your character's ability scores. If the basic scores that you rolled up meet the requirements for a particular race,

your character can be of that race, even if later modifications change the ability scores so they exceed the maximums or don't meet the minimums. Once you satisfy the requirements at the start, you never have to worry about them again.

Table 7 gives the minimum and maximum scores a newly created character must have to be a member of a demihuman race. Any character can be a human, if the player so desires.

**Table 7:**

## Racial Ability Requirements

| Ability | Dwarf | Elf | Gnome | Half-Elf | Halfling |
|---|---|---|---|---|---|
| Strength | 8/18 | 3/18 | 6/18 | 3/18 | 7/18* |
| Dexterity | 3/17 | 6/18 | 3/18 | 6/18 | 7/18 |
| Constitution | 11/18 | 7/18 | 8/18 | 6/18 | 10/18 |
| Intelligence | 3/18 | 8/18 | 6/18 | 4/18 | 6/18 |
| Wisdom | 3/18 | 3/18 | 3/18 | 3/18 | 3/17 |
| Charisma | 3/17 | 8/18 | 3/18 | 3/18 | 3/18 |

* Halfling fighters do not roll for exceptional Strength.

## Racial Ability Adjustments

If you chose to make your character a dwarf, elf, gnome, or halfling, you now have to adjust some of your character's ability scores. The adjustments are mandatory; all characters of these races receive the adjustments. *Even if adjustments raise or lower your character's ability scores beyond the minimums and maximums shown on Table 7, you do* **not** *have to pick a new race.* The adjustments can also raise a score to 19 or lower it to 2.

**Table 8:**

## Racial Ability Adjustments

| Race | Adjustments |
|---|---|
| Dwarf | +1 Constitution; -1 Charisma |
| Elf | +1 Dexterity; -1 Constitution |
| Gnome | +1 Intelligence; -1 Wisdom |
| Halfling | +1 Dexterity; -1 Strength |

## Class Restrictions and Level Limits

The human race has one special ability in the AD&D game: Humans can choose to be of any class-- warrior, wizard, priest, or rogue -- and can rise to great level in any class. The other races have fewer choices of character classes and usually are limited in the level they can attain. These restrictions reflect the natural tendencies of the races (dwarves like war and fighting and dislike magic, etc.). The limits are high enough so a demihuman can achieve power and importance in at least one class. A halfling, for example, can become the best thief in the land, but he cannot become a great fighter.

The limits also exist for play balance. The ability of humans to assume any role and reach any level is their only advantage. The demihuman races have other powers that make them entertaining to play -- particularly the ability to be multi-classed (see Glossary). These powers balance the enjoyment of play against the ability to rise in level. Ask your DM for the level limits imposed on nonhuman characters.

## Languages

Racial languages for demihumans can be handled in either of two ways, depending on whether or not your DM uses the optional proficiency system. Either way, your character automatically knows his native language.

Without the proficiency system, your character starts adventuring already knowing a number of additional languages (the number depends on his Int score, see Table 4). The additional languages must be chosen from among those listed in his race's description.

If you use the proficiency system, your character receives additional languages by using proficiency slots (see Chapter 5: Proficiencies) to determine how many languages he knows when he starts adventuring (his native language does not cost a slot). Demihumans must choose these languages from among those listed in the following racial descriptions.

Human PCs generally start the game knowing only their regional language--the language they grew up speaking. The DM may decide to allow beginning PCs additional languages (up to their Int score limit or proficiency slot limit), if he feels the PCs had the opportunity to learn these as they grew up. Otherwise, human PCs may learn additional languages as they adventure.

## Dwarves

Dwarves are short, stocky fellows, easily identified by their size and shape. They average 4 to 4-_ feet tall. They have ruddy cheeks, dark eyes, and dark hair. Dwarves generally live for 350 years.

Dwarves tend to be dour and taciturn. They are given to hard work and care little for most humor. They are strong and brave. They enjoy beer, ale, mead, and even stronger drink. Their chief love, however, is precious metal, particularly gold. They prize gems, of course, especially diamonds and opaque gems (except pearls, which they do not like). Dwarves like the earth and dislike the sea. Not overly fond of elves, they have a fierce hatred of orcs and goblins. Their short, stocky builds make them ill-suited for riding horses or other large mounts (although ponies present no difficulty), so they tend to be a trifle dubious and wary of these creatures. They are ill-disposed toward magic and have little talent for it, but revel in fighting, warcraft, and scientific arts such as engineering.

Though dwarves are suspicious and avaricious, their courage and tenacity more than compensate for these shortcomings.

Dwarves typically dwell in hilly or mountainous regions. They prefer life in the comforting gloom and solidness that is found underground. They have several special abilities that relate to their underground life, and they are noted for being particularly resistant to magics and poisons.

A character of the dwarven race can be a cleric, a fighter, or a thief. He can also choose to be a fighter/cleric or fighter/thief.

From living underground, dwarves have found it useful to learn the languages of several of their neighbors, both friendly and hostile. The initial languages a dwarf can learn are common, dwarf, gnome, goblin, kobold, orc, and any others your DM allows. The actual number of languages is limited by the Intelligence of the player character (see Table 4) or by the proficiency slots he allots to languages (if that optional system is used).

By nature, dwarves are nonmagical and never use magical spells (priest spells are allowed however). This gives a bonus to dwarves' saving throws against attacks from magical wands, staves, rods, and spells. This bonus is +1 for every 3 - _ points of Constitution score. Thus, for example, if a dwarf has a Constitution score of 7 he gains +2 on saving throws. These bonuses are summarized on Table 9.

**Table 9:**

## Constitution Saving Throw Bonuses

| Constitution Score | Saving Throw Bonus |
|---|---|
| 4-6 | +1 |
| 7-10 | +2 |
| 11-13 | +3 |
| 14-17 | +4 |
| 18-19 | +5 |

Similarly, dwarves have exceptional resistance to toxic substances. All dwarven characters make saving throws against poison with the same bonuses that they get against magical attacks (see Table 9).

Also because of their nonmagical nature, however, dwarves have trouble using magical items. All magical items that are not specifically suited to the character's class have a 20% chance to malfunction when used by a dwarf. This check is made each time a dwarf uses a magical item. A malfunction affects only the current use; the item may work properly next time. For devices that are continually in operation, the check is made the first time the device is used during an encounter. If the check is passed, the device functions normally until it is turned off. Thus, a dwarf would have to check upon donning a *robe of blending* but would not check again until he had taken the robe off and then put it on again. If a cursed item malfunctions, the character recognizes its cursed nature and can dispose of the item. Malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and all other magical items except weapons, shields, armor, gauntlets, and girdles. This penalty does not apply to dwarven clerics using priest items.

In melee, dwarves add 1 to their dice rolls to hit orcs, half-orcs, goblins, and hobgoblins. When ogres, trolls, ogre magi, giants, or titans attack dwarves, these monsters must subtract 4 from their attack rolls because of the dwarves' small size and combat ability against these much bigger creatures.

Dwarven infravision enables them to see up to 60 feet in the dark.

Dwarves are miners of great skill. While underground, they can detect the following information when within 10 feet of the particular phenomenon (but they can determine

their approximate depth below the surface at any time).

| | |
|---|---|
| Detect grade or slope in passage | 1-5 on 1d6 |
| Detect new tunnel/passage construction | 1-5 on 1d6 |
| Detect sliding/shifting walls or rooms | 1-4 on 1d6 |
| Detect stonework traps, pits, and deadfalls | 1-3 on 1d6 |
| Determine approximate depth underground | 1-3 on 1d6 |

Note that the dwarf must deliberately try to make these determinations; the information does not simply spring to mind unbidden.

Because of their sturdy builds, dwarves add 1 to their initial Constitution scores. Their dour and suspicious natures cause them to subtract 1 from their initial Charisma scores.

## Elves

Elves tend to be somewhat shorter and slimmer than normal humans. Their features are finely chiseled and delicate, and they speak in melodic tones. Although they appear fragile and weak, as a race they are quick and strong. Elves often live to be over 1,200 years old, although long before this time they feel compelled to depart the realms of men and mortals. Where they go is uncertain, but it is an undeniable urge of their race.

Elves are often considered frivolous and aloof. In fact, they are not, although humans often find their personalities impossible to fathom. They concern themselves with natural beauty, dancing and frolicking, playing and singing, unless necessity dictates otherwise. They are not fond of ships or mines, but enjoy growing things and gazing at the open sky. Even though elves tend toward haughtiness and arrogance at times, they regard their friends and associates as equals. They do not make friends easily, but a friend (or enemy) is never forgotten. They prefer to distance themselves from humans, have little love for dwarves, and hate the evil denizens of the woods.

Their humor is clever, as are their songs and poetry. Elves are brave but never foolhardy. They eat sparingly; they drink mead and wine, but seldom to excess. While they find well-wrought jewelry a pleasure to behold, they are not overly interested in money or gain. They find magic and swordplay (or any refined combat art) fascinating. If they have a weakness it lies in these interests.

There are five branches of the elven race; aquatic, gray, high, wood, and dark. Elf player characters are always assumed to be of the most common type -- high elves -- although a character can be another type of elf with the DM's permission (but the choice grants no additional powers). To the eye of outsiders, the differences between the groups are mostly cosmetic, but most elves maintain that there are important cultural differences between the various groups. Aquatic elves spend their lives beneath the waves and have adapted to these conditions. Gray elves are considered the most noble and serious-minded of this breed. High elves are the most common. Wood elves are considered to be wild, temperamental, and savage. All others hold that the subterranean dark elves are corrupt and evil, no longer part of the elven community.

A player character elf can be a cleric, fighter, wizard, thief, or ranger. In addition, an elf can choose to be a multi-class fighter/mage, fighter/thief, or ranger. In addition, an elf can choose to be a multi-class fighter/mage, fighter/thief, fighter/mage/thief, or mage/thief. (The rules governing these combinations are explained under "Multi-Class

and Dual-Class Characters" in Chapter 3: Player Character Classes).

Elves have found it useful to learn the languages of several of the forest's children, both the good and the bad. As initial languages, an elf can choose common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll. The number of languages an elf can learn is limited by his Intelligence (see Table 4) or the proficiency slots he allots to languages (if that optional system is used).

Elven characters have 90% resistance to *sleep* and all *charm*-related spells. (See Chapter 9: Combat for an explanation of magic resistance.) This is in addition to the normal saving throw allowed against a *charm* spell.

When employing a bow of any sort other than a crossbow, or when using a short or long sword, elves gain a bonus of +1 to their attack rolls.

An elf can gain a bonus to surprise opponents, but only if the elf is not in metal armor. Even then, the elf must either be alone, or with a party comprised only of elves or halflings (also not in metal armor), or 90 feet or more away from his party (the group of characters he is with) to gain this bonus. If he fulfills these conditions, he moves so silently that opponents suffer a -4 penalty to their surprise die rolls. If the elf must open a door or screen to attack, this penalty is reduced to -2.

Elven infravision enables them to see up to 60 feet in darkness.

Secret doors (those constructed so as to be hard to notice) and concealed doors (those hidden from sight by screens, curtains, or the like) are difficult to hide from elves. Merely passing within 10 feet of a concealed door gives an elven character a one-in-six chance (roll a 1 on 1d6) to notice it. If actively searching for such doors, elven characters have a one-in-three chance (roll a 1 or 2 on 1d6) to find a secret door and a one-in-two chance (roll a 1, 2, or 3 on 1d6) to discover a concealed portal.

As stated previously, elven characters add 1 to their initial Dexterity scores. Likewise, as elves are not as sturdy as humans, they deduct 1 from their initial Constitution scores.

## Gnomes

Kin to dwarves, gnomes are noticeably smaller than their distant cousins. Gnomes, as they proudly maintain, are also less rotund than dwarves. Their noses, however, are significantly larger. Most gnomes have dark tan or brown skin and white hair. A typical gnome lives for 350 years.

Gnomes have lively and sly senses of humor, especially for practical jokes. They have a great love of living things and finely wrought items, particularly gems and jewelry. Gnomes love all sorts of precious stones and are masters of gem polishing and cutting.

Gnomes prefer to live in areas of rolling, rocky hills, well wooded and uninhabited by humans. Their diminutive stature has made them suspicious of the larger races--humans and elves--although they are not hostile. They are sly and furtive with those they do not know or trust, and somewhat reserved even under the best of circumstances. Dwelling in mines and burrows, they are sympathetic to dwarves, but find their cousins' aversion to surface dwellers foolish.

A gnome character can elect to be a fighter, a thief, a cleric, or an illusionist. A gnome can have two classes, but not three: fighter/thief, illusionist/thief, etc.

Due to his upbringing, a beginning gnome character can choose to know the following languages, in addition to any others allowed by the DM: common, dwarf, gnome, halfling, goblin, kobold, and the simple common speech of burrowing mammals (moles,

badgers, weasels, shrews, ground squirrels, etc.). The actual number of languages a character begins with depends upon his Intelligence score (see Table 4) or the proficiency slots he allots to languages (if that optional system is used).

Like their cousins the dwarves, gnomes are highly magic resistant. A gnome player character gains a bonus of +1 for every 3_ points of Constitution score, just as dwarves do (see Table 9). This bonus applies to saving throws against magical wands, staves, rods, and spells.

Gnomes also suffer a 20% chance for failure every time they use any magical item except weapons, armor, shields, illusionist items, and (if the character is a thief) items that duplicate thieving abilities. This check is made each time the gnome attempts to use the device, or, in the case of continuous-use devices, each time the device is activated. Like dwarves, gnomes can sense a cursed item if the device fails to function.

In melee, gnome characters add 1 to their attack rolls to hit kobolds or goblins. When gnolls, bugbears, ogres, trolls, ogre magi, giants, or titans attack gnomes, these monsters must subtract 4 from their attack rolls because of the gnomes' small size and their combat skills against these much larger creatures.

Gnomish infravision enables them to see up to 60 feet in the dark.

Being tunnelers of exceptional merit, gnomes are able to detect the following within 10 feet (exception: They can determine their approximate depth or direction underground at any time.). They must stop and concentrate for one round to use any of these abilities.

| | |
|---|---|
| Detect grade or slope in passage | 1-5 on 1d6 |
| Detect unsafe walls, ceiling, and floors | 1-7 on 1d10 |
| Determine approximate depth underground | 1-4 on 1d6 |
| Determine approximate direction underground | 1-3 on 1d6 |

Gnome characters gain a +1 bonus to their Intelligence scores, to reflect their highly inquisitive natures. They suffer a -1 penalty to Wisdom because their curiosity often leads them unknowingly into danger.

## Half-Elves

Half-elves are the most common mixed-race beings. The relationship between elf, human, and half-elf is defined as follows: 1) Anyone with both elven and human ancestors is either a human or a half-elf (elves have only elven ancestors). 2) If there are more human ancestors than elven, the person is human; if there are equal numbers or more elves, the person is half-elven.

Half-elves are usually much like their elven parent in appearance. They are handsome folk, with the good features of each of their races. They mingle freely with either race, being only slightly taller than the average elf (5 feet 6 inches on average) and weighing about 150 pounds. They typically live about 160 years. They do not have all the abilities of the elf, nor do they have the flexibility of unlimited level advancement of the human. Finally, in some of the less-civilized nations, half-elves are viewed with suspicion and superstition.

In general, a half-elf has the curiosity, inventiveness, and ambition of his human ancestors and the refined senses, love of nature, and artistic tastes of his elven ancestors.

Half-elves do not form communities among themselves; rather, they can be found

living in both elven and human communities. The reactions of humans and elves to half-elves ranges from intrigued fascination to outright bigotry.

Of all the demihuman races, half-elves have the greatest range of choices in character class. They tend to make good druids and rangers. A half-elf can choose to be a cleric, druid, fighter, ranger, mage, specialist wizard, thief, or bard. In addition, a half-elf can choose from the following multi-class combinations: cleric (or druid)/fighter, cleric (or druid)/fighter/mage, cleric (or druid)/ranger, cleric (or druid)/mage, fighter/mage, fighter/thief, fighter/mage/thief, and mage/thief. The half-elf must abide by the rules for multi-class characters.

Half-elves do not have a language of their own. Their extensive contact with other races enables them to choose any of the following languages (plus any other allowed by the DM): common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll. The actual number of languages the character knows is limited by his Intelligence (see Table 4) or by the number of proficiency slots he allots to languages (if that optional system is used).

Half-elven characters have a 30% resistance to *sleep* and all *charm*-related spells.

Half-elven infravision enables them to see up to 60 feet in darkness.

Secret or concealed doors are difficult to hide from half-elves, just as they are from elves. Merely passing within 10 feet of a concealed door (one hidden by obstructing curtains, etc.) gives the half-elven character a one-in-six chance (roll a 1 on 1d6) of spotting it. If the character is actively seeking to discover hidden doors, he has a one-in-three chance (roll a 1 or 2 on 1d6) of spotting a secret door (one constructed to be undetectable) and a one-in-two chance (roll a 1, 2, or 3 on 1d6) of locating a concealed door.

## Halflings

Halflings are short, generally plump people, very much like small humans. Their faces are round and broad and often quite florid. Their hair is typically curly and the tops of their feet are covered with coarse hair. They prefer not to wear shoes whenever possible. Their typical life expectancy is approximately 150 years.

Halflings are sturdy and industrious, generally quiet and peaceful. Overall they prefer the comforts of home to dangerous adventuring. They enjoy good living, rough humor, and homespun stories. In fact, they can be a trifle boring at times. Halflings are not forward, but they are observant and conversational if in friendly company. Halflings see wealth only as a means of gaining creature comforts, which they love. Though they are not overly brave or ambitious, they are generally honest and hard working when there is need.

Halfling homes are well-furnished burrows, although most of their work is done on the surface. Elves generally like them in a patronizing sort of way. Dwarves cheerfully tolerate them, thinking halflings somewhat soft and harmless. Gnomes, although they drink more and eat less, like halflings best, feeling them kindred spirits. Because halflings are more open and outgoing than any of these other three, they get along with other races far better.

There are three types of halflings: Hairfeets, Tallfellows, and Stouts. Hairfeets are the most common type, but for player characters, any of the three is acceptable.

A halfling character can choose to be a cleric, fighter, thief, or a multi-class fighter/thief. The halfling must use the rules provided for multi-class characters.

Through their contact with other races, halfling characters are allowed to choose initial languages from common, halfling, dwarf, elf, gnome, goblin, and orc, in addition to any other languages the DM allows. The actual number of languages the character knows is limited by his Intelligence (see Table 4) or by the number of proficiency slots he allots to languages (if that optional system is used).

All halfling characters have a high resistance to magical spells, so for every 3-_ points of Constitution score, the character gains a +1 bonus on saving throws vs. wands, staves, rods, and spells. These bonuses are summarized on Table 9.

Halflings have a similar resistance to poisons of all sorts, so they gain a Constitution bonus identical to that for saving throws vs. magical attacks when they make saving throws vs. poison (i.e., +1 to +5, depending on Constitution score).

Halflings have a natural talent with slings and thrown weapons. Rock pitching is a favorite sport of many a halfling child. All halflings gain a +1 bonus to their attack rolls when using thrown weapons and slings.

A halfling can gain a bonus to surprise opponents, but only if the halfling is not in metal armor. Even then, the halfling must either be alone, or with a party comprised only of halflings or elves, or 90 feet or more away from his party to gain this bonus. If he fulfills any of these conditions, he causes a -4 penalty to opponents' surprise rolls. If a door or other screen must be opened, this penalty is reduced to -2.

Depending on their lineage, certain halfling characters have infravision. Any halfling character has a 15% chance to have normal infravision (this means he is pure Stout), out to 60 feet; failing that chance, there is a 25% chance that he has limited infravision (mixed Stout/Tallfellow or Stout/Hairfeets lineage), effective out to 30 feet.

Similarly, halflings with any Stoutish blood can note if a passage is an up or down grade with 75% accuracy (roll a 1, 2, or 3 on 1d4). They can determine direction half the time (roll a 1, 2, or 3 on 1d6). These abilities function only when the character is concentrating on the desired information to the exclusion of all else, and only if the character is pure or partially Stout.

Halfling characters have a penalty of -1 to their initially generated Strength scores, and they gain a bonus of +1 to Dexterity.

## Humans

Although humans are treated as a single race in the AD&D game, they come in all the varieties we know on Earth. A human PC can have whatever racial characteristics the DM allows.

Humans have only one special ability: They can be of any character class and rise to any level in any class. Other PC races have limited choices in these areas.

Humans are also more social and tolerant than most other races, accepting the company of elves, dwarves, and the like with noticeably less complaint.

Because of these abilities and tendencies, humans have become significant powers within the world and often rule empires that other races (because of their racial tendencies) would find difficult to manage.

## Other Characteristics

After you have selected a race, you may want to fill in the details of your character. You

are not required to do so, but there are many situations in which this information is vital or useful to role-playing.

The sex and name of your character are up to you. Your character can be of the same sex as yourself or of the opposite sex.

Some people feel it is important to know whether their character is right- or left-handed. Actually, this has no bearing on the play of the game, since all characters are assumed to be reasonably competent with either hand (that doesn't mean everyone is trained to fight with two weapons). It is easiest to say that your character has the same handedness as you. This will result in the normal ratio of right- to left-handed people.

On occasion it may be useful to know your character's height and weight. The best way to determine height and weight is to choose the appropriate numbers, subject to your DM's approval. If you want a short, pudgy human fighter, you can select an appropriate height and weight. Otherwise, heights and weights can be generated randomly using Table 10. Take the appropriate base score and add the dire roll modifier. As with all tables, this can create some ridiculous results (one of the problems with randomness) and, at the same time, cannot account for the full variety of mankind (or demihumankind). The table only reproduces a fairly average range for each race. Heights and weights for demihuman races not listed on the table must be decided by your DM.

The tallest man on record stood 8 feet 11.1 inches, while the tallest woman was 8 feet 1.25 inches. The shortest man was only 26.5 inches tall and the shortest woman bettered this at only 24 inches in height. While the lightest humans are also among the shortest, the heaviest man weighed an estimated 1,400 pounds and stood only 6 feet 1 inch. The heaviest woman is thought to have weighed 880 pounds. Obviously, these figures indicate that there is a great deal of variety possible for player characters.

Players may also want to know their characters' starting ages. Human characters can start at any age that is agreeable to both the player and the DM. However, all beginning adventurers are assumed to be at least 16 years old, since they must grow physically, emotionally, and in practical experience before they are ready to undertake the rigors of an adventuring life. Table 11 can be used to give a starting age (add the variable die roll to the base starting age to get the character's starting age) and the possible life span of a character, assuming a quiet and peaceful life. Humans are also included on this list in case you want to determine their ages randomly. The maximum age for a character should be secretly determined and recorded by the DM. Player characters may have an idea of how long they expect to live, but do not know their true allotted life span.

As a character ages, his ability scores are affected. Upon reaching one-half of his base maximum age (45 for a human), the character loses 1 point of Strength (or half of his exceptional Strength rating) and 1 point of Constitution, but gains 1 point each of Intelligence and Wisdom. At two-thirds of his base maximum age (60 for a human), the character loses 2 more points of Strength (or all his exceptional Strength and 1 point more), 2 points of Dexterity, and 1 more point of Constitution, but he gains 1 point of Wisdom. Upon reaching the base maximum age, the character loses 1 more point from each of Strength, Dexterity, and Constitution, while gaining 1 more point in both Intelligence and Wisdom. All aging adjustments are cumulative. See Table 12 for a summary of these effects.

Although many people have claimed to live to great ages, the oldest human of verifiable age was 113 years old in 1988 and is still alive!

There may be times when a magical device or spell adds years to or subtracts years from a player character's life. This magical aging can have two different effects. Some magical aging physically affects the character. For example, a *haste* spell ages those it affects by one year. This aging is added directly to the player character's current age. He physically acquires the appearance of himself one year older (a few more wrinkles, etc.). Characters who increase in age from magical effects do not gain the benefits of increased Wisdom and Intelligence--these are a function of the passage of game time--but the character does suffer the physical losses to Strength, Dexterity, and Constitution associated with aging. These are breakdowns of the body's systems. Physical age can also be removed in the same manner. Some potions give years back to the character. In this case, the physical appearance of the character is restored. The character can regain lost vigor (Str, Dex, and Con) as his body is renewed but he does not lose any of the benefits of aging (Wis and Int).

Magical aging can also work to increase or decrease the life span of the character. In such a case, the actual age of hte character is unaffected. All adjustments are made by the DM to the character's maximum age (which only the DM knows). For example, a human finds a magical fountain that bestows great longevity (10 to 60 years more). The DM has already determined the human will naturally live to 103 years (base 90 + 2d20, in this case 13). The water of the fountain bestows 40 more years so that, unless the character meets a violent end, he will live to 143 years. He still suffers the effects of aging at the usual ages (45, 60, and 90 years, respectively), but the period in which he would be considered a venerable elder of his people is extended for 40 years.

There are a number of other personal characteristics your character has--hair and eye color, body shape, voice, noticeable features, and general personality. There are no tables for these things, nor should there be. Your job, as a player, is to add these details, thereby creating the type of character you want. You probably know some from the start (do you want to play a towering, robust warrior, or a slim, unassuming swordsman?); others, especially your character's personality, will grow and take form as you play. Remember, you are an actor and your character is your role!

**Table 10:**

## Average Height and Weight

| | Height in Inches | | Weight in Pounds | |
|---|---|---|---|---|
| **Race** | **Base*** | **Modifier** | **Base*** | **Modifier** |
| Dwarf | 43/41 | 1d10 | 130/105 | 4d10 |
| Elf | 55/50 | 1d10 | 90/70 | 3d10 |
| Gnome | 38/36 | 1d6 | 72/68 | 5d4 |
| Half-elf | 60/58 | 2d6 | 110/85 | 3d12 |
| Halfling | 32/30 | 2d8 | 52/48 | 5d4 |
| Human | 60/59 | 2d10 | 140/100 | 6d10 |

* Females tend to be lighter and shorter than males. Thus, the base numbers for height and weight are divided into male/female values. Note that the modifier still allows for a broad range in each category.

**Table 11:**

## Age

| | Starting Age | | Maximum Age Range |
|---|---|---|---|
| **Race** | **Base Age** | **Variable** | **(Base+Variable)** |
| Dwarf | 40 | 5d6 | 250+2d100 |
| Elf | 100 | 5d6 | 350+4d100* |
| Gnome | 60 | 3d12 | 200+3d100 |
| Half-elf | 15 | 1d6 | 125+3d20 |
| Halfling | 20 | 3d4 | 100+1d100 |
| Human | 15 | 1d4 | 90+2d20 |

* Upon attaining this age, an elf does not die. Rather he feels compelled to migrate to some mysterious, other land, departing the world of men.

**Table 12:**

## Aging Effects

| | Middle Age* | Old Age** | Venerable*** |
|---|---|---|---|
| **Race** | **(_ Base Max.)** | **(2/3 Base Max.)** | **(Base Max.)** |
| Dwarf | 125 years | 167 years | 250 years |
| Elf | 175 years | 233 years | 350 years |
| Gnome | 100 years | 133 years | 200 years |
| Half-elf | 62 years | 83 years | 125 years |
| Halfling | 50 years | 67 years | 100 years |
| Human | 45 years | 60 years | 90 years |

* -1 Str/Con; +1 Int/Wis
** -2 Str/Dex, -1 Con; +1 Wis
*** -1 Str/Dex/Con; +1 Int/Wis

# Chapter 3:
# Player Character Classes

After choosing your character's race, you select his character class. A character class is like a profession or career. It is what your character has worked and trained at during his younger years. If you wanted to become a doctor, you could not walk out the door and

begin work immediately. First you would have to get some training. The same is true of character classes in the AD&D game. Your character is assumed to have some previous training and guidance before beginning his adventuring career. Now, armed with a little knowledge, your character is ready to make his name and fortune.

The character classes are divided into four groups according to general occupations: warrior, wizard, priest, and rogue. Within each group are several similar character classes. All classes within a group share the same Hit Dice, as well as combat and saving throw progressions. Each character class within a group has different special powers and abilities that are available only to that class. Each player must select a group for his character, then a specific class within that group.

| **Warrior** | **Wizard** | **Priest** | **Rogue** |
|---|---|---|---|
| Fighter | Mage | Cleric | Thief |
| *Ranger* | *Illusionist* | *Druid* | *Bard* |
| *Paladin* | *Other* | *Other* | |

Fighter, mage, cleric, and thief are the standard classes. They are historical and legendary archetypes that are common to many different cultures. Thus, they are appropriate to any sort of AD&D game campaign. All of the other classes are optional. Your DM may decide that one or more of the optional classes are not appropriate to his campaign setting. Check with your DM before selecting an optional character class.

To help you choose your character's class, each group and its subordinate classes are described briefly. The groups and classes are described in detail later in this chapter.

**Warrior:** There are three different classes within the warrior group: fighter, paladin, and ranger. All are well-trained in the use of weapons and skilled in the martial arts.

The *fighter* is a champion, swordsman, soldier, and brawler. He lives or dies by his knowledge of weapons and tactics. Fighters can be found at the front of any battle, contesting toe-to-toe with monsters and villains. A good fighter needs to be strong and healthy if he hopes to survive.

The *paladin* is a warrior bold and pure, the exemplar of everything good and true. Like the fighter, the paladin is a man of combat. However, the paladin lives for the ideals of righteousness, justice, honesty, piety, and chivalry. He strives to be a living example of these virtues so that others might learn from him as well as gain by his actions.

The *ranger* is a warrior and a woodsman. He is skilled with weapons and is knowledgeable in tracking and woodcraft. The ranger often protects and guides lost travelers and honest peasant-folk. A ranger needs to be strong and wise to the ways of nature to live a full life.

**Wizard:** The wizard strives to be a master of magical energies, shaping them and casting them as spells. To do so, he studies strange tongues and obscure facts and devotes much of his time to magical research.

A wizard must rely on knowledge and wit to survive. Wizards are rarely seen adventuring without a retinue of fighters and men-at-arms.

Because there are different types (or schools) of magic, there are different types of wizards. The *mage* studies all types of magic and learns a wide variety of spells. His broad range makes him well suited to the demands of adventuring. The *illusionist* is an

example of how a wizard can specialize in a particular school of magic, illusion in this case.

**Priest:** A priest sees to the spiritual needs of a community or location. Two types of priests--clerics and druids--are described in the *Player's Handbook.* Other types can be created by the DM to suit specific campaigns.

The *cleric* is a generic priest (of any mythos) who tends to the needs of a community. He is both protector and healer. He is not purely defensive, however. When evil threatens, the cleric is well-suited to seek it out on its own ground and destroy it.

The *druid* class is optional; it is an example of how the priest can be adapted to a certain type of setting. The druid serves the cause of nature and neutrality; the wilderness is his community. He uses his special powers to protect it and to preserve balance in the world.

**Rogue:** The rogue can be found throughout the world, wherever people gather and money changes hands. While many rogues are motivated only by a desire to amass fortune in the easiest way possible, some rogues have noble aims; they use their skills to correct injustice, spread good will, or contribute to the success of an adventuring group.

There are two types of rogues: thieves and bards.

To accomplish his goals, for good or ill, the *thief* is a skilled pilferer. Cunning, nimbleness, and stealth are his hallmarks. Whether he turns his talent against innocent passers-by and wealthy merchants or oppressors and monsters is a choice for the thief to make.

The *bard* is also a rogue, but he is very different from the thief. His strength is his pleasant and charming personality. With it and his wits he makes his way through the world. A bard is a talented musician and a walking storehouse of gossip, tall tales, and lore. He learns a little bit about everything that crosses his path; he is a jack-of-all-trades but master of none. While many bards are scoundrels, their stories and songs are welcome almost everywhere.

## Class Ability Score Requirements

Each of the character classes has minimum scores in various abilities. A character must satisfy these minimums to be of that class. If your character's scores are too low for him to belong to any character class, ask your DM for permission to reroll one or more of your ability scores or to create an entirely new character. If you desperately want your character to belong to a particular class but have scores that are too low, your DM might allow you to increase these scores to the minimum needed. However, you must ask him first. Don't count on the DM allowing you to raise a score above 16 in any case.

**Table 13:**

## Class Ability Minimums

| Character Class | Str | Dex | Con | Int | Wis | Cha |
|---|---|---|---|---|---|---|
| Fighter | 9 | -- | -- | -- | -- | -- |
| Paladin* | 12 | -- | 9 | -- | 13 | 17 |
| Ranger* | 13 | 13 | 14 | -- | 14 | -- |

| | | | | | | |
|---|---|---|---|---|---|---|
| Mage | -- | -- | -- | 9 | -- | -- |
| Specialist* | Var | Var | Var | Var | Var | Var |
| Cleric | -- | -- | -- | -- | 9 | -- |
| Druid* | -- | -- | -- | -- | 12 | 15 |
| Thief | -- | 9 | -- | -- | -- | -- |
| Bard* | -- | 12 | -- | 13 | -- | 15 |

* Optional character class. Specialist includes illusionist.

The complete character class descriptions that follow give the specific, detailed information you need about each class. These are organized according to groups. Information that applies to the entire group is presented at the start of the section. Each character class within the group is then explained.

The descriptions use game terms that may be unfamiliar to you; many of these are explained in this text (or you may look the terms up in the Glossary).

**Experience Points** measure what a character has learned and how he has improved his skill during the course of his adventures. Characters earn experience points by completing adventures and by doing things specifically related to their class. A fighter, for example, earns more experience for charging and battling a monster than does a thief, because the fighter's training emphasizes battle while the thief's emphasizes stealth and cleverness. Characters accumulate experience points from adventure to adventure. When they accumulate enough, they rise to the next level of experience, gaining additional abilities and powers. The experience level tables for each character group list the *total*, accumulated experience points needed to reach each level.

Some DMs may require that a character spend a certain amount of time or money training before rising to the next experience level. Your DM will tell you the requirements for advancement when the time comes.

**Level** is a measure of the character's power. A beginning character starts at 1st level. To advance to the next level, the character must earn a requisite number of experience points. Different character classes improve at different rates. Each increase in level improves the character's survivability and skills.

**Prime Requisite** is the ability score or scores that are most important to a particular class. A fighter must be strong and a wizard must be intelligent; their prime requisites, therefore, are Strength and Intelligence, respectively. Some character classes have more than one prime requisite. *Any character who has a score of 16 or more in **all** his prime requisites gains a 10% bonus to his experience point awards.*

# Warrior

The warrior group encompasses the character classes of heroes who make their way in the world primarily by skill at arms: fighters, paladins, and rangers.

Warriors are allowed to use any weapon. They can wear any type of armor. Warriors get 1 to 10 (1d10) hit points per level and can gain a special Constitution hit point bonus that is available only to warriors.

The disadvantage warriors have is that they are restricted in their selection of magical

items and spells.

All warriors use Table 14 to determine their advancement in level as they earn experience points.

All warriors gain one 10-sided hit die per level from 1st through 9th. *After 9th level, warriors gain just 3 hit points per level and they no longer gain additional hit point bonuses for high Constitution scores.*

**Table 14:**

## Warrior Experience Levels

| Level | Fighter | Paladin/ Ranger | Hit Dice (d10) |
|---|---|---|---|
| 1 | 0 | 0 | 1 |
| 2 | 2,000 | 2,250 | 2 |
| 3 | 4,000 | 4,500 | 3 |
| 4 | 8,000 | 9,000 | 4 |
| 5 | 16,000 | 18,000 | 5 |
| 6 | 32,000 | 36,000 | 6 |
| 7 | 64,000 | 75,000 | 7 |
| 8 | 125,000 | 150,000 | 8 |
| 9 | 250,000 | 300,000 | 9 |
| 10 | 500,000 | 600,000 | 9+3 |
| 11 | 750,000 | 900,000 | 9+6 |
| 12 | 1,000,000 | 1,200,000 | 9+9 |
| 13 | 1,250,000 | 1,500,000 | 9+12 |
| 14 | 1,500,000 | 1,800,000 | 9+15 |
| 15 | 1,750,000 | 2,100,000 | 9+18 |
| 16 | 2,000,000 | 2,400,000 | 9+21 |
| 17 | 2,250,000 | 2,700,000 | 9+24 |
| 18 | 2,500,000 | 3,000,000 | 9+27 |
| 19 | 2,750,000 | 3,300,000 | 9+30 |
| 20 | 3,000,000 | 3,600,000 | 9+33 |

All warriors gain the ability to make more than one melee attack per round as they rise in level. Table 15 shows how many melee attacks fighters, paladins, and rangers can make per round, as a function of their levels.

**Table 15:**

## Warrior Melee Attacks per Round

| Warrior Level | Attacks/Round |
|---|---|
| 1-6 | 1/round |
| 7-12 | 3/2 rounds |
| 13 & up | 2/round |

# Fighter

| | |
|---|---|
| Ability Requirements: | Strength 9 |
| Prime Requisite: | Strength |
| Allowed Races: | All |

The principal attribute of a fighter is Strength. To become a fighter, a character must have a minimum Strength score of 9. A good Dexterity rating is highly desirable.

A fighter who has a Strength score (his prime requisite) of 16 or more gains a 10% bonus to the experience points he earns.

Also, high Strength gives the fighter a better chance to hit an opponent and enables him to cause more damage.

The fighter is a warrior, an expert in weapons and, if he is clever, tactics and strategy. There are many famous fighter from legend: Hercules, Perseus, Hiawatha, Beowulf, Siegfried, Cuchulain, Little John, Tristan, and Sinbad. History is crowded with great generals and warriors: El Cid, Hannibal, Alexander the Great, Charlemagne, Spartacus, Richard the Lionheart, and Belisarius. Your fighter could be modeled after any of these, or he could be unique. A visit to your local library can uncover many heroic fighters.

Fighters can have any alignment: good or evil, lawful or chaotic, or neutral.

As a master of weapons, the fighter is the only character able to have weapon specialization (explained in Chapter 5). Weapon specialization enables the fighter to use a particular weapon with exceptional skill, improving his chances to hit and cause damage with that weapon. A fighter character is not required to specialize in a weapon; the choice is up to the player. No other character class--not even ranger or paladin--is allowed weapon specialization.

While fighters cannot cast magical spells, they can use many magical items, including potions, protection scrolls, most rings, and all forms of enchanted armor, weapons, and shields.

When a fighter attains 9th level (becomes a "Lord"), he can automatically attract men-at-arms. These soldiers, having heard of the fighter, come for the chance to gain fame, adventure, and cash. They are loyal as long as they are well-treated, successful, and paid well. Abusive treatment or a disastrous campaign can lead to grumbling, desertion, and possibly mutiny. To attract the men, the fighter must have a castle or stronghold and sizeable manor lands around it. As he claims and rules this land, soldiers journey to his domain, thereby increasing his power. Furthermore, the fighter can tax and develop these lands, gaining a steady income from them. Your DM has information about gaining and running a barony.

In addition to regular men-at-arms, the 9th-level fighter also attracts an elite bodyguard (his "household guards"). Although these soldiers are still mercenaries, they have greater loyalty to their Lord than do common soldiers. In return, they expect better treatment and more pay than the common soldier receives. Although the elite unit can be chosen randomly, it is better to ask your DM what unit your fighter attracts. This allows him to choose a troop consistent with the campaign.

**Table 16: Fighter's Followers**

**Roll percentile dice on each of the following subtables of Table 16: once for the leader of the troops, once for troops, and once for a bodyguard (household guards) unit.**

| Die Roll | Leader (and suggested magical items) |
|---|---|
| 01-40 | 5th-level fighter, plate mail, shield, *battle axe +2* |
| 41-75 | 6th-level fighter, plate mail, *shield +1, spear +1, dagger +1* |
| 76-95 | 6th-level fighter, *plate mail +1,* shield, *spear +1, dagger +1,* plus 3rd-level fighter, splint mail, shield, *crossbow of distance* |
| 96-99 | 7th-level fighter, *plate mail +1, shield +1, broad sword +2,* heavy war horse with *horseshoes of speed* |
| 00 | DM's Option |

| Die Roll | Troops/Followers (all 0th-level) |
|---|---|
| 01-50 | 20 cavalry with ring mail, shield, 3 javelins, long sword, hand axe; 100 infantry with scale mail, polearm*, club |
| 51-75 | 20 infantry with splint mail, morning star, hand axe; 60 infantry with leather armor, pike, short sword. |
| 76-90 | 40 infantry with chain mail, heavy crossbow, short sword; 20 infantry with chain mail, light crossbow, military fork |
| 91-99 | 10 cavalry with banded mail, shield, lance, bastard sword, mace; 20 cavalry with scale mail, shield, lance, long sword, mace; 30 cavalry with studded leather armor, shield, lance, long sword |
| 00 | DM's Option (Barbarians, headhunters, armed peasants, extra-heavy cavalry, etc.) |

*Player selects type.

| Die Roll | Elite Units |
|---|---|
| 01-10 | 10 mounted knights; 1st-level fighters with field plate, large shield, lance, broad sword, morning star, and heavy war horse with full barding |
| 11-20 | 10 1st-level elven fighter/mages with chain mail, long sword, long bow, dagger |
| 21-30 | 15 wardens: 1st-level rangers with scale mail, shield, long sword, spear, long bow |
| 31-40 | 20 berserkers: 2nd-level fighters with leather armor, shield, battle axe, broad sword, dagger (berserkers receive +1 bonus to attack and damage rolls) |
| 41-65 | 20 expert archers: 1st-level fighters with studded leather armor, long bows or crossbows (+2 to hit, or bow specialization, if using that optional rule) |
| 66-99 | 30 infantry: 1st-level fighters with plate mail, body shield, spear, short sword |
| 00 | DM's Option (pegasi cavalry, eagle riders, demihumans, siege train, etc.) |

The DM may design other tables that are more appropriate to his campaign. Check with your DM upon reaching 9th level.

A fighter can hold property, including a castle or stronghold, long before he reaches 9th level. However, it is only when he reaches this level that his name is so widely known

that he attracts the loyalty of other warriors.

# Paladin

| | |
|---|---|
| Ability Requirements: | Strength 12<br>Constitution 9<br>Wisdom 13<br>Charisma 17 |
| Prime Requisites: | Strength, Charisma |
| Races Allowed: | Human |

The paladin is a noble and heroic warrior, the symbol of all that is right and true in the world. As such, he has high ideals that he must maintain at all times. Throughout legend and history there are many heroes who could be called paladins: Roland and the 12 Peers of Charlemagne, Sir Lancelot, Sir Gawain, and Sir Galahad are all examples of the class. However, many brave and heroic soldiers have tried and failed to live up to the ideals of the paladin. It is not an easy task!

Only a human may become a paladin. He must have minimum ability scores of Strength 12, Constitution 9, Wisdom 13, and Charisma 17. Strength and Charisma are the prime requisites of the paladin. A paladin must be lawful good in alignment and must always remain lawful good. A paladin who changes alignment, either deliberately or inadvertently, loses all his special powers -- sometimes only temporarily and sometimes forever. He can use any weapon and wear any type of armor.

A paladin who has Strength and Charisma scores of 16 or more gains a 10% bonus to the experience points he earns.

Lawfulness and good deeds are the meat and drink of a paladin. If a paladin ever knowingly performs a chaotic act, he must seek a high-level (7th or more) cleric of lawful good alignment, confess his sin, and do penance as prescribed by the cleric. If a paladin should ever knowingly and willingly perform an evil act, he loses the status of paladinhood immediately and irrevocably. All benefits are then lost and no deed or magic can restore the character to paladinhood: He is ever after a fighter. The character's level remains unchanged when this occurs and experience points are adjusted accordingly. Thereafter the character is bound by the rules for fighters. He does not gain the benefits of weapon specialization (if this is used) since he did not select this for his character at the start.

If the paladin commits an evil act while enchanted or controlled by magic, he loses his paladin status until he can atone for the deed. This loss of status means the character loses all his special abilities and essentially functions as a fighter (without weapon specialization) of the same level. Regaining his status undoubtedly requires completion of some dangerous quest or important mission to once again prove his worth and assuage his own guilt. He gains no experience prior to or during the course of this mission, and regains his standing as a paladin only upon completing the quest.

A paladin has the following special benefits:

**A paladin can detect the presence of evil intent** up to 60 feet away by concentrating on locating evil in a particular direction. He can do this as often as desired, but each attempt takes one round. This ability detects evil monsters and characters.

**A paladin receives a +2 bonus to all saving throws.**

**A paladin is immune to all forms of disease.** (Note that certain magical afflictions -- lycanthropy and mummy rot --are curses and not diseases.)

**A paladin can heal by laying on hands.** The paladin restores 2 hit points per experience level. He can heal himself or someone else, but only once per day.

**A paladin can cure diseases** of all sorts (though not cursed afflictions such as lycanthropy). This can be done only once per week for each five levels of experience (once per week at levels 1 through 5, twice per week at levels 6 through 10, etc.).

**A paladin is surrounded by an aura of protection** with a 10-foot radius. Within this radius, all summoned and specifically evil creatures suffer a -1 penalty to their attack rolls, regardless of whom they attack. Creatures affected by this aura can spot its source easily, even if the paladin is disguised.

**A paladin using a *holy sword* projects a circle of power** 10 feet in diameter when the sword is unsheathed and held. This power dispels hostile magic of a level up to the paladin's experience level. (*A holy sword* is a very special weapon; if your paladin acquires one, the DM will explain its other powers.)

**A paladin gains the power to turn undead and fiends** when he reaches 3rd level. He affects these monsters the same as does a cleric two levels lower--for example, at 3rd level he has the turning power of a 1st-level cleric. See the section on priests for more details on this ability.

**A paladin may call for his war horse** upon reaching 4th level, or anytime thereafter. This faithful steed need not be a horse; it may be whatever sort of creature is appropriate to the character (as decided by the DM). A paladin's war horse is a very special animal, bonded by fate to the warrior. The paladin does not really "call" the animal, nor does the horse instantly appear in front of him. Rather, the character must find his war horse in some memorable way, most frequently by a specific quest.

**A paladin can cast priest spells** once he reaches 9th level. He can cast only spells of the combat, divination, healing, and protective spheres. (Spheres are explained in the Priest section.) The acquisition and casting of these spells abide by the rules given for priests.

The spell progression and casting level are listed in Table 17. Unlike a priest, the paladin does *not* gain extra spells for a high Wisdom score. The paladin cannot cast spells from clerical or druidical scrolls nor can he use priest items unless they are allowed to the warrior group.

**Table 17:**

## Paladin Spell Progression

| Paladin Level | Casting Level | Priest Spell Level 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|
| 9 | 1 | 1 | -- | -- | -- |
| 10 | 2 | 2 | -- | -- | -- |
| 11 | 3 | 2 | 1 | -- | -- |
| 12 | 4 | 2 | 2 | -- | -- |
| 13 | 5 | 2 | 2 | 1 | -- |
| 14 | 6 | 3 | 2 | 1 | -- |

| | | | | | |
|---|---|---|---|---|---|
| 15 | 7 | 3 | 2 | 1 | 1 |
| 16 | 8 | 3 | 3 | 2 | 1 |
| 17 | 9* | 3 | 3 | 3 | 1 |
| 18 | 9* | 3 | 3 | 3 | 1 |
| 19 | 9* | 3 | 3 | 3 | 2 |
| 20* | 9* | 3 | 3 | 3 | 3 |

* Maximum spell ability

**A paladin may not possess more than 10 magical items.** Furthermore, these may not exceed one suit of armor, one shield, four weapons (arrows and bolts are not counted), and four other magical items.

**A paladin never retains wealth.** He may keep only enough treasure to support himself in a modest manner, pay his henchmen, men-at-arms, and servitors a reasonable rate, and to construct or maintain a small castle or keep (funds can be set aside for this purpose). All excess must be donated to the church or another worthy cause. This money can never be given to another player character or NPC controlled by a player.

**A paladin must tithe** to whatever charitable, religious institution of lawful good alignment he serves. A tithe is 10% of the paladin's income, whether coins, jewels, magical items, wages, rewards, or taxes. It must be paid immediately.

**A paladin does not attract a body of followers** upon reaching 9th level or building a castle. However, he can still hire soldiers and specialists, although these men must be lawful good in comportment.

**A paladin may employ only lawful good henchmen** (or those who act in such a manner when alignment is unknown). A paladin will cooperate with characters of other alignments only as long as they behave themselves. He will try to show them the proper way to live through both word and deed. The paladin realizes that most people simply cannot maintain his high standards. Even thieves can be tolerated, provided they are not evil and are sincerely trying to reform. He will not abide the company of those who commit evil or unrighteous acts. Stealth in the cause of good is acceptable, though only as a last resort.

# Ranger

| | |
|---|---|
| Ability Requirements: | Strength 13<br>Dexterity 13<br>Constitution 14<br>Wisdom 14 |
| Prime Requisites: | Strength, Dexterity, Wisdom |
| Races Allowed: | Human, Elf, Half-elf |

The ranger is a hunter and woodsman who lives by not only his sword, but also his wits. Robin Hood, Orion, Jack the giant killer, and the huntresses of Diana are examples of rangers from history and legend. The abilities of the ranger make him particularly good at tracking, woodcraft, and spying.

**Table 18:**

# Ranger Abilities

| Ranger Level | Hide in Shadows | Move Silently | Casting Level | Priest Spell Levels 1 | 2 | 3 |
|---|---|---|---|---|---|---|
| 1 | 10% | 15% | -- | -- | -- | -- |
| 2 | 15% | 21% | -- | -- | -- | -- |
| 3 | 20% | 27% | -- | -- | -- | -- |
| 4 | 25% | 33% | -- | -- | -- | -- |
| 5 | 31% | 40% | -- | -- | -- | -- |
| 6 | 37% | 47% | -- | -- | -- | -- |
| 7 | 43% | 55% | -- | -- | -- | -- |
| 8 | 49% | 62% | 1 | 1 | -- | -- |
| 9 | 56% | 70% | 2 | 2 | -- | -- |
| 10 | 63% | 78% | 3 | 2 | 1 | -- |
| 11 | 70% | 86% | 4 | 2 | 2 | -- |
| 12 | 77% | 94% | 5 | 2 | 2 | 1 |
| 13 | 85% | 99%* | 6 | 3 | 2 | 1 |
| 14 | 93% | 99% | 7 | 3 | 2 | 2 |
| 15 | 99%* | 99% | 8 | 3 | 3 | 2 |
| 16 | 99% | 99% | 9 | 3 | 3** | 3 |

* Maximum percentile score
** Maximum spell ability

The ranger must have scores not less than 13 in Strength, 14 in Constitution, 13 in Dexterity, and 14 in Wisdom. The prime requisites of the ranger are Strength, Dexterity, and Wisdom. Rangers are always good, but they can be lawful, neutral, or chaotic. It is in the ranger's heart to do good, but not always by the rules.

A ranger who has Strength, Dexterity, and Wisdom scores of 16 or more gains a 10% bonus to the experience points he earns.

Although the ranger can use any weapon and wear any armor, several of his special abilities are usable only when he is wearing studded leather or lighter armor.

Although he has the basic skills of a warrior, the ranger also has several advantages. When wearing studded leather or lighter armor, a ranger can fight two-handed with no penalty to his attack rolls (see "Attacking with Two Weapons" in Chapter 9: Combat). Obviously, the ranger cannot use a shield when fighting this way. A ranger can still fight with two weapons while wearing heavier armor than studded leather, but he suffers the standard attack roll penalties.

The ranger is skilled woodsman. Even if the optional proficiency rules are not used, the ranger has tracking proficiency. If the proficiency rules are used in your campaign, the ranger knows tracking without expending any points. Furthermore, this skill improves by +1 for every three levels the ranger has earned (3rd to 5th level, +1; 6th to 8th level, +2, etc.). While wearing studded leather or lighter armor, the ranger can try to move silently and hide in shadows. His chance to succeed in natural surroundings is given on Table 18

(modified by the ranger's race and Dexterity, as given on Tables 27 and 28). When attempting these actions in non-natural surroundings (a musty crypt or city streets) the chance of success is halved. Hiding in shadows and moving silently are not possible in any armor heavier than studded leather--the armor is inflexible and makes too much noise.

In their roles as protector of good, rangers tend to focus their efforts against some particular creature, usually one that marauds their homeland. Before advancing to 2nd level, every ranger must select a species enemy. Typical enemies include giants, orcs, lizard men, trolls, or ghouls; your DM has final approval on the choice. Thereafter, whenever the ranger encounters that enemy, he gains a +4 bonus to his attack rolls. This enmity can be concealed only with great difficulty, so the ranger suffers a -4 penalty on all encounter reactions with creatures of the hated type. Furthermore, the ranger will actively seek out this enemy in combat in preference to all other foes unless someone else presents a much greater danger.

**Rangers are adept with both trained and untamed creatures,** having a limited degree of animal empathy. If a ranger carefully approaches or tends any natural animal, he can try to modify the animal's reactions. (A natural animal is one that can be found in the real world -- a bear, snake, zebra, etc.)

When dealing with domestic or non-hostile animals, a ranger can approach the animal and befriend it automatically. He can easily discern the qualities of the creature (spotting the best horse in the corral or seeing that the runt of the litter actually has great promise).

When dealing with a wild animal or an animal trained to attack, the animal must roll a saving throw vs. rods to resist the ranger's overtures. (This table is used even though the ranger's power is non-magical.) The ranger imposes a -1 penalty on the die roll for every three experience levels he has earned (-1 at 1st to 3rd, -2 at 4th to 6th, etc.). If the creature fails the saving throw, its reaction can be shifted one category as the ranger chooses. Of course, the ranger must be at the front of the party and must approach the creature fearlessly.

For example, Beornhelm, a 7th-level ranger, is leading his friends through the woods. On entering a clearing, he spots a hungry black bear blocking the path on the other side. Signaling his friends to wait, Beornhelm approaches the beast, whispering soothing words. The DM rolls a saving throw vs. rods for the bear, modified by -3 for Beornhelm's level. The bear's normal reaction is unfriendly, but Beornhelm's presence reduces this to neutral. The party waits patiently until the bear wanders off to seek its dinner elsewhere.

Later, Beornhelm goes to the horse market to get a new mount. The dealer shows him a spirited horse, notorious for being vicious and stubborn. Beornhelm approaches it carefully, again speaking soothingly, and mounts the stallion with no difficulty. Ridden by Beornhelm, the horse is spirited but well-behaved. Approached by anyone else, the horse reverts to its old ways.

**A ranger can learn priest spells,** but only those of the plant or animal spheres (see "Priest" later in this chapter), when he reaches 8th level (see Table 18). He gains and uses his spells according to the rules given for priests. He does not gain bonus spells for a high Wisdom score, nor is he ever able to use priest scrolls or magical items unless specially noted otherwise.

**Rangers can build castles, forts, or strongholds,** but do not gain any special followers by doing so.

**At 10th level, a ranger attracts 2d6 followers.** These followers might be normal humans, but they are often animals or even stranger denizens of the land. Table 19 can be used to determine these, or your DM may assign specific followers.

**Table 19:**

## Ranger's Followers

| Die Roll | Follower |
|---|---|
| 01-10 | Bear, black |
| 11-20 | Bear, brown |
| 21 | Brownie* |
| 22-26 | Cleric (human) |
| 27-38 | Dog/wolf |
| 39-40 | Druid |
| 41-50 | Falcon |
| 51-53 | Fighter (elf) |
| 54-55 | Fighter (gnome) |
| 56-57 | Fighter (halfling) |
| 58-65 | Fighter (human) |
| 66 | Fighter/mage (elf)* |
| 67-72 | Great cat (tiger, lion, etc.)* |
| 73 | Hippogriff |
| 74 | Pegasus* |
| 75 | Pixie* |
| 76-80 | Ranger (half-elf) |
| 81-90 | Ranger (human) |
| 91-94 | Raven |
| 95 | Satyr* |
| 96 | Thief (halfling) |
| 97 | Thief (human) |
| 98 | Treant* |
| 99 | Werebear/weretiger* |
| 00 | Other wilderness creature (chosen by the DM) |

*If the ranger already has a follower of this type, ignore this result and roll again.

Of course, your DM can assign particular creatures, either choosing from the list above or from any other source. He can also rule that certain creatures are not found in the region -- it is highly unlikely that a tiger would come wandering through a territory similar to western Europe!

These followers arrive over the course of several months. often they are encountered during the ranger's adventures (allowing you and your DM a chance to role-play the initial meeting). While the followers are automatically loyal and friendly toward the ranger, their future behavior depends on the ranger's treatment of them. In all cases, the ranger does not gain any special method of communicating with his followers. He must

either have some way of speaking to them or they simply mutely accompany him on his journeys. (*"Yeah, this bear's been with me for years. Don't know why--he just seems to follow me around. I don't own him and can't tell him to do anything he don't want to do," said the grizzled old woodsman sitting outside the tavern.*)

Of course, the ranger is not obligated to take on followers. If he prefers to remain independent, he can release his followers at any time. They reluctantly depart, but stand ready to answer any call for aid he might put out at a later time.

**Like the paladin, the ranger has a code of behavior.**

A ranger must always retain his good alignment. If the ranger intentionally commits an evil act, he automatically loses his ranger status. Thereafter he is considered a fighter of the same level (if he has more experience points than a fighter of his level, he loses all the excess experience points). His ranger status can never be regained. If the ranger involuntarily commits an evil act (perhaps in a situation of no choice), he cannot earn any more experience points until he has cleansed himself of that evil. This can be accomplished by correcting the wrongs he committed, revenging himself on the person who forced him to commit the act, or releasing those oppressed by evil. The ranger instinctively knows what things he must do to regain his status (i.e., the DM creates a special adventure for the character).

Furthermore, rangers tend to be loners, men constantly on the move. They cannot have henchmen, hirelings, mercenaries, or even servants until they reach 8th level. While they can have any monetary amount of treasure, they cannot have more treasure than they can carry. Excess treasure must either be converted to a portable form or donated to a worthy institution (an NPC group, not a player character).

# Wizard

The wizard group encompasses all spellcasters working in the various fields of magic--both those who specialize in specific schools of magic and those who study a broad range of magical theories. Spending their lives in pursuit of arcane wisdom, wizards have little time for physical endeavors. They tend to be poor fighters with little knowledge of weaponry. However, they command powerful and dangerous energies with a few simple gestures, rare components, and mystical words.

Spells are the tools, weapons, and armor of the wizard. He is weak in a toe-to-toe fight, but when prepared he can strike down his foes at a distance, vanish in an instant, become a wholly different creature, or even invade the mind of an enemy and take control of his thoughts and actions. No secrets are safe from a wizard and no fortress is secure. His quest for knowledge and power often leads him into realms where mortals were never meant to go.

Wizards cannot wear any armor, for several reasons. Firstly, most spells require complicated gestures and odd posturings by the caster and armor restricts the wearer's ability to do these properly. Secondly, the wizard spent his youth (and will spend most of his life) learning arcane languages, poring through old books, and practicing his spells. This leaves no time for learning other things (like how to wear armor properly and use it effectively). If the wizard had spent his time learning about armor, he would not have even the meager skills and powers he begins with. There are even unfounded theories that claim the materials in most armors disrupt the delicate fabric of a spell as it gathers energy; the two cannot exist side by side in harmony. While this idea is popular with the

common people, true wizards know this is simply not true. If it were, how would they ever be able to cast spells requiring iron braziers or metal bowls?

For similar reasons, wizards are severely restricted in the weapons they can use. They are limited to those that are easy to learn or are sometimes useful in their own research. Hence, a wizard can use a dagger or a staff, items that are traditionally useful in magical studies. Other weapons allowed are darts, knives, and slings (weapons that require little skill, little strength, or both).

Wizards can use more magical items than any other characters. These include potions, rings, wands, rods, scrolls, and most miscellaneous magical items. A wizard can use a magical version of any weapon allowed to his class but cannot use magical armor, because no armor is allowed. Between their spells and magical items, however, wizards wield great power.

Finally, all wizards (whether mages or specialists) can create new magical items, ranging from simple scrolls and potions to powerful staves and magical swords. Once he reaches 9th level, a wizard can pen magical scrolls and brew potions. He can construct more powerful magical items only after he has learned the appropriate spells (or works with someone who knows them). Your DM should consult the Spell Research and Magical Items sections of the DMG for more information.

No matter what school of magic the wizard is involved in, Intelligence is his prime requisite (or one of several prime requisites). Characters must have an Intelligence score of at least 9 to qualify to be a wizard.

All wizards use Table 20 to determine their advancement in level as they earn experience points. They also use Table 21 to determine the levels and numbers of spells they can cast at each experience level.

All wizards gain one four-sided Hit Die (1d4) per level from 1st through 10th levels. *After 10th level, wizards earn 1 hit point per level and they no longer gain additional hit point bonuses for high Constitution scores.*

**Table 20:**

## Wizard Experience Levels

| Level | Mage/Specialist | Hit Dice (d4) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 2,500 | 2 |
| 3 | 5,000 | 3 |
| 4 | 10,000 | 4 |
| 5 | 20,000 | 5 |
| 6 | 40,000 | 6 |
| 7 | 60,000 | 7 |
| 8 | 90,000 | 8 |
| 9 | 135,000 | 9 |
| 10 | 250,000 | 10 |
| 11 | 375,000 | 10+1 |
| 12 | 750,000 | 10+2 |
| 13 | 1,125,000 | 10+3 |
| 14 | 1,500,000 | 10+4 |

| | | |
|---|---|---|
| 15 | 1,875,000 | 10+5 |
| 16 | 2,250,000 | 10+6 |
| 17 | 2,625,000 | 10+7 |
| 18 | 3,000,000 | 10+8 |
| 19 | 3,375,000 | 10+9 |
| 20 | 3,750,000 | 10+10 |

**Table 21:**

## Wizard Spell Progression

| Wizard | Spell Level | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |
| 1 | 1 | -- | -- | -- | -- | -- | -- | -- | -- |
| 2 | 2 | -- | -- | -- | -- | -- | -- | -- | -- |
| 3 | 2 | 1 | -- | -- | -- | -- | -- | -- | -- |
| 4 | 3 | 2 | -- | -- | -- | -- | -- | -- | -- |
| 5 | 4 | 2 | 1 | -- | -- | -- | -- | -- | -- |
| 6 | 4 | 2 | 2 | -- | -- | -- | -- | -- | -- |
| 7 | 4 | 3 | 2 | 1 | -- | -- | -- | -- | -- |
| 8 | 4 | 3 | 3 | 2 | -- | -- | -- | -- | -- |
| 9 | 4 | 3 | 3 | 2 | 1 | -- | -- | -- | -- |
| 10 | 4 | 4 | 3 | 2 | 2 | -- | -- | -- | -- |
| 11 | 4 | 4 | 4 | 3 | 3 | -- | -- | -- | -- |
| 12 | 4 | 4 | 4 | 4 | 4 | 1 | -- | -- | -- |
| 13 | 5 | 5 | 5 | 4 | 4 | 2 | -- | -- | -- |
| 14 | 5 | 5 | 5 | 4 | 4 | 2 | 1 | -- | -- |
| 15 | 5 | 5 | 5 | 5 | 5 | 2 | 1 | -- | -- |
| 16 | 5 | 5 | 5 | 5 | 5 | 3 | 2 | 1 | -- |
| 17 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | -- |
| 18 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | 1 |
| 19 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 3 | 1 |
| 20 | 5 | 5 | 5 | 5 | 5 | 4 | 3 | 3 | 2 |

Learning and casting spells require long study, patience, and research. Once his adventuring life begins, a wizard is largely responsible for his own education; he no longer has a teacher looking over his shoulder and telling him which spell to learn next. This freedom is not without its price, however. It means that the wizard must find his own source for magical knowledge: libraries, guilds, or captured books and scrolls.

Whenever a wizard discovers instructions for a spell he doesn't know, he can try to read and understand the instructions. The player must roll percentile dice. If the result is equal to or less than the percentage chance to learn a new spell (listed on Table 4), the character understands the spell and how to cast it. He can enter the spell in his spell book (unless he has already learned the maximum number of spells allowed for that level). If this die roll is higher than the character's chance to learn the spell, he doesn't understand

the spell. Once a spell is learned, it cannot be unlearned. It remains part of that character's repertoire forever. Thus, a character cannot choose to "forget" a spell so as to replace it with another.

A wizard's spell book can be a single book, a set of books, a bundle of scrolls, or anything else your DM allows. The spell book is the wizard's diary, laboratory journal, and encyclopedia, containing a record of everything he knows. Naturally, it is his most treasured possession; without it he is almost helpless.

A spell book contains the complicated instructions for casting the spell -- the spell's recipe, so to speak. Merely reading these instructions aloud or trying to mimic the instructions does not enable one to cast the spell. Spells gather and shape mystical energies; the procedures involved are very demanding, bizarre, and intricate. Before a wizard can actually cast a spell, he must memorize its arcane formula. This locks an energy pattern for that particular spell into his mind. Once he has the spell memorized, it remains in his memory until he uses the exact combination of gestures, words, and materials that triggers the release of this energy pattern. Upon casting, the energy of the spell is spent, wiped clean from the wizard's mind. The wizard cannot cast that spell again until he returns to his spell book and memorizes it again.

Initially the wizard is able to retain only a few of these magical energies in his mind at one time. Furthermore, some spells are more demanding and complex than others; these are impossible for the inexperienced wizard to memorize. With experience, the wizard's talent expands. He can memorize more spells and more complex spells. Still, he never escapes his need to study; the wizard must always return to his spell books to refresh his powers.

Another important power of the wizard is his ability to research new spells and construct magical items. Both endeavors are difficult, time-consuming, costly, occasionally even perilous. Through research, a wizard can create an entirely new spell, subject to the DM's approval. Likewise, by consulting with your DM, your character can build magical items, either similar to those already given in the rules or of your own design. Your DM has information concerning spell research and magical item creation.

Unlike many other characters, wizards gain no special benefits from building a fortress or stronghold. They can own property and receive the normal benefits, such as monthly income and mercenaries for protection. However, the reputations of wizards tend to discourage people from flocking to their doors. At best, a wizard may acquire a few henchmen and apprentices to help in his work.

## Mage

| | |
|---|---|
| Ability Requirements: | Intelligence 9 |
| Prime Requisite: | Intelligence |
| Races Allowed: | Human, Elf, Half-elf |

Mages are the most versatile types of wizards, those who choose not to specialize in any single school of magic. This is both an advantage and disadvantage. On the positive side, the mage's selection of spells enables him to deal with many different situations. (Wizards who study within a single school of magic learn highly specialized spells, but at the expense of spells from other areas.) The other side of the coin is that the mage's

ability to learn specialized spells is limited compared to the specialist's.

Mages have no historical counterparts; they exist only in legend and myth. However, players can model their characters after such legendary figures as Merlin, Circe, or Medea. Accounts of powerful wizards and sorceresses are rare, since their reputations are based in no small part on the mystery that surrounds them. These legendary figures worked toward secret ends, seldom confiding in the normal folk around them.

A mage who has an Intelligence score of 16 or higher gains a 10% bonus to the experience points he earns.

## The Schools of Magic

Spells are divided into nine different categories, or schools, according to the types of magical energy they utilize. Each school has its own special methods and practices.

Although they are called schools, schools of magic are not organized places where a person goes to study. The word "school" identifies a magical discipline. A school is an approach to magic and spellcasting that emphasizes a particular sort of spell. Practitioners of a school of magic may set up a magical university to teach their methods to beginners, but this is not necessary. Many powerful wizards learned their craft studying under reclusive masters in distant lands.

The nine schools of magic are **Abjuration, Alteration, Conjuration/Summoning, Enchantment/Charm, Greater Divination, Illusion, Invocation/Evocation, Necromancy, and Lesser Divination.**

**Table 22:**

# Wizard Specialist Requirements

| | Minimum |
|---|---|

| Specialist | School | Race | Ability Score | Opposition School(s) |
|---|---|---|---|---|
| Abjurer | Abjuration | H | 15 Wis | Alteration & Illusion |
| Conjurer | Conj./Summ. | H, _ E | 15 Con | Gr. Divin. & Invocation |
| Diviner | Gr. Divin. | H, _ E, E | 16 Wis | Conj./Summ. |
| Enchanter | Ench./Charm | H, _ E, E | 16 Cha | Invoc./Evoc. & Necromancy |
| Illusionist | Illusion | H, G | 16 Dex | Necro., Invoc./Evoc., Abjur. |
| Invoker | Invoc./Evoc. | H | 16 Con | Ench./Charm Conj./Summ. |
| Necromancer | Necromancy | H | 16 Wis | Illusion & Ench./Charm |
| Transmuter | Alteration | H, _ E | 15 Dex | Abjuration & Necromancy |

This diagram illustrates the schools that oppose each other. See Table 22 and its entry descriptions for more information.

Of these schools, eight are greater schools while the ninth, lesser divination, is a minor school. The minor school of lesser divination includes all divination spells of the 4th spell level or less (available to all wizards). Greater divinations are those divination spells of the 5th spell or higher.

## Specialist Wizards

A wizard who concentrates his effort in a single school of magic is called a specialist. There are specialists in each type of magic, although some are extremely rare. Not all specialists are well-suited to adventuring--the diviner's spells are limited and not generally useful in dangerous situations. On the other hand, player characters might want to consult an NPC diviner before starting an adventure.

Specialist wizards have advantages and disadvantages when compared to mages. Their chance to know spells of their school of magic is greatly increased, but the intensive study results in a smaller chance to know spells outside their school. The number of spells they can cast increases, but they lose the ability to cast spells of the school in opposition to their specialty (opposite it in the diagram). Their ability to research and create new spells within their specialty is increased, but the initial selection of spells in their school may be quite limited. All in all, players must consider the advantages and disadvantages carefully.

Not all wizards can become specialists. The player character must meet certain requirements to become a specialist. Most specialist wizards must be single-classed; multi-classed characters cannot become specialists, except for gnomes, who seem to have more of a natural bent for the school of illusion than characters of any other race. Dual-class humans *can* choose to become specialists. The dedication to the particular school of magic requires all the attention and concentration of the character. He does not have time for other class-related pursuits.

In addition, each school has different restrictions on race, ability scores, and schools of magic allowed. These restrictions are given on Table 22. Note that lesser divination is not available as a specialty. The spells of this group, vital to the functioning of a wizard, are available to all wizards.

**Race** lists those races that, either through a natural tendency or a quirk of fate, are allowed to specialize in that art. Note that the gnome, though unable to be a regular mage, can specialize in illusions.

**Minimum Ability Score** lists the ability minimums needed to study intensively in that school. All schools require at least the minimum Intelligence demanded of a mage and an additional prime requisite, as listed.

**Opposition School(s)** always includes the school directly opposite the character's school of study in the diagram. In addition, the schools to either side of this one may also be disallowed due to the nature of the character's school. For example, an invoker/evoker cannot learn enchantment/charm or conjuration/summoning spells and cannot use magical items that duplicate spells from these schools.

Being a specialist does have significant advantages to balance the trade-offs the character must make. These are listed here:

A specialist gains one additional spell per spell level, provided the additional spell is taken in the specialist's school. Thus, a 1st-level illusionist could have two spells--one being any spell he knows and the other limited to spells of the illusion school.

Because specialists have an enhanced understanding of spells within their school, they receive a +1 bonus when making saving throws against those spells when cast by other wizards. Likewise, other characters suffer a -1 penalty when making saving throws against a specialist casting spells within his school. Both of these modifiers can be in effect at the same time--for example, when an enchanter casts an enchantment spell at another enchanter, the modifiers cancel each other out.

Specialists receive a bonus of +15% when learning spells from their school and a penalty of -15% when learning spells from other schools. The bonus or penalty is applied to the percentile dice roll the player must make when the character tries to learn a new spell (see Table 4).

Whenever a specialist reaches a new spell level, he automatically gains one spell of his school to add to his spell books. This spell can be selected by the DM or he can allow the player to pick. No roll for learning the spell need be made. It is assumed that the character has discovered this new spell during the course of his research and study.

When a specialist wizard attempts to create a new spell (using the rules given in the DMG), the DM should count the new spell as one level less (for determining the difficulty) if the spell falls within the school of the specialist. An enchanter attempting to create a new enchantment spell would have an easier time of it than an illusionist attempting to do the same.

# Illusionist

| | |
|---|---|
| Ability Requirements: | Dexterity 16 |
| Prime Requisite: | Intelligence |
| Races Allowed: | Human, Gnome |

The illusionist is an example of a specialist. The description of the illusionist given here can be used as a guide for creating wizards specializing in other magical schools.

First, the school of illusion is a very demanding field of study. To specialize as an illusionist, a wizard needs a Dexterity score of at least 16.

An illusionist who has an Intelligence of 16 or more gains a 10% bonus to the experience points he earns.

Because the illusionist knows far more about illusions than the standard wizard, he is allowed a +1 bonus when rolling saving throws against illusions; other characters suffer a -1 penalty when rolling saving throws against his illusions. (These modifiers apply only if the spell allows a saving throw.)

Through the course of his studies, the illusionist has become adept at memorizing illusion spells (though it is still an arduous process). He can memorize an extra illusion spell at each spell level. Thus, as a 1st-level caster he can memorize two spells, although at least one of these must be an illusion spell.

Later, when he begins to research new spells for his collection, he finds it easier to devise new illusion spells to fill specialized needs. Research in other schools is harder and more time consuming for him.

Finally, the intense study of illusion magic prevents the character from mastering the other classes of spells that are totally alien to the illusion school (those diametrically opposite illusion on the diagram). Thus, the illusionist cannot learn spells from the schools of necromancy, invocation/evocation, or abjuration.

As an example, consider Joinville the illusionist. He has an Intelligence score of 15. In the course of his travels he captures an enemy wizard's spell book that contains an *improved invisibility* spell, a *continual light* spell, and a *fireball* spell, none of which are in Joinville's spell book. He has an 80% chance to learn the *improved invisibility* spell. *Continual light* is an alteration spell, however, so his chance to learn it is only 50% (consult Table 4 to see where these figures come from). He cannot learn the *fireball* spell, or even transcribe it into his spell book, because it is an evocation spell.

## Priest

The priest is a believer and advocate of a god from a particular mythos. More than just a follower, he intercedes and acts on behalf of others, seeking to use his powers to advance the beliefs of his mythos.

All priests have certain powers: The ability to cast spells, the strength of arm to defend their beliefs, and special, deity-granted powers to aid them in their calling. While priests are not as fierce in combat as warriors, they are trained to use weaponry in the fight for their cause. They can cast spells, primarily to further their god's aims and protect its adherents. They have few offensive spells, but these are very powerful.

All priests use eight-sided Hit Dice (d8s). Only priests gain additional spells for having high Wisdom scores. All priests have a limited selection of weapons and armor, but the restrictions vary according to the mythos.

All priests use Table 23 to determine their advancement in level as they gain experience points. They also all use Table 24 to determine how many spells they receive at each level of experience.

All priests spells are divided into 16 categories called *spheres of influence.* Different types of priests have access to different spheres; no priest can cast spells from every

sphere of influence. The 16 spheres of influence are as follows: All, Animal, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Plant, Protection, Summoning, Sun, and Weather.

In addition, a priest has either major or minor access to a sphere. A priest with major access to a sphere can (eventually) cast all spells in the sphere. A priest with minor access to a sphere can cast only 1st-, 2nd-, and 3rd-level spells from that sphere.

All priests gain one eight-sided Hit Die (1d8) Per level from 1st through 9th. *After 9th level, priests earn 2 hit points per level and they no longer gain additional hit point bonuses for high Constitution scores.*

**Table 23:**

## Priest Experience Levels

| Level | Cleric | Druid | Hit Dice (d8) |
|---|---|---|---|
| 1 | 0 | 0 | 1 |
| 2 | 1,500 | 2,000 | 2 |
| 3 | 3,000 | 4,000 | 3 |
| 4 | 6,000 | 7,500 | 4 |
| 5 | 13,000 | 12,500 | 5 |
| 6 | 27,500 | 20,000 | 6 |
| 7 | 55,000 | 35,000 | 7 |
| 8 | 110,000 | 60,000 | 8 |
| 9 | 225,000 | 90,000 | 9 |
| 10 | 450,000 | 125,000 | 9+2 |
| 11 | 675,000 | 200,000 | 9+4 |
| 12 | 900,000 | 300,000 | 9+6 |
| 13 | 1,125,000 | 750,000 | 9+8 |
| 14 | 1,350,000 | 1,500,000 | 9+10 |
| 15 | 1,575,000 | 3,000,000 | 9+12 |
| 16 | 1,800,000 | 3,500,000 | 9+14 |
| 17 | 2,025,000 | 500,000* | 9+16 |
| 18 | 2,250,000 | 1,000,000 | 9+18 |
| 19 | 2,475,000 | 1,500,000 | 9+20 |
| 20 | 2,700,000 | 2,000,000 | 9+22 |

* See section on hierophant druids under "Druids" in this chapter.

**Table 24:**

## Priest Spell Progression

| Priest Level | Spell Level 1 | 2 | 3 | 4 | 5 | 6* | 7** |
|---|---|---|---|---|---|---|---|
| 1 | 1 | -- | -- | -- | -- | -- | -- |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 2 | 2 | -- | -- | -- | -- | -- | -- |
| 3 | 2 | 1 | -- | -- | -- | -- | -- |
| 4 | 3 | 2 | -- | -- | -- | -- | -- |
| 5 | 3 | 3 | 1 | -- | -- | -- | -- |
| 6 | 3 | 3 | 2 | -- | -- | -- | -- |
| 7 | 3 | 3 | 2 | 1 | -- | -- | -- |
| 8 | 3 | 3 | 3 | 2 | -- | -- | -- |
| 9 | 4 | 4 | 3 | 2 | 1 | -- | -- |
| 10 | 4 | 4 | 3 | 3 | 2 | -- | -- |
| 11 | 5 | 4 | 4 | 3 | 2 | 1 | -- |
| 12 | 6 | 5 | 5 | 3 | 2 | 2 | -- |
| 13 | 6 | 6 | 6 | 4 | 2 | 2 | -- |
| 14 | 6 | 6 | 6 | 5 | 3 | 2 | 1 |
| 15 | 6 | 6 | 6 | 6 | 4 | 2 | 1 |
| 16 | 7 | 7 | 7 | 6 | 4 | 3 | 1 |
| 17 | 7 | 7 | 7 | 7 | 5 | 3 | 2 |
| 18 | 8 | 8 | 8 | 8 | 6 | 4 | 2 |
| 19 | 9 | 9 | 8 | 8 | 6 | 4 | 2 |
| 20 | 9 | 9 | 9 | 8 | 7 | 5 | 2 |

* Usable only by priests with 17 or greater Wisdom.
** Usable only by priests with 18 or greater Wisdom.

# Cleric

Ability Requirement: Wisdom 9
Prime Requisite: Wisdom
Races Allowed: All

The most common type of priest is the cleric. The cleric may be an adherent of any religion (though if the DM designs a specific mythos, the cleric's abilities and spells may be changed--see following). Clerics are generally good, but are not restricted to good; they can have any alignment acceptable to their order. A cleric must have a Wisdom score of 9 or more. High constitution and Charisma are also particularly useful.

A cleric who has a Wisdom of 16 or more gains a 10% bonus to the experience points he earns.

The cleric class is similar to certain religious orders of knighthood of the Middle Ages: the Teutonic Knights, the Knights Templars, and Hospitalers. These orders combined military and religious training with a code of protection and service. Memberswere trained as knights and devoted themselves to the service of the church. These orders were frequently found on the outer edges of the Christian world, either on the fringe of the wilderness or in war-torn lands. Archbishop Turpin (of *The Song of Roland*) is an example of such a cleric. Similar orders can also be found in other lands, such as the sohei of Japan.

Clerics are sturdy soldiers, although their selection of weapons is limited. They can wear any type of armor and use any shield. Standard clerics, being reluctant to shed blood

or spread violence, are allowed to use only blunt, bludgeoning weapons. They can use a fair number of magical items including priest scrolls, most potions and rings, some wands and rods, staves, armor, shields, and magical versions of any weapons allowed by their order.

Spells are the main tools of the cleric, however, helping him to serve, fortify, protect, and revitalize those under his care. He has a wide variety of spells to choose from, suitable to many different purposes and needs. (A priest of a specific mythos probably has a more restricted range of spells.) A cleric has major access to every sphere of influence except the plant, animal, weather, and elemental spheres (he has minor access to the elemental sphere and cannot cast spells of the other three spheres).

The cleric receives his spells as insight directly from his deity (the deity does not need to make a personal appearance to grant the spells the cleric prays for), as a sign of and reward for his faith, so he must take care not to abuse his power lest it be taken away as punishment.

The cleric is also granted power over undead -- evil creatures that exist in a form of non-life, neither dead nor alive. The cleric is charged with defeating these mockeries of life. His ability to *turn undead* (see "Turning Undead" in Chapter 9: Combat) enables him to drive away these creatures or destroy them utterly (though a cleric of evil alignment can bind the creatures to his will). Some of the more common undead creatures are ghosts, zombies, skeletons, ghouls, and mummies. Vampires and liches (undead sorcerers) are two of the most powerful undead.

As a cleric advances in level, he gains additional spells, better combat skills, and a stronger turning ability. Upon reaching 8th level, the cleric automatically attracts a fanatically loyal group of believers, provided the character has established a place of worship of significant size. The cleric can build this place of worship at any time during his career, but he does not attract believers until he reaches 8th level. These followers are normal warriors, 0-level soldiers, ready to fight for the cleric's cause. The cleric attracts 20 to 200 of these followers; they arrive over a period of several weeks. After the initial followers assemble, no new followers trickle in to fill the ranks of those who have fallen in service. The DM decides the exact number and types of followers attracted by the cleric. The character can hire other troops as needed, but these are not as loyal as his followers.

At 9th level, the cleric may receive official approval to establish a religious stronghold, be it a fortified abbey or a secluded convent. Obviously, the stronghold must contain all the trappings of a place of worship and must be dedicated to the service of the cleric's cause. However, the construction cost of the stronghold is half the normal price, since the work has official sanction and much of the labor is donated. The cleric can hold property and build a stronghold any time before reaching 9th level, but this is done without church sanction and does not receive the benefits described above.

## Priests of Specific Mythoi

In the simplest version of the AD&D game, clerics serve religions that can be generally described as "good" or "evil." Nothing more needs to be said about it; the game will play perfectly well at this level. However, a DM who has taken the time to create a detailed campaign world has often spent some of that time devising elaborate pantheons, either unique creations or adaptations from history or literature. If the option is open (and

only your DM can decide), you may want your character to adhere to a particular mythos, taking advantage of the detail and color your DM has provided. If your character follows a particular mythos, expect him to have abilities, spells, and restrictions different from the generic cleric.

Priesthood in any mythos must be defined in five categories: requirements, weapons allowed, spells allowed, granted powers, and ethos.

## Requirements

Before a character can become a priest of a particular mythos, certain requirements must be met. These usually involve minimum ability scores and mandatory alignments. All priests, regardless of mythos, must have Wisdom scores of at least 9. Beyond this, your DM can set other requirements as needed. A god of battle, for example, should require strong, healthy priests (13 Str, 12 Con). One whose sphere is art and beauty should demand high Wisdom and Charisma (16 or better). Most deities demand a specific type of behavior from their followers, and this will dictate alignment choices.

## Weapons Allowed

Not all mythoi are opposed to the shedding of blood. Indeed, some require their priests to use swords, spears, or other specific weapons. A war deity might allow his priests to fight with spears or swords. An agricultural deity might emphasize weapons derived from farm implements -- sickles and bills, for example. A deity of peace and harmony might grant only the simplest and least harmful weapons -- perhaps only lassoes and nets. Given below are some suggested weapons, but many more are possible (the DM *always* has the final word in this matter).

| Deity | Weapon |
|---|---|
| Agriculture | Bill, flail, sickle |
| Blacksmith | War hammer |
| Death | Sickle |
| Disease | Scourge, whip |
| Earth | Pick |
| Healing | Man-catcher, quarterstaff |
| Hunt | Bow and arrows, javelin, light lance, sling, spear |
| Lightning | Dart, javelin, spear |
| Love | Bow and arrows, man-catcher |
| Nature | Club, scimitar, sickle |
| Oceans | Harpoon, spear, trident |
| Peace | Quarterstaff |
| Strength | Hammer |
| Thunder | Club, mace, war hammer |
| War | Battle axe, mace, morning star, spear, sword |
| Wind | Blowgun, dart |

Of course there are many other reasons a deity might be associated with a particular weapon or group of weapons. These are often cultural, reflecting the weapons used by the people of the area. There may be a particular legend associated with the deity, tying it to

some powerful artifact weapon (Thor's hammer, for example). The DM has the final choice in all situations.

## Spells Allowed

A priest of a particular mythos is allowed to cast the spells from only a few, related spheres. The priest's deity will have major and minor accesses to certain spheres, and this determines the spells available to the priest. (Each deity's access to spheres is determined by the DM as he creates the pantheon of his world.) The 16 spheres of influence are defined in the following paragraphs.

A priest whose deity grants major access to a sphere can choose from any spell within that sphere (provided he is high enough in level to cast it), while one allowed only minor access to the sphere is limited to spells of 3rd level or below in that sphere. The combination of major and minor accesses to spheres results in a wide variation in the spells available to priests who worship different deities.

**All** refers to spells usable by any priest, regardless of mythos. There are no Powers (deities) of the Sphere of All. This group includes spells the priest needs to perform basic functions.

**Animal** spells are those that affect or alter creatures. It does not include spells that affect people. Deities of nature and husbandry typically operate in this sphere.

**Astral** is a small sphere of spells that enable movement or communication between the different planes of existence. The masters of a plane or particularly meddlesome powers often grant spells from this sphere.

**Charm** spells are those that affect the attitudes and actions of people. Deities of love, beauty, trickery, and art often allow access to this sphere.

**Combat** spells are those that can be used to directly attack or harm the enemies of the priest or his mythos. These are often granted by deities of war or death.

**Creation** spells enable the priest to produce something from nothing, often to benefit his followers. This sphere can fill many different roles, from a provider to a trickster.

**Divination** enables the priest to learn the safest course of action in a particular situation, find a hidden item, or recover long-forgotten information. Deities of wisdom and knowledge typically have access to this sphere.

**Elemental** spells are all those that affect the four basic elements of creation--earth, air, fire, and water. Nature deities, elemental deities, those representing or protecting various crafts, and the deities of sailors would all draw spells from this sphere.

**Guardian** spells place magical sentries over an item or person. These spells are more active than protection spells because they create an actual guardian creature of some type. Protective, healing, and trickster deities may all grant spells of this sphere.

**Healing** spells are those that cure diseases, remove afflictions, or heal wounds. These spells cannot restore life or regrow lost limbs. Healing spells can be reversed to cause injury, but such use is restricted to evil priests. Protective and merciful deities are most likely to grant these spells, while nature deities may have lesser access to them.

**Necromantic** spells restore to a creature some element of its life-force that has been totally destroyed. It might be life, a limb, or an experience level. These spells in reverse are powerfully destructive, and are used only by extremely evil priests. Deities of life or death are most likely to act in this sphere.

**Plant** spells affect plants, ranging from simple agriculture (improving crops and the

like) to communicating with plant-like creatures. Agricultural and nature Powers grant spells in this sphere.

**Protection** spells create mystical shields to defend the priest or his charges from evil attacks. War and protective deities are most likely to use these, although one devoted to mercy and kindness might also bestow these spells.

**Summoning** spells serve to call creatures from other places, or even other dimensions, to the service of the priest. Such service is often against the will of the creature, so casting these spells often involves great risk. Since creatures summoned often cause great harm and destruction, these spells are sometimes bestowed by war or death powers.

**Sun** spells are those dealing in the basic powers of the solar universe--the purity of light and its counterpart darkness. Sun spells are very common with nature, agricultural, or life-giving powers.

**Weather** spells enable the priest to manipulate the forces of weather. Such manipulation can be as simple as providing rain to parched fields, or as complex as unbridling the power of a raging tempest. Not surprisingly, these tend to be the province of nature and agricultural powers and appear in the repertoire of sea and ocean powers.

Additional spheres can be created by your DM. The listed spheres are typical of the areas in which deities concentrate their interest and power. Spells outside the deity's major and minor spheres of influence are not available to its priests.

Furthermore, the priest can obtain his spells at a faster or slower pace than the normal cleric. Should the character's ethos place emphasis on self-reliance, the spell progression is slower. Those deities associated with many amazing and wondrous events might grant more spells per level. Of course, your DM has final say on this, and he must balance the gain or loss of spells against the other powers, abilities, and restrictions of the character.

## Granted Powers

Another aspect of a specific mythos is the special powers available to its priests. The cleric's granted power is the ability to turn undead. This ability, however, is not common to all priests. Other deities grant powers in accordance with their spheres. If your DM is using a specific mythos, he must decide what power is granted to your priest. Some possible suggestions are given below.

**Incite Berserker Rage*, adding a +2 bonus to attack and damage rolls (War).

**Soothing Word,* able to remove fear and influence hostile reactions (Peace, Mercy, Healing).

**Charm or Fascination,* which could act as a *suggestion* spell (Love, Beauty, Art).

**Inspire Fear,* radiating an aura of fear similar to the *fear* spell (Death).

These are only a few of the granted powers that might be available to a character. As with allowed weapons, much depends on the culture of the region and the tales and legends surrounding the Power and its priests.

## Ethos

All priests must live by certain tenets and beliefs. These guide the priests' behavior. Clerics generally try to avoid shedding blood and try to aid their community. A war deity may order its priests to be at the forefront of battles and to actively crusade against all enemies. A harvest deity may want its priests to be active in the fields. The ethos may

also dictate what alignment the priest must be. The nature of the mythos helps define the strictures the priest must follow.

### Priest Titles

Priests of differing mythoi often go by titles and names other than priest. A priest of nature, for example (especially one based on Western European tradition) could be called a druid (see below). Shamans and witch doctors are also possibilities. A little library research will turn up many more unique and colorful titles, a few of which are listed here: Abbess, Abbot, Ayatollah, Bonze, Brother, Dom, Eye of the Law, Friar, Guru, Hajji, Imam, Mendicant, Metropolitan, Mullah, Pardoner, Patriarch, Prelate, Prior, Qadi, Rector, Vicar, and Yogi

### Balancing It All

When creating a priest of a specific mythos, careful attention must be given to the balance of the character's different abilities. A priest strong in one area or having a wide range of choice must be appropriately weakened in another area so that he does not become too powerful compared to the other priests in the game. If a war deity allows a priest the use of all weapons and armor, the character should be limited in the spells allowed or powers granted. At the other extreme, a character who follows a deity of peace should have significant spells and granted powers to make up for his extremely limited or non-existent choice of weapons. A druid, for example, has more granted powers than a normal cleric to compensate for his limited armor and spell selection.

## Druid

| | |
|---|---|
| Ability Requirements: | Wisdom 12<br>Charisma 15 |
| Prime Requisites: | Wisdom, Charisma |
| Races Allowed: | Human, Half-elf |

Historically, druids lived among the Germanic tribes of Western Europe and Britain during the days of the Roman Empire. They acted as advisors to chieftains and held great influence over the tribesmen. Central to their thinking was the belief that the earth was the mother and source of all life. They revered many natural things -- the sun, moon, and certain trees -- as deities. Druids in the AD&D game, however, are only loosely patterned after these historical figures. They are not required to behave like or follow the beliefs of historical druids.

The druid is an example of a priest designed for a specific mythos. His powers and beliefs are different from those of the cleric. The druid is a priest of nature and guardian of the wilderness, be it forest, plains, or jungle.

### Requirements

A druid must be human or half-elven. He must have a Wisdom score of at least 12 and a Charisma score of 15 or more. Both of these abilities are prime requisites.

### Weapons Allowed

Unlike the cleric, the druid is allowed to use only "natural" armors -- padded, hide, or leather armor and wooden shields, including those with magical enhancements. All other armors are forbidden to him. His weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff.

## Spells Allowed

Druids do not have the same range of spells as clerics. They have major access to the following spheres: all, animal, elemental, healing, plant, and weather. They have minor access to the divination sphere. Druids can use all magical items normally allowed priests, except for those that are written (books and scrolls) and armor and weapons not normally allowed for druids.

## Granted Powers

A druid makes most saving throws as a priest, but he gains a bonus of +2 to all saving throws vs. fire or electrical attacks.

All druids can speak a secret language in addition to any other tongues they know. (If the optional proficiency rules are used, this language does not use a proficiency slot.) The vocabulary of this druidic language is limited to dealing with nature and natural events. Druids jealously guard this language; it is the one infallible method they have of recognizing each other.

Additional powers are granted as the druid reaches higher levels:

**He can identify plants, animals, and pure water** with perfect accuracy after he reaches 3rd level.

**He can pass through overgrown areas** (thick thorn bushes, tangled vines, briar patches, etc.) without leaving a trail and at his normal movement rate after he reaches 3rd level.

**He can learn the languages of woodland creatures.** These include centaurs, dryads, elves, fauns, gnomes, dragons, giants, lizard men, manticores, nixies, pixies, sprites, and treants. The druid can add one language at 3rd level and one more every time he advances a level above 3rd. (If the optional proficiency rules are used, it is the druid's choice whether or not to spend a proficiency slot on one or more of these languages.)

**He is immune to *charm* spells cast by woodland creatures** (dryads, nixies, etc.) after he reaches 7th level.

**He gains the ability to shapechange** into a reptile, bird, or mammal up to three times per day after he reaches 7th level. Each animal form (reptile, bird, or mammal) can be used only once per day. The size can vary from that of a bullfrog or small bird to as large as a black bear. Upon assuming a new form, the druid heals 10-60% (1d6 _ 10%) of all damage he has suffered (round fractions down). The druid can only assume the form of a normal (real world) animal in its normal proportions, but by doing so he takes on all of that creature's characteristics -- its movement rate and abilities, its Armor Class, number of attacks, and damage per attack.

Thus, a druid could change into a wren to fly across a river, transform into a black bear on the opposite side and attack the orcs gathered there, and finally change into a snake to escape into the bushes before more orcs arrive.

The druid's clothing and one item held in each hand also become part of the new body; these reappear when the druid resumes his normal shape. The items cannot be used while

the druid is in animal form.

**A druid *cannot* turn undead.**

## Ethos

As protectors of nature, druids are aloof from the complications of the temporal world. Their greatest concern is for the continuation of the orderly and proper cycles of nature--birth, growth, death, and rebirth. Druids tend to view all things as cyclic and thus, the battles of good and evil are only the rising and falling tides of time. Only when the cycle and balance are disrupted does the druid become concerned. Given this view of things, the druid must be neutral in alignment.

Druids are charged with protecting wilderness--in particular trees, wild plants, wild animals, and crops. By association, they are also responsible for their followers and their animals. Druids recognize that all creatures (including humans) need food, shelter, and protection from harm. Hunting, farming, and cutting lumber for homes are logical and necessary parts of the natural cycle. However, druids do not tolerate unnecessary destruction or exploitation of nature for profit. Druids often prefer subtle and devious methods of revenge against those who defile nature. It is well known that druids are both very unforgiving and very patient.

Mistletoe is an important holy symbol to druids and it is a necessary part of some spells (those requiring a holy symbol). To be fully effective, the mistletoe must be gathered by the light of the full moon using a golden or silver sickle specially made for the purpose. Mistletoe gathered by other means halves the effectiveness of a given spell, if it causes damage or has an area of effect, and grants the target a +2 bonus to his saving throw if a saving throw is applicable.

Druids as a class do not dwell permanently in castles, cities, or towns. All druids prefer to live in sacred groves, where they build small sod, log, or stone cottages.

## Druid Organization

Druids have a worldwide structure. At their upper levels (12th and above), only a few druids can hold each level.

## Druids, Archdruids, and the Great Druid

At 12th level, the druid character acquires the official title of "druid" (all druid characters below 12th level are officially known as "initiates"). There can be only nine 12th-level druids in any geographic region (as defined by oceans, seas, and mountain ranges; a continent may consist of three or four such regions). A character cannot reach 12th level unless he takes his place as one of the nine druids. This is possible only if there are currently fewer than nine druids in the region, or if the character defeats one of the nine druids in magical or hand-to-hand combat, thereby assuming the defeated druid's position. If such combat is not mortal, the loser drops experience points so that he has exactly 200,000 remaining--just enough to be 11th level.

The precise details of each combat are worked out between the two combatants in advance. The combat can be magical, non-magical, or a mixture of both. It can be fought to the death, until only one character is unconscious, until a predetermined number of hit points is lost, or even until the first blow is landed, although in this case both players would have to be supremely confident of their abilities. Whatever can be agreed upon

between the characters is legitimate, so long as there is some element of skill and risk.

When a character becomes a 12th-level druid, he gains three underlings. Their level depends on the character's position among the nine druids. The druid with the most experience points is served by three initiates of 9th level; the second-most experienced druid is served by three initiates of 8th level; and so on, until the least experienced druid is served by three 1st-level initiates.

Only three archdruids (13th level) can operate in a geographical region. To become an archdruid, a 12th-level druid must defeat one of the reigning archdruids or advance into a vacant position. Each of the three archdruids is served by three initiates of 10th level. From among the archdruids of the entire world, three are chosen to serve the Grand Druid (see "The Grand Druid and Hierophant Druids" section). These three retain their attendees but are themselves servants of the Grand Druid.

The Great Druid (14th level) is unique in his region. He, too, won his position from the previous great druid. He is served by three initiates of 11th level.

The ascendance of a new Great Druid usually sets off shock waves of turmoil and chaos through the druidical hierarchy. The advancement of an archdruid creates an opening that is fiercely contested by the druids, and the advancement of a druid creates an opening in their ranks.

## The Grand Druid and Hierophant Druids

The highest ranking druid in the world is the Grand Druid (15th level). Unlike great druids (several of whom can operate simultaneously in different lands), only one person in a world can ever hold this title at one time. Consequently, only one druid can be 15th level at any time.

The Grand Druid knows six spells of each level (instead of the normal spell progression) and also can cast up to six additional spell levels, either as a single spell or as several spells whose levels total to six (for example, one 6th-level spell, six 1st-level spells, three 2nd-level spells, etc.).

The Grand Druid is attended by nine other druids who are subject only to him and have nothing to do with the hierarchy of any specific land or area. Any druid character of any level can seek the Grand Druid and ask to serve him. Three of these nine are archdruids who roam the world, acting as his messengers and agents. Each of them receives four additional spell levels. The remainder are normally druids of 7th to 11th level, although the Grand Druid can request a druid of any level to serve him and often considers applications from humble aspirants.

The position of Grand Druid is not won through combat. Instead, the Grand Druid selects his successor from the acting great druids. The position is demanding, thankless, and generally unexciting for anyone except a politician. After a few hundred thousand experience points of such stuff, any adventurer worthy of the name probably is ready to move on to something else.

For this reason, the Grand Druid reaches 16th level after earning only 500,000 more experience points. After reaching 16th level, the Grand Druid can step down from his position at any time, provided he can find a suitable successor (another druid with 3,000,000 experience points).

Upon stepping down, the former Grand Druid must relinquish the six bonus spell levels and all of his experience points but 1 (he keeps the rest of his abilities). He is now

a 16th-level hierophant druid, and begins advancing anew (using the progression given in Table 23). The character may rise as high as 20th level as a hierophant druid (almost always through self training).

Beyond 15th level, a druid never gains any new spells (ignore the Priest Spell Progression table from this point on). Casting level continues to rise with experience. Rather than spells, spell-like powers are acquired.

**16th level:** At 16th level, the hierophant druid gains four powers:

Immunity to all natural poisons. Natural poisons are ingested or insinuated animal or vegetable poisons, including monster poisons, but not mineral poisons or poison gas.

Vigorous health for a person of his age. The hierophant is no longer subject to the ability score adjustments for aging.

The ability to alter his appearance at will. Appearance alteration is accomplished in one round. A height and weight increase or decrease of 50% is possible, with an apparent age from childhood to extreme old age. Body and facial features can resemble any human or humanoid creature. This alteration is not magical, so it cannot be detected by any means short of *true seeing*.

**17th Level:** The character gains the biological ability to hibernate. His body functions slow to the point where the character may appear dead to a casual observer; aging ceases. The character is completely unconscious during hibernation. He awakens either at a preordained time ("I will hibernate for 20 days") or when there is a significant change in his environment (the weather turns cold, someone hits him with a stick, etc.).

A 17th-level hierophant druid can also enter the Elemental Plane of Earth at will. The transference takes one round to complete. This ability also provides the means to survive on that plane, move around, and return to the Prime Material Plane at will. It does not confer similar abilities or immunities on the Prime Material Plane.

**18th level:** The character gains the ability to enter and survive in the Elemental Plane of Fire.

**19th level:** The character gains the ability to enter and survive in the Elemental Plane of Water.

**20th level:** The character gains the ability to enter and survive in the Elemental Plane of Air.

# Rogue

Rogues are people who feel that the world (and everyone it) somehow owes them a living. They get by day by day, living in the highest style they can afford and doing as little work as possible. The less they have to toil and struggle like everyone else (while maintaining a comfortable standard of living), the better off they think they are. While this attitude is neither evil nor cruel, it does not foster a good reputation. Many a rogue has a questionable past or a shady background he'd prefer was left uninvestigated.

Rogues combine a few of the qualities of the other character classes. They are allowed to use a wide variety of magical items, weapons, and armor.

Rogues have some special abilities that are unique to their group. All rogues tend to be adept at languages and thus, have a percentage chance to read strange writings they come across. All are skilled in climbing and clinging to small cracks and outcroppings--even more skilled than the hardy men of the mountains. They are alert and attentive, hearing things that others would miss. Finally, they are dexterous (and just a little bit light-

fingered), able to perform tricks and filch small items with varying degrees of success.

Rogues have a number of special abilities, such as picking pockets and detecting noise, for which they are given a percentage chance of success (this chance depends on the class, level, Dexterity score, and race of the rogue). When a rogue tries to use a special ability, a percentile dice roll determines whether the attempt succeeds or fails. If the dice roll is equal to or less than the special ability score, the attempt succeeds. Otherwise, it fails.

All rogues use Table 25 to determine their advancement in levels as they gain experience points.

All rogues gain one six-sided Hit Die (1d6) per level from 1st through 10th. *After 10th level, rogues earn 2 hit points per level and no longer receive additional hit point bonuses for high Constitution scores.*

**Table 25:**

## Rogue Experience Levels

| Level | Thief/Bard | Hit Dice (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,250 | 2 |
| 3 | 2,500 | 3 |
| 4 | 5,000 | 4 |
| 5 | 10,000 | 5 |
| 6 | 20,000 | 6 |
| 7 | 40,000 | 7 |
| 8 | 70,000 | 8 |
| 9 | 110,000 | 9 |
| 10 | 160,000 | 10 |
| 11 | 220,000 | 10+2 |
| 12 | 440,000 | 10+4 |
| 13 | 660,000 | 10+6 |
| 14 | 880,000 | 10+8 |
| 15 | 1,100,000 | 10+10 |
| 16 | 1,320,000 | 10+12 |
| 17 | 1,540,000 | 10+14 |
| 18 | 1,760,000 | 10+16 |
| 19 | 1,980,000 | 10+18 |
| 20 | 2,200,000 | 10+20 |

## Thief

Ability Requirement: Dexterity 9
Prime Requisite: Dexterity
Races Allowed: All

Thieves come in all sizes and shapes, ready to live off the fat of the land by the easiest means possible. In some ways they are the epitome of roguishness.

The profession of thief is not honorable, yet it is not entirely dishonorable, either. Many famous folk heroes have been more than a little larcenous -- Reynard the Fox, Robin Goodfellow, and Ali Baba are but a few. At his best, the thief is a romantic hero fired by noble purpose but a little wanting in strength of character. Such a person may truly strive for good but continually run afoul of temptation.

The thief's prime requisite is Dexterity; a character must have a minimum score of 9 to qualify for the class. While high numbers in other scores (particularly Intelligence) are desirable, they are not necessary. The thief can have any alignment except lawful good. Many are at least partially neutral.

A thief with a Dexterity score of 16 or more gains a 10% bonus to the experience points he earns.

Thieves have a limited selection of weapons. Most of their time is spent practicing thieving skills. The allowed weapons are club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff. A thief can wear leather, studded leather, padded leather, or elven chain armor. When wearing any allowed armor other than leather, the thief's abilities are penalized (see Table 29).

To determine the initial value of each skill, start with the base scores listed on Table 26. To these base scores, add (or subtract) any appropriate modifiers for race, Dexterity, and armor worn (given on Tables 27, 28 and 29, respectively).

The scores arrived at in the preceding paragraph do not reflect the effort a thief has spent honing his skills. To simulate this extra training, all thieves at 1st level receive 60 discretionary percentage points that they can add to their base scores. No more than 30 points can be assigned to any single skill. Other than this restriction, the player can distribute the points however he wants.

Each time the thief rises a level in experience, the player receives another 30 points to distribute. No more than 15 points per level can be assigned to a single skill, and no skill can be raised above 95 percent, including all adjustments for Dexterity, race, and armor. As an option, the DM can rule that some portion of the points earned must be applied to skills used during the course of the adventure.

**Table 26:**

## Thieving Skill Base Scores

| Skill | Base Score |
|---|---|
| Pick Pockets | 15% |
| Open Locks | 10% |
| Find/Remove Traps | 5% |
| Move Silently | 10% |
| Hide in Shadows | 5% |
| Detect Noise | 15% |
| Climb Walls | 60% |

Read Languages 0%

In addition to the base percentages listed above, demihuman characters and characters with high or low Dexterity scores have adjustments to their base numbers. Some characters may find that, after adjustments, they have negative scores. In this case, the character must spend points raising his skill percentage to at least 1% before he can use the skill. (Some races just aren't very good at certain things!)

A thief character uses the "No Armor" column if wearing *bracers of defense* or a cloak without large or heavy protective clothing.

**Table 27:**

## Thieving Skill Racial Adjustments

| Skill | Dwarf | Elf | Gnome | Half-elf | Halfling |
|---|---|---|---|---|---|
| Pick Pockets | -- | +5% | -- | +10% | +5% |
| Open Locks | +10% | -5% | +5% | -- | +5% |
| Find/Remove Traps | +15% | -- | +10% | -- | +5% |
| Move Silently | -- | +5% | +5% | -- | +10% |
| Hide in Shadows | -- | +10% | +5% | +5% | +15% |
| Detect Noise | -- | +5% | +10% | -- | +5% |
| Climb Walls | -10% | -- | -15% | -- | -15% |
| Read Languages | -5% | -- | -- | -- | -5% |

**Table 28:**

## Thieving Skill Dexterity Adjustments

| Dexterity | Pick Pockets | Open Locks | Find/ Remove Traps | Move Silently | Hide in Shadows |
|---|---|---|---|---|---|
| 9 | -15% | -10% | -10% | -20% | -10% |
| 10 | -10% | -5% | -10% | -15% | -5% |
| 11 | -5% | -- | -5% | -10% | -- |
| 12 | -- | -- | -- | -5% | -- |
| 13-15 | -- | -- | -- | -- | -- |
| 16 | -- | +5% | -- | -- | -- |
| 17 | +5% | +10% | -- | +5% | +5% |
| 18 | +10% | +15% | +5% | +10% | +10% |
| 19 | +15% | +20% | +10% | +15% | +15% |

**Table 29:**

## Thieving Skill Armor Adjustments

| Skill | No Armor | Elven Chain | Padded, Hide or Studded Leather | Chain mail* or Ring Mail* |
|---|---|---|---|---|
| Pick Pockets | +5% | -20% | -30% | -25% |
| Open Locks | -- | -5% | -10% | -10% |
| Find/Remove Traps | -- | -5% | -10% | -10% |
| Move Silently | +10% | -10% | -20% | -15% |
| Hide in Shadows | +5% | -10% | -20% | -15% |
| Detect Noise | -- | -5% | -10% | -5% |
| Climb Walls | +10% | -20% | -30% | -25% |
| Read Languages | -- | -- | -- | -- |

* Only Bards can wear ring mail or non-elven mail while using thief skills..

## Skill Explanations

**Pick Pockets:** The thief uses this skill when filching small items from other peoples' pockets, sleeves, girdles, packs, etc., when palming items (such as keys), and when performing simple sleight of hand.

A failed attempt means the thief did not get an item, but it does not mean that his attempt was detected. To determine whether the victim noticed the thief's indiscretion, subtract three times the victim's level from 100. If the thief's pick pockets roll was equal to or greater than this number, the attempt is detected. A 0th-level victim, for example, notices the attempt only if the roll was 00 (100), while a 13th-level character notices the attempt on a dice roll of 61 or more. In some cases, the attempt may succeed and be noticed at the same time.

If the DM wishes, he can rule that a thief of higher level than his victim is less likely to be caught pilfering. The chance that the victim notices the attempt can be modified by subtracting the victim's level from the thief's level, and then adding this number to the percentage chance the thief is detected. For example, Ragnar, a 15th-level thief, tries to pick the pocket of Horace, a 9th-level fighter. Normally, Ragnar would be detected if his pick pockets roll was 73 or more (100-[3_9]=73). Using this optional system, since Ragnar is six levels higher than Horace, this number is increased by six to 79 (73+6=79). This option only applies if the thief is higher level than his victim.

A thief can try to pick someone's pocket as many times as he wants. Neither failure nor success prevents additional attempts, but getting caught might!

**Open Locks:** A thief can try to pick padlocks, finesse combination locks (if they exist), and solve puzzle locks (locks with sliding panels, hidden releases, and concealed keyholes). Picking a padlock requires tools. Using typical thief's tools grants normal chances for success. Using improvised tools (a bit of wire, a thin dirk, a stick, etc.) imposes a penalty on the character's chance for success. The DM sets the penalty based on the situation; penalties can range from -5 for an improvised but suitable tool, to -60 for an awkward and unsuitable item (like a stick). The amount of time required to pick a lock is 1d10 rounds. A thief can try to pick a particular lock only once per experience level. If the attempt fails, the lock is simply too difficult for the character until he learns more about picking locks (goes up a level).

**Find/Remove Traps:** The thief is trained to find small traps and alarms. These include poisoned needles, spring blades, deadly gases, and warning bells. This skill is not effective for finding deadfall ceilings, crushing walls, or other large, mechanical traps.

To find the trap, the thief must be able to touch and inspect the trapped object. Normally, the DM rolls the dice to determine whether the thief finds a trap. If the DM says, "You didn't find any traps," it's up to the player to decide whether that means there are no traps or there are traps but the thief didn't see them. If the thief finds a trap, he knows its general principle but not its exact nature. A thief can check an item for traps once per experience level. Searching for a trap takes 1d10 rounds.

Once a trap is found, the thief can try to remove it or disarm it. This also requires 1d10 rounds. If the dice roll indicates success, the trap is disarmed. If the dice roll indicates failure, the trap is beyond the thief's current skill. He can try disarming the trap again when he advances to the next experience level. If the dice roll is 96-100, the thief accidentally triggers the trap and suffers the consequences. Sometimes (usually because his percentages are low) a thief will deliberately spring a trap rather than have unpleasant side effects if the trap doesn't work quite the way the thief thought, and he triggers it while standing in the wrong place.

This skill is far less useful when dealing with magical or invisible traps. Thieves can attempt to remove these traps, but their chances of success are half their normal percentages.

**Move Silently:** A thief can try to move silently at any time simply by announcing that he intends to do so. While moving silently, the thief's movement rate is reduced to 1/3 normal. The DM rolls percentile dice to determine whether the thief is moving silently; the thief always *thinks* he is being quiet. Successful silent movement improves the thief's chance to surprise a victim, avoid discovery, or move into position to stab an enemy in the back. Obviously, a thief moving silently but in plain view of his enemies is wasting his time.

**Hide in Shadows:** A thief can try to disappear into shadows or any other type of concealment -- bushes, curtains, crannies, etc. A thief can hide this way only when no one is looking at him; he remains hidden only as long as he remains virtually motionless. (The thief can make small, slow, careful movements: draw a weapon, uncork a potion, etc.) A thief can never become hidden while a guard is watching him, no matter what his dice roll is--his position is obvious to the guard. However, trying to hide from a creature that is locked in battle with another is possible, as the enemy's attention is fixed elsewhere. The DM rolls the dice and keeps the result secret, but the thief always *thinks* he is hidden.

Hiding in shadows cannot be done in total darkness, since the talent lies in fooling the eye as much as in finding real concealment (camouflage, as it were). However, hidden characters are equally concealed to those with or without infravision. Spells, magical items, and special abilities that reveal invisible objects can reveal the location of a hidden thief.

**Detect Noise:** A good thief pays attention to every detail, no matter how small, including faint sounds that most others miss. His ability to hear tiny sounds (behind heavy doors, down long hallways, etc.) is much better than the ordinary person's. Listening is not automatic; the thief must stand still and concentrate on what he's hearing for one round. He must have silence in his immediate surroundings and must remove his

helmet or hat. Sounds filtering through doors or other barriers are unclear at best.

**Climb Walls:** Although everyone can climb rocky cliffs and steep slopes, the thief is far superior to others in this ability. Not only does he have a better climbing percentage than other characters, he can also climb most surfaces without tools, ropes, or devices. Only the thief can climb smooth and very smooth surfaces without climbing gear. Of course, the thief is very limited in his actions while climbing--he is unable to fight or effectively defend himself.

**Read Languages:** Out of necessity, thieves tend to learn odd bits of information. Among these is the ability to read various languages, particularly as they apply to treasure maps, deeds, secret notes, and the like. At 4th level, the thief has enough exposure to languages that he has a chance to read most nonmagical writing. This ability naturally improves with more experience. However, your DM can rule that some languages (those the thief has never encountered) are indecipherable to the thief.

The die roll to read a language must be made every time the character tries to read a document (not just once per language). A successful die roll means the thief puzzled out the meaning of the writing. His understanding of the document is roughly equal to his percentage chance for success: a 20% chance means that, if the thief understands it at all, he gets about 20% of the meaning. A different document in the same language requires another die roll (it probably contains different words). It isn't necessary to keep notes about what languages the thief has read in the past, since each document is handled individually.

Only one die roll can be made for any particular document at a given experience level. If the die roll fails, the thief can try again after gaining a new experience level.

If the character knows how to read a given language because he spent a proficiency slot on it, this die roll is unnecessary for documents in that language.

Thieves have other abilities not listed on Table 26:

**Backstab:** Thieves are weak in toe-to-toe hacking matches, but they are masters of the knife in the back. When attacking someone by surprise and from behind, a thief can improve his chance to successfully hit (+4 modifier for rear attack and negate the target's shield and Dexterity bonuses) and greatly increase the amount of damage his blow causes.

To use this ability, the thief must be behind his victim and the victim must be unaware that the thief intends to attack him. If an enemy sees the thief, hears him approach from a blind side, or is warned by another, he is not caught unaware, and the backstab is handled like a normal attack (although bonuses for a rear attack still apply). Opponents in battle will often notice a thief trying to maneuver behind them--the first rule of fighting is to never turn your back on an enemy! However, someone who isn't expecting to be attacked (a friend or ally, perhaps) can be caught unaware even if he knows the thief is behind him.

The multiplier given in Table 30 applies to the amount of damage before modifiers for Strength or weapon bonuses are added. The weapon's standard damage is multiplied by the value given in Table 30. Then Strength and magical weapon bonuses are added.

Backstabbing does have limitations. First, the damage multiplier applies only to the first attack made by the thief, even if multiple attacks are possible. Once a blow is struck, the initial surprise effect is lost. Second, the thief cannot use it on every creature. The victim must be generally humanoid. Part of the skill comes from knowing just where to

strike. A thief could backstab an ogre, but he wouldn't be able to do the same to a beholder. The victim must also have a definable back (which leaves out most slimes, jellies, oozes, and the like). Finally, the thief has to be able to reach a significant target area. To backstab a giant, the thief would have to be standing on a ledge or window balcony. Backstabbing him in the ankle just isn't going to be as effective.

**Table 30:**

## Backstab Damage Multipliers

| Thief's Level | Damage Multiplier |
|---|---|
| 1-4 | _2 |
| 5-8 | _3 |
| 9-12 | _4 |
| 13+ | _5 |

*The ogre marches down the hallway, peering into the gloom ahead. He fails to notice the shadowy form of Ragnar the thief hidden in an alcove. Slipping into the hallway, Ragnar creeps up behind the monster. As he sets himself to strike a mortal blow, his foot scrapes across the stone. The hairy ears of the ogre perk up. The beast whirls around, ruining Ragnar's chance for a backstab and what remains of his day. If Ragnar had made a successful roll to move silently, he could have attacked the ogre with a +4 bonus on his chance to hit and inflicted five times his normal damage (since he is 15th level).*

**Thieves' Cant:** Thieves' cant is a special form of communication known by all thieves and their associates. It is not a distinct language; it consists of slang words and implied meanings that can be worked into any language. The vocabulary of thieves' cant limits its use to discussing things that interest thieves: stolen loot, easy marks, breaking and entering, mugging, confidence games, and the like. It is not a language, however. Two thieves cannot communicate via thieves' cant unless they know a common language. The cant is useful, however, for identifying fellow cads and bounders by slipping a few tidbits of lingo into a normal conversation.

The concept of thieves' cant is historical (the cant probably is still used today in one form or another), although in the AD&D game it has an ahistorically broad base. A few hours of research at a large library should turn up actual examples of old thieves' cant for those who want to learn more about the subject.

**Use Scrolls:** At 10th level, a thief gains a limited ability to use magical and priest scrolls. A thief's understanding of magical writings is far from complete, however. The thief has a 25% chance to read the scroll incorrectly and reverse the spell's effect. This sort of malfunction is almost always detrimental to the thief and his party. It could be as simple as accidentally casting the reverse of the given spell or as complex as a foul-up on a *fireball* scroll, causing the ball of flame to be centered on the thief instead of its intended target. The exact effect is up to the DM (this is the sort of thing DMs enjoy, so expect the unexpected).

Thieves do not build castles or fortresses in the usual sense. Instead, they favor small, fortified dwellings, especially if the true purpose of the buildings can easily be disguised. A thief might, for example, construct a well-protected den in a large city behind the

facade of a seedy tavern or old warehouse. Naturally, the true nature of the place will be a closely guarded secret! Thieves almost always build their strongholds in or near cities, since that is where they ply their trades most lucratively.

This, of course, assumes that the thief is interested in operating a band of thieves out of his stronghold. Not all thieves have larceny in their hearts, however. If a character devoted his life to those aspects of thieving that focus on scouting, stealth, and the intricacies of locks and traps, he could build an entirely different sort of stronghold--one filled with the unusual and intriguing objects he has collected during his adventurous life. Like any thief's home, it should blend in with its surroundings; after all, a scout never advertises his whereabouts. It might be a formidable maze of rooms, secret passages, sliding panels, and mysterious paraphernalia from across the world.

Once a thief reaches 10th level, his reputation is such that he can attract followers -- either a gang of scoundrels and scalawags or a group of scouts eager to learn from a reputed master. The thief attracts 4d6 of these fellows. They are generally loyal to him, but a wise thief is always suspicious of his comrades. Table 31 can be used to determine the type and level of followers, or the DM can choose followers appropriate to his campaign.

**Table 31:**

## Thief's Followers

| D100 Roll | Follower | Level Range |
|---|---|---|
| 01-03 | Dwarf fighter/thief | 1-4 |
| 04-08 | Dwarf thief | 1-6 |
| 09-13 | Elf thief | 1-6 |
| 14-15 | Elf thief/fighter/mage | 1-3 |
| 16-18 | Elf thief/mage | 1-4 |
| 19-24 | Gnome thief | 1-6 |
| 25-27 | Gnome thief/fighter | 1-4 |
| 28-30 | Gnome thief/illusionist | 1-4 |
| 31-35 | Half-elf thief | 1-6 |
| 36-38 | Half-elf thief/fighter | 1-4 |
| 39-41 | Half-elf thief/fighter/mage | 1-3 |
| 42-46 | Halfling thief | 1-8 |
| 47-50 | Halfling thief/fighter | 1-6 |
| 51-98 | Human thief | 1-8 |
| 99 | Human dual-class thief/? | 1-8/1-4 |
| 00 | Other (DM selection) | -- |

Thieves tend to be very jealous of their territory. If more than one thief starts a gang in the same area, the result is usually a war. The feud continues until one side or the other is totally eliminated or forced to move its operation elsewhere.

# Bard

| | |
|---|---|
| Ability Requirements: | Dexterity 12<br>Intelligence 13<br>Charisma 15 |
| Prime Requisite: | Dexterity, Charisma |
| Races Allowed: | Human, Half-elf |

The bard is an optional character class that can be used if your DM allows. He makes his way in life by his charm, talent, and wit. A good bard should be glib of tongue, light of heart, and fleet of foot (when all else fails).

In precise historical terms, the title "bard" applies only to certain groups of Celtic poets who sang the history of their tribes in long, recitative poems. These bards, found mainly in Ireland, Wales, and Scotland, filled many important roles in their society. They were storehouses of tribal history, reporters of news, messengers, and even ambassadors to other tribes. However, in the AD&D game, the bard is a more generalized character. Historical and legendary examples of the type include Alan-a-Dale, Will Scarlet, Amergin, and even Homer. Indeed, every culture has its storyteller or poet, whether he is called bard, skald, fili, jongleur, or something else.

To become a bard, a character must have a Dexterity of 12 or more, an Intelligence of 13 or more, and a Charisma of 15 or more. The prime requisites are Dexterity and Charisma. A bard can be lawful, neutral or chaotic, good or evil, but must always be partially neutral. Only by retaining some amount of detachment can he successfully fulfill his role as a bard.

A bard, by his nature, tends to learn many different skills. He is a jack-of-all-trades but master of none. Although he fights as a rogue, he can use any weapon. He can wear any armor up to, and including, chain mail, but he cannot use a shield.

All bards are proficient singers, chanters, or vocalists and can play a musical instrument of the player's choice (preferably one that is portable). Additional instruments can be learned if the optional proficiency rules are used -- the bard can learn two instruments for every proficiency slot spent.

In his travels, a bard also manages to learn a few wizard spells. Like a wizard, a bard's Intelligence determines the number of spells he can know and the chance to know any given spell. These he keeps in his spell book, abiding by all the restrictions on memorization and spell use that bind a wizard, especially in the prohibition of armor. Hence, a bard will tend to use his spells more to entertain and impress than to fight. Table 32 lists the number of spells a bard can cast at each level.

Since bards are dabblers rather than full-time wizards, their spells tend to be gained by serendipity and happenstance. In no case can a bard choose to specialize in a school of magic. Beginning bards do not have a selection of spells. A 2nd-level bard begins with one to four spells, chosen either randomly or by the DM. (An Intelligence check must still be made to see if the bard can learn a given spell.) The bard is not guaranteed to know *read magic,* as this is not needed to read the writings in a spell book. The bard can add new spells to his spell book as he finds them, but he does not automatically gain additional spells as he advances in level. All spells beyond those he starts with must be found during the course of adventuring. The bard's casting level is equal to his current

level.

**Table 32:**

## BARD SPELL PROGRESSION

| Bard Level | Spell Level 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| 1 | -- | -- | -- | -- | -- | -- |
| 2 | 1 | -- | -- | -- | -- | -- |
| 3 | 2 | -- | -- | -- | -- | -- |
| 4 | 2 | 1 | -- | -- | -- | -- |
| 5 | 3 | 1 | -- | -- | -- | -- |
| 6 | 3 | 2 | -- | -- | -- | -- |
| 7 | 3 | 2 | 1 | -- | -- | -- |
| 8 | 3 | 3 | 1 | -- | -- | -- |
| 9 | 3 | 3 | 2 | -- | -- | -- |
| 10 | 3 | 3 | 2 | 1 | -- | -- |
| 11 | 3 | 3 | 3 | 1 | -- | -- |
| 12 | 3 | 3 | 3 | 2 | -- | -- |
| 13 | 3 | 3 | 3 | 2 | 1 | -- |
| 14 | 3 | 3 | 3 | 3 | 1 | -- |
| 15 | 3 | 3 | 3 | 3 | 2 | -- |
| 16 | 4 | 3 | 3 | 3 | 2 | 1 |
| 17 | 4 | 4 | 3 | 3 | 3 | 1 |
| 18 | 4 | 4 | 4 | 3 | 3 | 2 |
| 19 | 4 | 4 | 4 | 4 | 3 | 2 |
| 20 | 4 | 4 | 4 | 4 | 4 | 3 |

Combat and spells, however, are not the main strength of the bard. His expertise is in dealing and communicating with others. To this end, the bard has a number of special powers. The base percentage for each power is listed on Table 33. This base percentage must be adjusted for the race and Dexterity of the bard as given in the Thief description. After all adjustments are made, the player must distribute (however he chooses) 20 additional percentage points to the various special abilities. Thereafter, each time the character advances a level, he receives an additional 15 points to distribute.

**Table 33:**

## Bard Abilities

| Climb Walls | Detect Noise | Pick Pockets | Read Languages |
|---|---|---|---|
| 50% | 20% | 10% | 5% |

Bard abilities are subject to modifiers for situation and armor as per the thief.

**Climb Walls** enables the bard to climb near sheer surfaces without the aid of tools, just like the thief.

**Detect Noise** improves the bard's chances of hearing and interpreting sounds. He may be able to overhear parts of a conversation on the other side of a door or pick up the sound of something stalking the party. To use the ability, the bard must stand unhelmeted and concentrate for one round (one minute). During this time, all other party members must remain silent. The DM secretly makes the check and informs the player of the result.

**Pick Pockets** enables the bard not only to filch small purses, wallets, keys, and the like, but also to perform small feats of sleight-of-hand (useful for entertaining a crowd). Complete details on pickpocketing (and your character's chances of getting caught) can be found in the Thief description.

**Read Languages** is an important ability, since words are the meat and drink of bards. They have some ability to read documents written in languages they do not know, relying on words and phrases they have picked up in their studies and travels. The Read Languages column in Table 33 gives the base percentage chance to puzzle out a foreign tongue. It also represents the degree of comprehension the bard has if he is successful. The DM can rule that a language is too rare or unfamiliar, especially if it has never been previously encountered by the bard, effectively foiling his attempts to translate it. At the other extreme, the bard need not make the dice roll for any language he is proficient in. Success is assumed to be automatic in such cases.

**The bard can also influence reactions** of groups of NPCs. When performing before a group that is not attacking (and not intending to attack in just seconds), the bard can try to alter the mood of the listeners. He can try to soften their mood or make it uglier. The method can be whatever is most suitable to the situation at the moment -- a fiery speech, collection of jokes, a sad tale, a fine tune played on a fiddle, a haunting lute melody, or a heroic song from the old homeland. Everyone in the group listening must roll a saving throw vs. paralyzation (if the crowd is large, make saving throws for groups of people using average hit dice). The die roll is modified by -1 for every three experience levels of the bard (round fractions down). If the saving throw fails, the group's reaction can be shifted one level (see the Reactions section in the *DMG*), toward either the friendly or hostile end of the scale, at the player's option. Those who make a successful saving throw have their reaction shifted one level toward the opposite end of the scale.

*Cwell the Fine has been captured by a group of bandits and hauled into their camp. Although they are not planning to kill him on the spot, any fool can plainly see that his future may be depressingly short. In desperation, Cwell begins spinning a comic tale about Duke Dunderhead and his blundering knights. It has always been a hit with the peasants, and he figures it's worth a try here. Most of the bandits have 1 Hit Die, but the few higher level leaders raise the average level to 3. Cwell is only 2nd level so he gains no modifier. A saving throw is rolled and the group fails (Cwell succeeds!). The ruffians find his tale amusing. The player shifts their reaction from hostile to neutral. The bandits decide not to kill Cwell but to keep him around, under guard, to entertain them. If the bandits' saving throw had succeeded, the bandits would have been offended by the story (perhaps some of them served under Duke Dunderhead!), and their reaction would have shifted from hostile to violent. They probably would have roasted Cwell immediately.*

This ability cannot affect people in the midst of battle; it is effective only when the audience has time to listen. If Cwell tried telling his tale while the bandits were attacking his group, the bandits would have quickly decided that Cwell was a fool and carried on with their business. Furthermore, the form of entertainment used must be appropriate to the audience. Cwell might be able to calm (or enrage) a bear with music, but he won't have much luck telling jokes to orcs unless he speaks their language.

**The music, poetry, and stories of the bard** can also be inspirational, rallying friends and allies. If the exact nature of an impending threat is known, the bard can heroically inspire his companions (immortalizing them in word and song), granting a +1 bonus to attack rolls, or a +1 bonus to saving throws, or a +2 bonus to morale (particularly useful in large battles) to those involved in melee. The bard must spend at least three full rounds singing or reciting before the battle begins. This affects those within a range of 10 feet per experience level of the bard.

The effect lasts one round per level. Once the effect wears off, it can't be renewed if the recipients are still in battle. However, troops who have withdrawn from combat can be reinspired by the bard's words. A troop of soldiers, inspired by Cwell, could charge into battle. After fighting a fierce fight, they retreat and the enemy does not pursue. Cwell, seeing them crestfallen and dispirited, once again rouses their will to fight. Reinvigorated, they charge back into battle with renewed spirit.

**Bards are also able to counter the effects of songs and poetry used as magical attacks.** Characters within 30 feet of the bard are immune to the attack as long as the bard sings a counter song (or recites a poem, etc.). While doing this, the bard can perform no other action except a slow walk. Furthermore, if he is struck or fails a saving throw, his effort is ruined. Success is checked by having the bard make a saving throw vs. spell. Success blocks the attack, failure means the attack has its normal effect (everyone affected rolls saving throws, normal damage is inflicted, etc.). The bard can use this ability once per encounter or battle. This power does not affect verbal spell components or command words; it is effective against spells that involve explanations, commands, or suggestions.

**Finally, bards learn a little bit of everything** in their studies and travels. Thus, all bards can read and write their native tongue (if a written language exists) and all know local history (without cost if the optional proficiency rules are used). Furthermore, bards have a 5% chance per experience level to identify the general purpose and function of any magical item. The bard need not handle the item but must examine it closely. Even if successful, the exact function of the item is not revealed, only its general nature.

Since Cwell the Fine is 2nd level, he has a 10% chance to know something about a magical *sword +1*. If he succeeds, he knows whether the sword is cursed and whether it has an alignment ("This sword was used by the evil warrior Lurdas. I wouldn't touch it if I were you!"). This ability does not enable him to identify the sword's exact properties, only its history and background. He has no idea of its bonuses or penalties or any special magical powers, except as can be inferred from the histories.

Being something of a warrior, a bard can build a stronghold and attract followers upon reaching 9th level. The bard attracts 10d6 0th-level soldiers into his service. They arrive over a period of time, but they are not automatically replaced if lost in battle. Of course, a bard can build a stronghold any time, but no followers arrive until he reaches 9th level.

Upon reaching 10th level, a bard can attempt to use magical devices of written nature--scrolls, books, etc. However, his understanding of magic is imperfect (although better than that of a thief), so there is a 15% chance that any written item he uses is read incorrectly. When this happens, the magical power works the opposite of what is intended, generally to the detriment of the bard or his friends. The DM will tell you what happens to your character, based on the situation and particular magical item. The result may be unpleasant, deadly, or embarrassing. (Deciding these things is part of the DM's fun!)

## Multi-Class and Dual-Class Characters

A multi-class character improves in two or more classes simultaneously. His experience is divided equally between each class. The available class combinations vary according to race. The character can use the abilities of both classes at any time, with only a few restrictions. Only demihumans can be multi-class characters.

A dual-class character is one who starts with a single class, advances to moderate level, and then changes to a second character class and starts over again. The character retains the benefits and abilities of the first class but never again earns experience for using them. There are some limitations on combining the abilities of the two classes but, as long as minimum ability and alignment requirements are met, there are no restrictions on the possible character class combinations. Only humans can be dual-class characters.

## Multi-Class Combinations

All of the standard demihuman races are listed here, along with their allowable multi-class combinations. Note that the character class names (not group names) are used below.

**Dwarf**
Fighter/Thief
Fighter/Cleric

**Elf**
Fighter/Mage
Fighter/Thief
Mage/Thief

**Gnome**
Fighter/Cleric
Fighter/Illusionist
Fighter/Thief
Cleric/Illusionist
Cleric/Thief
Illusionist/Thief

**Halfling**
Fighter/Thief

**Half-elf**
Fighter/Cleric*
Fighter/Thief
Fighter/Mage
Cleric/Ranger
Cleric*/Mage
Thief/Mage
Fighter/Mage/Cleric*
Fighter/Mage/Thief

* or Druid

As stated earlier in their description, specialist wizards cannot be multi-class (gnome illusionists are the single exception to this rule). The required devotion to their single

field prevents specialist wizards from applying themselves to other classes. Priests of a specific mythos might be allowed as a multi-class option; this will depend on the nature of the mythos as determined by the DM.

## Multi-Class Benefits and Restrictions

A multi-class character always uses the most favorable combat value and the best saving throw from his different classes.

The character's hit points are the average of all his Hit Dice rolls. When the character is first created, the player rolls hit points for each class separately, totals them up, then divides by the number of dice rolled (round fractions down). Any Constitution bonus is then added to the character's hit points. If one of the character's classes is fighter and he has a Constitution of 17 or 18, then he gains the +3 or +4 Constitution bonus available only to warriors (instead of the +2 maximum available to the other character classes).

Later the character is likely to gain levels in different classes at different times. When this happens, roll the appropriate Hit Die and divide the result by the number of classes the character has (round fractions down, but a Hit Die never yields less than 1 hit point). The character's Constitution bonus is split between his classes; thus, a fighter/mage gets _ of his Con bonus when he goes up a level as a fighter and the other _ of the Con bonus when he goes up a level as a mage. A fighter/mage/thief would get 1/3 of his bonus when he goes up as a fighter, 1/3 when he goes up as a mage, and the other 1/3 when he goes up as a thief.

If the optional proficiency system is used, the character starts with the largest number of proficiency slots of the different classes. Thereafter, he gains new proficiency slots at the fastest of the given rates. To determine the character's initial money, roll according to the most generous of the character's different classes.

*Rupert's character, Morrison the Multi-Faceted, is a half-elf fighter/mage/thief. At 1st level, Morrison rolls three dice for hit points: 1d10 (fighter), 1d6 (thief), and 1d4 (mage). The results are 6, 5, and 2. Their sum (13) is divided by three and rounded down to equal 4 (13/3=4-1/3=4). Morrison begins the game with 4 hit points. Later, Morrison reaches 2nd level as a thief before he reaches 2nd level as a fighter or a mage. He rolls 1d6 for additional hit points and the result is 4. He divides this by 3 (because he has three classes) and rounds down. Morrison gets 1 more hit point when he becomes a 2nd-level thief. (He will also roll 1d10 and 1d4 [both rolls divided by 3] when he reaches 2nd level as a fighter and as a mage, respectively.)*

Multi-class characters can combine abilities from their different classes with the following restrictions:

**Warrior:** A multi-classed warrior can use all of his abilities without restriction. The warrior abilities form the base for other character classes.

**Priest:** Regardless of his other classes, a multi-classed priest must abide by the weapon restrictions of his mythos. Thus, a fighter/cleric can use only bludgeoning weapons (but he uses the warrior combat value). He retains all his normal priest abilities.

**Wizard:** A multi-classed wizard can freely combine the powers of the wizard with any other class allowed, although the wearing of armor is restricted. Elves wearing elven chain can cast spells in armor, as magic is part of the nature of elves. However, elven

chain is extremely rare and can never be purchased. It must be given, found, or won.

**Thief:** A multi-classed thief cannot use any thieving abilities other than open locks or detect noise if he is wearing armor that is normally not allowed to thieves. He must remove his gauntlets to open locks and his helmet to detect noise.

## Dual-Class Benefits and Restrictions

Only humans can be dual-classed characters. To be dual-classed, the character must have scores of 15 or more in the prime requisites of his first class and scores of 17 or more in the prime requisites of any classes he switches to. The character selects one class to begin his adventuring life. He can advance in this class as many levels as he desires before switching to another class; there is no cut-off point beyond which a character cannot switch. However, he must attain at least 2nd level in his current class before changing to another class. There is no limit to the number of classes a character can acquire, as long as he has the ability scores and wants to make the change. (Certain character classes have alignment restrictions that the character must meet, however.)

Any time after reaching 2nd level, a human character can enter a new character class, provided he has scores of 17 or better in the prime requisites of the new class. After switching to a new class, the character no longer earns experience points in his previous character class and he can no longer advance in level in that class. Nor can he switch back to his first class at a later date, hoping to resume his advancement where he left off. Once he leaves a class he has finished his studies in it. Instead, he starts over in a new class, at 1st level with 0 experience points, but he does retain his previous Hit Dice and hit points. He gains the abilities, and must abide by all of the restrictions, of the new class. He does not gain or lose any points on his ability scores (for example, an 18 Strength wizard who changes to fighter does not gain the percentile Strength bonus, but likewise a fighter changing to a wizard would not lose it). The character uses the combat and saving throw tables appropriate to his new class and level.

This is not to imply that a dual-class human forgets everything he knew before; he still has, at his fingertips, all the knowledge, abilities, and proficiencies of his old class. *But if he uses any of his previous class's abilities during an encounter, he earns no experience for that encounter and only half experience for the adventure.* The only values that can be carried over from the previous class without restriction are the character's Hit Dice and hit points. The character is penalized for using his old attack or saving throw numbers, weapons or armor that are now prohibited, and any special abilities of the old class that are not also abilities of the new class. (The character is trying to learn new ways to do things; by slipping back to his old methods, he has set back his learning in his new character class.)

In addition, the character earns no additional Hit Dice or hit points while advancing in his new class.

The restrictions in the previous two paragraphs last until the character reaches a *higher* level in his new class than his maximum level in any of his previous classes. At that point, both restrictions are dropped: the character gains the abilities of his previous classes without jeopardizing his experience points for the adventure, and he earns additional Hit Dice (those of his new class) and hit points for gaining experience levels in his new class.

Once these restrictions are lifted, the character must still abide by the restrictions of

whichever class he is using at the moment. A dual-class fighter/mage, for example, cannot cast spells while wearing armor.

*Tarus Blood-heart begins his career as a cleric with a Wisdom of 16. He rises to 3rd level and then decides to become a fighter, since his Strength is 17. He keeps his 14 hit points (rolled on 3d8), but in all other ways he is treated as a 1st-level fighter. Upon reaching 4th level, Tarus is allowed to roll 1d10 for additional hit points. He can now cast spells as a 3rd-level cleric and fight as a 4th-level fighter. For the rest of his career, Tarus advances as a fighter but retains his minor clerical powers--a useful advantage when the situation gets ugly!*

When a dual-class or multi-class character is struck by a level-draining creature, he first loses levels in the class in which he has advanced the highest. When his different classes are equal in level, the class level requiring the most experience points is lost first.

The player character is allowed to regain levels lost by level draining, but until he regains all of his former levels, he must select which class he will use prior to any particular adventure. Using abilities of the other class then subjects him to the experience penalties given earlier. When he regains all of his former levels, he is then free to use all the abilities of all his classes once again. Of course, he cannot raise his earlier class(es) above the level(s) he was at when he switched class.

*Tarus is a 4th-level cleric/3rd-level fighter. He is struck by a wight and loses one level from his cleric class, since it is his highest level. If struck again, he would lose one level from his fighter class. Thereafter he could regain his lost levels, but would have to choose to act as either a fighter or cleric. Once he earned enough experience to regain his previous fighter level, he would not be allowed to advance further in it (restoring himself to his previous level only). But he could still advance as a cleric and use his 3rd-level fighter abilities.*

# Chapter 4:
# Alignment

After all other steps toward creating a character have been completed, the player must choose an alignment for the character. In some cases (especially the paladin), the choice of alignment may be limited.

The character's alignment is a guide to his basic moral and ethical attitudes toward others, society, good, evil, and the forces of the universe in general. Use the chosen alignment as a guide to provide a clearer idea of how the character will handle moral dilemmas. Always consider alignment as a tool, not a straitjacket that restricts the character. Although alignment defines general attitudes, it certainly doesn't prevent a character from changing his beliefs, acting irrationally, or behaving out of character.

Alignment is divided into two sets of attitudes: order and chaos, and good and evil. By

combining the different variations within the two sets, nine distinct alignments are created. These nine alignments serve well to define the attitudes of most of the people in the world.

## Law, Neutrality, and Chaos

Attitudes toward order and chaos are divided into three opposing beliefs. Picture these beliefs as the points of a triangle, all pulling away from each other. The three beliefs are law, chaos, and neutrality. One of these represents each character's ethos--his understanding of society and relationships.

Characters who believe in law maintain that order, organization, and society are important, indeed vital, forces of the universe. The relationships between people and governments exist naturally. Lawful philosophers maintain that this order is not created by man but is a natural law of the universe. Although man does not create orderly structures, it is his obligation to function within them, lest the fabric of everything crumble. For less philosophical types, lawfulness manifests itself in the belief that laws should be made and followed, if only to have understandable rules for society. People should not pursue personal vendettas, for example, but should present their claims to the proper authorities. Strength comes through unity of action, as can be seen in guilds, empires, and powerful churches.

Those espousing neutrality tend to take a more balanced view of things. They hold that for every force in the universe, there is an opposite force somewhere. Where there is lawfulness, there is also chaos; where there is neutrality, there is also partisanship. The same is true of good and evil, life and death. What is important is that all these forces remain in balance with each other. If one factor becomes ascendant over its opposite, the universe becomes unbalanced. If enough of these polarities go out of balance, the fabric of reality could pull itself apart. For example, if death became ascendant over life, the universe would become a barren wasteland.

Philosophers of neutrality not only presuppose the existence of opposites, but they also theorize that the universe would vanish should one opposite completely destroy the other (since nothing can exist without its opposite). Fortunately for these philosophers (and all sentient life), the universe seems to be efficient at regulating itself. Only when a powerful, unbalancing force appears (which almost never happens) need the defenders of neutrality become seriously concerned.

The believers in chaos hold that there is no preordained order or careful balance of forces in the universe. Instead they see the universe as a collection of things and events, some related to each other and others completely independent. They tend to hold that individual actions account for the differences in things and that events in one area do not alter the fabric of the universe halfway across the galaxy. Chaotic philosophers believe in the power of the individual over his own destiny and are fond of anarchistic nations. Being more pragmatic, non-philosophers recognize the function of society in protecting their individual rights. Chaotics can be hard to govern as a group, since they place their own needs and desires above those of society.

## Good, Neutrality, and Evil

Like law and order, the second set of attitudes is also divided into three parts. These parts

describe, more or less, a character's moral outlook; they are his internal guideposts to what is right or wrong.

Good characters are just that. They try to be honest, charitable, and forthright. People are not perfect, however, so few are good all the time. There are always occasional failings and weaknesses. A good person, however, worries about his errors and normally tries to correct any damage done.

Remember, however, that goodness has no absolute values. Although many things are commonly accepted as good (helping those in need, protecting the weak), different cultures impose their own interpretations on what is good and what is evil.

Those with a neutral moral stance often refrain from passing judgment on anything. They do not classify people, things, or events as good or evil; what is, is. In some cases, this is because the creature lacks the capacity to make a moral judgment (animals fall into this category). Few normal creatures do anything for good or evil reasons. They kill because they are hungry or threatened. They sleep where they find shelter. They do not worry about the moral consequences of their actions--their actions are instinctive.

Evil is the antithesis of good and appears in many ways, some overt and others quite subtle. Only a few people of evil nature actively seek to cause harm or destruction. Most simply do not recognize that what they do is destructive or disruptive. People and things that obstruct the evil character's plans are mere hindrances that must be overcome. If someone is harmed in the process . . . well, that's too bad. Remember that evil, like good, is interpreted differently in different societies.

## Alignment Combinations

Nine different alignments result from combining these two sets. Each alignment varies from all others, sometimes in broad, obvious ways, and sometimes in subtle ways. Each alignment is described in the following paragraphs.

**Lawful Good:** Characters of this alignment believe that an orderly, strong society with a well-organized government can work to make life better for the majority of the people. To ensure the quality of life, laws must be created and obeyed. When people respect the laws and try to help one another, society as a whole prospers. Therefore, lawful good characters strive for those things that will bring the greatest benefit to the most people and cause the least harm. An honest and hard-working serf, a kindly and wise king, or a stern but forthright minister of justice are all examples of lawful good people.

**Lawful Neutral:** Order and organization are of paramount importance to characters of this alignment. They believe in a strong, well-ordered government, whether that government is a tyranny or benevolent democracy. The benefits of organization and regimentation outweigh any moral questions raised by their actions. An inquisitor determined to ferret out traitors at any cost or a soldier who never questions his orders are good examples of lawful neutral behavior.

**Lawful Evil:** These characters believe in using society and its laws to benefit themselves. Structure and organization elevate those who deserve to rule as well as provide a clearly defined hierarchy between master and servant. To this end, lawful evil characters support laws and societies that protect their own concerns. If someone is hurt or suffers because of a law that benefits lawful evil characters, too bad. Lawful evil characters obey laws out of fear of punishment. Because they may be forced to honor an unfavorable contract or oath they have made, lawful evil characters are usually very

careful about giving their word. Once given, they break their word only if they can find a way to do it legally, within the laws of the society. An iron-fisted tyrant and a devious, greedy merchant are examples of lawful evil beings.

**Neutral Good:** These characters believe that a balance of forces is important, but that the concerns of law and chaos do not moderate the need for good. Since the universe is vast and contains many creatures striving for different goals, a determined pursuit of good will not upset the balance; it may even maintain it. If fostering good means supporting organized society, then that is what must be done. If good can only come about through the overthrow of existing social order, so be it. Social structure itself has no innate value to them. A baron who violates the orders of his king to destroy something he sees as evil is an example of a neutral good character.

**True Neutral:** True neutral characters believe in the ultimate balance of forces, and they refuse to see actions as either good or evil. Since the majority of people in the world make judgments, true neutral characters are extremely rare. True neutrals do their best to avoid siding with the forces of either good or evil, law or chaos. It is their duty to see that all of these forces remain in balanced contention.

True neutral characters sometimes find themselves forced into rather peculiar alliances. To a great extent, they are compelled to side with the underdog in any given situation, sometimes even changing sides as the previous loser becomes the winner. A true neutral druid might join the local barony to put down a tribe of evil gnolls, only to drop out or switch sides when the gnolls were brought to the brink of destruction. He would seek to prevent either side from becoming too powerful. Clearly, there are very few true neutral characters in the world.

**Neutral Evil:** Neutral evil characters are primarily concerned with themselves and their own advancement. They have no particular objection to working with others or, for that matter, going it on their own. Their only interest is in getting ahead. If there is a quick and easy way to gain a profit, whether it be legal, questionable, or obviously illegal, they take advantage of it. Although neutral evil characters do not have the every-man-for-himself attitude of chaotic characters, they have no qualms about betraying their friends and companions for personal gain. They typically base their allegiance on power and money, which makes them quite receptive to bribes. An unscrupulous mercenary, a common thief, and a double-crossing informer who betrays people to the authorities to protect and advance himself are typical examples of neutral evil characters.

**Chaotic Good:** Chaotic good characters are strong individualists marked by a streak of kindness and benevolence. They believe in all the virtues of goodness and right, but they have little use for laws and regulations. They have no use for people who "try to push folk around and tell them what to do." Their actions are guided by their own moral compass which, although good, may not always be in perfect agreement with the rest of society. A brave frontiersman forever moving on as settlers follow in his wake is an example of a chaotic good character.

**Chaotic Neutral:** Chaotic neutral characters believe that there is no order to anything, including their own actions. With this as a guiding principle, they tend to follow whatever whim strikes them at the moment. Good and evil are irrelevant when making a decision. Chaotic neutral characters are extremely difficult to deal with. Such characters have been known to cheerfully and for no apparent purpose gamble away everything they have on the roll of a single die. They are almost totally unreliable. In fact, the only reliable thing

about them is that they cannot be relied upon! This alignment is perhaps the most difficult to play. Lunatics and madmen tend toward chaotic neutral behavior.

**Chaotic Evil:** These characters are the bane of all that is good and organized. Chaotic evil characters are motivated by the desire for personal gain and pleasure. They see absolutely nothing wrong with taking whatever they want by whatever means possible. Laws and governments are the tools of weaklings unable to fend for themselves. The strong have the right to take what they want, and the weak are there to be exploited. When chaotic evil characters band together, they are not motivated by a desire to cooperate, but rather to oppose powerful enemies. Such a group can be held together only by a strong leader capable of bullying his underlings into obedience. Since leadership is based on raw power, a leader is likely to be replaced at the first sign of weakness by anyone who can take his position away from him by any method. Bloodthirsty buccaneers and monsters of low Intelligence are fine examples of chaotic evil personalities.

## Non-Aligned Creatures

In addition to the alignments above, some things--particularly unintelligent monsters (killer plants, etc.) and animals--never bother with moral and ethical concerns. For these creatures, alignment is simply not applicable. A dog, even a well-trained one, is neither good nor evil, lawful nor chaotic. It is simply a dog. For these creatures, alignment is always detected as neutral.

# Playing the Character's Alignment

Aside from a few minimal restrictions required for some character classes, a player is free to choose whatever alignment he wants for his character. However, before rushing off and selecting an alignment, there are a few things to consider.

First, alignment is an aid to role-playing and should be used that way. Don't choose an alignment that will be hard to role play or that won't be fun. A player who chooses an unappealing alignment probably will wind up playing a different alignment anyway. In that case, he might as well have chosen the second alignment to begin with. A player who thinks that lawful good characters are boring goody-two-shoes who don't get to have any fun should play a chaotic good character instead. On the other hand, a player who thinks that properly role-playing a heroic, lawful good fighter would be an interesting challenge is encouraged to try it. No one should be afraid to stretch his imagination. Remember, selecting an alignment is a way of saying, "My character is going to act like a person who believes this."

Second, the game revolves around cooperation among everyone in the group. The character who tries to go it alone or gets everyone angry at him is likely to have a short career. Always consider the alignments of other characters in the group. Certain combinations, particularly lawful good and any sort of evil, are explosive. Sooner or later the group will find itself spending more time arguing than adventuring. Some of this is unavoidable (and occasionally amusing), but too much is ultimately destructive. As the players argue, they get angry. As they get angry, their characters begin fighting among themselves. As the characters fight, the players continue to get more angry. Once anger and hostility take over a game, no one has fun. And what's the point of playing a game if

the players don't have fun?

Third, some people choose to play evil alignments. Although there is no specific prohibition against this, there are several reasons why it is not a good idea. First, the AD&D game is a game of heroic fantasy. What is heroic about being a villain? If an evilly aligned group plays its alignment correctly, it is as much a battle for the characters to work together as it is to take on the outside world. Neutral evil individuals would be paranoid (with some justification) that the others would betray them for profit or self-aggrandizement. Chaotic evil characters would try to get someone else to take all the risks so that they could become (or remain) strong and take over. Although lawful evil characters might have some code of conduct that governed their party, each member would look for ways to twist the rules to his own favor. A group of players who play a harmonious party of evil characters simply are not playing their alignments correctly. By its nature, evil alignments call for disharmony and squabbling, which destroys the fun.

Imagine how groups of different alignments might seek to divide a treasure trove. Suppose the adventuring party contains one character of each alignment (a virtually impossible situation, but useful for illustration). Each is then allowed to present his argument:

The lawful good character says, "Before we went on this adventure, we agreed to split the treasure equally, and that's what we're going to do. First, we'll deduct the costs of the adventure and pay for the resurrection of those who have fallen, since we're sharing all this equally. If someone can't be raised, then his share goes to his family."

"Since we agreed to split equally, that's fine," replies the lawful evil character thoughtfully. "But there was nothing in this deal about paying for anyone else's expenses. It's not my fault if you spent a lot on equipment! Furthermore, this deal applies only to the surviving partners; I don't remember anything about dead partners. I'm not setting aside any money to raise that klutz. He's someone else's problem."

Flourishing a sheet of paper, the lawful neutral character breaks in. "It's a good thing for you two that I've got things together, nice and organized. I had the foresight to write down the exact terms of our agreement, and we're all going to follow them."

The neutral good character balances the issues and decides, "I'm in favor of equal shares--that keeps everybody happy. I feel that expenses are each adventurer's own business: If someone spent too much, then he should be more careful next time. But raising fallen comrades seems like a good idea, so I say we set aside money to do that."

After listening to the above arguments, the true neutral character decides not to say anything yet. He's not particularly concerned with any choice. If the issue can be solved without his becoming involved, great. But if it looks like one person is going to get everything, that's when he'll step in and cast his vote for a more balanced distribution.

The neutral evil character died during the adventure, so he doesn't have anything to say. However, if he could make his opinion known, he would gladly argue that the group ought to pay for raising him and set aside a share for him. The neutral evil character would also hope that the group doesn't discover the big gem he secretly pocketed during one of the encounters.

The chaotic good character objects to the whole business. "Look, it's obvious that the original agreement is messed up. I say we scrap it and reward people for what they did. I saw some of you hiding in the background when the rest of us were doing all the real fighting. I don't see why anyone should be rewarded for being a coward! As far as raising

dead partners, I say that's a matter of personal choice. I don't mind chipping in for some of them, but I don't think I want everyone back in the group."

Outraged at the totally true but tactless accusation of cowardice, the chaotic evil character snaps back, "Look, I was doing an important job, guarding the rear! Can I help it if nothing tried to sneak up behind us? Now, it seems to me that all of you are pretty beat up--and I'm not. So, I don't think there's going to be too much objection if I take all the jewelry and that wand. And I'll take anything interesting those two dead guys have. Now, you can either work with me and do what I say or get lost--permanently!"

The chaotic neutral character is also dead (after he tried to charge a gorgon), so he doesn't contribute to the argument. However, if he were alive, he would join forces with whichever side appealed to him the most at the moment. If he couldn't decide he'd flip a coin.

Clearly, widely diverse alignments in a group can make even the simplest task impossible. It is almost certain that the group in the example would come to blows before they could reach a decision. But dividing cash is not the only instance in which this group would have problems. Consider the battle in which they gained the treasure in the first place.

Upon penetrating the heart of the ruined castle, the party met its foe, a powerful gorgon commanded by a mad warrior. There, chained behind the two, was a helpless peasant kidnapped from a nearby village.

The lawful good character unhesitatingly (but not foolishly) entered the battle; it was the right thing to do. He considered it his duty to protect the villagers. Besides, he could not abandon an innocent hostage to such fiends. He was willing to fight until he won or was dragged off by his friends. He had no intention of fighting to his own death, but he would not give up until he had tried his utmost to defeat the evil creatures.

The lawful evil character also entered the battle willingly. Although he cared nothing for the peasant, he could not allow the two fiends to mock him. Still, there was no reason for him to risk all for one peasant. If forced to retreat, he could return with a stronger force, capture the criminals, and execute them publicly. If the peasant died in the meantime, their punishment would be that much more horrible.

The lawful neutral character was willing to fight, because the villains threatened public order. However, he was not willing to risk his own life. He would have preferred to come back later with reinforcements. If the peasant could be saved, that is good, because he is part of the community. If not, it would be unfortunate but unavoidable.

The neutral good character did not fight the gorgon or the warrior, but he tried to rescue the peasant. Saving the peasant was worthwhile, but there was no need to risk injury and death along the way. Thus, while the enemy was distracted in combat, he tried to slip past and free the peasant.

The true neutral character weighed the situation carefully. Although it looked like the forces working for order would have the upper hand in the battle, he knew there had been a general trend toward chaos and destruction in the region that must be combatted. He tried to help, but if the group failed, he could work to restore the balance of law and chaos elsewhere in the kingdom.

The neutral evil character cared nothing about law, order, or the poor peasant. He figured that there had to be some treasure around somewhere. After all, the villain's lair had once been a powerful temple. He could poke around for cash while the others did the

real work. If the group got into real trouble and it looked like the villains would attack him, then he would fight. Unfortunately, a stray magical arrow killed him just after he found a large gem.

The chaotic good character joined the fight for several reasons. Several people in the group were his friends, and he wanted to fight at their sides. Furthermore, the poor, kidnapped peasant deserved to be rescued. Thus, the chaotic good character fought to aid his companions and save the peasant. He didn't care if the villains were killed, captured, or just driven away. Their attacks against the village didn't concern him.

The chaotic neutral character decided to charge, screaming bloodthirsty cries, straight for the gorgon. Who knows? He might have broken its nerve and thrown it off guard. He discovered that his plan was a bad one when the gorgon's breath killed him.

The chaotic evil character saw no point in risking his hide for the villagers, the peasant, or the rest of the party. In fact, he thought of several good reasons not to. If the party was weakened, he might be able to take over. If the villains won, he could probably make a deal with them and join their side. If everyone was killed, he could take everything he wanted and leave. All these sounded a lot better than getting hurt for little or no gain. So he stayed near the back of the battle, watching. If anyone asked, he could say he was watching the rear, making sure no one came to aid the enemy.

The two preceding examples of alignment are extreme situations. It's not very likely that a player will ever play in a group of alignments as varied as those given here. If such a group ever does form, players should seriously reconsider the alignments of the different members of the party! More often, the adventuring party will consist of characters with relatively compatible alignments. Even then, players who role-play their characters' alignment will discover small issues of disagreement.

## Changing Alignment

Alignment is a tool, not a straitjacket. It is possible for a player to change his character's alignment after the character is created, either by action or choice. However, changing alignment is not without its penalties.

Most often the character's alignment will change because his actions are more in line with a different alignment. This can happen if the player is not paying attention to the character and his actions. The character gradually assumes a different alignment. For example, a lawful good fighter ignores the village council's plea for help because he wants to go fight evil elsewhere. This action is much closer to chaotic good, since the character is placing his desire over the need of the community. The fighter would find himself beginning to drift toward chaotic good alignment.

All people have minor failings, however, so the character does not instantly become chaotic good. Several occasions of lax behavior are required before the character's alignment changes officially. During that time, extremely lawful good activities can swing the balance back. Although the player may have a good idea of where the character's alignment lies, only the DM knows for sure.

Likewise, the character cannot wake up one morning and say, "I think I'll become lawful good today." (Well, he can say it, but it won't have any effect.) A player can choose to change his character's alignment, but this change is accomplished by deeds, not words. Tell the DM of the intention and then try to play according to the new choice.

Finally, there are many magical effects that can change a character's alignment. Rare

and cursed magical items can instantly alter a character's alignment. Powerful artifacts may slowly erode a character's determination and willpower, causing subtle shifts in behavior. Spells can compel a character to perform actions against his will. Although all of these have an effect, none are as permanent or damaging as those choices the character makes of his own free will.

Changing the way a character behaves and thinks will cost him experience points and slow his advancement. Part of a character's experience comes from learning how his own behavior affects him and the world around him. In real life, for example, a person learns that he doesn't like horror movies only by going to see a few of them. Based on that experience, he learns to avoid certain types of movies. Changing behavior means discarding things the character learned previously. Relearning things takes time. This costs the character experience.

There are other, more immediate effects of changing alignment. Certain character classes require specific alignments. A paladin who is no longer lawful good is no longer a paladin. A character may have magical items usable only to specific alignments (intelligent swords, etc.). Such items don't function (and may even prove dangerous) in the hands of a differently aligned character.

News of a character's change in behavior will certainly get around to friends and acquaintances. Although some people he never considered friendly may now warm to him, others may take exception to his new attitudes. A few may even try to help him "see the error of his ways." The local clergy, on whom he relies for healing, may look askance on his recent behavior, denying him their special services (while at the same time sermonizing on his plight). The character who changes alignment often finds himself unpopular, depending on the attitudes of the surrounding people. People do not understand him. If the character drifts into chaotic neutral behavior in a highly lawful city, the townspeople might decide that the character is afflicted and needs close supervision, even confinement, for his own good!

Ultimately, the player is advised to pick an alignment he can play comfortably, one that fits in with those of the rest of the group, and he should stay with that alignment for the course of the character's career. There will be times when the DM, especially if he is clever, creates situations to test the character's resolve and ethics. But finding the right course of action within the character's alignment is part of the fun and challenge of role-playing.

# Chapter 5:
# Proficiencies (Optional)

Most of what a player character can do is defined by his race, class, and ability scores. These three characteristics don't cover everything, however. Characters can have a wide range of talents, from the potent (and intricate) arts of magic to the simple and mundane knowledge of how to build a good fire. The character's magical ability (or lack thereof) is defined by his class. Lesser abilities, such as fire building, are defined by proficiencies.

A proficiency is a learned skill that isn't essential to the character's class. A ranger, for example, may find it useful to know something about navigation, especially if he lives

near an ocean or sea coast. On the other hand, he isn't likely to suffer if he doesn't know how to navigate; he is a ranger, not a sailor.

Proficiencies are divided into two groups: weapon proficiencies (those related to weapons and combat) and nonweapon proficiencies (those related to everything else).

All proficiency rules are additions to the game. Weapon proficiencies are tournament-level rules, optional in regular play, and nonweapon proficiencies are completely optional. Proficiencies are not necessary for a balanced game. They add an additional dimension to characters, however, and anything that enriches characterization is a bonus. If weapon proficiencies are used in your game, expect them to apply to all characters, including NPCs. Nonweapon proficiencies may be used by players who enjoy them and ignored by those who don't without giving unfair advantages to anyone (provided your DM allows this; he's the one who must deal with any problems).

Once a proficiency slot is filled, it can never be changed or reassigned.

## Acquiring Proficiencies

Even newly created, 1st-level characters have proficiencies. The number of proficiency slots that a character starts with is determined by his group, as shown in Table 34. Each proficiency slot is empty until the player "fills" it by selecting a proficiency. If your DM allows nonweapon proficiencies, the character's Intelligence score can modify the number of slots he has, granting him more proficiencies (see Table 4). In both cases, new proficiencies are learned the same way.

Consider the case of Rath, a dwarf fighter. Table 34 gives him four weapon proficiency slots (he is a warrior). If nonweapon proficiencies are used, he has three slots and his Intelligence of 11 gives him two additional proficiency slots (according to Table 4) for a total of five nonweapon proficiency slots. The player must assign weapon or nonweapon proficiencies to all of these slots before the character goes on his first adventure. These represent what the character has learned before beginning his adventuring career.

**Table 34:**

## Proficiency Slots

| | Weapon Proficiencies | | | Nonweapon Proficiencies | |
|---|---|---|---|---|---|
| **Group** | **Initial** | **#Levels** | **Penalty** | **Initial** | **#Levels** |
| Warrior | 4 | 3 | -2 | 3 | 3 |
| Wizard | 1 | 6 | -5 | 4 | 3 |
| Priest | 2 | 4 | -3 | 4 | 3 |
| Rogue | 2 | 4 | -3 | 3 | 4 |

Thereafter, as the character advances in experience levels, he gains additional proficiency slots. The rate at which he gains them depends on the group he belongs to. Table 34 lists how many weapon and nonweapon proficiency slots the character starts with, and how many levels the character must gain before he earns another slot.

**Initial Weapon Proficiencies** is the number of weapon proficiency slots received by

characters of that group at 1st level.

**# Levels** (for both weapon and nonweapon proficiencies) tells how quickly a character gains additional proficiency slots. A new proficiency slot is gained at every experience level that is evenly divisible by the number listed. Rath (a warrior), for example, gains one weapon proficiency slot at every level evenly divisible by 3. He gets one new slot at 3rd level, another at 6th, another at 9th, and so on. (Note that Rath also gains one nonweapon proficiency at 3rd, 6th, 9th, etc.)

**Penalty** is the modifier to the character's attack rolls when he fights using a weapon he is not proficient with. Rath, a dwarf, chose to be proficient with the warhammer. Finding himself in a desperate situation, he snatches up a flail, even though he knows little about it (he is not proficient with it). Using with weapon awkwardly, he has a -2 penalty to his chance to hit.

**Initial Nonweapon Proficiencies** is the number of nonweapon proficiency slots that character has at 1st level. Even if you are playing with weapon proficiencies, nonweapon proficiencies are optional.

## Training

Like all skills and abilities, proficiencies do not leap unbidden and fully realized into a character's mind. Instead, a character must train, study, and practice to learn a new proficiency. However, role-playing the training time needed to learn a new skill is not much fun. Thus, there are no training times or study periods associated with any proficiency. When a character chooses a proficiency, it is assumed that he had been studying it in his spare time.

Consider just how much spare time the character has. The player is not role-playing every second of his character's life. The player may decide to have his character spend a night in town before setting out on the long journey the next day. Perhaps the character must wait around for several days while his companions heal from the last adventure. Or he might spend weeks on an uneventful ocean voyage. What is he doing during that time?

Among other things, he is studying whatever new proficiencies he will eventually learn. Using this "down time" to handle the unexciting aspects of a role-playing campaign lets players concentrate on more important (or more interesting) matters.

Another part of training is finding a teacher. Most skills are easier to learn if someone teaches the character. The DM can handle this in several ways. For those who like simplicity, ignore the need for teachers--there are self-taught people everywhere in the world. For those who want more complexity, make the player characters find someone to teach them any new proficiency they want to learn. This can be another player character or an NPC. Although this adds realism, it tends to limit the PC's adventuring options, especially if he is required to stay in regular contact with his instructor. Furthermore, most teachers want payment. While a barter arrangement might be reached, the normal payment is cash. The actual cost of the service depends on the nature of the skill, the amount of training desired, the availability of tutors, the greed of the instructor, and the desire of the DM to remove excess cash from his campaign.

## Weapon Proficiencies

A weapon proficiency measures a character's knowledge and training with a specific

weapon. When a character is created, the player checks Table 34 to see how many weapon proficiency slots the character has. These initial slots must be filled immediately, before the character embarks on his first adventure. Any slots that aren't filled by then are lost.

Each weapon proficiency slot must be assigned to a particular weapon, not just a class of weapons. Each weapon listed in Table 44 (Weapons) requires its own proficiency; each has its own special tricks and quirks that must be mastered before the weapon can be handled properly and effectively. A fencer who is master of the epee, for example, is not necessarily skilled with a saber; the two weapons look similar, but the fighting styles they are designed for are entirely different. A player character could become proficient with a long bow or a short bow, but not with all bows in general (unless he devotes a proficiency slot to each individually). Furthermore, a character can assign weapon proficiency slots only to those weapons allowed to his character class.

**Table 35:**

## Specialist Attacks Per Round

| Fighter Level | Melee Weapon | Light X-bow | Heavy X-bow | Thrown Dagger | Thrown Dart | Other (Non-bow) Missiles |
|---|---|---|---|---|---|---|
| 1-6 | 3/2 | 1/1 | 1/2 | 3/1 | 4/1 | 3/2 |
| 7-12 | 2/1 | 3/2 | 1/1 | 4/1 | 5/1 | 2/1 |
| 13+ | 5/2 | 2/1 | 3/2 | 5/1 | 6/1 | 5/2 |

As a character reaches higher experience levels, he also earns additional weapon proficiencies. The rate at which proficiencies are gained depends on the character's class. Warriors, who concentrate on their martial skills, learn to handle a great number of weapons. They gain weapon proficiencies quickly. Wizards, who spend their time studying forgotten magical arts, have little time to practice with weapons. They gain additional weapon proficiencies very slowly. Multi-class characters can use the most beneficial line on Table 34 to determine their initial proficiencies and when they gain new proficiencies.

## Effects of Weapon Proficiencies

A character who has a specific weapon proficiency is skilled with that weapon and familiar with its use. A character does not gain any bonuses for using a weapon he is proficient with; the combat rules and attack chances assume that everyone uses a weapon he is proficient with. This eliminates the need to add a modifier to every die roll during battle.

When a character uses a weapon that he is not proficient with, however, he suffers a penalty on his chance to hit. The size of this penalty depends on the character's class. Warriors have the smallest penalty because they are assumed to have passing familiarity with all weapons. Wizards, by comparison, are heavily penalized because of their limited study of weapons. The modifiers for each class (which are taken as penalties to the attack die roll) are listed on Table 34.

## Related Weapons Bonus

When a character gains a weapon proficiency, he is learning to use a particular weapon effectively. However, many weapons have similar characteristics. A long sword, bastard sword, and broad sword, while all different, are all heavy, slashing swords. A character who is trained with one can apply some of his skill to the others. He is not fully proficient with the weapon, but he knows more about it than someone who picks it up without any skill in similar weapons.

When a character uses a weapon that is similar to a weapon he is proficient with, his attack penalty is only one-half the normal amount (rounded up). A warrior, for example, would have a -1 penalty with a related weapon instead of -2. A wizard would have a -3 penalty instead of -5.

Specific decisions about which weapons are related are left to the DM. Some likely categories are:

hand axe, battle axe;
short bow, long bow, composite bow;
heavy and light crossbows;
dagger, knife;
glaive, halberd, bardiche, voulge, guisarme, glaive-guisarme, guisarme-voulge;
harpoon, spear, trident, javelin;
footman's mace, horseman's mace, morning star, flail, hammer, club;
military fork, ranseur, spetum, partisan;
scimitar, bastard sword, long sword, broad sword;
sling, staff sling

## Weapon Specialization

Knowing how to use a weapon without embarrassing yourself is very different from being a master of that weapon. There are warriors, and then there are martial artists. An Olympic fencer is more than just an athlete; he can do things with his weapon that astound most fencers.

In the AD&D game, part of your character's skill is reflected in the bonuses he earns as he reaches higher levels. As your character advances, he becomes a wiser, more dangerous fighter. Experience has taught him to anticipate his opponents and to pounce on any advantage that presents itself. But this is a general, overall improvement, brought about by the warrior's sharpening senses and timing. It applies equally to all types of fighting.

Weapon specialization is an optional rule that enables a fighter (only) to choose a single weapon and specialize in its use. Any weapon may be chosen. Specialization is normally announced (and paid for with weapon proficiency slots) when the character is created. But even after a player character earns experience, he can still choose to specialize in a weapon, provided he has the weapon proficiency slots available.

In one way, a weapon specialist is like a wizard specialist. The specialization requires a single-minded dedication and training. Thus, multi-class characters cannot use weapon specialization; it is available only to single-class fighters.

### Cost of Specialization

Weapon specialization is obtained by devoting extra weapon proficiency slots to the chosen weapon. To specialize in any sort of melee weapon or crossbow, the character must devote two slots--one slot to become proficient with it, and then a second slot to specialize in it. Any bow (other than a crossbow) requires a total of three proficiency slots: one for proficiency and two to specialize. Assume, for the moment, that Rath the dwarf decided to specialize with the warhammer. Two of his four proficiency slots are thus devoted to the warhammer. With the two remaining, he can become proficient with the short sword and short bow (for example).

### Effects of Specialization

When a character specializes with a *melee* weapon, he gains a +1 bonus to all his attack rolls with that weapon and a +2 bonus to all damage rolls (in addition to bonuses for Strength and magic). The attack bonuses are not magical and do not enable the character to affect a creature that can be injured only by magical weapons.

*Bow* and *crossbow* specialists gain an additional range category: point blank. Point-blank range for bows is from six feet to 30 feet. Point-blank range for crossbows is from six feet to 60 feet. At point-blank range, the character gains a +2 modifier on attack rolls. No additional damage is caused, but Strength (for bows) and magical bonuses apply. Furthermore, if the character has an arrow nocked and drawn, or a bolt loaded and cocked, and has his target in sight, he can fire at the beginning of the round before any initiative rolls are made.

Fighters who specialize also gain extra attacks earlier than those who don't specialize. Bonus attacks for specialists are listed on Table 35. The use of this table is explained in Chapter 9: Combat. Bow specialists do not gain any additional attacks per round.

## Nonweapon Proficiencies

A player character is more than a collection of combat modifiers. Most people have a variety of skills learned over the years. Consider yourself as an example--how many skills do you possess? If you have gone through 12 years of school, were moderately active in after-school programs, and did fairly well on your grades, the following might be a partial list of your skills:

English reading and writing
Geometry, algebra, and trigonometry
Basic chemistry
Basic physics
Music (playing an instrument, singing, or both)
Spanish reading and writing (or French, German, etc.)
Basic Shop or Home Economics
Typing
Driving
History
Basic biology

In addition to the things learned in school, you have also learned things from your

parents, friends, scouts, or other groups. You might be able to add any of the following to your list:

| | |
|---|---|
| Swimming | Hunting |
| Fishing | Canoeing |
| Sailing | Horseback riding |
| First aid | Animal training |
| Cooking | Sewing |
| Embroidery | Dancing |

If you consider all your hobbies and all the things you have done, you probably know many more skills. In fact, if you make a list, you probably will be surprised by the large number of basic skills you have. And, at this point, you are (or were) still young!

Now, having graduated from school, you get a job. Are you just a carpenter, mechanic, electrician, salesman, or secretary? Of course not; you are a lot more than just your job. All those things you learned in school and elsewhere are part of what you are. Shouldn't it be the same for your player character?

For a really complete role-playing character, you should know what your character can do. There are three different ways to do this: using what you know, using secondary skills, and using nonweapon proficiencies. Each of these is optional, but each increases the amount of detail that rounds out your character.

## Using What You Know

If your DM decides not to use secondary skills or nonweapon proficiencies, situations will arise in which you'll have to determine whether your character has certain skills. For example, Delsenora the wizard slips at the edge of a steep riverbank and tumbles into the water. The current sweeps her into the middle of the river. To escape, she must swim to safety. But does Delsenora know how to swim?

One way to answer this is to pretend that your character knows most of the things that you know. Do you know how to swim? If you do, then your character can swim. If you know a little about mountain climbing, horseback riding, carpentry, or sewing, your character knows these things, too. This also applies to things your character might want to build. Perhaps your character decides he wants to build a catapult. If you can show your DM how to make such a device, then the DM may allow your character the same knowledge. Indeed, you might visit the local library just to gain this information.

There are real advantages to this method. You can learn something at the library or school and bring it into your game. Also, there are fewer rules to get in the way of your fun. Since there are fewer rules, your DM has a lot of flexibility and can play out all the drama inherent in a scene.

There are also problems with this method. First, you probably know a lot of things your character should not--basic electronics, the components of gunpowder, or calculus, for instance. You have a lot of knowledge that is just not available to someone in a medieval world (even a fantasy medieval world). Likewise, there are things that a typical person in a medieval world would know that you, as a modern person, have never needed to learn. Do you know how to make armor? Skin a deer? Salt meat away for the winter? Turn flax into linen? Thatch a roof? Read heraldry? You might, but there is no way you

can consider these common skills any more. But in a medieval world they would be common.

Also, knowing something about a skill or trade doesn't mean you know a lot, and there is a big difference between the two. When Delsenora fell into the raging river, she had to swim out. But was she a strong enough swimmer to pull free of the current? The DM must make up a rule on the spot to handle the situation. Perhaps you can swim, but can you swim well enough to escape a raging torrent?

The biggest drawback to this method is that there are no rules to resolve tricky situations. The DM must make it up during play. Some players and DMs enjoy doing this. They think up good answers quickly. Many consider this to be a large part of the fun. This method is perfect for them, and they should use it.

Other players and DMs like to have clear rules to prevent arguments. If this is the case in your group, it is better to use secondary skills or nonweapon proficiencies.

## Secondary Skills

The second method for determining what your character knows is to assign secondary skills. Secondary skills are broad areas of expertise. Most correspond to occupations that your character may have been apprenticed in or otherwise picked up before beginning his adventuring life. Secondary skills are much more general than nonweapon proficiencies. They should not be used in combination with nonweapon proficiencies, which are explained later.

Every player character has a chance at a secondary skill. Either choose one from Table 36 or take a chance and roll randomly. A random roll may result in one, two, or no secondary skills.

**Table 36:**

## Secondary Skills

| D100 Roll | Secondary Skill |
|---|---|
| 01-02 | Armorer (make, repair & evaluate armor and weapons) |
| 03-04 | Bowyer/Fletcher (make, repair, & evaluate bows and arrows) |
| 05-10 | Farmer (basic agriculture) |
| 11-14 | Fisher (swimming, nets, and small boat handling) |
| 15-20 | Forester (basic wood lore, lumbering) |
| 21-23 | Gambler (knowledge of gambling games) |
| 24-27 | Groom (animal handling) |
| 28-32 | Hunter (basic wood lore, butchering, basic tracking) |
| 33-34 | Jeweler (appraisal of gems and jewelry) |
| 35-37 | Leather worker (skinning, tanning) |
| 38-39 | Limner/Painter (map making, appraisal of art objects) |
| 40-42 | Mason (stone-cutting) |
| 43-44 | Miner (stone-cutting, assaying) |
| 45-46 | Navigator (astronomy, sailing, swimming, navigation) |
| 47-49 | Sailor (sailing, swimming) |

| | |
|---|---|
| 50-51 | Scribe (reading, writing, basic math) |
| 52-53 | Shipwright (sailing, carpentry) |
| 54-56 | Tailor/Weaver (weaving, sewing, embroidery) |
| 57-59 | Teamster/Freighter (animal handling, wagon-repair) |
| 60-62 | Trader/Barterer (appraisal of common goods) |
| 63-66 | Trapper/Furrier (basic wood lore, skinning) |
| 67-68 | Weaponsmith (make, repair, & evaluate weapons) |
| 69-71 | Woodworker/Carpenter (carpentry, carving) |
| 72-85 | No skill of measurable worth |
| 86-00 | Roll twice (reroll any result of 86-00) |

Once a character has a secondary skill, it is up to the player and the DM to determine just what the character can do with it. The items in parentheses after each skill describe some of the things the character knows. Other knowledge may be added with the DM's approval. Thus, a hunter might know the basics of finding food in the wilderness, how to read animal signs to identify the types of creatures in the area, the habits of dangerous animals, and how to stalk wild animals.

Like the previous method ("Using What You Know"), this method has strengths and weaknesses. Secondary skills do not provide any rules for determining whether a character succeeds when he uses a skill to do something difficult. It is safe to assume that simple jobs succeed automatically. (A hunter could find food for himself without any difficulty.) For more complicated tasks, the DM must assign a chance for success. He can assign a percentage chance, have the character make a saving throw, or require an Ability check (see Glossary). The DM still has a lot of flexibility.

This flexibility means the DM must sometimes make up the rule to cover the situation, however. As mentioned earlier, some DMs enjoy this; others do not, their strengths being elsewhere. While secondary skills define and limit the player's options, they do not greatly simplify the DM's job.

## Nonweapon Proficiencies

The most detailed method for handling character skills is that of nonweapon proficiencies. These are much like weapon proficiencies. Each character starts with a specific number of nonweapon proficiency slots and then earns additional slots as he advances. Initial slots must be assigned immediately; they cannot be saved or held in reserve.

Nonweapon proficiencies are the most detailed way to handle the question of what the player character knows. They allow the player to choose from a broad selection and define the effects of each choice. Like the other methods, however, this system is not without drawbacks. First, nonweapon proficiencies are rigid. Being so defined, they limit the options of both the player and DM. At the same time, there will still be questions unanswered by these proficiencies. Whereas before such questions were broad, they will now tend to be more precise and detailed. Secondly, using this system increases the amount of time needed to create a character. While the end result is a more complete, well-rounded person, setup time can take up to two or three hours. Novice players especially may be overwhelmed by the number of choices and rules.

Unlike weapon proficiencies, in which some weapons are not available to certain

character classes, all nonweapon proficiencies are available to all characters. Some nonweapon proficiencies are easier for certain character classes to learn, however.

Table 37 lists all nonweapon proficiencies. They are divided into categories that correspond to character groups. The proficiencies listed under each group can be learned easily by characters of that group. A fifth category--"General"--contains proficiencies that can be learned easily by any character.

Refer to Table 38. When a player selects a nonweapon proficiency from those categories listed under "Proficiency Groups" for his character's group, it requires the number of proficiency slots listed in Table 37. When a player selects a proficiency from any other category, it requires one additional proficiency slot beyond the number listed.

**Table 37:**

# Nonweapon Proficiency Groups

## General

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier |
|---|---|---|---|
| Agriculture | 1 | Intelligence | 0 |
| Animal Handling | 1 | Wisdom | -1 |
| Animal Training | 1 | Wisdom | 0 |
| Artistic Ability | 1 | Wisdom | 0 |
| Blacksmithing | 1 | Strength | 0 |
| Brewing | 1 | Intelligence | 0 |
| Carpentry | 1 | Strength | 0 |
| Cobbling | 1 | Dexterity | 0 |
| Cooking | 1 | Intelligence | 0 |
| Dancing | 1 | Dexterity | 0 |
| Direction Sense | 1 | Wisdom | +1 |
| Etiquette | 1 | Charisma | 0 |
| Fire-building | 1 | Wisdom | -1 |
| Fishing | 1 | Wisdom | -1 |
| Heraldry | 1 | Intelligence | 0 |
| Languages, Modern | 1 | Intelligence | 0 |
| Leatherworking | 1 | Intelligence | 0 |
| Mining | 2 | Wisdom | -3 |
| Pottery | 1 | Dexterity | -2 |
| Riding, Airborne | 2 | Wisdom | -2 |
| Riding, Land-based | 1 | Wisdom | +3 |
| Rope Use | 1 | Dexterity | 0 |
| Seamanship | 1 | Dexterity | +1 |
| Seamstress/Tailor | 1 | Dexterity | -1 |
| Singing | 1 | Charisma | 0 |
| Stonemasonry | 1 | Strength | -2 |
| Swimming | 1 | Strength | 0 |
| Weather Sense | 1 | Wisdom | -1 |
| Weaving | 1 | Intelligence | -1 |

## Priest

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier |
|---|---|---|---|
| Ancient History | 1 | Intelligence | -1 |
| Astrology | 2 | Intelligence | 0 |
| Engineering | 2 | Intelligence | -3 |
| Healing | 2 | Wisdom | -2 |
| Herbalism | 2 | Intelligence | -2 |
| Languages, Ancient | 1 | Intelligence | 0 |
| Local History | 1 | Charisma | 0 |
| Musical Instrument | 1 | Dexterity | -1 |
| Navigation | 1 | Intelligence | -2 |
| Reading/Writing | 1 | Intelligence | +1 |
| Religion | 1 | Wisdom | 0 |
| Spellcraft | 1 | Intelligence | -2 |

## Rogue

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier |
|---|---|---|---|
| Ancient History | 1 | Intelligence | -1 |
| Appraising | 1 | Intelligence | 0 |
| Blind-fighting | 2 | NA | NA |
| Disguise | 1 | Charisma | -1 |
| Forgery | 1 | Dexterity | -1 |
| Gaming | 1 | Charisma | 0 |
| Gem Cutting | 2 | Dexterity | -2 |
| Juggling | 1 | Dexterity | -1 |
| Jumping | 1 | Strength | 0 |
| Local History | 1 | Charisma | 0 |
| Musical Instrument | 1 | Dexterity | -1 |
| Reading Lips | 2 | Intelligence | -2 |
| Set Snares | 1 | Dexterity | -1 |
| Tightrope Walking | 1 | Dexterity | 0 |
| Tumbling | 1 | Dexterity | 0 |
| Ventriloquism | 1 | Intelligence | -2 |

## Warrior

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier |
|---|---|---|---|
| Animal Lore | 1 | Intelligence | 0 |
| Armorer | 2 | Intelligence | -2 |
| Blind-fighting | 2 | NA | NA |
| Bowyer/Fletcher | 1 | Dexterity | -1 |
| Charioteering | 1 | Dexterity | +2 |
| Endurance | 2 | Constitution | 0 |

| | | | |
|---|---|---|---|
| Gaming | 1 | Charisma | 0 |
| Hunting | 1 | Wisdom | -1 |
| Mountaineering | 1 | NA | NA |
| Navigation | 1 | Intelligence | -2 |
| Running | 1 | Constitution | -6 |
| Set Snares | 1 | Intelligence | -1 |
| Survival | 2 | Intelligence | 0 |
| Tracking | 2 | Wisdom | 0 |
| Weaponsmithing | 3 | Intelligence | -3 |

**Wizard**

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier |
|---|---|---|---|
| Ancient History | 1 | Intelligence | -1 |
| Astrology | 2 | Intelligence | 0 |
| Engineering | 2 | Intelligence | -3 |
| Gem Cutting | 2 | Dexterity | -2 |
| Herbalism | 2 | Intelligence | -2 |
| Languages, Ancient | 1 | Intelligence | 0 |
| Navigation | 1 | Intelligence | -2 |
| Reading/Writing | 1 | Intelligence | +1 |
| Religion | 1 | Wisdom | 0 |
| Spellcraft | 1 | Intelligence | -2 |

**Table 38:**

## Nonweapon Proficiency Group Crossovers

| Character Class | Proficiency Groups |
|---|---|
| Fighter | Warrior, General |
| Paladin | Warrior, Priest, General |
| Ranger | Warrior, Wizard, General |
| Cleric | Priest, General |
| Druid | Priest, Warrior, General |
| Mage | Wizard, General |
| Illusionist | Wizard, General |
| Thief | Rogue, General |
| Bard | Rogue, Warrior, Wizard, General |

## Using Nonweapon Proficiencies

When a character uses a proficiency, either the attempt is automatically successful, or the character must roll a proficiency check. If the task is simple or the proficiency has only limited game use (such as cobbling or carpentry), a proficiency check is generally

not required. If the task the character is trying to perform is difficult or subject to failure, a proficiency check is required. Read the descriptions of the proficiencies for details about how and when each can be used.

If a proficiency check is required, Table 37 lists which ability is used with each proficiency. Add the modifier (either positive or negative) listed in Table 37 to the appropriate ability score. Then the player rolls 1d20. If the roll is equal to or less than the character's adjusted ability score, the character accomplished what he was trying to do. If the roll is greater than the character's ability score, the character fails at the task. (A roll of 20 *always* fails.) The DM determines what effects, if any, accompany failure.

Of course, to use a proficiency, the character must have any tools and materials needed to do the job. A carpenter can do very little without his tools, and a smith is virtually helpless without a good forge. The character must also have enough time to do the job. Certainly, carpentry proficiency enables your character to build a house, but not in a single day! Some proficiency descriptions state how much time is required for certain jobs. Most, however, are left to the DM's judgment.

The DM can raise or lower a character's chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task. A positive modifier is added to the ability score used for the check. A negative modifier is subtracted from the ability score.

*Rath, skilled as a blacksmith, has been making horseshoes for years. Because he is so familiar with the task and has every tool he needs, the DM lets him make horseshoes automatically, without risk of failure. However, Delsenora has persuaded Rath to make an elaborate wrought-iron cage (she needs it to create a magical item). Rath has never done this before and the work is very intricate, so the DM imposes a penalty of -3 on Rath's ability check.*

When two proficient characters work together on the same task, the highest ability score is used (the one with the greatest chance of success). Furthermore, a +1 bonus is added for the other character's assistance. The bonus can never be more than +1, as having too many assistants is sometimes worse than having none.

Nonweapon proficiencies can also be improved beyond the ability score the character starts with. For every additional proficiency slot a character spends on a nonweapon proficiency, he gains a +1 bonus to those proficiency checks. Thus, Rath (were he not an adventurer) might spend his additional proficiency slots on blacksmithing, to become a very good blacksmith, gaining a +1, +2, +3, or greater bonus to his ability checks.

Many nonplayer craftsmen are more accomplished in their fields than player characters, having devoted all their energies to improving a single proficiency. Likewise, old masters normally have more talent than young apprentices--unless the youth has an exceptional ability score! However, age is no assurance of talent. Remember that knowing a skill and being good at it are two different things. There are bad potters, mediocre potters, and true craftsmen. All this has much less to do with age than with dedication and talent.

## Nonweapon Proficiency Descriptions

The following proficiency descriptions are arranged alphabetically, not according to character class. Each description gives a general outline of what a character with the proficiency knows and can do. Furthermore, some descriptions include rules to cover specific uses or situations, or exact instructions on the effects of the proficiency.

**Agriculture:** The character has a knowledge of the basics of farming. This includes planting, harvesting, storing crops, tending animals, butchering, and other typical farming chores.

**Ancient History:** The character has learned the legends, lore, and history of some ancient time and place. The knowledge must be specific, just as a historian would specialize today in the English Middle Ages, the Italian Renaissance, or the Roman Republic before Caesar. (The DM either can have ancient periods in mind for his game or can allow the players to name and designate them.) Thus, a player character could know details about the Age of Thorac Dragonking or the Time of the Sea-Raiders or whatever else was available.

The knowledge acquired gives the character familiarity with the principal legends, historical events, characters, locations, battles, breakthroughs (scientific, cultural, and magical), unsolved mysteries, crafts, and oddities of the time. The character must roll a proficiency check to identify places or things he encounters from that age. For example, Rath knows quite a bit about the Coming of the Trolls, a particularly dark period of dwarven history. Moving through some deep caverns, he and his companions stumble across an ancient portal, sealed for untold ages. Studying the handiwork, he realizes (rolls a successful proficiency check) that it bears several seals similar to those he has seen on "banned" portals from the time of Angnar, doorways to the legendary realm of Trolhel.

**Animal Handling:** Proficiency in this area enables a character to exercise a greater-than-normal degree of control over pack animals and beasts of burden. A successful proficiency check indicates that the character has succeeded in calming an excited or agitated animal; in contrast, a character without this proficiency has only a 20% chance of succeeding in the attempt.

**Animal Lore:** This proficiency enables a character to observe the actions or habitat of an animal and interpret what is going on. Actions can show how dangerous the creature is, whether it is hungry, protecting its young, or defending a nearby den. Furthermore, careful observation of signs and behaviors can even indicate the location of a water hole, animal herd, predator, or impending danger, such as a forest fire. The DM will secretly roll a proficiency check. A successful check means the character understood the basic actions of the creature. If the check fails by 4 or less, no information is gained. If the check fails by 5 or more, the character misinterprets the actions of the animal.

A character may also imitate the calls and cries of animals that he is reasonably familiar with, based on his background. This ability is limited by volume. The roar of a tyrannosaurus rex would be beyond the abilities of a normal character. A successful proficiency check means that only magical means can distinguish the character's call from that of the true animal. The cry is sufficient to fool animals, perhaps frightening them away or luring them closer. A failed check means the sound is incorrect in some slight way. A failed call may still fool some listeners, but creatures very familiar with the cry automatically detect a false call. All other creatures and characters are allowed a Wisdom check to detect the fake.

Finally, animal lore increases the chance of successfully setting snares and traps (for

hunting) since the character knows the general habits of the creature hunted.

**Animal Training:** Characters with this proficiency can train one type of creature (declared when the proficiency is chosen) to obey simple commands and perform tricks. A character can spend additional proficiencies to train other types of creatures or can improve his skill with an already chosen type. Creatures typically trained are dogs, horses, falcons, pigeons, elephants, ferrets, and parrots. A character can choose even more exotic creatures and monsters with animal intelligence (although these are difficult to control).

A trainer can work with up to three creatures at one time. The trainer may choose to teach general tasks or specific tricks. A general task gives the creature the ability to react to a number of nonspecific commands to do its job. Examples of tasks include guard and attack, carry a rider, perform heavy labor, hunt, track, or fight alongside soldiers (such as a war horse or elephant). A specific trick teaches the trained creature to do one specific action. A horse may rear on command, a falcon may pluck a designated object, a dog may attack a specific person, or a rat may run through a particular maze. With enough time, a creature can be trained to do both general tasks and specific tricks.

Training for a general task requires three months of uninterrupted work. Training for a specific trick requires 2d6 weeks. At the end of the training time, a proficiency check is made. If successful, the animal is trained. If the die roll fails, the beast is untrainable. An animal can be trained in 2d4 general tasks or specific tricks, or any combination of the two.

An animal trainer can also try to tame wild animals (preparing them for training later on). Wild animals can be tamed only when they are very young. The taming requires one month of uninterrupted work with the creature. At the end of the month, a proficiency check is made. If successful, the beast is suitable for training. If the check fails, the creature retains enough of its wild behavior to make it untrainable. It can be kept, though it must be leashed or caged.

**Appraising:** This proficiency is highly useful for thieves, as it allows characters to estimate the value and authenticity of antiques, art objects, jewelry, cut gemstones, or other crafted items they find (although the DM can exclude those items too exotic or rare to be well known). The character must have the item in hand to examine. A successful proficiency check (rolled by the DM) enables the character to estimate the value of the item to the nearest 100 or 1,000 gp and to identify fakes. On a failed check, the character cannot estimate a price at all. On a roll of 20, the character wildly misreads the value of the item, always to the detriment of the character.

**Armorer:** This character can make all of the types of armor listed in the *Player's Handbook,* given the proper materials and facilities. When making armor, the proficiency check is rolled at the end of the normal construction time.

The time required to make armor is equal to two weeks per level of AC below 10. For example, a shield would require two weeks of work, whereas a suit of full plate armor would require 18 weeks of work.

If the proficiency check indicates failure but is within 4 of the amount needed for success, the armorer has created usable, but flawed, armor. Such armor functions as 1 AC worse than usual, although it looks like the armor it was intended to be. Only a character with armorer proficiency can detect the flaws, and this requires careful and detailed inspection.

If the flawed armor is struck in melee combat with a natural die roll of 19 or 20, it breaks. The character's AC immediately worsens by 4 additional classes (although never above 10), and the broken armor hampers the character's movement. Until the character can remove the broken armor (a process requiring 1d4 rounds), the character moves at _ of his normal rate and suffers a -4 penalty to all of his attack rolls.

If an armorer is creating a suit of field plate or full plate armor, the character who will use the armor must be present at least once a week during the creation of the armor, since such types of armor require very exact fitting.

**Artistic Ability:** Player characters with artistic ability are naturally accomplished in various forms of the arts. They have an inherent understanding of color, form, space, flow, tone, pitch, and rhythm. Characters with artistic ability must select one art form (painting, sculpture, composition, etc.) to be proficient in. Thereafter they can attempt to create art works or musical compositions in their given field. Although it is not necessary to make a proficiency check, one can be made to determine the quality of the work. If a 1 is rolled on the check, the artist has created a work with some truly lasting value. If the check fails, the artist has created something aesthetically unpleasing or just plain bad.

Artistic ability also confers a +1 bonus to all proficiency checks requiring artistic skill--music or dance--and to attempts to appraise objects of art.

**Astrology:** This proficiency gives the character some understanding of the supposed influences of the stars. Knowing the birth date and time of any person, the astrologer can study the stars and celestial events and then prepare a forecast of the future for that person. The astrologer's insight into the future is limited to the next 30 days, and his knowledge is vague at best. If a successful proficiency check is made, the astrologer can foresee some general event--a great battle, a friend lost, a new friendship made, etc. The DM decides the exact prediction (based on his intentions for the next few gaming sessions). Note that the prediction does not guarantee the result--it only indicates the potential result. If the proficiency check is failed, no information is gained unless a 20 is rolled, in which case the prediction is wildly inaccurate.

Clearly this proficiency requires preparation and advance knowledge on the part of the DM. Because of this, it is permissible for the DM to avoid the question, although this shouldn't be done all the time. Players who want to make their DM's life easier (always a good idea) should consider using this proficiency at the end of a gaming session, giving the DM until the next session to come up with an answer. The DM can use this proficiency as a catalyst and guide for his adventures--something that will prompt the player characters to go to certain places or to try new things.

Characters with the astrology proficiency gain a +1 bonus to all navigation proficiency checks, provided the stars can be seen.

**Blacksmithing:** A character with blacksmithing proficiency is capable of making tools and implements from iron. Use of the proficiency requires a forge with a coal-fed fire and bellows, as well as a hammer and anvil. The character cannot make armor or most weapons, but can craft crowbars, grappling hooks, horseshoes, nails, hinges, plows, and most other iron objects.

**Blind-fighting:** A character with blind-fighting is skilled at fighting in conditions of poor or no light (but this proficiency does not allow spell use). In total darkness, the character suffers only a -2 penalty to his attack roll (as compared to a -4 penalty without this proficiency). Under starlight or moonlight, the character incurs only a -1 penalty. The

character suffers no penalties to his AC because of darkness.

Furthermore, the character retains special abilities that would normally be lost in darkness, although the effectiveness of these are reduced by one-half (proficiency checks are made at half the normal score, etc.). This proficiency is effective only against opponents or threats within melee distance of the character. Blind-fighting does not grant any special protection from missile fire or anything outside the immediate range of the character's melee weapon. Thus, AC penalties remain for missile fire. (By the time the character hears the whoosh of the arrow, for example, it is too late for him to react.)

While moving in darkness, the character suffers only half the normal movement penalty of those without this proficiency.

Furthermore, this skill aids the character when dealing with invisible creatures, reducing the attack penalty to -2. However, it does not enable the character to discover invisible creatures; he has only a general idea of their location and cannot target them exactly.

**Bowyer/Fletcher:** This character can make bows and arrows of the types given in Table 44.

A weaponsmith is required to fashion arrowheads, but the bowyer/fletcher can perform all other necessary functions. The construction time for a long or short bow is one week, while composite bows require two weeks, and 1d6 arrows can be made in one day.

When the construction time for the weapon is completed, the player makes a proficiency check. If the check is successful, the weapon is of fine quality and will last for many years of normal use without breaking. If the check fails, the weapon is still usable, but has a limited life span: An arrow breaks on the first shot; a bow breaks if the character using it rolls an unmodified 1 on his 1d20 attack roll.

*Option:* If a character wishes to create a weapon of truly fine quality and the DM allows it, the player can opt to use the following alternative procedure for determining the success of his attempt. When the proficiency check is made, any failure means that the weapon is useless. However, a successful check means that the weapon enables the character to add Strength bonuses to attack and damage rolls. Additionally, if the proficiency check is a natural 1, the range of the bow is increased 10 yards for all range classes or is of such fine work that it is suitable for enchantment.

**Brewing:** The character is trained in the art of brewing beers and other strong drink. The character can prepare brewing formulas, select quality ingredients, set up and manage a brewery, control fermentation, and age the finished product.

**Carpentry:** The carpentry proficiency enables the character to do woodworking jobs: building houses, cabinetry, joinery, etc. Tools and materials must be available. The character can build basic items from experience, without the need for plans. Unusual and more complicated items (a catapult, for example) require plans prepared by an engineer. Truly unusual or highly complex items (wooden clockwork mechanisms, for example) require a proficiency check.

**Charioteering:** A character with proficiency in this skill is able to safely guide a chariot, over any type of terrain that can normally be negotiated, at a rate 1/3 faster than the normal movement rate for a chariot driven by a character without this proficiency. Note that this proficiency does not impart the ability to move a chariot over terrain that it cannot traverse; even the best charioteer in the world cannot take such a vehicle into the mountains.

**Cobbling:** The character can fashion and repair shoes, boots, and sandals.

**Cooking:** Although all characters have rudimentary cooking skills, the character with this proficiency is an accomplished cook. A proficiency check is required only when attempting to prepare a truly magnificent meal worthy of a master chef.

**Dancing:** The character knows many styles and varieties of dance, from folk dances to formal court balls.

**Direction Sense:** A character with this proficiency has an innate sense of direction. By concentrating for 1d6 rounds, the character can try to determine the direction the party is headed. If the check fails but is less than 20, the character errs by 90 degrees. If a 20 is rolled, the direction chosen is exactly opposite the true heading. (The DM rolls the check.)

Furthermore, when traveling in the wilderness, a character with direction sense has the chance of becoming lost reduced by 5%.

**Disguise:** The character with this skill is trained in the art of disguise. He can make himself look like any general type of person of about the same height, age, weight, and race. A successful proficiency check indicates that the disguise is successful, while a failed roll means the attempt was too obvious in some way.

The character can also disguise himself as a member of another race or sex. In this case, a -7 penalty is applied to the proficiency check. The character may also attempt to disguise himself as a specific person, with a -10 penalty to the proficiency check. These modifiers are cumulative, thus, it is extremely difficult for a character to disguise himself as a specific person of another race or sex (a -17 penalty to the check).

**Endurance:** A character with endurance proficiency is able to perform continual strenuous physical activity for twice as long as a normal character before becoming subject to the effects of fatigue and exhaustion. In those cases where extreme endurance is required, a successful proficiency check must be made. Note that this proficiency does not enable a character to extend the length of time that he can remain unaffected by a lack of food or water.

**Engineering:** The character is trained as a builder of both great and small things. Engineers can prepare plans for everything from simple machines (catapults, river locks, grist mills) to large buildings (fortresses, dams). A proficiency check is required only when designing something particularly complicated or unusual. An engineer must still find talented workmen to carry out his plan, but he is trained to supervise and manage their work.

An engineer is also familiar with the principles of siegecraft and can detect flaws in the defenses of a castle or similar construction. He knows how to construct and use siege weapons and machines, such as catapults, rams, and screws.

**Etiquette:** This proficiency gives the character a basic understanding of the proper forms of behavior and address required in many different situations, especially those involving nobility and persons of rank. Thus, the character will know the correct title to use when addressing a duke, the proper steps of ceremony to greet visiting diplomats, gestures to avoid in the presence of dwarves, etc. For extremely unusual occurrences, a proficiency check must be made for the character to know the proper etiquette for the situation (an imperial visit, for example, is a sufficiently rare event).

However, having the character know what is correct and actually do what is correct are two different matters. The encounters must still be role-played by the character.

Knowledge of etiquette does not give the character protection from a gaffe or faux pas; many people who know the correct thing still manage to do the exact opposite.

**Fire-building:** A character with fire-building proficiency does not normally need a tinderbox to start a fire. Given some dry wood and small pieces of tinder, he can start a fire in 2d20 minutes. Flint and steel are not required. Wet wood, high winds, or other adverse conditions increase the time to 3d20, and a successful proficiency check must be rolled to start a fire.

**Fishing:** The character is skilled in the art of fishing, be it with hook and line, net, or spear. Each hour the character spends fishing, roll a proficiency check. If the roll is failed, no fish are caught that hour. Otherwise, a hook and line or a spear will land fish equal to the difference between the die roll and the character's Wisdom score. A net will catch three times this amount.

Of course, no fish can be caught where no fish are found. On the other hand, some areas teem with fish, such as a river or pool during spawning season. The DM may modify the results according to the situation.

**Forgery:** This proficiency enables the character to create duplicates of documents and handwriting and to detect such forgeries created by others. To forge a document (military orders, local decrees, etc.) where the handwriting is not specific to a person, the character needs only to have seen a similar document before. To forge a name, an autograph of that person is needed, and a proficiency check with a -2 penalty must be successfully rolled. To forge a longer document written in the hand of some particular person, a large sample of his handwriting is needed, with a -3 penalty to the check.

It is important to note that the forger always *thinks* he has been successful; the DM rolls the character's proficiency check in secret and the forger does not learn of a failure until it is too late.

If the check succeeds, the work will pass examination by all except those intimately familiar with that handwriting or by those with the forgery proficiency who examine the document carefully. If the check is failed, the forgery is detectable to anyone familiar with the type of document or handwriting--if he examines the document closely. If the die roll is a 20, the forgery is immediately detectable to anyone who normally handles such documents without close examination. The forger will not realize this until too late.

Furthermore, those with forgery proficiency may examine a document to learn if it is a forgery. On a successful proficiency roll, the authenticity of any document can be ascertained. If the die roll is failed but a 20 is not rolled, the answer is unknown. If a 20 is rolled, the character reaches the incorrect conclusion.

**Gaming:** The character knows most common games of chance and skill, including cards, dice, bones, draughts, and chess. When playing a game, the character may either play out the actual game (which may take too much time for some) or make a proficiency check, with success indicating victory. If two proficient characters play each other, the one with the highest successful die roll wins. A character with gaming proficiency can also attempt to cheat, thus gaining a +1 bonus to his ability score. If the proficiency check for the game is 17 to 20, however, the character has been caught cheating (even if he won the game).

**Gem Cutting:** A character with this proficiency can finish the rough gems that are discovered through mining at a rate of 1d10 stones per day. A gem cutter derives no benefit from the assistance of nonproficient characters. A gem cutter must work with a

good light source and must have an assortment of chisels, small hammers, and specially hardened blades.

Uncut gems, while still of value, are not nearly as valuable as the finished product. If the cutting is successful (as determined by a proficiency check), the gem cutter increases the value of a given stone to the range appropriate for its type. If a 1 is rolled, the work is exceptionally brilliant and the value of the gem falls into the range for the next most valuable gem (the DM has the relevant tables).

**Healing:** A character proficient in healing knows how to use natural medicines and basic principles of first aid and doctoring. If the character tends another within one round of wounding (and makes a successful proficiency check), his ministrations restore 1d3 hit points (but no more hit points can be restored than were lost in the previous round). Only one healing attempt can be made on a character per day.

If a wounded character remains under the care of someone with healing proficiency, that character can recover lost hit points at the rate of 1 per day even when traveling or engaging in nonstrenuous activity. If the wounded character gets complete rest, he can recover 2 hit points per day while under such care. Only characters with both healing and herbalism proficiencies can help others recover at the rate of 3 hit points per day of rest. This care does not require a proficiency check, only the regular attention of the proficient character. Up to six patients can be cared for at any time.

A character with healing proficiency can also attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended to immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 bonus to his saving throw (delay his saving throw until the last round of tending). No proficiency check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative).

A character with healing proficiency can also attempt to diagnose and treat diseases. When dealing with normal diseases, a successful proficiency check automatically reduces the disease to its mildest form and shortest duration. Those who also have herbalism knowledge gain an additional +2 bonus to this check. A proficient character can also attempt to deal with magical diseases, whether caused by spells or creatures. In this case, a successful proficiency check diagnoses the cause of the disease. However, since the disease is magical in nature, it can be treated only by magical means.

**Heraldry:** The knowledge of heraldry enables the character to identify the different crests and symbols that denote different persons and groups. Heraldry comes in many forms and is used for many different purposes. It can be used to identify noblemen, families, guilds, sects, legions, political factions, and castes. The symbols may appear on flags, shields, helmets, badges, embroidery, standards, clothing, coins, and more. The symbols used may include geometric patterns, calligraphed lines of script, fantastic beasts, religious symbols, and magical seals (made for the express purpose of identification). Heraldry can vary from the highly formalized rules and regulations of late

medieval Europe to the knowledge of different shield patterns and shapes used by African tribesmen.

The character automatically knows the different heraldic symbols of his homeland and whom they are associated with. In addition, if the character makes a successful proficiency check, he can correctly identify the signs and symbols of other lands, provided he has at least a passing knowledge of the inhabitants of that land. His heraldry skill is of little use upon first entering a foreign land.

**Herbalism:** Those with herbalist knowledge can identify plants and fungus and prepare nonmagical potions, poultices, powders, balms, salves, ointments, infusions, and plasters for medical and pseudo-medical purposes. They can also prepare natural plant poisons and purgatives. The DM must decide the exact strength of such poisons based on the poison rules in the DMG. A character with both herbalism and healing proficiencies gains bonuses when using his healing talent (see the Healing proficiency).

**Hunting:** When in wilderness settings, the character can attempt to stalk and bring down game. A proficiency check must be made with a -1 penalty to the ability score for every nonproficient hunter in the party. If the die roll is successful, the hunter (and those with him) have come within 101 to 200 yards (100+1d100) of an animal. The group can attempt to close the range, but a proficiency check must be made for each 20 yards closed. If the stalking is successful, the hunter automatically surprises the game. The type of animal stalked depends on the nature of the terrain and the whim of the DM.

**Juggling:** The character can juggle, a talent useful for entertainments, diversions, and certain rare emergencies. When juggling normally (to entertain or distract), no proficiency check is required. A check is made when trying spectacular tricks ("Watch me eat this apple in mid-air!"). However, juggling also enables the character to attempt desperate moves. On a successful attack roll vs. AC 0 (not a proficiency check), the character can catch small items thrown to harm him (as opposed to items thrown for him to catch). Thus, the character could catch a dagger or a dart before it hits. If this attack roll fails, however, the character automatically suffers damage (sticking your hand in the path of a dagger is likely to hurt).

**Jumping:** The character can attempt exceptional leaps both vertically and horizontally. If the character has at least a 20-foot running start, he can leap (broad jump) 2d6+his level in feet. No character can broad jump more than six times his height, however. With the same start, he can leap vertically (high jump) 1d3 plus half his level in feet. No character can high jump more than 1-_ times his own height.

From a standing start, a character with this proficiency can broad jump 1d6 plus half his level in feet and high jump only three feet.

The character can also attempt vaults using a pole. A vault requires at least a 30-foot running start. If a pole is used, it must be four to 10 feet longer than the character's height. The vault spans a distance equal to 1-_ times the length of the pole. The character can clear heights equal to the height of the pole. He can also choose to land on his feet if the vault carries him over an obstacle no higher than _ the height of his pole. Thus, using a 12-foot pole, the character could either vault through a window 12 feet off the ground (tumbling into the room beyond), land on his feet in an opening six feet off the ground, or vault across a moat 18 feet wide. In all cases, the pole is dropped at the end of the vault.

**Languages, Ancient:** The character has mastered a difficult and obscure tongue, now primarily found in the writings of pedantic sages and sorcerers. The main use of the

language is to read tomes of ancient secrets written by long-dead mystics. This proficiency enables the character to either read and write or speak the language (his choice).

**Languages, Modern:** The character has learned to speak a language of the known world. To do so, there must be a teacher available. This could be another player character, an NPC hireling, or simply a local townsman.

**Leatherworking:** This proficiency enables a character to tan and treat leather and to make clothing and other leather objects. The character can make leather armor, as well as backpacks, saddlebags, saddles, and all sorts of harnesses.

**Local History:** The character is a storehouse of facts about the history of a region the size of a large county or a small province. The character knows when the ruined tower on the hill was built and who built it (and what happened to him), what great heroes and villains fought and fell at the old battlefield, what great treasure is supposed to be kept in a local temple, how the mayor of the next town miraculously grew hair on his balding pate, and more.

The DM will provide information about local sites and events as the character needs to know them. Furthermore, the character can try to retell these events as entertaining stories. Once the subject is chosen, he can either make a proficiency check and, if successful, add that tale to his repertoire, or actually tell the story to other characters. If the character succeeds in entertaining them, the player need not make a proficiency roll for the character, since he has succeeded. The character can tell these stories to entertain others, granting him a +2 bonus to his Charisma for the encounter. But telling stories to hostile beings is probably not going to do any good.

**Mining:** A character with mining proficiency is needed to site and supervise the operations of any mine. First, the character can attempt to determine what types of ores or gems can be found in a given area. To do this, he must spend at least a week searching a four-square-mile area. The DM may rule that more area must be searched to find anything of value and may thus increase the amount of time required. At the end of the search, the character can say what is likely to be found in this area. After this, the character can site the mine. On a successful proficiency check (made secretly by the DM), the character has found a good site to begin mining for any minerals that may be in the area. The check does not guarantee a successful mine, only that a particular site is the best choice in a given area. The DM must determine what minerals, if any, are to be found in the region of the mine. On a failed check, the character only thinks he has found a good site. Much effort is spent before the character is proved wrong, of course.

Once the mine is in operation, a character with mining proficiency must remain on site to supervise all work. Although this is a steady job, most player characters will find it better to hire an NPC for this purpose.

**Mountaineering:** A character with this proficiency can make difficult and dangerous climbs up steep slopes and cliffs with the aid of spikes, ropes, etc. If a character with mountaineering proficiency leads a party, placing the pitons (spikes) and guiding the others, all in the party can gain the benefit of his knowledge. A mountaineer can guide a party up a cliff face it could not otherwise climb. A character with this proficiency gains a 10% bonus per proficiency slot spent to his chance to climb any surface. Note that mountaineering is not the same as the thief's climbing ability, since the latter does not require aids of any sort.

**Musical Instrument:** The character can play a specific musical instrument. An additional instrument can be added for every extra slot devoted to this proficiency. The character plays quite well, and no proficiency check is normally required. The DM may direct the character to make a proficiency check in what he feels are extraordinary circumstances.

**Navigation:** The character has learned the arts of navigating by the stars, studying currents, and watching for telltale signs of land, reefs, and hidden danger. This is not particularly useful on land. At sea, a successful proficiency check by the navigator reduces the chance of getting lost by 20 percent.

**Pottery:** A character with this proficiency can create any type of clay vessel or container commonly used in the campaign world. The character requires a wheel and a kiln, as well as a supply of clay and glaze. The character can generally create two small- or medium-sized items or one large-sized item per day. The pieces of pottery must then be fired in the kiln for an additional day.

The raw materials involved cost 3 cp to make a small item, 5 cp to make a medium-sized item, and 1 sp to make a large item.

**Reading Lips:** The character can understand the speech of those he can see but not hear. When this proficiency is chosen, the player must specify what language the character can lip read (it must be a language the character can already speak). To use the proficiency, the character must be within 30 feet of the speaker and be able to see him speak. A proficiency check is made. If the check fails, nothing is learned. If the check is successful, 70% of the conversation is understood. Since certain sounds are impossible to differentiate, the understanding of a lip-read conversation is never better than this.

**Reading/Writing:** The character can read and write a modern language he can speak, provided there is someone available to teach the character (another PC, a hireling, or an NPC). This proficiency does not enable the character to learn ancient languages (see Languages, Ancient).

**Religion:** Characters with religion proficiency know the common beliefs and cults of their homeland and the major faiths of neighboring regions. Ordinary information (type of religious symbol used, basic attitude of the faith, etc.) of any religion is automatically known by the character. Special information, such as how the clergy is organized or the significance of particular holy days, requires a proficiency check.

Additional proficiencies spent on religion enable the character either to expand his general knowledge into more distant regions (using the guidelines above) or to gain precise information about a single faith. If the latter is chosen, the character is no longer required to make a proficiency check when answering questions about that religion. Such expert knowledge is highly useful to priest characters when dealing with their own and rival faiths.

**Riding, Airborne:** The character is trained in handling a flying mount. The particular creature must be chosen when the proficiency is chosen. Additional proficiency slots can be used to learn how to handle other types of mounts. Unlike land-based riding, a character must have this proficiency (or ride with someone who does) to handle a flying mount. In addition, a proficient character can do the following:

• Leap onto the saddle of the creature (when it is standing on the ground) and spur it airborne as a single action. This requires no proficiency check.

• Leap from the back of the mount and drop 10 feet to the ground or onto the back of

another mount (land-based or flying). Those with only light encumbrance can drop to the ground without a proficiency check. In all other situations, a proficiency check is required. A failed roll means the character takes normal falling damage (for falling flat on his face) or misses his target (perhaps taking large amounts of damage as a result). A character who is dropping to the ground can attempt an immediate melee attack, if his proficiency check is made with a -4 penalty to the ability roll. Failure has the consequences given above.

• Spur his mount to greater speeds on a successful check, adding 1d4 to the movement rate of the mount. This speed can be maintained for four consecutive rounds. If the check fails, an attempt can be made again the next round. If two checks fail, no attempt can be made for a full turn. After the rounds of increased speed, its movement drops to 2/3 its normal rate and its Maneuverability Class (see Glossary) becomes one class worse. These conditions last until the mount lands and is allowed to rest for at least one hour.

• The rider can guide the mount with his knees and feet, keeping his hands free. A proficiency check is made only after the character suffers damage. If the check is failed, the character is knocked from the saddle. A second check is allowed to see if the character manages to catch himself (thus hanging from the side by one hand or in some equally perilous position). If this fails, the rider falls. Of course a rider can strap himself into the saddle, although this could be a disadvantage if his mount is slain and plummets toward the ground.

**Riding, Land-Based:** Those skilled in land riding are proficient in the art of riding and handling horses or other types of ground mounts. When the proficiency slot is filled, the character must declare which type of mount he is proficient in. Possibilities include griffons, unicorns, dire wolves, and virtually any creatures used as mounts by humans, demihumans, or humanoids.

A character with riding proficiency can perform all of the following feats. Some of them are automatic, while others require a proficiency check for success.

• The character can vault onto a saddle whenever the horse or other mount is standing still, even when the character is wearing armor. This does not require a proficiency check. The character must make a check, however, if he wishes to get the mount moving during the same round in which he lands in its saddle. He must also make a proficiency check if he attempts to vault onto the saddle of a moving mount. Failure indicates that the character falls to the ground--presumably quite embarrassed.

• The character can urge the mount to jump tall obstacles or leap across gaps. No check is required if the obstacle is less than three feet tall or the gap is less than 12 feet wide. If the character wants to roll a proficiency check, the mount can be urged to leap obstacles up to seven feet high, or jump across gaps up to 30 feet wide. Success means that the mount has made the jump. Failure indicates that it balks, and the character must make another proficiency check to see whether he retains his seat or falls to the ground.

• The character can spur his steed on to great speeds, adding 6 feet per round to the animal's movement rate for up to four turns. This requires a proficiency check each turn to see if the mount can be pushed this hard. If the initial check fails, no further attempts may be made, but the mount can move normally. If the second or subsequent check fails, the mount immediately slows to a walk, and the character must dismount and lead the animal for a turn. In any event, after four turns of racing, the steed must be walked by its dismounted rider for one turn.

• The character can guide his mount with his knees, enabling him to use weapons that require two hands (such as bows and two-handed swords) while mounted. This feat does not require a proficiency check unless the character takes damage while so riding. In this case, a check is required and failure means that the character falls to the ground and sustains an additional 1d6 points of damage.

• The character can drop down and hang alongside the steed, using it as a shield against attack. The character cannot make an attack or wear armor while performing this feat. The character's Armor Class is lowered by 6 while this maneuver is performed. Any attacks that would have struck the character's normal Armor Class are considered to have struck the mount instead. No proficiency check is required.

• The character can leap from the back of his steed to the ground and make a melee attack against any character or creature within 10 feet. The player must roll a successful proficiency check with a -4 penalty to succeed. On a failed roll, the character fails to land on his feet, falls clumsily to the ground, and suffers 1d3 points of damage.

**Rope Use:** This proficiency enables a character to accomplish amazing feats with rope. A character with rope use proficiency is familiar with all sorts of knots and can tie knots that slip, hold tightly, slide slowly, or loosen with a quick tug. If the character's hands are bound and held with a knot, he can roll a proficiency check (with a -6 penalty) to escape the bonds.

This character gains a +2 bonus to all attacks made with a lasso. The character also receives a +10% bonus to all climbing checks made while he is using a rope, including attempts to belay (secure the end of a climbing rope) companions.

**Running:** The character can move at twice his normal movement rate for a day. At the end of the day he must sleep for eight hours. After the first day's movement, the character must roll a proficiency check for success. If the die roll succeeds, the character can continue his running movement the next day. If the die roll fails, the character cannot use his running ability the next day. If involved in a battle during a day he spent running, he suffers a -1 penalty to his attack rolls.

**Seamanship:** The character is familiar with boats and ships. He is qualified to work as a crewman, although he cannot actually navigate. Crews of trained seamen are necessary to manage any ship, and they improve the movement rates of inland boats by 50 percent.

**Seamstress/Tailor:** The character can sew and design clothing. He can also do all kinds of embroidery and ornamental work. Although no proficiency check is required, the character must have at least needle and thread to work.

**Set Snares:** The character can make simple snares and traps, primarily to catch small game. These can include rope snares and spring traps. A proficiency check must be rolled when the snare is first constructed and every time the snare is set. A failed proficiency check means the trap does not work for some reason. It may be that the workmanship was bad, the character left too much scent in the area, or he poorly concealed the finished work. The exact nature of the problem does not need to be known. The character can also attempt to set traps and snares for larger creatures: tiger pits and net snares, for example. A proficiency check must be rolled, this time with a -4 penalty to the ability score. In both cases, setting a successful snare does not ensure that it catches anything, only that the snare works if triggered. The DM must decide if the trap is triggered.

Thief characters (and only thieves) with this proficiency can also attempt to rig man-traps. These can involve such things as crossbows, deadfalls, spiked springboards, etc.

The procedure is the same as that for setting a large snare. The DM must determine the amount of damage caused by a man-trap.

Setting a small snare or trap takes one hour of work. Setting a larger trap requires two to three people (only one need have the proficiency) and 2d4 hours of work. Setting a man-trap requires one or more people (depending on its nature) and 1d8 hours of work. To prepare any trap, the character must have appropriate materials on hand.

Characters with animal lore proficiency gain a +2 bonus to their ability score when attempting to set a snare for the purposes of catching game. Their knowledge of animals and the woods serves them well for this purpose. They gain no benefit when attempting to trap monsters or intelligent beings.

**Singing:** The character is an accomplished singer and can use this ability to entertain others and perhaps earn a small living (note that bards can do this automatically). No proficiency check is required to sing. The character can also create choral works on a successful proficiency check.

**Spellcraft:** Although this proficiency does not grant the character any spellcasting powers, it does give him familiarity with the different forms and rites of spellcasting. If he observes and overhears someone who is casting a spell, or if he examines the material components used, he can attempt to identify the spell being cast. A proficiency check must be rolled to make a correct identification. Wizard specialists gain a +3 bonus to the check when attempting to identify magic of their own school. Note that since the spellcaster must be observed until the very instant of casting, the spellcraft proficiency does not grant an advantage against combat spells. The proficiency is quite useful, however, for identifying spells that would otherwise have no visible effect.

Those talented in this proficiency also have a chance (equal to _ of their normal proficiency check) of recognizing magical or magically endowed constructs for what they are.

**Stonemasonry:** A stonemason is able to build structures from stone so that they last many years. He can do simple stone carvings, such as lettering, columns, and flourishes. The stone can be mortared, carefully fitted without mortar, or loosely fitted and chinked with rocks and earth. A stonemason equipped with his tools (hammers, chisels, wedges, block and tackle) can build a plain section of wall one foot thick, ten feet long, and five feet high in one day, provided the stone has already been cut. A stonemason can also supervise the work of unskilled laborers to quarry stone; one stonemason is needed for every five laborers. Dwarves are among the most accomplished stonemasons in the world; they receive a +2 bonus when using this skill.

**Survival:** This proficiency must be applied to a specific environment--i.e., a specific type of terrain and weather factors. Typical environments include arctic, woodland, desert, steppe, mountain, or tropical. The character has basic survival knowledge for that terrain type. Additional proficiency slots can be used to add more types of terrain.

A character skilled in survival has a basic knowledge of the hazards he might face in that land. He understands the effects of the weather and knows the proper steps to lessen the risk of exposure. He knows the methods to locate or gather drinkable water. He knows how to find basic, not necessarily appetizing, food where none is apparent, thus staving off starvation. Furthermore, a character with survival skill can instruct and aid others in the same situation. When using the proficiency to find food or water, the character must roll a proficiency check. If the check is failed, no more attempts can be

made that day.

The survival skill in no way releases the player characters from the hardships and horrors of being lost in the wilderness. At best it alleviates a small portion of the suffering. The food found is barely adequate, and water is discovered in minuscule amounts. It is still quite possible for a character with survival knowledge to die in the wilderness. Indeed, the little knowledge the character has may lead to overconfidence and doom!

**Swimming:** A character with swimming proficiency knows how to swim and can move according to the rules given in the Swimming section (Chapter 14: Time and Movement). Those without this proficiency cannot swim. They can hold their breath and float, but they cannot move themselves about in the water.

**Tightrope Walking:** The character can attempt to walk narrow ropes or beams with greater than normal chances of success. He can negotiate any narrow surface not angled up or down greater than 45 degrees. Each round the character can walk 60 feet. One proficiency check is made every 60 feet (or part thereof), with failure indicating a fall. The check is made with a -10 penalty to the ability score if the surface is one inch or less in width (a rope), a -5 penalty if two inches to six inches wide, and unmodified if seven inches to 12 inches wide. Wider than one foot requires no check for proficient characters under normal circumstances. Every additional proficiency spent on tightrope walking reduces these penalties by 1. Use of a balancing rod reduces the penalties by 2. Winds or vibrations in the line increases the penalties by 2 to 6.

The character can attempt to fight while on a tightrope, but he suffers a -5 penalty to his attack roll and must roll a successful proficiency check at the beginning of each round to avoid falling off. Since the character cannot maneuver, he gains no adjustments to his Armor Class for Dexterity. If he is struck while on the rope, he must roll an immediate proficiency check to retain his balance.

**Tracking:** Characters with tracking proficiency are able to follow the trail of creatures and characters across most types of terrain. Characters who are not rangers roll a proficiency check with a -6 penalty to their ability scores; rangers have no penalty to their ability scores. In addition, other modifiers are also applied to the attempt, according to Table 39.

**Table 39:**

## Tracking Modifiers

| Terrain | Modifier |
|---|---|
| Soft or muddy ground | +4 |
| Thick brush, vines, or reeds | +3 |
| Occasional signs of passage, dust | +2 |
| Normal ground, wood floor | 0 |
| Rocky ground or shallow water | -10 |
| Every two creatures in the group | +1 |
| Every 12 hours since trail was made | -1 |
| Every hour of rain, snow, or sleet | -5 |
| Poor lighting (moon or starlight) | -6 |
| Tracked party attempts to hide trail | -5 |

The modifiers in Table 39 are cumulative--total the modifiers for all conditions that apply and combine that with the tracker's Wisdom score to get the modified chance to track.

For example, if Thule's Wisdom score is 16 and he is trying to track through mud (+4), at night (-6), during a sleet storm (-5), his chance to track is 9 (16+4-6-5). (Thule is a ranger so he does not suffer the -6 penalty for non-rangers tracking.)

For tracking to succeed, the creature tracked must leave some type of trail. Thus, it is virtually impossible to track flying or noncorporeal creatures. The DM may allow this in rare instances, but he should also assign substantial penalties to the attempt.

To track a creature, the character must first find the trail. Indoors, the tracker must have seen the creature in the last 30 minutes and must begin tracking from the place last seen. Outdoors, the tracker must either have seen the creature, have eyewitness reports of its recent movement ("Yup, we saw them orcs just high-tail it up that trail there not but yesterday."), or must have obvious evidence that the creature is in the area (such as a well-used game trail). If these conditions are met, a proficiency check is rolled. Success means a trail has been found. Failure means no trail has been found. Another attempt cannot be made until the above conditions are met again under different circumstances.

Once the trail is found, additional proficiency checks are rolled for the following situations:

• The chance to track decreases (terrain, rain, creatures leaving the group, darkness, etc.).

• A second track crosses the first.

• The party resumes tracking after a halt (to rest, eat, fight, etc.).

Once the tracker fails a proficiency check, another check can be rolled after spending at least one hour searching the area for new signs. If this check is failed, no further attempts can be made. If several trackers are following a trail, a +1 bonus is added to the ability score of the most adept tracker. Once he loses the trail, it is lost to all.

If the modifiers lower the chance to track below 0 (for example, the modifiers are -11 and the character's Wisdom is 10), the trail is totally lost to that character and further tracking is impossible (even if the chance later improves). Other characters may be able to continue tracking, but that character cannot.

A tracking character can also attempt to identify the type of creatures being followed and the approximate number by rolling a proficiency check. All the normal tracking modifiers apply. One identifying check can be rolled each time a check is rolled to follow the trail. A successful check identifies the creatures (provided the character has some knowledge of that type of creature) and gives a rough estimate of their numbers. Just how accurate this estimate is depends on the DM.

When following a trail, the character (and those with him) must slow down, the speed depending on the character's modified chance to track as found from Table 39.

**Table 40:**

## Movement While Tracking

| Chance to Track | Movement Rate |
|---|---|
| 1-6 | _ normal |

| | |
|---|---|
| 7-14 | _ normal |
| 14 or greater | 3/4 normal |

In the earlier example, Thule has a modified tracking chance of 9, so he moves at _ his normal movement rate.

**Tumbling:** The character is practiced in all manner of acrobatics--dives, rolls, somersaults, handstands, flips, etc. Tumbling can only be performed while burdened with light encumbrance or less. Aside from entertaining, the character with tumbling proficiency can improve his Armor Class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and foregoes all attacks that round. When in unarmed combat he can improve his attack roll by 2.

On a successful proficiency check, he suffers only one-half the normal damage from falls of 60 feet or less and none from falls of 10 feet or less. Falls from greater heights result in normal damage.

**Ventriloquism:** The character has learned the secrets of "throwing his voice." Although not actually making sound come from somewhere else (like the spell), the character can deceive others into believing this to be so. When using ventriloquism, the supposed source of the sound must be relatively close to the character. The nature of the speaking object and the intelligence of those watching can modify the character's chance of success. If the character makes an obviously inanimate object talk (a book, mug, etc.), a -5 penalty is applied to his ability score. If a believable source (a PC or NPC) is made to appear to speak, a +2 bonus is added to his ability score. The observer's intelligence modifies this as follows:

| **Intelligence** | **Modifier** |
|---|---|
| less than 3 | +6 |
| 3-5 | +4 |
| 6-8 | +2 |
| 9-14 | 0 |
| 15-16 | -1 |
| 17-18 | -2 |
| 19+ | -4 |

A successful proficiency check means the character has successfully deceived his audience. One check must be made for every sentence or response. The character is limited to sounds he could normally make (thus, the roar of a lion is somewhat beyond him).

Since ventriloquism relies on deception, people's knowledge of speech, and assumptions about what should and shouldn't talk, it is effective only on intelligent creatures. Thus, it has no effect on animals and the like. Furthermore, the audience must be watching the character since part of the deception is visual ("Hey, his lips don't move!"). Using ventriloquism to get someone to look behind him does not work, since the voice is not actually behind him (this requires the *ventriloquism* spell). All but those with the gullibility of children realize what is truly happening. They may be amused--or they may not be.

**Weaponsmithing:** This highly specialized proficiency enables a character to perform

the difficult and highly exacting work involved in making metal weapons, particularly those with blades. The character blends some of the skill of the blacksmith with an ability to create blades of strength and sharpness. A fully equipped smithy is necessary to use this proficiency.

The time and cost to make various types of weapons are listed on Table 41.

**Table 41:**

## Weapon Construction

| Weapon | Construction Time | Material Cost |
|---|---|---|
| Arrowhead | 10/day | 1 cp |
| Battle Axe | 10 days | 10 sp |
| Hand Axe | 5 days | 5 sp |
| Dagger | 5 days | 2 sp |
| H. Crossbow | 20 days | 10 sp |
| L. Crossbow | 15 days | 5 sp |
| Fork, Trident | 20 days | 10 sp |
| Spear, Lance | 4 days | 4 sp |
| Short Sword | 20 days | 5 sp |
| Long Sword | 30 days | 10 sp |
| 2-hd Sword | 45 days | 2 gp |

**Weather Sense:** This proficiency enables the character to make intelligent guesses about upcoming weather conditions. A successful proficiency check means the character has correctly guessed the general weather conditions in the next six hours. A failed check means the character read the signs wrong and forecast the weather incorrectly. The DM should roll the check secretly. A proficiency check can be made once every six hours. However, for every six hours of observation, the character gains a +1 bonus to his ability score (as he watches the weather change, the character gets a better sense of what is coming). This modifier is cumulative, although sleep or other activity that occupies the attention of the character for a long period negates any accumulated bonus.

Sometimes impending weather conditions are so obvious that no proficiency check is required. It is difficult not to notice the tornado funnel tearing across the plain or the mass of dark clouds on the horizon obviously headed the character's way. In these cases, the player should be able to deduce what is about to happen to his character anyway.

**Weaving:** A character with weaving proficiency is able to create garments, tapestries, and draperies from wool or cotton. The character requires a spinning apparatus and a loom. A weaver can create two square yards of material per day.

# Chapter 6:

# Money and Equipment

Although your character has some impressive abilities and skills, he really isn't going to be effective without the equipment necessary for adventuring. To get this equipment, he needs money. Not only does he need money to outfit himself, but your character also has to cover his living expenses.

Although there are many different types of coins and currencies in the world, all prices and treasures in the AD&D rules are given in standard coinage. Your DM may have specific names for different coins and may have different rates of exchange, but this is material particular to his campaign. He will tell you if there are differences from the coins listed here. The standard rate of exchange for each coin is given in Table 42.

The basic coins are the copper piece (cp) and the silver piece (sp). These form the backbone of the monetary system and are the coins most frequently found in the hands of the common folk. Above these two coins is the much rarer gold piece (gp). This coin is seldom found in common use and mainly exists on paper as the standard money of account. This means it is used to measure the value of property and goods. Land values, ship cargoes, gemstones, and penalty bonds (royal court fines) are normally calculated in gold pieces, although payment of such vast sums normally takes other forms.

In addition to these coins, there are other unusual metals used in exchange. Most of these come from failed currencies. As such, they are viewed with skepticism by many honest folk. Principal among these coins are the electrum (ep) and platinum pieces (pp). These coins are rarely circulated, and most are hidden away in ancient treasure hoards.

However, remember that not all wealth is measured by coins. Wealth can take many forms--land, livestock, the right to collect taxes or customs, and jewelry are all measures of wealth. Coins have no guaranteed value. A gold piece can buy a lot in a small village but won't go very far in a large city. This makes other forms of wealth, land for instance, all the more valuable. Indeed, many a piece of jewelry is actually a way of carrying one's wealth. Silver armbands can be traded for goods, a golden brooch can buy a cow, etc. In your adventures, wealth and riches may take many different forms.

Furthermore, in your DM's campaign, there may be special situations or considerations to bear in mind. The Kingdom of Gonfli may be at war with the neighboring Principality of Boosk. Patriotic Gonflians might refuse Boosk coins (probably because they think the coins are worthless). Practical Booskites might accept the Gonfli florin at half normal value (so they can melt them down and mint new Boosk drachmas). Of course, both groups would send your character to the local money changer (if there is one), who would cheerfully convert your foreign coins to the local tender. He will, of course, charge a small commission (10-30%) for this service.

**Table 42:**

## Standard Exchange Rates

| | Exchange Value | | | | |
|---|---|---|---|---|---|
| **Coin** | **CP** | **SP** | **EP** | **GP** | **PP** |
| Copper Piece (CP) = | 1 | 1/10 | 1/50 | 1/100 | 1/500 |
| Silver Piece (SP) = | 10 | 1 | 1/5 | 1/10 | 1/50 |

| | | | | | |
|---|---|---|---|---|---|
| Electrum Piece (EP) = | 50 | 5 | 1 | _ | 1/10 |
| Gold Piece (GP) = | 100 | 10 | 2 | 1 | 1/5 |
| Platinum Piece (PP) = | 500 | 50 | 10 | 5 | 1 |

Situations such as these can affect the value of any coin. If your characters start flashing about a lot of gold, pumping it into the local economy, merchants will quickly raise prices. As another example, the local lord may commandeer most of the region's horses for his knights, making those left all that much more expensive.

## Starting Money

All player characters begin with some amount of cash. This nest egg may be your character's life savings. It may be a gift from his parents to start him out in the world. It may be his booty from an army campaign. Perhaps he stumbled across a small treasure chest, whetting his appetite for greater and more dangerous prizes. How he came by his money is not important (although it may be fun to know). You are free to create any explanation you want.

To learn your character's starting funds, roll the dice indicated for his group in Table 43. This is the number of gold pieces your character has to obtain equipment. If you are creating a character starting out at a level above 1st level, check with the DM to see if you can increase your character's funds beyond the amounts given here.

Multi-class characters use the most advantageous die range of their classes.

**Table 43:**

## Initial Character Funds

| Character Group | Die Range |
|---|---|
| Warrior | 5d4 x 10 gp |
| Wizard | (1d4+1) x 10 gp |
| Rogue | 2d6 x 10 gp |
| Priest * | 3d6 x 10 gp |

*Priest characters can use their money only to purchase equipment and goods. Once all purchases are made, the priest character must return all but two or three of his remaining gold pieces to his superiors (since his equipment is supplied by his organization). Priests cannot lend any of their initial funds to other characters.

## Equipment Lists

The following lists include much of the equipment your character needs for adventuring. The most basic of these are weapons, armor, clothing, and outfitting gear. The other lists provide goods and services your character may need during the course of his many adventures. While most items are always available, your DM may add to or delete from these lists. What you want may not be available or, if your DM has set his game in a specific time period, may not have been discovered or invented yet! While he should tell you which items are and aren't available, you should ask if you have any doubts,

particularly on large purchases.

Many of the uncommon items in these lists are explained in the following pages.

The price given for each item in the lists is its average price, the amount you can expect the item to cost in a normal economy. However, large cities, barren wildernesses, and places with brave adventurers carrying bags full of gold are not normal economies. In these places you may find yourself paying more (very rarely less) than the amount listed. You can also haggle with merchants over prices, although to speed up the game it's recommended that you save this for your important purchases. If you wind up haggling over the cost of every tankard of ale, your character is going to spend more time being a pennypincher than an adventurer!

**Table 44:**

# Equipment

| **Clothing** | |
|---|---|
| Belt | 3 sp |
| Boots | -- |
| Riding | 3 gp |
| Soft | 1 gp |
| Breeches | 2 gp |
| Cap, hat | 1 sp |
| Cloak | -- |
| Good cloth | 8 sp |
| Fine fur | 50 gp |
| Girdle | 3 gp |
| Gloves | 1 gp |
| Gown, common | 12 sp |
| Hose | 2 gp |
| Knife sheath | 3 cp |
| Mittens | 3 sp |
| Pin | 6 gp |
| Plain brooch | 10 gp |
| Robe | -- |
| Common | 9 sp |
| Embroidered | 20 gp |
| Sandals | 5 cp |
| Sash | 2 sp |
| Shoes | 1 gp |
| Silk jacket | 80 gp |
| Surcoat | 6 sp |
| Sword scabbard, hanger, baldric | 4 gp |
| Tabard | 6 sp |
| Toga, coarse | 8 cp |
| Tunic | 8 sp |
| Vest | 6 sp |

**Daily Food and Lodging**

| | |
|---|---|
| Ale (per gallon) | 2 sp |
| Banquet (per person) | 10 gp |
| Bread | 5 cp |
| Cheese | 4 sp |
| City rooms (per month) | -- |
| Common | 20 gp |
| Poor | 6 sp |
| Common wine (pitcher) | 2 sp |
| Egg or fresh vegetables | 1 cp |
| Grain and stabling for horse (daily) | 5 sp |
| Honey | 5 sp |
| Inn lodging (per day/week) | -- |
| Common | 5 sp/3 gp |
| Poor | 5 cp/2 sp |
| Meat for one meal | 1 sp |
| Meals (per day) | -- |
| Good | 5 sp |
| Common | 3 sp |
| Poor | 1 sp |
| Separate latrine for rooms (per month) | 2 gp |
| Small beer (per gallon) | 5 cp |
| Soup | 5 cp |

**Household Provisioning**

| | |
|---|---|
| Barrel of pickled fish | 3 gp |
| Butter (per lb.) | 2 sp |
| Coarse sugar (per lb.) | 1 gp |
| Dry rations (per week) | 10 gp |
| Eggs (per 100) | 8 sp |
| (per two dozen) | 2 sp |
| Figs (per lb.) | 3 sp |
| Firewood (per day) | 1 cp |
| Herbs (per lb.) | 5 cp |
| Nuts (per lb.) | 1 gp |
| Raisins (per lb.) | 2 sp |
| Rice (per lb.) | 2 sp |
| Salt (per lb.) | 1 sp |
| Salted herring (per 100) | 1 gp |
| Spice (per lb.) | -- |
| Exotic (for example, saffron, clove) | 15 gp |
| Rare (for example, pepper, ginger) | 2 gp |
| Uncommon (cinnamon) | 1 gp |
| Tun of cider (250 gal.) | 8 gp |

| | |
|---|---|
| Tun of good wine (250 gal.) | 20 gp |

**Services**

| | |
|---|---|
| Bath | 3 cp |
| Clerk (per letter) | 2 sp |
| Doctor, leech, or bleeding | 3 gp |
| Guide, in city (per day) | 2 sp |
| Lantern or torchbearer (per night) | 1 sp |
| Laundry (by load) | 1 cp |
| Messenger, in city (per message) | 1 sp |
| Minstrel (per performance) | 3 gp |
| Mourner (per funeral) | 2 sp |
| Teamster w/wagon | 1 sp/mile |

**Transport ***

| | |
|---|---|
| Barge | 500 gp |
| Canoe | -- |
| Small | 30 gp |
| War | 50 gp |
| Caravel | 10,000 gp |
| Carriage | -- |
| Common | 150 gp |
| Coach, ornamented | 7,000 gp |
| Chariot | -- |
| Riding | 200 gp |
| War | 500 gp |
| Coaster | 5,000 gp |
| Cog | 10,000 gp |
| Curragh | 500 gp |
| Drakkar | 25,000 gp |
| Dromond | 15,000 gp |
| Galleon | 50,000 gp |
| Great galley | 30,000 gp |
| Knarr | 3,000 gp |
| Longship | 10,000 gp |
| Oar | -- |
| Common | 2 gp |
| Galley | 10 gp |
| Raft or small keelboat | 100 gp |
| Sail | 20 gp |
| Sedan chair | 100 gp |
| Wagon or cart wheel | 5 gp |

* Movement rates for this equipment are given in the DMG.

**Animals**

| | |
|---|---|
| Boar | 10 gp |
| Bull | 20 gp |
| Calf | 5 gp |
| Camel | 50 gp |
| Capon | 3 cp |
| Cat | 1 sp |
| Chicken | 2 cp |
| Cow | 10 gp |
| Dog | -- |
| Guard | 25 gp |
| Hunting | 17 gp |
| War | 20 gp |
| Donkey, mule, or ass | 8 gp |
| Elephant | -- |
| Labor | 200 gp |
| War | 500 gp |
| Falcon (trained) | 1,000 gp |
| Goat | 1 gp |
| Goose | 5 cp |
| Guinea hen | 2 cp |
| Horse | -- |
| Draft | 200 gp |
| Heavy war | 400 gp |
| Light war | 150 gp |
| Medium war | 225 gp |
| Riding | 75 gp |
| Hunting cat (jaguar, etc.) | 5,000 gp |
| Ox | 15 gp |
| Partridge | 5 cp |
| Peacock | 5 sp |
| Pig | 3 gp |
| Pigeon | 1 cp |
| Pigeon, homing | 100 gp |
| Pony | 30 gp |
| Ram | 4 gp |
| Sheep | 2 gp |
| Songbird | 10 sp |
| Swan | 5 sp |

**Tack and Harness**

| | | |
|---|---|---|
| Barding | -- | -- |
| Chain | 500 gp | 70 lbs. |
| Full plate | 2,000 gp | 85 lbs. |

| | | |
|---|---|---|
| Full scale | 1,000 gp | 75 lbs. |
| Half brigandine | 500 gp | 45 lbs. |
| Half padded | 100 gp | 25 lbs. |
| Half scale | 500 gp | 50 lbs. |
| Leather or padded | 150 gp | 60 lbs. |
| Bit and bridle | 15 sp | 3 lbs. |
| Cart harness | 2 gp | 10 lbs. |
| Halter | 5 cp | * |
| Horseshoes & shoeing | 1 gp | 10 lbs. |
| Saddle | -- | -- |
| Pack | 5 gp | 15 lbs. |
| Riding | 10 gp | 35 lbs. |
| Saddle bags | -- | -- |
| Large | 4 gp | 8 lbs. |
| Small | 3 gp | 5 lbs. |
| Saddle blanket | 3 sp | 4 lbs. |
| Yoke | -- | -- |
| Horse | 5 gp | 15 lbs. |
| Ox | 3 gp | 20 lbs. |

* These items weigh little individually. Ten of these items weigh one pound.

**Miscellaneous Equipment**

| | | |
|---|---|---|
| Backpack | 2 gp | 2 lbs. |
| Barrel, small | 2 gp | 30 lbs. |
| Basket | -- | -- |
| Large | 3 sp | 1 lbs. |
| Small | 5 cp | * |
| Bell | 1 gp | -- |
| Belt pouch | -- | -- |
| Large | 1 gp | 1 lbs. |
| Small | 7 sp | _ lbs. |
| Block and tackle | 5 gp | 5 lbs. |
| Bolt case | 1 gp | 1 lbs. |
| Bucket | 5 sp | 3 lbs. |
| Chain (per ft.) | -- | -- |
| Heavy | 4 gp | 3 lbs. |
| Light | 3 gp | 1 lbs. |
| Chest | -- | -- |
| Large | 2 gp | 25 lbs. |
| Small | 1 gp | 10 lbs. |
| Cloth (per 10 sq. yds.) | -- | -- |
| Common | 7 gp | 10 lbs. |
| Fine | 50 gp | 10 lbs. |
| Rich | 100 gp | 10 lbs. |

| | | |
|---|---|---|
| Candle | 1 cp | * |
| Canvas (per sq. yard) | 4 sp | 1 lbs. |
| Chalk | 1 cp | * |
| Crampons | 4 gp | 2 lbs. |
| Fishhook | 1 sp | ** |
| Fishing net, 10 ft. sq. | 4 gp | 5 lbs. |
| Flint and steel | 5 sp | * |
| Glass bottle | 10 gp | * |
| Grappling hook | 8 sp | 4 lbs. |
| Holy item (symbol, water, etc.) | 25 gp | * |
| Hourglass | 25 gp | 1 lbs. |
| Iron pot | 5 sp | 2 lbs. |
| Ladder, 10 ft. | 5 cp | 20 lbs. |
| Lantern | -- | -- |
| Beacon | 150 gp | 50 lbs. |
| Bullseye | 12 gp | 3 lbs. |
| Hooded | 7 gp | 2 lbs. |
| Lock | -- | -- |
| Good | 100 gp | 1 lbs. |
| Poor | 20 gp | 1 lbs. |
| Magnifying glass | 100 gp | * |
| Map or scroll case | 8 sp | _ lbs. |
| Merchant's scale | 2 gp | 1 lbs. |
| Mirror, small metal | 10 gp | * |
| Musical instrument | 5-100 gp | _-3 lbs. |
| Oil (per flask) | -- | -- |
| Greek fire | 10 gp | 2 lbs. |
| Lamp | 6 cp | 1 lbs. |
| Paper (per sheet) | 2 gp | ** |
| Papyrus (per sheet) | 8 sp | ** |
| Parchment (per sheet) | 1 gp | ** |
| Perfume (per vial) | 5 gp | * |
| Piton | 3 cp | _ lbs. |
| Quiver | 8 sp | 1 lbs. |
| Rope (per 50 ft.) | -- | -- |
| Hemp | 1 gp | 20 lbs. |
| Silk | 10 gp | 8 lbs. |
| Sack | -- | -- |
| Large | 2 sp | _ lbs. |
| Small | 5 cp | * |
| Sealing/candle wax (per lb.) | 1 gp | 1 lbs. |
| Sewing needle | 5 sp* | * |
| Signal whistle | 8 sp | * |
| Signet ring or personal seal | 5 gp | * |
| Soap (per lb.) | 5 sp | 1 lbs. |
| Spyglass | 1,000 gp | 1 lbs. |

| | | |
|---|---|---|
| Tent | -- | -- |
| Large | 25 gp | 20 lbs. |
| Pavilion | 100 gp | 50 lbs. |
| Small | 5 gp | 10 lbs. |
| Thieves' picks | 30 gp | 1 lbs. |
| Torch | 1 cp | 1 lbs. |
| Water clock | 1,000 gp | 200 lbs. |
| Whetstone | 2 cp | 1 lbs. |
| Wineskin | 8 sp | 1 lbs. |
| Winter blanket | 5 sp | 3 lbs. |
| Writing ink (per vial) | 8 gp | * |

* These items weigh little individually. Ten of these items weigh one pound.
** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

**Armor ***

| | | |
|---|---|---|
| Banded mail | 200 gp | 35 lbs. |
| Brigandine | 120 gp | 35 lbs. |
| Bronze plate mail | 400 gp | 45 lbs. |
| Chain mail | 75 gp | 40 lbs. |
| Field plate | 2000 gp | 60 lbs. |
| Full plate | 4,000-10,000 gp | 70 lbs. |
| Helmet | -- | -- |
| Great helm | 30 gp | 10 lbs. |
| Basinet | 8 gp | 5 lbs. |
| Hide | 15 gp | 30 lbs. |
| Leather | 5 gp | 15 lbs. |
| Padded | 4 gp | 10 lbs. |
| Plate mail | 600 gp | 50 lbs. |
| Ring mail | 100 gp | 30 lbs. |
| Scale mail | 120 gp | 40 lbs. |
| Shield | -- | -- |
| Body | 10 gp | 15 lbs. |
| Buckler | 1 gp | 3 lbs. |
| Medium | 7 gp | 10 lbs. |
| Small | 3 gp | 5 lbs. |
| Splint mail | 80 gp | 40 lbs. |
| Studded leather | 20 gp | 25 lbs. |

* See table 46 for the Armor Class ratings of various armor types.

**Weapons**

| | | Weight | | Speed | Damage | | | |
|---|---|---|---|---|---|---|---|---|
| **Item** | **Cost** | **(lb.)** | **Size** | **Type[6]** | **Factor** | **S-M** | | **L** |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Arquebus [3] | 500 gp | 10 | M | P | 15 | 1d10 | 1d10 |
| Battle axe | 5 gp | 7 | M | S | 7 | 1d8 | 1d8 |
| Blowgun | 5 gp | 2 | L | -- | 5 | -- | -- |
| Barbed Dart | 1 sp | * | S | P | -- | 1d3 | 1d2 |
| Needle | 2 cp | * | S | P | -- | 1 | 1 |
| Bow | -- | -- | -- | -- | -- | -- | -- |
| Composite long bow | 100 gp | 3 | L | -- | 7 | -- | -- |
| Composite short bow | 75 gp | 2 | M | -- | 6 | -- | -- |
| Flight arrow | 3sp/12 | * | S | P | -- | 1d6 | 1d6 |
| Long bow | 75 gp | 3 | L | -- | 8 | -- | -- |
| Sheaf arrow | 3 sp/6 | * | S | P | -- | 1d8 | 1d8 |
| Short bow | 30 gp | 2 | M | -- | 7 | -- | -- |
| Club | -- | 3 | M | B | 4 | 1d6 | 1d3 |
| Crossbow | -- | -- | -- | -- | -- | -- | -- |
| Hand quarrel | 1 gp | * | S | P | -- | 1d3 | 1d2 |
| Hand crossbow | 300 gp | 3 | S | -- | 5 | -- | -- |
| Heavy quarrel | 2 sp | * | S | P | -- | 1d4+1 | 1d6+1 |
| Heavy crossbow | 50 gp | 14 | M | -- | 10 | -- | -- |
| Light quarrel | 1 sp | * | S | P | -- | 1d4 | 1d4 |
| Light crossbow | 35 gp | 7 | M | -- | 7 | -- | -- |
| Dagger or dirk | 2 gp | 1 | S | P | 2 | 1d4 | 1d3 |
| Dart | 5 sp | _ | S | P | 2 | 1d3 | 1d2 |
| Footman's flail | 15 gp | 15 | M | B | 7 | 1d6+1 | 2d4 |
| Footman's mace | 8 gp | 10 | M | B | 7 | 1d6+1 | 1d6 |
| Footman's pick | 8 gp | 6 | M | P | 7 | 1d6+1 | 2d4 |
| Hand or throwing axe | 1 gp | 5 | M | S | 4 | 1d6 | 1d4 |
| Harpoon | 20 gp | 6 | L | P | 7 | 2d4 | 2d6 |
| Horseman's flail | 8 gp | 5 | M | B | 6 | 1d4+1 | 1d4+1 |
| Horseman's mace | 5 gp | 6 | M | B | 6 | 1d6 | 1d4 |
| Horseman's pick | 7 gp | 4 | M | P | 5 | 1d4+1 | 1d4 |
| Javelin | 5 sp | 2 | M | P | 4 | 1d6 | 1d6 |
| Knife | 5 sp | _ | S | P/S | 2 | 1d3 | 1d2 |
| Lance [4] | -- | -- | -- | -- | -- | -- | -- |
| Heavy horse lance | 15 gp | 15 | L | P | 8 | 1d8+1 | 3d6 |
| Light horse lance | 6 gp | 5 | L | P | 6 | 1d6 | 1d8 |
| Jousting lance | 20 gp | 20 | L | P | 10 | 1d3-1 | 1d2-1 |
| Medium horse lance | 10 gp | 10 | L | P | 7 | 1d6+1 | 2d6 |
| Mancatcher [2] | 30 gp | 8 | L | -- | 7 | -- | -- |
| Morning star | 10 gp | 12 | M | B | 7 | 2d4 | 1d6+1 |
| Polearm | -- | -- | -- | -- | -- | -- | -- |
| Awl pike [5] | 5 gp | 12 | L | P | 13 | 1d6 | 1d12 |
| Bardiche | 7 gp | 12 | L | S | 9 | 2d4 | 2d6 |
| Bec de corbin | 8 gp | 10 | L | P/B | 9 | 1d8 | 1d6 |
| Bill-guisarme | 7 gp | 15 | L | P/S | 10 | 2d4 | 1d10 |
| Fauchard | 5 gp | 7 | L | P/S | 8 | 1d6 | 1d8 |
| Fauchard-fork | 8 gp | 9 | L | P/S | 8 | 1d8 | 1d10 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Glaive [1] | 6 gp | 8 | L | S | 8 | 1d6 | 1d10 |
| Glaive-guisarme [1] | 10 gp | 10 | L | P/S | 9 | 2d4 | 2d6 |
| Guisarme | 5 gp | 8 | L | S | 8 | 2d4 | 1d8 |
| Guisarme-voulge | 8 gp | 15 | L | P/S | 10 | 2d4 | 2d4 |
| Halberd | 10 gp | 15 | L | P/S | 9 | 1d10 | 2d6 |
| Hook fauchard | 10 gp | 8 | L | P/S | 9 | 1d4 | 1d4 |
| Lucern hammer [5] | 7 gp | 15 | L | P/B | 9 | 2d4 | 1d6 |
| Military fork [1] | 5 gp | 7 | L | P | 7 | 1d8 | 2d4 |
| Partisan [5] | 10 gp | 8 | L | P | 9 | 1d6 | 1d6+1 |
| Ranseur [5] | 6 gp | 7 | L | P | 8 | 2d4 | 2d4 |
| Spetum [5] | 5 gp | 7 | L | P | 8 | 1d6+1 | 2d6 |
| Voulge | 5 gp | 12 | L | S | 10 | 2d4 | 2d4 |
| Quarterstaff | -- | 4 | L | B | 4 | 1d6 | 1d6 |
| Scourge | 1 gp | 2 | S | -- | 5 | 1d4 | 1d2 |
| Sickle | 6 sp | 3 | S | S | 4 | 1d4+1 | 1d4 |
| Sling | 5 cp. | * | S | -- | 6 | -- | -- |
| Sling bullet | 1 cp. | _ | S | B | -- | 1d4+1 | 1d6+1 |
| Sling stone | -- | _ | S | B | -- | 1d4 | 1d4 |
| Spear | 8 sp | 5 | M | P | 6 | 1d6 | 1d8 |
| Staff sling | 2 sp | 2 | M | -- | 11 | -- | -- |
| Sword | -- | -- | -- | -- | -- | -- | -- |
| Bastard sword | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 25 gp | 10 | M | S | 6 | 1d8 | 1d12 |
| Two-handed | 25 gp | 10 | M | S | 8 | 2d4 | 2d8 |
| Broad sword | 10 gp | 4 | M | S | 5 | 2d4 | 1d6+1 |
| Khopesh | 10 gp | 7 | M | S | 9 | 2d4 | 1d6 |
| Long sword | 15 gp | 4 | M | S | 5 | 1d8 | 1d12 |
| Scimitar | 15 gp | 4 | M | S | 5 | 1d8 | 1d8 |
| Short sword | 10 gp | 3 | S | P | 3 | 1d6 | 1d8 |
| Two-hand. sword | 50 gp | 15 | L | S | 10 | 1d10 | 3d6 |
| Trident | 15 gp | 5 | L | P | 7 | 1d6+1 | 3d4 |
| Warhammer | 2 gp | 6 | M | B | 4 | 1d4+1 | 1d4 |
| Whip | 1 sp | 2 | M | -- | 8 | 1d2 | 1 |

1 This weapon inflicts double damage against charging creatures of L or greater size.

2 This weapon can dismount a rider on a successful hit.

3 This weapon available only if allowed by DM.

4 This weapon inflicts double damage when used from the back of a charging mount.

5 This weapon inflicts double damage when firmly set to receive a charge.

6 The "Type" category is divided into Bludgeoning (B), Piercing (P), and Slashing (S). This indicates the type of attack made, which may alter the weapon's effectiveness against different types of armor. See the optional Weapon Type vs. Armor rule in chapter 9.

* These items weigh little individually. Ten of these weigh one pound.

**Table 45:**

# Missile Weapon Ranges

| | | Range (yards) | | |
|---|---|---|---|---|
| **Weapon** | **ROF** | **S** | **M** | **L** |
| Arquebus | 1/3 | 50 | 150 | 210 |
| Blowgun | 2/1 | 10 | 20 | 30 |
| Comp. long bow, flight arrow | 2/1 | 60 | 120 | 210 |
| Comp. long bow, sheaf arrow | 2/1 | 40 | 80 | 170 |
| Comp. short bow | 2/1 | 50 | 100 | 180 |
| Longbow, flight arrow | 2/1 | 70 | 140 | 210 |
| Longbow, sheaf arrow | 2/1 | 50 | 100 | 170 |
| Short bow | 2/1 | 50 | 100 | 150 |
| Club | 1 | 10 | 20 | 30 |
| Hand crossbow | 1 | 20 | 40 | 60 |
| Heavy crossbow | 1/2 | 80 | 160 | 240 |
| Light crossbow | 1 | 60 | 120 | 180 |
| Dagger | 2/1 | 10 | 20 | 30 |
| Dart | 3/1 | 10 | 20 | 40 |
| Hammer | 1 | 10 | 20 | 30 |
| Hand axe | 1 | 10 | 20 | 30 |
| Harpoon | 1 | 10 | 20 | 30 |
| Javelin | 1 | 20 | 40 | 60 |
| Knife | 2/1 | 10 | 20 | 30 |
| Sling bullet | 1 | 50 | 100 | 200 |
| Sling stone | 1 | 40 | 80 | 160 |
| Spear | 1 | 10 | 20 | 30 |
| Staff sling bullet | 2/1 | -- | 30-60 | 90 |
| Staff sling stone | 2/1 | -- | 30-60 | 90 |

"ROF" is the rate of fire--how many shots that weapon can fire off in one round. This is independent of the number of melee attacks a character can make in a round.

Each range category (Short, Medium, or Long) includes attacks from distances equal to or less than the given range. Thus, a heavy crossbow fired at a target 136 yards away uses the medium range modifier.

**The attack roll modifiers for range are -2 for medium range and -5 for long range.**

Arquebuses (if allowed) double all range modifiers.

# Equipment Descriptions

Not every piece of equipment is described here. The vast majority of things found on the equipment lists need no description, as their functions, forms, and purposes are obvious. Only those items whose use is obscure or appearance is unusual are described below. Specific game effects of equipment are given in the appropriate sections of the rules.

## Tack and Harness

**Barding:** A war horse, or any animal trained for combat, is a considerable investment for the average warrior. Therefore, it behooves the owner to see that his mount is as well protected as possible. Other than avoiding risks, the best nonmagical protection is horse armor or barding. Barding is simply some type of armor fitted to be worn by the mount. Full barding covers the neck, chest, and body of the beast, while half barding covers the head, neck, chest, and front quarters. Barding can be made from many different materials; stouter types provide increasing protection according to the Armor Class of the construction. All of this, however, is at the expense of increased weight and lowered maneuverability of the mount. Plate barding, for example, is the equivalent of a warrior's field plate and is made of carefully interlocked plates and joints. It provides an Armor Class of 2 to the mount. It weighs at least 80 to 100 pounds at the lightest and thus, a fully equipped war horse with this armor can manage little more than a steady trot at top speed.

Barded animals also require special attention. Care must be taken to prevent chafing and sores. The mount cannot wear the armor indefinitely. It must be removed at night and ideally should not be worn except in preparation for a battle or tournament. Removing horse barding takes 15 minutes for leather and 30 minutes for metal armors. Fitting it on takes twice as long. The weight of barding is carefully distributed to account for the weight of the armor and the rider, so barded animals cannot be used as pack animals! It is normal practice to have a second mount for carrying gear and supplies.

When barding is fitted over a mount whose natural Armor Class is better than the barding, some protection is still gained. This is explained under "Armor" later in this chapter.

In addition to horses and elephants, it may be possible to fit barding on more fantastic mounts. Flying steeds can wear only leather or magical barding. Aquatic creatures cannot wear normal barding although extremely rare magical pieces may exist. Other land creatures can certainly be barded, provided your DM rules that they are sturdy enough to carry the weight of armor and rider. Camels, for instance, are seldom barded for this reason. A huge ostrich would not be able to carry barding, since its legs would not support the weight.

**Saddles:** There are two basic saddles--riding and pack. Riding saddles take many forms, but their basic purpose is to carry a person. If your DM has set his campaign in an ancient or early Medieval setting, saddles may be without stirrups. Ask your DM to be sure. Pack saddles are special frames designed to carry supplies and equipment. The only practical limit to how much a well-stowed pack saddle can carry is the carrying ability of the animal.

# Transport

**Caravel:** This ship was sailed in late Medieval/early Renaissance times and was the type of ship Columbus used to reach the New World. (It should be used only in late Medieval settings.) It normally has two or three masts and square sails. No oars are used. The typical caravel is 70 feet long and 20 feet wide. The normal crew is from 30 to 40 men. The average cargo displacement is 150-200 tons.

**Coaster:** Also called a round ship, this is a small merchant ship that hugs the coasts. This is a sailing ship, fitted with two masts and triangular sails. The average size is 60 to 70 feet long and 20 feet wide. The rudder hangs from one side. The crew is 20 to 30 men, and the cargo capacity is about 100 tons. Normally there is only a small sterncastle. A coaster is slow and not tremendously seaworthy, but it can carry large amounts of cargo with smaller crews than galleys.

**Cog:** This ship is a larger, improved version of the coaster, able to make ventures into the open sea. Like the coaster, it is a sailing ship with one or two masts, but the cog employs square sails. It is about 75 to 90 feet long and 20 feet wide. The crew is only 18 to 20 men. There is normally one deck and fore- and sterncastle. the cargo capacities of cogs vary greatly, but the average is 100 to 200 tons.

**Currach:** This is an early, primitive vessel. It is made from thick hides stretched over a wood-and-wicker frame. A single mast caries a small square sail, but the currach is usually worked by oars. It is normally 20 to 40 feet long. the crew is approximately six to eight and the cargo space is limited--no more than five tons.

**Drakkar:** The largest of the Viking longships is known as a drakkar or dragonship. Built for war, this ship stretches about 100 feet in length. Although a single mast can be raised, oars provide the main source of power. The crew of 60 to 80 men rows, one man to an oar. Up to 160 additional man can be carried for boarding and raiding. Due to its great size, a drakkar is not very seaworthy. This and the fact there is no space on board for many supplies (certainly not enough for 240 men) or sleeping quarters keep the drakkar close to the coast where it can put in for the night. Because of its cost and limited use, a drakkar is usually built by kings and rulers and is not used for the mundane task of shipping cargo.

**Dromond:** This ship is the largest of the Byzantine galleys. Although it boasts one or two masts and triangular sails, the main power comes from the 100 oars, 50 to a side. These oars are divided into an upper and lower bank, with one man per oar on the lower bank and three men on the upper bank. Thus, the total crew is about 200 men. The dromond is about 130 to 175 feet long and 15 feet wide, making it a very slender ship. The cargo capacity is around 70 to 100 tons.

A dromond can be used both for shipping and war. As a warship, a ram projects from the front just above the water line. Castles are built fore, aft, and amidships as firing platforms. The cargo space is then taken up by marines. With such numbers of men, it is a very dangerous ship to attack. A dromond is not a seaworthy craft, however, and usually sails in sight of shore. They beach at night like all galleys, since supplies and sleeping accommodations are very limited.

**Galleon:** This is the largest and most advanced sailing ship that might be available in the AD&D game. It should appear only in Renaissance-period settings. It is a sail-driven ship with three or four masts. There are normally three through decks (running the length of the ship), while the castles fore and aft have two decks. The average size is about 130

feet long and 30 feet wide. Crews average about 130 men. Although cargo capacity is about 500 tons, a galleon is mainly used as a warship. (In the real world they were fitted with cannon, something beyond the standard AD&D game rules.) They can easily carry men equal to their tonnage, making capture by pirates nearly impossible.

**Great Galley:** Built during the Late Middle Ages, the great galley is an improved version of the dromond. It is slightly smaller than the dromond, about 130 feet long and 20 feet wide. The main power comes from 140 rowers, one man to an oar, but is supplemented by three masts; this combination gives it better speed and handling. The cargo capacity is 150 tons. When outfitted as a warship, the front end is built as a ram and marines are carried instead of cargo. Like all galleys, the great galley is a coastal vessel, rarely venturing into open water. It is not seaworthy in heavy storms and waits in port for these to pass.

**Knarr:** This small ship was a common cargo ship of the Scandinavian region. It is 50 to 75 feet long and 15 to 20 feet wide. It has a single mast and a square sail. In times of poor wind, a few oars at the bow and stern can provide more power. The crew ranges from eight to 14 men. The cargo capacity is small, anywhere from ten to 50 tons. The ship is, however, relatively seaworthy and can be used to make long sea voyages (although it cannot be called comfortable). Its flat bottom makes it useful for sailing up rivers and estuaries, and it can be beached easily.

**Longship:** This is the standard Viking warship. It is more substantial than the knarr but not nearly as massive as the drakkar. An average longship is 75 feet long with 20 to 25 oars per side. Each oar is worked by a single man for a total crew of 40 to 50 men. There is also a single mast and a square sail. In addition to the crew, the ship can carry 120 to 150 men. A longship can be used for shipping, but its cargo capacity is only about 50 tons. It is, however, fairly seaworthy and can sail across the open sea when necessary.

## Miscellaneous Equipment

**Holy Item:** Holy items are small representations of all those things revered by religions--stars, crosses, hammers, rosaries, anointed oils, blessed wine, sacred teachings, and more. Just what constitutes a holy item depends on the campaign your character is in. All good holy items have similar effects on undead and other evil creatures, provided they are wielded by a follower of a belief associated with these items. Thus, rules that refer to holy symbols and holy water apply to all similar items, provided these items are specially prepared by the cleric's order.

Because of their special nature, holy items cannot normally be purchased. Different sects tend to protect the symbols of their faith to prevent their misuse or corruption. Therefore such items must be obtained through the auspices of a local congregation. This is not difficult for sincere followers of that faith, although requests for rare or unusual items must always be justified. Nonbelievers are given holy items only if there is a clear and present danger to the faith.

**Lanterns:** A *hooded lantern* (30-foot radius of light) is a standard lantern with shuttered or hinged sides. It is not directional, as its light is cast equally in all directions. A *bullseye lantern* (60-foot radius of light) has only a single shutter, the other sides being highly polished to reflect the light in a single direction. Both hooded and bullseye lanterns can be carried in one hand. A single flask of oil (one pint) burns for six hours in either.

The *beacon lantern* (240-foot radius of light) is a much larger affair and must be mounted on the prow of a ship, the bed of a wagon, or other large structure. It operates like the bullseye lantern but illuminates to a greater distance. The beacon goes through oil quickly, burning a flask every two hours.

**Locks:** Locks are still fairly primitive affairs (except for those complicated by the use of magic). All are worked with a large bulky key. Combination locks are virtually unknown at this time. As with most things, there are good, very complex locks as well as bad, easily opened locks.

**Magnifying Glass:** This simple lens is more an oddity than a useful tool. It does not greatly enhance viewing, especially since many are unevenly ground, creating distortion. It is useful as a substitute for tinder and steel when starting fires.

**Merchant's Scale:** This is a small balance and pans along with a suitable assortment of weights. Its main use is to weigh coins--a common method of settling a transaction. Merchants are well aware that coins can be undersized, shaved, or plated. The only sound protection is to check the coins against a set of established weights. It is also needed when using foreign coins to make a purchase or exchange. Of course, merchants are no more noble than anyone else and may use sets of false weights--one set heavier than normal for selling an item (causing the customer to pay more) and another set lighter than usual for buying items (letting the merchant pay less). In well-regulated areas, officials verify the accuracy of weights and measures, but this in itself is no protection. Players may wish to have a scale and weights for their own protection.

**Oil:** *Greek fire* is a general name given to all highly flammable oils used in combat. (Historically, Greek fire was a special combination of oil and chemicals that was sticky and difficult to extinguish.) These oils are highly flammable and a little dangerous to carry. *Lamp oil* is used for lamps and lanterns. It is not particularly explosive although it can be used to feed an existing blaze.

**Spyglass:** Like the magnifying glass, the spyglass is more of an oddity than a useful item. Objects viewed through it are a little closer, although not much. For better results magical items are preferred. The spyglass gives from two to three times magnification.

**Thieves' Picks:** This is a small collection of tools useful to burglars. The kit includes one or more skeleton keys, long metal picks, a long-nosed clamp, a small hand saw, and a small wedge and hammer. These combined with some common tools (such as a crowbar) make up most of the special equipment a thief needs to perform his trade.

**Water Clock:** This bulky item is good for giving the time accurate to a half-hour. Activated by a regulated flow of drops, the water clock is not something you carry in your pocket. For it to work at all, it must have a source of water and be left undisturbed. A very uncommon item, it is primarily an amusement for the wealthy and a tool for the student of arcane lore. The vast majority of society is not concerned with exact time.

## Weapons

The Weapons Table lists more than just the price of each item. It also gives other game information. Since each weapon is different, you should note this information separately for each weapon your character purchases or finds.

**Weapon Size:** All weapons are classed according to a size category--S, M, L, G, or H. Small (S) weapons are approximately two feet or less in size; medium (M) weapons are two to five feet long; large (L) weapons are generally six feet or greater in length. Giant

(G) and huge (H) weapons are not found on the lists, since these are items normally used by ogres, giants, and even greater creatures. They are not items of equipment a PC can normally buy!

A character can always wield a weapon equal to his own size or less. Normally this requires only one hand, except for some missile weapons (bows and crossbows in particular). A character can also use a weapon one size greater than himself although it must be gripped with two hands. Beyond this size limit, the weapon is not usable without special means (most often magical).

Drelb the halfling (size S) can use a short sword with no difficulty (a size S weapon), or a long sword with two hands (a size M weapon), but a glaive (size L) is just too large for him to wield. Likewise, he can use a short bow but is unable to handle a long bow.

**Type:** Weapons are classified according to types--bludgeoning (B), piercing (P), and slashing (S). These types are used to determine armor type modifiers (if these are used). Weapons vs. Armor Type is explained in Chapter 9: Combat.

**Speed Factor:** Weapon speed is a relative measure of the clumsiness of the weapon. The lower the number, the quicker and easier the weapon is to use. Weapon speed is explained in Chapter 9: Combat.

**Damage:** All weapons are rated for the amount of damage they can cause to small- and medium-sized creatures (S-M) and larger-than-man-sized creatures (L).

**Arquebus:** This weapon may be disallowed by your DM and you must check with him before you purchase it. An arquebus is an early form of the musket, almost as dangerous to its user as it is to the target. To use an arquebus, you must have a supply of powder and shot and a piece of slow-burning match or cord. These items may or may not be commonly available. (Powder is treated as a magical item in these rules.) The weapon can be fired only once every three rounds, and then only if the character is not attacked while loading. When firing an arquebus, all penalties for range are doubled.

If the attack roll for the arquebus is a 1 or 2, the weapon backfires, causing 1d6 points of damage to the firer. It is also fouled and cannot be used again until it has been cleaned, which takes about 30 minutes. When a arquebus scores a hit, it normally does 1 to 9 points of damage on 1d10. When a 10 is rolled, the die is rolled again and this amount is added to 10. Each time a 10 is rolled, the die is rolled again and added to the previous total. Thus, in a rare instance, a single shot could inflict 37 points, for example, if three consecutive 10s were rolled, followed by a 7. The damage caused by an arquebus is never modified for a high Strength score.

**Bows:** Bows come in various shapes and sizes. The power of a bow is measured by its pull. The greater the pull, the more Strength needed to work the bow. Thus, it is possible for characters to have bows that grant them damage bonuses for high Strength (it is assumed the character has chosen a bow that has a greater pull). Likewise, characters with low Strengths suffer their usual penalties when using a bow (they are forced to use weaker bows or simply cannot draw back as far). The pull of a bow seldom prevents a character from using the weapon, only from gaining the full effect. The true test of a character's Strength comes in stringing a bow--the bow of a strong hero may simply be unstringable by a lesser man (as was Odysseus's).

Heavier pull bows are not normally any more expensive than standard bows. The exceptions to this are those bows that enable the fighter to gain bonuses for exceptional

Strength (18/01 or greater). These bows must be custom crafted and cost three to five times the normal price. These bows are also difficult to string or use effectively for those without exceptional Strength. These characters must roll a successful bend bars/lift gates roll to string or use such weapons (again, think of the test of the suitors in Odysseus's household).

Arrows for long bows of all types are divided between lightweight flight arrows and heavier sheaf arrows. Flight arrows have longer ranges and are normally used in hunting. Sheaf arrows have a stronger metal head but a reduced range. They are often used in times of war.

**Crossbow:** Strength bonuses or penalties do not apply to crossbows, since these are purely mechanical devices. The hand crossbow is easily held in one hand and cocked with the other. The light crossbow, also called latches, must be braced against an object to be cocked with a lever mounted on the stock. The heavy crossbow, also called arbalest, has a powerful pull and must be cocked with a cranequin (a simple winch or lever) that comes with the weapon. One foot is places in a stirrup at the end of the crossbow while the cranequin is worked. All crossbows fire quarrels or bolts and the correct size must be used with each weapon.

**Lance:** The different lances are rated according to size and sturdiness. Each type can be used only if the rider is on the same type of horse or a greater one. A man on a light war horse could not use a heavy horse lance, if only because the impact would bowl him and the horse right over! Furthermore, the heavy and jousting lances require that the rider is firmly in a saddle and using stirrups. The jousting lance is a heavy horse lance modified for use in tournaments, in which the desire is not to kill the opponent. The end of the lance is fitted with a special blunted tip intended to lessen the chance of wounds. Of course, good intentions often go awry, so there is still a chance of injury during a joust.

**Mancatcher:** This item is a highly specialized type of polearm designed to capture without killing a victim. It consists of a long pole with a spring-loaded set of sharpened jaws at the end. The victim is caught between the arms, which then snap shut. The mancatcher is effective only on man-sized creatures. The target is always treated as AC 10, modified for Dexterity. If a hit is scored, the character is caught. The caught victim loses all shield and Dexterity bonuses and can be pushed and pulled about. This causes an automatic 1d2 points of damage per round and gives a 25% chance of pulling the victim to the ground. The victim can escape on a successful bend bars/lift gates roll, although this results in 1d2 points more damage. A common tactic is to use the weapon to pull horsemen off their mounts, then pin them to the ground.

**Polearms:** A popular group of weapons during the ancient and Medieval periods were the polearms. Their length was a distinct advantage and, for the peasant, they were a relatively easy weapon to make. Thus, there came to be an abundance of polearms of different sizes and shapes. Due to their numbers, there is no standard system for naming polearms. The names used in the AD&D game might possibly be applied to other weapons elsewhere.

Because of their length, all polearms are infantry weapons and require two hands to use. They are almost always the weapon of the common peasant and soldier, who, lacking a horse and heavy armor, needs some weapon to keep the enemy's knights at bay. Thus, most polearms are intended to be used in close-packed formations that present a

forest of sharp points and wicked blades to any knight foolish enough to charge.

**Awl Pike:** Essentially this is a long spear 12 to 20 feet long ending in a spike point of tapered spear head. It was a popular weapon during the Renaissance. Since the pike stuck out in front, men could be packed side-by-side in dense formations, and several rows of men could fight. Large blocks of pikemen made formidable troops. However, once the pikemen engaged in close combat, they normally dropped their clumsy awl pikes and fought hand-to-hand with short swords.

**Bardiche:** One of the simplest of polearms, the bardiche is an elongated battle axe. A large curving axe-head is mounted on the end of a shaft 5 to 8 feet long. It probably grew out of common peasant tools and was popular with them. One relative disadvantage is that the bardiche required more space to wield than a pike or a spear.

**Bec de corbin:** This was a highly specialized weapon of the upper classes during the Late Middle Ages and the early Renaissance. It is an early can-opener designed specifically to deal with plate armor. The pick or beak is made to punch through plate, while the hammer side can be used to give a stiff blow. The end is fitted with a short blade for dealing with unarmored or helpless foes. The weapon is about eight feet long. Since the weapon relies on impact, a great deal of swinging space is needed.

**Bill-guisarme:** A particularly bizarre-looking combination weapon, the bill-guisarme is an outgrowth of the common bill hook. Mounted on a seven- to eight-foot-long pole, it has a combination of a heavy cleaver blade, a jutting back spike, and a hook or spike on the end. Thus, it can be used in several different ways. Like most polearms, it requires lots of room to use.

**Fauchard:** An outgrowth of the sickle and scythe, the fauchard is a long, inward curving blade mounted on a shaft six to eight feet long. It can slash or thrust, although the inward curving point makes thrusting rather ineffective. Its advantage is that a peasant can easily convert his common scythe into this weapon of war.

**Fauchard-fork:** This is an attempted improvement on the fauchard, adding a long spike or fork to the back of the blade. Supposedly this improves the thrusting ability of the weapon. It is still an inefficient weapon.

**Glaive:** One of the most basic polearms, the glaive is a single-edged blade mounted on an eight- to ten-foot-long shaft. While not the most efficient weapon, it is relatively easy to make and use. Normally the blade turns outward to increase the cutting area until it almost resembles a cleaver or axe.

**Glaive-guisarme:** Another combination weapon, this one takes the basic glaive and adds a spike or hook to the back of the blade. In theory, this increases the usefulness of the weapon although its actual application is somewhat questionable.

**Guisarme:** Thought to have derived from a pruning hook, this is an elaborately curved heavy blade. While convenient and handy, it is not very effective.

**Guisarme-voulge:** This weapon has a modified axe blade mounted on an eight-foot-long shaft. The end of the blade tapers to a point for thrusting and a back spike is fitted for punching through armor. Sometimes this spike is replaced by a sharpened hook for dismounting riders.

**Halberd:** After the awl pike and the bill, this was one of the most popular weapons of the Middle Ages. Fixed on a shaft five to eight feet long is a large axe blade, angled for maximum impact. The end of the blade tapers to a long spear point or awl pike. On the back is a hook for attacking armor or dismounting riders. Originally intended to defeat

cavalry, it is not tremendously successful in that role since it lacks the reach of the pike and needs considerable room to swing. It found new life against blocks of pikemen. Should the advance of the main attack stall, halberdiers issue out of the formation and attack the flanks of the enemy. The pikemen with their overlong weapons are nearly defenseless in such close combat.

**Hook fauchard:** This combination weapon is another attempted improvement to the fauchard. A back hook is fitted to the back of the blade, supposedly to dismount horsemen. Like the fauchard, this is not a tremendously successful weapon.

**Lucern hammer:** This weapon is similar to the bec de corbin. Fitted with a shaft up to ten feet long, it is usually found in the hands of the common soldier. Like the bec de corbin, its main purpose is to punch through armor. The end is fitted with the long point of an awl pike to hold off enemy cavalry.

**Military fork:** This is one of the simplest modifications of a peasant's tool since it is little more than a pitchfork fixed to a longer shaft. With tines strengthened and straightened, the military fork serves well. The need for cutting and cleaving eventually often results in combining the fork with other weapons.

**Partisan:** Shorter than the awl pike but longer than the spear, the partisan is a broad spear-head mounted on an eight-foot-long shaft. Two smaller blades project out from the base of the main blade, just to increase damage and trap weapons. Since it is a thrusting weapon, it can be used in closely packed formations.

**Ranseur:** Very much like the partisan, the ranseur differs in that the main blade is thinner and the projecting blades extended more like tines of a fork. These can trap a weapon and sometimes punch through armor.

**Spetum:** The spetum is a modification of the normal spear. The shaft increases to eight to ten feet and side blades are added. Some have blades that angle back, increasing the damage when pulling the weapon out of a wound. These blades can also trap and block weapons or catch and hold an opponent.

**Voulge:** The voulge, like the bardich, is a variation on the axe and the cleaver. The voulge is little more than a cleaver on the end of a long (seven- to eight-foot) pole. It is a popular weapon, easy to make and simple to learn. It is also called the Lochaber axe.

**Scourge:** This wicked weapon is a short whip with several thongs or tails. Each thong is studded with metal barbs, resulting in a terrible lash. It is sometimes used as an instrument of execution.

**Sword, Bastard:** This sword is similar to a long sword in size and weight, but has a longer hilt. It can be used one- or two-handed. Use the speed factor and damage appropriate to the grip. If it is used two-handed, your character cannot employ a shield.

**Sword, Khopesh:** This is an Egyptian weapon. A khopesh has about six inches of handle and quillons. Its blade is then straight from the quillons for about two feet. The blade becomes sickle-shaped at this point, being about two additional feet long but effectively extending the overall length of the sword by only 1-_ feet. This makes the khopesh both heavy and unwieldy, difficult to employ properly, and slow to recover, particularly after a badly missed blow. Its sickle-like portion can snag an opponent or an opposing weapon.

## Armor

You are going to want your player character to buy armor, if he is allowed to use any.

Armor is the easiest and cheapest way to improve your character's chance of surviving the more violent dangers of the adventuring life. Clearly, the better the armor the character possesses, the less likely he is to be hurt. **Armor protection is measured by Armor Class (AC), a number rating; the lower the Armor Class number, the better the protection.** Table 46 lists the values for all the types of armor found in the equipment lists.

**Table 46:**

## Armor Class Ratings

| Type of Armor | AC Rating |
|---|---|
| None | 10 |
| Shield only | 9 |
| Leather or padded armor | 8 |
| Leather or padded armor + shield, studded leather, or ring mail armor | 7 |
| Studded leather or ring mail + shield, brigandine, scale mail, or hide armor | 6 |
| Scale mail or hide + shield, chain mail | 5 |
| Chain mail + shield, splint mail, banded mail, bronze plate mail | 4 |
| Splint mail, banded mail, or bronze plate mail + shield, plate mail | 3 |
| Plate mail + shield, field plate | 2 |
| Field plate armor + shield, full plate | 1 |
| Full plate armor + shield | 0 |

See "Shields" for more information on the defensive benefits of various shields.

Although there is some controversy historically over the different types of armor, all known or suspected types are included here. However, not all armor may be available if your DM has chosen to set his campaign in a particular historical era or locale. For example, full plate armor is not available to characters adventuring in an ancient Greek setting.

**Banded:** This armor is made of overlapping strips of metal sewn to a backing of leather and chain mail. Generally the strips cover only the more vulnerable areas, while the chain and leather protect the joints where freedom of movement must be ensured. Through straps and buckles, the weight is more or less evenly distributed.

**Brigandine:** This armor is made from small metal plates sewn or riveted to a layer of canvas or leather and protected by an outer layer of cloth. It is rather stiff and does not provide adequate protection to the joints where the metal plates must be spaced widely or left off.

**Bronze plate mail:** This is a plate mail armor--a combination of metal plates, chain mail or brigandine, leather and padding--made of softer bronze. It is easier and cheaper to make than steel armor, but it does not protect as well. A large breastplate and other metal plates cover areas of the body, but the other materials must protect the joints and movable parts of the body. It is not the full plate armor of the heavy knight of the Late Middle Ages and the Renaissance.

**Chain mail:** This armor is made of interlocking metal rings. It is always worn with a

layer of quilted fabric padding underneath to prevent painful chafing and to cushion the impact of blows. Several layers of mail are normally hung over vital areas. The links yield easily to blows, absorbing some of the shock. Most of the weight of this armor is carried on the shoulders and it is uncomfortable to wear for long periods of time.

**Field plate armor:** This is the most common version of full plate armor, consisting of shaped and fitted metal plates riveted and interlocked to cover the entire body. It includes gauntlets, boots, and a visored helmet. A thick layer of padding must be worn underneath. However, the weight of the suit is well-distributed over the whole body. Such armor hampers movement only slightly. Aside from its expense, the main disadvantages are the lack of ventilation and the time required to put it on and take it off (see the "Getting Into and Out of Armor" section). Each suit of field plate must be individually fitted to its owner by a master armorer, although captured pieces can be resized to fit the new owner (unless such is patently absurd, such as a human trying to resize a halfling's armor).

**Full Plate:** This is the impressive, high Gothic-style armor of the Late Middle Ages and Renaissance. It is perfectly forged and fitted. All the plates are interlocking and carefully angled to deflect blows. The surfaces are normally highly ornamented with etching and inlaid metals. Each suit must be carefully custom-fitted to the owner and there is only a 20% chance that a captured suit can be refitted to a new owner of approximately the same size. The metal plates are backed by padding and chain mail. The weight is well-distributed. The armor is hot, slow to don, and extremely expensive. Due to these factors, it tends to be used more for parades and triumphs than actual combat.

**Hide:** This is armor prepared from the extremely thick hide of a creature (such as an elephant) or from multiple layers of regular leather. It is stiff and hard to move in.

**Leather:** This armor is made of leather hardened in boiling oil and then shaped into breastplate and shoulder protectors. The remainder of the suit is fashioned from more flexible, somewhat softer materials.

**Padded:** This is the simplest type of armor, fashioned from quilted layers of cloth and batting. It tends to get hot and after a time becomes foul with sweat, grime, lice, and fleas.

**Plate mail:** This armor is a combination of chain or brigandine with metal plates (cuirass, epaulettes, elbow guards, gauntlets, tasets, and greaves) covering vital areas. The weight is distributed over the whole body and the whole thing is held together by buckles and straps. This is the most common form of heavy armor.

**Ring mail:** This armor is an early (and less effective) form of chain mail in which metal rings are sewn directly to a leather backing instead of being interlaced. (Historians still debate whether this armor ever existed.)

**Scale mail:** This is a coat and leggings (and perhaps a separate skirt) of leather covered with overlapping pieces of metal, much like the scales of a fish.

**Shields:** All shields improve a character's Armor Class by 1 or more against a specified number of attacks. A shield is useful only to protect the front and flanks of the user. Attacks from the rear or rear flanks cannot be blocked by a shield (exception: a shield slung across the back does help defend against rear attacks). The reference to the size of the shield is relative to the size of the character. Thus, a human's small shield would have all the effects of a medium shield when used by a gnome.

A *buckler* (or target) is a very small shield that fastens on the forearm. It can be worn by crossbowmen and archers with no hindrance. Its small size enables it to protect against

only one attack per melee round (of the user's choice), improving the character's Armor Class by 1 against that attack.

A *small shield* is carried on the forearm and gripped with the hand. Its light weight permits the user to carry other items in that hand (although he cannot use weapons). It can be used to protect against two frontal attacks of the user's choice.

The *medium shield* is carried in the same manner as the small shield. Its weight prevents the character from using his shield hand for other purposes. With a medium shield, a character can protect against any frontal or flank attacks.

The *body shield* is a massive shield reaching nearly from chin to toe. It must be firmly fastened to the forearm and the shield hand must grip it at all times. It provides a great deal of protection, improving the Armor Class of the character by 1 against melee attacks and by 2 against missile attacks, for attacks from the front or front flank sides. It is very heavy; the DM may wish to use the optional encumbrance system if he allows this shield.

**Splint Mail:** The existence of this armor has been questioned. It is claimed that the armor is made of narrow vertical strips riveted to a backing of leather and cloth padding. Since this is not flexible, the joints are protected by chain mail.

**Studded leather:** This armor is made from leather (not hardened as with normal leather armor) reinforced with close-set metal rivets. In some ways it is very similar to brigandine, although the spacing between each metal piece is greater.

In addition to the types of armor listed above, your DM may have special armors prepared from rare or exotic materials. Since it is highly unlikely that your character can afford these at the start, the DM will tell you when you need to know about such items.

## Armor Sizes

The equipment list reflects the price of a suit of armor (including an appropriate helmet) made for any normal player character race. Although a halfling is much smaller than a human and needs a smaller suit, there are fewer armorers available to meet such specialized needs. Thus, the armor for a halfling is as expensive as that for a human. Armor for nonstandard sizes and shapes is going to cost significantly more and must be custom-made. This is not the kind of thing one can pick up at the local store!

When armor is found during the course of an adventure, the players should note the creature who wore the armor previously. While a human-sized character might be able to wear the armor of a gnoll, it will do little good for a halfling. Likewise, the armor of a giant is of little use to anyone.

Armor size also affects the weight of the armor, if the optional encumbrance system is used. The weights listed on the table are for human-sized (Medium) armors. Small armor weighs half the amount listed, while large armor weighs 50% more.

## Getting Into and Out of Armor

There are times when it is important to know how quickly a character can get into or out of his armor. Accidents and unforeseen events happen all the time. The party is attacked at night. Those sleeping around the campfire may want to don their armor before rushing into battle. A character slips and falls into the river where his heavy armor pulls him down like a stone. He greatly desires to get it off before he drowns. Just how long does it take him?

The time required to don armor depends on its make. Those armors that are a single piece--leather tunics, robes, chain mail--take one round (two for metal items) to don with slight assistance. Without aid, the time is doubled. Armor that is made of separate pieces require 1d6 + 4 rounds, again with assistance. Without help, the time required is tripled. In all cases, the times given assume that the proper undergarments and padding are also worn.

Sometimes characters need to get into armor in a hurry and thus, they dress hastily. This assumes that some buckles aren't fastened, seatings adjusted, etc. Single suits can be hastily donned in one round at the cost of 1 worse AC (though never worse than 8). Thus, a fighter could hastily pull on his brigandine jack (AC 6) and charge into a fray with an AC of 7. Hastily donning piece armor (plate mail for example) improves the character's AC by 1 (from a base of 10) for every round spent dressing. A fighter could choose to spend three rounds fitting on parts of his plate mail, giving him an AC of 7, before going into battle.

Removing armor is a much quicker matter. Most can be shed in a single round. Piece armor (particularly full plate) requires 1d4 + 1 rounds. However, if the character is willing to cut straps and bend pins, such armors can be removed in half the time (roll 1d4 + 1, divide by 2, then round fractions up).

**Table 47:**

## Character Encumbrance

| Character | | | Encumbrance | | | Max.Carried |
|---|---|---|---|---|---|---|
| Strength | Unencumbered | Light | Moderate | Heavy | Severe | Weight |
| 2 | 0-1 | 2 | 3 | 4 | 5-6 | 6 |
| 3 | 0-5 | 6 | 7 | 8-9 | 10 | 10 |
| 4-5 | 0-10 | 11-13 | 14-16 | 17-19 | 20-25 | 25 |
| 6-7 | 0-20 | 21-29 | 30-38 | 39-46 | 47-55 | 55 |
| 8-9 | 0-35 | 36-50 | 51-65 | 66-80 | 81-90 | 90 |
| 10-11 | 0-40 | 41-58 | 59-76 | 77-96 | 97-110 | 110 |
| 12-13 | 0-45 | 46-69 | 70-93 | 94-117 | 118-140 | 140 |
| 14-15 | 0-55 | 56-85 | 86-115 | 116-145 | 146-170 | 170 |
| 16 | 0-70 | 71-100 | 101-130 | 131-160 | 161-195 | 195 |
| 17 | 0-85 | 86-121 | 122-157 | 158-193 | 194-220 | 220 |
| 18 | 0-110 | 111-149 | 150-188 | 189-227 | 228-255 | 255 |
| 18/01-50 | 0-135 | 136-174 | 175-213 | 214-252 | 253-280 | 280 |
| 18/51-75 | 0-160 | 161-199 | 200-238 | 239-277 | 278-305 | 305 |
| 18/76-90 | 0-185 | 186-224 | 225-263 | 264-302 | 303-330 | 330 |
| 18/91-99 | 0-235 | 236-274 | 275-313 | 314-352 | 353-380 | 380 |
| 18/00 | 0-335 | 336-374 | 375-413 | 414-452 | 453-480 | 480 |

### Creatures with Natural Armor Classes

Some creatures possess a natural Armor Class already superior to some of the armor types (for example, the horse is AC 7). However, these creatures can still benefit from wearing armor of a quality worse than their natural Armor Class. If the AC of armor is equal to or worse than the AC of the creature, the AC of the creature improves by 1.

For example, a horse has a natural AC of 7. The AC of leather armor is 8, worse than the horse's natural AC. However, if a horse is fitted with leather barding, its AC drops to

6 since it gains the benefit of the additional protection.

## Encumbrance (Optional Rule)

A natural desire is to have your character own one of everything. Thus equipped, your character could just reach into his pack and pull out any item he wants whenever he needs it. Sadly, there are limits to how much your character, his horse, his mule, his elephant, or his whatever can carry. These limits are determined by *encumbrance.*

Encumbrance is measured in pounds. To calculate encumbrance, simply total the pounds of gear carried by the creature or character. Add five pounds for clothing, if any is worn. This total is then compared to the carrying capacity of the creature to determine the effects. In general, the more weight carried, the slower the movement and the worse the character is at fighting.

## Basic Encumbrance (Tournament Rule)

Encumbrance is divided into five categories: Unencumbered, Light, Moderate, Heavy, and Severe Encumbrance.

To calculate your character's encumbrance category, first figure out the total weight he is carrying (including five pounds for clothing). Then look across the row corresponding to your character's Strength on Table 47 until you come to the column that includes your character's carried weight. The heading at the top of that column shows his level of encumbrance.

Use Table 49 to figure out the encumbrance category of your character's mount or beast of burden.

The Max. Carried Wgt. column lists the most weight (in pounds) your character can carry and still move. But movement is limited to 10 feet per round, as your character staggers under the heavy load.

## Specific Encumbrance (Optional Rule)

The maximum total weight your character can carry is determined by his Strength, as listed on Table 47.

The basic encumbrance rule gives general categories of encumbrance but does not allow for fine distinctions. Some players and DMs may take exception to the idea that adding one more pound to a character suddenly shifts that character to the next (and drastically worse) encumbrance category. They may want to use the following optional table; Table 48 reduces a character's movement rating 1 factor at a time.

To determine your character's movement rate (see "Movement" in Chapter 14: Time and Movement) for a given load, find the row on Table 48 with his Strength score. Read across it until you find the first column in which the number of pounds listed is *greater* than your character's current load. At the top of that column are two rows for base movement rates. Characters with a base movement rate of 12 use the top row; those with a base movement rate of 6 use the bottom row. The number in the appropriate upper row is your character's modified movement rate.

*Tarus (a human with a base movement of 12) has a Strength of 17 and is carrying a 140-pound load. Looking across on the 17 rows shows that 140 falls between 133 and*

*145 on the table. Looking at the top of the 145 column shows that Tarus has a modified movement rate of 7. He can carry five more pounds of gear (total 145 pounds) and maintain his speed, or drop seven pounds of equipment (to 133 pounds) and increase his speed to 8.*

**Table 48:**

## Modified Movement Rates

| Base Move | Modified Movement Rate | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Strength** | **12** | **11** | **10** | **9** | **8** | **7** | **6** | **5** | **4** | **3** | **2** | **1** |
| **Score** | **6** | **5** | **5** | **4** | **4** | **3** | **3** | **2** | **2** | **1** | **1** | **1** |
| 2 | 1 | -- | 2 | -- | -- | 3 | -- | -- | 4 | -- | -- | 5 |
| 3 | 5 | -- | 6 | -- | 7 | -- | -- | 8 | -- | 9 | -- | -- |
| 4-5 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 6-7 | 20 | 23 | 26 | 29 | 32 | 35 | 38 | 41 | 44 | 47 | 50 | 53 |
| 8-9 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 89 |
| 10-11 | 40 | 46 | 52 | 58 | 64 | 70 | 76 | 82 | 88 | 94 | 100 | 106 |
| 12-13 | 45 | 53 | 61 | 69 | 77 | 85 | 93 | 101 | 109 | 117 | 125 | 133 |
| 14-15 | 55 | 65 | 75 | 85 | 95 | 105 | 115 | 125 | 135 | 145 | 155 | 165 |
| 16 | 70 | 80 | 90 | 100 | 110 | 120 | 130 | 140 | 150 | 160 | 170 | 180 |
| 17 | 85 | 97 | 109 | 121 | 133 | 145 | 157 | 169 | 181 | 193 | 205 | 217 |
| 18 | 110 | 123 | 136 | 149 | 162 | 175 | 188 | 201 | 214 | 227 | 240 | 253 |
| 18/01-50 | 135 | 148 | 161 | 174 | 187 | 200 | 213 | 226 | 239 | 252 | 265 | 278 |
| 18/51-75 | 160 | 173 | 186 | 199 | 212 | 225 | 238 | 251 | 264 | 277 | 290 | 303 |
| 18/76-90 | 185 | 198 | 211 | 224 | 237 | 250 | 263 | 276 | 289 | 302 | 315 | 328 |
| 18/91-99 | 235 | 248 | 261 | 274 | 287 | 300 | 313 | 326 | 339 | 352 | 365 | 378 |
| 18/00 | 335 | 348 | 361 | 374 | 387 | 400 | 413 | 426 | 439 | 452 | 465 | 478 |

**Table 49:**

## Carrying Capacities of Animals

| | | 2/3 | 1/3 |
|---|---|---|---|
| **Mount** | **Base Move** | **Move** | **Move** |
| Camel | 0-330 lbs. | 331-500 lbs. | 501-660 lbs. |
| Dog | 0-15 lbs. | 16-20 lbs. | 21-30 lbs. |
| Elephant | 0-500 lbs. | 501-750 lbs. | 751-1,000 lbs. |
| Horse, draft | 0-260 lbs. | 261-390 lbs. | 391-520 lbs. |
| Horse, heavy | 0-260 lbs. | 261-390 lbs. | 391-520 lbs. |
| Horse, light | 0-170 lbs. | 171-255 lbs. | 256-340 lbs. |
| Horse, medium | 0-220 lbs. | 221-330 lbs. | 331-440 lbs. |
| Horse, riding | 0-180 lbs. | 181-270 lbs. | 271-360 lbs. |
| Mule | 0-250 lbs. | 251-375 lbs. | 376-500 lbs. |
| Ox | 0-220 lbs. | 221-330 lbs. | 331-440 lbs. |
| Yak | 0-220 lbs. | 221-330 lbs. | 331-440 lbs. |

Aside from knowing the weight limits, your character needs to have ways to hold all his gear. The capacities of different containers are given in Table 50.

**Table 50:**

## Stowage Capacity

| Item | Weight Cap. | Volume |
|---|---|---|
| Backpack | 50 lbs. | 3'_2'_1' |
| Basket, large | 20 lbs. | 2'_2'_2' |
| Basket, small | 10 lbs. | 1'_1'_1' |
| Belt pouch, large | 8 lbs. | 6"_8"_2" |
| Belt pouch, small | 5 lbs. | 4"_6"_2" |
| Chest, large | 100 lbs. | 3'_2'_2' |
| Chest, small | 40 lbs. | 2'_1'_1' |
| Sack, large | 30 lbs. | 2'_2'_1' |
| Sack, small | 15 lbs. | 1'_1'_8" |
| Saddle bags, large | 30 lbs. | 18"_1'_6" |
| Saddle bags, small | 20 lbs. | 1'_1'_6" |

## Encumbrance and Mounts (Tournament Rule)

The "Base Move" column in Table 49 lists the maximum amount an animal can carry and maintain its normal movement rate. Animals can be loaded greater than this, up to a maximum of twice their normal load. However, this causes a drop in the animal's movement rate (as indicated by the column headings). When calculating a mount's load, be sure to include the weight of the rider!

The values listed in Table 50 for standard-sized items. It is certainly possible for sacks, chests, and backpacks to be larger or smaller than the sizes listed. The weight capacity, however, lists the maximum weight the item can carry, regardless of size. Beyond this point, the material used to construct the item will fail, sooner or later. The volume gives the length, width, and height or depth of the item. Items that exceed the capacity of a container cannot be stored in it.

Since all player characters are adventurers, it is assumed they know the best methods for packing and stowing equipment. Blankets are rolled into bedrolls, small items are carefully arranged, rope is properly coiled, weapons are slung in the most comfortable manner, etc. While small items can be easily stuffed into a pack, large bulky things may encumber more than their actual weight would indicate. The DM has the right to rule that an object is more encumbering than it actually appears.

*Tarus Bloodheart finds a 5 ft. _ 9 ft. flying carpet. He carefully rolls it into a thick cylinder and wisely ties it closed. Even though he has taken this sensible precaution, the carpet is still a large and awkward thing. The DM rules that although the carpet weighs only 20 pounds, its encumbrance is equal to that of an item weighing 50 pounds. Tarus must increase his current encumbrance level by 50 pounds, adding the awkwardness of the rolled carpet slung over his shoulder to his already carefully packed backpack.*

## Magical Armor and Encumbrance

One of the special properties of magical armor is its effect on encumbrance. Although magical armor appears to weigh as much as normal armor, the weight of magical armor applies only toward the weight limit of the character. It does not apply when determining the effects of encumbrance on movement and combat. In essence, the armor appears to weigh as much as normal armor but does not restrict or hamper the character.

*Cwell the bard finds a suit of chain mail +1. Lifting it up, he finds it weighs 60 pounds. Cwell is already carrying 50 pounds of gear. Donning the chain mail, he is now carrying 110 lbs. of gear. Cwell's Strength is 12, which means that he can carry only 30 more pounds of equipment. However, when calculating the effect of all this weight on his movement, Cwell is considered to only be carrying 50 pounds of gear--the magical armor doesn't count. Furthermore, he does not suffer any combat penalties for the chain mail's weight.*

## Effects of Encumbrance

Encumbrance has two basic effects. First, it reduces your character's movement rate. If encumbrance categories are used, Unencumbered has no effect on movement, Light reduces the movement rate by 1/3 (round fractions down), Moderate reduces it by _, Heavy reduces it by 2/3, and Severe lowers the movement rate to 1. If the optional system is used, the character's movement rate is reduced to the amount found by using Table 48. The movement rate determines how far your character can move in a round, turn, hour, and day. As his movement rate gets lower, your character moves slower and slower. See "Movement" in Chapter 14: Time and Movement for more details.

Encumbrance also reduces your character's combat abilities. If encumbrance reduces your character to _ of his normal movement rate, he suffers a -1 penalty to his attack roll. If he is reduced to 1/3 or less of his normal movement rate, the attack penalty is -2 and there is an additional AC penalty of +1. If your character's movement is reduced to 1, the attack roll penalty is -4 and the AC penalty is +3. Clearly, the wise thing for a heavily encumbered character to do is to quickly drop most of his gear before entering battle.

# Chapter 7:
# Magic

Some of the most powerful weapons player characters have at their disposal in the AD&D game are magical spells. Through spells a player character can control earthquakes, call lightning out of the sky, heal grievous injuries, hurl explosive balls of fire, create barriers of stone, fire, and ice, and learn secrets long forgotten. These are only a few of the things player characters can do once they master the strange lore of spells.

Not every character is capable of casting spells, however. This ability requires a certain amount of aptitude, depending on the type of spells cast. Wizard spells are best mastered by those with keen intelligence and patience for the long years of study that are required.

Priest spells call for inner peace and faith and an intense devotion to one's calling.

The vast majority of people in a fantasy campaign lack these traits or have never had the opportunity to develop them. The baker may be a bright and clever fellow, but, following in his father's footsteps, he has spent his life learning the arts of bread making. There has simply been no time in his life for the study of old books and crumbling scrolls. The hard-working peasant may be pious and upright in his faith, but he lacks the time for the contemplative and scholarly training required of a priest. So it is only a fortunate few who have the ability and opportunity to learn the arcane lore of spellcasting.

A few character classes have a limited ability to cast spells. The ranger, through his close association with nature, is able to cast a few spells, though his choices are limited to his natural inclinations. The paladin, through his devotion and humility, can use some of the spells of the priest. The bard, through luck, happenstance, curiosity, and perseverance, can manage a few wizard spells, perhaps by persuading a lonely wizard to reveal his secrets.

Regardless of their source, all spells fall into the general categories of wizard or priest. Although some spells appear in both categories, in general the categories differ in how spells are acquired, stored, and cast.

## Wizard Spells

Wizard spells range from spells of simple utility to great and powerful magics. The wizard spell group has no single theme or purpose. The vast majority of wizard spells were created by ancient wizards for many different purposes. Some are to serve the common man in his everyday needs. Others provide adventurers with the might and firepower they need to survive. Some are relatively simple and safe to use (as safe as magic can be); others are complicated, filled with hazards and snares for the rash and unwary. Perhaps the greatest of all wizard spells is the powerful and tricky *wish.* It represents the epitome of spell-casting--causing things to happen simply because the wizard desires it to be so. But it is a long and difficult task to attain the mastery needed to learn this spell.

Although some characters can use spells, the workings of magic are dimly understood at best. There are many theories about where the power comes from. The most commonly accepted idea is that the mysterious combination of words, gestures, and materials that make up a spell somehow taps an extradimensional source of energy that in turn causes the desired effect. Somehow the components of the spells--those words, gestures and materials--route this energy to a specific and desired result. Fortunately, how this happens is not very important to the majority of wizards. It is enough to know that "when you do this, that happens."

Casting a wizard spell is a very complicated ordeal. The process of learning the correct procedure to cast a spell is difficult and taxing to the mind. Thus, a wizard must check to see if he learns each new spell (according to his Intelligence--see Table 4). Furthermore, there is a limit to just how much of this strangeness--illogical mathematics, alchemical chemistry, structuralist linguistics--a wizard's mind can comprehend, and so he must live with a limit to the number of spells he can know.

As the wizard learns spells, he records their arcane notes into his spell books. Without spell books, a wizard cannot memorize new spells. Within them are all his instructions

for memorizing and casting all the spells he knows. As the wizard successfully learns a new spell, he carefully enters its formula into his spell books. A wizard can never have a spell in his books that he does not know, because if he doesn't understand it, he cannot write the formula. Likewise, he cannot enter a spell into his books that is higher in level than he can cast. If he finds an ancient tome with spells of higher power, he must simply wait until he advances to a level at which he can use them.

The exact shape and size of a character's spellbooks is a detail your DM will provide. They may be thick tomes of carefully inked parchment, crackling scrolls in bulky cases, or even weighty clay tablets. They are almost never convenient to carry around. Their exact form depends on the type and setting of the campaign world your DM has created.

Ultimately, it is the memorization that is important. To draw on magical energy, the wizard must shape specific mental patterns in his mind. He uses his spell books to force his mind through mental exercises, preparing it to hold the final, twisted patterns. These patterns are very complicated and alien to normal thought, so they don't register in the mind as normal learning. To shape these patterns, the wizard must spend time memorizing the spell, twisting his thoughts and recasting the energy patterns each time to account for subtle changes--planetary motions, seasons, time of day, and more.

Once a wizard memorizes a spell, it remains in his memory (as potential energy) until he uses the prescribed components to trigger the release of the energy patterns. The mental patterns apparently release the energy while the components shape and guide it. Upon casting, the energy of the spell is spent, wiped clean from the wizard's mind. The mental patterns are lost until the wizard studies and memorizes that spell again.

The number of spells a wizard can memorize is given by his level (see Table 21); he can memorize the same spell more than once, but each memorization counts as one spell toward his daily memorization limit. Part of a wizard's intelligence can be seen in the careful selection of spells he has memorized.

Memorization is not a thing that happens immediately. The wizard must have a clear head gained from a restful night's sleep and then has to spend time studying his spell books. The amount of study time needed is 10 minutes per level of the spell being memorized. Thus, a 9th-level spell (the most powerful) would require 90 minutes of careful study. Clearly, high-level spellcasters do not lightly change their memorized spells.

Spells remain memorized until they are cast or wiped from the character's mind by a spell or magical item. A wizard cannot choose to forget a memorized spell to replace it with another one. He can, however, cast a spell just to cleanse his mind for another spell. (The DM must make sure that the wizard does not get experience for this.)

## Schools of Magic

Although all wizard spells are learned and memorized the same way, they fall into nine different schools of magic. A school of magic is a group of related spells.

*Abjuration* spells are a group of specialized protective spells. Each is used to prevent or banish some magical or nonmagical effect or creature. They are often used to provide safety in times of great danger or when attempting some other particularly dangerous spell.

*Alteration* spells cause a change in the properties of some already existing thing, creature, or condition. This is accomplished by magical energy channeled through the

wizard.

*Conjuration/summoning* spells bring something to the caster from elsewhere. Conjuration normally produces matter or items from some other place. Summoning enables the caster to compel living creatures and powers to appear in his presence or to channel extraplanar energies through himself.

*Enchantment/charm* spells cause a change in the quality of an item or the attitude of a person or creature. Enchantments can bestow magical properties on ordinary items, while charms can unduly influence the behavior of beings.

*Greater divinations* are more powerful than lesser divinations (see below). These spells enable the wizard to learn secrets long forgotten, to predict the future, and to uncover things hidden or cloaked by spells.

*Illusions* deal with spells to deceive the senses or minds of others. Spells that cause people to see things that are not there, hear noises not made, or remember things that never happened are all illusions.

*Invocation/Evocation* spells channel magical energy to create specific effects and materials. Invocation normally relies on the intervention of some higher agency (to whom the spell is addressed), while evocation enables the caster to directly shape the energy.

*Lesser divination* spells are learnable by all wizards, regardless of their affiliation. This school includes the most basic and vital spells of the wizard--those he needs to practice other aspects of his craft. Lesser divinations include *read magic* and *detect magic.*

*Necromancy* is one of the most restrictive of all spell schools. It deals with dead things or the restoration of life, limbs, or vitality to living creatures. Although a small school, its spells tend to be powerful. Given the risks of the adventuring world, necromantic spells are considered quite useful.

## Learning Spells

Whether a character chooses to be a mage or a specialist in one of the schools of magic, he must learn his spells from somewhere. While it might be possible for the exceptional wizard to learn the secrets of arcane lore entirely on his own, it isn't very likely. It is far more likely that your character was apprenticed to another wizard as a lad. This kindly (severe), loving (callous), understanding (ill-tempered), generous (mean-spirited), and upright (untrustworthy) master taught your character everything he knows at the start of the game. Then, when it was time, the master sent him into the world (threw him out) with a smile and a pat on the back (snarling with his foot on your character's behind).

Or perhaps your character studied at a proper academy for wizards (if your DM has such things). There he completed his lessons under the eye of a firm (mean) but patient (irritable) tutor who was ready with praise for good work (a cane for the slightest fault). But alas, your character's parents were impoverished and his studies had to end (fed up with this treatment, your youthful character fled during the night).

As you can see, there are a number of ways your character might have learned his spells.

The one good thing that comes from your character's studies is his initial spell book. It may have been a gift from his school or he may have stolen it from his hated master. Whatever the case, your character begins play with a spell book containing up to a few 1st-level spells. Your DM will tell you the exact number of spells and which spells they

are. As your character adventures, he will have the opportunity to add more spells to his collection.

When your character attains a new level, he may or may not receive new spells. This is up to your DM. He may allow your character to return to his mentor (provided he departed on good terms!) and add a few spells to his book. It may be possible for your character to copy spells from the spell book of another player character (with his permission, of course). Or he may have to wait until he can find a spell book with new spells. How he gets his spells is one of the things your DM decides.

In al cases, before he can add a new spell to his spell book, you have to check to see if your character learns that spell. The chance of learning a spell depends on your wizard's Intelligence, as given in Table 4. This chance may be raised or lowered if your character is a specialist.

## Illusions

Of all spells, those of the illusion school cause the most problems. Not that they are more difficult for your player character to cast, but these spells are more difficult for you to role-play and for your DM to adjudicate. Illusions rely on the idea of believability, which in turn relies on the situation and the state of mind of the victim. Your DM must determine this for NPCs, which is perhaps an easier job. You must role-play this for your character.

Spells of this school fall into two basic groups. *Illusions* are creations that manipulate light, color, shadow, sound, and sometimes even scent. Higher level illusions tap energy from other planes, and are actually quasi-real, being woven of extradimensional energies by the caster. Common illusions create appearances; they cannot make a creature or object look like nothing (i.e., invisible), but they can conceal objects by making them look like something else.

*Phantasms* exist only in the minds of their victims; these spells are never even quasi-real. (The exceptions to this are the *phantasmal force* spells, which are actually illusions rather than phantasms.) Phantasms act upon the mind of the victim to create an intense reaction--fear being most common.

The key to successful illusions or phantasms is believability, which depends on three main factors: what the caster attempts, what the victim expects, and what is happening at the moment the spell is cast. By combining the information from these three areas, the player and the DM should be able to create and adjudicate reasonable illusions and phantasms.

When casting an illusion or phantasm, the caster can attempt to do anything he desires within the physical limits of the spell. Prior knowledge of the illusion created is not necessary but is extremely useful.

*Suppose Delsenora decides to cast a phantasmal force spell and can choose between creating the image of a troll (a creature she has seen and battled) or that of a beholder (a creature she has never seen but has heard terrifying descriptions of). She can either use her memory to create a realistic troll or use her imagination to create something that may or may not look like a real beholder. The troll, based on her first-hand knowledge of these creatures, is going to have lots of little details--a big nose, warts, green, scabby skin, and even a shambling troll-like walk. Her illusion of a beholder will be much less*

*precise, just a floating ball with one big eye and eyestalks. She doesn't know its color, size, or behavior.*

The type of image chosen by the caster affects the reaction of the victim. If the victim in the above case has seen both a troll and a beholder, which will be more believable? Almost certainly it will be the troll, which looks and acts the way the victim thinks a troll should. He might not even recognize the other creature as a beholder since it doesn't look like any beholder he's ever seen. Even if the victim has never seen a troll or a beholder, the troll will still be more believable; it acts in a realistic manner, while the beholder does not. Thus, spellcasters are well-advised to create images of things they have seen, for the same reason authors are advised to write about things they know.

The next important consideration is to ask if the spell creates something that the victim expects. Which of these two illusions would be more believable--a huge dragon rising up behind a rank of attacking kobolds (puny little creatures) or a few ogres forming a line behind the kobolds? Most adventurers would find it hard to believe that a dragon would be working with kobolds. The dragon is far too powerful to associate with such little shrimps. Ogres, however, could very well work with kobolds--bossing them around and using them as cannon fodder. The key to a good illusion is to create something the victim does not expect but can quickly accept.

The most believable illusion may be that of a solid wall in a dungeon, transforming a passage into a dead end. Unless the victim is familiar with these hallways, he has no reason not to believe that the wall is there.

Of course, in a fantasy world many more things can be believed than in the real world. Flames do not spring out of nowhere in the real world, but this can happen in a fantasy world. The presence of magic in a fantasy world makes victims more willing to accept things our logic tells us cannot happen. A creature appearing out of nowhere could be an illusion or it could be summoned. At the same time, you must remember that a properly role-played character is familiar with the laws of his world. If a wall of flames appears out of nowhere, he will look for the spellcaster. A wall blocking a corridor may cause him to check for secret doors. If the illusion doesn't conform to his idea of how things work, the character should become suspicious. This is something you have to provide for your character and something you must remember when your character attempts to use illusions.

This then leads to the third factor in the believability of an illusion, how appropriate the illusion is for the situation. As mentioned before, the victim is going to have certain expectations about any given encounter. The best illusions reinforce these expectations to your character's advantage. Imagine that your group runs into a war party of orcs in the local forest. What could you do that would reinforce what the orcs might already believe? They see your group, armed and ready for battle. They do not know if you are alone or are the advance guard for a bigger troop. A good illusion could be the glint of metal and spear points coming up behind your party. Subtlety has its uses. The orcs will likely interpret your illusion as reinforcements to your group, enough to discourage them from attacking.

However, the limitations of each spell must be considered when judging appropriateness. A *phantasmal force* spell creates vision only. It does not provide sound, light, or heat. In the preceding situation, creating a troop of soldiers galloping up behind

you would not have been believable. Where is the thunder of hooves, the creak of saddle leather, the shouts of your allies, the clank of drawn metal, or the whinny of horses? Orcs may not be tremendously bright, but they are not fooled that easily. Likewise, a dragon that suddenly appears without a thunderous roar and dragonish stench isn't likely to be accepted as real. A wise spellcaster always considers the limitations of his illusions and finds ways to hide their weaknesses from the enemy.

An illusion spell, therefore, depends on its believability. Believability is determined by the situation and a saving throw. Under normal circumstances, those observing the illusion are allowed a saving throw vs. spell if they actively disbelieve the illusion. For player characters, disbelieving is an action in itself and takes a round. For NPCs and monsters, a normal saving throw is made if the DM deems it appropriate. The DM can give bonuses or penalties to this saving throw as he thinks appropriate. If the caster has cleverly prepared a realistic illusion, this certainly results in penalties on the victim's saving throw. If the victim were to rely more on scent than sight, on the other hand, it could gain bonuses to its saving throw. If the saving throw is passed, the victim sees the illusion for what it is. If the saving throw is failed, the victim believes the illusion. A good indication of when player characters should receive a positive modifier to their saving throws is when they say they don't believe what they see, especially if they can give reasons why.

There are rare instances when the saving throw may automatically succeed or fail. There are times when the illusion created is either so perfect or so utterly fantastic as to be impossible even in a fantasy world. Be warned, these occasions are very rare and you should not expect your characters to benefit from them more than once or twice.

In many encounters, some party members will believe an illusion while others see it for what it really is. In these cases, revealing the truth to those deluded by the spell is not a simple matter of telling them. The magic of the spell has seized their minds. Considered from their point of view, they se a horrible monster (or whatever) while a friend is telling them it isn't real. They know magic can affect people's minds, but whose mind has been affected in this case? At best, having an illusion pointed out grants another saving throw with a +4 bonus.

Illusions do have other limitations. The caster must maintain a show of reality at all times when conducting an illusion. (If a squad of low-level fighters is created, the caster dictates their hits, misses, damage inflicted, apparent wounds, and so forth, and the referee decides whether the bounds of believability have been exceeded.) Maintaining an illusion normally requires concentration on the part of the caster, preventing him from doing other things. Disturb him and the illusion vanishes.

Illusions are spells of trickery and deceit, not damage and destruction. Thus, illusions cannot be used to cause real damage. When a creature is caught in the blast of an illusionary fireball or struck by the claws of an illusionary troll, he thinks he takes damage. The DM should record the illusionary damage (but tell the player his character has taken real damage). If the character takes enough damage to "die," he collapses in a faint. A system shock roll should be made for the character. (His mind, believing the damage to be real, may cause his body to cease functioning!) If the character survives, he regains consciousness after 1d3 turns with his illusionary damage healed. In most cases, the character quickly realizes that it was all an illusion.

When an illusion creates a situation of inescapable death, such as a giant block

dropping from the ceiling, all those believing the illusion must roll for system shock. If they fail, they die--killed by the sheer terror of the situation. If they pass, they are allowed a new saving throw with a +4 bonus. Those who pass recognize the illusion for what it is. Those who fail faint for 1d3 turns.

Illusions do not enable characters to defy normal physical laws. An illusionary bridge cannot support a character who steps on it, even if he believes the bridge is real. An illusionary wall does not actually cause a rock thrown at it to bounce off. However, affected creatures attempt to simulate the reality of what they see as much as possible. A character who falls into an illusionary pit drops to the ground as if he had fallen. A character may lean against an illusionary wall, not realizing that he isn't actually putting his weight on it. If the same character were suddenly pushed, he would find himself falling through the very wall he thought was solid!

Illusions of creatures do not automatically behave like those creatures, nor do they have those creatures' powers. This depends on the caster's ability and the victim's knowledge of the creatures. Illusionary creatures fight using the caster's combat ability. They take damage and die when their caster dictates it. An illusory orc could continue to fight, showing no damage, even after it had been struck a hundred or a thousand times. Of course, long before this its attackers will become suspicious. Illusionary creatures can have whatever special abilities the caster can make appear (i.e., a dragon's fiery breath or a troll's regeneration), but they do not necessarily have unseen special abilities. There is no way a caster can create the illusion of a basilisk's gaze that turns people to stone. However, these abilities might be manifested through the fears of the victims. For example, Rath the fighter meets an illusionary basilisk. Rath has fought these beasties before and knows what they can do. His gaze accidentally locks with that of the basilisk. Primed by his own fears, Rath must make a system shock roll to remain alive. But if Rath had never seen a basilisk and had no idea that the creature's gaze could turn him to stone, there is no way his mind could generate the fear necessary to kill him. Sometimes ignorance is bliss!

## Priest Spells

The spells of a priest, while sometimes having powers similar to those of the wizard, are quite different in their overall tone. The priest's role, more often than not, is as defender and guide for others. Thus, the majority of his spells work to aid others or provide some service to the community in which he lives. Few of his spells are truly offensive, but many can be used cleverly to protect or defend.

Like the wizard, the priest's level determines how many spells he retains. He must select these spells in advance, demonstrating his wisdom and far-sightedness by choosing those spells he thinks will be most useful in the trials that lurk ahead.

Unlike the wizard, the priest needs no spell book and does not roll to see if he learns spells. Priest spells are obtained in an entirely different manner. To obtain his spells, a priest must be faithful to the cause of his deity. If the priest feels confident in this (and most do), he can pray for his spells. Through prayer, the priest humbly and politely requests those spells he wishes to memorize. Under normal circumstances, these spells are then granted.

A priest's spell selection is limited by his level and by the different spheres of spells. (The spheres of influence, into which priest spells are divided, can be found under

"Priests of a Specific Mythoi" in Chapter 3: player Character Classes.) Within the major spheres of his deity, a priest can use any spell of a given level when he is able to cast spells of that level. Thus, a druid is able to cast any 2nd-level plant sphere spells when he is able to cast 2nd-level spells. For spells belonging to the minor spheres of the priest's deity, he can cast spells only up to 3rd level. The knowledge of what spells are available to the priest becomes instantly clear as soon as he advances in level. This, too, is bestowed by his deity.

Priests must pray to obtain spells, as they are requesting their abilities from some greater power, be it their deity or some intermediary agent of this power. The conditions for praying are identical to those needed for the wizard's studying. Clearly then, it behooves the priest to maintain himself in good standing with this power, through word and deed. Priests who slip in their duties, harbor indiscreet thoughts, or neglect their beliefs, find that their deity has an immediate method of redress. If the priest has failed in his duties, the deity can deny him spells as a clear message of dissatisfaction. For minor infractions, the deity can deny minor spells. Major failings result in the denial of major spells or, even worse, all spells. These can be regained if the character immediately begins to make amends for his errors. Perhaps the character only needs to be a little more vigilant, in the case of a minor fault. A serious transgression could require special service, such as a quest or some great sacrifice of goods. These are things your DM will decide, should your character veer from the straight and narrow path of his religion.

Finally, your DM may rule that not all deities are equal, so that those of lesser power are unable to grant certain spells. If this optional rule is used, powers of demi-god status can only grant spells up to the 5th spell level. Lesser deities can grant 6th-level spells, while the greater deities have all spell levels available to them. You should inquire about this at the time you create your character (and decide which deity he worships), to prevent any unwelcome surprises later on.

## Casting Spells

Both wizards and priests use the same rules for casting spells. To cast a spell, the character must first have the spell memorized. If it is not memorized, the spell cannot be cast. The caster must be able to speak (not under the effects of a *silence* spell or gagged) and have both arms free. (Note that the optional spell component rule [following section] can modify these conditions.) If the spell is targeted on a person, place, or thing, the caster must be able to see the target. It is not enough to cast a fireball 150 feet ahead into the darkness; the caster must be able to see the point of explosion and the intervening distance. Likewise, a magic missile (which always hits its target) cannot be fired into a group of bandits with the instruction to strike the leader; the caster must be able to identify and see the leader.

Once the casting has begun, the character must stand still. Casting cannot be accomplished while riding a roughly moving beast or a vehicle, unless special efforts are made to stabilize and protect the caster. Thus, a spell cannot be cast from the back of a galloping horse under any conditions, nor can a wizard or priest cast a spell on the deck of a ship during a storm. However, if the caster were below decks, protected from the wind and surging waves, he could cast a spell. While it is not normally possible to cast a spell from a moving chariot, a character who was steadied and supported by others could

do so. Your DM will have to make a ruling in these types of extraordinary conditions.

During the round in which the spell is cast, the caster cannot move to dodge attacks. Therefore, no AC benefit from Dexterity is gained by spellcasters while casting spells. Furthermore, if the spellcaster is struck by a weapon or fails to make a saving throw before the spell is cast, the caster's concentration is disrupted. The spell is lost in a fizzle of useless energy and is wiped clean from the memory of the caster until it can be rememorized. Spellcasters are well advised not to stand at the front of any battle, at least if they want to be able to cast any spells!

## Spell Components (Optional Rule)

When your character casts a spell, it is assumed that he is doing something to activate that spell. He may utter a few words, wave his hand around a couple of times, wiggle his toes, swallow a live spider, etc. But, under the standard rules, you don't have to know exactly what he does to activate the spell. Some of this can be answered if your DM uses the rules for spell components.

The actions required to cast a spell are divided into three groups: verbal, somatic (gestures), and material. Each spell description (found in Appendices 3 and 4) lists what combination of these components is needed to cast a spell. Verbal components require the caster to speak clearly (not be silenced in any way); somatic components require free gestures (thus, the caster cannot be bound or held); material components must be tossed, dropped, burned, eaten, broken, or whatever for the spell to work. While there is no specific description of the words and gestures that must be performed, the material components are listed in the spell descriptions. Some of these are common and easy to obtain. Others represent items of great value or scarcity. Whatever the component, it is automatically destroyed or lost when the spell is cast, unless the spell description specifically notes otherwise.

If the spell components optional rule is used in your campaign, your wizard or priest must have these items to cast the spell. Without them, he is helpless, even if the spell is memorized. For simplicity of play, it is best to assume that any spellcaster with any sense has a supply of the common items he is likely to need--wax, feathers, paint, sand, sticks, and fluff, for example. For expensive and rare items, it is perfectly proper for your DM to insist that special efforts be made to obtain these items. After all, you simply cannot assume your character has a valuable pearl handy whenever he needs one!

The three different aspects of spell components also change the conditions under which your character can cast his spells. No longer does he need to be able to speak, move, and use some item. He only needs to fulfill the required components. Thus, a spell with only a verbal component could be used by a naked, bound spellcaster. One requiring only gestures could be cast even within the radius of a *silence* spell. Most spells require a combination of components, but clever spellcasters often create new spells that need only a word or a gesture, enabling them to take their enemies by surprise.

# Magical Research

One oft-ignored asset of both wizards and priests is magical research. While the spell lists for both groups offer a wide variety of tools and effects, the clever player character can quickly get an edge by researching his own spells. Where other spellcasters may fall

quickly into tired and predictable patterns ("Look, it's a wizard! Get ready for the fireball, guys!"), an enterprising character can deliver sudden (and nasty) surprises!

Although your DM has the rules for handling spell research, there are some things you should know about how to proceed. First and foremost, research means that you and your DM will be working together to expand the game. This is not a job he does for you! Without your input, nothing happens. Second, whatever your character researches, it cannot be more powerful than the spells he is already able to cast. If it is, you must wait until your character can cast spells of an equal power. (Thus, as a 1st-level wizard, you cannot research a spell that is as powerful as a fireball. You must wait until your character can cast a fireball.) Finally, you will have to be patient and willing to have your character spend some money. He won't create the spell immediately, as research takes time. It also takes money, so you can expect your DM to use this opportunity to relieve your character of some of that excess cash. But, after all, how better for a spellcaster to spend his money?

Knowing these things, you should first write up a description of the spell you want to create. Be sure to include information on components, saving throws, range, duration, and all the other entries you find in the normal spell listings. When you give your DM the written description, tell him what you want the spell to do. (Sometimes what you write isn't really what you mean, and talking to your DM is a good way to prevent confusion.) After this, he will either accept or reject your spell. This is his choice and not all DMs will have the same answer. Don't kick and complain; find out what changes are needed to make the spell acceptable. You can probably iron out the differences.

Once all these things are done, your character can research the spell. Be ready for this to take some time. Eventually he will succeed, although the spell may not do quite what he expected. Your DM may revise the spell, perhaps reducing the area of effect or damage inflicted. Finally, all you have to do is name your spell. This should be something suitably pompous, such as "Delsenora's Malevolent Steamroller." After all, you want something to impress the locals!

## Spell Descriptions

The spells are organized according to their group (priest or wizard) and level, listed in Appendices 3 and 4. Within each level, the spells are arranged alphabetically. At the start of each spell description is the following important game information:

**Name:** Each spell is identified by name. In parentheses after the name is the school (for wizard spells) to which that spell belongs. When more than one is listed, that spell is common to all schools given.

Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Priests with reversible spells must memorize the desired version. For example, a priest who desires a *cause light wounds* spell must petition for this form of the *cure light wounds* spell when meditating and praying. Note that severe penalties can result if the spell choice is at variance with the priest's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the priest's patron deity, as determined by the DM.

Reversible wizard spells operate similarly. When the spell is learned, both forms are recorded in the wizard's spell books. However, the wizard must decide which version of

the spell he desires to cast when memorizing the spell, unless the spell description specifically states otherwise. For example, a wizard who has memorized *stone to flesh* and desires to cast *flesh to stone* must wait until the latter form of the spell can be memorized (i.e., rest eight hours and study). If he could memorize two 6th-level spells, he could memorize each version once or one version twice.

**School:** In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn, depending on the wizard's school of specialization. For priest spells, the school notation is used only for reference purposes, to indicate which school the spell is considered to belong to, in case the DM needs to know for spell resistance (for example, elves' resistance to charm spells).

**Sphere:** This entry appears only for priest spells and identifies the sphere or spheres into which that spell falls.

**Range:** This lists the distance from the caster at which the spell effect occurs or begins A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him. "Touch" means the caster can use the spell on others if he can physically touch them. Unless otherwise specified, all other spells are centered on a point visible to the caster and within the range of the spell. The point can be a creature or object if desired. In general, a spell that affects a limited number of creatures within an area affects those closest to the center of the area first, unless there are other parameters operating (such as level or Hit Dice). Spells can be cast through narrow openings only if both the caster's vision and the spell energy can be directed simultaneously through the opening. A wizard standing behind an arrow slit can cast through it; sending a fireball through a small peephole he is peering through is another matter.

**Components:** This lists the category of components needed, V for verbal, S for somatic, and M for material. When material components are required, these are listed in the spell description. Spell components are expended as the spell is cast, unless otherwise noted. Priest holy symbols are not lost when a spell is cast. For cases in which material components are expended at the end of the spell (*free action, shapechange,* etc.), premature destruction of the components ends the spell.

**Duration:** This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a *dispel magic.* Some spells have a variable duration. In most cases, the caster cannot choose the duration of spells. Spells with set durations (for example, 3 rounds/level) must be kept track of by the player. Spells of variable duration (for example, 3 + 1d4 rounds) are secretly rolled and recorded by the DM. Your DM may warn you when spell durations are approaching expiration, but there is usually no sign that a spell is going to expire; check with your DM to determine exactly how he handles this issue.

Certain spells can be ended at will by the caster. In order to dismiss these spells, the original caster must be within range of the spell's center of effect--within the same range at which the spell can be cast. The caster also must be able to speak words of dismissal. Note that only the original caster can dismiss his spells in this way.

**Casting Time:** This entry is important, if the optional casting time rules are used. If only a number is given, the casting time is added to the caster's initiative die rolls. If the

spell requires a round or number of rounds to cast, it goes into effect at the end of the last round of casting time. If Delsenora casts a spell that takes one round, it goes into effect at the end of the round in which she begins casting. If the spell requires three rounds to cast, it goes into effect at the end of the third round. Spells requiring a turn or more go into effect at the end of the stated turn.

**Area of Effect:** This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell. Spells with an area or volume that can be shaped by the caster will have a minimum dimension of 10 feet in any direction, unless the spell description specifically states otherwise. Thus, a cloud that has a 10-foot cube per caster level might, when cast by a 12th-level caster, have dimensions 10' _ 10' _ 120', 20' _ 20' _ 30', or any similar combination that totals twelve 10-foot cubes. Combinations such as 5' _ 10' _ 240' are not possible unless specifically allowed.

Some spells (such as *bless*) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast. For example, a chaotic good character allied with a lawful neutral cleric would receive the benefits of the latter's *bless* spell.

**Saving Throw:** This lists whether the spell allows the target a saving throw and the effect of a successful save: "Neg." results in the spell having no effect; "_" means the character suffers half the normal amount of damage; "none" means no saving throw is allowed.

Wisdom adjustments to saving throws apply to enchantment/charm spells.

Solid physical barriers provide saving throw bonuses and damage reduction. Cover and concealment may affect saving throws and damage (the DM has additional information about this).

A creature that successfully saves against a spell with no apparent physical effect (such as a *charm, hold,* or *magic jar*) may feel a definite force or tingle that is characteristic of a magical attack, if the DM desires. But the exact hostile spell effect or creature ability used cannot be deduced from this tingle.

A being's carried equipment and possessions are assumed to make their saving throws against special attacks if the creature makes its saving throw, unless the spell specifically states otherwise. If the creature fails its saving throw, or if the attack form is particularly potent, the possessions may require saving throws using either item saving throws (see the DMG) or the being's saving throw. The DM will inform you when this happens.

Any character can voluntarily forgo a saving throw. This allows a spell or similar attack that normally grants a saving throw to have full effect on the character. Likewise, any creature can voluntarily lower its magic resistance allowing a spell to automatically function when cast on it. Forgoing a saving throw or magic resistance roll need not always be voluntary. If a creature or character can be tricked into lowering its resistance, the spell will have full effect, even if it is not the spell the victim believed he was going to receive. The victim must consciously choose to lower his resistance; it is not sufficient that he is caught off guard. For example, a character would receive a saving throw if a wizard in the party suddenly attacked him with a fireball, even if the wizard had been friendly to that point. However, the same character would not receive a saving throw if the wizard convinced him that he was about to receive a *levitation* spell but cast a fireball instead. Your DM will decide when NPCs have lowered their resistances. You must tell your DM when your character is voluntarily lowering his resistance.

**Spell Description:** The text provides a complete description of how the spell functions and its game effects. It covers most typical uses of the spell, if there are more than one, but cannot deal with every possible application players might find. In these cases, the spell information in the text should provide guidance on how to adjudicate the situation.

Spells with multiple functions enable the caster to select which function he wants to use at the time of casting. Usually a single function of a multiple-function spell is weaker than a single-function spell of the same level.

Spell effects that give bonuses or penalties to abilities, attack rolls, damage rolls, saving throws, etc., are not usually cumulative with each other or with other magic: the strongest single effect applies. For example, a fighter drinks a *potion of giant strength* and then receives the 2nd-level wizard spell *strength.* Only the strongest magic (the potion) is effective. When the potion's duration ends, however, the *strength* spell is still in effect, until its duration also expires.

# Chapter 8:
# Experience

After a player's character has bravely set out and survived his first adventure, the player will have experienced the entertainment of role-playing games. But what will the character have gained? If the character never improves, he will never be able to survive, let alone overcome the powerful dangers that fill the AD&D game worlds.

Fortunately, this isn't the case. Every time a character goes on an adventure he learns something. He may learn a little more about his physical limits, encounter a creature he has never seen before, try a spell as yet unused, or discover a new peculiarity of nature. Indeed, not all his learning experience need be positive. After blowing up half his party with a poorly placed fireball, a wizard may (though there is no guarantee) learn to pay more attention to ranges and areas of effect. After charging a basilisk, a fighter may learn that caution is a better tactic for dealing with the beast (provided the other characters can change him from stone back to flesh). Regardless of the method, the character has managed to learn something.

Some of the information and skills learned in the game can be applied directly in play. When a wizard toasts his friends with a badly cast fireball, the player learns to pay more attention to the area of effect of a fireball. Though the player made the mistake and his character only carried out the actions, the player's friends will also learn to keep their characters well away from his.

The reward for this type of learning is direct and immediate. The characters benefit because each of the players has a better understanding of what to do or where to go

However, a character also improves by increasing his power. Although the player can improve his play, he cannot arbitrarily give his character more hit points, more spells, or a better chance to hit with an attack. These gains are made by earning experience points (XP).

An experience point is a concrete measure of a character's improvement. It represents a host of abstract factors: increased confidence, physical exercise, insight, and on-the-job training. When a character earns enough experience points to advance to the next

experience level, these abstract factors translate into a measurable improvement in the abilities of the character. Just what areas improve and how quickly improvement occurs all depend on the character's class.

## Group Experience Awards

Experience points are earned through the activities of the characters, which generally relate to their adventuring goals. Thus, all characters on an adventure receive some experience points for overcoming their enemies or obstacles. Since group cooperation is important, experience points for defeating foes are given to all members of the group, regardless of their actions. Who is to say that the wizard, standing ready with a spell just in case things got ugly, might not have been necessary? Or that the bard who covered the party's escape route wasn't doing something important? A character who never hefts a sword may still have good advice or important suggestions on better tactics. Furthermore, the wizard and the bard can also learn from the actions of others.

## Individual Experience Awards

Player characters also earn experience points for individual deeds, as determined by their class. Generally, each character earns points for doing actions appropriate to his group. Warriors earn additional experience points for defeating creatures. The more difficult the battle, the greater the number of experience points. Wizards earn points for using their spells for specific purposes. The wizard who walks into the woods and casts his spells for no reason doesn't gain experience points; the wizard who casts a lightning bolt at a beholder has used his spell for a purpose. He gains experience points. Wizards also earn experience points for researching new spells and creating magical items. Priests can earn experience points for researching new spells and creating magical items. Priests can earn experience points by spreading their beliefs and using their powers in service of their deity. Rogues, who tend to have a larcenous streak, earn experience points by using their special abilities and finding or earning gold.

A character can also earn experience for the player's actions, such as playing the game well. When a player does a good job creating and pretending to be his character, the DM may give the character experience points for good role-playing. If the player is really involved and takes a major part in the game, the DM can give the player's character extra experience points. If the player uses his head to come up with a really good idea, the DM can give the character experience points for his contribution.

Finally, a character can earn experience points for successfully completing an adventure or achieving a goal the DM has set. Although a player may have a pretty good idea of what his character is supposed to accomplish, he won't know if he'll be awarded experience points for it until his character actually receives them. However, there is no rule that the DM must be consistent in these awards, or even that he must give a character anything at all.

## Training

Even when a character has earned enough experience to attain the next level, the DM may not allow immediate advancement. He may require the character to receive training to advance. When training, a character studies his skills under a tutor, taking the raw

knowledge he has gained and honing it into measurable improvement. On the average, this takes a few weeks (depending on the tutor's ability), and it is normally done during the character's nonadventuring time.

A DM can also rule that the circumstances are not appropriate for the character to advance in level, such as when the game session ends with the characters deep in an abandoned mine complex. The party has just finished a battle with a band of gnolls and faces more such encounters before it can reach the surface. The DM rules that the characters receive no experience until they leave the mines, because he doesn't want them to increase in level in the middle of the adventure. He is perfectly justified in doing this. And if the characters live through the adventure, they will undoubtedly profit from it, either in experience points or knowledge gained.

## Where's the Specific Info?

The preceding text has covered general guidelines as to how and why characters receive experience points. Since the DM actually determines how many XP each character actually receives, the detailed rules for awarding experience are given in the *Dungeon Master Guide*.

# Chapter 9:
# Combat

The AD&D game is an adventure game designed to give players a feeling of excitement and danger. Characters brave the unknown perils of moldering dungeons and thorn-covered wilderness, facing off against hideous monsters and evil villains. Thus, it is important for all players to know the basic rules for handling combat.

To create the proper sense of danger and excitement, the rules for combat must be thorough, but they must also be playable and exciting enough to create a vivid picture in the minds of the players. Combat in the AD&D game has to allow many different actions and outcomes--as many as the imagination can produce. Knowing that anything could happen next (because the rules allow it) creates excitement for everyone.

## More Than Just Hack-and-Slash

As important as fighting is to the AD&D game, it isn't the be-all and end-all of play. It's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring--every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat in this chapter.

In addition to explaining the basic mechanics of hitting and missing, there are rules here for turning undead, special ways to attack and defend, poison, heroic feats, and more.

# Definitions

Many game terms are used throughout the combat rules. To understand the rules, players must understand these terms, so brief explanations appear below. Further details are provided throughout this chapter.

**Armor Class (AC)** is the protective rating of a type of armor. In some circumstances, AC is modified by the amount of protection gained or lost because of the character's situation. For instance, crouching behind a boulder improves a character's Armor Class, while being attacked from behind worsens his AC.

Armor provides protection by reducing the chance that a character is attacked successfully (and suffers damage). Armor does not absorb damage, it prevents it. A fighter in full plate mail may be a slow-moving target, but penetrating his armor to cause any damage is no small task.

Armor Class is measured on a scale from 10, the worst (no armor), to -10, the best (very powerful magical armors). *The lower the number, the more effective the armor.* Shields can also improve the AC of a character (see "Shields" in Chapter 6: Money and Equipment).

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example. But even a character with a Dexterity bonus can have this bonus negated if he is attacked from the rear.

**Damage** is what happens to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid, and anything even remotely dangerous in the real world. Damage from most attacks is measured in *hit points.* Each time a character is hit, he suffers points of damage. It could be as little as 1 point to as many as 80 or more. These points are subtracted from the character's current hit point total. When this reaches 0, the character is dead.

**Initiative** determines the order in which things happen in a combat round. Like so many things in the world, initiative is determined by a combination of ability, situation, and chance.

At the start of each round of a battle, an initiative roll is made by both sides. This roll can be modified by the abilities of the combatants and by the situation. The person or side with the lower modified die roll acts first.

**Melee** is any situation in which characters are battling each other hand-to-hand, whether with fists, teeth, claws, swords, axes, pikes, or something else. Strength and Dexterity are valuable assets in melee.

**Missile combat** is defined as any time a weapon is shot, thrown, hurled, kicked, or otherwise propelled. Missile and melee combat have the same basic rules, but there are special situations and modifiers that apply only to missile combat.

**Saving throws** are measures of a character's resistance to special types of attacks--poisons, magic, and attacks that affect the whole body or mind of the character. The ability to make successful saving throws improves as the character increases in level; Dexterity and general mental fortitude aid in honing combat senses. Experience makes saving throws easier.

**Surprise** can happen any time characters meet another group unexpectedly (monsters, evil knights, peasants, etc.). Surprise is simply what happens when one side--a person or party--is taken unawares, unable to react until they gather their wits. Their opponents, if unsurprised, are allowed a bonus round of action while the surprised characters recover.

It's entirely possible for both sides in a given situation to be surprised!

Attacking with surprise gives bonuses to the attack roll (see Table 51). A surprised character also has a decreased chance of rolling a successful saving throw, if one is needed.

Surprise is determined by a die roll and is normally checked at the beginning of an encounter. Surprise is very unpredictable, so there are very few modifiers to the roll.

**THAC0** is an acronym for "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an Armor Class 0 target successfully. THAC0 depends on a character's group and level (see Table 53). The THAC0 number can be used to calculate the number needed to hit any Armor Class. THAC0 is refigured each time a character increases in level. Using THAC0 speeds the play of combat greatly.

## The Attack Roll

At the heart of the combat system is the attack roll. This is the die roll that determines whether an attack succeeds or fails. The number a player needs in order to make a successful attack roll is also called the "to-hit" number.

Attack rolls are used for attacks with swords, bows, rocks, and other weapons, as well as blows from fists, tackling, and other hand-to-hand attacks. Attack rolls are also used to resolve a variety of potentially injury-causing actions that require accuracy (for example, throwing a rock at a small target or tossing a sword to a party member in the middle of a fight).

### Figuring the To-Hit Number

The first step in making an attack roll is to find the number needed to hit the target. Subtract the Armor Class of the target from the attacker's THAC0. (Remember that if the Armor Class is a negative number, you *add* it to the attacker's THAC0.) The character has to roll the resulting number, or higher, on 1d20 to hit the target.

*Rath has reached 7th level as a fighter. His THAC0 is 14 (found on Table 53), meaning he needs to roll a 14 or better to hit a character or creature of Armor Class 0. In combat, Rath, attacking an orc wearing chainmail armor (AC 6), needs to roll an 8 (14-6=8) to hit the orc. An 8 or higher on 1d20 will hit the orc. If Rath hits, he rolls the appropriate dice (see Table 44) to determine how much damage he inflicts.*

The example above is quite simple--in a typical AD&D game combat situation, THAC0 is modified by weapon bonuses, Strength bonuses, and the like (the next section "Modifiers to the Attack Roll," lists the specifics of these modifiers). Figure Strength and weapon modifiers, subtract the total from the base THAC0, and record this modified THAC0 with each weapon on the character sheet. Subtract the target's Armor Class from this modified THAC0 when determining the to-hit number.

*Rath is still a 7th-level fighter. He has a Strength of 18/80 (which gives him a +2 bonus to his attack roll). He fights with a long sword +1. His THAC0 is 14, modified to 12 by his Strength and to 11 by his weapon. If attacking the orc from the earlier example, Rath would have to roll a 5 or higher on 1d20 in order to hit (11-6=5). Again, table 44*

*would tell him how much damage he inflicts with his weapon (this information should also be written on his character sheet).*

The DM may also throw in situational modifiers, (for example, a bonus if the target is struck from behind, or a penalty if the target is crouching behind a boulder). If the final, modified die roll on 1d20 is equal to or greater than the number needed to hit the target, the attack succeeds. If the roll is lower than that needed, the attack fails.

## Modifiers to the Attack Roll

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.

**Strength Modifiers:** A character's Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melees and attacks with hurled missile weapons (a spear or an axe).

A positive Strength modifier can be applied to bows if the character has a special bow made for him, designed to take advantage of his high Strength. Characters with Strength penalties always suffer them when using a bow weapon. They simply are not able to draw back the bowstring far enough. Characters never have Strength modifiers when using crossbows--the power of the shot is imparted by a machine, not the player character.

**Magical items:** The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a *sword +1* improves a character's chance to hit by one. A suit of *chain mail +1* improves the Armor Class of the character by one (which means you *subtract* one from the character's AC, changing an AC of 5 to an AC of 4, for example). Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an addition to Armor Class.

There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be applied to a die roll.

Table 51 lists some standard combat modifiers. Positive numbers are bonuses for the attacker; negative numbers are penalties.

**Table 51:**

## Combat Modifiers

| Situation | Attack Roll Modifier |
|---|---|
| Attacker on higher ground | +1 |
| Defender invisible | -4 |
| Defender off-balance | +2 |
| Defender sleeping or held | Automatic* |
| Defender stunned or prone | +4 |
| Defender surprised | +1 |
| Missile fire, long range | -5 |

| | |
|---|---|
| Missile fire, medium range | -2 |
| Rear attack | +2 |

*If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically.

## Weapon Type vs. Armor Modifiers

**(Optional Rule)**

Not all weapons perform the same. If they did, there would be no need for the wide variety of weapons that exists. Only one form of each weapon type, the most useful one, would be used throughout the world. This is obviously not the case.

Aside from the differences in size, weight, length, and shape, certain types of weapons are more useful against some types of armor than others. Indeed, the different armors and weapons of the world are the result of an ancient arms race. Every new weapon led to the development of a new type of armor designed to counter it. This led to new weapons, which led to new armor, and so on.

In the AD&D game, weapons fall into several categories, based on how they are used. The basic categories are slashing, piercing, and bludgeoning.

**Slashing weapons** include swords, axes, and knives. Damage is caused by the combination of weight, muscle, and a good sharp edge.

**Piercing weapons** (some swords, spears, pikes, arrows, javelins, etc.) rely on the penetrating power of a single sharp point and much less on the weight of the weapon.

**Bludgeoning weapons** (maces, hammers, and flails) depend almost entirely on the impact caused by weight and muscle.

A few weapons, particularly some of the more exotic polearms, fall into more than one of these categories. A halberd can be used as a pole-axe (a slashing weapon) or as a short pike (a piercing weapon). The versatility of these weapons provides the user with a combat advantage, in that the mode most favorable to the attacker can be used, depending upon the situation.

**Natural weapons** can also be classified according to their attack type. Claws are slashing weapons; a bite pierces; a tail attack bludgeons. The DM must decide which is most appropriate to the creature and method of attack.

**Armor types,** in turn, have different qualities. Field plate is more effective, overall, than other armors by virtue of the amount and thickness of the metal, but it still has specific weaknesses against certain classes of weapons.

Table 52 lists the weapon vs. armor modifiers applied to the attacker's THAC0, if this optional system is used. To use this table, the actual armor type of the target must be known in addition to the target's Armor Class. The bonuses of magical armor do not change the type of armor, only the final Armor Class.

This system is used only when attacking creatures in armor. The modifiers are not used when attacking creatures with a natural Armor Class.

**Table 52:**

## Weapon Type vs. Armor Modifiers

| Armor Type | Slash | Pierce | Bludgeon |
|---|---|---|---|
| Banded mail | +2 | 0 | +1 |
| Brigandine | +1 | +1 | 0 |
| Chain mail* | +2 | 0 | -2 |
| Field Plate | +3 | +1 | 0 |
| Full Plate | +4 | +3 | 0 |
| Leather armor** | 0 | -2 | 0 |
| Plate mail | +3 | 0 | 0 |
| Ring mail | +1 | +1 | 0 |
| Scale mail | 0 | +1 | 0 |
| Splint mail | 0 | +1 | +2 |
| Studded leather | +2 | +1 | 0 |

* Includes bronze plate mail

** Includes padded armor and hides

## Impossible To-Hit Numbers

Sometimes the attacker's to-hit number seems impossible to roll. An attack may be so difficult it requires a roll greater than 20 (on a 20-sided die!), or so ridiculously easy it can be made on a roll less than 1. In both cases, an attack roll is still required!

The reason is simple: With positive die roll modifiers (for magic, Strength, situation, or whatever), a number greater than 20 can be rolled. Likewise, die roll penalties can push the attack roll below 0.

No matter what number a character needs to hit, a roll of 20 is *always* considered a hit and a roll of 1 is *always* a miss, unless the DM rules otherwise. Under most circumstances, a natural 20 hits and a natural 1 misses, regardless of any modifiers applied to the die roll.

Thus, even if a character's chance to hit a monster is 23 and the character has a -3 penalty applied to the die roll, he might be able to score a hit--but only if the die roll is a 20 before any modifiers are applied. Likewise, a character able to hit a monster on a 3 or better, waving a *sword +4*, could still miss if a 1 is rolled on the die.

There are no sure things, good or bad, in the unpredictable chaos of combat situations.

**Table 53:**

## CALCULATED THAC0S

| | Level | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Group** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** |
| Priest | 20 | 20 | 20 | 18 | 18 | 18 | 16 | 16 | 16 | 14 | 14 | 14 | 12 | 12 | 12 | 10 | 10 | 10 | 8 | 8 |
| Rogue | 20 | 20 | 19 | 19 | 18 | 18 | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 |
| Warrior | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Wizard | 20 | 20 | 20 | 19 | 19 | 19 | 18 | 18 | 18 | 17 | 17 | 17 | 16 | 16 | 16 | 15 | 15 | 15 | 14 | 14 |

**Table 54:**

## THAC0 Advancement

| Group | Improvement Rate Points/Level |
|---|---|
| Priest | 2/3 |
| Rogue | 1/2 |
| Warrior | 1/1 |
| Wizard | 1/3 |

## Calculating THAC0

To make an attack roll, the character's THAC0 must be known. This depends on the group and level, if the attacker is a player character or NPC, or the Hit Dice if the attacker is a monster or an animal. All 1st-level characters have THAC0s of 20, regardless of class.

For a character of level 1 through level 20, consult Table 53. This table lists the THAC0 number of each group through 20th level, so players don't have to perform any calculations.

For a character higher than 20th level, find the Improvement Rate for the character's group in Table 54. There you'll find the number of levels a character must advance to reduce his THAC0 by 1 (or more) points. Calculate the character's THAC0 according to his level.

The DMG contains the information on monster THAC0s.

## Combat and Encounters

Encounters are the heart of the AD&D game. Since encounters with monsters and NPCs often lead to combat, an understanding of what happens during battles is vital for everyone. There are several factors the DM will consider in any combat, most of which arise from the circumstances of the encounter. Is anyone surprised? How far apart are the opponents? How many of them are there? Answers to these questions are found in the Encounter section of the DMG. These are questions common to all encounters, whether combat occurs or not.

## The Combat Round

If an encounter escalates into a combat situation, the time scale of the game automatically goes to *rounds* (also called melee rounds or combat rounds). Rounds are used to measure the actions of characters in combat (or other intensive actions in which time is important).

A round is approximately one minute long. Ten combat rounds equal a *turn* (or, put another way, a turn equals 10 minutes of game time). This is particularly important to remember for spells that last for turns, rather than rounds.

But these are just approximations--precise time measurements are impossible to make in combat. An action that might be ridiculously easy under normal circumstances could become an undertaking of truly heroic scale when attempted in the middle of a furious, chaotic battle.

Imagine the simple act of imbibing a healing potion. First, a character decides to drink the potion before retiring for the night. All he has to do is get it out of his backpack,

uncork it, and drink the contents. No problem.

Now imagine the same thing in the middle of a fight. The potion is safely stowed in the character's backpack. First, he takes stock of the situation to see if anyone else can get the potion out for him, but, not surprisingly, everyone is rather busy. So, sword in one hand, he shrugs one strap of the pack off his shoulder. Then, just as two orcs leap toward him, the other strap threatens to slip down, entangling his sword arm. Already the loose strap keeps him from fully using his shield.

Holding the shield as best as possible in front of him, he scrambles backward to avoid the monsters' first wild swings. He gets pushed back a few more feet when a companion shoulders past to block their advance. His companion bought him a little time, so he kneels, lays down his sword, and slips the backpack all the way off. Hearing a wild cry, he instinctively swings his shield up just in time to ward off a glancing blow.

Rummaging through the pack, he finally finds the potion, pulls it out, and, huddling behind his shield, works the cork free. Just then there is a flash of flame all around him--a fireball! He grits his teeth against the heat, shock, and pain and tries to remember not to crush or spill the potion vial. Biting back the pain of the flames, he is relieved to see the potion is still intact.

Quickly, he gulps it down, reclaims his sword, kicks his backpack out of the way, and runs back up to the front line. In game terms, the character withdrew, was missed by one attacker, made a successful saving throw vs. spell (from the fireball), drank a potion, and was ready for combat the next round.

## What You Can Do in One Round

Whatever the precise length of a combat round, a character can accomplish only one basic action in that round, be it making an attack, casting a spell, drinking a potion, or tending to a fallen comrade. The basic action, however, may involve several lesser actions.

When making an attack, a character is likely to close with his opponent, circle for an opening, feint here, jab there, block a thrust, leap back, and perhaps finally make a telling blow. A spellcaster may fumble for his components, dodge an attacker, mentally review the steps of the spell, intone the spell, and then move to safety when it is all done. It has already been shown what drinking a potion might entail. All of these things might happen in a bit less than a minute or a bit more, but the standard is one minute and one action to the round.

Some examples of the actions a character can accomplish include the following:
Make an attack (make attack rolls up to the maximum number allowed the character class at a given level)

- Cast one spell (if the casting time is one round or less)
- Drink a potion
- Light a torch
- Use a magical item
- Move to the limit of his movement rate
- Attempt to open a stuck or secret door
- Bind a character's wounds
- Search a body
- Hammer in a spike

• Recover a dropped weapon

There are also actions that take a negligible amount of time, things the character does without affecting his ability to perform a more important task. Examples of these include the following:

• Shout warnings, brief instructions, or demands for surrender, but not conversations where a reply is expected.
• Change weapons by dropping one and drawing another.
• Drop excess equipment, such as backpacks, lanterns, or torches.

## The Combat Sequence

In real life, combat is one of the closest things to pure anarchy. Each side is attempting to harm the other, essentially causing disorder and chaos. Thus, combats are filled with unknowns--unplanned events, failed attacks, lack of communication, and general confusion and uncertainty. However, to play a battle in the game, it is necessary to impose some order on the actions that occur. Within a combat round, there is a set series of steps that must be followed. These steps are:

1. The DM decides what actions the monsters or NPCs will take, including casting spells (if any).
2. The players indicate what their characters will do, including casting spells (if any).
3. Initiative is determined.
4. Attacks are made in order of initiative.

These steps are followed until the combat ends--either one side is defeated, surrenders, or runs away.

**NPC/Monster Determination:** In the first step, the DM secretly decides in general terms what each opponent will do--attack, flee, or cast a spell. He does not announce his decisions to the players. If a spell is to be cast, the DM picks the spell before the players announce their characters' actions.

**Player Determination:** Next, the players give a general indication of what their characters are planning to do. This does not have to be perfectly precise and can be changed somewhat, if the DM decides circumstances warrant.

If the characters are battling goblins, a player can say, "My fighter will attack" without having to announce which goblin he will strike. If the characters are battling a mixed group of goblins and ogres, the player has to state whether his character is attacking goblins or ogres.

Spells to be cast must also be announced at this time and cannot be changed once the initiative die is rolled.

Before moving on, the DM will make sure he has a clear idea of not only what the player characters are doing, but also what actions any hirelings and henchmen are taking. Once he has a clear view of everything that's likely to happen, the DM can overrule any announced action that violates the rules (or in the case of an NPC, is out of character).

He is not required to overrule an impossible action, but he can let a character attempt it anyway, knowing full well the character cannot succeed. It is not the DM's position to advise players on the best strategies, most intelligent actions, or optimum maneuvers for

their characters.

**Initiative:** In the third step, dice are rolled to determine initiative, according to the rules for initiative (see "Initiative" below).

**Resolution:** In the last step, PCs, NPCs, and monsters make their attacks, spells occur, and any other actions are resolved according to the order of initiative.

The above sequence is not immutable. Indeed, some monsters violate the standard sequence, and some situations demand the application of common sense. In these cases the DM's word is final.

*Rath is leading a party through the corridors of a dungeon. Right behind him are Rupert and Delsenora. Rounding a bend, they see a group of orcs and trolls about 20 feet away. No one is surprised by the encounter.*

*The DM has notes telling him the orcs are hesitant. He secretly decides that they will fall back and let the trolls fight. The trolls, able to regenerate, are naturally overconfident and step forward to the front rank (cursing the orcs at the same time) and prepare to attack. Turning to the players, the DM asks, "What are you going to do?"*

*Harry (playing Rath, a dwarf who hates orcs): "Orcs?--CHARGE!"*
*Anne (playing Delsenora the wizard): "Uh--what!? Wait--don't do that . . . I was going to . . . now I can't use a fireball."*
*DM: "Rath is charging forward. Quick--what are you doing?"*
*Jon (playing Rupert, the half-elf, to Anne): "Cast a spell! (To DM) Can I fire my bow over him?"*
*DM: "Sure, he's short."*
*Jon: "OK, I'll shoot at orcs."*
*DM: "Anne, tell me what Delsenora's doing or she'll lose the round trying to make up her mind!"*
*Anne: "Got it!--Acid arrow spell at the lead troll."*
*DM: "Fine. Harry, Rath is in front. Roll for initiative."*

# Initiative

The initiative roll determines who acts first in any given combat round. Initiative is not set, but changes from round to round (combat being an uncertain thing, at best). A character never knows for certain if he will get to act before another.

Initiative is normally determined with a single roll for each side in a conflict. This tells whether all the members of the group get to act before or after those of the other side(s).

There are also two optional methods that can be used to determine initiative. Each of these optional methods breaks the group action down into more individual initiatives. However, the general method of determining initiative remains the same in all cases.

## Standard Initiative Procedure

To determine the initiative order for a round of combat, roll 1d10 for each side in the battle. Normally, this means the DM rolls for the monsters (or NPCs), while one of the players rolls for the PC party. Low roll wins initiative. If more than two sides are involved in combat, the remaining sides act in ascending order of initiative.

If both (or all) sides roll the same number for initiative, everything happens simultaneously--all attack rolls, damage, spells, and other actions are completed before any results are applied. It is possible for a wizard to be slain by goblins who collapse from his *sleep* spell at the end of the round.

## Initiative Modifiers

Situational factors can affect who has initiative. To reflect this, modifiers are added to or subtracted from the initiative die roll.

**Table 55:**

### Standard Modifiers to Initiative

| Specific Situation | Modifier |
|---|---|
| Hasted | -2 |
| Slowed | +2 |
| On higher ground | -1 |
| Set to receive a charge | -2 |
| Wading or slippery footing | +2 |
| Wading in deep water | +4 |
| Foreign environment* | +6 |
| Hindered (tangled, climbing, held) | +3 |
| Waiting (see p. 112) | +1 |

*This applies to situations in which the party is in a completely different environment (swimming underwater without the aid of a *ring of free action*, for example).

Everyone in the party who will be involved in the round's action must qualify for the modifier. For example, all members of a party must be on higher ground than the opposition in order to get the higher ground modifier. The DM will probably ask each player where his character is standing in order to clarify this.

The side with the *lowest* modified roll on 1d10 has the initiative and acts first.

*The DM decides that one initiative roll is sufficient for each group and no modifiers are needed for either group. (Although Rath is charging, the orcs and trolls are too busy rearranging their lines to be set to receive his charge and so the -2 to receive charge is not used.)*

*Harry, rolling for the player characters, gets a 7 on a 10-sided die. The DM rolls a 10. The player characters, having the lowest number, act first.*

*Delsenora's acid arrow strikes one of the trolls just as Rath takes a swing at the last of the fleeing orcs. A bowshot from Rupert drops another one of the creatures as it takes its position in the second rank. Now the monsters strike back.*

*The orcs manage to finish forming their line. Enraged by the acid, the lead troll tears into Rath, hurting him badly. The others swarm around him, attempting to tear him limb from limb.*

**Table 56:**

## Optional Modifiers to Initiative

| Specific Situation | Modifier |
|---|---|
| Attacking with weapon | Weapon speed |
| Breath weapon | +1 |
| Casting a spell | Casting time |
| Creature size (Monsters attacking with natural weapons only)* | |
| Tiny | 0 |
| Small | +3 |
| Medium | +3 |
| Large | +6 |
| Huge | +9 |
| Gargantuan | +12 |
| Innate spell ability | +3 |
| Magical Items** | |
| Miscellaneous Magic | +3 |
| Potion | +4 |
| Ring | +3 |
| Rods | +1 |
| Scroll | Casting time of spell |
| Stave | +2 |
| Wand | +3 |

*This applies only to creatures fighting with natural weapons--claws, bites, etc. Creatures using weaponry use the speed factor of the weapon, regardless of the creature's size.

**Use the initiative modifier listed unless the item description says otherwise.

## Group Initiative (Optional Rule)

Some people believe that using a single initiative roll for everyone on the same side is too unrealistic. It is, admittedly, a simplification, a way to keep down the number of die rolls required in a single round, allowing for much faster combat. However, the actions of different characters, the types of weapons they use, and the situation can all be factors in determining initiative.

Using this optional method, one initiative die roll is still made for each side in the fight. However, more modifiers are applied to this roll, according to the actions of individual characters. These modifiers are listed on Table 56.

Some of the modifiers depend on ability, spell, and weapon. Characters casting spells (but not monsters using innate abilities) must add the spellcasting time to the die roll. Characters attacking with weapons add the weapons' speed factors to the die roll (see the equipment lists in Chapter 6: Money and Equipment). All other modifiers are applied according to each individual's situation.

In the second round of the combat, the DM decides to use the modified group initiative. Rath is surrounded by trolls and not in the best of health. The rest of the party has yet to close with the monsters.

The DM decides that one troll will continue attacking Rath, with the help of the orcs, while the other trolls move to block reinforcements. In particular, the troll burned by the acid arrow is looking for revenge. The DM then turns to the players for their actions.

*Players (all at once): "I'm going to . . ." "Is he going? . . ." "I'm casting a . . ."*
*DM (shouting): "One at a time! Rath?"*
*Harry: "I'll blow my horn of blasting."*
*DM: "It'll take time to dig it out."*
*Harry: "I don't care, I'm doing it."*
*Jon: "Draw my sword and attack one of the trolls!"*
*DM: "Anne?"*
*Anne (not paying attention to the other two): "Cast a fireball."*
*Harry and Jon: "NO! DON'T!"*
*DM: "Well, is that what you're doing? Quickly!"*
*Anne: "No. I'll cast a haste spell! Centered on me, so Rupert and Rath are just at the edge."*
*DM: "Okay. Harry, roll initiative and everyone modify for your actions."*

Harry rolls 1d10 and gets a 6. The DM rolls for the monsters and gets a 5. Each person's initiative is modified as follows:

Rath is using a miscellaneous magical item (modifier +3). His modified initiative is 9 (6+3=9).

Rupert is using a *bastard sword +1* with two hands (weapon speed 7 instead of 8 because of the +1). His modified initiative is 13 (6+7=13).

Delsenora is casting a spell (*haste* spell, casting time 3). Her modified initiative is the same as Rath's, 9.

The trolls are attacking with their claws and bites (large creatures attacking with natural weapons +6). Their modified initiative is 11 (5+6=11).

The orcs are using long swords (weapon speed 5). Their modified initiative is 10 (5 + 5 = 10).

After all modified initiatives are figured, the combat round goes as follows: Delsenora (initiative 9) completes her spell at the same time that Rath (9) brings the house down on the orcs with his *horn of blasting.*

The orcs (initiative 10) would have gone next, but all of them have been crushed under falling rock.

The three trolls (initiative 11) are unfazed and attack, one at Rath and the other two springing forward, hitting Delsenora and missing Rupert.

Finally, Rupert (initiative 13) strikes back. He moved too slowly to block one troll's path to Delsenora, but manages to cut off the second. Things look very grim for the player characters.

## Individual Initiative (Optional Rule)

This method of determining initiative is the same as that just given earlier, except that

each PC, NPC, and monster involved in the fight rolls and then modifies his own initiative roll. This gives combat a more realistic feel, but at the expense of quick play.

To players, it may not seem like too much for each to roll a separate initiative die, but consider the difficulties: Imagine a combat between six player characters (each controlled by a player) and five hirelings and henchmen against 16 hobgoblins and five ogres (all of which must be rolled by the DM).

Furthermore, each die roll must be modified according to each individual's actions. The resulting rolls make every combat round a major calculation.

This method is not recommended for large-scale combats. It is best used with small battles in which characters on the same side have vastly different speeds.

In the third round of combat, the DM decides to use individual initiatives. Each character is involved in his own fight and there aren't too many to deal with. Cut off from retreat by fallen rock, the trolls attack. The DM asks the players their intentions.

*Harry: "Hit him with my hammer +4!"*
*Rupert: "Chop him up."*
*Anne (now in serious trouble): "Cast a* burning hands *spell."*

*Each character or monster now rolls 1d10. The rolls and modified results are:*

*Rath rolls a 2 and is attacking with his hammer (weapon speed 0 instead of 4 due to +4) and is hasted (-2), so his modified initiative is 0.*

*Rath's troll rolls a 1 and is attacking with natural weapons (+6 modifier) for a total of 7 (1+6=7).*

*Rupert rolls a 2 and has a weapon speed of 7 and is hasted (-2) for a modified initiative of 7 (2+7-2=7).*

*Rupert's troll rolls a 5 and modifies this by +6 for an 11 (5+6=11).*

*Delsenora is very unlucky and rolls a 9. Since she is casting a spell, she gains no benefit from the* haste *spell, this round. She has a casting time of 1 for a total of 10 (9+1=10).*

*The troll fighting Delsenora is very quick and rolls a 1, modified to 7 (1+6=7).*

*The order of attacks is: Rath (initiative 0) strikes with his hammer. Rupert and the two trolls (attacking Rath and Delsenora, all initiative 7) attack immediately after. Rupert hits. The troll attacking Rath misses, but Delsenora is hit. Delsenora's spell (initiative 10) would normally happen next, but instead it fizzles, her concentration ruined by the blow from the troll. Next, Rupert's troll attacks and misses. Because of the* haste *spell, Rath and Rupert now attack again (in order of initiative), Rath first, then Rupert.*

## Multiple Attacks and Initiative

Often combat involves creatures or characters able to attack more than once in a single round. This may be due to multiple attack forms (claws and bite), skill with a weapon, or character level. No matter what the reason, all multiple attacks are handled by one of two methods.

When multiple attacks are the result of different attack forms--claws and a bite or bite and tail or a ranger with his two-weapon combat ability for example--the attacks all occur at the same time. The creature resolves all of its attacks in initiative order.

When the attacks are true multiples--using the same weapon more than once--as in the case of a highly skilled fighter, the attacks are staggered. Everyone involved in the combat completes one action before the second (or subsequent) attack roll is made.

Take, for example, a fighter who can attack twice per round, and say he's battling creatures that can only make one attack. The fighter wins initiative. He makes his first attack according to the rolled initiative order. Then each creature gets its attack. Finally, the fighter gets his second attack.

If fighters on both sides in a battle were able to attack twice in the round, their first attacks would occur according to the initiative roll. Their second attacks would come after all other attacks, and would then alternate according to the initiative roll.

## Spellcasting and Initiative

Casting times for spells can modify initiative rolls, creating a realistic delay for the spellcaster. When a spell's "Casting Time" parameter is given as a number without any units (for example, rounds or turns), then that number is added to the caster's initiative roll to determine his modified initiative. When a spell requires a round or more to cast, a normal initiative roll is not made--a spell requiring one round to cast takes effect at the end of the current round, after all other actions are completed.

Spells that require more than one round to cast involve some bookkeeping. The DM or one of the players must keep track of the rounds spent in casting. If the spellcasting character is disturbed during this time, the spell is lost. If all goes well, the spell takes effect at the very end of the last round of the required casting time. Thus, a spell requiring 10 minutes to cast would require 10 combat rounds, and wouldn't take effect until the very end of the 10th round.

## Weapon Speed and Initiative (Optional Rule)

Each time a character swings a weapon, he places himself out of position to make his next attack. Swinging a hammer is not as simple as tapping in a nail. A war hammer is heavy. Swing it in one direction and it pulls in that direction. It has to be brought under control and repositioned before it can be swung again. The user must regain his balance and plant his feet firmly. Only after doing all this is he ready for his next attack.

Compare how quickly someone can throw a punch to the amount of time required to swing a chair to get a good idea of what weapon speed factors are about.

Weapon speed factors slow the speed of a character's attack. The higher the weapon speed factor, the heavier, clumsier, or more limited the weapon is. For the most part, weapon speed factors apply to all creatures using manufactured weapons. The speed factor of a weapon is added to the initiative roll of the character to get his modified initiative roll.

Thus, if the DM decides to use weapon speed factors for player characters, they should also be used for giants, orcs, centaurs, and the like. Otherwise the DM isn't being fair to the players. However, creatures with natural weapons are not affected by weapon speed. Their attacks are natural extensions of their bodies, giving them much faster recovery and reaction times.

### Magical Weapon Speeds

Magical weapons are easier to wield in combat than ordinary ones. Maybe the weapon is lighter or better balanced than normal; maybe it just pulls the character into the proper position of its own volition. Whatever the cause, each bonus point conferred by a magical weapon reduces the speed factor of that weapon by 1. (A *sword +3* reduces the weapon speed factor by 3, for example.) When a weapon has two bonuses, the lesser one is used. No weapon can have a speed factor of less than 0.

## Attacking with Two Weapons

A tricky fighting style available only to warriors and rogues is that of fighting with two weapons simultaneously. The character chooses not to use a shield in favor of another weapon, granting him a greater number of attacks, with a penalty to his attack rolls (rangers are exempt from the attack roll penalty).

When using a second weapon in his off-hand, a character is limited in his weapon choice. His principal weapon can be whatever he chooses, provided it can be wielded with one hand. The second weapon must be smaller in size and weight than the character's main weapon (though a dagger can always be used as a second weapon, even if the primary weapon is also a dagger). A fighter can use a long sword and a short sword, or a long sword and a dagger, but he cannot use two long swords. Nor can the character use a shield, unless it is kept strapped onto his back.

When attacking, all characters but rangers suffer penalties to their attack rolls. Attacks made with the main weapon suffer a -2 penalty, and attacks made with the second weapon suffer a -4 penalty. The character's Reaction Adjustment (based on his Dexterity, see Table 2) modifies this penalty. A low Dexterity score will worsen the character's chance to hit with each attack. A high Dexterity can negate this particular penalty, although it *cannot* result in a positive modifier on the attack rolls for either weapon (i.e., the Reaction Adjustment can, at best, raise the attack roll penalties to 0).

The use of two weapons enables the character to make one additional attack each combat round, with the second weapon. The character gains only one additional attack each round, regardless of the number of attacks he may normally be allowed. Thus, a warrior able to attack 3/2 (once in the first round and twice in the second) can attack 5/2 (twice in the first round and three times in the second).

## Movement in Combat

Since a round is roughly a minute long, it should be easy for a character to move just about anywhere he wants during the course of the round. After all, Olympic-class sprinters can cover vast amounts of ground in a minute.

However, a character in an AD&D game is  not an Olympic sprinter running in a straight line. He is trying to maneuver through a battle without getting killed. He is keeping his eyes open for trouble, avoiding surprise, watching his back, watching the backs of his partners, and looking for a good opening, while simultaneously planning his next move, sometimes through a haze of pain. He may be carrying a load of equipment that slows him down significantly. Because of all these things, the distance a character can move is significantly less than players generally think.

In a combat round, a being can move up to 10 times its movement rating (see Chapter 14: Time and Movement) in feet. Thus, if a character has a movement rating of 9, he can

move up to 90 feet in a round. However, the types of moves a character can make during combat are somewhat limited.

## Movement in Melee

The basic move is to get closer for combat--i.e., move close enough to an enemy to attack. This is neither a blind rush nor a casual stroll. Instead, the character approaches quickly but with caution. When closing for combat, a character can move up to half his allowed distance and still make a melee attack.

## Movement and Missile Combat

Rather than slug it out toe to toe with an opponent, a character can move up to one-half his normal movement rate and engage in missile fire at half his normal rate of fire. Thus, a man capable of moving 120 feet and armed with a long bow (two shots per round, under normal circumstances) could move 60 feet and still fire one shot. The same man, armed with a heavy crossbow (one shot every other round) would be able to shoot only once every four rounds while on the move.

## Charging an Opponent

A character can also charge a foe. A charge increases the character's movement rate by 50% and enables the character to make an attack at the end of his movement. A charging character also gains a +2 bonus to his attack roll, mainly from momentum. Certain weapons (such as a lance) inflict double the rolled damage in a charge.

However, charging gives the opponents several advantages. First, they gain a -2 bonus to their initiative rolls. Second, charging characters gain no Dexterity bonuses to Armor Class and they suffer an AC penalty of 1. Finally, if the defender is using a spear or polearm weapon and sets it against the charge (bracing the butt against a stone or his foot), he inflicts double damage on a successful hit.

## Retreat

To get out of a combat, characters can make a careful withdrawal or they can simply flee.

**Withdrawing:** When making a withdrawal, a character carefully backs away from his opponent (who can choose to follow). The character moves up to 1/3 his normal movement rate.

If two characters are fighting a single opponent and one of them decides to withdraw, the remaining character can block the advance of the opponent. This is a useful method for getting a seriously injured man out of a combat.

**Fleeing:** To flee from combat, a character simply turns and runs up to his full movement rate. However, the fleeing character drops his defenses and turns his back to his opponent.

The enemy is allowed a free attack (or multiple attacks if the creature has several attacks per round) at the rear of the fleeing character. This attack is made the instant the character flees: It doesn't count against the number of attacks that opponent is allowed during the round, and initiative is irrelevant.

The fleeing character can be pursued, unless a companion blocks the advance of the enemy.

## Attacking Without Killing

There are times when a character wants to defeat another being without killing it. A companion may have been charmed into attacking his friends (and his friends don't want to kill him to save themselves!); an enemy may have information the PCs can get only by subduing him; characters may simply see the monetary value of bringing back a real, live monster. Whatever the case, sooner or later characters are going to try.

There are three types of nonlethal attacks--punching, wrestling, and overbearing. Punching is basic bare-fisted fighting. Wrestling is the classic combination of grappling, holds, and throws. Overbearing is simply trying to pull down an opponent by sheer mass or weight of numbers, pinning him to the ground.

### Punching and Wrestling

These are the most basic of combat skills, unknowingly practiced by almost all children as they rough and tumble with each other. Thus, all characters, regardless of class, are assumed to be somewhat proficient in both these forms of fighting.

Punching occurs when a character attacks with his fists. No weapons are used, although the character can wear an iron gauntlet or similar item. Wrestling requires both hands free, unencumbered by shields and the like.

When punching or wrestling, a normal attack roll is made. The normal Armor Class of the target is used. If a character is attempting to wrestle in armor, the modifiers on Table 57 are used (these are penalties to the attacker's attack roll). Normal modifiers to the attack roll are also applied.

Penalties for being held or attacking a held opponent do not apply to wrestlers. Wrestling involves a lot of holding and twisting as it is, and the damage resolution system for punching and wrestling takes this into account.

**Table 57:**

### Armor Modifiers for Wrestling

| Armor | Modifier |
|---|---|
| Studded leather | -1 |
| Chain, ring, and scale mail | -2 |
| Banded, splint, and plate mail | -5 |
| Field plate armor | -8 |
| Full plate armor | -10 |

If the attack roll is successful, consult Table 58 to find the result of the attack: Cross-index the character's modified attack roll with the proper attack form. If, for example, a character successfully punched with an 18, the result would be a rabbit punch (if he rolled an 18 on a successful wrestling attempt, the result would be a kick). Punching and wrestling attacks *can* succeed on attack rolls of 1 or less (exceptions to the general rule).

**Table 58:**

# Punching and Wrestling Results

| Attack Roll | Punch | Damage | % KO | Wrestle |
|---|---|---|---|---|
| 20+ | Haymaker | 2 | 10 | Bear hug* |
| 19 | Wild swing | 0 | 1 | Arm twist |
| 18 | Rabbit punch | 1 | 3 | Kick |
| 17 | Kidney punch | 1 | 5 | Trip |
| 16 | Glancing blow | 1 | 2 | Elbow smash |
| 15 | Jab | 2 | 6 | Arm lock* |
| 14 | Uppercut | 1 | 8 | Leg twist |
| 13 | Hook | 2 | 9 | Leg lock |
| 12 | Kidney punch | 1 | 5 | Throw |
| 11 | Hook | 2 | 10 | Gouge |
| 10 | Glancing blow | 1 | 3 | Elbow smash |
| 9 | Combination | 1 | 10 | Leg lock* |
| 8 | Uppercut | 1 | 9 | Headlock* |
| 7 | Combination | 2 | 10 | Throw |
| 6 | Jab | 2 | 8 | Gouge |
| 5 | Glancing blow | 1 | 3 | Kick |
| 4 | Rabbit punch | 2 | 5 | Arm lock* |
| 3 | Hook | 2 | 12 | Gouge |
| 2 | Uppercut | 2 | 15 | Headlock* |
| 1 | Wild swing | 0 | 2 | Leg twist |
| Less than 1 | Haymaker | 2 | 25 | Bearhug* |

*Hold can be maintained from round to round, until broken.

**Punch:** This is the type of blow landed. In game terms, the type of blow has little effect, but using the names adds spice to the battle and makes the DM's job of describing the action easier.

**Damage:** Bare-handed attacks cause only 1 or 2 points of damage. Metal gauntlets, brass knuckles, and the like cause 1d3 points of damage. A character's Strength bonus, if any, *does* apply to punching attacks.

Punching damage is handled a little differently than normal damage. Only 25% of the damage caused by a bare-handed attack is normal damage. The remaining 75% is temporary. For the sake of convenience, record punching damage separately from other damage and calculate the percentage split at the end of all combat.

If a character reaches 0 hit points due to punching attacks (or any combination of punching and normal attacks), he immediately falls unconscious.

A character can voluntarily pull his punch, not causing *any* hit point damage, provided he says so before the damage is applied to his enemy. There is still a chance of a knockout.

**% K.O.:** Although a punch does very little damage, there is a chance of knocking an opponent out. This chance is listed on the table as "% K.O." If this number or less is rolled on percentile dice, the victim is stunned for 1d10 rounds.

**Wrestle:** This lists the action or type of grip the character managed to get. Wrestling moves marked with an asterisk (*) are holds maintained from round to round, unless they are broken. A hold is broken by a throw, a gouge, the assistance of another person, or the successful use of a weapon. (Penalties to the attack roll apply to weapon attacks by a character who is in a hold.)

All wrestling moves inflict 1 point of damage plus Strength bonus (if the attacker desires), while continued holds cause cumulatively 1 more point of damage for each round they are held. A head lock held for six rounds would inflict 21 points of damage total (1+2+3+4+5+6). Remember, this is the equivalent of pressing hard on a full-nelson headlock for roughly six minutes!

## Overbearing

Sometimes the most effective attack is simply to pull an opponent down by sheer numbers. No attempt is made to gain a particular hold or even to harm the victim. The only concern is to pin and restrain him.

To overbear an opponent, a normal attack roll is made. For every level of size difference (1 if a Large attacker takes on a Medium defender, for example), the attack roll is modified by 4 (+4 if the attacker is larger; -4 if the defender is larger).

The defender also gains a benefit if it has more than two legs: a -2 penalty to the attacker's roll for every leg beyond two. There is no penalty to the defender if it has no legs. A lone orc attempting to pull down a horse and rider would have at least a -8 penalty applied to the attack roll (-4 for size and -4 for the horse's four legs).

If the attack succeeds, the opponent is pulled down. A character can be pinned if further successful overbearing attacks are rolled each round. For pinning purposes, do not use the prone modifier to combat (from Table 51).

If multiple attackers are all attempting to pull down a single target, make only one attack roll with a +1 bonus for each attacker beyond the first. Always use the to-hit number of the weakest attacker to figure the chance of success, since cooperation always depends on the weakest link. Modifiers for size should be figured for the largest attacker of the group.

A giant and three pixies attempting to pull down a man would use the pixies' attack roll, modified by +3 for three extra attackers and +8 for the size difference of the giant (Huge) and the man (Medium).

## Weapons In Nonlethal Combat

As you might expect, weapons have their place in nonlethal combat, whether a character is defending or pressing the attack.

**Weapons in Defense:** A character attempting to punch, wrestle, or overbear an armed opponent can do so only by placing himself at great risk. Making matters worse, an armed defender is automatically allowed to strike with his weapon before the unarmed attack is made, regardless of the initiative die roll. Furthermore, since his opponent must get very close, the defender gains a +4 bonus to his attack and damage rolls. If the attacker survives, he can then attempt his attack.

Those involved in a wrestling bout are limited to weapons of small size after the first round of combat--it's very difficult to use a sword against someone who is twisting your

sword arm or clinging to your back, trying to break your neck. For this reason, nearly all characters will want to carry a dagger or knife.

**Nonlethal Weapon Attacks:** It is possible to make an armed attack without causing serious damage (striking with the flat of the blade, for example). This is not as easy as it sounds, however.

First, the character must be using a weapon that enables him to control the damage he inflicts. This is impossible with an arrow or sling. It isn't even feasible with a war hammer or mace. It can be done with swords and axes, as long as the blade can be turned so it doesn't cut.

Second, the character has a -4 penalty to his attack roll, since handling a weapon in this way is clumsier than usual. The damage from such an attack is 50% normal; one-half of this damage is temporary.

## Nonlethal Combat and Creatures

When dealing with nonhumanoid opponents, a number of factors must be considered.

First, unintelligent creatures, as a rule, never try to grapple, punch, or pull down an opponent. They cheerfully settle for tearing him apart, limb by limb. This, to their small and animalistic minds, is a better solution.

Second, the natural weapon of a creature are always usable. Unlike men with swords, a lion or a carnivorous ape doesn't lose the use of its teeth and fangs just because a character is very close to it.

Finally, and of greatest importance, creatures tend to be better natural fighters than humans. All attacks for a tiger are the same as punching or wrestling. It's just that the tiger has claws! Furthermore, a tiger can use all of its legs effectively--front and back.

# Touch Spells and Combat

Many spells used by priests and wizards take effect only when the target is touched by the caster. Under normal circumstances, this is no problem--the spellcaster reaches out and touches the recipient. However, if the target is unwilling, or the spell is used in the midst of a general melee, the situation is much different.

**Unwilling Targets:** The spellcaster must make a successful attack roll for the spell to have any effect. The wizard or priest calculates his to-hit number normally, according to the intended victim's Armor Class and other protections. The DM can modify the roll if the victim is unprepared for or unaware of the attack. If the roll succeeds, the spellcaster touches the target and the normal spell effect occurs.

**Willing Targets:** When attempting to cast a spell on a willing target, the casting is automatic as long as both characters are not engaged in combat. For example, if a fighter withdraws from melee, a cleric could heal him the next round.

If the recipient of the spell attempts to do anything besides waiting for the spell to take effect, an attack roll against AC 10 must be made. However, no AC modifiers for Dexterity are applied, since the target is not trying to avoid the spell!

Whenever a touch spell is successful, the spellcaster suffers from any special defenses of his target, if they are continually in operation. A successful touch to a vampire would not result in energy drain, since the power only works when the vampire wills it, but touching a fire elemental would result in serious burns.

When a touch spell is cast, it normally remains effective only for that round. However, certain spells do specify special conditions or durations. Be sure to check each spell description carefully.

## Missile Weapons in Combat

In general, missile combat is handled identically to standard melee. Intentions are announced, initiative is rolled, and attack rolls are made. However, there are some special rules and situations that apply only to missile combat.

Missile weapons are divided into two general categories. The first includes all standard, direct-fire, single-target missiles--slings, arrows, quarrels, spears, throwing axes, and the like.

The second category includes all grenade-like missiles that have an area effect, no matter how small. Thus, an attack with these weapons does not have to hit its target directly to have a chance of affecting it. Included in this group are small flasks of oil, acid, poison, holy water, potions, and boulders. Hurled boulders are included because they bounce and bound along after they hit, leaving a swath of destruction.

### Range

The first step in making a missile attack is to find the range from the attacker to the target. This is measured in yards from one point to the other. This distance is compared to the range categories for the weapon used (see Table 45 in Chapter 6: Combat).

If the distance is greater than the long range given, the target is out of range; if the distance is between the long- and medium-range numbers, the target is at long range; when between the medium- and short-range numbers, medium range is used; when equal to or less than the short-range distance, the target is at short range.

Short-range attacks suffer no range modifier. Medium-range attacks suffer a -2 penalty to the attack roll. Long-range attacks suffer a -5 penalty. Some weapons have no short range since they must arc a certain distance before reaching their target. These attacks are always made with an attack roll penalty.

### Rate of Fire

Bows, crossbows, and many other missile weapons have different rates of fire (ROF)--the number of missiles they can shoot in a single round.

Small, light weapons can be thrown very quickly, so up to three darts can be thrown in a single round. Arrows can be nocked and let loose almost as quickly, so up to two shots can be fired in a single round.

Some weapons (such as heavy crossbows) take a long time to load and can be fired only every other round.

Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative. The ROF of each missile weapon is listed in table 45 in Chapter 6.

### Ability Modifiers in Missile Combat

Attack roll and damage modifiers for Strength are always used when an attack is made

with a hurled weapon. Here the power of the character's arm is a significant factor in the effectiveness of the attack.

When using a bow, the attack roll and damage Strength modifiers apply only if the character has a properly prepared bow (see Chapter 6: Money and Equipment). Characters never receive Strength bonuses when using crossbows or similar mechanical devices.

Dexterity modifiers to the attack roll are applied when making a missile attack with a hand-held weapon. Thus, a character adds his Dexterity modifier when using a bow, crossbow, or axe but not when firing a trebuchet or other siege engine.

## Firing into a Melee

Missile weapons are intended mainly as long-range weapons. Ideally, they are used before the opponents reach your line. However, ideal situations are all too rare, and characters often discover that the only effective way to attack is to shoot arrows (or whatever) at an enemy already in melee combat with their companions. While possible, and certainly allowed, this is a risky proposition.

When missiles are fired into a melee, the DM counts the number of figures in the immediate area of the intended target. Each Medium figure counts as 1. Small (S) figures count as _, Large as 2, Huge as 4, and Gargantuan as 6. The total value is compared to the value of each character or creature in the target melee. Using this ratio, the DM rolls a die to determine who (or what) will be the target of the shot.

*Tarus Bloodheart (man-size, or 1 point) and Rath (also man-size, or 1 point) are fighting a giant (size G, 6 points) while Thule fires a long bow at the giant. The total value of all possible targets is 8 (6+1+1). There's a 1 in 8 chance that Rath is the target; a 1 in 8 chance that Tarus is hit; and a 6 in 8 chance the shot hits the giant. The DM could roll an 8-sided die to determine who gets hit, or he could reduce the ratios to a percentage (75% chance the giant is hit, etc.) and roll percentile dice.*

## Taking Cover Against Missile Fire

One of the best ways to avoid being hit and injured is to hide behind something--a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Professional adventurers, wishing to make this sound heroic, call this taking cover.

Taking cover doesn't work particularly well in a melee, since the cover hampers defender and attacker equally. However, it is quite an effective tactic against missile fire.

There are two types of protection a character can have. The first is *concealment,* also called soft cover. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, and brambles.

The other type of protection is *cover*, sometimes called, more precisely, hard cover. It is, as its name implies, something a character can hide behind that will block a missile. Hard cover includes stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical walls of force.

Cover helps a potential target by giving the attacker a negative modifier to his attack

roll. The exact modifier for concealment or cover depends on the degree to which it is being used as shelter. A character who stands behind a two-foot wall is a pretty obvious target, especially when compared to the character who lies down behind that wall and carefully peers over it. Table 59 lists the different modifiers for varying degrees of cover and concealment.

**Table 59:**

## Cover and Concealment Modifiers

| Target is: | Cover | Concealment |
|---|---|---|
| 25% hidden | -2 | -1 |
| 50% hidden | -4 | -2 |
| 75% hidden | -7 | -3 |
| 90% hidden | -10 | -4 |

Cover also has an affect on saving throws, granting the character the modifier listed on Table 59 as a bonus to his saving throws against spells that cause physical damage (for example, *fireball*, *lightning bolt*, etc.)

Furthermore, a character who has 90% cover (or more) suffers one-half normal damage on a failed save and no damage at all if a saving throw is successful. This assumes, of course, that the fireball, lightning bolt, or whatever, hit the cover--a man crouching behind a stone wall would be protected if a fireball exploded in front of the wall, but would not be protected by cover if the blast occurred behind him, on his side of the wall.

## Grenade-Like Missiles

Unlike standard missiles, which target a specific creature, a grenade-like missile is aimed at a point, whether this point is a creature or a spot on the ground. When the attack is announced, the player indicates where he wants the missile to land. This then becomes the target point and is used to determine the direction and distance of any scatter.

Most grenade-like missiles are items of opportunity or necessity--rocks, flasks of oil, vials of holy water, or beakers of acid. As such, these items are not listed on the equipment tables for range, ROF, and damage. The range each can be thrown varies with the Strength of the character and the weight of the object.

A missile of five pounds or less can be thrown about 30 feet. Short range is 10 feet, medium range is 20 feet, and everything beyond is maximum range. Heavier items have reduced ranges. Just how far an object can be thrown is decided by the DM.

Exceptionally heavy items can be thrown only if the character rolls a successful bend bars/lift gates check. In no case can a character throw an item heavier than his Strength would allow him to lift. Thus, the DM can rule that a character would have little trouble chucking a half-empty backpack across a ten-foot chasm, but the character would need to make a check in order to heave an orc ten feet through the air into the faces of his orcish friends.

Once a container hits, it normally breaks immediately. However, this is not always

true. Some missiles, like soft leather flasks or hard pottery, are particularly resistant. If there's some doubt about whether or not a thrown object will break, the DM can require an item saving throw (this information is in the DMG) to see if it shatters or rips, spewing its contents everywhere.

The DMG contains information on how to resolve the inevitable situations in which grenade-like missiles miss their targets.

## Types of Grenade-Like Missiles

**Acid** damage is particularly grim. Aside from the possibility of scarring (which is left to the DM), acid damage cannot be healed by regeneration. It must be healed normally. Thus, it is very useful against regenerating creatures such as trolls. Acid is very rare.

**Holy Water** affects most forms of undead and creatures from the Lower Planes. It has no effect against a creature in gaseous form or undead without material form.

Unholy water (essentially holy water used by evil priests) affects paladins, creatures whose purpose is to defend good (lammasu, shedu, etc.), and creatures and beings from the Upper Planes.

Holy (or unholy) water affects creatures as does acid, causing damage that cannot be regenerated but must be healed normally.

**Oil** causes damage only when it is lit. This normally requires a two-step process--first soaking the target in flammable oil and then setting it afire. Thus, using flaming oil often requires two successful attacks.

A direct hit from flaming oil burns for two rounds, causing 2d6 points of damage in the first round and 1d6 points in the second round.

**Poison** is generally not very effective as a missile weapon. Most poisons take effect only if the missile scores a direct hit, and even then only if it drops into the gaping maw of some huge creature. Contact poisons have normal poison effects on a direct hit. The DM has information about specific poison effects in the DMG.

# Special Defenses

So far, the bulk of this chapter has dealt with ways to attack. Now, it's time to turn to defense. There are several ways to avoid taking damage. Two of the most common are the *saving throw* and *magic resistance.* Somewhat less common, because its use is limited to clerics and paladins, is the ability to *turn undead.*

## Parrying (Optional Rule)

During a one-minute combat round, each character is assumed to block many attempted attacks and see many of his own attacks blocked. In normal combat, characters parry all the time--there's no need to single out each parry.

When a character deliberately chooses not to parry (a wizard casting a spell, for instance), his chance of being hit increases. Thus, choosing to parry, in and of itself, is not a separate option under the AD&D game rules.

At the same time, the assumption is that characters in combat are constantly exposing themselves to some risk--trying to get a clear view of a target or looking for the opening to make an attack. There are times, however, when this is not the case. Sometimes, the only thing a character wants to do is avoid being hit.

In order to make himself harder to hit, a character can parry--forfeit all actions for the round--he can't attack, move, or cast spells. This frees the character to concentrate solely on defense. At this point, all characters but warriors gain an AC bonus equal to half their level. A 6th-level wizard would have a +3 bonus to his AC (lowering his AC by 3). A warrior gets a bonus equal to half his level plus one. A 6th-level fighter would gain a +4 AC bonus.

Note that the benefit is not a perfect all-around defense, and it's not effective against rear or missile attacks. It applies only to those characters attacking the defender with frontal melee attacks. This optional defense has no effect against magical attacks, so it wouldn't do anything to protect a character from the force of a lightning bolt or fireball, for example.

# The Saving Throw

The *saving throw* is a die roll that gives a chance, however slim, that the character or creature finds some way to save himself from certain destruction (or at least lessen the damage of a successful attack).

More often than not, the saving throw represents an instinctive act on the part of the character--diving to the ground just as a fireball scorches the group, blanking the mind just as a mental battle begins, blocking the worst of an acid spray with a shield. The exact action is not important--DMs and players can think of lively and colorful explanations of why a saving throw succeeded or failed. Explanations tailored to the events of the moment enhance the excitement of the game.

## Rolling Saving Throws

To make a saving throw, a player rolls a 20-sided die (1d20). The result must be equal to or greater than the character's saving throw number. The number a character needs to roll varies depending upon the character's group, his level, and what the character is trying to save himself from. A character's saving throw numbers can be found in Table 60.

Saving throws are made in a variety of situations: For attacks involving paralyzation, poison, or death magic; petrification or polymorph; rod, staff, or wand; breath weapon; and spells. The type of saving throw a character must roll is determined by the specific spell, monster, magical item, or situation involved.

Monsters also use Table 60. The DM has specific information about monster saving throws.

**Table 60:**

## Character Saving Throws

| | Attack to be Saved Against | | | | |
|---|---|---|---|---|---|
| **Character Class and Experience Level** | **Paralyzation, Poison, or Death Magic** | **Rod, Staff, or Wand** | **Petrification or Polymorph*** | **Breath Weapon**** | **Spell***** |
| Priests | | | | | |
| 1-3 | 10 | 14 | 13 | 16 | 15 |
| 4-6 | 9 | 13 | 12 | 15 | 14 |

| | | | | | |
|---|---|---|---|---|---|
| 7-9 | 7 | 11 | 10 | 13 | 12 |
| 10-12 | 6 | 10 | 9 | 12 | 11 |
| 13-15 | 5 | 9 | 8 | 11 | 10 |
| 16-18 | 4 | 8 | 7 | 10 | 9 |
| 19+ | 2 | 6 | 5 | 8 | 7 |
| | | | | | |
| Rogues | | | | | |
| 1-4 | 13 | 14 | 12 | 16 | 15 |
| 5-8 | 12 | 12 | 11 | 15 | 13 |
| 9-12 | 11 | 10 | 10 | 14 | 11 |
| 13-16 | 10 | 8 | 9 | 13 | 9 |
| 17-20 | 9 | 6 | 8 | 12 | 7 |
| 21+ | 8 | 4 | 7 | 11 | 5 |
| | | | | | |
| Warriors | | | | | |
| 0 | 16 | 18 | 17 | 20 | 19 |
| 1-2 | 14 | 16 | 15 | 17 | 17 |
| 3-4 | 13 | 15 | 14 | 16 | 16 |
| 5-6 | 11 | 13 | 12 | 13 | 14 |
| 7-8 | 10 | 12 | 11 | 12 | 13 |
| 9-10 | 8 | 10 | 9 | 9 | 11 |
| 11-12 | 7 | 9 | 8 | 8 | 10 |
| 13-14 | 5 | 7 | 6 | 5 | 8 |
| 15-16 | 4 | 6 | 5 | 4 | 7 |
| 17+ | 3 | 5 | 4 | 4 | 6 |
| | | | | | |
| Wizards | | | | | |
| 1-5 | 14 | 11 | 13 | 15 | 12 |
| 6-10 | 13 | 9 | 11 | 13 | 10 |
| 11-15 | 11 | 7 | 9 | 11 | 8 |
| 16-20 | 10 | 5 | 7 | 9 | 6 |
| 21+ | 8 | 3 | 5 | 7 | 4 |

*Excluding *polymorph wand* attacks.
**Excluding those that cause petrification or polymorph.
***Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

## Saving Throw Priority

Sometimes the type of saving throw required by a situation or item isn't clear, or more than one category of saving throw may seem appropriate. For this reason, the saving throw categories in Table 60 are listed in order of importance, beginning with paralyzation, poison, and death magic, and ending with spells.

Imagine that Rath is struck by the ray from a *wand of polymorphing*. Both a saving throw vs. wands and a saving throw vs. polymorph would be appropriate. But Rath must roll a saving throw vs. wands because that category has a higher priority than polymorph.

The categories of saving throws are as follows:

**Save vs. Paralyzation, Poison, and Death Magic:** This is used whenever a character is affected by a paralyzing attack (regardless of source), poison (of any strength), or certain spells and magical items that otherwise kill the character outright (as listed in their descriptions). This saving throw can also be used in situations in which exceptional force

of will or physical fortitude are needed.

**Save vs. Rod, Staff, or Wand:** As its name implies, this is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for. This saving throw is sometimes specified for situations in which a character faces a magical attack from an unusual source.

**Save vs. Petrification or Polymorph:** This is used any time a character is turned to stone (petrified) or polymorphed by a monster, spell, or magical item (other than a wand). It can also be used when the character must withstand some massive physical alteration of his entire body.

**Save vs. Breath Weapon:** A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon. This save can also be used in situations where a combination of physical stamina and Dexterity are critical factors in survival.

**Save vs. Spell:** This is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of saving throw is specified. This save can also be used to resist an attack that defies any other classification.

## Voluntarily Failing Saving Throws

No save is made if the target voluntarily chooses not to resist the effect of a spell or special attack. This is the case even if the character was duped as to the exact nature of the spell. When a character announces that he is not resisting the spell's power, that spell (or whatever) has its full effect.

The intention not to resist must be clearly stated or set up through trickery, however. If a character is attacked by surprise or caught unawares, he is normally allowed a saving throw. The DM can modify this saving throw, making the chance of success worse, if the situation warrants it. Only in extreme cases of trickery and deception should an unwitting character be denied a saving throw.

## Ability Checks as Saving Throws

When a character attempts to avoid danger through the use of one of his abilities, an ability check can be used in lieu of a saving throw.

For example, Ragnar the thief has broken into someone's home when he hears a grating noise from the ceiling above him. He looks up to find a five-ton block of the ceiling headed straight for him! He is going to need speedy reactions to get out of the way, so a Dexterity ability check should be rolled to see if he avoids the trap.

## Modifying Saving Throws

Saving throws can be modified by magical items, specific rules, and special situations. These modifiers can increase or decrease the chance of a successful saving throw.

Modifiers that increase the chance are given as a number preceded by a plus sign. Modifiers that make success more difficult are given as a number preceded by a minus sign (-1, -2, etc.).

Saving throw modifiers affect a character's die roll, not the saving throw number needed. Thus, if Delsenora needed an 11 for a successful saving throw vs. petrification

and had a +1 bonus to her save, she would still need to roll an 11 or higher after all adjustments were made (but the +1 bonus would be added to her die roll, so that effectively she needs to roll only a 10 on the die to reach her saving throw number of 11).

**High ability scores** in Dexterity and Wisdom sometimes give saving throw bonuses. A high Wisdom protects against illusions, charms, and other mental attacks. Dexterity, if high enough, can give a character a slightly higher chance of avoiding the effects of fireballs, lightning bolts, crushing boulders, and other attacks where nimbleness may be a help. (See Tables 2 and 5.)

**Magical items** like cloaks and rings of protection give bonuses to a character's saving throw (these are listed in the item descriptions in the DMG).

**Magical armor** allows a saving throw bonus only when the save is made necessary by something physical, whether normal or magical; magical armor never gives a saving throw bonus against gas (which it cannot block), poison (which operates internally), and spells that are mental in nature or that cause no physical damage.

For example, magical armor would not help a character's saving throw against the sting of a giant scorpion, the choking effects of a *stinking cloud* spell, or the transformation effect of a *polymorph others* spell. Magical armor does extend its protective power to saving throws against acid sprays or splashes, disintegration, magical and normal fires, spells that cause damage, and falls (if any saving throw is allowed in this case). Other situations must be handled on a case-by-case basis by the DM.

**Specific spells and magical items** have effects, both good and ill, on a character's saving throws. Often, spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. (Specific information can be found in the spell descriptions, for spells, or in the DMG's Magical Items section, for magical items.)

**Minor poisons** of verminous creatures such as giant centipedes, while dangerous, are weak and unlikely to bring about death in a healthy man. To recreate this effect in the game, a saving throw bonus is allowed for anyone affected by these poisons. The DM has this information.

**Unpredictable situations** are sure to crop up. When this happens, the DM must determine whether saving throw modifiers are appropriate. As a guideline, modifiers for situations should range from -4 to +4. An evil cleric attacked in his shrine could very well have a +3 bonus to all his saving throws and a -3 penalty applied to those of his enemies. The powerful evil of the place could warrant the modifier.

## Magic Resistance

Some creatures or items strongly resist the effects of magic (or impart such resistance to others). This makes them more difficult to affect with magical energy than ordinary creatures or items.

A rare few creatures are extremely anti-magical--magic rolls off them like water off a duck's back. More common are creatures, especially from the Outer Planes of existence, that live in enchanted or sorcerous lands and are filled with powerful magical energies. These creatures eat and breathe the vapors of wizardry, and they have a high tolerance against arcane power.

Magic resistance is an innate ability--that is, the possessor does not have to do anything special to use it. The creature need not even be aware of the threat for his magic resistance to operate. Such resistance is part of the creature or item and cannot be

separated from it. (Creatures, however, can voluntarily lower their magic resistance at will.)

Magic resistance is also an individual ability. A creature with magic resistance *cannot* impart this power to others by holding their hands or standing in their midst. Only the rarest of creatures and magical items have the ability to bestow magic resistance upon another.

Magic resistance is given as a percentile number. For a magical effect to have any chance of success, the magic resistance must be overcome. The target (the one with the magic resistance) rolls percentile dice. If the roll is higher than the creature's magic resistance, the spell has a normal effect. If the roll is equal to or less than the creature's magic resistance, the spell has absolutely no effect on the creature.

## Effects of Magic Resistance

Magic resistance enables a creature to ignore the effects of spells and spell-like powers. It does not protect the creature from magical weapon attacks or from natural forces that may be a direct or accidental result of a spell. Nor does it prevent the protected creature from using his own abilities or from casting spells and using magical items. It can be effective against both individually targeted spells and, within limits, area-effect spells.

If a magic resistance roll fails, and the spell has normal effect, the target can make all saving throws normally allowed against the spell.

## When Magic Resistance Applies

Magic resistance applies only if the successful casting of a spell would directly affect the resistant creature or item. Thus, magic resistance is effective against *magic missile* (targeted at a creature or item) or *fireball* (damaging the area the creature or item is in) spells.

Magic resistance is not effective against an earthquake caused by a spell. While the creature may suffer injury or death falling into a chasm the spell opens under its feet, the magical energy of the spell was directed at the ground, not the creature. Magic resistant creatures are not immune to events that occur as the consequence of spells, only to the direct energy created or released by a spell.

Player characters do not normally have magic resistance (though they still get saving throws vs. magical spells and such); this ability is reserved mainly for special monsters.

## Successful Magic Resistance Rolls

A successful magic resistance check can have four different results, depending on the nature of the spell being resisted:

**Individually Targeted Spells:** By definition, these spells affect just one creature, and only the targeted creature rolls for magic resistance (if it has any). If a spell of this type is directed at several targets, each rolls independently of the others. (An example of this would be a *hold person* spell aimed at four creatures, with each creature getting a magic resistance roll, if they have magic resistance.)

If the magic resistance roll is successful, the spell has no effect on that creature. If the spell is targeted only at the creature, the spell fails completely and disappears. If several

targets are involved, the spell may still affect others who fail their magic resistance roll.

**Area-Effect Spells:** These spells are not targeted on a single creature, but on a point. The spell's effect encompasses everything within a set distance of that point. A successful magic resistance check enables the creature to ignore the effect of the spell. However, the spell is not negated and still applies to all others in the area of effect.

**In-Place Spells:** These spells operate continuously in a particular place or on a particular creature, character, or item. *Protection from evil* is one example of this kind of spell.

Magic resistance comes to play only if a creature or item finds himself (or itself) in the place where the spell is in operation. Even then, magic resistance may not come into play--nothing happens if the spell isn't of a type that affects the character. Thus, a *part water* spell would not collapse simply because a magic resistant creature walked through the area. A *protection from evil* spell, which could affect the creature, would be susceptible to magic resistance.

If the DM determines that a magic resistance roll is appropriate, and the roll succeeds, the in-place spell collapses (usually with a dramatic thunderclap and puff of smoke).

**Permanent Spells:** Magic resistance is insufficient to destroy a permanent spell. Instead, the spell is negated (within the same guidelines given for in-place spells) for as long as the magic resistant creature is in the area of effect.

Thus, a magic-resistant creature might be able to step through a permanent wall of force as if it weren't there. However, the wall would spring back into existence as soon as the creature passed through (i.e., no one else can pass through).

# Turning Undead

One important, and potentially life-saving, combat ability available to priests and paladins is the ability to turn undead. This is a special power granted by the character's deity. Druids *cannot* turn undead; priests of specific mythoi may be able to at the DM's option.

Through the priest or paladin, the deity manifests a portion of its power, terrifying evil, undead creatures or blasting them right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured.

When encountering undead, a priest or paladin can attempt to turn the creatures (remember that the paladin turns undead as if he was two levels lower--a 5th-level paladin uses the level 3 column in Table 61). Only one attempt can be made per character per encounter, but several different characters can make attempts at the same time (with the results determined individually).

**Table 61:**

## Turning Undead

| Type or Hit Dice | Level of Priest† | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **of Undead** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10-11** | **12-13** | **14+** |
| Skeleton or 1 HD | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* | D* |
| Zombie | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* |
| Ghoul or 2 HD | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* |
| Shadow or 3-4 HD | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* |
| Wight or 5 HD | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* |

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Ghast | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D |
| Wraith or 6 HD | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D |
| Mummy or 7 HD | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T |
| Spectre or 8 HD | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T |
| Vampire or 9 HD | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 |
| Ghost or 10 HD | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 |
| Lich or 11+ HD | -- | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 |
| Special** | -- | -- | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 |

*An additional 2d4 creatures of this type are turned.

**Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.

†Paladins turn undead as priests who are two levels lower.

Attempting to turn counts as an action, requiring one round and occurring during the character's turn in the initiative order (thus, the undead may get to act before the character can turn them). The mere presence of the character is not enough--a touch of drama from the character is important. Speech and gestures are important, so the character must have his hands free and be in a position to speak. However, turning is not like spellcasting and is not interrupted if the character is attacked during the attempt.

To resolve a turning attempt, look on Table 61. Cross-index the Hit Dice or type of the undead with the level of the character (two levels lower for a paladin). If there is a number listed, roll 1d20. If the number rolled is equal to or greater than that listed, the attempt is successful. If the letter "T" (for "turned") appears, the attempt is automatically successful without a die roll. If the letter "D" (for "dispel") is given, the turning utterly destroys the undead. A dash (--) means that a priest or paladin of that level cannot turn that type of undead. *A successful turn or dispel affects 2d6 undead. If the undead are a mixed group, the lowest Hit Dice creatures are turned first.*

Only one die is rolled regardless of the number of undead the character is attempting to turn in a given round. The result is read individually for each type of undead.

For example, Gorus, a 7th-level priest, and his party are attacked by two skeletons led by a wight and a spectre. The turning attempt is made, resulting in a roll of 12.

Gorus's player reads the table for all three types of undead *using the same roll--12*--for all three. The skeletons are destroyed (as Gorus knew they would be). The wight is turned (a 4 or better was needed) and flees. The spectre, however, continues forward undaunted (since a 16 was needed to turn the spectre).

Turned undead bound by the orders of another (for example, skeletons) simply retreat and allow the character and those with him to pass or complete their actions.

Free-willed undead attempt to flee the area of the turning character, until out of his sight. If unable to escape, they circle at a distance, no closer than ten feet to the character, provided he continues to maintain his turning (no further die rolls are needed).

If the character forces the free-willed undead to come closer than ten feet (by pressing them into a corner, for example) the turning is broken and the undead attack normally.

## Evil Priests and Undead

Evil priests are normally considered to be in league with undead creatures, or at least to share their aims and goals. Thus, they have no ability to turn undead. However, they can attempt to command these beings.

This is resolved in the same way as a turning attempt. Up to 12 undead can be commanded. A "T" result means the undead automatically obey the evil priest, while a "D" means the undead become completely subservient to the evil priest. They follow his commands (to the best of their ability and understanding) until turned, commanded, or destroyed by another.

Evil priests also have the ability to affect paladins, turning them as if they were undead. However, since the living spirit of a paladin is far more difficult to quell and subvert, paladins are vastly more difficult to turn.

An evil priest attempting to turn a paladin does so as if the priest were three levels lower than he actually is. Thus, a 7th-level evil priest would turn paladins on the 4th-level column. He would have only a slim chance of turning a 7th-level paladin (7 HD) and would not be able to turn one of 8th level at all (using the level of the paladin as the HD to be turned). All "D" results against paladins are treated as "T" results.

## Injury and Death

Sometimes, no degree of luck, skill, ability, or resistance to various attacks can prevent harm from coming to a character. The adventuring life carries with it unavoidable risks. Sooner or later a character is going to be hurt.

To allow characters to be heroic (and for ease of play), damage is handled abstractly in the AD&D game. All characters and monsters have a number of hit points. The more hit points a creature has, the harder it is to defeat.

Damage is subtracted from a character's (or creature's) hit points. Should one of the player characters hit an ogre in the side of the head for 8 points of damage, those 8 points are subtracted from the ogre's total hit points. The damage isn't applied to the head, or divided among different areas of the body.

Hit point loss is cumulative until a character dies or has a chance to heal his wounds.

*Cwell the Fine, with 16 hit points, is injured by an orc that causes 3 points of damage. Fifteen minutes later, Cwell runs into a bugbear that inflicts 7 points of damage, Cwell has suffered 10 points of damage. This 10 points of damage remains until Cwell heals, either naturally or through magical means.*

## Wounds

When a character hits a monster, or vice versa, damage is suffered by the victim. The amount of damage depends on the weapon or method of attack. In Table 44 of Chapter 6, all weapons are rated for the amount of damage they inflict to Small, Medium, and Large targets. This is given as a die range (1d8, 2d6, etc.).

Each time a hit is scored, the appropriate dice are rolled and the damage is subtracted from the current hit points of the target. An orc that attacks with a sword, for example, causes damage according to the information given for the type of sword it uses. A troll that bites once and rends with one of its clawed hands causes 2d6 points of damage with its bite and 1d4 + 4 points with its claw. (The DM gets this information from the *Monstrous Manual* supplement.)

Sometimes damage is listed as a die range along with a bonus of +1 or more. The troll's claw attack, above, is a good example. This bonus may be due to high Strength,

magical weapons, or the sheer ferocity of the creature's attack. The bonus is added to whatever number comes up on the die roll, assuring that some minimum amount of damage is caused. Likewise, penalties can also be applied, but no successful attack can result in less than 1 point of damage.

Sometimes an attack has both a die roll and a damage multiplier. The number rolled on the dice is multiplied by the multiplier to determine how much damage is inflicted. This occurs mainly in backstabbing attempts. In cases where damage is multiplied, only the base damage caused by the weapon is multiplied. Bonuses due to Strength or magic are not multiplied; they are added after the rolled damage is multiplied.

## Special Damage

Getting hit by weapons or monsters isn't the only way a character can get hurt. Indeed, the world is full of dangers for poor, hapless player characters, dangers the DM can occasionally spring on them with glee. Some of the nastier forms of damage are described below.

### Falling

Player characters have a marvelous (and, to the DM, vastly amusing) tendency to fall off things, generally from great heights and almost always onto hard surfaces. While the falling is harmless, the abrupt stop at the end tends to cause damage.

When a character falls, he suffers 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6 (which for game purposes can be considered terminal velocity).

This method is simple and it provides all the realism necessary in the game. It is not a scientific calculation of the rate of acceleration, exact terminal velocity, mass, impact energy, etc., of the falling body.

The fact of the matter is that physical laws may describe the exact motion of a body as it falls through space, but relatively little is known about the effects of impact. The distance fallen is not the only determining factor in how badly a person is hurt. Other factors may include elasticity of the falling body and the ground, angle of impact, shock wave through the falling body, dumb luck, and more.

People have actually fallen from great heights and survived, albeit very rarely. The current record-holder, Vesna Vulovic, survived a fall from a height of 33,330 feet in 1972, although she was severely injured. Flight-Sergeant Nicholas S. Alkemade actually fell 18,000 feet--almost 3.5 miles--without a parachute and landed uninjured!

The point of all this is roll the dice, as described above, and don't worry too much about science.

### Paralysis

A character or creature affected by paralysis becomes totally immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but he is unable to speak or move in any manner. Coherent thought needed to trigger magical items or innate powers is still possible.

Paralysis affects only the general motor functions of the body and is not the ultimate destroyer of powerful creatures. It can be particularly potent on flying creatures, however.

*The adventurers encounter a beholder, a fearsome creature with magical powers that emanate from its many eyes.*

*After several rounds of combat, the party's priest casts a hold monster spell, paralyzing the creature. The paralyzed beholder can still use the spell-like powers of its eyes and can still move about (since it levitates at will). But, on the other hand, it is not able to move its eyestalks to aim. Since all of its eyes were most likely facing forward at the moment of paralysis, the adventurers cleverly spread out in a ring around the creature. To attack one or two of them with its powers, the beholder must turn its back on the rest.*

## Energy Drain

This is a feature of powerful undead (and other particularly nasty monsters). The energy drain is a particularly horrible power, since it causes the loss of one or more experience levels!

When a character is hit by an energy-draining creature, he suffers normal damage from the attack. In addition, the character loses one or more levels (and thus, Hit Dice and hit points). For each level lost, roll the Hit Dice appropriate to the character's class and subtract that number of hit points from the character's total (subtract the Constitution bonus also, if applicable). If the level(s) lost was one in which the character received a set number of hit points rather than a die roll, subtract the appropriate number of hit points. The adjusted hit point total is now the character's maximum (i.e., hit points lost by energy drain are not taken as damage but are lost permanently).

The character's experience points drop to halfway between the minimum needed for his new (post-drain) level and the minimum needed for the next level above his new level.

Multi-class and dual-class characters lose their highest level first. If both levels are equal, the one requiring the greater number of experience points is lost first.

All powers and abilities gained by the player character by virtue of his former level are immediately lost, including spells. The character must instantly forget any spells that are in excess of those allowed for his new level. In addition, a wizard loses all understanding of spells in his spell books that are of higher level than he can now cast. Upon regaining his previous level, the spellcaster must make new rolls to see if he can relearn a spell, regardless of whether he knew it before.

If a character is drained to 0 level but still retains hit points (i.e., he is still alive), that character's adventuring career is over. He cannot regain levels and has lost all benefits of a character class. The adventurer has become an ordinary person. A *restoration* or *wish* spell can be used to allow the character to resume his adventuring career. If a 0-level character suffers another energy drain, he is slain instantly, regardless of the number of hit points he has remaining.

If the character is drained to less than 0 levels (thereby slain by the undead), he returns as an undead of the same type as his slayer in 2d4 days. The newly risen undead has the same character class abilities it had in normal life, but with only half the experience it had at the beginning of its encounter with the undead who slew it.

The new undead is automatically an NPC! His goals and ambitions are utterly opposed to those he held before. He possesses great hatred and contempt for his former

colleagues, weaklings who failed him in his time of need. Indeed, one of his main ambitions may be to destroy his former companions or cause them as much grief as possible.

Furthermore, the newly undead NPC is under the total control of the undead who slew it. If this master is slain, its undead minions gain one level for each level they drain from victims until they reach the maximum Hit Dice for their kind. Upon reaching full Hit Dice, these undead are able to acquire their own minions (by slaying characters).

Appropriate actions on the part of the other player characters can prevent a drained comrade from becoming undead. The steps necessary vary with each type of undead and are explained in the monster descriptions in the *Monstrous Manual* supplement.

# Poison

This is an all-too frequent hazard faced by player characters. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Spiders, snakes, centipedes, scorpions, wyverns, and certain giant frogs all have poisons deadly to characters. Wise PCs quickly learn to respect and fear such creatures.

The strength of different poisons varies wildly and is frequently overestimated. The bite of the greatly feared black widow spider kills a victim in the United States only once every other year. Only about 2% of all rattlesnake bites prove fatal.

At the other extreme, there are natural poisons of intense lethality. Fortunately, such poisons tend to be exotic and rare--the golden arrow-poison frog, the western taipan snake, and the stonefish all produce highly deadly poisons.

Furthermore, the effect of a poison depends on how it is delivered. Most frequently, it must be injected into the bloodstream by bite or sting. Other poisons are only effective if swallowed; assassins favor these for doctoring food. By far the most deadly variety, however, is contact poison, which need only touch the skin to be effective.

Paralytic poisons leave the character unable to move for 2d6 hours. His body is limp, making it difficult for others to move him. The character suffers no other ill effects from the poison, but his condition can lead to quite a few problems for his companions.

Debilitating poisons weaken the character for 1d3 days. All of the character's ability scores are reduced by half during this time. All appropriate adjustments to attack rolls, damage, Armor Class, etc., from the lowered ability scores are applied during the course of the illness. Furthermore, the character moves at one-half his normal movement rate. Finally, the character cannot heal by normal or magical means until the poison is neutralized or the duration of the debilitation is elapsed.

### Treating Poison Victims

Fortunately, there are many ways a character can be treated for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely. However, cure spells (including *heal*) do not negate the progress of a poison, and *neutralize poison* doesn't recover hit points already lost to the effects of poison. In addition, characters with herbalism proficiency can take steps to reduce the danger poison presents to player characters.

# Healing

Once a character is wounded, his player will naturally want to get him healed. Characters can heal either by natural or magical means. Natural healing is slow, but it's available to all characters, regardless of class. Magical healing may or may not be available, depending on the presence (or absence) of spellcasters or magical devices.

The only limit to the amount of damage a character can recover through healing is the total hit points the character has. A character cannot exceed this limit until he gains a new level, whereupon another Hit Die (or a set number of points) is added to his total. Healing can never restore more hit points to a character than his maximum hit point total.

## Natural Healing

Characters heal naturally at a rate of 1 hit point per day of rest. Rest is defined as low activity--nothing more strenuous than riding a horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, or any other physical activity prevents resting, since it strains old wounds and may even reopen them.

If a character has complete bed rest (doing nothing for an entire day), he can regain 3 hit points for the day. For each complete week of bed rest, the character can add any Constitution hit point bonus he might have to the base of 21 points (3 points per day) he regained during that week.

In both cases above, the character is assumed to be getting adequate food, water, and sleep. If these are lacking, the character does not regain any hit points that day.

## Magical Healing

Healing spells, potions, and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions in this book and in the DMG (for magical items). By using these methods, wounds close instantly and vigor is restored. The effects are immediate.

Magical healing is particularly useful in the midst of combat or in preparation for a grievous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing as the player characters--an evil high priest is likely to carry healing spells to bestow on his own followers and guards. Healing is not, of itself, a good or evil act.

Remember that under no circumstances can a character be healed to a point greater than his original hit point total. For example, say a character has 30 hit points, but suffers 2 points of damage in a fight. A while later, he takes an additional point of damage, bringing his current hit point total to 27. A spellcaster couldn't restore more than 3 points to him, regardless of the healing method used. Any excess points are lost.

## Herbalism & Healing Proficiencies

Characters can also gain minor healing benefits from those proficient in the arts of herbalism and healing. These talents are explained in Chapter 5.

# Character Death

When a character reaches 0 hit points, that character is slain. The character is

immediately dead and unable to do anything unless some specialized magical effect takes precedence.

## Death From Poison

Poison complicates this situation, somewhat. A character who dies as a result of poisoning may still have active venom in his system.

Poisons remain effective for 2d6 hours after the death of the victim. If the character is raised during this time, some method must be found to neutralize the poison before the character is restored to life. If this is not done, then after the character rolls the resurrection survival check as given in "Raising the Dead" later in this chapter (and assuming the roll is successful), he must immediately roll a successful saving throw vs. poison or suffer all the effects of the poison in his body, as per the normal rules. This may only injure some characters, but it may kill other characters seconds after being raised!

## Death From Massive Damage

In addition to dying when hit points reach 0, a character also runs the risk of dying abruptly when he suffers massive amounts of damage. A character who suffers 50 or more points of damage from a single attack must roll a successful saving throw vs. death, or he dies.

This applies only if the damage was done by a single attack. Multiple attacks totaling 50 points in a single round don't require a saving throw.

For example, a character would be required to make a check if a dragon breathed on him for 72 points of damage. He wouldn't have to do so if eight orcs hit him for a total of 53 points of damage in that round.

If the saving throw is successful, the character remains alive (unless of course the 50-hit-point loss reduced his hit points to 0 or below!). If the saving throw fails, the character immediately dies from the intense shock his body has taken. His hit points are reduced to 0.

The character may still be raised in the normal ways, however.

## Inescapable Death

There are occasions when death is unavoidable, no matter how many hit points a character has.

A character could be locked in a room with no exits, with a 50-ton ceiling descending to crush him. He could be trapped in an escape-proof box filled completely with acid. These examples are extreme (and extremely grisly), but they could happen in a fantasy world.

## Raising the Dead

Curative and healing spells have no effect on a dead character--he can only be returned to life with a *raise dead* or *resurrection* spell (or a device that accomplishes one of these effects). Each time a character is returned to life, the player must make a resurrection survival roll based on his current Constitution (see Table 3). If the die roll is successful (i.e., the player rolls equal to or less than his resurrection survival percentage), the

character is restored to life in whatever condition is specified by the spell or device.

A character restored to life in this way has his Constitution permanently lowered by 1 point. This can affect hit points previously earned. Should the character's Constitution bonus go down, the character's hit point total is reduced by the appropriate number of hit points (the amount of hit point bonus lost is multiplied by the number of levels for which the character gained extra hit points from that bonus). When the character's Constitution drops to 0, that character can no longer be raised. He is permanently removed from play.

# Chapter 10:
# Treasure

Hidden out there in the campaign world are great treasures awaiting discovery. Ancient dragons rest on huge hordes of gold, silver, and gems. Orc chieftains greedily garner the loot from the latest raid. Mindless jellies ooze through the bones and armor of unfortunate souls. Foul lords of darkness cunningly leave small fortunes apparently unguarded, like spiders luring in the flies. Stooped wizards assemble shelves of arcane magical items. Some treasures, like those of dragons, are gathered and horded for reasons fully understood only by their collectors. Others are gathered for more mundane purposes--power, luxury, and security. A rare few troves date from eons before, their owners long dead and forgotten. Some treasure hordes are small, such as the pickings of a yellow mold. Others are enormous, such as the Tyrant King's treasury. Treasures may be free for the taking or fiercely trapped and watched over.

## Treasure Types

Treasure comes in many different forms and sizes, ranging from the mundane to the exotic. There are of course coins of copper, silver, gold, electrum, and platinum. But precious metals can also be shaped into gilded cups, etched bowls, or even silverware. Characters know the value of coins and will have no difficulty establishing their worth in most cases. However, ancient treasure hordes may contain coins no longer used. It may be that these can be sold only by their weight. Objects made of valuable metal are even more difficult to appraise. Either the characters must find a goldsmith who can value the item and a buyer willing to pay a fair price, or these too must be melted down for their metal. In large cities this is not too difficult. There are always appraisers and fences handy, although getting full value might be difficult. (Accusations of theft are another small problem.) Characters must be aware of cheats and counterfeiters though. An apparently valuable bowl could actually be base metal plated in silver. The metal of coins could be debased with copper or brass. Weights could be rigged to give false prices. Characters must find merchants they can trust.

Gems are another common form of treasure and here player characters are even more dependent on others. Unless the party has a skilled appraiser of precious stones, they're going to have to trust others. After all, those red stones they found in the last treasure could be cheap glass, richly colored but only marginally valuable quartz, semi-precious

garnets, or valuable rubies. Again, the player characters are going to have to find a jeweler they can trust and be watchful for cheats and scams. However, truly tricky DMs might present your characters with uncut gems. These are almost impossible for the untrained eye to spot or appraise. Most characters (and most players) are not going to realize that a piece of unremarkable stone can be a valuable gem when properly cut.

Perhaps the most difficult of all treasure items to appraise are objects of artistic value. While gems cut or uncut are valuable, their worth can be greatly increased when used in a piece of jewelry. Gold is valuable by weight, but even more so when fashioned into a cup or pin. Dwarven craftsmen from hidden communities practice the finest arts of gem cutting, while gnomish artisans in earthen burrows labor away on elaborate gold and silver filigrees. Ancient elven carvings, done in exquisitely grained woods, stand side by side with the purest of statues chiseled by man. All of these have a value that goes far beyond their mere materials.

But artistic creations seldom have a fixed value. Their price depends on the player characters finding a buyer and that person's willingness to buy. A few large cities may have brokers in arts, merchants who know the right people and are willing to act as go-betweens. Most of the time, however, the player characters have to go to the effort of peddling their wares personally. This requires tact and delicacy, for such items are seldom bought by any but the wealthy and the wealthy often do not like stooping to business negotiations. Player characters must carefully avoid giving insult to the barons, dukes, counts, and princes they might deal with.

Finally, there are the truly unusual things your character can find--furs, exotic animals, spices, rare spell components, or even trade goods. As with art objects, the values of these items are highly subjective. First the player characters have to find a buyer. This is not too difficult for everyday things, such as furs or trade goods, but it can be a tremendous enterprise if you have a spell component that is useful only to the most powerful of wizards. Next the PCs must haggle about the price. Furriers and merchants do this as a matter of course. Others haggle because they hope the PCs do not know the true value of what they hold or because they themselves do not know. After all this, the PCs might be able to sell their goods. However, if you enter into this in the true spirit of role-playing and see it as part of the adventure, the whole process is enjoyable.

## Magical Items

The treasures mentioned thus far are all monetary. Their usefulness is immediate and obvious. They give characters wealth, and with wealth comes power and influence. However, there are other treasures, very desirable ones, that your characters will not want to sell or give away. These are the magical items that your characters find and use.

Although priests and wizards can make magical items (according to the guidelines your DM has for magical research), it is far more common for characters to find these items during the course of adventures. Magical items are powerful aids for characters. With them, characters can gain bonuses in combat, cast spells with the mere utterance of a word, withstand the fiercest fire, and perform feats impossible by any other known means. Not all magical items are beneficial, however. Some are cursed, the result of faulty magical construction or, very rarely, the deliberate handiwork of some truly mad or evil wizard.

A very few magical items are *artifacts*--items created by beings more powerful than

the greatest player characters. These are perilously dangerous items to use. There are only three methods to determine how to use artifacts--dumb luck, trial and error, and diligent research.

There are many different magical items your character can find, but they all fall into a few basic categories. Each type of magical item has properties you should be aware of.

**Magical Weapons:** There can be a magical version of nearly any type of normal weapon, although there are admittedly few magical bardiches or guisarme-voulges. By far the most common magical weapons are swords and daggers. A magical weapon typically gives a +1 or greater bonus to attack rolls, increasing a character's chance to hit and cause damage. Perhaps magical swords are quicker on the attack, or maybe they're sharper than normal steel--the explanation can be whatever the DM desires. Whatever the reason, magical weapons give results far beyond those of even the finest-crafted nonmagical blade.

A rare few weapons have even greater powers. These may allow your character to sense danger, heal wounds, float in midair, or have the most amazing luck. The rarest of the rare can actually communicate with your character and are imbued with an otherworldly intelligence. While the most powerful of magical weapons, these clever instruments of destruction sometimes seek to impose their wills on their owners.

When you find a magical weapon, more than likely you do not know its properties. Some functions, such as the advantage it gives you in combat, can be learned by trial and error. Other properties must be learned through research and spells. Ancient histories and *legend lore* spells can provide information on the properties of your weapon. On rare occasions, properties are discovered through blind luck. Simply commanding the weapon to activate one power after another (hoping it will suddenly spring to life) works only for the most minor abilities--detecting danger, spotting secret doors, or locating treasure. Greater abilities require that specific commands be uttered, perhaps in long-forgotten languages.

**Magical Armor:** Enchanted armors are the complements to magical weapons. These armors have a +1 or better bonus to their normal Armor Class, being made of stuff stronger and finer than nonmagical armor. Furthermore, these armors grant some measure of protection against attacks that normal armors would not stop. *Chain mail +1,* for instance, improves the character's saving throw against the fiery breath of a dragon by 1, thus providing more than just a physical shield. In rare instances, armor may possess extraordinary powers. Although such armors are generally finely made and elaborately engraved. characters can discover the armors' powers only by the same methods they use to discover the powers of magical weapons.

**Potions and Oils:** Magical potions and oils are easily found but hard to identify. They come in small bottles, jugs, pots, or vials and clearly radiate magic if a detection spell is used. However, the effect of any potion is unknown until some brave soul tries a small sample. The results can be quite varied. The imbiber may discover he can float or fly, resist great heat or cold, heal grievous wounds, or fearlessly face the greatest dangers. He may also find himself hopelessly smitten by the first creature he sees or struck dead by a powerful poison. It is a risk that must be taken to learn the nature of the potion.

**Scrolls:** Scrolls are a convenience and luxury for spellcasters. By reading the incantation written on the pages, the priest or wizard can instantly cast that spell. He does not need to memorize it, have the material components handy, or do any of the things

normal spellcasting requires. Experienced and powerful wizards normally spend their evenings preparing such scrolls for their own adventuring use.

Some scrolls are usable by all characters, granting special but temporary protections from various dangers--evil creatures, werewolves, powerful beings from other planes, etc. Other scrolls bear hideous or humorous curses, brought into effect at the mere reading of their titles. Unfortunately, the only way to know what a scroll contains is to silently scan its contents. For scrolls containing wizard spells, this requires the use of a *read magic* spell. Other scrolls can be read by all. This scan does not cast the spell written on the scroll, but it tells the character what is written there (and exposes him to the effects of curses). Once the scroll is read, it can be used at any time in the future by that character.

**Rings:** Magical rings are usable by many different classes and bestow a wide range of powers, from pyrotechnic displays to wishes. While the aura of a magical ring can be detected, its properties cannot be discovered until it is worn and the command word is uttered. (The command word is most commonly found inscribed on the inside of the band.) As with all magical items, some rings can harm your character. Worse still, cursed rings can be removed only with the aid of spells!

**Wands, Staves, and Rods:** These are among the most powerful of standard magical items. Wands are commonly used by wizards, allowing them to cast powerful spells with the flick of a wrist. Staves can be used by either a wizard or a priest. Staves can be truly destructive, dwarfing even the potential of a wand. Rods are the rarest of all, the accouterments of witch-kings and great lords. With rods come dominance and power.

Fortunately for your character, few of these items are cursed or dangerous to handle. But all must be operated by a command word--a specific word or phrase that triggers the power within. No wand, stave, or rod shows any indication of its powers by mere sight or handling. Careful research and probing are most often needed to tap the potential stored within.

Wands, staves, and rods are not limitless in their power. Each use drains them slightly, using up a charge. There is no power gauge or meter showing what is left. A character discovers his wand is drained only when it no longer functions or suddenly crumbles into useless dust.

**Miscellaneous Magic:** Miscellaneous magical items are where the true variety of magical treasures lies. Each item possesses some unique power. There are horseshoes to make your horse go faster, brooms to ride, sacks that hold more than they should, paints that create real things, girdles that grant great strength, caps to make your character smarter, books that increase ability scores, and much, much more. Each item is different and not all can be identified in the same way. The effects of some become obvious the instant the item is handled, donned, or opened. Others require research and questioning to learn the command word needed to activate them. All are quite valuable and rare.

**Artifacts and Relics:** Finally, there are artifacts and relics. Don't count on your PC ever finding one of these rarest of all magical items. Even if your character does find one, think carefully before you decide to let him keep it permanently. Artifacts are the most powerful magical items in the game. Indeed, many are powerful enough to alter the course of history! They are all unique and have unique histories. You can never find more than one *Hand of Vecna* in a world. Because it is so unique, each artifact has special and significant powers. Artifacts never appear by accident; they are always placed by the DM.

Finding artifacts is always the result of a very special adventure. Your DM has placed that artifact for a reason. It is not likely that he really intends for your characters to keep it. Instead, he has something arranged in which you need that artifact for a specific purpose. The problem with keeping artifacts is that they are too powerful. Not only do they unbalance your character in the short run, they also eventually corrupt and destroy him. The magical power of artifacts is such that they destroy their owners sooner or later. There is a price to be paid for power, and it is not a cheap one.

## Dividing and Storing Treasure

Once your group completes a successful adventure, it is almost certain to have collected some treasure. Therefore, it helps to have some prearranged agreement about how this treasure is to be divided among the different player characters and their henchmen. This is a true role-playing decision that must be reached among all the players at the table. There are no rules about how your characters should divide treasures.

However, there are some suggested methods and reasons to make or not make some agreements. If you bear these in mind, you will have fewer arguments and bad feelings between the different players and their characters in your group.

Cash treasure is the easiest. The most direct and simplest method is equal shares for all player characters and full or half shares for all henchmen. A player may argue that his character's contribution was greater than that of other characters, but these things average out in the long run. Besides, that player has no real idea of the contribution of others. A character who guarded the rear may have discouraged hidden opponents from springing an ambush on the group, something that only the DM knows.

Additional considerations include extraordinary costs. Some adventuring groups establish a special fund to pay the costs (if there are any) of healing, resurrecting, or restoring fellow player characters. Again this works on the principle that all faced the danger and therefore all should share equally in the expenses. Other groups make allowances for differing character levels (higher level characters assumedly shouldered more of the burden of the adventure, and so should be rewarded proportionately.) Some parties give special rewards to those who took greater chances or saved others. These encourage everyone in the group to take part.

Magical treasure is more difficult to divide up, since there is rarely enough to give a useful item to every character, nor are all items of equal value or power. Here you must rely more on your sense of fairness if you wish to maintain party harmony. Since magical items are worthwhile to a party only if they can be used, your first concern should normally be to get the right item into the right hands. A magical sword in the possession of a wizard is not nearly as useful as it would be in the hands of a fighter. Likewise, a wand does a fighter little good but could be a potent addition to a wizard. Therefore it is a good idea to match items to characters.

Alternatively, your party could determine the price an item would sell for, and then make it available to any PC who is willing to give the rest of the party that amount of money. If more than one player is willing to pay the price, the interested players could roll dice to see who gets the item. Or, for items that several characters could all use equally well (such as a *potion of healing* that is useful to all), the characters can bargain with each other and roll dice for choices. A player character may relinquish a claim on one magical item in exchange for another. A character who has already received a

magical item may not be allowed another choice if there are not enough pieces to go around. If no other agreement can be reached, the players can roll dice and have their characters pick in descending order. It is a fair method (since people cannot rightfully complain about a random roll), but it can create imbalances. One or two characters could wind up with the bulk of the magical items over the course of several adventures. At this point, they would be wise to voluntarily withdraw from the selection process.

There are tactical issues to think about when distributing treasure. It is simply not wise for one or two characters to carry the bulk of the party's magical items. Successful adventurers spread their gear throughout their party. (This holds true even for explorers and special forces in the real world.) This way, if one character falls off the cliff and disappears forever or is spirited away by an invisible stalker, the party has not lost everything. To illustrate another consideration, you are better off to have the fighters, thieves, and mages carry the healing potions rather than let the cleric do it, since he has healing spells. If he has both the healing spells and the potions and should disappear into the mist, your party has lost all its healing ability. If it is spread around through the group, at worst you might lose the potions or the spells, but not both (unless disaster really strikes, in which case there is no way to prevent it anyway). In the end, you will find that it does not pay to be too greedy.

Once your characters have assembled a sizeable amount of treasure, they have to find some place to keep it. If your DM is running a fairly medieval campaign, one thing PCs are not going to find is a bank like today's. Instead, your characters must find other ways to keep their money secure. Chests with strong locks are a good start, but there are still better methods. One choice is to make the treasure small enough that you can carry it with you at all times. (Of course, one good mugging and you're broke.) There is also the difficulty of buying a drink with a 1,000-gp gem. A second choice is to place your money in the hands of someone you think you can trust. We all know what the risks are there. You could have your character give his fortune to a local lord or church and then hope to call in favors at a future date. This is not quite as foolish as it sounds. If the beneficiary of your largess refuses to honor your agreement, you'll never give him money again and neither will anyone else, most likely. If no one gives him any money, where will he find the funds to support his lifestyle? No, such a person must seriously try to honor his commitments. Of course, he may not do as much as you would like. The best solution is that used throughout history--buy goods and chattels. Land, livestock, and trade goods are harder to steal and harder to lose. If you must keep a large fortune, it is best to keep it in something that can be carried easily and is unlikely to be stolen.

# Chapter 11:
# Encounters

Whenever a player character meets an NPC (nonplayer character), fights a monster, or even discovers a mysterious fountain in the woods, he is having an encounter. An encounter is any significant thing a character meets, sees, or interacts with during the course of a game. When a player character discovers a fountain of blue flame in the midst

of the forest, its very strangeness forces the character to react and the player to think. Why is it here? Does it have a purpose? Is it beneficial or dangerous? Few characters are going to pass this by as just another flaming fountain in the forest.

Encounters are vital to the AD&D game, for without them nothing can really happen to the player character. An adventure without encounters is like sitting in a room all day with no one to talk to and little to look at. It certainly wouldn't be very exciting. And who wants to play an unexciting role-playing game? Encounters provide danger, risk, mystery, information, intrigue, suspense, humor, and more.

For an encounter to provide excitement, it must also have an element of danger. A good deal of this comes from the fact that player characters don't know how the encountered beings will react to them. Your DM is not going to say, "You meet a group of peasants and they are friendly." (If he *does* say this, you ought to be suspicious.) Instead, he will say something like, "As you ride around the bend, you come upon an oxcart lumbering down the road. A young man in rough clothes is leading the cart. Peering over the sides are a woman and several dirty children. When the man sees you he nods, smiles, and says, "Hail, strangers. Have you news of Thornhampton-on-the-Hill?" You can probably guess they are peasants and they seem friendly, but your DM didn't come out and say so. Not knowing for sure is what keeps you on your toes. They could be anything!

When your character travels or explores a dungeon, your DM will have prepared two general types of encounters. The first are *specific* (planned) *encounters*. These are meetings, events, or things the DM has chosen to place in the adventure to build on the story of the adventure.

For example, upon sneaking into the bugbear stronghold, your characters find a squalid cell filled with humans and elves. Your DM has placed them here for your character to rescue. Of course, he could also be playing a trick and the prisoners could actually be evil dopplegangers (creatures able to change their appearances at will).

Later, while in the hallway, your group bumps into a bugbear patrol. This is the second type of encounter, a *random encounter,* also called a *wandering encounter*. In this case, your DM has made die rolls to see if you come upon something and, if so, just what that something is.

Specific encounters generally have more choices of action--your DM may want you to discover some important information or set up a particularly difficult battle. Specific encounters usually yield greater treasures and more magical items. Creatures may be placed by the DM to guard the armory or prevent the characters from reaching the throne room.

Random encounters normally involve simple choices--run away, fight, or ignore. Sometimes characters can talk to creatures in random encounters and learn valuable information, but not often. Random encounters also tend to have little or no treasure. A patrol of city guardsmen does not carry as many valuable items on its rounds as it would have in its barracks. Random encounters are most often used to weaken PCs, raise an unexpected alarm, hurry them along, or just make their lives difficult.

Sometimes encounters are not with people or monsters but with things. The fountain in the forest is an encounter, but your characters cannot fight it or talk to it (well, maybe not). So what are you supposed to do? In these cases, the encounter is more of a puzzle. You have to figure out why this fountain is here, what it can do, and if it is important to

your adventure. It may be a red herring--something placed there just to confuse you; it may be a set up for a future adventure--later on your characters may learn that the flaming fountain they saw is important to their latest mission. It may be a deadly trap. To find out, though, you will have to deal with the thing in some way. You could throw stones into the pool, drink the glowing water, try to walk through the flames, or use spells to learn more. By doing these things, you may get more information from your DM. Of course, you may not like the answer! ("You drank the water? Oh, dear. Tsk, tsk, tsk.")

## The Surprise Roll

Sometimes an encounter, either random or planned by the DM, catches one of the two groups involved totally off guard. This is called *surprise* and is determined by rolling 1d10 for each side (or only one side if the DM has decided that one of the sides cannot be surprised, for some reason). If the die roll is a 1, 2, or 3, that group or character is surprised (for effects, see the "Effects of Surprise" section). Naturally, surprise does not happen all the time. There are many easy and intelligent ways it can be prevented. The most obvious is if the player characters can see those they are about to encounter well before getting close.

For example, the characters may see the dust of a group of horsemen coming their way, or notice the lanterns of a group of peasants coming through the woods, or hear the grunting barks of a gnoll war party closing through the trees. In these cases there is no way the characters are going to be surprised by the encounter. But if a leopard leaped upon one of the group while he was intently watching the approaching riders, or if a group of goblins suddenly sprang from the darkness, then the characters would have to roll to see if they were surprised. They were unprepared for these threats and so could be taken off guard.

The DM decides when a check for surprise must be made. He can require that one roll be made for the entire party, that a separate check be made for each character, or that only specific characters check. This depends entirely upon the situation.

For example, the entire party is intently watching the band of approaching riders. Then a leopard leaps from the branches of a tree overhead. The DM knows that no one in the group was particularly paying attention to the treetops, so he has one person in the group roll the surprise die for the entire party. The roll is a 2, the PCs are surprised, the leopard gets a free round of attacks, and there is mass confusion as the clawing, biting creature lands in their midst! If two of the characters had been on a general watch, the DM could have had these characters roll for surprise instead of the entire group. If both were surprised, the entire group would have been unprepared for the leopard's attack. Otherwise, one or both of the guards might have noticed the creature before it pounced. Experienced player characters quickly learn the value of having someone on watch at all times.

The surprise roll can also be modified by Dexterity, race, class, cleverness, and situation. The DM has the listing of modifiers that apply to given situations. Modifiers can affect either your character's chance of being surprised or his chance of surprising others. A plus to your die roll reduces the odds that you are surprised; a minus increases those odds. Likewise, a minus to the enemy's die roll means that the modifier is in your favor, while a plus means that things are going his way. High Dexterity characters are virtually unsurpriseable, caught off guard only in unusual situations.

It is important to bear in mind that surprise and ambush are two different things. Surprise works as explained above. An ambush is prepared by one group to make an unexpected attack on another group and works only if the DM decides the other group cannot detect the ambush. A properly set ambush gives the attackers the opportunity to use spells and normal attacks before the other side reacts. If the ambush succeeds, the ambushing group gets its initial attack *and* the other group must roll for surprise in the next round, so the ambushing group may get two rounds of attacks before the other group can reply.

## Effects of Surprise

Characters and monsters that are surprised all suffer the same penalty. They are caught off guard and thus cannot react quickly. The surprising group receives one round of attacks with melee, missile, or magical items. They cannot use these moments of surprise to cast spells.

A ranger on the unsurprised side could fire his long bow twice (two attacks per round) before his opponents could even hope to react. A fighter able to attack twice per round could attempt both hits before any initiative dice are rolled. A wizard could unleash a bolt from his *wand of lightning* before the enemy knew he was there. Of course, what applies to player characters also applies to monsters, so that the leopard in the earlier example could claw and bite before the characters even knew what was happening.

The second effect of surprise is that the surprised characters lose all AC bonuses for high Dexterity during that instant of surprise. The surprised characters are dumbfounded by the attack. Instead of ducking and countering, they're just standing there rather flat-footed (maybe even with dumb expressions on their faces). Since they don't grasp the situation, they cannot avoid the hazards and dangers very well.

Surprise can also be used to avoid an encounter. Unsurprised characters can attempt to flee from a surprised group before the other group reacts. Of course, this is not always successful, since escape is greatly dependent upon the movement rates of the different creatures.

If both groups manage to surprise each other, the effects of surprise are cancelled. For example, Rath runs around the corner straight into some lounging guardsmen. Taken by surprise, he stops suddenly and frantically looks for someplace else to run. The guardsmen in turn look up rather stupidly, trying to figure out why this dwarf just raced around the corner. The surprise passes. Rath spots another alley and the guards decide that since he's running, Rath must be a criminal. Initiative rolls are now made to see who acts first.

# Encounter Distance

Once your character or party has an encounter and it has been determined whether or not anyone was surprised, your DM will tell you the range of the encounter--the distance separating you from the other group. Many factors affect encounter distance. These include the openness of the terrain, the weather conditions, whether surprise occurred, and the time of day, to name a few. Although you do not know the exact distance until your DM tells you, surprise, darkness, or close terrain (woods, city streets, or narrow dungeons) usually results in shorter encounter distances, while open ground (deserts,

plains, or moors), good light, or advance warning results in greater encounter distances (see Chapter 13: Vision and Light).

## Encounter Options

Once an encounter occurs, there is no set sequence for what happens next. It all depends on just what your characters have encountered and what they choose to do. That's the excitement of a role-playing game--once you meet something, almost anything could happen. There are some fairly common results of encounters, however.

**Evasion:** Sometimes all you want is for your characters to avoid, escape, or otherwise get away from whatever it is you've met. Usually this is because you realize your group is seriously outmatched. Perhaps returning badly hurt from an adventure, your group spots a red dragon soaring overhead. You know it can turn your party to toast if it wants. Rather than take that risk, your group hides, waiting for it to pass. Or, topping a ridge, you see the army of Frazznargth the Impious, a noted warlord. There are 5,000 of them and six of you. Retreat seems like the better part of valor, so you turn your horses and ride.

Sometimes you want to avoid an encounter simply because it will take too much time. While riding with an urgent message for his lord, your character rides into a group of wandering pilgrims. Paying them no mind, he lashes his horse and gallops past.

Evading or avoiding an encounter is not always successful. Some monsters pursue; others do not. In the examples above, Frazznargth the Impious (being a prudent commander) orders a mounted patrol to chase the characters and bring them in for questioning. The pilgrims, on the other hand, shout a few oaths as your galloping horse splashes mud on them and then continue on their way. Your character's success at evading capture will depend on movement rates, determination of pursuit, terrain, and just a little luck. Sometimes when he really should be caught, your character gets lucky. At other times, well, he just has to stand his ground.

**Talk:** Your character doesn't run from encounters all the time, and attacking everything you meet eventually leads to problems. Sometimes the best thing to do is talk, whether it's casual conversation, hardball negotiation, jovial rumor-swapping, or intimidating threats. In fact, talking is often better than fighting. To solve the problems your DM has created for your character, you need information. Asking the right questions, developing contacts, and putting out the word are all useful ways to use an encounter. Not everything you meet, human or otherwise, is out to kill your character. Help often appears in the most surprising forms. Thus it often pays to take the time to talk to creatures.

**Fight:** Of course, there are times when you don't want to or can't run away. (Running all the time is not that heroic.) And there are times when you know talking is not a good idea. Sooner or later, your character will have to fight. The real trick is knowing when to fight and when to talk or run. If you attack every creature you meet, the first thing that will happen is that nobody will want to meet with your character. Your character will also manage to kill or chase off everyone who might want to help him. Finally, sooner or later your DM is going to get tired of this and send an incredibly powerful group of monsters after your character. Given the fact that you've been killing everything in sight, he's justified in doing this.

So it is important always to know who you are attacking and why. As with the best police in the world today, the trick is to figure out who are the bad guys and who are the

good guys. Make mistakes and you pay. You may kill an NPC who has a vital clue, or unintentionally anger a baron far more powerful than yourself. NPCs will be reluctant to associate with your character, and the law will find fewer and fewer reasons to protect him. It is always best to look on combat as a last resort.

**Wait:** Sometimes when you encounter another group, you don't know what you should do. You don't want to attack them in case they are friendly, but you don't want to say anything to provoke them. What you can do is wait and see how they react. Waiting is a perfectly sensible option. However, there is the risk that in waiting, you lose the advantage should the other side suddenly decide to attack. Waiting for a reaction so that you can decide what to do causes a +1 penalty to the first initiative roll for your group, if the other side attacks.

Of course, in any given encounter, there may be many other options open to your character. The only limit is your imagination (and common sense). Charging a band of orcs to break through their lines and flee may work. Talking them down with an elaborate bluff about the army coming up behind you might scare them off. Clever use of spells could end the encounter in sudden and unexpected ways. The point is, this is a role-playing game and the options are as varied as you wish to make them.

# Chapter 12:
# NPCs

Player characters cannot fight, survive, wheel, deal, plot, or scheme without interacting with nonplayer characters (NPCs). Indeed, the very heart of the AD&D game is the relationship between player characters and nonplayer characters. How the player characters react to and treat NPCs determines the type of game the group plays. Although many choices are possible, players quickly find that consideration and good treatment of NPCs is the most frequently successful route.

*An NPC is any person, creature, or monster that is controlled by the DM*. Most NPCs are either people (intelligent races that live in local society) or monsters (intelligent and unintelligent creatures that aren't normally found in towns and villages). The term "monster" is only a convenient label. It doesn't mean the creature is automatically dangerous or hostile. Likewise, NPCs who are people aren't uniformly helpful and cooperative. As with all things, the range of possible reactions of NPCs to PCs covers the entire spectrum.

In the course of their adventures, player characters will be most concerned with three groups of NPCs: hirelings, followers, and henchmen. It is their aid that helps player characters vanquish deadly monsters and accomplish mighty deeds. As their names imply, these NPCs can be persuaded in various ways to join the player characters in their adventures. The most common methods of persuasion are money and loyalty.

## Hirelings

The most frequently employed NPC is the *hireling*. A hireling is a person who works for money. Most hirelings have fairly ordinary skills, while others are masters of a craft or

art, and a few are experts of specialized adventuring skills. Typical hirelings include the following:

| | |
|---|---|
| Archer | Architect |
| Armorer | Assassin |
| Baker | Blacksmith |
| Bladesmith | Foot Soldier |
| Jeweler | Laborer |
| Messenger | Minstrel |
| Sage | Sailor |
| Spy | Thief |

Hirelings are always employed for a stated term of service or for the performance of a specific task. Thus, a mercenary contracts to serve for one season. A thief can be hired to steal a named item. A sage works to answer a single question. A blacksmith may indenture himself for a term of years. A sailor works for a single voyage. Quite often these contracts can be renewed without difficulty, but the only thing that binds a hireling to the player character is regular pay and good treatment. Hirelings do not serve a PC out of any great loyalty.

Thus there are some things hirelings will not do. Most hirelings do not foolishly risk their lives. There are soldiers willing to take their chances on the field of battle, but even these courageous (or foolish) few do not willingly undertake the greater hazards of adventuring. They man castle walls, guard caravans, collect taxes, and charge the massed foe well enough, but they often refuse to accompany a PC on an adventure. Even a hireling who regularly undertakes dangerous missions (a thief or an assassin, for example) normally refuses to join player character parties. These hirelings are loners. They contract to do a job and get it done in their own way, without interference from anyone else.

Hirelings are no more loyal than human nature allows. For the most part, if paid and treated well, with opportunities to realize their ambitions, working for a charismatic leader, hirelings can be relied on to do their jobs faithfully. But poor pay, injustice, discrimination, threats, abuse, and humiliation at the hands of their masters make them somewhat less than reliable. A smart leader sees to the comfort and morale of his men before his own concerns. With less savory characters--those hired to perform dark deeds--the player character takes even greater chances, especially given the questionable morals of such characters.

Whatever their personalities, hirelings generally need to make morale checks (explained in the DMG) whenever they are faced with a particularly dangerous situation or are offered a bribe or other temptation.

Finding hirelings is not difficult. People need jobs. It is simply a matter of advertising. Under normal circumstances, applicants respond to ads. Only when trying to employ vast numbers or hire those with unusual specialties (such as spies) does the process become complicated. Just what needs to be done in this situation depends entirely upon the DM's campaign. Your character may have to skulk through the unsavory bars of the waterfront, rely on questionable go-betweens, or pay a visit to the thieves' guild (if there is one). Just employing one of these characters can be a small adventure in itself.

Employment costs of hirelings vary from a few gold pieces a month to thousands of gold pieces for an especially dangerous task. The skill and experience of a hireling has a great effect on his salary. A learned sage researching some obscure piece of lore can charge hefty sums. Costs can also be affected by the conditions of the campaign--the setting, the recent events of the world, and the reputations of the player characters (if any). Most hirelings sign on for what they think is fair. While few will turn down more money, most will drive the best bargain they can. Your DM has more information about employment costs, since he may need to alter these to fit his campaign.

## Followers

More reliable than those who are motivated purely by money are those characters who, while they expect pay, were originally drawn into service by the reputation of the player character. These are *followers*, usually a unit of soldiers of one type or another. Followers serve only those of significant power and reputation, thus the construction of a stronghold is necessary to attract followers.

Followers have the same needs and limitations of hirelings. Most must be paid and well-treated. They also do not accompany the player characters on group adventures. They have some advantages over hirelings, however. Followers do not serve for a specific term of contract. They remain with the player character as long as their basic needs are met. They are more loyal than the average hireling and are treated as elite troops. Unlike most hirelings, followers can increase in level (although this occurs very slowly since they act only as soldiers). All followers in a unit advance to the next level at the same time. Finally, the player character need not seek out followers--they come to him, seeking out positions within his illustrious household.

Followers appear only once. Replacements do not arrive to fill the ranks of the fallen. (Massive losses of followers in combat only gives the character a bad reputation, discouraging others from flocking to his banner.) Player characters should take care of their followers, perhaps treating them as an elite bodyguard.

Some characters attract unique followers such as animals or magical beings. Although termed followers, these creatures are more properly treated as henchmen in terms of loyalty and what they will and will not do. They do not count against the character's limit on henchmen, however, since they are technically followers.

## Henchmen

Henchmen are much that hirelings are not. They are adventurers who serve out of loyalty. They are willing to risk their lives for those they respect. They are also hard to find.

Henchmen are powerful allies to a player character. Unlike hirelings, they have the nerve and ability to become powerful adventurers. Although they expect their share of treasure, they do not usually join a player character for money. They are attracted to the PC because of his reputation or other qualities he possesses. As such, henchmen cannot be expected to flock to the banner of a neophyte adventurer. He may gain himself one or two companions, but others come only when he has earned a greater reputation, met more people, and proven himself a true friend and ally to these NPCs.

Henchmen can come from any source. Most often they are at first mere hirelings or

followers who, through distinctive actions, come to the attention of the player character. Some may be higher level, more skilled hirelings who develop a bond to the player character through long employment. Others may be followers who have sound advice for the player character.

A henchman is always of lower level than the PC. Should he ever equal or surpass the PC's level, the henchman leaves forever; it is time for him to try his luck in the real world. In some ways, the player character is the mentor and the henchman his student. When the student has learned as much as the teacher, it is time for him to go out on his own.

Henchmen are more than just loyal followers; they are friends and allies. Naturally, they expect to be treated as such. They have little need for those who do not trust them or treat them coldly. Abusiveness or taking advantage of the friendship quickly ends the relationship. Just as players must with their own friends, player characters must be sensitive to the needs and feelings of their henchmen. Furthermore, henchmen attach themselves to a particular player character, not a group of player characters. Thus it is only under the direst of circumstances that a henchman accepts the orders of another PC. Should his friend (the player character) fall, the henchman sees to his needs. He doesn't abandon him and continue on with the other player characters unless this is clearly the only way to aid his friend.

A PC's Charisma determines the maximum number of henchmen he can have. This is a lifetime limit, not just a maximum possible at any given time. In a world where the fallen can be restored to life, it is expected that a man would make this effort for his dearest friends, both player characters and henchmen. For example, Rupert the half-elf has had seven henchmen, but all have fallen for one reason or another. Rupert's Charisma is 15, so with the death of his latest henchman, no more come to join him. (Word has obviously gotten around that Rupert's friends tend to meet unpleasant ends, and he doesn't even have the decency to bring them back to life! Even if he had tried to raise his henchmen and failed, Rupert would still be viewed as a jinx, bad luck for those around him.)

Attracting a henchman is fairly difficult. One cannot advertise for friends with any great success. They grow and develop from other relationships. A henchman can be found by placing trust in a skilled hireling. Heroic deeds (saving the life of an NPC) can create a strong and instant bond. Love certainly can form this bond. The player and the DM must trust their own judgment to determine when an NPC becomes a henchman. There is no clear line an NPC must cross to make the transition from hireling to henchman. Instead, it is a slide from one status to the other.

Once an NPC becomes a henchman, the player gains a high degree of control over the character. He should be responsible for the record keeping for that character. It is almost, but not quite, like having a new PC for the player. If the DM allows it, the player can have all information regarding the abilities of the henchman, although the DM may choose not to reveal this information. The player is allowed to make nearly all decisions for the NPC, but the DM can overrule any action as being out of character.

There are certain things henchmen do not do. They do not give away or loan out magical items. They do not allow others free access to their spell books. They do not tolerate spell use that questions their loyalty (*detect lie* or *know alignment* cast upon them). They do not accept less than their due share. In general, within these limits, henchmen do what is desired of them. The DM can at any time dictate the actions of a

henchman, since the character is still an NPC.

If a PC is not attentive to the wishes and needs of his henchmen, or if he abuses and humiliates them, he can expect the worst. This is the stuff mutinies and rebellions are made of. Should an abusive player character fall at the hands of a once-loyal henchman, he has only himself to blame.

On the other hand, not all henchmen are paragons of loyalty. The player character must always be aware that henchmen are sometimes not what they seem. They can be a means to get at the player character. Throughout history, many a cruel and cunning villain has posed as a true companion, waiting for his chance to strike or spy on his friend.

## Player Character Obligations

Whenever a player character takes on a hireling, follower, or henchman, he has committed himself to certain obligations and customs that surround such agreements. Some of these are obvious, having been worked out between the player character and the NPC in advance. Usually the wage and term of service are settled upon before any agreement is reached. For hirelings and followers, this is a set amount of money each day, week, or month, or a fee for a specific task. Henchmen commonly receive a portion (half a normal share) of all treasure and magic found on adventures. A player character is normally expected to contribute a little more from his own funds, however.

Other obligations of the player character are varied. Some must always be considered, while others almost never come into effect. A player character is expected to provide meals and boarding (unless the NPC has a home nearby). This is the most common obligation and applies to NPCs of all walks of life. For those engaged in more dangerous pursuits, however, additional concessions must be granted. Since horses are expensive, player characters should be ready to cover the cost of mounts lost in combat or on campaign. It is unreasonable to expect a mercenary to buy a new mount from his meager savings. Likewise, other items of war craft--weapons and armor--must be replaced by the player character. All soldiers are expected to provide their own equipment when they are first employed, but the player character must replace all losses. Certainly all player characters are expected to pay the cost of special transport--securing passage on ships and arranging wagons for baggage. Of the grimmer duties, player characters are expected to pay for a decent (though hardly lavish) interment.

One of the more unusual obligations of a player character is to ransom his men. This is especially true of men lost during a campaign. The greater number of soldiers lost in a battle are not slain but captured. Common practice of the medieval period was to officially ransom these prisoners for well-established prices. A common yeoman footman might ransom for 2 gp, a minor priest for 80 gp, a knight's squire for 200 gp, and a king's man for 500 gp. These are paid for by the lord of the prisoner. A player character (as a lord and master) is expected to do the same. Of course, the player character can pass much of this cost on to his own subjects and the relatives of the prisoner. Thus men might languish for long periods in the hands of the enemy before their ransom was raised. Furthermore, should a player character ransom a hireling, follower, or henchman, he has every reason to expect loyal service from that man in the future. After all, he has demonstrated his willingness to save that NPC from hardship and death.

In a fantasy world, a player character is also expected to bear the cost of magical spells cast to the benefit of his men. He may arrange to have his men blessed before battle or

healed after it. He shouldn't grumble about the expense, because the spells also make good tactical sense. The *bless* spell increases the success of his army in the field. Magical cures get his army back on its feet quicker. All these things can make him very successful while also making him popular with his hired men.

Finally, the player character is expected to make an effort to raise or restore slain henchmen. This is not a normal expectation of hirelings or followers (although it can happen in extreme cases). The effort should be honest and true. A player character shouldn't fool himself into thinking no one will notice if he doesn't do his utmost. The player character who returns from an adventure minus his henchman is automatically under a cloud of suspicion, despite his most vehement protests. A player character must take great care to maintain his reputation as a good and upright employer.

# Chapter 13:
# Vision and Light

Before a character can do anything in the dungeon or the wilderness, he has to be able to see what he is doing. If a character can't see a target, his chances of hitting it are very small. If he can't see, he can't read a scroll or a large "Keep Out" sign on the wall. In the AD&D game, characters can see set distances and often by fantastic means that defy logic.

## Limits of Vision

The first limitation on vision is how far away an object can be before it cannot be seen clearly. Size and weather have a great effect on this. Mountains can be seen from great distances, 60 to 100 miles or more, yet virtually no detail can be seen. On level ground, the horizon is about five to 12 miles away, but a character usually cannot see a specific object that far away. The limit of vision for seeing and identifying man-sized objects is much less than this.

Under optimum conditions, the maximum range at which a man-sized object can be seen is about 1,500 yards, if it is moving. If the object doesn't move, it usually cannot be seen at this distance. Even if it is moving, all that can be seen is a moving object. The character cannot tell what it is or what it is doing.

At 1,000 yards, both moving and stationary man-sized objects can be spotted. General size and shape can be determined, but exact identifications are impossible. It is not likely that creature type can be identified at this range, unless the creature has a very unique shape.

At 500 yards, general identifications can be made. Size, shape, color, and creature type are all distinguishable. Individuals still cannot be identified, unless they are distinctively dressed or separated from the rest of the group. Livery and heraldic symbols or banners can be seen if large and bold. Most coats of arms cannot be distinguished at this distance. General actions can be ascertained with confidence.

At 100 yards, individuals can be identified (unless, of course, their features are concealed). Coats of arms are clear. Most actions are easily seen, although small events

are unclear.

At 10 yards, all details but the smallest are clear. Emotions and actions are easily seen, including such small actions as pick-pocketing (if it is detectable).

Of course, conditions are seldom perfect. There are a number of factors that can reduce visibility and alter the ranges at which things can be spotted and identified. Table 62 lists the effects of different types of conditions.

All ranges are given in yards.

"Movement" indicates the maximum distance at which a moving figure can be seen. "Spotted" is the maximum distance a moving or a stationary figure can be seen. "Type" gives the maximum distance at which the general details of a figure can be seen--species or race, weapons, etc. "ID" range enables exact (or reasonably exact) identification. "Detail" range means small actions can be seen clearly.

There are many factors other than weather that affect viewing. Size is an important factor. When looking at a small creature (size S), all categories are reduced to the next lower category (except the "detail" range, which remains unchanged). Thus, under clear conditions, the ranges for seeing a small creature are "movement" at 1,000 yards, "spotted" at 500 yards, "type" at 100 yards, and "ID" and "detail" at 10 yards.

When sighting large creatures, the "movement," "spotting," and "type" ranges are doubled. Exceptionally large creatures can be seen from even greater distances. Large groups of moving creatures can be seen at great distances. Thus, it is easy to see a herd of buffalo or an army on the march.

The ranges given in Table 62 do not take terrain into account. All ranges are based on flat, open ground. Hills, mountains, tall grass, and dense woods all drastically reduce the chances of seeing a creature. (The terrain does not alter sighting ranges, only the chances of seeing a creature.) Thus, even though on a clear day woods may hide a bear until he is 30 yards away, it is still a clear day for visibility. The bear, once seen, can be quickly and easily identified as a bear. The DM has more information on specific terrain effects on sighting.

**Table 62:**

## Visibility Ranges

| Condition | Movement | Spotted | Type | ID | Detail |
|---|---|---|---|---|---|
| Clear sky | 1,500 | 1,000 | 500 | 100 | 10 |
| Fog, dense or blizzard | 10 | 10 | 5 | 5 | 3 |
| Fog, light or snow | 500 | 200 | 100 | 30 | 10 |
| Fog, moderate | 100 | 50 | 25 | 15 | 10 |
| Mist or light rain | 1,000 | 500 | 250 | 30 | 10 |
| Night, full moon | 100 | 50 | 30 | 10 | 5 |
| Night, no moon | 50 | 20 | 10 | 5 | 3 |
| Twilight | 500 | 300 | 150 | 30 | 10 |

As a final caveat, the ranges in Table 62 assume Earthlike conditions. Sighting conditions on one of the Lower Planes, or the horizon distance on another world, could

be entirely different. If your DM feels he must take this into account, he will have to learn more about this subject at his local library or make it up.

# Light

Most characters cannot see much without light. Some night conditions (those for the outdoors) are given in Table 62. But all of these assume some small amount of light. In totally lightless conditions, normal vision is impossible, unless a source of light is carried by the party.

Light sources vary in the area they affect. Table 63 gives the radius of light and burning time for the most common types of light sources.

**Table 63:**

## Light Sources

| Source | Radius | Burning time |
|---|---|---|
| Beacon lantern | 240 ft.* | 30 hrs./pint |
| Bonfire | 50 ft. | _ hr./armload |
| Bullseye lantern | 60 ft.* | 2 hrs./pint |
| Campfire | 35 ft. | 1 hr./armload |
| Candle | 5 ft. | 10 min./inch |
| *Continual light* | 60 ft. | Indefinite |
| Hooded lantern | 30 ft. | 2 hrs./pint |
| *Light* spell | 20 ft. | Variable |
| Torch | 15 ft. | 30 min. |
| Weapon** | 5 ft. | As desired |

* Light from these is not cast in a radius, but rather in a cone-shaped beam. At its far end, the cone of light from a beacon lantern is 90 feet wide. A bullseye lantern has a beam 20 feet wide at its far end.

** Magical weapons shed light if your DM allows this optional rule.

Of course, while a lantern or fire enables characters to see, it does have some disadvantages. The greatest of these is that it is hard to sneak up on someone if he can see you coming. It is hard to remain inconspicuous when you have the only campfire on the plain, or you are carrying the only torch in the dungeon. Furthermore, not only do creatures know you are coming, they can generally see you before you see them (since the light source illuminates the area around you, those outside this area can see into the area). Characters should always bear these risks in mind.

# Infravision

Some characters and monsters have the power of *infravision*. This can mean one of two things, depending on whether the standard or the optional rule is used (this is discussed in detail in the *Dungeon Master Guide*). The choice is left to the DM and he must tell the players how he wants infravision to work. Regardless of how the power functions, the range of infravision is at most 60 feet unless otherwise noted.

## Using Mirrors

At times it is useful for characters to look at objects or creatures via reflections in a mirror. This is particularly true of those creatures so hideous (such as a medusa) that gazing directly upon them might turn the viewer to stone. When using a mirror, a light source must be present. Second, attempting to direct your actions by looking in a mirror is very disorienting (try it and see). Thus, all actions requiring an ability or proficiency check or an attack roll suffer a -2 penalty. The character also loses all Dexterity bonuses to Armor Class if fighting an opponent seen only in a mirror.

# Chapter 14:
# Time and Movement

As in the real world, time passes in all AD&D game worlds. Weeks slip away as wizards research spells. Days go by as characters ride across country. Hours pass while exploring ruins. Minutes flash by during battles. All of these are passages of time.

There are two different types of time that are talked about in these rules. *Game time* is the imaginary time that passes for the characters in the game. *Real time* is the time in the real world, the time that passes for the players and DM as they play the AD&D game. The two times are very different; players and DMs should be careful to distinguish game time from real time.

For example, when the character Delsenora researches a spell for three weeks, this is three weeks of game time. Delsenora is out of action as three weeks pass in the campaign world. Since nothing interesting at all happens to Delsenora during this research time, it should require only a minute or two of real time to handle the situation. The exchange in real time is something like this:

*Louise (Delsenora's player):* "Delsenora's going to research her new spell."
*DM:* "OK, it'll take three weeks. Nothing happens to her. While she's doing that, the rest of you get a chance to heal your wounds and do some stuff that you've been ignoring. Johann [pointing at another player], you'd better spend some time at the church. The patriarch's been a little upset that you haven't been attending ceremonies."
*Jon (Johann's player):* "Can't I go out and earn some more experience?"
*DM (Not wanting to deal with a split-up group):* "The patriarch mumbles something about failing in your duties to your deity, and he rubs his holy symbol a lot. You know, it's not very often that low levels like you have personal audiences with the patriarch. What do you think?"
*Jon:* "Marvelous. Subtle hint. I'll stay and be a good boy."
*DM:* "Well, great! The three weeks pass. Nothing happens. Del, make your roll for the spell research."

And so three weeks of game time flash by in brief minutes of real time.

The importance of game time is that as a campaign progresses, characters tend to become involved in different time-consuming projects. Three characters may set off on a four-week overland journey, while a wizard researches for six weeks. At the inn, a fighter rests and heals his wounds for two weeks. It is important to note how much time passes during different tasks, so the activities of different characters can be followed.

Campaign time is measured just as it is in real life: years, months, weeks, days, hours, minutes, and seconds. But, since this is a fantasy game, the DM can create entirely different calendars for his world. There may be only 10 months in the year or 63 days to a month. When beginning play, these things are not tremendously important, so players need not worry about them right away. With continued adventuring, players eventually become familiar with the calendar of the campaign.

*Rounds* and *turns* are units of time that are often used in the AD&D game, particularly for spells and combat. A round is approximately equal to a minute (it is not exactly one minute, so as to grant the DM some flexibility during combat). A turn is equal to 10 minutes of game time. Turns are normally used to measure specific tasks (such as searching) and certain spells. Thus, a spell that lasts 10 turns is equal to 100 minutes or one and two-thirds hours.

## Movement

Closely related to time is movement. Clearly your character is able to move; otherwise, adventures would be rather static and boring. But how fast can he move? If a large, green carrion crawler is scuttling after Rath, is the redoubtable dwarf fast enough to escape? Could Rath outrun an irritated but heavily loaded elf? Sooner or later these considerations become important to player characters.

All characters have movement rates that are based on their race. Table 64 lists the movement rates for unencumbered characters of different races.

**Table 64:**

### Base Movement Rates

| Race | Rate |
|---|---|
| Human | 12 |
| Dwarf | 6 |
| Elf | 12 |
| Half-elf | 12 |
| Gnome | 6 |
| Halfling | 6 |

A character can normally walk his movement rate in *tens of yards* in a single round. An unencumbered human can walk 120 yards (360 feet), slightly more than a football field, in one minute. A dwarf, similarly equipped, can walk 60 yards in the same time. This walk is at a fairly brisk, though not strenuous, pace that can be kept up for long periods of time.

However, a character may have to move slower than this pace. If the character is carrying equipment, he may move slower because of the encumbrance, if this optional

rule is used (see "Encumbrance" in Chapter 6: Money and Equipment). As the character carries more gear, he gradually slows down until he reaches the point where he can barely move at all.

When a character is moving through a dungeon or similar setting, his movement rate corresponds to *tens of feet* per round (rather than the tens of yards per round of outside movement). It is assumed that the character is moving more cautiously, paying attention to what he sees and hears while avoiding traps and pitfalls. Again, this rate can be lowered if the optional encumbrance system is used.

Characters can also move faster than the normal walking pace. In the dungeon (or anytime the character is using his dungeon movement rate), the character can automatically increase his movement to that of his normal walking pace. In doing so, however, he suffers a -1 penalty to his chance of being surprised and gives a +1 bonus to others on their chance of being surprised by him (the rapidly moving character is not taking care to conceal the noise of his passage in the echoing confines of the underground). Furthermore, the character does not notice traps, secret doors, or other unusual features.

It is also certainly possible for a character to jog or run--an especially useful thing when being chased by creatures tougher than he cares to meet. The simplest method for handling these cases is to roll an initiative die. If the fleeing character wins, he increases the distance between himself and his pursuers by 10 times the difference in the two dice (in feet or yards, whichever the DM feels is most appropriate). This is repeated each turn until the character escapes or is captured. (If this seems unrealistic, remember that fear and adrenaline can do amazing things!)

## Jogging and Running (Optional Rule)

If your DM wants greater precision in a chase, the speeds of those involved in the chase can be calculated exactly. (But this is time-consuming and can slow down an exciting chase.) Using this optional rule, a character can always double his normal movement rate (in yards) to a jog. Thus, a character with a movement rate of 12 can jog 240 yards in a round. While jogging, a character can automatically keep going for the number of rounds equal to his Constitution. After this limit has been reached, the player must roll a successful Constitution check at the end of each additional round spent jogging. There are no modifiers to this check. Once a Constitution check is failed, the character must stop and rest for as many rounds as he spent jogging. After this, he can resume his jogging pace with no penalties (although the same limitations on duration apply).

If a jogging pace isn't fast enough, a character can also run. If he rolls a successful Strength check, he can move at three times his normal rate; if he rolls a Strength check with a -4 penalty, he can quadruple his normal rate; if he rolls a Strength check with a -8 penalty, he can quintuple his normal rate. Failing a Strength check means only that the character cannot increase his speed to the level he was trying to reach, but he can keep running at the pace he was at before the failed Strength check. Once a character fails a Strength check to reach a level of running, he cannot try to reach that level again in the same run.

Continued running requires a Constitution check every round, with penalties that depend on how long and how fast the character has been running. There is a -1 penalty for each round of running at triple speed, a -2 penalty for each round of running at quadruple speed, and a -3 penalty for each round of running at quintuple speed (these penalties are cumulative). If the check is passed, the character can continue at that speed for the next round. If the check is failed, the character has exhausted himself and must stop running. The character must rest for at least one turn.

For example, Ragnar the thief has a Strength of 14, a Constitution of 14, and a movement rate of 12. Being pursued by the city guard, he starts jogging at 240 yards a round. Unfortunately, so do they. His Constitution is a 14, so he can keep going for at least 14 rounds. He decides to speed up. The player makes a Strength check, rolling a 7. Ragnar pours on the speed, increasing to 360 yards per round (triple speed). Some of the guardsmen drop out of the race, but a few hold in there. Ragnar now has a -1 penalty to his Constitution check. A 13 is rolled, so he just barely passes.

But one of the blasted guardsmen is still on his tail! In desperation, Ragnar tries to go faster (trying for four times walking speed). The Strength check is an 18: Ragnar just doesn't have any more oomph in him; he can't run any faster, but he is still running three times faster than his walking speed. The player now must roll a Constitution check with a -2 penalty (for two rounds of running at triple speed). The player rolls the die and gets a 4--no problem! And just then the last guardsman drops out of the race. Ragnar takes no chances and keeps running. Next round another Constitution check is necessary, with a -3 penalty. The player rolls an 18. Exhausted, Ragnar collapses in a shadowy alley, taking care to get out of sight.

## Cross-Country Movement

A normal day's marching lasts for 10 hours, including reasonable stops for rest and meals. Under normal conditions, a character can walk twice his movement rate in miles in those 10 hours. Thus, an unencumbered man can walk 24 miles across clear terrain.

Characters can also *force march*, intentionally hurrying along, at the risk of exhaustion. Force marching enables a character to travel 2 _ times his movement rate in miles (thus, a normal man could force march 30 miles in a day). At the end of each day of the march, the character or creature must roll a Constitution check. Large parties (such as army units) make the check at the average Constitution of the group (weaker members are supported, encouraged, and goaded by their peers). Creatures must roll a saving throw vs. death at the end of each day's force marching (since they lack Constitution scores). A -1 penalty is applied to the check for each consecutive day spent force marching. If the check is passed, the force marching pace can be continued the next day. If the check fails, no more force marching attempts can be made until the characters have completely recovered from the ordeal. Recovery requires half a day per day of force marching.

Even if the Constitution check fails, the character can continue overland movement at his normal rate.

One drawback of force marching is that each day of force marching results in a -1 penalty to all attack rolls. This modifier is cumulative. Half a day's rest is required to remove one day's worth of force marching penalty. Characters who have managed to force march for eight straight days suffer a -8 penalty to their attack rolls; it takes four days of rest to return to no attack roll penalty.

Overland movement rates can be increased or decreased by many factors. Terrain can speed or slow movement. Well-tended roads allow faster marching, while trackless mountains slow marches to a snail's pace. Lack of food, water, and sleep weaken characters. Poor weather slows their pace. All these factors are detailed in the DMG.

## Swimming

All characters are either untrained swimmers or proficient swimmers.

When the DM determines the swimming ability of characters, the decision should be based on his campaign. If the campaign is centered around a large body of water, or if a character grew up near the sea, chances are good that the character knows how to swim. However, being a sailor does not guarantee that a character can swim. Many a medieval mariner or black-hearted pirate never learned how to swim and so developed a morbid fear of the water! This is one of the things that made "walking the plank" such a fearful punishment. Furthermore, some character races are normally suspicious of water and swimming. While these may vary from campaign to campaign, dwarves and halflings often don't know how to swim.

Untrained swimmers are a fairly hapless lot. When they are unencumbered, they can manage a rough dog-paddle in relatively calm waters. If the waters are rough, the current strong, or the depth excessive (at sea or far out on a lake), untrained swimmers may panic and sink. If weighed down with enough gear to reduce their movement rate, they sink like stones, unable to keep their heads above water. In no way do they make any noticeable progress (unless, of course, the object is to sink beneath the surface).

Proficient swimmers are able to swim, dive, and surface with varying degrees of success. All proficient characters are able to swim half their current land movement rate times 10 in yards, provided they are not wearing metal armor. A character with a movement rate of 12 could swim 60 yards (180 feet) in a round. Characters whose movement rates have been reduced to 1/3 or less of normal (due to gear) or who are wearing metal armor cannot swim--the weight of the gear pulls the character under. They can still walk on the bottom, however, at 1/3 their current movement rate.

Proficient swimmers can double their swimming speed, if a successful Strength check is rolled (vs. half the character's normal Strength score). For a character with a movement rate of 12, a successful check means he can swim 120 yards in one round, an Olympic-class performance.

Like running, swimming is not something that a character can do indefinitely. There are several different speeds a character can choose to swim at, thus moving in either short sprints or a slower, but longer-lasting, pace.

If swimming at half normal speed or treading water, the character can maintain this for a number of hours equal to his Constitution score (although he will have to abandon most of his gear). After a character swims for a number of hours equal to his Constitution, a Constitution check must be made for each additional hour. For each extra hour of swimming, 1 Constitution point is temporarily lost (regaining lost ability points is explained in the next column).

Each hour spent swimming causes a cumulative penalty of -1 to all attack rolls.

All this assumes calm water. If the seas are choppy, a Constitution check should be made every hour spent swimming, regardless of the character's Constitution. Rough seas can require more frequent checks; heavy seas or storms may require a check every round.

The DM may decide that adverse conditions cause a character's Constitution score to drop more rapidly than 1 point per hour.

If a swimming character fails a Constitution check, he must tread water for half an hour before he can continue swimming (this counts as time spent swimming, for purposes of Constitution point loss).

A character drowns if his Constitution score drops to 0.

*A freak wave sweeps Fiera (an elf) overboard during the night. Fortunately, she can swim and knows that land is nearby. Bravely, she sets out through calm water. Her Constitution score is 16. After 14 hours of steady swimming, she makes out an island on the horizon. Two hours later she is closer, but still has some way to go. During the next hour (her 17th in the water), her Constitution drops to 15 (her attack penalty is -17!) and she must make a Constitution check. A 12 is rolled--she passes. In the last hour, the 18th, the seas become rough. Her Constitution is now 13 (the DM ruled that the heavy seas made her lose 2 points of Constitution this hour), and the DM decides she must pass an extra Constitution check to reach shore. She rolls a 5 and flops onto shore, exhausted.*

Characters can also swim long distances at a faster pace, although at increasing risk. Swimming at the character's normal movement rate (instead of the usual swimming speed of half the normal movement rate) requires a Constitution check every hour, reduces Strength and Constitution by 1 point every hour, and results in a -2 cumulative attack penalty for each hour of swimming. Characters can swim at twice this speed (quadruple normal swimming speed), but they must roll a check every turn and suffer the above penalties for every turn spent swimming. Again, when an ability score reaches 0, the character sinks and drowns.

Upon reaching shore, characters can recover lost ability score points and negate attack penalties by resting. Each day of rest recovers 1d6 ability points (if both Strength and Constitution points were lost, roll 1d3 for each ability to determine points recovered) and removes 2d6 points of attack penalties. Rest assumes adequate food and water. Characters need not be fully rested before undertaking any activity, although the adjusted ability scores are treated as the character's current scores until the character has rested enough to fully recover from the swim.

To continue the earlier example with Fiera, after a bad last hour in the water, she reaches shore. Her Constitution is 13 and she has a -18 penalty to her attack roll. Exhausted, she finds some ripe fruit and collapses in the shade of a palm tree. All the next day she rests. At the end of the day she rolls a 4 on 1d6 and regains 4 points of Constitution, restoring it to normal. An 8 is rolled to reduce her attack penalty, so the next day she suffers only a -10 penalty to her attack roll. The next day of rest lowers this by 6 to -4 and the third day erases it completely. So in three days she has fully recovered from her 18-hour ordeal in the water.

## Holding Your Breath

Under normal circumstances (with a good gulp of air and not performing strenuous feats), a character can hold his breath up to 1/3 his Constitution score in rounds (rounded up). If the character is exerting himself, this time is halved (again, rounded up). Characters reduced to 1/3 or less of their normal movement because of encumbrance are

always considered to be exerting themselves. If unable to get a good gulp of air, these times are reduced by _. All characters are able to hold their breath for one round, regardless of circumstances.

While attempting to hold his breath beyond this time, the character must roll a Constitution check each round. The first check has no modifiers, but each subsequent check suffers a -2 cumulative penalty. Once a check is failed, the character must breathe (if he cannot reach the surface, he drowns).

**Diving:** All characters can dive to a depth of 20 feet in a single round. For each encumbrance category above unencumbered (or for each point of movement below the character's normal rate, if this optional system is used; see "Encumbrance" in Chapter 6), two feet are added to this depth (the additional weight helps pull the character down). A short run or a few feet of height adds 10 feet of depth to the first round of a dive. For every 10 feet of height above the water, an additional five feet of depth is added, up to a maximum addition of 20 feet. Thus, with a run and from a height of 40 feet or more, an unencumbered man can dive 50 feet in a single round.

**Surfacing:** A character can normally rise at the rate of 20 feet per round. This rate is reduced by two feet for every encumbrance category above unencumbered or for every point of current movement below the character's normal rate (if this optional system is used). Note that, under the optional encumbrance system, heavily loaded characters (those who have lost 10 or more points off their normal movement rate because of their current encumbrance) cannot even swim to the surface. Those simply floating to the surface (unconscious characters, for example) rise at a rate that is five feet per round slower than someone similarly encumbered who is actively swimming up to the surface. It is quite possible for a moderately weighed-down character to sink if he makes no effort to stay on the surface.

# Climbing

Although thieves have specialized climbing abilities, all characters are able to climb to some degree or another. Climbing ability is divided into three categories: thief, mountaineer, and unskilled.

Thieves are the most skilled at climbing. They are the only characters who can climb very smooth, smooth, and rough surfaces without the use of ropes or other equipment. They are the fastest of all climbers and have the least chance of falling.

Mountaineers are characters with mountaineering proficiency or those the DM deems to possess this skill. They have a better climbing percentage than unskilled characters. Mountaineers with proper equipment can climb very smooth, smooth, and rough surfaces. They can assist unskilled characters in all types of climbs.

Unskilled climbers are the vast majority of characters. While they are able to scramble over rocks, they cannot use climbing equipment or negotiate very smooth, smooth, and rough surfaces. They have the lowest climbing success rate of all characters.

## Calculating Success

The chance of success of a climb is calculated by taking the character's skill level (given as a percentage) and modifying it for his race, the condition of the surface, and situational modifiers. Table 65 lists the percentages for the different categories of

climbers.

The chance of success given in Table 65 is modified by many factors. Some of these remain the same from climb to climb (such as a character's race) and can be figured into the character's base score. Others depend on the conditions of a given climb. All factors are listed on Table 66.

The final result of Tables 65 and 66 is the number the character uses for Climbing checks. A Climbing check is made by rolling percentile dice. If the number rolled is equal to or less than the number found from Tables 65 and 66, the character succeeds with the Climbing check. Rolls above this number indicate failure.

A Climbing check must be made any time a character tries to climb a height of 10 feet or more. This check is made before the character ascends the first 10 feet of the climb. If the check is passed, the character can continue climbing. If the check is failed, the character is unable to find a route and cannot even attempt the climb.

**Table 66:**

## Climbing Modifiers

| **Situation** | **Modifier** |
|---|---|
| Abundant handholds (brush, trees, ledges) | +40% |
| Rope and wall ** | +55% |
| Sloped inward | +25% |
| Armor: | |
| Banded, splint | -25% |
| Plate armors (all types) | -50% |
| Scale, chain | -15% |
| Studded leather, padded | -5% |
| Character race: * | |
| Dwarf | -10% |
| Gnome | -15% |
| Halfling | -15% |
| Encumbrance | -5% † |
| Surface condition: | |
| Slightly slippery (wet or crumbling) | -25% |
| Slippery (icy, slimy) | -40% |
| Climber wounded below _ hp | -10% |

* These are the same as the modifiers given in Table 27. Make sure that thief characters are not penalized twice for race.

** Rope and wall applies in most climbing situations in which the character is able to brace his feet against the surface being climbed and use a rope to assist in the task.

† This is -5% per encumbrance category above unencumbered, or per movement rate point lost off normal movement rate.

No further attempts can be made by that character until a change occurs. This is either a

significant change in location (a half mile or more along the face of a cliff) or an improvement in the character's chance of success.
For example, Brondvrouw the gnome is an unskilled climber. Her normal chance of success is 25% (40%--15% for being a gnome). She has been cut off from the rest of the party by a rugged cliff, 50 feet high. Fortunately, the cliff is dry and the rock seems solid. She makes an attempt, but rolls a 49 on the percentile dice. She cannot limb the cliff. Then one of her friends above remembers to lower a rope. With the rope, Brondvrouw can again try the climb, since her percentage chance is now 80%. This time, she rolls a 27 and makes the ascent.

**Table 65:**

## Base Climbing Success Rates

| Category | Success Rate |
|---|---|
| Thief with mountaineering proficiency * | Climb walls % + 10% |
| Thief | Climb walls % |
| Mountaineering proficiency * | 40% + 10% per proficiency slot |
| Mountaineer (decided by DM) | 50% |
| Unskilled climber | 40% |

* Only if the optional proficiency system is used.

On particularly long climbs--those greater than 100 feet or requiring more than one turn (10 minutes) of climbing time--the DM may require additional checks. The frequency of these checks is for the DM to decide. Characters who fail a check could fall a very long way, so it is wise to carry ropes and tools.

## Climbing Rates

Climbing is different from walking or any other type of movement a character can do. The rate at which a character moves varies greatly with the different types of walls and surfaces that must be climbed. Refer to Table 67. Cross-reference the type of surface to be climbed with the surface condition. Multiply the appropriate number from the table by the character's current movement rate. The result is the rate of climb for the character, in feet per round, in any direction (up, down, or sideways).

All the movement rates given on Table 67 are for nonthief characters. Thief characters are able to climb at double the movement rate for normal characters.

For example, Ragnar the thief and his companion Rupert (a half-elf) are climbing a cliff with rough ledges. A recent rain has left the surface slightly slippery. Ragnar has a movement rate of 12 and Rupert's is 8. Ragnar can cover 12 feet per round (12 x 1 since he is a thief), but Rupert struggles along at the pace of 4 feet per round (8 x _). If Ragnar had gone up first and lowered a rope to Rupert, the half-elf could have climbed at the rate of 8 feet per round using rope and wall (8 x 1).

## Types of Surfaces

*Very smooth* surfaces include expanses of smooth, uncracked rock, flush-fitted wooden

walls, and welded or bolted metal walls. Completely smooth walls, unbroken by any feature, cannot be climbed by anyone without tools.

*Smooth and cracked* walls include most types of well-built masonry, cavern walls, maintained castle walls, and slightly eroded cliff faces.

*Rough* faces are most natural cliffs, poorly maintained or badly built masonry, and typical wooden walls or stockades. Any natural stone surface is a rough face.

*Rough with ledges* is similar to rough faces but is dotted with grips three inches or more wide. Frost-eroded cliffs and natural chimneys are in this category, as are masonry buildings falling into ruin.

*Ice walls* are cliffs or faces made entirely of frozen ice. These are different from very smooth and smooth surfaces in that there are still many natural cracks and protrusions. They are extremely dangerous to climb, so a Climbing check should be made every round for any character attempting it without tools.

*Trees* includes climbs with an open framework, such as a scaffold, as well as trees.

*Sloping walls* means not quite clifflike but too steep to walk up. If a character falls while climbing a sloping wall, he suffers damage only if he fails a saving throw vs. petrification. If the save is made, the character slides a short distance but is not harmed.

*Rope and wall* require that the character uses a rope and is able to brace himself against a solid surface.

## Actions While Climbing

Although it is possible to perform other actions while climbing, such as spellcasting or fighting, it is not easy. Spellcasters can use spells only if they are in a steady, braced position, perhaps with the aid of other characters.

Climbing characters lose all Armor Class bonuses for Dexterity and shield and most often have rear attack modifiers applied against them also. Their own attack, damage, and saving throw rolls suffer -2 penalties. Those attacking from above gain a +2 bonus to their attack rolls, while those attacking from below suffer an additional -2 penalty to their attack rolls.

**Table 67:**

## Rates of Climbing

| | Surface Condition | | |
|---|---|---|---|
| **Type of Surface** | **Dry** | **Slightly Slippery** | **Slippery** |
| Very smooth * | _ | --** | --** |
| Smooth, cracked * | _ | 1/3 | _ |
| Rough * | 1 | 1/3 | _ |
| Rough w/ledges | 1 | _ | 1/3 |
| Ice wall | -- | -- | _ |
| Tree | 4 | 3 | 2 |
| Sloping wall | 3 | 2 | 1 |
| Rope and wall | 2 | 1 | _ |

* Nonthief characters must be mountaineers and have appropriate tools (pitons, rope,

etc.) to climb these surfaces.

** Thief characters can climb very smooth, slightly slippery surfaces at _. However, even thieves cannot climb very smooth, slippery surfaces.

A climbing character cannot use a two-handed weapon while climbing. The DM can overrule these penalties if he feels the player character has reached a place of secure footing. If struck while climbing (for any amount of damage), the character must make an immediate Climbing check. Failure for a roped character means he spends a round regaining his balance; an unroped character falls if he fails this check.

## Climbing Tools

Tools are an integral part of any mountaineer's equipment and all climbs can profit from the use of tools. Mountaineering tools include rope, pitons (spikes), and ice axes. However, it is a mistaken belief that the main function of tools is to aid in a climb. The main purpose of pitons, rope, and the like is to prevent a disastrous fall. Climbers must rely on their own skills and abilities, not ropes and spikes, when making a climb. Accidents happen when people forget this basic rule and trust their weight to their ropes and pitons.

Therefore, aside from ropes, other tools do not increase the chance of climbing success. However, in the case of a fall, climbing tools can reduce the distance fallen. When a character falls, he can fall only as far as the rope allows, if being belayed, or as far as twice the distance to the last piton set (if the piton holds--a piton pulls free 15% of the time when a sudden stress occurs). The distance fallen depends on how far apart the pitons have been set. Falling characters fall twice the distance to the last piton that holds.

For example, Rath is 15 feet above his last piton. Suddenly, he slips. He falls the 15 feet to his piton, plus another 15 feet past his piton since there's 15 feet of rope between him and the piton, for a total of 30 feet fallen and 3d6 points of falling damage.

Roping characters together increases individual safety, but it also increases the chance that more than one person falls. When a character falls, the character(s) on either side of the falling climber must roll Climbing checks (a penalty of -10 is applied for each falling character after the first one to fall). If all checks are successful, the fall is stopped and no one suffers any damage. If a check is failed, that character also falls and Climbing checks must be repeated as before. Climbing checks are made until either the fall is stopped (the climbers on either side of the falling character[s] successfully roll Climbing checks or the last nonfalling climber succeeds with his check), or all the roped-together characters fall.

For example, a party of five is roped together as they go up a cliff. Suddenly, Johann falls. Megarran, immediately above him, and Drelb, following him, must roll Climbing checks. Megarran passes her check. But Drelb fails and is snapped off the wall. Now Megarran must make another check with a -10 penalty (for two falling characters), and Targash, who's bringing up the rear, must also roll a check with a -10 penalty. Both succeed on their rolls and the fall is stopped.

## Getting Down

Aside from jumping or flying, the quickest way to get down from a height is to rappel. This requires a rope attached at the top of the climb and a skilled mountaineer to set up

the rappel and to hold the rope at the bottom. When rappeling down a surface, a Climbing check with a +50 bonus must be rolled. Free rappels (with the end of the rope unsupported at the bottom) are also possible, but the modifier is only +30. Of course, a failed check results in a slip sometime during the rappel (the DM decides on the damage suffered). A character can rappel at a speed equal to his normal dungeon movement (120 feet per round for an unencumbered human). One other thing to bear in mind is that there must be a landing point at the end of the rope. Rappelling 60 feet down a 100-foot cliff means the character is either stranded at the end of the rope or, worse still, rappels right off the end and covers the last 40 feet much faster than he did the first 60!

# Appendix I:
# Spell Lists *

## Wizard Spells

### 1st Level

Affect Normal Fires
Alarm
Armor
Audible Glamer
Burning Hands
Cantrip
Change Self
Charm Person
Chill Touch
Color Spray
*Comprehend Languages*
Dancing Lights
Detect Magic
Detect Undead
*Enlarge*
Erase
Feather Fall
Find Familiar
Friends
Gaze Reflection
Grease
Hold Portal
Hypnotism
Identify
Jump
Light

Magic Missile
Mending
Message
Mount
Nystul's Magical Aura
Phantasmal Force
*Protection From Evil*
Read Magic
Shield
Shocking Grasp
Sleep
Spider Climb
Spook
Taunt
Tenser's Floating Disc
Unseen Servant
Ventriloquism
Wall of Fog
Wizard Mark

## 2nd Level

Alter Self
Bind
Blindness
Blur
*Continual Light*
Darkness, 15' Radius
Deafness
Deeppockets
*Detect Evil*
Detect Invisibility
ESP
Flaming Sphere
Fog Cloud
Fool's Gold
Forget
Glitterdust
Hypnotic Pattern
Improved Phantasmal Force
Invisibility
Irritation
*Knock*
*Know Alignment*
Leomund's Trap
Levitate

*Locate Object*
Magic Mouth
Melf's Acid Arrow
Mirror Image
Misdirection
Protection From Cantrips
Pyrotechnics
Ray of Enfeeblement
Rope Trick
Scare
Shatter
Spectral Hand
Stinking Cloud
Strength
Summon Swarm
Tasha's Uncontrollable Hideous Laughter
Web
Whispering Wind
Wizard Lock

## 3rd Level

Blink
Clairaudience
Clairvoyance
Delude
Dispel Magic
Explosive Runes
Feign Death
Fireball
Flame Arrow
Fly
Gust of Wind
Haste
Hold Person
Hold Undead
Illusionary Script
Infravision
Invisibility, 10' Radius
Item
Leomund's Tiny Hut
Lightning Bolt
Melf's Minute Meteors
Monster Summoning I
Nondetection
Phantom Steed

*Protection From Evil, 10' Radius*
Protection From Normal Missiles
Secret Page
Sepia Snake Sigil
Slow
Spectral Force
Suggestion
*Tongues*
Vampiric Touch
*Water Breathing*
Wind Wall
Wraithform

## 4th Level

Charm Monster
Confusion
Contagion
Detect Scrying
Dig
Dimension Door
Emotion
Enchanted Weapon
Enervation
Evard's Black Tentacles
Extension I
Fear
Fire Charm
Fire Shield
Fire Trap
Fumble
Hallucinatory Terrain
Ice Storm
Illusionary Wall
Improved Invisibility
Leomund's Secure Shelter
Magic Mirror
Massmorph
Minor Creation
Minor Globe of Invulnerability
Monster Summoning II
Otiluke's Resilient Sphere
Phantasmal Killer
Plant Growth
Polymorph Other
Polymorph Self

Rainbow Pattern
Rary's Mnemonic Enhancer
*Remove Curse*
Shadow Monsters
Shout
Solid Fog
Stoneskin
Vacancy
Wall of Fire
Wall of Ice
Wizard Eye

## 5th Level

Advanced Illusion
Airy Water
*Animal Growth*
Animate Dead
*Avoidance*
Bigby's Interposing Hand
Chaos
Cloudkill
Cone of Cold
Conjure Elemental
Contact Other Plane
Demishadow Monsters
Dismissal
Distance Distortion
Domination
*Dream*
Extension II
Fabricate
False Vision
Feeblemind
Hold Monster
Leomund's Lamentable Belaborment
Leomund's Secret Chest
Magic Jar
Major Creation
Monster Summoning III
Mordenkainen's Faithful Hound
Passwall
Seeming
Sending
Shadow Door

Shadow Magic
Stone Shape
Summon Shadow
Telekinesis
Teleport
*Transmute Rock to Mud*
Wall of Force
Wall of Iron
Wall of Stone

## 6th Level

Antimagic Shell
Bigby's Forceful Hand
Chain Lightning
Conjure Animals
Contingency
Control Weather
Death Fog
Death Spell
Demishadow Magic
Disintegrate
Enchant an Item
Ensnarement
Extension III
Eyebite
Geas
Glassee
Globe of Invulnerability
Guards and Wards
Invisible Stalker
Legend Lore
*Lower Water*
Mass Suggestion
Mirage Arcana
Mislead
Monster Summoning IV
Mordenkainen's Lucubration
Move Earth
Otiluke's Freezing Sphere
Part Water
Permanent Illusion
Programmed Illusion
Project Image
Reincarnation
Repulsion

Shades
*Stone to Flesh*
Tenser's Transformation
*Transmute Water to Dust*
True Seeing
Veil

## 7th Level

Banishment
Bigby's Grasping Hand
Charm Plants
Control Undead
Delayed Blast Fireball
Drawmij's Instant Summons
Duo-Dimension
Finger of Death
Forcecage
Limited Wish
Mass Invisibility
Monster Summoning V
Mordenkainen's Magnificent Mansion
Mordenkainen's Sword
Phase Door
Power Word, Stun
Prismatic Spray
Reverse Gravity
Sequester
Shadow Walk
Simulacrum
Spell Turning
Statue
Teleport Without Error
Vanish
Vision

## 8th Level

Antipathy-Sympathy
Bigby's Clenched Fist
Binding
Clone
Demand
Glassteel
Incendiary Cloud

Mass Charm
Maze
Mind Blank
Monster Summoning VI
Otiluke's Telekinetic Sphere
Otto's Irresistible Dance
Permanency
Polymorph Any Object
Power Word, Blind
Prismatic Wall
Screen
Serten's Spell Immunity
Sink
Symbol
Trap the Soul

### 9th Level

Astral Spell
Bigby's Crushing Hand
Crystalbrittle
Energy Drain
Foresight
Gate
*Imprisonment*
Meteor Swarm
Monster Summoning VII
Mordenkainen's Disjunction
Power Word, Kill
Prismatic Sphere
Shape Change
*Succor*
*Temporal Stasis*
Time Stop
Weird
Wish
* *Italicized* spells are reversible.

## Priest Spells

### 1st Level

Animal Friendship
*Bless*
Combine
Command
*Create Water*
*Cure Light Wounds*
*Detect Evil*
Detect Magic
Detect Poison
Detect Snares & Pits
Endure Heat/Endure Cold
Entangle
Faerie Fire
Invisibility to Animals
Invisibility to Undead
*Light*
Locate Animals or Plants
Magical Stone
Pass Without Trace
*Protection From Evil*
*Purify Food & Drink*
*Remove Fear*
Sanctuary
Shillelagh

## 2nd Level

Aid
Augury
Barkskin
Chant
Charm Person or Mammal
*Detect Charm*
Dust Devil
Enthrall
Find Traps
Fire Trap
Flame Blade
*Goodberry*
*Heat Metal*
Hold Person
*Know Alignment*
Messenger
Obscurement
Produce Flame

Resist Fire/Resist Cold
Silence, 15[FM] Radius
Slow Poison
Snake Charm
Speak With Animals
Spiritual Hammer
Trip
*Warp Wood*
Withdraw
Wyvern Watch

## 3rd Level

Animate Dead
Call Lightning
*Continual Light*
Create Food & Water
*Cure Blindness or Deafness*
*Cure Disease*
Dispel Magic
Feign Death
Flame Walk
Glyph of Warding
Hold Animal
*Locate Object*
Magical Vestment
Meld Into Stone
Negative Plane Protection
Plant Growth
Prayer
Protection From Fire
Pyrotechnics
*Remove Curse*
Remove Paralysis
Snare
Speak With Dead
Spike Growth
Starshine
Stone Shape
Summon Insects
Tree
*Water Breathing*
Water Walk

## 4th Level

Abjure
Animal Summoning I
Call Woodland Beings
*Cloak of Bravery*
Control Temperature, 10' Radius
*Cure Serious Wounds*
*Detect Lie*
Divination
Free Action
*Giant Insect*
*Hallucinatory Forest*
Hold Plant
Imbue With Spell Ability
*Lower Water*
*Neutralize Poison*
Plant Door
*Produce Fire*
*Protection From Evil, 10' Radius*
Protection From Lightning
Reflecting Pool
Repel Insects
Speak With Plants
Spell Immunity
*Sticks to Snakes*
*Tongues*

## 5th Level

Air Walk
*Animal Growth*
Animal Summoning II
Antiplant Shell
Atonement
Commune
Commune With Nature
Control Winds
*Cure Critical Wounds*
*Dispel Evil*
Flame Strike
Insect Plague
Magic Font
Moonbeam
Pass Plant
Plane Shift
Quest

Rainbow
*Raise Dead*
Spike Stones
*Transmute Rock to Mud*
*True Seeing*
Wall of Fire

## 6th Level

Aerial Servant
Animal Summoning III
Animate Object
Antianimal Shell
Blade Barrier
Conjure Animals
*Conjure Fire Elemental*
*Find the Path*
Fire Seeds
Forbiddance
*Heal*
Heroes' Feast
Liveoak
Part Water
Speak With Monsters
Stone Tell
*Transmute Water to Dust*
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning
Word of Recall

## 7th Level

Animate Rock
Astral Spell
Changestaff
Chariot of Sustarre
Confusion
*Conjure Earth Elemental*
Control Weather
Creeping Doom
Earthquake
Exaction
*Fire Storm*

Gate
*Holy Word*
*Regenerate*
Reincarnate
*Restoration*
*Resurrection*
*Succor*
Sunray
Symbol
Transmute Metal to Wood
Wind Walk

* *Italicized* spells are reversible.

# Appendix 2:
# Notes on Spells

The spells are organized according to their group (priest or wizard) and level. Within each level, the spells are arranged alphabetically. At the start of each spell description are the following important game statistics:

**Name:** Each spell is identified by name. In parentheses after the name is the school (for wizard spells) to which that spell belongs. When more than one is listed, that spell is common to all schools given.

Some spells are reversible (they can be cast for an effect opposite to that of the standard spell). This is noted after the spell name. Priests with reversible spells must memorize the desired version. For example, a priest who desires a *cause light wounds* spell must petition for this form of the spell when meditating and praying. Note that severe penalties can result if the spell choice is at variance with the priest's alignment (possible penalties include denial of specific spells, entire spell levels, or even all spells for a certain period). The exact result (if any) depends on the reaction of the priest's patron deity, as determined by the DM.

Reversible wizard spells operate similarly. When the spell is learned, both forms are recorded in the wizard's spell books. However, the wizard must decide which version of the spell he desires to cast when memorizing the spell, unless the spell description specifically states otherwise. For example, a wizard who has memorized *stone to flesh* and desires to cast *flesh to stone* must wait until the latter form of the spell can be memorized (i.e., rest eight hours and study). If he can memorize two 6th-level spells, he could memorize each version once or one version twice.

**School:** In parentheses after the spell name is the name of the school of magic to which the spell belongs. For wizard spells, this defines which spells a wizard specialist can learn, depending on the wizard's school of specialization. For priest spells, the school notation is used only for reference purposes, to indicate which school the spell is considered to belong to, in case the DM needs to know for spell resistance (for example, elves' resistance to charm spells).

**Sphere:** This entry appears only for priest spells and identifies the sphere or spheres into which each spell falls.

**Range:** This lists the distance from the caster at which the spell effect occurs or begins. A "0" indicates the spell can be used on the caster only, with the effect embodied within or emanating from him. "Touch" means the caster can use the spell on others if he can physically touch them. Unless otherwise specified, all other spells are centered on a point visible to the caster and within the range of the spell. The point can be a creature or object if desired. In general, a spell that affects a limited number of creatures within an area affects those closest to the center first, unless there are other parameters operating (such as level or Hit Dice). Spells can be cast through narrow openings only if both the caster's vision and the spell energy can be directed simultaneously through the opening. A wizard standing behind an arrow slit can cast through it; sending a fireball through a small peephole he is peering through is another matter.

**Components:** This lists the category of components needed, V for verbal, S for somatic, and M for material. When material components are required, these are listed in the spell description. Spell components are expended as the spell is cast, unless otherwise noted. Clerical holy symbols are not lost when a spell is cast. For cases in which material components are expended at the end of the spell (*free action*, *shapechange*, etc.), premature destruction of the components ends the spell.

**Duration:** This lists how long the magical energy of the spell lasts. Spells of instantaneous duration come and go the moment they are cast, although the results of these spells may be permanent and unchangeable by normal means. Spells of permanent duration last until the effects are negated by some means, usually by a *dispel magic*. Some spells have a variable duration. The caster cannot choose the duration of spells, in most cases. Spells with set durations (for example, 3 rounds per level of the wizard) must be kept track of by the player. Spells of variable duration (for example, 3+1d4 rounds) are secretly recorded by the DM. Your DM may warn you when spell durations are approaching expiration, but there is usually no sign that a spell is going to expire; check with your DM to determine exactly how he handles this issue.

Certain spells can be ended at will by the caster. In order to dismiss these spells, the original caster must be within range of the spell's center of effect--within the same range at which the spell can be cast. The caster also must be able to speak words of dismissal. Note that only the original caster can dismiss his spells in this way.

**Casting Time:** This entry is important, if the optional casting time modifier to initiative is used. If only a number is given, the casting time is added to the caster's initiative die rolls. If the spell requires a round or number of rounds to cast, it goes into effect at the end of the last round of casting time. If Delsenora casts a spell that takes one round, it goes into effect at the end of the round in which she begins casting. If the spell requires three rounds to cast, it goes into effect at the end of the third round. Spells requiring a turn or more go into effect at the end of the stated turn.

**Area of Effect:** This lists the creatures, volume, dimensions, weight, etc., that can be affected by the spell. Spells with an area or volume that can be shaped by the caster will, unless the spell description specifically states otherwise, have a minimum dimension of 10 feet in any direction. Thus, a cloud that has a 10-foot cube per caster level might, when cast by a 12th-level caster, be 10-foot x 10-foot x 120-foot, 20-foot x 20-foot x 30-foot, or any similar combination that totals 12 10-foot cubes. Combinations such as 5-

foot x 10-foot x 240-foot are not possible unless specifically stated.

Some spells (such as *bless*) affect the friends or enemies of the caster. In all cases, this refers to the perception of the caster at the time the spell is cast. For example, a chaotic good character allied with a lawful neutral cleric would receive the benefits of the latter's *bless* spell.

**Saving Throw:** This lists whether the spell allows the target a saving throw and explains the effect of a successful save: "Neg." results in the spell having no effect; "_" means the character suffers half the normal amount of damage; "none" means no saving throw is allowed. Wisdom adjustments to saving throws apply only to enchantment/charm spells.

Solid physical barriers provide saving throw bonuses and damage reduction. Cover and concealment may affect saving throws and damage (the DM has additional information about this).

A creature that successfully saves against a spell with no apparent physical effect (such as a *charm, hold,* or *magic jar*) may feel a definite force or tingle that is characteristic of a magical attack, if the DM desires. But the exact hostile spell effect or creature ability used cannot be deduced from this tingle.

A being's carried equipment and possessions are assumed to make their saving throws against special attacks if the creature makes its saving throw, unless the spell specifically states otherwise. If the creature fails its saving throw, or if the attack form is particularly potent, saving throws may have to be rolled to see if any possessions survive, using either item saving throws (see Chapter 6 of the DMG) or the being's saving throw. The DM will inform you when this happens.

Any character can voluntarily forgo a saving throw. This allows a spell or similar attack that normally grants a saving throw to have full effect on the character. Likewise, any creature can voluntarily lower its magic resistance, allowing a spell to automatically function when cast on it. Foregoing a saving throw or magic resistance roll need not always be voluntary. If a creature or character can be tricked into lowering its resistance, the spell will have full effect, even if it is not the spell the victim believed he was going to receive. The victim must consciously choose to lower his resistance; it is not sufficient that he is caught off guard.

For example, a character would receive a saving throw if a wizard in the party suddenly attacked him with a fireball, even if the wizard had been friendly to that point. However, the same character would not receive a saving throw if the wizard convinced him that he was about to receive a *levitation* spell but cast a fireball instead. Your DM will decide when NPCs have lowered their resistances. You must tell your DM when your character is lowering his resistance.

**Spell Description:** The text provides a complete description of how the spell functions and its game effects. It covers most typical uses of the spell, if there are more than one, but cannot deal with every possible application players might find. In these cases, the spell information in the text should provide guidance on how to adjudicate the situation.

Spells with multiple functions enable the caster to select which function he wants to use at the time of casting. Usually a single function of a multiple-function spell is weaker than a single-function spell of the same level.

Spell effects that give bonuses or penalties to abilities, attack rolls, damage rolls, saving throws, etc., are not usually cumulative with each other or with other magic: The

strongest single effect applies. For example, a fighter drinks a *potion of giant strength* and then receives the 2nd-level wizard spell *strength*. Only the strongest magic (the potion) is effective. When the potion's duration ends, however, the *strength* spell is still in effect, until its duration also expires.

## Adjudicating Illusions

All illusions are cases of DM adjudication; each depends upon the exact situational factors deemed significant by the DM. All of the following points are only subsidiary guidelines to help the DM maintain consistency.

**Intrinsically Deadly Illusions:** "Instant kill" illusions that are automatically fatal regardless of level, Hit Dice, or saving throws: collapsing ceilings, inescapable lava pits, etc. The absolute maximum effect of these is to force a system shock check. Surviving characters are not further affected by that illusion.

**Spell Effects:** Illusions that duplicate spell effects are keyed to the caster's level (for example, a 10th-level illusionist casting a fireball can create a convincing 10-die fireball). Exceeding this limit creates a fatal flaw in the illusion that negates its effect.

**Monster Special Attacks:** Before the caster can effectively duplicate a monster's special attack, the wizard must have undergone it (a wizard cannot conjure up the twinkle in a medusa's eye correctly without actually experiencing it--i.e., having been turned to stone by one).

*Option:* Illusionary monsters attack using the wizard's attack values. This would be a subtle clue that the monsters are fake.

*Option:* Extend the spell level control to monsters--the caster can create monsters only if the total monster Hit Dice are equal to or less than the caster's level (an 8th-level caster could convincingly do one hill giant, two ogres, or four 2nd-level fighters).

Illusion spells require a higher degree of DM-player interaction than other wizard spells. The timing and staging of such spells by the caster are extremely important. Effects that appear out of nowhere are not believed unless the caster takes this into account. On the other hand, an illusionary fireball cast after a wizard has cast a real one could have devastating effects.

The caster must maintain a show of realism at all times when conducting an illusion (if a squad of low-level fighters is created, the caster dictates their hits, misses, damage inflicted, apparent wounds, and so forth; the DM decides whether the bounds of believability have been exceeded).

NPC illusions require careful preparation by the DM, including clues to their nature.

Intelligence is the best defense against illusions. Low and nonintelligent creatures are more vulnerable to illusions, unless the illusion is completely outside their experience or the illusion touches on an area of the creatures' particular competence. Undead are generally immune to illusions, but they are vulnerable to quasi-real effects, most of which start to appear in the 4th-level spell list.

Illusions usually cease to affect a character if they are actively disbelieved. Disbelief must be stated by the player, based on clues provided by the DM. Players stating disbelief must give a reason for disbelief based on sensory information available to the character. Failure to give such a reason results in failure to disbelieve. The DM can impose additional requirements or delays in recognizing illusions (such as Intelligence checks) as needed, such as when one player is obviously parroting a discovery made by another.

Disbelief automatically forfeits a saving throw if the effect is real.

For NPCs, a saving throw, Intelligence check, or DM adjudication can be used to determine disbelief (whichever the DM deems appropriate).

# Appendix 3:
# Wizard Spells

## First-Level Spells

### Affect Normal Fires
**(Alteration)**

Range: 5 yds./level
Duration: 2 rds./level
Area of Effect: 10-ft. radius
Components: V, S, M
Casting Time: 1
Saving Throw: None

This spell enables the wizard to cause nonmagical fires--from as small as a torch or lantern to as large as the area of effect--to reduce in size and brightness to become mere coals or increase in light to become as bright as full daylight and increase the illumination to double the normal radius. Note that this does not affect either fuel consumption or damage caused by the fire. The caster can affect any or all fires in the spell's area. He can alter their intensities with a single gesture as long as the spell is in effect. The spell lasts until the caster cancels it, all fuel is burned, or the duration expires. The caster can also extinguish all flames in the area, which expends the spell immediately. The spell does not affect fire elementals or similar creatures.

### Alarm
**(Abjuration, Evocation)**

Range: 10 yds.
Duration: 4 hrs. + _ hr./level
Area of Effect: Up to 20-ft. cube
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

When an *alarm* spell is cast, the wizard causes a selected area to react to the presence of any creature larger than a normal rat--anything larger than about _ cubic foot in volume or more than about three pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any creature enters the warded area, touches it, or otherwise contacts it without speaking a password established by the caster, the *alarm* spell lets out a loud ringing that can be heard clearly within a 60-foot radius. (Reduce the radius by 10 feet for each interposing door and by 20 feet for each substantial interposing wall.) The sound lasts for one round and then ceases. Ethereal or astrally projected creatures do not trigger an alarm, but flying or levitating creatures, invisible creatures, or incorporeal or gaseous creatures do. The caster can dismiss the alarm with a single word.

The material components of this spell are a tiny bell and a piece of very fine silver wire.

## Armor
### (Conjuration)

Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

By means of this spell, the wizard creates a magical field of force that serves as if it were scale mail armor (AC 6). The spell has no effect on a person already armored or a creature with Armor Class 6 or better. It is not cumulative with the *shield* spell, but it is cumulative with Dexterity and, in case of fighter/mages, with the shield bonus. The *armor* spell does not hinder movement or prevent spellcasting, and adds no weight or encumbrance. It lasts until successfully dispelled or until the wearer sustains cumulative damage totaling greater than 8 points + 1 per level of the caster. (It is important to note that the armor does *not* absorb this damage. The armor merely grants an AC of 6; the wearer still suffers full damage from any successful attacks.) Thus, the wearer might suffer 8 points from an attack, then several minutes later sustain an additional 1 point of damage. Unless the spell were cast by a wizard of 2nd level or higher, it would be dispelled at this time. Until it is dispelled, the *armor* spell grants the wearer full benefits of the Armor Class gained.

The material component is a piece of finely cured leather that has been blessed by a priest.

## Audible Glamer
### (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level
Duration: 3 rds./level
Area of Effect: Hearing range
Components: V, S, M
Casting Time: 1
Saving Throw: Special

When the *audible glamer* spell is cast, the wizard causes a volume of sound to arise, at whatever distance he desires (within range), and seem to recede, approach, or remain at a fixed place as desired. The volume of sound created, however, is directly related to the level of the spellcaster. The volume is based upon the lowest level at which the spell can be cast, 1st level. The noise of the *audible glamer* at this level is that of four men, maximum. Each additional experience level of the wizard adds a like volume, so that at 2nd level the wizard can have the spell cause sound equal to that of eight men. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The auditory illusion created by an *audible glamer* spell can be virtually any type of sound, but the relative volume must be commensurate with the level of the wizard casting the spell. A horde of rats running and squeaking is about the same volume as eight men running and shouting. A roaring lion is equal to the noise volume of 16 men, while a roaring dragon is equal to the noise volume of no fewer than 24 men.

A character stating that he does not believe the sound receives a saving throw, and if it succeeds, the character then hears a faint and obviously false sound, emanating from the caster's direction. Note that this spell can enhance the effectiveness of the *phantasmal force* spell.

The material component of the spell is a bit of wool or a small lump of wax.

## Burning Hands
### (Alteration)

Range: 0
Duration: Instantaneous
Area of Effect: The caster
Components: V, S
Casting Time: 1
Saving Throw: _

When the wizard casts this spell, a jet of searing flame shoots from his fingertips. His hands must be held so as to send forth a fanlike sheet of flames: The wizard's thumbs must touch each other and the fingers must be spread. The burning hands send out flame jets 5 feet long in a horizontal arc of about 120 degrees in front of the wizard. Any creature in the area of the flames suffers 1d3 points of damage, plus 2 points for each level of experience of the spellcaster, to a maximum of 1d3+20 points of fire damage. Those successfully saving vs. spell receive half damage. Flammable materials touched by the fire burn (for example, cloth, paper, parchment, thin wood, etc.). Such materials can be extinguished in the next round if no other action is taken.

## Cantrip
### (All Schools)

Range: 10 ft.
Duration: 1 hr./level
Area of Effect: Special
Components: V, S
Casting Time: 1
Saving Throw: None

Cantrips are minor spells studied by wizards during their apprenticeship, regardless of school. The *cantrip* spell is a practice method for the apprentice, teaching him how to tap minute amounts of magical energy. Once cast, the *cantrip* spell enables the caster to create minor magical effects for the duration of the spell. However, these effects are so minor that they have severe limitations. They are completely unable to cause a loss of hit points, cannot affect the concentration of spellcasters, and can only create small, obviously magical materials. Furthermore, materials created by a cantrip are extremely fragile and cannot be used as tools of any sort. Lastly, a cantrip lacks the power to duplicate any other spell effects.

Whatever manifestation the cantrip takes, it remains in effect only as long as the wizard concentrates. Wizards typically use cantrips to impress common folk, amuse children, and brighten dreary lives. Common tricks with cantrips include tinklings of ethereal music, brightening faded flowers, glowing balls that float over the caster's hand, puffs of wind to flicker candles, spicing up aromas and flavors of bland food, and little whirlwinds to sweep dust under rugs. Combined with the *unseen servant* spell, it's a tool to make housekeeping and entertaining simpler for the wizard.

## Change Self
**(Illusion/Phantasm)**

Range: 0
Duration: 2d6 rds. + 2 rds./level
Area of Effect: The caster
Components: V, S
Casting Time: 1
Saving Throw: None

This spell enables the wizard to alter the appearance of his form--including clothing and equipment--to appear 1 foot shorter or taller; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster cannot duplicate a specific individual. The spell does not provide the abilities or mannerisms of the chosen form. The duration of the spell is 2d6 rounds plus two additional rounds per level of experience of the spellcaster. The DM may allow a saving throw for disbelief under certain circumstances: for example, if the caster acts in a manner obviously inconsistent with his chosen role. The spell does not alter the perceived tactile (i.e., touch) properties of the caster or his equipment, and the ruse can be discovered in this way.

## Charm Person
**(Enchantment/Charm)**

Range: 120 yds.
Duration: Special
Area of Effect: 1 person
Components: V, S
Casting Time: 1
Saving Throw: Neg.

This spell affects any single person it is cast upon. The term *person* includes any bipedal human, demihuman or humanoid of man-size or smaller, such as brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be charmed, but an ogre could not.

The person receives a saving throw vs. spell to avoid the effect, with any adjustment due to Wisdom (see Table 5). If the person receives damage from the caster's group in the same round the *charm* is cast, an additional bonus of +1 per hit point of damage received is added to the victim's saving throw.

If the spell recipient fails his saving throw, he regards the caster as a trusted friend and ally to be heeded and protected. The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed person would not obey a suicide command, but he might believe the caster if assured that the only chance to save the caster's life is for the person to hold back an onrushing red dragon for "just a minute or two." Note also that the spell does not endow the caster with linguistic capabilities beyond those he normally possesses (i.e., he must speak the victim's language to communicate his commands).

The duration of the spell is a function of the charmed person's Intelligence and is tied to the saving throw. The spell may be broken if a successful saving throw is rolled, and

this saving throw is checked on a periodic basis, according to the creature's Intelligence (see the following table). If the caster harms, or attempts to harm, the charmed person by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed person, the *charm* spell is broken.

If two or more *charm* effects simultaneously affect a creature, the result is decided by the DM. This could range from one effect being clearly dominant, to the subject being torn by conflicting desires, to new saving throws that could negate both spells.

Note that the subject has full memory of the events that took place while he was charmed.

| Intelligence Score | Time Between Checks |
|---|---|
| 3 or less | 3 months |
| 4-6 | 2 months |
| 7-9 | 1 month |
| 10-12 | 3 weeks |
| 13-14 | 2 weeks |
| 15-16 | 1 week |
| 17 | 3 days |
| 18 | 2 days |
| 19 or more | 1 day |

**Note:** The period between checks is the time period during which the check occurs. When to roll the check during this time is determined (randomly or by selection) by the DM. The roll is made secretly.

## Chill Touch
**(Necromancy)**

Range: 0
Duration: 3 rds. + 1 rd./level
Area of Effect: The caster
Components: V, S
Casting Time: 1
Saving Throw: Neg.

When the caster completes this spell, a blue glow encompasses his hand. This energy attacks the life force of any living creature upon which the wizard makes a successful melee attack. The touched creature must roll a successful saving throw vs. spell or suffer 1d4 points of damage and lose 1 point of Strength. If the save is successful, the creature remains unharmed. Creatures not rated for Strength suffer a -1 penalty to their attack rolls for every other successful touch. Lost Strength returns at the rate of 1 point per hour. Damage must be cured magically or healed naturally.

This spell has a special effect on undead creatures. Undead touched by the caster suffer no damage or Strength loss, but they must successfully save vs. spell or flee for 1d4 rounds + 1 round per level of the caster.

## Color Spray
**(Alteration)**

Range: 0
Duration: Instantaneous
Area of Effect: 5 x 20 x 20 ft. wedge
Components: V, S, M
Casting Time: 1
Saving Throw: Special

Upon casting this spell, the wizard causes a vivid, fan-shaped spray of clashing colors to spring forth from his hand. From one to six creatures (1d6) within the area are affected in order of increasing distance from the wizard. All creatures above the level of the spellcaster and all those of 6th level or 6 Hit Dice or more are entitled to a saving throw vs. spell. Blind or unseeing creatures are not affected by the spell.

Creatures not allowed or failing saving throws, and whose Hit Dice or levels are less than or equal to the spellcaster's level, are struck unconscious for 2d4 rounds; those with Hit Dice or levels 1 or 2 greater than the wizard's level are blinded for 1d4 rounds; those with Hit Dice or levels 3 or more greater than that of the spellcaster are stunned (reeling and unable to think or act coherently) for one round.

The material components of this spell are a pinch each of powder or sand that is colored red, yellow, and blue.

## Comprehend Languages
**(Alteration)**
**Reversible**

Range: Touch
Duration: 5 rds./level
Area of Effect: 1 speaking creature or written text
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

When this spell is cast, the wizard is able to understand the spoken words of a creature or read an otherwise incomprehensible written message (such as writing in another language). In either case, the wizard must touch the creature or the writing. Note that the ability to read does not necessarily impart understanding of the material, nor does the spell enable the caster to speak or write an unknown language. Written material can be read at the rate of one page or equivalent per round. Magical writing cannot be read, other than to know it is magical, but the spell is often useful when deciphering treasure maps. This spell can be foiled by certain warding magic (the 3rd-level *secret page* and *illusionary script* spells), and it does not reveal messages concealed in otherwise normal text.

The material components of this spell are a pinch of soot and a few grains of salt.

The reverse of this spell, *confuse languages*, cancels a *comprehend languages* spell or renders a writing or a creature's speech incomprehensible, for the same duration as above.

## Dancing Lights
**(Alteration)**

Range: 40 yds. + 10 yds./level
Duration: 2 rds./level
Components: V, S, M
Casting Time: 1

Area of Effect: Special Saving Throw: None

When a *dancing lights* spell is cast, the wizard creates, at his option, from one to four lights that resemble either torches or lanterns (and cast that amount of light), glowing spheres of light (such as evidenced by will-o-wisps), or one faintly glowing, vaguely manlike shape, somewhat similar to that of a creature from the Elemental Plane of Fire. The dancing lights move as the spellcaster desires, forward or back, straight or turning corners, without concentration upon such movement by the wizard. The spell cannot be used to cause blindness (see the 1st-level *light* spell), and it winks out if the range or duration is exceeded.

The material component of this spell is either a bit of phosphorus or wychwood, or a glowworm.

## Detect Magic
**(Divination)**

Range: 0 Components: V, S
Duration: 2 rds./level Casting Time: 1
Area of Effect: 10 x 60 ft. Saving Throw: None

When the *detect magic* spell is cast, the wizard detects magical radiations in a path 10 feet wide and up to 60 feet long, in the direction he is facing. The intensity of the magic can be determined (dim, faint, moderate, strong, overwhelming), and the wizard has a 10% chance per level to recognize if a certain type of magic (alteration, conjuration, etc.) is present. The caster can turn, scanning a 60-degree arc per round. A stone wall of 1 foot or more thickness, solid metal of 1 inch thickness, or a yard or more of solid wood blocks the spell. Magical areas, multiple types of magic, or strong local magical emanations may confuse or conceal weaker radiations. Note that this spell does not reveal the presence of good or evil, or reveal alignment. Otherplanar creatures are not necessarily magical.

## Detect Undead
**(Divination, Necromancy)**

Range: 0 Components: V, S, M
Duration: 3 turns Casting Time: 1 rd.
Area of Effect: 60 ft. + 10 ft./level Saving Throw: None

This spell enables the caster to detect all undead creatures out to the limit of the spell. The area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per level of the wizard), in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless. While the spell indicates direction, it does not give specific location or distance. It detects undead through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type of undead detected, only that undead are present.

The material component for this spell is a bit of earth from a grave.

## Enlarge
**(Alteration)**
**Reversible**

Range: 5 yds./level
Duration: 5 rds./level
Area of Effect: 1 creature or object
Components: V, S, M
Casting Time: 1
Saving Throw: Neg.

This spell causes instant growth of a creature or object, increasing both size and weight. It can be cast only upon a single creature (or a symbiotic or community entity) or upon a single object that does not exceed 10 cubic feet in volume per caster level. The object or creature must be seen to be affected. It grows by up to 10% per level of experience of the wizard, increasing this amount in height, width, and weight.

All equipment worn or carried by a creature is enlarged by the spell. Unwilling victims are entitled to a saving throw vs. spell. A successful saving throw means the spell fails. If insufficient room is available for the desired growth, the creature or object attains the maximum possible size, bursting weak enclosures in the process, but it is constrained without harm by stronger materials--the spell cannot be used to crush a creature by growth.

Magical properties are not increased by this spell--a huge *sword +1* is still only +1, a staff-sized wand is still only capable of its normal functions, a giant-sized potion merely requires a greater fluid intake to make its magical effects operate, etc. Weight, mass, and strength are affected, though. Thus, a table blocking a door would be heavier and more effective, a hurled stone would have more mass (and cause more damage), chains would be more massive, doors thicker, a thin line turned to a sizeable, longer rope, and so on. A creature's hit points, Armor Class, and attack rolls do not change, but damage rolls increase proportionately with size.

For example, a fighter at 160% normal size hits with his long sword and rolls a 6 for damage. The adjusted damage roll is 10 (that is, 6 x 1.6 = 9.6, rounded up). Bonuses due to Strength, class, and magic are not altered.

The reverse spell, *reduce*, negates the *enlarge* spell or makes creatures or objects smaller. The creature or object loses 10% of its original size for every level of the caster, to a minimum of 10% of the original size. Thereafter, the size shrinks by 1-foot increments to less than 1 foot, by 1-inch increments to 1 inch, and by 1/10-inch increments to a minimum of 1/10 of an inch--the recipient cannot dwindle away to nothingness.

For example, a 16-foot-tall giant reduced by a 15th-level wizard (15 steps) would be reduced to 1.6 feet (in nine steps), then to 6/10 of a foot or 7.2 inches (in one step), and finally to 2.2 inches (in the last five steps). A shrinking object may damage weaker materials affixed to it, but an object will shrink only as long as the object itself is not damaged. Unwilling creatures are allowed a saving throw vs. spell.

The material component of this spell is a pinch of powdered iron.

## Erase
**(Alteration)**

Range: 30 yds.
Duration: Permanent
Area of Effect: 1 scroll or 2 pages
Components: V, S
Casting Time: 1
Saving Throw: Special

The *erase* spell removes writings of either magical or mundane nature from a scroll or from one to two pages of paper, parchment, or similar surfaces. It removes *explosive runes*, *glyphs of warding*, *sepia snake sigils*, and *wizard marks*, but it does not remove *illusory script* or *symbols* (see those spells). Nonmagical writings are automatically erased if the caster is touching them; otherwise, the chance for success is 90%. Magical writings must be touched, and are only 30% likely to be erased, plus 5% per caster level, to a maximum of 90% (for example, 35% for a 1st-level caster, 40% for a 2nd-level caster, etc.).

## Feather Fall
**(Alteration)**

Range: 10 yds./level
Duration: 1 rd./level
Area of Effect: Special
Components: V
Casting Time: 1
Saving Throw: None

When this spell is cast, the creature(s) or object(s) affected immediately assumes the mass of a piece of down. The rate of falling is instantly changed to a mere 2 feet per second (120 feet per round), and no damage is incurred upon landing while the spell is in effect. However, when the spell duration ceases, a normal rate of fall occurs. The spell can be cast upon the wizard or some other creature or object up to the maximum range and lasts for one round for each level of the wizard. The *feather fall* affects one or more objects or creatures in a 10-foot cube, as long as the maximum weight of the creatures or objects does not exceed a combined total of 200 pounds plus 200 pounds per level of the spellcaster.

For example, a 2nd-level wizard has a range of 20 yards, a duration of two rounds, and a weight limit of 600 pounds when casting this spell. The spell works only upon free-falling, flying, or propelled objects (such as missiles). It does not affect a sword blow or a charging creature. Note that the spell can be effectively combined with *gust of wind* and similar spells.

## Find Familiar
**(Conjuration/Summoning)**

Range: 1 mile/level
Duration: Special
Area of Effect: 1 familiar
Components: V, S, M
Casting Time: 2d12 hours
Saving Throw: Special

This spell enables the caster to attempt to summon a familiar to act as his aide and companion. Familiars are typically small creatures, such as cats, frogs, ferrets, crows, hawks, snakes, owls, ravens, toads, weasels, or even mice. A creature acting as a familiar can benefit a wizard, conveying its sensory powers to its master, conversing with him,

and serving as a guard/scout/spy as well. A wizard can have only one familiar at a time, however, and he has no control over what sort of creature answers the summoning, if any at all come.

The creature is always more intelligent than others of its type (typically by 2 or 3 Intelligence points), and its bond with the wizard confers upon it an exceptionally long life. The wizard receives the heightened senses of his familiar, which grants the wizard a +1 bonus to all surprise die rolls. Normal familiars have 2-4 hit points plus 1 hit point per caster level, and an Armor Class of 7 (due to size, speed, etc.).

The wizard has an empathic link with the familiar and can issue it mental commands at a distance of up to 1 mile. Note that empathic responses from the familiar are generally fairly basic--while able to communicate simple thoughts, these are often overwhelmed by instinctual responses. Thus, a ferret familiar spying on a band of orcs in the woods might lose its train of thought upon sighting a mouse. Certainly its communications to its master would be tinged with fear of the "big ones" it was spying on! The caster cannot see through the familiar's eyes.

If separated from the caster, the familiar loses 1 hit point each day, and dies if reduced to 0 hit points. When the familiar is in physical contact with its wizard, it gains the wizard's saving throws against special attacks. If a special attack would normally cause damage, the familiar suffers no damage if the saving throw is successful and half damage if the saving throw is failed. If the familiar dies, the wizard must successfully roll an immediate system shock check or die. Even if he survives this check, the wizard loses 1 point from his Constitution when the familiar dies.

The power of the conjuration is such that it can be attempted but once per year. When the wizard decides to find a familiar, he must load a brass brazier with charcoal. When this is burning well, he adds 1,000 gp worth of incense and herbs. The spell incantation is then begun and must be continued until the familiar comes or the casting time is finished. The DM secretly determines all results. Note that most familiars are not inherently magical, nor does a *dispel magic* spell send them away.

Deliberate mistreatment, failure to feed and care for the familiar, or continuous unreasonable demands have adverse effects on the familiar's relationship with its master. Purposely arranging the death of one's own familiar incurs great disfavor from certain powerful entities, with dire results.

| D20 Roll | Familiar* | Sensory Powers |
|---|---|---|
| 1-5 | Cat, black | Excellent night vision & superior hearing |
| 6-7 | Crow | Excellent vision |
| 8-9 | Hawk | Very superior distance vision |
| 10-11 | Owl | Night vision equals human daylight vision, superior hearing |
| 12-13 | Toad | Wide-angle vision |
| 14-15 | Weasel | Superior hearing & very superior olfactory power |
| 16-20 | No familiar available within spell range | |

* The DM can substitute other small animals suitable to the area.

## Friends
**(Enchantment/Charm)**

Range: 0
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 60-ft. radius
Components: V, S, M
Casting Time: 1
Saving Throw: Special

A *friends* spell causes the wizard to temporarily gain 2d4 points of Charisma. Intelligent creatures within the area of effect at the time the spell is cast must make immediate reaction checks based on the character's new Charisma. Those with favorable reactions tend to be very impressed with the spellcaster and make an effort to be his friends and help him, as appropriate to the situation. Officious bureaucrats might decide to become helpful; surly gate guards might wax informative; attacking orcs might spare the caster's life, taking him captive instead. When the spell wears off, the creatures realize that they have been influenced, and their reactions are determined by the DM.

The components for this spell are chalk (or white flour), lampblack (or soot), and vermilion applied to the face before casting the spell.

## Gaze Reflection
### (Alteration)

Range: 0
Duration: 2 rds. + 1 rd./level
Area of Effect: Special
Components: V, S
Casting Time: 1
Saving Throw: None

The *gaze reflection* spell creates a shimmering, mirrorlike area of air before the wizard that moves with the caster. Any gaze attack, such as that of a basilisk, *eyes of charming*, a vampire's gaze, the 6th-level *eyebite* spell, and so on, is reflected back upon the gazer if the gazer tries to make eye contact with the spellcaster (the spellcaster suffers no effects from the gaze attack). Such creatures receive a saving throw vs. their own gaze effect. The spell does not affect vision or lighting and is not effective against creatures whose effect comes from being gazed upon (such as a medusa). Only active gaze attacks are blocked by this spell.

## Grease
### (Conjuration)

Range: 10 yds.
Duration: 3 rds. + 1 rd./level
Area of Effect: 10 x 10 ft.
Components: V, S, M
Casting Time: 1
Saving Throw: Special

A *grease* spell covers a material surface with a slippery layer of a fatty, greasy nature. Any creature entering the area or caught in it when the spell is cast must save vs. spell or slip, skid, and fall. Those who successfully save can reach the nearest non*greased* surface by the end of the round. Those who remain in the area are allowed a saving throw each round until they escape the area. The DM should adjust saving throws by circumstance; for example, a creature charging down an incline that is suddenly greased has little chance to avoid the effect, but its ability to exit the affected area is almost assured! The

spell can also be used to create a greasy coating on an item--a rope, ladder rungs, weapon handle, etc. Material objects not in use are always affected by this spell, while creatures wielding or employing items receive a saving throw vs. spell to avoid the effect. If the initial saving throw is failed, the creature immediately drops the item. A saving throw must be made each round the creature attempts to use the greased item. The caster can end the effect with a single utterance; otherwise, it lasts for three rounds plus one round per level.

The material component of the spell is a bit of pork rind or butter.

## Hold Portal
**(Alteration)**

Range: 20 yds./level
Duration: 1 rd./level
Area of Effect: 20 sq. ft./level
Component: V
Casting Time: 1
Saving Throw: None

This spell magically bars a door, gate, or valve of wood, metal, or stone. The magical closure holds the portal fast, just as if it were securely closed and locked. Any extraplanar creature (djinn, elemental, etc.) with 4 or more Hit Dice can shatter the spell and burst open the portal. A wizard of 4 or more experience levels higher than the spellcaster can open the held portal at will. A *knock* spell or a successful *dispel magic* spell can negate the *hold portal*. Held portals can be broken or physically battered down.

## Hypnotism
**(Enchantment/Charm)**

Range: 5 yds.
Duration: 1 rd. + 1 rd./level
Area of Effect: 30 ft. cube
Components: V, S
Casting Time: 1
Saving Throw: Neg.

The gestures of the wizard, along with his droning incantation, cause 1d6 creatures within the area to become susceptible to a suggestion--a brief and reasonable-sounding request (see the 3rd-level wizard *suggestion* spell). The request must be given after the *hypnotism* spell is cast. Until that time, the success of the spell is unknown. Note that the subsequent suggestion is not a spell, but simply a vocalized urging (the caster must speak a language the creature understands for this spell to work). Creatures that successfully roll their saving throws are not under hypnotic influence. Those who are exceptionally wary or hostile save with +1 to +3 bonuses. If the spell is cast at an individual creature that meets the caster's gaze, the saving throw is made with a penalty of -2. A creature that fails its saving throw does not remember that the caster enspelled it.

## Identify
**(Divination)**

Range: 0
Duration: 1 rd./level
Components: V, S, M
Casting Time: Special

Area of Effect: 1 item/level Saving Throw: None

When an *identify* spell is cast, magical items subsequently touched by the wizard can be identified. The eight hours immediately preceding the casting of the spell must be spent purifying the items and removing influences that would corrupt and blur their magical auras. If this period is interrupted, it must be begun again. When the spell is cast, each item must be handled in turn by the wizard. Any consequences of this handling fall fully upon the wizard and may end the spell, although the wizard is allowed any applicable saving throw.

The chance of learning a piece of information about an item is equal to 10% per level of the caster, to a maximum of 90%, rolled by the DM. Any roll of 96-00 indicates a false reading (91-95 reveals nothing). Only one function of a multifunction item is discovered per handling (i.e., a 5th-level wizard could attempt to determine the nature of five different items, five different functions of a single item, or any combination of the two). If any attempt at reading fails, the caster cannot learn any more about that item until he advances a level. Note that some items, such as special magical tomes, cannot be identified with this spell.

The item never reveals its exact attack or damage bonuses, although the fact that it has few or many bonuses can be determined. If it has charges, only a general indication of the number of charges remaining is learned: powerful (81% - 100% of the total possible charges), strong (61% - 80%), moderate (41% - 60%), weak (6% - 40%), or faint (five charges or less). The faint result takes precedence, so a fully charged *ring of three wishes* always appears to be only faintly charged.

After casting the spell and determining what can be learned from it, the wizard loses 8 points of Constitution. He must rest for one hour to recover each point of Constitution. If the 8-point loss drops the spellcaster below a Constitution of 1, he falls unconscious. Consciousness is not regained until full Constitution is restored, which takes 24 hours (one point per three hours for an unconscious character).

The material components of this spell are a pearl (of at least 100 gp value) and an owl feather steeped in wine; the infusion must be drunk prior to spellcasting. If a *luckstone* is powdered and added to the infusion, the divination becomes much more potent: Exact bonuses or charges can be determined, and the functions of a multifunctional item can be learned from a single reading. At the DM's option, certain properties of an artifact or relic might also be learned.

## Jump
### (Alteration)

Range: Touch Components: V, S, M
Duration: 1d3 rds. + 1 rd./level Casting Time: 1
Area of Effect: Creature touched Saving Throw: None

The individual touched when this spell is cast is empowered to leap once per round for the duration of the spell. Leaps can be up to 30 feet forward or straight upward or 10 feet backward. Horizontal leaps forward or backward have only a slight arc--about 2 feet per 10 feet of distance traveled. The *jump* spell does not ensure safety in landing or grasping

at the end of the leap.

The material component of this spell is a grasshopper's hind leg, to be broken by the caster when the spell is cast.

## Light
### (Alteration)

Range: 60 yds.
Duration: 1 turn/level
Area of Effect: 20-ft. radius
Components: V, M
Casting Time: 1
Saving Throw: Special

This spell creates a luminous glow, equal to torchlight, within a fixed radius of the spell's center. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight and unobstructed path for the spell when it is cast. Light can spring from air, rock, metal, wood, or almost any similar substance.

The effect is immobile unless it is specifically centered on a moveable object or mobile creature. If this spell is cast upon a creature, the applicable magic resistance and saving throw rolls must be made. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. Light taken into an area of magical darkness does not function, but if cast directly against magical darkness negates it (but only for the duration of the *light* spell, if the darkness effect is continual).

Light centered on the visual organs of a creature blinds it, reducing its attack rolls and saving throws by 4 and worsening its Armor Class by 4. The caster can end the spell at any time by uttering a single word.

The material component is a firefly or a piece of phosphorescent moss.

## Magic Missile
### (Evocation)

Range: 60 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 1-5 targets
Components: V, S
Casting Time: 1
Saving Throw: None

Use of the *magic missile* spell creates up to five missiles of magical energy that dart forth from the wizard's fingertip and unerringly strike their target. This includes enemy creatures in a melee. The target creature must be seen or otherwise detected to be hit, however, so near-total concealment, such as that offered by arrow slits, can render the spell ineffective. Likewise, the caster must be able to identify the target. He cannot direct a magic missile to "Strike the commander of the legion," unless he can single out the commander from the rest of the soldiers. Specific parts of a creature cannot be singled out. Inanimate objects (locks, etc.) cannot be damaged by the spell, and any attempt to do so wastes the missiles to no effect. Against creatures, each missile inflicts 1d4+1 points of damage.

For every two extra levels of experience, the wizard gains an additional missile--he has

two at 3rd level, three at 5th level, four at 7th level, etc., up to a total of five missiles at 9th level. If the wizard has multiple missile capability, he can have them strike a single target creature or several creatures, as desired.

## Mending
### (Alteration)

Range: 30 yds.
Duration: Permanent
Area of Effect: 1 object
Components: V, S, M
Casting Time: 1
Saving Throw: None

This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a *mending* spell. This spell does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.

The material components of this spell are two small magnets of any type (lodestone in all likelihood) or two burrs.

## Message
### (Alteration)

Range: 0
Duration: 5 rds./level
Area of Effect: Special
Components: V, S, M
Casting Time: 1
Saving Throw: None

When this spell is cast, the wizard can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the wizard secretly or openly points his finger at each creature to be included in the spell effect. Up to one creature per level can be included. When the wizard whispers, the whispered message travels in a straight line and is audible to all of the involved creatures within 30 feet, plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply that is heard by the spellcaster. Note that there must be an unobstructed path between the spellcaster and the recipients of the spell. The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard.

The material component of the spell is a short piece of copper wire.

## Mount
### (Conjuration/Summoning)

Range: 10 yds.
Duration: 2 hrs. + 1 hr./level
Area of Effect: 1 mount
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By means of this spell, the caster conjures a normal animal to serve him as a mount. The animal serves willingly and well, but at the expiration of the spell duration it disappears, returning to its own place. The type of mount gained by this spell depends on the level of the caster; of course, a caster can choose a lesser mount if desired. Available mounts include the following:

| Caster Level | Mount |
|---|---|
| 1-3 | Mule or light horse |
| 4-7 | Draft horse or war horse |
| 8-12 | Camel |
| 13-14 | Elephant (and howdah at 18th level) |
| 15+ | Griffon (and saddle at 18th level) |

The mount does not come with any riding gear, unless it is of a class lower than the caster would normally be entitled to; thus, a 4th-level wizard can gain a war horse without saddle and harness, or a light horse with saddle and harness. The statistics of the animal gained are typical of all creatures of the same class. The mount disappears when slain.

The material component of the spell is a bit of hair from the type of animal to be conjured.

## Nystul's Magical Aura
**(Illusion/Phantasm)**

Range: Touch
Duration: 1 day/level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: Special

By means of this spell, any one item of no more than five pounds weight per level of the spellcaster can be given an aura that is noticed by someone using magic detection. Furthermore, the caster can specify the type of magical aura that is detected (alteration, conjuration, etc.) and this effectively masks the item's actual aura, if any, unless the item's own aura is exceptionally powerful (if it is an artifact, for instance). If the object bearing Nystul's magical aura has an *identify* spell cast on it or is similarly examined, the examiner has a 50% chance of recognizing that the aura has been placed to mislead the unwary. Otherwise, the aura is believed and no amount of testing reveals what the true magic is.

The component for this spell is a small square of silk, which must be passed over the object that receives the aura.

## Phantasmal Force
**(Illusion/Phantasm)**

Range: 60 yds. + 10 yds./level
Duration: Special
Components: V, S, M
Casting Time: 1

Area of Effect: 400 sq. ft. + 100 sq. ft./level | Saving Throw: Special

This spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and affects all believing creatures (undead are immune) that view it. It does not create sound, smell, or temperature. Effects that depend on these senses usually fail. The illusion lasts until struck by an opponent--unless the spellcaster causes the illusion to react appropriately--or until the wizard ceases concentration upon the spell (due to desire, moving, or a successful attack that causes damage). Saving throws for illusions are explained under "Illusions" in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2. Creatures that disbelieve the illusion see it for what it is and add +4 to associates' saving throws if this knowledge can be communicated effectively. Creatures believing the illusion are subject to its effects (again, as explained in Chapter 7).

The illusionary effect can be moved by the caster within the limits of the area of effect. The DM has to rule on the effectiveness of this spell; detailed guidelines are outlined in Chapter 7: Magic and under "Adjudicating Illusions" at the beginning of Appendix 2.

The material component of the spell is a bit of fleece.

## Protection From Evil
**(Abjuration)**
**Reversible**

Range: Touch | Components: V, S, M
Duration: 2 rds./level | Casting Time: 1
Area of Effect: Creature touched | Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of 1 foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil (or evilly enchanted) creatures against the protected creature suffer -2 penalties to attack rolls; any saving throws caused by such attacks are made with +2 bonuses.

Second, any attempt to possess (as by a *magic jar* attack) or to exercise mental control over (as by a vampire's *charm* ability) the protected creature is blocked by this spell. Note that the protection does not prevent a vampire's *charm* itself, but it does prevent the exercise of mental control through the barrier. Likewise, a possessing life force is merely kept out. It would not be expelled if in place before the protection is cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creatures to recoil, if such attacks require touching the protected being. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character.

This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the wizard must trace a 3-foot-diameter circle on the floor (or

ground) with powdered silver.

This spell can be reversed to become *protection from good*; the second and third benefits remain unchanged. The material component for the reverse is a circle of powdered iron.

## Read Magic
**(Divination)**

Range: 0
Duration: 2 rds./level
Area of Effect: Special
Components: V, S, M
Casting Time: 1rd.
Saving Throw: None

By means of a *read magic* spell, the wizard is able to read magical inscriptions on objects--books, scrolls, weapons, and the like--that would otherwise be totally unintelligible. (The personal books of the wizard, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the wizard has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the *read magic* spell. The duration of the spell is two rounds per level of experience of the spellcaster; the wizard can read one page or its equivalent per round.

The wizard must have a clear crystal or mineral prism, which is not expended, to cast the spell.

## Shield
**(Evocation)**

Range: 0
Duration: 5 rds./level
Area of Effect: Special
Components: V, S
Casting Time: 1
Saving Throw: None

When this spell is cast, an invisible barrier comes into being in front of the wizard. This shield totally negates magic missile attacks. It provides the equivalent protection of AC 2 against hand-hurled missiles (axes, darts, javelins, spears, etc.), AC 3 against small device-propelled missiles (arrows, bolts, bullets, manticore spikes, sling stones, etc.), and AC 4 against all other forms of attack. The shield also adds a +1 bonus to the wizard's saving throws against attacks that are basically frontal. Note that these benefits apply only if the attacks originate from in front of the wizard, where the shield can move to interpose itself.

## Shocking Grasp
**(Alteration)**

Range: Touch
Duration: Special
Area of Effect: Creature touched
Components: V, S
Casting Time: 1
Saving Throw: None

When the wizard casts this spell, he develops a powerful electrical charge that gives a jolt to the creature touched. The spell remains in effect for one round per level of the caster or until it is discharged by the caster touching another creature. The shocking grasp delivers 1d8 points of damage, plus 1 point per level of the wizard (for example, a 2nd-level wizard would discharge a shock causing 1d8+2 points of damage). While the wizard must come close enough to his opponent to lay a hand on the opponent's body or upon an electrical conductor that touches the opponent's body, a like touch from the opponent does not discharge the spell.

## Sleep
### (Enchantment/Charm)

| | |
|---|---|
| Range: 30 yds. | Components: V, S, M |
| Duration: 5 rds./level | Casting Time: 1 |
| Area of Effect: Special | Saving Throw: None |

When a wizard casts a *sleep* spell, he causes a comatose slumber to come upon one or more creatures (other than undead and certain other creatures specifically excluded from the spell's effects). All creatures to be affected by the *sleep* spell must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice or levels. The spell affects 2d4 Hit Dice of monsters. Monsters with 4+3 Hit Dice (4 Hit Dice plus 3 hit points) or more are unaffected. The center of the area of effect is determined by the spellcaster. The creatures with the least Hit Dice are affected first, and partial effects are ignored.

For example, a wizard casts *sleep* at three kobolds, two gnolls, and an ogre. The roll (2d4) result is 4. All the kobolds and one gnoll are affected (_ + _ + _ + 2 = 3 _ Hit Dice). Note that the remainder is not enough to affect the last gnoll or the ogre.

Slapping or wounding awakens affected creatures but normal noise does not. Awakening requires one entire round. Magically sleeping opponents can be attacked with substantial bonuses (see "Modifiers to the Attack Roll" in Chapter 9: Combat).

The material component for this spell is a pinch of fine sand, rose petals, or a live cricket.

## Spider Climb
### (Alteration)

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: 3 rds. + 1 rd./level | Casting Time: 1 |
| Area of Effect: Creature touched | Saving Throw: Neg. |

A *spider climb* spell enables the recipient to climb and travel upon vertical surfaces as well as a giant spider, or even hang upside down from ceilings. Unwilling victims must be touched and are then allowed a saving throw vs. spell to negate the effect. The affected creature must have bare hands and feet in order to climb in this manner, at a movement rate of 6 (3 if at all encumbered). During the course of the spell, the recipient cannot

handle objects that weigh less than a dagger (one pound), for such objects stick to his hands and feet. Thus, a wizard will find it virtually impossible to cast spells if under a *spider climb* spell. Sufficient force can pull the recipient free; the DM can assign a saving throw based on circumstances, the strength of the force, and so on. For example, a creature with a Strength of 12 might pull the subject free if the subject fails a saving throw vs. paralyzation (a moderately difficult saving throw). The caster can end the spell effect with a word.

The material components of this spell are a drop of bitumen and a live spider, both of which must be eaten by the spell recipient.

## Spook
**(Illusion/Phantasm)**

Range: 30 ft.
Duration: Special
Area of Effect: 1 creature
Components: V, S
Casting Time: 1
Saving Throw: Neg.

A *spook* spell enables the wizard to play upon natural fears to cause the target creature to perceive the spellcaster as someone or something inimical. Without actually knowing what this is, the wizard merely advances threateningly upon the creature. If the creature does not make a successful saving throw vs. spell, it turns and flees at maximum speed as far from the wizard as possible, though items carried are not dropped. The creature has a saving throw penalty of -1 for every two experience levels of the caster, to a maximum of -6 at 12th level. Note that a natural (unmodified) roll of 20 automatically succeeds, regardless of saving throw penalties. Although the caster does not actually pursue the fleeing creature, a phantasm from its own mind does. Each round after the initial casting, the creature receives another saving throw, without penalty, until it successfully saves and the spell is broken. In any event, the spell functions only against creatures with Intelligences of 2 or more, and undead are not affected at all.

## Taunt
**(Enchantment)**

Range: 60 yds.
Duration: 1 rd
Area of Effect: 30-ft. radius
Components: V, S, M
Casting Time: 1
Saving Throw: Neg.

A *taunt* spell enables the caster to jape and jeer effectively at a single type of creature with an Intelligence of 2 or greater. The caster need not speak the language of the creatures. His words and sounds have real meaning for the subject creature or creatures, challenging, insulting, and generally irritating and angering the listeners. Those failing to save vs. spell rush forth in fury to do battle with the spellcaster. All affected creatures attack the spellcaster in melee if physically capable of doing so, seeking to use body or hand-held weapons rather than missile weapons or spells.

Separation of the caster from the victim by an impenetrable or uncrossable boundary (a wall of fire, a deep chasm, a formation of set pikemen) causes the spell to break. If the

caster taunts a mixed group, he must choose the type of creature to be affected. Creatures commanded by a strong leader (i.e., with a Charisma bonus, with higher Hit Dice, etc.) might gain a saving throw bonus of +1 to +4, at the DM's discretion. If used in conjunction with a *ventriloquism* spell, the creatures may attack the apparent source, depending upon their Intelligence, a leader's presence, and so on.

The material component is a slug, which is hurled at the creatures to be taunted.

## Tenser's Floating Disc
**(Evocation)**

| | |
|---|---|
| Range: 20 yds. | Components: V, S, M |
| Duration: 3 turns + 1 turn/level | Casting Time: 1 |
| Area of Effect: Special | Saving Throw: None |

With this spell, the caster creates the slightly concave, circular plane of force known as Tenser's floating disc (after the famed wizard whose greed and ability to locate treasure are well known). The disc is 3 feet in diameter and holds 100 pounds of weight per level of the wizard casting the spell. The disc floats approximately 3 feet above the ground at all times and remains level. It floats along horizontally within its range of 20 yards at the command of the caster, and will accompany him at a movement rate of no more than 6. If unguided, it maintains a constant interval of 6 feet between itself and the wizard. If the spellcaster moves beyond range (by moving faster, by such means as a *teleport* spell, or by trying to take the disc more than 3 feet from the surface beneath it), or if the spell duration expires, the floating disc winks out of existence, and whatever it was supporting crashes to the surface beneath it.

The material component of the spell is a drop of mercury.

## Unseen Servant
**(Conjuration/Summoning)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 hr. + 1 turn/level | Casting Time: 1 |
| Area of Effect: 30-ft. radius | Saving Throw: None |

The unseen servant is an invisible, mindless, and shapeless force, used to step and fetch, open unstuck doors, and hold chairs, as well as to clean and mend. It is not strong, but unfailingly obeys the command of the wizard. It can perform only one activity at a time and can move only lightweight items, carrying a maximum of 20 pounds or pushing/pulling 40 pounds across a smooth surface. It can open only normal doors, drawers, lids, etc. The unseen servant cannot fight, nor can it be killed, as it is a force rather than a creature. It can be magically dispelled, or eliminated after receiving 6 points of damage from area-effect spells, breath weapons, or similar attacks. If the caster attempts to send it beyond the allowed radius, the spell ends immediately.

The material components of the spell are a piece of string and a bit of wood.

## Ventriloquism

**(Illusion/Phantasm)**

Range: 10 yds./level, max. 90 yds.
Duration: 4 rds. + 1 rd./level
Area of Effect: 1 creature or object
Components: V, M
Casting Time: 1
Saving Throw: Neg.

This spell enables the wizard to make his voice--or someone else's voice--or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that he knows, or make any sound that he can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.

The material component of this spell is a parchment rolled up into a small cone.

## Wall of Fog
**(Evocation)**

Range: 30 yds.
Duration: 2d4 rds. + 1 rd./level
Area of Effect: 20 ft. cube + 10 ft. cube/level
Components: V, S, M
Casting Time: 1
Saving Throw: None

By casting this spell, the wizard creates a billowing wall of misty vapors in any area within the spell range. The wall of fog obscures all sight, normal and infravision, beyond 2 feet. The caster may create less vapor if he wishes. The wall must be a roughly cubic or rectangular mass, at least 10 feet across in its smallest dimension. The misty vapors persist for three or more rounds. Their duration can be halved by a moderate wind, and they can be blown away by a strong wind.

The material component is a pinch of split dried peas.

## Wizard Mark
**(Alteration)**

Range: Touch
Duration: Permanent
Area of Effect: Up to 1 sq. ft.
Components: V, S, M
Casting Time: 1
Saving Throw: None

When this spell is cast, the wizard is able to inscribe, visibly or invisibly, his personal rune or mark, as well as up to six additional characters of smaller size. A *wizard mark* spell enables the caster to etch the rune upon stone, metal, or any softer substance without harm to the material upon which the mark is placed. If an invisible mark is made, a *detect magic* spell will cause it to glow and be visible (though not necessarily understandable). *Detect invisibility, true seeing,* a *gem of seeing*, or a *robe of eyes* will likewise expose an invisible wizard mark. A *read magic* spell will reveal the maker's words, if any. The

mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell. If cast on a living being, normal wear gradually causes the mark to fade.

The material components for this spell are a pinch of diamond dust (about 100 gp worth) and a pigment or pigments for the coloration of the mark. If the mark is to be invisible, the pigments are still used, but the caster uses a stylus of some sort rather than his finger.

# Second-Level Spells

## Alter Self
### (Alteration)

Range: 0
Duration: 3d4 rds. + 2 rds./level
Area of Effect: The caster
Components: V, S
Casting Time: 2
Saving Throw: None

When this spell is cast, the wizard can alter his appearance and form--including clothing and equipment--to appear taller or shorter; thin, fat, or in between; human, humanoid, or any other generally man-shaped bipedal creature. The caster's body can undergo a limited physical alteration and his size can be changed up to 50%. If the form selected has wings, the wizard can actually fly, but at only one-third the speed of a true creature of that type, and with a loss of two maneuverability classes (to a minimum of E). If the form has gills, the caster can breathe under water as long as the spell lasts. However, the caster does not gain any multiple attack routines or additional damage allowed to an assumed form.

The caster's attack rolls, Armor Class, and saving throws do not change. The spell does not confer special abilities, attack forms, or defenses. Once the new form is chosen, it remains for the duration of the spell. The caster can change back into his own form at will; this ends the spell immediately. A caster who is slain automatically returns to his normal form.

## Bind
### (Enchantment)

Range: 30 yds.
Duration: 1 rd./level
Area of Effect: 50 ft. + 5 ft./level
Components: V, S, M
Casting Time: 2
Saving Throw: None

When this spell is employed, the wizard can command any nonliving ropelike object, including string, yarn, cord, line, rope, or even a cable. The spell affects 50 feet of normal rope (with a 1 inch diameter), plus 5 feet per caster level. This length is reduced by 50% for every additional inch of thickness and increased by 50% for each half-inch less. The possible commands are Coil (form a neat, coiled stack), Coil & Knot, Loop, Loop & Knot, Tie & Knot, and the reverses of all of the above (Uncoil, etc.). One command can be given each round.

The rope can only enwrap a creature or an object within 1 foot of it--it does not snake

outward--so it must be thrown or hurled near the intended target. Note that the rope itself, and any knots tied in it, are not magical. A typical rope might be AC 6 and take 4 points of slashing damage before breaking. The rope does not inflict damage of any type, but it can be used as a trip line or to entangle a single opponent who fails a saving throw vs. spell.

## Blindness
**(Illusion/Phantasm)**

Range: 30 yds. + 10 yds./level
Duration: Special
Area of Effect: 1 creature
Component: V
Casting Time: 2
Saving Throw: Neg.

The *blindness* spell causes the victim to become blind, able to see only a grayness before its eyes. Various *cure* spells will not remove this effect, and only a *dispel magic* or the spellcaster can do away with the blindness if the creature fails its initial saving throw vs. spell. A blinded creature suffers a -4 penalty to its attack rolls, and its opponents gain a +4 bonus to their attack rolls.

## Blur
**(Illusion/Phantasm)**

Range: 0
Duration: 3 rds. + 1 rd./level
Area of Effect: The caster
Components: V, S
Casting Time: 2
Saving Throw: None

When a *blur* spell is cast, the wizard causes the outline of his form to become blurred, shifting and wavering. This distortion causes all missile and melee combat attacks against the caster to be made with -4 penalties on the first attempt and -2 penalties on all successive attacks. It also grants the wizard a +1 bonus to his saving throw for any direct magical attack. A *detect invisibility* spell will not counter this effect, but the 5th-level priest spell *true seeing* and similar magic will.

## Continual Light
**(Alteration)**
**Reversible**

Range: 60 yds.
Duration: Permanent
Area of Effect: 60-ft. radius
Components: V, S
Casting Time: 2
Saving Throw: Special

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures who suffer penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, it can be cast into the air, onto an object, or at a creature. When cast at a creature, the target gets a saving throw vs. spell; success indicates that the spell affects the space about 1 foot

behind the creature instead. Note that this spell can also blind a creature if it is successfully cast upon the creature's visual organs, reducing its attack rolls, saving throws, and Armor Class by 4. If the spell is cast on a small object that is then placed in a light-proof covering, the spell's effects are blocked until the covering is removed.

A continual light brought into an area of magical darkness (or vice versa) is temporarily negated so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of *continual light* against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in the typical campaign. Extremely hard and expensive materials can last hundreds or even thousands of years.

## Darkness, 15' Radius
**(Alteration)**

Range: 10 yds./level
Duration: 1 turn + 1 rd./level
Area of Effect: 15-ft. radius
Components: V, S, M
Casting Time: 2
Saving Throw: None

This spell causes total, impenetrable darkness in the area of effect. Infravision is useless. Neither normal nor magical light works unless a *light* or *continual light* spell is used. In the former event, the *darkness* spell is negated by the *light* spell, and vice versa.

The material components of this spell are a bit of bat fur and either a drop of pitch or a piece of coal.

## Deafness
**(Illusion/Phantasm)**

Range: 60 yds.
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 2
Saving Throw: Neg.

The *deafness* spell causes the recipient to become totally deaf and unable to hear any sounds. The victim is allowed a saving throw vs. spell. An affected creature has a -1 penalty to its surprise rolls unless its other senses are unusually keen. Deafened spellcasters have a 20% chance to miscast any spell with a verbal component. This *deafness* can be done away with only by means of a *dispel magic* spell or by the spellcaster.

The material component of this spell is beeswax.

## Deeppockets
**(Alteration, Enchantment)**

Range: Touch
Duration: 12 hrs. + 1 hr./level
Area of Effect: 1 garment
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell enables the wizard to specially prepare a garment so as to hold far more than it normally could. A finely sewn gown or robe of high-quality material (at least 50 gp value) is fashioned so as to contain numerous hand-sized pockets. One dozen is the minimum number. The *deeppockets* spell then enables these pockets to hold a total of 100 pounds (5 cubic feet in volume) as if it were only 10 pounds of weight. Furthermore, there are no discernible bulges where the special pockets are. At the time of casting, the caster can instead choose to have 10 pockets each holding 10 pounds (_ cubic foot volume each). If the robe or like garment is sewn with 100 or more pockets (200 gp minimum cost), 100 pockets can be created to contain one pound of weight and 1/6 cubic foot volume each. Each special pocket is actually an extradimensional holding space.

If the spell duration expires while there is material within the enchanted pockets, or if a successful *dispel magic* is cast upon the enchanted garment, all the material suddenly appears around the wearer and immediately falls to the ground. The caster can also cause all the pockets to empty with a single command.

In addition to the garment, which is reusable, the material components of this spell are a tiny golden needle and a strip of fine cloth given a half-twist and fastened at the ends.

## Detect Evil
**(Divination)**
**Reversible**

Range: 0
Duration: 5 rds./level
Area of Effect: 10 x 180 ft.
Components: V, S
Casting Time: 2
Saving Throw: None

This spell discovers emanations of evil (or of good in the case of the reverse spell) from any creature, object, or area. Character alignment is *not* revealed under most circumstances: Characters who are strongly aligned, do not stray from their faith, and who are at least 9th level might radiate good or evil if they are intent upon appropriate actions. Powerful monsters, such as ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enables them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not. The degree of evil (faint, moderate, strong, overwhelming) can be noted. Note that priests have a more powerful version of this spell.

The spell has a path of detection 10 feet wide and 60 yards long in the direction in which the wizard is facing. The wizard must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

## Detect Invisibility
**(Divination)**

Range: 0
Duration: 5 rds./level
Area of Effect: 10 yds./level
Components: V, S, M
Casting Time: 2
Saving Throw: None

When the wizard casts a *detect invisibility* spell, he is able to see clearly any objects or beings that are invisible, as well as any that are astral, ethereal, or out of phase. In addition, it enables the wizard to detect hidden or concealed creatures (for example, thieves in shadows, halflings in underbrush, and so on). It does not reveal the method of concealment or invisibility, except in the case of astral travelers (where the silver cord can be seen). It does not reveal illusions or enable the caster to see through physical objects. Detection is a path 10 ft. wide along the wizard's line of sight to the range limit.

The material components of this spell are a pinch of talc and a small sprinkling of powdered silver.

## ESP
**(Divination)**

Range: 0
Duration: 1 rd./level
Area of Effect: 5 yds./level (90 yds. maximum)
Components: V, S, M
Casting Time: 2
Saving Throw: None

When an *ESP* spell is used, the caster is able to detect the surface thoughts of any creatures in range--except for those of undead and creatures without minds (as we know them). The ESP is stopped by 2 feet of rock, 2 inches of any metal other than lead, or a thin sheet of lead foil.

The wizard employing the spell is able to probe the surface thoughts of one creature per round, getting simple instinctual thoughts from lower order creatures. Probes can continue on the same creature from round to round or can move on to other creatures. The caster can use the spell to help determine if a creature lurks behind a door, for example, but the ESP does not always reveal what sort of creature it is. If used as part of a program of interrogation, an intelligent and wary subject receives an initial saving throw. If successful, the creature successfully resists and the spell reveals no additional information. If the saving throw is failed, the caster may learn additional information, according to the DM's ruling. The creature's Wisdom adjustment applies, as may additional bonuses up to +4, based on the sensitivity of the information sought.

The material component of this spell is a copper piece.

## Flaming Sphere
**(Evocation)**

Range: 10 yds.
Duration: 1 rd./level
Area of Effect: 3-ft. radius
Components: V, S, M
Casting Time: 2
Saving Throw: Neg.

A *flaming sphere* spell creates a burning globe of fire within 10 yards of the caster. This sphere rolls in whichever direction the wizard points, at a rate of 30 feet per round. It rolls over barriers less than 4 feet tall, such as furniture, low walls, etc. Flammable substances are set afire by contact with the sphere. Creatures in contact with the globe

must successfully save vs. spell or suffer 2d4 points of fire damage. Those within 5 feet of the sphere's surface must also save or suffer 1d4 points of heat damage. A successful saving throw means no damage is suffered. The DM may adjust the saving throws if there is little or no room to dodge the sphere.

The sphere moves as long as the spellcaster actively directs it; otherwise, it merely stays at rest and burns. It can be extinguished by the same means as any normal fire of its size. The surface of the sphere has a spongy, yielding consistency and so does not cause damage except by its flame. It cannot push unwilling creatures aside or batter down large obstacles.

The material components are a bit of tallow, a pinch of sulphur, and a dusting of powdered iron.

## Fog Cloud
**(Alteration)**

Range: 10 yds.
Duration: 4 rds. + 1 rd./level
Area of Effect: Special
Components: V, S
Casting Time: 2
Saving Throw: None

The *fog cloud* spell can be cast in one of two ways, at the caster's option: as a large, stationary bank of normal fog, or as a harmless fog that resembles the 5th-level wizard spell *cloudkill*.

As a fog bank, this spell creates a fog of any size and shape up to a maximum 20-foot cube per caster level. The fog obscures all sight, normal and infravision, beyond 2 feet.

As a cloudkill-like fog, this is a billowing mass of ghastly, yellowish-green vapors, measuring 40 feet x 20 feet x 20 feet. This moves away from the caster at 10 feet per round. The vapors are heavier than air and sink to the lowest level, even pouring down sinkholes and den openings. Very thick vegetation breaks up the fog after it has moved 20 feet into the vegetation.

The only effect of either version is to obscure vision. A strong breeze will disperse either effect in one round, while a moderate breeze will reduce the spell duration by 50%. The spell cannot be cast under water.

## Fools' Gold
**(Alteration, Illusion)**

Range: 10 yds.
Duration: 1 hr./level
Area of Effect: 10 cu. in./level
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: Special

Copper coins can temporarily be changed to gold pieces, or brass items turned to solid gold, for the spell duration by means of this magic. The area of effect is 10 cubic inches per level--i.e., a 1-inch x 1-inch x 10-inch volume or equivalent, equal to about 150 gold coins. Any creature viewing the "gold" is entitled to a saving throw vs. spell, which can be modified by the creature's Wisdom; for every level of the wizard, the creature must subtract 1 from his dice roll. Thus, it is unlikely that fools' gold will be detected if created

by a high-level caster. If the "gold" is struck hard by an object of cold-wrought iron, there is a slight chance it will revert to its natural state, depending on the material component used to create the "gold." If a 25-gp citrine is powdered and sprinkled over the metal as this spell is cast, the chance that cold iron will return it to its true nature is 30%; if a 50-gp amber stone is powdered and used, the chance drops to 25%; if a 250-gp topaz is powdered and used, the chance drops to 10%; and if a 500-gp oriental (corundum) topaz is powdered and used, there is only a 1% chance that the cold iron will reveal that it is fools' gold.

## Forget
### (Enchantment/Charm)

Range: 30 yds.
Duration: Permanent
Area of Effect: 1-4 creatures in a 20-ft. cube
Components: V, S
Casting Time: 2
Saving Throw: Neg.

By means of this spell, the spellcaster causes creatures within the area of effect to forget the events of the previous round (the one minute of time previous to the utterance of the spell). For every three levels of experience of the spellcaster, another minute of past time is forgotten. This does not negate *charm*, *suggestion*, *geas*, *quest*, or similar spells, but it is possible that the being who placed such magic upon the recipient could be forgotten. From one to four creatures can be affected, at the discretion of the caster. If only one is to be affected, the recipient saves vs. spell with a -2 penalty; if two, they save with -1 penalties; if three or four are to be affected, they save normally. All saving throws are adjusted by Wisdom. A priest's *heal* or *restoration* spell, if specially cast for this purpose, will restore the lost memories, as will a *limited wish* or *wish*, but no other means will do so.

## Glitterdust
### (Conjuration/Summoning)

Range: 10 yds./level
Duration: Special
Area of Effect: 20 ft. cube
Components: V, S, M
Casting Time: 2
Saving Throw: Special

This spell creates a cloud of glittering golden particles within the area of effect. Those in the area must roll a successful saving throw vs. spell or be blinded (-4 penalties to attack rolls, saving throws, and Armor Class) for 1d4+1 rounds. In addition, all within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Note that this reveals invisible creatures. The dust fades in 1d4 rounds plus one round per caster level. Thus, glitterdust cast by a 3rd-level wizard lasts for four to seven rounds.

The material component is ground mica.

## Hypnotic Pattern

**(Illusion/Phantasm)**

Range: 30 yds.
Duration: Special
Area of Effect: 30-ft. cube
Components: S, M
Casting Time: 2
Saving Throw: Neg.

When this spell is cast, the wizard creates a weaving, twisting pattern of subtle colors in the air. This pattern causes any creature looking at it to become fascinated and stand gazing at it as long as the spellcaster maintains the display, plus two rounds thereafter. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures (for example, 24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc.). All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. A damage-inflicting attack on an affected creature frees it from the spell immediately.

The wizard need not utter a sound, but he must gesture appropriately while holding a glowing stick of incense or a crystal rod filled with phosphorescent material.

## Improved Phantasmal Force
**(Illusion/Phantasm)**

Range: 60 yds. + 10 yds./level
Duration: Special
Area of Effect: 200 sq. ft. + 50 sq. ft./level
Components: V, S, M
Casting Time: 2
Saving Throw: Special

Like the 1st-level *phantasmal force* spell, this spell creates the illusion of any object, creature, or force, as long as it is within the spell's area of effect. The spellcaster can maintain the illusion with minimal concentration; thus, he can move at half normal speed (but not cast other spells). Some minor sounds are included in the effects of the spell, but not understandable speech. Also, the improved phantasm continues for two rounds after the wizard ceases to concentrate upon it.

The material component is a bit of fleece.

## Invisibility
**(Illusion/Phantasm)**

Range: Touch
Duration: Special
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 2
Saving Throw: None

This spell causes the creature touched to vanish from sight and be undetectable by normal vision or even infravision. Of course, the invisible creature is not magically silenced, and certain other conditions can render the creature detectable. Even allies cannot see the invisible creature or his gear, unless these allies can normally see invisible things or employ magic to do so. Items dropped or put down by the invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Note, however, that light never becomes invisible, although a source of light

can become so (thus, the effect is that of a light with no visible source).

The spell remains in effect until it is magically broken or dispelled, until the wizard or recipient cancels it, until the recipient attacks any creature, or until 24 hours have passed. Thus, the invisible being can open doors, talk, eat, climb stairs, etc., but if he attacks, he immediately becomes visible, although the invisibility enables him to attack first. Note that the priest spells *bless*, *chant*, and *prayer* are not attacks for this purpose. All highly Intelligent (Intelligence 13 or more) creatures with 10 or more Hit Dice or levels of experience have a chance to detect invisible objects (they roll saving throws vs. spell; success means they noticed the invisible object).

The material components of the *invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

## Irritation
**(Alteration)**

Range: 10 yds./level
Duration: Special
Area of Effect: 1-4 creatures in a 15-ft. radius
Components: V, S, M
Casting Time: 2
Saving Throw: Neg.

An *irritation* spell affects the epidermis of the subject creatures. Creatures with very thick or insensitive skins (such as buffalo, elephants, scaled creatures, etc.) are basically unaffected. There are two versions of the spell, either of which can be cast from the standard preparation:

*Itching*. When cast, this causes each subject to feel an instant itching sensation on some portion of its body. If one round is not immediately spent scratching the irritated area, the creature is so affected that the next three rounds are spent squirming and twisting, effectively worsening its Armor Class by 4 and its attack rolls by 2 during this time. Spell preparations are ruined in the first round this spell is in effect, but not in the following three rounds. Doing nothing but scratching the itch for a full round prevents the rest of the effect. If cast at one creature, the saving throw has a -3 penalty; if cast at two creatures, the saving throw has a -1 penalty; and if cast at three or four creatures, the saving throw is normal.

*Rash*. When a rash is cast, the subject notices nothing for 1d4 rounds, but thereafter its entire skin breaks out in red welts that itch. The rash persists until either a *cure disease* or *dispel magic* spell is cast upon it. It lowers Charisma by 1 point per day for each of four days (i.e., maximum Charisma loss is 4 points). After one week, Dexterity is lowered by 1 point also. Symptoms vanish immediately upon the removal of the rash, and all statistics return to normal. This can be cast at one creature only, with a saving throw penalty of -2.

The material component for this spell is a leaf from poison ivy, oak, or sumac.

## Knock
**(Alteration)**
**Reversible**

Range: 60 yds.
Duration: Special
Area of Effect: 10 sq. ft./level
Components: V
Casting Time: 1
Saving Throw: None

The *knock* spell opens stuck, barred, locked, held, or wizard-locked doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a wizard-locked door, the spell does not remove the former spell, but simply suspends its functioning for one turn. In all other cases, it permanently opens locks or welds--although the former could be closed and locked again later. It does not raise barred gates or similar impediments (such as a portcullis), nor does it affect ropes, vines, and the like. Note that the effect is limited by the area; a 3rd-level wizard can cast a *knock* spell on a door of 30 square feet or less (for example, a standard 4-ft. x 7-ft. door). Each spell can undo up to two means of preventing egress through a portal. Thus if a door is locked, barred, and held, or triple locked, opening it requires two *knock* spells. In all cases, the location of the door or item must be known--the spell cannot be used against a wall in hopes of discovering a secret door.

The reverse spell, *lock*, closes and locks a door or similar closure, provided there is a physical mechanism. It does not create a weld, but it locks physically operated locking mechanisms, set bars, and so on, up to two functions. It cannot affect a portcullis.

## Know Alignment
**(Divination)**
**Reversible**

Range: 10 yds.
Duration: 1 rd./level
Area of Effect: 1 creature or object per 2 rds.
Components: V, S
Casting Time: 1 rd.
Saving Throw: Neg.

A *know alignment* spell enables the wizard to read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for two full rounds. A creature is allowed a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. If the caster concentrates on a creature or object for only one round, he can learn only its alignment with respect to law and chaos. Certain magical devices negate the *know alignment* spell.

The reverse, *undetectable alignment*, conceals the alignment of an object or creature for 24 hours--even from a *know alignment* spell.

## Leomund's Trap
**(Illusion/Phantasm)**

Range: Touch
Duration: Permanent
Area of Effect: Object touched
Components: V, S, M
Casting Time: 3 rds.
Saving Throw: None

This false trap is designed to fool a thief or other character attempting to pilfer the spellcaster's goods. The wizard places the spell upon any small mechanism or device, such as a lock, hinge, hasp, screw-on cap, ratchet, etc. Any character able to detect traps, or who uses any spell or device enabling trap detection, is 100% certain a real trap exists. Of course, the spell is illusory and nothing happens if the trap is sprung; its primary purpose is to frighten away thieves or make them waste precious time.

The material component of the spell is a piece of iron pyrite touched to the object to be trapped while the object is sprinkled with a special dust requiring 200 gp to prepare. If another *Leomund's trap* is within 50 feet when the spell is cast, the casting fails.

## Levitate
**(Alteration)**

| | |
|---|---|
| Range: 20 yds./level | Components: V, S, M |
| Duration: 1 turn/level | Casting Time: 2 |
| Area of Effect: 1 creature or object | Saving Throw: Neg. |

When a *levitate* spell is cast, the wizard can place it upon his person, an object, or a single creature, subject to a maximum weight limit of 100 pounds per level of experience (for example, a 3rd-level wizard can levitate a maximum of 300 pounds). If the spell is cast upon the wizard, he can move vertically up or down at a movement rate of 2 per round. If cast upon an object or another creature, the wizard can levitate it at the same speed, according to his command. This spell does not empower horizontal movement, but the recipient could push along the face of a cliff, for example, to move laterally. The spellcaster can cancel the spell as desired. If the subject of the spell is unwilling, or the object is in the possession of a creature, a saving throw vs. spell is allowed to determine if the *levitate* spell affects it.

Once cast, the spell requires no concentration, except when changing height. A levitating creature attempting to use a missile weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, the third -3, etc., up to a maximum of -5. A full round spent stabilizing allows the creature to begin again at -1. Lack of leverage makes it impossible to cock a medium or heavy crossbow.

The material component of this spell is either a small leather loop or a piece of golden wire bent into a cup shape with a long shank on one end.

## Locate Object
**(Divination)**
**Reversible**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 2 |
| Area of Effect: 20 yds./level | Saving Throw: None |

This spell aids in locating a known or familiar object. The wizard casts the spell, slowly turns, and senses when he is facing in the direction of the object to be located, provided the object is within range (i.e., 60 yards for 3rd-level wizards, 80 yards for 4th,

100 yards for 5th, etc.). The spell can locate such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Note that attempting to find a specific item, such as jewelry or a crown, requires an accurate mental image; if the image is not close enough to the actual, the spell does not work. Desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead. Creatures cannot be found by this spell.

The material component is a forked twig.

The reversal, *obscure object*, hides an object from location by spell, crystal ball, or similar means for eight hours. Creatures cannot be affected by this spell. The material component is a chameleon skin.

## Magic Mouth
**(Alteration)**

Range: 10 yds.
Duration: Special
Area of Effect: 1 object
Components: V, S, M
Casting Time: 2
Saving Throw: None

When this spell is cast, the wizard imbues the chosen object with an enchanted mouth that suddenly appears and speaks its message when a specified event occurs. The message, which must be of 25 words or less, can be in any language known by the spellcaster, and can be delivered over a period of one turn. The mouth cannot speak magical spells or use command words. It does, however, move to the words articulated--if it is placed upon a statue, the mouth of the statue would actually move and appear to speak. Of course, the magic mouth can be placed upon a tree, rock, door, or any other object, excluding intelligent members of the animal or vegetable kingdoms.

The spell functions when specific conditions are fulfilled, according to the command of the spellcaster. Some examples are to speak "to the first creature that touches you," or "to the first creature that passes within 30 feet." Commands can be as general or as detailed as desired, although only visual and audible triggers can be used, such as the following: "Speak only when a venerable female human carrying a sack of groat clusters sits crosslegged within 1 foot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the wizard, so a 6th-level wizard can command the magic mouth to speak at a maximum encounter range of 30 yards ("Speak when a winged creature comes within 30 yards."). The spell lasts until the speak command can be fulfilled; thus, the spell duration is variable. A magic mouth cannot distinguish invisible creatures, alignments, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word.

The material component of this spell is a small bit of honeycomb.

## Melf's Acid Arrow
**(Conjuration)**

Range: 180 yds.
Duration: Special
Area of Effect: 1 target
Components: V, S, M
Casting Time: 2
Saving Throw: Special

By means of this spell, the wizard creates a magical arrow that speeds to its target as if fired from the bow of a fighter of the same level as the wizard. No modifiers for range, nonproficiency, or specialization are used. The arrow has no attack or damage bonus, but it inflicts 2d4 points of acid damage (with saving throws for items on the target); there is no splash damage. For every three levels that the caster has achieved, the acid, unless somehow neutralized, lasts for another round, inflicting another 2d4 points of damage each round. So at 3rd-5th level, the acid lasts two rounds; at 6th-8th level, the acid lasts for three rounds, etc.

The material components of the spell are a dart, powdered rhubarb leaf, and an adder's stomach.

## Mirror Image
**(Illusion/Phantasm)**

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: 3 rds./level | Casting Time: 2 |
| Area of Effect: 6-ft. radius | Saving Throw: None |

When a *mirror image* spell is invoked, the spellcaster causes from two to eight exact duplicates of himself to come into being around him. These images do exactly what the wizard does. Since the spell causes a blurring and slight distortion when it is cast, it is impossible for opponents to be certain which are the illusions and which is the actual wizard. When an image is struck by a melee or missile attack, magical or otherwise, it disappears, but any other existing images remain intact until struck. The images seem to shift from round to round, so that if the actual wizard is struck during one round, he cannot be picked out from among his images the next. To determine the number of images that appear, roll 1d4 and add 1 for every three levels of experience the wizard has achieved, to a maximum of eight images. At the end of the spell duration, all surviving images wink out.

## Misdirection
**(Illusion/Phantasm)**

| | |
|---|---|
| Range: 30 yds. | Components: V, S |
| Duration: 8 hrs. | Casting Time: 2 |
| Area of Effect: 1 creature or object | Saving Throw: Neg. |

By means of this spell, the wizard misdirects the information from a detection spell (*detect charm, detect evil, detect invisibility, detect lie, detect magic, detect snares and pits,* etc.). While the detection spell functions, it indicates the wrong area, creature, or the opposite of the truth with respect to *detect evil* or *detect lie*. The wizard directs the spell effect upon the object of the detection spell. If the caster of the detection spell fails his saving throw vs. spell, the misdirection takes place. Note that this spell does not affect other types of divination (*know alignment, augury, ESP, clairvoyance,* etc.).

## Protection From Cantrips
**(Abjuration)**

Range: Touch
Duration: 5 hrs. + 1 hr./level
Area of Effect: Creature or object touched
Components: V, S
Casting Time: 1 rd.
Saving Throw: None

By casting this spell, the wizard receives immunity to the effects of cantrips cast by other wizards, apprentices, or creatures that use the *cantrip* spell. The spell protects the caster, or one item or person that he touches (such as a spell book or a drawer containing spell components). Any cantrip cast against the protected person or item dissipates with an audible popping sound. This spell is often used by a wizard who has mischievous apprentices, or one who wishes apprentices to clean or shine an area using elbow grease rather than magic. Any unwilling target of this spell must be touched (via an attack roll) and is allowed a saving throw vs. spell to escape the effect.

## Pyrotechnics
**(Alteration)**

Range: 120 yds.
Duration: Special
Area of Effect: 1 fire source
Components: V, S, M
Casting Time: 2
Saving Throw: None

A *pyrotechnics* spell draws on an existing fire source to produce one of two effects, at the option of the caster. First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that lasts one round. This effect temporarily blinds those creatures in, under, or within 120 feet of the area and that have an unobstructed line of sight to the burst. Creatures viewing this are blinded for 1d4+1 rounds unless they successfully save vs. spell. The fireworks fill a volume 10 times greater than that of the original fire source.

This spell can also cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly spherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source. All within the cloud must roll successful saving throws vs. spell or suffer -2 penalties to all combat rolls and Armor Class.

The spell uses one fire source within a 20-foot cube, which is immediately extinguished. An extremely large fire used as a source might be only partially extinguished. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1 point of damage per caster level.

## Ray of Enfeeblement
**(Enchantment/Charm)**

Range: 10 yds. + 5 yds./level
Components: V, S

Duration: 1 rd./level
Area of Effect: 1 creature
Casting Time: 2
Saving Throw: Neg.

By means of a *ray of enfeeblement*, a wizard weakens an opponent, reducing its Strength and thereby the attacks that rely upon it. Humans, demihumans, and humanoids of man-size or less are reduced to an effective Strength of 5, losing all Strength bonuses and suffering an attack roll penalty of -2 and a -1 penalty to damage. Other creatures suffer a penalty of -2 on attack rolls. Furthermore, they have a -1 penalty for each die of damage they inflict. (But no damage roll can inflict less than 1 point per die of damage.) Your DM will determine any other effects appropriate to the affected creature. If the target creature makes its saving throw, the spell has no effect. This spell does not affect combat bonuses due to magical items, and those conferring increased Strength function normally.

## Rope Trick
**(Alteration)**

Range: Touch
Duration: 2 turns/level
Area of Effect: Special
Components: V, S, M
Casting Time: 2
Saving Throw: None

When this spell is cast upon a piece of rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular, as if affixed at the upper end. The upper end is, in fact, fastened to an extradimensional space. The spellcaster and up to seven others can climb up the rope and disappear into this place of safety where no creature can find them. The rope can be taken into the extradimensional space if fewer than eight persons have climbed it; otherwise, it simply stays hanging in the air (extremely strong creatures might be able to remove it, at the DM's option). Spells cannot be cast across the interdimensional interface, nor can area effects cross it. Those in the extradimensional space can see out of it as if there were a 3-foot x 5-foot window centered on the rope. The persons in the extradimensional space must climb down prior to the end of the spell, or they are dropped from the height at which they entered the extradimensional space. The rope can be climbed by only one person at a time. Note that the *rope trick* spell enables climbers to reach a normal place if they do not climb all the way to the extradimensional space. Also note that creating or taking extradimensional spaces into an existing extradimensional space is hazardous.

The material components of this spell are powdered corn extract and a twisted loop of parchment.

## Scare
**(Enchantment/Charm)**

Range: 30 yds. + 10 yds./level
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 15-foot radius
Components: V, S, M
Casting Time: 2
Saving Throw: Special

This spell causes creatures with fewer than 6 Hit Dice or levels of experience to fall into fits of trembling and shaking. The frightened creatures have a -2 reaction adjustment and may drop items held if encumbered. If cornered, they fight, but with -1 penalties to attack rolls, damage rolls, and saving throws.

Only elves, half-elves, and priests are allowed saving throws against this spell. Note that this spell has no effect on the undead (skeletons, zombies, ghouls, and so on), or on upper or lower planar creatures of any sort.

The material component used for this spell is a bit of bone from an undead skeleton, zombie, ghoul, ghast, or mummy.

## Shatter
### (Alteration)

Range: 30 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 3-ft. radius
Components: V, S, M
Casting Time: 2
Saving Throw: Neg.

The *shatter* spell is a sound-based attack that affects nonmagical objects of crystal, glass, ceramic, or porcelain, such as vials, bottles, flasks, jugs, windows, mirrors, etc. All such objects within a 3-foot radius of the center of the spell effect are smashed into dozens of pieces by the spell. Objects weighing more than one pound per level of the caster are not affected, but all other objects of the appropriate composition must save vs. crushing blow or be shattered. Alternatively, the spell can be focused against a single item of up to 10 pounds per caster level. Crystalline creatures usually suffer 1d6 points of damage per caster level to a maximum of 6d6, with a saving throw vs. spell for half damage.

The material component of this spell is a chip of mica.

## Spectral Hand
### (Necromancy)

Range: 30 yds. + 5 yds./level
Duration: 2 rds./level
Area of Effect: 1 opponent
Components: V, S
Casting Time: 2
Saving Throw: None

This spell causes a ghostly, glowing hand, shaped from the caster's life force, to materialize within the spell range and move as the caster desires. Any touch attack spell of 4th level or less that is subsequently cast by the wizard can be delivered by the spectral hand. The spell gives the caster a +2 bonus to his attack roll. The caster cannot perform any other actions when attacking with the hand; the hand returns to the caster and hovers if the caster takes other actions. The hand lasts the full spell duration unless dismissed by the caster, and it is possible to use more than one touch attack with it. The hand receives flank and rear attack bonuses if the caster is in a position to do so. The hand is vulnerable to magical attack but has an Armor Class of -2. Any damage to the hand ends the spell and inflicts 1d4 points of damage to the caster.

## Stinking Cloud
**(Evocation)**

Range: 30 yds.
Duration: 1 rd./level
Area of Effect: 20-ft. cube
Components: V, S, M
Casting Time: 2
Saving Throw: Special

When a *stinking cloud* is cast, the wizard creates a billowing mass of nauseous vapors up to 30 yards away from his position. Any creature caught within the cloud must roll a successful saving throw vs. poison or be reeling and unable to attack because of nausea for 1d4+1 rounds after leaving the cloud. Those who make successful saving throws can leave the cloud without suffering any ill effects, although those remaining in the cloud must continue to save each round. These poisonous effects can be slowed or neutralized by appropriate magic. The cloud duration is halved in a moderate breeze (8-18 m.p.h.) and is dispersed in one round by a stronger breeze.

The material component of the spell is a rotten egg or several skunk cabbage leaves.

## Strength
**(Alteration)**

Range: Touch
Duration: 1 hr./level
Area of Effect: Person touched
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Application of this spell increases the Strength of the character by a number of points--or tenths of points after 18 Strength is attained (only if the character is a warrior). Benefits of the *strength* spell last for the duration of the magic. The amount of added Strength depends upon the spell recipient's group and is subject to all restrictions on Strength due to race and class. Multiclass characters use the best die.

| Class | Strength Gain |
|---|---|
| Priest | 1d6 points |
| Rogue | 1d6 points |
| Warrior | 1d8 points |
| Wizard | 1d4 points |

If a warrior has an 18 Strength already, from 10% to 80% is added to his extraordinary Strength roll. The spell cannot confer a Strength of 19 or more, nor is it cumulative with other magic that adds to Strength. Beings without Strength scores (kobolds, lizard men, etc.) receive a +1 to attack and damage rolls.

The material component of this spell is a few hairs, or a pinch of dung, from a particularly strong animal--ape, bear, ox, etc.

## Summon Swarm
**(Conjuration/Summoning)**

Range: 60 yds.
Duration: Special
Area of Effect: 10-ft. cube
Components: V, S, M
Casting Time: 2
Saving Throw: Neg.

The swarm of small animals (roll on following table to determine type, or the DM can assign an appropriate creature) drawn by the *summon swarm* spell will viciously attack all creatures in the area chosen by the caster. Creatures actively defending against the swarm to the exclusion of other activities suffer 1 point of damage for each round spent in the swarm. Those taking other actions, including leaving the swarm, receive damage equal to 1d4 points + 1 point per three levels of the caster each round. Note that spellcasting within the swarm is impossible.

| Dice Roll | Swarm Type |
|---|---|
| 01-40 | Rats |
| 41-70 | Bats |
| 71-80 | Spiders |
| 81-90 | Centipedes/beetles |
| 91-100 | Flying insects |

The swarm cannot be fought effectively with weapons, but fire and area effects can force it to disperse by inflicting damage. The swarm disperses when it has taken a total of 2 hit points per caster level from these attacks. A *protection from evil* spell keeps the swarm at bay, and certain area-effect spells, such as *gust of wind* and *stinking cloud*, disperse a swarm immediately, if appropriate to the swarm summoned (for example, only flyers are affected by a *gust of wind*). The caster must remain stationary and undisturbed to control the swarm; if his concentration lapses or is broken, the swarm disperses in two rounds. The swarm is stationary once conjured.

The material component is a square of red cloth.

## Tasha's Uncontrollable Hideous Laughter
### (Enchantment/Charm)

Range: 60 yds.
Duration: 1 rd./level
Area of Effect: 1 or more creatures in a 30-ft. cube
Components: V, S, M
Casting Time: 2
Saving Throw: Neg.

The victim of this spell perceives everything as hilariously funny. The effect is not immediate, and the creature feels only a slight tingling on the round the spell is cast. On the round immediately following, the victim begins smiling, then giggling, chuckling, tittering, snickering, guffawing, and finally collapsing into gales of uncontrollable, hideous laughter. Although this magical mirth lasts only a single round, the affected creature must spend the next round regaining its feet, and it loses 2 points from its Strength (or -2 to attack and damage rolls) for all remaining rounds of the spell.

The saving throw vs. spell is modified by the Intelligence of the creature. Creatures with Intelligences of 4 or less (semi-intelligent) are totally unaffected. Those with

Intelligences of 5-7 (low) save with -6 penalties. Those with Intelligences of 8-12 (average to very) save with -4 penalties. Those with Intelligences of 13-14 (high) save with -2 penalties. Those with Intelligences of 15 or greater (exceptional) have unmodified saving throws.

The caster can affect one creature for every three levels attained--for example, one at 3rd level, two at 6th level, three at 9th level, etc. All affected beings must be within 30 feet of each other.

The material components are a small feather and minute tarts. The tarts are hurled at the subjects, while the feather is waved in one hand.

## Web
**(Evocation)**

Range: 5 yds./level
Duration: 2 turns/level
Area of Effect: 8,000 cubic ft.
Components: V, S, M
Casting Time: 2
Saving Throw: Neg. or _

A *web* spell creates a many-layered mass of strong, sticky strands similar to spider webs but far larger and tougher. These masses must be anchored to two or more solid and diametrically opposed points--floor and ceiling, opposite walls, etc.--or the web collapses upon itself and disappears.

The *web* spell covers a maximum area of eight 10-foot x 10-foot x 10-foot cubes and the webs must be at least 10 feet thick, so a mass 40 feet high, 20 feet wide, and 10 feet deep may be cast. Creatures caught within webs, or simply touching them, become stuck among the gluey fibers.

Anyone in the area when the spell is cast must roll a saving throw vs. spell with a -2 penalty. If the saving throw is successful, two things may have occurred. If the creature has room to escape the area, then it is assumed to have jumped free. If there is no room to escape, then the webs are only half strength. Creatures with less than 13 Strength (7 if the webs are half strength) are stuck until freed by another or until the spell wears off. Missile fire is generally ineffective against creatures trapped in webs.

Creatures with Strengths between 13 and 17 can break through 1 foot of webs per round. Creatures with 18 or greater Strength can break through 2 feet of webs per round. If the webs are at half strength, these rates are doubled. (Great mass equates to great strength in this case, and creatures of large mass hardly notice webs.) Strong and huge creatures can break through 10 feet of webs per round.

Furthermore, the strands of a *web* spell are flammable. A magical *flaming sword* can slash them away as easily as a hand brushes away cobwebs. Any fire--torch, flaming oil, flaming sword, etc.--can set them alight and burn them away in a single round. All creatures within flaming webs suffer 2d4 points of damage from the flames, but those free of the strands are not harmed.

The material component of this spell is a bit of spider web.

## Whispering Wind
**(Alteration, Phantasm)**

Range: 1 mi./level
Duration: Special
Area of Effect: 2-ft. radius
Components: V, S
Casting Time: 2
Saving Throw: None

By means of this spell, the wizard is able to either send a message or cause some desired sound effect. The whispering wind can travel as many miles above ground as the spellcaster has levels of experience, to a specific location within range that is familiar to the wizard. The whispering wind is as gentle and unnoticed as a zephyr until it reaches the location. It then delivers its whisper-quiet message or other sound. Note that the message is delivered regardless of whether anyone is present to hear it. The wind then dissipates. The wizard can prepare the spell to bear a message of up to 25 words, cause the spell to deliver other sounds for one round, or merely have the whispering wind seem to be a faint stirring of the air that has a susurrant sound. He can likewise cause the whispering wind to move as slowly as a mile per hour or as quickly as a mile per turn. When the spell reaches its objective, it swirls and remains until the message is delivered. As with the *magic mouth* spell, no spells may be cast via the *whispering wind*.

### Wizard Lock
**(Alteration)**

Range: Touch
Duration: Permanent
Area of Effect: 30 sq. ft./level
Components: V, S
Casting Time: 2
Saving Throw: None

A *wizard lock* spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his own lock without affecting it; otherwise, the wizard-locked door or object can be opened only by breaking in, by a successful *dispel magic* or *knock* spell, or by a wizard four or more levels higher than the one casting the spell. Note that the last two methods do not remove the wizard lock; they only negate it for a brief duration--about one turn. Creatures from other planes cannot burst a wizard lock as they can a held portal (see the *hold portal* spell).

## Third-Level Spells

### Blink
**(Alteration)**

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Components: V, S
Casting Time: 1
Saving Throw: None

By means of this spell, the wizard causes his material form to "blink" directly from one point to another at a random time and in a random direction. This means that melee attacks against the wizard automatically miss if initiative indicates they fall after he has blinked.

Each round the spell is in effect, the wizard rolls 2d8 to determine the timing of the

blink--the result of the dice roll is used as the wizard's initiative for that round. The wizard disappears and instantaneously reappears 10 feet distant from his previous position. (Direction is determined by a roll of 1d8: 1 = right ahead, 2 = right, 3 = right behind, 4 = behind, 5 = left behind, 6 = left, 7 = left ahead, 8 = ahead.) The caster cannot blink into a solid object; if such is indicated, reroll the direction. Movable objects of size and mass comparable to the caster are shoved aside when the caster blinks in. If blinking is impossible except into a fixed, solid object, the caster is then trapped on the Ethereal Plane.

During each round that he blinks, the spellcaster can be attacked only by opponents who win initiative or by those who are able to strike both locations at once (for example, with a breath weapon, fireball, or similar wide-area attack forms). Opponents with multiple attacks, or those operating under haste or similar effects, can often strike early enough to have at least one attack against the caster.

If the spellcaster holds off his attack (if any) until after the blink, the 2d8 delay until the blink is added to his normal 1d10 initiative roll (thus, he probably attacks last in the round). The spellcaster can also try to get his attack in before he blinks (he must announce his intent before rolling the 2d8 for blink timing and the 1d10 for initiative). In this case, the caster compares the two dice rolls, hoping that his initiative roll is lower than his blink roll (the two rolls are *not* added if he is trying to attack before he blinks). If so, he attacks according to his initiative roll, then blinks according to the blink roll. If his blink roll is lower than his initiative roll, however, he blinks first and then attacks in whatever direction he's facing (he must go through with his attack, even if he is facing in the wrong direction to affect anyone).

## Clairaudience
**(Divination)**

Range: Unlimited
Duration: 1 rd./level
Area of Effect: 60-ft. radius
Components: V, S, M
Casting Time: 3
Saving Throw: None

The *clairaudience* spell enables the wizard to concentrate upon some locale and hear in his mind any noise within a 60-foot radius of that point. Distance is not a factor, but the locale must be known--a place familiar to the spellcaster or an obvious one (such as behind a door, around a corner, in a copse of trees, etc.). Only sounds that are normally detectable by the wizard can be heard by use of this spell. Lead sheeting or magical protections prevent the operation of the spell, and the wizard has some indication that the spell is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the wizard's current plane of existence.

The material component of the spell is a small horn of at least 100 gp value.

## Clairvoyance
**(Divination)**

Range: Unlimited
Components: V, S, M

Duration: 1 rd./level
Area of Effect: Line of sight
Casting Time: 3
Saving Throw: None

Similar to the *clairaudience* spell, the *clairvoyance* spell empowers the wizard to see in his mind whatever is within sight range from the spell locale chosen. Distance from the wizard is not a factor, but the locale must be known--familiar or obvious. Furthermore, light is a factor, as the spell does not enable the use of infravision or magical enhancements. If the area is magically dark, only darkness is seen; if naturally pitch dark, only a 10-foot radius from the center of the spell's area of effect can be seen. Otherwise, the seeing extends to the normal vision range according to the prevailing light. Lead sheeting or magical protection foils a *clairvoyance* spell, and the wizard has some indication that it is so blocked. The spell creates an invisible sensor, similar to that created by a *crystal ball* spell, that can be dispelled. The spell functions only on the wizard's current plane of existence.

The material component is a pinch of powdered pineal gland.

## Delude
### (Alteration)

Range: 0
Duration: 1 turn/level
Area of Effect: 30-ft. radius
Components: V, S
Casting Time: 3
Saving Throw: Neg.

By means of a *delude* spell, the wizard conceals his own alignment with that of any creature within a 30-foot radius at the time the spell is cast. The creature must be of higher than animal intelligence for the spell to work; its own alignment remains unchanged. The creature receives a saving throw vs. spell and, if successful, the *delude* spell fails. If the spell is successful, any *know alignment* spell used against the caster discovers only the assumed alignment. Note that a *detect good* or *detect evil* also detects the assumed aura, if the aura is strong enough. The creature whose aura has been assumed radiates magic, but the wizard radiates magic only to the creature whose alignment has been assumed. If a *delude* spell is used in conjunction with a *change self* or *alter self* spell, the class of the wizard can be totally hidden, if he is clever enough to carry off the disguise.

## Dispel Magic
### (Abjuration)

Range: 120 yds.
Duration: Instantaneous
Area of Effect: 30-ft. cube
Components: V, S
Casting Time: 3
Saving Throw: None

When a wizard casts this spell, it has a chance to neutralize or negate magic it comes in contact with, as follows:

First, it removes spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it disrupts the casting or use of these in the

area of effect at the instant the dispel is cast. Third, it destroys magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance to dispel depends on the difference in level between the magical effect and the caster. The base chance is 50% (11 or higher on 1d20 to dispel). If the caster is of higher level than the creator of the effect to be dispelled, the difference is subtracted from the number needed on 1d20 to dispel (making it more likely that the dispel succeeds); if the caster is of lower level, the difference is *added* to the number needed on 1d20 to dispel (making it *less* likely that the dispel succeeds). A roll of 20 always succeeds and a roll of 1 always fails. Thus, if a caster is 10 levels higher, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* spell does not affect a specially enchanted item, such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor, unless it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed and carried by a creature gains the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational would be temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell; however, some of their spell-like effects may be, at the DM's option.

Note that this spell can be very effective when used upon charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

## Explosive Runes
### (Alteration)

Range: Touch
Duration: Special
Area of Effect: 10-ft. radius
Components: V, S
Casting Time: 3
Saving Throw: None or _

By tracing these mystic runes upon a book, map, scroll, or similar object bearing written information, the wizard prevents unauthorized persons from reading his material. The explosive runes are difficult to detect--5% chance per level of magic use experience of the reader; thieves have only a 5% chance. But trap detection by spell or magical device always finds these runes.

When read, the explosive runes detonate, delivering 6d4+6 points of damage to the reader, who gets no saving throw. A like amount, or half that if saving throws are made, is suffered by each creature within the blast radius. The wizard who cast the spell, as well as any he instructs, can read the protected writing without triggering the runes. Likewise, the wizard can remove the runes whenever desired. Others can remove them only with a successful *dispel magic* or *erase* spell. Explosive runes otherwise last until the spell is triggered. The item upon which the runes are placed is destroyed when the explosion takes place, unless it is not normally subject to destruction by magical fire (see the item saving throws in Chapter 6 of the *Dungeon Master Guide*).

### Summary of *Dispel Magic* Effects

| Source of Effect | Resists As | Result of Dispel |
|---|---|---|
| Caster | None | Dispel automatic |
| Other caster/innate ability | Level/HD of other caster | Effect negated |
| Wand | 6th level | * |
| Staff | 8th level | * |
| Potion | 12th level | Potion destroyed |
| Other magic | 12th, unless special | * |
| Artifact | DM discretion | DM discretion |

* Effect negated; if cast directly on item, item becomes non-operational for 1d4 rounds.

## Feign Death
### (Necromancy)

Range: Touch
Duration: 1 hr. + 1 turn/level
Area of Effect: Creature touched
Components: V, S
Casting Time: 1
Saving Throw: None

By means of this spell, the caster (or any other creature whose levels of experience or Hit Dice do not exceed the wizard's own level) can be put into a cataleptic state that is impossible to distinguish from death. Although the person or creature affected by the *feign death* spell can smell, hear, and know what is going on, no feeling or sight of any sort is possible. Thus, any wounding or mistreatment of the body is not felt and no reaction occurs; damage is only half normal. In addition, paralysis, poison, and energy-level drain cannot affect an individual under the influence of this spell. Poison injected or otherwise introduced into the body takes effect when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted.

Note that only a willing individual can be affected by a *feign death* spell. The spellcaster can end the spell effects at any time desired, as will a successful dispel, but a full round is required for bodily functions to begin again.

## Fireball
### (Evocation)

Range: 10 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: 20-ft. radius
Components: V, S, M
Casting Time: 3
Saving Throw: _

A fireball is an explosive burst of flame, which detonates with a low roar and delivers damage proportional to the level of the wizard who cast it--1d6 points of damage for each level of experience of the spellcaster (up to a maximum of 10d6). The burst of the fireball creates little pressure and generally conforms to the shape of the area in which it occurs. The fireball fills an area equal to its normal spherical volume (roughly 33,000 cubic feet--

thirty-three 10-foot x 10-foot x 10-foot cubes). Besides causing damage to creatures, the fireball ignites all combustible materials within its burst radius, and the heat of the fireball melts soft metals such as gold, copper, silver, etc. Exposed items require saving throws vs. magical fire to determine if they are affected, but items in the possession of a creature that rolls a successful saving throw are unaffected by the fireball.

The wizard points his finger and speaks the range (distance and height) at which the fireball is to burst. A streak flashes from the pointing digit and, unless it impacts upon a material body or solid barrier prior to attaining the prescribed range, blossoms into the fireball (an early impact results in an early detonation). Creatures failing their saving throws each suffer full damage from the blast. Those who roll successful saving throws manage to dodge, fall flat, or roll aside, each receiving half damage (the DM rolls the damage and each affected creature suffers either full damage or half damage [round fractions down], depending on whether the creature saved or not).

The material component of this spell is a tiny ball of bat guano and sulphur.

## Flame Arrow
### (Conjuration/Summoning)

| | |
|---|---|
| Range: 30 yds. + 10 yds./level | Components: V, S, M |
| Duration: 1 rd | Casting Time: 3 |
| Area of Effect: Special | Saving Throw: None |

This spell has two effects. First, the wizard can cause normal arrows or crossbow bolts to become magical flaming missiles for one round. The missiles must be nocked and drawn (or cocked) at the completion of the spell. If they are not loosed within one round, they are consumed by the magic. For every five levels the caster has achieved, up to 10 arrows or bolts can be affected. The arrows inflict normal damage, plus 1 point of fire damage to any target struck. They may also cause incendiary damage. This version of the spell is used most often in large battles.

The second version of this spell enables the caster to hurl fiery bolts at opponents within range. Each bolt inflicts 1d6 points of piercing damage, plus 4d6 points of fire damage. Only half the fire damage is inflicted if the creature struck successfully saves vs. spell. The caster receives one bolt for every five experience levels (two bolts at 10th level, three at 15th level, etc.). Bolts must be used on creatures within 20 yards of each other and in front of the wizard.

The material components for this spell are a drop of oil and a small piece of flint.

## Fly
### (Alteration)

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: 1 turn/level + 1d6 turns | Casting Time: 3 |
| Area of Effect: Creature touched | Saving Throw: None |

This spell enables the wizard to bestow the power of magical flight. The creature affected is able to move vertically and horizontally at a rate of 18 (half that if ascending,

twice that if descending in a dive). The maneuverability class of the creature is B. Using the *fly* spell requires as much concentration as walking, so most spells can be cast while hovering or moving slowly (movement of 3). Possible combat penalties while flying are known to the DM (found in the "Aerial Combat" section of Chapter 9 of the DMG). The exact duration of the spell is always unknown to the spellcaster, as the variable addition is determined secretly by the DM.

The material component of the *fly* spell is a wing feather of any bird.

## Gust of Wind
**(Alteration)**

Range: 0
Duration: 1 rd
Area of Effect: 10 ft. x 10 yds./level
Components: V, S, M
Casting Time: 3
Saving Throw: None

When this spell is cast, a strong puff of air originates from the wizard and moves in the direction he is facing. The force of this gust of wind (about 30 m.p.h.) is sufficient to extinguish candles, torches, and similar unprotected flames. It causes protected flames--such as those of lanterns--to dance wildly and has a 5% chance per level of experience of the spellcaster to extinguish even such lights. It also fans large fires outward 1d6 feet in the direction of the wind's movement. It forces back small flying creatures 1d6 x 10 yards and causes man-sized beings to be held motionless if attempting to move against its force. It slows larger-than-man-sized flying creatures by 50% for one round. It blows over light objects, disperses most vapors, and forces away gaseous or unsecured levitating creatures. Its path is a constant 10 feet wide, by 10 yards long per level of experience of the caster (for example, an 8th-level wizard causes a gust of wind that travels 80 yards).

The material component of the spell is a legume seed.

## Haste
**(Alteration)**

Range: 60 yds.
Duration: 3 rds. + 1 rd./level
Area of Effect: 40-ft. cube, 1 creature/level
Components: V, S, M
Casting Time: 3
Saving Throw: None

When this spell is cast, each affected creature functions at double its normal movement and attack rates. A hasted creature gains a -2 initiative bonus. Thus, a creature moving at 6 and attacking once per round would move at 12 and attack twice per round. Spellcasting and spell effects are *not* sped up. The number of creatures that can be affected is equal to the caster's experience level; those creatures closest to the center of effect are affected first. All affected by haste must be in the designated area of effect. Note that this spell negates the effects of a *slow* spell. Additionally, this spell ages the recipient by one year, because of sped-up metabolic processes. This spell is not cumulative with itself or with other similar magic.

Its material component is a shaving of licorice root.

## Hold Person
### (Enchantment/Charm)

Range: 120 yds.
Duration: 2 rds./level
Area of Effect: 1-4 persons, 20-ft. cube
Components: V, S, M
Casting Time: 3
Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile for five or more rounds.

The *hold person* spell affects any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others.

The spell is centered on a point selected by the caster; it affects persons selected by the caster within the area of effect. If the spell is cast at three or four people, each gets an unmodified saving throw. If only two people are being enspelled, each makes his saving throw with a -1 penalty. If the spell is cast at only one person, the saving throw suffers a -3 penalty. Saving throws are adjusted for Wisdom. Those succeeding on their saving throws are unaffected by the spell. Undead creatures cannot be held.

Held beings cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The caster can end the spell with a single utterance at any time; otherwise, the duration is 10 rounds at 5th level, 12 rounds at 6th level, 14 rounds at 7th level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

## Hold Undead
### (Necromancy)

Range: 60 ft.
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 1d3 undead
Components: V, S, M
Casting Time: 5
Saving Throw: Neg.

When cast, this spell renders immobile 1d3 undead creatures whose total Hit Dice are equal to or less than the caster's level. No more than three undead can be affected by a single spell. To cast, the wizard aims the spell at a point within range and the three undead closest to this are considered to be in the area of effect, provided all are within the field of vision and spell range of the caster. Undead of a mindless nature (skeletons, zombies, or ghouls) are automatically affected. Other forms of undead are allowed a saving throw to negate the effect. If the spell is successful, it renders the undead immobile for the duration of the spell.

The material component for this spell is a pinch of sulphur and powdered garlic.

## Illusionary Script
**(Illusion/Phantasm)**

Range: Touch
Duration: 1 day/level
Area of Effect: Script reader
Components: V, S, M
Casting Time: Special
Saving Throw: Special

This spell enables the wizard to write instructions or other information on parchment, paper, etc. The illusionary script appears to be some form of foreign or magical writing. Only the person (or people) who the wizard desires to read the writing can do so. An illusionist recognizes it for illusionary script.

Unauthorized creatures glancing at the script must roll saving throws vs. spell. A successful save means the creature can look away with only a mild sense of disorientation. Failure means the creature is subject to a suggestion implanted in the script by the caster at the time the *illusionary script* spell was cast. The suggestion cannot require more than three turns to carry out. The suggestion could be to close the book and leave, or to forget the existence of the book, for example. A successful *dispel magic* spell will remove the illusionary script, but an unsuccessful attempt erases all of the writing. The hidden writings can be read by a combination of the *true seeing* spell and either the *read magic* or *comprehend languages* spell, as applicable.

The material component is a lead-based ink that requires special manufacture by an alchemist, at a cost of not less than 300 gp per usage.

## Infravision
**(Alteration)**

Range: Touch
Duration: 2 hrs. + 1 hr./level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

By means of this spell, the wizard enables the recipient to see in normal darkness up to 60 feet without light. Note that strong sources of light (fire, lanterns, torches, etc.) tend to blind this vision, so infravision does not function efficiently in the presence of such light sources. Invisible creatures are not detectable by infravision.

The material component of this spell is either a pinch of dried carrot or an agate.

## Invisibility, 10' Radius
**(Illusion/Phantasm)**

Range: Touch
Duration: Special
Area of Effect: 10-ft. radius
Components: V, S, M
Casting Time: 3
Saving Throw: None

This spell confers invisibility upon all creatures within 10 feet of the recipient. Gear carried and light sources are included, but any light emitted is still visible. The center of the effect is mobile with the recipient. Those affected by this spell cannot see each other.

Any affected creature moving out of the area becomes visible, but creatures moving into the area after the spell is cast do not become invisible. Affected creatures (other than the recipient) that attack negate the invisibility only for themselves. If the spell recipient attacks, the *invisibility, 10' radius* spell is broken for all.

The material components are the same as for the *invisibility* spell.

## Item
**(Alteration)**

Range: Touch
Duration: 4 hrs./level
Area of Effect: 2 cu. ft./level
Components: V, S, M
Casting Time: 3
Saving Throw: Special

By means of this spell, the wizard is able to shrink one nonmagical item (if it is within the size limit) to 1/12 of its normal size. Optionally, the caster can also change its now-shrunken composition to a clothlike one. An object in the possession of another creature is allowed a saving throw vs. spell. Objects changed by an *item* spell can be returned to normal composition and size merely by tossing them onto any solid surface or by a word of command from the original spellcaster. Even a burning fire and its fuel can be shrunk by this spell.

## Leomund's Tiny Hut
**(Alteration)**

Range: 0
Duration: 4 hrs. + 1 hr./level
Area of Effect: 15-ft.-diameter sphere
Components: V, S, M
Casting Time: 3
Saving Throw: None

When this spell is cast, the wizard creates an unmoving, opaque sphere of force of any desired color around his person. Half of the sphere projects above the ground, and the lower hemisphere passes through the ground. Up to seven other man-sized creatures can fit into the field with its creator; they can freely pass into and out of the hut without harming it. However, if the spellcaster removes himself from the hut, the spell dissipates.

The temperature inside the hut is 70 F., if the exterior temperature is between 0 and 100 F. An exterior temperature below 0 or above 100 lowers or raises, respectively, the interior temperature on a 1 -for-1 basis. The tiny hut also provides protection against the elements, such as rain, dust, sandstorms, and the like. The hut can withstand any wind of less than hurricane force without being harmed, but wind force greater than that destroys it.

The interior of the hut is a hemisphere; the spellcaster can illuminate it dimly upon command, or extinguish the light as desired. Note that although the force field is opaque from the outside, it is transparent from within. Missiles, weapons, and most spell effects can pass through the hut without affecting it, although the occupants cannot be seen from outside the hut. The hut can be dispelled.

The material component for this spell is a small crystal bead that shatters when the spell duration expires or the hut is dispelled.

## Lightning Bolt
**(Evocation)**

Range: 40 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: Special
Components: V, S, M
Casting Time: 3
Saving Throw: _

Upon casting this spell, the wizard releases a powerful stroke of electrical energy that inflicts 1d6 points of damage per level of the spellcaster (maximum damage per level of 10d6) to each creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down). The bolt begins at a range and height decided by the caster and streaks outward in a direct line from the casting wizard (for example, if a 40-foot bolt was started at 180 feet from the wizard, the far end of the bolt would reach 220 feet (180 + 40). The lightning bolt may set fire to combustibles, sunder wooden doors, splinter up to a half-foot thickness of stone, and melt metals with a low melting point (lead, gold, copper, silver, bronze). Saving throws must be rolled for objects that withstand the full force of a stroke (see the *fireball* spell). If the damage caused to an interposing barrier shatters or breaks through it (i.e., the saving throw fails), the bolt continues. A bolt can breach 1 inch of wood or half an inch of stone per caster level, up to a maximum of 1 foot of wood or half a foot of stone.

The lightning bolt's area of effect is chosen by the spellcaster: either a forked bolt 10 feet wide and 40 feet long or a single bolt 5 feet wide and 80 feet long. If a bolt cannot reach its full length, because of an unyielding barrier (such as a stone wall), the lightning bolt rebounds from the barrier toward its caster, ending only when it reaches its full length.

For example: An 80-foot-long stroke is begun at a range of 40 feet, but it hits a stone wall at 50 feet. The bolt travels 10 feet, hits the wall, and rebounds for 70 feet back toward its creator (who is only 50 feet from the wall, and so is caught in his own lightning bolt!).

The DM might allow reflecting bolts. When this type of lightning bolt strikes a solid surface, the bolt reflects from the surface at an angle equal to the angle of incidence (like light off a mirror). A creature crossed more than once by the bolt must roll a saving throw for every time it is crossed, but it still suffers either full damage (if one saving throw is missed) or half damage (if all saving throws are made).

The material components of the spell are a bit of fur and an amber, crystal, or glass rod.

## Melf's Minute Meteors
**(Evocation, Alteration)**

Range: 70 yds. + 10 yds./level
Duration: Special
Area of Effect: 1 target/meteor
Components: V, S, M
Casting Time: 3
Saving Throw: None

This spell enables the wizard to cast small globes of fire (one for each experience level

he has attained), each of which bursts into a 1-foot-diameter sphere upon impact, inflicting 1d4 points of damage to the creature struck. It can also ignite combustible materials (even solid planks). The meteors are treated as missiles hurled by the wizard with a +2 bonus to the attack rolls and with no penalty for range. Misses are treated as grenadelike missiles that inflict 1 point of damage to creatures within 3 feet.

The spell can be cast in either of two ways:

A) The wizard discharges five meteors every round (see the "Multiple Attacks and Initiative" section in Chapter 9: Combat). Note that this carries over into at least the following round.

B) The wizard discharges only one meteor per round. In addition to releasing the missile, the caster can perform other actions in the round, including spellcasting, melee, or device use. Spells requiring concentration force the wizard to forgo the rest of the missiles to maintain concentration. Also, if the wizard fails to maintain an exact mental count of the number of missiles he has remaining, he has involuntarily lost the remaining portion of the spell.

The spell ends when the caster has fired off as many meteors as he has experience levels, when he forgoes casting any still remaining, or when a successful *dispel magic* spell is thrown upon the caster.

The components necessary for the casting of this spell are nitre and sulphur formed into a bead by the addition of pine tar. The caster must also have a small hollow tube of minute proportion, fashioned from gold. The tube costs no less than 1,000 gp to construct, so fine is its workmanship and magical engraving, and it can be reused.

## Monster Summoning I
### (Conjuration/Summoning)

| | |
|---|---|
| Range: Special | Components: V, S, M |
| Duration: 2 rds. + 1 rd./level | Casting Time: 3 |
| Area of Effect: 30-yd. radius | Saving Throw: None |

Within one round of casting this spell, the wizard magically conjures 2d4 1st-level monsters (selected by the DM, from his 1st-level encounter tables). The monsters appear anywhere within the spell's area of effect, as desired by the wizard. They attack the spell user's opponents to the best of their ability until either he commands that the attacks cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, but they vanish when slain. Note that if no opponent exists to fight, summoned monsters can, if the wizard can communicate with them and if they are physically able, perform other services for the summoning wizard.

In rare cases, adventurers have been known to disappear, summoned by powerful spellcasters using this spell. Those summoned recall all the details of their trip.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Nondetection
### (Abjuration)

Range: Touch
Duration: 1 hr./level
Area of Effect: 1 creature or item
Components: V, S, M
Casting Time: 3
Saving Throw: None

By casting this spell, the wizard makes the creature or object touched undetectable by divination spells such as *clairaudience, clairvoyance, locate object, ESP,* and detect spells. It also prevents location by such magical items as *crystal balls* and *ESP medallions*. It does not affect the *know alignment* spell or the ability of intelligent or high-level beings to detect invisible creatures. If a divination is attempted, the *nondetection* caster must roll a saving throw vs. spell. If this is successful, the divination fails.

The material component of the spell is a pinch of diamond dust worth 300 gp.

## Phantom Steed
**(Conjuration, Phantasm)**

Range: Touch
Duration: 1 hr./level
Area of Effect: Special
Components: V, S
Casting Time: 1 turn
Saving Throw: None

When this spell is cast, the wizard creates a quasi-real, horselike creature. The steed can be ridden only by the wizard who created it, or by any person for whom the wizard specifically creates such a mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored, insubstantial hooves that make no sound. Its eyes are milky-colored. It does not fight, but all normal animals shun it and only monstrous ones will attack. The mount has an Armor Class of 2 and 7 hit points, plus 1 per level of the caster. If it loses all of its hit points, the phantom steed disappears. A phantom steed moves at a movement rate of 4 per level of the spellcaster, to a maximum movement rate of 48. It has what seems to be a saddle and a bit and bridle. It can bear its rider's weight, plus up to 10 pounds per caster level.

These mounts gain certain powers according to the level of the wizard who created them:

*8th Level:* The ability to pass over sandy, muddy, or even swampy ground without difficulty.

*10th Level:* The ability to pass over water as if it were firm, dry ground.

*12th Level:* The ability to travel in the air as if it were firm land, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount cannot casually take off and fly; the movement must be between points of similar altitude.

*14th Level:* The ability to perform as if it were a pegasus; it flies at a rate of 48 per round upon command.

Note that a mount's abilities include those of lower levels; thus, a 12th-level mount has the 8th-, 10th-, and 12th-level abilities.

## Protection From Evil, 10' Radius
**(Abjuration)**
**Reversible**

Range: Touch
Duration: 2 rds./level
Area of Effect: 10-ft. radius around creature touched
Components: V, S, M
Casting Time: 3
Saving Throw: None

The globe of protection of this spell is identical in all respects to a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle can break the warding against enchanted or summoned monsters by meleeing them. If a creature too large to fit into the area of effect is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

To complete this spell, the caster must trace a circle 20 feet in diameter using powdered silver. The material component for the reverse is powdered iron.

## Protection From Normal Missiles
**(Abjuration)**

Range: Touch
Duration: 1 turn/level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 3
Saving Throw: None

By means of this spell, the wizard bestows total invulnerability to hurled and projected missiles such as arrows, axes, bolts, javelins, small stones, and spears. Furthermore, it causes a reduction of 1 from each die of damage (but no die inflicts less than 1 point of damage) inflicted by large or magical missiles, such as ballista missiles, catapult stones, hurled boulders, and magical arrows, bolts, javelins, etc. Note, however, that this spell does not convey any protection from such magical attacks as fireballs, lightning bolts, or magic missiles.

The material component of this spell is a piece of tortoise or turtle shell.

## Secret Page
**(Alteration)**

Range: Touch
Duration: Until dispelled
Area of Effect: 1 page, up to 2 ft. square
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

When cast, a *secret page* spell alters the actual contents of a page so that they appear to be something entirely different. Thus, a map can be changed to become a treatise on burnishing ebony walking sticks. The text of a spell can be altered to show a ledger page or even another form of spell. *Confuse languages* and *explosive runes* spells may be cast upon the secret page, but a *comprehend languages* spell cannot reveal the secret page's contents. The caster is able to reveal the original contents by speaking a command word, perusing the actual page, and then returning it to its secret page form. The caster can also

remove the spell by double repetition of the command word. Others noting the dim magic of a page within this spell cloaking its true contents can attempt to dispel magic, but if it fails, the page is destroyed. A *true seeing* spell does not reveal the contents unless cast in combination with a *comprehend languages* spell. An *erase* spell can destroy the writing.

The material components are powdered herring scales and either will o' wisp or boggart essence.

## Sepia Snake Sigil
### (Conjuration/Summoning)

Range: 5 yds.
Duration: Special
Area of Effect: 1 sigil
Components: V, S, M
Casting Time: 3
Saving Throw: None

When this spell is cast, a small written symbol appears in the text of any written work. When read, the so-called sepia snake springs into being and strikes at the nearest living creature (but does not attack the wizard who cast the spell). Its attack is made as if it were a monster with Hit Dice equal to the level of the wizard who cast the spell. If it strikes successfully, the victim is engulfed in a shimmering amber field of force, frozen and immobilized until released, either at the caster's command, by a successful *dispel magic* spell, or until a time equal to 1d4 days + 1 day per caster level has elapsed. Until then, nothing can get at the victim, move the shimmering force surrounding him, or otherwise affect him. The victim does not age, grow hungry, sleep, or regain spells while in this state. He is not aware of his surroundings. If the sepia snake misses its target, it dissipates in a flash of brown light, with a loud noise and a puff of dun-colored smoke that is 10 feet in diameter and lasts for one round.

The spell cannot be detected by normal observation, and *detect magic* reveals only that the entire text is magical. A *dispel magic* can remove it; an *erase* spell destroys the entire page of text. It can be cast in combination with other spells that hide or garble text.

The components for the spell are 100 gp worth of powdered amber, a scale from any snake, and a pinch of mushroom spores.

## Slow
### (Alteration)

Range: 90 yds. + 10 yds./level
Duration: 3 rds. + 1 rd./level
Area of Effect: 40-ft. cube, 1 creature/level
Components: V, S, M
Casting Time: 3
Saving Throw: Neg.

A *slow* spell causes affected creatures to move and attack at half their normal rates. It negates a *haste* spell or equivalent, but does not otherwise affect magically speeded or slowed creatures. Slowed creatures have an Armor Class penalty of +4 AC, an attack penalty of -4, and all Dexterity combat bonuses are negated. The magic affects a number of creatures equal to the spellcaster's level, if they are within the area of effect chosen by the wizard (i.e., a 40-foot cubic volume centered as called for by the caster). The

creatures are affected from the center of the spell outward. Saving throws against the spell suffer a -4 penalty.

The material component of this spell is a drop of molasses.

## Spectral Force
### (Illusion/Phantasm)

Range: 60 yds. + 1 yd./level
Duration: Special
Area of Effect: 40-ft. cube + 10-ft. cube/level
Components: V, S
Casting Time: 3
Saving Throw: Special

The *spectral force* spell creates an illusion in which sound, smell, and thermal illusions are included. It is otherwise similar to the *improved phantasmal force* spell. The spell lasts for three rounds after concentration ceases.

## Suggestion
### (Enchantment/Charm)

Range: 30 yds.
Duration: 1 hr. + 1 hr./level
Area of Effect: 1 creature
Components: V, M
Casting Time: 3
Saving Throw: Neg.

When this spell is cast by the wizard, he influences the actions of the chosen recipient by the utterance of a few words--phrases or a sentence or two--suggesting a course of action desirable to the spellcaster. The creature to be influenced must, of course, be able to understand the wizard's suggestion--it must be spoken in a language that the spell recipient understands.

The suggestion must be worded in such a manner as to make the action sound reasonable; asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the spell. However, a suggestion that a pool of acid was actually pure water and that a quick dip would be refreshing is another matter. Urging a red dragon to stop attacking the wizard's party so that the dragon and party could jointly loot a rich treasure elsewhere is likewise a reasonable use of the spell's power.

The course of action of a suggestion can continue in effect for a considerable duration, such as in the case of the red dragon mentioned above. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed. If the target successfully rolls its saving throw, the spell has no effect. Note that a very reasonable suggestion causes the saving throw to be made with a penalty (such as -1, -2, etc.) at the discretion of the DM. Undead are not subject to suggestion.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

## Tongues

**(Alteration)**
**Reversible**

Range: 0
Duration: 1 rd./level
Area of Effect: 30-ft. radius
Components: V, M
Casting Time: 3
Saving Throw: None

This spell enables the wizard to speak and understand additional languages, whether they are racial tongues or regional dialects. This does not enable the caster to speak with animals. The spell enables the caster to be understood by all creatures of that type within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way.

The wizard can speak one additional tongue for every three levels of experience. The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

The material component is a small clay model of a ziggurat, which shatters when the spell is pronounced.

## Vampiric Touch
**(Necromancy)**

Range: 0
Duration: One touch
Area of Effect: The caster
Components: V, S
Casting Time: 3
Saving Throw: None

When the caster touches an opponent in melee with a successful attack roll, the opponent loses 1d6 hit points for every two caster levels, to a maximum drain of 6d6 points for a 12th-level caster. The spell is expended when a successful touch is made or one turn passes. The hit points are added to the caster's total, with any hit points over the caster's normal total treated as temporary additional hit points. Any damage to the caster is subtracted from the temporary hit points first. After one hour, any extra hit points above the caster's normal total are lost. The creature originally losing hit points through this spell can regain them by magical or normal healing. Undead creatures are unaffected by this spell.

## Water Breathing
**(Alteration)**
**Reversible**

Range: Touch
Duration: 1 hr./level + 1d4 hrs.
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 3
Saving Throw: None

The recipient of a *water breathing* spell is able to breathe water freely for the duration of the spell. The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched. The reverse, *air*

*breathing* enables water-breathing creatures to comfortably survive in the atmosphere for an equal duration.

The material component of the spell is a short reed or piece of straw.

### Wind Wall
**(Alteration)**

Range: 10 yds./level
Duration: 1 rd./level
Area of Effect: wall, 10 x 5 ft./level, 2 ft. wide
Components: V, S, M
Casting Time: 3
Saving Throw: Special

This spell brings forth an invisible vertical curtain of wind 2 feet thick and of considerable strength--a strong breeze sufficient to blow away any bird smaller than an eagle or tear papers and like materials from unsuspecting hands. (If in doubt, a saving throw vs. spell determines whether the subject maintains its grasp.) Normal insects cannot pass such a barrier. Loose materials, even cloth garments, fly upward when caught in a wind wall. Arrows and bolts are deflected upward and miss, while sling stones and other missiles under two pounds in weight receive a -4 penalty to a first shot and -2 penalties thereafter. Gases, most breath weapons, and creatures in gaseous form cannot pass this wall, although it is no barrier to noncorporeal creatures.

The material components are a tiny fan and a feather of exotic origin.

### Wraithform
**(Alteration, Illusion)**

Range: 0
Duration: 2 rds./level
Area of Effect: The caster
Components: S, M
Casting Time: 1
Saving Throw: None

When this spell is cast, the wizard and all of his gear become insubstantial. The caster is subject only to magical or special attacks, including those by weapons of +1 or better, or by creatures otherwise able to affect those struck only by magical weapons. Undead of most sorts will ignore an individual in wraithform, believing him to be a wraith or spectre, though a lich or special undead may save vs. spell with a -4 penalty to recognize the spell.

The wizard can pass through small holes or narrow openings, even mere cracks, with all he wears or holds in his hands, as long as the spell persists. Note, however, that the caster cannot fly without additional magic. No form of attack is possible when in wraithform, except against creatures that exist on the Ethereal Plane, where all attacks (both ways) are normal. A successful *dispel magic* spell forces the wizard in wraithform back to normal form. The spellcaster can end the spell with a single word.

The material components for the spell are a bit of gauze and a wisp of smoke.

## Fourth-Level Spells

## Charm Monster
**(Enchantment/Charm)**

Range: 60 yds.
Duration: Special
Area of Effect: 1 or more creatures in 20-ft. radius
Components: V, S
Casting Time: 4
Saving Throw: Neg.

This spell is similar to a *charm person* spell, but it can affect any living creature--or several low-level creatures. The spell affects 2d4 Hit Dice or levels of creatures, although it only affects one creature of 4 or more Hit Dice or levels, regardless of the number rolled.

All possible subjects receive saving throws vs. spell, adjusted for Wisdom. Any damage inflicted by the caster or his allies in the round of casting grants the wounded creature another saving throw at a bonus of +1 per point of damage received. Any affected creature regards the spellcaster as friendly, an ally or companion to be treated well or guarded from harm. If communication is possible, the charmed creature follows reasonable requests, instructions, or orders most faithfully (see the *suggestion* spell). If communication is not possible, the creature does not harm the caster, but others in the vicinity may be subject to its intentions, hostile or otherwise. Any overtly hostile act by the caster breaks the spell, or at the very least allows a new saving throw against the charm. Affected creatures eventually come out from under the influence of the spell. This is a function of the creature's level (i.e., its Hit Dice).

| Monster Level or Hit Dice | % Chance Per Week of Breaking Spell |
|---|---|
| 1st or up to 2 | 5% |
| 2nd or up to 3+2 | 10% |
| 3rd or up to 4+4 | 15% |
| 4th or up to 6 | 25% |
| 5th or up to 7+2 | 35% |
| 6th or up to 8+4 | 45% |
| 7th or up to 10 | 60% |
| 8th or up to 12 | 75% |
| 9th or over 12 | 90% |

The exact day of the week and time of day is secretly determined by the DM.

## Confusion
**(Enchantment/Charm)**

Range: 120 yds.
Duration: 2 rds. + 1 rd./level
Area of Effect: Up to 60-ft. cube
Components: V, S, M
Casting Time: 4
Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows:

| D10 Roll | Action |
|---|---|
| 1 | Wander away (unless prevented) for duration of spell |
| 2-6 | Stand confused for one round (then roll again) |
| 7-9 | Attack nearest creature for one round (then roll again) |
| 10 | Act normally for one round (then roll again) |

The spell lasts for two rounds plus one round for each level of the caster. Those who fail are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible, according to their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to make the saving throw, then four are assumed to have succeeded. Out of the other 12, one wanders away, four attack the nearest creature, six stand confused, and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two attacking the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stand confused, four attack, and one acts normally.

The material component is a set of three nut shells.

## Contagion
**(Necromancy)**

Range: 30 yds.
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 4
Saving Throw: Neg.

This spell causes a major disease and weakness in a creature. The afflicted individual is immediately stricken with painful and distracting symptoms: boils, blotches, lesions, seeping abscesses, and so on. Strength, Dexterity, and Charisma are reduced by 2. Attack rolls are decreased by 2. The effect persists until the character receives a *cure disease* spell or spends 1d3 weeks taking a complete rest to recover. Characters ignoring the contagion for more than a day or so may be susceptible to worse diseases at the discretion of the DM.

## Detect Scrying

**(Divination)**

Range: 0
Duration: 1d6 turns + 1 turn/level
Area of Effect: 120-ft. radius
Components: V, S, M
Casting Time: 3
Saving Throw: Special

By means of this spell, the wizard immediately becomes aware of any attempt to observe him by means of clairvoyance, clairaudience, or magic mirror. This also reveals the use of crystal balls or other magical scrying devices, provided the attempt is within the area of effect of the spell. Since the spell is centered on the spellcaster, it moves with him, enabling him to "sweep" areas for the duration of the spell.

When a scrying attempt is detected, the scryer must immediately roll a saving throw. If this is failed, the identity and general location of the scryer immediately become known to the wizard who cast this spell. The general location is a direction and significant landmark close to the scryer. Thus, the caster might learn, "The wizard Sniggel spies on us from east, under the stairs," or, "You are watched by Asquil in the city of Samarquol."

The material components for this spell are a small piece of mirror and a miniature brass hearing trumpet.

## Dig
**(Evocation)**

Range: 30 yds.
Duration: 1 rd./level
Area of Effect: 5-ft. cube/level
Components: V, S, M
Casting Time: 4
Saving Throw: Special

A *dig* spell enables the caster to excavate 125 cubic feet of earth, sand, or mud per round (i.e., a cubic hole 5 feet on a side). In later rounds the caster can expand an existing hole or start a new one. The material thrown from the excavation scatters evenly around the pit. If the wizard continues downward past 20 feet in earth, there is a 15% chance that the pit collapses. This check is made for every 5 feet dug beyond 20 feet. Sand tends to collapse after 10 feet, mud fills in and collapses after 5 feet, and quicksand fills in as rapidly as it is dug.

Any creature at the edge (within 1 foot) of a pit must roll a successful Dexterity check or fall into the hole. Creatures moving rapidly toward a pit dug immediately before them must roll a saving throw vs. spell to avoid falling in. Any creature in a pit being excavated can climb out at a rate decided by the DM. A creature caught in a collapsing pit must roll a saving throw vs. death to avoid being buried; it escapes the pit if successful. Tunneling is possible with this spell as long as there is space available for the material removed. Chances for collapse are doubled and the safe tunneling distance is half of the safe excavation depth, unless such construction is most carefully braced and supported.

The spell is also effective against creatures of earth and rock, particularly clay golems and those from the Elemental Plane of Earth. When cast upon such a creature, it suffers 4d6 points of damage. A successful saving throw vs. spell reduces this damage to half.

To activate the spell, the spellcaster needs a miniature shovel and tiny bucket and must

continue to hold them while each pit is excavated. These items disappear at the conclusion of the spell.

## Dimension Door
### (Alteration)

Range: 0
Duration: Instantaneous
Area of Effect: The caster
Components: V
Casting Time: 1
Saving Throw: None

By means of a *dimension door* spell, the wizard instantly transfers himself up to 30 yards distance per level of experience. This special form of teleportation allows for no error, and the wizard always arrives at exactly the spot desired--whether by simply visualizing the area (within spell transfer distance, of course) or by stating direction such as, "300 yards straight downward," or, "upward to the northwest, 45 degree angle, 420 yards." If the wizard arrives in a place that is already occupied by a solid body, he remains trapped in the Astral Plane. If distances are stated and the spellcaster arrives with no support below his feet (i.e., in mid-air), falling and damage result unless further magical means are employed. All that the wizard wears or carries, subject to a maximum weight equal to 500 pounds of nonliving matter, or half that amount of living matter, is transferred with the spellcaster. Recovery from use of a *dimension door* spell requires one round.

## Emotion
### (Enchantment/Charm)

Range: 10 yds./level
Duration: Special
Area of Effect: 20-ft. cube
Components: V,S
Casting Time: 4
Saving Throw: Neg.

When this spell is cast, the wizard can create a single emotional reaction in the subject creatures. The following are typical:

1. *Courage:* This emotion causes the creatures affected to become berserk, fighting with a +1 bonus to the attack dice, causing +3 points of damage, and temporarily gaining 5 hit points. The recipients fight without shield and regardless of life, never checking morale. This spell counters (and is countered by) *fear.*
2. *Fear:* The affected creatures flee in panic for 2d4 rounds. It counters (and is countered by) *courage*.
3. *Friendship:* The affected creatures react more positively (for example, tolerance becomes goodwill). It counters (and is countered by) *hate*.
4. *Happiness:* This effect creates joy and a feeling of complacent well-being, adding +4 to all reaction rolls and making attack unlikely unless the creatures are subject to extreme provocation. It counters (and is countered by) *sadness*.
5. *Hate:* The affected creatures react more negatively (for example, tolerance becomes negative neutrality). It counters (and is countered by) *friendship*.
6. *Hope:* The effect of hope is to raise morale, saving throw rolls, attack rolls, and

damage caused by +2. It counters (and is countered by) *hopelessness*.

7. *Hopelessness:* The affected creatures submit to the demands of any opponent: surrender, get out, etc. Otherwise, the creatures are 25% likely to do nothing in a round, and 25% likely to turn back or retreat. It counters (and is countered by) *hope*.

8. *Sadness:* This creates unhappiness and a tendency toward maudlin introspection. This emotion penalizes surprise rolls by -1 and adds +1 to initiative rolls. It counters (and is countered by) *happiness*.

All creatures in the area at the instant the spell is cast are affected unless successful saving throws vs. spell are made, adjusted for Wisdom. The spell lasts as long as the wizard continues to concentrate on projecting the chosen emotion. Those who fail the saving throw against *fear* must roll a new saving throw if they return to the affected area.

## Enchanted Weapon
### (Enchantment)

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: 5 rds./level | Casting Time: 1 turn |
| Area of Effect: Weapon(s) touched | Saving Throw: None |

This spell turns an ordinary weapon into a magical one. The weapon is the equivalent of a +1 weapon, with +1 to attack and damage rolls. Thus, arrows, axes, bolts, bows, daggers, hammers, maces, spears, swords, etc., can be made into temporarily enchanted weapons. Two small weapons (arrows, bolts, daggers, etc.) or one large weapon (axe, bow, hammer, mace, etc.) weapon can be affected by the spell. The spell functions on existing magical weapons as long as the total combined bonus is +3 or less.

Missile weapons enchanted in this way lose their enchantment when they successfully hit a target, but otherwise the spell lasts its full duration. This spell is often used in combination with the *enchant an item* and *permanency* spells to create magical weapons, with this spell being cast once per desired plus of the bonus.

The material components of this spell are powdered lime and carbon.

## Enervation
### (Necromancy)

| | |
|---|---|
| Range: 10 yds./level | Components: V, S |
| Duration: 1d4 hrs. + 1 hr./level | Casting Time: 4 |
| Area of Effect: 1 creature | Saving Throw: Neg. |

This spell temporarily suppresses the subject's life force. The necromancer points his finger and utters the incantation, releasing a black bolt of crackling energy. The subject must roll a saving throw vs. spell, adjusted for Dexterity, to avoid the bolt. Success means the spell has no effect. Failure means the subject is treated exactly as if he had been drained of energy levels by a wight, one level for every four levels of the caster. Hit Dice, spells, and other character details dependent on level are lost or reduced. Those drained to 0th level must make a system shock check to survive and are helpless until the

spell expires. The spell effect eventually wears off, either after 1d4 hours plus one hour per caster level, or after six hours of complete and undisturbed rest. Level abilities are regained, but lost spells must be rememorized. Undead are immune to this spell.

## Evard's Black Tentacles
**(Conjuration/Summoning)**

Range: 30 yds.
Duration: 1 hr./level
Area of Effect: 30 sq. ft./level
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This spell creates many rubbery, black tentacles in the area of effect. These waving members seem to spring forth from the earth, floor, or whatever surface is underfoot--including water. Each tentacle is 10 feet long, AC 4, and requires as many points of damage to destroy as the level of the wizard who cast the spell. There are 1d4 such tentacles, plus one per experience level of the spellcaster.

Any creature within range of the writhing tentacles is subject to attack as determined by the DM. The target of a tentacle attack must roll a saving throw vs. spell. If this succeeds, the subject suffers 1d4 points of damage from contact with the tentacle; the tentacle is then destroyed. Failure to save indicates that the damage inflicted is 2d4 points, the ebon member is wrapped around its subject, and damage will be 3d4 points on the second and all succeeding rounds. Since these tentacles have no intelligence to guide them, there is the possibility that they entwine any object--a tree, post, pillar, even the wizard himself--or continue to squeeze a dead opponent. A grasping hold established by a tentacle remains until the tentacle is destroyed by some form of attack or until it disappears at the end of the spell's duration.

The component for this spell is a piece of tentacle from a giant octopus or giant squid.

## Extension I
**(Alteration)**

Range: 0
Duration: Special
Area of Effect: Special
Components: V
Casting Time: 2
Saving Throw: None

By use of an *extension I* spell, the wizard prolongs the duration of a previously cast 1st-, 2nd-, or 3rd-level spell by 50%. Thus, a *levitation* spell can be made to function 15 minutes/level, a *hold person* spell made to work for three rounds/level, etc. Naturally, the spell affects only spells that have durations. This spell must be cast immediately after the spell to be extended, either by the original caster or another wizard. If a complete round or more elapses, the extension fails and is wasted.

## Fear
**(Illusion/Phantasm)**

Range: 0
Components: V, S, M

Duration: Special
Area of Effect: 60-ft. cone, 30-ft. diameter at end, 5-ft. at base
Casting Time: 4
Saving Throw: Neg.

When a *fear* spell is cast, the wizard sends forth an invisible cone of terror that causes creatures within its area of effect to turn away from the caster and flee in panic. Affected creatures are likely to drop whatever they are holding when struck by the spell; the base chance of this is 60% at 1st level (or at 1 Hit Die), and each level (or Hit Die) above this reduces the probability by 5%. Thus, at 10th level there is only a 15% chance, and at 13th level no chance, of dropping items. Creatures affected by fear flee at their fastest rate for a number of melee rounds equal to the level of experience of the spellcaster. Undead and creatures that successfully roll their saving throws vs. spell are not affected.

The material component of this spell is either the heart of a hen or a white feather.

## Fire Charm
**(Enchantment/Charm)**

Range: 10 yds.
Duration: 2 rds./level
Area of Effect: 15-ft. radius
Components: V, S, M
Casting Time: 4
Saving Throw: Neg.

By means of this spell the wizard causes a normal fire source, such as a brazier, flambeau, or bonfire, to serve as a magical agent, for from this source he causes a gossamer veil of multihued flame to encircle the fire at a distance of 5 feet. Any creatures observing the fire or the dancing circle of flame around it must successfully roll a saving throw vs. spell or be charmed into remaining motionless and gazing, transfixed, at the flames. While so charmed, creatures are subject to suggestions of 12 or fewer words, saving vs. spell with a -3 penalty, adjusted for Wisdom. The caster can give one such suggestion to each creature, and the suggestions need not be the same. The maximum duration for such a suggestion is one hour, regardless of the caster's level.

The fire charm is broken if the charmed creature is physically attacked, if a solid object comes between the creature and the veil of flames so as to obstruct vision, or when the duration of the spell expires. Those exposed to the fire charm again may be affected at the DM's option, although bonuses may also be allowed to the saving throws. Note that the veil of flame is not a magical fire, and passing through it incurs the same damage as would be sustained from passing through its original fire source.

The material component for this spell is a small piece of multicolored silk of exceptional thinness that the spellcaster must throw into the fire source.

## Fire Shield
**(Evocation, Alteration)**

Range: 0
Duration: 2 rds. + 1 rd./level
Area of Effect: The caster
Components: V, S, M
Casting Time: 4
Saving Throw: None

This spell can be cast in one of two forms: a warm shield that protects against cold-based attacks, or a chill shield that protects against fire-based attacks. Both return damage to creatures making physical attacks against the wizard. The wizard must choose which variation he memorizes when the spell is selected.

When casting this spell, the wizard appears to immolate himself, but the flames are thin and wispy, shedding no heat, and giving light equal to only half the illumination of a normal torch. The color of the flames is determined randomly (50% chance of either color)--blue or green if the chill shield is cast, violet or blue if the warm shield is employed. The special powers of each shield are as follows:

A) *Warm shield.* The flames are warm to the touch. Any cold-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against fire-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a bit of phosphorous.

B) *Chill shield.* The flames are cool to the touch. Any fire-based attacks are saved against with a +2 bonus; either half normal damage or no damage is sustained. There is no bonus against cold-based attacks, but if the wizard fails to make the required saving throw (if any) against them, he sustains double normal damage.

The material component for this variation is a live firefly or glow worm or the tail portions of four dead ones.

Any creature striking the spellcaster with its body or hand-held weapons inflicts normal damage upon the wizard, but the attacker suffers the same amount of damage. An attacker's magical resistance, if any, is tested when the creature actually strikes the wizard. Successful resistance shatters the spell. Failure means the creature's magic resistance does not affect that casting of the spell.

## Fire Trap
### (Abjuration, Evocation)

Range: Touch
Duration: Until discharged
Area of Effect: Object touched
Components: V, S, M
Casting Time: 1 turn
Saving Throw: _

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it (if such is attempted, the chance is 25% that the first spell fails, 25% that the second spell fails, or 50% that both spells fail). A *knock* spell does not affect a fire trap in any way--as soon as the offending party enters or touches the item, the trap discharges. Thieves and others have only half their normal chance to detect a fire trap (by noticing the characteristic markings required to cast the spell). They have only half their normal chance to remove the trap (failure detonates the trap immediately). An unsuccessful dispel does not detonate the spell. The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the exact method usually involves a keyword). When the trap is discharged, there is an explosion of 5-foot radius from the spell's center; all creatures within this area must roll

saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, or half this (round up) for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

To place this spell, the caster must trace the outline of the closure with a bit of sulphur or saltpeter and touch the center of the effect. Attunement to another individual requires a hair or similar object from that person.

## Fumble
### (Enchantment/Charm)

Range: 10 yds./level
Duration: 1 rd./level
Area of Effect: 30-ft. cube
Components: V, S, M
Casting Time: 4
Saving Throw: Special

When a *fumble* spell is cast, the wizard creates an area in which all creatures suddenly become clumsy and awkward. Running creatures trip and fall, those reaching for an item drop it, those employing weapons likewise awkwardly drop them, etc. Recovery from a fall or picking up a fumbled object typically requires a successful saving throw and takes one round. Note that breakable items might suffer damage when dropped. A subject succeeding with his saving throw can act freely that round, but if he is in the area at the beginning of the next round, another saving throw is required. Alternatively, the spell can be cast at an individual creature. Failure to save means the creature is affected for the spell's entire duration; success means the creature is slowed (see the 3rd-level spell).

The material component of this spell is a dab of solidified milk fat.

## Hallucinatory Terrain
### (Illusion/Phantasm)

Range: 20 yds./level
Duration: 1 hr./level
Area of Effect: 10 yds./level cube
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By means of this spell, the wizard causes an illusion that hides the actual terrain within the area of effect. Thus, open fields or a road can be made to look like a swamp, hill, crevasse, or some other difficult or impassable terrain. A pond can be made to look like a grassy meadow, a precipice like a gentle slope, or a rock-strewn gully like a wide and smooth road. The hallucinatory terrain persists until a *dispel magic* spell is cast upon the area or until the duration expires. Individual creatures may see through the illusion, but the illusion persists, affecting others who observe the scene.

If the illusion involves only a subtle change, such as causing an open wood to appear thick and dark, or increasing the slope of a hill, the effect may be unnoticed even by those in the midst of it. If the change is extreme (for example, a grassy plain covering a seething field of volcanic mudpots), the illusion will no doubt be noticed the instant one person falls prey to it. Each level of experience expands the dimensions of the cubic area affected by 10 yards; for example, a 12th-level caster affects an area 120 yds. x 120 yds.

x 120 yds.

The material components of this spell are a stone, a twig, and a bit of green plant--a leaf or grass blade.

## Ice Storm
**(Evocation)**

Range: 10 yds./level
Duration: Special
Area of Effect: 20 or 40 ft. radius
Components: V, S, M
Casting Time: 4
Saving Throw: None

This spell can have one of two effects, at the caster's option: Either great hail stones pound down for one round in a 40-foot-diameter area and inflict 3d10 points of damage to any creatures within the area of effect, or driving sleet falls in an 80-foot-diameter area for one round per caster level. The sleet blinds creatures within its area for the duration of the spell and causes the ground in the area to be icy, slowing movement by 50% and making it 50% probable that a creature trying to move in the area slips and falls. The sleet also extinguishes torches and small fires.

Note that this spell will negate a *heat metal* spell.

The material components for this spell are a pinch of dust and a few drops of water.

## Illusionary Wall
**(Illusion/Phantasm)**

Range: 30 yds.
Duration: Permanent
Area of Effect: 1 x 10 x 10 ft.
Components: V, S
Casting Time: 4
Saving Throw: None

This spell creates the illusion of a wall, floor, ceiling, or similar surface, which is permanent until dispelled. It appears absolutely real when viewed (even magically, as with the priest spell *true seeing* or its equivalent), but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, normal demihuman and magical detection abilities work normally, and touch or probing searches reveal the true nature of the surface, though they do not cause the illusion to disappear.

The material component is a rare dust that costs at least 400 gp and requires four days to prepare.

## Improved Invisibility
**(Illusion/Phantasm)**

Range: Touch
Duration: 4 rds. + 1 rd./level
Area of Effect: Creature touched
Components: V, S
Casting Time: 4
Saving Throw: None

This spell is similar to the *invisibility* spell, but the recipient is able to attack, either by missile discharge, melee combat, or spellcasting, and remain unseen. Note, however, that

telltale traces (such as a shimmering effect) sometimes allow an observant opponent to attack the invisible spell recipient. These traces are only noticeable when specifically looked for (after the invisible character has made his presence known). Attacks against the invisible character suffer -4 penalties to the attack rolls, and the invisible character's saving throws are made with a +4 bonus. Beings with high Hit Dice that might normally notice invisible opponents will notice a creature under this spell as if they had 2 fewer Hit Dice (they roll saving throws vs. spell; success indicates they spot the character).

## Leomund's Secure Shelter
**(Alteration, Enchantment)**

| | |
|---|---|
| Range: 20 yds. | Components: V, S, M |
| Duration: 1d4+1 hrs. + 1 hr./level | Casting Time: 4 turns |
| Area of Effect: 30 sq. ft./level | Saving Throw: None |

This spell enables the wizard to magically call into being a sturdy cottage or lodge, made of material that is common in the area where the spell is cast--stone, timber, or (at worst) sod. The floor area of the lodging is 30 square feet per level of the spellcaster, and the surface is level, clean, and dry. In all respects the lodging resembles a normal cottage, with a sturdy door, two or more shuttered windows, and a small fireplace.

While the lodging is secure against winds of up to 70 miles per hour, it has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal dwelling, and extreme heat adversely affects it and its occupants. The dwelling does, however, provide considerable security otherwise, as it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone, and is impervious to normal missiles (but not the sort cast by siege machinery or giants).

The door, shutters, and even chimney are secure against intrusion, the former two being wizard locked and the latter being secured by a top grate of iron and a narrow flue. In addition, these three areas are protected by an *alarm* spell. Lastly, an unseen servant is conjured to provide service to the spellcaster.

The inside of the shelter contains rude furnishings as desired by the spellcaster--up to eight bunks, a trestle table and benches, as many as four chairs or eight stools, and a writing desk.

The material components of this spell are a square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *alarm* and *unseen servant* spells if these benefits are to be included (string and silver wire and a small bell).

## Magic Mirror
**(Enchantment, Divination)**

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 1 hr. |
| Area of Effect: Special | Saving Throw: None |

By means of this spell, the wizard changes a normal mirror into a scrying device similar to a crystal ball. The details of the use of such a scrying device are found in the DMG (in Appendix 3: Magical Item Descriptions, under the description for the *crystal ball*).

The mirror used must be of finely wrought and highly polished silver and cost not less than 1,000 gp. This mirror is not harmed by casting the spell, but the other material components--the eye of a hawk, an eagle, or even a roc, and nitric acid, copper, and zinc--are used up.

The following spells can be cast through a magic mirror: *comprehend languages, read magic, tongues,* and *infravision*. The following spells have a 5% chance per level of the caster of operating correctly: *detect magic, detect good or evil,* and *message*. The base chances for the subject to detect any *crystal ball*-like spell are listed in the DMG (again, in Appendix 3: Magical Item Descriptions, under the description for the *crystal ball*.

## Massmorph
### (Alteration)

Range: 10 yds./level
Duration: Special
Area of Effect: 10 ft. cube/level
Components: V, S, M
Casting Time: 4
Saving Throw: None

When this spell is cast upon willing creatures of man-size or smaller, up to 10 such creatures per level of the caster can be magically altered to appear as trees of any sort. Thus, a company of creatures can be made to appear as a copse, grove, or orchard. Furthermore, these massmorphed creatures can be passed through and even touched by other creatures without revealing their true nature. Note, however, that blows to the creature-trees cause damage, and blood can be seen.

Creatures to be massmorphed must be within the spell's area of effect; unwilling creatures are not affected. Affected creatures remain unmoving but aware, subject to normal sleep requirements, and able to see, hear, and feel for as long as the spell is in effect. The spell persists until the caster commands it to cease or until a *dispel magic* spell is cast upon the creatures. Creatures left in this state for extended periods are subject to insects, weather, disease, fire, and other natural hazards.

The material component of this spell is a handful of bark chips from the type of tree the creatures are to become.

## Minor Creation
### (Illusion/Phantasm)

Range: Touch
Duration: 1 hr./level
Area of Effect: 1 cubic ft./level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell enables the wizard to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The caster actually pulls wisps of material of the plane of Shadow from the air and weaves them into the desired item. The volume of the item created

cannot exceed 1 cubic foot per level of the spellcaster. The item remains in existence for only as long as the spell's duration.

The spellcaster must have at least a tiny piece of matter of the same type of item he plans to create by means of the *minor creation* spell--a bit of twisted hemp to create rope, a splinter of wood to create a door, and so forth.

## Minor Globe of Invulnerability
**(Abjuration)**

Range: 0
Duration: 1 rd./level
Area of Effect: 5-ft. radius
Components: V, S, M
Casting Time: 4
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that prevents any 1st-, 2nd-, or 3rd-level spell effects from penetrating (i.e., the area of effect of any such spells does not include the area of the minor globe of invulnerability). This includes innate abilities and effects from devices. However, any type of spell can be cast out of the magical globe, and these pass from the caster of the globe to their subject without affecting the globe. Fourth and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell. The caster can leave and return to the globe without penalty. Note that spell effects are not actually disrupted by the globe unless cast directly through or into it: The caster would still see a mirror image created by a wizard outside the globe. If that wizard then entered the globe, the images would wink out, to reappear when the wizard exited the globe. Likewise, a wizard standing in the area of a *light* spell would still receive sufficient light for vision, even though that part of the *light* spell volume in the globe would not be luminous.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

## Monster Summoning II
**(Conjuration/Summoning)**

Range: Special
Duration: 3 rds. + 1 rd./level
Area of Effect: 40 yd. radius
Components: V, S, M
Casting Time: 4
Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d6 2nd-level monsters. These appear anywhere within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight and the wizard can communicate with them, the summoned monsters can perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Otiluke's Resilient Sphere

**(Alteration, Evocation)**

| | |
|---|---|
| Range: 20 yds. | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 4 |
| Area of Effect: 1-ft. diameter/level | Saving Throw: Neg. |

When this spell is cast, the result is a globe of shimmering force that encloses the subject creature--if it is small enough to fit within the diameter of the sphere and it fails to successfully save vs. spell. The resilient sphere contains its subject for the spell's duration, and it is not subject to damage of any sort except from a *rod of cancellation*, a *wand of negation*, or a *disintegrate* or *dispel magic* spell. These cause it to be destroyed without harm to the subject. Nothing can pass through the sphere, inside or out, though the subject can breathe normally. The subject may struggle, but all that occurs is a movement of the sphere. The globe can be physically moved either by people outside the globe or by the struggles of those within.

The material components of the spell are a hemispherical piece of diamond (or similar hard, clear gem material) and a matching hemispherical piece of gum arabic.

## Phantasmal Killer

**(Illusion/Phantasm)**

| | |
|---|---|
| Range: 5 yds./level | Components: V, S |
| Duration: 1 rd./level | Casting Time: 4 |
| Area of Effect: 1 creature | Saving Throw: Special |

When this spell is cast, the wizard creates the illusion of the most fearsome thing imaginable to the victim, simply by forming the fears of the victim's subconscious mind into something that its conscious mind can visualize--the most horrible beast. Only the spell recipient can see the phantasmal killer (the caster sees only a shadowy shape), but if it succeeds in scoring a hit, the subject dies from fright. The beast attacks as a 4 Hit Dice monster. It is invulnerable to all attacks and can pass through any barriers, Once cast, it inexorably pursues the subject, for it exists only in the subject's mind.

The only defenses against a phantasmal killer are an attempt to disbelieve (which can be tried but once), slaying or rendering unconscious the wizard who cast the spell, or rendering unconscious the target of the spell for its duration. To disbelieve the killer, the subject must specifically state the attempt and then roll an Intelligence check. This roll has a -1 penalty for every four levels of the caster.

Special modifiers apply to this attack:

| **Condition** | **Modifier** |
|---|---|
| Surprise | -2 |
| Subject previously attacked by this spell | +1 |
| Subject is an illusionist | +2 |
| Subject is wearing a *helm of telepathy* | +3 |

Magic resistance, bonuses against fear, and Wisdom adjustments also apply. The

subject's magic resistance is checked first; if the spell overcomes the resistance, the subject's fear/Wisdom bonuses (if any) then apply as negative modifiers to his Intelligence check.

If the subject of a phantasmal killer attack succeeds in disbelieving, and he is wearing a *helm of telepathy*, the beast can be turned upon the wizard, who must then disbelieve it or be subject to its attack and possible effects.

If the subject ignores the killer to perform other actions, such as attacking the caster, the killer may, at the DM's option, gain bonuses to hit (for flank or rear attacks, etc.). Spells such as *remove fear* and *cloak of bravery*, cast after the killer has attacked, grant another check to disbelieve the effect.

## Plant Growth
**(Alteration)**

Range: 10 yds./level
Duration: Permanent
Area of Effect: caster's level$^2$ x 100 sq. ft.
Components: V, S
Casting Time: 4
Saving Throw: None

When a *plant growth* spell is cast, the wizard causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 1 per round (or 2 if the creatures are larger than man size). The area must contain brush and trees for this spell to work. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become thick and overgrown so as to form a barrier. The area of effect is the caster's level, squared, times 100 square feet. This area can be arranged in any square or rectangular shape that the caster desires. Thus, an 8th-level wizard can affect (8 x 8 =) 64 x 100 square feet, or 6,400 square feet. This could be an 80-foot x 80-foot square, a 160-foot x 40-foot rectangle, a 640-foot x 10-foot rectangle, etc. Individual plant girth and height is generally affected less than thickness of brush, branch, and undergrowth. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

## Polymorph Other
**(Alteration)**

Range: 5 yds./level
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 4
Saving Throw: Neg.

The *polymorph other* spell is a powerful magic that completely alters the form and ability, and possibly the personality and mentality, of the recipient. Of course, while a creature with a lower Intelligence can be polymorphed in form into something with a higher Intelligence, it will not gain that creature's mental ability. The reverse--polymorphing a higher Intelligence creature into one of significantly lower Intelligence--results in a creature much more intelligent than appearances would lead one to believe.

The polymorphed creature must succeed on a system shock (see Table 3) roll to see if it survives the change. After this, it must make a special Intelligence check to see if it retains its personality (see following).

The polymorphed creature acquires the form and physical abilities of the creature it has been polymorphed into, while retaining its own mind. Form includes natural Armor Class (that due to skin toughness, but not due to quickness, magical nature, etc.), physical movement abilities (walking, swimming, and flight with wings, but not plane shifting, blinking, teleporting, etc.), and attack routines (claw/claw/bite, swoop, rake, and constriction, but not petrification, breath weapons, energy drain, etc.). Hit points and saving throws do not change from the original form. Noncorporeal forms cannot be assumed. Natural shapeshifters (lycanthropes, dopplegangers, higher level druids, etc.) are affected for but one round, and can then resume their normal form.

If slain, the polymorphed creature reverts to its original form, though it remains dead. (Note that most creatures generally prefer their own form and will not willingly stand the risk of being subjected to this spell!) As class and level are not attributes of form, abilities derived from either cannot be gained by this spell, nor can exact ability scores be specified.

When the polymorph occurs, the creature's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to continue operating effectively). The creature retains its mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. Creatures not used to a new form might be penalized at the DM's option (for example, -2 to attack rolls) until they practice sufficiently to master it.

When the physical change occurs, there is a base 100% chance that the subject's personality and mentality change into that of the new form (i.e., a roll of 20 or less on 1d20). For each 1 point of Intelligence of the subject, subtract 1 from the base chance on 1d20. Additionally, for every Hit Die of difference between the original form and the form it is assuming, add or subtract 1 (depending on whether polymorphed form has more Hit Dice [or levels] or fewer Hit Dice [or levels] than original, respectively). The chance for assumption of the personality and mentality of the new form is checked daily until the change takes place.

A subject acquiring the mentality of the new form has effectively become the creature whose form was assumed and comes under the control of the DM until recovered by a *wish* spell or similar magic. Once this final change takes place, the creature acquires the new form's full range of magical and special abilities.

For example: If a 1 Hit Die orc of 8 Intelligence is polymorphed into a white dragon with 6 Hit Dice, it is 85% (20 - 8 Intelligence + 5 level difference [6-1] = 17 out of 20 = 85%) likely to actually become one in all respects, but in any case it has the dragon's physical and mental capabilities. If it does not assume the personality and mentality of a white dragon, it knows what it formerly knew as well.

The wizard can use a *dispel magic* spell to change the polymorphed creature back to its original form, and this requires a system shock roll. Those who have lost their individuality and are then converted back maintain the belief that they are actually the polymorphed creature and attempt to return to that form. Thus, the orc who comes to believe he is a white dragon, when converted back to his orc form, steadfastly maintains

he is really a white dragon polymorphed into the shape of an orc. His companions will most likely consider him mad.

The material component of this spell is a caterpillar cocoon.

## Polymorph Self
### (Alteration)

Range: 0
Duration: 2 turns/level
Area of Effect: The caster
Components: V
Casting Time: 4
Saving Throw: None

When this spell is cast, the wizard is able to assume the form of any creature, save those that are noncorporeal, from as small as a wren to as large as a hippopotamus. Furthermore, the wizard gains its physical mode of locomotion and breathing as well. No system shock roll is required. The spell does not give the new form's other abilities (attack, magic, special movement, etc.), nor does it run the risk of the wizard changing personality and mentality.

When the polymorph occurs, the caster's equipment, if any, melds into the new form (in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection,* to continue operating effectively). The caster retains all mental abilities, including spell use, assuming the new form allows completion of the proper verbal and somatic components and the material components are available. A caster not used to a new form might be penalized at the DM's option (for example, -2 penalty to attack rolls) until he practices sufficiently to master it.

Thus, a wizard changed into an owl could fly, but his vision would be human; a change to a black pudding would enable movement under doors or along halls and ceilings, but not the pudding's offensive (acid) or defensive capabilities. Naturally, the strength of the new form is sufficient to enable normal movement. The spellcaster can change his form as often as desired for the duration of the spell, each change requiring a round. The wizard retains his own hit points, attack rolls, and saving throws. The wizard can end the spell at any time; when voluntarily returning to his own form and ending the spell, he regains 1d12 hit points. The wizard also will return to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

## Rainbow Pattern
### (Alteration, Illusion/Phantasm)

Range: 10 yds.
Duration: Special
Area of Effect: 30-ft. cube
Components: S, M
Casting Time: 4
Saving Throw: Neg.

By means of this spell, the wizard creates a glowing, rainbow-hued band of interweaving patterns. Any creature caught in it may become fascinated and gaze at it as long as the effect lasts. The spell can captivate a maximum of 24 levels, or Hit Dice, of creatures--24 creatures with 1 Hit Die each, 12 with 2 Hit Dice, etc. All creatures affected must be within the area of effect, and each is entitled to a saving throw vs. spell. An

attack on an affected creature that causes damage frees it from the spell immediately. Creatures that are restrained and removed from the area still try to follow the pattern.

Once the rainbow pattern is cast, the wizard need only gesture in the direction he desires, and the pattern of colors moves slowly off in that direction, at the rate of 30 feet per round. It persists without further attention from the spellcaster for 1d3 rounds. All affected creatures follow the moving rainbow of light. If the pattern leads its subjects into a dangerous area (through flame, off a cliff, etc.), allow a second saving throw. If the view of the lights is completely blocked (by an *obscurement* spell, for instance), the spell is negated.

The wizard need not utter a sound, but he must gesture appropriately while holding a crystal prism and the material component, a piece of phosphor.

## Rary's Mnemonic Enhancer
**(Alteration)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 day | Casting Time: 1 turn |
| Area of Effect: The caster | Saving Throw: None |

By means of this spell, the wizard is able to memorize, or retain the memory of, three additional spell levels (three 1st-level spells, or one 1st and one 2nd, or one 3rd-level spell). The wizard has two options:

A) Memorize additional spells. This option is taken at the time the spell is cast. The additional spells must be memorized normally and any material components must be acquired.

B) Retain memory of any spell (within the level limits) cast the round prior to starting to cast this spell. The round after a spell is cast, the enhancer must be successfully cast. This restores the previously cast spell to memory. However, the caster still must acquire any needed material components.

The material components of the spell are a piece of string, an ivory plaque of at least 100 gp value, and ink consisting of squid secretion with either black dragon's blood or giant slug digestive juice. These disappear when the spell is cast.

## Remove Curse
**(Abjuration)**
**Reversible**

| | |
|---|---|
| Range: Touch | Components: V, S |
| Duration: Permanent | Casting Time: 4 |
| Area of Effect: Special | Saving Throw: Special |

Upon casting this spell, the wizard is usually able to remove a curse--whether it is on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell cannot affect a cursed shield, weapon, or suit of armor, for example, although it usually enables a person afflicted with a cursed item to be rid of it. Certain special curses may not be countered by this spell, or may be countered only by a

caster of a certain level or higher. A caster of 12th level or higher can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the wizard must gain a level before attempting the remedy again.

The reverse of the spell is not permanent; the *bestow curse* lasts one turn for every experience level of the wizard casting the spell. It causes one of the following effects (roll percentile dice):

| D100 Roll | Result |
|---|---|
| 1-50 | Lowers one ability of the subject to 3 (the DM determines which by random selection) |
| 51-75 | Worsens the subject's attack rolls and saving throws by -4 |
| 76-00 | Makes the subject 50% likely per turn to drop whatever it is holding (or simply do nothing, in the case of creatures not using tools) |

It is possible for a wizard to devise his own curse, and it should be similar in power to those given (the DM has final say). The subject of a *bestow curse* spell must be touched. If the subject is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

## Shadow Monsters
### (Illusion/Phantasm)

| | |
|---|---|
| Range: 30 yds. | Components: V, S |
| Duration: 1 rd./level | Casting Time: 4 |
| Area of Effect: 20-ft. cube | Saving Throw: Special |

A wizard casting the *shadow monsters* spell uses material from the Demiplane of Shadow to shape semireal illusions of one or more monsters. The total Hit Dice of the shadow monster or monsters thus created cannot exceed the level of experience of the wizard; thus, a 10th-level wizard can create one creature that has 10 Hit Dice, two that have 5 Hit Dice, etc. All shadow monsters created by one spell must be of the same sort. The actual hit point total for each monster is 20% of the hit point total it would normally have. (To determine this, roll the appropriate Hit Dice and multiply the hit points by .2. Any remainder less than .4 is dropped--in the case of monsters with 1 or fewer Hit Dice, this indicates the monster was not successfully created--and scores between .4 and 1 are rounded up to 1 hit point.)

Those viewing the shadow monsters are allowed to disbelieve as per normal illusions, although there is a -2 penalty to the attempt. The shadow monsters perform as the real monsters with respect to Armor Class and attack forms. Those who believe in the shadow monster suffer real damage from their attacks. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes they are real will react appropriately.

Those who roll successful saving throws see the shadow monsters as transparent images superimposed on vague shadowy forms. These are Armor Class 10 and inflict only 20% of normal melee damage (biting, clawing, weapon, etc.), dropping fractional

damage less than .4 as done with hit points.

For example: A shadow monster griffon attacks a person who knows it is only quasi-real. The monster strikes with two claw attacks and one bite, hitting as a 7-Hit Die monster. All three attacks hit; the normal damage dice are rolled, multiplied by .2 separately, rounded up or down, and added together to get the total damage. Thus, if the attacks score 4, 2 and 11 points, a total of 4 points of damage is inflicted (4 x .2 = .8 [rounded to 1], 2 x .2 = .4 [rounded to 1], 11 x .2 = 2.2 [rounded to 2]. The sum is 1 + 1 + 2 = 4).

## Shout
### (Evocation)

| | |
|---|---|
| Range: 0 | Components: V, M |
| Duration: Instantaneous | Casting Time: 1 |
| Area of Effect: 10 x 30 ft. cone | Saving Throw: Special |

When a *shout* spell is cast, the wizard gives himself tremendous vocal powers. The caster can emit an ear-splitting noise that has a principal effect in a cone shape radiating from his mouth to a point 30 feet away. Any creature within this area is deafened for 2d6 rounds and suffers 2d6 points of damage. A successful saving throw vs. spell negates the deafness and reduces the damage by half. Any exposed brittle or crystal substance subject to sonic vibrations is shattered by a shout, while those brittle objects in the possession of a creature receive the creature's saving throw. Deafened creatures suffer a -1 penalty to surprise rolls, and those that cast spells with verbal components are 20% likely to miscast them.

The *shout* spell cannot penetrate the 2nd-level priest spell, *silence, 10' radius*. This spell can be employed only once per day; otherwise, the caster might permanently deafen himself.

The material components for this spell are a drop of honey, a drop of citric acid, and a small cone made from a bull or ram horn.

## Solid Fog
### (Alteration)

| | |
|---|---|
| Range: 30 yds. | Components: V, S, M |
| Duration: 2d4 rds. + 1 rd./level | Casting Time: 4 |
| Area of Effect: 20 x 10 x 10 ft. volume/level of caster | Saving Throw: None |

When this spell is cast, the wizard creates a billowing mass of misty vapors similar to a *wall of fog* spell. The caster can create less vapor if desired, as long as a rectangular or cubic mass at least 10 feet on a side is formed. The fog obscures all sight, normal and infravision, beyond 2 feet. However, unlike normal fog, only a very strong wind can move these vapors, and any creature attempting to move through the solid fog progresses at a movement rate of 1 foot per round. A *gust of wind* spell cannot affect it. A fireball, flame strike, or wall of fire can burn it away in a single round.

The material components for the spell are a pinch of dried, powdered peas combined with powdered animal hoof.

## Stoneskin
### (Alteration)

Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1
Saving Throw: None

When this spell is cast, the affected creature gains a virtual immunity to any attack by cut, blow, projectile, or the like. Even a *sword of sharpness* cannot affect a creature protected by *stoneskin*, nor can a rock hurled by a giant, a snake's strike, etc. However, magical attacks from such spells as *fireball*, *magic missile*, *lightning bolt*, and so forth have their normal effects. The spell's effects are not cumulative with multiple castings.

The spell blocks 1d4 attacks, plus one attack per two levels of experience the caster has achieved. This limit applies regardless of attack rolls and regardless of whether the attack was physical or magical. For example, a *stoneskin* spell cast by a 9th-level wizard would protect against from five to eight attacks. An attacking griffon would reduce the protection by three each round; four magic missiles would count as four attacks in addition to inflicting their normal damage.

The material components of the spell are granite and diamond dust sprinkled on the recipient's skin.

## Vacancy
### (Alteration, Illusion/Phantasm)

Range: 10 yds./level
Duration: 1 hr./level
Area of Effect: 10-ft. radius/level
Components: V, S, M
Casting Time: 4
Saving Throw: None

When a *vacancy* spell is cast, the wizard causes an area to appear to be vacant, neglected, and unused. Those who behold the area see dust on the floor, cobwebs, dirt, and other conditions typical of a long-abandoned place. If they pass through the area of effect, they seem to leave tracks, tear away cobwebs, and so on. Unless they actually contact some object cloaked by the spell, the place appears empty. Merely brushing an invisible object does not cause the *vacancy* spell to be disturbed: Only forceful contact grants a chance to note that all is not as it seems.

If forceful contact with a cloaked object occurs, those creatures subject to the spell can penetrate the spell only if they discover several items that they cannot see; each being is then entitled to a saving throw vs. spell. Failure means they believe that the objects are invisible. A *dispel magic* spell cancels this spell so that the true area is seen. A *true seeing* spell, a *gem of seeing*, and similar effects can penetrate the deception, but a *detect invisibility* spell cannot.

This spell is a very powerful combination of invisibility and illusion, but it can cloak only nonliving things. Living things are not made invisible, but their presence does not

otherwise disturb the spell.

The wizard must have a square of the finest black silk to cast this spell. This material component must be worth at least 100 gp and is used up during spellcasting.

## Wall of Fire
**(Evocation)**

Range: 60 yds. Components: V, S, M
Duration: Special Casting Time: 4
Area of Effect: Special Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--violet or reddish blue. The spell creates either an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet per two levels of experience of the wizard. In either form, the wall of fire is 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 2d6 points of damage, plus 1 point of damage per level of the spellcaster, upon any creature passing through it. Creatures especially subject to fire may take additional damage, and undead always take twice normal damage. Note that attempting to catch a moving creature with a newly-created wall of fire is difficult; a successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the wizard concentrates on maintaining it, or one round per level of experience of the wizard, in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

## Wall of Ice
**(Evocation)**

Range: 10 yds./level Components: V, S, M
Duration: 1 turn/level Casting Time: 4
Area of Effect: Special Saving Throw: None

This spell can be cast in one of three ways: as an anchored plane of ice, as a hemisphere, or as a horizontal sheet to fall upon creatures with the effect of an ice storm.

A) *Ice plane.* When this spell is cast, a sheet of strong, hard ice is created. The wall is primarily defensive, stopping pursuers and the like. The wall is 1 inch thick per level of experience of the wizard. It covers a 10-foot-square area per level (a 10th-level wizard can create a wall of ice 100 feet long and 10 feet high, a wall 50 feet long and 20 feet high, etc.). Any creature breaking through the ice suffers 2 points of damage per inch of thickness of the wall. Fire-using creatures suffer 3 points of damage per inch, while cold-using creatures suffer only 1 point of damage per inch when breaking through. The plane can be oriented in any fashion as long as it is anchored along one or more sides.

B) *Hemisphere.* This casting of the spell creates a hemisphere whose maximum radius is equal to 3 feet plus 1 foot per caster level. Thus, a 7th-level caster can create a hemisphere 10 feet in radius. The hemisphere lasts until it is broken, dispelled, or melted. Note that it is possible, but difficult, to trap mobile opponents under the hemisphere.

C) *Ice sheet.* This casting of the spell causes a horizontal sheet to fall upon opponents. The sheet covers a 10-foot-square area per caster level. The sheet has the same effect as an ice storm's hail stones--3d10 points of damage inflicted to creatures beneath it.

A wall of ice cannot form in an area occupied by physical objects or creatures; its surface must be smooth and unbroken when created. Magical fires such as fireballs and fiery dragon breath melt a wall of ice in one round, though this creates a great cloud of steamy fog that lasts one turn. Normal fires or lesser magical ones do not hasten the melting of a wall of ice.

The material component of this spell is a small piece of quartz or similar rock crystal.

### Wizard Eye
**(Alteration)**

Range: 0
Duration: 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

When this spell is employed, the wizard creates an invisible sensory organ that sends him visual information. The wizard eye travels at 30 feet per round if viewing an area ahead as a human would (i.e., primarily looking at the floor), or 10 feet per round if examining the ceiling and walls as well as the floor ahead. The wizard eye can see with infravision up to 10 feet, and with normal vision up to 60 feet away in brightly lit areas. The wizard eye can travel in any direction as long as the spell lasts. It has substance and a form that can be detected (by a *detect invisibility* spell, for instance). Solid barriers prevent the passage of a wizard eye, although it can pass through a space no smaller than a small mouse hole (1 inch in diameter).

Using the eye requires the wizard to concentrate. However, if his concentration is broken, the spell does not end--the eye merely becomes inert until the wizard again concentrates, subject to the duration of the spell. The powers of the eye cannot be enhanced by other spells or items. The caster is subject to any gaze attack met by the eye. A successful dispel cast on the wizard or eye ends the spell. With respect to blindness, magical darkness, and so on, the wizard eye is considered an independent sensory organ of the caster.

The material component of the spell is a bit of bat fur.

## Fifth-Level Spells

### Advanced Illusion
**(Illusion/Phantasm)**

Range: 60 yds. + 10 yds./level
Duration: 1 rd./level
Components: V, S, M
Casting Time: 1 rd.

Area of Effect: One 40-ft. cube + one 10-ft. cube/level
Saving Throw: Special

This spell is essentially a *spectral forces* spell that operates through a program (similar to a *programmed illusion* spell) determined by the caster. It is thus unnecessary for the wizard to concentrate on the spell for longer than the round of casting it, as the program has then started and will continue without supervision. The illusion has visual, audio, olfactory, and thermal components. If any viewer actively attempts to disbelieve the spell, he gains a saving throw vs. spell. If any viewer successfully disbelieves and communicates this fact to other viewers, each such viewer gains a saving throw vs. spell with a +4 bonus.

The material components are a bit of fleece and several grains of sand.

## Airy Water
**(Alteration)**

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 5
Area of Effect: 10-ft. radius sphere or 15-ft. radius hemisphere
Saving Throw: None

The *airy water* spell turns normal liquid, such as water or water-based solutions, into a less dense, breathable substance. Thus, if the wizard wanted to enter an underwater place, he would step into the water, cast the spell, and sink downward in a globe of bubbling water. He and any companions in the spell's area of effect can move freely and breathe just as if the bubbling water were air. The globe is centered on and moves with the caster. Water-breathing creatures avoid a sphere (or hemisphere) of airy water, although intelligent ones can enter it if they are able to move by means other than swimming. No water-breathers can breathe in an area affected by this spell. There is only one word that needs to be spoken to actuate the magic; thus, it can be cast under water. The spell does not filter or remove solid particles of matter.

The material component of the spell is a small handful of alkaline or bromine salts.

## Animal Growth
**(Alteration)**
**Reversible**

Range: 60 yds.
Components: V, S, M
Duration: 1 rd./level
Casting Time: 5
Area of Effect: Up to 8 animals in a 20-ft. cube
Saving Throw: None

When this spell is cast, the wizard causes all designated animals, up to a maximum of eight, within a 20-foot-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with improvement in attack rolls) and doubled damage in combat. The spell lasts for one round for each level of experience of the wizard casting

the spell. Only natural animals, including giant forms, can be affected by this spell.

The reverse, *shrink animal*, reduces animal size by half and likewise reduces Hit Dice, attack damage, etc.

The component of both versions of the spell is a pinch of powdered bone.

## Animate Dead
**(Necromancy)**

Range: 10 yds.
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 5 rds.
Saving Throw: None

This spell creates the lowest of the undead monsters--skeletons or zombies--usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes existing remains to become animated and obey the simple verbal commands of the caster. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled. The following types of dead creatures can be animated:

A) *Humans, demihumans, and humanoids with 1 Hit Die.* The wizard can animate one skeleton for each experience level he has attained, or one zombie for every two levels. The experience levels, if any, of the slain are ignored; the body of a newly dead 9th-level fighter is animated as a zombie with 2 Hit Dice, without special class or racial abilities.

B) *Creatures with more than 1 Hit Die.* The number of undead animated is determined by the monster Hit Dice (the total Hit Dice cannot exceed the wizard's level). Skeletal forms have the Hit Dice of the original creature, while zombie forms have one more Hit Die. Thus, a 12th-level wizard could animate four zombie gnolls (4 x [2+1 Hit Dice] = 12), or a single fire giant skeleton. Such undead have none of the special abilities they had in life.

C) *Creatures with less than 1 Hit Die.* The caster can animate two skeletons per level or one zombie per level. The creatures have their normal Hit Dice as skeletons and an additional Hit Die as zombies. Clerics receive a +1 bonus when trying to turn these.

This spell assumes that the bodies or bones are available and are reasonably intact (those of skeletons or zombies destroyed in combat won't be!).

It requires a drop of blood and a pinch of bone powder or a bone shard to complete the spell. The casting of this spell is not a good act, and only evil wizards use it frequently.

## Avoidance
**(Abjuration, Alteration)**
**Reversible**

Range: 10 yds.
Duration: Permanent until dispelled
Area of Effect: Up to 3-ft. cube
Components: V, S, M
Casting Time: 5
Saving Throw: Special

By means of this spell, the caster sets up a natural repulsion between the affected

object and all other living things except himself. Thus, any living creature attempting to touch the affected object is repulsed (unable to come closer than 1 foot), or repulses the affected object, depending on the relative mass of the two (a halfling attempting to touch an iron chest with an *avoidance* spell upon it will be thrown back, while the chest will skitter away from a giant-sized creature as the creature approaches).

The material component for the spell is a magnetized needle. The spell cannot be cast upon living things; any attempt to cast avoidance upon the apparel or possessions of a living creature entitles the subject creature to a saving throw vs. spell.

The reverse of this spell, *attraction*, uses the same material components and sets up a natural attraction between the affected object and all living things. A creature is drawn to the object if the creature is smaller, or the object slides toward the creature if the creature is larger. It takes a successful bend bars/lift gates roll to remove the enchanted object once it has adhered to an object or creature.

## Bigby's Interposing Hand
**(Evocation)**

| | |
|---|---|
| Range: 10 yds./level | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 5 |
| Area of Effect: Special | Saving Throw: None |

The *Bigby's interposing hand* spell creates a man-sized to gargantuan-sized magical hand that appears between the spellcaster and his chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. Neither invisibility nor polymorph fools the hand once a creature has been chosen. The hand does not pursue an opponent.

The size of the hand is determined by the wizard, and it can be from human size (5 feet) all the way up to titan size (25 feet). It provides cover for the caster against the selected opponent, with all the attendant combat adjustments. It has as many hit points as the caster in full health and has an Armor Class of 0.

Any creature weighing less than 2,000 pounds trying to push past the hand is slowed to half its normal movement. If the original opponent is slain, the caster can designate a new opponent for the hand. The caster can command the hand out of existence at any time.

The material component of the spell is a soft glove.

## Chaos
**(Enchantment/Charm)**

| | |
|---|---|
| Range: 5 yds./level | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 5 |
| Area of Effect: Up to 40-ft. cube | Saving Throw: Special |

This spell is similar to the 4th-level *confusion* spell, but only the following beings receive a saving throw: fighters, wizards specialized in enchantments, monsters that use no magic and have an Intelligence of 4 or less, creatures of 21 Intelligence or higher, and creatures with more levels or Hit Dice than the caster's level.

The spell causes disorientation and severe perceptual distortion, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per caster level. Those allowed saving throws roll them vs. spell with -2 penalties, adjusted for Wisdom. Those who successfully save are unaffected by the spell. Affected creatures react as follows:

| D10 Roll | Action |
|---|---|
| 1 | Wander away (unless prevented) for duration of spell |
| 2-6 | Stand confused for one round (then roll again) |
| 7-9 | Attack nearest creature for one round (then roll again) |
| 10 | Act normally for one round (then roll again) |

The spell lasts one round for each level of the caster. Those affected are checked by the DM for actions each round for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible using their most typical mode of movement (characters walk, fish swim, bats fly, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component for this spell is a small disc of bronze and a small rod of iron.

## Cloudkill
**(Evocation)**

| | |
|---|---|
| Range: 10 yds. | Components: V, S |
| Duration: 1 rd./level | Casting Time: 5 |
| Area of Effect: 40 x 20 x 20 ft. cloud | Saving Throw: None |

This spell generates a billowing cloud of ghastly yellowish green vapors that is so toxic as to slay any creature with fewer than 4+1 Hit Dice, cause creatures with 4+1 to 5+1 Hit Dice to roll saving throws vs. poison with -4 penalties or be slain, and creatures with up to 6 Hit Dice (inclusive) to roll unmodified saving throws vs. poison or be slain. Holding one's breath has no effect on the lethality of the spell. Those above 6th level (or 6 Hit Dice) must leave the cloud immediately or suffer 1d10 points of poison damage each round while in the area of effect.

The cloudkill moves away from the spellcaster at 10 feet per round, rolling along the surface of the ground. A moderate breeze causes it to alter course (roll for direction), but it does not move back toward its caster. A strong wind breaks it up in four rounds, and a greater wind force prevents the use of the spell. Very thick vegetation will disperse the cloud in two rounds. As the vapors are heavier than air, they sink to the lowest level of the land, even pouring down den or sinkhole openings; thus, the spell is ideal for slaying nests of giant ants, for example. It cannot penetrate liquids, nor can it be cast under water.

## Cone of Cold
**(Evocation)**

Range: 0 Components: V, S, M
Duration: Instantaneous Casting Time: 5
Area of Effect: Special Saving Throw: _

When this spell is cast, it causes a cone-shaped area of extreme cold, originating at the wizard's hand and extending outward in a cone 5 feet long and 1 foot in diameter per level of the caster. It drains heat and causes 1d4+1 points of damage per level of experience of the wizard. For example, a 10th-level wizard would cast a cone of cold 10 feet in diameter and 50 feet long, causing 10d4+10 points of damage.

Its material component is a crystal or glass cone of very small size.

## Conjure Elemental
### (Conjuration/Summoning)

Range: 60 yds. Components: V, S, M
Duration: 1 turn/level Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

There are actually four spells in the *conjure elemental* spell. The wizard is able to conjure an air, earth, fire, or water elemental with this spell--assuming he has the material component for the particular elemental. (A considerable fire source must be in range to conjure a fire elemental; a large amount of water must be available to conjure a water elemental.) Conjured elementals have 8 Hit Dice.

It is possible to conjure successive elementals of different types if the spellcaster has memorized two or more of these spells. The type of elemental to be conjured must be decided upon before memorizing the spell. Each type of elemental can be conjured only once per day.

The conjured elemental must be controlled by the wizard--the spellcaster must concentrate on the elemental doing his commands--or it turns on the wizard and attacks. The elemental will not break off a combat to do so, but it will avoid creatures while seeking its conjurer. If the wizard is wounded or grappled, his concentration is broken. There is always a 5% chance that the elemental turns on its conjurer regardless of concentration. This check is made at the end of the second and each succeeding round. An elemental that breaks free of its control can be dispelled by the caster, but the chance of success is only 50%. The elemental can be controlled up to 30 yards away per level of the spellcaster. The elemental remains until its form on this plane is destroyed due to damage or until the spell's duration expires. Note that water elementals are destroyed if they are ever more than 60 yards from a large body of water.

The material component of the spell (besides the quantity of the element at hand) is a small amount of one of the following:

Air Elemental--burning incense
Earth Elemental--soft clay
Fire Elemental--sulphur and phosphorus
Water Elemental--water and sand

Special protection from uncontrolled elementals is available by means of a *protection from evil* spell.

## Contact Other Plane
### (Divination)

Range: 0
Duration: Special
Area of Effect: Special
Components: V
Casting Time: 1 turn
Saving Throw: None

When this spell is cast, the wizard sends his mind to another plane of existence in order to receive advice and information from powers there. As these powers resent such contact, only brief answers are given. (The DM answers all questions with "yes," "no," "maybe," "never," "irrelevant," etc.) Any questions asked are answered by the power during the spell's duration. The character can contact an elemental plane or some plane farther removed. For every two levels of experience of the wizard, one question may be asked. Contact with minds far removed from the plane of the wizard increases the probability of the spellcaster going insane or dying, but the chance of the power knowing the answer, as well as the probability of the being telling the correct answer, are likewise increased by moving to distant planes. Once the Outer Planes are reached, the Intelligence of the power contacted determines the effects.

The accompanying random table is subject to DM changes, development of extraplanar NPC beings, and so on.

If insanity occurs, it strikes as soon as the first question is asked. This condition lasts for one week for each removal of the plane contacted (see the DMG or the Planescape™ *Campaign Setting* boxed set), to a maximum of 10 weeks. There is a 1% chance per plane that the wizard dies before recovering, unless a *remove curse* spell is cast upon him. A surviving wizard can recall the answer to the question.

On rare occasions, this divination may be blocked by the action of certain lesser or greater powers.

| Plane | Chance of Insanity * | Chance of Knowledge | Chance of Veracity ** |
|---|---|---|---|
| Elemental Plane | 20% | 55% (90%) | 62% (75%) |
| Inner Plane | 25% | 60% | 65% |
| Astral Plane | 30% | 65% | 67% |
| Outer Plane, Int 19 | 35% | 70% | 70% |
| Outer Plane, Int 20 | 40% | 75% | 73% |
| Outer Plane, Int 21 | 45% | 80% | 75% |
| Outer Plane, Int 22 | 50% | 85% | 78% |
| Outer Plane, Int 23 | 55% | 90% | 81% |
| Outer Plane, Int 24 | 60% | 95% | 85% |
| Outer Plane, Int 25 | 65% | 98% | 90% |

* For every point of Intelligence over 15, the wizard reduces the chance of insanity by 5%.

** If the being does not know an answer, and the chance of veracity is not made, the being will emphatically give an incorrect answer. If the chance of veracity is made, the being will answer "unknown."

Percentages in parentheses are for questions that pertain to the appropriate elemental plane.

**Optional Rule**

The DM may allow a specific Outer Plane to be contacted (see the Planescape *Campaign Setting* boxed set). In this case, the difference in alignment between the caster and the plane contacted alters the maximum Intelligence that can be contacted--each difference in moral or ethical alignment lowers the maximum Intelligence that can be contacted by 1. For example, an 18th-level lawful good caster could contact Mount Celestia (a lawful good plane) on the "Intelligence 20" line, or Elysium (a neutral good plane) on the "Intelligence 19" line.

## Demishadow Monsters
**(Illusion/Phantasm)**

Range: 30 yds.
Duration: 1 rd./level
Area of Effect: 20-ft. cube
Components: V, S
Casting Time: 5
Saving Throw: Special

This spell is similar to the 4th-level spell *shadow monsters*, except that the monsters created are effectively 40% of normal hit points. If the saving throw is made, their damage potential is only 40% of normal and their Armor Class is 8. The monsters have none of the special abilities of the real creatures, although victims may be deluded into believing this to be so.

## Dismissal
**(Abjuration)**

Range: 10 yds.
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: Neg.

By means of this spell, a wizard on the Prime Material Plane seeks to force or enable a creature from another plane of existence to return to its proper plane. Magic resistance, if any, is checked if this spell is used to force a being home. If the resistance fails, the caster's level is compared to the creature's level or Hit Dice. If the wizard's level is higher, the difference is subtracted from the creature's die roll for its saving throw vs. spell. If the creature's level or Hit Dice is higher, the difference is added to the saving throw roll.

If the creature desires to be returned to its home plane, no saving throw is necessary (it chooses to fail the roll).

If the spell is successful, the creature is instantly whisked away, but the spell has a 20% chance of actually sending the subject to a plane other than its own.

The material component is any item that is distasteful to the subject creature.

## Distance Distortion
### (Alteration)

Range: 10 yds./level
Duration: 2 turns/level
Area of Effect: 10-ft. cube/level
Components: V, S, M
Casting Time: 5
Saving Throw: None

This spell can be cast only in an area completely surrounded or enclosed by earth, rock, sand, or similar materials. The wizard must also cast a *conjure elemental* spell to summon an earth elemental. The elemental serves without attempting to break free when the spellcaster announces that his intent is to cast a *distance distortion* spell. The spell places the earth elemental in the area of effect, and the elemental then causes the area's dimensions to be either doubled or halved for those traveling over it (spellcaster's choice). Thus, a 10-foot x 100-foot corridor could seem to be either 5 feet wide and 50 feet long or 20 feet wide and 200 feet long. When the spell duration has elapsed, the elemental returns to its own plane.

The true nature of an area affected by distance distortion is undetectable to any creature traveling along it, but the area dimly radiates magic, and a *true seeing* spell can reveal that an earth elemental is spread within the area.

The material needed for this spell is a small lump of soft clay.

## Domination
### (Enchantment/Charm)

Range: 10 yds./level
Duration: Special
Area of Effect: 1 person
Components: V, S
Casting Time: 5
Saving Throw: Neg.

The *domination* spell enables the caster to control the actions of any person until the spell is ended by the subject's Intelligence (see the *charm person* spell). Elves and half-elves resist this enchantment as they do all *charm*-type spells. When the spell is cast, the subject must roll a saving throw vs. spell at a penalty of -2, but Wisdom adjustments apply. Failure means the wizard has established a telepathic link with the subject's mind. If a common language is shared, the wizard can generally force the subject to perform as the wizard desires, within the limits of the subject's body structure and Strength. Note that the caster does not receive direct sensory input from the subject.

Subjects resist this control, and those forced to take actions against their natures receive a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, there is no limit to the range at which it can be exercised, as long as the caster and subject are on the same plane.

A *protection from evil* spell can prevent the caster from exercising control or using the telepathic link while the subject is so warded, but it cannot prevent the establishment of domination.

## Dream
**(Invocation, Illusion/Phantasm)**
**Reversible**

Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S
Casting Time: 1 turn
Saving Throw: None

The *dream* spell enables the caster, or a messenger touched by the caster, to send messages to others in the form of dreams. At the beginning of the spell, the caster must name the recipient or identify him by some title that leaves no doubt as to his identity.

As the caster completes the spell, the person sending the spell falls into a deep trancelike sleep, and instantaneously projects his mind to the recipient. The sender then enters the recipient's dream and delivers the message unless the recipient is magically protected. If the recipient is awake, the message sender can choose to remain in the trancelike sleep. If the sender is disturbed during this time, the spell is immediately cancelled and the sender comes out of the trance. The whereabouts and current activities of the recipient cannot be learned through this spell.

The sender is unaware of his own surroundings or the activities around him while he is in his trance. He is totally defenseless, both physically and mentally (i.e., he always fails any saving throw) while in the trance.

Once the recipient's dreams are entered, the sender can deliver a message of any length, which the recipient remembers perfectly upon waking. The communication is one-way; the recipient cannot ask questions or offer information, nor can the sender gain any information by observing the dreams of the recipient. Once the message is delivered, the sender's mind returns instantly to his body. The duration of the spell is the time required for the sender to enter the recipient's dream and deliver the message.

The reverse of this spell, *nightmare,* enables the caster to send a hideous and unsettling vision to the recipient, who is allowed a saving throw vs. spell to avoid the effect. The nightmare prevents restful sleep and causes 1d10 points of damage. The nightmare leaves the recipient fatigued and unable to regain spells for the next day. A *dispel evil* spell cast upon the recipient stuns the caster of the nightmare for one turn per level of the cleric countering this evil sending.

## Extension II
**(Alteration)**

Range: 0
Duration: Special
Area of Effect: Special
Components: V
Casting Time: 4
Saving Throw: None

This spell is the same as the 4th-level *extension I* spell, except it extends the duration of 1st-through 4th-level spells by 50%.

## Fabricate

**(Enchantment, Alteration)**

Range: 5 yds./level
Duration: Permanent
Area of Effect: 1 cu. yd./level
Components: V, S, M
Casting Time: Special
Saving Throw: None

By means of this spell, the wizard is able to convert material of one sort into a product that is of the same material. Thus, the spellcaster can fabricate a wooden bridge from a clump of trees, a rope from a patch of hemp, clothes from flax or wool, and so forth. Magical or living things cannot be created or altered by a *fabricate* spell. The quality of items made by this spell is commensurate with the quality of material used as the basis for the new fabrication. If the caster works with a mineral, the area of effect is reduced by a factor of 27 (1 cubic foot per level instead of 1 cubic yard).

Articles requiring a high degree of craftsmanship (jewelry, swords, glass, crystal, etc.) cannot be fabricated unless the wizard otherwise has great skill in the appropriate craft.

Casting requires one full round per cubic yard (or foot) or material to be affected by the spell.

## False Vision
**(Divination)**

Range: 0
Duration: 1d4 rds. + 1 rd./level
Area of Effect: 30-ft. radius
Components: V, S, M
Casting Time: 5
Saving Throw: None

When this spell is cast, the wizard is able to confound any attempt to scry (by means of either a spell or a magical device) any point within the area of effect of the spell. To use the spell, he must be aware of the scrying attempt, although knowledge of the scryer or the scryer's location is not necessary. Upon casting the spell, the caster and all he desires within the radius of the spell become undetectable to the scrying. Furthermore, the caster is able to send whatever message he desires, including vision and sound, according to the medium of the scrying method. To do this, the caster must concentrate on the message he is sending. Once concentration is broken, no further images can be sent, although the caster remains undetectable for the duration of the spell.

The material component for this spell is the ground dust of an emerald worth at least 500 gp, which is sprinkled into the air when the spell is cast.

## Feeblemind
**(Enchantment/Charm)**

Range: 10 yds./level
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 5
Saving Throw: Neg.

This spell is used solely against people or creatures who use magic spells. The *feeblemind* causes the subject's intellect to degenerate to that of a moronic child. The

subject remains in this state until a *heal* or *wish* spell is used to cancel the effects. Magic-using beings are very vulnerable to this spell; thus, their saving throws are made with the following adjustments:

| Spell Use of Target | Saving Throw Adjustment |
|---|---|
| Priest | +1 |
| Wizard (human) | -4 |
| Combination or nonhuman | -2 |

Wisdom adjustments apply to the saving throw.

The material component of this spell is a handful of clay, crystal, glass, or mineral spheres, which disappears when the spell is cast.

## Hold Monster
### (Enchantment/Charm)

Range: 5 yds./level
Duration: 1 rd./level
Area of Effect: 1-4 creatures in a 40-ft. cube
Components: V, S, M
Casting Time: 5
Saving Throw: Neg.

This spell immobilizes from one to four creatures of any type within spell range and in sight of the spellcaster. He can opt to hold one, two, three, or four creatures. If three or four are attacked, each saving throw is normal; if two are attacked, each saving throw suffers a -1 penalty; if only one is attacked, the saving throw suffers a -3 penalty.

The material component for this spell is one hard metal bar or rod for each monster to be held. The bar or rod can be as small as a three-penny nail.

## Leomund's Lamentable Belaborment
### (Enchantment, Evocation)

Range: 10 yds.
Duration: Special
Area of Effect: 1 or more creatures in a 10-ft. radius
Components: V
Casting Time: 5
Saving Throw: Special

This devious spell distracts the subject creatures by drawing them into an absorbing discussion on topics of interest to them. A chain of responses occurs during the next 11 rounds, with additional saving throws as described later. These responses are conversation (rounds 1-3), possible confusion (rounds 4-6), and then either rage or lamentation (rounds 7-11). All saving throws are affected by the creatures' Intelligences, as noted later. The subject creatures must be able to understand the language in which the spellcaster speaks.

Upon casting the spell, the wizard begins discussion of some topic germane to the creature or creatures to be affected. Those making a successful saving throw vs. spell are unaffected. Affected creatures immediately begin to converse with the spellcaster,

agreeing or disagreeing, all most politely. As long as the spellcaster chooses, he can maintain the spell by conversing with the subject(s). If the caster is attacked or otherwise distracted, the subject creatures do not notice.

| Intelligence | Saving Throw Modifier |
|---|---|
| 2 or less | Spell has no effect |
| 3-7 | -1 |
| 8-10 | 0 |
| 11-14 | +1 |
| 15+ | +2 |

The wizard can leave at any time after the casting and the subject(s) continue on as if the caster were still present. As long as they are not attacked, the creatures ignore all else going on around them, spending their time talking and arguing to the exclusion of other activities. However, when the caster leaves, each subject completes only the stage of the spell that it is currently in, and then the spell is broken.

If the caster maintains the spell for more than three rounds, each affected creature can roll another saving throw vs. spell. Those failing to save wander off in confusion for 1d10+2 rounds, staying away from the spellcaster. Those who make this saving throw continue to talk and roll saving throws for each round that the caster continues the spell, up through the sixth round, to avoid the confusion effect.

If the spell is maintained for more than six rounds, each subject must roll a successful saving throw vs. spell to avoid going into a rage, attacking all other subjects of the spell with intent to kill. This rage lasts for 1d4+1 rounds. Those who successfully save against the rage effect realize that they have been deceived and collapse to the ground, lamenting their foolishness, for 1d4 rounds unless attacked or otherwise disturbed.

## Leomund's Secret Chest
### (Alteration, Conjuration/Summoning)

Range: Special
Duration: 60 days
Area of Effect: One chest, about 2 x 2 x 3 ft.
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell enables a specially constructed chest to be hidden deep within the Ethereal Plane, to be summoned using a small model of the chest. The large chest must be exceptionally well-crafted and expensive, constructed for the caster by master craftsmen. If made principally of wood, it must be ebony, rosewood, sandalwood, teak, or the like, and all of its corner fittings, nails, and hardware must be platinum. If constructed of ivory, the metal fittings of the chest must be gold. If the chest is fashioned from bronze, copper, or silver, its fittings must be electrum or silver. The cost of such a chest is never less than 5,000 gp. Once it is constructed, the wizard must have a tiny replica (of the same materials and perfect in every detail) made, so that the miniature of the chest appears to be a perfect copy. One wizard can have but one pair of these chests at any given time--even *wish* spells do not allow exceptions! The chests themselves are

nonmagical, and can be fitted with locks, wards, and so on, just as any normal chest.

While touching the chest and holding the tiny replica, the caster chants the spell. This causes the large chest to vanish into the Ethereal Plane. The chest can contain 1 cubic foot of material per level of the wizard no matter what its apparent size. Living matter makes it 75% likely that the spell fails, so the chest is typically used for securing valuable spell books, magical items, gems, etc. As long as the spellcaster has the small duplicate of the magical chest, he can recall the large one from the Ethereal Plane whenever the chest is desired. If the miniature of the chest is lost or destroyed, there is no way, not even with a *wish* spell, that the large chest can return, although an expedition might be mounted to find it.

While the chest is in the Ethereal Plane, there is a cumulative 1% chance per week that some being finds it. This chance is reset to 1% whenever the chest is recalled and the spell recast to return it to the Ethereal Plane. If the chest is found, the DM must work out the encounter and decide how the being reacts to the chest (for example, it might ignore the chest, fully or partially empty it, or even exchange or add to the items present!).

Whenever the secret chest is brought back to the Prime Material Plane, an ethereal window is opened for a variable amount of time (usually about one turn); the window slowly diminishes in size. When this hole opens between the planes, check for an ethereal encounter to see if a monster is drawn through.

If the large chest is not retrieved before the spell duration lapses, there is a cumulative chance of 5% per day that the chest is lost.

## Magic Jar
### (Necromancy)

Range: 10 yds./level
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: Special

The *magic jar* spell enables the caster to shift his life force into a special receptacle (a gem or large crystal). From there the caster can force an exchange of life forces between the receptacle and another creature, thus enabling the wizard to take over and control the body of another creature, while the life force of the host is confined in the receptacle. The special life force receptacle must be within spell range of the wizard's body at the time of spellcasting. The wizard's life force shifts into the receptacle in the round in which the casting is completed, allowing no other actions.

While in the magic jar, the caster can sense and attack any life force within a 10-foot-per-level radius (on the same plane); however, the exact creature types and relative physical positions cannot be determined. In a group of life forces, the caster can sense a difference of four or more levels/Hit Dice and can determine whether a life force is positive or negative energy.

For example, if two 10th-level fighters are attacking a hill giant and four ogres, the caster could determine that there are three stronger and four weaker life forces within range, all with positive life energy. The caster could try to take over either a stronger or a weaker creature, but he has no control over exactly which creature is attacked.

An attempt to take over a host body requires a full round. It is blocked by a *protection*

*from evil* spell or similar ward. It is successful only if the subject fails a saving throw vs. spell with a special modifier (see following). The saving throw is modified by subtracting the combined Intelligence and Wisdom scores of the target from those of the wizard (Intelligence and Hit Dice in nonhuman or nonhumanoid creatures). This modifier is added to (or subtracted from) the die roll.

| **Difference** | **Die Adjustment** |
|---|---|
| -9 or less | +4 |
| -8 to -6 | +3 |
| -5 to -3 | +2 |
| -2 to 0 | +1 |
| +1 to +4 | 0 |
| +5 to +8 | -1 |
| +9 to +12 | -2 |
| +13 or more | -3 |

A negative score indicates that the wizard has a lower total than the target; thus, the host has a saving throw bonus. Failure to take over the host leaves the wizard's life force in the magic jar.

If successful, the caster's life force occupies the host body and the host's life force is confined in the magic jar receptacle. The caster can call upon rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (i.e., the wizard does not automatically know the language or spells of the creature). The caster retains his own attack rolls, class knowledge and training, and any adjustments due to his Intelligence or Wisdom. If the host body is human or humanoid, and the necessary spell components are available, the wizard can even use his memorized spells. The host body retains its own hit points and physical abilities and properties. The DM decides if any additional modifications are necessary; for example, perhaps clumsiness or inefficiency occurs if the caster must become used to the new form. The alignment of the host or receptacle is that of the occupying life force.

The caster can shift freely from the host to the receptacle if within the 10-foot-per-level range. Each attempt to shift requires one round. The spell ends when the wizard shifts from the jar to his own body.

A successful *dispel magic* spell cast on the host can drive the caster of the *magic jar* spell back into the receptacle and prevent him from making any attacks for 1d4 rounds plus 1 round per level of the caster of the dispel. The base success chance is 50%, plus or minus 5% per level difference between the casters. A successful *dispel magic* cast against the receptacle forces the occupant back into his own body. If the wizard who cast the *magic jar* is forced back into his own body, the spell ends.

If the host body is slain, the caster returns to the receptacle, if within range, and the life force of the host departs (i.e., it is dead). If the host body is slain beyond the range of the spell, both the host and the caster die.

Any life force with nowhere to go is treated as slain unless recalled by a *raise dead, resurrection,* or similar spell.

If the body of the caster is slain, his life force survives if it is in either the receptacle or the host. If the receptacle is destroyed while the caster's life force occupies it, the caster is

irrevocably slain.

## Major Creation
**(Illusion/Phantasm)**

| | |
|---|---|
| Range: 10 yds. | Components: V, S, M |
| Duration: Special | Casting Time: 1 turn |
| Area of Effect: Special | Saving Throw: None |

Like the *minor creation* spell, the *major creation* spell enables the wizard to pull wisps of material from the Demiplane of Shadow to create an item of nonliving, vegetable nature--soft goods, rope, wood, etc. The wizard can also create mineral objects--stone, crystal, metal, etc. The item created cannot exceed 1 cubic foot per level of the spellcaster in volume. The duration of the created item varies with its relative hardness and rarity:

| | |
|---|---|
| Vegetable matter | 2 hours/level |
| Stone or crystal | 1 hour/level |
| Precious metals | 2 turns/level |
| Gems | 1 turn/level |
| Mithral* | 2 rounds/level |
| Adamantite | 1 round/level |

* Includes similar rare metals.

Attempting to use any of these as material components in a spell will cause the spell to fail. The spellcaster must have at least a tiny piece of matter of the same type as the item he plans to create--a bit of twisted hemp to create rope, a chip of stone to create a boulder, and so on.

## Monster Summoning III
**(Conjuration/Summoning)**

| | |
|---|---|
| Range: Special | Components: V, S, M |
| Duration: 4 rds. + 1 rd./level | Casting Time: 5 |
| Area of Effect: 50-yd. radius | Saving Throw: None |

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d4 3rd-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale and vanish when slain. If no opponent exists to fight, and the wizard can communicate with them, the summoned monsters can perform other services for the wizard.

The material components of this spell are a tiny bag and a small candle.

## Mordenkainen's Faithful Hound
**(Conjuration/Summoning)**

Range: 10 yds.
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 5
Saving Throw: None

By means of this spell, the wizard summons up a phantom watchdog that only he can see. He may then command it to perform as guardian of a passage, room, door, or similar space or portal. The phantom watchdog immediately commences a loud barking if any creature larger than a cat approaches the place it guards. As the faithful hound is able to detect invisible creatures and ward against the approach of ethereal creatures, it is an excellent guardian. It does not react to illusions that are not at least quasi-real.

If the intruding creature exposes its back to the watchdog, the dog delivers a vicious attack as if it were a 10-Hit Dice monster, striking for 3d6 points of damage. It is able to hit opponents of all types, even those normally subject only to magical weapons of +3 or greater. Creatures without backs (for example, ochre jellies) are not attacked. The faithful hound cannot be attacked, but it can be dispelled. The spell lasts for a maximum of one hour plus half an hour per caster level, but once it is activated by an intruder, it lasts only one round per caster level. If the spellcaster is ever more than 30 yards distant from the area that the watchdog guards, the spell ends.

The material components of this spell are a tiny silver whistle, a piece of bone, and a thread.

## Passwall
### (Alteration)

Range: 30 yds.
Duration: 1 hr. + 1 turn/level
Area of Effect: 5 x 8 x 10 ft.
Components: V, S, M
Casting Time: 5
Saving Throw: None

A *passwall* spell enables the spellcaster to open a passage through wooden, plaster, or stone walls, but not other materials. The spellcaster and any associates can simply walk through. The spell causes a 5-foot wide x 8-foot high x 10-foot deep opening. Several of these spells can form a continuing passage so that very thick walls can be pierced. If dispelled, the passwall closes away from the dispelling caster, ejecting those in the passage.

The material component of this spell is a pinch of sesame seeds.

## Seeming
### (Illusion/Phantasm)

Range: 10-ft. radius
Duration: 12 hrs.
Area of Effect: 1 person/2 levels
Components: V, S
Casting Time: 5
Saving Throw: None

This spell enables the caster to alter the appearance of one person for every two levels of experience he has attained. The change includes clothing and equipment. The caster

can make the recipients appear as any generally man-shaped bipedal creature, each up to 1 foot shorter or taller than his normal height, and thin or fat or in between. All those affected must resemble the same general type of creature: human, orc, ogre, etc. Each remains a recognizable individual. The effect fails for an individual if the illusion chosen by the caster cannot be accomplished within the spell parameters (for example, a halfling could not be made to look like a centaur, but he might be made to look like a short, young ogre). Unwilling persons receive saving throws vs. spell to avoid the effect. Affected persons resume their normal appearances if slain. The spell is not precise enough to duplicate the appearance of a specific individual.

## Sending
**(Evocation)**

Range: Unlimited
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By means of this spell, the caster can contact a single creature with whom he is familiar and whose name and appearance are known. If the creature in question is not on the same plane of existence as the spellcaster, there is a base 5% chance that the sending does not arrive. Local conditions on other planes may worsen this chance considerably, at the option of the DM. The sending, if successful, can be understood even by a creature with an Intelligence as low as 1 (animal intelligence).

The wizard can send a short message of 25 words or less to the recipient; the recipient can answer in like manner immediately. Even if the sending is received, the subject creature is not obligated to act upon it in any manner.

The material component for this spell consists of two tiny cylinders, each with one open end, connected by a short piece of fine copper wire.

## Shadow Door
**(Illusion/Phantasm)**

Range: 10 yds.
Duration: 1 rd./level
Area of Effect: Special
Components: S
Casting Time: 2
Saving Throw: None

By means of this spell, the wizard creates the illusion of a door. The illusion also permits the wizard to appear to step through this "door" and disappear. In reality, he has darted aside and can flee, totally invisible, for the spell duration. Creatures viewing this are deluded into seeing or entering an empty 10-foot x 10-foot room if they open the "door." A *true seeing* spell, a *gem of seeing*, or similar magical means can discover the wizard. Certain high Hit Dice monsters might also notice the wizard (see the *invisibility* spell), but only if making an active attempt to do so.

## Shadow Magic
**(Illusion/Phantasm)**

Range: 50 yds. + 10 yds./level
Duration: Special
Area of Effect: Special
Components: V, S
Casting Time: 5
Saving Throw: Special

The *shadow magic* spell enables the wizard to tap energy from the Demiplane of Shadow to cast a quasi-real wizard evocation spell of 3rd level or less. For example, this spell can be *magic missile, fireball, lightning bolt,* or so on, and has normal effects upon creatures in the area of effect if they fail their saving throws vs. spell. Thus, a creature failing to save against a *shadow magic* fireball must roll another saving throw. If the latter roll is successful, the creature suffers half the normal fireball damage; if the roll is not successful, the creature suffers full normal fireball damage. If the first saving throw was successful, the shadow magic nature is detected and only 20% of the rolled damage is received (rounding down below fractions below .4 and rounding up fractions of .4 and above).

## Stone Shape
**(Alteration)**

Range: Touch
Duration: Permanent
Area of Effect: 1 cu. ft./level
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

By means of this spell, the wizard can form an existing piece of stone into a shape that suits his purposes. For example, the wizard can make a stone weapon, a special trapdoor, an idol, etc. This spell can also enable the spellcaster to reshape a stone door so as to escape imprisonment, providing the volume of stone involved is within the limits of the area of effect. While the caster can thus create stone doors and coffers, the fineness of detail is not great. If the construction involves small moving parts, there is a 30% chance they do not function.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object and then touched to the stone when the spell is uttered.

## Summon Shadow
**(Conjuration/Summoning, Necromancy)**

Range: 10 yds.
Duration: 1 rd. + 1 rd./level
Area of Effect: 10-ft. cube
Components: V, S, M
Casting Time: 5
Saving Throw: None

When this spell is cast, the wizard conjures up one shadow (see the Monstrous Manual) for every three levels of experience he has attained. These monsters are under the control of the spellcaster and attack his enemies on command. The shadows remain until slain, turned, or the spell duration expires.

The material component for this spell is a bit of smoky quartz.

## Telekinesis
**(Alteration)**

Range: 10 yds./level
Duration: Special
Area of Effect: 10 yds./level
Components: V, S
Casting Time: 5
Saving Throw: Neg.

By means of this spell, the wizard is able to move objects by concentrating on moving them mentally. The spell can provide either a gentle, sustained force or a single short, violent thrust.

A sustained force enables the wizard to move a weight of up to 25 pounds a distance up to 20 feet per round. The spell lasts two rounds, plus one round per caster level. The weight can be moved vertically, horizontally, or both. An object moved beyond the caster's range falls or stops. If the caster ceases concentration for any reason, the object falls or stops. The object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated and so on, if the force required is within the weight limitation. The caster might even be able to untie simple knots, at the discretion of the DM.

Alternatively, the spell energy can be expended in a single round. The caster can hurl one or more objects within range, and within a 10-foot cube, directly away from himself at high speed, to a distance of up to 10 feet per caster level. This is subject to a maximum weight of 25 pounds per caster level. Damage caused by hurled objects is decided by the DM, but cannot exceed 1 point of damage per caster level. Opponents who fall within the weight capacity of the spell can be hurled, but they are allowed a saving throw vs. spell to avoid the effect. Furthermore, those able to employ as simple a counter-measure as an *enlarge* spell, for example (thus making the body weight go over the maximum spell limit), can easily counter the spell. The various *Bigby's hand* spells also counter this spell.

## Teleport
**(Alteration)**

Range: Touch
Duration: Instantaneous
Area of Effect: Special
Components: V
Casting Time: 2
Saving Throw: None

When this spell is used, the wizard instantly transports himself, along with a certain amount of additional weight that is on or being touched by the spellcaster, to a well-known destination. Distance is not a factor, but interplanar travel is not possible by means of a *teleport* spell. The spellcaster is able to teleport a maximum weight of 250 pounds, plus an additional 150 pounds for each level of experience above the 10th (a 13th-level wizard can teleport up to 700 pounds). If the destination area is very familiar to the wizard (he has a clear mental picture due to previous proximity to and study of the area), it is unlikely that there is any error in arriving, although the caster has no control over his facing upon arrival. Lesser known areas (those seen only magically or from a distance) increase the probability of error. Unfamiliar areas present considerable peril (see table).

| | Probability of Teleporting: | | |
|---|---|---|---|
| **Destination Is:** | **High** | **On Target** | **Low** |
| Very familiar | 01-02 | 03-99 | 00 |
| Studied carefully | 01-04 | 05-98 | 99-00 |
| Seen casually | 01-08 | 09-96 | 97-00 |
| Viewed once | 01-16 | 17-92 | 93-00 |
| Never seen | 01-32 | 33-84 | 85-00 |

Teleporting high means the wizard arrives 10 feet above the ground for every 1% he is below the lowest "On Target" probability; this could be as high as 320 feet if the destination area was never seen. Any low result means the instant death of the wizard if the area into which he teleports is solid. A wizard cannot teleport to an area of empty space--a substantial surface must be there, whether a wooden floor, a stone floor, natural ground, etc. Areas of strong physical or magical energies may make teleportation more hazardous or even impossible.

## Transmute Rock to Mud
**(Alteration)**
**Reversible**

Range: 10 yds./level
Duration: Special
Area of Effect: 20-ft. cube/level
Components: V, S, M
Casting Time: 5
Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. The depth of the mud can never exceed half its length or breadth. If it is cast upon a rock, for example, the rock affected collapses into mud. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 10 feet per round and suffocate, except for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount of brush required subject to the DM's discretion. The mud remains until a *dispel magic* spell or a reverse of this spell, *mud to rock*, restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt, at the rate of 1d6 days per 10 cubic feet. The *mud to rock* reverse can harden normal mud into soft stone (sandstone or similar mineral) permanently unless magically changed.

The material components for the spell are clay and water (or sand, lime, and water for the reverse).

## Wall of Force
**(Evocation)**

Range: 30 yds.
Duration: 1 turn + 1 rd./level
Area of Effect: 10-ft. square/level
Components: V, S, M
Casting Time: 5
Saving Throw: None

A *wall of force* spell creates an invisible barrier in the locale desired by the caster, up

to the spell's range. The wall of force cannot move and is totally unaffected by most spells, including *dispel magic*. However, a *disintegrate* spell will immediately destroy it, as will a *rod of cancellation* or a *sphere of annihilation*. Likewise, the wall of force is not affected by blows, missiles, cold, heat, electricity, etc. Spells and breath weapons cannot pass through it in either direction, although *dimension door, teleport,* and similar effects can bypass the barrier.

The wizard can, if desired, form the wall into a spherical shape with a radius of up to 1 foot per level or an open hemispherical shape with a radius of 1.5 feet per caster level. The wall of force must be continuous and unbroken when formed; if its surface is broken by any object or creature, the spell fails. The caster can end the spell on command.

The material component for this spell is a pinch of powdered diamond worth 5,000 gp.

## Wall of Iron
**(Evocation)**

Range: 5 yds./level
Duration: Permanent
Area of Effect: 15 sq. ft./level or special
Components: V, S, M
Casting Time: 5
Saving Throw: None

When this spell is cast, the wizard causes a vertical iron wall to spring into being. This wall can be used to seal off a passage or close a breach, for the wall inserts itself into any surrounding nonliving material if its area is sufficient to do so. The wall of iron is _-inch thick per level of experience of the spellcaster. The wizard is able to create an iron wall of up to 15 square feet per experience level; thus, a 12th-level wizard can create a wall of iron with an area of 180 square feet. The wizard can double the wall's area by halving its thickness.

If the caster desires, the wall can be created vertically resting on a flat surface, so that it can be tipped over to fall on and crush any creature beneath it. The wall is 50% likely to tip in either direction. This chance can be modified by a force of not less than 30 Strength and 400 pounds mass--each pound over 400 or Strength point over 30 alters the chance by 1% in favor of the stronger side. Creatures with room to flee the falling wall may do so by making successful saving throws vs. death. Those who fail are killed. Huge and gargantuan creatures cannot be crushed by the wall.

The wall is permanent, unless successfully dispelled, but it is subject to all forces a normal iron wall is subject to--rust, perforation, etc.

The material component of this spell is a small piece of sheet iron.

## Wall of Stone
**(Evocation)**

Range: 5 yds./level
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: 5
Saving Throw: None

This spell creates a wall of granite rock that merges into adjoining rock surfaces. It is

typically employed to close passages, portals, and breaches against opponents. The wall of stone is 0.25 inch thick and up to 20 square feet per level of experience of the wizard casting the spell. Thus, a 12th-level wizard can create a wall of stone 3 inches thick and up to 240 square feet in surface area (a 12-foot-wide and 20-foot-high wall, for example, to completely close a 10-foot x 16-foot passage). The wall created need not be vertical, nor rest upon any firm foundation (see the *wall of iron* spell); however, it must merge with and be solidly supported by existing stone. It can be used to bridge a chasm, for instance, or as a ramp. For this use, if the span is more than 20 feet, the wall must be arched and buttressed. This requirement reduces the area of effect by half. Thus, a 20th-level caster can create a span with a surface area of 200 square feet. The wall can be crudely shaped to allow crenelations, battlements, and so forth by likewise reducing the area. The stone is permanent unless destroyed by a *dispel magic* or *disintegrate* spell, or by normal means such as breaking or chipping.

The material component is a small block of granite.

# Sixth-Level Spells

## Antimagic Shell
**(Abjuration)**

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: 1 turn/level | Casting Time: 1 |
| Area of Effect: 1 ft./level diameter | Saving Throw: None |

By means of this spell, the wizard surrounds himself with an invisible barrier that moves with him. The space within this barrier is totally impervious to all magic and magical spell effects, thus preventing the passage of spells or their effects. Likewise, it prevents the functioning of any magical items or spells within its confines. The area is also impervious to breath weapons, gaze or voice attacks, and similar special attack forms.

The antimagic shell also hedges out charmed, summoned, or conjured creatures. It cannot, however, be forced against any creature that it would keep at bay; any attempt to do so creates a discernible pressure against the barrier, and continued pressure will break the spell. Normal creatures (a normally encountered troll rather than a conjured one, for instance) can enter the area, as can normal missiles. Furthermore, while a magical sword does not function magically within the area, it is still a sword. Note that creatures on their home plane are normal creatures there. Thus, on the Elemental Plane of Fire, a randomly encountered fire elemental cannot be kept at bay by this spell. Artifacts, relics, and creatures of demigod or higher status are unaffected by mortal magic such as this.

Should the caster be larger than the area enclosed by the barrier, parts of his person may be considered exposed, at the DM's option. A *dispel magic* spell does not remove the spell; the caster can end it upon command.

## Bigby's Forceful Hand
**(Evocation)**

Range: 10 yds./level
Duration: 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 6
Saving Throw: None

*Bigby's forceful hand* is a more powerful version of *Bigby's interposing hand*. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that places itself between the spellcaster and a chosen opponent. This disembodied hand then moves to remain between the two, regardless of what the spellcaster does or how the opponent tries to get around it. However, the forceful hand also pushes on the opponent. This force can push away a creature weighing 500 pounds or less, slow movement to 10 feet per round if the creature weighs between 500 and 2,000 pounds, or slow movement by 50% if the creature weighs more than 2,000 pounds.

A creature pushed away is pushed to the range limit, or until pressed against an unyielding surface. The hand itself inflicts no damage. The forceful hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can cause it to retreat (to release a trapped opponent, for example) or dismiss it on command.

The material component is a glove.

## Chain Lightning
**(Evocation)**

Range: 40 yds. + 5 yds./level
Duration: Instantaneous
Area of Effect: Special
Components: V, S, M
Casting Time: 5
Saving Throw: _

This spell creates an electrical discharge that begins as a single stroke of lightning, 2_ feet wide, commencing from the fingertips of the caster. Unlike a *lightning bolt* spell, chain lightning strikes one object or creature initially, then arcs to a series of other objects or creatures within range, losing energy with each jump.

The bolt initially inflicts 1d6 points of damage per level of the caster, to a maximum of 12d6 (half damage if the object or creature rolls a successful saving throw vs. spell). After the first strike, the lightning arcs to the next nearest object or creature. Each jump reduces the strength of the lightning by 1d6. Each creature or magical object hit receives a saving throw vs. spell. Success on this save indicates the creature suffers only half damage from the bolt.

The chain can strike as many times (including the first object or creature) as the spellcaster has levels, although each creature or object can be struck only once. Thus, a bolt cast by a 12th-level wizard can strike up to 12 times, causing less damage with each strike. The bolt continues to arc until it has struck the appropriate number of objects or creatures, until it strikes an object that grounds it (interconnecting iron bars of a large cell or cage, a large pool of liquid, etc.), or until there are no more objects or creatures to strike.

Direction is not a consideration when plotting chain lightning arcs. Distance is a factor--an arc cannot exceed the spell's range. If the only possible arc is greater than the spell's range, the stroke fades into nothingness. Creatures immune to electrical attack can be

struck, even though no damage is taken. Note that it is possible for the chain to arc back to the caster!

The material components are a bit of fur, a piece of amber, glass, or crystal rod, and one silver pin for each experience level of the caster.

## Conjure Animals
### (Conjuration/Summoning)

Range: Special
Duration: 1 rd./level
Area of Effect: 30 yds. radius
Components: V, S
Casting Time: 6
Saving Throw: None

The *conjure animals* spell enables the wizard to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if determined randomly, or his level if a specific animal type is requested (see the *Dungeon Master Guide*). Thus, a wizard of 12th level could randomly conjure two mammals with 12 Hit Dice, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, twelve with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point bonus of a creature as _ of a Hit Die; thus, a creature with 4+3 Hit Dice equals a 4 _ Hit Dice creature. The conjured animal(s) remain for one round for each level of the conjuring wizard, or until slain. They follow the caster's verbal commands. Conjured animals unfailingly attack the wizard's opponents, but they resist being used for any other purpose.

## Contingency
### (Evocation)

Range: 0
Duration: 1 day/level
Area of Effect: The caster
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By means of this spell, the wizard is able to place another spell upon his person so that the latter spell will come into effect under the conditions dictated during the casting of the *contingency* spell. The *contingency* spell and the spell it is to bring into effect are cast at the same time (the one-turn casting time indicated is the total for both castings).

The spell to be brought into effect by the prescribed contingency must be one that affects the wizard's person (*feather fall, levitation, fly, feign death,* etc.) and be of a spell level no higher than 1/3 of the caster's experience level (rounded down), but not higher than the 6th spell level.

| Caster Level | Contingency Spell Level |
|---|---|
| 12-14 | 4th |
| 15-17 | 5th |
| 18+ | 6th |

Only one *contingency* spell can be placed on the spellcaster at any one time; if a

second is cast, the first one (if still active) is cancelled. The conditions needed to bring the spell into effect must be clear, although they can be rather general. For example, a *contingency* spell cast with an *airy water* spell might prescribe that any time the wizard is plunged into or otherwise engulfed in water or similar liquid, the *airy water* spell will instantly come into effect. Or a contingency could bring a *feather fall* spell into effect any time the wizard falls more than 2 feet. In all cases, the contingency immediately brings into effect the second spell, the latter being "cast" instantaneously when the prescribed circumstances occur. Note that if complicated or convoluted conditions are prescribed, the whole spell complex (the *contingency* spell and the companion magic) may fail when called upon.

The material components of this spell are (in addition to those of the companion spell) 100 gp worth of quicksilver and an eyelash of an ogre mage, ki-rin, or similar spell-using creature. In addition, the spell requires a statuette of the wizard carved from elephant ivory (which is not destroyed, though it is subject to wear and tear), which must be carried on the person of the spellcaster for the *contingency* spell to perform its function when called upon.

## Control Weather
### (Alteration)

Range: 0
Duration: 4d6 hrs.
Area of Effect: 4d4 sq. mi.
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

The *control weather* spell enables a wizard to change the weather in the local area. The spell affects the weather for 4d6 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the weather conditions to occur. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart.

The upper-cased headings represent the existing weather conditions. The small headings beneath each large heading are the new conditions to which the caster can change the existing conditions. Furthermore, the caster can control the direction of the wind. For example, a day that is clear and warm with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible--fog and strong wind, for example. Multiple *control weather* spells can be used only in succession.

The material components for this spell are burning incense and bits of earth and wood mixed in water. Obviously, this spell functions only in areas where there are appropriate climatic conditions.

| Precipitation | Temperature | Wind |
|---|---|---|
| CLEAR WEATHER | HOT | CALM |
| Very clear | Sweltering heat | Dead calm |
| Light clouds or hazy | Warm | Light wind |
| PARTLY CLOUDY | WARM | Moderate wind |
| Clear weather | Hot | MODERATE WIND |

| | | |
|---|---|---|
| Cloudy | Cool | Calm |
| Mist/light rain/small hail | COOL | Strong wind |
| Sleet/light snow | Warm | STRONG WIND |
| CLOUDY | Cold | Moderate wind |
| Partly cloudy | COLD | Gale |
| Deep clouds | Cool | GALE |
| Fog | Arctic cold | Strong wind |
| Heavy rain/large hail | | Storm |
| Driving sleet/heavy snow | | STORM |
| | | Gale |
| | | Hurricane-typhoon |

## Death Fog
**(Alteration, Evocation)**

Range: 30 yds.
Duration: 1d4 rds. + 1/level
Area of Effect: Two 10-ft. cubes/level
Components: V, S, M
Casting Time: 6
Saving Throw: None

The casting of a *death fog* spell creates an area of solid fog that has the additional property of being highly acidic. The vapors are deadly to living things, so that vegetation exposed to them will die--grass and similar small plants in two rounds, bushes and shrubs in four, small trees in eight, and large trees in 16 rounds. Animal life not immune to acid suffers damage according to the length of time it is exposed to the vapors of a death fog, as follows:

| | |
|---|---|
| 1st round: | 1 point |
| 2nd round: | 2 points |
| 3rd round: | 4 points |
| 4th and each succeeding round: | 8 points |

The death fog otherwise resembles the 2nd-level *fog cloud* spell: rolling, billowing vapors that can be moved only by a very strong wind. Any creature attempting to move through the death fog progresses at a rate of 1 foot per unit of normal movement rate per round. A *gust of wind* spell cannot affect it, but a fireball, flame strike, or wall of fire can burn it away in a single round.

The material components are a pinch of dried and powdered peas, powdered animal hoof, and strong acid of any sort (including highly distilled vinegar or acid crystals), which must be obtained from an alchemist.

## Death Spell
**(Necromancy)**

Range: 10 yds./level
Duration: Instantaneous
Area of Effect: 30-ft. cube/level
Components: V, S, M
Casting Time: 6
Saving Throw: None

When a *death spell* is cast, it snuffs out the life forces of creatures in the area of effect instantly and irrevocably. Such creatures cannot be raised or resurrected, but an individual slain in this manner might be brought back via a *wish*. The number of creatures that can be slain is a function of their Hit Dice.

| Creatures' Hit Dice | Maximum # of Creatures Affected |
|---|---|
| Under 2 | 4d20 |
| 2 to 4 | 2d20 |
| 4+1 to 6+3 | 2d4 |
| 6+4 to 8+3 | 1d4 |

If creatures of differing Hit Dice are attacked with a *death spell*, roll the dice (4d20) to determine how many creatures of under 2 Hit Dice are affected. If the number rolled is greater than the actual number of sub-2 Hit Dice creatures, apply the remainder of the roll to the higher Hit Dice creatures by consulting the following table.

| Creatures' Hit Dice | Conversion Factor (CF) |
|---|---|
| Under 2 | 1 |
| 2 to 4 | 2 |
| 4+1 to 6+3 | 10 |
| 6+4 to 8+3 | 20 |

In other words, from the 4d20 roll subtract the number of creatures of less than 2 Hit Dice (these creatures die). If there are any remaining points from the 4d20 roll, subtract 2 for each creature of 2 to 4 Hit Dice (these creatures also die). If this still doesn't use up all the 4d20 roll, subtract 10 for each creature of 4+1 to 6+3 Hit Dice, and so on. Stop when all the creatures are dead, all the 4d20 roll is used up, or the remainder is less than half the CF of any remaining creatures. (If the remainder is one-half or more of the CF of a creature, that creature dies.)

For example, a mixed group of 20 goblins, eight gnolls, and four ogres, led by a hill giant, are caught in the area of a *death spell*. The 4d20 roll gives a total of 53 points; 20 of this eliminates the goblins (20 x 1 CF), 16 kills the gnolls (8 x 2 CF), and the remaining 17 kills two ogres (10 points to kill one ogre, and the remaining 7 points are enough to kill one more ogre). The other two ogres and the hill giant are unharmed.

A *death spell* does not affect lycanthropes, undead creatures, or creatures from planes other than the Prime Material.

The material component of this spell is a crushed black pearl with a minimum value of 1,000 gp.

## Demishadow Magic
### (Illusion/Phantasm)

Range: 60 yds. + 10 yds./level
Components: V, S
Duration: Special
Casting Time: 6

Area of Effect: Special Saving Throw: Special

This spell is similar to the 5th-level *shadow magic* spell, but this spell enables the casting of partially real 4th- and 5th level evocations (*cone of cold, wall of fire, wall of ice, cloudkill,* etc.). If recognized as demishadow magic (if a saving throw vs. spell is successful), damaging spells inflict only 40% of normal damage, with a minimum of 2 points per die of damage. A demishadow magic cloudkill slays creatures with fewer than 2 Hit Dice and inflicts 1d2 points of damage per round.

## Disintegrate
### (Alteration)

Range: 5 yds./level
Duration: Instantaneous
Area of Effect: 1 creature or 10 x 10 x 10 ft. cube
Components: V, S, M
Casting Time: 6
Saving Throw: Neg.

This spell causes matter to vanish. It affects even matter (or energy) of a magical nature, such as Bigby's forceful hand, but not a globe of invulnerability or an antimagic shell. Disintegration is instantaneous, and its effects are permanent. Any single creature can be affected, even undead. Nonliving matter, up to a 10-foot x 10-foot x 10-foot cube, can be obliterated by the spell. The spell creates a thin, green ray that causes physical material touched to glow and vanish, leaving traces of fine dust. Creatures that successfully save vs. spell have avoided the ray (material items have resisted the magic) and are not affected. Only the first creature or object struck can be affected.

The material components are a lodestone and a pinch of dust.

## Enchant an Item
### (Enchantment, Invocation)

Range: Touch
Duration: Special
Area of Effect: 1 item
Components: V, S, M
Casting Time: Special
Saving Throw: Neg.

This is a spell that must be used by a wizard planning to create a magical item. The *enchant an item* spell prepares the object to accept the magic. The item must meet the following tests: 1) it must be in sound and undamaged condition; 2) the item must be the finest possible, considering its nature, i.e., crafted of the highest quality material and with the finest workmanship; and 3) its cost or value must reflect the second test, and in most cases the item must have a raw-materials cost in excess of 100 gp. With respect to requirement 3, it is not possible to apply this test to items such as ropes, leather goods, cloth, and pottery not normally embroidered, bejeweled, tooled, carved, or engraved. If such work or materials can be added to an item without weakening or harming its normal functions, however, these are required for the item to be enchanted.

The wizard must have access to a workshop or laboratory, properly equipped and from which contaminating magic can be screened. Any magical item not related to the

fabrication process (such as most protective devices) and within 30 feet of the materials is a source of contaminating magic and will spoil the process.

The item to be prepared must be touched by the spellcaster. This touching must be constant and continual during the casting time, which is a base 16 hours plus an additional 8d8 hours (as the wizard may never work more than eight hours per day, and *haste* or any other spells will not alter the time required in any way, this effectively means that casting time for this spell is two days + 1d8 days). All work must be uninterrupted, and during rest periods the item being enchanted must never be more than 1 foot distant from the spellcaster; if it is, the whole spell is spoiled and must be begun again. (Note that during rest periods absolutely no other form of magic can be performed, and the wizard must remain quiet and in isolation or the enchantment is ruined.)

At the end of the spell, the caster will know that the item is ready for the final test. He will then pronounce the final magical syllable, and if the item makes a saving throw (which is exactly the same as that of the wizard) vs. spell, the spell is completed. The spellcaster's saving throw bonuses also apply to the item, up to +3. A result of 1 on the 1d20 roll always results in failure, regardless of modifications. Once the spell is finished, the wizard can begin to place the desired spell upon the item. The spell he plans to place must be cast within 24 hours or the preparatory spell fades, and the item must be enchanted again.

Each spell subsequently cast upon an object bearing an *enchant an item* spell requires 2d4 hours per spell level of the magic being cast. Again, during casting the item must be touched by the wizard, and during the rest periods it must always be within 1 foot of his person. This procedure holds true for any additional spells placed upon the item, and each successive spell must be begun within 24 hours of the last, even if the prior spell failed.

No magic placed on an item is permanent unless a *permanency* spell is used as a finishing touch. This always runs a 5% risk of draining 1 point of Constitution from the wizard casting the spell. Also, while it is possible to tell when the basic spell (*enchant an item*) succeeds, it is not possible to tell if successive castings actually work, for each must make the same sort of saving throw as the item itself made. Naturally, an item that is charged--a rod, staff, wand, *javelin of lightning*, *ring of wishes*, etc.--can never be made permanent. Magical devices cannot be used to enchant an item or cast magic upon an object so prepared, but scrolls can be used for this purpose.

The materials needed for this spell vary according to both the nature of the item being enchanted and the magic to be cast upon it. For example, a *cloak of displacement* might require the hides of one or more displacer beasts, a sword meant to slay dragons could require the blood and some other part of the type(s) of dragon(s) it will be effective against, and a *ring of shooting stars* might require pieces of meteorites and the horn of ki-rin. These specifics, as well as other information pertaining to this spell, are decided by the DM and must be discovered or researched in play.

## Ensnarement
### (Conjuration/Summoning)

| | |
|---|---|
| Range: 10 yds. | Components: V, S, M |
| Duration: Special | Casting Time: 1 turn |
| Area of Effect: Special | Saving Throw: Neg. |

Casting this spell attempts a dangerous act: to lure a powerful creature from another plane to a specifically prepared trap, where it will be held until it agrees to perform one service in return for freedom from the *ensnarement* spell. The type of creature to be ensnared must be known and stated, and if it has a specific, proper, or given name, this must be used in casting the *ensnarement* spell. The spell causes an awareness of a gatelike opening on the plane of the creature to be ensnared. A special saving throw is then made to determine if the creature detects the nature of the planar opening as a trap or believes it to be a gate. To save, the creature must roll equal to or less than its Intelligence score on 1d20. The score is modified by the difference between the creature's Intelligence and that of the spellcaster. If the creature has a higher score, the difference is subtracted from its dice roll to save. If the spellcaster has a higher score, the difference is added to the dice roll.

If the saving throw succeeds, the creature ignores the spell-created opening, and the spell fails. If the saving throw fails, the creature steps into the opening and is ensnared.

When so trapped, the otherplanar creature can freely attack the ensnaring wizard, unless the caster has created a warding circle. Such circles may be temporary (drawn by hand) or permanent (inlaid or carved). Even with such protection, the entrapped creature may break free and wreak its vengeance upon the spellcaster.

A hand-drawn circle has a base failure chance of 20%, while one inlaid or carved has a base of 10% (and that is for the first time it is used, to determine whether or not the job was done properly). The base chance is modified by the difference between the wizard's combined Intelligence and experience level and the Intelligence and the experience level or Hit Dice of the creature ensnared. If the spellcaster has a higher total, that difference in percentage points is subtracted from the chance for the creature to break free. If the creature has a higher total, that difference is added to its chance to break free.

The chance can be further reduced by careful preparation of the circle. If the hand-made circle is drawn over a longer period of time, using specially prepared pigments (1,000 gp value per turn spent drawing), the chance of breaking free is reduced by 1% for every turn spent in preparation. This can bring the base chance to 0%.

Similarly, an inlaid or carved design can be brought to a 0% chance of the creature breaking free by inlaying with various metals, minerals, etc. This cost will require a minimum of one full month of time and add not less than 50,000 gp to the basic cost of having the circle inlaid or carved into stone. Any break in the circle spoils the efficacy of the spell and enables the creature to break free automatically. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature within cannot so much as place a straw upon any portion of the inscribed ward, for the magic of the barrier absolutely prevents it.

Once safely ensnared, the creature can be kept for as long as the spellcaster dares. (Remember the danger of something breaking the ward!) The creature cannot leave the circle, nor can any of its attacks or powers penetrate the barrier. The caster can offer bribes, use promises, or make threats in order to exact one service from the captive creature.

The DM will then assign a value to what the wizard has said to the ensnared creature, rating it from 0 to 6 (with 6 being the most persuasive). This rating is then subtracted from the Intelligence score of the creature. If the creature rolls a successful Intelligence

check against its adjusted Intelligence, it refuses service. New offers, bribes, etc., can be made, or the old ones re-offered 24 hours later, when the creature's Intelligence has dropped by 1 point due to confinement. This can be repeated until the creature promises to serve, until it breaks free, or until the caster decides to get rid of it by means of some riddance spell. Impossible demands or unreasonable commands are never agreed to.

Once the single service is completed, the creature need only so inform the spellcaster to be instantly sent from whence it came. The creature might later seek revenge.

## Extension III
### (Alteration)

Range: 0
Duration: Special
Area of Effect: Special
Components: V
Casting Time: 6
Saving Throw: None

This spell is the same as the 4th-level *extension I* spell, except that it will extend 1st- through 3rd-level spells to double duration and will extend the duration of 4th- or 5th-level spells by 50%.

## Eyebite
### (Enchantment/Charm, Illusion/Phantasm)

Range: 20 yds.
Duration: 1 round/3 levels
Area of Effect: 1 creature
Components: V, S
Casting Time: 6
Saving Throw: Special

An *eyebite* spell enables the caster to merely meet the gaze of a creature and speak a single word to cause an effect. This gaze attack is in addition to any other attacks allowed to the wizard. The wizard selects one of four possible gaze attacks at the time the spell is cast, and this attack cannot be changed. For example, a 12th-level caster who chose *fear* would have four opportunities to make gaze attacks causing fear, one for each round of the spell's duration. Any gaze attack is negated by a successful saving throw vs. spell, with Wisdom adjustments. The four effects of the spell are as follows:

*Charm:* The wizard can charm a single person or monster by gaze and by uttering a single word. The effect is to make the charmed subject absolutely loyal and docile to the caster, even to the point of personal danger. It is otherwise the same as a *charm monster* spell. All creatures other than humans, demihumans, and humanoids save with +2 bonuses.

*Fear:* The wizard can cause fear by gaze and by speaking a single word. The subject flees in blind terror for 1d4 rounds. After this, the creature refuses to face the caster and cowers or bolts for the nearest cover if subsequently confronted by the caster (50% chance of either). The latter effect lasts one turn per caster level. This attack can be negated by spells that counter fear.

*Sicken:* This power enables the caster to merely gaze, speak, a word, and cause sudden pain and fever to sweep over the subject's body. Creatures with ability scores function at half effectiveness; others inflict only one-half damage with physical attacks. Movement is

at one-half normal rate. The subject remains stricken for one turn per level of the caster, after which all abilities return at the rate of one point per turn of complete rest or one point per hour of moderate activity. The effects cannot be negated by a *cure disease* or *heal* spell, but a *remove curse* or successful *dispel magic* spell is effective. Creatures other than humans, demihumans, and humanoids save with +2 bonuses versus this attack.

*Sleep:* The wizard can cause any individual to fall into a comatose slumber by means of a gaze and a single word, unless the subject successfully rolls its saving throw vs. spell. Creatures normally subject to a 1st-level *sleep* spell save with -2 penalties. An affected creature must be shaken or otherwise shocked back to consciousness.

In all cases, the gaze attack has a speed factor of 1. This spell does not affect undead of any type, or extend beyond the plane occupied by the caster. Note that the caster is subject to the effects of his reflected gaze and is allowed any applicable saving throw. In the case of a reflected *charm* gaze, the caster is paralyzed until it wears off or is countered.

## Geas
### (Enchantment/Charm)

Range: 10 yds.
Duration: Special
Area of Effect: 1 creature
Components: V
Casting Time: 4
Saving Throw: None

A *geas* spell places a magical command upon a creature (usually human or humanoid) to carry out some service, or to refrain from some action or course of activity, as desired by the spellcaster. The creature must be intelligent, conscious, under its own volition, and able to understand the caster. While a geas cannot compel a creature to kill itself or perform acts that are likely to result in certain death, it can cause almost any other course of action. The geased creature must follow the given instructions until the geas is completed. Failure to do so will cause the creature to grow sick and die within 1d4 weeks. Deviation from or twisting of the instructions causes a corresponding loss of Strength points until the deviation ceases. A geas can be done away with by a *wish* spell, but a *dispel magic* or *remove curse* spell will not negate it. Your DM will decide any additional details of a geas, for its casting and fulfillment are tricky, and an improperly cast geas is ignored.

## Glassee
### (Alteration)

Range: Touch
Duration: 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

By means of this spell, the wizard is able to make a section of metal, stone, or wood as transparent as glass to his gaze, or even make it into transparent material as explained hereafter. Normally, the *glassee* spell can make up to 4 inches of metal, 6 inches of stone, and 20 inches of wood transparent. The spell will not work on lead, gold, or platinum.

The wizard can opt to make the glassee work only for himself for the duration of the spell, or he can actually make a transparent area, a one-way window, in the material affected. Either case gives a viewing area 3 feet wide by 2 feet high. If a window is created, it has the strength of the original material.

The material component of the spell is a small piece of crystal or glass.

## Globe of Invulnerability
**(Abjuration)**

Range: 0
Duration: 1 rd./level
Area of Effect: 5-ft. radius
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This spell creates an immobile, faintly shimmering, magical sphere around the caster that prevents any 1st-, 2nd-, 3rd-, or 4th-level spell effects from penetrating. Thus, the area of effect of any such spell does not include the area of the globe of invulnerability. This includes innate spell-like abilities and effects from devices. However, any type of spell can be cast out of the magical sphere; spells pass from the caster of the globe to the subject without effect on the globe. Fifth and higher level spells are not affected by the globe. The globe can be brought down by a successful *dispel magic* spell.

The material component of the spell is a glass or crystal bead that shatters at the expiration of the spell.

## Guards and Wards
**(Evocation, Alteration, Enchantment/Charm)**

Range: 0
Duration: 1 hr./level
Area of Effect: Special
Components: V, S, M
Casting Time: 3 turns
Saving Throw: None

This special and powerful spell is primarily used to defend the wizard's stronghold. The ward protects a one-story stronghold, with a base dimension of 400 feet x 400 feet. The wizard can ward a multistory area by reducing the base area proportionately. The following take place in the warded area upon casting the spell:

1. All corridors become misty; visibility is reduced to 10 feet.
2. All doors are wizard locked.
3. Stairs are filled with webs from top to bottom. These act as the 2nd-level *web* spell, except that they regrow within one turn if destroyed.
4. Where there are choices in direction--such as a cross or side passage--a minor confusion-type spell functions so as to make it 50% probable that intruders believe they are going in the exact opposite direction.
5. The whole area radiates magic. The normal use of the *detect magic* spell becomes impossible for those of less than the caster's level and difficult for others.
6. One door per level of experience of the wizard is covered by an illusion to appear as if it were a plain wall.

7. The wizard can place one of the following additional magical effects:
   A. *Dancing lights* in four corridors.
   B. A *magic mouth* in two places.
   C. A *stinking cloud* in two places.
   D. A *gust of wind* in one corridor or room.
   E. A *suggestion* in one place.

Note that items 6 and 7 function only when the wizard is totally familiar with the area of the spell's effect. *Dispel magic* can remove one effect, at random, per casting. A *remove curse* spell will not work.

The material components of the spell are burning incense, a small measure of sulphur and oil, a knotted string, a small amount of umber hulk blood, and a small silver rod.

## Invisible Stalker
### (Conjuration/Summoning)

| | |
|---|---|
| Range: 10 yds. | Components: V, S, M |
| Duration: Special | Casting Time: 1 rd. |
| Area of Effect: Special | Saving Throw: None |

This spell summons an invisible stalker from the Elemental Plane of Air. This 8-Hit Dice monster obeys and serves the spellcaster in performing whatever tasks are set before it. It is a faultless tracker within one day of the quarry's passing. The invisible stalker follows instructions even if they send him hundreds or thousands of miles away and, once given an order, follows through unceasingly until the task is accomplished. However, the creature is bound to serve; it does not do so from loyalty or desire. Therefore, it resents prolonged missions or complex tasks, and it attempts to pervert instructions accordingly. Invisible stalkers understand common speech but speak no language save their own.

The material components of this spell are burning incense and a piece of horn carved into a crescent shape.

## Legend Lore
### (Divination)

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: Special | Casting Time: Special |
| Area of Effect: Special | Saving Throw: None |

The *legend lore* spell is used to determine legendary information regarding a known person, place, or thing. If the person or thing is at hand, or if the wizard is in the place in question, the likelihood of the spell producing results is far greater and the casting time is only 1d4 turns. If only detailed information on the person, place, or thing is known, casting time is 1d10 days. If only rumors are known, casting time is 2d6 weeks.

During the casting, the wizard cannot engage in activities other than the routine: eating, sleeping, etc. When completed, the divination reveals if legendary material is available. It often reveals where this material is--by place name, rhyme, or riddle. It

sometimes gives certain information regarding the person, place, or thing (when the object of the *legend lore* is at hand), but this data is always in some cryptic form (rhyme, riddle, anagram, cipher, sign, etc.). Naturally, a *legend lore* spell reveals information only if the person, place, or thing is noteworthy or legendary.

For example, suppose Delsenora came across an extremely well-made sword. It radiates magic, but when she used an *identify* spell, she could not learn any information. Even giving it to a trusted fighter didn't work, as the sword did not reveal any special powers. Finally, she casts a *legend lore* spell, hoping to gain more information. Since the sword is at hand, she completes the spell in three turns. In her mind comes the message, "Once this was the sword of he who waits till Albion's time of greatest peril, when unto his hand it shall fly again. Fair was the hand that gave me and fair was the hand that reclaimed me." Clearly, Delsenora realizes, this must be a very powerful item, since her spell gave only a cryptic answer. But who is he who waits? And where is Albion? For more information, Delsenora is going to have to cast more spells. But now the process will take much longer, since she has only the vaguest of clues to follow.

The *legend lore* spell is cast with incense and strips of ivory formed into a rectangle, but some item of value to the caster must be sacrificed in addition--a potion, magical scroll, magical item, etc.

## Lower Water
**(Alteration)**
**Reversible**

| | |
|---|---|
| Range: 80 yds. | Components: V, S, M |
| Duration: 5 rds./level | Casting Time: 1 turn |
| Area of Effect: 10-ft./level square | Saving Throw: None |

The wizard casting a *lower water* spell causes water or similar fluid in the area of effect to sink away. The water can be lowered up to 2 feet for every experience level of the wizard, to a minimum depth of 1 inch. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, a 12th-level wizard affects a volume of 24 feet x 120 feet x 120 feet, a 13th-level caster a volume of 26 feet x 130 feet x 130 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half the number of attacks each round. It has no effect on other creatures.

The material component of this spell is a small vial of dust.

Its reverse, *raise water,* causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges, at the DM's option. It negates *lower water* and vice versa.

The material component of the *raise water* spell is a small vial of water.

## Mass Suggestion

**(Enchantment/Charm)**

Range: 30 yds.
Duration: 4 turns + 4 turns/level
Area of Effect: 1 creature/level
Components: V, M
Casting Time: 6
Saving Throw: Neg.

The *mass suggestion* spell enables the wizard to influence the actions of one or more chosen creatures in the same way as the *suggestion* spell. Up to one creature per experience level of the caster can be influenced, provided that all subject creatures are within the 30-yard range. Undead are not subject to this spell. The suggestion must be reasonably worded and understood by the creatures, and must be the same for all hearing it. Creatures successfully saving vs. spell are unaffected. Saving throws against the spell suffer a penalty of -1, and if a single creature is to be affected, its saving throw suffers a -4 penalty. Note that a very reasonable mass suggestion can cause the saving throw to be made with an additional penalty (such as -1, -2, etc.), at the discretion of your DM. A mass suggestion can continue in effect for a considerable duration, at the DM's discretion. Conditions that will trigger a special action can also be specified; if the condition is not met before the spell expires, the action will not be performed.

The material components of this spell are a snake's tongue and either a bit of honeycomb or a drop of sweet oil.

## Mirage Arcana

**(Illusion/Phantasm, Alteration)**

Range: 10 yds./level
Duration: Special
Area of Effect: 10 ft./level radius
Components: V, S (M optional)
Casting Time: Special
Saving Throw: None

The magic of this spell is similar to that of the *vacancy* spell, only more powerful and elaborate. The spell enables the caster to make an area appear to be something other than it is--a setting he has personally seen. The spell remains as long as the caster maintains a minimal concentration upon it. Even after this, the spell persists for a total of one hour plus one additional turn for each experience level of the caster. (Note: Minimal concentration can be maintained during normal conversation but not while spellcasting, in melee, or if harmed by an attack.) If the caster actually uses a small bit of anything connected with the place to create this spell, it takes on a quasi reality.

In its basic form, forceful contact is necessary to have any hope of discovering the magic, short of a detection device or spell. In its more complex form, where a material component is used, detection is possible only by some magical means, whether device, item, or spell. Either form of mirage arcana is subject to the *dispel magic* spell.

As with all powerful illusions, the mind of the believer urges appropriate effects upon the viewer's body. Under the influence of the spell, the viewer could possibly walk across a bed of hot coals thinking it was a shallow stream of water that was cooling his feet (and thus suffer no damage), dine upon imaginary food and actually be satisfied, or rest comfortably upon a bed of sharp stones, thinking it a featherbed. Gravity is not affected by the spell, however, so an envisioned bridge spanning a deep chasm does not support

the believer. Those who witness the event see it as a sudden disappearance of the individual. They do not connect it with an illusion unless they are otherwise aware of some magic at work.

## Mislead
**(Illusion/Phantasm)**

Range: 10 yds.
Duration: 1 rd./level
Area of Effect: Special
Component: S
Casting Time: 1
Saving Throw: None

When a *mislead* spell is cast by the wizard, he actually creates an illusory double at the same time that he is cloaked by *improved invisibility* magic (see the 4th-level spell). The wizard is then free to go elsewhere while his double seemingly moves away. The spell enables the illusion of the wizard to speak and gesture as if it were real, and there are full olfactory and touch components as well. A *true seeing* spell or a *gem of seeing* will reveal the illusion for what it is. A *detect invisibility* or *true seeing* spell or items such as a *gem of seeing* or *robe of eyes* can detect the invisible wizard (see the 5th-level wizard spell *shadow door*).

## Monster Summoning IV
**(Conjuration/Summoning)**

Range: Special
Duration: 5 rds. + 1 rd./level
Area of Effect: 60-yd. radius
Components: V, S, M
Casting Time: 6
Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons 1d3 4th-level monsters. These appear within the spell's area of effect and attack the caster's opponents, until he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale; they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Mordenkainen's Lucubration
**(Alteration)**

Range: 0
Duration: Instantaneous
Area of Effect: The caster
Components: V, S
Casting Time: 1
Saving Throw: None

By use of this spell, the wizard is able to instantly recall any 1st- through 5th-level spell he has used during the past 24 hours. The spell must have been memorized and

actually used during that time period. *Mordenkainen's lucubration* allows the recovery of only one spell. If the recalled spell requires material components, these must be provided by the caster; the recovered spell is not usable until the material components are available.

## Move Earth
**(Alteration)**

Range: 10 yds./level
Duration: Permanent
Area of Effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: None

When cast, the *move earth* spell moves dirt (clay, loam, sand) and its other components. Thus, embankments can be collapsed, hillocks moved, dunes shifted, etc. However, in no event can rock prominences be collapsed or moved. The area to be affected dictates the casting time; for every 40 yard x 40 yard surface area and 10 feet of depth, one turn of casting time is required. The maximum area that can be affected is 240 yards x 240 yards, which takes four hours.

If terrain features are to be moved--as compared to simply caving in banks or walls of earth--it is necessary that an earth elemental be subsequently summoned to assist. All spell casting or summoning must be completed before any effects occur. As any summoned earth elemental will perform most of its work underground, it is unlikely that it will be intercepted or interrupted. Should this occur, however, the movement of the earth requiring its services must be stopped until the elemental is once again available. Should the elemental be slain or dismissed, the *move earth* spell is limited to collapsing banks or walls of earth.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures; its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

The material components for this spell are a mixture of soils (clay, loam, sand) in a small bag and an iron blade.

Note: This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacierlike fluidity until the desired result is achieved. Trees, structures, rock formations, etc. are relatively unaffected, save for changes in elevation and relative topography.

## Otiluke's Freezing Sphere
**(Alteration, Evocation)**

Range: Special
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 6
Saving Throw: Special

*Otiluke's Freezing Sphere* is a multipurpose spell of considerable power. If the caster opts, he may create any of the following:

A) *Frigid globe.* A small globe of matter at absolute zero temperature that spreads

upon contact with water, or a liquid that is principally water, freezing it to a depth of 6 inches over an area equal to 100 square feet per level of the spellcaster. This ice lasts for one round per level of the caster.

The material component is a thin sheet of crystal about an inch square.

B) *Cold ray.* The spell can be used as a thin ray of cold that springs from the caster's hand to a distance of 10 yards per level of the wizard; this ray inflicts 1d4+2 points of damage per level of the caster upon the first creature struck. A saving throw vs. spell is applicable; all damage is negated if it is successful (as the ray is so narrow a save indicates it missed). If the first creature is missed, the path of the ray is plotted to its full distance, and anything else in its path must save (if applicable) or suffer appropriate damage.

The material component is a white sapphire of not less than 1,000 gp value.

C) *Globe of cold.* This creates a small globe about the size of a sling stone, cool to the touch, but not harmful. This globe can be hurled, either by hand to a distance of 40 yards (considered short range), or as a sling bullet. The globe shatters upon impact, inflicting 6d6 points of cold damage upon all creatures within a 10-foot radius (one-half damage if a saving throw vs. spell is successful). Use the Grenadelike Missile Table in the *Dungeon Master Guide* to find where misses strike. Note that if the globe is not thrown or slung within one round per level of the spellcaster, it shatters and causes cold damage as stated above. This timed effect can be employed against pursuers, although it can prove hazardous to the spellcaster and his associates as well.

The material component is a 1,000-gp diamond.

## Part Water
### (Alteration)

Range: 10 yds./level
Duration: 5 rds./level
Area of Effect: 20 ft. x 3 ft./level x 30 ft./level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By employing a *part water* spell, the wizard is able to cause water or similar liquid to move apart, thus forming a 20-foot-wide trough. The depth and length of the trough are dependent upon the level of the wizard, and a trough 3 feet deep by 10 yards long is created per level. For example, at 12th level the wizard would part water 36 feet deep by 20 feet wide by 120 yards long. The trough remains as long as the spell lasts or until the wizard who cast it opts to end its effects. If cast under water, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature receives 4d8 damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material components for the spell are two small sheets of crystal or glass.

## Permanent Illusion
### (Illusion/Phantasm)

Range: 10 yds./level
Components: V, S, M

Duration: Permanent
Area of Effect: 20-ft. cube + 10-ft. cube/level
Casting Time: 6
Saving Throw: Special

When this spell is cast, the wizard creates an illusion with visual, auditory, olfactory, and thermal elements. The spell can create the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. It affects all creatures that view the illusion, even to the extent of them suffering damage from falling into an illusory pit full of sharp spikes.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, they see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The permanent illusion is subject to a *dispel magic* spell, of course.

The material component of the spell is a bit of fleece.

## Programmed Illusion
**(Illusion/Phantasm)**

Range: 10 yds./level
Duration: Special
Area of Effect: 20-ft. cube + 10-ft. cube/level
Components: V, S, M
Casting Time: 6
Saving Throw: Special

This spell creates a *spectral force* spell that activates upon command or when a specific condition occurs. The illusion has visual, auditory, olfactory, and thermal elements. It can be of any object, creature, or force, as long as it remains within the boundaries of the spell's area of effect.

The occurrence that begins the illusion can be as general or as specific and detailed as desired, such as the following: "Begin only when a venerable female human carrying a sack of groat clusters sits cross-legged within one foot of this spot." Such visual triggers can react to a character using the *disguise* ability. Command range is 5 yards per level of the wizard, so a 12th-level wizard can command the programmed illusion to occur at a maximum encounter range of 60 yards. A programmed illusion cannot distinguish invisible creatures, nor alignment, level, Hit Dice, or class, except by external garb. If desired, the effect can be keyed to a specific noise or spoken word. The spell lasts until the illusion occurs; thus, the spell duration is variable. The illusion will last for a maximum of one round per level of the spellcaster.

Creatures that attempt to disbelieve the illusion gain a saving throw vs. spell and, if successful, see it for what it is and add +4 bonuses to associates' saving throws, if this knowledge can be communicated effectively. Creatures not sensing the spell effect are immune until they become aware of it. The illusion is subject to a *dispel magic* spell.

The material component of the spell is a bit of fleece.

## Project Image
**(Alteration, Illusion/Phantasm)**

Range: 10 yds./level
Duration: 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 6
Saving Throw: None

By means of this spell, the wizard creates a nonmaterial duplicate of himself, projecting it to any spot within spell range. This image performs actions decided by the wizard--walking, speaking, spellcasting--conforming to the actual actions of the wizard unless he concentrates on making it act differently (in which case the wizard is limited to half movement and no attacks).

The image can be dispelled only by means of a successful *dispel magic* spell (or upon command from the spellcaster); attacks pass harmlessly through it. The image must be within view of the wizard projecting it at all times, and if his sight is obstructed, the spell is broken. Note that if the wizard is invisible at the time the spell is cast, the image is also invisible until the caster's invisibility ends, though the wizard must still be able to see the image (by means of a *detect invisibility* spell or other method) to maintain the spell. If the wizard uses *dimension door*, *teleport*, *plane shift*, or a similar spell that breaks his line of vision, the *project image* spell ends.

The material component of this spell is a small replica (doll) of the wizard.

## Reincarnation
**(Necromancy)**

Range: Touch
Duration: Permanent
Area of Effect: Person touched
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

With this spell, the wizard can bring back to life a person who died no more than one day per level of experience of the wizard before the casting of the spell. The essence of the dead person is transferred to another body, possibly one very different from his former body. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person will appear in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be different indeed. The new incarnation is determined on the following table. If a player character race is indicated, the character must be created.

| D100 Roll | Incarnation |
|---|---|
| 01-05 | Bugbear |
| 06-11 | Dwarf |
| 12-18 | Elf |
| 19-23 | Gnoll |
| 24-28 | Gnome |
| 29-33 | Goblin |
| 34-40 | Half-elf |
| 41-47 | Halfling |

| | |
|---|---|
| 48-54 | Half-orc |
| 55-59 | Hobgoblin |
| 60-73 | Human |
| 74-79 | Kobold |
| 80-85 | Orc |
| 86-90 | Ogre |
| 91-95 | Ogre mage |
| 96-00 | Troll |

Note: Very good or very evil persons will not be reincarnated as creatures whose general alignment is the opposite.

The material components of the spell are a small drum and a drop of blood.

## Repulsion
### (Abjuration)

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 round/2 levels | Casting Time: 6 |
| Area of Effect: 10 ft./level x 10 ft. | Saving Throw: None |

When this spell is cast, the wizard is able to cause all creatures in the path of the area of effect to move directly away from his person. Repulsion occurs at the speed of the creature attempting to move toward the spellcaster. The repelled creature continues to move away for a complete round even if this takes it beyond spell range. The caster can designate a new direction each round, but use of this power counts as the caster's principal action in the round. The caster can, of course, choose to do something else instead of using the repulsion attack.

The material component for this spell is a pair of small magnetized iron bars attached to two small canine statuettes, one ivory and one ebony.

## Shades
### (Illusion/Phantasm)

| | |
|---|---|
| Range: 30 yds. | Components: V, S |
| Duration: 1 rd./level | Casting Time: 6 |
| Area of Effect: 20-ft. cube | Saving Throw: Special |

This spell is related to the *shadow monsters* and *demishadow monsters* spells. The *shades* spell uses material from the Demiplane of Shadow to form semireal illusions of one or more monsters, up to 1 Hit Die per caster level. All shades created by one spell must be of the same sort, and they have 60% of the hit point total the real creatures would have. Those who view the shades and fail their saving throws vs. spell believe the illusion.

The shades perform as the real monsters with respect to Armor Class and attack forms. Special attack forms such as petrification or level drain do not actually occur, but a subject who believes the shades are real will react appropriately, until the illusion is

countered by a *dispel magic* spell or the condition is countered by a *heal* spell. Those who roll successful saving throws see the shades as transparent images superimposed on vague shadowy forms. These are Armor Class 6 and cause only 60% of the true monsters' normal melee damage.

## Stone to Flesh
**(Alteration)**
**Reversible**

Range: 10 yds./level
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 6
Saving Throw: Special

The *stone to flesh* spell turns any sort of stone into flesh. If the recipient stone object was formerly living, this spell restores life (and goods), although the survival of the creature is subject to the usual system shock survival roll. Any formerly living creature, regardless of size, can be thus returned to flesh. Ordinary stone can be turned to flesh in a volume of 9 cubic feet per level of experience of the spellcaster. Such flesh is inert, lacking a vital life force, unless a life force or magical energy is available (for example, this spell would turn a stone golem into a flesh golem, but an ordinary statue would become a body). If cast upon stone, the wizard can create a cylinder of fleshy material from 1 to 3 feet in diameter and up to 10 feet long, allowing a passage to be made.

The material components are a pinch of earth and a drop of blood.

The reverse, *flesh to stone*, turns flesh of any sort to stone. All possessions on the person of the creature likewise turn to stone. The intended subject of the spell receives a saving throw vs. spell to avoid the effect. If a statue created by this spell is subjected to breakage or weathering, the being (if ever returned to his original, fleshy state) will have similar damage, deformities, etc. The DM may allow such damage to be repaired by various high-level clerical spells, such as *regenerate*.

The material components of the spell are lime, water, and earth.

## Tenser's Transformation
**(Alteration, Evocation)**

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Components: V, S, M
Casting Time: 6
Saving Throw: None

Tenser's transformation is a sight guaranteed to astound any creature not aware of its power, for when the wizard casts the spell, he undergoes a startling transformation. The size and strength of the wizard increase to heroic proportions, so he becomes a formidable fighting machine; the spell causes the caster to become a berserk fighter! The wizard's hit points double, and all damage he sustains comes first from the magical points gained; once these points are eliminated, all subsequent damage (to his true hit points) is doubled. The Armor Class of the wizard is 4 better than that possessed prior to casting the spell (AC 10 goes to 6, AC 9 to 5, AC 8 to 4, etc.), to a maximum Armor Class of -

10.

All attacks are as a fighter of the same level as the wizard (i.e., the wizard uses the combat values normally reserved for fighters). The wizard can use either a dagger or a staff when attacking. A dagger can be used twice per round, and each successful attack inflicts an additional 2 points of damage. A staff can be used only once per round, but with a +2 bonus to attack and damage rolls. The wizard fights in melee in preference to all other forms of attack, and continues attacking until all opponents are slain, he is killed, the magic is dispelled, or the spell duration expires.

The material component for casting this spell is a *potion of heroism* (or *superheroism*) that the wizard must consume during the course of uttering the spell.

## Transmute Water to Dust
**(Alteration)**
**Reversible**

Range: 60 yds.
Duration: Permanent
Area of Effect: 10-ft. cube/level
Components: V, S, M
Casting Time: 5
Saving Throw: None (special)

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is being transmuted, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly soaks the latter, turning the dust into silty mud (if a sufficient quantity of water exists to do so), otherwise soaking or dampening the dust accordingly.

Only liquid actually in the area of effect at the moment of spellcasting is affected. Liquids that are only partially water are affected only insofar as the actual water content is concerned; however, potions containing water are rendered useless. Living creatures are unaffected, except for those native to the Elemental Plane of Water. Such creatures receive saving throws vs. spell. Failure inflicts 1d6 points of damage per caster level upon the subject, while success means the creature receives half damage. Only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The reverse of the spell is simply a very high-powered *create water* spell that requires a pinch of normal dust as an additional material component.

For either usage of the spell, other components required are diamond dust of at least 500 gp value and a bit of seashell.

## True Seeing
**(Divination)**

Range: Touch
Duration: 1 rd./level
Area of Effect: Line of sight, max. 60 ft.
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

When the wizard employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted objects are apparent. (The real form appears translucently superimposed on the apparent form: A gold dragon polymorphed to human form would appear human with a ghostly dragon looming over the human form.) Unlike the clerical version of this spell, the recipient cannot determine alignment. The recipient can focus his vision to see into the Ethereal Plane or the bordering areas of adjacent planes. The range of vision conferred is 60 feet. True seeing does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. Furthermore, the spell effects cannot be enhanced with magic.

The spell requires an ointment for the eyes that is made from a very rare mushroom powder, saffron, and fat. It costs no less than 300 gp per use and must be aged for 1d6 months.

### Veil
**(Illusion/Phantasm)**

| | |
|---|---|
| Range: 10 yds./level | Components: V, S |
| Duration: 1 turn/level | Casting Time: 6 |
| Area of Effect: 20-ft. cube/level | Saving Throw: None |

The *veil* spell enables the wizard to instantly change the appearance of his surroundings and party or create hallucinatory terrain so as to fool even the most clever creatures (unless they have the *true seeing* spell, a *gem of seeing,* or a similar magical aid). The veil can make a sumptuous room seem like a filthy den; even tactile impressions conform to the visual illusion. Likewise, a party might be made to resemble a mixed band of brownies, pixies, and faeries led by a treant. If hallucinatory terrain is created, touch does not cause it to vanish.

## Seventh-Level Spells

### Banishment
**(Abjuration)**

| | |
|---|---|
| Range: 20 yds. | Components: V, S, M |
| Duration: Instantaneous | Casting Time: 7 |
| Area of Effect: 60-ft. radius | Saving Throw: Special |

A *banishment* spell enables the caster to force some extraplanar creature out of the caster's home plane. The effect is instantaneous, and the subject cannot come back without some special summoning or means of egress from its own plane to the one from which it was banished. Up to 2 Hit Dice or levels of creature per caster level can be banished.

The caster must both name the type of creature(s) to be sent away and give its name

and title as well, if any. In any event, the creature's magic resistance must be overcome for the spell to be effective.

The material components of the spell are substances harmful, hateful, or opposed to the nature of the subject(s) of the spell. For every such substance included in the casting, the subject creature(s) loses 5% from its magic resistance and suffers a -2 penalty to its saving throw vs. spell. For example, if iron, holy water, sunstone, and a sprig of rosemary were used in casting a banishment upon a being that hates those things, its saving throw versus the spell would be made with a -8 penalty (four substances times the factor of -2). Special items, such as hair from the tail of a ki-rin or couatl feathers, could also be added to change the factor to -3 or -4 per item. In contrast, a titan's hair or mistletoe blessed by a druid might lower the factor to -1 with respect to the same creature. If the subject creature successfully rolls its saving throw vs. spell, the caster is stung by a backlash of energy, suffers 2d6 points of damage, and is stunned for one round.

## Bigby's Grasping Hand
**(Evocation)**

Range: 10 yds./level
Duration: 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 7
Saving Throw: None

*Bigby's grasping hand* is a superior version of the 6th-level spell *Bigby's forceful hand*. It creates a man-sized (5 feet) to gargantuan-sized (21 feet) hand that appears and grasps a creature designated by the caster, regardless of what the spellcaster does or how the opponent tries to escape it. The grasping hand can hold motionless a creature or object of up to 1,000 pounds weight, slow movement to 10 feet per round if the creature weighs between 1,000 and 4,000 pounds, or slow movement by 50% if the creature weighs up to 16,000 pounds. The hand itself inflicts no damage. The grasping hand has an Armor Class of 0, has as many hit points as its caster in full health, and vanishes when destroyed. The caster can order it to release a trapped opponent or can dismiss it on command.

The material component is a leather glove.

## Charm Plants
**(Enchantment/Charm)**

Range: 30 yds.
Duration: Permanent
Area of Effect: 10 x 30 ft.
Components: V, S, M
Casting Time: 1 turn
Saving Throw: Neg.

The *charm plants* spell enables the spellcaster to bring under command vegetable life forms and communicate with them. These plants obey instructions to the best of their ability. The spell will charm plants in a 30-foot x 10-foot area. While the spell does not endow the vegetation with new abilities, it does enable the wizard to command the plants to use whatever they have in order to fulfill his instructions. If the plants in the area of effect do have special or unusual abilities, these are used as commanded by the wizard.

For example, this spell can generally duplicate the effects of the 1st-level priest spell *entangle*, if the caster desires. The saving throw applies only to intelligent plants, and it is made with a -4 penalty to the die roll.

The material components of the spell are a pinch of humus, a drop of water, and a twig or leaf.

## Control Undead
**(Necromancy)**

Range: 60 ft.
Duration: 3d4 rds. + 1 rd./level
Area of Effect: 1d6 undead
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: Special

This spell enables the wizard to command 1d6 undead creatures for a short period of time. Upon casting the spell, the wizard selects one point within range of the spell. Those undead nearest to this point are affected, until either undead equal in Hit Dice to the caster's level or six undead are affected. Undead with 3 Hit Dice or less are automatically controlled. Those of greater Hit Dice are allowed a saving throw vs. spell, which, if successful, negates the attempt to control that creature. Regardless of the success or failure of the saving throw, each creature required to make a check counts toward the Hit Dice limit of the spell.

Those creatures under the control of the wizard can be commanded by the caster if they are within hearing range. There is no telepathic communication or language requirement between the caster and the controlled undead. Even if communication is impossible, the controlled undead do not attack the spellcaster. At the end of the spell, the controlled undead revert to their normal behaviors. Those not mindless will remember the control exerted by the wizard.

The material component for this spell is a small piece each of bone and raw meat.

## Delayed Blast Fireball
**(Evocation)**

Range: 100 yds. + 10 yds./level
Duration: Special
Area of Effect: 20-ft. radius
Components: V, S, M
Casting Time: 7
Saving Throw: _

This spell creates a fireball, with a +1 bonus to each of its dice of damage, which releases its blast anytime from instantly to five rounds later, according to the command given by the wizard. In other respects, the spell is the same as the 3rd-level spell *fireball*.

## Drawmij's Instant Summons
**(Conjuration/Summoning)**

Range: Infinite + special
Duration: Instantaneous
Area of Effect: 1 small object
Components: V, S, M
Casting Time: 1
Saving Throw: None

When this spell is cast, the wizard teleports some desired item from virtually any location directly to his hand. The single object can be no longer in any dimension than a sword, can have no more weight than a shield (about eight pounds), and must be nonliving.

To prepare this spell, the wizard must hold a gem of not less than 5,000 gp value in his hand and utter all but the final word of the conjuration. At some point in the future, he must crush the gem and utter the final word. The desired item is then transported instantly into the spellcaster's right or left hand, as he desires.

The item must have been previously touched during the initial incantation and specifically named; only that particular item is summoned by the spell. During the initial incantation, the gem becomes magically inscribed with the name of the item to be summoned. The inscription is invisible and unreadable, except by means of a *read magic* spell, to all but the wizard who cast the summons.

If the item is in the possession of another creature, the spell does not work, and the caster knows who the possessor is and roughly where he, she, or it is located when the summons is cast. Items can be summoned from other planes of existence, but only if such items are not in the possession (not necessarily the physical grasp) of another creature. For each level of experience above the 14th, the wizard is able to summon a desired item from one plane farther removed from the plane he is in at the time the spell is cast (one plane away at 14th level, two planes away at 15th, etc.). Thus, a wizard of 16th level could cast the spell even if the desired item was on the second layer of one of the Outer Planes, but at 14th level the wizard would be able to summon the item only if it were no farther than one of the Inner Planes, the Ethereal Plane, or the Astral Plane (see the Planescape *Campaign Setting* boxed set). Note that special wards or barriers, or factors that block the *teleport* or *plane shift* spells, may also block the operation of this spell. Objects in Leomund's secret chest cannot be recovered by using this spell.

Note: If the item is wizard marked, it can be summoned from anywhere on the same plane unless special local conditions apply. Furthermore, the details of the location of the item are more specific, and the item is more easily traceable with other types of scrying magic.

## Duo-Dimension
### (Alteration)

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 3 rds. + 1 rd./level | Casting Time: 7 |
| Area of Effect: The caster | Saving Throw: None |

A *duo-dimension* spell causes the caster to have only two dimensions, height and width, with no depth. He is thus invisible when turned sideways. This invisibility can be detected only by means of a *true seeing* spell or similar methods. In addition, the duo-dimensional wizard can pass through the thinnest of spaces as long as these have the proper height--going through the space between a door and its frame is a simple matter. The wizard can perform all actions normally. He can turn and become invisible, move in this state, and appear again next round and cast a spell, disappearing on the following

round.

Note that when turned, the wizard cannot be affected by any form of attack, but when visible, he is subject to double the amount of damage normal for an attack form; for example, a dagger thrust would inflict 2d4 points of damage if it struck a duo-dimensional wizard. Furthermore, the wizard has a portion of his existence in the Astral Plane when the spell is in effect, and he is subject to possible notice by creatures there. If noticed, it is 25% probable that the wizard is pulled entirely into the Astral Plane by any attack from an astral creature. Such an attack (and any subsequent attack received on the Astral Plane) inflicts normal damage.

The material components of this spell are a flat ivory likeness of the spellcaster (which must be of finest workmanship, gold filigreed, and enameled and gem-studded at an average cost of 500 to 1,000 gp) and a strip of parchment. As the spell is uttered, the parchment is given half a twist and joined at the ends. The figurine is then passed through the parchment loop, and both disappear forever.

## Finger of Death
### (Necromancy)

Range: 60 yds.
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 5
Saving Throw: Neg.

The *finger of death* spell snuffs out the victim's life force. If successful, the victim can be neither raised nor resurrected. In addition, in human subjects the spell initiates changes to the body such that after three days the caster can, by means of a special ceremony costing not less than 1,000 gp plus 500 gp per body, animate the corpse as a juju zombie under the control of the caster. The changes can be reversed before animation by a *limited wish* or similar spell cast directly upon the body, and a full *wish* restores the subject to life.

The caster utters the *finger of death* spell incantation, points his index finger at the creature to be slain, and unless the victim succeeds in a saving throw vs. spell, death occurs. A creature successfully saving still receives 2d8+1 points of damage. If the subject dies of damage, no internal changes occur and the victim can then be revived normally.

## Forcecage
### (Evocation)

Range: 10 yds./2 levels
Duration: 6 turns + 1/level
Area of Effect: 20-ft. cube
Components: V, S, special
Casting Time: 3-4
Saving Throw: None

This powerful spell enables the caster to bring into being a cube of force, but it is unlike the magical item of that name in one important respect: The forcecage does not have solid walls of force; it has alternating bands of force with _-inch gaps between. Thus, it is truly a cage, rather than an enclosed space with solid walls. Creatures within

the area of effect of the spell are caught and contained unless they are able to pass through the openings--and, of course, all spells and breath weapons can pass through the gaps in the bars of force of the forcecage.

A creature with magic resistance has a single attempt to pass through the walls of the cage. If the resistance check is successful, the creature escapes. If it fails, the creature is caged. Note that a successful check does not destroy the cage, nor does it enable other creatures (save familiars) to flee with the escaping creature. The forcecage is also unlike the solid-walled protective device, cube of force, in that it can be gotten rid of only by means of a *dispel magic* spell or by the expiration of the spell.

By means of special preparation at the time of memorization, a *forcecage* spell can be altered to a *forcecube* spell. The cube created is 10 feet on a side, and the spell then resembles that of a cube of force in all respects save that of the differences between a cast spell and the magic of a device, including the methods of defeating its power.

Although the actual casting of either application of the spell requires no material component, the study required to commit it to memory does demand that the wizard powder a diamond of at least 1,000 gp value, using the diamond dust to trace the outlines of the cage or cube he desires to create via spellcasting at some later time. Thus, in memorization, the diamond dust is employed and expended, for upon completion of study, the wizard must then toss the dust into the air and it will disappear.

## Limited Wish
**(Conjuration/Summoning, Invocation/Evocation)**

| | |
|---|---|
| Range: Unlimited | Components: V |
| Duration: Special | Casting Time: Special |
| Area of Effect: Special | Saving Throw: Special |

The *limited wish* is a very potent but difficult spell. It will fulfill literally, but only partially or for a limited duration, the utterance of the spellcaster. Thus, the actuality of the past, present, or future might be altered (but possibly only for the wizard unless the wording of the spell is most carefully stated) in some limited manner. The use of a limited wish will not substantially change major realities, nor will it bring wealth or experience merely by asking. The spell can, for example, restore some hit points (or all hit points for a limited duration) lost by the wizard. It can reduce opponent hit probabilities or damage, increase duration of some magical effect, cause a creature to be favorably disposed to the spellcaster, mimic a spell of 7th level or less, and so on (see the 9th-level *wish* spell). Greedy desires usually end in disaster for the wisher. Casting time is based on the time spent preparing the wording for the spell (clever players decide what they want to say before using the spell). Normally, the casting time is one round (most of it being taken up by deciding what to say). Casting this spell ages the caster one year per 100 years of regular life span.

## Mass Invisibility
**(Illusion/Phantasm)**

| | |
|---|---|
| Range: 10 yds./level | Components: V, S, M |

Duration: Special
Area of Effect: 60 x 60 yds.
Casting Time: 7
Saving Throw: None

This is a more extensive adaptation of the *invisibility* spell for battlefield use. It can hide creatures in a 60-yard x 60-yard area: up to 400 man-sized creatures, 30 to 40 giants, or six to eight large dragons. The effect is mobile with the unit and is broken when the unit attacks. Individuals leaving the unit become visible. The wizard can end this spell upon command.

The material components of the *mass invisibility* spell are an eyelash and a bit of gum arabic, the former encased in the latter.

## Monster Summoning V
**(Conjuration/Summoning)**

Range: Special
Duration: 6 rds. + 1 rd./level
Area of Effect: 70-yd. radius
Components: V, S, M
Casting Time: 6
Saving Throw: None

This spell is much like the 3rd-level *monster summoning I* spell, except that this spell summons 1d3 5th-level monsters. These appear within the spell's area of effect and attack the caster's opponents until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Mordenkainen's Magnificent Mansion
**(Alteration, Conjuration)**

Range: 10 yds.
Duration: 1 hr./level
Area of Effect: 300 sq. ft./level
Components: V, S, M
Casting Time: 7 rds.
Saving Throw: None

By means of this spell, the wizard conjures up an extradimensional dwelling, entrance to which can be gained only at a single point of space on the plane from which the spell was cast. From the entry point, those creatures observing the area see only a faint shimmering in the air, in an area 4 feet wide and 8 feet high. The caster of the spell controls entry to the mansion, and the portal is shut and made invisible behind him when he enters. He may open it again from his own side at will. Once observers have passed beyond the entrance, they behold a magnificent foyer and numerous chambers beyond. The place is furnished and contains sufficient foodstuffs to serve a nine-course banquet to as many dozens of people as the spellcaster has levels of experience. There is a staff of near-transparent servants, liveried and obedient, to wait upon all who enter. The atmosphere is clean, fresh, and warm.

Since the place can be entered only through its special portal, outside conditions do not affect the mansion, nor do conditions inside it pass to the plane beyond. Rest and relaxation within the place is normal, but the food is not. It seems excellent and quite filling as long as one is within the place. Once outside, however, its effects disappear immediately, and if those resting have not eaten real food within a reasonable time span, ravenous hunger strikes. Failure to eat normal food immediately results in the onset of fatigue or starvation penalties as decided by the DM.

The material components of this spell are a miniature portal carved from ivory, a small piece of polished marble, and a tiny silver spoon. These are utterly destroyed when the spell is cast.

(It is worth mentioning that this spell has been used in conjunction with a normal portal, as well as with illusion magic. There is evidence that the design and interior of the space created can be altered to suit the caster's wishes.)

## Mordenkainen's Sword
**(Evocation)**

Range: 30 yds.
Duration: 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 7
Saving Throw: None

Upon casting this spell, the wizard brings into being a shimmering, swordlike plane of force. The spellcaster is able to mentally wield this weapon (to the exclusion of all activities other than movement), causing it to move and strike as if it were being used by a fighter. The basic chance for Mordenkainen's sword to hit is the same as the chance for a sword wielded by a fighter of half the level of the spellcaster. For example, if cast by a 14th-level wizard, the weapon has the same hit probability as a sword wielded by a 7th-level fighter.

The sword has no magical attack bonuses, but it can hit nearly any sort of opponent, even those normally struck only by +3 weapons or those who are astral, ethereal, or out of phase. It hits any Armor Class on a roll of 19 or 20. It inflicts 5d4 points of damage to opponents of man size or smaller, and 5d6 points of damage to opponents larger than man size. It lasts until the spell duration expires, a *dispel magic* is used successfully upon it, or its caster no longer desires it.

The material component is a miniature platinum sword with a grip and pommel of copper and zinc, which costs 500 gp to construct, and which disappears after the spell's completion.

## Phase Door
**(Alteration)**

Range: Touch
Duration: 1 usage/2 levels
Area of Effect: Special
Components: V
Casting Time: 7
Saving Throw: None

When this spell is cast, the wizard attunes his body, and a section of wall is affected as

if by a *passwall* spell. The phase door is invisible to all creatures save the spellcaster, and only he can use the space or passage the spell creates, disappearing when the phase door is entered, and appearing when it is exited. If the caster desires, one other creature of man size or less can be taken through the door; this counts as two uses of the door. The door does not pass light, sound, or spell effects, nor can the caster see through it without using it. Thus, the spell can provide an escape route, though certain creatures, such as phase spiders, can follow with ease. A *gem of true seeing* and similar magic will reveal the presence of a phase door but will not allow its use.

The phase door lasts for one usage for every two levels of experience of the spellcaster. It can be dispelled only by a casting of *dispel magic* from a higher-level wizard, or from several lower-level wizards, casting in concert, whose combined levels of experience are more than double that of the wizard who cast the spell (this is the only instance in which dispel effects can be combined).

Rumor has it that this spell has been adapted by a certain powerful wizard (or wizards) to create renewable (or permanent) portals, which may (or may not) be keyed to specific individuals (henchmen) or items (such as rings).

## Power Word, Stun
### (Conjuration/Summoning)

| | |
|---|---|
| Range: 5 yds./level | Components: V |
| Duration: Special | Casting Time: 1 |
| Area of Effect: 1 creature | Saving Throw: None |

When a *power word, stun* spell is uttered, any creature of the wizard's choice is stunned--reeling and unable to think coherently or act--for a duration dependent on its current hit points. Of course, the wizard must be facing the creature, and the creature must be within the range of 5 yards per experience level of the caster. Creatures with 1 to 30 hit points are stunned for 4d4 rounds, those with 31 to 60 hit points are stunned for 2d4 rounds, those with 61 to 90 hit points are stunned for 1d4 rounds, and creatures with over 90 hit points are not affected. Note that if a creature is weakened so that its hit points are below its usual maximum, the current number of hit points is used.

## Prismatic Spray
### (Conjuration/Summoning)

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: Instantaneous | Casting Time: 7 |
| Area of Effect: 70 x 15 ft. spray | Saving Throw: Special |

When this spell is cast, the wizard causes seven shimmering, multicolored rays of light to flash from his hand in a triangular spray. This spray is 70 feet long and spreads to 15 feet wide at the end. It includes all colors of the visible spectrum; each ray has a different power and purpose. Any creature with fewer than 8 Hit Dice struck by a ray is blinded for 2d4 rounds, regardless of any other effect.

Any creature in the area of effect will be touched by one or more of the rays. To

determine which ray strikes a creature, roll 1d8 and consult the following table:

**Prismatic Spray Results**

| | |
|---|---|
| 1 = red | 5 = blue |
| 2 = orange | 6 = indigo |
| 3 = yellow | 7 = violet |
| 4 = green | 8 = struck by two rays, roll again twice (ignoring any 8s) |

| Color of Ray | Order of Ray | Effect of Ray |
|---|---|---|
| Red | 1st | Inflicts 20 points of damage, save vs. spell for half. |
| Orange | 2nd | Inflicts 40 points of damage, save vs. spell for half. |
| Yellow | 3rd | Inflicts 80 points of damage, save vs. spell for half. |
| Green | 4th | Save vs. poison or die; survivors suffer 20 points of poison damage. |
| Blue | 5th | Save vs. petrification or be turned to stone. |
| Indigo | 6th | Save vs. wand or go insane. |
| Violet | 7th | Save vs. spell or be sent to another plane. |

## Reverse Gravity
**(Alteration)**

| | |
|---|---|
| Range: 5 yds./level | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 7 |
| Area of Effect: 30 ft. x 30 ft. | Saving Throw: None |

This spell reverses gravity in the area of effect, causing all unattached objects and creatures within it to "fall" upward. The reverse gravity lasts as long as the caster desires or until the spell expires. If some solid object is encountered in this "fall," the object strikes it in the same manner as it would during a normal downward fall. At the end of the spell duration, the affected objects and creatures fall downward. As the spell affects an area, objects tens, hundreds, or even thousands of feet in the air above the area can be affected.

The material components of this spell are a lodestone and iron filings.

## Sequester
**(Illusion/Phantasm, Abjuration)**

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: 1 week + 1 day/level | Casting Time: 7 |
| Area of Effect: 2-ft. cube/level | Saving Throw: Special |

When cast, this spell not only prevents detection and location spells from working to detect or locate the objects affected by the *sequester* spell, it also renders the affected object(s) invisible to any form of sight or seeing. Thus, a *sequester* spell can mask a

secret door, a treasure vault, etc. Of course, the spell does not prevent the subject from being discovered through tactile means or through the use of devices (such as a *robe of eyes* or a *gem of seeing*). If cast upon a creature who is unwilling to be affected, the creature receives a normal saving throw. Living creatures (and even undead types) affected by a *sequester* spell become comatose and are effectively in a state of suspended animation until the spell wears off or is dispelled.

The material components of the spell are a basilisk eyelash, gum arabic, and a dram of whitewash.

## Shadow Walk
**(Illusion, Enchantment)**

Range: Touch
Duration: 6 turns/level
Area of Effect: Special
Components: V, S
Casting Time: 1
Saving Throw: None

In order to use the *shadow walk* spell, the wizard must be in an area of heavy shadows. The caster and any creature he touches are then transported to the edge of the Prime Material Plane where it borders the Demiplane of Shadow. In this region, the wizard can move at a rate of up to 7 miles per turn, moving normally on the borders of the Demiplane of Shadow but much more rapidly relative to the Prime Material Plane. Thus, a wizard can use this spell to travel rapidly by stepping onto the Demiplane of Shadow, moving the desired distance, and then stepping back onto the Prime Material Plane. The wizard knows where he will come out on the Prime Material Plane.

The *shadow walk* spell can also be used to travel to other planes that border on the Demiplane of Shadow, but this requires the potentially perilous transit of the Demiplane of Shadow to arrive at a border with another plane of reality.

Any creatures touched by the wizard when *shadow walk* is cast also make the transition to the borders of the Demiplane of Shadow. They may opt to follow the wizard, wander off through the plane, or stumble back into the Prime Material Plane (50% chance for either result if they are lost or abandoned by the wizard). Creatures unwilling to accompany the wizard into the Demiplane of Shadow receive a saving throw, negating the effect if successful.

## Simulacrum
**(Illusion/Phantasm)**

Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: Special
Saving Throw: None

By means of this spell, the wizard is able to create a duplicate of any creature. The duplicate appears to be exactly the same as the original, but there are differences: The simulacrum has only 51% to 60% (50% + 1d10%) of the hit points of the real creature, there are personality differences, there are areas of knowledge that the duplicate does not have, and a *detect magic* spell will instantly reveal it as a simulacrum, as will a *true*

*seeing* spell. At all times the simulacrum remains under the absolute command of the wizard who created it. No special telepathic link exists, so command must be exercised in some other manner. The spell creates the form of the creature, but it is only a zombielike creation. A *reincarnation* spell must be used to give the duplicate a vital force, and a *limited wish* spell must be used to empower the duplicate with 40% to 65% (35% + 5 to 30%) of the knowledge and personality of the original. The level of the simulacrum, if any, is from 20% to 50% of that of the original creature.

The duplicate creature is formed from ice or snow. The spell is cast over the rough form and some piece of the creature to be duplicated must be placed inside the snow or ice. Additionally, the spell requires powdered ruby.

The simulacrum has no ability to become more powerful; it cannot increase its level or abilities. If destroyed, it reverts to snow and melts into nothingness. Damage to the simulacrum can be repaired by a complex process requiring at least one day, 100 gp per hit point, and a fully equipped laboratory.

## Spell Turning
### (Abjuration)

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: Up to 3 rds./level | Casting Time: 7 |
| Area of Effect: The caster | Saving Throw: None |

This powerful abjuration causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but specifically excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, etc. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area within which the protected wizard is standing.

From seven to ten spell levels are affected by the turning. The exact number is secretly rolled by the DM; the player never knows for certain how effective the spell is.

A spell may be only partially turned--divide the number of remaining levels that can be turned by the spell level of the incoming spell to see what fraction of the effect is turned, with the remainder affecting the caster. For example, an incoming fireball is centered on a wizard with one level of spell turning left. This means that 2/3 of the fireball affects the protected wizard, 1/3 affects the caster, and each is the center of a fireball effect. If the rolled damage is 40 points, the protected wizard receives 27 points of damage and the caster suffers 13. Both (and any creatures in the respective areas) can roll saving throws vs. spell for half damage. A partially turned *hold* or *paralysis* spell will act as a *slow* spell on those who are 50% or more affected.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

| D100 Roll | Effect |
|---|---|
| 01-70 | Spell drains away without effect |
| 71-80 | Spell affects both equally at full damage |

| | |
|---|---|
| 81-97 | Both turning effects are rendered nonfunctional for 1d4 turns |
| 98-00 | Both casters go through a rift into the Positive Energy plane |

The material component for the spell is a small silver mirror.

## Statue
### (Alteration)

Range: Touch
Duration: 1 hr./level
Area of Effect: Creature touched
Components: V, S, M
Casting Time: 7
Saving Throw: Special

When a *statue* spell is cast, the wizard or other creature is apparently turned to solid stone, along with any garments and equipment worn or carried. The initial transformation from flesh to stone requires one full round after the spell is cast.

During the transformation, there's an 18% chance that the targeted creature suffers a system shock failure and dies. The creature must roll percentile dice and add its Constitution score to the roll. If the total is 18 or less, the creature dies. If the total is 19 or more, the creature survives the transformation; the creature can withstand any inspection and appear to be a stone statue, although faint magic is detected from the stone if someone checks for it. Note that a creature with a Constitution of 18 or more will always survive the transformation.

Despite being in this condition, the petrified individual can see, hear, and smell normally. Feeling is limited to those sensations that can affect the granite-hard substance of the individual's body--i.e., chipping is equal to a slight wound, but breaking off one of the statue's arms is serious damage.

The individual under the magic of a *statue* spell can return to his normal state instantly, act, and then return to the statue state, if he so desires, as long as the spell duration is in effect.

The material components of this spell are lime, sand, and a drop of water stirred by an iron bar, such as a nail or spike.

## Teleport Without Error
### (Alteration)

Range: Touch
Duration: Instantaneous
Area of Effect: Special
Components: V
Casting Time: 1
Saving Throw: None

This spell is similar to the *teleport* spell. The caster is able to transport himself, along with the material weight noted for a *teleport* spell, to any known location in his home plane with no chance for error. The spell also enables the caster to travel to other planes of existence, but any such plane is, at best, "studied carefully." This assumes that the caster has, in fact, actually been to the plane and carefully perused an area for an eventual *teleportation without error* spell. The table for the *teleport* spell is used, with the caster's knowledge of the area to which transportation is desired used to determine the chance of

error. (For an exception, see the 9th-level wizard spell *succor*.) The caster can do nothing else in the round that he appears from a teleport.

### Vanish
**(Alteration)**

Range: Touch
Duration: Special
Area of Effect: 1 object
Components: V
Casting Time: 2
Saving Throw: None

When the wizard employs this spell, he causes an object to vanish (i.e., to be teleported as if by a *teleport* spell) if it weighs no more than 50 pounds per caster level. Thus, a 14th-level caster can vanish, and cause to reappear at a desired location, an object up to 700 pounds in weight. The maximum volume of material that can be affected is 3 cubic feet per level of experience. Thus, both weight and volume limit the spell. An object that exceeds either limitation is unaffected and the spell fails.

If desired, a vanished object can be placed deep within the Ethereal Plane. In this case, the point from which the object vanished remains faintly magical until the item is retrieved. A successful *dispel magic* spell cast on the point will bring the vanished item back from the Ethereal Plane. Note that creatures and magical forces cannot be made to vanish.

There is a 1% chance that a vanished item will be disintegrated instead. There is also a 1% chance that a creature from the Ethereal Plane is able to gain access to the Prime Material Plane through the vanished item's connection.

### Vision
**(Divination)**

Range: 0
Duration: Special
Area of Effect: The caster
Components: V, S, M
Casting Time: 7
Saving Throw: None

When a wizard wishes to gain supernatural guidance, he casts a *vision* spell, calling upon whatever power he desires aid from and asking a question that will be answered with a vision. Two six-sided dice are rolled. If they total 2 to 6, the power is annoyed and refuses to answer the question; instead, the power causes the wizard to perform some service (by an ultrapowerful geas or quest). If the dice total 7 to 9, the power is indifferent and gives some minor vision, though it may be unrelated to the question. If the dice total 10 or better, the power grants the vision.

The material component of the spell is the sacrifice of something valued by the spellcaster or by the power supplicated. The more precious the sacrifice, the better the chance of spell success. A very precious item grants a bonus of +1 to the dice roll, an extremely precious item adds +2, and a priceless item adds +3.

## Eighth-Level Spells

## Antipathy-Sympathy
**(Enchantment/Charm)**

Range: 30 yds.
Duration: 2 hrs./level
Area of Effect: 10-ft. cube or one item
Components: V, S, M
Casting Time: 1 hr.
Saving Throw: Special

This spell allows the wizard to set certain vibrations to emanate from an object or location that tend to either repel or attract a specific type of intelligent creature or characters of a particular alignment. The wizard must decide which effect is desired with regard to what creature type or alignment before beginning the spellcasting, for the components of each application differ. The spell cannot be cast upon living creatures.

*Antipathy:* This spell causes the affected creature or alignment type to feel an overpowering urge to leave the area or to not touch the affected item. If a saving throw vs. spell is successful, the creature can stay in the area or touch the item, but the creature will feel very uncomfortable, and a persistent itching will cause it to suffer the loss of 1 point of Dexterity per round (for the spell's duration), subject to a maximum loss of 4 points and a minimum Dexterity of 3. Failure to save vs. spell forces the being to abandon the area or item, shunning it permanently and never willingly returning to it until the spell is removed or expires.

The material component for this application of the spell is a lump of alum soaked in vinegar.

*Sympathy:* By casting the sympathy application of the spell, the wizard can cause a particular type of creature or alignment of character to feel elated and pleased to be in an area or touching or possessing an object or item. The desire to stay in the area or touch the object is overpowering. Unless a saving throw vs. spell is successfully rolled, the creature or character will stay or refuse to release the object. If the saving throw is successful, the creature or character is released from the enchantment, but a subsequent saving throw must be made 1d6 turns later. If this saving throw fails, the affected creature will return to the area or object.

The material components of this spell are 1,000 gp worth of crushed pearls and a drop of honey.

Note that the particular type of creature to be affected must be named specifically--for example, red dragons, hill giants, wererats, lammasu, catoblepas, vampires, etc. Likewise, the specific alignment must be named--for example, chaotic evil, chaotic good, lawful neutral, true neutral, etc.

If this spell is cast upon an area, a 10-foot cube can be enchanted for each experience level of the caster. If an object or item is enchanted, only that single thing can be enchanted; affected creatures or characters save vs. spell with a -2 penalty.

## Bigby's Clenched Fist
**(Evocation)**

Range: 5 yds./level
Duration: 1 rd./level
Components: V, S, M
Casting Time: 8

Area of Effect: Special Saving Throw: None

The *Bigby's clenched fist* spell brings forth a huge, disembodied hand that is balled into a fist. This magical member is under the mental control of the spellcaster, who can cause it to strike one opponent each round. No concentration is required once the spell is cast. The clenched fist never misses, but it can only strike as directed by the caster. Thus, it can be fooled by invisibility or other methods of concealment and misdirection. The effectiveness of its blows varies from round to round.

| D20 Roll | Result |
|---|---|
| 1-12 | Glancing blow--1d6 hp |
| 13-16 | Solid punch--2d6 hp |
| 17-19 | Hard punch -- 3d6 hp; opponent is stunned for next round |
| 20 | Crushing blow*--4d6 hp; opponent is stunned for next three rounds |

* The wizard adds +4 to the die rolls of subsequent attacks if the opponent is stunned, as the opponent is not capable of dodging or defending against the attack effectively.

The fist has an Armor Class of 0, and is destroyed by damage equal to the hit points of its caster at full health.

The material component of this spell is a leather glove and a small device (similar to brass knuckles) consisting of four rings joined so as to form a slightly curved line, with an "I" upon which the bottoms of the rings rest. The device must be fashioned of an alloy of copper and zinc.

## Binding
**(Enchantment, Evocation)**

Range: 10 yds. Components: V, S, M
Duration: Special Casting Time: Special
Area of Effect: 1 creature Saving Throw: Special

A *binding* spell creates a magical restraint to hold a creature, usually from another plane of existence. Extraplanar creatures must be confined by a circular diagram; other creatures can be physically confined. The duration of the spell depends upon the form of the binding and the level of the caster(s), as well as the length of time the spell is actually uttered. The components vary according to the form of the spell, but they include a continuous chanting utterance read from the scroll or book page giving the spell; gestures appropriate to the form of binding; and materials such as miniature chains of special metal (silver for lycanthropes, etc.), soporific herbs of the rarest sort, a corundum or diamond gem of great size (1,000 gp value per Hit Die of the subject creature), and a vellum depiction or carved statuette of the subject to be captured.

Magic resistance applies unless the subject's true name is used. A saving throw is not applicable as long as the experience level of the caster is at least twice as great as the Hit Dice of the subject. The caster's level can be augmented by one-third of the levels of each assisting wizard of 9th level or higher, and by one level for each assistant of 4th through

8th level. No more than six other wizards can assist with this spell. If the caster's level is less than twice the Hit Dice of the subject, the subject gains a saving throw vs. spell, modified by the form of binding being attempted. The various forms of binding are:

*Chaining:* The subject is confined by restraints that generate an *antipathy* spell affecting all creatures who approach the subject, except the caster. Duration is as long as one year per level of the caster(s). The subject of this form of binding (as well as in the slumber and bound slumber versions) remains within the restraining barrier.

*Slumber:* Brings a comatose sleep upon the subject for a duration of up to one year per level of the caster(s).

*Bound Slumber:* A combination of chaining and slumber that lasts for up to one month per level of the caster(s).

*Hedged Prison:* The subject is transported to or otherwise brought within a confined area from which it cannot wander by any means until freed. The spell remains until the magical hedge is somehow broken.

*Metamorphosis:* Causes the subject to change to some noncorporeal form, save for its head or face. The binding is permanent until some prescribed act frees the subject.

*Minimus Containment:* The subject is shrunken to a height of 1 inch or even less and held within the hedged prison of some gem or similar object. The subject of a minimus containment, metamorphosis, or hedged prison radiates a very faint aura of magic.

The subject of the chaining form of the spell receives a saving throw with no modifications. However, slumber allows the subject a +1 bonus, bound slumber a +2 bonus, hedged prison a +3 bonus, metamorphosis a +4 bonus, and minimus containment a +5 bonus to the saving throw. If the subject is magically weakened, the DM can assign a -1, -2, or even -4 penalty to the saving throw. A successful saving throw enables the subject to burst its bonds and do as it pleases.

A *binding* spell can be renewed in the case of the first three forms of the spell, for the subject does not have the opportunity to break the bonds. (If anything has caused a weakening of a chaining or slumber version, such as attempts to contact the subject or magically touch it, a normal saving throw applies to the renewal of the spell.) Otherwise, after one year, and each year thereafter, the subject gains a normal saving throw vs. the spell. Whenever it is successful, the *binding* spell is broken and the creature is free.

## Clone
**(Necromancy)**

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: Permanent | Casting Time: 1 turn |
| Area of Effect: 1 clone | Saving Throw: None |

This spell creates a duplicate of a human, demihuman, or humanoid creature. This clone is in most respects the duplicate of the individual, complete to the level of experience, memories, etc. However, the duplicate really *is* the person, so if the original and a duplicate exist at the same time, each knows of the other's existence; the original person and the clone will each desire to do away with the other, for such an alter-ego is unbearable to both. If one cannot destroy the other, one will go insane and destroy itself (90% likely to be the clone), or possibly both will become mad and destroy themselves

(2% chance). These events nearly always occur within one week of the dual existence.

Note that the clone is the person as he existed at the time at which the flesh was taken for the spell component, and all subsequent knowledge, experience, etc., is totally unknown to the clone. The clone is a physical duplicate, and possessions of the original are another matter entirely. A clone takes 2d4 months to grow, and only after that time is dual existence established. Furthermore, the clone has one less Constitution point than the body it was cloned from; the cloning fails if the clone would have a Constitution of 0.

The material component of the spell is a small piece of the flesh from the person to be duplicated.

The DM may, in addition, add other stipulations to the success of a cloning effort, requiring that some trace of life must remain in the flesh sample, that some means of storing and preserving the sample must be devised and maintained, etc.

## Demand
### (Evocation, Enchantment/Charm)

Range: Unlimited
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 turn
Saving Throw: Special

This spell is very much like the 5th-level wizard spell *sending,* allowing a brief contact with a far distant creature. However, with this spell the message can also contain a suggestion (see the 3rd-level wizard spell *suggestion*), which the subject will do its best to carry out if it fails its saving throw vs. spell, made with a -2 penalty. Of course, if the message is impossible or meaningless according to the circumstances that exist for the subject at the time the demand comes, the message is understood but no saving throw is necessary and the suggestion is ineffective.

The caster must be familiar with the creature contacted and must know its name and appearance well. If the creature in question is not in the same plane of existence as the spellcaster, there is a base 5% chance that the demand does not arrive. Local conditions on other planes may worsen this chance considerably at the option of the DM. The demand, if received, will be understood even if the creature has an Intelligence ability score as low as 1 (animal Intelligence). Creatures of demigod status or higher can choose to come or not, as they please.

The demand message to the creature must be 25 words or less, including the suggestion. The creature can also give a short reply immediately.

The material components of the spell are a pair of cylinders, each open at one end, connected by a thin piece of copper wire and some small part of the subject creature--a hair, a bit of nail, etc.

## Glassteel
### (Alteration)

Range: Touch
Duration: Permanent
Area of Effect: Object touched
Components: V, S, M
Casting Time: 8
Saving Throw: None

The *glassteel* spell turns normal, nonmagical crystal or glass into a transparent substance that has the tensile strength and unbreakability of actual steel. Only a relatively small volume of material can be affected (a maximum weight of 10 pounds per level of experience of the spellcaster), and it must form one whole object. The Armor Class of the substance is 1.

The material components of this spell are a small piece of glass and a small piece of steel.

## Incendiary Cloud
### (Alteration, Evocation)

Range: 30 yds.
Duration: 4 rds. + 1d6 rounds
Area of Effect: Special
Components: V, S, M
Casting Time: 2
Saving Throw: _

An *incendiary cloud* spell exactly resembles the smoke effects of a *pyrotechnics* spell, except that its minimum dimensions are a cloud 10 feet tall, 20 feet wide, and 20 feet long. This dense vapor cloud billows forth, and on the third round of its existence begins to flame, causing 1-2 points of damage per level of the spellcaster. On the fourth round it inflicts 1d4 points of damage per level of the caster, and on the fifth round this drops back to 1-2 points of damage per level as its flames burn out. In any successive rounds of existence, the cloud is simply harmless smoke that obscures vision within its confines. Creatures within the cloud need to make only one saving throw if it is successful, but if they fail the first saving throw, they roll again on the fourth and fifth rounds (if necessary) to attempt to reduce the damage sustained by one-half.

In order to cast this spell, the wizard must have an available fire source (just as with a *pyrotechnics* spell), scrapings from beneath a dung pile, and a pinch of dust.

## Mass Charm
### (Enchantment/Charm)

Range: 5 yds./level
Duration: Special
Area of Effect: 30-ft. cube
Components: V
Casting Time: 8
Saving Throw: Neg.

A *mass charm* spell affects either persons or monsters just as a *charm person* or *charm monster* spell. The *mass charm* spell, however, affects a number of creatures whose combined levels of experience or Hit Dice does not exceed twice the level of experience of the spellcaster. All affected creatures must be within the spell range and within a 30-foot cube. Note that the creatures' saving throws are unaffected by the number of recipients (see the *charm person* and *charm monster* spells), but all target creatures are subject to a penalty of -2 on their saving throws because of the efficiency and power of this spell. The Wisdom bonus against charm spells does apply.

## Maze

**(Conjuration/Summoning)**

Range: 5 yds./level
Duration: Special
Area of Effect: 1 creature
Components: V, S
Casting Time: 3
Saving Throw: None

An extradimensional space is brought into being upon the utterance of a *maze* spell. The subject vanishes into the shifting labyrinth of force planes for a period of time that is dependent upon its Intelligence. (Note: Minotaurs are not affected by this spell.)

| Intelligence of Mazed Creature | Time Trapped in Maze |
|---|---|
| under 3 | 2d4 turns |
| 3-5 | 1d4 turns |
| 6-8 | 5d4 rounds |
| 9-11 | 4d4 rounds |
| 12-14 | 3d4 rounds |
| 15-17 | 2d4 rounds |
| 18+ | 1d4 rounds |

Note that *teleport* and *dimension door* spells will not help a character escape a *maze* spell, although a *plane shifting* spell will.

## Mind Blank
**(Abjuration)**

Range: 30 yds.
Duration: 1 day
Area of Effect: 1 creature
Components: V, S
Casting Time: 1
Saving Throw: None

When the very powerful *mind blank* spell is cast, the creature is totally protected from all devices and spells that detect, influence, or read emotions or thoughts. This protects against *augury, charm, command, confusion, divination, empathy* (all forms), *ESP, fear, feeblemind, mass suggestion, phantasmal killer, possession, rulership, soul trapping, suggestion,* and *telepathy.* Cloaking protection also extends to the prevention of discovery or information gathering by *crystal balls* or other scrying devices, *clairaudience, clairvoyance, communing, contacting other planes,* or wish-related methods (*wish* or *limited wish*). Of course, exceedingly powerful deities can penetrate the spell's barrier.

## Monster Summoning VI
**(Conjuration/Summoning)**

Range: Special
Duration: 7 rds. + 1 rd./level
Area of Effect: 80-yd. radius
Components: V, S, M
Casting Time: 8
Saving Throw: None

This spell is much like the 3rd-level spell *monster summoning I*, except that it summons 1d3 6th-level monsters. These monsters appear in 1d3 rounds within the spell's area of effect and attack the caster's opponents, until either he commands them to cease, the spell duration expires, or the monsters are slain. These creatures do not check morale, and they vanish when slain. If no opponent exists to fight, summoned monsters can, if the wizard can communicate with them, and if they are physically capable, perform other services for the summoning wizard.

The material components of this spell are a tiny bag and a small (not necessarily lit) candle.

## Otiluke's Telekinetic Sphere
**(Evocation, Alteration)**

Range: 20 yds.
Duration: 2 rds./level
Area of Effect: sphere with diameter of 1 ft./level
Components: V, S, M
Casting Time: 4
Saving Throw: Neg.

This spell is exactly the same as the 4th-level wizard spell *Otiluke's resilient sphere*, with the addition that the creatures or objects inside the globe are nearly weightless--anything contained within it weighs only 1/16 its normal weight. Any subject weighing up to 5,000 pounds can be telekinetically lifted in the sphere by the caster. Range of control extends to a maximum distance of 10 yards per level after the sphere has actually succeeded in encapsulating a subject or subjects. Note that even if more than 5,000 pounds of weight is englobed, the perceived weight is only 1/16 of the actual weight, so the orb can be rolled without exceptional effort. Because of the reduced weight, rapid motion or falling within the field of the sphere is relatively harmless to the object therein, although it can be disastrous should the globe disappear when the subject inside is high above a hard surface. The caster can dismiss the effect with a word.

In addition to a hemispherical piece of diamond and a matching piece of gum arabic, the caster must also have a pair of small bar magnets as material components for this spell.

## Otto's Irresistible Dance
**(Enchantment/Charm)**

Range: Touch
Duration: 1d4+1 rounds
Area of Effect: Creature touched
Components: V
Casting Time: 5
Saving Throw: None

When an *Otto's irresistible dance* spell is placed upon a creature, the spell causes the recipient to begin dancing, complete with feet shuffling and tapping. This dance makes it impossible for the victim to do anything other than caper and prance; this cavorting worsens the Armor Class of the creature by -4, makes saving throws impossible except on a roll of 20, and negates any consideration of a shield. Note that the creature must be

touched, as if melee combat were taking place and the spellcaster were striking to do damage.

## Permanency
### (Alteration)

Range: Special
Duration: Permanent
Area of Effect: Special
Components: V, S
Casting Time: 2 rds.
Saving Throw: None

This spell affects the duration of certain other spells, making the duration permanent. The personal spells upon which a *permanency* is known to be effective are as follows:

*comprehend languages*
*detect evil*
*detect invisibility*
*detect magic*
*infravision*
*protection from cantrips*
*protection from evil*
*protection from normal missiles*
*read magic*
*tongues*
*unseen servant*

The wizard casts the desired spell and then follows it with the *permanency* spell. Each *permanency* spell lowers the wizard's Constitution by 1 point. The wizard cannot cast these spells upon other creatures. This application of permanency can be dispelled only by a wizard of greater level than the spellcaster was when he cast the spell.

In addition to personal use, the *permanency* spell can be used to make the following object/creature or area-effect spells permanent:

*enlarge*
*fear*
*gust of wind*
*invisibility*
*magic mouth*
*prismatic sphere*
*stinking cloud*
*wall of fire*
*wall of force*
*web*

Additionally, the following spells can be cast upon objects or areas only and rendered permanent:

*alarm*
*audible glamer*
*dancing lights*
*solid fog*
*wall of fire*
*distance distortion*
*teleport*

These applications to other spells allow it to be cast simultaneously with any of the latter when no living creature is the target, but the entire spell complex then can be dispelled normally, and thus negated.

The *permanency* spell is also used in the fabrication of magical items (see the 6th-level spell *enchant an item*). At the DM's option, permanency might become unstable or fail

after a long period of at least 1,000 years. Unstable effects might operate intermittently or fail altogether.

The DM may allow other selected spells to be made permanent. Researching this possible application of a spell costs as much time and money as independently researching the selected spell. If the DM has already determined that the application is not possible, the research automatically fails. Note that the wizard never learns what is possible except by the success or failure of his research.

## Polymorph Any Object
### (Alteration)

| | |
|---|---|
| Range: 5 yds./level | Components: V, S, M |
| Duration: Variable | Casting Time: 1 rd. |
| Area of Effect: Special | Saving Throw: Special |

This spell changes one object or creature into another. When used as a *polymorph other* or *stone to flesh* spell, simply treat the spell as a more powerful version, with saving throws made with -4 penalties to the die roll. When it is cast in order to change other objects, the duration of the spell depends on how radical a change is made from the original state to its enchanted state, as well as how different it is in size. The DM determines the changes by using the following guidelines:

| | |
|---|---|
| *Kingdom* | Animal, vegetable, mineral |
| *Class* | Mammals, bipeds, fungi, metals, etc. |
| *Relationship* | Twig is to tree, sand is to beach, etc. |
| *Size* | Smaller, equal, larger |
| *Shape* | Comparative resemblance of the original to the polymorphed state |
| *Intelligence* | Particularly with regard to a change in which the end product is more intelligent |

A change in *kingdom* makes the spell work for hours (if removed by one kingdom) or turns (if removed by two). Other changes likewise affect spell duration. Thus, changing a lion to an androsphinx would be permanent, but turning a turnip to a purple worm would be a change with a duration measured in hours. Turning a tusk into an elephant would be permanent, but turning a twig into a sword would be a change with a duration of several turns.

All polymorphed objects radiate a strong magic, and if a *dispel magic* spell is successfully cast upon them, they return to their natural form. Note that a *stone to flesh* spell or its reverse will affect objects under this spell. As with other polymorph spells, damage sustained in the new form can result in the injury or death of the polymorphed creature.

For example, it is possible to polymorph a creature into rock and grind it to dust, causing damage, perhaps even death. If the creature was changed to dust to start with, more creative methods to damage it would be needed; perhaps the wizard could use a *gust of wind* spell to scatter the dust far and wide. In general, damage occurs when the new form is altered through physical force, although the DM will have to adjudicate

many of these situations.

The system shock roll must be applied to living creatures, as must the restrictions noted regarding the *polymorph other* and *stone to flesh* spells. Also note that a polymorph effect often detracts from an item's or creature's powers, but does not add new powers, except possibly movement capabilities not present in the old form. Thus, a *vorpal sword* polymorphed into a dagger would not retain vorpal capability. Likewise, valueless items cannot be made into permanent valuable items.

The material components of this spell are mercury, gum arabic, and smoke.

## Power Word, Blind
**(Conjuration/Summoning)**

Range: 5 yds./level
Duration: Special
Area of Effect: 15-ft. radius
Components: V
Casting Time: 1
Saving Throw: None

When a *power word, blind* spell is cast, one or more creatures within the area of effect become sightless. The spellcaster selects one creature as the target center, and the effect spreads outward from the center, affecting creatures with the lowest hit point totals first; the spell can also be focused to affect only an individual creature. The spell affects up to 100 hit points of creatures; creatures who currently have 100 or more hit points are not affected and do not count against the number of creatures affected. The duration of the spell depends upon how many hit points are affected. If 25 or fewer hit points are affected, the blindness is permanent until cured. If 26 to 50 hit points are affected, the blindness lasts for 1d4+1 turns. If 51 to 100 hit points are affected, the spell lasts for 1d4+1 rounds. An individual creature cannot be partially affected. If all of its current hit points are affected, it is blinded; otherwise, it is not. Blindness can be removed by a *cure blindness* or *dispel magic* spell.

## Prismatic Wall
**(Conjuration/Summoning)**

Range: 10 yds.
Duration: 1 turn/level
Area of Effect: 4 ft./level wide x 2 ft./level high
Components: V, S
Casting Time: 7
Saving Throw: Special

This spell enables the wizard to conjure a vertical, opaque wall--a shimmering, multicolored plane of light that protects him from all forms of attack. The wall flashes with all colors of the visible spectrum, seven of which have a distinct power and purpose. The wall is immobile, and the spellcaster can pass through the wall without harm. However, any creature with fewer than 8 Hit Dice that is within 20 feet of the wall and does not shield its vision is blinded for 2d4 rounds by the colors.

Each color in the wall has a special effect. Each color can also be negated by a specific magical effect, but the colors must be negated in the precise order of the spectrum. The accompanying table shows the seven colors of the wall, the order in which they appear,

their effects on creatures trying to attack the spellcaster, and the magic needed to negate each color.

The wall's maximum proportions are 4 feet wide per level of experience of the caster and 2 feet high per level of experience. A *prismatic wall* spell cast to materialize in a space occupied by a creature is disrupted and the spell is wasted.

**Prismatic Wall Effects**

| Color | Order | Effect of Color | Spell Negated By |
|---|---|---|---|
| Red | 1st | Stops nonmagical missiles--inflicts 20 points of damage, save for half | *cone of cold* |
| Orange | 2nd | Stops magical missiles--inflicts 40 points of damage, save for half | *gust of wind* |
| Yellow | 3rd | Stops poisons, gases, and petrification--inflicts 80 points of damage, save for half | *disintegrate* |
| Green | 4th | Stops breath weapons--save vs. poison or die; survivors suffer 20 points of damage | *passwall* |
| Blue | 5th | Stops location/detection and mental attacks--save vs. petrification or turn to stone | *magic missile* |
| Indigo | 6th | Stops magical spells--save vs. wand or go insane | *continual light* |
| Violet | 7th | Force field protection--save vs. spell or be sent to another plane | *dispel magic* |

## Screen
**(Divination/Illusion)**

Range: 0
Duration: 1 hr./level
Area of Effect: 30-ft. cube/level
Components: V, S
Casting Time: 1 turn
Saving Throw: Special

This spell combines several elements to create a powerful protection from scrying and direct observation. When the spell is cast, the wizard dictates what will and will not be observed in the area of effect. The illusion created must be stated in general terms. Thus, the caster could specify the illusion of him and another playing chess for the duration of the spell, but he could not have the illusionary chess players take a break, make dinner, and then resume their game. He could have a crossroads appear quiet and empty even while an army is actually passing through the area. He could specify that no one be seen (including passing strangers), that his troops be undetected, or even that every fifth man or unit should be visible. Once the conditions are set, they cannot be changed.

Attempts to scry the area automatically detect the image stated by the caster with no saving throw allowed. Sight and sound are appropriate to the illusion created. A band of men standing in a meadow could be concealed as an empty meadow with birds chirping, etc. Direct observation may allow a saving throw (as per a normal illusion), if there is cause to disbelieve what is seen. Certainly onlookers in the area would become suspicious if the column of a marching army disappeared at one point to reappear at another! Even entering the area does not cancel the illusion or necessarily allow a saving throw, assuming the hidden beings take care to stay out of the way of those affected by the illusion.

## Serten's Spell Immunity
### (Abjuration)

Range: Touch
Duration: 1 turn/level
Area of Effect: Creature(s) touched
Components: V, S, M
Casting Time: 1 round/recipient
Saving Throw: None

By use of this spell, the wizard is able to confer virtual immunity to certain spells and magical attack forms upon those he touches. For every four levels of experience of the wizard, one creature can be protected by the *Serten's spell immunity* spell; however, if more than one is protected, the duration of the protection is divided among the protected creatures.

For example, a 16th-level wizard can cast the spell upon one creature and it will last 16 turns, or place it upon two creatures for eight turns, or four creatures for four turns.) The protection gives a bonus to saving throws, according to spell type and level, as shown in the following table.

| Spell Level | Wizard Spell | Priest Spell |
|---|---|---|
| 1st-3rd | +9* | +7 |
| 4th-6th | +7 | +5 |
| 7th-8th | +5 | +3 |

* Includes *beguiling* effects.

The material component of this spell is a diamond of at least 500 gp value, which must be crushed and sprinkled over the spell recipients. Each such creature must also have in its possession a diamond of at least one carat size, intact and carried on its person.

## Sink
### (Enchantment, Alteration)

Range: 10 yds./level
Duration: Special
Area of Effect: 1 creature or object, max. 1 cu. ft./level
Components: V, S
Casting Time: 8
Saving Throw: Special

By means of this spell, a wizard can force a creature or object into the very earth or floor upon which it stands. When casting the spell, the wizard must chant the spell for the remainder of the round without interruption. At that juncture, the subject creature or object becomes rooted to the spot unless a saving throw vs. spell (for a creature) or disintegration (for an object with magical properties) is successful. (Note: "magical properties" include those of magical items as listed in the *Dungeon Master Guide*, those of items enchanted or otherwise of magical origin, and those of items with protection-type spells or with permanent magical properties or similar spells upon them.) Items of a nonmagical nature are not entitled to a saving throw. If a subject fails its saving throw, it

becomes of slightly greater density than the surface upon which it stands.

The spellcaster now has the option of ceasing his spell and leaving the subject as it is, in which case the spell expires in four turns, and the subject returns to normal. If the caster proceeds with the spell (into the next round), the subject begins to sink slowly into the ground. Before any actions are taken in the new round, the subject sinks one-quarter of its height; after the first group acts, another quarter; after the second group acts, another; and at the end of the round, the victim is totally sunken into the ground.

This entombment places a creature or object in a state of suspended animation. The cessation of time means that the subject does not grow older. Bodily and other functions virtually cease, but the subject is otherwise unharmed. The subject exists in undamaged form in the surface into which it was sunk, its upper point as far beneath the surface as the subject has height--a 6-foot-tall victim will be 6 feet beneath the surface, while a 60-foot-tall subject will have its uppermost point 60 feet below ground level. If the ground around the subject is somehow removed, the spell is broken and the subject returns to normal, but it does not rise up. Spells such as *dig*, *transmute rock to mud*, and *freedom* (the reverse of the 9th-level spell *imprisonment*) will not harm the sunken creature or object and will often be helpful in recovering it. If a *detect magic* spell is cast over an area upon which a *sink* spell was used, it reveals a faint magical aura of undefinable nature, even if the subject is beyond detection range. If the subject is within range of the detection, the spell's schools can be discovered (alteration and enchantment).

## Symbol
### (Conjuration/Summoning)

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: Special | Casting Time: 8 |
| Area of Effect: Special | Saving Throw: Special |

A *symbol* spell creates magical runes affecting creatures that pass over, touch, or read the runes, or pass through a portal upon which the symbol is inscribed. Upon casting the spell, the wizard inscribes the symbol upon whatever surface he desires. Likewise, the spellcaster is able to place the symbol of his choice, using any one of the following:

| | |
|---|---|
| *Death* | One or more creatures, whose total hit points do not exceed 80, are slain. |
| *Discord* | All creatures are affected and immediately fall to loud bickering and arguing; there is a 50% probability that creatures of different alignments attack each other. The bickering lasts for 5d4 rounds, the fighting for 2d4 rounds. |
| *Fear* | This symbol creates an extra-strong *fear* spell, causing all creatures to save vs. spell with -4 penalties to the die roll, or panic and flee as if attacked by a *fear* spell. |
| *Hopelessness* | All creatures are affected and must turn back in dejection unless they save vs. spell. Affected creatures submit to the demands of any opponent--for |

example, surrender, get out, etc. The hopelessness lasts for 3d4 turns; during this period it is 25% probable that affected creatures take no action during any round, and 25% likely that those taking action turn back or retire from battle, as applicable.

*Insanity* — One or more creatures whose total hit points do not exceed 120 become insane and remain so, acting as if a *confusion* spell had been placed upon them, until a *heal, restoration,* or *wish* spell is used to remove the madness.

*Pain* — All creatures are afflicted with wracking pains shooting through their bodies, causing a -2 penalty to Dexterity and a -4 penalty to attack rolls for 2d10 turns.

*Sleep* — All creatures under 8+1 Hit Dice immediately fall into a catatonic slumber and cannot be awakened for 1d12+4 turns.

*Stunning* — One or more creatures whose total hit points do not exceed 160 are stunned and reeling for 3d4 rounds, dropping anything they are holding.

The type of symbol cannot be recognized without being read and thus activating its effects.

The material components of this spell are powdered black opal and diamond dust, worth not less than 5,000 gp each.

## Trap the Soul
**(Conjuration/Summoning)**

Range: 10 yds.
Duration: Permanent until broken
Area of Effect: 1 creature
Components: V, S, M
Casting Time: Special + 1
Saving Throw: Special

This spell forces the creature's life force (and its material body) into a special prison gem enchanted by the spellcaster. The creature must be seen by the caster when the final word is uttered.

The spell can be triggered in one of two ways. First, the final word of the spell can be spoken when the creature is within spell range. This allows magic resistance (if any) and a saving throw vs. spell to avoid the effect. If the creature's real name is spoken as well, any magic resistance is ignored and the saving throw vs. spell suffers a penalty of -2. If the saving throw is successful, the prison gem shatters.

The second method is far more insidious, for it tricks the victim into accepting a trigger object inscribed with the final spell word, automatically placing the creature's soul in the trap. To use this method, both the creature's true name and the trigger word must be inscribed on the trigger item when the gem is enchanted. A *sympathy* spell can also be placed on the trigger item. As soon as the subject creature picks up or accepts the trigger item, its life force is automatically transferred to the gem, without the benefit of magic

resistance or saving throw.

The gem prison will hold the trapped entity indefinitely, or until the gem is broken and the life force is released, allowing the material body to reform. If the trapped creature is a powerful creature from another plane (which could mean a character trapped by an inhabitant of another plane when the character is not on the Prime Material Plane), it can be required to perform a service immediately upon being freed. Otherwise, the creature can go free once the gem imprisoning it is broken.

Before the actual casting of the *trap the soul* spell, the wizard must prepare the prison, a gem of at least 1,000 gp value for every Hit Die or level of experience possessed by the creature to be trapped (for example, it requires a gem of 10,000 gp value to trap a 10 Hit Die or 10th-level creature). If the gem is not valuable enough, it shatters when the entrapment is attempted. (Note that while characters have no concept of level as such, the value of the gem needed to trap an individual can be researched. Remember that this value can change over time as characters advance.) Creating the prison gem requires an *enchant an item* spell and the placement of a *maze* spell into the gem, thereby forming the prison to contain the life force.

# Ninth-Level Spells

## Astral Spell
**(Evocation)**

Range: Touch
Duration: Special
Area of Effect: Special
Components: V, S
Casting Time: 9
Saving Throw: None

By means of the *astral spell,* a wizard can project his astral body into the Astral Plane, leaving his physical body and material possessions behind in the Prime Material Plane. Only magical items can be brought into the Astral Plane (although nonmagical items could be rendered temporarily magical through the use of some spells, if the DM allows). As the Astral Plane touches upon the first levels of all of the Outer Planes, the wizard can travel astrally to any of the Outer Planes at will. The caster then leaves the Astral Plane, forming a body in the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material Plane by means of the *astral spell,* but a second body cannot be formed in the Prime Material Plane. As a general rule, a person astrally projected can be seen only by creatures in the Astral Plane.

At all times, the astral body is connected to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially; however, normally only a psychic wind can cause the cord to break. When a second body is formed in a different plane, the silvery cord remains invisibly attached to the new body. If the astral form is slain, the cord simply returns to the original body where it rests in the Prime Material Plane, reviving it from its state of suspended animation.

Although astrally projected persons are able to function in the Astral Plane, their actions do not affect creatures not existing in the Astral Plane. The spell lasts until the wizard desires to end it, or until it is terminated by some outside means (such as a *dispel magic* spell or the destruction of the wizard's body in the Prime Material Plane).

The wizard can project the astral forms of up to seven other creatures with him by means of the *astral spell*, providing the creatures are linked in a circle with the wizard. These fellow travelers are dependent upon the wizard and can be stranded. Travel in the Astral Plane can be slow or fast, according to the wizard's desire. The ultimate destination arrived at is subject to the conceptualization of the wizard. (See the Planescape *Campaign Setting* boxed set for further information on the Astral Plane.)

Any magical items can go into the Astral Plane, but most become temporarily nonmagical therein, or in any planes removed from the Prime Material Plane. Armor and weapons of +3 or better might function in other planes, at the DM's option. Artifacts and relics function anywhere. Items drawing their power from a given plane are more powerful in that plane (for example, a *ring of fire resistance* in the Elemental Plane of Fire or a *sword of life stealing* in the Negative Energy plane).

## Bigby's Crushing Hand
**(Evocation)**

| | |
|---|---|
| Range: 5 yds./level | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 9 |
| Area of Effect: Special | Saving Throw: None |

The *Bigby's crushing hand* spell creates a huge, disembodied hand similar to those of the other *Bigby's hand* spells. The crushing hand is under the mental control of the caster, and he can cause it to grasp and squeeze an opponent. No attack roll is necessary; the hand automatically grasps and inflicts constriction damage in any round in which the wizard concentrates. The damage inflicted depends on the number of rounds it acts upon the victim:

| | |
|---|---|
| 1st round | 1d10 points |
| 2nd & 3rd rounds | 2d10 points |
| 4th & beyond | 4d10 points |

The crushing hand has an Armor class of 0, has as many hit points as its caster at full strength, and vanishes when destroyed. The hand is susceptible to normal combat attacks and damaging spells, but if it is struck by an area-effect spell, the person held suffers the same fate as the hand (i.e., if the hand fails its saving throw, the victim automatically fails his). The hand is not effective against noncorporeal or gaseous forms, but it does prevent creatures that are able to slip through small cracks from escaping. If the hand grasps an item or construction, the appropriate saving throw must be made as if squeezed by a Strength of 25.

The material components of the spell are a glove of snake skin and the shell of an egg.

## Crystalbrittle
**(Alteration)**

| | |
|---|---|
| Range: Touch | Components: V,S |
| Duration: Permanent | Casting Time: 9 |

Area of Effect: 2 cu. ft./level Saving Throw: Special

The magic of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus, a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glasslike material easily shattered by any forceful blow. Furthermore, this change is unalterable by any means short of a *wish* spell; a *dispel magic* will not reverse the spell.

The caster must physically touch the item; if it is an opponent or something an opponent is using or wearing, the wizard must get into melee and make a successful attack roll. Any single metal item can be affected by the spell. Thus, a suit of armor worn by a creature can be changed to crystal, but the creature's shield would not be affected, and vice versa. All items gain a saving throw equal to their magical bonus value or protection (the DM has this information). A +1/+3 sword would get a 10% (average of the two pluses) chance to save; +5 magical armor has a 25% chance to be unaffected; an iron golem has a 15% chance to save (for it is hit only by magical weapons of +3 or better quality). Artifacts and relics constructed of metal may be affected at the discretion of the DM, though it is highly unlikely. Affected items not immediately protected are shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

## Energy Drain
**(Evocation, Necromancy)**

Range: Touch Components: V, S, M
Duration: Permanent Casting Time: 3
Area of Effect: 1 creature Saving Throw: None

By casting this spell, the wizard opens a channel between the plane he is in and the Negative Energy plane, becoming the conductor between the two planes. As soon as he touches (equal to a hit if melee is involved) any living creature, the victim loses two levels (as if struck by a spectre). A monster loses 2 Hit Dice permanently, both for hit points and attack ability. A character loses levels, Hit Dice, hit points, and abilities permanently (until regained through adventuring, if applicable).

The material component of this spell is essence of spectre or vampire dust. Preparation requires mere moments; the material component is then cast forth, and, upon touching the victim, the wizard speaks the triggering word, causing the spell to take effect instantly.

The spell remains effective for only a single round. Humans or humanoids brought below zero energy levels by this spell can be animated as juju zombies under the control of the caster.

The caster always has a 5% (1 in 20) chance to be affected by the dust, losing one point of Constitution at the same time as the victim is drained. When the number of Constitution points lost equals the caster's original Constitution ability score, the caster dies and becomes a shade.

## Foresight
**(Divination)**

Range: 0
Duration: 2d4 rds. + 1 rd./level
Area of Effect: Special
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This spell grants the caster a powerful sixth sense in relation to himself or another. Although cast upon himself, the wizard can specify that he or another is the beneficiary of the spell. Once the spell is cast, the wizard receives instantaneous warnings of impending danger or harm to the object of the spell. Thus, if he were the object of the spell, the wizard would be warned in advance if a thief were about to attempt to backstab him, or if a creature were about to leap out from an unexpected direction, or if an attacker were specifically targeting him with a spell or missile weapon. When the warnings are about him personally, the wizard cannot be surprised and always knows the direction from which any attack on him is made. In addition, the spell gives the wizard a general idea of what action he might take to best protect himself--duck, jump right, close his eyes, etc.--and gives him a defensive bonus of 2 to his Armor Class.

When another person is the object of the spell, the wizard receives warnings about that person. He must still communicate this to the other person to negate any surprise. Shouting a warning, yanking the person back, and even telepathically communicating through a *crystal ball* can all be accomplished before the trap is sprung, if the wizard does not hesitate. However, the object of the spell does not gain the defensive bonus to his Armor Class.

The material component for this spell is a hummingbird's feather.

## Gate
### (Conjuration/Summoning)

Range: 30 yds.
Duration: Special
Area of Effect: Special
Components: V, S
Casting Time: 9
Saving Throw: None

The casting of a *gate* spell has two effects. First, it causes an interdimensional connection between the plane of existence the wizard is on and the plane on which dwells a specific being of great power; thus, the being is able to merely step through the gate or portal from its plane to that of the caster. Second, the utterance of the spell attracts the attention of the sought-after dweller on the other plane. When casting the spell, the wizard must name the entity he desires to use the gate and come to the wizard's aid. There is a 100% certainty that something steps through the gate. Unless the DM has some facts prepared regarding the minions serving the being called forth by the *gate* spell, the being itself comes.

If the matter is trifling, the being might leave, inflict an appropriate penalty on the wizard, or attack the wizard. If the matter is of middling importance, the being can take some positive action to set matters right, then demand appropriate repayment. If the matter is urgent, the being can act accordingly and ask whatever is its wont thereafter, if appropriate. The actions of the being that comes through depend on many factors, including the alignments of the wizard and the deity, the nature of his companions, and

who or what opposes or threatens the wizard. Such beings generally avoid direct conflict with their equals or betters. The being gated in will either return immediately (very unlikely) or remain to take action. Casting this spell ages the wizard five years.

## Imprisonment
**(Abjuration)**
**Reversible**

Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 9
Saving Throw: None

When an *imprisonment* spell is cast and the victim is touched, the recipient is entombed in a state of suspended animation (see the 9th-level wizard spell *temporal stasis*) in a small sphere far beneath the surface of the earth. The victim remains there unless a reverse of the spell, with the creature's name and background, is cast. Magical search by a *crystal ball*, a *locate object* spell, or similar means will not reveal the fact that a creature is imprisoned. The *imprisonment* spell functions only if the subject creature's name and background are known.

The reverse spell, *freedom*, cast upon the spot at which a creature was entombed and sunk into the earth, causes it to reappear at that spot. If the caster does not perfectly intone the name and background of the creature to be freed, there is a 10% chance that 1 to 100 creatures will be freed from imprisonment at the same time.

Note: The exact details of any creatures freed are up to the DM. A random method of determining this is to roll percentile dice twice (once for imprisoned creature density and once for a base number of creatures at maximum density). The rolls are multiplied and rounded to the nearest whole number. Each released creature has a 10% chance to be in the area of the spellcaster. If monsters are being generated randomly, roll 1d20 for level, with rolls of 9+ considered 9, and the exact monsters determined by the random encounter tables.

For example, if the initial rolls were 22 and 60, the number of monsters released is .22 x .60 = .1320 = 13 monsters. Since only 10% of these will be in the immediate vicinity of the caster, the wizard may encounter only one or two of them.

## Meteor Swarm
**(Evocation)**

Range: 40 yds. + 10 yds./level
Duration: Instantaneous
Area of Effect: Special
Components: V, S
Casting Time: 9
Saving Throw: _

A *meteor swarm* is a very powerful and spectacular spell which is similar to the *fireball* spell in many aspects. When it is cast, either four spheres of 2-foot diameter or eight spheres of 1-foot diameter spring from the outstretched hand of the wizard and streak in a straight line to the distance demanded by the spellcaster, up to the maximum range. Any creature in the straight-line path of these missiles receives the full effect,

without benefit of a saving throw. The meteor missiles leave a fiery trail of sparks, and each bursts as a fireball.

The large spheres (2-foot diameter) inflict 10d4 points of damage, bursting in a diamond or box pattern. Each has a 30-foot diameter area of effect, and each sphere is 20 feet apart along the sides of the pattern, creating overlapping areas of effect and exposing the center to all four blasts.

The smaller spheres (1-foot diameter) each have a 15-foot diameter area of effect, and each inflicts 5d4 points of damage. They burst in a pattern of a box within a diamond or vice versa, with each of the outer sides 20 feet long. Note that the center has four areas of overlapping effect, and there are numerous peripheral areas that have two overlapping areas of effect. A saving throw for each area of effect will indicate whether full damage or half damage is sustained by creatures within each area, except as already stated with regard to the missiles impacting.

## Monster Summoning VII
**(Conjuration/Summoning)**

| | |
|---|---|
| Range: Special | Components: V, S, M |
| Duration: 8 rds. + 1 rd./level | Casting Time: 9 |
| Area of Effect: 90-yd. radius | Saving Throw: None |

This spell is much like the 3rd-level spell *monster summoning I*, except that this spell summons one or two 7th-level monsters that appear one round after the spell is cast, or one 8th-level monster that appears two rounds after the spell is cast.

## Mordenkainen's Disjunction
**(Alteration, Enchantment)**

| | |
|---|---|
| Range: 0 | Components: V |
| Duration: Instantaneous | Casting Time: 9 |
| Area of Effect: 30-ft. radius | Saving Throw: Special |

When this spell is cast, all magic and magical items within the radius of the spell, except those on the person of or being touched by the spellcaster, are disjoined. That is, spells being cast are separated into their individual components (usually spoiling the effect as a *dispel magic* spell does), and permanent and enchanted magical items must successfully save (vs. spell if actually cast on a creature, or vs. a *dispel magic* spell otherwise) or be turned into normal items. Even artifacts and relics are subject to Mordenkainen's disjunction, though there is only a 1% chance per caster experience level of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods, miscellaneous magical items, artifacts and relics, arms and armor, swords, and miscellaneous weapons within 30 feet of the spellcaster can possibly lose all their magical properties when the *Mordenkainen's disjunction* spell is cast. The caster also has a 1% chance per level of destroying an antimagic shell. If the shell survives the disjunction, no items within it are disjoined.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the

attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting wizard must roll a successful saving throw vs. spell with a -4 penalty or permanently lose all spellcasting abilities.

## Power Word, Kill
### (Conjuration/Summoning)

Range: 5 yds./2 levels
Duration: Permanent
Area of Effect: 10-ft. radius
Components: V
Casting Time: 1
Saving Throw: None

When a *power word, kill* spell is uttered, one or more creatures of any type within the spell range and area of effect are slain. The power word kills either one creature with up to 60 hit points, or multiple creatures with 10 or fewer hit points each, to a maximum of 120 hit points total. The option to attack a single creature or multiple creatures must be stated along with the spell range and center of the area of effect. The current hit points of the creatures are used.

## Prismatic Sphere
### (Abjuration, Conjuration/Summoning)

Range: 0
Duration: 1 turn/level
Area of Effect: 10-ft. radius
Components: V
Casting Time: 7
Saving Throw: Special

This spell enables the wizard to conjure up an immobile, opaque globe of shimmering, multicolored light to surround him, giving protection from all forms of attack. The sphere flashes in all colors of the visible spectrum, seven of which have distinct powers and purposes. Any creature with fewer than 8 Hit Dice is blinded for 2d4 turns by the colors of the sphere. Only the spellcaster can pass in and out of the prismatic sphere without harm, though he can cast it over others to protect them. The sphere can be destroyed, color by color, in consecutive order, by various magical effects; however, the first must be brought down before the second can be affected, and so on. Any creature passing through the barrier receives the effect of every color still remaining. The following table shows the colors and effects of the prismatic sphere, as well as what will negate each globe.

Note that typically the upper hemisphere of the globe is visible, as the spellcaster is at the center of the sphere, so the lower half is usually hidden by the floor surface he is standing on.

Furthermore, a *rod of cancellation* or a *Mordenkainen's disjunction* spell will destroy a prismatic sphere (but an antimagic shell will fail to penetrate it). Otherwise, anything short of an artifact or relic entering the sphere is destroyed, and any creature is subject to the effects of every color still active--i.e., 70-140 points of damage plus death, petrification, insanity, and instantaneous transportation to another plane.

**Prismatic Sphere Effects**

| Color | Order | Effect of Color | Spell Negated By |
|---|---|---|---|
| Red | 1st | Stops nonmagical missiles--inflicts 20 points of damage, save for half | *cone of cold* |
| Orange | 2nd | Stops magical missiles--inflicts 40 points of damage, save for half | *gust of wind* |
| Yellow | 3rd | Stops poisons, gases, and petrification--inflicts 80 points of damage, save for half | *disintegrate* |
| Green | 4th | Stops breath weapons--save vs. poison or die; survivors suffer 20 points of damage | *passwall* |
| Blue | 5th | Stops location/detection and mental attacks--save vs. petrification or turn to stone | *magic missile* |
| Indigo | 6th | Stops magical spells--save vs. wand or go insane | *continual light* |
| Violet | 7th | Force field protection--save vs. spell or be sent to another plane | *dispel magic* |

## Shape Change
### (Alteration)

Range: 0
Duration: 1 turn/level
Area of Effect: The caster
Components: V, S, M
Casting Time: 9
Saving Throw: None

With this spell, a wizard is able to assume the form of any living thing or creature below demigod status (greater or lesser deity, singular dragon type, or the like). The spellcaster becomes the creature he wishes, and has all of its abilities save those dependent upon Intelligence, innate magical abilities, and magic resistance, for the mind of the creature is that of the spellcaster. Thus, he can change into a griffon and fly away, then to an efreet and fly through a roaring flame, then to a titan to lift up a wagon, etc. These creatures have whatever hit points the wizard had at the time of the shape change. Each alteration in form requires only a second, and no system shock is incurred.

For example, a wizard is in combat and assumes the form of a will o' wisp. When this form is no longer useful, the wizard changes into a stone golem and walks away. When pursued, the golem-shape is changed to that of a flea, which hides on a horse until it can hop off and become a bush. If detected as the latter, the wizard can become a dragon, an ant, or just about anything he is familiar with.

A wizard adopting another form also adopts its vulnerabilities. For example, a wizard who becomes a spectre is powerless in daylight, and is subject to being turned, controlled, or destroyed by opposing clerics. Unlike similar spells, a wizard who is killed in another form does not revert to his original shape, which may disallow certain types of revivification.

The material component is a jade circlet worth no less than 5,000 gp, which shatters at the end of the spell's duration. In the meantime, the circlet is left in the wake of the shape change, and premature shattering ends the spell immediately.

## Succor
### (Alteration, Enchantment)
### Reversible

Range: Touch
Duration: Special
Area of Effect: 1 individual
Components: V, S, M
Casting Time: 1 to 4 days
Saving Throw: None

By casting this spell, the wizard creates a powerful magic in some specially prepared object--a statuette, a jeweled rod, a gem, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the abode of the wizard who created it. Once the item is enchanted, the wizard must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying are instantly transported to the abode of the wizard. No other creatures can be affected.

The reversed application of the spell transports the wizard to the immediate vicinity of the possessor of the enchanted item, when it is broken and the command word spoken. The wizard will have a general idea of the location and situation of the item possessor, but has no choice whether or not to go (making this a rare casting indeed!).

The material components used include gemstones totaling not less than 5,000 gp value (whether they are faceted gems or not is immaterial). The components can be enchanted only once per month (usually on a night of a clear, full moon). At that time, the object is set for the type of succor and its final destination (either the location of the spellcasting or an area well known to the wizard).

## Temporal Stasis
**(Alteration)**
**Reversible**

Range: 10 yds.
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 9
Saving Throw: None

Upon casting this spell, the wizard places the recipient creature into a state of suspended animation. This cessation of time means that the creature does not grow older. Its body functions virtually cease. This state persists until the magic is removed by a *dispel magic* spell or the reverse of the spell (*temporal reinstatement*) is uttered. Note that the reverse requires only a single word and no somatic or material components.

The material component of a *temporal stasis* spell is a powder composed of diamond, emerald, ruby, and sapphire dust, with each crushed stone worth at least 100 gp.

## Time Stop
**(Alteration)**

Range: 0
Duration: Special
Area of Effect: 15-ft. radius
Components: V
Casting Time: 9
Saving Throw: None

Upon casting a *time stop* spell, the wizard causes the flow of time to stop for one round in the area of effect. Outside this area the sphere simply seems to shimmer for an instant. Inside the sphere, the caster is free to act for 1d3 rounds of apparent time. The wizard can move and act freely within the area where time is stopped, but all other creatures, except for those of demigod and greater status or unique creatures, are frozen in their actions, for they are literally between ticks of the time clock. (The spell duration is subjective to the caster.) Nothing can enter the area of effect without being stopped in time also. If the wizard leaves the area, the spell is immediately negated. When the spell duration ceases, the wizard is again operating in normal time.

Note: It is recommended that the DM use a stopwatch or silently count to time this spell. If the caster is unable to complete the intended action before the spell duration expires, he will probably be caught in an embarrassing situation. The use of a *teleport* spell before the expiration of the *time stop* spell is permissible.

## Weird
### (Illusion/Phantasm)

| | |
|---|---|
| Range: 30 yds. | Components: V, S |
| Duration: Concentration | Casting Time: 9 |
| Area of Effect: 20-ft. radius | Saving Throw: Special |

This spell confronts those affected by it with phantasmal images of their most feared enemies, forcing an imaginary combat that seems real, but actually occurs in the blink of an eye. When this spell is cast, the wizard must be able to converse with the victims to bring the spell into being. During the casting, the wizard must call out to the creatures to be affected, informing one or all that their final fate, indeed their doom, is now upon them.

The force of the magic is such that even if the creatures make their saving throws vs. spell, fear will paralyze them for a full round, and they will lose 1d4 Strength points from this fear (the lost Strength will return in one turn). Failure to save vs. spell causes the creature or creatures to face their nemeses, the opponents most feared and inimical to them. Actual combat must then take place, for no magical means of escape is possible. The foe fought is real for all intents and purposes; affected creatures that lose will die. If a creature's phantasmal nemesis from the *weird* spell is slain, the creature emerges with no damage, no loss of items seemingly used in the combat, and no loss of spells likewise seemingly expended. The creature also gains any experience for defeating the weird, if applicable.

Although each round of combat seems normal, it takes only one-tenth of a round. During the course of the spell, the caster must concentrate fully upon maintaining it. If the combat goes beyond 10 rounds, those who saved against the spell can take action. If the caster is disturbed, the *weird* spell ends immediately. Creatures attacked while paralyzed with fear are free of the paralysis immediately.

## Wish
### (Conjuration/Summoning)

Range: Unlimited
Duration: Special
Area of Effect: Special
Components: V
Casting Time: Special
Saving Throw: Special

The *wish* spell is a more potent version of a *limited wish*. If it is used to alter reality with respect to damage sustained by a party, to bring a dead creature to life, or to escape from a difficult situation by lifting the spellcaster (and his party) from one place to another, it will not cause the wizard any disability. Other forms of wishes, however, cause the spellcaster to weaken (-3 on Strength) and require 2d4 days of bed rest due to the stresses the *wish* places upon time, space, and his body. Regardless of what is wished for, the exact terminology of the *wish* spell is likely to be carried out. Casting a *wish* spell ages the caster five years.

Discretionary power of the DM is necessary in order to maintain game balance. For example, wishing another creature dead is grossly unfair; the DM might well advance the spellcaster to a future period in which the creature is no longer alive, effectively putting the wishing character out of the campaign.

# Appendix 4:
# Priest Spells

Following the name of each priest spell, a *magical school* is given in parentheses. This is for reference purposes only. For instance, Wisdom bonuses apply to saving throws vs. enchantment/charm spells. If the appropriate magical school were not listed with priest spells, it would be hard to figure out which spells were considered to be enchantment/charms. There are a few other reasons one might need to know this information. The priest spells are not really organized into magical schools, but rather into *spheres of influence*, as described in Chapter 3: Player Character Classes and Chapter 7: Magic.

See Appendix 2: Notes on Spells for explanations of what the spell parameters (range, components, etc.) mean.

## First-Level Spells

### Animal Friendship
**(Enchantment/Charm)**

Sphere: Animal
Range: 10 yds.
Duration: Permanent
Area of Effect: 1 animal
Components: V, S, M
Casting Time: 1 hr.
Saving Throw: Neg.

By means of this spell, the caster is able to show any animal of animal intelligence to semi-intelligence (i.e., Intelligence 1-4) that he desires friendship. If the animal does not roll a successful saving throw vs. spell immediately when the spell is begun, it stands quietly while the caster finishes the spell. Thereafter, it follows the caster about. The spell functions only if the caster actually wishes to be the animal's friend. If the caster has ulterior motives, the animal always senses them (for example, the caster intends to eat the animal, send it ahead to set off traps, etc.).

The caster can teach the befriended animal three specific tricks or tasks for each point of Intelligence it possesses. Typical tasks are those taught to a dog or similar pet (i.e., they cannot be complex). Training for each such trick must be done over a period of one week, and all must be done within three months of acquiring the creature. During the three-month period, the animal will not harm the caster, but if the creature is left alone for more than a week, it will revert to its natural state and act accordingly.

The caster can use this spell to attract up to 2 Hit Dice of animal(s) per experience level he possesses. This is also the maximum total Hit Dice of the animals that can be attracted and trained at one time: no more than twice the caster's experience level. Only unaligned animals can be attracted, befriended, and trained.

The material components of this spell are the caster's holy symbol and a piece of food liked by the animal.

## Bless

**(Conjuration/Summoning)**
**Reversible**

Sphere: All
Range: 60 yds. Components: V, S, M
Duration: 6 rds. Casting Time: 1 rd.
Area of Effect: 50-ft. cube Saving Throw: None

Upon uttering the *bless* spell, the caster raises the morale of friendly creatures and any saving throw rolls they make against *fear* effects by +1. Furthermore, it raises their attack dice rolls by +1. A blessing, however, affects only those not already engaged in melee combat. The caster determines at what range (up to 60 yards) he will cast the spell. At the instant the spell is completed, it affects all creatures in a 50-foot cube centered on the point selected by the caster (thus, affected creatures leaving the area are still subject to the spell's effect; those entering the area after the casting is completed are not).

A second use of this spell is to bless a single item (for example, a crossbow bolt for use against a rakshasa). The weight of the item is limited to one pound per caster level and the effect lasts until the item is used or the spell duration ends.

Multiple *bless* spells are not cumulative. In addition to the verbal and somatic gesture components, the *bless* spell requires holy water.

This spell can be reversed by the priest to a *curse* spell that, when cast upon enemy creatures, lowers their morale and attack rolls by -1. The curse requires the sprinkling of unholy water.

## Combine

**(Evocation)**

Sphere: All
Range: Touch
Duration: Special
Area of Effect: Circle of priests
Components: V, S
Casting Time: 1 rd.
Saving Throw: None

Using this spell, three to five priests combine their abilities so that one of them casts spells and turns undead at an enhanced level. The highest-level priest (or one of them, if two or more are tied for highest) stands alone, while the others join hands in a surrounding circle. The central priest casts the *combine* spell. He temporarily gains one level for each priest in the circle, up to a maximum gain of four levels. The level increase affects turning undead and spell details that vary with the caster's level. Note that the central priest gains no additional spells and that the group is limited to his currently memorized spells.

The encircling priests must concentrate on maintaining the combine effect. They lose all Armor Class bonuses for shield and Dexterity. If any of them has his concentration broken, the *combine* spell ends immediately. If the *combine* spell is broken while the central priest is in the act of casting a spell, that spell is ruined just as if the caster were disturbed. Spells cast in combination have the full enhanced effect, even if the combine is broken before the duration of the enhanced spell ends. Note that the combination is not broken if only the central caster is disturbed.

## Command
**(Enchantment/Charm)**

Sphere: Charm
Range: 30 yds.
Duration: 1 rd.
Area of Effect: 1 creature
Component: V
Casting Time: 1
Saving Throw: None

This spell enables the priest to command another creature with a single word. The command must be uttered in a language understood by the creature. The subject will obey to the best of his/its ability only as long as the command is absolutely clear and unequivocal; thus, a command of "Suicide!" is ignored. A command to "Die!" causes the creature to fall in a faint or cataleptic state for one round, but thereafter the creature revives and is alive and well. Typical commands are back, halt, flee, run, stop, fall, go, leave, surrender, sleep, rest, etc. No command affects a creature for more than one round; undead are not affected at all. Creatures with Intelligence of 13 (high) or more, or those with 6 or more Hit Dice (or experience levels) are entitled to a saving throw vs. spell, adjusted for Wisdom. (Creatures with 13 or higher Intelligence *and* 6 Hit Dice/levels get only one saving throw!)

## Create Water
**(Alteration)**
**Reversible**

Sphere: Elemental (Water)
Range: 30 yds. Components: V, S, M
Duration: Permanent Casting Time: 1 rd.
Area of Effect: Up to 27 cu. ft. Saving Throw: None

When the priest casts a *create water* spell, up to four gallons of water are generated for every experience level of the caster (for example, a 2nd-level priest creates up to 8 gallons of water, a 3rd-level priest up to 12 gallons, etc.). The water is clean and drinkable (it is just like rain water). The created water can be dispelled within a round of its creation; otherwise, its magic fades, leaving normal water that can be used, spilled, evaporated, etc. The reverse of the spell, *destroy water*, obliterates without trace (no vapor, mist, fog, or steam) a like quantity of water. Water can be created or destroyed in an area as small as will actually contain the liquid, or in an area as large as 27 cubic feet (1 cubic yard).

Note that water can neither be created nor destroyed within a creature. For reference purposes, water weighs about 8 _ pounds per gallon, and a cubic foot of water weighs approximately 64 pounds.

The *create water* spell requires at least a drop of water; the *destroy water* spell, at least a pinch of dust.

## Cure Light Wounds
**(Necromancy)**
**Reversible**

Sphere: Healing
Range: Touch Components: V, S
Duration: Permanent Casting Time: 5
Area of Effect: Creature touched Saving Throw: None

When casting this spell and laying his hand upon a creature, the priest causes 1d8 points of wound or other injury damage to the creature's body to be healed. This healing cannot affect creatures without corporeal bodies, nor can it cure wounds of creatures not living or of extraplanar origin.

The reverse of the spell, *cause light wounds,* operates in the same manner, inflicting 1d8 points of damage. If a creature is avoiding this touch, an attack roll is needed to determine if the priest's hand strikes the opponent and causes such a wound.

Curing is permanent only insofar as the creature does not sustain further damage; caused wounds will heal--or can be cured--just as any normal injury.

## Detect Evil
**(Divination)**
**Reversible**

Sphere: All
Range: 0 Components: V, S, M

Duration: 1 turn + 5 rds./level
Area of Effect: 10 ft. x 120 yds.
Casting Time: 1 rd.
Saving Throw: None

This spell discovers emanations of evil, or of good in the case of the reverse spell, from any creature, object, or area. Character alignment, however, is revealed only under unusual circumstances: characters who are strongly aligned, who do not stray from their faith, and who are of at least 9th level might radiate good or evil *if intent upon appropriate actions.* Powerful monsters, such as rakshasas or ki-rin, send forth emanations of evil or good, even if polymorphed. Aligned undead radiate evil, for it is this power and negative force that enable them to continue existing. An evilly cursed object or unholy water radiates evil, but a hidden trap or an unintelligent viper does not.

The degree of evil (dim, faint, moderate, strong, or overwhelming) and possibly its general nature (expectant, malignant, gloating, etc.) can be noted. If the evil is overwhelming, the priest has a 10% chance per level of detecting its general bent (lawful, neutral, or chaotic). The duration of a *detect evil* (or *detect good*) spell is one turn plus five rounds per level of the priest. Thus, a 1st-level priest can cast a spell with a 15-round duration, a 2nd-level priest can cast a spell with a 20-round duration, etc. The spell has a path of detection 10 feet wide in the direction the priest is facing. The priest must concentrate--stop, have quiet, and intently seek to detect the aura--for at least one round to receive a reading.

The spell requires the use of the priest's holy symbol as its material component, with the priest holding it before him.

## Detect Magic
**(Divination)**

Sphere: Divination
Range: 0
Duration: 1 turn
Area of Effect: 10 ft. x 30 yds.
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

When the *detect magic* spell is cast, the priest detects magical radiations in a path 10 feet wide and up to 30 yards long, in the direction he is facing. The intensity of the magic can be detected (dim, faint, moderate, strong, or overwhelming). The caster has a 10% chance per level to determine the sphere of the magic, but unlike the wizard version of the spell, the type of magic (alteration, conjuration, etc.) cannot be divined. The caster can turn, scanning a 60  arc per round. The spell is blocked by solid stone at least 1 foot thick, solid metal at least 1 inch thick, or solid wood at least 1 yard thick.

The spell requires the use of the priest's holy symbol.

## Detect Poison
**(Divination)**

Sphere: Divination
Range: 0
Duration: 1 turn + 1 rd./level
Components: V, S, M
Casting Time: 4

Area of Effect: Special Saving Throw: None

This spell enables the priest to determine if an object has been poisoned or is poisonous. One object, or one 5-foot cubic mass, can be checked per round. The priest has a 5% chance per level of determining the exact type of poison.

The material component is a strip of specially blessed vellum, which turns black if poison is present.

## Detect Snares & Pits
### (Divination)

Sphere: Divination
Range: 0 Components: V, S, M
Duration: 4 rds./level Casting Time: 4
Area of Effect: 10 x 40 ft. Saving Throw: None

Upon casting this spell, the caster is able to detect snares, pits, deadfalls and similar hazards along a path 10 feet wide and 40 feet long. Such hazards include simple pits, deadfalls, snares of wilderness creatures (for example, trapdoor spiders, giant sundews, ant lions, etc.), and primitive traps constructed of natural materials (mantraps, missile trips, hunting snares, etc.). The spell is directional--the caster must face the desired direction to determine if a pit exists or a trap is laid in that direction. The caster experiences a feeling of danger from the direction of a detected hazard, which increases as the danger is approached. The caster learns the general nature of the danger (pit, snare, or deadfall) but not its exact operation, nor how to disarm it. Close examination, however, enables the caster to sense what intended actions might trigger it. The spell detects certain natural hazards--quicksand (snare), sinkholes (pit), or unsafe walls of natural rock (deadfall). Other hazards, such as a cavern that floods during rain, an unsafe construction, or a naturally poisonous plant, are not revealed. The spell does not detect magical traps (save those that operate by pit, deadfall, or snaring; see the 2nd-level spell *trip* and the 3rd-level spell *snare*), nor those that are mechanically complex, nor those that have been rendered safe or inactive.

The caster must have his holy symbol to complete the spell.

## Endure Cold/Endure Heat
### (Alteration)

Sphere: Protection
Range: Touch Components: V, S
Duration: 1 _ hrs./level Casting Time: 1 rd.
Area of Effect: Creature touched Saving Throw: None

The creature receiving this spell is protected from normal extremes of cold or heat (depending on which application the priest selects at the time of casting). The creature can stand unprotected in temperatures as low as -30 F. or as high as 130 F. (depending on application) with no ill effect. Temperatures beyond these limits inflict 1 point of

damage per hour of exposure for every degree beyond the limit. The spell is immediately cancelled if the recipient is affected by any non-normal heat or cold, such as magic, breath weapons, and so on. The cancellation occurs regardless of the application and regardless of whether a heat or cold effect hits the character (for example, an *endure cold* spell is cancelled by magical heat or fire as well as by magical cold). The recipient of the spell does not suffer the first 10 points of damage (after any applicable saving throws) from the heat or cold during the round in which the spell is broken. The spell ends instantly if either *resist fire* or *resist cold* is cast upon the recipient.

## Entangle
**(Alteration)**

Sphere: Plant
Range: 80 yds. Components: V, S, M
Duration: 1 turn Casting Time: 4
Area of Effect: 40-ft. cube Saving Throw: _

By means of this spell, the caster is able to cause plants in the area of effect to entangle creatures within the area. The grasses, weeds, bushes, and even trees wrap, twist, and entwine about the creatures, holding them fast for the duration of the spell. Any creature entering the area is subject to this effect. A creature that rolls a successful saving throw vs. spell can escape the area, moving at only 10 feet per round until out of the area. Exceptionally large (gargantuan) or strong creatures may suffer little or no distress from this spell, at the DM's option, based on the strength of the entangling plants.

The material component is the caster's holy symbol.

## Faerie Fire
**(Alteration)**

Sphere: Weather
Range: 80 yds. Component: V, M
Duration: 4 rds./level Casting Time: 4
Area of Effect: 10 sq. ft/level within a 40-ft. radius Saving Throw: None

This spell enables the caster to outline one or more objects or creatures with a pale glowing light. The number of subjects outlined depends upon the number of square feet the caster can affect. Sufficient footage enables several objects or creatures to be outlined by the *faerie fire* spell, but one must be fully outlined before the next is begun, and all must be within the area of effect. Outlined objects or creatures are visible at 80 yards in the dark and 40 yards if the viewer is near a bright light source. Outlined creatures are easier to strike; thus, opponents gain a +2 bonus to attack rolls in darkness (including moonlit nights) and a +1 bonus in twilight or better. Note that outlining can render otherwise invisible creatures visible. However, it cannot outline noncorporeal, ethereal, or gaseous creatures. Nor does the light come anywhere close to sunlight. Therefore, it has no special effect on undead or dark-dwelling creatures. The faerie fire can be blue,

green, or violet according to the word of the caster at the time of casting. The faerie fire does not cause any harm to the object or creature thus outlined.

The material component is a small piece of foxfire.

## Invisibility to Animals
**(Alteration)**

Sphere: Animal
Range: Touch
Duration: 1 turn + 1 rd./level
Area of Effect: 1 creature/level
Components: S, M
Casting Time: 4
Saving Throw: None

When an *invisibility to animals* spell is cast, the creature touched becomes totally undetectable by normal animals with Intelligences under 6. Normal animals includes giant-sized varieties, but it excludes any with magical abilities or powers. The enchanted individual is able to walk among such animals or pass through them as if he did not exist. For example, this individual could stand before the hungriest of lions or a tyrannosaurus rex and not be molested or even noticed. However, a nightmare, hell hound, or winter wolf would certainly be aware of the individual. For every level the caster has achieved, one creature can be rendered invisible. Any recipient attacking while this spell is in effect ends the spell immediately (for himself only).

The material component of this spell is holly rubbed over the recipient.

## Invisibility to Undead
**(Abjuration)**

Sphere: Necromantic
Range: Touch
Duration: 6 rds.
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 4
Saving Throw: Special

This spell causes affected undead to lose track of and ignore the warded creature for the duration of the spell. Undead of 4 or fewer Hit Dice are automatically affected, but those with more Hit Dice receive a saving throw vs. spell to avoid the effect. Note that a priest protected by this spell cannot turn affected undead. The spell ends immediately if the recipient makes any attack, although casting spells such as *cure light wounds*, *augury*, or *chant* does not end the ward.

The material component is the priest's holy symbol.

## Light
**(Alteration)**
**Reversible**

Sphere: Sun
Range: 120 yds.
Duration: 1 hr. + 1 turn/level
Components: V, S
Casting Time: 4

Area of Effect: 20-ft.-radius globe  Saving Throw: Special

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws must be rolled. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A *light* spell centered on the visual organs of a creature blinds it, reducing its attack and saving throw rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative--multiple castings do not provide a brighter light.

The spell is reversible, causing darkness in the same area and under the same conditions as the *light* spell, but with half the duration. Magical darkness is equal to that of an unlit interior room--pitch darkness. Any normal light source or magical light source of lesser intensity than full daylight does not function in magical darkness. A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

## Locate Animals or Plants
### (Divination)

Sphere: Divination (Animal, Plant)
Range: 100 yds. + 20 yds./level  Components: V, S, M
Duration: 1 rd./level  Casting Time: 1 rd.
Area of Effect: 20 yds./level x 20 ft.  Saving Throw: None

The caster can find the direction and distance of any one type of animal or plant he desires. The caster, facing in a direction, thinks of the animal or plant, and then knows if any such animal or plant is within range. If so, the exact distance and approximate number present is learned. During each round of the spell's duration, the caster can face in only one direction (i.e., only a 20-foot-wide path can be known). The spell lasts one round per level of experience of the caster, while the length of the path is 100 yards plus 20 yards per level of experience. (At the DM's option, some casters may be able to locate only those animals [or plants] associated closely with their own mythos.)

While the exact chance of locating a specific type of animal or plant depends on the details and circumstances of the locale, the general frequency of the subject can be used as a guideline: common = 50%, uncommon = 30%, rare = 15%, and very rare = 5%. Most herbs grow in temperate regions, while most spices grow in tropical regions. Most plants sought as spell components or for magical research are rare or very rare. The results of this spell are always determined by the DM.

The material component is the caster's holy symbol.

## Magical Stone

**(Enchantment)**

Sphere: Combat
Range: Touch
Duration: Special
Area of Effect: 3 pebbles
Components: V, S, M
Casting Time: 4
Saving Throw: None

By using this spell, the priest can temporarily enchant up to three small pebbles, no larger than sling bullets. The magical stones can then be hurled or slung at an opponent. If hurled, they can be thrown up to 30 yards, and all three can be thrown in one round. The character using them must roll normally to hit, although the magic of the stones enables any character to be proficient with them. The stones are considered +1 weapons for determining if a creature can be struck (those struck only by magical weapons, for instance), although they do not have an attack or damage bonus. Each stone that hits inflicts 1d4 points of damage (2d4 points against undead). The magic in each stone lasts only for half an hour, or until used.

The material components are the priest's holy symbol and three small pebbles, unworked by tools or magic of any type.

## Pass Without Trace
**(Enchantment/Charm)**

Sphere: Plant
Range: Touch
Duration: 1 turn/level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

When this spell is cast, the recipient can move through any type of terrain--mud, snow, dust, etc.--and leave neither footprints nor scent. The area that is passed over radiates magic for 1d6 turns after the affected creature passes. Thus, tracking a person or other creature covered by this spell is impossible by normal means. Of course, intelligent tracking techniques, such as using a spiral search pattern, can result in the trackers picking up the trail at a point where the spell has worn off.

The material component of this spell is a sprig of pine or evergreen, which must be burned and the ashes powdered and scattered when the spell is cast.

## Protection From Evil
**(Abjuration)**
**Reversible**

Sphere: Protection
Range: Touch
Duration: 3 rds./level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 4
Saving Throw: None

When this spell is cast, it creates a magical barrier around the recipient at a distance of

1 foot. The barrier moves with the recipient and has three major effects:

First, all attacks made by evil or evilly enchanted creatures against the protected creature receive a penalty of -2 to each attack roll, and any saving throws caused by such attacks are made by the protected creature with a +2 bonus.

Second, any attempt to exercise mental control over the protected creature (if, for example, it has been charmed by a vampire) or to invade and take over its mind (as by a ghost's magic jar attack) is blocked by this spell. Note that the protection does not prevent a vampire's charm itself, nor end it, but it does prevent the vampire from exercising mental control through the barrier. Likewise, an outside life force is merely kept out, and would not be expelled if in place before the protection was cast.

Third, the spell prevents bodily contact by creatures of an extraplanar or conjured nature (such as aerial servants, elementals, imps, invisible stalkers, salamanders, water weirds, xorn, and others). This causes the natural (body) weapon attacks of such creatures to fail and the creature to recoil if such attacks require touching the protected creature. Animals or monsters summoned or conjured by spells or similar magic are likewise hedged from the character. This protection ends if the protected character makes a melee attack against or tries to force the barrier against the blocked creature.

To complete this spell, the priest uses holy water or burning incense.

This spell can be reversed to become *protection from good*, with the second and third benefits remaining unchanged.

The material components for the reverse are a circle of unholy water or smoldering dung.

## Purify Food & Drink
**(Alteration)**
**Reversible**

Sphere: All
Range: 30 yds.
Duration: Permanent
Area of Effect: 1 cu. ft./level, in 10 sq. ft.
Components: V, S
Casting Time: 1 rd.
Saving Throw: None

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1 cubic foot of food and drink per level can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by *purify food and drink*, but the spell has no effect on creatures of any type nor upon magical potions.

The reverse of the spell is *putrefy food and drink*. This spoils even holy water; however, it likewise has no effect upon creatures or potions.

## Remove Fear
**(Abjuration)**
**Reversible**

Sphere: Charm
Range: 10 yds. Components: V, S
Duration: Special Casting Time: 1
Area of Effect: 1 creature/4 levels Saving Throw: Special

The priest casting this spell instills courage in the spell recipient, raising the creature's saving throw rolls against magical *fear* attacks by +4 for one turn. If the recipient has recently (that day) failed a saving throw against such an attack, the spell immediately grants another saving throw, with a +4 bonus to the die roll. For every four levels of the caster, one creature can be affected by the spell (one creature at levels 1 through 4, two creatures at levels 5 through 8, etc.).

The reverse of the spell, *cause fear*, causes one creature to flee in panic at maximum movement speed away from the caster for 1d4 rounds. A successful saving throw against the reversed effect negates it, and any Wisdom adjustment also applies. Of course, *cause fear* can be automatically countered by *remove fear* and vice versa.

Neither spell has any effect on undead of any sort.

## Sanctuary
### (Abjuration)

Sphere: Protection
Range: Touch Components: V, S, M
Duration: 2 rds. + 1 rd./level Casting Time: 4
Area of Effect: 1 creature Saving Throw: None

When the priest casts a *sanctuary* spell, any opponent attempting to strike or otherwise directly attack the protected creature must roll a saving throw vs. spell. If the saving throw is successful, the opponent can attack normally and is unaffected by that casting of the spell. If the saving throw is failed, the opponent loses track of and totally ignores the warded creature for the duration of the spell. Those not attempting to attack the subject remain unaffected. Note that this spell does not prevent the operation of area attacks (fireball, ice storm, etc.). While protected by this spell, the subject cannot take direct offensive action without breaking the spell, but may use nonattack spells or otherwise act in any way that does not violate the prohibition against offensive action. This allows a warded priest to heal wounds, for example, or to bless, perform an augury, chant, cast a light in the area (but not upon an opponent), and so on.

The components of the spell include the priest's holy symbol and a small silver mirror.

## Shillelagh
### (Alteration)

Sphere: Combat, Plant
Range: Touch Components: V, S, M
Duration: 4 rds. + 1 rd./level Casting Time: 2
Area of Effect: 1 oak club Saving Throw: None

This spell enables the caster to change his own oak cudgel or unshod staff into a magical weapon that gains a +1 bonus to its attack roll and inflicts 2d4 points of damage on opponents up to man size, and 1d4+1 points of damage on larger opponents. The spell inflicts no damage to the staff or cudgel. The caster must wield the shillelagh, of course.

The material components of this spell are a shamrock leaf and the caster's holy symbol.

# Second-Level Spells

## Aid
### (Necromancy, Conjuration)

Sphere: Necromantic
Range: Touch
Duration: 1 rd. + 1 rd./level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 5
Saving Throw: None

The recipient of this spell gains the benefit of a *bless* spell (+1 to attack rolls and saving throws) and a special bonus of 1d8 additional hit points for the duration of the spell. The *aid* spell enables the recipient to actually have more hit points than his full normal total. The bonus hit points are lost first when the recipient takes damage; they cannot be regained by curative magic.

For example, a 1st-level fighter has 8 hit points, suffers 2 points of damage (8-2 = 6), and then receives an *aid* spell that gives 5 additional hit points. The fighter now has 11 hit points, 5 of which are temporary. If he is then hit for 7 points of damage, 2 normal hit points and all 5 temporary hit points are lost. He then receives a *cure light wounds* spell that heals 4 points of damage, restoring him to his original 8 hit points.

Note that the operation of the spell is unaffected by permanent hit point losses due to energy drain, Hit Die losses, the loss of a familiar, or the operation of certain artifacts; the temporary hit point gain is figured from the new, lower total.

The material components of this spell are a tiny strip of white cloth with a sticky substance (such as tree sap) on the ends, plus the priest's holy symbol.

## Augury
### (Divination)

Sphere: Divination
Range: 0
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 2 rds.
Saving Throw: None

The priest casting an *augury* spell seeks to divine whether an action in the immediate future (within one-half hour) will benefit or harm the party. For example, if a party is considering the destruction of a weird seal that closes a portal, an *augury* spell can be used to find if weal or woe will be the immediate result. If the spell is successful, the DM yields some indication of the probable outcome: "weal," "woe," or possibly a cryptic puzzle or rhyme. The base chance for receiving a meaningful reply is 70%, plus 1% for

each level of the priest casting the spell; for example, 71% at 1st level, 72% at 2nd, etc. Your DM determines any adjustments for the particular conditions of each augury.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 sp and a *shield +1* lurks near the entrance to the level (which the DM estimates the party could beat after a hard fight), the augury might be: "Great risk brings great reward." If the troll is too strong for the party, the augury might be: "Woe and destruction await!" Likewise, a party casting several auguries about the same action in quick succession might receive identical answers, regardless of the dice rolls.

The material component for an *augury* spell is a set of gem-inlaid sticks, dragon bones, or similar tokens of at least 1,000 gp value (which are not expended in casting).

## Barkskin
### (Alteration)

Sphere: Protection, Plant
Range: Touch
Duration: 4 rds. + 1 rd./level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 5
Saving Throw: None

When a priest casts the *barkskin* spell upon a creature, its skin becomes as tough as bark, increasing its base Armor Class to AC 6, plus 1 AC for every four levels of the priest: Armor Class 5 at 4th level, Armor Class 4 at 8th, and so on. This spell does not function in combination with normal armor or any magical protection. In addition, saving throw rolls vs. all attack forms except magic gain a +1 bonus. This spell can be placed on the caster or on any other creature he touches.

In addition to his holy symbol, the caster must have a handful of bark from an oak as the material component for the spell.

## Chant
### (Conjuration/Summoning)

Sphere: Combat
Range: 0
Duration: Time of chanting
Area of Effect: 30-ft. radius
Components: V, S
Casting Time: 2 rds.
Saving Throw: None

By means of the *chant* spell, the priest brings special favor upon himself and his party, and causes harm to his enemies. When the *chant* spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. This bonus/penalty continues as long as the caster continues to chant the mystic syllables and is stationary. However, an interruption (such as an attack that succeeds and causes damage, grappling with the chanter, or a *silence* spell) breaks the spell. Multiple chants are not cumulative; however, if the 3rd-level *prayer* spell is spoken while a priest of the same religious persuasion (not merely alignment) is chanting, the effect is increased to +2

and -2.

## Charm Person or Mammal
### (Enchantment/Charm)

Sphere: Animal
Range: 80 yds. Components: V, S
Duration: Special Casting Time: 5
Area of Effect: 1 person or mammal Saving Throw: Neg.

This spell affects any single person or mammal it is cast upon. The creature then regards the caster as a trusted friend and ally to be heeded and protected. The term *person* includes any bipedal human, demihuman or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter is included, while an ogre is not.

The spell does not enable the caster to control the charmed creature as if it were an automaton, but any word or action of the caster is viewed in the most favorable way. Thus, a charmed creature would not obey a suicide command, but might believe the caster if assured that the only chance to save the caster's life is for the creature to hold back an onrushing red dragon for "just a minute or two" and if the charmed creature's view of the situation suggests that this course of action still allows a reasonable chance of survival.

The subject's attitudes and priorities are changed with respect to the caster, but basic personality and alignment are not. A request that a victim make itself defenseless, give up a valued item, or even use a charge from a valued item (especially against former associates or allies) might allow an immediate saving throw to see if the charm is thrown off. Likewise, a charmed creature does not necessarily reveal everything it knows or draw maps of entire areas. Any request may be refused, if such refusal is in character and does not directly harm the caster. The victim's regard for the caster does not necessarily extend to the caster's friends or allies. The victim does not react well to the charmer's allies making suggestions such as, "Ask him this question. . .," nor does the charmed creature put up with verbal or physical abuse from the charmer's associates, if this is out of character.

Note also that the spell does not empower the caster with linguistic capabilities beyond those he normally has. The duration of the spell is a function of the charmed creature's Intelligence, and it is tied to the saving throw. A successful saving throw breaks the spell. This saving throw is checked on a periodic basis according to the creature's Intelligence, even if the caster has not overly strained the relationship.

| Intelligence Score | Period Between Checks |
|---|---|
| 3 or less | 3 months |
| 4-6 | 2 months |
| 7-9 | 1 month |
| 10-12 | 3 weeks |
| 13-14 | 2 weeks |

| | |
|---|---|
| 15-16 | 1 week |
| 17 | 3 days |
| 18 | 2 days |
| 19 or more | 1 day |

If the caster harms, or attempts to harm, the charmed creature by some overt action, or if a *dispel magic* spell is successfully cast upon the charmed creature, the charm is broken automatically.

If the subject of the *charm person/charm mammal* spell successfully rolls its saving throw vs. the spell, the effect is negated.

This spell, if used in conjunction with the *animal friendship* spell, can keep the animal near the caster's home base, if the caster must leave for an extended period.

## Detect Charm
**(Divination)**
**Reversible**

Sphere: Divination

| | |
|---|---|
| Range: 30 yds. | Components: V, S |
| Duration: 1 turn | Casting Time: 1 rd. |
| Area of Effect: 1 creature/rd. | Saving Throw: Neg. |

When used by a priest, this spell can detect if a person or monster is under the influence of a *charm* spell, or similar control such as *hypnosis*, *suggestion*, *beguiling*, *possession*, etc. The creature rolls a saving throw vs. spell and, if successful, the caster learns nothing about that particular creature from the casting. A caster who learns that a creature is being influenced has a 5% chance per level to determine the exact type of influence. Up to 10 different creatures can be checked before the spell wanes. If the creature is under more than one such effect, only the information that the charms exist is gained. The type (since there are conflicting emanations) is impossible to determine.

The reverse of the spell, *undetectable charm*, completely masks all charms on a single creature for 24 hours.

## Dust Devil
**(Conjuration/Summoning)**

Sphere: Elemental (Air)

| | |
|---|---|
| Range: 30 yds. | Components: V, S |
| Duration: 2 rds./level | Casting Time: 2 rds. |
| Area of Effect: 5 x 4 ft. cone | Saving Throw: None |

This spell enables a priest to conjure up a weak air elemental--a dust devil of AC 4, 2 HD, MV 180 feet per round, one attack for 1d4 points of damage--which can be hit by normal weapons. The dust devil appears as a small whirlwind 1 foot in diameter at its base, 5 feet tall, and 3 to 4 feet across at the top. It moves as directed by the priest, but dissipates if it is ever separated from the caster by more than 30 yards. Its winds are

sufficient to put out torches, small campfires, exposed lanterns, and other small, open flames of nonmagical origin. The dust devil can hold a gas cloud or a creature in gaseous form at bay or push it away from the caster (though it cannot damage or disperse such a cloud). If skimming along the ground in an area of loose dust, sand, or ash, the dust devil picks up those particles and disperses them in a 10-foot-diameter cloud centered on itself. The cloud obscures normal vision, and creatures caught within are blinded while inside and for one round after they emerge. A spellcaster caught in the dust devil or its cloud while casting must make a saving throw vs. spell to keep his concentration, or the spell is ruined. Any creature native to the Elemental Plane of Air--even another dust devil--can disperse a dust devil with a single hit.

## Enthrall
### (Enchantment/Charm)

Sphere: Charm
Range: 0 Components: V, S
Duration: Special Casting Time: 1 rd.
Area of Effect: 90-ft. radius Saving Throw: Neg.

A priest using this spell can enthrall an audience that can fully understand his language. Those in the area of effect must successfully save vs. spell or give the caster their undivided attention, totally ignoring their surroundings. Those of a race or religion unfriendly to the caster's have a +4 bonus to the roll. Any Wisdom adjustment also applies. Creatures with 4 or more levels or Hit Dice, or with a Wisdom of 16 or better, are unaffected.

To cast the spell, the caster must speak without interruption for a full round. Thereafter, the enchantment lasts as long as the priest speaks, to a maximum of one hour. Those enthralled take no action while the priest speaks, and for 1d3 rounds thereafter while they discuss the matter. Those entering the area of effect must also successfully save vs. spell or become enthralled. Those not enthralled are 50% likely every turn to hoot and jeer in unison. If there is excessive jeering, the rest are allowed a new saving throw. The speech ends (but the 1d3 round delay still applies) if the priest is successfully attacked or performs any action other than speaking.

If the audience is attacked, the spell ends and the audience reacts immediately, rolling a reaction check with respect to the source of the interruption, at a penalty of -10.

Note: When handling a large number of saving throws for similar creatures, the DM can assume an average to save time; for example, a crowd of 20 men with a base saving throw of 16 (25% success chance) will have 15 men enthralled and five not.

## Find Traps
### (Divination)

Sphere: Divination
Range: 0 Components: V, S
Duration: 3 turns Casting Time: 5

Area of Effect: 10 ft. x 30 yds. Saving Throw: None

When a priest casts a *find traps* spell, all traps--concealed normally or magically--of magical or mechanical nature become apparent to him. Note that this spell is directional, and the caster must face the desired direction in order to determine if a trap is laid in that particular direction.

A trap is any device or magical ward that meets three criteria: it can inflict a sudden or unexpected result, the spellcaster would view the result as undesirable or harmful, and the harmful or undesirable result was specifically intended as such by the creator. Thus, traps include alarms, glyphs, and similar spells or devices.

The caster learns the general nature of the trap (magical or mechanical) but not its exact effect, nor how to disarm it. Close examination will, however, enable the caster to sense what intended actions might trigger it. Note that the caster's divination is limited to his knowledge of what might be unexpected and harmful. The spell cannot predict actions of creatures (hence, a concealed murder hole or ambush is not a trap), nor are natural hazards considered traps (a cavern that floods during a rain, a wall weakened by age, a naturally poisonous plant, etc.). If the DM is using specific glyphs or sigils to identify magical wards (see the 3rd-level spell *glyph of warding*), this spell shows the form of the glyph or mark. The spell does not detect traps that have been disarmed or are otherwise inactive.

## Fire Trap
### (Abjuration, Evocation)

Sphere: Elemental (Fire)
Range: Touch Components: V, S, M
Duration: Permanent until discharged Casting Time: 1 turn
Area of Effect: Object touched Saving Throw: _

Any closeable item (book, box, bottle, chest, coffer, coffin, door, drawer, and so forth) can be warded by a *fire trap* spell. The spell is centered on a point selected by the spellcaster. The item so trapped cannot have a second closure or warding spell placed upon it. A *knock* spell cannot affect a fire trap in any way--as soon as the offending party opens the item, the trap discharges. As with most magical traps, a thief has only half his normal find traps score to detect a fire trap. Failure to remove it successfully detonates it immediately. An unsuccessful *dispel magic* spell will not detonate the spell. When the trap is discharged, there will be an explosion of 5-foot radius from the spell's center. All creatures within this area must roll saving throws vs. spell. Damage is 1d4 points plus 1 point per level of the caster, and half that total amount for creatures successfully saving. (Under water, this ward inflicts half damage and creates a large cloud of steam.) The item trapped is not harmed by this explosion.

The caster can use the trapped object without discharging it, as can any individual to whom the spell was specifically attuned when cast (the method usually involves a key word).

To place this spell, the caster must trace the outline of the closure with a stick of charcoal and touch the center of the effect. Attunement to another individual requires a

hair or similar object from the individual.

The material components are holly berries.

## Flame Blade
**(Evocation)**

Sphere: Elemental (Fire)
Range: 0 — Components: V, S, M
Duration: 4 rds. + 1 rd./2 levels — Casting Time: 4
Area of Effect: 3-ft. long blade — Saving Throw: None

With this spell, the caster causes a blazing ray of red-hot fire to spring forth from his hand. This bladelike ray is wielded as if it were a scimitar. If the caster successfully hits with the flame blade in melee combat, the creature struck suffers 1d4+4 points of damage, with a damage bonus of +2 (i. e., 7-10 points) if the creature is undead or is especially vulnerable to fire. If the creature is protected from fire, the damage inflicted is reduced by 2 (i.e., 1d4+2 points). Fire dwellers and those using fire as an innate attack form suffer no damage from the spell. The flame blade can ignite combustible materials such as parchment, straw, dry sticks, cloth, etc. However, it is not a magical weapon in the normal sense of the term, so creatures (other than undead) struck only by magical weapons are not harmed by it. This spell does not function under water.

In addition to the caster's holy symbol, the spell requires a leaf of sumac as a material component.

## Goodberry
**(Alteration, Evocation)**
**Reversible**

Sphere: Plant
Range: Touch — Components: V, S, M
Duration: 1 day + 1 day/level — Casting Time: 1 rd.
Area of Effect: 2d4 fresh berries — Saving Throw: None

Casting a *goodberry* spell upon a handful of freshly picked berries makes 2d4 of them magical. The caster (as well as any other caster of the same faith and 3rd or higher level) can immediately discern which berries are affected. A *detect magic* spell discovers this also. Berries with the magic either enable a hungry creature of approximately man size to eat one and be as well-nourished as if a full normal meal were eaten, or else cure 1 point of physical damage from wounds or other similar causes, subject to a maximum of 8 points of such curing in any 24-hour period.

The reverse of the spell, *badberry*, causes 2d4 rotten berries to appear wholesome, but each actually delivers 1 point of poison damage (no saving throw) if ingested.

The material component of the spell is the caster's holy symbol passed over the freshly picked, edible berries to be enspelled (blueberries, blackberries, raspberries, currants, gooseberries, etc.).

## Heat Metal
**(Alteration)**
**Reversible**

Sphere: Elemental (Fire)
Range: 40 yds. Components: V, S, M
Duration: 7 rds. Casting Time: 5
Area of Effect: Special Saving Throw: Special

By means of the *heat metal* spell, the caster is able to make ferrous metal (iron, iron alloys, steel) extremely hot. Elven chain mail is not affected, and magical metal armor receives an item saving throw vs. magical fire to avoid being heated. The material component is a holy symbol.

On the first round of the spell, the metal merely becomes very warm and uncomfortable to touch (this is also the effect on the last melee round of the spell's duration). During the second and sixth (next to the last) rounds, heat causes blisters and damage; in the third, fourth, and fifth rounds, the metal becomes searing hot, causing damage to exposed flesh, as shown below:

| Metal Temperature | Damage per Round |
|---|---|
| very warm | none |
| hot | 1d4 points |
| searing* | 2d4 points |

* On the final round of searing, the afflicted creature must roll a successful saving throw vs. spell or suffer one of the following disabilities: hand or foot--becomes unusable for 2d4 days; body--becomes disabled for 1d4 days; head--fall unconscious for 1d4 turns. This effect can be completely removed by the 6th-level priest spell *heal* spell or by normal rest.

Note also that materials such as wood, leather, or flammable cloth smolder and burn if exposed to searing hot metal. Such materials cause searing damage to exposed flesh on the next round. Fire resistance (spell, potion, or ring) or a *protection from fire* spell totally negates the effects of a *heat metal* spell, as does immersion in water or snow, or exposure to a *cold* or *ice storm* spell. This version of the spell does not function under water. For every two experience levels of the caster, the metal of one man-sized creature can be affected (i.e., arms and armor, or a single mass of metal equal to 50 pounds of weight). Thus, a 3rd-level caster would affect one such creature, a 4th- or 5th-level caster two, etc.

The reverse of the spell, *chill metal*, counters a *heat metal* spell or else causes metal to act as follows:

| Metal Temperature | Damage per Round |
|---|---|
| cold | none |
| icy | 1-2 points |
| freezing* | 1d4 points |

* On the final round of freezing, the afflicted creature must roll a successful saving throw vs. spell or suffer from the numbing effects of the cold. This causes the loss of all feeling in a hand (or hands, if the DM rules the saving throw was failed badly) for 1d4 days. During this time, the character's grip is extremely weak and he cannot use that hand for fighting or any other activity requiring a firm grasp.

The *chill metal* spell is countered by a *resist cold* spell, or by any great heat--proximity to a blazing fire (not a mere torch), a magical *flaming sword*, a *wall of fire* spell, etc. Under water, this version of the spell inflicts no damage, but ice immediately forms around the affected metal, exerting an upward buoyancy.

## Hold Person
**(Enchantment/Charm)**

Sphere: Charm
Range: 120 yds.
Duration: 2 rds./level
Area of Effect: 1d4 persons in 20-ft. cube
Components: V, S, M
Casting Time: 5
Saving Throw: Neg.

This spell holds 1d4 humans, demihumans, or humanoid creatures rigidly immobile and in place for a minimum of six rounds (the spell lasts 2 rounds per caster level, and the priest must be of at least 3rd level to cast the spell).

The *hold person* spell affects any bipedal human, demihuman, or humanoid of man size or smaller, including brownies, dryads, dwarves, elves, gnolls, gnomes, goblins, half-elves, halflings, half-orcs, hobgoblins, humans, kobolds, lizard men, nixies, orcs, pixies, sprites, troglodytes, and others. Thus, a 10th-level fighter could be held, while an ogre could not.

The effect is centered on a point selected by the caster, and it affects persons selected by the caster within the area of effect. If the spell is cast at three persons, each gets a normal saving throw; if only two persons are being enspelled, each rolls his saving throw with a -1 penalty; if the spell is cast at only one person, the saving throw die roll suffers a -2 penalty. Saving throws are adjusted for Wisdom. Those who succeed on their saving throws are totally unaffected by the spell. Undead creatures cannot be held.

Held creatures cannot move or speak, but they remain aware of events around them and can use abilities not requiring motion or speech. Being held does not prevent the worsening of the subjects' condition due to wounds, disease, or poison. The priest casting the *hold person* spell can end the spell with a single utterance at any time; otherwise, the duration is six rounds at 3rd level, eight rounds at 4th level, etc.

The spellcaster needs a small, straight piece of iron as the material component of this spell.

## Know Alignment
**(Divination)**
**Reversible**

Sphere: Divination

Range: 10 yds. Components: V, S
Duration: 1 turn Casting time: 1 rd.
Area of Effect: 1 creature or object Saving Throw: Neg.

A *know alignment* spell enables the priest to exactly read the aura of a creature or an aligned object (unaligned objects reveal nothing). The caster must remain stationary and concentrate on the subject for a full round. If the creature rolls a successful saving throw vs. spell, the caster learns nothing about that particular creature from the casting. Certain magical devices negate the power of the *know alignment* spell.

The reverse, *undetectable alignment,* conceals the alignment of an object or creature for 24 hours.

## Messenger
### (Enchantment/Charm)

Sphere: Animal
Range: 20 yds./level Components: V, S
Duration: 1 day/level Casting Time: 1 rd.
Area of Effect: 1 creature Saving Throw: Neg.

This spell enables the priest to call upon a tiny (size T) creature of at least animal intelligence to act as his messenger. The spell does not affect giant animals and it does not work on creatures of low (i.e., 5) Intelligence or higher. If the creature is within range, the priest, using some type of food desirable to the animal as a lure, can call the animal to come. The animal is allowed a saving throw vs. spell. If the saving throw is failed, the animal advances toward the priest and awaits his bidding. The priest can communicate with the animal in a crude fashion, telling it to go to a certain place, but directions must be simple. The spellcaster can attach some small item or note to the animal. If so instructed, the animal will then wait at that location until the duration of the spell expires. (Note that unless the intended recipient of a message is expecting a messenger in the form of a small animal or bird, the carrier may be ignored.) When the spell's duration expires, the animal or bird returns to its normal activities. The intended recipient of a message gains no communication ability.

## Obscurement
### (Alteration)

Sphere: Weather
Range: 0 Components: V, S
Duration: 4 rds./level Casting Time: 5
Area of Effect: (level x 10)-ft.-sq. Saving Throw: None

This spell causes a misty vapor to arise around the caster. It persists in this locale for four rounds per caster level and reduces the visibility ranges of all types of vision (including infravision) to 2d4 feet. The ground area affected by the spell is a square progression based on the caster's level: a 10-foot x 10-foot area at 1st level, a 20-foot x

20-foot area at 2nd level, a 30-foot x 30-foot area at 3rd level, and so on. The height of the vapor is restricted to 10 feet, although the cloud will otherwise expand to fill confined spaces. A strong wind (such as from the 3rd-level wizard spell *gust of wind*) can cut the duration of an *obscurement* spell by 75%. This spell does not function under water.

## Produce Flame
### (Alteration)

Sphere: Elemental (Fire)
Range: 0 Components: V, S
Duration: 1 rd./level Casting Time: 5
Area of Effect: Special Saving Throw: None

A bright flame, equal in brightness to a torch, springs forth from the caster's palm when he casts a *produce flame* spell. The flame does not harm the caster, but it is hot and it causes the combustion of flammable materials (paper, cloth, dry wood, oil, etc.). The caster is capable of hurling the magical flame as a missile, with a range of 40 yards (considered short range). The flame flashes on impact, igniting combustibles within a 3-foot diameter of its center of impact, and then it goes out. A creature struck by the flame suffers 1d4+1 points of damage and, if combustion occurs, must spend a round extinguishing the fire or suffer additional damage assigned by the DM until the fire is extinguished. A miss is resolved as a grenadelike missile. If any duration remains to the spell, another flame immediately appears in the caster's hand. The caster can hurl a maximum of one flame per level, but no more than one flame per round.

The caster can snuff out magical flame any time he desires, but fire caused by the flame cannot be so extinguished. This spell does not function under water.

## Resist Fire/Resist Cold
### (Alteration)

Sphere: Protection
Range: Touch Components: V, S, M
Duration: 1 rd./level Casting Time: 5
Area of Effect: 1 creature Saving Throw: None

When this spell is placed upon a creature by a priest, the creature's body is toughened to withstand heat or cold, as chosen by the caster. The spell grants the creature complete immunity to mild conditions (standing naked in the snow or reaching into an ordinary fire to pluck out a note). The recipient can somewhat resist intense heat or cold (whether natural or magical in origin), such as red-hot charcoal, a large amount of burning oil, flaming swords, fire storms, fireballs, meteor swarms, red dragon's breath, frostbrand swords, ice storms, *wands of frost*, or white dragon's breath. In all of these cases, the temperature affects the creature to some extent. The recipient of the spell gains a bonus of +3 to saving throws against such attack forms and all damage sustained is reduced by 50%; therefore, if the saving throw is failed, the creature sustains one-half damage, and if the saving throw is successful, the creature sustains only one-quarter damage. Resistance

to fire lasts for one round for each experience level of the priest placing the spell.

The caster needs a drop of mercury as the material component of this spell.

## Silence, 15' Radius
### (Alteration)

Sphere: Guardian
Range: 120 yds. Components: V, S
Duration: 2 rds./level Casting Time: 5
Area of Effect: 15-ft.-radius Saving Throw: None

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: Conversation is impossible, spells cannot be cast (or at least not those with verbal components, if the optional component rule is used), and no noise whatsoever issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of experience of the priest. The spell can be centered upon a creature, and the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw against the spell. If the saving throw is successful, the spell effect is centered about 1 foot behind the position of the subject creature at the instant of casting. This spell provides a defense against sound-based attacks, such as harpy singing, *horn of blasting*, etc.

## Slow Poison
### (Necromancy)

Sphere: Healing
Range: Touch Components: V, S, M
Duration: 1 hr./level Casting Time: 1
Area of Effect: 1 creature Saving Throw: None

When this spell is placed upon a poisoned individual, it greatly slows the effects of venom, if cast upon the victim before the poison takes full effect. (This period, known as the onset time, is known to the DM.) While this spell does not neutralize the venom, it does prevent it from substantially harming the individual for the duration of its magic in the hope that, during that spell period, the poison can be fully cured.

The material components of the *slow poison* spell are the priest's holy symbol and a bud of garlic that must be crushed and smeared on the wound (or eaten if poison was ingested).

## Snake Charm
### (Enchantment/Charm)

Sphere: Animal
Range: 30 yds. Components: V, S
Duration: Special Casting Time: 5

Area of Effect: 30-ft. cube Saving Throw: None

When this spell is cast, a hypnotic pattern is set up that causes one or more snakes to cease all activity except a semierect, swaying movement. If the snakes are charmed while in a torpor, the duration of the spell is 1d4+2 turns; if the snakes are not torpid, but are not aroused and angry, the charm lasts 1d3 turns; if the snakes are angry or attacking, the spell lasts 1d4+4 rounds. The priest casting the spell can charm snakes whose total hit points are less than or equal to those of the priest. On the average, a 1st-level priest could charm snakes with a total of 4 or 5 hit points; a 2nd-level priest could charm 9 hit points, etc. The hit points can be those of a single snake or those of several of the reptiles, but the total hit points cannot exceed those of the priest casting the spell. A 23-hit point caster charming a dozen 2-hit point snakes would charm 11 of them. This spell is also effective against any ophidian or ophidianoid monster, such as naga, couatl, etc., subject to magic resistance, hit points, and so forth.

Variations of this spell may exist, allowing other creatures significant to a particular mythos to be affected. Your DM will inform you if such spells exist.

## Speak With Animals
### (Alteration)

Sphere: Animal, Divination
Range: 0 Components: V, S
Duration: 2 rds./level Casting Time: 5
Area of Effect: 1 animal within 30 ft. Saving Throw: None

This spell empowers the priest to comprehend and communicate with any warm- or cold-blooded normal or giant animal that is not mindless. The priest is able to ask questions of and receive answers from the creature, although friendliness and cooperation are by no means assured. Furthermore, terseness and evasiveness are likely in basically wary and cunning creatures (the more stupid ones will instead make inane comments). If the animal is friendly or of the same general alignment as the priest, it may do some favor or service for the priest (as determined by the DM). Note that this spell differs from the *speak with monsters* spell, for this spell allows conversation only with normal or giant nonfantastic creatures such as apes, bears, cats, dogs, elephants, and so on.

## Spiritual Hammer
### (Invocation)

Sphere: Combat
Range: 10 yds./level Components: V, S, M
Duration: 3 rds. + 1 rd./level Casting Time: 5
Area of Effect: Special Saving Throw: None

By calling upon his deity, the caster of a *spiritual hammer* spell brings into existence a field of force shaped vaguely like a hammer. As long as the caster concentrates upon the hammer, it strikes at any opponent within its range, as desired. Each round the caster can

choose to attack the same target as the previous round or switch to a new target that he can see anywhere within his maximum range. The spiritual hammer's chance to successfully hit is equal to that of the caster, without any Strength bonuses. In addition, it strikes as a magical weapon with a bonus of +1 for every six experience levels (or fraction) of the spellcaster, up to a total of +3 to the attack roll and +3 to the damage roll for a 13th-level caster. The base damage inflicted when it scores a hit is exactly the same as a normal war hammer (1d4+1 points on opponents of man size or smaller, or 1d4 points on larger opponents, plus the magical bonus). The hammer strikes in the same direction as the caster is facing, so if he is behind the target, all bonuses for rear attack are gained along with the loss of any modifications to the target's AC for shield and Dexterity.

As soon as the caster ceases concentration, the *spiritual hammer* spell ends. A *dispel magic* spell that includes either the caster or the force in its area of effect has a chance to dispel the spiritual hammer. If an attacked creature has magic resistance, the resistance is checked the first time the spiritual hammer strikes. If the hammer is successfully resisted, the spell is lost. If not, the hammer has its normal full effect for the duration of the spell.

The material component of this spell is a normal war hammer that the priest must hurl toward opponents while uttering a plea to his deity. The hammer disappears when the spell is cast.

## Trip
**(Enchantment/Charm)**

Sphere: Plant
Range: Touch
Duration: 1 turn/level
Area of Effect: 1 object up to 10 ft. long
Components: V, S
Casting Time: 5
Saving Throw: Neg.

This magic must be cast upon a normal object--a length of vine, a stick, a pole, a rope, or a similar object. The spell causes the object to rise slightly off the ground or floor it is resting on to trip most creatures crossing it, if they fail their saving throws vs. spell. Note that only as many creatures can be tripped as are actually stepping across the enchanted object. Thus, a 3-foot-long piece of rope could trip only one man-sized creature. Creatures moving at a very rapid pace (running) when tripped suffer 1 point of damage and are stunned for 1d4+1 rounds if the surface they fall upon is very hard (if it is turf or other soft material, they are merely stunned for the rest of that round). Very large creatures, such as elephants, are not affected at all by a *trip* spell. The object continues to trip all creatures passing over it, including the spellcaster, for as long as the spell duration lasts. A creature aware of the object and its potential adds a +4 bonus to its saving throw roll when crossing the object. The enchanted object is 80% undetectable unless a means that detects magical traps is employed or the operation of the spell is observed. This spell does not function under water.

## Warp Wood
**(Alteration)**
**Reversible**

Sphere: Plant
Range: 10 yds./level
Duration: Permanent
Area of Effect: Special
Components: V, S
Casting Time: 5
Saving Throw: Special

When this spell is cast, the priest causes a volume of wood to bend and warp, permanently destroying its straightness, form, and strength. The range of a *warp wood* spell is 10 yards for each level of experience of the caster. It affects approximately a 15-inch shaft of wood of up to 1-inch diameter per level of the caster. Thus, at 1st level, a caster might be able to warp a hand axe handle or four crossbow bolts; at 5th level, he could warp the shaft of a typical spear. Note that boards or planks can also be affected, causing a door to be sprung or a boat or ship to leak. Warped missile weapons are useless; warped melee weapons suffer a -4 penalty to their attack rolls.

Enchanted wood is affected only if the spellcaster is of higher level than the caster of the prior enchantment. The spellcaster has a 20% cumulative chance of success per level of difference (20% if one level higher, 40% if two levels higher, etc.). Thus, a door magically held or wizard locked by a 5th-level wizard is 40% likely to be affected by a *warp wood* spell cast by a 7th-level priest. Wooden magical items are considered enchanted at 12th level (or better). Extremely powerful items, such as artifacts, are unaffected by this spell.

The reversed spell, *straighten wood,* straightens bent or crooked wood, or reverses the effects of a *warp wood* spell, subject to the same restrictions.

## Withdraw
### (Alteration)

Sphere: Protection
Range: 0
Duration: Special
Area of Effect: The caster
Components: V, S
Casting Time: 5
Saving Throw: None

By means of a *withdraw* spell, the priest in effect alters the flow of time with regard to himself. While but one round of time passes for those not affected by the spell, the priest is able to spend two rounds, plus one round per level, in contemplation. Thus, a 5th-level priest can withdraw for seven rounds to cogitate on some matter while one round passes for all others. (The DM should allow the player one minute of real time per round withdrawn to ponder some problem or question. No discussion with other players is permitted.) Note that while affected by the *withdraw* spell, the caster can use only the following spells: any divination spell or any curing or healing spell, the latter on himself only. The casting of any of these spells in different fashion (for example, a *cure light wounds* spell bestowed upon a companion) negates the *withdraw* spell. Similarly, the withdrawn caster cannot walk or run, become invisible, or engage in actions other than thinking, reading, and the like. He can be affected by the actions of others, losing any Dexterity or shield bonus. Any successful attack upon the caster breaks the spell.

### Wyvern Watch
**(Evocation)**

Sphere: Guardian
Range: 30 yds. Components: V, S, M
Duration: up to 8 hrs. Casting Time: 5
Area of Effect: 10-ft. radius Saving Throw: Neg.

This spell is known as *wyvern watch* because of the insubstantial haze brought forth by its casting, which vaguely resembles a wyvern. It is typically used to guard some area against intrusion. Any creature approaching within 10 feet of the guarded area may be affected by the "wyvern." Any creature entering the guarded area must roll a successful saving throw vs. spell or stand paralyzed for one round per level of the caster, until freed by the spellcaster, by a *dispel magic* spell, or by a *remove paralysis* spell. A successful saving throw indicates that the subject creature was missed by the attack of the wyvern-form, and the spell remains in place. As soon as a subject creature is successfully struck by the wyvern-form, the paralysis takes effect and the force of the spell dissipates. The spell force likewise dissipates if no intruder is struck by the wyvern-form for eight hours after the spell is cast. Any creature approaching the space being guarded by the wyvern-form may be able to detect its presence before coming close enough to be attacked; this chance of detection is 90% in bright light, 30% in twilight conditions, and 0% in darkness.

The material component is the priest's holy symbol.

## Third-Level Spells

### Animate Dead
**(Necromancy)**

Sphere: Necromantic
Range: 10 yds. Components: V, S, M
Duration: Permanent Casting Time: 1 rd.
Area of Effect: Special Saving Throw: None

This spell creates the lowest of the undead monsters, skeletons or zombies, usually from the bones or bodies of dead humans, demihumans, or humanoids. The spell causes these remains to become animated and obey the simple verbal commands of the caster, regardless of how they communicated in life. The skeletons or zombies can follow the caster, remain in an area and attack any creature (or just a specific type of creature) entering the place, etc. The undead remain animated until they are destroyed in combat or are turned; the magic cannot be dispelled.

The priest can animate one skeleton or one zombie for each experience level he has attained. If creatures with more than 1+ Hit Dice are animated, the number is determined by the monster Hit Dice. Skeletal forms have the Hit Dice of the original creature, while zombie forms have 1 more Hit Die. Thus, a 12th-level priest could animate 12 dwarven skeletons (or six zombies), four zombie gnolls, or a single zombie fire giant. Note that

this is based on the standard racial Hit Die norm; thus, a high-level adventurer would be animated as a skeleton or zombie of 1 or 2 Hit Dice, and without special class or racial abilities. The caster can, alternatively, animate two small animal skeletons (1-1 Hit Die or less) for every level of experience he has achieved.

The spell requires a drop of blood, a piece of flesh of the type of creature being animated, and a pinch of bone powder or a bone shard to complete the spell. Casting this spell is not a good act, and only evil priests use it frequently.

## Call Lightning
**(Alteration)**

Sphere: Weather
Range: 360 yds. Components: V, S
Duration: 1 turn/level Casting Time: 1 turn
Area of Effect: 10-ft. radius Saving Throw: _

When a *call lightning* spell is cast, there must be a storm of some sort in the area--a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinn or air elemental of 7 Hit Dice or more). The caster is then able to call down bolts of lightning. The caster can call down one bolt per turn. The caster need not call a bolt of lightning immediately--other actions, even spellcasting, can be performed; however, the caster must remain stationary and concentrate for a full round each time a bolt is called. The spell has a duration of one turn per caster level. Each bolt causes 2d8 points of electrical damage, plus an additional 1d8 points for each of the caster's experience levels. Thus, a 4th-level caster calls down a 6d8 bolt (2d8+4d8).

The bolt of lightning flashes down in a vertical stroke at whatever distance the spellcaster decides, up to 360 yards away. Any creature within a 10-foot radius of the path or the point where the lightning strikes suffers full damage unless a successful saving throw vs. spell is rolled, in which case only one-half damage is taken.

Because it requires a storm overhead, this spell can only be used outdoors. It does not function under ground or under water.

## Continual Light
**(Alteration)**
**Reversible**

Sphere: Sun
Range: 120 yds. Components: V, S
Duration: Permanent Casting Time: 6
Area of Effect: 60-ft. radius Saving Throw: Special

This spell is similar to a *light* spell, except that it is as bright as full daylight and lasts until negated by magical darkness or by a *dispel magic* spell. Creatures with penalties in bright light suffer them in this spell's area of effect. As with the *light* spell, this can be cast into the air, onto an object, or at a creature. In the third case, the continual light affects the space about 1 foot behind a creature that successfully rolls its saving throw vs.

spell (a failed saving throw means the continual light is centered on the creature and moves as it moves). Note that this spell also blinds a creature if it is successfully cast upon the creature's visual organs. If the spell is cast on a small object that is then placed in a light-proof covering, the spell effects are blocked until the covering is removed.

Continual light brought into an area of magical darkness (or vice versa) cancels the darkness so that the otherwise prevailing light conditions exist in the overlapping areas of effect. A direct casting of a *continual light* spell against a similar or weaker magical darkness cancels both.

This spell eventually consumes the material it is cast upon, but the process takes far longer than the time in a typical campaign. Extremely hard and expensive materials might last hundreds or even thousands of years.

The reverse spell, *continual darkness,* causes complete absence of light (pitch blackness), similar to the *darkness* spell but of greater duration and area.

## Create Food & Water
**(Alteration)**

Sphere: Creation
Range: 10 yds.
Duration: Special
Area of Effect: 1 cu. ft./level
Components: V, S
Casting Time: 1 turn
Saving Throw: None

When this spell is cast, the priest causes food and water to appear. The food thus created is highly nourishing if rather bland; each cubic foot of the material sustains three human-sized creatures or one horse-sized creature for a full day. The food decays and becomes inedible within 24 hours, although it can be restored for another 24 hours by casting a *purify food and water* spell upon it. The water created by this spell is the same as that created by the 1st-level priest spell *create water*. For each experience level the priest has attained, 1 cubic foot of food or water is created by the spell. For example, a 2nd-level priest could create 1 cubic foot of food and 1 cubic foot of water.

## Cure Blindness or Deafness
**(Abjuration)**
**Reversible**

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 1 rd.
Saving Throw: Special

By touching the creature afflicted, the priest employing the spell can permanently cure some forms of blindness or deafness. This spell does not restore or repair visual or auditory organs damaged by injury or disease.

Its reverse, *cause blindness or deafness,* requires a successful touch (successful attack roll) on the victim. If the victim rolls a successful saving throw, the effect is negated. If the saving throw is failed, a nondamaging magical blindness or deafness results.

A deafened creature can react only to what it can see or feel, and suffers a -1 penalty to surprise rolls, a +1 penalty to its initiative rolls, and a 20% chance of spell failure for spells with verbal components. A blinded creature suffers a -4 penalty to its attack rolls, a +4 penalty to its Armor Class, and a +2 penalty to its initiative rolls.

## Cure Disease
**(Abjuration)**
**Reversible**

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 1 rd.
Saving Throw: None

This spell enables the caster to cure most diseases by placing his hand upon the diseased creature. The affliction rapidly disappears thereafter, making the cured creature whole and well in from one turn to 10 days, depending on the type of disease and the state of its advancement when the cure took place. (The DM must adjudicate these conditions.) The spell is also effective against parasitic monsters such as green slime, rot grubs, and others. When cast by a priest of at least 12th level, this spell cures lycanthropy if cast within three days of the infection. Note that the spell does not prevent reoccurrence of a disease if the recipient is again exposed.

The reverse of the *cure disease* spell is *cause disease.* To be effective, the priest must touch the intended victim, and the victim must fail a saving throw vs. spell. The severity of the disease is decided by the priest (debilitating or fatal). The exact details of the disease are decided by the DM, but the following are typical:

*Debilitating:* The disease takes effect in 1d6 turns, after which the creature loses 1 point of Strength per hour until his Strength is reduced to 2 or less, at which time the recipient is weak and virtually helpless. If a creature has no Strength rating, it loses 10% of its hit points per Strength loss, down to 10% of its original hit points. If the disease also affects hit points, use the more severe penalty. Recovery requires a period of 1d3 weeks.

*Fatal:* This wasting disease is effective immediately. Infected creatures receive no benefit from *cure wound* spells while the disease is in effect; wounds heal at only 10% of the natural rate. The disease proves fatal within 1d6 months and can be cured only by magical means. Each month the disease progresses, the creature loses 2 points of Charisma, permanently.

The inflicted disease can be cured by the *cure disease* spell. Lycanthropy cannot be caused.

## Dispel Magic
**(Abjuration)**

Sphere: Protection
Range: 60 yds
Duration: Special
Components: V, S
Casting Time: 6

Area of Effect: 30-ft. cube or 1 item  Saving Throw: None

When a priest casts this spell, it has a chance to neutralize or negate the magic it comes in contact with as follows:

First, it has a chance to remove spells and spell-like effects (including device effects and innate abilities) from creatures or objects. Second, it may disrupt the casting or use of these in the area of effect at the instant the dispel is cast. Third, it may destroy magical potions (which are treated as 12th level for purposes of this spell).

Each effect or potion in the spell's area is checked to determine if it is dispelled. The caster can always dispel his own magic; otherwise, the chance depends on the difference in level between the magical effect and the caster. The base chance of successfully dispelling is 11 or higher on 1d20. If the caster is of higher level than the creator of the effect to be dispelled, the difference is *subtracted* from this base number needed. If the caster is of lower level, the difference is *added* to the base. A die roll of 20 always succeeds and a die roll of 1 always fails. Thus, if a caster is 10 levels higher than the magic he is trying to dispel, only a roll of 1 prevents the effect from being dispelled.

A *dispel magic* can affect only a specially enchanted item (such as a magical scroll, ring, wand, rod, staff, miscellaneous item, weapon, shield, or armor) if it is cast directly upon the item. This renders the item nonoperational for 1d4 rounds. An item possessed or carried by a creature has the creature's saving throw against this effect; otherwise, it is automatically rendered nonoperational. An interdimensional interface (such as a *bag of holding*) rendered nonoperational is temporarily closed. Note that an item's physical properties are unchanged: A nonoperational magical sword is still a sword.

Artifacts and relics are not subject to this spell, but some of their spell-like effects may be, at the DM's option.

Note that this spell, if successful, will release charmed and similarly beguiled creatures. Certain spells or effects cannot be dispelled; these are listed in the spell descriptions.

**Summary of Dispel Effects**

| Source of Effect | Resists As | Result of Dispel |
|---|---|---|
| Caster | None | Dispel automatic |
| Other caster/ innate ability | Level/HD of other caster | Effect negated |
| Wand | 6th level | Effect negated |
| Staff | 8th level | Effect negated |
| Potion | 12th level | Potion destroyed |
| Other magical item | 12th, unless special | * |
| Artifact | DM discretion | DM discretion |

* Effect negated; if cast directly on item, item becomes nonoperational for 1d4 rounds.

## Feign Death
**(Necromancy)**

Sphere: Necromantic
Range: Touch
Duration: 1 turn + 1 rd./level
Area of Effect: Person touched
Components: V
Casting Time: 1/2_
Saving Throw: None

By means of this spell, the caster or any other willing person can be put into a cataleptic state that is impossible to distinguish from actual death. Although the person affected can smell, hear, and know what is going on, no feeling or sight of any sort is possible; thus, any wounding or mistreatment of the body is not felt, no reaction occurs, and damage is only one-half normal. In addition, paralysis, poison, or energy level drain does not affect a person under the influence of this spell, but poison injected or otherwise introduced into the body becomes effective when the spell recipient is no longer under the influence of this spell, although a saving throw is permitted. However, the spell offers no protection from causes of certain death--being crushed under a landslide, etc. Only a willing individual can be affected by a *feign death* spell. The priest is able to end the spell effect at any time, but it requires a full round for bodily functions to begin again.

Note that, unlike the wizard version of this spell, only people can be affected, and that those of any level can be affected by the priest casting this spell.

## Flame Walk
**(Alteration)**

Sphere: Elemental (Fire)
Range: Touch
Duration: 1 rd. + 1/level
Area of Effect: Creature(s) touched
Components: V, S, M
Casting Time: 5
Saving Throw: None

By means of this spell, the caster empowers one or more creatures to withstand nonmagical fires of temperatures up to 2,000 F. (enabling them to walk upon molten lava). It also confers a +2 bonus to saving throws against magical fire and reduces damage from such fires by one-half, even if the saving throw is failed. For every experience level above the minimum required to cast the spell (5th), the priest can affect an additional creature. This spell is not cumulative with *resist fire* spells or similar protections.

The material components of the spell are the priest's holy symbol and at least 500 gp of powdered ruby per affected creature.

## Glyph of Warding
**(Abjuration, Evocation)**

Sphere: Guardian
Range: Touch
Duration: Until discharged
Area of Effect: Special
Components: V, S, M
Casting Time: Special
Saving Throw: Special

A glyph of warding is a powerful inscription magically drawn to prevent unauthorized

or hostile creatures from passing, entering, or opening. It can be used to guard a small bridge, to ward an entry, or as a trap on a chest or box.

The priest must set the conditions of the ward; typically any creature violating the warded area without speaking the name of the glyph is subject to the magic it stores. A successful saving throw vs. spell enables the creature to escape the effects of the glyph. Glyphs can be set according to physical characteristics, such as creature type, size, and weight. Glyphs can also be set with respect to good or evil, or to pass those of the caster's religion. They cannot be set according to class, Hit Dice, or level. Multiple glyphs cannot be cast on the same area; although if a cabinet had three drawers, each could be separately warded.

When the spell is cast, the priest weaves a tracery of faintly glowing lines around the warding sigil. For every 5 square feet of area to be protected, one round is required to trace the warding lines of the glyph. The caster can affect an area equal to a square the sides of which are the same as his level, in feet. The glyph can be placed to conform to any shape up to the limitations of the caster's total square footage. Thus, a 6th-level caster could place a glyph on a 6-foot x 6-foot square, a 4-foot x 9-foot rectangle, a 2-foot x 18-foot band, or a 1-foot by 36-foot strip. When the spell is completed, the glyph and tracery become invisible.

The priest traces the glyph with incense, which, if the area exceeds 50 square feet, must be sprinkled with powdered diamond (at least 2,000 gp worth).

Typical glyphs shock for 1d4 points of electrical damage per level of the spellcaster, explode for a like amount of fire damage, paralyze, blind, deafen, and so forth. The DM may allow any harmful priest spell effect to be used as a glyph, provided the caster is of sufficient level to cast the spell. Successful saving throws either reduce effects by one-half or negate them, according to the glyph employed. Glyphs cannot be affected or bypassed by such means as physical or magical probing, though they can be dispelled by magic and foiled by high-level thieves using their find-and-remove-traps skill.

The DM may decide that the exact glyphs available to a priest depend on his religion, and he might make new glyphs available according to the magical research rules.

## Hold Animal
**(Enchantment/Charm)**

Sphere: Animal
Range: 80 yds.
Duration: 2 rds./level
Area of Effect: 1-4 animals in 40-ft. cube
Components: V, S
Casting Time: 6
Saving Throw: Neg.

By means of this spell, the caster holds one to four animals rigid. Animals affected are normal or giant-sized mammals, birds, or reptiles, but not monsters such as centaurs, gorgons, harpies, naga, etc. Apes, bears, crocodiles, dogs, eagles, foxes, giant beavers, and similar animals are subject to this spell. The hold lasts for two rounds per caster level. The caster decides how many animals can be affected, but the greater the number, the better chance each has to successfully save against the spell. Each animal gets a saving throw: If only one is the subject of the spell, it has a penalty of -4 on its roll; if two are subject, each receives a penalty of -2 on its roll; if three are subject, each receives a

penalty of -1 on its roll; and if four are subject, each gets an unmodified saving throw.

A maximum body weight of 400 pounds (100 pounds for nonmammals) per animal per caster level can be affected--for example, an 8th-level caster can affect up to four 3,200-pound mammals or a like number of 800-pound nonmammals, such as birds or reptiles.

## Locate Object
**(Divination)**
**Reversible**

Sphere: Divination
Range: 60 yds. + 10 yds./level
Duration: 8 hrs.
Area of Effect: 1 object
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell helps locate a known or familiar object. The priest casts the spell, slowly turns, and will sense when he is facing in the direction of the object to be located, provided the object is within range--for example, 90 yards for 3rd-level priests, 100 yards for 4th, 110 yards for 5th, etc. The spell locates such objects as apparel, jewelry, furniture, tools, weapons, or even a ladder or stairway. Once the caster has fixed in his mind the items sought, the spell locates only that item. Attempting to find a specific item, such as a kingdom's crown, requires an accurate mental image. If the image is not close enough to the actual item, the spell does not work; in short, desired but unique objects cannot be located by this spell unless they are known by the caster. The spell is blocked by lead.

The casting requires the use of a piece of lodestone.

The reversal, *obscure object*, hides an object from location by spell, *crystal ball*, or similar means for eight hours. The caster must touch the object being concealed.

Neither application of the spell affects living creatures.

## Magical Vestment
**(Enchantment)**

Sphere: Protection
Range: 0
Duration: 5 rds./level
Area of Effect: The caster
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This spell enchants the caster's vestment, providing protection at least the equivalent of chain mail (AC 5). The vestment gains a +1 enchantment for each three levels of the priest beyond 5th level, to a maximum of AC 1 at 17th level. The magic lasts for five rounds per level of the caster, or until the caster loses consciousness. If the vestment is worn with other armors, only the best AC (either the armor or the vestment) is used; this protection is not cumulative with any other AC protection.

The material components are the vestment to be enchanted and the priest's holy symbol, which are not expended.

## Meld Into Stone
### (Alteration)

Sphere: Elemental (Earth)
Range: 0
Duration: 8 rds. + 1d8 rds.
Area of Effect: The caster
Components: V, S, M
Casting Time: 6
Saving Throw: None

This spell enables the priest to meld his body and possessions into a single block of stone. The stone must be large enough to accommodate his body in all three dimensions. When the casting is complete, the priest and not more than 100 pounds of nonliving gear merge with the stone. If either condition is violated, the spell fails and is wasted.

While in the stone, the priest remains in contact, however tenuous, with the face of the stone through which he melded. The priest remains aware of the passage of time. Nothing that goes on outside the stone can be seen or heard, however. Minor physical damage to the stone does not harm the priest, but its partial destruction, if enough so that the caster no longer fits, expels the priest with 4d8 points of damage. The stone's destruction expels the priest and slays him instantly, unless he rolls a successful saving throw vs. spell.

The magic lasts for 1d8+8 rounds, with the variable part of the duration rolled secretly by the DM. At any time before the duration expires, the priest can step out of the stone through the stone surface he entered. If the duration runs out, or the effect is dispelled before the priest exits the stone, he is violently expelled and suffers 4d8 points of damage.

The following spells harm the priest if cast upon the stone that he is occupying: *stone to flesh* expels the priest and inflicts 4d8 points of damage; *stone shape* causes 4d4 points of damage, but does not expel the priest; *transmute rock to mud* expels and slays him instantly unless he rolls a successful saving throw vs. spell; and *passwall* expels the priest without damage.

## Negative Plane Protection
### (Abjuration)

Sphere: Protection, Necromantic
Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S
Casting Time: 1 rd.
Saving Throw: None

This spell affords the caster or touched creature partial protection from undead monsters with Negative Energy plane connections (such as shadows, wights, wraiths, spectres, or vampires) and certain weapons and spells that drain energy levels. The *negative plane protection* spell opens a channel to the Positive Energy plane, possibly offsetting the effect of the negative energy attack. A protected creature struck by a negative energy attack is allowed a saving throw vs. death magic. If successful, the energies cancel with a bright flash of light and a thunderclap. The protected creature suffers only normal hit point damage from the attack and does not suffer any drain of experience or Strength, regardless of the number of levels the attack would have drained.

An attacking undead creature suffers 2d6 points of damage from the positive energy; a draining wizard or weapon receives no damage.

This protection is proof against only one such attack, dissipating immediately whether or not the saving throw was successful. If the saving throw is failed, the spell recipient suffers double the usual physical damage, in addition to the loss of experience or Strength that normally occurs. The protection lasts for one turn per level of the priest casting the spell, or until the protected creature is struck by a negative energy attack. This spell cannot be cast on the Negative Energy plane.

## Plant Growth
### (Alteration)

Sphere: Plant
Range: 160 yds. Components: V, S, M
Duration: Permanent Casting Time: 1 rd.
Area of Effect: Special Saving Throw: Special

The *plant growth* spell enables the caster to choose either of two different uses. The first causes normal vegetation to grow, entwine, and entangle to form a thicket or jungle that creatures must hack or force a way through at a movement rate of 10 feet per round (or 20 feet per round for larger-than-man-sized creatures). Note that the area must have brush and trees in it in order for this spell to take effect. Briars, bushes, creepers, lianas, roots, saplings, thistles, thorn, trees, vines, and weeds become so thick and overgrown in the area of effect as to form a barrier. The area of effect is a square 20 feet on a side per level of experience of the caster, in any square or rectangular shape that the caster decides upon at the time of the spellcasting. Thus, an 8th-level caster can affect a maximum area of a 160-foot x 160-foot square, a 320-foot x 80-foot rectangle, a 640-foot x 40-foot rectangle, a 1,280-foot x 20-foot rectangle, etc. The spell's effects persist in the area until it is cleared by labor, fire, or such magical means as a *dispel magic* spell.

The second use of the spell affects a one-mile square area. The DM secretly makes a saving throw (based on the caster's level) to see if the spell takes effect. If successful, the spell renders plants more vigorous, fruitful, and hardy, increasing yields by 20% to 50% ([1d4+1] x 10%), given a normal growing season. The spell does not prevent disaster in the form of floods, drought, fire, or insects, although even in these cases the plants survive better than expected. This effect lasts only for the life cycle of one season, the winter "death" marking the end of a life cycle even for the sturdiest of trees. In many farming communities, this spell is normally cast at planting time as part of the spring festivals.

## Prayer
### (Conjuration/Summoning)

Sphere: Combat
Range: 0 Components: V, S, M
Duration: 1 rd./level Casting Time: 6
Area of Effect: 60-ft. radius Saving Throw: None

By means of the *prayer* spell, the priest brings special favor upon himself and his party and causes harm to his enemies. Those in the area at the instant the spell is completed are affected for the duration of the spell. When the spell is completed, all attack and damage rolls and saving throws made by those in the area of effect who are friendly to the priest gain +1 bonuses, while those of the priest's enemies suffer -1 penalties. Once the *prayer* spell is uttered, the priest can do other things, unlike a *chant*, which he must continue to make the spell effective. If another priest of the same religious persuasion (not merely the same alignment) is chanting when a prayer is cast, the effects combine to +2 and -2, as long as both are in effect at once.

The priest needs a silver holy symbol, prayer beads, or a similar device as the material component of this spell.

## Protection From Fire
### (Abjuration)

Sphere: Protection, Elemental (Fire)
Range: Touch — Components: V, S, M
Duration: Special — Casting Time: 6
Area of Effect: 1 creature — Saving Throw: None

The effect of a *protection from fire* spell differs according to whether the recipient of the magic is the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to: normal fires (torches, bonfires, oil fires, and the like); exposure to magical fires such as fiery dragon breath; spells such as *burning hands*, *fireball*, *fire seeds*, *fire storm*, *flame strike*, and *meteor swarm*; hell hound or pyrohydra breath, etc. The invulnerability lasts until the spell has absorbed 12 points of heat or fire damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives invulnerability to normal fire, gives a bonus of +4 to saving throw die rolls vs. fire attacks, and reduces damage sustained from magical fires by 50%.

The caster's holy symbol is the material component.

## Pyrotechnics
### (Alteration)

Sphere: Elemental (Fire)
Range: 160 yds. — Components: V, S, M
Duration: Special — Casting Time: 6
Area of Effect: 10 or 100 (TS) fire — Saving Throw: Special

A *pyrotechnics* spell draws on an existing fire source to produce either of two effects, at the option of the caster.

First, it can produce a flashing and fiery burst of glowing, colored aerial fireworks that

lasts one round. Creatures in, under, or within 120 feet of the area that have an unobstructed line of sight to the effect are blinded for 1d4+1 rounds unless they roll successful saving throws vs. spell. The fireworks fill a volume 10 times greater than the original fire source.

Second, it can cause a thick, writhing stream of smoke to arise from the source and form a choking cloud that lasts for one round per experience level of the caster. This covers a roughly hemispherical volume from the ground or floor up (or conforming to the shape of a confined area) that totally obscures vision beyond 2 feet. The smoke fills a volume 100 times that of the fire source.

The spell uses one fire source within the area of effect, which is immediately extinguished. If an extremely large fire is used as the source, it is only partially extinguished by the casting. Magical fires are not extinguished, although a fire-based creature (such as a fire elemental) used as a source suffers 1d4 points of damage, plus 1 point of damage per caster level. This spell does not function under water.

## Remove Curse
**(Abjuration)**
**Reversible**

Sphere: Protection

| | |
|---|---|
| Range: Touch | Components: V, S |
| Duration: Permanent | Casting Time: 6 |
| Area of Effect: Special | Saving Throw: Special |

Upon casting this spell, the priest is usually able to remove a curse on an object, on a person, or in the form of some undesired sending or evil presence. Note that the *remove curse* spell does not remove the curse from a cursed shield, weapon, or suit of armor, for example, although the spell typically enables the person afflicted with any such cursed item to get rid of it. Certain special curses may not be countered by this spell, or may be countered only by a caster of a certain level or more. A caster of 12th level or more can cure lycanthropy with this spell by casting it on the animal form. The were-creature receives a saving throw vs. spell and, if successful, the spell fails and the priest must gain a level before attempting the remedy on this creature again.

The reverse of the spell is not permanent; the *bestow curse* spell lasts for one turn for every experience level of the priest using the spell. The curse can have one of the following effects (roll percentile dice): 50% of the time it reduces one ability of the victim to 3 (the DM randomly determines which ability); 25% of the time it lowers the victim's attack and saving throw rolls by -4; 25% of the time it makes the victim 50% likely to drop whatever he is holding (or do nothing, in the case of creatures not using tools)--roll each round.

It is possible for a priest to devise his own curse, and it should be similar in power to those given here. Consult your DM. The subject of a *bestow curse* spell must be touched. If the victim is touched, a saving throw is still applicable; if it is successful, the effect is negated. The bestowed curse cannot be dispelled.

## Remove Paralysis

**(Abjuration)**

Sphere: Protection
Range: 10 yds./level
Duration: Permanent
Area of Effect: 1d4 creatures in 20-ft. cube
Components: V, S
Casting Time: 6
Saving Throw: None

By the use of this spell, the priest can free one or more creatures from the effects of any paralyzation or from related magic (such as a ghoul touch, or a *hold* or *slow* spell). If the spell is cast on one creature, the paralyzation is negated. If cast on two creatures, each receives another saving throw vs. the effect that afflicts it, with a +4 bonus. If cast on three or four creatures, each receives another saving throw with a +2 bonus. There must be no physical or magical barrier between the caster and the creatures to be affected, or the spell fails and is wasted.

## Snare

**(Enchantment/Charm)**

Sphere: Plant
Range: Touch
Duration: Until triggered
Area of Effect: 2-ft. diameter + 2 in./level
Components: V, S, M
Casting Time: 3 rds.
Saving Throw: None

This spell enables the caster to make a snare that is 90% undetectable without magical aid. The snare can be made from any supple vine, a thong, or a rope. When the *snare* spell is cast upon it, the cordlike object blends with its surroundings. One end of the snare is tied in a loop that contracts around one or more of the limbs of any creature stepping inside the circle (note that the head of a worm or snake could be thus ensnared).

If a strong and supple tree is nearby, the snare can be fastened to it. The magic of the spell causes the tree to bend and then straighten when the loop is triggered, inflicting 1d6 points of damage to the creature trapped, and lifting it off the ground by the trapped member(s) (or strangling it if the head/neck triggered the snare). If no such sapling or tree is available, the cordlike object tightens upon the member(s), then wraps around the entire creature, causing no damage, but tightly binding it. Under water, the cord coils back upon its anchor point. The snare is magical, so for one hour it is breakable only by cloud giant or greater Strength (23); each hour thereafter, the snare material loses magic so as to become 1 point more breakable per hour--22 after two hours, 21 after three, 20 after four--until six full hours have elapsed. At that time, 18 Strength will break the bonds. After 12 hours have elapsed, the materials of the snare lose all magical properties and the loop opens, freeing anything it held. The snare can be cut with any magical weapon, or with any edged weapon wielded with at least a +2 attack bonus (from Strength, for example).

The caster must have a snake skin and a piece of sinew from a strong animal to weave into the cordlike object from which he will make the snare. Only the caster's holy symbol is otherwise needed.

## Speak With Dead
**(Necromancy)**

Sphere: Divination
Range: 1 — Components: V, S, M
Duration: Special — Casting Time: 1 turn
Area of Effect: 1 creature — Saving Throw: Special

Upon casting a *speak with dead* spell, the priest is able to ask several questions of a dead creature in a set period of time and receive answers according to the knowledge of that creature. Of course, the priest must be able to converse in the language that the dead creature once used. The length of time the creature has been dead is a factor, since only higher level priests can converse with a long-dead creature. The number of questions that can be answered and the length of time in which the questions can be asked depend on the level of experience of the priest. Even if the casting is successful, such creatures are as evasive as possible when questioned. The dead tend to give extremely brief and limited answers, often cryptic, and to take questions literally. Furthermore, their knowledge is often limited to what they knew in life.

A dead creature of different alignment or of higher level or Hit Dice than the caster's level receives a saving throw vs. spell. A dead creature that successfully saves can refuse to answer questions, ending the spell. At the DM's option, the casting of this spell on a given creature might be restricted to once per week.

The priest needs a holy symbol and burning incense in order to cast this spell upon the body, remains, or a portion thereof. The remains are not expended. This spell does not function under water.

| Caster's Level of Experience | Max. Length of Time Dead | Time Questioned | No. of Questions |
|---|---|---|---|
| 1-7 | 1 week | 1 round | 2 |
| 7-8 | 1 month | 3 rounds | 3 |
| 9-12 | 1 year | 1 turn | 4 |
| 13-15 | 10 years | 2 turns | 5 |
| 16-20 | 100 years | 3 turns | 6 |
| 21+ | 1,000 years | 1 hour | 7 |

## Spike Growth
**(Alteration, Enchantment)**

Sphere: Plant
Range: 60 yds. — Components: V, S, M
Duration: 3d4 turns + 1/level — Casting Time: 6
Area of Effect: 10-ft. sq./level — Saving Throw: None

Wherever any type of plant growth of moderate size or density is found, this spell can be used. The ground-covering vegetation or roots and rootlets in the area becomes very hard and sharply pointed. In effect, the ground cover, while appearing to be unchanged,

acts as if the area were strewn with caltrops. In areas of bare ground or earthen pits, roots and rootlets act in the same way. For each 10 feet of movement through the area, the victim suffers 2d4 points of damage. He must also roll a saving throw vs. spell. If this saving throw is failed, the victim's movement rate is reduced by 1/3 of its current total (but a creature's movement rate can never be less than 1). This penalty lasts for 24 hours, after which the character's normal movement rate is regained.

Without the use of a spell such as *true seeing*, similar magical aids, or some other special means of detection (such as *detect traps* or *detect snares and pits*), an area affected by *spike growth* is absolutely undetectable as such until a victim enters the area and suffers damage. Even then, the creature cannot determine the extent of the perilous area unless some means of magical detection is used.

The components for this spell are the priest's holy symbol and either seven sharp thorns or seven small twigs, each sharpened to a point.

## Starshine
### (Evocation, Illusion/Phantasm)

Sphere: Sun
Range: 10 yds./level
Duration: 1 turn/level
Area of Effect: 10-ft. sq./level
Components: V, S, M
Casting Time: 6
Saving Throw: None

A *starshine* spell enables the caster to softly illuminate an area as if it were exposed to a clear night sky filled with stars. Regardless of the height of the open area in which the spell is cast, the area immediately beneath it is lit by starshine. Vision ranges are the same as those for a bright moonlit night--movement noted out to 100 yards; stationary creatures seen up to 50 yards; general identifications made at 30 yards; and recognition at 10 yards. The spell creates shadows and has no effect on infravision. The area of effect actually appears to be a night sky, but disbelief of the illusion merely enables the disbeliever to note that the "stars" are actually evoked lights. This spell does not function under water.

The material components are several stalks from an amaryllis plant (especially Hypoxis) and several holly berries.

## Stone Shape
### (Alteration)

Sphere: Elemental (Earth)
Range: Touch
Duration: Permanent
Area of Effect: 9 cu. ft. + 1 cu. ft./level
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

By means of this spell, the caster can form an existing piece of stone into any shape that suits his purposes. For example, he can make a stone weapon, a special trapdoor, or a crude idol. By the same token, it enables the spellcaster to shape a stone door, perhaps so as to escape imprisonment, providing the volume of stone involved is within the limits of

the area of effect. While stone coffers can be thus formed, stone doors made, etc., the fineness of detail is not great. If the shaping has moving parts, there is a 30% chance they do not work.

The material component of this spell is soft clay that must be worked into roughly the desired shape of the stone object, and then touched to the stone when the spell is uttered.

## Summon Insects
### (Conjuration/Summoning)

Sphere: Animal
Range: 30 yds. Components: V, S, M
Duration: 1 rd./level Casting Time: 1 rd.
Area of Effect: 1 creature Saving Throw: None

The *summon insects* spell attracts a cloud or swarm of normal insects to attack the foes of the caster. Flying insects appear 70% of the time, while crawling insects appear 30% of the time. The exact insects called are bees, biting flies, hornets, or wasps, if flying insects are indicated; biting ants or pinching beetles, if crawling insects are indicated. A cloud of the flying type, or a swarm of the crawling sort, appears after the spell is cast. This gathers at a point chosen by the caster, within the spell's range, and attacks any single creature the caster points to.

The attacked creature sustains 2 points of damage if it does nothing but attempt to flee or fend off the insects during the time it is attacked; it suffers 4 points of damage per round otherwise. If the insects are ignored, the victim fights with a -2 penalty to his attack roll and a +2 penalty to his Armor Class. If he attempts to cast a spell, an initiative roll should be made for the insects to see if their damage occurs before the spell is cast. If it does, the victim's concentration is ruined and the spell is lost.

The insects disperse and the spell ends if the victim enters thick smoke or hot flames. Besides being driven off by smoke or hot flames, the swarm might possibly be outrun, or evaded by plunging into a sufficient body of water. If evaded, the summoned insects can be sent against another opponent, but there will be at least a 1 round delay while they leave the former opponent and attack the new victim. Crawling insects can travel only about 10 feet per round (maximum speed over smooth ground) and flying insects travel 60 feet per round. The caster must concentrate to maintain the swarm; it dissipates if he moves or is disturbed.

It is possible, in underground situations, that the caster might summon 1d4 giant ants by means of the spell, but the possibility is only 30% unless giant ants are nearby. This spell does not function under water.

The materials needed for this spell are the caster's holy symbol, a flower petal, and a bit of mud or wet clay.

## Tree
### (Alteration)

Sphere: Plant
Range: 0 Components: V, S, M

Duration: 6 turns + 1 turn/level
Area of Effect: The caster
Casting Time: 6
Saving Throw: None

By means of this spell, the caster is able to assume the form of a small living tree or shrub or that of a large dead tree trunk with only a few limbs. Although the closest inspection cannot reveal that this plant is actually a person, and for all normal tests he is, in fact, a tree or shrub, the caster is able to observe all that goes on around him just as if he were in normal form. The Armor Class and hit points of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to his normal form and having full capability for any action normally possible (including spellcasting). Note that all clothing and gear worn or carried change with the caster.

The material components of this spell are the priest's holy symbol and a twig from a tree.

## Water Breathing
**(Alteration)**
**Reversible**

Sphere: Elemental (Water, Air)
Range: Touch
Duration: 1 hr./level
Area of Effect: 1 creature
Components: V, S
Casting Time: 6
Saving Throw: None

The recipient of a *water breathing* spell is able to breathe under water freely for the duration of the spell--i.e., one hour for each experience level of the caster. The priest can divide the base duration between multiple characters. Thus, an 8th-level priest can confer this ability to two characters for four hours, four for two hours, eight for one hour, etc., to a minimum of one half-hour per character.

The reverse, *air breathing*, enables water-breathing creatures to survive comfortably in the atmosphere for an equal duration. Note that neither version prevents the recipient creature from breathing in its natural element.

## Water Walk
**(Alteration)**

Sphere: Elemental (Water)
Range: Touch
Duration: 1 turn + 1 turn/level
Area of Effect: Special
Components: V, S, M
Casting Time: 6
Saving Throw: None

By means of this spell, the caster is able to empower one or more creatures to tread upon any liquid as if it were firm ground; this includes mud, quicksand, oil, running water, and snow. The recipient's feet do not touch the surface of the liquid, but oval depressions of his appropriate foot size and 2 inches deep are left in the mud or snow. The recipient's rate of movement remains normal. If cast under water, the recipient is borne toward the surface.

For every level of the caster above the minimum required to cast the spell (5th level), he can affect another creature.

The material components for this spell are a piece of cork and the priest's holy symbol.

# Fourth-Level Spells

## Abjure
### (Abjuration)

Sphere: Summoning
Range: 10 yds. Components: V, S, M
Duration: Special Casting Time: 1 rd.
Area of Effect: 1 creature Saving Throw: Special

This spell can send an extraplanar creature back to its own plane of existence. The spell fails against entities of demigod status or greater, but their servants or minions can be abjured. If the creature has a specific (proper) name, it must be known and used. Any magic resistance of the subject must be overcome, or the spell fails. The priest has a 50% chance of success (a roll of 11 or better on 1d20). The roll is adjusted by the difference in level or Hit Dice between the caster and the creature being abjured; the number needed is decreased if the priest has more Hit Dice and increased if the creature has more Hit Dice. If the spell is successful, the creature is instantly hurled back to its own plane. The affected creature must survive a system shock check. If the creature does not have a Constitution score, the required roll is 70% + 2%/Hit Die or level. The caster has no control over where in the creature's plane the abjured creature arrives. If the attempt fails, the priest must gain another level before another attempt can be made on that particular creature.

The spell requires the priest's holy symbol, holy water, and some material inimical to the creature.

## Animal Summoning I
### (Conjuration, Summoning)

Sphere: Animal, Summoning
Range: 1 mi. radius Components: V, S
Duration: Special Casting Time: 7
Area of Effect: Special Saving Throw: None

By means of this spell, the caster calls up to eight animals that have 4 Hit Dice or less, of whatever sort the caster names when the summoning is made. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, a caster first tries to summon wild dogs to no avail, then unsuccessfully tries to call hawks, and finally calls wild horses that may or may not be within summoning range. The DM must determine the chance of a summoned animal type being within the range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission

is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

## Call Woodland Beings
### (Conjuration/Summoning)

Sphere: Summoning
Range: 100 yds./level — Components: V, S, M
Duration: Special — Casting Time: Special
Area of Effect: Special — Saving Throw: Neg.

By means of this spell, the caster is able to summon certain woodland creatures to his location. Naturally, this spell works only outdoors, but not necessarily only in wooded areas. The caster begins the incantation and continues uninterrupted until some called creature appears or two turns have elapsed. (The verbalization and somatic gesturing are easy, so this is not particularly exhausting to the spellcaster.) Only one type of the following sorts of beings can be summoned by the spell. They come only if they are within the range of the call.

The caster can call three times, for a different type each time. Once a call is successful, no other type can be called without another casting of the spell. (The DM will consult his outdoor map or base the probability of any such creature being within spell range upon the nature of the area the caster is in at the time of spellcasting.)

The creature(s) called by the spell are entitled to a saving throw vs. spell (with a -4 penalty) to avoid the summons. Any woodland beings answering the call are favorably disposed to the spellcaster and give whatever aid they are capable of. However, if the caller or members of the caller's party are of evil alignment, the creatures are entitled to another saving throw vs. spell (this time with a +4 bonus) when they come within 10 yards of the caster or another evil character with him. These beings immediately seek to escape if their saving throws are successful. In any event, if the caster requests that the summoned creatures engage in combat on his behalf, they are required to roll a loyalty reaction check based on the caster's Charisma and whatever dealings he has had with them.

This spell works with respect to neutral or good woodland creatures, as determined by the DM. Thus, the DM can freely add to or alter the list as he sees fit.

If the caster personally knows a certain individual woodland being, that being can be summoned at double the normal range. If this is done, no other woodland creatures are affected.

If a percentage chance is given in the accompanying table, druids and other nature-based priests add 1% per caster level. These chances can be used if no other campaign information on the area is available.

The material components of this spell are a pine cone and eight holly berries.

| Creature | ---------- Type of Woodlands ---------- | | |
|---|---|---|---|
| **Type Called** | **Light** | **Moderate/Sylvan** | **Dense/Virgin** |
| 2d8 brownies | 30% | 20% | 10% |

| | | | |
|---|---|---|---|
| 1d4 centaurs | 5% | 30% | 5% |
| 1d4 dryads | 1% | 25% | 15% |
| 1d8 pixies | 10% | 20% | 10% |
| 1d4 satyrs | 1% | 30% | 10% |
| 1d6 sprites | 0% | 5% | 25% |
| 1 treant | -- | 5% | 25% |
| 1 unicorn | -- | 15% | 20% |

## Cloak of Bravery
**(Conjuration/Summoning)**
**Reversible**

Sphere: Charm
Range: Touch
Duration: Special
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 6
Saving Throw: Neg.

The *cloak of bravery* spell can be cast upon any willing creature. The protected individual gains a bonus to his saving throw against any form of fear encountered (but not awe--an ability of some lesser and greater powers). When cast, the spell can affect one to four creatures (caster's choice). If only one is affected, the saving throw bonus is +4. If two are affected, the bonus is +3, and so forth, until four creatures are protected by a +1 bonus. The magic of the *cloak of bravery* spell works only once and then the spell ends, whether or not the creature's saving throw is successful. The spell ends after eight hours if no saving throw is required before then.

The reverse of this spell, *cloak of fear,* empowers a single creature touched to radiate a personal aura of fear, at will, out to a 3-foot radius. All other characters and creatures within this aura must roll successful saving throws vs. spell or run away in panic for 2d8 rounds. Affected individuals may or may not drop items, at the DM's option.

The spell has no effect upon undead of any sort. The effect can be used only once, and the spell expires after eight hours if not brought down sooner. Members of the recipient's party are not immune to the effects of the spell.

The material component for the *cloak of bravery* spell is the feather of an eagle or hawk. The reverse requires the tail feathers of a vulture or chicken.

## Control Temperature, 10' Radius
**(Alteration)**

Sphere: Weather
Range: 0
Duration: 4 turns + 1 turn/level
Area of Effect: 10-ft. radius
Components: V, S, M
Casting Time: 7
Saving Throw: None

When this spell is cast, the temperature surrounding the caster can be altered by 10 F., either upward or downward, per level of experience of the spellcaster. Thus, a 10th-level caster could raise or lower the surrounding temperature from 1 to 100 degrees. The spell

can be used to ensure the comfort of the caster and those with him in extreme weather conditions. The party could stand about in shirt sleeves during the worst blizzard (although it would be raining on them) or make ice for their drinks during a scorching heat wave.

The spell also provides protection from intense normal and magical attacks. If the extreme of temperature is beyond what could be affected by the spell (a searing blast of a fireball or the icy chill of a white dragon), the spell reduces the damage caused by 5 points for every level of the caster. Normal saving throws are still allowed, and the reduction is taken after the saving throw is made or failed. Once struck by such an attack, the spell immediately collapses.

The material component for this spell is a strip of willow bark (to lower temperatures) or raspberry leaves (to raise temperatures).

## Cure Serious Wounds
**(Necromancy)**
**Reversible**

Sphere: Healing
Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 7
Saving Throw: None

This spell is a more potent version of the *cure light wounds* spell. When laying his hand upon a creature, the priest heals 2d8+1 points of wound or other injury damage to the creature's body. This healing cannot affect noncorporeal, nonliving, or extraplanar creatures.

*Cause serious wounds*, the reverse of the spell, operates similarly to the *cause light wounds* spell, the victim having to be touched first. If the touch is successful, 2d8+1 points of damage are inflicted.

## Detect Lie
**(Divination)**
**Reversible**

Sphere: Divination
Range: 30 yds.
Duration: 1 rd./level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 7
Saving Throw: Neg.

A priest who casts this spell is immediately able to determine if the subject creature deliberately and knowingly speaks a lie. It does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions. The subject receives a saving throw vs. spell, which is adjusted only by the Wisdom of the *caster*--for example, if the caster has a Wisdom of 18, the subject's saving throw roll is reduced by 4 (see Table 5: Wisdom).

The material component for the *detect lie* spell is one gp worth of gold dust.

The spell's reverse, *undetectable lie*, prevents the magical detection of lies spoken by the creature for 24 hours.

The reverse requires brass dust as its material component.

## Divination
**(Divination)**

Sphere: Divination
Range: 0 Components: V, S, M
Duration: Special Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

A *divination* spell is used to garner a useful piece of advice concerning a specific goal, event, or activity that will occur within a one-week period. This can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. Unlike the *augury* spell, this gives a specific piece of advice.

For example, if the question is "Will we do well if we venture to the third level?" and a terrible troll guarding 10,000 gp and a *shield +1* lurks near the entrance to the level (the DM estimates the party could beat the troll after a hard fight), the divination response might be: "Ready oil and open flame light your way to wealth." In all cases, the DM controls what information is received and whether additional divinations will supply additional information. Note that if the information is not acted upon, the conditions probably change so that the information is no longer useful (in the example, the troll might move away and take the treasure with it).

The base chance for a correct divination is 60%, plus 1% for each experience level of the priest casting the spell. The DM makes adjustments to this base chance considering the actions being divined (if, for example, unusual precautions against the spell have been taken). If the dice roll is failed, the caster knows the spell failed, unless specific magic yielding false information is at work.

The material components of the *divination* spell are a sacrificial offering, incense, and the holy symbol of the priest. If an unusually important *divination* is attempted, sacrifice of particularly valuable gems, jewelry, or magical items may be required.

## Free Action
**(Abjuration, Enchantment)**

Sphere: Charm
Range: Touch Components: V, S, M
Duration: 1 turn/level Casting Time: 7
Area of Effect: 1 creature Saving Throw: None

This spell enables the creature touched to move and attack normally for the duration of the spell, even under the influence of magic that impedes movement (such as *web* or *slow* spells) or while under water. It even negates or prevents the effects of paralysis and *hold* spells. Under water, the individual moves at normal (surface) speed and inflicts full damage, even with such cutting weapons as axes and swords and with such smashing

weapons as flails, hammers, and maces, provided that the weapon is wielded in the hand rather than hurled. The *free action* spell does not, however, allow *water breathing* without further appropriate magic.

The material component is a leather thong, bound around the arm or similar appendage, which disintegrates when the spell expires.

## Giant Insect
**(Alteration)**
**Reversible**

Sphere: Animal
Range: 20 yds.
Duration: Permanent
Area of Effect: 1 to 6 insects
Components: V, S, M
Casting Time:7
Saving Throw: None

By means of this spell, the priest can turn one or more normal-sized insects into larger forms resembling the giant insects described in the Monstrous Manual. Only one type of insect can be altered at one time (i.e., a single casting cannot affect both an ant and a fly) and all insects affected must be grown to the same size. The number of insects and the size to which they can be grown depends upon the priest's level:

| Priest's Level | Insect Hit Dice | Maximum Total HD |
|---|---|---|
| 7-9 | 3 | 9 |
| 10-12 | 4 | 12 |
| 13+ | 6 | 15 |

For example, an 8th-level priest can grow three insects to 3 Hit Dice, four insects to 2 Hit Dice, or nine insects to 1 Hit Die. Flying insects of 3 Hit Dice or more can carry a rider of human size (assume that such can carry 80 pounds per Hit Die).

If the casting is interrupted for any reason, or if the insects are currently subject to any other magical effect (including this one), the insects die and the spell is ruined. The DM decides how many normal insects of what type are available; this is often a greater limitation on the spell than the limits above.

If the insect created by this spell matches an existing monster description, use the monster description. Otherwise, unless the DM creates a special description, the giant form has an Armor Class of between 8 and 4, one attack, and inflicts 1d4 points of damage per Hit Die.

For example, a 14th-level priest uses the *giant insect* spell to enlarge one beetle (all that is available) to 6 HD size. The DM decides the beetle has AC 5 and bites once for 6d4 points of damage.

Note that the spell works only on actual insects. Arachnids, crustaceans, and other types of small creatures are not affected. Any giant insects created by this spell do not attempt to harm the priest, but the priest's control of such creatures is limited to simple commands ("attack," "defend," "guard," and so forth). Orders to attack a certain creature when it appears or guard against a particular occurrence are too complex. Unless

commanded to do otherwise, the giant insects attempt to attack whoever or whatever is near them.

The reverse of the spell, *shrink insect*, reduces any giant insect to normal insect size. The number of Hit Dice affected by the priest is subtracted from the number of Hit Dice of the insects, and any insect reduced to 0 Hit Dice has been shrunk. Partial shrinking is ignored; an insect is either shrunk or unaffected. Thus, a 9th-level priest attacked by giant ants could shrink three warrior ants or four worker ants to normal insect size with no saving throw. This spell has no effect on intelligent insectlike creatures.

The priest must use his holy symbol for either version of the spell.

## Hallucinatory Forest
**(Illusion/Phantasm)**
**Reversible**

Sphere: Plant
Range: 80 yds.
Duration: Permanent
Area of Effect: 40-ft. sq./level
Components: V, S
Casting Time: 7
Saving Throw: None

When this spell is cast, a hallucinatory forest comes into existence. The illusionary forest appears to be perfectly natural and is indistinguishable from a real forest. Priests attuned to the woodlands--as well as such creatures as centaurs, dryads, green dragons, nymphs, satyrs, and treants--recognize the forest for what it is. All other creatures believe it is there, and movement and order of march are affected accordingly. Touching the illusory growth neither affects the magic nor reveals its nature. The hallucinatory forest remains until it is magically dispelled by a reverse of the spell or a *dispel magic* spell. The area shape is either roughly rectangular or square, in general, and at least 40 feet deep, in whatever location the caster desires. The forest can be of less than maximum area if the caster wishes. One of its edges can appear up to 80 yards away from the caster.

## Hold Plant
**(Enchantment/Charm)**

Sphere: Plant
Range: 80 yds.
Duration: 1 rd./level
Area of Effect: 1d4 plants in 40-ft. sq.
Components: V, S
Casting Time: 7
Saving Throw: Neg.

The *hold plant* spell affects vegetable matter as follows: 1) it causes ambulatory vegetation to cease moving; 2) it prevents vegetable matter from entwining, grasping, closing, or growing; 3) it prevents vegetable matter from making any sound or movement that is not caused by wind. The spell effects apply to all forms of vegetation, including parasitic and fungoid types, and those magically animated or otherwise magically empowered. It affects such monsters as green slime, molds of any sort, shambling mounds, shriekers, treants, etc. The duration of a *hold plant* spell is one round per level of experience of the caster. It affects 1d4 plants in a 40-foot x 40-foot area, or a square 4 to

16 yards on a side of small ground growth such as grass or mold. If only one plant (or 4 yards square) is chosen as the target for the spell by the caster, the saving throw of the plant (or area of plant growth) is made with a -4 penalty to the die roll; if two plants (or 8 yards square) are the target, saving throws suffer a -2 penalty; if three plants (or 12 yards square) are the target, saving throws suffer a -1 penalty; and if the maximum of four plants (or 16 yards square) are the target, saving throws are unmodified.

## Imbue With Spell Ability
### (Enchantment)

Sphere: Charm
Range: Touch — Components: V, S, M
Duration: Until used — Casting Time: 1 turn
Area of Effect: Person touched — Saving Throw: None

By the use of this spell, the priest can transfer a limited number and selection of his currently memorized spells, and the ability to cast them, to another person. Only nonspellcasters (including rangers under 8th level and paladins under 9th level) can receive this bestowal; the *imbue with spell ability* enchantment does not function for those belonging to spellcasting classes, for unintelligent monsters, nor for any individual with less than 1 full Hit Die. In addition, the person thus imbued must have a Wisdom score of 9 or higher. Only priest spells of an informational or defensive nature or a *cure light wounds* spell can be transferred. Transferring any other spell type negates the entire attempt, including any allowable spells that were chosen. Higher level persons can receive more than one spell at the priest's option:

| Level of Recipient | Spells Imbued |
|---|---|
| 1 | One 1st-level spell |
| 3 | Two 1st-level spells |
| 5+ | Two 1st- and one 2nd-level spells |

The transferred spell's variable characteristics (range, duration, area of effect, etc.) function according to the level of the priest originally imbuing the spell.

A priest who casts *imbue with spell ability* upon another character loses the number of 1st- and 2nd-level spells he has imbued until the recipient uses the transferred spells or is slain. For example, a 7th-level priest with five 1st- and four 2nd-level spells imbues a 10th-level fighter with a *cure light wounds* spell and a *slow poison* spell. The cleric now can have only four 1st-level spells memorized until the cure is cast and only three 2nd-level spells until the *slow poison* is cast, or until the fighter is killed. In the meantime, the priest remains responsible to his ethos for the use to which the spell is put.

The material components for this spell are the priest's holy symbol, plus some minor item from the recipient that is symbolic of his profession (a lockpick for a thief, etc.). This item, and any material component for the imbued spell, is consumed when the *imbue with spell ability* spell is cast.

## Lower Water

**(Alteration)**
**Reversible**

Sphere: Elemental (Water)
Range: 120 yds. Components: V, S, M
Duration: 1 turn/level Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

The *lower water* spell causes water or similar fluid in the area of effect to sink away to a minimum depth of 1 inch. The depth can be lowered by up to 2 feet for every experience level of the priest. The water is lowered within a square area whose sides are 10 feet long per caster level. Thus, an 8th-level priest affects a volume up to 16 feet x 80 feet x 80 feet, a 9th-level caster affects a volume up to 18 feet x 90 feet x 90 feet, and so on. In extremely large and deep bodies of water, such as deep ocean, the spell creates a whirlpool that sweeps ships and similar craft downward, putting them at risk and rendering them unable to leave by normal movement for the duration of the spell. When cast on water elementals and other water-based creatures, this spell acts as a *slow* spell: The creature moves at half speed and makes half its usual number of attacks each round. The spell has no effect on other creatures.

Its reverse, *raise water*, causes water or similar fluids to return to their highest natural level: spring flood, high tide, etc. This can make fords impassable, float grounded ships, and may even sweep away bridges at the DM's option. It negates *lower water* and vice versa.

The material components of this spell are the priest's holy (or unholy) symbol and a pinch of dust.

## Neutralize Poison

**(Necromancy)**
**Reversible**

Sphere: Healing
Range: Touch Components: V, S
Duration: Permanent Casting Time: 7
Area of Effect: 1 creature or 1 cu. ft. of substance/2 levels Saving Throw: None

By means of a *neutralize poison* spell, the priest detoxifies any sort of venom in the creature or substance touched. Note that an opponent, such as a poisonous reptile or snake (or even an envenomed weapon of an opponent) unwilling to be so touched requires the priest to roll a successful attack in combat. This spell can prevent death in a poisoned creature if cast before death occurs. The effects of the spell are permanent only with respect to poison existing in the touched creature at the time of the touch; thus, creatures (and objects) that generate new poison are not permanently detoxified.

The reversed spell, *poison*, likewise requires a successful attack roll, and the victim is allowed a saving throw vs. poison. If the latter is unsuccessful, the victim is incapacitated and dies in one turn unless the poison is magically neutralized or slowed.

## Plant Door
**(Alteration)**

Sphere: Plant
Range: Touch
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 7
Saving Throw: None

The *plant door* spell opens a magical portal or passageway through trees, undergrowth, thickets, or any similar growth--even growth of a magical nature. The plant door is open to the caster who cast the spell, casters of a higher level, or dryads; others must be shown the location of the door. The door even enables the caster to enter a solid tree trunk and remain hidden there until the spell ends. The spell also enables the passage or hiding of any man-sized or smaller creature; hiding is subject to space considerations. If the tree is cut down or burned, those within must leave before the tree falls or is consumed, or else they are killed also. The duration of the spell is one turn per level of experience of the caster. If the caster opts to stay within an oak, the spell lasts nine times longer than normal; if within an ash tree, it lasts three times longer. The path created by the spell is up to 4 feet wide, 8 feet high, and 12 feet long per level of experience of the caster. This spell does not function on plant-based monsters (shambling mounds, molds, slimes, treants, etc.).

The material components for this spell are a piece of charcoal and the caster's holy symbol.

## Produce Fire
**(Alteration)**
**Reversible**

Sphere: Elemental (Fire)
Range: 40 yds.
Duration: 1 rd.
Area of Effect: 12-ft. sq.
Components: V, S, M
Casting Time: 7
Saving Throw: None

By means of this spell, the caster creates a common fire of up to 12 feet per side in area. Though it lasts only a single round (unless it ignites additional flammable material), the fire produced by the spell inflicts 1d4 points of damage plus 1 point per caster level (1d4 + 1/level) upon creatures within its area. It ignites combustible materials, such as cloth, oil, paper, parchment, wood, and the like, so as to cause continued burning.

The reverse, *quench fire*, extinguishes any normal fire (coals, oil, tallow, wax, wood, etc.) within the area of effect.

The material component for either version is a paste of sulfur and wax, formed into a ball and thrown at the target.

## Protection From Evil, 10' Radius
**(Abjuration)**
**Reversible**

Sphere: Protection
Range: Touch — Components: V, S, M
Duration: 1 turn/level — Casting Time: 7
Area of Effect: 10-ft. radius — Saving Throw: None

The globe of protection of this spell is identical in all respects to that of a *protection from evil* spell, except that it encompasses a much larger area and its duration is greater. The effect is centered on and moves with the creature touched. Any protected creature within the circle will break the warding against enchanted/summoned monsters if he attacks those monsters. A creature unable to fit completely into the area of effect (for example, a 21-foot-tall titan) remains partially exposed and subject to whatever penalties the DM decides. If such a creature is the recipient of the spell, the spell acts as a normal *protection from evil* spell for that creature only.

The reverse, *protection from good, 10' radius*, wards against good creatures.

To complete this spell, the priest must trace a circle 20 feet in diameter using holy (or unholy) water and incense (or smoldering dung), according to the *protection from evil* spell.

## Protection From Lightning
**(Abjuration)**

Sphere: Protection, Weather
Range: Touch — Components: V, S, M
Duration: Special — Casting Time: 7
Area of Effect: 1 creature — Saving Throw: None

The effect of a *protection from lightning* spell changes depending on who is the recipient of the magic--the caster or some other creature. In either case, the spell lasts no longer than one turn per caster level.

If the spell is cast upon the caster, it confers complete invulnerability to electrical attack such as dragon breath, or magical lightning such as *lightning bolt*, *shocking grasp*, storm giant, will 'o wisp, etc., until the spell has absorbed 10 points of electrical damage per level of the caster, at which time the spell is negated.

If the spell is cast upon another creature, it gives a bonus of +4 to the die roll for saving throws made vs. electrical attacks, and it reduces the damage sustained from such attacks by 50%.

The caster's holy symbol is the material component.

## Reflecting Pool
**(Divination)**

Sphere: Divination
Range: 10 yds. — Components: V, S, M
Duration: 1 rd./level — Casting Time: 2 hrs.
Area of Effect: Special — Saving Throw: None

This spell enables the caster to cause a pool of normal water found in a natural setting to act as a scrying device. The pool can be of no greater diameter than 2 feet per level of the caster. The effect is to create a scrying device similar to a *crystal ball.* The scrying can extend only to the Ethereal Plane and the Inner Planes (which includes the paraelemental planes, the Demiplane of Shadow, etc.). General notes on scrying, detection by the subject, and penalties for attempting to scry beyond the caster's own plane are given in the DMG, as well as a description of the *crystal ball* item.

The following spells can be cast through a reflecting pool, with a 5% per level chance for operating correctly: *detect magic, detect snares and pits,* and *detect poison.* Each additional detection attempt requires a round of concentration, regardless of success. Infravision, if available, operates normally through the reflecting pool.

The image is nearly always hazy enough to prevent the reading of script of any type.

The material component is the oil extracted from such nuts as the hickory and the walnut, refined, and dropped in three measures upon the surface of the pool. (A measure need be no more than a single ounce of oil.)

At the DM's option, the casting of this spell may be limited to once per day.

## Repel Insects
**(Abjuration, Alteration)**

Sphere: Animal, Protection
Range: 0
Duration: 1 turn/level
Area of Effect: 10-ft. radius
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

When this spell is cast, the priest creates an invisible barrier to all sorts of insects, and normal insects do not approach within 10 feet of the caster while the spell is in effect. Giant insects with Hit Dice less than 1/3 of the caster's experience level are also repelled (for example, 2 Hit Dice for 7th- to 9th-level casters, 3 Hit Dice at 10th through 12th level, etc.). Insects with more Hit Dice can enter the protected area if the insect is especially aggressive and, in addition, rolls a successful saving throw vs. spell. Those that do sustain 1d6 points of damage from passing through the magical barrier. Note that the spell does not in any way affect arachnids, myriapods, and similar creatures--it affects only true insects.

The material components of the *repel insects* spell include any one of the following: several crushed marigold flowers, a whole crushed leek, seven crushed stinging nettle leaves, or a small lump of resin from a camphor tree.

## Speak With Plants
**(Alteration)**

Sphere: Plant
Range: 0
Duration: 1 rd./level
Area of Effect: 30-ft. radius
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

When cast, a *speak with plants* spell enables the priest to converse, in very rudimentary terms, with all sorts of living vegetables (including fungi, molds, and plantlike monsters, such as shambling mounds) and to exercise limited control over normal plants (i.e., not monsters or plantlike creatures). Thus, the caster can question plants as to whether or not creatures have passed through them, cause thickets to part to enable easy passage, require vines to entangle pursuers, and command similar services. The spell does not enable plants to uproot themselves and move about, but any movements within the plants' normal capabilities are possible. Creatures entangled by the 1st-level spell of that name can be released. The power of the spell lasts for one round for each experience level of the casting priest. All vegetation within the area of effect is affected by the spell.

The material components for this spell are a drop of water, a pinch of dung, and a flame.

## Spell Immunity
**(Abjuration)**

Sphere: Protection
Range: Touch
Duration: 1 turn/level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

By means of this spell, the priest renders a creature touched immune to the effects of a specified spell of 4th level or lower. It protects against spells, spell-like effects of magical items, and innate spell-like abilities of creatures. It does not protect against breath weapons or gaze attacks of any type.

The spell has several additional limitations. First, the caster must have directly experienced the effect of the specified spell. For example, if the caster has been attacked by a *fireball* spell at some time, he can use the *spell immunity* spell to provide protection from a fireball. Second, the spell cannot affect a creature already magically protected by a potion, protective spell, ring, or other device. Third, only a particular spell can be protected against, not a certain sphere of spells or a group of spells that are similar in effect; thus, a creature given immunity to the *lightning bolt* spell is still vulnerable to a *shocking grasp* spell.

The material component for spell immunity is the same as that for the spell to be protected against.

## Sticks to Snakes
**(Alteration)**
**Reversible**

Sphere: Plant
Range: 30 yds.
Duration: 2 rds./level
Area of Effect: 1d4 sticks + 1 stick/level in a 10-ft. cube
Components: V, S, M
Casting Time: 7
Saving Throw: None

By means of this spell, the caster can change 1d4 sticks, plus one stick per experience level, into snakes; thus, a 9th-level priest can change 10-13 sticks into an equal number of snakes. These snakes attack as commanded by the priest. There must, of course, be sticks or similar pieces of wood (such as torches, spears, etc.) to turn into snakes. Such a stick cannot be larger than a staff. Sticks held by creatures are allowed a saving throw equal to that of the possessor (i.e., a spear held by an orc must roll the orc's saving throw vs. polymorph). Magical items, such as staves and enchanted spears, are not affected by the spell. Only sticks within the area of effect are changed.

The type of snake created varies, but a typical specimen has 2 Hit Dice, Armor Class 6, a movement rate of 9, and either constricts for 1d4+1 points of damage per round or bites for 1 point plus poison (if any). The chance of a snake thus changed being venomous is 5% per caster level, if the spellcaster desires. Thus, an 11th-level priest has a maximum 55% chance that any snake created by the spell is poisonous. The spell lasts for two rounds for each experience level of the spellcaster.

The material components of the spell are a small piece of bark and several snake scales.

The reverse spell changes normal-sized snakes to sticks for the same duration, or it negates the *sticks to snakes* spell according to the level of the priest countering the spell (for example, a 10th-level priest casting the reverse spell can turn 11-14 snakes back into sticks).

### Tongues
**(Alteration)**
**Reversible**

Sphere: Divination

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: 1 turn | Casting Time: 7 |
| Area of Effect: The caster | Saving Throw: None |

This spell enables the caster to speak and understand additional languages, whether they are racial tongues or regional dialects, but not communications of animals or mindless creatures. When the spell is cast, the spellcaster selects the language or languages to be understood. The spell then empowers the caster with the ability to speak and understand the language desired with perfect fluency and accent. The spell enables the priest to be understood by all speakers of that language within hearing distance, usually 60 feet. This spell does not predispose the subject toward the caster in any way. The priest can speak one additional tongue for every three levels of experience.

The reverse of the spell cancels the effect of the *tongues* spell or confuses verbal communication of any sort within the area of effect.

## Fifth Level Spells

### Air Walk
**(Alteration)**

Sphere: Elemental (Air)
Range: Touch
Duration: 1 hour + 1 turn/level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 8
Saving Throw: None

This spell enables a creature, which can be as big as the largest giant, to tread upon air as if it were walking on solid ground. Moving upward is similar to walking up a hill. A maximum upward angle of 45 degrees is possible at one-half the creature's movement rate, as is a maximum downward angle of 45 degrees at the normal movement rate. An air-walking creature is in control of its movement, except when a strong wind is blowing. In this case, the creature gains or loses 10 feet of movement for every 10 miles per hour of wind velocity. The creature can, at the DM's option, be subject to additional penalties in exceptionally strong or turbulent winds, such as loss of control of movement or suffering physical damage.

The spell can be placed upon a trained mount, so it can be ridden through the air. Of course, a mount not accustomed to such movement would certainly need careful and lengthy training, the details for which are up to the DM.

The material components for the spell are the priest's holy symbol and a bit of thistledown.

## Animal Growth
**(Alteration)**
**Reversible**

Sphere: Animal
Range: 80 yds.
Duration: 2 rds./level
Area of Effect: Up to 8 animals in a 20-ft. sq.
Components: V, S, M
Casting Time: 8
Saving Throw: None

When this spell is released, the caster causes up to eight animals within a 20-foot-square area to grow to twice their normal size. The effects of this growth are doubled Hit Dice (with resultant improvement in attack potential), doubled hit points (except hit points added to Hit Dice), and doubled damage in combat. Movement and AC are not affected. The spell lasts for two rounds for each level of the caster. The spell is particularly useful in conjunction with a *charm person* or *mammal* spell.

The reverse reduces animal size by one-half, and likewise reduces Hit Dice, hit points, attack damage, etc.

The material component for this spell and its reverse is the caster's holy symbol and a scrap of food.

## Animal Summoning II
**(Conjuration/Summoning)**

Sphere: Animal, Summoning

Range: 60 yds./level
Duration: Special
Area of Effect: Special
Components: V, S
Casting Time: 8
Saving Throw: None

By means of this spell, the caster calls up to six animals of 8 Hit Dice or less, or 12 animals of 4 Hit Dice or less--of whatever sort the caster names. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. For example, suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses. The DM determines the chance of a summoned animal type being within range of the spell. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be effected by this spell (no chimerae, dragons, gorgons, manticores, etc.).

## Anti-Plant Shell
**(Abjuration)**

Sphere: Plant, Protection
Range: 0
Duration: 1 turn/level
Area of Effect: 15-ft. diameter
Components: V, S
Casting Time: 8
Saving Throw: None

The *anti-plant shell* spell creates an invisible, mobile barrier that keeps all creatures within the shell protected from attacking plants or vegetable creatures such as shambling mounds or treants. Any attempt to force the barrier against such creatures shatters the barrier immediately. The spell lasts for one turn for each experience level of the caster.

## Atonement
**(Abjuration)**

Sphere: All
Range: Touch
Duration: Permanent
Area of Effect: 1 person
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell is used by the priest to remove the burden of unwilling or unknown deeds from the person who is the subject of the atonement. The spell removes the effects of magical alignment changes as well. The person seeking the *atonement* spell must either be truly repentant or not have been in command of his own will when the acts to be atoned for were committed. The DM will judge this spell in this regard, noting any past instances of its use upon the person. Deliberate misdeeds and acts of knowing and willful nature cannot be atoned for with this spell (see the *quest* spell). A character who refuses to accept an atonement is automatically considered to have committed a willful misdeed.

The priest needs his religious symbol, prayer beads or wheel or book, and burning

incense.

## Commune
### (Divination)

Sphere: Divination
Range: 0 Components: V, S, M
Duration: Special Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

By use of a *commune* spell, the priest is able to contact his deity--or agents thereof--and request information in the form of questions that can be answered by a simple "yes" or "no." The priest is allowed one such question for every experience level he has attained. The answers given are correct within the limits of the entity's knowledge. "I don't know" is a legitimate answer, as powerful outer planar beings ar not necessarily omniscient. Optionally, the DM may give a single short answer of five words or less. The spell will, at best, provide information to aid character decisions. Entities communed with structure their answers to further their own purposes. It is probable that the DM will limit the use of *commune* spells to one per adventure, one per week, or even one per month, for the greater powers dislike frequent interruptions. Likewise, if the caster lags, discusses the answers, or goes off to do anything else, the spell immediately ends.

The material components necessary for a *commune* spell are the priest's religious symbol, holy (unholy) water, and incense. If a particularly potent commune is needed, a sacrifice proportionate with the difficulty of obtaining the information is required. If the offering is insufficient, no information or only partial information is gained.

## Commune With Nature
### (Divination)

Sphere: Divination, Elemental
Range: 0 Components: V, S
Duration: Special Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

This spell enables the caster to become one with nature, thus being empowered with knowledge of the surrounding territory. For each level of experience of the caster, he can "know" one fact--ahead, left, or right, about the following subjects: the ground, plants, minerals, bodies of water, people, general animal population, presence of woodland creatures, etc. The presence of powerful unnatural creatures also can be detected, as can the general state of the natural setting. The spell is most effective in outdoor settings, operating in a radius of one-half mile for each level of the caster. In natural underground settings--caves, cavern, etc.--the range is limited to 10 yards per caster level. In constructed settings (dungeons and towns), the spell will not function. The DM may limit the casting of this spell to once per month.

## Control Winds

**(Alteration)**

Sphere: Weather
Range: 0 Components: V, S
Duration: 1 turn/level Casting Time: 8
Area of Effect:40-ft./level radius Saving Throw: None

By means of a *control winds* spell, the caster is able to alter wind force in the area of effect. For every three levels of experience, the caster can increase or decrease wind force by one level of strength. Wind strengths are as follows:

| Wind Force | Miles Per Hour |
|---|---|
| Light Breeze | 2-7 |
| Moderate Breeze | 8-18 |
| Strong Breeze | 19-31 |
| Gale | 32-54 |
| Storm | 55-72 |
| Hurricane | 73-176 |

Winds in excess of 19 miles per hour drive small flying creatures--those eagle-sized and under--from the skies, severely affect missile accuracy, and make sailing difficult. Winds in excess of 32 miles per hour drive even man-sized flying creatures from the skies and cause minor ship damage. Winds in excess of 55 miles per hour drive all flying creatures from the skies, uproot small trees, knock down wooden structures, tear off roofs, and endanger ships. Winds in excess of 73 miles per hour are of hurricane force.

An "eye" of 40-foot radius, in which the wind is calm, exists around the caster. Note that while the spell can be used underground, if the spell is cast in an area smaller than the area of effect, the eye shrinks 1 foot for every foot of confinement. For example, if the area of effect is a 360-foot area, the eye shrinks by 10 feet to a 30-foot radius; a space under 320 feet in a radius would eliminate the eye and subject the spellcaster to the effects of the wind. Once the spell is cast, the wind force increases or decreases by 3 miles per hour per round until the maximum or minimum speed is attained. The caster, with one round of complete concentration, can stabilize the wind at its current strength, or set it to increase or decrease. However, the rate of the change cannot be altered. The spell remains in force for one turn for each level of experience of the caster. When the spell is exhausted, the force of the wind wanes or waxes at the same rate, until it reaches the level it was at before the spell took effect. Another caster can use a *control winds* spell to counter the effects of a like spell up to the limits of his own ability.

## Cure Critical Wounds

**(Necromancy)**
**Reversible**

Sphere: Healing
Range: Touch Components: V, S
Duration: Permanent Casting Time: 8

Area of Effect: 1 creature Saving Throw: None

The *cure critical wounds* spell is a very potent version of the *cure light wounds* spell. The priest lays his hand upon a creature and heals 3d8+3 points of damage from wounds or other damage. The spell does not affect creatures without corporeal bodies, those of extraplanar origin, or those not living.

The reversed spell, *cause critical wounds*, operates in the same fashion as other *causes wounds* spells, requiring a successful touch to inflict the 3d8+3 points of damage. Caused wounds heal via the same methods as do wounds of other sorts.

## Dispel Evil
**(Abjuration)**
**Reversible**

Sphere: Protection, Summoning
Range: Touch Components: V, S, M
Duration: 1 rd./level Casting Time: 8
Area of Effect: 1 creature Saving Throw: Neg.

The priest using this spell causes a summoned creature of evil nature, an evil creature from another plane, or a creature summoned by an evil caster, to return to its own plane or place when the caster successfully strikes it in melee combat. Examples of such creatures are aerial servants, djinn, efreet, elementals, and invisible stalkers. An evil enchantment (such as a *charm* spell cast by an evil creature) that is subject to a normal *dispel magic* spell can be automatically dispelled by the *dispel evil* spell. This spell lasts for a maximum of one round for each experience level of the caster, or until expended. While the spell is in effect, all creatures that could be affected by it fight with a -7 penalty to their attack rolls when engaging the spellcaster.

The reverse of the spell, *dispel good*, functions against summoned or enchanted creatures of good alignment or creatures that have been sent to aid the cause of good.

The material components for this spell are the priest's religious object and holy (or unholy) water.

## Flame Strike
**(Evocation)**

Sphere: Combat
Range: 60 yds. Components: V, S, M
Duration: Instantaneous Casting Time: 8
Area of Effect: 5 ft. radius x 30 ft. column Saving Throw: _

When the priest evokes a *flame strike* spell, a vertical column of fire roars downward in the location called for by the caster. Any creatures within the area of effect must roll a saving throw vs. spell. Failure means the creature sustains 6d8 points of damage; otherwise, the damage is halved.

The material component of this spell is a pinch of sulphur.

## Insect Plague
### (Conjuration/Summoning)

Sphere: Combat
Range: 120 yds. Components: V, S, M
Duration: 2 rds./level Casting Time: 1 turn
Area of Effect: 180 ft. x 60 ft. cloud Saving Throw: None

When this spell is cast by the priest, a horde of creeping, hopping, and flying insects gather and swarm in a thick cloud. In an environment free of normal insects, the spell fails. The insects obscure vision, limiting it to 10 feet. Spellcasting within the cloud is impossible. Creatures in the insect plague, regardless of Armor Class, sustain 1 point of damage for each round they remain within, due to the bites and stings of the insects. Invisibility is no protection. All creatures with 2 or fewer Hit Dice will automatically move at their fastest possible speed in a random direction until they are more than 240 yards away from the insects. Creatures with fewer than 5 Hit Dice must check morale; failure means they run as described above.

Heavy smoke drives off insects within its bounds. Fire also drives insects away. For example, a wall of fire in a ring shape keeps a subsequently cast *insect plague* outside its confines, but a *fireball* spell simply clears insects from its blast area for one round. A single torch is ineffective against this vast horde of insects. Lightning, cold, or ice are likewise ineffective, while a strong wind that covers the entire plague area disperses the insects and ends the spell. The plague lasts two rounds for each level of the caster, and thereafter the insects disperse. The insects swarm in an area that centers around a summoning point determined by the spellcaster. The point can be up to 120 yards away from the priest. The insect plague does not move thereafter for as long as it lasts. Note that the spell can be countered by a *dispel magic* spell.

The material components of this spell are a few granules of sugar, some kernels of grain, and a smear of fat.

## Magic Font
### (Divination)

Sphere: Divination
Range: Touch Components: V, S, M
Duration: Special Casting Time: 1 hour
Area of Effect: Special Saving Throw: None

The spell causes a holy water font to serve as a scrying device. The spell does not function unless the priest is in good standing with his deity. The basin of holy water becomes similar to a *crystal ball*. For each vial of capacity of the basin, the priest may scry for one round, up to a maximum of one hour. Thus, the duration of the *magic font* spell is directly related to the size of the holy water receptacle. The DM will know the chances of a character being able to detect scrying.

The priest's holy symbol and the font and its trappings are not consumed by the spell.

## Moonbeam
### (Evocation, Alteration)

Sphere: Sun
Range: 60 yds. + 10 yds./level
Duration: 1 rd./level
Area of Effect: 5 ft. radius + special
Components: V, S, M
Casting Time: 7
Saving Throw: None

By means of this spell, the caster is able to cause a beam of soft, pale light to strike down from overhead and illuminate whatever area he is pointing at. The light is exactly the same as moonlight, so that colors other than shades of black, gray, or white are vague. The spellcaster can easily make the moonbeam move to any area that he can see and point to. This makes the spell an effective way to spotlight something, an opponent, for example. While the *moonbeam* spell does not eliminate all shadows, a creature centered in a moonbeam is most certainly visible. The reflected light from this spell enables dim visual perception 10 yards beyond the area of effect, but it does not shed a telltale glow that would negate surprise. The light does not adversely affect infravision. The caster can dim the beam to near darkness if desired. The beam has, in addition, all the properties of true moonlight and can induce a lycanthropic change (of a creature in the beam), unless the DM rules otherwise.

The material components are several seeds of any moonseed plant and a piece of opalescent feldspar (moonstone).

## Pass Plant
### (Alteration)

Sphere: Plant
Range: Touch
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 8
Saving Throw: None

By using this spell, the caster is able to enter a tree and move from inside it to inside another tree. The second tree must lie in approximately the direction desired by the spell user and must be within the range shown in the following table.

| Type of Tree | Range of Area of Effect |
|---|---|
| Oak | 600 yards |
| Ash | 540 yards |
| Yew | 480 yards |
| Elm | 420 yards |
| Linden | 360 yards |
| deciduous | 300 yards |
| coniferous | 240 yards |
| other | 180 yards |

The tree entered and that receiving the caster must be of the same type, must both be living, and of girth at least equal to that of the caster. Note that if the caster enters a tree, an ash, for example, and wishes to pass north as far as possible (540 yards), but the only appropriate ash in range is to the south, the caster will pass to the ash in the south. The *pass plant* spell functions so that the movement takes only one round. The caster can, at his option, remain within the receiving tree for a maximum of one round per level of experience. Otherwise, he can step forth immediately. Should no like tree be in range, the caster simply remains within the first tree, does not pass elsewhere, and must step forth in the appropriate number of rounds. If the occupied tree is chopped down or burned, the caster is slain if he does not exit before the process is complete.

## Plane Shift
### (Alteration)

Sphere: Astral
Range: Touch
Duration: Permanent
Area of Effect: 1 creature (special)
Components: V, S, M
Casting Time: 8
Saving Throw: Neg.

When the plane shift spell is cast, the priest moves himself or some other creature to another plane of existence. The recipient of the spell remains in the new plane until sent forth by some like means. If several persons link hands in a circle, up to eight can be affected by the plane shift at the same time.

The material component of this spell is a small, forked metal rod. The size and metal type dictates to which plane of existence, including sub-planes and alternate dimensions, the spell sends the affected creatures. The DM will determine specifics regarding how and what planes are reached.

An unwilling victim must be touched (successful attack roll) to be sent. In addition, the creature is also allowed a saving throw. If the saving throw is successful, the effect of the spell is negated. Note that pinpoint accuracy is rarely achieved; arriving at a random distance from an intended destination is common.

The metal rod is not expended when the spell is cast. Forked rods keyed to certain planes may be difficult to come by, as decided by the DM.

## Quest
### (Enchantment/Charm)

Sphere: Charm
Range: 60 yds.
Duration: Until fulfilled
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 8
Saving Throw: Neg.

The *quest* spell enables the priest to require the affected creature to perform a service and return to the priest with proof that the deed was accomplished. The quest can, for example, require that the creature locate and return some important or valuable object,

rescue a notable person, release some creature, capture a stronghold, slay a person, deliver some item, and so forth. If the quest is not properly followed, due to disregard, delay, or perversion, the creature affected by the spell loses 1 from its saving throw rolls for each day of such action. This penalty is not removed until the quest is properly pursued or the priest cancels it. There are certain circumstances that will temporarily suspend a quest, and others that will discharge or cancel it. The DM will give you appropriate information as the need to know arises.

If cast upon an unwilling subject, the victim is allowed a saving throw. However, if the person quested agrees to a task--even if the agreement is gained by force or trickery--no saving throw is allowed. If a quest is just and deserved, a creature of the priest's religion cannot avoid it, and any creature of the priest's alignment saves with a -4 penalty to the saving throw. A quest cannot be dispelled, but it can be removed by a priest of the same religion or of higher level than the caster. Some artifacts and relics might negate the spell, as can direct intervention by a deity. Likewise, an unjust or undeserved quest grants bonuses to saving throws, or might even automatically fail.

The material component of this spell is the priest's holy symbol.

## Rainbow
### (Evocation, Alteration)

Sphere: Weather, Sun

| | |
|---|---|
| Range: 120 yds. | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 7 |
| Area of Effect: Special | Saving Throw: None |

To cast this spell, the priest must be in sight of a rainbow, or have a special component (see below). The *rainbow* spell has two applications, and the priest can choose the desired one at the time of casting. These applications are as follows:

**Bow:** The spell creates a shimmering, multi-layered short composite bow of rainbow hues. It is light and easy to pull, so that any character can use it without penalty for non-proficiency. It is magical: Each of its shimmering missiles is the equivalent of a +2 weapon, including attack and damage bonuses. Magic resistance can negate the effect of any missile fired from the bow. The bow fires seven missiles before disappearing. It can be fired up to four times per round. Each time a missile is fired, one hue leaves the bow, corresponding to the color of arrow that is released. Each color of arrow has the ability to cause double damage to certain creatures, as follows:

| | |
|---|---|
| Red | --fire dwellers/users and fire elementals |
| Orange | --creatures or constructs of clay, sand, earth, stone or similar materials, and earth elementals |
| Yellow | --vegetable opponents (including fungus creatures, shambling mounds, treants, etc.) |
| Green | --aquatic creatures, electricity-using creatures, and air elementals |
| Indigo | --acid-using or poison-using creatures |
| Violet | --metallic or regenerating creatures |

When the bow is drawn, an arrow of the appropriate color magically appears, nocked and ready. If no color is requested, or a color that has already been used is asked for, then the next arrow (in the order of the spectrum) appears.

**Bridge:** The caster causes the rainbow to form a seven-hued bridge up to 3 feet wide per level of the caster. It must be at least 20 feet long and can be as long as 120 yards, according to the caster's desire. It lasts as long as the spell's duration or until ordered out of existence by the caster.

The components for this spell are the priest's holy symbol and a vial of holy water. If no rainbow is in the vicinity, the caster can substitute a diamond of not less than 1,000 gp value, specially prepared with *bless* and *prayer* spells while in sight of a rainbow. The holy water and diamond disappear when the spell is cast.

## Raise Dead
**(Necromancy)**
**Reversible**

Sphere: Necromantic
Range: 30 yds. Components: V, S
Duration: Permanent Casting Time: 1 rd.
Area of Effect: 1 person Saving Throw: Special

When the priest casts a raise dead spell, he can restore life to a dwarf, gnome, half-elf, halfling, or human (other creatures may be allowed, at the DM's option). The length of time that the person has been dead is of importance, as the priest can raise persons dead only up to a limit of one day for each experience level of the priest (i.e., a 9th-level priest can raise a person who has been dead for up to nine days).

Note that the body of the person must be whole, or otherwise missing parts are still missing when the person is brought back to life. Likewise, other ills, such as poison and disease, are not negated. The raised person must roll a successful resurrection survival check to survive the ordeal (see Table 3: Constitution) and loses 1 point of Constitution. Further, the raised person is weak and helpless, needing a minimum of one full day of rest in bed for each day or fraction he was dead. The person has 1 hit point when raised and must regain the rest by natural healing or curative magic.

A character's starting Constitution is an absolute limit to the number of times he can be revived by this means.

The somatic component of the spell is a pointed finger.

The reverse of the spell, *slay living*, grants the victim a saving throw vs. death magic. If the saving throw is successful, the victim sustains damage equal to that of a *cause serious wounds* spell--i.e., 2d8+1 points. Failure means the victim dies instantly.

## Spike Stones
**(Alteration, Enchantment)**

Sphere: Elemental (Earth)
Range: 30 yds. Components: V, S, M
Duration: 3d4 turns +1/level Casting Time: 6

Area of Effect: 10 ft. sq./level, 1 spike/sq. ft. Saving Throw: None

The *spike stones* spell causes rock to shape itself into long, sharp points that tend to blend into the background. It is effective on both natural rock and worked stone. The spike stones serve to impede progress through an area and to inflict damage. If an area is carefully observed, each observer is 25% likely to notice the sharp points of rock. Otherwise, those entering the spell's area of effect suffer 1d4 points of damage per round. The success of each attack is determined as if the caster of the spell were actually engaging in combat. Those entering the area are subject to attack immediately upon setting foot in the area and for each round spent in the area thereafter. The initial step enables the individual to become aware of some problem only if the initial attack succeeds; otherwise movement continues and the spike stones remain unnoticed until damage occurs. Charging or running victims suffer two attacks per round.

Those falling into pits affected by spike stones suffer six such attacks for every 10 feet fallen, each attack having a +2 bonus to the attack roll. In addition, the damage inflicted by each attack increases by +2 for every 10 feet fallen. Finally, the creatures also suffer normal falling damage.

The material component of this spell is four tiny stalactites.

## Transmute Rock to Mud
**(Alteration)**
Reversible

Sphere: Elemental (Earth, Water)
Range: 160 yds. Components: V, S, M
Duration: Special Casting Time: 8
Area of Effect: 20-ft. cube/level Saving Throw: None

This spell turns natural rock of any sort into an equal volume of mud. If it is cast upon a rock, for example, the rock affected collapses into mud. Magical or enchanted stone is not affected by the spell. The depth of the mud created cannot exceed 10 feet. Creatures unable to levitate, fly, or otherwise free themselves from the mud sink at the rate of 1/3 of their height per round and eventually suffocate, save for lightweight creatures that could normally pass across such ground. Brush thrown atop the mud can support creatures able to climb on top of it, with the amount required decided by the DM. Creatures large enough to walk on the bottom can move through the area at a rate of 10 feet per round.

The mud remains until a successful *dispel magic* or *transmute mud to rock* spell restores its substance--but not necessarily its form. Evaporation turns the mud to normal dirt at a rate of 1d6 days per 10 cubic feet. The exact time depends on exposure to the sun, wind, and normal drainage.

The reverse, *transmute mud to rock*, hardens normal mud or quicksand into soft stone (sandstone or similar mineral) permanently unless magically changed. Creatures in the mud are allowed a saving throw to escape before the area is hardened to stone. Dry sand is unaffected.

The material components for the spell are clay and water (or sand, lime, and water for

the reverse).

## True Seeing
**(Divination)**
**Reversible**

Sphere: Divination
Range: Touch
Duration: 1 rd./level
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 8
Saving Throw: None

When the priest employs this spell, he confers upon the recipient the ability to see all things as they actually are. The spell penetrates normal and magical darkness. Secret doors become plain. The exact location of displaced things is obvious. Invisible things become quite visible. Illusions and apparitions are seen through. Polymorphed, changed, or enchanted things are apparent. Even the aura projected by creatures becomes visible, so that alignment can be discerned. Further, the recipient can focus his vision to see into the Ethereal plane or the bordering areas of adjacent planes. The range of vision conferred is 120 feet. *True seeing*, however, does not penetrate solid objects; it in no way confers X-ray vision or its equivalent. In addition, the spell effects cannot be further enhanced with known magic.

The spell requires an ointment for the eyes that is made from very rare mushroom powder, saffron, and fat and costs no less than 300 gp per use.

The reverse, *false seeing*, causes the person to see things as they are not: rich is poor, rough is smooth, beautiful is ugly. The ointment for the reverse spell is concocted of oil, poppy dust, and pink orchid essence.

For both spells, the ointment must be aged for 1d6 months.

## Wall of Fire
**(Conjuration/Summoning)**

Sphere: Elemental (Fire)
Range: 80 yds.
Duration: Special
Area of Effect: Special
Components: V, S, M
Casting Time: 8
Saving Throw: None

The *wall of fire* spell brings forth an immobile, blazing curtain of magical fire of shimmering color--yellow-green or amber (different from the 4th-level wizard version). The spell creates an opaque sheet of flame up to one 20-foot square per level of the spellcaster, or a ring with a radius of up to 10 feet + 5 feet for every two levels of experience of the wizard, and 20 feet high.

The wall of fire must be cast so that it is vertical with respect to the caster. One side of the wall, selected by the caster, sends forth waves of heat, inflicting 2d4 points of damage upon creatures within 10 feet and 1d4 points of damage upon those within 20 feet. In addition, the wall inflicts 4d4 points of damage, plus 1 point of damage per level of the spellcaster, to any creature passing through it. Creatures especially subject to fire may

take additional damage, and undead always take twice normal damage. Note that attempting to directly catch moving creatures with a newly created wall of fire is difficult. A successful saving throw enables the creature to avoid the wall, while its rate and direction of movement determine which side of the created wall it is on. The wall of fire lasts as long as the priest concentrates on maintaining it, or one round per level of experience of the priest in the event he does not wish to concentrate upon it.

The material component of the spell is phosphorus.

# Sixth-Level Spells

## Aerial Servant
**(Conjuration/Summoning)**

Sphere: Summoning
Range: 10 yds. Components: V, S
Duration: 1 day/level Casting Time: 9
Area of Effect: Special Saving Throw: None

This spell summons an invisible aerial servant to find and bring back an object or creature described to it by the priest. Unlike an elemental, an aerial servant cannot be commanded to fight for the caster. When it is summoned, the priest must have cast a *protection from evil* spell, be within a protective circle, or have a special item used to control the aerial servant. Otherwise, it attempts to slay its summoner and return from whence it came.

The object or creature to be brought must be such as to allow the aerial servant to physically bring it to the priest (an aerial servant can carry at least 1,000 pounds). If prevented, for any reason, from completing the assigned duty, the aerial servant returns to its own plane whenever the spell lapses, its duty is fulfilled, it is dispelled, the priest releases it, or the priest is slain. The spell lasts for a maximum of one day for each level of experience of the priest who cast it.

If the creature to be fetched cannot detect invisible objects, the aerial servant attacks, automatically gaining surprise. If the creature involved can detect invisible objects, it still suffers a -2 penalty to all surprise rolls caused by the aerial servant. Each round of combat, the aerial servant must roll to attack. When a hit is scored, the aerial servant has grabbed the item or creature it was sent for.

A creature with a Strength rating is allowed an evasion roll, equal to twice its [pi]bend bars[xpi] chance, to escape the hold. If the creature in question does not have a Strength rating, roll 1d8 for each Hit Die the aerial servant and the creature grabbed have. The higher total is the stronger.

Once seized, the creature cannot free itself by Strength or Dexterity and is flown to the priest forthwith.

## Animal Summoning III
**(Conjuration, Summoning)**

Sphere: Animal, Summoning

Range: 100 yds./level
Duration: Special
Area of Effect: Special
Components: V, S
Casting Time: 9
Saving Throw: None

This spell is the same in duration and effect as the 4th-level *animal summoning I* spell, except that up to four animals of no more than 16 Hit Dice each can be summoned, or eight of no more than 8 Hit Dice, or 16 creatures of no more than 4 Hit Dice. Only animals within range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals[md]e.g., suppose that wild dogs are first summoned to no avail, then hawks are unsuccessfully called, and finally the caster calls for wild horses that may or may not be within summoning range. Your DM will determine the chance of a summoned animal type being within range of the spell. The animals summoned will aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell (no chimerae, dragons, gorgons, manticores, etc.).

## Animate Object
### (Alteration)

Sphere: Creation, Summoning
Range: 30 yds.
Duration: 1 rd./level
Area of Effect: 1 cu. ft./level
Components: V, S
Casting Time: 9
Saving Throw: None

This powerful spell enables the priest casting it to imbue inanimate objects with mobility and a semblance of life. The animated object, or objects, then attacks whomever or whatever the priest first designates. The animated object can be of any nonmagical material whatsoever[md]wood, metal, stone, fabric, leather, ceramic, glass, etc. Attempting to animate an object in someone's possession grants that person a saving throw to prevent the spell's effect. The speed of movement of the object depends on its means of propulsion and its weight. A large wooden table would be rather heavy, but its legs would give it speed. A rug could only slither along. A jar would roll. Thus a large stone pedestal would rock forward at 10 feet per round, a stone statue would move at 40 feet per round, a wooden statue 80 feet per round, an ivory stool of light weight would move at 120 feet per round. Slithering movement is about 10 feet to 20 feet per round; rolling is 30 feet to 60 feet per round. The damage caused by the attack of an animated object depends on its form and composition. Light, supple objects can only obscure vision, obstruct movement, bind, trip, smother, etc. Light, hard objects can fall upon or otherwise strike for 1d2 points of damage or possibly obstruct and trip, as do light, supple objects. Hard, medium-weight objects can crush or strike for 2d4 points of damage, while larger and heavier objects may inflict 3d4, 4d4, or even 5d4 points of damage.

The frequency of attack of animated objects depends on their method of locomotion, appendages, and method of attack. This varies from as seldom as once every five melee rounds to as frequently as once per round. The Armor Class of the object per round. The Armor Class of the object animated is basically a function of material and movement

ability. Damage depends on the type of weapon is effective against fabric, leather, wood, and like substances. Heavy smashing and crushing weapons are useful against wood, stone, and metal objects. Your DM will determine all of these factors, as well as how much damage the animated object can sustain before being destroyed. The priest can animate one cubic foot of material for each experience level he has attained. Thus, a 14th-level priest could animate one or more objects whose solid volume did not exceed 14 cubic feet[md]a large statue, two rugs, three chairs, or a dozen average crocks.

## Anti-Animal Shell
**(Abjuration)**

Sphere: Animal, Protection
Range: 0 — Components: V, S, M
Duration: 1 turn/level — Casting Time: 1 rd.
Area of Effect: 10-ft. radius — Saving Throw: None

By casting this spell, the caster brings into being a hemispherical force field that prevents the entrance of any sort of living creature that is wholly or partially animal (not magical or extraplanar). Thus a sprite, a giant, or a chimera would be kept out, but undead or conjured creatures could pass through the shell of force, as could such monsters as aerial servants, imps, quasits, golems, elementals, etc. The anti-animal shell functions normally against crossbreeds, such as cambions, and lasts for one turn for each level of experience the caster has attained. Forcing the barrier against creatures strains and ultimately collapses the field.

The spell requires the caster's holy symbol and a handful of pepper.

## Blade Barrier
**(Evocation)**

Sphere: Guardian, Creation
Range: 30 yds. — Components: V, S
Duration: 3 rds./level — Casting Time: 9
Area of Effect: 5-60 ft. sq. — Saving Throw: Special

The priest employs this spell to set up a wall of circling, razor-sharp blades. These whirl and flash around a central point, creating an immobile barrier. Any creature attempting to pass through the blade barrier suffers 8d8 points of damage. The plane of rotation of the blades can be horizontal, vertical, or in between. Creatures within the area of the barrier when it is invoked are entitled to a saving throw vs. spell. If this is successful, the blades are avoided and no damage is suffered; the creature escapes the area of the blade barrier by the shortest possible route. The barrier remains for three rounds for every experience level of the priest casting it. The barrier can cover an area from as small as 5 feet square to as large as 60 feet square.

## Conjure Animals
**(Conjuration/Summoning)**

Sphere: Summoning
Range: 30 yds. Components: V, S
Duration: 2 rds./level Casting Time: 9
Area of Effect: Special Saving Throw: None

The *conjure animals* spell enables the priest to magically create one or more mammals to attack his opponents. The total Hit Dice of the mammals cannot exceed twice his level, if the creature conjured is determined randomly. If a specific animal type is requested, the animal's Hit Dice cannot exceed his level. The DM selects the type of animal that appears if it is randomly called. Thus, a priest of 12th level could randomly conjure two mammals with 12 Hit Dice each, four with 6 Hit Dice each, six with 4 Hit Dice each, eight with 3 Hit Dice each, 12 with 2 Hit Dice each, or 24 with 1 Hit Die each. Count every +1 hit point added to a creature's Hit Dice as _ of a Hit Die. Thus a creature with 4 + 3 Hit Dice equals a 4 _ Hit Dice creature. The conjured animals remain for two rounds for conjured animals remain for two rounds for each level of the conjuring priest, or until slain, and they follow the caster's verbal commands. Conjured animals unfailingly attack the priest's opponents, but resist being used for any other purpose--they do not like it, become noticeably more difficult to control, and may refuse any action, break free, or turn on the caster, depending on the nature of the creature and the details of the situation. The conjured animals disappear when slain.

## Conjure Fire Elemental
**(Conjuration/Summoning)**
**Reversible**

Sphere: Elemental (Fire)
Range: 80 yds. Components: V, S
Duration: 1 turn/level Casting Time: 6 rds.
Area of Effect: Special Saving Throw: None

Upon casting a *conjure fire elemental* spell, the caster opens a special gate to the elemental plane of Fire, and a fire elemental is summoned to the vicinity of the spellcaster. It is 65% likely that a 12 Hit Dice elemental appears, 20% likely that a 16 Hit Dice elemental appears, 9% likely that two to four salamanders appear, 4% likely that an efreeti appears, and 2% likely that a huge fire elemental of 21 to 24 Hit Dice appears. The caster need not fear that the elemental force summoned will turn on him, so concentration upon the activities of the fire elemental (or other creatures summoned) or protection from the creature is not necessary. The elemental summoned helps the caster however possible, including attacking the caster's opponents. The fire elemental or other creature summoned remains for a maximum of one turn per level of the caster, or until it is slain, sent back by a *dispel magic* spell, the reverse of this spell, *dismiss fire elemental*, or similar magic.

## Find the Path
**(Divination)**

**Reversible**

Sphere: Divination
Range: Touch — Components: V, S, M
Duration: 1 turn/level — Casting Time: 3 rds.
Area of Effect: 1 creature — Saving Throw: None

The recipient of this spell can find the shortest, most direct physical route that he is seeking, be it the way into or out of a locale. The locale can be outdoors or under ground, a trap, or even a *maze* spell. Note that the spell works with respect to locales, not objects or creatures within a locale. Thus, the spell could not find the way to "a forest where a green dragon lives" or to the location of "a hoard of platinum pieces." The location must be in the same plane as the caster.

The spell enables the subject to sense the correct direction that will eventually lead him to his destination, indicating at the appropriate times the exact path to follow or physical actions to take. For example, with concentration the spell enables the subject to sense trip wires or the proper word to bypass a glyph. The spell ends when the destination is reached or when one turn for each caster level has elapsed. The spell frees the subject, and those with him, from a *maze* spell in a single round, and will continue to do so as long as the spell lasts.

Note that this divination is keyed to the caster, not his companions, and that, like the *find traps* spell, it does not predict or allow for the actions of creatures.

The spell requires a set of divination counters of the sort favored by the priest--bones, ivory counters, sticks, carved runes, or whatever.

The reverse spell, *lose the path*, makes the creature touched totally lost and unable to find its way for the duration of the spell--although it can be led, of course.

## Fire Seeds
**(Conjuration)**

Sphere: Elemental (Fire)
Range: Touch — Components: V, S, M
Duration: Special — Casting Time: 1 rd./seed
Area of Effect: Special — Saving Throw: 1/2

The *fire seeds* spell creates special missiles or timed incendiaries that burn with great heat. The spell can be cast to create either fire seed missiles or fire seed incendiaries, as chosen when the spell is cast.

**Fire seed missiles:** This casting turns up to four acorns into special grenadelike missiles that can be hurled up to 40 yards. An attack roll is required to strike the intended target, and proficiency penalties are considered. Each acorn bursts upon striking any hard surface, causing 2d8 points of damage and igniting any combustible materials within a 10-foot diameter of the point of impact. If a successful saving throw vs. spell is made, a creature within the burst area receives only one-half damage, but a creature struck directly suffers full damage (i.e., no saving throw).

**Fire seed incendiaries:** This casting turns up to eight holly berries into special

incendiaries. The holly berries are most often placed, being too light to make effective missiles. They can be tossed only up to 6 feet away. They burst into flame if the caster is within 40 yards and speaks a word of command. The berries instantly ignite, causing 1d8 points of damage to any creature and igniting any combustible within a 5-foot-diameter burst area. Creatures within the area that successfully save vs. spell suffer half damage.

All fire seeds lose their power after a duration equal to one turn per experience level of the caster--e.g., the seeds of a 13th-level caster remain potent for a maximum of 13 turns after their creation.

No other material components beyond acorns or holly berries are needed for this spell.

## Forbiddance
**(Abjuration)**

Sphere: Protection
Range: 30 yds. Components: V, S, M
Duration: Permanent Casting Time: 6 rds.
Area of Effect: 60-ft. cube/level Saving Throw: Special

This spell can be used to secure a consecrated area (see the *Dungeon Master Guide*). The spell seals the area from teleportation, plane shifting, and ethereal penetration. At the option of the caster, the ward can be locked by a password, in which case it can be entered only by those speaking the proper words. Otherwise, the effect on those entering the enchanted area is based on their alignment, relative to the caster's. The most severe penalty is used.

**Alignment identical:** No effect. If password locked, cannot enter area unless password is known (no saving throw).

**Alignment different with respect to law and chaos:** Save vs. spell to enter the area; if failed, suffer 2d6 points of damage. If password locked, cannot enter unless password is known.

**Alignment different with respect to good and evil:** Save vs. spell to enter this area; if failed, suffer 4d6 points of damage. If word locked, cannot enter unless password is known. The attempt does cause damage if the save is failed.

Once a saving throw is failed, an intruder cannot enter the forbidden area until the spell ceases. The ward cannot be dispelled by a caster of lesser level than the one who established it. Intruders who enter by rolling successful saving throws feel uneasy and tense, despite their success.

In addition to the priest's holy symbol, components include holy water and rare incenses worth at least 1,000 gp per 60-foot cube. If a password lock is desired, this also requires the burning of rare incenses worth at least 5,000 gp per 60-foot cube.

## Heal
**(Necromancy)**
**Reversible**

Sphere: Healing
Range: Touch Components: V, S

Duration: Permanent
Area of Effect: 1 creature
Casting Time: 1 rd.
Saving Throw: None

The very potent *heal* spell enables the priest to wipe away disease and injury in the creature who receives the benefits of the spell. It completely cures all diseases or blindness of the recipient and heals all points of damage suffered due to wounds or injury. It dispels a *feeblemind* spell. It cures those mental disorders caused by spells or injury to the brain. Naturally, the effects can be negated by later wounds, injuries, and diseases.

The reverse, *harm*, infects the victim with a disease and causes loss of all but 1d4 hit points, if a successful touch is inflicted. For creatures that are not affected by the *heal* or *harm* spell, see the *cure light wounds* spell.

## Heroes' Feast
**(Evocation)**

Sphere: Creation
Range: 10 yds.
Duration: 1 hour
Area of Effect: 1 feaster/level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell enables the priest to bring forth a great feast that serves as many creatures as the priest has levels of experience. The spell creates a magnificent table, chairs, service, and all the necessary food and drink. The feast takes one full hour to consume, and the beneficial effects do not set in until after this hour is over. Those partaking of the feast are cured of all diseases, are immune to poison for 12 hours, and are healed of 1d4+4 points of damage after imbibing the nectarlike beverage that is part of the feast. The ambrosialike food that is consumed is equal to a *bless* spell that lasts for 12 hours. Also, during this same period, the people who consumed the feast are immune to fear, hopelessness, and panic. If the feast is interrupted for any reason, the spell is ruined and all effects of the spell are negated.

The material components of the spell are the priest's holy symbol and specially fermented honey taken from the cells of bee larvae destined for royal status.

## Liveoak
**(Enchantment)**

Sphere: Plant
Range: Touch
Duration: 1 day/level
Area of Effect: 1 oak tree
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

This spell enables the caster to charm a healthy oak tree (or other type if the DM allows) to cause it to serve as a protector. The spell can be cast on a single tree at a time. While a *liveoak* spell cast by a particular caster is in effect, he cannot cast another such spell. The tree upon which the spell is cast must be within 10 feet of the caster's dwelling

place, within a place sacred to the caster, or within 100 yards of something that the caster wishes to guard or protect.

The *liveoak* spell can be cast upon a healthy tree of small, medium, or large size, according to desire and availability. A triggering phrase of up to maximum of one word per level of the spellcaster is then placed upon the targeted oak. For instance, "Attack any persons who come near without first saying *sacred mistletoe*" is an 11-word trigger phrase that could be used by a caster of 11th level or higher casting the spell. The *liveoak* spell triggers the tree into animating as a treant of equivalent size, an Armor Class of 0 and with two attacks per round, but with only a 30-feet-per-round movement rate.

| Tree Size | Height | Hit Dice | Damage per Attack |
|---|---|---|---|
| Small | 12' - 14' | 7-8 | 2d8 |
| Medium | 16' - 19' | 9-10 | 3d6 |
| Large | 20' - 23'+ | 11-12 | 4d6 |

A tree enchanted by this spell radiates a magical aura (if checked for), and can be returned to normal by a successful casting of a *dispel magic* spell, or upon the desire of the caster who enchanted it. If dispelled, the tree takes root immediately. If released by the caster, it tries to return to its original location before taking root. Damage to the tree can be healed with a *plant growth* spell, which restores 3d4 points of damage. A *plant growth* spell used in this fashion does not increase the size or hit points of the liveoak beyond the original value.

The caster needs his holy symbol to cast this spell.

## Part Water
### (Alteration)

Sphere: Elemental (Water)
Range: 20 yds./level
Duration: 1 turn/level
Area of Effect: 3 ft./level x 20 yds./level x 30 yds.
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

By employing a *part water* spell, the priest is able to cause water or similar liquid to move apart, thus forming a trough. The depth and length of the trough created by the spell depends on the level of the priest. A trough 3 feet deep per caster level, by 30 yards wide, by 20 yards long per level is created. Thus at 12th level, the priest would part water 36 feet deep by 30 yards wide by 240 yards long. The trough remains as long as the spell lasts or until the priest who cast it opts to end its effects. Existing currents appear to flow through the parted water, although swimming creatures and physical objects such as boats do not enter the rift without strenuous and deliberate effort. If cast underwater, this spell creates an air cylinder of appropriate length and diameter. If cast directly on a water elemental or other water-based creature, the creature suffers 48 points of damage and must roll a successful saving throw vs. spell or flee in panic for 3d4 rounds.

The material component of this spell is the priest's holy symbol.

## Speak With Monsters
**(Alteration)**

Sphere: Divination
Range: 30 yds. Components: V, S
Duration: 2 rd./level Casting Time: 9
Area of Effect: The caster Saving Throw: None

When cast, the *speak with monsters* spell enables the priest to converse with any type of creature that has any form of communicative ability (including empathic, tactile, pheromonic, etc.). That is, the monster understands, in its own language or equivalent, the intent of what is said to it by the priest and vice versa. The creature thus spoken to is checked by the DM to determine a reaction. All creatures of the same type as that chosen by the priest can likewise understand if they are within range. The priest can speak to different types of creatures during the spell duration, but he must speak separately to each type. The spell lasts for two rounds per caster level.

## Stone Tell
**(Divination)**

Sphere: Elemental (Earth), Divination
Range: Touch Components: V, S, M
Duration: 1 turn Casting Time: 1 turn
Area of Effect: 1 cu. yd. Saving Throw: None

When the priest casts a *stone tell* spell upon an area, the very stones speak and relate to the caster who or what has touched them as well as revealing what is covered, concealed, or simply behind them. The stones relate complete descriptions, if asked. Note that a stone's perspective, perception, and knowledge may hinder this divination. Such details, if any, are decided by the DM.

The material components for this spell are a drop of mercury and a bit of clay.

## Transmute Water to Dust
**(Alteration)**
**Reversible**

Sphere: Elemental (Water, Earth)
Range: 60 yds. Components: V, S, M
Duration: Permanent Casting Time: 8
Area of Effect: 1 cu. yd./level Saving Throw: Special

When this spell is cast, the subject area instantly undergoes a change from liquid to powdery dust. Note that if the water is already muddy, the area of effect is doubled, while if wet mud is present, the area of effect is quadrupled. If water remains in contact with the transmuted dust, the former quickly permeates the latter, turning the dust into silty mud. If there is not a sufficient quantity of water to cause that effect, it simply soaks or

dampens the dust accordingly.

Only the liquid actually in the area of effect at the moment of spellcasting is affected. Potions that contain water as a component part are rendered useless. Living creatures are unaffected, except for those native to the elemental plane of Water. Such creatures must roll a successful saving throws vs. death or be slain. However, only one such creature can be affected by any single casting of this spell, regardless of the creature's size or the size of the spell's area of effect.

The reverse of this spell is simply a very high-powered *create water* spell that requires a pinch of normal dust as an additional material component.

For either usage of the spell, other components required are diamond dust of at least 500 gp value, a bit of sea shell, and the caster's holy symbol.

## Transport Via Plants
**(Alteration)**

Sphere: Plant
Range: Touch
Duration: Special
Area of Effect: Special
Components: V, S
Casting Time: 4
Saving Throw: None

By means of this spell, the caster is able to enter any plant (human-sized or larger) and pass any distance to a plant of the same species in a single round, regardless of the distance separating the two. The entry plant must be alive. The destination plant need not be familiar to the caster, but it also must be alive. If the caster is uncertain of the destination plant, he need merely determine direction and distance, and the *transport via plants* spell moves him as close as possible to the desired location. There is a 20% chance, reduced by 1% per level of experience of the caster, that the transport delivers the caster to a similar species of plant from 1 to 100 miles away from the desired destination plant. If a particular destination plant is desired, but the plant is not living, the spell fails and the caster must come forth from the entrance plant within 24 hours. Note that this spell does not function with plantlike creatures such as shambling mounds, treants, etc. The destruction of an occupied plant slays the caster (see the *plant door* spell).

## Turn Wood
**(Alteration)**

Sphere: Plant
Range: 0
Duration: 1 rd./level
Area of Effect: 20 ft./level x 120 ft.
Components: V, S
Casting Time: 9
Saving Throw: None

When this spell is cast, waves of force roll forth from the caster, moving in the direction he faces and causing all wooden objects in the path of the spell to be pushed away from the caster to the limit of the area of effect. Wooden objects above 3 inches in diameter that are fixed firmly are not affected, but loose objects (movable mantles, siege towers, etc.) move back. Objects less than 3 inches in diameter that are fixed splinter and

break, and the pieces move with the wave of force. Thus, objects such as wooden shields, spears, wooden weapon shafts and hafts, and arrows and bolts are pushed back, dragging those carrying them with them. If a spear is planted to prevent this forced movement, it splinters. Even magical items with wooden sections are turned, although an anti-magic shell blocks the effects. A successful *dispel magic* spell ends the effect. Otherwise, the *turn wood* spell lasts for one round for each experience level of the caster.

The waves of force continue to sweep down the set path for the spell's duration, pushing back wooden objects in the area of effect at a rate of 40 feet per melee round. The length of the path is 20 feet per level of the caster. Thus if a 14th-level priest casts a *turn wood* spell, the area of effect is 120 feet wide by 280 feet long, and the spell lasts 14 rounds. After casting the spell, the path is set and the caster can then do other things or go elsewhere without affecting the spell's power.

## Wall of Thorns
**(Conjuration/Summoning)**

Sphere: Plant, Creation
Range: 80 yds. Components: V, S
Duration: 1 turn/level Casting Time: 9
Area of Effect: One 10-ft. cube/level Saving Throw: None

The *wall of thorns* spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a person's finger. Any creature breaking through (or crashing into) the wall of thorns suffers 8 points of damage, plus an additional amount of damage equal to the creature's AC. Negative ACs subtract from the base 8 points of damage, but no adjustment is made for Dexterity. Any creature within the area of effect of the spell when it is cast, crashes into the *wall of thorns* and must break through to move. The damage is based on each 10-foot thickness of the barrier.

If the wall of thorns is chopped at, it takes at least four turns to cut a path through a 10-foot thickness. Normal fire cannot harm the barrier, but magical fires burn away the barrier in two turns, creating a wall of fire effect while doing so (see *wall of fire* spell). In this case, the cool side of the wall is that closest to the caster of the thorn wall.

The nearest edge of the wall of thorns appears up to 80 yards distant from the caster, as he desires. The spell's duration is one turn for each level of experience of the caster, and it covers one 10-foot cube per level of the caster in whatever shape the caster desires. Thus a 14th-level caster could create a wall of thorns up to 70 feet long by 20 feet high (or deep) by 10 feet deep (or high), a 10-foot-high by 10-foot-wide by 140-foot-long wall to block a dungeon passage, or any other sort of shape that suited his needs. The caster can also create a wall of 5-foot thickness, which inflicts half damage but can be doubled in one of the other dimensions. Note that those with the ability to pass through overgrown areas are not hindered by this barrier. The caster can dismiss the barrier on command.

## Weather Summoning
**(Conjuration/Summoning)**

Sphere: Weather

Range: 0 Components: V, S
Duration: Special Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

By this spell, the caster calls forth weather appropriate to the climate and season of the area he is in. Thus, in spring a tornado, thunderstorm, sleet storm, or hot weather could be summoned. In summer a torrential rain, heat wave, hail storm, etc., can be called for. In autumn, hot or cold weather, fog, sleet, etc., could be summoned. Winter enables great cold, blizzard, or thaw conditions to be summoned. Hurricane-force winds can be summoned near coastal regions in the later winter or early spring. The summoned weather is not under the control of the caster. It might last but a single turn, in the case of a tornado, or for hours or even days in other cases. The area of effect likewise varies from about 1 square mile to 100 square miles. Note that several casters can act in concert to greatly affect weather, controlling winds, and working jointly to summon very extreme weather conditions.

Within four turns after the spell is cast, the trend of the weather to come is apparent--e.g., clearing skies, gusts of warm or hot air, a chill breeze, overcast skies, etc. Summoned weather arrives 1d12+5 turns after the spell is cast. Note that the new weather condition cannot be changed by the caster once it has been summoned. Once the weather is fully summoned, it cannot be dispelled. If the summoning is successfully dispelled before it has been completed, the weather slowly reverts to its original condition.

### Word of Recall
**(Alteration)**

Sphere: Summoning
Range: 0 Components: V
Duration: Special Casting Time: 1
Area of Effect: The caster Saving Throw: None

The *word of recall* spell takes the priest instantly back to his sanctuary when the word is uttered. The sanctuary must be specifically designated in advance by the priest and must be a well-known place. The actual point of arrival is a designated area no larger than 10' x 10'. The priest can be transported any distance, from above or below ground. Transportation by the *word of recall* spell is safe within a plane, but for each plane the priest is removed, there is a 10% cumulative chance that the priest is irrevocably lost. The priest is able to transport, in addition to himself, 25 pounds of weight per experience level. Thus, a 15th-level priest could transport his person and an additional 375 pounds. This extra matter can be equipment, treasure, or even living material, such as another person. Exceeding this limit causes the spell to fail. Note that unusually strong physical fields, such as magnetic or gravitational forces, or even magical applications can, at the DM's option, make the use of this spell hazardous or impossible.

## Seventh-Level Spells

### Animate Rock

**(Alteration)**

Sphere: Elemental (Earth)
Range: 40 yds. Components: V, S, M
Duration: 1 rd./level Casting Time: 1 rd.
Area of Effect: 2 cu. ft./level Saving Throw: None

By employing an *animate rock* spell, the caster causes a stone object of up to the indicated size to move (see the 6th-level *animate object* spell.). The animated stone object must be separate (not a part of a huge boulder or the like). It follows the desire of the caster--attacking, breaking objects, blocking--while the magic lasts. It has no intelligence or volition of its own, but it follows instructions exactly as spoken. Only one set of instructions for one single action can be given to the animated rock, and the directions must be brief, about a dozen words or so. The rock remains animated for one round per experience level of the caster. The volume of rock that can be animated is also based on the experience level of the caster--2 cubic feet of stone per level, such as 24 cubic feet, a mass of about man-sized, at 12th level.

While the exact details of the animated rock are decided by the DM, its Armor Class is no worse than 5, and it has 1d3 hit points per cubic foot of volume. It uses the attack roll of the caster. The maximum damage it can inflict is 1d2 points per caster level. Thus, a 12th-level caster's rock might inflict 12 to 24 points of damage. Movement for a man-sized rock is 60 feet per round. A rock generally weighs from 100 to 300 pounds per cubic foot.

The material components for the spell are a stone and drop of the caster's blood.

## Astral Spell
**(Alteration)**

Sphere: Astral
Range: Touch Components: V, S
Duration: Special Casting Time: _ hour
Area of Effect: Special Saving Throw: None

By means of this spell, a priest is able to project his astral body into the Astral plane, leaving his physical body and material possessions behind on the Prime Material plane. As the Astral plane touches upon the first levels of all the outer planes, the priest can travel astrally to the first level of any of these outer planes as he wills. The priest then leaves the Astral plane, forming a body on the plane of existence he has chosen to enter. It is also possible to travel astrally anywhere in the Prime Material plane by means of the *astral* spell. However, a second body cannot be formed on the Prime Material plane.

As a general rule, a person astrally projected can be seen only by creatures on the Astral plane. The astral body is connected at all times to the material body by a silvery cord. If the cord is broken, the affected person is killed, astrally and materially, but generally only the psychic wind can cause the cord to break. When a second body is formed on a different plane, the silvery cord remains invisibly attached to the new body. If the second body or astral form is slain, the cord simply returns to the caster's body

where the body rests on the Prime Material plane, reviving it from its state of suspended animation. Although astral projections are able to function on the Astral plane, their actions affect only creatures existing on the Astral plane; a physical body must be materialized on other planes.

The spell lasts until the priest desires to end it, or until it is terminated by some outside means, such as *dispel magic* spell or destruction of the priest's body on the Prime Material plane--which kills the priest. The priest can project the astral forms of up to seven other creatures with himself by means of the *astral* spell, providing the creatures are linked in a circle with the priest. These fellow travelers are dependent upon the priest and can be stranded if something happens to the priest. Travel in the Astral plane can be slow or fast, according to the priest's desire. The ultimate destination arrived at is subject to the desire of the priest.

## Changestaff
### (Evocation, Enchantment)

Sphere: Plant, Creation
Range: Touch
Duration: Special
Area of Effect: The caster's staff
Components: V, S, M
Casting Time: 4
Saving Throw: None

By means of this spell, the caster is able to change a specially prepared staff into a treantlike creature of the largest size, about 24 feet tall. When the priest plants the end of the staff in the ground and speaks a special command and invocation, the staff turns into a treantlike creature with 12 Hit Dice, 40 hit points, and Armor Class 0. It attacks twice per round, inflicting 4d6 points of damage with every successful attack. The staff-treant defends the caster and obeys any spoken commands. However, it is by no means a true treant; it cannot converse with actual treants or control trees. The transformation lasts either for as many turns as the caster has experience levels, until the caster commands the staff to return to its true form, or until the staff is destroyed, whichever occurs first. If the staff-treant is reduced to 0 hit points or less, it crumbles to a sawdustlike powder and the staff is destroyed. Otherwise, the staff can be used again after 24 hours and the staff-treant is at full strength.

To cast a *changestaff* spell, the caster must have either his holy symbol or leaves (ash, oak, or yew) of the same sort as the staff.

The staff for the *changestaff* spell must be specially prepared. The staff must be a sound limb cut from an ash, oak, or yew tree struck by lightning no more than 24 hours before the limb is cut. The limb must then be cured by sun drying and special smoke for 28 days. Then it must be shaped, carved, and polished for another 28 days. The caster cannot adventure or engage in other strenuous activity during either of these periods. The finished staff, engraved with woodland scenes, is then rubbed with the juice of holly berries, and the end of it is thrust into the earth of the caster's grove while he casts a *speak with plant* spell, calling upon the staff to assist in time of need. The item is then charged with a magic that will last for many changes from staff to treant and back again.

## Chariot of Sustarre

**(Evocation)**

Sphere: Elemental (Fire), Creation
Range: 10 yds. Components: V, S, M
Duration: 12 hours Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

When this spell is cast, it brings forth a large, flaming chariot pulled by two fiery horses from the elemental plane of Fire. These appear in a clap of thunder amid a cloud of smoke. The vehicle moves at 24 on the ground, 48 flying, and can carry the caster and up to seven other creatures of man-size or less. The passengers must be touched by the caster to protect them from the flames of the chariot. Creatures other than the caster and his designated passengers sustain 2d4 points of fire damage each round if they come within 5 feet of the horses or chariot. Such creatures suffer no damage if they evade the area by rolling successful saving throws vs. petrification, with Dexterity adjustments.

The caster controls the chariot by verbal command, causing the flaming steeds to stop or go, walk, trot, run or fly, and turn left or right as he desires. Note that the chariot of Sustarre is a physical manifestation and can sustain damage. The vehicle and steeds are struck only by magical weapons or by water (one quart of which inflicts 1 point of damage). They are Armor Class 2, and each requires 30 points of damage to dispel. Naturally, fire has no effect upon either the vehicle or its steeds, but magical fires other than those of the chariot can affect the riders. Other spells, such as a successful *dispel magic* or *holy word*, will force the chariot back to its home plane, without its passengers. The chariot can be summoned only once per week.

The material components are a small piece of wood, two holly berries, and a fire source at least equal to a torch.

## Confusion
**(Enchantment/Charm)**

Sphere: Charm
Range: 80 yds. Components: V, S, M
Duration: 1 rd./level Casting Time: 1 rd.
Area of Effect: 1d4 creatures in 40-ft. sq. Saving Throw: Special

This spell causes confusion in one or more creatures within the area, creating indecision and the inability to take effective action. The spell affects 1d4 creatures, plus one creature per two caster levels. Thus, seven to ten creatures can be affected by a 12th- or 13th-level caster, eight to 11 by a 14th- or 15th-level caster, etc. These creatures are allowed saving throws vs. spell with -2 penalties, adjusted for Wisdom. Those successfully saving are unaffected by the spell. Confused creatures react as follows (roll 1d10):

| d10 | Reaction |
|---|---|
| 1 | Wander away (unless prevented) for duration of spell |
| 2-6 | Stand confused one round (then roll again) |

7-9 Attack nearest creature for one round (then roll again)
10 Act normally for one round (then roll again)

The spell lasts one round for each level of the caster. Those who fail their saving throws are checked by the DM for actions each round, for the duration of the spell, or until the "wander away for the duration of the spell" result occurs.

Wandering creatures move as far from the caster as possible in their most typical mode of movement (characters walk, fish swim, bats fly, etc.). This is not panicked flight. Wandering creatures also have a 50% chance of using any special innate movement abilities (plane shift, burrowing, flight, etc.). Saving throws and actions are checked at the beginning of each round. Any confused creature that is attacked perceives the attacker as an enemy and acts according to its basic nature.

The material component of this spell is a set of three nut shells.

Note: If there are many creatures involved, the DM may decide to assume average results. For example, if there are 16 orcs affected and 25% could be expected to successfully roll the saving throw, then four are assumed to have succeeded, one wanders away, four attack the nearest creature, six stand confused and the last acts normally but must check next round. Since the orcs are not near the party, the DM decides that two who are supposed to attack the nearest creature attack each other, one attacks an orc that saved, and one attacks a confused orc, which strikes back. The next round, the base is 11 orcs, since four originally saved and one wandered off. Another one wanders off, five stands confused, four attack, and one acts normally.

## Conjure Earth Elemental
**(Conjuration/Summoning)**
**Reversible**

Sphere: Elemental (Earth), Summoning
Range: 40 yds. Components: V, S
Duration: 1 turn/level Casting Time: 1 turn
Area of Effect: Special Saving Throw: None

A caster who performs a *conjure earth elemental* spell summons an earth elemental to do his bidding. The elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely have 21 to 24 Hit Dice (20 + 1d4). Further, the caster needs but to command it, and it does as desired. The elemental regards the caster as a friend to be obeyed. The elemental remains until destroyed, dispelled, sent away by dismissal or a *holy word* spell (see the *conjure fire elemental* spell), or the spell duration expires.

## Control Weather
**(Alteration)**

Sphere: Weather
Range: 0 Components: V, S, M
Duration: 4d12 hours Casting Time: 1 turn
Area of Effect: 4d4 sq. miles Saving Throw: None

The *control weather* spell enables a priest to change the weather in the local area. The spell affects the weather for 4d12 hours in an area of 4d4 square miles. It requires one turn to cast the spell, and an additional 1d4 turns for the effects of the spell to be felt. The current weather conditions are decided by the DM, depending on the climate and season. Weather conditions have three components: precipitation, temperature, and wind. The spell can change these conditions according to the following chart:

| **Precipitation** | **Temperature** | **Wind** |
|---|---|---|
| CLEAR | HOT | CALM |
| very clear | sweltering heat | dead calm |
| light clouds or hazy | warm | light wind |
| PARTLY CLOUDY | WARM | moderate wind |
| clear weather | hot | MODERATE WIND |
| cloudy | cool | calm |
| mist/light rain/hail | COOL | strong wind |
| sleet/light snow | warm | STRONG WIND |
| CLOUDY | cold | moderate wind |
| partly cloudy | COLD | gale |
| deep clouds | cool | GALE |
| fog | arctic cold | strong wind |
| heavy rain/large hail | storm | gale |
| driving sleet/snow | STORM | hurricane |

The upper-case headings represent existing weather conditions. The lower-case headings below are the new conditions to which the caster can change the existing conditions. In addition, the caster can control the direction of the wind. For example, a day that is clear, warm, and with moderate wind can be controlled to become hazy, hot, and calm. Contradictions are not possible--fog and strong wind, for example. Multiple *control weather* spells can be used only in succession.

The material components for this spell are the priest's religious symbol, incense, and prayer beads or similar prayer object. Obviously, the spell functions only in areas where there are appropriate climatic conditions.

If Weather is a major sphere for the priest (as it is for druids), duration and area are doubled, and the caster can change the prevailing weather by *two* places. For example, he can cause precipitation to go from partly cloudy to heavy sleet, temperature to go from cool to arctic, and wind to go from calm to strong.

## Creeping Doom
### (Conjuration/Summoning)

Sphere: Animal, Summoning
Range: 0 Components: V, S
Duration: 4 rds./level Casting Time: 1 rd.

Area of Effect: Special Saving Throw: None

When the caster utters the spell of *creeping doom*, he calls forth a mass of from 500 to 1,000 ([1d6 + 4] x 100) venomous, biting and stinging arachnids, insects, and myriapods. This carpetlike mass swarms in an area 20 feet square. Upon command from the caster, the swarm creeps forth at 10 feet per round toward any prey within 80 yards, moving in the direction in which the caster commands. The creeping doom slays any creature subject to normal attacks, as each of the small horrors inflicts 1 point of damage (each then dies after its attack), so that up to 1,000 points of damage can be inflicted on creatures within the path of the creeping doom. If the creeping doom travels more than 80 yards away from the summoner, it loses 50 of its number for each 10 yards beyond 80 yards. For example, at 100 yards, its number has shrunk by 100. There are a number of ways to thwart or destroy the creatures forming the swarm. The solutions are left to the imaginations of players and DMs.

## Earthquake
### (Alteration)

Sphere: Elemental (Earth)
Range: 120 yds. Components: V, S, M
Duration: 1 rd. Casting Time: 1 turn
Area of Effect: 5-ft. diameter/level Saving Throw: None

When this spell is cast by a priest, a local tremor of fairly high strength rips the ground. The shock is over in one round. The earthquake affects all terrain, vegetation, structures, and creatures in its area of effect. The area of effect of the *earthquake* spell is circular, with a diameter of 5 feet for every experience level of the priest casting it. Thus a 20th-level priest casts an *earthquake* spell with a 100-foot-diameter area of effect.

Solidly built structures with foundations reaching down to bedrock sustain one-half damage; one-quarter damage if they score above 50% on a saving throw. An earth elemental opposed to the caster in the area of effect can negate 10% to 100% (roll 1d10, 0 = 100%) of the effect. Other magical protections and wards allowed by the DM may also reduce or negate this effect. If cast undersea, this spell may, at the discretion of the DM, create a tsunami or tidal wave.

The material components for this spell are a pinch of dirt, a piece of rock, and a lump of clay.

### Earthquake Effects

TERRAIN
**Cave or cavern**--Collapses roof
**Cliffs**--Crumble, causing landslide
**Ground**--Cracks open, causing the following fractions of creatures to fall in and die:
Size S: 1 in 4
Size M: 1 in 6
Size L: 1 in 8

**Marsh**--Drains water to form muddy, rough ground.
**Tunnel**--Caves in

VEGETATION
**Small growth**--No effect
**Trees**--1 in 3 are uprooted and fall

STRUCTURES
**All structures**--Sustain 5d12 points of structural damage; those suffering full damage are thrown down in rubble

CREATURES (See TERRAIN entry)

## Exaction
### (Evocation, Alteration)

Sphere: Charm, Summoning
Range: 10 yds. Components: V, S, M
Duration: Special Casting Time: 1 rd.
Area of Effect: 1 creature Saving Throw: None

When this spell is employed, the priest confronts some powerful creature from another plane (including devas and other powerful minions, for instance, but not demigods or deities of any sort) and requires of it some duty or quest. A creature of an alignment opposed to the priest (e.g., evil if the priest is good, chaotic if the priest is lawful) cannot be ordered around unless it is willing. Note that an absolute (true) neutral creature is effectively opposed to both good and evil, and both law and chaos.

The spellcaster must know something about the creature to exact service from it, or else he must offer some fair trade in return for the service. That is, if the priest is aware that the creature has received some favor from someone of the priest's alignment, then the *exaction* spell can name this as cause. If no balancing reason for service is known, then some valuable gift or service must be pledged in return for the exaction. The service exacted must be reasonable with respect to the past or promised favor or reward, and with the being's effort and risk. The spell then acts, subject to a magic resistance roll, as a quest upon the being that is to perform the required service. Immediately upon completion of the service, the being is transported to the vicinity of the priest, and the priest must then and there return the promised reward, whether it is irrevocable cancellation of a past debt or the giving of some service or other material reward. After this is done, the creature is instantly freed to return to its own plane.

The DM adjudicates when an equitable arrangement has been reached. If the caster requests too much, the creature is free to depart or to attack the priest (as if the agreement were breached) according to its nature. If circumstances leave the situation unbalanced (for example, the creature dies while achieving a result that was not worth dying for), then this might create a debt owed by the caster to the creature's surviving kith and kin, making the caster vulnerable to a future *exaction* spell from that quarter. Agreeing to a future exaction or release in the event of catastrophic failure or death are common caster

pledges in securing an exaction.

Failure to fulfill the promise to the letter results in the priest being subject to exaction by the subject creature or by its master, liege, etc., at the very least. At worst, the creature can attack the reneging priest without fear of any of his spells affecting it, for the priest's failure to live up to the bargain gives the creature immunity from the priest's spell powers.

The material components of this spell are the priest's holy symbol, some matter or substance from the plane of the creature from whom an exaction is expected, and knowledge of the creature's nature or actions that is written out on a parchment that is burned to seal the pledge.

## Fire Storm
**(Evocation)**
**Reversible**

Sphere: Elemental (Fire)
Range: 160 yds. Components: V, S
Duration: 1 rd. Casting Time: 1 rd.
Area of Effect: two 10-ft. cubes/level Saving Throw: _

When a *fire storm* spell is cast, the whole area is shot through with sheets of roaring flame that equal a *wall of fire* spell in effect. Creatures within the area of fire and 10 feet or less from the edge of the affected area receive 2d8 points of damage plus additional damage equal to the caster's level (2d8 +1/level). Creatures that roll successful saving throws vs. spell suffer only one-half damage. The damage is inflicted each round the creature stays in the area of effect. The area of effect is equal to two 10-foot x 10-foot cubes per level of the cater--e.g., a 13th-level caster can cast a *fire storm* measuring 130 feet x 20 feet x 10 feet. The height of the storm is 10 or 20 feet; the imbalance of its area must be in length and width.

The reverse spell, *fire quench*, smothers twice the area of effect of a *fire storm* spell with respect to normal fires, and the normal area of effect with respect to magical fires. Fire-based creatures, such as elementals, salamanders, etc., of less than demigod status have a 5% chance per experience level of the caster of being extinguished. If cast only against a *flametongue* sword, the sword must roll a successful saving throw vs. crushing blow or be rendered nonmagical. Such a sword in the possession of a creature first receives the creature's saving throw, and if this is successful, the second saving throw is automatically successful.

## Gate
**(Conjuration/Summoning)**

Sphere: Summoning
Range: 30 yds. Components: V, S
Duration: Special Casting Time: 5
Area of Effect: Special Saving Throw: None

Casting a *gate* spell has two effects: it causes an interdimensional connection between the plane of existence the priest is in and the plane in which dwells a specific being of great power. The result of this connection is that the sought-after being can step through the gate or portal, from its plane to that of the priest. Uttering the spell attracts the attention of the dweller on the other plane. When casting the spell, the priest must name the entity he desires to make use of the gate and to come to his aid. There is a 100% chance that *something* steps through the gate. The actions of the being that comes through depend on many factors, including the alignment of the priest, the nature of those accompanying him, and who or what opposes or threatens the priest. The DM will decide the exact result of the spell, based on the creature called, the desires of the caster and the needs of the moment. The being gates in either returns immediately or remains to take action. Casting this spell ages the priest five years.

## Holy Word
**(Conjuration/Summoning)**
**Reversible**

Sphere: Combat
Range: 0
Duration: Special
Area of Effect: 30-ft. radius
Components: V
Casting Time: 1
Saving Throw: None

Uttering a *holy word* spell creates magic of tremendous power. It drives off evil creatures from other planes, forcing them to return to their own planes of existence, provided the speaker is in his home plane. Creatures so banished cannot return for at least a day. The spell further affects creatures of differing alignment as shown on the following table:

## Effects of Holy Word

| Creature's Hit Dice or Level | General | Attack Move | Dice | Spells |
|---|---|---|---|---|
| Less than 4 | Kills | -- | -- | -- |
| 4 to 7+ | Paralyzes 1d4 turns | -- | -- | -- |
| 8 to 11+ | Slows 2d4 rounds | -50% | -4* | -- |
| 12 or more | Deafens 1d4 rounds | -25% | -2 | 50% chance of failure |

* Slowed creatures attack only on even-numbered rounds until the effect wears off.

Affected creatures are those within the 30-foot-radius area of effect, which is centered on the priest casting the spell. The side effects are negated for deafened or silenced creatures, but such are still driven off if other-planar.

The reverse, *unholy word*, operates exactly the same way but affects creatures of good alignment.

## Regenerate
**(Necrmancy)**
**Reversible**

Sphere: Necromatic
Range: Touch
Duration: Permanent
Area of Effect: Creature touched
Components: V,S,M
Casting Time: 3 rounds
Saving Throw: None

When a *regenerate* spell is cast, body members (fingers, toes, hands, feet, arms, legs, tails, or even heads of multi-headed creatues), bones, and organs grow back. The process of regeneration requies but one round if the severed member(s) is (are) present and touching the creature, 2d4turns otherwise. The creature must be lving to receive the benefits of this spell. If the severed member is not present, or if the injury isolder than ond day per caste level, the recipient must roll a successful system shock check to survive the spell.

The revers, *withe*r, causes the member or organ touched to cease functioning in one round, dropping off into dust in 2d4 turns. Creatures must be touched for the harmful effect to occur.

The material components of this spell are a prayer device and holy water (or unholy water for the reverse).

## Reincarnate
**(Necromancy)**

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 person
Components: V, S
Casting Time: 1 turn
Saving Throw: None

With this spell, the priest can bring back a dead person in another body, if death occurred no more than one week before the casting of the spell. Reincarnation does not require any saving throw, system shock, or resurrection survival roll. The corpse is touched, and a new incarnation of the person appears in the area in 1d6 turns. The person reincarnated recalls the majority of his former life and form, but the character class, if any, of the new incarnation might be very different indeed. The new incarnation is determined on the following table or by DM choice. If a player character race is indicated, the character must be created. At the DM's option, certain special (expensive) incenses can be used that may increase the chance for a character to return as a specific race or species. A *wish* spell can restore a reincarnated character to its original form and status.

| D100 Roll | Incarnation |
|---|---|
| 01-03 | Badger |
| 04-08 | Bear, black |
| 09-12 | Bear, brown |
| 13-16 | Boar, wild |
| 17-19 | Centaur |
| 20-23 | Dryad |
| 24-28 | Eagle |
| 29-31 | Elf |
| 32-34 | Faun/satyr |
| 35-36 | Fox |
| 37-40 | Gnome |
| 41-44 | Hawk |
| 45-58 | Human |
| 59-61 | Lynx |
| 62-64 | Owl |
| 65-68 | Pixie |
| 69-70 | Raccoon |
| 71-75 | Stag |
| 76-80 | Wolf |
| 81-85 | Wolverine |
| 86-00 | DM's choice |

If an unusual creature form is indicated, the DM can (at his option only) use the guidelines for new player character races to allow the character to earn experience and advance in levels, although this may not be in the same class as before. If the reincarnated character returns as a creature eligible to be the same class as he was previously (i.e., a human fighter returns as an elf), the reincarnated character has half his previous levels and hit points. If the character returns as a new character class, his hit points are half his previous total, but he must begin again at 1st level. If the character returns as a creature unable to have a class, he has half the hit points and saving throws of his previous incarnation.

## Restoration
**(Necromancy)**
**Reversible**

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S
Casting Time: 3 rds.
Saving Throw: None

When this spell is cast, the life energy level of the recipient creature is raised by one. This reverses any previous life energy level drain of the creature by a force or monster. Thus, if a 10th-level character had been struck by a wight and drained to 9th level, the

*restoration* spell would bring the character up to exactly the number of experience points necessary to restore him to 10th level once again, restoring additional Hit Dice (or hit points) and level functions accordingly. Restoration is effective only if the spell is cast within one day of the recipient's loss of life energy, per experience level of the priest casting it. A *restoration* spell restores the intelligence of a creature affected by a *feeblemind* spell. It also negates all forms of insanity. Casting this spell ages both the caster and the recipient by two years.

The reverse, *energy drain*, draws away one life energy level (see such undead as spectre, wight, and vampire, in the Monstrous Manual). The energy drain requires the victim to be touched. Casting this form of the spell does not age the caster.

## Resurrection
**(Necromancy)**
**Reversible**

Sphere: Necromantic
Range: Touch
Duration: Permanent
Area of Effect: 1 creature
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

The priest is able to restore life and complete strength to any living creature, including elves, by bestowing the *resurrection* spell. The creature can have been dead up to 10 years per level of the priest casting the spell. Thus, a 19th-level priest can resurrect the bones of a creature dead up to 190 years. The creature, upon surviving a resurrection survival check, is immediately restored to full hit points and can perform strenuous activity. The spell cannot bring back a creature that has reached its allotted life span (i.e., died of natural causes). Casting this spell makes it impossible for the priest to cast further spells or engage in combat until he has had one day of bed rest for each experience level or Hit Die of the creature brought back to life. The caster ages three years upon casting this spell.

The reverse, *destruction*, causes the victim of the spell to be instantly dead and turned to dust. A *wish* spell or equivalent is required for recovery. Destruction requires a touch, either in combat or otherwise, and does not age the caster. In addition, the victim is allowed a saving throw (with a -4 penalty). If the save is successful, the victim receives 8d6 points of damage instead.

The material components of the spell are the priest's religious symbol and holy water (unholy water for the reverse spell). The DM may reduce the chances of successful resurrection if little of the creature's remains are available.

## Succor
**(Alteration, Enchantment)**
**Reversible**

Sphere: Summoning
Range: Touch
Duration: Special
Components: V, S, M
Casting Time: 1 day

Area of Effect: 1 person Saving Throw: None

By casting this spell, the priest creates a powerful magic aura in some specially prepared object--a string of prayer beads, a small clay tablet, an ivory baton, etc. This object radiates magic, for it contains the power to instantaneously transport its possessor to the sanctuary of the priest who created its magic. Once the item is enchanted, the priest must give it willingly to an individual, at the same time informing him of a command word to be spoken when the item is to be used. To make use of the item, the recipient must speak the command word at the same time that he rends or breaks the item. When this is done, the individual and all that he is wearing and carrying (up to the maximum encumbrance limit for the character) are instantly transported to the sanctuary of the priest, just as if the individual were capable of speaking a *word of recall* spell. No other creatures can be affected.

The reversed application of the spell causes the priest to be transported to the immediate vicinity of the possessor of the item when it is broken and the command word said. The priest has a general idea of the location and situation of the item's possessor, and can choose not to be affected by this summons. This decision is made at the instant when the transportation is to take place. However, if he chooses not to go, the opportunity is gone forever and the spell is wasted.

The cost of preparing the special item (for either version of the spell) varies from 2,000 to 5,000 gp. The more costly items can transport the subject from one plane of existence to another, if the DM allows. Note that the same factors that can prevent the operation of the *plane shift* and *teleport* spells can also prevent the use of this spell.

## Sunray
### (Evocation, Alteration)

Sphere: Sun
Range: 10 yds./level Components: V, S, M
Duration: 1+1d4 rds. Casting Time: 4
Area of Effect: 5-ft. radius (special) Saving Throw: Special

With this spell, the caster can evoke a dazzling beam of light each round in which no action other than movement is performed. The sunray is like a ray of natural sunlight. All creatures in the 10-foot-diameter area of effect must roll successful saving throws vs. spell or be blinded for 1d3 rounds, those using infravision at the time for 2d4 rounds. Creatures to whom sunlight is harmful or unnatural suffer permanent blindness if the saving throw is failed, and are blinded for 2d6 rounds if the saving throw is successful. Those within its area of effect, as well as creatures within 20 feet of its perimeter, lose any infravision capabilities for 1d4+1 rounds.

Undead caught within the sunray's area of effect receive 8d6 points of damage, one-half if a saving throw vs. spell is successful. Those undead 20 feet to either side of the sunray's area of effect receive 3d6 points of damage, no damage if a save is successful. In addition, the ray may result in the total destruction of those undead specifically affected by sunlight, if their saving throws are failed. The ultraviolet light generated by the spell inflicts damage on fungoid creatures and subterranean fungi just as if they were undead,

but no saving throw is allowed.

The material components are an aster seed and a piece of adventuring feldspar (sunstone).

## Symbol
### (Conjuration/Summoning)

Sphere: Guardian
Range: Touch
Duration: 1 turn/level
Area of Effect: 60 ft. radius
Components: V, S, M
Casting Time: 3
Saving Throw: Neg.

The priest casting this spell inscribes a glowing symbol in the air upon any surface, according to his desire. Any creature looking at the completed symbol within 60 feet must roll a successful saving throw vs. spell or suffer the effect. The symbol glows for one turn for each experience level of the caster. The particular symbol used is selected by the caster at the time of casting. The caster will not be affected by his own symbol. One of the following effects is chosen by the caster:

**Hopelessness**: Creatures seeing it must turn back in dejection or surrender to capture or attack unless they roll successful saving throws vs. spell. Its effects last for 3d4 turns.
**Pain:** Creatures affected suffer -4 penalties to their attack rolls and -2 penalties to their Dexterity ability scores due to wracking pains. The effects last for 2d10 turns.
**Persuasion**: Creatures seeing the symbol become of the same alignment as and friendly to the priest who scribed the symbol for 1d20 turns unless a saving throw vs. spell is successful.

The material components of this spell are mercury and phosphorous (see 8th-level wizard spell, *symbol*).

## Transmute Metal to Wood
### (Alteration)

Sphere: Elemental (Earth)
Range: 80 yds.
Duration: Permanent
Area of Effect: 1 metal object
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: Special

The *transmute metal to wood* spell enables the caster to change an object from metal to wood. The volume of metal cannot exceed a maximum weight of 10 pounds per experience level of the priest. Magical objects made of metal are 90% resistant to the spell, and those on the person of a creature receive the creature's saving throw as well. Artifacts and relics cannot be transmuted. Note that only a *wish* spell or similar magic can restore a transmuted object to its metallic state. Otherwise, for example, a metal door changed to wood would be forevermore a wooden door.

### Wind Walk
**(Alteration)**

Sphere: Elemental (Air)
Range: Touch
Duration: 1 hour/level
Area of Effect: Caster + 1 person/8 levels
Components: V, S, M
Casting Time: 1 rd.
Saving Throw: None

This spell enables the priest (and possibly one or two other persons) to alter the substance of his body to a cloudlike vapor. A magical wind then wafts the priest along at a movement rate of 60, or as slow as 6, as the spellcaster wills. The *wind walk* spell lasts as long as the priest desires, up to a maximum duration of six turns (one hour) per experience level of the caster. For every eight levels of experience the priest has attained, up to 24, he is able to touch another person and carry that person, or those persons, along on the wind walk. Persons wind walking are not invisible, but rather appear misty and translucent. If fully clothed in white, they are 80% likely to be mistaken for clouds, fog, vapors, etc. The priest can regain his physical form as desired, each change to and from vaporous form requiring five rounds. While in vaporous form, the priest and companions are hit only by magic or magical weaponry, though they may be subject to high winds at the DM's discretion. No spellcasting is possible in vaporous form.

The material components of this spell are fire and holy water.

# Appendix 5:
# Wizard Spells by School

## Abjuration

Alarm (1st)
Cantrip (1st)
Protection From Evil (1st)
Protection From Cantrips (2nd)
Dispel Magic (3rd)
Non-Detection (3rd)
Protection From Evil, 10-foot Radius (3rd)
Protection From Normal Missiles (3rd)
Fire Trap (4th)
Minor Globe of Invulnerability (4th)
Remove Curse (4th)
Avoidance (5th)
Dismissal (5th)
Anti-Magic Shell (6th)
Globe of Invulnerability (6th)

Repulsion (6th)
Banishment (7th)
Sequester (7th)
Spell Turning (7th)
Mind Blank (8th)
Serten's Spell Immunity (8th)
Imprisonment (9th)
Prismatic Sphere (9th)

## Alteration

Affect Normal Fires (1st)
Burning Hands (1st)
Cantrip (1st)
Color Spray (1st)
Comprehend Languages (1st)
Dancing Lights (1st)
Enlarge (1st)
Erase (1st)
Feather Fall (1st)
Gaze Reflection (1st)
Hold Portal (1st)
Jump (1st)
Light (1st)
Mending (1st)
Message (1st)
Shocking Grasp (1st)
Spider Climb (1st)
Wizard Mark (1st)
Alter Self (2nd)
Continual Light (2nd)
Darkness, 15-foot Radius (2nd)
Deeppockets (2nd)
Fog Cloud (2nd)
Fools' Gold (2nd)
Irritation (2nd)
Knock (2nd)
Levitate (2nd)
Magic Mouth (2nd)
Pyrotechnics (2nd)
Rope Trick (2nd)
Shatter (2nd)
Strength (2nd)
Whispering Wind (2nd)
Wizard Lock (2nd)
Blink (3rd)

Delude (3rd)
Explosive Runes (3rd)
Fly (3rd)
Gust of Wind (3rd)
Haste (3rd)
Infravision (3rd)
Item (3rd)
Leomund's Tiny Hut (3rd)
Melf's Minute Meteors (3rd)
Secret Page (3rd)
Slow (3rd)
Tongues (3rd)
Water Breathing (3rd)
Wind Wall (3rd)
Wraithform (3rd)
Dimension Door (4th)
Extension I (4th)
Fire Shield (4th)
Leomund's Secure Shelter (4th)
Massmorph (4th)
Otiluke's Resilient Sphere (4th)
Plant Growth (4th)
Polymorph Other (4th)
Polymorph Self (4th)
Rainbow Pattern (4th)
Rary's Mnemonic Enhancer (4th)
Solid Fog (4th)
Stoneskin (4th)
Vacancy (4th)
Wizard Eye (4th)
Airy Water (5th)
Animal Growth (5th)
Avoidance (5th)
Distance Distortion (5th)
Extension II (5th)
Fabricate (5th)
Leomund's Secret Chest (5th)
Passwall (5th)
Stone Shape (5th)
Telekinesis (5th)
Teleport (5th)
Transmute Rock to Mud (5th)
Control Weather (6th)
Death Fog (6th)
Disintegrate (6th)
Extension III (6th)

Glassee (6th)
Guards and Wards (6th)
Lower Water (6th)
Mirage Arcana (6th)
Mordenkainen's Lucubration (6th)
Move Earth (6th)
Otiluke's Freezing Sphere (6th)
Part Water (6th)
Project Image (6th)
Stone to Flesh (6th)
Tenser's Transformation (6th)
Transmute Water to Dust (6th)
Duo-Dimension (7th)
Mordenkainen's Magnificent Mansion (7th)
Phase Door (7th)
Reverse Gravity (7th)
Statue (7th)
Teleport Without Error (7th)
Vanish (7th)
Glassteel (8th)
Incendiary Cloud (8th)
Otiluke's Telekinetic Sphere (8th)
Permanency (8th)
Polymorph Any Object (8th)
Sink (8th)
Crystalbrittle (9th)
Mordenkainen's Disjunction (9th)
Shape Change (9th)
Succor (9th)
Temporal Stasis (9th)
Time Stop (9th)

## Conjuration/Summoning

Armor (1st)
Cantrip (1st)
Find Familiar (1st)
Grease (1st)
Mount (1st)
Unseen Servant (1st)
Glitterdust (2nd)
Melf's Acid Arrow (2nd)
Summon Swarm (2nd)
Flame Arrow (3rd)
Monster Summoning I (3rd)
Phantom Steed (3rd)

Sepia Snake Sigil (3rd)
Evard's Black Tentacles (4th)
Monster Summoning III (5th)
Mordenkainen's Faithful Hound (5th)
Summon Shadow (5th)
Conjure Animals (6th)
Ensnarement (6th)
Invisible Stalker (6th)
Monster Summoning IV (6th)
Drawmij's Instant Summons (7th)
Limited Wish (7th)
Monster Summoning V (7th)
Mordenkainen's Magnificent Mansion (7th)
Power Word, Stun (7th)
Prismatic Spray (7th)
Maze (8th)
Monster Summoning VI (8th)
Power Word, Blind (8th)
Prismatic Wall (8th)
Symbol (8th)
Trap the Soul (8th)
Gate (9th)
Monster Summoning VII (9th)
Power Word, Kill (9th)
Prismatic Sphere (9th)
Wish (9th)

## Enchantment/Charm

Cantrip (1st)
Charm Person (1st)
Friends (1st)
Hypnotism (1st)
Sleep (1st)
Taunt (1st)
Bind (2nd)
Deeppockets (2nd)
Forget (2nd)
Ray of Enfeeblement (2nd)
Scare (2nd)
Tasha's Uncontrollable Hideous Laughter (2nd)
Hold Person (3rd)
Suggestion (3rd)
Charm Monster (4th)
Confusion (4th)
Emotion (4th)

Enchanted Weapon (4th)
Fire Charm (4th)
Fumble (4th)
Leomund's Secure Shelter (4th)
Magic Mirror (4th)
Chaos (5th)
Domination (5th)
Fabricate (5th)
Feeblemind (5th)
Hold Monster (5th)
Leomund's Lamentable Belaborment (5th)
Enchant an Item (6th)
Eyebite (6th)
Geas (6th)
Guards and Wards (6th)
Mass Suggestion (6th)
Charm Plants (7th)
Shadow Walk (7th)
Antipathy-Sympathy (8th)
Binding (8th)
Demand (8th)
Mass Charm (8th)
Otto's Irresistible Dance (8th)
Sink (8th)
Mordenkainen's Disjunction (9th)
Succor (9th)

## Illusion/Phantasm

Audible Glamer (1st)
Cantrip (1st)
Change Self (1st)
Nystul's Magical Aura (1st)
Phantasmal Force (1st)
Spook (1st)
Ventriloquism (1st)
Blindness (2nd)
Blur (2nd)
Deafness (2nd)
Fools' Gold (2nd)
Hypnotic Pattern (2nd)
Improved Phantasmal Force (2nd)
Invisibility (2nd)
Leomund's Trap (2nd)
Mirror Image (2nd)
Misdirection (2nd)

Whispering Wind (2nd)
Illusionary Script (3rd)
Invisibility, 10-foot Radius (3rd)
Phantom Steed (3rd)
Spectral Force (3rd)
Wraithform (3rd)
Fear (4th)
Hallucinatory Terrain (4th)
Illusionary Wall (4th)
Improved Invisibility (4th)
Minor Creation (4th)
Phantasmal Killer (4th)
Rainbow Pattern (4th)
Shadow Monsters (4th)
Vacancy (4th)
Advanced Illusion (5th)
Demi-Shadow Monsters (5th)
Dream (5th)
Major Creation (5th)
Seeming (5th)
Shadow Door (5th)
Shadow Magic (5th)
Demi-Shadow Magic (6th)
Eyebite (6th)
Mirage Arcana (6th)
Mislead (6th)
Permanent Illusion (6th)
Programmed Illusion (6th)
Project Image (6th)
Shades (6th)
Veil (6th)
Mass Invisibility (7th)
Sequester (7th)
Shadow Walk (7th)
Simulacrum (7th)
Screen (8th)
Weird (9th)

## Invocation/Evocation

Alarm (1st)
Cantrip (1st)
Magic Missile (1st)
Shield (1st)
Tenser's Floating Disc (1st)
Wall of Fog (1st)

Flaming Sphere (2nd)
Stinking Cloud (2nd)
Web (2nd)
Fireball (3rd)
Lightning Bolt (3rd)
Melf's Minute Meteors (3rd)
Dig (4th)
Fire Shield (4th)
Fire Trap (4th)
Ice Storm (4th)
Otiluke's Resilient Sphere (4th)
Shout (4th)
Wall of Fire (4th)
Wall of Ice (4th)
Bigby's Interposing Hand (5th)
Cloudkill (5th)
Cone of Cold (5th)
Dream (5th)
Leomund's Lamentable Belaborment (5th)
Sending (5th)
Wall of Force (5th)
Wall of Iron (5th)
Wall of Stone (5th)
Bigby's Forceful Hand (6th)
Chain Lightning (6th)
Contingency (6th)
Death Fog (6th)
Enchant an Item (6th)
Guards and Wards (6th)
Otiluke's Freezing Sphere (6th)
Tenser's Transformation (6th)
Bigby's Grasping Hand (7th)
Delayed Blast Fireball (7th)
Forcecage (7th)
Limited Wish (7th)
Mordenkainen's Sword (7th)
Bigby's Clenched Fist (8th)
Binding (8th)
Incendiary Cloud (8th)
Otiluke's Telekinetic Sphere (8th)
Astral Spell (9th)
Bigby's Crushing Hand (9th)
Energy Drain (9th)
Meteor Swarm (9th)

## Lesser/Greater Divination

Cantrip (1st)
Detect Magic (1st)
Detect Undead (1st)
Identify (1st)
Read Magic (1st)
Detect Evil (2nd)
Detect Invisibility (2nd)
ESP (2nd)
Know Alignment (2nd)
Locate Object (2nd)
Clairaudience (3rd)
Clairvoyance (3rd)
Detect Scrying (4th)
Magic Mirror (4th)
Contact Other Plane (5th)
False Vision (5th)
Legend Lore (6th)
True Seeing (6th)
Vision (7th)
Screen (8th)
Foresight (9th)

## Necromancy

Cantrip (1st)
Chill Touch (1st)
Detect Undead (1st)
Spectral Hand (2nd)
Feign Death (3rd)
Hold Undead (3rd)
Vampiric Touch (3rd)
Contagion (4th)
Enervation (4th)
Animate Dead (5th)
Magic Jar (5th)
Summon Shadow (5th)
Death Spell (6th)
Reincarnation (6th)
Control Undead (7th)
Finger of Death (7th)
Clone (8th)
Energy Drain (9th)

# Appendix 6:
# Priest Spells by Sphere

## All

Bless (1st)
Combine (1st)
Detect Evil (1st)
Purify Food & Drink (1st)
Atonement (5th)

## Animal

Animal Friendship (1st)
Invisibility to Animals (1st)
Locate Animals or Plants (1st)
Charm Person or Mammal (2nd)
Messenger (2nd)
Snake Charm (2nd)
Speak With Animals (2nd)
Hold Animals (2nd)
Hold Animals (3rd)
Summon Insects (3rd)
Animal Summoning I (4th)
Call Woodland Beings (4th)
Giant Insect (4th)
Repel Insects (4th)
Animal Growth (5th)
Animal Summoning II (5th)
Animal Summoning III (6th)
Anti-Animal Shell (6th)
Creeping Doom (7th)

## Astral

Plane Shift (5th)
Astral Spell (7th)

## Charm

Command (1st)
Remove Fear (1st)
Enthrall (2nd)

Hold Person (2nd)
Cloak of Bravery (4th)
Free Action (4th)
Imbue With Spell Ability (4th)
Quest (5th)
Confusion (7th)
Exaction (7th)

## Combat

Magical Stone (1st)
Shillelagh (1st)
Chant (2nd)
Spiritual Hammer (2nd)
Prayer (3rd)
Flame Strike (5th)
Insect Plague (5th)
Holy Word (7th)

## Creation

Create Food & Water (3rd)
Animate Object (6th)
Blade Barrier (6th)
Heroes' Feast (6th)
Wall of Thorns (6th)
Changestaff (7th)
Chariot of Sustarre (7th)

## Divination

Detect Magic (1st)
Detect Poison (1st)
Detect Snares & Pits (1st)
Locate Animals or Plants (1st)
Augury (2nd)
Detect Charm (2nd)
Find Traps (2nd)
Know Alignment (2nd)
Speak With Animals (2nd)
Locate Object (3rd)
Speak With Dead (3rd)
Detect Lie (4th)
Divination (4th)
Reflecting Pool (4th)

Tongues (4th)
Commune (5th)
Commune With Nature (5th)
Magic Font (5th)
True Seeing (5th)
Find the Path (6th)
Speak With Monsters (6th)

## Elemental

Create Water (1st)
Dust Devil (2nd)
Fire Trap (2nd)
Flame Blade (2nd)
Heat Metal (2nd)
Produce Flame (2nd)
Flame Walk (3rd)
Meld Into Stone (3rd)
Protections From Fire (3rd)
Pyrotechnics (3rd)
Stone Shape (3rd)
Water Breathing (3rd)
Water Walk (3rd)
Lower Water (4th)
Produce Fire (4th)
Air Walk (5th)
Commune with Nature (5th)
Spike Stones (5th)
Transmute Rock to Mud (5th)
Wall of Fire (5th)
Conjure Fire Elemental (6th)
Fire Seeds (6th)
Part Water (6th)
Stone Tell (6th)
Transmute Water to Dust (6th)
Animate Rock (7th)
Chariot of Sustarre (7th)
Conjure Earth Elemental (7th)
Earthquake (7th)
Fire Storm (7th)
Transmute Metal to Wood (7th)
Wind Walk (7th)

## Guardian

Silence, 15-foot Radius (2nd)
Wyvern Watch (2nd)
Glyph of Warding (3rd)
Blade Barrier (6th)
Symbol (7th)

## Healing

Cure Light Wounds (1st)
Slow Poison (2nd)
Cure Serious Wounds (4th)
Neutralize Poison (4th)
Cure Critical Wounds (5th)
Heal (6th)

## Necromantic

Invisibility to Undead (1st)
Aid (2nd)
Animate Dead (3rd)
Cure Blindness or Deafness (3rd)
Cure Disease (3rd)
Feign Death (3rd)
Negative Plane Protection (3rd)
Raise Dead (5th)
Regenerate (7th)
Reincarnate (7th)
Restoration (7th)
Resurrection (7th)

## Plant

Entangle (1st)
Pass Without Trace (1st)
Shillelagh (1st)
Barkskin (2nd)
Goodberry (2nd)
Trip (2nd)
Warp Wood (2nd)
Plant Growth (3rd)
Snare (3rd)
Spike Growth (3rd)
Tree (3rd)
Hallucinatory Forest (4th)
Hold Plant (4th)

Plant Door (4th)
Speak With Plants (4th)
Sticks to Snakes (4th)
Anti-Plant Shell (5th)
Pass Plant (5th)
Liveoak (6th)
Transport Via Plants (6th)
Turn Wood (6th)
Wall of Thorns (6th)
Changestaff (7th)

## Protection

Endure Cold/Endure Heat (1st)
Protection From Evil (1st)
Sanctuary (1st)
Barkskin (2nd)
Resist Fire/Resist Cold (2nd)
Withdraw (2nd)
Dispel Magic (3rd)
Magical Vestment (3rd)
Negative Plane Protection (3rd)
Protection From Fire (3rd)
Remove Curse (3rd)
Remove Paralysis (3rd)
Protection From Evil, 10-foot Radius (4th)
Protection From Lightning (4th)
Repel Insects (4th)
Spell Immunity (4th)
Anti-Plant Shell (5th)
Dispel Evil (5th)
Anti-Animal Shell (6th)

## Summoning

Abjure (4th)
Animal Summoning I (4th)
Call Woodland Beings (4th)
Animal Summonings II (5th)
Dispel Evil (5th)
Aerial Servant (6th)
Animal Summoning III (6th)
Animate Object (6th)
Conjure Animals (6th)
Wall of Thorns (6th)

Weather Summoning (6th)
Word of Recall (6th)
Conjure Earth Elemental (7th)
Creeping Doom (7th)
Exaction (7th)
Exaction (7th)
Gate (7th)
Succor (7th)

## Sun

Light (1st)
Continual Light (3rd)
Starshine (3rd)
Moonbeam (5th)
Rainbow (5th)
Sunray (7th)

## Weather

Faerie Fire (1st)
Obscurement (2nd)
Call Lightning (3rd)
Control Temperature, 10-foot Radius (4th)
Protection From Lightning (4th)
Control Winds (5th)
Rainbow (5th)
Weather Summoning (6th)
Control Weather (7th)

# Appendix 7:
# Spell Index

## A

Abjure (Pr 4)
Advanced Illusion (Wiz 5)
Aerial Servant (Pr 6)
Affect Normal Fires (Wiz I)
Aid (Pr 2)

Air Walk (Pr 5)
Airy Water (Wiz 5)
Alarm (Wiz 1)
Alter Self (Wiz 2)
Animal Friendship (Pr 1)
Animal Growth (Pr 1)
Animal Growth (Wiz 5)
Animal Summoning I (Pr 4)
Animal Summoning II (Pr 5)
Animal Summoning III (Pr 6)
Animate Dead (Pr 3)
Animate Dead (Wiz 5)
Animate Object (Pr 6)
Animate Rock (Pr 7)
Anti-Animal Shell (Pr 6)
Anti-Magic Shell (Wiz 6)
Anti-Plant Shell (Pr 5)
Antipathy-Sympathy (Wiz 8)
Armor (Wiz 1)
Astral Spell (Pr 7)
Astral Spell (Wiz 9)
Atonement (Pr 5)
Audible Glamer (Wiz 1)
Augury (Pr 2)
Avoidance (Wiz 5)

# B

Banishment (Wiz 7)
Barkskin (Pr 2)
Bigby's Clenched Fist (Wiz 8)
Bigby's Crushing Hand (Wiz 9)
Bigby's Forceful Hand (Wiz 6)
Bigby's Grasping Hand (Wiz 7)
Bigby's Interposing Hand (Wiz 5)
Bind (Wiz 2)
Binding (Wiz 8)
Blade Barrier (Pr 6)
Bless (Pr 1)
Blindness (Wiz 2)
Blink (Wiz 3)
Blur (Wiz 2)
Burning Hands (Wiz 1)

# C

Call Lightning (Pr 3)
Call Woodland Beings (Pr 4)
Cantrip (Wiz 1)
Chain Lightning (Wiz 6)
Change Self (Wiz 1)
Changestaff (Pr 7)
Chant (Pr 2)
Chaos (Wiz 5)
Chariot of Sustarre (Pr 7)
Charm Monster (Wiz 4)
Charm Person (Wiz 1)
Charm Person or Mammal (Pr 2)
Charm Plants (Wiz 7)
Chill Touch (Wiz 1)
Clairaudience (Wiz 3)
Clairvoyance (Wiz 3)
Cloak of Bravery (Pr 4)
Clone (Wiz 8)
Cloudkill (Wiz 5)
Color Spray (Wiz 1)
Combine (Pr 1)
Command (Pr 1)
Commune (Pr 1)
Command (Pr 5)
Commune (Pr 5)
Commune With Nature (Pr 5)
Comprehend Languages (Wiz 1)
Cone of Cold (Wiz 5)
Confusion (Pr 7)
Confusion (Wiz 4)
Conjure Animals (Pr 6)
Conjure Animals (Wiz 6)
Conjure Earth Elemental (Pr 7)
Conjure Elemental (Wiz 5)
Conjure Fire Elemental (Pr 6)
Contact Other Plane (Wiz 5)
Contagion (Wiz 4)
Continual Light (Pr 3)
Continual Light (Wiz 2)
Control Temperature, 10-foot Radius (Pr 4)
Control Undead (Wiz 7)
Control Weather (Pr 7)
Control Weather (Wiz 6)
Control Winds (Pr 5)
Create Food & Water (Pr 3)

Create Water (Pr 1)
Creeping Doom (Pr 7)
Crystalbrittle (Wiz 9)
Cure Blindness or Deafness (Pr 3)
Cure Critical Wounds (Pr 5)
Cure Disease (Pr 3)
Cure Light Wounds (Pr 1)
Cure Serious Wounds (Pr 4)

# D

Dancing Lights (Wiz 1)
Darkness, 15-foot Radius (Wiz 2)
Deafness (Wiz 2)
Death Fog (Wiz 6)
Death Spell (Wiz 6)
Deeppockets (Wiz 2)
Delayed Blast Fireball (Wiz 7)
Delude (Wiz 3)
Demand (Wiz 8)
Demi-Shadow Magic (Wiz 6)
Demi-Shadow Monsters (Wiz 5)
Detect Charm (Pr 2)
Detect Evil (Pr 1)
Detect Evil (Wiz 2)
Detect Invisibility (Wiz 2)
Detect Lie (Pr 4)
Detect Magic (Pr 1)
Detect Magic (Wiz 1)
Detect Poison (Pr 1)
Detect Scrying (Wiz 4)
Detect Snares & Pits (Pr 1)
Detect Undead (Wiz 1)
Dig (Wiz 4)
Dimension Door (Wiz 4)
Disintegrate (Wiz 6)
Dismissal (Wiz 5)
Dispel Evil (Pr 5)
Dispel Magic (Pr 3)
Dispel Magic (Wiz 3)
Distance Distortion (Wiz 5)
Divination (Pr 4)
Domination (Wiz 5)
Drawmij's Instant Summons (Wiz 7)
Dream (Wiz 5)
Duo-Dimension (Wiz 7)

Dust Devil (Pr 2)

## E

ESP (Wiz 2)
Earthquake (Pr 7)
Emotion (Wiz 4)
Enchant an Item (Wiz 6)
Enchanted Weapon (Wiz 4)
Endure Heat/Endure Cold (Pr 1)
Energy Drain (Wiz 9)
Enervation (Wiz 4)
Enlarge (Wiz 1)
Ensnarement (Wiz 6)
Entangle (Pr 1)
Enthrall (Pr 2)
Erase (Wiz 1)
Evard's Black Tentacles (Wiz 4)
Exaction (Pr 7)
Explosive Runes (Wiz 3)
Extension I (Wiz 4)
Extension II (Wiz 5)
Extension III (Wiz 6)
Eyebite (Wiz 6)

## F

Fabricate (Wiz 5)
Faerie Fire (Pr 1)
False Vision (Wiz 5)
Fear (Wiz 4)
Feather Fall (Wiz 1)
Feeblemind (Wiz 5)
Feign Death (Pr 3)
Feign Death (Wiz 3)
Find Familiar (Wiz 1)
Find Traps (Pr 2)
Find the Path (Pr 6)
Finger of Death (Wiz 7)
Fire Charm (Wiz 4)
Fire Seeds (Pr 6)
Fire Shield (Wiz 4)
Fire Storm (Pr 7)
Fire Trap (Pr 2)
Fire Trap (Wiz 4)

Fireball (Wiz 3)
Flame Arrow (Wiz 3)
Flame Blade (Pr 2)
Flame Strike (Pr 5)
Flame Walk (Pr 3)
Flaming Sphere (Wiz 2)
Fly (Wiz 3)
Fog Cloud (Wiz 2)
Fools' Gold (Wiz 2)
Forbiddance (Pr 6)
Forcecage (Wiz 7)
Foresight (Wiz 9)
Forget (Wiz 2)
Free Action (Pr 4)
Friends (Wiz 1)
Fumble (Wiz 4)

## G

Gate (Pr 7)
Gate (Wiz 9)
Gaze Reflection (Wiz 1)
Geas (Wiz 6)
Giant Insect (Pr 4)
Glassee (Wiz 6)
Glassteel (Wiz 8)
Glitterdust (Wiz 2)
Globe of Invulnerability (Wiz 6)
Glyph of Warding (Pr 3)
Goodberry (Pr 2)
Grease (Wiz 1)
Guards and Wards (Wiz 6)
Gust of Wind (Wiz 3)

## H

Hallucinatory Forest (Pr 4)
Hallucinatory Terrain (Wiz 4)
Haste (Wiz 3)
Heal (Pr 6)
Heat Metal (Pr 2)
Heroes' Feast (Pr 2)
Hold Animal (Pr 3)
Hold Monster (Wiz 5)
Hold Person (Wiz 3)

Hold Plant (Pr 4)
Hold Portal (Wiz 1)
Hold Undead (Wiz 3)
Holy Word (Pr 7)
Hypnotic Pattern (Wiz 2)
Hypnotism (Wiz 1)

## I

Ice Storm (Wiz 4)
Identify (Wiz 1)
Illusionary Script (Wiz 3)
Illusionary Wall (Wiz 4)
Imbue With Spell Ability (Pr 4)
Imprisonment (Wiz 9)
Improved Invisibility (Wiz 4)
Improved Phantasmal Force (Wiz 2)
Incendiary Cloud (Wiz 8)
Infravision (Wiz 3)
Insect Plague (Pr 5)
Invisibility (Wiz 2)
Invisibility to Animals (Pr 1)
Invisibility to Undead (Pr 1)
Invisibility, 10-foot Radius (Wiz 3)
Invisible Stalker (Wiz 6)
Irritation (Wiz 2)
Item (Wiz 3)

## J

Jump (Wiz 1)

## K

Knock (Wiz 2)
Know Alignment (Pr 2)
Know Alignment (Wiz 2)

## L

Legend Lore (Wiz 6)
Leomund's Lamentable Belaborment (Wiz 5)
Leomund's Secret Chest (Wiz 5)
Leomund's Tiny Hut (Wiz 3)

Leomund's Trap (Wiz 2)
Levitate (Wiz 2)
Light (Pr 1)
Light (Wiz 1)
Lightning Bolt (Wiz 3)
Limited Wish (Wiz 7)
Liveoak (Pr 6)
Locate Animals or Plants (Pr 1)
Locate Object (Pr 3)
Locate Object (Wiz 2)
Lower Water (Pr 4)
Lower Water (Wiz 6)

# M

Magic Font (Pr 5)
Magic Jar (Wiz 5)
Magic Mirror (Wiz 4)
Magic Missile (Wiz 1)
Magic Mouth (Wiz 2)
Magical Stone (Pr 1)
Magical Vestment (Pr 3)
Major Creation (Wiz 5)
Mass Charm (Wiz 8)
Mass Invisibility (Wiz 7)
Mass Suggestion (Wiz 6)
Massmorph (Wiz 4)
Maze (Wiz 8)
Meld Into Stone (Pr 3)
Melf's Acid Arrow (Wiz 2)
Melf's Minute Meteors (Wiz 3)
Mending (Wiz 1)
Message (Wiz 1)
Messenger (Pr 2)
Meteor Swarm (Wiz 9)
Mind Blank (Wiz 8)
Minor Creation (Wiz 4)
Minor Globe of Invulnerability (Wiz 4)
Mirage Arcana (Wiz 6)
Mirror Image (Wiz 2)
Misdirection (Wiz 2)
Mislead (Wiz 6)
Monster Summoning I (Wiz 3)
Monster Summoning II (Wiz 4)
Monster Summoning III (Wiz 5)
Monster Summoning IV (Wiz 6)

Monster Summoning V (Wiz 7)
Monster Summoning VI (Wiz 8)
Monster Summoning VII (Wiz 9)
Moonbeam (Pr 5)
Mordenkainen's Disjunction (Wiz 9)
Mordenkainen's Faithful Hound (Wiz 5)
Mordenkainen's Lucubration (Wiz 6)
Mordenkainen's Magnificent Mansion (Wiz 7)
Mordenkainen's Sword (Wiz 7)
Mount (Wiz 1)
Move Earth (Wiz 6)

## N

Negative Plane Protection (Pr 3)
Neutralize Poison (Pr 4)
Non-Detection (Wiz 3)
Nystul's Magical Aura (Wiz 1)

## O

Obscurement (Pr 2)
Otiluke's Freezing Sphere (Wiz 6)
Otiluke's Resilient Sphere (Wiz 4)
Otiluke's Telekinetic Sphere (Wiz 8)
Otto's Irresistible Dance (Wiz 8)

## P

Part Water (Pr 6)
Part Water (Wiz 6)
Pass Plant (Pr 5)
Pass Without Trace (Pr 1)
Passwall (Wiz 5)
Permanency (Wiz 8)
Permanent Illusion (Wiz 6)
Phantasmal Force (Wiz 1)
Phantasmal Killer (Wiz 4)
Phantom Steed (Wiz 3)
Phase Door (Wiz 7)
Plane Shift (Pr 5)
Plant Door (Pr 4)
Plant Growth (Pr 3)
Plant Growth (Wiz 4)
Polymorph Any Object (Wiz 8)

Polymorph Other (Wiz 4)
Polymorph Self (Wiz 4)
Power Word, Blind (Wiz 8)
Power Word, Kill (Wiz 9)
Power Word, Stun (Wiz 7)
Prayer (Pr 3)
Prismatic Sphere (Wiz 9)
Prismatic Spray (Wiz 7)
Prismatic Wall (Wiz 8)
Produce Fire (Pr 4)
Produce Flame (Pr 2)
Programmed Illusion (Wiz 6)
Project Image (Wiz 6)
Protection From Cantrips (Wiz 2)
Protection From Evil (Pr 1)
Protection From Evil (Wiz 1)
Protection From Evil, 10-foot Radius (Pr 4)
Protection From Evil, 10-foot Radius (Wiz 3)
Protection From Fire (Pr 3)
Protection From Lightning (Pr 4)
Protection From Normal Missiles (Wiz 3)
Purify Food and Drink (Pr 1)
Pyrotechnics (Pr 3)
Pyrotechnics (Wiz 2)

# Q

Quest (Pr 5)

# R

Rainbow (Pr 5)
Rainbow Pattern (Wiz 4)
Raise Dead (Pr 5)
Rary's Mnemonic Enhancer (Wiz 4)
Ray of Enfeeblement (Wiz 2)
Read Magic (Wiz 1)
Reflecting Pool (Pr 4)
Regenerate (Pr 7)
Reincarnate (Pr 7)
Reincarnation (Wiz 6)
Remove Curse (Pr 3)
Remove Curse (Wiz 4)
Remove Fear (Pr 1)
Remove Paralysis (Pr 3)

Repel Insects (Pr 4)
Repulsion (Wiz 6)
Resist Fire/Resist Cold (Pr 2)
Restoration (Pr 7)
Resurrection (Pr 7)
Reverse Gravity (Wiz 7)
Rope Trick (Wiz 2)

## S

Sanctuary (Pr 1)
Scare (Wiz 2)
Screen (Wiz 8)
Secret Page (Wiz 3)
Seeming (Wiz 5)
Sending (Wiz 5)
Sepia Snake Sigil (Wiz 3)
Serten's Spell Immunity (Wiz 8)
Shades (Wiz 6)
Shadow Door (Wiz 5)
Shadow Magic (Wiz 5)
Shadow Monsters (Wiz 4)
Shadow Walk (Wiz 7)
Shape Change (Wiz 9)
Shatter (Wiz 2)
Shield (Wiz 1)
Shillelagh (Pr 1)
Shocking Grasp (Wiz 1)
Shout (Wiz 4)
Silence, 15-foot Radius (Pr 2)
Simulacrum (Wiz 7)
Sink (Wiz 8)
Sleep (Wiz 1)
Slow (Wiz 3)
Slow Poison (Pr 2)
Snake Charm (Pr 2)
Snare (Pr 3)
Solid Fog (Wiz 4)
Speak With Animals (Pr 2)
Speak With Dead (Pr 3)
Speak With Monsters (Pr 6)
Speak With Plants (Pr 4)
Spectral Force (Wiz 3)
Spectral Hand (Wiz 2)
Spell Immunity (Pr 4)
Spell Turning (Wiz 7)

Spider Climb (Wiz 1)
Spike Growth (Pr 3)
Spike Stones (Pr 5)
Spiritual Hammer (Pr 2)
Spook (Wiz 1)
Starshine (Pr 3)
Statue (Wiz 7)
Sticks to Snakes (Pr 4)
Stinking Cloud (Wiz 2)
Stone Shape (Pr 3)
Stone Tell (Pr 6)
Stone to Flesh (Wiz 6)
Stoneskin (Wiz 4)
Strength (Wiz 2)
Succor (Pr 7)
Succor (Wiz 9)
Suggestion (Wiz 3)
Summon Insects (Pr 3)
Summon Shadow (Wiz 5)
Summon Swarm (Wiz 2)
Sunray (Pr 7)
Symbol (Pr 7)
Symbol (Wiz 8)

# T

Tasha's Uncontrollable Hideous Laughter (Wiz 2)
Taunt (Wiz 1)
Telekinesis (Wiz 5)
Teleport Without Error (Wiz 7)
Temporal Stasis (Wiz 9)
Tenser's Floating Disc (Wiz 1)
Tenser's Transformation (Wiz 6)
Time Stop (Wiz 9)
Tongues (Wiz 9)
Tongues (Pr 4)
Transmute Metal to Wood (Pr 7)
Transmute Rock to Mud (Pr 5)
Transmute Rock to Mud (Wiz 5)
Transmute Water to Dust (Pr 6)
Transmute Water to Dust (Wiz 6)
Transport Via Plants (Pr 6)
Trap the Soul (Wiz 8)
Tree (Pr 3)
Trip (Pr 2)
True Seeing (Pr 5)

True Seeing (Wiz 6)
Turn Wood (Pr 6)

## U

Unseen Servant (Wiz 1)

## V

Vacancy (Wiz 4)
Vampiric Touch (Wiz 3)
Vanish (Wiz 7)
Veil (Wiz 6)
Ventriloquism (Wiz 1)
Vision (Wiz 7)

## W

Wall of Fire (Pr 5)
Wall of Fir (Wiz 4)
Wall of Fog (Wiz 1)
Wall of Force (Wiz 5)
Wall of Ice (Wiz 4)
Wall of Iron (Wiz 5)
Wall of Stone (Wiz 5)
Wall of Thorns (Pr 6)
Warp Wood (Pr 2)
Water Breathing (Pr 3)
Water Breathing (Wiz 3)
Water Walk (Pr 3)
Weather Summoning (Pr 6)
Web (Wiz 2)
Weird (Wiz 9)
Whispering Wind (Wiz 2)
Wind Walk (Pr 7)
Wind Wall (Wiz 3)
Wish (Wiz 9)
Withdraw (Pr 2)
Wizard Eye (Wiz 4)
Wizard Lock (Wiz 2)
Wizard Mark (Wiz 1)
Word of Recall (Pr 6)
Wraithform (Wiz 3)
Wyvern Watch (Pr 2)

# Appendix 8:
# Compiled Character Tables

**Table 1:**
## Strength

| Ability Score | Hit Prob. | Damage Adj. | Weight Allow. | Max. Press | Open Doors | Bend Bars/ Lift Gates | Notes |
|---|---|---|---|---|---|---|---|
| **1** | **-5** | **-4** | **1** | **3** | **1** | **0%** | |
| **2** | **-3** | **-2** | **1** | **5** | **1** | **0%** | |
| 3 | -3 | -1 | 5 | 10 | 2 | 0% | |
| 4-5 | -2 | -1 | 10 | 25 | 3 | 0% | |
| 6-7 | -1 | None | 20 | 55 | 4 | 0% | |
| 8-9 | Norm | None | 35 | 90 | 5 | 1% | |
| 10-11 | Norm | None | 40 | 115 | 6 | 2% | |
| 12-13 | Norm | None | 45 | 140 | 7 | 4% | |
| 14-15 | Norm | None | 55 | 170 | 8 | 7% | |
| 16 | Norm | +1 | 70 | 195 | 9 | 10% | |
| 17 | +1 | +1 | 85 | 220 | 10 | 13% | |
| 18 | +1 | +2 | 110 | 255 | 11 | 16% | |
| 18/01-50 | +1 | +3 | 135 | 280 | 12 | 20% | |
| 18/51-75 | +2 | +3 | 160 | 305 | 13 | 25% | |
| 18/76-90 | +2 | +4 | 185 | 330 | 14 | 30% | |
| 18/91-99 | +2 | +5 | 235 | 380 | 15(3) | 35% | |
| 18/00 | +3 | +6 | 335 | 480 | 16(6) | 40% | |
| **19** | **+3** | **+7** | **485** | **640** | **16(8)** | **50%** | **Hill Giant** |
| **20** | **+3** | **+8** | **535** | **700** | **17(10)** | **60%** | **Stone Giant** |
| **21** | **+4** | **+9** | **635** | **810** | **17(12)** | **70%** | **Frost Giant** |
| **22** | **+4** | **+10** | **785** | **970** | **18(14)** | **80%** | **Fire Giant** |
| **23** | **+5** | **+11** | **935** | **1,130** | **18(16)** | **90%** | **Cloud Giant** |
| **24** | **+6** | **+12** | **1,235** | **1,440** | **19(17)** | **95%** | **Storm Giant** |
| **25** | **+7** | **+14** | **1,535** | **1,750** | **19(18)** | **99%** | **Titan** |

**Table 2:**
## Dexterity

| Ability Score | Reaction Adj. | Missile Attack Adj. | Defensive Adj. |
|---|---|---|---|
| **1** | **-6** | **-6** | **+5** |
| **2** | **-4** | **-4** | **+5** |
| 3 | -3 | -3 | +4 |

| | | | |
|---|---|---|---|
| 4 | -2 | -2 | +3 |
| 5 | -1 | -1 | +2 |
| 6 | 0 | 0 | +1 |
| 7 | 0 | 0 | 0 |
| 8 | 0 | 0 | 0 |
| 9 | 0 | 0 | 0 |
| 10-14 | 0 | 0 | 0 |
| 15 | 0 | 0 | -1 |
| 16 | +1 | +1 | -2 |
| 17 | +2 | +2 | -3 |
| 18 | +2 | +2 | -4 |
| 19 | +3 | +3 | -4 |
| **20** | **+3** | **+3** | **-4** |
| **21** | **+4** | **+4** | **-5** |
| **22** | **+4** | **+4** | **-5** |
| **23** | **+4** | **+4** | **-5** |
| **24** | **+5** | **+5** | **-6** |
| **25** | **+5** | **+5** | **-6** |

**Table 3:**

# Constitution

| Ability Score | Hit Point Adjustment | System Shock | Resurrection Survival | Poison Save | Regeneration |
|---|---|---|---|---|---|
| **1** | **-3** | **25%** | **30%** | **-2** | **Nil** |
| 2 | -2 | 30% | 35% | -1 | Nil |
| 3 | -2 | 35% | 40% | 0 | Nil |
| 4 | -1 | 40% | 45% | 0 | Nil |
| 5 | -1 | 45% | 50% | 0 | Nil |
| 6 | -1 | 50% | 55% | 0 | Nil |
| 7 | 0 | 55% | 60% | 0 | Nil |
| 8 | 0 | 60% | 65% | 0 | Nil |
| 9 | 0 | 65% | 70% | 0 | Nil |
| 10 | 0 | 70% | 75% | 0 | Nil |
| 11 | 0 | 75% | 80% | 0 | Nil |
| 12 | 0 | 80% | 85% | 0 | Nil |
| 13 | 0 | 85% | 90% | 0 | Nil |
| 14 | 0 | 88% | 92% | 0 | Nil |
| 15 | +1 | 90% | 94% | 0 | Nil |
| 16 | +2 | 95% | 96% | 0 | Nil |
| 17 | +2 (+3)* | 97% | 98% | 0 | Nil |
| 18 | +2 (+4)* | 99% | 100% | 0 | Nil |
| 19 | +2 (+5)* | 99% | 100% | +1 | Nil |
| **20** | **+2 (+5)**** | **99%** | **100%** | **+1** | **1/6 turns** |
| **21** | **+2 (+6)***** | **99%** | **100%** | **+2** | **1/5 turns** |

| | | | | | |
|---|---|---|---|---|---|
| **22** | **+2 (+6)*** ** | **99%** | **100%** | **+2** | **1/4 turns** |
| **23** | **+2 (+6)**** ** | **99%** | **100%** | **+3** | **1/3 turns** |
| **24** | **+2 (+7)**** ** | **99%** | **100%** | **+3** | **1/2 turns** |
| **25** | **+2 (+7)**** ** | **100%** | **100%** | **+4** | **1/1 turn** |

* Parenthetical bonus applies to warriors only. All other classes receive maximum bonus of +2 per die.
** All 1s rolled for Hit Dice are automatically considered 2s.
*** All 1s and 2s rolled for Hit Dice are automatically considered 3s.
**** All 1s, 2s, and 3s rolled for Hit Dice are automatically considered 4s.

**Table 4:**

# Intelligence

| Ability Score | # of Lang. | Spell Level | Chance to Learn Spell | Max. # of Spells/Level | Illusion Immunity |
|---|---|---|---|---|---|
| **1** | **0*** | **--** | **--** | **--** | **--** |
| **2** | **1** | **--** | **--** | **--** | **--** |
| **3** | **1** | **--** | **--** | **--** | **--** |
| 4 | 1 | -- | -- | -- | -- |
| 5 | 1 | -- | -- | -- | -- |
| 6 | 1 | -- | -- | -- | -- |
| 7 | 1 | -- | -- | -- | -- |
| 8 | 1 | -- | -- | -- | -- |
| 9 | 2 | 4th | 35% | 6 | -- |
| 10 | 2 | 5th | 40% | 7 | -- |
| 11 | 2 | 5th | 45% | 7 | -- |
| 12 | 3 | 6th | 50% | 7 | -- |
| 13 | 3 | 6th | 55% | 9 | -- |
| 14 | 4 | 7th | 60% | 9 | -- |
| 15 | 4 | 7th | 65% | 11 | -- |
| 16 | 5 | 8th | 70% | 11 | -- |
| 17 | 6 | 8th | 75% | 14 | -- |
| 18 | 7 | 9th | 85% | 18 | -- |
| 19 | 8 | 9th | 95% | All | 1st-level |
| **20** | **9** | **9th** | **96%** | **All** | **2nd-level** |
| **21** | **10** | **9th** | **97%** | **All** | **3rd-level** |
| **22** | **11** | **9th** | **98%** | **All** | **4th-level** |
| **23** | **12** | **9th** | **99%** | **All** | **5th-level** |
| **24** | **15** | **9th** | **100%** | **All** | **6th-level** |
| **25** | **20** | **9th** | **100%** | **All** | **7th-level** |

* While unable to speak a language, the character can still communicate by grunts and gestures.

**Table 5:**

# Wisdom

| Ability Score | Magical Defense Adjustment | Bonus Spells | Chance of Spell Failure | Spell Immunity |
|---|---|---|---|---|
| **1** | **-6** | **--** | **80%** | **--** |
| 2 | -4 | -- | 60% | -- |
| 3 | -3 | -- | 50% | -- |
| 4 | -2 | -- | 45% | -- |
| 5 | -1 | -- | 40% | -- |
| 6 | -1 | -- | 35% | -- |
| 7 | -1 | -- | 30% | -- |
| 8 | 0 | -- | 25% | -- |
| 9 | 0 | 0 | 20% | -- |
| 10 | 0 | 0 | 15% | -- |
| 11 | 0 | 0 | 10% | -- |
| 12 | 0 | 0 | 5% | -- |
| 13 | 0 | 1st | 0% | -- |
| 14 | 0 | 1st | 0% | -- |
| 15 | +1 | 2nd | 0% | -- |
| 16 | +2 | 2nd | 0% | -- |
| 17 | +3 | 3rd | 0% | -- |
| 18 | +4 | 4th | 0% | -- |
| **19** | **+4** | **1st, 3rd** | **0%** | ***cause fear, charm person, command, friends, hypnotism*** |
| **20** | **+4** | **2nd, 4th** | **0%** | ***forget, hold person, ray of enfeeblement, scare*** |
| **21** | **+4** | **3rd, 5th** | **0%** | ***fear*** |
| **22** | **+4** | **4th, 5th** | **0%** | ***charm monster, confusion, emotion, fumble, suggestion*** |
| **23** | **+4** | **1st, 6th** | **0%** | ***chaos, feeblemind, hold monster, magic jar, quest*** |
| **24** | **+4** | **5th, 6th** | **0%** | ***geas, mass suggestion, rod of rulership*** |
| **25** | **+4** | **6th, 7th** | **0%** | ***antipathy/sympathy, death spell, mass charm*** |

**Table 6:**

# Charisma

| Ability Score | Maximum # of Henchmen | Loyalty Base | Reaction Adjustment |
|---|---|---|---|
| **1** | **0** | **-8** | **-7** |
| **2** | **1** | **-7** | **-6** |
| 3 | 1 | -6 | -5 |
| 4 | 1 | -5 | -4 |
| 5 | 2 | -4 | -3 |
| 6 | 2 | -3 | -2 |
| 7 | 3 | -2 | -1 |
| 8 | 3 | -1 | 0 |
| 9 | 4 | 0 | 0 |
| 10 | 4 | 0 | 0 |
| 11 | 4 | 0 | 0 |
| 12 | 5 | 0 | 0 |
| 13 | 5 | 0 | +1 |
| 14 | 6 | +1 | +2 |
| 15 | 7 | +3 | +3 |
| 16 | 8 | +4 | +5 |
| 17 | 10 | +6 | +6 |
| 18 | 15 | +8 | +7 |
| **19** | **20** | **+10** | **+8** |
| **20** | **25** | **+12** | **+9** |
| **21** | **30** | **+14** | **+10** |
| **22** | **35** | **+16** | **+11** |
| **23** | **40** | **+18** | **+12** |
| **24** | **45** | **+20** | **+13** |
| **25** | **50** | **+20** | **+14** |

**Table 7:**

## Racial Ability Requirements

| Ability | Dwarf | Elf | Gnome | Half-Elf | Halfling |
|---|---|---|---|---|---|
| Strength | 8/18 | 3/18 | 6/18 | 3/18 | 7/18 * |
| Dexterity | 3/17 | 6/18 | 3/18 | 6/18 | 7/18 |
| Constitution | 11/18 | 7/18 | 8/18 | 6/18 | 10/18 |
| Intelligence | 3/18 | 8/18 | 6/18 | 4/18 | 6/18 |
| Wisdom | 3/18 | 3/18 | 3/18 | 3/18 | 3/17 |
| Charisma | 3/17 | 8/18 | 3/18 | 3/18 | 3/18 |

* Halfling fighters do not roll for exceptional Strength.

**Table 8:**

## Racial Ability Adjustments

| Race | Adjustments |
|---|---|
| Dwarf | +1 Constitution; -1 Charisma |
| Elf | +1 Dexterity; -1 Constitution |
| Gnome | +1 Intelligence; -1 Wisdom |
| Halfling | +1 Dexterity; -1 Strength |

**Table 9:**

## Constitution Saving Throw Bonuses

| Constitution Score | Saving Throw Bonus |
|---|---|
| 4-6 | +1 |
| 7-10 | +2 |
| 11-13 | +3 |
| 14-17 | +4 |
| 18-19 | +5 |

**Table 13:**

## Class Ability Minimums

| Character Class | Str | Dex | Con | Int | Wis | Cha |
|---|---|---|---|---|---|---|
| Fighter | 9 | -- | -- | -- | -- | -- |
| Paladin* | 12 | -- | 9 | -- | 13 | 17 |
| Ranger* | 13 | 13 | 14 | -- | 14 | -- |
| Mage | -- | -- | -- | 9 | -- | -- |
| Specialist* | Var | Var | Var | Var | Var | Var |
| Cleric | -- | -- | -- | -- | 9 | -- |
| Druid* | -- | -- | -- | -- | 12 | 15 |
| Thief | -- | 9 | -- | -- | -- | -- |
| Bard* | -- | 12 | -- | 13 | -- | 15 |

* Optional character class. Specialist includes illusionist.

**Table 18:**

## Ranger Abilities

| Ranger Level | Hide in Shadows | Move Silently | Casting Level | Priest Spell Levels 1 | 2 | 3 |
|---|---|---|---|---|---|---|
| 1 | 10% | 15% | -- | -- | -- | -- |
| 2 | 15% | 21% | -- | -- | -- | -- |

| | | | | | | |
|---|---|---|---|---|---|---|
| 3 | 20% | 27% | -- | -- | -- | -- |
| 4 | 25% | 33% | -- | -- | -- | -- |
| 5 | 31% | 40% | -- | -- | -- | -- |
| 6 | 37% | 47% | -- | -- | -- | -- |
| 7 | 43% | 55% | -- | -- | -- | -- |
| 8 | 49% | 62% | 1 | 1 | -- | -- |
| 9 | 56% | 70% | 2 | 2 | -- | -- |
| 10 | 63% | 78% | 3 | 2 | 1 | -- |
| 11 | 70% | 86% | 4 | 2 | 2 | -- |
| 12 | 77% | 94% | 5 | 2 | 2 | 1 |
| 13 | 85% | 99%* | 6 | 3 | 2 | 1 |
| 14 | 93% | 99% | 7 | 3 | 2 | 2 |
| 15 | 99%* | 99% | 8 | 3 | 3 | 2 |
| 16 | 99% | 99% | 9 | 3 | 3** | 3 |

* Maximum percentile score
** Maximum spell ability

**Table 21:**

## Wizard Spell Progression

| **Wizard** | | | | **Spell Level** | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |
| 1 | 1 | -- | -- | -- | -- | -- | -- | -- | -- |
| 2 | 2 | -- | -- | -- | -- | -- | -- | -- | -- |
| 3 | 2 | 1 | -- | -- | -- | -- | -- | -- | -- |
| 4 | 3 | 2 | -- | -- | -- | -- | -- | -- | -- |
| 5 | 4 | 2 | 1 | -- | -- | -- | -- | -- | -- |
| 6 | 4 | 2 | 2 | -- | -- | -- | -- | -- | -- |
| 7 | 4 | 3 | 2 | 1 | -- | -- | -- | -- | -- |
| 8 | 4 | 3 | 3 | 2 | -- | -- | -- | -- | -- |
| 9 | 4 | 3 | 3 | 2 | 1 | -- | -- | -- | -- |
| 10 | 4 | 4 | 3 | 2 | 2 | -- | -- | -- | -- |
| 11 | 4 | 4 | 4 | 3 | 3 | -- | -- | -- | -- |
| 12 | 4 | 4 | 4 | 4 | 4 | 1 | -- | -- | -- |
| 13 | 5 | 5 | 5 | 4 | 4 | 2 | -- | -- | -- |
| 14 | 5 | 5 | 5 | 4 | 4 | 2 | 1 | -- | -- |
| 15 | 5 | 5 | 5 | 5 | 5 | 2 | 1 | -- | -- |
| 16 | 5 | 5 | 5 | 5 | 5 | 3 | 2 | 1 | -- |
| 17 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | -- |
| 18 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | 1 |
| 19 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 3 | 1 |
| 20 | 5 | 5 | 5 | 5 | 5 | 4 | 3 | 3 | 2 |

**Table 22:**

# Wizard Specialist Requirements

| Specialist | School | Race | Minimum Ability Score | Opposition School(s) |
|---|---|---|---|---|
| Abjurer | Abjuration | H | 15 Wis | Alteration & Illusion |
| Conjurer | Conj./Summ. | H, _ E | 15 Con | Gr. Divin. & Invocation |
| Diviner | Gr. Divin. | H, _ E, E | 16 Wis | Conj./Summ. |
| Enchanter | Ench./Charm | H, _ E, E | 16 Cha | Invoc./Evoc. & Necromancy |
| Illusionist | Illusion | H, G | 16 Dex | Necro., Invoc./Evoc., Abjur. |
| Invoker | Invoc./Evoc. | H | 16 Con | Ench./Charm & Conj./Summ. |
| Necromancer | Necromancy | H | 16 Wis | Illusion & Ench./Charm |
| Transmuter | Alteration | H, _ E | 15 Dex | Abjuration & Necromancy |

**Table 24:**

# Priest Spell Progression

| Priest | Spell Level | | | | | | |
|---|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6*** | **7**** |
| 1 | 1 | -- | -- | -- | -- | -- | -- |
| 2 | 2 | -- | -- | -- | -- | -- | -- |
| 3 | 2 | 1 | -- | -- | -- | -- | -- |
| 4 | 3 | 2 | -- | -- | -- | -- | -- |
| 5 | 3 | 3 | 1 | -- | -- | -- | -- |
| 6 | 3 | 3 | 2 | -- | -- | -- | -- |
| 7 | 3 | 3 | 2 | 1 | -- | -- | -- |
| 8 | 3 | 3 | 3 | 2 | -- | -- | -- |
| 9 | 4 | 4 | 3 | 2 | 1 | -- | -- |
| 10 | 4 | 4 | 3 | 3 | 2 | -- | -- |
| 11 | 5 | 4 | 4 | 3 | 2 | 1 | -- |
| 12 | 6 | 5 | 5 | 3 | 2 | 2 | -- |
| 13 | 6 | 6 | 6 | 4 | 2 | 2 | -- |
| 14 | 6 | 6 | 6 | 5 | 3 | 2 | 1 |
| 15 | 6 | 6 | 6 | 6 | 4 | 2 | 1 |
| 16 | 7 | 7 | 7 | 6 | 4 | 3 | 1 |
| 17 | 7 | 7 | 7 | 7 | 5 | 3 | 2 |
| 18 | 8 | 8 | 8 | 8 | 6 | 4 | 2 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 19 | 9 | 9 | 8 | 8 | 6 | 4 | 2 |
| 20 | 9 | 9 | 9 | 8 | 7 | 5 | 2 |

* Usable only by priests with 17 or greater Wisdom.
** Usable only by priests with 18 or greater Wisdom.

**Table 26:**

## Thieving Skill Base Scores

| Skill | Base Score |
|---|---|
| Pick Pockets | 15% |
| Open Locks | 10% |
| Find/Remove Traps | 5% |
| Move Silently | 10% |
| Hide in Shadows | 5% |
| Detect Noise | 15% |
| Climb Walls | 60% |
| Read Languages | 0% |

**Table 27:**

## Thieving Skill Racial Adjustments

| Skill | Dwarf | Elf | Gnome | Half-elf | Halfling |
|---|---|---|---|---|---|
| Pick Pockets | -- | +5% | -- | +10% | +5% |
| Open Locks | +10% | -5% | +5% | -- | +5% |
| Find/Remove Traps | +15% | -- | +10% | -- | +5% |
| Move Silently | -- | +5% | +5% | -- | +10% |
| Hide in Shadows | -- | +10% | +5% | +5% | +15% |
| Detect Noise | -- | +5% | +10% | -- | +5% |
| Climb Walls | -10% | -- | -15% | -- | -15% |
| Read Languages | -5% | -- | -- | -- | -5% |

**Table 28:**

## Thieving Skill Dexterity Adjustments

| Dexterity | Pick Pockets | Open Locks | Find/ Remove Traps | Move Silently | Hide in Shadows |
|---|---|---|---|---|---|
| 9 | -15% | -10% | -10% | -20% | -10% |
| 10 | -10% | -5% | -10% | -15% | -5% |
| 11 | -5% | -- | -5% | -10% | -- |
| 12 | -- | -- | -- | -5% | -- |
| 13-15 | -- | -- | -- | -- | -- |

| | | | | | |
|---|---|---|---|---|---|
| 16 | -- | +5% | -- | -- | -- |
| 17 | +5% | +10% | -- | +5% | +5% |
| 18 | +10% | +15% | +5% | +10% | +10% |
| 19 | +15% | +20% | +10% | +15% | +15% |

**Table 29:**

## Thieving Skill Armor Adjustments

| Skill | No Armor | Elven Chain | Padded, Hide or Studded Leather | Chain mail* /Ring Mail* |
|---|---|---|---|---|
| Pick Pockets | +5% | -20% | -30% | -25% |
| Open Locks | -- | -5% | -10% | -10% |
| Find/Remove Traps | -- | -5% | -10% | -10% |
| Move Silently | +10% | -10% | -20% | -15% |
| Hide in Shadows | +5% | -10% | -20% | -15% |
| Detect Noise | -- | -5% | -10% | -5% |
| Climb Walls | +10% | -20% | -30% | -25% |
| Read Languages | -- | -- | -- | -- |

* Only Bards can wear ring mail or non-elven mail while using thief skills..

* Bards (only) in non-elven chain mail suffer an additional -5% penalty.

**Table 30:**

## Backstab Damage Multipliers

| Thief's Level | Damage Multiplier |
|---|---|
| 1-4 | _2 |
| 5-8 | _3 |
| 9-12 | _4 |
| 13+ | _5 |

**Table 32:**

## BARD SPELL PROGRESSION

| Bard Level | Spell Level 1 | 2 | 3 | 4 | 5 | 6 |
|---|---|---|---|---|---|---|
| 1 | -- | -- | -- | -- | -- | -- |
| 2 | 1 | -- | -- | -- | -- | -- |
| 3 | 2 | -- | -- | -- | -- | -- |
| 4 | 2 | 1 | -- | -- | -- | -- |
| 5 | 3 | 1 | -- | -- | -- | -- |
| 6 | 3 | 2 | -- | -- | -- | -- |

| | | | | | | |
|---|---|---|---|---|---|---|
| 7 | 3 | 2 | 1 | -- | -- | -- |
| 8 | 3 | 3 | 1 | -- | -- | -- |
| 9 | 3 | 3 | 2 | -- | -- | -- |
| 10 | 3 | 3 | 2 | 1 | -- | -- |
| 11 | 3 | 3 | 3 | 1 | -- | -- |
| 12 | 3 | 3 | 3 | 2 | -- | -- |
| 13 | 3 | 3 | 3 | 2 | 1 | -- |
| 14 | 3 | 3 | 3 | 3 | 1 | -- |
| 15 | 3 | 3 | 3 | 3 | 2 | -- |
| 16 | 4 | 3 | 3 | 3 | 2 | 1 |
| 17 | 4 | 4 | 3 | 3 | 3 | 1 |
| 18 | 4 | 4 | 4 | 3 | 3 | 2 |
| 19 | 4 | 4 | 4 | 4 | 3 | 2 |
| 20 | 4 | 4 | 4 | 4 | 4 | 3 |

**Table 33:**

## Bard Abilities

| Climb Walls | Detect Noise | Pick Pockets | Read Languages |
|---|---|---|---|
| 50% | 20% | 10% | 5% |

**Table 43:**

## Initial Character Funds

| Character Group | Die Range |
|---|---|
| Warrior | 5d4 x 10 gp |
| Wizard | (1d4+1) x 10 gp |
| Rogue | 2d6 x 10 gp |
| Priest * | 3d6 x 10 gp |

*Priest characters can use their money only to purchase equipment and goods. Once all purchases are made, the priest character must return all but two or three of his remaining gold pieces to his superiors (since his equipment is supplied by his organization). Priests cannot lend any of their initial funds to other characters.

**Table 46:**

## Armor Class Ratings

| Type of Armor | AC Rating |
|---|---|
| None | 10 |
| Shield only | 9 |

| | |
|---|---|
| Leather or padded armor | 8 |
| Leather or padded armor + shield, studded leather, or ring mail armor | 7 |
| Studded leather or ring mail + shield, brigandine, scale mail, or hide armor | 6 |
| Scale mail or hide + shield, chain mail | 5 |
| Chain mail + shield, splint mail, banded mail, bronze plate mail | 4 |
| Splint mail, banded mail, or bronze plate mail + shield, plate mail | 3 |
| Plate mail + shield, field plate | 2 |
| Field plate armor + shield, full plate | 1 |
| Full plate armor + shield | 0 |

**Table 53:**

## CALCULATED THAC0S

| | Level | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Group** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** |
| Priest | 20 | 20 | 20 | 18 | 18 | 18 | 16 | 16 | 16 | 14 | 14 | 14 | 12 | 12 | 12 | 10 | 10 | 10 | 8 | 8 |
| Rogue | 20 | 20 | 19 | 19 | 18 | 18 | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 |
| Warrior | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Wizard | 20 | 20 | 20 | 19 | 19 | 19 | 18 | 18 | 18 | 17 | 17 | 17 | 16 | 16 | 16 | 15 | 15 | 15 | 14 | 14 |

**Table 61:**

## Turning Undead

| **Type or Hit Dice** | **Level of Priest†** | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **of Undead** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10-11** | **12-13** | **14+** |
| Skeleton or 1 HD | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* | D* |
| Zombie | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* |
| Ghoul or 2 HD | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* |
| Shadow or 3-4 HD | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* |
| Wight or 5 HD | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* |
| Ghast | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D |
| Wraith or 6 HD | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D |
| Mummy or 7 HD | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T |
| Spectre or 8 HD | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T |
| Vampire or 9 HD | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 |
| Ghost or 10 HD | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 |
| Lich or 11+ HD | -- | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 |
| Special** | -- | -- | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 |

*An additional 2d4 creatures of this type are turned.

**Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.

†Paladins turn undead as priests who are two levels lower.

# Index

# A


Abbreviations
Ability checks
Ability score
  class requirements
  effects of aging
  interpreting the numbers
  minimums and maximums
  prime requisites
  racial adjustments
Acid, thrown weapon
Actions in combat
Adventuring groups
Age
Aging, system shock
Agriculture proficiency
Air, holding your breath
Airborne riding proficiency
Alignment
  changing alignment
Ambush
Ancient history proficiency
Ancient language proficiency
Animal alignment
Animal empathy, rangers
Animal handling proficiency
Animal lore proficiency
Animal training proficiency
Animals
  carrying capacity
  encumbrance
  non-lethal combat
  price list
Appraising proficiency
Appraising treasure
Area of effect, spells
Armor
  adjustments to thieving skill
  barding
  magical
  modifiers in wrestling
  price list
  restrictions for bard
  restrictions for druids
  restrictions for rangers

  restrictions for thief
  restrictions for wizards
Armor class
  adjustment for Dexterity
  charge modifier
  climbing penalties
  Dexterity modifiers
  mirror modifier
  parrying bonus
  surprise
  while casting spell
Armorer proficiency
Arquebus
Art objects
Artifacts
Artistic ability proficiency
Astrology proficiency
Attack roll
  ability modifiers
  cover modifiers
  non-lethal attack
Attacking with two weapons
Attacking without killing
Aura of protection, paladin's
Automatic hits and misses
Avoiding encounters
Awl pike

# B

Backstab
Banded armor
Bard
Bardiche
Barding
Bastard sword
Bec de corbin
Bend bars/lift gates
Bill-guisarme
Blacksmithing proficiency
Blind-fighting proficiency
Bludgeoning weapons
Bodyguards
Bonus spells for Wisdom
Bonuses, related weapons
Bonuses, saving throws

Bows
  Strength bonuses
  elves' bonuses
  firing and moving
  firing into melee
  in combat
Bowyer/Fletcher proficiency
Breath Weapon, saving throw
Brewing proficiency
Brigandine armor
Buckler

# C

Calling a paladin's warhorse
Capturing opponents
Carpentry proficiency
Carrying capacities of animals
Casting spells
Casting time
Chain mail
Changing alignment
Chaos
Character abilities
Character classes
  multi- and dual-class
Character creation
  starting money
Character names
Charging
Charioteering proficiency
Charisma
  henchmen
Circle of power, paladin's
Class ability score requirements
Class restrictions
  elves
  gnomes
  dwarves
  half-elves
  halflings
  paladins
  racial
Class, multi- and dual-class
Cleric
Clerical spells used by rangers

Climbing
Climbing walls
Clothing, price list
Cobbling proficiency
Coins
Combat
  charging
  defense
  fleeing
  grenade-like missiles
  injury
  magic resistance
  missile combat
  missile weapons
  modifiers
  movement
  multiple attacks
  non-lethal
  non-lethal with weapons
  retreat
  rounds
  sequence
  special defense
  touch spells
  turning undead
  using two weapons
  withdrawal
Combat bonuses
  backstab
  bard's song
  dwarves
  elves
  gnomes
  halflings
  rangers
Command words
Concealed doors, spotting
Concealment, against missiles
Constitution
  bonus for dwarves
  bonus for gnomes
  bonus for halflings
  bonus for multi-class characters
  reductions
  running limit
  swimming

Cooking proficiency
Cover, against missiles
Crossbows
Crowd, bard influencing reaction
Cursed items, affecting alignment
Cursed items, in combat

# D

Damage
  adjustments for Strength
  damage multiplier
  massive damage
  non-lethal damage
  non-lethal weapon attacks
  reduction for cover
  special damage
Dancing proficiency
Death
  inescapable death
  raising the dead
  saving throw vs. death
Death magic, saving throw
Defenses, special
Defensive adjustment for Dexterity
Deities, granting priest spells
Deities, priest followers
Descending
Detecting evil, paladin
Detecting noise
Dexterity
  adjustments to thieving skill
  armor class penalty while casting spell
  armor class modifiers
  charge bonus
  climbing
  mirror modifier
  missile weapon modifiers
  saving throw bonus
  surprise
  using two weapons
Direction sense proficiency
Disbelieving illusions
Disease, and paladins
Disguise proficiency
Dividing treasure

Diving Doors
Draining levels
Druid
  advancement
  hierophant
  organization
Dual-class characters
  level drain
  specialist wizards
Dwarves

## E

Elemental travel, druids
Elves
Encounters
Encumbrance
Endurance proficiency
Energy drain
Engineering proficiency
Equipment
  climbing tools
Etiquette proficiency
Evasion
Evil
Evil priests
Exceptional Strength
Exotic treasures
Experience level drain
  dual-class characters
Experience points
  alignment changes
  multi-class characters
  bonuses
Eye color

## F

Falling
Fauchard
Fauchard-fork
Field plate armor
Fighter
Fighting with two weapons, rangers
Finding/removing traps

Fire-building proficiency
Fishing proficiency
Fleeing a battle
Followers
  bard
  paladin
  priest
  ranger
  thief
  wizard
Food and lodging, price list
Force march
Forgery proficiency
Full plate armor

## G

Game time
Gaming proficiency
Gem cutting proficiency
Gems
Glaive
Glaive-guisarme
Gnomes
Good
Grenade-like missiles
Group initiative
Guisarme
Guisarme-voulge

## H

Hack-and-Slash gaming
Hair color
Hairfeets
Halberd
Half-elves
Halflings
Handedness
Healing
  paladins
  poison victims
Healing proficiency
Hearing noise
Height

Henchmen
  maximum number
  wizards
  paladins
  slain henchmen
Heraldry proficiency
Herbalism proficiency
Hibernation, druids
Hide armor
Hiding in shadows
  rangers
Hierophant druids
Hiking
Hirelings
Hit points
Hit probability adjustments, for Strength
Holding your breath
Holy Water, thrown
Holy items
Holy sword
Hook fauchard
Hopeless characters
Household provisioning, price list
Humans
  dual-class
Hunting proficiency

## I

Illumination
Illusionist
Illusions
  immunity
Individual initiative
Inescapable death
Infravision
  dwarves
  elves
  gnomes
  half-elves
  halflings
Initiative
Initiative modifiers
  charging
  magical weapons
  multiple attacks

  spellcasting
  weapon speed
Injury
Inspirational song
Intelligence
  immunity to illusions

## J, K

Jogging
Juggling proficiency
Jumping proficiency
Khopesh
Knock-out, from punching

## L

Lance
Languages
  druidic
  woodland creatures
  number learned
  proficiencies
  racial
  reading languages (bards)
  reading languages (thieves)
  thieves' cant
Languages available to new characters
  bards
  dwarves
  elves
  gnomes
  half-elves
  halflings
Lanterns
Lawfulness
Learning new spells
  effect of Intelligence
  maximum number per level
Leather armor
Leatherworking proficiency
Level drain
Level limits, racial
Level loss, dual-class characters
Levels of experience

Lifting capacity
Light
Local history proficiency
Locks
Loyalty
  effect of Charisma
Lucern hammer

# M

Mage
Magic
  aging, magical effects
  alignment effects
  area of effect
  bards
  casting time
  illusions
  initiative
  learning new spells
  phantasms
  priestly magic
  reversible spells
  schools of magic
  spell books
  theory of magic
  thieves
  touch spells in combat
  Wisdom saving throw adjustment
Magic resistance
Magic schools
Magic spheres
Magical armor
  saving throw bonuses
Magical items
  artifacts and relics
  bards
  combat bonuses
  command words
  creating
  failure
  fighters
  identifying
  paladins
  potions
  rings

saving throw bonuses
scrolls
wands, staves, rods
weapons
Magical research
Magical rings
Magical songs, countered by bards
Magical weapons
initiative effects
Magnifying glass
Mancatcher
Marching
Massive damage
Material components
Maximum lifting capacity
Melee
round
missile weapons
movement
Men-at-arms
Mercenaries
Military fork
Mining proficiency
Mirrors
Missile combat
Dexterity adjustment
movement
Missile weapons
grenade-like missile weapons
halflings' bonus
Mistletoe
Modern languages proficiency
Money
Monsters
Morale
Mountaineering
Mountaineering proficiency
Movement
charging
combat
missile combat
Moving silently
rangers
Multi-class characters
level drain
specialist wizards

Multiple attacks
  using two weapons
  weapon specialists
Musical instrument proficiency
Mythos, creating your own

## N

NPCs
Natural armor
Natural weapons
Navigation proficiency
Neutrality
  druids
Noise, detecting
Non-aligned creatures
Non-lethal combat
  animals
  with weapons
Nonweapon proficiencies

## O

Oil
Opening doors
Opening locks
Overbearing

## P

Padded armor
Paladin
  turning undead
  warhorse
Paralyzation
Parrying
Partisan
Permanent spells
Personal characteristics
Petrification
Phantasms
Picking pockets
Piercing weapons
Plate armor (full, field, mail, and bronze)
Point-blank range

Points of damage
Poison
  dwarves
  halflings
  hierophant druids
  saving throw
  thrown poison
Polearms
  set against charge
Polymorph
Potions
  drinking in combat
Pottery proficiency
Prayer, for priest spells
Price lists
Priest
  evil priests
  experience points
  praying for spells
  spells
  turning undead
  Wisdom bonuses
Prime Requisite
Proficiencies
  acquiring
  languages
  learning proficiencies
  multi-class characters
  nonweapon proficiencies
  proficiency checks
  related weapons
  secondary skills
  slots
  training
  weapon proficiencies
  weapon specialization
Punching

# R

Races
  adjustments to thieving skill
  racial ability scores
  racial Charisma adjustments
Racial languages of demihumans
Raise dead

Range
  missile combat
  encounters
  spells
Ranger
Ranseur
Ransom
Rate of fire, missile weapons
Reactions
Reactions of animals, modified by rangers
Reading languages
Reading lips proficiency
Reading/writing proficiency
Real time
Regeneration, Constitution bonus
Related weapons bonus
Relics
Religion proficiency
Restrictions for multi-class characters
Resurrection
Retreat
Reversible spells
Riding proficiency
Ring mail
Rings
Roads
Rods
Rogue
  experience points
Role-playing weak characters
Role-playing alignment
Rolling up a character
Rope
Rope use proficiency
Rounds
Running
Running proficiency

# S

Saddles
Saving throws
  ability bonuses
  ability checks
  cover modifiers
  declining option

  equipment saving throws
  illusions
  massive damage
  modifiers
  paladins' bonuses
  racial bonuses
  specialist wizards
Scale
Scale mail
Schools of magic
Scourge
Scrolls
  thieves
Seamanship proficiency
Seamstress/tailor proficiency
Secondary skills
Secret doors
Sequence of action, combat
Services, price list
Set snares proficiency
Sex
Shadows, hiding in
Shapechange, druids
Shields
Ships
Sight
Silent movement
  rangers
Singing
Singing proficiency
Size
Slashing weapons
Sonic attacks
Special damage
Special defenses
Specialist wizards
Specialization, weapon
Speed factors
Spell book
Spellcraft proficiency
Spells
  area of effect
  bards
  casting
  casting time
  components

duration
failure, chance by Wisdom
illusions
immunity
initiative modifiers
interruptions during casting
learning new spells
level limits, by Intelligence
magic resistance
maximum number of spells per level
memorization
paladins
phantasms
priestly spells
range
rangers
research
reversible spells
saving throws
touch spells in combat
Spetum
Spheres of influence
Splint mail
Spotting
Spyglass
Standard initiative
Starting age
Starting money
Staves
Stonemasonry proficiency
Storing treasure
Stouts
Stowage capacity
Strength
bonus in non-lethal combat
combat modifiers
exceptional Strength
missile weapon modifiers
running checks
Strongholds
bard
cleric
druid
fighter
paladin
ranger

thief
wizard
Studded leather armor
Subdual
Surprise
elves' bonus
halflings' bonus
reaction adjustment
Survival proficiency
Swimming
Swimming proficiency
Sword
System Shock

# T

THAC0
Tack and harness
price list
Tallfellows
Taming animals
Teachers
Terrain
Thief
thieves' cant
thieves' picks
Thrown weapons
Tightrope walking proficiency
Time and Movement
Tithing, by paladins
To-Hit Number
Tools, climbing
Touch spells
Tracking proficiency
Training
Training animals
Transport
price list
Traps
Traps, finding/removing/disarming
Travel
Treasure
Tumbling proficiency
Turning undead
paladin
Turns

Two weapons, used by rangers

## U, V

Undead, PCs becoming undead
Ventriloquism proficiency
Vision
Voulge

## W

Wages
Walking
Wall climbing
Wands
Warhorse, paladin's
Warrior
  experience points
Water clock
Water, swimming
Wealth
Weapon proficiencies
Weapon restrictions
  wizards
  bards
  priests
  thieves
Weapon sizes
Weapon specialization
Weapon speed
Weapon type vs. armor
Weapons
  descriptions
  information list
  magical
  nonlethal combat
  two weapons
Weaponsmithing proficiency
Weather sense proficiency
Weaving proficiency
Weight
Weight allowance adjustments for Strength
Wisdom
Wisdom, saving throw bonus
Withdrawal

Wizard
  experience points
  specialist
Wounds
Wrestling

# Advanced Dungeons & Dragons®

## Dungeon Master® Guide

The revised and updated Dungeon Master® Guide for the AD&D® Game.

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## Foreword to the 2nd Edition

A foreword is normally the place where the author of a book expresses thanks and gratitude. I'm not going to do that here. It's not that everyone involved doesn't deserve congratulations and praise, it's just that I already said all those things in the foreword to the AD&D *Player's Handbook*. Everything I said there is true for this book, too. On to other things.

Let's assume that since you're reading this, your are, or plan to be, a Dungeon Master. By now, you should be familiar with the rules in the *Player's Handbook*. You've probably already noticed things you like or things you would have done differently. If you have, congratulations. You've got the spirit every Dungeon Master needs. As you go through this rule book, I encourage you to continue to make these choices.

Choice is what the AD&D game is all about. We've tried to offer you what we think are the best choices for your AD&D campaign, but each of us has different likes and dislikes. The game that I enjoy may be quite different from your own campaign. But it is not for me to say what is right or wrong for your game. True, I and everyone working on the AD&D game have had to make fundamental decisions, but we've tried to avoid being dogmatic and inflexible. The AD&D game is yours, it's mine, it's every player's game.

So is there an "official" AD&D game? Yes, but only when there needs to be. Although I don't have a crystal ball, it's likely that tournaments and other official events will use all of the core rules in these books. Optional rules may or may not be used, but it's fair to say that all players need to know about them even if they don't have the memorized.

The *Player's Handbook* and the *Dungeon Master Guide* give you what you're expected

to know, but that doesn't mean the game begins and ends there. Your game will go in directions not yet explored and your players will try things others think strange. Sometimes these strange things will work; sometimes they won't. Just accept this, be ready for it, and enjoy it.

Take the time to have fun with the AD&D rules. Add, create, expand, and extrapolate. Don't just let the game sit there, and don't become a rules lawyer worrying about each piddly little detail. If you can't figure out the answer, MAKE IT UP! And whatever you do, don't fall into the trap of believing these rules are complete. They are not. You cannot sit back and let the rule book do everything for you. Take the time and effort to become not just a good DM, but a brilliant one.

At conventions, in letters, and over the phone I'm often asked for the instant answer to a fine point of the game rules. More often than not, I come back with a question—what do *you* feel is right? And the people asking the questions discover that not only can they create an answer, but that their answer is as good as anyone else's. The rules are only guidelines.

At the beginning of the first *Dungeon Master Guide*, Gary Gygax stressed that each of us, working from a common base, would make the AD&D game grow in a variety of different directions. That is more true today than ever. Don't be afraid of experimentation, but do be careful. As a Dungeon Master, you have great power, and "with great power comes great responsibility." Use it wisely.

David "Zeb" Cook
2/9/89

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This is a derivative work based on the original Advanced Dungeons & Dragons® *Players Handbook* and *Dungeon Master® Guide* by Gary Gygax and *Unearthed Arcana* and other materials by Gary Gygax and others.

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# Foreword

One of the toughest challenges facing a DM (and I can only assume that everyone reading this either is, or wants to be, a DM) is keeping his game sessions fresh and exciting.

Those of us who produce new material for the AD&D game as a whole have a more or less similar task, although on a larger scale. We are constantly searching for ways to make adventures and game accessories unique, or at least original and distinctive. Like Sir Isaac Newton, we've learned from experience that when faced with multiple choices, the simplest alternative is often the best.

Hence the book you hold in your hands.

After six years, it was time for the *Player's Handbook* and *Dungeon Master Guide*, the two most important AD&D rule books, to get freshened up. What could be better and simpler than a new coat of paint? Products that we publish today don't look like products we published in 1989, or even in 1993. We haven't changed the game in any substantial

way (aside from the usual clarifications and corrections that go along with any reprint). But we have let these books catch up to our new standards. They're larger, more colorful, and more readable, all with an eye toward making your DMing job easier.

Bringing this project together rekindled a lot of memories. In particular, one day from 1987 stands out in my mind. I remember it vividly because it was the day when Dave Cook and I drew up the very first outline and schedule for the 2nd Edition of the Advanced Dungeons & Dragons game. What needed to be done, and how it should be done, looked clear and simple on our neat, four-page report. In fact, that massive undertaking occupied almost two years of our lives, and I've spent most of my time since then caring for the AD&D game.

That's a job that we enjoy, or we wouldn't be doing it. Most of us feel that we have a stake, to one extent or another, in every AD&D campaign out there. When you and your players get together, the months (often years) of designing, discussing, playtesting, redesigning, arguing, editing, sketching, and head scratching disappear into the background. But no matter whether you play by the books or with a binder full of home rules, we're all in this together, united by the common thread of the AD&D game.

Steve Winter
February 6, 1995

# Table of Contents


**Introduction**
- A Word About Organization
- The Fine Art of Being a DM

**Chapter 1: Player Character Ability Scores**
- Giving Players What They Want
- Choosing a Character Creation Method
  - Method I (3d6, in order)
  - Method II (3d6 twice, keep desired score)
  - Method III (3d6, arranged to taste)
  - Method IV (3d6 twice, arranged to taste)
  - Method V (4d6, drop lowest, arrange as desired)
- Super Characters
  - Identifying Too-Powerful Characters
  - Dealing with Too-Powerful Characters
- Hopeless Characters
  - Dealing with Hopeless Characters
  - Dealing with Dissatisfied Players
- Wishes and Ability Scores
- Players with Multiple Characters
  - Multiple Character Problems
- Character Background

Letting Players Do the Work
Problem Backgrounds
Background

**Chapter 2: Player Character Races**
A Non-Human World
Racial Level Restrictions
*Slow Advancement*
Standard Class and Level Limits
*Exceeding Level Limits*
Creating New Player Character Races

**Chapter 3: Player Character Classes**
Class, Level, and the Common Man
0-Level Characters
Adventurers and Society
Fighters
Paladins
Rangers
Wizards
Priests
Thieves
Bards
Character Classes in Your Campaign
High-Level Characters
Defining "High Level"
Changing Campaign Styles
Above 20th Level
Beginning Character Levels
Mixing New and Old Characters
Pre-Rolled Characters
*Creating a New Character Class*

**Chapter 4: Alignment**
Player Character Alignment
Role-Playing Alignment
NPC Alignment
The Limits of NPC Alignment
Society Alignment
Using Area Alignments
Varying Social Alignment
Alignment of Religions
Alignment of Magical Items
Magical Alignment Changes
Alignment as a World View
Alignments in Conflict

Never-ending Conflict
Alignment as a Tool
Detecting Alignment
Asking
Casting a Spell
Class Abilities
Keeping Players in the Dark
Changing Alignment
Deliberate Change
Unconscious Change
Involuntary Change
Charting the Changes
Effects of Changing Alignment

**Chapter 5: Proficiencies**
*Weapon Proficiencies*
*Min/Maxing*
*NPC Proficiencies*
*Adding New Proficiencies*

**Chapter 6: Money and Equipment**
Controlling the Money Supply
Monetary System
A Short History of Commerce
Goods
Letters of Credit
Barter
Coins
Types of Coins
Expenses
Squalid Conditions
Poor Conditions
Middle-Class Conditions
Wealthy Conditions
Draining the Coffers
Expanding the Equipment Lists
Altering Prices
Equipment by Time Period
The Ancient World
The Dark Ages
The Middle Ages
The Renaissance
Adjusting Equipment Lists
Quality of Equipment
Lock Quality
Horse Quality

*Horse Traits*
Risks of Horse Buying
Weapon Quality
Ornamentation
*Armor Made of Unusual Metals*
Damaging Equipment
General Weapon Damage
Attack Forms

**Chapter 7: Magic**
Initial Wizard Spells
Player Choice
Player/DM Collaboration
Acquisition of Spells Beyond 1st Level
Going Up in Levels
Copying from Spell Books
Scroll Research
Study with a Mentor
DM Control of Spell Acquisition
Spell Books
All Sizes and Shapes
Spell Book Preparation
Spell Book Cost
How Many Pages in a Spell Book?
Expanding the Schools of Magic
Adding New Spells
Expansion Through Campaign Detail
Spell Research
Suggesting a New Spell
Analyzing a Spell
Solving the Problems of a New Spell
Setting a Spell's Level
*Determining Spell Components*
Determining Research Time
The Cost of Spell Research
Adding a New Spell to the Spell Book
*Researching Extra Wizard Spells*

**Chapter 8: Experience**
The Importance of Experience
Too Little or Too Much
Constant Goals
Fun
Character Survival
Improvement
Variable Goals

Story Goals
Experience Point Awards
Group Awards
*Individual Experience Awards*
When to Award Experience Points
Effects of Experience
*Training*
Rate of Advancement

**Chapter 9: Combat**
Creating Vivid Combat Scenes
More Than Just Hack-and-Slash
Definitions
The Attack Roll
Figuring the To-Hit Number
Modifiers to the Attack Roll
*Weapon Type vs. Armor Modifiers*
The Various Types of Weapons
Impossible To-Hit Numbers
Calculating THACO
Combat and Encounters
The Combat Round
What You Can Do in One Round
The Combat Sequence
Initiative
Standard Initiative Procedure
Initiative Modifiers
*Group Initiative*
*Individual Initiative*
Multiple Attacks and Initiative
Spellcasting and Initiative
*Weapon Speed and Initiative*
Attacking
Number of Attackers
Facing
Weapon Length
Position of Attackers and Attack Rolls
*Pole Arms and Weapon Frontage*
*Shields and Weapon Frontage*
Hitting a Specific Target
Called Shots
Movement in Combat
Movement in Melee
Movement and Missile Combat
Charging an Opponent
Retreat

Attacking Without Killing
Punching and Wrestling
Overbearing
Weapons in Non-Lethal Combat
Non-Lethal Combat and Creatures
Touch Spells and Combat
*Critical Hits*
Why No Critical Hit Tables?
Two Workable Critical Hit Systems
Critical Fumbles
*Parrying*
Missile Weapons in Combat
Range
Rate of Fire
Ability Modifiers in Missile Combat
Firing into a Melee
Taking Cover Against Missile Fire
Grenade-Like Missiles
Scatter Diagram
Types of Grenade-Like Missiles
Boulders as Missile Weapons
Special Attacks
Attacking With Charmed Creatures
Gaze Attacks
Innate Abilities
Great Weapons
Special Defenses
The Saving Throw
Rolling Saving Throws
Saving Throw Priority
Voluntarily Failing Saving Throws
Ability Checks as Saving Throws
Modifying Saving Throws
Magic Resistance
Effects of Magic Resistance
When Magic Resistance Applies
Successful Magic Resistance Rolls
Turning Undead
Evil Priests and Undead
Immunity to Weapons
Effects of Weapon Hits
Silver Weapons
Creature vs. Creature
Using Immune Monsters in a Campaign
Morale
The Role-Playing Solution

Dicing for Morale
How to Make a Morale Check
Failing a Morale Check
Injury and Death
Wounds
Special Damage
Falling
Paralysis
Energy Drain
Poison
*Specific Injuries*
Is This Injury Necessary?
Healing
Natural Healing
Magical Healing
Herbalism & Healing Proficiencies
Character Death
Death from Poison
Death from Massive Damage
Inescapable Death
Raising the Dead
*Hovering on Death's Door*
Unusual Combat Situations
Siege Damage
Mounted Combat
*Aerial Combat*
Underwater Combat

**Chapter 10: Treasure and Magical Items**
Who Needs Money?
Forms of Treasure
Placement of Treasure
Who's Got the Treasure
Planned and Random Encounter Treasures
Treasure Tables
Maintaining Balance
Too Little Treasure
Monty Haul Campaigns
Magical Items
Creatures and Magical Items
Buying Magical Items
Magic—Rare or Common
Researching Magical Items
The Nature of Magical Fabrication
Scrolls and Potions
Scrolls

Potions
Creating Other Magical Items
Recharging Magical Items
Destroying Magical Items
*Artifacts and Relics*
Designing an Artifact or Relic
Sample Artifacts and Relics

**Chapter 11: Encounter**
What is an Encounter?
Planned Encounters
Keys
Triggers
Combining Keys and Triggers
Random Encounters
Should You Use Random Encounters?
Characteristics of Random Encounter Tables
Creating Encounter Tables
The 2-20 Table
The Percentile Table
Dungeon Encounter Tables
Wilderness Encounter Tables
Special Encounter Tables
Spicing Up Encounter Tables
DMing Encounters
Encounter Checks
Is This Encounter Necessary?
Encounter Size
Surprise
Encounter Distance
Encounter Reactions
Fixing Things in Play
The Encounter is Too Difficult
The Encounter Gave Away Too Much Treasure
The Encounter Was Too Easy

**Chapter 12: NPCs**
Hirelings
Medieval Occupations
The Assassin, the Spy, and the Sage
Assassins
Spies
Sages
Soldiers
Description of Troop Types
Employing Hirelings

Who Might Be Offended
Depopulate at Your Own Risk
Securing Permission
Finding the Right People
The Weekly Wage
Henchmen
An NPC Becomes a Henchman
The Player Takes Over
Role-playing Henchmen
Henchmen and Bookkeeping
Officials and Social Rank
Titles, Offices, and Positions
Spellcasters
Finding a Spellcaster
Convincing an NPC to Help
NPC Magical Items
Personality
Walk-on NPCs
Significant NPCs
Other NPC Characteristics
Morale
Quick NPCs

**Chapter 13: Vision and Light**
Effects of Light Sources
Being Seen
Creatures and Light Sources
Light Tricks and Traps
Infravision
Standard Infravision
*Infravision*
Other forms of Sight
Darkness
Invisibility
Detecting Invisible Creatures

**Chapter 14: Time and Movement**
Detailed Timekeeping
Preparing a Calendar
Time as a Game-Balancer
Movement
Mounted Overland Movement
Care of Animals
Vehicles
*Terrain Effects on Movement*
Darkness and Ice

Terrain Modifiers in Overland Movement
Roads and Trails
Terrain Obstacles and Hindrances
Movement on Water
Ocean Voyaging
Weather and Ship Travel
Aerial Movement
Getting Lost

**Chapter 15: A DM's Miscellany**
Listening
Doors
Concealed and Secret Doors
Lycanthropy
Other Magical Diseases
The Planes
The Prime Material Planes
The Ethereal Plane
The Inner Planes
The Astral Plane
The Outer Planes

**Appendix 1: Treasure Tables**
Coins
Gems
Objects of Art

**Appendix 2: Magical Items Tables**
Magical Items
Armor and Shields
Magical Weapons

**Appendix 3: Magical Items Descriptions**
Potions
Identifying a Potion
Combining Potions
Potion Duration
List of Potions
Scrolls
Spell Level of Scroll Spells
Magical Spell Failure
Use of Scroll Spells
Casting Scroll Effects
Protection Scroll Effects
Who Can Use Scroll Spells?
Spell Level Range

Cursed Scrolls
Maps
List of  Protection Scrolls
Rings
List of Rings
Rods
*Command Words*
List of Rods
Staves
*Command Words*
List of Staves
Wands
*Command Words*
List of Wands
Miscellaneous Magic
Categories of Magical Items
Armor and Shields
Magical Weapons
Light Generation
Unknown or Unusual Qualities
Magical Weapon List
Intelligent Weapons
Intelligent Weapon Alignment
Weapon Abilities
Weapon Ego
Weapon Versus Characters

**Index**

**Tables**
Table 1: Method I Characters
Table 2: Method II Characters
Table 3: Method III Characters
Table 4: Method IV Characters
Table 5: Method V Characters
Table 6: Method VI Characters
Table 7: Racial Class and Level Limits
Table 8: Prime Requisite Bonuses
Table 9: Maximum Level for Variant Races
Table 10: 0-Level Hit Points by Title
Table 11: Race
Table 12: Combat Value Used
Table 13: Saving Throw Table Used
Table 14: Hit Dice Per level
Table 15: Armor Allowed
Table 16: Weapons Allowed

Table 17: Hit Points Per level Beyond 9th
Table 18: Optional Abilities
Table 19: Thief Average Ability Table
Table 20: Restrictions
Table 21: Base Experience Points
Table 22: Player Character Living Expenses
Table 23: Equipment By Time Period
Table 24: Lock Quality
Table 25: Horse Quality
Table 26: Horse Traits
Table 27: Unusual Metal Armors
Table 28: Hit Points of Items
Table 29: Item Saving Throws
Table 30: Spell Book Capacities
Table 31: Creature Experience Point Values
Table 32: Hit Dice Value Modifiers
Table 33: Common Individual Awards
Table 34: Individual Class Awards
Table 35: Combat Modifiers
Table 36: Weapon Type Vs. Amor Modifiers
Table 37: THAC0 Advancement
Table 38: Calculated THAC0
Table 39: Creature THAC0
Table 40: Standard Modifiers to Initiative
Table 41: Optional Modifiers to Initiative
Table 42: Armor Modifiers For Wrestling
Table 43: Punching and Wrestling Results
Table 44: Cover and Concealment Modifiers
Table 45: Genadelike Missile Effects
Table 46: Character Saving Throws
Table 47: Turning Undead
Table 48: Hit Dice Vs. Immunity
Table 49: Morale Ratings
Table 50: Situational Modifiers
Table 51: Poison Strength
Table 52: Structural Saving Throws
Table 53: Mounted Missile Fire
Table 54: 2-20 Encounter Table
Table 55: Dungeon Level
Table 56: Frequency and Chance of Wilderness Encounters
Table 57: Surprise Modifiers
Table 58: Encounter Distance
Table 59: Encounter Reactions
Table 60: NPC Professions
Table 61: Fields of Study
Table 62: Sage Modifiers

Table 63: Research Times
Table 64: Military Occupations
Table 65: Common Wages
Table 66: European Titles
Table 67: Oriental Titles
Table 68: Religious Titles
Table 69: NPC Spell Costs
Table 70: General Traits
Table 71: Permanent Morale Modifiers
Table 72: Optional Degrees of Darkness
Table 73: Terrain Effects on Movement
Table 74: Terrain Costs for Overland Movement
Table 75: Terrain Modifiers
Table 76: Boat Movement
Table 77: Ship Types
Table 78: Sailing Movement Modifiers
Table 79: Weather Conditions
Table 80: Aerial Movement Modifiers
Table 81: Chance of Getting Hopelessly Lost
Table 82: Lost Modifiers
Table 83: Chance to Hear Noise by Race
Table 84: Treasure Types
Table 85: Gem Table
Table 86: Gem Variations
Table 87: Objects of Art
Table 88: Magical Items
Table 89: Potions and Oils
Table 90: Scrolls
Table 91: Rings
Table 92: Rods
Table 93: Staves
Table 94: Wands
Table 95: Books, Librams, Manuals, Tomes
Table 96: Jewels, Jewelry, Phylacteries
Table 97: Cloaks and Robes
Table 98: Boots, Bracers, Gloves
Table 99: Girdles, Hats, Helms
Table 100: Bags, Bottles, Pouches, Containers
Table 101: Candles, Dusts, Ointments, Incense, Stones
Table 102: Household Items and Tools
Table 103: Musical Instruments
Table 104: The Weird Stuff
Table 105: Armor Type
Table 106: Armor Class Adjustment
Table 107: Special Armors
Table 108: Weapon Type

Table 109: Attack Roll Adjustment
Table 110: Special Weapons
Table 111: Potion Compatibility
Table 112: Spell Failure
Table 113: Weapon Intelligence and Capabilities
Table 114: Weapon Alignment
Table 115: Weapon Primary Abilities
Table 116: Weapon Extraordinary Powers
Table 117: Special Purpose Weapons
Table 118: Languages Spoken by Weapon
Table 119: Weapon Ego

# Introduction

You are one of a very special group of people: AD&D® game Dungeon Masters. Your job is not an easy one. It requires wit, imagination, and the ability to think and act extemporaneously. A really good Dungeon Master is essential to a good game.

The *Dungeon Master Guide* is reserved for Dungeon Masters. Discourage players from reading this book, and certainly don't let players consult it during the game. As long as the players don't know exactly what's in the *Dungeon Master Guide*, they'll always wonder what you know that they don't. It doesn't matter whether you have secret information; even if you don't, as long as the players think you do, their sense of mystery and uncertainty is maintained.

Also, this book contains essential rules that are not discussed in the *Player's Handbook*. Some of these rules the players will learn quickly during play—special combat situations, the costs of hiring NPCs, etc. Others, however, cover more esoteric or mysterious situations, such as the nature of artifacts and other magical items. This information is in the *Dungeon Master Guide* so the DM can control the players' (and hence the characters') access to certain bits of knowledge. In a fantasy world, as in this world, information is power. What the characters don't know *can* hurt them (or lead them on a merry chase to nowhere). While the players aren't your enemies, they aren't your allies, either, and you aren't obligated to give anything away for nothing. If characters go hunting wererats without doing any research beforehand, feel free to throw lots of curves their way. Reward those characters who take the time to do some checking.

Besides rules, you'll find a large portion of this book devoted to discussions of the principles behind the rules. Along with this are examinations of the pros and cons of changing the rules to fit your campaign. The purpose of this book, after all, is to better prepare you for your role as game moderator and referee. The better you understand the game, the better equipped you'll be to handle unforeseen developments and unusual circumstances.

One of the principles guiding this project from the very beginning, and which is expressed throughout this book, is this: The DM has the primary responsibility for the success of his campaign, and he must take an active hand in guiding it. That is an

important concept. If you are skimming through this introduction, slow down and read it again. It is crucial you understand what you are getting into.

The DM's "active hand" extends even to the rules. Many decisions about your campaign can be made by only one person: you. Tailor your campaign to fit your own style and the style of your players.

You will find a lot of information in this book, but you won't find pat answers to all your questions and easy solutions for all your game problems. What you will find instead is a discussion of various problems and numerous triggers intended to guide you through a thoughtful analysis of situations that pertain to your campaign.

The rules to the AD&D 2nd Edition game are balanced and easy to use. No role-playing game we know of has been playtested more heavily than this one. But that doesn't mean it's perfect. What we consider to be right may be unbalanced or anachronistic in your campaign. The only thing that can make the AD&D game "right" for all players is the intelligent application of DM discretion.

A perfect example of this is the limit placed on experience levels for demihumans. A lot of people complained that these limits were too low. We agreed, and we raised the limits. The new limits were tested, examined, and adjusted until we decided they were right. But you may be one of the few people who prefer the older, lower limits. Or you may think there should be no limits. In the chapter on character classes, you'll find a discussion of this topic that considers the pros and cons of level limits. We don't ask you to blindly accept every limit we've established. But we do ask that before you make any changes you read this chapter and carefully consider what you are about to do. If, after weighing the evidence, you decide that a change is justified in your game, by all means make the change.

In short, follow the rules as they are written if doing so improves your game. But by the same token, break the rules only if doing so improves your game.

## A Word About Organization

Everything in this book is based on the assumption that you are familiar with the *Player's Handbook*. To make your job easier, the *Player's Handbook* and *Dungeon Master Guide* have parallel organization. Chapters appear in the same order in both books. That means if you know where to find something in the *Player's Handbook*, you also know where to find it in this book.

Also, the index in this book also covers both the *Player's Handbook*. You can find all the references to any specific topic by checking this index.

## The Fine Art of Being a DM

Being a good Dungeon Master involves a lot more than knowing the rules. It calls for quick wit, theatrical flair, and a good sense of dramatic timing—among other things. Most of us can claim these attributes to some degree, but there's always room for improvement.

Fortunately, skills like these can be learned and improved with practice. There are hundreds of tricks, shortcuts, and simple principles that can make you a better, more dramatic, and more creative game master.

But you won't find them in the *Dungeon Master Guide*. This is a reference book for running the AD&D game. We tried to minimize material that doesn't pertain to the immediate conduct of the game. If you are interested in reading more about this aspect of refereeing, we refer you to Dragon® Magazine, published monthly by TSR, Inc. Dragon Magazine is devoted to role-playing in general and the AD&D game in particular. For more than 16 years, Dragon Magazine has published articles on every facet of role-playing. It is invaluable for DMs and players.

If you have never played a role-playing game before but are eager to learn, our advice from the *Player's Handbook* is still the best: Find a group of people who already play the game and join them for a few sessions. If that is impractical, the best alternative is to get a copy of the *Introduction to Advanced Dungeons & Dragons* Game. It covers all the basics of fantasy role-playing with the AD&D game, but in a much simpler presentation which teaches as you play. It includes several introductory role-playing adventures. These will show you what goes on during the game and give you step-by-step instructions on how to set up and run a game with your friends.

# Chapter 1:
# Player Character Ability Scores

Each player is responsible for creating his character. As the DM, however, your decisions have a huge impact on the process. You have final approval over any player character that is created. This chapter outlines what you should consider about character creation and gives guidelines on how to deal with some of the common problems that arise during character creation.

## Giving Players What They Want

Players in most AD&D games use the same character over many game sessions. Most players develop strong ties to their characters and get a thrill from watching them advance, grow, and become more successful and powerful. Your game's success depends on how much your players care about their characters. For these reasons, it is important to let they players create the type of characters they really want to play.

At the same time, watch out for a tendency in some players to want the most powerful character possible. Powerful characters are fine if that's the sort of campaign you want. A problem arises, however, if players are allowed to exploit the rules, or your good nature, to create a character who is much more powerful than everyone else's characters. At best, this leads to an unbalanced game. At worst, it leads to bored players and hurt feelings.

Therefore, before any player in your game creates his first character, decide which

dice-rolling method to allow: will you use method I, any of the five alternate methods, or a seventh method of your own devising? Be prepared with an answer right away, because this is one of the first questions your players will ask.

## Choosing a Character Creation Method

The following methods are different from one another. Some produce more powerful characters than others (although none produces extremely powerful characters). For this reason, every player in your game should start out using the same method.

If, at some later point in your campaign, you want to change methods, simply announce this to your players. Try to avoid making the announcement just as a player starts rolling up a new character, lest the other players accuse you of favoritism. You know you aren't playing favorites, but it doesn't hurt to avoid the appearance.

The advantages and disadvantages of each dice-rolling method are described below (also see page 13 of the *Player's Handbook*). Five sample characters created with each method illustrate typical outcomes the different methods are likely to produce.

## Method I (3d6, In order):

This is the fastest and most straightforward. There are no decisions to make while rolling the dice, and dice rolling is kept to a minimum. Ability scores range from 3 to 18, but the majority fall in a range from 9 to 12.

Typically, a character will have four scores in the average range, one below-average score, and one above-average score. A few lucky players will get several high scores and a few unlucky ones will get just the opposite.

Very high scores are rare, so character classes that require high scores (paladin, ranger, illusionist, druid, bard) are correspondingly rare. This makes characters who qualify for those classes very special indeed. The majority of the player characters will be fighters, clerics, mages, and thieves. Characters with exceptional ability scores will tend to stand out from their comrades.

**Method I Disadvantages:** First, some players may consider their characters to be hopelessly average. Second, the players don't get many choices.

Using method I, only luck enables a player to get a character of a particular type, since he has no control over the dice. Most characters have little choice over which class they become: Only one or two options will be open to them. You might let players discard a character who is totally unsuitable and start over.

**Table 1:**

## Method I Characters

| | #1 | #2 | #3 | #4 | #5 |
|---|---|---|---|---|---|
| Strength | 10 | 8 | 13 | 6 | 16 |
| Dexterity | 8 | 7 | 8 | 15 | 10 |
| Constitution | 12 | 8 | 9 | 10 | 14 |

| | | | | | |
|---|---|---|---|---|---|
| Intelligence | 13 | 8 | 14 | 9 | 12 |
| Wisdom | 12 | 10 | 11 | 9 | 13 |
| Charisma | 7 | 12 | 14 | 7 | 8 |
| **Suggested Class** | Ma | Cl | F/Ma | Th | F |

## Method II (3d6 twice, keep desired score):

This method gives players better scores without introducing serious ability inflation. It also gives them more control over their characters. The average ability is still in the 9 to 12 range, and players can manipulate their results to bring the characters they create closer to the ideal characters they imagine.

Exceptional player characters are still rare, and unusual character classes are still uncommon, but few characters will have below-average scores.

**Method II Disadvantages:** Creating the character takes slightly longer because there are more dice to roll. Despite the improved choices, a character might still not be eligible for the race or class the player wants.

**Table 2:**

## Method II Characters

| | **#1** | **#2** | **#3** | **#4** | **#5** |
|---|---|---|---|---|---|
| Strength | 12 | 11 | 9 | 9 | 15 |
| Dexterity | 10 | 15 | 12 | 13 | 14 |
| Constitution | 11 | 11 | 16 | 14 | 14 |
| Intelligence | 13 | 11 | 12 | 13 | 14 |
| Wisdom | 16 | 13 | 13 | 11 | 13 |
| Charisma | 10 | 11 | 14 | 9 | 12 |
| **Suggested Class** | Cl | Th | Cl | Ma | F |

## Method III (3d6, arranged to taste):

This method gives the players more choice when creating their characters yet still ensures that, overall, ability scores are not excessive. Bad characters are still possible, especially if a player has several poor rolls. The majority of characters have average abilities.

Since players can arrange their scores however they want, it is easier to meet the requirements for an unusual class. Classes with exceptionally strict standards (the paladin in particular) are still uncommon.

**Method III Disadvantages:** This method is more time-consuming than I or II, especially if players try to "minimize/maximize" their choice of race and class. (To minimize/maximize, or min/max, is to examine every possibility for the greatest advantage.) Players may need to be encouraged to create the character they see in their imaginations, not the one that gains the most pluses on dice rolls. The example below

shows fighters created using this method.

**Table 3:**

## Method III Characters

| | #1 | #2 | #3 | #4 | #5 |
|---|---|---|---|---|---|
| Strength | 15 | 13 | 14 | 15 | 14 |
| Dexterity | 11 | 12 | 9 | 10 | 12 |
| Constitution | 15 | 13 | 13 | 12 | 14 |
| Intelligence | 7 | 8 | 8 | 9 | 11 |
| Wisdom | 8 | 7 | 7 | 6 | 9 |
| Charisma | 7 | 12 | 7 | 7 | 11 |

## Method IV (3d6 twice, arranged to taste):

This method has all the benefits of methods II and III. Few, if any, characters are likely to have poor scores. Most scores are above average. The individual score ranges are still not excessively high, so truly exceptional characters are still very rare. However, the majority of characters are significantly above the norm.

**Method IV Disadvantages:** This method tends to be quite slow. Players spend a lot of time comparing different number combinations with the requirements of different races and classes. New players easily can be overwhelmed by the large number of choices during this process. The examples below are arranged for fighters.

**Table 4:**

## Method IV Characters

| | #1 | #2 | #3 | #4 | #5 |
|---|---|---|---|---|---|
| Strength | 15 | 14 | 15 | 16 | 15 |
| Dexterity | 13 | 10 | 13 | 15 | 13 |
| Constitution | 13 | 12 | 15 | 13 | 13 |
| Intelligence | 13 | 9 | 13 | 12 | 13 |
| Wisdom | 13 | 9 | 11 | 13 | 12 |
| Charisma | 10 | 9 | 11 | 13 | 12 |

## Method V (4d6, drop lowest, arrange as desired):

Before choosing to use this method, think about how adventurers fit into the population as a whole. There are two schools of thought.

One holds that adventurers are no different from everyone else (except for being a little more foolhardy, headstrong, or restless). The man or woman down the street could be an adventurer--all that's required is the desire to go out and be one. Therefore, adventurers should get no special bonuses on their ability rolls.

The other school holds that adventurers are special people, a cut above the common crowd. If they weren't exceptional, they would be laborers and businessmen like

everyone else. Player characters are heroes, so they should get bonuses on their ability rolls to lift them above the rabble.

If you choose method V for creating player characters, then you agree with this second view and believe that adventurers should be better than everyone else.

This method creates above-average characters. They won't be perfect, but the odds are that even their worst ability scores will be average or better. More scores push into the exceptional range (15 and greater). It is easy for a player to create a character of any class and race.

**Method V Disadvantages:** Like other methods that allow deliberate arrangement of ability scores, this one takes some time. It also creates a tendency toward "super" characters.

Unless you have a considerable amount of experience as a DM, however, beware of extremely powerful characters. They are much more difficult to challenge and control than characters of moderate power. On the plus side, their chance for survival at lower levels is better than "ordinary" characters. (See "Super Characters," below, for more on this subject.)

One last point about method V: High ability scores are less exciting under this method, since they are much more common, as the fighter characters below indicate:

**Table 5:**

## Method V Characters

| | #1 | #2 | #3 | #4 | #5 |
|---|---|---|---|---|---|
| Strength | 17 | 15 | 16 | 14 | 18/37 |
| Dexterity | 14 | 14 | 13 | 15 | 12 |
| Constitution | 15 | 14 | 14 | 15 | 17 |
| Intelligence | 13 | 11 | 10 | 14 | 8 |
| Wisdom | 13 | 10 | 11 | 15 | 8 |
| Charisma | 9 | 13 | 8 | 7 | 9 |

## Method VI (points plus dice):

This gives players more control over their characters than the other methods. A points system makes it quite likely that a player can get the character he wants--or at least the class and race. However, in doing so the player must make some serious compromises.

It is unlikely that his dice are going to be good enough to make every score as high as he would like. In all likelihood, only one or two ability scores will be exceptional, and miserable dice rolling could lower this even further. The player must carefully weigh the pros and cons of his choices when creating the character.

**Method IV Disadvantages:** This method works best for experienced players. Players who are not familiar with the different character classes and races have a hard time making the necessary (and difficult) decisions. Table 6 shows fighters constructed using this method.

**Table 6:**

## Method VI Characters

| | #1 | #2 | #3 | #4 | #5 |
|---|---|---|---|---|---|
| Strength | 17 | 15 | 16 | 17 | 18/71 |
| Dexterity | 12 | 11 | 11 | 13 | 12 |
| Constitution | 12 | 9 | 12 | 18 | 14 |
| Intelligence | 11 | 9 | 10 | 11 | 11 |
| Wisdom | 9 | 9 | 10 | 8 | 10 |
| Charisma | 8 | 8 | 9 | 9 | 13 |

# Super Characters

One of the great temptations for players is to create super characters. While this is not true of every player all the time, the desire for power above everything else afflicts most players at one time or another.

Many players see their characters as nothing more than a collection of numbers that affects game systems. They don't think of their characters as personalities to be developed. Players like this want to "win" the game. These players are missing out on a lot of fun.

If players are creating new characters for your campaign, you probably won't have to deal with such super characters. Players can start with ability scores greater than 18 only if the race grants a bonus, but this is extremely rare. Later in the campaign, magic might raise ability scores higher.

The greatest difficulty occurs when a player asks to bring in a character from another campaign where characters are more powerful. Unless you are prepared to handle them, super characters can seriously disrupt a campaign: Players with average characters gradually become bored and irritated as the powerful characters dominate the action. And players with powerful characters feel held back by their weaker companions. None of this contributes to harmony and cooperation among the characters or the players.

Cooperation is a key element of role-playing. In any group of player characters, everyone has strengths to contribute and weaknesses to overcome. This is the basis for the adventuring party--even a small group with sufficiently diverse talents can accomplish deeds far greater than its size would indicate.

Now, throw in a character who is an army by himself. He doesn't need the other characters, except perhaps as cannon fodder or bearers. He doesn't need allies. His presence alone destroys one of the most fundamental aspects of the game--cooperation.

## Identifying Too-Powerful Characters

There are no absolute rules to define a too-powerful character, since the definition will vary from campaign to campaign. Characters who are average in your game may be weaklings in your friend's campaign. His characters, in turn, could be frail compared to

other groups. Some experience is required to strike the right balance of power, but characters created using the same method should, at least, be comparable.

When someone brings a character from a different campaign and wants to use him in your game, compare the proposed character to those already in the game. You don't want him to be too strong or too weak. Certainly you should be wary of a character whose ability scores are all 18s!

### Dealing with Too-Powerful Characters

If you decide a character is too powerful, the player has two choices. First, he can agree to weaken the character in some fashion (subject to your approval). This may be as simple as excluding a few magical items ("No, you can't bring that *holy avenger sword +5* that shoots 30-dice fireballs into my campaign!"). Second, the player can agree not to use some special ability ("I don't care if your previous DM gave your character the Evil Eye, you can't jinx my dice rolls!"). If this sort of change seems too drastic or requires altering ability scores or levels, a better option is simply to have the player create a new character. The old character can be used, without tinkering, in the campaign for which he was created. The new character, more appropriate to your campaign, can develop in your game. Remember that just because another DM allowed something is no reason you have to do the same!

## Hopeless Characters

At the other extreme from the super character is the character who appears hopeless. The player is convinced his new character has a fatal flaw that guarantees a quick and ugly death under the claws of some imaginary foe. Discouraged, he asks to scrap the character and create another.

In reality, few, if any, characters are truly hopeless. Certainly, ability scores have an effect on the game, but they are not the overwhelming factor in a character's success or failure. Far more important is the cleverness and ingenuity the player brings to the character.

When a player bemoans his bad luck and "hopeless" character, he may just be upset because the character is not exactly what he wanted. Some players write off any character who has only one above-average ability score. Some complain if a new character does not qualify for a favorite class or race. Others complain if even one ability score is below average. Some players become stuck in super-character mode. Some want a character with no penalties. Some always want to play a particular character class and feel cheated if their scores won't allow it.

Some players cite numerical formulas as proof of a character's hopelessness ("A character needs at least 75 ability points to survive" or "A character without two scores of 15 or more is a waste of time"). In reality, there is no such hard and fast formula. There are, in fact, few really hopeless characters.

### Dealing with Hopeless Characters

Before you agree that a character is hopeless, consider the player's motives. Try to be firm and encourage players to give "bad" characters a try. They might actually enjoy playing something different for a change.

A character with one or more very low score (6 or less) may seem like a loser, like it would be no fun to play. Quite simply, this isn't true! Just as exceptionally high scores make a character unique, so do very low scores. In the hands of good role-players, such characters are tremendous fun. Encourage the player to be daring and creative. Some of the most memorable characters from history and literature rose to greatness despite their flaws.

In many ways, the completely average character is the worst of all. Exceptionally good or exceptionally bad ability scores give a player something to base his role-playing on--whether nimble as a cat or dumb as a box of rocks, at least the character provides something exciting to role-play.

Average characters don't have these simple focal points. The unique, special something that makes a character stand out in a crowd must be provided by the player, and this is not always easy. Too many players fall into the "he's just your basic fighter" syndrome.

In truth, however, even an average character is okay. The only really hopeless character is the rare one that cannot qualify for any character class. The playability of all other characters is up to you.

### Dealing with Dissatisfied Players

All of the above notwithstanding, you don't want to force a player to accept a character he doesn't really like. All you will do is lose a player. If someone really is dissatisfied, either make some adjustments to the character or let him roll up a new one.

When adjusting ability scores, follow these guidelines:

• Don't adjust an ability score above the minimum required to qualify for a particular class or race. You are being kind enough already without giving away 10 percent experience bonuses.

• Don't adjust an ability score above 15. Only two classes have ability minimums higher than 15: paladins and illusionists. Only very special characters can become paladins and illusionists. If you give these classes away, they lose their charm.

• Don't adjust an ability score that isn't required for the race or class the player wants his character to be.

• Think twice before raising an ability score to let a character into an optional class if he already qualifies for the standard class in that group. For example, if Kirizov has the scores he needs to be a half-elf fighter, does he really need to be a half-elf ranger? Encourage the player to develop a character who always wanted to be a ranger but just never got the chance, or who fancies himself a ranger but is allergic to trees. Encourage role-playing!

## Wishes and Ability Scores

Sooner or later player characters are going to gain wishes. Wishes are wonderful things

that allow creative players to break the rules in marvelous ways. Inevitably, some player is going to use a wish to raise his character's ability scores. This is fine. Player characters should have the chance to raise their ability scores. It can't be too easy, however, or soon every character in your campaign will have several 18s.

When a wish is used to increase a score that is 15 or lower, each wish raises the ability one point. A character with a Dexterity of 15, for example, can use a wish to raise his Dexterity to 16.

If the ability score is between 16 and 20, each wish increases the ability score by only one-tenth of a point. The character must use 10 wishes to raise his Dexterity score from 16 to 17. The player can record this on his character sheet as 16.1, 16.2, etc. Fractions of a point have no effect until all 10 wishes have been made.

If a character of the warrior group has a Strength score of 18, each wish increases the percentile score by 10 percent. Thus, 11 wishes are needed to reach Strength 19.

This rule applies only to wishes and wish-like powers. Magical items (manuals, books, etc.) and the intervention of greater powers can automatically increase an ability score by one point, regardless of its current value.

## Players with Multiple Characters

Each player usually controls one character, but sometimes players may want or need more. Multiple player characters are fine in the right situation.

Once your campaign is underway and players learn more about the game world, they may want to have characters in several widely scattered areas throughout that world. Having multiple characters who live and adventure in different regions allows a lot of variety in the game. The characters usually are spread far enough apart so that events in one region don't affect what transpires in the other.

Sometimes players want to try a different class or race of character but do not want to abandon their older, more experienced heroes. Again, spreading these characters out across the world is an effective means of keeping them separate and unique.

Whenever possible, avoid letting players have more than one character in the same area. If, for some reason, players must have more than one character in an area, make sure that the characters are of significantly different experience levels. Even this difference should keep them from crossing paths very often.

If multiple player characters are allowed, each character should be distinct and different. It is perfectly fair to rule that multiple characters controlled by one person must be different classes--perhaps even different races. This helps the player keep them separate in his imagination.

If a player has more than one character available, ask him to choose which character he wants to use for the adventure--before he knows what the adventure is about. If a single adventure stretches across several playing sessions, the same character should be used throughout. All of the player's other characters are considered busy with something else during this time.

Avoid letting players take more than one character along on a single adventure. This usually comes up when the group of characters assembled for the planned adventure is too small to undertake it safely. The best solution to this problem is to adjust the

adventure, use a different adventure entirely, or supplement the party with NPC hirelings.

## Multiple Character Problems

Playing the role of a single character in depth is more than enough work for one person. Adding a second character usually means that both become lists of numbers rather than personalities.

**Shared Items:** One single player/multiple character problem that needs to be nipped in the bud is that of shared equipment. Some players will trade magical items, treasure, maps, and gear back and forth among their characters.

For example, when Phaedre goes adventuring she takes along Bertramm's *ring of invisibility*. Bertramm, in exchange, gets the use of Phaedre's *boots of speed*. In short, each character has the accumulated treasure of two adventurers to draw on.

Do not allow this! Even though one player controls both characters, those characters are not clones. Their equipment and treasure is extremely valuable. Would Phaedre loan her boots to a character controlled by another player? How about an NPC? Probably not, on both counts. Unless the character is (foolishly) generous in all aspects of his personality, you have every right (some might call it a duty) to disallow this sort of behavior.

**Shared Information:** Information is a much more difficult problem. Your players must understand the distinction between what they know as players and what their characters know. Your players have read the rules and shared stories about each other's games. They've torn out their hair as the entire party of adventurers was turned into lawn ornaments by the medusa who lives beyond the black gateway. That is all player information. No other characters know what happened to that group, except this: they went through the black gateway and never returned.

The problem of player knowledge/character knowledge is always present, but it is much worse when players control more than one character in the same region. It takes good players to ignore information their characters have no way of knowing, especially if it concerns something dangerous. The best solution is to avoid the situation. If it comes up and players seem to be taking advantage of knowledge they shouldn't have, you can discourage them by changing things a bit. Still, prevention is the best cure.

And remember, when problems arise (which they will), don't give up or give in. Instead, look for ways to turn the problem into an adventure.

## Character Background

When you look at a completed character, you will notice there are still many unanswered questions: Who were the character's parents? Are they still alive? Does the character have brothers and sisters? Where was he born? Does he have any notable friends or enemies? Are his parents wealthy or are they poor? Does he have a family home? Is he an outcast? Is he civilized and cultured, or barbaric and primitive? In short,

just how does this character fit into the campaign world?

There are no rules to answer these questions. The *Player's Handbook* and *Dungeon Master's Guide* are designed to help you unlock your imagination. The AD&D® rules do not presume to tell you exactly what your campaign world will be like. These decisions are left to you.

Consider what would happen if the rules dictated answers to the questions above. For example, suppose the rules said that 50% of all characters come from primitive, barbaric backgrounds...and you're running a campaign set in a huge, sophisticated city (the New Rome of your world). Even more ridiculous would be the reverse, where the rules say 50% of the characters are city dwellers and your campaign is set in a barbaric wilderness. Or how would you explain things if 20% of all characters were seafarers and you had set your adventures in the heart of a desert larger than the Sahara?

These pages contain guidelines and advice about how to create a campaign, but there is nothing that says exactly where this campaign must be set or what it must be like. This does not mean that a character's background shouldn't be developed--such background adds a lot to the depth and role-playing of your players and their characters. However, it is up to you to tailor character backgrounds to the needs of your campaign.

## Letting Players Do the Work

Of course, you don't have to do all the work. Your players can provide most of the energy, enthusiasm, and ideas needed. Your task is to provide direction and control.

Allow your players to decide what kind of people their characters are. One could be a rough nomad, another an over-civilized fop, others, homespun farmboys or salty seadogs. Let the players decide, and then tell them if, and how, their characters fit into your campaign world.

When a player says, "My dwarf's a rude and tough little guy who doesn't like humans or elves," you can respond with "Fine, he's probably one of the Thangor Clan from the deep mountain regions." This type of cooperation spurs your creativity, and involves the players in your world right from the start. You must come up with answers to their questions and ways to make their desires work in the campaign. The will be rewarded with the feeling of getting the characters they want.

A carefully well-crafted character background can do more than just provide emotional satisfaction. It can also provide motivation for the player characters to undertake specific adventures:

Just what is a dwarf of the Thangor Clan doing outside his clan's mountainous homeland? Is he an outcast looking for some way to redeem himself? Maybe he's a restless soul eager to see the bright lights of the big city and the world.

A character can have parents to avenge, long-lost siblings to track down, a name to clear, or even a lost love to recapture. Background can be used to build sub-plots within the overall framework of the campaign, enriching character descriptions, and interactions.

Background should not be forced: Do not insist that a player take upon his character a crippled grandmother, three sisters stolen by gypsies, a black-hearted rival, and a stain on the family name. Instead, see if the player has any ideas about his character. Not every player will, but the AD&D game depends as much on the players' fantasies as it does on yours.

Characters who players are happy with and feel comfortable about will create their own special excitement and interest. Players who are interested in their characters' backgrounds can be a source of creative energy, as they offer you a constant stream of new ideas.

## Problem Backgrounds

Certain points of background can and do create problems in campaigns, however. First and foremost of these is nobility, followed closely by great wealth.

**Problems of Nobility:** Some players like the idea of their character being Prince So-and-So or the son of Duke Dunderhead. All too often this leads to an abuse of power.

The player assumes, somewhat rightfully and somewhat not, that the title endows his character with special privileges--the right to instant income, the right to flaunt the law, the right to endless NPCs, information, and resources--or, worst of all, the right to use clout to push the other members of the party around. This kind of character quickly becomes tiresome to the other players and will constantly find ways to upset carefully planned adventures.

Titles can be allowed, but the DM will have to put some controls on noble characters. The easiest and most effective method is to strip the title of all benefits that, by rights, should go with it.

The noble character could be the son of a penurious duke. The son may be next in line to inherit the title when his father dies, but he's also in line to inherit his father's debts! Instead of seeking to impress others in public, the poor son might be quite happy to keep a low profile so as not to attract his father's creditors. After all, it's hard to amass a fortune through adventuring when the bill collectors are always on hand to take it away.

Likewise, a princely character could be the son of an unpopular and despotic or incompetent king--perhaps even one who was overthrown for his abuses. Such a son might not want his lineage well-known, since most of the peasants would have less than happy recollections of his father's rule.

Of course, these kinds of manipulations on your part soon become tiresome, both to yourself and the players. Not every duke can be impoverished, nor every throne usurped. Going too far with this strategy will only destroy the validity of nobility and titles in your game.

In the long run, it is better for your player characters to begin untitled, with one of their goals being the possibility of earning the right to place a "Sir" or "Lady" before their names. Imagine their pride as you confer this title on their character (and imagine the trials they must have gone through to earn this right).

**Problems of Wealth:** Another problem you might have to deal with is characters from wealthy, upper-class families. (This is often associated with the problem of titles since the nobility normally is the upper class.) Such characters, being wealthy, lack one of the basic reasons to adventure--the desire to make a fortune.

Indeed, they see their own money as a way to buy solutions to their problems. Often they will propose eminently reasonably (and, to the DM's carefully planned adventures, quite disastrous) schemes to make their adventuring life easier. It is, of course, possible to

hire a wizard to construct magical items. And a wealthy 1st-level character could buy a vast army. But these sorts of things will have undesirable effects on your campaign.

There are ways to control these problems while still allowing players the character backgrounds they desire. Think of the real world and how difficult it is to convince family and friends to give you money, especially sizeable amounts of cash. You may have a loving family and generous friends, but there is a limit.

In your campaign, parents may grow tired of supporting their children. Brothers could become upset at how player character relatives are cheating them out of their share of an inheritance. Sisters may take exception to the squandering of their dowries.

Standard medieval custom called for inheritances--land and chattels--to be divided equally among all of a man's sons. (This is one reason Charlemagne's empire crumbled after his death.) You can use this custom to whittle a wealthy character's purse down to size.

Further, families are not immune to the effects of greed and covetousness--many a tale revolves around the treachery one brother has wrought upon another. A rich character could awaken to discover that his family has been swindled of all it owns.

## Background as Background

A character's background is a role-playing tool. It provides the player with more information about his character, more beginning personality on which to build. It should complement your campaign and spur it forward. Background details should stay there--in the background. What your characters are doing now and will do in the future is more important than what they were and what they did.

# Chapter 2:
# Player Character Races

Many factors affect a character's background. Two of the most important are his race and his character class (see Chapter 3, "Player Character Classes"). In a sense, a character's class is his profession. Some characters are fighters, some are mages, some are clerics, and so on. A character's race affects which character classes are available to him. Only humans have unlimited class options. All non-human races are limited to some extent. There are two reasons for this:

First, the restrictions are intended to channel players into careers that make sense for the various races. Dwarves are, to a certain degree, anti-magical and incapable of shaping magical energy--they can't be wizards. Halflings, despite their ties to nature, lack the devotion and physical will to be druids. Similar situations exist for the other demihuman races.

Second, the demihuman races have advantages that are not available to humans. Flexibility, the ability to choose from among all the classes, is one of very few human advantages.

## A Non-Human World

The DM can, if he chooses, make any class available to any race. This will certainly make your players happy. But before throwing the doors open, consider the consequences.

If the only special advantage humans have is given to all the races, who will want to play a human? Humans would be the weakest race in your world. Why play a 20th-level human paladin when you could play a 20th-level elven paladin and have all the abilities of paladins *and* elves?

If none of the player characters are human, it is probably safe to assume that no non-player characters of any importance are human either. Your world would have no human kingdoms, or human kings, emperors, or powerful wizards. It would be run by dwarves, elves, and gnomes.

This is not necessarily a bad thing, but you must consider what kind of world non-humans would create. Building a believable fantasy world is a daunting task; creating a believable *alien* fantasy world (which is what a world dominated by non-humans would be) is a huge challenge even for the best writers of fantasy.

What would non-human families be like? What would the popular entertainment be? What would non-humans value? What would they eat? What would their governments be like? A society governed by nature-loving elves would be a very different place than a human-dominated world.

It is possible that certain character classes might not even exist. Paladinhood, for example, could be a uniquely human perspective. Would elves and dwarves hold the same values of law, order, god, and community to which a paladin aspires? If you only change the image (i.e., have elven paladins behave exactly like human paladins), what you've got is the "humans-in-funny-suits" syndrome. Even within the human race there are vast cultural differences. Think how much greater these differences would be if the blood were entirely different.

Also, if humans are weak, will the other races treat them with contempt? With pity? Will humans be enslaved? All things considered, humans could have a very bad time of it. If, after considering all the potential pitfalls, you decide to experiment with non-standard class selections, do so carefully. We offer the following advice:

Allow nonstandard race/class combinations only on a case-by-case basis. If you institute a general rule--"Gnomes can now be paladins"--you will suddenly find yourself with six player character gnome paladins.

If a player desperately wants to play a gnome paladin, ask him to come up with a thoughtful rationale explaining why this gnome is a paladin. It must be plausible and consistent with your campaign setting. If the rationale satisfies you, allow that player, and only that player, to play a gnome paladin. Explain to the other players that this is an experiment.

Don't allow any other gnome paladins in the game until you have seen the first one in action long enough to decide whether the class fits into your game. If it does, congratulations--you've broadened your players' horizons. If it doesn't, don't hesitate to tell the gnome paladin player that he has to retire the character or convert him to a normal

fighter. Never allow someone to continue playing a character who is upsetting your game.

By following this simple rule, you can test new race/class combinations without threatening your campaign. Moderation is the key to this type of experimentation.

## Racial Level Restrictions

In addition to unlimited class choice, humans can attain any level in any class. Once again, this is a human special ability, something no other race has. In the AD&D game, humans are more motivated by ambition and the desire for power than the demihuman races are. Thus, humans advance further and more quickly.

Demihumans can attain significant levels in certain classes, but they do not have the same unlimited access. Some players may argue that the greater age of various non-humans automatically means they will attain greater levels. That can present problems.

Demihuman characters are limited in how high a level they can achieve both to preserve internal consistency (humans are more flexible than non-humans) and to enforce game balance. A DM, however, can change or eliminate these limits as he sees fit. As with class restrictions, the consequences must be examined in detail.

Given their extremely long lifespans, demihumans without limitations would quickly reach levels of power far beyond anything attainable by humans. The world would be dominated by these extremely powerful beings, to the exclusion of humans. Human heroes would be feeble compared to the heroes of elves and dwarves.

Given their numerous advantages, demihumans would be the most attractive races--no one would play a human. Again, this isn't necessarily bad, but it's very different. The resulting game will be completely unlike the standard sword-and-sorcery milieu. You might need to set the campaign in an ancient age, before the ascendance of men (though given the situation, it's unlikely that men would ever become dominant).

## Slow Advancement (Optional Rule)

If you decide to allow demihumans unlimited advancement, consider this option: To counteract the demihumans' long life, slow down their advancement. Require demihumans to earn two, three, or even four times as many experience points as a human to advance a level.

This allows the short-lived humans to advance more quickly than their long-lived comrades, who will eventually catch up after the humans' demise. If this solution, though logical, is unacceptable to your players, a compromise may be called for.

The best compromise is to allow demihumans normal (or double-cost) advancement to their "maximum" levels. Then require them to earn triple or quadruple experience points to advance beyond that point. They will advance very slowly, but the players will still have a goal and the sense of accomplishment that comes with rising a level.

## Standard Class and Level Limits

Before removing or modifying level limits, familiarize yourself with the game and the balances that currently exist. Only after you are experienced and comfortable with these should you begin alteration of the non-human level limits. The standard level limits for all races and classes are given in Table 7.

**Table 7:**

## Racial Class and Level Limits*

| Character Class | Character Races | | | | | |
|---|---|---|---|---|---|---|
| | **Human** | **Dwarf** | **Elf** | **Gnome** | **Half-elf** | **Halfling** |
| Bard | U | – | – | – | U | – |
| Cleric | U | 10 | 12 | 9 | 14 | 8 |
| Druid | U | – | – | – | 9 | – |
| Fighter | U | 15 | 12 | 11 | 14 | 9 |
| Illus. | U | – | – | 15 | – | – |
| Mage | U | – | 15 | – | 12 | – |
| Paladin | U | – | – | – | – | – |
| Ranger | U | – | 15 | – | 16 | – |
| Thief | U | 12 | 12 | 13 | 12 | 15 |

**U** A player character can advance to the maximum possible level in a given class. The *Player's Handbook* gives rules for advancing the player characters to 20th level.

– A player character cannot belong to the listed class.

* Player characters with less than exceptional prime requisites cannot advance beyond the listed level.

## Exceeding Level Limits (Optional Rule)

Demihuman characters with extremely high ability scores in their prime requisites can exceed the racial maximum levels. In cases where multiple prime requisites exist, the lowest prime requisite is used to calculate any additional levels.

The bonus levels available to characters with high prime requisite scores are summarized on Table 8. The additional levels listed in Table 8 are added to the normal maximum allowed, regardless of what class or race is involved.

For example, a half-elf is limited to 12th level as a thief. A half-elf thief with a Dexterity score of 17, however, is allowed two bonus levels, so he could advance to 14th level.

**Table 8:**

## Prime Requisite Bonuses

| Ability Score | Additional Levels |
|---|---|
| 14, 15 | +1 |
| 16, 17 | +2 |
| 18 | +3 |
| 19 | +4 |

## Creating New Player Character Races

The races listed in the *Player's Handbook* are only a few of the possible intelligent races populating the worlds of the AD&D game. Adventurous DMs and players may want to experiment with characters of other races, such as orcs, lycanthropes, ogres, lizardmen, or even dragons.

Before you do this, however, you need to know very clearly what you are getting into. Unrestricted or ill-considered use of non-standard races can easily and quickly destroy a campaign. Always consider a new race from a variety of angles:

How does the new race fit with the other player characters? How does it fit in the campaign in general? What could you accomplish with this race that you couldn't with another?

The majority of players who want to play an unusual race desire only the thrill and excitement of a truly challenging role-playing situation. There are, however, a few players who see such races as a way to take advantage of game systems and campaign situations. As with changing level limits and classes allowed, you are well advised to move slowly and carefully in this area.

Allowing player characters of unusual races introduces a whole new set of problems. In creating a new non-human or demihuman player character race, the rules and guidelines below should be followed to preserve game balance.

**The race should be humanoid** (i.e., it must have two hands, at least two legs, and stand generally upright). The race must be able to move about on land. It must also be intelligent. An orc or a centaur would be acceptable.

**The race cannot possess special abilities** beyond the scope of those already given for the other player character races. Although a dragon can polymorph into human form, it makes an unlikely player character because it has a breath weapon, can change shape, can cast spells, and is not humanoid in its natural state. A brownie probably would not be a player character because it, too, has abilities beyond those of the standard player character races.

**The race cannot be extra-dimensional** or draw on extra-dimensional powers. It cannot have innate spellcasting ability, be undead, or possess magic resistance.

**The race must be cooperative** and willing to interact with the human world. The duergar, a race of deep-dwelling dwarves, have no desire to deal with humans and avoid contact whenever possible. Satyrs resent intruders into their woods and glades, which rules them out as player characters. You must judge this criterion based on the conditions in your game world.

If these conditions are met, the race can be considered as a possible player character race. Some examples of races that definitely fit the profile are half-orcs, orcs, half-ogres,

lizardmen, goblins, centaurs, and kobolds.

When experimenting with a new player character race, allow only one at the start. Do not begin your experiment with a whole party of half-ogres! Start slowly, involving only one player. If the new race is too powerful, it can be easily eliminated.

Once the new race is selected, the real work begins. Examine the race and apply all of the following guidelines to it.

**Character Abilities:** All races, regardless of type, use the same ability generation method as all other player characters. Their scores will range from 3 to 18 unless modified by pluses or minuses.

Creature sizes, defined in the Monstrous Manual, affect abilities as follows:

Creatures of tiny (T) size have a -3 modifier to Strength. Creatures of small (S) size have a -1 modifier to Strength. Creatures of large (L) size have a +1 modifier to Strength. Huge (H) creatures gain a +2 to Strength and Gigantic (G) creatures have a +4.

Those with an Intelligence less than average (as determined by the DM or as listed in the Monstrous Manual) suffer a -1 penalty to Intelligence and those exceptionally Intelligent or greater gain a +1 bonus.

All other ability modifiers are assigned by the DM. Likely candidates include minuses to Charisma and Wisdom and plus or minus adjustments to Dexterity. In all cases, bonuses and penalties should balance out. If a creature has a +1 bonus to Strength, it should have a -1 penalty to another ability. With the exception of Strength, no creature can have a modifier greater than +2 or -2 to any score.

**Racial Ability Requirements:** It is possible for a creature to have seemingly illogical ability scores. However, you can set minimums and maximums on these. Table 7 in the *Player's Handbook* shows these limits for the standard player character races. It is the DM's job to do the same for nonstandard races.

As a guide, creatures of large size should have at least an 11 Strength and, unless they are described as agile or quick, should have a ceiling of 17 to Dexterity. Dull-witted creatures (those of low Intelligence) should have a limit of 16 to Intelligence.

The DM can waive any requirements if, for example, a player wants (or gets) a hill giant character with Strength 6. Some rationale should be offered, however. (In the case of the weakling hill giant, perhaps he was the runt of the family, cast out by his fellows, and forced to take up adventuring.)

**Character Classes:** The DM must judge what character classes the new race can be. Use the information in the next chapter as your guide, and start with a narrow range of options. You can always widen it later.

Almost any sort of creature can be a fighter. None (except humans) can be paladins. Those favoring the outdoors (centaurs, for example) can be rangers.

Those with penalties to Wisdom cannot be priests; others can be priests only if their game description mentions NPC priests and the creature has some type of social organization (a tribe, clan, etc.). No nonstandard creature can be a druid, as this is a human belief system.

Those with penalties to Intelligence cannot be wizards. If the description in the Monstrous Manual implies that a creature is stupid, dull-witted, or in any way averse to magic and spell casting, it cannot be a priest or wizard.

A Dexterity penalty prevents the character from being a thief. Creatures of large size or greater cannot be thieves. If it is implied that a creature is clumsy or awkward, it cannot

be a thief.

A new character race can be multi-classed if there is more than one potential class open to it (e.g., fighter and mage). Classes from the same group cannot combine into multi-classes (e.g., fighter/ranger). Characters from variant races must also have scores of 14 or higher in the prime requisites of both classes to qualify for multi-class standing. This particular condition does not apply to normal player character races.

**Level Limits:** Like all non-humans, new player character races have level limits. However, these limits are lower than those for other non-humans, since these races are often unsuited to adventuring. (Perhaps this explains why player characters of these races are so rare.)

The maximum level a character from a variant race can attain depends on the character's prime requisite ability score (or scores). Use Table 9 to determine the character's maximum level.

**Table 9:**

## Maximum Levels for Variant Races

| Prime Requisite Score | Level Limit |
|---|---|
| 9 | 3 |
| 10 | 4 |
| 11 | 5 |
| 12 | 6 |
| 13 | 7 |
| 14 | 8 |
| 15 | 9 |
| 16 | 10 |
| 17 | 11 |
| 18+ | 12 |

Unlike the standard demihuman races, new character races never gain additional levels for high ability scores. It is unusual enough that a member of the race has become a player character at all! Without the aid of many *wish* spells, a character from a non-standard race can never rise above 12th level.

**Alignment:** The Monstrous Manual lists alignments for most races. If an absolute alignment is listed (e.g., "good"), the player character has that alignment. If only alignment tendencies are given, the player can choose any alignment.

**Hit Points:** All creatures roll their hit points using the die appropriate to their chosen class. At 1st level, Large and greater size creatures gain one additional hit point for every Hit Die the creatures would normally receive (pluses to the die are ignored) in addition to their normal Constitution bonus. Thus, an ogre fighter with a Constitution of 12 would still gain a +4 hit point bonus at first level, since ogres normally have 4 Hit Dice. (Remember that Large size creatures suffer larger-than-man-sized damage from weapons!) Thereafter, all new races earn hit points according to level advancement, Constitution, and character class.

**Level Advancement:** The character progresses like all others of the same character class. Being a nonstandard race does not give the player character any special benefits to

his character class.

**Armor:** Most creatures (orcs, gnolls, goblins) have an Armor Class of 10 (and thus wear armor for protection). Some creatures, however, have natural armor which is retained by the player character. These characters gain the benefit of a +1 bonus to their AC only if the armor worn is worse than or equal to their natural Armor Class (as per horse barding).

If better armor is worn, natural armor is ignored and Armor Class is determined by the armor being worn. Odd-sized and odd-shaped creatures can't wear off-the-shelf armor; it must be made to order and costs extra (and takes longer to make).

**Movement:** The creature's movement rate is the same as that listed in the Monstrous Manual.

**Attacks:** The player character is allowed the number of attacks given his character class and level, not the number listed in the monster description in the Monstrous Manual.

**Size Problems:** Players who play Large-sized creatures hoping to get an advantage over others should quickly discover many problems they didn't anticipate. Consider the plight of the player who decides to have a hill giant. Right away, he'll have a hard time buying basic equipment. Who makes pants for giants in a human town? Everything must be special ordered at two to four times--or more--its normal cost.

This is a minor inconvenience compared to other difficulties. Buildings and dungeons are built for humans and other Medium-sized creatures, denying the large fellow the opportunity for both a hearty drink and exciting adventure. Even the toughest character will tire of drinking from measly cups and buying five dinners at a time. Will he enjoy spending the night in a leaky stable while his companions enjoy warm feather beds upstairs in the inn?

Days of traveling will quickly show him the joys of walking while everyone else rides (no horse can carry him), especially when his companions gallop spryly away from oncoming danger, leaving him in its path. The costs of replacing broken furniture will quickly become prohibitive. Ropes will have an annoying tendency to break when the big lunk tries to climb them. And the hill giant better have at least 20 friends handy to pull him out of that 30-foot pit!

**NPC Reactions:** On the personal side, expect NPCs to have strong negative feelings about unusual player character races, even to the point of bigotry and hatred. These reactions will make life more difficult for the player character, but they are the price the player pays for his unusual choice.

# Chapter 3:
# Player Character Classes

The *Player's Handbook* covers the nuts and bolts of character classes, explaining the mechanics of how they work and what they can do, but there is more to being a DM than just knowing the hard and fast rules. Character classes form the heart of the AD&D game, so it is useful to understand some of the concepts and relationships that define

classes and how they function.

## Class, Level, and the Common Man

Character class and level are useful game measures of a character's talents and abilities. Every class outlines a basic role for the character, a position and career in life. Each level defines additional power and provides a system whereby you can quantify and balance encounters.

With only a little practice you learn that characters of X classes and levels can easily defeat monster Y, but that monster Z will give them serious problems. This helps you create exciting, balanced adventures for your players.

Yet, at the same time, you know that the concept of classes and levels doesn't really apply to the real world. The teamster driving the wagon that passes the characters isn't a 1st-, 5th-, or 100th-level teamster. He is a man, whose job it is to drive wagons and haul goods. The chambermaid is not a special class, nor are her abilities defined by levels.

The teamster or chambermaid may be exceptionally skilled and competent, but for them this is not measured in character classes. There is no such thing as a teamster or chambermaid class, any more than there are merchant, sailor, prince, blacksmith, hermit, navigator, tinker, beggar, gypsy, or clerk classes. These are the things people do, not all-encompassing descriptions.

Nor are all the people in your campaign world fighters, mages, thieves, or whatever. The situation would be utterly ridiculous if every NPC had a character class. You would have fighter chambermaids, mage teamsters, thief merchants, and ranger children. The whole thing defies logic and boggles the mind. Most non-player characters are people, just people, and nothing more.

Only a few people actually attain any character level. Not every soldier who fights in a war becomes a fighter. Not every urchin who steals an apple from the marketplace becomes a thief. The characters with classes and levels have them because they are in some way special.

This specialness has nothing to do with ability scores, class abilities, or levels. Such characters are special by definition. The fact that player characters are controlled by players renders them special. Perhaps these special characters are more driven or have some unknown inner spark or just the right combination of talents and desires. That's up to the players. Similarly, non-player characters with classes are special because the DM says so. Plain and simple. There is no secret reason for this--it just is.

## 0-Level Characters

The great mass of humanity, elf-kind, the dwarven clans, and halflings, are "0-level" (zero-level) characters. They can gain in wisdom and skill, but they do not earn experience points for their activities. These common folk form the backbone of every fantasy world, doing the labor, making goods, selling cargos, sailing oceans, building ships, cutting trees, hauling lumber, tending horses, raising crops and more. Many are

quite talented in the various arts and crafts. Some are even more proficient than player characters with the same training. After all, 0-level characters earn their livings doing this kind of work. For player characters such proficiencies are almost more of a hobby.

For the vast majority of 0-level NPCs you create and use in your game, all you need to know is a name, a personality, and an occupation. When the characters deal with the blacksmith or the innkeeper, there's no need to create ability scores, THACO, to-hit adjustments, Armor Class, and the like. This does assume, of course, that your player characters don't go attacking every blacksmith and innkeeper in sight. If they do, you need to know a little more about 0-level characters.

**Ability Scores:** These range from 3-18. For simplicity, don't worry about racial modifiers for the demihuman races. Racial modifiers to combat, Armor Class, hit points, etc., do apply.

**Proficiencies:** At best, a 0-level character will have one weapon proficiency, if that character's profession reasonably allows for it. For example, a blacksmith could be proficient with a warhammer and an innkeeper might be allowed skill with a club (the axe handle under the bar...), but there's little chance a clerk is going to be skilled with any type of weapon.

In nonweapon proficiencies, 0-level characters have as many as are needed (and reasonable) given their profession and age. Thus, a blacksmith might be quite accomplished at the forge, having spent several proficiencies on the slot. Novices and incompetent craftsmen have the bare minimum training and skill. Typical journeymen spend two or three slots on their main skill. Experts and brilliant artists usually devote all their ability to a single proficiency. Masters, who watch over the work of journeymen and apprentices, are normally no more accomplished than journeymen but have additional proficiencies in other business areas.

**Hit Points:** The majority of people have from 1-6 hit points. Dwarves and gnomes average from 1-8 hit points. Adjustments can be made for occupation or condition as indicated on Table 10, below.

**Table 10:**

## 0-Level Hit Points by Title

| Profession | Die Range |
|---|---|
| Manual Laborer | 1d8 |
| Soldier | 1d8+1 |
| Craftsman | 1d6 |
| Scholar | 1d3 |
| Invalid | 1d4 |
| Child | 1d2 |
| Youth | 1d6 |

Some players think it is unrealistic that a typical peasant can be killed by a single sword blow, a fall from a horse, or a thrown rock. In the real world, people can and do die from these causes. At the same time, however, others survive incredible injuries and wounds.

When it is necessary to the success of an adventure (and only on extremely rare

occasions), you can give 0-level characters more hit points. The situation could have come about for any number of reasons: magic, blessings from on high, some particularly twisted curse (the peasant who could not die!)--you name it.

It is also useful to make important NPCs, such as 0-level kings or princes, tougher than the average person. This is particularly important in the case of rulers, otherwise some crazed player character is going to overthrow the campaign kingdom with a single swipe of his sword. This is normally not a desirable result.

## Adventurers and Society

If most people do not fall into a particular character class, how common are those with character classes and how do they fit into the society around them?

This is an important question, one you will answer as you create your campaign. You don't have to sit down and think out an exact answer ("2% of the population are adventurers"), although you can get that precise if you want. More likely, the answer will form over time as you populate villages, create encounters, and DM game sessions--you will unconsciously make your choices about frequency and character role. There are, however, differences in how frequently the different classes will logically show up.

## Fighters

Fighters are by far the most common character types in normal campaigns. They must meet the least stringent class requirements and are drawn from the biggest pool of talent--soldiers of innumerable armies, mercenary companies, militias, palace guards, temple hosts, and sheriff's men. In these and other forces, the potential fighter learns his trade. He is taught how to handle weapons and care for them. He picks up some basic tactics and earns acceptance as a fighting man.

From these ranks some go on to become 1st-level fighters. Such men are often given rank in recognition of their talents. Thus, a 1st-level fighter may become a corporal or a sergeant. As the ranks become greater and more influential, the tendency is to award these to higher level fighters. However, this trend is not absolute and often breaks down at the highest levels. The captain of the company may be a 12th-level fighter, but he would still take orders from a 0-level prince!

Level is no guarantee of rank, nor is rank fixed to level. Some people don't want responsibility and all that comes with it. They would rather let other people tell them what to do. Such characters may become accomplished fighters but never advance beyond the rank of common soldier. Political maneuvering and favoritism can raise even the lowest level character to the highest positions of authority.

Since fighters tend to rise above the level of the common soldier, few armies are composed of high- or even low-level fighters. While there is little difference in ability between the typical foot soldier and a 1st-level fighter, it is just not possible to find an army of 20,000 4th-level fighters. It's rare enough to find 1,000 or so 2nd-level fighters in a single unit. Such units are elite, superbly trained and outfitted, and are normally held in reserve for special tasks. They may be the shock troops of an assault, a special

bodyguard, or the reserve of an army held back for pursuit.

Adventurer fighters (whether player characters or NPCs) are those who have struck out on their own. Not every man is content to take orders or give orders, and fame seldom comes to the common foot soldier. Some men are willing to try to rise through the ranks, but it is by no means an easy or speedy process. There aren't many openings, nor is it a path where skill at arms guarantees success.

Given all this, it's not surprising that most fighters opt for the more direct method of adventuring. In the course of adventuring, though, many fighters find themselves becoming leaders and commanders, assembling men around them as they carve their own place in the world.

## Paladins

Paladins are rare, in part because of the statistics of dice rolling and in part because paladinhood is an exacting road for characters to follow. It is easy to err and fall from the special state of grace required. Not every character is up to these demands, but those few that are can be truly special. You will not find units with thousands, hundreds, or even tens of paladins. At best, they form small groups (such as the Twelve Peers of Charlemagne or some of the Knights of the Round Table).

Often, because of the sterling example they set, paladins lead others in battle. But, at the same time, they tend to be ill-suited to the task of ruling, which too often requires compromise of one's principles. It is common to find the paladin working in association with the clergy of his religion, but lone paladins, carrying their faith into the wilderness, also appear in the tales of bards.

## Rangers

Rangers tend to be loners, uncomfortable in the company of "civilized" men. They are also uncommon, again due to the demanding ability requirements of the class. These two factors make armies or companies of rangers most unlikely, only marginally less common than hordes of paladins.

Although loners, they do not mind the company of other rangers, those who understand the ways of the wilderness and the need for space. Small groups of rangers will sometimes join an army as its scouts, especially if the need is pressing. They will occasionally be found in forest villages or near untracked wildernesses. Here, guides, scouts, woodsmen, trappers, pioneers, and stalkers form the pool from which the ranger ranks are filled. Few can be found in civilized lands--rangers in cities are truly oddities.

## Wizards

Wizards are the most iconoclastic and self-important of all the character classes, for they are unique among all character classes. The peasant can pick up a sword and fight; a pious man can hope to serve his faith; a local wag can spin a good tale; and an unprincipled cad can rob the local merchants. But no one other than a wizard can cast

magical spells. The need for highly specialized training truly sets them apart, and they know it.

When mages gather, they tend to form societies or associations, organizations for men who speak of things not understood by the common folk (much like scientists today). But wizards are too fractious and independent a lot to organize themselves into proper unions--they can barely manage to form moderately organized guilds.

Generally, their groups exist for such high-minded reasons as to "facilitate the exchange of knowledge" or "advance the state of the science of magic." Some prepare texts or papers to share with fellow mages, detailing their latest experiments and discoveries or outlining some new theory. They enjoy the recognition of their peers as much as anyone.

To outsiders, wizards seem aloof and daunting. Like craftsmen, they are most comfortable in the company of their fellows, speaking a language they all understand. The untrained, even apprentices, are intruders upon this fellowship and are apt to receive an icy and rude reception.

Wizards are an eccentric, even perverse, lot. They're likely to be found just about anywhere. Nonetheless, they have an affinity for civilization, ranging from small villages to vast cities. Only a few mages actually care to adventure since it is an extremely dangerous undertaking to which they are ill-trained and ill-suited. The vast majority spend their time experimenting in seclusion or working in the service of others, preferably well paid.

Many mages, especially those of lesser ability, turn their art to practical ends--almost every village has a fellow who can whip up a few useful spells to help with the lambing or simplify the construction of a house. In larger cities, these mages become more specialized, such that one might lend his talents to construction, another to the finding of lost things, and a third to aiding the local jewelers in their craft.

Nearly all major families, merchant princes, and nobles have a mage or two in their employ. A few attempt (generally without success) to have these wizards mass-produce magical items. The problem is that wizards are as difficult to manage as rangers or paladins. They do not care for others bossing them around or encroaching upon their perceived privileges and rights, especially since they have the magical resources to make their displeasure known. Also, they are usually kept busy finding ways to strike at their employer's rivals (or thwarting such attempts against their own lord). Foolish is the king who does not have a personal wizard, and lamentable is the ruler who trusts the wrong mage.

Not all wizards spend their time in the service of others. Some seek naught but knowledge. These scholar-mages tend to be viewed much like great university professors today--noble and distant, pursuing truth for its own sake. While not directly in the service of others, they can sometimes be commissioned to perform some duty or answer some question.

The wealthy often provide endowments for such men, not to buy their services (which aren't for sale) but to curry their favor in hopes that they will provide honor, glory, and just perhaps something useful. This situation is not unlike that of the great artists of the Renaissance who were supported by princes hoping to impress and outdo their rivals.

There are wizards who spend all their time shut away from humanity in dark, forbidding towers or gloomy, bat-infested caves. Here they may live in rooms where

opulent splendor mingles with damp foulness. Perhaps the strains and demands of their art have driven them mad. Perhaps they live as they do because they see and know more than other men. Who knows? They are, after all, eccentric in the extreme.

## Priests

Priest characters are not required to take up arms and set out on adventures to smite evil. No, their hierarchies require administrators, clerks, and devout workers of all types. Thus, although there may be many clergymen and women at a temple or monastery, only a few will have a character class and levels.

Not all monks at a monastery are 1st-level (or higher) clerics. Most are monks or nuns, devout men and women working to serve their faith. Non-adventuring clergy are no less devout than their adventuring brethren, nor do they receive any less respect. Thus, it is possible to have leaders within a religious hierarchy who show no signs of special clerical ability, only proper faith and piety.

Even more so than with military men, though, level is not a determiner of rank. Wisdom and its use, not the application of firepower or the number of foemen smitten, are the true pearls of the clergy. Indeed the goal of some beliefs is to demonstrate the greatest wisdom by divesting oneself of all earthly bonds--power, wealth, pride, and even level abilities--in an attempt to attain perfect harmony with everything.

In the end, adventuring priests tend to form a small nucleus of crusaders for the faith. They are the ones who demonstrate their faith by braving the dangers that threaten their beliefs, the ones who set examples through trials and hardships. From these, others may spiritually profit.

## Thieves

Thieves are often people who don't fit in elsewhere. Unlike other classes, nearly all thieves are adventurers, often by necessity. True, many settle permanently in a single are and live off the local population, but when your life tends to be in defiance of the local law, you have to be ready to leave at a moment's notice! Each job is an adventure involving great risks (including, possibly, death), and there are precious few opportunities to relax and let your guard down.

Thieves occasionally form guilds, especially in major cities and places with a strong sense of law and order. In many cases, they are forced to cooperate merely to survive. Influential thieves see guilds as a way to increase their own profits and grant them the image of respectability. They become dons and crimelords, directing operations without ever having to dirty their hands.

At the same time, the membership of a thieves' guild is by definition composed of liars, cheats, swindlers, and dangerously violent people. Thus, such guilds are hotbeds of deceit, treachery, and back-stabbing (literally). Only the most cunning and powerful rise to the top. Sometimes this rise is associated with level ability, but more often it is a measure of the don's judge of character and political adeptness.

Curiously, thieves who are masters of their craft tend not to advance too high in the organization. Their talents in the field are too valuable to lose, and their effort is

expended on their art, not on maneuvering and toadying. There is, in fact, no rule that says the leader of the thieves' guild has to be a thief. The leader's job involves charisma, character appraisals, and politicking--the powerful crimelord could turn out to be a crafty merchant, a well-educated nobleman, or even an insidious mind flayer.

## Bards

Bards are rare and, like thieves, tend to be adventurers, but for somewhat different reasons. They do occasionally violate the law and find it necessary to move on to the next town--and the next adventure--but more often they are driven by curiosity and wanderlust. Although some bards settle down in a town or city, most travel from place to place. Even "tamed" bards (as the settled ones are sometimes called) feel the urge to go out and explore, gather a few more tales, and come home with a new set of songs. After all, the entertainment business demands variety.

There are generally no bard guilds or schools, no colleges, societies, or clubs. Instead, bards sometimes band in secret societies, loose affiliations that allow them to improve their art while maintaining an aura of mystery.

Most frequently, however, bards rely on the informal hospitality of their kind. Should one bard arrive in the town of another, he can reasonably expect to stay with his fellow for a little while, provided he shares some of his lore and doesn't cut into his host's business. After a time, during which both bards learn a few of the other's tales and songs, the visitor is expected to move on. Even among bards it is possible to overstay one's welcome.

Of course, there are times when a bard decides not to leave but to set up shop and stay. If the population is big enough to support both bards, they may get along. If it isn't, there will almost certainly be bad blood between the two. Fortunately, though, one or the other can usually be counted on to get wanderlust and set out on some great, new adventure. Bards do tend to be incurable romantics, after all.

## Character Classes in Your Campaign

While the character discussion above provides a structure for adventurers in the game, your own campaign might be quite different. For example, there is no rule that says mages can't form strong guilds. Such a group would have a profound impact on the campaign world, however. With their magical might, they could control virtually any facet of life they chose--politics, trade, class structure, even private behavior. Such a group would alter the amount of magic in your campaign and who possessed it.

Organized mages might even attempt to limit the activities of those who present a threat to their power, such as adventurers. Whenever you alter the balance of the character classes, be sure you consider what the changes could do to your campaign.

## High-Level Characters

Along with character classes and levels comes the natural tendency to classify

campaigns according to the level of the characters. Experienced players speak of "low-level" or "high-level" games in different terms and, indeed, such games are different from one another. Also differing from game to game, however, is the definition of high level.

## Defining "High Level"

What constitutes a low- or high-level game is a matter of taste. Generally, DMs and players find a range of character levels that is comfortable for their style of play. Campaigns that commonly have 4th- to 8th-level characters consider those with 12th-level or more to be high level, while those with 12th-level characters set the limit closer to 18th or 20th level. While there is no set break-point for high level, character duties and responsibilities begin to change around between 9th and 12th level.

Generally, players find battling monsters and discovering treasure to be less and less satisfying as time goes on. Their characters' abilities are such that monsters need to be almost ridiculously powerful to threaten them. Treasures must be vast to make an impression. While incredible foes and huge treasures are good once in a while, the thrill quickly wears thin.

## Changing Campaign Styles

When players begin to get jaded, consider changing the style of the campaign. Higher level characters have great power--they should have adventures where that power influences and involves them in the campaign world. As leaders, rulers, and wise men, their actions affect more than just themselves, spreading outward in ripples over those they rule and those they seek to conquer. Political machinations, spying, backroom deals, treachery, and fraud become more pronounced. While these elements can play a part in a low-level campaign, at higher levels, the stakes are much greater.

Added intrigue can be introduced into a campaign gradually. For example, Varrack, a mid-level fighter, is appointed sheriff of a local village as a reward for his sterling deeds. He can still adventure as he has been accustomed to, but now he must also watch over the villagers. The DM has the local bandits raid the trade road. As sheriff, Varrack must stop them. He goes with a small group, only to discover a camp of 500 outlaws. Realizing he's badly outnumbered, he beats a hasty retreat, raises a small militia, and clears the countryside of the enemy.

With this he rises in level. In addition, his lord is pleased and grants Varrack stewardship of several villages, with sheriffs under his command. The neighboring baron (who organized and sent the bandits) notes Varrack's success with mild displeasure, planting the seed of a festering hate. More immediately, the craven and vengeful sheriff of the next village on the road (whose incompetence allowed the bandits to flourish) suddenly finds himself out of favor. He blames Varrack and searches for a way to bring the new steward down.

As the campaign progresses, the DM can slowly spin a web of intrigue around Varrack as enemies, open and hidden, seek to block his progress or use him to topple his own lord. Against the odds, Varrack may find himself destined to become the king's champion, gaining new titles, responsibilities, friends, and enemies along the way.

## Above 20th Level

Theoretically, there is no upper limit to character class levels (although there are racial limitations). The material presented here takes characters only to 20th level--experience has shown that player characters are most enjoyable when played within the 1-20 range. Above 20th level, characters gain few additional powers and face even fewer truly daunting adventures.

Consummate skill and creativity are required to construct adventures for extremely powerful characters (at least adventures that consist of more than just throwing bigger and bigger monsters at the nearly unbeatable party). Very high level player characters have so few limitations that every threat must be directed against the same weaknesses. And there are only so many times a DM can kidnap friends and family, steal spell books, or exile powerful lords before it becomes old hat.

**Retirement:** When characters reach the level where adventures are no longer a challenge, players should be encouraged to retire them. Retired characters enter a "semi-NPC" state. The character sheets and all information are entrusted to the DM's care.

A retired character still lives in the campaign world, usually settled in one spot, and normally has duties that prevent him from adventuring. While in the DM's care, he does not gain experience, use his magic items, or spend his treasure. It is assumed that he has income to meet his normal expenses.

The retired character can be used to provide players with information, advice, and some material assistance (if this is not abused). However, his or her overall actions are controlled by the DM, not the player who originally created the character.

If at all possible, player characters should be encouraged to retire as a group. This way all players can create and play new characters of approximately the same level. If only one player retires his character to start a new 1st-level character while all the others continue with 20th-level characters, the poor newcomer can't really adventure with them. (If he does, the player won't get to do much or the character will have a very short life expectancy!)

Some players may be reluctant to retire a favorite character. Explain to these players that retirement doesn't mean the character can never be used again. Be sure to create special adventures that require those high-level heroes to come out and do battle.

Every once in a while the old adventuring group may have to reassemble to deal with some threat to the kingdom or the world. It's the chance to show those upstart new characters just what a really powerful group can do! It also gives the players the opportunity to role-play some the their old favorites.

If the players see the opportunity to use their powerful characters, even infrequently, they will be less reluctant to spend most of their playing time with new, lower-level characters.

## Beginning Character Levels

If at all possible, start characters at 1st level. The lowest character levels are like the

early years of childhood. What happens to a character during these first adventures will do much to determine how that character will be role-played. Did Rath the Dwarf save the day by fool-hardily charging into battle when he was a mere 1st level? If he did, the odds are good the player will try it again and will begin to play Rath as a bold and reckless fellow.

On the other hand, if Rath was clobbered the first few times he rushed in, the player would begin to play Rath as a cautious, prudent fellow. Even the smallest events can have a great effect on low-level characters, so these events sharply etch the behavior of the character. Deny the player these beginning levels and you are stripping him of the opportunity to develop his character's personality.

## Mixing New and Old Characters

Letting players start at the beginning is fine when you first open a campaign, and all player characters can begin at the same level. As sessions are played, however, a disparity in character levels will develop. New players will join the game and old players will create new characters. Eventually, you'll reach a point where the original group of players has characters many levels higher than when they began. How, then, do you introduce new players and new player characters into your game?

There are times when you should allow a character to start above 1st level. A newly-created character should begin a campaign no higher than 4th level unless the group is very powerful. If this is the case, he should begin no higher than the lowest level character in the party (and it may be better to start a level or two lower).

The new character should have equipment similar to that of his adventuring companions: If they have horses, he should have a horse, too. But do not give him free magical items. These he must earn. He should start with a small amount of cash.

Sometimes a player can replace a fallen character by promoting an NPC henchman to player character status. This is a good method because the player is already familiar with the NPC and may have created a personality for him. When this happens, the player is given the NPC character sheet and allowed to take full control of it.

## Pre-Rolled Characters

It is useful to have a few pre-rolled characters on hand. These should be of several different levels and classes, with equipment and personality quirks noted. These "instant" player characters can be used by guest players (those only able to play in a few sessions) and by regular players whose characters have died during the course of a session.

When the latter occurs, introduce the new character at an appropriate point and then allow the player to control it for the rest of the evening. This keeps that player from being bored. If the player enjoys the character (and you are pleased with the arrangement), you can allow him to continue playing that character in future sessions.

## Creating New Character Classes (Optional Rule)

The character classes listed in the rules are not the only ones that can exist in the

AD&D game. Many other character classes, either general or highly specialized, could also exist. Indeed, a common reaction of players to the character classes is to question why their characters can't have the powers or skills of another class. You can even create entirely new classes or combinations of existing character abilities.

Creating a new character class is not recommended for novice DMs or players. Before attempting this, be sure that you are familiar and comfortable with the AD&D rules. Furthermore, it is not a good idea to use this system in a brand-new campaign which has no background for players to base actions and decisions on.

The class-creation system here requires you to use your judgment--it isn't fool-proof. Without careful thought, you may find you've created an overly forceful combination of powers or a bizarre, unplayable character class. As with new character races, start with a single test case before you approve the class for all players.

Naturally, the DM must approve a class before a player can begin using it. The DM also has the right to make any changes he sees fit, even after the character has been played for some time!

You are advised not to try to create a super class--a class that allows players to do everything. Consider what is lost: A super character would require an immense amount of experience just to reach 2nd level. Normal characters would reach much higher levels, much sooner, and may even surpass the super character in ability. A super character also destroys party cooperation and group play. If you have a character who can do everything, you don't need other characters (and hence other players). Further, a whole group of super characters is nothing more than a group of one-class characters. You lose as much variety, as much color, as if you had a group consisting only of fighters. And a group of fighters (or any other single class), no matter what their abilities, is boring. There is nothing to distinguish Joe Fighter from Fred Fighter in ability.

Another factor to consider when creating new character classes is whether a new class is really needed. Some players want to create a character class for every profession or ability--jesters, witches, vampire hunters, vikings, mountaineers, etc. They forget that these are really roles, not classes.

What is a viking but a fighter with a certain outlook on life and warfare? A witch is really nothing but a female wizard. A vampire hunter is only a title assumed by a character of any class who is dedicated to the destruction and elimination of those loathsome creatures.

The same is true of assassins. Killing for profit requires no special powers, only a specific reprehensible outlook. Choosing the title does not imply any special powers or abilities. The character just uses his current skills to fulfill a specific, personal set of goals.

Before creating a character class, stop and ask yourself, "Is there already a character class that can fill the niche?" Think of ways an existing class could fulfill the desired goal through role-playing and careful choice of proficiencies. A mountaineer could easily be a fighter or ranger, born and bred on the slopes, with a love of the rugged peaks and proficiencies in climbing, mountaineering, and the like. There is no need for a mountaineer class.

Also, consider how much fun the character is going to be to play. This is particularly true when you plan to create classes with highly specialized abilities. True, there may be a place for wise old sages or alchemists, but would they be fun to play? Consider that all

the sage does is conduct research and answer questions. An important task, perhaps, but boring when compared to fighters, mages, and the like. Clearly there is no great demand for the sage as a player character. So, there is no need for the character class.

Finally, remember that there is no such thing as an exclusively NPC character class. What is the logic of saying a non-player character can be such-and-such, but a player character cannot? None. This is a false restriction. Every character class you create should be open to player characters and non-player characters alike.

With all these considerations in mind, you can use the system described below to create new character classes. You are encouraged to modify the system or create one of your own. the method used here will give you a good starting place.

To use this method, choose different abilities you want the class to have. You must include some aptitudes such as fighting. But other abilities, such as spellcasting, are optional. Each ability you choose has a multiple attached to it. As you select the abilities for your class and add the multiples together. After you have chosen all the abilities, multiply the base experience value (see Table 21) by this total. The result is the number of experience points your new class must earn to go up in levels.

**Required Abilities:** For each of the categories, choose one of the options listed. Be sure to note this choice along with the multiple cost.

**Table 11:**

## Race

| Race | Multiple |
|---|---|
| Human | 0 |
| Other | 1 |

**Table 12:**

## Combat Value Used

| Level | Multiple |
|---|---|
| 0-level Human* | -2 |
| Monster | +3 |
| Priest | 0 |
| Warrior | +2 |
| Wizard | -1 |
| Rogue | -1 |

0-level humans never improve in combat ability, regardless of level.

**Table 13:**

## Saving Throw Table Used

| Level | Multiple |
|---|---|
| 0-level Human Saving Throws* | -2 |

Any other saving throw table 0

* 0-level humans never improve in saving throws.

**Table 14:**

## Hit Dice Per Level

| Level | Multiple |
|---|---|
| 1d3 | 0 |
| 1d4 | +0.5 |
| 1d6 | +0.75 |
| 1d8 | +1 |
| 1d10 | +2.5 |
| 1d12 | +4 |

**Table 15:**

## Armor Allowed

| Level | Multiple |
|---|---|
| None | -1 |
| Limited AC* | -0.5 |
| All | 0 |

* Limited AC means the character can only use armor of AC 5 or worse.

**Table 16:**

## Weapons Allowed

| Level | Multiple |
|---|---|
| Limited* | -1.5 |
| One class** | -1 |
| All | 0 |

* The class is limited to a maximum of 4 different weapons, none of which can inflict more than 1d6 points of damage.

** The class is limited to one weapon category (slashing, piercing, or bludgeoning).

**Table 17:**

## Hit Points Per Level Beyond 9th

| Degree | Multiple |
|---|---|
| +1 | +0.5 |

| | |
|---|---|
| +2 | +2 |
| +3 | +2 |

**Optional Abilities:** In addition to the required abilities listed above, you can choose any of the optional abilities below. Again, these abilities will increase your base multiplier, making it more difficult to increase in levels.

**Table 18:**

## Optional Abilities

| Ability | Multiple |
|---|---|
| Fighter Constitution bonus | +1 |
| Fighter exceptional Strength bonus | +1 |
| Animal empathy | +1.5 |
| Bonus +1 to hit a creature* | +1 |
| Per initial proficiency slot | +0.25 |
| Read languages** | +0.5 |
| Aura of protection, as paladin | +2 |
| Backstab | +1 |
| Cast any priest spell | +8 |
| Cast one sphere of spells | +2 |
| Climb walls** | +1 |
| Find/remove traps** | +1 |
| Healing, as paladin | +2 |
| Hear noise** | +0.5 |
| Hide in shadows** | +1 |
| Learn and cast any school | +16 |
| Learn and cast one school | +3 |
| Move silently** | +1 |
| Open locks** | +1 |
| Pick pockets** | +1 |
| Power (i.e. shapechange) | +3 |
| Use magical items | +1 |
| Other | +3 |

* This applies only to a single type of creature (orcs, etc.). More than one creature can be chosen, so long as the multiplier is increased for each choice.

** The character uses Table 19.

**Table 19:**

## Thief Average Ability Table

| | Base Chance To | |
|---|---|---|
| **Level** | **Find/** | |

| of Thief | Pick Pockets | Open Locks | Remove Traps | Move Silently | Hide In Shadows | Hear Noise | Climb Walls | Read Languages |
|---|---|---|---|---|---|---|---|---|
| 1 | 30% | 25% | 20% | 15% | 10% | 10% | 85% | -- |
| 2 | 35% | 29% | 25% | 21% | 15% | 10% | 86% | -- |
| 3 | 40% | 33% | 30% | 27% | 20% | 15% | 87% | -- |
| **4** | **45%** | **37%** | **35%** | **33%** | **25%** | **15%** | **88%** | **20%** |
| **5** | **50%** | **42%** | **40%** | **40%** | **31%** | **20%** | **90%** | **25%** |
| **6** | **55%** | **47%** | **45%** | **47%** | **37%** | **20%** | **92%** | **30%** |
| 7 | 60% | 52% | 50% | 55% | 43% | 25% | 94% | 35% |
| 8 | 65% | 57% | 55% | 62% | 49% | 25% | 96% | 40% |
| 9 | 70% | 62% | 60% | 70% | 56% | 30% | 98% | 45% |
| **10** | **80%** | **67%** | **65%** | **78%** | **63%** | **30%** | **99%** | **50%** |
| **11** | **90%** | **72%** | **70%** | **86%** | **70%** | **35%** | **99%** | **55%** |
| **12** | **95%** | **77%** | **75%** | **94%** | **77%** | **35%** | **99%** | **60%** |
| 13 | 99% | 82% | 80% | 99% | 85% | 40% | 99% | 65% |
| 14 | 99% | 87% | 85% | 99% | 93% | 40% | 99% | 70% |
| 15 | 99% | 92% | 90% | 99% | 99% | 50% | 99% | 75% |
| **16** | **99%** | **97%** | **95%** | **99%** | **99%** | **50%** | **99%** | **80%** |
| **17** | **99%** | **99%** | **99%** | **99%** | **99%** | **55%** | **99%** | **80%** |

**Restrictions:** To lower the overall multiple of the class, restrictions also can be chosen that will affect the behavior and abilities of the class. These multiples are subtracted from the current total. Characters must honor the restrictions of their class.

**Table 20:**

## Restrictions

| Restriction | Multiple |
|---|---|
| Must be lawful | -1 |
| Must be neutral | -1 |
| Must be good | -1 |
| Cannot keep more than can carry | -0.5 |
| Must donate 10% of treasure | -0.5 |
| Non-human level limit of 9* | -1 |
| Non-human level limit of 12* | -0.5 |
| Has ethos that must be obeyed | -1 |
| Cannot own more than 10 magical items | -0.5 |
| Cannot own more than 6 magical items | -1 |
| Cannot associate with one class | -1 |
| Cannot associate with one alignment | -1 |
| Ability use delayed to higher level** | -0.5 |

* If the character is non-human.

** Delayed ability use prevents the character from having the power until he reaches the stated level. No more than two abilities can be delayed. The DM determines the level

at which abilities become available for use.

**Base Experience:** After all multiples have been calculated, you must determine the experience points required per level. Take your multiple number and multiply it by the base experience value for each level as given in Table 21. When you are finished, you will have a complete Experience Point Table for your new character class.

**Table 21:**

## Base Experience Points

| Level | Base Experience |
|---|---|
| 2 | 200 |
| 3 | 400 |
| 4 | 800 |
| 5 | 2,000 |
| 6 | 4,000 |
| 7 | 8,000 |
| 8 | 15,000 |
| 9 | 28,000 |
| 10+ | 30,000/additional level |

You can't reconstruct the existing character classes using this method. The standard classes give players advantages over custom-designed classes. Standard class characters advance in levels more quickly and, generally, have better abilities than custom-designed characters.

# Chapter 4:
# Alignment

Alignment is a shorthand description of a complex moral code. It sketches out the basic attitudes of a person, place, or thing. It is a tool for the DM. In sudden or surprising situations, it guides the DM's evaluation of NPC or creature reactions. By implication, it predicts the types of laws and enforcement found in a given area. It affects the use of certain highly specialized magical items.

For all the things alignment is, there are some very important things that it is not. It is not a hammer to pound over the heads of player characters who misbehave. It is not a code of behavior carved in stone. It is not absolute, but it can vary from place to place. Neither should alignment be confused with personality. It shapes personality, but there is more to a person than just alignment.

## Player Character Alignment

It is essential that each character's alignment be noted in the DM's records for that

character. Are the alignments too different? Are they different enough to break the party apart? Will this interfere with the planned adventure or campaign?

Sometimes characters of different alignments possess such radically varied world views to make cooperation impossible. For example, a strict lawful good and a chaotic neutral would find their adventuring marked by animosity and mistrust. A true chaotic neutral would make just about anyone trying to work with him crazy.

There are two approaches to an alignment problem in the group. The first is to explain the problem to the players involved. Explain why their alignments could cause problems and see if they agree or disagree. If necessary, suggest some alignment changes--but never force a player to choose a new alignment.

It is his character, after all. Wildly different characters might find ways to work together, making adventures amusing (at least) and maybe even successful in spite of the group's problems.

The second approach requires that players keep their alignments secret. Don't tell anyone that there might be a problem. Let players role-play their characters and discover the problems on their own. When problems arise, let the characters work them out themselves. This approach is best suited to experienced role-players, and even then it can play havoc with a campaign. Since secrecy implies mistrust, this method should be used with extreme caution.

## Role-Playing Alignment

During play, pay attention to the actions of the player characters. Occasionally compare these against the characters' alignments. Note instances in which the character acted against the principles of his alignment. Watch for tendencies to drift toward another, specific alignment.

If a character's class requires that he adhere to a specific alignment, caution him when a proposed action seems contrary to that alignment. Allow the player to reconsider.

Never tell a player that his character cannot do something because of his alignment. Player characters are controlled by the players. The DM intervenes only in rare cases (when the character is controlled by a spell or magical item, for example).

Finally as in all points of disagreement with your players, listen to their arguments when your understanding of an alignment differs from theirs. Even though you go to great effort in preparing your game, the campaign world is not yours alone--it also belongs to your players.

## NPC Alignment

Just as a well-played character acts within the limits of his alignment, NPCs should act consistently with their alignments. Judicious and imaginative use of NPCs is what creates a believable fantasy world.

Alignment is a quick guide to NPC and monster reactions. It's most useful when you don't want to take the time to consult a page of tables and you haven't devised a complete personality for every casually encountered NPC. NPCs tend to act in accordance with

their alignment (though they are no more perfect in this regard than player characters).

Thus, a chaotic evil gnoll tends to react with threats and a show of might. It considers someone who appeals to its compassion as a weakling, and it automatically suspects the motives of anyone who tries to be friendly. According to the gnoll's view of society, fear and bullying are the keys to success, mercy and kindness are for the weak, and friends are good only for the things they can provide--money, protection, or shelter. A lawful good merchant, meanwhile, would tend to hold the opposite view of things.

## The Limits of NPC Alignment

Remember, however, that alignment is not personality. If every lawful good merchant is played as an upright, honest, and friendly fellow, NPCs will become boring in a hurry. Just because a merchant is lawful good doesn't mean he won't haggle for the best price, or even take advantage of some gullible adventurer who is just passing through. Merchants live by making money, and there is nothing evil about charging as much as a character is willing to pay. A chaotic good innkeeper might, quite reasonably, be suspicious of or hostile to a bunch of ragged, heavily armed strangers who stomp into his inn late at night. A chaotic evil wizard might be bored and happy for a little companionship as he sits by the inn's fire.

To create memorable NPCs, don't rely solely on their alignment. Add characteristics that make them interesting, adapting these to fit the character's alignment. The merchant, perhaps feeling a little guilty about over-charging the adventurer, might give the next customer a break on the price. The innkeeper might be rude to the adventurers while clearly being friendly to other patrons. The chaotic evil wizard might discover that, while he wanted some companionship, he doesn't like the company he got. He might even leave behind a token of his irritation, such as bestowing the head of a donkey on the most annoying character.

## Society Alignment

Player characters, NPCs, and monsters are not alone in having alignment. Since a kingdom is nothing but a collection of people, united in some fashion (by language, common interest, or fear, for example), it can have an overall alignment. The alignment of a barony, principality, or other small body is based on the attitude of the ruler and the alignment of the majority of the population.

The alignment of the ruler determines the nature of many of the laws of the land. Lawful good rulers usually try to protect their territory and do what's best for their subjects. Chaotic good rulers try to help people, but irregularly, being unwilling to enact sweeping legislation to correct a social ill.

At the same time, the enforcement of the laws and the attitudes found in the country come not from the ruler but the subjects. While a lawful good king issues decrees for the good of all, his lawful evil subjects could consider them inconveniences to work around. Bribery might become a standard method for doing business.

If the situation is reversed (a lawful evil king with mostly lawful good subjects), the

kingdom becomes an unhappy place, filled with grumbling about the evil reign that plagues it. The king, in turn, resorts to severe measures to silence his critics, creating even more grumbling. The situation is similar to romantic portrayals of Norman England, with the good and true peasants struggling under the evil yoke of Prince John (as in *Robin Hood* and *Ivanhoe*).

The general alignment of an area is determined by the interaction between ruler and ruled. Where the ruler and the population are in harmony, the alignment tendency of the region is strong. When the two conflict, the attitudes of the people have the strongest effect, since the player characters most often deal with people at this level. However, the conflict between the two groups--subjects and lord--over alignment differences can create adventure.

## Using Area Alignments

Using a general alignment for an area allows a quick assessment of the kind of treatment player characters can expect there. The following gives ideas for each alignment.

**Lawful good:** the people are generally honest, law-abiding, and helpful. They mean well (at least most of them do). They respect the law. As a rule, people don't walk around wearing armor and carrying weapons. Those who do are viewed with suspicion or as trouble-makers. Some societies tend to dislike adventurers, since they often bring trouble.

**Lawful Neutral:** The people are not only law-abiding, they are passionate creators of arcane bureaucracies. The tendency to organize and regulate everything easily gets out of control.

In large empires there are ministries, councils, commissions, departments, offices, and cabinets for everything. If the region attracts a lot of adventurers, there are special ministries, with their own special taxes and licenses, to deal with the problem. The people are not tremendously concerned with the effectiveness of the government, so long as it functions.

**Lawful Evil:** The government is marked by its severe laws, involving harsh punishments regardless of guilt or innocence. Laws are not intended to preserve justice so much as to maintain the status quo. Social class is crucial. Bribery and corruption are often ways of life. Adventurers, since they are outsiders who may be foreign agents, are viewed with great suspicion. Lawful evil kingdoms often find themselves quashing rebellions of oppressed peasants clamoring for humane treatment.

**Neutral evil, neutral good, and true neutral:** Areas dominated by these three alignments tend to adopt whatever government seems most expedient at the moment. A particular form of government lasts as long as the ruler or dynasty in power can maintain it. The people cooperate when it suits them--or, in the case of true neutrals, when the balance of forces must be preserved.

Such neutral territories often act as buffer states between lands of extreme alignment difference (for example, between a lawful good barony and a vile chaotic evil principality). They shift allegiance artfully to preserve their borders against the advances of both sides in a conflict.

Neutral evil countries tend to be benign (but not pleasant) dictatorships while neutral good countries are generally "enlightened" dictatorships. Transfers of power are usually

marked by shifts in government, though these are often bloodless coups. There is a certain apathy about politics and government. Adventurers are treated the same as everyone else.

**Chaotic Good:** The people mean well and try to do right, but are hampered by a natural dislike of big government. Although there may be a single ruler, most communities are allowed to manage themselves, so long as their taxes are paid and they obey a few broad edicts. Such areas tend to have weak law enforcement organizations. A local sheriff, baron, or council may hire adventurers to fill the gap. Communities often take the law into their own hands when it seems necessary. Lands on the fringes of vast empires far from the capital tend to have this type of alignment.

**Chaotic Neutral:** There is no government. Anarchy is the rule. A stranger to such a town may feel as if he has ridden into a town of madmen.

**Chaotic Evil:** The people are ruled by, and live in fear of, those more powerful than themselves. Local government usually amounts to a series of strongarm bosses who obey the central government out of fear. People look for ways to gain power or keep the power they've got. Assassination is an accepted method of advancement, along with coups, conspiracies, and purges. Adventurers are often used as pawns in political power games, only to be eliminated when the adventurers themselves become a threat.

## Varying Social Alignment

Within these alignments, of course, many other government types are possible. Furthermore, even within the same kingdom or empire, there may be areas of different alignment. The capital city, for example, where merchants and politicians congregate, may be much more lawful (or evil, etc.) than a remote farming community.

And alignment is only one pattern of social organization. Not every nation or barony is defined by its alignment. Other methods of describing a group of people can also be used--peaceful, warlike, barbaric, decadent, dictatorial, and civilized are all possible descriptions.

You need only look at the world today to see the variety of societies and cultures that abound in the realms of man. A good DM will sprinkle his campaign world with exotic cultures created from his own imagination or researched at the local library.

## Alignment of Religions

General alignments also can be applied to religions. The beliefs and practices of the religion determine its alignment. A religion that espouses understanding, working in harmony with others, and good deeds is more than likely lawful good. those that stress the importance of individual perfection and purification are probably chaotic good.

It is expected that the priests of a religion will adhere to its alignment, since they are supposed to be living examples of these beliefs. Other followers of the religion need not adhere exactly to its alignment. If a person's alignment is very different from his religion's, however, a priest is certainly justified in wondering why that person adheres to a religion which is opposed to his beliefs and philosophy.

## Alignment of Magical Items

Certain powerful magical items, particularly intelligent ones, have alignments. Alignment in these cases is not an indication of the moral properties of the item. Rather, it is a means of limiting the number and types of characters capable of using the item--the user's alignment must match the item's alignment for the magic to work properly. Aligned magical items, usually weapons, were created with a specific ethos in mind. the item was attuned to this ethos by its creator.

Aligned items reveal their true powers only to owners who share the same beliefs. In the hands of anyone else, the item's powers remain dormant. An extremely powerful item may even harm a character of another alignment who handles the item, especially if the character's alignment is opposed to the item's.

Aligned magical items should be rare. When an item has an alignment, it is a sign of great power and purpose. This creates opportunities for highly dramatic adventures as the player characters learn about the item, research its history, track it across the country, and finally discover its ancient resting place and overcome the guards and traps set to protect it.

## Magical Alignment Changes

A second, more insidious, type of magical item is the one that changes a character's alignment. Unlike the usual, gradual methods by which a character changes alignment, magical alignment changes are instantaneous. The character's personality undergoes an immediate transformation, something like magical brainwashing. Depending on the new alignment, the change may or may not be immediately noticeable. However, you should insist that the player role-play his new situation. Do not allow him to ignore the effects the alignment change will have on his character's personality. Indeed, good role-players will take this as an opportunity to stretch their skills.

## Alignment as a World View

In addition to all its other uses, alignment can become the central focus of a campaign. Is the world caught in an unending struggle between the forces of good and evil, law and chaos? The answer affects how the campaign world is created, how the campaign is run, and how adventures are constructed. It also affects players' perspectives on and reactions to various situations and events.

In a typical campaign, the primary conflict in the world is not a struggle between alignments. The campaign world is one in which passion, desire, coincidence, intrigue, and even virtue create events and situations. Things happen for many of the same reasons as in the real world. For this reason, it may be easier to create adventures for this type of campaign. Adventure variety and excitement depend on the DM's sense of drama and his ability as a storyteller. Occasionally player characters discover a grand and hideous plot, but such things are isolated affairs, not part of an overall scheme.

However, for conspiracy-conscious DMs, a different world view might be more suitable, one where the powers of alignment (gods, cults, kingdoms, elemental forces) are actively struggling against each other. the player characters and NPCs may be agents of this struggle. Sometimes, they are aware of their role. At other times, they have no idea of their purpose in the grand scheme of things.

Even rarer are those campaigns where the player characters represent a third force in the battle, ignored or forgotten by the others. In such a world, the actions of adventurers can have surprising effects.

## Alignments in Conflict

There are advantages and disadvantages to building a campaign around alignment struggles. On the plus side, players always have a goal, even if they're not always aware of it. This goal is useful when constructing adventures. It motivates player characters and provides a continuing storyline; it ensures that characters always have something to do ("Restore the balance of Law, loyal followers!"). Also, a sense of heroism permeates the game. Players know that their characters are doing something important, something that has an effect on the history of the campaign world.

There are disadvantages to this approach, too, but none that can't be avoided by a clever DM. First is the question of boredom. If every adventure revolves around maintaining balance or crusading for the cause, players might get tired of the whole thing.

The solution is simply to make sure adventures are varied in goal and theme. Sometimes characters strive in the name of the great cause. Other times they adventure for their own benefit. Not every battle needs to be a titanic struggle of good vs. evil or light vs. darkness.

Another concern is that everything the characters do may affect their quest. An aligned game universe is one of massive and intricate cause-and-effect chains. If X happens over here, then Y must happen over there. Most adventures must be woven into the thread of the storyline, even those that don't seem to be a part of it.

This is in direct conflict with the need for variety, and the DM must do some careful juggling. A big quest is easy to work into the story, but what happens when the player characters take some time off to go on their own adventure? Are they needed just then? What happens in their absence? How do they get back on track? What happens when someone discovers something no one was meant to know? For these problems there are no easy answers. A creative DM will never be idle with this sort of campaign.

Finally, there is the problem of success and failure. An aligned universe tends to create an epic adventure. Player characters become involved in earthshaking events and deal with cosmic beings. Being at the center of the game, player characters assume great importance (if they don't, they will quickly get bored). This is standard stuff in sword-and-sorcery fiction, so it is natural that it also appears in a sword-and-sorcery role-playing adventure.

Fiction writers have an advantage DMs do not, however--they can end the story and never return to it. At the end of the book, the good guys win, the world is set right, and the covers are closed. The writer never has to worry about it again, unless he wants to. What happens when characters win the final conflict, the battle that puts all to right? What can be done after peace and harmony come to the universe?

Further, the author knows who is going to win. He starts by knowing the good guys will triumph. There may be many twists, but eventually the heroes come out on top. Many DMs make the same assumption. They are wrong.

Never simply assume that the characters will win. What if they don't? What if the forces of darkness and evil win the final battle? No matter how high the odds are stacked in their favor, there is always a chance that the characters will do something so stupid or unlucky that they lose. Victory cannot be guaranteed. If it is, players will quickly sense this and take advantage of it.

## Never-Ending Conflict

The best way to avoid the problems described above is to design the characters' struggle so it is never-ending. At the very least, the conflict is one that lasts for millennia--well beyond the lifetimes of the player characters.

However, to keep the players from feeling frustrated, certain they can never accomplish anything, their characters must be able to undertake sizable tasks and win significant victories. Player characters fighting for the cause of good may eventually drive back the growing influence of the chief villain, but they defeat only a symptom, not the disease itself.

There always can be a new threat. Perhaps the evil villain himself returns in a new and more hideous manifestation. The DM must be prepared with a series of fantastic yet realistic threats. These gradually increase in scope as the characters become more powerful.

Thus, it is possible to build a campaign where the forces of alignment play an active role in things. It is difficult, and there are many hazards, but imagination and planning can overcome the obstacles.

## Alignment as a Tool

Even though it has been said several times already, this point is important enough to repeat--alignment is a tool to aid role-playing, not a hammer to force characters to do things they don't want to do.

The DM should never tell a player, "Your character can't do that because it's against his alignment," unless that character is under some type of special magical control. Let players make their own decisions and their own mistakes. the DM has enough to do without taking over the players' jobs, too.

Despite this prohibition, the DM can suggest to a player that an action involves considerable risk, especially where alignment is concerned. If the player still decides to go ahead, the consequences are his responsibility. Don't get upset about what happens to the character. If the paladin is no longer a paladin, well, that's just the way things are.

Such suggestions need not be brazen. True, the DM can ask, "Are you sure that's a good idea, given your alignment?" He can also use more subtle forms of suggestion woven into the plot of the adventure. Tomorrow the cleric intends to go on a mission that would compromise his alignment. That night, he has a nightmare which prevents any

restful sleep. In the morning he runs into an old soothsayer who sees ill omens and predicts dire results. His holy symbol appears mysteriously tarnished and dull. The candles on the alter flicker and dim as he enters the temple. Attentive players will note these warnings and may reconsider their plans. If they do not, it is their choice to make, not the DM's.

## Detecting Alignment

Sometimes characters try to use spells or magical items to learn the alignment of a player character or NPC. This is a highly insulting, if not hostile, action.

## Asking

Asking another character "So, what's your alignment?" is a rude question. At best, any character who is boorish enough to bring up the issue is likely to receive a very icy stare (turning to shocked horror from more refined characters).

Asking another character his alignment is futile, anyway--a lawful good character may feel compelled to tell the truth, but a chaotic evil character certainly won't. A chaotic evil character with any wit would reply "lawful good."

Player characters can only say what they think their alignment is. Once they have chosen their alignment, the DM is the only person in the game who knows where it currently stands. A chaotic good ranger may be on the verge of changing alignment--one more cold-blooded deed and over the edge he goes. But he doesn't know that. He still thinks he is chaotic good through and through.

## Casting a Spell

Casting a spell to reveal a character's alignment is just as offensive as asking him directly. This is the sort of thing that starts fights and ends friendships. Hirelings and henchmen may decide that a player character who does this is too distrustful. Strangers often figure the spell is the prelude to an attack and may strike first.

Even those who consent to the spell are likely to insist that they be allowed to cast the same in return. Using these spells, besides being rude, indicates a basic lack of trust on the part of the caster or questioner.

## Class Abilities

Some characters--the paladin, in particular--possess a limited ability to detect alignments, particularly good and evil. Even this power has more limitations than the player is likely to consider. The ability to detect evil is really only useful to spot characters or creatures with evil intentions or those who are so thoroughly corrupted that they are evil to the core, not the evil aspect of an alignment.

Just because a fighter is chaotic evil doesn't mean he can be detected as a source of evil

while he is having a drink at the tavern. He may have no particularly evil intentions at that moment. At the other end of the spectrum, a powerful, evil cleric may have committed so many foul and hideous deeds that the aura of evil hangs inescapably over him.

## Keeping Players in the Dark

Characters should never be sure of other characters' alignments. This is one of the DM's most powerful tools--keep the players guessing. They will pay more attention to what is going on if they must deduce the true motivations and attitudes of those they employ and encounter.

# Changing Alignment

Sooner or later, a player character will change alignment. A character might change alignment for many reasons, most of them have nothing to do with the player "failing" to play his character's role or the DM "failing" to create the right environment.

Player characters are imaginary people. But, like real people, they grow and change as their personalities develop. Sometimes circumstances conspire against the player character. Sometimes the player has a change of attitude. Sometimes the personality created for the player character just seems to pull in an unexpected direction. These are natural changes. There might be more cause for concern if no player character ever changes alignment in a campaign.

There is no rule or yardstick to determine when a character changes alignment. Alignment can change deliberately, unconsciously, or involuntarily. This is one of those things that makes the game fun. Players are free to act, and the DM decides if (and when) a change goes into effect. This calls for some real adjudication. There are several factors to consider.

## Deliberate Change

Deliberate change is engineered by the player. He decides he doesn't want to play the alignment he originally chose. Perhaps he doesn't understand it, or it's not as much fun as he imagined, or it's clear that the player character will have a more interesting personality with a different alignment.

All the player has to do is have his character start acting according to the new alignment. Depending on the severity of the actions and the determination of the player, the change can be quick or slow.

## Unconscious Change

Unconscious change happens when the character's actions are suited to a different alignment without the player realizing it. As in the case of a deliberate alignment change,

the DM must keep track of the character's actions. If the DM suspects that the player believes his character is acting within his alignment, the DM should warn the player that his character's alignment is coming into question. An unconscious alignment change should not surprise the player--not completely, anyway.

## Involuntary Change

Involuntary alignment change is forced on the character. Most often this is the result of a spell or magical item. Involuntary changes are immediate, and the character's previous actions have little bearing on the change.

## Charting the Changes

During the course of play, keep notes on the actions of the player characters. At the end of each session, read through those notes, paying attention to any unusual behavior. Note which alignment seems most appropriate to each character's actions.

If, over the course of several playing sessions, a character's actions consistently fit an alignment different from the character's chosen alignment, an alignment change is probably in order. If small actions are taking a character outside his alignment, the change should be gradual--maybe even temporary. Severe actions could require an immediate and permanent alignment change.

In the meantime, the paladin could recognize his danger and amend his ways, preventing the change and preserving his paladinhood. If the paladin burns the village to prevent the disease from spreading, he commits a seriously evil act.

In this case, the DM is justified in instituting an immediate alignment change to lawful evil or even chaotic evil. The character eventually might be able to change back to lawful good alignment, but he will never again be a paladin.

## Effects of Changing Alignment

Although player characters can change alignment, it is not something that should be approached lightly, since there are serious consequences. When a character changes alignment, he does more than just change his attitudes. He is altering his perception of the world and his relationship to it. Much of what he learned previously was flavored by his alignment. When the philosophical foundations of his life change, the character discovers that he must relearn things he thought he knew.

There are two possible effects of changing alignment, depending on the situation and circumstances of the change. The first results in no penalty. This effect only should be used when the player and the DM mutually agree that the character's alignment should be changed to improve the play of the game.

Most often this occurs with low-level characters. The player character's alignment may prove to be incompatible with the rest of the party. A player character may simply be more interesting for everyone if his alignment were different. Inexperienced players may select an alignment without fully understanding its ramifications. Discovering they

simply do not like the alignment, they may ask to change. Such changes must be made with mutual agreement. As DM, try to accommodate the desires of your players.

In the second type of voluntary change, the case cannot be made that the alignment change would be for the good of the game. This generally involves more established characters who have been played according to one alignment for some time. Here, the effects of alignment change are severe and noticeable.

The instant a character voluntarily changes alignment, the experience point cost to gain the next level (or levels in the case of multi-class characters) is doubled. To determine the number of experience points needed to gain the next level (and *only* the next level), double the number of experience points listed on the appropriate Experience Levels table.

For example, Delsenora the mage began the game neutral good. However, as she adventured, she regularly supported the downtrodden and the oppressed, fighting for their rights and their place in society. About the time she reached 5th level, it was clear to the DM that Delsenora was behaving more as a lawful good character and he enforced an alignment change. Normally, a mage needs 40,000 experience points--20,000 points beyond 5th level--to reach 6th level. Delsenora must earn 40,000 additional experience points, instead of the normal 20,000. Every two experience points counts as one toward advancement.

Delsenora started the adventure with 20,000 experience points. At its conclusion, the DM awarded her 5,300 points, bringing her total to 25,300. Instead of needing just 14,700 points to reach the next level, she now needs 34,700 because of her alignment change!

If an alignment change is involuntary, the doubled experience penalty is not enforced. Instead, the character earns no experience whatever until his former alignment is regained. This assumes, of course, that the character wants to regain his former alignment.

If the character decides that the new alignment isn't so bad after all, he begins earning experience again, but the doubling penalty goes into effect. The player does not have to announce this decision. If the DM feels the character has resigned himself to the situation, that is sufficient.

For example, Beornhelm the Ranger carelessly dons a *helm of alignment change* and switches to chaotic evil alignment--something he didn't want to do! Exerting its influence over him, the helm compels Beornhelm to commit all manner of destructive acts. Although unable to resist, Beornhelm keeps looking for an opportunity to escape the accursed helm. Finally, after several misadventures, he cleverly manages to trick an evil mage into removing the helm, at which point he is restored to his previous alignment.

He gains no experience from the time he dons the helm to the time he removes it (though the DM may grant a small award if Beornhelm's plan was particularly ingenious). If Beornhelm had chosen not to trick the mage but to work with him, the change would immediately be considered a player choice. From that point on Beornhelm would earn experience, but he would have to earn twice as much to reach the next experience level.

A character can change alignment any number of times. If more than one change occurs per level, however, the severity of the penalty increases. (The character is obviously suffering from severe mental confusion, akin to a modern-day personality crisis.) When a character makes a second or subsequent alignment change at a given

level, all experience points earned toward the next level are immediately lost. The character must still earn double the normal experience.

Delsenora drifted into lawful good. Now she finds lawful good too restrictive. She is confused. She doesn't know what she believes in. Her head hurts. The character reverts to her earlier neutral good habits. Bedeviled by indecision, she loses the 5,300 experience points she had already gained and now has to earn 40,000 to achieve 6th level!

# Chapter 5:
# Proficiencies (Optional)

A character in the AD&D game, like anyone else, has a variety of skills and talents. He is good at some things (because they are used in his profession or hobby) and poor at those he has studied casually or not at all. These skills and talents are called proficiencies.

Proficiencies aren't exactly like the skills people pick up in school or in the "real" world. They tend to be unrealistically broad or narrow, depending on the subject. The fishing proficiency, for example, assumes the character knows everything about both rod-and-reel fishing and net fishing. In reality, these are two vastly different skills.

At the other end of the spectrum, weapon proficiencies tend to be very precise, highlighting the subtle differences between weapons. A long bow and a short bow differ in size, weight, pull, arrow length, and balance. Each demands different practices to get optimum utility.

When using proficiencies, remember that these rules are not intended to recreate reality. It might have been more realistic to list different proficiencies for each aspect of medieval botany--horticulture, herbalism, mycology, etc. But in the context of a game, these are much better grouped under a single proficiency. Individually, each proficiency would be of such limited usefulness that all of them would become worthless. Other proficiencies, particularly weapons, go to the other extreme.

## Weapon Proficiencies

Sooner or later a player will complain that the weapon proficiencies are too restrictive. But the real complaint may be that the rules don't allow a character to do everything the player wants.

For example, say a player character is proficient with a long sword. He's about to be overwhelmed by a horde of kobolds, but he has the sense to retreat. Unfortunately, he trips over his feet and falls face-first to the floor! His faithful, trusted long sword skitters from his grip and the little monsters are upon him. Still full of fight, the character wrests a short sword from the nearest beastie and begins to do battle.

At this point, the DM tells the player to apply the nonproficiency penalty. The player howls in outrage. "It's a sword," he moans. "My character can use a long sword, I can't believe you won't let him use a short sword! It's the same thing, just smaller!" Before

giving in to the player's protests, consider the differences in what seem to be similar weapons.

The character's customary weapon, the long sword, is a slashing weapon. It is three- to four-feet long, heavy, and balanced toward the blade to increase momentum in a slash. A short sword is a piercing weapon. It is 12 to 18 inches long, light (for a sword), and balanced with most of the weight toward the handle for quick reaction.

So, in our example, the character leaps into the fight using the short sword instinctively--the way he would use a long sword. He tries to slash, but the weapon is too short and light for slashing. He tries to block and parry and finds the weapon absorbs much less impact than his massive long sword. He tends to attack the air, because he is used to the reach and sweep of the long sword. He throws himself off balance by swinging the light weapon too hard. All these minor errors make him less effective with the short sword, even though it seems similar to his long sword. The nonproficiency penalty begins to make sense.

Further, weapon proficiencies are just some of the many factors that must be balanced for a successful adventure. If a variety of factors combine to give a character excessive combat bonuses, the DM should create situations in which that character's favorite weapon is not the best choice.

For example, a character who is proficient with all types of swords, but no other weapons, is at a big disadvantage when confronted by skeletons. His sword is less effective than a mace. Eventually, the player will have to broaden his character's weapon proficiencies if he wants to thrive in the AD&D game world.

## Min/Maxing

Sometimes players resort to "min/maxing" when selecting weapon proficiencies. Min/maxing occurs when a player calculates all the odds and numerical advantages and disadvantages of a particular weapon. The player's decision isn't based on his imagination, the campaign, role-playing, or character development. It is based on game mechanics--what will give the player the biggest modifier and cause the most damage in any situation.

A certain amount of min/maxing is unavoidable, and even good (it shows that the player is interested in the game), but an excessive min/maxer is missing the point. Reducing a character to a list of combat modifiers and dice rolls is not role-playing.

Fortunately, this type of player is easy to deal with. Just create a situation in which his carefully chosen weapon, the one intended to give him an edge over everyone else, is either useless or puts him at a disadvantage. He will suddenly discover the drawback of min/maxing. It is impossible to create a combination of factors that is superior in every situation, because situations can vary so much.

Finally, a character's lack of proficiency can be used to create dramatic tension, a vital part of the game. In the encounter with kobolds described earlier, the player howled in surprise because the situation suddenly got a lot more dangerous than he expected it to. The penalty for nonproficiency increases the risk to the player character, and that increases the scene's tension.

When a nonproficiency penalty is used to create tension, be sure the odds aren't

stacked against the character too much. Dramatic tension exists only while the player thinks his character has a chance to escape, even if it's only a slim chance. If a player decides the situation is hopeless, he will give up. His reaction will switch from excitement to despair.

## NPC Proficiencies

As a convenience for the DM, non-player characters are assumed to be proficient with the weapons they carry. However, this need not always be the case. If you want to make an NPC easier to defeat or less dangerous, rule that he is not proficient with his weapon. This is most likely the case with simple innkeepers or townsmen impressed into the militia.

The innkeeper may be adept with a club (occasionally useful in his trade), but the niceties of swordplay are not within the normal realm of his business. By adding to or subtracting from the abilities of an NPC, the game can be balanced and enriched.

## Nonweapon Proficiencies

Nonweapon proficiencies are optional, but, if chosen, can be very useful. If you are uncertain whether to use these proficiencies, the following points should make the decision easier:

**Nonweapon proficiencies help determine the success of character actions** beyond what is defined by the basic abilities of the character races and classes. They provide a useful gauge when a character tries to build a boat or behave properly at court. This frees the DM to think about more important parts of the story instead of little, perhaps even insignificant, details.

Not everyone agrees with this! Some DMs prefer to handle by themselves all the situations covered by proficiencies. This requires a quick wit and good memory. In return, the DM is freed from the restraints of rules. He can create the scene he wants without worrying whether it breaks the rules. But tread softly here--this is not an easy way to judge a game! Try this only if you are experienced at DMing or are a spontaneous and entertaining storyteller.

**Nonweapon proficiencies give a player character more depth.** Used cleverly, they tell the player more about the personality and background of his character and give him more tools to work with. Applied judiciously and thoughtfully, nonweapon proficiencies vastly increase a character's role-playing potential.

Beware, however, because nonweapon proficiencies can have exactly the opposite effect. They can become a crutch for players who are unwilling to role-play, an excuse not to develop a character's personality or history. Some players decide that proficiencies define everything the character knows; they make no effort to develop anything else.

Avoid this by encouraging players to dig deeper and explore the possibilities in their characters. Ask a player to explain why his character has specific proficiencies. What did that character do before becoming an adventurer? Questions like this stimulate players to

delve into their characters' personalities and backgrounds. Make a note of the player's reasons and then you can use them during play.

**Nonweapon proficiencies can be used to define the campaign and create atmosphere.** The proficiency lists can be tailored to match specific regions or historical periods, or to define the differences between nationalities.

If the characters' home base is a fishing village, the lists can be altered to allow all characters to learn swimming, sailing, fishing, and navigation at the same cost (in proficiency slots). These are common skills among seafaring people.

At the same time, dwarves, who come to this town from the nearby mountains, must devote extra slots to learn these proficiencies. A youth spent in dry, solid tunnels hasn't prepared them for a life at sea. Instead, they can learn mining, gemcutting, and other stonework skills cheaply.

The proficiency lists in the *Player's Handbook* are only a beginning. Your campaign will develop a much more interesting flavor if separate lists are tailored to different regions.

This still leaves the problem of min/maxing. Players are encouraged to make intelligent and sensible choices for their characters, but not at the expense of role-playing. If tailored lists are in use, encourage players to list the proficiencies they want without getting to see the lists of proficiencies. Then collect the lists and figure out which proficiencies the characters can get (some may be unavailable and others too expensive).

Players will still request the proficiencies they think are most advantageous, but at least the selections are drawn partially from the players' imaginations instead of a list of numbers.

Finally, proficiencies are only as useful as the DM makes them. Once a decision is made to use proficiencies in the campaign, the DM must strive to create situations where they are useful. Always remember to design encounters, traps, and scenes where proficiencies have a practical application to the problem at hand. Otherwise, players are going to write off proficiencies as a waste of time and miss out on a wonderful chance to expand their characters.

Ultimately, proficiencies add much richness, detail, and role-playing to a campaign at only a small cost in increased complexity. The DM has to remember a few more rules and the players have to make a few more choices when creating their characters. But in return, the game is bigger, better, and more fun.

## Adding New Proficiencies

The proficiency lists in the *Player's Handbook* are extensive, but not comprehensive. The proficiencies given are the ones that characters will most commonly want or need, and those that have significant, specialized effects worthy of explanation. DMs and players will certainly think of proficiencies they'd like to add.

Wherever the idea for a new proficiency comes from, the DM is the person who decides whether to include it in the game and what its effects are. This is not a decision for the players, although they can offer suggestions and advice. Only after a new proficiency is approved by the DM can it be used in play.

One important factor to remember is that no proficiency should be beyond the science

and technology of the age. There's no proficiency on the list that allows a character to build a gasoline engine, and with good reason. A gasoline engine is far beyond the pseudo-medieval society presented in the AD&D game.

At the same time, this is a fantasy game filled with magical effects and strange powers. With magic, it is not impossible to have outlandish and amazing proficiencies if players and DMs want them. They may have a serious effect on the game, however, and must be carefully considered.

The majority of new proficiencies are going to be those related to trades. Most of these have a very minor game effect, if any at all. They give the character specialized knowledge, but it is up to the player to make some use of it.

A character with the skills of a glazier (glass-maker) does not gain a great advantage. Although, if necessary, he could support himself by making small glass vials and other items for local mages and adventurers. Still, there might come a day when knowledge of glass and glass-making becomes vital to the success of an adventure. A clever player is always looking for a way to turn knowledge to his advantage.

When a player proposes a new proficiency, have him prepare a description of what the proficiency entails and allows. Then consider what the character could gain from it. This is not to say that the player is trying to pull a fast one (some will, but give them the benefit of the doubt). Instead, it is useful to imagine ways the proficiency could be abused. If something horrible or game-busting comes to mind, fix it. Never allow a proficiency into the game if it seems too powerful.

Make whatever changes are necessary in the description and then offer it to the player. If he still likes it (after all the secret powers are stripped out), introduce it into the game and have fun. Sometimes the only thing that can be kept is the name of the proficiency. Don't be distressed by this. Most players will be satisfied with DM changes, content simply to contribute something to the game.

# Chapter 6:
# Money and Equipment

Controlling the flow of money is an important way of balancing your campaign. Too much--or two little--money can ruin the fun of your game. Give your characters mountains of gold and game is spoiled. Suddenly wealthy, they no longer have the urgent need to adventure that impending poverty can provide. Too often they can buy their way out of difficult situations through bribery or "throwing money at the problem."

Worse still, they attempt to apply modern, capitalist ideas to a quasi-medieval world. They may try to hire an enormous staff of wizards to mass produce potions and scrolls. They may set up shops to make assembly-line armor. Advances in organization and production like these come slowly over time, not all at once. You may have to remind your players to limit themselves to the knowledge and attitudes of the times.

It is equally bad to keep your characters too poor. You are creating a game world for a fantasy role-playing game. If the characters are so poor that they must count every penny they spend, they are leading squalid and unhappy lives. Reward them when they

accomplish things. You shouldn't always frustrate their desire to get rich. It's just that wealth should come slowly, matched to the level of the character.

## Monetary Systems

Even before you play the first session in your campaign, you can use money as a tool in creating your game world. The form and shape money takes is by no means standardized. The simple monetary system given in the *Player's Handbook* is just that--a simplified system for coinage. It is not absolutely true to the real, historical world and is not even an accurate reflection of most fantasy worlds you find in books. It's just one way to approach money.

## A Short History of Commerce

Monetary systems aren't always based on coins. Many different forms of exchange can be in use simultaneously. Take, for example, the real world around the year 1200. Currency included the regulated gold and silver coins of Byzantium and the Middle East, the licensed mints of England, the paper currency of China, the cowrie shells of Oceania, and the carved stones of Aztec lands. These were only a few forms money could take.

## Goods

Vigorous trade was done in goods. Grain, cattle, sheep, wool, jewelry, foodstuffs, and cloth were all items of value. A canny Venetian merchant would sail from Venice to England with a load of silks, trading it there for good English wool (making sure he made a profit), and return to Venice to sell the wool for another load of goods for England.

## Letters of Credit

Eventually letters of credit and contracts grew. Now the Venetian merchant could sail to England to collect wool gathered by contract from a monastery. In return for their wool shearing for five years, he would guarantee them set payments in ducats or florins, although he normally brought them goods they ordered from Venetian merchants--silks, spices, glassware, or wine. Thus he made a profit from the wool back in Venice and a profit from buying goods for the English monastery.

On his return to Venice, the enterprising merchant would sell his cargo to the wool merchant in return for a note, and then take this note to a glassmaker and sell it for a load of valuable Venetian glass.

In time, the notes led to the rise of banking houses, though much different from the banks we know today. Intended mainly to finance large deals and serve the wealthy merchants, there were few controls on these banks. They were definitely not for the common man. They were not places you stored your money for a rainy day, but houses that guaranteed the value of a merchant's note or contract, all for a fee.

## Barter

Other economies, especially those of primitive lands, worked entirely on a barter system. What a man could produce became his money. The farmer paid the miller in bushels of grain. The miller paid his lord in ground flour. When the flour was baked into bread, the baker was paid in loaves of bread. These he could sell for the few coins, fresh eggs, or whatever luxuries might be available.

During the Dark Ages even a man's life could be measured in cows, horses, or sheep. Kill a serf and you had to pay--perhaps five sheep, some to his lord and some to his family. The cost for a freedman would be even higher. Rents, taxes, and fines could be assessed in gold or grain. Eventually objects were assigned specific values. In parts of medieval Russia, furs were used almost like coins. Squirrel, ermine, and martin pelts all had values and were treated just as we treat money today.

As barter systems became more sophisticated, they included more things. Obligations and duties became part of the formula. A knight received land from his lord, but part of his "rent" was the obligation to make himself and a set number of mounted soldiers available to serve in his lord's armies for 40 days each year. The serf was obligated to work his lord's land and live in the same village all his life. You might adopt an economy like this in your campaign world--one based on obligations.

For the most part, the economies of the medieval period were based on a combination of coins, goods, and services. The knight could escape military service by paying a special tax to his lord. The king could insist that foreign merchants acquire goods only through barter. The baker could be paid a small wage for his services. Generally, changes occurred slowly as medieval man moved from a barter system to a coin-based economy. Thus, many different methods existed side-by-side.

## Coins

Generally, lands near each other, sharing a common group of people or a common language have very similar economies. The countries of medieval Europe traded with each other regularly and so developed very similar coins and values. Kingdoms also tend to imitate the economy of the most powerful country in the region. The Byzantine Empire had a stable gold currency, and its coins were the model for rulers from Baghdad to Denmark.

The value of a foreign coin was based on the weight of the coin, but also on the power of the issuer. The Byzantine besant was not only limited by other lands, but it was highly valued in trade. An English merchant would accept these coins from a Venetian trader because he knew their value. His price might increase if the trader paid him in Persian dinars. To the merchant, the dinar was simply not as valuable as the besant.

You can add color to your campaign by choosing to have different systems of trade in different lands. By creating different currencies and ways of trading, you make your players aware of the different kingdoms in your fantasy campaign. This makes them pay attention and learn about your world. A traveling merchant who trades in besants

becomes a wealthy trader from the rich lands of Byzantium, while one who deals in hacksilver is a northerner from the cold shores of Scandinavia. These names and places create images, images more compelling and exciting than those created by the plain words "merchant" or "trader."

## Types of Coins

The terms "gold piece" (gp), "silver piece" (sp), and "copper piece" (cp) are clear and they are used throughout these game rules. But you can spice them up a bit. People give coins names, whether as plain as "dime" or lively as "gold double-eagle." The imaginary population of a fantasy world should be no different. Medieval history is filled with different types of coinage, all of which can add local color to your campaign.

Take, for example, the situation of a mercenary captain in Aquitaine. Through wages, booty, and trading he has assembled quite a few coins. Foremost of his horde are the gold and silver coins of Byzantium--the besant, hyperpyron, or nomisma as they were known at different times. An Italian general paid him in coins almost equally valuable, the gold florin and ducat. Mixed in with these were other coins of the Italian states--silver grossi and ecu. From the French he collected gros tournois, Rouen pennies, and louis. A Moorish hostage bought his freedom with silver drachmas and a German merchant of the Hanse paid the heavy toll of a gold mark. Part of the spoils of war include solidus aureus and denarii of Ancient Rome, though these coins are so badly worn their value has dropped greatly.

One of his men even came across a horde of hacksilver bracelets! Finally, from his English employers he received pounds, shillings, and pence. Clearly the captain is faced with a problem when he tries to figure out just how much money he has. What do these coins add up to?

The besant, hyperpyron, and nomisma were the standard coins of the Byzantine Empire. They were of a regular size and the precious metal was not debased with lead or copper. Backed by the power of the Emperor, each coin had a steady value. In your game, you could establish their value at one or two gold pieces each.

The florin and the ducat were the coins of different Italian states. These lands, rising in trading power, needed a steady economy. Thus their coins were almost the equal of the besant and were used for trade throughout Europe. Each florin might be equal to a gold piece. The gross was a silver penny and, normally, 12 equalled one florin.

The coins of France were much like those of Italy and could be valued the same way. The louis and the sous were the equal of the florin while the gros tournis and the denarius were silver pennies. However, the Rouen penny was specially minted and not considered as valuable by most traders.

The Middle Eastern drachma was modeled on the besant. Normally 12 to 20 were equal to a single besant (6-10 would equal one gp) but in Aquitaine they were often valued just like other silver pennies. The gold mark wasn't so much a coin as a measure. It was normally figured to be worth six English pounds. There were also silver marks worth about 13 shillings, and Scandinavian ora worth 16 pence. But the true value of these coins was what you could get for them.

The English coins included the rarely seen pound, equal perhaps to one gp. More common were silver shillings, officially figured at 20 to a pound (or half a sp). Below the

shilling was the pence, 12 to a shilling, and below the pence was the farthing, four to a pence. Meanwhile, the lowly Rouen penny was figured to be equal to half a pence.

Of the ancient coins, the Roman solidus aureus was the model for the besant and thus nearly all other coins. It in turn was divided into silver denarii with 12 to 40 equaling a single solidus. However, age and counterfeiters reduced the value of these coins so much that their only true worth could be found in what they weighed. During the same time, Scandinavians used hacksilver--silver jewelry. When they needed to pay, they could cut off a chunk from an armband or bracelet and weigh it, thus the name hacksilver. They literally wore their money!

Clearly, money is no simple, universal thing. Each nation and each time has its own coins with its own values. Your player characters may travel through many different lands and find long-lost treasures. It will be much more exciting for your characters to find 600 ancient tremissa from the rule of Emperor Otto 400 years before than to find yet another 600 silver pieces. With a little imagination and research at your local library, you can find many different examples to add to your campaign.

## Expenses

As exciting and important as money is for player characters, tracing day-to-day expenses just isn't very interesting. Forcing players to record every purchase their characters make is time-consuming and, plainly put, not very heroic. It's better simply to charge player characters a monthly living expense.

This living expense covers all normal room and board charges whenever a character is operating out of his home base. Separate charges for meals and beds need be made only when the character is traveling away from home.

Players describe how well (or poorly) they want their characters to live. From this the DM decides if they are living in squalid, poor, middle-class, or wealthy surroundings. The Player Character Living Expenses table, below, gives estimated base costs for each category.

Squalid and poor living conditions cost the same for all characters regardless of race or level. However, as a character increases in level, his needs increase according to (or beyond) his means. Characters living middle-class or wealthy lifestyles multiply the base living expense by their level to determine the cost. Characters of races other than the predominant one of the area (e.g., dwarves in a human city or humans in an elven village) pay double the normal rate. This is due to suspicion and a scarcity of goods the character is accustomed to.

The only direct game effect of living conditions is the expense involved, but living conditions can also determine some role-playing events and conditions in your game. Your player characters' lifestyles even can be used as a starting point for many different types of adventures.

## Squalid Conditions

Dirty straw in leaky stables, muck-floored huts outside the walls of town, contempt, and random violence--these typify squalid living conditions. Characters living like this

aren't likely to be robbed (since no one thinks they have any money), but they may be tormented or attacked just for the fun of it. Their legal protections will be few indeed.

## Poor Conditions

In poor conditions, characters benefit from some legal protection, although there may be general indifference to their troubles. They must also cope with a high level of violence, periodic robberies, and random fights.

## Middle-Class Conditions

Middle-class life tends to be safe and somewhat boring. Characters receive adequate protection and will not be the main target of most burglars. Thieves are generally attracted to the homes of the wealthy.

## Wealthy Conditions

Wealthy people receive the greatest benefits, but they must also deal with the highest level of deceit, trickery, and treachery. Nearly all with wealth are drawn into dangerous political maneuverings, mainly to protect their own privileges.

Upon building or claiming his own stronghold, a player character suddenly acquires a whole new set of expenses. The character no longer pays living expenses but must pay for the maintenance of his property.

**Table 22:**
### Player Character Living Expenses

| Lifestyle | Cost/Month |
|---|---|
| Squalid | 3 gp |
| Poor | 5 gp |
| Middle-Class | 50 gp per level |
| Wealthy | 200 gp per level |

## Draining the Coffers

Sometimes you discover you have given the player characters too much money. While living expenses will take a little of that (especially if the characters live big), it doesn't come close to solving the problem. Fortunately, there are other ways you can get money out of their hands.

A wide variety of taxes was applied during the Middle Ages. Some caused minimal hardship while others were quite expensive. Characters could be forced to pay a weregeld, a fine paid to the relatives of someone they have slain.

The king could demand scutage, a fee to avoid military service. Special assessments could be made to repair roads or rebuild bridges. There could be minor taxes to enter towns on market days or wander through the streets as a strolling minstrel. Taxes could be charged according to the size of the person's household.

In addition to taxes, there might be other unexpected costs. A fire could sweep through the character's manor, requiring a costly repair program. Termites could wreak havoc with the character's fleet. The local lord could assess his vassals a share of the tribute he must pay the enemy. Magical mysteries and daring thefts can also lower a character's financial position.

Always find a different, totally unexpected approach to taking excess cash from player characters. Let them defeat some of your attempts to drain their coffers. Set up some of your money-removing attempts to fail from the start--if the player characters take some action. Turn your attempts into adventures. If a thief robs the player character's castle, be ready with an adventure where the character can try to track him down. In fact, he may even catch the thief, but only after the scoundrel has squandered the character's fortune!

## Expanding the Equipment Lists

The items listed in the *Player's Handbook* are by no means the only things ever made in the world--or even in a medieval fantasy setting. They are listed because they are the most likely things the characters will need. However, you can certainly add missing or player-requested items to this list.

When you add an item to the lists, first consider the reasonableness of its presence. Given the setting of the AD&D game, adding an M4 Sherman tank as a regular item of equipment is just not a logical, sensible, or wise thing to do.

Once you decide that a new item is reasonable, you must assign it a cost. Use your judgment. Consider the intricacy of the item, the craftsmanship required to make it, and the cost of similar items already on the lists. From these, you should be able to assign an appropriate price.

If, later on, you discover you made the item too cheap and all the characters are buying one, raise the price and say suppliers can't keep up with the demand. If an item is too expensive, you can lower the price and no one will complain.

## Altering Prices

Remember that the prices listed in the *Player's Handbook* are not absolute. There is no reason you can't raise or lower the price of any item on the equipment lists. Demand can increase or decrease a price. Different lands in your campaign may be known for specific goods, allowing them to charge more.

Even in the Middle Ages, Spain and the Middle East were known for steel, Germany for beer, France for wine, England for wool, and the Italy for armor. These reputations allowed higher prices to be charged for these goods, especially finished items.

Greed can also raise prices. Merchants live to make money, so they will normally

charge what they can get away with. There were very few price controls or regulating agencies during these times.

Finally, adventurers tend to disrupt local economies, suddenly bringing in large amounts of cash. Merchants raise prices to match. Situations not unlike the Klondike gold rush develop, in which even the simplest items cost outrageous amounts. In short, don't be afraid to charge characters as much as you think you can get away with. If they don't like the prices, they'll find some way to let the merchant know of their dissatisfaction.

## Equipment by Time Period

The equipment lists given in the *Player's Handbook* assume your campaign is set in a generic medieval fantasy world. In practical terms, this means you haven't tied your campaign to any particular date in history. All this is perfectly fine and is commonly done in fantasy stories and fantasy campaigns--you are dealing with fantasy, after all.

However, it is also possible to create exciting and interesting campaigns that are tied to specific time periods, but this will work only if you know something about the time period. This is important! A lot of people assume things about the past without knowing the facts. The truth of the matter may be far different. Go to the library and do your homework before you begin designing a time-specific campaign. Even if you don't do such a campaign, it's useful to learn a little more about medieval history. It will only improve your own fantasy world.

It is not necessary to pick a precise date to model, such as 1237 A.D., although again there is nothing wrong with this. History and historians tend to divide the past into different ages, and you can do the same. Four different ages are covered here--the Ancient World, the Dark Ages, the Middle Ages, and the Renaissance. Each has its peculiarities and differences, some of which are described below.

## The Ancient World

This covers a period of great empires spreading from the Mediterranean. Some weapons and armor were made of bronze, others of iron, and a few were made of steel. Most household items were pottery, wood, stone, and wicker. Bronze weapons were easily dulled and, in game terms, break or bend when a "1" is rolled on the attack roll. Stirrups hadn't been invented, so characters can't use heavy lances, and charge attacks can't be made with normal lances.

## The Dark Ages

This was the period after the collapse of the Roman Empire, from 450 A.D. to about 1100 A.D. While much of the learning and culture of the ancient world was lost, it was not as bleak and ignorant a period as some believe. Still, in many ways, it was a step backward from the previous age. During this time the stirrup was introduced, allowing riders to gain full use of the lance.

## The Middle Ages

The Middle Ages (roughly from 1100 to 1450) is the period in which most fantasy campaigns are set. It was the period most people associate with knighthood and chivalry. The knights went off on the Crusades. Great stone castles were built. The role of traders and merchants began to grow. Virtually all the items on the equipment list were available in this time period.

## The Renaissance

The latest time period that should be considered as a setting for a normal AD&D campaign, the Renaissance was a time of great change. The collapse of the feudal system had begun throughout much of Europe. There was great growth in literature, art, and science. The power of the old nobility began to decline while the influence and wealth of merchants and businessmen continued to grow. Gunpowder and simple guns revolutionized the face of warfare. Foot soldiers became more important than cavalry, and armor was not nearly as useful as it once had been.

**Table 23:**

## EQUIPMENT BY TIME PERIOD

| Item | Ancient | Dark Ages | Middle Ages | Renaissance |
|---|---|---|---|---|
| Arquebus | NA | NA | NA | AV |
| Awl Pike | NA | NA | AV | AV |
| Bastard Sword | NA | AV | AV | AV |
| Block and Tackle | NA | NA | AV | AV |
| Bolt Case | NA | NA | AV | AV |
| Brigandine | NA | NA | AV | AV |
| Bronze Plate Mail | AV | NA | NA | NA |
| Carriage, any | NA | NA | NA | AV |
| Chain Mail | NA | AV | AV | AV |
| Composite Long Bow | NA | NA | AV | AV |
| Crossbow, any | NA | NA | AV | AV |
| Field Plate | NA | NA | AV | AV |
| Flail, any | NA | AV | AV | AV |
| Full Plate | NA | NA | NA | AV |
| Full Plate Barding | NA | NA | NA | AV |
| Glaive | NA | NA | NA | AV |
| Glass | NA | AV | AV | AV |
| Glass Bottle | NA | NA | AV | AV |
| Great Helm | NA | NA | AV | AV |
| Greek Fire | NA | AV | AV | AV |
| Heavy Horse Lance | NA | AV | AV | AV |
| Heavy War Horse | NA | AV | AV | AV |

| | | | | |
|---|---|---|---|---|
| Horse Yoke | NA | NA | AV | AV |
| Hose | NA | NA | AV | AV |
| Jousting Lance | NA | NA | AV | AV |
| Kopesh Sword | AV | NA | NA | NA |
| Lantern, any | NA | NA | AV | AV |
| Lock, any | NA | Poor | Average | Good |
| Long Bow | NA | AV | AV | AV |
| Magnifying Glass | NA | NA | NA | AV |
| Mancatcher | NA | NA | AV | AV |
| Morning Star | NA | AV | AV | AV |
| Paper | NA | AV | AV | AV |
| Papyrus | AV | NA | NA | NA |
| Plate Mail | NA | NA | AV | AV |
| Pole arms, not pike | NA | AV | AV | AV |
| Pony Cart | NA | NA | AV | AV |
| Ring Mail | NA | AV | AV | NA |
| Sailing ship | NA | NA | AV | AV |
| Scimitar | NA | AV | AV | AV |
| Silk Clothes | NA | Very Rare | Rare | Rare |
| Silk Rope | NA | Very Rare | Rare | Rare |
| Spyglass | NA | NA | NA | AV |
| Two-Handed Sword | NA | AV | AV | AV |
| Voulge | NA | AV | AV | AV |

NA-Not Available, AV-Available

## Adjusting Equipment Lists

When you set your campaign in a specific time period, you might want to adjust the equipment lists to reflect changes in availability and price. Some suggested changes are listed in Table 23. Like the capsule descriptions, the table is not 100% accurate. Instead, it reflects whether items were commonly used in the time period. For example, flails (as an agricultural instrument) have existed for time immemorial. However, they were not commonly used as weapons in most time periods, except in cases of emergency. By doing further research, you can refine and expand this list.

## Quality of Equipment

Most of the equipment a character buys is assumed to be of average quality--neither too cheaply made nor too elaborate. Thus, weapons are serviceable with stout hafts and sturdy blades. The metal is not so poorly tempered as to make the blade hopelessly brittle. The blade is not elaborately etched and the hilt is not encrusted with gold. Other items are of everyday make, usefulness and function superseding artistic needs.

However, quality can vary from item to item. For some items it is important to know

the quality, since this affects a game ability. The three items where quality is most significant are locks, horses, and weapons. In other instances, quality becomes important only if you or one of your players wants an item of exceptional beauty or of exceptionally shoddy construction.

## Lock Quality

The quality of a lock can increase, decrease, or leave unchanged a thief's chance of picking that lock. The higher the quality of the lock, the harder it is for the thief to pick. Table 24 lists the different lock qualities and the amount they add or subtract from a thief's percentage chance to open it. Unless otherwise noted, assume that all locks are of good quality.

**Table 24:**

### Lock Quality

| Quality | Modification |
|---|---|
| Wretched | +30% |
| Poor | +15% |
| Good | 0% |
| Excellent | -20% |
| Superior | -40% |
| Masterful | -60% |

The quality of a lock cannot be discerned just by looking at it. Indeed, one of the tricks of the master craftsman is to disguise the difficulty of the lock by housing it in a cheap-looking case. A thief can learn the quality of a lock by attempting to pick it. This attempt need not be successful ("Gee, this lock must be a really superior job. It's a lot harder than it looks.")

## Horse Quality

Another matter where quality is important is in horseflesh. There is a world of difference between a high-spirited stallion and a broken-down nag. And it is not always apparent to the eye, although it is usually pretty easy to tell a scrawny, sway-backed old mare from a fiery stallion. Buying of a horse is something the player characters should always approach with care, lest some unscrupulous horse merchant pull a fast one on them.

Further, horses often have irritating traits that can make them less than pleasant to be around. Table 25 lists the different qualities of horses and the effects of each. Note that not all horses need to be assigned a quality. For simplicity, you can assume all horses are of average quality.

**Table 25:**

# Horse Quality

| Quality | Movement Rate Modifier | Carrying Capacity Modifier | Cost Modifier |
|---|---|---|---|
| Nag | 50% | 25% | -- |
| Broken-down | 75% | 50% | -- |
| Average | -- | -- | -- |
| High-spirited | 133% | 125% | x2 |
| Charger | 150% | 133% | x4 |

The *movement rate modifier* is the adjustment applied to the base movement rate for that type of horse. A broken-down light war horse would have a movement rate of 18, 75% of the normal 24. A high-spirited light war horse would have a movement rate of 32, one-third more than normal. Fractions should
be rounded down.

The *carrying capacity modifier* is the percentage of the base weight the horse can carry. A nag can only carry 50% as much as a normal horse of the same type, while a charger can carry one-third more than normal. Again, fractions should be rounded down.

The *cost modifier* gives a general idea of the markup that should be applied to the horse. Poor quality horses do not have negative modifiers, since merchants will always try to get at least the average price for a horse. In this case, it is the job of the player to talk down the price.

# Horse Traits (Optional Rule)

Each horse has one or two traits that define its "personality." In poor quality horses, these traits are generally undesirable, but even good horses can have unpleasant quirks. For each horse, determine the traits on Table 26, using the column appropriate to the quality of the horse. It is strongly recommended that you select the trait rather than rolling randomly, since these traits can really enhance the humor and color of your campaign.

Biters tend to take nips at their riders or those leading them, an uncomfortable but not dangerous habit. Kickers never seem to lash out on command, but only when a character doesn't want it to happen. The best idea is not to follow a kicker too closely. Fence-chewers are similar to biters except that they seem to have a taste for wood instead of their rider. While fence-chewing may be caused by a bad diet, it's a hard habit to break.

**Table 26:**

# Horse Traits

| D10 Roll | Nag, broken-down, and average | High-spirited and chargers |
|---|---|---|
| 1 | Biter | Bucks |
| 2 | Kicks | Bone-jarring |
| 3 | Steps on feet | Bites |
| 4 | Won't gallop | Single rider |

| | | |
|---|---|---|
| 5 | Chews fences | Rears |
| 6 | Stops occasionally | Headstrong |
| 7 | Rubs against fences | Kicks |
| 8 | Bucks | Leaper |
| 9 | Untrained | Knows trick |
| 10 | Use other column | Use other column, or DM choice* |

* Other possibilities include robust, fleet, fearless, skittish, strong, stable, gentle, sure-footed, etc.

Some horses have a seemingly malicious tendency to step on feet as they are being saddled and groomed--and then they refuse to move. Some refuse to gallop unless forced. Some stubborn horses just stop in the middle of a march and almost have to be dragged forward. Others take an almost human pleasure in rubbing against fences, walls, and trees trying to scrape their rider off. Bucking horses are always unpleasant, though at least the rider can usually feel the horse tense up just before it happens.

Untrained horses, even those broken for riding, haven't learned the basic commands of horsemanship--left, right, speed up, or slow down. They do what they think they are supposed to, but that isn't always right.

Some, while trained, are just plain headstrong and, figuring they know more than their riders, try to do what they want. Single-rider horses have been trained too well, recognizing only a single master. With time they can be ridden by a new owner, but they will not respond well to others, even friends of the owner. On rare occasions a horse may actually know a minor trick, usually learned without special training. These tricks are very simple--to come when whistled for, to rear on a tug of the reins, or to turn when the rider presses with his knees.

Particularly lively horses have their own special quirks. Some just cannot seem to move at a slow steady pace. Every step is a jolting, bouncing bone-jarring ride. Others are born leapers, making corrals and fences only an occasional barrier. An ill-tempered few will rear suddenly at the most surprising moments, especially in the midst of combat. When the horse does this, it is not attacking so much as reacting in fear and surprise. Many a rider has been dumped by this sudden move.

## Risks of Horse Buying

Beyond just the quality and quirks of horses, there are other reasons to be careful when buying a horse. Horse theft always has been a popular pastime, and punishments are often equally severe for both the thief and the buyer--assuming, of course, that the buyer isn't mistaken for the thief. Unscrupulous merchants often try to pass horses off as what they are not ("Yeah, this is a heavy war horse, really it is.") Horses may not be trained, although merchants always claim they are. While it is easy to spot a horse not broken to the saddle, it's not so simple to tell if a horse has been trained for war.

Characters with the riding proficiency can avoid many of the hazards of horse-buying on a successful proficiency check. The character must choose to use the proficiency (but considering the investment he would be foolish not to). A successful roll will reveal a

horse's true quality and perhaps some of its obvious quirks. Naturally, there is no way to ascertain the origin of the mount, unless you decide the horse has been branded or marked in some way. Even this may not be foolproof, since clever thieves can find ways to alter virtually any marking.

## Weapon Quality

Quality weapons are those of exceptionally fine craftsmanship. The blade may be forged from the finest steel for flexibility and sharpness. The swordsmith may have carefully folded, hammered, and tempered the steel to a superb edge. The whole sword may be perfectly balanced, light in the hand, but heavy in the blow. There are many reasons why a sword or other weapon could be above average.

Careful craftsmanship and high quality give a weapon a bonus on the chance to hit or a bonus to damage. The bonus should never be more than +1. The bonus on the chance to hit is for those weapons that are exceptionally well-balanced, light, or quick. Weapons of perfectly tempered steel or carefully hammered blades gain the bonus to damage. The metal retains its razor sharpness, cleaving through armor like a hot needle through wax. Because they rely on mass and impact, bludgeoning weapons rarely gain a bonus to damage. Those that do get a bonus are because they have carefully shaped and balanced heads.

The quality of a weapon is not immediately apparent to the average person. While anyone using the weapon gets the quality bonus (even if they don't realize it), only those proficient in that weapon-type or proficient in weaponsmithing can immediately recognize the true craftsmanship that went into the making of the weapon.

Even then, the character must handle the weapon to appreciate its true value. For some reason, however, merchants almost always seem to know the value of their goods (at least the successful merchants do). Thus, weapons of quality cost from 5 to 20 times more than normal.

In your campaign, you might want to create NPCs or regions known for their fine quality weapons. Just as Damascus steel was valued in the real world for its fine strength and flexibility, a given kingdom, city, or village may be noted for the production of swords or other weapons. The mark of a specific swordsmith and his apprentices can be a sure sign of quality. Again, by introducing one or two of these (remote and difficult to reach) areas into your campaign, you increase the depth and detail of your world.

## Ornamentation

While ornamentation has no effect on the function of an item, it does increase the cost. Ornamented items can also enhance the status of the owner as a man of wealth and influence. Of course, it also marks the character as a target for thieves and robbers.

Among the more popular types of ornamentation are jeweled mountings, engraving, embossing, inlaying, painting, plating, chiseling, chasing, etching, enameling, lacquering, carving, and gilding. Common items also can be made from rare and fantastic materials--perhaps as simple as silk or the wonderfully rare and incredibly supple hides of baby dragons. The cost of such items depends on the difficulty and skill of the work. It is best

for you to decide a price (highly inflated over the original), although 10 times the normal cost can be used as a starting figure.

## Armor Made of Unusual Metals(Optional Rule)

With the exception of bronze plate mail, it is assumed that all metal armors are made from a fairly common yet sturdy form of steel. However, this need not always be the case.

Since this is a fantasy campaign, there is nothing to prevent armors being made from rare and fantastic metals. Different metals have different properties which must be taken into account when such armors are used. Table 27 lists several different types of metals and the effects they have on Armor Class, encumbrance, and cost.

**Table 27:**

### Unusual Metal Armors

| Metal | AC Adjustment | Weight Adj. | Cost Multiplier |
|---|---|---|---|
| Adamantite | +1 | -25% | x500 |
| Bronze | -1 | 0 | x2/3 |
| Elven Steel | 0 | -50% | ** |
| Fine Steel | 0 | -10% | x2 |
| Gold | -4 | +100% | x3* |
| Iron | 0 | +25% | 0 |
| Silver | -2 | 0 | x2* |

The *AC adjustment* in no way implies that the armor has magical properties, only that the material is better or worse than normal. Thus, no bonuses are gained for saving throws, etc.

* The character must provide the amount of metal needed to make the suit (determined by weight). In addition, the character must multiply the normal cost of the armor by the multiplier listed and pay this as fabrication cost.

** Elven armors can't normally be purchased, being given as gifts to those the elves deem worthy.

## Damaging Equipment

For the most part, specific damage isn't applied to equipment under the AD&D rules. This doesn't mean that equipment is never damaged or broken. Instead, it is assumed that whatever normal wear and tear an item may suffer (such as dents in a suit of plate mail) are repaired during moments (or days, or months) of inactivity.

The fighter spends time in camp sharpening his weapons, patching the rips in his chain mail, and hammering out the dents in his breastplate. The thief repairs the padding that muffles the clinks of his metal buckles. The mage sews patches onto his clothes. All

characters have ample time to make repairs. It's not very interesting to role-play, so it is assumed all characters maintain their equipment.

However, there are times when the player characters or your NPCs will want to cut a rope, snap a pole, or slash out the bottom of a backpack. Specific damage is done to achieve a specific effect. There are two ways such an attack can be made. the first is to attack a specific point or area with a weapon--slashing the rope that holds the heavy curtain up. The second is an attack that strikes everything in a given area with considerable force--a boulder landing on a character's backpack. The first attack uses Armor Class and hit points of damage. The second attack uses a saving throw.

When a character tries to damage a specific part of an item, use common sense to determine the effect a particular weapon will have against certain materials. Trying to cut open a sack with a mace is futile. Trying to chop down a door with a dagger is equally futile (unless the character has a lot of time). Be sure you consider the hardness of the item and the amount of time the character has. A mace can be used to batter down a wooden door, but an ax will be faster. An ax won't do much of anything to a stone wall.

If the character has an appropriate weapon, determine the Armor Class of the item. This may be as broad as "can't miss" or as precise as a specific Armor Class value.

Players don't have to roll to see if they hit some items. Can't-miss items include large non-moving objects that characters attack with melee weapons--doors, barrels, and backpacks laying on the floor. Other can't-miss situations include missile weapon attacks against huge objects (those big enough to fill a character's field of vision, like the proverbial broad side of a barn.

Some attacks require an attack roll (throwing a mug at a full-length mirror, for example). In cases like this, assign an Armor Class to the target, taking into consideration the size, movement, and hardness of the object. A wooden pole has a minimum AC of 7. A metal rod of about the same thickness has an AC of 0. A rope has an AC of 6, better than a wooden pole because the rope is more resilient and less brittle. If the object is small or moving, the AC should be better. A flailing rope becomes AC 3 or 4. Smashing a small vial as it rolls on the floor could be AC 2 or 1.

Finally, when attempting to hit a very specific spot, the additional penalty for a called shot must be applied. Shooting at the bulls-eye of a target or slitting the backpack of an enemy in combat are difficult feats because of the precision needed.

You must also decide how much damage the item can take before it is broken. Table 28 gives the standard range for some common items and materials. The final column on the table lists the types of attack most likely to cause damage to the item, although other types may also be effective. Using these as guidelines, you can decide the number of hit points to assign to most materials.

**Table 28:**

## Hit Points of Items

| Item | Hit Point Range | Attack Modes* |
|---|---|---|
| Chair | 2-9 | Bludgeon, Slash |
| Common Leather | 2-8 | Slash, Pierce |
| Glass Bottle | 1-2 | Bludgeon |
| Glass Pane/Mirror | 1 | All |

| | | |
|---|---|---|
| Rope | 2-5 | Slash |
| Wooden Door | 30-50 | Slash |
| Wooden Pole | 2-12 | Slash |

*The three attack modes are bludgeon, slash, and pierce. Each weapon is classified by one or more of these attack modes.

## Item Saving Throws

When weapons are subjected to a general danger--the flames of a fireball, the icy chill of a cold ray, or the smashing blow of a giant's boulder--the roll to hit and hit points do not apply. Instead, the following Item Saving Throw table is used. This saving throw represents an item's general ability to withstand the effects of the attack. It is rolled just like a normal saving throw (see "Combat").

The item saving throw should be used only when the item is not being carried by a character or when a character fails his saving throw against the same attack. A character who successfully saves against the blast of a *fireball* spell need not make separate saving throws for his potions. The character who failed the same save failed to protect himself adequately and must therefore check for his potions (and probably his scrolls, too). Not all items need make a save in every instance. It is perfectly reasonable to ignore the save for a character's sword and armor in the same fireball situation described above, since there is so little chance that these will be affected.

Furthermore, magical items are more resistant to damage, gaining bonuses to the saving throw. Items with a plus (a *sword +1*, for example) gain that plus as a bonus to the die roll. If the item possesses additional special abilities, it should have an extra plus for each of these. Magical items with no stated pluses should gain a bonus relative to their power. A potion would have a +1 while a miscellaneous magical item could have a +5 or +6. Further, if the saving throw is versus an attack the device was designed to counter (e.g., extreme cold vs. a *ring of warmth*), an additional bonus of +2 is allowed.

**Table 29:**

## Item Saving Throws

| Item | Acid | Crushing Blow | Disinte-gration | Fall | Magical Fire | Normal Fire | Cold | Lightning | Electricity |
|---|---|---|---|---|---|---|---|---|---|
| Bone or Ivory | 11 | 16 | 19 | 6 | 9 | 3 | 2 | 8 | 2 |
| Cloth | 12 | -- | 19 | -- | 16 | 13 | 2 | 18 | 2 |
| **Glass** | **5** | **20** | **19** | **14** | **7** | **4** | **6** | **17** | **2** |
| **Leather** | **10** | **3** | **19** | **2** | **6** | **4** | **3** | **13** | **2** |
| **Metal** | **13** | **7** | **17** | **3** | **6** | **2** | **2** | **12** | **2** |
| Oils* | 16** | -- | 19 | -- | 19 | 17 | 5 | 19 | 16 |
| Paper, etc. | 16 | 7 | 19 | -- | 19 | 19 | 2 | 19 | 2 |
| Potions* | 15** | -- | 19 | -- | 17 | 4 | 13 | 18 | 15 |
| **Pottery** | **4** | **18** | **19** | **11** | **3** | **2** | **4** | **2** | **2** |
| **Rock, crystal** | **3** | **17** | **18** | **8** | **3** | **2** | **2** | **14** | **2** |
| **Rope** | **12** | **2** | **19** | **--** | **10** | **6** | **2** | **12** | **2** |
| Wood, thick | 8 | 10 | 19 | 2 | 7 | 5 | 2 | 9 | 2 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Wood, thin | 9 | 13 | 19 | 2 | 11 | 9 | 2 | 10 | 2 |

* This save does not include the container, only the liquid contents.
** Of course, even though the save is made, the item is probably hopelessly mixed with the acid.

## Attack Forms

**Acid attacks** (Acid) assume there is either a sizeable quantity of acid or that contact with the acid is prolonged.

**Crushing Blows** (Cr. Blow) include strikes by the clubs of creatures of giant size or greater. Blows by normal people on small, fragile objects also fall into this category. A normal human could not do a crushing blow on a rope, which isn't very fragile, but could certainly do so on a potion flask. Breakable items hurled against hard surfaces--bottles thrown against walls, for example--also use the crushing blow column.

**Disintegration** (Dis.) applies only to the magical effects of the spell or spell-like ability.

**Falls** (Fall) must be greater than five feet. If the surface is hard, the listed saving throw is used. If the surface is soft, give a +5 bonus to the saving throw. For every five feet fallen beyond the first, apply a -1 penalty to the saving throw.

**Magical fires** (Mag. Fire) include fireballs, dragon-breath, and any sizeable body of flame created by a spell or spell-like effect. Extraordinarily hot normal fires, such as the lava from a volcano, should also use this saving throw.

**Normal fires** (Nor. Fire) include campfires, candle flames, and bonfires. Obviously, the item must be in the flame for a sufficient time to be affected.

**Cold** (Cold) covers any intense, abnormal, or magical cold. If the temperature change is gradual, a +2 bonus is applied to the saving throw.

**Lightning bolt** (Light.) applies to attacks by the spell or spell-like power of the same name.

**Electrical** (Elec.) is for those electrical attacks that do not carry the wallop of the lightning bolt. Electric eels and magical traps fall into this category.

# Chapter 7:
# Magic

Of all the areas of the AD&D game that you will be called upon to judge, magic is perhaps the most diverse and demanding. Magic allows characters to break all the natural laws of the universe, a situation that can lead to unforeseen, but highly exciting situations. Be sure you understand how magic works in the AD&D game and the different ways you can control its use.

## Initial Wizard Spells

One control you have over the power of wizards is the choice of spells available at the start of the game. Each wizard begins the game with a spell book, but he has no information on what that book contains. You tell him. You can choose from several different answers. Based on your choice, the player acquires spells (and their reverse) for his character's spell book.

## Player Choice

The simplest way to give a wizard spells is to throw the ball back into the player's court--ask him what spells he would like. As he names a spell, have him roll to see if his character can learn it. If he can, the player writes the spell on his character sheet. If he can't, one of you should note that he cannot learn that spell.

Keep doing this until all the 1st-level spells have been checked or until the character reaches the maximum number of spells his character is allowed to learn (depending on the character's Intelligence). This allows the player to get the spells he wants for his character, which usually makes the player happy. However, it has some drawbacks.

First, players tend to pick the spells they consider the most powerful. While this is not bad if you have only one or two wizards, a whole horde of the fellows, all with identical spells, gets pretty boring.

There is also a chance the character will overlook some basic spells he really needs to function as a wizard--*read magic* and *detect magic*, in particular. A wizard who cannot read a magical scroll is deprived of one of the important abilities of his class.

There is even a slim chance the character will hardly get any spells. And, while there is no minimum number of spells a character must know, a wizard without spells is hardly the type of character a player wants. If this happens, give the poor player a break and allow him to make some second checks on spells until you believe he has an adequate number.

## DM Choice

You can automatically give the player character *read magic* and *detect magic* and four other spells of your choice. This starts all player characters off with the same number of spells. While it is not necessary to give each character the same spells, you should see that everyone has roughly the same balance of power. No rolls to learn these spells need be made. The character is assumed to have mastered them during his apprenticeship.

## Player/DM Collaboration

Finally, you can allow the player character to start with 3d4 (or up to the limit of his Intelligence) 1st-level spells. Two of these are automatically *read magic* and *detect magic*, which all wizards learn as part of their training. The remaining spells can either be chosen by the player, determined randomly, or selected by you.

If you select the spells, be sure to give the player a fair mix, allowing him to do a variety of things. Try to ensure that the player has a few of the spells he really wants.

If the character is a specialist in a particular school of magic, you should allow him to know one spell of his school automatically along with *read magic* and *detect magic*. All other spells must be checked for normally or discovered.

## Acquisition of Spells Beyond 1st Level

Once a character has begun adventuring, he won't be able to have additional spell books instantly appear each time he goes up in level. Instead, the player character must find some way to get additional higher level spells. As with initial spells, there are several ways this can be done. Any or all of these can be used in your campaign.

## Gaining Levels

First, whenever a character attains a new spell level, allow the player one new spell immediately. You can choose this spell, let the player choose it, or select it randomly.

The rationale behind this is simple: All the long hours of study and reading the character has been doing finally jells into something real and understandable.

No roll is needed to learn this spell, unless you allow the character to choose it. If the character is a specialist in a school of magic, the new spell should be from that school--if there is a spell available.

## Copying from Spell Books

The second way to acquire new spells is to copy them from the spell books of other wizards. A character can copy from other player characters (if they will allow it), pay NPC wizards for the privilege (see Chapter 12: NPCs), or take them from captured spell books. When copying spells, a character must roll to see if the character can learn the spell. No character can copy without magical aid of a spell of a level he cannot cast.

## Scroll Research

Third, a character can research a spell using a scroll with the same spell as a base. The time and cost required for the research is half normal and the player character must still check to see if he can learn the spell. Regardless of the success or failure of the research, the scroll is destroyed--the wizard had to read it aloud to analyze its effects.

Scroll research cannot be done in an adventuring situation. The wizard must have carefully controlled conditions even to attempt it.

## Study with a Mentor

Fourth, and only if you allow it, the wizard can return to his old mentor and, with luck, copy a few spells out of his master's spell book. Use this method if, and only if, you feel it is important for player characters to have more than a few new spells each time they

advance to a new spell level. Allow the characters to gain too much this way, or too frequently, and they will come to rely upon it, not using their own playing ability to develop their characters.

## DM Control of Spell Acquisition

However characters acquire new spells, always remember that you are in charge. You have complete control over what spells the player characters get.

If a player character has a spell you don't like or one that severely disrupts or unbalances your game, it is not the player's fault. Who gave the character the spell? Who allowed it in the game? Controlling spell acquisition is an important responsibility. Consider your choices carefully.

By keeping the selection of spells limited, you automatically increase their importance and value to the wizards in your campaign. A simple scroll with a single spell becomes a real treasure if it has a spell on it the wizard has never seen. This gives the player a touch choice. Should he cast the scroll during an adventure where it might be useful? Should he save it until he can take the time to research the spell for his spell books?

When the characters overcome a hostile mage, the first concern of the wizard will be for his spell book. Where is it? What spells does it have in it? Even a nonmagical item like a spell book becomes very important. Knowing their value, NPC wizards will go to great pains to protect their own spell books, hiding them carefully, locking them in trapped chests, and scattering magical traps throughout the pages.

## Spell Books

A wizard's most important treasure is his spell book. Because it is so important, you and the players need to know some basics about it. What exactly is a spell book? How many pages does it have? What is it made of?

## All Sizes and Shapes

There is no standard size or shape for a spell book. A player character can't walk into a wizard's lab or study and instantly spot the spell book because it is the biggest, longest, fattest, squarest, roundest, or thinnest book there. Neither can he measure all the books to find the one that conforms to the dimensions of a spell book. The spell book's size and shape is determined largely by the culture of the wizard who owns it.

Consider, for example, the book you are reading right now. How would one of these pages have appeared in other times and places? In medieval Europe, this page would most likely have been 10 or more hand-lettered sheets of parchment, perhaps embellished with illuminations and painted scenes. In ancient China, this page would have been several hand-printed pages on colored paper and bound with red lacings. The Egyptians would have used a rolled scroll of papyrus, with several required to make a book. Even more cumbersome, the ancient Babylonians would have used clay tables marked in

cuneiform and dried. American Indians would have written it on leaves of birch bark or painted it on a cured buffalo hide.

Writing and written works have changed greatly through the centuries of Earth history. A fantasy game world is no different. Spell books should come in a variety of shapes and forms--whatever seems best for the campaign.

A spell book may be a heavy tome, bound in leather with crisp parchment pages. It may be a collection of papyrus scrolls tied with red silk strings. It might be a pile of clay tables marked in cuneiform, or a cheap-looking folio printed on linen rag paper. It even could be thin sheets of embossed gold between covers made from the hide of a naga.

If you don't want to create a unique spell book for your campaign world, here's one standard you can fall back on: Compare them to bulky coffee-table books of today or large, hefty dictionaries. Even if you do create unique spell books, this standard should give you some idea of the appropriate size and bulk.

Often a wizard's complete set of spell books occupies several shelves of his library, especially when the character reaches the highest levels. At this point, it is no longer practical for the character to carry all of his spell books with him when he travels. Therefore, many wizards opt to make traveling spell books.

The traveling spell book is a more selective, more portable version of the character's complete spell books (although there is little that can be done to make clay tablets portable). In the traveling spell book, the wizard places only those spells he believes he will need while traveling.

There is no limitation on which spells can be included, but a traveling spell book has a limited number of pages. Thus, a high-level wizard may need several traveling spell books to contain all the spells he thinks are necessary.

## Spell Book Preparation

The books themselves require few special materials, but the workmanship must be exact, flawless. Even the slightest mistake in copying a spell ruins it. This is not work for a common scribe.

Compounding the problem, the bizarre formulas and diagrams found in a spell book can't be reproduced by normal medieval printing methods. Spell book work must be done slowly and laboriously by hand. The standard amount of time required to prepare a spell book is one to two days of work per spell level of the spell being entered.

Occasionally, prepared spell books can be found for sale, but few wizards choose to trust the success or failure of their magical efforts to the work of others. Rare is the wizard who doesn't prepare his own spell books.

Materials used in a spell book must be of the highest quality. No wizard wants to run the risk of dampness causing his ink to run, a blot on the parchment causing a spell to be misinterpreted, bookworms making a feast of page six, the wind blowing a loose page away, or a spilled retort turning the whole book into a sodden mass.

Careful treatment, common sense, and quality materials are essential to prevent these disasters. Strong bindings or cases are used to protect the interiors. Clear sheets are needed to record the spells. The best bold inks and the sharpest pens must be used for writing. Aromatic compounds are recommended to deter bookworms and moths, while

other preparations should be used to protect against mold, mildew, and dry rot. All this costs money.

## Spell Book Cost

The one thing all spell books have in common is their cost. Books are never cheap, and a wizard's spell books are more expensive than most.

For the materials and their preparation, the wizard must pay 50 gp per page. Traveling spell books, which are even more compact, cost 100 gp per page.

## How Many Pages in a Spell Book?

Each spell requires a number of pages equal to its level plus 0-5 (1d6-1) additional pages. The actual number of pages a spell takes differs for each wizard. Even if two or more wizards are recording the same spell, the number of pages varies, since there are differences in handwriting and notations.

Further, no spell book can have more than 100 pages, no ordinary non-magical scroll more than 25, and no traveling spell book more than 50. Thus, at best, a spell book filled with 9th-level spells could only hold 11 spells (99 pages), allowing only one blank page to hold a magical protection (such as a *firetrap* spell). All too likely, this spell book would be filled well before 11 spells had been entered.

For convenience in creating NPC spell books, the maximum and minimum number of spells for each level and type of spell book is given in Table 30. The table presumes that all the spells within a book are of the same level (which may or may not be the case, especially for traveling books).

In addition, although a spell book never can have more than its maximum at a given spell level, there is no requirement that the book be filled even to its minimum number. The ranges given on the following table presume the spell book is filled as efficiently as possible with spells, leaving little or no room for protective devices.

**Table 30:**

## Spell Book Capacities

| Level | Standard | Scroll | Traveling |
|---|---|---|---|
| 1st | 16-100 spells | 4-25 spells | 8-50 spells |
| 2nd | 14-50 spells | 3-12 spells | 7-25 spells |
| 3rd | 12-33 spells | 3-8 spells | 6-16 spells |
| 4th | 11-25 spells | 2-6 spells | 5-12 spells |
| 5th | 10-20 spells | 2-5 spells | 5-10 spells |
| 6th | 9-16 spells | 2-4 spells | 4-8 spells |
| 7th | 8-14 spells | 2-3 spells | 4-7 spells |
| 8th | 7-12 spells | 1-3 spells | 3-6 spells |
| 9th | 7-11 spells | 1-2 spells | 3-5 spells |

# Expanding the Schools of Magic

Currently, the different schools of wizard magic are merely sketched out and very lightly defined. The different schools can be used as described, but they lack detail and, in a few cases, a full range of spells. There are, for example, very few necromantic spells, thus discouraging player characters from being necromancer specialists. There is nothing wrong in this--nothing requires schools of magic to be equal. However, you might want to customize and expand the schools of magic to suit your campaign.

## Adding New Spells

A school can be expanded simply by adding new spells. The necromantic specialization could be made more appealing if a complete spell list were created. Be careful that the new spells don't make the school too powerful. In the case of the necromantic school, the first reaction is to add some of the priest healing spells. However, this takes from the role of the cleric and makes the necromantic specialist too powerful. In the long run, it's probably better to create new necromantic spells, spells that do not involve healing or do so only in a minor way. Careful judgment must be applied when adding new spells.

## Expansion Through Campaign Detail

Although the term "school" is used throughout the *Player's Handbook* and this book there are no rules to explain any formal structures or institutions. There is no hard and fast definition of a necromantic school. There may or may not be such a school in the campaign. This choice is left to individual DMs.

One possibility is that wizards learn their specialties without formal training. Materros the Necromancer has a natural curiosity about necromantic spells, so he specializes in them.

Another possibility is that there are formal colleges or academies where spells are taught. These institutions would have their own hierarchies, traditions, regulations, and procedures.

For example, Materros the Necromancer could be a brother of the Cabal of Thar-Zad, a necromantic society. As a sign of his standing high within its hierarchy, he is allowed to wear the red and green robes of a master. Of course, when he wears these, his occupation is easily identified by those who know something of the Cabal. This is not all bad, since the Cabal of Thar-Zad has a reputation as a dangerous and mean bunch. By adding such details, the DM brings his campaign to life. He can make a seemingly limited magical school more appealing to players.

# Spell Research

One of the most overlooked assets of the wizard or priest is the ability to research new spells. In the hands of a clever player, this ability results in powerful and unique player characters. Since the player has to get involved to make the research rules work, it is also an excellent method for getting player ideas into the campaign. However, since there are so many different possibilities in spell research, there are few set rules. Use the following as guidelines when faced with magical research in the campaign.

## Suggesting a New Spell

Spell research is not something the DM does without player input--or vice versa. The first step is for the player to decide what he wants his character to accomplish. Only after the player has presented his suggested spell does the DM become involved.

## Analyzing a Spell

When the player presents his suggested spell, talk it over with him. What does the player really want to accomplish? Is this the same as what he claims the spell will do? Sometimes what is written for a spell description and what was intended are two different things. This should become clear in talking to the player.

**Are there already spells or combinations of spells that can do the same thing?** If a spell exists in the character's group that does the same thing, no research should be allowed. If the new spell is a combination of several spells or a more powerful version of a weaker spell, it can be allowed, although it will be difficult to research. Weaker versions of a more powerful spell are certainly possible.

**Is the player trying to gain a special advantage over the normal rules?** Sometimes players propose new spells with the unspoken purpose of "breaking the system," and, while spell research does let a player character get an edge, it is not a way to cheat. New spells should fall within the realm and style of existing spells. Clerics casting *fireball* spells or mages healing injured characters is contrary to the styles of the two classes.

Spells allowing changes in the game rules, god-like abilities, or guaranteed success are not good and shouldn't be allowed in a campaign. Fortunately, this problem doesn't come up too often. What limits does the player think the spell has?

In their desire to have their spells approved, players often create more limitations and conditions on a spell than the DM would normally require. Be sure to ask the player what limits he thinks the spell has.

## Solving the Problem of a New Spell

If the spell seems unacceptable, tell the player what the concerns are. Usually, an agreement can be reached on any problems.

However, if there don't seem to be any problems with the spell, the next step can begin.

Never immediately approve a spell when it is first presented. Take the spell description and consider all the ways it could be abused. If some glaring misuse becomes apparent, fix the spell so this cannot happen. Keep doing this until all the obvious problems and abuses have been fixed. The player should then have a chance to look at all the changes

in his spell. After all, once the DM has finished with it, the player may no longer want to research it.

After the player and DM have agreed on the description of the spell, the DM must decide the level of the spell, its components, research time, and research cost.

## Setting a Spell's Level

The level can be determined by comparing the spell to already existing ones.

If the spell inflicts damage, its level should be within one or two of the number of dice of damage it causes--thus a spell which inflicts 5d6 points of damage should be about 3rd to 5th level.

If the spell is an improvement of an existing spell, it should be at least two levels greater than that spell. If the spell is one of the other group (a priest researching a wizard's spell), it always should be at a higher level than it is in its natural group. Quite often it will also be less effective than the spell that inspired it.

## Determining Spell Components (Optional Rule)

Spell components are limited only by your imagination, but should be tempered by the spell's power and usefulness. Spells with great power require significant or hard-to-find components. Spells of limited use need only fairly simple components. Indeed, one important type of spell research is to create a powerful spell with little in the way of components.

## Determining Research Time

Research time requires the character be in good health. Further, he must refrain from adventuring while undertaking the study. During research, wizards study over old manuscripts and priests work at their devotions.

The minimum amount of time needed to research a spell is two weeks per spell level. At the end of this time, a check is made. For wizards, this is the same as their chance to learn a spell (be sure to account for any specialization). For priests a Wisdom check is made.

If this check succeeds, the character has researched the spell. If the check fails, the character must spend another week in study before making another check. This continues until the character either succeeds or gives up.

## The Cost of Spell Research

Research also costs money. If the character has access to a wizard's laboratory or an appropriate place of worship, the cost of research is 100-1,000 gp per spell level. The DM can choose the actual cost or determine it randomly.

It is best to base the cost on whatever the character can just barely afford (or slightly more). As such, the cost of research may vary greatly from campaign to campaign.

Research costs are a very important incentive for player characters to go on adventures, gathering funds to support their studies. And, of course, a wizard who lacks a laboratory must come up with the cost of assembling one. Again, the cost of this should be just beyond what the player character can currently afford, perhaps 1,000 to 10,000 gp. Once the laboratory is assembled, it remains as part of the character's possessions.

Priests who lack a proper place of worship can pay a similar cost (in donations or whatever) to prepare a small household shrine. Neither the laboratory nor the shrine is particularly portable.

## Adding a New Spell to the Spell Book

Once a character has successfully researched a spell, it is added to his spell lists or spell books. Once researched, the spell is treated like a normal spell. The player character can choose to share the spell with others (although other wizards must roll to learn the spell) or keep it to himself.

## Researching Extra Wizard Spells (Optional Rule)

Some DMs and players feel it is unfair that a wizard can't research a spell simply because he has as many spells of a particular level as he is allowed to have. The DM can allow a wizard to have spells in his spell book beyond the maximum allowed by the character's Intelligence--provided that character goes to the trouble of researching new spells.

All the standard rules for spell research apply. In addition, the DM should allow only those new spells that the player himself has created. Players cannot use this as an excuse to add a spell they would otherwise not be able to learn.

For example, say a player character has failed to learn the *fireball* spell before his book is filled. Although the player can still research and add new spells, he cannot do so for a fireball-type spell that inflicts 1d4 points of damage per level.

The spells researched must be new and original--this forces players to be creative and involved. Beyond these restrictions, there is no limit to the number of spells a character can research at a given level.

# Chapter 8:
# Experience

This chapter contains instructions for determining specific experience awards. It also gives guidelines about awarding experience in general. However, it does not provide absolute mathematical formulas for calculating experience in every situation.

Awarding experience points (XP) is one of the DM's most difficult jobs. The job is difficult because there are only a few rules (and a lot of guidelines) for the DM to rely on. The DM must learn nearly everything he knows about experience points from running

game sessions. There is no magical formula or die roll to determine if he is doing the right or wrong thing. Only time, instinct, and player reactions will tell.

## The Importance of Experience

It is often said that the AD&D game is not a "winners-and-losers" game. This is true. The AD&D game is not a game in which one player wins at the expense of the others. But at the same time there is winning and losing, based on how well the group plays and how well it achieves the goals set for it.

This does not mean that individuals in the group compete against each other (winning and losing) or that different groups of players compete against each other (as in football). If anything, an AD&D game player competes against himself. He tries to improve his role-playing and to develop his character every time he plays.

Experience points are a measure of this improvement, and the number of points given a player for a game session is a signal of how well the DM thinks the player did in the game--a reward for good role-playing. As with any other reward system, there are potential problems.

## Too Little or Too Much?

If the DM consistently gives too little experience to players, they become frustrated. Frustrated players don't have fun and, usually, quit the game. Even if they don't quit, players can develop an "It-doesn't-matter-what-I-do-so-why-bother" attitude. They stop trying to do their best, figuring they will only get a measly amount of experience whether they play their best or just coast along.

On the other hand, players can be given too many experience points too quickly. Players in this situation develop an "It-doesn't-matter-what-I-do-because-I'm-going-to-win" attitude. They quit trying to be inventive and clever, and they just get by.

Consequently, the DM must take care not to give characters too little experience or too much. The best approach is to vary the awards given from game to game, based on the actions of the characters. Players should be rewarded according to how hard they try and how well they accomplish various goals.

Every game session should have a goal. Some goals are constant, applicable to any AD&D game. Others are dependent on the individual campaign, storyline, character levels, and specific adventure. All goals should be clear, understandable ones that players can see or decipher from clues they get during play.

## Constant Goals

Three goals are constant--fun, character survival, and improvement. Each of these should be possible in a single game session.

# Fun

Everyone gathered around an AD&D game table is playing a game. Games are entertainment, and entertainment is supposed to be fun. If the players don't have a good time playing in AD&D game sessions, it shows.

Therefore, one of the goals of the AD&D game is to have fun. Much of the pressure to provide this elusive quality rests on the DM's shoulders, but the players can also contribute. When they do, players should be rewarded with experience points since they are making the game a good experience for all. The DM who doles out awards for adding to the fun will find more players making the effort to contribute.

To give out experience points for fun the DM should consider the following:

**1. Did the player actively get involved in the game?** A player who does nothing but tell one funny joke during the course of the game isn't really participating. The DM should be careful, however, not to penalize players who are naturally shy. Involvement should be measured against a player's personality.

**2. Did the player make the game fun for others or make fun at their expense?** The second is not really deserving of any reward.

**3. Was the player disrupting or interfering with the flow of the game?** This is seldom enjoyable and tends to get on everyone's nerves quickly.

**4. Was the player argumentative or a "rules lawyer?"** These are players who can quote every rule in the game and try to use even the most obscure rules to their advantage, often to the detriment of the spirit of the game. This is definitely not fun for the DM, but the DM should allow a reasonable amount of disagreement with his decisions. Players will want (and should be allowed) to argue their views from time to time. However, rules arguments properly belong outside the actual game session. The DM should make a ruling for the moment and then hear appeals to his decision after the adventure. This way the game is not interrupted.

# Character Survival

Although having a character live from game session to game session is a reward in itself, a player should also receive experience points when his character survives. Since there are many ways to bring a dead character back into the game, the threat of death, while present, loses some of its sting. Players should be encouraged to try to keep their characters alive, instead of relying on resurrections and wishes. To this end, a small reward for making it through a game session is useful. It is a direct way of telling a player that he played well.

The amount given for survival should be balanced against what happened during the adventure. Player characters who survived because they did nothing dangerous or who have so many powers and hit points that they're nearly invulnerable do not deserve as many experience points as the character who survived sure death through the use of his wits. Likewise, characters who survived by sheer luck deserve less than those who survived because of sound strategy and tactics.

## Improvement

Experience points are one measure of a character's improvement, and they translate directly into game mechanics. However, players should also improve by trying to play more intelligently at each session. As the players learn more about the game, the campaign, and role-playing, this should be reflected in their experience points. When a player thinks up a really good idea--solves a difficult puzzle, has his character talk the group out of a tight situation, or just finds a novel way around a problem--that's worth experience points. Players should be encouraged to use their brains and get involved.

## Variable Goals

In addition to the constant goals listed above, every game session will have some variable goals. Most of these come from the adventure. Some may come from the players' desires. Both types can be used to spur players on to more effective role-playing.

## Story Goals

Story goals are objectives the DM sets up for an adventure. Rescue the prince, drive away a band of marauding orcs, cleanse the haunted castle, find the assassin of the late queen, recover the lost Gee-Whiz wand to save the world--these are all story goals.

When the DM sets up a story, he decides how many experience points he thinks the player characters should get for accomplishing the big goal. This must be based on just how difficult the whole adventure will be. If the characters successfully accomplish this goal (which is by no means guaranteed), they will earn this bonus experience.

Sometimes the DM might not have a clear idea of what the goal of a particular adventure is. In such a case the players can sometimes provide the goal, or at least a clue. Listen to what they think they are supposed to do or what they want to do. These can then become the goal of the adventure. Again, assign experience points based on difficulty if they accomplish this.

## Experience Point Awards

There are two categories of experience point awards: group and individual. Group awards are divided equally among all members of the adventuring party, regardless of each individual's contribution. The idea here is that simply being part of a group that accomplishes something teaches the player character something useful.

From a strictly game mechanics point of view, this ensures that all player characters will have the opportunity to advance in experience points at roughly the same rate. Individual awards are optional, given to each player based on the actions of his character.

## Group Awards

All characters earn experience for victory over their foes. There are two important things to bear in mind here. First, this award applies only to foes or enemies of the player characters--the monster or NPC must present a real threat. Characters never receive experience for the defeat of non-hostile creatures (rabbits, cattle, deer, friendly unicorns) or NPCs (innkeepers, beggars, peasants). Second, no experience is earned for situations in which the PCs have an overwhelming advantage over their foes.

A 7th-level player character who needs one more experience point to advance in level can't just gather his friends together and hunt down a single orc. That orc wouldn't stand a chance, so the player character was never at any particular risk. If the same character had gone off on his own, thus risking ambush at the hands of a band of orcs, the DM could rule that the character had earned the experience.

The DM must decide what constitutes a significant risk to the player characters. Often it is sufficient if the characters think they are in danger, even when they are not. Their own paranoia increases the risk (and enhances the learning experience). Thus, if the party runs into a band of five kobolds and becomes convinced that there are 50 more around the next corner, the imagined risk becomes real for them. In such a case, an experience point reward might be appropriate.

The characters must be victorious over the creature, which is not necessarily synonymous with killing it. Victory can take many forms. Slaying the enemy is obviously victory; accepting surrender is victory; routing the enemy is victory; pressuring the enemy to leave a particular neck of the woods because things are getting too hot is a kind of victory.

A creature needn't die for the characters to score a victory. If the player characters ingeniously persuade the dragon to leave the village alone, this is as much--if not more--a victory as chopping the beast into dragonburgers!

Here's an example of experience point awards: Delsenora and Rath, along with their henchmen, have been hired to drive the orcs out of Wainwode Copse. After some scouting, they spring several ambushes on orc raiding parties. By the third shattering defeat, the orcs of Wainwode decide they've had enough. Leaving their village, they cross the range of hills that marks the boundary of the land and head off for easier pickings elsewhere.

Although Delsenora and Rath have caused the orc village of 234 to leave, they only get the experience for overcoming the 35 they bested in ambushes. Although they did succeed in driving off the others, they did not face them and were thus not exposed to personal risk. Even if they had raided the orc village, the DM should only give them experience for those orcs they directly faced. If, in the village, they routed the guards, pursued them, and caused them to run again, they would only receive experience for the guards once during the course of the battle. Once beaten, the guards posed no significant threat to the party. However, Rath and Delsenora have accomplished their mission of driving out the orcs, making them eligible for the XP award for completing a story goal.

To determine the number of XP to give for overcoming enemies, use Table 31. Find the Hit Dice of the creature on the table. Add the additional Hit Dice for special powers from Table 32 and find the adjusted Hit Dice. Add this number to the current Hit Dice value, so that a 1 + 1 Hit Die creature with +2 Hit Dice of special abilities becomes a 3 + 1 Hit Dice creature for calculation purposes.

This formula produces an experience point value. Multiply this value by the number of creatures of that type defeated and add together all total values. The result is the total XP the group earns. It should be divided among all of the group's surviving player characters.

**Table 31:**

## Creature Experience Point Values

| Hit Dice or Level | XP Value |
|---|---|
| Less than 1-1 | 7 |
| 1-1 to 1 | 15 |
| 1+1 to 2 | 35 |
| 2+1 to 3 | 65 |
| 3+1 to 4 | 120 |
| 4+1 to 5 | 175 |
| 5+1 to 6 | 270 |
| 6+1 to 7 | 420 |
| 7+1 to 8 | 650 |
| 8+1 to 9 | 975 |
| 9+1 to 10+ | 1,400 |
| 11 to 12+ | 2,000 |
| 13+ | 3,000 + 1,000 per additional Hit Die over 13 |

**Table 32:**

## Hit Dice Value Modifiers

| Ability | Hit Die Modifier |
|---|---|
| Armor Class 0 or lower | +1 |
| Blood drain | +1 |
| Breath weapon | +2 |
| Causes disease | +1 |
| Energy drain | +3 |
| Flies | +1 |
| Four or more attacks a round | +1 |
| Greater than normal hit points | +1 |
| High Intelligence | +1 |
| Hit only by magical/silver weapons | +1 |
| Immunity to any spell | +1 |
| Immunity to any weapon, including 1/2 damage | +1 |
| Invisible at will | +1 |
| Level 2 or lower spells | +1 |
| Level 3 or greater spells, not cumulative with previous award | +2 |
| Magic resistance | +2 |
| Missile weapons | +1 |
| Multiple attacks causing 30+ points of damage | +2 |

| | |
|---|---|
| Paralysis | +2 |
| Petrification | +3 |
| Poison | +2 |
| Possesses magical items usable against PCs | +1 |
| Regeneration | +1 |
| Single attacking causing 20+ points of damage | +2 |
| Special defense form, unlisted | +1 |
| Special magical attack form, unlisted | +2 |
| Special non-magical attack form, unlisted | +1 |
| Swallows whole | +2 |
| Weakness or fear | +2 |

For example, the player characters manage to defeat three orcs, a rust monster, and a green slime. Each orc is worth 15 XP, since they are one Hit Die each and have no special abilities. The rust monster is worth 420 XP. It has five Hit Dice but gains a bonus of +2 for a special magical attack form (rusting equipment). The green slime is worth 175 XP, since its base two Hit Dice are increased by 3 for a special non-magical attack form and immunity to most spells and weapons. The player characters divvy up a total of 640 XP.

Not all powers and abilities are listed on Table 32. When dealing with a power not on the list, either use the special entries or compare the new power to one already defined.

The other group award is that earned for the completion of an adventure. This award is determined by the DM, based on the adventure's difficulty. There is no formula to determine the size of this award, since too many variables can come into play. However, the following guidelines may help.

The story award should not be greater than the experience points that can be earned defeating the monsters encountered during the adventure. Thus if the DM knows there are roughly 1,200 experience points worth of monsters, the story award should not exceed this amount.

The story award should give a character no more than 1/10th the experience points he needs to advance a level. This way the character will have to undertake several adventures before he can advance to the next level.

Within these guidelines you have a great deal of leeway. One of the most important uses of story awards is to maintain what you feel is the proper rate of advancement for player characters. By monitoring not just their levels, but also their experience point totals, you can increase or decrease the rate of character advancement through judicious use of story awards.

Finally, you can award points on the basis of survival. The amount awarded is entirely up to you. However, such awards should be kept small and reserved for truly momentous occasions. Survival is its own reward. Since story and survival awards go hand in hand, you may be able to factor the survival bonus into the amount you give for completing the adventure.

Once you have calculated all the experience points due your group of player characters (and you should do this, not your players), divide the total by the number of surviving and (at the DM's option) resurrected player characters. This is the amount each surviving character gets.

Although characters who died during the course of an adventure normally earn no experience (one of the penalties of dying), you can allow a character to earn some experience for actions taken before he died, particularly if the character died nobly, through no fault of his own, or at the very end of the adventure. In such a case, it is simpler to give the character a flat award than to try to determine separate experience totals for those actions the character was involved in and those he was not.

As an option, the DM can award XP for the cash value of non-magical treasures. One XP can be given per gold piece found. However, overuse of this option can increase the tendency to give out too much treasure in the campaign.

## Individual Experience Awards (Optional Rule)

Individual experience point awards are given for things a player does or things he has his character do. Intelligent play is worth experience; good role-playing is worth experience; actions that fit the group's style are worth experience.

Although some of these awards are tied to abilities, giving out these experience points is purely a discretionary act. It is up to the DM to decide if a player character has earned the award and, within a given range, to determine the amount of the award. These awards are normally given at the end of each session, but this isn't a hard-and-fast rule--the DM can award individual experience points any time he feels it appropriate.

Individual experience point awards are divided into two categories. First are awards all player characters can earn, regardless of class. After these are the awards characters can earn according to their character group and class. This information is given on Tables 33 and 34.

**Table 33:**

### Common Individual Awards

| | |
|---|---|
| Player has a clever idea | 50-100 |
| Player has an idea that saves the party | 100-500 |
| Player role-plays his character well* | 100-200 |
| Player encourages others to participate | 100-200 |
| Defeating a creature in a single combat | XP value/creature |

*This award can be greater if the player character sacrifices some game advantage to role-play his character. A noble fighter who refuses a substantial reward because it would not be in character qualifies.

**Table 34:**

### Individual Class Awards

| | **Award** |
|---|---|
| **Warrior** | |
| Per Hit Die of creature defeated | 10 XP/level |

**Priest**

| | |
|---|---|
| Per successful use of a granted power | 100 XP |
| Spells cast to further ethos | 100 XP/spell level* |
| Making potion or scroll | XP value |
| Making permanent magical item | XP value |

**Wizard**

| | |
|---|---|
| Spells cast to overcome foes or problems | 50 XP/spell level |
| Spells successfully researched | 500 XP/spell level |
| Making potion or scroll | XP value |
| Making permanent magical item | XP value |

**Rogue**

| | |
|---|---|
| Per successful use of a special ability | 200 XP |
| Per gold piece value of treasure obtained | 2 XP |
| Per Hit Die of creatures defeated (bard only) | 5 XP |

* The priest character gains experience for those spells which, when cast, support the beliefs and attitudes of his mythos. Thus, a priest of a woodland deity would not gain experience for using an *entangle* spell to trap a group of orcs who were attacking his party, since this has little to do with the woodlands. If the priest were to use the same spell to trap the same orcs just as they were attempting to set fire to the forest, the character would gain the bonus.

When awarding individual experience points, be sure the use warrants the award. Make it clear to players that awards only will be given for the significant use of an ability or spell. "Significant use" is defined by a combination of several different factors. First, there must be an obvious reason to use the ability. A thief who simply climbs every wall he sees, hoping to gain the experience award, does not meet this standard.

Second, there must be significant danger. No character should get experience for using his powers on a helpless victim. A fighter does not gain experience for clubbing a shackled orc. A mage does not gain experience for casting a house-cleaning cantrip. A thief does gain experience for opening the lock on a merchant's counting house, since it might be trapped or magical alarms might be triggered.

Third, experience points should not be awarded when a player is being abusive to others in the group or attempting to use his abilities at the expense of others. Player characters should cooperate to succeed.

## When to Award Experience Points

As a general guideline, experience points should be given at the end of every gaming session, while the DM still remembers what everyone did. If the awarding of experience points is delayed for several sessions, until the end of a given adventure, there is a chance the DM will overlook or forget what the characters did in previous gaming sessions.

Despite this risk, it isn't always practical to award experience immediately. If the player characters are still in the heart of the dungeon when the gaming session ends, wait to award points until they return to the surface. The DM can rule that characters receive experience only when they have the opportunity to rest and tell others of their exploits. This means that characters collect experience when they return to their homes, stop at an inn, or the like. Since experience is, in part, increased confidence and comprehension of their own abilities and events, the retelling of the tale boosts the ego of the characters, and this translates into experience.

Sometimes, even this rule is not applicable, however. For example, the player characters might be on a long journey through the desert and not see a settlement or friendly soul for weeks on end. In such cases, experience can be awarded after the characters have had time to reflect upon and analyze their accomplishments. This may be as short as overnight (for small experience awards) or as long as several days.

If, for whatever reason, the DM decides not to award experience points at the end of a gaming session, he should be sure to calculate and record the number of experience points each character should receive for the session and not rely on his memory.

## Effects of Experience

The prowess of player characters is measured in levels. Levels are earned through the accumulation of experience points. A separate table for each character group (shown in Chapter 3 of the *Player's Handbook*) tells how many experience points characters of that group need to attain each level.

When a character earns enough experience to attain the next level for his character class, he immediately gains several benefits (unless the optional rules for training are used). The character gains an additional die of hit points, or a set number of hit points at higher levels. These are added to both his current total and his maximum number of hit points. The character may or may not improve in other abilities, including combat and saving throws, dependent upon his character class.

## Training (Optional Rule)

Some DMs do not like the idea that a character can instantly advance in level simply by acquiring enough experience points. To their minds all improvement is associated with schooling, practice, and study. Others argue that characters are constantly doing these things to increase their ability so formal schooling is not required. Either case may be true.

The DM might choose to require characters to train before they increase in level. To train, a character must have a tutor or instructor. This tutor must be of the same class and higher level than the one the character is training for. Thus, a 7th-level fighter training for 8th-level must be taught by a 9th-level or higher fighter. The tutor must also know the appropriate things. Fighters specialized in a given weapon must find a tutor also specialized in that weapon. Mages seeking to study a particular spell must find a tutor who knows that spell. A thief seeking to improve his lockpicking must find a higher-level

tutor more accomplished in lockpicking.

Since not all characters are suited to instructing others, any player character who attempts to train another must make both a Wisdom check and a Charisma check. If the Wisdom check is passed, the player character possesses the patience and insight to nurture the student. If the Charisma check is passed, the character also has the wit, firmness, and authority needed to impress the lessons on the student. If either check is failed, that character is close, but just not a teacher. If both checks are failed, the character has absolutely no aptitude for teaching. Alternatively, the DM can dispense with the die rolls and rule for each player character, based on his knowledge of that character's personality. It is assumed that all NPC tutors have successfully passed these checks.

Second, the character must pay the tutor. There is no set amount for this. The tutor will charge what he thinks he can get away with, based on either greed or reputation. The exact cost must be worked out between player character and tutor, but an average of 100 gp per level pr week is not uncommon.

Finally, the player character must spend time in training. The amount of time required depends on the instructor's Wisdom. Subtract the Wisdom score from 19. This is the minimum number of weeks the player character must spend in training--it takes his instructor this long to go through all the lessons and drills. At the end of this time, the player character makes an Intelligence or Wisdom check, whichever is higher.

If the check is successful, the lessons have been learned and the character can advance in level. If the check is failed, the character must spend another week in training. At the end of this time, another check is made, with a +1 applied to the character's Intelligence or Wisdom score. The results are the same as above, with each additional week spent in training giving another +1 to the character's ability score. This +1 is for the purpose of determining the success or failure of the check only. It is not permanent or recorded.

One obvious result of the training system is the development of different academies that specialize in training different character classes. Because of their importance in the adventuring community, these academies can become quite powerful in the lives of the player characters. Imagine the disastrous effect should one of the player characters be blacklisted by his appropriate academy. Although the DM should not abuse such power, the player characters should treat such institutions with care and respect.

## Rate of Advancement

The AD&D game is intentionally very flexible concerning how slowly or quickly characters earn experience--in general, this is left to the discretion of the DM. Some players prefer a game of slow advancement, allowing them time to develop and explore imaginary personalities. Other players like a much faster pace and a definite feeling of progress. Each DM and his players will likely settle into a pace that best suits their group, without even realizing it.

There is only one hard and fast rule concerning advancement. Player characters should never advance more than one level per time experience is awarded. If a gaming session ends and a character has earned enough experience points to advance two levels, the excess points are lost. The DM should give the character enough experience to place him

somewhere between halfway and one point below the next highest level.

An average pace in an AD&D game campaign is considered to be three to six adventures per level, with more time per level as the characters reach higher levels. However, it is possible to advance as quickly as one level per adventure or as slowly as 10 or more adventures per level. The DM should listen to his players.

If the players are enjoying themselves and aren't complaining about "not getting anywhere," then things are fine. If, on the other hand, they grouse about how they never get any better or they're quickly reaching the highest levels in the game, the pace of advancement probably needs to be adjusted. This, like much that deals with awarding experience, may not come to a DM immediately. Let experience be your guide.

# Chapter 9:
# Combat

The AD&D game is an adventure game designed to give players a feeling of excitement and danger. Characters brave the unknown perils of moldering dungeons and thorn-covered wilderness, facing hideous monsters and evil villains. Thus, it is important for all players to know the basic rules for handling combat.

To create the proper sense of danger and excitement, the rules for combat must be thorough, but they also must be playable and exciting enough to create a vivid picture in the minds of the players. Combat in the AD&D game has to allow many different actions and outcomes--as many as the imagination can produce. Knowing that anything could happen next, because the rules allow it, creates excitement for everyone.

## Creating Vivid Combat Scenes

Since this isn't a combat game, the rules are not ultra-detailed, defining the exact effect of every blow, the subtle differences between obscure weapons, the location of every piece of armor on the body, or the horrifying results of an actual sword fight. Too many rules slow down play (taking away from the real adventure) and restrict imagination. How much fun is it when a character, ready to try an amazing and heroic deed, is told, "You can't do that because it's against the rules."

Players should be allowed to try whatever they want--especially if what they want will add to the spirit of adventure and excitement. Just remember that there is a difference between trying and succeeding.

To have the most fun playing the AD&D game, don't rely only on the rules. Like so much in a good role-playing adventure, combat is a drama, a staged play. The DM is both the playwright and the director, creating a theatrical combat. If a character wants to try wrestling a storm giant to the ground, let him. And a character who tries leaping from a second floor window onto the back of a passing orc is adding to everyone's fun.

The trick to making combat vivid is to be less concerned with the rules than with what

is happening at each instant of play. If combat is only "I hit. I miss. I hit again," then something is missing. Combats should be more like, "One orc ducks under the table jabbing at your legs with his sword. The other tries to make a flying tackle, but misses and sprawls to the floor in the middle of the party!" This takes description, timing, strategy, humor, and--perhaps most important of all--knowing when to use the rules and when to bend them.

## More Than Just Hack-and-Slash

As important as fighting is to the AD&D game, it isn't the be-all and end-all of play. It's just one way for characters to deal with situations. If characters could do nothing but fight, the game would quickly get boring. Every encounter would be the same. Because there is more to the game than fighting, we'll cover much more than simple hack-and-slash combat in this chapter.

In addition to explaining the basic mechanics of hitting and missing, there are rules for turning undead, special ways to attack and defend, rules about poison, advice for handling heroic feats, and more.

## Definitions

Many game terms are used throughout the combat rules. To understand the rules, players must understand these terms, so brief explanations appear below. Further details are provided throughout this chapter.

**Armor Class (AC)** is the protective rating of a type of armor. In some circumstances, AC is modified by the amount of protection gained or lost because of the character's situation. For instance, crouching behind a boulder improves a character's Armor Class, while being attacked from behind worsens his AC.

Abilities and situations can also affect a character's Armor Class. High Dexterity gives a bonus to Armor Class, for example. But even a character with a Dexterity bonus can have this bonus negated if he is attacked from the rear.

Armor provides protection by reducing the chance that a character is attacked successfully (and suffers damage). Armor does not absorb damage, it prevents it. A fighter in full plate mail may be a slow-moving target, but penetrating his armor to cause any damage is no small task.

Armor Class is measured on a scale from 10, the worst (no armor), to -10, the best (very powerful magical armors). The lower the number, the more effective the armor. Shields can also improve the AC of a character.

**Damage (D)** is what happens to a character when an opponent attacks him successfully. Damage can also occur as a result of poison, fire, falling, acid, and anything even remotely dangerous in the real world. Damage from most attacks is measured in hit points. Each time a character is hit, he suffers points of damage. It could be as little as 1 point to as many as 80 or more. These points are subtracted from the character's current hit point total. When this total reaches 0, the character is dead.

**Initiative** determines the order in which things happen in a combat round. Like so

many things in the world, initiative is determined by a combination of ability, situation, and chance.

At the start of each round of a battle, an initiative roll is made by both sides. This roll can be modified by the abilities of the combatants and by the situation. The person or side with the lower modified die roll acts first.

**Melee** is any situation in which characters are battling each other hand-to-hand, whether with fists, teeth, claws, swords, axes, pikes, or something else. Strength and Dexterity are valuable assets in melee.

**Missile combat** is defined as any time a weapon is shot, thrown, hurled, kicked, or otherwise propelled. Missile and melee combat have the same basic rules, but there are special situations and modifiers that apply only to missile combat.

**Saving throws** are measures of a character's resistance to special types of attacks--poisons, magic, and attacks that affect the whole body or mind of the character. The ability to make successful saving throws improves as the character increases in level.

**Surprise** can happen any time characters unexpectedly meet another group (monsters, evil knights, peasants, etc.). Surprise is simply what happens when one side--a person or party--is taken unawares, unable to react until they gather their wits. Their opponents, if unsurprised, are allowed a bonus round of action while the surprised characters recover. It's entirely possible for both sides in a given situation to be surprised!

Attacking with surprise gives bonuses to the attack roll (see Table 35). A surprised character also has a decreased chance of rolling a successful saving throw, if one is needed.

Surprise is determined by a die roll and is normally checked at the beginning of an encounter. Surprise is very unpredictable, so there are very few modifiers to the roll.

**THAC0** is an acronym for "To Hit Armor Class 0." This is the number a character, NPC, or monster needs to attack an Armor Class 0 target successfully. THAC0 depends on a character's group and level or a monster's Hit Dice (see Tables 37-39). The THAC0 number can be used to calculate the number needed to hit any Armor Class. THAC0 is refigured each time a character increases in level. Using THAC0 speeds the play of combat greatly.

## The Attack Roll

At the heart of the combat system is the attack roll. This is the die roll that determines whether an attack succeeds or fails. The number a player needs to make a successful attack roll is also called the "to-hit" number.

Attack rolls are used for attacks with swords, bows, rocks, and other weapons, as well as blows from fists, tackling, and various hand-to-hand attacks. Attack rolls are also used to resolve a variety of actions that require accuracy (e.g., throwing a rock at a small target or tossing a sword to a party member in the middle of a fight).

## Figuring the To-Hit Number

The first step in making an attack roll is to find the number needed to hit the target.

Subtract the Armor Class of the target from the attacker's THAC0. Remember that if the Armor Class is a negative number, you *add* it to the attacker's THAC0. The character has to roll the resulting number, or higher, on 1d20 to hit the target. Here's a simple example:

*Rath has reached 7th level as a fighter. His THAC0 is 14 (found on Table 38), meaning he needs to roll a 14 or better to hit a character or creature of Armor Class 0.*
*In combat, Rath, attacking an orc wearing chainmail armor (AC 6), needs to roll an 8 (14-6 = 8). An 8 or higher on 1d20 will hit the orc. If Rath hits, he rolls the appropriate dice (see Table 44 in the Player's Handbook) to determine how much damage he inflicts.*

## Modifiers to the Attack Roll

The example above is quite simple. In a typical AD&D game combat situation, THAC0 is modified by weapon bonuses, Strength bonuses, and the like. Figure Strength weapon modifiers, subtract the total from the base THAC0, and record this modified THAC0 for each weapon on the character sheet. Subtract the target's Armor Class from this modified THAC0 when determining the number needed to attack successfully.
Here's the same example, with some common modifiers thrown in:

*Rath is still a 7th-level fighter. He has a Strength of 18/80 (which gives him a +2 bonus to his attack roll). He fights with a long sword +1. His THACO is 14, modified to 12 by his Strength and to 11 by his weapon. If attacking the orc from the earlier example, Rath would have to roll a 5 or higher on 1d20 in order to hit (11-6=5). Again, Table 44 in the Player's Handbook*
*would tell him how much damage he inflicts with his weapon (this information should also be written on his character sheet).*

In combat, many factors can modify the number a character needs for a successful hit. These variables are reflected in modifiers to the to-hit number or to the attack roll.
**Strength Modifiers:** A character's Strength can modify the die roll, altering both the chance to hit and the damage caused. This modifier is always applied to melees and attacks with hurled missile weapons (a spear or an axe).
A positive Strength modifier can be applied to bows if the character has a special bow made for him, designed to take advantage of his high Strength. Characters with Strength penalties always suffer them when using a bow. They simply are not able to draw back the bowstring far enough. Characters never have Strength modifiers when using crossbows--the power of the shot is imparted by a machine.
**Magical Items:** The magical properties of a weapon can also modify combat. Items that impart a bonus to the attack roll or Armor Class are identified by a plus sign. For example, a *sword +1* improves a character's chance to hit by one. A suit of *chain mail +1* improves the Armor Class of the character by one (which means you subtract one from the character's AC, changing an AC of 5 to an AC of 4, for example). Cursed items have a negative modifier (a penalty), resulting in a subtraction from the attack roll or an addition to Armor Class.
There is no limit to the number of modifiers that can be applied to a single die roll. Nor is there a limit to the positive or negative number (the total of all modifiers) that can be

applied to a die roll.

Table 35 lists some standard combat modifiers. Positive numbers are bonuses for the attacker; negative numbers are penalties.

**Table 35:**

## Combat Modifiers

| Situation | Attack Roll Modifier |
|---|---|
| Attacker on higher ground | +1 |
| Defender invisible | -4 |
| Defender off-balance | +2 |
| Defender sleeping or held | Automatic* |
| Defender stunned or prone | +4 |
| Defender surprised | +1 |
| Missile fire, long range | -5 |
| Missile fire, medium range | -2 |
| Rear attack | +2 |

* If the defender is attacked during the course of a normal melee, the attack automatically hits and causes normal damage. If no other fighting is going on (i.e., all others have been slain or driven off), the defender can be slain automatically.

The DM can also throw in situational modifiers, (e.g., a bonus if the target is struck from behind, or a penalty if the target is crouching behind a boulder). If the final, modified die roll on 1d20 is equal to or greater than the number needed to hit the target, the attack succeeds. If the roll is lower than that needed, the attack fails.

## Weapon Type vs. Armor Modifiers (Optional Rule)

Not all weapons perform the same. If they did, there would be no need for the wide variety of weapons that exist. Only one form of each weapon-type, the most useful one, would be used throughout the world. This is obviously not the case.

Aside from the differences in size, weight, length, and shape, certain types of weapons are more useful against some types of armor than others. Indeed, the different armors and weapons of the world are the result of an ancient arms race. Every new weapon led to the development of a new type of armor designed to counter it. This led to new weapons, which led to new armor, and so on.

### The Various Types of Weapons

In the AD&D game, weapons fall into several categories, based on how they are used. The three basic categories are slashing, piercing, and bludgeoning.

**Slashing weapons** include swords, axes, and knives. Damage is caused by the combination of weight, muscle, and a good sharp edge.

**Piercing weapons** (some swords, spears, pikes, arrows, javelins, etc.) rely on the penetrating power of a single sharp point and much less on the weight of the weapon.

**Bludgeoning weapons** (maces, hammers, and flails) depend almost entirely on the impact caused by weight and muscle.

A few weapons, particularly some of the more exotic pole arms, fall into more than one of these categories. A halberd can be used as a pole-axe (a slashing weapon) or as a short pike (a piercing weapon).

The versatility of these weapons provides the user with a combat advantage in that the mode most favorable to the attacker can be used, depending upon the situation.

**Natural weapons** can also be classified according to their attack type. Claws are slashing weapons; a bite pierces; a tail-attack bludgeons. The DM must decide which is most appropriate to the creature and method of attack.

**Armor types,** in turn, have different qualities. Field plate is more effective, overall, than other armors by virtue of the amount and thickness of the metal. But it still has weaknesses against certain classes of weapons.

Table 36 lists the weapon vs. armor modifiers applied to the attacker's THAC0, if this optional system is used. To use this table, the actual armor type of the target must be known. The bonuses of magical armor do not change the type of armor, only the final Armor Class.

This system is used only when attacking creatures in armor. The modifiers are not used when attacking creatures with a natural Armor Class.

**Table 36:**

## Weapon Type Vs. Armor Modifiers

| Armor Type | Slash | Pierce | Bludgeon |
|---|---|---|---|
| Banded mail | +2 | 0 | +1 |
| Brigandine | +1 | +1 | 0 |
| Chain mail* | +2 | 0 | -2 |
| Field plate | +3 | +1 | 0 |
| Full plate | +4 | +3 | 0 |
| Leather armor** | 0 | -2 | 0 |
| Plate mail | +3 | 0 | 0 |
| Ring mail | +1 | +1 | 0 |
| Scale mail | 0 | +1 | 0 |
| Splint mail | 0 | +1 | +2 |
| Studded leather | +2 | +1 | 0 |

* Includes bronze plate mail
** Includes padded armor and hides

## Impossible To-Hit Numbers

Sometimes the attacker's to-hit number seems impossible to roll. An attack might be so difficult it requires a roll greater than 20 (on a 20-sided die), or so ridiculously easy it can

be made on a roll less than 1. In both cases, an attack roll is still required.

The reason is simple: With positive die roll modifiers (for magic, Strength, situation, or whatever), a number greater than 20 can be rolled. Likewise, die roll penalties can push the attack roll below 0.

No matter what number a character needs to hit, a roll of 20 is always considered a hit and a roll of 1 is always a miss--unless the DM rules otherwise. Under most circumstances, a natural 20 hits and a natural 1 misses, regardless of any modifiers applied to the die roll.

Thus, even if a character's chance to hit a monster is 23 and the character has a -3 penalty applied to the die roll, he might
be able to score a hit--but only if the die roll is a 20 before any modifiers are applied. Likewise, a character able to hit a monster on a 3 or better, waving a *sword +4*, could still miss if a 1 is rolled on the die.

There are no sure things, good or bad, in the unpredictable chaos of combat situations.

## Calculating THAC0

To make an attack roll, the character's THAC0 must be known. This depends on the group and level, if the attacker is a player character or NPC, or the Hit Dice if the attacker is a monster or an animal. All 1st-level characters have THAC0s of 20.

For a character of level 1 through level 20, consult Table 38. This table lists the THAC0 number of each group through 20th level, so players don't have to perform any calculations.

For a character higher than 20th level, find the Improvement Rate for the character's group in Table 37. There you'll find the number of levels a character must advance to reduce his THAC0 by 1 or more points. Calculate the character's THAC0 according to his level. A priest, for example, improves by two for every three levels he advances. A 5th level cleric would have a THAC0 of 18. A rogue (a thief or bard) improves one point every two levels. A 17th-level rogue would have a THAC0 of 12. Table 38 lists the THAC0 number of each group at each level.

Creatures do not have character classes and levels, so they calculate THAC0s differently, basing it on the Hit Dice of the creature. Table 39 lists the THAC0 number for monsters having various numbers of Hit Dice. When a creature has three or more points added to its Hit Dice, count another die when consulting the table.

**Table 37:**

## THAC0 Advancement

| Group | Improvement Rate Points/Level |
|---|---|
| Priest | 2/3 |
| Rogue | 1/2 |
| Warrior | 1/1 |

**Table 38:**

## CALCULATED THAC0S

| | Level | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Group** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** |
| Priest | 20 | 20 | 20 | 18 | 18 | 18 | 16 | 16 | 16 | 14 | 14 | 14 | 12 | 12 | 12 | 10 | 10 | 10 | 8 | 8 |
| Rogue | 20 | 20 | 19 | 19 | 18 | 18 | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 |
| Warrior | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 |
| Wizard | 20 | 20 | 20 | 19 | 19 | 19 | 18 | 18 | 18 | 17 | 17 | 17 | 16 | 16 | 16 | 15 | 15 | 15 | 14 | 14 |

**Table 39:**

## Creature THAC0

| | Hit Dice | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **1/2 or less** | **1-1** | **1+** | **2+** | **3+** | **4+** | **5+** | **6+** | **7+** | **8+** | **9+** | **10+** | **11+** | **12+** | **13+** | **14+** | **15+** | **1** |
| 20 | 20 | 19 | 19 | 17 | 17 | 15 | 15 | 13 | 13 | 11 | 11 | 9 | 9 | 7 | 7 | 5 | |

# Combat and Encounters

Encounters are the heart of the AD&D game. And since encounters with monsters and NPCs often lead to combat, an understanding of what happens during battles is vital. There are several factors the DM will consider in any combat, most of which arise from the circumstances of the encounter. Is anyone surprised? How far apart are the opponents? How many of them are there? Answers to these questions are found in Chapter 11: Encounters. These are questions common to all encounters, whether combat occurs.

# The Combat Round

If an encounter escalates into a combat situation, the time scale of the game automatically goes to rounds (also called melee rounds, or combat rounds). Rounds are used to measure the actions of characters in combat or other intensive actions in which time is important.

A round is approximately one minute. Ten combat rounds equal a turn (or, put another way, a turn equals 10 minutes of game time). This is particularly important to remember for spells that last for turns, rather than rounds.

But these are just approximations--precise time measurements are impossible to make in combat. An action that might be ridiculously easy under normal circumstances could become an undertaking of truly heroic scale when attempted in the middle of a furious, chaotic battle.

Imagine the simple act of imbibing a *healing potion*. First a character decides to drink the potion before retiring for the night. All he has to do is get it out of his backpack,

uncork it, and drink the contents. No problem.

Now imagine the same thing in the middle of a fight. The potion is safely stowed in the character's backpack. First he takes stock of the situation to see if anyone else can get the potion out for him. However, not surprisingly, everyone is rather busy. So, sword in one hand, he shrugs one strap of the pack off his shoulder. Then, just as two orcs leap toward him, the other strap threatens to slip down, entangling his sword arm. Already the loose strap keeps him from fully using his shield.

Holding the shield as best as possible in front of him, he scrambles backward to avoid the monsters' wild swings. He gets pushed back a few more feet when a companion shoulders past to block and give him a little time. So he kneels, lays down his sword, and slips the backpack all the way off. Hearing a wild cry, he instinctively swings up his shield just in time to ward off a glancing blow.

Rummaging through the pack, he finally finds the potion, pulls it out, and, huddling behind his shield, works the cork free. Just then there is a flash of flame all around him--a fireball! He grits his teeth against the heat, shock, and pain and tries not to crush or spill the potion vial. Biting back the pain of the flames, he is relieved to see the potion is intact.

He quickly gulps it down, reclaims his sword, kicks his backpack out of the way, and runs back up to the front line. In game terms, the character withdrew, was missed by one attacker, made a successful saving throw vs. spell (from the *fireball* spell), drank a potion, and was ready for combat the next round.

## What You Can Do in One Round

Whatever the precise length of a combat round, a character can accomplish only one basic action in that round, be it making an attack, casting a spell, drinking a potion, or tending to a fallen comrade. The basic action, however, may involve several lesser actions.

When making an attack, a character is likely to close with his opponent, circle for an opening, feint here, jab there, block a thrust, leap back, and perhaps finally make a telling blow. A spellcaster might fumble for his components, dodge an attacker, mentally review the steps of the spell, intone the spell, and then move to safety when it is all done. It already has been shown what drinking a potion might entail. All of these things could happen in a bit less than a minute or more, but the standard is one minute and one action to the round.

Some examples of the actions a character can accomplish include the following:

- Make an attack (make attack rolls up to the maximum number allowed the character class at a given level)
- Cast one spell (if the casting time is one round or less)
- Drink a potion
- Light a torch
- Use a magical item
- Move to the limit of his movement rate
- Attempt to open a stuck or secret door
- Bind a character's wounds

- Search a body
- Hammer in a spike
- Recover a dropped weapon

There are also actions that take a negligible amount of time, things the character does without affecting his ability to perform a more important task. Examples of these include the following:

- Shout warnings, brief instructions, or demands for surrender--but not conversations where a reply is expected.
- Change weapons by dropping one and drawing another.
- Drop excess equipment, such as backpacks, lanterns, or torches.

## The Combat Sequence

In real life, combat is one of the closest things to pure anarchy. Each side is attempting to harm the other, essentially causing disorder and chaos. Thus, combats are filled with unknowns--unplanned events, failed attacks, lack of communication, and general confusion and uncertainty. However, to play a battle in the game, it is necessary to impose some order on the actions. Within a combat round, there is a set series of steps that must be followed. These are:

1. The DM decides what actions the monsters or NPCs will take, including casting spells, if any.
2. The players indicate what their characters will do, including and casting of spells.
3. Initiative is determined.
4. Attacks are made in order of initiative.

These steps are followed until the combat ends--either one side is defeated, surrenders, or runs away.

**NPC/Monster Determination:** In the first step, the DM secretly decides in general terms what each opponent will do, such as attack, flee, or cast a spell. He does not announce his decisions to the players. If a spell is to be cast, the DM picks the spell before the players announce their characters' actions.

**Player Determination:** Next, the players give a general indication of what their characters are planning to do. This does not have to be perfectly precise and can be changed somewhat if the DM decides that circumstances warrant.

If the characters are battling goblins, a player can say, "My fighter will attack" without announcing which goblin he will strike. If the characters are battling a mixed group of goblins and ogres, the player has to state whether his character is attacking goblins or ogres.

Spells to be cast must also be announced at this time and cannot be changed once the initiative die is rolled. In any situation where the abilities of a character could make a difference, a clear description must be given.

Before moving on, the DM will make sure he has a clear idea of not only what the

player characters are doing, but also what actions any hirelings and henchmen are taking. Once he has a clear view of everything that's likely to happen, the DM can overrule any announced action that violates the rules (or in the case of an NPC, is out of character).

He is not required to overrule an impossible action, but he can let a character attempt it anyway, knowing full well the character cannot succeed. It is not the DM's position to advise players on the best strategies, most intelligent actions, or optimum maneuvers for their characters.

**Initiative:** In the third step, dice are rolled to determine initiative, according to the rules for initiative.

**Resolution:** In the last step, PCs, NPCs, and monsters make their attacks, spells occur, and any other actions are resolved according to the order of initiative.

The above sequence is not immutable. Indeed, some monsters violate the standard sequence, and some situations demand the application of common sense. In these cases the DM's word is final.

Here's an example of the combat sequence in action:

*Rath is leading a party through the corridors of a dungeon. Right behind him are Rupert and Delsenora. Rounding a bend, they see a group of orcs and trolls about 20 feet away. No one is surprised by the encounter.*

*The DM has notes telling him that the orcs are hesitant. He secretly decides that they will fall back and let the trolls fight. The trolls, able to regenerate, are naturally overconfident and step forward to the front rank (cursing the orcs at the same time). Turning to the players, the DM asks, "What are you going to do?"*

*Harry (playing Rath, a dwarf who hates orcs: "Orcs?--CHARGE!"*
*Anne (playing Delsenora the Mage): "Uh, what!? Wait. Don't do that . . . I was going to . . . now I can't use a fireball spell."*

*DM: "Rath is charging forward. Quick--what are you doing?"*
*Jon (playing Rupert, the half-elf, to Anne): "Cast a spell! (To DM) Can I fire my bow over him?"*
*DM: "Sure, he's short."*
*Jon: "OK, I'll shoot at orcs."*
*DM: "Anne, tell me what Delsenora's doing or she'll lose the round trying to make up her mind."*
*Anne: "Got it! My acid arrow spell at the lead troll."*
*DM: "Fine. Harry, Rath is in front. Roll for initiative."*

# Initiative

The initiative roll determines who acts first in any given combat round. Initiative is not set, but changes from round to round--combat being an uncertain thing, at best. A character never knows for certain if he will get to act before another.

Initiative is normally determined with a single roll for each side in a conflict. This tells whether all the members of the group get to act before or after those of the other side.

There are also two optional methods that can be used to determine initiative. Each of

these optional methods breaks the group action down into more individual initiatives. However, the general method of determining initiative remains the same in all cases.

## Standard Initiative Procedure

To determine the initiative order for a round of combat, roll 1d10 for each side in the battle. Normally, this means the DM rolls for the monsters or NPCs, while one of the players rolls for the PC party. Low roll wins initiative. If more than two sides are involved in combat, the remaining sides act in ascending order of initiative.

If both or all sides roll the same number for initiative, everything happens simultaneously--all attack rolls, damage, spells, and other actions are completed before any results are applied. It is possible for a mage to be slain by goblins who collapse from his *sleep* spell at the end of the round.

## Initiative Modifiers

Situational factors can affect who has initiative. To reflect this, modifiers are added to or subtracted from the initiative die roll.

**Table 40:**
**Standard Modifiers to Initiative**

| Situation | Modifier |
|---|---|
| Hasted | -2 |
| Slowed | +2 |
| On higher ground | -1 |
| Set to receive a charge | -2 |
| Wading or slippery footing | +2 |
| Wading in deep water | +4 |
| Foreign environment* | +6 |
| Hindered (tangled, climbing) | +3 |
| Waiting (*Player's Handbook*) | +1 |

* This applies to situations in which the party is in a different environment (swimming underwater without the aid of a *ring of free movement*, for example).

Everyone in the party who will be involved in the round's action must qualify for the modifier. For example, all members of a party must be on higher ground than the opposition to get the higher ground modifier. The DM should ask each player where his character is standing for clarification.

The side with the lowest modified roll on 1d10 has the initiative and acts first.

*Continuing the example above, the DM decides that one initiative roll is sufficient for each group and no modifiers are needed. Although Rath is charging, the orcs and trolls are too busy rearranging their lines to be set to receive his charge. Therefore, the -2 to*

*receive charge is not used.*

*Harry, rolling for the player characters, gets a 7 on a 10-sided die. The DM rolls a 10. The player characters, having the lowest number, act first.*

*Delsenora's acid arrow strikes one of the trolls just as Rath takes a swing at the last of the fleeing orcs. A bowshot from Rupert drops another one of the creatures as it takes its position in the second rank. Now the monsters strike back.*

*The orcs manage to finish forming their line. Enraged by the acid, the lead troll tears into Rath, hurting him badly. The others swarm around him, attempting to tear him limb from limb.*

**Table 41:**

## Optional Modifiers to Initiative

| Situation | Modifier |
|---|---|
| Attacking with weapon | Weapon speed |
| Breath weapon | +1 |
| Casting a spell | Casting time |
| Creature size (monsters with natural weapons only)* | |
| Tiny | 0 |
| Small | +3 |
| Medium | +3 |
| Large | +6 |
| Huge | +9 |
| Gargantuan | +12 |
| Innate spell ability | +3 |
| Magical items** | |
| Miscellaneous magic | +3 |
| Potion | +4 |
| Ring | +3 |
| Rods | +1 |
| Scroll | Casting time of spell |
| Stave | +2 |
| Wand | +3 |

* This applies only to creatures fighting with natural weapons--claws, bites, etc. Creatures using weapons use the speed factor of the weapon, regardless of the creature's size.

** Use the initiative modifier listed unless the item description says otherwise.

## Group Initiative (Optional Rule)

Some people believe that using a single initiative roll for everyone on the same side is too unrealistic. It is, admittedly, a simplification, a way to keep down the number of die

rolls required in a single round. But it allows for much faster combat.

However, the actions of different characters, the types of weapons they use, and the situation can all be factors in determining initiative.

Using this optional method, one initiative die roll is made for each side in the fight. However, more modifiers are applied to this roll, according to the actions of individual characters. These modifiers are listed on Table 41.

Some of the modifiers depend on ability, spell, and weapon. Characters casting spells (but not monsters using innate abilities) must add the spellcasting time to the die roll. Characters attacking with weapons add the weapons' speed factors to the die roll (see the *Player's Handbook* for information on speed factors). All other modifiers are applied according to each individual's situation.

*In the second round of the combat, the DM decides to use the modified group initiative. Rath is surrounded by trolls, and he is not in the best of health. The rest of the party has yet to close with the monsters.*

*The DM decides that one troll will continue attacking Rath, with the help of the orcs, while the other trolls move to block reinforcements. In particular, the troll burned by the acid arrow is looking for revenge. The DM then turns to the players for their actions.*

*Players (all at once): "I'm going to . . ." "Is he going? .. ." "I'm casting a . . ."*
*DM (shouting): "One at a time! Rath?"*
*Harry: "I'll blow my horn of blasting."*
*DM: "It'll take time to dig it out."*
*Harry: "I don't care, I'm doing it."*
*Jon: "Draw my sword and attack one of the trolls!"*
*DM: "Anne?"*
*Anne (not paying attention to the other two): "Cast a fireball spell."*
*Harry and Jon: "NO! DON'T!"*
*DM: "Well, is that what you're doing? Quickly!"*
*Anne: "No, I'll cast a haste spell! Centered on me, so Rupert and Rath are just at the edge and are caught in the spell, too."*
*DM: "Okay. Harry, roll initiative and everyone modify for your actions."*

*Harry rolls 1d10 and gets a 6. The DM rolls for the monsters and gets a 5. Each person's initiative is modified as follows:*

*Rath is using a miscellaneous magical item (modifier +3). His modified initiative is 9 (6 + 3 = 9).*

*Rupert is using a bastard sword +1 with two hands (weapons speed 7 instead of 8 because of the +1). His modified initiative is 13 (6 + 7 = 13).*

*Delsenora is casting a haste spell (casting time 3). Her modified initiative is the same as Rath's, 9.*

*The trolls are attacking with their claws and bites--large creatures attacking with natural weapons +6. Their modified initiative is 11 (5 + 6 = 11).*

*The orcs are using long swords (weapon speed 5). Their modified initiative is 10 (5 + 5 = 10).*

*After all modified initiatives are figured, the combat round goes as follows: Delsenora*

*(initiative 9) completes her spell at the same time that Rath (9) brings the house down on the orcs with his horn of blasting.*

*After all modified initiatives are figured, the combat round goes as follows: Delsenora (initiative 9) completes her spell at the same time that Rath (9) brings the house down on the orcs with his horn of blasting.*

*The orcs (initiative 10) would have gone next, but all of them have been crushed under falling rock.*

*The three trolls (initiative 11) are unfazed and attack, one at Rath and the other two springing forward, hitting Delsenora and missing Rupert.*

*Finally, Rupert (initiative 13) strikes back. He moved too slowly to block one troll's path to Delsenora, but manages to cut off the second. Things look very grim for the player characters.*

# Individual Initiative (Optional Rule)

This method of determining initiative is the same as that given earlier, except that each PC, NPC, and monster involved in the fight rolls and then modifies his own initiative. This gives combat a more realistic feel, but at the expense of quick play.

To players, it may not seem like too much for each to roll a separate initiative die, but consider the difficulties: Imagine a combat between six player characters (each controlled by a player) and five hirelings and henchmen against 16 hobgoblins and five ogres (all of which must be rolled by the DM).

In addition, each die roll must be modified, according to each individual's actions. The resulting rolls make every combat round a major calculation.

This method is not recommended for large-scale combats. It is best used with small battles in which characters on the same side have vastly different speeds.

*In the third round of combat, the DM decides to use individual initiatives. Each character is involved in his own fight. Cut off from retreat by fallen rock, the trolls attack. The DM asks the players their intentions.*

*Harry: "Hit him with my hammer +4!"*
*Rupert: "Chop him up."*
*Anne (now in serious trouble): "Cast a burning hands spell."*

*Each character or monster now rolls 1d10. The rolls and modified results are:*

*Rath rolls a 2 and is attacking with his hammer (weapon speed 0 instead of 4 due to +4) and is hasted (-2), so his modified initiative is 0.*

*Rath's troll rolls a 1 and is attacking with natural weapons (+6 modifier) for a total of 7 (1 + 6 = 7).*

*Rupert rolls a 2 and has a weapon speed of 7 and is hasted (-2) for a modified initiative of 7 (2 + 7 - 2 = 7).*

*Rupert's troll rolls a 5 and modifies this by +6 for an 11 (5 + 6 = 11).*

*Delsenora is very unlucky and rolls a 9. Since she is casting a spell, she gains no benefit form the haste spell this round, as the haste enchantment only affects movement. She has a casting time of 1 for a total of 10 (9 + 1 = 10).*

*The troll fighting Delsenora is very quick and rolls a 1, modified to 7 (1 = 6 = 7).*

*The order of attacks: Rath (initiative 0) strikes with his hammer. Rupert and the two trolls (attacking Rath and Delsenora, all initiative 7) attack immediately after. Rupert hits. The troll attacking Rath misses, but Delsenora is hit. Delsenora's spell (initiative 10) would normally happen next, but instead it fizzles. Her concentration was ruined by the blow from the troll. Next, Rupert's troll attacks and misses. Because of the haste spell, Rath and Rupert now attack again (in order of initiative), Rath first, then Rupert.*

## Multiple Attacks and Initiative

Combat may involve creatures or characters able to attack more than once in a single round. This may be due to multiple attack forms (claws and bite), skill with a weapon, or character level. No matter what the reason, all multiple attacks are handled by one of two methods.

When multiple attacks result from different attack forms--for example claws and a bite or bite and tail, or a ranger with his two-weapon combat ability--the attacks occur at the same time. The creature resolves all of its attacks in initiative order.

When the attacks are true multiples--using the same weapon more than once--as in the case of a highly skilled fighter, the attacks are staggered. Everyone involved in the combat completes one action before the second (or subsequent) attack roll is made.

Take, for example, a fighter who can attack twice per round, and say he's battling creatures that can only make one attack. The fighter wins initiative. He makes his first attack according to the rolled initiative order. Then each creature gets its attack. Finally, the fighter gets his second attack.

If fighters on both sides in a battle were able to attack twice in a round, their first attacks would occur according to the initiative roll. Their second attacks would come after all other attacks, and would then alternate according to the initiative roll.

As an option, a warrior fighting creatures with less than one Hit Die (1-1 or lower) can make a number of attacks equal to his level (i.e., a 7th-level fighter can make seven attacks). These attacks are handled in order of initiative.

## Spellcasting and Initiative

Casting times for spells can modify initiative rolls, creating a realistic delay for the spellcaster. When a spell's "casting time" parameter is given as a number without any units (e.g., rounds or turns), then that number is added to the caster's initiative roll to determine his modified initiative. When a spell requires a round or more to cast, a normal initiative roll is not made--a spell requiring one round to cast takes effect at the end of the current round, after all other actions are completed.

Spells that require more than one round to cast involve some bookkeeping. The DM or one of the players must keep track of the rounds spent in casting. If the spellcasting character is disturbed during this time, the spell is lost. If all goes well, the spell takes effect at the very end of the last round of the required casting time. Thus, a spell requiring 10 minutes to cast would require 10 combat rounds, and wouldn't take effect until the

very end of the 10th round.

## Weapon Speed and Initiative (Optional Rule)

Each time a character swings a weapon, he places himself out of position to make his next attack. Swinging a hammer is not as simple as tapping in a nail. A warhammer is heavy. Swing it in one direction and it pulls in that direction. It has to be brought under control and repositioned before it can be swung again.

The user must regain his balance and plant his feet firmly. Only after doing all this is he ready for his next attack. Compare how quickly someone can throw a punch to the amount of time required to swing a chair to get a good idea of what weapon speed factors are about.

Weapon speed factors slow the speed of a character's attack. The higher the weapon speed factor, the heavier, clumsier, or more limited the weapon is. For the most part, weapon speed factors apply to all creatures using manufactured weapons. The speed factor of a weapon is added to the initiative roll of the character to get his modified initiative roll.

Thus, if the DM decides to use weapon speed factors for player characters, they also should be used for giants, orcs, centaurs, and the like. Otherwise the DM isn't being fair to the players. However, creatures with natural weapons are not affected by weapon speed. Their attacks are natural extensions of their bodies, giving them much faster recovery and reaction times.

### Magical Weapon Speeds

Magical weapons are easier to wield in combat than ordinary ones. Maybe the weapon is lighter or better balanced than normal; maybe it just pulls the character into the proper position of its own volition. Whatever the cause, each bonus point conferred by a magical weapon reduces the speed factor of that weapon by 1. (A *sword +3* reduces the weapon speed factor by 3, for example.) When a weapon has two bonuses, the lesser one is used. No weapon can have a speed factor of less than 0.

## Attacking

Once characters decide to attack and the order of initiative has been determined, it is time to resolve all the action. Many factors must be considered in each attack: How many people can surround a character? Will a shield block an attack from the rear? Can a character run across a chamber, dodging attackers, in a single round? Can a character win without killing his foe? Is it possible to block an attack?

Although the mechanics of combat are very simple, there are many different and unusual situations that come up during role-playing battles. Every battle is unique. One key to DMing memorable combat scenes is to remember that not every situation can be anticipated; you just have to combine the rules here with good judgment.

## Number of Attackers

There is a limit to how many attackers can surround a single target. Many factors come into play, notably the relative size of the opponent, the length of the weapons used, and physical obstructions in the area. The obstructions will vary from battlefield to battlefield.

## Facing

Each character or creature is assumed to have a front, flanks, and rear. When creatures of equal size are battling, up to six can surround a single figure.

Normally, a defender attempts to keep his opponents in sight. Thus, if there are no special circumstances (such as a thief moving silently behind the defender), opponents first occupy the front, then the flanks, and finally the rear. It's assumed that the defender will try to keep attackers from getting around him.

The diagram and description apply only when combat involves creatures of the same size. If the attacker is one size greater than the defenders, he occupies two spaces on the diagram. For creatures two sizes or more larger (small creatures attacking a large one, for example), the attacker occupies four spaces.

Thus, a hill giant attacking Horace the fighter would fill two of the spaces, allowing only four orcs to join the attack. If there were two giants attacking, only two orcs could join the combat. When attacking a small creature, one giant and two orcs could make the attack. Any more than this and the attackers would just get in each other's way.

## Weapon Length

The actual size of a weapon has little to do with the space needed to wield it. An awl pike is 12 to 20 feet long, yet since it is a thrusting weapon it needs virtually no space side-to-side. It does, however, need that 12 to 20 feet in front! A sabre and a battle-axe are about the same size, but the battle axe requires more space--the sabre can be thrust straight forward into a narrower space, while the battle axe must be swung mightily, which takes a lot of space.

The DM must decide whether a character has enough space to use a particular weapon in a particular setting and situation.

As a guideline, the AD&D rules assume that two fighters using swords can work side-by-side in a 10-foot-wide area. The same space would be filled by one fighter using a two-handed sword.

## Position of Attackers and Attack Rolls

Besides determining the number of attackers a single character can face, the relative positions of attackers affect the chance to hit.

Characters attacked from the rear do not gain their Dexterity-based Armor Class bonus, and their attacker gains a +2 bonus to his attack roll. There might also be penalties if the optional Shields and Weapon Frontage rule is used.

## Pole Arms and Weapon Frontage (Optional Rule)

Pole arms and similar thrusting weapons are designed primarily for use in highly specialized formations. The average length of these weapons--12 to 20 feet--makes their use in individual combat silly, if not futile.

An opponent can easily slip inside the reach of the pole arm, at which point the poor pikeman can only try to back up or drop his weapon. Little else is likely to be effective. However, if the same man with a pike is lined up with 30 of his fellows in a nice tight formation, he suddenly becomes very dangerous. Where one pikeman presented only a lone spear point, 30 pikemen present a deadly thicket.

The pole arm's big advantage is the small frontage each man needs to be effective. A man using a piercing pole arm can use his weapon effectively with just three feet of space, side-to-side. This allows a tightly packed line of pikemen.

In a group, men armed with pole arms should be set for defense or advancing slowly (1/4 normal movement rate). They automatically make their attack rolls prior to any opponent attempting to close with them. However, after the first round of combat any surviving opponents are inside the reach of the pole arms and the pikemen must drop their pikes and draw weapons more suitable for close-in work.

## Shields and Weapon Frontage (Optional Rule)

A shield is an item of limited size, strapped to only one arm or slung on a character's back. Characters generally position a shield so it offers maximum protection. Usually, this means it protects the shield-arm side of the body, most frequently the left side of a right-handed character. In this position, attacks from the rear or rear flanks of the character can't be blocked by a shield. In these cases, the shield's AC bonus is not applied to the THAC0.

It is possible to strap a shield to one's back. If this is done, the shield bonus is applied to the rear of the character, but the character can't use the shield to protect his front. Furthermore, the straps hinder the character's movement, giving him a -2 penalty to his attack roll.

## Hitting a Specific Target

AD&D game combat does not use a hit location system to determine where every blow in a battle has landed. Sometimes, however, characters and creatures will find it necessary to aim their blows at an exact point. A fighter may want to smash a vial held in the evil wizard's hand; a thief might attempt to shoot the jeweled eye out of an idol with his crossbow. These are cases where the character is attempting a "called shot."

## Called Shots

To make a called shot, a player must announce his intention before any initiative dice are rolled. Upon doing so, he suffers a +1 penalty to his initiative (representing the time spent carefully aiming his attack).

When the character does get a chance to act, his attack roll suffers a -4 penalty. If the roll succeeds, the called shot accomplishes what the player wanted; if the roll missed, no damage occurs.

Because the AD&D game uses a generalized system for damage, called shots cannot be used to accomplish certain things. Against a creature, a called shot will only cause the normal amount of damage allowed the weapon. Attempts to blind, cripple, or maim will not succeed. So what can it do?

A called shot can cause a target to drop items or react in some other, more subtle, way. It can penetrate weak points in armor. It also can be used in attempts to knock an object out of a hand, shatter a flask, or otherwise damage items. Called shots can be very useful in activating the trigger of a known trap (if this can be done with a weapon) or in impressing the locals in an archery contest.

## Movement in Combat

Since a round is roughly a minute long, it should be easy for a character to move just about anywhere he wants during the course of the round. After all, Olympic-class sprinters can cover vast amounts of ground in a minute.

However, a character in an AD&D game is not an Olympic sprinter running in a straight line. He is trying to maneuver through a battle without getting killed. He is keeping his eyes open for trouble, avoiding surprise, watching his back, watching the backs of his partners, and looking for a good opening, while simultaneously planning his next move, sometimes through a haze of pain.

He may be carrying a load of equipment that slows him down significantly. Because of all these things, the distance a character can move is considerably less than players generally think.

In a combat round, a being can move up to 10 times its movement rating in feet (see the *Player's Handbook* for information on character movement.) Thus, if a character has a movement rating of 9, he can move up to 90 feet in a round. However, the types of moves a character can make during combat are somewhat limited.

## Movement in Melee

The basic move is to get closer for combat--i.e., move close enough to an enemy to attack. This is neither a blind rush nor a casual stroll. Instead, the character approaches quickly but with caution. When closing for combat, a character can move up to half his allowed distance and still make a melee attack.

## Movement and Missile Combat

Rather than slug it out toe to toe with an opponent, a character can move up to one-half his normal movement rate and engage in missile fire at half his normal rate of fire. Thus a man capable of moving 120 feet and armed with a long bow (two shots per round, under normal circumstances) could move 60 feet and still fire one shot. The same man, armed with a heavy crossbow (one shot every other round) would be able to shoot only once every four rounds while on the move.

## Charging an Opponent

A character can also charge a foe. A charge increases the character's movement rate by 50% and enables the character to make an attack at the end of his movement. A charging character also gains a +2 bonus to his attack roll, mainly from momentum. Certain weapons (such as a lance) inflict double the rolled damage in a charge.

However, charging gives opponents several advantages. First, they gain a -2 bonus to their initiative rolls. Second, charging characters gain no Dexterity bonuses to Armor Class, and they suffer an AC penalty of 1. Finally, if the defender is using a spear or pole arm weapon and sets it against the charge (bracing the butt against a stone or his foot), he inflicts double damage on a successful hit.

## Retreat

To get out of a combat, characters can make a careful withdrawal or they can simply flee.

**Withdrawing:** When making a withdrawal, a character carefully backs away from his opponent, who can choose to follow. The character moves up to 1/3 his normal movement rate.

If two characters are fighting a single opponent and one of them decides to withdraw, the remaining character can block the advance of the opponent. This is a useful method for getting a seriously injured man out of a combat.

**Fleeing:** To flee from combat, a character simply turns and runs up to his full movement rate. However, the fleeing character drops his defenses and turns his back to his opponent.

The enemy is allowed a free attack--or multiple attacks if the creature has several attacks per round--at the rear of the fleeing character. This attack is made the instant the character flees. It doesn't count against the number of attacks that opponent is allowed during the round, and initiative is irrelevant. The fleeing character can be pursued, unless a companion blocks the advance of the enemy.

## Attacking Without Killing

There are times when a character wants to defeat another being without killing it. A

companion may have been charmed into attacking his friends (and his friends don't want to kill him); an enemy could have information the PCs can get only by subduing him; characters might simply see the monetary value of bringing back a live monster. Whatever the case, sooner or later characters are going to try to defeat something without striking a fatal blow.

There are three types of non-lethal attacks--punching, wrestling, and overbearing. Punching is basic bare-fisted fighting. Wrestling is the classic combination of grappling, holds, and throws. Overbearing is simply trying to pull down an opponent by sheer mass or weight of numbers, pinning him to the ground.

## Punching and Wrestling

These are the most basic of combat skills, unknowingly practiced by almost all children as they rough and tumble with each other. Thus all characters, regardless of class, are assumed to be somewhat proficient in both these forms of fighting.

Punching occurs when a character attacks with his fists. No weapons are used, although the character can wear an iron gauntlet or similar item. Wrestling requires both hands free, unencumbered by shields and the like.

When punching or wrestling, a normal attack roll is made. The normal Armor Class of the target is used. If a character is attempting to wrestle in armor, the modifiers on Table 42 are used (these are penalties to the foe's attack roll). Normal modifiers to the attack roll are also applied.

**Table 42:**

### Armor Modifiers for Wrestling

| Armor | Modifier |
|---|---|
| Studded leather | -1 |
| Chain, ring, and scale mail | -2 |
| Banded, splint, and plate mail | -5 |
| Field plate armor | -8 |
| Full plate armor | -10 |

Penalties for being held or attacking a held opponent do not apply to wrestlers. Wrestling involves a lot of holding and twisting, and the damage resolution system for punching and wrestling takes this into account.

If the attack roll is successful, consult Table 43 to find the result of the attack: Cross-index the character's modified attack roll with the proper attack form. If, for example, a character successfully punched with an 18, the result would be a rabbit punch. If he rolled an 18 on a successful wrestling attempt, the result would be a kick. Punching and wrestling attacks can succeed on attack rolls of 1 or less, exceptions to the general rule.

**Table 43:**

# Punching and Wrestling Results

| Attack Roll | Punch | Damage | % KO | Wrestle |
|---|---|---|---|---|
| 20+ | Haymaker | 2 | 10 | Bear hug* |
| 19 | Wild swing | 0 | 1 | Arm twist |
| 18 | Rabbit punch | 1 | 3 | Kick |
| 17 | Kidney punch | 1 | 5 | Trip |
| 16 | Glancing blow | 1 | 2 | Elbow smash |
| 15 | Jab | 2 | 6 | Arm lock* |
| 14 | Uppercut | 1 | 8 | Leg twist |
| 13 | Hook | 2 | 9 | Leg lock |
| 12 | Kidney punch | 1 | 5 | Throw |
| 11 | Hook | 2 | 10 | Gouge |
| 10 | Glancing blow | 1 | 3 | Elbow smash |
| 9 | Combination | 1 | 10 | Leg lock* |
| 8 | Uppercut | 1 | 9 | Headlock* |
| 7 | Combination | 2 | 10 | Throw |
| 6 | Jab | 2 | 8 | Gouge |
| 5 | Glancing blow | 1 | 3 | Kick |
| 4 | Rabbit punch | 2 | 5 | Arm lock* |
| 3 | Hook | 2 | 12 | Gouge |
| 2 | Uppercut | 2 | 15 | Headlock* |
| 1 | Wild swing | 0 | 2 | Leg twist |
| Less than 1 | Haymaker | 2 | 25 | Bearhug* |

* A hold can be maintained from round to round until broken.

**Punch:** This is the type of blow landed. In game terms, the type of blow has little effect, but using the names adds spice to the battle and makes the DM's job of describing the action easier.

**Damage:** Bare-handed attacks cause only 1 or 2 points of damage. Metal gauntlets, brass knuckles, and the like cause 1d3 points of damage. A character's Strength bonus, if any, applies to punching attacks.

Punching damage is handled a little differently than normal damage. Only 25% of the damage caused by a bare-handed attack is lasting damage. The remaining 75% is temporary. For the sake of convenience, record punching damage separately from other damage and calculate the percentage split at the end of all combat.

If a character reaches 0 hit points due to punching damage (or any combination of punching and normal attacks), he immediately falls unconscious.

A character can voluntarily pull his punch, not causing any lasting damage, provided he says so before the damage is applied to his enemy. There is still a chance of a knockout.

**K.O.:** Although a punch does very little damage, there is a chance of knocking an opponent out. This chance is listed on the table as "% K.O." If this number or less is rolled on percentile dice, the victim is stunned for 1d10 rounds.

**Wrestle:** This lists the action or type of grip the character managed to get. Wrestling

moves marked with an asterisk (*) are holds maintained from round to round, unless they are broken. A hold is broken by a throw, a gouge, the assistance of another person, or the successful use of a weapon. Penalties to the attack roll apply to weapon attacks by a character who is in a hold.

All wrestling moves inflict 1 point of damage plus Strength bonus, if the attacker desires, while continued holds cause cumulatively 1 more point of damage for each round. A head lock held for six rounds would inflict 21 points of damage total (1 + 2 + 3 + 4 + 5 + 6). Remember, this is the equivalent of pressing hard on a full-nelson headlock for roughly six minutes.

## Overbearing

Sometimes the most effective attack is simply to pull an opponent down by sheer numbers. No attempt is made to gain a particular hold or even to harm the victim. The only concern is to pin and restrain him.

To overbear an opponent, a normal attack roll is made. For every level of size difference (1 if a Large attacker takes on a Medium defender, for example), the attack roll is modified by 4 (+4 if the attacker is larger; -4 if the defender is larger).

The defending creature also gains a benefit if it has more than two legs: a -2 penalty to the attacker's roll for every leg beyond two. There is no penalty to the defender if it has no legs. A lone orc attempting to pull down a horse and rider would have at least a -8 penalty applied to the attack roll (-4 for size and -4 for the horse's four legs).

If the attack succeeds, the opponent is pulled down. A character can be pinned if further successful overbearing attacks are rolled each round. For pinning purposes, do not use the prone modifier to combat (from Table 35).

If multiple attackers are all attempting to pull down a single target, make only one attack roll with a +1 bonus for each attacker beyond the first. Always use the to-hit number of the weakest attacker to figure the chance of success, since cooperation always depends on the weakest link. Modifiers for size should be figured for the largest attacker of the group.

A giant and three pixies attempting to pull down a man would use the pixies' attack roll, modified by +3 for three extra attackers and +8 for the size difference of the giant (Huge) and the man (Medium).

## Weapons in Non-Lethal Combat

As you might expect, weapons have their place in non-lethal combat, whether a character is defending or pressing the attack.

**Weapons in Defense:** A character attempting to punch, wrestle, or overbear an armed opponent can do so only by placing himself at great risk. Making matters worse, an armed defender is automatically allowed to strike with his weapon before the unarmed attack is made, regardless of the initiative roll. Since his opponent must get very close, the defender gains a +4 bonus to his attack and damage rolls. If the attacker survives, he can then attempt his attack.

Those involved in a wrestling bout are limited to weapons of small size after the first

round of combat. It's very difficult to use a sword against someone who is twisting your sword arm or clinging to your back, trying to break your neck. For this reason, nearly all characters will want to carry a dagger or a knife.

**Non-Lethal Weapon Attacks:** It is possible to make an armed attack without causing serious damage--striking with the flat of the blade, for example. This is not as easy as it sounds, however.

First, the character must be using a weapon that enables him to control the damage he inflicts. This is impossible with an arrow or sling. It isn't even feasible with a war hammer or mace. It can be done with swords and axes, as long as the blade can be turned so it doesn't cut.

Second, the character has a -4 penalty to his attack roll, since handling a weapon in this way is clumsier than usual. The damage from such an attack is 50% normal; one-half of this damage is temporary, lasting one turn after the fight is over and causing unconsciousness (never death) if the character drops below zero hit points.

## Non-Lethal Combat and Creatures

When dealing with non-humanoid opponents, a number of factors must be considered.

First, unintelligent creatures, as a rule, never try to grapple, punch, or pull down an opponent. They cheerfully settle for tearing him apart, limb by limb. This, to their small and animalistic minds, is a better solution.

Second, the natural weapons of a creature are always usable. Unlike men with swords, a lion or a carnivorous ape doesn't lose the use of its teeth and fangs just because a character is very close to it.

Finally, and of greatest importance, creatures tend to be better natural fighters than humans. All attacks for a tiger are the same as punching or wrestling. It's just that the tiger has claws. Furthermore, a tiger can use all of its legs effectively.

## Touch Spells and Combat

Many spells used by priests and wizards take effect only when the target is touched by the caster. Under normal circumstances, this is no problem. The spellcaster reaches out and touches the recipient. However, if the target is unwilling, or the spell is used in the midst of a general melee, the situation is much different.

**Unwilling Targets:** The spellcaster must make a successful attack roll for the spell to have any effect. The wizard or priest calculates his THAC0 number normally, according to the intended victim's Armor Class and other protections. The DM can modify the roll if the victim is unprepared for or unaware of the attack. If the roll succeeds, the spellcaster touches the target and the normal spell effect occurs.

**Willing Targets:** When attempting to cast a spell on a willing target, the casting is automatic as long as both characters are not engaged in combat. For example, if a fighter withdraws from melee, a cleric could heal him during the next round.

If the recipient of the spell attempts to do anything besides waiting for the spell to take effect, an attack roll against AC 10 must be made. However, no AC modifiers for

Dexterity are applied, since the target is not trying to avoid the spell.

Whenever a touch spell is successful, the spellcaster suffers from any special defenses of his target, if they are continually in operation. A successful touch to a vampire would not result in energy drain, since the power only works when the vampire wills it. But touching a fire elemental would result in serious burns.

When a touch spell is cast, it normally remains effective only for that round. However, certain spells list special conditions or durations. Be sure to check each spell description carefully.

# Critical Hits (Optional Rule)

Some players feel combat should involve more than just the chance to hit and the amount of damage done. Some propose elaborate tables--critical hit tables--detailing all manner of horrible results and misfortunes.

The simplest critical hit system makes every natural 20 rolled on the attack roll count for double damage. Roll the appropriate damage dice twice for the attack (do not double the result of a single damage roll) and only count damage modifiers for Strength, magic, etc., once.

A second method is to allow characters or monsters to make an extra attack each time they roll a natural 20. The additional attack is made immediately, at the same target, and is figured just like a normal attack. As long as a natural 20 is rolled, the character or monster continues to make additional attacks. A very lucky character could roll a 20 on his first attack and then roll a 20 on his additional attack, allowing him to roll a third attack. If this attack also resulted in a 20, a fourth attack could be made, etc. This system gives characters the chance of causing extra damage without guaranteeing success.

### Critical Fumbles

Critical fumbles are less easily defined than critical hits. One system that works rules that a die roll of 1 results in some unfortunate event happening to the character who rolled it. The DM must decide what the exact event is based on the situation, although it should not be one that causes damage.

A character could trip and sprawl to the floor, break his sword hitting a stone pillar, get his axe wedged in a wooden beam, or have one of his backpack straps slip off his shoulder, getting in the way. (Of course, magical weapons are not likely to break under normal use.)

The normal result of a critical fumble is the loss of the next round's attack as the character gets up off the floor, digs out a new weapon, pulls his axe out of the beam, or struggles to get his pack where it belongs. Critical failures add a dose of excitement and humor to combat.

Finally, always remember that whatever happens, happens to both player characters and NPCs.

# Parrying (Optional Rule)

During a one-minute combat round, each character is assumed to block many

attempted attacks and see many of his own attacks blocked. In normal combat, characters parry all the time--there's no need to single out each parry.

When a character deliberately chooses not to parry, his chance of being hit increases. A mage casting a spell, for instance, gains no AC adjustment for Dexterity. Thus, choosing to parry, in and of itself, is not a separate option under the AD&D game rules.

At the same time, the assumption is that characters in combat are constantly exposing themselves to some risk--trying to get a clear view of a target or looking for the opening to make an attack. There are times, however, when this is not the case. Sometimes, the only thing a character wants to do is avoid being hit.

To make himself harder to hit, a character can parry--forfeit all actions for the round. He can't attack, move, or cast spells. This frees the character to concentrate solely on defense. At this point, all characters but warriors gain an AC bonus equal to half their level. A 6th-level wizard would have a +3 bonus to his AC (lowering his AC by 3). A warrior gets a bonus equal to half his level plus one. A 6th-level fighter would gain a +4 AC bonus.

This benefit is not a perfect all-around defense, and it's not effective against rear or missile attacks. It applies only to those foes attacking the defender from the front. This optional defense has no effect against magical attacks, so it wouldn't do anything to protect a character from the force of *lightning bolt* or *fireball* spells.

## Missile Weapons in Combat

In general, missile combat is handled identically to standard melee. Intentions are announced, initiative is rolled, and attack rolls are made. However, there are special rules and situations that apply only to missile combat.

Missile weapons are divided into two general categories. The first includes all standard, direct-fire, single-target missiles, such as slings, arrows, quarrels, spears, throwing axes, and the like. The second includes all grenade-like missiles that have an area effect. Thus an attack with these weapons does not have to hit the target directly. Included in this group are small flasks of oil, acid, poison, holy water, potions, and boulders. Hurled boulders are included because they bounce and bound along after they hit, leaving a swath of destruction.

## Range

The first step in making a missile attack is to find the range from the attacker to the target. This is measured in yards from one point to the other and is compared to the range categories for the weapon used (see Table 45 in the *Player's Handbook*).

If the distance is greater than the long range given, the target is out of range. If the distance is between the long- and medium-range numbers, the target is at long range. When it is between the medium- and short-range numbers, medium range is used. And when it is equal to or less than the short-range distance, the target is at short range.

Short-range attacks suffer no range modifier. Medium-range attacks suffer a -2 penalty to the attack roll. Long-range attacks suffer a -5 penalty. Some weapons have no short

range since they must arc a certain distance before reaching their target. These attacks are always made with an attack roll penalty.

## Rate of Fire

Bows, crossbows, and many other missile weapons have different rates of fire (ROF)--the number of missiles they can shoot in a single round.

Small, light weapons can be thrown very quickly, so up to three daggers can be thrown in a single round. Arrows can be nocked and let loose almost as quickly, so up to two shots can be fired in a single round.

Some weapons (such as heavy crossbows) take a long time to load and can be fired only every other round.

Whatever the ROF, multiple missile shots are handled the same way as other multiple attacks for the purposes of determining initiative. The ROF of each missile weapon is listed in Table 45 in the *Player's Handbook*.

## Ability Modifiers in Missile Combat

Attack roll and damage modifiers for Strength are always used when an attack is made with a hurled weapon. Here the power of the character's arm is a significant factor in the effectiveness of the attack.

When using a bow, the attack roll and damage Strength modifiers apply only if the character has a properly prepared bow (see Chapter 6 in the *Player's Handbook*). Characters never receive Strength bonuses when using crossbows or similar mechanical devices.

Dexterity modifiers to the attack roll are applied when making a missile attack with a hand-held weapon. Thus, a character adds his Dexterity modifier when using a bow, crossbow, or axe but not when firing a trebuchet or other siege engine.

## Firing Into a Melee

Missile weapons are intended mainly as distance weapons. Ideally, they are used before the opponents reach your line. However, ideal situations are all too rare, and characters often discover that the only effective way to attack is to shoot arrows (or whatever) at an enemy already in melee combat with their companions. While possible, and certainly allowed, this is a risky proposition.

When missiles are fired into a melee, the DM counts the number of figures in the immediate area of the intended target. Each medium figure counts as 1. Tiny figures count as 1/3, Small figures as 1/2, Large as 2, Huge as 4, and Gargantuan as 6. The total value is compared to the value of each character or creature in the target melee. Using this ratio, the DM rolls a die to determine who (or what) will be the target of the shot. After the DM determines who or what is the target, a normal attack is rolled. The DM doesn't tell the player who will be hit if the attack succeeds.

For example, Tarus Bloodheart (man-sized, or 1 point) and Rath (also man-sized, or 1 point) are fighting a giant (size G, 6 points) while Thule fires a long bow at the giant. The

total value of all possible targets is 8 (6 + 1 + 1). There's a 1-in-8 chance that Rath is the target; a 1-in-8 chance that Tarus is hit; and a 6-in-8 chance the shot hits the giant. The DM could roll 1d8 to determine who gets hit, or he could reduce the ratios to a percentage (75% chance the giant is hit, etc.) and roll percentile dice.

## Taking Cover Against Missile Fire

One of the best ways to avoid being hit and injured is to hide behind something--a wall, a tree, a building corner, a heap of boulders, or whatever happens to be available. Professional adventurers, wishing to make this sound heroic, call this "taking cover."

Taking cover doesn't work particularly well in a melee, since the cover hampers defenders and attackers equally. However, it is quite an effective tactic against missile fire.

There are two types of protection a character can have. The first is "concealment," also called soft cover. A character hiding behind a clump of bushes is concealed. He can be seen, but only with difficulty, and it's no easy task to determine exactly where he is. The bushes cannot stop an arrow, but they do make it less likely that the character is hit. Other types of concealment include curtains, tapestries, smoke, fog, and brambles.

The other type of protection is "cover," sometimes called, more precisely, hard cover. It is, as its name implies, something a character can hide behind that will block a missile. Hard cover includes stone walls, the corner of a building, tables, doors, earth embankments, tree trunks, and magical *walls of force*.

Cover helps a potential target by giving the attacker a negative modifier to his attack roll. The exact modifier for concealment or cover depends on the degree to which it is being used as shelter. A character who stands behind a two-foot wall is a pretty obvious target, especially when compared to the character who lies down behind that wall and carefully peers over it. Table 44 lists the different modifiers for varying degrees of cover and concealment.

**Table 44:**

### Cover and Concealment Modifiers

| Target is: | Cover | Concealment |
|---|---|---|
| 25% | -2 | -1 |
| 50% | -4 | -2 |
| 75% | -7 | -3 |
| 90% | -10 | -4 |

Cover also has an affect on saving throws, granting the character the modifier listed on Table 44 as a bonus to his saving throws against spells that cause physical damage (e.g., *fireball* and *lightning bolt* spells).

In addition, a character who has 90% cover (or more) suffers one-half normal damage on a failed saving throw, and no damage at all if a saving throw is successful. This assumes, of course, that the cover is between the spell effect and the target--a man

crouching behind a stone wall would be protected if a fireball exploded in front of the wall, but would not be protected by cover if the blast occurred behind him, on his side of the wall.

## Grenade-Like Missiles

Unlike standard missiles, which target a specific creature, a grenade-like missile is aimed at a point, whether this point is a creature or a spot on the ground. When the attack is announced, the player indicates where he wants the missile to land. This then becomes the target point and is used to determine the direction and distance of any scatter.

Most grenade-like missiles are items of opportunity or necessity, such as flasks of oil, vials of holy water, or beakers of acid. As such, these items are not listed on the equipment tables for range, ROF, and damage. The range each can be thrown varies with the Strength of the character and the weight of the object.

A missile of five pounds or less can be thrown about 30 feet. Short range is 10 feet, medium range is 20 feet, and everything beyond is maximum range. Heavier items have reduced ranges. Just how far an object can be thrown is decided by the DM.

Exceptionally heavy items can be thrown only if the character rolls a successful bend bars/lift gates check. In no case can a character throw an item heavier than his Strength would allow him to lift. Thus, the DM can rule that a character would have little trouble chucking a half-empty backpack across a 10-foot chasm, but the character would need to make a check to heave an orc 10 feet through the air into the faces of his fiendish friends.

Once a container hits, it normally breaks immediately. However, this is not always true. Some missiles, like soft leather flasks or hard pottery, are particularly resistant. If there's some doubt about whether a thrown object will break, the DM can require an item saving throw to see if it shatters or rips, spewing its contents everywhere.

If a missile is off-target, it is important to know where it landed--an errant grenade-like missile could present a hazard to other characters, start a fire, or eat a hole in the floor. The process of finding where it lands is known as "scatter." First roll 1d10 and consult the Scatter Diagram.

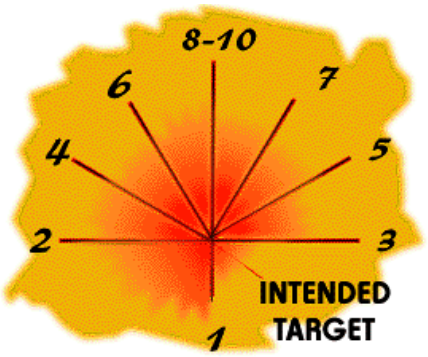


**Table 45:**

## Grenade-Like Missile Effects

| Type of Missile | Area of Effect | Damage from Direct Hit | Splash Damage |
|---|---|---|---|
| Acid | 1' diameter | 2-8 hp | 1 hp |
| Holy water | 1' diameter | 2-7 hp | 2 hp |
| Oil (lit) | 3' diameter | 2-12/1-6 hp | 1-3 hp |
| Poison | 1' diameter | special | special |

Next determine how far off the mark the throw is. If the throw is at short range, use a 6-sided die. If the range is medium, use a 10-sided die. If thrown to long range, roll 2d10. The number rolled is the number of feet away from the intended target the missile lands.

The damage taken from a grenade-like attacks depends on whether a direct hit was scored or the target was in the splash area. Table 45 lists the area of effect for a direct hit and damages from direct and splash hits.

The "area of effect" is the amount of space covered by a direct hit. Any creature in the area of effect will suffer damage according to the Direct Hit column. All creatures within 3' of the area of effect are subject to splash damage.

## Types of Grenade-Like Missiles

**Acid** is particularly grim. Aside from the possibility of scarring (which is left to the DM), acid damage cannot be healed by regeneration. It must be healed normally. Thus, it is very useful against regenerating creatures such as trolls. Acid is very rare.

**Holy Water** affects most forms of undead and creatures from the lower planes. It has no effect against a creature in gaseous form or undead without material form.

Unholy water (essentially holy water used by evil priests) affects paladins, creatures whose purpose is to defend good (lammasu, shedu, etc.), and creatures and beings from the upper planes.

Holy (or unholy) water affects creatures as does acid, causing damage that cannot be regenerated but must be healed normally.

**Oil** causes damage only when it is lit. This normally requires a two-step process--first soaking the target in flammable oil and then setting it afire. Thus, using flaming oil often requires two successful attacks.

A direct hit from flaming oil burns for two rounds, causing 2d6 points of damage in the first round and 1d6 points in the second.

**Poison** is generally not very effective as a missile weapon. Most poisons take effect only if the missile scores a direct hit, and even then only if it drops into the gaping maw of some huge creature. Contact poisons have normal poison
effects on a direct hit.

## Boulders as Missile Weapons

Hurled boulders are handled using the grenade-like missiles rules, even though they do not burst. Boulders tend to bounce beyond their initial point of impact and can hit several characters in a single attack. They are particularly devastating against tightly packed groups.

When attacking with a boulder, determine the target, to-hit number, and scatter (in the

case of a miss) according to the rules for grenade-like missiles. The distance the boulder scatters should be doubled, however.

If the boulder scatters to the left or right, it moves roughly 45 to 60 degrees off the original line of attack. A boulder moves along this line for 3d10 feet. If the targets are in a relatively open area (a group marching through a snow field, for example), there is only a slim chance that anyone will be hit by the bounding missile.

If the boulder moves through a space occupied by a character (or monster), roll again for a hit (recalculating THAC0 as necessary), applying a -2 penalty for each 10 feet, or fraction thereof, the boulder has bounced since it hit.

If the player characters are in an area where movement is restricted--a formation of pikemen, for example, or a large party in a 10' wide corridor--no additional boulder attack is made. The boulder strikes all targets in its path.

The damage caused by a boulder as a result of scatter is less than from a direct hit. Roll the damage normally, but subtract the distance in feet the boulder has bounced to that point. This is the damage inflicted on the target.

## Special Attacks

Some NPCs (and even PCs) have abilities that can come into play during combat, but which don't fall into any of the standard combat rules sections. These special combat situations are dealt with below.

## Attacking with Charmed Creatures

There may be times when charmed creatures, perhaps even party members, will be compelled to fight their companions. When this happens, remember that the creature, NPC, or player character no longer has control over his decisions.

If a charmed player character is compelled to attack his friends, he must do so in an effective manner. Grappling or punching is not acceptable if the character possesses a better method. At the same time, the charmed character need use only those abilities that are obvious to his new (and, one hopes, temporary) master.

Thus, if a charmed fighter with a sword at his side is carrying a *javelin of lightning*, he fights with his sword unless specifically commanded to do otherwise. The master in this case could not command him to use the *javelin of lightning* unless he had some way of knowing the fighter carried one.

Similarly, a wizard's master must know which spells his charmed spellcaster possesses, and which he has memorized. This is most commonly learned simply by asking. However, due to the charmed fellow's befuddled state, there is a 25 percent chance that he will unwittingly cast a spell harmful to himself and his master. Relying on charmed spellcasters can be a very risky business.

### Limits on Charmed Creatures

A charmed creature has two critical limitations on its actions. First, it cannot carry out commands requiring individual initiative. The master cannot say, "Fight with your most

powerful magical item!" since this requires judgment on the part of the charmed character. Second, the charmed creature won't obey any command that would obviously lead to self-destruction. Since combat is composed of many different variables, fighting in itself is not clearly self-destructive, even against hopeless-seeming odds.

### Degrees of Charm

There are two degrees of charm power in the AD&D game, that of monsters and that of characters.

The charm power of monsters, such as vampires, makes verbal communication unnecessary. The charmed creature understands the monster's desires through mental command. A character charmed by this power obeys the commands of his master totally, at least within the limits of his ability and the guidelines above.

The charm power of characters is more limited. The master must have some method of making himself understood to the charmed creature, preferably by speaking the same language. Otherwise, charmed creatures can attempt to follow their master's hand gestures. This can be a useful and entertaining spur to role-playing.

## Gaze Attacks

Monsters with a gaze attack, such as the basilisk, have the power to affect an opponent simply by making eye contact. This makes these creatures incredibly dangerous, for the slightest glance can cause great harm.

Characters who look directly at such creatures to attack them, or those who are surprised by the creature, automatically meet the creature's gaze. These unfortunate characters must make the appropriate saving throw or suffer the effects of the creature's attack. Such attackers undergo the gaze attack each round they attack. In large groups, only the front rank can meet the gaze, a fate that can be avoided if the attacker approaches from the rear, where the creature cannot see.

Characters can also attempt to avoid the gaze by looking in the general direction of the creature without actually looking into its eyes. This enables characters to see the target well enough to fight normally without falling victim to its power. However, there is a 20% chance each round that an attacker trying this trick will accidentally meet the gaze of the creature.

Finally, a character can completely avert his gaze or close his eyes when attacking the creature, preventing any chance of meeting the creature's gaze. This is like fighting in the dark, and the character suffers all the normal penalties for fighting while blinded.

Safer than all of these methods is to use some type of reflective surface--a mirror or highly polished shield is very handy. The powers of gaze attacks are not effective in reflections, so it is safe to observe a basilisk or medusa in a mirror.

For this trick to be effective, there must be some source of light available, since nothing can be reflected in darkness. Also, characters should be reminded that using a mirror can be disorienting. The character must back toward his target, holding the mirror in his shield arm. He suffers a -2 penalty to his chance to hit and does not gain the benefits of his shield or his Armor Class bonus for Dexterity when the creature attacks him.

Creatures with gaze attacks can choose not to use their power. In this case, it is the

creature that avoids looking at the characters. Not meeting their gaze, it can't affect them. Creatures intelligent enough to parley may do this on occasion.

## Innate Abilities

Especially powerful creatures possess innate abilities, magical powers they can use at will. The majority of these function like spells. Thus, a brownie who is able to cause confusion has the same effect as a character who casts the *confusion* spell. Creatures able to become invisible at will usually use all the normal rules for the *invisibility* spell.

Innate abilities are different from spells in one major way, however. Unlike spells, innate abilities are natural powers and do not require casting times or any components (although there is an initiative modifier), including gestures or words--unless these things are used for dramatic effect. (The monster casually points to the place where his spell will occur and then looks at the party with a wicked smile.) Innate abilities are activated by the merest mental command of the creature.

In all other respects, innate abilities function like spells. They have the same range, area of effect, and duration limitations of the spell of the same name. When the spell in question varies in power according to the level of the caster, the creature is assumed to have a level equal to its Hit Dice. If this means the creature is of insufficient level to cast the spell, it uses the spell at the minimum level needed to cast it.

Innate abilities generally can be used just once a round. Further, a creature cannot use an innate ability and make an attack in the same round.

## Breath Weapons

Various creatures in the AD&D game possess breath weapons, the most memorable being the roaring gout of flame spewed out by a red dragon. These weapons normally affect a cone-shaped area. One point is the dragon's mouth, and the breath widens as it extends outward. No attack roll is required for a breath weapon. All characters and creatures within the area of effect must make the appropriate saving throw and suffer the consequences of a successful breath attack.

## Special Defenses

So far, the bulk of this chapter has dealt with ways to attack. In addition, there are several ways to avoid suffering damage. Two of the most common are the "saving throw" and "magic resistance." Somewhat less common are the ability to "turn undead" and immunity to particular weapon-types.

## The Saving Throw

The saving throw is a die roll that gives a chance, however slim, that the character or

creature finds some way to save himself from certain destruction, or at least lessen the damage of a successful attack.

More often than not, the saving throw represents an instinctive act on the part of the character--diving to the ground just as a fireball scorches the group; blanking the mind just as a mental battle begins; blocking the worst of an acid spray with a shield. The exact action is not important. DMs and players can think of lively and colorful explanations of why a saving throw succeeded or failed. Explanations tailored to the events of the moment enhance the excitement of the game.

## Rolling Saving Throws

To make a saving throw, a player rolls 1d20. The result must be equal to or greater than the character's saving throw number. The number a character needs to roll varies depending upon his group, his level, and what he is trying to save himself from. A character's saving throw numbers can be found in Table 46. Multi-class characters use the most advantageous saving roll.

Saving throws are made in a variety of situations: For attacks involving paralyzation, poison, or death magic; rod, staff, or wand; petrification or polymorph; breath weapon; and spells. The type of saving throw a character must roll is determined by the specific spell, monster, magical item, or situation involved.

Monsters also use Table 46. However, they do not find their saving throw numbers by group and level, since they have neither. All creatures save against poison and death magic at a level equal to the number of their Hit Dice. Intelligent monsters save versus all other attacks at this level as well.

Creatures with no intelligence (even less than animal intelligence) save at a level equal to half the number of their Hit Dice. Any additions to their Hit Dice are counted as well, at the rate of one die for every four points or fraction thereof. Thus, an intelligent creature with 5 + 6 Hit Dice would save at 7th level (5 Hit Dice + another die for the 2 remaining). A non-intelligent beast of the same Hit Dice would save against all but poison and death at 4th level (round up).

Most monsters use the Warrior group table to determine their save. However, those that have abilities of other classes use the most favorable saving throw. A creature able to fight and use a large number of spells could use either the Warrior or Wizard groups, whichever was better for a particular saving throw. Creatures that lack fighting ability use the group that most closely resembles their own abilities. A fungus-creature that can only cast spells would use the Wizard group table to determine saving throws.

**Table 46:**

## Character Saving Throws

| Character Group and Experience Level | Paralyzation, Poison, or Death Magic | Rod, Staff, or Wand | Petrification or Polymorph* | Breath Weapon** | Spells*** |
|---|---|---|---|---|---|
| Priests | | | | | |
| 1-3 | 10 | 14 | 13 | 16 | 15 |
| 4-6 | 9 | 13 | 12 | 15 | 14 |

| | | | | | |
|---|---|---|---|---|---|
| 7-9 | 7 | 11 | 10 | 13 | 12 |
| 10-12 | 6 | 10 | 9 | 12 | 11 |
| 13-15 | 5 | 9 | 8 | 11 | 10 |
| 16-18 | 4 | 8 | 7 | 10 | 9 |
| 19+ | 2 | 6 | 5 | 8 | 7 |
| | | | | | |
| Rogues | | | | | |
| 1-4 | 13 | 14 | 12 | 16 | 15 |
| 5-8 | 12 | 12 | 11 | 15 | 13 |
| 9-12 | 11 | 10 | 10 | 14 | 11 |
| 13-16 | 10 | 8 | 9 | 13 | 9 |
| 17-20 | 9 | 6 | 8 | 12 | 7 |
| 21+ | 8 | 7 | 4 | 11 | 5 |
| | | | | | |
| Warriors | | | | | |
| 0 | 16 | 18 | 17 | 20 | 19 |
| 1-2 | 14 | 16 | 15 | 17 | 17 |
| 3-4 | 13 | 15 | 14 | 16 | 16 |
| 5-6 | 11 | 13 | 12 | 13 | 14 |
| 7-8 | 10 | 12 | 11 | 12 | 13 |
| 9-10 | 8 | 10 | 9 | 9 | 11 |
| 11-12 | 7 | 9 | 8 | 8 | 10 |
| 13-14 | 5 | 7 | 6 | 5 | 8 |
| 15-16 | 4 | 6 | 5 | 4 | 7 |
| 17+ | 3 | 5 | 4 | 4 | 6 |
| | | | | | |
| Wizards | | | | | |
| 1-5 | 14 | 11 | 13 | 15 | 12 |
| 6-10 | 13 | 9 | 11 | 13 | 10 |
| 11-15 | 11 | 7 | 9 | 11 | 8 |
| 16-20 | 10 | 5 | 7 | 9 | 6 |
| 21+ | 8 | 3 | 5 | 7 | 4 |

* Excluding *polymorph wound* attacks.
** Excluding those that cause petrification or polymorph.
*** Excluding those for which another saving throw type is specified, such as death, petrification, polymorph, etc.

# Saving Throw Priority

Sometimes the type of saving throw required by a situation or item isn't clear, or more than one category of saving throw may seem appropriate. For this reason, the saving throw categories in Table 46 are listed in order of importance, beginning with paralyzation, poison, and death magic, and ending with spell.

Imagine that Rath is struck by the ray from a *wand of polymorphing*. Both a saving throw vs. wands and a saving throw vs. polymorph would be appropriate. But Rath must roll a saving throw vs. wands because that category has a higher priority than polymorph.

The categories of saving throws are as follows (in order of priority):

**Paralyzation, Poison, or Death Magic:** this is used whenever a character is affected by a paralyzing attack (regardless of source), poison (of any strength), or certain spells and magical items that otherwise kill the character outright (as listed in their

descriptions). This saving throw also can be used in situations in which exceptional force of will or physical fortitude is needed.

**Rod, Staff, or Wand:** As its name implies, this is used whenever a character is affected by the powers of a rod, staff, or wand, provided another save of higher priority isn't called for. This saving throw is sometimes specified for situations in which a character faces a magical attack from an unusual source.

**Petrification or Polymorph:** This is used any time a character is turned to stone (petrified) or polymorphed by a monster, spell, or magical item (other than a wand). It also can be used when the character must withstand some massive physical alteration of his entire body.

**Breath Weapon:** A character uses this save when facing monsters with breath weapons, particularly the powerful blast of a dragon. This save also could be used in situations where a combination of physical stamina and Dexterity are critical factors in character survival.

**Spell:** This is used whenever a character attempts to resist the effects of a magical attack, either by a spellcaster or from a magical item, provided no other type of saving throw is specified. This save also can be used to resist an attack that defies any other classification.

## Voluntarily Failing Saving Throws

No saving throw is made if the target voluntarily chooses not to resist the effect of a spell or special attack. This is the case even if the character was duped as to the exact nature of the spell. When a character announces that he is not resisting the spell's power, that spell (or whatever) has its full effect.

The intention not to resist must be clearly stated or set up through trickery, however. If a character is attacked by surprise or caught unawares, he is normally allowed a saving throw. The DM can modify this saving throw, making the chance of success worse if the situation warrants it. Only in extreme cases of trickery and deception should an unwitting character be denied a saving throw.

## Ability Checks as Saving Throws

When a character attempts to avoid danger through the use of one of his abilities, an ability check can be used in lieu of a saving throw.

For example, Ragnar the thief has broken into someone's home when he hears a grating noise from the ceiling above him. He looks up to find a five-ton block of the ceiling headed straight for him! He is going to need speedy reactions to get out of the way, so a Dexterity ability check should be rolled to see if he avoids the trap.

## Modifying Saving Throws

Saving throws can be modified by magical items, specific rules, and special situations. These modifiers can increase or decrease the chance of a successful saving throw.

Modifiers that increase the chance are given as a number preceded by a plus sign.

Modifiers that make success more difficult are given as a number preceded by a minus sign (-1, -2, etc.)

Saving throw modifiers affect a character's die roll, not the saving throw number needed. Thus, if Delsenora needed an 11 for a successful saving throw vs. petrification and had a +1 bonus to her save, she would still need to roll an 11 or higher after all adjustments were made. But the +1 bonus would be added to her die roll, so that effectively she needs to roll only a 10 on the die to reach her saving throw number of 11.

**High ability scores** in Dexterity and Wisdom sometimes give saving throw bonuses. A high Wisdom protects against illusions, charms, and other mental attacks. Dexterity, if high enough, can give a character a slightly higher chance of avoiding the effects of fireballs, lightning bolts, crushing boulders, and other attacks where nimbleness may be a help.

**Magical items** like cloaks and rings of protection give bonuses to a character's saving throw (these are listed in the item descriptions in the appendices).

**Magical armor** allows a saving throw bonus only when the save is made necessary by something physical, whether normal or magical. Magical armor never gives a saving throw bonus against gas (which it cannot block), poison (which operates internally), and spells that are mental or that cause no physical damage.

For example, magical armor would not help a character's saving throw against the sting of a giant scorpion, the choking effects of a *stinking cloud* spell, or the transformation effect of a *polymorph other* spell. However, magical armor extends its protective power to saving throws against acid sprays or splashes, disintegration, magical and normal fires, spells that cause damage, and falls (if any saving throw is allowed in this case). Other situations must be handled on a case-by-case basis by the DM.

**Specific spells and magical items** have effects, both good and ill, on a character's saving throws. Often, spells force the victim to save with a penalty, which makes even the most innocuous spell quite dangerous. Specific information can be found in the spell descriptions, for spells, or in the Magical Items section, for magical items.

**Minor poisons** of verminous creatures such as giant centipedes, while dangerous, are weak and unlikely to bring about death in a healthy man. To recreate this effect in the game, a saving throw bonus is allowed for anyone affected by these poisons.

**Unpredictable situations** are sure to crop up. When this happens, the DM must determine whether saving throw modifiers are appropriate. As a guideline, modifiers for situations should range from -4 to +4. An evil cleric attacked in his shrine could very well have a +3 bonus to all his saving throws and a -3 penalty applied to those of his enemies. The powerful evil of the place could warrant the modifier.

DM modifiers should be used sparingly, and only when appropriate. If constantly assigned, they will no longer feel special to the player whose character's fate hangs on the toss of a single die.

## Magic Resistance

Some creatures or items strongly resist the effects of magic (or impart such resistance to others). This makes them more difficult to affect with magical energy than ordinary creatures or items.

A rare few creatures are extremely anti-magical--magic rolls off them like water off a duck's back. More common are creatures, especially from the outer planes, that live in enchanted or sorcerous lands and are filled with powerful arcane energies. These creatures eat and breathe the vapors of wizardry, and they have a high tolerance against sorcery.

Magic resistance is an innate ability. That is, the possessor does not have to do anything special to use it. The creature need not even be aware of the threat for its magic resistance to operate. Such resistance is part of the creature or item and cannot be separated from it. Creatures, however, can lower their magic resistance at will.

Magic resistance is also an individual ability. A creature with magic resistance cannot impart this power to others by holding their hands or standing in their midst. Only the rarest of creatures and magical items have the ability to bestow magic resistance upon another.

Magic resistance is given as a percentile number. For a magical effect to have any chance of success, the magic resistance must be overcome. The target (the one with the magic resistance) rolls percentile dice. If the roll is higher than the creature's magic resistance, the spell has a normal effect. If the roll is equal to or less than the creature's magic resistance, the spell has no effect on the creature.

## Effects of Magic Resistance

Magic resistance enables a creature to ignore the effects of spells and spell-like powers. It does not protect the creature from magical weapon attacks or from natural forces that can be a direct or accidental result of a spell. Nor does it prevent the protected creature from using his own abilities or from casting spells and using magical items. It can be effective against both individually targeted spells and, within limits, area-effect spells.

If a magic resistance roll fails, and the spell has normal effects, the target can make all saving throws normally allowed against the spell.

## When Magic Resistance Applies

Magic resistance applies only if the successful casting of a spell would directly affect the resistant creature or item. Thus, magic resistance is effective against a *magic missile* (targeted at a creature or item) or a *fireball* spell (damaging the area the creature or item is in).

Magic resistance is not effective against an earthquake caused by a spell. While the creature could suffer injury or death falling into a chasm the spell opens under its feet, the magical energy of the spell was directed at the ground, not the creature. Magic resistant creatures are not immune to events that occur as the consequence of spells, only to the direct energy created or released by a spell.

Player characters do not normally have magic resistance (though they still get saving throws vs. magical spells and such). This ability is reserved mainly for special monsters.

## Successful Magic Resistance Rolls

A successful magic resistance check can have four different results, depending on the nature of the spell being resisted.

**Individually Targeted Spells:** By definition, these spells affect just one creature, and only the targeted creature rolls for magic resistance, if it has any. If a spell of this type is directed at several targets, each target rolls independently of the others. An example of this would be a *hold person* spell aimed at four creatures, with each creature getting a magic resistance roll, if they have magic resistance.

If the magic resistance roll is successful, the spell has no effect on that creature, the spell fails and disappears. If several targets are involved, the spell could still affect others who fail their magic resistance roll.

**Area-Effect Spells:** These spells are not targeted on a single creature, but on a point. The spell's effect encompasses everything within a set distance of that point. A successful magic resistance check enables the creature to ignore the effect of the spell. However, the spell is not negated and still applies to all others in the area of effect.

**In-Place Spells:** These spells operate continuously in a particular place or on a particular creature, character, or item. *Protection from evil* is one example of this kind of spell.

Magic resistance comes into play only if a creature or item finds himself or itself in the place where the spell is in operation. Even then, magic resistance may not come into play. Nothing happens if the spell isn't of a type that affects the character. Thus, a *part water* spell would not collapse simply because a magic resistant creature walked through the area. A *protection from evil* spell, which could affect the creature, would be susceptible to magic resistance.

If the DM determines that a magic resistance roll is appropriate, and the roll succeeds, the in-place spell collapses, usually with a dramatic thunderclap and puff of smoke.

**Permanent Spells:** Magic resistance is insufficient to destroy a permanent spell. Instead, the spell is negated, within the same guidelines given for in-place spells, for as long as the magic resistant creature is in the area of effect.

Thus, a magic-resistant creature might be able to step through a permanent *wall of force* enchantment as if it weren't there. However, the wall would spring back into existence as soon as the creature passed through (i.e., no one else can pass through).

## Turning Undead

One important, and potentially life-saving, combat ability available to priests and paladins is the ability to turn undead. This is a special power granted by the character's deity. Druids cannot turn undead. However, priests of specific mythoi may be able to at the DM's option.

Through the priest or paladin, the deity manifests a portion of its power, terrifying evil, undead creatures or blasting them right out of existence. However, since the power must be channeled through a mortal vessel, success is not always assured.

When encountering undead, a priest or paladin can attempt to turn the creatures (remember that the paladin turns undead as if he was two levels lower--a 5th-level paladin uses the level 3 column in Table 47). Only one attempt can be made per character

per encounter, but several different characters can make attempts at the same time, with the results determined individually.

Attempting to turn counts as an action, requiring one round and occurring during the character's turn in the initiative order. Thus, the undead might get to act before the character can turn them. The mere presence of the character is not enough--a touch of drama from the character is important. Speech and gestures are important, so the character must have his hands free and be in a position to speak. Still, turning is not like spellcasting and is not interrupted if the character is attacked during the attempt.

To resolve a turning attempt, look on Table 47. Cross-index the Hit Dice or type of the undead with the level of the character (two levels lower for a paladin). If there is a number listed, roll 1d20. If the number rolled is equal to or greater than that listed, the attempt is successful. If the letter "T" (for "turned") appears, the attempt is automatically succeeded without a die roll. If the letter "D" (for "dispel") is given, the turning utterly destroys the undead. A dash (--) means that a priest or paladin of that level cannot turn that type of undead. *Up to 2d6 undead are turned by a successful attempt. If the undead creatures are a mixed group, the lowest Hit Dice creatures are affected first.*

Only one die is rolled regardless of the number of undead the character is attempting to turn in a given round. The result is read individually for each type of undead.

For example, Gorus, a 7th-level priest, and his party are attacked by two skeletons led by a wight and a spectre. The turning attempt is made, resulting in a roll of 12.

Gorus's player reads the table for all three types of undead *using the same roll--12--for all three*. The skeletons are destroyed, as Gorus knew they would be. The wight is turned (a 4 or better was needed) and flees. The spectre, however, continues forward undaunted, since a 16 was needed to turn it.

Undead bound by the orders of another (e.g., skeletons) simply retreat and allow the character and those with him to pass or complete their actions.

Free-willed undead attempt to flee the area of the turning character, until out of his sight. If unable to escape, they circle at a distance, no closer than 10 feet to the character, provided he continues to maintain his turning. No further die rolls are needed.

**Table 47:**

## Turning Undead

| **Type or Hit Dice** | **Level of Priest†** | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **of Undead** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10-11** | **12-13** | **14+** |
| Skeleton or 1 HD | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* | D* |
| Zombie | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* |
| Ghoul or 2 HD | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* |
| Shadow or 3-4 HD | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* |
| Wight or 5 HD | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* |
| Ghast | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D |
| Wraith or 6 HD | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D |
| Mummy or 7 HD | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T |
| Spectre or 8 HD | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T |
| Vampire or 9 HD | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 | 4 |
| Ghost or 10 HD | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 | 7 |

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Lich or 11+ HD | -- | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 | 10 |
| Special** | -- | -- | -- | -- | -- | -- | -- | -- | 20 | 19 | 16 | 13 |

*An additional 2d4 creatures of this type are turned.

**Special creatures include unique undead, free-willed undead of the Negative Material Plane, certain Greater and Lesser Powers, and those undead that dwell in the Outer Planes.

†Paladins turn undead as priests who are two levels lower.

If the character forces the free-willed undead to come closer than 10 feet, by pressing them into a corner, for example, the turning is broken and the undead attack normally.

## Evil Priests and Undead

Evil priests are normally considered to be in league with undead creatures, or at least to share their aims and goals. Thus, they have no ability to turn undead. However, they can attempt to command these beings, forcing them to do their will.

This is resolved in the same way as a turning attempt. Up to 12 undead can be commanded. A "T" result means the undead automatically obey the evil priest, while a "D" means the undead become subservient to the evil priest. They follow his commands to the best of their ability and understanding until turned, commanded, or destroyed by another.

Evil priests also have the ability to affect paladins, turning them as if they were undead. However, since the living spirit of a paladin is far more difficult to quell and subvert, paladins are vastly more difficult to turn.

An evil priest attempting to turn a paladin does so as if the priest were three levels lower than he actually is. Thus, a 7th-level evil priest would turn paladins on the 4th-level column. He would have only a slim chance of turning a 7th-level paladin (7 HD) and would not be able to turn one of 8th level (using the paladin's level as the HD to be turned).

## Immunity to Weapons

Some monsters, particularly lycanthropes and powerful undead such as vampires, are immune to normal weapons. Attackers need special weapons to hurt them. The most common of these are silver and magical weapons.

Special weapon requirements are listed in the monster descriptions as "Silver weapons or magic to attack" or "+2 weapons or better to hit," or something similar. The listed weapon, or one of greater power, must be used to damage the monster. Magical weapons are of greater power than silver weapons and each plus a magical weapon gets is a measure of power. Obviously, then, a *sword +2* is more powerful than a *sword +1*.

Even creatures immune to certain weapons can be affected by magical spells, unless a specific immunity to a spell, or group of spells, is listed in the description, in the Monstrous Manual.

## Effects of Weapon Hits

When a creature is hit by a weapon to which it is immune, the attack appears to leave a visible wound. However, no points of damage are inflicted.

For example, a vampire strides across the banquet hall toward the player characters. Fearfully, they loose a volley of arrows at him. Three hit, but he doesn't even break his stride. They watch, aghast, as he disdainfully plucks the arrows from his body. Just as he closes with them, Targash swings and hits him with his *sword +3*. The vampire's smug look of overconfidence is transformed to one of snarling rage as he realizes with a shock that one of these sniveling humans has hurt him!

## Silver Weapons

When confronting a creature immune to all but silver weapons, players will learn (probably the hard way) that just any old silver weapon won't do. Ordinary weapons plated with a thin layer of silver are not effective. The weapon, or at least the blade, must be made of pure silver. Such weapons must be custom-made. In addition, silver is a poor choice of metal for a weapon and so cannot be used for every-day purposes.

To retain its cutting power and shape, a silver weapon should be used only when absolutely needed. While there are no rules to prevent its constant use (since there are too many variables for type of weapon, amount of use, etc.), be ready to surprise characters who constantly use silver weapons in place of normal ones. "Oh, dear, you hit that orc's plate mail with your silver sword and the blade bent!" or "You know, you've been using your silver-headed spear so much that the point is no longer good. It's kind of like hitting that werewolf with a clumsy club except it doesn't work as well!"

## Creature vs. Creature

One obvious question that arises in the minds of those with a logical bent is "How do other creatures fight those immune monsters?" In the case of monsters, sufficient Hit Dice enable them to attack immune creatures as if they were fighting with magical weapons. Table 48 lists various numbers of Hit Dice and their magical weapon equivalents.

These Hit Dice equivalents apply only to monsters. Player characters and NPCs cannot benefit from this.

**Table 48:**

### Hit Dice Vs. Immunity

| Hit Dice | Hits creatures requiring |
|---|---|
| 4+1 or more | +1 weapon |
| 6+2 or more | +2 weapon |
| 8+3 or more | +3 weapon |
| 10+4 or more | +4 weapon |

## Using Immune Monsters in a Campaign

Creatures with powerful weapon immunities should be used with care. Players trust the DM to create situations in which they have a chance to win. Don't use such creatures unless the party has weapons to defeat them, or there is some other reason for encountering that monster.

Every player character in the party needn't have a weapon effective against the monster, but there should be at least two in the party. Avoid making an encounter dependent on the actions of a single character. It's not much fun for the other players and too many things can go wrong with the plan if the key player doesn't cooperate or his character gets hurt.

The warning above is just that, however--a warning. It's not a rule. There are times where using such creatures on an unprepared party can lead to creative and entertaining play.

For example, say the party is just beginning an adventure involving lots of werewolves. Early on, they are attacked by a hairy creature and their weapons don't seem to do any good! If not dispatched by spells, it causes serious injury, but doesn't manage to kill anyone, before it flees for some reason or another. It shouldn't take too much for players to figure out what they need, and getting appropriate weapons can become part of the adventure.

Immune creatures also can be used to control a party that has become abusive or just too powerful. Such uses of very potent creatures should be extremely rare.

## Morale

The old saying, "the best defense is a good offense" is clearly true in the AD&D game. And the best way to avoid suffering damage is to beat the foe so badly he wants to crawl under a rock or, better yet, run away. That's where morale checks come in.

The gnoll in front of Beornhelm smashes a mace against the fighter's shield, just as the searing heat of lightning clips all the hair on the side of his head. Instantly, the heat is followed by the booming thunderclap in his ear. All the while, some vile little creature is trying to gnaw on his shin! It's really enough to ruin an adventurer's day. But, Beornhelm is cool, calm and in control--because the player running him says so. The same can't be said for the monsters.

In almost all situations, players should be the ones who decide what their characters do. A DM should never tell a player, "Your character decides he doesn't want to get hurt and runs from the fight," unless that character is charmed and therefore controlled by the DM.

A suggestion that a character might want to retreat, advance, open a chest, or whatever, is all right, but a DM shouldn't force a player character to do something by simply insisting. Only under the most unusual circumstances--charm, magical fear, or other forced effects--should the DM dictate the actions of a player character.

Monsters and NPCs are an entirely different matter, however. The DM makes their decisions, trying to think like each creature or non-player character, in turn.

In combat, thinking like a creature mainly means deciding what actions it takes and how badly it wants to fight. As a general rule, monsters and NPCs are no more eager to die than player characters. Most withdraw when a fight starts to go badly.

Some panic and flee, even casting their weapons aside. If they think they can get mercy, brighter foes might fall to their knees and surrender. A few bloodthirsty or brainless types might fight to the death--but this doesn't happen too often. These are the things that make up morale, things the DM must decide, either through role-playing or dice rolling.

## The Role-Playing Solution

The first (and best) way to handle morale is to determine it without rolling any dice or consulting any tables. This gives the biggest range of choices and prevents illogical things from happening. To decide what a creature does, think about its goals and reasons for fighting.

**Unintelligent and animal intelligence creatures** attack and most often for food or to protect their lair. Few ever attack for the sheer joy of killing.

Those attacking for food attack the things they normally hunt. A mountain lion, for example, doesn't hunt humans as a rule, and it doesn't stalk and attack humans as it would a deer. Such creatures normally allow a party of adventurers to pass by unhindered. Only when the creature is close to its lair does the chance of attack come into play. Animals often fight to protect their territory or their young.

When they do become involved in combat, animals and other creatures rarely fight to the death. When hunting, they certainly try to escape, especially if they are injured. Their interest is in food. If they can't get it easily, they'll try again elsewhere. Most often, it is only when pressed, with no avenue of escape, or perhaps when its young are threatened, that an animal will sacrifice its own life.

Of course, in an AD&D game, a creature can attack and fight to the death when that will make for the most drama and excitement. For example, say a group of characters spot a grizzly bear blocking the path ahead of them. Instead of wisely waiting for it to shamble off, the party foolishly puts some arrows into it. Enraged, the beast attacks the party with berserk fury, causing serious harm and teaching them an important lesson before it dies.

**Intelligent creatures** have more complicated motivations that the need for food and shelter. The DM decides what the creatures want. Greed hatred, fear, self-defense, and hunger are all motivations, but they are not worth dying for.

As a guideline for intelligent creature and NPC motivation, consider the actions of player characters. How often do they fight to the death? Why would they? At what point do they usually retreat?

Certainly, NPC adventurer parties should behave similarly to player characters. After all, their concerns are much the same as those of the player characters--getting cash and improving themselves. They are not very interested in dying.

On the other hand, members of some fanatical sects may willingly sacrifice themselves for the cause. Even so, a few have been known to reconsider at the last minute!

The morale of NPCs and intelligent creatures should also jibe with known facts about his, her, or its personality. If an NPC with the party has been portrayed as cowardly, he

probably won't willingly march into the jaws of death. One noted for his slavish loyalty, on the other hand, might stand his ground, dying to protect his friends or master. There are many choices, and the AD&D game works best when a person, not the dice, makes the choice.

## Dicing for Morale

Sometimes there are just too many things going on to keep track of all the motivations and reactions of the participants. For these times, use the following system to determine the morale of the creature or NPC. Never use this system for a player character!

First, do not check morale every round of a combat. Aside from the fact that this slows everything down, it also crates unbalanced and unrealistic battles. Everyone going into a fight expects a little danger. Only when the danger becomes too great should a morale check be rolled. Just when the DM rolls morale checks is a matter of judgment, but the following guidelines should prove useful.

**Check Monster and NPC Morale When:**

- The foes have been surprised, but only on the first round after surprise
- Faced by an obviously superior force
- An ally is slain by magic
- 25% of their group has fallen
- 50% of their group has fallen
- A companion is slain after more than 50% of the group has fallen
- Their leader deserts or is slain
- Fighting a creature they cannot harm due to magical protections
- Ordered to attempt a heroically dangerous task
- Offered temptation (bribe, chance to steal, etc.)*
- Told to act as a rear guard, such as covering a fighting withdrawal
- Directed to use up or use a charge from a personal powerful magical item*
- Given a chance to surrender (and have met the conditions for one other morale check)
- Completely surrounded

* In this case, the morale check can be used to see if they agree or refuse.

Obviously, following the guidelines above too strictly can lead to illogical situations. Players, once they've learned the conditions calling for morale checks, may try to abuse the rules. For example, they might think to offer surrender terms to every monster they meet, figuring the odds of the morale check might work out their way.

Don't let players get away with this, and don't let the dice overrule logical or drama. When 1st-level player characters offer surrender terms to an ancient red dragon (obviously hoping for a lucky break on the dice), remember what common sense is saying: "There ain't no way!"

## How to Make a Morale Check

Table 49 lists the base morale number for various types of creatures. Table 50 lists conditions and situations that can modify this base morale number. To roll a morale check, find the rating that most closely matches the creature. Add or subtract the modifiers that apply to the situation. Some modifiers, such as the number of Hit Dice can be calculated in advance. Roll 2d10.

If the total rolled on the dice is equal to or less than the morale rating, the creature is unaffected and keeps fighting. If the roll is greater, the creature panics and flees, or it takes some other appropriate action.

**Table 49:**

## Morale Ratings

| Creature Type | Morale |
|---|---|
| Non-intelligent monster | 18 |
| Animal, normal and peaceful | 3 |
| Animal, normal predator | 7 |
| Animal intelligence monster | 12 |
| Semi-intelligent monster | 11 |
| Low intelligence | 10 |
| Average 0-level human | 7 |
| Mobs | 9 |
| Militia | 10 |
| Green or disorganized troops | 11 |
| Regular soldiers | 12 |
| Elite soldiers | 14 |
| Hirelings | 12 |
| Henchmen | 15 |

**Table 50:**

## Situational Modifiers

| Situation | Modifier |
|---|---|
| Abandoned by friends | -6 |
| Creature lost 25% of its hp* | -2 |
| Creature lost 50% of its hp* | -4 |
| Creature is chaotic | -1 |
| Creature is fighting hated enemy | +4 |
| Creature is lawful | +1 |
| Creature was surprised | -2 |
| Creatures are fighting wizards or magic-using foes | -2 |
| Creatures with 1/2 HD or less | -2 |
| Creatures with greater than 1/2 HD, but less than 1 HD | -1 |

| | |
|---|---|
| Creatures with 4 to 8+ HD | +1 |
| Creatures with 9 to 14+ HD | +2 |
| Creatures with 15 or more HD | +3 |
| Defending home | +3 |
| Defensive terrain advantage | +1 |
| Each additional check required in round** | -1 |
| Leader is of different alignment | -1 |
| Most powerful ally killed | -4 |
| NPC has been favored | +2 |
| NPC has been poorly treated | -4 |
| No enemy slain | -2 |
| Outnumbered by 3 or more to 1 | -4 |
| Outnumber opponent 3 or more to 1 | +2 |
| Unable to affect opponent*** | -8 |
| Wizard or magic-using creature on same side | +2 |

* Or a group that has lost that percentage of monster or creatures.
** -1/check required.
*** Creatures protected from attack by magic or which require magic weapons to be struck and group does not possess these.

## Failing a Morale Check

When a creature or NPC fails a morale check, its first concern is to escape or avoid whatever situation caused the check in the first place. If it is being overpowered in combat, it tries to flee. If the party's mage is blasting lightning bolts about, it tries to get away from him.

If there is no place to go, the NPC or monster, if it is intelligent enough, falls down and surrenders--provided it thinks the party is likely to spare its life. A goblin is not about to surrender to a bunch of bloodthirsty dwarves because it knows how kindly those dwarves treat captured goblins! Now, if there just happened to be a nice, compassionate-looking human there, the goblin might give up if the human could promise it safety.

How drastic a panicked creature's flight is depends on the DM's judgment and how much over the base morale the modified die roll was. If the roll was close to what was needed, the creature tries to back out of the combat and find safety nearby. If the morale check was blown badly, the creature just forgets everything and bugs out, casting aside anything that slows it down.

Lawful creatures normally try to fall back in some sort of organized manner--keeping together as a group or, at least, all fleeing to the same place. Chaotic creatures tend to break and run in any direction that promises safety.

**Example of Morale:** As the player characters slash through thick underbrush, they stumble across a band of 10 gnolls gnawing on roasted game birds. Neither group is surprised. An elf in the party shouts in the gnolls' language, "Surrender, you scum of the forest! You haven't a chance and we'll let you keep your miserable hides."

The DM refuses to roll a morale check, since the gnolls don't know if their enemies are

strong or weak. Besides, the DM sees possibilities for a nice dramatic fight in this encounter.

Snarling, the gnolls hurl aside their badly cooked birds. The tallest one grunts out in the local tongue, "I think you wrong, tree-thing. We win fight. We take hides!" He hefts a great mace in his hands. The two groups attack. A furious, slashing battle ensues.

Suddenly, the mage of the party cuts loose with a *magic missile* spell, killing the largest of the gnolls. Now the DM rolls a morale check, both for the magic and the loss of the leader, applying appropriate modifiers.

The DM decides the gnolls are disorganized troops--a hunting party, not a war party. This gives them a base morale of 11. The gnolls have a -4 penalty (chaotic, fighting mages, and more than one check required in the round), giving an adjusted result of 7.

Two 10-sided dice are rolled, resulting in a 3 and a 2, for a total of 5. They pass the morale check, since the number rolled is less than their modified morale, and they decide to keep fighting.

In the next round, an NPC fighter with the party loses 25% of his hit points in wounds. The DM rolls a check for him as a hireling. His base morale is 12, but this is modified by -1 (+2 for mages on his side, -2 for his wounds, and -1 since his employer is lawful good and he is neutral), giving him a morale of 11. He rolls a total of 12--not good enough. He decides he's had enough and gets out of the fight, although he only goes so far as to hide behind a nearby tree and watch from safety.

No morale checks are made for the player characters--players make their own decisions.

## Injury and Death

Sometimes, no degree of luck, skill, ability, or resistance to various attacks can prevent harm from coming to a character. The adventuring life carries with it unavoidable risks. Sooner or later a character is going to be hurt.

To allow characters to be heroic, and for ease of play, damage is handled abstractly in the AD&D game. All characters and monsters have a number of hit points. The more hit points a creature has, the harder it is to defeat.

Damage is subtracted from a character's or creature's hit points. Should one of the player characters hit an ogre in the side of the head for 8 points of damage, those 8 points are subtracted from the ogre's total hit points. The damage isn't applied to the head or divided among different areas of the body.

Hit point loss is cumulative until a character dies or has a chance to heal his wounds.

*Cwell the Fine, with 16 hit points, is injured by an orc that causes 3 hit points of damage. Fifteen minutes later, Cwell runs into a bugbear that inflicts 7 points of damage, Cwell has suffered 10 points of damage. This 10 points of damage remains until Cwell heals, either naturally or through magical means.*

## Wounds

When a character hits a monster, or vice versa, damage is suffered by the victim. The amount of damage depends on the weapon or method of attack. In Table 44 of the *Player's Handbook*, all weapons are rated for the amount of damage they inflict to Small, Medium, and Large targets. This is given as a die range (1d8, 2d6, etc.)

Each time a hit is scored, the appropriate dice are rolled and the result--damage--is subtracted from the current hit points of the target. An orc that attacks with a sword, for example, causes damage according to the information given for the type of sword it uses. A troll that bites once and rends with one of its clawed hands causes 2d6 points of damage with its bite and 1d4 + 4 points with its claw. The DM gets this information from the Monstrous Manual.

Sometimes damage is listed as a die range along with a bonus of +1 or more. The troll's claw attack, above, is a good example. This bonus may be due to high Strength, magical weapons, or the sheer ferocity of the creature's attack. The bonus is added to whatever number comes up on the die roll, assuring that some minimum amount of damage is inflicted. Likewise, penalties also can be applied, but no successful attack can result in less than 1 point of damage.

Sometimes an attack has both a die roll and a damage multiplier. The number rolled on the dice is boosted by the multiplier to determine how much damage is inflicted. This occurs mainly in backstabbing attempts. In cases where damage is multiplied, only the base damage caused by the weapon is multiplied. Bonuses due to Strength or magic are not multiplied. Bonuses due to Strength or magic are not multiplied; they are added after the rolled damage is multiplied.

## Special Damage

Getting struck by weapons or monsters isn't the only way a character can get hurt. Indeed, the world is full of dangers for poor, hapless player characters--dangers the DM can occasionally spring on them with glee. Some of the nastier forms of damage are described below.

## Falling

Player characters have a marvelous (and, to the DM, vastly amusing) tendency to fall off things, generally from great heights and almost always onto hard surfaces. While the falling is harmless, the abrupt stop at the end tends to cause damage.

When a character falls, he suffers 1d6 points of damage for every 10 feet fallen, to a maximum of 20d6, which for game purposes can be considered terminal velocity. This method is simple and it provides all the realism necessary in the game. It is not a scientific calculation of the rate of acceleration, exact terminal velocity, mass, impact energy, etc., of the falling body.

The fact of the matter is that physical laws can describe the exact motion of a body as it falls through space, but relatively little is known about the effects of impact. The distance fallen is not the only determining factor in how badly a person is hurt. Other factors might include elasticity of the falling body and the ground, angle of impact, shock

waves through the falling body, dumb luck, and more.

People have actually fallen from great heights and survived, albeit very rarely. The current record-holder, Vesna Vulovic, survived a fall from a height of 33,330 feet in 1972, although she was severely injured. Flight-Sergeant Nicholas S. Alkemade actually fell 18,000 feet--almost 3.5 miles--without a parachute and landed uninjured!

The point of all this is roll the dice, as described above, and don't worry too much about science.

## Paralysis

A character or creature affected by paralysis becomes immobile for the duration of the spell's effect. The victim can breathe, think, see, and hear, but he is unable to speak or move. Coherent thought needed to trigger magical items or innate powers is still possible. Paralysis affects only the general motor functions of the body and is not the ultimate destroyer of powerful creatures. It can be particularly potent on flying creatures, however.

*The adventurers encounter a beholder, a fearsome creature with magical powers that emanate from its many eyes. After several rounds of combat, the party's priest casts a hold monster spell, paralyzing the creature. The paralyzed beholder still can use the spell-like powers of its eyes and move about (since it levitates at will). But, on the other hand, it is not able to move its eyestalks to aim. Since all of its eyes were most likely facing forward at the moment of paralysis, the adventurers cleverly spread out in a ring around the creature. To attack one or two of them with its powers, the beholder must turn its back on the rest.*

## Energy Drain

This is a feature of powerful undead (and other particularly nasty monsters). The energy drain is a horrible power, since it causes the loss of one or more experience levels.

When a character is hit by an energy-draining creature, he suffers normal damage from the attack. In addition, the character loses one or more levels (and thus Hit Dice and hit points).

For each level lost, roll the Hit Dice appropriate to the character's class and subtract that number of hit points from the character's total (subtract the Constitution bonus also, if applicable). If the level(s) lost was one in which the character received a set number of hit points rather than a die roll, subtract the appropriate number of hit points. The adjusted hit point total is now the character's maximum (i.e., hit points lost by energy drain are not taken as damage but are lost permanently).

The character's experience points drop to halfway between the minimum needed for his new (post-drain) level and the minimum needed for the next level above his new level.

Multi-class and dual-class characters lose their highest level first. If both levels are equal, the one requiring the greater number of experience points is lost first.

All powers and abilities gained by the player character by virtue of his former level are immediately lost, including spells. The character must instantly forget any spells that are in excess of those allowed for his new level. In addition, a wizard loses all understanding of spells in his spell books that are of higher level than he can now cast. Upon regaining his previous level, the spellcaster must make new rolls to see if he can relearn a spell, regardless of whether he knew it before.

If a character is drained to 0-level but still retains hit points (i.e., he is still alive), that character's adventuring career is over. He cannot regain levels and has lost all benefits of a character class. The adventurer has become an ordinary person. A *restoration* or *wish* spell can be used to allow the character to resume his adventuring career. If a 0-level character suffers another energy drain, he is slain instantly.

If the character is drained to less than 0 levels (thereby slain by the undead), he returns as an undead of the same type as his slayer in 2d4 days. The newly risen undead has the same character class abilities it had in normal life, but with only half the experience it had at the beginning of its encounter with the undead that slew it.

The new undead is automatically an NPC. His goals and ambitions are utterly opposed to those he held before. He possesses great hatred and contempt for his former colleagues, weaklings who failed
him in his time of need. Indeed, his main ambition could be to destroy his former companions or cause them as much grief as possible.

Further, the newly undead NPC is under the total control of the undead who slew it. If this master is slain, its undead minions of lower level or fewer Hit Dice gain one level or Hit Die for each level they drain from victims until they reach the maximum Hit Dice for their kind. Upon reaching full Hit Dice, these undead are able to acquire their own minions by slaying characters.

Appropriate actions on the part of the other player characters can prevent a drained comrade from becoming undead. The steps necessary vary with each type of undead and are explained in the monster descriptions in the Monstrous Manual.

## Poison

This is an all-too-frequent hazard faced by player characters. Bites, stings, deadly potions, drugged wines, and bad food all await characters at the hands of malevolent wizards, evil assassins, hideous monsters, and incompetent innkeepers. Spiders, snakes, centipedes, scorpions, wyverns, and some giant frogs all have poisons deadly to characters. Wise heroes quickly learn to respect and fear such creatures.

The strength of different poisons varies wildly and is frequently overestimated. The bite of the greatly feared black widow spider kills a victim in the United States once every other year. Only about 2% of all rattlesnake bites prove fatal.

At the other extreme, there are natural poisons of intense lethality. Fortunately, such poisons tend to be exotic and rare--the golden arrow-poison frog, the western taipan snake, and the stone fish all produce highly deadly poisons.

Further, the effect of a poison depends on how it is delivered. Most frequently, it must be injected into the bloodstream by bite or sting. Other poisons are effective only if swallowed; assassins favor these for doctoring food. By far the most deadly variety, however, is contact poison, which need only touch the skin.

Table 51 rates poisons for three different factors--method, onset, and strength. Those poisons which commonly appear in the game, such as that delivered by the sting of a giant centipede, are given a specific rating for convenience. Poisons are not listed by name here, since this is neither a scientific text nor a primer on the deadly nature of many plants and animals.

**Table 51:**

## Poison Strength

| Class | Method | Onset | Strength |
|---|---|---|---|
| A | Injected | 10-30 minutes | 15/0 |
| B | Injected | 2-12 minutes | 20/1-3 |
| C | Injected | 2-5 minutes | 25/2-8 |
| D | Injected | 1-2 minutes | 30/2-12 |
| E | Injected | Immediate | Death/20 |
| F | Injected | Immediate | Death/0 |
| G | Ingested | 2-12 hours | 20/10 |
| H | Ingested | 1-4 hours | 20/10 |
| I | Ingested | 2-12 minutes | 30/15 |
| J | Ingested | 1-4 minutes | Death/20 |
| K | Contact | 2-8 minutes | 5/0 |
| L | Contact | 2-8 minutes | 10/0 |
| M | Contact | 1-4 minutes | 20/5 |
| N | Contact | 1 minute | Death/25 |
| O | Injected | 2-24 minutes | Paralytic |
| P | Injected | 1-3 hours | Debilitative |

**Method:** The method is the new way in which the poison must normally be used to have full effect. Injected and ingested have no effect on contact. Contact poisons have full effect even if swallowed or injected, since both are forms of contact. Injected or ingested poisons have half their normal effect if administered in the opposite manner, resulting in the save damage being applied if the saving throw is failed and no damage occurring if the saving throw is successful.

**Onset:** Most poisons require time to work their way through the system to reach the areas they affect. Onset is the time that elapses before the poison's effect is felt. The effect of immediate poisons is felt at the instant the poison is applied.

**Strength:** The number before the slash lists the hit points of damage suffered if the saving throw is failed. The number after the slash lists the damage taken (if any) if the saving throw is successful. Where "death" is listed, all hit points are immediately lost, killing the victim. Note that in some cases a character may roll a successful saving throw and still die from the hit point loss.

Not all poisons need cause damage. Two other common effects of poison are to paralyze or debilitate a victim.

Paralytic poisons leave the character unable to move for 2d6 hours. His body is limp, making it difficult for others to move him. The character suffers no other ill effects from the poison, but his condition can lead to quite a few problems for his companions.

Debilitating poisons weaken the character for 1d3 days. All of the character's ability scores are reduced by half during this time. All appropriate adjustments to attack rolls, damage, Armor Class, etc., from the lowered ability scores are applied during the course of the illness. In addition, the character moves at one-half his normal movement rate. Finally, the character cannot heal by normal or magical means until the poison is neutralized or the duration of the debilitation is elapsed.

### Treating Poison Victims

Fortunately, there are many ways a character can be treated for poison. Several spells exist that either slow the onset time, enabling the character the chance to get further treatment, or negate the poison entirely.

However, cure spells (including *heal*) do not negate the progress of a poison, and the *neutralize poison* spell doesn't recover hit points already lost to the effects of poison. In addition, characters with the herbalism proficiency can take steps to reduce the danger poison presents to player characters.

### Creating New Poisons

Using the three basic characteristics--method, onset, and strength--and bearing in mind the debilitating and paralyzing effects of some poisons, it is possible to create new varieties.

However, always introduce poisons and poisonous creatures with great care, especially when dealing with low-level characters. Unlike most other ways a character can be hurt, the life or death of a poisoned character often depends on a single die roll. It is essential that characters be treated fairly, or their players will quickly lose interest in the game.

## Specific Injuries (Optional Rule)

The AD&D combat system does not call for specific wounds--scars, broken bones, missing limbs, and the like. And in most cases they shouldn't be applied. Remember that this is a game of heroic fantasy. If characters were to suffer real-life effects from all their battles and combats, they would quickly be some of the sorriest and most depressing characters in the campaign world.

It's hard to get excited when your character is recovering from a broken leg and a dislocated shoulder suffered in a fall off a 15-foot wall. It is not recommended that characters suffer specific injuries. In general, stick with the basic pool of hit points.

### Is This Injury Necessary?

Before adding specific injuries to a campaign, consider all the factors. If the injury is one that can be healed, such as a broken arm, how long does this healing take? What are the effects on the character while the arm heals? Is there some quick way to get healed? Will the player still be able to have fun while his character is an invalid? Only after considering these questions satisfactorily should a specific injury be used.

DMs can use specific injuries to lessen a character's ability scores. A member of the party might acquire a prominent scar, lowering his Charisma by a point. Although, in this case, you'll want a ready explanation of why a scar had this effect, as in some instances a scar can actually enhance the personality of a person. It can make him look tougher, more

mysterious, more worldly, more magnetic, all things that could conceivably increase a character's Charisma.

Similarly, the loss of a character's finger or eye could be used as an excuse to lower an excessively high Dexterity. Loss of an arm could reduce Strength (among other things).

Don't overdo this brute force approach to player control. Players get attached to their characters; they get used to thinking of them and role-playing them a particular way. Mess with this too much and you'll find players deserting your campaign.

Within reason, it's okay to leave a character physically marked. This leads to good role-playing. It adds to the feeling that each character is unique, making one player's fighter, wizard, or whatever different from all others. A scar here, an eye patch there, or a slight limp all result in more of an individual character and thus one more interesting to role-play.

But in these cases physical effects are tailoring the character, not punishing the player. Always try to be fair and ask the question, "Would I want to role-play such a character?" If the answer is no, then it's likely the player won't want to either. Don't load players with handicaps--their characters have enough of a challenge as it is.

## Healing

Once a character is wounded, his player will naturally want to get him healed. Characters can heal either by natural or magical means. Natural healing is slow, but it's available to all characters. Magical healing may or may not be available, depending on the presence of spellcasters or magical devices. Healing can never restore more hit points to a character than his maximum hit point total.

## Natural Healing

Characters heal naturally at a rate of 1 hit point per day of rest. Rest is defined as low activity--nothing more strenuous than riding a horse or traveling from one place to another. Fighting, running in fear, lifting a heavy boulder, or any other physical activity, prevents resting, since it strains old wounds and may even reopen them.

If a character has complete bed-rest (doing nothing for an entire day), he can regain 3 hit points for the day. For each complete week of bed rest, the character can add any Constitution hit point bonus he might have to the base of 21 points (3 points per day) he regained during that week.

In both cases above, the character is assumed to be getting adequate food, water, and sleep. If these are lacking, the character does not regain any hit points that day.

## Magical Healing

Spells, potions, and magical devices can speed the process of healing considerably. The specifics of such magical healing methods are described in the spell descriptions in the *Player's Handbook*, and in this book for magical items. By using these methods, wounds close instantly and vigor is restored.

Magical healing is particularly useful in the midst of combat or in preparation for a grievous encounter. Remember, however, that the characters' opponents are just as likely to have access to magical healing as the player characters--an evil high priest is likely to carry healing spells to bestow on his own followers and guards. Healing is not, of itself, a good or evil act.

Remember that under no circumstances can a character be healed to a point greater than his original hit point total. For example, say a character has 30 hit points, but suffers 2 points of damage in a fight. A while later, he takes an additional point of damage, bringing his current hit point total to 27. A spellcaster couldn't restore more than 3 points to him, regardless of the healing method used.

## Herbalism and Healing Proficiencies

Characters also can gain minor healing benefits from those proficient in the arts of herbalism and healing. These talents are explained in Chapter 5 of the *Player's Handbook*.

## Character Death

When a character reaches 0 hit points, that character is slain. The character is immediately dead and unable to do anything unless some specialized magical effect takes precedence.

## Death from Poison

Poison complicates this situation. A character who dies as a result of poisoning still could have active venom in his system.

Poisons remain effective for 2d6 hours after the death of the victim. If the character is raised during this time, some method must be found to neutralize the poison before the character is restored to life. If this is not done, then after the character rolls the resurrection survival check given in "Raising the Dead," he must immediately roll a successful saving throw vs. poison or suffer all the effects of the poison in his body, as per the normal rules.

This may only injure some characters, but it may kill other characters seconds after being raised!

## Death from Massive Damage

In addition to dying when hit points reach 0, a character also runs the risk of dying abruptly when he suffers massive amounts of damage. A character who suffers 50 or more points of damage from a single attack must roll a successful saving throw vs. death, or he dies.

This applies only if the damage was done by a single attack. Multiple attacks totaling

50 points in a single round don't require a saving throw.

For example, a character would be required to make a check if a dragon breathed on him for 72 points of damage. He wouldn't have to do so if eight orcs hit him for a total of 53 points of damage in that round.

If the saving throw is successful, the character remains alive (unless of course the 50-hit-point loss reduced his hit points to 0 or below). If the saving throw fails, the character immediately dies from the intense shock his body has taken. His hit points are reduced to 0. The character still can be raised in the normal ways, however.

## Inescapable Death

There are occasions when death is unavoidable, no matter how many hit points a character has.

A character could be locked in a room with no exits, with a 50-ton ceiling descending to crush him. He could be trapped in an escape-proof box filled with acid. These examples are extreme (and extremely grisly), but they could happen in a fantasy world.

As a general guideline, inescapable deaths should be avoided--characters always should have some chance to escape a hopeless situation, preferably by using common sense and intelligence. This maintains the interest of the players and helps them retain their trust in the DM.

However, if a situation of inescapable death occurs, the character dies, and there is no need to play such a situation out round-by-round. Allow the player to attempt reasonable (and perhaps even truly heroic) methods of escape. If these fail, simply inform the player of the demise of his character. The doomed character is assumed to have lost all hit points.

## Raising the Dead

Curative and healing spells have no effect on a dead character--he can only be returned to life with a *raise dead* or *resurrection* spell (or a device that accomplishes one of these effects). Each time a character is returned to life, the player must roll a resurrection survival check based on his character's current Constitution (see Table 3 in the *Player's Handbook*).

If the die roll is successful (i.e., the player rolls equal to or less than his resurrection survival percentage), the character is restored to life in whatever condition is specified by the spell or device.

A character restored to life in this way has his Constitution permanently lowered by 1 point. This can affect hit points previously earned.

Should the character's Constitution bonus go down, the character's hit point total is reduced by the appropriate number of hit points (the amount of hit point bonus lost is multiplied by the number of levels for which the character gained extra hit points from that bonus). When the character's Constitution drops to 0, that character can no longer be raised. He is permanently removed from play.

## Hovering on Death's Door (Optional Rule)

You might find that your campaign has become particularly deadly. Too many player characters are dying. If this happens, you may want to allow characters to survive for short periods of time even after their hit points reach or drop below 0.

When this rule is in use, a character can remain alive until his hit points reach -10. However, as soon as the character reaches 0 hit points, he falls to the ground unconscious.

Thereafter, he automatically loses one hit point each round. His survival from this point on depends on the quick thinking of his companions. If they reach the character before his hit points reach -10 and spend at least one round tending to his wounds--stanching the flow of blood, etc., the character does not die immediately.

If the only action is to bind his wounds, the injured character no longer loses one hit point each round, but neither does he gain any. He remains unconscious and vulnerable to damage from further attacks.

If a *cure* spell of some type is cast upon him, the character is immediately restored to 1 hit point--no more. Further *cures* do the character no good until he has had at least one day of rest. Until such time, he is weak and feeble, unable to fight and barely able to move. He must stop and rest often, can't cast spells (the shock of near death has wiped them from his mind), and is generally confused and feverish. He is able to move and can hold somewhat disjointed conversations, but that's it.

If a *heal* spell is cast on the character, has hit points are restored as per the spell, and he has full vitality and wits. Any spells he may have known are still wiped from his memory. (Even this powerful spell does not negate the shock of the experience.)

## Unusual Combat Situations

Although most adventurers spend most of their time on foot, and on good old solid land where common sense and the normal combat rules can be applied, the player characters are operating in a fantasy world.

Sooner or later, player characters are going to lay siege to a castle, or leap on their horses, or learn how to ride an exotic flying creature. Eventually, they're going to pick up and go adventuring in some totally weird environment where the normal laws of physics just don't apply. Here, you'll find rules and guidelines for some ordinary, and not so ordinary combat situations.

## Siege Damage

The players will often encounter situations in which it is important that a stronghold be broken into. In these situations, the overall employment of siege tactics should be secondary to the thrill and glory of the players going "mano-a-mano" with their foes. In other words, the battle should be the background against which the players act. Sixteen months of siege may be realistic, but it isn't much fun!

The critical point in a siege is that moment when the walls face a direct assault. This is especially true in a role-playing adventure. The following table simplifies this process of

breaking down walls.

To use the table, the DM determines what type of wall is being assaulted, and its closest approximation on the Table. Cross-reference the type of attack being made and roll 1D20. If the resulting roll is higher than the number required, the attack does no significant damage; if the roll is lower, the wall begins to give way.

For each point below the required saving throw, the structure loses one cubic foot of structure. For example, suppose a stone wall 10' thick fails its saving throw by six points. The wall now loses a portion of its structure equal to six cubic feet of area (i.e., a hole two feet wide, three feet high, and one foot deep).

**Table 52:**

## Structural Saving Throws

| | | | Wall Type | | |
|---|---|---|---|---|---|
| **Attack Form** | **Hard Stone** | **Soft Stone** | **Earth** | **Thin Wood** | **Thick Wood** |
| Ballista | 2 | 3 | 4 | 10 | 5 |
| Giant fist | 3 | 4 | 7 | 16 | 9 |
| Small catapult | 4 | 8 | 5 | 17 | 9 |
| Ram | 5 | 9 | 3 | 20 | 17 |
| Screw or drill | 12 | 15 | 16 | 20 | 12 |
| Large catapult | 8 | 11 | 10 | 20 | 13 |

# Mounted Combat

Fighting on horseback (or on a wyvern, unicorn, or pegasus, or whatever) is a different affair from battling on solid ground. The fighters must deal with their mounts--unpredictable and sometimes skittish creatures. Plus, the business of fighting on horseback demands different tactics from foot combat.

### Mounts--Trained and Untrained

Mounts trained for combat (a heavy warhorse, for example) present few problems. These can be used in mounted combat with no penalties. However, steeds not trained for combat are easily frightened by the noise and confusion.

Those fighting from the back of untrained creatures suffer a -2 on their chance to hit, since much of their time is spent simply trying to keep the mount under control.

**Panic:** The rider of an untrained mount must make a Riding proficiency check whenever the mount is injured or startled by a surprising event (such as a *lightning bolt* spell blasting the rider or someone close by).

If the check fails, the mount panics and bolts, carrying its rider up to 1-1/2 times its normal move. Although the mount panics in a more or less random direction, it goes generally forward unless that carries it straight into the face of danger. If unable to flee, a panicked mount rears and bucks uncontrollably.

Characters without the Riding proficiency automatically lose control of a panicked mount. A proficient character can attempt to regain control once per round. Regardless of

the rider's proficiency, the mount's panic lasts only 1d4 rounds.

### Fighting from Horseback

In mounted fighting, a character gets a +1 bonus to his chance to hit creatures smaller than his mount. Thus, a man on horseback gains a +1 bonus to his attack rolls against all medium-sized creatures such as other men, but would not gain this bonus against another rider or a giant. Those on foot who fight against a mounted rider, have a -1 penalty; this not applied to attacks against the mount, however.

**Lances** are the preferred weapons of the mounted rider. However, the type of lance used (light, medium, or heavy) can't be greater than the size of the horse ridden (light, medium, or heavy).

Medium and heavy lances gain their striking power from the momentum of the mount. By themselves, these lances are not capable of doing significant damage. Simply stabbing someone with a heavy lance won't produce much in the way of results. Therefore, these weapons are most effective when there's plenty of attack space.

During the first round of a battle, a rider can attack with a heavy or medium lance. After this, however, the rider must break off (most likely by continuing past his opponent), turn his mount, and gallop back again. This series of actions takes one round. Thus, at best, a rider can attack with a lance once every other round.

If the rider wants to continue the fight close in, he must throw the lance to the ground and draw another weapon. Often, lances are used for the first attack and then discarded in favor of swords, maces, etc.

Another consideration to bear in mind when using a lance is that lances are breakable. Heavy and medium lances are relatively inflexible. The DM can make an Item Saving Throw (for crushing blow) on each successful hit. A light lance is made with a great deal of spring (bamboo or cane are common materials). An Item Saving Throw is made only if the number needed to hit is rolled exactly, after modifiers.

**Missile fire** from the back of a moving horse is possible only if the rider is proficient in horsemanship. Even then, only short bows, composite short bows, and light crossbows can be fired from horseback by normally proficient characters.

Long bows can be used by those with specialization (if this is used). Heavy crossbows can be fired once, but cannot be reloaded by a mounted man since the bracing and pull is inadequate.

If the mount is not moving, the rider can fire normally (with full ROF and chance to hit). When firing while on the move, the rider has his rate of fire reduced by one. A 2-shot-per-turn ROF becomes a 1 shot every two turns; and so on.

In addition, the distance moved modifies the attack rolls according to Table 53.

**Table 53:**

## Mounted Missile Fire

| Mount's Current Movement | Modifier |
|---|---|
| Not moving | 0 |
| Less than 1/2 normal rate | -1 |
| 1/2 to 3/4 normal rate | -3 |
| Greater than 3/4 normal rate | -5 |

**Being Dismounted**

The other great hazard and difficulty of mounted combatants is the risk of being abruptly and rather rudely dismounted. An opponent can make this happen in one of several ways.

**Killing the Mount:** This is the grim and efficient method. Once the horse (often an easier target) is dead, the rider is certainly dismounted. The steed automatically falls to the ground.

If the rider has the Riding proficiency, he can attempt to land safely on his feet on a successful check. Otherwise, the character also falls to the ground and suffers 1d3 points of damage. The character cannot take any action that round and must spend another entire round gathering himself back up and getting to his feet.

**Lassoing the Rider:** The more heroic method of dismounting someone is to try to bring down the rider without harming the mount. This is also more desirable from a bandit's point of view, as he would rather have a live horse than a dead one.

Certain weapons (such as the lasso) can be used to yank a rider off his speeding mount. However, riders with Riding proficiency can attempt to stop short, reining the horse in before the rope is fully played out. If the check is successful, the horse stops before the line goes taut. The rider remains mounted, albeit still lassoed.

Whether the proficiency check is made or missed, the person or monster wielding the lasso must make a Strength check with a +3 bonus for every size category he's bigger than the rider (or a -3 penalty for every size category smaller).

A 20 is always a failure and a 1 always succeeds--unless the DM deems the result utterly preposterous. If the check is successful, the roper remains standing and the rider falls. If the check fails, the fellow on the ground gets yanked down and possibly dragged along.

**Weapon Impact:** Riders also can be knocked off by solid blows from a variety of weapons. Any time a rider hits another mounted character or creature with a melee weapon 3' or longer and scores a natural 20 on the roll, the other character is knocked from the saddle, suffering 1d3 points of damage (if from the back of a normal horse).

Foot soldiers with weapons of 10' or greater have the same chance. Riders with Riding proficiency can attempt to retain their seating by rolling a successful proficiency check.

**The Flying Tackle:** Finally, those on horseback can attempt to dive on another rider by making an attack roll.

If the attack roll misses, the attacker falls to the ground, suffering 1d3 points of damage (more, at the DM's discretion, if the mount is larger than a horse).

If the attack roll succeeds, the target must roll a successful Dexterity check to remain in the saddle. If this roll succeeds, the rider remains mounted, but the attacker is hanging on his side, feet dangling just above the ground. If the attack succeeds and the Dexterity roll is failed, both the rider and the attacker fall to the ground.

Footsoldiers can also attempt to pull down a rider. This is handled by the rules for overbearing.

# Aerial Combat (Tournament)

On first examination, aerial combat seems just like normal ground combat. The only

real difference is that the ground can be anywhere from 10 feet to 100 miles (or more!) below. This little difference, however, leads to a number of special problems and effects that never come into play during a ground battle.

The biggest difference is that everyone (except the rare creature able to hover) must keep moving forward. Stop flying and the result is a fall, often with disastrous results. Two flying creatures simply cannot face off in toe-to-toe combat.

Battles are fought in a series of passes, as each creature tries to swoop down on the other, attack, wheel, and return before the other can respond. Speed and maneuverability are even more important factors in an aerial battle than in an ordinary one.

Another big difference is that aerial battles are fought in three dimensions. While this is hardly surprising to creatures of the air, it often causes the plans and tactics of groundlings, accustomed to only two dimensions, to go awry.

In the air, attacks can come from ahead, alongside, above, behind, below, or any combination of these. A paladin riding a pegasus may find himself beset by harpies swooping from high and in front, low and to the right side, high and from the rear, and even straight down from above. Clearly, standard methods of defense and attack that work on the ground are going to do him little good here.

There are two ways of running aerial battles: the Tournament rules and the Optional rules. The Tournament rules can be used in any situation, but rely on the descriptions of the DM and the imaginations of the players for much of their effect. The Optional rules provide a more detailed system for fighting aerial battles with miniatures. The Tournament rules begin below.

## Maneuverability Classes

How tightly a creature is able to turn is an important factor in aerial combat. To measure this, all flying creatures have a maneuverability class ranking from A to E (with A being the best). In general, creatures with a better maneuverability class can attack more often and more effectively.

**Class A** creatures have virtually total command over their movements in the air; it is their home. They can maneuver in the air with the same ease as a normal person on the ground, turning at will, stopping quickly, and hovering in place. For them, flying is the same as walking or running.

Class A creatures can face any given direction in a round, and are virtually impossible to outmaneuver in the air. Fighting in the air is no different from fighting on the ground for them, so they can attack every round. This class includes creatures from the elemental plane of Air and creatures able to fly magically, without wings.

**Class B** creatures are the most maneuverable of all winged creatures, although they lack the utter ease of movement of class A creatures. They are able to hover in place, and so are the only winged creatures that do not need to maintain forward movement in a battle.

The creatures can turn 180 degrees in a single round and can make one pass every round. this class includes pixies, sprites, sylphs, and most giant insects.

**Class C** includes most normal birds and flying magical items. Forward momentum must be maintained by moving at least half the normal movement rate (although some magical items are exempted from this). Creatures in this class can turn up to 90 degrees in a single round and can make one pass every two rounds. Gargoyles and harpies fall

into this class. Dragons, although huge, are amazingly maneuverable and also fall into this class.

**Class D** creatures are somewhat slow to reach maximum speed, and they make wide turns. Forward movement equal to at least half the movement rate is required. Turns are limited to 60 degrees in a single round. Class D creatures make only one pass every three rounds. Pegasi, pteranodons, and sphinxes fall into this class.

**Class E** is for flyers so large or clumsy that tight maneuvering is impossible. The creature must fly at least half its movement rate, and can only turn up to 30 degrees in a single round. Thus, it can make just one pass every six rounds. This class includes rocks and other truly gigantic creatures.

## Levitation

Levitating creatures don't truly fly, and their movement is generally limited to up or down. Levitating creatures that are able to move freely are assumed to be class A. Otherwise, the power does not grant any maneuverability and so is not assigned a class.

## Altitude

The relative elevation of combatants is important for a variety of reasons, but as far as combat goes, it has little real effect. If flying creatures wish to fight, they must all be flying at approximately the same height. If one of the creatures flees and the others do not pursue, he gets away. Simple.

Altitude affects the action. The DM should keep the following guidelines in mind as he listens to what players want to do and decides how creatures and NPCs will react.

Creatures cannot charge those above them, although those above can dive, gaining the charge bonus.

Only creatures with natural weapons or riders with "L" weapons, such as a lance, can attack a creature below them. Attacks from below suffer a -2 penalty to the attack roll, as the reach and angle make combat difficult.

## Combat Procedure

Aerial combat is based on maneuverability. When flying creatures fight, compare the maneuverability classes of the different combatants. If these are all identical, the combat is conducted normally. When maneuverability classes differ, creatures with the better class gain several advantages.

For each difference in class, the more maneuverable flyer subtracts one from its initiative die rolls. Its maneuverability increases its ability to strike quickly and to strike areas that are difficult to protect.

**Breath Weapons** are more problematic in aerial combat than on the ground. Creatures using breath weapons find their fields of fire slightly more restricted, making the attack harder to use. Dragons, in particular, find it difficult to use their breath weapons to the side and rear while flying forward.

Those within a 60-degree arc of the front of the creature roll saving throws vs. breath weapons normally. Creatures outside this arc save with a +2 bonus to the die roll.

**Missile Fire** is also difficult in aerial combat. Those mounted on a flying creature or magical device suffer all the penalties for mounted bowfire. Hovering is the same as standing still and incurs no penalty.

Characters using missile fire while levitating suffer a -1 cumulative penalty for each round of fire, up to a maximum of -5. Levitation is not a stable platform, and the reaction from the missile fire creates a gradually increasing rocking motion. A round spent doing nothing allows the character to regain his balance. Medium and heavy crossbows cannot be cocked by levitating characters, since there is no point of leverage.

### Air-to-Ground Combat

When attacking a creature on the ground (or one levitating and unable to move), the flyer's attacks are limited by the number of rounds needed to complete a pass.

*A dragon flies out of its cave to attack the player characters as they near its lair. On the first round it swoops over them, raking the lead character with its claws. Since its maneuverability is C, it then spends a round wheeling about and swooping back to make another attack on the third round of combat. Of course, during this time, its flight will more than likely take it out of range of the player characters.*

### Escaping

When a creature tries to break off from combat, its ability to escape depends on its maneuverability and speed. Creatures both faster and more maneuverable than their opponents can escape combat with no penalties. The free attack for fleeing a combat is not allowed, since the other flyer is also in motion (probably in the opposite direction).

If a creature is faster, but not more maneuverable, it can break off by simply outrunning its opponent. The other cannot keep pace. In this case, a free attack for fleeing is allowed.

If the creature is slower, regardless of maneuverability, an initiative roll must be made (modified by the maneuverability of the flyers). If the fleeing creature's initiative roll is lower than that of the pursuer, the creature has managed to flee, although suffering the usual attack for fleeing.

### Damage

Any winged creature that loses more than 50% of its hit points cannot sustain itself in the air and must land as soon as possible. The creature can glide safely to the ground, but cannot gain altitude or fly faster than half its normal movement rate. If no safe landing point is available, the creature is just out of luck. Since the circumstances of a crash landing can vary greatly, the exact handling of the situation is left to the DM. The falling rules may come in handy, though a vivid imagination may be even more helpful.

## Aerial Combat (Optional Rules)

These optional rules provide more precision about just what is happening in an aerial battle. However, these battles require the use of miniatures or counters and generally take longer to resolve. All of the aerial combat rules above remain in effect except where specifically contradicted below.

### Movement

Movement is measured in inches (1 inch = 10 feet of movement) and the pieces are

moved on the tabletop or floor. The maneuverability classes determine how far a figure can turn in a single round. A protractor is handy for figuring this. Turns can be made at any point in the round, provided the total number of degrees turned is not exceeded in the round and there is at least 1 inch of movement between turns.

### Climbing and Diving

Players keep track of the altitude of their flyers by noting the current altitude on a slip of paper. Like movement, this can be recorded as inches of altitude. A creature can climb 1 inch for every inch of forward movement.

Creatures of class C and worse have a minimum air speed, and they must spend at least half their movement rate going forward. Thus, they cannot fly straight up and can only climb at a maximum of 1/2 their normal movement rate.

Diving creatures gain speed, earning an additional inch to their movement for every inch they dive, up to their maximum movement rate. Thus, a creature able to fly 12 could move 24 by diving for its entire movement, since each inch of diving adds one inch of movement.

A diving creature must fly the full distance it gains diving, although it need not fly its full normal movement. A creature with a movement of 12 could not dive 9 and fly only 6 forward. It must move forward at least 9, the distance it dove.

### Attacking

Since the exact positions of the flying units are marked by miniatures, several abstractions for aerial combat are not used. Die roll modifiers for maneuverability are ignored. These simulate the ability of more acrobatic creatures gaining an advantage over clumsier flyers. When playing with miniatures or counters, this task is left to the players.

Likewise, the number of rounds required to make a pass are not used, as this becomes evident from the position of the pieces.

When a diving creature makes an attack, it is considered to be charging. Charging creatures gain the normal combat bonus. Lances and spears inflict double damage in a charge. Further, creatures with talons or claws cause double damage when they hit during a dive.

## Underwater Combat

An oft-neglected, but fascinating, area for adventure is that great and mysterious realm that lies beneath the waves. Here, ancient civilizations, green and dark, lie waiting to be discovered. Vast treasure hordes are said to lie scattered and open on the murky bottom. Creatures, fearsome and fanciful, rule kingdoms unknown to man. Many are the mysteries of the ocean, but, to solve them, players must deal with some unusual problems.

### Breathing

The biggest problem facing characters underwater is, naturally, breathing. Before any kind of underwater adventure is undertaken, they have to find some way to stay underwater for long periods. Characters can use magical spells or devices; they can use *water breathing potions*; they can even polymorph themselves into underwater creatures

(although this might lead to other, unexpected problems). If none of these solutions seems workable, the DM can provide oxygen-supplying seaweeds or kelps the characters can eat.

Without some method of breathing underwater, the characters are going to have a very short adventure! Rules for holding one's breath (a short term solution, at best!) and drowning can be found in the *Player's Handbook*.

## Movement

There are two basic ways to move in water--swimming or sinking like a stone and walking on the bottom. Rules for swimming can be found in the *Player's Handbook*. In rare cases, player characters may be able to find and use trained mounts such as giant seahorses.

## Vision

One major limitation of underwater combat is the lack of available light. In fresh water, vision is limited to a base of 50'. This is reduced by 10' for every 10' of depth. Characters exploring the depths of a murky lake, 50' below the surface, could see about 10'. Below this, the darkness would close in about them.

In salt water, which has somewhat less algae, the base extends out to 100', modified for depth in the same way as fresh water.

## Natural and Artificial Light

The vision guidelines above assume a bright sunlight day on the surface overhead. On overcast days, the distance a character sees can be reduced by half or more. On moonless nights a character's range of vision is virtually nil.

Artificial light sources function underwater (although players will have to think fast to keep torches and lanterns lit). Artificial light sources illuminate half the space under water that they would light on the surface**.**

## Obscured Vision

In addition to low light, vision can be obscured by seaweed, sea grass, and kelp forests. These hamper vision in much the same way as thick brush on the surface.

Schools of fish with their often silvery scales can reflect and scatter light in hundreds of different directions, creating a shining cloud of confusion. Even without the reflection, their darting forms obscure an area.

Finally, the ink from a giant squid, or even mud stirred up from the bottom, have all the effects of a *darkness* spell. Infravision and light have no success penetrating such murky waters.

## Infravision

Infravision functions underwater, though not with the same efficiency as on the surface. In no case does it extend past the normal ranges allowed in dungeons. In addition, the sheer alienness of the environment makes it difficult for the character to be certain of all he sees.

## Combat

The greatest factor in fighting underwater is overcoming the resistance of the water. Even though a weapon still retains its mass and density, the resistance of the water greatly weakens the impact of any blow. Thus, only thrust weapons can be used effectively underwater (except for those possessing magical items that enable free action).

Thrown and hurled weapons (except nets) are useless underwater. Of the missile weapons, only specially made crossbows can be used effectively underwater. Even so, all rangers on these weapons are reduced by half.

Nets are particularly effective in underwater combat. They tend to remain spread once opened, and characters should find them useful for close-in combat. Properly weighted, nets can be thrown by tossing them with a slight spin, so that the force of rotation keeps the lines taut. The range is very short, only 1' for every point of the thrower's Strength.

### Combat Problems of Surface-Dwellers

In combat, surface-dwellers suffer special disadvantages when fighting the races of the sea.

Being unaccustomed to the water resistance and changed in apparent weight, surface-dwellers add four to their initiative tolls in hand-to-hand combat. This does not apply to missile fire or spellcasting. Surface-Dwellers also suffer a -4 penalty to their attack rolls, due to the slowness of their movements.

### Underwater Magic

Spells are also affected by the underwater world. Not surprisingly, fire-based spells have no effect unless cast in an area of free oxygen (such as a domed city).

Electrical spells conduct their energy into the surrounding water. Thus, a *lightning bolt* originating 60' away from the caster acts like a *fireball* at the point of origin.

Spells affecting forces of nature not normally found underwater have no effect--*call lightning*, for example. Spells that summon or command creatures not native to the depths are also pointless.

# Chapter 10:
# Treasure and Magical Items

Characters in a role-playing game strive for many things—fame, glory, experience, among them. But for those who are not fully satisfied with such intangible rewards, there is one other goal—fortune.

Strands of glittering golden chains, stacks of silver coin, heaps of marten fur, bejeweled crowns, enameled sceptres, silken cloths, and powerful magical items all wait to be discovered—or wrested from the grasp of powerful monsters. With such treasures awaiting, how could any bold adventurer be content to remain peacefully at home?

## Who Needs Money?

Treasure is more than just a goal, a measure of material wealth, however. "It takes money to get money," so the old saying goes, and for adventurers one could even say, "It takes money to stay alive." As characters survive and succeed, their challenges become greater and more deadly.

At first level a simple suit of studded armor, a stout pair of boots, and a few simple spells were all a character needed; at higher levels such simple impediments no longer suffice. Faced with terrible foes, characters quickly discover that they need strong armors, barded horses, a variety of weapons, fortifications, men-at-arms, potions, scrolls, and potent magical items.

These are the kinds of things the characters have to find, make, or buy. And however they go about acquiring them, they're going to need money. In a sense, then, treasure is also a method of measuring a character's power. Even a low-level character with money and magic to spare is more than a match for an impoverished fellow of higher level. Thus, getting rich and getting ahead are rewards in and of themselves.

## Forms of Treasure

There are many different kinds of treasure. Some of these are obvious, their approximate value known to all. Others are less easy to spot, their value more difficult to determine.

The simplest treasures are items of set value—gold, silver, platinum, and copper coins. Virtually anyone can tell the worth of these. Those with a trained eye can assess the value of semi-precious and precious stones, both cut and uncut. A trained jeweler, goldsmith, or silversmith can appraise man's work in precious metals—plateware, necklaces, brooches, tiaras, bracelets, rings, and other pieces of jewelry. Tradesmen can evaluate the handiwork of their craft, be it enamelware, blown glass, statuary, or delicate embroidery.

Overeager adventurers can easily overlook vast treasures in the form of common goods. Few pay attention to bolts of fine linen, stacks of sable marten fur, casks of wine, or tons of raw iron ore, yet these can be worth great fortunes. Not every fortune shines, glitters, or can even be touched.

What if the characters find a sheaf of cracked papers in an ancient horde, and one of the papers turns out to be a long-lost land deed? Is it valuable? Could the characters use it to enforce a claim? Documents granting land, privileges, titles, offices, and rights of taxation (or freedom from it) are all valuable. The characters may not wish to become land-owners, but they can certainly find some merchant willing to pay cash money for the right.

Finally, there are magical items, desired and coveted by virtually every player character. These items give the character power beyond his level. They excite the imagination, and fill the campaign with mysterious wonder and romance. Carefully chosen and carefully awarded, magical items add an exotic element important to any AD&D game.

The DM places, awards, and controls the treasures that appear in his campaign. The

amount of treasure, both monetary and magical, the characters receive will have great effects on the development of the campaign. For this reason, several questions should be answered before play begins:

Is the world poor in magical items, such that the discovery of a simple potion will be seen as a great reward? Or is it rich in magical items, such that the player characters will have many and will use them often just to survive? Will their supply of magical items be so great as to render them all but unstoppable?

Will the player characters be forced to undertake dangerous adventures just to have food from day to day, or will they have so much wealth that their adventures will involve those of the highest levels of society and power? Will the characters have too much money, making them difficult to coerce, bribe, threaten, or even challenge? Will they be poor (and, possibly, depressed and frustrated)?

Only the DM can answer these questions. And answer them he should, for they will shape the campaign as surely as any other single factor.

## Placement of Treasure

One given in the AD&D game is that there is a significant amount of treasure (monetary and magical) that is not circulated in the society. These treasures are not used to purchase goods or pay for services. They do not collect interest in banks (a foreign concept to the age, anyway). They do not represent collateral used to secure loans or maintain prestige. They are not the underpinnings of monetary systems. They are just piles of unused treasure, apparently forgotten, their potential unrealized. By normal standards, this is an illogical situation. So, just why is there so much treasure laying around?

Now, it is not important to create a detailed background that goes into the economic theories of dragon-hoarding or the supply-and-demand trade structures of dwarves. But it doesn't hurt to look at some of the basic premises behind all this loose treasure. Take these three related premises:

**Premise #1:** Long ago the world was a wealthier place, since all this money has been taken out of circulation.

**Premise #2:** Once the world was more culturally advanced, since only an organized society can control things like minting on a large scale.

**Premise #3:** The world has fallen into a dark age, since now these same hoards are eagerly sought after by adventurers and there are few governments able to mint such amounts of coinage.

From these premises, the DM begins to create a background for his campaign world. Here are some possibilities:

Once in ages long before the present time, there was a Golden Age of learning and culture. (It could have been the Reign of the Elven Lords, the Empire of the Dwarves, the Great Age of Peace, the Time Before the Coming of Man, or the Rule of Good King

Haring.)

Then came a great disaster and evil times. (Suddenly the Dragon-Fire began, the Sinking of the Gruen Mountains occurred, the Darkling invaded, Man arrived, or Therope usurped King Haring's throne.)

Now, the world is slowly beginning to recover from this disastrous time, but much of what once was has been lost. There are hidden treasures of bygone ages, ancient ruins, forgotten wonders, and mighty magics now lost.

Ancient civilizations, now in ruins, are the source of many of the treasures adventurers seek. Of course, there are also new treasures being made and amassed. some of which are ripe for the picking.

Other deductions could be made and different premises reached from the same beginning. The ones given above provide a broad range of excuses for adventures, both for the players and the DM. Recovering that which was lost leads to all manner of possibilities: treasure maps, ruined empires overswept by desert, legends of powerful wizards with spells now unheard of, magical devices of unknown function, relics and artifacts from the previous age, even greater powers no longer worshiped.

## Who's Got the Treasure?

The next question relating to treasure hoards is just who assembles these treasures and to what end? The answer can be divided into two simple categories, the unintelligent and the intelligent creature. Unintelligent creatures here refers not to those totally mindless beings, rather to those of animal nature for whom wealth has no meaning.

**Unintelligent Creatures:** Few unintelligent creatures set out with the intention of amassing a fortune. Such treasures grow by chance and happenstance.

The remains of victims dragged back to the creature's lair may include what fortune, arms, armor, and magical items that victim was carrying. These, unsavory and indigestible, could be thrown aside or scattered among the bones and refuse of previous meals.

Fortunately for adventurers, most animals have some sanitary habits and regularly clean their dens of refuse, creating small garbage dumps just outside their doors. Thus, the unwanted litter from the aerie of a giant eagle could be scattered around the base of its tree, while the remains of a cave bear's kill could be found somewhere near the opening to its den.

At the same time, animals (and animal-like monsters) often have a fascination with the strangest of objects. Packrats and magpies are known to carry off shiny objects, pet ferrets will carry off pennies and shoes, and birds will weave all manner of things into their nests. Thus it is possible for virtually any item of interest to be found in the lair of a creature.

There won't be many items in a lair, since few animals make an industry of such gathering. However, the nest of a giant otter might include a set of leather armor and fine silks for bedding material, while the nest of a roc could have a magical rope woven into it.

In the rarest of instances, the creature could actually eat its treasure, though hardly by design. This is most often the case for creatures lacking the limbs to separate the edible from the inedible and especially for those with voracious appetites. Sharks' bellies have

been known to hold such strange items as license plates, suits of armor, hubcaps, and other indigestible bits of metal. In adventuring, such instances should be limited to beasts with massive maws (purple worms, killer whales, and gelatinous cubes).

Finally, there are a few creatures that actually feed on items others consider treasure. The beast may eat gems or precious metals. Of course, such creatures are not likely to have a sizeable hoard, and treasures found by them will not remain around forever.

**Intelligent Creatures:** Here, the DM can begin ascribing emotions and motives. Intelligent creatures may hoard because of greed and avarice. They may do so for social status or material comforts. Indeed, many normal reasons can be given. However, the reasons are not always clearly apparent.

While a hobgoblin may kill and steal to gain a treasure he can use to become the chief of his tribe or to buy goods from unscrupulous merchants, what are the reasons for a dragon to build a treasure hoard? Dragons don't go into town and buy goods, and they don't pay builders to construct homes. They just don't seem to have any use for the vast sums of money they collect (and collect they do!).

For dragons and other intelligent creatures, the DM must create more bizarre and alien motives. Dragons may hoard treasure because they are obsessive about such things. They may have the notion that they are the guardians and recoverers of those things of the earth. They may simply feel it is their right to possess all that they can. Within their own relationships, the size of a hoard may have some bearing on the perceived might of the creature. It could even be that the wondrous beauty of treasure items brings an inner harmony and peace to the creature.

Even for those intelligent creatures with understandable motives, things are apt to be a bit different from normal. A hobgoblin society is vastly different from that of humans or most other player character races. Hobgoblins don't go to cities and spend money on palaces, fine drink, and elaborate gardens. Their expenditures are apt to be much more brutal or mundane. At the same time they do not have an economy as developed as that of human society. Perhaps they need vast sums of money because the price relationships are so bizarre.

Weapons may be astronomical in price and armor outlandish. Powerful chieftains may demand regular gifts and tribute from their underlings. Such payments may be made eagerly since death is the alternative. Indeed such a system of gifting may be culturally ingrained, each warrior attempting to prove he is still fit to be a member of the tribe.

Everything above notwithstanding, it isn't necessary to justify every hoard in existence. However, doing so provides clues about the size of a treasure and how the owner might react to someone trying to snatch it.

A dragon might take an extreme view of anyone taking even the slightest amount of treasure from its vast pile. A hobgoblin might go berserk if the characters attempt to rob him. The hobgoblin's companions might take little interest in their friend's problem. The player characters represent a threat, but after all, each hobgoblin must prove he can defend himself.

On the other hand, looting the chieftain's treasure room would almost certainly lead to upheavals within the tribe. The chief is bound by the same customs as his warriors, and if he can't protect his treasures, he doesn't deserve to be chieftain—at least by this particular philosophy.

Intelligent monsters will take precautions to guard their treasure that would never dawn

on unintelligent beasts. The hobgoblin chieftain isn't going to leave his treasury unguarded.

Furthermore, he isn't going to trust his own guards, either, and so is likely to have the treasury rigged with at least one (and probably several) dangerous traps. Should he be so lucky, the chieftain will even have a trained guardbeast or two to discourage thieves.

Even a lowly hobgoblin warrior is going to make an effort to protect what is his. If his horde is small, he may carry his wealth with him at all times. He may bury it where only he can find it. He may place it in a trapped and locked chest, preferably one that is chained to the wall or floor. This is not a society with an overabundance of love and trust, after all.

A dragon, at the other extreme, may simply consider his reputation sufficient deterrent. Certainly this is true while the dragon is present! (And player characters should never just come across an unoccupied dragon hoard.)

## Planned and Random Encounter Treasures

It is important for the DM to distinguish between placed treasures and those found with random encounters. The scale of the two is vastly different.

Monster descriptions in the *Monstrous Compendium* differentiate between treasures found in a creature's lair, den, or base and those carried by individuals. Treasure gained through a random encounter will be smaller than treasure gained through a planned encounter. If a random treasure is larger or more significant than a placed one, the players are going to remember and value the random encounter more than the plot.

Treasures should be used to build the adventure, develop a plot, and reward intelligent and daring play. If they just appear randomly, not only is the DM throwing away a useful adventure-building device, he is threatening his overall campaign. In general, a large treasure should be a planned part of an adventure, a way to motivate players, or a goal to be achieved by the characters.

And remember, as important as treasure is, it need not be the sole motivator for a story. Indeed, there are times when it will be unimportant to the adventure. In these cases, the plot doesn't need the outside motivation of cash to interest the players. Still, small rewards should still be made available to the players. A treasure reward, no matter how small, gives the players the feeling that their characters are succeeding and moving ahead.

## Treasure Tables

To simplify the assignment of treasures to lairs and monsters, the AD&D® game uses a set of alphabetic codes to categorize different sizes and types of treasure. Each monster listing in the *Monstrous Compendium* has a "Treasure Type" listing followed by a series of letters. These letters refer to Table 83 in Appendix 1 of the *DMG*.

## Maintaining Balance

For all his good intentions, sooner or later the DM is likely to err in the awarding of treasure. Either he will award too little or hand out too much. The first is just tight-fistedness; the second leads to high-powered, low-role-playing campaigns (sometimes called "Monty Haul" dungeons).

Now, if both DM and players enjoy a particular type of campaign and are having a good time, there is no problem to fix. However, more often than not, these two extreme adventuring styles lead to game problems.

## Too Little Treasure

In the case of a tight-fisted DM, the most obvious signs that the players are not having fun are frustration, cynicism, and low expectations. If the characters are not finding treasures commensurate to the risks they took, the players are going to wonder if all the effort of playing is really worth it. They become frustrated when, upon solving a devious trap, they discover a pittance, or nothing at all.

Their cynicism shows as they start to make snide remarks about the level of rewards they have received or are likely to get for future efforts. Finally, they just begin to expect less and less from the DM's campaign, until it reaches the point where they expect nothing and they go home! In such a campaign, the DM may have a fine time, creating detailed settings and elaborate adventures. But if he does not have the enthusiasm of his players, there isn't much point in playing.

Such a campaign can succeed if there are other rewards that involve the players in the game. Perhaps there are ample opportunities for character advancement or personality development. The characters may have the opportunity to play a decisive role in world affairs. These things are possible, but only a DM of extraordinary skill can overcome the drawbacks he has created.

Fortunately, the problems of too little treasure are easily fixed—simply introduce more treasure into the campaign. No adjustments need to be made to the characters. The treasures available in the game world can be increased without the players even aware that the change has been effected.

## Monty Haul Campaigns

At the other extreme, the problems of too much treasure are not so easily solved. Here players may enjoy the game—and why not? Their characters are doing quite well. They have sufficient money and magic to best any situation the DM can devise.

However, the DM seldom has the same enjoyment. He is faced with the task of topping the last lucrative adventure. He must make each adventure a greater challenge than the last. While this is true for all DMs, it is grossly exaggerated for the DM who has given out too much: How do you top the adventure where the fighter got the Hammer of Thor or some equally valuable item?

Invariably, the players reach a point where they, too, become frustrated. Everything is the same—"Oh, we did this before," or "Ho-hum. Another Sword of Instant Monster

Destruction." Soon there are no challenges left, because the characters have earned everything in the book!

Fixing such a situation is far from easy. The first thing to do is to stop giving out so much treasure in future adventures. Even this isn't as simple as it sounds, since players have already had their expectations built up. Imagine playing for months or years in a world where you routinely find 5 magical items and tens of thousands of gold pieces each adventure and then, one day, finding only two or three magical items and a thousand gold pieces! Still, painful as it may be for players, cutting back on future treasure hauls is a must.

The second part of the fix is far more difficult—remove from the campaign some of what has already been given. Most players won't voluntarily surrender their goods and equipment just because the DM made a mistake. The inventive DM must be inventive, resorting to new and bizarre taxes, accidents, theft, and anything else he can think of. Use a given method only once and be sure to allow the characters a fair chance. Nothing will upset and anger players more than having their characters jerked about like a dog on a chain.

Sometimes the situation has just gotten so far out of hand that there is no way to bring it back under control. For example, because the DM has given out excessive magic, the players have near-godlike powers. They have used *wishes* to exceed ability score limits and enhance their classes with permanent abilities. They have fashioned other-planar stronghold impervious to anything. They have reached the point where they are dictating the structure of the game to the DM. There is only one cure—starting over.

Require all the characters to retire, and begin anew with 1st-level characters, being careful not to make the same mistakes again. The players may grumble and complain, but if the DM is fair, the complaints should eventually be overcome. To this end, the DM may even want to set the new characters in a different part of his campaign world, one that has not been explored before.

## Magical Items

One of the most important types of treasure a character can earn is a magical item. Not only does the item act as an immediate reward for good play, it increases the power and survivability of the character. Such items add to the wonder and romance of the game, allowing the character to perform feats far beyond those of ordinary mortals. Rare indeed is the player character who does not want the rewards of magical items.

## Creatures and Magical Items

Like other treasures, magical items may be found in the lairs of unintelligent and intelligent monsters. Random encounters with unintelligent monsters shouldn't yield magical items (except in rare cases where the beast has swallowed them). After all, why (let alone how) would a giant snake carry around a *sword +1?*

Unintelligent creatures may have a few items in or near their lairs, the former possessions of their victims. Even this will be rare, however. Such monsters don't

recognize the worth of magical items and seldom make a special effort to collect them. The comments relating to treasure and unintelligent creatures can be applied here.

Intelligent creatures, on the other hand, tend to value magical items above other items of treasure. They recognize such items for what they are (unless the item is very well disguised or unique) and take them. Knowing such items can be used to their benefit, they will attempt to learn the function of the item. A creature that can use an item will use it. Useful magical items that are part of treasure will therefore be in the creature's hands, not hidden away.

For example, take the treasure of the hobgoblin chieftain. Over the years he has come into possession of a number of minor magical items. Currently the tribe's treasure includes three potions of healing, a scroll of wizard spells, a *sword +1,* and two suits of *chain mail +1.* This is not a horde the crafty, old chieftain is going to ignore.

He wears one suit of armor at all times, carries the sword at his side, and has the three potions hidden away but close at hand should he need them. The other suit of armor he gives to the most faithful of his bodyguards.

As for the scroll, since nobody in the tribe can use it, it is rather carelessly tossed in with the rest of the treasure in the chieftain's strongroom. He figures to trade it for something useful the next time a renegade merchant comes around. Player characters who hope to get the tribe's magical items will have to wrest them, literally, from the fingers of the hobgoblins. That's something to make the earning of magic more of a challenge.

## Buying Magical Items

As player characters earn more money and begin facing greater dangers, some of them will begin wondering where they can buy magical items. Using 20th-century, real-world economics, they will figure there must be stores that buy and sell such goods. Naturally they will want to find and patronize such stores. However, no magical stores exist.

Before the DM goes rushing off to create magical item shops, consider the player characters and their behavior. Just how often do player characters sell those potions and scrolls they find? Cast in a *sword +1?* Unload a *horn of blasting* or a *ring of free action?*

More often than not, player characters save such items. Certainly they don't give away one-use items. One can never have too many *potions of healing* or scrolls with extra spells. Sooner or later the character might run out. Already have a *sword +1?* Maybe a henchman or hireling could use such a weapon (and develop a greater respect for his master). Give up the only *horn of blasting* the party has? Not very likely at all.

It is reasonable to assume that if the player characters aren't giving up their goods, neither are any non-player characters. And if adventurers aren't selling their finds, then there isn't enough trade in magical items to sustain such a business.

Even if the characters do occasionally sell a magical item, setting up a magic shop is not a good idea. Where is the sense of adventure in going into a store and buying a *sword +1?* Haggling over the price of a wand? Player characters should feel like adventurers, not merchants or greengrocers.

Consider this as well: If a wizard or priest can buy any item he needs, why should he waste time attempting to make the item himself? Magical item research is an important role-playing element in the game, and opening a magic emporium kills it. There is a far

different sense of pride on the player's part when using a wand his character has made, or found after perilous adventure, as opposed to one he just bought.

Finally, buying and trading magic presumes a large number of magical items in the society. This lessens the DM's control over the whole business. Logically-minded players will point out the inconsistency of a well-stocked magic shop in a campaign otherwise sparse in such rewards.

## Magic-Rare or Common?

One of the things the DM decides is just how common magic is in his campaign. Is the world rich in magical items such that every lowly fighter has access to at least a *sword +1?* Players enjoy having a wide variety of interesting magical items, but there's the risk of creating an out-of-control Monty Haul situation. And a magic-rich world has consequences unforeseen by most DMs.

If magic is common, then normal people will begin to build inventions around it. There may be djinni-powered steam engines, crystal ball telecommunications networks, and other very un-medieval results. This can be entertaining, but it does drastically change the shape of the campaign world.

The charm of discovering a magical item is lost if everyone has one, but too few magical items can also ruin a game. This is especially true at higher levels where magic is so important to character survival. You don't want to kill half the party just so the survivors can be excited at discovering a *sword +1*.

The DM wants each magical treasure, no matter how small, to feel special, but at the same time he must be able to balance the pain of its acquisition against the reward. This is not a thing the DM can learn through formulae or tables. It takes time and judgment.

## Researching Magical Items

One of the abilities shared by the wizard and priest groups is their ability to construct magical items. This is a potent ability, but it is not one easily used. As DM you do not want your player characters constructing every magical item available. Each one should be an accomplishment and the springboard for a new adventure.

The wizard's ability to research items is divided into different phases. Although a wizard can cast a *magic missile* at 1st level, he cannot transcribe that spell onto a scroll until he reaches 9th level. The same is true of brewing potions. Only when he reaches 11th level can a wizard attempt to create other magical items. Even then he may not be able to create many items if he lacks the ability to cast the necessary spells.

The priest can begin creating scrolls at 7th level and can brew a few potions (mainly those involving healing) at 9th level. Clerics can fabricate only a few other magical items and cannot attempt these until they reach at least 11th level. As with the wizard, their ability even then may be limited by the spells they have access to at the time.

Creating a magical item is much like researching a new spell. The DM and the player must cooperate and work together to bring about the desired goal. However, there are differences.

In magical item research, the desired goal is usually well-known to both the player and

the DM. The player says, "Rupert wants to create a *potion of clairaudience*." The effect is known; what must be done to create it isn't. Therefore, once the player has stated his desire, the DM decides what materials, formulae, spells, and rites must be acquired and/or performed to create the item.

Once the DM knows this, the player can proceed. **He does not tell the player what he needs to do!** It is up to the player to discover the processes and steps required to create a magical item, however small. He may consult a sage, seek the guidance of a higher level spellcaster, or even use spells to call upon greater powers.

Even after learning what he must do, the spellcaster may have to do further research to learn the techniques required for each step. All of this will cost the character time and money, so his dedication and resources must be substantial if he hopes to succeed. The process of gathering the needed information and materials is a grand excuse for one adventure after another. This is part of the fun of the AD&D game. Making a magical item is more than just a mechanical process. It should also be an opportunity for excitement and role-playing.

## The Nature of Magical Fabrication

The construction of magical items is a realm of the AD&D® rules open to broad DM interpretation. Just how the DM decides to approach it will affect the way magic is viewed in his game. There are two basic attitudes toward the making of magical items: The practical method and the fantastic method.

**The practical method** says that magical item manufacture is somehow tied to common sense; the materials needed to make the item reflect the properties of the item being constructed, and the steps required are fairly well-defined.

For example, a *potion of climbing* might require the hair of a climbing creature such as a giant spider or the legs of a giant insect. A *wand of lightning bolts* might have to be carved from the heart wood of an oak struck by lightning. *Petrification* might require the scales of a basilisk, a snake from a medusa, or a feather from a live cockatrice. *Fear* might require a drop of dragon sweat or the grave earth of a ghost. In each case, the relationship between the items needed and the object desired is relatively clear.

Furthermore, the component items themselves are physical and understandable. They may be rare, but they can't be gathered without special preparations (other than those required for normal adventuring). In essence, the DM creates a "grocery list" that the player character must fill. The character goes out adventuring, seeking out the creatures or things that will provide him with the materials he needs.

This method has advantages, not the least being that it simplifies the DM's task. When confronted by a player who wants to create some bizarre magical item, the DM need only list materials that seem appropriate to the magical effect.

At the same time, however, the practical method can be abused by clever players. They may figure out that every monster encountered has a potential usefulness to wizards and so begin collecting tissue samples, blood, hair, organs, and more. They become walking butcher shops—not at all what is desired!

Furthermore, players expect to find shops specializing in magical materials, both to sell and buy their needed goods. This defeats the need to adventure for one's materials and ruins part of the role-playing involved in magical item creation.

**The fantastical approach** takes a drastically different view of magical item construction. Here, when the player says, "I want to create a *rope of climbing,*" the DM provides a list of impossible ingredients. It then becomes the player's obligation to discover the means to collect each ingredient.

Thus, to make the *rope of climbing,* the DM could require a skein of unspun yarn, the voice of a spider, and the courage of a daring thief. The player would then have to discover the meaning of each ingredient or the means to produce it. This, in turn, could require more research and spells to accomplish the goal.

For the *rope of climbing,* the player might solve it by finding a magical sheep whose wool is so thick it needs no spinning. This he could form into a rope, casting spells to give a spider voice so it can say a few words over the cord. Finally, he could trick a renowned thief into using the unfinished rope on a dangerous mission. After all this, the wizard would cast the spells necessary to bind the various elements and, *viola—a rope of climbing* would be the result.

Folktales, myths, and legends are filled with instances of impossible tasks and impossible ingredients. To bind the Fenris Wolf of Norse mythology, the dwarves forged an unbreakable chain from such things as the roots of a mountain, the noise of a cat, and the breath of a fish. Folktales tell of heroes and heroines faced with impossible tasks—to plow the ocean or make a shirt without seams. Hercules was faced with Twelve Labors, deemed impossible by others. Cullhwch (of Celtic legend) had to produce sweet honey without bees. If the player characters aspire to such ranks of heroism and wonder, surely they can accomplish deeds such as these.

The fantastical method gives the campaign a high fantasy element, for such impossible tasks are part of the wonder and enchantment of such a world. Furthermore, it ensures that each ingredient or step will be an adventure. Wizards won't casually assemble their ingredients at the local magic supply warehouse. It also provides the DM with a means to control the time required (since assembling components can be quite a task) and a method for draining excess cash from the character's accounts.

At the same time, players can perceive this method as too difficult and too restrictive. They may become discouraged by the DM's demands. To alleviate this, at least partially, the DM should balance the requirements against the potency of the item being created.

**Combining the practical with the fantastical** is a workable alternative to either method. Not every magical item can be created by gathering the organs of creatures or the essences of rare plants, nor does each require the spellcaster to overcome the impossible.

Simple and common magical items (*potions of healing,* scrolls with various spells, *wands of detection*) could require only that the proper things be brought together and ensorcelled. Powerful, exotic, and highly useful items (such as a *sword +1*) might test the spellcaster's abilities and resourcefulness, requiring that he solve puzzles and riddles far beyond the normal ken.

The combination of the two philosophies can even be used to explain the fact that some magical items are so common and others so rare—potions are everywhere, but *maces of disruption* are hard to come by. Potions require simple ingredients; maces require the moving of mountains.

# Scrolls and Potions

Just because a spellcaster knows a spell, he isn't automatically endowed with the knowledge to create a scroll or potion of similar function. The processes and formulae used in each are different.

A spell on a page in a wizard's spellbook is different from a spell contained on a scroll. The first requires memorization and may need components or gestures to activate. The latter needs only an utterance to be effective. A potion, ingested to be effective, is clearly a different form of the same thing.

Because of these differences, a wizard must learn more of his art before attempting to make scrolls and potions. He is assumed to have attained the appropriate degree of training by the time he reaches 9th level. Even then the knowledge of how to create such items does not just leap into his brain.

Rather, at ninth level he has the potential to create such items. He knows enough basics of the art and has learned where to look for the information he needs to make the attempt. The exact process for each spell is still a mystery to him.

# Scrolls

The first step in creating a spell scroll (not a protection scroll) is for the wizard or priest to know and be able to cast the appropriate spell—the desired spell must exist in his spell books. If he has never seen the desired spell or has failed to learn it, he certainly cannot create a scroll for that spell. When creating a protection scroll, the wizard is limited to those protective spells that fall within the purview of his art, for example, protection from elementals, magic, and petrification.

If a wizard knows the spell, he can begin fabrication. His first step is to assemble the appropriate materials: quill, ink, and paper. These materials can't be commonplace items lest they mar the final product or be consumed by the very magical energies the wizard seeks to enscribe.

**The quill** used for each spell must be fresh and unused. Lingering energies of the spell just transcribed cling to the quill. If the quill were used again, these energies would flow and intermingle with later attempts, causing them to fail.

Furthermore, the pen can't be just an ordinary goose quill. It must be from a strange and magical creature, perhaps one appropriate to the nature of the spell (the feather of a cockatrice for a *flesh to stone*, etc.). The task of gathering the right quill can be an adventure in itself. Quills hand-picked by the wizard himself increase the chance of success by 5%.

**The paper** or other material upon which the scroll is inscribed must also be of fine quality. Paper is best for this purpose, followed by parchment, and then papyrus. Each affects the chance of success as follows:

| | |
|---|---|
| Paper | +5% |
| Parchment | 0% |
| Papyrus | -5% |

**The ink** is the final consideration. In this area, the DM has the greatest leeway to demand the most exotic ingredients and processes. The ingredients could be simple—the ink of a giant squid mixed with the venom of a wyvern's sting, or the musk of a giant skunk brewed with the blood of a gorgon. They could also be complex in meaning—the tears of a crocodile and a drop of water from the bottom of the deepest ocean, or a drop of mead from the cup of King Thyas blended with the lamentations of the women from the funeral of a great hero.

In general, the ink's ingredients should relate to the overall purpose of the scroll. As with the quill, the ink required for each spell should be different and even each inscription of the same spell requires the batch to be brewed anew.

After the character has gathered and brewed all the materials, he can begin the actual process of writing. Wizards must have their spell books at hand to guide their work, while priests and others must work on a specially prepared altar. The actual process of writing the scroll requires one full day for each level of the spell inscribed.

Protection scrolls require six days of work. During this time, the spellcaster must be undisturbed, breaking only for food and sleep (and then for a minimum of each). If the spellcaster halts before the transcription is completed, the entire effort fails and all work done to that point is for naught.

After the work is completed, the DM secretly checks for success. The base chance is 80%. This can be increased or decreased by the materials used. For every level of the spell, 1% is subtracted from the success chance, but every level of the spellcaster adds 1%. Thus, a 15th-level mage (+15) making a scroll of a 7th-level spell (-7), using papyrus (-5) and writing with a cockatrice quill plucked with his own hand (+5) would have an (80 + 15 - 7 - 5 + 5 =) 88% chance of success.

If the number rolled on percentile dice is equal to or less than the required number, the attempt succeeds. If the roll is higher, the attempt fails, though the player has no way of knowing this.

If the attempt fails, the scroll is cursed in some way. The DM secretly decides an appropriate effect based on the spell that was attempted. A failed attempt to create a *fireball* scroll may result in a cursed scroll that explodes in a fiery ball of flame upon reading. The player character cannot detect the cursed effect until it is too late.

Note: A *remove curse* spell will cause this faulty scroll to turn to dust.

A single scroll can contain 1 to 6 spells, the number determined randomly by the DM. The player can never be certain of the amount of space required even for the same spell on two different scrolls. A failed attempt to transcribe a scroll automatically fills the remainder of the page, although other spells successfully written before the failure remain. In this case, the cursed effect of the failed spell will not come into effect until that spell is read.

When using a scroll he himself has prepared, a wizard does not need to resort to a *read magic* spell to understand the writing.

# Potions

Potions are primarily the province of wizards, although priests can prepare those potions relating to healing and cures. (Priests of other mythos may or may not be able to prepare such potions, depending on the spell spheres available to them.) Healing and curing potions are beyond the ken of wizards.

As with other magical items, the character must identify and gather the materials needed to brew a potion before he can begin work. The formula can be as straightforward or bizarre as the DM desires. It may require the blood of a rare creature, powdered gems, the sweat of a mare, or the breath of a dying hero.

In addition, a potion requires a number of mundane ingredients. The basic cost of these ingredients ranges from 200 to 1,000 gp. The DM should decide this based on how common the potion is, its power, and the nature of the ingredients he has specified. A *potion of dragon control* is a rare item of great power and so should cost the full 1,000 gp. A *potion of healing* is a fairly necessary item, something the DM may want to be readily available to the characters. Therefore, it should be cheap, costing no more than 200 gp.

**Wizards** must do more than acquire ingredients: They also need a complete alchemical laboratory. Potions are not something you can brew up over the kitchen stove! This laboratory must be furnished with furnaces, alembics, retorts, beakers, distilling coils, and smoldering braziers—in short, all the trappings of a mad scientist's laboratory (circa 1400 AD).

The basic cost for such a laboratory is at least 2,000 gp if all the skilled craftsmen are readily available to construct the equipment to the wizard's specifications. And this cost covers only the furnishings; the wizard must also have an appropriate place to put all these things and to conduct his work. Given the strange noises and foul smells that issue at all hours from such a laboratory, many a landlord may be less than willing to have his rooms used for such purposes.

Once the laboratory is established, the wizard must pay 10% of its value every month to maintain the equipment, replacing things broken in experiments and minor ingredients that lose potency with age.

**Priests** do not make use of a laboratory—such equipment smacks of impious and heretical learning. Instead, the priest places his faith in greater powers to perform the actual transformations needed to blend the potion. As such, he uses an altar specially consecrated to the purpose. When constructing such an altar, the character must be ready to make some sacrifice of worth, either a monetary sacrifice or, even more significantly, a special service to his deity. Thereafter, the priest need only respect the altar as would be normal for his faith.

**Creating the Potion:** With all this equipment assembled, the wizard or priest is ready to begin. The cost already determined, the time to brew, infuse, distill, decant, and extract the potion is measured in days equal to the cost divided by 100. During this time, the character must remain uninterrupted except for the normal needs of sleep and food. If the work is disturbed, the potion is hopelessly ruined as are all ingredients used in it.

After the work is done, the DM secretly rolls percentile dice to determine if the potion has taken. The base chance of success 70%. For every 100 gp worth of ingredients, 1% is subtracted. For every two levels of the spellcaster (or fraction thereof), 1% is added to the base.

If the percentile roll is equal to or less than the chance of success, the potion succeeds. If the potion fails, the spellcaster has unwittingly brewed either a deadly poison or a *potion of delusion,* at the DM's discretion. Of course, the player won't know whether a potion is good until it's too late. In any case, the wizard or priest is wise to label his creation, for there is no sure way to distinguish between different potions by sight alone.

## Creating Other Magical Items

Potions and scrolls are not the only magical items spellcasters can create. Other types of magical item can be made—weapons, wands, staves, rods, rings, bracers, braziers, cloaks, and more.

There are also certain items the player characters can't create. Artifacts, relics, books (except spell books), and intelligent weapons are the realm of the DM only. Such items can be found by the player characters, but never manufactured by them. This ensures that the DM controls certain elements that can appear only during the course of an adventure he designs.

Furthermore, certain magical items have a particular racial connection, particularly the *dwarven warhammer +3, elven cloaks, boots of elvenkind, elven bows,* and certain types of hammers and axes. These items can only be fashioned by NPC dwarves and elves of particularly ancient age. The making and awarding of these items is the task of the DM only.

Finally, the DM has the right to exclude from player manufacture any magical item he feels is too powerful or too significant a part of his campaign world. (For example, if all magical weapons in the DM's campaign are the product of an ancient civilization and the art of their manufacture has now been lost, he can deny the ability to create such items to the player characters.)

These limitations notwithstanding, players should be invited to submit their own ideas for new or unique items. The possibilities for new items are limited only by the constraints of game balance. Perhaps the character wants an arrow that explodes in a flash of brilliant light or a wand that causes those touched to suffer amnesia.

Using the same give-and-take process described for new player spells, the DM should have the player write up a description of the desired item. The DM studies this, alters it as needed, and discusses the changes with the player. When both are in agreement, the character can begin the actual process of research and construction.

When a player announces the desire to construct a given item, it is not the DM's task to tell him whether this is within his capabilities or not. It is the DM's responsibility to decide the materials and steps needed to construct the item. The player can then have his character consult a sage, fellow spellcaster, or higher power to learn what he needs. In the process he may discover he lacks the appropriate powers to create the item. This is one of the risks inherent in magical research.

**Finding the Right Materials:** First the character needs appropriate materials. When constructing a magical item, no ordinary sword, stock, cloak, necklace, or whatever will do. The item must be extraordinary in some way. Weapons must be of high-quality craftsmanship. Woods must be rare, specially grown, or cut in a particular way at a

particular time. Cloth must be woven to exacting specifications. The material itself may be of an impossible nature (a shirt without seams or a hammer forged in a volcano's heart and quenched in the deepest ocean).

Often, the only way to ensure the appropriate vessel for the enchantment is for the spellcaster to fashion or gather the item himself. However it is obtained, the vessel should cost far more than a normal item of the same type. The price can range from 1,000 to 10,00 (or more!) gold pieces depending on the material.

**Preparing the Materials:** Once the vessel for the magic is obtained, the character will have to prepare it. A sword may need to be dipped in rare acids to burn away impurities. Bone may need to be picked clean by giant ants. Wood could require soaking in rare oils and herbs.

Though the item is, as yet, far from gaining any sorcerous power, this stage is vital—failure here means the spell will fail to take. Normally this stage takes from two weeks to a month just to prepare the vessel. Additional ingredients at this stage will cost at least 500 gold pieces, if not more.

**Enchanting the Item:** The spellcaster is now ready to begin the actual enchantment. Wizards must first successfully cast an *enchant an item* (or have another do it for them) on the vessel according to the conditions described for that spell. Once he is finished, the wizard can cast other spells into the vessel, provide the last ingredients, or perform the final steps in the enchantment process (as defined by the DM).

The character might have to take the enchanted item to the peak of the highest mountain to expose it to the rays of the dawning sun before it will be ready. He could have to immerse it in the distilled sorrows of nightingales. If spells are necessary, these, instead of expending their energies, are absorbed and transformed by the enchanted vessel.

The spell that must be cast into the enchanted vessel is the one that matches the power desired. If there is no direct spell equivalent, a more powerful spell with essentially the same function can be cast instead. If there is no spell equivalent at all, the wizard must research the appropriate spell before he begins the process of making the magical item, or he must provide exotic ingredients capable of conferring the power on the item, whichever the DM decides.

Thus, at this step, the wizard could cast *lightning bolt* on a wand to make it a *wand of lightning*, but he would have to research a new spell of create *gauntlets of Dexterity* (since no spell exists to improve Dexterity) or bathe the gauntlets in the bottled essence of hummingbird dreams (as an example).

Finally, if the item is to hold its magic for more than a single use, a *permanency* spell must be cast. This locks the trapped magic into the vessel, empowering it at the command chosen by the wizard. If the *permanency* is not used, the vessel only holds charges equal to the number of spells cast upon it.

If all these steps have been performed correctly and without interruptions, the item will be created...maybe. The process is long and involved and there are many opportunities for unintended error. Thus, when all is said and done, a success roll must be made. The basic chance of success is 60%. Each level of the wizard adds 1% to the chance, while each spell, special process, or unique ingredient used lowers the chance by 1%. The DM can further adjust the percentage for any extra-special precautions or notorious shortcuts the character might take.

If the check is passed (by rolling equal to or lower than the success chance) the desired item has been created. If the check fails, the item is cursed, although this may not be known until a much later time. The function of the item becomes perverted, the opposite of the character's intention. A cursed sword, for example, could lower the character's chances of hitting, while cursed gauntlets could render the wearer clumsy.

A character can't seek to make a cursed item with the hope and intention that the process will fail (thereby gaining a useful magical item). The nature of magical failure is such that the desired result, spoken or unspoken, never occurs.

For example, suppose Thibault the Younger, a mage of 17th level, seeks to make a powerful *sword +5*. Using the *contact other plane* spell and money, he learns the steps he must perform and the items he needs. His first task is to shape a sword blade with his own hands from the ore of Mount Lothrian, at the very center of the Dwarven Estates.

He travels there, only to discover that the Dwarven Lords consider this iron a treasure above all others, not to be given out to aliens not of the blood. After much careful bargaining, the Dwarven Lords agree to allow him to undergo the Ordeal of the Pit, the rite of dwarven manhood. Thibault is lowered into the caverns where even dwarves are loath to tread, where, in a solo adventure, he barely escapes with his life. By the time he has recovered and healed, the dwarves hail him as one of their own and reward him with the ore he seeks. As an extra benefit, during his time among the dwarves, Thibault learns a few more tricks of bladesmithing, increasing his proficiency.

Now Thibault has the ore and, on his journey home, stops by the Spring of Masters to get the second item he needs—pure spring water. A short time later, he is safely home. There, he spends a month hammering, folding, quenching, and hammering again on the blade, spending 5,000 gp on the task.

Finally the work is done and the blade is finished, the last step being to etch it in a bath of black pudding acid. According to the instructions he received, Thibault must next instill the blade with the power of purity. Just what this means is not exactly clear, but his finances are running low and he doesn't want to waste more time for investigation. He decides to have the blade consecrated at a local temple and then has a paladin lay hands upon it.

All these steps completed, Thibault begins his spellcasting. For days he works on casting the *enchant an item* spell. The spell succeeds. To make a +5 weapon he uses the *enchanted weapon* spell, one for each plus. However, after four castings, the *enchant an item* spell fades and Thibault must spend more time re-enchanting it. Once again successful, he casts the last *enchanted weapon* and then seals everything with a *permanency* spell.

The DM secretly makes a check for success. The chance is 60% (base) + 17% (Thibault's level) -12% (for the ore, hand-forging, etching, instilling with purity, enchanting twice, five pluses, and the *permanency*) = 65%. The DM rolls a 45. The work is successful and the sword is finished. Needless to say, Thibault is not tremendously eager to do this again right away.

**Clerics and other priests** can also make magical items appropriate to their calling. The process begins with the selection of an appropriate vessel of the finest or most perfect materials. Once the vessel is at hand, the priest must spend two weeks in meditation and purification ceremonies and then another week in fasting and purification. Then he must likewise purify the item and seek to invoke it with a small portion of his

deity's grandeur. Fortunately, this step takes but a single day and night.

Once this is done, the item is ready for the final plea. As it rests upon an altar, the priest must pray for the blessed sign that the deity will endow the vessel with the desired powers. Each day there is a 1% cumulative chance that the prayers will be heard.

Once this step is completed, the item need only be sanctified and consecrated, unless it is to possess charges in which case the priest has 24 hours to cast the appropriate spells into the item. Should the task to be incomplete at the end of this time, the priest will once again have to seek his deity's favor before continuing the process (in other words, start over at the beginning).

The priest is assumed to be perfectly faithful and true to his calling. Should this not be the case, in the DM's estimation, the process may fail or yield some result unanticipated by the priest. The enchantment may fail or the character's deity may curse the item in retribution for the priest's impudence in seeking favor so ill-deserved. The DM must judge the standing of the priest based on his previous actions and his current motives.

## Recharging Magical Items

Some items that carry several charges are rechargeable. Recharging isn't easy, but it is easier than creating an entirely new magical item. High-level wizards or priests may find it useful to boost up an old item.

To recharge an item, it must first be enchanted either through the use of an *enchant an item* spell or prayer, as noted above. Once prepared, new charges can be cast into the item. One benefit of recharging an item is that each charge requires only the spells' normal casting time (not the 2d4 hours per spell level normally required by the *enchant an item* spell).

However, recharging is not without risk to the item. Each time the item is enchanted to recharge, it must roll a saving throw vs. spell (using the saving throw of the caster) with a -1 penalty. If this saving throw is failed, the character has accidentally interfered with the magic of the item and it crumbles into useless dust.

## Destroying Magical Items

Occasionally characters may find it desirable, useful, or vitally necessary to bring about the destruction of a magical item. Magical items are more resistant than ordinary ones, but they are hardly indestructible, as Table 29 shows.

Characters who have possession of a device and are determined to destroy it can do so at will. They need only snap the blade of a magical sword or burn a lock or whatever.

It is possible to target specific magical items held by others, but it is very difficult. (In fact, it is no easier or harder than attacking a non-magical item.) Attempting to destroy an enemy's magical item may require attack rolls, saving throws, and item saving throws.

The breaking of a magical item should result in something more dramatic than the breaking of a vase or a windowpane. As DM you are perfectly justified in describing a

dramatic explosion of force, a small whirlwind, a foul stench, or whatever seems most appropriate to the moment.

For some items, particularly some staves, there are specific rules that define the effects of the item's destruction. Such cases are rare and the effects are devastating, so they are recommended only for those in the area. You might, for example, dictate that characters within 1 foot, 5 feet, or even 10 feet suffer 1d8 points of damage.

This is just an example—the actual damage can vary, at your discretion. Remember, however, that such damage should only be used for effect; it should never kill or seriously injure a character. After all, killing the character in the explosion of his own magical sword is piling injury upon insult; the loss of a prized magical treasure is bad enough!

## Artifacts and Relics (Optional Rules)

Vastly more potent than the most powerful magical items are extremely rare items of ancient power and majesty—artifacts, constructs of the utmost wizardly might, and relics, the remains of awesome powers and the greatest of holy men. These are items of great import and effect, so their use *must* be strictly controlled. The following absolute conditions are always in effect when dealing with artifacts and relics.

The appearance of an artifact or relic must always be the basis of an adventure. These items should never be casually introduced into play.

**Characteristics of Artifacts and Relics:** Each artifact and relic is unique. There can only be one of that item in existence in a given campaign. It appears in a campaign only when it has been placed there by the DM. These devices never form part of a randomly placed treasure and so are not on any treasure table. The DM must choose to include each particular artifact in his game.

Artifacts and relics always possess dangerous and possibly deadly side effects. These effects are all but irreversible, unaffected by wishes and most greater powers. Artifacts can only be destroyed by extraordinary means.

Artifacts and relics can never be transferred from one campaign to another. If player characters from another DM's campaign enter yours, they automatically do so without any artifacts they might possess.

So, given all these warnings and admonitions, just what is it that makes artifacts and relics so potentially dangerous to use in a role-playing game?

At the top of the list is the fact that, in game terms, artifacts and relics are nothing more than excuses for the DM to break any and every rule he cares to. Upon learning the proper command, an artifact or relic might allow a character to raise all his ability scores immediately to their maximum or turn an enemy's bones to jelly.

The artifact might allow the character to summon meteor swarms, utter a power word, resurrect, or stop time once per day at will. He might be able to summon powerful monsters and easily bend them to his will. He could discover the power to dominate the minds of others, enslaving them to his desires. And this might only be a small part of what the artifact would allow him to do. In short, there is no limit to what you, as the DM, decide an artifact can accomplish.

**Origins of Artifacts and Relics:** All of these items have been handed down from

ancient times and have histories shrouded in myth and legend. An artifact has the same background and aura about it as, for example, King Arthur's Excalibur, the skin of the Nemean lion worn by Hercules, Pandora's box, the Golden Fleece, the sword, jewels, and mirror of ancient Japan, or the hammer of Thor.

These unique objects were once held and used by gods and mortals far greater and more powerful than normal men. Often these items existed for an express purpose—to be used by a particular hero, to fight a particular foe. So closely associated is an artifact with a person, time, or place that its powers can seldom be fully used except by specific individuals who meet certain standards. A weakling could not hurl Thor's hammer, nor could just anyone command Baba Yaga's hut. An artifact may show its full powers only to deal with particular, very specific, threats or dangers. Artifacts have purposes, sometimes fulfilled long in the past and sometimes never-ending.

**Introducing Artifacts and Relics into a Campaign:** Because the impact of an artifact is so great, you should use them only in the most earth-shaking adventures you can devise. You must always have a reason for bringing an artifact into your game. It should never appear just because you want to give the characters something bigger and better.

If discovered at the beginning of an adventure, it should be the prelude to some great threat to the kingdom, empire, continent, or world where the item will make a difference. Rather than simply giving the item to the characters, you can introduce the danger first and then set the player characters searching for the artifact that will defeat or stem the tide of evil that threatens to oversweep the land. Alternatively, the player characters could be faced with the worst of all situations—one in which the artifact is in the hands of the enemy and the players must get it away from them. Each of these creates an adventure or, more likely, a series of adventures centered around the device.

Once the adventure is over, it is best for you to find some way to get the artifact out of the players' hands. In essence, the artifact was a MacGuffin—the thing that made the plot go—not something you want to remain in your campaign now that the need for the item is gone. This is very much in keeping with the nature of artifacts and relics, since they have a maddening habit of disappearing once their task is done. To leave the artifact in the campaign is to invite abuse by the player characters, perhaps for noble ends, but abuse all the same. There are, even in a fantasy game, "some things man was not meant to know."

Because of their grand impact and titanic significance in the scheme of things, artifacts should be used sparingly. There are only so many times the characters can save the world before it becomes old hat.

Don't be too eager to introduce these items into play and don't bring them in too often. Artifacts and relics represent the epitome of magical items. They are going to lose a lot of effect if every king in every kingdom has one in his treasure chambers. If characters only find one artifact in their entire careers, it will be enough. Well-played for all its drama, it will lead to an adventure the players will remember for a long time to come.

## Designing an Artifact or Relic

When you do decide to introduce an artifact or relic, you design it specially for your campaign. Some examples are given at the end of this section, but artifacts should always

be made to fit your campaign, not the other way around. In this way, the players will never know what to expect—not its shape, its history, its powers, or its purpose. All these things will make the discovery and use of the item more exciting. In addition, you will have the knowledge that you have created something major, perhaps the most significant thing, for your campaign. That is no small accomplishment.

**Appearance:** The first step in creating an artifact is to decide its form. It could be anything: a weapon, a hut with chicken legs, a book, a mask, a crown, a tooth, a throne, a mechanical nightingale, a crystal orb, a plain ring, a wand, or whatever.

**History:** After you know what it looks like, create a history for it. This history will guide you in deciding what powers the artifact has and what it is used for. In this history, decide who created the item and what their reasons for creating it were. Then, outline what has befallen the item over the centuries—where has it surfaced and what has happened at those times? Finally, embellish this history with clues to its powers and the erroneous legends that have come to surround the item.

**Alignment:** Choose an appropriate alignment for the artifact (all artifacts are heavily identified with an alignment).

**Minor Powers:** After you have a history of the item, begin to assign it powers. Artifacts normally have a number of relatively minor powers and one or two major abilities. Some minor abilities are:

- Cast a given 1st-level spell at will
- Cast a 5th-level or lesser spell once per day or week
- Cast a spell of 3rd level or less once or twice per day
- *Cure serious wounds, disease, blindness,* or *deafness* one or more times per day
- *Detect good/evil, invisibility, charm,* or *magic* at will
- Double the character's movement rate
- Freedom from hunger and fatigue
- Fly
- Grant the possessor immunity to one type of harm: poison, fear, disease, gas, normal missiles, acid, normal fire or cold, etc.
- Grant water breathing when held
- Improve the wielder's Armor Class by one or more points
- Increase an ability score by one point
- Paralyze at a touch
- Regenerate 2 hp per turn
- Speak with dead once per day
- Speak with plants or animals at will
- Turn undead as a cleric of the PC's level
- Understand any spoken language
- Understand any written language

**Major Powers:** After choosing minor powers, you can select the major powers. There should normally be no more than one or two of these. The major power must be in keeping with the history of the item. If you describe a sword wielded by a bloodthirsty and depraved tyrant, it makes little sense for the major power to be to resurrect others once per day. Rather one would expect something terrible—deliquescing an enemy or

summoning some extra-planar beast to kill upon command. Some suggested major powers are:

- Automatically warn of impending danger
- Bestow magic resistance of 50% to 70% when held
- Cast a 9th-level spell or less once per day or week
- Death ray with no saving throw once per day
- Permanently raise all ability scores to their maximum
- Polymorph self at will
- Restore youth upon touch once per month
- Summon a djinni once per day
- Summon and control elementals once per day
- Teleport at will with no error
- Total immunity to all types of fire or cold
- Total immunity to all types of mental attacks (charms, etc.)

**Dangers:** After designing the beneficial or useful powers of the artifact, create the dangers inherent in its use. All artifacts have grave risks—such is the nature of their power. The item was originally used by someone of great will and power, and even they placed themselves in danger to use the power the artifact possessed. For the player characters, such danger is nearly inescapable. These dangers are usually drastic physical side effects that affect the character. Again you want the drawbacks of the artifact to mesh with the history you have created. Some suggested drawbacks include:

- Alignment gradually becomes that of the item
- All plants within 10 feet of character wither and die
- All who see the artifact covet it
- Artifact always causes user to attack specific creature types
- Artifact drains one level of experience from user whenever a major power is used
- Character is controlled by artifact if saving throw is failed
- Holy water burns the character
- User ages 3d10 years with each use until he is reduced to a zombie
- User causes fear in all who see him
- User contracts an incurable disease that reduces ability scores by 1 point each month
- User has a 5% cumulative chance per use of being stricken by incurable lycanthropy
- User's touch causes petrification

**Corrupting Effect:** As if this weren't enough, all artifacts have a corrupting effect. Characters become suspicious of others and possessive of the item. They begin to see threats where none were intended. Ultimately they will turn upon their friends and companions, seeing them as scheming enemies out to destroy them and steal the artifact.

As with the drawbacks, this effect is caused by the fact that the player character is not the one the artifact was first intended for. His personality is different, and no matter how great he is, he lacks the force of will of the great hero, arch-wizard, high priest, or demigod, who originally wielded the item.

**Weakness:** Finally, prepare some method by which the artifact can be destroyed.

Destroying an artifact is never easy—in fact, it's nearly impossible. Artifacts and relics are impervious to all normal harm and magical attacks. They cannot be crushed, dissolved in acid, melted or broken normally.

At best, the physical form can be disrupted for a period of time, but within a century or less it will re-form in some new location. To truly destroy an artifact, the characters must fulfill some exacting set of conditions as unique as the artifact itself. Possible ways to destroy an artifact include:

- Carry it to the Outer Planes and presume upon the deity that made it to strip it of its power.
- Cast it into the searing flames of the Sun.
- Crush it under the heel of an honest man (harder than it seems).
- Dissolve it in the Universal Solvent (which eats through anything).
- Expose it to the blinding light of the Lamp of Pure Reason.
- Feed it to the Earth Serpent who coils at the base of the World Tree.
- Melt it down in the heart of the volcano where it was forged.
- Place it at the very bottom of the Well of Decay.
- Utter aloud its 5,000,001 secret names.
- Weld it into the Gates of Hel.

Once all this is done, you will have an artifact or relic ready for use in your campaign.

## Sample Artifacts and Relics

Listed below are some examples of artifacts. Because each artifact must be unique, no absolute powers are given. Suggested powers are listed, but the DM can alter these as he wishes.

**The Hand of Vecna:** Seldom is the name Vecna spoken, and even then only in the most hushed and terrified tones, for legends say the shade of this most supreme of all liches still roams the world.

Little is known of this being except that he eventually met his doom in some awesome conflagration—or at least that his physical body was destroyed. Still rumors persist that one hand (and perhaps an eye) survived even this destruction.

These rumors ascribe strange and powerful abilities to the *Hand of Vecna*, still imbued with the unquenchable spirit of Vecna. The Hand is variously described as large and small, but all accounts agree that it is extremely withered and blackened, as if from a burned body.

The first recorded appearance of the Hand was during the Insurrection of the Yaheetes, 136 years after the passing of Vecna. With the overthrow of Paddin the Vain, leader of the clan, the Hand apparently disappeared.

During the reign of Hamoch of Tyrus, the hand was discovered by the fisherman Gisel. For several decades he kept it as a curiosity, until he was slain by his brother who stole the artifact. The brother was waylaid en route to Tyrus and the Hand fell into the possession of the outlaw Mace.

With a single gesture of the Hand, Mace is said to have struck down the gates of Tyrus

and brought plague onto the royal house. Stories are told how he spent one night in the royal bedchamber where he was visited by the spirit of Vecna. Undoubtedly he changed, for the next day he ordered the execution of his former followers to appease the wrathful shade.

In the 100 years of Mace's reign, the city of Tyrus grew in power, but it became ill-famed as the Slaughterhouse of the Western Shore. Mace (now styled Vecna the Second) was struck down by a Yemishite assassin when the power of the Hand inexplicably failed him.

Since that time the Hand has appeared briefly in a number of widely scattered lands. Most of these appearances are unsubstantiated, but the corruption of the Paladin-King of Miro is a well-documented case. Foolishly fixing the Hand onto his own arm, the Paladin-King discovered too late that he could not remove it and in the end it destroyed him.

For the Hand to function, it must be touched to the stump of an arm, to which it grafts instantly. The grip is immensely strong (19 Strength, no attack roll or damage bonuses however).

At first, the Hand seems useful and harmless enough, but within it resides some portion of Vecna's evil spirit. Gradually the owner comes to believe he is Vecna. Good characters becoming cruel and malevolent; evil characters become the embodiment of corruption, eventually turning on their friends and allies.

Suggested powers for the Hand include: *death ray* (no saving throw, once a day), *cause disease* (100-foot x 100-foot area/2 times per day), *animate dead* (1/day), *darkness* (at will), +2 *protection*, *web* (1/day), *disintegrate* (1/day), *regenerate* 2 hp/turn, *lightning bolt* (12 dice, 1/day), and *time stop* (1/week).

Aside from the fact that the Hand is corruptive, its other major drawbacks include the fact that it cannot be removed short of chopping off the arm and the fact that those who see the Hand will covet it, attempting to take it from its current owner. Finally, the Hand foresees the moment of its owner's doom and its powers will fail just at that given time.

**The Rod of Seven Parts:** It is said that the Wind Dukes of Aaqa were the creators of this legendary artifact. Manifesting themselves upon the world at the battle of Pesh, where the powers of Chaos and Law arrayed themselves, the Dukes presented the Rod to the Captains of Law. In the battle, the Rod was supposedly sundered in the slaying of Miska, the Wolf-Spider, consort of the Queen of Chaos.

The Dukes, to prevent the Rod's capture, snatched up the seven parts and scattered them throughout the world. Ever since, agents of the Queen have sought out the Rod. It is rumored that if she regains all the parts, she can return Miska to the realms of men.

The original rod was said to be about 5 feet long, but the pieces are irregular in length. The parts go together in a specific order, the first being narrowest and each later piece increasing in diameter. Assembling the Rod is difficult, however, because the item is still protected by the Wind Dukes. Each section conveys a sense of the direction to the next piece. Pieces assembled to each other in the correct order will bond together; however, if any piece is placed out of sequence, it will instantly disappear, to appear randomly somewhere else in the world. Upon assembling the first three pieces, the owner will refuse to part with the item at any time, even when sleeping, eating, bathing, or engaging in other personal activities.

Because it was once shattered, the Rod is fragile. There is a 5% chance that it will

break apart (and be scattered by the Wind Dukes) each time its major power is used.

Each piece of the Rod has a minor power. Suggested powers are: *immunity* to one attack form, *fly at will, cure light wounds* (1/day), *true seeing* (1/day), *hold monster* (1/day), *double character's movement, slow* (1/day). When completely assembled, the Rod can have major powers. Suggested powers are: *restoration* (1/day) and *shape change* (2/day).

Created to the service of order, the Rod changes its user to an absolute follower of law, even more so than the most rigid lawful good. The character will feel compelled to intervene in all things to maintain the primacy of law over chaos, heedless of the effects for good or ill. Those not adhering to the Rod-holder's strict views are perceived as enemies. Once all the parts are assembled, the Rod also radiates an aura of fearsome, icy law affecting all within a 20-foot radius. When its major powers are used, those who fail to save must flee in panic.

**Heward's Mystical Organ:** In the Fables of Burdock readers find mention of a musical instrument, an organ of large size and mystical enchantment. It was said to have been fashioned by Heward, Patron of Bards, to teach mankind the art of song and to bring wonder and joy into the world. Through its keys and music, the Patron was able to spread the gifts of harmony, composing, grace, and beauty. Through his songs, Heward watched over and protected the lands, guiding the weather to glorious sunsets, rain to fall on parched soil, bread to rise firm and fresh, children to be happy, and indeed protecting all that mankind now loves.

Unfortunately, the Fables say, mice among the frets gnawed at the workings, causing sour notes to escape, giving voice to the harpies, sirens, and other evil creatures that entice and trap by song. Enraged, the Patron cursed the mice to remain forever lowly and meek of voice. Believing the Organ ruined, the Patron abandoned it (and took up the harp).

The location of the Mystical Organ is unknown, but the legends of several great and powerful bards relate its discovery and subsequent loss. Oldenburg the Blind supposedly discovered it and from its keys learned the 9 Enchanting Lays whereby he won the heart of Princess Leir, daughter of the evil Fairie-Lord Marrad. Mad Ossam was supposedly stricken upon trying to compose a tune at the Organ. Cursed with the power of blight and despair, he brought baronies to their knees in his travels. Many a bard has claimed to have studied at the Organ, but these are certainly nothing more than the exaggerations of showmen.

The Organ is a massive, immovable object. The pipes easily extended the height of a cathedral chapel. The keyboard has three different sets, and there are 27 ivory stops. Nine great pedals control the bass notes. Each pipe is sounded by a bound elemental of appropriate size. The stops, when arranged in different settings, alter the pitch and voice of each pipe, while the keys strike the notes. Age, disuse (for even an artifact of such delicacy must be tended), and the ravages of the spiteful mice have rendered many of the pipes, keys, and stops inoperable.

To use the Organ one must play a tune upon it. However, this is a tremendously dangerous business since there are so many possible combinations of settings and notes. Prior research and faith in the gods must serve as a guide. (As an option, players can compose or at least hum a little ditty of their own when their characters attempt to use the organ.)

When a tune is played, the magic takes effect. Just what magical result occurs is left to the DM. He should base this upon the quality of the playing, the tastefulness and mastery of the music, and the desires of the player.

Theoretically, Heward's Mystical Organ can have as many powers as there are settings and tunes to be played. With such a broad range, the DM can create virtually any result. The press of a key may cause flowers or straw to rain over a small village 100 miles away, while a fugue may result in the sinking of several islands off the coast or the reshaping of the organist into a newt (especially if he hits a bad note).

Unlike other artifacts (which possess powers the character must discover), users of the Organ should decide upon the effect they wish to create and then research the notes and stops needed to create it. The DM can, of course, alter the end result (mortals playing with the toys of gods seldom get what they really want) and a check should be made to see if any errors (a missed note or beat) occur in the playing.

If an error is made, the DM can have drawbacks and unfortunate results prepared. Some of these can include: permanently *polymorphing* the player into a small lizard or insect, permanent deafness or madness, or immediate alignment change. The character could be endowed with a voice equal to a *horn of blasting* (so he can't speak without causing harm), or he might be forever compelled to speak in rhyme or in song. One or more levels might be drained by the Organ. All magical items within 100 feet could be permanently negated. The organist could be teleported to another planet, etc.

In addition, the tones of the Organ, no matter how badly set or played, are of unearthly beauty. Whenever it is played, all hearing it (including the organist) must roll a successful saving throw vs. spell or be enchanted forever.

Those so stricken cannot abide any other sound. Deprived of its tones, they despair and see no wonder or greatness (in either good or evil) in the world. Gradually, those enchanted take less and less interest in life until they finally reach the point where even the finest food is an anathema to them. These slowly wasting creatures are truly piteous sights.

The location of the Organ is constantly changing. All the legends agree that it exists nowhere in the world, but in some misty other realm. Noteworthy too is the fact that those who leave its hall are never able to find it again.

# Chapter 11:
# Encounters

If the imagination of players and DMs are fuel of the AD&D game, encounters are the engine that makes it go. Without encounters, nothing happens. Without encounters, player can't slay fearsome trolls, rescue the villagers from a band of orcs, chase down a petty thief, outwit an evil wizard, or humble a mighty tyrant. Encounters make up the plot of the adventure, each in some way furthering the tale or building the background of your campaign world. Without encounters, without the opportunity to meet and deal with others, your campaign world is just going nowhere.

To use encounters, it is important to understand what they are. An encounter is a

meeting with an NPC or monster, or an event that might affect the player characters. As DM, you:

- Create in advance the thing, person, event, or monster encountered
- Describe the scene of the encounter to the players
- Role-play the reaction of all the creatures involved, except the player characters
- Describe the results of player character actions during the encounter.

These are a big part of the DM's duties in a role-playing game (in addition to the task of interpreting the rules and handling the mechanics of play).

## What is an Encounter?

An encounter is best defined by two broad criteria. If the described event lacks either of these, it isn't a true encounter. It may be a described scene, an event, or a bit of mundane business, but it is not a role-playing encounter.

First, an encounter must involve a thing, an event, NPCs (characters or monsters), or a DM-controlled player character. A meeting of two player characters (handled by the player alone) is not an encounter. It is an action between the players themselves.

Second, an encounter must present the possibility of a meaningful change in a player character's abilities, possessions, or knowledge, depending upon the player's decisions. The keys here are meaningful change and player decision. For each character with 500 gp in his pocket, going into a tavern and spending three gp on drinks is not meaningful change. If the character had to spend the same 500 gp in the same tavern to get information about the Black Tower across the river, the character has experienced a meaningful change-he's now broke.

If the player doesn't make a decision, then he's just coasting along, letting the DM do everything. Going to the tavern and spending three gold pieces on food and drink isn't much of a decision. Choosing to go bankrupt to learn what may or may not be useful information is fairly significant. The player is going to have to think about the choice. How badly does he want this information? How reliable is this informant? Does he need the money for something else-like new equipment? Can he get a better price?

The presence of an active force and the possibility for change based on player decision are what make a true role-playing encounter. Take, for example, the situations given below. Try to figure out which of the four is a true encounter, as defined above.

1. Rupert and Algorond, a gnome, are exploring a cave. Algorond is in the lead. Without any warning the ceiling directly over him collapses, crushing the little gnome instantly. He is dead, and all Rupert can do is dig out the body.

2. Rupert, a 10th-level fighter, meets three lowly orcs. They charge and, not surprisingly Rupert slices them to ribbons. He isn't even harmed. Searching the chamber, he finds a *sword +1*. Rupert already has a *sword +3* and is not particularly interested in this weapon.

3. Rupert reaches into his pocket only to discover that the gem he pried from a heathen idol is gone! Thinking about it, he decides the only person who could have taken it was his fellow party member (and player character) Rangnar the Thief. Unhesitatingly, he whips out his sword and holds it at Rangnar's throat. Rangnar reaches for his hidden dagger.

4. Rupert and Taras Bloodheart are riding across the plain. Just as they crest a low ridge, they see a cloud of smoke and dust in the distance. They halt and watch for a little while. The dust cloud slowly moves on their direction, while the smoke dwindles. Moving their horses to a hollow, the watch the approach of the mysterious cloud from a thicket.

So, which of these four is a true encounter? Only the last one. The first didn't involve any player choice. The gnome is crushed, and there wasn't anything either player character could do about it. Not only is this not an encounter, it isn't fair. It could have been an encounter (with a trapped ceiling), if there had been signs beforehand (clattering stones, previous deadfalls, groaning stones) and if the gnome had been given the opportunity to act before the rock squashed him. The player choice could have been to heed or ignore the warnings and leap forward, back, or stand confused when the rock fell.

The second had player choice, but it wasn't particularly meaningful or balanced. The player knew his character could win the combat so his choice to fight was insignificant. He knew the sword was less potent than the one he already had, so his choice not to keep it was, likewise, not a choice at all. The situation could have been an encounter if the orcs had actually been ogres concealed by an illusion or if the sword had special unrevealed powers. Either of these would have made the character's actions meaningful.

The third situation has all the trappings of an encounter. There is meaningful choice and anything could happen next. However, this is a squabble between player characters, not something the DM has control over. It does not further the plot or develop campaign background. Indeed, such disharmony will only hurt the game in the long run. It could have become an encounter if an invisible NPC thief had done the deed instead of Ragnar. Rupert and Ragnar, eventually realizing the confusion, would have suddenly found themselves united in a new purpose—to find the culprit. Of course, there would also be role-playing opportunity as Rupert tried to make amends while Ragnar remembered the insult!

The fourth example is a true encounter, even though it doesn't seem like much is happening. The players have made significant decisions, particularly to stay and investigate, and they are faced by an unknown creature. They do not know what they face and they do not know if it will be for good or ill. The dust cloud could be a djinni or a hostile air elemental. It could be a war-band of 100 orcs or giant lizards. The players don't know but have decided to take the risk of finding out.

In role-playing games, encounters fall into one of two general categories—planned (or placed) encounters and random (or wandering) encounters. Each contributes to the overall excitement and adventure of the game.

## Planned Encounters

A planned encounter is one of the DM has prepared in advance, one tied to a specific place, event, or condition. These can be divided into keys and triggers.

### Keys

The simplest of planned encounters is called a key—a listing of who lives where, what

they have, and what they might do if a character enters their room, visits their farm, or explores their cave. This key can also contain colorful details about otherwise boring or empty rooms, creating detail for the player characters to explore. Here's how a sample key for an ogre's den, a three-chambered cave, might be written.

1. **Main Chamber:** One passage of this chamber leads to the outside, a narrow cleft in the rock hidden behind some bushes. Following this, the passage widens after 10 feet. The walls are coated with soot and there is a large pit in the center of the floor filled with ashes and charred bits of bone. The ashes are warm and the rocks of the pit are still hot to the touch. The chamber stinks of burned meat and leather. There is a lot of rubbish on the floor but there is nothing of value here. At the far end, the cleft once again narrows to a passage.
2. **Sleeping Chamber:** Here the air is thick with smells of animal sweat and worse. There is a loud rumbling from the far side of the chamber. There, sleeping under a mound of crudely skinned furs, is a large ogre. Next to him is a large wooden club. Hanging from the walls are bits of bright cloth, shiny buckles, and tarnished badges. A few simple torches, now unlit, are wedged in the cracks.

If the characters don't move slowly in this room, one will kick a metal helmet across the floor, waking the ogre. Groggy for one round, he then attacks the group. Just beyond the nest is another passage.

3. **Treasure Room:** The entrance to this chamber is blocked by a large boulder that must be rolled into the room to get it out of the way. Characters must get it out of the way. Characters must roll a successful bend bar/lift gates check to move it. (Several characters can work together, totaling their chances into a single roll.) Inside the room are the treasures of the ogre. These include 500 gp, 3 gems (worth 10, 500, and 100 gp), a suit of *chain mail +1* the beast cannot use, and a mound of horse trappings, bridles, and saddles. Aside from the bats, there are no creatures in the chamber.

When you write a key, describe the way the scene looks as accurately as possible. Also think what sounds the player characters might hear, what they'd smell, what the place feels like, and so on. Writing a good key is like writing a good story. At the very least, include the following information for every location:

- Any monsters or NPCs found there.
- What equipment and magical items the monsters will use.
- Any treasure (and its location).
- Any other unusual items of interest. This can include colorful details to help you describe the area or clues to warn characters of danger ahead.

The key can also include special conditions that must be met while in the area. In the example above, there were penalties for not being alert and cautious (kicking the helmet) and requirements for Strength (moving the boulder).

However, keys are static—things don't change that much. No matter whether the characters enter at noon or midnight, the ogre will be sleeping. He won't be cooking his dinner, out hunting, or picking his teeth with his toes.

For fairly simple scenes this is fine, but the situation gets ridiculous for more complicated situations. Imagine a farm where the farmer was always in the field or a castle where dinner was continually being served!

Static also means that events in one place don't affect things in another. If the characters heave the boulder out of the way, won't the noise awaken the ogre? Not according to the description as it is given, although a good DM would certainly consider the possibility. Writing a key that takes all these potential inconsistencies into account isn't easy. To be complete, you would have to design the key in your head, figuring out all the interconnections, before you wrote anything down.

There are two solutions to this problem: You can try to be complete and thorough, preparing answers for every possible situation, or you can reduce the amount of detail you give about creature behaviors and improvise answers as you play. To describe a farmhouse, you could simply note the occupants (their ages and the like) and the significant possessions at the farm. The activity of the NPCs can be adjusted to the moment—working in fields, sleeping, eating, etc.

Trying to pre-plan for every eventuality is time-consuming—there is a fair amount of planning and writing you must do. Improvising cuts down on preparation, but forces you to work harder during the game. The best solution is to compromise: Carefully detail the most important planned encounters and simply sketch out and improvise the small encounters. This way you are not overwhelmed in preparation or play.

## Triggers

Another type of planned encounter is the trigger. It can be used with a key or by itself. A trigger is a simple either/or or if/then type of statement. It is used for more interactive types of encounters, where the action of the event is what is important, such as the kidnapping described below.

The next episode occurs at 1 o'clock in the morning: If any character is still awake, he hears a muffled scream coming from the balcony of the room next door. If the characters investigate, they will discover two hooded men (6th-level thieves) attempting to drag a struggling young woman over the railing. One man has her firmly gripped from behind, his hand clamped over her mouth. The other is hoisting her legs over the side. A confederate waits with the horses on the ground below. If the characters do nothing, there will be a crash as she kicks over a flower urn, followed by a muttered curse and then the galloping of horses.

If the characters are noticed, the unburdened man wheels to face them, drawing two swords, one in each hand. The woman attempts to break free, only to be struck unconscious by the other man. The man on the ground quietly cocks a crossbow and aims it at the party, keeping an eye out for spellcasters.

Here everything is dependent upon previous and current choices of action. Is a character awake? Will the characters investigate? How will they react to the kidnappers? Each decision molds subsequent events. The characters might leap to the young woman's rescue or they might rouse themselves only in time to see the kidnappers gallop off with her tied to the saddle. Their actions could alter planned events. Coming to her aid, the characters rescue the lady. As DM you must be ready to tell her story. Why was she attacked? Who were they? Are there any clues the characters can find?

To write this type of encounter, first outline the basic sequence of events that would

happen if the characters did not interfere. Next, think like a player and try to anticipate what the characters might do. Would they aid the lady? If so, you will need combat information—how the attackers will fight and what weapons and tactics they will use. What happens if the characters try to sound the alarm or talk to the kidnappers? What will the lady say if rescued? At least a brief note should be made to account for the probable reactions of the player characters.

As complete as you make them, triggers are not without their weaknesses. While very good at describing a scene, a trigger does not provide much background information. In the event above, there is no description of the room, the attackers, the lady's history, etc. There could be, but including it would be extra work, and description would also get in the way of the action.

A less critical problem is that DMs can't anticipate every action of the player characters. No matter how carefully a trigger is constructed, there is always something the characters can do to upset the situation. In the example above, what if the characters panic and a mage launches a *fireball* at the attackers? In a flash of flame, they and their victim are killed and the building is on fire. Prescient is the DM who can anticipate this event!

There is no simple solution for unpredictable players (nor would you want one!). As a DM you are never going to be able to predict every player decision. Experience, both as a player and a DM, teaches you what the most likely actions are. Beyond these you must improvise, relying on your skill as a DM.

## Combining Keys and Triggers

Many DMs make use of a dual arrangement for preparing encounters. First they prepare a key, describing the appearance of the encounter locations, items in them, and other things that are relatively non-changing. Then they write triggers focusing on the characters and the actions.

When they need to describe a room, they rely on the key, while the trigger describes the plot of the adventure. Although this requires a little more set-up, this allows different events to happen in the same place or area, giving a feeling of continuity to the adventure and campaign.

## Random Encounters

In addition to planned encounters, the DM also runs random encounters. These aren't tied to a specific place or event. They are based on chance.

During the course of an adventure, the DM makes encounter checks, rolling a die to determine if a random encounter occurs. If one does, the DM chooses or randomly rolls for an encounter using a random encounter table he has prepared or one provided with a published adventure. Complete random encounter tables are provided in the *Monstrous Compendium.* These can be updated and replaced as new creatures are added to the 2nd Edition AD&D game.

When a check indicates an encounter is imminent, a creature or NPC determined by

the encounter tables will arrive in the area in the next few minutes to investigate. Many encounters end in combat, but this isn't necessary—it is possible to talk to intelligent creatures, whether in the dungeon, out in the wilderness, or on the streets of a town or city.

## Should You Use Random Encounters?

Some argue that random encounters are foolish and should not be used. These people maintain that everything should be under the control of the DM, that there should be no surprises for him while playing the game.

Certainly, random encounters can be abused through overuse, and they can create illogical encounters. (The word foolish would certainly apply to the DM who allowed the characters to be attacked by an orc war-band in the middle of a peaceful human city!) However, when used judiciously, random encounters add to everyone's fun in a couple of ways.

**Variety:** Random encounters introduce variety the player characters didn't expect. The characters, exploring a dungeon, become overconfident if they only encounter monsters in chambers and rooms. Random encounters reminds them that any second could be dangerous, no matter where they are.

**DM Challenge:** Random encounters make the game more exciting for the DM. The game has to be fun and challenging for him as well as the players. Part of the challenge for the DM is to improvise an encounter on the spot. The DM gets involved and excited, improving the play of the game.

To use a random encounter, the DM doesn't just open his rulebook and blindly pick a monster (although there is nothing that says he can't do this). Instead, he uses or creates specific tables that are tailored to the needs of the adventure and adventuring area, by including only those monsters or NPCs that are appropriate to the setting.

## Characteristics of Random Encounter Tables

All encounter tables share certain concepts. Before you begin creating your own tables, some understanding of these basics is necessary.

**Uniqueness:** Although one could create a single encounter table and use it for every situation, this is a grievous limitation on the wealth and detail possible in a campaign world. Encounter tables add distinction and differentiation to areas. Encounter tables can reflect conditions as basic as terrain or as complicated as entire social structures.

This in mind, the DM should decide where in the campaign world each encounter table applies. A single table could be made for all deserts; a separate table could be made for the Desert of Shaar, which is noted for its fabulous beasts; a further table could be made for the ten-mile area around the Palace of Yasath in the Desert of Shaar, where the Emir of Yasath maintains patrols to keep the beasts at bay. Within the palace an entirely different encounter table would be needed, since the patrols don't tramp through the hallways and harems.

Each table says something about the conditions in a particular area—the level of civilization, the degree of danger, even the magical weirdness of the area. Although the

players never see the entire table, such tables help the DM define for himself the nature of his campaign world.

**Frequency:** All monsters have a frequency of appearance, whether given in the monster's description or assumed by the DM. Orcs are more common than minotaurs, which are seen more often than dragons, which, in turn, are seen more often than Tiamat, Evil Queen of the Dragons. Frequency of appearance is normally listed as common, uncommon, rare, very rare, and unique.

*Common* creatures normally account for 70% of the local population. They may be more prolific or just more outgoing, more likely to show themselves to strangers.

*Uncommon* monsters fill the next 20%. They are fewer in number and tend to be more wary of outsiders.

*Rare* creatures account for another 7%. Such creatures are normally solitary, exceptionally powerful, or very retiring.

*Very rare* creatures constitute only 3% of the population. They are truly exotic and almost always extremely powerful. They may be creatures who have wandered far from their normal range or whose magical nature is such that not many can possibly exist at any one time in any one place.

*Unique* monsters are just that. They are individuals, specific and named. Such creatures should never be used on random encounter tables. They are reserved for planned encounters.

The chance of encounter is not determined solely by the frequency listing, however. The DM should also take into account a location's terrain or deadliness. A polar bear can be considered unique only in the tropics and is very rare at best even in the northernmost reaches of temperate lands. An orc living in the deadliest area of an ancient ruin, an area populated by a dragon, mind flayers, and medusae, would be very rare indeed (and very lucky to be alive). Frequency must be modified to suit conditions.

Frequency must also be subservient to the conditions the DM desires to create. If the DM wants a valley filled with magical creatures of incredible deadliness, then rare and very rare creatures are going to be more frequent. A lost valley filled with dinosaurs defies the normal chances of encountering such beasts. Indeed, they could only be considered unique elsewhere.

Furthermore, frequency does not mean characters will encounter a creature 70% or 20% of the time, only that it falls into a group that composes that percentage of the population. The percentages and ratings given are not demographic data; they are only guidelines.

Several common creatures will compose the bulk of the population, so that the chance of meeting any particular type is less than 70%. The same is true for all the other categories. In the end, the chance of meeting a particular type of common creature is still greater than that of meeting an uncommon or very rare creature.

**Logic:** The other significant factor restricting encounter tables is rationality. Everything on the encounter table should be justifiable for one reason or another. By requiring justification, the DM can quickly narrow his range of creature choices down to a reasonable number, in essence winnowing the chaff from the wheat.

The first and easiest criteria are terrain and temperature. Camels aren't found in jungles: kraken don't crawl across deserts. Glaring contradictions of logic must be justified. Produce a woodland dryad in the middle of a barren waste and the players are

going to demand some explanation. Worse yet, they may assume the encounter is significant to the adventure because it is so illogical, which may in turn throw your entire adventure off track.

Even if the creature fits a given terrain, it may not be appropriate to the setting. Just because an orc can appear on the plains doesn't mean it should, not if those plains are at the heart of a fiercely guarded human empire. Out on the fringes where raiding bands could slip across the border would be a far more appropriate place.

As important as terrain and temperature in assessing the logic of a random encounter is the character of the society the table is supposed to reflect. Balance what the players expect to meet with what would make a good adventure. At the heart of an empire, the characters would expect to find farmers, merchants, nobles, priests, and the like. The task for the DM is to find ways to make these seemingly ordinary encounters interesting.

In wilderness areas and abandoned ruins, there may not be a particular culture to consider. However, there is a society of sorts or, more accurately, an ecosystem. This is often overlooked in dungeon settings. Just which creatures feed on which? What relationships exist that allow all manner of diverse creatures to live in the same place without annihilating each other? Does a creature's random appearance make sense with what the characters know about the place? Medusae make poor wandering monsters, since logic says there should be statues of their victims in areas where they live. To round a corner and run into a medusa who just happens to be strolling the caverns grates against logic.

**Effect:** Finally, as DM, consider the role of the random encounter. Such an encounter is not a part of the adventure being told; it hasn't been worked into the plot and doesn't advance the conflicts. A random encounter should not be the most exciting event of an adventure. You don't want the players remembering only the random encounter and forgetting the story you worked to create!

Random encounters provide breaks in the action and can build or release tension. The characters are galloping after the desperately fleeing kidnappers. Suddenly a flight of griffins, attracted by the clamor of the chase, swoop down, aiming to make a meal of the player characters' horses. The kidnappers may escape unless the characters can extricate themselves from the attack in mere moments! The tension level goes up.

Random encounters can also wear the player characters down in preparation for a larger, planned encounter. The uncertainty of the encounters adds an element of risk for the players. Will the characters be strong enough? A random encounter should rarely cripple a party (unless they are in a sorry state to begin with), but each one should weaken them a little.

It doesn't matter if the player characters win every random encounter, especially not if they are down a few more hit points, spells, and magical items after each. Just knowing they are not at peak form and that they have expended their abilities on wandering monsters makes the players nervous.

For these reasons, you don't want to use the most powerful and significant creatures when creating random encounter tables. You certainly don't want to use creatures that are more powerful than those in the rest of your adventure! Random monsters should be less significant than those you have planned.

# Creating Encounter Tables

There are a multitude of ways a DM can create encounter tables (as many ways as there are different ranges of die rolls). The choices range from very simple (roll 1d6 for one of six possible choices) to very complicated (roll percentile dice, modify for time of day and weather and cross-index the result with the terrain). With this, and the common characteristics described above, in mind, you can create random encounter tables for virtually any situation.

As already noted, an encounter table can be constructed around virtually any type of die or dice roll. Two of the best, however, are the 2-20 table and the percentile table. Both provide a wide enough range of results to account for the varying frequency of appearance of the monsters the DM wants to use.

# The 2-20 Table

This table has nineteen openings (although, by doubling up on some entries, more or less than nineteen different encounters can appear on the table). The 2-20 number is generated by adding the roll of 1d8 to that of 1d12. Thus, 2s and 20s are very rare, while there is an equal chance for results from 9 through 13. Monsters are assigned specific positions on the table according to their frequency, as shown on Table 54.

**Table 54:**

## 2-20 Encounter Table

| Dice Roll | Frequency |
|---|---|
| 2 | Very rare |
| 3 | Very rare |
| 4 | Very rare or rare (DM's choice) |
| 5 | Rare |
| 6 | Rare |
| 7 | Uncommon* |
| 8 | Uncommon* |
| 9 | Common** |
| 10 | Common** |
| 11 | Common** |
| 12 | Common** |
| 13 | Common** |
| 14 | Uncommon* |
| 15 | Uncommon* |
| 16 | Rare |
| 17 | Rare |
| 18 | Very rare or rare (DM's choice) |
| 19 | Very rare |

| | |
|---|---|
| 20 | Very rare |

* Or choice of two very rare creatures, 50% chance of each.
** Or choice of two rare creatures, 50% chance of each.

To fill the table, the DM first selects those monsters he wishes to use on the table and counts how many of each type he has. If he has fewer of a given type than the chart provides for, he can repeat entries. If he has more, he either drops some creatures or doubles up some entries.

For example, say the DM is creating an encounter chart for the Desert of Shaar. First he chooses his possible encounters:

| **Common** | **Uncommon** |
|---|---|
| Camel | Basilisk |
| Giant centipede | Brass dragon |
| Herd animal | Caravan |
| Ogre | Hobgoblin |
| Orc | Nomads |
| Huge spider | Giant scorpion |

| **Rare** | **Very rare** |
|---|---|
| Chimera | Djinni |
| Pilgrims | Efreeti |
| Harpy | Lamia |
| Dervishes | |
| Salamander | |

The table has six common entries, six uncommon entries, five rare, and three very rare entries. There are also two spots that could be rare or very rare. The DM chooses to arrange his encounters as shown:

| **Dice Roll** | **Frequency** |
|---|---|
| 2 | Lamia |
| 3 | Djinni |
| 4 | Harpy |
| 5 | Pilgrims |
| 6 | Dervishes |
| 7 | Basilisk |
| 8 | Caravan/Hobgoblins |
| 9 | Huge spider |
| 10 | Ogre |
| 11 | Camel/Herd animal |
| 12 | Giant centipede |
| 13 | Orc |

| | |
|---|---|
| 14 | Nomads |
| 15 | Giant scorpion |
| 16 | Dervishes |
| 17 | Chimera |
| 18 | Salamander |
| 19 | Lamia |
| 20 | Djinni |

The DM chose not to use the brass dragon or the efreeti, saving these powerful creatures for a special, planned encounter in his adventure. He justifies the presence of the djinni on the table by deciding that it will be helpful to the party, giving them a useful clue about the adventure (unless, of course, they foolishly attack it). To fill the spots of the creatures he set aside, the DM repeated a few entries, meaning they may show up slightly more frequently than might be expected.

## The Percentile Table

This is another simple form of encounter table. Here, the creature frequency percentages can be used directly. To create a percentile table, the DM repeats the steps given above for selecting and grouping his encounters, again opting not to use the efreeti or the brass dragon. Then the number of creatures at each frequency is divided into the percentage for that frequency (70%, 20%, 7%, and 3%, respectively, for common, uncommon, rare, and very rare). In the earlier example, the list includes six common monsters. (70%), resulting in an 11% spread per monster (66% total). This is repeated for the monsters in each category. The resulting number is the dice range for each creature. Using these values as a guide, he arranges the creatures into a table.

| **D100 Roll** | **Creature** |
|---|---|
| *Common* | |
| 01-11 | Camel |
| 12-22 | Giant centipede |
| 23-33 | Herd animal |
| 34-44 | Ogre |
| 45-55 | Orc |
| 56-66 | Huge spider |
| *Uncommon* | |
| 67-70 | Basilisk |
| 71-74 | Caravan |
| 75-78 | Hobgoblins |
| 79-82 | Nomads |
| 83-86 | Giant scorpion |
| *Rare* | |

| | |
|---|---|
| 87-88 | Chimera |
| 89-90 | Pilgrims |
| 91-92 | Harpy |
| 93-95 | Dervishes |
| 96-97 | Salamander |

*Very Rare*

| | |
|---|---|
| 98-99 | Lamia |
| 100 | Djinni |

Using this method the DM was able to remain reasonably faithful to the frequency percentages for different creatures: 66% as opposed to 70% for common; 20% exactly for uncommon; 11% as opposed to 7% for rare; and 3% for very rare. In creating this table, the DM had to make adjustments here and there to account for all percentage numbers, but doing so allowed him to increase the emphasis on certain monsters.

## Dungeon Encounter Tables

Dungeon encounter tables are normally set up according to levels—1st, 2nd, 3rd, etc. Each level is a relative measure of the power of those creatures on it. In general, the level of the table corresponds to character level, although characters may also encounter and defeat (or be challenged by) creatures from higher or lower level tables. Generally, when adventuring in a dungeon, characters should meet random encounters that are equal to or no more than two levels higher or lower than their own.

Sometimes dungeons themselves are arranged in levels (although this is by no means required). In this case, the dungeon level and the encounter table correspond. Characters on the 1st-level of the dungeon would encounter creatures from the first level encounter table. This not only keeps the power of the monsters in line with the strength of a typical party, it also maintains the logical structure of the dungeon level. It doesn't make much sense for extremely powerful monsters to mingle freely (and without consequence) among the weaker creatures that inhabit the level.

**Determining dungeon level:** Figuring the appropriate level for a particular creature is simple. Look up or calculate the experience points of the creature and check this number on Table 55, below. This will tell you where to place the creature.

**Table 55:**

### Dungeon Level

| XP | Creature Level |
|---|---|
| 1-20 | 1 |
| 21-50 | 2 |
| 51-150 | 3 |
| 151-250 | 4 |
| 251-500 | 5 |
| 501-1,000 | 6 |

| | |
|---|---|
| 1,001-3,000 | 7 |
| 3,001-5,500 | 8 |
| 5,501-10,000 | 9 |
| 10,001 + | 10 |

When constructing the encounter table, creatures with a greater or lesser power than the table being designed can be used. However, each level of difference between creature and table decreases the frequency of appearance by one (a common creature becomes uncommon, a rare creature would be very rare, and so on). Creatures less powerful than the given level seldom venture into such dangerous territory. Creatures more powerful are seldom met to ensure the player characters have a decent chance of survival. After adjustment, these creatures can be added to the table.

In addition, there is a chance that an encountered creature will be more powerful than expected: When designing a 2-20 table, the 20 result could be "Use next highest table"; if a percentile table is used, 98-100 could bump the DM to the next table. Thus, players would never be assured of safety or good odds.

## Wilderness Encounter Tables

Unlike the dungeon tables, those used for the wilderness are not so neatly organized according to deadliness or power. One principle of wilderness adventuring (which makes it more dangerous for low-level characters) is that virtually any creature can be met—and often in sizeable numbers. This is a risk the players should be aware of before they take their characters out into the untracked forest.

This does not mean that wilderness adventuring should be impossible for low-level characters. It shouldn't be so deadly that they can't walk three steps before a flight of red dragons appears and turns them to ash with one fiery breath! That's just bad refereeing. Low-level characters should have the opportunity to go on wilderness adventures that they can survive.

Perhaps an area of the nearby forest is regularly patrolled by the King's Wardens who drive off the greater threats to the safety of the population. Lone monsters often escape their notice and sometimes raid the outlying farms. Special encounter tables can be created to reflect the lower levels of monsters that do manage to lurk in these woods, providing low-level characters with a decent but not overpowering challenge.

The greatest consideration in creating wilderness encounter tables is to have a separate table for each type of terrain. These need not be created all at once, although tables must exist for the terrain types the characters have to enter during the course of an adventure. Different terrain types that can be used include the following:

Aerial
Arctic
Bush
Coatal
Desert, hot or cold
Farmland
Glacier

Grasslands
Jungle, subtropical
Jungle, tropical
Lake
Mountains, high
Mountains, low
Ocean, deep
Ocean, shallows
Parkland
Plains
Prehistoric
Rain forest
Salt marsh
Steppe
Swamp, tropical
Swamp, temperate
Temperate forest
Tundra

Wilderness encounter tables can reflect more than just terrain. There are differences between the jungles of Africa and those of Asia or South America. Different areas of jungle (or plains or whatever) can have different properties in a fantasy world, too.

Furthermore, an area's level of civilization should be taken into account. There might be tables for settled farmlands, border areas, and barely explored plains. All cover the same type of terrain, but there are vast differences in the types of encounters.

## Special Encounter Tables

In addition to tables for dungeons and wilderness areas, the DM can create others for any type of special situation he creates. The most common of these are encounter tables for towns and cities. These are not properly wilderness and certainly aren't dungeons. The players shouldn't expect to meet bands of ravening beasts intent on death and destruction (unless it's a very peculiar city!).

Town and city encounters will be with people, mostly player character races, of different social classes and occupations. Guardsmen, merchants, beggars, urchins, teamsters, and craftsmen plying their trade are all likely encounters for a city.

A single encounter table will do for most small villages and towns. Such places have a great deal in common, although the DM can certainly create distinctions between villages on the coast and those well inland.

Cities, however, tend to have unique characters. Just as Los Angeles is different from New York or Paris from Marseilles, different cities in a fantasy world should feel different to the characters. Each major city should have a unique encounter table to reflect these differences.

Indeed, even within a city there may be different encounter tables to reflect the character of the city's districts. The villas on the hillside are no less dangerous than the waterfront, but these dangers take more subtle and insidious forms.

In the end, there is no limit to the degree of subdivision that can be applied to encounter tables. Cities, individual districts, specific complexes within those districts, and buildings within those complexes could all have separate encounter tables. However, they do not need to. The DM should only concern himself with those areas he knows or thinks the players are going to frequent! There is no reason to do pointless work—the DM has enough responsibility already.

For example, suppose the DM decides to create tables for the Empire of Orrim. Orrim stretches from the Harr Mountains to the Sea of Faldor. North of it lies the Forest of Bane, a place noted for its evil denizens. Most of the empire is agricultural, but the mountain district is heavily devoted to mining. Several large, underground complexes have been built.

There are two major cities—Sulidam, the capital, located on the coast, and Coralport, a pirate stronghold on an island offshore. To limit his work, the DM decides to start the characters in a small village of the mining district, close to an abandoned mine (his dungeon).

First, the DM creates the following tables:

- Dungeon levels 1-4 (for the abandoned mine)
- Village encounters
- Black Opal Inn (the residence of the player characters)

After a while, the characters want to go exploring. Now the DM adds some new encounter tables to his collection. These include:

- Settled mountains (for low-level wilderness)
- High mountains (for more dangerous adventures)
- Settled plains (for when the characters travel to the capital)

Working in this manner, the DM gradually creates a complete set of encounter tables. When he is finished, his collection might look like this, in addition to those already mentioned.

Farmland
Forest of Bane
Forest borderlands
Mountain borderlands
Settled seacoast
Shallow ocean
Waterfront district, Sulidam
Nobles' district, Sulidam
Artisan's district, Sulidam
Slums, Sulidam
Temple of Martens (a powerful cult of Sulidam)
Sewers of Sulidam
Emperor's Palace
City of Crypts (a cemetery outside Sulidam)
Dungeon of Theos (under an evil wizard's villa in Sulidam)
Coralport
Coralport jungles
The Harpooned Whale, an inn of Coralport

Hargast Mine (an opening to the Underdark)

By creating the tables gradually, the campaign world slowly begins to define itself and take shape before players' eyes.

## Spicing Up Encounter Tables

There are several things that can be done to make encounter tables both easier and more exciting to use. Some of these are strictly for the convenience of the DM, making the job of running the game easier. Others are different ways to pose exciting challenges for players, keeping everyone from being bored.

The first trick is to include basic monster statistics along with each entry on an encounter table. While this means taking a little longer to set up an encounter table, it also means the DM doesn't have to stop and look up information as often in the middle of the game. A shorthand notation similar to the one given below can be used.

Creature—APP #, AT #, THACO #, D #, AC #, HD #, MV #, special notes on attacks and defenses.

**APP** lists the number of creatures likely to appear. This is given as a die range.
**AT** is the number of attacks the creature can make.
**THAC0** is the combat value of the creature (see Chapter 9: Combat).
**D** is the damage caused by a successful hit; more than one entry may be needed here.
**AC** is the creature's Armor Class.
**HD** tells how many Hit Dice the creature has; hit points aren't given since this should vary from encounter to encounter.
**MV** is the creature's movement rate.
**Special notes** should remind the DM of any special abilities, magical items, or defenses the creature might possess.

For DMs willing to devote more time to advance preparation, another good trick is to slowly build a collection of file cards describing special encounters. Each card could have a more detailed description of a person, creature, group, or thing on it.

Once the DM has this collection, "Special Encounter" entries can be added to random encounter tables. When a special encounter occurs, the DM chooses a card from his collection and uses the detailed information there to role-play the encounter. Some possible special encounters include:

**The den or lair** of a creature, complete with a small map, short key, tactics, and special treasure. (For example, "The nest of a female wyvern and her brood located in an aerie on the side of a cliff. Woven into the nest are two suits of *chain mail +1.*")

**A detailed description** of an NPC, including weapons, magical items, spells (if any), goods, physical appearance, attitudes, companions, and perhaps even a mission or story. (For example, "The friar seeking companionship along a lonely trail who is really a bandit leading the party into a trap.")

**A cunning trap** describing detailed workings and effects. (For example, "A kobold deadfall meant to gather fresh meat rigged in an old mine corridor.")

**A vignette** complete with characters, actions, and motives. (For example, "A near riot

breaks out on a city street after a band of Voorish outlanders, squabbling with a merchant, overturn his melon cart.")

The great advantage of these special encounters is that there is no requirement to use them at any given time. The DM can prepare such cards in his spare time and produce them whenever he needs them. Players will become convinced that the DM is a genius, and his game will never be dull.

Random encounters need not be limited to NPCs and monsters. All manner of things can be included, dangerous or just mysterious. Other possibilities for encounter tables include:

Shrieks in the distance
Traps
Changes in the weather
Rustling of nearby bushes
Lights in the distance
Celestial wonders
Sudden gusts of wind
The clatter of a rock falling from the ceiling

All of these help build atmosphere. Furthermore, if these are cleverly mixed with real encounters that begin in similar ways, players become attentive and involved. Exploring a dark, dank cave where hideous beasts may live, with only a guttering torch, should be a nervous and scary event. Adding "fake" random encounters will give players some idea of the uncertainty their characters experience. If nothing else, this kind of encounter will give players some respect for the risks their imaginary characters are taking!

## DMing Encounters

Encounter tables are created before play begins. During a game session, the DM has to take the information he has put into the encounter tables and bring it to life.

To use an encounter table and run an encounter, the DM needs to know several things: How often should he check for encounters? What is encountered? How many creatures are there? How far away are they? Did they surprise, or were they surprised by, the characters? What will the encountered group do? The rules below tell you how to answer these questions.

## Encounter Checks

The DM knows when a planned encounter is to occur, based on the conditions or location he has prepared. The same is not true of random encounters. For these, the DM must make encounter checks.

**Frequency of Encounter Checks:** How often the DM makes encounter checks depends on the situation. Different types of terrain (or dungeons) may make checks more or less frequent. Furthermore, the type of terrain and population density will affect the chance the characters have a meaningful encounter. Table 56 lists both the frequency of checks and the chance that an encounter will occur for the most common wilderness

situations. If characters are adventuring in other types of terrain, the DM can use a comparable entry from the table or can determine frequency and chance of encounter himself.

**Encounter Chance:** This lists the number or less that must be rolled on 1d10 for an encounter to occur.

**Time of Day:** If an x appears under a specific time of day, an encounter check should be made. This does not ensure an encounter, it only requires the check for one.

The chance of having an encounter can be modified by several factors. Foremost of these is population density. The chances of an encounter listed on Table 56 assume an unpopulated wilderness area.

**Wilderness Checks:** If the region is patrolled or sparsely settled, the chance of an encounter increases by one. In heavily populated areas, the chance of an encounter increases by two. These modifiers should not be used unless the DM has specially prepared encounter tables to reflect the differences between settled lands and wilderness, however.

The DM can also choose to modify the chance of an encounter for any other reason he feels is justified. If the characters have been making excessive noise or if the village alarm has been sounded, the DM can increase the chance of an encounter. The DM can even decide arbitrarily that an encounter will occur, although it can hardly be considered random any more.

**Dungeon Checks:** Encounter checks in the dungeon are not affected by terrain (since there isn't really any terrain to consider). Normally, one encounter check is made every hour, with an encounter occurring on a roll of 1 on 1d10.

If the DM deems part of a dungeon particularly dangerous, the number of checks can be increased to once per turn (10 minutes of game time). The DM can also increase the chance of an encounter occurring. If the characters engage in an activity that makes excessive noise (hammering spikes or taking part in a loud battle), an encounter check should be made immediately.

**Table 56:**

## Frequency & Chance of Wilderness Encounters

| Terrain | Encounter | Time of Day | | | | | |
|---|---|---|---|---|---|---|---|
| **Type** | **Chance** | **7-10 a.m.** | **11 a.m.-2 p.m.** | **3-6 p.m.** | **7-10 p.m.** | **11 p.m.-2 a.m.** | **3-6 a.m.** |
| Plain | 1 | x | — | x | — | x | — |
| Scrub/brush | 1 | x | — | x | x | — | x |
| Forest | 2 | x | x | x | x | x | x |
| Desert | 1 | x | — | — | x | — | x |
| Hills | 2 | — | x | — | x | — | x |
| Mountains | 3 | x | — | — | x | x | — |
| Swamp | 4 | x | x | x | x | x | x |
| Jungle | 3 | x | x | x | x | x | — |
| Ocean | 1 | — | x | — | — | x | — |
| Arctic | 1 | — | — | x | x | — | — |

## Is This Encounter Necessary?

Any time the DM feels his adventure is dragging along or that characters are getting over-confident, he can declare a random encounter. Likewise if he feels that a random encounter would hurt the adventure, he can ignore one that's called for. Good judgment and story considerations are more important than slavish devotion to procedure.

## Encounter Size

If the DM decides that yes, this encounter should happen, he determines how many creatures or NPCs appear. There is no quick and easy formula for this. Experience is the best guide. The *Monstrous Compendium* lists a typical encounter size for each monster. Use this as a guideline, especially when you're first starting out as a DM, but don't follow this inflexibly.

When uncertain, use a small encounter. It is far better for a random encounter to be easily defeated by the player characters than it is for the monster to overwhelm them. An easy PC victory gives the DM information and experience (so he'll know to increase the difficulty of the next encounter) without harming the player characters and his campaign. A crushing PC defeat is almost impossible to correct without obvious manipulation once the encounter has begun.

As always, use common sense when determining how big an encounter is. Nature provides some guidelines. Bear these in mind when figuring encounter size.

Many predators, especially those that hunt by night, are solitary creatures. A nocturnal fantasy creature might show up alone, as well.

Of the predators that hunt by daylight, some work alone while others cooperate in groups of two or three. One or two will attack the prey from one direction while the others wait for it to be flushed toward them. Such hunters are usually stronger and faster than their prey. Again, fantasy creatures can follow this pattern.

Smaller predators sometimes hunt in packs of 5 to 12, attempting to surround and harry a chosen victim. Herbivorous animals tend to flavor herds and the company of others. Omnivores live in smaller groups and often have older members that act as guards. All of these factors can play a part in the size of a given encounter.

**Table 57:**

## Surprise Modifiers

| **Other Party is:** | **Group's Modifier** |
|---|---|
| Silenced | -2 |
| Invisible | -2 |
| Distinctive odor (smoke, powerful stench, etc.) | +2 |
| Every 10 members | +1 |
| Camouflaged | -1 to -3 |
| **PC Party is:** | |
| Fleeing | -2 |
| In poor light | -1 |

| | |
|---|---|
| In darkness | -4 |
| Panicked | -2 |
| Anticipating attack* | +2 |
| Suspicious* | +2 |
| **Conditions are:** | |
| Rainy | -1 |
| Heavy fog | -2 |
| Extremely still | +2 |

* A party anticipates attack when they have good cause to suspect immediate danger and know the likely general direction of an attack. A suspicious party is one that has grounds to believe another group might try to make a hostile move against them.

## Surprise

Before an encounter begins, a check for surprise may be necessary. Given the right conditions, it is possible for either side in an encounter to surprise the other. In essence, the encounter is just as random for the monsters as it is for the player characters.

As noted in the *Player's Handbook*, surprise is not always assured nor is the check always necessary. Light, excessive noise, and other types of prior warning can cancel the need for the check. Surprise isn't usually possible when no form of concealment is possible (as in the case of two ships at sea), though darkness, storms, fog, and the like do act as concealment.

In some cases, one side may be able to surprise the other without the other group having the same opportunity. This is particularly true when the player characters are using lanterns or torches and the monsters are not. Seeing the light, the monsters can try to sneak closer and get the jump on the player characters.

When making a surprise roll, there are many factors that can increase or decrease the chance of surprise. Some of these are very exotic or very particular to a situation, but others can be anticipated. The more common modifiers are listed on Table 57. By comparing other situations to these modifiers, the DM has a guideline for making appropriate adjustments.

## Encounter Distance

Once an encounter occurs, it is necessary to know the range at which the creatures might first be noticed. This distance is dependent first on whether or not either group is surprised or, if no surprise occurs, on the type of terrain the encounter occurs in. Encounter distances for different conditions and terrains are listed on Table 58.

**Table 58:**
### Encounter Distance

| Situation or Terrain | Range in Feet |
|---|---|
| Both groups surprised | 3d6 |
| One group surprised | 4d6 |
| No surprise: | |
| Smoke or heavy fog | 6d6 |
| Jungle or dense forest | 1d10 x 10 |
| Light forest | 2d6 x 10 |
| Scrub, brush or bush | 2d12 x 10 |
| Grassland, little cover | 5d10 x 10 |
| Nighttime or dungeon | Limit of sight |

In situations where no cover is possible, encounters will occur at the limit of vision unless special circumstances dictate otherwise.

While it is possible to spot another group at quite a distance, the characters or creatures may not be able to identify them immediately. The observation ranges given in the *Player's Handbook* may require creatures to close in order to make a positive identification.

## Encounter Reactions

Once the encounter is set and the DM is ready to role-play the situation, he needs to know how the NPCs or monsters will react. The creatures should react in the manner the DM thinks is most appropriate to the situation.

If the player characters charge a band of randomly encountered orcs with weapons drawn, the DM can easily say, "They snarl and leap to the defense!" Selection of the reaction based on the situation ensures rational behavior and avoids the illogical results that random die rolls can often give.

However, there are times when the DM doesn't have a clue about what the monsters will do. This is not a disaster—it's not even all that unusual. When this happens, the DM can randomly determine an encounter reaction by rolling for a result on Table 59. To use the table, roll 2d10 and add the numbers on the two dice. Increase or decrease this number by any modifiers in the creature description or the morale modifiers (see Table 50 in Chapter 9: Combat).

Using the column that most closely matches the behavior of the player characters, find the entry listed for modified die roll. The result is a general indication of how the creatures will react. This reaction must be interpreted by the DM to fit the situation.

**Table 59:**

### ENCOUNTER REACTIONS

| Modified | Player Characters are: | | | |
|---|---|---|---|---|
| Die Roll | Friendly | Indifferent | Threatening | Hostile |
| 2 or less | Friendly | Friendly | Friendly | Flight |

| | | | | |
|---|---|---|---|---|
| 3 | Friendly | Friendly | Friendly | Flight |
| 4 | Friendly | Friendly | Cautious | Flight |
| 5 | Friendly | Friendly | Cautious | Flight |
| 6 | Friendly | Friendly | Cautious | Cautious |
| 7 | Friendly | Indifferent | Cautious | Cautious |
| 8 | Indifferent | Indifferent | Cautious | Cautious |
| 9 | Indifferent | Indifferent | Cautious | Threatening |
| 10 | Indifferent | Indifferent | Threatening | Threatening |
| 11 | Indifferent | Indifferent | Threatening | Threatening |
| 12 | Cautious | Cautious | Threatening | Threatening |
| 13 | Cautious | Cautious | Threatening | Hostile |
| 14 | Cautious | Cautious | Threatening | Hostile |
| 15 | Cautious | Threatening | Threatening | Hostile |
| 16 | Threatening | Threatening | Hostile | Hostile |
| 17 | Threatening | Threatening | Hostile | Hostile |
| 18 | Threatening | Threatening | Hostile | Hostile |
| 19 | Hostile | Hostile | Hostile | Hostile |
| 20 | Hostile | Hostile | Hostile | Hostile |

Within these broad guidelines, a large number of specific reactions are possible.

**Flight:** Avoidance, panic, terror, or surrender.

**Friendly:** Kind, helpful, conciliatory, or simply non-aggressive.

**Indifferent:** Neutral, bored, businesslike, unconcerned, unimpressed, or simply oblivious.

**Cautious:** Suspicious, wary, dubious, paranoid, guarded, untrusting, or mildly conciliatory.

**Threatening:** Boastful, bravado, blustering, intimidating, short-tempered, or bluffing.

**Hostile:** Irritable, hot-tempered, aggressive, or violent.

Of course, a DM should never use a reaction he can't justify. If the DM can't see any reason for an evil efreeti to surrender to the charging player characters, it shouldn't. The table is meant to be an aid to the DM, not an absolute decision-maker.

## Fixing Things in Play

Sometimes, for all the good intentions of the DM, encounters don't work out right. Correcting problems in play can be difficult, but there are times when it's unavoidable. Here are some tricks you can use.

## The Encounter is Too Difficult

The DM has accidentally pitted his player characters against a group of creatures too powerful for them, so much so that the player characters are doomed. To fix things, the DM can have the monsters flee in inexplicable panic; secretly lower their hit points; allow the player characters to hit or inflict more damage than they really should; have the

monsters miss on attacks when they actually hit; have the creatures make grievous mistakes in strategy (like ignoring the thief moving in to strike from behind).

## The Encounter Gave Away Too Much Treasure

Sometimes the DM discovers his random encounters gave away too much treasure. In this case, he can have more monsters of the same or more powerful type appear on the scene. (The first group stole the treasure and these fellows want it back; or the first was carrying the tribe's treasury to safe-keeping; or the new group has been trailing the first to rob them, and now takes a very dim view of the characters getting all the loot.) In many ways this is like those westerns where everyone winds up fighting over the gold. In this case, the monsters don't want to annihilate the player characters so much as get the loot and run.

## The Encounter Was Too Easy

As long as the treasure the characters earned was not excessive, this is not a problem. The DM can always make things tougher for them in the next encounter.

# Chapter 12:
# NPCs

Of all the things the DM does—judging combats, interpreting the actions of the player characters, creating adventures, assigning experience—of all the things he can possibly do, nothing is more important to the AD&D game than the creation and handling of nonplayer characters (NPCs). Without nonplayer characters, the AD&D game is nothing, an empty limbo. The AD&D game is a role-playing game, and for the players to role-play, they must have something or someone to interact with. That's what NPCs are for, to provide the player characters with friends, allies, and villains. Without these, role-playing would be very dull.

An NPC is any person or creature the player characters must deal with and that the DM has to role-play. The player characters must deal with a trap, but the DM doesn't role-play a trap. It's not an NPC. A charging dragon *is* an NPC—the DM acts out the part of the dragon and the players decide how their characters are going to react to it. There are times when the DM's role-playing choices are simple (run away or charge), but often the DM's roles are quite challenging.

For convenience, NPC encounters are generally divided into two broad categories: monsters (those living things that aren't player character races) and full NPCs (races the player characters commonly deal with). The range of reactions in a monster encounter is generally less than in a full NPC encounter.

The DM has to think of himself as a master actor, quick-change artist, and impressionist. Each NPC is a different role or part the DM must quickly assume. While

this may be difficult at first, practice makes the task much easier. Each DM develops certain stock characters and learns the personalities of frequently used NPCs.

There are many different categories of NPCs, but the most frequently encountered are common, everyday folk. Player characters deal with innkeepers, stablers, blacksmiths, minstrels, watchmen, petty nobles, and others, many of whom can be employed by player characters. These NPCs are grouped together as hirelings.

## Hirelings

There are three types of hirelings: common, experts, and soldiers. Common hirelings form the vast majority of any population, particularly in an agricultural community.

**Common hirelings** are farmers, millers, innkeepers, porters, and the like. While some of these professions require special knowledge, they don't, as a rule, require highly specialized training. These are the men and women whose work forms the base upon which civilized life is built.

**Expert hirelings** are those whose training is specialized. This group includes craftsmen, sages, spies, assassins, alchemists, animal trainers, and the like. Since not everyone is trained in these skills, few experts are available for hire, and these few earn more than the common hireling. Indeed, truly exotic experts (such as spies) are very rare and extremely expensive.

The skills and abilities of expert hirelings can be determined by using the optional proficiency system given in the *Player's Handbook.* These define the limits of an expert's ability and, in general, the time needed to exercise many crafts.

## Medieval Occupations

Common and expert hirelings are listed on Table 60. This table, organized alphabetically, lists and describes common medieval occupations. Explanations are provided for the more obscure or unusual professions below. This list provides colorful titles and unusual occupations to make your ordinary hirelings more interesting.

**Table 60:**

## NPC Professions

Apothecary: A chemist, druggist, or pharmacist
Architect
Armorer
Arrowsmith: A maker of arrowheads
Assassin: A killer for hire
Astrologer: A reader of stars and fates
Baker
Barber: A surgeon, bloodletter, dentist, and haircutter
Barrister: A lawyer or one who pleads the case of another before a noble's court

Beggar
Bellfounder: A caster of bells
Blacksmith
Bloomer: A man who work an iron smelting forge
Bladesmith: A smith who specializes in sword blades
Bookbinder: A maker of books
Bowyer: A maker of bows
Brazier: A smith who works in brass, sometimes a traveling workman
Brewer: A maker of ales, bitters, stouts, and beer
Bricklayer: A laborer who builds walls and buildings
Butcher
Carpenter
Carrier: One who hauls messages or small goods
Carter: A teamster, a hauler of goods
Cartwright: A builder of wagons and carts
Carver: A sculptor in wood
Chandler: A maker of candles
Chapman: A traveling peddler who normally frequents small villages
Churl: A freedom farmer of some wealth
Clerk: A scribe who generally handles business accounts
Clockmaker
Cobbler: A mender of old shoes
Collier: A burner of charcoal for smelting
Coppersmith: A copper worker
Cook
Cooper: A barrelmaker
Cordwainer: A shoemaker
Cutler: A maker of knives and silverware
Dragoman: An official interpreter or guide
Draper: A cloth merchant
Dyer: One who dyes clothing
Embroiderer: A needleworker who decorates fabric with intricate designs of thread
Enameler: A jeweler specializing in enamel work.
Engraver: A jeweler specializing in decorative engraving
Farrier: A maker of horseshoes
Fisherman
Fishmonger: A fish dealer
Fletcher: An arrowmaker
Forester: An official responsible for the lord's woodlands
Fuller: A felt-maker
Furrier: A tailor of fur garments
Gardener
Gem-cutter: A jeweler specializing in gemstones
Gilder: A craftsman of gilt gold and silver
Girdler: A maker of belts and girdles

Glassblower: A maker of items made of glass
Glazier: One who cuts and sets glass
Glover: A maker of gloves
Goldbeater: A maker of gold foil
Goldsmith: A jeweler who works with gold
Grocer: A wholesaler, particularly of everyday items
Groom: A man who tends horses
Haberdasher: A merchant of small notions, thread, and needles
Harpmaker
Hatter: One who makes hats
Herald: A courtier skilled in etiquette and heraldry
Herbalist: A practitioner of herbal cures
Hewer: One who digs coal or other minerals
Horner: A worker of horn
Hosier: A maker of hose and garters
Hosteler: An innkeeper
Interpreter: A translator
Ironmonger: A dealer, not maker, of ironwork
Joiner: A cabinet or furniture-maker
Knife-grinder: A sharpener of knives
Laundress
Laborer
Latoner: A brass-worker
Leech: A nonclerical doctor
Limeburner: A maker of lime for mortar
Limner: A painter
Linkboy: A lantern- or torch-bearer
Locksmith
Lutemaker
Marbler: A cutter and carver of marble
Mason: A worker in building stone, brick, and plaster
Mercer: A cloth dealer
Messenger
Miller: One who operates a grain mill
Miner
Minstrel
Minter: A maker of coins
Nailsmith: A smith specializing in nails
Navigator: One skilled in the arts of direction-finding and navigation
Organmaker
Painter
Parchment-maker
Paviour: A mason specialized in paving streets
Pewterer: One who works pewter
Plasterer: A specialist in plastering
Ploughman: A worker of the field

Porter: A hauler of goods
Potter: A maker of metal or, alternatively, clay pots
Poulterer: A dealer of chickens or other forms of poultry
Pursemaker
Quarrier: One who digs and cuts stone
Saddler: A maker of saddles
Sage: A scholar
Sailor
Saucemaker: A cook who specializes in preparing sauces
Scribe: A secretary or one who can write
Scrivener: A copyist
Seamstress: One whose occupation is sewing
Shearman: A man who trims the loose wool from the cloth to finish it
Sheather: A maker of scabbards and knife sheaths
Shepherd
Shipwright: A builder of ships and boats
Skinner: A butcher who prepares hides for tanning
Soapmaker
Spurrier: A maker of spurs
Spy
Swineherd: A keeper of pigs
Tailor
Tanner: A leather-maker
Teamster: A hauler of goods by wagon or cart
Tilemaker
Tinker: A traveling craftsman who repairs tin pots and similar items
Tinner: A tin miner
Trapper
Vintner: A maker of wines
Waller: A mason who sets stones and brick for walls
Waterleader: A water hauler
Weaver: One who makes fabric
Wheelwright: One who makes and repairs wheels
Wiredrawer: A maker of wire
Woodturner: A lathe-worker

The list above is by no means complete. Medieval occupations were highly specialized. A man might spend all his life working as a miner of iron and be considered to have a very different occupation from a miner of tin. Research in a local library will probably yield more such distinctions and even more occupations.

### The Assassin, the Spy, and the Sage

Three experts, the assassin, spy, and sage, require special treatment. Each of these, unlike other hirelings, can affect the direction and content of an on-going adventure. Used carefully and sparingly, these three are valuable DM tools to create and shape stories in a role-playing campaign.

# Assassins

Assassination is not a discreet occupation per se, but a reprehensible mind-set. The assassin requires no special skills, though fighting, stealth, and even magic are useful. All that is really needed to be an assassin is the desire and the opportunity.

**Hiring an Assassin:** When a player character hires an assassin (which is *not* a good or lawful act), he is taking a chance. There is virtually no way to assure oneself of the reliability and dependability of such a person. Anyone willing to make a business out of murder is not likely to have a high degree of morals of any type. Clearly, this is a case of "let the buyer beware!"

Once a character has hired an assassin, it is up to the DM to determine the success of the deed. There are no simple tables or formulae to be followed.

**Consider the intended victim:** Assassination attempts by one player character against another should not be allowed. This type of behavior only leads to bitterness, bickering, and anger among the players. NPC-sponsored assassination attempts against player characters should be used sparingly, and then only as plot motivators, not as punishment or player controls. Any time a player character is targeted, role-play the encounter fairly—give the PC a chance.

If the intended victim is an NPC, the DM should decide the effect of the assassination on his game. Sometimes, player characters do these things out of spite. At other times the deed may be motivated by simple greed. Neither of these is a particularly good motive to encourage in a campaign.

If the death of the NPC would result in a major reworking of the campaign for no good reason, consider seriously the idea of making the attempt fail. If the death of the NPC would allow the player characters to by-pass or breeze through an adventure you have planned, then it's not a good idea. Don't just tell the players, "Oh, that'd be bad for the game so you can't even try to knock that guy off." Work the attempt—and its failure—into the storyline.

**Precautions:** If you decide the attempt is legitimate, consider the precautions the intended NPC victim normally takes. These may make the job particularly difficult or easy. Kings, emperors, high priests, and other important officials tend to be very cautious and well-protected. Wizards, with wise magical precautions, can be virtually impossible to assassinate! Devise specific NPC precautions before you know the assassin's plans.

Wizards make use of *magic mouth, alarm, explosive runes,* and other trap spells. Priests often rely on divination-oriented items to foresee the intentions of others. Both could have extra-dimensional or other-planar servants and guards. They may also have precautions to foil common spells such as *ESP, clairvoyance,* and *detect magic.* Kings, princes, and other nobles have the benefit of both magical and clerical protection in addition to a host of possibly fanatically loyal bodyguards. If the victim has advance warning or suspects an attempt, further precautions may be taken, and the job can become even more difficult.

**The Plan:** After you have decided (secretly) what precautions are reasonable, have the player describe the plan he thinks would work best. This can be simple or involved, depending on the cunning of the player. This is the plan the assassin, not the player character, will use, therefore the player can presume some resources not available to the player character. However, you must decide if these resources are reasonable and truly

exist.

For example, if the player says the assassin has a map of the castle, you must tell him if this is reasonable (and, unless the victim is extremely secretive and paranoid, it is). A plan involving a thousand men or an 18th-level thief is not reasonable. The player character hasn't hired an entire arsenal!

Finally, compare what you know of the precautions to the plan and the success or failure will usually become clear. Ultimately, the DM should not allow assassinations to succeed if he doesn't want them to succeed!

In general, allowing player characters to hire assassins should not be encouraged. Hiring an NPC to kill even a horrible villain defeats the purpose of heroic role-playing. If the player characters can't accomplish the deed, why should they be allowed to hire NPCs to do the same thing?

Overuse of assassins can often result in bitter feelings and outright feuding—player vs. player or player vs DM. Neither of these is fun or healthy for a game. Finally, it is a very risky business. Assassins do get caught and generally have no compunctions about confessing who their employer is. Once the target learns this, the player character will have a very dangerous life. Then the player character can discover the joy and excitement of having assassins looking for him!

## Spies

While less reprehensible (perhaps) than assassins, spies involve many of the same risks and problems. First and foremost, a spy, even more than an assassin, is inherently untrustworthy. Spying involves breaking a trust.

A spy, unlike a scout, actively joins a group in order to betray it. A person who can so glibly betray one group could quite easily betray another, his employer perhaps. While some spies may be nobly motivated, these fellows are few and far between. Furthermore, there is no way to be sure of the trustworthiness of the spy. It is a paradox that the better the spy is, the less he can be trusted. Good spies are master liars and deceivers even less trustworthy than bad spies (who tend to get caught any way).

In role-playing, spies create many of the same problems as assassins. First, in allowing player characters to hire spies, the DM is throwing away a perfectly good role-playing adventure! Having the characters do their own spying can lead to all manner of interesting possibilities.

Even if NPC spies are allowed, there is still the problem of success. Many variables should be considered: What precautions against spies have been taken? How rare or secret is the information the character is trying to learn? How talented is the NPC spy? How formidable is the NPC being spied upon?

In the end, the rule to use when judging a spy's success is that of dramatic effect. If the spy's information will create an exciting adventure for the player characters without destroying the work the DM has put into the campaign world, it is best for the spy to succeed.

If the spy's information will short-circuit a well-prepared adventure or force the DM to rework vast sections of the campaign world, the spy should not succeed. Finally, the spy can appear to succeed while, actually, failing—even if he does return with information, it may not be wholly accurate. It may be slightly off or wildly inaccurate. The final decision

about the accuracy of a spy's information should be based on what will make for the best adventure for the player characters.

## Sages

Unlike other expert hirelings, sages are experts in a single field of academic study. They are most useful to player characters in answering specific questions, solving riddles, or deciphering ancient lore. They are normally hired on a one-shot basis, to answer a single question or provide guidance for a specific problem. A sage's knowledge can be in any area that fits within the limits of the campaign. Typical sage areas are listed on Table 61.

**Table 61:**
### Fields of Study

| Study | Frequency | Abilities and Limitations |
|---|---|---|
| Alchemy | 10% | Can attempt to brew poisons and acids |
| Architecture | 5% | Specific race only (human, elf, etc.) |
| Art | 20% | Specific race only (human, elf, etc.) |
| Astrology | 10% | Navigation, astrology proficiencies |
| Astronomy | 20% | Navigation, astronomy proficiencies |
| Botany | 25% | |
| Cartography | 10% | |
| Chemistry | 5% | Can attempt to brew poisons and acids |
| Cryptography | 5% | |
| Engineering | 30% | |
| Folklore | 25% | One race/region only |
| Genealogy | 25% | One race/region only |
| Geography | 10% | |
| Geology | 15% | Mining proficiency |
| Heraldry | 30% | |
| History | 30% | One race/region only |
| Languages | 40% | One language group only |
| Law | 35% | |
| Mathematics | 20% | |
| Medicine | 10% | |
| Metaphysics | 5% | One plane (inner or outer) only |
| Meteorology | 20% | |
| Music | 30% | One race only |
| Myconology | 20% | Knowledge of fungi |
| Oceanography | 15% | |
| Philosophy | 25% | One race only |
| Physics | 10% | |
| Sociology | 40% | One race or region only |

| | | |
|---|---|---|
| Theology | 25% | One region only |
| Zoology | 20% | |

**Frequency** is the chance of finding a sage with that particular skill in a large city—a university town of provincial capital, at least, Normally, sages do not reside in small villages or well away from population centers. They require contact with travelers and access to libraries in order to gain their information. Roll for frequency only when you can't decide if such a sage is present. As always, consider the dramatic effect. Will the services of a sage further the story in some exciting way?

**Abilities and limitations** define specific limitations or rules effects. If this column is blank, the sage's knowledge is generally thorough on all aspects of the topic. *One race only* means the sage can answer questions that deal with a particular race. *One region only* limits his knowledge to a specific area—a kingdom or province. The size of the area depends on the campaign. *One plane* limits the sage to the study of creatures, conditions, and workings of a single extra-dimensional plane. Where no limitations are given, the sage is only limited by the current state of that science or art in your campaign.

**What does a sage know?** A sage's ability can be handled in one of two ways. First, since the DM must answer the question any way, he can simply decide if the sage knows the answer. As usual, the consideration of what is best for the story must be borne in mind.

If the player characters simply can't proceed with the adventure without this answer, then the sage knows the answer. If the answer will reward clever players (for thinking to hire a sage, for example) and will not destroy the adventure, then the sage may know all or part of the answer. If answering the question will completely unbalance the adventure, the sage doesn't know the answer.

Of course, there are times it is impossible to tell the effect of knowing or not knowing something. In this case, the sage's answer can be determined by a proficiency check, modified by the nature of the question. The DM can decide the sage's ability or use the following standard: Sage ability is equal to 14 plus 1d6 (this factors in his proficiency and normal ability scores).

If the proficiency check is passed (the number required, or less, on 1d20), the sage provides an answer. If a die roll of 20 is made, the sage comes up with an incorrect answer. The DM should create an incorrect answer that will be believable and consistent with what the players already know about the adventure.

**Questions should be categorized** as *general* ("What types of beasts live in the Valley of Terror?"), *specific* ("Do medusae live in the Valley of Terror?"), or *exacting* ("Does the medusa Erinxyes live in the Valley of Terror?"). The precision of the question modifies the chance of receiving an accurate answer. Precision modifiers are listed on Table 62.

If a question is particularly complex, the DM can divide it into several parts, each requiring a separate roll. Thus, a sage may only know part of the information needed. This can be very good for the story, especially if some key piece of information is left out.

**The resources required** by a sage can be formidable. At the very least, a sage must have access to a library of considerable size to complete his work. He is not a walking encyclopedia, able to spout facts on command. A sage answers questions by having the

right resources at hand and knowing how to use them. The size and quality of the sage's library affect his chance of giving a correct answer.

This library can belong to the sage or can be part of an institution. Monasteries and universities typically maintained libraries in medieval times. If a personal library, it must be at least 200 square feet of rare and exotic manuscripts, generally no less than 1,000 gp per book. If the library is connected with an institution, the sage (or his employer) will be expected to make appropriate payments or tithes for its use. Expenses in the range of 1,000 gp a day could be levied against the character. Of course, a sage can attempt to answer a question with little or no library, but his chances of getting the right answer will be reduced as given on Table 62.

**Sages need time** to find answers, sometimes more time than a player character can afford. Player characters can attempt to rush a sage in his work, but only at the risk of a wrong answer. The normal length of time depends on the nature of the question and is listed on Table 63. Player characters can reduce the sage's time by one category on this table, but the chance that the sage's answer will be incorrect or not available grows. These modifiers are also listed on Table 62.

**Table 62:**

## Sage Modifiers

| Situation | Success Chance Penalty |
|---|---|
| **Question is:** | |
| General | -0 |
| Specific | -2 |
| Exacting | -4 |
| **Library is:** | |
| Complete | -0 |
| Partial | -2 |
| Nonexistent | -6 |
| **Rushed** | -4 |

**Table 63:**

## Research Times

| Type of Question | Time Required |
|---|---|
| General | 1d6 hours |
| Specific | 1d6 days |
| Exacting | 3d10 days |

# Soldiers

Soldiers are the last group of hirelings. In a sense, they are expert hirelings skilled in the science of warfare (or at least so player characters hope). However, unlike most experts, their lives are forfeit if their skills are below par. Because of this, they require special treatment. In hindsight, many a deposed tyrant wishes he'd treated his soldiers better! Some of the different types of soldier characters can hire or encounter are listed on Table 64.

**Table 64:**

## Military Occupations

| Title | Monthly Wage |
|---|---|
| Archer | 4 gp |
| Artillerist | 4 gp |
| Bowman, mounted | 4 gp |
| Cavalry, heavy | 10 gp |
| Cavalry, light | 4 gp |
| Cavalry, medium | 6 gp |
| Crossbowman, heavy | 3 gp |
| Crossbowman, light | 2 gp |
| Crossbowman, mounted | 4 gp |
| Engineer | 150 gp |
| Footman, heavy | 2 gp |
| Footman, irregular | 5 sp |
| Footman, light | 1 gp |
| Footman, militia | 5 sp |
| Handgunner (Optional) | 6 gp |
| Longbowman | 8 gp |
| Marine | 3 gp |
| Sapper | 1 gp |
| Shieldbearer | 5 sp |

## Descriptions of Troop Types

A general description of each troop type is given here. In addition, specific historical examples are also provided. More examples can be found in books obtainable at a good wargame shop or at your local library. The more specific you make your soldier descriptions, the more detail and color can be added to a fantasy campaign.

Clearly, though, this *is* a fantasy game. No mention is made in these rules of the vast numbers of strange and bizarre troops that might guard a castle or appear on a battlefield. It is assumed that all troop types described here are human. Units of dwarves, elves, and more are certainly possible, but they are not readily available as hirelings. The opportunity to employ these types is going to depend on the nature of the campaign and the DM's wishes. As a guideline, however, no commander (such as the knight of a castle)

should have more than one or two exceptional (i.e., different from his own race) units under his command.

**Archer:** This is a footsoldier, typically armed with a shortbow, arrows, short sword, and leather armor. In history, archers were known to operate as light infantry when necessary, but this was far from universal. Highland Scots carried bows, arrows, two-handed swords, and shields, but no armor. Turkish janissaries were elite troops armed with bow and scimitar, but unarmored. Byzantine psilos carried composite short bows, hand axes, and, if lucky, chain or scale armor. A Venetian stradiot archer (often found on ships) normally had a short bow, long sword, and banded armor.

**Artillerist:** These troops are more specialists than regular soldiers. Since their duty is to work and service heavy catapults and siege equipment, they don't normally enter into combat. They dress and outfit themselves as they please. Artillerists stay with their equipment, which is found in the siege train.

**Bowmen, mounted:** These are normally light cavalry. They carry short bows, a long sword or scimitar, and leather armor, although armor up to chain is sometimes worn. Historically, most mounted bowmen came from nomadic tribes or areas of vast plains.

The most famous mounted bowmen were the Mongol horsemen, who commonly armed themselves with composite short bow, scimitar, mace, axe, and dagger. Some also carried light lances. They wore studded leathers or whatever else they could find, and carried medium shields. Pecheneg horsemen used the composite short bow, hand axe, lasso, and light lance, and wore scale armor. Russian troops carried the short bow and dagger and wore padded armor.

**Cavalry, heavy:** The classic image of the heavy cavalryman is the mounted knight. Such men are typically armed with heavy lance, long sword, and mace. They wear plate mail or field plate armor. The horse is a heavy war horse and barded, although the type of barding varies.

Examples include the early Byzantine kataphractos, armed with medium lance, long sword, banded armor, and a large shield. They rode heavy war horses fitted with scale barding. The French Compagnies d'Ordonnance fitted with heavy lance, long sword, mace, and full plate on chain or plate barded horses were classic knights of the late medieval period.

In other lands, the Polish hussar was a dashing sight with his tiger-skin cloak fluttering in the charge. He wore plate mail armor and rode an unbarded horse but carried an arsenal of weapons—medium lance, long sword, scimitar, warhammer, and a brace of pistols (although the latter won't normally appear in an AD&D® game).

**Cavalry, light:** These are skirmishers whose role in combat is to gallop in quickly, make a sudden attack, and get away before they can attacked in force. They are also used as scouts and foragers, and to screen advances and retreats. They carry a wide variety of weapons, sometimes including a missile weapon. Their armor is nonexistent or very light—padded leathers and shields. Speed is their main strength. In many ways they are indistinguishable from mounted bowmen and often come from the same groups of people.

The stradiotii of the Italian Wars were unarmored and fought with javelins, saber, and shield. Hussars were armed with scimitar and lance. Byzantine trapezitos carried similar weapons, but wore padded armor and carried a medium shield. Turkish sipahis, noted light cavalrymen, carried a wide variety of weapons, usually a sword, mace, lance, short

bow, and small shield.

**Cavalry, medium:** This trooper forms the backbone of most mounted forces—it's cheaper to raise medium cavalry than heavy knights, and the medium cavalryman packs more punch than light cavalry. They normally ride unarmored horses and wear scale, chain, or banded armor. Typical arms include lance, long sword, mace, and medium shield.

A good example of medium cavalry was the Normal knight with lance, sword, chain mail, and kite shield. Others include the Burgundian coustillier (brigandine or splint, light lance, long sword, and dagger), Persian cavalry (chain mail, medium shield, mace, scimitar, and short bow), and Lithuanian boyars (scale, medium lance, long sword, and large shield).

**Crossbowmen, heavy:** Only rarely used by medieval princes, heavy crossbowmen are normally assigned to garrison and siege duties. Each normally has a heavy crossbow, short sword, and dagger, and wears chain mail. The services of a shield bearer is often supplied to each man.

Venetian crossbowmen frequently served on galleys and wore chain or brigandine armor. Genoese men in German service sometimes wore scale armor for even greater protection.

**Crossbowmen, light:** Light crossbowmen are favored by some commanders, replacing regular archers in many armies. The crossbow requires less training than the bow, and is easier to handle, making these soldiers cheaper in the long run to maintain. Each man normally has a light crossbow, short sword, and dagger. Usually they do not wear armor. Crossbowmen fight hand-to-hand only to save themselves and will fall back or flee from attackers.

Italian crossbowmen commonly wore padded armor and carried a long sword, buckler, and light crossbow. Burgundians wore a light coat of chain and carried no weapons other than their crossbows. Greek crossbowmen carried a variety of weapons including crossbow, sword, and spear or javelin.

**Crossbowmen, mounted:** When possible, crossbowmen are given horses, for extra mobility. All use light crossbows, since heavier ones cannot be cocked on horseback. The horse is unbarded, and the rider normally wears little or no armor. As with most light troops, the mounted crossbowmen relies on speed to whisk him out of danger. An unusual example of a mounted crossbowmen was the German mercenary (plate mail, light crossbow, and long sword).

**Engineer:** This profession, like that of the artillerist, is highly specialized, and those skilled in it are not common soldiers. Engineers normally supervise siege operations, both inside and outside. They are responsible for mining castle walls, filling or draining moats, repairing damage, constructing siege engines, and building bridges. Since their skills are specialized and rare, engineers command a high wage. Furthermore, engineers expect rewards for successfully storming castles and towns or for repelling such attacks.

**Footman, heavy:** Depending on the army, heavy infantry either forms its backbone or is nonexistent. Heavy footmen normally have chain mail or better armor, a large shield, and any weapons.

Examples of heavy infantry include Byzantine skutatoi (scale mail, large shield, spear, and long sword), Norman footmen (chain mail, kite shield, and long sword), Varangian Guardsmen (chain mail, large shield, battle axe, long sword, and short sword), late

German men-at-arms (plate mail, battle axe, long sword, and dagger), Flemish pikemen (plate mail, long sword, and pike), Italian mercenaries (plate mail, long sword, glaive, and dagger), Irish gallowglasses (chain mail, halberd, long sword, and darts), and Polish drabs (chain mail, scimitar, and halberd).

**Footmen, irregular:** These are typically wild tribesmen with little or no armor and virtually no discipline. They normally join an army for loot or to protect their homeland. Their weapons vary widely, although most favor some traditional item.

Examples of irregulars include Viking berserkers (no armor, but shield, and battle axe or sword), Scottish Highlanders (often stripped bare with shield and axe, voulge, sword, or spear), Zaporozian cossacks (bare-chested with a bardiche), or a Hussite cepnici (padded or no armor, flail, sling, and scimitar).

**Footman, light:** The bulk of infantry tend to be light footmen. Such units are cheap raise and train. Most come from the lower classes. They are distinguished from irregular infantry by a (barely) greater degree of discipline. Arms and armor are often the same as irregulars.

Typical of light infantry were Swiss and German pikemen (no armor, pike, and short sword), Spanish sword-and-buckler men (leather armor, short sword, and buckler), Byzantine peltastos (padded armor, medium shield, javelins, and sword), even Hindu payaks (no armor, small shield, and scimitar or club).

**Footman, militia:** These are townsfolk and peasants called up to serve. They normally fall somewhere between irregulars and light infantry in equipment and quality. However, in areas with a long-standing tradition of military service, militiamen can be quite formidable.

Some Italian militias were well-equipped with banded or plate mail armor and glaives. The Irish "rising-out" typically had no armor and fought with javelins and long swords. Byzantine militias were well-organized and often worked as archers (short bow and padded armor) in defense of city walls. The Saxons' fyrd was supposedly composed of the freemen of a district.

**Handgunner:** This troop type can be allowed only if the DM approves the use of arquebuses in the campaign. If they are forbidden, this troop type doesn't exist. Handgunners typically have an arquebus and short sword, and wear a wide variety of armors.

**Longbowman:** Highly trained and rare, these archers are valuable in battle. They are also hard to recruit and expensive to field. A long bowman typically wears padded or leather armor and carries a long bow with short sword or dirk. Historically, virtually all long bowman were English or Welsh, although they freely acted as mercenaries throughout Europe.

**Marines:** These are heavy footmen who serve aboard large ships.

**Sapper:** These men, also known as miners or pioneers, provide the labor for field work and siege operations. They are generally under the command of a master engineer. Normally they retreat before combat, but if pressed, will fight as light infantry. They wear no armor and carry tools (picks, axes, and the like) that can easily double as weapons. They are usually found with siege trains, baggage trains, and castles.

**Shieldbearer:** This is a light infantryman whose job is to carry and set up shields for archers and crossbowmen. Historically, these shields (or pavises) were even larger than a normal large shield. Some required two men to move. From behind this cover, the

bowman or gunner could reload in relative safety. If the position was attacked, the shieldbearer was expected to fight as an infantryman. For this reason, shieldbearers have the same equipment as light infantry.

## Employing Hirelings

Whether seeking everyday workers or rare experts, the methods PCs use for employing hirelings are generally the same. Basically, a player character advertises his needs and seeks out the recommendations of others. Given enough notice, hirelings will then seek out the player character.

## Who Might Be Offended?

When hiring, the first step is to figure out if the player character is going to offend anyone, particularly the ruler of the city or town. Feudal lords have very specific ideas about their land and their property (the latter of which sometimes includes the people on his land).

If the hirelings are true freedmen, they can decide to come and go as they please. More often, the case is that the hirelings are bound to the fief. They are not slaves, but they cannot leave the land without the permission of their lord.

## Depopulate at Your Own Risk

Depopulating an area will get a strong negative reaction from local officials. If the player character seeks only a few hirelings, he is not likely to run into difficulty unless he wishes to take them away (i.e., back to his own castle). This type of poaching will certainly create trouble.

If Targash, having established his paladin's castle, needs 300 peasants to work the field, he cannot go into the nearby town and recruit 300 people without causing a reaction! The lord and the town burghers are going to consider this tantamount to wholesale kidnapping.

Finally, local officials have this funny way of getting upset about strange armies. If Targash comes into town to raise 300 heavy cavalry, the local lord is sure to notice! No one likes strangers raising armies in their territory. It is, after all, a threat to their power.

## Securing Permission

Thus, in at least these three situations, player characters would do well to secure the cooperation of local officials before they do anything. Such cooperation is rarely forthcoming without some kind of conditions: A noble may require a cash bond before he will agree to release those under him; guilds may demand concessions to regulate their craft within the boundaries of the player character's lands; dukes and kings may require treaties or even diplomatic marriages; burghers could ask for protection or a free charter.

Anything the DM can imagine and negotiate with the player is a possibility.

## Finding the Right People

Once a character has secured permission, he can begin searching for the hirelings he needs. If he needs craftsmen with specific skills, it is best to work through the guild or local authorities. They can make the necessary arrangements for the player character. This also obviates the need to role-play a generally uninteresting situation. Of course, guilds generally charge a fee for their services.

If the character is seeking a large number of unskilled men or soldiers, he can hire a crier to spread the word. (Printing, being undiscovered or in an infant state, is generally not a practical solution.) Fortunately, criers are easily found and can be hired without complicated searching. Indeed, even young children can be paid for this purpose.

At the same time, the player character would be wise to do his own advertising by leaving word with innkeepers, stablers, and the owners of public houses. Gradually, the DM makes applicants arrive.

If the player character is searching for a fairly common sort of hireling—laborers, most commonly—the response is equal to approximately 10% of the population in the area (given normal circumstances).

If the position being filled is uncommon, the response will be about 5% of the population. Openings for soldiers might get one or two respondents in a village of 50. In a city of 5,000 it wouldn't be unusual to get 250 applicants, a respectable company.

If searching for a particular craft or specialist—a blacksmith or armorer, for instance—the average response is 1% of the population or less. Thus, in a village of 50, the character just isn't likely to find a smith in need of employment. In a slightly larger village, he might find the blacksmith's apprenticed son willing to go with him.

Unusual circumstances such as a plague, a famine, a despotic tyrant, or a depressed economy, can easily alter these percentages. In these cases, the DM decides what is most suitable for his campaign. Furthermore, the player character can increase the turnout by offering special inducements—higher pay, greater social status, or special rewards. These can increase the base percentage by 1% to 10% of the population.

The whole business becomes much more complicated when hiring exotic experts—sages, spies, assassins, and the like. Such talents are not found in every city. Sages live only where they can continue their studies and where men of learning are valued. Thus they tend to dwell in great cities and centers of culture, though they don't always seek fame and notoriety there. Making discreet enquiries among the learned and wealthy is an effective way to find sages. Other experts make a point not to advertise at all.

Characters who blurt out that they are seeking to hire a spy or an assassin are going to get more than just a raised eyebrow in reaction! Hiring these specialists should be an adventure in itself.

For example, Fiera the Elf has decided she needs the services of a spy to investigate the doings of her archrival. The player, Karen, tells the DM what she intends, setting the devious wheels of the DM's mind in motion. The DM plans out a rough adventure and, when he is ready, tells Karen that her character can begin the search.

Not knowing where to begin (after all, where does one hire a spy?), Fiera starts to

frequent seamy and unpleasant bars, doing her best to conceal her true identity. She leaves a little coin with the hostelers and word of her needs. The DM is ready for this. He has prepared several encounters to make Fiera's search interesting. There are drunken, over-friendly mercenaries, little ferret-faced snitches, dark mysterious strangers, and venal constables to be dealt with.

Eventually, the DM has several NPCs contact Fiera, all interested in the job. Unknown to the player (or her character) the DM has decided that one applicant is really a spy sent by her rival to act as a double agent! Thus, from a not-so-simple hiring, one adventure has been played and the potential for more has been created.

## The Weekly Wage

Once applicants have arrived (and the player has rejected any that seem unsuitable), the issue of pay must be negotiated. Fortunately, this is somewhat standardized for most occupations.

Table 65 lists the amount different trades and craftsmen expect under normal circumstances. From these, salaries for other NPCs can be decided. The wages for soldiers, because of their highly specialized work, are listed on Table 64.

**Table 65:**

## Common Wages

| Profession | Weekly Wage | Monthly Wage |
|---|---|---|
| Clerk | 2 gp | 8 gp |
| Stonemason | 1 gp | 4 gp |
| Laborer | 1 sp | 1 gp |
| Carpenter | 1 gp | 5 gp |
| Groom | 2 sp | 1 gp |
| Huntsman | 2 gp | 10 gp |
| Ambassador or official | 50-150 gp | 200-600 gp |
| Architect | 50 gp | 200 gp |

These amounts may seem low, but most employers provide other benefits to their hirelings. Appropriate room and board is expected for all but common laborers and higher officials. Those falling in the middle range expect this to be taken care of. Traveling expenses must come out of the PC's pocket, as must any exceptional items of equipment or dress.

Important hirelings will also expect gifts and perhaps offices to supplement their income. Soldiers expect to be ransomed if captured, to have their equipment replaced as needed, and to receive new mounts for those lost in combat. All of these extra benefits add up quickly. Furthermore, most activities are much more labor-intensive when compared to modern standards. More workers are needed to perform a given job. More workers means greater overall expenses and lower wages for each individual laborer.

For example, consider Targash at his castle. He has assembled the officials, craftsmen, and soldiers he feels he needs to maintain his standing and protect his small fief. These break down as follows:

| | |
|---|---|
| 250 light infantry | 250 gp |
| 50 heavy infantry | 100 gp |
| 100 longbowmen | 800 gp |
| 75 light cavalry | 300 gp |
| 25 heavy cavalry | 250 gp |
| 1 master artillerist | 50 gp |
| 10 artillerists | 40 gp |
| 1 master engineer | 150 gp |
| 1 master armorer | 100 gp |
| 5 armorers | 50 gp |
| 1 master bladesmith | 100 gp |
| 5 bladesmiths | 50 gp |
| 1 master bowyer | 50 gp |
| 1 bowyer | 10 gp |
| 1 master fletcher | 30 gp |
| 1 master of the hunt | 10 gp |
| 8 huntsmen | 40 gp |
| 10 grooms | 10 gp |
| 20 skilled servants (baker, cook, etc.) | 40 gp |
| 40 household servants | 40 gp |
| 1 herald | 200 gp |
| 1 castellan | 300 gp |
| Total | 2,970 gp per month |

These costs cover only the wages paid these nonplayer characters. It does not include the funds necessary to provide provisions, maintain equipment, or expand Targash's realm (a desire of many player characters). Over the course of a year, Targash mush bring in at least 35,640 gp just to pay his hirelings.

Considering a reasonable tax to be one gold piece for each person and one or two silver for each head of livestock, Targash must have a considerable number of people or animals within the borders of his fief or go into debt! Supplementing one's income thus becomes a good reason for adventuring. However, even powerful, adventuring lords often find themselves forced to borrow to maintain their households.

And these costs don't even begin to cover the salaries demanded by any extremely rare hirelings Targash may need. Spies and assassins normally demand exorbitant wages—5,000 to 10,000 gold pieces or more. And they are in a position to get away with it. Aside from the fact that not many can do their job, they can also force an employer to pay through blackmail. The act of hiring must be secret, not only to succeed, but to prevent the character from being embarrassed, disgraced, or worse. Woe to the employer who attempts to cheat his assassin!

Others can also resort to such blackmail. Mercenaries may refuse to go on campaign until they are properly paid (a tactic used by the condottieri in Italy). Peasants have been known to revolt. Guilds may withdraw their support. Merchants can always trade elsewhere. All of these serve as checks and balances on the uncontrolled power of any ruler from local lord to powerful emperor.

## Henchmen

Sooner or later, all players are going to discover the value of henchmen. However, knowing that henchmen are useful and playing them properly are just not the same. Misused and abused henchmen can quickly destroy much of the fun and challenge of a campaign.

As stressed in the *Player's Handbook*, a henchman is more than just a hireling the player character can boss around. A henchman is a PC's friend, confidante, and ally. If this aspect of the NPC is not stressed and played well, the henchman quickly becomes nothing more than a cardboard character, depriving the DM of a tool he can use to create a complete role-playing experience. For the DM, a henchman is just that—a tool, a way of creating an exciting story for the player characters.

## An NPC Becomes a Henchman

There is no set time at which a player character acquires a henchman. Running a player character and a henchman together is more difficult than just a player character alone. Not every player will be ready for this at the same time, so the DM should control which players get henchmen and when. Wait until the player has demonstrated the ability to role play his own character before burdening him with another. If the player does not assume at least some of the responsibility for role-playing the henchman, the value is lost.

Neither is there a set way to acquire a henchman. The DM must use his own judgment. Since a henchman is a friend, consider those things that bind friends together. Being treated as equals, helping without expecting reward, trust, kindness, sharing secrets, and standing by each other in times of trouble are all parts of it.

When a character does these things for an NPC, a bond will develop between them. The DM can allow the player to have more and more control over the NPC, deciding actions, role-playing reactions, and developing a personality. As the player does this, he begins to think of the NPC almost as another player character. When the player is as concerned about the welfare of the NPC as he would be for a normal player character, that NPC can be treated as a henchman.

## The Player Takes Over

Once the DM decides that an NPC is a henchman, he should make two copies of the NPC's character sheet, one for himself and one for the player. Not everything need be revealed on the player's copy—the DM may choose to conceal alignment, experience point totals, special magical items, or character background. However, the player should

have enough information to role-play the henchman adequately. It is hard to run a character properly without such basic information as Strength, Intelligence, race, or level. Ideally, the player should not have to ask the DM, "Can my henchman do this?"

Naturally, the DM's character sheet should have complete information on the henchman. Moreover, the DM should also include a short description of the henchman in appearance, habits, peculiarities, personality, and background. The last two are particularly important.

Establishing the personality of the henchman allows the DM to say, "No, your henchman refuses to do that," with reason. The astute player will pick up on this and begin playing the henchman appropriately.

A little background allows the DM to build adventures that grow out of the henchman's past. An evil stranger may come hunting for him; his father may leave him a mysterious inheritance; his wife (or husband) may arrive on the doorstep. Even a little history is better than nothing.

A henchman should always be of lower level than the player character. This keeps the henchman from stealing the spotlight. If the henchman is equal or greater in level, he could become as, or more, important than the player character. The player might neglect his own character, an undesirable result. Thus, if a henchman should reach an equal level, he will depart the service of the player character and set out on his own adventures. This doesn't mean he disappears forever. He is still present in the campaign, can still show up periodically as a DM-controlled NPC, and can still be considered a friend of the player character.

## Role-Playing Henchmen

The player is responsible for deciding a henchman's actions, provided they are in character for the NPC. This is one of the advantages of the henchman over the hireling. The DM should only step in when the player is abusing or ignoring the personality of the NPC.

For example, Fenris, a henchman known for his sarcastic and somewhat self-centered view, has been captured along with his master, Drelb the Halfling, by a band of twisted trolls.

DM (playing the trolls): "Ha! My brothers and I are going to roast one of you and let the other one go! So, who's going to hang from the spit?"

Player: "Well, uh...Fenris remembers how many times Drelb has saved his life. He volunteers."

DM: "Is Drelb telling the trolls this? Fenris is going to be real upset if he is."

Player: "No, no! It's just what Fenris would do."

DM: "Sure. He thinks about it and, you know, it doesn't seem like a real viable solution to the problem. He leans over to Drelb and says, "You always wanted to sweat off a few pounds, Drelb."

Clearly, there are times when the DM can step in and overrule a player decision regarding henchmen. There are things a henchman simply will not do. The relationship is supposed to be that of friendship. Therefore, anything that damages a friendship sours a henchman. The DM should think about those things he would never ask of a friend or have a so-called friend ask of him. If it would ruin one of his own friendships, it will do

the same in the game.

For example, henchmen don't give useful magical items to player characters, don't stand by quietly while others take all the credit, don't take the blame for things they didn't do, and don't let themselves be cheated. Anyone who tries to do this sort of thing is clearly not a friend.

Henchmen don't, as a rule, go on adventures without their player character friend unless the purpose of the adventure is to rescue the PC from danger. They don't appreciate being given orders by strangers (or even other player characters), unless their PC friend is also taking orders.

## Henchman Bookkeeping

As the henchman is played, it is the player's responsibility to keep track of any information about the henchman that isn't kept secret. Not only does this make running the game a small bit easier for the DM, it forces the player to pay attention to his henchman.

Among the things a player should keep track of is a henchman's experience point total. Henchmen do earn experience points from adventures and can advance in level. However, since they are not full player characters, they only earn half the experience a character would normally get.

They also expect their fair share of treasure and magical items discovered—more, if they took a significant risk. They expect the same care and attention the player character receives when they are injured or killed. Indeed it is possible for a forsaken henchman to return as a vengeful spirit to wreak havoc on those who abandoned him!

## Officials and Social Rank

Some NPCs are available for hire; others, because of social rank or profession, can be hired only under special circumstances; still others can only be encountered and, maybe, befriended, but never hired. Indeed characters are not defined by profession only. Just as important (and sometimes more important) is the NPC's social status.

A serf carpenter is lower than a churl ploughman, even if his skills are more complicated. Some titles prevent an NPC from pursuing a particular career. A king is not a tinner or a wealthy draper—he is a king.

The tables below list some of the different types of NPCs that can be encountered based on social organizations. Each grouping is arranged from the greatest to the least, the mightiest to the lowest. The DM should not feel bound only to the hirelings and soldiers given in Tables 60 and 64. Imagination, history, and fantasy should all contribute to the game.

The tables show social and political ranks for different types of historical cultures, arranged in descending order of importance. Each column describes a different culture.

**Table 66:**

### European Titles

| General | Saxon | Germanic |
|---|---|---|
| Emperor/Empress | King | Pfalzgraf |
| King/Queen | King's Thegn | Herzog |
| Royal Prince/Princess | Ealdorman | Margrave |
| Duke/Duchess | Shire-reeve | Graf |
| Prince/Princess | Thegn | Waldgraf |
| Marquis/Marquise | Geneatas | Freiherr |
| Count/Countess | Cottar | Ritter |
| Viscount/Viscountess | Gebur | |
| Baron/Baroness | Bondman | |
| Baronet | | |
| Knight | | |
| Serf | | |

**Table 67:**

## Oriental Titles

| Russian | Turkish | Persian | Japanese | Mongol | Indian |
|---|---|---|---|---|---|
| Tsar | Sultan | Padishah | Emperor | Kha-Khan | Maharaja |
| Veliky kniaz | Dey | Shah | Shikken | Ilkhan | Rajah |
| Kniazh muzh | Bey | Caliph | Shogun | Orkhan | Nawab |
| Boyar | Bashaw | Wizer | Daimyo | Khan | |
| Sluga | Pasha | Amir | Samurai | | |
| Muzh | Emir | Sheikh | | | |
| Dvorianin | Malik | | | | |
| Smerd | | | | | |
| Kholop | | | | | |

**Table 68:**

## Religious Titles

| Church Hierarchy | Knights-Militant | Monastic |
|---|---|---|
| Pope | Master of the Temple | Abbot |
| Cardinal | Seneschal | Sacristan |
| Archbishop | Marshal | Cantor |
| Bishop | Commander | Librarian |
| Abbot | Drapier | Refectorian |
| Prior | Commander of a House | Almoner |
| Friar | Commander of Knights | Hospitaler |
| Knight Brothers | Kitchener | |
| | Sergeants of the Covenant | Cellarer |
| | Turcoplier | Infirmarian |

Under-Marshal
Standard Bearer
Sergeant-brother
Rural brother
Hospital attendant
Servant brother

Master of Novices

## Titles, Offices, and Positions

Alderman: A town or city official
Ale-conner: Official who tests and approves all ales and ciders
Anchorite: A religious hermit
Bailiff: A sergeant or commander of the guard
Beadle: A messenger of the law courts
Burgomaster: A town or city official
Catchpoll: A commander of the guard
Chamberlain: Overseer of a household, office or court
Common-weigher: Town official who checks merchants' weights and measures
Constable: A commander of the local guard
Councilor: A town or city official or an advisor of the court
Customs agent: One responsible for collecting the taxes on all imports and exports.
Magistrate: A judge
Man-at-arms: A guardsman
Page: Servant to a noble
Pardoner: A friar who sells pardons from the church
Provost: A magistrate or keeper of a prison
Provost-Marshal: Military magistrate
Purveyor: An official responsible for obtaining supplies for an army or a noble's retinue
Reeve: The headman of a village
Regent: The ruler until a prince reaches the age of majority
Sergeant: The commander of a unit of men, such as a guard
Sheriff: The king's representative for a given area
Slaughter-man: Official who enforces the regulations on butchers in a town
Steward: Custodian of an appointed duty, such as a household
Tax collector: One who collects taxes
Tronager: Supervisor of the scales at a town's port
Umpire: An official who arbitrates disputes between neighbors
Warden: The keeper of a noble's woodlands and parks
Wardman: A sergeant or watchman
Watchman: A guard

## Spellcasters

There will come a time when player characters feel in dire need of a particular spell or spells to which no one in their group has access. They may need to raise a fallen comrade, remove an evil enchantment, or provide an additional protection. The natural solution is to find an NPC willing and able to cast the spell. This can create special difficulties for both the players and the DM.

## Finding a Spellcaster

Locating a capable NPC is the first step. Not all NPCs advertise their abilities; this is especially true in the case of spellcasters. Bragging that one is the great and powerful wizard Wazoo can be bad for one's health. There is always a young hot-shot who will take the claim as a challenge. (Sort of like the Old West, where there was always someone itching to beat the fastest gun...)

For this reason, spellcasters tend to be mysterious or, at least, quiet about their abilities. Churches, temples, and other holy places tend to be the best places to look since clerics have some obligation to proclaim the powers of their deity openly.

## Convincing the NPC to Help

Assuming the player characters know of a capable spellcaster, there is still the problem of convincing the NPC to cast the desired spell. Often the NPC won't even have the spell ready when the characters need it. After all, it isn't every day a cleric needs to cast a *raise dead* spell. He will need a day just to rest and memorize the desired spell.

**Religious Differences:** The faith of the player characters and the ethos of the NPC's religion may pose an even greater problem than spell availability. It is quite possible for a cleric to refuse to cast a spell to aid an "unbeliever," "heathen," or "heretic." Some may agree, but only at the cost of a donation, service, or conversion. A rare few accept any and all without passing any judgment. In general, it is best to seek the services of a like-minded cleric than to go to a stranger.

**Money:** For some clerical spellcasters and most nonclerical types, spellcasting is more a matter of finances than philosophies. If the characters find a capable spellcaster, they must be prepared to pay (and pay dearly) for his services. For a desperately needed service, the NPC knows he has the player characters over a barrel and will bargain accordingly.

Table 69 gives some idea of the costs for different spells. These costs are not set, by any means, and can be raised (but seldom lowered) for a variety of reasons.

**Table 69:**

## NPC Spell Costs

| Spell Required | Minimum Cost |
|---|---|
| *Astral spell* | 2,000 gp per person |
| *Atonement* | * |

| | |
|---|---|
| *Augury* | 200 gp |
| *Bless* | * |
| *Charm person* | 1,000 gp |
| *Clairvoyance* | 50 gp per level of caster |
| *Commune* | * |
| *Comprehend languages* | 50 gp |
| *Contact other plane* | 5,000 gp + 1,000 per question |
| *Continual light* | 1,000 gp |
| *Control weather* | 20,000 gp |
| *Cure blindness* | 500 gp |
| *Cure disease* | 500 gp |
| *Cure light wounds* | 10 gp per point healed |
| *Cure serious wounds* | 20 gp per point healed |
| *Cure critical wounds* | 40 gp per point healed |
| *Detection spells (any)* | 100 gp |
| *Dispel magic* | 100 gp per level of the caster |
| *Divination* | 500 gp |
| *Earthquake* | * |
| *Enchant an Item* | 20,000 gp plus other spells |
| *ESP* | 500 gp |
| *Explosive runes* | 1,000 gp |
| *Find the path* | 1,000 gp |
| *Fire trap* | 500 gp |
| *Fools' gold* | 100 gp |
| *Gate* | * |
| *Glyph of warding* | 100 gp per level of the caster |
| *Heal* | 50 gp per point healed |
| *Identify* | 1,000 gp per item or function |
| *Invisible stalker* | 5,000 gp |
| *Invisibility* | 500 gp |
| *Legend Lore* | 1,000 gp |
| *Limited wish* | 20,000 gp ** |
| *Magic mouth* | 300 gp |
| *Mass charm* | 5,000 gp |
| *Neutralize poison* | 100 gp |
| *Permanency* | 20,000 gp ** |
| *Plane shift* | * |
| *Prayer* | * |
| *Protection from evil* | 20 gp per level of caster |
| *Raise dead* | * |
| *Read magic* | 200 gp |
| *Regenerate* | 20,000 gp |
| *Reincarnation* | * |
| *Remove curse* | 100 gp per level of caster |
| *Restoration* | * |
| *Slow poison* | 50 gp |

| | |
|---|---|
| *Speak with dead* | 100 gp per level of caster |
| *Suggestion* | 600 gp |
| *Symbol* | 1,000 gp per level of caster |
| *Teleport* | 2,000 gp per person |
| *Tongues* | 100 gp |
| *True seeing* | 5,000 gp |
| *Wish* | 50,000 gp ** |
| *Wizard lock* | 50 gp per level of caster |

* This spell is normally cast only for those of similar faith or belief. Even then a payment or service may be required.
** Some exceptional service will also be required of the player character.

In general, the costs of purchasing a spell are such that it is far better for someone in the party to learn the spell. In general, the mercenary use of NPC spellcasters should be discouraged whenever possible. The player characters are supposed to face challenges on their own!

## NPC Magical Items

If player characters have the nerve to ask NPCs (not hirelings or henchmen) to use up valuable magical items or charges from these, they are going to get a very cold reaction. Consider how often player characters sell or give away the magic items they find during their adventures. Nonplayer characters will have about the same likelihood of selling (or giving!) powerful magic away. Offering to buy a charge from a *staff of healing* is just plain insulting. No NPC's reaction is going to be improved by the offer.

## Personality

More than what they can do, how much they cost, or how loyal they are, NPCs live only when they have personalities. Poorly played, an NPC can easily be reduced to nothing more than a collection of numbers, spells, equipment, and automatic reactions—a role-playing automaton. Vivid NPCs are much more than this. These characters, developed and acted by the DM, are complete. They have quirks, likes, dislikes, habits, ambitions, and desires. In one way or another they fire and remain in the imagination of the players

Some DMs have the naturally ability to create such characters on the spur of the moment, improvising as they go along. This is a rare gift, not possessed by most. However, this doesn't mean any DM can't create good NPCs. All that's required is a little effort.

## Walk-On NPCs

There are several shortcut methods that can be used when role-playing NPCs who only

have brief appearances—the "walk-ons" and "cameos" of a role-playing adventure.

**Character Traits:** The DM can choose some particular character trait—cowardice, greed, optimism, precision, or whatever—and exaggerate it, take it to an extreme. This is most effective for creating comical (or frustrating) situations.

**Physical Traits:** A particular physical trait—baldness, pot-bellied, bad teeth, wheezy, and more—can be stressed. This helps fix the appearance of the NPC in the players' minds, especially useful if the characters must describe or find the NPC again.

**Habits:** Like physical traits, simple habits—scratches his head, tugs on his beard, stares at the sky when talking, or mumbles—can be used. The DM can actually act out these simple habits at the table, adding a visual element to the role-playing experience.

## Significant NPCs

For very important NPCs, hirelings, and henchmen, the DM is going to need more than just a single character feature. Saying that a hireling is greedy is not enough. It doesn't make him any different from all the other greedy NPCs the player characters have met.

Perhaps he struggles to control his natural greediness out of loyalty. He may break into cold sweats and become nervous when the player character accidentally tempts him ("Here, hold my horse while I go see what's making that noise."). Will he remain loyal or will his baser nature get the best of him? The answer to this question should come out through role-playing.

Enough little questions like this—and enough role-played answers—will bring the NPC's true character into focus. And if the DM pays attention to the personality of the NPCs, the players will also learn and study those characters.

**Creating an NPC Personality:** The best way to create a personality is to use whatever seems right and not worry about carefully constructing a background and rationale for the character. The DM has to keep careful notes about each major NPC, adding to it each play session. After several sessions, the NPC may have a complete background and personality, one that has come out little-by-little during play.

Alternatively, the DM can prepare a personality in advance. This simply means he prepares some background notes before he begins to play that character. This is useful for powerful villains and important officials. However, during play, the DM should be flexible enough to change any part of the NPC's background that just doesn't work.

To aid in the process of creating NPCs, Table 70 lists different types of attitudes, tendencies, and habits. These are organized into major traits, with similar characteristics grouped under each.

The DM can choose a major trait and any appropriate characteristics; he can randomly determine the major trait (rolling 1d20) and select appropriate characteristics; or he can randomly determine everything (1d20 for a major trait, percentile dice for characteristics).

For example, the DM randomly determines a hireling is careless, selects thoughtless from that sub-group and then rolls for an additional characteristic, getting cheerful. The end result is somewhat scatter-brained, happy-go-lucky person.

This table is provided to spur the imagination of the DM, although it can be used to create completely random personalities. However, random methods often lead to confusing and seemingly impossible combinations! If a result seems totally impossible or

unplayable, don't use it simply because that's how the dice rolls came up. Whenever possible, the DM should decide the personality of the NPC!

**Table 70:**

# General Traits

| Die Roll 1 (D20) | General Trait | Die Roll 2 (D100) | Specific Trait |
|---|---|---|---|
| 1 | Argumentative | 01 | Garrulous |
| | | 02 | Hot-tempered |
| | | 03 | Overbearing |
| | | 04 | Articulate |
| | | 05 | Antagonistic |
| 2 | Arrogant | 06 | Haughty |
| | | 07 | Elitist |
| | | 08 | Proud |
| | | 09 | Rude |
| | | 10 | Aloof |
| 3 | Capricious | 11 | Mischievous |
| | | 12 | Impulsive |
| | | 13 | Lusty |
| | | 14 | Irreverent |
| | | 15 | Madcap |
| 4 | Careless | 16 | Thoughtless |
| | | 17 | Absent-minded |
| | | 18 | Dreamy |
| | | 19 | Lacking common sense |
| | | 20 | Insensitive |
| 5 | Courage | 21 | Brave |
| | | 22 | Craven |
| | | 23 | Shy |
| | | 24 | Fearless |
| | | 25 | Obsequious |
| 6 | Curious | 26 | Inquisitive |
| | | 27 | Prying |
| | | 28 | Intellectual |
| | | 29 | Perceptive |
| | | 30 | Keen |
| 7 | Exacting | 31 | Perfectionist |
| | | 32 | Stern |
| | | 33 | Harsh |
| | | 34 | Punctual |
| | | 35 | Driven |
| 8 | Friendly | 36 | Trusting |
| | | 37 | Kind-hearted |

| | | | |
|---|---|---|---|
| | | 38 | Forgiving |
| | | 39 | Easy-going |
| | | 40 | Compassionate |
| 9 | Greedy | 41 | Miserly |
| | | 42 | Hard-hearted |
| | | 43 | Covetous |
| | | 44 | Avaricious |
| | | 45 | Thrifty |
| 10 | Generous | 46 | Wastrel |
| | | 47 | Spendthrift |
| | | 48 | Extravagant |
| | | 49 | Kind |
| | | 50 | Charitable |
| 11 | Moody | 51 | Gloomy |
| | | 52 | Morose |
| | | 53 | Compulsive |
| | | 54 | Irritable |
| | | 55 | Vengeful |
| | | | |
| 12 | Naive | 56 | Honest |
| | | 57 | Truthful |
| | | 58 | Innocent |
| | | 59 | Gullible |
| | | 60 | Hick |
| 13 | Opinonated | 61 | Bigoted |
| | | 62 | Biased |
| | | 63 | Narrow-minded |
| | | 64 | Blustering |
| | | 65 | Hide-bound |
| 14 | Optimistic | 66 | Cheerful |
| | | 67 | Happy |
| | | 68 | Diplomatic |
| | | 69 | Pleasant |
| | | 70 | Foolhardy |
| 15 | Pessimistic | 71 | Fatalistic |
| | | 72 | Depressing |
| | | 73 | Cynical |
| | | 74 | Sarcastic |
| | | 75 | Realistic |
| 16 | Quiet | 76 | Laconic |
| | | 77 | Soft-spoken |
| | | 78 | Secretive |
| | | 79 | Retiring |
| | | 80 | Mousy |
| 17 | Sober | 81 | Practical |
| | | 82 | Level-headed |

| | | | |
|---|---|---|---|
| | | 83 | Dull |
| | | 84 | Reverent |
| | | 85 | Ponderous |
| 18 | Suspicious | 86 | Scheming |
| | | 87 | Paranoid |
| | | 88 | Cautious |
| | | 89 | Deceitful |
| | | 90 | Nervous |
| 19 | Uncivilized | 91 | Uncultured |
| | | 92 | Boorish |
| | | 93 | Barbaric |
| | | 94 | Graceless |
| | | 95 | Crude |
| 20 | Violent | 96 | Cruel |
| | | 97 | Sadistic |
| | | 98 | Immoral |
| | | 99 | Jealous |
| | | 00 | Warlike |

## Other NPC Characteristics

Of course, NPCs are more than just personalities and character traits. Each NPC, like each player character, has abilities and a unique physical appearance. However, considering NPCs come from the entire range of humanity (and some fantasy races, as well!), no tables are given to fill in these details. A few tables simply cannot do justice to the huge variety of an entire game world.

Furthermore, the physical appearance and abilities should be determined by the needs of the story, not random choice. If the player characters are dealing with an innkeeper, the NPC should be an ordinary person, not a powerful member of a character class. Furthermore, he should act, dress and behave like an innkeeper. Therefore, the DM could decide the innkeeper is fat and florid, over-talkative, with no exceptional ability scores.

On the other hand, say the PCs encounter a mysterious stranger, a character of great power. Here, the DM decides the stranger's mere appearance radiates a powerful charismatic appeal. The stranger's Charisma score is exceptionally high. To make the NPC even more impressive, the DM assigns him a character class and quite a high level.

In both examples above, the DM decided what effect he wanted from the NPC and built the character around that.

Every aspect of an NPC is a tool for the DM. Some are quite obvious, others may arise only in special occasions. Listed below are some of the areas a DM can use to create a distinctive character. Some descriptive words have been listed for each area to spur the imagination. A good thesaurus can provide even more adjectives useful for describing characters.

**Game Information:** Character class (if any), level (if any), race, alignment.

**Age:** ancient, child, decrepit, elderly, middle-aged, patriarchal, teen-aged, venerable, youthful.

**Height:** bean-pole, gangly, gigantic, hulking, lanky, looming, runt, short, small,

stumpy, tall, tiny, willowy.

**Weight:** broad-shouldered, fat, gaunt, obese, plump, pot-bellied, rotund, scarecrow, skinny, slender, slim, statuesque, stout, thin, trim

**Hair:** bald, braided, color (any), cropped, curly, frazzled, greasy, grizzled, leonine, limp, salt-and-pepper, sparse, straight, thick, thin, wavy, widow's peaked, wiry.

**Manner of speech:** accented, breathless, crisp, guttural, high-pitched, lisp, loud, nasal, slow, squeaky, stutter, wheezy, whiny, whispery.

**Facial characteristics:** bearded, buck-toothed, chiseled, doe-eyed, fine-featured, florid, gap-toothed, goggle-eyed, grizzled, jowled, jug-eared, pock-marked, pug nose, ruddy, scarred, squinty, thin-lipped, toothless, weather-beaten, wrinkled.

Of course, there are thousands of possible NPC aspects that could also be used: skin color, stature, bearing, gait, and eye color are only a few more. Sometimes it is useful for a DM to make a list of all the words he can think of that describe a person. Once such a list is made, the DM can keep that with his game notes, ready to use any time he needs to quickly characterize an NPC.

# Morale

Since NPCs, even henchmen, are supposed to be unique personalities, they are not slavishly obedient or bound to the player characters. Thus, NPCs associated with the player characters in any way must have a morale rating. This rating is for the DM's use only and is always kept secret from the players.

An NPC's morale rating depends on his position, his personality, the quality of his treatment, and the player character. Henchmen and hirelings each have a base morale which is then modified by a number of factors.

The base morale for henchmen is 12 and the base for a hireling is 10. The modifiers to the base morale are given on Table 71 below and on Table 50.

**Table 71:**

## Permanent Morale Modifiers

| Factor | Modifier |
|---|---|
| NPC is lawful* | +1 |
| NPC is good | +1 |
| NPC is evil | -1 |
| NPC is chaotic* | -1 |
| NPC is different race than PC | -1 |
| NPC has been with PC for one year or more | +2 |

* These modifiers also appear on Table 50. Do not apply them twice.

An NPC must roll a morale check when the combat rules call for one (see "Morale" in Chapter 9). In combat situations, the NPC who fails a morale check will retreat or flee as noted under Combat. The DM can require other checks as he feels are appropriate.

Morale checks are also appropriate when an NPC is faced with temptation. A failed

roll means the NPC gives in to the temptation. Note that temptation can take many forms other than outright bribes. The opportunity to right an injustice, strike back at a hated employer, work for one's real beliefs, or get revenge for a long-held grudge are all forms of temptation.

For such subtle forms of temptation, the NPC's reaction may not be immediately obvious to the player characters. The NPC may desert in time of need, spy on a player character, rob the character of some valuable item, attempt to assassinate the player character, or directly betray the player character to his enemies. Indeed, he may remain in the service of the player character for a long time after the check has failed, waiting for his opportunity to strike.

## Quick NPCs

Creating a full-blown NPC with a history, unique physical characteristics, personality traits, skills, a morale rating, and so on, is a time-consuming process, something the DM can't do in the middle of a game session. Fortunately, there are quick ways around this problem. By using these, the DM can create NPCs on the spot without slowing down his game sessions.

**1. Create only as much of the character as the players are going to see in the game.** First and foremost, the DM should never create more than he needs. Running a role-playing game is a big job and there is no need to create more work than is necessary.

If an NPC is just an innkeeper or a groom or a smith, the DM doesn't need ability scores, proficiencies, or detailed lists of equipment. All he really needs is a physical description and a personality.

When the player characters run into a hostile fighter, personality is not tremendously important. In this case all that is needed is level, Strength, weapons, and Armor Class.

**2. Create and use stock characters but don't let them dominate.** While it is fine to have every innkeeper and groom and smith different, this creatures a lot of work on the DM. Some DMs are quick enough and creative enough actors to do this with no problem; others are not. There is nothing wrong with having a standard or stock shopkeeper or peasant.

If an NPC is minor or unimportant, role-playing a detailed and intriguing personality can even get in the way of the story! The players may remember that character and perhaps forget more important ones. They may decide this minor character is important to the plot. In a sense, the DM's creation has stolen the scene.

Balancing major and minor characters isn't easy, however. If all the minor NPCs are stock characters, the game will eventually become dull and boring. The players will resign themselves to meeting yet another crotchety, old peasant or greedy and suspicious innkeeper.

**3. Create as you go.** The DM can start with nothing more than an idea of what he wants an NPC to be like and then ad lib the personality and description during the course of play. This allows to him to create a character that interacts with the imaginations of the players, since the DM reacts to their suggestions and actions.

However, the DM who does this has to be careful to be consistent. This can be hard since he is making it all up on the fly. He should be sure to keep notes of what each NPC

does and what he becomes as he develops. This way the NPC can remain the same from game session to game session.

**4. Do your homework before and after game sessions.** If the DM knows the characters are going to meet a particular NPC, he should at least make some basic notes about that character before the start of the game. These may be only a few scribbles about personality, but it will at least provide a starting point.

After a game session, the DM should add to those notes, expanding them with anything that came up during that session. If these notes are maintained and the NPCs filed so they can be found again, the DM will have less and less work to do each time. With time, important NPCs, stock characters, and improvised encounters will take on unique personalities and backgrounds. This enriches the game for everyone and makes that DM's game just that much better than the next guy's.

# Chapter 13:
# Vision and Light

The ability of your player characters to see something and their ability to be seen are important to the play of the AD&D® game. Characters unable to see monsters have a nasty tendency to be surprised. Characters stomping through the woods waving torches tend to give away their position, making it hard to surprise others. For these and other reasons, you should always be conscious of visibility and light sources when running an adventure.

## Effects of Light Sources

The types of lighting and their radii are given in the *Player's Handbook.* However, these represent only the most basic effects of a light source. There are other effects of carrying a light that do not lend themselves to easy quantification or simple tables.

## Being Seen

If player characters are using light to find their way, then not only can they see, but they can also be seen. Hiding one's light is impossible in this case. Characters using a light to find their way can even be watched by creatures beyond the range of their own light. Since the light source illuminates the area around the player characters, it makes them visible to people or creatures out to the watchers' normal visibility ranges. The radius of the light source isn't the issue in this situation.

For example, on a clear plain, a raiding party of orcs could easily see the light of a fire and the silhouettes cast by the characters, even at 1,500 yards. Indeed, since the brightness of the fire is so different from the surrounding darkness, the light would be

noticeable at even greater ranges, though details wouldn't be. Unless characters using a light source take special measures (posting a guard in the darkness, for example), they cannot surprise creatures who can see the light of their fire, torch, or lantern.

## Creatures and Light Sources

Light sources, particularly fires, tend either to attract or chase away creatures. Wild animals tend to avoid lights and fires, especially if hunters frequent the area. On the other hand, animals that hunt player characters (or horse meat) will be attracted to a fire. They have learned that fires signal a source of food.

Intelligent creatures always approach a light source with caution. Friendly NPCs don't know if they are approaching the camp of a friend or foe. Hostile NPCs will likewise get as close as they can without revealing themselves, in order to learn the strength and numbers of the enemy. Only a few NPCs—those wishing to avoid all danger—flee at the sight of a fire, generally heading away from it in the opposite direction.

## Light Tricks and Traps

Sometimes a fire or light source can be used by intelligent creatures as a diversion or trap. One trick is to build a fire and then set up camp away from it. The fire attracts whatever is likely to show up in the area, allowing the characters the chance to ambush the unwary. This is a favorite tactic of many evil and warlike races such as orcs, bugbears, goblins, and bandits. It is also a trick used by adventurers to lure monsters away from their real camp, although this is somewhat dangerous.

Since fires are often used to determine the size and possible strength of an enemy, dull-witted creatures and nervous player characters can be frightened away by building a large number of campfires in an area. The enemy, counting these fires, decides there is a huge force camping here for the night and becomes frightened enough to leave. In reality, each fire might have but a single man or orc tending it.

Although the radius of a light source is the limit a character can effectively see using that source, it is not the absolute limit. The light doesn't just end there as if it had hit a brick wall. Beyond the radius of the light, there will still be flickering shadows, reflected eyes, and perhaps glints of metal. Now, some of these may be nothing more than the overactive imaginations of the player characters; others may be real threats! The DM can use this unknown factor as a tool to build suspense in his game.

## Infravision

There are two definitions of infravision that can be used in the AD&D game. The first is simple but lacks detail. It is, however, a perfectly adequate definition for those who don't want to bother with the complexities of infravision. The second, optional, definition, adds another level of detail to the game. It allows the DM to create special situations in which the function of infravision becomes important, but requires the DM to

keep track of more rules and more details.

## Standard Infravision

The easiest definition of infravision is that it allows characters to see in the dark. Nothing more is said about how this works—it simply works. Characters do not see into the infared spectrum or "see" heat or anything else. They just see in the dark as clearly as they do in normal light. However, since it is a somewhat magical power, the range is not that of normal vision—infravision ability extends only 60 feet. Beyond this only normal vision is allowed.

## Optional Infravision

This definition is much more scientific and accurate to what we know of physical properties of the real world. To its advantage, this definition makes infravision very different from normal sight, with its own strengths and weaknesses. To its disadvantage, it introduces a certain amount of scientific accuracy (with all its complications) into a fantasy realm.

According to this definition, infravision is the ability to sense or "see" heat. The best comparison is to thermal imaging equipment used by the armed forces of many different nations today. This special sense is limited to a 60-foot range. Within this range, characters can see the degrees of heat radiated by an object as a glowing blob translated into colors like a thermagram.

If this definition is used, there are several things that must be considered. First, large heat sources will temporarily blind characters with infravision just as looking at a bright light blinds those with normal vision. Thus, those attempting to use infravision must make the effort to avoid looking directly at fires or torches, either their own or the enemy's. (The light from magical items does not radiate significant heat.) Second, the DM must be ready to state how hot various things are. A literal interpretation of the rule means that characters won't be able to tell the floor from the walls in most dungeons. All of it is the same temperature, after all.

The DM must also be ready to decide if dungeon doors are a different temperature (or radiate heat differently) from stone walls. Does a different color or kind of stone radiate heat differently from those around it? Does the ink of a page radiate differently enough from the paper to be noticed? Probably not. Can a character tell an orc from a hobgoblin or a human? Most creatures have similar "thermal outlines"—somewhat fuzzy blobs. They do not radiate at different temperatures and even if they did, infravision is seldom so acute as to register differences of just a few degrees.

Be sure you understand the effects this optional definition of infravision can have—there are dangers in bringing scientific accuracy to a fantasy game. By creating a specific definition of how this power works, the DM is inviting his players to apply logic to the definition. The problem is, this is a fantasy game and logic isn't always sensible or even desired! So, be aware that the optional definition may result in very strange situations, all because logic and science are applied to something that isn't logical or scientific.

## Other Forms of Sight

If the optional definition of infravision is used, the DM has set a precedent for using scientific laws to explain the ability. Some people, arguing that there are visual organs that can apparently see into the infrared spectrum (using infravision), will also argue for other forms of sight able to see into other ranges of the spectrum. These can be included, if the DM desires. However, before adding these to his game, the DM had best have a firm grasp of the rules and, maybe, of physics.

For example, just what would a character or creature with ultravision (the ability to see into the ultraviolet spectrum) see? Our eyes see objects because of visible light that is *reflected* off objects (except for a few objects, such as the sun, light bulbs, fires, etc., that emit enough visible light for us to see them). Infravision utilizes heat (infrared) energy *emitted* by objects, since almost everything emits infrared energy. The problem with infravision is that many objects, such as normal weapons and rocks, without internal heat sources, are at or very near the temperature of their surrounding and thus are nearly indistinguishable from those surroundings when using infravision. Ultravision (and vision utilizing x-rays, gamma rays, or radio waves) is useless since only stars and a few other celestial objects emit significant amounts of energy in these regions of the electromagnetic spectrum. All wold appear uniformly black with these forms of vision, except for a few objects in the sky.

## Darkness

Sooner or later characters wind up blundering around in the dark. Normally they try to avoid this, but clever DMs and foolish players generally manage to bring it about. Perhaps the kobolds captured the player characters an stripped them of all their gear; perhaps the characters forgot to bring enough torches. Whatever the reason, those without infravision suffer both physical and psychological effects in the dark.

For the purposes of this discussion, "darkness" means any time the characters suffer from limited visibility. Thus, the rules given here apply equally well when the characters are affected by a darkness spell, blundering about in pea-soup fog, out on a moonless night, or even blindfolded.

Since one can't see anything in the dark, the safe movement rate of blinded characters is immediately slowed by 1/3 the normal amount. Faster movement requires a Dexterity check (see Chapter 14: Time and Movement). Characters also suffer a -4 penalty to attack rolls and saving throws. Their Armor Class is four worse than normal (to a limit of 10). Sight-related damage bonuses (backstabbing, etc.) are negated. However, darkness is not always absolute, and those DMs who wish to make distinctions between various levels of darkness can use Table 72.

The blindfighting proficiency can lessen the effects of fighting in darkness as explained in the proficiency description in the *Player's Handbook.*

**Table 72:**

# Optional Degrees of Darkness

| Condition | Attack Roll Penalty | Damage Bonus | Saving Throw Penalty | AC Penalty |
|---|---|---|---|---|
| Moonlight (Moderate fog) | -1 | Normal | -1* | -0 |
| Starlight (No moon or dense fog) | -3 | _ Normal | -3* | -2 |
| Total darkness (Spell, unlit dungeon or cave) | -4 | Negated | -4 | -4 |

* The saving throw modifier applies only to saving throws involving dodging and evasion in these cases.

## Invisibility

Invisibility is a highly useful tool for both player characters and DMs. Handled well, it can create surprises and unexpected encounters. However, invisibility requires careful judgment on the part of the DM, lest situations occur that could unbalance a scenario or campaign.

First, an invisible creature is invisible to everyone, including itself. This is normally not a great difficulty; most creatures are aware of their own bodies and don't need to see their feet to walk, etc. However, when attempting detailed actions (for example, picking a lock or threading a needle), invisible characters have serious problems, suffering a -3 (or -15%) penalty to their chance of success. This does not apply to spellcasting.

Second, invisible characters are invisible to friend and foe. Unless care is exercised, it is easy for a visible person to blunder into an invisible companion. Imagine a fighter swinging his sword just as he realizes he doesn't know where good old invisible Merin is standing! The problem is even worse with a group of invisible characters—characters crash and tumble (invisibly) into one another, all because nobody can see anybody. It would be like having a roomful of people play pin-the-tail-on-the-donkey all at once!

## Detecting Invisible Creatures

Invisible creatures and things are not detectable by normal sight or by infravision. They do not create any significant distortion or haze pattern that can be noted. However, invisible creatures aren't completely undetectable. First, things still cling to them. Flour thrown into the air is useful for this purpose, although it can be easily covered, washed off, or brushed away. Second, they do not leave invisible footprints. Again, flour on the floor is a good way to spot the movement of invisible creatures.

The effects of specific environments are more subtle. Fog and smoke do not reveal

invisible creatures. Smoke and fog are filled with swirls and eddies, preventing the creature from being detected. Invisible creatures completely submerged in liquids are also concealed; there is no hollow space or "air bubble" to reveal the creature's presence. At the surface, an invisible swimmer may be noticed by the observant as an unusual distortion of the waves.

Invisible creatures are not automatically silent. An invisible fighter in plate mail still clanks and rattles as he moves, a dead giveaway to most creatures. They still have scent, so creatures with keen noses can smell them. Indeed, blind, or nearly blind, creatures are unaffected by invisibility.

A *detect magic* shows only the presence of something magical without pinpointing it exactly. Thus, it cannot be used as a substitute for a *detect invisible* spell. Furthermore, while an actual light source may be invisible, the light emanating from it is not. This can reveal the location of an invisible character.

When the DM thinks there is minor but sufficient cause for a creature to detect an invisible character, a saving throw vs. spell should be made (secretly if the DM is checking for a player character). A minor cause might be a strange odor, small noise, an object that disappeared when it shouldn't have, or a strange reaction from another person (who has been pushed, kicked, poked, etc., by the invisible character). Such a saving throw should be allowed for each new event. A wolf would get a save when it detected a strange scent, then shortly after when it heard a stick break, and finally a last chance when the character drew his sword from his scabbard. Furthermore, the acuity of the creature's senses and its general intelligence can increase or decrease the frequency of checks, at the DM's discretion.

If the suspicious creature or character rolls a successful saving throw, he detects some small sign of the invisible foe's presence. He knows its general location, but not its exact position. He can attack it with a -4 penalty on his chance to hit. If the check fails, the creature or character is unaware of the invisible opponent until it does something else that might reveal its presence.

Of course, a revealing action (which could range from an attack to tripping over a pile of pots) immediately negates the need for a saving throw. In such cases, the character has a pretty good idea that something is not right and can take actions to deal with the situation.

Finally, even if an invisible character is suspected, this does not mean the character will be instantly attacked. The result, especially for less intelligent creatures, may only be increased caution. Having scented the intruder, the wolf bristles and growls, protecting its cubs. The rattlesnake will give its warning rattle. Even the orcs may only circle about warily, alert for an ambush.

# Chapter 14:
# Time and Movement

The passage of time in an AD&D campaign can have relatively minor or extremely

significant effects on the play of the game. The importance of time is decided almost entirely by the DM. Some DMs care very little about strict timekeeping; others track every moment of action, using a rigid calendar. Either method is acceptable and each has its advantages and disadvantages. The two can even be combined, as appropriate to the situation.

Regardless of how time is handled, some timekeeping is unavoidable: Combats must be fought in rounds; spells have specific durations which become important as characters explore caverns and ancient ruins; days are used to measure overland travel; characters must sleep sometime.

However, most passing time occurs within a single adventure: Spells rarely carry over from adventure to adventure (unless the session is stopped with the characters lost in winding caverns or the like); rounds of combat, while taking several game minutes, don't affect or spill over into subsequent adventures; days of travel often have no effect other than healing and the consumption of supplies.

If the DM wants, this is the only sort of timekeeping required. Time passed in previous adventures has little or no effect on the current session—each session or adventure is distinct and separate. For example, in one adventure, the characters spend a few hours in the dungeon, get injured, have some success, and return wounded. The night's game session ends with them returning to their home base. Next game session, the DM announces, "A week or so has passed since you last went out. Everybody is healed and rested. People with spells can pick new ones." The DM has chosen not to worry about the passage of time in this instance. An entire campaign can be played this way.

Here's another example: In one adventure, a group of characters travels for three weeks and has several encounters, ending camped outside some ruins. The next session starts after the characters have camped for five days, so they can heal their wounds. Several hours pass as they explore the ruins, but no one is particularly hurt when they return to camp, and the game session ends.

The next session starts the morning after their previous adventure, everyone having gotten a good rest. The characters set out again. They spend a week on the road and arrive at a village. Here, the mage insists everyone wait while he researches a vital spell. Again, the game session ends. The next session begins two months later, after the mage has learned his spell and continues from there. Throughout all this, the DM is more or less winging it, estimating the time required and time spent.

There is nothing wrong with this method, nor is it particularly unrealistic. Medieval travelers often stopped at friendly or safe heavens for long periods while on their way to a final destination. There was little pressure to hurry.

Using this simple time-tracking approach frees the DM from many of the concerns of timekeeping and prevents some obstacles to the adventure from occurring. ("We can't go on an adventure! We're all hacked up and have to heal.") Most of all, it is easy.

## Detailed Timekeeping

As noted, however, there are disadvantages to such simple time-tracking. Problems become more pronounced as the characters advance in level, your campaign world becomes larger, and more players take part in your game.

At low levels, characters tend to go on short adventures. A few hours in the dungeon

followed by a speedy return is about all they can survive. Therefore, it is easy to have a week's interval within adventures, since the time passed does not impact on the characters' activities. As characters reach higher levels, however, their ambitions grow and their adventures become longer. More precise time-tracking proves useful.

More precise methods can become unworkable, however, when player characters split into small groups, undertaking separate, simultaneous adventures. If one group sets out on a long journey while the rest of the party stays in the city, their game sessions are going to be at very different time scales.

In their first session, the city dwellers may go on a short dungeon expedition. Several hours of game time (the amount of imaginary time spent on the adventure) pass. The DM then has a session with the travelers, and they spend three weeks of game time in the wilderness during their game. There is now a game time difference between the two groups of three weeks minus one day!

If the travelers return to the city at the end of their adventure, the group in town must suddenly be moved forward in time to catch up with them if both groups wish to adventure together. Fortunately, this is not a great problem. The DM can simply say, "Three weeks have passed and you are all reunited again."

The city adventurers can spend those three weeks doing background work—training, researching spells, making a minor magic item, building a house, etc. This is a good use of free time. However, if one of the city characters decides to join the travellers (perhaps using a *teleport* spell to catch up with them suddenly), the three-week difference becomes a problem. Was that character actually with the traveling group for three weeks without doing anything? Must he wait for three weeks before he can join them? What if the other characters in town want to adventure more during that time? At this point, keeping track of time (or having the players do it) becomes pretty important.

## Preparing a Calendar

One advantage of careful timekeeping is the detail and flavor it adds to the DM's campaign. If a calendar is kept, the DM has a way of recording the passing seasons, holidays, months, cycles of the moon, or other details that give a world life.

Clerics have holy days to observe, werewolves become more prevalent near full moons, snows come, and birds fly south. All of these are events that happen during the course of a year and make a world seem more real. Without some type of calendar, the DM has nothing to base his campaign on. Take, for example, the following exchange between players:

Jon (Johan the Cleric's player): "Say, you know I'm a member of this temple. Do I have to do anything, or what? Do I give a sermon every week or are there some days of fasting or anything?"

DM: "Well, uh, yeah—you've got holy days you're supposed to spend in prayer."

Jon: "Oh, when?"

DM (in desperation): "Well, uh—Thanksgiving's coming."

Jon: "Oh, but you said it's the middle of summer. Doesn't Thanksgiving come at harvest time?"

Louise (chiming in): "You know, it's been summer ever since my character started playing."

DM: "Well—it's magic!"

Not exactly a lot of color planning there. Now, if the DM had worked out a calendar, he could have answered those questions with a lot more confidence.

Preparing a calendar does take time. The easiest method is to buy a small pocket calendar for the current year. Start the campaign on the same date as the first adventure. Thus, if the first game is played on April 3rd, the campaign starts on that day. The real calendar and game calendar will get out of sync quickly, but at least there will be a record of seasons, moons, and important dates.

This is a good starting point, but a modern calendar is not the same as that used in medieval times and certainly not the same as one used for a fantasy world. You'll want to customize your calendar with details from your game world. So, what types of details should be included?

**The Basics** have to be determined. Aside from recording the length of years, months, and weeks (which can be anything the DM decides), the calendar should also name them. You can use real names or you can be quite fanciful (the Winter of the Broken Moon or the Moon of Popping Trees, and go on). Have fun.

**Physical Cycles** can be worked out. When do the seasons fall? When are the phases of the moon? When do the equinoxes and solstices occur? Strange and magical events often happen at these times.

**Religious Observances** should be added. All major player character religions should be assigned holy days, so that player character priests will have something to observe. There are normally a lot of these, and they will vary from region to region.

Medieval calendars observed over 100 different holy days for saints or special events. Create your own such calendar, being sure to add special observances particular to each kingdom, empire, or region. These might include the king's birthday, the date of a titanic victory over the infidel, the opening of a market fair in a nearby city, or the annual harvest festival.

**Fantastic Events** are clearly an important part of a fantasy world's calendar. These can be anything imaginable—the annual visitation of a ghostly castle, the bi-monthly tribute demanded by the evil wizard, the night-march of mysterious nomads, or the seasonal migration of the wyverns.

**Special Events** should be included, as well. The local princess may have an impending wedding. The army may prepare for the annual campaign against the orc hordes. The death of an important official may require a set period of mourning. All of these can be used to fill up a calendar.

Clearly, setting up a detailed calendar takes planning and time. Events must be created and assigned to specific dates. Furthermore, the DM must have some idea of what happens during each event, preferably something that makes it different from all others.

What happens when the evil wizard comes to collect his tribute? (All the townsfolk shutter their houses and hide from his vile horde.) When the king posts the bans for his daughter's nuptials? (A largess of 1 cp is granted all the poor of the city.) During the Festival of Antherra? (Shrines are paraded through the streets and there is much merriment.) The answers created by the DM supply the ultimate detail needed to make a campaign come alive.

## Time as a Game-Balancer

Finally, remember that time can be used quite effectively to balance a campaign. With it, a DM can prevent an adventuring party from achieving too wide a spread of character levels. If one character is advancing faster than the others, that person's progress can be slowed a little by carefully enforcing the rules for researching, training, and healing. If several people are outpacing the rest of the group, they can be required to go on longer adventures, ones that take more game time (but not playing time) to complete.

At the same time, characters who are lagging in level can have time restrictions relaxed a little. The day-to-day drudgeries go a little quicker for these characters, and their adventures require shorter amounts of game time. This will allow them to undertake several adventures to the other group's one or two, giving the lower level characters a chance to catch up.

Although on the surface such things look unfair, most players will realize the DM is doing this for the best of all players involved.

# Movement

The *Player's Handbook* gives rules for player character movement on foot. However, feet and walking are not the only ways a character can get around. In the AD&D game world, characters can ride horses, bounce along on camels, sail aboard ships, and even fly winged mounts. Clearly there are many different forms of conveyance, the most common of which are covered here.

In addition, there are hazards and risks that must be considered when traveling. Player characters can get lost in untracked wildernesses, capsize in cascading rapids, or run aground on hidden shoals. Getting around can be a risky business.

# Mounted Overland Movement

Mounted movement cross-country is affected by a number of factors. The two principal ones are the movement rate of the mount and the type of terrain traversed. Under normal conditions, all mounts are able to move a number of miles per day equal to their movement rate. Terrain, such as roads or mountains, can alter this rate.

### Advantages of Mounted Movement

When determining overland movement rates, remember that most riders spend as much time walking their mounts as they do riding them. The real advantage of riding is in the extra gear the mount can carry and its usefulness in combat.

Thus, while an unencumbered man can go about the same distance as a heavy warhorse across clear terrain (24 miles as opposed to 30), the man must travel with virtually no gear to move at that rate. Were he to carry an assortment of arms, a suit of chain mail armor, and his personal items, he would find it impossible to keep up with a mounted man similarly encumbered.

### Increasing Overland Speed

A mount can be pushed to double its normal daily movement rate, but only at the risk of lameness and exhaustion. Any creature moving overland at double speed (or any fraction thereof) must make a saving throw vs. death.

If the saving throw is successful, the creature is unaffected. If the saving throw is failed, the creature is lame or spent; it can't travel any farther that day. Thereafter, it can move only at its normal movement rate until it is rested for at least one day. For each successive day a horse is ridden at double movement, a -1 penalty is applied to the saving throw.

Overland movement can be increased to triple the normal rate, although the risks to the animal are even greater. When moving at triple the normal rate, a saving throw vs. death must be made with a -3 penalty applied to the die roll. If the saving throw is failed, the creature collapses from exhaustion and dies. If the saving throw succeeds, the creature is merely spent and must be rested—not ridden at all—for 1d3 days.

When a creature goes lame, exhausts itself, or is ridden too hard, there is no way of knowing just when the creature will collapse. Player characters can't be certain of traveling the full double or triple distance. The DM should determine where and when the creature collapses. This can be a random place or at some point the DM thinks is best for the adventure.

## Care of Animals

Although player characters should not be forced into the role of grooms, all animals do have some basic needs that must be provided for. However, each animal is different, so the requirements for each are listed separately.

**Horses:** While strong and fast, horses are not the hardiest creatures for traveling. Horses need around ten pounds of forage and fodder a day. Furthermore, good quality mounts should be fed grain, such as oats. A heavy war horse can't survive the rigors of travel by grazing on grass. Characters who can't provide enough food of high enough quality will watch their horses weaken and die. Horses must also have water every day. This can become particularly difficult in the desert.

During daily travel, horses must be allowed to stop and rest with regular frequency. During these stops the mount should be unsaddled or all packs removed. If this isn't done, little profit is gained from the rest. At night horses should be hobbled or tethered on a long rope so they can graze. If one or two are tied, the others will generally not wander off. Horses need not be shod, unless they walk mostly on hard-surfaced roads or rocky ground. Horseshoes should be replaced about once a month.

**Ponies, Donkeys, and Mules:** These animals have much the same needs as the horse. One of their main advantages is their ability to survive by grazing. Well accustomed to grass, there is no need to provide them with separate fodder. Their happiness is such that saving throws vs. death made for double movement gain a +2 bonus. This does not apply to triple movement.

The other great advantage of these creatures is their sure-footedness. They can travel through rugged terrain at one less than the normal movement cost. Thus, low mountains cost only three movement points.

**Camels:** Camels are either suited to sandy deserts (as in the case of the dromedary) or rocky deserts (the bactrian camel). It's worth nothing that dromedaries are ill-suited to

rocky deserts, and bactrian camels aren't appropriate mounts in sandy deserts! Dromedary camels reduce the movement cost of sandy desert by 1 point. Bactrian camels have the same effect in rocky deserts.

All camels march better by night, when it is cooler. Dromedary camels are able to withstand a few days of cold weather (the temperature drops drastically in the desert at night); and some bactrian camels actually live in freezing and mountainous deserts.

Although camels can manage for long periods of time without water, they must be fed every day. They do not need special fodder so long as grazing is possible. On the average they should have water at least every four days, although they can be trained to do without for longer periods, even up to several months if green grass or leaves are available for grazing. Like horses, camels should be hobbled or tethered to prevent them from wandering off.

**Dogs:** Particularly tough breeds can be used to pull sleds and sledges. Some are suited to cold weather and will withstand a great deal of hardship. They require at least a pound of meat a day, so characters should pack dried meat for the dogs. If necessary, one dog can be killed to feed the others, but this is not recommended. Beyond the needs of feeding, sled dogs tend to care for themselves fairly well, although the characters may have to keep certain animals separated to prevent fighting.

**Elephants:** As can be expected, elephants eat a prodigious amount of fodder every day. In thickly forested areas, this can be supplied without reducing the beasts' already slow speed. Elephants can also be found in sparsely forested plains, though. Here, if left to graze for itself, the beast will move at _ its normal movement rate. Except for the carrying capacity of the beast, the characters might as well walk at these speeds! Elephants should bathe (or be bathed) every day and will avail themselves of dust baths to keep biting flies away.

It should also come as no surprise that elephants can't negotiate cliffs. They can bound down steep slopes—indeed, it is the only time they go fast—but only at great peril to themselves and their riders. If the beast fails a saving throw vs. breath weapon (used for general tests of dexterity), it stumbles, falls, and rolls the rest of the way down the slope. The fall may kill or severely injure the elephant; the choice is left to the DM. Elephants are affected only by the deepest mud, so the movement penalty for mud is ignored.

**Yaks:** Yaks are suited to the cold regions of high mountains. While slow, they are sturdy, unaffected by the cold. Their sure footing allows them to reduce all mountain movement rates by one. They can survive by grazing on a meagre amount of grass. Yaks also provide meat and milk for travelers. They live in cool regions and cannot survive long in warmer climates since they are prone to collapse from heat exhaustion.

## Vehicles

While animals are useful for getting around in the wilderness, they are seriously limited by the size of the load they can carry. Peasants and merchants often use wagons and carts for trade in civilized areas. Chariots are favored by the wealthy and in times of war, but are not normally used for long-distance travel. Sledges and dog sleds are handy in snow and ice-bound regions. Player characters may find all these vehicles necessary during the course of their adventures.

**Carts** are small two-wheeled affairs. They can be pulled by one or two animals, but no

more than this. **Wagons** are four-wheeled and can hitch anywhere from two to 12 (or even more!).

The movement rate of a horse or other animal is automatically reduced by half when hitched. Additional animals do not increase the speed. However, the standard load the beast can carry is tripled. The weight of the cart or wagon and driver is not considered for this, only the cargo. Each additional animal adds its tripled capacity to the total load hauled. Thus, a wagon pulled by eight draft horses could carry 6,420 lbs., or slightly over three tons worth of cargo (260 x 3 x 8). Of course, traveling will be slow—only 12 miles a day on a level road.

**Chariots** are intended more for speed, comfort, and their usefulness in warfare, than for their ability to haul loads. Chariots can hitch one to four horses (or other creatures), but no more than this. A horse can pull its normal load (the weight of the chariot not included) at its normal movement rate.

Each additional horse in the hitch either increases the cargo limit by the horse's standard load or increases the movement rate by a factor of 1. The chariot can't have more movement points than the creatures pulling it would normally have. A chariot pulled by four medium war horses could have a movement rate of 15 or pull 880 lbs., enough for four large or armored men. It could also have some combination of the two (movement rate of 13 and a cargo of 660 in the above example).

### Terrain and Vehicles

The greatest limitation on all these vehicles is terrain. Wagons, carts, and chariots are restricted to level or open ground unless traveling on a road or the best trails. While a wagon can cross a mountain range by staying to the open valleys and passes, it just can't make good progress in a thick forest. This problem generally restricts wagons to travel between settlements, where roads and paths are common.

Sledges and dog sleds can be used only in snow-covered or ice-coated lands. Sledges (pulled by horses or the like) are roughly equivalent to carts. No more than two horses can be hooked to a sledge. Horse-drawn sledges are effective only on hard-packed snows and ice and can ignore the penalties for these. Deep snow merely causes the horse to flounder and the runners of the sledge to sink, so no benefit is gained in these conditions.

Dog sleds are normally pulled by seven to 11 dogs. When hitched, a sled dog's movement is reduced by _. However, each additional dog adds one movement factor to the sledge, up to the maximum of movement of the animal. Thus a dog sled with seven dogs would have a movement of 13_. Each dog can pull 80 lbs., not including the weight of the sledge. Due to their lighter weight and the sledge design, dog sleds can cross all types of snow and ice without penalty.

## Terrain Effects on Movement (Optional Rule)

Terrain, or the nature of the ground, has little effect on short-term movement. A character running pell-mell across a meadow can do about the same speed in the desert, or on a sandy beach. Only the most extreme terrain hinders short term movement.

These extreme conditions are listed given on Table 73 as reductions of movement rate. The reduction applies to all movement for a single round. When a character is in two

different types of terrain during the same round, use the worst (i.e., most difficult) adjustment.

**Table 73:**

## Terrain Effects on Movement

| Condition | Move Rate Reduced by: |
|---|---|
| Darkness | 1/3* |
| Heavy brush or forest | 2/3 |
| Ice or slippery footing | 1/3* |
| Rugged or rocky ground | 1/2 |
| Soft sand or snow, knee-deep | 1/3 |
| Water or snow, waist-deep | 1/2 |
| Water or snow, shoulder-deep | 2/3 |

* Faster movement is possible.

### Darkness and Ice

The movement adjustments given for both darkness and ice assume reasonable safety for the characters. At these speeds characters will have no more than normal chances of slipping or falling. However, characters can move at faster than safe speeds under these conditions.

If characters choose to move more quickly (up to their normal movement rate), they must roll a Dexterity check each round. If the check is passed, nothing happens. If the check is failed, the character has tripped over some unseen obstacle or sprawled out from an unexpected slide.

In perfect darkness the character can't be certain that he is walking in the right direction unless he has spells or other assistance. Assuming the character is on his own, the DM can choose what happens or he can determine randomly by rolling 1d12. On a 1-4 the character maintains the desired course. On a 5-8 he veers to the right and on a 9-12 he goes to the left. The consequences of such course changes depends entirely on the DM and his map.

## Terrain Modifiers In Overland Movement

Overland movement is much more affected by terrain than single-round movement. Thus, a wide variety of terrain types slow or, on very rare occasions, increases the character's rate of movement.

Overland movement is measured in miles. It is possible for characters to cross several different types of terrain in a single day. To say that characters must take the worst terrain modifier for all movement is ridiculous. Imagine telling players they have to travel at the mountain movement rate when they are crossing the plains just because they spent their first hour in the mountains!

Furthermore, in round movement the DM can see where a character will be at the end

of the round and what terrain he had to cross to get there. In overland movement, it is very hard to predict all the different terrain types characters will enter during the course of a day.

Table 74 lists the effects of different terrain. These are listed as points of movement spent per mile of travel through that terrain type. When a character or creature moves through the listed terrain, that number is subtracted from the total movement available to the character or creature that day.

**Table 74:**

## Terrain Costs for Overland Movement

| Terrain Type | Movement Cost |
|---|---|
| Barren, wasteland | 2 |
| Clear, farmland | _ |
| Desert, rocky | 2 |
| Desert, sand | 3 |
| Forest, heavy | 4 |
| Forest, light | 2 |
| Forest, medium | 3 |
| Glacier | 2 |
| Hills, rolling | 2 |
| Hills, steep (foothills) | 4 |
| Jungle, heavy | 8 |
| Jungle, medium | 6 |
| Marsh, swamp | 8 |
| Moor | 4 |
| Mountains, high | 8 |
| Mountains, low | 4 |
| Mountains, medium | 6 |
| Untraveled plains, grassland, heath | 1 |
| Scrub, brushland | 2 |
| Tundra | 3 |

## Roads and Trails

The main purpose of roads and trails is to provide a clear route for wagons, carts, and other forms of heavy transport. It is impossible for such vehicles to cross any terrain that has a movement point cost greater than 1 unless they are following a road or trail. In addition, roads and trails normally go somewhere, so it is hard (but not impossible) for characters to get lost while following them.

**Trails** are by far the most common cleared track found in AD&D game worlds. Often little more than narrow game trails, they are the natural result of traffic moving from one

point to another. Though not roads (in that they are not maintained), they tend to be fairly open pathways. Still, characters may have to see to the removal of fallen trees and stones or the clearing of brush—all things that can be accomplished by the occasional traveler.

Trails normally follow the path of least resistance, avoiding difficult obstacles such as chasms, cliffs, and unfordable rivers. While this may increase the distance characters must travel, it usually results in an overall saving of time and effort.

When traveling along a trail, the movement point cost is half normal for the terrain type traversed by the trail. Following a trail through the heavy forest, for example (movement cost of four), costs only 2 movement points per mile. An unencumbered man on foot would be able to march 12 miles through such terrain without exerting himself. Trails through settled farmland offer no improvement, since these areas are easy to travel through already.

**Roads** are costly to build and maintain, so they were very rare in the Middle Ages (the general time period of the AD&D game). Only the largest and best organized empires can undertake such ambitious construction programs.

In areas of level or rolling ground, such as forests and plains, roads reduce the movement cost to one-half point per mile. In areas of mountainous ground, roads are no better than trails and reduce movement costs accordingly. A road traveling through high mountains is only four movement points per mile.

## Terrain Obstacles and Hindrances

The movement point costs given above assume the best of conditions even in the worst of terrain. The mountains are assumed to be free of cliffs; the woods have no high-banked streams; rains haven't turned the plains to mud; the tundra hasn't been blanketed in snow. However, poor traveling conditions do occur, and when they do travel is slowed. Table 75 lists common obstacles and situations that slow movement. The modifiers for these are listed as either additional movement point costs or multipliers.

When additional movement costs are listed, these are added to the cost of the surrounding terrain. Thus, crossing a ridge in the high mountains costs nine movement points for that mile instead of the normal eight.

Multipliers increase the movement cost by the amount listed. Snow, for example, doubles the cost of crossing the plains. Indeed, severe weather or torrential rains—can actually bring all travel to a halt.

**Table 75:**

### Terrain Modifiers

| Situation | Modifier |
|---|---|
| Chasm* | +3 |
| Cliff* | +3 |
| Duststorm, sandstorm | x3 |
| Freezing cold** | +1 |
| Gale-force winds | +2 |

| | |
|---|---|
| Heavy fog | +1 |
| Ice storm | +2 |
| Mud | x2 |
| Rain, heavy | x2 |
| Rain, light | +1 |
| Rain, torrential | x3 |
| Ravine | +_ |
| Ridge | +1 |
| River*** | +1 |
| Scorching heat** | +1 |
| Snow, blizzard | x4 |
| Snow, normal | x2 |
| Stream*** | +_ |

*These assume the player characters find a route around the obstacle. Alternatively, the DM can require the characters to scale or span the obstacle, playing out this encounter.

**These extremes must be in excess of the norm expected of the character or creature. Thus, a camel is relatively unaffected by the scorching heat of a desert and a yak barely notices the cold of high mountains.

***This cost is negated by the presence of a bridge or ford.

## Movement on Water

One of the fastest and easiest ways to get somewhere is to travel on a river. It's hard to get lost; a large amount of equipment can be easily carried; it is faster and easier than walking; characters can even do other things (mend clothes, learn spells, cook meals) while traveling on smooth waters.

River travel is not without its risks, however. Eddies, snags, sandbars, rapids, and dangerous waterfalls can make a journey quite exciting. Fortunately, most of these hazards can be avoided by knowledgeable characters.

The rate of movement on a river is determined by two factors: the type of boat and the flow of the current. If the boat is traveling downstream (in the direction of the current), add the speed of the current to the speed of the boat. If the boat is traveling against the current, subtract this amount from the boat's speed. Table 76 lists rates in both feet/round and miles/hour for the common types of riverboats.

When sailing downstream, characters must be wary of unexpected hazards. While a good map can show the location of waterfalls and rapids, only a knowledgeable guide or pilot knows the location of hidden sandbars, snags, and dangerous eddies. While these are easy to avoid when traveling upstream (all one need do is stop paddling), unprepared boaters can quickly be swept into them going downstream.

Once characters find themselves in a dangerous situation, they must make a Wisdom check (modified for seamanship proficiency, if this is used) to prevent capsizing. Capsized boats and goods are swept downstream, although hazards like waterfalls and particularly strong rapids will smash most craft.

# Ocean Voyaging

Ocean journeys are a dangerous business, especially in a fantasy world. Sea serpents, incredible maelstroms, and other imaginary horrors that filled the maps of medieval navigators really can lurk in the deeps of the AD&D game's oceans. Not that they are really necessary—pirates, storms, hidden shoals, and primitive navigational techniques leave the typical sea captain with more than enough danger to cope with.

Deep-sea sailing is pretty much unknown in the AD&D game world. The majority of captains prefer to stay close to known coasts. Without navigation equipment only a few ships venture into open water beyond the sight of land. Ship-building skills are not fully up to the needs of deep-sea sailing. Most ships are easily swamped by the stormy waters of major oceans, while their small size prevents crews from carrying adequate supplies for long voyages. Even the skills of sail-handling are in their rudimentary stages.

However, these limitations are not serious in a fantasy world. Those with wealth can cross oceans by other, more practical, means: flying mounts, undersea dwellers, and teleportation are all available, at least to the rich and powerful. (The vast majority of the population does not have access to these forms of travel.) Also, magical transport is impractical for moving large cargoes. The need to move goods and the scarcity of magical transport make sailing a valuable and necessary art.

Table 77 lists ships that could commonly be found in a medieval world. The table lists basic game information about each ship: base speed, emergency speed, and seaworthiness. More information about each ship is given in the chapter on Money and Equipment in the *Player's Handbook.*

**Table 76:**

## Boat Movement

| Vessel | Feet/Round | MPH | Cargo | Length |
|---|---|---|---|---|
| Kayak | 200 | 2 | 250 lbs. | 8-10 ft. |
| Canoe, small | 200 | 2 | 550 lbs. | 10-15 ft. |
| Canoe, war | 180 | 2 | 800 lbs. | 25-35 ft. |
| Coracle | 60 | 1* | 600 lbs. | 8-10 ft. |
| Keelboat or raft | 60 | 1* | 2,000 lbs. | 15-20 ft. |
| Barge | 60 | 1* | 4,000 lbs. | 25-40 ft. |
| Rowboat | 160 | 1.5* | 600 lbs. | 8-12 ft. |

*These vessels can triple their hourly movement when the sail is raised (provided the wind has the right heading).

**Table 77:**

## Ship Types

| Ship | Base Move/ | Emergency |
|---|---|---|

| Type | Hour | Move | Seaworthiness |
|---|---|---|---|
| Caravel | 4 | 5 | 70% |
| Coaster | 3 | 4 | 50% |
| Cog | 3 | 4 | 65% |
| Curragh | 2/3 | 10 | 55% |
| Drakkar | 2/4 | 12 | 50% |
| Dromond | 2/9 | 12 | 40% |
| Galleon | 3 | 6 | 75% |
| Great galley | 3/6 | 11 | 45% |
| Knarr | 4/2 | 12 | 65% |
| Longship | 5/2 | 13 | 60% |

**Base move per hour** is the average speed of the vessel under good conditions. Where two numbers are separated by a slash, the first is the speed under sail and the second is the rowing speed.

To determine the movement of a ship per round (in rare occasions where this is necessary), multiply the current speed times 30. This is the yards traveled per round.

**Emergency move** is the top speed of the vessel in emergency or combat situations. For sailing ships, emergency speed is gained by putting on every yard of sail possible. Galleys and other oared ships rely on the strength of their rowers. This speed can only be maintained for short periods of time. Too long and rowers will collapse; masts, yards, and sails will break.

**Seaworthiness** rates the vessel's ability to remain afloat in dangerous situations, notably storms, hidden shoals, extended voyages, huge monster attacks, and rams. Any time the DM rules that there is a chance of sinking, he rolls percentile dice. If the roll is equal to or less than the seaworthiness rating of the ship, it remains afloat, though bailing or repairs may be necessary. If the roll is higher than the seaworthiness rating, the ship sinks.

Ports and anchorages give a seaworthiness bonus of +50%. Thus, vessels at anchor are in little or no danger from a normal storm.

## Weather and Ship Travel

More than other methods of travel, ships (especially sailing ships) are subject to the whims of wind and weather. While it can be assumed that sailing weather is normally good, there are times when storms, favorable winds, or freak currents can increase or decrease a ship's speed. The effects of different weather conditions are listed on Table 78.

**Table 78:**

## Sailing Movement Modifiers

| Weather Condition | Sailing Modifier | Rowing Modifier |
|---|---|---|
| Adverse | x_ | x1 |
| Becalmed | NA | x1 |

| | | |
|---|---|---|
| Favorable | | |
| (average) | x2 | x1 |
| (strong) | x3 | x1* |
| Gale | x4* | x_* |
| Hurricane | x5** | x_** |
| Light breeze | x1 | x1 |
| Storm | x3* | x_* |

* A seaworthiness check is required.
** A seaworthiness check with a -45% penalty is required.

Weather conditions are generally fairly consistent within a single day. (This is an obvious simplification to keep the game moving.) The exact conditions for a given day can be chosen by the DM (perhaps by using the weather outside) or it can be determined randomly. To do the latter, roll 2d6 and find the result on Table 79.

**Table 79:**

## Weather Conditions

| 2d6 Roll | Spring/Fall | Summer | Winter |
|---|---|---|---|
| 2 | Becalmed | Becalmed | Becalmed |
| 3 | Becalmed | Becalmed | Light breeze |
| 4 | Light breeze | Becalmed | Light breeze |
| 5 | Favorable | Light breeze | Favorable |
| 6 | Favorable | Light breeze | Strong winds |
| 7 | Strong winds | Favorable | Strong winds |
| 8 | Storm | Favorable | Storm |
| 9 | Storm | Strong winds | Storm |
| 10 | Gale | Storm | Gale |
| 11 | Gale | Gale | Gale |
| 12 | Hurricane* | Hurricane* | Hurricane* |

* Hurricanes occur only if the previous day's weather was gale. If not, treat the result as a gale.

**Adverse winds** are determined by rolling 1d6. On a 5 or 6, the winds are unfavorable. When adverse winds are storm strength or greater, the ship will be blown off-course by at least half its movement under those conditions, regardless of whether it is a sailing ship or galley.

## Aerial Movement

Aerial movement rates are handled according to the normal movement rules, with clear sky being treated as clear terrain. A detailed system of aerial movement during the round

can be found in Chapter 9: Combat. The only special consideration that must be given to aerial movement is the weather condition. Weather is, for al practical purposes, the terrain of the sky.

As with sea movement, the weather for any particular occasion can be chosen by the DM or determined randomly. If determined randomly, the DM should first roll a wind condition (as found on Table 79, above).

Next, the DM rolls 1d6 to determine precipitation (although storms and hurricanes have automatic precipitation). During summer and winter, a 6 on the die indicates rain or snow. In spring and fall, a 5 or 6 is rain. Clearly the DM must adjust this according to the terrain of the region. There is little need to make precipitation checks when flying over a desert, for example.

Be aware that this is only a very simple method for determining the weather, and judgment should still be used. The effects of weather on aerial movement can be found on Table 80.

**Table 80:**

## Aerial Movement Modifiers

| Condition | Modifier |
|---|---|
| Hurricane | Not possible |
| Gale | x_ |
| Storm | x_ |
| Rain or snow | x_ |
| Strong winds | x_ |

These modifiers are cumulative. Thus strong winds and rain are the equivalent of a storm, while a gale with rain is worse than a storm. Flight during a hurricane is just about impossible without some type of magical protection.

# Getting Lost

Monsters, bandits, evil wizards, and villainous knights can all make travel in the wilderness dangerous. But none of these is the greatest hazard characters will have to face. Getting lost is equally dangerous and far more common. Once characters are lost, almost anything can happen.

There are two ways of getting lost: There's just lost and then there's hopelessly lost. Each is quite different from the other.

# Just Lost

Sometimes, characters are lost because they do not know how to get to a specific place. They know where they have been (and how to get back there), but they don't know the correct route to reach their goal. This occurs most often when following a road, a trail, a map, a river, or a set of directions.

Under these circumstances, there is a reasonable certainty that the player characters will wind up somewhere. After all, roads go from place to place and rivers start and end somewhere. Whether this is where the player characters want to go is another matter entirely. No particular rules are needed to handle these situations, only some confusing forks in the road and the wit (or lack thereof) of the players.

For example, imagine the characters following a well-marked trail. Rounding the corner, they find the trail splits into two equally used trails. The directions they got in the last village said nothing about the trail branching. They must guess which way is the right way to go. In a sense, they are now lost. Once they choose a trail, they do not know if their guess was correct until they get to the end. But, they can always find their way back to the last village. So they are not hopelessly lost. This can also happen when following rivers, roads, or blaze markings.

## Hopelessly Lost

Hopelessly lost is another matter altogether. This happens when player characters have no idea where they are, how exactly to get back to where they were, or which way to go to get to where they want to be.

Although it can happen, player characters seldom get hopelessly lost when following some obvious route (a road or river). Trails do not guarantee safety since they have a maddening habit of disappearing, branching, and crossing over things that look like they should be trails (but aren't).

The chance of getting hopelessly lost can be reduced by sighting on a landmark and keeping a bearing on it, or by hiring a guide. Darkness, overcast days, thick forests, and featureless wastes or plains all increase the chance of getting lost.

Checks for getting hopelessly lost should only be made when the player characters are not following a clear road, river, or trail. Checks should be made when following a little-used trail or when a river empties into a swamp, estuary, or delta. Checks should also be made when moving cross-country without the aid of a trail, river, or road. One check should be made per day.

To make the check, find the entry on Table 81 that best matches the type of terrain the characters are in. This will give a percentage chance to become lost. From this, add or subtract any modifiers found on Table 82. Roll percentile dice. If the die roll is less than the percentage, the characters are lost.

**Table 81:**

### Chance of Getting Hopelessly Lost

| Surroundings | % Chance |
|---|---|
| Level, open ground | 10% |
| Rolling ground | 20% |
| Lightly wooded | 30% |
| Rough (wooded and hilly) | 40% |
| Swamp | 60% |
| Mountainous | 50% |

| | |
|---|---|
| Open sea | 20% |
| Thick forest | 70% |
| Jungle | 80% |

**Table 82:**

## Lost Modifiers

| **Condition** | **Modifier** |
|---|---|
| Featureless (no distinquishable landmarks)* | +50 |
| Darkness | +70 |
| Overcast | +30 |
| Navigator with group | -30 |
| Landmark sighted | -15 |
| Local guide | Variable** |
| Poor trail | -10 |
| Raining | +10 |
| Directions | Variable** |
| Fog or mist | +30 |

* This would apply, for example, when the characters are sailing out of sight of land.
** The usefulness of directions and the knowledge of a guide are entirely up to the DM. Sometimes these are very helpful but at other times only manage to make things worse.

## Dealing With Lost Characters

Once a group is lost, no further checks need be made—they're lost until they get themselves back in familiar territory (or until they get lucky and happen upon someone who can help them out.

Don't tell players when their characters are lost! Let them continue to think they are headed in the right direction. Gradually veer them away from their true direction. Player characters should realize for themselves that they're no longer heading in the right direction. This generally comes when they don't get to whatever point they hoped to reach.

For example, a group of player characters is following a poor trail through lightly wooded hills on their way to a village three days' march due west. On the first day, they sensibly set their sights on a large rock to the west as their landmark.

Their chance of getting lost is 15%—40 for being in wooded hills minus 15 because they've got a landmark minus 10 because they're on a trail (40 - 15 - 10 = 15). The DM checks to see if they become lost and rolls a 07. They're lost, but they don't know it!

The players announce that their characters are marching to the west (to follow the landmark), but, unknown to them, the path takes them somewhat southwest. As the characters get close to their landmark, they sight a new one in a straight line beyond it. They think they are still headed west, but their new course is now northwest.

The player characters are likely to realize that they are off course only when they don't find the village at the end of three days' marching. At that point, they don't know just

when they got off course and so they are hopelessly lost.

Remember that the best defense against getting lost is not to try to go anywhere in particular. There is little point in checking to see if characters get lost if they don't have a goal. It is perfectly possible for characters just to strike out "to see what can be seen." If one has no place to be and no concern about ever getting back, one cannot get lost.

# Chapter 15:
# A DM's Miscellany

The previous chapters have presented a lot of rules and covered a lot of ground, but there are always a few things that don't fit into neat little categories (or even big categories!). Some of these are situations that arise all the time during adventures. Others are situations or background facts you will need only occasionally. These "left-overs," common and uncommon, are discussed below.

## Listening

One of the useful tricks that smart adventurers learn after a few trips into deadly dungeons is to pay attention and listen for strange noises. Noise is a valuable clue, alerting characters to possible danger and even occasionally giving them a definite picture of what dangers they face. After rashly bashing down a door only to discover a barracks full of unruly orcs, the player characters may find it more prudent to stop outside and listen before trying the same stunt again.

All characters have a percentage chance to hear noises, the percentage varying by race, as listed on Table 83. This ability is equal to that of a 1st-level thief (however, thieves can choose to increase this score). This is *not* the character's chance to hear someone talking to him or the tolling of the city watch's bell at night. This percentage should be used only when hearing is difficult or there are extraordinary circumstances involved.

The percentage chance is followed by a number in parentheses. The second number is the same chance on 1d20. You can either make a percentile check or roll 1d20, whichever is most convenient. In either case, a roll equal to or less than the number on the table means the character hears something.

**Table 83:**
### Chance to Hear Noise by Race

| **Dwarf** | **Elf** | **Gnome** |
|---|---|---|
| 15% (3) | 20% (4) | 25% (5) |
| **Half-elf** | **Halfling** | **Human** |

15% (3) 20% (4) 15% (3)

Of course, the chance to hear noise given above represents more or less optimum conditions—helmet off, not moving, and all others remaining relatively still for one round while the character stands and tries to hear noises carried on the breeze or down a hallway. Under such conditions, the character will get a relatively clear idea of the nature of the noise—animal grunts, slithering, speech (including language and race), and perhaps even words.

Less than perfect conditions don't alter the chance to hear (which is low enough) but can affect the clarity. Some, like the muffling effect of doors or the echoing of stone passages, may still allow the character to hear a noise reasonably well, but may prevent precise identification.

In some situations, a character can hear muttering, growls, panting, or voices, but may be unable to identify the issuer of the sounds. The character would know there is something ahead, but wouldn't know what. In other situations, the chance to hear anything at all may be affected. Extreme cases can give you the excuse to provide misinformation. Guttural speech may sound like growls, the moaning wind could become a scream, etc.

In some cases a check is necessary even when the character is not attempting to discern some unknown noise. The character tries to hear the shouted words of a pirate captain over the raging storm. He can see the captain and can clearly tell the man is speaking. Indeed, the captain may even be speaking to him. However, a hearing check should be made to find out if the character can make out the captain's words over the fury of the storm. If the character were a little closer, the storm a little less, or the captain's lungs exceptionally strong, the character's chance of success would be increased.

In all cases, hearing a noise takes time. The amount of time spent listening to the captain is obviously the time it takes him to speak his peace. Standing and hearing noise in a corridor or at a door requires a round, with the entire party remaining still.

Furthermore, a character can make repeated checks in hopes of hearing more or gaining more information. However, once a character fails a check, he will not hear anything (even if he immediately makes a successful check on the next round) unless there is a substantial improvement in the conditions. The group will have to move closer, open the door, or take some other action to allow a new check.

If a check is successful, the character can keep listening to learn more. This requires continued checks, during which the player can attempt to discern specifies—number, race, nature of beast, direction, approaching or retreating, and perhaps even bits of conversation. The player states what he is trying to learn and a check is made.

Trying to overhear things this way is less than reliable. Thieves should not be allowed to use their hear-noise ability like super-sensitive microphones!

## Doors

When creating their characters, all players come up with a number to open doors, based on their Strength. Must the characters make checks to see if they can open inn doors, the doors to their rooms, or a carriage door? Of course not. Under most

circumstances, don't worry about the chance to open a door. Sometimes, however, there are doors the characters aren't meant to open. That's when the check becomes important.

Doors can generally be divided into different groups. First are regular normal doors. These open when pushed or pulled because that's what they are supposed to do. The DM who requires a check every time the characters try to enter a tavern is misinterpreting the rules.

The next group are those heavy, old, musty, swollen and rusted doors found in dungeons and ancient ruins. These don't open with an easy pull. The hinges may be frozen or the wood swollen in the frame. To open these the characters must make a check, yanking on the handle or giving the door a good shove.

Finally, there are locked, barred, and ensorcelled doors, ones that are closed and sealed on purpose. These take a bit of doing to open.

Every character has a chance to force open a door, but it is up to the DM to determine when it is appropriate to use this ability. The DM can legitimately allow the characters to force open a door held shut by a flimsy lock or rotted bar. An extremely heavy dungeon door, swollen in its frame may be unforceable. The characters throw their shoulders against it and just bounce. If picking a lock is particularly important to the adventure, then that might be the only way to open the door (short of stealing a key).

One important note to remember is that if a monster opened a door and fled through it, the characters should be able to open the door with equal ease. The key here is "equal ease." What is easy for a troll or hill giant may be quite a bit more than a gnome or halfling can manage! Frequent opening and closing will also affect the ease with which a door can be used.

If a door fails to open on the first attempt, a character can try again—there is no limit to the number of attempts, but each subsequent attempt will reduce the character's chance of success by one, as he grows more and more tired of yanking or banging on the door.

Another common tactic players use to deal with uncooperative doors is to put multiple characters on it. Up to two people can attempt to force open a door at the same time (more than this and the characters tend to trip over themselves). The chance of opening the door is increased by half the lesser character's chance (with fractions rounded up). Thus, if Rupert opens doors on a 1, 2, 3, or 4 (on 1d20) and Delsenora on a 1, 2, or 3, together they can open a door on a 1, 2, 3, 4, 5, or 6 (Rupert's 1-4 plus half of Delsenora's 1-3, rounded up to a +2 bonus).

Resourceful characters sometimes go after doors in a big way, improvising battering rams to bash them in. The characters need a suitable ram (a stout log will do) and some running room to gain the full advantage of this method. Such a ram will enable the characters to total their chances to open the door. Even without the running room, the characters can swing the ram into the door. This allows more than two characters to apply their muscle at one time.

Each character on the ram contributes one-half his normal chance of opening doors to the overall effort. Thus, Rupert (1-4), Delsenora (1-3), Tarus (opens doors 1-6) and Joinville (opens doors 1-2) would have a (2 + 2 + 3 + 1 =) 1-8 chance of bashing down the door swinging a ram into it. Their chance would be (4 + 3 + 6 + 2 =) 1-15 if they were able to charge the door full tilt with their ram.

Of course, bashing down doors does have its disadvantages. First, the door is ruined and can't be closed behind the group. The characters will leave a clear path, one any

pursuers can follow, and they won't be able to block their rear. Unless the site has regular maintenance, the DM should note on his key what doors have been destroyed for future references.

Forcing doors open also tends to be noisy. Unless the door bursts open on the first try, creatures on the other side cannot be surprised. Even if there isn't anything behind the door, those nearby will be alerted (and if intelligent, may take action). Finally, the noise may attract unwanted visitors. The DM should immediately make a wandering monster check (if any exist in the area) each time a door is smashed down. Silently picking locks can have its advantages.

## Concealed and Secret Doors

In addition to all other types of doors, the arcane architects of most fantasy buildings like to include a few secret and concealed doors. These can range from simple priest-holes to pivoting bookcases opening into hidden crypts. The only limit is your imagination.

Secret doors operate differently from normal doors. First and foremost, they must be found. This isn't something that happens without effort (if it did, the door wouldn't be very secret!). With the exception of elves, characters must search for secret doors to find them.

Searching a 20-foot section of wall takes about 10 minutes, during which the characters tap, thump, twist, and poke, looking for secret catches, sliding panels, hidden levers, and the like. The exact amount of time can vary according to the amount of detail on the wall. A relatively barren wall section will go fairly quickly, while one loaded with shelves, ornamentation, sconces, and other fixtures will require more time. A character can search a given wall area only once, although several characters can search the same area.

Normally, when a character discovers a secret door, he has found the means to open it. Therefore, no roll must be made to open the door. In very rare cases, the character may discover that the secret door exists (by finding its outline, for example) but not know how to open it. In this case, a separate check must be made to open the door.

Secret doors cannot be forced open by normal means although they can be bashed down with rams (at half the normal chance of success). Indeed, it is even possible for characters to see the secret door in operation and not know how it is operated. ("You burst in just in time to see Duke Marask, the vampire, disappear from sight as the sliding bookcase swings back into position.") In such cases, knowledge that the door exists will increase the chance of finding its opening mechanism by 1.

It is a good idea to note how each particular secret door works and how it is concealed. While such notes have no effect on the mechanics of the game, they will add a lot of flavor and mystery at the expense of a little effort. Which is more exciting—to say, "You find a secret door in the north wall," or "You twist the lion-headed ornament over the mantle and suddenly the flames in the fireplace die down and a panel in the back slides up?"

Furthermore, colorful descriptions of secret doors allow you to place the burden of remembering how a given door works on the player characters—"What, you forgot what to do to make that secret door open? Well, I suppose you'll have to search again." If used

in moderation, this will help keep them involved in your game, encouraging them to make maps filled with all manner of interesting notes.

A concealed door is a normal door that is purposely hidden from view. There may be a door to the throne room behind that curtain or a trap door under the rug. The door isn't disguised in any way or opened by secret catches; it is just not immediately obvious.

Any search for concealed doors will reveal them and once found they can be opened normally. Elves can sometimes sense concealed doors (if they make their die roll) without having to stop and search. No one knows how this is accomplished, although some theorize elves notice subtle temperature gradients when they pass near these doors.

## Lycanthropy

Of all the afflictions that can strike a character, one of the most feared is lycanthropy. While often considered a disease, lycanthropy can more properly be described as a natural condition, in some cases, or a curse, in others. In either case, it is immune to the effects of *cure disease* spells and powers. Freeing a character from the torments of lycanthropy is a more involved and complicated matter than just casting a single spell.

True lycanthropy is neither a curse nor a contagion, but the ability, possessed by a limited number of species, to change into an animal shape at will. As such, true lycanthropes are not affected by the phases of the moon, darkness, or any other limitations on their changing abilities indicated in the folklore of werewolves. Neither can a PC be afflicted with true lycanthropy—it is an ability limited to those species born with the power.

However, one of the characteristics of the true lycanthrope is his ability to transmit a lycanthropic contagion to his victims. This is the dreaded lycanthropy of folklore. Once stricken, the victim falls under the sway of the moon, unable to resist the powerful change into a bloodthirsty beast.

Whenever a character is wounded by a true lycanthrope, there is 1% chance per hit point of damage suffered that the character is stricken with lycanthropy. The DM makes this check secretly, since characters never learn of their fate until it is too late (although prudent characters may take immediate steps as if they had been affected). If stricken, the character suffers from this curse.

Cursed characters suffer uncontrollable change on the night of a full moon and the nights immediately preceding and following it. The change begins when the moon rises and ends when it sets. During this time the character is controlled by the DM, not the player. Often, the character discovers that he has done terrible things while changed and under the DM's control.

During the change, the character's Strength increases temporarily to 19, allowing him to break bonds, bend bars, and otherwise escape confinement. The changed character has the Armor Class, attacks, movement, and immunities identical to the type of lycanthrope that wounded him.

However, the intelligence and alignment of the character are overwhelmed by an uncontrollable bloodlust. The player character must hunt and kill and generally chooses as his victims people he knows in his daily life. The stronger the emotion toward the person (either love or hate), the greater the likelihood the character will attempt to stalk

and slay that person.

Remember that during the period of the change the player has no control over his character. Neither will he be identifiable to his friends and companions unless they are familiar with his curse or can recognize him by some personal effect.

At the end of each change, the character returns to his normal form (perhaps to his embarrassment). At the same time, he heals 10% to 60% (1d6x10) of any wounds he has suffered. While the character may know or suspect that he has done something terrible, he does not have clear memories of the preceding night. Good characters will be tormented at the thought of what they may have done, and paladins will find they have, at least temporarily, fallen from grace.

Freeing a character from the grip of lycanthropy is not the simple task of casting a spell. A *cure disease* has no effect on the character. A *remove curse* allows the character to make a saving throw to free himself from the lycanthropy, but this must be cast on one of the nights when the actual change occurs. If the character makes his saving throw vs. polymorph, the lycanthropy is broken and will not affect the character again (unless, of course he is infected by a lycanthrope once again).

## Other Magical Diseases

Lycanthropy is not the only type of weird and magical affliction that can strike a character. Filthy rats can carry disease. Mummies possess the dangerous rotting touch. In each case there are effects set out in the description in the *Monstrous Compendium.* However, it is important for the DM to distinguish between normal and magical diseases.

A normal disease is one that no matter how exotic or fantastic is caused and transmitted in ways we normally understand—germs, mosquitoes, rabid rats, etc. To that end, the disease would be treatable by normal methods in the real world.

A magical disease, like rotting touch, is one that functions by some unexplained magical property. As such it is not curable by normal means.

The DM should understand the distinction between the two types of diseases. With that knowledge, he can rule on the effects of various cures and potions.

# The Planes of Existence

Your campaign, or anybody else's, is not the only possible world-setting for the AD&D game. There are as many different campaigns as there are DMs. Yours may be a very conscientious medieval setting in western Europe. But what other kinds of campaigns could there be?

- A carefully researched campaign set in late-Medieval Italy where characters can meet famous rulers and artists of the age.
- One set in a world similar to the Far East, with oriental characters, creatures, and beliefs.
- A campaign set in lands similar to ancient Egypt at the height of the Bronze Age.
- A campaign in an underground world dominated by dwarves, locked into an endless war with the fecund orcs.
- A campaign set in gloomy, mysterious Eastern Europe, populated by sullen

peasants, crumbling castles, and monsters both urbane and bestial, in the best traditions of old horror movies.

• A truly fantastic world filled with genii-driven steam engines, elemental airships, and spell-driven telegraphs.

• A campaign set in a tropical archipelago where travel is by canoe between islands of cannibals, giant beasts, and lost civilizations.

• A campaign world set in Africa at the height of its great empires, where powerful native kingdoms fight to resist the conquest of foreign explorers.

• A campaign based on the works of a particular author, such as Sir Thomas Mallory's *Le Morte d'Arthur* or the sagas of Iceland.

Clearly, there are many possible settings for campaign worlds—all these and more. So, how can they all be accommodated? To allow such diversity and to provide unlimited adventure possibilities, the AD&D game world offers many planes of existence.

The planes are different areas of existence, each separate from the others, each bound by its own physical laws. The planes exist outside our normal understanding of space and dimensions. Each has properties and qualities unique to itself. While more complete information can be found in other AD&D rule books, the brief overview given here outlines the basic structure of the planes.

Since they are without form or dimension, it is not possible to draw a road-map of the planes and their relationships to each other. However, there is a structure and organization to them which can best be visualized as a series of spheres, one inside the other.

## The Prime Material Planes

At the very center of this series of spheres are the *Prime Material planes*. These are the planes most familiar to AD&D game players. The prime material planes include the many Earth-like alternate worlds and campaigns that operate from the more or less the same basic realities. There may be variations from prime to prime, but most features remain the same. The inhabitants of each prime always refer to their plane as *the* Prime Material Plane.

## The Ethereal Planes

Surrounding each Prime Material plane is a separate Ethereal plane. The *Ethereal planes* are misty realms of proto-matter. Nothing is solid on these planes.

In the Ethereal planes, there may be small pockets or islands of matter known as demi-planes. These demi-planes are sometimes the creations of extremely powerful wizards, technologists, or demi-gods.

## The Inner Planes

Using the sphere analogy, outside of the Primes and the Ethereal planes are the *inner planes*, the primary building forces of the multiverse. The inner planes consist of the elemental, para-elemental, and quasi-elemental planes, and the planes of energy. The

elemental planes are the building blocks of matter—Air, Water, Fire, and Earth. Where the elemental planes touch each other there arise the para-elemental planes—Smoke, Ice, Ooze, and Magma. The Energy planes are the Positive Energy plane (also called the Plane of Life) and the Negative Energy plane (the source of entropy). The quasi-elemental planes exist where the elemental planes touch the Energy planes—Lightning, Steam, Minerals, and Radiance around the Positive Energy plane, and Salt, Vacuum, Ash, and Dust around the Negative Energy plane. Many of the planes have their own creatures and rulers who are sometimes summoned to one of the primes through spells or magical items.

## The Astral Plane

Beyond the inner planes (continuing with the spheres) is the *Astral plane*. Like the Ethereal planes, this plane serves as a connector between the different realities. It links the various Primes to each other (one travels from one Prime to another by crossing the Astral plane, not the Ethereals) and connects each Prime to the outer planes.

The Astral plane is a barren place with only rare bits of solid matter. Indeed, the most common feature is the silver cords of travelers in the plane. These cords are the lifelines that keep travelers of the Plane from becoming lost, stretching all the way back to the traveler's point of origin.

## The Outer Planes

Finally, outside all else are the *Outer Planes*, also called the Planes of Power. There are 17 known Outer Planes—there may be more. These planes can be reached only by powerful spells or by crossing the Astral plane.

Each outer plane is unique. Some seem quite similar to the primes; others have terrain and physical laws wildly different from that to which the characters may be accustomed. Magic functions differently on each plane as do many other common assumptions of reality.

Powerful beings (self-proclaimed gods, goddesses, and demi-gods) inhabit these planes along with a full range of other life forms. The outer planes are the final resting place of the spirits of intelligent life forms of the Prime Material planes.

The known outer planes have been named by humans. Some of these names are:

Mechanus
Arcadia
Mount Celestia
Bytopia
Elysium
Beastlands
Olympus
Ysgard
Limbo
Pandemonium

The Abyss
Carceri
Gray Waste
Gehenna
Baator
Acheron
The Outlands

These names are not necessarily consistent from world to world or Prime Material Plane to Prime Material Plane. Indeed, since the planes are without dimension and form, it is possible for different lands in the same campaign world to have entirely different pictures of planar structure and order.

For example, an oriental-type world might see the Outer Planes not as a series of separate regions, but as a single mass throughout which are scattered different agencies of the Celestial Bureaucracy. The Celestial Emperor might reside on one plane, while his Minister of State operated from another.

A Nordic land would see the plane of Ysgard as dominant over all others, in accordance with the importance they ascribe the powers there. These things are left to your discretion, as the DM. The planes can be molded to meet the needs of your campaign.

# Appendix 1:
# Treasure Tables

**Table 84 :**
## Treasure Types

| | LAIR TREASURES | | | | | | |
|---|---|---|---|---|---|---|---|
| **Treasure Type** | **Copper** | **Silver** | **Gold** | **Platinum or Electrum*** | **Gems** | **Art Objects** | **Magical Item** |
| A | 1,000-3,000<br>25% | 200-2,000<br>30% | 1,000-6,000<br>40% | 300-1,800<br>35% | 10-40<br>60% | 2-12<br>50% | Any 3<br>30% |
| B | 1,000-6,000<br>50% | 1,000-3,000<br>25% | 200-2,000<br>25% | 100-1,000<br>25% | 1-8<br>30% | 1-4<br>20% | Armor Weapon<br>10% |
| C | 1,000-10,000<br>20% | 1,000-6,000<br>30% | —<br>— | 100-600<br>10% | 1-6<br>25% | 1-3<br>20% | Any 2<br>10% |
| D | 1,000-6,000<br>10% | 1,000-10,000<br>15% | 1,000-3,000<br>50% | 100-600<br>15% | 1-10<br>30% | 1-6<br>25% | Any 2 + 1 potion<br>15% |
| E | 1,000-6,000<br>5% | 1,000-10,000<br>25% | 1,000-4,000<br>25% | 300-1,800<br>25% | 1-12<br>15% | 1-6<br>10% | Any 3 + 1 scroll<br>25% |
| F | —<br>— | 3,000-18,000<br>10% | 1,000-6,000<br>40% | 1,000-4,000<br>15% | 2-20<br>20% | 1-8<br>10% | Any 5 except weapons<br>30% |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| G | — | — | 2,000-20,000 | 1,000-10,000 | 3-18 | 1-6 | Any 5 |
| | — | — | 50% | 50% | 30% | 25% | 35% |
| H | 3,000-18,000 | 2,000-20,000 | 2,000-20,000 | 1,000-8,000 | 3-30 | 2-20 | Any 6 |
| | 25% | 40% | 55% | 40% | 50% | 50% | 15% |
| I | — | — | — | 100-600 | 2-12 | 2-8 | Any 1 |
| | — | — | — | 30% | 55% | 50% | 15% |

## INDIVIDUAL AND SMALL LAIR TREASURES

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| J | 3-24 | — | — | — | — | — | — |
| K | — | 3-18 | — | — | — | — | — |
| L | — | — | — | 2-12 | — | — | — |
| M | — | — | 2-8 | — | — | — | — |
| N | — | — | — | 1-6 | — | — | — |
| O | 10-40 | 10-30 | — | — | — | — | — |
| P | — | 10-60 | — | 1-20 | — | — | — |
| Q | — | — | — | — | 1-4 | — | — |
| R | — | — | 2-20 | 10-60 | 2-8 | 1-3 | — |
| S | — | — | — | — | — | — | 1-8 potions |
| T | — | — | — | — | — | — | 1-4 scrolls |
| U | — | — | — | — | 2-16 | 1-6 | Any 1 |
| | — | — | — | — | 90% | 80% | 70% |
| V | — | — | — | — | — | — | Any 2 |
| W | — | — | 5-30 | 1-8 | 2-16 | 1-8 | Any 2 |
| | — | — | — | — | 60% | 50% | 60% |
| X | — | — | — | — | — | — | Any 2 potions |
| Y | — | — | 200-1,200 | — | — | — | — |
| Z | 100-300 | 100-400 | 100-600 | 100-400 | 1-6 | 2-12 | Any 3 |
| | — | — | — | — | 55% | 50% | 50% |

* DM's choice

To use Table 84, first find the letter given under the monster listing. On that row each column then lists the percentage chance of a particular type of treasure appearing and the size range for that particular type. Treasures with no percentage listed are automatically

present. Either choose to have that particular treasure present (and the amount) or roll randomly to determine the result.

The first part of the table (letters A-I) lists treasures that are found in lairs only. These are sizeable treasures accumulated by social creatures (humans, orcs, hobgoblins, etc.) or by those creatures notorious for the size of their treasure hoards (especially dragons).

The second part of the table lists treasures likely to be owned by intelligent individuals or to be found in the lairs of animal intelligence or less monsters. These treasures are small. Intelligent creatures seldom carry large amounts of cash, while unintelligent ones seldom make the effort to collect it. When an individual or lair treasure warrants being larger than normal, several smaller entries can be listed to create an overall larger hoard.

## Coins

When treasure is found in the form of coins, it will normally be bagged or kept in chests unless it has been gathered by unintelligent monsters. Coins (regardless of metal) normally weigh in at 50 to the pound.

## Gems

When gems are found, determine the value of each gem (or each group of gems if there are many present) on Table 85. This table lists the base value for each gem and the general class of each stone for purposes of description. Uncut stones, if found, have their base value reduced to 10% of the amount listed.

**Table 85:**

### Gem Table

| D100 Roll | Base Value | Class |
|---|---|---|
| 01-25 | 10 gp | Ornamental |
| 26-50 | 50 gp | Semi-precious |
| 51-70 | 100 gp | Fancy |
| 71-90 | 500 gp | Precious |
| 91-99 | 1,000 gp | Gems |
| 00 | 5,000 gp | Jewels |

In addition, there is a 10% chance that any given stone will be above or below its normal value. (Assume 10% of the stones present in a large horde are automatically unusual.) These gems can be modified according to Table 86.

**Table 86:**

### Gem Variations

**D6**

| Roll | Result |
|---|---|
| 1 | Stone increases to the next higher base value. Roll again, ignoring all results but 1.* |
| 2 | Stone is double base value |
| 3 | Stone is 10-60% above the base value |
| 4 | Stone is 10-40% below the base value |
| 5 | Stone is half base value |
| 6 | Stone decreased to next lower base value. Roll again, ignoring all results but 6.** |

* Above 5,000 gp, the base value of the stone doubles each time. No stone can be greater than 100,000 gp.
** Below 10 gp, values decrease to 5 gp, 1 gp, 5 sp, 1 sp. No stone can be worth less than 1 sp and no stone can decrease more than five places from its initial value.

Although you can choose to describe gems solely by their values ("You found a 50 gp gem"), more flavor is gained by described stones by name and color. The lists below present stones of different categories and their descriptions.

## Ornamental Stones

Azurite: Opaque, mottled deep blue
Banded Agate: Brown, blue, red, and white stripes
Blue Quartz: Transparent pale blue
Eye Agate: Gray, white, brown, blue, and green circles
Hematite: Gray-black
Lapis Lazuli: Light or dark blue with yellow flecks
Malachite: Striated light and dark green
Moss Agate: Pink, yellow-white with gray-green moss-like markings
Obsidian: Jet black
Rhodochrosite: Light pink
Tiger Eye Agate: Rich golden brown with dark striping
Turquoise: Aqua with darker mottling

## Semi-Precious Stones

Bloodstone: Dark gray with red flecks
Carnelian: Orange to red-brown
Chalcedony: White
Chrysoprase: Translucent apple to emerald green
Citrine: Pale yellow brown
Jasper: Blue, black to brown
Moonstone: White with pale blue hue
Onyx: Black, white, or bands of both
Rock Crystal: Clear, transparent
Sardonyx: Bands of red and white
Smoky Quartz: light gray, yellow, brown or blue
Star Rose Quartz: Smoky rose with white star center
Zircon: Clear pale aqua

### Fancy to Precious

Amber: Transparent golden (100 gp)
Alexandrite: Dark green (100 gp)
Amethyst: Purple crystal (100 gp)
Aquamarine: pale blue green (500 gp)
Chrysoberyl: green or yellow green (100 gp)
Coral: Pink to crimson (100 gp)
Garnet: Deep red to violet crystal (100-500 gp)
Jade: Light to dark green or white (100 gp)
Jet: Deep black (100 gp)
Pearl: Pure white, rose, to black (100-500 gp)
Peridot: Olive green (500 gp)
Spinel: Red, red-brown, green, or deep blue (100-500 gp)
Topaz: Golden yellow (500 gp)
Tourmaline: Pale green, blue, brown, or red (100 gp)

### Gems and Jewels

Black Opal: Dark green with black mottling and golden flecks (1,000 gp)
Black Sapphire: Rich black with highlights (5,000 gp)
Diamond: Clear blue-white, rich blue, yellow, or pink (5,000 gp)
Emerald: Brilliant green (5,000 gp)
Fire Opal: Fiery red (1,000 gp)
Jacinth: Fiery orange (5,000 gp)
Opal: Pale blue with green and gold mottling (1,000 gp)
Oriental Amethyst: Deep purple (1,000 gp)
Oriental Emerald: Bright green (5,000 gp)
Oriental Topaz: Fiery yellow (1,000 gp)
Ruby: Clear to deep crimson red (5,000 gp)
Sapphire: Clear to medium blue (1,000 gp)
Star Ruby: Translucent ruby with white star highlights (5,000 gp)
Star Sapphire: Translucent blue with white star highlights (5,000 gp)

## Objects of Art

This category includes jewelry, ornamental drinking vessels, elaborate snuff boxes, fine crystal and glass, statuary, carvings, and all the other small embellishments that make life more pleasant and easy to bear. The value of each should be determined on Table 87.

**Table 87:**

## Objects of Art

| D100 Roll | Value |
|---|---|
| 01-10 | 10-100 gp |
| 11-25 | 30-180 gp |

| | |
|---|---|
| 26-40 | 100-600 gp |
| 41-50 | 100-1,000 gp |
| 51-60 | 200-1,200 gp |
| 61-70 | 300-1,800 gp |
| 71-80 | 400-2,400 gp |
| 81-85 | 500-3,000 gp |
| 86-90 | 1,000-4,000 gp |
| 91-95 | 1,000-6,000 gp |
| 96-99 | 2,000-8,000 gp |
| 100 | 2,000-12,000 gp |

The DM should name each item found by the player characters, since this helps them picture in their minds just what they have found.

# Appendix 2:
# Magical Item Tables

## Magical Item Tables

When possible, the DM should select the magical items he gives out in his campaign. Sometimes, however, the DM has more pressing game matters on his mind. To determine randomly what magical item has been found, roll on Table 88. This table directs you to one of the specific categories in Tables 89-108.

Items followed by a group name are usable only by characters of that group.

Note: XP Value is the number of experience points a character gets for making an item.

**Table 88:**
## Magical Items

| D20 Roll | Category |
|---|---|
| 01-20 | Potions and Oils |
| 21-35 | Scrolls |
| 36-40 | Rings |
| 41 | Rods |
| 42 | Staves |
| 43-45 | Wands |
| 46 | Miscellaneous Magic: Books and Tomes |
| 47-48 | Miscellaneous Magic: Jewels and Jewelry |
| 49-50 | Miscellaneous Magic: Cloaks and Robes |
| 51-52 | Miscellaneous Magic: Boots and Gloves |

| | |
|---|---|
| 53 | Miscellaneous Magic: Girdles and Helms |
| 54-55 | Miscellaneous Magic: Bags and Bottles |
| 56 | Miscellaneous Magic: Dusts and Stones |
| 57 | Miscellaneous Magic: Household Items and Tools |
| 58 | Miscellaneous Magic: Musical Instruments |
| 59-60 | Miscellaneous Magic: The Weird Stuff |
| 61-75 | Armor and Shields |
| 76-100 | Weapons |

Once the general category is determined, the DM can choose a specific item from the tables below. (Each item on the tables is given a die roll number so that the DM can select items randomly, if he chooses.) Some tables have several subtables. Each subtable has a range of numbers in parentheses at the top. To select the appropriate subtable, check the die listed after the table's title. Roll the listed die and find the result in the number range at the top of one of the subtables. This is the subtable you read to determine which item in the list has been found.

For example, the Potions and Oils table has "(D6)" after the title. That means you roll a 6-sided die to determine which Subtable (A, B, or C) to read. If you roll a 2, for example, you check subtable A (which has "1-2" at the top); if you roll a 6, you read subtable C (which has "5-6" at the top). Roll 1d20 on the appropriate subtable to determine the specific item found. Then turn to the descriptions following the tables to find out what each item does.

**Table 89:**

# Potions and Oils (D6)

**Subtable A (1-2)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Animal Control* | 250 |
| 2 | Clairaudience | 250 |
| 3 | Clairvoyance | 300 |
| 4 | Climbing | 300 |
| 5-6 | Delusion** | — |
| 7 | Diminution | 300 |
| 8 | Dragon Control* | 700 |
| 9 | Elixir of Health | 350 |
| 10-11 | Elixir of Madness** | — |
| 12 | Elixir of Youth | 500 |
| 13 | ESP | 500 |
| 14-15 | Extra-healing | 400 |
| 16 | Fire Breath | 400 |
| 17 | Fire Resistance | 250 |
| 18 | Flying | 500 |
| 19 | Gaseous Form | 300 |
| 20 | DM's Choice | — |

**Subtable B (3-4)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Giant Control* | 600 |
| 2 | Giant Strength* (Warrior) | 550 |
| 3 | Growth | 250 |
| 4-5 | Healing | 200 |
| 6 | Heroism (Warrior) | 300 |
| 7 | Human Control* | 500 |
| 8 | Invisibility | 250 |
| 9 | Invulnerability (Warrior) | 350 |
| 10 | Levitation | 250 |
| 11 | Longevity | 500 |
| 12 | Oil of Acid Resistance | 500 |
| 13 | Oil of Disenchantment | 750 |
| 14 | Oil of Elemental Invulnerability* | 500 |
| 15 | Oil of Etherealness | 600 |
| 16 | Oil of Fiery Burning | 500 |
| 17 | Oil of Fumbling** | — |
| 18 | Oil of Impact | 750 |
| 19 | Oil of Slipperiness | 400 |
| 20 | DM's Choice | — |

**Subtable C (5-6)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Oil of Timelessness | 500 |
| 2 | Philter of Glibness | 500 |
| 3 | Philter of Love | 200 |
| 4 | Philter of Persuasiveness | 400 |
| 5 | Philter of Stammering and Stuttering** | — |
| 6 | Plant Control | 250 |
| 7-8 | Poison** | — |
| 9 | Polymorph Self | 200 |
| 10 | Rainbow Hues | 200 |
| 11 | Speed | 200 |
| 12-13 | Super-heroism (Warrior) | 450 |
| 14 | Sweet Water | 200 |
| 15 | Treasure Finding | 600 |
| 16 | Undead Control* | 700 |
| 17 | Ventriloquism | 200 |
| 18 | Vitality | 300 |
| 19 | Water Breathing | 400 |
| 20 | DM's Choice | — |

* The type of creature affected can be determined by die roll (see the specific item description for more information).

** The DM shouldn't reveal the exact nature of the potion.

**Table 90:**

# Scrolls (D6)

**Subtable A (1-4)**

| D20 Roll | Item* | Level Range |
|---|---|---|
| 1-3 | 1 spell | 1-4 |
| 4-5 | 1 spell | 1-6 |
| 6 | 1 spell | 2-9 (2-7**) |
| 7 | 2 spells | 1-4 |
| 8 | 2 spells | 2-9 (2-7**) |
| 9 | 3 spells | 1-4 |
| 10 | 3 spells | 2-9 (2-7**) |
| 11 | 4 spells | 1-6 |
| 12 | 4 spells | 1-8 (1-6**) |
| 13 | 5 spells | 1-6 |
| 14 | 5 spells | 1-8 (1-6**) |
| 15 | 6 spells | 1-6 |
| 16 | 6 spells | 3-8 (3-6**) |
| 17 | 7 spells | 1-8 |
| 18 | 7 spells | 2-9 (2-7**) |
| 19 | 7 spells | 4-9 (4-7**) |
| 20 | DM's Choice | — |

* See "Scrolls" in Appendix 3 to determine whether a priest scroll or a wizard scroll is found.
** *Level Range* lists the range of spell levels on the scroll. Ranges marked with double asterisks (**) are used to determine priest spells.

**Subtable B (5-6)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Map | — |
| 2 | Protection—Acid | 2,500 |
| 3 | Protection—Cold | 2,000 |
| 4 | Protection—Dragon Breath | 2,000 |
| 5 | Protection—Electricity | 1,500 |
| 6-7 | Protection—Elementals | 1,500 |
| 8 | Protection—Fire | 2,000 |
| 9 | Protection—Gas | 2,000 |
| 10-11 | Protection—Lycanthropes | 1,000 |
| 12 | Protection—Magic | 1,500 |
| 13 | Protection—Petrification | 2,000 |
| 14 | Protection—Plants | 1,000 |
| 15 | Protection—Poison | 1,000 |

| | | |
|---|---|---|
| 16 | Protection—Possession | 2,000 |
| 17 | Protection—Undead | 1,500 |
| 18 | Protection—Water | 1,500 |
| 19 | Curse | — |
| 20 | DM's Choice | — |

The XP Value (experience point value) for spell scrolls is equal to the total spell levels contained on the scroll x 100.

**Table 91:**

# Rings (D6)

**Subtable A (1-4)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Animal Friendship | 1,000 |
| 2 | Blinking | 1,000 |
| 3 | Chameleon Power | 1,000 |
| 4 | Clumsiness | — |
| 5 | Contrariness | — |
| 6-7 | Delusion | — |
| 8 | Djinni Summoning* | 3,000 |
| 9 | Elemental Command | 5,000 |
| 10 | Feather Falling | 1,000 |
| 11 | Fire Resistance | 1,000 |
| 12 | Free Action | 1,000 |
| 13 | Human Influence | 2,000 |
| 14 | Invisibility | 1,500 |
| 15-16 | Jumping | 1,000 |
| 17 | Mammal Control* | 1,000 |
| 18 | Mind Shielding | 500 |
| 19 | Protection | 1,000** |
| 20 | DM's Choice | — |

**Subtable B (5-6)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-2 | Protection | 1,000** |
| 3 | Ram, Ring of the* | 750 |
| 4 | Regeneration | 5,000 |
| 5 | Shocking Grasp | 1,000 |
| 6 | Shooting Stars | 3,000 |
| 7 | Spell Storing | 2,500 |
| 8 | Spell Turning | 2,000 |
| 9 | Sustenance | 500 |
| 10 | Swimming | 1,000 |
| 11 | Telekinesis* | 2,000 |

| | | |
|---|---|---|
| 12 | Truth | 1,000 |
| 13 | Warmth | 1,000 |
| 14 | Water Walking | 1,000 |
| 15 | Weakness | — |
| 16 | Wishes, Multiple* | 5,000 |
| 17 | Wishes, Three* | 3,000 |
| 18 | Wizardry* (Wizard) | 4,000 |
| 19 | X-Ray Vision | 4,000 |
| 20 | DM's Choice | — |

*The power of these rings is limited by the number of charges.
** per +1 of protection

**Table 92:**

# Rods

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-2 | Absorption (Priest, Wizard) | 7,500 |
| 3-4 | Alertness | 7,000 |
| 5 | Beguiling (Priest, Wizard, Rogue) | 5,000 |
| 6-7 | Cancellation | 10,000 |
| 8 | Flailing | 2,000 |
| 9 | Lordly Might (Warrior) | 6,000 |
| 10 | Passage | 5,000 |
| 11 | Resurrection (Priest) | 10,000 |
| 12 | Rulership | 8,000 |
| 13-14 | Security | 3,000 |
| 15-16 | Smiting (Priest, Wizard) | 4,000 |
| 17 | Splendor | 2,500 |
| 18-19 | Terror | 3,000 |
| 20 | DM's Choice | — |

**Table 93:**

# Staves

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-2 | Mace | 1,500 |
| 3 | Command (Priest, Wizard) | 5,000 |
| 4-5 | Curing (Priest) | 6,000 |
| 6 | Magi (Wizard) | 15,000 |
| 7 | Power (Wizard) | 12,000 |
| 8 | Serpent (Priest) | 7,000 |
| 9-10 | Slinging (Priest) | 2,000 |
| 11-12 | Spear | 1,000* |
| 13-14 | Striking (Priest, Wizard) | 6,000 |

| | | |
|---|---|---|
| 15 | Swarming Insects (Priest, Wizard) | 100** |
| 16 | Thunder & Lightning | 8,000 |
| 17-18 | Withering | 8,000 |
| 19 | Woodlands (Druid) | 8,000 |
| 20 | DM's Choice | — |

* per +1 of power
** per charge

**Table 94:**

## Wands

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Conjuration (Wizard) | 7,000 |
| 2 | Earth and Stone | 1,000 |
| 3 | Enemy Detection | 2,000 |
| 4 | Fear (Priest, Wizard) | 3,000 |
| 5 | Fire (Wizard) | 4,500 |
| 6 | Flame Extinguishing | 1,500 |
| 7 | Frost (Wizard) | 6,000 |
| 8 | Illumination | 2,000 |
| 9 | Illusion (Wizard) | 3,000 |
| 10 | Lightning (Wizard) | 4,000 |
| 11 | Magic Detection | 2,500 |
| 12 | Magic Missiles | 4,000 |
| 13 | Metal and Mineral Detection | 1,500 |
| 14 | Negation | 3,500 |
| 15 | Paralyzation (Wizard) | 3,500 |
| 16 | Polymorphing (Wizard) | 3,500 |
| 17 | Secret Door and Trap Location | 5,000 |
| 18 | Size Alteration | 3,000 |
| 19 | Wonder | 6,000 |
| 20 | DM's Choice | — |

**Table 95 :**

## Miscellaneous Magic: Books, Librams, Manuals, Tomes

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-3 | Boccob's Blessed Book (Wizard) | 4,500 |
| 4 | Book of Exalted Deeds (Priest) | 8,000 |
| 5 | Book of Infinite Spells | 9,000 |
| 6 | Book of Vile Darkness (Priest) | 8,000 |
| 7 | Libram of Gainful Conjuration (Wizard) | 8,000 |
| 8 | Libram of Ineffable Damnation (Wizard) | 8,000 |
| 9 | Libram of Silver Magic (Wizard) | 8,000 |
| 10 | Manual of Bodily Health | 5,000 |

| | | |
|---|---|---|
| 11 | Manual of Gainful Exercise | 5,000 |
| 12 | Manual of Golems (Priest, Wizard) | 3,000 |
| 13 | Manual of Puissant Skill at Arms (Warrior) | 8,000 |
| 14 | Manual of Quickness in Action | 5,000 |
| 15 | Manual of Stealthy Pilfering (Rogue) | 8,000 |
| 16 | Tome of Clear Thought | 8,000 |
| 17 | Tome of Leadership and Influence | 7,500 |
| 18 | Tome of Understanding | 8,000 |
| 19 | Vacuous Grimoire | — |
| 20 | DM's Choice | — |

**Table 96:**

## Miscellaneous Magic: Jewels, Jewelry, Phylacteries (D6)

**Subtable A (1-3)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Amulet of Inescapable Location | — |
| 2 | Amulet of Life Protection | 5,000 |
| 3 | Amulet of the Planes | 6,000 |
| 4 | Amulet of Proof Against Detection and Location | 4,000 |
| 5 | Amulet Versus Undead | 200* |
| 6 | Beads of Force | 200 ea. |
| 7 | Brooch of Shielding | 1,000 |
| 8 | Gem of Brightness | 2,000 |
| 9 | Gem of Insight | 3,000 |
| 10 | Gem of Seeing | 2,000 |
| 11 | Jewel of Attacks | — |
| 12 | Jewel of Flawlessness | — |
| 13 | Medallion of ESP | 2,000 |
| 14 | Medallion of Thought Projection | — |
| 15 | Necklace of Adaptation | 1,000 |
| 16-17 | Necklace of Missiles | 100** |
| 18 | Necklace of Prayer Beads (Priest) | 500*** |
| 19 | Necklace of Strangulation | — |
| 20 | DM's Choice | — |

**Subtable B (4-6)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Pearl of Power (Wizard) | 200* |
| 2 | Pearl of the Sirines | 900 |
| 3 | Pearl of Wisdom (Priest) | 500 |
| 4 | Periapt of Foul Rotting | — |
| 5 | Periapt of Health | 1,000 |
| 6 | Periapt of Proof Against Poison | 1,500 |

| | | |
|---|---|---|
| 7 | Periapt of Wound Closure | 1,000 |
| 8 | Phylactery of Faithfulness (Priest) | 1,000 |
| 9 | Phylactery of Long Years (Priest) | 3,000 |
| 10 | Phylactery of Monstrous Attention (Priest) | — |
| 11 | Scarab of Death | — |
| 12 | Scarab of Enraging Enemies | 1,000 |
| 13 | Scarab of Insanity | 1,500 |
| 14 | Scarab of Protection | 2,500 |
| 15 | Scarab Versus Golems | **** |
| 16 | Talisman of Pure Good (Priest) | 3,500 |
| 17 | Talisman of the Sphere (Wizard) | 100 |
| 18 | Talisman of Ultimate Evil (Priest) | 3,500 |
| 19 | Talisman of Zagy | 1,000 |
| 20 | DM's Choice | — |

* Per level
** Per die of damage
*** Per special bead
**** See item description

**Table 97:**

## Miscellaneous Magic: Cloaks and Robes

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Cloak of Arachnida | 3,000 |
| 2 | Cloak of Displacement | 3,000 |
| 3-4 | Cloak of Elvenkind | 1,000 |
| 5 | Cloak of Poisonousness | — |
| 6-8 | Cloak of Protection | 1,000* |
| 9 | Cloak of the Bat | 1,500 |
| 10 | Cloak of the Manta Ray | 2,000 |
| 11 | Robe of the Archmagi (Wizard) | 6,000 |
| 12 | Robe of Blending | 3,500 |
| 13 | Robe of Eyes (Wizard) | 4,500 |
| 14 | Robe of Powerlessness (Wizard) | — |
| 15 | Robe of Scintillating Colors (Priest, Wizard) | 2,750 |
| 16 | Robe of Stars (Wizard) | 4,000 |
| 17-18 | Robe of Useful Items (Wizard) | 1,500 |
| 19 | Robe of Vermin (Wizard) | — |
| 20 | DM's Choice | — |

* Per plus

**Table 98:**

## Miscellaneous Magic: Boots, Bracers, Gloves

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Boots of Dancing | — |
| 2 | Boots of Elvenkind | 1,000 |
| 3 | Boots of Levitation | 2,000 |
| 4 | Boots of Speed | 2,500 |
| 5 | Boots of Striding and Springing | 2,500 |
| 6 | Boots of the North | 1,500 |
| 7 | Boots of Varied Tracks | 1,500 |
| 8 | Boots, Winged | 2,000 |
| 9 | Bracers of Archery (Warrior) | 1,000 |
| 10 | Bracers of Brachiation | 1,000 |
| 11-12 | Bracers of Defense | 500* |
| 13 | Bracers of Defenselessness | — |
| 14 | Gauntlets of Dexterity | 1,000 |
| 15 | Gauntets of Fumbling | — |
| 16 | Gauntlets of Ogre Power (Priest, Rogue, Warrior) | 1,000 |
| 17 | Gauntlets of Swimming and Climbing (Priest, Rogue, Warrior) | 1,000 |
| 18 | Gloves of Missile Snaring | 1,500 |
| 19 | Slippers of Spider Climbing | 1,000 |
| 20 | DM's Choice | — |

* Per AC of protection less than 10

**Table 99:**

## Miscellaneous Magic: Girdles, Hats, Helms

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-3 | Girdle of Dwarvenkind | 3,500 |
| 4 | Girdle of Femininity/Masculinity (Priest, Rogue, Warrior) | — |
| 5-6 | Girdle of Giant Strength (Priest, Rogue Warrior) | 2,000 |
| 7-9 | Girdle of Many Pouches | 1,000 |
| 10 | Hat of Disguise | 1,000 |
| 11 | Hat of Stupidity | — |
| 12 | Helm of Brilliance | 2,500 |
| 13-14 | Helm of Comprehending Languages and Reading Magic | 1,000 |
| 15 | Helm of Opposite Alignment | — |
| 16 | Helm of Telepathy | 3,000 |
| 17 | Helm of Teleportation | 2,500 |
| 18-19 | Helm of Underwater Action | 1,000 |
| 20 | DM's Choice | — |

**Table 100:**

## Miscellaneous Magic: Bags, Bottles, Pouches, Containers

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Alchemy Jug | 3,000 |
| 2 | Bag of Beans | 1,000 |
| 3 | Bag of Devouring | — |
| 4-7 | Bag of Holding | 5,000 |
| 8 | Bag of Transmuting | — |
| 9 | Bag of Tricks | 2,500 |
| 10 | Beaker of Plentiful Potions | 1,500 |
| 11 | Bucknard's Everfull Purse | * |
| 12 | Decanter of Endless Water | 1,000 |
| 13 | Efreeti Bottle | 9,000 |
| 14 | Eversmoking Bottle | 500 |
| 15 | Flask of Curses | — |
| 16 | Heward's Handy Haversack | 3,000 |
| 17 | Iron Flask | — |
| 18 | Portable Hole | 5,000 |
| 19 | Pouch of Accessibility | 1,500 |
| 20 | DM's Choice | — |

* See item description

**Table 101:**

## Miscellaneous Magic: Candles, Dusts, Ointments, Incense, and Stones

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Candle of Invocation (Priest) | 1,000 |
| 2 | Dust of Appearance | 1,000 |
| 3 | Dust of Disappearance | 2,000 |
| 4 | Dust of Dryness | 1,000 |
| 5 | Dust of Illusion | 1,000 |
| 6 | Dust of Tracelessness | 500 |
| 7 | Dust of Sneezing and Choking | — |
| 8 | Incense of Meditation (Priest) | 500 |
| 9 | Incense of Obsession (Priest) | — |
| 10 | Ioun Stones | 300* |
| 11 | Keoghtom's Ointment | 500 |
| 12 | Nolzur's Marvelous Pigments | 500* |
| 13 | Philosopher's Stone | 1,000 |
| 14 | Smoke Powder** | — |
| 15 | Sovereign Glue | 1,000 |
| 16 | Stone of Controlling Earth Elementals | 1,500 |

| | | |
|---|---|---|
| 17 | Stone of Good Luck (Luckstone) | 3,000 |
| 18 | Stone of Weight (Loadstone) | — |
| 19 | Universal Solvent | 1,000 |
| 20 | DM's Choice | — |

* Per stone or pot of pigment

** This item is optional and should not be given unless the arquebus is allowed in the campaign.

**Table 102:**

## Miscellaneous Magic: Household Items and Tools

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Brazier Commanding Fire Elementals (Wizard) | 4,000 |
| 2 | Brazier of Sleep Smoke (Wizard) | — |
| 3 | Broom of Animated Attack | — |
| 4 | Broom of Flying | 2,000 |
| 5 | Carpet of Flying | 7,500 |
| 6 | Mattock of the Titans (Warrior) | 3,500 |
| 7 | Maul of the Titans (Warrior) | 4,000 |
| 8 | Mirror of Life Trapping (Wizard) | 2,500 |
| 9 | Mirror of Mental Prowess | 5,000 |
| 10 | Mirror of Opposition | — |
| 11 | Murlynd's Spoon | 750 |
| 12-13 | Rope of Climbing | 1,000 |
| 14 | Rope of Constriction | — |
| 15 | Rope of Entanglement | 1,500 |
| 16 | Rug of Smothering | — |
| 17 | Rug of Welcome (Wizard) | 6,500 |
| 18 | Saw of Mighty Cutting (Warrior) | 2,000 |
| 19 | Spade of Colossal Excavation (Warrior) | 1,000 |
| 20 | DM's Choice | — |

**Table 103:**

## Miscellaneous Magic: Musical Instruments

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Chime of Interruption | 2,000 |
| 2 | Chime of Opening | 3,500 |
| 3 | Chime of Hunger | — |
| 4 | Drums of Deafening | — |
| 5 | Drums of Panic | 6,500 |
| 6 | Harp of Charming | 5,000 |
| 7 | Harp of Discord | — |
| 8 | Horn of Blasting | 1,000 |

| | | |
|---|---|---|
| 9 | Horn of Bubbles | — |
| 10 | Horn of Collapsing | 1,500 |
| 11 | Horn of Fog | 400 |
| 12 | Horn of Goodness (Evil) | 750 |
| 13 | Horn of the Tritons (Priest, Warrior) | 2,000 |
| 14 | Horn of Valhalla | 1,000* |
| 15 | Lyre of Building | 5,000 |
| 16 | Pipes of Haunting | 400 |
| 17 | Pipes of Pain | — |
| 18 | Pipes of Sounding | 1,000 |
| 19 | Pipes of the Sewers | 2,000 |
| 20 | DM's Choice | — |

* Only if used by character of appropriate class.

**Table 104:**

## Miscellaneous Magic: The Weird Stuff (D6)

**Subtable A (1-3)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Apparatus of Kwalish | 8,000 |
| 2-3 | Boat, Folding | 10,000 |
| 4 | Bowl Commanding Water Elementals (Wizard) | 4,000 |
| 5 | Bowl of Watery Death (Wizard) | — |
| 6 | Censer Controlling Air Elementals (Wizard) | 4,000 |
| 7 | Censer of Summoning Hostile Air Elementals (Wizard) | — |
| 8-9 | Crystal Ball (Wizard) | 1,000 |
| 10 | Crystal Hypnosis Ball (Wizard) | — |
| 11 | Cube of Force | 3,000 |
| 12-13 | Cube of Frost Resistance | 2,000 |
| 14 | Cubic Gate | 5,000 |
| 15 | Daern's Instant Fortress | 7,000 |
| 16 | Deck of Illusions | 1,500 |
| 17 | Deck of Many Things | — |
| 18 | Eyes of Charming (Wizard) | 4,000 |
| 19 | Eyes of Minute Seeing | 2,000 |
| 20 | DM's Choice | — |

**Subtable B 4-6**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Eyes of Petrification | — |
| 2 | Eyes of the Eagle | 3,500 |
| 3-4 | Figurine of Wondrous Power | 100* |
| 5 | Horseshoes of a Zephyr | 1,500 |

| | | |
|---|---|---|
| 6-7 | Horseshoes of Speed | 2,000 |
| 8 | Iron Bands of Bilarro | 750 |
| 9 | Lens of Detection | 250 |
| 10 | Quaal's Feather Token | 1,000 |
| 11-12 | Quiver of Ehlonna | 1,500 |
| 13 | Sheet of Smallness | 1,500 |
| 14 | Sphere of Annihilation | 4,000 |
| 15 | Stone Horse | 2,000 |
| 16 | Well of Many Worlds | 6,000 |
| 17-18 | Wind Fan | 500 |
| 19 | Wings of Flying | 750 |
| 20 | DM's Choice | — |

* Per Hit Die of the figurine.

## Armor and Shields

To determine the magical item found, roll for the type of armor on Table 105 and then the magical adjustment on Table 106. If a Special armor is found, roll for the type on Table 107.

**Table 105:**

### Armor Type

| D20 Roll | Armor |
|---|---|
| 1 | Banded mail |
| 2 | Brigandine |
| 3-5 | Chain mail |
| 6 | Field plate |
| 7 | Full plate |
| 8 | Leather |
| 9-12 | Plate mail |
| 13 | Ring mail |
| 14 | Scale mail |
| 15-17 | Shield |
| 18 | Splint mail |
| 19 | Studded leather |
| 20 | Special |

**Table 106:**

### Armor Class Adjustment

| D20 Roll | AC Adj. | XP Value |
|---|---|---|
| 1-2 | -1 | — |

| | | |
|---|---|---|
| 3-10 | +1 | 500 |
| 11-14 | +2 | 1,000 |
| 15-17 | +3 | 1,500 |
| 18-19 | +4 | 2,000 |
| 20 | +5 | 3,000 |

**Table 107:**

## Special Armors

| D20 Roll | Armor Type | XP Value |
|---|---|---|
| 1-2 | Armor of Command | +1,000 |
| 3-4 | Armor of Blending | +500 |
| 5-6 | Armor of Missile Attraction | —* |
| 7-8 | Armor of Rage | —* |
| 9-10 | Elven Chain Mail | +1,000 |
| 11-12 | Plate Mail of Etherealness | 5,000 |
| 13-14 | Plate Mail of Fear | 4,000 |
| 15-16 | Plate Mail of Vulnerability | — |
| 17-18 | Shield, Large, +1, +4 vs. Missiles | 400 |
| 19-20 | Shield -1, Missile Attractor | — |

* No experience points are gained, regardless of the amount of additional AC protection the item provides.

# Magical Weapons

To determine the type of magical weapon found, roll once on Table 108 for a weapon type. Then roll on Table 109 to determine the plus (or minus) of the weapon. If a Special result is rolled, roll on Table 110 to determine the exact weapon found. A range of numbers in parentheses is the number of items found.

**Table 108:**

## Weapon Type (D6)

| Subtable A (1-2) | |
|---|---|
| **D20 Roll** | **Weapon** |
| 1 | Arrow (4d6) |
| 2 | Arrow (3d6) |
| 3 | Arrow (2d6) |
| 4-5 | Axe |
| 6 | Battle axe |
| 7 | Bolt (2d10) |
| 8 | Bolt (2d6) |
| 9 | Bullet, Sling (3d4) |
| 10-12 | Dagger |
| 13 | Dart (3d4) |

| Subtable B (3-6) | |
|---|---|
| **D20 Roll** | **Weapon** |
| 1 | Military Pick |
| 2 | Morning Star |
| 3 | Pole Arm |
| 4-5 | Scimitar |
| 6-8 | Spear |
| 9-17 | Sword |
| 18 | Trident |
| 19 | Warhammer |
| 20 | Special (roll on Table 110) |

| | |
|---|---|
| 14 | Flail |
| 15 | Javelin (1d2) |
| 16 | Knife |
| 17 | Lance |
| 18-19 | Mace |
| 20 | Special (roll on Table 110) |

**Table 109:**

## Attack Roll Adjustment

| D20 Roll | Sword Adj. | XP Value | Other Wpn Adj. | XP Value |
|---|---|---|---|---|
| 1-2 | -1 | — | -1 | — |
| 3-10 | +1 | 400 | +1 | 500 |
| 11-14 | +2 | 800 | +1 | 500 |
| 15-17 | +3 | 1,400 | +2 | 1,000 |
| 18-19 | +4 | 2,000 | +2 | 1,000 |
| 20 | +5 | 3,000 | +3 | 2,000 |

**Table 110:**

## Special Weapons (D10)

**Subtable A (1-3)**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Arrow of Direction | 2,500 |
| 2 | Arrow of Slaying | 250 |
| 3 | Axe +2, Throwing | 750 |
| 4 | Axe of Hurling | * |
| 5-6 | Bow +1 | 500 |
| 7 | Crossbow of Accuracy, +3 | 2,000 |
| 8 | Crossbow of Distance | 1,500 |
| 9 | Crossbow of Speed | 1,500 |
| 10-11 | Dagger +1, +2 vs. Tiny or Small creatures | 300 |
| 12-13 | Dagger +2, +3 vs. larger than man-sized | 300 |
| 14 | Dagger +2, Longtooth | 300 |
| 15 | Dagger of Throwing | * |
| 16 | Dagger of Venom | 350 |
| 17 | Dart of Homing | 450 |
| 18 | Hammer +3, Dwarven Thrower | 1,500 |
| 19 | Hammer of Thunderbolts | 2,500 |
| 20 | DM's Choice | — |

* See item description

**Subtable B (4-6)**

| D20 Roll | Item | XP Value |
|---|---|---|

| | | |
|---|---|---|
| 1 | Hornblade | * |
| 2 | Javelin of Lightning | 250 |
| 3 | Javelin of Piercing | 250 |
| 4-5 | Knife, Buckle | 150 |
| 6-7 | Mace of Disruption | 2,000 |
| 8 | Net of Entrapment | 1,000 |
| 9 | Net of Snaring | 1,000 |
| 10-11 | Quarterstaff, Magical | 500 |
| 12 | Scimitar of Speed | * |
| 13-14 | Sling of Seeking +2 | 700 |
| 15 | Spear, Cursed Backbiter | — |
| 16 | Trident of Fish Command | 500 |
| 17 | Trident of Submission | 1,500 |
| 18 | Trident of Warning | 1,000 |
| 19 | Trident of Yearning | — |
| 20 | DM's Choice | — |

* See item description

**Subtable C (7-9)**

| D20 Roll | Sword | XP Value |
|---|---|---|
| 1 | Sun Blade | 3,000 |
| 2-7 | Sword +1, +2 vs. magic-using & enchanted creatures | 600 |
| 8-10 | Sword +1, +3 vs. lycanthropes & shape-changers | 700 |
| 11-12 | Sword +1, +3 vs. regenerating creatures | 800 |
| 13 | Sword +1, +4 vs. reptiles | 800 |
| 14-15 | Sword +1, Cursed | — |
| 16 | Sword +1, Flame Tongue | 900 |
| 17 | Sword +1, Luck Blade | 1,000 |
| 18 | Sword +2, Dragon Slayer | 900 |
| 19 | Sword +2, Giant Slayer | 900 |
| 20 | DM's Choice | — |

**Subtable D (10)**

| D20 Roll | Swords | XP Value |
|---|---|---|
| 1 | Sword +2, Nine Lives Stealer | 1,600 |
| 2-3 | Sword +3, Frost Brand | 1,600 |
| 4 | Sword +4, Defender | 3,000 |
| 5 | Sword +5, Defender | 3,600 |
| 6 | Sword +5, Holy Avenger | 4,000 |
| 7-8 | Sword -2, Cursed | — |
| 9 | Sword of Dancing | 4,400 |
| 10 | Sword of Life Stealing | 5,000 |
| 11 | Sword of Sharpness | 7,000 |
| 12 | Sword of the Planes | 2,000 |

| | | |
|---|---|---|
| 13 | Sword of Wounding | 4,400 |
| 14-16 | Sword, Cursed Berserking | — |
| 17-18 | Sword, Short, Quickness (+2) | 1,000 |
| 19 | Sword, Vorpal Weapon | 10,000 |
| 20 | DM's Choice | — |

# Appendix 3:
# Magical Item Descriptions

## Potions

Potions are typically found in ceramic, crystal, glass, or metal flasks or vials (though you can change this, if you want). Flasks or other containers generally contain enough fluid to provide one person with one complete dose to achieve the effects described for each potion below.

Opening and drinking a potion has an initiative modifier of 1, but the potion doesn't take effect until an additional initiative modifier delay of 1d4+1 has passed. Only then do the full magical properties of the potion become evident. Magical oils are poured over the body and smeared appropriately; this imposes a speed factor delay of 1d4 + 1.

Potions can be compounded by mages at relatively low cost. However, they must have a sample of the desired potion to obtain the right formula. Furthermore, ingredients tend to be rare or hard to come by. This aspect of potions, as well as the formulation of new ones by players, is detailed in the Spell Research rules.

## Identifying Potions

As a general rule, potion containers should bear no identifying marks, so player characters must sample from each container to determine the nature of the liquid inside. However, even a small taste should suffice to identify a potion in some way. Introduce different sorts of potions, both helpful and harmful, to cause difficulties in identification. In addition, the same type of potion, when created in different labs, might smell, taste, and look differently.

## Combining Potions

The magical mixtures and compounds that make up potions are not always compatible. The compatibility of potions is tested whenever two potions are actually intermingled, or a potion is consumed by a creature while another such liquid, already consumed, is in effect.

Permanent potions have an effective duration of one turn for mixing purposes. If you

drink another potion within one turn of drinking one with Permanent duration, check on Table 111. The exact effects of combining potions can't be calculated, because of differences in formulae, fabrication methods, and component quality employed by various mages. Therefore, it is suggested that Table 111 be used, with the following exceptions:

1. A *delusion* potion will mix with anything.
2. A *treasure finding* potion will always yield a lethal poison.

Secretly roll 1d100 for potion compatibility, giving no clues until necessary. The effects of combining specific potions can be pre-set as a plot device, at your option.

**Table 111:**

## Potion Compatibility

| D100 Roll | Result |
|---|---|
| 01 | Explosion. If two or more potions are swallowed together, internal damage is 6d10 hit points. Anyone within a 5-foot radius takes 1d10 points of damage. If the potions are mixed externally (in a beaker, say), all within a 10-foot radius suffer 4d6 points of damage, no saving throw. |
| 02-03 | Lethal poison* results. Imbiber is dead. If externally mixed, a poison gas cloud of 10-foot diameter results. All within the cloud must roll successful saving throws vs. poison or die. |
| 04-08 | Mild poison causes nausea and the loss of 1 point each of Strength and Dexterity, no saving throw. One potion is cancelled and the other is at half strength and duration. (Determine randomly which potion is cancelled). |
| 09-15 | Potions can't be mixed. Both potions are totally destroyed—one cancels the other. |
| 16-25 | Potions can't be mixed. One potion is cancelled, but the other remains normal (random selection). |
| 26-35 | Potions can't be mixed. Both potions function at half normal efficacy. |
| 36-90 | Potions can be mixed** and work normally, unless their effects are contradictory (for example, *diminution* and *growth*, which will simply cancel each other). |
| 91-99 | Compatible result. One potion (randomly selected) has 150% its normal efficacy. The DM can rule that only the duration of the augmented potion is extended. |
| 00 | Discovery. The mixing of the potions creates a special effect—only one of the potions will function, but its effects upon the imbiber are permanent. (Note that some harmful side effects could well result from this, at the DM's discretion.) |

* A *treasure finding* potion always creates a lethal poison when combined with another potion.

** A *delusion* potion can be mixed with all other potions.

## Potion Duration

Unless otherwise stated, the effects of a potion last for four complete turns plus d4 additional turns (4+d4).

# List of Potions

**Animal Control:** This potion enables the imbiber to empathize with and control the emotions of animals of one type—cats, dogs, horses, etc. The number of animals controlled depends upon size: 5d4 animals of the size of giant rats; 3d4 animals of about man-size; or 1d4 animals weighing about _ ton or more. The type of animal that can be controlled depends upon the particular potion, as indicated by die roll (d20):

| D20 Roll | Animal Type |
|---|---|
| 1-4 | mammal/marsupial |
| 5-8 | avian |
| 9-12 | reptile/amphibian |
| 13-15 | fish |
| 16-17 | mammal/marsupial/avian |
| 18-19 | reptile/amphibian/fish |
| 20 | all of the above |

Animals with Intelligence of 5 (low Intelligence) or better are entitled to a saving throw vs. spell. Control is limited to emotions or drives unless some form of communication is possible. Note that many monsters can't be controlled by the use of this potion, nor can humans, demihumans, or humanoids (see *ring of mammal control*).

**Clairaudience:** This potion empowers the creature drinking it to hear as the 3rd-level wizard spell of the same name. However, the potion can be used to hear even unknown areas within 30 yards. Its effects last for two turns.

**Clairvoyance:** This potion empowers the individual to see as the 3rd-level wizard spell, *clairvoyance*. It differs from the spell in that unknown areas up to 30 yards distant can be seen. Its effects last for one turn.

**Climbing:** Imbibing this potion enables the individual to climb as a thief, up or down vertical surfaces. A *climbing potion* is effective for one turn plus 5d4 rounds.

The base chance of slipping and falling is 1%. Make a percentile check at the halfway point of the climb—01 means the character falls. For every 100 pounds carried by the character, add 1% to the chance of slipping. If the climber wears armor, add the following to the falling chance:

| Armor | Chance to Fall |
|---|---|
| studded leather | 1% |
| ring mail | 2% |
| scale mail | 4% |
| chain mail | 7% |
| banded or splinted armor | 8% |

| | |
|---|---|
| plate mail | 10% |
| field plate | 10% |
| full plate | 12% |
| magical armor, any type | 1% |

**Delusion:** This potion affects the mind of the character so that he believes the liquid is some other potion (*healing*, for example, is a good choice—damage is "restored" by drinking it, and only death or rest after an adventure will reveal that the potion only caused the imbiber to believe that he was aided). If several individuals taste this potion, it is 90% probable that they will all agree it is the same potion (or whatever type the DM announces or hints at).

**Diminution:** After drinking this potion, the individual (and everything he's carrying and wearing) diminishes in size—to as small as 5% of normal size. The percentage of the potion drunk determines the amount a character shrinks: For example, if 40% of the contents are swallowed, the person shrinks to 60% of normal size. The effects of this potion last for six turns plus 1d4+1 turns.

**Dragon Control:** This potion enables the individual drinking it to cast what is, in effect, a *charm monster* spell upon a particular dragon within 60 yards. The dragon is entitled to a saving throw vs. spell, but with a -2 penalty. Control lasts for 5-20 (5d4) rounds. There are various sorts of dragon potions, as shown below:

| D20 Roll | Dragon Type |
|---|---|
| 1-2 | White Dragon control |
| 3-4 | Black Dragon control |
| 5-7 | Green Dragon control |
| 8-9 | Blue Dragon control |
| 10 | Red Dragon control |
| 11-12 | Brass Dragon control |
| 13-14 | Copper Dragon control |
| 15 | Bronze Dragon control |
| 16 | Silver Dragon control |
| 17 | Gold Dragon control |
| 18-19 | Evil Dragon control* |
| 20 | Good Dragon control** |

* Black, blue, green, red, and white
** Brass, bronze, copper, gold, and silver

**Elixir of Health:** This potion cures blindness, deafness, disease, feeblemindedness, insanity, infection, infestation, poisoning, and rot. It will not heal wounds or restore hit points lost through any of the above causes. Imbibing the whole potion will cure all of the above afflictions suffered by the imbiber. Half a flask will cure any one or two of the listed ills (DM's choice).

**Elixir of Madness:** A single sip of this elixir causes the imbiber to go mad, as if

affected by the 4th-level wizard spell, *confusion*, until a *heal*, *restoration*, or *wish* spell is used to remove the madness. Once any creature is affected by the elixir, the remaining draught loses all magical properties, becoming merely a foul-tasting liquid.

**Elixir of Youth:** Quaffing this rare and potent elixir will reverse aging. Taking the full potion at once reduces the imbiber's age by 1d4 + 1 years. Taking just a sip first, instead of drinking it down, will reduce the potency of the liquid, and drinking the lower-potency liquid reduces age by only 1d3 years.

**ESP:** The *ESP* potion bestows an ability that is the same as the 2nd-level wizard spell of the same name, except that its effects last for 5d8 rounds, i.e., 5 to 40 minutes.

**Extra-Healing:** This potion restores 3d8 + 3 hit points of damage when wholly consumed, or 1d8 hit points of damage for each one-third that is drunk.

**Fire Breath:** This potion allows the imbiber to spew a tongue of flame any time within one hour of quaffing the liquid. Each potion contains enough liquid for four small draughts. One draught allows the imbiber to breathe a cone of fire 10 feet wide and up to 20 feet long that inflicts 1d10 + 2 points of damage (d10 + 2). A double draught doubles the range and damage. If the entire potion is taken at once, the cone is 20 feet wide, up to 80 feet long, and inflicts 5d10 points of damage. Saving throws vs. breath weapon for half damage apply in all cases. If the flame is not expelled before the hour expires, the potion fails, with a 10% chance that the flames erupt in the imbiber's system, inflicting double damage upon him, with no saving throw allowed.

**Fire Resistance:** This potion bestows upon the person drinking it magical invulnerability to all forms of normal fire (such as bonfires, burning oil, or even huge pyres of flaming wood). It also gives resistance to fires generated by molten lava, a *wall of fire*, a *fireball*, fiery dragon breath, and similar intense flame/heat. All damage from such fires is reduced by -2 from each die of damage, and if a saving throw is applicable, it is rolled with a +4 bonus. If one-half of the potion is consumed, it confers invulnerability to normal fires and half the benefits noted above (-1, +2). The potion lasts one turn, or five rounds for half doses.

**Flying:** A flying potion enables the individual drinking it to fly in the same manner as the 3rd-level wizard spell, *fly*.

**Gaseous Form:** By imbibing this magical liquid, the individual causes his body, as well as anything he's carrying or wearing, to become gaseous. The gaseous form is able to flow at a base speed of 3/round. (A *gust of wind* spell, or even normal strong air currents, will blow the gaseous form at air speed.)

The gaseous form is transparent and insubstantial. It wavers and shifts, and can't be harmed except by magical fire or lightning, which do normal damage. A whirlwind inflicts double damage upon a creature in gaseous form. When in such condition the individual is able to enter any space that is not airtight—even a small crack or hole that allows air to penetrate also allows entry by a creature in gaseous form. The entire potion

must be consumed to achieve this result, and the effects last the entire duration (4+1d4 turns).

**Giant Control:** A full potion of this draught must be consumed for its effects to be felt. It will influence one or two giants like a *charm monster* spell. Control lasts for 5d6 rounds. If only one giant is influenced, it is entitled to a saving throw vs. spell with a -4 penalty; if two are influenced, the die rolls gain a +2 bonus—you're weakening the effect of the potion. The type of giant subject to a particular potion is randomly determined.

| D20 Roll | Giant Type |
|---|---|
| 1-5 | Hill Giant |
| 6-9 | Stone Giant |
| 10-13 | Frost Giant |
| 14-17 | Fire Giant |
| 18-19 | Cloud Giant |
| 20 | Storm Giant |

**Giant Strength:** This potion can be used only by warriors. When a giant strength potion is consumed, the individual gains great strength and bonuses to damage when he scores a hit with any hand-held or thrown weapon. It is also possible for the person to hurl rocks as shown on the table below. Note that the type of giant strength gained by drinking the potion is randomly determined on the same table:

| D20 Roll | Strength Equiv. | Weight Allowance | Damage Bonus | Range | Rock Hurling Base Damage | Bend Bars/Lift Gates |
|---|---|---|---|---|---|---|
| 1-6 | Hill Giant | 485 | +7 | 80 yd. | 1-6 | 50% |
| 7-10 | Stone Giant | 535 | +8 | 160 yd. | 1-12 | 60% |
| 11-14 | Frost Giant | 635 | +9 | 100 yd. | 1-8 | 70% |
| 15-17 | Fire Giant | 785 | +10 | 120 yd. | 1-8 | 80% |
| 18-19 | Cloud Giant | 935 | +11 | 140 yd. | 1-10 | 90% |
| 20 | Storm Giant | 1235 | +12 | 160 yd. | 1-12 | 95% |

**Growth:** This potion causes the height and weight of the person consuming it to increase. Garments and other worn and carried gear also grow in size. Each fourth of the liquid consumed causes 6 feet of height growth—in other words, a full potion increases height by 24 feet. Weight increases should be proportional to the change in height. Strength is increased sufficiently to allow bearing armor and weapons commensurate with the increased size, but does not provide combat bonuses. Movement increases to that of a giant of approximately equal size.

**Healing:** An entire potion must be consumed in a single round. If this is done, the potion restores 2d4 + 2 hit points of damage (see *extra-healing* above).

**Heroism:** This gives the imbiber a temporary increase in levels (hit points, combat ability, and saves) if he has fewer than 10 levels of experience.

| Level of Imbiber | Number of Levels Bestowed | Additonal Temporary Hit Dice |
|---|---|---|
| 0 | 4 | 4d10 |
| 1st-3rd | 3 | 3d10+1 |
| 4th-6th | 2 | 2d10+2 |
| 7th-9th | 1 | 1d10+3 |

When the potion is quaffed, the individual fights as if he were at the experience level bestowed by the magic of the elixir. Damage sustained is taken first from magically gained hit dice and bonus points. This potion can only be used by warriors.

**Human Control:** A *potion of human control* allows the imbiber to control up to 32 levels or Hit Dice of humans, humanoids, and demihumans as if a *charm person* spell had been cast. All creatures are entitled to saving throws vs. spell. Any pluses on Hit Dice are rounded down to the lowest whole die (e.g., 1 + 2 = 1, 2 + 6 = 2, etc.). This potion lasts for 5d6 rounds. The type of human(s) that can be controlled is randomly determined.

| D20 Roll | Human/Humanoid Controlled |
|---|---|
| 1-2 | Dwarves |
| 3-4 | Elves/Half-Elves |
| 5-6 | Gnomes |
| 7-8 | Halflings |
| 9-10 | Half-Orcs |
| 11-16 | Humans |
| 17-19 | Humanoids (gnolls, orcs, goblins, etc.) |
| 20 | Elves, Half-Elves, and Humans |

**Invisibility:** This potion confers invisibility similar to the 2nd-level wizard spell of the same name. Actions involving combat cause termination of the invisible state. The individual possessing this potion can quaff a single gulp—equal to 1/8 of the contents of the container—to bestow invisibility for 3-6 turns.

**Invulnerability:** This potion confers immunity to nonmagical weapons. It also protects against attacks from creatures (not characters) with no magical properties or with fewer than 4 Hit Dice. Thus, an 8th-level character without a magical weapon could not harm the imbiber of an invulnerability potion.

The potion also improves Armor Class rating by 2 classes and gives a bonus of +2 to the individual on his saving throws versus all forms of attack. Its effects are realized only when the entire potion is consumed, and they last for 5d4 rounds. Only warriors can use this potion.

**Levitation:** A *levitation* potion enables the consumer to levitate in much the same manner as the 2nd-level wizard spell of the same name. The potion allows levitation of the individual only, to a maximum weight of 600 pounds. The consumer can carry

another person, as long as their total weight is within this limit.

**Longevity:** The *longevity* potion reduces the character's age by 1d12 years, restoring youth and vigor. The entire potion must be consumed to achieve the desired result. It is also useful as a counter to magical or monster-based aging attacks.

Each time one drinks a *longevity* potion, there is a 1% cumulative chance the effect will be the reverse of what the consumer wants—all age removed by previous drinks will be restored!

**Oil of Acid Resistance:** When this oil is applied to skin, cloth, or any other material, it confers virtual invulnerability against acid. The oil wears off, but slowly—one application lasts for a whole day (1440 rounds). Each time the protected material is exposed to acid, the duration of the oil is reduced by as many rounds as hit points of damage the acid would have caused to exposed flesh. Thus, if a black dragon breathes for 64 points of acid damage, a person protected by this oil would lose 1 hour and 4 minutes of protection (64 rounds—32 if a saving throw vs. breath weapon was successful).

Each flask contains sufficient oil to protect one man-sized creature (and equipment) for 24 hours; or to protect any combination of creatures and duration between these extremes.

**Oil of Disenchantment:** This oil enables the removal of all enchantments and charms placed upon living things, and the suppression of such effects on objects. If the oil is rubbed in a creature, all enchantments and charms on it are immediately removed. If rubbed onto objects bearing an enchantment, the magic will be lost for 1d10 + 20 turns. After this time, the oil loses potency and the item regains its enchantment. The oil does not radiate magic once it is applied, and masks the enchantment of whatever it coats, so that an item so coated will not show any enchantment for as long as the oil remains effective.

**Oil of Elemental Invulnerability:** This precious substance gives total invulnerability to one type of normal elemental force on the Prime Material Plane: wind storms, fires, earth slides, floods, and so forth. There is a 10% chance that each such flask will also be effective on the appropriate Elemental plane—this allows the protected individual to operate freely and without danger from elemental forces. Attacks by elemental creatures are still effective, but with a -1 penalty per die of damage. A flask contains enough oil to coat one man-sized creature for eight days or eight individuals for one day. The element protected against is determined randomly.

| D4 Roll | Element |
|---|---|
| 1 | Air |
| 2 | Earth |
| 3 | Fire |
| 4 | Water |

**Oil of Etherealness:** This potion is actually a light oil that is applied externally to clothes and exposed flesh, conferring etherealness. In the ethereal state, the individual

can pass through solid objects in any direction—sideways, upward, downward—or to different planes. The individual cannot touch non-ethereal objects.

The oil takes effect three rounds after application, and it lasts for 4 + 1d4 turns unless removed with a weak acidic solution prior to the expiration of its normal effective duration. It can be applied to objects as well as creatures. One potion is sufficient to anoint a normal human and such gear as he typically carries (two or three weapons, garments, armor, shield, and miscellaneous gear). Ethereal individuals are invisible.

**Oil of Fiery Burning:** When this oil is exposed to air, it immediately bursts into flame, inflicting 5d6 points of damage to any creature directly exposed to the substance (save vs. spell for half damage). If hurled, the flask will always break. Any creature within 10 feet of the point of impact (up to a maximum of six creatures) will be affected. The oil can, for instance, be used to consume the bodies of as many as six regenerating creatures, such as trolls. If the flask is opened, the creature holding it immediately suffers 1d4 points of damage. Unless a roll equal to or less than the creature's Dexterity is made on 2d10, the flask cannot be re-stoppered in time to prevent the oil from exploding, with effects as described above.

**Oil of Fumbling:** This oil will seem to be of a useful type—*acid resistance, slipperiness,* etc.—until the wearer is under stress in an actual melee situation. At that point, he has a 50% chance each round to fumble and drop whatever he holds—weapon, shield, spell components, and so forth. Only a thorough bath of some solvent (alcohol, etc.) will remove the oil before it wears off.

**Oil of Impact:** This oil has beneficial effects on blunt weapons and missiles, both magical and nonmagical. When applied to a blunt weapon such as a club, hammer, or mace, it bestows a +3 bonus to attack rolls and a +6 bonus to damage. The effect lasts 1d4 + 8 rounds per application. One application will treat one weapon.

When applied to a blunt missile, such as a hurled hammer, hurled club, sling stone, or bullet, it bestows a +3 bonus to attack rolls and a +3 bonus to damage. The effect last until the missile is used once. One application will treat 4-5 sling stones or two larger weapons. A flask of *oil of impact* holds 1d3+2 applications.

**Oil of Slipperiness:** Similar to the *oil of etherealness* described above, this liquid is to be applied externally. This application makes it impossible for the individual to be grabbed, grasped, or hugged by any opponent, or constricted by snakes or tentacles. (Note that a roper could still inflict weakness, but that the monster's tentacles could not entwine the opponent coated with *oil of slipperiness*.)

In addition, such obstructions as webs, magical or otherwise, will not effect an anointed individual. Bonds such an ropes, manacles, and chains can be slipped free. Magical ropes and the like are not effective against this oil. If poured on a floor or on steps, there is a 95% chance that creatures standing on the surface will slip and fall. The oil requires eight hours to wear off normally, or it can be wiped off with an alcohol solution (even wine!).

**Oil of Timelessness:** When this oil is applied to any matter that was once alive

(leather, leaves, paper, wood, dead flesh, etc.), it allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object has a +1 bonus on all saving throws. The oil never wears off, although it can be magically removed. One flask contains enough oil to coat eight man-sized objects, or an equivalent area.

**Philter of Glibness:** This potion enables the imbiber to speak fluently—even tell lies—smoothly, believably, and undetectably. Magical investigation (such as the 4th-level priest spell, *detect lie*) will not give the usual results, but will reveal that some minor "stretching of the truth" might be occurring.

**Philter of Love:** This potion causes the individual drinking it to become charmed (see *charm* spells) with the first creature seen after consuming the draught. The imbiber may actually become enamored if the creature is of similar race and of the opposite sex. Charm effects wear off in 1d4+4 turns, but the enamoring effects last until a *dispel magic* spell is cast upon the individual.

**Philter of Persuasiveness:** When this potion is imbibed the individual becomes more charismatic, gaining a bonus of +5 on reaction dice rolls. The individual is also able to *suggest* (see the 3rd-level wizard spell, *suggestion*) once per turn to all creatures within 30 yards of him.

**Philter of Stammering and Stuttering:** When this liquid is consumed, it will seem to be beneficial—*philter of glibness* or *persuasiveness,* for instance. However, whenever a meaningful utterance must be spoken (the verbal component of a spell, the text of a scroll, negotiation with a monster, etc.), the potion's true effect is revealed—nothing can be said properly, and the reactions of all creatures hearing such nonsense will be at a -5 penalty.

**Plant Control:** A *plant control* potion enables the individual who consumes it to influence the behavior of vegetable life forms. This includes normal plants, fungi, and even molds and shambling mounds—within the parameters of their normal abilities. The imbiber can cause the vegetable forms to remain still or silent, move, entwine, etc., according to their limits.

Vegetable monsters with Intelligence of 5 or higher are entitled to a saving throw vs. spell. Plants within a 20-foot by 20-foot square can be controlled, subject to the limitations set forth above, for 5d4 rounds. Self-destructive control is not directly possible if the plants are intelligent (see *charm plants* spell). Control range is 90 yards.

**Poison:** A poison potion is simply a highly toxic liquid in a potion flask. Typically, poison potions are odorless and can be of any color. Ingestion, introduction of the poison through a break in the skin, or, in some cases, just skin contact, will cause death. Poison can be *weak* (+4 to +1 bonus to the saving throw), *average,* or *deadly* (-1 to -4 penalty or greater on the saving throw). Some poison can be so toxic that a *neutralize poison* spell will simply lower the toxicity level by 40%—say, from a -4 penalty to a +4 bonus to the

saving throw vs. poison. The DM selects the strength of poison desired, although most are strength "J" (see Table 51, Poison Strength). You might wish to allow characters to hurl poison flasks (see Combat, "Grenade-Like Missiles").

**Polymorph Self:** This potion duplicates the effects of the 4th-level wizard spell of the same name.

**Rainbow Hues:** This rather syrupy potion must be stored in a metallic container. The imbiber can become any hue or combination of hues desired at will. Any color or combination of colors is possible, if the user simply holds the thought in his mind long enough for the hue to be effected. If the potion is quaffed sparingly, a flask will yield up to seven draughts of one hour duration each.

**Speed:** A *potion of speed* increases the movement and combat capabilities of the imbiber by 100%. Thus, a movement rate of 9 becomes 18, and a character normally able to attack once per round attacks twice. This does not reduce spellcasting time, however. Use of a *speed* potion ages the individual by one year. The aging is permanent, but the other effects last for 5d4 rounds.

**Super-Heroism:** This potion gives the individual a temporary increase in levels (see *heroism* potion) if he has fewer than 13 levels of experience. It is similar to the *heroism* potion, but more powerful, and its effects last just 5d6 melee rounds:

| Level of Consumer | Number of Levels Bestowed | Additonal Temporary Hit Dice |
|---|---|---|
| 0 | 6 | 5d10 |
| 1st-3rd | 5 | 4d10+1 |
| 4th-6th | 4 | 3d10+2 |
| 7th-9th | 3 | 2d10+3 |
| 10th-12th | 2 | 1d10+4 |

**Sweet Water:** This liquid is not actually a potion to be drunk (though it tastes good). *Sweet water* is added to other liquids in order to change them to pure, drinkable water. It will neutralize poison and ruin magical potions (no saving throw). The contents of a single container will change up to 100,000 cubic feet of polluted, salt, or alkaline water to fresh water. It will turn up to 1,000 cubic feet of acid into pure water. The effects of the potion are permanent, but the liquid may be contaminated after an initial period of 5d4 rounds.

**Treasure Findings:** A *potion of treasure finding* empowers the drinker with a location sense, so that he can point to the direction of the nearest mass of treasure. The treasure must be within 240 yards, and its mass must equal metal of at least 10,000 copper pieces or 100 gems or any combination.

Note that only valuable metals (copper, silver, electrum, gold, platinum, etc.) and gems (and jewelry, of course) are located. The potion won't locate worthless metals or magical

items which don't contain precious metals or gems. The imbiber of the potion can "feel" the direction in which the treasure lies, but not its distance.

Intervening substances other than special magical wards or lead-lined walls will not withstand the powers that the liquor bestows upon the individual. The effects of the potion last for 5d4 rounds. (Clever players will attempt triangulation.)

**Undead Control:** This potion in effect gives the imbiber the ability to charm certain ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, and zombies. The charm ability is similar to the 1st-level wizard spell, *charm person.* It affects a maximum of 16 Hit Dice of undead, rounding down any hit point additions to the lowest die (e.g., 4 + 1 equals 4 Hit Dice). The undead are entitled to saving throws vs. spell only if they have intelligence. Saving throws are rolled with -2 penalties due to the power of the potion; the effects wear off in 5d4 rounds. To determine the type of undead affected by a particular potion, roll 1d10 and consult the following table:

| D10 Roll | Undead Type |
|---|---|
| 1 | Ghasts |
| 2 | Ghosts |
| 3 | Ghouls |
| 4 | Shadows |
| 5 | Skeletons |
| 6 | Spectres |
| 7 | Wights |
| 8 | Wraiths |
| 9 | Vampires |
| 10 | Zombies |

**Ventriloquism:** This allows the user to make his voice sound as if it (or someone's voice or a similar sound) were issuing from someplace other than where he is—from another creature, a statue, from behind a door, down a passage, etc. The user can speak in any language he knows, or make any sound he can normally make. To detect the ruse, listeners must roll a successful saving throw vs. spell with a penalty of -2. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this effect—the combined illusion may be perfect! The imbiber can use the *ventriloquism* ability up to six times within the duration of the potion.

**Vitality:** This potion restores the user to full vitality despite exertion, lack of sleep, and going without food and drink for up to seven days. It will nullify up to seven days of deprivation, and will continue in effect for the remainder of its seven-day duration. The potion also makes the user proof against poison and disease while it is in effect, and the user will recover lost hit points at the rate of 1 every 4 hours.

**Water Breathing:** It is 75% likely that a *water breathing* potion will contain two doses, 25% probable that there will be four in the container. The potion allows the character drinking it to breathe normally in liquids that contain suspended oxygen. This ability lasts for one full hour per dose of potion quaffed, with an additional 1d10 rounds

(minutes) variable. Thus, a character who has consumed a water breathing potion could enter the depths of a river, lake, or even the ocean and not drown while the magical effects of the potion persisted.

## Scrolls

Scrolls are generally found in cylinders—tubes of ivory, jade, leather, metal, or wood. Some tubes are inscribed with magic runes or writing PCs must read in order to open the container. This is up to the DM. Taking this approach encourages players to select and use *read magic* or *comprehend language* spells. It also makes it possible to protect power scrolls with traps (*symbols, explosive runes*) and *curses.*

Each scroll is written in its own magical cypher. To understand what type of scroll has been found, the ability to *read magic* must be available. Once a scroll is read to determine its contents, a *read magic* spell is not needed at a subsequent time to invoke its magic. Even a scroll map will appear unreadable until the proper spell (*comprehend languages*) is used.

Reading a scroll to find its contents does not invoke its magic unless it is a specially triggered *curse.* A *cursed* scroll can appear to be a scroll of any sort. It radiates no evil or special aura beyond being magical.

A *protection* scroll can be read by any class of character even without a *read magic* spell.

If a scroll isn't immediately read to determine its contents, there is a 5% to 30% chance it will fade. The DM sets the percentage or rolls 1d6 to determine it for each scroll.

When a spell scroll is examined, the following table can be used to find its nature:

| D100 Roll | Scroll Type |
|---|---|
| 01-70 | Wizard |
| 71-00 | Priest |

Other classes in the priest group can, at the DM's discretion, have unique scrolls as well. Only the indicated class of character can use the scroll, except thieves and bards, who can use any scroll, as explained in the *Player's Handbook.*

## Spell Level of Scroll Spells

All scroll spells are written to make use as quick and easy as possible for the writer. The level of the spell and its characteristics (range, duration, area of effect, etc.) are typically one level higher than that required to cast the spell, but never below 6th level of experience.

Thus, a 6th-level wizard spell is written at 13th level of ability, a 7th-level spell at 15th level, etc. The DM can make scroll spells more powerful by increasing the level at which they are written. This will, however, affect the chance of spell failure.

## Magical Spell Failure

If any spell-user acquires a scroll inscribed with a spell of a level too high for him to cast, he can still try to use the spell—the chance of failure, or other bad effect, is 5% per level difference between the character's present level and the level at which the spell could be used.

For example, a 1st-level mage finds a scroll with a *wish* spell inscribed upon it. The chance of failure is 85%, as *wish* is a 9th-level spell attained at 18th level: 18-1 = 17; 17x5% = 85%. A percentile die roll of 85 or less indicates failure of some sort, and Table 112 is consulted. In this case, the spell is 30% likely to fail without effect, while the chance for a reverse or harmful effect is 70%.

**Table 112:**
### Spell Failure

| Caster Level Difference | Total Failure | Reverse or Harmful Effect |
|---|---|---|
| 1-3 | 95% | 5% |
| 4-6 | 85% | 15% |
| 7-9 | 75% | 25% |
| 10-12 | 65% | 35% |
| 13-15 | 50% | 50% |
| 16 and up | 30% | 70% |

## Use of Scroll Spells

When a scroll is copied into a spellbook or read to release its magic, the writing completely and permanently disappears from the scroll. The magic content of the spell is bound up in the writing, and use releases and erases it. Thus, reading a spell from a scroll of seven spells makes the item a scroll of six spells. No matter what a player may try, each spell on a scroll is only usable once. Exceptions should be made very rarely and only when you have a very special magical item in mind—perhaps a scroll that can be read once per week. This would be potent magic indeed.

## Casting Scroll Effects

The initiative modifier of a scroll is its reading time. For scroll spells, this is equal to the casting time of the spell. For *protection* scrolls, the reading time is given in the explanation of the scroll effects.

The only requirements for using a scroll are sufficient light to read by and the actual verbalization of the writings. If the reading of a scroll is interrupted, the scroll effect is lost and that spell fades away and is lost. Spell components are unnecessary for the scroll reader, and no adverse effects associated with casting the spell are suffered—these

requirements or penalties have been fulfilled or suffered by the creator of the scroll.

## Protection Scroll Effects

If a player character has more than one protection scroll, the effects are cumulative, but not the duration. Scrolls that protect against creatures do not create an actual, physical globe. If the user forces the creature into a place from which further retreat is impossible—a corner, for example—and then continues forward until the creature would be within the radius of the circle, the creature is not harmed, and the protection is considered voluntarily broken and disappears. There is no way in which a protection scroll can be used as an offensive weapon.

## Who Can Use Scroll Spells?

Ability to use scroll spells does not permit a priest to use a wizard spell, or a wizard to use a priest spell. Likewise, it does not extend the ability of spell use to non-spell-using characters except with respect to protection scrolls. Anyone can use a protection scroll. Paladins and rangers cannot use priest scrolls.

Those characters able to read and employ scroll spells can do so regardless of other restrictions. Once the spell is known, it is not necessary to use a *read magic* spell in order to invoke its powers. Scrolls can be read even by mages who are unable to employ the spell copied because of an inability to learn it or because it is too high level (although, in the latter case, there is a chance of spell failure).

## Spell Level Range

The level range shown in Table 90 gives the parameters for random determination of spell level for scrolls if you choose not to set this yourself. With spell level determined, find the particular spell by consulting the appropriate Spell Tables in the *Player's Handbook.*

## Cursed Scrolls

Some scrolls bear powerful *curses*, placed intentionally or as a result of flawed scroll-making. *Cursed* scrolls take effect the instant they are first read. A *cursed* scroll can have any effect the DM desires, although a few should be outright deadly. Suggested *curses* include the following:

- Bad luck (-1 on attacks and saving throws).
- The character's beard grows 1 inch per minute.
- The character is teleported away from the rest of the party.
- Random monster appears and attacks.
- The character is polymorphed into a mouse.

- The character shrinks to half his normal size.
- The character is stricken with weakness, halving his Strength score.
- The character falls into a deep sleep from which he can't be roused.
- The character develops an uncontrollable appetite.
- The character must always talk in rhyme (preventing spellcasting).
- The character is stricken with cowardice and must make a morale check every time a monster is encountered.
- The character's alignment is changed.
- The character suffers 2-6 points of damage.
- The character suffers amnesia.
- The character feels compelled to give away all his belongings.
- The character must save vs. paralyzation or petrification.

In general, the effects of a curse can be negated or reversed by a *remove curse.* Some cases (such as *petrification*) may require the use of other spells. Overcoming a curse should be difficult for the player characters, but not impossible.

## Maps

While not magical, maps are special enough to require careful preparation and use by the DM, hence they are included in the listings of magical items. Maps should rarely be given out randomly—the DM must have a suitable map prepared in advance. There is no table to govern the nature of maps. All hint at or imply the existence of great treasures to be found while giving only a vague idea of the risks to be overcome. Some may be genuine, others fake. Because of the wide range of possibilities, the DM should use treasure maps as the springboard for new and exciting adventures.

## List of Protection Scrolls

**Protection from Acid:** (Reading time—6) The reader is protected from all forms of acid, to a maximum damage of 20 Hit Dice or a maximum duration of 1d4+8 turns, whichever occurs first.

**Protection from Cold:** (Reading time—3) Protection extends outward from the reader to a 30-foot diameter sphere. All within the area are protected from the effects of nonmagical cold to a temperature of absolute zero (-460 degrees). Against magical cold, the scroll confers a +6 bonus to saving throws and one-quarter damage (one-eighth if the saving throw is made). The duration of the scroll is 1d4+4 turns.

**Protection from Dragon Breath:** (Reading Time—variable) Only the individual reading the scroll is protected. Protection extends to all forms of dragon breath and lasts 2d4+4 rounds.

**Protection from Electricity:** (Reading time—5) Protection is provided in a 20-foot diameter sphere centered on the reader. Those protected are immune to all electrical

attacks and associated effects. The protection lasts 3d4 rounds.

**Protection from Elementals:** (Reading time—6) There are 5 varieties of this scroll. Roll percentile dice and consult the following table:

| D100 Roll | Type of Scroll |
|---|---|
| 01-15 | Protection from Air Elementals (including aerial servants, djinn, invisible stalkers, and wind walkers) |
| 16-30 | Protection from Earth Elementals (including xorn) |
| 31-45 | Protection from Fire Elementals (including efreeti and salamanders) |
| 46-60 | Protection from Water Elementals (including tritons and water weirds) |
| 61-00 | Protection from all Elementals |

The magic protects the reader and all within 10 feet of him from the type of elemental noted, as well as elemental creatures of the same plane(s). The protection affects a maximum of 24 Hit Dice of elemental creatures if the scroll is of a specific elemental type, 16 Hit Dice if it is against all sorts of elementals. The spell lasts for 5d8 rounds. Attack out of the circle is possible, as is attack into it by any elemental creature with more Hit Dice than are protected against or by several elemental creatures—those in excess of the protected number of Hit Dice are able to enter and attack.

**Protection from Fire:** (Reading time—8) Protection extends to a 30-foot diameter sphere centered on the reader. All in this area are able to withstand flame and heat of the hottest type, even of magical and elemental nature. The protection lasts 1d4+4 turns.

**Protection from Gas:** (Reading time—3) This scroll generates a 10-foot diameter sphere of protection centered on the reader. All within the area are immune to the effects of any gas—poison gas, gaseous breath weapons, spells that generate gas (such as *stinking cloud* and *cloudkill*), and all similar forms of noxious, toxic vapors. The protection lasts for 1d4+4 rounds.

**Protection from Lycanthropes:** (Reading time—4) There are seven common types of this scroll. The DM can select one from the table below or make a percentile roll to determine it randomly:

| D100 Roll | Scroll Type |
|---|---|
| 01-05 | Protection from Werebears |
| 06-10 | Protection from Wereboars |
| 11-20 | Protection from Wererats |
| 21-25 | Protection from Weretigers |
| 26-40 | Protection from Werewolves |
| 41-98 | Protection from all Lycanthropes |
| 99-00 | Protection from Shape-Changers |

The magical circle from the reading of the scroll extends in a 10-foot radius and moves with the reader. Each scroll protects against 49 Hit Dice of lycanthropes, rounding all hit

point pluses down unless they exceed +2. The protection is otherwise similar to that against elementals, above. The *protection from shape-changers* spell protects against monsters (except gods and godlike creatures) able to change their form to that of man: dopplegangers, certain dragons, druids, jackalweres, and lycanthropes, for example. The magic lasts for 5d6 rounds.

**Protection from Magic:** (Reading time—8) This scroll invokes a very powerful, invisible globe of antimagic in a 5-foot radius from the reader. No form of magic can pass into or out of it, but physical things are not restricted by the globe. As with other protections, the globe of antimagic moves with its invoker. The protection lasts for 5d6 rounds.

**Protection from Petrification:** (Reading time—5) A 10-foot radius circle of protection extends from, and moves with, the reader of this scroll. Everyone within its confines is absolutely immune to all attack forms, magical or otherwise, that turn flesh to stone. The protection lasts for 5d4 rounds.

**Protection from Plants:** (Reading time—1 round). A protective sphere 10 feet in diameter is centered on the reader. All forms of vegetable life (including fungi, slimes, molds, and the like) are unable to penetrate the sphere. If it is moved toward plant life that is capable of movement, the plant will be pushed away. If the plant is immobile (a well-rooted shrub, bush, or tree, for instance), the sphere cannot be moved through or past it unless the reader has enough strength and mass to uproot the plant under normal conditions. The protection lasts for 1d4+4 turns.

**Protection from Poison:** (Reading time—3) The protection afforded by this scroll extends only to the reader. No form of poison—ingested, contacted, breathed, etc.—will affect the protected individual, and any poison in the reader's system is permanently neutralized. The protection otherwise lasts 1d10+2 rounds.

**Protection from Possession:** (Reading time—1 round) This scroll generates a magical circle of 10-foot radius that extends from, and moves with, the reader. All creatures within its confines are protected from possession by magical spell attacks such as *magic jar* or attack forms aimed at possession or mental control. Even the dead are protected if they are within the magic circle. The protection lasts for 10d6 rounds in 90% of these scrolls; 10% have power that lasts 10d6 turns, but the spell effect is stationary.

**Protection from Undead:** (Reading time—4) When this scroll is read, a 5-foot radius circle of protection extends from, and moves with, the reader. It protects everyone within it from all physical attacks made by undead (ghasts, ghosts, ghouls, shadows, skeletons, spectres, wights, wraiths, vampires, zombies, etc.) but not magical spells or other attack forms. If a creature leaves the protected area, it is subject to physical attack. The protection restrains up to 35 Hit Dice/levels of undead; excess Hit Dice/levels can pass through the circle. It remains in effect for 10d8 rounds. Some protection scrolls of this nature protect only against certain types of undead (one or more) rather than all undead, at the DM's option. (See "Potions, Undead Control" for a die roll table.)

**Protection from Water:** (Reading time—6) This protection extends in a 10-foot diameter sphere centered on the reader. All forms of water—liquid, solid, and vapor, ice, hail, snow, sleet, steam, and so forth—are unable to penetrate the sphere of protection. If those protected come upon a form of water, the substance simply will not touch them; thus, they will not slip on ice, sink into a body of water, etc. The protection lasts for 1d4+4 turns.

## Rings

All magical rings normally radiate magic, but most are impossible to detect as magical rings without some mystic means. Furthermore, all magical rings look alike, so determination of a given ring's magical powers is difficult. The ring must be put on and various things tried in order to find what it does. No ring radiates good or evil.

No more than two magical rings can be worn by a character at the same time. If more are worn, none will function. No more than one magical ring can be worn on the same hand. A second ring worn on one hand causes both to be useless. Rings must be worn on the fingers. Rings on toes, in ear lobes, etc., do not function as magical rings.

The spell-like abilities of rings function as 12th-level magic unless the power requires a higher level. In cases where a higher level is necessary, rings function at the minimum level of magic use needed to cast the equivalent spell.

Magical rings can be worn and used by all character classes and humans/humanoids not specifically prohibited elsewhere. You might allow "monsters" with digits to wear rings, and some can actually benefit from them. For example, a troll could wear a *ring of regeneration* and gain its benefits in addition to its normal regenerative abilities.

## List of Rings

**Ring of Animal Friendship:** When the wearer of this ring approaches within 10 feet of any animals of neutral alignment and animal intelligence, the creatures must roll saving throws vs. spell. If they succeed, they move rapidly away from the ring wearer. If the saving throws fail, the creatures become docile and follow the ring wearer around. The item functions at 6th level, so up to 12 Hit Dice of animals can be affected by this ring.

Animals feeling friendship for the wearer will actually guard and protect that individual if he expends a charge from the ring to cause such behavior. A ring of this sort typically has 27 charges when discovered, and it cannot be recharged. A druid wearing this ring can influence twice the prescribed Hit Dice worth of animals (24 rather than 12), and a ranger is able to influence 18 Hit Dice worth of animals.

**Ring of Blinking:** When the wearer of this ring issues the proper verbal command, the item activates, and he is affected as if a *blink* spell were operating upon his person. The effect lasts for six rounds. The ring then ceases to function for six turns (one hour) while it replenishes itself. The command word is usually engraved somewhere on the ring. The

ring will activate whenever this word is spoken, even though the command might be given by someone other than the wearer, provided that the word is spoken within 10 feet of the ring.

**Ring of Chameleon Power:** Whenever the wearer of this ring desires, he is able to magically blend in with the surroundings. This enables 90% invisibility in foliage, against walls, and so forth.

If the wearer is associating with creatures of Intelligence 4 or greater at a distance of 60 feet or less, the ring enables the wearer to seem to be one of those creatures, but each turn of such association carries a 5% cumulative chance that the creatures will detect the ring wearer for what he is. Thus, such an association can never persist for more than 20 turns without the wearer being detected—at the end of that time, the chance of detection has risen to 100%. Creatures with 16 or greater Intelligence use their Intelligence score as an addition to the base chance of detection. For example, a creature of Intelligence 16 would have a base chance of (16+5%) = 21% at the end of turn 1, 26% at the end of turn 2, and so forth. Creatures with 3 or lower Intelligence instinctively and automatically detect the wearer if they come within a 10-foot radius of him.

**Ring of Clumsiness:** This cursed ring typically radiates an aura like another, beneficial, ring to disguise a baneful nature. The possible secondary powers are:

| D100 Roll | Secondary Power |
|---|---|
| 01-10 | *Free action* |
| 11-20 | *Feather falling* |
| 21-35 | *Invisibility* |
| 36-50 | *Jumping* |
| 51-60 | *Swimming* |
| 61-80 | *Warmth* |
| 81-100 | *Water walking* |

The secondary power works normally, except when the wearer is under stress—combat, stealth, delicate activity, and the like—at which time the *clumsiness* takes effect. Dexterity is lowered to half normal, rounded down. Chances for stealth and precise actions are also lowered by one-half, rounded down. Any attempt at spellcasting that requires the handling of a material component or the accomplishment of a somatic component will succeed only if the wearer rolls a successful saving throw vs. spell; otherwise, the spell is botched and annulled.

The ring can be taken off only by a successfully cast *dispel magic* spell (vs. 12th-level magic). Success destroys both the primary and secondary power of the ring.

**Ring of Contrariness:** This magical ring is cursed, making its wearer unable to agree with any idea, statement, or action. Once put on, the ring can be removed only after a *remove curse* spell is cast upon the individual wearing it. Because of the cure, the wearer will resist any attempts to cast such a spell. The *contrariness* ring will have one of the following additional magical properties:

| D100 Roll | Secondary Power |
|---|---|
| 01-20 | *Flying* |
| 21-40 | *Invisibility* |
| 41-60 | *Levitation* |
| 61-70 | *Shocking Grasp* (once per round) |
| 71-80 | *Spell Turning* |
| 81-00 | *Strength* (18/00) |

Note that contrariness can never be removed from the ring. The wearer will use his own powers, plus those of the ring, to retain it on his finger. The wearer of the ring will never damage himself. If, for example, other characters suggest that the wearer make certain that attacks upon him are well-defended against, or that he should not strike his own head, the ring wearer will agree—possibly attacking or striking at the speaker's head—because obviously the result must be contrary in this case. If a *ring of contrariness* turns spells, the cumulative *remove curse* cast upon the individual wearing it must equal or exceed 100%.

**Ring of Delusion:** A *delusion* ring convinces the wearer that it is some other sort of ring—whatever sort the wearer really desires. The wearer will be completely convinced that the ring is actually one with other magical properties, and he will unconsciously use his abilities of any sort (including those of other magical items available) to produce a result commensurate with the supposed properties of the *delusion* ring. The DM determines how successful the self-delusion is, as well as how observers are affected and what they will observe. The ring can be removed at any time.

**Ring of Djinni Summoning:** One of the many fabled rings of fantasy legend, the "genie" ring is most useful indeed, for it is a special "gate" by means of which a certain djinni can be summoned from the elemental plane of Air. When the ring is rubbed, the summons is served, and the djinni will appear on the next round. The djinni will faithfully obey and serve the wearer of the ring, but if the servant of the ring is ever killed, the ring becomes nonmagical and worthless. See the *Monstrous Manual* for details of a djinni's abilities.

**Ring of Elemental Command:** The four types of elemental command rings are very powerful. Each appears to be nothing more than an ordinary ring, but each has certain other powers as well as the following common properties:

1. Elementals of the plane to which the ring is attuned can't attack or even approach within 5 feet of the wearer. If the wearer desires, he may forego this protection and instead attempt to *charm* the elemental (saving throw applicable with a -2 penalty to the die). If the *charm* fails, however, total protection is lost and no further attempt at charming can be made, but the secondary properties given below will then function with respect to the elemental.
2. Creatures, other than normal elementals, from the plane to which the ring is attuned attack with -1 penalties to their attack rolls. The ring wearer takes damage at -1 on each die of damage and makes applicable saving throws from the creature's attacks at +2. All attacks are made by the wearer of the ring with a +4 bonus to the attack roll (or -4 on the

elemental creature's saving throw), and the wearer inflicts +6 damage (total, not per die) adjusted by any other applicable bonuses and penalties. Any weapon used by the ring wearer can hit elementals or elemental creatures even if it is not magical.

3. The wearer of the ring is able to converse with the elementals or elemental creatures of the plane to which the ring is attuned. These creatures will recognize that he wears the ring, and will show a healthy respect for the wearer, if alignments are similar. If alignment is opposed, creatures will fear the wearer if he is strong, hate and desire to slay him if the wearer is weak. Fear, hatred, and respect are determined by the DM.

4. The possessor of a *ring of elemental command* suffers a saving throw penalty as follows:

| | |
|---|---|
| Air | -2 vs. fire |
| Earth | -2 vs. petrification |
| Fire | -2 vs. water or cold |
| Water | -2 vs. lightning/electricity |

5. Only one of the powers of a *ring of elemental command* can be in use at any given time.

In addition to the powers described above, the ring gives characters the following abilities:

*Air*

- *Gust of wind* (once per round)
- *Fly*
- *Wall of force* (once per day)
- *Control winds* (once per week)
- *Invisibility*

The ring will appear to be an *invisibility ring* until a certain condition is met (having the ring blessed, slaying an air elemental, or whatever the DM determines as necessary to activate its full potential).

*Earth*

- *Stone tell* (once per day)
- *Passwall* (twice per day)
- *Wall of stone* (once per day)
- *Stone to flesh* (twice per week)
- *Move earth* (once per week)
- *Feather fall*

The ring will appear to be a *ring of feather falling* until the DM established condition is met.

*Fire*

- *Burning hands* (once per turn)
- *Pyrotechnics* (twice per day)

- *Wall of fire* (once per day)
- *Flame strike* (twice per week)
- *Fire resistance*

The ring will appear to be a *ring of fire resistance* until the DM-established condition is met.

*Water*
- *Purify water*
- *Create water* (once per day)
- *Water breathing* (5-foot radius)
- *Wall of ice* (once per day)
- *Airy water*
- *Lower water* (twice per week)
- *Part water* (twice per week)
- *Water walking*

The ring will appear to be a *ring of water walking* until the DM-established condition is met.

These rings operate at 12th level of experience, or the minimum level needed to perform the equivalent magical spell, if greater. The additional powers have an initiative modifier of +5.

**Ring of Feather Falling:** This ring protects its wearer by automatic activation of a *feather fall* if the individual falls 5 feet or more. (See the *feather fall* spell in the *Player's Handbook*.)

**Ring of Fire Resistance:** The wearer of this ring is totally immune to the effects of normal fires—torches, flaming oil, bonfires, etc. Very large and hot fires, molten lava, hell-hound breath, or a *wall of fire* spell will cause 10 hit points of damage per round if the wearer is directly within the conflagration.

Exceptionally hot fires such as red-dragon breath, pyrohydra breath, fireballs, flame strike, fire storm, etc., are saved against with a +4 bonus to the die roll, and all damage dice are calculated at -2 per die, but each die is never less than 1 in any event. As a rule of thumb, consider very hot fires as those that have a maximum initial exposure of up to 24 hit points, those of exceptional heat (25 or more hit points).

**Ring of Free Action:** This ring enables the wearer to move and attack freely and normally even when attacked by a *web*, *hold*, or *slow* spell, or even while under water. The spells simply have no effect. While under water, the individual moves at normal (surface) speed and does full damage even with cutting weapons (like axes and scimitars) and with smashing weapons (like flails, hammers, and maces), insofar as the weapon used is held rather than hurled. This will not, however, enable breathing under water without further appropriate magic.

**Ring of Human Influence:** This ring has the effect of raising the wearer's Charisma to 18 on encounter reactions with humans and humanoids. The wearer can make a *suggestion* to any human or humanoid (saving throw applies). The wearer can also *charm* up to 21 levels/Hit Dice of human/humanoids (saving throws apply) just as if he were using the wizard spell, *charm person.* The two latter uses of the ring are applicable but once per day. *Suggestion* or *charm* has an initiative penalty of +3.

**Ring of Invisibility:** The wearer of an *invisibility ring* is able to become invisible at will, instantly. This nonvisible state is exactly the same as the wizard *invisibility* spell, except that 10% of these rings have *inaudibility* as well, making the wearer absolutely silent. If the wearer wishes to speak, he breaks all silence features in order to do so.

**Ring of Jumping:** The wearer of this ring is able to leap 30 feet ahead or 10 feet backward or straight up, with an arc of about 2 feet for every 10 feet traveled (see the 1st-level wizard spell, *jump*). The wearer must use the ring's power carefully, for it can perform only four times per day.

**Ring of Mammal Control:** This ring enables its wearer to exercise complete control over mammals with Intelligence of 4 or less (animal or semi-intelligent mammals). Up to 30 Hit Dice of mammals can be controlled. The wearer's control over creatures is so great he can even command them to kill themselves, but complete concentration is required. (Note: The ring does not affect bird-mammal combinations, humans, semi-humans, and monsters such as lammasu, shedu, manticores, etc.). If the DM is in doubt about whether any creature can be controlled by the wearer of this ring, assume it can't be controlled.

**Ring of Mind Shielding:** This ring is usually of fine workmanship and wrought from heavy gold. The wearer is completely immune to *ESP, detect lie,* and *know alignment.*

**Ring of Protection:** A *ring of protection* improves the wearer's Armor Class value and saving throws versus all forms of attack. A *ring +1* betters AC by 1 (say, from 10 to 9) and gives a bonus of +1 on saving throw die rolls. The magical properties of a *ring of protection* are cumulative with all other magical items of protection except as follows:

1. The ring does not improve Armor Class if magical armor is worn, although it does add to saving throw die rolls.
2. Multiple *rings of protection* operating on the same person, or in the same area, do not combine protection. Only one such ring—the strongest—functions, so a pair of *protection rings +2* provides only +2 protection.

To determine the value of a *protection ring,* use the following table:

| D100 Roll | Level of Protection |
|---|---|
| 01-70 | +1 |
| 71-82 | +2 |
| 83 | +2, 5-foot radius protection |
| 84-90 | +3 |
| 91 | +3, 5-foot radius protection |

| | |
|---|---|
| 92-97 | +4 on AC, +2 to saving throws |
| 98-00 | +6 on AC, +1 to saving throws |

The radius bonus of 5 feet extends to all creatures within its circle, but applies only to their saving throws (i.e., only the ring wearer gains Armor Class additions).

**Ring of the Ram:** This ornate ring can be of any hard metal, usually a silver alloy or iron. It has the head of a ram (or a buck goat) as its device. Anyone who attempts a *detect magic* on the ring discovers an *evocation* upon it.

The wearer can cause the ring to give forth a ram-like force, manifested by a vaguely discernible shape which resembles the head of a ram or goat. This force strikes one target for 1d6 points of damage if one charge is expended, 2d6 points if two charges are used, or 3d6 points if three charges (the maximum) are used. The ring is quite useful for knocking opponents off walls or ladders, or over ledges, among other things. The force of the blow is considerable, and a victim who fails to save versus spell is knocked down. The range of this power is 30 feet. The target of the blow applies adjustments to the saving throw from the following list:

| | |
|---|---|
| Target smaller than man-sized | -1 |
| Larger than man-sized | +2 |
| Strength under 12 | -1 |
| Strength of 18-20 | +3 |
| Strength over 20 | +6 |
| 4 or more legs | +4 |
| Over 1,000 lbs. weight | +2 |
| 2 charges expended | -1 |
| 3 charges expended | -2 |

The DM can make circumstantial adjustments according to need. For instance, a fire giant balanced on a narrow ledge should *not* gain any benefit from Strength and weight unless he knows that he's about to be struck by the force of the ring. This is a case where common sense will serve best.

In addition to its attack mode, the *ring of the ram* also has the power to open doors as if a person of 18/00 Strength were doing so. If two charges are expended, the effect is as for a character of 19 Strength, and if three charges are expended, the effect is as if a 20 Strength were used. Magically *held* or *locked* portals can be opened in this manner.

Structural damage from the ramlike force is identical to an actual battering ram, with double or triple damage accruing for applications of two or three charges. Magical items struck by the ramlike force must save versus *crushing blow* if three charges are used; otherwise, the force will not affect them. Nonmagical items which are the target of the force save versus *crushing blow* from the impact.

A ring of this sort will have from 6 to 10 charges when discovered. It can be recharged by a wizard employing *enchant an item* and *Bigby's clenched fist* in combination.

**Ring of Regeneration:** The standard *ring of regeneration* restores one point of

damage per turn (and will eventually replace lost limbs or organs). It will bring its wearer back from death. (If death was caused by poison, however, a saving throw must be successfully rolled or the wearer dies again from the poison still in his system.) Only total destruction of all living tissue by fire or acid or similar means will prevent regeneration. Of course, the ring must be worn, and its removal stops the regeneration processes.

A rare kind of *ring of regeneration* is the *vampiric regeneration* ring. This bestows one-half (fractions dropped) of the value of hit points of damage the wearer inflicts upon opponents in hand-to-hand (melee, nonmissile, nonspell) combat immediately upon its wearer. It does not otherwise cause regeneration or restore life, limb, or organ. For example, if a character wearing the ring inflicts 10 points of damage, he adds five to his current hit point total. The creature struck still loses 10 points.

To determine which type of ring is discovered, roll percentile dice:

| **D100 Roll** | **Secondary Power** |
|---|---|
| 01-90 | *ring of regeneration* |
| 91-00 | *vampiric regeneration ring* |

In no case can the wearer's hit points exceed his usual maximum.

**Ring of Shocking Grasp:** This ordinary-seeming ring radiates only a faint, unidentifiable aura of magic when examined, but it contains a strong enchantment, capable of inflicting damage on an opponent. If the wearer touches an enemy with the hand upon which the ring is worn, a successful attack roll deliverers 1d8+6 points of damage to the target.

After three discharges of this nature, regardless of the time elapsed between them, the ring becomes inert for one turn. When actually functioning, this ring causes a circular, charged extrusion appear on the palm of the wearer's hand.

**Ring of Shooting Stars:** This ring has two modes of operation—at night and underground—both of which work only in relative darkness. During night hours, under the open sky, the *shooting stars* ring will perform the following functions:

- *Dancing lights* (once per hour).
- *Light*, as the spell of the same name (twice per night), 120-foot range.
- *Ball lightning*, as described below (once per night).
- *Shooting stars* (special).

The *ball lightning* function releases 1d4 balls of lightning, at the wearer's option. These glowing globes resemble dancing lights, and the ring wearer controls them as he would control *dancing lights.* These spheres have a 120-foot range and a four round duration. They can be moved at 120 feet per round. Each sphere is about 3 feet in diameter, and any creature it touches or approaches within 5 feet dissipates its charge (a successful save vs. spell halves damage—the contact was across an air gap). The charge values are:

| | |
|---|---|
| 4 lightning balls | 2d4 points damage each |
| 3 lightning balls | 2d6 points damage each |
| 2 lightning balls | 5d4 points damage each |
| 1 lightning ball | 4d12 points damage |

Release can be one at a time or all at once, during the course of one round or as needed throughout the night.

The *shooting stars* are glowing missiles with fiery trails, much like a *meteor swarm.* Three *shooting stars* can be released from the ring each week, simultaneously or one at a time. They impact for 12 points of damage and burst (as a *fireball*) in a 10-foot diameter sphere for 24 points of damage.

Any creature struck takes full damage from impact plus full damage from the shooting star burst. Creatures within the burst radius must roll a saving throw vs. spell to take only one-half damage (i.e., 12 points of damage, otherwise they, too, receive the full 24 points of damage). Range is 70 feet, at the end of which the burst will occur, unless an object or creature is struck before that. The shooting stars follow a straight line path. A creature in the path must roll a saving throw vs. spell or be hit by the missile. Saving throws suffer a -3 penalty within 20 feet of the ring wearer, -1 from 21 feet to 40 feet, normal beyond 40 feet.

Indoors at night, or underground, the *ring of shooting stars* has the following properties:

*Faerie fire* (twice per day)—as the spell

*Spark shower* (once per day)

The *spark shower* is a flying cloud of sizzling purple sparks, which fan out from the ring for a distance of 20 feet to a breadth of 10 feet. Creatures within this area take 2d8 points of damage each if no metal armor is worn and/or no metal weapon is held. Characters wearing metal armor or carrying a metal weapon receive 4d4 points of damage.

Range, duration, and are of effect of functions are the minimum for the comparable spell unless otherwise stated. Casting time is 5

**Ring of Spell Storing:** A *ring of spell storing* contains 1d4+1 spells which the wearer can employ as if he were a spellcaster of the level required to use the stored spells. The class of spells contained within the ring is determined in the same fashion as the spells on scrolls (see "Scrolls"). The level of each spell is determined by rolling 1d6 (for priests) or 1d8 (for wizards). The number rolled is the level of the spell, as follows:

Priest: 1d6, if 6 is rolled, roll 1d4 instead.

Wizard: 1d8, if 8 is rolled, roll 1d6 instead.

Which spell type of any given level is contained by the ring is also randomly determined.

The ring empathically imparts to the wearer the names of its spells. Once spell class, level, and type are determined, the properties of the ring are fixed and unchangeable. Once a spell is cast from the ring, it can be restored only by a character of appropriate class and level of experience (i.e., a 12th-level wizard is needed to restore a 6th-level magical spell to the ring). Stored spells have a casting time of five.

**Ring of Spell Turning:** This ring distorts the three normal dimensions, causing many spells cast at the wearer to rebound upon the spellcaster. Sometimes, a spell's entire effect is turned against the caster; sometimes, a portion of the effect rebounds.

Some spells are immune from the effects of a *ring of spell turning:*

1. Spells that affect an area, and which are not cast directly at the ring wearer, are not turned by the ring.

2. Spells that are delivered by touch are not turned.

3. Magic contained in devices (rods, staves, wands, rings, and other items) that are triggered without spellcasting are not turned. A scroll spell is *not* considered a device.

When a spell is cast at an individual wearing a *ring of spell turning*, 1d10 is rolled and the result is multiplied by 10. This score indicates what percentage of the spell has been turned back upon its caster.

Once the spell is turned, the effects must be determined. If the spell normally allows a saving throw, the intended target (the one wearing the ring) gains an automatic plus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on the turning die. The caster receives a bonus equal to the number rolled on this die subtracted from 10. For example, a *charm person* spell is cast at a character wearing a *ring of spell turning.* A 7 is rolled on the die, turning back 70% of the effect. The ring-wearer gains a +7 to his saving throw; the caster has a +3.

A saving throw is also allowed for spells which normally do not have one if 20% to 80% of the effect is turned. The saving throw adjustment is calculated as given above. No further adjustments are made for race, magical items, or any other condition including existing spells. To save, the character must have a modified die roll of 20 or greater. If the saving throw is made, the effect of the spell is negated. For example, an illusionist casts a *maze* spell at a fighter wearing a *ring of spell turning.* The spell normally allows no saving throw, but the ring turns 70% of the effect. The fighter is allowed a saving throw with a +7 modifier. The illusionist must also save, gaining only a +3. The fighter's die roll is 15, which saves (15+7 = 22); the illusionist's die roll is a 16 which, while close, fails (16+3 = 19). The illusionist becomes trapped in his own *maze* spell.

Once a spell is turned, the effects are divided proportionately between the two targets. If the spell causes damage, determine the damage normally and then assess the amount to each according to the percentage determined, rounding fractions to the nearest whole number. If a spell caused 23 points of damage, and 30% of it was turned, the intended victim would suffer 16 points of damage, while the caster would suffer 7. Durations are affected in a similar manner. In the above case, the spell duration would be 30% of its normal length for one character and 70% for the other. The effect of permanent spells for both characters remains unchanged.

Some spells affect a certain number of levels. When one of these is aimed at the ring wearer, the spell must be able to affect as many levels as the wearer and the spellcaster combined. If this condition is fulfilled, then the procedure above applies.

If the spellcaster and spell recipient both wear *spell turning rings* a resonating field is set up, and one of the following results will take place:

| | |
|---|---|
| 01-70 | Spell drains away without effect |
| 71-80 | Spell affects both at full effect |
| 81-97 | Both rings permanently lose their magic |
| 98-00 | Both individuals go through a rift into the Positive Energy plane |

A ring wearer who wants to receive a spell must remove the *ring of spell turning* to be able to do so.

**Ring of Sustenance:** This magical ring provides its wearer with life-sustaining nourishment even though he or she might go for days without food or drink. The ring also refreshes the body and mind, so that its wearer needs to sleep only two hours per day to gain the benefit of eight hours of sleep.

The ring must be worn for a full week in order to function properly. If it is removed, the wearer immediately loses its benefit and must wear it for another week to reattune it to himself. After functioning for any period of seven consecutive days, a *ring of sustenance* will cease to function for a week while it replenishes itself.

**Ring of Swimming:** The *ring of swimming* bestows upon the wearer the ability to swim at a full 21 base speed. (This assumes, of course, that the wearer is clad in garments appropriate for such activity.) The ring further enables the wearer to dive up to 50 feet into water without injury, providing the depth of the water is at least 1_ feet per 10 feet of diving elevation. The wearer can stay underwater for up to four rounds without needing a breath of air. Surface swimming can continue for four hours before a one hour (floating) rest is needed. The ring confers the ability to stay afloat under all but typhoon-like conditions.

**Ring of Telekinesis:** This ring enables the wearer to manipulate objects in the same manner as the 5th-level wizard spell, *telekinesis.* The amount of weight the wearer can move varies. Roll percentile dice to find the strength of the ring:

| | |
|---|---|
| 01-25 | 25 lbs. maximum |
| 26-50 | 50 lbs. maximum |
| 51-89 | 100 lbs. maximum |
| 90-99 | 200 lbs. maximum |
| 00 | 400 lbs. maximum |

**Ring of Truth:** There is little doubt that wearing a *ring of truth* is a mixed blessing. The wearer can detect any lie told to him, but he is unable to tell any sort of falsehood himself. If the wearer tries to tell a lie, he finds himself speaking the literal truth instead. On the plus side, the wearer is able to discern the last lie told by another—in fact, the power of the ring causes the voice of the liar to rise to a falsetto.

If the wearer of the ring encounters magic that enables falsehoods to be spoken without detection (such as an *undetectable lie* spell or a *philter of glibness*), no lie is detected. However, the ring wearer will find himself unable to hear the voice of the person so influenced, whether or not he is trying to listen. This, of course, reveals the lie indirectly.

**Ring of Warmth:** This ring provides its wearer with body heat even in conditions of extreme cold where the wearer has no clothing whatsoever. It also restores damage caused by cold at the rate of one point per turn. It provides a saving throw bonus of +2 versus cold-based attacks, and reduces damage sustained by -1 per die.

**Ring of Water Walking:** This ring enables the wearer to walk on any liquid without sinking into it—this includes mud, quicksand, oil, running water, and even snow. Up to

1,200 pounds can be supported by a *ring of water walking.* The ring wearer's feet do not actually contact the surface he is walking upon (but oval depressions about 1_ inches deep per 100 pounds of weight of the walker will be observed in hardening mud or set snow). The wearer moves at his standard movement rate.

**Ring of Weakness:** This cursed ring causes the wearer to lose 1 point of Strength and 1 point of Constitution per turn until the individual reaches three in each ability. This loss is not noticeable until the individual actually observes his weakened state through some exertion (such as combat or heavy lifting). The ring can also make the wearer invisible at will (at the cost of double the standard rate of Strength and Constitution loss). When the affected abilities reach 3, the wearer will be unable to function in his class.

Points lost from the ring are restored by rest on a one-for-one basis, with 1 point of each ability lost being restored in one day of rest. The *ring of weakness* can be removed only if a *remove curse* spell, followed by a *dispel magic,* is cast upon the ring.

There is a 5% chance that this procedure will reverse the ring's effect, changing it to a *ring of berserk strength.* This increases Strength and Constitution at a rate of 1 point per ability per turn, to a maximum of 18 each (roll percentile dice for bonus Strength if the wearer is a warrior). However, once 18 is reached in both abilities, the wearer will immediately melee with any opponent he meets, regardless of circumstances. Berserk strength is lost when the ring is removed (by casting a *remove curse*), as are Constitution points gained.

**Ring of Wishes, Multiple:** This ring contains from 2d4 *wish* spells. As with any wish, the DM should be very judicious in handling the request. If players are greedy and grasping, interpret their wording exactly, twist the wording, or simply rule the request is beyond the power of the magic. In any case, the wish is used up, whether or not the wish was granted, and regardless of the DM's interpretation of the wisher's request. No wish can cancel the decrees of god-like beings, unless it comes from another such creature.

**Ring of Wishes, Three:** This ring contains three *wish* spells instead of a variable number. It is otherwise the same as a *multiple wish* ring except that 25% (01-25) of *three wish* rings contain only *limited wish* spells.

**Ring of Wizardry:** This ring doubles the number of spells a wizard may prepare each day in one or more spell levels. Only wizards can benefit from a *ring of wizardry.* Other classes, even those with spell ability, can neither use nor understand the working of such a ring. To determine the properties of a given ring use the table below:

| | |
|---|---|
| 01-50 | doubles 1st-level spells |
| 51-75 | doubles 2nd-level spells |
| 76-82 | doubles 3rd-level spells |
| 83-88 | doubles 1st-and 2nd-level spells |
| 89-92 | doubles 4th-level spells |
| 93-95 | doubles 5th-level spells |
| 96-99 | doubles 1st- through 3rd-level spells |
| 100 | doubles 4th- and 5th-level spells |

**Ring of X-Ray Vision:** This ring gives its possessor the ability to see into and through substances that are impenetrable to normal sight. Vision range is 20 feet, with the viewer seeing as if he were looking at something in normal light. X-ray vision can penetrate 20 feet of cloth, wood, or similar animal or vegetable material, and up to 10 feet of stone or some metals (some metals can't be penetrated at all):

| Substance Scanned | Thickness Penetrated per Round of X-Raying | Maximum Thickness |
|---|---|---|
| Animal matter | 4' | 20' |
| Vegetable matter | 2_' | 20' |
| Stone | 1' | 10' |
| Iron, Steel, etc. | 1" | 10" |
| Lead, Gold, Platinum | nil | nil |

It is possible to scan up to 100 square feet of area during one round. Thus, during one round, the wearer of the ring could scan an area of stone 10 feet wide and 10 feet high. Alternatively, he could scan an area 5 feet wide and 20 feet high.

Secret compartments, drawers, recesses, and doors are 90% likely to be located by x-ray vision scanning. Even though this ring enables its wearer to scan secret doors, traps, hidden items, and the like, it also limits his use of the power, for it drains 1 point of Constitution if used more frequently than once every six turns. If it is used three turns in one hour, the user loses 2 points from his total Constitution score, 3 if used four turns, etc.

This Constitution loss is recovered at the rate of 2 points per day of rest. If Constitution reaches 2, the wearer is exhausted and must rest immediately. No activity, not even walking, can be performed until Constitution returns to 3 or better.

## Rods

Rods are about three feet long and as thick as your thumb. They are normally found in cases or similar storage places. Rods can be fashioned from metal, wood, ivory, or bone. They can be plain or decorated and carved, tipped, or not.

Rods are powered by charges, unless noted otherwise in the description of a particular rod. Each time the rod is used, one or more charge may be expended. Characters do not automatically know the number of charges possessed by an item when it is discovered, although research and spellcasting can reveal this.

A rod can sometimes be recharged according to the rules given for constructing magical items if its charges have not totally been used up. When a rod is drained of all charges, it loses all its magical properties and cannot be recharged ever again.

When discovered, a rod normally contains 41 to 50 (1d10+40) charges. However, while rods almost never have more charges than this, it is possible to find a rod with significantly fewer charges, particularly if it is captured from an enemy who has

previously used the item.

## Command Words (Optional Rule)

A rod is normally activated when the wielder utters a specific command word. This word acts like a trigger, unleashing the power stored within the item. Since control of a rod depends on knowledge of the command word, these are jealously guarded by the owner. An absent-minded wizard can etch the command word on the item or carry it on a piece of paper in his pocket, but this is only rarely done. Most often the character must use spells of the divination school or sages to discover the correct command to activate a rod.

## List of Rods

**Rod of Absorption:** This rod acts as a magnet, drawing magic spells of any nature (priest or wizard) into itself. It then nullifies their effects and stores their potential until the wielder releases this energy in the form of spells of his own casting. The magic absorbed must have been directed at the character possessing the rod. The wielder can instantly detect a spell's level as the rod absorbs the spell's energy.

A running total of absorbed (and used) spell levels should be kept. For example, a rod that absorbs a 6th-level spell and a 3rd-level spell has a total of nine absorbed levels. The wielder of the rod can use captured spell energy to cast any spell he has memorized, at a casting time of 1, without loss of spell memory. The only restriction is that the levels of spell energy stored in the rod must be equal to or greater than the level of the spell the wielder wants to cast. Continuing the example above, the rod-wielder could cast a maximum of one 9th-level spell, one 6th-level and one 3rd-level, and so on.

The *rod of absorption* can never be recharged. It absorbs 50 spell levels and can thereafter only discharge any remaining potential it might have. The wielder will know that the rod's limit has been reached upon grasping the item. Used charges indicate that it has already absorbed some of its maximum of 50 spell levels and that some of those have been used.

Here is a more specific example: A priest uses a *rod of absorption* to nullify the effect of a *hold person* spell cast at him by a mage. The rod has now absorbed three spell levels and can absorb 47 more. The cleric can cast any 1st-, 2nd-, or 3rd-level spell he has memorized, without memory loss of that spell, by using the stored potential of the rod. Assume the cleric casts a *hold person* back. This spell is only 2nd-level to him, so the rod still holds one spell level of potential, can absorb 47 more, and has disposed of two charges permanently.

**Rod of Alertness:** This magical rod is indistinguishable from a *footman's mace +1*. It has eight flanges on its macelike head. The rod bestows +1 to the possessor's die roll for being surprised, and in combat the possessor gains -1 on initiative die rolls. If it is grasped firmly, the rod enables the character to *detect alignment, evil, good,* illusions, *invisibility, lie,* or *magic.* The use of these detect powers does not expend any of the charges in the rod.

If the *rod of alertness* is planted in the ground, and the possessor wills it to alertness, the rod will "sense" any creature intends to harm the possessor. Each of the flanges on the rod's head then cast a *light* spell along one of the main directions (N, NE, E, etc.) out to a 60-foot range. At the same time, the rod creates the effect of a *prayer* spell upon all creatures friendly to the possessor in a 20-foot radius. Immediately thereafter, the rod sends forth a mental alert to these friendly creature, warning them of possible danger from the unfriendly creature(s) within the 120-foot radius.

Lastly, the rod can be used to simulate the casting of an *animate object* spell, utilizing any 16 (or fewer) objects specially designated by the possessor and placed roughly around the perimeter of a 6-foot-radius circle centered on the rod. The selected objects can be 16 shrubs, 16 specially shaped branches, or whatever.

All of the rod's protective functions require one charge. The *animate object* power require one additional charge, so, if all of the rod's protective devices are utilized at once, two charges are expended.

The rod can be recharged by a priest of 16th level or higher, as long as at least one charge remains in the rod when the recharging is attempted.

**Rod of Beguiling:** This rod enables its possessor to radiate an emotional and mental wave of fellow feeling to all creatures with any Intelligence whatsoever (1 or higher Intelligence). The rod causes all such creatures within a 20-foot radius of the device to regard the wielder as their comrade, friend, or mentor (no saving throw).

The beguiled creatures will love and respect the rod wielder. They will listen, trust, and obey him, insofar as communication is possible and instructions given don't consign the beguilded to needless injury or destruction or go against their nature or alignment. Each charge of the rod beguiles for one turn. It can be recharged.

**Rod of Cancellation:** This dreaded rod is a bane to all classes, for its touch drains items of all magical properties unless a saving throw versus the cancellation is made. Contact is made by making a normal attack roll in melee combat.

| Saving Throw | Item |
|---|---|
| 20 | Potion |
| 19 | Scroll |
| 17 | Ring |
| 14 | Rod |
| 13 | Staff |
| 15 | Wand |
| 12 | Miscellaneous magical item |
| 3 | Artifact or relic |
| 11 (8) | Armor or shield (if +5) |
| 9 (7) | Sword (holy sword) |
| 10 | Miscellaneous weapon* |

* Several small items, such as magical arrows or bolts together in one container, will be drained simultaneously.

To find out if the draining can be prevented, a d20 roll must be made for the target item. If the die roll result in a number equal to or higher than the number listed on the table above, the target is unaffected. If the roll is lower, the item is drained. Upon draining an item, the rod itself becomes brittle and cannot be used again. Drained items are not restorable, even by *wish.*

**Rod of Flailing:** This magical weapon radiates faintly of alteration magic when subjected to a *detect magic* spell. Upon the command of its possessor, the weapon activates, changing from a normal-seeming rod to a double-headed flail. In close quarters, or if the wielder is mounted, it is the small, horseman's weapon (base damage 1d4+1, S-M/L); otherwise, it is a footman's weapon (base damage 1d6+1/2d4, S-M/L).

In either form, the weapon has a +3 bonus to attack and damage rolls. Each of the weapon's two heads can be used to attack, so double hits can be scored, either on a single opponent or on two opponents who are man-sized or smaller and standing side by side.

If the holder of the rod expends one charge, he gains +4 bonuses on Armor Class and saving throws for one turn. The rod need not be in weapon-form for this protection benefit to be employed. Transforming it into a weapon (or back into a rod) does not expend any charges.

**Rod of Lordly Might:** This rod has functions that are spell-like, but it can also be used as magic weapons of various sorts. It also has several more mundane uses. The *rod of lordly might* is metal, thicker than other rods, with a flanged ball at one end and various studs along its length. It weighs 10 pounds, thus requiring 16 or greater Strength to wield properly (-1 penalty to attack rolls for each point of Strength below 16).

The spell-like functions of the rod are:

- *Paralyzation* upon touch, if the wielder so commands
- *Fear* upon all enemies viewing it, if the wielder so desires (6-foot maximum range)
- *Drain* 2d4 hit points from a touched opponent and bestow them upon the rod wielder, up to the rod wielder's normal maximum.

Each function draws off one charge from the rod. The functions entitle victims to saving throws vs. spell, with the exception of the draining function above—this requires a successful hit during melee combat.

The weapon uses of the rod do not use charges. These are:

- *mace* +2
- *sword of flame +1* when button #1 is pushed. A blade springs from the ball; the ball becomes the sword's hilt. The weapon shortens to an overall length to three feet.
- *battle axe +4* when button #2 is pushed. The sword blade springs forth, and the handle can be lengthened up to 12 feet, for an overall length of from 6 feet to 15 feet. In 15-foot length, the rod is suitable for use as a lance.

The mundane uses of the rod do not use charges. These are:

• Climbing pole. When button #4 is pushed, a spike that can anchor in granite is extruded from the ball, while the other end sprouts three sharp hooks. The rod lengthens 5 to 50 feet in a single round, stopping when button #4 is pushed. Horizontal bars three inches long fold out from the sides, one foot apart, in staggered progression. The rod is firmly held by spike and hooks and will bear up to 4,000 pounds weight. It retracts by pushing button #5.
• The ladder function can also be used to force open doors. The rod's base is planted 30 feet or less from the portal to be forced and is in line with it. The force exerted is equal to storm giant Strength.
• When button #6 is pushed, the rod will indicate magnetic north and give the possessor a knowledge of his approximate depth beneath the surface (or height above it).

The *rod of lordly might* cannot be recharged. When its charges are exhausted, spell-like functions cease, as do all weapon functions except the *mace +2*. The rod continues to work in all other ways.

**Rod of Passage:** This potent item allows its wielder to perform any of the following, one at a time, one per round: *astral travel, dimension door, passwall, phase door,* and *teleport without error.* It is necessary to expend one charge to activate the rod, but once it is activated the possessor can perform each of the listed functions one time. The rod remains charged for one day, or until each of the five functions is used. None of the functions can be used a second time unless another charge is expended, whereupon all five of the functions again become available.

With respect to *astral travel,* the wielder can elect to use the rod on as many as five creatures (one of which must be the wielder himself). Each creature then takes on astral form and can travel in that form. Any remaining functions of the rod are cancelled by this action. The rod travels into the Astral plane along with the wielder and the other affected creatures, and cannot be used or reactivated until it is returned from the Astral plane.

This five-in-one effect doesn't work with respect to the rod's other powers; only *astral travel* can be used more than once per activation, and only in the manner described above.

The rod exudes a magical aura of the alteration and evocation sort. Because the physical bodies of the travelers, and their possessions, are actually empowered to become astral, the recharging of the rod requires a wizard of 20th level or higher.

**Rod of Resurrection:** This rod enables a cleric to resurrect the dead—even elven, dwarven, gnome, or halfling—as if he were of high enough level to cast the *resurrection* spell. No rest is required, as the rod bestows the life giving effects.

The rod can be used once per day. The number of charges used to resurrect a character depends on class and race. Total the number of charges indicated for the character's class and race:

| Class | Charges | Race | Charges |
|---|---|---|---|
| Cleric | 1 | Dwarf | 3 |
| Druid | 2 | Elf | 4 |

| | | | |
|---|---|---|---|
| Fighter | 2 | Gnome | 3 |
| Paladin | 1 | Half-elf | 2 |
| Ranger | 2 | Halfling | 2 |
| Mage | 3 | Human | 1 |
| Illusionist | 3 | | |
| Thief | 3 | | |
| Bard | 2 | | |

Multi-classed characters use the least favorable category. The rod cannot be recharged.

**Rod of Rulership:** The individual who possesses this magic rod is able to command the obedience and fealty of creatures within 120 feet when he or she activates the device. From 200 to 500 Hit Dice (or levels of experience) can be ruled, but creatures with 15 or greater Intelligence and 12 or more Hit Dice/levels are entitled to a saving throw vs. spell. Ruled creatures will obey the wielder of the *rod of rulership* as if he or she were their absolute sovereign. Still if the wielder gives a command that is absolutely contrary to the nature of the creatures commanded, the magic will be broken. The rod has a casting time of 5. Each charge lasts for one turn. The rod cannot be recharged.

**Rod of Security:** Each time a charge is expended, this item creates a non-dimensional space, a "pocket paradise." There the rod's possessor and as many as 199 other creatures can stay in complete safety for a period of time, the maximum being 200 days divided by the number of creatures affected. Thus, one creature (the rod's possessor) can stay for 200 days; four creatures can stay for 50 days; a group of 60 creatures can stay for three days. All fractions are rounded down, so that a group numbering between 101 and 200 inclusive can stay for one day only.

In this "paradise," creatures don't age (except from magical causes such as the casting of a *wish* spell), and natural healing and curing take place at twice the normal rate. Fresh water and food (fruits and vegetables only) are in abundance. The climate is comfortable for all creatures involved, so that protection from the elements is not necessary.

Activation of the rod causes the wielder and as many creatures as were touched with the item at the time of use to be transported instantaneously to the paradise. (Members of large groups can hold hands or otherwise touch each other, allowing all to be "touched" by the rod at once.)

When the rod's effect is cancelled or expires, all of the affected creatures instantly reappear in the location they occupied when the rod was activated. If something else occupies the space that a traveler would be returning to, then his body is displaced a sufficient distance to provide the space required for "re-entry."

The rod can be recharged by the joint efforts of a priest of 16th or higher level and a wizard of 18th or higher level.

**Rod of Smiting:** This rod is a +3 magical weapon that inflicts 1d8+3 points of damage. Against golems, the rod causes 2d8+6 points of damage, and any score of 20 or better completely destroys the golem. Any hit upon a golem drains one charge.

The rod causes normal damage (1d8+3) versus creatures of the Outer Planes. Any score of 20 or better draws off one charge and causes triple damage: (1d8+3) x3. The rod

cannot be recharged.

**Rod of Splendor:** The possessor of this rod is automatically and continually bestowed with a Charisma of 18 for as long as the item is held or carried. Whatever garments the possessor wears (including armor) appear to be of the finest quality and condition, although no special magical benefit (such as a change in Armor Class) is enjoyed.

If the possessor already has a Charisma score of 18 or greater, the rod does not further enhance this attribute. When the possessor expends one charge, the rod actually creates and garbs him in clothing of the finest fabrics, plus adornments of furs and jewels.

Apparel created by the magic of the rod remains in existence unless the possessor attempts to sell any part of it, or if any of the garb is forcibly taken from. In either of these cases, all of the apparel immediately disappears. The garments may be freely given to other characters or creatures, however, and will remain whole and sound afterward. Characters bedecked in a magically created outfit can't replace or add garments by expending another charge—if the possessor tries this, the charge is simply wasted.

The value of any noble garb created by the wand will be from 7,000 to 10,000 gp (1d4+6). The fabric will be worth 1,000 gp, furs 5,000 gp, and jewel trim from 1,000 to 4,000 gp (i.e., 10 gems of 100 gp value each, 10 gems of 200 gp value each or 20 gems of 100 gp value, and so forth).

The second special power of the rod, also requiring one charge to bring about, is the creation of a palatial tent—a huge pavilion of silk encompassing between 1,500 and 3,000 square feet. Inside the tent are temporary furnishings and food suitable to the splendor of the pavilion and in sufficient supply to entertain as many as 100 persons.

The tent and its trappings will last for one day. At the end of that time, the pavilion may be maintained by expending another charge. If the extra charge isn't spent, the tent and all objects associated with it (including any items that were taken out of the tent) disappear.

This rod cannot be recharged.

**Rod of Terror:** This rod is a +2 magical weapon capable of inflicting 1d6 +3 points of damage per hit. Furthermore, the wielder can expend a charge to envelop himself in a terrifying aura. His clothes and appearance are transformed into an illusion of darkest horror, such that all within 30 feet who view him must roll successful saving throws vs. rods or be struck motionless with terror. Those who succeed on their save suffer a -1 penalty to their morales and must make immediate morale checks. However, each time the rod is used, there is a 20% chance the wielder will permanently lose 1 point from his Charisma score.

## Staves

Staves are about 5 feet or 6 feet long and as thick as a young sapling—about an inch and a half at the base, tapering to an inch at the tip, although they can be of nearly equal diameter throughout. Staves are typically fashioned of wood, often carved, usually metal bound, and likely to be gnarly and twisted. They can be unusual or appear to be ordinary.

Staves, like wands and rods, are powered by charges. A staff typically has 1d6+19 charges when found. Again, it is possible for a stave to have fewer charges, although almost none have more than this number. Some staves can be recharged according to the rules for making magical items. Once all the charges are used, the stave is rendered nonmagical and cannot be recharged.

Unless inapplicable or otherwise specified, staves function at the 8th level of magic use. Their spell discharge is that of an 8th-level wizard with respect to range, duration, and area of effect.

Damage is nominally 8d6 with respect to fireballs, lightning bolts, etc.

## Command Words (Optional Rule)

If the DM desires, unleashing the power of a stave can require a specific command word or phrase that must be discovered or researched separately from the item itself. This command can be as simple as a single word ("Heal") or could be as complicated as a rhyming phrase that must be adjusted to fit the circumstances ("I touch this elf; restore his health," or "In this moment of great toil, I command thee, staff—uncoil!"). Since command words are the key to great power, wise owners will memorize them and destroy all other evidence. Indeed, knowledge of command words can be used as a bargaining point in surrender negotiations.

## List of Staves

**Staff-Mace:** This clerical weapon appears to be a normal wooden staff of the type used when trekking in the wilderness. This item is typically made of bronzewood, reinforced by heavy bands and tips of iron. It gives off a very faint aura of alteration magic. Upon command, the *staff-mace* takes on one of three forms, as desired by the possessor.

Quarterstaff: *quarterstaff +3,* iron-shod
Great Mace: *footman's mace +1,* iron
Mace: *horseman's mace +2,* iron

**Staff-Spear:** When this seemingly ordinary quarterstaff is examined magically, it will have an aura of alteration. Upon proper command, a long and sharp spear blade will shoot forth from its upper end. This makes the weapon into a spear rather than a staff. Upon a second command, the length of the weapon will elongate to a full 12 feet, and the third command will recall it to its original form. The powers and value of each staff-spear are determined randomly when the item is first employed:

| To Hit D20 Roll | XP & Damage | Value |
|---|---|---|
| 1-6 | +1 | 1,000 |
| 7-10 | +2 | 1,500 |
| 11-13 | +3 | 2,000 |
| 14-16 | +4 | 2,500 |

| | | |
|---|---|---|
| 17-19 | +5 | 3,000 |
| 20 | +3* | 3,500 |

* Does damage as ranseur (2d4), but still acts as a spear if used to thrust or when set to receive a charge.

**Staff of Command:** This device has three functions, only two of which will be effective if the wielder is a wizard; all three work when the staff is in a priest's hands. The three functions are:

*Human influence:* This power duplicates that of the ring of the same name. Each *suggestion* or *charge* draws one charge from the staff.

*Mammal control/animal control:*This power functions only as *mammal control* (as the ring of that name) when the staff is used by a wizard. In the hands of a priest it is a staff of *animal control* (as the potion of that name, all types of animals listed). Either use drains one charge per turn or fraction thereof.

*Plant control:* This function duplicates that of the potion of the same name, but for each 10-square-foot ares of plants controlled for one turn or lass, one charge is used. A wizard cannot control plants at all.

The staff can be recharged.

**Staff of Curing:** This device can *cure disease, cure blindness, cure wounds* ( 3d6+3 hit points), *or cure insanity.* Each function drains one charge. The device can bi used once per day on any person (dwarf,elf,gnome,half-elf, halfling included), and no function may be employed more than twice per day(i.e., the staff can function only eight times during a 24-hour period). It can be recharged.

**Staff of the Magi:** This potent staff contains many spell powers and other functions. Some of its powers drain charges; others don't. the following powers do not drain charges:

- *detect magic*
- *enlarge*
- *hold portal*
- *light*
- *protection form evil/good*

The following powers drain one charge per usage:

- *invisibility*
- *fireball*
- *knock*
- *lightning bolt*
- *pyrotechnics*
- *ice storm*
- *web*
- *wall of fire*
- *dispel magic*
- *passwall*

These powers drain two charges per usage:

- *whirlwind**
- *conjure elemental***
- *plane travel*
- *telekinesis****

* The whirlwind is identical to that caused by a dijinni.

** The staff can be used to conjure one elemental of each type per day, each having 8 Hit Dice.

***Telekinesis is at 8th level also (i.e., 200 pounds maximum weight).

The *staff of the magi* adds a +2 bonus to all saving throw rolls vs. spell. It can be used to absorb wizard spell energy directed at its wielder, but if the staff absorbs energy beyond its charge limit, it will explode as if a "retributive strike" (see below) had been made. The spell levels of energy absorbed count only as recharging the staff, but they cannot be redirected immediately, so if absorption is desired, that is the only action possible by the staff wielder that round. Note also that the wielder has no idea how many spell levels are cast at him, for the staff does not communicate this knowledge as a *rod of absorption* does. Absorbing spells is risky, but absorption is the only way this staff can be recharged.

Retributive strike is a breaking of the staff. It must be purposeful and declared by the wizard wielding it. When this is done all levels of spell energy in the staff are released in a globe of 30-foot radius. All creatures within 10 feet of the broken staff suffer hit points of damage equal to eight times the number of spell levels of energy in the rod (1 to 25), those between 10 feet to 20 feet take 6 x levels, and those 20 feet to 30 feet distant take 4 x levels. Successful saving throws versus magic indicate only one-half damage is sustained.

The wizard breaking the staff has a 50% chance of traveling to another plane of existence, but if he does not, the explosive release of spell energy totally destroys him. This staff and the *staff of power* are the only magical items capable of a retributive strike.

**Staff of Power:** The *staff of power* is a very potent magical item, with offensive and defensive abilities. The powers below cost one charge each:

- *continual light*
- *magic missile or lightning bolt*
- *ray of enfeeblement*
- *levitation*
- *cone of cold or fireball*

The following powers drain two charges each:

- *shield, 5-foot radius*
- *globe of invulnerability*
- *paralyzation**

* Paralyzation is a ray from the end of the staff extending in a cone 40 feet long and 20 feet wide at the far end.

The DM may assign alternate powers by random die roll.

The wielder of a *staff of power* gains a +2 bonus to Armor Class and saving throws. He may use the staff to smite opponents. It strikes as a +2 magical weapon and inflicts 1d6+2 points of damage; if one charge is expended, the staff causes double damage, but two charges do not cause triple damage.

A *staff of power* can be broken for a retributive strike (see *staff of the magi*). The staff can be recharged.

**Staff of the Serpent:** There are two varieties of this staff—the "python" and the "adder."

The python strikes as a +2 magical weapon and inflicts 1d6+2 points of damage when it hits. If the priest throws the staff to the ground, it grows from its 6-foot length, becoming a constrictor snake, 25 feet long (AC 3, 49 hit points, movement rate of 9). This happens in one round. The snake will entwine if it scores a hit, the opponent being constricted for 2d4+2 points of damage per round. The victim will remain trapped by the python until he dies or the creature is destroyed. Note that the python will return to its owner upon command. If it is destroyed while in snake form, the staff is destroyed.

The adder strikes as a +1 magical weapon and does 2d2 points of damage when it hits. Upon command the head of the staff becomes that of an actual serpent (AC 5, 20 hit points). This head remains for one full turn. When a hit is scored, damage is not increased, but the victim must roll a successful saving throw vs. poison (strength E) or be slain. Only evil priests will employ an adder staff. If the snake head is killed, the staff is destroyed.

Neither staff has nor requires charges. Most of these staves—60%—are pythons.

**Staff of Slinging:** This magical quarterstaff appears to be a +1 weapon unless it is grasped by a druid, whereupon its power of slinging becomes evident. This power, which can be employed *only* by a druid, is activated when one end of the staff is touched to a heavy object of roughly spherical shape (a stone, metal ball, pottery crock, etc.) of up to nine inches in diameter and five pounds in weight. The object adheres to the end of the staff, and the wielder need then only swing the staff in an overhand arc to release the missile toward a desired target.

The missile leaves the staff on the downstroke of the overhand swing and travels in a low, rising trajectory, with the missile going one foot upward for every 10 feet traveled. Of course, the arc may be higher, or the missile aimed so as to travel nearly vertically. (In the latter case, reverse the arcing ratio so that one foot of distance laterally is covered for every 10 feet of vertical rise.) The maximum range of such a missile is 180 feet, with limits of 60 feet and 120 feet on short and medium range, respectively.

This staff also carries charges, and a druid wielding the item can expend one charge and thereby use the staff to hurl a missile of large size, as if the wielder were a stone giant (range out to 300 feet, 3d10 points of damage per hit). Whether used as a magical quarterstaff or by employing one of its slinging powers, the staff bestows +1 to the wielder's attack roll and +1 per die to damage dealt out. The weapon may be recharged by

a druid of 12th or higher level.

**Staff of Striking:** This oaken staff is the equivalent of a +3 magical weapon. (If the weapon vs. armor type adjustment is used, the *staff of striking* is treated as the most favorable weapon type vs. any armor.) It causes 1d6+3 points of damage when a hit is scored. This expends a charge. If two charges are expended, bonus damage is doubled (1d6+6); if three charges are expended, bonus damage is tripled (1d6+9). No more than three charges can be expended per strike. The staff can be recharged.

**Staff of Swarming Insects:** A staff of this sort is typically short and thick. When initially obtained or encountered, much of its length is covered with finely done carvings depicting winged biting and stinging insects (bees, deerflies, horseflies, wasps, and the like). Any priest character (cleric, druid, shaman, witch doctor, etc.) holding it can command the staff to create a swarm of such insects, at the same time expending one of the staff's charges.

Range is 60 yards+10 yards per level of the user. The number of insects produced is 60 plus 10 per level. Every 10 insects will inflict 1 point of damage upon the target victim, regardless of Armor Class, unless the victim is protected by a *force field*, engulfed in flames, etc. Note, however, that the insects will not affect creatures larger than man-sized with a natural Armor Class of 5 or better.

When a vulnerable target is attacked by the swarm of flying insects, the target will be unable to do anything other than attempt to dislodge and kill the things. The insect attack lasts for one round. Each time the staff is employed, one of the insect-shapes carved into its wooden surface will disappear, so it is easy to determine how many charges are left in the staff. Unlike others of its ilk, a staff of this sort can have as many as 50 initial charges. However, it cannot be recharged.

**Staff of Thunder & Lightning:** Casual examination of this stout quarterstaff will show it to be exceptional, and if it is magically examined, it will radiate an aura of alteration magic. Constructed of wood (ash, oak, bronzewood, or the like) and bound with iron set with silver rivets, it has the properties of a +2 magical weapon without any expenditure of its magical charges. Its other magical properties are as follows:

*Thunder:* The staff strikes as a +3 weapon, and unless the opponent struck saves successfully vs. rods, staves, and wands, he will be *stunned* from the noise of the staff's impact—unable to take any further action in the round struck, and automatically having last initiative in the following round. This power requires the expenditure of one charge.

*Lightning:* A short spark of electricity leaps forth when the opponent is struck, causing normal staff damage, plus 2d6 additional points of damage from shock. Note that the staff might not score a hit, but the electrical discharge discounts any form of metal armor (making the target effectively AC 10 for this purpose), so only such damage might apply. This power requires the expenditure of one charge.

*Thunderclap:* The staff sends forth a cone of deafening noise, 5 feet wide at the apex, 40 feet long, and 20 feet wide at a point farthest from the source. All creatures within this cone, wholly or partially, must roll a successful saving throw vs. rods, staves, and wands or be *stunned* for 1d2 rounds (unable to attack during this time) and unable to hear for 1d2 additional rounds. Those who save are unable to hear for 1d4 rounds, but suffer no

loss of attacks. This function requires the expenditure of two charges.

*Lightning Stroke:* A bolt similar to that from a *wand of lightning* is generated, but it is of 8d6 strength, causing 16-48 points of damage (rolls of 1 are counted as 2) to those who fail a saving throw. The stroke can be single or forked. This function of the rod uses two charges.

*Thunder & Lightning:* This power combines the *thunderclap,* described above, with a forked lightning bolt as in the *lightning stroke.* Damage from the lightning is a total of 8d6 with rolls of 1 or 2 counted as rolls of 3, for a range of 24-48 points. A saving throw applies, with deafness and half damage suffered by those who are successful. This power requires the expenditure of four charges.

The casting time required for any function is equal to the number of charges expended; thus, the *thunder & lightning* function costs four charges and has an initiative modifier of +4.

**Staff of Withering:** The *staff of withering* is a +1 magical weapon. A hit from it causes 1d4+1 points of damage. If two charges are expended when a hit is scored, the creature struck also ages 10 years, its abilities and lifespan adjusted for the resulting age increase. If three charges are expended when a hit is made, one of the opponent creature's limbs can be made to shrivel and become useless unless it successfully saves vs. spell (check by random number generation for which limb is struck).

Ageless creatures (undead, demons, devils, etc) cannot be aged or withered. Each effect of the staff is cumulative, so that three charges will score damage, age, and wither. Aging a dwarf is of little effect, while aging a dragon could actually aid the creature.

**Staff of the Woodlands:** This sort of staff is always made from oak, ash, or yew, finely grained, beautifully carved, and bound with bronze. It is effective only in the hands of a druid. Each such staff has the following powers, with each expending one charge per use:

- *Wall of thorns*
- *Animal friendship* plus *speak with animals*
- *Animate tree**

* This function duplicates the ability of a treant to cause a large tree to move at a movement rate of 3 and attack as if it were a largest-sized treant, and in all other respects becoming a virtual treant for eight rounds per charge expended. Note that one round is required for the tree to animate, and it will return to rooting on the eighth, so only six of the initial eight rounds are effectively available for the attack function.

In addition to these powers, each *staff of the woodlands* has a magical weapon value. Those with a lesser value have extra magical powers that do not require charges and can be employed once per day: The +4 staff has no additional powers; the +3 staff also confers the power of *pass without trace;* the +2 staff confers the powers of *pass without trace* and *barkskin;* the +1 staff confers the powers of the +2 staff plus the power of the *tree* spell. To determine which sort of staff has been discovered, assign even chances for

each of the four types.

## Wands

Wands are 1_ feet long and slender. They are made of ivory, bone, or wood and are usually tipped with something—metal, crystal, stone, etc. They are fragile and tend to break easily. Because of this, they are often kept in cases.

Wands perform at 6th level of experience with respect to the damage they cause, range, duration, area of effect, etc., unless otherwise stated.

At the DM's option, 1% of all wands can be trapped to backfire.

Wands are powered by charges, each use costing one or more charges (depending on the item). When discovered, a wand typically contains 1d20+80 charges. Captured wands taken from a defeated foe often have many fewer charges. Wands never have a greater number of charges than those listed. Most wands can be recharged according to the rules for making magical items.

When a wand runs out of charges, it can no longer be recharged. Furthermore, the DM can rule that the wand immediately crumbles into useless dust (settling the issue) or is now a useless, nonmagical stick.

## Command Words (Optional Rule)

Like rods and staves, wands can require the utterance of a command word (or phrase) to operate, and like these other items, the key is seldom found in the lock. The DM can rule that the command word is etched in magical writing on the wand (requiring a *read magic* to translate) or he can make the characters resort to such methods as *commune* spells and expensive sages. If you choose not to use this option, ignore references to command words in the item descriptions below—all items simply work.

## List of Wands

**Wand of Conjuration:** Grasping this device enables a wizard to recognize any cast or written conjuration/summoning spell (*unseen servant, monster summoning, conjure elemental, death spell, invisible stalker, limited wish, symbol, maze, gate, prismatic sphere, wish*). The wand also has the following powers, which require expenditure of one charge each:

- *unseen servant*
- *monster summoning**

* A maximum of six charges may be expended, one per level of the *monster summoning,* or *six monster summoning I,* three *monster summoning II,* two *monster summoning II,* or any combination totaling six. The wizard must be of a sufficient experience level to cast the appropriate *summoning* spell.

The *wand of conjuration* can also conjure up a *curtain of blackness*—a veil of total black that absorbs all light. The *curtain of blackness* can cover a maximum area of 600 square feet (60' x 10', 40' x 15', 30' x 20'), but it must stretch from ceiling to floor, wall to wall. The *curtain* takes two charges to conjure. The veil of total lightlessness can be penetrated only by physical means or magic.

The wand also enables its wielder to construct a *prismatic sphere* (or *wall*), one color at a time, red to violet, at a cost of one charge per color.

Each function of the wand has an initiative penalty of +5, and only one function per round is possible. The wand may be recharged.

**Wand of Earth and Stone:** A wand of this sort is typically short and tipped with some form of mineral. It is imbued with the following powers:

| | |
|---|---|
| *Dig* | _ charge/use |
| *Passwall* | one charge/use |
| *Move earth* | two charges/use |

In addition, 50% of all such wands have the following powers:

| | |
|---|---|
| *Transmute mud to rock* | one charge/use |
| *Transmute rock to mud* | one charge/use |

**Wand of Enemy Detection:** This wand pulses in the wielder's hand and points in the direction of any creature(s) hostile to the bearer of the device. The creature(s) can be invisible, ethereal, astral, out of phase, hidden, disguised, or in plain sight. Detection range is a 60-foot sphere. The function requires one charge to operate for one turn. The wand can be recharged.

**Wand of Fear:** When the *fear* wand is activated, a pale amber ray springs from the tip of the wand, forming a cone 60 feet long by 20 feet in base diameter, which flashes on and instantly disappears. Each creature touched by the ray must roll a successful saving throw vs. wand or react as per the *cause fear* spell (1st-level priest spell, *remove fear* reversal). In other words, creatures affected by the wand turn and move at fastest possible speed away from the wielder for six rounds. Each use costs one charge. It can operate just once per round. The wand can be recharged.

**Wand of Fire:** This wand can function like the following wizard spells:

- *Burning hands:* The wand emits a fan-shaped sheet of fire 10 feet wide at its end and 12 feet long. Each creature touched suffers six points of damage. The sheet of fire appears instantly, shoots forth dark red flames, and snuffs out in less than one second. It expends one charge.
- *Pyrotechnics:* This function duplicates the spell of the same name. It has an initiative modifier of +2 and expends one charge.
- *Fireball:* The wand coughs forth a pea-sized sphere that streaks out to the desired range (to a maximum of 160 feet) and bursts in a fiery, violet-red blast, just like the

*fireball* spell. The initiative modifier is +2, and this expends two charges. The fireball inflicts 6d6 points of damage, but all 1s rolled are counted as 2s (i.e., the burst causes 12-36 points). A saving throw vs. wand is applicable.

- *Wall of fire:* The wand can be used to draw a fiery curtain of purplish-red flames 1200 feet square (10' x 120', 20' x 60', 30' x 40', etc.). The flames last for six rounds and cause 2d6+6 points damage if touched (2d4 points if within 10 feet of the fire, 1d4 if within 20 feet). The flames can also be shaped into a ring around the wand user (but the circle is 25 feet in diameter). The initiative modifier is +3, and its use expends two charges.

The *wand of fire* can operate just once per round. It can be recharged.

**Wand of Flame Extinguishing:** This sort of wand has three separate functions:

Nonmagical fires of normal size can be extinguished without using any charges. Normal size includes anything up to the size of a bonfire or a fire in a regular fireplace—equal to four to six billets of wood burning hotly.

To extinguish large, nonmagical fires, flaming oil in quantity equal to a gallon or more, the fire produced by a fiend, a *flame tongue* sword, or a *burning hands* spell, one charge is expended from the wand. Continual magical flames, such as those of a sword or a creature able to ignite, will be extinguished for six rounds and will flare up again after that time.

When applied to large magical fires such as those caused by *fireball, flame strike,* or *wall of fire* spells, two charges are expended from the wand as the flames are extinguished.

If the device is used upon a creature composed of flame (a fire elemental, for instance), a successful attack roll inflicts 6d6 points of damage upon the creature.

**Wand of Frost:** A *frost* wand can perform three functions that duplicate wizard spells:

- *Ice storm:* A silvery ray springs forth from the wand and an ice (or sleet) storm occurs up to 60 feet away from the wand holder. This function requires one charge.
- *Wall of ice:* The silvery ray forms a wall of ice, six inches thick, covering a 600-square-foot area (10' x 60', 20' x 30', etc.). Its initiative modifier is +2, and it uses one charge.
- *Cone of cold:* White crystalline motes spray forth from the wand in a cone with a 60-foot length and a terminal diameter of 20 feet. The initiative modifier is +2, and the effect lasts just one second. The temperature is -100 degrees F., and damage is 6d6, treating all 1s rolled as 2s (6d6, 12-36). The cost is two charges per use. Saving throw vs. wands is applicable.

The wand can function once per round, and may be recharged.

**Wand of Illumination:** This wand has four separate functions, three of which approximate wizard spells, and one of which is unique:

- *Dancing lights:* The wand produces this effect at a cost of one charge.
- *Light:* The *illumination* wand sends forth light at an expenditure of one charge.
- *Continual light:* This function require two charges.
- *Sunburst:* When this effect is called forth, the wand delivers a sudden flash of brilliant, greenish-white light, with blazing golden rays. The range of this sunburst is 120 yards

maximum, and its duration is 1/10 of a second. Its area of effect is a globe of 40-foot diameter. Any undead within this globe suffer 6d6 points of damage, with no saving throw. Creatures within or facing the burst must roll successful saving throws vs. wands or be blinded for one round and be unable to do anything during that period. (Of course, the creatures in question must have sight organs sensitive to the visible light spectrum). The function requires three charges.
The wand can be recharged.

**Wand of Illusion:** This wand creates audible and visual illusions (see *audible glamer, phantasmal force*). The wand emits an invisible ray, with a 140-yard maximum range. The effect has an initiative modifier of +3. The wand wielder must concentrate on the illusion in order to maintain it—he may move normally but can't melee during this time. Each portion, audible and visual, cost one charge to effect and one per round to continue. The wand may be recharged.

**Wand of Lightning:** This wand has two functions that closely resemble wizard spells:

- *Shock:* This does 1-10 hit points of damage to a target struck in melee combat, with no saving throw. Characters wearing metal armor and/or shields are treated as armor class 10. Plain leather and wood work normally. Magical bonuses on metal armor do not affect Armor Class, but a *ring of protection* does. The shock uses one charge.
- *Lightning Bolt:* The possessor of the wand can discharge a bolt of lightning. The stroke can be either a forked or straight bolt (see wizard spell, *lightning bolt*). Damage is 12-36 (6d6, treating 1s as 2s), but a saving throw is applicable. This function uses two charges and has an initiate modifier of +2.

The wand may be recharged. It can perform only one function per round.

**Wand of Magic Detection:** This wand is similar in operation to the *enemy detection* wand. If any form of magic is in operation, or a magical item exists within a 30-foot radius, the *magic detection* wand will pulse and point to the strongest source. Note that it will point to a person upon whom a spell has been cast.

Operation requires one round, and successive rounds will point out successively less powerful magical radiation. The school of magic (abjuration, alteration, etc.) can be determined if one round is spent concentrating on the subject emanation. One charge is expended per turn (or fraction thereof) of use. Starting with the second round of continuous use, there is a 2% cumulative chance per round that the wand will temporarily malfunction and indicate nonmagical items as magical, or vice-versa. The wand may be recharged.

**Wand of Magic Missiles:** This wand discharges magic missiles similar to those of the 1st-level wizard spell of the same name. The missile causes 1d4+1 points of damage. It always hits its target when the wand is wielded by a wizard, otherwise an attack roll is required. The wand has an initiative modifier of +3, and each missile costs one charge. A maximum of two may be expended in one round. The wand may be recharged.

**Wand of Metal and Mineral Detection:** This wand has a 30-foot radius range. It pulses in the wielder's hand and points to the largest mass of metal within its effective

area of operation. However, the wielder can concentrate on a specific metal or mineral (gold, platinum, quartz, beryl, diamond, corundum, etc.). If the specific mineral is within range, the wand will point to any and all places it is located, and the wand possessor will know the approximate quantity as well. Each operation requires one round. Each charge powers the wand for two full turns. The wand may be recharged.

**Wand of Negation:** This device negates the spell or spell-like function(s) of rods, staves, wands, and other magical items. The individual with the *negation* wand points to the device, and a pale gray beam shoots forth to touch the target device or individual. This totally negates any wand function, and makes any other spell or spell-like function from that device 75% likely to be negated, regardless of the level or power of the spell. The wand can function once per round, and each negation drains one charge. The wand cannot be recharged.

**Wand of Paralyzation:** This wand shoots forth a thin ray of bluish color to a maximum range of 60 feet. Any creature touched by the ray must roll successful saving throw vs. wand or be rendered rigidly immobile for 5d4 rounds. A save indicates the ray missed, and there is no effect. As soon as the ray touches one creature, it stops—the wand can attack only one target per round. The wand has an initiative modifier of +3 , and each use costs one charge. The wand may operate once per round. It may be recharged.

**Wand of Polymorphing:** This wand emits a thin, green beam that darts forth a maximum distance of 60 yards. Any creature touched by this beam must make a saving throw vs. wands (success indicating a miss) or be *polymorphed* (as the *polymorph others* spell). The wielder may opt to turn the victim into a snail, frog, insect, etc., as long as the result is a small and inoffensive creature.

The possessor of the wand may elect to touch a creature with the device instead. Unwilling creatures must be hit and are also entitled to a saving throw. If the touch is successful, the recipient is surrounded by dancing motes of sparkling emerald light, and then transforms into whatever creature-shape the wielder wants. This is the same magical effect as the *polymorph self* spell.

Either function has an initiative modifier of +3. Each draws one charge. Only one function per round is possible. The wand may be recharged.

**Wand of Secret Door and Trap Location:** This wand has an effective radius of 15 feet for secret door location and 30 feet for trap location. When the wand is energized it will pulse in the wielder's hand and point to all secret doors or traps within range. Note that it locates either doors *or* traps, not both during one operation. It requires one round to function and draws one charge. The wand may be recharged.

**Wand of Size Alteration:** A wand of this sort enables the wielder to cause any single creature of virtually any size to *enlarge* or *diminish.* Either effect causes a 50% change in size.

Relative Strength and power increases or decreases proportionally, providing the weaponry employed is proportionate or usable. For humanoid creatures enlarged, Strength is roughly proportional to that of a giant of corresponding size. For example, a

humanoid enlarged to 9 feet tall is roughly equivalent to a hill giant (19 strength), and a 13-foot tall humanoid equals a fire giant (22 Strength).

The wand's power has a range of 10 feet. The target creature and all it is wearing or carrying are affected unless a saving throw succeeds. Note that a willing target need not to make a saving throw.

The effect of the wand can be removed by a *dispel magic* spell, but if this is done, the target must roll a system shock check. It can also be countered if the possessor of the wand wills the effect to be canceled before the duration of the effect expires. Each usage of the wand (but not the cancellation of an effect) expends one charge. It can be recharged by a wizard of 12th or higher level.

**Wand of Wonder:** The *wand of wonder* is a strange and unpredictable device that will generate any number of strange effects, randomly, each time it is used. The usual effects are shown on the table below, but you may alter these for any or all of these wands in your campaign as you see fit. Possible of the wand include:

| **D100 Roll** | **Effect** |
|---|---|
| 01-10 | *Slow* creature pointed at for one turn |
| 11-18 | *Deludes* wielder for one round into believing the wand functions as indicated by a second die roll |
| 19-25 | *Gust of wind*, double force of spell |
| 26-30 | *Stinking cloud* at 30-foot range |
| 31-33 | *Heavy rain* falls for one round in 60-foot radius of wand wielder |
| 34-36 | *Summon* rhino (1-25), elephant (26-50), or mouse (51-00) |
| 37-46 | *Lightning bolt* (70' x 5') as wand |
| 47-49 | Stream of 600 large butterflies pour forth and flutter around for two rounds, blinding everyone (including wielder) |
| 50-53 | *Enlarge* target if within 60 feet of wand |
| 54-58 | *Darkness* in a 30-foot diameter hemisphere at 30 feet center distance from wand |
| 59-62 | *Grass grows* in area of 160 square feet before the wand, or grass existing there grows to 10 times normal size |
| 63-65 | *Vanish* any nonliving object of up to 1,000 pounds mass and up to 30 cubic feet in size (object is ethereal) |
| 66-69 | *Diminish* wand wielder to 1/12 height |
| 70-79 | *Fireball* as wand |
| 80-84 | *Invisibility* covers wand wielder |
| 85-87 | *Leaves* grow from target if within 60 feet of wand |
| 88-90 | *10-40 gems* of 1 gp base value shoot forth in a 30-foot-long stream, each causing one point of damage to any creature in path -- roll 5d4 for number of hits |
| 91-97 | *Shimmering colors* dance and play over a 40-by 30-foot area in front of wand—creatures therein blinded for 1d6 rounds |
| 98-00 | *Flesh to stone* (or reverse if target is stone) if target is within 60 feet |

The wand uses one charge per function. It may not be recharged. Where applicable, saving throws should be made.

# Miscellaneous Magic

As the name implies, this category is a catch-all for many sorts of magical items. Some are powerful, others weak; some are highly desirable, others are deadly to the finder. The number of miscellaneous items is great enough that duplication of items in a campaign can kept to a minimum.

Reveal information about items with care. Initially, describe an item only in the most general of terms: wood, metal, cloth, leather, etc. Allow players to ask questions about the look, feel, and smell of an item. Likewise, do not simply blurt out the properties and powers of an item. Items must be held, or worn, or manipulated before revealing their secrets. Bards, sages, *identify* spells, and so on may be the best (and easiest) determiners of magical qualities, but experimentation and experience are useful and make for good role-playing.

Items are listed alphabetically. Unless a description specifically restricts item use, or a letter representing a particular class follows a listing, items are usable by any class. Class letters are (C) clerics, (F) fighters, etc., and each listing includes appropriate sub-classes.

# Categories of Magical Items

Most of the item descriptions below are complete in and of themselves. A few categories of magical items require some general comments, however:

**Artifacts and Relics:** These are not listed here. They are the DM's province. Advice on the creation and use of artifacts and relics can be found beginning in Chapter 10.

**Books:** All magical books, librams, manuals, tomes, etc. appear to be "normal" works of arcane lore. Each is indistinguishable from all others by visual examination of the outer parts or by detection for magic aura.

A *wish* spell can identify or classify a magical work. Other spells, notably *commune, contact higher planes, limited wish,* and *true seeing* are useless. A *wish* reveals the general contents of a book, telling what classes or characteristics are most affected (not necessarily benefitted) by the work. A second *wish* is required to determine the book's exact contents.

After being perused by a character, most magical works vanish forever, but one which is nonbeneficial to the reader may be attached to the character, and he will be unable to rid himself of it. If the work benefits another character alignment, the possessor is *geased* to conceal and guard it. As DM you should use your judgment and imagination as to exactly how these items will be treated, using the rules in this section as parameters.

**Boots:** All magical boots expand or shrink to fit the wearer, from halfling to giant size.

**Eyes:** Mixing eye types is certain to cause immediate insanity for 2d4 turns. Once this

time has passed the character can (and should) remove one of the magical lenses!

**Ropes:** Any magical rope which is broken or severed immediately loses its special properties.

Note that though the miscellaneous magical items are broken into categories on the tables for the purpose of random selection, all items are alphabetized together in the following descriptions.

## List of Magical Items

**Alchemy Jug:** This magical device can pour forth various liquids upon command. The quantity of each liquid is dependent upon the liquid itself. The jug can pour only one kind of liquid on any given day, seven pourings maximum. The liquids pourable and quantity per pouring are:

| | |
|---|---|
| Salt water | 16 gallons |
| Fresh water | 8 gallons |
| Beer | 4 gallons |
| Vinegar | 2 gallons |
| Wine | 1 gallon |
| Ammonia | 1 quart |
| Oil | 1 quart |
| Aqua regia | 2 gills (8 oz.) |
| Alcohol | 1 gil (4 oz.) |
| Chlorine | 8 drams (1 oz.) |
| Cyanide | 4 drams (_ oz.) |

The jug will pour forth two gallons per round, so it will require eight rounds to complete a pouring of salt water.

**Amulet of Inescapable Location:** This device is typically worn on a chain or as a brooch. It appears to be an amulet that prevents location, scrying (crystal ball viewing and the like), or detection or influence by ESP or telepathy. Actually, the amulet doubles the likelihood and/or range of these location and detection modes. Normal item identification attempts, including *detect magic*, will not reveal its true nature.

**Amulet of Life Protection:** This pendant or brooch device serves as protection for the psyche. The wearer is protected from the *magic jar* spell or any similar mental attack that would usurp control of the wearer's body. If the wearer is slain, the psyche enters the amulet and is protected for seven full days. Thereafter, it departs to the plane of its alignment. If the amulet is destroyed during the seven days, the psyche is utterly and irrevocably annihilated.

**Amulet of the Planes:** This device enables the individual possessing it to transport himself instantly to or from any one of the closest levels of the Outer Planes. This travel is absolutely safe, if not absolutely sure, but until the individual learns the device,

transport will be random. Roll 1d6. On a 4-6, add 12 to the result of a 1d12 roll (for a result between 1 and 24). On a 1-3, do not add 12 to a 1d12 roll. Figure the total and consult the following table to determine where the holder of the amulet ends up:

| | |
|---|---|
| 1-2 | Mount Celestia |
| 3 | Bytopia |
| 4 | Elysium |
| 5 | Beastlands |
| 6-7 | Arborea |
| 8 | Ysgard |
| 9 | Limbo |
| 10 | Pandemonium |
| 11-12 | The Abyss |
| 13 | Carceri |
| 14 | The Gray Waste |
| 15 | Gehenna |
| 16-17 | Baator |
| 18 | Acheron |
| 19 | Mechanus |
| 20 | Arcadia |
| 21-24 | Prime Material Plane* |

*As an alternative, you can substitute the following for totals between 22 and 24:

| | |
|---|---|
| 22 | Etheral plane |
| 23 | Astral plane |
| 24 | Prime, but alternate Earth |

**Amulet of Proof Against Detection and Location:** This device protects the wearer against all divination and magical location and detection. The wearer cannot be detected through *clairaudience, clairvoyance, ESP, crystal balls*, or any other scrying devices. No aura is discernible on the wearer, and predictions cannot be made regarding him unless a powerful being is consulted.

**Amulet Versus Undead:** This prized charm is a specially blessed symbol that enables the wearer to turn undead like a cleric. The amulet appears ordinary, but glows brightly when presented strongly (i.e., as if it were a holy symbol) in the presence of undead. The success of the attempt to turn is determined by the power of the amulet—the strength of each amulet varies, and when one is discovered, its type is ascertained by rolling on the following table:

| **D100 Roll** | **Effective Clerical Level of Amulet** |
|---|---|
| 01-30 | 5th |
| 31-55 | 6th |
| 56-75 | 7th |

| | |
|---|---|
| 76-90 | 8th |
| 91-00 | 9th |

The amulet must be worn at all times to remain effective. When it is not worn, it becomes inert, and will remain so for the first seven days after it is put on. Its value is a function of its strength: 200 XP value per effective cleric level.

**Apparatus of Kwalish:** When found, this item appears to be a large, sealed iron barrel, but it has a secret catch that opens a hatch in one end. Inside are 10 levers:

1. Extend/retract legs and tail
2. Uncover/cover forward porthole
3. Uncover/cover side portholes
4. Extend/retract pincers and feelers
5. Snap pincers
6. Forward/left or right
7. Backward/left or right
8. Open "eyes" with *continual light* inside/close "eyes"
9. Raise (levitate)/sink
10. Open/close hatch

The apparatus moves forward at a speed of three, backward at six. Two pincers extend forward four feet and snap for 2d6 points of damage each if they hit a creature—25% chance, no reduction for armor, but Dexterity reduction applies. The device can operate in water up to 900 feet deep. It can hold two man-sized characters and enough air to operate for 1d4 + 1 hours at maximum capacity. The apparatus is AC 0 and requires 100 points of damage to cause a leak, 200 to stave in a side. When the device is operating it looks something like a giant lobster.

**Bag of Beans:** This bag, constructed of heavy cloth, is about two feet wide and four feet long (the size of any other large bag or sack). A character who opens it will find several large, pebble-like objects inside. If dumped out of the bag, these objects explode for 5d4 points of damage each. All creatures within a 10 foot radius must successfully save vs. spell or suffer full damage. To be removed safely, the beans in the bag must be taken out by hand—*telekinesis* won't prevent them from exploding, nor will working them out with tools. If placed in dirt and watered, each pebble-like bean will "sprout" a creature or object. *Bags of beans* generally hold 3d4 beans, only 1 or 2 of which will be beneficial, the others sprouting monsters or useless things. For example:

| | |
|---|---|
| Bean #1 | Three shriekers spring up and begin wailing |
| Bean #2 | An *ice storm* strikes the area |
| Bean #3 | A poisonous raspberry bush with animated runners shoots up, but each of its 5d4 berries is a gem of 100 or 500 gp base value (or perhaps just worthless glass) |
| Bean #4 | A hole opens in the ground; a purple worm or a *djinni ring* can be below |
| Bean #5 | Smoke and gas cover an area of 50-foot radius for five turns; creatures in |

| | |
|---|---|
| | the smoke cloud can't see and will be blinded for 1d6 rounds when they step out of the cloud. |
| Bean #6 | A wyvern grows instantly and attacks; its sting is a *javelin of piercing* |
| Bean #7 | Poison gas seeps out slowly, forming a cloud of 20-foot radius that persists for one turn; while it lasts it might turn some dirt at its center to magical dust (*appearance, vanishing, sneezing and choking*) |

Thought, imagination, and judgment on the part of the DM are required with this item.

**Bag of Devouring:** This bag appears to be an ordinary sack—possibly appearing to be empty, possibly holding beans. The sack is, however, the lure used by an extradimensional creature—this is one of its feeding orifices.

Any substance of animal or vegetable nature is subject to "swallowing" if it is thrust within the bag. The *bag of devouring* is 90% likely to ignore any initial intrusions, but any time it senses living human flesh within, it is 60% likely to close and attempt to draw the whole victim in—base 75% chance for success, less Strength bonus for "damage," and each +1 = -5% on base chance. Thus, an 18 Strength character (with +2 damage) is only 65% likely to be drawn into the bag, while a 5 Strength character (with -1 damage) is 80% likely to be drawn in.

The bag radiates magic. It can hold up to 30 cubic feet of matter. It will act as a *bag of holding* (normal capacity), but each turn it has a 5% cumulative chance of "swallowing" the contents and then "spitting the stuff out" in some non-space. Creatures drawn within are consumed in one round, eaten, and gone forever.

**Bag of Holding:** As with other magical bags, this one appears to be a common cloth sack of about 2 feet by 4 feet size. The *bag of holding* opens into a nondimensional space, and its inside is larger than its outside dimensions. Regardless of what is put into this item, the bag always weighs a fixed amount. This weight, the bag's weight limit in contents, and its volume limit are determined by making a percentage roll and consulting the table below:

| D100 | Weight | Weight Limit | Volume Limit |
|---|---|---|---|
| 01-30 | 15 lbs. | 250 lbs. | 30 cu. ft. |
| 31-70 | 15 lbs. | 500 lbs. | 70 cu. ft. |
| 71-90 | 35 lbs. | 1,000 lbs. | 150 cu. ft. |
| 91-00 | 60 lbs. | 1,500 lbs. | 250 cu. ft. |

If overloaded, or if sharp objects pierce it (from inside or outside), the bag will rupture and be ruined. The contents will be lost forever in the vortices of nilspace.

**Bag of Transmuting:** This magical sack appears to be a *bag of holding* of one of the four sizes described above. It will perform properly for 1d4 + 1 uses (or more if the usages are made within a few days' time). At some point, however, the magical field will waver, and metals and gems stored in the bag will be turned into common metals and stones of no worth.

When emptied, the bag pours forth these transmuted metals and minerals. Any magical items (other than artifacts and relics) placed in the bag will become ordinary lead, glass, or wood as appropriate (no saving throw) once the transmuting effects have begun.

**Bag of Tricks:** A *bag of tricks* appears to be a typical sack, and visual or other examination will show it to be empty when first discovered. However, anyone who reaches inside will feel a small, fuzzy object. If this object is taken from the bag and tossed one foot to 20 feet away, it will turn into one of the animals on the following table.

These animals will obey and fight for the individual who brought them into being. The kind of animal inside a *bag of tricks* varies each time an animal is drawn from the bag.

There are three types of *bags of tricks,* each capable of producing different kinds of animals. To determine which kind of bag has been discovered, roll 1d10. On a 1-5, a type A bag has been found; on a 6-8, a type B; and on a 9 or 10, a type. Thereafter, the wielder rolls a 1d8 on the appropriate table to determine the specific animal found.

Only one creature can be drawn forth at a time. It alone exists until it is slain, until one turn has elapsed, or until it is ordered back into the *bag of tricks.* At that point, the creature vanishes. Only then can another animal be brought forth. Up to 10 creatures can be drawn from the bag each week.

# BAG OF TRICKS ANIMALS (D10)

**A (1-5)**

| D8 Roll | Animal | AC | Hit Dice | Hit Points | Damage per Attack |
|---|---|---|---|---|---|
| 1 | Weasel | 6 | _ | 2 | 1 |
| 2 | Skunk | 9 | _ | 2 | Musk |
| 3 | Badger | 4 | 1+2 | 7 | 1-2/1-2/1-3 |
| 4 | Wolf | 7 | 2+2 | 12 | 2-5 |
| 5 | Lynx, giant | 6 | 2+2 | 12 | 1-3/1-3/1-2/1 2/1-4 |
| 6 | Wolverine | 5 | 3 | 15 | 1-4/1-4/2-5 + musk |
| 7 | Boar | 7 | 3+3 | 18 | 3-12 |
| 8 | Stag, giant | 7 | 5 | 25 | 4-16 or 1-4/1-4 |

**B (6-8)**

| D8 Roll | Animal | AC | Hit Dice | Hit Points | Damage per Attack |
|---|---|---|---|---|---|
| 1 | Rat | 7 | _ | 2 | 1 |
| 2 | Owl | 7 | _ | 3 | 1-3/1-3 |
| 3 | Dog | 7 | 1+1 | 6 | 1-4 |
| 4 | Goat | 7 | 1+1 | 8 | 1-6 |
| 5 | Ram | 6 | 2 | 10 | 2-5 |
| 6 | Bull | 7 | 4 | 20 | 1-6/1-6 |

| | | | | | |
|---|---|---|---|---|---|
| 7 | Bear | 6 | 5+5 | 30 | 1-6/1-6/1-8/2-12 |
| 8 | Lion | 5/6 | 5+2 | 28 | 1-4/1-4/1 10/2-7/2-7 |

**C (9-0)**

| D8 Roll | Animal | AC | Hit Dice | Hit Points | Damage per Attack |
|---|---|---|---|---|---|
| 1 | Jackal | 7 | _ | 2 | 1-2 |
| 2 | Eagle | 7 | 1 | 5 | 1-2/1-2/1 |
| 3 | Baboon | 7 | 1+1 | 6 | 1-4 |
| 4 | Ostrich | 7 | 3 | 15 | 1-4 or 2-8 |
| 5 | Leopard | 6 | 3+2 | 17 | 1-3/1-3/1-6/1 4/1-4 |
| 6 | Jaguar | 6 | 4+2 | 21 | 1-3/1-3/1-8/2 5/2-5 |
| 7 | Buffalo | 7 | 5 | 25 | 1-8/1-8 |
| 8 | Tiger | 6 | 5+5 | 30 | 2-5/2-5/1-10/2-8/2-8 |

**Beads of Force:** These small, black spheres might be mistaken for common beads, marbles, or unusually black but lusterless pearls. From 5-8 of these beads are usually found at one time. Each is about three-quarters of an inch in diameter and quite heavy, weighing almost an ounce. One can be hurled up to 30 yards.

Upon impact, the bead sends forth a burst of force that inflicts 5d4 points of damage upon all creatures within a 10-foot radius of its center. Each victim is allowed a saving throw vs. spell. Those who save will be thrown out of the blast area, but those who fail to save will be encapsulated by a *sphere of force* after taking damage.

The sphere will form around any and all such creatures in the 10-foot-radius area, even those of large size, and will persist for 3d4 rounds. Victims will be unable to escape except by the same means and used to bring down a *wall of force* spell.

**Beaker of Plentiful Potions:** This container resembles a jug or flask. It is a magical beaker with alchemical properties allowing it to create 1d4 + 1 doses of 1d4 + 1 potions. (The kinds of potions are determined by random selection on Table 89.) Different potion sorts are layered in the container, and each pouring takes one round and results in one dose of one potion type.

Roll 1d4+1, to find the number of potions the beaker contains—*delusion* and *poison* are possible. Record each potion in order of occurrence—the potions are layered and are poured in order. Duplication is possible.

If the container holds only two potions, it will dispense them one each per day, three times per week; if three are contained, it will dispense them one each per day, two times per week; and if four or five are contained it will produce each just one time per week.

Once opened, the beaker gradually loses the ability to produce potions. This reduction in ability results in the permanent loss of one potion type per month, determined

randomly.

**Boat, Folding:** A folding boat will always be discovered as a small wooden "box"—about one foot long, one-half foot wide, and one-half foot deep. It will, of course, radiate magic if subjected to magical detection. The "box" can be used to store items like any other box. If a command word is given, however, the box will unfold itself to form a boat of 10 feet length, four feet width and two feet depth. A second (different) command word will cause it to unfold to a 24-foot long, 8-foot-wide, and 6-foot deep ship.

In its smaller form, the boat has one pair of oars, an anchor, a mast, and lateen sail. In its larger form, the boat is decked, has single rowing seats, five sets of oars, a steering oar, anchor, a deck cabin, a mast, and square sail. The first can hold three or four people comfortably, the second will carry fifteen with ease.

A third word of command causes the boat to fold itself into a box once again. The words of command may be inscribed visibly or invisibly on the box, or they may be written elsewhere—perhaps on an item within the box. The words might have been lost, making the boat useless (except as a small box) until the finder discovers the words himself (via *legend lore,* consulting a sage, physical search of a dungeon, etc.).

**Boccob's Blessed Book:** This well-made tome is always of small size. One will typically be no more than 12 inches tall, 6 inches wide, and 1 inch thick—some are a mere 6 inches in height. All such books are durable, waterproof, iron- and silver-bound, and locked. Copies of *Boccob's blessed book* gain a +3 bonus on their saving throws (as "leather or book").

The pages of such a book accept magic spells scribed upon them, and any book can contain up to 45 spells of any level. The book is thus highly prized by wizards of all sorts as a traveling spell book. It is unlikely that such a libram will ever be discovered (randomly) with spells already inscribed—inscribed or partially inscribed works of this nature are kept carefully by their owners.

**Books of Exalted Deeds:** This holy book is sacred to clerics of good alignment. Study of the work will require one week, but upon completion the good cleric will gain one point of Wisdom and experience points sufficient to place him halfway into the next level of experience. Clerics neither good nor evil lose 20,000-80,000 experience points for perusing the work (a negative xp total is possible, requiring restoration but not lowering level below 1st). Evil clerics lose one full experience level, dropping to the lowest number of experience points possible to hold the level; furthermore, they have to *atone* by magical means or by offering up 50% of everything they gain for 1d4 + 1 adventures.

Fighters who handle or read the book are unaffected, though a paladin will sense that it is good. Mages who read it lose one point of Intelligence unless they save versus spell. If they fail to save, they lose 2,000-20,000 experience points. A thief who handles or reads the work sustains 5d6 points of damage and must successfully save vs. spell or lose one point of Dexterity. A thief also has a 10%-50% chance of giving up his profession to become a good cleric if Wisdom is 15 or higher. Bards are treated as neutral priests.

Except as indicated above, the writing in a *book of exalted deeds* can't be distinguished from any other magical book, libram, tome, etc. It must be perused. (This applies also to all other works of magical writing detailed below.) Once perused, the book vanishes,

never to be seen again, nor can the same character ever benefit from perusing a similar tome a second time.

**Book of Infinite Spells:** This magical work bestows upon any character of any class the ability to use the spells within its pages. However, upon first reading the work, any character not already able to use spells suffers 5d4 points of damage and is stunned for 5d4 turns. Thereafter, he can examine the writing without further harm. The *book of infinite spells* contains d8 + 22 pages. The nature of each page is determined by random die roll. Make a percentile roll and consult the following table:

| D100 Roll | Page Contents |
|---|---|
| 01-30 | Blank page |
| 31-60 | Priest spell |
| 61-00 | Wizard spell |

If a spell is written on a page, determine the spell level by rolling 1d10 for a priest spell and 1d12 for a wizard spell. If the result is 8-10 (for priest) or 10-12 (for wizard) make a second die roll—1d6 for priests, 1d8 for wizard spells. Once the spell level is known, the DM can select particular spells or determine them randomly. Record page contents secretly, and *do not reveal this information to the holder of the book.*

Once a page is turned it can never be flipped back—paging through a *book of infinite spells* is a one-way trip. When the last page is turned, the book vanishes. The owner of the book can cast the spell to which the book is opened, once per day only. (If the spell is one that the character would normally be able to cast by reason of class and level, however, the spell can be cast up to four times per day due to the book's magical powers.)

The owner of the book need not have the book on his person in order to use its power. The book can be stored in a place of safety while the owner is adventuring and still allow its owner to cast spells by means of its power.

Each time a spell is cast there is a chance that the energy connected with its use will cause the page to magically turn (despite all precautions). The owner will know this and possibly even benefit from the turning by gaining access to a new spell. The chance of a page turning is as follows:

| | |
|---|---|
| Spellcaster employing spells usable by own class and/or level | 10% |
| Spellcaster using spells foreign to own class and/or level | 20% |
| Nonspellcaster using priest spell | 25% |
| Nonspellcaster using wizard spell | 30% |

Treat each spell use as if a scroll were being employed, including time of casting, spell failure, etc.

**Book of Vile Darkness:** This is a work of ineffable evil—meat and drink to priests of that alignment. To fully consume the contents requires one week of study, but once this has been accomplished, the evil priest gains one point of Wisdom and enough experience points to place him halfway into the next level of experience.

Priests neither good nor evil who read the book either lose 30,000-120,000 experience

points or become evil without benefit from the book; there is a 50% chance for either. Good priests perusing the pages of the unspeakable *book of vile darkness* will have to successfully save vs. poison or die; and if they do not die they must successfully save vs. spell or become permanently insane. In the latter event, even if the save is successful, the priest loses 250,000 experience points, less 10,000 for each point of Wisdom he has.

Other characters of good alignment suffer 5d6 points of damage from handling the tome, and if they look inside, there is an 80% chance a night hag will attack the character that night. Nonevil neutral characters suffer 5d4 points of damage from handling the book, and reading its pages causes them to succeed on a save vs. poison or become evil, immediately seeking out an evil priest to confirm their new alignment (see *Book of Exalted Deeds* for other details).

**Boots of Dancing:** These magical boots expand or contract to fit any foot size, from halfling to giant (just as other magical boots do). They radiate a dim magic if detection is used. They are indistinguishable from other magical boots, and until actual melee combat is engaged in they function like one of the other types of useful boots below—DM's choice.

When the wearer is in (or fleeing from) melee combat, the *boots of dancing* impede movement, begin to tap and shuffle, heel and toe, or shuffle off to Buffalo, making the wearer behave as if *Otto's irresistible dance* spell had been cast upon him (-4 penalty to Armor Class rating, saving throws with a -6, and no attacks possible). Only a *remove curse* spell will enable the boots to be removed once their true nature is revealed.

**Boots of Elvenkind:** These soft boots enable the wearer to move without sound of footfall in virtually any surroundings. Thus the wearer can walk across a patch of dry leaves or over a creaky wooden floor and make only a whisper of noise—95% chance of silence in the worst of conditions, 100% in the best.

**Boots of Levitation:** As with other magical boots, these soft boots expand or contract to fit giant to halfling-sized feet. *Boots of levitation* enable the wearer to ascend or descend vertically, at will. The speed of ascent/descent is 20 feet per round, with no limitation on duration.

The amount of weight the boots can levitate is randomly determined in 14-pound increments by rolling 1d20 and adding the result to a base of 280 pounds (i.e., a given pair of boots can levitate from 294 to 560 pounds of weight). Thus, an ogre could wear such boots, but its weight would be too great to levitate. (See the 2nd-level wizard spell, *levitation.*)

**Boots of the North:** This footgear bestows many powers upon the wearer. First, he is able to travel across snow at normal rate of movement, leaving no tracks. The boots also enable the wearer to travel at half normal movement rate across the most slippery ice (horizontal surfaces only, not vertical or sharply slanted ones) without falling or slipping. *Boots of the north* warm the wearer, so that even in a temperature as low as -50 degrees F., he is comfortable with only scant clothing—a loin of cloth and cloak, for instance. If the wearer of the boots is fully dressed in cold-weather clothing, he can withstand temperatures as low as -100 degrees F.

**Boots of Speed:** These boots enable the wearer to run at the speed of a fast hors—24 base movement speed. For every 10 pounds of weight over 200 pounds, the wearer is slowed by 1 in movement, so a 180-pound human with 60 pounds of gear would move at 20 base movement rate.

For every hour of continuous fast movement, the wearer must rest an hour. No more than eight hours of continuous fast movement are possible before the wearer must rest. Boots of speed give a +2 bonus to Armor Class in combat situations in which movement of this sort is possible.

**Boots of Striding and Springing:** The wearer of these magical boots has a base movement rate of 12, regardless of size or weight. This speed can be maintained tirelessly for up to 12 hours per day, but thereafter the boots no longer function for 12 hours—they need that long to "recharge."

In addition to the striding ability, these boots allow the wearer to make great leaps. While "normal" paces for the individual wearing this type of footgear are three feet long, the boots also enable forward jumps of up to 30 feet, backward leaps of 9 feet, and vertical springs of 15 feet.

If circumstances permit the use of such movement in combat, the wearer can effectively strike and spring away when he has the initiative during a melee round. However, such activity involves a degree of danger—there is a base 20% chance that the wearer of the boots will stumble and be stunned on the following round. Adjust the 20% chance downward by 3% for each point of Dexterity the wearer has above 12 (i.e., 17% at Dexterity, 14% at 14, 11% at 15, 8% at 16, 5% at 17, and only 2% at 18 Dexterity). In any event, the boots better Armor Class by 1 due to the quickness of movement they allow, so Armor Class 2 becomes 1, Armor Class 1 becomes 0, etc.

**Boots of Varied Tracks:** The wearer of these ordinary-looking boots is able, on command, to alter the tracks he leaves. The footprints of the wearer can be made as small as those of a halfling or as large as those of an ogre, bare or shod as desired. In addition, each pair of these boots has four additional track-making capabilities. Roll 1d6 four times to determine the subtable used, followed by 1d8 four times:

**Subtable A (1-3)**

| D8 Roll | Track Print Left |
|---|---|
| 1 | Basilisk |
| 2 | Bear |
| 3 | Boar |
| 4 | Bull |
| 5 | Camel |
| 6 | Dog |
| 7 | Giant, hill |
| 8 | Goat |

**Subtable B (4-6)**

| D8 Roll | Track Print Left |
|---|---|

| | |
|---|---|
| 1 | Horse |
| 2 | Lion (or giant lynx) |
| 3 | Mule |
| 4 | Rabbit |
| 5 | Stag |
| 6 | Tiger (or leopard) |
| 7 | Wolf |
| 8 | Wyvern |

**Boots, Winged:** These boots appear to be ordinary footgear. If magic is detected for, they radiate a faint aura of both enchantment and alteration. When they are on the possessor's feet and he or she concentrates on the desire to fly, the boots sprout wings at the heel and empower the wearer to fly, without having to maintain the concentration.

The wearer can use the boots for up to two hours per day, all at once or in several shorter flights. If the wearer tries to use them for a longer duration, the power of the boots fades rapidly, but it doesn't abruptly disappear—the wearer slowly descends to the ground.

For every twelve hours of uninterrupted non-use, the boots regain one hour of flying power. No amount of non-use allows the boots to be used for more than two hours at a time, however.

Some *winged boots* are better than others. To determine the quality of a given pair, roll 1d4 and consult the table below:

| D4 Roll | Flying Speed | Maneuverability Class |
|---|---|---|
| 1 | 15 | A |
| 2 | 18 | B |
| 3 | 21 | C |
| 4 | 24 | D |

**Bowl Commanding Water Elementals:** This large container is usually fashioned from blue or green semi-precious stone (malachite or lapis lazuli, for example, or sometimes jade). It is about one foot in diameter, half that deep, and relatively fragile. When the bowl is filled with fresh or salt water, and certain words are spoken, a water elemental of 12 Hit Dice will appear. The summoning words require one round to speak.

Note that if salt water is used, the elemental will be stronger (+2 per Hit Die, maximum 8 hp per die, however). Information about water elementals can be found in the *Monstrous Compendium.* (See also *bowl of watery death* below.)

**Bowl of Watery Death:** This device looks exactly like a *bowl commanding water elementals*, right down to the color, design, magical radiation, etc. However, when it is filled with water, the wizard must successfully save vs. spell or be shrunk to the size of a small ant and plunged into the center of the bowl. If salt water is poured into the bowl, the saving throw suffers a -2 penalty.

The victim will drown in 1d6 + 2 rounds, unless magic is used to save him, for he

cannot be physically removed from the *bowl of watery death* except by magical means: *animal growth, enlarge,* or *wish* are the only spells that will free the victim and restore normal size; a *potion of growth* poured into the water will have the same effect; a *sweet water* potion will grant the victim another saving throw (i.e., a chance that the curse magic of the bowl works only briefly). If the victim drowns, death is permanent, no resurrection is possible, and even a *wish* will not work.

**Bracers of Archery:** These magical wrist bands are indistinguishable from normal, non-magical protective wear. When worn by a character type or creature able to employ a bow, they enable the wearer to excel at archery.

The bracers empower such a wearer to use any bow (not including crossbows) as if he were proficient in its usage, if such is not already the case. If the wearer of the bracers has proficiency with any type of bow, he gains a +2 bonus to attack rolls and a +1 bonus to damage inflicted whenever that type of bow is used. These bonuses are cumulative with any others, including those already bestowed by a magical bow or magical arrows, except for a bonus due to weapon specialization.

**Bracers of Brachiation:** These wrist bands appear to be of the ordinary sort, but they enable the wearer to move by swinging from one tree limb, vine, etc., to another to get from place to place. The power can be employed only in locales where these sorts of hand-holds can be found. Movement is at a rate of 3, 6, or 9—the more jungle-like the conditions, the greater the movement rate.

The wearer is also able to climb trees, vines, poles, ropes, etc., at a rate of 6, and can swing on a rope, vine, or other dangling, flexible object as if he were an ape.

The wearer can also jump as if wearing *boots of striding and springing,* but the jump must culminate in the grasping of a rope or vine, movement through the upper portion of trees, the climbing of a tree or pole, or some other activity associated with brachiation.

**Bracers of Defense:** These items appear to be wrist or arm guards. Their magic bestows an effective Armor Class equal to someone wearing armor and employing a shield. If armor is actually worn, the bracers have no additional effect, but they do work in conjunction with other magical items of protection. The Armor Class the *bracers of defense* bestow is determined by making a percentile roll and consulting the table below:

| D100 Roll | Armor Class |
|---|---|
| 01-05 | 8 |
| 06-15 | 7 |
| 16-35 | 6 |
| 36-50 | 5 |
| 51-70 | 4 |
| 71-85 | 3 |
| 86-00 | 2 |

**Bracers of Defenselessness:** These appear to be *bracers of defense,* and will actually serve as such until the wearer is attacked in anger by a dangerous enemy. At that moment, the bracers worsen Armor Class to 10 and negate any and all other magical

protections and Dexterity bonuses. *Bracers of defenselessness* can be removed only by means of a *remove curse* spell.

**Brazier Commanding Fire Elementals:** This device appears to be a normal container for holding burning coals unless magic is detected for. It enables a mage to summon an elemental of 12-Hit-Dice strength from the Elemental Plane of Fire. A fire must be lit in the brazier—one round is required to do so. If sulphur is added, the elemental will gain +1 on each Hit Die (i.e., 2-9 hit points per Hit Die). The fire elemental will appear as soon as the fire is burning and a command word is uttered. (See *Monstrous Compendium* for other details.)

**Brazier of Sleep Smoke:** This device is exactly like the *brazier commanding fire elementals.* However, when a fire is started within it, the burning causes a great cloud of magical smoke to pour forth in a 10-foot radius from the brazier. All creatures within the cloud must successfully save vs. spell or fall into a deep sleep.

At the same moment, a fire elemental of 12 Hit Dice appears and attacks the nearest creature. Sleeping creatures can be awakened only by means of a *dispel magic* or *remove curse* spell.

**Brooch of Shielding:** This appears to be a piece of silver or gold jewelry (10% chance that there are jewels set in it). It is used to fasten a cloak or cape. In addition to this mundane task, it can absorb magic missiles of the sort generated by spell, wand, or other magical device. A brooch can absorb up to 101 points of *magic missile* damage before it melts and becomes useless. Its use can be determined only by means of a *detect magic* spell and then experimentation.

**Broom of Animated Attack:** This is indistinguishable from a normal broom, except by means of detection of its magic. It is identical to a *broom of flying* by all tests short of attempted use. Using it reveals that a *broom of animated attack* is a very nasty item:

If a command word ("fly," "soar," etc.) is spoken, the broom will do a loop-the-loop with its hopeful rider, dumping him on his head from 1d4 + 5 feet off the ground. The broom will then attack the stunned victim, swatting the face with the straw/twig end to blind and beating with the handle end.

The broom gets two attacks per round with each end (two swats with the straw, two with the handle). It attacks as if it were a 4-Hit-Dice monster. The straw end causes blindness for one round if it hits. The other end causes 1d3 points of damage when it hits. The broom is Armor Class 7 and takes 18 hit points to destroy.

**Broom of Flying:** This magical broom is able to fly through the air at up to 30 base movement speed. The broom can carry 182 pounds at this rate, but every 14 additional pounds slows movement by 1. The device can climb or dive at an angle of 30 degrees. A command word (determined by the DM) must be used. The broom will travel alone to any destination named. It will come to its owner from as far away as 300 yards when he speaks the command word.

**Bucknard's Everfall Purse:** This item appears to be a leather pouch or small bag.

Each morning it duplicates certain coins—and possibly gems as well. When found, the purse will be full of coins. If totally emptied, and left so for more than a few minutes, the magic of the purse is lost, but if one of any coin is placed within the bag, many coins of the same type will be found inside the next morning. The types of coins found is determined by consulting the table below.

Once the type of bag is determined by roll, its abilities will not change.

| D100 Roll | CP | SP | EP | GP | PP | Gems* |
|---|---|---|---|---|---|---|
| 01-50 | — | 26 | 26 | 26 | — | — |
| 51-90 | 26 | — | 26 | — | 26 | — |
| 91-00 | 26 | — | 26 | — | — | 26 |

* Base 10 gp gems that can increase to a maximum of 100 gp only.

**Candle of Invocation:** These specially blessed tapers are dedicated to the pantheon of gods of one of the nine alignments. The typical candle is not remarkable, but if a *detection* spell is cast, it will radiate magic. It also radiates good or evil, if appropriate.

Simply burning the candle generates a favorable aura for the individual so doing—if the candle's alignment matches that of the character's. If burned by a priest of the same alignment, the candle temporarily increases the priest's level of experience by 2, enabling him to cast additional spells. He can even cast spells normally unavailable to him, as if he were of the higher level, but only so long as the candle continues to burn. Any burning allows the casting of a *gate* spell, the respondent being of the alignment of the candle, but the taper is immediately consumed in the process.

Otherwise, each candle burns for four hours. It is possible to extinguish the candle as placed in a lantern or otherwise sheltered to protect it from drafts and other things which could put it out. This doesn't affect its magical properties.

**Carpet of Flying:** The size, carrying capacity, and speed of a carpet are determined by rolling percentile dice and consulting the table below. Each carpet has its own command word (if you use the optional command word rules) to activate it—if the device is within voice range, the command word will activate it. The carpet is then controlled by spoken directions.

These rugs are of oriental make and design. Each is beautiful and durable. Note, however, that tears or other rents cannot be repaired without special weaving techniques generally known only in distant, exotic lands.

| D100 Roll | Size | Capacity | Speed |
|---|---|---|---|
| 01-20 | 3' x 5' | 1 person | 42 |
| 21-55 | 4' x 6' | 2 people | 36 |
| 56-80 | 5' x 7' | 3 people | 30 |
| 81-00 | 6' x 9' | 4 people | 24 |

**Censer Controlling Air Elementals:** This 6-inch wide, 1-inch high perforated golden

vessel resembles thuribles found in places of worship. If filled with incense and lit, a command word need only be spoken to summon forth a 12 Hit Dice air elemental on the following round. If *incense of meditation* is burned within the censer, the air elemental will have a +3 bonus to each of its Hit Dice, and it will obey the commands of its summoner. If the censer is extinguished, the elemental will remain and turn on the summoner (see Elemental in the *Monstrous Compendium*).

**Censer of Summoning Hostile Air Elementals:** This thurible is indistinguishable from other magical and ordinary censers. It is cursed: any incense burned within it causes 1d4 enraged air elementals to appear, one per round. These attack any and all creatures within sight. The censer cannot be extinguished, and it will burn until either the summoner or the elementals have been killed.

**Chime of Hunger:** This device looks exactly like a *chime of opening.* In fact, it will operate as a *chime of opening* for several uses before its curse is put into operation.

When the curse takes effect, at the DM's discretion, striking the chime causes all creatures within 60 feet to be immediately struck with ravenous hunger. Characters will tear into their rations, ignoring everything else, even dropping everything they are holding in order to eat. Creatures without food immediately available will rush to where the *chime of hunger* sounded and attack any creatures there in order to kill and eat them.

All creatures must eat for at least one round. After that, they are entitled to a saving throw vs. spell on each successive round until they succeed. At that point, hunger is satisfied.

**Chime of Interruption:** This magical instrument can be struck once per turn. Its resonant tone lasts for three full rounds. While the chime is resonating, no spell requiring a verbal component can be cast within a 30-foot radius of it unless the caster is able to make a saving throw vs. breath weapon. After its effects fade, the chime must be rested for at least seven rounds. If it is struck again before this time elapses, no sound issues forth, and a full turn must elapse from that point in time before it can again be sounded.

**Chime of Opening:** A *chime of opening* is a hollow mithral tube about 1 foot long. When it is struck, it sends forth magical vibrations that cause locks, lids, doors, valves, and portals to open. The device functions against normal bars, shackles, chains, bolts, etc. The *chime of opening* also destroys the magic of a *hold portal* spell or even a *wizard lock* cast by a wizard of less than 15th level.

The chime must be pointed at the area of the item or gate which is to be loosed or opened. It is then struck, a clear chiming ring sounds (which may attract monsters), and in one round the target lock is unlocked, the shackle is loosed, the secret door is opened, or the lid of the chest is lifted. If a chest is chained, padlocked, locked, and *wizard locked*, it will take four soundings of the chime of opening to get it open. A *silence* spell negates the power of the device. The chime has 1d8 x 10 charges before it cracks and becomes useless.

**Cloak of Arachnida:** This black garment gives the wearer the ability to climb as if a *spider climb* spell had been placed upon him. When magic is detected for, the cloak

radiates a strong aura of alteration magic.

In addition to the wall-climbing ability, the cloak grants the wearer immunity to entrapment by webs of any sort—the wearer can actually move in webs at a rate equal to that of the spider that created the web, or at a base movement rate of 6 in other cases.

Once per day the wearer of this cloak can cast a double-sized *web*. This operates like the 2nd-level wizard spell.

Finally, the wearer is less subject to the poison of arachnids. He gains a +2 bonus to all saving throws vs. such poison.

**Cloak of the Bat:** Fashioned of dark brown or black cloth, a cloak of this type is not readily noticeable as unusual. It radiates both enchantment and alteration in equal proportions. The cloak bestows a 90% probability of being invisible when the wearer is stationary within a shadowy or dark place. The wearer is also able to hang upside down from the ceiling, like a bat, and to maintain this same chance of invisibility.

By holding the edges of the garment, the wearer is able to fly at a speed of 15 (Maneuver Class: B). If he desires, the wearer can actually transform himself into an ordinary bat—all possessions worn or carried will be part of the transformation—and fly accordingly. Flying, either with the cloak or as an ordinary bat, can be accomplished only in darkness (either under the night sky or in a lightless or near-lightless environment underground). Either of the flying powers is usable for up to one hour at a time, but after a flight of any duration, the cloak will not bestow any flying power for a like period of time.

The cloak also provides a +2 bonus to Armor Class. This benefit extends to the wearer even when he is in bat form.

**Cloak of Displacement:** This item appears to be a normal cloak, but when it is worn by a character its magical properties distort and warp light waves. This displacement of light wave causes the wearer to appear to be 1 foot to 2 feet from his actual position. Any missile or melee attack aimed at the wearer automatically misses the first time. This can apply to first attacks from multiple opponents only if the second and successive attackers were unable to observe the initial displacement miss.

After the first attack, the cloak affords a +2 bonus to protection (i.e., two classes better on Armor Class), as well as a +2 bonus to saving throws versus attacks directed at the wearer (such as spells, gaze weapon attacks, spitting and breath attacks, etc., which are aimed at the wearer of the *cloak of displacement*).

Note that 75% of all *cloaks of displacement* are sized for humans or elves (persons 5 to 6 feet tall), and 25% are sized for persons of about 4 feet in height (dwarves, gnomes, halflings).

**Cloak of Elvenkind:** This cloak of neutral gray cloth is indistinguishable from an ordinary cloak of the same color. However, when it is worn, with the hood drawn up around the head, it enables the wearer to be nearly invisible—the cloak has chameleon-like powers.

Outdoors, in natural surroundings, the wearer of the cloak is almost totally invisible; in other settings, he is nearly so. However, the wearer is easily seen if violently or hastily moving, regardless of the surroundings. The invisibility bestowed is:

| | |
|---|---|
| *Outdoors, natural surroundings* | |
| heavy growth | 100% |
| light growth | 99% |
| open fields | 95% |
| rocky terrain | 98% |
| | |
| *Urban surroundings* | |
| buildings | 90% |
| brightly lit room | 50% |
| | |
| *Underground* | |
| torch/lantern light | 95% |
| infravision | 90% |
| light/continual light | 50% |

Fully 90% of these cloaks are sized for human or elven-sized persons. The other 10% are sized for smaller persons (4 feet or so in height).

**Cloak of the Manta Ray:** This cloak appears to be made of leather until the wearer enters salt water. At that time the *cloak of the manta ray* adheres to the individual, and he appears nearly identical to a manta-ray—there is only a 10% chance that someone seeing the wearer will know he isn't a manta ray.

The wearer can breathe underwater and has a movement rate of 18, like a manta ray (see the *Monstrous Compendium*). The wearer also has an Armor Class of at least six, that of a manta ray. Other magical protections or magical armor can improve that armor value.

Although the cloak does not enable the wearer to bite opponents as a manta ray does, the garment has a tail spine which can be used to strike at opponents behind him. The spine inflicts 1d6 points of damage, and there is no chance of stunning. This attack can be used in addition to other sorts, for the wearer can release his arms from the cloak without sacrificing underwater movement if so desired.

**Cloak of Poisonousness:** This particular cloak is usually made of a wool-like material, although it can be made of leather. It radiates magic. The cloak can be handled without harm, but as soon as it is actually donned, the wearer is stricken stone dead.

A *cloak of poisonousness* can be removed only with a *remove curse* spell—this destroys the magical properties of the cloak. If a *neutralize poison* spell is then used, it may be possible to revive the victim with a *raise dead* or *resurrection* spell, but there is a -10% chance of success because of the poison.

**Cloak of Protection:** The various forms of this marvelous device all appear to be normal garments made of cloth or leather. However, each plus of a *cloak of protection* betters Armor Class by one and adds one to saving throw die rolls. Thus, a *cloak +1* would lower Armor Class 10 (no armor) to Armor Class 9, and give a +1 bonus to saving throw rolls. To determine how powerful a given cloak is, roll percentile dice and consult

the table below:

| D100 Roll | Power |
|---|---|
| 01-35 | cloak +1 |
| 36-65 | cloak +2 |
| 66-85 | cloak +3 |
| 86-95 | cloak +4 |
| 96-00 | cloak +5 |

This device can be combined with other items or worn with leather armor. It cannot function in conjunction with any sort of magical armor, normal armor not made of leather, or with a shield of any sort.

**Crystal Ball:** This is the most common form of scrying device: a crystal sphere about 6 inches in diameter. A wizard can use the device to see over virtually any distance or into other planes of existence. The user of a *crystal ball* must know the subject to be viewed. Knowledge can be from personal acquaintance, possession of personal belongings, a likeness of the object, or accumulated information. Knowledge, rather than distance, is the key to how successful location will be:

| Subject is | Chance of Locating* |
|---|---|
| Personally well known | 100% |
| Personally known slightly | 85% |
| Pictured | 50% |
| Part of in possession | 50% |
| Garment in possession | 25% |
| Well informed of | 25% |
| Slightly informed of | 20% |
| On another plane | -25% |

* Unless masked by magic.

The chance of locating also dictates how long and how frequently a wizard will be able to view the subject.

| Chances of Locating* | Viewing Period | Frequency |
|---|---|---|
| 100% or more | 1 hour | 3 times/day |
| 99% to 90% | 30 minutes | 3 times/day |
| 89% to 75% | 30 minutes | 2 times/day |
| 74% to 50% | 30 minutes | 1 time/day |
| 49% to 25% | 15 minutes | 1 time/day |
| 24% or less | 10 minutes | 1 time/day |

* Unless masked by magic.

Viewing beyond the periods or frequencies noted will force the wizard to roll a saving throw vs. spell each round. A failed saving throw permanently lowers the character's Intelligence by one point and drives him insane until healed.

Certain spells cast upon the user of the *crystal ball* can improve his chances of using the device successfully. These are *comprehend languages, read magic, infravision,* and *tongues.* Two spells—*detect magic* and *detect evil/good*—can be cast through a *crystal ball.* The chance of success is 5% per level of experience of the wizard.

Certain *crystal balls* have additional powers. These spell functions operate at 10th level. To determine whether a *crystal ball* has extra powers, roll percentile dice and consult the table below:

| **D100 Roll** | **Additional Power** |
|---|---|
| 01-50 | *crystal ball* |
| 51-75 | *crystal ball* with *clairaudience* |
| 76-90 | *crystal ball* with *ESP* |
| 91-00 | *crystal ball* with *telepathy** |

*Communication only.

Only creatures with Intelligence of 12 or better have a chance of noticing that they are the subjects of scrying. The base chance is determined by class.

| | |
|---|---|
| Fighter | 2% |
| Paladin | 6% |
| Ranger | 4% |
| Bard | 3% |
| Thief | 6% |
| Spell-User | 8% |

For each point of Intelligence above 12, the creature has an additional arithmetically ascending cumulative chance beginning at 1% (i.e., 1% at Intelligence 13, 3% at 14, 6% at 15, 10% at 16, 15% at 17, 21% at 18 Intelligence, and so on). These creatures also have a cumulative chance of 1% per level of experience or Hit Dice of detecting scrying. Treat monsters as the group as which they make saving throws. Check each round of scrying, and if the percentage or less is rolled, the subject becomes aware of being watched.

A *dispel magic* will cause a *crystal ball* to cease functioning for one day. The various protections against *crystal ball* viewing will simply leave the device hazy and nonfunctioning.

You may allow other scrying devices for clerics and druids—water basins and mirrors are suggested. Have them function as normal *crystal balls.*

**Crystal Hypnosis Ball:** This cursed item is indistinguishable from a normal *crystal ball,* and it radiates magic, but not evil, if detected for. Any wizard attempting to use it will become hypnotized, and a telepathic *suggestion* will be implanted in his mind.

The user of the device will believe that the desired object was viewed, but actually he came partially under the influence of a powerful wizard, lich, or even some power/being from another plane. Each further use brings the *crystal ball* gazer more under the influence of the creature, either as a servant or tool. The DM decides whether to make this a gradual or sudden affair according to the surroundings and circumstances peculiar to the finding of the *crystal hypnosis ball* and the character(s) locating it.

**Cube of Force:** This device can be made of ivory, bone, or any hard mineral. It is about the size of a large die—perhaps 3/4 of an inch across—and enables its possessor to put up a *wall of force* 10 feet per side around his person. This cubic screen is impervious to the attack forms shown on the table below. The cube has 36 charges, and this energy is restored each day. The holder presses one face of the cube to activate or deactivate the field:

| Cube Face | Charge Cost Per Turn/ Movement Rate | Effect |
|---|---|---|
| 1 | 1/1 | keeps out gases, wind, etc. |
| 2 | 2/8 | keeps out nonliving matter |
| 3 | 3/6 | keeps out living matter |
| 4 | 4/4 | keeps out magic |
| 5 | 6/3 | keeps out all things |
| 6 | 0/normal | deactivates |

When the force screen is up, the following attacks cost extra charges from the cube in order to maintain the integrity of the screen. Note that these spells cannot be cast either into or out of the cube:

| Attack Form | Extra Charges |
|---|---|
| Catapult-like missiles | 1 |
| Very hot normal fires | 2 |
| *Horn of blasting* | 6 |
| *Delayed blast fireball* | 3 |
| *Disintegrate* | 6 |
| *Fireball* | 3 |
| *Fire storm* | 3 |
| *Flame strike* | 3 |
| *Lightning bolt* | 4 |
| *Meteor swarm* | 8 |
| *Passwall* | 3 |
| *Phase door* | 5 |
| *Prismatic spray* | 7 |
| *Wall of fire* | 2 |

**Cube of Frost Resistance:** When the cube is activated it encloses an area 10 feet per side, resembling a *cube of force.* The temperature within this area is always 65 degrees F. The field will absorb all cold-based attacks (i.e., *cone of cold, ice storm,* and even white

dragon's breath). However, if the field is subjected to more than 50 points of cold damage in any turn (10 rounds), it collapses and cannot be renewed for one hour. If it receives over 100 points of damage in one turn, the cube is destroyed.

Cold below 0 degrees F. effectively inflicts 2 points of cold damage on the cube for every -10 degrees F., -4 at -11 to -20, etc. Thus, at -40 degrees F. the device can withstand only 42 points of damage.

**Cubic Gate:** Another small cubic device, this item is fashioned from carnelian. The six sides of the cube are each keyed to a plane, one of which will always be the Prime Material. The other five sides/planes can be determined by the DM in any manner he chooses.

If a side of the *cubic gate* is pressed once, it opens a nexus to the appropriate plane. There is a 10% chance per turn that something will come through it looking for food, fun, or trouble.

If a side is pressed twice, the creature so doing, along with all creatures in a 5-foot radius will be drawn through the nexus to the other plane. It is impossible to open more than one nexus at a time.

**Daern's Instant Fortress:** This metal cube is small, but when activated it grows to form a tower 20 feet square and 30 feet high, with arrow slits on all sides and a machicolated battlement atop it. The metal walls extend 10 feet into the ground. The fortress has a small door which will open only at the command of the owner of the fortress—even *knock* spells can't open the door.

The adamantite walls of *Daern's instant fortress* are unaffected by normal weapons other than catapults. The tower can absorb 200 points of damage before collapsing. Damage sustained is cumulative, and the fortress cannot be repaired (although a *wish* will restore 10 points of damage sustained).

The fortress springs up in just one round, with the door facing the device's owner. The door will open and close instantly at his command. People and creatures (except the owner) must be careful not to be caught by the fortress's sudden growth. Anyone so caught sustains 10d10 points of damage.

**Decanter of Endless Water:** This stoppered flask looks ordinary but radiates the aura of magic. If the stopper is removed, and the proper words spoken, a stream of fresh or salt water pours out, as ordered. There are separate command words for the amount as well as the type of water. Water can be made to come forth as follows:

*Stream:* pours out 1 gallon per round

*Fountain:* 5-foot long stream at 5 gallons per round

*Geyser:* 20-foot long stream at 30 gallons per round

The geyser causes considerable back pressure, and the holder must be well braced or be knocked over. The force of the geyser will kill small animals and insects (mice, moles, small bats, etc.). The command word must be given to cease.

**Deck of Illusions:** This set of parchment cards is usually found in an ivory, leather, or wood box. A full deck consists of 34 cards of 4 suits. When a card is drawn at random and thrown to the ground, an illusion with audible and visual components is formed. This

lasts until dispelled. The illusionary creature will not go more than 30 feet away from where the card landed, but will otherwise move and act as if it were real. When the *illusion* is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the *illusion* is automatically and instantly dispelled. The cards in a deck and the *illusions* they bring forth are as follows:

**DECK OF ILLUSIONS Cards**

| **Hearts** | **Diamonds** |
|---|---|
| A:Red dragon | A:Beholder |
| K:Fighter & 4 guards | K:Wizard & apprentice |
| Q:Female Wizard | Q:Night hag |
| J:Druid | J:Harpy |
| 10:Cloud giant | 10:Fire giant |
| 9:Ettin | 9:Ogre mage |
| 8:Bugbear | 8:Gnoll |
| 2:Goblin | 2:Kobold |

| **Spades** | **Clubs** |
|---|---|
| A:Lich | A:Iron golem |
| K:Cleric & 2 underpriests | K:Thief & 3 cohorts |
| Q:Medusa | Q:Pixies |
| J:Paladin | J:Bard |
| 10:Frost giant | 10:Hill giant |
| 9:Troll | 9:Ogre |
| 8:Hobgoblin | 8:Orc |
| 2:Goblin | 2:Kobold |

*Jokers (2):* Illusion of the deck's owner

The cards in a particular deck may differ from these, and a deck may be discovered with some of its cards missing. The *illusions* perform normal routines and respond to attacks—they should be played as if they were real creatures.

**Deck of Many Things:** A *deck of many things* (beneficial and baneful) is usually found in a box or leather pouch. Each deck contains a number of cards, or plaques, made of ivory or vellum. Each is engraved with glyphs, characters, and magical sigils. As soon as one of these cards is drawn from the pack, its magic is bestowed upon the person who drew it, for better or worse.

The character with a *deck of many things* can announce that he is drawing only one card, or he can draw two, three, four, or more. However, the number must be announced prior to drawing the first card. If a jester is drawn, the possessor of the deck may elect to draw two additional cards.

Each time a card is taken from the deck it is replaced (making it possible to draw the same card twice) unless the draw is a jester or fool, in which case the card is discarded from the pack. A *deck of many things* contains either 13 cards (75% chance) or 22 cards (25%). Additional cards in a 22-card deck are indicated below by an asterisk (*) before

their names. To simulate the magical cards you may want to use the normal playing card in the suits indicated in the second column. (The notation is face value, then suit).

# DECK OF MANY THINGS

| Plaque | Playing Card | Effect |
|---|---|---|
| Sun | KD | Gain beneficial miscellaneous magical item and 50,000 XP |
| Moon | QD | You are granted 1d4 wishes |
| Star | JD | Immediately gain 2 points to prime requisite ability |
| * Comet | 2D | Defeat the next monster you meet to gain one level |
| Throne | KH | Gain Charisma of 18 plus a small keep |
| Key | QH | Gain a treasure map plus one magic weapon |
| Knight | JH | Gain the service of a 4th-level fighter |
| * Gem | 2H | Gain your choice of 20 pieces of jewelry or 50 gems |
| **The Void** | KC | Body functions, but soul is trapped elsewhere |
| Flames | QC | Enmity between you and an outer planar creature |
| Skull | JC | Defeat Death or be forever destroyed |
| • Talons | 2C | All magical items you possess disappear permanently |
| Ruin | KS | Immediately lose all wealth and real property |
| Euryale | QS | -3 penalty to all saving throws vs. petrification |
| Rogue | JS | One of your henchmen turns against you |
| * Balance | 2S | Change alignment instantly |
| Jester | Joker | Gain 10,000 XP or two more draws from the deck |
| *Fool | Joker withTrademark | Lose 10,000 experience points and draw again |
| * Vizier | AD | Know the answer to your next dilemma |
| * Idiot | AC | Lose 1d4 points of Intelligence; you may draw again |
| * Fates | AH | Avoid any situation you choose . . . once |
| * **Donjon** | AS | You are imprisoned (see below) |

Upon drawing the last card possible, or immediately upon drawing the cards in bold face (The Void and Donjon), the deck disappears. The cards are explained in greater detail below:

*Sun:* Roll for a miscellaneous magical item (Table 88) until a useful item is indicated.

*Moon:* This is best represented by a moonstone gem with the appropriate number of wishes shown as gleams therein. These wishes are the same as the 9th-level wizard spell and must be used in a number of turns equal to the number received.

*Star:* If the two points would place the character's score at 19, use one or both in any of the other abilities in this order: Constitution, Charisma, Wisdom, Dexterity, Intelligence, Strength.

*Comet:* The player must single-handedly defeat the next hostile monster(s) encountered or the benefit is lost. If successful, the character moves to the mid-point of the next experience level.

*Throne:* If Charisma is 18 already, the individual still gains five on encounter and loyalty reactions. He becomes a real leader in people's eyes. The castle gained will be near a stronghold already possessed (if any).

*Key:* DM must prepare a treasure map. The weapon must be one usable by the character, so use the Magical Weapons Table until a useful item is awarded.

*Knight:* The fighter will join as the character's henchman and loyally serve until death. He has +1 per die (18 maximum) on each ability roll.

*Gem:* This indicates wealth. The jewelry will all be gold set with gems, the gems all of 1,000 gp base value. With this wealth should come experience points equal in value, but never more than needed to increase one level of experience.

**The Void:** This black card spells instant disaster. The character's body continues to function, though he or she speaks like an automaton, but the psyche is trapped in a prison somewhere—in an object on a far planet or plane, possibly in the possession of an outer planar creature. A *wish* will not bring the character back, but the plane of entrapment might be revealed. Draw no more cards.

*Flames:* Hot anger, jealousy, and envy are but a few of the possible motivational forces for the enmity. The enmity of the outer planar creature can't be ended until one of the parties has been slain.

*Skull:* A minor Death appears (AC -4; 33 hit points; strikes with a scythe for 2d8 points, never missing, always striking first in a round). The character must fight it alone—if others help, they get minor Deaths to fight as well. If the character is slain, he is slain forever. Treat the Death as undead with respect to spells. Cold, fire, and electrical energy do not harm it.

*Talons:* When this card is drawn, every magical item owned or possessed by the character is instantly and irrevocably gone.

*Ruin:* As implied, when this card is drawn every bit of money (including all gems, jewelry, treasure, and art objects) is lost. All land and buildings currently owned are lost forever as well.

*Euryale:* The medusalike visage of this card brings a curse only the Fates card or godlike beings can remove. The -3 penalty to all saving throws is otherwise permanent.

*Rogue:* When this card is drawn, one of the character's henchmen will be totally alienated and forever-after hostile. If the character has no henchmen, the enmity of some powerful personage—community or religious—can be substituted. The hatred will be secret until the time is ripe for devastating effect.

*Balance:* As in "weighed in the balance and found wanting," the character must change to a radically different alignment. Failure to act according to the new alignment may bring penalties (as described in Chapter 4, "Effects of Changing Alignment"). Discard the cards.

*Jester:* This card actually makes a pack more beneficial if the experience point award is taken. It is always discarded when drawn, unlike all others except the Fool.

*Fool:* The payment and draw are mandatory!

*Vizier:* This card empowers the character drawing it with the ability to call upon supernatural wisdom to solve any single problem or answer fully any question whenever he so requests. Whether the information gained can be successfully acted upon is another question entirely.

*Idiot:* This card causes the loss of 1d4 points of Intelligence immediately. The

additional draw is optional.

*Fates:* This card enables the character to avoid even an instantaneous occurrence if so desired, for the fabric of reality is unraveled and respun. Note that it does not enable something to happen—it can only stop something from happening. The reversal is only for the character who drew the card, and other party members may have to endure the confrontation.

**Donjon:** This signifies imprisonment—either by spell or by some creature/being, at the DM's option. All gear and spells are stripped from the victim in any case. Whether these items are recoverable is, likewise, up to the DM. Draw no more cards.

**Drums of Deafening:** This item is actually a pair of kettle drums about 1_ feet in diameter. These radiate magic, if so detected, but are otherwise unremarkable. If either is struck nothing happens, but if both are sounded together all creatures within 70 feet are permanently deafened and will remain so until a *heal* spell or similar cure is used to restore shattered eardrums. Furthermore, those within 10 feet of the drums will be stunned by the noise for 2d4 rounds.

**Drums of Panic:** These kettle drums, hemispheres about 1_ feet in diameter, come in pairs and are unremarkable in appearance. If both of the pair are sounded, all creatures within 120 feet (with the exception of those within a "safe zone" of 20 feet radius from the drums) must roll a successful saving throw vs. spell or turn and move directly away from the sound for one full turn.

Each turn thereafter, panicked creatures may attempt to save vs. spell again. Each failure brings another turn of movement away from the *drums of panic.* Movement is at the fastest possible speed while fleeing in panic, and three rounds of rest are required for each turn of fast movement after the saving throw is made. Creatures with an Intelligence of 2 roll saving throws -2 with penalties, and those with 1 or less roll with -4 penalties.

**Dust of Appearance:** This fine powder appears like any other dust unless a careful examination is conducted. This will reveal it to be a very fine, very light, metallic dust. A single handful of this substance flung into the air will coat all objects, making them visible even if they are invisible, out of phase, astral, or ethereal. Note that the dust will also reveal mirror images and projected images for what they are, and it likewise negates the effects of *cloaks of displacement* or *elvenkind* and *robes of blending.* The dust's effect lasts for 2d10 turns.

*Dust of appearance* is typically stored in small silk packets or hollow bone blow tubes. A packet can be shaken out to cover an area with a radius of 10 feet from the user. A tube can be blown in a cone shape, 1 foot wide at the start, 15 feet at the end, and 20 feet long. As few as 5 or as many as 50 containers may be found in one place.

**Dust of Disappearance:** This dust looks just like *dust of appearance,* and it is typically stored in the same manner and quantity. All things touched by it reflect and bend light of all sorts (infrared and ultraviolet included), becoming invisible. Normal sight can't see dusted creatures or objects, nor can they be detected by any normal detection or even magical means. Even *detect invisibility* spells don't work. *Dust of appearance,* however, does reveal people and objects made invisible by *dust of*

*disappearance*.

Invisibility bestowed by the dust lasts for 2d10 turns (1d10+10 if sprinkled carefully upon an object). Attack while thus invisible is possible, always by surprise if the opponent fails to note the invisible thing and always at an Armor Class 4 better than normal (while invisibility lasts). Unlike the *invisibility* spell, *dust of disappearance* remains effective even after an attack is made.

**Dust of Dryness:** This special dust has many uses. If a pinch is cast into a cubic yard of water, the liquid is instantly transformed to nothingness, and the dust pinch becomes a marble-sized pellet, floating or resting where it was cast. If this pellet is hurled down, it breaks and releases the same volume of water. When the dust is sprinkled over an area (such as with a wave of the arm), it dries up as much as 15 cubic feet of water. The dust affects only water (whether fresh, salt, brackish, or alkaline), not other liquids.

If the dust is employed against a water elemental or similar creature, the creature must save vs. spell or be destroyed. A successful save still inflicts 5d6 points of damage upon the water-creature.

A pouch of this dust contains 1d6+4 pinches.

**Dust of Illusion:** This unremarkable powder resembles chalk dust or powdered graphite—unless it is stared at. Stare at it and the dust changes color and form. Put a pinch of *dust of illusion* on a creature and the creature appears to become any other creature of similar shape, with a size variance of 50% (plus or minus) from the actual size of the affected creature. Thus, a halfling could appear as a human of small stature, a human as an ogre, a pegasus as a mule, etc. An unwilling recipient is allowed a saving throw vs. spell to escape the effect.

The individual who sprinkles the magical dust must envision the illusion desired as the powder is shaken over the subject creature. The illusionary power lasts for 1d6+6 hours unless otherwise dispelled.

A typical pouch of this dust contains 1d10+10 pinches of the substance.

**Dust of Sneezing and Choking:** This fine dust appears to be either *dust of appearance* or *dust of disappearance*. If spread, however, it causes those within a 20-foot radius to fall into fits of sneezing and coughing. Those failing a saving throw vs. poison die immediately; those who make their saving throw are disabled by the choking for 5d4 rounds.

**Dust of Tracelessness:** This normal-seeming dust is actually a highly magical powder that can be used to conceal the passage of its possessor and his companions. Tossing a pinch of this dust into the air causes a chamber of up to 1,000 square feet to become as dusty, dirty, and cobweb-laden as if it had been abandoned and disused for a decade.

A pinch of dust sprinkled along a trail causes evidence of the passage of as many as a dozen men and horses to be obliterated for a mile back into the distance. No magical radiation occurs from the use of this dust.

The substance is typically found in a finely sewn pouch containing 1d12 + 12 pinches.

**Efreeti Bottle:** This item is typically fashioned of brass or bronze, with a lead stopper

bearing special seals. A thin stream of smoke is often seen issuing from it. There is a 10% chance that the efreeti will be insane and attack immediately upon being released. There is also a 10% chance that the efreeti of the bottle will only grant three wishes. The other 80% of the time, however, the inhabitant of the bottle will serve normally (see *Monstrous Manual*). When opened, the efreeti issues from the bottle instantly.

**Eversmoking Bottle:** This metal urn is identical to an *efreeti bottle* except that it does nothing but smoke. The amount of smoke is very great if the stopper is pulled out, pouring from the bottle and totally obscuring vision in a 50,000-cubic-foot area in one round. Left unstoppered, the bottle will fill another 10,000 cubic feet of space with smoke each round until 120,000 cubic feet of space is fogged. This area remains smoked until the *eversmoking bottle* is stoppered. When the bottle is stoppered, smoke dissipates normally. The bottle can be resealed only if a command word is known.

**Eyes of Charming:** This item consists of a pair of crystal lenses that fit over the user's eyes. When in place, the wearer is able to *charm persons* merely by meeting their gaze. Those failing a saving throw vs. spell are charmed as per the spell. The user can look at and charm one person per round. Saving throws suffer a -2 penalty if the wearer has both lenses, or a +2 bonus if he wears only one of a pair of *eyes of charming.*

**Eyes of the Eagle:** These items are made of special crystal and fit over the eyes of the wearer. They give vision 100 times greater than normal at distances of 1 foot or more (i.e., the wearer can see at 2,000 feet what a person could normally see at 20 feet). Wearing only one of the pair causes a character to become dizzy and, in effect, stunned, for one round. Thereafter, one eye must always be covered to avoid this sensation of vertigo.

**Eyes of Minute Seeing:** In appearance, *eyes of minute seeing* are much like other magical lenses, but they enable the wearer to see 100 times better at distances of 1 foot or less. Thus, tiny seams, minute marks, even the impression left from writing can be seen. Secret compartments and hidden joints can be noted and the information acted upon. The effect of wearing just one of these crystals is the same as that given for *eyes of the eagle.*

**Eyes of Petrification:** Totally indistinguishable from any other magical lenses, the effect of donning *eyes of petrification* is dramatic: the wearer is instantly turned to stone. Note that 25% of these devices work as the gaze of a basilisk does, including reflection of the eyes turning the gazer to stone.

**Figurines of Wondrous Powers:** There are several kinds of *figurines of wondrous power.* Each appears to be a tiny statuette of an animal an inch or so high. When the figurine is tossed down and a command word spoken, it becomes a living animal of normal size (except when noted below). The animal obeys and serves its owner.

If a *figurine of wondrous power* is broken or destroyed in its statuette form, it is forever ruined, all magic is lost, and it has no power. If slain in animal form, the figurine simply reverts to a statuette and can be used again at a later time.

When a figurine is first found, roll percentile dice and consult the table below to

determine the type of animal the figurine becomes:

| D100 Roll | Figurine Type |
|---|---|
| 01-15 | Ebony fly |
| 16-30 | Golden lions (pair) |
| 31-40 | Ivory goats (trio) |
| 41-55 | Marble elephant |
| 56-65 | Obsidian steed |
| 66-85 | Onyx dog |
| 86-00 | Serpentine owl |

*Ebony Fly:* At a word, this small, carved fly comes to life and grows to the size of a pony. The *ebony fly* is Armor Class 4, has 4+4 Hit Dice, and maneuverability class C. It flies at a movement rate of 48 without a rider, 36 carrying up to 210 pounds weight, and 24 carrying from 211 to 350 pounds weight. The item can be used a maximum of three times per week, 12 hours per day. When 12 hours have passed or when the command word is spoken, the *ebony fly* once again becomes a tiny statuette.

*Golden Lions:* These come in pairs. They become normal adult male lions (Armor Class 5/6, 5+2 Hit Dice, and normal attack modes). If slain in combat, the lions cannot be brought back from statuettes form for one full week; otherwise, they can be used once every day. They enlarge and shrink upon speaking the command word.

*Ivory Goats:* These come in threes. Each goat of this trio looks slightly different from the others, and each has a different function. These are:

- The Goat of Traveling—This statuette provides a speedy and enduring mount of Armor Class 6, with 24 Hit Points and 2 attacks (horns) for 1d8 each (consider as 4 Hit Dice monster). Its movement rate is 48 bearing 280 pounds or less. Its movement is reduced by 1 for every additional 14 pounds of weight carried. The goat can travel a maximum of one day each week—continuously or in any combination of periods totalling 24 hours. At this point, or when the command word is uttered, it returns to its small form for not less than one day before it can again be used.
- The Goat of Travail—When commanded, this statuette becomes an enormous creature, larger than a bull, with sharp hooves (2d4+2/2d4+2), a vicious bite (2d4), and a pair of wicked horns of exceptional size (2d6/2d6). If it is charging to attack, it may only use its horns, but +6 damage is added to each hit on that round (i.e., 8-18 hit points per damage per horn). It is Armor Class 0, has 96 hit points, and attacks as a 16 Hit Dice monster. It can be called to life just once per month up to 12 hours at a time. Its movement rate is 24.
- The Goat of Terror—When called upon with the proper command word, this statuette becomes a destrier-like mount, movement rate 36, Armor Class 2, 48 hit points, and no attacks. However, its rider can employ the goat's horns as weapons (one horn as a *spear +3* (lance), the other as a *sword +6*). When ridden versus an opponent, the *goat of terror* radiates terror in a 30-foot radius, and any opponent in this radius must roll a successful saving throw vs. spell or lose 50% of strength and suffer at least a -3 penalty to attack rolls, all due to weakness caused by terror. When all opponents are slain, or upon the proper command, the goat returns to its statuette form. It can be used once every two weeks.

After three uses, each of the goats loses its magical ability forever.

*Marble Elephant:* This is the largest of the figurines, the statuette being about the size of a human hand. Upon utterance of the command word, a *marble elephant* grows to the size and specifications of a true elephant. The animal created from the statuette is fully obedient to the figurine's owner, serving as a beast of burden, mount, or combatant. The type of *marble elephant* obtained is determined by rolling percentile dice and consulting the table below:

| D100 Roll | Elephant Type |
|---|---|
| 01-09 | Normal Elephant |
| 91-00 | Prehistoric Elephant |

Details of each type of creature are found in the *Monstrous Compendium.* The statuette can be used a maximum of 24 hours at a time, four times per month.

*Obsidian Steed:* An obsidian steed appears to be a small, nearly shapeless lump of black stone. Only careful inspection will reveal that it vaguely resembles some form of quadruped, and of course, if magic is detected for, the figurine will radiate magic. Upon speaking the command word, the near formless piece of obsidian becomes a fantastic mount. Treat it as a heavy war horse with the following additional powers: *fly* (at normal movement speed), go ethereal, go astral. It will allow itself to be ridden, but if the rider is of good alignment, it is 10% likely per use to carry its "master" to the floor of the first layer of the Gray Waste and then return to its statuette form. The statuette can be used for a 24-hour period maximum, once per week. Note that when the obsidian steed becomes astral or ethereal, its rider and gear follow suit. Thus, travel to other planes can be accomplished by means of this item.

*Onyx Dog:* When commanded, this statuette changes into a creature with the same properties as a war dog, except that it is endowed with Intelligence of 8-10, can communicate in the Common tongue, and has exceptional olfactory and visual abilities. The olfactory power enables the *onyx dog* to scent the trail of a known creature 100% of the time if the trail is one hour old or less, -10% per hour thereafter. The dog is subject to being thrown off by false trails, breaks, water, and masking or blocking substances or scents. The visual power enables the *onyx dog* to use 90-foot-range infravision, spotting hidden (such as in shadows) things 80% of the time, normally invisible things 65% of the time, and noting astral, ethereal, and out-of-phase things 50% of the time. For details, see "Dog, War" in the *Monstrous Compendium.* An *onyx dog* can be used for up to six continuous hours, once per week. It obeys only its owner.

*Serpentine Owl:* A *serpentine owl* becomes a normal-sized horned owl (AC 7; move 24; 2d2 hit points; 1d2/1d2 points of damage when attacking) if its possessor so commands, or it can become a giant owl if its owner so requires. The maximum duration of the transformation is eight hours in either case. (However, after three transformations into giant owl form, the statuette loses all of its magical properties.) The normal-sized form of the magical statuette moves with 95% silence, has infravision to 90 feet, can see in normal, above-ground darkness as if it were full light, and twice as well as a human. Its hearing is so keen it can detect a mouse moving up to 60 feet away. Anyone or anything trying to move silently has his (or its) chances reduced 50% against the *serpentine owl* in smaller form. Furthermore, the owl can and will communicate with its owner by

telepathic means, informing him of all it sees and hears within the limitations of its intelligence. If commanded to giant-size, a *serpentine owl* is in all respects the same as a giant owl. For information see "Owl, Giant," in the *Monstrous Compendium.* As with most other *figurines of wondrous power*, this one readily obeys all commands of its owner.

**Flask of Curses:** This item looks like an ordinary beaker, bottle, container, decanter, flask, or jug. It has magical properties, but detection will not reveal the nature of the *flask of curses.* It may contain a liquid or it may emit smoke. When the flask is first unstoppered, a *curse* of some sort will be visited upon the person or persons nearby. After that, it is harmless. The type of *curse* is up to the DM. Suggestions include the reverse of the priest's *bless* spell. Typical curses found on scrolls are recommended for use here as well. Or perhaps a monster could appear and attack all creatures in sight.

**Gauntlets of Dexterity:** A pair of these gloves appears to be nothing more than light-weight leather handwear of the everyday sort. Naturally, the radiate magic if so detected. They size themselves magically to fit any hand, from that of a huge human to that of a small halfling. *Gauntlets of Dexterity* increase overall Dexterity by 4 points if the wearer's Dexterity is 6 or less, by 2 points if at 7-13, and by 1 point if Dexterity is 14 or higher. Furthermore, wearing these gloves enables a nonthief character to pick pockets (45% chance) or open locks (37% chance) as if he were a 4th-level thief. If worn by a thief, they increase these two abilities by 10%.

**Gauntlets of Fumbling:** These gauntlets may be of supple leather or heavy protective material suitable for use with armor (ring, scale, chain, etc.). In the former instance, these will appear to be *gauntlets of dexterity;* in the latter case, they will appear to be *gauntlets of ogre power.* They will perform according to every test as if they were *gauntlets of dexterity* or *ogre power* until the wearer finds himself under attack or in a life and death situation. At that time, the curse is activated, and the wearer will become very clumsy, with a 50% chance each round of dropping anything held in either hand—not from both singly. The gauntlets will also lower overall Dexterity by 2 points. Once the curse is activated, the gloves can be removed only by means of a *remove curse* spell or a *wish.*

**Gauntlets of Ogre Power:** These appear the same as typical handwear for armor. The wearer of these gloves, however, is imbued with 18/00 Strength in his hands, arms, and shoulders. When striking with the hand or with a weapon hurled or held, the gauntlets add a +3 bonus to attack rolls and a +6 bonus to damage inflicted when a hit is made. These gauntlets are particularly desirable when combined with a *girdle of giant strength* and a hurled weapon. They grow or shrink to fit human to halfling-sized hands.

**Gauntlets of Swimming and Climbing:** A pair of these gloves appear to be normal light-weight handwear, but they radiate magic if a detection is attempted. The wearer can have hands of large (human) or small (halfling) size. The wearer can swim as fast as a triton (movement of 15) underwater, and as fast as a merman (movement 18) on the surface. These gauntlets do not empower the wearer to breathe in water.

These gloves give the wearer a very strong gripping ability with respect to climbing.

He can climb vertical or nearly vertical surfaces, upward or downward, with a 95% chance of success. If the wearer is a thief, the gauntlets increase success probability to 99%.

**Gem of Brightness:** This crystal appears to be a long, rough prism. Upon utterance of the proper spell words, however, the crystal emits bright light of one of three sorts.

One command word causes the gem to shed a pale light in a cone-shape 10 feet long, emanating from the gem to a radius of 2_ feet at the end of the beam. This does not discharge any of the energy of the device.

Another command causes the *gem of brightness* to send out a very bright ray 1 foot in diameter and 50 feet long. Any creature struck in the eyes by this beam will be dazzled and unable to see for 1d4 rounds. The target creature is entitled to a saving throw versus magic to determine whether or not its eyes were shut or averted in time. This use of the gem expends one energy charge.

The third manner in which the item may be used is to cause it to flare in a blinding flash of light in a cone 30 feet long with a 5-foot radius at its end. Although this glare lasts but a moment, all creatures within its area must save versus magic or be blinded for 1-4 rounds and thereafter suffer a penalty of -1 to -4 to attack rolls due to permanent eye damage. This use expends five charges.

Dazzling or blindness effects can be reversed by a *cure blindness* spell; eye damage can be cured only by a *heal* spell. The *gem of brightness* has 50 charges and cannot be recharged. A *darkness* spell cast at the gem's owner drains one charge from a *gem of brightness,* or makes it useless for one round, at the option of the gem owner. A *continual darkness* spell causes it to be useless for one day, or to expend five charges, at the option of the owner.

**Gem of Insight:** This jewel appears to be a well-cut stone of not less than 5,000 gp value. If magic is detected for, the gem radiates a faint aura of the enchantment sort. If any character possesses the item, he will begin to feel its power after keeping the gem on his person for one week. At the end of two weeks, the individual will discover that he is able to understand things more easily, have better insight, memory, recall, etc. In fact, possession of the gem on a continuing basis (three or more months) raises the Intelligence and Wisdom of the character by one point each. If for any reason the gem is not kept beyond the three-month period, the additional Intelligence remains, but the additional Wisdom is lost. A *gem of insight* functions once every 50 years. If a character acquires a second gem, the second item has no effect.

**Gem of Seeing:** These finely cut and polished stones are indistinguishable from ordinary jewels, although a *detect magic* will reveal its enchantment. When gazed through, the *gem of seeing* enables the user to detect all hidden, illusionary, invisible, astral, ethereal, or out-of-phase things within viewing range.

Peering through the crystal is time-consuming and tedious. The viewing range of the gem is 300 feet for a cursory scan if only large, obvious objects are being sought, 100 feet if small things are to be seen. It requires one round to scan a 200-square-foot area in a cursory manner, two rounds to view a 100-square-foot area in a careful way. There is a 5% chance each time the gem is used that the viewer will see an hallucination, something

that is not there, or possibly through some real thing as if it were an illusion.

**Girdle of Dwarvenkind:** This belt lowers the wearers' Charisma score by 1 with respect to nondwarves and their ilk. The girdle causes the wearer to gain one point of Charisma with respect to halflings of the stout sort and with respect to all gnomes as well. Dwarves regard the wearer as if he has Charisma two points higher than before. The girdle enables the wearer to understand, speak, and read dwarvish language. The wearer also gains the racial benefits of dwarvenkind (i.e., +1 Constitution, saving throw bonuses based on total Constitution, 60-foot infravision, and detection/determination of approximate depth underground as described in the *Player's Handbook*). All bonuses and penalties apply only as long as the individual actually wears the girdle. Benefits such as additional languages and combat bonuses against giant-type-opponents never apply.

**Girdle of Femininity/Masculinity:** This broad leather band appears to be a normal belt, but, if buckled on, it will immediately change the sex of its wearer to the opposite gender. It then loses all power. There is no sure way to restore the character's original sex, although there is a 50% chance a *wish* might do so, and a powerful being can alter the situation. In other words, it takes a godlike creature to set matters aright with certainty. Ten percent of these girdles actually remove all sex from the wearer.

**Girdle of Giant Strength:** This belt looks similar to ordinary belts, but it is imbued with very powerful magic. When worn it increases the physical prowess of its wearer, giving him the Strength of a giant. (It doesn't cause the wearer to grow to giant size, however!) To determine how strong the wearer becomes and the bonuses he gets, roll percentile dice and consult the table below.

The Strength gained is not cumulative with normal or magical Strength bonuses except in combination with *gauntlets of ogre power* and magical warhammers.

**GIRDLE OF GIANT STRENGTH**

| D100 Roll | Giant Equivalent | Strength Rating | Bonuses To Hit | Damage | Open Doors* |
|---|---|---|---|---|---|
| 01-30 | Hill | 19 | +3 | +7 | 16(8) |
| 31-50 | Stone | 20 | +3 | +8 | 17(10) |
| 51-70 | Frost | 21 | +4 | +9 | 17(12) |
| 71-85 | Fire | 22 | +4 | +10 | 18(14) |
| 86-95 | Cloud | 23 | +5 | +11 | 18(16) |
| 96-00 | Storm | 24 | +6 | +12 | 19(17) |

* The number in parentheses is the number of chances out of 20 for the character to be able to force open a locked, barred, magically held, or *wizard locked* door. Only one attempt can be made per door; if it fails, no further attempts can be made.

The wearer of the girdle is able to hurl rocks and bend bars as if he had imbibed a *potion of giant strength.* These abilities are:

| Rock Hurling | Weight | Base | Rock | Bend Bars |
|---|---|---|---|---|

| Type | Allowance | Range | Damage | Weight.* | /Lift Gates |
|---|---|---|---|---|---|
| Hill | 485 | 8 yds. | 1-6 | 140 | 50% |
| Stone | 535 | 16 yds. | 1-12 | 198 | 60% |
| Frost | 635 | 10 yds. | 1-8 | 156 | 70% |
| Fire | 785 | 12 yds. | 1-8 | 170 | 80% |
| Cloud | 935 | 14 yds. | 1-10 | 184 | 90% |
| Storm | 1,235 | 16 yds. | 1-12 | 212 | 95% |

* Approximate average missile weight.

**Girdle of Many Pouches:** This broad waistbelt seems to be nothing more than a well-made article of dress. However, if magic is detected for, the item will radiate strong enchantment along with a fainter aura of alteration.

Examination will reveal that the girdle has eight small pouches on its inner front surface. In fact, there are a total of 64 magical pouches in the girdle, seven others "behind" each of the eight apparent ones. Each of these pouches is similar to a miniature *bag of holding*, able to contain up to one cubic foot of material weighing as much as 10 pounds. The girdle responds to the thoughts of its wearer by providing a full pouch (to extract something from) or an empty one (to put something in) as desired. Naturally, this item is greatly prized by spellcasters, for it will hold components for many spells and make them readily available.

**Gloves of Missile Snaring:** These gloves radiate slightly of enchantment and alteration if magic is detected for. Once snugly worn, they seem to meld with the hands, becoming almost invisible (undetectable unless within five feet of the wearer). Either or both hands so clad, if not already holding something, can be used to pick many sorts of missiles out of the air, thus preventing possible harm, and enabling the wearer to return a hand-thrown missile to its sender as an attack in a subsequent round.

All forms of small, hand-hurled or weapon-propelled missiles (arrows, bolts, darts, bullets, javelins, axes, hammers, spears, and the like) can be caught. If the weapon magically returns to the attacker, then catching it simply prevents damage, and returning the weapon does not result in an attack.

**Harp of Charming:** This instrument appears identical to all other magical harps. When played by a person proficient in the instrument, the player is able to cast one *suggestion* spell each turn of playing. Optionally, the DM can require a successful proficiency check be made to cast the *suggestion.* On a die roll of 20, the harpist has played so poorly as to enrage all those who hear.

**Harp of Discord:** This harp appears normal in all respects. However, when played, the harp emits painful and discordant tones 50% of the time. The remaining 50% of the time it acts as a *harp of charming.* When discordant, the music has the effect of automatically enraging all those within 30 feet. Those enraged will attack the musicians 50% of the time or the nearest other target the remaining 50% of the time. The harpist is not affected by this frenzy unless he is being attacked. The frenzy lasts for 1d4 + 1 rounds after the music stops.

**Hat of Disguise:** This normal-appearing hat contains a powerful enchantment that allows its wearer to alter his appearance as follows:

*Height:* +/-25% of actual height
*Weight:* +/-50% of actual weight
*Sex:* Male or female
*Hair:* Any color
*Eyes:* Any color
*Complexion:* Any color
*Facial features:* Highly mutable

Thus, the wearer could appear as a comely woman, a half-orc, or possibly even a gnome. If the hat is removed, the disguise is instantly dispelled. The headgear can be used over and over. Note that the hat can be changed (as part of a disguise) to appear as a comb, ribbon, head band, fillet, cap, coif, hood, helmet, etc.

**Hat of Stupidity:** This hat is indistinguishable from any other magical hat, even when most carefully detected by magical means. Only by placing it upon the head can its powers be determined. Of course, once on the head, the wearer will believe that the hat is a beneficial item, for he will be overcome by stupidity. Intelligence is lowered to 7, or by -1 if the wearer has a 7 or lower Intelligence normally. The wearer will always desire to have the hat on—especially when he is engaged in any activity which requires thinking, spellcasting, etc. Without the benefit of a *remove curse* spell or similar magic, the wearer will never be free from the magic of the hat. If released, the wearer's Intelligence returns to its normal level.

**Helm of Brilliance:** When discovered, a *helm of brilliance* appears to be nothing more than an ordinary piece of armor for head protection—a helmet, bassinet, mallet, etc. of iron or steel. When worn, it functions only upon the utterance of a special command word. When so empowered the true nature of the helm is visible to all. The helm is armor of +2 value. It is of brilliant silver and polished steel, and set with 10 diamonds, 20 rubies, 30 fire opals, and 40 opals—each of large size and magicked—which perform as explained below. When struck by bright light, the helm will scintillate and send forth reflective rays in all directions from its crown-like, gem-tipped spikes. The jewels' functions are:

| | |
|---|---|
| Diamond | *Prismatic spray* (as the 7th-level wizard spell |
| Ruby | *Wall of fire* (as the 5th-level priest spell) |
| Fire Opal | *Fireball* (as the 3rd-level wizard spell) |
| Opal | *Light* (as the 1st-level priest spell) |

Each gem can perform its spell-like power just once. The helm may be used once per round. The level of the spell is doubled to obtain the level at which the spell was cast with respect to range, duration, and such considerations. Until all of its jewels are magically expended, a *helm of brilliance* also has the following magical properties when activated.

1. It glows with a bluish light when undead are within 30 feet. This light causes pain and 1d6 points of damage to all such creatures except skeletons and zombies.

2. The wearer may command any sword he wields to become a *sword of flame*. This is in addition to any other special properties it may have. This takes one round to take effect.

3. The wearer is protected as if a double-strength *fire resistance ring* were worn, but this protection cannot be augmented by further magical means.

Once all of its jewels have lost their magic, the helm loses all of its powers. The gems turn to worthless powder when this occurs. Removing a jewel destroys the gem. They may not be recharged.

If a creature wearing the helm is attacked by magical fire and fails to save vs. magical fire, he must attempt another saving throw for the helmet without magical additions. If this is failed, the remaining gems on the helm overload and detonate, inflicting on the wearer whatever accumulated effects the gems would normally have.

**Helm of Comprehending Languages and Reading Magic:** Appearing as a normal helmet, a *helmet of comprehending languages and reading magic* enables its wearer to understand 90% of strange tongues and writings and 80% of magical writings. (Note that these percentage figures apply to whether all or none of the speaking/writing or inscription is understandable. Understanding does not necessarily imply spell use.) This device is equal to a normal helmet of the type accompanying Armor Class 5.

**Helm of Opposite Alignment:** This metal hat looks like a typical helmet. If magic is detected for, it radiates magic of an indeterminate sort. Once placed upon the head, however, its curse immediately takes effect, and the alignment of the wearer is radically altered—good to evil, neutral to some absolute commitment (LE, LG, CE, CG) as radically different from the former alignment as possible. Alteration in alignment is mental and, once effected, is desired by the individual changed by the magic.

Only a *wish* can restore former alignment, and the affected individual will not make any attempt to return to the former alignment. If a paladin is concerned, he must undergo a special quest and *atone* if the curse is to be obliterated. Note that once a *helm of opposite alignment* has functioned, it loses all of its magical properties.

**Helm of Telepathy:** This sturdy metal helmet appears to be a normal piece of headgear, although it will radiate magic if this is detected for. The wearer of a *helm of telepathy* is able to determine the thoughts of creatures within a 60-foot range. There are two limitations on this power: The wearer must know the language used by such creatures (the racial tongue will be used in thoughts in preference to the Common, the Common in preference to alignment languages); and there can't be more than 3 feet of solid stone, 3 inches of iron, or any solid sheeting of lead or gold between the wearer and the creatures.

The thought pick-up is directional. Conscious effort must be made to pick up thoughts. The wearer may communicate by language with any creature within range if there is a mutually known speech, or emotions may be transmitted (empathy) so that a creature will receive the emotional message of the wearer.

If the wearer of the helm wants to implant a *suggestion* (see the 3rd-level wizard spell of that name in the *Player's Handbook*), he can attempt to do so as follows: The creature receiving the *suggestion* gains a saving throw vs. spell with a -1 penalty for every two

points of Intelligence lower than the telepathist, but a +1 bonus for every point of Intelligence higher than the wearer of the helm. If Intelligence is equal, no adjustment is made when the saving throw is rolled.

**Helm of Teleportation:** This is another helmet of normal appearance which will give off a magical aura if detected for. Any character wearing this device may *teleport* once per day, exactly as if he were a wizard—the destination must be known, and a risk is involved. If the wearer is a wizard, the helm's full powers can be employed, for the wearer can then memorize a *teleportation* spell, and use the helm to refresh his memory so he can repeat the spell up to three times upon objects or characters and still be able to personally *teleport* by means of the helm. As long as the wizard retains the *teleportation* spell uncast, he can personally *teleport* up to six times before the memory of the spell is lost, and even then a usage of the helm remains as noted above for all characters.

**Helm of Underwater Action:** When this helm is viewed, it is indistinguishable from a normal helmet. However, detection reveals it to be magical, and the possessor is able to see and breathe underwater. Visual properties of the helm are activated when small lenses are drawn across the device from compartments on either side. These allow the wearer to see five times farther than water and light conditions allow for normal human vision. (Note that weeds, obstructions, and the like block vision in the usual manner.) If the command word is spoken, the *helm of underwater action* creates a globe of air around the wearer's head, and maintains it until the command word is spoken again. Thus, the wearer can breathe freely.

**Heward's Handy Haversack:** A magical backpack of this sort appears quite ordinary—well-made and well-used. It is of finely tanned leather, and the straps have brass hardware and buckles. There are two side pouches, each of which appears large enough to hold about a quart of material, but each is similar to a *bag of holding* and will actually contain material equal to as much as two cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to eight cubic feet or 80 pounds of material. The pack has an even greater power: When the wearer reaches into it for a specific item, that item will always be on top. Thus, no digging around and fumbling is ever necessary to find what the haversack contains. *Heward's handy haversack* and whatever it contains gain a +2 bonus to all saving throws.

**Horn of Blasting:** This magical horn appears to be a normal trumpet, but it radiates magic if a *detect magic* is cast upon it. It can be sounded as a normal horn, but if the correct word is spoken and the instrument is then played, it has the following effects, both of which happen at once:

1. A cone of sound, 120 feet long and 30 feet wide at the end, issues forth from the horn. All within this area must roll a successful saving throw vs. spell. Those saving are stunned for one round and deafened for two. Those failing the saving throw sustain 1d10 points of damage, are stunned for two rounds, and deafened for four.
2. A wave of ultrasonic sound 1 foot wide and 100 feet long issues from the horn. This causes a weakening of such materials as metal, stone, and wood. The weakening is equal in effect to the damage caused by a hit from a missile hurled by a large catapult. See

"Siege Damage" in Chapter 9, and suffer an additional -2 penalty to the die roll described there.

If a *horn of blasting* is used magically more than once per day, there is a 10% cumulative chance that it will explode and inflict 5d10 points of damage upon the person sounding it.

There are no charges upon a horn, but the device is subject to stresses as noted above, and each time it is used to magical effect there is a 2% cumulative chance of the instrument self-destructing. In the latter case, no damage is inflicted on the character blowing it.

**Horn of Bubbles:** This cursed musical instrument will radiate magic if detected for. It appears as a normal horn, or possibly any of the many magical ones. It will sound a note and call forth a mass of bubbles that completely surround and blind the individual who blew the horn for 2d10 rounds, but these bubbles appear only in the presence of a creature actively seeking to slay the character who played the horn, so their appearance might be delayed for a very short or extremely lengthy period.

**Horn of Collapsing:** The horn appears to be a normal musical instrument, perhaps a bugle or warning horn of some sort. If it is sounded improperly (e.g., without first speaking the proper command word) or 10% of the time in any event, the following will result:

*Out-of-doors:* A torrent of fist-sized rocks will strike the individual sounding the horn, 2d6 in number, each causing 1d6 hit points of damage.

*Indoors:* The ceiling overhead will collapse when the device is blown. The character suffers 3d12 points of damage.

*Underground:* The area immediately above the character sounding the horn will fall upon him. The damage is 5d4 points base, multiplied by one for each 10 feet of height which the material above drops (i.e., twice damage if a 20-foot ceiling, three times damage if a 30-foot ceiling, etc.).

Proper use of a *horn of collapsing* enables the character to sound it while it is pointed at the roof overhead from 30 to 60 feet beyond the user. The effect is to collapse a section of roof up to 20 feet wide and 20 feet long (10-foot radius from the central aiming point) which inflicts damage as noted above if indoors or underground only.

**Horn of Fog:** This small, buglelike device allows its possessor to blow forth a thick cloud of heavy fog equal to that of a *fog cloud* spell. Each round spent blowing it creates a 10-foot cube fog cloud. The cloud lasts for 2d4 rounds after the last round of blowing the instrument. Note that should it stop being sounded for a round, a new *fog cloud* will have begun, as the initial one has a life expectancy of but 2d4 more minutes, and will have drifted away from the individual sounding it. The device makes a deep, horn-like noise, the note dropping abruptly to a lower register at the end.

**Horn of Goodness/Evil:** This magical instrument adapts itself to the alignment of its possessor, so it will produce either a good or an evil effect depending on the alignment of its owner. If the possessor is absolutely neutral, the horn will have no power whatsoever. If the owner is good, then blowing the horn has the effect of a *protection from evil* spell

in a 10-foot radius, and this protection will last for 10 rounds. Each friendly/allied creature within this area will be affected as if granted the spell. If the horn is of evil alignment, then the reverse of the noted spell occurs within the area of effect. The horn can be blown once per day.

**Horn of the Tritons:** This device is a conch shell horn which can be blown once per day (except by a triton who can sound it three times daily). A *horn of the tritons* can do any one of the following functions when blown:

1. Calm rough waters in a one mile radius. (This has the effect of dispelling a water elemental or water weird.)
2. Summon 5d4 hippocampi (on a d6 roll of 1 or 2), 5d6 giant sea horses (on a roll of 3-5), or 1d10 sea lions (on a roll of 6) if the character is in a body of water in which such creatures dwell. The creatures summoned will be friendly and will obey, to the best of their understanding, the character who sounded the horn.
3. Panic marine creatures with animal or lower Intelligence, causing them to flee unless each saves vs. spell. Those who do save must take a -5 penalty on their attack rolls for 3d6 turns (30-180 rounds).

Any sounding of a *horn of the tritons* can be heard by all tritons within a three-mile radius.

**Horn of Valhalla:** There are four varieties of this magical device. Each appears to be a normal instrument until its command word is spoken. Then, each summons a number of berserkers from Valhalla to fight for the character who summoned them by blowing the horn. Each variety of horn can be blown just once every seven days. The type of horn, its powers, and who is able to employ it are determined by rolling 1d20 and consulting the table below.

Any character whose group is unable to employ a particular *horn of Valhalla* will be attacked by the berserk fighters summoned when the character blows the horn.

Summoned fighters are Armor Class 4, have 6 hp points per die, and are armed with sword and spear (50%), or battle-axe and spear (50%). They gladly attack anyone the possessor of the horn commands them to fight, until they or their opponents are slain, or six turns have elapsed, whichever occurs first.

Fully 50% of these horns are aligned and will summon only fighters of the horn's alignment. A radical alignment difference will cause the horn blower to be attacked by the fighters.

| D20 Roll | Type of Horn | Berserk Fighters Summoned | Usable By |
|---|---|---|---|
| 1-8 | Silver | 2d4+2 2nd level | any group |
| 9-15 | Brass | 2d4+1 3rd level | P, Wi, R |
| 16-18 | Bronze | 2d4 4th level | P, Wa |
| 19-20 | Iron | 1d4+1 5th level | Wa |

**Horseshoes of Speed:** These iron shoes come in sets of four like ordinary horseshoes, but they are magical and will not wear out. When affixed to a horse's hooves, they double the animal's speed. There is a 1% chance per 20 miles traveled that a shoe will drop off,

and if this passes unnoticed, the horse's speed will drop to 150% normal rate. If two or more are lost, speed returns to normal.

**Horseshoes of a Zephyr:** These iron shoes can be affixed like normal horseshoes, but they allow a horse to travel without actually touching the ground. Among other things, this means water can be crossed—passed over without effort—and movement is possible without leaving tracks on any sort of ground. The horse is able to move at normal speeds, and it will not tire for as long as 12 hours' continuous riding per day when wearing these magical horseshoes.

**Incense of Meditation:** The small rectangular blocks of sweet-smelling *incense of meditation* are indistinguishable from nonmagical incense until one is lit. When burning, the special fragrance and pearly-hued smoke of this special incense are recognizable by any priest of 5th or higher level.

When a priest lights a block of the incense of meditation and spends eight hours praying and meditating nearby, the incense will enable him to gain maximum spell effects. Thus, *cure wounds* spells are always maximum, spell effects are of the broadest area possible, and saving throws against their effects suffer -1 penalties, and when dead are brought back to life, their chance of not surviving is reduced by one-half (rounded down).

When this item of magic is discovered, there will be 2d4 pieces of incense. Each piece burns for eight hours, the effects remain for 24 hours.

**Incense of Obsession:** These strange blocks of incense exactly resemble *incense of meditation.* If meditation and prayer are conducted while the lit *incense of obsession* is nearby, its odor and smoke will cause the priest to become totally confident that his spell ability is superior, due to the magical incense. The priest will be determined to use his spells at every opportunity, even when not needed or when useless. The priest will remain obsessed with his abilities and spells until all are cast or 24 hours have elapsed.

There are 2d4 pieces of this incense normally, each burning for one hour.

**Ioun Stones:** These magical stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires the stones, he must hold each and then release it, so it takes up a circling orbit, whirling and trailing, circling 1d3 feet from his head. Thereafter, the stones must be grasped or netted to separate them their owner. The owner may voluntarily seize and stow the stones (at night, for example) to keep them safe, but he loses the benefits of the stones during that time. 1d10 ioun stones will be found, though there are 14 different kinds, in all. Roll 1d20 to determine the property of each stone, a duplication indicating a stone which is burned out and useless but counts as one of the number found:

Whenever ioun stones are exposed to attack, they are treated as Armor Class -4 and take 10 points of damage to destroy. They save as if they were of hard metal—+3 bonus.

# IOUN STONES

| D20 Roll | Color of Stone | Shape | Effect |
|---|---|---|---|

| | | | |
|---|---|---|---|
| 1 | pale blue | rhomboid | adds 1 point to Str. (18 max.) |
| 2 | scarlet & blue | sphere | adds 1 point to Int. (18 max.) |
| 3 | incandescent blue | sphere | adds 1 point to Wis. (18 max.) |
| 4 | deep red | sphere | adds 1 point to Dex. (18 max.) |
| 5 | pink | rhomboid | adds 1 point to Con. (18 max.) |
| 6 | pink & green | sphere | adds 1 point to Cha. (18 max.) |
| 7 | pale green | prism | adds 1 level of experience |
| 8 | clear | spindle | sustains person without food/water |
| 9 | iridescent | spindle | sustains person without air |
| 10 | pearly white | spindle | regenerates 1 hp/turn |
| 11 | pale lavender | ellipsoid | absorbs spells up to 4th level* |
| 12 | lavender & green | ellipsoid | absorbs spells up to 8th level** |
| 13 | vibrant purple | prism | stores 2d6 levels of spells |
| 14 | dusty rose | prism | gives +1 protection |
| 15-20 | dull gray | any | burned out, "dead" stone |

* After absorbing 10-40 spell levels, the stone burns out and turns to dull gray, forever useless.
** After absorbing 20-80 spell levels, the stone burns out and turns dull gray, forever useless.

**Iron Bands of Bilarro:** When initially discovered, this very potent item will appear to be a rusty iron sphere. Close examination will reveal that there are bandings on the three-inch-diameter globe. Magic detection will reveal strong magic of an indeterminate nature.

When the proper command word is spoken and the spherical iron device is hurled at an opponent, the bands expand and tightly constrict the target creature if a successful, unadjusted attack roll is made. A single creature of up to frost/fire giant-size can be captured thus and held immobile until the command word is spoken to bring the bands into globular form again. Any creature captured in the bands, however, gets the chance to break (and ruin) the bands by successfully *bending bars.* Only one attempt is possible before the bands are so set as to be inescapable.

**Iron Flask:** These special containers are typically inlaid with runes of silver and stoppered by a brass plug bearing a seal set round with sigils, glyphs, and special symbols. When the user speaks a command, he can force any creature from another plane into the container, provided the creature fails its saving throw vs. spell—after magic resistance, if any, is checked. Range is 60 feet. Only one creature at a time can be so contained. Loosing the stopper frees the captured creature.

If the individual freeing the captured creature knows the command word, the creature can be forced to serve for one turn (or to perform a minor service which takes up to one hour). If freed without command knowledge, dice for the creature's reaction. Any attempt to force the same creature into the flask a second time allows it +2 on its saving throw and makes it *very* angry and totally hostile. A discovered bottle might contain:

| D100 Roll | Contents |
|---|---|
| 01-50 | Empty |

| | |
|---|---|
| 51-54 | Air elemental |
| 55-65 | Djinni |
| 66-69 | Earth elemental |
| 70-72 | Efreeti |
| 73-76 | Fire elemental |
| 77-86 | Invisible stalker |
| 87-89 | Rakshasa |
| 90-93 | Salamander |
| 94-97 | Water elemental |
| 98-99 | Wind walker |
| 00 | Xorn |

**Jewel of Attacks:** This gleaming gem radiates magic and appears to be a valuable item. It is cursed, however, and doubles the likelihood of encountering wandering monsters and the likelihood of pursuit when monsters are encountered and the party seeks to evade them by flight. Once picked up, the *jewel of attacks* will always magically return to its finder (secreting itself in pouch, bag, pack, pocket, etc.) until a *remove curse* spell or an *atonement* is cast upon him.

**Jewel of Flawlessness:** This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its magical aura will be noted. When a *jewel of flawlessness* is placed with other gems, it doubles the likelihood of their being more valuable (i.e., the chance for each stone going up in value increases from 10% to 20%). The jewel has from 10-100 facets, and whenever a gem increases in value because of the magic of the *jewel of flawlessness* (a roll of 2 on d10), one of these facets disappears. When all are gone, the jewel is a spherical stone that has no value.

**Keoghtom's Ointment:** This sovereign salve is useful for drawing poison, curing disease, or healing wounds. A jar of the unguent is small—perhaps three inches in diameter and one inch deep—but contains five applications. Placed upon a poisoned wound (or swallowed), it detoxifies any poison or disease. Rubbed on the body, the ointment heals 1d4+8 points of damage. Generally, 1d3 jars will be found.

**Lens of Detection:** This circular prism enables its user to detect minute things at 50% of the ability of *eyes of minute seeing*, but it also enables the possessor to look through the lens and track as a 5th-level ranger does. The *lens of detection* is about six inches in diameter. It must be set in a frame with a handle in order to be properly used.

**Libram of Gainful Conjuration:** This mystic book contains much arcane knowledge for wizards of neutral, chaotic neutral, and lawful neutral alignment. If a character of this class and alignment spends a full week cloistered and undisturbed, pondering its contents, he gains experience points sufficient to place him exactly at the mid-point of the next higher level. When this occurs, the libram disappears—totally gone—and that character can never benefit again from reading such a work.

Any non-neutral wizard reading so much as a line of the libram suffers 5d4 points of damage, falls unconscious for a like number of turns, and must seek a priest in order to

atone and regain the ability to progress in experience (until doing so, he gains no further experience).

Any nonwizard perusing the work must roll a saving throw vs. spell in order to avoid insanity. Characters who go insane can be healed only by a *remove curse* and rest for 1 month or by having a priest *heal* them.

**Libram of Ineffable Damnation:** This work is exactly like the *libram of gainful conjuration* except that it benefits evil wizards. Nonevil characters of that class lose one level of experience merely by looking inside its brass-bound covers, in addition to the other ill effects of perusing as little as one line of its contents.

**Libram of Silver Magic:** This mystic text is the reverse of the *libram of ineffable damnation.* It is greatly beneficial to good wizards, most baneful to nongood ones. Like all magical works of this sort, it vanishes after one week of study, and the character having benefitted from it can never be so aided again.

**Lyre of Building:** The enchantments placed upon this instrument make it indistinguishable from a normal one. Even if its magic is detected, it cannot be told from an ordinary instrument until it is played. If the proper chords are struck, a single use of the lyre will negate the effects of a *horn of blasting*, a *disintegrate* spell, or the effects of up to three rounds of attack from a ram or similar siege item. The lyre can be used in this way once per day.

The lyre is also useful with respect to actual building. Once a week its strings can be strummed so as to produce chords that magically construct buildings, mines, tunnels, ditches, or whatever. The effect produced in but three turns of playing is equal to the work of 100 men laboring for three days.

A check must be made whenever the lyre is played. Under normal circumstances, a false chord is sounded on a roll of 1-3 on 1d20. (Characters with the musical instrument proficiency play a false chord only on a roll of 1.) If the player of the lyre is under physical or mental attack, the chance of a false chord increases to 1-10. (Proficient characters resolve a proficiency check by the standard rules under these circumstances.) If a false chord is struck, all effects of the lyre are 20% likely to be negated.

**Manual of Bodily Health:** The metal-bound *manual of bodily health* appears to be an arcane, rare, but nonmagical book. If a *detect magic* spell is cast upon it, the manual will radiate an aura of magic. Any character who reads the work (24 hours of time over 3-5 days) will know how to increase his Constitution by one point—this involves a special dietary regimen and breathing exercises over a one-month period. The book disappears immediately upon completion of its contents.

The point of Constitution is gained only after the prescribed regimen is followed. In three months the knowledge of the secrets to bodily health will be forgotten. The knowledge cannot be articulated or recorded by the reader. The manual will not be useful to any character a second time, nor will more than one character be able to benefit from a single copy.

**Manual of Gainful Exercise:** This work is similar to the *manual of bodily health*, but

its reading and prescribed course of action will result in the addition of one point to the reader's Strength.

**Manual of Golems:** This compilation is a treatise on the construction and animation of golems. It contains all of the information and incantations necessary to make one of the four sorts of golems.

The construction and animation of a golem takes a considerable amount of time and costs quite a bit as well. During the construction/animation process, a single wizard or priest must have the manual at hand to study, and he must not be interrupted. The type of manual found is determined by rolling 1d20 and consulting the table below:

| D20 Roll | Type of Golem | Construction Time | GP Cost |
|---|---|---|---|
| 1-5 | Clay (P) | 1 month | 65,000 |
| 6-17 | Flesh (W) | 2 months | 50,000 |
| 18 | Iron (W) | 4 months | 100,000 |
| 19-20 | Stone (W) | 3 months | 80,000 |

Once the golem is finished, the writing fades and the book is consumed in flames. When the ashes of the manual are sprinkled upon the golem, the figure becomes fully animated.

It is assumed that the user of the manual is of 10th or higher level. For every level of experience under 10th, there is a cumulative 10% chance that the golem will fall to pieces within one turn of completion due to the maker's imperfect understanding.

If a priest reads a work for wizards, he will lose 10,000-60,000 experience points. A wizard reading a priestly work will lose one level of experience. The DM must decide in advance which it is meant for. Any other class of character will suffer 6d6 hit points of damage from opening the work.

**Manual of Puissant Skill at Arms:** This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. Any single bard or fighter (but not a paladin or ranger) who reads the manual and practices the skills described therein for one month goes up to the mid-point of the next higher level. The book disappears after it is read, and the knowledge therein will be forgotten within three months, so it must be acted upon reasonably quickly.

The fighter cannot articulate what he has read, nor can it be recorded in any fashion. Paladins and rangers will understand the work but cannot benefit from reading it. Priests and thieves cannot understand the *manual of puissant skill at arms.* If a wizard so much as scans a few of its letters, he will be stunned for 1d6 turns and lose 10,000-60,000 experience points. A character can benefit from reading a *manual of puissant skill at arms* only one time.

**Manual of Quickness of Action:** The heavy covers and metal bindings of this compilation will not distinguish it from other semi-valuable, nonmagical texts. This work contains secret formulae that enable a single reader to assimilate the text (three days of uninterrupted study) and then practice the skills detailed therein.

If this practice is faithfully done for one month, the character will gain one point of Dexterity. The manual will disappear immediately after reading, but the contents will be remembered for three months. However, the reader will not be able to articulate or otherwise record the information he retains. Only after the month of training will the Dexterity bonus be gained. Further perusal of a similar text will not add to the same character's Dexterity.

**Manual of Stealthy Pilfering:** This is a guide to expertise at thievery. It is so effective that any thief or bard who reads it and then spends one month practicing the skills therein will gain enough experience points to place him at the mid-point of the next higher level. The text disappears after reading, but knowledge is retained for three months. As with other magical texts of this sort, however, the knowledge cannot be recorded or repeated to others. Any additional reading of a similar manual is of no benefit to the character.

Fighters and wizards are unable to comprehend the work. Priests, rangers, and paladins who read even a word of the book suffer 5d4 points of damage, are stunned for a like number of rounds, and, if a saving throw vs. spell is failed, they lose 5,000-20,000 experience points as well. In addition, such characters must *atone* within one day or lose one point of Wisdom.

**Mattock of the Titans:** This huge digging tool is 10 feet long and weighs over 100 pounds. Any giant-sized creature with a Strength of 20 or more can use it to loosen (or tumble) earth or earthen ramparts in a 100-cubic-foot area in one turn. It will smash rock in a 20-cubic-foot area in the same amount of time. If used as a weapon, it has a +3 bonus to attack rolls and inflicts 5d6 points of damage, exclusive of Strength bonuses (see *girdle of giant strength*).

**Maul of the Titans:** This huge mallet is 8 feet long and weighs over 150 pounds. Any giant-sized creature with Strength of 21 or grater can employ it to drive piles of up to 2 feet in diameter into normal earth at 4 feet per blow—two blows per round. The maul will smash to flinders an oaken door of up to 10-foot height by 4-foot width by 2-inch thickness in one blow—two if the door is heavily bound with iron. If used as a weapon, it has a +2 bonus to attack rolls and inflicts 4d10 hit points of damage, exclusive of Strength bonuses.

**Medallion of ESP:** This appears to be a normal pendant disk hung from a neck chain. It is usually fashioned from bronze, copper, or nickel-silver. The device enables the wearer to concentrate and pick up thoughts in a path 1 foot wide at the medallion and broadening 2 feet every 10 feet from the device the magic reaches, up to an 11-foot maximum width at 50 feet. Note that the wearer cannot send thoughts through a *medallion of ESP*.

Use of the medallion requires a full round. It is prevented from functioning by stone of over 3-foot thickness, metal of over 1/6-inch thickness, or any continuous sheet of lead, gold or platinum of any thickness greater than paint. The medallion malfunctions (with no result) on a roll of 6 on 1d6, and the device must be checked each time is used.

The character using the device can pick up only the surface thoughts of creatures in the ESP path. The general distance can be determined, but all thoughts will be

understandable only if the user knows the language of the thinkers. If target creatures use no language, only the prevailing emotions can be felt. Note that undead and mindless golems have neither readable thoughts nor emotions. The type of medallion found is determined by consulting the table below:

| D20 Roll | Medallion |
|---|---|
| 1-15 | 30' range |
| 16-18 | 30' range with empathy |
| 19 | 60' range |
| 20 | 90' range |

**Medallion of Thought Projection:** This device is like an *ESP Medallion* in every respect, even as to the range at which it functions. However, in addition to picking up the thoughts of creatures, it will broadcast the thoughts of the user to the creatures in the path of the beam, thus alerting them. To prevent projecting thoughts, the user rolls 1d6. On a roll of 6, the thoughts remain a secret.

**Mirror of Life Trapping:** This crystal device is usually about 4 square feet in area, framed in metal, wood, etc. It is usable only by wizards, although it can be affixed to a surface to operate alone by giving a command word. A mirror has from 13 to 18 nonspatial/extradimensional compartments within it. Any creature coming within 30 feet of the device and looking at its reflection must successfully save vs. spell or be trapped within the mirror in one of the cells. A creature not aware of the nature of the device will always see its reflection, the probability dropping to 50% if the creature is aware that the mirror traps life.

When a creature is trapped, it is taken bodily into the mirror. Size is not a factor, but automatons and nonliving matter (including golems but excluding intelligent undead) are not trapped. The possessor of the mirror can call the reflection of any creature that is trapped within to the surface of the mirror, and the powerless creature can be engaged in conversation. If mirror capacity is exceeded, one victim (determined randomly) will be set free in order to accommodate the latest one.

If the mirror is broken, all victims are freed (usually to then attack the possessor of the device). Note that the possessor of a *mirror of life trapping* can speak a command word to free a trapped creature, but the creature's cell must be known. Example: "In the name of Zagig the Great, I command the occupant of the third cell to come forth!"

**Mirror of Mental Prowess:** This magical mirror resembles an ordinary one 5 feet by 2 feet. The possessor who knows the proper commands can cause it to perform as follows:

1. Read the thoughts of any creature reflected therein, even though these thoughts are in an unknown language.
2. Scry with it as if it were a *crystal ball* with *clairaudience*, even being able to view into other planes if the viewer is sufficiently familiar with them.
3. Use it as a portal to visit other places (possibly other planes, as well, at the DM's option) by first scrying them and then stepping through to the place pictured—an invisible area remains on the "other side," and those using the portal can return if the

correct spot can be found. (Note that creatures being scried can step through if the place is found by them!)

4. Once per week it will answer one short question regarding a creature whose image is shown upon its surface.

**Mirror Of Opposition:** This item exactly resembles a normal mirror. If a creature is reflected in its surface, an exact duplicate of the creature will come into being, and this opposite will immediately attack the creature reflected. Note that the duplicate will have all items and powers of the original (including magic), but upon the defeat or destruction of either, the duplicate and his item disappear completely.

**Murlynd's Spoon:** This unremarkable eating utensil is typically fashioned from horn. It radiates a dim aura of conjuration if magic is detected for. If the spoon is placed in an empty container—a bowl, a cup, dish, etc.—the vessel will fill with a thick, pasty gruel. Although this substance has a flavor similar to warm, wet cardboard, it is highly nourishing. It contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon will produce sufficient gruel each day to feed up to four humans.

**Necklace of Adaptation:** This chain resembles a medallion. The wearer can ignore all sorts of gases that affect creatures through respiration. He can also breathe underwater or even exist in airless space for up to seven days.

**Necklace of Missiles:** This device appears to be nothing but a cheap medallion or piece of valueless jewelry. If a character places it about his neck, however, he can see the necklace as it really is—it is actually a golden chain from which hang a number of golden missile globes. The spheres are detachable only by the wearer, who can easily hurl them up to a 70-foot distance. When they arrive at the end of their trajectory, they burst as a magical *fireball*. The number of missiles, and their respective Hit Dice of *fireball* damage, are determined by rolling 1d20 and consulting the table below:

| D20 Roll | Number of Missiles and Power in Dice | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| | **11** | **10** | **9** | **8** | **7** | **6** | **5** | **4** | **3** | **2** |
| 1-4 | - | - | - | - | - | - | 1 | - | 2 | - |
| 5-8 | - | - | - | - | - | 1 | - | 2 | - | 2 |
| 9-12 | - | - | - | - | 1 | - | 2 | - | 4 | - |
| 13-16 | - | - | - | 1 | - | 2 | - | 2 | - | 4 |
| 17-18 | - | - | 1 | - | 2 | - | 2 | - | 2 | - |
| 19 | - | 1 | - | 2 | - | 2 | - | 4 | - | - |
| 20 | 1 | - | 2 | - | 2 | - | 2 | - | 2 | - |

For example, on a roll of 9-12, the necklace will possess seven missiles—one 7-dice, two 5-dice, and four 3-dice fireballs.

The size will show that there is a difference in power between globes, but the number of dice and damage each causes cannot generally be known.

If the necklace is being worn or carried by a character who fails his saving throw versus a magical fire attack, the item must undergo a saving throw check as well. If it fails to save, all remaining missiles detonate simultaneously.

**Necklace of Prayer Beads:** A magical necklace of this sort appears to be a normal piece of nonvaluable jewelry until it is placed about a character's neck. Even then, the true nature of the item will be revealed only if the wearer is a priest (excluding druids and characters otherwise able to use spells of a priestly or druidical nature such as paladins and rangers). The *necklace of prayer beads* consists of 1d6+24 semi-precious (60%) and fancy (40%) stones. The wearer will be 25% more likely to successfully petition his deity to grant desired spells. There will also be 1d4+2 special beads (precious stones, gems of 1,000 gp base value) of the following sort (roll 1d20 for each bead):

| D20 Roll | Results |
|---|---|
| 1-5 | Bead of atonement—as the 5th-level spell of the same name |
| 6-10 | Bead of blessing—as the 1st-level spell of the same name |
| 11-15 | Bead of curing—cures blindness, disease, or serious wounds (as the appropriate spells) |
| 16-17 | Bead of karma—allows the priest to cast his spells as if he were four levels higher (with respect to range, duration, etc.) |
| 18 | Bead of summons—calls the priest's deity (90% probability) to come to him in material form (but it had better be for a good reason!) |
| 19-20 | Bead of wind walking—as the 7th-level spell of the same name |

Each special bead can be used once per day. If the priest summons his deity frivolously, the deity will, at the very least, take the necklace as punishment. The function of each bead is known only when the bead is grasped and a *commune* spell used. All powers of the special beads are lost if they are removed from the necklace.

**Necklace of Strangulation:** A *necklace of strangulation* can be identified only when placed around a character's neck. The necklace immediately constricts and cannot be removed by any means short of a *limited wish* or *wish* spell. The wearer suffers 6 points of strangulation damage per round until he is dead. The necklace remains clasped around the character's throat until he is a dry skeleton. It can be reused.

**Nolzur's Marvelous Pigments:** These magical emulsions enable their possessor to create actual objects simply by depicting their form in two dimensions. The pigments are applied by a stick tipped with bristles, hair, or fur. The emulsion flows from the application to form the desired object as the wielder concentrates on the desired image. One pot of *Nolzur's marvelous pigments* is sufficient to create a 1,000-cubic-foot object by depicting it two-dimensionally over a 100-square-foot surface. Thus, a 10-foot by 10-foot rendition of a pit would result in an actual 10-foot by 10-foot by 10-foot pit; a 10-foot by 10-foot depiction of a room would result in a 10-foot by 10-foot by 10-foot room; and so on.

Only normal, inanimate things can be created—doors, pits, flowers, trees, cells, etc.; monsters, people, golems, and the like can't be created. The pigments must be applied to

a surface (i.e., a floor, wall, ceiling, door, etc.). From 1d4 containers of pigments will be found, usually with a single instrument about 1 foot long with which to apply them. It takes one turn to depict an object with pigments. Objects of value depicted by pigments—precious metals, gems, jewelry, ivory, etc.—will appear to be valuable but will really be made of tin, lead, paste gems, brass, bone, etc. Normal armor or weapons can, of course, be created.

**Pearl of Power:** This seemingly normal pearl of average size and coloration is a potent aid to a wizard. Once a day, a *pearl of power* enables the possessor to recall any one spell as desired, even if the spell has already been cast. Of course, the wizard must have the spell to be remembered among those he most recently memorized. The power of the pearl is determined by rolling percentile dice and consulting the table below:

| D100 Roll | Level of Spell Recalled by Pearl |
|---|---|
| 01-25 | first |
| 26-45 | second |
| 46-60 | third |
| 61-75 | fourth |
| 76-85 | fifth |
| 86-92 | sixth |
| 93-96 | seventh |
| 97-98 | eighth |
| 99 | ninth |
| 00 | recalls two spells of 1st to 6th level (use 1d6) |

One in 20 of these pearls is of opposite effect, causing a spell to be forgotten. These pearls can be gotten rid of only by means of a *wish!*

**Pearl of the Sirines:** This normal-seeming pearl radiates faintly of enchantment if magic is detected for. In any event, the stone will be very beautiful and worth at least 1,000 gp on this basis alone. If it is clasped firmly in hand (or to the breast) and the possessor attempts actions related to the pearl's power areas, he will understand and be able to employ the item.

The pearl enables its possessor to breathe in water as if he were in clean, fresh air. Underwater movement rate is 24. The possessor is immune to ill effects from the poison touch of a sirine. The pearl must be within the general area of the possessor—less than 10 feet distant—to convey its powers to him.

**Pearl of Wisdom:** Although it appears to be a normal pearl, a *pearl of wisdom* causes a priest to increase one point in Wisdom if he retains the pearl for one month. The increase happens at the end of 30 days, but thereafter the priest must keep the pearl with him or the one point gain will be lost.

Note that one in 20 of these magical pearls is cursed to work in reverse, but once the point of Wisdom is lost, the pearl turns to powder; the loss is permanent barring some magical restoration means such as a *wish* or *tome of understanding.*

**Periapt of Foul Rotting:** This engraved gem appears to be a gem of small value. If any character claims it as his own, he will contract a terrible rotting disease which can be removed only by application of a *remove curse* spell followed by a *cure disease* and then a *heal, limited wish*, or *wish* spell. The rotting can also be countered by crushing a *periapt of health* and sprinkling its dust upon the afflicted character. Otherwise, the afflicted loses one point each of Dexterity, Constitution, and Charisma per week beginning one week after claiming the item. When any score reaches 0, the character is dead. Each point lost due to the disease will be permanent regardless of subsequent removal of the affliction.

**Periapt of Health:** This gem appears exactly the same as a *periapt of foul rotting*, but the possessor will be immune from all diseases save that of the latter periapt so long as he has it on his person.

**Periapt of Proof Against Poison:** The *periapt of proof against poison* is indistinguishable from other periapts. The character who has one of these magical gems is allowed a saving throw vs. poison that normally disallow any such opportunity. The Special Save column on the table below lists the saving throw for such poisons. The owner rolls against his normal score for poisons which are usually at a penalty, and gets a plus on all other poison saves. Roll 1d20 and consult the table below to determine the effectiveness of a particular periapt:

| D20 Roll | Special Save | Plus of Periapt |
|---|---|---|
| 1-8 | 19 | +1 |
| 9-14 | 17 | +2 |
| 15-18 | 15 | +3 |
| 19-20 | 13 | +4 |

**Periapt of Wound Closure:** This magical stone looks exactly the same as the others of this ilk. The person possessing it need never fear open, bleeding wounds because the periapt prevents them. In addition, the periapt doubles the normal rate of healing, or allows normal healing of wounds that would not do so normally.

**Philosopher's Stone:** This is a rare and magical substance that appears to be an ordinary, sooty black piece of rock. It radiates faintly of unknown magic. If the stone is broken open, a cavity will be discovered. The interior of this cavity is lined with a quicksilver which enables the transmutation of the base metals (iron and lead) into silver and gold. A wizard will be required to bring about such transmutation, however.

From 50 to 500 pounds of iron can be made into silver; from 10 to 100 pounds of lead can be turned into gold from a single *philosopher's stone*. Transmutation must be made fully upon the first attempt, all the quicksilver being employed at one time.

Two other substances may be found in a *philosopher's stone* instead of the quicksilver described above, at the DM's discretion. If he decides there's something different in the stone, there is a 75% chance that a greenish, crystalline salt will be found. This allows the

manufacture of 1d4 *potions of longevity*. There is a 25% chance that a white powder will be found in a stone. When mixed with a *potion of longevity*, this can actually restore life to a dead human or demihuman. The mixture must be administered internally within one week of the creature's demise (see the *raise dead* spell).

**Phlactery of Faithfulness:** There is no means to determine what function this device performs until it is worn. The wearer of a *phylactery of faithfulness* will be aware of any action or item that will adversely affect his alignment and standing with his deity. He acquires this information prior to performing the action or becoming associated with such an item, if a moment is taken to contemplate the action. The phylactery must be worn normally by the priest, of course.

**Phylactery of Long Years:** This device slows the aging process by one-quarter for as long as the priest wears it. The reduction applies even to magical aging. Thus, if a priest dons the phylactery at age 20, he will age nine months in every 12 that pass; in 12 chronological years, he will have aged just nine years, and will be 29 (physically) rather than 32. One in 20 of these devices is cursed to operate in reverse.

**Phylactery of Monstrous Attention:** While this arm wrapping appears to be a beneficial device, it actually draws the attention of supernatural creatures of exactly the opposite alignment of the priest wearing it. This results in the priest being plagued by powerful and hostile creatures whenever he is in an area where such creatures are or can appear. If the priest is of 10th or higher level, the attention of his deity's most powerful enemy will be drawn, causing this being to interfere directly. Once donned, a *phylactery of monstrous attention* cannot be removed without a *wish* spell and then a quest must be performed to re-establish the priest in his alignment.

**Pipes of Haunting:** This magical item appears to be a small set of pan pipes. If checked, it faintly radiates magic. When played by a person skilled in music, the pipes create an eerie, spell-binding tune. A listener will think the source of the music is somewhere within 30 feet of the musician. Those hearing the tune and not aware of the piper must make a saving throw vs. spell. Those who fail become nervous and scared. All morale checks are made with a -2 penalty and the listeners suffer a -1 penalty to all surprise rolls.

**Pipes of Pain:** These appear to be like any other standard or magical set of pipes with nothing to reveal their true nature. When played by a character proficient in music, the pipes create a wondrous melody, surpassing any sound ever heard. All within 30 feet, including the piper, must save vs. spells or be enchanted by the sound. So long as the pipes are played, no one will attack or attempt any action if affected.

As soon as the piping stops, all those affected will be stricken by intense pain at even the slightest noise, causing 1d4 points of damage per round. This pain will last for 2d4 rounds. Thereafter, the least noise will cause the victim to wince, reducing the character's attack and saving throw rolls -2. The effect can be negated only by a *forget* or *remove curse* spell.

**Pipes of Sounding:** When played by a character proficient in music, these pipes can be used to create a variety of sounds. To a listener the source of the sound will seem to be anywhere within 60 feet of the piper. The possible sounds that can be created are: wind blowing, laughter, whistling, bird calls, moaning, footsteps, crying, mumbled voices, screams, running water, or creaking. (Note: The DM can rule that other similar sounds are possible.)

**Pipes of the Sewers:** These wooden pipes appear ordinary, but if the possessor learns the proper tune, he can attract from 10-60 (1d6 x 10) giant rats (80%) or 30-180 (3d6 x 10) normal rats (20%) if either or both are within 400 feet. For each 50-foot distance the rats have to travel, there will be a one-round delay. The piper must continue playing until the rats appear, and when they do so, they are 95% likely to obey the piper so long as he continues to play. If for any reason the piper ceases playing, the rats summoned will leave immediately. If they are called again, it is 70% probable that they will come and obey, 30% likely that they will turn upon the piper.

If the rats are under control of a creature such as a vampire, the piper's chance of taking over control is 30% per round of piping. Once control is assumed, there is a 70% chance of maintaining it if the other creature is actively seeking to reassert its control.

**Portable Hole:** A portable hole is a circle of magical cloth spun from the webs of a phase spider interwoven with strands of ether and beams of Astral plane luminaries. When opened fully, a portable hole is 6 feet in diameter, but it can be folded as small as a pocket handkerchief. When spread upon any surface, it causes an extra-dimensional hole 10 feet deep to come into being. This hole can be "picked up" from inside or out by simply taking hold of the edges of the magical cloth and folding it up. Either way, the entrance disappears, but anything inside the hole remains.

The only oxygen in the hole is that allowed by creation of the space, so creatures requiring the gas cannot remain inside for more than a turn or so without opening the space again by means of the magical cloth. The cloth does not accumulate weight even if its hole is filled (with gold, for example). Each *portable hole* opens on its own particular nondimensional space. If a *bag of holding* is placed within a *portable hole*, a rift to the Astral Plane is torn in the space, and the bag and the cloth are sucked into the void and forever lost. If a *portable hole* is placed within a *bag of holding*, it opens a gate to another plane, and the hole, bag, and any creatures within a 10-foot radius are drawn to the Astral Plane, the *portable hole* and *bag of holding* being destroyed in the process.

**Pouch of Accessibility:** This normal-seeming pouch is actually a strongly magicked item which can contain up to 300 lbs. in 30 specially constructed pockets within it. Each pocket, in turn, holds a maximum of 10 lbs., or one cubic foot of volume, whichever is reached first.

This device also enables the possessor to open it and call forth the item(s) desired. Merely speaking the name of a desired object causes it to appear at the top of the pouch, ready for instant grasp.

These items are similar to *bags of holding* and *portable holes*, and the strictures about placement within such magical spaces apply fully. The pouch weighs 1 lb. empty and 4 lbs. when filled.

**Quaal's Feather Token:** *Feather tokens* are small magical devices of various forms to suit special needs. The types of tokens are listed below. Other token-types can be created as desired. Each token is usable once. To determine the type of *feather token* discovered, consult the following table:

| D20 Roll | Tokens |
|---|---|
| 1-4 | Anchor |
| 5-7 | Bird |
| 8-10 | Fan |
| 11-13 | Swan Boat |
| 14-18 | Tree |
| 19-20 | Whip |

*Anchor:* a token useful to moor a craft in water so as to render it immobile for up to one full day.

*Bird:* a token that can be used to drive off hostile avian creatures or as a vehicle of transportation equal to a roc of the largest size (one-day duration).

*Fan:* a token that forms a huge flapping fan which can cause a strong breeze in an area large enough to propel one ship. This wind is not cumulative with existing wind speeds—if there is already a strong breeze blowing, this cannot be added to it to create a gale. It can, however, be used against it to create an area of relative calm or lesser winds (though this will not affect wave size in a storm, of course). The fan can be used up to eight hours a day. It will not function on land.

*Swan boat:* a token that forms a huge swanlike boat capable of swimming at a rate of 24, and carrying eight horses and gear or 32 men or any equivalent combination (one-day duration).

*Tree:* a token that causes a great oak to spring into being (6-foot diameter trunk, 60-foot height, 40-foot top diameter).

*Whip:* a token that causes a huge leather whip to appear and be wielded against any opponent desired (+1 weapon, 9th-level fighter's attack roll, 1d6+1 points damage plus a saving throw vs. spell or be bound fast for 1d6+1 rounds) for up to six turns. (See *Sword of dancing*).

**Quiver of Ehlonna:** This appears to be a typical arrow container capable of holding about 20 arrows. It has an aura of alteration if magic is detected for, and examination shows that it has three distinct portions. The first and smallest one can contain up to 60 objects of the same general size and shape as long bow arrows. The second, slightly longer, compartment will hold up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case will contain as many as six objects of the same general size and shape as a bow—spears or staves, for example. Such a quiver is always found empty, but once the owner has filled it, he can command the quiver to produce any stored items he wishes each round.

**Robe of the Archmagi:** This normal-appearing garment can be white (45%—good alignment), gray (30%—neutral, but neither good nor evil, alignment), or black

(25%—evil alignment). Its wearer gains the following powers:

1. It serves as armor equal to AC 5.
2. The robe confers a 5% magic resistance.
3. It adds a +1 bonus to saving throw scores.
4. The robe reduces the victim's magic resistance and saving throws by 20%/-4 when the wearer casts any of the following spells: *charm monster, charm person, friends, hold monster, hold person, polymorph other, suggestion.*

The color of a *robe of the archmagi* is not determined until it is donned by a wizard. If a white robe is donned by an evil wizard, he suffers 11d4+7 points of damage and loses 18,000-51,000 experience points at the DM's discretion. The reverse is true with respect to a black robe donned by a good aligned wizard. An evil or good wizard putting on a gray robe, or a neutral wizard donning either a white or black robe, incurs 6d4 points damage, 6,000-24,000 experience points loss, and the wearer will be moved toward the alignment of the robe by its enchantments (i.e., he will feel himself urged to change alignment to that of the robe, and he will have to make an effort to maintain his old alignment).

**Robe of Blending:** This ordinary-appearing robe cannot be detected by magical means. When it is put on, however, the wearer will know that the garment has very special properties. A *robe of blending* enables its wearer to appear to be part of a rock wall or a plant—whatever is appropriate. It can even make the wearer appear to be a creature of his choice.

The robe does have its limits: It will not make its wearer appear to be more than twice normal height or less than one-half normal. It does not impart vocal capabilities—either understanding or imitating the creature the wearer looks like. (In situations where several different forms are appropriate, the wearer is obliged to state which form he wishes the robe to camouflage him as.)

Creatures with exceptional (15+) or better Intelligence have a 1% per Intelligence point chance of detecting something amiss when they are within 30 feet of someone disguising himself with a *robe of blending.* Creatures with low Intelligence or better and 10 or more levels of experience or Hit Dice have a 1% chance per level or Hit Die of likewise noting something unusual about a robe-wearing character. (The latter is cumulative with the former chance for detection, so an 18 Intelligence wizard of 12th level has a 30% chance—18% + 12%—of noting something amiss.) After an initial check per eligible creature, successive checks should be made each turn thereafter, if the same creatures are within the 30-foot range. All creatures acquainted with and friendly to the wearer will see him normally.

**Robe of Eyes:** This valuable garment appears to be a normal robe until it is put on. Its wearer is able to "see" in all directions at the same moment due to scores of magical "eyes" which adorn the robe. The wearer also gains infravision to a range of 120 feet, and the power to see displaced or out-of-phase objects and creatures in their actual positions. The *robe of eyes* sees all forms of invisible things within a 240-foot normal vision range (or 120 feet if *infravision* is being used).

*Invisibility, dust of disappearance, robes of blending,* and *improved invisibility* are not proof against observation, but astral or ethereal things cannot be seen by means of this robe. Solid objects obstruct even the robe's powers of observation. Illusions and secret doors also can't be seen, but creatures camouflaged or hidden in shadows are easily detected, so ambush or surprise of a character wearing a *robe of eyes* is impossible.

Finally, the robe enables its wearer to track as if he were a 12th-level ranger. A *light* spell thrown directly on a *robe of eyes* will blind it for 1d3 rounds, a *continual light* for 2d4 rounds.

**Robe of Powerlessness:** A *robe of powerlessness* appears to be a robe of another sort, and detection will discover nothing more than the fact that it has a magical aura. As soon as a character dons this garment, he drops to 3 Strength and 3 Intelligence, forgetting all spells and magical knowledge. The robe can be removed easily, but in order to restore mind and body, the character must have a *remove curse* spell and then a *heal* spell placed upon him.

**Robe of Scintillating Colors:** This garment appears quite normal, but a magical aura is detectable. Only a wearer with an Intelligence of 15 or higher and a Wisdom of 13 or more can cause a *robe of scintillating colors* to function. If Intelligence and Wisdom are sufficient, the wearer can cause the garment to become a shifting pattern of incredible hues, color after color cascading from the upper part of the robe to the hem in sparkling rainbows of dazzling light.

This effect sheds light in a 40-foot diameter sphere, and it has the power to hypnotize opponents, making them unable to attack the wearer. A full round passes before the colors begin "flowing" on the robe. Each round after that, any opponent who fails a saving throw vs. spell (or magic resistance check, then save) will stand hypnotized and transfixed for 1d4+1 rounds. Even when this effect wears off, additional saves must be made in order to attack.

Furthermore, every round of continuous scintillation of the robe makes the wearer 5% more difficult to hit with missile attacks or hand-held or body weaponry (hands, fists, claws, fangs, horns, etc.) until a maximum of 25% (-5) is attained—five continuous rounds of the dazzling play of hues.

After the initial round of concealment, the wearer is able to cast spells or engage in all forms of activity that do not require movement of more than 10 feet from his starting position. In noncombat situations, the robe simply hypnotizes creatures failing their saving throws vs. spell for 1d4+1 turns.

**Robe of Stars:** This rather ordinary-appearing garment seems typical of apparel worn by a wizard. However, it will radiate a strong aura of alteration and evocation if examined for magic. The robe enables its wearer to travel physically on the Astral Plane, along with all that he is wearing or carrying. The garment also enables the wearer to survive comfortably in the void of outer space. In other situations, the robe gives its wearer a +1 bonus to all saving throws.

The robe is embroidered with stars, and the wearer can use up to six of these as missile weapons, provided he is proficient with darts as a weapon. Each star is a throwing weapon of +5 value, both to hit and damage. Maximum range is 60 feet and base damage

is 2d4 points per hit. The special star weapons are located on the chest portion of the robe. If the wearer does not use all of these missiles, they will replace themselves magically at the rate of one per day. If all six are used, all of the robe's traveling and missile powers are gone forever.

**Robe of Useful Items:** This appears to be an unremarkable item of apparel, but a wizard who dons it will note that it is adorned with small cloth patches of various shapes. Only the wearer of the robe can see, recognize, and detach these patches. One patch can be detached each round. Detaching a patch causes it to become an actual item, as indicated below. A *robe of useful items* always begins with two each of the following patches:

dagger
lantern (filled and lit)
mirror (large)
pole (10-foot length)
rope (50-foot coil)
sack (large)

In addition, the robe will have 4d4 items which must be diced for. Roll 4d4 to determine how many additional items a robe has and then percentile dice to determine specific items:

| D100 Roll | Result |
|---|---|
| 01-08 | Bag of 100 gold pieces |
| 09-15 | Coffer (_' x _' x 1'), silver (500 gp value) |
| 16-22 | Door, iron (up to 10 feet wide and 10 feet high and barred on 1 side—must be placed upright, will attach and hinge itself) |
| 23-30 | Gems, 10 of 100 gp value each |
| 31-44 | Ladder, wooden (24 feet long) |
| 45-51 | Mule (with saddle bags) |
| 52-59 | Pit (10 cubic feet), open |
| 60-68 | *Potion of extra healing* |
| 69-75 | Rowboat (12 feet long) |
| 76-83 | Scroll of one randomly determined spell |
| 84-90 | War dogs, pair |
| 91-96 | Window (2 feet by 4 feet—up to 2 feet deep) |
| 97-00 | Roll twice more |

Multiple items of the same kind are permissible. Once removed, items are never replaced.

**Robe of Vermin:** This magical-seeming garment will radiate a dim aura of enchantment if magic is detected for. The wearer will notice nothing unusual when the robe is donned, and it will actually convey some magical power at that time—*protection +1*, for example. However, as soon as the wearer is in a situation requiring concentration and action against hostile opponents, the true nature of the garment will be revealed: The

wearer immediately suffers a multitude of bites from the insects that magically infest the garment. He must cease all other activities in order to scratch, shift the robe, and generally show signs of extreme discomfort from the movement and biting of these pests.

The wearer is unable to gain initiative, and has a 50% chance of being unable to complete a spell due to the vermin. All other actions and attack forms requiring manual/locomotive/somatic activity are at half normal probability. The garment can't be removed except by means of a *remove curse* spell or similar magic.

**Rope of Climbing:** A 60-foot long *rope of climbing* is no thicker than a slender wand and weighs no more than three pounds, but it is strong enough to support 3,000 pounds. Upon command, the rope will snake forward, upward, downward, or any other direction at 10 feet per round and attach itself securely wherever desired. It will return or unfasten itself in a similar manner. A *rope of climbing* can also be commanded to knot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied. One end of the rope must be held by a character when its magic is invoked.

**Rope of Constriction:** This rope looks exactly like a *rope of climbing* or *entanglement.* As soon as it is commanded to perform some action, however, it lashes itself about the neck of the character holding it, and from 1d4 others within 10 feet. Everyone caught by the rope is entitled to a saving throw vs. spell. Anyone failing the saving throw is strangled and crushed (2d6 hit points of damage), and the rope continues to constrict until a *dispel magic* is cast upon it.

Creatures entwined by the rope cannot cast spells or free themselves. An unentangled character can cast a *dispel magic* or try to cut through the rope—it is AC -2 and takes 22 points of damage to cut through; all hit points must be inflicted by the same creature (not the one entangled).

**Rope of Entanglement:** A *rope of entanglement* looks just like any other magical rope. Upon command, the rope lashes forward 20 feet or upward 10 feet to entangle up to eight man-sized creatures. For purposes of entanglement, creatures of different sizes are assigned values, as follows:

| **Size** | **Value** |
|---|---|
| Tiny | .33* |
| Small | .5* |
| Medium | 1 |
| Large | 3 |
| Huge | 4 |
| Gigantic | 8 |

* Round up.

Add the values of all creatures entangled to determine how many are affected by the rope. For example, the rope could entangle up to 24 Tiny creatures or 2 Huge creatures. Any combination of sizes is possible as long as the total value doesn't exceed eight.

The rope cannot be broken by sheer strength—it must be hit by an edged weapon. The

rope is AC -2 and takes 22 points of damage to cut through; all damage must be inflicted by the same creature (not the one entangled). Damage under 22 points will repair itself in six turns. If a *rope of entanglement* is severed, it is destroyed.

**Rug of Smothering:** This finely woven carpet resembles a *carpet of flying* and will detect as magical. The character seating himself upon it and giving a command will be surprised, however, as the *rug of smothering* rolls itself tightly around him, suffocating him in 1d4+2 rounds. The rug cannot be physically prevented from wrapping itself, and it can be prevented from smothering its victim only by the casting of any one of the following spells: *animate object, hold plant, wish.*

**Rug of Welcome:** A rug of this type appears exactly the same as a *carpet of flying*, and it performs the functions of one (6-foot by 9-foot size), but a *rug of welcome* has other, additional powers. Upon command it will function as a *rug of smothering*, entrapping any creature up to ogre-size which steps upon it. A *rug of welcome* can also elongate itself and become as hard and strong as steel, the maximum length being 27 feet by 2 feet. In this form, it can serve as a bridge, barricade, etc. In this latter form it is AC 0 and will take 100 points of damage to destroy. Finally, the possessor need only utter a word of command, and the rug will shrink to half size for easy storage and transportation.

**Saw of Might Cutting:** This notched adamantite blade is 12 feet long and over 1 foot wide. It requires 18/00 or greater Strength to operate alone, or two people of 17 or greater Strength working in tandem. The blade will slice through a 1-foot diameter tree in three rounds, a 2-foot thick hardwood tree in one turn, or a 4-foot thick trunk in three turns. After six turns (cumulative) of cutting with the saw, the character or characters must rest for six turns before doing any further work.

**Scarab of Death:** This small pin appears to be any one of the various beneficial amulets, brooches, or scarabs. However, if it is held for more than one round or placed within a soft container (bag, pack, etc.) within 1 foot of a warm, living body for one turn, it changes into a horrible burrowing beetle-like creature. The thing will tear through any leather or cloth, burrow into flesh, and reach the victim's heart in a single round, causing death. It then returns to its scarab form. (Placing the scarab in a container of hard wood, ceramic, bone, ivory, or metal will prevent the monster from coming to life.)

**Scarab of Enraging Enemies:** When one of these devices is displayed and a command uttered, all intelligent hostile creatures within a 40-foot radius must successfully save vs. spell or become enraged. Those whose saving throws succeed may perform normally; enraged enemies fly into a berserk fury and attack the nearest creature, even their own comrades (+1 bonus to attack rolls, +2 bonus to damage, -3 to their own Armor Class).

The rage lasts for 1d6+6 rounds, and during this period, the enraged creatures will attack continually, without reason or fear, moving on to attack other creatures nearest them if initial opponents are slain. A scarab of this type contains from 1d6+18 charges.

**Scarab of Insanity:** This item is indistinguishable from any other amulet, brooch, or

scarab. When displayed and a command word is spoken, all other creatures within a 20-foot radius must save vs. spell with a -2 penalty (and -10% penalty to any magic resistance as well). Those failing the save are completely insane for 1d4+8 rounds, unable to cast spells or use reasoning of any sort (treat as a *confusion spell* with no chance for acting in a non-confused manner). The scarab has 1d8+8 charges.

**Scarab of Protection:** This device appears to be any one of the various magical amulets, stones, etc. It gives off a faint magical aura, however, and if it is held for one round, an inscription will appear on its surface letting the holder know it is a protective device.

The possessor gains a +1 bonus to all saving throws vs. spell. If no save is normally possible, he gets a one in 20 chance of saving, adjusted by any other magical protections that normally give bonuses to saving throws. Thus, this device allows a saving throw vs. spell at base 20 against *magic missile* attacks, for example. If the target also has a +4 bonus for magical armor and a +1 bonus for a *ring of protection*, any roll of 15 or better would indicate that the missiles did no damage.

The scarab can also absorb up to 12 level-draining attacks (two level drains count as two absorbings), *death touches, death rays*, or *fingers of death.* However, upon absorbing 12 such attacks the scarab turns to powder—totally destroyed.

One in 20 of these scarabs will be a cursed item, giving the possessor a -2 penalty to his saving throws. However, one in five of these cursed items will become a +2 scarab if the curse is removed by a cleric of 16th-level or higher. In this case, the scarab will have absorption capability of 24 rather than 12.

**Scarab Versus Golems:** This magical pin enables its wearer to detect any golem within 60 feet, although he must concentrate in order for the detection to take place. Furthermore, the scarab enables its possessor to combat a golem, with hand-held or missile weapons, as if it were a normal monster, with no special defenses. Each scarab has this effect with regard to a different sort of golem. Roll percentile die and consult the table below:

| D100 Roll | Type(s) of Golem Affected by Scarab | XP Value |
|---|---|---|
| 01-30 | Flesh | 400 |
| 31-55 | Clay | 500 |
| 56-75 | Stone | 600 |
| 76-85 | Iron | 800 |
| 86-95 | Flesh, Clay, Wood | 900 |
| 96-00 | Any golem | 1,250 |

**Sheet of Smallness:** A magical item of this sort appears to be nothing more than a well-made piece of material—possibly some sort of covering or sheet woven of very fine linen or silk. One side will have a larger pattern than the other, or perhaps one side will be white, the other black. In any event, there will be an aura of alteration detectable from this cloth if magic is checked for.

This item causes any magical item wrapped within it to shrink to 1/12 its normal size

and weight. If the item is then wrapped in the sheet so as to be touching the reverse side of the material, it will grow back to its normal size and weight. Note that this item has no effect on artifacts, relics, or living material—it affects only non-living, ordinary magical items—and no item shrunk in this fashion is functional or usable while in reduced form. Change in size requires two rounds to accomplish, either in shrinking or restoring to normal size.

**Slippers of Spider Climbing:** These shoes appear unremarkable, although they will give off a faint aura of alteration magic if detected for. When worn, a pair of these slippers enable the individual to move at a 60-foot rate on vertical surfaces or even upside down along ceilings, with hands free to do whatever the wearer desires. Extremely slippery surfaces—ice, oiled, or greased surfaces—make these slippers useless.

**Smoke Powder:** This magical substance is similar, though not identical, to gunpowder. It is extremely scarce and, due to its volatile nature, dangerous to fabricate. *Smoke powder* will be available in a campaign only if the DM allows it. If the DM doesn't want it in the campaign, it simply doesn't exist.

*Smoke powder* is commonly found divided into two separate components—one, a steely-blue granular substance, the other, a fine white powder. Alone, each component is inert and harmless. However, when equal portions of the two are mixed together, the *smoke powder* is complete and dangerous.

When touched by a flame, the mixed powder explodes with great force, noise, and smoke. The size and force of the explosion varies according to the amount of *smoke powder* used. A small, measured amount (a spoonful of each component) causes 1d2 points of damage. Such an amount is sufficient for a large firecracker or a single charge of an arquebus (if these optional weapons exist in the campaign). Increasing the amount increases the damage proportionally—doubling causes 2d2 points of damage, tripling causes 3d2, and so on.

An explosion capable of causing 30 points of damage (15 charges) has a 5-foot radius. Blasts capable of causing 50 or more points of damage (25 or more charges) have a radius of 15 feet, and affect items and fortifications as would a giant's blow.

When discovered, a pouch of *smoke powder* contains 3d6 charges. Charges from several pouches of *smoke powder* can be combined to create bigger, more damaging explosions.

**Sovereign Glue:** This pale amber substance is thick and viscous. Because of its particular powers, it can be contained only within a flask coated with *oil of slipperiness*, and each time any of the bonding agent is poured from the flask, a new application of the *oil of slipperiness* must be put on the flask within one round to prevent the remaining glue from adhering to the side of the container.

One ounce of the adhesive will cover approximately one square foot of surface, bonding virtually any two substances together in a permanent union. The glue takes one full round to set; if the objects are pulled apart before that time has elapsed, that application of the glue will lose its stickiness and be worthless. If the glue is allowed to set, then attempting to separate the two bonded objects will only result in the rending of one or the other except when *oil of etherealness* or *universal solvent* is applied to the

bond—*sovereign glue* is dissolved only by those liquids. A typical container of the substance holds 1d10 ounces of glue.

**Spade of Colossal Excavation:** This digging tool is 8 feet long with a spade-like blade 2 feet wide and 3 feet long. Any fighter with 18 Strength can use this magical shovel to dig great holes. One cubic yard of normal earth can be excavated in one round. After 10 rounds of digging, the user must rest for five rounds. Hard pan clay takes twice as long to dig, as does gravel. Loose soil takes only half as long.

**Sphere of Annihilation:** A *sphere of annihilation* is a globe of absolute blackness, a ball of nothingness 2 feet in diameter. A sphere is actually a hole in the continuity of the multiverse, a void. Any matter that comes in contact with a sphere is instantly sucked into the void, gone, utterly destroyed—even *wishes* and similar magicks have no effect!

A *sphere of annihilation* is basically static, resting in some spot as if it were a normal hole. It can be caused to move, however, by mental effort. The brain waves of the individual concentrating on moving it bend spatial fabrics, causing the hole to slide. Control range is 40 feet initially, 10 feet/level once control is established. Basic movement rate is 10 feet per round, modified as shown below.

Concentration control is based on Intelligence and level of experience—the higher the level the greater the mental power and discipline. For every point of Intelligence above 12, the wizard adds 1%; for every point over 15, he adds another 3%. In other words, add 1% for each point from 13 to 15, and an additional 3% for each point from 16-18—a maximum of 12% bonus at 18 Intelligence. The bonus applies to this table:

| Level of Wizard | Movement/ Round | Probability of Control/ Round |
|---|---|---|
| up to 5th | 8' | 15% |
| 6th-7th | 9' | 20% |
| 8th-9th | 10' | 30% |
| 10th-11th | 11' | 40% |
| 12th-13th | 12' | 50% |
| 14th-15th | 13' | 60% |
| 16th-17th | 14' | 70% |
| 18th-20th | 15' | 75% |
| 21st & above | 16' | 80% |

Any attempt to control the sphere will cause it to move, but if control is not established, the sphere will slide toward the wizard attempting to move it. The sphere will continue to move in this direction for 1d4 rounds and as long as the wizard is within 30 feet thereafter.

If two or more wizards vie for control of a *sphere of annihilation*, the one with the highest percentage chance to control the sphere is checked first, then the next strongest, etc. Control chance is reduced 5% per person, cumulative, when two or more wizards concentrate on the sphere, even if they are cooperating. If none are successful, the sphere will slip toward the strongest. Control must be checked each round.

Should a *gate* spell be cast upon a sphere, there is a 50% chance that the spell will destroy it, 35% that the spell will do nothing, and 15% that a gap will be torn in the spatial fabric, and everything in a 180-foot radius will be catapulted into another plane or universe.

If a *rod of cancellation* touches a sphere, a tremendous explosion will occur as they negate each other. Everything within a 60-foot radius will sustain 3d4 x 10 points of damage.

See also *talisman of the sphere*, below.

**Stone Horse:** Each item of this nature appears to be full-sized, roughly hewn statue of a horse, carved from some type of hard stone. A command word brings the steed to life, enabling it to carry a burden, and even to attack as if it were a warhorse. There are two sorts of steeds:

*Courser:* This *stone horse* travels at the same movement rate as a light horse (movement rate 24) and attacks as if it were a medium warhorse (three attacks for 1d6/1d6/1d3). It is Armor Class 3 and has 18 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."

*Destrier:* This *stone horse* travels at the same movement rate as a medium horse (movement rate 18) and attacks as if it were a heavy warhorse (three attacks for 1d8/1d8/1d3). It is Armor Class 1 and has 26 hit points. It saves versus all applicable attack forms as if it were "Metal, hard."

A *stone horse* can carry 1,000 pounds tirelessly and never needs to rest or feed. Damage inflicted upon it can be repaired by first using a *stone to flesh* spell, thus causing the *stone horse* to become a normal horse. If then allowed to graze and rest, the animal will heal its wounds at the rate of one point per day. When it is fully healed, it will automatically revert to its magical form.

**Stone of Controlling Earth Elementals:** A stone of this nature is typically an oddly shaped bit of roughly polished rock. The possessor of such a stone need but utter a single command word, and an earth elemental of 12-Hit-Dice size will come to the summoner if earth is available, an 8-Hit-Dice elemental if rough, unhewn stone is the summoning medium. (An earth elemental cannot be summoned from worked stone, but one can be from mud, clay, or even sand, although one from sand is an eight-dice monster.) The area of summoning for an earth elemental must be at least 4 feet square and have four cubic yards volume. The elemental will appear in 1d4 rounds. For detailed information about elementals and their control see the *Monstrous Compendium.* The stone can be used to summon one elemental per day.

**Stone of Good Luck (Luckstone):** This magical stone is typically a bit of rough polished agate or similar mineral. Its possessor gains a +1 (+5% where applicable) on all dice rolls involving factors such as saving, slipping, dodging, etc.—whenever dice are rolled to find whether the character suffers from some adverse happening. This luck does not affect attack and damage rolls or spell failure dice.

Additionally, the *luckstone* gives the possessor a +/- 1% to 10% (at owner's option) on rolls for determination of magical items or diversion of treasure. The most favorable

results will always be gained with a *stone of good luck.*

**Stone of Weight (Loadstone):** This magical stone appears to be any one of the other sorts, and testing will not reveal its nature. However, as soon as the possessor of a *stone of weight* is in a situation where he is required to move quickly in order to avoid an enemy—combat or pursuit—the item causes a 50% reduction in movement, and even attacks are reduced to 50% normal rate. Furthermore, the stone cannot be gotten rid of by any nonmagical means—if it is thrown away or smashed, it will reappear somewhere on the character's person. If a *dispel evil* is cast upon a *loadstone,* the item will disappear and no longer haunt the individual.

**Talisman of Pure Good:** A high priest who possesses this item can cause a flaming crack to open at the feet of an evil priest. The intended victim will be swallowed up forever and sent hurtling to the center of the earth. The wielder of the talisman must be good, and if he is not exceptionally pure in thought and deed, the evil priest will gain a saving throw vs. death.

A *talisman of pure good* has seven charges. It cannot be recharged. If a neutral priest touches one of these magic stones, he will suffer 7d4 points of damage. If an evil priest touches one, he will suffer 12d4 points of damage. Nonpriests will not be affected by the device.

**Talisman of the Sphere:** This is a small adamantite loop and handle which will be useless to nonwizards. Characters of any other class touching a talisman of this sort will suffer 5d6 points of damage. When held by a wizard concentrating on control of a *sphere of annihilation,* a *talisman of the sphere* doubles the Intelligence bonus percentage for control (i.e., 2% per point of Intelligence from 13-15, 6% per point of Intelligence from 16-18).

If control is established by the wielder of a talisman, he need check for continual control only every other round thereafter. If control is not established, the sphere will move toward the wizard at maximum speed (16 feet/round). Note that a *wand of negation* will have no effect upon a *sphere of annihilation,* but if the wand is directed at the talisman it will negate its power of control as long as the wand is directed at it.

**Talisman of Ultimate Evil:** This device exactly resembles a *talisman of pure good* and is exactly its opposite in all respects. It has six charges.

**Talisman of Zagy:** A talisman of this sort appears exactly the same as a *stone of controlling earth elementals.* Its powers are quite different, however, and are dependent upon the Charisma of the individual holding the talisman. Whenever a character touches a *talisman of Zagy,* a reaction check is made as if the individual were meeting another creature.

If a hostile reaction result is obtained, the device will act as a *stone of weight,* although discarding it or destroying it results only in 5d6 points of damage and the disappearance of the talisman.

If a neutral reaction results, the talisman will remain with the character for 5d6 hours, or until a *wish* is made upon it, whichever first occurs, and it will then disappear.

If a friendly reaction result is obtained, the character will find it impossible to be rid of the talisman for as many months as he has points of Charisma.

The device will grant one *wish* for every six points of the character's Charisma. It will also grow warm and throb whenever its possessor comes within 20 feet of a mechanical or magical trap. (If the talisman is not held, its warning heat and pulses will be of no avail.)

Regardless of which reaction result is obtained, when its time period expires, the talisman will disappear. A base 10,000 gp diamond will remain in its stead.

**Tome of Clear Thought:** A work of this nature is indistinguishable from any normal book. Any single character who reads a *tome of clear thought* will be able to practice mental exercises that will increase his Intelligence by one point. Reading a work of this nature takes 48 hours time over six days, and immediately thereafter the book disappears.

The reader must begin a program of concentration and mental discipline within one week of reading the tome. After a month of such exercise, Intelligence goes up. The knowledge gained from reading the work can never be recorded or articulated. Any further perusal of a *tome of clear thought* will be of no benefit to the character.

**Tome of Leadership and Influence:** This leather-and-brass-bound book is similar to a *tome of clear thought*, but upon completion of reading and practice of what was revealed therein, Charisma is increased by one point.

**Tome of Understanding:** Identical to a *tome of clear thought*, this work increases Wisdom by one point.

**Universal Solvent:** This strange and magical liquid appears to be some sort of minor oil or potion. Upon first examination, it seems to have the properties of both *oil of slipperiness* and a potion of *delusion.* However, if it is applied to any form of adhesive or sticky material, the solution will immediately dissolve it. Thus, for instance, the effect of *sovereign glue* will immediately be negated by this liquid, as will any other form of cement, glue, or adhesive. The area of effect of this liquid is one cubic foot per ounce, and a typical container holds 27 ounces.

If the liquid is carefully distilled to bring it down to one-third of its original volume, each ounce will dissolve one cubic foot of organic or inorganic material, just as if a *disintegrate* spell had been employed. To find if a target is affected by this concentrated solution, a normal attack roll is required, and the subject is entitled to a saving throw vs. spell. Inanimate objects are automatically affected by the solution, although if they are magical, a saving throw vs. disintegrate applies.

**Vacuous Grimoire:** A book of this sort is identical to a normal one, although if a *detect magic* spell is cast, a magical aura will be noted. Any character who opens the work and reads so much as a single glyph therein must make two saving throws vs. spell. The first is to determine if one point of Intelligence is lost or not; the second is to find if two points of Wisdom are lost. Once opened and read, the *vacuous grimoire* remains; to be destroyed, the book must be burned and a *remove curse* spell cast. If the tome is placed with other books, its appearance will instantly alter to conform to the look of these

other works.

**Well of Many Worlds:** This strange interdimensional device looks just like a *portable hole.* Anything placed within it is immediately cast to another world—a parallel earth, another planet, or a different plane at the DM's option or by random determination. If the well is moved, the random factor again comes into play. It can be picked up, folded, etc., just like a *portable hole.* Things from the world the well touches can come through the opening, just as easily as from the initiating place.

**Wind Fan:** A *wind fan* appears to be nothing more than a wood and papyrus or cloth instrument with which to create a cooling breeze. The possessor can, however, by uttering the correct word, cause the fan to generate air movement duplicating a *gust of wind* spell as if cast by a 5th-level wizard. The fan can be used once per day with no risk. If it is used more frequently, there is a cumulative 20% chance per usage that the device will tear into useless, nonmagical tatters.

**Wings of Flying:** A pair of these magical wings appear to be nothing more than a plain cloak of old, black cloth. If the wearer speaks a command word, the cloak will turn into a pair of gigantic bat wings (20-foot span) and empower the wearer to fly as follows:

2 turns at speed 32
3 turns at speed 25
4 turns at speed 18
6 turns at speed 15
8 turns at speed 12

After the maximum number of possible turns flying, the wearer must rest for one hour—sitting, lying down, or sleeping. Shorter periods of flight do not require full rest, but only relative quiet such as slow walking for one hour. Any flight of less than one turn's duration does not require any rest. *Wings of flying* can be used just once per day regardless of the length of time spent flying. They will support up to 500 pounds weight.

## Armor and Shields

In this section, you will find descriptions of some very special kinds of armor and shields. Before adding these to your campaign, however, be sure you are fully familiar with the armor gradation system:

For each +1 bonus to armor, regardless of the type of armor, the wearer's Armor Class moves downward (toward AC 2 . . . to 1 . . . to 0, -1, -2, and so on). A normal shield improves the armor class by one. A magical shield improves Armor Class like magical armor—toward -1, -2, etc. Note, however, that Armor Class can never be improved beyond -10.

Thus, *chain mail +1* is like ordinary chain mail (AC 5), but one category better (AC 4). A *shield +1* is equal to Armor Class 8—two places better than no armor (+1 for bearing a shield, +1 for the magical bonus of the shield).

When adding magical armor to the game, be aware of sizing problems: 65% of all armor (except *elven chain mail*) is man-sized, and 20% is elf-sized, 10% is dwarf-sized, and but 5% gnome- or halfling-sized. (*Elven chain mail* sizing is determined by the table found below.)

Special armor and shields are described below:

**Armor of Blending:** This appears to be a normal suit of magical armor (determine type and AC modifier normally, ignoring negative results). However, upon command (a command word can be assigned if the DM desires), the armor changes shape and form, assuming the appearance of a normal set of clothing. The armor retains all its properties (including weight) when disguised. Only a *true seeing* spell will reveal the true nature of the armor when disguised.

**Armor of Command:** This finely crafted plate mail radiates a powerful aura of magic. When worn, the armor bestows a dignified and commanding aura upon its owner. The wearer is treated as if he had a Charisma of 18 for all encounter reactions. Friendly troops within 360 feet of the user have their morale increased by +2. Otherwise, the armor functions as *plate mail +1.* Since the effect arises in great part from the distinctiveness of the armor, the wearer cannot hide or conceal himself in any way and still have the effect function.

**Armor of Missile Attraction:** This armor appears to be a normal suit of magical armor (determine type and modifier normally). However, the armor is cursed and actually serves to attract missiles. The wearer is two or three times more likely to be selected as a random target of missiles than normal. In cases where each person is the target of a set number of missiles (most often in large combats), the wearer will have a greater number of missiles fired at him. Furthermore, the magical protection of the armor will fail when calculated for missile attacks. The true nature of the armor will not reveal itself until the character is fired upon in earnest—simple experiments (throwing rocks, etc.) will not suffice.

**Armor of Rage:** This armor is identical in appearance to *armor of command* and functions as a suit of *plate mail +1.* However, when worn, the armor causes the character to suffer a -3 penalty to all encounter checks. All friendly troops within 360 feet have their morale lowered by -2. The effect is not noticeable to the wearer or those affected (i.e., characters will not immediately notice that donning the armor is the cause of their problems).

**Elven Chain Mail:** This is magical armor so fine and light that it can be worn under normal clothing without revealing its presence. Its lightness and flexibility allow even bards and thieves to use it with few restrictions (see Chapter 3 in the *PHB*). Elven fighter/mages use it without restriction. However, it is rarely sized to fit anyone other than an elf or a half-elf. Roll percentile dice and consult the following table to ascertain what size character *elven chain mail* will fit:

| D100 Roll | Size of Elven Chain Mail |
|---|---|

| | |
|---|---|
| 01-10 | gnome/halfling (hairfoot) |
| 11-15 | dwarf/halfling (Stout or Tallfellow) |
| 16-80 | elf/half-elf |
| 81-95 | man-sized, normal (up to 6 feet, 200 lbs.) |
| 96-00 | man-sized, large (up to 6_ feet, 250 lbs.) |

**Plate Mail of Etherealness:** This is seemingly normal *plate mail +5,* but if a command word is spoken, the suit enables its wearer and all nonliving items he wears and carries to become ethereal, as if *oil of etherealness* had been used. While in the ethereal state the wearer cannot attack material creatures. A *phase door* spell will negate the ethereal state and prevent the armor from functioning for one day.

There are 20 charges placed upon *plate mail of etherealness.* Once used, these cannot be replaced or recharged. Furthermore, every five uses reduces the bonus of the armor by one: If five charges are used to become ethereal, the armor is +4, if 10 are used it is +3, +2 if 15 are used, and only +1 if all 20 are exhausted.

**Plate Mail of Fear:** This armor functions as normal *plate mail +1.* However, it is imbued with 2d23 *fear* charges. Upon uttering the command, a charge is spent and the wearer radiates a 30-foot aura of fear. All creatures (except the one wearing the armor) must save vs. spell or flee in panic for 1d4+1 rounds. When all charges are spent, the armor functions as normal *plate mail +1.* It cannot be recharged.

**Plate Mail of Vulnerability:** This appears to every test to be magical *plate mail +1, +2, or +3,* but it is actually *cursed plate mail -2, -3, or -4.* The armor's great vulnerability will not be apparent until an enemy successfully strikes a blow in anger with desire and intent to kill the wearer. The armor will fall to pieces whenever an opponent strikes the wearer with an unmodified attack roll of 20.

**Shield, large, +1, +4 versus missiles:** This is a large shield with a +1 bonus vs. melee attacks, but it is four times more effective against hand-hurled and mechanically propelled missiles of all sorts. More importantly, the shield has a 20% chance of negating *magic missile* attacks (from a frontal position).

**Shield -1, missile attractor:** This not only makes the bearer equivalent to a shieldless person, it also attracts missiles of all types to itself: It doubles or triples the bearer's chances of being selected by random die rolling according to the size of the party he is with (see Chapter 9, "Firing into a Melee"). This cursed shield is not distinguishable from a useful magical shield.

## Magical Weapons

Magical weapons normally apply their bonuses (+1, +2, +3, or +4) to both attack and damage rolls. Any weapon that is not totally self-explanatory is detailed in one of the special paragraphs below.

Most weapons are of the specific type listed. However, 70% of swords are long

swords, 20% are scimitars or broad swords, 5% are short (small) swords, 4% are bastard swords, and 1% are two-handed swords, unless the description of a specific item indicates otherwise. Magical polearms can be of any type desired. Magical lances are always heavy lances. Other unusual weapons may have special restrictions given in the description of the item.

Spears can be used as hand or missile weapons. As missile weapons, they can be broken by any creature with 18/00 or greater Strength or by one that is massive (cave bear, hippo, or rhino, for example). Intelligent creatures will be 70% likely to use the hurled spear against the hurler if struck by the weapon, 25% likely to break it (the spear must save versus *crushing blow*). Unintelligent creatures will be 25% likely to break it (save as above).

Hand Axes (not battle-axes) can be thrown up to 30 yards and still gain any magical attack roll bonus, but no damage bonus.

## Light Generation

The DM can rule that magical weapons (particularly swords, daggers, and +3 or greater items) shed light and can't be concealed when drawn. However, a magical sword should never glow until the wielder is aware of its magical properties—the light-giving property of a weapon should never be used as an excuse to identify a magical item. Note that the *flame tongue*, *frost brand*, *holy avenger*, *life stealing*, and *sharpness* swords have special properties with regard to light. These are dealt with in the individual weapon descriptions.

## Unknown or Unusual Qualities

**Intelligent Weapons:** One of the rare and more significant properties of a magical weapon is the chance that it is intelligent. The feature is most common among swords, but there are occasional instances of other weapons possessing intelligence. The chance of intelligence varies according to the type of weapon.

Swords have a 25% chance of some form of intelligence. Other melee weapons (axes, spears, polearms, etc.) have a 5% chance of intelligence, provided they do not already possess special powers. Missile weapons (including bows, crossbows, arrows, and bolts) never possess intelligence. Single-use items and those items that do not have a bonus to hit (such as a magical net) never possess intelligence.

If you determine that a weapon is intelligent, it will have one or more special powers. It may also have a special purpose or limitations on its use. This information is found under "Intelligent Weapons."

**Unknown Qualities:** Whenever a weapon has some unknown quality—such as the *wishes* in a *luck blade*—the DM should prepare a special 3-inch by 5-inch index card on it and keep the information handy whenever the possessor of the weapon is playing.

**Magical arrows:** When a magical arrow misses its target, there is a 50% chance it will break or otherwise be rendered useless. A magical arrow that hits is destroyed.

# List of Magical Weapons

**Arrow of Direction:** This typically appears to be a normal arrow. However, its magical properties make it function like a *locate object* spell, empowering the arrow to show the direction to the nearest stairway, passage, cave, etc.

Once per day the device can be tossed into the air; it will fall and point in the requested direction. This process can be repeated seven times during the next seven turns. The request must be for one of the following:

- Stairway (up or down)
- Sloping passage (up or down)
- Dungeon exit or entrance
- Cave or cavern

Requests must be phrased by distance (nearest, farthest, highest, lowest) or by direction (north, south, east, west, etc.).

**Arrow of Slaying:** This is an *arrow +3* with unusual physical characteristics—a shaft of some special material, feathers of some rare creature, a head of some strange design, a rune carved on the nock, etc. These characteristics indicate the arrow is effective against some creature type. If the arrow is employed against the kind of creature it has been enchanted to slay, the missile will kill it instantly if it hits the target creature. The following list comprises only a portion of the possible kinds of these arrows:

1. Arachnids
2. Avians
3. Bards
4. Clerics
5. Dragons
6. Druids
7. Elementals
8. Fighters
9. Giants
10. Golems
11. Illusionists
12. Mages
13. Mammals
14. Paladins
15. Rangers
16. Reptile
17. Sea monsters
18. Thieves
19. Titans
20. Undead

Develop your own types and modify or limit the foregoing as fits your campaign.

**Axe +2, throwing:** This hand axe can be thrown up to 180 feet with the same attack roll and damage bonuses (+2) as if it were swung by the character.

**Axe of Hurling:** This appears to be a normal hand axe. With familiarity and practice, however, the possessor will eventually discover that the axe can be hurled up to 180 feet, and it will return to the thrower in the same round whether or not it scores a hit. Damage inflicted by the magical throwing attack is twice normal (2d6 vs. S or M, 2d4 vs. L), with the weapon's magical bonus added thereafter. (For example, an *axe of hurling +3* will inflict 2d6+3 points of damage vs. S- or M-sized creatures and 2d4+3 points of damage vs. creatures of size L if it hits the target after being thrown.) The axe will cause only

normal damage (plus its magical bonus) when used as a hand-held weapon.

After each week of using the weapon, the possessor has a one-in-eight chance of discovering the full properties of the weapon. In any event, the magical properties of the weapon will be fully known to the possessor after eight full weeks of such familiarization.

The magical bonus of an *axe of hurling* is determined by referring to the table below:

| D20 Roll | Magical Bonus | XP Value |
|---|---|---|
| 1-5 | +1 | 1,500 |
| 6-10 | +2 | 3,000 |
| 11-15 | +3 | 4,500 |
| 16-19 | +4 | 6,000 |
| 20 | +5 | 7,500 |

**Bow +1:** This gives a +1 bonus to attack and damage rolls to arrows fired from it. If magical arrows are used, total the bonuses of both the bow and the arrows used. The type of bow found (composite, short, long, etc.) should be based on the circumstances of your campaign and the nature of the area. A nonmagical arrow fired from a magical bow is a nonmagical missile.

**Crossbow of Accuracy, +3:** This gives a +3 bonus to attack rolls with its missiles but not to damage. All ranges are considered short. About 10% of these weapons will be heavy crossbows.

**Crossbow of Distance:** This has double range in all categories. About 10% of these weapons will be heavy crossbows. This weapon is otherwise +1 bonus to attack and damage rolls.

**Crossbow of Speed:** This item allows its possessor to double the rate of fire normal for the weapon. If it is grasped, the *crossbow of speed* will automatically cock itself. In surprise situations it is of no help. Otherwise, it allows first fire in any melee round, and end-of-round fire also, when applicable. About 10% of these weapons are heavy crossbows. The weapon has a +1 bonus to attack and damage rolls.

**Dagger +2, Longtooth:** This appears to be a normal weapon, or perhaps a nonspecial magical weapon. However, when this broad-bladed weapon is wielded by a small demihuman (like a gnome or halfling), it will actually lengthen and function as a short sword (retaining its +2 bonus in this form). Even when functioning in this way it remains as light and handy to use as a dagger would be in the hands of the same character. The weapon will actually penetrate wood or stone as easily as it will softer material, inflicting maximum damage against either substance.

**Dagger of Throwing:** This appears to be a normal weapon but will radiate strongly of magic when this is checked for. The balance of this sturdy blade is perfect, such that when it is thrown by anyone, the dagger will demonstrate superb characteristics as a

ranged weapon. The magic of the dagger enables it to be hurled up to 180 feet. A successful hit when it is thrown will inflict twice normal dagger damage, plus the bonus provided by the blade, which will range from +1 to +4. To determine the bonus for a specific dagger, roll percentile dice and consult the following table:

| D100 Roll | Magical Bonus | XP Value |
|---|---|---|
| 01-35 | +1 | 250 |
| 36-65 | +2 | 350 |
| 66-90 | +3 | 450 |
| 91-00 | +4 | 550 |

**Dagger of Venom:** This appears to be a standard *dagger +1*, but its hilt holds a hidden store of poison. Any hit on a roll of 20 injects fatal poison into the opponent unless a saving throw vs. poison is successful. The *dagger of venom* holds up to six doses of poison. If the hilt contains fewer than six doses, the owner can pour more in up to the maximum. (Use of this weapon by good—particularly lawful good—characters must be carefully monitored for effects on alignment.)

**Darts of Homing:** These appear to be normal projectiles, but are actually +3 magical weapons. If a dart hits the intended target, it will magically return to the thrower in the same round and can be re-used. A dart inflicts a base 1d6 points of damage plus its magical bonus on a successful hit against any size creature (4-9 points total). A dart that misses its target loses its magical power. These weapons have twice the range of ordinary darts—20 yards short, 40 yards medium, 80 yards long.

**Hammer +3, Dwarven Thrower:** This appears to be a standard *hammer +2*. In the hands of a dwarven fighter who knows the appropriate command word, its full potential is realized. In addition to the +3 bonus, the hammer has the following characteristics:

The hammer has a 180-foot range and will return to its wielder's hand like a boomerang. It has a +3 bonus to attack and damage rolls. When hurled, the hammer inflicts double damage against all opponents except giants (including ogres, ogre magi, trolls, and ettins). Against giants it causes triple damage (plus the bonus of +3).

**Hammer of Thunderbolts:** This appears to be a large, extra-heavy hammer. A character less than 6 feet tall and with Strength less than 18/01 will find it too unbalanced to wield properly in combat. However, a character of sufficient Strength and size will find that the hammer functions with a +3 bonus and gains double damage dice on any hit.

If the wielder wears a *girdle of giant strength* and *gauntlets of ogre power* and he knows the hammer's true name, the weapon can be used to full effect: When swung or hurled it gains a +5 bonus, double damage dice, all *girdle* and *gauntlet* bonuses, and it strikes dead any giant upon which it scores a hit.

(Depending on the campaign, the DM might wish to limit the effect to exclude storm giants and include ogres, ogre magi, trolls, ettins, and clay, flesh, and stone golems.)

When hurled and successfully hitting, a great noise, like a clap of thunder, stuns all creatures within 90 feet for one round. Throwing range is 180 feet. (Thor would throw

the hammer about double the above range.) The *hammer of thunderbolts* is difficult to hurl, so only one throw every other round can be made. After five throws within the space of any two-turn period, the wielder must rest for one turn.

Hammers can be hurled as hand axes.

**Hornblade:** This is a magical weapon with a sickle-like blade resembling some sort of animal horn. *Hornblades* range in size from that of a knife to somewhat less than the length of a short sword. Even a close inspection is 90% unlikely to reveal it as anything other than a piece of horn of a _-foot to 1_-foot in length, set in some sort of handle or grip. If magic is detected for, a *hornblade* will radiate faintly of enchantment magic. However, if the proper pressure is applied in the correct place, a curved blade of great strength and sharpness will spring out.

The small versions (knife-sized and dagger-sized) are usually enchanted to +1 or +2, and the largest version (scimitar-sized) commonly has a bonus of +2 or +3. Smaller *hornblades* can be thrown, and the bonus applies to both the attack number and damage determination.

Any character class permitted to use sickle-like weapons can use a *hornblade*. The possessor can use it with proficiency, providing he has proficiency with the appropriately sized weapon (knife, dagger, or scimitar).

The experience-point value of a *hornblade* depends upon its size and the amount of its magical bonus:

| **Size** | **XP Value** |
|---|---|
| Knife-sized | 500 per "plus" |
| Dagger-sized | 750 per "plus" |
| Scimitar-sized | 1,000 per "plus" |

**Javelin of Lightning:** A *javelin of lightning* is considered equal to a +2 magical weapon, although it has neither attack nor damage bonuses. It has a range of 90 yards and whenever it strikes, the javelin becomes the head of a 5-foot wide, 30-foot long stroke of lightning. Any creature hit by the javelin suffers 1d6 points of damage, plus 20 points of electrical damage. Any other creatures in the path of the stroke take either 10 or 20 points of damage, based on whether their saving throws are successful or not.

From 2-5 javelins will be found. The javelin is consumed in the lightning discharge.

**Javelin of Piercing:** This weapon is not actually hurled—when a command word is spoken, the *javelin of piercing* launches itself. Range is 180 feet, all distances considered as short range. The javelin has a +6 bonus to attack rolls and inflicts 1d6+6 points of damage. (Note this missile will fly horizontally, vertically, or any combination thereof to the full extent of its range.) From 2-8 (2d4) will be found at one time. The magic of the *javelin of piercing* is good for only one throw after which it becomes a normal javelin.

**Knife, Buckle:** This magical blade has a hilt that looks just like a large belt-buckle ornament or a complete small buckle. The hilt can be grasped easily and the weapon drawn from its belt-sheath. The knife blade is short but has a very sharp point—it inflicts damage as a knife.

| D10 Roll | Type | XP Value |
|---|---|---|
| 1-4 | +1 | 100 |
| 5-7 | +2 | 200 |
| 8-9 | +3 | 300 |
| 10 | +4 | 400 |

**Mace of Disruption:** This appears to be a *mace +1,* but it has a neutral good alignment, and any evil character touching it will receive 5d4 points of damage due to the powerful enchantments laid upon the weapon. If a *mace of disruption* strikes any undead creature or evil creature from one of the lower planes, may utterly destroy the creature.

Skeletons, zombies, ghouls, shadows, wights, and ghasts, if hit, are instantly blasted out of existence. Other creatures roll saving throws as follows:

| Creature | Save |
|---|---|
| Wraiths | 5% |
| Mummies | 20% |
| Spectres | 35% |
| Vampires | 50% |
| Ghosts | 65% |
| Liches | 80% |
| Other affected evil creatures | 95% |

Even if these saving throws are effective, the *mace of disruption* scores double damage upon opponents of this sort, and twice the damage bonus.

**Net of Entrapment:** This magical rope net is strong enough to defy Strength under 20 and is equal to AC -10 with respect to blows aimed at cutting it. (Normal sawing attempts to cut it with dagger or sword will not succeed; to sever a strand of the mesh, a character must hack at it until he does 5 points of damage on a strand.)

Each net is 10 feet square and has a 3-inch-square mesh. It can be thrown 20 feet so as to cover and close upon opponents; each creature in range must roll a successful saving throw vs. dragon breath to avoid being entrapped. It can be suspended from a ceiling (or generally overhead) and drop upon a command word. It can be laid upon the floor and close upward upon command. The net stretches so as to close over an area up to five cubic feet. It can be loosened by its possessor on command.

**Net of Snaring:** This net looks just like a *net of entrapment,* but it functions only underwater. There, it can be commanded to shoot forth up to 30 feet to trap a creature. It is otherwise the same as the *net of entrapment.*

**Quarterstaff, Magical:** This appears to be a normal bronzewood staff banded with iron. The shaft is actually as strong as steel, and has two magical qualities. Upon command, the staff will alter its length from as short as 6 feet to as long as 12 feet (or any length in between). It inflicts damage as a quarterstaff (base amount, 1d6 points), with additions to attack and damage rolls based upon its magical bonus.

| D20 Roll | Type | XP Value |
|---|---|---|
| 1-5 | +1 | 250 |
| 6-9 | +2 | 500 |
| 10-13 | +3 | 750 |
| 14-17 | +4 | 1,000 |
| 18-20 | +5 | 1,250 |

**Scimitar of Speed:** This is a magical weapon, usually of +2 bonus, that automatically grants its wielder the first attack in a melee round, even though some magical effect might have otherwise slowed his speed and reaction time. It also allows more than one strike in some rounds, increasing the wielder's figure for attacks per melee round by one place, so that if one attack is normal, then the improvement is to two attacks per round. This increase in attacks is cumulative with any other bonus attacks (such as those provided by a *haste* spell).

The order of attacks in the round is determined normally after the wielder of the *scimitar of speed* has made his first attack to begin activity in the round. It is possible, for instance, that a wielder entitled to three attacks in the round will attack once before any other action takes place, and then (because of poor initiative rolls or other factors) take his remaining two attacks at the very end of the round.

There is a chance (25%) that the weapon will have a bonus of something other than +2; if this occurs, roll percentile dice and refer to the following table to determine the appropriate bonus:

| D100 Roll | Type | XP Value |
|---|---|---|
| 01-50 | +1 | 2,500 |
| (normal form) | +2 | 3,000 |
| 51-75 | +3 | 3,500 |
| 76-90 | +4 | 4,000 |
| 91-00 | +5 | 4,500 |

**Sling of Seeking +2:** This gives its user a +2 bonus for both attack and damage rolls, but missiles from such a weapon are regarded as +1 with respect to whether or not certain creatures are affected by the weapon (i.e., a special defense of "+1 or better weapon to hit" means the creature is vulnerable to normal missiles from this sling).

**Spear, Cursed Backbiter:** This is to all tests a magical spear with a +1 bonus (or at the DM's option +2 or +3). It may even function normally in combat against a deadly enemy, but each time it is used in melee against a foe, there is a one in 20 cumulative chance that it will function against its wielder. Once it begins functioning in this way, you can't get rid of it without a *remove curse* spell. The character always seems to find the spear in his hand despite his best efforts or intentions.

When the curse takes effect, the spear curls around to strike its wielder in the back, negating any shield and Dexterity bonuses to Armor Class, and inflicting normal damage. The curse even functions when the spear is hurled, but if the wielder has hurled the spear, the damage done to the hurler will be double. Once the spear has returned to him, the

character will again find himself compelled to use the spear.

**Sun Blade:** This sword is the size of a bastard sword. However, its enchantment enables the *sun blade* to be wielded as if it were a short sword with respect to encumbrance, weight, speed factor, and ease of use (i.e., the weapon appears to all viewers to be a bastard sword, and inflicts bastard sword damage, but the wielder feels and reacts as if the weapon were a short sword). Any individual able to use either a bastard sword or a short sword with proficiency is proficient in the use of a *sun blade.*

In normal combat, the glowing golden blade of the weapon is equal to a +2 sword. Against evil creatures, its bonus is +4. Against Negative Energy Plane creatures or those drawing power from that plane (such as certain undead), the sword inflicts double damage.

Furthermore, the blade has a special *sunray* power. Once a day, upon command, the blade can be swung vigorously above the head, and it will shed a bright yellow radiance that is like full daylight. The radiance begins shining in a 10-foot radius around the sword-wielder, spreading outward at 5 feet per round for 10 rounds thereafter, creating a globe of light with a 60-foot radius. When the swinging stops, the radiance fades to a dim glow that persists for another turn before disappearing entirely. All *sun blades* are of good alignment.

**Sword +1, +2 vs. magic-using and enchanted creatures:** This sword always provides a +1 bonus. The +2 bonus takes effect when the sword is employed against wizards, monsters that can cast spells, and conjured, created, gated, or summoned creatures. Note that the +2 bonus would not operate against a creature magically empowered by an item (such as a *ring of spell storing*) to cast spells.

**Sword +1, +3 vs. lycanthropes and shape changers:** This gives its +3 against werecreatures—those able to assume the form of another creature (such as a vampire or a druid), or any creature under the influence of a *polymorph* or *shape change* spell.

**Sword +1, +3 vs. regenerating creatures:** This will give the +3 bonus to its wielder even when the regenerating creature does so because of a magical device—such as a *ring of regeneration.*

**Sword +1, +4 vs. reptiles:** this gives the +4 against such creatures as dinosaurs, dragons, hydras, lizards, snakes, wyverns, etc.

**Sword +1, cursed:** This performs in all respects as a +1 weapon, but when its wielder is faced by an enemy, the sword will weld itself to the character's hand and force him to fight until the enemy or the wielder is slain. Thereafter, the possessor can loose, but never rid himself of, the cursed sword. No matter what is done, it will appear in his hand whenever an opponent is faced. The character can be freed of the weapon only by a *remove curse* spell.

**Sword +1, flame tongue, +2 vs. regenerating creatures, +3 vs. cold-using, inflammable, or avian creatures, +4 vs. undead:** This sheds light when its possessor

speaks a command word or phrase. When activated, the *flame tongue* sword's fire illuminates the area as brightly as a torch. The flame from this sword easily ignites oil, burns webs, or sets fire to paper, parchment, dry wood, etc. Cold-using creatures are those whose attack mode involves cold (ice toads, white dragons, winter wolves, yeti, etc.).

**Sword +1, Luck Blade:** This gives its possessor a +1 bonus to all saving throws and will have 1d4+1 *wishes.* The DM should keep the number of wishes secret.

**Sword +2, Dragon Slayer:** This has a +4 bonus against any sort of true dragon. It inflicts triple damage against one sort of dragon (i.e., 3d12+4). Note that an unusual sword with intelligence and alignment will not be made to slay dragons of the same alignment. Determine dragon type (excluding unique ones like Bahamut and Tiamat) by rolling 1d10:

| | |
|---|---|
| 1 black (CE) | 6 gold (LG) |
| 2 blue (LE) | 7 green (LE) |
| 3 brass (CG) | 8 red (CE) |
| 4 bronze (LG) | 9 silver (LG) |
| 5 copper (CG) | 10 white (CE) |

**Sword +2, Giant Slayer:** This provides a +3 bonus versus any giant, giant-kin, ettin, ogre mage, or titan. Against any of the true giants (hill, stone, frost, fire, cloud, storm) the sword causes double damage (i.e., 2d12+3).

**Sword, Short, of Quickness:** This is a special +2 blade that enables the wielder to strike first in every combat round. If the wielder encounters someone with a similar weapon (e.g., a *scimitar of speed*), both strike simultaneously.

**Sword+2, Nine Lives Stealer:** This will always perform as a +2 weapon, but it also has the power to draw the life force from an opponent. It can do this nine times before the ability is lost. A natural 20 must be scored on the wielder's attack roll for the sword to function. The victim is entitled to a saving throw vs. spell. If this succeeds, the sword does not function, no charge is used, and normal damage is determined.

**Sword+3, Frost Brand, +6 vs. fire-using/dwelling creatures:** This sword always provides a +3 bonus. The +6 bonus takes effect against creatures that use fire or live in fiery environments. The weapon does not shed any light, except when the air temperature is below 0 degrees F. It does give special benefits against fire, for its wielder is protected as if he were wearing a *ring of fire resistance.*

The *frost brand* sword also has a 50% chance of extinguishing any fire into which its blade is thrust. This power extends to a 10-foot radius—including a *wall of fire* but excluding a *fireball, meteor swarm,* or *flame strike.*

**Sword,+4 Defender:** This gives its wielder the option of using all, some, or none of the +4 bonus in defense (improving his Armor Class) against any opponent using a hand-

held weapon, such as a dagger, mace, spear (not hurled), sword, etc. For example, the wielder can, on the first round of battle, opt to use the sword as +2 and save the other two bonus factors to be added to his Armor Class. This can be done each round.

Note that there is also a *sword, +5 defender*. This is identical to the +4 sword with one extra bonus point.

**Sword, +5 Holy Avenger:** In the hands of any character other than a paladin, this holy sword will perform only as a *sword +2*. In the hands of a paladin, however, it creates a magic resistance of 50% in a 5-foot radius, dispels magic in a 5-foot radius at the level of the paladin, and inflicts +10 points of bonus damage upon chaotic evil opponents.

**Sword -2, cursed:** This is a sword that gives off a magical aura and performs well against targets in practice, but when it is used against an opponent in combat it lowers its user's attack rolls by -2. Only by careful observation can this lowering be detected.

All damage scored is reduced by 2 hit points, but never below a 1 in any event. The sword will always force the character to employ it against enemies, appearing in the character's hand. It can be gotten rid of only by means of *limited wish* or *wish.*

**Sword of Dancing:** On the first round of melee this weapon is +1, on the second +2, on the third +3, and on the fourth it is +4. On the fifth round, it drops back to +1 and the cycle begins again. In addition, after four rounds of melee its wielder can opt to allow it to "dance."

Dancing consists of loosing the sword on any round (after the first) when its bonus is +1. The sword then fights on its own at the same level of experience as its wielder. After four rounds of dancing, the sword returns to its wielder, who must hold it (and use it) for four rounds before it can dance again. In other words, it is loosed to dance for four more rounds, going from +1 to +4, and must then be held by its wielder at a +1 state and physically used for four successive rounds of melee combat.

When dancing, the sword will leave its owner's hand and may go up to 30 feet distant. At the end of its fourth round of solo combat, it will move to its possessor's hand automatically. Note that when dancing the sword cannot be physically hit, although certain magical attacks such as a *fireball, lightning bolt,* or *transmute metal to wood* spell could affect it.

Finally, remember that the *dancing sword* fights alone exactly the same; if a 7th-level thief is the wielder, the sword will so fight when dancing. Relieved of his weapon for four melee rounds, the possessor may act in virtually any manner desired—resting, discharging missiles, drawing another weapon and engaging in hand-to-hand combat, etc.—as long as he remains within 30 feet of the sword. If he moves more than 30 feet from the weapon, it falls lifeless to the ground and is a +1 weapon when again grasped.

**Sword of Wounding:** This is a sword of only +1 bonus, but any hit made with it cannot be healed by *regeneration.* In subsequent rounds, the opponent so wounded loses one additional hit point for each wound inflicted by the sword.

Thus, an opponent hit for four points of damage on the first melee round will automatically lose one additional hit point on the second and each successive round of combat. Loss of the extra point stops only when the creature so wounded bandages its

wound or after 10 melee rounds (one turn).

Damage from a *sword of wounding* can be healed only by normal means (rest and time), never by potion, spell, or other magical means short of a *wish.* Note that successive wounds will damage in the same manner as the first.

**Sword of Life Stealing:** This +2 weapon will eliminate one level of experience (or Hit Die) and accompanying hit points and abilities when it strikes any opponent on a natural roll of 20. This function is the same as the level-draining ability of certain undead creatures.

The sword wielder can gain as many hit points as an opponent loses to this function of the weapon, up to the maximum number of hit points the character is allowed (i.e., only a character who has suffered loss of hit points can benefit from the function).

**Sword of Sharpness:** This weapon is treated as +3 or better for purposes of who or what can be hit by it, even though it gets only a +1 bonus to attack and damage rolls. Its power is great, however, for on a very high attack roll, it will sever an extremity—arm, leg, neck, tail, tentacle, whatever (but not head) determined by random dice roll:

| **Opponent is** | **Modified score to sever*** |
|---|---|
| normal/armored | 19-21 |
| larger than man-sized | 20-21 |
| Solid metal or stone | 21 |

* Considering only the sword's bonus of +1.

A *sword of sharpness* will respond to its wielder's desire with respect to the light it sheds—none, a 5-foot circle of dim illumination, a 15-foot light, or a 30-foot radius glow equal to a *light* spell.

**Sword, Vorpal:** Similar but superior to a *sword of sharpness*, a *vorpal* weapon has a +3 bonus to attack and damage rolls. Check the table below to determine whether an attack roll is good enough to sever the neck/head of the opponent:

| **Opponent is** | **Modified score to sever*** |
|---|---|
| normal/armored | 20-23 |
| larger than man-sized | 21-23 |
| solid metal or stone | 22-23 |

* Considering only the sword's bonus of +3.

Note that many creatures have no heads or can change their form and, therefore, cannot suffer decapitation. There are also creatures that have heads but will not necessarily be killed by decapitation (among these are dopplegangers, elementals, and golems).

**Sword of the Planes:** This magical weapon has a base bonus of +1 on the Prime Material Plane, but on any Inner Plane its bonus increases to +2. (The +2 bonus also

applies on the Prime Material Plane when the weapon is used against *opponents* from the Inner Planes.) Similarly, when used on an Outer Plane or against creatures from the Outer Planes, the sword becomes a +3 weapon. Finally, it operates as a +4 weapon on the Astral or Ethereal Plane or when used against opponents from either of those planes.

**Sword, Cursed Berserking:** This performs by every test, save that of the heat of battle, as a +2 magical sword of some sort. However, in actual battle its wielder will go berserk, attacking the nearest creature and continuing to fight until dead or until no living thing remains within 60 feet. The sword has a +2 bonus and otherwise acts as a *cursed sword +1*. The possessor of a *cursed berserking sword* can be rid of it only if it is exorcised via a *remove curse* spell or *wish.*

**Trident of Submission:** A weapon of this nature appears unremarkable, exactly as any normal trident. The wielder of a *trident of submission* causes any opponent struck to save vs. spell. If the opponent fails to save, it must check morale the next round *instead* of attacking; if morale is good, the opponent may act normally next round, but if it is poor, the opponent will cease fighting and surrender, overcome with a feeling of hopelessness. The duration of this hopelessness is 2-8 rounds. Thereafter the creature is normal once again. The trident has 17-20 charges. A trident of this type is a +1 magical weapon.

**Trident of Fish Command:** This three-tined fork atop a stout 6-foot long rod appears to be a barbed military fork of some sort. However, its magical properties enable its wielder to cause all fish within a 60-foot radius to roll saving throws vs. spell. This uses one charge of the trident. Fish failing this throw are completely under empathic command and will not attack the possessor of the trident nor any creature within 10 feet of him. The wielder of the device can cause fish to move in whatever direction is desired and can convey messages of emotion (i.e., fear, hunger, anger, indifference, repletion, etc.). Fish making their saving throw are free of empathic control, but they will not approach within 10 feet of the trident.

In addition to ordinary fish, the trident affects sharks and eels. It doesn't affect mollusks, crustaceans, amphibians, reptiles, mammals, and similar sorts of nonpiscine marine creatures. A school of fish should be checked as a single entity.

A trident of this type contains 1d4+16 charges. It is otherwise a +1 magical weapon.

**Trident of Warning:** A weapon of this type enables its wielder to determine the location, depth, species, and number of hostile or hungry marine predators within 240 feet. A *trident of warning* must be grasped and pointed in order for the person using it to gain such information, and it requires one round to scan a hemisphere with a radius of 240 feet. There are 19-24 charges in a trident of this type, each charge sufficient to last for two rounds of scanning. The weapon is otherwise a +2 magical weapon.

**Trident of Yearning:** A *trident of yearning* looks exactly like any normal trident, and its aura is indistinguishable from that of other enchanted weapons of this sort. Any character grasping this type of trident immediately feels an overwhelming desire to immerse himself in as great a depth of water as possible. This unquenchable longing causes the affected character to proceed immediately toward the largest/deepest body of

water—in any event, one that is sufficient to completely cover his or her person. Once there, he will immerse himself permanently.

The character cannot loose his grip on the trident, and only a *water breathing* spell (after submersion) or a *wish* will enable the character to do so. The trident is otherwise a -2 cursed magical weapon. Note that this item does not confer the ability to breathe underwater.

## Intelligent Weapons

Tables 113 through 119 should be used to determine the properties of an intelligent weapon: the number of powers, unusual properties, alignment, and special purpose of the item (if any). Such weapons are useful to give higher-level fighters some additional tactical options and limited-use special abilities.

The DM is encouraged to design unusual magical weapons along special themes and for specific campaign purposes, using the tables as guidelines and for inspiration. Just because a power is rolled doesn't mean it must be given out. If the DM feels a combination is too bizarre or powerful, he can simply change or ignore it.

The first step in creating an intelligent weapon is to determine its general capabilities. These are found by rolling 1d100 on Table 113. Then, move onto Tables 114-118 until all the capabilities of the weapon have been specified.

**Table 113:**

### Weapon Intelligence and Capabilities

| D100 Roll | Intelligence | Communication | Capabilities |
|---|---|---|---|
| 01-34 | 12 | Semi-empathy* | 1 primary ability |
| 35-59 | 13 | Empathy | 2 primary abilities |
| 60-79 | 14 | Speech** | 2 primary abiliites |
| 80-91 | 15 | Speech** | 3 primary abilities |
| 92-97 | 16 | Speech** | 3 primary abilities† |
| 98-00 | 17 | Speech and Telepathy*** | 3 primary abilities††<br>+1 extraordinary power |

* The possessor will receive some signal (a throb, tingle, etc.) and feel urges when its ability functions.

** The weapon will speak the character's native tongue plus one or more other tongues as indicated on Table 118 below.

*** The weapon can use either communication mode at will, with language use as any speaking weapon.

†: The weapon can also read languages/maps of any nonmagical type.

††: The weapon can read languages as well as magical writings.

## Intelligent Weapon Alignment

Any weapon with intelligence will have an alignment. Note that *holy avenger* swords have alignment restrictions. All cursed weapons are absolutely neutral.

**Table 114:**

## Weapon Alignment

| D100 Roll | Alignment of Weapon |
|---|---|
| 01-05 | Chaotic good |
| 06-15 | Chaotic neutral* |
| 16-20 | Chaotic evil |
| 21-25 | Neutral evil* |
| 26-30 | Lawful evil |
| 31-55 | Lawful good |
| 56-60 | Lawful neutral* |
| 61-80 | Neutral (absolute) |
| 81-00 | Neutral good* |

* The item can also be used by any character whose alignment corresponds to the non-neutral alignment portion of the weapon's alignment (i.e., chaotic, evil, good, or lawful). Thus any chaotic character can use a weapon with chaotic neutral alignment.

Any character whose alignment does not correspond to that of the weapon, except as noted by the asterisk above, will sustain points of damage equal to the number of ego points (see Table 119) of the weapon. This damage is suffered every time (or for every round) the character touches any portion of the weapon unless the weapon is in the grasp or possession of a character whose alignment is compatible with the weapon.

## Weapon Abilities

Using the number of capabilities determined by Table 113, the weapon's specific abilities are determined by rolling on the appropriate tables below.

**Table 115:**

## Weapon Primary Abilities

| D100 Roll | Ability |
|---|---|
| 01-11 | Detect "elevator"/shifting rooms/walls in a 10-foot radius |
| 12-22 | Detect sloping passages in a 10-foot radius |
| 23-33 | Detect traps of large size in a 10-foot radius |
| 34-44 | Detect evil/good in a 10-foot radius |
| 45-55 | Detect precious metals, kind, and amount in a 20-foot radius |
| 56-66 | Detect gems, kind, and number in a 5-foot radius |
| 67-77 | Detect magic in a 10-foot radius |

| | |
|---|---|
| 78-82 | Detect secret doors in a 5-foot radius |
| 83-87 | Detect invisible objects in a 10-foot radius |
| 88-92 | Locate object in a 120-foot radius |
| 93-98 | Roll twice on this table ignoring scores of 93 to 00 |
| 99-00 | Roll on Table 116 instead |

If the same ability is rolled twice or more, range of the power is double, triple, etc.

All abilities function only when the weapon is held, drawn, and the possessor is concentrating on the desired result. A weapon can perform only one function at a time, and thus can fight or detect but one thing at a time.

Other abilities can be created by the DM.

**Table 116:**

## Weapon Extraordinary Powers

| D100 Roll | Power* |
|---|---|
| 01-07 | *Charm person* on contact—3 times/day |
| 08-15 | *Clairaudience*, 30 yards range—3 times/day, 1 round per use |
| 16-22 | *Clairvoyance*, 30 yards range—3 times/day, 1 round per use |
| 23-28 | Determine direction and depth—2 times/day |
| 29-34 | *ESP*, 30 yards range—3 times/day, 1 round per use |
| 35-41 | *Flying*, 120 feet/turn—1 hour/day |
| 42-47 | *Heal*—1 time/day |
| 48-54 | *Illusion*, 120 yards range—2 times/day, as the wand |
| 55-61 | *Levitation*, 1-turn duration—3 times/day, at 6th level of magic use ability |
| 62-67 | *Strength*—1 time/day (upon wielder only) |
| 68-75 | *Telekinesis*, 250 pounds maximum—2 times/day, 1 round each use |
| 76-81 | *Telepathy*, 60 yards range—2 times/day |
| 82-88 | *Teleportation*—1 time/day, 600 pounds maximum, casting time 2 |
| 89-94 | *X-ray vision*, 40 yards range—2 times/day, 1 turn per use |
| 95-97 | Roll twice on this table ignoring scores of 95-97 |
| 98-99 | Character may choose 1 power from this table |
| 00 | Character may choose 1 power from this table, and then roll for a Special Purpose on Table 117 |

If the same power is rolled twice, the uses/day are doubled, etc.

Powers function only when the weapon is drawn and held and the possessor is concentrating upon the desired effect. Most powers require that the character stop and concentrate for a full round.

**Table 117:**

## Special Purpose Weapons

**A. Purpose**

Purpose must suit the type and alignment of the weapon in question. Killing is always restricted to evil when the weapon is of good alignment. Weapons edicated to *slaying monsters* will always be either *good* and slay neutral or evil monsters, or *evil* and slay neutral or good monsters.

| D100 Roll | Purpose |
|---|---|
| 01-10 | Defeat/slay diametrically opposed alignment* |
| 11-20 | Defeat priests (of a particular type) |
| 21-30 | Defeat fighters |
| 31-40 | Defeat wizards |
| 41-50 | Defeat thieves |
| 51-55 | Defeat bards |
| 56-65 | Overthrow law and/or chaos |
| 66-75 | Defeat good and/or evil |
| 76-95 | Defeat nonhuman monsters |
| 96-00 | Other |

* The purpose of the true neutral version of this weapon is to preserve the balance (see "Alignment") by defeating/slaying powerful beings of the extreme alignments (lawful good, lawful evil, chaotic good, chaotic evil).

**B. Special Purpose Power**

The power will operate only in pursuit of the special purpose.

| D100 Roll | Power |
|---|---|
| 01-10 | blindness* for 2d6 rounds |
| 11-20 | confusion* for 2d6 rounds |
| 21-25 | disintegrate* |
| 26-55 | fear* for 1d4 rounds |
| 56-65 | insanity* for 1d4 rounds |
| 66-80 | paralysis* for 1d4 rounds |
| 81-00 | +2 to all saving throws, -1 to each die of damage sustained |

* Upon scoring a hit with the weapon unless the opponent succeeds with a saving throw vs. spell.

**Table 118:**

## Languages Spoken by Weapon

The DM should determine languages spoken by the weapon based on his campaign and the history of the weapon. Thus, an intelligent warhammer fashioned by the dwarves

would certainly understand dwarvish as one of its powers.

| D100 Roll | Number of Languages |
|---|---|
| 01-40 | 1 |
| 41-70 | 2 |
| 71-85 | 3 |
| 86-95 | 4 |
| 96-99 | 5 |
| 00 | 6* |

* Or the result of 2 additional rolls ignoring a score of 00, whichever is the greater.

## Weapon Ego

Only after all aspects of a weapon have been determined and recorded can the ego rating of a weapon be found. Ego, along with intelligence, will be a factor with regard to the dominance of weapon over character, as detailed on Table 119.

**Table 119:**

### Weapon Ego

| Attribute of Weapon | Ego Points |
|---|---|
| Each + of weapon* | 1 |
| Each primary ability** | 1 |
| Each extraordinary power** | 2 |
| Special purpose | 5 |
| Each language spoken | 1 |
| Telepathic ability | 2 |
| Reading languages ability | 1 |
| Reading magic ability | 2 |

* Thus, a *sword +1* has one ego point, but if it has another (higher) plus, these are also counted. For example, a *flame tongue +1* has a maximum plus of 4, so it is +1/+4 for five ego points. In addition, weapons that have no extra pluses but extra powers (*holy avenger*, *sharpness*, etc.) add double their + rating for ego.

** If double ability, double ego points.

## Weapons Versus Characters

When a weapon possesses unusual characteristics, it has a *personality*, which is rated by combining its intelligence and ego scores. The weapon will, of course, be absolutely true to its alignment, and if the character who possesses the weapon is not, personality conflict—weapon versus character—will result.

Similarly, any weapon with an ego of 19 or higher will always consider itself superior

to any character, and a personality conflict will result if the possessor does not always agree with the weapon.

The *personality score* of a character is:

Intelligence + Charisma + Experience Level

Note that the personality score is reduced by one for every group of hit points of damage taken equal to the character's average number of points per level. Divide the character's total hit points by his level (round up). For example: A fighter of 7th level has 53 hit points: 53 divided by 7 equals 7.6. Thus for every eight points of damage he suffers, his personality score will be lowered by one.

Whenever personality conflict occurs, the weapon will resist the character's desires and demand concessions such as:

1. Removal of associates, henchmen, hirelings, or creatures of alignment or personality distasteful to the weapon.
2. The character divesting himself of all other magical weapons.
3. Obedience from the character so weapon can lead the expedition for its own purposes
4. Immediate seeking out and slaying of creatures hateful to the weapon
5. Encrustation of pommel, hilt, scabbard, baldric, or belt with gems and a special container made of precious substances for its safekeeping.
6. Magical protections and devices to protect it from molestation when not in use
7. That the character pay it handsomely for all abilities and powers the weapon is called upon to exercise in behalf of its possessor
8. That the character carry it with him on all occasions
9. That the character relinquish the weapon in favor of a more suitable person due to alignment differences or conduct

Any time the personality score of a weapon exceeds the personality score of the character who possesses it, the weapon will dominate its possessor, and it can force any or all of the above demands or actually cause any of the following actions:

1. Force its possessor into combat
2. Refuse to strike opponents
3. Strike at its wielder or his associates
4. Force its possessor to surrender to an opponent
5. Cause itself to drop from the character's grasp

Naturally, such actions are unlikely where the character-weapon alignment and purposes are harmonious. However, the weapon might well wish to have a lesser character possess it so as to easily command him, or a higher level possessor so as to better accomplish its goals.

All magical weapons with personalities will desire to play an important role in the success of activities, particularly combat. Such weapons are rivals of each other, even if of the same alignment. They will be aware of the presence of any similar weapon within

60 feet, and try their best to lead a possessor into missing or destroying the rival unless this is totally inimical to its nature—a *holy avenger,* for example, would certainly not allow destruction of any other lawful good weapon and might encourage their discovery, even at the risk of having to face grim odds to do so.

Weapons of this nature will never be totally controlled or silenced by the characters who possess them, even though they may be heavily outweighed by personality force. They may be powerless to force their demands, but they will be in there plugging. Even a humble +1 weapon of unusual nature can be a vocal martyr, denigrating its own abilities and asking only that the character give it the chance to shatter itself against some hated enemy, etc.

Note: Most players will be unwilling to play weapons with personalities as the personalities dictate. It is incumbent upon the DM to ensure that the role of the weapon is played to the hilt, so to speak, with the DM assuming the persons of the weapon if necessary.

# Index

This index contains entries for both the *Dungeon Master's Guide* and the *Player's Handbook*

## A

Abbreviations
Ability checks
 as saving throws
Ability scores
 adjustments
 effects of aging
 effects of wishes
 exceeding level limits
 for unusual races
 interpreting the numbers
 minimums and maximums
 prime requisites
 racial adjustments
 requirements by class
Acid, thrown weapon
Acquiring spells
Actions in combat
Adjusting ability scores
Adventuring groups
Aerial combat
Aerial movement
Age

Aging, system shock
Agriculture proficiency
Air, holding your breath
Airborne riding proficiency
Alignment
 changes
 detection
 for unusual PC races
 in play
 magical changes
 of NPCs
 of magical items
 of religions
 of societies
 of weapons
 world conflict
Alternate planes
Ambush
Ancient history proficiency
Ancient languages proficiency
Ancient world
Animal alignment
Animal empathy, rangers
Animal handling proficiency
Animal lore proficiency
Animal training proficiency
Animals
 care
 carrying capacity
 encumbrance
 morale
 non-lethal combat
 price list
Appraising proficiency
Appraising treasure
Archery
Area of effect, spells
Armor
 adjustments to thieving skill
 barding
 magical
 modifiers in wrestling
 of unusual metals
 price list
 restrictions for rangers
 vs. weapon types

worn by wizards
wrestling modifiers
Armor Class
Dexterity modifiers
adjustment for Dexterity
climbing penalties
for unusual PC races
mirror modifier
modifier in charge
parrying bonus
surprise
while casting spell
Armor tables
Armorer proficiency
Arquebus
Art objects
Artifacts
Artistic ability proficiency
Assassin
Astral plane
Astrology proficiency
Attack roll
ability modifiers
cover modifiers
non-lethal attack
Attacking
equipment
with two weapons
without killing
Attacks, multiple
Aura of protection, paladins'
Automatic hits and misses
Avoiding encounters
Awl pike

**B**

Backgrounds
Backstab
Bags, bottles, pouches,
containers table
Banded armor
Bard
Bardiche
Barding
Barter

Bec de corbin
Bend bars/lift gates chances
Bill-guisarme
Blacksmithing proficiency
Blind-fighting proficiency
Bludgeoning weapons
Bodyguards
Bonus spells for Wisdom
Bonuses
 quality weapons
 related weapons
 saving throws
Books, librams, manuals,
 tomes table
Boots, bracers, gloves table
Boulders
Bows
 elves' bonuses
 firing and moving
 firing into melee
 in combat
 Strength bonuses
Bowyer/Fletcher proficiency
Breath weapons
 saving throw
Brewing proficiency
Brigandine armor
Buckler

## C

Calendar
Called shots
Calling his warhorse, paladin
Campaigns, alignment
Candles, dusts, ointments,
 incense table
Capturing opponents
Carpentry proficiency
Carrying capacities of animals
Casting spells
Casting time
Chain mail
Changing alignment
Chaos
Character classes

multi- and dual-class characters
Character names
Character races
Characters
abilities
background
creation
crossing from other campaigns
hopeless characters
more than one character player
starting money
starting new characters
super characters
Charging
Charioteering proficiency
Charisma
and henchmen
Charisma table
Charmed creatures, in combat
Circle of power, paladins'
Class ability score requirements
Class restrictions
dwarves
elves
gnomes
half-elves
halflings
paladins
racial
Cleric
Clerical spells used by rangers
Climbing
Climbing walls
Cloaks and robes table
Clothing, price list
Cobbling proficiency
Coins
Combat
aerial combat
attack rolls
breath weapons
charging
charmed creatures
critical hits
damage
damage while flying

death
defense
encounters
evil priests
facing of characters
firing into melee
fleeing
gaze attacks
grenade-like missiles
hit points
immunity to weapons
impossible-to-hit targets
inescapable death
initiative
injury
magic resistance
massive damage
missile combat
modifiers
morale
mounted combat
movement
multiple attacks
non-lethal combat
number of attackers
parrying
poison
pole arms
position modifiers
retreat
rounds
saving throws
sequence
sequence of actions
shields
special attacks
special defenses
specific injuries
spell-like abilities
spellcasting
spells
THAC0
touch spells
turning undead
under water
unusual situations

using two weapons
weapon frontages
weapon length
withdrawal
Combat bonuses
backstab
bard's song
dwarves
elves
gnomes
halflings
rangers
Command words
Common men
Concealed doors
spotting
Concealment against missiles
Constitution
bonus for dwarves
bonus for gnomes
bonus for multi-class characters
reductions
running limit
swimming
Constitution table
Cooking proficiency
Cover against missiles
Creating new character classes
Credit
Critical hits
Crossbows
Crowd, bard influencing reaction
Currencies
Cursed items, affecting alignment
Cursed items, in combat
Cursed scrolls

## D

D & D game
Damage
adjustments for Strength
damage multipliers
healing
massive
non-lethal

reduction for cover
special damage
while flying
Damaging equipment
Dancing proficiency
Dark ages
Darkness
Death
inescapable
raising the dead
saving throw
Death magic, saving throw
Defenses, special
Defensive adjustment for Dexterity
Deities, granting priest spells
Deities, priest followers
Demihuman level restrictions
Demographics
Descending
Destroying magical items
Detecting alignment
Detecting evil, paladins
Detecting noise
Dexterity
adjustments to thieving skill
Armor Class modifiers
Armor Class penalty while
casting spell
bonus in charge
climbing
mirror modifier
missile weapon modifiers
saving throw bonus
surprise
using two weapons
Direction sense proficiency
Disbelieving illusions
Diseases
magical
paladins
Disguise proficiency
Dissatisfied players
Dividing treasure
Diving
Doors
concealed and secret

forcing open
Draining levels
Druid
advancement
hierophant
organization
Dual-class characters
level drain
specialist wizards
Dungeon encounters
Dwarves

**E**

Economics
Ego, of intelligent weapons
Elemental travel, druids
Elves
Encounters
combat
distance
dungeon
random
reactions
special
wilderness
Encumbrance
Endurance proficiency
Energy drain
Engineering proficiency
Equipment
climbing tools
damage
quality
saving throws
time periods
Ethereal planes
Etiquette proficiency
Evasion
Evil
Evil priests
Exceptional Strength
Exotic treasures
Expenses
Experience level drain
dual-class characters

Experience levels
 demographics
Experience points
 alignment changes
 bonuses
 demihuman restrictions
 individual awards
 multi-class characters
Experience, training

## F

Facing
Falling
Fauchard
Fauchard-fork
Field plate armor
Fighter
Fighting with two weapons, rangers
Finding/removing traps
Fire-building proficiency
Fishing proficiency
Fleeing a battle
Flying
Followers
 bard
 paladin
 priest
 ranger
 thief
 wizard
Food and lodging, price list
Force march
Forgery proficiency
Full plate armor
Fun

## G

Game time
Gaming proficiency
Gaze attacks
Gem cutting proficiency
Gems
Getting lost
Girdles, hats, helms table

Glaive
Glaive-guisarme
Gnomes
Goals
Good
Grenade-like missiles
Group experience awards
Group initiative
Guisarme
Guisarme-voulge

## H

Hack-and-Slash gaming
Hairfeets
Halberd
Half-elves
Halflings
Hand of Vecna
Handedness
Healing
 by paladins
 poison victims
Healing proficiency
Hearing noises
Height
Henchmen
 maximum number
 paladins'
 slain
 wizards'
Heraldry proficiency
Herbalism
Herbalism proficiency
Heward's Mystical Organ
Hibernation, druids
Hide armor
Hiding in shadows
 rangers
Hierophant druids
High-level play
Hiking
Hirelings
Hiring NPCs
Hit points
 Constitution bonus

for 0-level NPCs
for unusual PC races
massive damage
negative hit points
recovering
Hit probability adjustments,
for Strength
Hitting specific target locations
Hoards
Holding your breath
Holy items
Holy sword
Holy water, thrown
Hook fauchard
Hopeless characters
Horses
in combat
quality and personality
Household items, tools table
Household provisioning, price list
Humans
dual-class
Hunting proficiency

## I

Ice, effect on movement
Illumination
Illusionist
Illusions
immunity
Immunity to weapons
Individual experience awards
Individual initiative
Inescapable death
Infravision
dwarves
elves
gnomes
half-elves
halflings
under water
Initiative
individual
Initiative modifiers
charge

weapon speed
magical weapons
multiple attacks
spellcasting
Injury and death
Innate abilities
Inner planes
Inspirational song
Intelligence
immunity to illusions
Intelligent weapons
Invisibility

## J, K

Jewels, jewelry, phylacteries table
Jogging
Juggling proficiency
Jumping proficiency
KO
Khopesh sword
Knock-outs

## L

Lance
Languages
druidic
number learned
proficiencies
racial
reading (bards)
reading (thieves)
thieves' cant
woodland creatures
Languages available to new characters
bards
dwarves
elves
gnomes
half-elves
halflings
Lanterns
Lawfulness
Laws
Learning spells

chance by Intelligence
maximum number per level
new spells
Leather armor
Leatherworking proficiency
Letters of credit
Level drain
Level limits, racial
Level loss, dual-class characters
Level restrictions, by race
Levels of experience
Levels, drained
Levitation
Lifting capacity
Light
Listening for noise
Living expenses
Local history proficiency
Locks
opening
quality
Lost
Low-level play
Loyalty
Charisma
Lucern hammer
Lycanthropy

**M**

Mage
NPCs
Magic
affecting alignment
area of effect
bards
illusions
initiative
learning new spells
phantasms
priest magic
reversible spells
schools of magic
spell book
spellcasting time
theories

thieves using scrolls
touch spells in combat
used under water
Magic resistance
Magic schools
Magic spheres
Magic use, bards
Magical armor
saving throw bonuses
Magical defense adjustment
for Wisdom
Magical diseases
Magical effects on aging
Magical failure, thieves
Magical items
alignment
armor
artifacts
available to fighters
combat bonuses
combat modifiers
command words
creating
destroying
failure
identifying
miscellaneous
of NPCs
potions
recharging
relics
restrictions for paladins
rings
rods
saving throw bonuses
saving throws
scrolls
shields
staves
use by bards
wands, staves, rods
weapons
Magical item tables
Magical research
Magical resistance, halflings
Magical rings

Magical songs, countered by bards
Magical weapons
 initiative
Magical weapons tables
Magnifying glass
Mancatcher
Maps
Marching
Massive damage
Material components
Maximum lifting capacity
Melee
 firing into melee
 missile weapons
 movement
 rounds
Men, normal 0-level
Men-at-arms
Mentor, magic
Mercenaries
Middle ages
Military fork
Mining proficiency
Mirrors
Miscellaneous magic, descriptions
Missile combat
 adjustment for Dexterity
 cover
 while mounted
 while moving
Missile weapons
 grenade-like
 halflings' bonus
Mistletoe
Modern languages proficiency
Modifiers
 combat
 initiative
 multiple weapons
 saving throws
Money
 handling too much
 living expenses
 taxes
Monsters
Morale

NPCs
Mountaineering
Mountaineering proficiency
Mounted combat
Mounted movement
Mounts
Movement
 aerial
 charging
 getting lost
 in combat
 missile combat
 mounted
 on water
 rates
 roads and trails
 terrain effects
 vehicles
Moving silently
 rangers
Multi-class characters
 level drain
 specialist wizards
Multiple attacks
 specialists
 using two weapons
Multiple characters per player
Musical instrument proficiency
Musical instruments table
Mythos, creating your own

**N**

NPCs
 alignment
 henchmen
 hirelings
 loyalty
 magical items
 morale
 officials
 personality
 proficiencies
 reactions to unusual PC races
 social rank
 spellcasters

wages
Natural armor
Natural weapons
Navigation proficiency
Negative hit points
Neutrality
druidic
New character classes
New character races
Nobility
Noise, detecting
Non-aligned creatures
Non-lethal combat
animals
with weapons
Nonhuman worlds
Nonweapon proficiencies
Normal men

## O

Objects of art
Occupations
Ocean travel
Officials
Oil
thrown
Opening doors
Opening locks
Outer planes
Overbearing

## P, Q

Padded armor
Paladin
turning undead
Paralysis
Parrying
Partisan
Permanent spells
Personal characteristics
Petrification, saving throw
Phantasms
Picking pockets
Piercing weapons

Planes of existence
Plate armor, field
Plate armor, full
Plate armor, mail
Plate mail
Plate mail, bronze
Player character races, new
Playing goals
Point-blank range
Points of damage
Poison
 Constitution save adjustment
 dwarves' saving throw bonus
 saving throw
 thrown
Poison immunity, hierophant druids
Poison resistance, halflings
Pole arms
 set against charge
Polymorph
Potions
 descriptions
 drinking
Potions and oils table
Pottery proficiency
Powerful characters
Prayer, for priest spells
Prices, increasing/decreasing
 price lists
Priest
 bonuses for Wisdom
 evil
 experience points
 spells
 turning undead
Prime requisite
Prime material planes
Professions
Proficiencies
 NPCs'
 acquiring proficiencies
 adding new proficiencies
 checks
 for 0-level NPCs
 for multi-class characters
 languages

learning proficiencies
nonweapon proficiencies
related weapons
secondary skills
slots
training
weapon proficiencies
weapon specialization
Protection scrolls
Punching
Quality weapons

**R**

Races
odd player characters
Racial ability scores
Racial adjustments for Charisma
Racial adjustments to thieving skill
Racial languages, of demihumans
Racial restrictions, class and level
Raise dead
Constitution limits
Random encounters
Range
encounters
missile combat
missile weapons
of spells
Ranger
Ranseur
Ransom
Rate of fire
Reactions
adjustment for Charisma
adjustment for Dexterity
bard influence
of animals, modified by rangers
to unusual PC races
Reading languages
bards
Reading lips proficiency
Reading/writing proficiency
Real time
Recharging magical items
Regeneration, constitution bonus

Related weapons bonus
Relics
Religion proficiency
Religious alignment
Renaissance
Research
 magical items
 spells
Restrictions for multi-class
Resurrection
 Constitution limits
 survival chance
Retirement
Retreat
Reversible spells
Riding proficiency
Ring mail
Rings
 descriptions
Rings table
Risk, experience awards
Roads and trails
Rod of Seven Parts
Rods
 descriptions
Rods table
Rogue
 experience points
Role-playing and weak characters
Role-playing and alignment
Rolling up a character
Rope
Rope use proficiency
Rounds
Running
Running proficiency

## S

Saddles
Sage
Saving throws
 ability bonuses
 ability checks
 adjustments for Constitution
 adjustments for Dexterity

adjustments for dwarves
adjustments for gnomes
adjustments for halflings
adjustments for paladins
adjustments for Wisdom
cover modifiers
declined
for equipment
illusions
magic resistance
massive damage
modifiers
voluntary failure
vs. specialist wizards
Scale
Scale mail
Schools of magic
Scourge
Scrolls
cursed
descriptions
protection
research
use by thieves
Scrolls table
Seamanship proficiency
Seamstress/tailor proficiency
Secondary skills
Secret doors
spotting
Seeing the enemy
Sequence of action, combat
Services, price list
Set snares proficiency
Sex
Shadows, hiding
Shapechange, druids
Sharing information
Sharing items
Shields
magical
weapon frontages
Ships
Siege
Sight
Silent movement

by rangers
Silver weapons
Singing
Singing proficiency
Size
Slashing weapons
Social alignment
Social ranks
Soldiers
Sonic attacks
Special attacks
Special damage
Special defenses
Specialist wizards
Specialization, weapon
Speed factors
Spell book
Spellcasters, NPCs
Spellcraft proficiency
Spells
adding new spells
area of effect
bards
casting
casting in combat
casting time
components
duration
failure, chance by Wisdom
failure, of scrolls
illusions
immunity
immunity to illusions
initial known spells
interruption during casting
learning spells
level limits by Intelligence
limits
magic resistance
maximum number per level
memorization
phantasms
priest spells
range
research
research by specialist wizard

resistance of elves
resistance of half-elves
reversible
saving throw
saving throw bonuses
touch spells in combat
used under water
Spell-like abilities
Spetum
Spheres of influence
Splint mail
Spotting
Spy
Spyglass
Standard initiative
Starting age
Starting money
Starting new characters
Staves
descriptions
Staves table
Stonemasonry proficiency
Storing treasure
Story experience points
Stouts
Stowage capacity
Strength
bonus in non-lethal combat
combat modifier
exceptional Strength
missile weapon modifiers
modifiers to hit
running check
Strength table
Studded leather armor
Studying magic
Subdual
Super characters
Surprise
elves' bonus
halflings' bonus
reaction adjustment
Survival proficiency
Survival, experience points
Swimming
Swimming proficiency

Sword
System shock

## T

Tack and harness
 price list
Tallfellows
Taming animals
Taxes
Teachers
Terrain
 effects on movement
THAC0
Thief
 cant
 picks and tools
 skills
Throwing
Tightrope walking proficiency
Time
Tithing, by paladins
Titles
To-hit number
To-hit roll
Tools, climbing
Touch spells
Tracking proficiency
Trails and roads
Training
Training animals
Transport
 price list
Traps
 finding/removing/disarming
Travel
 getting lost
Treasure
 armor
 division of spoils
 general types
 intelligent weapons
 magical items
 magical weapons
 maps
 potions

scrolls
shields
storing treasure
Treasure tables
Tricks and traps with light
Troop types
Tumbling proficiency
Turning undead
by paladins
evil priests
Turns
Two weapons, used by rangers

## U, V

Undead
PCs becoming undead
turning
Underwater combat
Vehicles
Ventriloquism proficiency
Visibility
invisibility
Voulage

## W

Wages
Walking
Wall climbing
Wands
descriptions
Wands table
Warhorse, paladin's
Warrior
experience points
Water clock
Water movement
swimming
underwater combat
Wealth
Weapons
descriptions
frontages
immunity to
information list

intelligent weapons
length
magical weapons
non-lethal combat
proficiencies
quality weapons
restrictions for bards
restrictions for priests
restrictions for thieves
restrictions for wizards
sizes
specialization
speed
types vs. armor
using two weapons
Weaponsmithing proficiency
Weather sense proficiency
Weaving proficiency
Weight
Weight allowance adjustments
for Strength
Weird miscellaneous magic table
Wilderness encounters
Wisdom
saving throw bonus
Wishes
Withdrawal from combat
Wizard
experience points
specialist wizards
Wounds
Wrestling

## X, Y, Z

Zero-level NPCs

Advanced Dungeons & Dragons®

# Monstrous Manual™

## Advanced Dungeons & Dragons® 2nd Edition

# Monstrous Manual™

Game Accessory

The updated *Monstrous Manual™* for the AD&D® 2nd Edition Game

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## Monstrous Manual Index

Credits
How To Use This Book
Contents
Other Worlds
The Monsters

A
Aarakocra
Abishai (Baatezu)
Aboleth
Aerial Servant (Elemental, Air-kin)
African Elephant (Elephant)
Air Elemental (Elemental, Air/Earth)
Algorn (Titan)
Amethyst Dragon
Amphisbaena (Snake)
Androsphinx (Sphinx)
Ankheg
Ankylosaurus (Dinosaur)
Ant (Insect)
Ant Lion (Insect)
Antelope (Mammal, Herd)
Antherion--Jackalwere
Antherion--Wolfwere
Ape, Carnivorous (Mammal)
Aratha (Insect)

Arcane
Arctic Tempest (Elemental, Composite)
Argos
Ascomoid (Fungus)
Aspis (Insect)
Aspis (Insect)--Cow
Aspis (Insect)--Drone
Aspis (Insect)--Larva
Assassin Bug (Insect)
Astereater
Aurumvorax
Azmyth (Bat)

B

Baatezu
Baatezu--Abishai, Black
Baatezu--Abishai, Green
Baatezu--Pit Fiend
Baatezu--Red Abishai
Baboon, Wild (Mammal)
Bagder (Mammal)
Balor (Tanar'ri)
Banderlog (Mammal)
Banshee
Barracuda (Fish)
Basilisk
Basilisk--Dracolisk
Basilisk--Greater
Basilisk--Lesser
Bat
Bat--Azmyth
Bat--Common
Bat--Huge
Bat--Large
Bat--Night Hunter
Bat--Sinister
Bear
Bear--Black
Bear--Brown
Bear--Cave
Bear--Polar

Beaver (Mammal, Small)
Bee (Insect)
Bee (Insect)--Worker
Bee (Insect)--Soldier
Bee (Insect)--Bumblebee
Beetle, Giant
Beetle, Giant--Bombardier
Beetle, Giant--Boring
Beetle, Giant--Fire
Beetle, Giant--Rhinoceros
Beetle, Giant--Stag
Beetle, Giant--Water
Behir
Beholder and Beholder-kin
Beholder and Beholder-kin (part 2)
Beholder and Beholder-kin--Astereater
Beholder and Beholder-kin--Beholder
Beholder and Beholder-kin--Beholder Mage
Beholder and Beholder-kin--Casharin
Beholder and Beholder-kin--Death Kiss (Bleeder)
Beholder and Beholder-kin--Director
Beholder and Beholder-kin--Doomsphere
Beholder and Beholder-kin--Elder Orb
Beholder and Beholder-kin--Examiner
Beholder and Beholder-kin--Eye of the Deep (Water)
Beholder and Beholder-kin--Gauth
Beholder and Beholder-kin--Gorbel
Beholder and Beholder-kin--Hive Mother
Beholder and Beholder-kin--Lensman
Beholder and Beholder-kin--Orbus
Beholder and Beholder-kin--Overseer
Beholder and Beholder-kin--Spectator
Beholder and Beholder-kin--Undead (Death Tyrant)
Beholder and Beholder-kin--Watcher
Bhaergala (Mammal)
Bird
Bird--Boobrie
Bird--Eagle
Bird--Eblis
Bird--Emre

Bird--Flightless
Bird--Hawk
Bird--Knigfisher
Bird--Owl
Bird--Raven
Bird--Skyfisher
Bird--Swan
Bird--Vulture
Bird--'Wari
Bird Maiden
Black Dragon
Black Cloud (Elemental, Composite)
Black Abishai
Bleeder
Blink Dog
Blue Dragon
Boalisk (Snake)
Boar, Wild (Mammal)
Boobrie
Brain, Flying (Grell)
Brain Mole
Brass Dragon
Broken One
Bronze Dragon
Brown Dragon
Brownie
Brownie--Killmoulis
Buffalo (Mammal, Herd)
Bugbear
Bulette
Bullywug

C

Camel (Mammal, Herd)
Carnivorous Ape (Mammal)
Carp, Giant (Fish)
Carrion Crawler
Casharin (Beholder)
Cat, Great
Cat, Great--Cheetah
Cat, Great--Giant Lynx

Cat, Great--Leopard
Cat, Great--Lion
Cat, Great--Lion, Spotted
Cat, Great--Lion, Mountain
Cat, Great--Jaguar
Cat, Great--Smilodon
Cat, Great--Tiger, Wild
Cat, Small
Cat, Small--Domestic
Cat, Small--Elven
Cat, Small--Wild
Catfish, Giant (Fish)
Catoblepas
Cattle (Mammal, Herd)
Cave Cricket (Insect)
Cave Fisher
Centaur
Centipede
Chattur (Mammal)
Cheetah (Cat, Great)
Chimera
Chipmunk (Mammal, Small)
Choke Creeper (Plant, Dangerous)
Clay Golem (Golem, Lesser)
Cloaker
Cloud Dragon
Cloud Giant
Cockatrice
Constrictor (Snake)
Cooshee (Mammal)
Copper Dragon
Couatl
Crabman
Crawling Claw
Creeper Zombie (Plant, Dangerous)
Crimson Death (Mist, Crimson Death)
Criosphinx (Sphinx)
Crocodile
Crustacean, Giant
Cryohydra (Hydra)

Crypt Thing
Crystal Dragon
Cyclcops, (Giant)
Cyclcops
Cyclcopskin

D

Dakon (Mammal)
Dao
Daemon, Guardian (Yugoloth, Guardian)
Dark Elf (Elf, Drow)
Dark Naga (Naga, Dark)
Death Kiss (Beholder)
Death Knight
Death Worm (Necrophidius)
Debbi (Mammal)
Deep Dragon
Deep Gnome (Svirfneblin)
Deepspawn
Deinonychus (Dinosaur)
Derro (Dwarf)
Desert Giant
Dinosaur
Dinosaur--Ankylosaurus
Dinosaur--Deinonychus
Dinosaur--Diplodocus
Dinosaur--Elasmosaurus
Dinosaur--Lambeosaurus
Dinosaur--Pteranodon
Dinosaur--Stegosaurus
Dinosaur--Triceratops
Dinosaur--Tyranosaurus
Diplodocus (Dinosaur)
Director (Beholder)
Displacer Beast
Djinn (Genie)
Dog
Dog--Blink
Dog--Death
Dog--War
Dog--Wild

Dog, Moon
Dolphin
Domestic Pig (Mammal, Small)
Doomsphere (Beholder)
Doppleganger
Dracolich
Dracolisk (Basilisk)
Dragon, General
Dragon--Black
Dragon--Blue
Dragon--Green
Dragon--Red
Dragon--White
Dragon--Amethyst
Dragon--Crystal
Dragon--Emerald
Dragon--Sapphire
Dragon--Topaz
Dragon--Brass
Dragon--Bronze
Dragon--Copper
Dragon--Gold
Dragon--Silver
Dragon--Brown Dragon
Dragon--Cloud Dragon
Dragon--Deep
Dragon--Mercury
Dragon--Mist
Dragon--Shadow
Dragon--Steel
Dragon--Yellow
Dragon Turtle
Dragonet
Dragonet--Faerie Dragon
Dragonet--Firedrake
Dragonet--Pseudodragon
Dragonfish
Dragonfly (Insect)
Dragonfly (Insect)--Giant
Dragonfly (Insect)--Larva

Dragonne
Drider (Elf, Drow)
Drow (Elf, Drow)
Dryad
Duergar
Dwarf
Dwarf--Hill
Dwarf--Mountain
Dwarf--Derro
Dwarf--Duergar

E

Eagle
Ear Seeker (Insect)
Earth Elemental (Elemental, Air/Earth)
Eblis (Bird)
Eel (Fish)
Eel (Fish)--Electric
Eel (Fish)--Giant
Eel (Fish)--Marine
Eel (Fish)--Weed
Efreeti (Genie)
Elasmosaurus (Dinosaur)
Elder Orb (Beholder)
Electric Eel (Fish)
Elemental--General
Elemental--Air/Earth
Elemental--Fire/Water
Elemental, Air-Kin
Elemental, Air-Kin--Aerial Servant
Elemental, Air-Kin--Slyph
Elemental, Earth Kin
Elemental, Earth Kin--Pech
Elemental, Earth Kin--Sandling
Elemental, Fire-Kin
Elemental, Fire-Kin--Fire Snake
Elemental, Fire-Kin--Salamander
Elemental, Water-Kin
Elemental, Water-Kin--Nereid
Elemental, Water-Kin--Water Wierd
Elemental, Composite

Elemental, Composite--Arctic Tempest
Elemental, Composite--Black Cloud
Elemental, Composite--Skriaxit
Elephant
Elf
Elf--Grey (Faerie)
Elf--Half-Elf
Elf--Wood (Slyvan)
Elf--Aquatic
Elf--Malenti
Elf--Drow (Dark)
Elf--Drider
Elven Cat (Cat, Small)
Emerald Dragon
Emre (Bird)
Ermine (Mammal, Small)
Ettercap
Ettin
Examiner (Beholder)
Eye of the Deep (Beholder)
Eyewing

F

Faerie Dragon (Dragonet)
Faerie (Elf, Grey)
Faun (Satyr)
Ferret (Mammal, Small)
Feyr
Firbolg
Fire Giant
Fire Elemental (Elemental Fire/Water)
Fire Snake (Elemental, Fire-Kin)
Firedrake (Dragonet)
Firefriend (Insect)
Fish
Fish--Barracuda
Fish--Carp, Giant
Fish--Catfish, Giant
Fish--Dragonfish
Fish--Eel, Electric
Fish--Lamprey

Fish--Lamprey, Giant
Fish--Lamprey, Land
Fish--Manta Ray
Fish--Pike, Giant
Fish--Piranha
Fish--Piranha, Giant
Fish--Pungi Ray
Fish--Quipper
Fish--Seahorse, Giant
Fish--Shark
Fish--Shark, Giant
Fish--Stingray
Flesh Golem (Golem, Lesser)
Flind (Gnoll)
Fly (Insect)
Fly (Insect) --Bluebottle
Fly (Insect) --Horsefly
Flying Brain
Flying Squirrel (Mammal, Small)
Fog Giant
Formorian
Foxwoman (Lycanthrope, Werefox)
Fox (Mammal, Small)
Frog
Frog--Giant
Frog--Killer
Frog--Poisonous
Frost Giant
Fungus
Fungus Man (Myconid)
Fyrefly (Insect)

G

Galeb Duhr
Gargantua
Gargoyle
Gargoyle--Margoyle
Gargoyle (Golem)
Gas Spore (Fungus)
Gauth (Beholder)
Gelatinous Cube (Ooze/Slime/Jelly)

Genie
Genie--Dao
Genie--Djinni
Genie--Efreeti
Genie--Jann
Genie--Marid
Ghast (Ghoul)
Ghost
Ghoul
Giant--Cloud
Giant--Cyclops
Giant--Desert
Giant--Ettin
Giant--Firbolg
Giant--Fire
Giant--Fog
Giant--Formorian
Giant--Frost
Giant--Hill
Giant--Jungle
Giant--Mountain
Giant--Reef
Giant--Stone
Giant--Storm
Giant--Verbeeg
Giant--Wood (Voadkyn)
Giant Black Squirrel (Mammal, Small)
Giant, Eel (Fish)
Giant Crab (Crustacean, Giant)
Giant Crayfish (Crustacean, Giant)
Giant Pike (Fish)
Giant Pig (Mammal)
Giant Piranha (Fish)
Giant Seahorse (Fish)
Giant Shark (Fish)
Giant Skeleton (Skeleton, Giant)
Gibberling
Giff
Girzon (Titan)
Gith

Gith, Pirate
Githyanki
Githzerai
Glass Golem (Golem, Glass)
Gloomwing
Gloomwing--Gloomwing Moth
Gloomwing--Tenebrous Worm
Glyptar (Medusa)
Gnoll
Gnome
Gnome--Forest
Gnome--Gnome (Rock)
Gnome--Svirfneblin (Deep)
Gnome--Tinker
Gnome, Spriggan
Goat (Mammal)
Goblin
Gold Dragon
Golem, General
Golem, Greater
Golem, Greater--Iron
Golem, Greater--Stone
Golem, Lesser
Golem, Lesser--Flesh
Golem, Lesser--Clay
Golem--Bone
Golem--Doll
Golem--Gargoyle
Golem--Glass
Golem--Necrophidius (Death Worm)
Golem--Scarecrow
Golem, Stone Variants
Gopher (Mammal, Small)
Gorbel (Beholder)
Gorgimera
Gorgon
Gorilla (Mammal)
Green Abishai (Baatezu)
Green Dragon
Grell

Gremlin
Gremlin, Jermalaine
Griffon
Grig (Sprite)
Grimlock
Grippli
Groaning Spirit (Banshee)
Guardian Daemon (Yugoloth, Guardian)
Gulgurthra (Otyugh)
Gynosphinx (Sphinx)

H

Hag
Halfling
Halfling--Hairfoot
Halfling--Stout
Halfling--Tallfellow
Hangman Tree (Plant, Intelligent)
Harpy
Hatori
Haunt
Hawk (Bird)
Hedgehog (Mammal, Small)
Hell Hound
Heucuva
Heway (Snake)
Heriacosphinx
Hill Giant
Hippocampus
Hippogriff
Histachii (Yuan-ti, Histachii)
Hive Mother (Beholder)
Hobgoblin
Homonculus
Hook Horror
Horax (Insect)
Hornet, Giant (Insect)
Horse
Horse--Draft
Horse--Heavy
Horse--Light

Horse--Medium
Horse--Mule
Horse--Pony
Horse--Riding
Horse--Steppe Pony
Horse--Wild
Hsing-sing (Mammal)
Human
Hydra
Hydra--Cyrohydra
Hydra--Hydra
Hydra--Lernaean
Hydra--Pyrohydra

I

Illithid (Mind Flayer)
Imp
Imp--Quasit
Imp, Mephit
Imp, Mephit--Fire
Imp, Mephit--Ice
Imp, Mephit--Lava
Imp, Mephit--Mist
Imp, Mephit--Smoke
Imp, Mephit--Steam
Insect
Insect--Ant, Giant
Insect--Ant Lion, Giant
Insect--Aratha
Insect--Aspis, Cow
Insect--Aspis, Drone
Insect--Aspis, Worker
Insect--Assassin Bug
Insect--Bee, Soldier
Insect--Bee, Worker
Insect--Bumblebee
Insect--Cave Cricket
Insect--Dragonfly, Giant
Insect--Dragonfly, Larva
Insect--Ear Seeker
Insect--Firefriend

Insect--Fly, Bluebottle
Insect--Fly, Horsefly
Insect--Fyrefly
Insect--Horax
Insect--Hornet, Giant
Insect--Pernicon
Insect--Praying Mantis
Insect--Termite, Giant Harvester
Insect--Termite, King
Insect--Termite, Queen
Insect--Termite, Soldier
Insect--Termite, Worker
Insect--Tick, Giant
Insect--Wasp, Giant
Insect Swarm
Insect Swarm--Velvet Ants
Insect Swarm--Grasshoppers
Insect Swarm--Locusts
Intellect Devourer
Intellect Devourer--Adult
Intellect Devourer--Larva
Invisible Stalker
Iron Golem (Golem, Greater)
Ixitxachitl
Ixitxachitl--Vampiric
Ixitxachitl--Vampiric, Greater

J
Jackal (Mammal)
Jackalwere
Jaguar (Cat, Great)
Jann (Genie)
Jelly (Ooze, Slime, Jelly)
Jermalaine (Gremlin, Jermalaine)
Jungle Giant

K
Kelpie (Plant, Intelligent)
Kenku
Ki-rin
Kirre

Killmoulis (Brownie)
Kingfisher (Bird)
Kobold
Kobold--Urd
Korred (Satyr)
Kraken (Squid, Giant)
Kuo-Toa

L

Lacedon (Ghoul)
Lambeosaurus (Dinosaur)
Lamia
Lammasu
Lamprey (Fish)
Lamprey, Land (Fish)
Land Shark (Bulette)
Leech
Leech--Giant
Leech--Swarm
Leech--Throat
Lensman (Beholder)
Lernaean (Hydra)
Leopard (Cat, Great)
Leprechaun
Leucrotta
Leviathan (Whale)
Lich
Lion (Cat, Great)
Living Wall
Lizard
Lizard--Fire
Lizard--Minotaur
Lizard--Subterranean
Lizard--Giant
Lizard Man
Locathah
Losel (Mammal)
Lurker
Lycanthrope, General
Lycanthrope--Seawolf
Lycanthrope--Werebat

Lycanthrope--Werebear
Lycanthrope--Wereboar
Lycanthrope--Werefox (Foxwoman)
Lycanthrope--Wererat
Lycanthrope--Wereraven
Lycanthrope--Weretiger
Lycanthrope--Werewolf
Lynx (Cat, Great)

M

Medusa, Maedar
Making Monsters
Malenti (Elf, Aquatic)
Malephus (Titan)
Mammal
Mammal--Ape, Carnivorous
Mammal--Baboon, Wild
Mammal--Badger
Mammal--Banderlog
Mammal--Bhaergala
Mammal--Boar, Wild
Mammal--Chattur
Mammal--Cooshee
Mammal--Dakon
Mammal--Debbi
Mammal--Goat
Mammal--Gorilla
Mammal--Hsing-sing
Mammal--Hyena
Mammal--Jackal
Mammal--Losel
Mammal--Monkey Spider
Mammal--Porcupine, Black
Mammal--Porcupine, Brown
Mammal--Rothe
Mammal--Skunk
Mammal--Sleek
Mammal--Stag, Wild
Mammal--Stench Kow
Mammal--Taer
Mammal--Tyrg

Mammal--Warthog
Mammal--Weasel
Mammal--Wolverine
Mammal, Herd
Mammal, Herd--Antelope
Mammal, Herd--Buffalo
Mammal, Herd--Camel
Mammal, Herd--Cattle
Mammal, Herd--Sheep
Mammal, Small
Mammal, Small--Beaver
Mammal, Small--Chipmunk
Mammal, Small--Ermine
Mammal, Small--Ferret
Mammal, Small--Fox
Mammal, Small--Gopher
Mammal, Small--Hedgehog
Mammal, Small--Mink
Mammal, Small--Mole
Mammal, Small--Monkey
Mammal, Small--Mouse
Mammal, Small--Muskrat
Mammal, Small--Opposum
Mammal, Small--Otter
Mammal, Small--Otter, Sea
Mammal, Small--Pig, Domestic
Mammal, Small--Pig, Giant
Mammal, Small--Pig, Wild
Mammal, Small--Rabbit
Mammal, Small--Racoon
Mammal, Small--Squirrel
Mammal, Small--Squirrel, Flying
Mammal, Small--Woodchuck
Mammoth (Elephant)
Mane (Titan)
Manta Ray (Fish)
Margoyle (Gargoyle)
Marid (Genie)
Marilith (Tanar'ri)
Marine Eel (Fish)

Manscorpion
Manticore
Medusa
Medusa, Maedar
Medusa --Glyptar
Mephit (Imp)
Mercury Dragon
Merman
Merrow (Ogre)
Mimic
Mimic--Killer
Mind Flayer (Illithid)
Mink
Minotaur
Mist, Crimson Death
Mist Dragon
Mist, Vampiric
Mold
Mold--Brown
Mold--Russet
Mold--Yellow
Mold Man
Mole (Mammal, Small)
Mongrelman
Monkey Spider (Mammal)
Monkey (Mammal, Small)
Monsoon (Elemental, Composite)
Monster Summoning
Morkoth
Mountain Giant
Mountain Lion (Cat, Great)
Mouse (Mammal, Small)
Muckdweller
Mudman
Mule (Horse)
Mummy
Mummy, Greater
Musk Creeper, Yelllow (Plant, Dangerous)
Musk Zombie, Yellow (Plant, Dangerous)
Muskrat (Mammal, Small)

Myconid

N
Naga
Naga--Guardian
Naga--Spirit
Naga--Water
Naga, Dark
Narwhal (Whale)
Necrophidius (Golem, Necrophidius)
Neogi
Neo-Otyugh
Nereid (Elemental, Water-Kin)
Night Hunter (Bat)
Nightmare
Nixie (Sprite)
NPCs
Nymph

O
Obliviax (Plant, Intelligent)
Octopus, Giant
Ogre
Ogre, Half-
Ogre Mage
Oliphant (Elephant)
Ooze/Slime/Jelly
Ooze/Slime/Jelly--Crystal Ooze
Ooze/Slime/Jelly--Gelatinous Cube
Ooze/Slime/Jelly--Green Slime
Ooze/Slime/Jelly--Grey Ooze
Ooze/Slime/Jelly--Mustard Jelly
Ooze/Slime/Jelly--Ochre Jelly
Ooze/Slime/Jelly--Olive Slime
Ooze/Slime/Jelly--Olive Slime Creature
Ooze/Slime/Jelly--Slithering Tracker
Ooze/Slime/Jelly--Stun Jelly
Opposum (Mammal, Small)
Orbus (Beholder)
Orc
Orog

Osquip (Rat)
Otter (Mammal, Small)
Otyugh
Otyugh--Neo-Otyugh
Owl (Bird)
Owlbear

P

Pech (Elemental, Earth-Kin)
Pegasus
Pericon (Insect)
Peryton
Phantom
Phoenix
Phycomid (Fungus)
Piercer
Pig, Domestic (Mammal, Small)
Pig, Wild (Mammal, Small)
Pike, Giant (Fish)
Piranha (Fish)
Piranha, Giant (Fish)
Pit Fiend (Baatezu)
Pixie (Sprite)
Plant, Dangerous
Plant, Dangerous--Choke Creeper
Plant, Dangerous--Mantrap
Plant, Dangerous--Retch Plant
Plant, Dangerous--Snapper-Saw
Plant, Dangerous--Thorn-Slinger
Plant, Dangerous--Tri-Flower Frond
Plant, Dangerous--Yellow Musk
Plant, Dangerous--Zombie Creeper
Plant, Intelligent
Plant, Intelligent--Hangman Tree
Plant, Intelligent--Kelpie
Plant, Intelligent--Obliviax
Plant, Intelligent--Quickwood
Plant, Intelligent--Shambling Mound
Plant, Intelligent--Strangleweed
Plant, Intelligent--Sundew, Giant
Plant, Intelligent--Thorny

Poisonous Frog (Frog)
Poltergeist
Pony (Horse)
Porcupine (Mammal)
Porphyl (Titan)
Praying Mantis (Insect)
Pseudodragon (Dragonet)
Pteranodon (Dinosaur)
Pudding, Deadly
Pudding, Deadly--Black
Pudding, Deadly--Brown
Pudding, Deadly--Dun
Pudding, Deadly--White
Pungi Ray (Fish)
Pyrohydra

Q

Quaggoth
Quasit (Imp)
Quickwood (Plant, Intelligent)
Quipper (Fish)

R

Rabbit (Mammal, Small)
Racoon (Mammal, Small)
Rakshasa
Rat
Rat--Osquip
Raven (Bird)
Red Abishai (Baatezu)
Red Dragon
Reef Giant
Remorhaz
Retch Plant (Plant, Dangerous)
Revenant
Riding Horse (Horse)
Roc
Roper
Rothe (Mammal)
Rust Monster

S

Sahuagin
Salamander (Elemental, Fire-Kin)
Sandling (Elemental, Earth-Kin)
Sapphire Dragon
Satyr
Scarecrow (Golem, Scarecrow)
Scorpion
Scorpion--Giant
Scorpion--Huge
Scorpion--Large
Sea Otter (Mammal, Small)
Sea Elf (Elf, Aquatic)
Sea Lion
Seahorse, Giant (Fish)
Seawolf (Lycanthrope)
Selkie
Serpent, Winged (Snake, Winged)
Shadow
Shadow Dragon
Shambling Mound (Plant, Intelligent)
Shark (Fish)
Shark, Giant (Fish)
Shedu
Shedu, Greater
Sheep (Mammal, Herd)
Shrieker (Fungus)
Silver Dragon
Sinster (Bat)
Sirine
Skeleton
Skeleton--Animal
Skeleton--Monster
Skeleton, Giant
Skeleton, Warrior
Skriaxit (Elemental, Composite)
Skunk (Mammal)
Skyfisher (Bird)
Slaad
Sleek (Mammal)
Slime, Green (Ooze, Slime, Jelly)

Slime, Olive (Ooze/Slime/Jelly)
Slithering Tracker (Ooze/Slime/Jelly)
Slug, Giant
Smilodon (Cat, Great)
Snake
Snake--Amphisbaena
Snake--Boalisk
Snake--Constrictor
Snake--Constrictor, Giant
Snake--Giant, Sea
Snake--Giant Spitting
Snake--Heway
Snake--Poisonous
Snake, Winged
Snapper-Saw (Plant, Dangerous)
Spectator (Beholder)
Spectre
Sphinx
Sphinx--Androsphinx
Sphinx--Criosphinx
Sphinx--Gynosphinx
Sphinx--Hieracosphinx
Spider
Spider--Gargantuan
Spider--Giant
Spider--Hairy
Spider--Huge
Spider--Large
Spider--Phase
Spider--Sword
Spider Monkey (Mammal)
Spore, Gas (Fungus)
Spotted Lion (Cat, Great)
Spriggan, Gnome
Sprite
Sprite--Atomie
Sprite--Grig
Sprite--Nixie
Sprite--Pixie
Sprite--Sea Sprite

Squid, Giant
Squirrel (Mammal, Small)
Squirrel, Flying (Mammal, Small)
Squirrel, Giant Black (Mammal, Small)
Stag, Wild (Mammal)
Steel Dragon
Stegosaurus (Dinosaur)
Stench Kow (Mammal)
Steppe Pony (Horse)
Sting Ray (Fish)
Strige
Stone Giant
Stone Golem (Golem, Greater)
Stone Constructs (Golem, Stone Variants)
Storm Giant
Stout (Halfling)
Strangleweed (Plant, Intelligent)
Su-Monster
Summoning Monsters
Sundew, Giant (Plant, Intelligent)
Svirfneblin (Gnome)
Swan (Bird)
Swanmay
Sylia (Titan)
Sylph (Elemental, Air-Kin)

T

Tabaxi
Taer (Mammal)
Tako
Tallfellow (Halfling)
Tanar'ri
Tanar'ri--Balor
Tanar'ri--Marilith
Tarrasque
Tasloi
Tempest (Elemental, Composite)
Tenebrous Worm (Gloomwing)
Termite, Giant (Insect)
Therianthrope (Lycanthrope)
Thorn-Slinger (Plant, Dangerous)

Thorny (Plant, Intelligent)
Thought-Eater
Thri-Keen
Tick, Giant (Insect)
Tiger, Wild (Cat, Great)
Tinker (Gnome)
Titan
Titan--Algorn
Titan--Girzon
Titan--Malephus
Titan--Mane
Titan--Porphyl
Titan--Syllia
Toad, Giant
Toad, Giant--Fire
Toad, Giant--Giant
Toad, Giant--Ice
Toad, Giant--Poisonous
Topaz Dragon
Treant
Tri-Flower Frond (Plant, Dangerous)
Triceratops (Dinosaur)
Triton
Troglodyte
Troll
Tunnel Worm (Centipede)
Tyrannosaurus Rex (Dinosaur)
Tyrg (Mammal)

U

Umber Hulk
Umber Hulk--Vodyanoi
Undead (Death Tyrant) (Beholder)
Unicorn
Urchin
Urchin--Black
Urchin--Green
Urchin--Land
Urchin--Red
Urchin--Silver
Urchin--Yellow

Urd (Kobold)

V

Vampire
Vampire--Eastern
Vampire--Western
Vampiric Mist (Mist, Vampiric)
Vegepygmy (Mold Man)
Verbeeg
Violet Fungus (Fungus)
Voadkyn (Giant, Wood)
Vodyanoi (Umber Hulk)
Vulture (Bird)

W

Wall, Living (Living Wall)
'Wari (Bird)
Warthog (Mammal)
Wasp, Giant (Insect)
Watcher (Beholder)
Water Beholder (Eye of the Deep)
Water Elemental (Elemental, Fire/Water)
Water Weird (Elemental, Water-Kin)
Weasel (Mammal)
Weed Eel (Fish)
Wemic
Werebat (Lycanthrope)
Werebear (Lycanthrope)
Wereboar (Lycanthrope)
Werefox (Lycanthrope)
Wererat (Lycanthrope)
Wereraven (Lycanthrope)
Weretiger (Lycanthrope)
Werewolf (Lycanthrope)
Whale
Whale--Common
Whale--Giant
Whale--Killer
Whale--Narwhal
Whale--Leviathan
White Dragon

Wight
Wild Pig (Mammal, Small)
Wild Baboon (Mammal, Small)
Wild Cat (Cat, Small)
Will o'wisp
Winged Sanke (Snake, Winged)
Wolf
Wolfwere
Wolverine (Mammal)
Wood Giant
Woodchuck (Mammal)
Worm
Worm, Death (Necrophidius)
Wraith
Wyvern

X
Xorn
Xorn--Xaren

Y
Yellow Dragon
Yellow Musk Creeper (Plant, Dangerous)
Yeti
Yuan-ti
Yaun-ti Histachii
Yugoloth (Guardian)

Z
Zaratan
Zombie

**Appendix I: Instructions for the Blank Monster Form**

**Appendix II: Monster Summoning Tables**
Monster Summoning I
Monster Summoning II
Monster Summoning III
Monster Summoning IV
Monster Summoning V
Monster Summoning VI

Monster Summoning VII
Monster Summoning VIII
Conjured Animals
Terrain Guide
Aquatic Monster Summoning
Aquatic Monster Summoning, Salt Water
Aquatic Monster Summoning, Fresh Water

**Appendix III: NPCs**
NPC Parties
Character Subtable
Race Subtable
Magical Items for NPC Parties
Magical Items for Character Encounters
Table I
Table II
Table III
Table IV

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# How To Use This Book

This hardcover *Monstrous Manual* was created in response to the many requests to gather monsters into a single, durable volume which would be convenient to carry. With the *DUNGEON MASTER™ Guide (DMG)* and the *Player's Handbook (PHB)*, the *Monstrous Manual* forms the core of the AD&D® 2nd Edition game.

Every monster from the MONSTROUS COMPENDIUM® Volumes One and Two are contained within, as well as a few creatures from later volumes. The monsters in the *Monstrous Manual* have been revised, edited, and updated. Statistics for many of the creatures have been corrected, new information has been added to many of the entries, and many monsters have been reclassified. There are some new beasts, as well. In cases of conflicting information, the *Monstrous Manual* supersedes all previously published data.

Certain entries have been greatly condensed from MONSTROUS COMPENDIUM entries, to make this book as complete as possible without increasing its size or price. For instance, there is a full-page description of ravens in the MONSTROUS COMPENDIUM appendix for the GREYHAWK® campaign setting; in this book, ravens are given only a few lines in the "Bird" entry. This provides enough information to use the creatures for a short encounter, and it allows a page to be devoted to another adversary.

To find a monster in this book, flip through the pages or look in the index, which contains listings for the common name(s) of every monster in the book, referenced to the correct page.

All of the monsters described here are typical for their type. DMs should note that unusual variations are encouraged, but they are most effective when they depart from the expected. Likewise, entries describe typical lairs for creatures, from the dungeon complexes they inhabit to the tree houses they build; changing the look of these can make a monster encounter unique.

# Contents

This introduction describes how to interpret the monsters in this book. In addition, there are three small appendices in the back of the book. The first deals with making monsters. The second covers monster summoning and includes tables for random determination of summoned creatures; to make random encounter charts for a campaign, the DM should refer to Chapter 11 of the *DMG*. The third appendix is concerned with creating NPC parties.

# Other Worlds

Several of the monsters in this book have been imported from specialized game worlds, such as the SPELLJAMMER® campaign setting, the FORGOTTEN REALMS® setting, or the DARK SUN® world. The monsters in this book may be used in any setting; if a campaign setting is noted, it simply describes where the monster was first encountered, or where it is the most common. A particular monster still may not be encountered in a specific campaign world; this is up to the DM. For monsters from one of the specific worlds, the DM should consult the appropriate MONSTROUS COMPENDIUM appendices.

# The Monsters

Each monster is described fully, with entries that describe behavior, combat modes, and so on. These are explained in the following text.

**Climate/Terrain** defines where the creature is most often found. Climates include arctic, sub-arctic, temperate, and tropical. Typical terrain includes plain/scrub, forest, rough/hill, mountain, swamp, and desert. In some cases, a range is given; for instance, "cold" implies arctic, sub-arctic, and colder temperate regions.

**Frequency** is the likelihood of encountering a creature in an area. Chances can be adjusted for special areas.

| | |
|---|---|
| Very Rare | = 4% chance |
| Rare | = 11% chance |
| Uncommon | = 20% chance |
| Common | = 65% chance |

**Organization** is the general social structure the monster adopts. "Solitary" includes small family groups.

**Activity Cycle** is the time of day when the monster is most active. Those active at night can be active at any time in subterranean settings. These are general guidelines and exceptions are fairly common.

**Diet** shows what the creature usually eats. Carnivores eat meat, herbivores eat plants, and omnivores eat either. Scavengers primarily eat carrion. If a monster does not fit any of these categories, the substances it does eat are described in the entry or in the text.

**Intelligence** is the equivalent of human "IQ." Certain monsters are instinctively cunning; these are noted in the monster descriptions. Ratings correspond roughly to the following Intelligence ability scores:

| | |
|---|---|
| 0 | Nonintelligent or not ratable |
| 1 | Animal intelligence |
| 2-4 | Semi-intelligent |
| 5-7 | Low intelligence |
| 8-10 | Average (human) intelligence |
| 11-12 | Very intelligent |

| | |
|---|---|
| 13-14 | Highly intelligent |
| 15-16 | Exceptionally intelligent |
| 17-18 | Genius |
| 19-20 | Supra-genius |
| 21+ | Godlike intelligence |

**Treasure** refers to the treasure tables in the *DUNGEON MASTER Guide.* If individual treasure is indicated, each individual may carry it (or not, at the DM's discretion). Major treasures are usually found in the monster's lair; these are most often designed and placed by the DM. Intelligent monsters will use the magical items present and try to carry off their most valuable treasures if hard pressed. If treasure is assigned randomly, roll for each type possible; if all rolls fail, no treasure of any type is found. Treasure should be adjusted downward if a few monsters are encountered. Large treasures are noted by a multiplier (x10, for example); this should not be confused with treasure type X. Treasure types listed in parentheses are treasures found in the creatures' lair. Do not use the tables to place dungeon treasure, since the numbers encountered underground will be much smaller.

**Alignment** shows the general behavior of the average monster of that type. Exceptions, though uncommon, may be encountered.

**No. Appearing** indicates an average encounter size for a wilderness encounter. The DM should alter this to fit the circumstances as the need arises. This should not be used for dungeon encounters.
Note that some solitary creatures are found in small groups; this means they are found in very small family units, or that several may happen to be found together, but do not cooperate with one another.

**Armor Class** is the general protection worn by humans and humanoids, protection due to physical structure or magical nature, or difficulty in hitting due to speed, reflexes, etc. Humans and humanoids of roughly man-size that wear armor will have an unarmored rating in parentheses. Listed AC does not include any special bonuses noted in the description.

**Movement** shows the relative speed rating of the creature. Higher speeds may be possible for short periods. Human, demihuman, and humanoid movement rate is often determined by armor type (unarmored rates are given in parentheses). Movements in different mediums are abbreviated as follows:

Fl = flying
Sw = swimming
Br = burrowing
Cl = climbing
Wb = moving across webs

Flying creatures also have a Maneuverability Class from A to E. Class A creatures have virtually total command over their movements in the air; they can hover, face any direction in a given round, and attack each round. Class B creatures are very maneuverable; they can hover, turn 180 degrees in a round, and attack in each round. Class C creatures are somewhat agile in the air; they cannot move less than half

their movement rate without falling, they can turn up to 90 degrees in a round, and attack aerially once every two rounds. Class D creatures are somewhat slow; they cannot move less than half their movement rate without falling, can turn only 60 degrees in a round, and can make a pass once every three rounds. Class E includes large, clumsy fliers; these cannot move less than half their movement rate without falling, can turn only 30 degrees in a round, and they can make one pass every six rounds. See Chapter 9 of the *DMG* for more information.

**Hit Dice** controls the number of hit points damage a creature can withstand before being killed. Unless otherwise stated, Hit Dice are 8-sided (1-8 hit points). The Hit Dice are rolled and the numbers shown are added to determine the monster's hit points. Some monsters have a hit point spread instead of Hit Dice, and some have additional points added to their Hit Dice. Thus, a creature with 4+4 Hit Dice has 4d8+4 hit points (8-36 total). Note that creatures with +3 or more hit points are considered the next higher Hit Die for purposes of attack rolls and saving throws.

**THAC0** is the attack roll the monster needs to hit Armor Class 0. This is always a function of Hit Dice, except in the case of very large, nonaggressive herbivores (such as some dinosaurs), or creatures which have certain innate combat abilities. A human or demihuman always uses a player character THAC0, regardless of whether they are player characters or "monsters." The THAC0 does not include any special bonuses noted in the descriptions.

**No. of Attacks** shows the basic attacks the monster can make in a melee round, excluding special attacks. This number can be modified by hits that sever members, spells such as *haste* and *slow*, and so forth. Multiple attacks indicate several members, raking paws, multiple heads, etc.

**Damage/Attack** shows the amount of damage a given attack causes, expressed as a spread of hit points (based on a die roll or combination of die rolls). If the monster uses weapons, the damage done by the typical weapon will be allowed by the parenthetical note "weapon." Damage bonuses due to Strength are listed as a bonus following the damage range.

**Special Attacks** detail attack modes such as dragon breath, magic use, etc. These are explained in the monster description.

**Special Defenses** are precisely that, and are detailed in the monster description.

**Magic Resistance** is the percentage chance that any magic cast upon the creature will fail to affect it, even if other creatures nearby are affected. If the magic penetrates the resistance, the creature is still entitled to any normal saving throw allowed. Creatures may have resistances to certain spells; this is not considered "magic resistance", which is effective against all spells.

**Size** is abbreviated as

T = tiny (2' tall or less);
S = smaller than a typical human (2+' to 4');
M = man-sized (4+' to 7');
L = larger than man-sized (7+' to 12');
H = huge (12+' to 25'); and

G = gargantuan (25+').

Most creatures are measured in height or length; some are measured in diameter. Those measured in diameter may be given a different size category than indicated above. For instance, while a 6-foot tall humanoid is considered size M, a spherical creature 6 feet in diameter has much more mass, so is considered size L. Similarly, a creature 12 feet long with a very slender body (like a snake) might be considered only man-sized. Adjustments like these should not move a creature more than one size category in either direction.

**Morale** is a general rating of how likely the monster is to persevere in the face of adversity or armed opposition. This guideline can be adjusted for individual circumstances. Morale ratings correspond to the following range:

| | |
|---|---|
| 2-4 | Unreliable |
| 5-7 | Unsteady |
| 8-10 | Average |
| 11-12 | Steady |
| 13-14 | Elite |
| 15-16 | Champion |
| 17-18 | Fanatic |
| 19-20 | Fearless |

**XP Value** is the number of experience points awarded for defeating, but not necessarily killing, the monster. This value is a guideline that can be modified by the DM for the degree of challenge, encounter situation, and for overall campaign balance.

**Combat** is the part of the description that discusses special combat abilities, arms and armor, and tactics.

**Habitat/Society** outlines the monster's general behavior, nature, social structure, and goals. In some cases, it further describes their lairs (the places they live in), breeding habits, and reproduction rates.

**Ecology** describes how the monster fits into the campaign world, gives any useful products or byproducts, and any other miscellaneous information.

**Variations** of a monster are given in a special section after the main monster entry. These can be found by consulting the index. For instance, the xorn entry also describes the xaren, a very similar creature.

**Psionics** are mental powers possessed by many creatures in the *Monstrous Manual*. The psionic listings are explained below:
**Level:** How tough the monster is in terms of psionic experience level.
**Dis/Sci/Dev:** How many *disciplines* the creature can access, followed by the total number of sciences and

devotions the creature knows. Monsters can know *sciences* and *devotions* only from the disciplines they can access.

**Attack/Defense:** The telepathic attack and defense modes that the creature can use. Note that defense modes are not included in the total number of powers the creature knows. Abbreviations used are as follows:

| | | | |
|---|---|---|---|
| PB | Psionic Blast | M- | Mind Blank |
| MT | Mind Thrust | TS | Thought Shield |
| EW | Ego Whip | MB | Mental Barrier |
| II | Id Insinuation | IF | Intellect Fortress |
| PsC | Psychic Crush | TW | Tower of Iron Will |

**Power Score:** The creature's usual score when using a power that is not automatically successful.

**PSPs:** The creature's total pool of psionic strength points (the maximum available to it).

The rest of the listing indicates, by discipline, which powers the creature has, sometimes listing the most common powers, sometimes listing only the powers that all members of the species have. Unless otherwise noted, the creature always knows powers marked by an asterisk.

For information regarding psionic powers, see PHBR5, *The Complete Psionics Handbook.* If the DM chooses not to use psionics in the campaign, the powers can be changed to magical equivalents or simply ignored, though the latter severely impedes certain monsters.

# Aarakocra

| | |
|---|---|
| **Climate/Terrain:** | Tropical and temperate mountains |
| **Frequency:** | Very rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | D |
| **Alignment:** | Neutral good |
| **No. Appearing:** | 1-10 |
| **Armor Class:** | 7 |
| **Movement:** | 6, Fl 36 (C) |
| **Hit Dice:** | 1+2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 1-3/1-3 or 2-8 (weapon) |
| **Special Attacks:** | Dive +4 |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (20' wing span) |
| **Morale:** | Steady (11) |
| **XP Value:** | 65 |

The aarakocra are a race of intelligent bird-men that live on the peaks of the highest mountains, spending their days soaring on the thermal winds in peace and solitude.

Aarakocra are about 5 feet tall and have a wing span of 20 feet. About halfway along the edge of each wing is a hand with three human-sized fingers and an opposable thumb. An elongated fourth finger extends the length of the wing and locks in place for flying. Though the wing-hands cannot grasp during flight, they are nearly as useful as human hands when an aarakocra is on the ground and its wings are folded back. The wing muscles anchor in a bony chest plate that provides the aarakocra with extra protection. The powerful legs end in four sharp talons that can unlock and fold back to reveal another pair of functional hands, also with three human-sized fingers and an opposable thumb. The hand bones,

like the rest of an aarakocra's skeleton, are hollow and fragile.
Aarakocra faces resemble crosses between parrots and eagles. They have gray-black beaks, and black eyes set frontally in their heads that provide keen binocular vision. Plumage color varies from tribe to tribe, but generally males are red, orange, and yellow while females are brown and gray.
Aarakocra speak their own language, the language of giant eagles, and, on occasion, the common tongue (10% chance).

**Combat:** In aerial combat, an aarakocra fights with either talons or the heavy fletched javelins that he clutches in his lower hands. An aarakocra typically carries a half dozen javelins strapped to his chest in individual sheaths. The javelins, which can be used for throwing or stabbing, inflict 2d4 points of damage. Owing to the aarakocra's remarkable skill at throwing javelins in the air, it incurs none of the attack penalties for aerial missile fire. An aarakocra will always save its last javelin for stabbing purposes rather than throwing it. Its favorite attack is to dive at a victim while clutching a javelin in each hand, then pull out of the dive just as it reaches its target, and strike with a blood-curdling shriek. This attack gains a +4 bonus to the attack roll and causes double damage, but an aarakocra must dive at least 200 feet to execute it properly.
An aarakocra is reluctant to engage in grappling or ground combat, since its fragile bones are easily broken. Though rarely used except when cornered, an aarakocra's sharp beak can bite for 1-3 points of damage.

**Habitat/Society:** Aarakocra live in small tribes of about 11-30 (1d20+10) members. Each tribe has a hunting territory of about 10,000 square miles with colorful banners and pennants marking the boundaries.
Each tribe lives in a communal nest made of woven vines with a soft lining of dried grass. The eldest male serves as the tribe's leader. In tribes of more than 20 members, the second oldest male serves as the shaman, leading simple religious ceremonies involving the whistling of melodic hymns at sunset on the first day of a new month. Males spend most of their waking hours hunting for food and occasionally for treasure, such as gems and other shiny objects. Females spend eight months of the year incubating their eggs, passing the time by fabricating javelins and other tools from wood and stone. While resting on their backs, aarakocra females can use all four hands at the same time to weave boundary pennants, javelins sheaths, and other useful objects from vines and feathers.
Five aarakocra, including a shaman, can summon an air elemental by chanting and performing an intricate aerial dance for three melee rounds. The summoned air elemental will comply with the aarakocras' request for a favor, though it will not endanger its life on their behalf.
Aarakocra are extremely claustrophobic and will not willingly enter a cave, building, or other enclosed area.

**Ecology:** Aarakocra have little to do with other species, including neighboring aarakocra tribes, and leave their home territory only in extreme circumstances. They rarely encounter humans except for an occasional foray into a rural community to snatch a stray farm animal; this is not an intentionally malicious act, as aarakocra are unable to distinguish between domestic and wild animals. A human venturing into aarakocra territory may be able to convince one to serve as a guide or a scout in exchange for a shiny jewel or coin.

# Aboleth

| | |
|---|---|
| **Climate/Terrain:** | Tropical and temperate/Subterranean |
| **Frequency:** | Very rare |
| **Organization:** | Brood |
| **Activity Cycle:** | Night |
| **Diet:** | Omnivore |
| **Intelligence:** | High (13-14) |
| **Treasure:** | F |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1d4 |
| **Armor Class:** | 4 |
| **Movement:** | 3, Sw 18 |
| **Hit Dice:** | 8 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 4 |
| **Damage/Attack:** | 1-6 (x 4) |
| **Special Attacks:** | See below |
| **Special Defenses:** | Slime |
| **Magic Resistance:** | Nil |
| **Size:** | H (20' long) |
| **Morale:** | Elite (13) |
| **XP Value:** | 5,000 |

## Psionics Summary

| Level | Dis/Sci/Dev | Attack/Defense | Power Score | PSPs |
|---|---|---|---|---|
| | | **EW, II PsC, +1/** | | |
| 8 | 3/5/16 | TS,IF,TW | = Int | 250 |

**Telepathy:** False Sensor Input, Mindlink, Mass Domination.

The aboleth is a loathsome amphibious creature that lives in subterranean caves and lakes. It despises most land-dwelling creatures and seeks to enslave intelligent surface beings. It is as cruel as it is intelligent.

An aboleth resembles a plump fish, 20 feet in length from its bulbous head to its fluke-like tail. Its body is blue-green with gray splotches, and its pink-tan underbelly conceals a toothless, rubbery mouth. Three slit-like eyes, purple-red in color and protected by bony ridges, are set one atop the other in the front of its head. Four pulsating blue-black orifices line the bottom of its body and secrete gray slime that smells like rancid grease. Four leathery tentacles, each 10 feet in length, grow from its head. An aboleth uses its tail to propel itself through the water and its tentacles to drag itself along dry land.

**Combat:** The aboleth attacks with its tentacles for 1d6 points of damage each. If a victim struck by a tentacle fails a saving throw vs. spell, the victim's skin transforms into a clear, slimy membrane in 1d4+1 rounds. If this occurs, the victim must keep the membrane damp with cool water or suffer 1d12 points of damage each turn. *Cure disease* cast upon the victim before the membrane completely forms stops the transformation. Otherwise, *cure serious wounds* will cause the membrane to revert to normal skin.

Because its sluggish movement makes attacks difficult, the aboleth attempts to lure victims close by creating realistic illusions at will, complete with audible, olfactory, and other sensory components. The aboleth can attempt to enslave creatures within 30 feet; it can make three attempts per day, one creature per attempt. If the victim fails a saving throw vs. spell, he follows all of the aboleth's telepathic commands, although the victim will not fight on the aboleth's behalf. The enslavement can be negated by *remove curse*, *dispel magic*, the death of the enslaving aboleth, or, if the victim is separated from the aboleth by more than a mile, a new saving throw (one attempt per day.)

When underwater, an aboleth surrounds itself with a mucous cloud 1 foot thick. A victim in contact with the cloud and inhaling the mucus must roll a successful saving throw vs. poison or lose the ability to breathe air. The victim is then able to breathe water, as if having consumed a *potion of water breathing*, for 1-3 hours. This ability may be renewed by additional contact with the mucous cloud. An affected victim attempting to breathe air will suffocate in 2d6 rounds. Wine or soap dissolves the mucus.

**Habitat/Society:** An aboleth brood consists of a parent and one to three offspring. Though the offspring are as large and as strong as the parent, they defer to the parent in all matters and obey it implicitly. Aboleth have both male and female sexual organs. A mature aboleth reproduces once every five years by concealing itself in a cavern or other remote area, then laying a single egg and covering it in slime. The parent aboleth guards the egg while the embryo grows and develops, a process that takes about five years. A newborn aboleth takes about 10 years to mature.

The aboleth spends most of its time searching for slaves, preferably human ones. It is rumored that the aboleth use their slaves to construct huge underwater cities, though none have ever been found. The aboleth are rumored to know ancient, horrible secrets that predate the existence of man, but these rumors are also unsubstantiated. There is no doubt that aboleth retain a staggering amount of knowledge. An offspring acquires all of its parent's knowledge at birth, and a mature aboleth acquires the knowledge of any intelligent being it consumes.

An aboleth's treasure consists of items taken from its slaves. The items are buried in caverns under a layer of slime resembling gray mud, recognizable by the distinctive rancid grease odor.

**Ecology:** The omnivorous aboleth will eat any organic matter, usually algae and micro-organisms, but they are also fond of intelligent prey so they can absorb nutrients and information at the same time. Aboleth have no natural enemies, as even the mightiest marine creatures give them a wide berth. Aboleth

slime is sometimes used as a component for *potions of water breathing*.

# Ankheg

| | |
|---|---|
| **Climate/Terrain:** | Temperate and tropical/Plains and forests |
| **Frequency:** | Rare |
| **Organization:** | Brood |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Non- (0) |
| **Treasure:** | C |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | Overall 2, underside 4 |
| **Movement:** | 12, Br 6 |
| **Hit Dice:** | 3-8 |
| **THAC0:** | 17-13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 3-18 (crush)+1-4 (acid) |
| **Special Attacks:** | Squirt acid |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L-H (10' to 20' long) |
| **Morale:** | Average (9) |
| **XP Value:** | 175-975 |

The ankheg is a burrowing monster usually found in forests or choice agricultural land. Because of its fondness for fresh meat, the ankheg is a threat to any creature unfortunate enough to encounter it. The ankheg resembles an enormous many-legged worm. Its six legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers its entire body except for its soft pink belly. The ankheg has glistening black eyes, a small mouth lined with tiny rows of chitinous teeth, and two sensitive antennae that can detect movement of man-sized creatures up to 300 feet away.

**Combat:** The ankheg's preferred attack method is to lie 5 to 10 feet below the surface of the ground until

its antennae detect the approach of a victim. It then burrows up beneath the victim and attempts to grab him in its mandibles, crushing and grinding for 3d6 points of damage per round while secreting acidic digestive enzymes to cause an additional 1d4 points of damage per round until the victim is dissolved. The ankheg can squirt a stream of acidic enzymes once every six hours to a distance of 30 feet. However, since it is unable to digest food for six hours after it squirts enzymes, it uses this attack technique only when desperate. A victim struck by the stream of acidic enzymes suffers 8d4 points of damage (half damage if the victim rolls a successful saving throw vs. poison).

**Habitat/Society:** The ankheg uses its mandibles to continuously dig winding tunnels 30-40 feet deep in the rich soil of forests or farmlands. The hollowed end of a tunnel serves as a temporary lair for sleeping, eating, or hibernating. When an ankheg exhausts the food supply in a particular forest or field, it moves on to another.

Autumn is mating season for ankhegs. After the male fertilizes the female, the female kills him and deposits 2d6 fertilized eggs in his body. Within a few weeks, about 75% of the eggs hatch and begin feeding. In a year, the young ankhegs resemble adults and can function independently. Young ankhegs have 2 Hit Dice and an AC 2 overall and an AC 4 for their undersides; they bite for 1d4 points of damage (with an additional 1d4 points of damage from enzyme secretions), and spit for 4d4 points of damage to a distance of 30 feet. In every year thereafter, the ankheg functions with full adult capabilities and gains an additional Hit Die until it reaches 8 Hit Dice.

Beginning in its second year of life, the ankheg sheds its chitinous shell just before the onset of winter. It takes the ankheg two days to shed its old shell and two weeks to grow a new one. During this time, the sluggish ankheg is exceptionally vulnerable. Its overall AC is reduced to 5 and its underside AC is reduced to 7. Additionally, it moves at only half its normal speed, its mandible attack inflicts only 1d10 points of damage, and it is unable to squirt acidic enzymes. While growing a new shell, it protects itself by hiding in a deep tunnel and secreting a repulsive fluid that smells like rotten fruit. Though the aroma discourages most creatures, it can also pinpoint the ankheg's location for human hunters and desperately hungry predators.

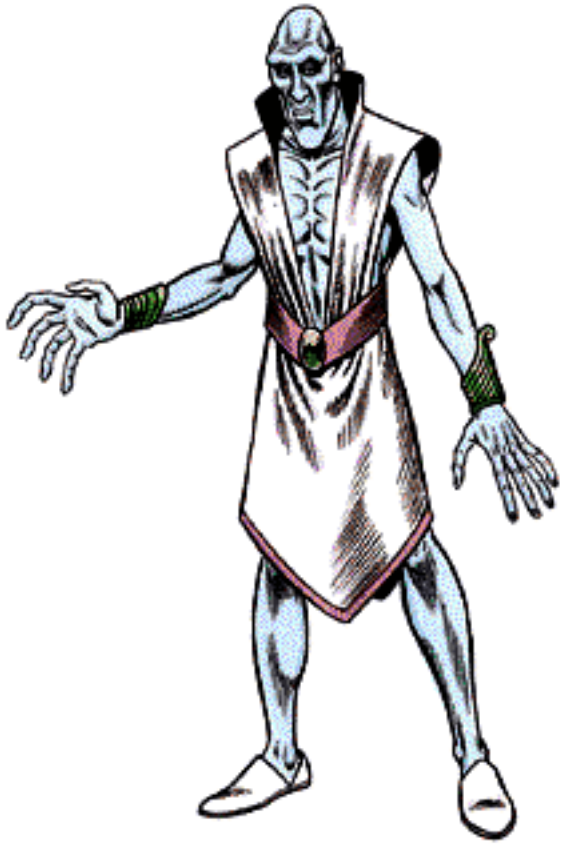
Ankhegs living in cold climates hibernate during the winter. Within a month after the first snowfall, the ankheg fashions a lair deep within the warm earth where it remains dormant until spring. The hibernating ankheg requires no food, subsisting instead on nutrients stored in its shell. The ankheg does not secrete aromatic fluid during this time and is thus relatively safe from detection. Though the ankheg's metabolism is reduced, its antennae remain functional, able to alert it to the approach of an intruder. A disturbed ankheg fully awakens in 1d4 rounds, after which time it can attack and move normally.

The ankheg does not hoard treasure. Items that were not dissolved by the acidic enzymes fall where they drop from the ankheg's mandibles and can be found scattered throughout its tunnel system.

**Ecology:** Though a hungry ankheg can be fatal to a farmer, it can be quite beneficial to the farmland. Its tunnel system laces the soil with passages for air and water, while the ankheg's waste products add rich nutrients. The ankheg will eat decayed organic matter in the earth, but it prefers fresh meat. All but the fiercest predators avoid ankhegs. Dried and cured ankheg shells can be made into armor with an AC of 2, and its digestive enzymes can be used as regular acid.

# Arcane

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Entourage |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | R |
| **Alignment:** | Lawful neutral |
| **No. Appearing:** | 1 (1-6) |
| **Armor Class:** | 5 (3) |
| **Movement:** | 12 |
| **Hit Dice:** | 10 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 (weapon) |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Invisibility, dimension door |
| **Magic Resistance:** | 40% |
| **Size:** | L (12' tall) |
| **Morale:** | Champion (15) |
| **XP Value:** | 3,000 |



The arcane are a race of merchants, found wherever there is potential trade in magical items. They appear as tall, lanky, blue giants with elongated faces and thin fingers; each finger having one more joint than is common in most humanoid life. The arcane dress in robes, although there are individuals who are found in heavier armor, a combination of chain links with patches of plate (AC 3).

**Combat:** For creatures of their size, the arcane are noticeably weak and non-combative. They can defend themselves when called upon, but prefer to talk and/or buy themselves out of dangerous situations. If entering an area that is potentially dangerous (like most human cities), the arcane hires a group of adventurers as his entourage.
The arcane can become *invisible*, and can *dimension door* up to three times a day, usually with the

intention of avoiding combat. An arcane feels no concern about abandoning his entourage in chancy situations. They can also use any magical items, regardless of the limitations of those items. This includes swords, wands, magical tomes, and similar items restricted to one type of character class. They will use such items if pressed in combat and they cannot escape, but more often use them as bartering tools with others.
Arcane have a form of racial telepathy, such that an injury to one arcane is immediately known by all other arcane. The arcane do not seek vengeance against the one who hurt or killed their fellow. They react negatively to such individuals, and dealing with the arcane will be next to impossible until that individual makes restitution.

**Habitat/Society:** Nothing is known about the arcane's origins; they come and go as they please, and are found throughout the known worlds. When they travel, they do so on the ships and vehicles of other races. Finding such ships with arcane aboard is rare, and it is suspected that the arcane have another way of travelling over long distances.
Contacting the arcane is no trouble in most civilized areas: a few words spread through the local grapevine, through taverns, guilds, and barracks, are enough to bring one of these creatures to the surface. In game terms, there is a base 10% chance per day of finding an arcane, if PCs actively look for one; the chance increases or decreases depending on their location. Arcane never set up permanent "magic shops."
The arcane's stock in trade is to provide magical items, particularly *spelljamming helms*, which allow rapid movement through space. The arcanes' high quality and uniform (if high) prices make them the trusted retailers. They accept payment in gold, or barter for other magical items (as a rule of thumb, costs should be five times the XP reward of the item, or a more valuable item).
The arcane take no responsibility for the use of the items they sell. The arcane will deal with almost anyone. They often make deals with both sides in a conflict, fully aware that they might annihilate all of their potential customers in a region. The arcane have no dealings with neogi, nor with creatures from other planes, such as genies, tanar'ri, and fiends. It is unknown whether the arcane create a wide variety of magical devices, or secure them from an unknown source.
Those dealing with the arcane find them cool, efficient, and most importantly, uncaring. Trying to haggle with an arcane is a chancy business, at best. Sometimes they will engage in haggling with a bemused smirk, but just as often leave the buyer hanging and walk out on the negotiations. They do not like being threatened, insulted, or blackmailed. Those who do so will find it very difficult to purchase reliable equipment. An arcane will not raise his hand in vengeance or anger -- there are more subtle ways to wreak revenge.

**Ecology:** It is not known what arcane do with the gold, gems, and magic they collect. One theory says they need the items for reproduction (the basis for a large number of bawdy arcane jokes), while another links it to production and acquisition of more magical items. The arcane seem sexless. No young arcane have been reported, and the arcane keep their own counsel.

# Argos

| | |
|---|---|
| **Climate/Terrain:** | Space/Any Earth-based body |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Feed till consume 2xHD, then rest 2 hours/HD |
| **Diet:** | Omnivore |
| **Intelligence:** | Low to High (5-14) |
| **Treasure:** | U |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 |
| **Movement:** | 9, Fl 3 (B) |
| **Hit Dice:** | 5-10 |
| **THAC0:** | 5-6 HD: 15<br>7-8 HD: 13<br>9-10 HD: 11 |
| **No. of Attacks:** | 3 per victim |
| **Damage/Attack:** | 1-4 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 25% |
| **Size:** | L-G (2' per HD) |
| **Morale:** | Champion (16) |
| **XP Value:** | 5-6 HD: 2,000 (+1,000 for additional HD) |

Argos are found in the same regions of wildspace as the baleful beholder nations. An argos resembles a giant amoeba. It has one large, central eye with a tripartite pupil, and a hundred lashless, inhuman eyes and many sharp-toothed mouths. An argos can extrude several pseudopods, each tipped with a fanged maw that functions as a hand to manipulate various tools.

Argos move by slithering; they can cling to walls and ceilings. They can levitate and fly at the very slow rate of 3.

Argos colors tend toward shades of transparent blues and violets; they smell like a bouquet of flowers. They are huge beasts ranging in size from 10 to 20 feet in diameter, weighing about 200 pounds per Hit Die. Though they exhibit signs of being intelligent tool users, they do not wear clothes, choosing rather to carry gear stored in temporary cavities within their bodies. However, their digestive juices often ruin devices within two to three weeks (saving throw vs. acid).

**Combat:** An argos can attack with one to three weapons or items, or it can enfold a victim in a pseudopod and attack with 1d3 mouths for 1d4 points of damage each. It may attack as many foes in this way as it can physically reach.

If an argos rolls a natural 20 on an attack, it envelopes its victim, swallowing him whole. A swallowed victim suffers 2d8 points of damage each round from the creature's digestive juices. The victim may attempt to cut his way free from within, using only short cutting weapons. He must inflict 8 points of damage to break free.

The eyes of an argos, like those of a beholder, have a variety of special powers. An argos can bring 1d10 of its smaller eyes to bear on any target. The large, central eye can focus only on targets that are in front of the creature (within 90 degrees of the "straight-ahead point" of the central eye). Though the creature has nearly 100 eyes, only 20 special powers have been noted; therefore a number of eyes must possess the same power.

Each point of damage inflicted on an argos eliminates one eye; the DM decides which powers are reduced in the process. It is possible to target one particular eye by attacking with a -4 penalty to the attack roll.

Each ability of an argos's eye is treated as a spell effect. Use the argos's Hit Dice as the caster level. Roll 1d20 and check the following table for a particular eye's power.

1. *Blindness*
2. *Burning Eyes (Hands)*
3. *Charm Monster*
4. *Clairvoyance*
5. *Confusion*
6. *Darkness, 15' rad.*
7. *Dispel Magic*
8. *Emotion*
9. *ESP*
10. *Fumble*
11. *Gaze Reflection*
12. *Heat Metal*
13. *Hold Monster*
14. *Imp. Phantasmal Force*
15. *Irritation*
16. *Light*
17. *Slow*
18. *Suggestion*
19. *Tongues*
20. *Turn Flesh to Stone*

The central eye can use one of three different powers once per round. It can create a personal illusion (an *alter self* spell), or it can cast a *color spray* or a *ray of enfeeblement* spell.

**Habitat/Society:** Argos are solitary creatures, though it is not unheard of to discover an argos guardian aboard an eye tyrant ship. Argos appear capable of replenishing their own air envelope and thus may be encountered wandering asteroid rings and dust clouds alone.

Despite its relative intelligence, the argos is a ravenous creature driven by its hunger. It tries to lure prey into its grasp, feeding until it has consumed a number of creatures equal to two times its own Hit Dice. It then slips away to digest its meal for a period equal to two hours per Die. If an argos is unable to find food within a week of its last meal, it loses 1 Hit Die per week until it becomes a 5-Hit Die creature. After that point, it can hibernate for up to a year by crystallizing its outer shell and forming a chrysalis.

**Ecology:** Argos consume anything that moves and is digestible. Their preference is to use their abilities to lure their prey into traps and then to pick off individuals one at a time. It sorts through the tools and weapons of its victims and keeps the useful items.

# Aurumvorax

| | |
|---|---|
| **Climate/Terrain:** | Temperate hills |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore (see below) |
| **Intelligence:** | Animal (1) |
| **Treasure:** | Special |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 |
| **Movement:** | 9, Br 3 |
| **Hit Dice:** | 12 |
| **THAC0:** | 9 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-8 |
| **Special Attacks:** | 2-8 claws for 2-8 each |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | S (3' long) |
| **Morale:** | Fearless (19-20) |
| **XP Value:** | 9,000 |

Despite being only the size of a large badger, the aurumvorax, or "golden gorger," is an incredibly dangerous creature. The animal is covered with coarse golden hair and has small silver eyes with golden pupils. It has eight powerful legs that end in 3-inch-long copper claws. The aurumvorax's shoulders are massively muscled while its heavy jaw is full of coppery teeth.
The creature weighs over 500 pounds. This incredible density provides the animal with much of its natural protection. This, combined with its speed, power, and sheer viciousness, makes it one of the most dangerous species yet known.

**Combat:** The aurumvorax charges any creature that enters its territory, causing a -3 to opponents' surprise rolls if attacking from its den. A female of the species receives a +2 bonus to attack rolls when

guarding her young.
The creature bites at its prey until it hits, clamping its massive jaws onto the victim and doing 2-8 hit points of damage. After it hits, the aurumvorax locks its jaws and hangs on, doing an additional 8 points of damage per round until either the aurumvorax or its enemy is dead. Only death will cause the aurumvorax to relax its grip.
Once its jaws lock, the golden gorger also rakes its victim with 2-8 of its legs, causing 2-8 hit points of damage per additional hit. An opponent who is held by an aurumvorax receives no dexterity adjustment to Armor Class.
Due to its incredibly dense hide and bones, the aurumvorax takes only half damage from blunt weapons. It is immune to the effects of small, normal fires and takes only half damage from magical fires. Neither poison nor gasses have any effect on the sturdy creature.

**Habitat/Society:** The aurumvorax makes its solitary home in light forests, hills, and at the timberline on mountainsides. An aurumvorax chooses a likely spot and then uses its powerfully clawed legs to create a burrow, sometimes into solid rock.
Due to their unusual dietary needs, aurumvorae make their lairs in spots that either contain rich veins of gold ore or are very near to an area where gold is readily available.
The aurumvorax is a solitary creature which jealously guards its territory, even from others of its kind. The only time adult aurumvorae willingly meet is during mating season, which occurs approximately every eight years.

The pair will stay together for a week or two before the male returns to his territory and the female prepares for the birth of her kits. A litter of 1d6+2 kits is born four months after mating.
For the first two weeks of life, the kits are blind and hairless. They must be fed both meat and precious ores, including gold, in order to survive. It is unusual for more than 1-2 of the strongest kits to survive. If a kit is found and "adopted" before its eyes are open, it can be tamed and trained.
Dwarves tend to dislike aurumvorae, though some communities have been known to raise one or more of the beasts for use in sniffing out veins of ore.

**Ecology:** In order to survive, the aurumvorax supplements its carnivorous diet with quantities of gold. The ability to digest and utilize gold and other ores makes it possible for the creature to develop the dense fur, hide, and bones that protect it so well.
If an aurumvorax is killed with a minimum of cutting damage to its hide, the hide may be turned into a garment of incredible strength and beauty worth 15,000-20,000 gold pieces. The garment will also protect its wearer as armor, the specific Armor Class depending on the size of the aurumvorax. A garment with AC 2 weighs 50 pounds, one with AC 3 weighs 40 pounds, and one with AC 4 weighs 30 pounds.
The wearer also receives a +4 bonus on saving throws vs. normal fires and a +2 bonus on saving throws vs. magical fire.
If an aurumvorax is burned in a forge, approximately 150-200 pounds of gold are left behind. This burning process is very difficult and usually takes between one and two weeks to perform. Of course, the hide may be removed before the creature is burned; if burned at the same time, the hide will provide an additional 21-40 (1d20+20) pounds of gold.
The aurumvorax's teeth and claws are also prized for decoration, and can bring up to 1 gp each on the open market.

# Baatezu

| | Pit Fiend | Black Abishai | Green Abishai | Red Abishai |
|---|---|---|---|---|
| **Climate/Terrain:** | The Nine Hells | The Nine Hells | The Nine Hells | The Nine Hells |
| **Frequency:** | Very rare | Common | Common | Common |
| **Organization:** | Solitary | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Genius (17-18) | Average (8-10) | Average (8-10) | Average (8-10) |
| **Treasure:** | G, W | Nil | Nil | Nil |
| **Alignment:** | Lawful evil | Lawful evil | Lawful evil | Lawful evil |
| **No. Appearing:** | 1-4 | 2-20 | 2-8 | 1 |
| **Armor Class:** | -5 | 5 | 3 | 1 |
| **Movement:** | 15, Fl 24 (C) | 9, Fl 12 (C) | 9, Fl 12 (C) | 9, Fl 12 (C) |
| **Hit Dice:** | 13 | 4+1 | 5+2 | 6+3 |
| **THAC0:** | 7 | 17 | 15 | 13 |
| **No. of Attacks:** | 6 | 3 | 3 | 3 |

| | | | | |
|---|---|---|---|---|
| **Damage/Attack:** | 1-4x2/1-6x2/ 2-12/2-8 or weapon | 1-4/1-4/2-5 | 1-4/1-4/2-5 | 1-4/1-4/2-5 |
| **Special Attacks:** | Fear, poison, tail constriction | Poison, dive | Poison, dive | Poison, dive |
| **Special Defenses:** | Regeneration, +3 or better weapons to hit | Regeneration, +1 or better weapons to hit | Regeneration, +1 or better weapons to hit | Regeneration, +1 or better weapons to hit |
| **Magic Resistance:** | 50% | 30% | 30% | 30% |
| **Size:** | L (12' tall) | L (8' tall) | L (7' tall) | M (6' tall) |
| **Morale:** | Fearless (19-20) | Average (8-10) | Average (8-10) | Steady (11-12) |
| **XP Value:** | 57,500 | 21,500 | 23,500 | 25,500 |

**General:** The baatezu are the primary inhabitants of the Nine Hells. They are a strong, evil tempered race held together by an equally strong organization. The baatezu live in a rigid caste system where authority is derived from power and station.
The baatezu wish to fulfill their ancient quest to destroy the tanar'ri, their blood enemies. The baatezu also know that by infiltrating humans and entering their world they will gain power over the tanar'ri. Toward this end they constantly strive to dominate the Prime Material plane and its natives.
The baatezu are divided into three groups: greater, lesser, and least. Below are listed a few:

| Greater baatezu | Lesser baatezu | Least baatezu |
|---|---|---|
| amnizu | abishai | nupperibo |
| cornugon | barbazu | spinagon |
| gelugon | erinyes | |
| pit fiend | hamatula | |
| | osyluth | |

In addition, there are the lemures, the common "foot soldiers" of the baatezu at the very bottom in station.

**Combat:** All baatezu except for lemures, nupperibo, and spinagon are able to perform the following magical abilities, once per round, at will: *advanced illusion, animate dead, charm person, infravision, know alignment* (always active), *suggestion,* and *teleport without error.*
Baatezu are affected by the following attack forms:

| Attack | Damage | Attack | Damage |
|---|---|---|---|
| acid | full | cold | half* |
| electricity (lightning) | full | fire (dragon, magical) | none* |
| gas | half | iron weapon | none** |
| *magic missile* | full | poison | none |
| silver weapon | full*** | | |

*the gelugon suffers half damage from fire and none from cold.
**unless affected by normal weapons.
***greater baatezu suffer half damage from silver weapons.

**Pit Fiend:** The most terrible baatezu of the Nine Hells, pit fiends appear to be giant, winged humanoids, very much like gargoyles in appearance, with huge wings that wrap around their bodies for defense. Pit fiend's fangs are large and drip with a vile, green liquid. Their bodies are red and scaly, often emitting flames when they are angered or excited. In the rare situations they choose to communicate, they use telepathy.

**Combat:** In physical combat, the pit fiend is capable of dealing out tremendous punishment, using its incredible 18/00 Strength (+6 damage adjustment). They can attack six times in a single round, dividing attacks against six different opponents. They can attack with two hard, scaly wing buffets for 1-4 points of damage per hit. Their powerful claws do 1-6 points of damage per successful attack. The bite of a pit fiend is dreadful indeed, causing any creature bitten to take 2-12 points of damage and receive a lethal dose of poison. A saving throw vs. poison is required or the victim dies in 1-4 rounds. The bite also infects the victim with a disease.
Pit fiends can also attack with their tail every round, inflicting 2-8 points of damage per hit. The tail can then hold and constrict the victim for 2-8 points of damage per round until the victim makes a successful Strength check to break free. Pit fiends can also carry jagged-toothed clubs which inflict 7-12 points of damage per hit (this replaces one claw attack).
Once per round a pit fiend can use one of the following spell-like powers, plus those available to all baatezu: *detect magic, detect invisibility, fireball, hold person, improved invisibility, polymorph self, produce flame, pyrotechnics,* and *wall of fire.*
They can, once per year, cast a *wish* spell. They may always *gate* in two lesser or one greater baatezu with a 100% chance of success, performing this action once per round. Once per day, a pit fiend can use a *symbol* of pain -- the victim must save vs. rod, staff or wand or suffer a -4 penalty on attack dice, and a -2 penalty to Dexterity for 2-20 rounds.
Pit fiends regenerate 2 hit points per round and radiate a *fear* aura in a 20-foot radius (save vs. rod, staff, or wand at a -3 penalty or flee in panic for 1-10 rounds).

**Habitat/Society:** Pit fiends are the lords of the Nine Hells. They are the baatezu of the greatest power and the highest station. Pit fiends are found throughout the various layers of the Nine Hells, but are very rare on the upper layers.
Wherever they are found, these mighty lords hold a position of great authority and power. They sometimes command vast legions consisting of dozens of complete armies, leading them into battle against the tanar'ri. These huge forces are terrifying to behold, and any non-native of the lower planes, of less than 10 Hit Dice, who sees them, flees in panic for 1-3 days. Those of 10 Hit Dice or more must make a saving throw vs. rod, staff, or wand or flee in panic for 1-12 turns.

**Ecology:** Pit fiends are spawned from the powerful gelugons of the Nine Hells' eighth layer. When those icy fiends are found worthy they are cast into the Pit of Flame for 1,001 days after which they emerge as pit fiends.

**Abishai:** Abishai are common on the first and second layers of the Nine Hells, appearing much like gothic gargoyles. They are thin and reptilian with long, prehensile tails and great wings. There are three varieties of

abishai. They are, in ascending order of station, black, green, and red. Abishai communicate with telepathy.

**Combat:** In battle, the abishai strikes with formidable claws, inflicting 1-4 points of damage per successful hit. It can also lash out with its flexible tail for 2-5 points of damage. Hidden in the end of an abishai's tail is a small stinger that injects poison on a successful hit, requiring a saving throw vs. poison (failure results in death).

Abishai can fly into the air and dive at enemies, striking with both claws. Their attack roll is made with a +2 bonus. A successful hit inflicts double damage.

In addition to the powers possessed by all baatezu, an abishai can perform the following magical powers, one at a time, once per round: *change self*, *command*, *produce flame*, *pyrotechnics*, and *scare*. They can also attempt to *gate* 2-12 lemures (60% chance of success, once per day) or 1-3 abishai (30% chance of success, once per day).

All abishai are susceptible to damage from holy water. If a vial is splashed on it, an abishai suffers 2-8 points of damage. All abishai regenerate 1 hit point per melee round unless the damage was done by holy water or a holy magical weapon.

**Habitat/Society:** Abishai are voracious and evil. They delight in tormenting those few natives of the Nine Hells that are lower in power. Abishai are fond of using *change self* and *charm person* to tempt mortals bold enough to travel to the Nine Hells.

**Ecology:** The abishai comprise the main body of many large, evil armies battling against the tanar'ri and intruders against the Nine Hells. In some cases, a red abishai may have proven himself worthy enough to command a force of lemures. If it is successful in this endeavor, the red abishai may be promoted to a higher form of baatezu.

# Banshee

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Nil |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | (D) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 |
| **Movement:** | 15 |
| **Hit Dice:** | 7 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 |
| **Special Attacks:** | Death wail |
| **Special Defenses:** | +1 or better weapon to hit |
| **Magic Resistance:** | 50% |
| **Size:** | M (5'-6' tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 4,000 |

The banshee or groaning spirit, is the spirit of an evil female elf -- a very rare thing indeed. Banshee hate the living, finding their presence painful, and seek to harm whomever they meet.
Banshees appear as floating, luminous phantasms of their former selves. Their image glows brightly at night, but is transparent in sunlight (60% invisible). Most banshees are old and withered, but a few (10%) who died young retain their former beauty. The hair of a groaning spirit is wild and unkempt. Her dress is usually tattered rags. Her face is a mask of pain and anguish, but hatred and ire burns brightly in her eyes. Banshees frequently cry out in pain -- hence their name.

**Combat:** Banshees are formidable opponents. The mere sight of one causes *fear*, unless a successful saving throw vs. spell is rolled. Those who fail must flee in terror for 10 rounds and are 50% likely to

drop any items they were carrying in their hands.
A banshee's most dreaded weapon is its wail or keen. Any creature within 30 feet of a groaning spirit when she keens must roll a saving throw vs. death magic. Those who fail die immediately, their faces contorted in horror. Fortunately, groaning spirits can keen just once per day, and then only at night. The touch of a groaning spirit causes 1d8 points of damage.
Banshees are noncorporeal and invulnerable to weapons of less than +1 enchantment. In addition, groaning spirits are highly resistant to magic (50%). They are fully immune to *charm*, *sleep*, and *hold* spells and to cold- and electricity-based attacks. Holy water causes 2d4 points of damage if broken upon them. A *dispel evil* spell will kill a groaning spirit. A banshee is turned as a "special" undead.
Banshees can sense the presence of living creatures up to five miles away. Any creature that remains within five miles of a groaning spirit lair is sure to be attacked when night falls. The nature of this attack varies with the victim. Beasts and less threatening characters are killed via a touch. Adventurers or demihumans are attacked by keening. Creatures powerful enough to withstand the groaning spirit's keen are left alone.
When attacking adventurers, the groaning spirit attacks at night with her wail. If any characters save successfully, she then retreats to her lair. Thereafter, each night, the groaning spirit returns to wail again. This routine is repeated until all of the victims are dead or have left the groaning spirit's domain, or until the groaning spirit is slain.

**Habitat/Society:** Banshees loathe all living things and thus make their homes in desolate countryside or ancient ruins. There they hide by day, when they cannot keen, and wander the surrounding countryside by night. The land encircling a groaning spirit's lair is strewn with the bones of beasts who heard the groaning spirit's cry. Once a groaning spirit establishes her lair she will remain there.
The treasure of groaning spirits varies considerably and often reflects what they loved in life. Many hoard gold and fine gems. Other groaning spirits, particularly those that haunt their former homes, show finer tastes, preserving great works of art and sculptures, or powerful magical items.
It is nearly impossible to distinguish the cry of a groaning spirit from that of a human or elf woman in pain. Many a knight gallant has mistaken the two sounds, and then paid for the mistake with his life.
Banshees are exceptionally intelligent and speak numerous languages, including common, elvish, and other demihuman languages.
Banshees occasionally use their destructive powers to seek revenge against their former adversaries in life.

**Ecology:** Banshees are a blight wherever they settle. They kill without discretion, and their only pleasure is the misfortune and misery of others. In addition to slaying both man and beast, a groaning spirit's keen has a powerful effect upon vegetation. Flowers and delicate plants wither and die and trees grow twisted and sickly, while hardier plants, thistles and the like, flourish. After a few years all that remains within five miles of a groaning spirit's lair is a desolate wilderness of warped trees and thorns mixed with the bones of those creatures that dared to cross into the groaning spirit's domain.

# Basilisk

| | Lesser | Greater | Dracolisk |
|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land | Any land |
| **Frequency:** | Uncommon | Very rare | Very rare |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Day | Day | Day |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Animal (1) | Low (5-7) | Low to Average (5-10) |
| **Treasure:** | F | H | C, I |
| **Alignment:** | Nil | Neutral | Chaotic evil |
| **No. Appearing:** | 1-4 | 1-7 | 1-2 |
| **Armor Class:** | 4 | 2 | 3 |
| **Movement:** | 6 | 6 | 9, Fl 15 (E) |
| **Hit Dice:** | 6+1 | 10 | 7+3 |
| **THAC0:** | 15 | 11 | 13 |
| **No. of Attacks:** | 1 | 3 | 3 |

| | | | |
|---|---|---|---|
| **Damage/Attack:** | 1-10 | 1-6/1-6/2-16 | 1-6/1-6/3-12 |
| **Special Attacks:** | Gaze turns to stone | See below | See below |
| **Special Defenses:** | Nil | Surprised only on a 1 | Nil |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | M (7' long) | L (12' long) | H (15-20' long) |
| **Morale:** | Steady (12) | Champion (16) | Champion (15) |
| **XP Value:** | 1,400 | 7,000 | 3,000 |

These reptilian monsters all posses a *gaze* that enables them to turn any fleshy creature to stone; their gaze extends into the Astral and Ethereal planes.

### Basilisk

Although it has eight legs, its sluggish metabolism allows only a slow movement rate. A basilisk is usually dull brown in color, with a yellowish underbelly. Its eyes glow pale green.

**Combat:** While it has strong, toothy jaws, the basilisk's major weapon is its *gaze*. However, if its gaze is reflected, and it sees its own eyes, it will become petrified itself, but this requires light at least equal to bright torchlight and a good, smooth reflector. In the Astral plane its gaze kills; in the Ethereal plane it turns victims into ethereal stone. These will only be seen by those in the Ethereal plane or who can see ethereal objects.

### Greater Basilisk

The greater basilisk is a larger cousin of the more common reptilian horror, the ordinary basilisk. These monsters are typically used to guard treasure.

**Combat:** The monster attacks by raising its upper body, striking with sharp claws, and biting with its toothy maw. The claws carry Type K poison (saving throws vs. poison are made with a+4 bonus). Its foul breath is also poisonous, and all creatures, coming within 5 feet of its mouth, even if just for a moment, must roll successful saving throws vs. poison (with a+2 bonus) or die (check each round of exposure).
Even if a polished reflector is used under good lighting conditions, the chance for a greater basilisk to see its own gaze and become petrified is only 10%, unless the reflector is within 10 feet of the creature. (While its gaze weapon is effective to 50 feet, the creature's oddly-shaped eyes are nearsighted and it cannot see its own gaze unless it is within 10 feet.)

### Dracolisk

The sages say that the dracolisk is the offspring of a rogue black dragon and a basilisk of the largest size. The result is a deep brown, dragon-like monster that moves with relative quickness on six legs. It can fly, but only for short periods -- a turn or two at most.

**Combat:** This horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a stream of acid 5 feet wide and up to 30 feet away. The acid causes 4d6 points of damage, half-damage

if a successful saving throw vs. breath weapon is rolled. The dracolisk can spit up to three times per day. The eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met. Because its hooded eyes have nictating membranes, the monster is only 10% likely to be affected by its own gaze. Opponents in melee with a dracolisk and seeking to avoid its gaze fight with a -4 penalty to their to attack rolls.

# Bat

| | Common | Large | Huge | Night Azmyth | Hunter | Sinister |
|---|---|---|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land | Warm caves | Any land | Any land | Any land |
| **Frequency:** | Common | Uncommon | Rare | Rare | Uncommon | Rare |
| **Organization:** | Swarm | Flock | Flock | Solitary | Pack | Band |
| **Activity Cycle:** | Night | Night | Night | Any | Night/any | Any |
| **Diet:** | Omnivore | Omnivore | Omnivore | Omnivore | Carnivore | Omnivore |
| **Intelligence:** | Animal (1) | Animal (1) | Low (5-7) | High (13-14) | Average to High (8-14) | Average to Except. (8-16) |
| **Treasure:** | Nil | Nil | C | Nil | M, O, Z (in lair) | Nil |
| **Alignment:** | Neutral | Neutral | Neutral evil | Chaotic neutral | Nuetral Evil | Lawful Evil |
| **No. Appearing:** | 1-100 | 3-18 | 1-8 | 1 | 1-12 (1-30 in lair) | 1d6 |
| **Armor Class:** | 8 (see below) | 8 | 7 (see below) | 2 | 6 | 3 |
| **Movement:** | 1, Fl 24 (B) | 3, Fl 18 (C) | 3, Fl 15 (C) | 3, Fl 24 (A) | 2, Fl 18 (A) | 2, Fl 21 (A) |
| **Hit Dice:** | 1-2 hp | 1d4 hp or 1 | 4-6 | 2 | 2+2 | 4+4 |

| | | | | | | |
|---|---|---|---|---|---|---|
| **THAC0:** | 20 | 19 or 20 | 17 (4 HD) 15 (5-6 HD) | 19 | 19 | 17 |
| **No. of Attacks:** | 1 | 1 | 1 | 2 | 4 | 1 |
| **Damage/Attack:** | 1 | 1d2 or 1d4 | 2d4 | 1/1-2 | 1-4/1-2/1-2/1-6 or 3-12 | 2-5 |
| **Special Attacks:** | See below | Nil | See below | Magic use | Nil | Magic use |
| **Special Defenses:** | Nil | See below | See below | Magic use | Nil | Energy field |
| **Magic Resistance:** | Nil | Nil | Nil | 40% | Nil | 70% |
| **Size:** | T (1') | M (5'-6') | H (12'-16') | S (3') | M (7') | L (9') |
| **Morale:** | Unreliable (2-5) | Unsteady (5-7) | Steady (11-12) | Elite (14) | Steady (11) | Champion (15-16) |
| **XP Value:** | 15 | 35 | 420(4 HD)<br>650 (5 HD)<br>975 (6 HD) | 650 | 175 | 2,000 |

Bats are common animals in many parts of the world. While ordinary bats are annoying but harmless, larger varieties can be quite deadly. With almost 2,000 different species of bats known, one can find wingspans from less than two inches across to 15 feet or more. The small body of the ordinary bat resembles a mouse, while the wings are formed from extra skin stretched across its fore limbs. The larger bats are scaled up but otherwise similar in appearance.
Despite the common belief that bats are blind, nearly all known species have rather good eyesight. In the dark, however, they do not rely on their visual acuity, but navigate instead by echo-location. By emitting a high-pitched squeal and listening for it to bounce back to them, they can "see" their surroundings by this natural form of sonar.

**Combat:** Ordinary bats attack only if cornered and left with no other option. If startled, bats tend to become frightened and confused. This causes them to swarm around and often fly into things. The typical bat swarm ends up putting out torches (1% chance per bat encountered per round), confusing spell casting (Wisdom roll required to cast spells), inhibiting combatants' ability to wield weapons (by a -2 THAC0 penalty), and otherwise getting in the way. Under ideal flying conditions, a bat's Armor Class rating rises from 8 to 4.

**Habitat/Society:** While bats are found almost anywhere, they prefer warm and humid climes. Some species hibernate during the cold season and a few are know to migrate. Bats live in caves, dark buildings, or damp crevices, hanging by their toes during the day, and leaving at dusk to feed during the night. In large, isolated caverns there may be thousands of bats.

**Ecology:** Most bats eat fruit or insects, though some include small animals or fish in their diets. The rare vampire bat travels at night to drink the warm blood of living mammals, but its victims are rarely humans or demihumans. Care must be taken not to confuse the vampire bat with the true vampire in this regard. Rot grubs and carrion crawlers are among the few creatures known to live in the guano on the floor of large bat-infested caverns, making any expeditions into such caves dangerous indeed. If the noxious odor from the guano is not enough to subdue the hardiest of adventurers (a single Constitution check to stay conscious), these crawling denizens are.

## Large Bat

These creatures are large versions of the carnivorous variety of the ordinary bat with 3-foot-long bodies and 5- to 6-foot-long wingspans. They dwell in dark caverns, usually underground, and depend on their sonar in flight to compensate for their poor eyesight. Only 10% of giant bats are of the more powerful 1 Hit Die variety.

Extremely maneuverable in flight, large bats gain an Armor Class bonus of +3 when an opponent with a Dexterity of 13 or less fires a missile weapon at it. The creature must land (usually on its victim) to attack with its bite. The typical example of this species inflicts 1d2 points of damage with its teeth while the larger does 1d4 points of damage. Anyone bitten by a large bat has a 1% chance per point of damage done to contract rabies.

When rabies is contracted, there is a 1d4+6 day incubation period. Once this period has ended, the victim has 10 days to live. The victim cannot drink or eat anything and is overly irritable. Anything from loud noises to being awakened at night can set the victim off (the DM determines the temper triggers). If temper flares, the victim must roll a Wisdom check. If the check fails, the rabid person attacks until he is killed or knocked unconscious. When a character contracts rabies, he or she dies from the infliction, unless cured by a *wish*, *alter reality*, *limited wish*, *cure disease*, or similar spell.

## Huge Bat (Mobat)

Mobats prefer warm-blooded prey that they bite to death with their fangs. They have a dim and evil intelligence that gives them a desire for shiny objects. Because the typical mobat has a wingspan of 12 to 16 feet, they must have large areas to serve as flight runways.

Because Mobats' flight is so rapid and silent, their victims suffer a -3 penalty to their surprise rolls. They can also give a piercing screech that causes such great pain that victims seek to cover their ears rather than fight, unless a saving throw versus paralyzation is successful. This screech is always used if the prey resists and it is effective in a 20-foot radius about the mobat. Note that mobile mobats have an Armor Class of 2. Under crowded flying conditions, their Armor Class suffers and raises to 7. When not in flight, mobats have an Armor Class of 10.

## Azmyth

Azmyths live on flowers, small plants, and insects. They are solitary wanderers, though they do have "favorite haunts" to which they return. They often form partnerships with humanoids for mutual benefit, sometimes forming loyal friendships in the process. Azmyths have been known to accompany creatures for their entire lives, and then accompany the creatures' offspring. The life span of azmyths are presently unknown but is believed to be over 100 years. They are not familiars as wizards understand the term; no direct control can be exercised over one, except by spells.

Azmyths have crested heads and bearded chins, white, pupil-less eyes, and leathery gray, mauve, or emerald green skin. They emit shrill squeaks of alarm or rage, and endearing, liquid chuckles of delight or amusement. They communicate by *telepathy* that has a range of 60 feet, and have infravision to 90 feet. They can *know alignment* three times per day, become *invisible* (self only for six rounds or less, ending when the azmyth makes a successful attack) once per day, and create *silence 15' radius*, centered on themselves, once per day.

In combat, the azmyth bites for 1 point of damage and stabs with its powerful needle-sharp tails for 1d2 points. Twice per day, an azmyth can unleash a *shocking grasp* attack, transmitting 1d8+6 points of electrical damage through any direct physical contact with another creature. This attack can be combined with a physical attack for cumulative damage.

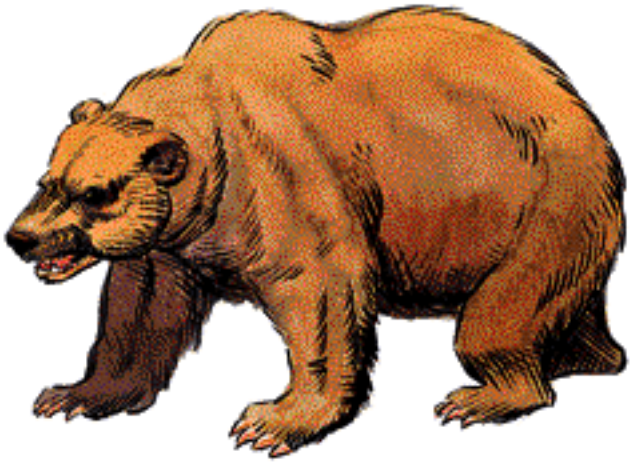
## Night Hunter

This species, know as dragazhar, is named after the adventurer who first domesticated one, long ago. Nocturnal on the surface, it is active anytime in the gloom of the underworld. It eats carrion if it must, but usually hunts small beasts. Desperate dragazhar are known to attack livestock, drow, or humans.
Night hunters swoop down to bite prey (1d4), rake with their wing claws (1d2 each), and slash (1d6) or stab (3d4) with their dexterous, triangular-shaped, razor sharp tails. They stalk their prey, flying low and dodging behind hillocks, ridges, trees, or stalactites, to attack from ambush. They have infravision to a distance of 120 feet, but rarely surprise opponents, since they emit echoing, loon-like screams when excited.
Night hunter lairs usually contain over 30 creatures. They typically live in double-ended caves, or above ground in tall, dense woods. Night hunters do not tarry to eat where they feel endangered, so their lairs often contain treasure fallen from prey carried there. Night hunters roost head-down when sleeping. They are velvet in hue, even to their claws, and have violet, orange, or red eyes.

## Sinister

These mysterious jet-black creatures most closely resemble manta rays. They have no distinct heads and necks, and their powerfully-muscled wings do not show the prominent finger bones common to most bats. A natural ability of *levitation* allows them to hang motionless in midair. This unnerving appearance and behavior has earned them their dark name, but sinisters are not evil. Above ground, they prefer to hunt at night, when their 160'-range infravision is most effective. They eat carrion if no other food is available, and regularly devour flowers and seed pods of all sorts.
Sinisters are both resistant to magic and adept in its use. In addition to their pinpoint, precision *levitation*, they are surrounded at all times by a naturally-generated 5-foot-deep energy field akin to a *wall of force*. This field affords no protection against spells or melee attacks, but missile attacks are stopped utterly; normal missiles are turned away, and such effects as *magic missile* and *Melf's acid arrow* are absorbed harmlessly. In addition, all sinisters can cast one *hold monster* (as the spell) once per day. They usually save this for escaping from creatures more powerful than themselves, but may use it when hunting, if ravenous.
Curiously, though they are always silent (communicating only with others of its kind via 20-foot-range limited *telepathy*), sinisters love music-both vocal and instrumental. Many a bard making music at a wilderness campfire has found him or herself surrounded by a silent circle of floating sinisters. Unless they are directly attacked, the sinisters will not molest the bard in any way, but may follow the source of the music, gathering night after night to form a rather daunting audience.
Sinisters are usually encountered in small groups and are thought to have a long life span. Their social habits and mating rituals are unknown.

# Bear



| | Black | Brown | Cave | Polar |
|---|---|---|---|---|
| **Climate/Terrain:** | Temperate land | Temperate land | Any land | Any cold |
| **Frequency:** | Common | Uncommon | Uncommon | Rare |
| **Organization:** | Family | Family | Family | Family |
| **Activity Cycle:** | Day | Day | Day | Day |
| **Diet:** | Omnivore | Omnivore | Omnivore | Omnivore |
| **Intelligence:** | Semi- (2-4) | Semi- (2-4) | Semi- (2- 4) | Semi- (2-4) |
| **Treasure:** | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-3 | 1-6 | 1-2 | 1-6 |
| **Armor Class:** | 7 | 6 | 6 | 6 |
| **Movement:** | 12 | 12 | 12 | 12, Sw 9 |
| **Hit Dice:** | 3+3 | 5+5 | 6+6 | 8+8 |
| **THAC0:** | 17 | 15 | 13 | 11 |
| **No. of Attacks:** | 3 | 3 | 3 | 3 |

| | | | | |
|---|---|---|---|---|
| **Damage/Attack:** | 1-3/1-3/1-6 | 1-6/1-6/1-8 | 1- 8/1-8/1-12 | 1-10/1-10/2-12 |
| **Special Attacks:** | Hug | Hug | Hug | Hug |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | M (6'+ tall) | L (9'+ tall) | H (12'+ tall) | H (14'+ tall) |
| **Morale:** | Average (8-10) | Average (8-10) | Average (8-10) | Average (8-10) |
| **XP Value:** | 175 | 420 | 650 | 1,400 |

A rather common omnivorous mammal, bears tend to avoid humans unless provoked. Exceptions to this rule can be a most unfortunate occurrence.
Bears are, in general, large and powerful animals which are found throughout the world's temperate and cooler climates. With dense fur protecting them from the elements and powerful claws protecting them from other animals, bears are the true rulers of the animal kingdom in the areas where they live.
The so-called black bear actually ranges in color from black to light brown. It is smaller than the brown bear and the most widespread species by far.

**Combat:** Although black bears are usually not aggressive, they are able fighters when pressed. If a black bear scores a paw hit with an 18 or better it also hugs for 2-8 (2d4) points of additional damage.

**Habitat/Society:**All bears have excellent senses of hearing and smell but rather poor eyesight. The size shown is an average for the variety and larger individuals will, of course, be correspondingly more powerful.
One common misconception people hold about bears is that they hibernate during the winter. In fact, they sleep most of the time, but their metabolism does not slow down, and they often wake up and leave their lairs during warm spells.
Bears live in small family groups. Female bears are very protective of their young, and more than one individual has been badly injured when taunting or playing with seemingly harmless bear cubs.

**Ecology:** All of these ursoids are omnivorous, although the gigantic cave bear tends towards a diet of meat.
Bears are fairly intelligent animals that can be trained to perform in a variety of ways, particularly if captured as cubs. Bears can thus be found dancing in circuses or accompanying "mountain men" in the wilderness.

### Brown Bear
The brown bear, of which the infamous grizzly is the most well known variety, is a bear of very aggressive disposition. Brown bears are more carnivorous than their smaller cousins, the black bears. The grizzly in particular will often bring down large game such as deer and elk.
Brown bears are aggressive hunters. If a brown bear scores a paw hit with a roll of 18 or better it will also hug for 2-12 (2d6) points of additional damage. Brown bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

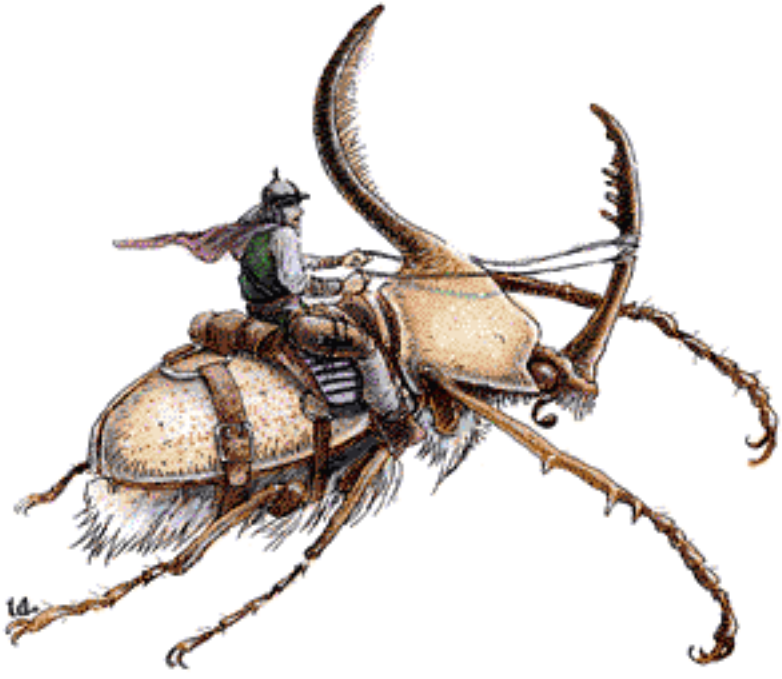
### Cave Bear
Cave bears are quite aggressive, willing to attack well-armed parties without provocation. If a cave bear

scores a paw hit with an 18 or better it also hugs for 2-16 (2d8) points of additional damage. Cave bears will continue to fight for 1-4 melee rounds after reaching 0 to -8 hit points. At -9 or fewer hit points, they are killed immediately.

### Polar Bear

These powerful swimmers feed mostly on marine animals. A paw hit of 18 or better indicates a "hug", which inflicts 3-18 (3d6) points of additional damage. These aggressive animals will fight for 2-5 rounds after being brought to 0 to -12 hit points, but beyond that they will die instantly.

# Beetle, Giant



| | Bombardier | Boring | Fire | Rhinoceros | Stag | Water |
|---|---|---|---|---|---|---|
| **Climate/Terrain:** | Any forest | Any land | Any land | Any jungle | Any forest | Fresh water |
| **Frequency:** | Common | Common | Common | Uncommon | Common | Common |
| **Organization:** | Solitary | Solitary | Solitary | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Day | Night | Night | Any | Any | Any |
| **Diet:** | Carnivore | Omnivore | Omnivore | Herbivore | Herbivore | Omnivore |
| **Intelligence:** | Non- (0) | Animal (1) | Non- (0) | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | Nil | C, R, S, T | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 3-12 | 3-18 | 3-12 | 1-6 | 2-12 | 1-12 |
| **Armor Class:** | 4 | 3 | 4 | 2 | 3 | 3 |
| **Movement:** | 9 | 6 | 12 | 6 | 6 | 3, Sw 9 |
| **Hit Dice:** | 2+2 | 5 | 1+2 | 12 | 7 | 4 |
| **THAC0:** | 19 | 15 | 19 | 9 | 13 | 17 |
| **No. of Attacks:** | 1 | 1 | 1 | 2 | 3 | 1 |
| **Damage/Attack:** | 2-12 | 5-20 | 2-8 | 3-18/2-16 | 4-16/1-10/ 1-10 | 3-18 |
| **Special Attacks:** | Acid cloud | Nil | Nil | Nil | Nil | Nil |

| | | | | | | |
|---|---|---|---|---|---|---|
| **Special Defenses:** | Fire cloud | Nil | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil | Nil | Nil |
| **Size:** | S (4' long) | L (9' long) | S (2 l/2' long) | L (12' long) | L (10' long) | M (6' long) |
| **Morale:** | Elite (13) | Elite (14) | Steady (12) | Elite (14) | Elite (13) | Elite (14) |
| **XP Value:** | 120 | 175 | 35 | 4,000 | 975 | 120 |

Giant beetles are similar to their more ordinary counterparts, but thousands of times larger -- with chewing mandibles and hard wings that provide substantial armor protection.
Beetles have two pairs of wings and three pairs of legs. Fortunately, the wings of a giant beetle cannot be used to fly, and in most cases, its six bristly legs do not enable it to move as fast as a fleeing man. The hard, chitinous shell of several varieties of these beetles are brightly colored, and sometimes have value to art collectors. While their shells protect beetles as well as plate mail armor, it is difficult to craft armor from them, and a skilled alchemist would need to be brought in on the job.
All beetles are basically unintelligent and always hungry. They will feed on virtually any form of organic material, including other sorts of beetles. They taste matter with their antennae, or feelers; if a substance tasted is organic, the beetle grasps it with its mandibles, crushes it, and eats it. Because of the thorough grinding of the mandibles, nothing eaten by giant beetles can be revived by anything short of a *wish.*
Beetles do not hear or see well, and rely primarily on taste and feel.
Except as noted below, giant beetles are not really social animals; those that are found near each other are competitors for the same biological niche, not part of any family unit.

### Bombardier Beetle

The bombardier beetle is usually found above ground in wooded areas. It primarily feeds on offal and carrion, gathering huge heaps of the stuff in which to lay its eggs.

**Combat:** If it is attacked or disturbed, there is a 50% chance each round that it will turn its rear toward its attacker and fire off an 8-foot, spherical cloud of reeking, reddish, acidic vapor from its abdomen. This cloud causes 3d4 points of damage per round to any creature within range. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within a 15-foot radius, and a like chance for deafening any creature that was not stunned. Stunning lasts for 2d4 rounds, plus an additional 2d4 rounds of deafness afterwards. Deafening lasts 2d6 rounds. The giant bombardier can fire its vapor cloud every third round, but no more than twice in eight hours.

**Ecology:** The bombardier action of this beetle is caused by the explosive mixture of two substances that are produced internally and combined in a third organ. If a bombardier is killed before it has the opportunity to fire off both blasts, it is possible to cut the creature open and retrieve the chemicals. These chemicals can then be combined to produce a small explosive, or fire a projectile, with the proper equipment.
The chemicals are also of value to alchemists, who can use them in various preparations. They are worth 50 gp per dose.

### Boring Beetle

Boring beetles feed on rotting wood and similar organic material, so they are usually found individually

inside huge trees or massed in underground tunnel complexes.

**Combat:** The large mandibles of the boring beetle have a powerful bite and will inflict up to 20 points on damage to the victim.

**Habitat/Society:** Individually, these creatures are not much more intelligent than other giant beetles, but it is rumored that nests of them can develop a communal intelligence with a level of consciousness and reasoning that approximates the human brain. This does not mean that each beetle has the intelligence of a human, but rather that, collectively, the entire nest has attained that level. In these cases, the beetles are likely to collect treasure and magical items from their victims.

**Ecology:** In tunnel complexes, boring beetles grow molds, slimes, and fungi for food, beginning their cultures on various forms of decaying vegetable and animal matter and wastes.
One frequent fungi grown is the shrieker, which serves a dual role. Not only is the shrieker a tasty treat for the boring beetle, but it also functions as an alarm when visitors have entered the fungi farm. Boring beetles are quick to react to these alarms, dispatching the invaders, sometimes eating them, but in any case gaining fresh organic matter on which to raise shrieker and other saprophytic plants.

### Fire Beetle

The smallest of the giant beetles, fire beetles are nevertheless capable of delivering serious damage with their powerful mandibles. They are found both above and below ground, and are primarily nocturnal.

**Combat:** Despite its name, the fire beetle has no fire attacks, relying instead on its huge mandibles to inflict up to three times the damage of a dagger in a single attack.

**Ecology:** Fire beetles have two special glands above their eyes and one near the back of their abdomens. These glands produce a luminous red glow, and for this reason they are highly prized by miners and adventurers. This luminosity persists for ld6 days after the glands are removed from the beetle, and the light shed will illuminate a radius of 10 feet.
The light from these glands is "cold" -- it produces no heat. Many mages and alchemists are eager to discover the secret of this cold light, which could be not only safe, but economical, with no parts to heat up and burn out. In theory, they say, such a light source could last forever.

### Rhinoceros Beetle

This uncommon monster inhabits tropical and subtropical jungles. They roam the rain forests searching for fruits and vegetation, and crushing anything in their path. The horn of a giant rhinoceros beetle extends about 6 feet.

**Combat:** The mandibles of this giant beetle inflict 3d6 points of damage on anyone unfortunate enough to be caught by them; the tremendous horn is capable of causing 2d8 points of damage by itself.

**Ecology:** The shell of this jungle dweller is often brightly colored or iridescent. If retrieved in one piece, these shells are valuable to clerics of the Egyptian pantheon, who use them as giant scarabs to decorate temples and other areas of worship. It is a representation of this, the largest of all beetles, that serves as the holy symbol for clerics of Apshai, the Egyptian god whose sphere of influence is said to include all insects.

### Stag Beetle

These woodland beetles are very fond of grains and similar growing crops, and they sometimes become great nuisances when they raid cultivated lands.

**Combat:** Like other beetles, they have poor sight and hearing, but they will fight if attacked or attack if they encounter organic material they consider food. The giant stag beetle's two horns are usually not less than 8 feet long; they inflict up to 10 points of damage each.

**Ecology:** The worst damage from a stag beetle raid is that done to crops; they will strip an entire farm in short order. Livestock suffers too, stampeding in fear and wreaking more havoc. The beetles may even devour livestock, if they are hungry enough.

### Water Beetle

The giant water beetle is found only in fresh water no less than 30 feet deep.

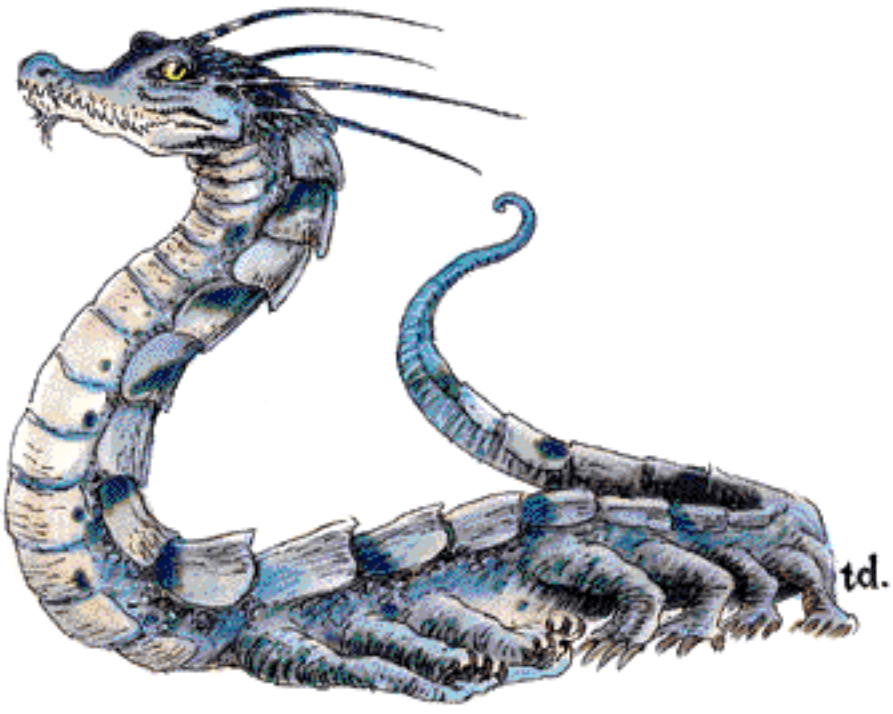
**Combat:** Voracious eaters, these beetles prey upon virtually any form of animal, but will eat almost anything. Slow and ponderous on land, they move very quickly in water. Giant water beetles hunt food by scent and by feeling vibrations.

**Habitat/Society:** Water beetles sometimes inhabit navigable rivers and lakes, in which case they can cause considerable damage to shipping, often attacking and sinking craft to get at the tasty morsels inside.

**Ecology:** Although they are air breathers, water beetles manage to stay underwater for extended periods of time by catching and holding a bubble of air beneath their giant wings. They will carry the bubble underwater, where it can be placed in a cave or some other cavity capable of holding an air supply.

# Behir

| | |
|---|---|
| **Climate/Terrain:** | Any land |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | See below |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1-2 |
| **Armor Class:** | 4 |
| **Movement:** | 15 |
| **Hit Dice:** | 12 |
| **THAC0:** | 9 |
| **No. of Attacks:** | 2 or 7 |
| **Damage/Attack:** | 2-8 (2d4)/2-5 (1d4+1) or 2-8 (2d4)/6 x 1-6 |
| **Special Attacks:** | Lightning bolt |
| **Special Defenses:** | Immune to electricity, poison |
| **Magic Resistance:** | Nil |
| **Size:** | G (40' long) |
| **Morale:** | Champion (15) |
| **XP Value:** | 7,000 |



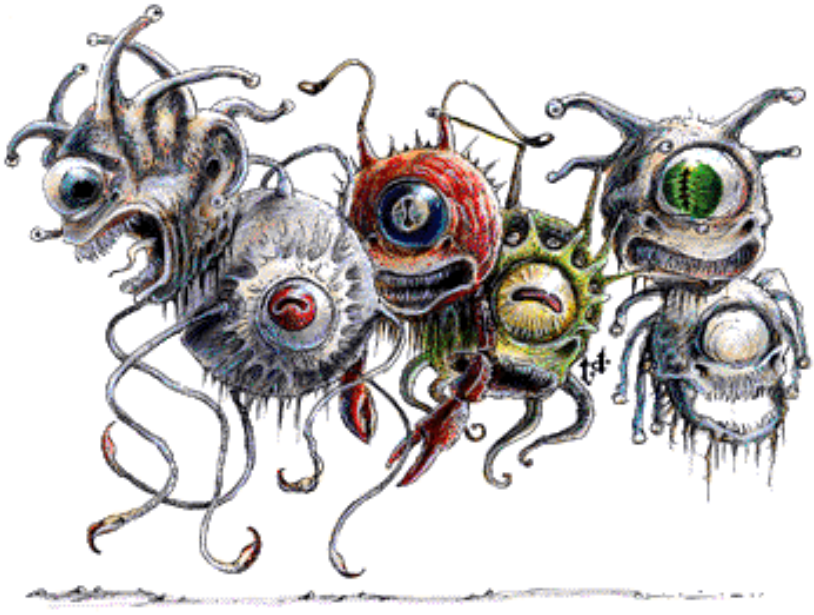
The behir is a snake-like reptilian monster whose dozen legs allow it to move with considerable speed and climb at fully half its normal movement rate. It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head looks more crocodilian than snake-like, but has no difficulty in opening its mouth wide enough to swallow prey whole, the way a snake does.
Behir have band-like scales of great hardness. Their color ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous enough but are actually used for preening the creature's scales and not for fighting.

**Combat:** A behir will attack its prey by first biting and then looping its body around the victim and squeezing. If the latter attack succeeds, the victim is subject to six talon attacks next round.
A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This *lightning bolt* will cause 24 points of damage unless a saving throw vs. breath weapon is made. In the latter case, the target takes only half damage.
On a natural attack roll of 20 the behir swallows man-sized prey whole. Any creature swallowed will lose 1/6 of its starting Hit Points each round until it dies at the end of the sixth round. The behir will digest its meal in 12 turns, and at that time the victim is totally gone and cannot be raised from the dead. Note, however, that a creature swallowed can try to cut its way out of the behir's stomach. The inner armor class of the behir is 7, but each round the creature is in the behir it subtracts 1 from the damage each of its attacks does. This subtraction is cumulative, so on the second melee round there is a -2, on the third a -3, and so on.

**Habitat/Society:**Behir are solitary creatures, meeting others of their kind only to mate and hatch a clutch of 1-4 eggs. The female guards these eggs for eight months while the male hunts for the pair. When the young hatch, they are immediately turned out of the nest to fend for themselves, and the adults separate. Newly hatched behir are about 2 feet long. Behir grow at a rate of 8 feet per year until fully mature. Interestingly enough, newly hatched behir do not have all of their legs, having instead only six or eight. Additional pairs of legs grow slowly over time until the creature has its full complement when it reaches adulthood.
Behir range over a territory of about 400 square miles, often living high up a cliff face in a cave.
Behir are never friendly with dragonkind, and will never be found coexisting in the same geographical area with any type of dragon. If a dragon should enter a behir's territory, the behir will do everything it can to drive the dragon out. If the behir fails in this task, it will move off to find a new home. A behir will never knowingly enter the territory of a dragon.

**Ecology:** Behir are useful to mages, priests, and alchemists for a number of concoctions. The horns of a behir can be used to brew the ink necessary to inscribe a *lightning bolt* scroll, and the sharp talons can likewise be used by a cleric to make the ink for a *neutralize poison* scroll. The heart of the behir is one of the more common ingredients for ink for a *protection from poison* scroll.
As behir sometimes swallow prey whole, there is a 10% chance that there will be some small items of value inside the monster. More often than not (60%) these will be gems (10 x Q). Otherwise, there is a 30% chance that there will be from 1-8 pieces of jewelry and a 10% chance that a single small magical object of an indegistible nature may be found. Such objects are never found in a behir's lair, because the creature expels this waste and buries it elsewhere.
The scales are valued for their hardness and color, and are worth up to 500 gp to an armorer who can use them to fashion a highly ornate set of scale mail armor.

# Beholder and Beholder-kin



| | Beholder | Death Kiss | Eye of the Deep | Gauth | Spectator | Undead |
|---|---|---|---|---|---|---|
| **Climate/Terrain:** | Any remote | Any remote | Deep ocean | Any remote | Any remote | Any |
| **Frequency:** | Rare | Very rare | Very rare | Rare | Very rare | Very rare |
| **Organization:** | Solitary | Solitary | Solitary | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Day | Day | Day | Any |
| **Diet:** | Omnivore | Carnivore | Omnivore | Magic | Omnivore | Nil |
| **Intelligence:** | Exceptional (15-16) | Average to high (8-14) | Very (11-12) | Exceptional (15-16) | Very to high (11-14) | Special |
| **Treasure:** | I, S, T | I, S, T | R | B | See Below | E |
| **Alignment:** | Lawful evil | Neutral evil | Lawful evil | Neutral evil | Lawful neutral | Lawful evil |
| **No. Appearing:** | 1 | 1 | 1 | 1 | 1 | 1 |
| **Armor Class:** | 0/2/7 | 4/6/8 | 5 | 0/2/7 | 4/7/7 | 0/2/7 |
| **Movement:** | FL 3 (B) | Fl 9 (B) | Sw 6 | Fl 9 (B) | Fl 9 (B) | Fl 2 (C) |
| **Hit Dice:** | 45-75 hp | 1d8+76 hp | 10-12 | 6+6 or 9+9 | 4+4 | 45-75 hp |
| **THAC0:** | 45-49 hp: 11<br>50-59 hp: 9<br>60-69 hp: 7<br>70+ hp: 5 | 11 | 10 HD: 11<br>11-12 HD: 9 | 6+6 HD: 13<br>9+9 HD:11 | 15 | 45-49 hp:11<br>50-59 hp:9<br>60-69hp:7<br>70+ hp: 5 |
| **No. of Attacks:** | 1 | 10 | 3 | 1 | 1 | 1 |
| **Damage/Attack:** | 2-8 | 1-8 | 2-8/2-8/1-6 | 3-12 | 2-5 | 2-8 |
| **Special Attacks:** | Magic | Blood drain | Magic | Magic | Magic | Magic |
| **Special Defenses:** | Anti-magic | Regeneration | Nil | Regeneration | Magic | Anti-magic ray |
| **Magic Resistance:** | Nil | Nil | Nil | Nil | 5% | Nil |

| | | | | | | |
|---|---|---|---|---|---|---|
| **Size:** | M (4'-6' in diameter) | H (6'-12' in diameter) | S-M (3'-5' in diameter) | L (4'-6') diameter | M (4' in diameter) | L (4'-6' in diameter) |
| **Morale:** | Fanatic (18) | Fanatic (17) | Champion (15) | Champion to fanatic (15-18) | Elite (14) | Fanatic (18) |
| **XP Value:** | 14,000 | 8,000 | 4,000 | 6+6 HD: 6,000<br>9+9 HD: 9,000 | 4,000 | 13,0000 |

The beholder is the stuff of nightmares. This creature, also called the *sphere of many eyes* or the *eye tyrant*, appears as a large orb dominated by a central eye and a large toothy maw, has 10 smaller eyes on stalks sprouting from the top of the orb. Among adventurers, beholders are known as deadly adversaries.
Equally deadly are a number of variant creatures known collectively as beholder-kin, including radical and related creatures, and an undead variety. These creatures are related in manners familial and arcane to the "traditional" beholders, and share a number of features, including the deadly magical nature of their eyes. The most extreme of these creatures are called *beholder abominations*.
The globular body of the beholder and its kin is supported by levitation, allowing it to float slowly about as it wills. Beholders and beholder-kin are usually solitary creatures, but there are reports of large communities of them surviving deep beneath the earth and in the void between the stars, under the dominion of hive mothers.
All beholders speak their own language, which is also understood by all beholder-kin. In addition, they often speak the tongues of other lawful evil creatures.

**Combat:** The beholder has different Armor Classes for different parts of their body. When attacking a beholder, determine the location of the attack before striking (as the various Armor Classes may make a strike in one area, and a miss in another):

| Roll | Location | AC |
|---|---|---|
| 01-75 | Body | 0 |
| 76-85 | Central Eye | 7 |
| 86-95 | Eyestalk | 2 |
| 96-00 | One smaller eye | 7 |

Each of the beholder's eyes, including the central one has a different function. The standard smaller eyes of a beholder are as follows:
1. *Charm person* (as spell)
2. *Charm monster* (as spell)
3. *Sleep* (as spell, but only one target)
4. *Telekinesis* (250 pound weight)
5. *Flesh to stone* (as spell, 30-yard range)
6. *Disintegrate* (20-yard range)
7. *Fear* (as wand)
8. *Slow* (as spell, but only a single target)
9. *Cause serious wounds* (50-yard range)
10. *Death* ray (as a *death* spell, with a single target, 40-yard range)

The central eye produces an *anti-magic ray* with a 140-yard range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) will function within that area. Spells cast in or passing through that zone cease to function.
A beholder may activate the magical powers of its eyes' at will. Generally, a beholder can use 1d4 smaller eyes if attackers are within a 90 degree angle in front, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes.

The beholder can withstand the loss of its eyestalks, each eyestalk/smaller eye having 5-12 hit points. This loss of hit points is over and above any damage done to the central body. The body can withstand two thirds of the listed hit points in damage before the creature perishes. The remaining third of the listed hit points are located in the central eye, and destroying it will eliminate the anti-magic ray. A beholder with 45 hit points will have a body that will take 30 points of damage, a central eye that will take 15 points, while one with 75 hit points will have a body that will withstand 50 points of damage, and a central eye that takes 25 hit points to destroy. Both beholders would have smaller eyestalks/eyes that take 5-12 (1d8+4) points of damage to destroy, but such damage would not affect the body or central eye. Slaying the body will kill the beholder and render the eyes powerless. Destroyed eyestalks (but not the central eye) can regenerate at a rate of one lost member per week.

**Habitat/Society:** The beholders are a hateful, aggressive and avaricious race, attacking or dominating other races, including other beholders and many of the beholder-kin. This is because of a xenophobic intolerance among beholders that causes them to hate all creatures not like themselves. The basic, beholder body-type (a sphere with a mouth and a central eye, eye-tipped tentacles) allows for a great variety of beholder subspecies. Some have obvious differences, there are those covered with overlapping chitin plates, and those with smooth hides, or snake-like eye tentacles, and some with crustacean-like joints. But something as small as a change in hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder declares its own unique body-form to be the "true ideal" of beholderhood, the others being nothing but ugly copies, fit only to be eliminated.
Beholders will normally attack immediately. If confronted with a particular party there is a 50% chance they will listen to negotiations (bribery) before raining death upon their foes.

**Ecology:** The exact reproductive process of the beholder is unknown. The core racial hatred of the beholders may derive from the nature of their reproduction, which seems to produce identical (or nearly so) individuals with only slight margin for variation. Beholders may use parthenogenic reproduction to duplicate themselves, and give birth live (no beholder eggs have been found). Beholders may also (rarely) mate with types of beholder-kin.
The smaller eyes of the beholder may be used to produce a *potion of levitation,* and as such can be sold for 50 gp each.

**Death Kiss (beholder-kin)**
The Death Kiss, or "bleeder," is a fearsome predator found in caverns or ruins. Its spherical body resembles that of the dreaded beholder, but the "eyestalks" of this creature are bloodsucking tentacles, its "eyes" are hook-toothed orifices. They favor a diet of humans and horses, but will attack anything that has blood. An older name for these creatures is *eye of terror.*
The central body of a death kiss has no mouth. Its central eye gives it 120-foot infravision, but the death kiss has no magical powers. A death kiss is 90% likely to be taken for a beholder when sighted. The 10 tentacles largely retract into the body when not needed, resembling eyestalks, but can lash out to a full 20-foot stretch with blinding speed. The tentacles may act separately or in concert, attacking a single creature or an entire adventuring company.
A tentacle's initial strike does 1-8 points of damage as the barb-mouthed tip attaches to the victim. Each attached tentacle drains 2 hit points worth of blood per round, beginning the round after it hits.
Like the beholder, the death kiss has variable Armor Classes. In ordinary combat, use the following table, though situations may dictate other methods (should the creature be attacking with a tentacle from 20 feet away, then no attack on the body or central eye may be made, while attacks on the stalk and mouth are still possible).

| Roll | Location | AC | Hit Points |
|---|---|---|---|
| 01-75 | Body | 4 | 77-84 |
| 76-85 | Central Eye | 8 | 6 |
| 86-95 | Tentacle stalk | 2 | 6 |
| 96-00 | Tentacle mouth | 4 | See following text |

A hit on a tentacle-mouth inflicts no damage, but stuns the tentacle, causing it to writhe helplessly for 1-4 rounds. If its central eye is destroyed, a bleeder locates beings within 10 feet by smell and sensing vibrations, but it is otherwise

unaffected.
Tentacles must be struck with edged weapons to injure them. They can be torn free from the victim by a successful bend bars/lift gates roll. Such a forceful removal does the victim 1-6 damage per tentacle, since the barbed teeth are violently torn free from the tentacle.
If an attached tentacle is damaged but not destroyed, it instantly and automatically drains sufficient hit points, in blood, from the victim's body to restore it to a full 6 hit points. This reflex effect occurs after every non-killing hit on a tentacle, even if it is wounded more than once in a round. This cannot occur more than twice in one round. The parasitic healing effect does not respond to damage suffered by the central body or other tentacles.
A tentacle continues to drain blood, if it was draining when the central body of the death kiss reaches 0 hit points. Tentacles not attached to a victim at that time are incapable of further activity. A death kiss can retract a draining tentacle, but voluntarily does so only when its central body is at 5 hit points or less; it willfully detaches once the victim has been drained to 0 hit points.
Ingested blood is used to generate electrical energy -- 1 hit point of blood becomes 1 charge. A death kiss uses this energy for motor activity and healing. An eye of terror expends one charge every two turns in moving, and thus is almost constantly hunting prey. Spending one charge enables a bleeder to heal 1 hit point of damage to each of its 10 tentacles, its central body, and its eye (12 hit points in all). It can heal itself with one charge of stored energy every other round in addition to its normal attacks and activity.
Each tentacle can store up to 24 charges of drained energy, the body capable of storing 50 charges of drained energy. A severed tentacle is 70% likely to discharge its cumulative charges, when severed, into anything touching it; each charge delivers 1 hit point of electrical damage.
Finally, bleeders can ram opponents with their mass. This attack does 1-8 damage.
A death kiss may "shut itself down," remaining motionless and insensitive on the ground, and can remain alive in that state for long periods of time. To awaken from its hibernation, the creature requires an influx of electrical energy, considerable heat, or the internal shock caused by a blow, fall, wound, or magical attack; any of the above stimulants must deal at least 5 points of damage to the death kiss to awaken it. Adventurers finding a hibernating death kiss usually provide such stimulation, thinking the sleeper helpless prey.
Eyes of terror are solitary hunters, fully inheriting the paranoia and ego of their cousins, the beholders. If they encounter one of their kin, the result is often a mid-air struggle to the death. The loser's body becomes an incubator and breeding ground for the death kiss' offspring. Within one day, 1-4 young will "hatch". Each new bleeder has half its parent's hit points, and fully matures in 1 month.
The death kiss has an organ in the central, upper body that is a valued ingredient in magical potions and spell inks concerned with levitation (and may be sold like beholder eyes). In addition, a brain or nerve node, deep in a bleeder's body hardens into a soft-sided, faceted red gem upon the creature's death. Called "bloodeyes," these typically fetch a market price of 70 gp each. They are valued for adornments since they glow more brightly as the wearer's emotions intensify.

**Eye of the Deep (beholder-kin)**
This is a water breathing version of the beholder, and dwells only at great depths, floating slowly about, stalking prey. They have two crab-like pincers which inflict 2-8 (2d4) points of damage each, and a wide mouth full of sharp teeth that does 1-6 points of damage.
The primary weapons of the eyes of the deep, however, are their eyes. The creatures large central eye emits a cone of blinding *light* 5 feet wide at its start, 30 feet long, and 20 feet wide at its base. Those in the cone must save vs. poison or be *stunned* for 2-8 (2d4) rounds.
The eye of the deep also has two smaller eyes on long stalks, and uses both to *create illusion*. Acting independently, the small eyes are able to cast *hold person* and *hold monster* spells respectively.
The eye of the deep has an Armor Class of 5 everywhere, including its eyes and eye stalks. If its eyestalks are severed they will grow back in about a week.

**Gauth (beholder-kin)**
The Gauth is a relative of the beholder that feeds on magic. Its spherical body is 5 feet in diameter and brown in color, mottled with purple and gray. Located in the center of the gauth's forward hemisphere is a large central eye surrounded by a ring of smaller eyes that are protected by ridges of tough flesh. These secondary body eyes provide the creature

with normal vision in lighted areas and infravision to 90 feet. On the underside is the beast's fearsome mouth with its accompanying cluster of four feeding tendrils, while the top is adorned with a crown of six eye stalks. Attacks on the creature hit as follows:

| Roll | Location | AC | Hit Points |
|---|---|---|---|
| 01-85 | Body | 0 | As listed |
| 86-90 | Central Eye | 7 | Part of Body |
| 91-00 | Eyestalk/Tendril | 2 | 6 hit points |

While the gauth is similar to the beholder, its ability to feed on the energy of magical objects makes it even more dangerous in some ways.

When a gauth moves into combat, it begins to glow, much as if it were the object of a *faerie fire* spell, to attract the attention of its foes. A creature that meets the *gaze* of the central eye must roll a successful saving throw vs. spell, with a -2 penalty, or be affected as if the victim of a *feeblemind* spell.

If a gauth chooses to bite with its great maw, the sharp fangs inflict 3d4 points of damage. The four tendrils around the mouth can grab and hold victims as if they had a Strength of 18, but they can inflict no damage.

A gauth in combat can also employ its six eye stalks. These eyes have the following powers:

1. *Cause serious wounds* (as spell, 30-foot range).
2. *Repulsion* (as spell, 10-foot wide path, 40-foot range)
3. *Cone of cold* (as spell, inflicts 3d4 points of damage and has an area of effect 5 feet wide at the start, 50 feet long, and 20 feet wide at the base; this eye can be used only three times per day)
4. *Lightning bolt* (as spell, inflicts 4d4 damage with 80' range; this power can be used up to four times per day)
5. *Paralyzation* (as wand, 40-foot range, single target; only a *dispel magic* or the beholder's death can free the victim)
6. *Dweomer drain* (see below)

Perhaps the most feared of the gauth's powers, its dweomer drain, permits the gauth to drain charges from magical items. It has a 40-foot range and can be targeted on one individual per round. In addition to preventing one object from functioning for the duration of that round, this power drains one charge from one charged object. Permanent objects, such as magical swords, are rendered powerless for one round by this ability. Artifacts are not affected by the *dweomer drain.* The eye has no effect on spells that have been memorized (but not yet cast) and it will not break the concentration of a wizard. It does neutralize any spell cast by its target that round, however.

A *dispel magic* spell cast on any of the gauth's eye stalks prevents its use for 1d4 rounds. The central eye, any fully retracted eye stalks, the body's ability to glow, and the gauth's natural levitation are not subject to injury by such a spell.

If a gauth is slain, its magical energy dissipates. Usually, this is a harmless event, but there is a 2% chance that it is catastrophic, inflicting 4d4 points of damage to all creatures within 10 feet (no saving throw). Gauth are immune to their own powers and to those of other gauth. They have an unusual physiology that enables them to regenerate 1 hit point every two turns.

Although gauth are not known to fight over territories or prey, they do go to great lengths to avoid each other. Even when they encounter another of their kind in the wilderness, they often ignore them utterly.

A gauth can survive by eating meat but it greatly prefers to devour magical objects. In some unknown manner, the creature is able to absorb magical energy and feed on it. Each turn that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (artifacts are not affected, nor do they provide sustenance). Magical objects that cannot be entirely digested by a gauth are spat out after they have been drained of all their power.

Gauth are thought to live a century or so. Within a week of their "natural" death, two young gauth emerge from the corpse. Although smaller than their parent (each has 2+2 or 3+3 HD and a bite that causes only 2d4 points of damage), they have all the powers of a full-grown adult.

**Spectator (beholder-kin)**
Another relative of the beholder, the spectator is a guardian of places and treasures, and capable of limited planar travel. Once it is given a task, the spectator will watch for up to 101 years. It will allow no one to use, borrow, or examine an item or treasure, except the one who gave it its orders. The spectator has a large central eye and four smaller eye stalks protruding from the top of its hovering, spherical body.
The spectator is difficult to surprise, and has a +2 surprise modifier and a +1 initiative modifier. It is basically a passive creature, and will attempt to communicate and implant *suggestion* as its first act, unless it is immediately attacked. Striking a spectator has the following effects:

| Roll | Location | AC | Hit Points |
|---|---|---|---|
| 01-70 | Body | 4 | 4+4 HD |
| 71-90 | Eyestalk/Eye | 7 | 1 hit point |
| 91-00 | Central Eye | 7 | 1 hit point |

A spectator, if blinded in all of its eyes, cannot defend its treasure and will teleport to the outer plane of Nirvana. This is the only condition under which it will leave its post. Its eyes regenerate in one day and then it returns. If the treasure is gone, the creature again leaves for Nirvana, never to return.
Spectator has a general magic resistance of 5%. As long as the central eye is undamaged, it can also *reflect* one spell cast at it, per round, sending it back against the caster. This does not apply to spells whose range is touch. Reflection occurs only if the spectator rolls a successful saving throw vs. spell. If the saving throw fails, magic resistance (and a further saving throw) must be rolled. Reflection is possible only if the caster is standing within the 60 degree arc of the central eye. Only the spellcaster is affected by a reflected spell.
All of the smaller eyes may be used at the same time against the same target. Their powers are:

1. *Create food and water* (creates the amount of food and water for a large meal for up to six people; this takes one full round)
2. *Cause serious wounds* (inflicts 2d8+3 points of damage to a single being at a range of 60 yards; a saving throw vs. spell is allowed for half damage)
3. *Paralyzation ray* (range 90 feet, one target only, for 8d4 rounds).
4. *Telepathy* (range 120 feet, only one target; communication is possible in this way, and the beast can also plant a *suggestion* if the target fails a saving throw vs. spell; the *suggestion* is always to leave in peace).

If properly met, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation. If its charge is not threatened, it can be very amiable and talkative, using its telepathy.
Spectators move by a very rapid levitation, in any direction. They will drift aimlessly when asleep (20% likely when encountered), never touching the ground.
The treasure being guarded is 90% likely to be a magical item. If the spectator gains incidental treasure while performing its duty, this is not part of its charge and it will freely allow it to be taken. Incidental treasure can be generated as follows: 40% for 3-300 coins of mixed types, 30% for 1d6 gems of 50 gp base value, 20% for 1d4 potions, 15% for a +1 piece of armor, 15% for a +1 weapon, and 5% for a miscellaneous magical item valued at 1,000 XP or less.
Spectators are summoned from Nirvana by casting *monster summoning V* with material components of three or more small eyes from a beholder. (The chance of success is 10% per eye.) The spectator can be commanded only to guard some treasure. It performs no other duty, and if commanded to undertake some other task, it returns to Nirvana immediately. If its guarded treasure is ever destroyed or stolen, the spectator is released from service and returns to Nirvana. The summoner may take the item with no interference from the spectator, but this releases the creature.

**Undead Beholder (Death Tyrant)**
Death tyrants are rotting, mold-encrusted beholders. They may be shriveled, wounds exposing their internal, spherical networks of circular ribs, among the remnants of their exoskeletal plates. All sport wounds, some have eyestalks missing, or a milky film covering their eyes. They move and turn more slowly than living beholders, striking and

bringing their eyes to bear last in any combat round.
An undead beholder can use all the powers of its surviving eyes, just as it did in life. The powers of 2-5 eyes (select randomly, including the central eye) are lost due to injuries or death, and the change to undeath. Although a death tyrant "heals" its motive energies through time, it cannot regenerate lost eyestalks or their powers.
*Charm* powers are lost in undeath. The two eyes that charmed either become useless (60%), or function as weak *hold monster* effects (40%). A being failing to save against such a *hold* remains held as long as the eye's gaze remains steadily focused on them. If the eye is turned on another being, or the victim hooded, or forcibly removed, the *hold* lasts another 1-3 rounds. Death tyrants are immune to *sleep, charm* and *hold* spells.
If not controlled by another creature through magic, a death tyrant hangs motionless until its creator's instructions are fulfilled (for example, "Attack all humans who enter this chamber until they are destroyed or flee. Do not leave the chamber."). If no instructions are given to a "new" death tyrant, it attacks all living things it perceives. Death tyrants occur spontaneously in very rare instances. In most cases, they are created through the magic of evil beings -- from human mages to illithid villains. Some outcast, magic-using beholders have even been known to create death tyrants from their own unfortunate brethren.
Death tyrants have no self-awareness or social interaction; they are mindless servants of more powerful masters. "Mindless" is a relative term; the once highly intelligent brains of death tyrants still use eyes skillfully to perceive and attack nearby foes. When a death tyrant is controlled by another being, consider it to have the intelligence of its controller.
Death tyrants are created from dying beholders. A spell, thought to have been developed by human mages in the remote past, forces a beholder from a living to an undead state, and imprints its brain with instructions. "Rogue" death tyrants also exist: those whose instructions specifically enable them to ignore all controlling attempts. These are immune to the control attempts of all other beings. Beholders often leave them as traps against rivals.
Human spell researchers report that control of a death tyrant is very difficult. A beholder's mind fluctuates wildly in the frequency and level of its mental activity, scrambling normal *charm monster* and *control undead* spells. A special spell must be devised to command a death tyrant.

### Saving Throws

Most beholders make saving throws according to their Hit Dice. The Death Kiss makes saving throws as a 10th-level warrior. The typical beholder and undead beholders make saving throws as follows:

| Creature hit points | Saves as |
|---|---|
| **45-49** | **10th level warrior** |
| **50-59** | **12th level warrior** |
| **60-69** | **14th level warrior** |
| **70+** | **16th level warrior** |

# Beholder and Beholder-kin

| | Hive Mother | Director | Examiner | Lensman | Overseer | Watcher |
|---|---|---|---|---|---|---|
| **Climate/Terrain:** | Any remote | Any remote | Any remote | Any remote | Any remote | Any remote |
| **Frequency:** | Very rare | Very rare | Very rare | Very rare | Very rare | Very rare |
| **Organization:** | Solitary | Squad | Squad | Squad | Solitary | Solitary |
| **Activity Cycle:** | Any | Day | Night | Day | Any | Any |
| **Diet:** | Omnivore | Omnivore | Omnivore | Insectivore | Omnivore | Scavenger |
| **Intelligence:** | Genius (17-18) | Average (8-10) | Genius (17-18) | Low (5-7) | Supra-genius (19-20) | Semi-(2-4) |
| **Treasure:** | I, S, T | G | Vx4 | R | U | Nil |
| **Alignment:** | Lawful evil | Lawful evil | Lawful neutral | Neutral evil | Lawful Evil | Neutral |
| **No. Appearing:** | 1 | 2-5 | 1-6 | 1-10 | 1 | 1-4 |
| **Armor Class:** | 0 | 2(4) | 5 | 3/7 | 2/7 | 7 |
| **Movement:** | Fl 6 (A) | 15, Fl 3 (A) | Fl 6 (C) | 9 | 1 | Fl 6 (A) |
| **Hit Dice:** | 20 | 12(8) | 8 | 2 | 14 | 3+3 |
| **THAC0:** | 5 | 9 | 13 | 19 | 7 | 17 |
| **No. of Attacks:** | 1 | 2 | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | 5-20 | 2-8/2-8 | 1-6 or weapon | 1-8 or weapon | 3-12 | 3-18 |
| **Special Attacks:** | Magic | Magic | Magic | Nil | Magic | Magic |

| | | | | | | |
|---|---|---|---|---|---|---|
| **Special Defenses:** | Anti-magic | Nil | Magic | Magic | Magic | Magic |
| **Magic Resistance:** | 5% | 20% | 25% | Nil | 35% | Nil |
| **Size:** | H (8' in diameter) | H (8-10' in diameter) | M (4' in diameter) | M (5' in diameter) | H (15' in diameter) | L (6' in diameter) |
| **Morale:** | Fanatic (18) | Fanatic (18) | Steady (11) | Elite (14) | Champion (16) | Average (10) |
| **XP Value:** | 24,000 | 10,000 | 6,000 | 175 | 15,000 | 420 |

### Hive Mother (beholder-kin)

The legendary hive mothers are also called the "Ultimate tyrants", or just "Ultimates". They are twice the size of typical beholders, and differ in appearance as well.
Their mouths are larger, so large that they can gulp down a man-sized target on a natural die roll of 20. Once swallowed, the prey takes 5-20 points of damage (5d4) each round until it is dead or escapes. The beholder's mouth is not very deep, so a victim can escape by making a successful attack roll.
The ultimate has no eyestalks, but its magical eyes are protected by hooded covers in the flesh of the creature's body, so that they cannot be severed. The central eye has 15 hit points.

| Roll | Location | AC | Hit Points |
|---|---|---|---|
| 01-90 | Body | 0 | 20 HD |
| 91-00 | Central Eye | 7 | 15 hp |

The ultimate's true ability is in controlling the actions of large numbers of beholders and beholder-kin. A hive mother may have 5-10 ordinary beholders under its command, or 5-20 abomination beholder-kin (see below), which it communicates with telepathically. A nesting hive mother spells disaster for the surrounding region, as it can apparently create a community of beholders, beholder-kin, and abominations. If destroyed, the beholders and beholder-kin will turn on each other, or seek their own lairs.
Hive mothers may be the ancestral stock of the better known beholder, the next step of its evolution, a magical mutation, or a separate species. The reality remains unknown.

### Director (abomination)

Directors are a social, warrior-beholder, and breed specialized mounts. They mindlink with their mounts to better control them.
Directors resemble beholders, but their central eye is smaller. They possess only six small eyes on retractable eye stalks. Directors have a fanged mouth below the central eye and possesses three clawed, sensory tendrils on their ventral surface. These tendrils are used to cling to the mount and link with its limited mind.
Directors' eyes have their own powers:
1. *Magic Missile* (as spell , 2/round)
2. *Burning Hands* (as spell at 8th level)
3. *Wall of Ice* (as spell)
4. *Slow* (as spell)
5. *Enervation* (as spell)
6. *Improved Phantasmal Force* (as spell)

A director's central eye has the power of *deflection* -- all frontal attacks on director suffer a -2 penalty to the attack roll and damage is halved. The director also gains a +2 bonus to all saving throws against spells cast by those in the field of vision of the central eye.
Director mounts seem to have derived from an insect stock, as they are covered in chitin and have simple eye spots and multiple limbs.
Directors normally possess 8 Hit Dice, but when mounted the director and mount are treated as a single creature whose Hit Dice equals the sum of those of the director and the mount. After a director/mount suffers half damage, the mount's speed is reduced to half and the director gets only one physical attack per round. A director may flee and leave his mount to fend for itself (the mount suffers a -4 penalty to its attack rolls). Directors have an AC of 4, but are AC 2 when mounted. Directors may use all of their normal powers while mounted, within the restrictions of beholder targeting angles.
**Crawler**(a typical mount): A crawler resembles a cross between a centipede and a spider. It has 4 Hit Dice. It has 10 legs, two pairs of frontal antennae, and two fighting spider fangs that can be used for separate stabbing attacks causing 2d4 points of damage each. Victims who fail to roll successful saving throws vs. poison are paralyzed for 1d4 rounds. Crawlers are omnivores that prefer to eat smaller creatures. Unmounted, they may roll into a ball to gain an AC of 0. They have cutting mandibles beneath their front fangs.

### Examiner (abomination)

An examiner is a 4-foot diameter sphere with no central eye and only four small eyes, each at the end of an antenna, mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. The mouth is surrounded by four multi-jointed limbs ending in gripper pads. These limbs can pick up and manipulate tools, the chief strength of the examiner.
Examiners are scholars and clerks involved in spell and magical item enhancement, research, and creation. They can use any artifact or tool as well as humans, and they can wield up to four items at a time. Examiners regenerate 1 point of damage each round. The powers of their four eyes are given below (all spell-like effects are cast at the 8th level).
1. *Enlarge* or *Reduce*
2. *Identify* or *Legend Lore*
3. *Transmute Form* (similar to a *Stone Shape* spell, but works on all types of nonmagical, nonliving material)
4. *Spell Reflection* as a *ring of spell turning*

Examiners are not the bravest of beholder-kin, but they are potentially the most dangerous with their command of artifacts. They are often the lackeys of beholders, overseers, and hive mothers.

### Lensman (abomination)

A lensman has one eye set in the chest of its five-limbed, starfish-shaped, simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbed, clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. Its chitin is soft and there are many short, fly-like hairs. Lensmen are the only kin to wear any sort of garb -- a webbing that is used to hold tools and weapons. Their preferred weapons are double-headed pole arms.
Lensmen are semi-mindless drones that don't question their lot in life. The eye of each lensman possesses only one of the following six special powers (all at the 6th level of ability).
1. *Emotion*

2. *Heal*
3. *Dispel Magic*
4. *Tongues*
5. *Phantasmal Force*
6. *Protections* (as scrolls, any type, but only one at a time)

### Overseer (abomination)

Overseers resemble fleshy trees. They have 13 limbs, each of which ends in a bud that conceals an eye; one of these limbs forms the top spine, and three yammering mouths surround the spine. There are eight thorny, vine-like limbs that are used to grasp tools and for physical defense, inflicting 1d10+2 points of damage each. Overseers sit on root-like bases and can inch along when movement is required. They cannot levitate.

Overseers are covered with a fungus which changes color as the overseers desire, commonly mottled green, gray, and brown.

Overseers may use any physical weapons or artifacts. The powers of their 13 eyes are as follows (all magical effects are cast at 14th level).

1. *Cone of Cold*
2. *Dispel Magic*
3. *Paralysis*
4. *Chain Lightning*
5. *Telekinesis* 250 lb. weight
6. *Emotion*
7. *Mass Charm*
8. *Domination*
9. *Mass Suggestion*
10. *Major Creation*
11. *Spell Turning*
12. *Serten's Spell Immunity*
13. *Temporal Stasis*

An overseer's AC is 2, but each eye stalk is AC 7 and is severed if it suffers 10 points of damage.

Like hive mothers (that operate with them), overseers can convince similar beholders and beholder-kin to work together. Overseers are very protective of their health and always have one or two beholder guards and at least a half dozen directors protecting their welfare.

### Watcher (abomination)

Watchers are 6-foot-diameter spheres with three central eyes arranged around the circumference of the sphere. These eyes are huge and unlidded. On the crown of the sphere is a compound eye and a ring of six eye spots that make it difficult to surprise a watcher. A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue. Watchers feed on carrion and stunned prey. They are information gatherers and are the least brave of all the eye tyrant races.

Watchers can attack with their single tentacle for 3d6 points of damage. The tentacle also inflicts an electrical shock; victims who fail a system shock roll fall unconscious.

Each of a watcher's main eyes has two powers, and the compound eye on top may draw on three different abilities. The six eye spots have no special powers.

1. *True Seeing* and *ESP*
2. *Advanced Illusion* and *Demi-Shadow Magic*
3. *Telekinesis* 1,000 lb. and *Teleport*

Compound Eye: *Message, Tongues,* and *Suggestion*

Watchers are not aggressive warriors; they prefer misdirection and flight to actual confrontation.

## Other Beholders and Beholder-kin

The beholder races are not limited to the ones presented here. The plastic nature of the beholder race allows many mutations and abominations in the breed, including, but not limited to, the following.

### Beholder Mage

Shunned by other beholders, this is a beholder which has purposely blinded its central eye, so that it might cast spells. It does so by channeling spell energy through an eyestalk, replacing the normal effect with that of a spell of its choice.

### Elder Orb

These are extremely ancient beholders of godlike intelligence and power. Though they have lost the function of some of their eyestalks, they have more hit points and are able to cast spells. They can supposedly create and control death tyrants.

### Orbus

This is a stunted, pale-white beholder retaining only its anti-magic eye and reputed to have great magical ability.

### Doomsphere

This ghost-like undead beholder is created by magical explosions.

### Kasharin

An undead beholder, it passes on the rotting disease which killed it.

### Astereater

This abomination is a great boulder-like beholder-kin without eyes.

### Gorbel

The gorbel is a wild, clawed beholder-kin lacking magic but with the nasty habit of exploding if attacked.

In addition, there are beholders which are in all appearances "normal" but have eyes with alternate magical abilities, such as a *detect lie* instead of a *death* ray. Such creatures are usually treated as outcasts by all the beholder and beholder-kin races.

# Bird

| | #AP | AC | MV | HD | THAC0 | # AT | Dmg/AT | Morale | XP Value |
|---|---|---|---|---|---|---|---|---|---|
| Blood Hawk | 4-15 | 7 | 1, Fl 24 (B) | 1+1 | 19 | 3 | 1-4/1-4/1-6 | Steady (11) | 120 |
| Boobrie | 1-2 | 5 | 15, Fl 15 (D) | 9 | 11 | 3 | 1-6(x2)/2-16 | Steady (11-12) | 2,000 |
| Condor | 1-2 | 7 | 3, Fl 24 (D) | 3+3 | 17 | 1 | 2-5 | Average (8-10) | 175 |
| Crow (See Raven) | | | | | | | | | |
| Eagle, Giant | 1-20 | 7 | 3, Fl 48 (D) | 4 | 17 | 3 | 1-6/1-6/2-12 | Elite (13) | 420 |
| Eagle, Wild | 5-12 | 6 | 1, Fl 30 (C) | 1+3 | 19 | 3 | 1-2/1-2/1 | Average (9) | 175 |
| Eblis | 4-16 | 3 | 12, Fl 12 (C) | 4+4 | 15 | 4 | 1-4(x4) | Champion (15-16) | 650 (normal)<br>1,400 (spell user) |
| Falcon | 1-2 | 5 | 1, Fl 36 (B) | 1-1 | 20 | 3 | 1/1/1 | Unsteady (6) | 65 |
| Flightless | 2-20 | 7 | 18 | 1-3 | 1-2 HD: 19<br>3 HD: 17 | 1 | 1 HD: 1-4<br>2 HD: 1-6<br>3 HD: 1-8 | Average (8-10) | 1 HD: 15<br>2 HD: 35<br>3 HD: 65 |
| Hawk, Large | 1-2 | 6 | 1, Fl 33 (B) | 1 | 19 | 3 | 1-2/1-2/1 | Average (9) | 65 |
| Owl | 1 (2) | 5 | 1, Fl 27 (D) | 1 | 19 | 3 | 1-2/1-2/1 | Unsteady (5-7) | 65 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Owl, Giant | 2-5 | 6 | 3, Fl 18 (E) | 4 | 17 | 3 | 2-8/2-8/2-5 | Steady (11-12) | 270 |
| Owl, Talking | 1 | 3 | 1, Fl 36 (C) | 2+2 | 19 | 3 | 1-4/1-4/1-2 | Champion (15) | 975 |
| Raven | 4-32 | 7 | 1, Fl 36 (B) | 1-2 hp | 20 | 1 | 1 | Average (8-10) | 15 |
| Raven, Huge | 2-8 | 6 | 1, FL 27 (C) | 1-1 | 20 | 1 | 1-2 | Steady (11-12) | 35 |
| Raven, Giant | 4-16 | 4 | 3, Fl 18 (D) | 3+2 | 17 | 1 | 3-6 | Elite (13-14) | 175 |
| Swan | 2-16 | 7 | 3, Fl 18 (D) | 1+2 | 19 | 3 | 1/1/1-2 | Unsteady (6) | 65 |
| Vulture | 4-24 | 6 | 3, Fl 27 (E) | 1+1 | 19 | 1 | 1-2 | Unsteady (5-7) | 65 |
| Vulture, Giant | 2-12 | 7 | 3, Fl 24 (D) | 2+2 | 19 | 1 | 1-4 | Average (8-10) | 120 |

Avians, whether magical or mundane in nature, are among the most interesting creatures ever to evolve. Their unique physiology sets them apart from all other life, and their grace and beauty have earned them a place of respect and adoration in the tales of many races.

### Blood Hawk

Blood hawk hunt in flocks and are fond of humanoids. They continue to attack humans even if the melee has gone against them. Male blood hawks kill humans not only for food but also for gems, which they use to line their nests as an allurement to females.

### Boobrie

The boobrie, giant relative of the stork, stands 12 feet tall. A boobrie's diet consists of giant catfish and other wetland denizens. When times are lean, the boobrie feeds on snakes, lizards, and giant spiders. Its occasional dependence on a diet of creatures that deliver a toxic bite has made the boobrie immune to all poisons. When a boobrie hunts, it finds a grove of tall marsh grass or similar vegetation and slips into it. Once in its hunting blind, it remains still for hours at a time, until prey comes within sight. When employing this means of ambush, its opponents suffer a -3 penalty to their surprise rolls.

### Condor

Condors measure three to six feet and have a wingspan of 13 to 20 feet. They rarely land except to feed -- they even sleep in flight. Condor eggs and hatchlings are worth 30-60 gp. They can be trained to act as spotters or retrievers. Humanoids of small or tiny size can train them as aerial mounts. Used in this way, they can carry 80 pounds, either held in their claws or riding atop their backs.

### Eagle

An eagle typically attacks from great heights, letting gravity hurtle it toward its prey. If an eagle dives more than 100 feet, its diving speed is double its normal flying speed and the eagle is restricted to attacking with its claws. These high-speed attacks gain a +2 attack bonus and double damage. Eagles are never surprised because of their exceptional eyesight and hearing. Eagles mate for life and, since they nest in one spot, it is easy to identify places where eagles are normally present. On occasion, in an area of rich feeding, 1d8+4 eagles are encountered instead of the normal individual or pair. Eagles generally hunt rodents, fish, and other small animals. Eagles also feed on the carrion of recently killed creatures as well. Eagles never attack humanoids, though small creatures like brownies have to be wary of a hunting eagle.

### Eagle, Giant

Giant eagles stand 10 feet tall and have wing spans of up to 20 feet. They share the coloration and fighting methods of their smaller cousins. However, if a giant eagle dives more than 50 feet, it adds +4 to its attack roll and doubles its claw damage.
Giant eagles have exceptional eyesight and hearing and cannot be surprised except at night or in their lair, and then only 10% of the time. Far more social than normal eagles, up to 20 nests can be found in the same area, one nest for each mated pair. Giant eagles can be trained, and their eggs sell for 500 to 800 gp.

## Eblis

Their bodies look like those of storks, with grey, tan, or off-white plumage on their bodies and sleek black necks. Their heads are narrow and end in long, glossy-black, needle-like beaks. Eblis speak a language of chirps, whistles, and deep-throated hoots. In addition, spellcasting eblis have managed to learn a rudimentary version of common, allowing them to converse with those they encounter. Each community is led by one individual with spellcasting ability. These eblis cast 2d4 spells per day as 3rd-level casters. To determine the available spells, roll 1d8 and consult the following table. Duplicate rolls indicate the spell may be employed more than once per day.

| Roll | Spell | Roll | Spell |
|---|---|---|---|
| 1 | *Audible glamer* | 5 | *Hypnotic pattern* |
| 2 | *Blur* | 6 | *Spook* |
| 3 | *Change self* | 7 | *Wall of fog* |
| 4 | *Hypnotism* | 8 | *Whispering wind* |

Eblis love shiny objects (like gems); even the most wise and powerful of the eblis can be bribed with an impressive jewel. An eblis community consists of 2d4 huts built from straw and grasses common to the marsh around the community. Care is taken by the eblis to make these huts difficult to detect. In fact, only a determined search of the area by a ranger or someone with the animal lore proficiency is likely to uncover the community.
All eblis secrete an oil that coats their feathers and provides them with a +1 bonus to all saving throws against fire- and flame-based attacks. Any damage caused by a fire- or flame-based attack is lessened by -1 for each die of damage.
The evil nature of the eblis is best seen in the delight it takes in hunting and killing. When an eblis spots travelers who have objects it desires for its nest, it attacks. Since the eblis is cunning, these attacks often take the forms of ambushes.

## Falcon

Falcons are smaller, swifter, and more maneuverable than hawks. These birds of prey are easily trained and are preferred by hunters over hawks. Trained falcons sell for around 1,000 gp each.

## Flightless Bird

These avians are typified by the ostrich, emu, and rhea. Although they share many of the physiological adaptations that enable other birds to take wing and break the bonds of earth, they are unable to fly.

The ostrich is the largest and strongest, standing 8 feet tall and weighing 300 pounds. The animal's small head and short, flat beak are perched atop a long, featherless neck. The ostrich fans is able to run at 40 miles per hour. If forced to fight, an ostrich uses its legs to deliver a kick that inflicts 1d8 points of damage.
The emu reaches 6 feet high and 130 pounds. Unlike those of their larger cousins, the wings of an emu are rudimentary appendages hidden beneath their coarse, hair-like feathers.
The rhea resembles a small ostrich, standing 3 feet tall and weighs 80 pounds. The differences between the two species lie in the structure of the feet and the tail feathers. Ostriches have two toes, while rheas have three, and ostriches have elegant, flowing tail plumes, while the rhea's are far shorter. Long feathers on the bird's sides swoop down to cover the stunted tail feathers.

### Hawk
Hawks have wingspans up to 5 feet. They attack in plummeting dives, usually from a height of 100 feet or more. This dive gives them a +2 attack bonus, enabling their talons to inflict double damage. Hawks cannot attack with their beaks during the round in which they use a dive attack. After the initial dive, hawks fight by biting and pecking with their beaks, tearing at their opponents with their talons. Hawks target eyes and they have a 25% probability of striking an eye whenever its beak strikes. Opponents struck in the eye are blinded for 1dl0 rounds and have a 10% chance of losing the use of the eye. Because of their superior eyesight, hawks can never be surprised. Any intruder threatening the nest is attacked, regardless of size. If taken young and trained by an expert, hawks can be taught to hunt. Fledglings bring 500 gp and trained hawks sell for as much as 1,200 gp.

### Owl
Owls hunt rodents, small lizards, and insects, attacking humans only when frightened (or magically commanded). They have 120' infravision and quadruple normal hearing. They fly in total silence, giving their prey a -6 penalty to their surprise rolls. Owls cannot be surprised during hours of dusk and darkness; during daylight hours, their eye sight is worse than that of humans, suffering a -3 on their surprise roll if discovered in their daylight roosting place. Owls attack with sharp talons and hooked beaks. If they swoop from a height of 50 feet or more, each attack is +2 and inflicts double damage, but no beak attack is possible.

### Owl, Giant
These nocturnal creatures inhabit very wild areas, preying on rodents, large game birds, and rabbits. They are too large to gain swoop bonuses but can fly in nearly perfect silence; opponents suffer a -6 on their surprise roll. Giant owls may be friendly toward humans, though they are naturally suspicious. Parents will fight anything that threatens their young. Eggs sell for 1,000 sp and hatchlings sell for 2,000 sp.

### Owl, Talking
Talking owls appear as ordinary owls, but speak common and six other languages (DM's option). Their role is to serve and advise champions of good causes on dangerous quests, which they do for 1d3 weeks if treated kindly on the first encounter; a talking owl feigns a broken wing to see how a party will react. Talking owls can *detect good*. They have a wisdom score of 21, with the appropriate spell immunities.

### Raven (Crow)
Ravens and crows are often mistaken as bad omens by superstitious farmers and peasants. They attack

with strong claws and their long, sharp beaks. Ravens employ a grab and peck approach to combat. These birds are 10% likely to attack an opponent's eyes. If successful, the attack causes the opponent to lose an eye. All birds of this type travel in flocks. Any encountered solo are actually scouts. As soon as they see any approaching creature, the scouts give warning cries and maintain a safe distance to keep track of them. Because of the scouts, ravens cannot be surprised during daylight conditions.

### Raven, Giant

Giant ravens are both pugnacious and easily trained (if raised from fledglings), and are often used as guards and messengers. While they are too small to be used as mounts by all but small humanoids (i.e., faerie folk and PCs under the effects of a *potion of diminution*), the strength of these birds is enough to carry an adult halfling.

### Raven, Huge

Huge ravens have malicious dispositions, occasionally serving evil masters. Not all raven familiars and consorts are evil -- the alignment of the master is a decisive factor in such arrangements.

### Swan

These aquatic birds tend to inhabit areas frequented by similar waterfowl. Such areas include rivers, ponds, lakes, and marshes. Swans posses acute senses. They are 90% likely to detect intruders. There is a 10% chance that any swan encounter includes one or more swanmays (q.v.) in avian form.

### Vulture

Vultures are scavengers that search the skies for injured or dead creatures to feed upon. They measure 2 to 3 feet long with a wingspan of up to 7 feet. Greasy blue-black feathers cover the torso and wings; its pink head is bald. Vultures are cowards, and will wait until an intended meal stops moving. If six or more vultures are present, they may attack a weakly moving victim. If the victim defends itself, the vultures move out of reach but maintain their deathwatch. Creatures that are unconscious, dead, or magically sleeping or held are potential meals. If the surviving combatants are further than 20 feet from the fallen creatures, the vultures alight and begin feeding. Because of their diet, vultures kin have developed a natural resistance to disease and organic toxins.

### Vulture, Giant

Giant vultures measure 3 to 5 feet. Domesticated giant vultures can be trained to associate specific species (i.e., as humanoids) with food, hence the birds concentrate on locating those creatures. Giant vulture eggs and hatchlings are worth 30-60 gp.

# Brain Mole

| | |
|---|---|
| **Climate/Terrain:** | Any/ Below ground |
| **Frequency:** | Very rare |
| **Organization:** | Family |
| **Activity Cycle:** | Night |
| **Diet:** | Psionic energy |
| **Intelligence:** | Animal (1) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-3 |
| **Armor Class:** | 9 |
| **Movement:** | 1, Br 3 |
| **Hit Dice:** | 1 hp |
| **THAC0:** | Nil |
| **No. of Attacks:** | Nil |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | Psionic |
| **Special Defenses:** | Psionic |
| **Magic Resistance:** | Nil |
| **Size:** | T (3" long) |
| **Morale:** | Unsteady (5-7) |
| **XP Value:** | 35 |

These small, furry animals are nearly blind, and look like normal moles. Brain moles are seldom seen, however. They live in underground tunnels, burrowing through rock as easily as through dirt. Usually, the only discernible evidence of a brain mole's presence is a network of blistered stone or mounded dirt above ground, which marks the tunnel complex. These creatures damage more than landscapes, however. Brain moles feed on psionic activity. From the protection of their tunnels, they will psionically burrow into a victim's brain, and drain his psionic energy.

**Combat:** A brain mole commonly attacks its victim in forests or underground; in either case, the creature is usually out of its direct line of sight. The mole waits for a psionically endowed being to appear above it, or it will burrow in search of prey.

Brain moles have an innate psionic sense and can automatically detect any psionic activity within 200 yards. However, they can only feed on psionic energy when their victim is nearby: within 30 yards if the victim is a psionicist or psionic creature, 30 feet if the victim is a wild talent. The mole can't get a fix on its prey until the victim actually uses a psionic power.
Once a brain mole locates a victim it will attempt to establish contact. If contact is made, it will attempt to feed. If the victim is a wild talent, feeding is accomplished by using mindwipe. If the victim is a psionicist (or psionic creature), feeding is accomplished through amplification.
A brain mole does not attack maliciously. It must feed at least once a week or it will die.

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 6 | 2/1/4 | MT/M- | 12 | 100 |

**Telepathy - Sciences:** Mindlink, mindwipe; **Devotions:** Contact, mind thrust
**Metapsionics - Devotions:** Psychic drain (no cost), psionic sense

A brain mole can perform mindwipe up to a range of 30 feet. Strangely enough, a brain mole must establish contact before using psychic drain. Furthermore, it can only perform psychic drain upon psionicists or psionic creatures. However, it does not have to put them into a trance or a deep sleep first, it just starts siphoning away psionic energy.

**Habitat/Society:** Brain moles live in family units that include one male, one female, and 1d6 young (one of which may be old enough to feed by itself). Large brain mole towns of up to 3d6 family units have been reported. Of course, these only occur in places frequently traveled by the psionically empowered.

**Ecology:** Though brain moles can be dangerous to some, others keep them as pets. The moles are rather friendly, and easily tamed. They are favored by royalty, who enjoy the special protection which only brain moles can provide. Some sages claim that even a dead brain mole can offer protection from psionic attacks, provided the carcass is worn about one's neck as a medallion. Sometimes, nobles who have been harassed by a particular psionicist will send heroes out on quests for the little furry rodents.
On the open market, adult brain moles sell for 50 gp. Youngsters sell for 5 gp each.

# Broken One

| | Common | Greater |
|---|---|---|
| **Climate/Terrain:** | Any land | Any land |
| **Frequency:** | Rare | Very Rare |
| **Organization:** | Pack | Pack |
| **Activity Cycle:** | Any (night) | Any (night) |
| **Diet:** | Varies | Varies |
| **Intelligence:** | Low (5-7) | High (13-14) |
| **Treasure:** | I, K, M | I, K, M (Z) |
| **Alignment:** | Neutral evil | Neutral evil |
| **No. Appearing:** | 3-12 (3d4) | 1-4 (1d4) |
| **Armor Class:** | 7 (10) | 5 (8) |
| **Movement:** | 9 | 9 |
| **Hit Dice:** | 3 | 5 |
| **THAC0:** | 17 | 15 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 1-6 (or by weapon) | 1d8 (or by weapon) |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | Regeneration | Regeneration |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (4-7'tall) | M (4-7' tall) |
| **Morale:** | Unsteady (5-7) | Steady (11-12) |
| **XP Value:** | 175 | 650 |

Broken ones (or *animal men*) are the tragic survivors of scientific and magical experiments gone awry. While they were once human, their beings have become mingled with those of animals and their very nature has been forever altered by the shock of this event. It is rumored that some broken ones are the result of failed attempts at *resurrection*, *reincarnation*, or *polymorph* spells.

While broken ones look more or less human, they are physically warped and twisted by the accidents that made them. The characteristics of their non-human part will be clearly visible to any who see them. For example, a broken one who has been infused with the essence of a rat might have horrific feral features,

wiry whiskers, curling clawed fingers, and a long, whip-like tail.
Broken ones know whatever languages they knew as human beings and 10% of them can communicate with their non-human kin as well. It is not uncommon for the speech of a broken one to be heavily accented or slurred by the deformities of its body.

**Combat:** Broken ones tend to be reclusive creatures and combat with them is rare. Still, they are strong opponents. Broken ones are almost always blessed with a greater than human stamina, reflected in the fact that they always have at least 5 hit points per Hit Die. Thus, the weakest of broken ones has at least 15 hit points. In addition, broken ones heal at a greatly accelerated rate, regenerating 1 hit point each round.
A broken one will often wield weapons in combat, inflicting damage according to the weapon used. Many broken ones have also developed claws or great strength, which makes them deadly in unarmed combat. Hence, all such creatures inflict 1d6 points of damage in melee. Unusually strong strains might receive bonuses to attack and damage rolls.
Many broken ones have other abilities (night vision, keen hearing, etc.) that are derived from their animal half. As a general rule, each creature will have a single ability of this sort.

**Habitat/Society:** Broken ones tend to gather together in bands of between 10 and 60 persons. Since they seldom find acceptance in human societies, they seek out their own kind and dwell in secluded areas of dense woods or rocky wastes far from the homes of men. From time to time they will attack a human village or caravan, either for supplies, in self-defense, or simply out of vengeance for real or imagined wrongs. If possible, they will try to seek out their creator and destroy him for the transformations he has brought upon them.
When a society of these monsters is found, it will always be tribal in nature. There will be from 10-60 typical broken ones with one greater broken one for every 10 individuals. The greater broken ones (described below) will act as leaders and often have absolute power over their subjects.

**Ecology:** Broken ones are unnatural combinations of men and animals. Their individual diets and habits are largely dictated by their animal natures. Thus, a broken one who has leonine characteristics would be carnivorous, while one infused with the essence of a horse would be vegetarian. There are no known examples of a broken one who has been formed with the essence of an intelligent nonhuman creature.
Broken ones do manufacture the items they need to survive. These are seldom of exceptional quality, however, and are of little or no interest to outsiders. Occasionally, broken ones may be captured by evil wizards or sages who wish to study them.

### Greater Broken Ones

From time to time, some animal men emerge who are physically superior. While they are still horrible to look upon and cannot dwell among men, they are deadly figures with keen minds and powerful bodies. Their twisted and broken souls, however, often lead them to acts of violence against normal men.
These creatures regenerate at twice the rate of their peers (2 hit points per round) and inflict 1d8 points of damage in unarmed combat. When using weapons, they gain a +3 to +5 bonus on all attack and damage rolls. Like their subjects, they often have special abilities based on their animal natures. Such powers, however, are often more numerous (from 1-4 abilities) and may be even better than those of the animal they are drawn from. For example, a greater broken one who is created from scorpion stock might have a chitinous shell that gives it AC 2 *and* it might have a poisonous stinger.

# Brownie

| | Brownie | Killmoulis |
|---|---|---|
| **Climate/Terrain:** | Temperate rural | Human areas |
| **Frequency:** | Rare | Uncommon |
| **Organization:** | Tribal | Solitary |
| **Activity Cycle:** | Night | Nocturnal |
| **Diet:** | Vegetarian | Omnivore, scavenger |
| **Intelligence:** | High (13-14) | Average (8-10) |
| **Treasure:** | O, P, Q | K |
| **Alignment:** | Lawful good | Neutral (chaotic good) |
| **No. Appearing:** | 4-16 | 1-3 |
| **Armor Class:** | 3 | 6 |
| **Movement:** | 12 | 15 |
| **Hit Dice:** | ½ | ½ |
| **THAC0:** | 20 | 20 |
| **No. of Attacks:** | 1 | Nil |
| **Damage/Attack:** | 1-2 (weapon) | Nil |
| **Special Attacks:** | Spells | See below |
| **Special Defenses:** | Save as 9th-level cleric | See below |
| **Magic Resistance:** | Nil | 20% |
| **Size:** | Tiny (2' tall) | Tiny (under 1' tall) |
| **Morale:** | Steady (11-12) | Average (8-10) |
| **XP Value:** | 175 | 35 |

Brownies are small, benign humanoids who may be very distantly related to halflings. Peaceful and

friendly, brownies live in pastoral regions, foraging and gleaning their food.
Standing no taller than 2 feet, brownies are exceedingly nimble. They resemble small elves with brown hair and bright blue eyes. Their brightly colored garments are made from wool or linen with gold ornamentation. They normally carry leather pouches and tools for repairing leather, wood, and metal. Brownies speak their own language and those of elves, pixies, sprites, and halflings, as well as common.

**Combat:** Brownies prefer not to engage in combat, and only do so if threatened. Angry brownies rarely meet their foes in hand to hand combat, relying instead on magic.
Since their senses are so keen, it is impossible to surprise brownies. They are superb at blending into their surroundings and can become all but invisible when they choose. This, combined with their great agility, gives them an AC of 3.
Brownies use spells to harass and drive away enemies. They can use the following spells, once per day: *protection from evil, ventriloquism, dancing lights, continual light, mirror image* (3 images), *confusion,* and *dimension door.* If cornered and unable to employ any spells, brownies attack with short swords.

**Habitat/Society:** Brownies live in rural areas, making their homes in small burrows or abandoned buildings. They often live close to or on farms, as they are fascinated by farm life.
Brownies live by harvesting wild fruits and gleaning grain from a farmer's field. Being honest to the core, a brownie always performs some service in exchange for what is taken. One might milk a farmer's cows and take only a small amount.
Some brownies go so far as to become house brownies. They observe the families in a given area, and if one meets their high moral standards, these brownies secretly enter the household. At night, while the residents are asleep, they perform a variety of helpful tasks; spinning, baking bread, repairing farm implements, keeping foxes out of the hen house, mending clothes, and performing other household tasks. If a thief creeps silently into the house, they will make enough noise to awaken the residents. Watchdogs and domestic animals consider brownies friendly and never attack or even bark at them.
All brownies ask in exchange for their labor is a little milk, some bread, and an occasional bit of fruit. Etiquette demands that no notice be taken of them. If the residents boast about the presence of a brownie, the brownie vanishes.
Brownies are not greedy, but they do have small hoards of treasure which they have taken from evil monsters or received as gifts from humans. A brownie sometimes leaves his treasure in a location where a good person in need is bound to find it.
Strangers and outsiders are constantly watched by the brownies of the community until their motives are established. If the brownies decide that a stranger is harmless, he is left in peace. If not, the brownies unite and drive the intruder out.
Brownies know every nook and cranny of the areas where they live, and thus make excellent guides. If asked politely, there is a 50% chance that a brownie will agree to act as a guide.

**Ecology:** Brownies are basically vegetarians who live very comfortably on the gleanings of agricultural life. They make efficient use of leftovers that are too small for humans to notice. When brownies glean from fields, they do so after harvest, gathering grains and fruits which might otherwise be wasted.

**Killmoulis:** The killmoulis is a distant relative of the brownie, standing under 1-foot in height but with a disproportionately large head and a prodigious nose. Killmoulis are able to blend into surroundings and are therefore 10% detectable. They live in symbiotic relationships with humans, usually where foodstuffs are handled, making their homes under the floors, and in the walls and crawlspaces.

# Bugbear

| | |
|---|---|
| **Climate/Terrain:** | Any subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivorous |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | Individual: J, K, L, M, (B) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 2-8 (2d4) |
| **Armor Class:** | 5 (10) |
| **Movement:** | 9 |
| **Hit Dice:** | 3+1 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-8 (2d4) or by weapon |
| **Special Attacks:** | Surprise, +2 to damage |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (7' tall) |
| **Morale:** | Steady to Elite (11-13) |
| **XP Value:** | 120 |
| Bugbear leader: | 175 |
| Bugbear chief: | 175 |
| Bugbear shaman: | 175 |

Bugbears are giant, hairy cousins of goblins who frequent the same areas as their smaller relatives. Bugbears are large and very muscular, standing 7' tall. Their hides range from light yellow to yellow brown and their thick coarse hair varies in color from brown to brick red. Though vaguely humanoid in appearance, bugbears seem to contain the blood of some large carnivore. Their eyes recall those of some savage bestial animal, being greenish white with red pupils, while their ears are wedge shaped, rising from the top of their heads. A bugbear's mouth is full of long sharp fangs.

Bugbears have a nose much like that of a bear with the same fine sense of smell. It is this feature which earned them their name, despite the fact that they are not actually related to bears in any way. Their tough leathery hide and long sharp nails also look something like those of a bear, but are far more dexterous.
The typical bugbear's sight and hearing are exceptional, and they can move with amazing agility when the need arises. Bugbear eyesight extends somewhat into the infrared, giving them infravision out to 60 feet.
The bugbear language is a foul sounding mixture of gestures, grunts, and snarls which leads many to underestimate the intelligence of these creatures. In addition, most bugbears can speak the language of goblins and hobgoblins.

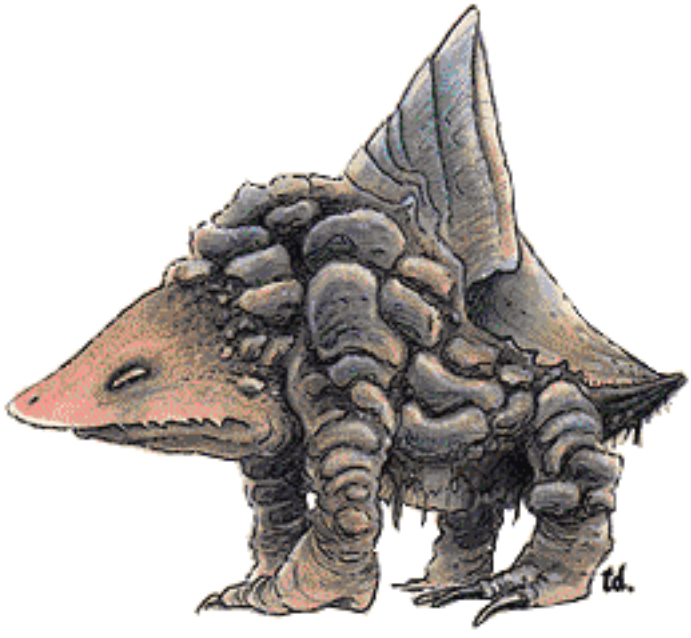
**Combat:** Whenever possible, bugbears prefer to ambush their foes. They impose a -3 on others' surprise rolls.
If a party looks dangerous, bugbear scouts will not hesitate to fetch reinforcements. A bugbear attack will be tactically sound, if not brilliant. They will hurl small weapons, such as maces, hammers, and spears before closing with their foes. If they think they are outnumbered or overmatched, bugbears will retreat, preferring to live to fight another day.

**Habitat/Society:** Bugbears prefer to live in caves and in underground locations. A lair may consist of one large cavern or a group of caverns. They are well-adapted to this life, since they operate equally well in daylight and darkness.
If a lair is uncovered and 12 or more bugbears are encountered they will have a leader. These individuals have between 22 and 25 hit points, an Armor Class of 4, and attack as 4 Hit Die monsters. Their great strength gives them a +3 to all damage inflicted in melee combat.
If 24 or more bugbears are encountered, they will have a chief in addition to their leaders. Chiefs have between 28 and 30 hit points, an Armor Class of 3, and attack as 4 Hit Die monsters. Chiefs are so strong that they gain a +4 bonus to all damage caused in melee. Each chief will also have a sub-chief who is identical to the leaders described above.
In a lair, half of the bugbears will be females and young who will not fight except in a life or death situation. If they are forced into combat, the females attack as hobgoblins and the young as kobolds.
The species survives primarily by hunting. They have no compunctions about eating anything they can kill, including humans, goblins, and any monsters smaller than themselves. They are also fond of wine and strong ale, often drinking to excess.
Bugbears are territorial, and the size of the domains vary with the size of the group and its location. It may be several square miles in the wilderness, or a narrow, more restricted area in an underground region.
Intruders are considered a valuable source of food and treasure, and bugbears rarely negotiate. On occasion, they will parley if they think they can gain something exceptional by it. Bugbears sometimes take prisoners to use as slaves.
Extremely greedy, bugbears love glittery, shiny objects and weapons. They are always on the lookout to increase their hoards of coins, gems, and weapons through plunder and ambush.

**Ecology:** Bugbears have two main goals in life: survival and treasure. They are superb carnivores, winnowing out the weak and careless adventurer, monster and animal. Goblins are always on their toes when bugbears are present, for the weak or stupid quickly end up in the stewpot.

# Bulette

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Any terrain |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivorous |
| **Intelligence:** | Animal (1) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-2 |
| **Armor Class:** | -2/4/6 |
| **Movement:** | 14 (3) |
| **Hit Dice:** | 9 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 4-48/3-18/3-18 |
| **Special Attacks:** | 8' jump |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L 9½' tall, 12' long |
| **Morale:** | Steady (11) |
| **XP Value:** | 4,000 |



Aptly called a landshark, the bulette (pronounced Boo-lay) is a terrifying predator that lives only to eat. The bulette is universally shunned, even by other monsters.
It is rumored that the bulette is a cross between an armadillo and a snapping turtle, but this is only conjecture. The bulette's head and hind portions are blue-brown, and they are covered with plates and scales ranging from gray-blue to blue-green. Nails and teeth are dull ivory. The area around the eyes is brown-black, the eyes are yellowish and the pupils are blue green.

**Combat:** A bulette will attack anything it regards as edible. The only things that it refuses to eat are elves, and it dislikes dwarves. The bulette is always hungry, and is constantly roaming its territory in search of food. When burrowing underground, the landshark relies on vibrations to detect prey. When it

senses something edible (i.e., senses movement), the bulette breaks to the surface crest first and begin its attack. The landshark has a temperament akin to the wolverine -- stupid, mean, and fearless. The size, strength, and numbers of its opponents mean nothing. The bulette always attacks, choosing as its target the easiest or closest prey. When attacking, the bulette employs its large jaw and front feet.
The landshark can jump up to 8 feet with blinding speed, and does this to escape if cornered or injured. While in the air, the bulette strikes with all four feet, causing 3d6 points of damage for each of the rear feat as well. The landshark has two vulnerable areas: the shell under its crest is only AC 6 (but it is only raised during intense combat), and the region of the bulette's eyes is AC 4, but this is a small oval area about 8 inches across.

**Habitat/Society:** Fortunately for the rest of the world, the bulette is a solitary animal, although mated pairs (very rare) will share the same territory. In addition, other predators rarely share a territory with a landshark for fear of being eaten. The bulette has no lair, preferring to wander over its territory, above and below ground, burrowing down beneath the soil to rest. Since their appetites are so voracious, each landshark has a large territory that can range up to 30 square miles.
Bulettes consume their victims, clothing, weapons, and all, and the powerful acids in the stomach quickly digest the armor, weapons, and magical items of their victims. They are not above nibbling on chests or sacks of coins either, the bulette motto being eat first and think later. When everything in the territory is eaten, the bulette will move on in search of a new territory. The sole criteria for a suitable territory is the availability of food, so a bulette will occasionally stake out a new territory near human and halfling territories and terrorize the residents.
Very little is known of the life cycle of the bulette. They presumably hatch from eggs, but no young have ever been found, though small landsharks of 6 Hit Dice have been killed. It may be that the bulette is hatched from very small eggs, with few young surviving to maturity. Still other sages theorize that the bulette bears live young. There is also evidence that the bulette, like carp and sharks, grow larger as they get older, for unusually large landsharks of 11 feet tall and taller have been seen. Certainly no one has ever come upon the carcass of a bulette that died of old age.

**Ecology:** The bulette has a devastating effect on the ecosystem of any area it inhabits. Literally nothing that moves is safe from it -- man, animal, or monster. In the process of hunting and roaming, the landshark will uproot trees of considerable size. In hilly and rocky regions, the underground movements of the bulette can start small landslides. Ogres, trolls, and even some giants all move off in search of greener and safer pastures when a bulette appears. A bulette can turn a peaceful farming community into a wasteland in a few short weeks, for no sane human or demihuman will remain in a region where a bulette has been sighted.
There is only one known benefit to the existence of the bulette: The large plates behind its head make superb shields, and dwarven smiths can fashion them into shields of +1 to +3 in value. Some also claim that the soil through which a bulette has passed becomes imbued with magical, rock-dissolving properties. Many would argue, however, that these benefits are scarcely worth the price.

# Bullywug

| | |
|---|---|
| **Climate/Terrain:** | Tropical, subtropical, and temperate/Swamp |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | J, K, M, Q, (x5); C in lair |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 10-80 |
| **Armor Class:** | 6 (better with armor) |
| **Movement:** | 3 Sw 15 (9 in armor) |
| **Hit Dice:** | 1 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 3 or 1 |
| **Damage/Attack:** | 1-2/1-2/2-5 or by weapon |
| **Special Attacks:** | Hop |
| **Special Defenses:** | Camouflage |
| **Magic Resistance:** | Nil |
| **Size:** | S to M (4'-7') |
| **Morale:** | Average (10) |
| **XP Value:** | 65 |

The bullywugs are a race of bipedal, frog-like amphibians. They inhabit swamps, marshes, meres, or other dank places.

Bullywugs are covered with smooth, mottled olive green hide that is reasonably tough, giving them a natural AC of 6. They can vary in size from smaller than the average human to about seven feet in height. Their faces resemble those of enormous frogs, with wide mouths and large, bulbous eyes; their feet and hands are webbed. Though they wear no clothing, all bullywugs use weapons, armor, and shields if they are available. Bullywugs have their own language and the more intelligent ones can speak a limited form of the common tongue.

**Combat:** Bullywugs always attack in groups, trying to use their numbers to surround their enemies. Whenever they can, bullywugs attack with their hop, which can be up to 30 feet forward and 15 feet upward. When attacking with a hop, bullywugs add a +1 bonus to their attack (not damage) rolls, and double the damage if using an impaling weapon. This skill, combined with their outstanding camouflage abilities, frequently puts the bullywugs in an ideal position for an ambush (-2 penalty to opponent's surprise rolls).

**Habitat/Society:** More intelligent than frogs, all bullywugs live in organized or semi-organized socially fascist groups, cooperating for the purpose of hunting and survival. They live primarily on fish and any other game, preferring a diet of meat. They are adept hunters and fisherman, and skilled in the use and construction of snares and nets.

Bullywug society is a savage one. Males are the dominant sex, and females exist only to lay eggs. Though females and young make up about one-half of any tribe, they count for little in the social order. The only signs of respect that bullywugs ever
bestow are toward their leader and their bizarre frog god. The race is chaotic evil, and totally lacking in any higher emotions or feelings.

The leader of a bullywug community is a large individual with 8 hit points. Communities of 30 or more bullywugs have five subleaders (8 hp each) and a powerful leader (2 HD, 12+ hp, +1 to damage). Communities of 60 or more bullywugs have a chieftain (3 HD, 20+ hp, +2 to damage) and five subchieftains (2 HD, 12+ hp, +1 to damage).

All bullywugs favor dank, dark places to live, since they must keep their skin moist. Most bullywugs live in the open and maintain only loose territorial boundaries. Ordinary bullywugs do not deal with incursions into their territory very efficiently, but they kill and eat interlopers if they can. They hate their large relatives (advanced bullywugs, see below) with a passion, and make war upon them at every opportunity. Bullywugs prize treasure, though it benefits them little. They value coins and jewels, and occasionally a magical item can be found amongst their hoard.

On an individual level, bullywugs lack the greed and powerlust seen in the individuals of other chaotic races, such as orcs. Fighting among members of the same group, for example, is almost nonexistent. Some would say that this is because they lack the intelligence to pick a fight, and not from a lack of spite. The tribes are lead by the dominant male, who kills and eats the previous leader when it is too old to rule. This is one of the few instances when they fight among themselves.

**Ecology:** Bullywugs tend to disrupt ecosystems, rather than fill a niche in them. They do not have the intelligence to harvest their food supplies sensibly and will fish and hunt in an area until its natural resources are depleted, and then move on to a new territory. They hate men, and will attack them on sight, but fortunately prefer to dwell in isolated regions far from human beings.

### Bullywug, Advanced

A small number of bullywugs are larger and more intelligent than the rest of their kind. These bullywugs make their homes in abandoned buildings and caves, and send out regular patrols and hunting parties. These groups tend to be well equipped and organized, and stake out a regular territory, which varies with the size of the group. They are more aggressive than their smaller cousins, and will fight not only other bullywugs but other monsters as well. The intelligent bullywugs also organize regular raids outside their territory for food and booty, and especially prize human flesh. Since they are chaotic evil, all trespassers, including other bullywugs, are considered threats or sources of food.

For every 10 advanced bullywugs in a community, there is a 10% chance of a 2nd-level shaman being

present.

# Carrion Crawler

| | |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivorous |
| **Intelligence:** | Non- (0) |
| **Treasure:** | B |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | 3/7 |
| **Movement:** | 12 |
| **Hit Dice:** | 3+1 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 8 or 1 |
| **Damage/Attack:** | Special or 1-2 |
| **Special Attacks:** | Paralysis |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (9' long) |
| **Morale:** | Special |
| **XP Value:** | 420 |

The carrion crawler is a scavenger of subterranean areas, feeding primarily upon carrion. When such food becomes scarce, however, it will attack and kill living creatures.
The crawler looks like a cross between a giant green cutworm and a cephalopod. Like so many other hybrid monsters, the carrion crawler may well be the result of genetic experimentation by a mad, evil wizard.
The monster's head, which is covered with a tough hide that gives it Armor Class 3, sprouts eight slender, writhing tentacles. The body of the carrion crawler is not well protected and has an armor class of only 7. The monster is accompanied by a rank, fetid odor which often gives warning of its approach.

**Combat:** The carrion crawler can move along walls, ceilings and passages very quickly, using its many

clawed feet for traction.
When attacking, the monster lashes out with its 2' long tentacles, each of which produces a sticky secretion that can paralyze its victims for 2-12 turns. A save versus paralyzation is allowed to escape these effects. They kill paralyzed creatures with their bite which inflicts 1-2 points of damage. The monster will always attack with all of its tentacles.
Carrion crawlers are non-intelligent, and will continue to attack as long as any of their opponents are unparalyzed. Groups of crawlers attacking together will not fight in unison, but will each concentrate on paralyzing as many victims as they can. When seeking out prey, they rely primarily on their keen senses of sight and smell. Clever travelers have been known to fool an approaching carrion crawler with a sight and smell illusion, thus gaining time to make good their escape.

**Habitat/Society:** Carrion crawlers are much-feared denizens of the underground world. They live in lairs, venturing out in search of carrion or food every few days. Some underground inhabitants such as goblins and trolls will make use of carrion crawlers by leaving the bodies of dead foes out in designated areas. This keeps the creatures at a good distance from their own homes and encourages them to "patrol" certain areas. Some orcs have been known to chain live prisoners near the lairs of these fearsome monsters.
Carrion crawlers will sometimes live with a mate or in a small group numbering no more than 6. This does not mean that they cooperate in hunting, but merely share the same space and compete fiercely for the same food. If 2 crawlers have made a kill or discovered carrion, they will often fight over the food, sometimes killing one another in the process.
The carrion crawler mates once a year. Several days after mating, the female will go off in search of a large kill. When she has found or killed an adequate food supply, she lays about 100 eggs among the carrion. The grubs hatch one week later and begin feeding.
Maternal care ceases once the eggs have been laid and it is not uncommon for eggs to later be eaten by the female who laid them. Females die a few weeks after laying their eggs, exhausted by the effort. Males live only a short time longer, having mated with as many females as possible. Grubs have been known to consume one another in feeding frenzies, and are a favorite food of adult carrion crawlers. Few of the grubs reach maturity, but those who do have eaten voraciously and will achieve their full size in a single year. When they reach maturity, the mating cycle begins again.
These monsters exist on the most basic instinctual level, having no more intelligence than earthworms or most insects. The carrion crawler is driven by two urges: food and reproduction. It has absolutely no interest in the collection of treasure.

**Ecology:** The carrion crawler provides the same useful, if disagreeable, function that jackals, vultures, and crows perform. Like so many other predators carrion crawlers instinctively prey on the weak, sick, and foolish. In the long run, this has a beneficial effect on the prey, strengthening its gene pool. The carrion crawler also works wonders in over crowded caverns, quickly eliminating population problems among the weaker monsters. Thus, the life cycle of the crawler is inextricably linked to those of its prey -- when the prey flourishes so does the crawler.

# Cat, Great

| | Cheetah | Jaguar | Leopard | Common Lion | Mountain Lion |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Warm plains and grass-lands | Tropical jungle | Tropical jungle or forest | Warm plains and grass-lands | Any warm or temperate |
| **Frequency:** | Uncommon | Uncommon | Uncommon | Uncommon | Uncommon |
| **Organization:** | Family group | Solitary | Solitary | Pride | Solitary |
| **Activity Cycle:** | Day | Any | Any | Day | Dawn or dusk |
| **Diet:** | Carnivorous | Carnivorous | Carnivorous | Carnivorous | Carnivorous |
| **Intelligence:** | Animal (1) | Semi-(2-4) | Semi- (2- 4) | Semi (2-4) | Semi (2-4) |
| **Treasure:** | Nil | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-4 | 1-2 | 1-2 | 2-12 (2d6) | 1- 2 |
| **Armor Class:** | 5 | 6 | 6 | 5/6 | 6 |
| **Movement:** | 15, sprint 45 | 15 | 15 | 12 | 12 |
| **Hit Dice:** | 3 | 4+1 | 3+2 | 5+2 | 3+1 |
| **THAC0:** | 17 | 17 | 17 | 15 | 17 |

| | | | | | |
|---|---|---|---|---|---|
| **No. of Attacks:** | 3 | 3 | 3 | 3 | 3 |
| **Damage/Attack:** | 1-2/1-2/1-8 | 1-3/1-3/1-8 | 1- 3/1-3/1-6 | 1-4/1-4/1-10 | 1-3/1-3/1-6 |
| **Special Attacks:** | Rear claws 1-2 each | Rear claws 2-5 (1d4+1) each | Rear claws 1-4 each | Rear claws 2-7 (1d6+1) each | Rear claws 1-4 each |
| **Special Defenses:** | Surprised only on a 1 | Surprised only on a 1 | Surprised only on a 1 | Surprised only on a 1 | Surprised only on a 1 |
| **Magic Resistance:** | Nil | Nil | Nil | Nil | Nil |
| **Size:** | M (4'-4½' long) | L (5'-6' long) | M (4'-4½' long) | M (4½'-6½' long) | M (4'-5' long) |
| **Morale:** | Average (8-10) | Average (8-10) | Average (8-10) | Average (8-10) | Average (8-10) |
| **XP Value:** | 175 | 420 | 270 | 650 | 270 |

| | **Spotted Lion** | **Giant Lynx** | **Wild Tiger** | **Smilodon** |
|---|---|---|---|---|
| **Climate/Terrain:** | Warm plains and desert | Subarctic forest | Subarctic to tropical forest | Subarctic to tropical forest |
| **Frequency:** | Rare | Rare | Uncommon | Rare |
| **Organization:** | Pride | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Day | Night | Night | Night |
| **Diet:** | Carnivorous | Carnivorous | Carnivorous | Carnivorous |
| **Intelligence:** | Semi (2-4) | Very (11-12) | Semi (2-4) | Animal (1) |
| **Treasure:** | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 2-8 (2d4) | 1-4 | 1-4 | 1-2 |
| **Armor Class:** | 5/6 | 6 | 6 | 6 |
| **Movement:** | 12 | 12 | 12 | 12 |
| **Hit Dice:** | 6+2 | 2+2 | 5+5 | 7+ 2 |
| **THAC0:** | 15 | 19 | 15 | 11(13) |
| **No. of Attacks:** | 3 | 3 | 3 | 3 |
| **Damage/Attack:** | 1-4/1-4/1-12 | 1- 2/1-2/1-2 | 2-5 (1d4+1)/ 2-5 (1d4+1)/ 1-10 | 2-5 (1d4+1)/ 2-5 (1d4+1)/ 2-12 (2d6) |
| **Special Attacks:** | Rear claws 2-8 (2d4) each | Rear claws 1-3 each | Rear claws 2-8 (2d) | Rear claws 2-8 (2d4) |
| **Special Defenses:** | Surprised only on a 1 | See below | Surprised only on a 1 | Surprised only on a 1 |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |

| | | | | |
|---|---|---|---|---|
| **Size:** | L (4½'-6½' long) | M (4½' long) | L (6'-9' long) | L (8'-12' long) |
| **Morale:** | Average (8-10) | Average (8-10) | Average (8-10) | Steady (8-10) |
| **XP Value:** | 975 | 175 | 650 | 1,400 |

The great cats are among the most efficient of all predators.

## Cheetah

The cheetah is a medium-sized, lightly built cat. Its fur is sand colored and it is covered with dark spots. The cheetah is unique among cats because of its non-retractable claws.

A skilled hunter endowed with natural camouflage, victims of a cheetah attack suffer a -3 on their surprise roll. They are famed for their tremendous bursts of speed, and can run at triple speed (45 feet per round) for three rounds. The cat must rest 3 turns before sprinting again. Cheetahs can spring 10 feet upward or 20 feet forward. If both forepaws hit during an attack the cheetah is able to rake for 1-2 points of damage with each of its rear claws. If defending their young, cheetahs receive a +2 on their attack and damage rolls and will fight to the death.

Cheetahs inhabit warm plains and grasslands, often sharing their range with lions. Their favorite prey are the antelope that inhabit the plains, and they rarely attack men. Cheetahs are territorial, but may live alone, in pairs and in groups. The female raises a litter of 2-4 young alone. The young, who stay with their mother for as long as 2 years, can be completely trained and domesticated.

The fortunes of the cheetah rise and fall with those of its prey; when the population of antelope and other game declines, so does that of the cheetah.

## Jaguar

The jaguar is a powerful cat with a deep chest and muscular limbs. Its color ranges from light yellow to brownish red, and it is covered with dark spots.

The jaguar will attack anything that it perceives as a threat. It relies on stealth to close with its prey, often pouncing from above. The jaguar can leap 30' to attack. If both of its forepaws strike it will rake with its two rear claws for 2-5 (1d4+1) points of damage each.

The jaguar inhabits jungles, spending a great deal of time in tree tops. It climbs, swims, and stalks superbly. Jaguars are solitary and territorial, meeting only to mate. If found in a lair, there is a 75% chance there will be 1-3 cubs. Cubs do not fight effectively.

Their strength and ferocity make jaguars one of the most feared predators of the jungle.

## Leopard

The leopard is a graceful cat with a long body and relatively short legs. Its color varies from buff to tawny, and its spots are rosette shaped.

Leopards prefer to leap on their prey, imposing a -3 on the surprise rolls of their victims. Leopards can spring upward 20 feet or ahead 25 feet. If they strike successfully with both forepaws, they rake with their rear claws for 1-4 points each.

Leopards are solitary, inhabiting warm deserts, forest, plains, and mountains. They hunt both day and night preying on animals up to the size of large antelopes. They swim and climb well, and will often sit in treetops sunning themselves. Leopards will also drag their prey to safety in the treetops to devour in

peace. The female bears 1-3 young, and cares for them for up to two years. If found in the lair, there is a 25% chance that there will be cubs there. The young have no effective attack.
A skilled predator, the leopard is often threatened by human incursions. In areas where it is hunted, it is nocturnal.

### Lion

Among the largest and most powerful of the great cats, lions have yellow or golden brown fur. The males are distinguished by their flowing manes.
Both male and female lions are fierce fighters. Lions hunt in prides, with females doing most of the actual hunting. Since their senses are so keen, lions can only be surprised on a 1. All lions can leap as far as 30 feet. Males have an Armor Class of 5 in their forequarters and 6 in their hindquarters while females are Armor Class 6 in all areas. If a lion hits with both forepaws, it can rake with its rear claws doing 2-7 points damage each.
Lions prefer warmer climates, thriving in deserts, jungles, grasslands, and swamps. They live and hunt in prides, and are extremely territorial. A pride usually consists of 1-3 males and 1-10 females. Lions frequently kill animals the size of zebras or giraffes. Lionesses will cooperate when hunting, driving their prey into an ambush. They have been known to attack domestic livestock, but will almost never attack men. A lair will contain from 1-10 cubs which are 30%-60% grown. Cubs are unable to fight. Lions are poor climbers and dislike swimming.
Lions flourish only when the supply of game is adequate. Their size and strength have made them a favorite target of human hunters.

### Mountain Lion

Not a true lion, this brownish cat is lankier than its large cousins. Except for their size, males and females are difficult to tell apart.
The mountain lion is more cautious and less aggressive than its larger relatives. They can spring upward 15 feet or ahead 20 feet to attack or retreat. If they score hits with both of their forepaws, they will rake with their back ones for 1-4 points of damage each. It will not attack men unless threatened.
Mountain lions range in warm and temperate mountains, forests, swamps, and plains. They are solitary, with males and females each maintaining separate territories. Their favorite prey are deer. The female rears 2-4 cubs alone, which remain with her for 1-2 years.
The mountain lion is flexible and elusive. It is adept at surviving on the fringes of human civilization.

### Spotted Lion

Spotted lions are large, fierce, dappled versions of the lion. They are generally found in the plains of the Pleistocene epoch, and rarely occur elsewhere.

### Giant Lynx

The giant lynx is distinguished by its tufted ears and cheeks, short bobbed tail, and dappled coloring. It has a compact muscular body, with heavy legs and unusually large paws.
The giant lynx is the most intelligent of the great cats and uses its wits in combat. When hiding, a giant lynx will avoid detection 90% of the time. The lynx can leap up to 15 feet and imposes a -6 on the surprise rolls of its prey. It has a 75% chance of detecting traps. If a giant lynx strikes with both forepaws, it attempts a rear claw rake, causing 1-3 points of damage per claw. The giant lynx almost never attacks men.
The giant lynx prefers cold coniferous and scrub forests. They can communicate in their own language

with others of its kind, which greatly increases its chances of survival. The nocturnal lynx stalks or ambushes its prey, catching rodents, young deer, grouse, and other small game. The cubs remain with their mother for 6 months.
The giant lynx has all the advantages of the great cats plus the added bonus of a high intelligence which makes it even more adaptable.

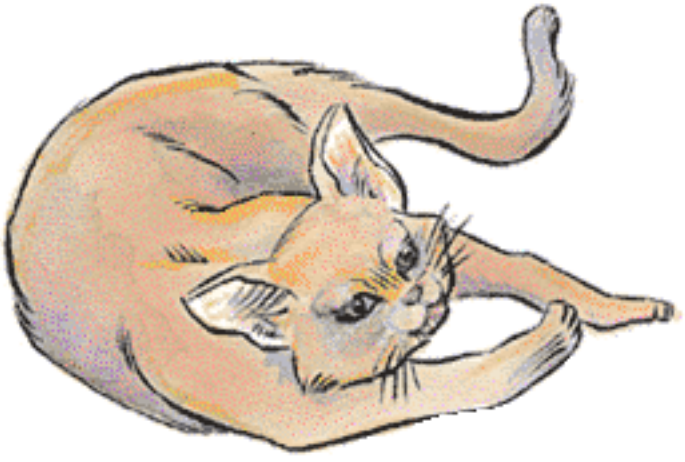
### Tiger

The tiger is the largest and most feared of the great cats. Tigers have reddish-orange fur and dark vertical stripes.
A tiger is a redoubtable foe in battle and is surprised only on a 1. They are experts in stalking and often hunt in pairs or groups. They can leap 10 feet upward, and spring forward 30 feet to 50 feet to attack. If they strike successfully with both forepaws, their rear claws rake for 2-8 (2d4) points of damage per claw.
This species ranges from the subarctic to the tropics, generally inhabiting wooded or covered terrain. Tigers are nocturnal, solitary, graceful climbers and swimmers who are capable of sustained high speed. These animals rarely fight among themselves, but will protect their territories ferociously. They are also the most unpredictable and dangerous of the great cats, not hesitating to attack men. Their favorite prey includes cattle, wild pigs and deer. Females raise their 1-3 cubs alone. The cubs remain with their mother for several years. If encountered in the lair, there is a 25% chance that the cubs will be present.
Feared by men, tigers are hunted aggressively, and are threatened by the destruction of forests. In the untamed wilderness, however, the tiger occupies the top predatory niche.

### Smilodon

Although not truly a member of the cat family, the so-called sabre-toothed tiger is similar to them in many ways. Smilodons are known for their 6 inches long fangs which are capable of inflicting terrible wounds. Their powerful jaws and large teeth give them a +2 on their attack rolls. They are similar to normal tigers but are found only during the Pleistocene epoch.

# Cat, Small



| | Domestic | Wild | Elven |
|---|---|---|---|
| **Climate/Terrain:** | Any inhabited | Any non-arctic | Temperate forest |
| **Frequency:** | Common | Uncommon | Rare |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Animal (1) | Animal (1) | Semi- to low (2-7) |
| **Treasure:** | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 (1-12) | 1 (2-5) | 1 |
| **Armor Class:** | 6 | 5 | 4 |
| **Movement:** | 9 | 18 | 18 |
| **Hit Dice:** | ½ | 1 | 3+6 |

| | | | |
|---|---|---|---|
| **THAC0:** | 20 | 19 | 17 |
| **No. of Attacks:** | 3 | 3 | 3 |
| **Damage/Attack:** | 1-2/1 (claws/bite) | 1-2/1-2/1-2 | 1-2/1-2/1-3 |
| **Special Attacks:** | Rear claw rake, 1-2 | Rear claw rake, 1-2/1-2 | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | 20% |
| **Size:** | T (1' tall) | T (1'-2' tall) | T (1' tall) |
| **Morale:** | Average (8-10) | Average (8-10) | Elite (13-14) |
| **XP Value:** | 7 | 35 | 650 |

Cats of different sizes and colorations are common throughout the world. Some are pets, while many are wild.

**Combat:** Cats are efficient hunters, moving with grace and stealth; opponents suffer a -3 penalty on surprise rolls. A cat's excellent senses and agility allows it to be surprised only on a 1 or 2. Its senses also allow it to hunt efficiently at night.
Cats attack with their claws and teeth; if they hit with front claws, they rake with rear claws. A domestic cat's claws and rake each count as only one attack, rather than one per claw.
Cats have retractable claws which can be extended for climbing or drawn in for speed. They are agile climbers and can scale or move in trees at half normal movement rate. They can leap great distances to avoid obstacles or spring onto prey.

**Habitat/Society:** Cats are common in settled regions. Many cultures keep them as pets, and they can be found in the homes of nobles and peasants alike. Some societies worship cats as divine beings, while other nations fear and hate them as the minions of evil.

**Ecology:** Cats are commonly used to control rodent populations, though some hunters use them to recover downed birds and other small prey.

### Domestic Cat

There are many breeds of domestic cat, all of which share basic characteristics, differing only in outward appearance. An average adult cat weighs eight to ten pounds, though some pampered specimens can weigh as much as 25 pounds.
Cats seldom attack creatures larger than themselves, though they will defend themselves. They often chase and kill mice, birds, rats, and other small creatures. A domestic cat is capable of a burst of speed, boosting its movement rate to 18 for a round and maintaining such speed for 1d10 rounds.
A well-treated cat will live for 15 years or more. The cat's gestation period is about two months, with 1d4+1 kittens in each litter. Kittens are weaned when about eight weeks old. Mother cats will fight to the death to defend kittens.

### Wild Cat

Wild cats are very similar to domestic cats, and some were pets that went feral. Generally, wild cats are tougher, stronger, and more capable hunters than domestic cats.

### Elven Cat

Cats kept by elves have evolved into magical creatures, possibly aided by arcane means. They are very intelligent and have their own language, and many can speak a crude form of the elven tongue. Some live with gnomes, brownies, or woodland creatures, and also speak a basic form of their keepers' language. Most have gray-brown fur with dark stripes.

Elven cats are very stealthy, imposing a -5 penalty to opponents' surprise rolls. They are surprised only on a 1. Elven cats have a 99.9% chance to move silently, and a 90% chance to hide in wilderness areas. They are excellent climbers, can leap 20 feet with ease, and enjoy swimming and playing in water.

Elven cats have magical abilities that they use to avoid enemies. They have limited *ESP* which is used to determine intent. They can use *enlarge* and *trip* once per day, and *reduce* and *tree* twice per day; for magical abilities, elven cats are treated as 9th-level spellcasters. *Enlarge* doubles an elven cat's Hit Dice and damage; *tree* allows it to assume the form of a tree's limb.

# Catoblepas

| | |
|---|---|
| **Climate/Terrain:** | Any swamp |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Semi (2-4) |
| **Treasure:** | (C) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-2 |
| **Armor Class:** | 7 |
| **Movement:** | 6 |
| **Hit Dice:** | 6+2 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6+stun |
| **Special Attacks:** | Gaze causes death |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (6' tall at shoulder) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 975 |

The catoblepas is a bizarre, loathsome creature that inhabits dismal swamps and marshes. Its most terrifying features are its large bloodshot eyes, from which emanate a deadly ray.
The body of the catoblepas is like that of a large, bloated buffalo, and its legs are stumpy, like those of a pygmy elephant or a hippopotamus. Its long, snakey tail is swift and strong, and can move with blinding speed. The head of the catoblepas is perched upon a long, weak neck, and would be much like that of a warthog except that the catoblepas is uglier.

**Combat:** In combat, the catoblepas relies on two forms of attack.
First, it will use its strong, snaky tail to strike and stun its foes. Anyone struck by the tail suffers 1-6 points of damage and has a base 75% chance of being stunned for 1-10 melee rounds. The base chance of

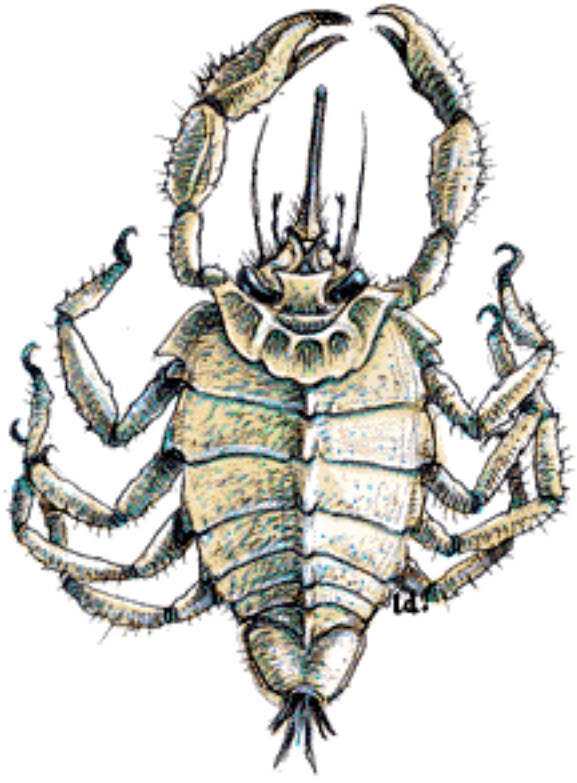
being stunned is lowered by 5% for every level above first, or for each additional Hit Die in the case of monsters and animals.
Despite the danger of a tail strike, the catoblepas' second mode of attack is by far the more fearsome of the two. The gaze of the catoblepas emanates a *deathray*, with a 60 yard range. Any creature meeting its gaze dies without a saving throw. If a party is surprised by a catoblepas, there is a 1 in 6 chance that someone in the group has met the creature's gaze. Those who close their eyes or act with their eyes averted can still be affected by the *deathray*, but a saving throw vs. death magic is allowed.
Since the neck of the creature is very weak, it has only a 25% chance of raising its head and using the *deathray* on subsequent rounds. If the catoblepas and its target are both relatively still, this increases by 15% per melee round. If the catoblepas is forced to follow quick motions it has only a 10% chance of raising its head.
If more than one catoblepas is attacking, the monsters will cooperate with one another, attempting to herd their targets into a crossfire.

**Habitat/Society:** For the most part, the catoblepas is a meandering creature that wanders about its swamp nibbling on marsh grasses and the like. Once a month, usually under the light of the full moon, the catoblepas seeks out meat to round out its diet. It is at this time that the catoblepas is most likely to be encountered by adventurers.
The lair of the catoblepas is usually some sort of sheltered place where the ground is firm. More often than not it is surrounded by a tall stand of reeds or other marsh plants. The creature has little fear of being disturbed in its lair, since it is frequently the most feared carnivore in the swamp.
The catoblepas mates for life and when more than one catoblepas is encountered they will be a mated pair. There is a 10% chance that the couple will have a single offspring with them. An immature catoblepas will have half the Hit Dice of an adult. It takes almost nine years for the offspring to reach youthful maturity and an adult female will bear but one child every 10 or 12 years. Both the male and the female will cooperate in raising the offspring.
When the catoblepas ventures forth to hunt it eats fish, marsh birds, eels, water rats, large amphibians, snakes, and other swamp animals. The catoblepas usually stuns its prey with its tail and then kills it with its gaze.
The catoblepas is an opportunistic predator when it hunts and it is not above eating carrion. Since it is semi-intelligent, it will treat parties of humans with respect, preferring to size them up first. As a rule, it will not attack unless it is hunting or feels that its mate or offspring is threatened. Being long-lived (150 to 200 years or so) and semi-intelligent, the catoblepas is capable of learning from the mistakes of earlier encounters and hunts.
The catoblepas has no special interest in wealth, and the listed treasure type is the result of victorious encounters with intruders. It attaches no value to the coins, gems, and occasional magical items strewn about the lair.

**Ecology:** The catoblepas has no natural enemies, since its gaze provides it with more than adequate protection from even the fiercest of predators.

# Cave Fisher

| | |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Rare |
| **Organization:** | Group |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivorous |
| **Intelligence:** | Semi- (2-4) |
| **Treasure:** | Any |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 4 |
| **Movement:** | 1 |
| **Hit Dice:** | 3 |
| **THAC0:** | 17 or 15 (see below) |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 2-8 (2d4)/2-8 (2d4) |
| **Special Attacks:** | Adhesive trapline |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (7' long) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 175 |



The cave fisher is a large insectoid that has adapted to life below ground. It combines many of the characteristics of a spider and a lobster.
The cave fisher has a hard, chitinous shell of overlapping plates and eight legs. The 6 rear legs are used for movement and traction on stony walls and corridors. Because of these limbs, the fisher has no difficulty in moving up and down vertical walls. The front pair of legs are equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament. The monster can also use its adhesive to anchor itself in place on walls and ledges.

**Combat:** The cave fisher has two ways of hunting. Its preferred method is to string its long filament in

the vicinity of its lair. The filaments are thin and strong, making them exceedingly difficult to detect or cut. There is only a 20% chance of noticing the strand at 10', and no chance at all of seeing them at a greater distance. A *detect snares and pits* spell will reveal a strand. The filament is coated with an adhesive which can only be dissolved by liquids with a high alcohol content (such as the cave fisher's blood). The filaments can only be cut by +1 or better edged weapons.
The fisher's favorite food are small, flying creatures like bats. Ever opportunistic, they are constantly trying to vary their diet by trapping a careless adventurer, foolish goblin, or orc (provided that they think that they can get away with it). If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.
Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in and then shoot it at the prey, striking as a 6 Hit Die monster. It will try to snare its prey in this manner so long as it remains within the fisher's established territory. If the prey is hit by the filament, the monster can pull a weight of up to 400 pounds at a movement rate of 15' per round. In the event that a “tug of war” breaks out, the fisher has a strength of 18/00 with its strand.

**Habitat/Society:** Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of their kind. No more than four cave fishers will be found in one lair. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.
Their territories are very small, and never larger than about 300 feet to either side of the lair. Anything man-sized or smaller is considered fair game by the cave fisher and halflings are thought to be tasty treats. A single cave fisher would never attack a large, well armed party for the sake of a single meal. Still, they are cunning, and a group of the monsters might reel in their filaments and attempt an ambush if they thought they could get away with it. If hunting in one area becomes scarce, the cave fisher will simply find a new area to hunt, where the small game is more plentiful and careless.
Like all predators, the cave fisher is interested in survival. This means a steady supply of food and a mate. Females lay eggs in the vicinity of the lair, which they protect from predators. The young scatter when the eggs hatch, seeking lairs of their own.
Although the cave fisher does not collect treasure, its lair is often strewn with the possessions of its former victims.

**Ecology:** The cave fisher preys primarily on small flying game, and in the subterranean world this frequently means a diet of bats. It is not the top predator in its ecological niche, and has learned caution in dealing with other monsters. The cave fisher is sufficiently intelligent to know the dangers of preying on large, well-organized groups, who might grow tired of its depredations and hunt it to extinction. The monster instinctively picks the easiest route for survival, and relies on stealth and cunning to trap its prey and avoid being eaten itself.
The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope which is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots, greatly increases traction for climbing.

# Centaur

| | |
|---|---|
| **Climate/Terrain:** | Temperate forest |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivorous |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | M, Q (D, I, T) |
| **Alignment:** | Neutral or chaotic good |
| **No. Appearing:** | 1-8 |
| **Armor Class:** | 5 (4) |
| **Movement:** | 18 |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-6/1-6 and weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L(8'-9' tall) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 175 |
| Centaur leader | 270 |
| Centaur priest | 420 |

Centaurs are woodland beings who shun the company of men. They dwell in remote, secluded glades and pastures.
The appearance of a centaur is unmistakable: they have the upper torso, arms, and head of a human being and the lower body of a large, powerful horse.
Centaurs speak their own language and some among them (about 10%) can converse in the tongue of elves.

**Combat:** A band of centaurs is always armed, and the leaders carry shields. Half of the centaurs will be

wielding oaken clubs (the equivalent of morning stars), one quarter will carry composite bows and have 10-30 arrows (either flight or sheaf, depending on the current state of affairs in the area). The remainder of the band will be leaders (AC4; HD5) using medium shields and medium horse lances. Centaurs make 3 attacks each round in melee: once with their weapons and twice with their hooves.

**Habitat/Society:** Centaurs are sociable creatures, taking great pleasure in the society of others of their kind. Their overall organization is tribal, with a tribe divided into family groups living together in harmony. The size of the tribe varies, it range from 3-4 families to upwards of 20 families. Since males have the dangerous roles of hunter and protector, females outnumber males by two to one. The centaur mates for life, and the entire tribe participates in the education of the young.

The lair is located deep within a forest, and consists of a large, hidden glade and pasture with a good supply of running water. Depending upon the climate, the lair may contain huts or lean-tos to shelter the individual families. Centaurs are skilled in horticulture, and have been known to cultivate useful plants in the vicinity of their lair. In dangerous, monster infested areas, centaurs will sometimes plant a thick barrier of tough thorn bushes around their lair and even set traps and snares. In the open area, away from the trees, are hearths for cooking and warmth. If encountered in their lair, there will be 1-6 additional males, females equal to twice the number of males, and 5-30 young. The females (3 Hit Dice) and the young (1-3 Hit Dice) will fight only with their hooves, and only in a life or death situation.

Each tribe will have a priest who is treated as a leader but has the spell abilities of a 3rd level druid. Centaurs survive through a mixture of hunting, foraging, fishing, agriculture and trade. Though they shun dealings with humans, centaurs have been known to trade with elves, especially for food and wine. The elves are paid from the group treasury, which comes from the booty of slain monsters.

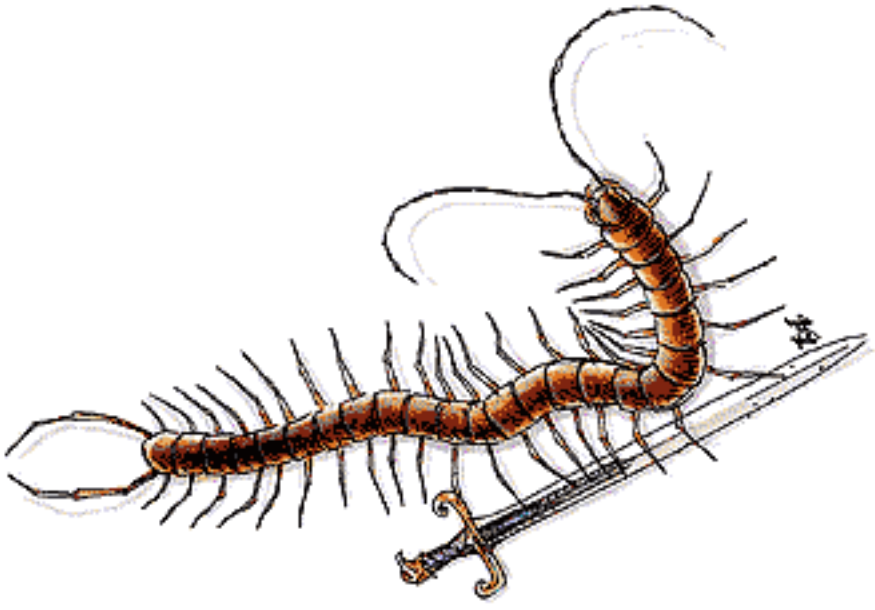
The territory of a centaur tribe varies with its size and the nature of the area it inhabits. Centaurs are also not above sharing a territory with elves. The attitude of a centaur toward a stranger in its territory will vary with the visitor. Humans and dwarves will usually be asked to leave in a polite manner, while halflings or gnomes will be tolerated, and elves will be welcomed. Monsters will be dealt with in a manner according to the threat they represent to the welfare and survival of the tribe. Were a giant or dragon to enter the territory, the centaurs would pull up stakes and relocate, while trolls and orcs and their like will be killed.

Centaurs will take the treasure of their fallen foes, and are fully aware of its value. Most male centaurs have a small coin supply, while the tribe has a treasury which may well include some magical items. Leaders will have twice the normal individual treasure. This treasure is used to buy food for the group, or to ransom (90% likely) captured or threatened members of the tribe.

While basically neutral or chaotic good, centaurs have been known to become rowdy, boorish, and aggressive when under the influence of alcohol. They are also extremely protective of their females and young. Centaurs are basically pastoral, but will react with violence if their lifestyle and survival is threatened.

**Ecology:** The centaur lives in close harmony with nature and spends its lifetime carefully conserving the natural resources around its lair. The race seems to have an innate knowledge of how to achieve this precious balance. If forced to chop down a tree, a centaur will plant another to replace it. Centaurs never over hunt or over fish an area as a human group might do, but choose their game with care, limiting the amount they eat.

# Centipede



| | Giant | Huge | Megalo- | Tunnel |
|---|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any | Subterranean |
| **Frequency:** | Common | Common | Very Rare | Rare |
| **Organization:** | Nil | Nil | Nil | Swarm |
| **Activity Cycle:** | Any | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Non- (0) | Non- (0) | Animal (1) | Non- (0) |
| **Treasure:** | Nil | Nil | Nil | (M, N, Q) |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 2-24 | 5-30 | 1-4 | 1-6 |
| **Armor Class:** | 9 | 9 | 5 | 4 |
| **Movement:** | 15 | 21 | 18 | 6 |
| **Hit Dice:** | 2 hp | 1 hp | 3 | 9+3 |
| **THAC0:** | 20 | 20 | 17 | 11 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | Nil | Nil | 1-3 | 2-8 |
| **Special Attacks:** | Poison | Poison | Poison | Lunging |
| **Special Defenses:** | Nil | Nil | Nil | Nil |

| | | | | |
|---|---|---|---|---|
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | Tiny (1') | Tiny (6") | M (5') | G (25'+) |
| **Morale:** | Unsteady (5-7) | Unsteady (5-7) | Average (8-10) | Steady (12) |
| **XP Value:** | 35 | 35 | 175 | 1,400 |

Giant centipedes are loathsome, crawling arthropods that arouse almost universal disgust from all intelligent creatures (even other monsters). They are endemic to most regions.
One of the things that makes the centipede so repulsive is its resemblance to the worm. Its long body is divided into many segments from which protrude many tiny feet. Hence the name "centipede" (or hundred-footed). The giant centipede is so named because it is over 1-foot long. The body is plated with a chitinous shell and it moves with a slight undulating motion. The creature has the added benefit of protective coloration, and varies in color depending on the terrain it inhabits. Those that favor rocky areas are gray, those that live underground are black, while centipedes of the forest are brown or red.

**Combat:** When hunting, centipedes use their natural coloration to remain unseen until they can drop on their prey from above or crawl out of hiding in pursuit of food. They attack by biting their foes and injecting a paralytic poison. The poison can paralyze a victim for 2d6 hours, but is so weak that victims are permitted a +4 bonus to their saving throw. Due to its small size, the giant centipede is less likely to resist attacks and receives a -1 penalty to all its saving throws. Although a single giant centipede rarely constitutes a serious threat to a man, these creatures frequently travel in groups. When more than one centipede is encountered, the monsters will fight independently, even to the point of fighting among themselves over fallen victims.

**Habitat/Society:** The centipede behaves like most other insects, roving from place to place in search of food; it has no set territory or dwelling. The centipede simply goes where its hunger leads it. It is an aggressive and hungry carnivore that must eat at least once a day to survive. Hungry centipedes often resort to cannibalism.

**Ecology:** Giant centipedes have several natural advantages, including poison and protective coloration, allowing them to compete with other small predators for game. Their poison bestows a certain immunity from being hunted, but hungry and skilled animals such as coyotes and large predatory birds hunt them effectively in lean times.
Their preferred targets are small mammals that are easily overcome by their weak poison. If they are very hungry, however, they have been known to attack anything that moves, including humans.

### Huge Centipedes
These are identical to giant centipedes save that they are only 6 inches long. Their poison is weaker than that of their larger cousins and a failed saving throw will immobilize the victim for only 1d6 hours. Huge centipedes make their own saving throws at -2. Mice and other large insects are the favorite prey of huge centipedes. They in turn are hunted by giant centipedes.

### Megalo-centipede
The megalo-centipede, because of its great size, is no longer classed as an irritant but is a threat to human

and animal alike. Its acidic poison is far more potent than that of its weaker cousins. The victims of a megalo-centipede bite receive no bonuses on their saving throws and failure indicates death. If the target successfully resists the poison, the acid burns the victim's skin, inflicting 2d4 points of damage.
The megalo-centipede is more intelligent than its smaller cousins and it is a far more cunning hunter, although they still do not cooperate with each other. In the wilderness the megalo-centipede prey on animals the size of deer. In the subterranean environment, it attacks man-sized or smaller creatures, including orcs, goblins, or humans. The megalo-centipede receives no penalties to its own saving throws.

### Tunnel Worm

This cousin of the giant centipede feeds upon and lays its eggs in carrion. A tunnel worm attacks by lunging out of its hidden burrow to strike with a +2 bonus to the attack roll. Success indicates the tunnel worm has seized its prey in its mandibles, but no damage is inflicted until the worm chews through the victim's armor. It takes one round for the worm to chew through leather or worse, two rounds for armor tougher than leather but no tougher than chain mail, and three rounds for armor tougher than chain mail. Once the armor is breached, the worm automatically inflicts 2d8 points of damage each round. If the worm suffers 15 or more points of fire damage or loses 60% of its hit points, it drops its victim and retreats to its lair. Tunnel worm lairs often have treasure from earlier victims.

# Chimera

| | Chimera | Gorgimera |
|---|---|---|
| **Climate/Terrain:** | Any temperate to tropical | Any temperate to tropical |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Solitary or pride | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Semi- (2-4) | Semi- (2-4) |
| **Treasure:** | F | F |
| **Alignment:** | Chaotic evil | Neutral |
| **No. Appearing:** | 1-4 | 1 |
| **Armor Class:** | 6/5/2 | 5/2 |
| **Movement:** | 9, Fl 18 (E) | 12, Fl 15 (E) |
| **Hit Dice:** | 9 | 10 |
| **THAC0:** | 11 | 11 |
| **No. of Attacks:** | 6 | 5 |
| **Damage/Attack:** | 1-3/1-3/1-4/1-4/ 2-8 (2d4)/ 3-12 (3d4) | 1-3/1-3/2-8 (2d4) /2-12 (2d6)/ 3-12 (3d4) |
| **Special Attacks:** | Breath weapon | Breath weapons |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (5' tall at the shoulder) | L (5' tall at the shoulder) |
| **Morale:** | Elite (13-14) | Elite (13-14) |

| | | |
|---|---|---|
| **XP Value:** | 5000 | 6000 |

How chimerae were created is a dark mystery better left unexplored. The chimera has the hindquarters of a large, black goat and the forequarters of a huge, tawny lion. Its body has brownish-black wings like those of a dragon.
The monster has three heads, those of a goat, a lion, and a fierce dragon. The goat head is pitch black, with glowing amber eyes and long ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes.
The chimera speaks a limited form of the foul language of red dragons. As a rule, however, it will only pause to communicate with those creatures who are more powerful than itself.

**Combat:** Its many heads and powerful physique make the chimera a deadly foe in combat. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragon heads. If it desires to do so, the dragon head can loose a stream of flame some 5 yards long in lieu of biting. The dragon's fire causes 3-24 (3d8) points damage, although a saving throw vs. breath weapon will cut the damage in half. The chimera will always attempt to breathe if its opponents are in range. If more than 1 chimera is encountered, they will attack in concert.
The armor classes are split as follows: Dragon, AC 2 (flank); Lion, AC 5 (front); Goat, AC 6 (rear).

**Habitat/Society:** The chimera, being a hybrid, combines the preferences of the lion, the goat, and the dragon in its habitat, society and ecology. The dragonish part of its nature gives the chimera a distinct preference for caves as lairs. The dragon and lion parts seem to war with one another, for some chimerae are dragon-like in their preference for solitude, while others live in small prides. Even if they mate, offspring are rare.
The monster is an omnivore. The goat head will browse on the toughest plants and shrubs and will derive nutrition from the most barren vegetation while the lion and dragon heads can only be satisfied with flesh. The chimera hunts once every 3 or 4 days, using its strength and limited intelligence to gain an advantage over those it preys on. Having a voracious appetite, it sometimes roams over territories as large as 20 square miles.
Being chaotic evil in nature, the chimera enjoys preying upon men, elves, dwarves, and halflings. It will even gladly attack other monsters in its search for food. Anyone entering its territory becomes prey, and will be treated accordingly.
The chimera cannot resist attacking groups of travelers or monsters for another reason: its dragon nature craves the treasure that its prey might be carrying. Although it has no earthly use for it, the chimera will gather the coins of its fallen foe into a heap and roost on it like a dragon. Its hoard is nothing like that of a true dragon, however, and consists mainly of copper and silver coins, with perhaps some jewelry and a few magical items.

**Ecology:** The chimera fills the role of both omnivore and a top predator in its ecosystem. It is very adaptable. During times when its prey is scarce or non-existent, the chimera can make do with a vegetarian diet.

**The Gorgimera**
The gorgimera has the hindquarters of a gorgon, forequarters of a lion, and body and wings of a red

dragon. Like the chimera, it has the heads of its three constituent creatures.
The monster can attack with its claws, bite with its lion and dragon heads, and butt with its gorgon head. In place of making its normal attack, the gorgon and dragon heads can employ their breath weapons. While the dragon's attack is similar to that of the chimera, the gorgon's breath causes petrification to any caught in its area of effect. The gorgon head can use its breath weapon twice per day to strike in a cone 3 feet long which is 1 foot wide at its base and 3 feet wide at its mouth. The gorgimera will always use one of its breath weapons if its foes are within 10 feet. A save vs. petrification will allow a victim to avoid the effects of the gorgon's breath.
The gorgon's head can see into both the Astral and Ethereal planes, and its breath weapon extends therein.
Like its relative the chimera, the gorgimera can also speak a limited form of the language of red dragons.

# Cloaker

| | |
|---|---|
| **Climate/Terrain:** | Any subterranean |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore |
| **Intelligence:** | High (13-14) |
| **Treasure:** | C |
| **Alignment:** | Chaotic neutral |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 3 (1) |
| **Movement:** | 1, Fl 15 (D) |
| **Hit Dice:** | 6 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 2+special |
| **Damage/Attack:** | 1-6/1-6/+special |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | L (8' long) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 1,400 |

Cloakers are fiendish horrors, related to trappers, that dwell in dark places far beneath the surface of the earth. They generally seek to kill those who enter their lairs, unless they can think up some other, more amusing way to punish interlopers.

When a cloaker is first seen, it is almost impossible to distinguish this monster from a common black cloak. The monster's back has two rows of black eye spots running down it that look much like buttons, and the two ivory-colored claws on its upper edge can easily be mistaken for bone clasps.

When it unfurls itself and moves to attack, however, its true nature becomes all too obvious. At this point, its white underside is clear and the monster's face is fully visible. This face, with the glow of its two piercing, red eyes and the needle-like fangs that line its mouth, is a truly horrible sight. At this point, the monster also uncurls the whip-like tail at its trailing edge and begins to swish it back and forth in

anticipation.

**Combat:** When a cloaker strikes at its victim, it moves with blinding speed. Without warning, the cloaker flies at its target and, if the attack roll is successful, engulfs its prey within its folds. Any creature that falls victim to this attack is all but helpless and can be bitten easily (no roll required) for 1d4 points of damage plus the victim's unadjusted Armor Class. Thus, an adventurer in chain mail (AC 5) suffers 1d4+5 points of damage each round. Shields offer no protection from such attacks.

While it is devouring its chosen victim, the cloaker uses its two whip-like tail attacks to inflict 1d6 points of damage on those who move in to help rescue the captive. The tail is AC 1 and can be cut off if a total of 16 points of damage are inflicted upon it.

Any attacks made on the cloaker inflict half their damage to the cloaker and the other half to the trapped victim. Area effect spells, such as *fireball*, cause full damage to both the monster and its victim.

The cloaker can also emit a special subsonic moan of increasing intensities. Although this power is blocked by stone or other dense materials, it can be very effective in an open chamber. Cloakers may not moan and bite during the same round. A cloaker may emit one of four types of moan each round.

The first intensity of moaning causes unease and numbs the minds of those within 80 feet of the cloaker. The immediate effect of this moan is to cause a -2 penalty to the victims' attack and damage rolls against the cloaker. Further, any creature that is forced to listen to the moan for six consecutive rounds is temporarily forced into a trance that renders it unable to attack or defend itself as long as the moaning continues.

The second intensity of moaning acts as a *fear* spell. All creatures within 30 feet of the cloaker must roll a successful saving throw vs. spell or flee in terror for two rounds.

The third intensity of moaning causes nausea and weakness and affects all those in a cone 30 feet long and 20 feet wide at its open end. Anyone caught in this area must roll a successful saving throw vs. poison or be overcome by nausea and weakness for 1d4+1 rounds. During this time, those who fail their saving throws are unable to act in any manner.

The fourth and final intensity of moaning acts as a *hold person* spell. This power can be used on only one person at a time, has a range of 30 feet, and lasts for five rounds.

Each of the various effects of the cloaker's moan can be defeated by the use of a *neutralize poison* spell on a victim.

Cloakers also have the power to manipulate shadows. Known as shadow shifting, this power can be used in a number of ways, but in only one particular manner at any given time. The cloaker can employ its shadow shifting ability to obscure its opponents' vision, thus bettering its Armor Class to 1. Or the creature can produce precise images from the shadows that can be used to trick its adversaries. One common means of employing these images is to create a duplicate of the cloaker to draw away enemy attacks. If this method of shadow shifting is employed, it can be treated as a *mirror image* spell that creates 1d4+2 images.

A *light* spell cast directly at a specific cloaker blinds it and prevents it from using its shadow shifting powers.

**Habitat/Society:** The thought processes of cloakers are utterly alien to most other life forms. As such, they can only be communicated with by mages who have devoted long hours to training their minds in the arcane discipline necessary to understand these creatures.

**Ecology:** It is believed that cloakers are asexual, although no definitive proof of this has ever been found.

# Cockatrice

| | Cockatrice | Pyrolisk |
|---|---|---|
| **Climate/Terrain:** | Temperate to trop-ical, any terrain | Temperate to trop-ical, any terrain |
| **Frequency:** | Uncommon | Rare |
| **Organization:** | Flock | Flock |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivorous | Omnivorous |
| **Intelligence:** | Animal (1) | Low (5) |
| **Treasure:** | D | D |
| **Alignment:** | Neutral | Neutral evil |
| **No. Appearing:** | 1-6 | 1-4 |
| **Armor Class:** | 6 | 6 |
| **Movement:** | 6, Fl 18 (C) | 6, Fl 18 (C) |
| **Hit Dice:** | 5 | 6+2 |
| **THAC0:** | 15 | 13 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 1-3 | 1-4 |
| **Special Attacks:** | Petrification | Gaze |
| **Special Defenses:** | Nil | Immune to fire |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | S (3' tall) | S (3' tall) |
| **Morale:** | Steady (11-12) | Steady (11-12) |
| **XP Value:** | 650 | 1400 |

The cockatrice is an eerie, repulsive hybrid of lizard, cock, and bat. It is infamous for its ability to turn flesh to stone.

The cockatrice is about the size of a large goose or turkey, and has the head and body of a cock, with two bat-like wings and the long tail of a lizard tipped with a few feathers. Its feathers are golden brown, its beak yellow, its tail green, and its wings gray. The cockatrice's wattles, comb, and eyes are bright red.

Females, which are much rarer than males, differ only in that they have no wattles or comb.

**Combat:** The cockatrice will fiercely attack anything, human or otherwise, which it deems a threat to itself or its lair. When attacking, the cockatrice will attempt to grapple with its foe, touching exposed flesh and turning it to stone. Flocks of cockatrices will do their utmost to overwhelm and confuse their opponents, and they will sometimes fly directly into their victims' faces.
While the fatal touch of a cockatrice's beak will affect victims clothed in leather or fabric, it will not work through metal armor. The touch will, however, extend into the Ethereal Plane. The cockatrice is somewhat aware of the limits of its powers, and natural selection has taught it to strike only at exposed flesh. If large areas of the opponent's flesh are exposed, it should be assumed that the cockatrice automatically touches flesh. If the target is reasonably well armored, the base chance of a cockatrice striking an area which it can affect is equal to 10% times the adjusted Armor Class of the victim.

**Habitat/Society:** The cockatrice is immune to the petrification powers of others of its kind.
The diet of the cockatrice consists of insects, small lizards and the like. When it hunts these animals, the creature does not employ its power to petrify living things.
It is distinguished from other avians by its unusual habits and nasty temperament. Since females are rare, they are the dominant sex and often have more than one mate. In fact, males fight or strut for the privilege of joining a female's harem. These mated groups usually build their nests in caves. Nest sites are permanent, and the cockatrice constantly seeks to decorate its nesting site by lining it with shining objects like coins and gems. Females lay one or two brownish red, rust speckled eggs per month. There is only a 25% chance that any given egg will hatch. Those that are fertile hatch in 11-19 days. The young reach maturity and full power within six months. Once they achieve adulthood, the hatchlings are driven away from the nesting site by their parents. Larger groups of cockatrices encountered will frequently be young driven from the nest who have temporarily united for survival.

**Ecology:** The cockatrice thrives in the wilderness. Its petrification power makes it immune to most predators and enables it to compete with other birds for food. The feathers of the cockatrice are prized by certain wizards as many magical scrolls must be inscribed with pens made from such quills. Many people also seek unhatched eggs, or even live cockatrices, as unusual pets or guardians.

**Pyrolisk**
Frequently mistaken for its less malignant relative, the pyrolisk is virtually identical to the cockatrice except for the single red feather in its tail and the reddish cast of its wings. Whereas the cockatrice is motivated by instinct alone, the pyrolisk revels in spreading mayhem. Any victims who fail to save vs. death magic when meeting its gaze will instantly burst into flames, dying in agony. If the save is made, they are still burnt for 2-13 (1d12+1) points of damage. Any creature within 30 feet innately or magically immune to fire will not be affected by its gaze, and anyone who makes their saving throw is thereafter immune to the gaze of that particular pyrolisk.
The creature can cause any fire source within 30 yards to explode in fireworks (as a *pyrotechnics* spell) once per round.
The pyrolisk is itself immune to all fire-based spells and attacks.
The pyrolisk's mortal enemy is the phoenix, although any creature which the monster encounters is likely to be attacked.

# Couatl

| | |
|---|---|
| **Climate/Terrain:** | Tropical and subtropical jungles |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivorous |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | B, I |
| **Alignment:** | Lawful good |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 5 |
| **Movement:** | 6, Fl 18 (A) |
| **Hit Dice:** | 9 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 1-3/2-8 (2d4) |
| **Special Attacks:** | Poison, magic use |
| **Special Defenses:** | Etherealness |
| **Magic Resistance:** | Nil |
| **Size:** | L (12' long) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 6000 |

**Psionics Summary:**

| Level | Dis/Sci Dev | Attack/ Defense | Power Score | PSPs |
|---|---|---|---|---|
| 9 | 4/5/18 | Any/All | = Int | 1d100+110 |

**Clarsentience:** aura sight, all-round vision, see sound; **Psychometabolism:** metamorphosis, clemical simulation, ectoplasmic form; Psychoporatation: teleport, time shift; Telepathy: mindlink, ESP, invisibility.

The couatl are feathered serpents of myth and lore. It is believed that they are distant relatives of dragons, although this remains unproven.
So rare as to be considered almost legendary, the couatl is one of the most beautiful creatures in existence. It has the body of a long serpent and feathered wings the color of the rainbow. Since it has the ability to polymorph, the couatl will sometimes appear in the form of other creatures (always of good alignment).
Couatl are able to communicate via telepathy with almost any intelligent creature which they encounter. In addition, they can speak common and most serpent and avian languages.

**Combat:** A couatl will seldom attack without provocation, though it will always attack evildoers caught red-handed. Whenever possible, a couatl will attack from the air.
Since it is highly intelligent, the couatl will frequently use its spells from a distance before closing with its foes. If more than one couatl is involved, they will discuss their strategy before a battle. The couatl will also not hesitate to polymorph into another, more effective form in combat.
The couatl have a variety of abilities which make them more than a match for most other creatures. In addition to being able to polymorph themselves at will, a couatl can use magic. Fully 45% will be 5th level wizards, while 35% can act as 7th level priests. The remaining 20% are able to use both types of abilities.
In addition to their other magical abilities, couatl can render themselves and up to 450 pounds of additional matter ethereal at will. Further, they can *detect good/evil*, *detect magic*, turn *invisible*, and employ *ESP* whenever they desire to do so. The oldest and most powerful of couatl can also use a *plane shift* on themselves and up to 8 others. This ability has a 90% chance of reaching the desired plane.
The couatl uses its poisonous bite and constriction when forced into melee combat. When it bites it does 1-3 points of damage and injects a deadly toxin. If the victim fails a save vs. poison it is killed instantly. If the constriction attack succeeds, the victim takes 2-8 points damage each round until it or the couatl is killed.

**Habitat/Society:** This winged serpent is native to warm, jungle-like regions but can also be found flying through the ether. Their intelligence and goodness have made them objects of reverence by the natives of the regions which they inhabit. Considered to be divine, there are many legends in which the couatl is the benefactor of mankind and the bestower of such precious gifts as agriculture and medicine. There are even shrines in certain areas dedicated to the couatl, and any who attack or harm a couatl are automatically viewed as the blackest of villains.
Although solitary in nature, couatl think of themselves as a single, extended clan. This clan is led by the oldest and wisest of their numbers but assembles only in dire emergencies.
Most couatl dwell alone, making their lairs in caves and abandoned buildings in remote, uninhabited regions. They hunt jungle animals for food once every fortnight or so. Many enjoy traveling, often undertaking long journeys of exploration.
On rare occasions, a pair will mate for life and establish a joint lair. Unlike many other reptiles, the couatl bear live young. Births are rare, averaging only one per couple each century. Both parents participate in the rearing and education of the single offspring, and will fight to the death if their child is threatened. Young couatl reach maturity in thirty or forty years and, though some will elect to remain with their parents for as long as a century, will eventually set off in search of the couatl's never-ending quest for wisdom.
Intellectually curious, all couatl have vast stores of information and enjoy learning more. When one of

them learns some new and fascinating fact he will inevitably set out in search of his brethren to share and discuss it.
Couatl can sometimes be persuaded to help good adventurers or give sound council. If they feel that they are being sought for frivolous reasons, they will simply fly away. They are not greedy and do not seek treasure for its own sake. Aid from a couatl may well take the form of a magical item from its hoard.

**Ecology:** The couatl usually reigns supreme in its jungle, having little to fear from most other monsters.

# Crabman

| | |
|---|---|
| **Climate/Terrain:** | Temperate to tropical sea coasts |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | Nil (In lair: Kx5, Lx5, C) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-12 |
| **Armor Class:** | 4 |
| **Movement:** | 9, Sw 6 |
| **Hit Dice:** | 3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 1-6/1-6 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M-L (7'-10' tall) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 65 |

Crabmen are man-sized intelligent crabs. They walk upright on two pairs of legs. The small pincers tipping the short arms above their legs are used for fine manipulation. The two longer arms end in large claws. Two slender eyestalks bob above the beak-like collection of mandibles which makes up the crabman's mouth. Male crabmen are often brightly colored and females may be reddish-brown, green, or black.

**Combat:** Though generally peaceful, crabmen will fight back with their large claws if attacked, causing 1d6 points of damage per hit. Males of certain subspecies have an enlarged claw on one side which does 1d8 damage. Crabmen have never been known to wield weapons.

If severed, a crabman's limbs and eyestalks will grow back in 1-4 weeks.
At certain times, population pressure and food shortages will cause crabmen to voraciously hunt other creatures. Most such attacks are directed towards other tribes of crabmen or other coastal inhabitants. However, they will occasionally raid coastal towns for food, attacking anything that moves. Such savage frenzies last only a few days, during which the crabman population is generally reduced back to a tolerable level.

**Habitat/Society:** Crabmen live as simple hunter-gatherers, subsisting primarily on carrion and algae. Much of each crabman's day is spent hunting, filtering algae, or scavenging along the shore. Crabman often gather large amounts of sand into their mouths, suck out all the organic material, and spit out fist-sized pellets of sand and dirt. These hardened pellets betray the presence of a nearby crabman lair.
Crabmen generally live in coastal caves. Some tribes dig extensive burrows in seaside cliffs. Within a burrow complex, each crabman has an individual lair, situated near a large, central meeting area.
Males and females are found in approximately equal numbers in a tribe. They mate at irregular times throughout the year. The female produces about 100 eggs within two weeks. They are laid in the ocean, where they hatch into clear, soft-shelled, crablike larvae. In six months they molt, develop a stronger shell, and begin to dwell on land. The eggs and larvae are delicious, and predators greatly reduce their numbers before they reach adulthood. Larvae are almost defenseless, with AC 8, 1 HD, and weak claws which do only 1-2 points of damage per hit.
Crabmen continue to grow and molt throughout their lives, and specimens as tall as 10 feet have been reported. A crabman can live for up to 20 years.
A crabman tribe seldom has commerce with other tribes, and almost never with other intelligent races. They produce few artifacts, primarily seaweed weavings, driftwood carvings, and seashell constructions. Though these are often impermanent, some are quite beautiful. Though details of crabman religion are unknown, most artifacts are believed to be religious in nature, and are jealously guarded.
Each tribe appears to be led by a dominant, elder male or female. These leaders have maximum hit points, but are otherwise unremarkable.
Crabmen speak their own language, which consists mostly of hisses and clicks. The crabmen's xenophobia and the extreme difficulty of their language make it virtually impossible for humans and similar races to learn to speak the crabman tongue. Those few sages who know anything about the language know only a few basic words.
Crabmen are attracted to shiny metal, particularly silver-colored metal, though they seem unable to differentiate between silver, platinum, and steel. Crabman lairs often contain piles of these metals, with many pieces worked into sculptures. If the metal has rusted or tarnished, it is sometimes scraped to reveal the shine again, but often simply thrown into a refuse pile.

**Ecology:** Crabman artifacts can sometimes bring good prices from collectors, though they are often fragile, and readily decompose if made of plants.
Crabmen are rumored to be very tasty, especially their legs and claws. Primitive coastal inhabitants, particularly sahuagin, consider them a delicacy and often raid crabman villages. Their shells dry out and become brittle soon after they are removed or molted, so they cannot be used as armor. The claws can be used as passable clubs.

# Crawling Claw

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Rare |
| **Organization:** | Swarm |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Non- (0) |
| **Treasure:** | Any |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-20 |
| **Armor Class:** | 7 |
| **Movement:** | 9 |
| **Hit Dice:** | 2-4 hit points |
| **THAC0:** | 20 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-4 (armored foes)<br>1-6 (unarmored foes) |
| **Special Attacks:** | Nil |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | T (human hand) |
| **Morale:** | Fearless (19-20) |
| **XP Value:** | 35 |

The much feared crawling claw is frequently employed as a guardian by those mages and priests who have learned the secret of its creation.
No single description of a crawling claw is possible as they are not uniform in appearance. Since claws are the animated remains of hands or paws of living creatures, they are apt to be found in a wide variety of shapes and sizes.

**Combat:** When a claw detects a potential victim, it leaps to the attack. Although it may not appear to be

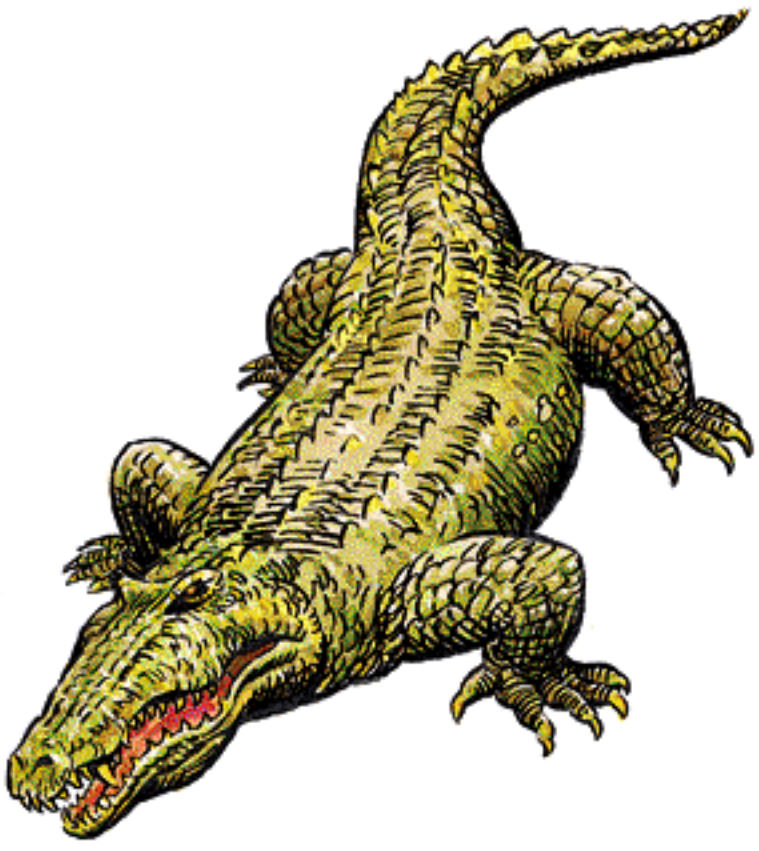
capable of such a feat, its great strength enables it to do so. The maximum distance a claw can leap is 15 feet.
Once a claw lands on its victim, it attacks in one of two ways. If the victim is wearing metal armor, the claw delivers a powerful blow that inflicts 1d4 points of damage. Against those who are not armored (or only wearing leather) the claw can employ its great strength in a crushing grip. This manner of attack causes 1d6 points of damage.
In some cases, a claw may be instructed to attempt to strangle or gouge out the eyes of a victim. In any such case, the DM should consider all aspects of the situation and determine how much, if any, damage is done.
Claws are immune to any form of death magic or *raise dead* spells, although a *resurrection* spell renders them immobile for a number of turns equal to the level of the caster. Claws have the same resistance to *charm*, *sleep*, and *hold* spells that undead do, but claws are not subject to turning, *control undead* spells, or damage by holy water. Cold-based spells make claws brittle so that all rolls to damage them are increased by 1 point per die.
Edged weapons inflict only half damage on a claw; all magical weapons cause damage as if they were not enchanted in any way (although to hit bonuses still apply).

**Society/Habitat:** Crawling claws are nothing more than the animated hands and paws of once-living creatures. As such, they have no culture or society to speak of. Despite this, crawling claws do have a limited ability to communicate with each other. This takes the form of a basic telepathic link between all the claws of a single "batch." Whenever one claw finds a victim, all of the others in the area who were made at the same time move in to help it.
In addition, claws that have been instructed to do so can act in concert with each other to move large objects. The DM should use five pounds per claw as a reasonable limit to the weight that can be moved.

**Ecology:** Crawling claws can be created by any mage or priest who has knowledge of the techniques required to do so. To begin with, the creator must assemble the severed limbs that are to animated. The maximum number of claws that can be created at any one time is equal to the level of the person enchanting them. The hands (or paws) can be either fresh, skeletal, or at any stage of decomposition in between.
Claws can be controlled in one of two ways: directly or via programming. The manner of a claw's control must be specified when it is created and cannot be changed thereafter. All of the claws in a particular batch must be controlled in the same manner.
Programmed claws are given a single, brief instruction that they attempt to carry out to the best of their ability. The maximum length of the programming, in words, is 15 plus the level of the creator. This programming sets the conditions under which the claw attack. A sample command might be: Kill anyone except me who opens this chest.
Directly controlled claws are manipulated by the thoughts of their creator. The mental effort of controlling claws is quite tiring and cannot be maintained for more than three consecutive rounds without a one-round rest. Further, the range of such control is limited to 10 feet plus 5 feet per level of the creator. A person controlling claws cannot undertake spellcasting or any other activity. Injury to a controller does not break his control unless unconsciousness results. If direct control is broken for some reason, the claws continue to follow the last orders they were given.

# Crocodile

| | Crocodile | Giant Crocodile |
|---|---|---|
| **Climate/Terrain:** | Subtropical and tropical/ Saltwater swamps and rivers | |
| **Frequency:** | Common | Very rare to common |
| **Organization:** | Nil | Nil |
| **Activity Cycle:** | Day | Day |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Animal (1) | Animal (1) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 3-24 | 1 to 2-12 |
| **Armor Class:** | 5 | 4 |
| **Movement:** | 6, Sw 12 | 6, Sw 12 |
| **Hit Dice:** | 3 | 7 |
| **THAC0:** | 17 | 13 |
| **No. of Attacks:** | 2 | 2 |
| **Damage/Attack:** | 2-8/1-12 | 3-18/2-20 |
| **Special Attacks:** | Surprise | Surprise |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (8'-15' long) | H (21'-30' long) |
| **Morale:** | Average (9) | Steady (11) |
| **XP Value:** | 65 | 1,400 |



The crocodile is a large, dangerous predatory reptile native to tropical and subtropical climes. It spends most of its time submerged in swamps, rivers, or other large bodies of water.

The crocodile is one of the most feared and ugliest predators of the tropics. It has a long, squat body, ranging in size from a scant foot to well over ten feet long. Most mature specimens range from eight to 15 feet long, and some even larger. Many sages argue that crocodiles never stop growing. The crocodile

has a long jaw filled with sharp, conical teeth. The powerful maw is superbly adapted for dragging prey beneath the water and dismembering it. Its four short legs are very powerful, and can propel the crocodile rapidly through the water and over the land. Its long tail is also very strong and is sometimes used on land to unbalance its foes.
The crocodile is covered with a tough horny hide, which blends in very well with the surrounding water. Its eyes and nose are placed so that when the crocodile floats, only they remain above water, enabling the beast to spot and ambush prey. The crocodile is adept at floating through the water and remaining quite still, presenting the illusion that it is nothing more than a floating log.

**Combat:** Ever voracious, hungry crocodiles will attack anything that looks edible, including men. They prefer to lie in wait for their prey (-2 penalty to opponent's surprise roll), and are exceedingly sensitive to movements in the water. They have been known to swiftly and silently swim up to the shore and seize a man, dragging him below the surface of the water. They prefer to attack with their powerful jaws, causing 2d4 points of damage, and lash with their tails for 1d12 points of damage. Crocodiles will fight among themselves for any prey they seize in their jaws, sometimes tearing their victim to pieces. The only thing that can slow a crocodile is cold. They become slow and sluggish (reduced to 50% of their normal movement) when the temperature falls below 40 F.

**Habitat/Society:** Crocodiles sometimes congregate in large numbers, but they are not by nature sociable, nor do they cooperate in hunting. They have well-concealed lairs and will often drag their prey to their lairs before eating it. When a tasty morsel comes its way, a group of crocodiles will go into a feeding frenzy, each attempting to get a part of the feast. They hunt almost daily, primarily in the water, rarely on land. Their tastes are broad: fish, men, small mammals, aquatic birds, and even a careless lion has occasionally been known to fall into their grasp. Hungry crocodiles will sometimes upend boats to see what falls out.
Crocodiles mate once a year, and the female lays a clutch of about 60 eggs, carefully burying them in the sand. Unlike many other reptiles, the female carefully guards her eggs, protecting them from other predators. When the time comes for the eggs to hatch, the mother assists by digging the eggs out of the sand. The newly hatched young are thrown entirely on their own resources to survive. Very few of the young survive to maturity.
Swamps and rivers are not the only abode of the crocodile. In recent years there have been dreadful rumors that some of these reptiles have made their homes in the sewers of cities in tropical regions, living on waste and carrion.

**Ecology:** The crocodile is a formidable predator and has little competition for food from other water creatures. One of the few monsters that can compete with it is the dragonturtle. Even on the riverbanks it has little to fear from rival predators; most would prefer not to tangle with a crocodile. The only predator that the crocodile need fear is man, who hunts it for its tough hide, which can be transformed into a beautiful, gleaming leather. Crocodiles are also hunted to eliminate the danger that they represent to riverside communities.

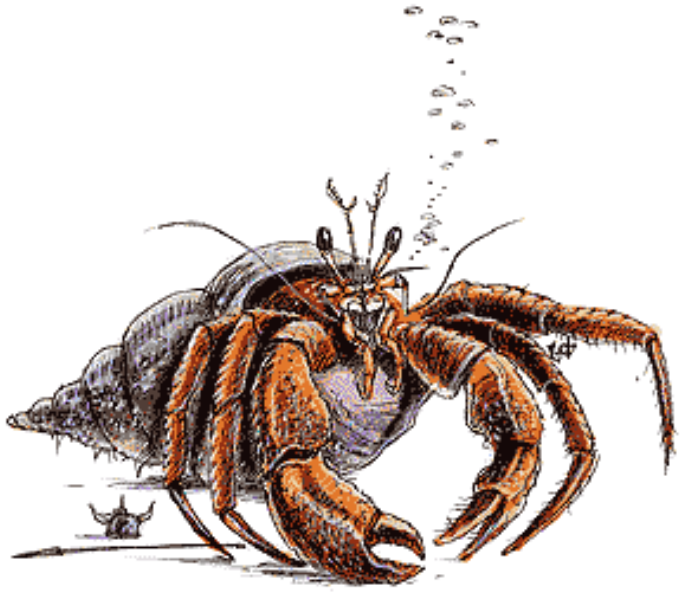
### Giant Crocodile

These creatures are far rarer than their smaller cousins. They attain sizes from 21 to 30 feet long, and they also continue to grow until death. Giant crocodiles typically inhabit salt water or prehistoric settings, where they have been know to prey upon sharks, small whales, and small seagoing crafts, such as fishing boats. When attacking a small boat, their favorite technique is to ram it, attempting to capsize and smash

it open with their huge jaws. They have been known to gorge upon the catch within the fishing boats, and then to swim away, leaving the fishermen unharmed.

# Crustacean, Giant

| | Giant Crab | Giant Crayfish |
|---|---|---|
| **Climate/Terrain:** | Any seashore | Temperate/Freshwater rivers |
| **Frequency:** | Rare | Uncommon |
| **Organization:** | Nil | Nil |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Non- (0) | Non- (0) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 2-12 | 1-4 |
| **Armor Class:** | 3 | 4 |
| **Movement:** | 9 | 6, Sw 12 |
| **Hit Dice:** | 3 | 4+4 |
| **THAC0:** | 17 | 15 |
| **No. of Attacks:** | 2 | 2 |
| **Damage/Attack:** | 2-8/2-8 | 2-12/2-12 |
| **Special Attacks:** | Nil | Nil |
| **Special Defenses:** | Surprise | Surprise |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (8'-15') | L (8'+ long) |
| **Morale:** | Elite (13) | Elite (13) |
| **XP Value:** | 65 | 175 |



Giant crustaceans are peculiar mutations of crabs and freshwater crayfish. The first inhabits saltwater regions, while the latter is found only in fresh water.

### Giant Crabs

Giant crabs look just like regular crabs except for their enormous size. They come in a variety of colors, such as reds, browns, and grays. They have eyes set on stalks, which enable them to see around corners and onto ledges. Their bodies are covered by a large, chitinous shell. Crabs are distinguished by their scuttling, sideways mode of locomotion.

**Combat:** Always hungry, crabs prefer to sneak up upon their prey (-3 penalty to opponent's surprise roll) and catch it in their pincers, dismembering and eating it. A successful attack by the pincers causes 2d4 points of damage. Once they have caught something edible, they stop to eat it, unless they are attacked. If a crab finds its meal in question, it

attempts to scuttle off with the prize, perhaps to its den.

**Habitat/Society:** The giant crab lives on the shoreline, searching beaches for food and venturing into the water in search of fish and other aquatic life. It is well adapted to this sort of life, since it is able to breathe both air and water. Giant crabs frequently feed on large dead fish and other carrion washed up on the shore. They operate equally well on land and in the water. Giant crabs sometimes burrow into the sand during the day, emerging only at dusk and dawn to feed. At these times the beach is alive not only with the giant crabs, but with their tiny cousins as well. The giants may also hunt during the day and night.
The crab exists only on the most basic instinctive level, and is interested solely in survival. Crabs mate in the autumn and males attempt to mate with as many females as they can. Females bury their eggs in the sand. The eggs hatch the following spring; few hatchlings survive to reach maturity. Nature has forced the giant crabs to become flexible eaters, always willing to try new food sources.

**Ecology:** The giant crab performs a useful ecological function in keeping the seashores free of large carrion that would otherwise rot. On the shore, it is hunted by the ultimate predators -- humans and demihumans -- for its superb meat and hard chitinous shell, which is prized by some for making armor and shields.

### Giant Crayfish

The crayfish is essentially a freshwater lobster. It has a similar multi-plated shell, numerous legs, eyes set on stalks, and two wicked pincers. The giant crayfish is muddy brown or sand colored, depending upon the color of the river bottom it inhabits. Some say that the giant crayfish, like the lobster, keeps growing as it gets older; certain sages even argue that the giant crayfish is really the same species as the ordinary crayfish, merely an extremely old specimen.

**Combat:** Like the crab, the crayfish prefers to ambush its prey (-2 penalty to opponent's surprise roll). It sits quietly on the river bottom, waiting, and then rushes forth to seize its food in its pincers. The giant crayfish does not normally represent a danger to adventurers, since it inhabits only deep rivers and spends all of its time on the river bottom. It would therefore only attack adventurers who were swimming along the river bottom, and then only if they came within its range. An attack by a giant crayfish's pincers inflicts 2d6 points of damage. The crayfish prefers to drag its catch back to its watery lair and eat in peace. Its shell is very tough, giving the creature AC 4.

**Habitat/Society:** The giant crayfish inhabits only wide and deep rivers, and feeds almost exclusively upon bottom-dwelling fish. Due to its great size, it can easily prey on such fish as sturgeon, carp, and large eels. It is voracious and spends most of its time hunting. On the whole it rarely crosses paths with adventurers, but it does compete with river fishermen.

**Ecology:** The giant crayfish is considered a delicacy by other creatures, which perhaps accounts for its rarity. Nixies especially prize the meat of the giant crayfish. Dragon turtles, giant snapping turtles, merrows, giant otters, gar, giant pike, and storm giants are just some of the monsters that hunt the giant crayfish. It is very far from being the top predator in its food chain, and must fight for its survival.

# Crypt Thing

| | |
|---|---|
| **Climate/Terrain:** | Any/Tomb or grave area |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Nil |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Z |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 3 |
| **Movement:** | 12 |
| **Hit Dice:** | 6 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 |
| **Special Attacks:** | Teleport |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | 975 |

Crypt things are strange undead creatures that sometimes guard tombs, graves, and corpses. There are two types of crypt things -- ancestral and summoned. The former type are "natural" creatures, while the others are called into existence by a wizard or priest of at least 14th level.
A crypt thing looks like nothing more than an animated skeleton, save that it is always clothed in a flowing robe of brown or black. Each eye socket is lit by a fierce, red pinpoint of light that is almost hypnotic in its intensity.

**Combat:** A crypt thing exists only to protect the bodies of those who have been laid to rest in its lair. It acts only to defend its crypt. Should grave robbers or vandals seek to enter and profane the sanctity of its tomb, the crypt thing becomes instantly animated.

A crypt thing's first line of defense is a powerful variety of teleportation, which it can cast once on any given group of adventurers. Each of those attacked with this spell must roll a successful saving throw vs. spell or be instantly transported away from the crypt. DMs should use the following table as a guideline, rolling 1d100 for each person who fails the saving throw, but they are free to use their own judgment as well:

| | |
|---|---|
| 01-20 | 1d10 x 100' north |
| 21-40 | 1d10 x 100' east |
| 41-60 | 1d10 x 100' west |
| 61-80 | 1d10 x 100' south |
| 81-90 | 1 dungeon level up |
| 91-00 | 1 dungeon level down |

Those teleported by the crypt thing cannot materialize inside solid matter, but they do not necessarily arrive at floor level. Particularly clever crypt things have been known to transport victims several hundred feet into the air or atop a vast chasm, leaving them to fall to their deaths.
Once it has employed this power, a crypt thing attacks by clawing with its skeletal hands for 1d8 points of damage.
A crypt thing can be hit only by magical weapons.
Like all undead, crypt things are immune to certain spells. It is impossible to employ a *charm*, *hold*, or *sleep* spell against a crypt thing with any chance of success. Crypt things are harmed by holy water or holy symbols, as are many undead creatures. The magic that roots them to their lairs is so powerful, in fact, that it also eliminates any chance for priests or paladins to turn them.

**Habitat/Society:** Crypt things are not a natural part of our world; they have no organized society or culture. They are found wherever tombs and crypts are located.
The most common crypt thing is the summoned variety. By use of a 7th-level spell (see below), any caster capable of employing necromantic spells can create a crypt thing.
Ancestral crypt things are the raised spirits of the dead that have returned to guard the tombs of their descendants. This happens only in rare cases (determined by the DM).

**Ecology:** The crypt thing is not a being of this world and, thus, has no proper ecological niche. It is rumored that the powdered marrow from a crypt thing's bones can be used to create a *potion of undead control*. In addition, anyone who employs the bones of a crypt thing to manufacture a set of *pipes of haunting* is 80% likely to create a magical item that imposes a -2 penalty to its victims' saving throws and has double normal effectiveness if the saving throws fail.

## Create Crypt Thing

**7th-level Wizard or Priest spell (necromantic)**
**(Reversible)**

| | |
|---|---|
| Range: Touch | Casting Time: 1 round |
| Components: V,S | Area of Effect: 1 corpse |
| Duration: Permanent | Saving Throw: None |

This spell enables the caster to cause a single dead body to animate and assume the status of a crypt thing. This spell can be cast only in the tomb or grave area the crypt thing is to protect; the spell requires that the caster touch the skull of the subject body. Once animated, the crypt thing remains until destroyed. Only one crypt thing may guard a given tomb.

A successful *dispel magic* spell returns the crypt thing to its original unanimated state. Attempts to restore the crypt thing before this is done fail for any magic short of a *wish*.

The reverse of this spell, *destroy crypt thing*, utterly annihilates any one such being as soon as it is touched by the caster. The target is allowed a saving throw vs. death magic to avoid destruction.

# Death Knight

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Nil |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Nil |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 |
| **Movement:** | 12 |
| **Hit Dice:** | 9 (10-sided dice) |
| **THAC0:** | 11 |
| **No. of Attacks:** | 1 with +3 bonus |
| **Damage/Attack:** | By weapon |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 75% (see below) |
| **Size:** | M (6'-7' tall) |
| **Morale:** | Fanatic (17) |
| **XP Value:** | 6,000 |

A death knight is the horrifying corruption of a paladin or lawful good warrior cursed by the gods to its terrible form as punishment for betraying the code of honor it held in life.
A death knight resembles a hulking knight, typically taller than 6 feet and weighing more than 300 pounds. Its face is a blackened skull covered with shards of shriveled, rotting flesh. It has two tiny, glowing orange-red pinpoints for eyes. Its armor is scorched black as if it had been in a fire. The demeanor of a death knight is so terrifying that even kender have been known to become frightened.
A death knight's deep, chilling voice seems to echo from the depths of a bottomless cavern. A death knight converses in the language it spoke in its former life, as well as up to six additional languages.

**Combat:** A death knight retains the fighting skills it had in its former life. Since it has little regard for its

own safety and an intense hatred of most living creatures, it is an extremely dangerous opponent. Still, a death knight retains a semblance of the pride it held as a good warrior and fights honorably: It never ambushes opponents from behind, nor does it attack before an opponent has an opportunity to ready his weapon. Surrender is unknown to a death knight, and it will parley only if it senses its opponent has crucial information (such as the fate of a former family member).
A death knight has a strength of 18(00). It usually attacks with a sword; 80% of the time, this is a magical sword. When a magical sword is indicated, roll 1d6 and consult the following table:

| Roll | Death Knight's Sword |
|---|---|
| 1 | *Long sword +2* |
| 2 | *Two-handed sword +3* |
| 3 | *Two-handed sword +4* |
| 4 | *Short sword of quickness* |
| 5 | *Short sword of dancing* |
| 6 | *Short sword of life stealing* |

A death knight wears the same armor it wore in its previous life, but regardless of the quality of the armor, it always has an AC of 0. Hit points for a death knight are determined by rolling 10-sided dice.
A death knight's magical abilities make it especially dangerous. It constantly generates *fear* in a 5-foot radius, and it can cast *detect magic*, *detect invisibility*, and *wall of ice* at will. Twice per day, it can cast *dispel magic*. Once per day, it can use either *power word, blind*, *power word, kill*, or *power word, stun*. It can also cast *symbol of fear* or *symbol of pain* once per day, as well as a 20-dice *fireball* once per day. All of its magical spells function at the 20th level of ability.
A death knight cannot be turned, but it can be dispelled by *holy word* spell. It has the power over undead of a 6th-level evil priest. Its magic resistance is 75%, and if an 11 or lower is rolled on the percentile roll, the spell is reflected back at the caster (the magic resistance is rerolled each time a spell is cast at a death knight).

**Habitat/Society:** Death knights are former good warriors who were judged by the gods to be guilty of unforgivable crimes, such as murder or treason. (For instance, Krynn's Lord Soth, the most famous of all death knights, murdered his wife so that he could continue an affair with an elfmaid.) Death knights are cursed to remain in their former domains, usually castles or other strongholds. They are further condemned to remember their crime in song on any night when the moon is full; few sounds are as terrifying as a death knight's chilling melody echoing through the moonlit countryside. Death knights are likely to attack any creature that interrupts their songs or trespasses in their domains.

**Ecology:** Death knights have no physiological functions. They are sometimes accompanied by skeleton warriors, liches, and other undead who serve as their aides.

# Deepspawn

| | |
|---|---|
| **Climate/Terrain:** | Any/any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivorous |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | K, L, M, Qx2, Vx2, X |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 6 |
| **Movement:** | 6, Sw 8 |
| **Hit Dice:** | 14 |
| **THAC0:** | 7 |
| **No. of Attacks:** | 6 |
| **Damage/Attack:** | 3-12 x3 (bites)/2-5 (slap) x3<br>or by weapon type x3 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 77% |
| **Size:** | H (14' diam., tentacles to 20' long) |
| **Morale:** | Elite (15-16) |
| **XP Value:** | 12,000 |

Deepspawn are infamous horrors who give birth to many other varieties of monsters; a single Deepspawn can make a vast area dangerous, even for alert, well-armed adventurers.
Deepspawn look like large, rubbery spheres of mottled grey and brown. Six arms project from their bodies; three are tentacle-arms, and three are jaw-arms, ending in mouths of many teeth. A Deepspawn also has over 40 long, retractable, flexible eye stalks it extends only three or four at a time, well away from harm.

**Combat:** When found, Deepspawn are usually half buried in a pile of slippery, shifting coins and other

treasure. This may conceal their arms, so that tentacles and mouths erupting from the treasure may at first seem to be the attacks of separate monsters. The treasure may hamper opponents and even shield the Deepspawn from some damage (as determined by the DM).
A Deepspawn attacks by casting *hold* spells at intruders, casting spells once every three rounds. Victims under a *hold* spell are gripped by tentacle-arms and constricted, as other tentacles fight off other intruders by wielding weapons -- including any magical items usable by fighters. Deepspawn love to engage prey with weapons, and then bite them from behind with a jaw-arm.
A tentacle-arm can slap for ld4+1 points of damage, grasp items or beings and move them about (with 17 Strength), wield delicate keys or weapons, or constrict victims.
Constriction requires a successful attack roll (automatic if the victim is under a *hold* spell), and does 1d4 points of damage, plus 1d4+1 points per round thereafter. ln any round in which a being gets free, it takes only 1 point of constriction damage. Constricted victims can be swung about as bludgeons -- doing 1d2 damage to any others struck, ruining spellcasting, and forcing saving throws on fragile items. This action causes the constricted victim no extra damage unless driven onto points or blades (determine damage on a case-by-case basis).
Victims may only escape constriction by severing the tentacle-arm or tearing free. Tentacle-arms release their victims if severed. Each arm has 2 HD; severing occurs if damage equal to half a tentacle-arm's hit points is dealt in a concentrated area by edged or pointed weapons. To tear free, roll a d20 for both the victim and the Deepspawn on each round of constriction, adding their respective strengths (17 for the Deepspawn). If the victim has the higher total, it wins its freedom.
Deepspawn can also cast *ESP* and *water breathing* at will, and may employ a *heal* spell (self only), once a day. If a Deepspawn's life is threatened, it hurls caches of seized weapons as missiles, unleashes any magical items it has, and tries to escape by a planned route. Deepspawn seem immune to all known venoms, and regenerate lost arms and stalks, though slowly, healing 2 hp per day.
**Habitat/Society:** Deepspawn prefer to let their offspring fight for them. Their lairs are in caverns, dungeons, or ruins and are amply protected by traps and guardian monsters (their "spawn"). If these defenses are penetrated, the Deepspawn will usually be found in a readily-defended room or den, and it will always have at least one or more escape routes.
Deepspawn are native to the Deeps, and have successfully resisted attempts by dwarves, drow, duergar, cloakers, illithids, and aboleth to exterminate them. Deepspawn seldom make their lairs within 30 miles of each other, but individuals may be much closer together underground, on different levels.

**Ecology:** Deepspawn will eat anything organic, but prefer fresh meat. By some unexplained, natural means, Deepspawn can "grow" and give birth to any creature native to the Prime Material plane it has ever devoured (but not undead or other dual dimensional creatures). The "spawn" have the natural attacks, magical abilities, alignment, and intelligence of their creators. Class abilities and other learned skills are not passed on to them. A spawn "grows" in 1d4 days (varying with size and complexity) in a Deepspawn, which must ingest meat, vegetable matter, and water or blood to fuel the "birth". The Deepspawn then opens and ejects a fully active spawn. Spawn are never hostile towards their parent, and cannot be made to attack them even by magical means. Spawn can attack or defend themselves within one round of emerging. At the DM's option, they may use certain powers or abilities clumsily for a few rounds.

# Dinosaur

| | Ankylo-saurus | Deino-nychus | Diplo-docus | Elasmo-saurus | Lambeo-saurus |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land | Any swamp | Any ocean | Any land |
| **Frequency:** | Uncommon | Rare | Common | Uncommon | Common |
| **Organization:** | Solitary | Pack | Family | Solitary | Herd |
| **Diet:** | Herbivore | Carnivore | Herbivore | Carnivore | Herbivore |
| **No. Appearing:** | 2-5 | 1-6 | 1-6 | 1-2 | 2-16 |
| **Armor Class:** | 0 | 4 | 6 | 7 | 6 |
| **Movement:** | 6 | 21 | 6 | 3, Sw 15 | 12 |
| **Hit Dice:** | 9 | 4+1 | 24 | 15 | 12 |
| **THAC0:** | 11 | 17 | 5 | 5 | 9 |
| **No. of Attacks:** | 1 | 3 | 1 | 1 | 1 |
| **Damage/Attack:** | 3-18 | 1-3/1-3/ 2-8 | 3-18 | 4-24 | 2-12 |
| **Special Attacks:** | Nil | Jump, rake | See below | Nil | Nil |

| | | | | | |
|---|---|---|---|---|---|
| **Size:** | H (15' long) | L (12' long) | G (80' long) | G (50' long) | H (20' long) |
| **Morale:** | Elite (13) | Steady (11) | Steady (12) | Steady (12) | Steady (11) |
| **XP Value:** | 1,400 | 270 | 16,000 | 6,000 | 2,000 |

| | **Pteran-odon** | **Stego-saurus** | **Tricer-atops** | **Tyranno-saurus** |
|---|---|---|---|---|
| **Climate/Terrain:** | Any | Any land | Any land | Any land |
| **Frequency:** | Common | Common | Common | Uncommon |
| **Organization:** | Flock | Herd | Herd | Solitary |
| **Diet:** | Carnivore | Herbivore | Herbivore | Carnivore |
| **No. Appearing:** | 3-18 | 2-8 | 2-8 | 1-2 |
| **Armor Class:** | 7 | 5 | 2/6 | 5 |
| **Movement:** | 3, Fl 15 | 6 | 9 | 15 |
| **Hit Dice:** | 3+3 | 18 | 16 | 18 |
| **THAC0:** | 17 | 5 | 5 | 5 |
| **No. of Attacks:** | 1 | 1 | 3 | 3 |
| **Damage/Attack:** | 2-8 | 5-20 | 1-8/1-12/ 1-12 | 1-6/1-6/ 5-40 |
| **Special Attacks:** | Nil | Nil | Trampling | See below |
| **Size:** | L (30' wingspan) | H (25' long) | H (24'+ long) | G (50' long) |
| **Morale:** | Avg. (9) | Elite (13) | Elite (13) | Steady (12) |
| **XP Value:** | 175 | 9,000 | 8,000 | 12,000 |

Dinosaurs are found on alternate planes of existence, or even on lost continents. The frequency figures given are for areas where dinosaurs are normally found; in all other places, they are very rare at best. All dinosaurs in this entry share the following characteristics:

| | |
|---|---|
| **Activity Cycle:** | Day |
| **Intelligence:** | Animal (1) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **Magic Resistance:** | Nil |
| **Special Defenses:** | Nil |

Dinosaurs, or "terrible lizards," are reptiles descended from ancestral reptiles called thecodonts. The two types of dinosaurs are saurischians ("lizard-hipped") and ornithischians ("bird-hipped"), named for terms describing their pelvic structures. Within the saurischia are the carnivorous therapods, represented here by tyrannosaurus, and the herbivorous sauropods, represented here by diplodocus. Saurischians also include ornithomimosaurs and the related dromaeosaurs, represented here by deinonychus.
Many ornithischians have armor, horns, or both. They include ceratopsians, represented by triceratops; ornithopods, such as the hadrosaurs, represented by the lambeosaurus; ankylosaurus; and stegosaurus.
Dinosaurs come in many sizes and shapes. Those presented here are generally large. Bigger species have drab colors, while smaller dinosaurs have a wide variety of markings. Most dinosaurs have a skin which is pebbly in texture; some closely related species of reptile have fur, and some may have feathers.

**Combat:** Dinosaurs seem to be a mixture of endothermic ("warm-blooded") and exothermic ("cold-blooded"). They regulate body temperature internally, but also depend on external heat somewhat. Though they may be slow on a cold morning, they may not be as slow as a typical reptile.
Most of these huge reptiles have comparatively small brains, but many of the predators are quite cunning. All must eat large amounts of food to maintain their huge bodies. As a result, sauropods eat almost constantly, and carnivores hunt almost constantly and also eat carrion.
Though the carnivores are both voracious and ferocious, certain plant eaters are very aggressive in their defense, usually with armor or horns. Just because they do not eat meat does not mean they will not kill other animals.

**Habitat/Society:** Dinosaurs can be found in almost any type of environment, except desert, high mountains, and frozen wastes. They have no society and little family life, with most species abandoning eggs before they hatch.

**Ecology:** Sages do not understand what has made dinosaurs extinct on certain worlds, but they do exist in the "lost lands" on several worlds. There may be places where dinosaurs have continued to evolve into different forms; they may be ancestors of modern lizard men.

### Ankylosaurus

This armadillo-like ornithischian weighs four or five tons, most of this weight being its armor plating, side spines, and great, knobbed tail. If attacked or threatened, this creature lashes out with its tail, delivering blows of considerable force.
A related species is the paleocinthus, which has better plating (AC -3) and a spiked, rather than club-like, tail.

### Deinonychus

This fast carnivore uses its speed, its long, grasping forearms, large teeth, and hind legs with their ripping talons in terrible combination. It hunts by running at prey, leaping, and raking with its rear claws as it claws and bites. The jump is a charge, so the creature gains a +2 on attack rolls. The rear talons count as only one attack, and cause a total of 2d6 damage. When attacking a larger creature, the deinonychus often jumps on top of it, and holds on with its front claws while continuing to rake with the rear claws.
The deinonychus has a relatively large brain for a dinosaur, and its pack hunts with cunning tactics. Despite being 12 feet long, this dinosaur is only about 6 feet tall. Its tail extends straight out behind it, held aloft by an intricate structure of bony supports, thus allowing its 150 pounds of weight to be carried entirely by the back legs.

The deinonychus is a dromaeosaur, dinosaurs which are related to ornithomimosaurs; its distant relatives include the chicken-sized night hunter, compsognathus, and the ostrich-like struthiomimus. Neither is as formidable as the deinonychus.

### Diplodocus

This sauropod lives primarily on water plants, so is often found in or near lakes and marshes. It and related species can also be found on fern prairies and in open forests. It weighs about 10 tons. Though it usually ignores small things, it can step on anything in its way, or even rear up and come down on threatening creatures; this trampling causes 3d10 damage. The diplodocus can also whip with its tail for 2d8 damage.

Related species include the huge brachiosaurus, which weighs about 90 tons and averages 75 feet in length. It causes 8d10 damage when trampling.

### Elasmosaurus

The elasmosaurus looks like a snake with fins and a thick body. It is aggressive, attacking anything it notices. Its neck makes up one-half its total length. The creature is strong, fast, and highly maneuverable, able to turn quickly and lunge at prey. When hunting, the elasmosaurus travels with its head out of the water, snapping down quickly to seize prey.

This creature's relatives include many other types of plesiosaurs and pliosaurs. Females travel onto sandy beaches to lay their eggs in shallow depressions.

### Lambeosaurus

This is a very common "duck-billed" dinosaur, bipedal, with a flat snout, and crests on its head. A peaceful herbivore, this hadrosaur prefers to run from attack; its only defense is its lashing tail. It has excellent senses, used to detect predators.

Its enemies include most carnivores. Related species include many other species of duck-billed dinosaurs, as well as the iguanodon. The latter has sharp thumb spikes which can cause 1-3 damage each, in addition to its tail attack.

### Pteranodon

Although this flying reptile typically dives for marine prey, it attacks any creature that appears to be vulnerable. The pteranodon has no teeth, but spears victims with its beak if they are too large to swallow at a gulp. The beak of a typical pteranodon is about 4 feet long.

Despite the creature's huge wingspan, its wings are very light, and its furred body is only a little larger than a human being; the whole weighs only about 50 pounds. A pteranodon can carry off prey up to four times its own weight.

There are all sizes of related species; close relatives have crests on their heads to balance their long beak for flight.

### Stegosaurus

Another of the ornithischians, the stegosaurus, or "plated lizard," is a large, stupid, herbivorous dinosaur with aggressive defenses. It thrives nearly anywhere and is often found on plains or in jungles.

A stegosaurus is about 8 feet tall at the middle of its back; its humped spine is lined with a double row of leaf-shaped plates which help the creature absorb and dissipate heat. The creature has a spiked tail, with four or more bony spikes of up to 3 feet in length. An enlarged spinal node helps relay commands to the tail and rear legs. The stegosaurus continually turns its posterior towards an enemy, while tucking its

head low. It reacts in the same manner if anything near seems threatening.
Similar species include the dacentrus, which has spikes along its backbone instead of plates, and the kentrosaurus, which has bony plates along the front half of its spine, and spikes along the rear half. All have spiked tails.

### Triceratops

The largest of the ceratopsians, or horn-faced dinosaurs, and by far the most aggressive, this beaked herbivore is a plains-dweller. It has a huge front plate of bone protecting its 6-foot-long head, from which project two great horns (each over 3 feet long), while a shorter horn juts from its nose. The head and neck are AC 2; its body is not armored, so is AC 6. The triceratops weighs just over 10 tons.
Any creature that infringes on the territory of these reptiles is likely to be charged and skewered. Smaller creatures are trampled, suffering 2d12 points of damage. The triceratops also uses its horns in fights for dominance within the herd, so it is not unusual to find specimens with past injuries on their heads.
Related species have the same bony plate which protects their necks, as well as different numbers of horns. The monoclonius has a single nose-horn; the pentaceratops has three true horns, like the triceratops, plus horn-like protrusions jutting from its cheeks; and the styracosaurus has a frill of horns located around the edge of its neck-plate.

### Tyrannosaurus

This ravenous creature is one of the most fearsome and terrible of all carnivorous dinosaurs. Despite its huge size and eight-ton weight, the monster is a swift runner. Its huge head is nearly 6 feet long, and its teeth are from 3 to 6 inches in length.
Tyrannosaurus rex, the "tyrant lizard king," is a plains dweller, and so relentlessly and stupidly fierce that it will attack a small triceratops, kill it, and swallow its head in one gulp -- thus killing itself in a matter of hours as the horns of the victim pierce the stomach of the victor.
This dinosaur's favorite food is any hadrosaur, such as the trachodon. The monster pursues and eats nearly anything; creatures of man-size or smaller are swallowed whole on a natural attack roll of 18 or higher. The tyrannosaurus also eats carrion, chasing away any smaller creatures to steal a meal found with its keen sense of smell.
There are many other species of carnosaur, some smaller and faster than tyrannosaurus. Some have stronger arms and more dangerous upper claws.

# Displacer Beast

| | |
|---|---|
| **Climate/Terrain:** | Temperate mountains |
| **Frequency:** | Very rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivorous |
| **Intelligence:** | Semi-(2-4) |
| **Treasure:** | (D) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 2-5 (1d4 +1) |
| **Armor Class:** | 4 |
| **Movement:** | 15 |
| **Hit Dice:** | 6 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 2-8 (2d4)/2-8 (2d4) |
| **Special Attacks:** | Nil |
| **Special Defenses:** | -2 on opponent's attack roll |
| **Magic Resistance:** | Nil |
| **Size:** | L (8'-12' long) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 975 |

The displacer beast is a magical creature that resembles a puma with two powerful black tentacles growing from its shoulders. Very rare, they stay far from human habitations.
The displacer beast has the blue-black coloring of a dark panther,and a long cat-like body and head. Females range in length from 8 to 9 feet, and weigh 450 pounds; males are 10 to 12 feet long, and weigh up to 500 Lbs. They have 6 legs. Tentacles are tipped with rough horny edges that can inflict terrible wounds. Their eyes glow bright green, even after death.

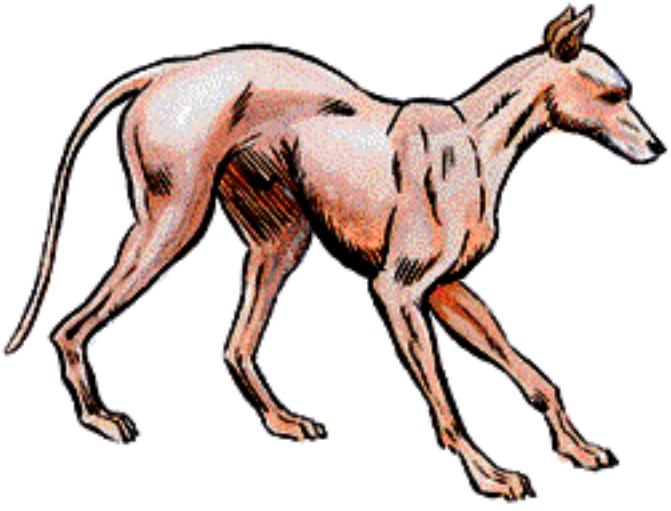
**Combat:** The displacer beast is a fierce, savage creature that hates all forms of life. Highly aggressive, the displacer beast will attack on sight, using its tentacles to inflict 2-8 (2d4) points of damage to its victims.

Their main advantage in combat is their magical power of *displacement*, which allows them to appear to be some 3 feet from their actual location. Anyone attacking a displacer beast does so at -2 on his attack roll. In addition, the beasts save as 12th-level fighters; adding +2 to their die rolls.
To determine the true position of the displacer beast and its illusion, roll 1d10. On 1-5, the illusion is in front of the creature, 6-7 to the creature's left, 8-9, to the right. On 10, the illusion is behind the beasts actual position. Although this ability is magical, the beast's location can not be determined by *dispel* or *detect magic*. Only *true seeing* will reveal its position.
Displacer beasts will not use their claws or teeth unless near death, or when in combat with a very large opponent. If they do employ them, each claw does 1-3 points of damage, and each bite does 1-8 points of damage.

**Habitat/Society:** Displacer beasts are carnivores. Unless they are raising young, they usually run in packs, carving a savage swath of destruction as they go. They hate all life, and will sometimes kill purely for pleasure. Fierce and vicious as they are, however, displacer beasts never fight among themselves. The pack is a well-run and highly efficient killing machine. When encountered in packs, displacer beasts are more than a match for many large creatures and have been known to make a meal of orcs, goblins, and bands of men. Any creature entering their territory is viewed as potential prey.
Displacer beasts mate in the autumn, and the young are born in spring. A mated pair of displacer beasts makes its home in a cave, producing litters of 1-4 young. The cubs, about the size of domestic cats, are born without tentacles and reach maturity, though not full size, within 4 months. They remain in the cave until their displacement abilities are fully developed. This is followed by a two month period during which the cubs are taught how to hunt. When this is completed, the family group disbands and the monsters wander off to join separate packs. While raising young, the monsters are fiercely protective of their lairs. One adult always remains with the cubs, usually the female, while the other goes off to hunt. Dead prey is dragged back to the lair to be eaten by the family. Lairs are littered with the bones, equipment, and the treasures of its victims.
Naturally vicious and almost evil at times, displacer beasts harbor an undying hatred of blink dogs. Many theories attempt to account for this enmity. Some sages believe it springs from antipathy in temperaments -- the lawful good blink dog would naturally be the enemy of a creature as savage and destructive as the displacer beast. Others argue that it is the displacement and blink abilities which cause this antipathy -- the two abilities, when in close proximity, somehow stimulate the nervous system and produce hostile reactions. Encounters between the two breeds are rare however, since they do not share the same territory.

**Ecology:** Displacer beasts have little to fear from other large predators, save perhaps trolls or giants. Some wizards and alchemists value their hides for use in certain magical preparations, and will offer generous rewards for them. The eyes of a displacer beast are a highly prized, if uncommon, good luck charms among thieves who believe that they will protect the bearer from detection.

# Dog



| | Wild Dog | War Dog | Blink Dog | Death Dog |
|---|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Temperate plains | Warm deserts and subterranean |
| **Frequency:** | Common | Uncommon | Rare | Very rare |
| **Organization:** | Pack | Solitary | Pack | Pack |
| **Activity Cycle:** | Any | Any | Any | Night |
| **Diet:** | Omnivorous | Omnivorous | Omnivorous | Carnivorous |
| **Intelligence:** | Semi- (2-4) | Semi- (2-4) | Average (8-10) | Semi- (2-4) |
| **Treasure:** | Nil | Nil | (C) | Nil |
| **Alignment:** | Neutral | Neutral | Lawful good | Neutral evil |
| **No. Appearing:** | 4-16 (4d4) | Variable | 4-16 (4d4) | 5-50 (5d10) |
| **Armor Class:** | 7 | 6 | 5 | 7 |
| **Movement:** | 15 | 12 | 12 | 12 |
| **Hit Dice:** | 1+1 | 2+2 | 4 | 2+1 |
| **THAC0:** | 19 | 19 | 17 | 19 |
| **No. of Attacks:** | 1 | 1 | 1 | 2 |

| | | | | |
|---|---|---|---|---|
| **Damage/Attack:** | 1-4 | 2-8 (2d4) | 1-6 | 1-10/1- 10 |
| **Special Attacks:** | Nil | Nil | From the rear 75% of the time | Disease |
| **Special Defenses:** | Nil | Nil | Teleportation | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | S (3' long) | M (4'-6' long) | M (4' long) | M (6' long) |
| **Morale:** | Unsteady (5-7) | Average (8-10) | Steady (11-12) | Steady (11-12) |
| **XP Value:** | 35 | 65 | 270 | 120 |

Smaller than wolves, the appearance of the wild dog varies from place to place. Most appear very wolf-like, while others seem to combine the looks of a wolf and a jackal.

**Combat:** Wild dogs fight as an organized pack. They favor small game, and attack men and human habitations only in times of great hunger. The bite of a wild dog inflicts 1-4 points of damage.

**Habitat/Society:** Wild dogs are found almost anywhere. They run in packs, and are led by the dominant male. The pack usually hunts a variety of game, even attacking deer or antelope. Pups are born in the spring. Wild dogs can be tamed if separated from their pack.

**Ecology:** Wild dogs are omnivores which usually thrive on a combination of hunting and foraging.

### War Dogs

Generally large mastiffs or wolfhounds, they have keen senses of smell and hearing, making them adept at detecting intruders. Most war dogs are not usually vicious, and will rarely attack without cause.
The status of war dogs varies greatly; some are loyal and beloved pets, some are watch dogs, others are hunting dogs, and some are trained for battle.

### Blink Dogs

Blink dogs are yellowish brown canines which are stockier and more muscular than other wild dogs. They are intelligent and employ a limited form of teleportation when they hunt.
A blink dog attack is well organized. They will blink to and fro without any obvious pattern, using their powers to position themselves for an attack. Fully 75% of the time they are able to attack their targets from the rear. A dog will teleport on a roll of 7 or better on a 12-sided die. To determine where the dog appears, roll a 12-sided die: 1 = in front of opponent, 2 = shielded (or left) front flank, 3 = unshielded (or right) front flank, 4-12 = behind. When blinking, the dog will appear from 1 to 3 feet from its opponent and will immediately be able to attack.
Blinking is an innate power and the animal will never appear inside a space occupied by a solid object. If seriously threatened, the entire pack will blink out and not return.
Blink dogs are intelligent, and communicate in a complex language of barks, yaps, whines, and growls. They inhabit open plains and avoid human haunts. A lair will contain 3-12 (3d4) pups 50% of the time (1-2 hit dice, 1-2/1-3 hit points damage/attack). These puppies can be trained and are worth between 1,000 to 2,000 gold pieces.

### Death dog

Death dogs are large two-headed hounds which are distinguished by their penetrating double bark. Death

dogs hunt in large packs.
Each head is independent, and a bite does 1-10 points of damage. Victims must save vs. poison or contract a rotting disease which will kill them in 4-24 (4d6) days. Only a *cure disease* spell can save them. A natural roll of 19 or 20 on their attack die means that a man-sized opponent is knocked prone and attacks at a -4 until able to rise to its feet again. There is an 85% chance that death dogs will attack humans on sight.

# Dog, Moon

| | |
|---|---|
| **Climate/Terrain:** | Elysium and Prime |
| **Frequency:** | Rare |
| **Organization:** | Solitary or small pack (see below) |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | High to exceptional (13-16) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral good |
| **No. Appearing:** | 1 or 2-8 (see below) |
| **Armor Class:** | 0 |
| **Movement:** | 30, bipedal 9 |
| **Hit Dice:** | 9+3 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 3-12 |
| **Special Attacks:** | Bay, howl |
| **Special Defenses:** | Shadowy hypnotic pattern, +2 or better weapons to hit |
| **Magic Resistance:** | 25% |
| **Size:** | M (3' at shoulders) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | 9,000 |

Often mistaken for baneful monsters, moon dogs are native creatures of Elysium and champions of the causes of good. They often appear in the Prime Material plane to fight evil wherever it shows itself. Moon dogs look very similar to large wolf hounds. Their strange heads are slightly human in appearance, giving the animals a very intelligent look. The creatures' forepaws are adaptable, giving the moon dogs the ability to travel bipedally or on all fours. They are dark colored animals, ranging from dark gray to deep black. Moon dogs have amber eyes.

Moon dogs speak their own language, and they can communicate with all canines and lupines as well. They can speak common using a limited form of telepathy.

**Combat:** Woe to those who enter combat with a moon dog. These creatures of good are potent fighters and merciless against evil. Their powerful bite inflicts 3-12 points of damage.
Moon dogs prefer to attack with their keening howl. This baying is harmful to evil creatures only. Any evil creature within an 80 foot radius of a *baying* moon dog is affected as by a *fear* spell cast at 12th-level of magic use. Additional moon dogs baying have a cumulative effect. The *howling* will also cause 5-8 points of damage per round to evil creatures within 40 feet. In addition, the *howling* will cause intense physical pain to extra-planar creatures of evil alignment so much that they are 5% likely per moon dog howling to return to their plane. Moon dogs can *whine* to dispel illusions or *bark* to dispel evil, once per round.
The following spell-like powers (at 12th-level of use) are available to a moon dog one at a time, once per round, at will:

- *change self,* 3 times per day
- *cure disease,* by lick, 1 time per individual per day
- *cure light wounds,* by lick, 1 time per individual per day
- *dancing lights*
- *darkness,* 15' radius
- *detect evil,* always active
- *detect invisibility,* always active
- *detect magic,* always active
- *detect snares & pits,* always active
- *improved invisibility*
- *light*
- *mirror image,* 3 times per day
- *non-detection*
- *shades,* 1 time per day
- *slow poison,* by lick, 1 time per individual per day
- *wall of fog*

Moon dogs can become ethereal and have the ability to travel in the ethereal and Astral plane at will. They have superior vision equal to double normal vision, including 60' infravision. Combined with an unusually keen sense of smell and hearing, this grants moon dogs the detection abilities listed above, plus the ability to detect all illusions. Association with a moon dog for one hour or more removes *charms* and acts as a *remove curse*.
When in shadowy light, a moon dog is able to move in such a way as to effectively create magic equal to a *hypnotic pattern* of shadows. Only evil creatures will be affected. At the same time, each creature of good within the area will effectively gain a *protection from evil* and *remove fear* spell benefit. Moon dogs may not attack or perform any other action when weaving this pattern of shadows. It requires one full round to weave and extends to a range of 50 feet. The moon dog can *dispel magic,* but doing so will force it back to its own plane immediately.
Moon dogs may be damaged only by +2 or better magical weapons. They are never surprised (due to their keen senses) and cause opponents to subtract 3 from their surprise rolls. Moon dogs are immune to *fear* spells. They make all saving throws at a +2 bonus and takes half or quarter damage.

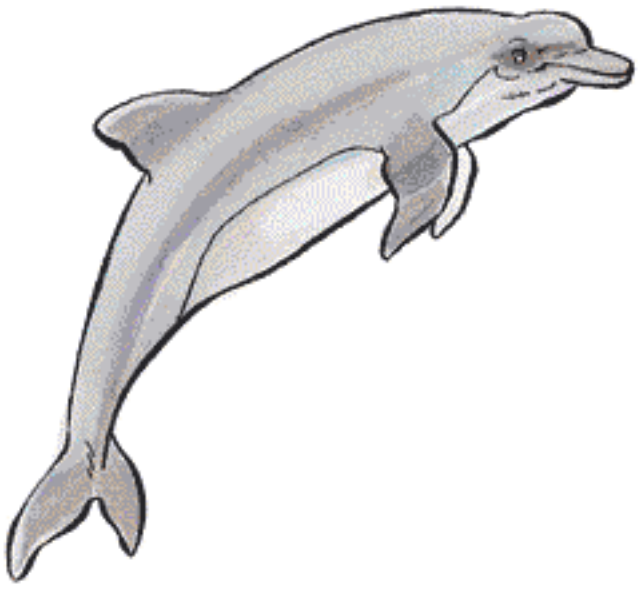
**Habitat/Society:** Moon dogs are native to the plane of Elysium. They are champions of good and will

often travel about the upper planes and the Prime Material plane to challenge evil.
Moon dogs are friendly to all good and neutral races and those friendly to those races. They will not long associate with anyone because they are constantly on the move, hunting evil.

**Ecology:** Moon dogs will often communicate with communities of men, using telepathy, in order to locate trouble spots among them.

# Dolphin

| | |
|---|---|
| **Climate/Terrain:** | Any saltwater |
| **Frequency:** | Uncommon |
| **Organization:** | School |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Nil |
| **Alignment:** | Lawful good |
| **No. Appearing:** | 2-20 |
| **Armor Class:** | 5 |
| **Movement:** | 30 |
| **Hit Dice:** | 2+2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-8 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Save as 4th-lvl fighter |
| **Magic Resistance:** | Nil |
| **Size:** | M (5'-6' long) |
| **Morale:** | Steady (11) |
| **XP Value:** | 120 |



Dolphins are intelligent seagoing mammals.
While all dolphins share a variety of common traits, the species comes in a variety of shapes and sizes. Their long, compact bodies are superbly adapted to the aquatic environment, and dolphins are among the most powerful swimmers in the oceans. All breeds of dolphins have a large fin on their backs, two flippers, a powerful tail, jaws filled with many sharp teeth, a blow hole, and are 5 to 6 feet long. Most common and well-known are the gray, or bottle-nosed dolphins, so named for their gray skin and bottle-shaped snouts. Other varieties have two-toned blue and gray coloring. The species communicates through an intricate speech consisting of high-pitched sounds, some out of the range of human hearing.

**Combat:** Inherently peaceful, dolphins will generally attack only if threatened. Unless outnumbered 2 to

1, dolphins always attack sharks. Whether attacking a foe or defending their school, dolphins fight as an organized unit, responding to commands from their leader. They fight with special vehemence to protect their young, and a select number of dolphins may sometimes engage in a holding action, sacrificing themselves so that the remainder of the school can swim to safety.

**Habitat/Society:** Dolphins are completely carnivorous, living on a diet of fish. Though they can remain submerged for several minutes at a time, they must surface regularly to breathe. Unlike most mammals, breathing is a conscious, rather than unconscious action on the part of dolphins; in other words, they literally must remember to breathe. Newborn dolphins are assisted to the surface to breathe by their mothers and a female dolphin midwife. Dolphins are by nature playful, good-tempered, and lawful good, despising evil creatures. Most roam the oceans in schools, numbering as large as 20 dolphins, swimming where their fancy suits them. They never fight among themselves or with other breeds of dolphins. Dolphins are famous for the great pleasure they take in life; when swimming they often perform dazzling aquatic stunts, leaping in and out of the water in a spectacular fashion. They will also play with objects that they find and enjoy games. Dolphins sometimes follow ships, entertaining the crews and passengers with their antics.

About 10% of all dolphins live in organized communities. These groups have 1d4+1 swordfish (AC 6, move 24, 1+1 Hit Dice, 2d6 points of damage/attack) or 1-3 narwhales (AC 6, move 21, 4+4 Hit Dice, 2d12 points of damage/attack) as guards, depending on the climatic region. If a community is found, there is a 75% possibility that there are 1d4 additional communities of dolphins within a five-mile radius. These organized communities of dolphins do not tolerate the presence of evil sea creatures in their domain, and if necessary enlist the aid of nomadic schools of dolphins to drive out evil creatures. Any region inhabited by dolphin communities is also shark and killer whale free.

Dolphins are highly intelligent and take a benign, distant interest in human doings. They will always help humans in distress, guiding them to the shore and keeping the sharks at bay. Certain solitary dolphins, known as rogues, have been known to form closer attachments to humans, accompanying them in a friendly fashion on swimming and fishing expeditions. These rogues often play dolphin games with their human companions. Dolphins are far more valuable to men in other respects. Friendly dolphins have warned sailors of the approach of pirate ships and the intentions of evil sea creatures. More than one ship owes its safe arrival in port to the timely intercession and warning of dolphins. They have come to men's aid when their ships were attacked by mermen and sahuagin. Dolphins have been known to raid sahuagin communities and destroy their eggs, for dolphins perceive these monsters as a threat to their safety.

**Ecology:** The dolphin is both a hunter and hunted in its marine world. Sharks and other large evil sea creatures hunt the dolphin with enthusiasm. Despite its many enemies, the dolphin has many distinct advantages that enable it to survive and even flourish. Not only is it a strong, swift swimmer, but its intelligence and organized lifestyle are highly effective defenses against its enemies.

# Doppleganger

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | E |
| **Alignment:** | Neutral |
| **No. Appearing:** | 3-12 |
| **Armor Class:** | 5 |
| **Movement:** | 9 |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-12 |
| **Special Attacks:** | Surprise |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | M |
| **Morale:** | Elite (13) |
| **XP Value:** | 420 |

The doppleganger is a master of mimicry that survives by taking the shapes of men, demihumans, and humanoids. Dopplegangers are bipedal and generally humanoid in appearance. Their bodies are covered with a thick, hairless gray hide, which gives them a natural AC of 5. They are, however, rarely seen in their true forms.

**Combat:** This monster is able to assume the shape of any humanoid creature between four and eight feet high. The doppleganger chooses a victim, duplicates his form, and then attempts to kill the original and assume his place. The doppleganger is able to use *ESP* and can imitate its victim with 90% accuracy, even duplicating the victim's clothing and equipment. If unsuccessful in taking its victim's place, the doppleganger attacks, relying on the ensuing confusion to make it indistinguishable from its victim. A

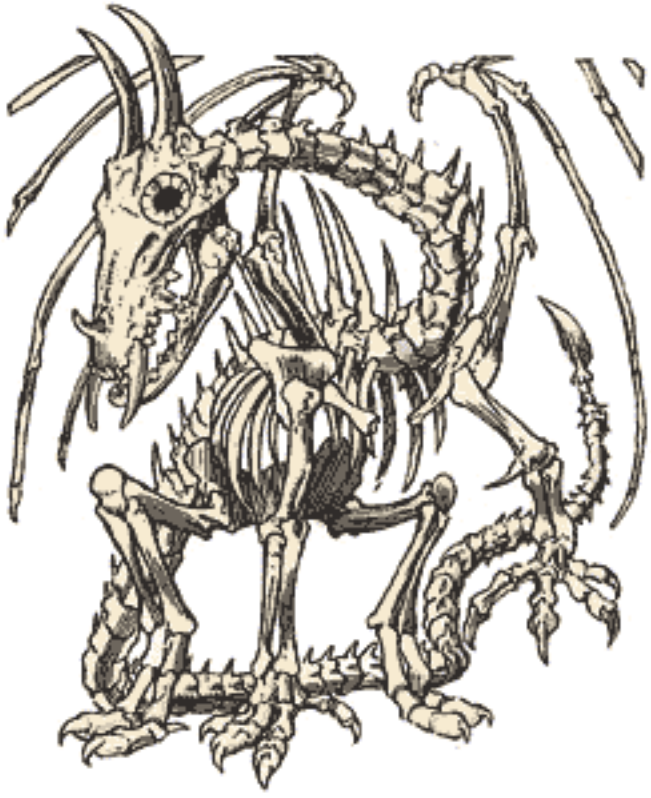
doppleganger is immune to *sleep* and *charm* spells and rolls all saving throws as if he was a 10th-level fighter.
Dopplegangers work in groups and act together to ensure that their attacks and infiltrations are successful. They are very intelligent and usually take the time to plan their attacks with care. If a group of the monsters spots some potential victims, the dopplegangers often trail their targets, waiting for a good chance to strike, choosing their time and opportunity with care. They may wait until nightfall, or until their victims are alone, or even follow them to an inn.

**Habitat/Society:** Dopplegangers are rumored to be artificial beings that were created long ago by a powerful wizard or godling. They were originally intended to be used as spies and assassins in an ancient, highly magical war. Their creator died long ago, but they live on, still working as spies for evil powers, thieves, and government. They have even been known to work as assassins.
All dopplegangers belong to a single tribe. Although this is rare, groups of dopplegangers can be found anywhere at any time, and in unexpected locations. Working as a unit, they select a group of victims, such as a family or a group of travelers. Basically lazy, dopplegangers find it easier to survive and live comfortably by taking humanoid, and especially human, shape. They prefer to take the form of someone comfortably provided for, and shun assuming the form of hardworking peasants. Since they are only 90% accurate in their mimicry, most dopplegangers are eventually discovered and driven out, and then forced once more to assume a new shape.
Dopplegangers are found most often in their true forms in a dungeon or in the wilderness. Groups often set up a lair in an area well-suited to ambush and surprise, patrolling a regular territory. These bands make a good living by attacking weak humanoid monsters or travelers and stealing their food and treasure. If food and treasure are scarce, they hire out to a powerful wizard or thieves' guild.
A doppleganger who has been hired to replace a specific person will plan its attack with special care, learning as much about the victim and his environment as it can.
The dopplegangers' weaknesses are greed and cowardice. They spend their lives in avid pursuit of gold and other wealth. If attacking a group of adventurers, for example, they often choose the richest-looking one to attack first. If they target a party of adventurers, the dopplegangers wait until the party is on the way out of the dungeon and heading back to town. Since they are cowardly, however, they prefer to take the easiest route toward riches. A doppleganger who chooses a rich adventurer avoids risks once the treasure is safely in hand, and retreats at the earliest opportunity, making some plausible excuse for separating from the human members of the group. They sometimes hire out as spies and assassins for money as well.

**Ecology:** Dopplegangers are sophisticated and dangerous parasites, living off the labors of others. They must also be reckoned with as clever and effective spies and assassins who can wreak political mayhem in positions of power. Evil wizards have on rare occasions controlled entire kingdoms for short periods of time by replacing a king, prince, or councilor with a doppleganger.

# Dracolich

| | |
|---|---|
| **Climate/Terrain:** | See below |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Special |
| **Intelligence:** | As per individual dragon |
| **Treasure:** | B, H, S, T |
| **Alignment:** | Evil (any) |
| **No. Appearing:** | 1 |
| **Armor Class:** | See below |
| **Movement:** | As per former dragon type |
| **Hit Dice:** | As per former dragon type |
| **THAC0:** | As per former dragon type |
| **No. of Attacks:** | As per former dragon type |
| **Damage/Attack:** | See below |
| **Special Attacks:** | Breath weapon and spell use |
| **Special Defenses:** | Spell immunities and spell use |
| **Magic Resistance:** | See below |
| **Size:** | As per individual dragon |
| **Morale:** | See below |
| **XP Value:** | As per individual dragon, plus 1,000 (both dracolich and host must bedestroyed) |



The dracolich is an undead creature resulting from the unnatural transformation of an evil dragon. The mysterious Cult of the Dragon practices the powerful magic necessary for the creation of the dracolich, though other practitioners are also rumored to exist.

A dracolich can be created from any of the evil dragon subspecies. A dracolich retains the physical appearance of its original body, except that its eyes appear as glowing points of light floating in shadowy eye sockets. Skeletal or semi-skeletal dracoliches have been observed on occasion.

The senses of a dracolich are similar to those of its original form; it can detect invisible objects and

creatures (including those hidden in darkness of fog) within a 10-foot radius per age category and also possesses a natural *clairaudience* ability while in its lair equal to a range of 20 feet per age category. A dracolich can speak, cast spells, and employ the breath weapon of its original form; it can cast each of its spells once per day and can use its breath weapon once every three combat rounds. Additionally, a dracolich retains the intelligence and memory of its original form.

**Combat:** Dracoliches are immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold* (magical or natural), *electricity*, *hold*, *insanity*, and *death* spells or *symbols*. They cannot be poisoned, paralyzed, or turned by priests. They have the same magic resistance as their original forms; only magical attacks from wizards of 6th level or higher, or from monsters of 6 or more Hit Dice have a chance of affecting dracoliches.
The Armor Class of a dracolich is equal to the Armor Class of its original form, bettered by -2 (for example, if the AC of the original form was -1, the AC of the dracolich is -3). Attacks on a dracolich, due to its magical nature, do not gain any attack or damage roll bonuses.
Initially, a dracolich has the same morale rating as its original form. However, after a dracolich is successful in its first battle, its morale rating permanently becomes Fearless (19 base); this assumes that the opponent or opponents involved in the battle had a Hit Dice total of at least 100% of the Hit Dice of the dracolich (for instance, a 16-HD dracolich must defeat an opponent or opponents of at least 16 total HD to receive the morale increase). Once a dracolich receives the morale increase, it becomes immune to magical fear as well.
The dracolich has a slightly stronger ability to cause fear in opponents than it did in its original form; opponents must roll their saving throws vs. spell with a -1 penalty (in addition to any other relevant modifiers) to resist the dracolich's fear aura. The gaze of the dracolich's glowing eyes can also paralyze creatures within 40 yards if they fail their saving throws (creatures of 6th level {or 6 Hit Dice}or higher gain a +3 bonus to their saving throws). If a creature successfully saves against the gaze of a dracolich, it is permanently immune to the gaze of that particular dracolich.
The attack routine of a dracolich is similar to that of its original form; for example, a dracolich that was originally a green dragon will bring down a weak opponent with a series of physical attacks, but it will stalk more formidable opponents, attacking at an opportune moment with its breath weapon and spells. All physical attacks, such as clawing and biting, inflict the same damage as the dracolich's original form, plus 2d8 points of chilling damage. A victim struck by a dracolich who fails a saving throw vs. paralyzation is paralyzed for 2d6 rounds. Immunity to cold damage, temporary or permanent, negates the chilling damage but not the paralyzation. Dracoliches cannot drain life levels.
All dracoliches can attempt *undead control* (as per a *potion of undead control*) once every three days on any variety of undead with 60 yards. The undead's saving throws against this power suffer a -3 penalty; if the *undead control* is successful, it lasts for one turn only. While *undead control* is in use, the dracolich cannot use other spells. If the dracolich interrupts its undead control before it has been used for a full turn, the dracolich must still wait three days before the power can be used again.
If a dracolich or proto-dracolich is slain, its spirit immediately returns to its host. If there is no corpse in range for it to possess, the spirit is trapped in the host until such a time -- if ever -- that a corpse becomes available. A dracolich is difficult to destroy. It can be destroyed outright by *power word*, *kill* or a similar spell. If its spirit is currently contained in its host, destroying the host when a suitable corpse is not within range effectively destroys the dracolich. Likewise, an active dracolich is unable to attempt further possessions if its host is destroyed. The fate of a disembodied dracolich spirit -- that is, a spirit with no body or host -- is unknown, but it is presumed that it is drawn to the lower planes.

**Habitat/Society:** The creation of a dracolich is a complex process involving the transformation of an evil

dragon by arcane magical forces, the most notorious practitioners of which are members of the Cult of the Dragon. The process is usually a cooperative effort between the evil dragon and the wizards, but especially powerful wizards have been known to coerce an evil dragon to undergo the transformation against its will.

Any evil dragon is a possible candidate for transformation, although old dragons or older with spell-casting abilities are preferred. Once a candidate is secured, the wizards first prepare the dragon's host, an inanimate object that will hold the dragon's life force. The host must be a solid item of not less than 2,000 gp value resistant to decay (wood, for instance, is unsuitable). A gemstone is commonly used for a host, particularly ruby, pearl, carbuncle, and jet, and is often set in the hilt of a sword or other weapon. The host is prepared by casting *enchant an item* upon it and speaking the name of the evil dragon; the item may resist the spell by successfully saving vs. spell as an 11th-level wizard. If the spell is resisted, another item must be used for the host. If the spell is not resisted, the item can then function as a host. If desired, *glassteel* can be cast upon the host to protect it.

Next, a special potion is prepared for the evil dragon to consume. The exact composition of the potion varies according to the age and type of the dragon, but it must contain precisely seven ingredients, among them a *potion of evil dragon control*, a *potion of invulnerability*, and the blood of a vampire. When the evil dragon consumes the potion, the results are determined as follows (roll percentile dice):

| Roll | Result |
|---|---|
| 01-10 | No effect. |
| 11-40 | Potion does not work. The dragon suffers 2d12 points of damage and is helpless with convulsions for 1-2 rounds. |
| 41-50 | Potion does not work. The dragon dies. A full *wish* or similar spell is needed to restore the dragon to life; a *wish* to transform the dragon into a dracolich results in another roll on this table. |
| 51-00 | Potion works. |

If the potion works, the dragon's spirit transfers to the host, regardless of the distance between the dragon's body and the host. A dim light within the host indicates the presence of the spirit. While contained in the host, the spirit cannot take any actions; it cannot be contacted nor attacked by magic. The spirit can remain in the host indefinitely.

Once the spirit is contained in the host, the host must be brought within 90 feet of a reptilian corpse; under no circumstances can the spirit possess a living body. The spirit's original body is ideal, but the corpse of any reptilian creature that died or was killed within the previous 30 days is suitable.

The wizard who originally prepared the host must touch the host, cast a *magic jar* spell while speaking the name of the dragon, then touch the corpse. The corpse must fail a saving throw vs. spell for the spirit to successfully possess it; if it saves, it will never accept the spirit. The following modifiers apply to the roll:

-10 if the corpse is the spirit's own former body (which can be dead for any length of time).
-4 if the corpse is of the same alignment as the dragon.
-4 if the corpse is that of a true dragon (any type).

-3 if the corpse is that of a firedrake, ice lizard, wyvern, or fire lizard.
-1 if the corpse is that of a dracolisk, dragonne, dinosaur, snake, or other reptile.

If the corpse accepts the spirit, it becomes animated by the spirit. If the animated corpse is the spirit's former body, it immediately becomes a dracolich; however, it will not regain the use of its voice and breath weapon for another seven days (note that it will not be able to cast spells with verbal components during this time). At the end of seven days, the dracolich regains the use of its voice and breath weapon. If the animated corpse is not the spirit's former body, it immediately becomes a proto-dracolich. A proto-dracolich has the mind and memories of its original form, but has the hit points and immunities to spells and priestly turning of a dracolich. A proto-dracolich can neither speak nor cast spells; further, it cannot cause chilling damage, use a breath weapon, or cause fear as a dracolich. Its strength, movement, and Armor Class are those of the possessed body.

To become a full dracolich, a proto-dracolich must devour at least 10% of its original body. Unless the body has been dispatched to another plane of existence, a proto-dracolich can always sense the presence of its original body, regardless of the distance. A proto-dracolich will tirelessly seek out its original body to the exclusion of all other activities. If its original body has been burned, dismembered, or otherwise destroyed, the proto-dracolich need only devour the ashes or pieces equal to or exceeding 10% of its original body mass (total destruction of the original body is possible only through use of a *disintegrate* or similar spell; the body could be reconstructed with a *wish* or similar spell, so long as the spell is cast in the same plane as the *disintegration*). If a proto-dracolich is unable to devour its original body, it is trapped in its current form until slain.

A proto-dracolich transforms into a full dracolich within seven days after it devours its original body. When the transformation is complete, the dracolich resembles its original body; it can now speak, cast spells, and employ the breath weapon of its original body, in addition to having all of the abilities of a dracolich.

The procedure for possessing a new corpse is the same as explained above, except that the assistance of a wizard is no longer necessary (casting *magic jar* is required only for the first possession). If the spirit successfully re-possesses its original body, it once again becomes a full dracolich. If the spirit possesses a different body, it becomes a proto-dracolich and must devour its former body to become a full dracolich.

A symbiotic relationship exists between a dracolich and the wizards who create it. The wizards honor and aid their dracolich, as well as providing it with regular offerings of treasure items. In return, the dracolich defends its wizards against enemies and other threats, as well as assisting them in their various schemes. Like dragons, dracoliches are loners, but they take comfort in the knowledge that they have allies.

Dracoliches are generally found in the same habitats as the dragons from which they were created; dracoliches created from green dragons, for instance, are likely to be found in subtropical and temperate forests. Though they do not live with their wizards, their lairs are never more than a few miles away. Dracoliches prefer darkness and are usually encountered at night, in shadowy forests, or in underground labyrinths.

**Ecology:** Dracoliches are never hungry, but they must eat in order to refuel their breath weapons. Like dragons, dracoliches can consume nearly anything, but prefer the food eaten by their original forms (for instance, if a dracolich was originally a red dragon, it prefers fresh meat). The body of a destroyed dracolich crumbles into a foul-smelling powder within a few hours; this powder can be used by knowledgeable wizards as a component for creating *potions of undead control* and similar magical substances.

# Dragon, General

Dragons are an ancient, winged reptilian race. They are known and feared for their size, physical prowess, and magical abilities. The oldest dragons are among the most powerful creatures in the world. Most dragons are identified by the color of their scales.

There are many know subspecies of dragons, several of which fall into three broad categories: chromatic, gem, and metallic dragons. Chromatic dragons include black, blue, green, red, and white dragons; all are extremely evil and are feared by most. The metallic dragons are the brass, bronze, copper, gold, and silver dragons; these are noble and good, highly respected by wise people.

The gem dragons are the amethyst, crystal, emerald, sapphire, and topaz dragons; they are neutral with respect to good and evil, and are very charismatic and suave, masters of persuasion who delight in riddles. Though generally smaller and slower than other dragons, gem dragons are often wiser and more intelligent, and have other powers to compensate, like psionics.

In addition to the dragons in these three classifications, there are other dragons that may at first seem to be members of those categories. For instance, the steel dragon seems to be a metallic dragon, but has only one breath weapon; while each "true" metallic dragon has two. Likewise, the brown dragon seems to be a typical, evil chromatic dragon; but has no wings, so is not a "true" chromatic dragon.

Although all subspecies of dragons are believed to have come from the same roots tens of thousands of years ago, the present subspecies keep to themselves, working together only under extreme circumstances, such as a powerful mutual threat. Good dragons never work with evil dragons, however, though a few neutral dragon specimens have been known to associate with evil or good dragons. Gold dragons occasionally associate freely with silver dragons, and emerald dragons are sometimes found with sapphire dragons.

When evil dragons of different species encounter each other, they usually fight to protect their territories. While good dragons of different subspecies are more tolerant of each other, they are also very territorial. They usually try to work out differences in a peaceful manner. Gem dragons often settle inter-species disputes with riddling contests.

All subspecies of dragons have 12 age categories, and gain more abilities and greater power as they age. Dragons range in size from several feet upon hatching to more than 100 feet, after they have attained the status of great wyrm. The exact size varies according to age and subspecies. A dragon's wingspan is about equal to its body length; 15-20% of a dragon's body length is neck.

Generally, when multiple dragons are encountered they are a mated pair and young. Mated dragons are always young adults, adults, or mature adults; young dragons found with their parents are of the young adult stage or younger. To determine the age of young dragons roll 1d6: 1 = egg; 2 = hatchling; 3 = very young; 4 = young; 5 = juvenile; 6 = young adult.

During the early part of a dragon's young adult stage it leaves its parents, greed driving it on to start a lair of its own. Sometimes, although rarely, juvenile dragons leave their parents to start their own lives. As a pair of mated dragons age beyond the mature adult stage, they split up, independence and the lust for treasure driving them apart. Older dragons of either sex sometimes raise young, but only on their own -- the other parent leaves when the eggs are laid.

Dragons, especially older ones, are generally solitary due to necessity and preference. They distance themselves from civilization, which they consider to be a petty and foolish mortal invention.

Dragons are fearsome predators, but scavenge when necessary and can eat almost anything if they are hungry enough. A dragon's metabolism operates like a highly efficient furnace, making use of 95% of all the food the dragon eats. A dragon can also metabolize inorganic material, and some dragons have developed a taste for such fare.
Although dragons' goals and ideals vary among subspecies, all dragons are covetous. They like to hoard wealth, collecting mounds of coins and gathering as many gems, jewels, and magical items as possible. They find treasure pleasing to look at, and they bask in the radiance of the magical items. For a dragon, there is never enough treasure. Those with large hoards are loath to leave them for long, venturing out of their lairs only to patrol the immediate areas or to get food. Dragons like to make beds of their treasure, shaping nooks and mounds to fit their bodies. By the time they mature to the great wyrm stage, hundreds of gems and coins are imbedded in their hides.

**Dragon Defenses:** A dragon's Armor Class improves as it gets older and the creature becomes tougher. Old dragons or older dragons are immune to normal missiles; their gem-encrusted hides deflect arrows and other small projectiles. Large missiles (from catapults, giants, etc.) and magical missiles affect them normally. Young adult and older dragons radiate a personal aura that makes them partially resistant to harmful magic. A dragon's resistance to magic increases as it ages.

**Dragon Hide:** Dragon skin is prized by armorers with the skill to turn it into shields and armor, valuable because of its appearance and the protection it affords. Dragon armor grants its wearer an Armor Class of 4 less than the Armor Class of the dragon it was taken from, for a minimum Armor Class of 8. For example, armor from a juvenile brass dragon (AC O) grants its wearer AC 4. Dragon armor is supple and non-bulky, weighing only 25 pounds.
The scales of gem dragons take on properties of actual gems; they are faceted and reflect light. They are slightly more brittle than those of other dragons, so armor made from them requires repair more often. Dragon armor affords no extra protection, such as resistance to fire or cold, although the armor can be enchanted to provide such protection. A dragon's resistance to certain elements is based on its total makeup, not just its skin. Plain dragon armor is expensive to make, costing 1,000-10,000 gp, based on the workmanship and protection the armor affords. Dragon skin armor can be enchanted, just as other forms of armor can, to a maximum of +5.
Dragon shields also offer no additional protection. They are made of stretched hide over a wooden frame. Such shields weigh 3 pounds (if small) or 8 pounds (if large) and cost 20-120 or 30-180 gold pieces.

**Dragon Senses:** All dragons have excellent senses of sight, smell, and hearing. Their enhanced senses enable them to detect all invisible objects and creatures (including creatures or items hidden in darkness or fog) within a radius equal to 10 feet times their age category. All dragons possess a natural clairaudience ability with respect to their lairs; the range is 20 feet per age category. The dragon must concentrate on a specific section within its lair or surrounding area to hear what is going on.
Some dragons are able to communicate telepathically with any intelligent creature. The percentage chance for a dragon to speak is based on its Intelligence and age category. Refer to individual descriptions for percentages.

**Dragon Lairs:** All dragon lairs are far from mortal civilization, and they are difficult to find because the dragons take careful measures to cloak their coming and going. There is usually little, if any, wildlife around the lairs because neighboring creatures fear the dragons, and most dragons eat the few creatures that are foolish enough to remain.

When a young adult dragon leaves its parents in search of its own lair, it spends a few years moving from place to place to find a cave or cavern which best suits its personality. In most cases, the dragons search for increasingly larger caves which can easily accommodate them as they grow. Usually by the time a dragon has reached the mature adult stage, it has selected a large lair it plans to keep for the remainder of its life. A dragon at this stage has gathered a considerable amount of treasure and is loath to move it to a different location.
The location and character of dragon lairs vary based on each subspecies; consult individual dragons for specific information. However, one thing remains constant: any dragon considers its lair and neighboring areas its domains. A creature which violates or threatens the lair is threatening the dragon and will be dealt with harshly. Some good dragons may be more lenient than other subspecies in this matter. All dragons keep their treasure hidden deep within their lairs, and some dragons create hazardous conditions within their lain to keep unwary creatures from reaching the treasure.

**Dragon Flight:** Despite their large size, dragons are graceful and competent fliers; most are maneuverability class C. This is due partially to their powerful wings, and partially to the dragon's innate magic. Dragons can climb at half speed and dive at double speed.
A dragon can change direction quickly by executing a wingover maneuver. A dragon cannot gain altitude during the round it executes a wingover, but it may dive. The maneuver enables the dragon to make a turn of 120 to 240 degrees regardless of its speed or size.
Diving dragons can strike with their claws with a +2 bonus to attack rolls. Dragons diving on land-bound opponents can also strike with both wings, but then must land immediately after attacking.
When engaging other flying opponents, dragons can either claw or bite, but not both. An airborne dragon must glide to cast spells (but innate abilities can be used at any time). A gliding dragon loses 1,000 feet of altitude per round, and its forward speed is equal to one half its flight speed on the round before it began gliding.

## Dragon Table

| Age Category | Age (in years) | Hit Die Modifier | Combat Modifier | Fear Radius | Fear Save Modifier |
|---|---|---|---|---|---|
| 1 Hatchling | 0-5 | -6 | +1 | Nil | Nil |
| 2 Very young | 6-15 | -4 | +2 | Nil | Nil |
| 3 Young | 16-25 | -2 | +3 | Nil | Nil |
| 4 Juvenile | 26-50 | Nil | +4 | Nil | Nil |
| 5 Young adult | 51-100 | +1 | +5 | 15 yards | +3 (+7) |
| 6 Adult | 101-200 | +2 | +6 | 20 yards | +2 (+6) |
| 7 Mature adult | 201-400 | +3 | +7 | 25 yards | +1 (+5) |
| 8 Old | 401-600 | +4 | +8 | 30 yards | 0 (+4) |
| 9 Very old | 601-800 | +5 | +9 | 35 yards | -1 (+3) |
| 10 Venerable | 801-1,000 | +6 | +10 | 40 yards | -2 (+2) |
| 11 Wyrm | 1,001-1,200 | +7 | +11 | 45 yards | -3 (+1) |
| 12 Great Wyrm | 1,200+ | +8 | +12 | 50 yards | -4 (0) |

**Dragon Fear:** Dragons can inspire panic or fear. The mere sight of a young adult or older dragon causes creatures with fewer than 1 Hit Die (as well as all noncarnivorous, nonaggressive creatures with fewer Hit Dice than the dragon) to automatically flee in panic for 4d6 rounds.
Trained war mounts, organized military units, and single creatures with 1 Hit Die or more, but with fewer Hit Dice than the dragon are not panicked, but they may be stricken with fear if they are within the dragon's fear aura. The aura surrounds attacking or charging dragons in the specified radius and in a path along the ground directly beneath a flying dragon whose altitude is 250 feet or less. Creatures not automatically panicked are entitled to saving throws vs. petrification. Creatures failing their saving throws are stricken with fear and fight with a -2 penalty to their attack and damage rolls. The aura increases in size and power based on the age category of the dragon; creatures subjected to the aura receive a saving throw bonus or a penalty as specified on the Dragon Table. All creatures with Hit Dice equal to or greater than those of the dragon are immune to the fear effect.
Gem dragons are not as inherently fearsome as other dragons, so saving throws against their fear auras receive bonuses; the bonuses appear in parenthesis in the Dragon Table.

**Dragon Hit Die Modifier:** Dragon Hit Dice vary between subspecies and are modified based on age category. Refer to individual dragon entries for the base Hit Dice for each species, and to the Dragon Table for the modifier based on age. The older a dragon gets, the more Hit Dice it has. For example, a black dragon has a base of 10 Hit Dice. A hatchling black dragon subtracts 6 dice, giving it a total of 4. A great wyrm black dragon adds 8 dice for a total of 18.
Dragons' saving throws are tied to their Hit Dice. Each dragon saves as a fighter equal in level to the dragon's Hit Dice. For example, a hatchling black dragon saves as a 4th-level fighter, while a great wyrm black dragon saves as an 18th-level fighter.

**Dragon Combat Modifier:** A dragon's combat modifier varies with age category. The bonus or penalty applies to damage rolls for each physical attack. It does not apply to a dragon's breath weapon. The combat modifier is also applied to the dragon's base spellcasting level (age category), to determine the actual level at which the dragon casts spells (thus, a great wyrm casts spells at 24th level of ability).

**Dragon Attacks:** All dragons have a claw/claw/bite attack form and a breath weapon. The latter can be used once every three rounds. Dragons also employ several other attack forms which are detailed in the following text. Dragons frequently divide their attacks between opponents, using the more dangerous attacks, such as the bite, against the foes they perceive to be the toughest.
A dragon's preferred attacks are usually, in order, breath weapon, magical abilities (or spells), and physical attacks. A dragon that breathes during a round of combat cannot also attack physically. Magical abilities (but not spells) can be used in addition to any attacks, except the breath weapon.
**Claws:** A dragon can use its claws to attack creatures to its front and sides. If the dragon kicks with one rear leg, it can attack with only one claw (the other must be used to maintain balance).
**Bite:** Because of a dragon's long neck, it can bite creatures to its back and sides.
**Snatch:** Only young adult and older dragons can snatch. This occurs when a flying dragon dives and attempts to grab a creature in one of its claws. A creature struck by this method is taken into the air. There is a 50% chance that a snatched creature has its arms pinned, and therefore cannot physically attack the dragon. Snatched creatures are sometimes taken to great heights and dropped. The snatched creature can be squeezed in the claw for automatic claw damage each round, or transferred to the

dragon's mouth (the transfer requires a successful attack roll). If the transfer succeeds, the victim automatically suffers bite damage each round; if it fails, the victim is dropped. Dragons of age old and older can carry a victim in each claw, and they can try to snatch two victims at once. Wyrms and great wyrms can carry three victims, but one of the first two snatched must be transferred from claw to mouth before the third can be snatched.

A dragon can snatch creatures two or more size categories smaller than itself. For example, a dragon that is 45' long is a Gargantuan creature, so the biggest creature it can snatch is a Large one (12' long).

**Plummet:** If the DM chooses to allow plummets, an airborne dragon, or a dragon jumping and descending from at least 30 feet above a target, can land on a victim. The dragon crushes and pins opponents using its claws and tail, inflicting damage equal to its bite. The dragon can crush as many creatures as its combat modifier. The dragon rolls a separate attack against each creature affected. Creatures that are missed are assumed to have escaped. Creatures that are crushed must roll successful saving throws vs. petrification or be pinned under the dragon, automatically suffering crushing damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, the victims must roll successful saving throws vs. petrification to get free. The dragon's combat modifier applies as a penalty to all saving throw vs. the crush. A dragon cannot take any other actions when plummeting or pinning.

**Kick:** Any dragon can kick creatures attacking it from behind. A kick delivers claw damage, and creatures struck must roll their Dexterity or less on 1d20 or be kicked back 1d6 feet,+1 foot per age category of the dragon. Those knocked back must make successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or fall. If the dragon attacks with one claw, it can kick with only one hind leg (the other must be used for balance). It cannot slap its tail while kicking.

**Wing Buffet:** Young adult and older dragons can employ their wings in combat; targets must be at the dragon's sides. The damage inflicted is the same as a claw attack, and creatures struck must roll their Dexterity or less on 1d20 or be knocked prone.

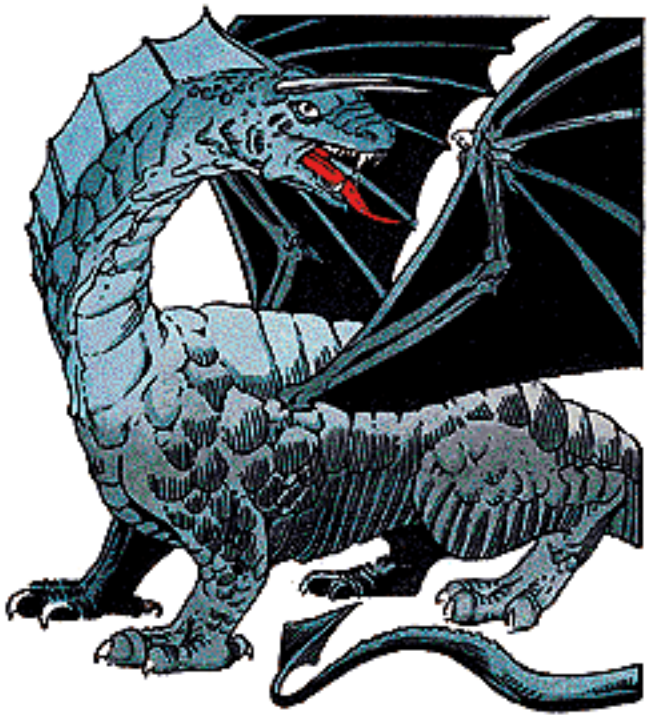
**Tail Slap:** Adult and older dragons can use their tails to attack creatures to their rear and sides. A tail attack inflicts the same damage as two claw attacks and affects as many targets as the dragon's age category. The dragon rolls a separate attack against each creature. Creatures struck must roll successful saving throws vs. petrification (adjusted by the dragon's combat modifier) or be stunned for 1d4+1 minutes. A tail slap can smash a light wooden structure and even damage a cube of force (one charge per two points of combat modifier, round down).

**Stall:** Any dragon flying near the ground can halt its forward motion and hover for one round; it must land immediately thereafter. Once stopped, the dragon can attack with its bite and all four legs. It can use its breath weapon instead, but this rarely happens since dragons can breathe on the wing. If a dragon stalls in an area with lots of trees or loose earth, the draft from its wings creates a dust cloud with the same radius as its fear aura. Creatures within the cloud are blinded, and no spell casting is possible. The dust lasts for one round.

**Spells:** Dragons learn spells haphazardly over the years. The DM should randomly determine which spells any particular dragon knows. The dragon can cast each spell once per day, unless random determination indicates the same spell more than once, in which case the dragon can cast it more than once a day. Dragons to not use spell books or pray to deities; they simply sleep, concentrate when they awaken, and remember their spells. Dragon spells have only a verbal component; the spells have a casting time of 1, regardless of level. Dragons cannot physically attack, use their breath weapon, use their magical abilities, or fly (except to glide) while casting a spell.

# Dragon, Chromatic Black Dragon

| | |
|---|---|
| **Climate/Terrain:** | Any swamp, jungle, and subterranean |
| **Frequency:** | Rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 1 (base) |
| **Movement:** | 12, Fl 30 (C), Sw 12 |
| **Hit Dice:** | 12 (base) |
| **THAC0:** | 9 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-6/1-6/3-18 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (30'base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |



Black dragons are abusive, quick to anger, and resent intrusions of any kind. They like dismal surroundings, heavy vegetation, and prefer darkness to daylight. Although not as intelligent as other dragons, black dragons are instinctively cunning and malevolent.

At birth, a black dragon's scales are thin, small, and glossy. But as the dragon ages, its scales become larger, thicker, and duller, which helps it camouflage itself in swamps and marshes. Black dragons speak their own tongue, a tongue common to all evil dragons, and 10% of hatchling black dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Black dragons prefer to ambush their targets, using their surroundings as cover. Their favorite targets are men, who they will sometimes stalk for several minutes in an attempt to gauge their strength and wealth before attacking. Against a band of men or a formidable creature, of the marsh can weaken the targets before the dragon joins the fight. Black dragons will also use their breath weapon before closing in melee. When fighting in heavily vegetated swamps and marshes, black dragons attempt to stay in the water or along the ground; the numerous trees and leafy canopies limit their flying maneuverability. When faced with an opponent which poses too much of a threat, a black dragon will attempt to fly out of sight, so it will not leave tracks, and hide in a deep pond or bog.

**Breath weapon/special abilities:** A black dragon's breath weapon is a 5' wide stream of acid that extends 60' in a straight line from the dragon's head. All creatures caught in this stream must save vs. breath weapon for half damage. A black dragon casts spells and uses its magical abilities at 5th level, plus its combat modifier.
Black dragons are born with an innate *water breathing* ability and an immunity to acid. As they age, they gain the following additional powers:

**Juvenile:** *darkness* three times a day in a 10' radius per age category of the dragon. **Adult:** *corrupt water* once a day. For every age category a dragon attains, it can stagnate 10 cubic feet of water, making it become still, foul, inert, and unable to support animal life. When this ability is used against potions and elixirs, they become useless if they roll a 15 or better on 1d20. **Old:** *plant growth* once a day. **Venerable:** *summon insects* once a day. **Great wyrm:** *charm reptiles* three times a day. This operates as a *charm mammals* spell, but is applicable only to reptiles.

**Habit/Society:** Black dragons are found in swamps, marshes, rain forests, and jungles. They revel in a steamy environment where canopies of trees filter out most of the sunlight, swarms of insects fill the air, and stagnant moss-covered ponds lie in abundance. Black dragons are excellent swimmers and enjoy lurking in the gloomy depths of swamps and bogs. They also are graceful in flight; however, they prefer to fly at night when their great forms are hidden by the darkness of the sky. Black dragons are extremely selfish, and the majority of those encountered will be alone. When a family of black dragons is encountered, the adults will protect their young. However, if it appears the adults' lives are in jeopardy they will abandon their young to save themselves.
They lair in large, damp caves and multi-chambered subterranean caverns. Older dragons are able to hide the entrance to their lairs with their *plant growth* ability. Black dragons are especially fond of coins. Older black dragons sometimes capture and question humans, before killing them, to find out where stockpiles of gold, silver, and platinum coins are kept.

**Ecology:** Black dragons can eat almost anything, although they prefer to dine primarily on fish, mollusks, and other aquatic creatures. They are fond of eels, especially the giant varieties. They also hunt for red meat, but they like to "pickle" it by letting it lie in ponds within their lair for days before eating it.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard | MR | Type | Value |
| 1 | 3-6 | 2-5 | 4 | 2d4+1 | Nil | Nil | Nil | 4,000 |
| 2 | 6-15 | 5-12 | 3 | 4d4+2 | Nil | Nil | Nil | 5,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 3 | 15-24 | 12-19 | 2 | 6d4+3 | Nil | Nil | Nil | 7,000 |
| 4 | 24-33 | 19-27 | 1 | 8d4+4 | 1 | Nil | ½H | 10,000 |
| 5 | 33-42 | 27-35 | 0 | 10d4+5 | 2 | 10% | H | 12,000 |
| 6 | 42-51 | 35-43 | -1 | 12d4+6 | 3 | 15% | H | 13,000 |
| 7 | 51-60 | 43-50 | -2 | 14d4+7 | 4 | 20% | H | 14,000 |
| 8 | 60-69 | 50-57 | -3 | 16d4+8 | 5 | 25% | Hx2 | 15,000 |
| 9 | 69-78 | 57-64 | -4 | 18d4+9 | 6 | 30% | Hx2 | 17,000 |
| 10 | 78-87 | 64-73 | -5 | 20d4+10 | 7 | 35% | Hx2 | 18,000 |
| 11 | 87-96 | 73-80 | -6 | 22d4+11 | 8 | 40% | Hx3 | 19,000 |
| 12 | 96-105 | 80-87 | -7 | 24d4+12 | 9 | 45% | Hx3 | 20,000 |

# Dragon, Chromatic Blue Dragon

| | |
|---|---|
| **Climate/Terrain:** | Arid deserts |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Special |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 0 (base) |
| **Movement:** | 9, Fl 30 (C), Br 4 |
| **Hit Dice:** | 14 (base) |
| **THAC0:** | 7 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-8/1-8/3-24 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (42'base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |

Blue dragons are extremely territorial and voracious. They love to spend long hours preparing ambushes for herd animals and unwary travelers, and they spend equally long hours dwelling on their success and admiring their trophies.

The size of a blue dragon's scales increases little as the dragon ages, although they do become thicker and harder. The scales vary in color from an iridescent azure to a deep indigo, retaining a glossy finish through all of the dragon's stages because the blowing desert sands polish them. This makes blue dragons easy to spot in barren desert surroundings. However, the dragons often conceal themselves, burrowing into the sand so only part of their heads are exposed.

Blue dragons love to soar in the hot desert air; usually flying in the daytime when temperatures are the highest. Some blue dragons nearly match the color of the desert sky and use this coloration to their

advantage in combat.
Blue dragons speak their own tongue, a tongue common to all evil dragons, and 12% of hatchling blue dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Blue dragons prefer to fight from a distance so their opponents can clearly witness the full force of their breath weapon and so little or no threat is posed to themselves. Often blue dragons will attack from directly above or will burrow beneath the sands until opponents come within 100 feet. Older blue dragons will use their special abilities, such as *hallucinatory terrain*, in concert with these tactics to mask the land and aid in their chances to surprise. Blue dragons will only run from a fight if they are severely damaged, since they view retreat as cowardly.

**Breath weapon/special abilities:** A blue dragon's breath weapon is a 5' wide bolt of lightning that streaks 100' in a straight line from the dragon's mouth. All creatures caught in this stream must save vs. breath weapon for half damage. Blue dragons cast spells and use their magical abilities at 7th level, adjusted by their combat modifier.
Blue dragons are born with an immunity to electricity. As they age, they gain the following additional powers: **Young:** *create or destroy water* three times per day. **Juvenile:** *sound imitation* at will. **Adult:** *dust devil* once a day. **Old:** *ventriloquism* once a day. **Venerable:** *hallucinatory terrain* once a day.

**Habit/Society:** Blue dragons are found in deserts; arid, windswept plains; and hot humid badlands. They enjoy the bleak terrain because there are few obstacles-only an occasional rock outcropping or dune-to interrupt the view of their territories. They spend hours looking out over their domains, watching for trespassers and admiring their property. Most of the blue dragons encountered will be alone because they do not want to share their territories with others. However, when a family is encountered the male dragon will attack ferociously, protecting his property-his mate and young. The female dragon also will join in the attack if the threat proves significant.
Blue dragons' enemies are men, who kill the dragons for their skin and treasure, and brass dragons, which share the same environment. If a blue dragon discovers a brass dragon in the same region, it will not rest until the trespassing dragon is killed or driven away.
Blue dragons lair in vast underground caverns in which they store their treasure. Although blue dragons will collect anything which looks valuable, they are fond of gems-especially sapphires.

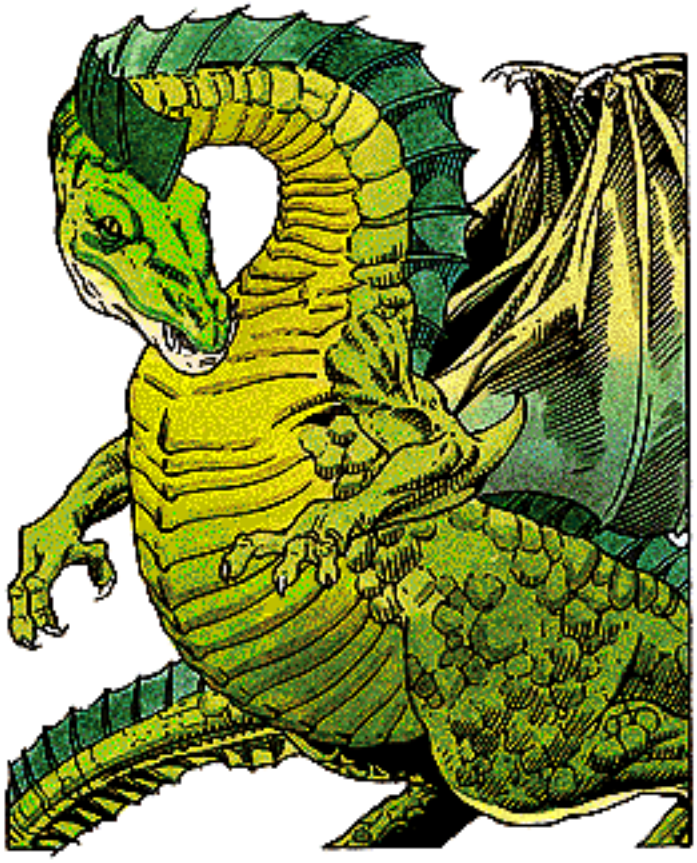
**Ecology:** Blue dragons are able to consume nearly anything, and sometimes are forced to eat snakes, lizards, and desert plants to help sate their great hunger. However, they are particularly fond of herd animals, such as camels, and they will gorge themselves on caravans of the creatures which they cook with a *lightning bolt*.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 3-9 | 2-7 | 3 | 2d8+1 | Nil | Nil | Nil | 6,000 |
| 2 | 9-20 | 7-16 | 2 | 4d8+2 | Nil | Nil | Nil | 8,000 |
| 3 | 20-31 | 16-25 | 1 | 6d8+3 | Nil | Nil | Nil | 10,000 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 31-50 | 25-34 | 0 | 8d8+4 | 1 | | Nil | ½H, S | 13,000 |
| 5 | 50-69 | 34-43 | -1 | 10d8+5 | 2 | | 20% | H, S | 15,000 |
| 6 | 69-88 | 43-52 | -2 | 12d8+6 | 3 | | 25% | H, S | 16,000 |
| 7 | 88-97 | 52-61 | -3 | 14d8+7 | 3 | 1 | 30% | H, S | 17,000 |
| 8 | 97-106 | 61-70 | -4 | 16d8+8 | 3 | 2 | 35% | H, Sx2 | 18,000 |
| 9 | 106-115 | 70-79 | -5 | 18d8+9 | 3 | 3 | 40% | H, Sx2 | 20,000 |
| 10 | 115-124 | 79-88 | -6 | 20d8+10 | 3 | 3 1/1 | 45% | H, Sx2 | 21,000 |
| 11 | 124-133 | 88-97 | -7 | 22d8+11 | 3 | 3 2/2 | 50% | H, Sx3 | 22,000 |
| 12 | 133-142 | 97-106 | -8 | 24d8+12 | 3 | 3 3/3 | 55% | H, Sx3 | 23,000 |

# Dragon, Chromatic Green Dragon

| | |
|---|---|
| **Climate/Terrain:** | Sub-tropical and temperate forest and subterranean |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Special |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 0 (base) |
| **Movement:** | 9, Fl 30 (C), Sw 9 |
| **Hit Dice:** | 13 (base) |
| **THAC0:** | 7 (at 13 HD) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-8/1-8/2-20 (2d10) |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (36' base) |
| **Morale:** | Elite (15-16) |
| **XP Value:** | Variable |



Green dragons are bad tempered, mean, cruel, and rude. They hate goodness and good-aligned creatures. They love intrigue and seek to enslave other woodland creatures, killing those who cannot be controlled or intimidated.

A hatchling green dragon's scales are thin, very small, and a deep shade of green that appears nearly black. As the dragon ages, the scales grow larger and become lighter, turning shades of forest, emerald, and olive green, which helps it blend in with its wooded surroundings. A green dragon's scales never become as thick as other dragons', remaining smooth and flexible.

Green dragons speak their own tongue, a tongue common to all evil dragons, and 12% of hatchling green dragons have an ability to communicate with any intelligent creature. The chance to possess this ability

increases 5% per age category of the dragon.

**Combat:** Green dragons initiate fights with little or no provocation, picking on creatures of any size. If the target creature intrigues the dragon or appears to be difficult to deal with, the dragon will stalk the creature, using its environment for cover, until it determines the best time to strike and the most appropriate tactics to use. If the target appears formidable, the dragon will first attack with its breath weapon, magical abilities, and spells. However, if the target appears weak, the dragon will make its presence known quickly for it enjoys evoking terror in its targets. When the dragon has tired of this game, it will bring down the creature using its physical attacks so the fight lasts longer and the creature's agony is prolonged.
Sometimes, the dragon elects to control a creature, such as a human or demi-human, through intimidation and *suggestion.* Green dragons like to question men, especially adventurers, to learn more about their society, abilities, what is going on in the countryside, and if there is treasure nearby.

**Breath weapon/special abilities:** A green dragon's breath weapon is a cloud of poisonous chlorine gas that is 50' long, 40' wide, and 30 feet high. Creatures within the cloud may save versus breath weapon for half damage. A green dragon casts its spells at 6th level, adjusted by its combat modifier.
From birth, green dragons are immune to gasses. As they age, they gain the following additional powers: **Juvenile:** *water breathing*. **Adult:** *suggestion* once a day. **Mature adult:** *warp wood* three times a day. **Old:** *plant growth* once a day. **Very old:** *entangle* once a day. **Wyrm:** *pass without trace* three times a day.

**Habitat/Society:** Green dragons are found in sub-tropical and temperate forests, the older the forest and bigger the trees, the better. The sights and smells of the woods are pleasing to the dragon, and it considers the entire forest or woods its territory. Sometimes the dragon will enter into a relationship with other evil forest-dwelling creatures, which keep the dragon informed about what is going on in the forest and surrounding area in exchange for their lives. If a green dragon lives in a forest on a hillside, it will seek to enslave hill giants, which the dragon considers its greatest enemy. A green dragon makes its lair in underground chambers far beneath its forest.
The majority of green dragons encountered will be alone. However, when a mated pair of dragons and their young are encountered, the female will leap to the attack. The male will take the young to a place of safety before joining the fight. The parents are extremely protective of their young, despite their evil nature, and will sacrifice their own lives to save their offspring.

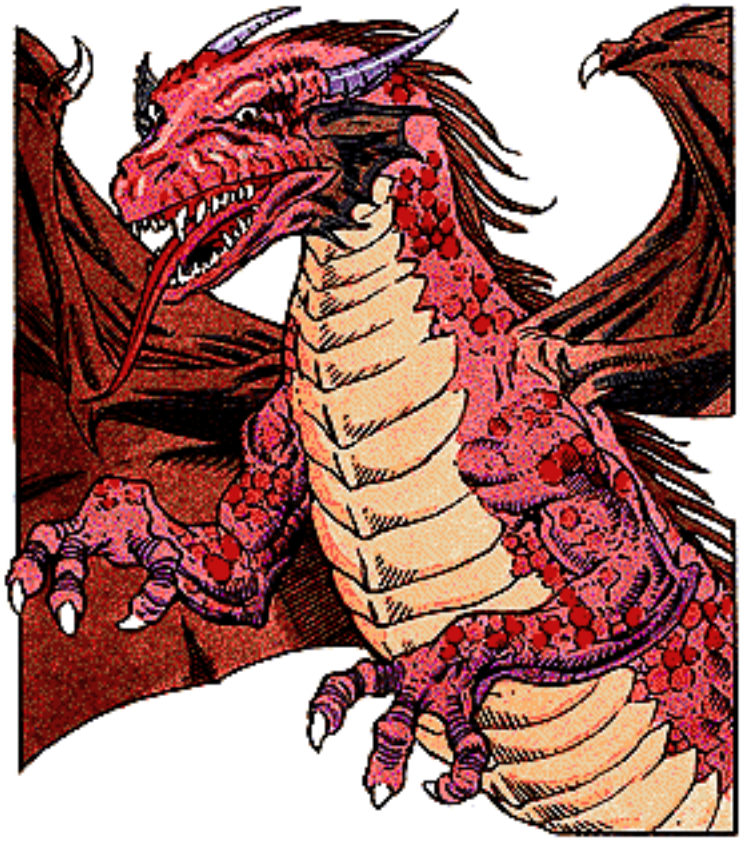
**Ecology:** Although green dragons have been known to eat practically anything, including shrubs and small trees when they are hungry enough, they especially prize elves. If the forest is on a hillside, hill giants will hunt the younger dragons, which they consider a delicacy.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard | MR | Type | Value |
| 1 | 2-7 | 2-5 | 3 | 2d6+1 | Nil | Nil | Nil | 5,000 |
| 2 | 7-16 | 5-15 | 2 | 4d6+2 | Nil | Nil | Nil | 7,000 |
| 3 | 16-35 | 15-31 | 1 | 6d6+3 | Nil | Nil | Nil | 8,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 35-44 | 31-40 | 0 | 8d6+4 | 1 | Nil | ½H | 11,000 |
| 5 | 44-53 | 40-48 | -1 | 10d6+5 | 2 | 15% | H | 13,000 |
| 6 | 53-62 | 48-56 | -2 | 12d6+6 | 3 | 20% | H | 14,000 |
| 7 | 62-71 | 56-64 | -3 | 14d6+7 | 4 | 25% | H | 15,000 |
| 8 | 71-80 | 64-72 | -4 | 16d6+8 | 4 1 | 30% | Hx2 | 16,000 |
| 9 | 80-89 | 72-80 | -5 | 18d6+9 | 4 2 | 40% | Hx2 | 18,000 |
| 10 | 89-98 | 80-86 | -6 | 20d6+10 | 4 3 | 45% | Hx2 | 19,000 |
| 11 | 98-107 | 86-96 | -7 | 22d6+11 | 4 4 | 50% | Hx3 | 21,000 |
| 12 | 107-116 | 96-104 | -8 | 24d6+12 | 5 4 | 55% | Hx3 | 22,000 |

# Dragon, Chromatic Red Dragon

| | |
|---|---|
| **Climate/Terrain:** | Tropical, sub-tropical, and temperate hills and mountains |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -3 (base) |
| **Movement:** | 9, Fl 30 (C), Jp 3 |
| **Hit Dice:** | 15 (base) |
| **THAC0:** | 7 (at 9 HD) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-10/1-10/3-30 (3d10) |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (48' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |



Red dragons are the most covetous and greedy of all dragons, forever seeking to increase their treasure hoards. They are obsessed with their wealth and memorize an inventory accurate to the last copper. They are exceptionally vain and self confident, considering themselves superior not only to other dragons, but to all other life in general.

When red dragons hatch, their small scales are a bright glossy scarlet. Because of this, they can be quickly spotted by predators and men hunting for skins, so they are hidden in deep underground lairs and not permitted to venture outside until toward the end of their young stage when their scales become turned a deeper red, the glossy texture has been replaced by a smooth, dull finish, and they are more able

to take care of themselves. As the dragon continues to age, they are more able to take care of themselves. As the dragon continues to age, the scales become large thick, and as strong as metal.
Red dragons speak their own tongue, a tongue common to all evil dragons, and 16% of hatchling red dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Because red dragons are so confident, they never pause to appraise an adversary. When they notice a target they make a snap decision whether to attack, using one of many "perfect" strategies worked out ahead of time in the solitude of their lairs. If the creature appears small and insignificant, such as an unarmored man, the dragon will land to attack with its claws and bite, not wanting to obliterate the creature with its breath weapon, as any treasure might be consumed by the flames. However, if a red dragon encounters a group of armored men, it will use its breath weapon, special abilities, and spells (if it is old enough to have them) before landing.

**Breath weapon/special abilities:** A red dragon's breath weapon is a searing cone of fire 90' long, 5' wide at the dragon's mouth and 30' at the base. Creatures struck by the flames must save versus breath weapon for half damage. Red dragons cast spells at 9th level, adjusted by their combat modifiers.
Red dragons are born immune to fire. As they age, they gain the following additional powers: **Young:** *affect normal fires* three times per day. **Juvenile:** *pyrotechnics* three times per day. **Adult:** *heat metal* once per day. **Old:** *suggestion* once per day. **Very old:** *hypnotism* once per day. **Venerable:** *detect gems, kind and number* in a 100' radius three times a day.

**Habitat/Society:** Red dragons can be found on great hills or on soaring mountains. From a high perch they haughtily survey their territory, which they consider to be everything that can be seen from their position. They prefer to lair in large caves that extend deep into the earth.
A red dragon enjoys its own company, not associating with other creatures, or even other red dragons, unless the dragon's aims can be furthered. For example, some red dragons who have *charm* spells will order men to act as the dragon's eyes and ears, gathering information about nearby settlements and sources of treasure. When a red dragon's offspring reach the *young adult* stage, they are ordered form the lair and the surrounding territory, as they are viewed as competition.
Red dragons are quick to fight all creatures which encroach on their territory, especially copper and silver dragons which sometimes share the same environment. The hate gold dragons above all else because they believe gold dragons are "nearly" as powerful as themselves.

**Ecology:** Red dragons are meat eaters, although they are capable of digesting almost anything. Their favorite food is a maiden of any human or demi-human race. Sometimes the dragons are able to *charm* key villagers into regularly sacrificing maidens to them.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 1-12 | 3-12 | 0 | 2d10+1 | Nil | Nil | Nil | 7,000 |
| 2 | 12-23 | 12-21 | -1 | 4d10+2 | Nil | Nil | Nil | 8,000 |
| 3 | 23-42 | 21-30 | -2 | 6d10+3 | Nil | Nil | Nil | 10,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 42-61 | 30-49 | -3 | 8d10+4 | 1 | Nil | E, S, T | 12,000 |
| 5 | 61-80 | 49-68 | -4 | 10d10+5 | 2 | 30% | H, S, T | 14,000 |
| 6 | 80-99 | 68-87 | -5 | 12d10+6 | 2 1 | 35% | H, S, T | 15,000 |
| 7 | 99-118 | 87-106 | -6 | 14d10+7 | 2 2 | 40% | H, S, T | 16,000 |
| 8 | 118-137 | 106-125 | -7 | 16d10+8 | 2 2 1 | 45% | H, S, Tx2 | 19,000 |
| 9 | 137-156 | 125-144 | -8 | 18d10+9 | 2 2 2 | 50% | H, S, Tx2 | 21,000 |
| 10 | 156-165 | 144-153 | -9 | 20d10+10 | 2 2 2/1 | 55% | H, S, Tx2 | 22,000 |
| 11 | 165-174 | 153-162 | -10 | 22d10+11 | 2 2 2 2/2 | 60% | H, S, Tx3 | 23,000 |
| 12 | 174-183 | 162-171 | -11 | 24d10+12 | 2 2 2 2 /2 1 | 65% | H, S, Tx3 | 24,000 |

# Dragon, Chromatic White Dragon

| | |
|---|---|
| **Climate/Terrain:** | Arctic plains, hills, mountains, and subterranean |
| **Frequency:** | Rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 1 (base) |
| **Movement:** | 12, Fl 40 (C), Sw 12 |
| **Hit Dice:** | 11 (base) |
| **THAC0:** | 9 (at 11 HD) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-6/1-6/3-16 (2d8) |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | H (24'base) |
| **Morale:** | Elite (15-16) |
| **XP Value:** | Variable |

White dragons, the smallest and weakest of the evil dragons, are slow witted but efficient hunters. They are impulsive, vicious, and animalistic, tending to consider only the needs and emotions of the moment and having no foresight or regret. Despite their low intelligence, they are as greedy and evil as the other evil dragons.

The scales of a hatchling white dragon are a mirror-like glistening ground. As the dragons ages, the sheen disappears, and by the time it reaches the *very old* stage, scales of pale blue and light gray are mixed in with the white.

White dragons speak their own tongue, a tongue common to all evil dragons, and 7% of hatchling white dragons have an ability to communicate with any intelligent creature. The chance to possess this ability

increases 5% per age category of the dragon.

**Combat:** Regardless of a target's size, a white dragon's favorite method of attack is to use its breath weapon and special abilities before closing to melee. This tactic sometimes works to the dragon's detriment, as it can exhaust its breath weapon on smaller prey and then be faces with a larger creature it must attack physically. If a white dragon is pursuing creatures in the water, such as polar bears or seal, it will melee them in their element, fighting with its claws and bite.

**Breath weapon/special abilities:** A white dragon's breath weapon is a come of frost 70' long, 5' wide at the dragon's mouth, and 25' wide at the base. Creatures caught in the blast may Save versus Breath Weapon for half damage. A white dragon casts its spells and uses its magical abilities at 5th level, plus its combat modifier.
From their birth, white dragons are immune to cold. As they grow older, they gain the following additional abilities: **Juvenile:** *ice walking*, which allows the dragon to walk across ice as easily as easily as creatures walk across flat, dry ground. **Mature adult:** *gust of wind* three times a day. **Very old:** *wall of fog* three times a day, this produces snow or hail rather than rain. **Wyrm:** *freezing fog* three times a day. This obscures vision in a 100' radius and causes frost to form, creating a thin layer of glare ice on the ground and on all surfaces within the radius.

**Habit/Society:** White dragons live in chilly or cold regions, preferring lands where the temperature rarely rises above freezing and ice and snow always cover the ground. When temperatures become too warm, the dragons become lethargic. White dragons bask in the frigid winds that whip over the landscape, and they wallow and play in deep snow banks.
White dragons are lackadaisical parents. Although the young remain with the parents from hatchling to juvenile or young adult stage they are not protected. Once a dragon passes from it hatchling stage, it must fend for itself, learning how to hunt and defend itself, learning how to hunt and defend itself by watching the parents.
White dragons' lairs are usually icy caves and deep subterranean chambers; they select caves that open away from the warming rays of the sun. White dragons store all of their treasure within their lair, and prefer keeping it in caverns coated in ice, which reflect the gems, especially diamonds, because they are pretty to look at.

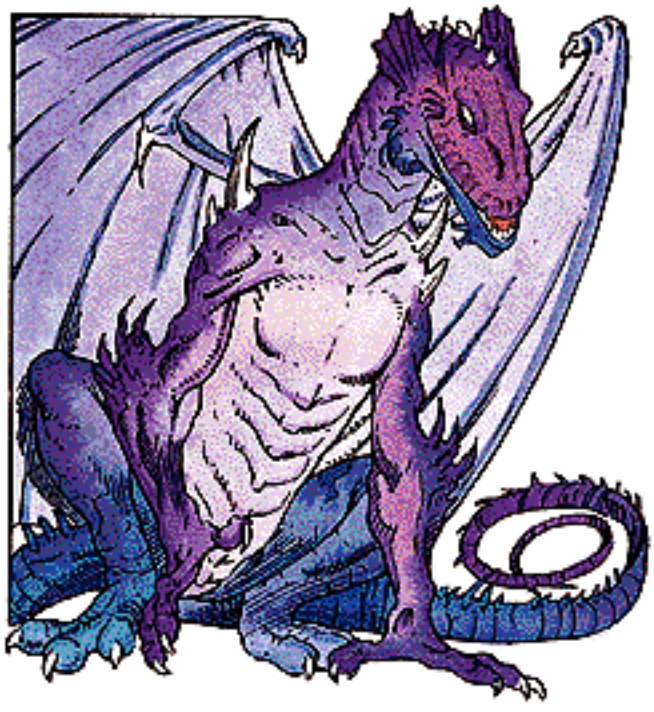
**Ecology:** Although white dragons, as all other dragons, are able to eat nearly anything, they are very particular and will consume only food which has been frozen. Usually after a dragon has killed a creature with its breath weapon it will fall to devouring it while the carcass is still stiff and frigid. It will bury other kills in snow banks until they are suitably frozen.
White dragons' natural enemies are frost giants who kill the dragons for food and armor and subdue them for guards and mounts.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 1-5 | 1-4 | 4 | 1d6+1 | Nil | Nil | Nil | 3,000 |
| 2 | 5-14 | 4-12 | 3 | 2d6+2 | Nil | Nil | Nil | 4,000 |
| 3 | 14-23 | 12-21 | 2 | 3d6+3 | Nil | Nil | Nil | 6,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 23-32 | 21-28 | 1 | 4d6+4 | Nil | Nil | E | 8,000 |
| 5 | 32-41 | 28-36 | 0 | 5d6+5 | Nil | 5% | E, O, S | 10,000 |
| 6 | 41-50 | 36-45 | -1 | 6d6+6 | 1 | 10% | E, 0, S | 12,000 |
| 7 | 50-59 | 45-54 | -2 | 7d6+7 | 1 | 15% | E, O, S | 13,000 |
| 8 | 59-68 | 54-62 | -3 | 8d6+8 | 2 | 20% | E, O, Sx2 | 14,000 |
| 9 | 68-77 | 62-70 | -4 | 9d6+9 | 2 | 25% | E, O, Sx2 | 16,000 |
| 10 | 77-86 | 70-78 | -5 | 10d6+10 | 3 | 30% | E, O, Sx2 | 17,000 |
| 11 | 86-95 | 78-85 | -6 | 11d6+11 | 3 | 35% | E, O, Sx3 | 18,000 |
| 12 | 95-104 | 85-94 | -7 | 12d6+12 | 4 | 40% | E, O, Sx3 | 19,000 |

# Dragon, Gem Amethyst Dragon

| | |
|---|---|
| **Climate/Terrain:** | Temperate and cold mountain lakes |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Special |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -4 (base) |
| **Movement:** | 12, Fl 40 (C), Sw 12 |
| **Hit Dice:** | 14 (base) |
| **THAC0:** | 7 (base) |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-10/1-10/5-30 |
| **Special Attacks:** | Variable |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (30' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |



Amethyst dragons are wise and regal, with a detached air, and ignore what they consider to be petty squabbles between good and evil, law and chaos. When hatched, amethyst dragons have lavender skin with small scales of a light, translucent purple. As they grow older, the scales gradually darken. Adults are a sparkling lavender in color.
Amethyst dragons speak their own tongue and the tongue common to all gem dragons, and 18% of hatchling amethyst dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Amethyst dragons prefer talking over combat. If parleying goes badly, the dragon attacks first

with its breath weapon, then with psionics and spells. They never hide or attempt ambush. Amethyst dragons consider retreat dishonorable, but do so if faced with death.

**Breath weapon/special abilities:** An amethyst dragon's breath weapon is a faceted, violet lozenge, which it can spit into the midst of enemies, up to 75 feet away. The lozenge explodes with concussive force, causing the indicated damage to all creatures within 60' of the impact (save vs. breath weapon for half damage). In addition, all creatures size huge and smaller must save vs. paralyzation or be knocked down. Any creature taking damage from the blast has a 50% chance of being knocked unconscious for one round per age level of the dragon, plus 1d8 rounds. An amethyst dragon casts spells and uses its magical abilities at 9th level, plus its combat modifier.
Amethyst dragons are born with an innate *water breathing* ability and an immunity to poisons. They are also immune to force attacks and effects, such as those from *beads of force, Bigby's hand* spells, *wall of force,* and *Otiluke's resilient sphere.* As they age, they gain the following additional powers: **Young:** *water walking* six times a day. **Juvenile:** *neutralize poison* six times a day. **Adult:** *shape change,* as a druid, into a reptile, bird, or mammal, three times a day, with each form usable only once per day. **Old:** *otiluke's resilient sphere* three times a day. **Very old:** *reflecting pool* once a day. **Venerable:** *control weather* once a day.

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| = HD | 3/3/5 | PB,EW,PsC/M-,TS,TW | = Int | 250 |

**Common powers** (most amethyst dragons prefer psychokinetic powers and many choose psychometabolism as an additional discipline):
**Psychokinesis - Sciences:** detonate, project force, telekinesis. **Devotions:** control body, inertial barrier, molecular agitation.
**Psychometabolism - Sciences:** complete healing, energy containment, metamorphosis. **Devotions:** cell adjustment, expansion, reduction.
**Telepathy - Sciences:** domination, mindlink, mindwipe. **Devotions:** contact, ESP, identity penetration, truthear.
**Metapsionics - Sciences:** empower, psychic surgery, ultrablast. **Devotions:** magnify, psionic sense, psychic drain.

**Habitat/Society:** Amethyst dragons live on the shores of isolated mountain lakes and pools, some in caves beneath the water. They are good parents, but believe their young should fend for themselves as soon as they become young adults. Amethyst dragons dislike red and white dragons, and consider silver and copper dragons to be foolish.

**Ecology:** Amethyst dragons prefer to eat fish and a large number of gems. They are not inherently enemies with any life form.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard/Priest | MR | Type | Value |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 1 | 2-10 | 4-10 | -1 | 2d8+1 | Nil | Nil | Nil | 4,000 |
| 2 | 10-18 | 10-16 | -2 | 4d8+2 | Nil | Nil | Nil | 6,000 |
| 3 | 18-28 | 16-26 | -3 | 6d8+3 | Nil | Nil | Nil | 7,000 |
| 4 | 28-38 | 26-36 | -4 | 8d8+4 | Nil/1 | Nil | H, U, T | 9,000 |
| 5 | 38-53 | 36-46 | -5 | 10d8+5 | 1/1 | 25% | H, Ux2, T | 10,000 |
| 6 | 53-68 | 46-56 | -6 | 12d8+6 | 1/2 1 | 30% | H, Ux3, Tx2 | 12,000 |
| 7 | 68-80 | 56-66 | -7 | 14d8+7 | 1 1/2 1 1 | 35% | H, Ux4, Tx2 | 13,000 |
| 8 | 80-92 | 66-76 | -8 | 16d8+8 | 2 1/2 2 1 1 | 40% | H, Ux6, Tx3 | 15,000 |
| 9 | 92-102 | 76-82 | -9 | 18d8+9 | 2 1 1/2 2 2 1 1 | 45% | H, Ux8, Tx3 | 17,000 |
| 10 | 102-112 | 82-88 | -10 | 20d8+10 | 2 2 1 1/2 2 2 2 1 1 | 50% | H, Ux10, Tx4 | 19,000 |
| 11 | 112-122 | 88-94 | -11 | 22d8+11 | 2 2 2 2 1/2 2 2 2 2 1 | 55% | H, Ux13, Tx4 | 20,000 |
| 12 | 122-132 | 94-100 | -12 | 24d8+12 | 2 2 2 2 2 2/2 2 2 2 2 2 | 60% | H, Ux16, Tx5 | 21,000 |

# Dragon, Gem Crystal Dragon

| | |
|---|---|
| **Climate/Terrain:** | Temperate and cold mountains |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Exceptional |
| **Treasure:** | Special |
| **Alignment:** | Chaotic neutral |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 0 (base) |
| **Movement:** | 9, Fl 24 (C), Jp 3 |
| **Hit Dice:** | 10 (base) |
| **THAC0:** | 11 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-6/1-6/2-12 |
| **Special Attacks:** | Variable |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | L (12' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |

Crystal dragons are the friendliest of the gem dragons, always curious about the world. Though they seldom seek out company, they willingly converse with visitors who do not try to steal from them.
At birth, crystal dragons have glossy white scales. As the dragons age, their scales become translucent. Moonlight and starlight causes their scales to luminesce, while bright sunlight lends them a dazzling brilliance which makes crystal dragons almost unbearable to look at.
Crystal dragons speak their own tongue and the tongue common to all gem dragons, and 10% of hatchling crystal dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Crystal dragons greatly prefer conversation to combat, and often use *charm person* early in any conversation. They do not initially hide, but if visitors become hostile, a crystal dragon will retreat immediately to observe its enemies with its special abilities, and plan an attack. Often, it uses its breath weapon first, to weaken and disorient enemies. Spells and other abilities are used as needed, with claws and bite a last resort.

**Breath weapon/special abilities:** This dragon's breath weapon is a cone of glowing shards; the cone is 60 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the base. Creatures caught in the blast can save vs. breath weapon for half damage, and must make a second saving throw vs. breath weapon or be blinded by the dazzling shards for one turn per age level of the dragon. The shards shine as bright as daylight, and can be seen for miles. Creatures within 60 feet must save vs. breath weapon or be dazzled, incurring a penalty of -2 to attack rolls for one turn per age level of the dragon. A crystal dragon casts spells and uses magical abilities at 5th level, plus its combat modifier.
Crystal dragons are born immune to light-based attacks and normal cold, and able to cast *charm person* at will. As they age, they gain these additional powers: **Juvenile:** *color spray* three times a day. **Mature adult:** *suggestion* three times a day. **Very old:** *luckscale* once a day. This allows the dragon to enchant one of its scales as a *stone of good luck.* The enchantment lasts one hour per age category of the dragon. Such scales are given to friendly visitors. **Wyrm:** *control winds* three times a day.

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| = HD | 1/1/2 | EW/M- | = Int | 100 |

**Common powers:**
**Clairsentience - Sciences:** clairaudience, clairvoyance, precognition.
**Devotions:** any.

**Habitat/Society:** Crystal dragons prefer cold, open areas with clear skies, and they enjoy stargazing. They have been known to build snow forts, create beautiful snow sculptures, and throw balls of snow at various targets. They are fun-loving and mischievous. Crystal dragons are reasonably good parents, if somewhat irresponsible.
Crystal dragons are hunted by some white dragons. However, a rare crystal dragon will adopt a young white dragon, to teach it to be friendly. Though generally friendly, they bear great enmity towards all giants, who sometimes try to enslave them.

**Ecology:** Crystal dragons prefer gems and metal ores to all other foods.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 1-4 | 1-6 | 3 | 1d4+1 | Nil | Nil | Nil | 1,400 |
| 2 | 4-9 | 6-11 | 2 | 2d4+2 | Nil | Nil | Nil | 2,000 |
| 3 | 9-14 | 11-16 | 1 | 3d4+3 | Nil | Nil | Nil | 3,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 14-21 | 16-23 | 0 | 4d4+4 | Nil/1 | Nil | E, Q | 5,000 |
| 5 | 21-28 | 23-30 | -1 | 5d4+5 | 1/1 | 5% | E, Qx2, T | 6,000 |
| 6 | 28-38 | 30-40 | -2 | 6d4+6 | 1/1 1 | 10% | H, Qx3, T | 7,000 |
| 7 | 38-48 | 40-50 | -3 | 7d4+7 | 1/1 1 1 | 15% | H, Qx4, T | 9,000 |
| 8 | 48-56 | 50-60 | -4 | 8d4+8 | 1 1/1 1 1 | 20% | H, Qx5, T | 10,000 |
| 9 | 56-64 | 60-70 | -5 | 9d4+9 | 1 1 1/2 1 1 | 25% | H, Qx6, Tx2 | 12,000 |
| 10 | 64-72 | 70-77 | -6 | 10d4+10 | 1 1 1/2 2 1 1 | 30% | H, Qx7, Tx2 | 13,000 |
| 11 | 72-80 | 77-84 | -6 | 11d4+11 | 2 1 1/2 2 2 1 | 35% | H, Qx8, Tx2 | 15,000 |
| 12 | 80-92 | 84-91 | -8 | 12d4+12 | 2 2 1/2 2 2 2 | 40% | H, Qx9, Tx2 | 16,000 |

# Dragon, Gem Emerald Dragon

| | |
|---|---|
| **Climate/Terrain:** | Tropical and subtropical extinct volcanoes |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Special |
| **Alignment:** | Lawful neutral |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -2 (base) |
| **Movement:** | 9, Fl 30 (C), Br 3 |
| **Hit Dice:** | 12 (base) |
| **THAC0:** | 9 (base) |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-8/1-8/3-18 |
| **Special Attacks:** | Variable |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | H (20' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |

Emerald dragons are very curious, particularly about local history and customs, but prefer to only observe. They are the most paranoid of the gem dragons, and do not like people get too close to their treasure.

Emerald dragons have translucent green scales at birth. As they age, the scales harden and take on many shades of green. They scintillate in light, and the dragon's hide seems to be in constant motion.

Emerald dragons speak their own tongue and the tongue common to all gem dragons, and 14% of hatchling emerald dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Emerald dragons usually set up traps and alarms around their lairs to warn them of visitors. They often hide from intruders, using special abilities to observe, and seldom come out to speak. If intruders attack or approach the dragon's treasure, the dragon burrows underneath to surprise its victims, then use breath weapon and claws, seeking to quickly disable as many as it can. If faced with superior forces, the dragon retreats, waiting years for revenge if necessary.

**Breath weapon/special abilities:** An emerald dragon's breath weapon is a loud, keening wail which sets up a sonic vibration affecting all creatures within 120 feet of the dragon's mouth. Those in the area can save vs. breath weapons for half damage from the painful vibrations. Victims must make a second saving throw vs. breath weapon or be stunned, unable to defend or attack, for three rounds per age level of the dragon, plus 1d4 rounds. Those who successfully save are deafened and disoriented instead, for a like amount of time, and at -1 to attack rolls. Deafness does not protect one from vibratory damage, but pre-vents stunning or additional deafness. An emerald dragon casts spells and uses its magical abilities at 6th level, plus its combat modifier.
Emerald dragons are born with an innate *flame walk* ability and an immunity to sound-based attacks. As they age, they gain the following additional powers: **Young:** *audible glamer* three times a day. **Juvenile:** *hypnotism* three times a day. **Adult:** *Melf's minute meteors* three times a day. **Mature adult:** *hold person* three times a day. **Venerable:** *animate rock* once a day. **Great wyrm:** *geas* once a day. *Hypnotism* and *geas* are effected by the dragon's skilled rippling movement of its scales.

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| = HD | 2/2/3 | PB,II/M-,TW | = Int | 180 |

Common powers (most emerald dragons prefer telepathic powers):
**Clairsentience - Sciences:** aura sight, object reading, precognition. **Devotions:** all-around vision, combat mind, danger sense.
**Telepathy - Sciences:** ejection, mindlink, probe. **Devotions:** contact, ESP, life detection, sight link, sound link.

**Habitat/Society:** Emerald dragons are reclusive, making lairs in the cones of extinct or seldom active volcanoes. These dragons are protective parents and prefer their young to stay in the lair as long as possible for mutual protection. Emerald dragons sometimes live near sapphire dragons, and they fear the voracious greed of red dragons.

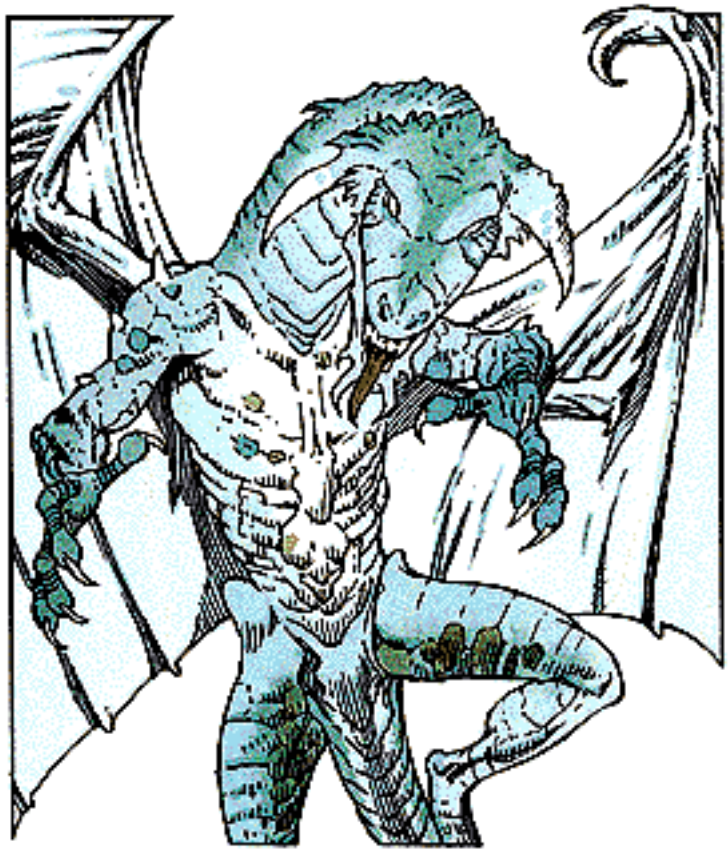
**Ecology:** Emerald dragons will eat anything, but prefer lizards and giants. They are actively hostile towards fire giants.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 3-9 | 2-7 | 1 | 2d4+1 | Nil | Nil | Nil | 2,000 |
| 2 | 9-18 | 7-14 | 0 | 4d4+2 | Nil | Nil | Nil | 3,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 3 | 18-27 | 14-21 | -1 | 6d4+3 | Nil | Nil | Nil | 5,000 |
| 4 | 27-36 | 21-28 | -2 | 8d4+4 | 1 | Nil | ½H, Qx2 | 7,000 |
| 5 | 36-45 | 28-35 | -3 | 10d4+5 | 1/1 | 15% | H, Qx4, T | 8,000 |
| 6 | 45-54 | 35-42 | -4 | 12d4+6 | 1 1/1 | 20% | H, Qx6, T | 10,000 |
| 7 | 54-63 | 42-49 | -5 | 14d4+7 | 1 1/1 1 | 25% | H, Qx8, Tx2 | 12,000 |
| 8 | 63-72 | 49-56 | -6 | 16d4+8 | 1 1 1/2 1 | 30% | H, Qx10, Tx2 | 13,000 |
| 9 | 72-81 | 56-63 | -7 | 18d4+9 | 2 1 1/2 1 1 | 35% | Hx2, Qx12, Tx2 | 14,000 |
| 10 | 81-90 | 63-70 | -8 | 20d4+10 | 2 2 1/2 2 1 | 40% | Hx2, Qx14, Tx3 | 16,000 |
| 11 | 90-99 | 70-77 | -9 | 22d4+11 | 2 2 1 1/2 2 1 1 | 45% | Hx2, Qx16, Tx3 | 17,000 |
| 12 | 99-108 | 77-84 | 10 | 24d4+12 | 2 2 1 1 1/2 2 2 1 | 50% | Hx2, Qx18, Tx3 | 19,000 |

# Dragon, Gem Sapphire Dragon

| | |
|---|---|
| **Climate/Terrain:** | Any subterranean |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Special |
| **Alignment:** | Lawful neutral |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -3 (base) |
| **Movement:** | 9, Fl 30 (C), Br 6 |
| **Hit Dice:** | 13 (base) |
| **THAC0:** | 7 (base) |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-8/1-8/5-20 (3d6+2) |
| **Special Attacks:** | Variable |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | H (24' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |



While not actively hostile, sapphire dragons are militantly territorial and initially distrustful of anyone who approaches.
These beautiful dragons range from light to dark blue, and sparkle in the light, even at birth. Sapphire dragons are often mistaken for blue dragons, unless someone recalls the latter's preferred arid environment.
Sapphire dragons speak their own tongue and the tongue common to all gem dragons, and 16% of hatchling sapphire dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Sapphire dragons generally observe intruders before deciding what to do with them, unless

known enemies such as drow or dwarves are present. If others are not actively hostile the dragon attempts conversation and spell use to determine their intentions and convince them to leave. If the dragon or its treasure is threatened, it attacks immediately with breath weapon, spells, and physical attacks. It uses psionics or other special abilities to escape if its life is in jeopardy.

**Breath weapon/special abilities:** This dragon's breath weapon is cone of high-pitched, almost inaudible sound, 75 feet long, 5 feet wide at the dragon's mouth, and 25 feet wide at the base. Creatures caught by the blast can save vs. breath weapon for half damage from the sound's disruption, and must make a second saving throw vs. breath weapon or be affected by fear, fleeing the dragon in panic for two rounds per age level of the dragon, plus 1d6 rounds. This is a metabolic effect, and creatures unaffected by magical *fear* still suffer from the effects if they fail their save. Deafness does not protect one from the breath weapon's damage, though it prevents fear effects. A sapphire dragon casts spells and uses magical abilities at 7th level, plus combat modifier.
Sapphire dragons are born with immunity to all forms of fear, as well as immunity to *web, hold, slow,* and *paralysis.* As they age, they gain the following additional powers: **Young:** *continual light* three times a day. **Juvenile:** *stone shape* three times a day. **Adult:** *anti-magic shell* once a day. **Mature adult:** *passwall* six times a day. **Venerable:** *wall of stone* three times a day. **Great wyrm:** *sunray* three times a day.

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| = HD | 2/2/4 | PB,EW/M-,IF | = Int | 200 |

Common powers (most sapphire dragons use psychoportive powers):
**Clairsentience - Sciences:** clairaudience, clairvoyance. **Devotions:** know direction, radial navigation.
**Psychokinesis - Sciences:** disintegrate, molecular rearrangement, telekinesis. **Devotions:** animate shadow, control light, molecular manipulation, soften.
**Psychoportation - Sciences:** any. **Devotions:** any.

**Habitat/Society:** Sapphire dragons live deep underground and often place their treasure in caverns accessible only through magic or psionics. They sometimes share territory with emerald dragons. Sapphire dragons treat their young well, but force them to leave and find their own territory as soon as they are young adults.

**Ecology:** Sapphire dragons consider giant spiders a great delicacy and often hunt them. Deep dragons, drow, dwarves, mind flayers, and aboleth are great enemies of sapphire dragons.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard/Priest | MR | Type | Value |
| 1 | 4-10 | 2-5 | 0 | 2d6+1 | Nil | Nil | Nil | 2,000 |
| 2 | 10-20 | 5-10 | -1 | 4d6+2 | Nil | Nil | Nil | 4,000 |
| 3 | 20-30 | 10-15 | -2 | 6d6+3 | Nil | Nil | Nil | 6,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 30-40 | 15-20 | -3 | 8d6+4 | Nil/1 | Nil | H, Qx2 | 8,000 |
| 5 | 40-50 | 20-25 | -4 | 10d6+5 | 1/1 | 20% | H, Qx4, T | 9,000 |
| 6 | 50-60 | 25-30 | -5 | 12d6+6 | 1/1 1 | 25% | H, Qx6, T | 11,000 |
| 7 | 60-70 | 30-35 | -6 | 14d6+7 | 1 1/1 1 | 30% | H, Qx8, Tx2 | 13,000 |
| 8 | 70-80 | 35-40 | -7 | 16d6+8 | 2 1/2 1 | 35% | Hx2, Qx10, Tx2 | 14,000 |
| 9 | 80-90 | 40-45 | -8 | 18d6+9 | 2 1 1/2 1 1 | 40% | Hx2, Qx13, Tx3 | 15,000 |
| 10 | 90-100 | 45-50 | -9 | 20d6+10 | 2 2 1/2 2 1 1 | 45% | Hx2, Qx16, Tx3 | 17,000 |
| 11 | 100-110 | 50-55 | -10 | 22d6+11 | 2 2 1 1/2 2 2 1 1 | 50% | Hx2, Qx20, Tx4 | 18,000 |
| 12 | 110-130 | 55-65 | -11 | 24d6+12 | 2 2 2 1/2 2 2 2 2 | 55% | Hx2, Qx24, Tx4 | 20,000 |

# Dragon, Gem Topaz Dragon

| | |
|---|---|
| **Climate/Terrain:** | Temperate or cold seacoast |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic neutral |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -1 (base) |
| **Movement:** | 9, Fl 24 (C), Sw 9 |
| **Hit Dice:** | 11 (base) |
| **THAC0:** | 9 (base) |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 2-7/2-7/2-16 |
| **Special Attacks:** | Variable |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | H (15' base) |
| **Morale:** | Elite (15-16) |
| **XP Value:** | Variable |

Topaz dragons are unfriendly and selfish. Though not malevolent, they are seldom pleasant to deal with because of their erratic behavior. Topaz dragons neither seek company nor welcome it.
At hatching, topaz dragons are a dull yellow-orange in color. As they age and their scales harden, the scales become translucent and faceted. Adult topaz dragons sparkle in full sunlight.
Topaz dragons speak their own tongue and the tongue common to all gem dragons, and 12% of hatchling topaz dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Topaz dragons dislike intruders, but avoid combat, often conversing to hide psionics or magic use. If intruders are hostile, or the dragon tires of them, it attacks, psionically first if possible, using spells

as needed. They enjoy using teeth and claws, and usually save their breath weapon until wounded. The dragon may pretend to surrender to buy time, and retreats if greatly threatened. It usually makes one or more false retreats, attempting to come back and attack with surprise.

**Breath weapon/special abilities:** This dragon's breath weapon is a cone of dehydration, 70 feet long, 5 feet wide at the dragon's mouth and 25 feet wide at the base. When directed against liquids, a cubic foot of water dries up per hit point of damage. Creatures caught by the cone can make a saving throw vs. breath weapon for half damage from water loss. Those who fail to save lose 1d6+6 Strength points; those who succeed lose only 1d6 Strength points. Curative spells less powerful than *heal* or *regeneration* are ineffective against Strength loss, though victims who are carefully nursed back to health recover one Strength point per day. Any creature reduced to a Strength of zero or less dies instantly. A topaz dragon casts spells and uses magical abilities at 5th level, plus combat modifier.
At birth, topaz dragons can breathe water and are immune to cold. As they age, they gain the following powers: **Young:** *protection from evil or good* three times a day. **Juvenile:** *blink* three times a day. **Adult:** *wall of fog* three times a day. **Mature adult:** *airy water* three times a day, 10-foot radius per age category of the dragon. **Old:** *part water* once a day.

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| = HD | 1/1/3 | MT,II/M-,MB | = Int | 120 |

**Common powers** (most topaz dragons prefer psychometabolic powers):
**Psychokinesis - Sciences:** telekinesis. **Devotions:** animate object, control wind, molecular manipulation, soften.
**Psychometabolism - Sciences:** energy containment, life draining, metamorphosis. **Devotions:** biofeedback, body equilibrium, cause decay, chemical simulation.

**Habitat/Society:** Topaz dragons live by the sea, often building or claiming caves below the waterline; they keep their caves completely dry. These dragons enjoy sunning on rocky outcroppings, enjoying wind and spray. They like water little and swim only to hunt or attack. They are indifferent parents at best, and abandon young to protect themselves. They dislike bronze dragons and attack them on sight.

**Ecology:** Topaz dragons prefer to eat fish and other aquatic creatures, especially giant squid.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 2-9 | 2-5 | 2 | 1d6+1 | Nil | Nil | Nil | 2,000 |
| 2 | 9-16 | 5-9 | 1 | 2d6+2 | Nil | Nil | Nil | 3,000 |
| 3 | 16-23 | 9-13 | 0 | 3d6+3 | Nil | Nil | Nil | 5,000 |
| 4 | 23-35 | 13-17 | -1 | 4d6+4 | Nil/1 | Nil | E, Q | 7,000 |
| 5 | 35-44 | 17-23 | -2 | 5d6+5 | 1/1 | 10% | H, Qx3, T | 8,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 6 | 44-53 | 23-29 | -3 | 6d6+6 | 1/1 1 | 15% | H, Qx5, T | 10,000 |
| 7 | 53-59 | 29-33 | -4 | 7d6+7 | 1/2 1 | 20% | H, Qx7, T | 12,000 |
| 8 | 59-65 | 33-37 | -5 | 8d6+8 | 1 1/2 1 1 | 25% | H, Qx9, Tx2 | 14,000 |
| 9 | 65-70 | 37-41 | -6 | 9d6+9 | 1 1 1/2 2 1 | 30% | H, Qx11, Tx2 | 15,000 |
| 10 | 70-75 | 41-45 | -7 | 10d6+10 | 2 1 1/2 2 1 1 | 35% | H, Qx13, Tx2 | 16,000 |
| 11 | 75-80 | 45-48 | -8 | 11d6+11 | 2 2 1/2 2 2 1 | 40% | Hx2, Qx15, Tx3 | 17,000 |
| 12 | 80-92 | 48-50 | -9 | 12d6+12 | 2 2 1 1/2 2 2 2 | 45% | Hx2, Qx17, Tx3 | 18,000 |

# Dragon, Metallic Brass Dragon

| | |
|---|---|
| **Climate/Terrain:** | Arid desert and plain |
| **Frequency:** | Rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | High (13-14) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic good (neutral) |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 0 (base) |
| **Movement:** | 12, Fl 30 (C), Br 6 |
| **Hit Dice:** | 12 (base) |
| **THAC0:** | 9 |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-6//1-6/4-16 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (30' base) |
| **Morale:** | Fanatic (17 base) |
| **XP Value:** | Variable |

Brass dragons are great talkers, but not particularly good conversationalists. They are egotistical and often boorish. They oftern have useful information, but will divulge it only after drifting off the subject many times and after hints that a gift would be appreciated.
At birth, a brass dragon's scales are dull. Their color is a brassy, mottled brown. As the dragon gets older, the scales become more brassy, until they reach a warm burnished appearance.

**Combat:** Brass dragons would rather talk than fight. If an intelligent creature tries to take its leave of a brass dragon without talking to it at length, the dragon might have a fit of pique and try to force a conversation with *suggestion* or by giving the a dose of *sleep gas*. If the victim falls asleep it will awaken to find itself pinned under the dragon or buried to the neck in the sand until the dragon's thirst for small

talk is slaked. Before melee, brass dragons create a cloud of dust with *dust devil* or *control winds*, then charge or snatch. Brass dragons often use *control temperature* to create heat to discomfort their opponents. When faced with real danger, younger brass dragons will fly out of sight, then hide by burrowing. Older dragons spurn this ploy.

**Breath weapon abilities:** A brass dragon has two breath weapons: a cone of *sleep* gas 70' long, 5' wide at the dragon's mouth, and 20' wide at its end; or a cloud of blistering desert heat 50' long, 40' wide, and 20' high. Creatures caught in the gas, regardless of Hit Dice or level, must save vs. breath weapon for half. A brass dragon casts its spells and uses its magical abilities at 6th level, plus its combat modifier. At birth, brass dragons can *speak with animals* freely, and are immune to fire and heat. As they age, they gain the following additional powers:

**Young:** *create* or *destroy water* three times a day. **Juvenile:** *dust devil* once a day. **Adult:** *suggestion* once a day. **Mature adult:** *control temperature* three times a day in a 10' radius per age level. **Old:** *control winds* once a day. **Great wyrm:** *Summon djinni* once a week. The dragon usually asks the djinni to preform some service. Although the djinni serves willingly, the dragon will order it into combat only in extreme circumstances, as the dragon would be dismayed and embarrassed if the djinni were killed.

**Habit/Society:** Brass dragons are found in arid, warm climates; ranging from sandy deserts to dry steppes. They love intense, dry heat and spend most of their time basking in the sun. They lair in high caves, preferably facing east where the sun can warm the rocks, and their territories always contain several spots where they can bask and trap unwary travelers into conversation.
Brass dragons are very social. They usually are on good terms with neighboring brass dragons and sphinxes. Brass dragons are dedicated parents. If their young are attacked they will try to slay the enemy, using their heat breath weapons and taking full advantage of their own immunity.
Because they share the same habitat, blue dragons are brass dragons' worst enemies. Brass dragons usually get the worst of a one-on-one confrontation, mostly because of the longer reach of the blue dragon's breath weapon. Because of this, brass dragons usually try to evade blue dragons until they can rally their neighbors for a mass attack.

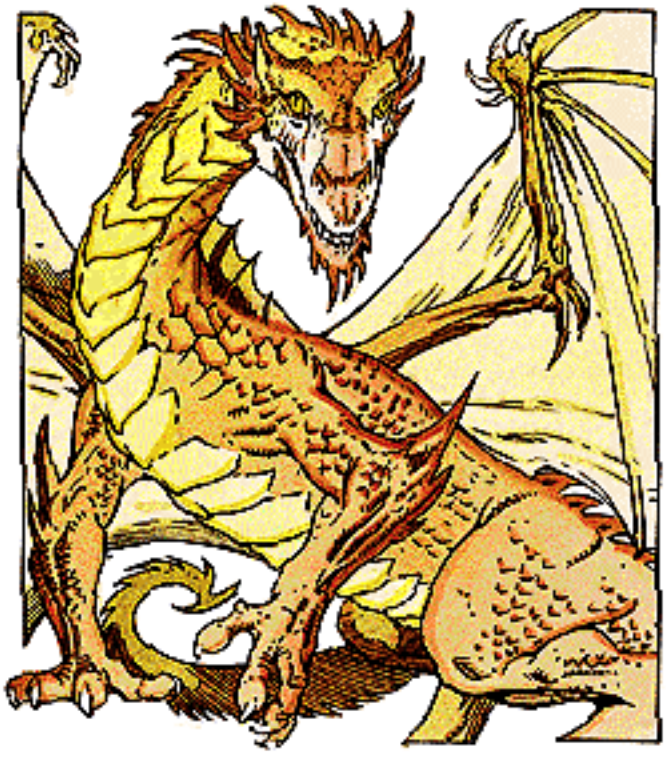
**Ecology:** Like other dragons, brass dragons can, and will, eat almost anything if the need arises. In practice, however, they eat very little. They are able to get nourishment from the morning dew, a rare commodity in their habitat, and have been seen carefully lifting it off plants with their long tongues.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard/Priest | MR | Type | Value |
| 1 | 3-6 | 2-5 | 3 | 2d4+1 | Nil/Nil | Nil | Nil | 4,000 |
| 2 | 6-14 | 4-12 | 2 | 4d4+2 | Nil/Nil | Nil | Nil | 6,000 |
| 3 | 14-22 | 12-18 | 1 | 6d4+3 | Nil/Nil | Nil | Nil | 8,000 |
| 4 | 22-31 | 18-24 | 0 | 8d4+4 | Nil/1 | Nil | ½H | 11,000 |
| 5 | 31-41 | 24-34 | -1 | 10d4+5 | 1 | 15% | H | 13,000 |
| 6 | 41-52 | 34-44 | -2 | 12d4+6 | 1 1 | 20% | H | 14,000 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 7 | 52-64 | 44-54 | -3 | 14d4+7 | 2 | 1 | | 25% | H | 15,000 |
| 8 | 64-77 | 54-64 | -4 | 16d4+8 | 3 | 2/1 | | 30% | Hx2 | 17,000 |
| 9 | 77-91 | 64-74 | -5 | 18d4+9 | 3 | 3/1 | 1 | 35% | Hx2 | 18,000 |
| 10 | 91-105 | 74-84 | -6 | 20d4+10 | 4 | 3/2 | 1 | 40% | Hx2 | 19,000 |
| 11 | 105-121 | 84-94 | -7 | 22d4+11 | 4 | 4/2 | 2 | 45% | Hx3 | 20,000 |
| 12 | 121-138 | 94-104 | -8 | 24d4+12 | 5 | 4/3 | 2 | 50% | Hx3 | 21,000 |

# Bronze Dragon Dragon, Metallic

| | |
|---|---|
| **Climate/Terrain:** | Tropical, sub-tropical, and temperate subterranean, lake shore, and sea shore |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Special |
| **Alignment:** | Lawful good |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -2 (base) |
| **Movement:** | 9, Fl 30 (C), Sw 12 |
| **Hit Dice:** | 14 (base) |
| **THAC0:** | 8 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-8//1-8/4-24 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (42' base) |
| **Morale:** | Fanatic (17 base) |
| **XP Value:** | Variable |



Bronze dragons are inquisitive and fond of humans and demi-humans. They enjoy *polymorphing* into small, friendly animals so they can unobtrusively observe humans and demi-humans, especially adventurers. Bronze dragons thrive on simple challenges such as riddles and harmless contests. They are fascinated by warfare and will eagerly join an army if the cause is just and the pay is good.
At birth, a bronze dragon's scales are yellow tinged with green, showing only a hint of bronze. As the dragon approached adulthood, its color deepens slowly changing to a rich bronze tone that gets darker as the dragon ages. Dragons from the very old stage on develop a blue-black tint to the edges of their scales, similar to a patina on ancient bronze armor or statues.

Bronze dragons speak their own tongue, a tongue common to all good dragons, and 16% of hatchling bronze dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Bronze dragons dislike killing creatures with animal intelligence and would rather bribe them (perhaps with food), or force them away with *repulsion*. When confronted with intelligent opponents bronze dragons use their *ESP* ability to learn their opponents' intentions. When attacking they blind their opponents with *wall of fog*, then charge. Or, if they are flying they will snatch opponents. When fighting under water, they use *airy water* to maintain the effectiveness of their breath weapons, and to keep away purely aquatic opponents. Against boats or ship they *summon* a storm or use their tail slap to smash the vessels' hulls. If the dragon is inclined to be lenient, seafaring opponents might merely find themselves becalmed, fog bound, or with broken masts.

**Breath weapon/special abilities:** A bronze dragon has two breath weapons: a stroke of *lightning* 100' long and 5' side or a cloud of *repulsion* gas 20' long, 30' wide, and 30' high. Creatures caught in the gas must save vs. breath weapon or move away from the dragon for two minutes per age level of the dragon, plus 1-6 minutes. Creature caught in the lightning take damage, save vs. breath weapon for half. A bronze dragon casts its spells and uses its magical abilities at 8th level, plus its combat modifier.
At birth, bronze dragons have a *water breathing* ability, can *speak with animals* at will, and are immune to electricity. As they age, they gain the following additional powers: **Young:** *create food and water and polymorph self* three times a day. (Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.) **Juvenile:** *wall of fog* once a day. **Adult:** *ESP* three times a day. **Mature adult:** *airy water* three times a day in a 10' radius per age category of the dragon. **Old:** *weather summoning* once a day.

**Habitat/Society:** Bronze dragons like to be near deep fresh or salt water. They are good swimmers and often visit the depths to cool off or to hunt for pearls or treasure from sunken ships. They prefer caves that are accessible only from the water, but their lairs are always dry--they do not lay eggs, sleep, or store treasure under water.
Bronze dragons are fond of sea mammals, especially dolphins and whales. These animals provide the dragons with a wealth of information on shipwrecks, which the dragons love to plunder, and detail the haunts of large sharks. Bronze dragons detest pirates, disabling or destroying their ships.

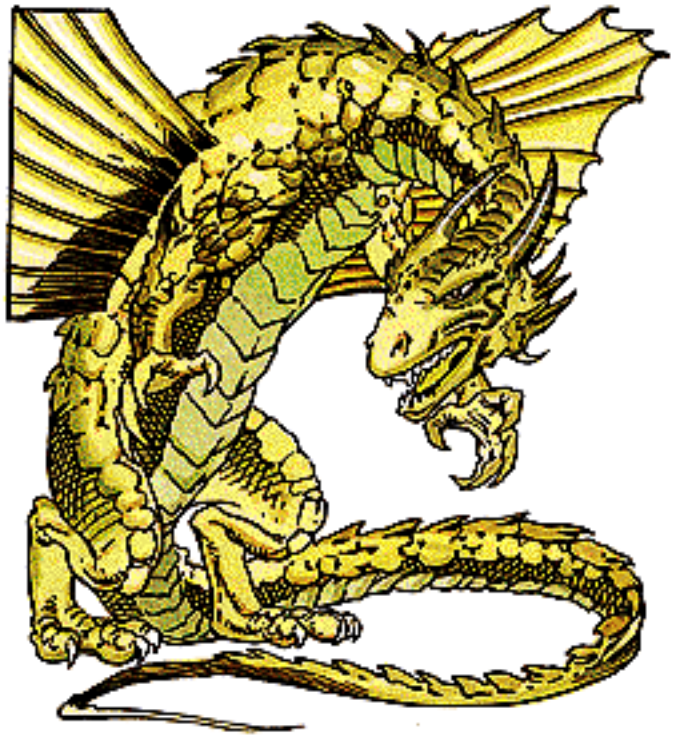
**Ecology:** Bronze dragons eat aquatic plants and some varieties of seafood. They especially prize of shark meat. They also dine on an occasional pearl, and, like other dragons, can eat almost anything in a pinch. Evil, amphibious sea creatures (particularly sahuagin), who can invade their air filled lairs, are their greatest enemies.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 5-14 | 3-10 | 1 | 2d8+1 | Nil/Nil | Nil | Nil | 6,000 |
| 2 | 14-23 | 10-19 | 0 | 4d8+2 | Nil/Nil | Nil | Nil | 8,000 |
| 3 | 23-32 | 19-28 | -1 | 6d8+3 | Nil/Nil | Nil | Nil | 10,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 32-42 | 28-37 | -2 | 8d8+4 | 1 | Nil | E, S, T | 12,000 |
| 5 | 42-52 | 37-44 | -3 | 10d8+5 | 1 1 | 20% | H, S, T | 14,000 |
| 6 | 52-63 | 44-52 | -4 | 12d8+6 | 2 1 | 25% | H, S, T | 15,000 |
| 7 | 63-74 | 52-60 | -5 | 14d8+7 | 2 2 | 30% | H, S, T | 16,000 |
| 8 | 74-85 | 60-70 | -6 | 16d8+8 | 2 2 1/1 | 35% | H, S, Tx2 | 20,000 |
| 9 | 85-96 | 70-80 | -7 | 18d8+9 | 2 2 2/1 1 | 40% | H, S, Tx2 | 22,000 |
| 10 | 96-108 | 80-90 | -8 | 20d8+10 | 2 2 2 1/2 1 | 45% | H, S, Tx2 | 23,000 |
| 11 | 108-120 | 90-100 | -9 | 22d8+11 | 2 2 2 2/2 2 | 50% | H, S Tx3 | 24,000 |
| 12 | 120-134 | 100-110 | -10 | 24d8+12 | 2 2 2 2 1/2 2 1 | 55% | H, S, Tx3 | 25,000 |

# Dragon, Metallic Copper Dragon

| | |
|---|---|
| **Climate/Terrain:** | Arid and temperate hills and mountains |
| **Frequency:** | Rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | High (13-14) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 1 (base) |
| **Movement:** | 9, Fl 30 (C), Jp 3 |
| **Hit Dice:** | 13 (base) |
| **THAC0:** | 9 |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-6//1-6/5-20 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (36' base) |
| **Morale:** | Elite (16 base) |
| **XP Value:** | Variable |



Copper dragons are incorrigible pranksters, joke tellers, and riddlers. They are prideful and are not good losers, although they are reasonable good winner. They are particularly selfish, and greedy for their alignment, and have an almost neutral outlook where wealth is concerned.

At birth, a copper dragon's scales have a ruddy brown color with a copper tint. As the dragon gets older, the scales become finer and more coppery, assuming a soft, warm gloss by the time the dragon becomes a young adult. Beginning at the venerable stage, the dragons' scales pick up a green tint.

Copper dragons speak their own tongue, a tongue common to all good dragons, and 14% of hatchling copper dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases to 5% per age category of the dragon.

**Combat:** Copper dragons like to taunt and annoy their opponents, hoping they will give up or become angry and act foolishly. Early in an encounter, a copper dragon will jump from one side of an opponent to another, landing on inaccessible or vertical stone surfaces. If there are no such places around a dragon's lair, the dragon will create them ahead of time using *stone shape*, *move earth*, and *wall of stone*. An angry copper dragon will mire its opponents using *rock to mud*, and will force victims who escape the mud, into it with kicks. Once opponents are trapped in the mud, the dragon will crush them with a *wall of stone* or snatch them and carry them aloft. When fighting airborne opponents, a dragon will draw its enemies into narrow, stony gorges where it can use its *spider climb* ability in an attempt to maneuver the enemy into colliding with the walls.

**Breath weapon/special abilities:** A copper dragon's breath is either a cloud of *slow* gas 30' long, 20' wide, and 20' high or a spurt of *acid* 70' long and 5' wide. Creatures caught in the gas must save vs. breath weapon or be *slowed* for three minutes per age level of the dragon. Creatures caught in the acid take damage, save vs. breath weapon for half. A copper dragon cast its spells and uses its magical abilities at 7th level, plus its combat modifier.
At birth, copper dragons can *spider climb* (stone surfaces only) and are immune to acid. As they age, they gain the following additional powers: **Young:** *neutralize poison* three times a day. **Juvenile:** *stone shape* twice a day. **Adult:** *forget* once a day. **Mature adult:** *rock to mud* once a day. **Old:** *move earth* once a day. **Great wyrm:** *wall of stone* once a day. A copper dragon can jump 30 yards forward or sideways, reaching heights up to 20' at mid jump. They can jump 30' straight up.

**Habitat/Society:** Copper dragons like dry, rocky uplands and mountains. They lair in narrow caves and often conceal the entrances using *move earth* and *stone shape.* Within the lair, they construct twisting mazes with open tops. These allow the dragon to fly or jump over intruders struggling through the maze. Copper dragons appreciate wit, and will usually leave good or neutral creatures alone if they can relate a joke, humorous story, or riddle the dragon has not heard before. They quickly get annoyed with creatures who don't laugh at their joked or do not accept the dragon's tricks and antics with good humor.
Because they often inhabit hills in sight of red dragons' lairs conflicts between the two subspecies often occur. Copper dragons usually run for cover until they can equal the odds.

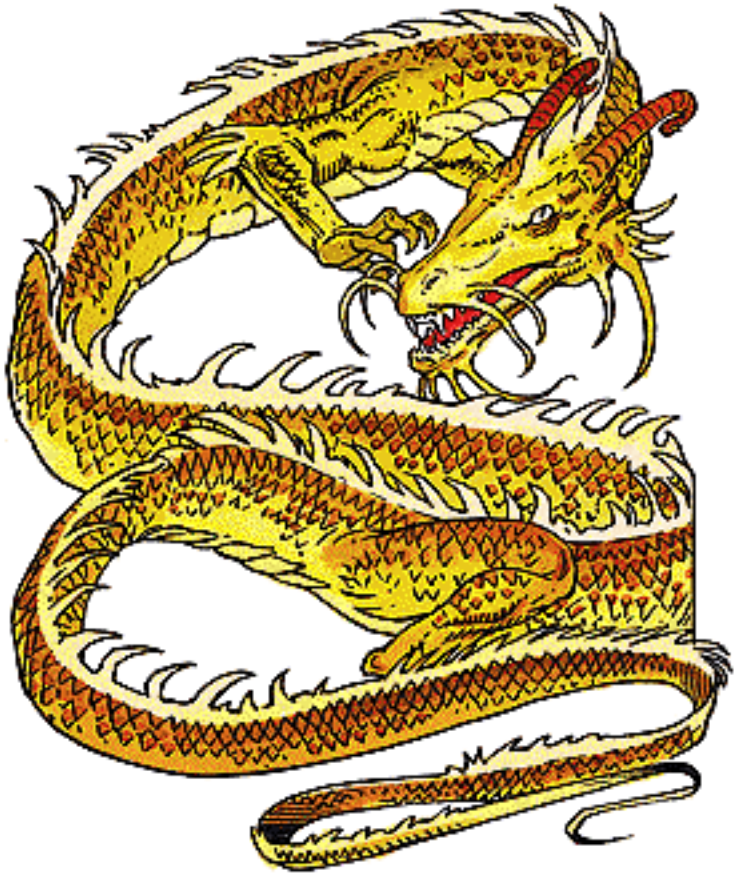
**Ecology:** Copper dragons are determined hunters, the good sport a hunt provides is at least as important as the food they get. They are known to eat almost anything, including metal ores. However, they prize giant scorpions and other large poisonous creatures (they say the venom sharpens their wit). The dragon's digestive system can handle the venom safely, although injected venoms affect them normally.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard/Priest | MR | Type | Value |
| 1 | 3-8 | 2-6 | 2 | 2d6+1 | Nil | Nil | Nil | 5,000 |
| 2 | 8-16 | 4-12 | 1 | 4d6+2 | Nil | Nil | Nil | 7,000 |
| 3 | 16-27 | 12-20 | 0 | 6d6+3 | Nil | Nil | Nil | 9,000 |
| 4 | 27-38 | 20-30 | -1 | 8d6+4 | 1 | Nil | ½H, S | 11,000 |
| 5 | 38-50 | 30-40 | -2 | 10d6+5 | 2 | 10% | H, S | 14,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 6 | 50-59 | 40-50 | -3 | 12d6+6 | 3 | 15% | H, S | 15,000 |
| 7 | 59-73 | 50-60 | -4 | 14d6+7 | 3 1 | 20% | H, S | 16,000 |
| 8 | 73-86 | 60-70 | -5 | 16d6+8 | 3 2/1 | 25% | H, Sx2 | 17,000 |
| 9 | 86-100 | 70-80 | -6 | 18d6+9 | 3 3/2 | 30% | H, Sx2 | 19,000 |
| 10 | 100-114 | 80-90 | -7 | 20d6+10 | 3 3 1/3 | 35% | H, Sx2 | 21,000 |
| 11 | 114-130 | 90-100 | -8 | 22d6+11 | 3 3 2/3 2 | 40% | H, Sx3 | 22,000 |
| 12 | 130-147 | 100-110 | -9 | 24d6+12 | 3 3 2 1/3 3 | 45% | H, Sx3 | 23,000 |

# Gold Dragon Dragon, Metallic

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Special |
| **Alignment:** | Lawful good |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -4 (base) |
| **Movement:** | 12, Fl 40 (C), Jp 3, Sw 12 (15) |
| **Hit Dice:** | 16 (base) |
| **THAC0:** | 5 (at 16 HD) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-10//1-10/6-36 (6d6) |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (54' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |



Gold dragons are wise, judicious, and benevolent. They often embark on self-appointed quests to promote goodness, and are not easily distracted from them. They hate injustice and foul play. A gold dragon frequently assumes human or animal guise and usually will be encountered disguised.
At birth, a gold dragon's scales are dark yellow with golden metallic flecks. The flecks get larger as the dragon matures until, at the adult stage, the scales grow completely golden.
Gold dragons speak their own tongue, a tongue common to all good dragons, and 18% of hatchling gold dragons have an ability to communicate with any intelligent creature. The chance to possess this ability increases 5% per age category of the dragon.

**Combat:** Gold dragons usually parley before combat. When conversing with intelligent creatures they use *detect lie* and *detect gems* spells to gain the upper hand. In combat, they quickly use *bless* and *luck bonus*. Older dragons use *luck bonus* at the start of each day if the duration is a day or more. They make heavy use of spells in combat. Among their favorites are *sleep, stinking cloud, slow, fire shield, cloudkill, globe of invulnerability, delayed blast fireball,* and *maze.*

**Breath weapon/special abilities:** A gold dragon has two breath weapons: a cone of *fire* 90' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of potent chlorine gas 50' long, 40' wide and 30' high. Creatures caught in either effect are entitled to a save versus breath weapon for half damage.
At birth, gold dragons have *water breathing* ability, can *speak with animals* freely, and are immune to fire and gas. They can also *polymorph self* three times a day. Each change form lasts until the dragon chooses a different form; reverting to the dragon's normal form does not count as a change. A gold dragon's natural form has wings. However, they sometimes choose a wingless form to facilitate swimming, gaining the higher swimming rate listed above. A gold dragon in any wingless form can fly at a speed of 6 (MC E).
As they age, they gain the following additional powers. **Young:** *bless* three times a day. **Juvenile:** *detect lie* three times a day. **Adult:** *animal summoning* once a day. **Mature adult:** *animal summoning* once a day. **Mature adult:** *luck bonus* once a day. **Old:** *quest* once a day, and *detect gems* three times a day. (This allows the dragon to know the number and kind of precious stones within a 30' radius, duration is one minute.
The *luck bonus* power of mature adults is used to aid good adventurers. By touch the dragon can enchant one gem to bring good luck. The gem is usually one which has been embedded in the dragon's hide. When the dragon carries the gem, it and every good creature in a 10' radius per age category of the dragon receives a +1 bonus to all Saving Throws and similar dice rolls, cf. *stone of good luck*. If the dragon gives a gem to another creature only the bearer gets the bonus. The enchantment lasts three hours per age category of the dragon. plus 1-3 hours. The enchantment ends if the gem is destroyed before its duration expires.

**Habit/Society:**Gold dragons can live anywhere. Their lairs are secluded and always made of solid stone, either caves or castles. These usually have loyal guards: either animals appropriate to the terrain, or storm or good cloud giants. The giants usually serve as guards through a mutual defensive agreement.

**Ecology:** Gold dragons can eat almost anything, however, they usually sustain themselves on pearls or small gems. Gold dragons who receive pearls and gems from good or neutral creatures will usually be favorably inclined toward the gift bringers, as long as the gift is not presented as a crass bribe. In the latter case, the dragon will accept the gift, but react cynically to any requests the giver makes.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 7-19 | 6-16 | -1 | 2d12+1 | Nil | Nil | Nil | 8,000 |
| 2 | 19-31 | 16-28 | -2 | 4d12+2 | Nil | Nil | Nil | 9,000 |
| 3 | 31-43 | 28-38 | -3 | 6d12+3 | Nil | Nil | Nil | 11,000 |
| 4 | 43-55 | 38-50 | -4 | 8d12+4 | 1 | Nil | E, R, T | 13,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 5 | 55-67 | 50-60 | -5 | 10d12+5 | 2 | 35% | H, R, T | 15,000 |
| 6 | 67-80 | 60-70 | -6 | 12d12+6 | 2 2 | 40% | H, R, T | 18,000 |
| 7 | 80-93 | 70-84 | -7 | 14d12+7 | 2 2 2 | 45% | H, R, T | 19,000 |
| 8 | 93-10 | 84-95 | -8 | 16d12+8 | 2 2 2 2/1 | 50% | H, R, Tx2 | 20,000 |
| 9 | 106-120 | 95-108 | -9 | 18d12+9 | 2 2 2 2 2/2 | 55% | H, R, Tx2 | 22,000 |
| 10 | 120-134 | 108-120 | -10 | 20d12+102 | 2 2 2 2 2/2 2 | 60% | H, R, Tx2 | 23,000 |
| 11 | 134-148 | 121-133 | -11 | 22d12+112 | 2 2 2 2 2 2/2 2 2 | 65% | H, R, Tx3 | 24,000 |
| 12 | 148-162 | 133-146 | -12 | 24d12+122 | 2 2 2 2 2 2 1/2 2 2 2 | 70% | H, R, Tx3 | 25,000 |

# Dragon, Metallic Silver Dragon

| | |
|---|---|
| **Climate/Terrain:** | Tropical, sub-tropical, and temperate mountains and clouds |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Special |
| **Alignment:** | Lawful good |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -3 (base) |
| **Movement:** | 9, Fl 30 (C), Jp 3 |
| **Hit Dice:** | 15 (base) |
| **THAC0:** | 5 (at 15 HD) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-8//1-8/5-30 (5d6) |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (48' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |

Silver dragons are kind and helpful. They will cheerfully assist good creatures if their need is genuine. They often take e the forms of kindly old men or fair damsels when associating with people.
At birth, a silver dragon's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color slowly lightens to brightly gleaming silver. An adult or older silver dragon has scales so fine that the individual scales are scarcely visible. From a distance, these dragons look as if they have been sculpted from pure metal.
Silver dragons speak their own tongue, a tongue common to all good dragons, and 16% of hatchling silver dragons have an ability to communicate with any intelligent creature. The chance to possess this

ability increases 5% per age category of the dragon.

**Combat:** Silver dragons are not violent and avoid combat except when faced with highly evil or aggressive foes. If necessary, they use *feather fall* to stop any missiles fired at them. They use *wall of fog* or *control weather* to blind or confuse opponents before making melee attacks. If angry, they will use *reverse gravity* to fling enemies helplessly into the air, where they can be snatched. When faced with flying opponents, a silver dragon will hide in clouds (often creating some with *control weather* on clear days), remain there using *cloud walking*, then jump to the attack when they have the advantage.

**Breath Weapon/Special Abilities:** A silver dragon has two breath weapons: a cone of *cold* 80' long, 5' wide at the dragon's mouth, and 30' wide at the end or a cloud of *paralyzation* gas 50' long, 40' wide, and 20' high. Creatures caught in the cold are allowed a save versus breath weapon for half damage. A silver dragon casts its spells and uses its magical abilities at 6th level, plus its combat modifier.
At birth, silver dragons are immune to cold and can *polymorph self* three times a day. Each change in form lasts until the dragon chooses a different form and reverting to their normal form does not count as a change. They also can *cloud walk*. This allows the dragon to tread on clouds or fog as though they were solid ground. The ability functions continuously, but can be negated or resumed at will. As they age, they gain the following additional powers: **Young:** *feather fall* twice a day. **Juvenile:** *wall of fog* once a day. **Adult:** *control winds* three times a day. **Mature adult:** *control weather* once a day. **Old:** *reverse gravity* once a day.

**Habitat/Society:** Silver dragons prefer aerial lairs on secluded mountain peaks, or amid the clouds themselves. When they lair in clouds there always will be an enchanted area with a sold floor for laying eggs and storing treasure.
Silver dragons seem to prefer human form to their own, and often have mortal companions. Frequently they share deep friendships with mortals. Inevitably, however, the dragon reveals its true form and takes its leave to live a dragon's life for a time.

**Ecology:** Silver dragons prefer human food, and can live on such fare indefinitely.
Because they lair in similar territories, silver dragons come into conflict with red dragons. Duels between the two species are furious and deadly, but silver dragons generally get the upper hand since they are more capable of working together against their foes and often have human allies.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard/Priest | MR | Type | Value |
| 1 | 8-18 | 3-6 | 0 | 2d10+1 | Nil | Nil | Nil | 7,000 |
| 2 | 18-30 | 6-12 | -1 | 4d10+2 | Nil | Nil | Nil | 8,000 |
| 3 | 30-42 | 12-16 | -2 | 6d10+3 | Nil | Nil | Nil | 10,000 |
| 4 | 42-52 | 16-21 | -3 | 8d10+4 | 2 | Nil | E, R | 12,000 |
| 5 | 52-63 | 21-27 | -4 | 10d10+5 | 2 2 | 25% | H, R | 14,000 |
| 6 | 63-74 | 27-32 | -5 | 12d10+6 | 2 2 1 | 30% | H, R | 17,000 |
| 7 | 74-85 | 32-37 | -6 | 14d10+7 | 2 2 2 | 35% | H, R | 18,000 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 8 | 85-96 | 37-43 | -7 | 16d10+8 | 2 2 2 1/2 | | 40% | H, Rx2 | 19,000 |
| 9 | 96-108 | 43-48 | -8 | 18d10+9 | 2 2 2 2/2 | | 45% | H, Rx2 | 21,000 |
| 10 | 108-120 | 48-54 | -9 | 20d10+102 | 2 2 2 1/2 | 2 1 | 50% | H, Rx2 | 22,000 |
| 11 | 120-134 | 54-60 | -10 | 22d10+112 | 2 2 2 2/2 | 2 2 | 55% | H, Rx3 | 23,000 |
| 12 | 134-148 | 60-67 | -11 | 24d10+122 | 2 2 2 2 1/2 | 2 2 1 | 60% | H, Rx3 | 24,000 |

# Brown Dragon

| | |
|---|---|
| **Climate/Terrain:** | Any arid/Desert |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Highly (13-14) |
| **Treasure:** | Special |
| **Alignment:** | Neutral (evil) |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 2 (base) |
| **Movement:** | 12, Br 24 |
| **Hit Dice:** | 14 (base) |
| **THAC0:** | 7 |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-4//1-4/3-30 |
| **Special Attacks:** | See below |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | See below |
| **Size:** | G (54' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |

Brown dragons, also known as great desert dragons, migrated from the desert. Raurin and now frequent much of the wastes in Eastern Mulhorand. Brown dragons are ferocious beasts; while they are intelligent, they view human beings as food, and believe it peculiar to talk with one's meal. They do not have wings and cannot fly.

Brown dragons have a coloration similar to that of desert sands, ranging from dim brown at hatchling stage to almost white at great wyrm stage. They have small, webbed claws that well developed for digging, and very large, long mouths. Their scales are leathery and not as hard as other dragon armors. Brown dragons speak their own tongue and the language of blue dragons. They have a 5% chance per age category of being able to communicate with any intelligent creature.

**Combat:** Brown dragons prefer to dig deep trenches in the sand and wait for prey to appear so they may ambush them. They have a 90% chance of hearing a man sized creature's footsteps on the desert sands from as far down as 500 feet.
Brown dragons breach the desert sand with incredible silence, imposing a -5 penalty to opponents' surprise rolls. Older brown dragons use illusions or even *invisibility* spells to conceal themselves.
When brown dragons grab their prey, they hold it in their jaws, taking in a 5-foot wide spray that extends in a straight line from the dragon's head up to 60 feet. All creatures caught in the spray can roll a saving throw vs. breath weapon for half damage.
Brown dragons use the spray against large numbers, but not against mounted foes, since they know that horses are good eating and don't put up as much struggle as humans. Brown dragons cast spells as 8th-level wizards.
They are born immune to acid and the effects of the desert heat. They may survive in airless environments nearly indefinitely.
As they age, brown dragons gain the following abilities:

| Age | Abilities |
|---|---|
| Young | Cast *create sand* to cover up the burrows |
| Juvenile | Cast *create water* once per day |
| Adult | Cast *sandstorm* (Mulhorandi spell) once per day |
| Venerable | Cast summon a 12-HD earth elemental |
| Great wyrm | Cast *disintegrate* once per day |

**Habitat/Society:** Brown dragons are found in desert, often close to settled areas. They typically dwell in deep burrows nearly 1,000 feet beneath the sand, where they carve out vast chambers.
The brown dragon mates and raises a family for only a short period of time; all parents encountered are in the mature adult stage of development. Many brown dragons do not mate.
Man is the main enemy of brown dragons. Humans hunt for them for their hides and treasure. Blue dragons also attack brown dragons.
Battles between brown and blue dragons are legendary for their ferocity. The people of the desert have a curious respect for the brown dragon, so tales often make the blue dragons more evil than the brown.

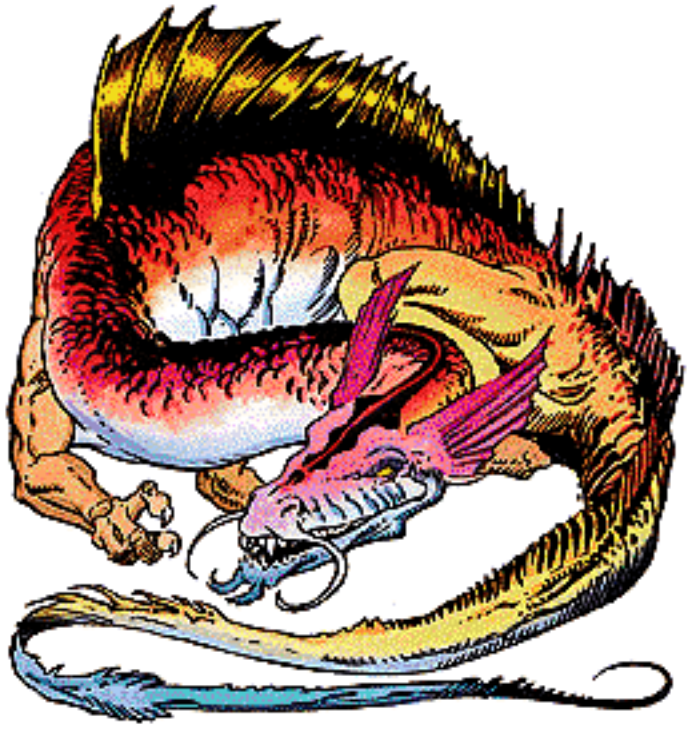
**Ecology:** Brown dragons are able to digest sand and other mineral materials to sustain themselves over long periods of time. However, meat is the preferred diet, with horseflesh a particular favorite.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| **Age** | **Lgt. (')** | **Lgt. (')** | **AC** | **Weapon** | **Wizard** | **MR** | **Type** | **Value** |
| 1 Hatchling | 7-19 | 6-16 | 5 | 2d6+2 | Nil | Nil | Nil | 2,000 |
| 2 Very Young | 20-31 | 17-28 | 4 | 4d6+4 | Nil | Nil | Nil | 4,000 |
| 3 Young | 32-43 | 29-38 | 3 | 6d6+6 | Nil | Nil | Nil | 6,000 |
| 4 Juvenile | 44-55 | 39-50 | 2 | 8d6+8 | 1 | Nil | Nil | 8,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 5 Young Adult | 56-67 | 51-60 | 1 | 10d6+10 | 2 | 20% | ½H | 10,000 |
| 6 Adult | 68-80 | 61-70 | 0 | 12d6+12 | 3 | 25% | H | 11,000 |
| 7 Mature Adult | 81-93 | 71-84 | -1 | 14d6+14 | 3 1 | 30% | H | 12,000 |
| 8 Old | 94-106 | 85-95 | -2 | 16d6+16 | 3 2 | 35% | H | 16,000 |
| 9 Very Old | 107-120 | 96-108 | -3 | 18d6+18 | 3 3 | 40% | Hx2 | 18,000 |
| 10 Venerable | 121-134 | 109-120 | -4 | 20d6+20 | 3 3 1 | 45% | Hx2 | 19,000 |
| 11 Wyrm | 135-148 | 121-133 | -5 | 22d6+22 | 3 3 2 | 50% | Hx2 | 20,000 |
| 12 Great Wyrm | 149-162 | 134-146 | -6 | 24d6+24 | 3 3 2 1 | 55% | Hx3 | 21,000 |

# Cloud Dragon

| | |
|---|---|
| **Climate/Terrain:** | Tropical, subtropical, and temperature/Clouds and mountains |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Special |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 0 (base) |
| **Movement:** | 6, Fl 39 (C), Jp 3 |
| **Hit Dice:** | 14 (base) |
| **THAC0:** | 7 |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-10//1-10/3-36 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | G (66' base) |
| **Morale:** | Fanatic (17) |
| **XP Value:** | Variable |



Cloud dragons are reclusive creatures that dislike intrusions. They rarely converse, but if persuaded to do so they tend to be taciturn and aloof. They have no respect whatsoever for creatures that cannot fly without assistance from spells or devices.

At birth, cloud dragons have silver-white scales tinged with red at the edges. As they grow, the red spreads and lightens to sunset orange. At the mature adult stage and above, the red-orange color deepens to red gold and almost entirely replaces the silver.

Cloud dragons speak their own tongue and a tongue common to all neutral dragons. Also 17% of hatchling cloud dragons can speak with any intelligent creature. The chance to possess this ability

increases 5% per age category.

**Combat:** Cloud dragons are as likely to avoid combat (by assuming cloud form) as they are to attack. When attacking, they use their breath weapon to scatter foes, then cast *solid fog* and use their manipulation abilities to blind and disorient their foes. When very angry, they conjure storms with *control weather* spells, then they call lightning. They like to use *stinking cloud* and *control winds* spells against flying opponents.

**Breath Weapon/Special Abilities:** A cloud dragon's breath weapon is an icy blast of air that is 140 feet long, 30 feet high, and 30 feet wide. Creatures caught in the blast suffer damage from cold and flying ice crystals. Furthermore, all creatures three size classes or more smaller than the dragon are blown head over heels for 2d12 feet, plus 3 feet per age category of the dragon. Characters who can grab solid objects won't be carried away unless they fail. Strength checks; creatures with claws, suction cups, etc., can avoid the effect if they have a suitable surface to cling to.
A cloud dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier.
Cloud dragons are immune to cold.
They can assume (or leave) a cohesive, cloud-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal clouds; when in cloud form, their Armor Class improves by -3 and their magic resistance increases by 15%. Cloud dragons can use their spells and innate abilities while in cloud form, but they cannot attack physically or use their breath weapon. In cloud form, cloud dragons fly at a speed of 12 (MC:A).
As they age, cloud dragons gain the following additional powers. **Very young:** *solid fog* twice a day. **Young:** *stinking cloud* twice a day. **Juvenile:** *creature water* twice a day (affects a maximum of three cubic yards [81 cubic feet]). **Adult:** *obscurement* three times a day. **Mature adult:** *call lightning* twice a day. **Old:** *weather summoning* twice a day. **Very old:** *control weather* twice a day. **Ancient:** *control winds* twice a day.

**Habitat/Society:** Cloud dragons lair in magical cloud islands where there is at least a small, solid floor laying eggs and storing treasure. Very rarely, they occupy cloud-shrouded mountain peaks.
Cloud dragons are solitary 95% of the time. If more than one is encountered it is a single parent with offspring.

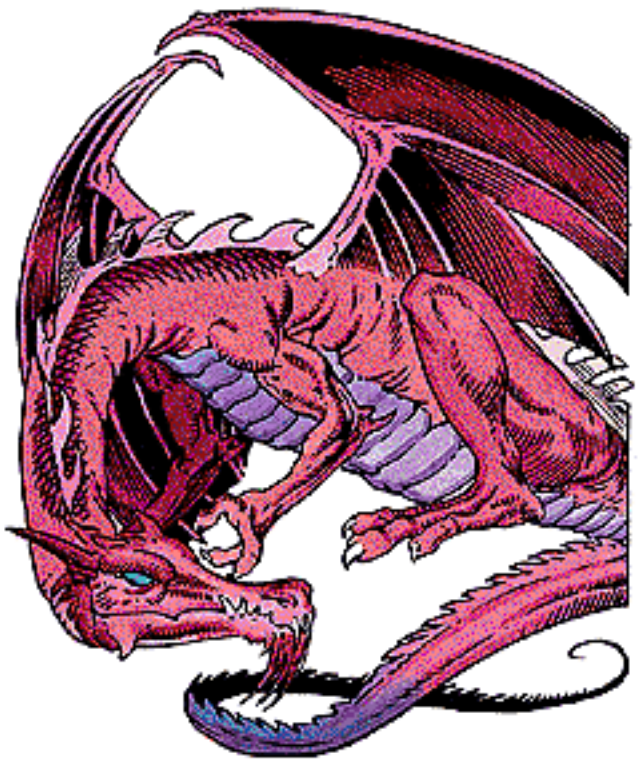
**Ecology:** Like all dragons, cloud dragons can eat just about anything. They seem to subsist primarily on rain water, hailstones, and the occasional bit of silver.
Because they inhabit in similar territories, cloud dragons come into conflict with silver dragons. Despite their higher intelligence, cloud dragons usually lose confrontation because of the silver dragons' secondary breath weapons and ability to muster allies.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard/Priest | MR | Type | Value |
| 1 | 11-24 | 4-8 | 3 | 2d6+2 | Nil | Nil | Nil | 3,000 |
| 2 | 24-41 | 8-16 | 2 | 3d6+4 | Nil | Nil | Nil | 6,000 |
| 3 | 41-58 | 16-22 | 1 | 4d6+6 | Nil | Nil | Nil | 8,000 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 4 | 58-71 | 22-29 | 0 | 5d6+8 | 1 | | Nil | ½R, T | 11,000 |
| 5 | 71-87 | 29-37 | -1 | 6d6+10 | 1 | 1 | 25% | R, T | 13,000 |
| 6 | 87-102 | 37-44 | -2 | 7d6+12 | 2 | 1 | 30% | R, T | 14,000 |
| 7 | 102-117 | 44-51 | -3 | 8d6+14 | 2 | 2 | 35% | R, T | 15,000 |
| 8 | 117-132 | 51-59 | -4 | 9d6+16 | 3 | 2/1 | 40% | R, T, X, Z | 17,000 |
| 9 | 132-148 | 59-66 | -5 | 10d6+18 | 3 | 3/1 | 1 | 45% | R, T, X, Z | 18,000 |
| 10 | 148-165 | 66-74 | -6 | 11d6+20 | 4 | 3/2 | 1 | 50% | R, T, X, Z | 19,000 |
| 11 | 165-184 | 74-82 | -7 | 12d6+22 | 4 | 4/2 | 2 | 55% | R, T, X, Zx2 | 20,000 |
| 12 | 184-203 | 82-92 | -8 | 13d6+24 | 5 | 4/3 | 2 | 60% | R, T, X, Zx2 | 21,000 |

# Deep Dragon

| | |
|---|---|
| **Climate/Terrain:** | Hill and mountain caverns, subterranean |
| **Frequency:** | Rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivorous |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 0 (base) |
| **Movement:** | 12, Fl 30 (C), Br 6, Sw 9 |
| **Hit Dice:** | 14 (base) |
| **THAC0:** | 7 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 3-12/3-12/3-24 |
| **Special Attacks:** | See below |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | H (24' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |



Deep dragons are little known on the surface world. They are the hunters of the Underdark. Cunning and patient, they place their survival, followed by their joy of hunting, above all else. Deep dragons carefully amass and hide treasure in various caches, guarded with traps and magic. They are able to use most magical items.

Deep dragons are an iridescent maroon when they hatch, soft-scaled, and unable to change form. They keep to their birth-lair until they have mastered both of their other forms-a giant winged worm or snake and a human (or drow) form.

**Combat:** Deep dragons burrow and fight with powerful, stone-rending claws. They love to fight and

hunt prey through the lightless caverns of the Underdark, employing their various forms. In snake form, they are AC 6, MV 9, Fl 4(D), Sw 11, losing claw attacks, but gaining a constriction attack (attack roll required, inflicts 3d8 points of damage per round, hampers movement, spellcasting, and causes -1 on attack rolls and a 1-point AC penalty).

In human form, a deep dragon is AC 10, MV 12, Sw 12, and causes damage by spell or weapon type. Armor can be worn, but it is always destroyed (inflicting 2d4 points of damage to the dragon) in any transformation of shape. A deep dragon can alter its features to resemble any humanoid of roughly human size.. It is 66% likely to copy a specific being well enough to be mistaken for the actual creature.

A deep dragon's breath weapon is a cone of flesh-corrosive gas 50 feet long, 40 feet wide, ad 30 feet high. Creatures in the cloud can save vs. breath weapon for half damage (if they have dry, exposed skin, they save against the flesh-eating gas at -2). Cloth, metal, and wood are not affected. Leather is treated as dry, exposed skin.

Deep dragons cast spells at 9th level, adjusted by their combat modifiers. They are born with infravision, *true seeing*, and unerring *detect magic* abilities, and immunities to *charm*, *sleep*, and *hold* magic. Deep dragons are immune to extremes of heat and cold (-3 on each die of damage taken, to a minimum of 1 hp per die).

As deep dragons age, they gain the following additional powers:

| **Age** | **Ability** |
|---|---|
| Very young | assume snakeform 3 times/day |
| Young | assume "human" form 3 times/day |
| Juvenile | one more form change/day (each), regen. 1d4 hp/turn |
| Adult | regenerate 1d4 hp/6 rounds; *free action* at will |
| Mature adult | regenerate 1d4 hp/4 rounds; *levitate* 3 times/day |
| Old | *transmute rock to mud* and *telekinesis* 3 times/day |
| Very old | *move earth* 3 times/day |
| Venerable | *passwall* and *disintegrate* 2 times/day |
| Wyrm | one additional use/day of powers gained since Old age; *stone shape* 2 times/day, *tongues* once/day |
| Great wyrm | *repulsion* 3 times/day, affecting all except dragons. One additional use/day of *stone shape* and *tongues* |

**Habitat/Society:**Deep dragons roam the Underdark and are great explorers. Most often deep dragons are found in well-defended lairs in the Underdark. They often use their powers to reach caverns inaccessible to most creatures. Deep dragons often work with drow.

**Ecology:** Deep dragons have been known to eat almost anything, but they particularly prize the flesh of clams, fish, kuo-toa, and aboleth. They view cloakers and mind flayers as dangerous rivals in the Underdark. Deep dragons avoid confrontations with other dragons and never fight or steal from others of their own kind.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 Hatchling | 1-5 | 1-4 | 3 | 2d8+1 | Nil | Nil | Nil | 3,000 |
| 2 Very Young | 4-12 | 17-28 | 2 | 4d8+2 | Nil | Nil | Nil | 5,000 |
| 3 Young | 14-23 | 12-21 | 1 | 6d8+3 | Nil | Nil | Nil | 6,000 |
| 4 Juvenile | 23-32 | 21-28 | 0 | 8d8+4 | 1 | Nil | H,Q | 8,000 |
| 5 Young Adult | 28-36 | 51-60 | -1 | 10d8+5 | 2 | 25% | H,Qx2,E | 10,000 |
| 6 Adult | 41-50 | 36-45 | -2 | 12d8+6 | 2 1 | 30% | H,Qx3,E,S | 12,000 |
| 7 Mature Adult | 45-54 | 71-84 | -3 | 14d8+7 | 3 2 | 35% | Hx2,Qx4, E,S | 14,000 |
| 8 Old | 59-68 | 54-62 | -4 | 16d8+8 | 4 2 1/1 | 40% | Hx2,Qx4, E,S,T | 16,000 |
| 9 Very Old | 68-77 | 62-70 | -5 | 18d8+9 | 4 2 2/2 | 45% | Hx3,Qx5, E,S,T | 17,000 |
| 10 Venerable | 77-86 | 70-78 | -6 | 20d8+10 | 4 3 2 1/2 1 | 50% | Hx3,Q,E,S, T,U | 18,000 |
| 11 Wyrm | 86-95 | 78-85 | -7 | 22d8+11 | 4 3 3 2/3 2 | 55% | Hx3,Q,E,S, T,U,V | 19,000 |
| 12 Great Wyrm | 85-94 | 134-146 | -8 | 24d8+12 | 4 3 3 2 1/3 3 1 | 60% | H,Q,E,S,T, U,V,X,Z | 20,000 |

# Mercury Dragon

| | |
|---|---|
| **Climate/Terrain:** | Temperate and subtropical/Mountains |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Highly (13-14) |
| **Treasure:** | See below |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -1 (base) |
| **Movement:** | 15, Fl 36 (C), Jp 3 |
| **Hit Dice:** | 11 (base) |
| **THAC0:** | 9 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 2-8/2-8/2-20 |
| **Special Attacks:** | See below |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | See below |
| **Size:** | H (25' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |

Mercury dragons are fast, highly-maneuverable creatures with relatively small bodies and long tails. Although good in alignment, they are very whimsical, making and changing decisions frequently.
At birth, a mercury dragon's scales are dull silver. As it ages, the scales become brighter and brighter, until at adult age they gain a brilliant mirror finish. Sunlight or other sources of light reflecting off the scales and wings of a mercury dragon can be blinding.
Mercuries speak the language of good dragons, but at high speed, so there's only a 75% chance of understanding a mercury dragon.

**Combat:** Mercury dragons are as unpredictable when it comes to combat, as they are in any other

situation. They may parley, they might attack instantly, or, perhaps, they may avoid combat entirely. They never attack good-aligned creatures unless sorely provoked.
Mercury dragons always use spells in combat, if possible. They are very creative, and can always figure out some innovative way of using virtually any spell to advantage in combat.
In addition to the breath weapon and the attack modes shared by all dragons, mercury dragons can curve the mirror-bright membranes of their wings to reflect and concentrate available light (as dim as full moonlight) into a beam of dazzling brightness. They can aim the beam at one enemy per round-at the expense of not being able to use their wing buffet, and the enemy must roll a successful saving throw vs. spell or be blinded for 1d4+1 rounds. If not using this technique as a weapon, they can use the beam much like a search-light.
A mercury dragon's breath weapon is a beam of brilliant, yellow light. The beam is 5 feet wide and extends 60 feet from the creature's mouth. Any creature caught in the beam receives damage from heat (saving throw for half damage). The heat of the beam is intense enough to ignite flammable objects that fail saving throws vs. magical fire.
A mercury dragon casts spells and uses magical abilities at the 10th level, plus its combat modifier. At birth, mercury dragons are immune to fire and all magical forms of blindness.
They also receive a +3 bonus to saving throws against light-based attacks. As they age, they gain the following additional powers:

| Age | Ability |
|---|---|
| Young | *gaze reflection* at will |
| Juvenile | *mirror image* three times per day |
| Adult | *polymorph self* twice per day |
| Old | *telekinesis* twice per day |
| Wyrm | *project image* once per day |

**Habitat/Society:** Mercury dragons are loners by nature. Their mating behavior is free-wheeling, fun loving, and generally irresponsible. If a female becomes impregnated, however, the male's protective instincts take over. Mercuries are very protective of their offspring, and will give their lives to save them. Offspring usually stay with their parents until they reach the juvenile age category.
Because of their unpredictable, sometimes almost irrational nature, mercuries very rarely have close relationships with other creatures in the area. For this reason, mercuries have to depend on magical and mechanical traps and guards to protect their lairs when they are away.

**Ecology:** Mercury dragons eat anything, but they prefer to feed on metal ores. Although they have no venom attacks, the flesh of mercury dragons is highly poisonous.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 Hatchling | 3-6 | 3-6 | 2 | 2d8+1 | Nil | Nil | Nil | 1,400 |
| 2 Very Young | 6-11 | 6-11 | 1 | 4d8+2 | Nil | Nil | Nil | 3,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 3 Young | 11-17 | 11-20 | 0 | 6d8+3 | Nil | Nil | Nil | 5,000 |
| 4 Juvenile | 17-21 | 20-25 | -1 | 8d8+4 | 1 | 10% | ½H | 8,000 |
| 5 Young Adult | 21-24 | 26-30 | -2 | 10d8+5 | 1 1 | 15% | H | 10,000 |
| 6 Adult | 24-27 | 30-33 | -3 | 12d8+6 | 2 1 1 | 20% | H | 11,000 |
| 7 Mature Adult | 27-30 | 33-36 | -4 | 14d8+7 | 2 2 2 | 25% | H | 12,000 |
| 8 Old | 30-33 | 36-39 | -5 | 16d8+8 | 3 2 2 1 | 30% | H, I | 14,000 |
| 9 Very Old | 33-36 | 39-42 | -6 | 18d8+9 | 3 3 2 2 | 35% | H, I | 15,000 |
| 10 Venerable | 36-39 | 42-45 | -7 | 20d8+10 | 3 3 3 2 1 | 40% | Hx2, I | 16,000 |
| 11 Wyrm | 39-41 | 45-48 | -8 | 22d8+11 | 3 3 3 2 2 1 | 50% | Hx2, I, X | 17,000 |
| 12 Great Wyrm | 41-44 | 48-51 | -9 | 24d8+12 | 3 3 3 3 2 2 1 | 70% | Hx3, I, T, X | 18,000 |

# Mist Dragon

| | |
|---|---|
| **Climate/Terrain:** | Tropical and subtropical/Forests, lake shores, sea shores, and river banks |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Special |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | 1 (base) or -2 (base) |
| **Movement:** | 12, Fl 39 (C), Sw 12 |
| **Hit Dice:** | 11 (base) |
| **THAC0:** | 9 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 2-5/2-5/2-24 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Nil or 15% |
| **Size:** | G (54' base) |
| **Morale:** | Champion (16 base) |
| **XP Value:** | Variable |

Mist dragons are solitary and philosophical. Their favorite activity is sitting quietly and thinking. They hate being disturbed and dislike conversation.

At birth, a mist dragon's scales are shiny blue-white. As the dragon ages, the scales darken, becoming blue-gray with metallic silver flecks that sparkle in sunlight.

Mist dragons speak their own tongue and a tongue common to all neutral dragons. Also, 15% of hatchling mist dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

**Combat:** Mist dragons try to avoid encounters by assuming mist form. In combat, they quickly use their breath weapons, then assume mist form and hide in the vapor-where they launch a spell assault.

**Breath Weapon/Special Abilities:**A mist dragon's breath weapon is a cloud of scalding vapor that is 90 feet long, 30 feet wide, and 30 feet high. Creatures caught in vapor suffer can roll saving throws vs. breath weapon for half damage. In still air, the vapor persists for 1d4+4 rounds; on the second round, it condenses into a clammy, smothering for that blinds air-breathing creatures for 1d4 rounds and inflicts 3d4 points of drowning damage per round for as long as the creature remains in the cloud (a successful saving throw vs. breath weapon negates both effects).
A mist dragon casts its spells and uses its magical abilities at 6th level plus its combat modifier.
Mist dragons are immune to fire and heat.
Mist dragons can assume (or leave) a cohesive, mist-like form at will, once per round. In this form, they are 75% unlikely to be distinguished from normal mist; in mist form, their Armor Class improves by -3 and their magic resistance increases by 15%. They can use their spells and innate abilities while in mist form, but they cannot attack physically or use their breath weapon. Mist dragons in mist form can fly at a speed of 9 (MC: A).
As they age, they gain the following additional powers: **Very young:** *water breathing* twice a day. **Young:** *wall of fog* twice a day. **Juvenile:** *create water* twice a day (affects a maximum of three cubic yards [81 cubic feet]). **Old:** *solid fog* twice a day. **Very old:** *predict weather* twice a day. **Ancient:** *airy water* twice a day.

**Habitat/Society:** Mist dragons live near waterfalls, rapids, coastlines, or where rainfall is frequent and heavy. Their lairs are usually large natural caverns or grottoes that are mist-filled and damp.
Forest-dwelling mist dragons greatly resent the green dragons' advances before losing all patience and launching an all-out campaign mist dragons might have bronze dragons for neighbors. This, however, seldom leads to conflict as both dragons are content to leave the others alone.
Mist dragons are loners, and 90% of all encounters are with individuals. Group encounters are with parents and offspring.

**Ecology:** Mist dragons can eat almost anything, including woody plants and even mud. However, they draw most of their sustenance directly from natural mist or spray. They often lie in misty or foggy places, thinking and basking in the moisture.

| Age | Body Lgt. (') | Tail Lgt. (') | AC | Breath Weapon | Spells Wizard/Priest | MR | Treas. Type | XP Value |
|---|---|---|---|---|---|---|---|---|
| 1 | 7-19 | 6-16 | 4 | 2d6+1 | Nil | Nil | Nil | 3,000 |
| 2 | 19-31 | 16-28 | 3 | 3d6+2 | Nil | Nil | Nil | 5,000 |
| 3 | 31-43 | 28-38 | 2 | 4d6+3 | Nil | Nil | Nil | 7,000 |
| 4 | 43-55 | 38-50 | 1 | 5d6+4 | 1 | Nil | Y, Z | 10,000 |
| 5 | 55-67 | 50-60 | 0 | 6d6+5 | 1 1 | 25% | X, Y, Z | 12,000 |
| 6 | 67-80 | 60-70 | -1 | 7d6+6 | 2 1 | 30% | X, Y, Z | 13,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 7 | 80-93 | 70-84 | -2 | 8d6+7 | 2 2 | 35% | X, Y, Z | 14,000 |
| 8 | 93-106 | 84-95 | -3 | 9d6+8 | 3 2 /1 | 40% | X, Y, Zx2 | 16,000 |
| 9 | 106-120 | 95-108 | -4 | 10d6+9 | 3 3 /1 1 | 45% | X, Y, Zx2 | 17,000 |
| 10 | 120-134 | 108-121 | -5 | 11d6+10 | 4 3 /2 1 | 50% | X, Y, Zx2 | 18,000 |
| 11 | 134-148 | 121-133 | -6 | 12d6+11 | 4 4 /2 2 | 55% | X, Y, Zx3 | 19,000 |
| 12 | 148-162 | 133-146 | -7 | 13d6+12 | 5 4 /3 2 | 60% | X, Y, Zx3 | 20,000 |

# Shadow Dragon

| | |
|---|---|
| **Climate/Terrain:** | Non-arctic/Ruins, subterranean, and plane of Shadow |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Nocturnal (any on the plane of Shadow) |
| **Diet:** | Special |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Special |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 (2-5) |
| **Armor Class:** | -4 (base) |
| **Movement:** | 18, Fl 30 (D), Jp 3 |
| **Hit Dice:** | 12 (base) |
| **THAC0:** | 9 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-6/1-6/3-18 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | H (21' base) |
| **Morale:** | Champion (16) |
| **XP Value:** | Variable |

Shadow dragons are sly and devious. They are instinctively cunning and are not prone to taking risks. At all ages, a shadow dragon's scales and body are translucent, so that when viewed from a distance it appears to be a mass of shadows.

Shadow dragons speak their own tongue and a tongue common to all evil dragons. Also, 17% of hatchling shadow dragons can speak with any intelligent creature. The chance to possess this ability increases 5% per age category.

**Combat:** Shadow dragons prefer to attack from hiding, usually employing invisibility or hiding in shadows. They use illusion/phantasm spells to confuse and misdirect foes. Older dragons are especially fond of their non-detection ability.

**Breath Weapon/Special Abilities:** A shadow dragon's breath weapon is a cloud of blackness that is 40 feet long, 30 feet wide, and 20 feet high. Creatures caught in the cloud are blinded for one melee round and lose ¾ (round up) of their life energy (levels or Hit Dice); a successful saving throw vs. breath weapon reduces the loss to ½ (round up). The life energy loss persists for a variable number of turns, shown on the table above. Negative plane protection spells prevent this life energy loss.
A character who is reduced to 0 or fewer levels lapses into a coma for the duration of the cloud's effect.
A shadow dragon casts spells and uses its magical abilities at 6th level plus its combat modifier.
Shadow dragons are born immune to energy draining and with the ability to hide in shadows with 40% chance of success; this ability increases 5% per age category to a maximum of 95%.
As they age, they gain the following additional powers: **Juvenile:** *mirror image* three times a day (1d4+1 images). **Adult:** *dimension door* twice a day. **Old:** *non-detection* three times a day. **Venerable:** *shadow walk* once a day. **Great wyrm:** *create shadows* three times a day. (This ability creates a mass of leaping shadows with a radius of 100 yards, duration one hour. All magical {and normal}light and darkness sources are negated for as long as they remain in the radius. Creatures able to hide in shadows can do so in these magical shadows even if under direct observation. Shadow dragons and other creatures from the plane of Shadow can move and attack normally while hiding in these shadows, effectively giving them improved invisibility. A successful *dispel magic* spell banishes the shadows.)

**Habitat/Society:** Shadow dragons hate both bright light and total darkness, preferring variegated lighting with patches of diffuse light and deep, inky shadows. On the Prime Material plane, their lairs are always places that provide shadowy light for most of the day. They prefer ancient ruins, where they can hide underground when the sun is bright and still find shadows above ground during dawn and twilight. In the plane of Shadow, they live in dense thickets of trees and brambles, fortified castles, or labyrinthine caves. In either plane, they prefer to locate their lairs near colonies of other creatures that can alert them to potential foes or victims. The dragons seldom actually cooperate with these allies, however, though the dragons commonly prey on them.
Shadow dragons love dark-colored, opaque gems, and especially prize black stones. They also collect magical items that produce shadows or darkness. They use these items to turn areas filled with total darkness or light into masses of shadows.

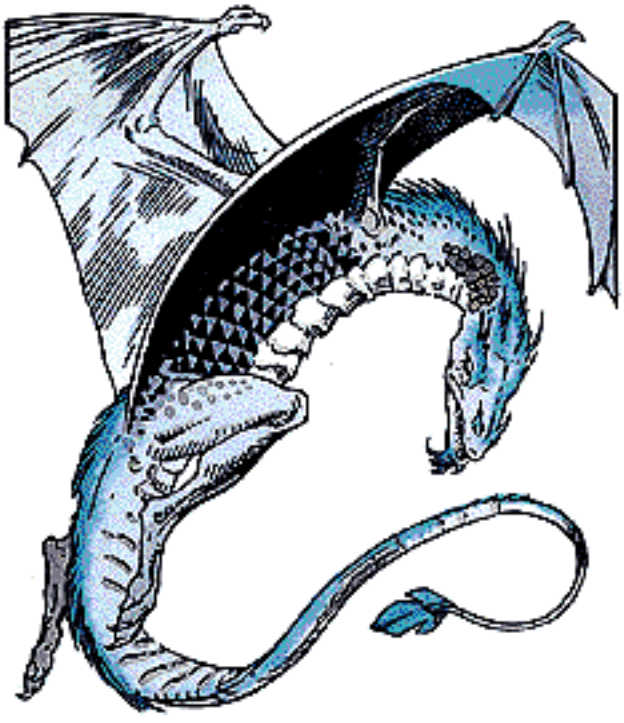
**Ecology:** Shadow dragons eat almost anything. Their favorite food is rotting carrion, though they often kill for sport. Slain victims are left to decay until they become suitably foul. These dragons are equally fond of frost-killed, waterlogged, or salt-poisoned plants.

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| **Age** | **Lgt. (')** | **Lgt. (')** | **AC** | **Weapon** | **Wizard/Priest** | **MR** | **Type** | **Value** |
| 1 | 1-4 | 1-3 | -1 | 1d4+1 | Nil | 5% | Nil | 4,000 |
| 2 | 4-11 | 3-8 | -2 | 1d4+2 | Nil | 10% | Nil | 6,000 |
| 3 | 11-18 | 8-13 | -3 | 2d4+1 | Nil | 15% | Nil | 8,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 4 | 18-23 | 13-18 | -4 | 2d4+2 | 2 | 20% | ½ H, S | 10,000 |
| 5 | 23-29 | 18-23 | -5 | 3d4+1 | 2 2 | 25% | H, S | 11,000 |
| 6 | 29-36 | 23-28 | -6 | 3d4+2 | 2 2 2 | 30% | H, S | 13,000 |
| 7 | 36-42 | 28-33 | -7 | 4d4+1 | 2 2 2 2 / 1 | 35% | H, S | 15,000 |
| 8 | 42-48 | 33-38 | -8 | 4d4+2 | 2 2 2 2 2 / 2 | 40% | H, Sx2 | 17,000 |
| 9 | 48-55 | 38-43 | -9 | 5d4+1 | 2 2 2 2 2 2 / 3 | 45% | H, Sx2 | 19,000 |
| 10 | 55-61 | 43-48 | -10 | 5d4+2 | 4 2 2 2 2 2 / 3 1 | 50% | H, Sx2 | 20,000 |
| 11 | 61-67 | 48-53 | -11 | 6d4+1 | 4 4 2 2 2 2 / 3 2 | 55% | H, Sx3 | 21,000 |
| 12 | 67-74 | 53-58 | -12 | 6d4+2 | 4 4 4 2 2 2 / 3 3 | 60% | H, Sx3 | 22,000 |

# Steel Dragon

| | |
|---|---|
| **Climate/Terrain:** | Temperate cities (rarely temperate hills, plains, and forests.) |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Supra-genius (19-20) |
| **Treasure:** | Special |
| **Alignment:** | Lawful neutral (good) |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 (base) |
| **Movement:** | 9, Fl 30(D), Sw 6 |
| **Hit Dice:** | 11 (base) |
| **THAC0:** | 9 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-10/1-10/3-30 |
| **Special Attacks:** | Special |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | Variable |
| **Size:** | H (25' base) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | Variable |



Steel dragons love to have human and demihuman companions, and they prefer to live amid the hustle and bustle of great cities. They often pose as sages, scholars, mages, or other intellectuals.

At birth, a steel dragon's scales are deep blue-gray with steely highlights. As the dragon approaches adulthood, its color slowly lightens to that of lustrous burnished steel. When these dragons take on human form, they always have one steel-gray feature-hair, eyes, nails, or sometimes a ring or other ornament.

Steel dragons speak their own tongue and a tongue common to all neutral dragons. Also, 19% of hatchling steel dragons can speak with any intelligent creature. This chance increases by 5% per age

category.

**Combat:** Steel dragons favor repartee over combat. If pressed, they usually begin with a spell assault and avoid melee. If seriously harmed or threatened, they resume dragon form and use their breath weapons. They breathe on any foe they plan to engage in melee, and they seek to keep their foes within the cloud until the gas loses its potency.
A steel dragon's breath weapon is a cube of toxic gas. The dragon can monitor the amount of gas released so closely that it can make the cube as small as it wishes or as large as shown in the table below (the a side of the cube). Creatures caught in the gas must roll successful saving throws vs. poison with a -2 penalty or die instantly. The gas is quickly absorbed through the skin and is just as lethal if inhaled. Coating all exposed skin with lard or grease offers some protection (saving throw penalty negated). Victims who succeed with the save suffer the indicated amount of damage. In still air, the gas stays active for two melee rounds. Steel dragons are immune to all poisons.
A steel dragon can *polymorph self* five times a day. Each change in form lasts until the dragon chooses a different form. Reverting to the dragon's normal form does not count as a change.
Steel dragons are immune to wizard spells of 1st to 4th levels and cast spells and use their special abilities at 8th level, plus their combat modifier. As they age, they gain the following additional powers:

| **Age** | **Abilities** |
|---|---|
| Young | *cantrip* twice a day |
| Juvenile | *friends* once a day |
| Adult | *charm person* three times a day |
| Mature adult | *suggestion* once a day |
| Old | *enthrall* once a day |

**Habitat/Society:** Steel dragons prefer human lodgings that are well equipped with strong rooms or vaults to protect their treasures.
Steel dragons prefer human form to their own, and they always have mortal companions. They are endlessly curious about human and demihuman art, culture, history, and politics. They always keep their true nature secret, but they are able to recognize each other.

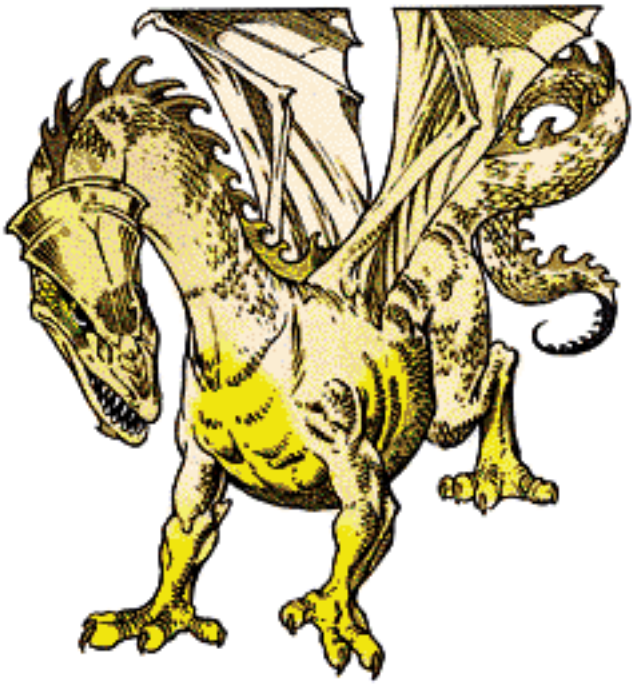
**Ecology:** Steel dragons prefer human food. Unlike other form shifting dragons, they cannot live on such fare indefinitely, as they must eat enough to maintain their true bulk. Once or twice a month, they leave their adopted cities and go into the wilderness to hunt for food. They explain their absences in a way consistent with their human identities.
Steel dragons hate chaotic creatures who seek to disrupt life in cities or despoil their hunting grounds. In the city the dragons never hesitate to report troublemakers or to use their special abilities to hunt down criminals. In the wilderness, they prefer swifter forms of justice.

| | **Body** | **Tail** | | **Breath** | **Spells** | | **Treas.** | **XP** |
|---|---|---|---|---|---|---|---|---|
| **Age** | **Lgt. (')** | **Lgt. (')** | **AC** | **Weapon** | **Wizard/Priest** | **MR** | **Type** | **Value** |
| 1 Hatchling | 2-8 | 1-4 | 3 | 15'/1d4+1 | Nil | 25% | Nil | 1,4000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 2 Very Young | 8-14 | 4-9 | 2 | 20'/2d4 | Nil | 30% | Nil | 2,000 |
| 3 Young | 14-20 | 9-14 | 1 | 25'/2d4+1 | Nil | 35% | Nil | 5,000 |
| 4 Juvenile | 20-26 | 14-19 | 0 | 30'/3d4 | 4 | 40% | E, R | 7,000 |
| 5 Young Adult | 26-32 | 19-24 | -1 | 35'/3d4+1 | 4 4 | 45% | H, R | 9,000 |
| 6 Adult | 32-38 | 24-29 | -2 | 40'/4d4 | 4 4 4 | 50% | H, R | 11,000 |
| 7 Mature Adult | 38-44 | 29-34 | -3 | 45'/4d4+1 | 4 4 4 4 | 55% | H, R | 12,000 |
| 8 Old | 44-50 | 34-39 | -4 | 50'/5d4 | 4 4 4 4 4 | 60% | H, Rx2 | 16,000 |
| 9 Very Old | 50-56 | 39-44 | -5 | 55'/5d4+1 | 4 4 4 4 4 4 | 65% | H, Rx2 | 17,000 |
| 10 Venerable | 56-62 | 44-49 | -6 | 60'/6d4 | 5 4 4 4 4 4/2 | 70% | H, Rx2 | 18,000 |
| 11 Wyrm | 62-68 | 49-54 | -7 | 65'/6d4+1 | 5 5 4 4 4 4/2 2 | 75% | H, Rx3 | 19,000 |
| 12 Great wyrm | 68-74 | 54-59 | -8 | 70'/7d4 | 5 5 5 4 4 4/2 2 2 | 80% | H, Rx3 | 20,000 |

# Yellow Dragon

| | |
|---|---|
| **Climate/Terrain:** | Desert |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | See below |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 (1-4) |
| **Armor Class:** | 0 (base) |
| **Movement:** | 12, Fl 30 (C) |
| **Hit Dice:** | 13 (base) |
| **THAC0:** | 7 (base) |
| **No. of Attacks:** | 3+special |
| **Damage/Attack:** | 1-8/1-8/2-16 |
| **Special Attacks:** | See below |
| **Special Defenses:** | Variable |
| **Magic Resistance:** | See below |
| **Size:** | G (36' base) |
| **Morale:** | Champion (15-16) |
| **XP Value:** | Variable |



Although the existence of yellow dragons has long been predicted by sages (based on theories of primary colors), the first specimen was spotted only five or so years ago. The creatures are solitary and secretive, preferring to lay in wait for prey to stumble into carefully-prepared traps instead of hunting actively.

At birth, yellows have soft, tan scales. As they grow older, the scales harden and become lighter in color, eventually reaching the grayish yellow of desert sands. Their scales always have a dusty texture to them, giving them a finish that does not reflect light well. Even their teeth and claws have a similar finish. No part of the yellow dragon will glint in the sunlight, thereby giving away its position.

Yellow dragons speak their own tongue, which is quite different than that spoken by other evil dragons. Yellows have no interest in speaking with other races, and so they learn no other languages.

**Combat:** Although preferring guile to combat and ambush to attack, yellows are fierce and cunning fighters. Even if forced into a situation where direct combat is inevitable, they'll still use their spells and innate abilities so as to mislead, misdirect, and distract their opponents.

A favorite hunting tactic for a yellow is to dig a steep-walled, cone-shaped depression in the sand, and then bury itself at the bottom of this crater with just its eyes and nostrils showing. When a creature stumbles into the depression, the dragon moves its wings in the sand, causing the steep walls of the cone to collapse and drawing the prey straight to the dragon's mouth. A yellow dragon casts spells and uses magical abilities at 8th level, plus its combat modifier.

A yellow dragon's breath weapon is a high-velocity blast of scorching air mixed with sand. This affects an area 50 feet long, 40 feet wide, and 20 feet high. Creatures caught within this blast must roll successful saving throws vs. breath weapon for half damage. Regardless of the outcome of this roll, they must make another saving throw vs. breath weapon. Failure means that the abrasive sand in the breath blast has damaged their eyes, blinding them for 1d4+1 rounds.

Yellow dragons are immune to fire and heat and can cast *silence, 10' radius* at will. As they age, they gain the following additional powers:

| Age | Abilities |
|---|---|
| Young | *create or destroy water* three times per day |
| Juvenile | *dust devil* three times per day |
| Adult | *improved invisibility* twice per day |
| Old | *wind wall* three times per day |
| Wyrm | *enervation* three times per day |

**Habitat/Society:** Yellow dragons love deserts, preferring areas of sandy, windswept desolation. They are most comfortable in daytime temperatures of 105 degrees and up, although they can easily survive subfreezing temperatures at night. They share much the same territory as brasses; thus the species occasionally come into conflict.

Yellows are solitary, selfish creatures that form no close bonds with any other creature, including other yellows. They are highly territorial; the only time they'll let another yellow into their territory is to mate, which is actually quite rare. Immediately afterward, the dragons separate. The mother raises the offspring, but won't go out of her way to protect them from attackers. The young dragons usually leave home before they reach the juvenile age category. The main enemies of yellow dragons are brasses, which actively hunt the smaller creatures.

**Ecology:** Although able to eat anything, yellows favor fresh meat. (Demi)humans are considered a delicacy, as are the unhatched eggs of brass dragons. (Yellows rarely get to enjoy this latter feast.)

| | Body | Tail | | Breath | Spells | | Treas. | XP |
|---|---|---|---|---|---|---|---|---|
| Age | Lgt. (') | Lgt. (') | AC | Weapon | Wizard/Priest | MR | Type | Value |
| 1 Hatchling | 2-7 | 1-4 | 3 | 2d4+1 | Nil | Nil | Nil | 2,000 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| 2 Very Young | 7-16 | 4-12 | 2 | 4d4+2 | Nil | Nil | Nil | 3,000 |
| 3 Young | 16-35 | 12-21 | 1 | 6d4+3 | Nil | Nil | Nil | 5,000 |
| 4 Juvenile | 35-44 | 21-28 | 0 | 8d4+4 | Nil | Nil | E | 7,000 |
| 5 Young Adult | 44-53 | 28-36 | -1 | 10d4+5 | 1 | Nil | E, O, S | 9,000 |
| 6 Adult | 53-62 | 36-45 | -2 | 12d4+6 | 1 1 | 5% | E, O, S | 11,000 |
| 7 Mature Adult | 62-71 | 45-54 | -3 | 14d4+7 | 2 1 | 10% | E, O, S | 12,000 |
| 8 Old | 71-80 | 54-62 | -4 | 16d4+8 | 2 2 1 | 15% | E, O, Sx2 | 13,000 |
| 9 Very Old | 80-89 | 62-70 | -5 | 18d4+9 | 2 2 2 | 20% | E, O, Sx2 | 14,000 |
| 10 Venerable | 89-98 | 70-78 | -6 | 20d4+10 | 2 2 2 1 | 25% | E, O, Sx2 | 15,000 |
| 11 Wyrm | 98-107 | 78-85 | -7 | 22d4+11 | 2 2 2 2 | 30% | E, O, Sx3 | 16,000 |
| 12 Great wyrm | 107-116 | 85-94 | -8 | 24d4+12 | 2 2 2 2 1 | 35% | E, O, Sx4 | 17,000 |

# Dragon Turtle

| | |
|---|---|
| **Climate/Terrain:** | Subtropical and temperate fresh and salt water |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | B,R,S,T,V |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 |
| **Movement:** | 3, Sw 9 |
| **Hit Dice:** | 12-14 |
| **THAC0:** | 12 Hit Dice: 9 |
| | 13-14 Hit Dice: 7 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 2-12/2-12/4-32 |
| **Special Attacks:** | Breath weapon, capsize ships |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | G (30' diameter shell) |
| **Morale:** | Fanatic (17) |
| **XP Value:** | 12 Hit Dice: 10,000 |
| | 13 Hit Dice: 11,000 |
| | 14 Hit Dice: 12,000 |

Dragon turtles are one of the most beautiful, awesome, and feared creatures of the water. With their deadly jaws and breath weapon, and their penchant for capsizing ships, dragon turtles are dreaded by mariners on large bodies of water, both fresh and salt.

When a dragon turtle surfaces, it is sometimes mistaken for the reflection of the sun or moon on the

water. The turtle's rough, deep green shell is much the same color as the deep water the monster favors, and the silver highlights that line the shell are patterned like light dancing on open water. The turtle's legs and tail are of a lighter green, and they are flecked with golden highlights. The coloration of the creature's head is similar to the legs and tail, but its crest spines are golden with dark green webbing connecting them. A dragon turtle's shell can reach to 30 feet in diameter, and an adult turtle can measure over 40 feet from its snout to the tip of its tail. Dragon turtles speak their own highly-developed language.

**Combat:** Though dragon turtles may be mistaken for the pleasant sight of light glinting off of water, that illusion is never maintained for long. Dragon turtles are fierce fighters and will generally attack any creature that threatens its territory or presents itself as a potential meal. In combat, dragon turtles will usually (90%) attack with their formidable claws and teeth first. Its shell provides the turtle with excellent protection, though once the dragon turtle strikes a victim, it rarely needs to rely upon this safeguard.

The dragon turtle's shell also provides the creature with a weapon to attack ships that foolishly pass through its territory uninvited. Sinking as deep as necessary, the dragon turtle will wait for the ship to pass over it and then rise up underneath the vessel, using all of its considerable bulk to capsize the unlucky target. Ships under 20 feet in length will be capsized by this attack 95% of the time, vessels from 20 to 60 feet long will be capsized 50% of the time, and ships over 60 feet will be capsized 20% of the time. Ships not capsized will sustain some damage.

In combat, when neither its bite nor its capsizing attack is enough to defeat an enemy, a dragon turtle will use its breath weapon. The turtle can belch forth a cloud of scalding steam that will cover an area 60 feet long, 40 feet wide, and 40 feet high. This attack causes 20-120 points of damage (20d6), and characters or creatures making a saving throw vs. breath weapon take half damage. Like true dragons, dragon turtles can use this deadly breath weapon three times a day.

**Habitat/Society:** Dragon turtles are extremely solitary creatures. Large, desolate sea caves and secret underground caverns that can be accessed only through the water are their favorite lairs. These lairs are difficult to find, but adventurers locating a dragon turtle's cave will find it filled with treasures of all types. The turtle gathers this treasure, which it will protect to the death, from the ships sunk in its territory.

A dragon turtle's territory is well-defined and may cover as much as fifty square miles of open water. Other dragon turtles are allowed into this area only during mating season, though turtles of the same sex will always fight to the death upon meeting. It is this hostility toward their own kind that keeps the number of dragon turtles relatively low.

Mariners of any experience recognize the territorial claims of dragon turtles and will often make extravagant tributes to the turtle controlling areas necessary for safe and speedy trade.

**Ecology:** Dragon turtles are carnivorous and will eat almost any creature, including humans or other dragon turtles, to satisfy their voracious appetite. Large fish seem to be the prefered food for dragon turtles, and the turtles can often be found lurking in the weeds and muck at the bottom of a lake or sea waiting for fish to pass. In particularly poor years for fish, dragon turtles have been known to use their breath weapon to kill large groups of sea birds that stray too close to the water for food.

Conflict often arises between dragon turtles and the many intelligent aquatic races, like the locathah or mermen, because of competition for ideal lairs. Like many of their land-based relatives, dragon turtles are considered treacherous and selfish by all creatures that share their domain.

Dragon turtle shells make outstanding shields and armor. Because of the shell's strength and natural resistance to the dragon turtle's own breath weapon, armor or a shield made out of this material gains +1 to its defensive rating. The shield or armor will also save as an item against destruction by fire or steam-based attacks at +4.

# Dragonet, Faerie Dragon

| | |
|---|---|
| **Climate/Terrain:** | Temperate, tropical, and Subtropical forests |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or clan |
| **Activity Cycle:** | Any |
| **Diet:** | Herbivore |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | S, T, U |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | 5 (1 when invisible) |
| **Movement:** | 6, Fl 24 (A) |
| **Hit Dice:** | See below |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-2 |
| **Special Attacks:** | Breath weapon, spells |
| **Special Defenses:** | Invisibility |
| **Magic Resistance:** | See below |
| **Size:** | T (1'-1 ½' long) |
| **Morale:** | Steady (11) |
| **XP Value:** | 3,000 |

A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.

Faerie dragons resemble miniature dragons with thin bodies, long, prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm (see chart). The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language, along with the language of sprites, pixies, elves, and the birds and animals in their area.

**Combat:** Faerie dragons can become invisible at will, and can attack, use spells, and employ breath weapons while invisible. They attack as 4-HD monsters, biting for 1-2 points of damage. Most (65%) faerie dragons employ wizard spells as a wizard of the level indicated on the accompanying chart; 35% employ priest spells of the following spheres: Animal, Plant, Elemental, and Weather. Almost all spells are chosen for mischief potential. The two most common spells of faerie dragons are *water breathing* and *legend lore;* other favorites include *ventriloquism, unseen servant, forget, suggestion, distance distortion, limited wish, obscurement, animal growth,* and *animate rock.*

A faerie dragon usually begins its attacks by turning invisible and using its breath weapon, a 2-foot-diameter cloud of euphoria gas. A victim failing a saving throw vs. breath weapon will wander around aimlessly in a state of bliss for the next 3d4 minutes, during which time he is unable to attack and his Armor Class is decreased by 2. Even though he is unable to attack, the victim can keep his mind on the situation if he succeeds on an Intelligence check (by rolling his Intelligence score or less on 1d20) each round; if he fails an Intelligence check, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

Faerie dragons avoid combat and never intentionally inflict damage unless cornered or defending their lairs. If attacked, however, they engage in spirited defense, ably supported by sprite and pixie friends, until the opponents are driven away.

**Habitat/Society:** Faerie dragons make their lairs in the hollows of high trees, preferably near a pond or stream, because they are quite fond of swimming and diving. They often live in the company of a group of pixies or sprites.

Faerie dragons take advantage of every opportunity to wreak mischief on passers-by, frequently using forest creatures to help them in their pranks. Though many of these pranks are spontaneous, months of preparation can go into a single, spectacular practical joke. A tell-tale giggle, which sounds like the tinkling of tiny silver bells, often alerts potential victims to the presence of invisible faerie dragons.

**Ecology:** Faerie dragons eat fruit, vegetables, nuts, roots, honey, and grains. They are especially fond of fruit pastries and have been known to go to great lengths to get a fresh apple pie.

| Age Category | Hit Points | Color | Magic Resist. | Wizard Level | Priest Level |
|---|---|---|---|---|---|
| 1 Hatchling | 1-2 | Red | 10% | 1 | 1 |
| 2 Very Young | 3-4 | Red-orange | 16% | 2 | 3 |
| 3 Young | 5-6 | Orange | 24% | 3 | 4 |
| 4 Juvenile | 7-8 | Orange-yellow | 32% | 4 | 6 |
| 5 Young Adult | 9-10 | Yellow | 40% | 5 | 7 |
| 6 Adult | 11-12 | Yellow-green | 48% | 6 | 8 |
| 7 Mature Adult | 13-14 | Green | 56% | 7 | 9 |
| 8 Old | 15-16 | Blue-green | 64% | 8 | 10 |
| 9 Very Old | 17-18 | Blue | 72% | 10 | 11 |
| 10 Venerable | 19-20 | Blue-violet | 80% | 12 | 12 |

| | | | | | |
|---|---|---|---|---|---|
| 11 Wyrm | 21-22 | Violet | 88% | 14 | 13 |
| 12 Great Wyrm | 23-24 | Black | 96% | 16 | 14 |

# Dragonet, Firedrake

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Hills and mountains |
| **Frequency:** | Rare |
| **Organization:** | Familial lair |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Semi- (2-4) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-8 |
| **Armor Class:** | 5 |
| **Movement:** | 6, Fl 18(C) |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-8 |
| **Special Attacks:** | Breath weapon |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | S (4' long) |
| **Morale:** | Average (9) |
| **XP Value:** | 420 |

Although frequently mistaken on first sighting for a young red dragon, the firedrake is neither as intelligent nor as powerful as its dragon cousin. It responds with flame to any stimulus.
This small dragonet -- 4' long, and a bit over 2' in height -- has the features and proportions of a miniature red dragon, but its scaly hide is thinner and more translucent than that of even the youngest of true dragons. The hide of the dragonet twitches and quivers almost imperceptibly, and is somewhat mottled in color, with mauve and burgundy splotches over the red undercolor. The wings beat slowly, even when the dragonet is on the ground. In this manner the firedrake provides air flow to itself, and wards off pesky insects. A shimmer of heat rises off of the dragonet at all times.

**Combat:** If a firedrake is disturbed, there is a 50% chance it will attack. Its primary attack is its breath weapon (fire), which it can use up to five times daily. The fire forms a cone from the snout of the dragonet to a 10' diameter circle at the extreme end of its 60' range, and causes 2-16 points on all affected (save vs. breath weapon for half damage). The firedrake's claws are not used in combat, but its bite will cause 2-8 points of damage.
The dragonet's blood burns fiercely in air, as there is a high phosphorous content to the blood. In fact, the fire-breathing of these creatures is actually the voluntary expelling of a jet of its pyrophoric blood. Because of the flammability of the dragon's blood, blunt weapons such as staves or clubs are less dangerous than those which cause blood loss. Any creature making a successful slashing or piercing attack on a firedrake must save vs. breath weapon, or take 1-2 points of fire damage.
In aerial combat, the firedrake is particularly fond of attacking airborne creatures from below and behind. The heat from the firedrake and its breath attack naturally radiates upwards, sometimes disrupting the maneuvers of creatures that depend on relatively smooth air currents for flying or gliding. The firedrake will sometimes simply ram smaller opponents in their soft underbelly in the hope of stunning them and causing them to plummet to their deaths.

**Habitat/Society:** Firedrakes are familial creatures, with a mated male and female taking up residence in a lair, which is generally a small cavelet or rocky shelf under a ledge or outcropping. Usually six to eight eggs are laid and tended by the pair, being kept warm by the ample heat of the bodies of the parents. The eggs, laid in early summer, take about 60 days to hatch. The young firedrakes learn to breathe fire even before they learn to fly, and are even more nervous than the adults, spouting flames several times a day in the lair or nearby during this period. Flight first occurs about 60 days after hatching.
The parents are very protective of their lair because of the young. Although firedrakes normally only range 1-2 miles from their lair, they may patrol up to twice that distance during the times at which their young are most vulnerable to attack.
Firedrakes leave the family lair early in the spring following their hatching, flying sometimes scores of miles before encountering a firedrake of the opposite sex willing to mate for life and establish a new lair. The rare mating fights that do occur are spectacularly fiery, although one male usually concedes and retreats before the battle becomes lethal.
Firedrakes gather no treasure, although they take no special care to remove the bones or effects of any that they defeat.

**Ecology:** Firedrakes have a short lifespan compared with their larger cousins, the dragons, usually living only 75 to 100 years.
Firedrake blood can be kept, in its liquid state, in a sealed and airtight container, or under water or some other inert liquid. It can then be used as a firebomb, equivalent to a torched flask of oil, or used to create flaming weapons. For instance, swords dipped in the blood immediately become flaming swords for 3-6 melee rounds, although the sudden, intense heat upon the blade creates a 2% cumulative chance per round of the sword breaking upon impact with each blow struck during the period in which flame engulfs it. After the flame ends, the sword is otherwise unaffected.
The blood of the firedrake actually burns within its veins, creating the shimmer of heat that always rises from these creatures. The burning of the blood also requires a high level of oxygen, hence the constant slow beating of the dragonet's wings, even at rest. If deprived of air, it will die of suffocation in about half the time of a similarly sized creature.

# Dragonet, Pseudodragon

| | |
|---|---|
| **Climate/Terrain:** | Temperate or subtropical forests and caves |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | Q (x10) |
| **Alignment:** | Neutral (good) |
| **No. Appearing:** | 1 (50% chance of 1-8 in nests) |
| **Armor Class:** | 2 |
| **Movement:** | 6, Fl 24 (B) |
| **Hit Dice:** | 2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-3+special |
| **Special Attacks:** | Poison sting |
| **Special Defenses:** | Chameleon power |
| **Magic Resistance:** | 35% |
| **Size:** | T (1½' long) |
| **Morale:** | Champion (15) |
| **XP Value:** | 420 |

Pseudodragons are a species of small flying lizard that inhabits heavily forested wilderness areas. These playful, benign creatures have magical powers that they can share with others, so they are often sought as companions.

Pseudodragons resemble miniature red dragons. They have fine scales and sharp horns and teeth. A pseudodragon's coloration is red-brown as opposed to the deep red of red dragons. Its tail is about 2 feet long (longer than the pseudodragon itself), barbed, and very flexible.

Pseudodragons communicate via a limited form of telepathy. If one elects to take a human companion, it can transmit what it sees and hears at a distance of up to 240 yards. Pseudodragons can vocalize animal

noises such as a rasping purr (pleasure), a hiss (unpleasant surprise), a chirp (desire), or a growl (anger).

**Combat:** The pseudodragon can deliver a vicious bite with its small, dragonlike jaws, but its major weapon is its sting-equipped tail. The creature can move it with flashing speed and strikes at +4 on attack rolls. Any creature struck must save vs. poison or go into a state of catalepsy that lasts 1-6 days. The victim appears quite dead, but at the end of that time the character will either wake up unharmed (75% chance) or die (25% chance).
Pseudodragons have a chameleonlike power that allows them to alter their coloration to blend with their surroundings. They can blend into any typical forest background with an 80% chance of being undetected by creatures which cannot see invisible objects. Pseudodragons have infravision with a 60 foot range and can see invisible objects.
A pseudodragon is highly magic resistant and can transmit this magic resistance to its human companion via physical contact (a pseudodragon likes to be perched on the top of one's head or curled around the shoulders and upper back).

**Habitat/Society:** These forest-dwelling creatures place their lairs in the hollows of great trees or in large caves.
A pseudodragon will very rarely take a human or demihuman as its companion. Some view these pseudodragons as the human's pet; the pseudodragon will be sure to correct this misunderstanding. There are two ways to become a pseudodragon's companion; one is to use magic to summon it (a *find familiar* spell). Another way is to find the pseudodragon on an adventure and pursuade it to become a companion. The pseudodragon that searches for companionship will stalk a candidate silently for days, reading his thoughts via telepathy, judging his deeds to be good or evil. If the candidate is found to be good, the pseudodragon will present itself to the human as a traveling companion and observe the human's reaction. If the human seems overjoyed and promises to take *very* good care of it, the pseudodragon will accept. If not, it will fly away.
The personality of a pseudodragon has been described by some as catlike. A pseudodragon is willing to serve, provided that it is well-fed, groomed, and receives lots of attention. At times a pseudodragon seems arrogant, demanding, and less than willing to help. In order to gain its full cooperation, the companion must pamper the pseudodragon and make it feel as though it were the most important thing in his life. If the pseudodragon is mistreated or insulted it will leave, or worse, play pranks when least expected. Pseudodragons particularly dislike cruelty and will not serve cruel masters.

**Ecology:** Pseudodragons are omnivorous but prefer to eat meat. Their diet consists chiefly of rodents and small birds with occasional leaves, fruits, and berries. In the wild, pseudodragons live solitary lives, protecting small personal hoards in their nests. They gather to mate once per year, in early spring, when gatherings of dozens of pseudodragons are not uncommon. After mating, males and females separate; females lay speckled brown eggs in clutches of four to six which hatch in mid-summer; females raise the young by themselves. Pseudodragons hibernate in winter; the young leave the nest in spring to mate. Pseudodragons have a lifespan of 10-15 years. Like dragons, they are attracted to bright shiny objects. Pseudodragon eggs can be resold for up to 10,000 gold pieces while a hatchling is worth as much as 20,000 gold pieces.

# Dragonne

| | |
|---|---|
| **Climate/Terrain:** | Warm temperate to tropical/Hills and desert |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Dusk to dawn |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | B,S,T |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 6 (Flying)/2 (Ground) |
| **Movement:** | 15, Fl 9 (E) |
| **Hit Dice:** | 9 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-8/1-8/3-18 |
| **Special Attacks:** | Roar |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (5' at shoulder) |
| **Morale:** | Champion (15) |
| **XP Value:** | 2,000 |

Possessing some of the most dangerous qualities of a lion and a brass dragon, the dragonne is a vicious and deadly hunter, and a threat to many who travel in warmer climates.

From a distance, a dragonne looks much like a giant lion, with the one very notable exception of the pair of small, brass-colored wings that stretch from the creature's shoulders. Upon closer inspection, other differences between the dragonne and its feline ancestor become apparent, too. The dragonne is covered with thick, brass-colored scales, much like a brass dragon, and its mane is much thicker and made of far coarser hair than a lion's. The beast also possesses huge claws and fangs, and large eyes, usually

brass-colored like its scales. Dragonnes do not have their own language. Instead, they speak the languages of brass dragons and sphinxes.

**Combat:** Dragonnes usually attack first with their front claws, inflicting 1d8 points of damage with each set, and their terrible jaws, inflicting 3d6 points of damage. This is usually enough to slay most of the creatures the dragonne encounters. If a dragonne is in combat with an especially deadly opponent, or is wounded in a battle with a lesser opponent, however, it will use its deadly roar.

A dragonne's roar causes *weakness* (due to fear) in all creatures within 120 feet of the monster, unless they roll successful saving throws vs. paralyzation. Those creatures that save are not affected, but those that fail to save lose 50% of their Strength for 2d6 rounds. Worse still, any creature within 30 feet of the dragonne when it roars are deafened for 2d6 rounds. No save is possible against the deafening aspect of the dragonne's roar, and all affected creatures cannot hear any sound and fight with a -1 penalty to attack rolls (due to disorientation).

The dragonne's roar is like a dragon's breath weapon in that it can only be used once every three rounds. Creatures within the range of the dragonne's roar must roll saving throws vs. fear each time they hear it. Once a creature is deafened, however, it cannot hear the dragonne's roar, and need not save against it, until the 2d6 rounds of temporary deafness are over.

Although a dragonne's wings are useful only for short periods of time, carrying the creature for only 1-3 turns at a time, the dragonne uses its wings very effectively in battle. If any creatures attempt to charge the dragonne or encircle it, the dragonne simply takes to the air and finds a more defensible position. The dragonne prefers not to fight in the air, as it is very slow and maneuvers poorly compared to most flying creatures. It can fight with its claws and bite, and even its roar, when airborne, so it remains almost as deadly in the air as on the ground.

**Habitat/Society:** Dragonnes prefer to dwell in rocky foothills and deserts. They take large, natural caves for their lairs and store their small amounts of treasure, usually taken from slain adventurers, in loose piles around their rocky homes. Their territories are usually very large, as they generally inhabit desolate areas.

They cannot bear the company of other dragonnes, and the creatures are found in pairs only during their brief mating season, late in the autumn. Dragonnes lay eggs, like their reptilian ancestors, and only one egg is produced a year by any dragonne. The female raises this young dragonne for one year, after which time even a mother and her young will be unfriendly if they meet. Male dragonnes are always antagonistic toward each other.

In fact, dragonnes get along with very few creatures, and are considered a menace by most sentient races. More than anything, however, dragonnes wish to be left alone to hunt.

**Ecology:** The dragonne prefers herd animals like goats for food, especially since they don't fight back as fiercely as humans. It only attacks a human or demihuman for food if no other game is available. Dragonnes are not necessarily aggressive toward strangers, and the creature's reputation as a mindless devourer of helpless travelers is more the product of ignorance than well-researched fact. A dragonne will almost always attack any creature that invades its lair or threatens its territory. This means that adventurers who stumble across a dragonne's cave or settlers who decide to build in a dragonne's territory are often subject to fierce and immediate attack. Creatures not threatening the dragonne's lair or simply passing through its territory are usually left alone. Though the dragonne's intelligence is low, it can tell the difference between a harmless traveler and a potentially troublesome settler.

# Dryad

| | |
|---|---|
| **Climate/Terrain:** | Secluded oak groves |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Herbivore |
| **Intelligence:** | High (13-14) |
| **Treasure:** | M (x 100), Q (x 10) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 or 1-6 |
| **Armor Class:** | 9 |
| **Movement:** | 12 |
| **Hit Dice:** | 2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-4 (knife) |
| **Special Attacks:** | Charm |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 50% |
| **Size:** | M (5' tall) |
| **Morale:** | Steady (12) |
| **XP Value:** | 975 |

Dryads are beautiful, intelligent tree sprites. They are as elusive as they are alluring, however, and dryads are rarely seen unless taken by surprise -- or they wish to be spotted.

The dryad's exquisite features, delicate and finely chiseled, are much like an elf maiden's. Dryads have high cheek bones and amber, violet, or dark green eyes. A dryad's complexion and hair color changes with the seasons, presenting the sprite with natural camouflage. During the fall, a dryad's hair turns golden or red, and her skin subtly darkens from its usual light tan to more closely match her hair color. This enables her to blend with the falling leaves of autumn. In winter, both the dryad's hair and skin are white, like the snows that cover the oak groves. When encountered in a forest during fall or winter, a

dryad is often mistaken for an attractive maid, probably of elvish descent. No one would mistake a dryad for an elf maid during the spring and summer, however. At these times of year, a dryad's skin is lightly tanned and her hair is green like the oak leaves around her.
Dryads often appear clothed in a loose, simple garment. The clothing they wear is the color of the oak grove in the season they appear. They speak their own tongue, as well as the languages of elves, pixies, and sprites. Dryads can also speak with plants.

**Combat:** Dryads are shy, nonviolent creatures. They rarely carry weapons, but they sometimes carry knives as tools. Though a dryad can use this as a weapon in a fight, she will not resort to using a knife unless seriously threatened.
Dryads have the ability to throw a powerful *charm person* spell three times a day (but only once per round). This spell is so powerful that targets of the spell suffer a -3 penalty to their saving throws. A Dryad always uses this spell if seriously threatened, attempting to gain control of the attacker who could help her most against his comrades. Dryads will only attempt to charm elves as a last resort because of their natural resistance to this type of spell.
The dryad's use of her ability to charm is not limited to combat situations, however. Whenever a dryad encounters a male with a Charisma of 16 or more, she usually tries to charm him. Charismatic victims of a dryad's attentions are taken to the tree sprite's home, where the men serve as amorous slaves to their beautiful captors. There is a 50% chance that a person charmed and taken away by a dryad will never return. If he does escape from the dryad's charms, it will be after 1d4 years of captivity.
This tree sprite also has two other powers that are very useful in defense. Unless surprised, a dryad has the ability to literally step through a tree and then *dimension door* to the oak tree she is part of. She can also speak with plants (as the 4th-level priest spell). This enables the dryad to gather information about parties traveling near her tree, and even to use vegetation to hinder potential attackers.

**Habitat/Society:** Some legends claim that dryads are the animated souls of very old oak trees. Whether this is really the case, it is true that dryads are attached to a single, very large oak tree in their lifetimes and cannot, for any reason, go more than 360 yards from that tree. If a dryad does wander farther away, she becomes weak and dies within 6d6 hours unless returned to her home. The oak trees of dryads do not radiate magic, but someone finding a dryad's home has great power over her. A dryad suffers damage for any damage inflicted upon her home tree. Any attack on a dryad's tree will, of course, bring on a frenzied defense by the dryad.
Although dryads are generally very solitary, up to six have been encountered in one place. This is rare, however. All this really means is that a number of dryad oaks are within 100 yards of one another and the dryads' paths cross. These dryads may come to each other's aid, but never really gather socially. Any treasure owned by a tree sprite is hidden close to her home tree. The gold and gems that make up a dryad's treasure are almost always the gifts of charmed adventurers.
These tree sprites realize that most humans and demihumans fear them for their ability to charm, so dryads only deal with strangers on rare occasions. When approached carefully, however, dryads have been known to aid adventurers. They are a useful source of information, too, as they know a great deal about the area in which they live.

**Ecology:** Dryads are staunch protectors of the forest and groves in which they reside. Any actions that harm the area, and especially its plant life, are met with little tolerance.

# Dwarf

| | Hill | Mountain |
|---|---|---|
| **Climate/Terrain:** | Subarctic to sub-tropical rocky hills | Subarctic to sub-tropical mountains |
| **Frequency:** | Common | Common |
| **Organization:** | Clans | Clans |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivorous | Omnivorous |
| **Intelligence:** | Very (11-12) | Very (11-12) |
| **Treasure:** | M (x5) (G, Qx20, R) | M (x5) (G, Qx20, R) |
| **Alignment:** | Lawful good | Lawful good |
| **No. Appearing:** | 40-400 | 40-400 |
| **Armor Class:** | 4 (10) | 4 (10) |
| **Movement:** | 6 | 6 |

| | | |
|---|---|---|
| **Hit Dice:** | 1 | 1+1 |
| **THAC0:** | 20 | 19 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 1-8 (weapon) | 1-8 (weapon) |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | See below | See below |
| **Size:** | S to M (4' and taller) | M (4½' and taller) |
| **Morale:** | Elite (13-14) | Elite (13-14) |
| **XP Value:** | 175 | 270 |

Dwarves are a noble race of demihumans who dwell under the earth, forging great cities and waging massive wars against the forces of chaos and evil. Dwarves also have much in common with the rocks and gems they love to work, for they are both hard and unyielding. It's often been said that it's easier to make a stone weep than it is to change a dwarf's mind.

Standing from four to 4½ feet in height, and weighing 130 to 170 pounds, dwarves tend to be stocky and muscular. They have ruddy cheeks and bright eyes. Their skin is typically deep tan or light brown. Their hair is usually black, gray, or brown, and worn long, though not long enough to impair vision in any way. They favor long beards and mustaches, too. Dwarves value their beards highly and tend to groom them very carefully. Dwarves do not favor ornate stylings or wrappings for their hair or their beards.

Dwarven clothing tends to be simple and functional. They often wear earth tones, and their cloth is considered rough by many other races, especially men and elves. Dwarves usually wear one or more pieces of jewelry, though these items are usually not of any great value or very ostentatious. Though dwarves value gems and precious metals, they consider it in bad taste to flaunt wealth.

Because dwarves are a sturdy race, they add 1 to their initial Constitution ability scores. However, because they are a solitary people, tending toward distrust of outsiders and other races, they subtract 1 from their initial Charisma ability scores. Dwarves usually live from 350 to 450 years.

Dwarves have found it useful to learn the languages of many of their allies and enemies. In addition to their own languages, dwarves often speak the languages of gnomes, goblins, kobolds, orcs, and the common tongue, which is frequently used in trade negotiations with other races.

**Combat:** Dwarves are courageous, tenacious fighters who are ill-disposed toward magic. They never use magical spells or train as wizards, though they can become priests and use the spells of this group. Because of their nonmagical nature, in fact, they get a special bonus to all saving throws against magical wands, staves, rods, and spells. Dwarves receive a +1 bonus to saving throws against these magical attacks for every 3½ points of Constitution score they have. See Table 9Player's Handbook for specific bonuses.

A dwarf's nonmagical nature can also cause problems when he tries to use a magical item. In fact, if a dwarf uses a magical item that is not specifically created for his class, there is a 20% chance the item malfunctions. For example, if a dwarven fighter uses a *bag of holding* -- which can be used by any class, not just fighters -- there is a 20% chance each time the dwarf uses it that the bag does not work properly. This chance of malfunction applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and

miscellaneous magic. However, dwarves have learned to master certain types of magical items -- because of an item's military nature. These objects -- specifically weapons, shields, armor, gauntlets, and girdles -- are not subject to magical malfunction when used by a dwarf of any class.

As with magical attacks, dwarves are unusually resistant to toxic substances. Because of their exceptionally strong Constitution, all dwarves roll saving throws against poisons with the same bonus (+1 for every 3½ points of Constitution score) that applies to saves vs. magical attacks.

In the thousands of years that dwarves have lived in the earth, they have developed a number of skills and special abilities that help them to survive. All dwarves have infravision that enables them to see up to 60 feet in the dark. When underground, dwarves can tell quite a bit about their location by looking carefully at their surroundings. When within 10 feet of what they are looking for, dwarves can detect the grade and slope of a passage (1-5 on 1d6), new tunnel construction (1-5 on 1d6), sliding/shifting walls or rooms (1-4 on 1d6), and stonework traps, pits, and deadfalls (1-3 on 1d6). Dwarves can also determine their approximate depth underground (1-3 on 1d6) at any time.

During their time under the earth, dwarves have also developed an intense hatred of many of the evil creatures they commonly encounter. Thus, in melee, dwarves always add 1 to their attack rolls to hit orcs, half-orcs, goblins, and hobgoblins. The small size of dwarves is an advantage against ogres, trolls, ogre magi, giants, and titans; these monsters always subtract 4 from their attack rolls against dwarves because of that size difference and the dwarves' training in fighting such large foes.

Dwarven armies are well-organized and extremely well-disciplined. Dwarven troops usually wear chain mail and carry shields in battle. They wield a variety of weapons. The composition of a typical dwarven army by weaponry is axe and hammer (25%), sword and spear (20%), sword and light crossbow (15%), sword and pole arm (10%), axe and heavy crossbow (10%), axe and mace (10%), or hammer and pick (10%).

For every 40 dwarves encountered, there is a 2nd- to 6th-level fighter who leads the group. (Roll 1d6 to determine level, with a roll of 1 equalling 2.) If there are 160 or more dwarves encountered, there are, in addition to the leaders of the smaller groups, one 6th-level fighter (a chief) and a 4th-level fighter (lieutenant) commanding the troops. If 200 or more dwarves are encountered, there is a fighter/priest of 3rd- to 6th-level fighting ability and 4th-to 7th-level priest ability. If a dwarven army has 320 or more troops in it, the following high-level leaders are in command of the group: an 8th-level fighter, a 7th-level fighter, a 6th-level fighter/7th-level priest, and two 4th-level fighter/priests.

The commanders of the dwarven troops wear plate armor and carry shields. In addition, the fighters and fighter/priests leading the dwarven troops have a 10% chance per level of fighting ability of having magical armor and/or weapons. The fighter/priests who lead the troops also have a 10% chance per level of priest ability of having a magical item specific to priests (and thus not subject to malfunction).

If encountered in its home, a dwarven army has, in addition to the leaders noted above, 2d6 fighters of from 2nd- to 5th-level (1d4+1 for level), 2d4 fighter/priests of from 2nd- to 4th-level (in each class), females equal to 50% of the adult males, and children equal to 25% of the adult males. Dwarven women are skilled in combat and fight as males if their homes are attacked.

**Habitat/Society:** Usually constructed around profitable mines, dwarven cities are vast, beautiful complexes carved into solid stone. Dwarven cities take hundreds of years to complete, but once finished they stand for millennia without needing any type of repair. Since dwarves do not leave their homes often and always return to them, they create their cities with permanence in mind. Troops guard dwarven cities at all times, and sometimes (60% chance) dwarves also use animals as guards -- either 2d4 brown bears (75% chance) or 5d4 wolves (25% chance).

Dwarven society is organized into clans. A dwarven clan not already attached to a city or mine travels until it finds an outpost where it can begin to ply a trade. Clans often settle close together since they usually need the same raw materials for their crafts. Clans are competitive, but usually do not war against one another. Dwarven cities are founded when enough clans move to a particular location.
Each dwarven clan usually specializes in a particular craft or skill; young dwarves are apprenticed at an early age to a master in their clan (or, occasionally, in another clan) to learn a trade. Since dwarves live so long, apprenticeships last for many years. Dwarves also consider political and military service a skilled trade, so soldiers and politicians are usually subjected to a long period of apprenticeship before they are considered professionals.
To folk from other races, life within these cities might seem as rigid and unchanging as the stone that the dwarven houses are wrought from. In fact, it is. Above all, dwarves value law and order. This love of stability probably comes from the dwarves' long life spans, for dwarves can watch things made of wood and other mutable materials decay within a single lifetime. It shouldn't be surprising, then, that they value things that are unchanging and toil ceaselessly to make their crafts beautiful and long-lived. For a dwarf, the earth is something to be loved because of its stability and the sea a thing to be despised -- and feared -- because it is a symbol of change.
Dwarves also prize wealth, as it is something that can be developed over a long period of time. All types of precious metal, but particularly gold, are highly prized by dwarves, as are diamonds and other gems. They do not value pearls, however, as they are reminders of the sea and all it stands for. Dwarves believe, however, that it is in poor taste to advertise wealth. Metals and gems are best counted in secret, so that neighbors are not offended or tempted.
Most other races see dwarves as a greedy, dour, grumpy folk who prefer the dampness of a cave to the brightness of an open glade. This is partially true. Dwarves have little patience for men and other short-lived races (since man's concerns seem so petty when seen from dwarven eyes). Dwarves also mistrust elves because they are not as serious-minded as dwarves and waste their long lives on pastimes the dwarves see as frivolous. However, dwarves have been known to band together with both men and elves in times of crisis, and long-term trade agreements and alliances are common.
Dwarves have no mixed feelings about the evil races that dwell below ground and in the Underdark, however. They have an intense hatred of orcs, goblins, evil giants, and drow. The dire creatures of the Underdark often fear dwarves, too, for the short, stout folk are tireless enemies of evil and chaos. It is a goal of the dwarves to wage constant and bitter war against their enemies under the earth until either they or their foes are destroyed.

**Ecology:** Since much of their culture is focused on creating things from the earth, dwarves produce a large amount of useful, valuable trade material. Dwarves are skilled miners. Though they rarely sell the precious metals and rough gems they uncover, dwarven miners have been known to sell surpluses to local human communities. Dwarves are also skilled engineers and master builders -- though they work almost exclusively with stone -- and some dwarven architects work for humans quite frequently.
Dwarves most often trade in finished goods. Many clans are dedicated to work as blacksmiths, silversmiths, goldsmiths, armorers, weapons makers, and gem cutters. Dwarven products are highly valued for their workmanship. In human communities, these goods often demand prices up to 20% higher than locally forged items. Many people are still willing to pay a high price for a suit of dwarven mail or a dwarven sword. Humans know that the dwarf who forged the item made it to last a dwarven lifetime, so they'll never need to worry about it wearing out in theirs.

## Mountain Dwarves

Similar in most ways to their cousins, the hill dwarves, these demihumans prefer to live deep inside mountains. They tend to be slightly taller than hill dwarves (averaging 4½ feet tall) and more hearty (having 1+1 Hit Dice). They usually have slightly lighter skin and hair than their hill-dwelling relatives. In battle, mountain dwarf armies are likely to have more spears (30% maximum) and fewer crossbows (20% maximum) than hill dwarf armies. Mountain dwarves have the same interests and biases as hill dwarves, though they are even more isolationist than their cousins and sometimes consider even hill dwarves to be outsiders. Mountain dwarves live for at least 400 years.

# Dwarf

| | Derro | Duergar |
|---|---|---|
| **Climate/Terrain:** | Any/Subterranean | Subterranean |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Tribal | Tribal |
| **Activity Cycle:** | Night | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Very to genius (13-18) | Average to genius (8-18) |
| **Treasure:** | See below | M, Q |
| | | Lair: B (magic only), F |
| **Alignment:** | Chaotic evil | Lawful evil (Neutral) |
| **No. Appearing:** | 3-30 | 2-9 or 201-300 |
| **Armor Class:** | 5 or 4 (8) | 4 |
| **Movement:** | 9 | 6 |

| | | |
|---|---|---|
| **Hit Dice:** | 3 (see below) | 1+2 |
| **THAC0:** | 17 (see below) | 19 |
| **No. of Attacks:** | 1 or 2 | 1 |
| **Damage/Attack:** | By weapon | By weapon |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | Save with +4 bonus |
| **Magic Resistance:** | 30% | Nil |
| **Size:** | S (4' tall) | S (4' tall) |
| **Morale:** | Steady (12) | Elite (13) |
| **XP Value:** | 975 and up | 420 |
| | 2 Hit Dice+4 | 650 |
| | 3 Hit Dice+6 | 975 |
| | 4 Hit Dice+8 | 1,400 |

Derro are a degenerate race of dwarven stature. They have been skulking in the Underdark for ages, but they were discovered by the mind flayers only five centuries ago, and by the drow but shortly before that. The derro have made a name for themselves by their marked cruelty. It is said that a derro lives for just two things: to witness the slow, humiliating death of surface demihumans, and especially humans; and the perversion of knowledge to their own dark ends.

Derro are short, with skin the color of an iced over lake (white, with bluish undertones), sickly, pale yellow or tan hair (always straight), and staring eyes that have no pupils. Their features remind dwarves of humans, and vice versa. Derro have rough skin, spotted with short coarse tufts of hair. Most derro wear a loose costume woven from the hair of underground creatures and dyed deep red or brown. Their armor is leather, studded in copper and brass. Leaders wear tougher, kather armors, made from the hides of beasts far more rugged than cattle.

**Combat:** Derro are one of the most dexterous of humanoid races (averaging 15-18), and their Armor Class must be adjusted for this. Normally, a derro party is well-equipped with weapons and spells. All derro carry small, ornamental blades, called *secari*, which can be treated as daggers, but most use other weapons as well.

Half of all encountered derro carry a repeating light crossbow (12 maximum range, two shots each round, six-bolt capacity, 1d3 points of damage). Derro crossbowman usually coat their bolts with poison. If a derro wants to simply bring down his prey, he uses a poison that causes an additional 2d6 points of damage (successful saving throw for no additional damage). If he desires to prolong his target's suffering, he uses a poison that has the same effects as a *ray of enfeeblement* spell (asuccessful saving throw indicates no poison damage).

Twenty-five percent of derro carry a hook-fauchard, a long (6'+) pole arm that causes 1d4 points of impaling damage and can pull a man-sized or smaller creature off-balance 25% of the time. It takes one round to regain balance.

Fifteen percent of derro use only a spiked buckler. This small shield, improves the derro's AC by 1 against any one opponent. It is armed with a central spike, which can be wielded as a second weapon (no

penalty because of the derro's high Dexterity) for 1d4 points of impaling damage. The derro will also have a hooked aklys, a short, heavy club that can be thrown for 1d6 points of crushing damage. It is attached to a thick leather thong so that it can be retrieved. Thanks to the hook, the aklys also pulls an opponent off-balance but it has only a 1-8 chance. These derro are considered brave by their fellows; they are awarded the rarer, heavier armors (AC 4).
The remaining 10% of the derro are the sons and daughters of derro leaders. They are given heavier armor and trained in the use of the spear and the military pick. They use bucklers (sans spikes) when not using the spear with both hands.
For every three derro encountered, there is one with 4 Hit Dice. For every six derro, there is one with 5 Hit Dice. If 10 or more, there is a 7 Hit Die leader with a 6 Hit Die lieutenant. If a party encounters 25 derro, they would be accompanied by eight 4 Hit Die derro, four of 5 Hit Die, one with 6 Hit Dice, and one with 7. The leaders always wear the thicker armor and usually wield well-made (and occasionally magical) weapons.
If 20 or more are encountered, they are accompanied by a savant and two students. Savant derro are able to use any sort of magical item or weapon. Savants know 1d4+5 of the following spells, learned at random: *affect normal fires, anti-magic shell, blink, cloudkill, ESP hypnotic pattern, ice storm, invisibility, levitate, light, lightning bolt, minor creation, paralyzation, repulsion, shadow magic, spider climb, ventriloquism, wall of fog, wall of force.* Savants have 5-8 Hit Dice, and carry two or three useful magical items. Typical magical items are any potion, any scroll, *rings of fire resistance, invisibility, protection,* and *spell storing,* any wand, *studded leather armor* +1, shields, weapons up to +3, *bracers of defense, brooches of shielding, cloaks of protection,* and so on. Savants can instinctively *comprehend languages* and *read magic* (as the spells).
Savants are capable of acting as sages in one to three areas of study. Derro raids are often inspired by a savant's research.
Student savants know only 1-3 spells, have 4-7 Hit Dice, they know only one field of study, and one minor magical item.
In combat, derro fight cunningly, with good tactics. They keep spellcasters from effectively using magic, and inflict minor wounds until they eventually kill their opponents. Savants use their powers to confuse and frustrate, rather than to simply kill. Derro have poor infravision (30-foot range) but keen hearing (treat as the blind-fighting, nonweapon proficiency).
Derro keep slaves and attempt to capture intelligent opponents, when possible.

**Habitat/Society:** Derro live in large underground complexes, nearer the surface than the kuo-toans and drow, but deeper than goblins and trolls. They never expose themselves to direct sunlight; it nauseates them. Sunlight will kill a derro if he is exposed to it for several days. Still, derro do visit the surface at night, raiding for humans or carrying out a savant's plans.
Derro are never encountered singly. From their combat tactics to their choice of spells, derro demonstrate a mob mentality. A lone derro is a desperate derro, seeking at all costs to return to his home.
Derro lairs always have 3d4+30 normal derro, plus leaders. The members of the lair are led by the resident savants (1-3 in number) and their apprentices (2-5 students). Derro obey without question the puzzling, even suicidal, dictates from their savant leaders.
Also to be found in a derro lair are 5d6+10 human slaves. If any of the lair's savants or students know the *charm person* spell, each slave has a 90% chance of being charmed. Derro hate humans more than any other race; they use humans for the most demeaning manual labor, and for breeding.
Derro do not appear to worship any powers, but the savants treasure knowledge and the rest seem to worship the savants.

Derro usually scour their territory for magical items, stealing them, or, if necessary, purchasing them from more powerful creatures. Derro do not share the love of gold common to their dwarven relatives, and they have been known to pay exorbitant prices for a few potions or for a magical item with a missing command word.
Every 20 years or so, the derro mount an all-out war against the other creatures of the Underdark. This is known as the Uniting War, and no savant really expects it to be won. The War is a means of winnowing out the weakest of the derro lairs, a focal point for racial identity, and a chance to really create some terror in the Underdark. It also serves the purpose of starting rumors. Humans will certainly hear that a war is being fought in the Underdark, and they will send hundreds of scouting and adventuring parties to the underground to investigate. The derro welcome this new source of slaves.

**Ecology:** Derro can live on a diet of underground fungi, but use it only for spice. They seek out other sustenance whenever possible. A derro hunting party usually pursues large, dangerous prey that will feed an entire lair, rather than smaller, simpler food. The derro tendency to torment prey also holds when for hunting food. They also raid other races for food.

## Duergar

Duergar, or gray dwarves, are a malevolent breed that exist at extreme depths underground. Duergar may be fighters, priests, thieves, or multi-classed fighter/priests, fighter/thieves, or priest/thieves. Thieves are proficient in the use of poison.
Duergar appear to be emaciated, nasty-looking dwarves. Their complexions and hair range from medium to dark gray. They prefer drab clothing designed to blend into their environment. In their lairs, they may wear jewelry, although such pieces are kept dull.
Duergar have infravision to 120 feet. They speak the duergar dialect of the dwarven tongue, "undercommon" (the trading language of subterranean cultures), and the silent speech employed by some subterranean creatures. Intelligent duergar may speak other languages as well.

**Combat:** For every four, single HD duergar encountered outside a lair, there is one with 2 HD+4 hp. If a band of nine are encountered outside a lair, there will be a tenth, with 3 HD+6 hp or 4 HD+8 hp always leads the group.
Duergar are armed as follows:

**1st level:** pick, hammer, spear, chain mail, and shield;
**2nd level**: pick, light crossbow, chain mail, and shield;
**3rd-6th level:** hammer, short sword, plate mail, and shield;
**7th-9th level:** hammer*, short sword*, plate mail*, and shield*;
**3rd-6th/3rd-6th-level priest/thief:** any usable*/any usable*;
**7th-9th/7th-9th-level priest/thief:** any usable*/any usable*
***** 5% chance/level for magical item; for multi-class, add one-half of lower level (round up) to the higher level in order to find the appropriate multiplier.

There are noncombatant, duergar children equal to 10% of the total number of duergar fighters encountered.
The duergar's stealth imposes a -2 penalty to opponents' surprise rolls; the duergar are surprised only on a 1 on 1dl0. Their saving throws vs. magical attacks gain a +4 bonus. They are immune to paralysis, illusion/phantasm spells and poisons.

All duergar possess innate magical abilities of *enlargement* and *invisibility*. They can use these spells as wizards of a level equal to their hit points. Duergar can use *enlargement* to either grow or shrink themselves, as well as anything they are wearing or carrying.
Daylight affects the duergar as follows: their enhanced ability to gain surprise is negated, Dexterity is reduced by 2, attacks are made with a -2 penalty to the attack roll, and opponents' saving throws are made with a +2 bonus. If the encounter occurs when the duergar are in darkness, but their opponents are brightly illuminated, the duergar's surprise ability and Dexterity are normal, but they still suffer a -1 penalty to their attack rolls while their opponents gain a +1 bonus to saving throws against attacks.
Duergar are not adversely affected by the light given off by torches, lanterns, magical weapons, or *light* and *faerie fire* spells.
There is a 10% chance that any duergar are accompanied by 2d4 giant steeders, used as mounts (see Spiders).

**Habitat Society:** Duergar society is similar to that of other dwarven cultures, although life is much harsher because of the hostile environment deep underground. They do not venture to the surface except at night or on gloomy days. Duergar life spans can reach 400 years.

# Elemental, Generic Information

Elementals are sentient beings that can possess bodies made of one of the four basic elements that make up the Prime Material plane -- air, earth, fire, or water. They normally reside on an elemental Inner Plane and will only be encountered on the Prime Material plane if they are summoned by magical means. (See *Manual of the Planes* for more information on the nature of the various elemental planes.) Each elemental must adopt a shell in the Prime Material composed of the basic element it represents. and once this shell is destroyed, the elemental will return to its native plane. While there are many more powerful and more intelligent residents of the elemental planes, the common elemental is the easiest to contact, and therefore the most frequently summoned.

Their magical nature gives elementals great protection from attacks on the Prime Material plane. Elementals are not harmed by any nonmagical weapons or magical weapons of less than +2 bonus. Creatures with under four Hit Dice and without any magical abilities cannot harm an elemental either. (Magical abilities include such characteristics as breath weapons, poisons, paralysis, or even being immune to normal weapon attacks.) Orcs, for example, are powerless against a conjured elemental unless one happens to possess a weapon with +2 or better bonus to hit.

Though elementals do enjoy protection from many nonmagical attacks in the Prime Material plane, like all extraplanar and conjured creatures, elementals are affected by *protection from evil* spells. An elemental cannot strike a creature protected by this spell and must recoil from the spell's boundaries. However, the elemental can attack creatures protected by the spell as long as it doesn't touch them. For example, a fire elemental could set the ground on fire around the creature and wait for the blaze to spread.

Each of the four types of common elemental has its own particular strengths and weaknesses, attack modes and method of movement, depending on its plane of origin. These will be covered individually, by elemental type, in the next few pages. All common elementals share one major characteristic, however. They are basically stupid. This low intelligence makes it difficult for the elemental to resist a magical summons. But even the common elemental is bright enough to know it does not like being taken off of its home plane and held in the Prime Material plane.

**Summoning an Elemental**: There are three basic ways to call an elemental to this plane, and the strength of the conjured elemental depends on the method used to summon it:

| | |
|---|---|
| Conjured by spell | 8, 12, 16, or 21-24 Hit Dice |
| Conjured by staff | 16 Hit Dice |
| Conjured by summoning device | 12 Hit Dice |

Obviously, the type of wizard or priest spell used to contact an elemental will greatly effect the size of the creature on this plane. (See Player's Handbook Each individual's use of any spell, staff, or device in contacting the elemental planes produces a unique call. This unique summons will only be answered by the inhabitants of a particular plane once per day. Therefore, each of the methods of summoning

elementals -- spell, device, and staff -- can be used by one person to call only one of any specific type of common elemental per day. If a staff is used four times in one day, for example, all four types of elementals must be called once.
The only exception to this is a character using more than one method to call elementals. Then, the conjurer can call a number of elementals of the same type equal to the number of methods he or she uses. This means a person with a device and a staff can summon two earth elementals. However, a person with two staffs can still summon only one elemental of any specific type in one day.

**Controlling an Elemental**: Because the elemental will be furious at being summoned to this plane, concentration in conjuring the creature is vital. In calling an elemental, a person must remain perfectly still and focus all of his attention on controlling the being. Any distraction to the summoner, either mental or physical, will result in a failure to control the elemental when it arrives on the Prime Material plane. Elementals that are uncontrolled and acting upon their own desires are called *free-willed*. If the party is lucky, a free-willed elemental will immediately return to its plane. However, this occurs only 25% of the time.
In most cases (75% of the time), an uncontrolled elemental will immediately attack the person or party who conjured it, also destroying anything that stands between it and its enemies. There is no way to gain control of the elemental once it is lost, and there is nothing the objects of the elemental's wrath can do but defend themselves. The elemental's intense dislike of being away from its home plane is the only safeguard those conjuring an elemental can rely upon if the elemental runs wild. Because remaining on the Prime Material plane is painful to any common elemental, the uncontrolled elemental will always return to its plane of origin three turns after control is lost, whether it has destroyed the creatures responsible for calling it away from its elemental abode or not.
There is always a 5% chance per round that an elemental is in the Prime Material (beginning with the second round) that the creature will break control and attack the person who summoned it. Also, if a person is wounded, killed, or loses concentration while controlling an elemental, the creature will become free-willed. The elemental will first attack the person who summoned it and then destroy any living thing it can find during the three turns after control is lost. The creature will then return to its home in the Inner Planes. A free-willed elemental can be sent to its home plane if a *dismissal* spell is cast upon it, but there is only a 50% chance of success for the spell in this situation.
A successfully controlled elemental will stay on the Prime Material only for the duration of the spell that summoned it, and it can be controlled from a distance up to 30 yards per level of the person who summoned it. If under control, an elemental can be dismissed by the summoner when its task is complete.

**Stealing Control of an Elemental**: Control of a conjured elemental can be stolen from the person who summoned it by casting *dispel magic* specifically at the magical control over the creature (not the elemental itself or the person controlling it). Most of the normal rules for dispelling magic apply ( Player's Handbook If control of the elemental is stolen, the creature will follow the wishes of the new person controlling it as if he or she summoned it in the first place. If the *dispel magic* fails, the elemental will immediately be strengthened to its maximum 8 hit points per die and the conjurer's ability to control the elemental will be greatly enhanced, making any new attempts to steal control of the creature impossible. Also, the elemental will recognize the person who sought to take control of its will as a threat. If the person currently guiding the creature loses control, the elemental will immediately attack the person who attempted to steal control of its will -- even before attacking the person who first summoned it.

# Elemental, Air/Earth

| | Air | Earth |
|---|---|---|
| **Climate/Terrain:** | Any air | Any land |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Air | Earth, metal, or gem |
| **Intelligence:** | Low (5-7) | Low (5-7) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 2 | 2 |
| **Movement:** | Fl 36 (A) | 6 |
| **Hit Dice:** | 8, 12, or 16 | 8, 12, or 16 |
| **THAC0:** | 8 Hit Dice: 13 | 8 Hit Dice: 13 |
| | 12 Hit Dice: 9 | 12 Hit Dice: 9 |
| | 16 Hit Dice: 5 | 16 Hit Dice: 5 |

| | | |
|---|---|---|
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 2-20 | 4-32 |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | +2 weapon or better to hit | +2 weapon or better to hit |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L to H (8' to 16' tall) | L to H (8' to 16' tall) |
| **Morale:** | 8-12 Hit Dice: | 8-12 Hit Dice: |
| | Champion (15-16) | Champion (15-16) |
| | 16 Hit Dice: | 16 Hit Dice: |
| | Fanatic (17) | Fanatic (17) |
| **XP Value:** | 8 Hit Dice: 3,000 | 8 Hit Dice: 2,000 |
| | 12 Hit Dice: 7,000 | 12 Hit Dice: 6,000 |
| | 16 Hit Dice: 11,000 | 16 Hit Dice: 10,000 |

Air elementals can be conjured in any area of open air where gusts of wind are present. The common air elemental appears as an amorphous, shifting cloud when it answers its summons to the Prime Material plane. They rarely speak, but their language can be heard in the high-pitched shriek of a tornado or the low moan of a midnight storm.

**Combat:** While air elementals are not readily tangible to the inhabitants of planes other than its own, they can strike an opponent with a strong, focused blast of air that, like a giant, invisible fist, does 2-20 points of damage. The extremely rapid rate at which these creatures can move make them very useful on vast battlefields or in extended aerial combat. In fact, the air elemental's mastery of its natural element gives it a strong advantage in combat above the ground. In aerial battles, they gain a +1 to hit and a +4 to the damage they inflict.
The most feared power of an air elemental is its ability to form a whirlwind upon command. Using this form, the air elemental appears as a truncated, reversed cone with a 10 foot bottom diameter and 30 foot top diameter. The height of the whirlwind depends on the Hit Dice of the elemental. An air elemental of 8 Hit Dice will produce a whirlwind standing 40 feet tall; a 12 Hit Dice elemental produces a whirlwind standing 60 feet tall; and a 16 Hit Dice elemental produces a whirlwind standing 80 feet tall. It takes one full turn to form and dissipate this cone.
This whirlwind lasts for one melee round, sweeps away and kills all creatures under 3 Hit Dice in the area of its cone, and does 2-16 points of damage to all creatures it fails to kill outright. If, because of overhead obstructions, the whirlwind fails to reach its full height, it can only sweep up creatures under 2 Hit Dice and do 1-8 points of damage to all others in its cone.

Earth elementals can be conjured in any area of earth or stone. This type of common elemental appears on the Prime Material plane as a very large humanoid made of whatever types of dirt, stones, precious metals, and gems it was conjured from. It has a cold, expressionless face, and its two eyes sparkle like brilliant, multifaceted gems. Though it has a mouth-like opening in its face, an earth elemental will rarely speak. Their voices can be heard in the silence of deep tunnels, the rumblings of earthquakes, and the

grinding of stone on stone.
Though earth elementals travel very slowly, they are relentless in the fulfillment of their appointed tasks. An earth elemental can travel through solid ground or stone with no penalty to movement or dexterity. However, these elementals cannot travel through water: they must either go around the body of water in their path or go under it, traveling in the ground. Earth elementals prefer the latter as it keeps them moving, more or less, in a straight line toward their goal.

**Combat:** Earth elementals will always try to fight on the ground and will only rarely be tricked into giving up that advantage. Because of their close alliance to the rock and earth, these elementals do 4-32 points of damage (4d8) whenever they strike a creature that rests on the ground.
Against constructions with foundations in earth or stone, earth elementals do great damage, making them extremely useful for armies sieging a fortification. For example, a reinforced door, which might require a few rounds to shatter using conventional methods, can be smashed with ease by an earth elemental. They can even level a small cottage in a few rounds.
An earth elemental's effectiveness against creatures in the air or water is limited; the damage done by the elemental's fists on airborne or waterborne targets is lessened by 2 points per die (to a minimum of 1 point of damage per die).

# Elemental, Fire/Water

| | Fire | Water |
|---|---|---|
| **Climate/Terrain:** | Any dry land | Large areas of water |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Any combustible | Any liquid |
| **Intelligence:** | Low (5-7) | Low (5-7) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 2 | 2 |
| **Movement:** | 12 | 6, Sw 18 |
| **Hit Dice:** | 8, 12, or 16 | 8, 12, or 16 |
| **THAC0:** | 8 Hit Dice: 13 | 8 Hit Dice: 12 |
| | 12 Hit Dice: 9 | 12 Hit Dice: 9 |
| | 16 Hit Dice: 5 | 16 Hit Dice: 7 |

| | | |
|---|---|---|
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 3-24 | 5-30 |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | +2 weapon or better to hit | +2 weapon or better to hit |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L to H (8' to 16' tall) | L to H (8' to 16' tall) |
| **Morale:** | 8-12 Hit Dice: | 8-12 Hit Dice: |
| | Champion (15-16) | Champion (15-16) |
| | 16 Hit Dice: | 16 Hit Dice: |
| | Fanatic (17) | Fanatic (17) |
| **XP Value:** | 8 Hit Dice: 2,000 | 8 Hit Dice: 2,000 |
| | 12 Hit Dice: 6,000 | 12 Hit Dice: 6,000 |
| | 16 Hit Dice: 10,000 | 16 Hit Dice: 10,000 |

Fire elementals can be conjured in any area containing a large open flame. To provide a fire elemental with an adequate shell of Prime Material flame, a fire built to house an elemental should have a diameter of at least six feet and reach a minimum of four feet into the air.
On the Prime Material Plane, a fire elemental appears as a tall sheet of flame. The fire elemental will always appear to have two armlike appendages, one on each side of its body. These arms seem to flicker back into the creature's flaming body, only to spring out from its sides seconds later. The only facial features of a fire elemental are two large glowing patches of brilliant blue fire, which seem to function as eyes for the elemental. Like all common elementals, fire elementals rarely speak on the Prime Material plane, though their voices can be heard in the crackle and hiss of a large fire.

**Combat:** Because they resent being conjured to this plane, fire elementals are fierce opponents who will attack their enemies directly and savagely, taking what joy they can in burning the weak creatures and objects of the Prime Material to ashes. In combat, a fire elemental lashes out with one of its ever-moving limbs, doing 3-24 points of damage. Any flammable object struck by the fire elemental must save versus magical fire at a -2 or immediately begin to burn.
Fire elementals do have some limitations on their actions in the Prime Material plane. They are unable to cross water or non-flammable liquids. Often, a quick dive into a nearby lake or stream is the only thing that can save a powerful party from certain death from a fire elemental. Also, because their natural abilities give them some built-in resistance to flame-based attacks, creatures with innate fire-using abilities, like red dragons, take less damage from a fire elemental's attack. The elemental subtracts 1 point from each die of damage it does to these creature (to a minimum of 1 point of damage per die).
Water elementals can be conjured in any area containing a
large amount of water or watery liquid. At least one thousand cubic feet of liquid is required to create a shell for the water elemental to inhabit. Usually a large pool serves this purpose, but several large kegs of wine or ale will do just as well.
The water elemental appears on the Prime Material Plane as a high-crested wave. The elemental's arms appear as smaller waves, one thrust out on each side of its main body. The arms ebb and flow, growing

longer or shorter as the elemental moves. Two orbs of deep green peer out of the front of the wave and serve the elemental as eyes. Like all other common elementals, water elemental rarely speak on the Prime Material Plane, but their voices can be heard in the crashing of waves on rocky shores and the howl of an ocean gale.

**Combat:** In combat, the water elemental is a dangerous adversary. It prefers to fight in a large body of water where it can constantly disappear beneath the waves and suddenly swell up behind its opponent. When the elemental strikes, it lashes out with a huge wave-like arm, doing 5-30 points of damage. Water elementals are also a serious threat to ships that cross their paths. A water elemental can easily overturn small craft (one ton of ship per hit die of the elemental) and stop or slow almost any vessel (one ton of ship per hit point of the elemental). Ships not completely stopped by an elemental will be slowed by a percentage equal to the ratio of ship's tons over the hit points of the attacking elemental.
Though the water elemental is most effective in large areas of open water, it can be called upon to serve in a battle on dry land, close to the body of water from which it arose. However, the movement of the water elemental on land is the most restricted of any elemental type: a water elemental cannot move more than 60 yards away from the water it was conjured from, and 1 point of damage is subtracted from each die of damage they inflict out of the water (to a minimum of 1 point of damage per die).

# Elemental, Air Kin

| | Sylph | Aerial Servant |
|---|---|---|
| **Climate/Terrain:** | High altitudes or treetops | Any (see below) |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Wind |
| **Intelligence:** | Exceptional (15-16) | Semi- (2-4) |
| **Treasure:** | Qx10, X | Nil |
| **Alignment:** | Neutral (good) | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 9 | 3 |
| **Movement:** | 12, Fl 36 (A) | Fl 24 (A) |
| **Hit Dice:** | 3 | 16 |

| | | |
|---|---|---|
| **THAC0:** | 17 | 5 |
| **No. of Attacks:** | 0 | 1 |
| **Damage/Attack:** | 0 | 8-32 (8d4) |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | +1 or better weapon to hit |
| **Magic Resistance:** | 50% | Nil |
| **Size:** | M (4'-5' tall) | L (8' tall) |
| **Morale:** | Elite (14) | Elite (14) |
| **XP Value:** | 2,000 | 9,000 |

Sylphs are beautiful, humanoid women with wings like dragonflies. Their wings are 4-5 feet long and translucent, clear, or spotted with iridescent color. Their long, bright, hair may be any "normal" color, or blue, purple, or green. They wear flowing, diaphanous robes which accent their wings or hair.
Sylphs are related to air elementals and to nymphs, perhaps originating as a cross-breed between nymphs and aerial servants. They speak Common and their own musical language. Sylphs are friendly and may (20%) befriend adventurers and give them aid in exchange for a favor.

**Combat:** Sylphs defend themselves only with magical abilities. A sylph can cast spells as a 7th-level wizard, and most prefer spells of elemental air. In addition, the sylph can become *invisible at will* and summon an air elemental once each week.

**Habitat/Society:** Sylphs rarely touch ground in the lowlands. They are fond of travel, and it is rare to find one near its home.
Sylph nests are highly individualistic, some formed from whatever materials are available, others are elaborate retreats perched in tall trees or carved into mountains. Sylphs prefer simple and light possessions, keeping only gems and magical items as treasure. They often trade wealth for furnishings, such as light draperies, silks, and pillows.
There is a 1% chance that a sylph's home holds an egg or a child. All sylphs are female and mate with humanoid males, preferring elves, but sometimes accepting a human or halfling mate. Three months after conception, the sylph lays a pearly egg in a special nest, and summons an air elemental to guard it. Six months later, the egg hatches a baby girl with wing buds. The child grows at the same rate as a human child, gaining magical abilities at age five, and full flight by age 10.
The sylph has the innate ability to levitate; wings are needed only to provide thrust. If a sylph's wings are injured, it can only glide or hover. Anti-magical attacks may ground a sylph by negating its power of *levitation*. Sylphs live for up to 1,000 years, retaining their youthful looks throughout their lives.
Every 28 years, all sylphs gather in a grand meeting to trade, share news, renew friendships, and welcome young sylphs.

**Ecology:** Sylphs usually maintain their distance from the more mundane humanoid races, but associate freely with nymphs and dryads. Aerial monsters occasionally feed on them, but they are in greater danger from evil humanoid males who attempt to capture them for dark purposes.

## Aerial Servant

This creature is a form of air elemental native to the plane of elemental Air, as well as the Ethereal and Astral planes, and can be summoned to the Prime Material plane by clerics.

Normally invisible, if seen on their home plane, they resemble legless humanoids of sparkling blue smoke, with empty eyes, a slash for a mouth, and long, four-fingered hands.

Aerial servants try to avoid combat on their native planes. It has a Strength of 23 and attacks by grabbing and strangling opponents, causing damage with the hit, and in each round, until the victim breaks free. A character with exceptional Strength receives a percentage chance equal to the percentage of exceptional Strength. Creatures with 18/00 Strength and above break free easily. Creatures with more hit points than the aerial servant can likewise break its grasp. Aerial servants penalize opponents surprise rolls by -5 when invisible.

A cleric who summons an aerial servant will be attacked unless behind a *protection from evil*, because the servants resent being summoned. Otherwise, the servant will complete any duty for the cleric, except fighting, as fast as possible. If the servant is prevented from completing its mission, it goes insane and returns to kill the summoning cleric.

Aerial servants are wanderers drawn to areas of extreme weather. If caught in a storm, there is a 5% chance it will be blown in two; this is the only way it can reproduce.

Aerial servants must feed on winds of their home planes at least once per month, or suffer 1d8 damage per day over 30 that they go without feeding.

# Elemental, Earth Kin

| | Pech | Sandling |
|---|---|---|
| **Climate/Terrain:** | Any subterranean | Temperate or tropical, sandy or subterranean |
| **Frequency:** | Rare | Rare |
| **Organization:** | Clan | Solitary |
| **Activity Cycle:** | Darkness | Any |
| **Diet:** | Omnivore | Minerals |
| **Intelligence:** | Average to exceptional (8-16) | Non- (0) |
| **Treasure:** | See below | Nil |
| **Alignment:** | Neutral good | Neutral |
| **No. Appearing:** | 5-20 | 1 |
| **Armor Class:** | 3 | 3 |

| | | |
|---|---|---|
| **Movement:** | 9 | 12, Br 6 |
| **Hit Dice:** | 4 | 4 |
| **THAC0:** | 17 | 17 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | By weapon +3 | 2- 16 |
| **Special Attacks:** | See below | Nil |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | 25% | Nil |
| **Size:** | S (4' tall) | L (10' diameter) |
| **Morale:** | Average (10) | Unsteady (7) |
| **XP Value:** | 1,400 | 420 |

The pech are creatures of the plane of elemental Earth, though some have extensive mines in the deepest regions of the Prime Material plane. They dwell in dark places and work stone.
Pech are thin and have long arms and legs. Their broad hands and feet are excellent for bracing and employing tools to work stone. They have pale, yellowish skin and red or reddish brown hair. Their flesh is nearly as hard as granite. Their eyes are large and have no pupils. Pech have infravision to 120 feet.

**Combat:** The pech use picks and peat hammers (treat as war hammers) for work and armament, and are usually equipped with equal numbers of each. Pech have 18/50 Strength.
Each pech can cast four *stone shape* and four *stone tell* spells per day. Four pech can band to together to cast a *wall of stone* spell as a 16th-level mage. Eight together can cast a *stone to flesh* spell. Group spells can be cast but once per day by any group. Pech are immune to petrification.
When fighting lithic monsters such as stone golems, gargoyles, or galeb duhr, pech are quite capable of knocking them to rubble, as their knowledge of stone allows them full attack capability against such creatures, even with nonmagical weapons. Each successful strike does maximum damage.

**Habitat/Society:** Pech are basically good and peaceful creatures that want to be left to themselves. They hate bright light and open skies, and they are quick to ask others to douse lights. Their lairs are constructed with numerous choke points so that *walls of stone* can quickly stop intruders. Their lair holds 10-40 individuals, with equal numbers of females and males, and young equal to 20-50% of the females.

**Ecology:** The pech home plane is hostile, so many travel to the Prime Material plane to search for a better life. They have few enemies there. Pech do not save large amounts of treasure; they mine for things to trade with others for food or services. They do sometimes create simple, unobtrusive ornamental objects for everyday use. A pech lair may contain 50-100 trade gems plus 5-30 dishes and utensils worked from stone and raw metal. These items are not very valuable, averaging 150 gp each.

## Sandling

These creatures are composed of silicates and originated on the elemental plane of Earth. They look like piles of sand and can vary color to blend with backgrounds. Sandlings have the same temperature as their

surroundings, and are immune to *sleep, charm, hold,* and other mind-affecting spells or attacks. They claim territories with boundaries recognizable only by them.

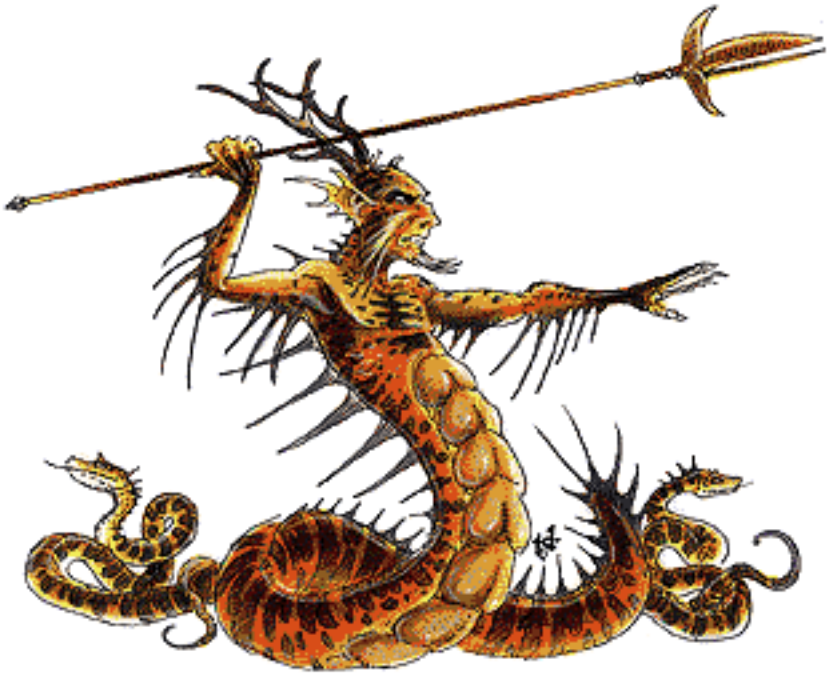
Sandlings are not aggressive unless provoked, but guard their territories from intruders. If stepped on, a sandling reflexively lunges upward, trapping 1-2 man-sized opponents; opponents receive a -2 penalty to surprise rolls when attacked in this manner. If the sandling hits its targets, they are unable to attack or defend for 1d4 rounds. Sandlings also attack by slashing with an abrasive pseudopod. If at least 10 gallons of water are poured on a sandling, it is affected as if by a *slow* spell, and its attacks cause only half normal damage.

Sandlings have no society, and their fierce defense of their territories usually precludes cooperation, even with other members of their own race. They live on minerals, but despise organic matter, always moving several hundred yards from any place they have killed an intruder.

A sandling grows until it reaches its full size, 10 feet in diameter, then reproduces by budding. Sandling buds split from their parent when they are about 2 inches long, and an adult's territory may swarm with thousands of these creatures. When an infant grows to at least 6 inches in diameter, it either moves off to find its own territory, or is hunted and killed by the parent. A group of immature sandlings forms a surface with myriad tiny bumps, which may trip the unwary.

Sandlings have little effect on an ecosystem, taking only a fraction of the minerals in any parcel of land. Dwarves sometimes seek them in hopes of finding a rich mineral deposit. They are said to be excellent ingredients for mortar, but they and many druids object to this treatment.

# Elemental Fire Kin



| | Salamander | Fire Snake |
|---|---|---|
| **Climate/Terrain:** | Special | Fires |
| | Rare | Uncommon |
| **Organization:** | Pack | Pack |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Fire |
| **Intelligence:** | High (13-14) | Semi- (2-4) |
| **Treasure:** | F | Q |
| **Alignment:** | Chaotic evil | Neutral |
| **No. Appearing:** | 2-5 | 1-6 |
| **Armor Class:** | 5/3 | 6 |
| **Movement:** | 9 | 4 |
| **Hit Dice:** | 7+7 | 2 |
| **THAC0:** | 13 | 19 |
| **No. of Attacks:** | 2 | 1 |
| **Damage/Attack:** | 2-12, 1-6 (weapon) | 1-4 |

| | | |
|---|---|---|
| **Special Attacks:** | Heat 1-6 | Paralyzation |
| **Special Defenses:** | +1 or better to hit | Immune to fire |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (7' long) | S (2'-3' long) |
| **Morale:** | Elite (13) | Steady (11) |
| **XP Value:** | 2,000 | 120 |

Salamanders are natives of the elemental plane of Fire, and thus they thrive in hot places. These cruel, evil creatures come to the Prime Material plane for reasons known only to them.
The head and torso of a salamander is copper-colored and has a human-like appearance. Most of the time (80%), this aspect is a male, with flaming beard and moustache. The female version has flowing, fiery red hair. Both aspects have glowing yellow eyes that sometimes switch to fluorescent green. All aspects carry a shiny metal spear, resembling highly polished steel.
The lower torso is that of a large snake, with orange coloring shading to dull red at the tail end. The entire body is covered with wispy appendages that appear to burn but are never consumed.

**Combat:** A salamander typically attacks with its metal spear, which inflicts 1d6 points of damage plus a like amount for the spear's heat. At the same time, it can lash out and coil around an opponent with its snake-like tail, constricting for 2d6 points of damage, plus an additional 1d6 points of damage from the heat of its body. While fire-resistant creatures do not suffer from the salamander's heat damage, they are still subject to the spear and constriction damage.
Salamanders can be affected only by magical weaponry or by creatures of a magical nature or those of 4+1 or more Hit Dice. They are impervious to all fire-based attacks. *Sleep*, *charm*, and *hold* spells are ineffective against them. Cold-based attacks cause an additional 1 point of damage per die of damage.
The head and upper body of the salamander has an AC of 5, while the lower body is AC 3.
A favorite salamander tactic, if the creature is encountered in a lava pit or roaring fire, is to grab its opponents and hurl them into the flames. The victim would naturally take damage from contact with the salamander, then take even more from being thrown inside a roaring conflagration.

**Habitat/Society:** Salamanders are native to the elemental plane of Fire. They come to the Prime Material plane for reasons known only to them, though it is rumored that powerful wizards and priests of certain religions can summon them for a short time. Salamanders hate cold, preferring temperatures of 300 degrees or more; they can abide lower temperatures for only a few hours. Their lairs are typically at least 500 degrees. Any treasure found there is the sort that can survive this heat, such as swords, armor, rods, other ferrous items, and jewels. Things of a combustible nature, such as parchment and wood, soft metals such as gold and silver, and liquids, which quickly boil away, are never found in salamander lairs.
Having a nasty disposition and an evil bent, salamanders respect only power, either the ability to resist their fire or the capability to do great damage. Anyone else is dealt a painful, slow, burning death. It is rumored that they have some sort of dealings with the efreeti.
When encountered on the Prime plane, salamanders can be found playing in forest fires, lava flows, fire pits, and other areas of extreme heat. They usually appear on the Prime plane for a purpose, and if in the middle of a task they do not take kindly to being interrupted.

**Ecology:** These fiery creatures' ichor is useful in the creation of *potions of fire resistance*, and the metal of their spears can be used to create *rings of fire resistance*.

### Fire Snake

Some sages say that fire snakes are larval salamanders. Fire snakes, colored in shades from blood-red to orange, are always found in fires. Some large permanent fires contain 1d6 of these creatures, though in smaller, temporary fires like fire pits and oil bowls, there may be but one snake. The only treasure the snakes have is the gems they often accumulate.

Since their color matches their surroundings, they can surprise opponents easily (-4 penalty to opponents' surprise rolls). Their bite inflicts 1d4 points of damage and injects a mild venom that causes paralyzation of the victim for 2d4 turns unless a saving throw vs. poison is successful.

# Elemental, Water Kin

| | Nereid | Water Weird |
|---|---|---|
| **Climate/Terrain:** | Tropical or temperate water | Any water |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Clean water | See below |
| **Intelligence:** | Very (12) | Very (11-12) |
| **Treasure:** | X | I, O, P, Y |
| **Alignment:** | Chaotic (any) | Chaotic evil |
| **No. Appearing:** | 1-4 | 1-3 |
| **Armor Class:** | 10 | 4 |
| **Movement:** | 12, Sw 12 | 12 |
| **Hit Dice:** | 4 | 3+3 |

| | | |
|---|---|---|
| **THAC0:** | 17 | 15 |
| **No. of Attacks:** | 0 | 0 |
| **Damage/Attack:** | 0 | 0 |
| **Special Attacks:** | See below | Drowning |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | 50% | Nil |
| **Size:** | M (4'-5' tall) | L (10'+ long) |
| **Morale:** | Steady (11) | Elite (13) |
| **XP Value:** | 975 | 420 |

These creatures from the elemental plane of Water, sometimes called "honeyed ones," are unpredictable and playful; half are chaotic neutral, and others tend toward good or evil. Using disguise, nereids lead sailors to their dooms.

Nereids are transparent in water, 95% undetectable except as froth and golden seaweed. Upon contact with air, they assume human form, usually as voluptuous young females with long, golden hair, pearly white skin, and sparkling green eyes. Their voices and songs are lovely. A nereid always carries a white shawl, either in its hands or over head and shoulders, and is lightly clad in white and gold. If confronted by only females, the nereid appears in a male guise, but a woman has a 65% chance to see through the disguise. All males who see a nereid are incapable of harming it (no saving throw).

**Combat:** Nereids can spit venom 20 feet, blinding a target for 2d6 rounds if it hits; the venom can be washed away with water. A blinded victim's attack rolls, saving throws, and AC are all worsened by 4 until the effects wear off.

Nereids can *control water* within 30 feet; it can use waves to slow movement to ¼ normal, increase chances of drowning by 10%, or crash with a roar that deafens characters within 60 feet for 3d4 rounds if precautions are not taken. Nereids can also form the water to look like a water weird, and cause it to strike as a 4 HD monster and inflict ld4 points of damage.

A nereid is 85% likely to have a pet for protection, with equal chances for a giant eel, giant otter, giant poisonous snake, giant octopus, giant squid, dolphin, giant leech, or sting ray.

If the nereid makes a successful saving throw vs. poison, she can flow like water, avoiding weapon damage or escaping a captor. The nereid's kiss causes a man to drown, unless he makes a successful saving throw vs. breath weapon, with a -2 penalty. If he lives, he finds ecstacy.

The nereid protects its shawl at all costs, for it contains the nereid's essence; if it is destroyed, the nereid dissolves into formless water. Possession of a nereid's shawl gives a character control over the creature, which will accept commands to avoid damage to the shawl. Stories tell of forlorn nereids who follow the ships of a powerful foes who have stolen their shawls. A nereid will lie and attempt anything short of violent action to regain its soul-shawl.

**Habitat/Society:** A nereid found on the Prime Material plane has either escaped or been exiled from its home plane. Though usually solitary, a small group of nereids with the same alignment sometimes live together, led by the eldest.

Polluted waters drain nereids' vigor, and even good nereids may attack those who pollute their lairs.

Nereids do not value metals, but save any magical treasure they gain. The nereid has no goals or ambitions other than cavorting in water.

**Ecology:** Nereid shawls command handsome sums, but are seldom sold and are very rare. One who holds a shawl can use the enslaved nereid as a guide on the plane of Water.

### Water Weird

These strange creatures from the plane of Water are hostile when encountered on the Prime Material plane, as they are usually magically kept from going home. If communication is achieved, a bargain can sometimes be struck with the creature.

Water weirds appear to be common water; a *detect invisibility* reveals something amiss, but not the nature of the threat. When a water weird detects a living being, it assumes serpentine form (this takes two rounds). It attacks as a 6 HD creature; those hit must make a successful saving throw vs. paralyzation, or be pulled into the water. Each round spent in the water requires another saving throw; failure indicates death by drowning, which releases energy that the water weird consumes. A water weird that comes in contact with a normal water elemental has a 50% chance to usurp control of it.

Water weirds take only 1 hp damage from piercing and slashing weapons. The take half damage from fire, none if they make a successful saving throw. Intense cold acts as a *slow* spell on water weirds. If reduced to 0 hp or less, a water weird is disrupted, and it reforms in two rounds. A *purify water* spell will instantly kill a single water weird.

# Elemental, Composite

| | Tempest | Skriaxit |
|---|---|---|
| **Climate/Terrain:** | Any outside | Subtropical desert |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Pack |
| **Activity Cycle:** | Any | Any |
| **Diet:** | See below | See below |
| **Intelligence:** | Low to average (5-10) | Exceptional (15-16) |
| **Treasure:** | K | Nil |
| **Alignment:** | Chaotic neutral | Neutral evil |
| **No. Appearing:** | 1 | 3-18 |
| **Armor Class:** | 2 | -5 |
| **Movement:** | Fl 24 | 12, 18, or 24 |
| **Hit Dice:** | 9-12 | 16+16 or 24+24 |

| | | |
|---|---|---|
| **THAC0:** | 9-10 HD: 11<br>11-12 HD: 9 | 5 |
| **No. of Attacks:** | 1 | 2 |
| **Damage/Attack:** | 2-16 | 2-20/2-20 |
| **Special Attacks:** | Whirlwind, lightning | Sandstorm, dispel magic |
| **Special Defenses:** | +2 or better weapon to hit; see below | +2 or better weapon to hit; see below |
| **Magic Resistance:** | Nil | 50% |
| **Size:** | G (50' diameter) | L (10' tall) |
| **Morale:** | Champion (15-16) | Fanatic (17-18) |
| **XP Value:** | 9 HD: 6,000<br>10 HD: 7,000<br>11 HD: 8,000<br>12 HD: 9,000 | 16+16 HD: 16,000<br>24+24 HD: 24,000 |

The tempest is a living storm which appears as a dark storm cloud of comparatively small size. Human or bestial features can often be seen in the roiling vapors of the tempest. Silver veins extend across the creature and carry the electrical impulses that maintain the storm's energy.
Tempests have no language that humans may learn. They can communicate with air and water elementals and their kin, and genies, through subtle wind buffets and spatterings of precipitation. A few, perhaps 10%, have learned to speak a few words of Common. Their voices are very soft and sibilant, with a hint of malice behind the words.

**Combat:** Tempests are territorial and consider any violation of their airspace to be a direct challenge. They feed on moisture from animals and often hunt in and around their territories. They have a number of innate abilities which they can use to make life miserable for other creatures. Unless otherwise specified, all special abilities are used as if the tempest were a 9th-level wizard. A tempest can make two attacks each round, one using its wind powers and one using its lightning power.
Once per round, a tempest can use *wind wall* or *gust of wind*, or may attack with a strong wind buffet for 2-16 points of damage. Alternately, it may create a small whirlwind, which is conical in shape, 10 feet in diameter at the bottom, and 30 feet in diameter at the top. The whirlwind can be up to 50 feet high, and must connect to the tempest's main body.
The tempest takes one full round to create the whirlwind, which can cover an area of 100 square feet per round. Within that area, it automatically sweeps away and kills all creatures with less than 2 Hit Dice, and causes 2d6 points of damage to all creatures which it fails to kill outright.
Tempests may also use their powers over the air to penalize missile attacks by -6, or to batter down flying creatures, causing falling damage to flying creatures that fail to make a successful saving throw vs. paralyzation.
A tempest can also cast a *lightning bolt* once per round, at one victim. The *lightning bolt* causes one die of damage per Hit Die of the tempest. A victim of a lightning attack can make a saving throw vs. spells;

if successful, the victim takes only half damage. The tempest's *lightning bolt* is like the 3rd-level wizard spell in other respects, having a length of 80 feet, setting fire to combustibles, melting metals, and shattering barriers. An exceptionally hungry or perturbed tempest may use lightning to destroy an entire building to reach the creatures inside.
Tempests can also use a chilling wind to affect opponents, causing damage as a *chill touch* spell, 1d4 points of damage and the loss of 1 point of Strength, unless the victim makes a successful saving throw vs. spells. This attack takes the place of either an electrical attack or another wind attack.
A tempest can produce up to 20 gallons of rain per round if it concentrates and forgoes other attacks while raining. While precipitation is usually evenly distributed throughout its area, the tempest can concentrate the fall to fill a hole, wash out a bridge, or otherwise harm its victims.
Tempests are immune to wind, gas, and water attacks, and take only half damage from electrical or cold-based attacks. They are immune to all weapons of less than +2 enchantment.

**Habitat/Society:** There is much speculation about the origin of these beings, who are apparently related to elementals and to genie-kind. Tempests are composed of all four basic elements, fire, earth, air, and water; fire in the form of lightning, earth in their silver "circulatory system," air in their winds, and water in the form of rain. They may be summoned accidentally when a spellcaster tries to summon an elemental, especially one of air or water. At the DM's option, when a summoning is interfered with, the caster may be given a 10%-50% chance to summon a tempest. These beings may also be attracted by a *weather summoning* spell, with a 1% (non-cumulative) chance of appearing each time a spell is cast.
Some sages believe these creatures are jann that have been injured in some way and cannot retain human form. Whatever their origin, they do breed and reproduce as storms. Though "male" and "female" do not truly describe the different types of tempests, there are two genders. When living storms of different genders meet, they have a brief, tempestuous affair, causing a great conflagration that may last more than a week. Hurricanes or tornadoes are produced irregularly from the mass, to wreak havoc upon the surrounding area.
When the storm finally breaks, the two tempests leave the area, and the residue they leave behind forms 1d4 infant tempests. These infant storms, sometimes referred to as tantrums, often travel together until they reach maturity, one year after birth. The young storms have 6 Hit Dice each, and can use only the *gust of wind* power, besides producing rain.
Most tempests quite naturally seem to have very stormy dispositions. Their hunger for animal life goes beyond their need for the moisture contained in animal bodies. Some sages speculate that their physical form, or possibly some event in their history, causes them to hate animal life. It is quite possible that the electrical impulses produced by animal brains cause pain to the tempest.
Tempests may be related to skriaxits, the living sandstorms of some worlds' deserts. No tempest has ever been known to encounter a skriaxit, and their relationship and possible interactions are completely unknown.

**Ecology:** Tempests feed on the moisture found in animal bodies. Though unable to cause harm to living creatures by draining their moisture, they hover close to the ground after a battle to suck the water from dead opponents, as well as any water they may have precipitated during the battle. They are sometimes found scavenging after great battles between humans. By removing water from a corpse, they render it inviable to return to life via a *raise dead* spell, though *resurrection* and other spells work normally.
When a tempest is killed, a silver residue rains down from its form. If carefully gathered, this residue provides a mass of silver equivalent to 3d6 silver pieces. Though valuable as a precious metal, the silver can also be used as a component in making a *wand of lightning* or casting a weather-related spell. Bits of

the silver are also useful for making other weather or elemental related magical items.
Genies and elementals are enemies of tempests; they often attack them, and tempests respond in like manner. However, some genies, especially djinn and marids, keep tempests as pets, training them as guards and to attack.
Tempests can be quite devastating to a local ecology if annoyed, and can cause great damage with wind, rain, and other attack forms. Living storms are never found inside buildings or underground.

### Skriaxit

Skriaxits, also called blackstorms or living sandstorms, are the most feared creatures in many deserts. Spirits of retribution summoned millennia ago by ancient gods, blackstorms combine the elements of earth and air to dangerous effect. They are, fortunately, only rarely active. They speak the tongue of air elementals and their own language, a howling, shrieking tongue that frightens most humans who hear it. Much like very large versions of the *dust devils* created by the wizard's spell, blackstorms take the sand and the dust of the desert and whirl it to create their 10-foot-tall conical forms. At rest, a skriaxit appears to be a wind-scattered pile of black dust. As a pack, they create their greatest terror, generating high winds and a fierce sandstorm that can render a human fleshless in minutes.

**Combat:** Skriaxits move by generating a large vortex of wind that propels them at high speeds. If there are 1-6 skriaxits together, their speed is 12; 7-12 skriaxits have a speed of 18; if there are 13 or more skriaxits, their speed is 24. The skriaxit vortex creates a sandstorm in a 200-yard radius around them; those caught in this storm suffer 1 point of damage per round per skriaxit (so if there are 12 skriaxits in a pack, victims take 12 points of damage per round.
Within this sandstorm, the skriaxit pack constantly dispels magic as a 16th-level wizard.
Each skriaxit can form its winds into razor sharp lashes, inflicting 2d10 points of damage on a successful strike.
Though they were originally summoned from the elemental plane of Air, they have merged with earth, and the Prime Material plane is now their home. Thus, they cannot be sent to an elemental plane by a holy word or similar magic. No known magic can control them, though they are susceptible to wards against air elementals.
Each skriaxit pack is led by a Great Skriax, the most evil member of the pack. This creature has 24+24 Hit Dice and gains a +4 bonus to attack and damage rolls.

**Habitat/Society:** Skriaxits are highly intelligent, but extremely evil, elementals, combinations of the elements of air and earth. They hate and fear nothing, but simply delight in destruction. They feed on terror and destruction; once they have caused enough catastrophe, they sleep for 1d3 centuries. While asleep, they cannot be affected in any way by any being. They reawaken when hungry. They view humans, demihumans, and humanoids as playthings, with the same sadistic attitude as a human child playing with a fly. They may amuse themselves by listening to humans bargain with them, but humans have nothing of interest to offer them.

**Ecology:** Skriaxits feed upon the emotions of terror and fear they generate in those they destroy and kill.

### Arctic Tempest

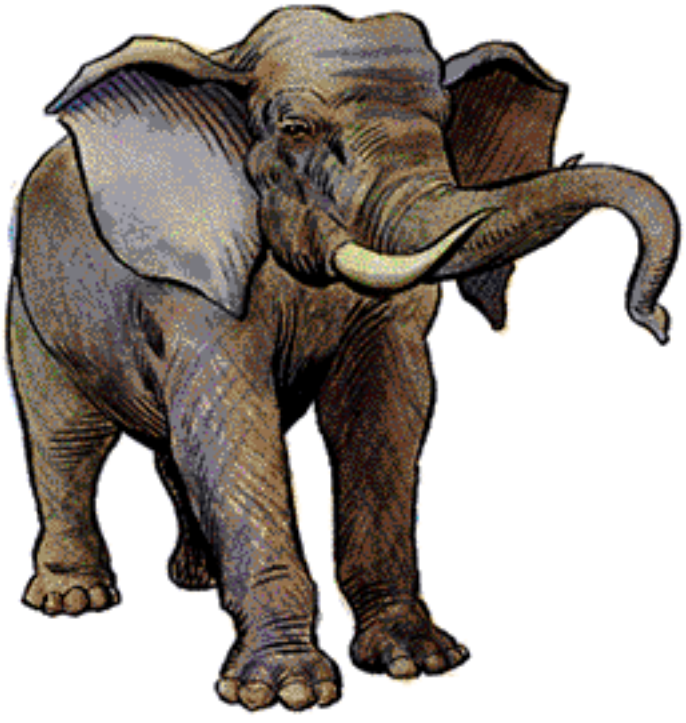
This is a variety of tempest found only in arctic regions and some of the colder temperate lands. While they are similar to tempests in most respects, their special powers differ. They cannot use the whirlwind or *lightning bolt* powers of the standard tempest. Instead, they can either cause snow to fall or cast *ice*

*storm* spells. The arctic tempest usually uses a hail form of *ice storm*, but may use sleet instead. It can cause very cold snow to fall, inflicting 9d4+9 points of cold damage to those beneath it. Victims who make a successful saving throw vs. spells suffer only half damage from the attack.
Like the standard tempest, the arctic variety can make only two attacks per round, one using a wind power, such as *gust of wind* or *wind wall*, and one using a cold-based power, such as *ice storm* or *cause snow*. It may also substitute an electrical attack for either of its normal attacks, causing damage as a *shocking grasp* spell for 1d8+9 points of damage.

### Black Cloud of Vengeance

This living storm, usually found in deserts, combines the elements of fire and air. It unleashes a fiery rain which causes 7d10 damage to all beneath it, though a successful saving throw vs. breath weapon halves the damage. It then fans the flames, and will they continue to burn as long as there is fuel.

# Elephant



| | Elephant (African) | Mammoth | Mastodon | Oliphant |
|---|---|---|---|---|
| **Climate/Terrain:** | Subtropical to tropical jungle and plains | Subarctic plains | Subarctic plains | Temperate to subartic plains and tundra |
| **Frequency:** | Common | Very rare (Common) | Very rare (Common) | Rare |
| **Organization:** | Herd | Herd | Herd | Herd |
| **Activity Cycle:** | Dawn, dusk, early morning and evening | Day | Any | Day |
| **Diet:** | Herbivore | Herbivore | Herbivore | Herbivore |
| **Intelligence:** | Semi- (2-4) | Semi- (2-4) | Semi- (2-4) | Low (5-7) |
| **Treasure:** | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-12 | 1-12 | 1-12 | 1-8 |
| **Armor Class:** | 6 | 5 | 6 | 4 |
| **Movement:** | 15 | 12 | 15 | 15 |

| | | | | |
|---|---|---|---|---|
| **Hit Dice:** | 11 | 13 | 12 | 8+4 (10+5) |
| **THAC0:** | 9 | 7 | 9 | 8+4 Hit Dice: 11<br>10+5 Hit Dice: 9 |
| **No. of Attacks:** | 5 | 5 | 5 | 4 |
| **Damage/Attack:** | 2-16/2-16/<br>2-12/2-12/2-12 | 3-18/3-18/<br>2-16/2-12/2-12 | 2-16/2-16/<br>2-12/2-12/<br>2-12 | 3-12/3-12/<br>3-12/3-12 |
| **Special Attacks:** | Nil | Nil | Nil | Nil |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | L (11' tall) | L to H<br>(10' to 14' tall) | L (10' tall) | L (8' to 10' tall) |
| **Morale:** | Unsteady (7) | Unsteady (7) | Unsteady (7) | 8+4: Unsteady (7)<br>10+5: Average (10) |
| **XP Value:** | 4,000 | 6,000 | 5,000 | 8+4 Hit Dice: 2,000<br>10+5 Hit Dice: 4,000 |

Elephants have thick, baggy hides, covered with sparse and very coarse tufts of gray hair. The elephant's most renowned feature is its trunk, which it uses as a grasping limb.

**Combat:** An elephant can make up to five attacks at one time in a battle. It can do stabbing damage of 2-16 points (2d8) with each of its two tusks; constricting damage of 2-12 points with its trunk; and 2-12 points of trampling damage with each of its front feet. No single opponent can be subject to more than two of these attacks at any one time. However, the elephant can battle up to six man-sized opponents at one time.
Creatures larger than ogre-sized are not subject to the elephant's trunk attack. Also, an elephant will never attempt to grasp anything that might harm its trunk -- like an object covered with sharp spikes. Elephants greatly fear fire.

**Habitat/Society:** Elephants are peaceful herbivores that travel in a herd. The herd is made up of both male and female elephants, as well as their young. If a herd of 10 or more elephants is encountered, there will be 1-4 young, from 20% to 70% mature, with the group. In the herd, a clear hierarchy exists, with the older males in a clear position of dominance.
Occasionally, an older male elephant will be beaten by a rival in the herd. The defeated elephant must then leave the group, at which point it becomes a violent "rogue." Rogue elephants encountered alone are 90% likely to attack, and will have no fewer than 6 hit points per hit die.

**Ecology:** Elephants are commonly captured when young and trained. They make good beasts of burden, but are often used in warfare as mounts and living battering rams, as well.
Elephant tusks are worth 100 to 600 hundred gold pieces each, or about 4 gp per pound. In areas heavily populated by elephants, a substantial trade in this ivory will be common.

**Mammoths:** This ancestor of the elephant was common during the Pleistocene era. Mammoths are covered with thicker, woolier hair than the modern elephant, and they are considerably larger. Mammoths are much more aggressive than elephants and will attack with less provocation. Because they are heavier, a mammoth's tusks are worth 50% more than an elephant's. Mammoths are rare when encountered outside of a Pleistocene campaign, and will only be found in subarctic plains.

**Mastodons:** Like the mammoth, the mastodon is an ancestor of the elephant that was common in the Pleistocene era, when they roamed from subarctic to tropical plains. They are larger than the modern elephant, hairier, and somewhat greater in length. Encountered outside of a Pleistocene campaign, mastodons are rare, and found only in subarctic plains.

**Oliphants:** The oliphant is a modern-day mastadon, with shaggy hair and tusks that curve down. The oliphant's trunk is too short to be used in combat. This limits the number of man-sized opponents an oliphant can attack at one time to four. Oliphants are more intelligent than elephants and do not share its cousins' unreasoning fear of fire. They are also very aggressive, and when properly trained and fed, oliphants grow to greater bulk (10+5 Hit Dice) than their wild counterparts. These trained oliphants are excellent for combat duty and have a morale of 10. An oliphant's tusks are worth 100 to 400 gold pieces each, or about 4 gp per pound, but are smaller than an elephant's.

# Elf

| | |
|---|---|
| **Climate/Terrain:** | Temperate to subtropical forest |
| **Frequency:** | Uncommon |
| **Organization:** | Any |
| **Intelligence:** | High to Supra- (14-20) |
| **Diet:** | Omnivore |
| **Treasure:** | Individual: N; G,S,T in lair |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 20-200 |
| **Armor Class:** | 5 (10) |
| **Movement:** | 12 |
| **Hit Dice:** | 1+1 |
| **THAC0:** | 19 (18) |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 |
| **Special Attacks:** | + 1 to hit with bow or sword |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 90% resistance to sleep and all charm-related spells |
| **Size:** | M (5'+tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 420 |

Though their lives span several human generations, elves appear at first glance to be frail when compared to man. However, elves have a number of special talents that more than make up for their slightly weaker constitutions.

High elves, the most common type of elf, are somewhat shorter than men, never growing much over than 5 feet tall. Male elves usually weigh between 90 and 120 pounds, and females weigh between 70 and 100 pounds. Most high elves are dark-haired, and their eyes are a beautiful, deep shade of green. They posses infravision up to 60 feet. The features of an elf are delicate and finely chiseled.

Elves have very pale complexions, which is odd because they spend a great deal of time outdoors. They tend to be slim, almost fragile. Their pale complexion and slight builds are the result of a constitution that is weaker than man's. Elves, therefore, always subtract 1 point from their initial Constitution score.

Though they are not as sturdy as humans, elves are much more agile, and always add 1 point to their initial Dexterity scores. Elven clothing tends to be colorful, but not garish. They often wear pastel colors, especially blues and greens. Because they dwell in forests, however, high elves often wear greenish grey cloaks to afford them quick camouflage.
Elves have learned that it is very important to understand the creatures, both good and evil, that share their forest home. Because of this, elves may speak the tongues of goblins, orcs, hobgoblins, gnolls, gnomes, and halflings, in addition to common and their own highly-developed language. They will always show an interest in anything that will allow them to communicate with, and learn from, their neighbors.

**Combat:** Elves are cautious fighters and always use their strengths to advantage if possible. One of their greatest strengths is the ability to pass through natural surroundings, woods, or forests, silently and almost invisibly. By moving quietly and blending into vegetation for cover, elves will often surprise a person or party (opponents have a surprise modifier of -4). As long as they are not attacking, the elves hiding in the forest can only be spotted by someone or something with the ability to see invisible objects. The military value of this skill is immense, and elven armies will always send scouts to spy on the enemy, since such spies are rarely caught-or even seen.
Although their constitutions are weak, elves posses an extremely strong will, such strong wills, in fact, that they have a 90% immunity to all *charm* and *sleep* spells . And even if their natural resistance to these spells fails, they get a normal saving throw-making it unlikely an elf will fall victim to these spells very often.
Elves live in the wild, so weapons are used for everything from dealing with the hostile creatures around their camps, to such mundane tasks as hunting for dinner. The elves' rigorous training with bows and swords, in addition to their great dexterity, gives them a natural bonus of +1 to hit when fighting with a short or long sword, or when using a bow of any kind, other than a crossbow. Elves are especially proficient in the use of the bow. Because of their agility, elves can move, fire a bow, and move again, all in the same round. Their archers are extremely mobile, and therefore dangerous.
Because of limitations of horses in forest combat, elves do not usually ride. Elves prefer to fight as foot soldiers and are generally armed as such. Most elves wear scale, ring, or chain mail, and almost all high elves carry shields. Although elves have natural bonuses when they use bows and swords, their bands carry a variety of weapons. The weapons composition of a band of elves is: spear 30%; sword 20%; sword and spear 20%; sword and bow 10%; bow 15%; two-handed sword 5%.
Elven fighters and multi-class fighters have a 10% chance per level to possess a magical item of use to his or her class. This percentage is cumulative and can be applied to each major type of magical item that character would use-for each class in the case of multi-class characters. (For example, a fighter/priest of level 4 or 5 would have a 40% chance to have a magical item useful to fighters and a 50% chance of having an item useful to priests.) In addition, if above 4th level, elven mages gain the same percentage chance to gain items, but gain 2-5 magical items useful to them if a successful roll is made.
For every 20 elves in a group, there will be one 2nd- or 3rd-level fighter (50% chance of either). For every party of 40 elves, and in addition to the higher level fighter, there will be a 1st- or 2nd-level mage (again, 50% chance of either). If 100 or more elves are encountered, the following additional characters will be present: two 4th-level fighter; one 8th-level mage; and a 4th-level fighter/4th-level mage/4th-level thief. Finally, if over 160 elves are encountered, they will be led by two 6th-level fighter/6th-level mage/6th-level thief. These two extremely powerful leaders will have two retainers each-a 4th-level fighter/5th-level mage, and a 3rd-level fighter/3rd-level mage/3rd-level thief. All of these are in addition to the total number of elves in the band.

Elven women are the equal of their male counterparts in all aspects of warfare. In fact, some bands of elves will contain units of female fighters, who will be mounted on unicorns. This occurs rarely (5% chance), and only 10-30 elf maidens will be encountered in such a unit. However, the legends of the destruction wrought by these elven women are rampant among the enemies of the elves.

**Habitat/Society:** Elves value their individual freedom highly and their social structure is based on independent bands. These small groups, usually consisting of no more than 200, recognize the authority of a royal overlord, who in turn owes allegiance to a king or queen. However, the laws and restraints set upon elven society are very few compared to human society and practically negligible when compared to dwarven society.

Elven camps are always well-hidden and protected. In addition to the large number of observation posts and personnel traps set around a camp, high elves typically set 2-12 giant eagles as guardians of their encampments (65% of the time). For every 40 elves encountered in a camp, there will be the following high level elves, as well as the leaders noted above: a 4th-level fighter, a 4th-level cleric, and a 2nd-level fighter/2nd-level mage/2nd-level thief. A 4th-level fighter/7th-level mage, a 5th-level fighter, a 6th-level fighter, and a 7th-level cleric will also be present. Females found in a camp will equal 100%, children 50%, of the males encountered.

Because elves live for several hundred years, their view of the world is radically different from most other sentient beings. Elves do not place much importance on short-term gains nor do they hurry to finish projects. Humans see this attitude as frivolous; the elves simply find it hard to understand why everyone else is always in such a rush.

Elves prefer to surround themselves with things that will bring them joy over long periods of time-things like music and nature. The company of their own kind is also very important to elves, since they find it hard to share their experiences or their perspectives on the world with other races. This is one of the main reasons elven families are so close. However, as friendship, too is something to be valued, even friends of other races remain friends forever.

Though they are immune to a few specific spells, elves are captivated by magic. Not specific spells, of course, but the very concept of magic. Cooperation is far more likely to be had from an elf, by offering an obscure, even worthless, (but interesting) magical item, than it is with two sacks of gold. Ultimately, their radically different perspective separates the elves from the rest of their world. Elves find dwarves too dour and their adherence to strict codes of law unpleasant. However, elves do recognize dwarven craftsmanship as something to be praised. Elves think a bit more highly of humans, though they see man's race after wealth and fleeting power as sad. In the end, after a few hundred years, all elves leave the world they share with dwarves and men, and journey to a mysterious land where they live freely for the rest of their extremely long lives.

**Ecology:** Elves produce fine clothes, beautiful music, and brilliant poetry. It is for these things that other cultures know the folk of the forest best. In their world within the forest, however, elves hold in check the dark forces of evil, and the creatures that would plunder the forest and then move on to plunder another. For this reason alone, elves are irreplaceable.

### Grey Elves (Faerie)

Grey elves have either silver hair and amber eyes, or pale golden hair and violet eyes (the violet-eyed ones are known as faerie elves). They favor bright garments of white, gold, silver, or yellow, and wear cloaks of deep blue or purple. Grey elves are the rarest of elves, and they have little to do with the world

outside their forests. They value intelligence very highly, and, unlike other elves, devote much time to study and contemplation. Their treatises on nature are astounding.
Grey elves value their independence from what they see as the corrupting influence of the outside world, and will fight fiercely to maintain their isolation. All grey elves carry swords, and most wear chain mail and carry shields. For mounts, grey elves will ride hippogriffs (70%) or griffons (30%). Those that ride griffons will have 3-12 griffons for guards in their camps, instead of giant eagles.

### Wood Elves

Also called *sylvan elves,* wood elves are the wild branch of the elf family. They are slightly darker in complexion than high elves, their hair ranges in color from yellow to coppery-red, and their eyes are light brown, light green, or hazel. They wear clothes of dark browns and greens, tans and russets, to blend in with their surroundings. Wood elves are very independent and value strength over intelligence. They will avoid contact with strangers 75% of the time.
In battle, wood elves wear studded leather or ring mail, and 50% of their band will be equipped with bows. Only 20% of wood elves carry swords, and only 40% use spears. Wood elves prefer to ambush their enemies, using their ability to hide in the forest until their foes are close at hand. In most cases (70%), wood elf camps are guarded by 2-8 giant owls (80% ) or by 1-6 giant lynx (20%). These elves speak only elf and the languages of some forest animals, and the treant. Wood elves are more inclined toward neutrality than good, and are not above killing people who stumble across their camps, in order to keep their locations secret.

### Half-Elves

Half-elves are of human stock, and have features of both the elf and human parents. They are slightly taller than common elves, growing as tall as 5 ½ feet and weighing up to 150 pounds. Though they do not gain the natural sword or bow bonuses from their elven relatives, but they do have normal elven infravision.
A half-elf can travel freely between most elven and human settlements, though occasionally prejudice will be a problem. The half-elf's life span is their biggest source of grief, however. Since a half-elf lives more than 125 years, he or she will outlive any human friends or relatives, but grow old too quickly to be a real part of elven society. Many half-elves deal with this by traveling frequently between the two societies, enjoying life as it comes; the best of both worlds. Half-elves may speak common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll.

# Elf, Aquatic

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Shallow salt water |
| **Frequency:** | Very rare |
| **Organization:** | Bands |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | High to genius (14-18) |
| **Treasure:** | K, Q, (I, O, X, Y) |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 20-120 |
| **Armor Class:** | 6 (9) |
| **Movement:** | 9, Sw 15 |
| **Hit Dice:** | 1+1 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 or 2 |
| **Damage/Attack:** | 1-8 (weapon) |
| **Special Attacks:** | +1 with spears and tridents |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 90% to *sleep* and *charm* spells |
| **Size:** | M (6'+tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 420 |

Beneath the crashing waves of wild coastlines lives the sea-elf, aquatic cousin of the woodland elves in conduct and outlook.

Aquatic elves live for many centuries, and their eyes often show the effects of such great age. Otherwise, sea elves show little evidence of aging. They have gill slits on either side of their throats, and greenish-silver skin. Their hair is usually stringy, and emerald green to deep blue in color. Males usually wear their hair short, but females allow their hair to reach as much as 4 feet in length. Unlike mermen, aquatic elves have legs and usually wear clothes woven from underwater plants and reeds. Their dress is quite intricate, most often of greens, blacks, and browns woven in subtle, swirling designs. Sea elves

speak elvish, sahuagin, and an oddly accented common.

**Combat:** Sea elves are a peaceful culture. It is a rare sight to see an aquatic elf launch an attack, and rarer still for an entire band to prepare for war. Sea elves will leave their homes to go to battle only when the entire community is in danger, or against great enemies. When forced to war, they impress all opponents with their fierce bravery and skill.

If given their choice of battlefield, aquatic elves would prefer to fight in a bed of seaweed, or on the reefs, where their natural coloration and stealth skills can give them the chance to hide from their enemies. They can become as invisible in seaweed as their woodland cousins can in the forests, imposing a -5 penalty to their opponent's surprise roll. Sea elves enjoy the ability to move unhindered through seaweed, giving them tremendous advantages in maneuverability. While they lack the infravision of their land-based cousins, they can see clearly at amazing distances. An aquatic elf can count the troops of an enemy at distances of up to 1 mile.

Their preferred weapons are the trident and the spear. These are used for hunting as well as for combat. The trident and spear are wielded so well by sea elves, that they receive a + 1 bonus to their attack roll when using them. They will also use combat nets against their enemies. These off-hand weapons will bind an opponent if the wielder rolls a successful attack against AC 6. (Because of their great Dexterity, aquatic elves do not suffer a penalty to the attack roll for the nets.) Half the time, only a victim's weapon (including natural weapons, like a shark's teeth) will be entangled in the net. The rest of the time, the victim is trapped. A netted victim must either break the net (a bend bars roll) or disentangle himself (a Dexterity check with at a -3 penalty) to get free. Magical gestures are impossible in a net.

On some worlds, sea elves are unable to cast spells. The reasons for this are unknown, but there is a legend among these non-magical sea elves that the drow stole this ability from them, long ages ago.

Like their surface counterparts, aquatic elves demonstrate strong resistance to *sleep* and *charm* spells. Aquatic elves also have a 90% immunity against *charm person* spells. And even if their natural resistance to *sleep* and *charm* spells fails, aquatic elves still get a normal saving throw.

In combat, leadership is divided according to the size of the war party. For every 20 elves in a band, there is an additional 3rd-level fighter. For every 40 elves, there is an additional 4th-level fighter. In a force numbering over 100, there will be an 8th-level fighter and two 5th-level lieutenants (in addition to the 3rd- and 4th-level fighters above). A combat unit of more than 160 elves are accompanied by a 9th-level fighter and a 6th-level thief, in addition to their original numbers.

Sea elves befriend dolphins and employ them as companions and comrades-in-arms. In any party of at least 20 sea elves, there's a 50% chance for them to be accompanied by 1d3 dolphins. The dolphins are companions, however, they are neither pets nor cannon fodder. When danger threatens, dolphins join the combat as willing allies.

Battle tactics of the sea elves differ from one band to another, but common strategies include the following:

A charge from directly beneath an opponent. This is particularly effective against unwanted visitors from the surface, who are unaccustomed to being attacked from below. If the elf launched this attack from a bed of seaweed, he might well escape back to cover before his opponents could react.

A beaching, usually by more than one elf. Sea elves can survive on land for a few minutes at a time, though in a state of growing discomfort. Many of their opponents, like sharks, cannot. Several elves may attempt to wrestle an opponent to the beach, taking it well away from the ocean.

Traps. Beds of seaweed and coral reefs are excellent staging areas for all manner of spring-loaded booby-traps, nets, and perhaps magical entrapments designed and built by surface elves in return for

favors. Predators have often decided to turn toward easier prey after encountering a sea elf band's defenses.

**Habitat/Society:** Small communities of 3d100+100 normal inhabitants are the rule of aquatic elven lifestyle. These communities are often found in heavy weed beds in sheltered waters, though the aquatic elves may fashion homes in caverns in lagoon bottoms and coral reefs. Sea elf communities keep in touch with each other through an elaborate and inefficient custom of wandering herald/messengers who travel from one band to another, much like postal carriers transmitting oral messages. In each community, there are several leader-types, as outlined earlier, ruled over by a fighter of 10th-12th level, with a personal guard of eight 7th-level elf fighters. Magical weapons would be carried by the leader or one of his guards.

Aquatic elves are an anti-social race. They avoid air-breathers as well as other races that dwell beneath the waves. Their cities are usually carved from the rock beneath beds of seaweeds, practically invisible to non-elves. A character has the same opportunity to find a sea elf community as he has to detect a secret door.

As independent as the freedom-loving elves are of each others' communities, they live in even greater isolation from the rest of the undersea races, whom they would rather not deal with. Although the aquatic elves see nothing wrong with the mermen, the tritons, and other good-aligned undersea races, the elves see no reason to involve themselves in the problems of such transitory peoples. It is part of the elven philosophy to let others go about their business with a minimum of interruption; aquatic elves would prefer it if others returned the favor.

Those aquatic elves who are willing to deal with non-elves are highly insulted if the non-elves expresses any lack of confidence in the sea elf's word. An aquatic elf who makes a promise will carry out his obligation unto death. Should he be killed before he can succeed, his entire band will work to see that the promise is fulfilled. On the other hand, aquatic elves do not accept promises from non-elven characters. The sea elves know that they are the only race with the honor to carry out the duties of its dead members. And, besides, only elves live long enough to guarantee that they will have the time to fulfill a vow.

A HREF="MM00050.htm#baa5737b">Dolphins are one of the few creatures the sea elves genuinely like. There are 3d6+2 dolphins swimming about most aquatic elf bands, providing one of the few clues as to where the elven cities are located. Aquatic elves are also fairly fond of land elves. It is uncertain how closely related the two races are, although matings between land elves and aquatic elves produce elves with the coloring of high elves, but with greenish hair. As they have hidden gill slits that open up when they dive under the surface, these elves can breathe either air or water indefinitely. The attitudes and abilities of these half-breeds depend upon whether they were reared in the forests or the rich kelp beds, with individuals inclined (65%) to follow the lifestyles of their mothers.

Sea elves have an outlook on the world that comes from long lives among quiet natural beauty. Even with magical assistance to enable them to breathe air, aquatic elves are uncomfortable above the waves, and so very few have seen the forests that the high elves speak of with such enthusiasm. But there are few aquatic elves who would not like to take the impossible trip overland to see the wonders of a forest first-hand.

Sea elves hate sahuagin. This isn't much of a surprise, as almost every undersea race, with the exception of the perverse ixitxachitls, hates the sea-devils. But sea elves generate a passion for conflict with the sahuagin that surprises even themselves. Aquatic elves leave their sheltered bands in war parties if they have reason to suspect that sahuagin are dwelling nearby. Should a party of sea elves encounter sahuagin, the former nearly always attack if they outnumber their hated foes. Aquatic elves also make it a point to

kill any great sharks in their territory.
Sea elves have no other major enemies, but they dislike surface-dwelling fishermen, due to the numbers of sea elves snared in nets, or mistakenly killed as sahuagin by these ignorant humans.
The sea elves have legends that speak of far-away undersea elves who have learned to shapechange into sea otters or dolphins. There have been search parties motivated by these tales, but no such elves have ever been found.

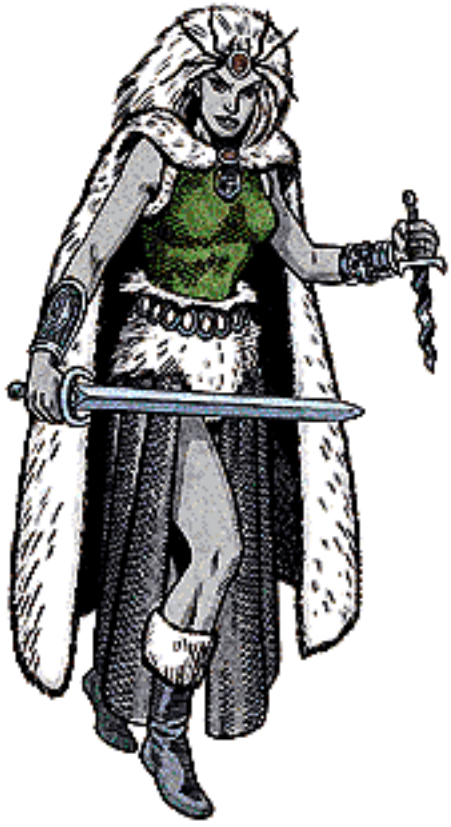
**Ecology:** Each band of sea elves is self-sufficient, raising their kelp and hunting fish when necessary. Sea elves scavenge. They are enchanted by the idea of magic, but they realize that land elves are more equipped to deal with it. They often trade rare or decorative items they have found to the high elves in exchange for metal weapons and tools, which they cannot forge underwater.
Aquatic elves are valuable sources of information regarding the lands beneath the sea. Their scavenging parties have uncovered artifacts and tidbits of knowledge from a vast collection of underwater ruins and sunken ships. Sea elf traders remember the histories of other races back beyond the imaginings of the current generation. The trick is to get them to reveal this information.

## Malenti

There is a bond between aquatic elves and their hated enemies, the sahuagin, that neither race openly acknowledges. If sea elves are present within a mile or so of a sahuagin encampment, then approximately one out of every hundred sahuagin births resembles an aquatic elf rather than a sea-devil. Most of the time, these offspring, known as malenti, are eaten by their parents. Once in a great while, a malenti is allowed to live to adulthood because its physical resemblance to an aquatic elf, in combination with its sahuagin upbringing and attitude, make it an ideal spy in elven communities. Indeed, malenti often develop the ability to sense the presence and position of any aquatic elves within 120 feet, an invaluable skill for either a spy or a scout for an invading sahuagin force.
Few aquatic elves believe in the existence of malenti, as they suggest some disturbing possibilities about sahuagin origins.
Malenti do exist, however, and are identical to aquatic elves in most ways. They age much faster, though, with a life span of only 170 years or so. Although the sea elves themselves have a difficult time discerning malenti spies, dolphins might (20%) sense one of the changelings. malenti, understandably, aren't fond of dolphins.
It is possible for sahuagin and Malenti to breed, the issue invariably being malenti. In this way, whole sahuagin communities have vanished, replaced by malenti. These extraordinarily rare bands resemble aquatic elves in nearly every way (except life span, known languages, and other obvious aspects), but they are just as evil as their sahuagin parents. They often fight in that style, and they worship the same evil powers as the sahuagin.

# Elf, Drow

| | Drow | Drider |
|---|---|---|
| **Climate/Terrain:** | Subterranean caves & cities | |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Clans, bands | Bands |
| **Activity Cycle:** | Any underground, night aboveground | |
| **Diet:** | Omnivorous | See below |
| **Intelligence:** | High to Supra-(13-14) | High (14-20) |
| **Treasure:** | Nx5, Qx2 | Nx2, Q |
| **Alignment:** | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 50 | 1 or 1-4 |
| **Armor Class:** | 4 (10) | 3 |
| **Movement:** | 12 | 12 |
| **Hit Dice:** | 2 | 6+6 |
| **THAC0:** | 19 | 13 |
| **No. of Attacks:** | 1 or 2 | 1 |
| **Damage/Attack:** | By weapon | 1-4 or by weapon |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | Nil |
| **Magic Resistance:** | See below | 15% |
| **Size:** | M (5' tall) | L (9' tall) |
| **Morale:** | Elite (14) | Elite (14) |
| **XP Value:** | Priests: 975 | Transformed mages: 3,000 |
| | Others: 650 | Transformed priests: 5,000 |



These dreaded, evil creatures were once part of the community of elves that still roam the world's forests.

Now these dark elves inhabit black caves and winding tunnels under the earth, where they make dire plans against the races that still walk beneath the sun, on the surface of the green earth.
Drow have black skin and pale, usually white hair. They are shorter and more slender than humans, seldom reaching more than 5 feet in height. Male drow weigh between 80 and 110 pounds, and females between 95 and 120 pounds. Drow have finely chiseled features, and their fingers and toes are long and delicate. Like all elves, they have higher Dexterity and lower Constitution than men.
Drow clothing is usually black, functional, and often possesses special properties, although it does not radiate magic. For example, drow cloaks and boots act as if they are *cloaks of and boots of elvenkind*, except that the wearer is only 75% likely to remain undetected in shadows or to surprise enemies. The material used to make drow cloaks does not cut easily and is fire resistant, giving the cloaks a +6 bonus to saving throws vs. fire. These cloaks and boots fit and function only for those of elven size and build. Any attempt to alter a drow cloak has a 75% chance of unraveling the material, making it useless.
In the centuries they've spent underground, drow have learned the languages of many of the intelligent creatures of the underworld. Besides their own tongue, an exotic variant of elvish, drow speak both common and the subterranean trade language used by many races under the earth. They speak the languages of gnomes and other elves fluently.
Drow also have their own silent language composed of both signed hand movements and body language. These signs can convey information, but not subtle meaning or emotional content. If within 30 feet of another drow, they can also use complex facial expressions, body movements, and postures to convey meaning. Coupled with their hand signs, these expressions and gestures give the drow's silent language a potential for expression equal to most spoken languages.

**Combat:** The drow's world is one in which violent conflict is part of everyday life. It should not be surprising then, that most drow encountered, whether alone or in a group, are ready to fight. Drow encountered outside of a drow city are at least 2nd-level fighters. (See Society note below.)
Drow wear finely crafted, non-encumbering, black mesh armor. This extremely strong mail is made with a special alloy of steel containing adamantite. The special alloy, when worked by a drow armorer, yields mail that has the same properties of *chain mail +1* to *+5*, although it does not radiate magic. Even the lowliest drow fighters have, in effect, *chain mail +1*, while higher level drow have more finely crafted, more powerful, mail. (The armor usually has a +1 for every four levels of experience of the drow wearing it.)
Dark elves also carry small shields (bucklers) fashioned of adamantite. Like drow armor, these special shields may be +1,+2, or even +3, though only the most important drow fighters have +3 bucklers.
Most drow carry a long dagger and a short sword of adamantite alloy. These daggers and swords can have a +1 to +3 bonus, and drow nobles may have daggers and swords of +4 bonus. Some drow (50%) also carry small crossbows that can be held in one hand and will shoot darts up to 60 yards. The darts only inflict 1-3 points of damage, but dark elves commonly coat them with poison that renders a victim unconscious, unless he rolls a successful saving throw vs. poison, with a -4 penalty. The effects last 2d4 hours.
A few drow carry adamantite maces (+1 to +5 bonus) instead of blades. Others carry small javelins coated with the same poison as the darts. They have a range of 90 yards with a short range bonus of +3, a +2 at medium, and a +1 at long.
Drow move silently and have superior infravision (120 feet). They also have the same intuitive sense about their underground world as dwarves do, and can detect secret doors with the same chance of success as other elves. A dark elf can only be surprised by an opponent on a roll of 1 on ldl0.
All dark elves receive training in magic, and are able to use the following spells once per day: *dancing*

*lights*, *faerie fire*, and *darkness*. Drow above 4th level can use *levitate*, *know alignment*, and *detect magic* once per day. Drow priests can also use *detect lie*, *clairvoyance*, *suggestion*, and *dispel magic* once per day. (See also Wizard Spells, Player's Handbook)

Perhaps it is the common use of magic in drow society that has given the dark elves their incredible resistance. Drow have a base resistance to magic of 50%, which increases by 2% for each level of experience. (Multi-classed drow gain the bonus from only the class in which they have the highest level.) All dark elves save vs. all forms of magical attack (including devices) with a +2 bonus. Thus, a 5th-level drow has a 60% base magic resistance and a +2 bonus to her saving throws vs. spells that get past her magic resistance.

Drow encountered in a group always have a leader of a higher level than the rest of the party. If 10 or more drow are encountered, a fighter/mage of at least 3rd level in each class is leading them. If 20 drow are encountered, then, in addition to the higher level fighter/mage, there is a fighter/priest of at least the 6th level in both classes. If there are more than 30, up to 50% are priests and the leader is at least a 7th-level fighter/8th-level priest, with a 5th-level fighter/4th-level mage for an assistant, in addition to the other high level leaders.

Dark elves do have one great weakness - bright light. Because the drow have lived so long in the earth, rarely venturing to the surface, they are no longer able to tolerate bright light of any kind. Drow within the radius of a *light* or *continual light* spell are 90% likely to be seen. In addition, they lose 2 points from their Dexterity and attack with a -2 penalty inside the area of these spells. Characters subject to spells cast by drow affected by a *light* or *continual light* spell add a +2 bonus to their saving throws. If drow are attacking a target that is in the area of effect of a *light* or *continual light* spell, they suffer an additional -1 penalty to their attack rolls, and targets of drow magical attacks save at an additional +1. These penalties are cumulative (i.e., if both the drow and their targets are in the area of effect of a *light* spell, the drow suffer a -3 penalty to their attack rolls and the targets gain a +3).

Because of the serious negative effects of strong light on the drow, they are 75% likely to leave an area of bright light, unless they are in battle. Light sources like torches, lanterns, magical weapons, or *faerie fire* spells, do not affect drow.

**Habitat/society:** Long ago, dark elves were part of the elven race that roamed the world's forests. Not long after they were created, though, the elves found themselves torn into rival factions - one following the tenets of evil, the other owning the ideals of good (or at least neutrality). A great civil war between the elves followed, and the selfish elves who followed the paths of evil and chaos were driven into the depths of the earth, into the bleak, lightless caverns and deep tunnels of the underworld. These dark elves became the drow.

The drow no longer wish to live upon the surface of the earth. In fact, few who live on the surface ever see a drow. But the dark elves resent the elves and faeries who drove them away, and scheme against those that dwell in the sunlight.

Drow live in magnificently dark, gloomy cities in the underworld that few humans or demihumans ever see. They construct their buildings entirely out of stone and minerals, carved into weird, fantastic shapes. Those few surface creatures that have seen a dark elf city (and returned to tell the tale) report that it is the stuff of which nightmares are made.

Drow society is fragmented into many opposing noble houses and merchant families, all scrambling for power. In fact, all drow carry brooches inscribed with the symbol of the merchant or noble group they are allied with, though they hide these and do not show them often. The drow believe that the strongest should rule; their rigid class system, with a long and complicated list of titles and prerogatives, is based on the idea.

They worship a dark goddess, called Lolth by some, and her priestesses hold very high places in society. Since most drow priests are female, women tend to fill nearly all positions of great importance.
Drow fighters go through rigorous training while they are young. Those who fail the required tests are killed at the program's conclusion. That is why dark elf fighters of less than 2nd level are rarely seen outside a drow city.
Drow often use giant lizards as pack animals, and frequently take bugbears or troglodytes as servants.
Drow cities are havens for evil beings, including mind flayers, and drow are allied with many of the underworld's evil inhabitants. On the other hand, they are constantly at war with many of their neighbors beneath the earth, including dwarves or dark gnomes (svirfneblin) who settle to close to a drow city.
Dark elves frequently keep slaves of all types, including past allies who have failed to live up to drow expectations.

**Ecology:** The drow produce unusual weapons and clothing with quasi-magical properties. Some scribes and researchers suggest that it is the strange radiation around drow cities that make drow crafts special. Others theorize that fine workmanship gives their wonderfully strong metals and superior cloth its unique attributes. Whatever the reason, it's clear that the drow have discovered some way to make their clothing and weapons without the use of magic.
Direct sunlight utterly destroys drow cloth, boots, weapons, and armor. When any item produced by them is exposed to the light of the sun, irreversible decay begins. Within 2d6 days, the items lose their magical properties and rot, becoming totally worthless. Drow artifacts, protected from sunlight, retain their special properties for ld20+30 days before becoming normal items. If a drow item is protected from direct sunlight and exposed to the radiations of the drow underworld for one week out of every four, it will retain its properties indefinitely.
Drow sleep poison, used on their darts and javelins, is highly prized by traders on the surface. However, this poison loses its potency instantly when exposed to sunlight, and remains effective for only 60 days after it is exposed to air. Drow poison remains potent for a year if kept in an unopened packet.

## Driders

These strange creatures have the head and torso of a drow and the legs and lower body of a giant spider. Driders are created by the drow's dark goddess. When a dark elf of above-average ability reaches 6th level, the goddess may put him or her through a special test. Failures become driders.
Driders are able to cast all spells a normal drow can use once per day. They also retain any magical or clerical skills they had before transformation. A majority of driders (60%) were priests of 6th or 7th level before they were changed, all other driders were mages of 6th, 7th, or 8th level.
Driders always fight as 7 Hit Die monsters. They often use swords or axes, though many carry bows. Driders can bite for ld4 points of damage, and those bitten must save vs. poison with a -2 penalty or be paralyzed for 1-2 turns.
Because they have failed their goddess's test, driders are outcasts from their own communities. Driders are usually found alone or with 2d6 huge spiders (10% chance), rather than with drow or other driders. They are violent, aggressive creatures that favor blood over all types of food. They stalk their victims tirelessly, waiting for the right chance to strike.

# Ettercap

| | |
|---|---|
| **Climate/Terrain:** | Heavily wooded forest |
| **Frequency:** | Rare |
| **Organization:** | Solitary or pairs |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1-2 |
| **Armor Class:** | 6 |
| **Movement:** | 12 |
| **Hit Dice:** | 5 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-3/1-3/1-8 |
| **Special Attacks:** | Poison |
| **Special Defenses:** | Traps (see below) |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 650 |

Ettercaps are ugly bipedal creatures that get along very well with all types of giant spiders. These creatures of low intelligence are exceedingly cruel, very cunning, and are skilled in setting traps -- very deadly traps -- much like the spiders that often live around them.

Ettercaps stand around six feet tall, even with their stooping gait and hunched shoulders. The creatures have short, spindly legs, long arms that reach nearly to their ankles, and large pot-bellies. The hands of ettercaps have a thumb and three long fingers that end in razor sharp claws. Their bodies are covered by tufts of thick, wiry, black hair, and their skin is dark and thick. Ettercaps' heads are almost equine in shape, but they have large reptilian eyes, usually blood-red in color, and large fangs, one protruding downward from each side of the mouth. The mouth itself is large and lined with very sharp teeth.

Ettercaps do not have a formal language. They express themselves through a combination of high-pitched chittering noises, shrieks, and violent actions.

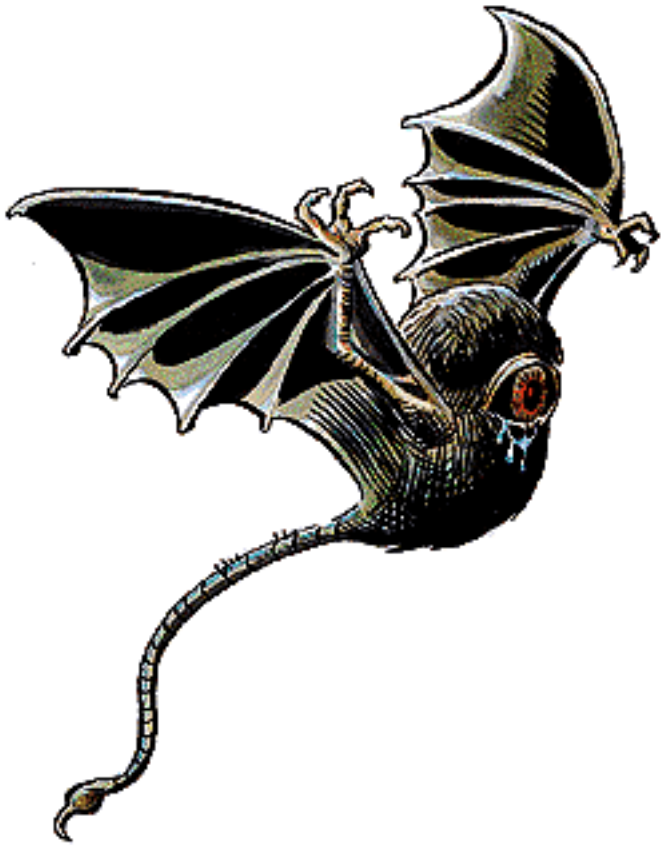
**Combat:** If caught in a battle, an ettercap first strikes with its claws, causing 1-3 points of damage with each set. The creature then tries to bite its opponent, inflicting 1d8 points of damage with its teeth and powerful jaws. A successful bite attack by an ettercap enables the monster to inject its victim with a powerful poison from the glands above the ettercap's fangs.
The poison secreted by an ettercap is highly toxic and very similar to the poison of giant spiders. A creature injected with it must immediately roll a saving throw vs. poison. A failed roll means that the creature dies within 1d4 turns when the toxigen paralyzes the victim's heart.
Many adventurers never get the chance to raise a sword against ettercaps because of the devious traps they use for protection. Ettercaps prefer to ambush unwary travelers and lead them into traps rather than fight them face to face.
Like spiders, ettercaps have silk glands located in their abdomen. The thin, strong strands of silvery silk-like material these glands secrete are used by ettercaps to construct elaborate traps made up of nets, trip wires, garottes, and anything else the monsters can make out of the strands. The traps are designed so that they often immobilize the adventurer who stumbles into it. If this is the case, ettercaps never hesitate to attack that character first, trying to poison the victim before he escapes. Different ettercaps prefer different trap designs, so encounters with different ettercaps should expose the adventurer to new traps each time.

**Habitat/Society:** Ettercaps prefer to dwell in the deepest part of a forest, near paths that are frequented by game or travelers. The creatures' nests are made of a frame of strands filled with rotting leaves and moss. The lairs are often located on the ground, but can also be found up in large, sturdy trees. No treasure is to be found in ettercap lairs, but occasionally items dropped by adventurers who have fallen into ettercap traps are found nearby.
Though usually only one ettercap is encountered at any time, on rare occasions a pair of ettercaps can be found together. The pairs encountered are always mated couples, though the female and male appear to be identical. Ettercap young are abandoned as soon as they are born, so adults are never encountered with young.

**Ecology:** An ettercap eats any meat, regardless of the type of creature from which it comes. Upon capturing a victim, the ettercap poisons it so it cannot escape; once the creature is dead, the ettercap immediately devours as much of the corpse as possible. Typically, an ettercap can consume an entire deer or a large humanoid in a single sitting. Anything remaining after the ettercap has gorged itself is left for scavengers.
Often (40%), 2d4 spiders of some monstrous type are found cooperating with an ettercap. The ettercap uses any giant spider webs available when it designs its traps. Creatures killed by an ettercap in the web of a giant spider are shared with the spider instead of being devoured entirely by the ettercap.
Ettercap poison is highly valued, partly because of its extreme toxicity and partly because it is rather difficult to obtain. An ettercap's poison glands hold only one ounce of poison at any time, but this ounce is worth up to 1,000 gp on the open market.

# Eyewing

| | |
|---|---|
| **Climate/Terrain:** | The Abyss (preferred) |
| **Frequency:** | Rare |
| **Organization:** | Band |
| **Activity Cycle:** | Any |
| **Diet:** | None known |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | Nil |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1-20 |
| **Armor Class:** | 4 |
| **Movement:** | Fl 24 (B) |
| **Hit Dice:** | 3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 3 or 1 |
| **Damage/Attack:** | 1-6/1-6/1-4 or eyewing tears |
| **Special Attacks:** | Tears |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | L (15' wingspan) |
| **Morale:** | Steady (12) |
| **XP Value:** | 650 |



Eyewings are loathsome inhabitants of the Abyss. They are obedient, loyal, and dumb -- perfect servitors for the dark gods and their more powerful minions.

An eyewing's body is a fat, egg-shaped ball covered with matted black fur. The 5-foot-wide body is supported by a pair of five-foot-long leathery bat wings. Each wing is tipped with a set of three razor-sharp talons. An 8-foot-long rat's tail dangles from the back of the body. The tail ends in a small, sharp spur. It has no feet and has never been known to land.

The body is dominated by the single, bulging, 4-foot-wide eyeball. The eyeball is black with a blood-red pupil. A vile blue fluid continuously leaks from the eye, soiling its fur. Great leathery eyelids squeeze this fluid out and away from the creature. The stench is unbelievable. It gives off an acidic smell that

scorches the sensitive tissues in other creatures' noses and mouths.

**Combat:** An eyewing has two main forms of attack. The most common form is to use its claws and tail to strike its opponents. It can either swoop down on them, or hover and slash. Its second form of attack is to bomb its enemies with a large eyewing tear that is squeezed out of the large eyeball by the leathery eyelid. It has amazing control over the release of the tear -- it has the same chance to hit with a tear as with its melee attacks. It releases a tear when it is within 100 feet of its target. It can deliver this attack while hovering or diving.

An eyewing tear is a one-foot-diameter ball of poisonous blue fluid. The attack roll determines if the target dodged the tear. If the tear hits, the victim must roll a successful saving throw vs. poison or suffer 2d6 points of damage (success means only 1d6 points of damage). The tears may also splash onto anyone within ten feet of the target. The attack roll for the splash attack is made with a -2 penalty. If someone is splashed, a saving throw vs. poison must be rolled; those who fail suffer 2d4 points of damage, while those who succeed suffer 1d4 points of damage.

A tear hardens into a rubbery lump within 2d6 hours after being shed. The exact time depends upon the humidity, temperature, etc. Anybody handling a hardened tear must roll a successful saving throw vs. poison or suffer 1 point of damage.

Eyewings have extremely acute vision that enables them to see with perfect accuracy for up to 25 miles. They also have infravision out to 120 feet. They are immune to all cold-based attack forms, as are their tears.

**Habitat/Society:** Eyewings are supernatural creatures that exist only to serve their dark masters. When left without orders they become sluggish and listless. This should not be taken to mean that they are any less dangerous. This listlessness is their expression of boredom, but nothing relieves eyewing boredom quite like tearing apart innocent creatures.

Eyewings have no society as such. They do not have a culture. Their simple language consists of shrill squeaks. They understand other spoken languages, but cannot speak them. When in the Abyss they are found only on layers that allow for flying. Their immunity to cold makes them at home on any of the icy layers as well.

**Ecology:** Eyewings are sexless creatures that are not a part of nature. They kill even when they're not ordered to, just for the pleasure of it. Eyewings have been encountered on the moon, where there is no air to breathe and no water to drink. It is assumed that they do not need air or water. They have never been seen to eat; it is assumed by most who have studied them that they are sustained by magic. The more powerful creatures of the Abyss have no qualms about an eyewing snack should one be nearby, but they are not the natural prey of any creature.

# Feyr

| | Feyr | Great Feyr |
|---|---|---|
| **Climate/Terrain:** | Urban | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Loose band | Solitary |
| **Activity Cycle:** | Night | Any |
| **Diet:** | Emotions | Emotions |
| **Intelligence:** | Low (5) | High (14) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1-4 | 1 |
| **Armor Class:** | 2 | -2 |
| **Movement:** | 12 | 12, Fl 18 (B) |
| **Hit Dice:** | 4 | 16 |
| **THAC0:** | 17 | 5 |
| **No. of Attacks:** | 1 | 1-4 |
| **Damage/Attack:** | 1-4 | 2-12/2-12/ 2-12/2-12 |
| **Special Attacks:** | Fear | Emotion control |
| **Special Defenses:** | Nil | Invisibility |
| **Magic Resistance:** | 10% | 40% |
| **Size:** | S (2' tall) | M (7' tall) |
| **Morale:** | Fanatic (18) | Fanatic (18) |
| **XP Value:** | 975 | 13,000 |

Feyrs (pronounced "fears") are created from the remnants of ordinary nightmares, mixed with residual magical energies, and unknowingly brought to life by the strong emotions of a large group of people. They are most commonly found in large cities that have a good number of mages, priests, and other spell-casters. Normal feyrs stalk the streets at night, seeking nothing more than to create havoc. Great feyrs, on the other hand, are the combination of lesser feyrs, and may be found anywhere, though they a much rarer than the common feyrs.

Common feyrs appear as humped, hunchbacked creatures, grim and inhuman in appearance. Their hide is

mottled and warped like the surface of the human brain. The creature is supported by two main tentacles which act as legs, and by a handful of other tentacled limbs. Massive horizontal jaws line its underside, and the forepart of the beast has 1-5 eyes, usually the color of melted gold. The feyr's hide is a sickly rainbow of shades, like light reflected off an oil slick. There are dull blues and blacks along the body, pale reds and magentas toward the head, and deathly greens and yellows along the belly.

**Combat:** The horizontal jaws of the feyr slung beneath its belly are the creature's prime form of attack, inflicting 1d4 points of damage for common feyrs, 2d6 points for great feyrs. The feyr does not use its jaws to eat, but rather to strike terror into the hearts of those who witness its savage and bloody attacks. Those who witness the attack of either type of feyr must make a successful saving throw vs. *spells* or be consumed by *fear* (as the spell of the same name). This *fear* acts for 1d4 rounds for common feyrs, and 2d6 rounds for great feyrs. This form of *fear* only applies when the creature attacks. Merely sighting a common feyr does not inspire *fear*.

The great feyr has an additional power that can affect the emotions similar to the 4th-level wizard spell *emotion*. The range of this attack is 100 yards, may affect a 20-foot by 20-foot area, and the intended victim must make a successful saving throw vs. *spells* at -2 or be affected. Only the negative emotions of *fear*, *hate*, *hopelessness*, and *sadness* may be cast by the great feyr. The great feyr may cast this spell and retain its *invisibility*.

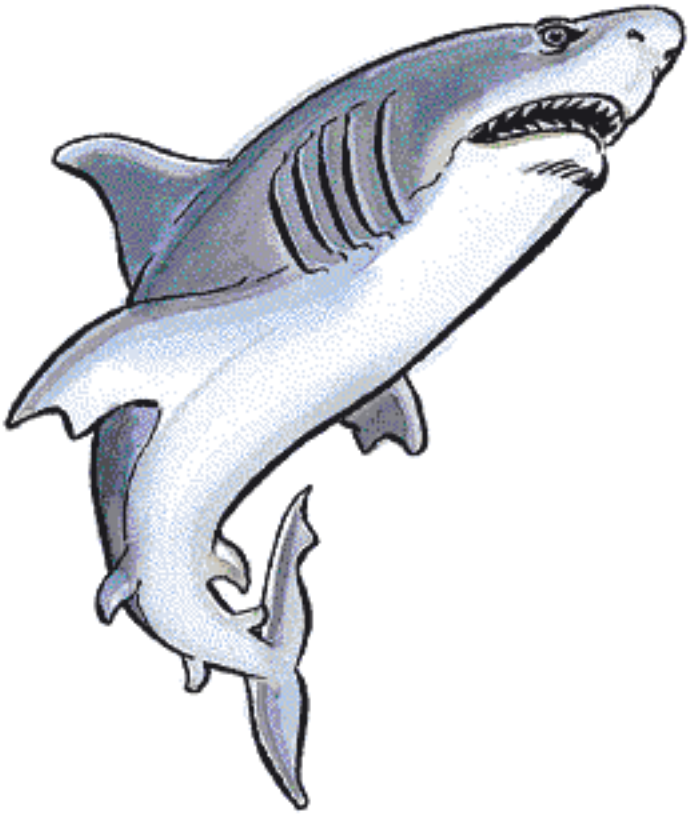
Common feyrs are slain by direct sunlight, though they have no fear of it themselves, and do not seek shelter with the coming sun, nor hesitate to venture out if they are still alive after sun-up. Common feyrs can use a saving throw vs. spells against sunlight created by magic spells, such as *continual light*, in addition to their standard magic resistance. Greater feyrs are unaffected by sunlight.

**Habitat/Society:** Individual common feyrs are slain by the morning light. There are occasions when several common feyrs combine to form a great feyr, which in addition to being immune to the effects of the sun, is much more intelligent. The greater feyr seeks to inspire even stronger emotions, which it may then use to stay alive. While common feyrs do not travel far from their point of origin, great feyrs may undertake long trips, lured by strong emotional states.

While a common feyr merely slouches through the evening shadows and fogs, looking for a collection of victims to terrorize and thereby enrich itself on their emotions, a great feyr chooses to attack while *invisible*, playing the emotions of others, heightening emotional states already present, and driving mortal beings mad with terror and fear. While the great feyr is not banished by daylight, it prefers to work at night, and seeks to retreat into a hidden lair during daylight hours, preferably some abandoned area such as an old house, cavern, or underground structure.

**Ecology:** Common feyrs are created by the emotions of large masses of people, and great feyrs by compilations of lesser feyrs. The raw materials for such creatures may be found in any urban settlement, and when there is additional tension in the air, the feyrs stalk at night. Cities under siege, towns divided by rivalries or civil wars, oppressed peoples, and settlements baking under a merciless summer heat are all possible breeding grounds of feyrs. Guard and watch units are usually more than sufficient to handle the common feyrs, as those feyrs attack anything that moves. But the more dangerous great feyrs must be dealt with by a wizard or similar high-level individual, who can both withstand the attack of the feyr and dispatch it.

# Fish



| | #AP | AC | MV | HD | THAC0 | #Att | Dmg/Att | Morale | XP Value |
|---|---|---|---|---|---|---|---|---|---|
| Barracuda | 2-12 | 6 | Sw 30 | 1 to 3 | 1-2 HD: 19<br>3 HD: 17 | 1 | 2-8 | Steady (11) | 1 HD: 15<br>2 HD: 35<br>3 HD: 65 |
| Carp, Giant | 1-4 | 6 | Sw 18 | 8 to 12 | 8 HD: 13<br>9-10 HD: 11<br>11-12 HD: 9 | 1 | 2-20 | Average (9) | 8 HD: 3,000<br>9 HD: 4,000<br>10 HD: 5,000<br>11 HD: 6,000<br>12 HD: 7,000 |
| Catfish, Giant | 1 | 7 | Sw 18 | 7 to 10 | 7-8 HD: 13<br>9-10 HD: 11 | 1 | 3-12 | Average (9) | 7 HD: 2,000<br>8 HD: 3,000<br>9 HD: 4,000<br>10 HD: 5,000 |
| Dragonfish | 1 | 4 | Sw 6 | 2 | 19 | 1 | 1-6 | Unsteady (5) | 270 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Eel, Electric | 1-3 | 9 | Sw 12 | 2 | 16 | 1 | 1-3 | Unsteady (7) | 65 |
| Eel, Giant | 1-4 | 6 | Sw 9 | 5 | 15 | 1 | 3-18 | Average (8) | 175 |
| Eel, Marine | 1 | 6 | Sw 9 | 6 to 8 | 6-7 HD: 13 | 1 | 6 HD: 2-8 | Average (9) | 420 |
| | | | | | 8 HD: 12 | 1 | 7 HD: 3-12 | | 650 |
| | | | | | | 1 | 8 HD: 4-16 | | 975 |
| Eel, Weed | 10-60 | 8 | Sw 15 | 1-1 | 20 | 1 | 1 | Unsteady (6) | 120 |
| Gar, Giant | 1-6 | 3 | Sw 30 | 8 | 13 | 1 | 5-20 | Average (10) | 2,000 |
| Lamprey | 1-2 | 7 | Sw 12 | 1+2 | 19 | 1 | 1-2 | Unsteady (7) | 65 |
| Lamprey, Giant | 1-4 | 6 | Sw 9 | 5 | 15 | 1 | 1-6 | Average (9) | 270 |
| Lamprey, Land | 2-12 | 7 | 12 | 1+2 | 19 | 2 | 1 hp/round | Unsteady (7) | 120 |
| Manta Ray | 1 | 6 | Sw 18 | 8 to 11 | 8 HD: 13 | 1 | 3-12 or 2-20 | Elite (13) | 3,000 |
| | | | | | 9-10 HD: 11 | | | | 4,000 |
| | | | | | 11 HD: 9 | | | | 5,000 |
| | | | | | | | | | 6,000 |
| Pike, Giant | 1-8 | 5 | Sw 36 | 4 | 17 | 1 | 4-16 | Average (8) | 175 |
| Piranha | 5-50 | 8 | Sw 9 | ½ | 20 | 1 | 1-2 | Unsteady (6) | 7 |
| Piranha, Giant | 2-20 | 7 | Sw 15 | 2+2 | 16 | 1 | 1-6 | Average (10) | 65 |
| Pungi Ray | 1-3 | 7 | Sw 12 | 4 | 17 | 1-12 | 1-4 | Unsteady (5) | 975 |
| Quipper | 5-50 | 8 | Sw 9 | ½ | 20 | 1 | 1-2 | Unsteady (6) | 7 |
| Sea Horse, Giant | 1-20 | 7 | Sw 21 | 2 to 4 | 2 HD: 19 | 1 | 1-4, 2-5, or 2-8 | Average (10) | 2 HD: 35 |
| | | | | | 3-4 HD: 17 | | | | 3 HD: 65 |
| | | | | | | | | | 4 HD: 120 |
| Shark | 3-12 | 6 | Sw 24 | 3 to 8 | 3-4 HD: 17 | 1 | 3-4 HD: 2-5 | Average (10) | 3 HD: 65 |
| | | | | | 5-6 HD: 15 | | 5-6 HD: 2-8 | | 4 HD: 120 |
| | | | | | 7-8 HD: 13 | | 7-8 HD: 3-12 | | 5 HD: 175 |
| | | | | | | | | | 6 HD: 270 |
| | | | | | | | | | 7 HD: 420 |
| | | | | | | | | | 8 HD: 650 |
| Shark, Giant | 1-3 | 5 | Sw 18 | 10 to 15 | 10 HD: 11 | 1 | 10-11 HD: 4-16 | Steady (11) | 10 HD: 2,000 |
| | | | | | 11-12 HD: 9 | | 12-13 HD: 5-20 | | 11 HD: 3,000 |
| | | | | | 13-14 HD: 7 | | 14-15 HD: 6-24 | | 12 HD: 5,000 |
| | | | | | 15 HD: 5 | | | | 13 HD: 6,000 |
| | | | | | | | | | 14 HD: 7,000 |
| | | | | | | | | | 15 HD: 8,000 |
| Sting Ray | 1-3 | 7 | Sw 9 | 1 | 20 | 1 | 1-3 | Unsteady (5) | 120 |

Giant fish are a diverse group of creatures with varying attack and defense capabilities. Many of these

creatures are able to swallow victims whole. Swallowed victims take normal bite damage. Victims take 1 point of damage per round from the fish's digestive juices and have a 5% cumulative chance per round of suffocating. To escape the fish's stomach, a victim can cut free with a sharp-edged weapon. The victim may be rescued by cutting or tearing from the outside. When the fish has lost 50% of its hit points, the victim breaks free.

### Barracuda

The first clue that a barracuda is in the area might be a sudden pain in the foot, as the marauder swims by and bites off a few tender toes. They are found in warm salt waters.

### Carp, Giant

Giant carp attack by biting, inflicting 2-20 points of damage with their sharp, curved teeth. Additionally, if an attack causes 12 or more points of damage, the carp swallows its victim.

### Catfish, Giant

A giant catfish bites for 3d4 points of damage. It swallows it prey if its attack roll is 4 points more than it needed. The fish can employ its feelers as weapons by whipping its head back and forth. These feelers secrete a toxin that causes 2d4 points of damage. A save vs. poison limits the damage to 1d4 points. Two additional opponents can be attacked if they are within range of the feelers.

### Dragonfish

Dragonfish bite for 1-6 points of damage. However, most adventurers stumble across these creatures. These encounters cause 1d6 of the fish's spines to penetrate boots, causing 1 point of damage apiece before snapping off in the wound. The spines' poison is slow-acting, and creatures injected with the toxin must make a saving throw vs. poison at a -4 or dies. If successful, the character suffers a -2 penalty on all attack rolls for the next 1d12+4 hours.

### Eel, Electric

An attacking eel discharges a jolt of electricity with a 15-foot-radius range. Creatures less than 5 feet from the eel suffer 3d8 points of damage, creatures 5 to 10 feet away receive 2d8 points, and all others in range suffer 1d8 points. An eel must recharge itself for an hour between attacks. It is immune to electrical effects.

### Eel, Giant

Giant eels have no electrical discharge attack. Instead, they attack with their teeth. Since they strike with amazing speed, giant eels receive a +1 bonus to initiative rolls.

### Eel, Marine

Marine eels have an electrical discharge with a range of 15 feet; creatures less than 5 feet from the eel suffer 6d6 points of damage, those 5 to 10 feet away receive 4d6 points, and all others in range suffer 2d6 points. Victims must roll a saving throw vs. paralyzation or be stunned for a number of rounds equal to the damage they sustained from the electrical shock. This eel, too, is immune to electrical effects.

### Eel, Weed

The bite of the weed eel is poisonous; victims failing a saving throw vs. poison die in 1d4 rounds. Weed eels are at home in both fresh and salt water, 25 to 40 feet deep. Each colony has a lair consisting

of a central cave, roughly 30 feet long and 20 feet wide and high. The floor of the central cave is covered with small stones, coins, and gems that the eels have scavenged. Radiating from this central cave are a series of 6-foot-diameter tunnels, which in turn lead to a network of 6 to 8-inch-diameter holes. These are the homes of the individual eels that make up the colony. Weed eels are fiercely protective of their lairs, especially the central cave where their young are raised.

### Gar, Giant

The gar attacks with its teeth, inflicting 8d4 points of damage. On a score of 20, the gar swallows its victim whole. On average, a giant gar can swallow an object up to 5 feet long. Giant gars are found in deep, freshwater lakes and rivers.

### Lamprey

The lamprey feeds by biting its victims, and fastening itself by its sphincter-like mouth. Once attached, the lamprey drains 2 hit points per Hit Die of blood on the next and successive rounds. Sea lampreys are especially susceptible to fire, making their saving throws against fire-based attacks with a -2 penalty.

### Lamprey, Land

Land lampreys feed as do aquatic ones. Once attached (a hit for 1 point of damage), it drains blood for three rounds, unless killed or removed, for 1 point of damage per round. In addition, while attached to a character, each lamprey encumbers an individual; this is equivalent to a loss of 1 point of Dexterity per lamprey attached.

### Manta Ray

If the manta's attack roll is 2 or more greater than the number needed to hit, it swallows its prey. A manta ray can swallow one man-sized creature or three small-sized creatures. If opponents attack its rear, it uses its stinger for 2-20 points of damage; victims must save vs. paralyzation or be stunned for 2-8 rounds.

### Pike, Giant

Because of its speed and natural camouflage, a pike's opponents suffer a -2 penalty to their surprise roll. Giant pike inhabit deep, freshwater lakes.

### Piranha

Piranhas travel in schools of 5-50. There is a 75% chance that at least one will attack any creature that swims or wades near the school. If they attack and blood is drawn, the entire school goes berserk and each piranha attacks twice per melee round. Up to 20 piranhas can attack a single, man-sized individual simultaneously.

### Piranha, Giant

Giant piranhas behave like their smaller counterparts, but only 10 can attack a single, man-sized individual simultaneously.
Giant piranhas are sometimes called sky-eaters; once per round they can charge at full speed and leap out of the water at heights of up to 10 feet; they often use this attack on water fowl that fly low over the water, but they sometimes use it against humans.

### Pungi Ray

Any creature stepping on a pungi must save vs. poison or die. A footstep on a pungi ray equals one

attack; if a creature fell on a pungi ray it would suffer 2-8 spinal attacks. If attacked, it swims away.

### Quipper
Quippers are freshwater piranhas that live in colder waters.

### Seahorse, Giant
A sea horse attacks with a head butt, but a sea horse trained as a steed can use its long tail to constrict and restrain enemies. A captured opponent can free itself with a open doors roll made with a -1 penalty. The tail of a giant sea horse is so long it can attack the same opponent its head butts, or the one its rider is attacking. The constriction causes no damage, but the sea horse can still butt the helpless victim.

### Shark
Sharks attack mercilessly at the scent of blood, which they can detect a mile away. The scent of blood and the thrill of the kill sends sharks into a feeding frenzy. Since sharks move up, take a bite of flesh, and retreat, 10 normal-sized sharks can attack a man-sized opponent.

### Shark, Giant
The huge megalodons (giant sharks) never reach a frenzy, since they can swallow most creatures whole on an attack roll 4 greater than minimum number needed to hit.

### Sting Ray
If a creature steps on a sting ray, it lashes out with its tail spine. The creature must save vs. poison or be paralyzed for 5-20 turns.

# Frog

| | Giant | Killer | Poisonous |
|---|---|---|---|
| **Climate/Terrain:** | Any fresh water | Any fresh water | Any fresh water |
| **Frequency:** | Uncommon | Very rare | Rare |
| **Organization:** | Pack | Pack | Pack |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Insectivore |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | Nil | Nil | Nil |
| **Alignment:** | Nil | Nil | Nil |
| **No. Appearing:** | 5-40 | 3-18 | 2-12 |
| **Armor Class:** | 7 | 8 | 8 |
| **Movement:** | 3, Sw 9 | 6, Sw 12 | 3, Sw 9 |
| **Hit Dice:** | 1-3 | 1+4 | 1 |

| | | | |
|---|---|---|---|
| **THAC0:** | 1 HD: 19<br>2-3 HD: 16 | 18 | 19 |
| **No. of Attacks:** | 1 | 3 | 1 |
| **Damage/Attack:** | 1-3/1-6/2-8 | 1-2/1-2/2-5 | 1 |
| **Special Attacks:** | Tongue and swallow whole | Nil | Nil |
| **Special Defenses:** | Nil | Nil | Poison |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | T-M (2'-6' long) | S (3' long) | T (6'-1' long) |
| **Morale:** | Average (8) | Unsteady (6) | Unsteady (6) |
| **XP Value:** | 1 HD: 120<br>2 HD: 175<br>3 HD: 270 | 35 | 65 |

**Giant Frogs:** Giant frogs resemble their more common relatives in everything but size. Their enormous size means that they consider larger creatures as a source of food, making small creatures and even demihumans possible prey. A giant frog can range from 2 to 6 feet in length and weigh between 50 and 250 pounds (a 2-foot frog weighs 50 pounds, adding 50 pounds for each additional foot of length). Frogs with 1 Hit Die are 2 feet long, while those 2 to 4 feet long have 2 Hit Dice, and those over 4 feet long have 3 Hit Dice.
The distance that a giant frog can jump is based upon its weight, with the maximum jumping distance for a 50-pound frog being 180 feet. Subtract 20 feet for every additional 50 pounds the frog weighs. A giant frog cannot jump backward or directly to either side, but can leap 30 feet straight up.

**Combat:** Because of its camouflaging color, a giant frog surprises opponents easily (-3 penalty to opponents' surprise rolls) when in its natural habitat. A giant frog uses its long, sticky tongue to entrap its victim. The tongue is equal in length to three times the frog's length and strikes with a +4 bonus to the attack roll. The tongue inflicts no damage when it hits.
Once a victim is caught by the frog's tongue, it has one chance to hit the tongue before the frog attempts to reel it in. If the tongue is hit, the frog releases the victim and does not attack that creature again. Otherwise, the victim is reeled in.
If the victim weighs less than the frog, it is dragged into the frog's mouth in the same round it attacked and missed striking the tongue. If the creature weighs more than the frog, an extra round is required for the frog to draw the creature in. This grants the victim another opportunity to hit the tongue. Any creature weighing more than twice the frog's weight cannot be pulled by the frog and is released on the third round after it was caught, even if the tongue is never struck.
Once the victim has been drawn to the frog's mouth, the frog attempts to eat it. If the giant frog successfully bites its victim in the first round the creature is in range, it automatically scores maximum damage. Frogs with 1 Hit Die bite for 1-3 points of damage, those with 2 Hit Dice l-6 points, and those with 3 Hit Dice inflict 2-8 points of biting damage.
On an attack roll result of 20, the frog can swallow whole any creature shorter than 3 feet long. Any

creature swallowed whole has a chance to cut its way out of the frog with a sharp-edged weapon, but must roll an attack roll result of 18 or better. A victim has only three rounds to escape before asphyxiating. A successful escape kills the frog. Any damage inflicted upon a frog that has swallowed a creature whole has a 33% chance of also being inflicted on the swallowed victim.
Giant frogs fear fire and always retreat from it.

**Habitat/Society:** Giant frogs live in groups but don't have any real social structure. They are aggressive hunters and eat insects, fish, and small mammals. Large aquatic predators such as giant fish and giant turtles often prey upon them.

**Killer Frogs:** This smaller version of the giant frog attacks with sharp teeth and front talons. While it does not swallow victims whole, the killer frog is a vicious hunter and is especially fond of the taste of human flesh.

**Poisonous Frogs:** A rare type of normal frog, this breed secretes a contact poison from its skin, as well as with its bite. The weakness of the poison gives all victims a +4 bonus to their saving throws. Due to its weakness and the difficulty of collecting it, there is no market for this poison.

# Fungus

| | Violet | Shrieker | Phycomid | Ascomoid | Gas spore |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean | Subterranean | Subterranean | Subterranean |
| **Frequency:** | Rare | Common | Rare | Very rare | Rare |
| **Organization:** | Multicellular | Multicellular | Multicellular | Multicellular | Multicellular |
| **Activity Cycle:** | Any | Any | Any | Any | Any |
| **Diet:** | Scavenger | Scavenger | Scavenger | Scavenger | Scavenger |
| **Intelligence:** | Non- (0) | Non- (0) | Unratable | Unratable | Non- (0) |
| **Treasure:** | Nil | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral (evil) | Neutral (evil) | Neutral |
| **No. Appearing:** | 1-4 | 2-8 (2d4) | 1-4 | 1 | 1-3 |
| **Armor Class:** | 7 | 7 | 5 | 3 | 9 |
| **Movement:** | 1 | 1 | 3 | 12 (see below) | 3 |
| **Hit Dice:** | 3 | 3 | 5 | 6+6 | 1 hp |
| **THAC0:** | 17 | 17 | 15 | 13 | na |
| **No. of Attacks:** | 1-4 | 0 | 2 | 1 | 1 |
| **Damage/Attack:** | See below | Nil | 3-6/3-6 | See below | See below |
| **Special Attacks:** | See below | Nil | Infection | Spore jet | See below |
| **Special Defenses:** | Nil | Noise | See below | See below | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil | Nil |

| | | | | | |
|---|---|---|---|---|---|
| **Size:** | M (4'-7') | M (4'-7') | T (2' dia.) | M to L (5'-10' dia.) | M (4'-6' dia.) |
| **Morale:** | Steady (12) | Steady (12) | Elite (14) | Champion (15) | Average (8) |
| **XP Value:** | 175 | 120 | 650 | 1,400 | 120 |

Fungi are simple plants that lack chlorophyll, true stems, roots, and leaves. Fungi are incapable of photosynthesis and live as parasites or saprophytes.

## Ordinary Fungi

Ordinary fungi are well known to man: molds, yeast, mildew, mushrooms, and puffballs. These plants include both useful and harmful varieties.

**Combat:** Ordinary fungi do not attack or defend themselves, but they are prolific and can spread where unwanted.
Adventurers who have lost rations to mold or clothing to mildew have had unpleasant encounters with fungi.

**Habitat/Society:** The bodies of most true fungi consist of slender cottony filaments. Anyone who wishes to see this for himself need only leave a damp piece of bread in a cupboard for a day or two. Examining the black mold on the bread with a magnifying glass will show off not only the filaments, but also the spore bodies at the top of these. The spores are what gives mold its color.
Most fungi reproduce asexually by cell division, budding, fragmentation, or spores. Those that reproduce sexually alternate a sexual generation (gametophyte) with a spore-producing (sporophyte) one.
Fungi grow best in dark, damp environments, which they can find all too easily in a kitchen cupboard, backpack, or boot. A warm environment is preferred by some, such as yeasts and certain molds, but excessive heat kills fungi.
Proper storage and cleanliness can be used to avoid most ordinary fungi.

**Ecology:** Fungi break down organic matter, thus playing an important part in the nitrogen cycle by decomposing dead organisms into ammonia. Without the action of mushrooms and bracket fungi, soil renewal could not take place as readily as it does.
Fungi are also useful to man for many purposes. Yeasts are valuable as fermenting agents, raising bread and brewing wines, beers, and ales. Certain molds are important for cheese production. The color in blue cheese is a mold that has been encouraged to grow in this semisoft cheese.
Many fungi are edible, and connoisseurs consider some to be delicious. Pigs are used to hunt for truffles, an underground fungus that grows near tree roots and gives food a piquant flavor. No one has as yet managed to cultivate truffles -- an enterprising botanist could make a mint by learning to grow these.
Mushrooms, the fruiting body of another underground fungus, can sometimes be eaten, but can be so poisonous that the novice mushroom hunter is allowed but one mistake in picking. The mycelium producing a single mushroom might extend beneath the ground for several feet in any direction.
Medicinally, green molds (such as penicillium) can be used as folk remedies for various bacterial infections.
An alchemist expert in the ways of fungi can produce a variety of useful substances from their action on

various materials.

### Violet Fungus

Violet fungus growths resemble shriekers, and are usually (75%) encountered with them. The latter are immune to the touch of violet fungi, and the two types of creatures complement each other's existence.

**Combat:** Violet fungi favor rotted animal matter to grow upon. Each fungus has one to four branches with which it flails out if any animal comes within range (see following). The excretion from these branches rots flesh in one round unless a successful saving throw vs. poison is rolled or a *cure disease* spell is used. The branch length of this fungi depends upon the fungi's size. Violet fungi range from four to seven feet tall, the smallest having one-foot-long branches, the five-foot-tall fungi having two-foot-long branches, and so on. Any sized growth can have up to four branches.

### Shrieker

Shriekers are normally quiet, mindless fungi that are ambulatory. They are dangerous to dungeon explorers because of the hellish racket they make.

**Combat:** Light within 30 feet or movement within 10 feet causes a shrieker to emit a piercing shriek that lasts for 1-3 rounds. This noise has a 50% chance of attracting wandering monsters each round thereafter.

**Habitat/Society:** They live in dark places beneath the ground, often in the company of violet fungi. When the shriekers attract curious dungeon dwellers by their shrieking, the violet fungi are able to kill them with their branches, leaving plenty of organic matter for these saprophytic life forms to feed on.

**Ecology:** Purple worms and shambling mounds greatly prize shriekers as food, and don't seem to mind the noise while eating.
Shrieker spores are an important ingredient in potions of plant control.

### Phycomid

The algae-like phycomids resemble fibrous blobs of decomposing, milk-colored matter with capped fungi growing out of them. They exude a highly alkaline substance (like lye) when attacking.

**Combat:** These fungoid monsters have sensory organs for heat, sound, and vibrations located in several clusters. When phycomids attack, they extrude a tube and discharge the alkaline fluid in small globules that have a range of 1d6+6 feet.
In addition to alkaline damage, the globs that these creatures discharge might also cause victims to serve as hosts for new phycomid growth. If a victim fails a saving throw vs. poison, the individual begins to sprout mushroom-like growths in the infected area. This occurs in 1d4+4 rounds and inflicts 1d4+4 points of damage. The growths then spread throughout the host body, killing it in 1d4+4 turns, and turning it into a new phycomid. A *cure disease* spell will stop the spread through the host.

### Ascomoid

Ascomoids are huge, puffball-like fungi with very thick, leathery skin. They move by rolling.

**Combat:** At first, an ascomoid's movement is slow -- 3 for the first round, 6 the next, then 9, then finally 12 -- but they can keep it up for hours without tiring.

Ascomoids attack by rolling into or over opponents. Small- and medium-sized opponents are knocked down and must rise during the next round or remain prone.
The creature's surface is covered with numerous pocks which serve as sensory organs. Each pock can also emit a jet of spores to attack dangerous enemies. Large opponents or those who have inflicted damage upon the ascomoids are always attacked by spore jets. The stream of spores is about one foot in diameter and 30 feet long. Upon striking, the stream puffs into a cloud of variable diameter (five to 20 feet). The creatures under attack must roll a successful saving throw vs. poison or die from infection in their internal systems in 1d4 rounds. Even those who save are blinded and choked to such an extent that they require 1d4 rounds to recover and rejoin melee. Meanwhile, they are nearly helpless, and all attacks upon them gain a +4 bonus to attack rolls with no shield or Dexterity bonuses allowed.
Different types of weapons affect the ascomoid differently. Piercing weapons, such as spears, score double damage. Shorter stabbing weapons do damage as if against a small-sized opponent. Blunt weapons do not harm ascomoids; slashes and cuts from edged weapons cause only 1 point of damage. An ascomoid saves against magical attacks, such as magic missiles, fireballs, and lightning, with a +4 bonus to the saving throw; damage is only 50% of normal. (Cold-based attacks are at normal probabilities and damage.) As these fungi have no minds by ordinary standards, all spells affecting the brain (*charm, ESP*, etc.), unless specific to plants, are useless.

### Gas Spore

At any distance greater than 10 feet, a gas spore is 90% likely to be mistaken for a beholder. Even at close ranges there is a 25% possibility that the creature is seen as a beholder, for a gas spore has a false central eye and rhizome growths atop it that strongly resemble the eye stalks of a beholder.

**Combat:** If the spore is struck for even 1 point of damage it explodes. Every creature within a 20-foot radius suffers 6d6 points of damage (3d6 if a saving throw vs. wands is successful).
If a gas spore makes contact with exposed flesh, the spore shoots tiny rhizomes into the living matter and grows through the victim's system within one round. The gas spore dies immediately. The victim must have a *cure disease* spell cast on him within 24 hours or die, sprouting 2d4 gas spores.

# Galeb Duhr

| | |
|---|---|
| **Climate/Terrain:** | Any mountain |
| **Frequency:** | Very rare |
| **Organization:** | Family |
| **Activity Cycle:** | Day |
| **Diet:** | Special |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Q (x3), X |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | -2 |
| **Movement:** | 6 |
| **Hit Dice:** | 8-10 |
| **THAC0:** | 8 HD: 13 |
| | 9-10 HD: 11 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 2-16, 3-18, or 4-24 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 20% |
| **Size:** | L (8'-12' tall) |
| **Morale:** | Fanatic (17) |
| **XP Value:** | 8 HD: 8,000 |
| | 9 HD: 9,000 |
| | 10 HD: 10,000 |

The galeb duhr is a curious boulder-like creature with appendages that act as hands and feet. These intelligent beings are very large and slow-moving. They live in rocky or mountainous areas where they can feel the earth power and control the rocks around them.
A typical galeb duhr is from 8 to 12 feet tall. When not moving it looks like part of the terrain it lives in.

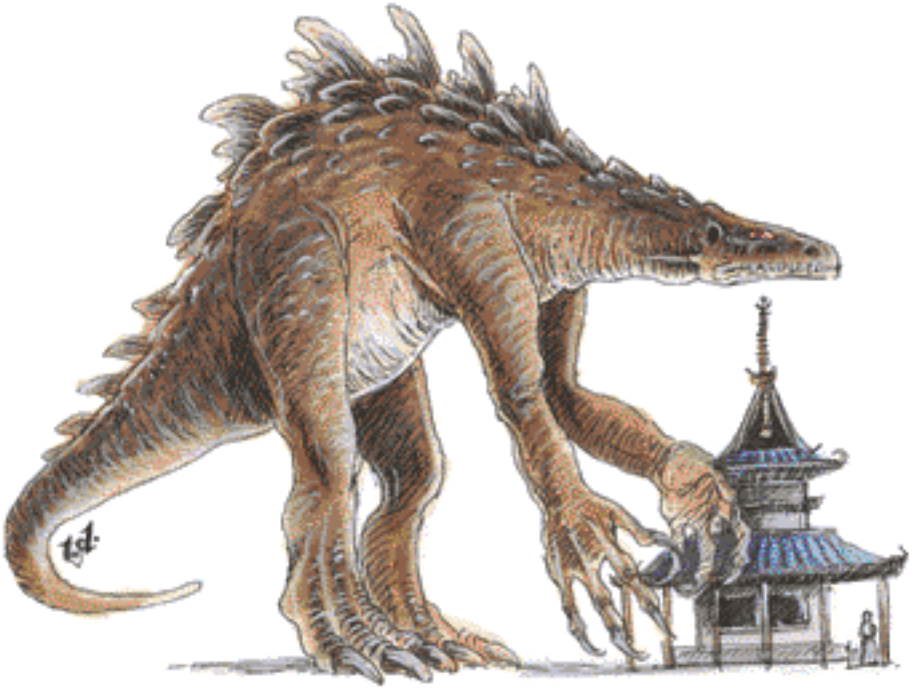
**Combat:** Galeb duhr are fairly solitary creatures, preferring to live with a few of their own kind, and

none of any other kind, including earth elementals. When approached, a galeb duhr is liable to avoid the encounter by disappearing into the ground. If chased or otherwise irritated, however, a galeb duhr does not hesitate to fight the intruder.
Galeb duhr can cast the following spells as 20th-level mages, once per day: *move earth*, *stone shape*, *passwall*, *transmute rock to mud*, and *wall of stone*. They can cast *stone shape* at will.
They can animate 1-2 boulders within 60 yards of them (AC 0; MV 3; HD 9; Dam 4d6) as a treant controls trees. Galeb duhr suffer double damage from cold-based attacks and save with a -4 penalty against these attacks. They are not harmed by lightning or normal fire, but suffer full damage from magical fire (though they save with a +4 bonus against fire attacks).

**Habitat/Society:** Galeb duhr, thought to be native to the elemental plane of Earth, are sometimes encountered in small family groups in mountainous regions of the Prime Material plane.
It is not known how (or whether) galeb duhr reproduce, but "young" galeb duhr have occasionally been reported -- those specimens encountered being a smaller size than normal.
While galeb duhr seem to have no visible culture above ground, they are known to collect gems, which they find through their passwall ability. They sometimes have small magical items in their possession, evidently taken from those who attacked them to take their gems.
The “music” of the galeb duhr often provides the first evidence that these creatures are near -- and usually the only evidence, as the unsociable galeb duhr are quick to pass into the ground when they feel the vibrations of approaching visitors.
Sitting together in groups, the galeb duhr harmonize their gravelly voices into eldritch tunes; some sages speculate that these melodies can cause or prevent earthquakes. Others argue that the low rumbling produced by these creatures is a form of warning to others in the group, but there is no conclusive evidence either way.

**Ecology:** Galeb duhr have no natural enemies, other than those who crave the gems they collect. Galeb duhr eat rock, preferring granite to other types, and disdaining any sedimentary type. The rocks they eat become part of the huge creatures; such a meal need take place only once every two or three months.
Besides the gems that they carry with them, galeb duhr are likely to know where many other gems are, as well as veins of precious metals, such as gold, silver, and platinum, though galeb duhr seem to have no interest in these minerals for themselves. A few powerful mages have been able to bargain with the galeb duhr for this information. This is a difficult agreement to consummate, for the galeb duhr are valiant fighters, and usually have no difficulty in escaping from any harm if they are inclined to do so. Further, the galeb duhr are territorial, and would be irritated at any attempt to make use of this knowledge in their vicinity.
In some strange way, galeb duhr feel responsible for the smaller rocks and boulders around them, in much the same way that a treant feels responsible for trees in its neighborhood. A traveler who disturbs the area near a galeb duhr does so at his own peril.

# Gargantua



| | Reptilian Gargantua | Humanoid Gargantua | Insectoid Gargantua |
|---|---|---|---|
| **Climate/Terrain:** | Tropical and subtropical islands | Tropical and subtropical islands, jungles, and mountains | Tropical, subtropical, and temperate mountains |
| **Frequency:** | Rare | Very rare | Rare |
| **Organization:** | Solitary or mated pair | Solitary or mated pair | Solitary or mated pair |
| **Activity Cycle:** | Night | Any | Any |
| **Diet:** | Special | Omnivore | Omnivore |
| **Intelligence:** | Low (5-7) | Low (5-7) | Low (5-7) |
| **Treasure:** | Nil | Nil | Nil |
| **Alignment:** | Chaotic neutral | Chaotic neutral | Chaotic neutral |
| **No. Appearing:** | 1-2 | 1-2 | 1-3 |
| **Armor Class:** | 2 | 4 | 6 |
| **Movement:** | 18, Sw 12 | 21 | 6, Fl 36 (E) |
| **Hit Dice:** | 50 | 35 | 20-30 |
| **THAC0:** | 5 | 5 | 5 |
| **No. of Attacks:** | 3 | 2 | 1 |

| | | | |
|---|---|---|---|
| **Damage/Attack:** | 3-30/3-30/6-60 | 4-40/4-40 | 3-30 |
| **Special Attacks:** | See below | Trample | See below |
| **Special Defenses:** | Regeneration | Regeneration | Regeneration |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | G (100'-200' tall) | G (80'-100' tall) | G (60' long) |
| **Morale:** | Elite (14) | Elite (14) | Elite (13) |
| **XP Value:** | 43,000 | 28,000 | 20 HD: 14,000<br>30 HD: 24,000 |

Gargantua are truly monstrous species, both in size and ferocity. Whether they are throwbacks to another age, aberrations of natural processes, or results of crazed magical experiments is unknown.
Gargantua appear in many different forms, but most resemble gigantic humanoids, insects, and reptiles. Of these three types, the most common is also the largest and most dangerous: the reptilian gargantua.
The reptilian gargantua is so immense that it dwarfs virtually all of the world's creatures. Some reptilian gargantua move on all fours. Most, however, are bipedal, supported by two massive legs rivaling the width of the largest tree trunks. The creature's body is thick and bulky. Rocky scales -- usually dark green with black accents -- cover it from head to toe. Its smooth belly is a lighter shade of green. Certain rare types have mottled scales in shades of brown, gray, and yellow.
Its hands are almost human, though each of its four, long fingers ends in a hooked claw. Its feet are flat and broad, with webbed toes. The toes also end in hooked claws, but they're shorter and thicker than those on its fingers. A bony ridge stretches from the base of its neck, down along its spine, and extending the length of its immense tail.
The head of the reptilian gargantua is somewhat small in proportion to its body. It has two glaring eyes, usually gold or bright red. Its nostrils are flush with its head, and its ears are twin triangular projections resembling tiny wings. Its mouth is a wide slash that nearly bisects its entire head and is lined with rows of long fangs.
The reptilian gargantua cannot speak, but it emits deafening roars that sound like the trumpeting of a bull elephant amplified a thousandfold. It can breathe both air and water.

**Combat:** Although it has some degree of intelligence, the actions of the reptilian gargantua -- along with the actions of most gargantua -- are those of mindless brutes bent on destruction for destruction's sake. It attacks with sweeping rakes of its front claws and lunging bites from its powerful jaws. If moving upright, it can trample victims for 10-100 (10d10) hit points of damage. It continually sweeps the ground it with its massive tail, swinging 90 feet behind it and to each side. Any creature within range of the tail must make a successful saving throw vs. death or suffer 8-80 (8d10) hit points of damage.
A rampaging reptilian gargantua is all but oblivious to its surroundings, crushing everything -- and everyone -- in its path. The ground trembles under its weight when it walks. Since quaking earth always foreshadows its appearance, it never can surprise its prey. When swimming, a reptilian gargantua is similarly handicapped, as its appearance is always preceded by swirling waters or crashing waves. Additionally, its immense size makes it easy to spot from a distance. Furthermore, the squealing roars that accompany its every action make it virtually impossible to ignore.
The reptilian gargantua's tough hide gives it an Armor Class of 2, forming a strong defense against most physical attacks. When it does suffer damage, the creature can regenerate 4 hit points per round.

Fortunately, reptilian gargantua seldom bother humans. But their memories are long, and their appetite for revenge is nearly limitless. Humans who attack reptilian gargantua, disturb their lairs, or otherwise provoke the creatures will find themselves relentlessly pursued -- even it means the gargantua must cross thousands of miles of ocean. This creature's hunger for revenge is seldom satisfied until it has thoroughly ravaged its attackers' villages. Sometimes, entire provinces will be laid to ruin.
The surest way to provoke the wrath of a reptilian gargantua is to threaten its offspring. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range.
In spite of their reputation as mindless destroyers, reptilian gargantua actually possess a simple empathy that enables them to sense the emotions and desires of others, albeit on a primitive level. They seem to instinctively know which creatures bear them ill will, and direct their attacks accordingly.

**Habitat/Society:** A few reptilian guargantua make their home on the floors of subtropical oceans. Most, however, live on remote tropical islands, far from civilized lands. Such islands are scattered throughout the oceans of Kara-Tur, with most of them uncharted. The most notable exception is the Isle of Gargantua, one of the Outer Isles off the southwestern tip of Wa. This island is inhabited entirely by gargantua of various types.
Explorers in the arctic regions of Kara-Tur once found a maturing reptilian gargantua frozen in a block of ice. The explorers built a massive sled to haul their discovery back to civilization. The ice began to thaw en route, reviving the creature. The gargantua shattered the melting ice block, crushed his captors, and lumbered into the mountains.
Any grotto or cave that provides shelter, privacy, and sufficient room to house a reptilian gargantua can serve as its lair. Fiercely territorial, a reptilian gargantua and its family usually claim an area of several square miles as their personal property, defending it against
any and all intruders. Since their eyes are sensitive to bright light, the creatures spend most of the day sleeping in their lairs, becoming active at night to search for food and patrol their territory. Their thunderous roars make their presence known to all. Reptilian gargantua do not collect treasure or any other items.
Reptilian gargantua live several hundred years. They choose mates within a few years of reaching maturity, and remain with them for the rest of their lives. A female reptilian gargantua gives birth to a single offspring once per century. The birth of a reptilian gargantua is marked by shattering thunderstorms that rock the skies over the territory of its parents for 101 days.
An immature reptilian gargantua stands about 20-40 feet tall. It also has 10 HD (THAC0 11) and a movement rate of 12 (Sw 9). A youngling's claws inflict 1-10 hit points of damage each, and its bite inflicts 2-24 (2d12) hit points of damage. Its tail -- not nearly as formidable as an adult's -- sweeps the ground in an arch reaching 20 feet behind and to both sides, inflicting 3-18 (3d6) points of damage to all victims who fail their save vs. death.

**Ecology:** The reptilian gargantua is an omnivore. It primarily eats plants, swallowing whole trees in a single gulp. But it also enjoys living prey of all varieties. It can even dine on minerals, gems, and other inorganic substances in times of scarce vegetation and game.
Reptilian gargantua shun the company of other creatures. They especially dislike other types of gargantua, which sometimes compete with their reptilian cousins for the same territory.
Reptilian gargantua have two properties useful to humans:
The petal of any flower that grows in the footprint of a reptilian gargantua can serve as a component for a *potion of growth*. Such a flower must grow naturally in the footprint; it cannot have been planted there by

a human or other intelligent being.
As noted above, thunderstorms occur when a reptilian gargantua is born. If a dead creature of any kind is struck by a lightning bolt from such a storm, the bolt acts as *resurrection* spell.

### Humanoid Gargantua

Humanoid gargantua are the least intelligent type. They resemble gigantic humans, somewhat anthropoid facially, with stooped shoulders, long arms, and jutting jaws. Long, greasy hair dangles about their shoulders, though a few humanoid gargantua are completely bald. They stand 80 to 100 feet tall and are sometimes covered with black, brown, or golden fur. Their skin color ranges from pale pink to dull yellow to deep black. They have blunt noses, huge ears, and bright eyes, which are usually brown or red. Single-eyed humanoid gargantua also are rumored to exist.
Humanoid gargantua have no language of their own, but because of their strong empathy with humans, they are able to comprehend short phrases of human languages 25% of the time. The movements and other actions of humanoid gargantua are typically accompanied by thunderous bellowing and grunting.
The creature attacks with its two fists for 4-40 (3d10) hit points of damage each. It seldom uses weapons or tools, since its blunt fingers manipulate these objects with difficulty. However, reports exist of humanoid gargantua wielding trees like clubs. The creatures also can make trampling attacks on anyone (or anything) who comes underfoot, causing 10-100 (10d10) points of damage. Humanoid gargantua regenerate hit points at the rate of 4 per round.
Like reptilian gargantua, humanoid gargantua possess a simple empathy that enables them to sense the basic emotions and desires of others. Unless hungry, they tend to avoid creatures who intend them no harm, while actively seeking out and pursuing those with hostile intentions.
Humanoid gargantua live in valleys, in suitably sized caves in remote, jagged mountains, or on their own islands, far from civilized regions. They collect no treasure, spending most of their time eating and sleeping.
They live for several centuries, and mate for life. Once every hundred years or so, a female humanoid gargantua gives birth to 1-2 offspring. An immature humanoid gargantua is about 20-30 feet tall. It has 8 HD (THAC0 13) and a movement rate of 15. Its fists inflict 1-10 points of damage each. It cannot make trampling attacks.
These monsters peacefully coexist with other creatures in their environment, but humanoid gargantua compete fiercely with rival gargantua, and violent conflicts often result. Many such conflicts continue until one of the gargantua is dead.
Humanoid gargantua eat all types of game and vegetation, preferring deer, bears, horses, and similar game.

### Insectoid Gargantua

Adult insectoid gargantua resemble immense moths. Their bodies are covered with fine fur, usually gray or black, and their wings bear colorful patterns in brilliant blue, red, yellow, and green. Their movements and other actions are accompanied by a piercing screech that sounds like a warning siren.
The insectoid gargantua begins life as a gigantic egg, which hatches to reveal a gigantic larva. This larval form has 20 HD. As a larva, the insectoid gargantua can shoot a strand of cocoon silk to a range of 60 feet. This silk is exceptionally strong and sticky, adhering to whatever it hits. With this silken strand, the larva can entangle and immobilize victims. A strand can be severed in three ways: with 20 points of damage from an edged weapon, a successful "bend bars/lift gates" roll, or by monsters of 10 HD or more.
The larval insectoid gargantua grows at a phenomenal rate, increasing 1 HD per week. Upon attaining 25 HD, the larva spins a cocoon and enters the pupal stage. It remains a pupa for 2-8 (2d4) weeks, finally

emerging as an immense moth with 30 HD. In this form, the creature can no longer spin silk. However, by flapping its wings, it can create a huge windstorm, 60 feet wide and extending 240 feet ahead. To remain safe, everyone and everything within the path of the storm must be solidly anchored (e.g., tied to a boulder). Unanchored victims must make a saving throw vs. death with a -4 penalty. Those who fail their saving throw are blown back 10 to 40 feet, suffering 1d6 hit points of damage for every 10 feet blown.

Insectoid gargantua establish lairs in the valleys and caverns of warm, mountainous regions. They live for several hundred years. Females lay a single egg every decade, but there is only a 20% chance that any given egg is fertile.

These mothlike creatures eat all types of game and vegetation. They prefer mulberry trees, and in just a few hours, a hungry insectoid gargantua can consume an entire grove of them.

The silk of insectoid gargantua larvae can be woven into cloth from which magical robes are created.

# Gargoyle

| | Gargoyle | Margoyle |
|---|---|---|
| **Climate/Terrain:** | Any land, subterranean, ocean | |
| **Frequency:** | Uncommon | Rare |
| **Organization:** | Tribe | Tribe |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Low (5-7) | Low (5-7) |
| **Treasure:** | M x 10 (C) | Q (C) |
| **Alignment:** | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 2-16 | 2-8 |
| **Armor Class:** | 5 | 2 |
| **Movement:** | 9, Fl 15 (C) | 6, Fl 12 (C) |
| **Hit Dice:** | 4+4 | 6 |
| **THAC0:** | 15 | 15 |
| **No. of Attacks:** | 4 | 4 |
| **Damage/Attack:** | 1-3/1-3/1-6/1-4 | 1-6/1-6/2-8/2-8 |

| | | |
|---|---|---|
| **Special Attacks:** | Nil | See below |
| **Special Defenses:** | +1 or better weapon to hit | +1 or better weapon to hit |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (6' tall) | M (6' tall) |
| **Morale:** | Steady (11) | Elite (13) |
| **XP Value:** | 420 | 975 |

These monsters are ferocious predators of a magical nature, typically found amid ruins or dwelling in underground caverns. They have their own guttural language.

**Combat:** Gargoyles attack anything they detect, regardless of whether it is good or evil, 90% of the time. They love best to torture prey to death when it is helpless.
These winged creatures are excellent fighters with four attacks per round. Their claw/claw/bite/horn combination can inflict up to 16 points of damage, while their naturally tough hide protects them from victim's attacks.
Gargoyles favor two types of attack: surprise and swooping. Counting on their appearance as sculptures of some sort, gargoyles sit motionless around the rooftop of a building, waiting for prey to approach. Alternatively, a gargoyle may pose in a fountain, or a pair of the horrid beasts sit on either side of a doorway. When the victim is close enough, the gargoyles suddenly strike out, attempting only to injure the victim rather than to kill it all at once. (To a gargoyle, inflicting a slow, painful death is best.)
When on the move, gargoyles sometimes use a "swoop" attack, dropping down suddenly from the sky to make their attacks in an aerial ambush. In this case, they can make either two claw attacks or one horn attack. To make all four of their attacks, they must land.

**Habitat/Society:** Gargoyles live in small groups with others of their kind, interested in little more than finding other creatures to hurt. Smaller animals are scarcely worth the trouble to these hideous monsters, who prefer to attack humans or other intelligent creatures.
Gargoyles often collect treasure from human victims. Individuals usually have a handful of gold pieces among them, with the bulk of their treasure hidden carefully at their lair, usually buried or under a large stone.

**Ecology:** Originally, gargoyles were carved roof spouts, representing grotesque human and animal figures. They were designed in such a way that water flowing down gutters would be thrown away from the wall, so as to prevent stains and erosion. Later, some unknown mage used a powerful enchantment to bring these horrid sculptures to life. The race of gargoyles has flourished, spreading throughout the world.
Gargoyles do not need to eat or drink, so they can stand motionless for as long as they wish almost anywhere. The damage they do to other creatures is not for sustenance, but only for their distorted sense of pleasure.
Because they are fairly intelligent and evil, they will sometimes serve an evil master of some sort. In this case, the gargoyles usually act as guards or messengers; besides some gold or a few gems, their unsavory payment is the enjoyment they get from attacking unwanted visitors.
The horn of the gargoyle is the more common active ingredient for a *potion of invulnerability* and can

also be used in a *potion of flying*.

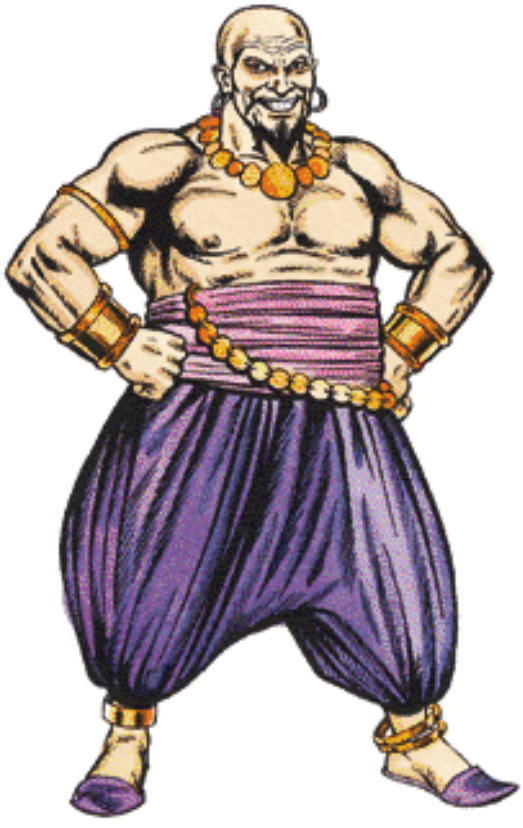
### Kapoacinth

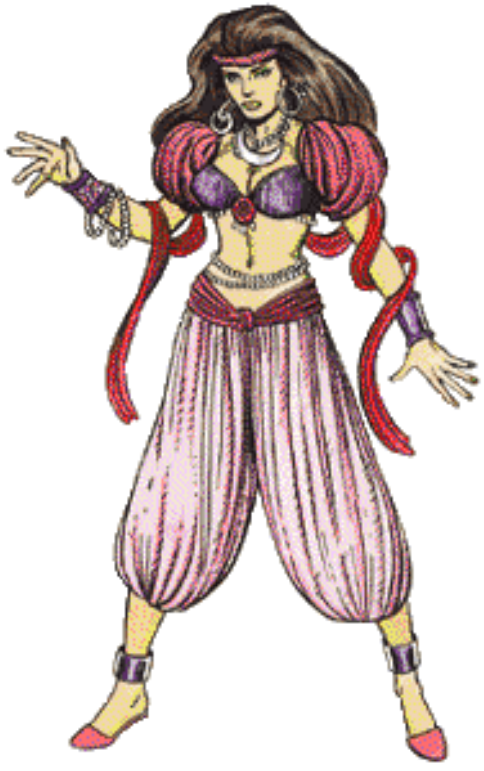
This creature is a marine variety of gargoyle that uses its wings to swim as fast as the land-dwelling gargoyle flies. Kapoacinth conform in all respects to a normal gargoyle. They dwell in relatively shallow waters, lairing in undersea caves.
Like gargoyles, kapoacinth are eager to cause pain to others, and mermen, sea elves, and human visitors are all equally qualified candidates for this.

### Margoyle

Margoyles are a more horrid form of gargoyle. They are found mainly in caves and caverns. Their skin is so like stone that they are only 20% likely to be seen when against it. They attack with two claws, a pair of horns, and a bite. They speak their own language and that of gargoyles. They are 20% likely to be found with the latter, either as leaders or masters.

# Genie





| | Djinni | Dao | Efreeti | Marid | Jann |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Air | Earth | Fire | Water | Any land |
| **Frequency:** | Very rare | Rare | Very rare | Very rare | Very rare |
| **Organization:** | Caliphate | Khanate | Sultanate | Padishate | Amirate |
| **Activity Cycle:** | Day | Day | Day | Day | Day |
| **Diet:** | Omnivore | Omnivore | Omnivore | Omnivore | Omnivore |
| **Intelligence:** | Average to highly (8-14) | Low to very (5-12) | Very (11-12) | High to genius (13-18) | Very to exceptional (11-16) |
| **Treasure:** | Nil | Nil | Nil | Nil | Nil |
| **Alignment:** | Chaotic good | Neutral evil | Neutral (lawful evil) | Chaotic neutral | Neutral (good) |
| **No. Appearing:** | 1 | 1 | 1 | 1 | 1-2 |
| **Armor Class:** | 4 | 3 | 2 | 0 | 2 (5) |
| **Movement:** | 9, Fl 24 (A) | 9, Fl 15 (B), Br 6 | 9, Fl 24 (B) | 9, Fl 15 (B), Sw 24 | 12, Fl 30 (A) |
| **Hit Dice:** | 7+3 | 8+3 | 10 | 13 | 6+2 |
| **THAC0:** | 13 | 11 | 11 | 7 | 15 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | 2-16 (2d8) | 3-18 (3d6) | 3-24 (3d8) | 4-32 (4d8) | 1-8 + Strength bonus or by weapon + Strength bonus |

| | | | | | |
|---|---|---|---|---|---|
| **Special Attacks:** | See below | See below | See below | See below | See below |
| **Special Defenses:** | See below | See below | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | Nil | 25% | 20% |
| **Size:** | L (10 ½' tall) | L (8'-11' tall) | L (12' tall) | H (18' tall) | M (6'-7' tall) |
| **Morale:** | Elite (13-14) | Champion (15-16) | Champion (15-16) | Champion (16) | Champion (15) |
| **XP Value:** | 5,000<br>Noble: 11,000 | 5,000 | 8,000 | 16,000 | 3,000<br>(+1,000 per added Hit Die) |

Genies come from the elemental planes. There, among their own kind, they are have their own societies. Genies are sometimes encountered on the Prime Material plane and are often summoned specifically to perform some service for a powerful wizard or priest. All genies can travel to any of the elemental planes, as well as the Prime Material and Astral planes. Genies speak their own tongue and that of any intelligent beings they meet through a limited form of telepathy.

### Djinni

The djinn are genies from the elemental plane of Air. It should be noted that "djinn" is the plural form of their name, while "djinni" is the singular.

**Combat:** The djinn's magical nature enables them to do any of the following once per day: *create nutritious food* for 2d6 persons and *create water* or *create wine* for 2d6 persons; *create soft goods* (up to 16 cubic feet) or *create wooden items* (up to 9 cubic feet) of a permanent nature; *create metal,* up to 100 pounds weight with a short life span (the harder the metal the less time it lasts; gold has about a 24 hour existence while djinni steel lasts only one hour); *create illusion* as a 20th-level wizard with both visible and audible components, which last without concentration until touched or magically dispelled; use *invisibility, gaseous form,* or *wind walk.*

Once per day, the genie can create a whirlwind, which the it can ride or even direct at will from a distance. The whirlwind is a cone-shaped spiral, measuring up to 10 feet across at its base, 40 feet across at the top, and up to 70 feet in height (the djinni chooses the dimensions). Its maximum speed is 18, with maneuverability class A. The whirlwind's base must touch water or a solid surface, or it will dissolve. It takes a full turn for the whirlwind to form or dissolve. During that time, the whirlwind inflicts no damage and has no other effect. The whirlwind lasts as long as the djinni concentrates on it, moving at the creature's whim.

If the whirlwind strikes a non-aerial creature with fewer than 2 Hit Dice, the creature must make a saving throw vs. breath weapon for each round of contact with the whirlwind, or be swept off its feet, battered, and killed. Hardier beings, as well as aerial or airborne creatures, take 2d6 points of damage per round of contact with the whirlwind.

A djinni can ride its whirlwind and even take along passengers, who (like the djinni) suffer no damage from the buffeting winds. The whirlwind can carry the genie and up to six man-sized or three genie-sized companions.

Airborne creatures or attacks receive a -1 penalty to attack and damage rolls against a djinni, who also receives a +4 bonus to saving throws against gas attacks and air-based spells.

Djinn are nearly impossible to capture by physical means; a djinni who is overmatched in combat usually takes to flight and uses its whirlwind to buffet those who follow. Genies are openly contemptuous of those life forms that need wings or artificial means to fly and use *illusion* and *invisibility* against such enemies. Thus, the capture and enslavement of djinn is better resolved by the DM on a case-by-case basis. It is worth noting, however, that a good master will typically encourage a djinni to additional effort and higher performance, while a demanding and cruel master encourages the opposite.
Djinn are able to carry up to 600 pounds, on foot or flying, without tiring. They can carry double that for a short time: three turns if on foot, or one turn if flying. For each 100 pounds below the maximum, add one turn to the time a djinni may walk or fly before tiring. A fatigued djinni must rest for an hour before performing any additional strenuous activity.

**Habitat/Society:** The djinn's native land is the elemental plane of Air, where they live on floating islands of earth and rock, anywhere from 1,000 yards to several miles across. They are crammed with buildings, courtyards, gardens, fountains, and sculptures made of elemental flames. In a typical djinn landhold there are 3dl0 djinn of various ages and powers, as well as 1d10 jann and 1d10 elemental creatures of low intelligence. All are ruled by the local sheik, a djinn of maximum hit points.
The social structure of Djinn society is based on rule by a caliph, served by various nobles and officials (viziers, beys, emirs, sheiks, sheriffs, and maliks). A caliph rules all the djinn estates within two days' travel, and is advised by six viziers who help maintain the balance of the landholdings.
If a landhold is attacked by a large force, a messenger (usually the youngest djinni) is sent to the next landhold, which sends aid and dispatches two more messengers to warn the next landholds; in this fashion the entire nation is warned.

### Noble Djinn

Some djinn (1%) are "noble" and are able to grant three *wishes* to their masters. Noble djinn perform no other services and, upon granting the third *wish* are freed of their servitude. Noble djinn are as strong as efreet, with 10 Hit Dice. They strike for 3d8 points of damage, and the whirlwinds they create cause 3d6 hit points of damage.

### Dao

A dao is a genie from the elemental plane of Earth. While they are generally found on that plane (though even there they are uncommon), the dao love to come to the Prime Material plane to work evil. Dao speak all of the languages of the genies, as well as Common and the tongue of earth elementals.

**Combat:** The dao's magical abilities enable them to use any of the following magical powers, one at a time, once each per day: *change self, detect good, detect magic, gaseous form, invisibility, misdirection, passwall, spectral force,* and *wall of stone.* They can also fulfill another's *limited wish* (in a perverse way) once each day. Dao can use *rock to mud* three times per day and *dig* six times per day. Dao perform all magic as 18th-level spellcasters.
A dao can carry up to 500 pounds without tiring. Double weight will cause tiring in three turns, but for every 100 pounds of weight under 1,000, the dao may add one turn to the duration of its carrying ability. After tiring, a dao must rest for one hour. Dao can move through earth (not worked stone) at a burrowing speed of 6. They cannot take living beings with them, but can safely carry inanimate objects.
Dao are not harmed by earth-related spells, but holy water has twice its normal effect upon these monsters.

**Habitat/Society:** The dao dwell in the Great Dismal Delve on their own plane and in deep caves, caverns, or cysts on the Prime Material plane. Dao settle pockets of elemental matter on their own plane, bending those

pockets to their will and desire. A dao mazework contains 4d10 dao, as well as 8d10 elemental and non-elemental slaves. Each mazework is ruled by an ataman or hetman who is advised by a seneschal. The loyalty of a mazework's ataman to the Great Dismal Delve is always questionable, but the seneschals are chosen by the khan of the dao, and their loyalty is to him alone.
The khan of the dao lives at the center of the great mazework called the Great Dismal Delve. The land within the delve is said to be larger than most Prime Material continents. The Great Dismal Delve is linked to all manner of elemental pockets, so the khan can call forth whatever powers he needs. The population of dao in the delve is unknown, as is the number of slaves that constantly work the tunnels and clear away damage caused by the quakes which frequently shake it.
Dao dislike servitude as much as efreet and are even more prone to malice and revenge than their fiery counterparts.

**Ecology:** The dao manage a thriving business of trade, driven by a desire for more power and access to precious gems. High on their list of hatreds are most other genies (except efreet, with whom they trade worked metals for minerals). They also have little use for other elemental creatures; the dao value these only if they can exploit them in some fashion.

## Efreet

The efreet (singular: efreeti) are genies from the elemental plane of Fire. They are enemies of the djinn and attack them whenever they are encountered. A properly summoned or captured efreeti can be forced to serve for a maximum of 1,001 days, or it can be made to fulfill three *wishes.* Efreet are not willing servants and seek to pervert the intent of their masters by adhering to the letter of their commands.
The efreet are said to be made of basalt, bronze, and solid flames. They are massive, solid creatures.

**Combat:** An efreeti is able to do the following once per day: grant up to three *wishes;* use *invisibility, gaseous form, detect magic, enlarge, polymorph self,* and *wall of fire*; create an *illusion* with both visual and audio components which will last without concentration until magically dispelled or touched. An efreeti can also produce flame or use *pyrotechnics* at will. Efreet are immune to normal fire-based attacks, and even an attack with magical fire suffers a -1 penalty on all attack and damage rolls.
Efreet can carry up to 750 pounds on foot or flying, without tiring. They can also carry double weight for a limited time: three turns on foot or one turn aloft. For each 150 pounds of weight under 1500, add one turn to either walking or flying time permitted. After tiring, the efreeti must rest for one hour.

**Habitat/Society:** Efreet are infamous for their hatred of servitude, desire for revenge, cruel nature, and ability to beguile and mislead. The efreet's primary home is their great citadel, the fabled City of Brass, but there are many other efreet outposts throughout the plane of Fire.
An efreet outpost is a haven for 4dl0 efreet and is run as a military station to watch or harass others in the plane. These outposts are run by a malik or vali of maximum normal hit points. There is a 10% chance that the outpost is also providing a temporary home for 1d4 jann or 1d4 dao (the only other genies efreet tolerate). Outpost forces are usually directed against incursions from the elemental plane of Air, but they can be directed against any travelers deemed suitable for threats, robbery, and abuse.
Efreet are neutral, but tend toward organized evil. They are ruled by a grand sultan who makes his home in the City of Brass. He is advised by a variety of beys, amirs, and maliks concerning actions within the plane, and by six great pashas who deal with efreet business on the Prime Material plane.
The City of Brass is a huge citadel that is home to the majority of efreet. It hovers in the hot regions of the plane and is often bordered by seas of magma and lakes of glowing lava. The city sits upon a hemisphere of golden, glowing brass some 40 miles across. From the upper towers rise the minarets of the great bastion of

the Sultan's Palace. Vast riches are said to be in the palace of the sultan. The city has an efreet population that far outnumbers the great cities of the Prime Material plane. The sultan wields the might of a Greater Power, while many of his advisors are akin to Lesser Powers and Demi-Powers.

**Ecology:** Fire elementals tend to avoid the efreet, whom they feel are oppressive and opportunistic. Djinn hate them, and there have been numerous djinn-efreet clashes. Efreet view most other creatures either as enemies or servants, a view that does not endear them to other genies.

## Marid

The marids are said to be born of the ocean, having currents for muscles and pearls for teeth. These genies from the elemental plane of Water are the most powerful of all genies. They are also the most individualistic and chaotic of the elemental races, and only rarely deign to serve others.
On their own plane they are rare; marids travel so seldom to the Prime Material plane that many consider marids to be creatures of legend only.

**Combat:** Marids perform as 26th-level spellcasters, and can use any of the following magical powers, one at a time, twice each per day: *detect evil, detect good, detect invisibility, detect magic, invisibility, liquid form* (similar to *gaseous form*), *polymorph self,* and *purify water.* Marids can use any of the following up to seven times per day: *gaseous form, lower water, part water, wall of fog,* or *water breathing* (used on others, lasting up to one full day). Once per year a marid can use *alter reality.*
Marids can always *create water,* which they may direct in a powerful jet up to 60 yards long. Victims struck by the jet take 1d6 points of damage and must make a successful saving throw vs. breath weapon or be blinded for 1d6 rounds. Marids also have the innate ability to *water walk* (as the ring).
A marid can carry 1,000 pounds. Double weight causes tiring in three turns. For every 200 pounds under 2,000, add one turn to the time the marid can carry before tiring. A tired marid must rest for one hour.
Marids swim, breathe water, are at home at any depth, and have infravision. They are not harmed by water-based spells. Cold-based spells grant them a +2 bonus to saving throws and -2 to each die of damage. Fire inflicts +1 per die of damage, with saving throws at a -1 penalty. Steam does not harm them.

**Habitat/Society:** Marids live in a loose empire ruled by a padisha. Each marid lays some claim to royalty; they are all shahs, atabegs, beglerbegs, or mufti at the very least. There have often been several simultaneous "single true heirs" to the padisha's throne through the eons.
A marid household numbers 2d10 and is located around loosely grouped elemental pockets containing the necessities for marid life. Larger groups of marids gather for hunts and tournaments, where individual effort is heavily emphasized.
Marids are champion tale-tellers, although most of their tales emphasize their own prowess, and belittle others. When communicating with a marid, one must attempt to keep the conversation going without continual digression for one tale or another, while not offending the marid. Marids consider it a capital offense for a lesser being to offend a marid.
Marids are both fiercely independent and extremely egoistical. They are not easily forced to perform actions; even if convinced through flattery and bribery to obey, they often stray from their intended course to seek some other adventure that promises greater glory, or to instruct lesser creatures on the glories of the marids. Most mages skilled in summoning and conjuration consider marids to be more trouble than they are worth, which accounts for the great lack of items of marid control (as opposed to those affecting efreet and djinn). Marids can travel the Ethereal plane, in addition to those planes to which all genies can travel.

**Ecology:** Marids tolerate their genie relatives, putting up with jann and djinn like poor cousins, while they

have an aversion to efreet and dao. Their attitude toward the rest of the world is similar; most creatures from other planes are considered lesser beings, not fit to be bothered with unless one lands in the feast hall at an inopportune time.

## Janni

The jann are the weakest of the elemental humanoids known collectively as genies. Jann are formed out of all four elements and must therefore spend most of their time on the Prime Material plane. In addition to speaking Common and all the languages of genies, jann can speak with animals.

**Combat:** Jann often wear chain mail armor (60% chance), giving them an effective AC of 2. They typically use great scimitars which inflict 2d8 damage to small and medium creatures, and 4d4 points of damage to larger opponents. They also use composite long bows. Male jann have exceptional Strength scores; roll percentile dice for their Strengths. For female jann, roll percentile dice and subtract 50; anything above 0 indicates percentage Strength equal to that number, while anything below indicates 18 Strength.
Jann can use one the following magical powers each round: *enlarge* or *reduce,* twice each per day; *invisibility* three times per day; *create food and water* once per day as a 7th-level priest; and *etherealness* (as the armor) once per day for a maximum of one hour. Jann perform at 12th-level ability, except as noted.

**Habitat/Society:** Jann favor forlorn deserts and hidden oases, where they have both privacy and safety. Jann society is very open, and males and females are regarded as equals. A tribe is made up of ld20+10 individuals and is ruled by a sheik and one or two viziers. Exceptionally powerful sheiks are given the title of amir, and in times of need they gather and command large forces of jann (and sometimes allied humans).
Many jann tribes are nomadic, traveling with flocks of camels, goats, or sheep from oasis to oasis. These itinerant jann appear human in every respect, and are often mistaken for them, unless they are attacked. Jann are strong and courageous, and they do not take kindly to insult or injury. The territory of a jann tribe can extend hundreds of miles in any direction.
While traveling, male jann live in large, colorful tents with their wives and married male children, and their families. Married daughters move away to live with their new husbands. When a family eventually grows large enough that it can no longer reside comfortably in the tent, a new tent is built, and a son takes his wife and family with him to this new dwelling. At permanent oases, the jann live not only in tents, but also in elegantly styled structures built from materials brought from any of the elemental planes.
Jann are able to dwell in air, earth, fire, or water environments for up to 48 hours. This includes the elemental planes, to which any janni can travel, even taking up to six individuals along if those others hold hands in a circle with the janni. Failure to return to the Prime Material plane within 48 hours inflicts 1 point of damage per additional hour on the jann, until the jann dies or returns to the Prime Material plane. Travel to another elemental plane is possible, without damage, providing at least two days are spent on the Prime Material plane immediately prior to the travel.

**Ecology:** Jann are suspicious of humans, dislike demihumans, and detest humanoids. Jann accept djinn, but shun dao, efreet, and marids. They sometimes befriend humans or work with them for a desired reward, like potent magical items.
One ethic the jann share with other nomads is the cultural demand for treating guests with honor and respect. Innocent visitors (including humans) are treated hospitably during their stay, but some day might be expected to return the favor.

**Jann Leaders:** Jann leaders have 17-18 Intelligence, and 10% have 19 Strength. Sheiks have up to 8 Hit Dice, amirs up to 9. Viziers have 17-20 Intelligence and the following magical powers, each usable three

times per day at 12th-level spellcasting ability: *augury*, *detect magic*, and *divination.*

# Ghost

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | None |
| **Intelligence:** | Highly (13-14) |
| **Treasure:** | E, S |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 or 8 (see below) |
| **Movement:** | 9 |
| **Hit Dice:** | 10 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | Age 10-40 years |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (5'-6' tall) |
| **Morale:** | Special |
| **XP Value:** | 7,000 |

Ghosts are the spirits of humans who were either so greatly evil in life or whose deaths were so unusually emotional they have been cursed with the gift of undead status. Thus, they roam about at night or in places of darkness. These spirits hate goodness and life, hungering to draw the living essences from the living.

**Combat:** As ghosts are non-corporeal (ethereal), they are usually encountered only by creatures in a like state, although they can be seen by non-ethereal creatures. The supernatural power of a ghost is such, however, that the mere sight of one causes any humanoid being to age 10 years and flee in panic for 2-12 (2d6) turns unless a saving throw versus spell is made. Priests above 6th level are immune to this effect, and all other humanoids above 8th level may add +2 to their saving throws.

Any creatures within 60 yards of a ghost is subject to attack by *magic jar*. If the ghost fails to *magic jar* its chosen victim, it will then semi-materialize in order to attack by touch (in which case the ghost is Armor Class 0). Semi-materialized ghosts can be struck only by silver (half damage) or magical weapons (full damage). If they strike an opponent it ages him 10-40 (1d4x10) years. Note that ghosts can be attacked with spells only by creatures who are in an ethereal state. Any human or demi-human killed by a ghost is drained of its life essence and is forever dead.
If the ghost fails to become semi-material it can only be combatted by another in the Ethereal plane (in which case the ghost has an Armor Class of 8).
Ghosts can be turned by clerics after reaching 7th level and can be damaged by holy water while in their semi-material form.

**Habitat/Society:** In most cases, a ghost is confined to a small physical area, which the ghost haunts. Those who have heard stories of a haunted area can thus attempt to avoid it for their own safety.
A ghost often has a specific purpose in its haunting, sometimes trying to "get even" for something that happened during the ghost's life. Thus a woman who was jilted by a lover, and then committed suicide, might become a ghost and haunt the couple's secret trysting place. Similarly, a man who failed at business might appear each night at his storefront or, perhaps, at that of a former competitor.
Another common reason for an individual to become a ghost is the denial of a proper burial. A ghost might inhabit the area near its body, waiting for a passerby to promise to bury the remains. The ghost, in its resentment toward all life, becomes an evil creature intent on destruction and suffering.
In rare circumstances, more than one ghost will haunt the same location. The classic example of this is the haunted ship, a vessel lost at sea, now ethereal and crewed entirely by ghosts. These ships are most often encountered in the presence of St. Elmo's fire, an electrical discharge that causes mysterious lights to appear in the rigging of a ship.
In many cases, a ghost can be overcome by those who might be no match for it in combat simply by setting right whatever events led to the attainment of the ghost's undead status. For example, a young woman who was betrayed and murdered by someone who pretended to love her might be freed from her curse if the cad were humiliated and ruined. In many cases, however, a ghost's revenge will be far more demanding, often ending in the death of the offender.

**Ecology:** The dreadful fear caused by the ghost, which ages a victim 10 years, is not well understood by the common man, who often ascribes it to the fact that a ghost is "dead." If this were the case, then certainly skeletons and zombies would have the same effect, which they do not.
Common folklore further confuses this fact by relating details of the ghost's physical form: the classic example of which is the headless horseman, thought by many to be particularly frightening simply because he had no head. Under this belief, one could face a ghost if only one had the courage to stand up to him. Such a mistaken impression has cost many lives over the years. Actually, the fear is caused by the supernatural power of the ghost, and has nothing whatsoever to do with courage.

# Ghoul

| | Ghoul | Lacedon | Ghast |
|---|---|---|---|
| **Climate/Terrain:** | Any land | Any water | Any land |
| **Frequency:** | Uncommon | Very rare | Rare |
| **Organization:** | Pack | Pack | Pack |
| **Activity Cycle:** | Night | Night | Night |
| **Diet:** | Corpses | Corpses | Corpses |
| **Intelligence:** | Low (5-7) | Low (5-7) | Very (11- 12) |
| **Treasure:** | B, T | B, T | B, Q, R, S, T |
| **Alignment:** | Chaotic evil | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 2-24 (2d12) | 2-24(2d12)1-6 | 1-4 (with Ghoul packs) |
| **Armor Class:** | 6 | 6 | 4 |
| **Movement:** | 9 | Sw 9 | 15 |
| **Hit Dice:** | 2 | 2 | 4 |

| | | | |
|---|---|---|---|
| **THAC0:** | 19 | 19 | 17 |
| **No. of Attacks:** | 3 | 3 | 3 |
| **Damage/Attack:** | 1-3/1-3/1-6 | 1-3/1-3/1-6 | 1- 4/1-4/1-8 |
| **Special Attacks:** | Paralyzation | Paralyzation | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | M (5'-6' tall) | M (5'-6' tall) | M (5'-6' tall) |
| **Morale:** | Steady (11-12) | Steady (11-12) | Elite (13-14) |
| **XP Value:** | 175 | 175 | 650 |

Ghouls are undead creatures, once human, who now feed on the flesh of corpses. Although the change from human to ghoul has deranged and destroyed their minds, ghouls have a terrible cunning which enables them to hunt their prey most effectively.
Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

**Combat:** Ghouls attack by clawing with their filthy nails and biting with their fangs. Their touch causes humans (including dwarves, gnomes, half-elves, and halflings, but excluding elves) to become rigid unless a saving throw versus paralyzation is successful. This paralysis lasts for 3-8 (2+1d6) rounds or until negated by a priest.
Any human or demi-human (except elves) killed by a ghoulish attack will become a ghoul unless blessed (or blessed and then resurrected). Obviously, this is also avoided if the victim is devoured by the ghouls. Ghoul packs always attack without fear.
These creatures are subject to all attack forms except *sleep* and *charm* spells. They can be turned by priests of any level. The magic circle of *protection from evil* actually keeps ghouls completely at bay.

**Habitat/Society:**Ghouls and ghasts are most frequently encountered around graveyards, where they can find plenty of corpses on which to feed.

**Ecology:** Ghouls (and ghasts, as described later) delight in revolting and loathsome things -- from which we draw our adjectives "ghoulish" and "ghastly."

### Lacedon

The lacedon is a marine form of the ghoul. Lacedons are sometimes found near marine ghosts, particularly ghost ships. Lacedons are less common than ghouls because of the fewer corpses available for them to feed on, but they can often be found swarming around recent shipwrecks in rivers, lakes, and oceans.

### Ghast

These creatures are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When a pack of ghouls and ghasts attacks it will quickly become

evident that ghasts are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2.

Worse, the ghast shares the ghoulish ability to paralyzation, and their attack is so potent that it will even affect elves. Paralysis caused by a ghast lasts for 5-10 (4+1d6) rounds or until negated by a priest's *remove paralysis* spell.

Ghasts, like ghouls, are undead class and thus *sleep* and *charm* spells do not affect them. Though they can be struck by any sort of weapon, cold iron inflicts double normal damage. Clerics can turn them beginning at 2nd level. The circle of *protection from evil* does not keep them at bay unless it is used in conjunction with cold iron (such as a circle of powdered iron or an iron ring).

# Giant, Cloud

| | |
|---|---|
| **Climate/Terrain:** | Any mountains or magical cloud islands |
| **Frequency:** | Very rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | Average to very (8-12) |
| **Treasure:** | E, Q (x5) |
| **Alignment:** | Neutral (good 50%, evil 50%) |
| **No. Appearing:** | 1-10 |
| **Armor Class:** | 0 |
| **Movement:** | 15 |
| **Hit Dice:** | 16 + 2-7 hit points |
| **THAC0:** | 5 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10, or by weapon (6-24+11) |
| **Special Attacks:** | Hurling rocks for 2-24 |
| **Special Defenses:** | Surprised only on a 1 |
| **Magic Resistance:** | Nil |
| **Size:** | H (24' tall) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | 10,000 |
| Infant | Nil |
| Juvenile, -3 | 975 |
| Juvenile, -2 | 3,000 |
| Juvenile, -1 | 5,000 |
| Spell caster, 1st | 11,000 |
| Spell caster, 2nd | 11,000 |
| Spell caster, 3rd | 11,000 |

| | |
|---|---|
| Spell caster, 4th | 13,000 |

Cloud giants consider themselves above all other giants, save storm giants, whom they consider equals. They are creative, appreciate fine things, and are master strategists in battle.
Cloud giants have muscular human builds and handsome, well-defined features. The typical cloud giant is 24 feet tall and weighs 11,500 pounds. Female cloud giants can be 1 to 2 feet shorter and 1,000 to 2,000 pounds lighter. Cloud giants' skin ranges in color from a milky-white tinged with blue to a light sky blue. Their hair is silvery white or brass and their eyes are an iridescent blue. Cloud giants can live to be 400 years old.
A cloud giant's natural Armor Class is 0. Although they will wear no armor, these giants prize magical protection devices, and one in 20 will have such a device. Cloud giants dress in clothing made of the finest materials available and wear jewelry. Many of the giants consider their appearance an indication of their station; the more jewelry and the better the clothes, the more important the giant. Cloud giants also appreciate music, and the majority of giants are able to play one or more instruments (their favorite is the harp). Unlike most other giant races, cloud giants leave their treasure in their lairs, carrying with them only food, throwing rocks, 10-100 (10d10) coins, and a musical instrument.
Cloud giants speak their own tongue and the language of all other giants. In addition, 60% of all cloud giants speak common.

**Combat:** Cloud giants fight in well-organized units, using carefully developed battle plans. They prefer to fight from a position above their opponents. A favorite tactic is to circle the enemy, barraging them with rocks while the giants with magical abilities assault them with spells. Cloud giants can hurl rocks to a maximum of 240 yards, causing 2-24 (2d12) points of damage. Their huge morningstars do 6-24 (6d4) +11 points of damage, three times normal (man-sized) damage plus their strength bonus. One in 10 cloud giants will have a magical weapon.

**Habitat/Society:** Cloud giants live in small clans of no more than six giants. However, these clans know the location of 1-8 other clans and will band together with some of these clans for celebrations, battles, or to trade. These joined clans will recognize one among them to be their leader -- this is usually an older cloud giant who has magical abilities. One in 10 cloud giants will have spells equivalent to a 4th level wizard, and one in 20 cloud giants will be the equivalent of a 4th level priest. A cloud giant cannot have both priest and wizard abilities.
If encountered in a lair, half will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre. Rolls of 1-3 indicate older progeny with hit dice, damage, and "to hit" rolls equal to that of a fire giant.
The majority of cloud giants live on cloud-covered mountain peaks in temperate and sub-tropical areas. These giants make their lairs in crude castles. Only 10% of good cloud giants live in castles on enchanted clouds. All giants dwelling there are able to *levitate* their own weight plus 2,000 pounds three times a day, create a *fog cloud* three times a day, and create a *wall of fog* once a day. These abilities are performed as a 6th level wizard.
There is a 60% chance a cloud giant mountain lair will be guarded by 1-4 spotted lions, 2-5 (1d4+1) owl bears, or 2-5 (1d4+1) griffons (1-2 wyverns for evil cloud giants). In addition, there is a 50% chance the lairs of evil cloud giants will contain 1-20 human and demi-human slaves. There is an 80% chance that a cloud island lair will be guarded by 2-5 (1d4+1) griffons, 2-8 (2d4) hippogriffs, or 2-5 (1d4+1) giant

eagles.
Cloud lairs are fantastic places with giant-sized gardens of fruit trees. According to legend, some giants mine their cloud islands for small chunks of the purest silver.

**Ecology:** Cloud giants prefer food that is carefully prepared with spices and sauces, and they relish fine, aged wines.
Good cloud giants trade with human and demi-human communities for food, wine, jewelry, and cloth. Some cloud giant clans will establish good relations with such communities, and will come to the communities' aid if they are endangered. Evil cloud giants raid human and demi-human communities to get what they want.

# Giant, Cyclops

| | Cyclopskin | Cyclops |
|---|---|---|
| **Climate/Terrain:** | Temperate/Hills and mountains | |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Clan | Clan |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Low to average (5-10) | Low |
| **Treasure:** | C | C |
| **Alignment:** | Chaotic (evil) | Chaotic evil |
| **No. Appearing:** | 1-8 | 1-4 |
| **Armor Class:** | 3 | 2 |
| **Movement:** | 12 | 15 |
| **Hit Dice:** | 5 | 13 |
| **THAC0:** | 15 | 7 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | by weapon+4 (Str bonus) | 6-36 |
| **Special Attacks:** | Nil | Hurl boulders |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (7½' tall) | H (20' tall) |
| **Morale:** | Very steady (13) | Elite (16) |
| **XP Value:** | 270 | 4,000 |

A diminutive relative of true giants, cyclopskin are single-eyed giants that live alone or in small bands. The typical cyclopskin weighs around 350 pounds, and stands 7½ feet tall. A single large, red eye dominates the center of its forehead. Shaggy black or dull, deep blue hair falls in a tangled mass about its head and shoulders, its skin tone varies from ruddy brown to muddy yellow, and its voice is rough and

sharp. Cyclopskin commonly dress in ragged animal hides and sandals. They smell of equal parts dirt and dung.

**Combat:** Cyclopskin are armed with either a club or a bardiche. Each will also carry a heavy hurling spear (1d6 damage) and a sling of great size (1d6 damage). They never wear armor or use shields, for their tough hide gives them ample protection from most attacks.
Cyclopskin do not bother with strategy or tactics in combat. If their opponents are out of reach, they use slings or hurl heavy spears. They can not throw boulders like their larger cousins. Since the single eye of the cyclopskin gives them poor depth perception, they suffer a -2 penalty to all missile attack rolls, but not to damage. If the opponents are close, the cyclopskin rush in to fight with their clubs or bardiches.

**Habitat/Society:** The single-eyed humanoids shy away from organized settlements. If left alone, they tend to leave armed groups alone, though they are not above attacking a much weaker force if they stumble across one. Cyclopskin have no regard for any form of life other than themselves. Captives are either enslaved or eaten. This doesn't happen very often, since the cyclopskin tend to live in remote rocky places. They rarely wander more than 10 miles from their caves.
Being poor hunters, most cyclopskin clans keep small herds of goats or sheep. Some clans are nomadic, while others stay put in their caves. Each spring, regional clans meet to exchange goods and slaves and to select mates. On rare occasions a charismatic cyclopskin will arise and bring together several clans to form a wandering tribe. The largest known tribe numbered around 80 fighting cyclopskin. Such a band will aggressively raid outlying areas with a boldness uncommon in a single clan. All group decisions are made by the strongest and toughest cyclopskin in the group, usually through intimidation. This in turn leads to brawls and fist fights. There are no rules in such fights, and they can lead to permanent injury or death for the loser.
A cyclopskin cave is sealed with boulders and there is but one entrance. Inside, if size permits, there will be wooden pens to house both animals and slaves. The pens always have roofs of either wooden bars or the natural cave ceiling.
At night, a large boulder or stout wooden gate is placed at the entrance of the cave to protect the cyclopskin from predators. There are no interior fire pits, since cyclopskin use fire infrequently, and then only outside their lairs. Any cyclopskin treasure will be kept in a sack in the cave.

**Ecology:** Cyclopskin can survive on almost any animal or plant diet. They enjoy meat of all sorts and prize it above vegetable foods. While they live off the land, they do not live with it. They have absolutely no sanitary practices, and rarely even cook their meals. They take no care to preserve their environment while hunting, and are considered to be one of the easiest creatures of their size to track.
The life of a cyclopskin is hazardous, and hence they have a short life expectancy. Besides human adventurers, there are many predators, such as tigers, giants, wyverns, and trolls, that are not above attacking a small group of these giants. However, mountain dwarves actually go out of their way to hunt cyclopskin, receiving the dwarven bonus against giants.

**Cyclops:** These larger versions of their slightly more common cousins are usually found in the extreme wilds or on isolated islands, where they scratch out a meager existence by shepherding their flocks of giant sheep. Cyclopes can hurl boulders up to 150 yards away, inflicting 4d10 points of damage.

# Giant, Desert

| | |
|---|---|
| **Climate/Terrain:** | Desert |
| **Frequency:** | Very rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | B |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-20 |
| **Armor Class:** | 1 |
| **Movement:** | 15 |
| **Hit Dice:** | 13 |
| **THAC0:** | 7 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 or by weapon (2-12 +7) |
| **Special Attacks:** | Hurling spears |
| **Special Defenses:** | Camouflage |
| **Magic Resistance:** | Nil |
| **Size:** | H (17' tall) |
| **Morale:** | Elite (14) |
| **XP Value:** | 5,000 |

Desert giants were once numerous in the scrub plains and deserts of the Land of Fate, but they have fallen victim to a divine curse which transforms them slowly but inexorably into stone. They always wander the land in the company of their cattle and their mounts. Their great civilization has long since vanished under the sands.

The weathered and craggy faces of the desert giants are scored with wrinkles. Even the youngest of desert giants are somewhat wrinkled, though this is not visible in the women, as they wear the veil. The dark hair and swarthy skin of the desert giants make their blue eyes all the more remarkable. However, it is considered a clear sign of impending fossilization when the eyes of a desert giant turn from blue to brown. The typical desert giant is 17' tall and weighs 7,000 pounds, though fossilizing giants may weigh twice that. Desert giants may live to be 400 years old.

**Combat:** Desert giants fight mounted when they can, though steeds of a size to suit them are rare. Battle mounts include gigantic lizards, enormous insects, huge undead horses of shifting bone, and even rocs. In the past, some desert giants took service as bodyguards and mercenaries with the most powerful of sultans. The sight of a squad of desert giants wheeling about in preparation for a charge has caused more than one desert legion to break and run.

Desert giants do not hurl rocks. Indeed, they wander many areas where there is often no ready supply of boulders, and carrying such heavy objects would tire even the strongest nomadic giant. However, they do make large throwing spears from wood they find when they pass near jungle lands. These spears are kept and cherished as heirlooms over generations. The spears have a range of 3/6/9 and cause 2-12 +7 points of damage. Desert giant chieftains sometimes carry great scimitars given to their ancestors for outstanding military service. These weapons cause 2-16 +7 when wielded by anyone with a Strength of 19 or better. On occasion, a desert giant will attack with one of its huge fists, causing 1-10 points damage on a successful attack

Some desert giants are gifted with the ability to call back their ancestors from the stones; they are called sand-shifters because of the way the summoned giants throw aside the sands when they rise again. Sand-shifters are not priests or mages; they have no other special spell abilities. One in every 10 desert giants can bring back giants who have assumed the form of stone and can command them to fight once more. Once per week, a desert giant can summon 1-6 giants from the rocks for 2-12 turns; the summoning takes one turn. These giants crumble back to rock and powder when slain. Desert giant children gifted this way can summon 2-20 stony mounts for their elders to ride into battle. Adult sand-shifters can summon 3-30 mounts instead of 1-6 giants if they so choose.

Desert giants' skin is so similar to sand and rock that they can camouflage themselves very effectively, if given one turn to prepare. This ability allows them to ambush foes and prey alike. (Desert giants who lose their herds often use this ability to become effective bandits, and the numbers of these gigantic brigands have increased as the race dwindles.) A giant so camouflaged increases chances of a surprise attack to 1-4 on a d10 and decreases the chance of being seen by search parties or soldiers to 1 in 10.

**Habitat/Society:** Desert giants are nomadic herdsmen and are rarely found far from their herds. Though they are responsible for stripping entire river valleys bare in fertile areas, they do not reimburse farmers or herdsmen on the edge of those territories for any damage they might do. They see the lands as theirs for the taking, and they make no apology for overgrazing or even for grazing their herds on crops. Few sultanates attempt to force them off cropland; most attempt to lure the desert giants away with promises of employment as mercenaries. Some will promise rich gifts of salt, cloth, spices, and metal if only the desert giants will return to the empty quarters of the desert.

**Ecology:** Desert giants wander hundreds of miles following the rains with their herds. When the rains fail, the scrub withers, and the herds and their giants starve. At these times young males among the desert giants may take up mercenary work and use the money they obtain to support the entire tribe. If a drought goes on for years, more and more giants are driven into the cities, though their absolute numbers are still tiny compared to the numbers of humans and other smaller races.

# Giant, Ettin

| | |
|---|---|
| **Climate/Terrain:** | Subarctic to temperate/Hills and mountains |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | O, (C, Y) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 or 1-4 |
| **Armor Class:** | 3 |
| **Movement:** | 12 |
| **Hit Dice:** | 10 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 1-10/2-12+weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Surprised only on a 1 |
| **Magic Resistance:** | Nil |
| **Size:** | H (13' tall) |
| **Morale:** | Elite (14) |
| **XP Value:** | 3,000 |

Ettins, or two-headed giants, as they are often called, are vicious and unpredictable hunters that stalk by night and eat any meat they can catch.

An ettin at first appears to be a stone or hill giant with two heads. On closer inspection, however, the creature's vast differences from the relatively civilized giant races become readily apparent. An ettin has pink to brownish skin, though it appears to be covered in a dark brown hide. This is because an ettin never bathes if it can help it, and is therefore usually encrusted with a thick layer of dirt and grime. Its skin is thick, giving the ettin its low Armor Class. An ettin's hair is long, stringy, and unkempt; its teeth are large, yellowing, and often rotten. The ettin's facial features strongly resemble those of an orc -- large watery eyes, turned-up piggish snout, and large mouth.

An ettin's right head is always the dominant one, and the right arm and leg will likely appear slightly more muscular and well-developed than the left. An ettin wears only rough, untreated skins, which are dirty and unwashed. Obviously, ettins smell very bad, due to their complete lack of grooming habits -- good or bad.
Ettins do not have a true language of their own. Instead, they speak a mish-mash of orc, goblin, giant dialects, and the alignment tongue of chaotic evil creatures. Any adventurer who speaks orcish can understand 50% of what an ettin says.

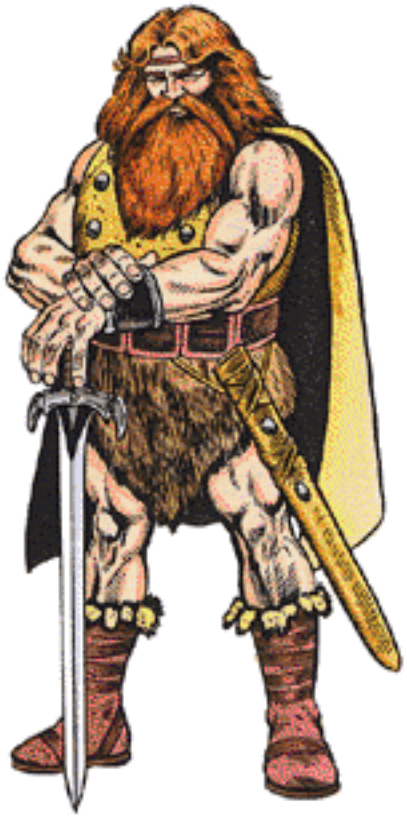
**Combat:** Having two heads is definitely an advantage for the ettins, as one is always alert, watching for danger and potential food. This means that an ettin is surprised only on the roll of a 1 on 1d10. An ettin also has infravision up to 90 feet, which enables it to hunt and fight effectively in the dark.
Though ettins have a low intelligence, they are cunning fighters. They prefer to ambush their victims rather than charge into a straight fight, but once the battle has started, ettins usually fight furiously until all enemies are dead, or the battle turns against them. Ettins do not retreat easily, only doing so if victory is impossible.
In combat, an ettin has two attacks. Because each of its two heads controls an arm, an ettin does not suffer an attack roll penalty for attacking with both arms. An ettin always attacks with two large clubs, often covered with spikes. Using these weapons, the ettin causes 2d8 points of damage with its left arm, and 3d6 points of damage with its right. If the ettin is disarmed or unable to use a weapon, it attacks empty-handed, inflicting 1d10 points of damage with its left fist and 2d6 points with its right.

**Habitat/Society:** Ettins like to establish their lairs in remote, rocky areas. They dwell in dark, underground caves that stink of decaying food and offal. Ettins are generally solitary, and mated pairs only stay together for a few months after a young ettin is born to them. Young ettins mature very quickly, and within eight to ten months after they are born, they are self-sufficient enough to go off on their own.
On rare occasions, however, a particularly strong ettin may gather a small group of 1d4 ettins together. This small band of ettins stays together only as long as the leader remains alive and undefeated in battle. Any major defeat shatters the leader's hold over the band, and they each go their separate ways.
Ettins collect treasure only because it can buy them the services of goblins or orcs. These creatures sometimes serve ettins by building traps around their lairs, or helping to fight off a powerful opponent. Ettins have also been known to occasionally keep 1-2 cave bears in the area of their lairs.
The sloppy caves of ettins are a haven for parasites and vermin, and it isn't unusual for the ettins themselves to be infected with various parasitic diseases. Adventurers rummaging through ettin lairs for valuables will find the task disgusting, if not dangerous.

**Ecology:** Because ettin society is so primitive, they produce little of any value to civilized creatures. Ettins tolerate the presence of other creatures, like orcs, in the area of their lair if they can be useful in some way. Otherwise, ettins tend to be violently isolationist, crushing trespassers without question.

# Giant, Firbolg

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Hills and forests |
| **Frequency:** | Very rare |
| **Organization:** | Clan |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average to genius (8-18) |
| **Treasure:** | E, Y (M x 10, Q) |
| **Alignment:** | Neutral (chaotic good) |
| **No. Appearing:** | 1-4 or 4-16 |
| **Armor Class:** | 2 |
| **Movement:** | 15 |
| **Hit Dice:** | 13+7 |
| **THAC0:** | 9 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 (weapon) +7 (Str bonus) |
| **Special Attacks:** | Spells |
| **Special Defenses:** | Swat away missiles |
| **Magic Resistance:** | 15% |
| **Size:** | L (10½' tall) |
| **Morale:** | Champion (16) |
| **XP Value:** | 8,000 |
| | Shaman: 9,000 |



Of all the giant-kin, the firbolg is the most powerful, due to natural intelligence and considerable magical power.
Firbolgs appear to be normal humans, except that they are over 10 feet tall and weigh over 800 pounds. They wear their hair long and keep great, thick beards. Their skin is a normal fleshy pink, with any shade of hair color, although blonde and red are most common. The flesh and skin of firbolgs are unusually dense and tough. Their voices are a smooth, deep bass, thick with rolling consonants.

**Combat:** Firbolgs can use any large size weapons; they disdain the use of armor or shields. Of manmade

weapons, they prefer two-handed swords and halberds, both of which they may use in one hand without penalty. Weapons of their own make are double size equivalents of human weapons, for which they get a Strength bonus (19 Strength, +7 damage). However, when used with both hands, these huge weapons inflict double their normal damage, plus the Strength bonus.

If a firbolg has one hand free, it can bat away up to two missiles per round. Large missiles, such as boulders, or those with long shafts, such as javelins and spears, can be caught if desired. A catch or bat is successful 75% of the time (6 or better on 1d20). A caught weapon may be thrown at any opponent on the next round with a -2 penalty to the attack roll, for using its off hand.

All firbolgs have the following magical powers, usable once per day, on any round they are not engaged in melee combat: *detect magic, diminution* (as double the potion), *fools' gold, forget,* and *alter self.* There is a 5% cumulative chance per member of a group that one of the firbolgs is a shaman of 1st through 7th level.

Firbolgs are cautious and crafty. They have learned to distrust and fear humans and demihumans. If possible they avoid an encounter, either by hiding or with deception. If forced to fight, they do so with great strategy, utilizing the terrain and situation to best effect. They operate as a group, not a collection of individuals. Ten percent of all encounters is a large group of 4d4 members en route to an enclave of some sort.

**Habitat/Society:** Firbolgs live in remote forests and hills. These giant-kin distrust most other civilized races, and stay well away from them. They keep on even terms with druids and the faerie creatures, including elves, neither asking nor giving much, but avoiding insult or injury. Strangers are met with caution, frequently in illusionary disguise as one of their own race. They do not attack or kill without reason, but do enjoy pranks, particularly those that relieve strangers of treasure.

Firbolg society is close-knit and centered around the family or clan. Each clan has 4d4 members and frequently a shaman. The level of the shaman is determined by rolling 2d4-1 if the DM doesn't wish to choose it himself. The clans live apart from each other, existing as gatherers and sometimes nomads. Their homes are huge, single-storey, wooden houses with stout walls and a central fireplace opening in several directions in the common room. When great decisions are needed, the clans involved meet in an enclave. This happens at least once a year at the fall solstice, just to celebrate if nothing else. The shamans preside over these events, and settle any disputes between clans.

**Ecology:** Firbolgs live off the land and with it. Their homes are built from trees cleared from around the house. The clan does keep a field for harvest, but only enough to supplement their diet. They trade tasks involving great strength for food, usually with other peaceful folk in the forests or hills. The rest of their food is obtained by gathering and hunting an area up to 20 miles from their homestead. Meat is used in small quantities for most meals, although major celebrations always include a large roast of some sort.

Although many creatures are capable of killing a firbolg, none hunt them exclusively. They are stronger than most forest beasts, and intelligent creatures know better than to mess with them. They avoid true giants, except storm giants, and aggressively repel other giant- kin from their lands.

# Giant, Fire

| | |
|---|---|
| **Climate/Terrain:** | Any temperate, subtropical, tropical |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivorous |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | E |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1-8 |
| **Armor Class:** | -1 (5) |
| **Movement:** | 12 (15) |
| **Hit Dice:** | 15 +2-5 hit points |
| **THAC0:** | 5 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8, or by weapon (2-20+10) |
| **Special Attacks:** | Hurling rocks for 2-20 (2d10) |
| **Special Defenses:** | Resistant to fire |
| **Magic Resistance:** | Nil |
| **Size:** | H (18') |
| **Morale:** | Champion (15-16) |
| **XP Value:** | 8,000 |
| Infant | Nil |
| Juvenile, -3 | 120 |
| Juvenile, -2 | 3,400 |
| Juvenile, -1 | 5,000 |
| Shaman/Witch doctor, | 1st level spells 9,000 |

| | | |
|---|---|---|
| Shaman/Witch doctor, | 2nd level spells | 10,000 |
| Shaman/Witch doctor, | 3rd level spells | 10,000 |
| Shaman/Witch doctor, | 4th level spells | 12,000 |

Fire giants are brutal, ruthless, and militaristic.
They are tall, but squat, resembling huge dwarves. An adult male is 18 feet tall, has a 12 foot chest, and weighs about 7,500 pounds. Fire giants have coal black skin, flaming red or bright orange hair, and prognathous jaws that reveal dirty ivory or yellow teeth. They can live to be 350 years old.
A fire giant's natural Armor Class is 5. Warriors usually wear banded mail and round metal helmets (AC -1). They carry their belongings in huge sacks. A typical fire giant's sack contains 2-5 (1d4+1) throwing rocks, the giant's wealth, a tinderbox, and 3-12 (3d4) common items. Everything they own is battered, filthy, and smelly, making it difficult to identify valuable items.
All fire giants can speak the language of all giants and their own tongue.

**Combat:** Fire giants are immune to nonmagical fire and heat, as well as red dragon breath. They are resistant to all types of magical fire; such attacks inflict -1 hit point per die of damage. Adult fire giants can hurl rocks for 2-20 (2d10) points of damage. Their minimum range is 3 yards while their maximum is 200 yards. They can catch similar large missiles 50% of the time. They usually fight in disciplined groups, throwing rocks until they run out of ammunition or the opponent closes. Fire giants often wait in ambush at lava pools or hot springs, hurling heated rocks at victims for an extra 1-6 points of damage.
Warriors favor huge two-handed swords. A fire giant's oversized weapons do double normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a fire giant two-handed sword does 2-20 (2d10) +10 points of damage.

**Habitat/Society:** Fire giants live in well organized military groups, occupying large castles or caverns. When encountered in their lair there will be 13-20 (1d8+12) giants, half of whom will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and the hit points of an ogre while rolls of 1-3 indicate older progeny with Hit Dice, damage, and attack rolls reduced by 1, 2 or 3, respectively.
Their lairs are always protected by vigilant watchmen, and sometimes by traps. Fire giants favor deadfalls that can crush intruders for 5-30 (5d6) points of damage, and large crossbow devices that fire one, two, or three huge bolts for 2-16 (2d8) points of damage each.
Particularly intelligent fire giant leaders will command groups three or four times normal size. One who commands 30 or more giants usually will call himself a king. Kings always will have better than normal armor and a magical weapon of +1 to +3.
There is a 20% chance that any band of fire giants will have a shaman (80%) or witch doctor (20%). If the group is lead by a king, there is an 80% chance of a spell caster. Fire giant shamans are priests of up to 7th level. A shaman can cast normal or reversed spells from the Elemental, Healing, Charm, Protection, Divination, or Combat spheres. Fire giant witch doctors are priest/wizards of up to 7th/3rd level; they prefer spells that can detect or thwart intruders.
Fire giants often capture and tame other creatures as guards. There is a 50% chance that a fire giant lair will contain 1-4 hell hounds. Larger than normal groups check once for every 10 giants. Bands with 30 or more giants have a additional 30% chance to have 2-5 (1d4+1) trolls, larger groups check once for every 20 giants. A king's group has a 20% chance to have 1-2 red dragons of age category 2-5 (1d4+1) in

addition to other guards. Fire giants frequently take captives to hold for ransom or use as slaves. There is a 25% chance that a lair will contain 1-2 captives, larger bands check once per 10 giants.

**Ecology:** Fire giants live wherever there is a lot of heat. They prefer volcanic regions or areas with hot springs. Frequently they share their lairs with other fire-dwelling creatures such as salamanders or fire elementals.

Fire giants prefer to eat meat and bread, they can hunt and kill their own meat, but raid human and demi-human settlements for grain, captives, and treasure.

# Giant, Fog

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Swamps, marshes, boggy forests, and coastal regions |
| **Frequency:** | Very rare |
| **Organization:** | Clan, Hunting Group |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) to highly (13-14) |
| **Treasure:** | E, R |
| **Alignment:** | Neutral (good 50%, evil 50%) |
| **No. Appearing:** | 1-4 (rarely 1-6) |
| **Armor Class:** | 1 |
| **Movement:** | 15 |
| **Hit Dice:** | 14 |
| **THAC0:** | 7 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10, or by weapon (3-18+11) |
| **Special Attacks:** | Rock hurling |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | H (24' tall) |
| **Morale:** | Very steady (14) |
| **XP Value:** | 5,000 |

Cousins to the cloud giants, these large rock-hurlers are more intelligent and stealthy than portrayed in story or song.

Fog giants are huge and husky, with tree-trunk sized legs, and over-developed arms muscled by constant throwing games and exercises. They have milk-white skin which aids their natural ability to blend into fog (80% chance) and gives their foes a -5 penalty to their surprise rolls when attacking in fog or mist.

Their hair is silvery white and flowing, with ample hair on the arms, legs, and chest. They grow no facial hair whatsoever. They prefer to wear no armor, counting on their high natural Armor Class. However, they occasionally wear leather armor (AC -2), and at least one band wears armor made from white dragon hides studded with silver. They love massive, ornate clubs made from bleached and polished wood or bone. Fog giants speak their own tongue and Cloud Giant, and 30% speak Common.

**Combat:** Fog giants generally hunt in groups of 2-5 males, although they sometimes join with a cloud giant or two to form a hunting party of 3-7. They prefer to attack from cover (fog is most preferred). After some ranged rock-hurling to scatter their opponents, they will charge into melee with fists and swords flying. Adult fog giants can hurl rocks up to 3-240 yards, inflicting 2-20 points of damage to anyone struck. They also have a 45% chance of catching hurled weapons of similar size, but cannot catch fired weapons such as arrows, bolts, and sling-stones. In melee they generally fight with clubs and fists, though tales of sword-armed fog giants are common.
Because of their keen hearing and highly-developed sense of smell, fog giants are seldom surprised (+2 on surprise rolls). Access to their caves and regular hunting camps are often protected by deadfalls of rocks or logs, which can be released by a carefully thrown rock at the first sign of an attack against them.

**Habitat/Society:** Fog giants are proud of their strength and fighting skills, often playing games when on hunting forays in an attempt to best one another. Their favorite such game is called "copsi" and consists of the giants pairing off to toss larger and larger boulders to their partners until one of the pairs misses its throw.
The fog giant families live in caves, canyons, or thickets, in the most inaccessible areas of marsh, swamp, forest, or coast. The men usually hunt in groups, ranging up to a dozen miles from their homes. The groups generally are formed of giants of similar alignment.
By tradition, a young giant may not mate until he has obtained at least one large ornament of silver. Usually, the young giant joins with several others in a quest to find one (or acquire enough treasure to buy one).
Fog giants do not often mix well with other creatures or races, although they can often be persuaded to perform services for a fee, or barter goods with groups of similar alignment. Fog giants will happily barter goods and services for refined silver.
Territorial disputes sometimes flare up between groups, especially in times of bad hunting. Friendly disputes can sometimes be resolved by a game of copsi or an arm-wrestling match. Fog giants fighting amongst themselves will generally throw rocks and fist-fight, rather than use swords.
Fog giants are fond of all sorts of cooked meats, particularly hoofed creatures such as horses, cows, deer, elk, and centaur. They often cook meat by building a large fire, then impaling chunks of meat on their swords and holding them over the open flame. Fog giants prefer fruits and sweets for dessert, and will also down large quantities of spirits if available to them. They do not distill their own spirits or liquors. They also sometimes smoke fresh milkweed pods in wooden pipes, though the taste is too bitter for humans and demihumans to enjoy.

**Ecology:** Because of their size, fog giants consume a large quantity of food, and require a considerable territory per hunting group to support themselves. The giants will often place territorial markers of boulders and logs to define the boundaries between their hunting territories. They do not look kindly on anyone who tears down or moves these markers. Their regular pathways are hard to hide, and are instead trapped with deadfalls of rocks and logs to discourage trespassers.

# Giant, Fomorian

| | |
|---|---|
| **Climate/Terrain:** | Any mountain and subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | D, Q x 10 |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 3 |
| **Movement:** | 9 |
| **Hit Dice:** | 13+3 |
| **THAC0:** | 9 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2 x weapon, +8 (Str bonus) |
| **Special Attacks:** | Surprise |
| **Special Defenses:** | Only surprised on a 1 |
| **Magic Resistance:** | Nil |
| **Size:** | H (13½' tall) |
| **Morale:** | Elite (14) |
| **XP Value:** | 6,000 |

Fomorians are the most hideous, deformed, and wicked of all giant-kin.
The fomorian giants are all grossly deformed behemoths. Each has a different set of deformities, which must be determined by the DM. A partial list of deformations includes misplaced limb, misshapen limb, misplaced facial feature, hunchbacked, bulging body part, drooping flesh, body part too big or too small, flapping ears, huge snout, large feet on short legs. Their thick, hairy hides, combined with the pelts and odd metal bits they wear for protection, give an effective AC of 3. They have scattered patches of hair as tough as wire on their pale white skin. Large warts and other growths are scattered across their bodies. There is no single odor associated with fomorians; some smell strongly due to overactive sweat glands, others have no smell. Their voices are also each different due to their unique deformities.

**Combat:** Fomorians use all manner of clubs and other blunt instruments. Regardless of the weapon, it inflicts double damage plus 8 points for Strength, while their fists alone inflict 2d4+8 points of damage. Their deformities prevent them from hurling boulders as true giants. They work any bits of metal they can find and scavenge into their clothing, to aid their Armor Class. The typical fomorian is AC 3, while a particularly well-armored one, or one with a shield, might get an AC as good as 1, but no better.
Typical fomorian strategy is too sneak up on an opponent and hit him as hard as it can. It works well for them since their opponents suffer a -2 penalty to their surprise rolls, because the fomorians move slowly and carefully. These giant-kin are only surprised on a 1 on the 1d10 surprise roll, because they tend to have eyes and ears in odd places on their heads. If the fomorian bothers to keep an opponent alive, he is crudely tortured until dead, and then eaten.

**Habitat/Society:** Fomorians live in mountain caves, abandoned mines, or other subterranean realms. They rarely modify their homes, but adapt to what is already there. These deformed giants wander throughout the underground complex, for almost any distance, stopped only by hazards they do not want to challenge. A fomorian clan picks a small, (to them) defensible alcove for a lair. Their territories are sometimes marked by the bodies of their enemies. Their treasure consists only of stolen items from enemies. Pieces of armor are added to their own patchwork protection. Since they do not care for it, this armor quickly deteriorates and becomes worthless.
Their society is ruled by depravity and wickedness. The strongest and cruelest giant rules over all the others within reach, which is usually a small number. The women and children are treated as slaves. Acts of violence are common among fomorians, sometimes resulting in permanent injury or death.
Fomorian giants have been known to work with other creatures for evil causes. Usually the other creatures must completely dominate the fomorians, or be capable of it, to form the alliance. Such an agreement lasts only as long as the fomorians fear their cohorts. Once their interests no longer coincide or the fomorians no longer feel threatened, they double-cross their partners, as quickly as possible.

**Ecology:** These twisted giants can live for weeks on little or no food. This is good, because their underground dwellings do not provide an abundance of it. They can eat almost any organic material, including fungi, lichens, plants of all sorts, bats, mice and fish. They particularly savor the taste of large mammals, especially those that beg not to be eaten. Preparing a meal usually involves torture rather than any efforts to improve its taste.

# Giant, Frost

| | |
|---|---|
| **Climate/Terrain:** | Arctic lands |
| **Frequency:** | Very rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivorous |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | E |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-8 |
| **Armor Class:** | 0 (5) |
| **Movement:** | 12 (15) |
| **Hit Dice:** | 14 + 1-4 hit points |
| **THAC0:** | 7 or 5 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8, or by weapon (2-16+9) |
| **Special Attacks:** | Hurling rocks for 2-20 (2d10) |
| **Special Defenses:** | Impervious to cold |
| **Magic Resistance:** | Nil |
| **Size:** | H (21') |
| **Morale:** | Very Steady (13-14) |
| **XP Value:** | 7,000 |
| Infant | Nil |
| Juvenile, -3 | 270 |
| Juvenile, -2 | 975 |
| Juvenile, -1 | 4,000 |
| Shaman/Witch doctor, 1st | 8,000 |
| Shaman/Witch doctor, 2nd | 8,000 |
| Shaman/Witch doctor, 3rd | 8,000 |

Shaman/Witch doctor, 4th+ 10,000

Like all evil giants, frost giants have a reputation for crudeness and stupidity. This reputation is deserved, but frost giants are crafty fighters.
Frost giants have muscular, roughly human builds. The typical adult male is 21' tall and weighs about 8,000 pounds. Females are slightly shorter and lighter, but otherwise identical to males. Frost giants have snow-white or ivory skin. Their hair is light blue or dirty yellow, with matching eyes. They can live to be 250 years old.
A frost giant's natural Armor Class is 5. Warriors usually wear chain mail and metal helmets decorated with horns or feathers (AC 0). They also wear skins and pelts, along with any jewelry they own.
Frost giants carry their belongings in huge sacks. A typical frost giant's sack contains 2-5 (1d4+1) throwing rocks, the giant's wealth, and 3-12 (3d4) mundane items. Everything in a giant's bag is old, worn, dirty, and smelly, making the identification of any valuable items difficult.
Frost giants speak their own language and the language common to all giants.

**Combat:** Frost giants are immune to cold. Adult frost giants can hurl rocks for 2-20 (2d10) points of damage. Their minimum range is 3 yards while their maximum is 200 yards. They can catch similar large missiles 40% of the time. They usually will start combat at a distance, throwing rocks until they run out of ammunition, or the opponent closes. One of their favorite strategies is to ambush victims by hiding buried in the snow at the top of an icy or snowy slope where opponents will have difficulty reaching them.
Warriors favor huge battle axes. A frost giant's oversized weapons do double normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a frost giant battle axe does 2-16 (2d8) +9 points of damage.

**Habitat/Society:** Frost giants live in small bands consisting of a chief, his henchmen, and their camp followers. A band usually will occupy a crude castle or frigid cavern. When encountered in their lair there will be 9-16 1d8+8) giants; half of whom will be immature. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of a stone giant.
Particularly strong or intelligent frost giant chieftains will command bands three or four times normal size. A chieftain who commands 20 or more giants is called a jarl. Jarls always will have better than normal armor and a weapon of +1 to +3 enchantment.
There is a 20% chance that any band of frost giants will have a shaman (80%) or witch doctor (20%). If the group is led by a jarl, there is an 80% chance for a spell caster. Frost giant shamans are priests of up to 7th level. A shaman can cast normal or reversed spells from the *healing, charm, protection, divination,* or *weather* spheres. Frost giant witch doctors are priest/wizards of up to 7th/3rd level; they prefer spells that can bewilder and confound other giants. Favorite spells include: *unseen servant, shocking grasp, detect magic, ventriloquism, deeppockets, ESP, mirror image,* and *invisibility.*
Frost giants often capture and tame other creatures as guards. There is a 50% chance that a frost giant lair will contain 1-6 winter wolves. Larger than normal groups check once for every eight giants. Bands with 20 or more giants have a additional 30% chance to have 1-4 yeti, larger groups check once for every 16 giants. A jarl's band has a 20% chance to have 1-2 subdued white dragons in addition to other guards. The dragons will be age category 2-5 (1d4+1). Frost giants also take captives to hold for ransom or use as

slaves. There is a 15% chance that a lair will contain 1-2 captives, larger bands check once per eight giants. Captives can be of any race.

**Ecology:** Frost giants live in frigid, arctic lands with glaciers and heavy snowfall. Frost giants eat mostly meat, which they can hunt and kill themselves. They raid human and demi-human settlements for foodstuffs and other booty.

# Giant, Hill

| | |
|---|---|
| **Climate/Terrain:** | Any hills and mountains |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivorous |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | D |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-12 |
| **Armor Class:** | 3 (5) |
| **Movement:** | 12 |
| **Hit Dice:** | 12+1-2 hit points |
| **THAC0:** | 9 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6 or by weapon (2-12+7) |
| **Special Attacks:** | Hurling rocks for 2-16 (2d8) |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | H (16' tall) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 3,000 |
| Infant | Nil |
| Juvenile, -3 | 270 |
| Juvenile, -2 | 650 |
| Juvenile, -1 | 2,000 |

Hill giants are selfish, cunning brutes who survive through hunting and by terrorizing and raiding nearby communities. Despite their low intelligence, they are capable fighters.
Hill giants are oddly simian and barbaric in appearance, with overly long arms, stooped shoulders, and low foreheads. Even though they are the smallest of the giants, their limbs are more muscular and massive than those of the other giant races. The average hill giant is 16 feet tall and weighs about 4,500

pounds. Females have the same builds as males. Their skin color ranges from a light tan to a deep ruddy brown. Their hair is brown or black, and their eyes are black. Hill giants can live to be 200 years old.
Hill giants' natural Armor Class is 5. This is reduced to an Armor Class of 3 when they wear crudely-sewn animal hides, which are the equivalent of leather armor. Nearly all hill giants wear these hides, which are a symbol of esteem in some hill giant communities -- the more hides a giant has, the more large kills to his credit. Only a few (5%) of the giants fashion metal armor from the armor of men they have defeated. These giants have an Armor Class of 0. Like other races of giants, hill giants carry their belongings with them in huge hide sacks. A typical hill giant's bag will contain 2-8 (2d4) throwing rocks, the giant's wealth, and 1-8 additional common items.
Hill giants speak their own language and a tongue common to all giants. In addition, 50% also speak ogre.

**Combat:** Hill giants prefer to fight their opponents from high rocky outcroppings where they can pelt their targets with rocks and boulders while limiting the risks posed to themselves.
Hill giants' favorite weapons are oversized clubs which do 2-12 +7 points of damage (double the damage of a man-sized club plus their strength bonus). They hurl rocks for 2-16 (2d8) points of damage. Their targets for such attacks must be between 3 and 200 yards away from the giant. They can catch rocks or other similar missiles 30% of the time.

**Habitat/Society:** A hill giant lair will have 9-16 (1d8+8) giants; usually an extended family. Sometimes these families will accept lone hill giants into their folds. If six or more giants are encountered in a lair, half of them will be male, one quarter will be female, and the remainder will be immature giants. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of gnoll; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of an ogre.
Occasionally a hill giant with an average intelligence can be found. Such a giant is capable of rallying bands of his peers so 2, 3, or 4 times the number of giants usually appearing can be encountered. These "giant kings," as they call themselves, stage raids on human towns or against other races of giants.
Although hill giants prefer temperate areas, they can be found in practically any climate where there is an abundance of hills and mountains. They lair in caves, excavated dens, or crude huts. Those who live in colder climates have developed more skills with preparing and using skins to keep themselves warm and to keep the harsh winds out of their lairs.
There is a 50% chance a band of hill giants will have guards in their lairs, and the guarding creatures will be 2-8 (2d4) dire wolves(50%), 1-3 giant lizards> (30%), or a group of 2-8 (2d4) ogres (20%).
The majority of hill giants are suspicious of magic and will seek to destroy magic items they acquire as treasure. They ceremonially kill mages.

**Ecology:** Hill giants' main diet consists of meat, which they obtain by hunting. The flesh of young green dragons is considered a delicacy, and frequently giants who live on hills and mountains covered with forests will organize hunting parties in search of green dragon lairs. In turn, green dragons have been known to hunt hill giants.
Sometimes bands of hill giants will trade with each other or with bands of ogres to get foodstuffs and trinkets.

# Giant, Jungle

| | |
|---|---|
| **Climate/Terrain:** | Tropical/jungle |
| **Frequency:** | Uncommon |
| **Organization:** | Tribal/cooperative |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Average to High (8-14) |
| **Treasure:** | Q (A) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 or 1-6 |
| **Armor Class:** | 3 |
| **Movement:** | 15, Cl 6 |
| **Hit Dice:** | 11 |
| **THAC0:** | 9 |
| **No. of Attacks:** | 1 or 2 |
| **Damage/Attack:** | 2-16 +9 or 2-12 +9/2-12 +9 |
| **Special Attacks:** | Surprise, arrows |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | H (18' tall) |
| **Morale:** | Champion (16) |
| **XP Value:** | 6,000 |

Powerful, lanky, and strictly carnivorous, jungle giants are a terror to all the animals of the tropical forests. They are great hunters and stalkers, able to clear a huge tract of forest of all game and then move on.

A typical jungle giant stands 18' tall yet weighs only 3,000 pounds -- very thin for a giant. Females are generally taller than males. They can live to be 200 years old.

Jungle giants always carry everything they need with them: tools for making and maintaining their weapons, fire-starters, tinder, and spare bits of leather and sinew used to repair clothing. They also carry their valuables, and every adult jungle giant carries a quiver of arrows.

Jungle giants speak their own language and the languages of tribes of nearby humans and humanoids.

Thin and very tall, jungle giants easily blend into the vertical landscape of the tropical forest. Their wavy

hair is pale green, and their skin is a rich muddy yellow, like sunlight on the forest floor. They rarely wear more clothing than strictly necessary, as they prefer complete freedom of movement when hunting. Many groups of jungle giants use ritual tattooing, colorful feather headdresses, and even filed teeth to show their fierceness. They sometimes decorate themselves with mud, sticks, and leaves when stalking especially large or wary game.

**Combat:** Jungle giants use 15' long bows crafted to take advantage of their tremendous size and strength. These giants are very quick with their huge bows and can fire two arrows each round. They will use poisoned arrows to bring down their prey more quickly. If these arrows are used in combat, opponents must save vs. paralyzation at -2 or be rendered immobile for 2-12 turns. Even humanoid creatures with the strength to pull a jungle giant bow cannot use it, because the arrows are over 6' long (2d6 +9 damage). Jungle giants will occasionally use the trunk of a dead tree as a club, doing 2d8 +9 points damage.

Jungle giants prefer to take their prey from ambushes, firing their bows from the treetops and then swinging down sturdy branches or thick ropes to finish off their prey. Camouflaged giants cause a -1 penalty on opponents' surprise rolls. When setting up a blind, they can camouflage themselves in jungle terrain with a 60% chance of success. Setting up a blind or decorating themselves with jungle camouflage takes three turns.

**Habitat/Society:** Jungle giants are friendlier than most other races of giants, and they will often cooperate with human jungle tribes on hunts. The giants provide strength and raw power, and the humans provide the numbers and skill to drive animals into ambushes.

Jungle giants have absolutely no compunctions about eating any form of meat -- mammal, reptile, amphibian, or avian. They know how to stalk, kill, and prepare everything from eggs to full-grown animals, and from scavengers to predators. Their villages reflect this carnivorous tendency; the huts are made from wooden posts with roofs of greased animal hides stitched together with intestines. The smell of smoking meats and butchery hang in the air, and huge quantities of dragonflies and other insects swarm around the villages. A jungle giant village is 50% likely to shelter 1-6 giant dragonflies.

**Ecology:** Jungle giants think of most creatures as prey, but those they accept as fellow hunters they respect as equals, regardless of their size. Although they much prefer the jungle terrain they know so well, they are often forced to leave the trees for the savanna when their numbers become too great to survive in the jungle. They think nothing of eating every snake, antelope, cat, warthog, ostrich, and elephant they come across. Jungle giants on the savannah often return to the forest, because their great height makes stealthy hunting difficult for them on open ground.

# Giant, Mountain

| | |
|---|---|
| **Climate/Terrain:** | Any/Mountains |
| **Frequency:** | Very rare |
| **Organization:** | Family |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | E |
| **Alignment:** | Chaotic neutral |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 4 |
| **Movement:** | 12 |
| **Hit Dice:** | 15+3 |
| **THAC0:** | 5 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 or by weapon (4d10+10) |
| **Special Attacks:** | Hurling rocks for 2-20 |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | H (14' tall) |
| **Morale:** | Champion (15-16) |
| **XP Value:** | Normal: 7,000 |
| | Infant: Nil |
| | Juvenile: 3,000 |
| | Shaman: 8,000 |
| | Shaman, 3rd: 9,000 |

Mountain giants are huge humanoids that live in remote mountain caverns.
Standing 14 feet tall and weighing 2,000 pounds, mountain giants are impressive foes. They greatly resemble hill giants. Their skin color is a light tan to reddish brown with straight black hair. The males have heavy beards but no mustaches, and they have large pot bellies. They are typically clothed in rough hides or skins and carry huge clubs as weapons. The stale reek of a mountain giant can be detected

several hundred feet downwind.

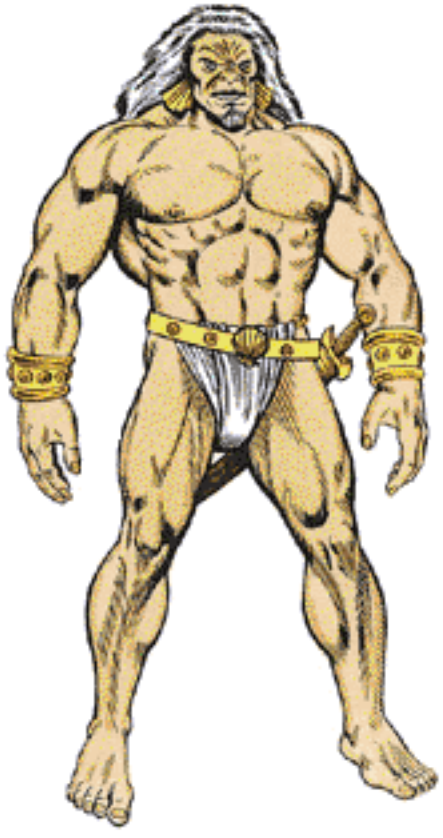
**Combat:** Mountain giants always attack in a straight-forward manner, not by ambush or deceit. They love to get into a high, unassailable spot with lots of boulders. When in such a position, mountain giants rarely take cover, but stand in the open to fling their missiles. They can hurl boulders down on their opponents for 2d10 points of damage each. They can catch similar missiles 30% of the time.
In melee they use huge clubs that cause 4d10+10 points of damage, including their Strength bonus. These clubs are usually just large tree limbs or logs. They usually keep several such weapons around. Mountain giants are as strong as fire giants (22).
A mountain giant can summon and control other monsters. This summoning takes a full turn to perform and 1d6 hours pass before the creatures appear. A summoning results in either 1d10+5 ogres (70%), 1d6+3 trolls (20%), or 1d4 hill giants (10%), although the giant has no idea in advance of what he will get. The control is very loose, not absolute domination. The mountain giant can give a broadly defined command and the monsters obey as they see fit. The summoned monsters stay with and fight for the mountain giant, but they value their own lives over that of the giant. The summoned creatures stay with the giant until killed, sent away, or another summoning is made.

**Habitat/Society:** The home of a family of mountain giants is often in a large rock cavern in a mountain. Frequently there are unexplored passages leading out of the giants' home. They rarely have any interest in anything beyond their cavern. There is a 75% chance of summoned creatures acting as guards and underlings in the cavern.
The females and young are rarely seen, since they stick close to the cavern. Mountain giants are polygamous, usually one female living with several males. Three quarters of the young are male, which accounts for their low population. If two or more mountain giants are in a lair, there is a 50% chance of a female and a 25% chance of a child. Roll 1d4 to determine the age of the child. If it is a 4, it is a helpless infant or small child. A roll of 1-3 indicates older children or teens that have the Hit Dice, damage, and attack rolls of hill giants.
There is a 20% chance that one of the giants in a family is a shaman. Roll 1d6 to determine the level of spell use, 1-4 meaning 1st level, 5-6 indicating 2nd level. This shaman can cast from the spheres of All, Animal, Charm, Combat, Elemental, and Healing. He has an innate ability to find caves and cavern entrances within half a mile, unless these are magically hidden.
While only one family is found in a given lair, several families make up a loose tribe scattered over a mountain or range. Each tribe has a 3rd-level shaman as its leader. He presides over the extremely rare gatherings of the tribe and counsels those willing to travel to talk to him. The shaman always lives with a group of summoned monsters, but never with other mountain giants.

**Ecology:** Mountain giants are foragers and hunters. Their favorite food is mountain sheep. They also eat nuts, tubers, and other edible mountain plants. Nothing hunts mountain giants, but sometimes they pick the wrong cave in which to set up housekeeping. Since they tend not to fully explore all the back tunnels, nasty things from underground have been known to attack and devour sleeping giants.
Since these giants are neither good nor evil, it is possible to set up peaceful relations with them. However, they are suspicious of and reluctant to deal with outsiders.

# Giant, Reef

| | |
|---|---|
| **Climate/Terrain:** | Tropical or subtropical ocean/reef |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Z (A) |
| **Alignment:** | Neutral good |
| **No. Appearing:** | 1 or 1-4 |
| **Armor Class:** | 0 or -4 |
| **Movement:** | 15, Sw 12 |
| **Hit Dice:** | 18 |
| **THAC0:** | 5 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 or by weapon (typically 2-20 +10) |
| **Special Attacks:** | Boulders, whirlpool |
| **Special Defenses:** | Immune to water-based attacks |
| **Magic Resistance:** | Nil |
| **Size:** | H (16' tall) |
| **Morale:** | Fanatic (17) |
| **XP Value:** | 13,000 |



Reef giants are the loners of giant-kind, although they often live in remarkably well-appointed mansions that seem to be no more than huts from the outside. They sometimes become sailors, but their huge mass limits them to the largest of vessels. Reef giants are typically 16' tall and weigh 4,000 pounds. Reef giants can live to be 600 years old.

Reef giants speak their own language as well as the giantish trade tongue and the languages of storm and cloud giants. In addition, 40% of the giants also speak the common tongue.

Reef giants have burnished coppery skin and pale white hair. They are barrel-chested and

powerfully-muscled from the exertion of forcing their huge bodies through water. Reef giants have a Strength of 22. Reef giants wear skins or garments made of braided hair when ashore, but swim wearing no more than a belt for knives and pouches.

**Combat:** Reef giants prefer to fight in or under water, and they are fierce fighters when angered. They suffer no penalties when fighting in or under water. They cannot be harmed by water- or ice-based attack forms. They typically attack with giant tridents for 2-20 +10 points of damage, but have been known to lash out with a huge fist (1d10 points damage) now and again.
Once per day, a reef giant can form a whirlpool. Unless a successful Strength ability check is made, creatures within 10 yards of the giant are sucked into the whirlpool and suffer 2-16 points of battering damage plus 2-20 points drowning and choking damage (unless the creatures are able to breathe water, in which case only the battering damage applies). The whirlpool is not powerful enough to draw in ships.
Reef giants can throw boulders up to 350 yards for 3-30 (3d10) points of damage. They prefer to use thrown boulders to sink unwelcome ships. Boulders are not used against individual opponents.

**Habitat/Society:** Reef giants are often solitary for long periods of time, although they mate for life. When their children reach puberty, they are sent out on their own to seek an island or reef habitat to make their home.
The mansions of reef giants are sometimes built into the hills and gorges of the islands, and they are always stocked with furniture and decorations collected over generations. These mansions are passed on from one giant to another; the eldest daughter is generally reared to provide for her parents as they grow old and is usually given the mansion and all its goods upon their death. These well-dowried daughters are the objects of much competition between reef giant suitors, each of whom seeks to both prove himself to the new mistress of the mansion and undo his competitors by any means available. Diving, surfing, and fishing competitions are common in reef giant courtship.

**Ecology:** Reef giants are scavengers who fish and forage coral reefs for a hundred different sources of food. They can net entire schools of fish, and as accomplished divers they can retrieve hoards of pearls, sponges, and coral. Their enormous strength allows them to swim for hours at a time without tiring. In this way reef giants can amass huge amounts of goods to trade for other items.
Some reef giants keep flocks of goats or sheep on their island homes, but these giants are generally elderly and not as capable of foraging successfully.
Reef giants frequently enter into contracts or trade agreements with humans and other mercantile races. In exchange for pearls and other valuables from the sea, they are given cloth, sweets, and metal goods. The reef giants willingness to plunder the sea has made them the enemies of merfolk, tritons, and other ocean-dwelling races.

# Giant, Stone

| | |
|---|---|
| **Climate/Terrain:** | Sub-tropical and temperate mountains |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivorous |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | D |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-10 |
| **Armor Class:** | 0 |
| **Movement:** | 12 |
| **Hit Dice:** | 14 + 1-3 hit points |
| **THAC0:** | 7 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 or by weapon (2-12+8) |
| **Special Attacks:** | Hurling rocks for 3-30 (3d10) |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | H (18' tall) |
| **Morale:** | 16 |
| **XP Value:** | 7,000 |
| Infant | Nil |
| Juvenile, -3 | 975 |
| Juvenile, -2 | 3,000 |
| Juvenile, -1 | 6,000 |
| Elder | 9,000 |
| Spell caster | 9,000 |

Stone giants are lean, but muscular. Their hard, hairless flesh is smooth and gray, making it easy for them

to blend in with their mountainous surroundings. Their gaunt facial features and deep, sunken black eyes make them seem perpetually grim.
The typical stone giant is 18' tall and weighs 9,000 pounds because of its dense flesh. Females are a little shorter and lighter. The giants' natural Armor Class is 0. They do not wear armor to augment that, preferring to wear stone-colored garments. Stone giants can live to be 800 years old.
Stone giants, like several other giant races, carry some of their belongings with them. They leave their more valuable items in their lairs, however. A typical stone giant's bag will contain 2-24 (2d12) throwing rocks, a portion of the giant's wealth, and 1-8 additional common items.
Stone giants speak their own language, as well as those of hill giants, cloud giants, and storm giants. In addition, 50% of the giants also speak the common language of man.

**Combat:** When possible, stone giants fight from a distance. They are able to hurl rocks a minimum distance of 3 yards to a maximum distance of 300 yards, doing 3-30 (3d10) points of damage with each rock. These giants are able to catch stones and similar missiles 90% of the time. A favorite tactic of stone giants is to stand nearly motionless against rocks, blending in with the background, then moving forward to throw rocks, surprising their foes. Many giants set up piles of rocks near their lair which can be triggered like an avalanche when intruders get too close.
When stone giants are forced into melee combat, they use large clubs chiseled out of stone which do 2-12 (2d6) +8 points of damage; double normal (man-sized) club damage plus the giant's strength bonus.

**Habitat/Society:** Stone giants prefer to dwell in deep caves high on rocky, storm-swept mountains. They normally live in the company of their relatives, though such a clans usually include no more than 10 giants. Clans of giants do locate their lairs near each other, however, for a sense of community and protection. A mountain range commonly has 2-8 clans lairing there.
Stone giants are crude artists, painting scenes of their lives on the walls of their lairs and on tanned hide scrolls. Some giants are fond of music and play stone flutes and drums. Others make simple jewelry, fashioning painted stone beads into necklaces.
If eight or more giants are encountered in a clan's lair, one quarter will be female, one quarter male, and the remainder offspring. To determine a giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of an ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to those of a hill giant.
One in 20 stone giants develop special abilities related to their environment. These giant elders are able to *stone shape, stone tell,* and *transmute rock to mud* (or mud to rock) once per day as if they were 5th level mages. One in 10 of these exceptional giants can also cast spells as if he were a 3rd level wizard. Their spells can be determined randomly or chosen to fit a specific encounter as desired. Frequently these giants are able to rise to positions of power and are considered the leaders of several clans.
Stone giants are usually found in mountain ranges in temperate and sub-tropical areas. Stone giants are fond of cave bears and 75% of their lairs will have 1-8 of them as guards. The few stone giants living in cold areas use polar bears as guards.
Stone giants are playful, especially at night. They are fond of rock throwing contests and other games that test their might. Tribes of giants will often gather to toss rocks at each other, the losing side being the giants who are hit more often.

**Ecology:** Stone giants are omnivorous, but they will eat only fresh food. They cook and eat their meat quickly after it has been killed. They use the skins of the animals for blankets and trade what they do not need with nearby human communities in exchange for bolts of cloth or herd animals which they use for

food. Many stone giant bands keep giant goats in and near their lairs so they will have a continuous supply of milk, cheese, and butter.

# Giant, Storm

| | |
|---|---|
| **Climate/Terrain:** | Special (see below) |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivorous |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | E, Qx10, S |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1 (2-4) |
| **Armor Class:** | -6 (0) |
| **Movement:** | 15, Sw 15 |
| **Hit Dice:** | 19+2-7 hit points |
| **THAC0:** | 3 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 or by weapon (3-30+12) |
| **Special Attacks:** | See below |
| **Special Defenses:** | Impervious to electricity |
| **Magic Resistance:** | Nil |
| **Size:** | G (26' tall) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | 14,000 |
| Infant | Nil |
| Juvenile, -3 | 1,400 |
| Juvenile, -2 | 4,000 |
| Juvenile, -1 | 7,000 |
| Spell caster, 1st | 15,000 |
| Spell caster, 2nd | 15,000 |
| Spell caster, 3rd | 15,000 |
| Spell caster, 4th+ | 17,000 |

Storm giants are gentle and reclusive. They are usually tolerant of others, but can be very dangerous when angry.
Storm giants resemble well-formed humans of gargantuan proportions. Adult males and females are about 26' tall and weigh about 15,000 pounds. Storm giants have pale, light green or (rarely) violet skin. Green-skinned storm giants have dark green hair and glittering emerald eyes. Violet-skinned storm giants have deep violet or blue-black hair with silvery gray or purple eyes. Storm giants can live to be 600 years old.
A storm giant's garb usually is a short, loose tunic belted at the waist, sandals or bare feet, and a headband. They wear a few pieces of simple, but finely crafted jewelry: anklets (favored by bare-footed giants), rings, or circlets being most common.
Storm giants usually carry pouches attached to their belts. These hold only a few tools, necessities, and a simple musical instrument -- usually a panpipe or harp. Other than the jewelry they wear, they prefer to leave their wealth in their lairs.
They speak their own language as well as cloud giant, the tongue common to all giants, and the common tongue of humankind.

**Combat:** All storm giants are immune to electricity and lightning. They use weapons and special abilities instead of hurling rocks, but can catch large missiles 65% of the time.
Storm giants are born with *water breathing* ability, and can move, attack, and use magic under water as if they were on land. Juvenile and adult storm giants can cast *control weather* and levitate spells lifting their own weight and as much as 4,000 additional pounds twice a day. Adult storm giants also can *call lightning* (3 bolts of 15 8-sided dice each), *lightning bolt* (1 bolt of 15 6-sided dice), *control winds*, and use *weather summoning* once a day. A storm giant uses its magical abilities at 15th level. An angry storm giant usually will *summon* a storm and *call lightning.*
They employ gigantic two-handed swords in battle. A storm giant's oversized weapons do triple normal (man-sized) damage to all opponents, plus the giant's strength bonus. Thus, a storm giant's two-handed sword does 3-30 (3d10) +12 points of damage. They also use massive composite bows which have a 300 yard range and do 3-18 (3d6) points of damage. There is a 10% chance that any storm giant will have enchanted weapons.
A storm giant's natural Armor Class is 0. In battle, storm giants usually wear elaborate bronze plate mail (AC -6).

**Habitat/Society:** Storm giants are retiring and solitary, but not shy. They live in castles built on cloud islands (60%), mountain peaks (20%), or underwater (10%). They live quiet, reflective lives and spend their time musing about the world, composing and playing music, and tilling their land or gathering food. Land-and air-dwelling storm giants usually are on good terms with neighboring silver dragons and good cloud giants, and cooperate with them for mutual defense. Aquatic storm giants have similar relationships with mermen and bronze dragons.
When two or more storm giants are encountered in lair they will be a mated couple and their children. To determine each young giant's maturity, roll 1d4. A roll of 4 indicates an infant with no combat ability and hit points of ogre; rolls of 1-3 indicate older progeny with hit dice, damage, and attack rolls equal to that of a cloud giant.
There is a 20% chance that an adult storm giant is also a priest (70%) or priest/wizard (30%). Storm giants can attain 9th level as priests and 7th level as wizards. Storm giant priests can cast regular spells from the Animal, Charm, Combat, Creation, Guardian, Healing, Plant, Weather, and Sun spheres. Storm

giant wizards are generalists, and typically know spells from the Alteration, Invocation/Evocation, Conjuration/Summoning, and Abjuration schools.
Storm giant lairs are always protected by guards. Land or aerial lairs have 1-2 rocs (70%), which also serve a mounts, or 1-4 griffons (30%). Underwater lairs have 2-8 (2d4) sea lions.

**Ecology:** Storm giants live off the land in the immediate vicinity of their lairs. If the natural harvest is not enough to sustain them, they create and carefully till large areas of gardens, fields, and vineyards. They do not keep animals for food, preferring to hunt.

# Giant, Verbeeg

| | |
|---|---|
| **Climate/Terrain:** | Temperate and arctic/Hills |
| **Frequency:** | Uncommon |
| **Organization:** | Tribe |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average to very (8-12) |
| **Treasure:** | B (K, L, M x 5) |
| **Alignment:** | Neutral (evil) |
| **No. Appearing:** | 1-6 or 5-30 |
| **Armor Class:** | 4 or better |
| **Movement:** | 18 |
| **Hit Dice:** | 5+5 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 1-6 (weapon) +3 to +6 (Str bonus) |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (8½' to 10' tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 270 |

Known as "human behemoths, these human giants inhabit areas infested with hill giants and ogres. Verbeeg vary in height from 8½ to 10 feet tall, and weigh between 300 and 400 pounds. They are unusually thin for their height, although this does not inhibit their fighting ability. Some have minor deformities, such as club foot, uneven eyes, hair lips, etc. In all other respects they appear human, including skin, hair, and eye color. They wear as much protective clothing and armor as they can obtain, which isn't much. Usually they wear furs and hides with pieces of metal armor stitched into strategic places. They almost always carry shields and have the best weapons they can steal. Typically this means clubs and spears.

**Combat:** Verbeeg are smart enough to let others soften up the enemy first. This does not mean that they are cowards, only selfish and practical. Since they are commonly found with hill giants and ogres, in the first few rounds of combat verbeeg drive their less intelligent companions before them into battle. This is accompanied by many curses, oaths, and highly descriptive accounts of the giants' and ogres' parentage. Once the battle has begun, the verbeeg take on the stragglers and use their missile weapons, usually spears. The Strength of the giant determines how much further than normal the weapons can be hurled. Whatever their weaponry, the verbeeg get a Strength bonus for damage. Each giant must have his Strength determined individually (or once for the whole group, at the DM's option) by rolling 1d10 and consulting the following table. Armor is always at least the equivalent of AC 4, and sometimes better, although never better than AC 1.

### Special Bonus With Spears

| D10 Roll | Strength | Damage Bonus | Add to Spear Range |
|---|---|---|---|
| 1-2 | 18/51-75 | +3 | 30 yards |
| 3-6 | 18/76-90 | +4 | 40 yards |
| 7-9 | 18/91-99 | +5 | 50 yards |
| 10 | 18/00 | +6 | 60 yards |

**Habitat/Society:** Verbeeg are found in the same climates as ogres and hill giants. These human behemoths are never found wandering alone. Thirty percent of wandering verbeeg encounters find 1d6 of these giant-kin with 1d4 hill giants or ogres (equal chance), which also share their lair; 50% of the time 1d6 verbeeg are with 1d6 wolves or worgs (in polar climes winter wolves or polar bears); the rest of the time (20%) 1-2 of them are encountered with a normal sized group of wandering monsters found in that area (DM must use reasonable judgment in this case).
A verbeeg lair is usually an underground place, such as a cave or inside old ruins. There 5d6 of them can be found, an equal number of females (equal to males in combat), and 2d6 young. Half the young fight as bugbears, the other half fight as goblins. A lair usually includes 2d4 wolves (75% chance) or 1d4 worgs (25% chance). In arctic climes substitute 1-2 polar bears for wolves, and 1-3 winter wolves for wargs. There is a 2% cumulative chance per giant of a shaman with the tribe. The verbeeg are jointly ruled by the shaman (if there is one) and a warrior chieftain. The shaman can be up to 7th level. The warrior chieftain always has 18/00 Strength and no fewer than 40 hit points. The chieftain is responsible for all activities involving hunting, war and negotiations with strangers. The shaman is responsible for all activities inside the tribe, dispensing judgments concerning law and all magic. Any magical items in the tribe belong to the shaman; he has a 90% chance of knowing how to use these. Most magical items that he does not understand are thrown into the tribal refuse heap before too long.

**Ecology:** Verbeeg eat almost anything, but they love flesh of all sorts. They maintain a mutually beneficial relationship with the giants and ogres that share their lair. The verbeeg provide the intelligence and direction that these giant types lack, and the giants provide protection by their greater fighting prowess. To watch a group in action can be hilarious, so long as you are not their intended victim. Hill

giants and ogres are too stupid to think much on their own. They tend to follow directions too literally. This usually infuriates the verbeeg. They hop back and forth from foot to foot screaming insults at the befuddled giants that tower over them in height and size, as even the simplest instructions are misinterpreted by these denser humanoids.

# Giant, Wood (Voadkyn)

| | |
|---|---|
| **Climate/Terrain:** | Temperate and subtropical/Forests |
| **Frequency:** | Very rare |
| **Organization:** | Clan |
| **Activity Cycle:** | Day |
| **Diet:** | Herbivore |
| **Intelligence:** | High to exceptional (13-16) |
| **Treasure:** | E |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 8 (5 in armor) |
| **Movement:** | 12 |
| **Hit Dice:** | 7+7 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 (weapon) +3 to +6 (Strength bonus) |
| **Special Attacks:** | -4 penalty to opponents' surprise rolls |
| **Special Defenses:** | Resistant to some spells |
| **Magic Resistance:** | Nil |
| **Size:** | L (9½' tall) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 1,400 |

Wood giants (also known as voadkyn) are one of the smallest of the minor races of giants, looking somewhat like giant-sized wood elves. They are flighty, frivolous, and good friends with wood elves. Standing 9½ feet tall, wood giants weigh around 700 pounds. They have the physical proportions of humans, which makes them thin and light for giants. They are completely devoid of facial and body hair, including eyebrows. Their heads seem overly large for their bodies, especially the jaws, chin, and mouth. Their ears are placed higher than on a human, almost completely above the line of the eyes.
Wood giants can be almost any shade of brown, mixed with yellow or green. They are fond of leather

armor and ring mail. A wood giant carries two weapons -- a two-handed sword and a giant-sized long bow with quiver. A special sheath for the sword is steel tipped, enabling it to be used as a walking stick. This does not in any way disguise the sword.
They wrap their ankles in leather strips almost up to the knee, although the foot itself is mostly bare. The only garments they wear are loose trousers or a short kilt. A wood giant always wears a leather forearm sheath to protect his arm from the bowstring. All of these items are frequently stained in forest colors of green and brown.

**Combat:** Voadkyn do not fight unless forced to defend themselves or allies. Their favorite weapon is their huge, non-magical long bow. They get a +1 bonus to attack rolls and 50% better range because of its unusual size. The matching arrows are over four feet long and cause 1d8 points of damage. Wood giants do not hurl rocks or boulders. If pressed into melee, they wield their two-handed swords with one hand.
When encountered, the Strength of the voadkyn must be determined by rolling percentile dice. The resulting number is the 18/(roll) value for their strength. This gives them a +3 to +6 damage bonus. They do not receive any attack roll bonus for Strength. These giant-kin are usually in the company of 1d4 wood elves (60%), 1d4 dire wolves (30%), or both (10%).
Wood giants are 90% resistant to *sleep* and *charm* spells; they have infravision up to 90 feet.
The only magical skill voadkyn have is the ability to polymorph into any humanoid figure, from 3 to 15 feet in height. They cannot become a specific individual, only a typical specimen of that race. They have been known to use this ability to join a party and trick it out of treasure.
Wood giants can move silently in a forest, despite their great height, thus imposing a -4 penalty to opponents' surprise rolls. They can blend into forest vegetation, becoming effectively invisible. Only creatures able to detect invisible objects can see them. Although they are not invisible while attacking, they are extremely quick (Dexterity 16) and can move out of hiding, launch an arrow, and move back into hiding in the same round. These arrows seem to come from nowhere unless the target is looking at the wood giants' hiding spot.

**Habitat/Society:** Wood giants inhabit the same forests as wood elves. They have no lairs, choosing to live under the stars or with the wood elves for a time. Wood giants encountered in the forest are mostly male (90%). Female wood giants usually remain at a makeshift camp or with the wood elves at their lair. Offspring are rare, as each female gives birth to only 1d4 children in her lifetime. The young are born and raised deep in the woods among the wood elves, away from prying eyes.
The strong bond between wood elves and wood giants goes back further than either race can remember. This may account for the elven abilities of the giants. They do not mix or treat with any other intelligent creatures, although they tolerate any good elf. Like the elves, wood giants are fond of finely cut gems and well-crafted magical items.
Humans who have had contact with wood giants describe them as friendly enough, but flighty and frivolous, and never in a great hurry to do anything other than eat and drink large amounts of wine. Treants (with whom they occasionally converse) consider them irrational, foolish, and occasionally obnoxious, but enjoyable company.

**Ecology:** The jaw of the voadkyn is large because of the oversized grinding teeth in it. These teeth are completely unsuited for eating meat, but they are perfect for vegetables and other plants. Wood giants can eat the leaves and roots of many plants that are inedible to humans. They especially enjoy nuts and

seeds.

# Gibberling

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Forest, subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Herd |
| **Activity Cycle:** | Night (but see below) |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | Nil |
| **Alignment:** | Chaotic neutral |
| **No. Appearing:** | 40-400 |
| **Armor Class:** | 10 |
| **Movement:** | 9 |
| **Hit Dice:** | 1 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 (weapon) |
| **Special Attacks:** | Mass assault |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | S-M (4'-5' tall) |
| **Morale:** | Irregular (5) |
| **XP Value:** | 35 |

They come screaming, jabbering, and howling out of the night. Dozens, maybe hundreds, of hunchbacked, naked humanoids swarm unceasingly forward, brandishing short swords. They have no thought of safety, subtlety, or strategy, leaving others with no hope of stopping their mass assault. And then, having come and killed, the gibberlings move on randomly back into the night.

The first impression of gibberlings is of a writhing mass of fur and flesh in the distant moonlit darkness. The pandemonium is actually a mass of pale, hunchbacked humanoids, with pointed canine ears, black manes surrounding their hideous, grinning faces. Their eyes are black, and shine with a maniacal gleam. They carry short swords in their overly long arms as they lope ever faster forward.

**Combat:** Gibberlings attack in great numbers, uttering ghastly howls, clicks, shrieks, and insane chattering noises which cause even the boldest hirelings to check morale each round. PCs need only make a morale check if it is appropriate to their character. The screaming mob is completely disorganized in form, and random in direction.
The gibberlings attack with common swords, but such is their skill and practice in using these weapons that they are +1 to hit. Their forward motion slows only long enough to kill anything moving, then continues forward, their bloodlust apparently unabated. They always fight to the death. All food in their path is devoured, including the fallen among their own number, and any unfortified building or objects are generally wrecked.
The only true hope of survival, should a herd of gibberlings be encountered, is to take strategic advantage of their fear and detestation of bright light. The gibberlings generally frequent only dense forests and subterranean passages, loathing bright light of all kinds, and are particularly afraid of fire. Although their mass attacks would quickly overwhelm someone wielding a torch, a bright bonfire or magical light of sufficient intensity will hold them at bay or deflect their path.

**Habitat/Society:** It is difficult to imagine a gibberling social structure. It can be roughly compared to the social structure of lemmings throwing themselves into the sea, or of a school of pirhana in a feeding frenzy. There is no sense, no organization, and no individuality. Though they clearly have a primitive means of communicating among themselves, they have no discernable language.
Gibberlings traveling above-ground invariably burrow into the ground to hide during the daytime, and it is at such time that they are most vulnerable. They can easily be tracked by the path of chaos and destruction they leave, and can be quickly dispatched while they lie dormant just beneath the surface of the ground. If uncovered, they awake, but generally cower in fear at the bright light surrounding them, and so are easy prey. Subterranean gibberlings may burrow into the ground, or may simply lie down in a curled, fetal posture at times of rest. They awake suddenly, as a group, and burst in unison out of the ground, howling and gibbering in a most frightful way.
If captured, these strange creatures speak only their own incomprehensible gibberish, and show neither the patience nor the inclination to learn other languages or communicate whatsoever with their captors. Instead, they beat against their cages and fling themselves at barred windows and doorways in pitiful attempts to escape their captivity.
It is unclear how or when or even if gibberlings procreate.

**Ecology:** Attempts to find the gibberlings' lairs have inevitably led back to subterranean passages, where the trail is eventually lost in the deepest rock-floored recesses of the caverns.
Gibberlings require a prodigious amount of food to support their manic nocturnal existence, stripping to the bone anyone or anything that should fall in their path. Their fur is commonly infested with lice and other pests picked up during their burrowed slumber. Their hides are vile and worthless. Gibberlings carry no treasure or other useful items.Their swords are of the commonest variety, with no markings or decoration, and are often pitted and dull. In short, gibberlings serve no purpose and no known master, save random death in the night.

# Giff

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Rare |
| **Organization:** | Platoon |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Low (7) |
| **Treasure:** | Nil |
| **Alignment:** | Lawful neutral |
| **No. Appearing:** | 11-20 |
| **Armor Class:** | 6 (2) |
| **Movement:** | 6 |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 2 or 1 |
| **Damage/Attack:** | 1-6 +7 or by weapon +7 |
| **Special Attacks:** | Head butt |
| **Special Defenses:** | Can call on other giff |
| **Magic Resistance:** | 10% |
| **Size:** | L (9' tall) |
| **Morale:** | Elite (14) |
| **XP Value:** | 420 |

The giff are a race of powerfully muscled mercenaries. They are civilized, though they lack mages among their own race. Giff hire on with various groups throughout the universe as mercenaries, bodyguards, enforcers, and general legbreakers.
The giff is humanoid, with stocky, flat, cylindrical legs and a humanoid torso, arms, and fingers. Its chest is broad and supports a hippopotamus head with a natural helmet of flexible, chitinous plates. Giff come in colors ranging from black to gray to a rich gold, and many have colorful tattoos that leave their bodies a patchwork record of past victories. Giff speak their own language and the Common tongue.

**Combat:** The giff are military-minded, and organize themselves into squads, platoons, companies, corps, and larger groups. The number of giff in a platoon varies according to the season, situation, and level of

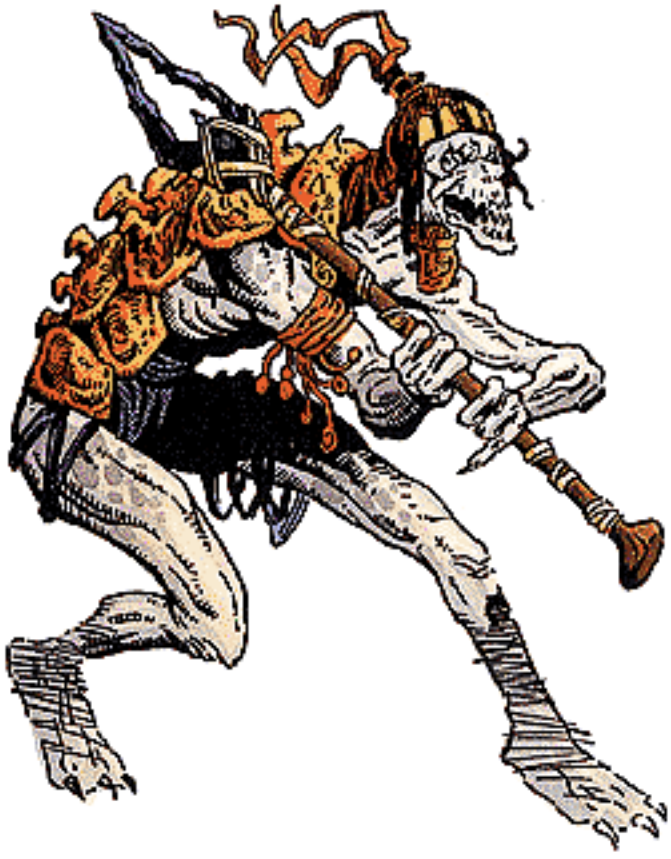
danger involved. A giff "platoon" hired to protect a gambling operation may number two, while a platoon hired to invade an illithid stronghold may number well over a hundred.
The giff pride themselves on their weapon skills, and any giff carries a number of swords, daggers, maces, and similar tools on hand to deal with troublemakers.
A giff's true love in weaponry is the gun. Any giff has a 20% chance of having an arquebus and sufficient smoke powder for 2d4 shots. A misfiring weapon matters little to the giff (occasional fatalities are expected), the flash, noise, and damage is what most impresses them.
Even unarmed, the giff are powerful opponents. They are as strong as a hill giant (+7 damage adjustment for Strength). They will wade into a brawl just for the pure fun of it, tossing various combatants on both sides around to prove themselves the victors. Once a weapon is bared, the giff consider all restrictions off -- the challenge is to the death.
The top of the giff's head and snout are plated with thick, chitinous plates, flexible enough to permit motion, but giving the creature a natural helmet. The giff can charge using a head butt, inflicting 2d6 points of damage.
The giff prize themselves as mercenaries, and to that end have made elaborate suits of armor (AC 2). These include full helms with other monsters on the crests, inlaid with ivory and bone along the large plates. Armor repair is a major hobby among the giff.
Finally, giff are somewhat magic resistant. They are deeply suspicious of magic, magicians, and magical devices.

**Habitat/Society:** Giff of both sexes serve in their platoons, and both fight equally well. Giff young are raised tenderly until they are old enough to survive an exploding arquebus, then are inducted fully into the platoon. Every giff, male, female, and giffling, has a rank within society, which can be changed only by someone of a higher rank. Within these ranks are sub-ranks and within those sub-ranks are color markings and badges. The highest-ranking giff gives the orders, the others obey. It does not matter if the orders are foolish or even suicidal -- following them is the purpose of the giff in the universe. A quasi-mystical faith among the giff mercenaries confirms that all things have their place, and the giff's is to follow orders.
Giff mercenaries are usually paid in smoke powder, though they often will accept other weapons and armor. It is purely a barter system, but to hire one giff for one standard week requires seven charges of smoke powder (one per day).
Giff are fierce fighters, despite their somewhat comical appearance and mania for weapons. They will not, however, willingly fight other giff. If forced into such a situation on a battlefield, both groups retire for at least a day of drinking and sorting out ranks. There is a 10% chance that one platoon will join another in this case, but it is more likely that both will quit their current hiring and look for work elsewhere.

**Ecology:** Giff live about 70 years, but do not age gracefully. As a giff grows older and begins to slow down, he is possessed with the idea of proving himself still young and vital, usually in battle. As a result, there are very, very few old giff.

# Gith

| | |
|---|---|
| **Climate/Terrain:** | Arid tablelands and mountains |
| **Frequency:** | Uncommon |
| **Organization:** | Tribal |
| **Activity Cycle:** | Day or night |
| **Diet:** | Carnivore |
| **Intelligence:** | Average (10) |
| **Treasure:** | M (I) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 10-100 |
| **Armor Class:** | 8 |
| **Movement:** | 10 |
| **Hit Dice:** | 3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 or 2 |
| **Damage/Attack:** | By weapon or 1d4/1d4 |
| **Special Attacks:** | Springing |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M |
| **Morale:** | Steady (12) |
| **XP Value:** | 175 |



The gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile. They are extremely gaunt and lanky, with long gangling arms and spindly legs. Their hands have three fingers with no opposable thumbs, yet they are able to use tools and wield weapons. Their fingers and toes end in sharp claws. If one could get a gith to stand up straight, he would measure close to 7 feet tall. However, most gith appear to be no more than 5 feet tall, for they always stand hunched over at the shoulders, in a permanent slouch.

**Combat:** If possible, the gith attack in mass, usually starting with a psionic attack by one of their leaders. Then the entire party charges quickly into melee. Their main charge is often accomplished by *springing*

up to 20 feet in one giant leap to close with their enemies. When they employ this spring, it gives them a +2 attack bonus on the first round of combat.
The gith are usually armed with large, wicked-looking spears that have giant, razor-sharp heads of polished obsidian (1d6-1 damage). Although these spears look like thrusting weapons, they are used primarily to slash or chop. The gith often armor themselves, and especially their vulnerable backs, with inix-shell armor (AC 6) of their own manufacture.

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 5 | 2/3/10 | II, MT/M-,TW,MB | 16 | 80 |

Gith have the following psionic powers:
**Telepathy—Sciences:** tower of iron will, project force. Devotions: id insinuation, mind thrust, contact, mind blank, mental barrier.
**Psychokinesis—Sciences:** telekinesis. Devotions: animate object, animate shadow, ballistic attack, control body, control flames.

Note: Only leaders commanding 25 or more gith have psionic powers. The psionics listed above are representative of these leaders, but their powers do vary greatly. Gith with more Hit Dice have correspondingly greater powers.

**Habitat/Society:** The gith live in tribal organizations. The individual with the most powerful psionics generally acts as the leader. All other social positions are distributed at his pleasure.
For every twenty-five gith, there will be a 5 HD leader, for every fifty, a 6 HD leader, and for every tribe of 100 or more a 7 HD leader. In addition to having hit points and THAC0 numbers appropriate to their HD, these leaders will have psionic powers approximately equal to a psionicist of an equivalent level. Some of these leaders are priests. While little is known of the gith religion, shamans up to the 4th level are known to accompany and sometimes lead gith tribes. There have also been reports of gith wizards (defilers) ranked at the 6th level. Even if true, 6th level would be unusual for gith, but wizards of up to 4th level have been reported by reliable witnesses.
Not much is known about the reproductive cycle of the gith. It is known that they are egg layers; females lay approximately 1d6 eggs in a clutch. It is rumored that the gith operate hatcheries containing hundreds (some say thousands) of nests.

**Ecology:** Mountain gith live in underground lairs, claiming a particular canyon or valley as their territory. Gith inhabiting tablelands tend to organize their society more along the lines of a nomadic hunting clan, going wherever the game takes them. They do not hesitate to attack human or demihuman groups, for they view humans and demihumans as a choice food supply, preferring it over other flesh. They will even attack thri-kreen, if they are hungry enough, but the insectoids taste bad, and usually escape gith raiders.

# Gith, Pirate

| | |
|---|---|
| **Climate/Terrain:** | Wildspace |
| **Frequency:** | Rare |
| **Organization:** | Ship/Military |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | A (N) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 20-40/As ship crew |
| **Armor Class:** | 0 |
| **Movement:** | 12 |
| **Hit Dice:** | 7-11 |
| **THAC0:** | Special |
| **No. of Attacks:** | Varies |
| **Damage/Attack:** | By weapon |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (6'-7' tall) |
| **Morale:** | Champion (16) |
| **XP Value:** | Special |

When the githyanki, under their liberator, Gith, freed themselves from the yoke of mindflayer slavery, this branch of the race fled not to the Astral plane, but to arcane space.
Tall, emaciated beings, the pirates of Gith appear as almost skeletal humanoids with skin varying from dirty gray to dull yellow. Long, dingy-brown hair flows down their backs and over the ornate, bejeweled arms and armor they prefer to use.

**Combat:** The pirates of Gith can operate as fighters, mages, or fighter/mages, with limits of 11 in each class. Typically, the highest-level fighter captains the ship. This frees all the mages (single-and multiclassed) for spelljamming or combat duty.
Clerics of Gith are occasionally encountered as well (limit of 11th level). Rarely, a fighter/cleric is

encountered, almost always as the captain of its ship.
When closing with a foe, the pirates use spells and any armament their ship possesses. In melee, they use a variety of weapons, with swords predominating.
Operating from small bases hidden on asteroids, the pirates strive to capture any ship that is larger, faster, or better armed than theirs. They feverishly attempt to capture any elven-made ships that come their way (see below). As a result, many elven armadas post large bounties on the heads of Gith pirates.
The pirates' greatest fury is reserved for the illithids, however. The pirates of Gith spare no expense to kill all mindflayers they find. No Gith pirate ever uses a captured illithid ship.
A ship's complement varies, but these numbers are a general guideline:

1 Captain (highest-level fighter or fighter/cleric)
1 Mate (highest-level fighter/mage or cleric)
1 Chief Spelljammer or Warlock (highest-level mage)

The rest of the crew is evenly divided among the three common class possibilities.

**Habitat/Society:** The pirate philosophy carries over into all aspects of life. The strongest take what they want. Each ship is very important to its crew, as it is the primary factor in determining the pecking order in a settlement. This explains the pirates' constant quest for better ships. Each settlement is ruled by force by its best ship, or a coalition of the best ships.
Extreme isolationists, the pirates of Gith live with no other races -- they may even try to commit genocide on a race that settles too close to them. Over all, despite being pirates, these Gith live a structured, militaristic lifestyle.
Every adult member of this race possesses the following magical abilities, each usable three times a day: *astral spell*, *plane shift*, and *ESP*. All function as the spell of the same name (as cast by the lowest-level caster possible). These inherent abilities also enable the pirates to pilot ships with series helms. These abilities function only in wildspace, not in the phlogiston.
The most dangerous aspect of this race is the combination of the above abilities, the properties of major and minor spelljamming helms, and the unique organic structure of the elven-made ships. When a Gith pirate is at the helm of an elven-made ship (flitter, etc.), he may use his *plane shift* and *astral spell* abilities to shunt the entire ship, and all its contents, to the Astral plane (this uses up that pirate's *astral spell* and *plane shift* abilities for the day). This gives the pirates an escape route, and it enables them to wait in known shipping lanes, astrally hidden, before returning to the Prime Material plane to launch an attack. The Gith pirates can use only elven-made ships of less than 50 tons in this manner.
This special maneuver only works in wildspace, not in the phlogiston. That is certainly the reason the Gith pirates never pursue prey into that medium.

**Ecology:** The Gith pirates are carnivores, pure and simple. They do not care what state, short of putrefied, the meat is in. Some of the pirate bands also engage in cannibalism.

# Githyanki

| | |
|---|---|
| **Climate/Terrain:** | Astral or prime |
| **Frequency:** | Very rare |
| **Organization:** | Dictatorship/monarchy |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Exceptional to genius (15-18) |
| **Treasure:** | Individuals R; Lair H |
| **Alignment:** | Any evil |
| **No. Appearing:** | 2-8 (away from lair) |
| **Armor Class:** | Per armor |
| **Movement:** | 12, 96 on Astral plane |
| **Hit Dice:** | Per class and level |
| **THAC0:** | Per class and level |
| **No. of Attacks:** | Per class and level |
| **Damage/Attack:** | Per weapon type |
| **Special Attacks:** | Possible spell use, possible magical weapon |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Average to elite (8-14) |
| **XP Value:** | Per class and level |

## Psionics Summary

| Level | Dis/Sci/Dev | Attack/Defense | Power Score | PSPs |
|---|---|---|---|---|
| = HD | per level | All/All | = Int | 1d100+150 |

Githyanki are an ancient race descended from humans. They dwell upon the Astral plane but will often leave that plane to make war on other races. They are engaged in a lengthy war with the githzerai. Githyanki are strongly humanoid in appearance. They are approximately of human height but tend to be

much more gaunt and long of limb. They have rough, yellow skin and gleaming black eyes that instantly betray their inhumanness. Like many demihuman races, their ears have sharp points and are serrated at the back. Dress for the githyanki is always an elaborate affair. Their baroque armor and weapons of war are decorated with feathers, beads, and precious metals and gems.
Githyanki speak their own tongue, and no others.

**Combat:** The githyanki have had long years to perfect the art of war. Their very existence attests to their battle prowess. Each individual githyanki has a character class and level from which are derived such things as THAC0, armor class, spell use, etc.

| Class | | Level | |
|---|---|---|---|
| 01-40 | Fighter | 01-20 | 3rd |
| 41-55 | Mage | 21-30 | 4th |
| 56-80 | Fighter/Mage | 31-40 | 5th |
| 81-85 | Illusionist | 41-60 | 6th |
| 86-00 | Knight | 61-80 | 7th |
| | | 81-90 | 8th |
| | | 91-95 | 9th |
| | | 96-98 | 10th |
| | | 99-00 | 11th |

The armor for each githyanki varies according to class. Mages and illusionists have AC 10. Fighters and fighter mages have differing armor -- AC 5 to AC 0 (6-1d6). Knights have AC 0.
Githyanki have Hit Dice according to their class and level, and their hit points are rolled normally. Their THAC0 is determined per class and level, as well. Fighters, fighter/mages, and knights may receive more than one attack per round -- other githyanki have one attack per round.
Githyanki knights are evil champions who take up the causes of the githyankis' mysterious lich-queen. Githyanki knights are very powerful and highly revered in their society. Githyanki knights have all of the powers and abilities of a human paladin except these are turned toward evil (e.g. *detect good* instead of *detect evil*, *command undead* instead of turning undead, etc.).
Githyanki mages, fighter/mages, and illusionists will receive all the spells available at their level of experience. Spells should be determined randomly, keeping in mind that they are by nature creatures of destruction—offensive spells should be favored.
The githyanki soldiers use arms and armor similar to humans, however these are normally highly decorated and have become almost religious artifacts. A githyanki would likely show greater care for his weapons and armor than he would toward his mate. Half of the githyanki fighters, fighter/mages, or knights that progress to 5th level receive a magical *two-handed sword +1*, the remainder using normal two-handed swords. Githyanki fighters of 7th level and above are 60% likely to carry a *long sword +2*. Knights of 7th level and above will always carry a *silver sword* -- a *two-handed sword +3* that, if used astrally, has a 5% chance per hit of cutting an opponent's silver cord (see The Astral Plane , *DMG*, page 132), but *mind barred* individuals are immune. A supreme leader of a lair will carry a special *silver*

*sword* that is +5 with all the abilities of a *vorpal weapon* that also affects *mind barred* individuals. Githyanki will never willingly allow a *silver sword* to fall into the hands of a nongithyanki. If a special *silver sword* should fall into someone's hands, very powerful raiding parties will be formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved at the hands of their merciless lich-queen.
All githyanki have the natural ability to *plane shift* at will. They will rarely travel anywhere besides back and forth from the Astral plane to the Prime Material plane.

**Habitat/Society:** History provides some information on the githyanki -- their race is both ancient and reclusive. Sages believe they once were humans that were captured by mind flayers to serve as slaves and cattle. The mind flayers treated their human slaves cruelly and the people harbored a deep resentment toward the illithids. For centuries these humans increased their hatred but could not summon the strength necessary to break free. So they waited for many years, developing their power in secret, waiting for an opportunity to strike out against their masters. Finally, a woman of power came forth among them, a deliverer by the name of Gith. She convinced the people to rise up against their cruel masters. The struggle was long and vicious, but eventually the people freed themselves. They had earned their freedom and become the githyanki, (which, in their tongue, means sons of Gith).
These astral beings progress through levels exactly as a human would. However, there has never been a githyanki that has progressed beyond the 11th level of experience and very few progress beyond 9th. When a githyanki advances to 9th level, he is tested by the lich-queen. This grueling test involves survival in one of lower planes for a number of weeks. Failure quite obviously results in death. Githyanki that reach 12th level of experience are immediately drawn out of the Astral plane and into the presence of the lich-queen where their life force is drawn to feed the ravenous hunger of the cruel demi-goddess.
Githyanki dwell in huge castles on the Astral plane. These ornately decorated castles are avoided by all other dwellers on the Astral plane for the githyanki are infamous for being inhospitable to strangers.
A githyanki stronghold will be ruled by a supreme leader. This leader will be a fighter/mage of 10th/8th level or 11th/9th level. The supreme leader is the undisputed overlord of the castle with the power of life and death over all who dwell there. A typical leader will be equipped with 2-8 random magical items in addition to the weapons described above.
All castles have a retinue of 20-80 knights of 9th level that serve as the supreme leader's elite shock troops. They are fanatically loyal. There will also be up to 1,000 githyanki of lesser status.
Githyanki, having the ability to *plane shift* at will, often travel to the Prime Material plane. These treks across the planes often lead to the formation of underground lairs used to mount surface raids, though their hatred is more often directed against mind flayers. Outside the war with the githzerai, these raids are conducted largely for the perverse pleasure of the kill.
A typical githyanki lair on the Prime Material plane will contain the following:

| | |
|---|---|
| One supreme leader | 11th-level fighter or 7th/8th-level fighter/mage |
| Two captains | 8th-level fighter and 7th/6th-level fighter/mage |
| One knight | 8th level |
| Two warlocks | mages of 4th/7th level |
| Three sergeants | fighters of 4th/7th level |
| Two `gish' | fighter/mages of 4th/4th level |

| | |
|---|---|
| 20-50 lower levels | determined randomly using the table above, of 1st-3rd level |

On the Prime Material plane, githyanki have a pact with a group of red dragons. These proud creatures will act as mounts and companions to the githyanki. When encountered on the Prime Material plane and outside their lair, a githyanki group will typically consist of the following:

| | |
|---|---|
| One captain | 8th-level fighter |
| One warlock | 4th to 7th-level mage |
| Five lower githyankis | fighters of 1st-3rd level |

Such a group will have two red dragons as steeds, transporting between four and six githyanki per dragon. The dragons will fight for the safety and well-being of the githyanki but will not directly risk their lives, fleeing when the battle is turned against them. Just what the githyanki offer the red dragons in return for these services is unknown.
An interesting aspect of githyanki society is the apparent bond between military leaders and their subordinates. This bond allows a leader to give his men short, almost senseless commands (to human standards) and actually relay complex and exacting messages. Although this has no actual affect during the melee round, it often leads to more effective ambushes and attacks and allows complex military decisions to be relayed quickly.

**Ecology:** Githyankis have similar ecology to that of humans. However, the Astral plane does not offer the same type of environments as the Prime Material plane, so their cultural groups are much different. In a society where farmers and tradesmen are unnecessary, more unique, specialized groups have evolved.
**G''lathk:** The g"lathk, (admittedly nearly unpronounceable in human tongues) are the equivalent of farmers. Due to the barrenness of the Astral plane, the githyanki are forced to grow food in vast, artificial chambers. They rely upon a variety of fungi and other plants that require no sunlight to grow. The g"lathk are also experts in aquatic plantlife, sometimes tending gigantic water-gardens.
**Mlar:** Not all magic-using githyanki ever attain the power and self-discipline necessary to become wizards. Some use their magical talents in the field of architecture and construction. The mlar are such individuals, focusing their creative energies toward designing and constructing the buildings and structures used in day-to-day life in githyanki society. The mlar have developed their jobs into an art form.
**Hr'a'cknir:** The Astral plane has many strange energies moving through it. Some of these energies are obvious to the senses, such as heat and light. Others are not so easily observed. There are many psychic and strange astral energies that humans generally are not aware of. Being a psychically aware race, however, the githyanki cannot only sense these energies, but harness them too. The hr'a'cknir are the collectors of those energies. They are similar to the mlar, in that they use innate magical powers to perform their crafts.

More than humans, githyanki are hunters and predators. They will typically engage in raiding and plundering seemingly for the joy they derive from it. It is likely that the long centuries of enslavement of their race has caused the githyanki to bully those weaker than themselves.

Unlike humans, though, the githyanki never war amongst themselves. The split of the githyanki and the githzerai (*q.v.*) is the closest thing the gith races have known to civil war. Githyanki never battles githyanki. It is the unwritten rule of gith society and is never broken. This, too, may be an effect of the race's enslavement.

# Githzerai

| | |
|---|---|
| **Climate/Terrain:** | Limbo |
| **Frequency:** | Very rare |
| **Organization:** | Monarchy/dictatorship |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Exceptional to genius (15-18) |
| **Treasure:** | Individual P; Lair Hx2 |
| **Alignment:** | Chaotic neutral |
| **No. Appearing:** | 2-8 (away from lair) |
| **Armor Class:** | Variable |
| **Movement:** | 12, 96 in Limbo |
| **Hit Dice:** | Per class and level |
| **THAC0:** | Per class and level |
| **No. of Attacks:** | Per class and level |
| **Damage/Attack:** | Per weapon type |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | 50% |
| **Size:** | M (6'tall) |
| **Morale:** | Average to steady (8-12) |
| **XP Value:** | Per class and level |

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Power Score | PSPs |
|---|---|---|---|---|
| = HD | per level | All/All | = Int | 1d100+150 |

Githzerai are the monastic, chaotic neutral counterparts to the githyanki (*q.v.*). The two races share a stretch of time in history; the githzerai are the lesser and more repressed offshoot of the original people that the warrior Gith helped to escape the slavery of the mind flayers millennia ago.
Githzerai are very similar in appearance to their githyanki cousins, although they tend to look much more

human. Their features are for the most part unremarkable, with vaguely noble countenance. Their skin tone is that of human caucasian flesh. Githzerai dress simply, wearing functional clothing and favoring conservative tones.

**Combat:** The githzerai are unadorned and ruthlessly straightforward with their combat and magic. Their strong resistance to magic seems to make up for their generally inferior fighting ability.

| **Class** | | **Level** (add 3 if thief) | |
|---|---|---|---|
| 01-55 | Fighter | 01-10 | 1st |
| 56-75 | Fighter/Mage | 11-20 | 2nd |
| 76-95 | Mage | 21-30 | 3rd |
| 96-00 | Thief | 31-45 | 4th |
| | | 46-60 | 5th |
| | | 61-75 | 6th |
| | | 76-90 | 7th |
| | | 91-96 | 8th |
| | | 97-00 | 9th |

The armor for each githzerai varies according to class. Mages have AC 10. Fighters and fighter mages have differing armor -- AC 5 to AC 0 (6-1d6). Thieves have AC 7.
Githzerai have Hit Dice according to their class and level, and their hit points are rolled normally. Their THAC0 is determined per class and level, as well. Fighters and fighter/mages may receive more than one attack per round -- other githzerai have one attack per round.
On rare occasions, a githzerai will progress as a thief. These thieves seem to have some significance to the strange githzerai religion. Although they are never known to become leaders in any capacity, these thieves are an exception to the maximum level of 9th, often progressing up to 12th level of experience. Just what role these thieves play is unknown.
Githzerai fighters of at least 5th level have use of *silver swords*. These magical weapons are *two-handed swords +3* that, if used in the Astral plane, have a 5% chance of cutting an opponent's silver cord upon scoring a hit (see The Astral PlaneDMG, page 132), though *mind barred* individuals are immune. These weapons are of powerful religious value to the githzerai and they will never willingly allow them to fall into the hands of outsiders. If this happens, the githzerai will go to great ends to recover the weapon.
All githzerai have the innate power to *plane shift* to any plane. This is rarely done except to travel back and forth to the Prime Material plane where the githzerai have several fortresses.

**Habitat/Society:** The githzerai were originally offspring of a race of humans that were freed from slavery under mind flayers by a great female warrior named Gith. These men and women did not, however, choose to follow Gith's ways after they revolted against their slavers. Instead, they fell sway to the teachings of a powerful wizard who proclaimed himself king -- and later, god -- of the people. The githzerai then separated themselves from the githyanki, beginning a great racial war that has endured the long millennia without diminishing.

Githzerai can progress as fighters, mages, or fighter/mages, and thieves. They will rarely attain levels above 7th and, in any case, will never progress beyond 9th. The githzerai, who worship a powerful and ancient wizard as though he were a god (he is not), are destroyed before they have enough power to become a threat to their ruler.
If encountered outside of their lair, githzerai will usually be in the following numbers:

| | |
|---|---|
| One supreme leader | 9th-level fighter or 4th/7th-level fighter/mage |
| One captain | 6th-level fighter or 4th/4th-level fighter/mage |
| Two warlocks | mages of 3rd-5th level |
| Three sergeants | fighters of 3rd-5th level |
| Three `zerths' | fighter/mages of 3rd/3rd level |
| 20-50 lesser githzerai | evenly distributed between the three possible classes and of 1st-3rd level |

A thief, if present (10% chance), will replace one of the lower level githzerai and will be of 6th-10th level.

The githzerai dwell primarily on the plane of Limbo. They have mighty fortresses in that plane of chaos and their position there is very strong. Typically, one of these fortresses contains approximately 3,000 githzerai led by a single supreme leader. This leader has absolute control over the githzerai, including the powers of life and death.
The githzerai hold only a few fortresses on the Prime Material plane, but these are particularly strong holdings, with walls of adamantite rising as huge squat towers from dusty plains. Each houses approximately 500 githzerai, including a supreme leader.
On Limbo, however, the githzerai presence is very strong. Living in cities typically of 100,000 or more, the githzerai enjoy total power over themselves on an otherwise chaotic and unpredictable plane. One notable example of this is the city *Shra'kt'lor*. This large githzerai capital is composed of some 2,000,000 githzerai living in great power. Shra'kt'lor serves as both a capital and as a headquarters for all githzerai military matters. The greatest generals and nobles of the race meet here to plan githzerai strategy for battling both the githyanki and the mind flayers. There is likely no force on Limbo that could readily threaten the power of Shra'kt'lor or its many inhabitants.
One of the prime motivations among the githzerai is their war with the githyanki. These offshoots of Gith's original race are obsessed with this war of extermination. They often employ mercenaries on the Prime Material plane to aid them in battling the githyanki. The evil, destructive nature of the githyanki makes the hiring of mercenaries to fight them a relatively simple task.

**Legend of the Zerthimon:** In githzerai lore there is a central figure that is revered above all others -- Zerthimon. The githyanki believe him to be a great god that was once a man. According to githzerai lore, when the original race broke free of the mind flayers, it was Zerthimon that opposed Gith, claiming that she was hateful and unfit to lead the people.
There ensued a great battle and the people were polarized by the two powers. Those that chose to support Gith became the githyanki. Those that supported Zerthimon became the githzerai.
Zerthimon died in the battle, but in his sacrifice he freed the githzerai from Gith. The githzerai believe that someday Zerthimon, in his new godly form, will return and take the them to a place on another

plane.
*Zerths* are special among the githzerai, acting as focal points for the attention of Zerthimon. The githzerai believe that when Zerthimon returns for them, he will first gather all of the zerths and lead them to their new paradise. It might be said that the zerths are the center of githzerai religion. Unfortunately, they are not free from religious persecution.
The wizard-king (whose name is not known) that rules over the highly superstitious githzerai would like very much to stamp out the legend of Zerthimon. The wizard-king believes that this legend challenges his authority, and very likely it does. However, he has never been able to rid the githzerai of this legend and he is now forced to tolerate it.

**Rrakkma bands:** Although the githzerai are not a bitter or overly violent race, they still tend to hold a strong enmity and hatred for the race of illithids that originally enslaved the gith race so many thousands of years ago. By human terms, that may be a very long time to hold a grudge, but the githzerai see the mind flayers as the cause of the split of the Gith race and much of the hardships the githzerai are forced to endure. Thus large rrakkma (in the githzerai tongue) bands are often formed to hunt mind flayers. These bands typically consist of 30-60 githzerai warriors led by the githzerai equivalent of a sergeant. For roughly three months, these bands will roam the outer and inner planes, searching for groups of illithids and destroying them utterly. The rrakkma bands are very popular in githzerai society and it is considered to be an honor to serve in one.
The githzerai fortresses on the Prime Material plane tend to be very large affairs with great, impenetrable walls. Wherever these fortresses stand, they destroy the landscape for miles. No plants or animals live within many miles of the fortresses and the land is reduced to wasteland around them. It is not known if the effect is just the land's reaction to the "other-planar" stuff of which the castles are constructed, or if githzerai mages magically produce the effect in order to keep material beings away from these fortresses. The most likely purpose of these fortresses on the Prime Material plane is to keep tabs on the githyanki. The githzerai, not being a particularly war-mongering or violent race, have no desire to conquer the Prime Material plane like the githyanki do. However, the githzerai realize that if their enemies have a strong hold on the Prime Material plane, they will become more powerful and thus will hold power over them. The githzerai carefully monitor the progress on the githyanki and lead coordinated, focused strikes against strongpoints of the githyanki, thus hampering their ability to expand and grow in the Prime Material plane.
During these attacks, the githzerai will not intentionally attack the natural denizens of the Prime Material plane (humans, demihumans, humanoids, etc.), but they will never sacrifice a well-planned attack on the githyanki just to preserve life. With the githzerai, the ends will always justify the means.
Like the githyanki, the githzerai really have no part in the Blood War (*q.v.*) of the fiends. They seldom venture to the lower planes, and only then for matters of absolute importance. The githzerai find the bloodthirsty, destructive nature of the fiends to be distasteful, so they will typically not deal with those creatures for any reason. They coexist with the slaadi, and githzerai are rumored to have mental powers beyond those described here.

**Ecology:** For as long as men have known of the ability to travel the planes, they have wondered at the natural power of the githzerai to wander from plane to plane at will. Although man and githzerai are not natural enemies, battles are frequently fought between the two races, due in part to some humans' desire to capture a live githzerai for study. To date, no such creature has been secured.

# Gloomwing

| | Moth | Tenebrous Worm |
|---|---|---|
| **Climate/Terrain:** | Any, Demi-plane of Shadow | Forests |
| **Frequency:** | Rare | Uncommon |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Night/Darkness | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Animal (1) | Animal (1) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 1 | 1 |
| **Movement:** | 2, Fl 18 (D) | 10 |
| **Hit Dice:** | 5+1 | 10 |
| **THAC0:** | 15 | 11 |
| **No. of Attacks:** | 3 | 1 |
| **Damage/Attack:** | 1-3/1-3/1-8 | 2-16 |

| | | |
|---|---|---|
| **Special Attacks:** | Pheromone | Acid |
| **Special Defenses:** | Confusion | Poison Bristles |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (8') | M (6') |
| **Morale:** | Average (8-10) | Elite (13) |
| **XP Value:** | 1,400 | 5,000 |

The creature commonly called the gloomwing is the adult stage of the tenebrous worm (see below). These huge moths are native to the demi-plane of Shadow. Their bodies and wings are covered with shimmering, geometric patterns of black and silver. They have large, fern-like black antennae tipped with white and eight legs each ending in a pearly claw.

**Combat:** A gloomwing's shimmering markings make it a difficult target. Any creature viewing the moth squarely from above or below must successfully save vs. spells or be *confused*, as the 4th-level mage spell, for 5-8 (1d4+4) rounds. The markings also provide excellent camouflage, and the moth is 50% undetectable in darkness, twilight, or moonlight. Successfully camouflaged gloomwings cannot cause *confusion*.
When attacking in darkness or near darkness, a gloomwing receives a -2 bonus to its surprise roll. Gloomwings normally swoop to the attack. This gives them a + 2 attack bonus and allows them to seize and carry away victims less than 3 feet tall and that weigh less than 61 pounds. Such victims are securely held in the moth's eight claws while the moth attacks each round with a +4 attack bonus and a +2 bonus to damage. When fighting creatures too large to carry away, the moth hovers, biting and flailing with its two front claws.
During the second and each successive round of combat, the moth emits a potent pheromone that can attract other gloomwings and can cause weakness in any non-insect. The weakness effect has a 25-foot radius and exposed creatures must successfully save vs. poison or lose 1 point of Strength each round they remain in the area of effect. Creatures who are successful with their initial save need not save again if exposure continues. Multiple gloomwings do not require multiple saves. Lost Strength points are recovered at the rate of 1 per turn, beginning 1d4 hours after exposure stops. Creatures reduced to 0 Strength lose consciousness until they regain at least 1 point of Strength.
There is a 20% chance each round that an additional 1d4 gloomwings will arrive at the end of any round when one or more gloomwings are emitting this strong scent. If they do arrive, they will join in combating any opponents.

**Habitat/Society:** Gloomwing moths are short-lived, solitary hunters. They use a variety of pheromones to ward off rivals and to find mates. They form groups, but only to attack large prey, and then only when drawn to the fray by the combat pheromone. When two gloomwings of the same sex meet they flee unless there is combat pheromone in the air.

**Ecology:** Gloomwing moths live only 4-9 (1d6+3) weeks. During this time they search for mates and eat voraciously. Egg-laden females (½ chance) use corpses of small sized or larger creatures as incubators for their eggs. The eggs hatch in 12 days, sprouting 1d6+4 small tenebrous worms. The corpse cannot be resurrected unless the infestation is removed with a *cure disease* spell first. Unless killed, the young

worms completely devour the body when they emerge.

### Tenebrous Worm

These natives of the demi-plane of Shadow resemble giant caterpillars. In combat, they strike with powerful mandibles and anyone bitten by the worm must roll a successful saving throw vs. poison, with a -3 penalty, or suffer double damage from the toxic bite. The head and upper body are covered with poisonous bristles that inflict 1d4 points of damage to anyone whose bare skin comes into contact with them. A successful saving throw vs. poison is required to avoid paralysis for 1d4 rounds after contact. At the end of that time, the victim dies unless a *neutralize poison* or *slow poison* spell is administered. The chance of attackers being hit by the spines is equal to 10% times their base Armor Class (before shield and Dexterity modifiers). Attacking the worm's head reduces the chance of contact by 20% (but only one character can attack the head at a time). The mandibles of this worm are attractive and worth from 1,000 to 3,000 gold pieces per set.

# Gnoll

| | Gnoll | Flind |
|---|---|---|
| **Climate/Terrain:** | Any tropical to temperate non-desert | Any tropical to temperate non-desert |
| **Frequency:** | Uncommon | Rare |
| **Organization:** | Tribe | Tribe |
| **Activity Cycle:** | Night | Night |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Low (5-7) | Average (8-10) |
| **Treasure:** | D,Qx5,S (L,M) | A |
| **Alignment:** | Chaotic evil | Lawful evil |
| **No. Appearing:** | 2-12 (2d6) | 1-4 |
| **Armor Class:** | 5 (10) | 5 (10) |
| **Movement:** | 9 | 12 |

| | | |
|---|---|---|
| **Hit Dice:** | 2 | 2+3 |
| **THAC0:** | 19 | 17 |
| **No. of Attacks:** | 1 | 1 or 2 |
| **Damage/Attack:** | 2-8 (2d4) (weapon) | 1-6 or 1-4 (weapons) |
| **Special Attacks:** | Nil | Disarm |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (7½' tall) | M (6½' tall) |
| **Morale:** | Steady (11) | Steady (11-12) |
| **XP Value:** | 35 | 120 |
| | Leaders & guards | 65 |
| | Leader | 120 |
| | Chieftain | 120 |

Gnolls are large, evil, hyena-like humanoids that roam about in loosely organized bands.
While the body of a gnoll is shaped like that of a large human, the details are those of a hyena. They stand erect on two legs and have hands that can manipulate as well as those of any human. They have greenish gray skin, darker near the muzzle, with a short reddish gray to dull yellow mane.
Gnolls have their own language and many also speak the tongues of flinds, trolls, orcs, or hobgoblins.

**Combat:** Gnolls seek to overwhelm their opponents by sheer numbers, using horde tactics. When under the direction of flinds or a strong leader, they can be made to hold rank and fight as a unit. While they do not often lay traps, they will ambush or attempt to attack from a flank or rear position. Gnolls favor swords (15%), pole arms (35%) and battle axes (20%) in combat, but also use bows (15%), morningstars (15%).

**Habitat/Society:** Gnolls are most often encountered underground or inside abandoned ruins. When above ground they operate primarily at night. Gnoll society is ruled by the strongest, using fear and intimidation. When found underground, they will have (30% chance) 1-3 trolls as guards and servants. Above ground they keep pets (65% of the time) such as 4-16 hyenas (80%) or 2-12 hyaenodons (20%) which can act as guards.
A gnoll lair will contain between 20 and 200 adult males. For every 20 gnolls, there will be a 3 Hit Die leader. If 100 or more are encountered there will also be a chieftain who has 4 Hit Dice, an Armor Class of 3, and who receives a +3 on his damage rolls due to his great strength. Further, each chieftain will be protected by 2-12 (2d6) elite warrior guards of 3 Hit Dice (AC 4, +2 damage).
In a lair, there will be females equal to half the number of males. Females are equal to males in combat, though not usually as well armed or armored. There will also be twice as many young as there are adults in the lair, but they do not fight. Gnolls always have at least 1 slave for every 10 adults in the lair, and may have many more.
Gnolls will work together with orcs, hobgoblins, bugbears, ogres, and trolls. If encountered as a group, there must be a relative equality of strength. Otherwise the gnolls will kill and eat their partners (hunger

comes before friendship or fear) or be killed and eaten by them. They dislike goblins, kobolds, giants, humans, demi-humans and any type of manual labor.

**Ecology:** Gnolls eat anything warm blooded, favoring intelligent creatures over animals because they scream better. They will completely hunt out an area before moving on. It may take several years for the game to return. When allowed to die of old age, the typical gnoll lives to be about 35 years old.

### Flind

The flind is similar to a gnoll in body style, though it is a little shorter, and broader. They are more muscular than their cousins. Short, dirty, brown and red fur covers their body. Their foreheads do not slope back as far, and their ears are rounded, but still animal like.
Flinds use clubs (75%) which inflict 1-6 points of damage and flindbars (25%) which do 1-4 points of damage. A flindbar is a pair of chain-linked iron bars which are spun at great speed. A flind with a flindbar can strike twice per round. Each successful hit requires the victim to save vs. wands or have his weapon entangled in the chain and torn from his grasp by the flindbar. Due to their great strength, flinds get a +1 on their attack rolls.
Flinds are regarded with reverence and awe by gnolls. Flind leaders are 3+3 Hit Dice, at least 13 intelligence and 18 charisma to gnolls (15 to flinds), and always use flindbars.

# Gnome

| | Gnome (Rock) | Svirfneblin | Tinker | Forest |
|---|---|---|---|---|
| **Climate/Terrain:** | Hills | Subterranean | Mountains | Forest |
| **Frequency:** | Rare | Very rare | Rare | Very rare |
| **Organization:** | Clans | Colony | Colony/Guild | Clans |
| **Activity Cycle:** | Any | Any | Any | Day |
| **Diet:** | Omnivore | Omnivore | Omnivore | Omnivore |
| **Intelligence:** | Varies (7-19) | Varies (3-17) | Varies (8-18) | Varies (3-17) |
| **Treasure:** | Mx3 | Kx2, Qx3 | Mx30 | J, K, Qx2 |
| | C, Qx20 lair | D, Qx5 lair | C, Qx20 lair | C lair |
| **Alignment:** | Neutral good | Neutral (good) | Neutral or Lawful good | Neutral good |
| **No. Appearing:** | 4-12 (4d3) | 5-8 (1d4+4) | 1-12 (1d12) | 1-4 (1d4) |
| **Armor Class:** | 6 or better | 2 or better | 10 or 5 | 10 |
| **Movement:** | 6 | 9 | 6 | 12 |
| **Hit Dice:** | 1 (base) | 3+6 (base) | 1 (base) | 2 (base) |
| **THAC0:** | 19 | 17 | 19 | 18 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | By weapon | By weapon | By weapon | By weapon |
| **Special Attacks:** | Nil | Stun darts | Nil | Traps |
| **Special Defenses:** | See below | See below | See below | See below |

| | | | | |
|---|---|---|---|---|
| **Magic Resistance:** | Special | 20% (and up) | Special | Special |
| **Size:** | S (3½') | S (3' to 3½') | S (3½') | S (2' to 2½') |
| **Morale:** | Steady (12) | Elite (13) | Average (8) | Elite (14) |
| **XP Value:** | 65 (base) | 420 (base) | 65 (base) | 120 (base) |

Small cousins of the dwarves, gnomes are friendly but reticent, quick to help their friends but rarely seen by other races unless they want to be. They tend to dwell underground in hilly, wooded regions where they can pursue their interests in peace. Gnomes can be fighters or priests, but most prefer to become thieves or illusionists instead. Multi-class characters are more common among the gnomes than any other demihuman race.

Gnomes strongly resemble small, thin, nimble dwarves, with the exception of two notable facial features: gnomes prefer to keep their beards short and stylishly-trimmed, and they take pride in their enormous noses (often fully twice the size of any dwarf or human's). Skin, hair, and eye color vary somewhat by subrace: the most common type of gnome, the Rock Gnome, has skin ranging from a dark tan to a woody brown (sometimes with a hint of gray), pale hair, and eyes any shade of blue. Gnomish clothing tends toward leather and earth tones, brightened by a bit of intricately wrought jewelry or stitching. Rock gnomes have an average life span of around 450 years, although some live to be 600 years or more.

Gnomes speak their own language, and each subrace has its own distinctive dialect. Many gnomes learn the tongues of humans, kobolds, goblins, halflings, and dwarves in order to communicate with their neighbors, and some Rock Gnomes are able to communicate with burrowing mammals via a basic language of grunts, snorts, and signs.

Gnomes posses infravision to 60 feet, and the ability to detect sloping passages (1-5 on 1d6), unsafe stonework (1-7 on 1d10), and approximate depth (1-4 on 1d6) and direction (1-3 on 1d6) underground. They are highly resistant to magic, gaining a +1 bonus to their saving throws for each 3.5 points of Constitution (a typical gnome will have a bonus of +3 to +4). Unfortunately, this also means that there is a 20% chance that any magical item a gnome attempts to use will malfunction (armor, weapons, and illusionary items exempted).

**Combat:** Gnomes prefer the use of strategy over brute force in combat and will often use illusions in imaginative ways to "even the odds." Their great hatred of kobolds and goblins, their traditional enemies, gives them a+1 on their attack rolls when fighting these beings. They are adept at dodging the attacks of large opponents, forcing all giant class creatures (gnolls, bugbears, ogres, trolls, giants, etc.) to subtract 4 from their attack rolls when fighting gnomes.

Gnomes can use any weapon that matches their size and often carry a second (or even a third) weapon as a back-up. Short swords, hammers, and spears are favorite melee weapons, with short bows, crossbows, slings, and darts coming into play when distance weapons are called for; virtually every gnome will also carry a sharp knife somewhere on his or her person as a final line of defense.

A typical rock gnome will wear studded leather armor and use a small shield (AC 6). Their leaders will have chain mail (AC 4), and any gnome above 5th level has plate mail (AC 2). There is a 10% chance for each level above 5th that the gnome's armor and/or weapon is magical (roll separately for each). Spell casters have a 10% chance per level of having 1-3 magical items usable by their character class.

**Habitat/Society:** Gnomes live in underground burrows in remote hilly, wooded regions. They are clannish, with friendly rivalries occurring between neighboring clans. They spend their lives mining, crafting fine jewelry, and enjoying the fruits of their labors. Gnomes work hard, and they play hard. They observe many festivals and holidays, which usually involve games, nose measuring contests, and swapping of grand tales. Their society is well organized, with many levels of responsibility, culminating in a single chief who is advised by clerics in matters directly relating to their calling.

A gnomish lair is home to some 40-400 (4d10>010) gnomes, one-quarter of them children. For every 40 adults there is a fighter of 2nd to 4th level. If 160 or more are encountered there is also a 5th-level chief and a 3rd-level lieutenant. If 200 or more are met, there is a cleric or illusionist of 4th to 6th level. If 320 or more are present, add a 6th-level fighter, two 5th-level fighters, a 7th-level cleric, four 3rd-level clerics, a 5th-level illusionist, and two 2nd-level illusionists.

Gnomes often befriend burrowing mammals, so 5d6 badgers (70%), 3d4 giant badgers (20%), or 2d4 wolverines (10%) will be present as well. These animals are neither pets nor servants, but allies who will help guard the clan.

**Ecology:** Gnomes are very much a magical part of nature, existing in harmony with the land they inhabit. They choose to live underground but remain near the surface in order to enjoy its beauty.

**Svirfneblin (Deep Gnome)**

Far beneath the surface of the earth dwell the Svirfneblin, or Deep Gnomes. Small parties of these demihumans roam the Underdark's mazes of small passageways searching for gemstones. They are said to dwell in great cities consisting of a closely connected series of tunnels, buildings, and caverns in which up to a thousand of these diminutive creatures live. They keep the location of these hidden cities secret in order to protect them from their deadly foes, the kuo-toa, Drow, and mind flayers.

Svirfneblin are slightly smaller than rock gnomes, but their thin, wiry, gnarled frames are just as strong. Their skin is rock-colored, usually medium brown to brownish gray, and their eyes are gray. Male svirfneblin are completely bald; female deep gnomes have stringy gray hair. The average svirfneblin life span is 250 years.

Svirfneblin mining teams and patrols work together so smoothly that to outside observers they appear to communicate with each other by some form of racial empathy. They speak their own dialect of gnomish that other gnomish subraces are 60% likely to understand. Most deep gnomes are also able to converse in Underworld Common and speak and understand a fair amount of kuo-toan and drow. These small folk can also converse with any creature from the elemental plane of Earth via a curious "language" consisting solely of vibrations (each pitch conveys a different message), although only on a very basic level.

All svirfneblin have the innate ability to cast *blindness*, *blur*, and *change self* once per day. Deep gnomes also radiate *non-detection* identical to the spell of the same name. Deep gnomes have 120-foot infravision, as well as all the detection abilities of rock gnomes. (See also Wizard Spells, Player's Handbook)

**Combat:** Despite their metal armor and arms, these quick, small folk are able to move very quietly. Deep gnomes are able to "freeze" in place for long periods without any hint of movement, making them 60% unlikely to be seen by any observer, even those with infravision. They are surprised only on a roll of 1 on 1d10 due to their keen hearing and smelling abilities and surprise opponents 90% of the time.

The deep gnomes wear leather jacks sewn with rings or scales of mithral steel alloy over fine chainmail shirts, giving a typical svirfneblin warrior an Armor Class of 2. They do not usually carry shields, since these would hinder movement through the narrow corridors they favor. For every level above 3rd, a Deep Gnome's Armor Class improves by one point -- a 4th-level deep gnome has AC 1, a 5th-level deep gnome, AC 0; to a maximum of AC 6.

All deep gnomes are 20% magic resistant, gaining an extra +5% magic resistance for each level they attain above 3rd. They are immune to illusions, phantasms, and hallucinations. Because of their high wisdom, speed, and agility, they make all saving throws at +3, except against poison, when their bonus is +2.

Deep Gnomes are typically armed with a pick and a dagger which, while nonmagical, gain a +1 bonus to attacks and damage due to their finely-honed edges. Svirfneblin also carry 1d4+6 special *stun darts*, throwing them to a range of 40 feet, with a +2 bonus to hit. Each dart releases a small puff of gas when it strikes; any creature inhaling the gas must save vs. poison or be *stunned* for 1 round and *slowed* for the next four rounds. Elite warriors (3rd level and above) often carry hollow darts with acid inside (+2d4 to damage) and crystal caltrops which, when stepped on, release a powerful *sleep* gas.

**Habitat/Society:** Svirfneblin society is strictly divided between the sexes: females are in charge of food production and running the city, while males patrol its borders and mine for precious stones. A svirfneblin city will have both a king and a queen, each of whom is independent and has his or her own sphere of responsibility. Since only males ever leave the city, the vast majority of encounters will be with deep gnome mining parties seeking for new lodes. For every four svirfneblin encountered, there will be an overseer with 4+7 Hit Dice. Groups of more than 20 will be led by a burrow warden (6+9 Hit Dice) with two 5th-level assistants (5+8 Hit Dice).

It is 25% probable that a 6th-level deep gnome will have illusionist abilities of 5th, 6th, or 7th level. Deep Gnomes who are not illusionists gain the ability at 6th level to summon an earth elemental (50% chance of success) once per day. Deep gnome clerics have no ability to turn undead.

**Ecology:** Stealth, cleverness, and tenacity enable the svirfneblin to survive in the extremely hostile environment of the

Underdark. They love gems, especially rubies, and will take great risks in order to gain them. Their affinity for stone is such that creatures from the elemental plane of Earth are 90% unlikely to harm a deep gnome, though they might demand a hefty tithe in gems or precious metals for allowing the gnome to escape.

### Tinker Gnome (Minoi)

Cheerful, industrious, and inept, tinker gnomes originated on Krynn, but they have spread to many other worlds via spelljamming ships. Physically similar to rock gnomes, even to the extent of sharing the same infravision range, magic resistance, combat bonuses, and detection abilities, their history and culture are so radically different as to qualify them for consideration as a separate subrace.

Graceful and quick in their movements, tinker gnomes' hands are deft and sure. Tinkers have rich brown skin, white hair, and china-blue or violet eyes. Males favor oddly-styled beards and moustaches, and both sexes have rounded ears and typically large gnomish noses. Tinkers who avoid getting blown up in an experiment live for 250-300 years.

Tinker gnomes speak very rapidly, running their words together in sentences that never seem to end. They are capable of talking and listening at the same time: when two tinkers meet, they babble away, answering questions asked by the other as part of the same continuous sentence.

**Combat:** Tinker gnomes rarely carry weapons, although some of their ever present tools can be pressed into service at need. However, they delight in invention and are always devising strange weapons of dubious utility, from the three barrel water blaster to the multiple spear flinger. Tinkers can wear any type of armor but typically outfit themselves in a variety of mismatched pieces for an effective AC of 5.

**Habitat/Society:** Tinker gnomes establish colonies consisting of immense tunnel complexes in secluded mountain ranges. The largest gnome settlement on Krynn, beneath Mount Nevermind, is home to some 59,000 tinkers. Other tinker gnome colonies exist, both on Krynn and elsewhere, but their populations seldom exceed 200-400.

All tinkers have a Life Quest: to attain perfect understanding of a single device. Few ever actually attain this goal, but their individual Life Quests do keep the ever hopeful tinkers busy. Males and females are equal in tinker society, and each pursue Life Quests with similar devotion. Each tinker gnome belongs to a guild. The guild occupies the same place in a tinker's life that the clan occupies for other gnomes. Together the guildmasters make up a grand council that governs the community.

Though most tinker gnomes are content to stay home and tinker with their projects, some have Life Quests which require them to venture out into the world. Adventuring gnomes are generally unable to learn from past experience and repeat the same mistakes, yet they are often successful with quirky solutions to save the day for their companions.

**Ecology:** Despite their great friendliness, tinker gnomes are not well-liked by other races: their technological bent makes them quite alien to those accustomed to magic, and their poor understanding of social relations puts off many potential friends. Sages generally agree that the tinkers' indiscriminate trumpeting of technology has discouraged its development by other races who have encountered tinker gnomes.

### Forest Gnome

Shy and elusive, the forest gnomes live deep in forests and shun contact with other races except in times of dire emergencies threatening their beloved woods. The smallest of all the gnomes, they average 2 to 2½ feet in height, with bark-colored, gray-green skin, dark hair, and blue, brown, or green eyes. A very long-lived people, they have an average life expectancy of 500 years.

In addition to their own gnomish dialect, most forest gnomes can speak gnome common (rock gnome), Elf, Treant, and a simple language that enables them to communicate on a very basic level with forest animals. All forest gnomes have the innate ability to *pass without trace*, *hide in woodlands* (90% chance of success), and the same saving throw bonus as their rock gnome cousins.

**Combat:** Forest gnomes prefer boobie traps and missile weapons to melee weapons when dealing with enemies. Due to size and quickness they receive a -4 bonus to Armor Class whenever they are fighting M- or L-sized opponents. Forest gnomes receive a +1 bonus to all attack and damage rolls when fighting orcs, lizardmen, troglodytes, or any creature which they have seen damage their forest.

**Habitat/Society:** Forest gnomes live in small villages of less than 100 gnomes, each family occupying a large, hollowed-out tree. Most of these villages are disguised so well that even an elf or a ranger could walk through one without realizing it.

**Ecology:** Forest gnomes are guardians of the woods and friends to the animals that live there. They will often help lost travellers but will strive to remain unseen while doing so.

# Gnome, Spriggan

| | |
|---|---|
| **Climate/Terrain:** | Any/Wilderness |
| **Frequency:** | Very rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average to exceptional (8-16) |
| **Treasure:** | A |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 3-12 |
| **Armor Class:** | 3 or 5 (10) |
| **Movement:** | 9 or 15 |
| **Hit Dice:** | 4 or 8+4 |
| **THAC0:** | 17 or 11 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 2-8/2-8 (weapon) +7 (Strength bonus) |
| **Special Attacks:** | Spells, thief abilities |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | S (3' tall) or L (12' tall) |
| **Morale:** | Champion (15-16) |
| **XP Value:** | Male: 3,000 |
| | Female: 2,000 |

These ugly, dour cousins of gnomes are able to become giant-sized at will.
In either size, spriggans look basically the same. They are ugly, thick-bodied humanoids, with pale or dull yellow skin, brown or black hair, and red eyes. On rare occasions a spriggan may have red hair, which they believe is a symbol of good luck. Their noses are large and bulbous, but not beyond the human norm. They are very fond of mustaches and bushy sideburns, but they never clean or comb them. This same policy of uncleanliness extends to their bodies and any other possessions. Spriggans smell of dank earth, stale sweat, and grime.

Outside of their lair they always wear armor and carry weapons, usually polearms, although they have been known to carry swords or maces. Spriggans never use shields. They like to carry several nasty little daggers concealed in various places in their armor. Spriggans never wear jewelry or other ornaments. They prefer to keep these things with their hoard, where they brood over them at odd moments.

**Combat:** Spriggans are tricky and tough in battle. They have a wide variety of options for combat. Their major ability is to change from small to giant size at will. Weapons, armor and other inanimate objects on their person shrink and grow with them. This action takes the whole round, during which they can move up to 30 feet but not fight. When small, spriggans can use the following spell-like effects: *affect normal fires*, *shatter*, and *scare* (with a -2 penalty to the saving throw, due to their ugliness). They can perform any one of these instead of fighting, once in any round, as often as they want. When giant-sized, spriggans cannot perform magic, other than to shrink again. In this form they are as strong as hill giants (19).

In either size, they have 8th-level thief abilities like those of a gnome with an 18 Dexterity. This high Dexterity enables them to use a weapon twice each round. They can pick pockets (75%), open locks (78%), find or remove traps (70%), move silently (77%), hide in shadows (64%), hear noise (35%), climb walls (81%), and read languages (40%). Keep in mind that their size may affect these chances indirectly. For example, it is difficult for a 12-foot-tall giant to hide in a 6-foot-tall shadow. They can backstab only while in small form, and they inflict triple damage if successful.

Spriggans can never quite get organized as groups. In fact, they are sometimes encountered with part of the group giant-sized and part of them gnome-sized. On an individual level they are very clever and use their abilities to the fullest to accomplish their goals. These goals are usually to cause great havoc and mayhem amongst other races. They seem to take great pleasure in destroying property and hurting innocent creatures.

**Habitat/Society:** Spriggans usually travel in packs, all of them male. The females keep to dismal burrows or secret dens in forgotten ruins, rarely venturing out farther than necessary to gather food. A female has the same combat abilities as a male except that they have only 7+4 Hit Dice in giant form. The females mate with males from packs that wander nearby. The children are cast out upon reaching maturity, the males to join up with packs and the females to find a place to lair. Spriggan infant mortality is high, with the males (80%) surviving more often than the females (60%).

Spriggans hate gnomes more than any living creatures, but they truly love none but those of their own ilk. Perhaps it is the similarity of the true gnomes to their race that drives their hatred. They like to terrorize, rob, and otherwise work vile deeds. They do not hesitate to attack or steal from traveling groups or small settlements in their area. All of their possessions, including their armor and weapons, are stolen from their victims. They greatly fear large groups of organized humans and demihumans, and they avoid such parties.

**Ecology:** The roving packs of males tend to be meat eaters, preferring to hunt or steal their food. As such they must keep moving and establish wide areas of control. The females tend to eat fruits and grains that can be easily gathered near their dens. They eat meat only when offered by a male as part of the mating ritual.

Spriggans are too mean and nasty to have any natural predators, although gnomes attack them on sight unless faced with overwhelming odds. It usually takes a well-armed party to root out a band of spriggans.

# Goblin

| | |
|---|---|
| **Climate/Terrain:** | Any non-arctic land |
| **Frequency:** | Uncommon |
| **Organization:** | Tribe |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | C (K) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 4-24 (4d6) |
| **Armor Class:** | 6 (10) |
| **Movement:** | 6 |
| **Hit Dice:** | 1-1 |
| **THAC0:** | 20 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6 (by weapon) |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | Small (4' tall) |
| **Morale:** | Average (10) |
| **XP Value:** | 15 |
| Chief & sub-chiefs | 35 |

These small, evil humanoids would be merely pests, if not for their great numbers.
Goblins have flat faces, broad noses, pointed ears, wide mouths and small, sharp fangs. Their foreheads slope back, and their eyes are usually dull and glazed. They always walk upright, but their arms hang down almost to their knees. Their skin colors range from yellow through any shade of orange to a deep red. Usually a single tribe has members all of about the same color skin. Their eyes vary from bright red to a gleaming lemon yellow. They wear clothing of dark leather, tending toward dull soiled-looking colors.
Goblin speech is harsh, and pitched higher than that of humans. In addition to their own language, some goblins can speak in the kobold, orc, and hobgoblin tongues.

**Combat:** Goblins hate bright sunlight, and fight with a -1 on their attack rolls when in it. This unusual sensitivity to light, however, serves the goblins well underground, giving them infravision out to 60 feet. They can use any sort of weapon, preferring those that take little training, like spears and maces. They are known to carry short swords as a second weapon. They are usually armored in leather, although the leaders may have chain or even plate mail.
Goblin strategies and tactics are simple and crude. They are cowardly and will usually avoid a face-to-face fight. More often than not, they will attempt to arrange an ambush of their foes.

**Habitat/Society:** Humans would consider the caves and underground dwellings of goblins to be dank and dismal. Those few tribes that live above ground are found in ruins, and are only active at night or on very dark, cloudy days. They use no form of sanitation, and their lairs have a foul stench. Goblins seem to be somewhat resistant to the diseases that breed in such filth.
They live a communal life, sharing large common areas for eating and sleeping. Only leaders have separate living spaces. All their possessions are carried with them. Property of the tribe is kept with the chief and sub-chiefs. Most of their goods are stolen, although they do manufacture their own garments and leather goods. The concept of privacy is largely foreign to goblins.
A typical goblin tribe has 40-400 (4d10 x 10) adult male warriors. For every 40 goblins there will be a leader and his 4 assistants, each having 1 Hit Die (7 hit points). For every 200 goblins there will be a sub-chief and 2-8 (2d4) bodyguards, each of which has 1+1 Hit Dice (8 hit points), is Armor Class 5, and armed with a battle axe. The tribe has a single goblin chief and 2-8 (2d4) bodyguards each of 2 Hit Dice, Armor Class 4, and armed with two weapons.
There is a 25% chance that 10% of their force will be mounted upon huge worgs, and have another 10-40 (1d4x10) unmounted worgs with them. There is a 60% chance that the lair is guarded by 5-30 (5d6) such wolves, and a 20% chance of 2-12 (2d6) bugbears. Goblin shamans are rare, but have been known to reach 7th level. Their spheres include: Divination, Healing (reversed), Protection, and Sun (reversed).
In addition to the males, there will be adult females equal to 60% of their number and children equal to the total number of adults in the lair. Neither will fight in battles.
A goblin tribe has an exact pecking order; each member knows who is above him and who is below him. They fight amongst themselves constantly to move up this social ladder.
They often take slaves for both food and labor. The tribe will have slaves of several races numbering 10-40% of the size of the tribe. Slaves are always kept shackled, and are staked to a common chain when sleeping.
Goblins hate most other humanoids, gnomes and dwarves in particular, and work to exterminate them whenever possible.

**Ecology:** Goblins live only 50 years or so. They do not need to eat much, but will kill just for the pleasure of it. They eat any creature from rats and snakes to humans. In lean times they will eat carrion. Goblins usually spoil their habitat, driving game from it and depleting the area of all resources. They are decent miners, able to note new or unusual construction in an underground area 25% of the time, and any habitat will soon be expanded by a maze-like network of tunnels.

# Golem, General

**Climate/Terrain:** Any

**Frequency:** Very rare

**Organization:** Solitary

**Activity Cycle:** Any

**Diet:** Nil

**Intelligence:** Non- (0)

**Treasure:** Nil

**Alignment:** Neutral

Golems are magically created automatons of great power. The construction of one involves mighty magic and elemental forces.

**Background:** Golems predate any known literature about their creation. The wizard who discovered the process, if indeed there was only one, is unknown. Some of the rediscoverers have written their secrets in various arcane manuals, enchanted to aid the reader in construction. It is thought that the first golem created was a flesh golem, possibly an accident of some great wizard experimenting with reanimating human bodies. Flesh golems are easier to make than any other sort because they are made of organic material that once lived. Later, the process was generalized to suit certain earthen materials, which produce much stronger golems.

**Theory:** Golems are all made from elemental material. So far, the great wizards have only discovered how to use various earthen materials, such as clay, stone, iron, and even glass, to make golems. The exceptions, such as the flesh golem, use organic materials as components. The animating force of the golem is an elemental spirit from the elemental plane of Earth. Since the spirit is not a natural part of the

body, it is not affected by most spells or even by most weapons (see individual descriptions). The process of creating the golem binds the unwilling spirit to the artificial body, and enslaves it to the will of the golem's creator. The nature of this spirit is unknown, and has so far eluded the grasp of all researchers. What is known is that it is hostile to all Prime Material plane life forms, especially toward the spell caster that bound it to the golem.

Carving or assembling the golem's physical body is an exacting task. Most spell casters end up hiring skilled labor to do it for them, such as a stone mason or dwarf for stone golems, etc. If the maker has no experience working in that material, the construction time is doubled. The standard spells for creating golems specify the size of the creature. Anything bigger or smaller will not work, although some have investigated spells for other sizes of golems, with limited success.

The costs listed include the base physical body and the unusual materials and spell components that are consumed or become a permanent part of the golem. The rituals used to animate the golem require as much as a full uninterrupted month to complete (included in the time below), though some variants such as the necrophidius and scarecrow reduce that time by employing shortcuts. In all cases the spells used can come from devices, such as wands or scrolls. If a magical tome is used to make the golem, no spells are needed, and the level of the spell caster can be significantly lower.

### Golem Creation Table

| Type of Golem | Creator | Construction Time | GP Cost |
|---|---|---|---|
| Bone | W18 | 2 months | 35,000 |
| Caryatid | W16 | 4 months | 100,000 |
| Clay | P17 | 1 month | 65,000 |
| Doll | P15 | 2 months | 20,000 |
| Flesh | W14 | 2 months | 50,000 |
| Gargoyle | P16 | 4 months | 100,000 |
| Glass | P14/W14 | 6 months | 125,000 |
| Guardian | W14 | 1 month | 20,000 |
| Iron | W18 | 4 months | 100,000 |
| Juggernaut | W16 | 3 months | 80,000 |
| Necrophidius | P9/W14 | 10 days | 8,000 |
| Scarecrow | P9 | 21 days | 100 |
| Stone | W16 | 3 months | 80,000 |

**Combat:** All golems share several traits in common. They are all immune to all forms of poison and cannot be affected by *hold, charm, fear,* or other mindbased spells, as they have no minds of their own. Certain spells can harm golems; these are mentioned below.

Most golems are fearless and need never check morale.

### Flesh Golems

The pieces of the golem must be sewn together from the dead bodies of normal humans that have not decayed significantly. A minimum of 6 different bodies must be used, one for each limb, one for the torso (with head), and a different one for the brain. In some cases, more bodies may be necessary to form a complete golem. The spells needed are *wish*, *polymorph any object*, *geas*, *protection from normal missiles*, and *strength.*

### Clay Golems

Only a lawful good priest can create a clay golem. The body is sculpted from a single block of clay weighing at least 1000 pounds, which takes about a month. The vestments, which cost 30,000 gp, are the only materials that are not consumed and can be reused, reducing the total cost after the first golem. The spells used are *resurrection, animate object, commune*, *prayer*, and *bless.*

### Stone Golems

A stone golem's body is chiseled from a single block of hard stone, such as granite, weighing at least 3000 pounds, which takes 2 months. The rituals to animate require another month. The materials and spell components alone cost 60,000 gold pieces and the spells used are *wish*, *polymorph any object*, *geas*, and *slow.*

### Iron Golems

It takes 5000 pounds of iron,to build the body, which must be done by a skilled iron smith. The spells used in the ritual are *wish*, *polymorph any object*, *geas*, and *cloud kill.* Construction of the body requires an ornate sword which is incorporated into the monster. A magical sword can be used, in which case there is a 50% chance that it is drained of magic when the golem is animated. The golem can only use those abilities of the sword that are automatic. Any property that requires a command word and any sentient ability of the sword is lost. If the sword is ever removed from the golem, it loses all of its magic.

### Variant Golems

The first golems were, undoubtedly, all traditional golems. Over the years, however, various wizards and priests examined the techniques employed by earlier designers and modified them. As they introduced changes, they documented the processes they used to create their new constructs. This process of study and modification is never-ending. Even today, the work of these mysterious scholars is being studied and revised in magical colleges around the world.

**Theory:** Like other golems, golem variants depend on the powerful forces of elemental magic to animate them. They have no lives of their own and are animated by a spirit from the elemental plane of Earth. In some cases this spirit is tricked, lured, or forced into animating the body while in other cases it comes willingly. In the former cases, the stone construct sometimes breaks free of the influence of its creator and becomes a free-willed entity. Because of the nature of its physical shell, constructs that break free often become berserk killers, destroying everything in their paths before being annihilated themselves.

**Construction:** The actual construction of any golem's physical body is a tiring and demanding task. Although the steps required to create a variant golem differ depending on the type, they do have some elements in common. The most important of these is the degree of detail that is put into the carving of the body. In the case of the caryatid column, for example, the construct must be lovingly crafted with great skill. In most cases, the wizard or priest creating a caryatid column hires a professional sculptor or stone

mason to undertake this step of the animation process.
Less sophisticated golems, like the stone guardian and the primitive scarecrow, do not require the artistic perfection of the caryatid column. However, they are often covered with delicate mystical runes or glyphs that must be perfect if the creature is to be successfully animated.

### Bone Golem

The body of a bone golem is assembled wholly from the bones of animated skeletons who have been defeated in combat. Any type of skeletal undead will do, but all must have been created and slain in the Demiplane of Dread. Only 10% of the bones from any given skeleton can be used, so the final product is the compilation of bones from many creatures. Often, there will be animal, monster, and human bones in the same golem, giving the creature a nightmarish appearance. The spells woven over the body must include *animate dead, symbol of fear, binding,* and *wish.*

### Caryatid column

The caryatid column can be created by a priest or wizard using a special version of the manual of golems. Whenever such a tome is discovered, there is a 20% chance that it describes a caryatid column.

### Doll Golem

These creatures resemble a child's toy -- often a baby doll or stuffed animal. Doll golems can serve as either the guardians of children or as murdering things too foul to contemplate.
The spells needed to complete the animation are *imbue with spell ability, Tasha's uncontrollable hideous laughter, (un)holy word, bless,* and *prayer.* The first known examples of this type of golem turned up on the Demiplane of Dread in the land of Sanguinia.

### Gargoyle Golem

This creature is fashioned in the image of a real gargoyle and is often placed as a warden atop buildings, cathedrals, or tombs. It is most similar to the stone golem; the body must be carved from a single slab of granite (weighing 3,000 pounds) and prepared with expensive components. Only the vestments created for the process are reusable (saving 15,000 gp on the cost of additional gargoyle golems). The spells required to complete the process are *bless, exaction, (un)holy word, stone shape, conjure earth elemental,* and *prayer.*

### Glass Golem

The glass golem is composed entirely of stained glass. Perhaps the most artistic of all golems, its creation requires the following spells: *glassteel, animate object, prismatic spray, rainbow,* and *wish.* Because of the mixture of spells, this type of golem is usually built by multi- or dual-classed characters or with the aid of a powerful assistant.
The first appearance of glass golems is not recorded with certainty. It is believed that they were created by a spell-caster who fancied himself an artist (hence their eerie beauty), but no one knows.

### Juggernaut

Juggernauts that can alter their form require an extra step in their creation, which normally resembles the process to make a stone golem. Prior to animating a juggernaut, the wizard must use the mimic blood as a material component in the final spells woven over the body. This addition gives this golem variant intelligence and an alignment.

## Necrophidius

A necrophidius may be created in one of three ways. The first is a special form of *manual of golems* that provides secrets of its construction. The *Necrophidicon,* as it is called, must be burnt to ashes that provide the monster's animating force. The other two arcane and priestly processes are long and complex. A wizard must cast *limited wish, geas,* and *charm person* spells. A priest requires the spells *quest, neutralize poison, prayer*, *silence,* and *snake charm*. Whichever method is used, the monster requires a complete giant snake skeleton (either poisonous or constrictor), slain within 24 hours of the enchantment's commencement. Each necrophidius is built for a single specific purpose (which must be in the spellcaster's mind when he creates it), such as "Kill Ragnar the Bold." The necrophidius never seeks to twist the intent of its maker, but its enchantments fade when its task is done or cannot be completed; for example, when it kills Ragnar.

The maker must want the necrophidius to serve its purpose. He could not, for example, build a death worm to "Sneak into the druid's hut and steal his staff," if he really intended for the necrophidius to merely provide a distraction. He could not build more than one death worm and assign both to kill Ragnar, since he could not imbue the second death worm with a task that he intended the first one to complete. For this reason, necrophidii almost never work as a team.

Rumors claim that there were once methods to make a necrophidius gain 1 Hit Die every century it was pursuing its purpose.

## Scarecrow

Scarecrows can only be created either by using a special manual or by a god answering the plea of a priest employing the following spells: *animate object, prayer, command,* and *quest.* The final step of the process, casting the *quest* spell, is done during a new moon.

Scarecrows can be constructed to kill a specific person. To do so, the clothes worn by the scarecrow must come from the intended victim. Once the scarecrow is animated, the priest need only utter a single word -- "Quest". The scarecrow then moves in a direct line toward the victim. When it reaches the victim, the scarecrow disregards all other beings and concentrates its gaze and attacks entirely on the person it has been created to kill. After slaying its victim, a quested scarecrow's magic dissipates and it collapses into dust.

## Stone Guardian

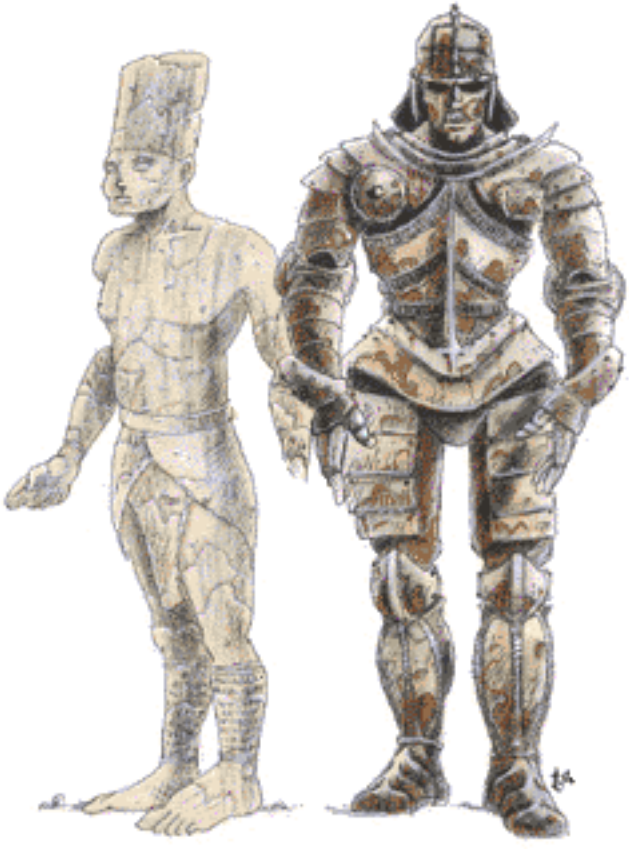
A stone guardian is very similar to a traditional stone golem, but it has some unique abilities its ancestor does not. In physical appearance, the two constructs are quite similar, but the stone guardian is usually decorated with runes and magical glyphs.

A stone guardian is created with the following spells: *enchant an item, transmute mud to rock, magic mouth,* and *limited wish* or *wish.* In addition, the wizard creating the guardian may cast a *detect invisible* spell to give the creature that power.

The initial material of the body is mud around a heart of polished stone. As the various spells are woven into the body, a spirit from the elemental plane of Earth is forced to enter the body and animate it. Because the spirit is there against its will, there is a 20% chance that the golem goes berserk each time it is activated.

A special *ring of protection* can be created when the stone guardian is animated; this prevents the guardian from striking at anyone wearing it. In addition, all those within 10 feet of the ring wearer are also immune to attack. Rings of this type function only against the guardian they were made with and provide no protection from any other golem.

# Golem, Greater



| | Stone | Iron |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Nil | Nil |
| **Intelligence:** | Non- (0) | Non- (0) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 5 | 3 |
| **Movement:** | 6 | 6 |
| **Hit Dice:** | 14 (60 hp) | 18 (80 hp) |

| | | |
|---|---|---|
| **THAC0:** | 7 | 3 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 3-24 (3d8) | 4-40 (4d10) |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (9½' tall) | L (12' tall) |
| **Morale:** | Fearless (19-20) | Fearless (19-20) |
| **XP Value:** | 8,000 | 13,000 |

A greater golem is an artificial humanoid body which has been animated by an elemental spirit but remains under the complete control of its creator.

**Stone Golem**
A stone golem is 9½ feet tall, and weighs around 2000 pounds. Its body is of roughly chiseled stone, frequently stylized to suit its creator. For example it might be carved to to look like it is wearing armor with a particular symbol on the chest plate. Sometimes designs are worked into the stone of its limbs. The head may be chiseled to resemble a helmet or other head piece. Regardless of these elements, it always has the basic humanoid parts (2 arms, 2 legs, head with 2 eyes, nose, mouth etc.). It is always weaponless and never wears clothing.

**Combat:** Greater golems are mindless in combat, only following the simple tactics of their masters. They are completely emotionless and cannot be swayed in any way from their instructions. They will not pick up and use weapons in combat, even if ordered to, always preferring their fists. Stone golems have a strength of 22, for purposes of breaking or throwing things.
The stone golem is immune to any weapon, except those of +2 or better enchantment. A *rock to mud* spell slows a golem for 2-12 (2d6) rounds. Its reverse, *mud to rock* acts to heal the golem, restoring all lost hit points. A *flesh to stone* spell does not actually change the golem's structure, but does make it vulnerable to any normal attack for the following round. This does not include spells, except those that will cause direct damage. All other spells are ignored. Once every other round, the stone golem can cast a *slow* spell upon any opponent with 10 feet of it.

**Habitat/Society:** Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. They are frequently used to guard valuable items or places. Unlike the lesser golems, the greater golems are always under the complete control of their master. A greater golem can obey simple instructions involving direct actions with simple conditional phrases. Although this is better than a lesser golem is capable of following, they still make poor servants. Any given task could take several separate commands to direct the golem to its completion.

**Ecology:** Golems are not natural creatures, and play no part in the ecology of the world. They neither eat nor sleep, and "live" until they are destroyed, usually in combat. Certain spells (see above) can be used to

heal or repair any damage done to them in combat. This is usually done by their creators to insure long and valuable service.

### Iron Golem

An iron golem is twice the height of a normal man, and weighs around 5000 pounds. It can be fashioned in any stylized manner, just like the stone golems, although it almost always is built displaying armor of some sort. Its features are much smoother in contrast to the stone golem. Iron golems are sometimes found with a short sword (relative to their size) in one hand. On extremely rare occasions this sword will be magical.
The iron golem cannot speak or make any vocal noise,
nor does it have any distinguishable odor. It moves with a ponderously smooth gait at half the speed of a normal man. Each step causes the floor to tremble, unless it is on a thick, solid foundation.

**Combat:** The iron golem conforms to the strategies listed for the stone golem except as described here. It has a strength of 24 for the purposes of lifting, throwing or breaking objects. The iron golem is immune to any weapon, except those of +3 or better enchantment. Magical electrical attacks will *slow* it for 3 rounds, and magical fire attacks actually repair 1 hit point of damage for each hit die of damage it would have caused. All other spells are ignored. Iron golems are subject to the damage inflicted by a rust monster. Once every 7 rounds, beginning either the first or second round of combat, the iron golem breathes out a cloud of poisonous gas. It does this automatically, with no regard to the effects it might have. The gas cloud fills a 10 foot cube directly in front of it, which dissipates by the following round, assuming there is somewhere for the gas to go.

# Golem, Lesser

| | Flesh | Clay |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Nil | Nil |
| **Intelligence:** | Semi- (2-4) | Non- (0) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 9 | 7 |
| **Movement:** | 8 | 7 |
| **Hit Dice:** | 9 (40 hp) | 11 (50 hp) |

| | | |
|---|---|---|
| **THAC0:** | 11 | 9 |
| **No. of Attacks:** | 2 | 1 |
| **Damage/Attack:** | 2-16 (2d8)/2-16 (2d8) | 3-30 (3d10) |
| **Special Attacks:** | Nil | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (7½' tall) | L (8' tall) |
| **Morale:** | Fearless (19-20) | Fearless (19-20) |
| **XP Value:** | 2,000 | 5,000 |

A golem is an artificial humanoid body which is animated by an elemental spirit and under the control of its creator.

**Flesh Golem**
The flesh golem stands a head and a half taller than most humans and weighs almost 350 pounds. It is made from a ghoulish collection of stolen human body parts, stitched together to form a single composite human body. Its skin is the sickly green or yellow of partially decayed flesh. A flesh golem smells faintly of freshly dug earth and dead flesh. No natural animal, such as a dog, will willingly track a flesh golem. It wears whatever clothing its creator desires, usually just a ragged pair of trousers. It has no possessions, and no weapons. The golem can not speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff jointed gait, as if it is not in complete control over its body parts.

**Combat:** The lesser golems are mindless in combat. They follow the orders of their master explicitly, and are incapable of any strategy or tactics. They are emotionless in combat, and cannot be easily provoked (unless they have broken control and gone berserk). They will not use weapons for combat, even if ordered to, always preferring to strike with their fists. Flesh golems have a strength of 19 for purposes of lifting, throwing or breaking down doors.
Flesh golems can only be struck by a magical weapon. Fire and cold based spells merely slow them for 2-12 (2d6) rounds. Any electrical attack restores 1 hit point for each die of damage it would normally have done. All other spells are ignored by the creature.
The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. The flesh golem's master has a 10% chance per round of regaining control. To do this he must be within 60 feet of the flesh golem, and the creature must be able to see and hear its master. No special spells are required to regain control, its creator just has to talk to it forcefully and persuasively, to convince it to obey.

**Habitat/Society:** Golems are automatons, artificially created and under the direct control of their creator. They have no society and are not associated with any particular habitat. They are frequently used to guard valuable items or places. A lesser golem can obey simple instructions involving a single, direct action. They make poor servants because each detail of a task must be given as a separate command.

**Ecology:** Golems are not natural creatures, and play no part in the world's ecology. They neither eat nor

sleep, and "live" until their bodies are destroyed, usually in combat.

### Clay Golem

The clay golem is a humanoid body made from clay, and stands about 18 inches taller than a normal man. It weighs around 600 pounds. The features are grossly distorted from the human norm. The chest is overly large, with arms attached by thick knots of muscle at the shoulder. Its arms hang down to its knees, and end in short stubby fingers. It has no neck, and a large head with broad flat features. Its legs are short and bowed, with wide flat feet. A clay golem wears no clothing except for a metal or stiff leather garment around its hips. It smells faintly of clay. The golem can not speak, or make any noise. It walks and moves with a slow and clumsy gait, almost as if it were not in control over its actions.

**Combat:** Clay golems conform to the strategies listed above for the flesh golem except as noted here. A clay golem has a strength of 20 for the purposes of lifting, throwing or smashing objects. They can only be struck by magical blunt weapons such as hammers or maces. A *move earth* spell will drive the golem back 120 feet and inflict 3-36 (3d12) points of damage upon it. A *disintegrate* spell merely slows the golem for 1-6 rounds and causes 1-12 points of damage. An *earthquake* spell cast directly at a clay golem will stop it from moving that turn and inflict 5-50 (5d10) points of damage. After it has engaged in at least one round of combat, the clay golem can *haste* itself for 3 rounds. It can only do this once per day. Damage done by the golem can only be cured by a *heal* spell from a priest of 17th level or greater. The elemental spirit in a lesser golem is not bound strongly, resulting in a 1% cumulative chance per round of combat, calculated independently for each fight, that it will break free of its master. If a clay golem does manage to break control, it becomes a berserker, attacking everything in sight until it is destroyed. Its first action is to *haste* itself, if it can. Unlike the flesh golem, there is no chance to regain control of a rampaging clay golem.

# Golem, Bone, Doll

| | Bone | Doll |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Nil | Nil |
| **Intelligence:** | Non-(0) | Non-(0) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 0 | 4 |
| **Movement:** | 12 | 15 |
| **Hit Dice:** | 14 (70 hp) | 10 (40 hp) |

| | | |
|---|---|---|
| **THAC0:** | 7 | 11 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 3d8 | 3d6 |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (6' tall) | T (1' tall) |
| **Morale:** | Fearless (20) | Fearless (20) |
| **XP Value:** | 18,000 | 6,000 |

### Bone Golem

The bone golem is built from the previously animated bones of skeletal undead. These horrors stand roughly 6 feet tall and weight between 50 and 60 pounds. They are seldom armored and can easily be mistaken for undead, much to the dismay of those who make this error.

**Combat:** Bone golems are no more intelligent than other forms of golem, so they will not employ clever tactics or strategies in combat. Their great power, however, makes them far deadlier than they initially appear to be. There is a 95% chance that those not familiar with the true nature of their opponent will mistake them for simple undead.

Bone golems attack with their surprisingly strong blows and sharp, claw-like fingers. Each successful hit inflicts 3-24 (3d8) points of damage. They can never be made to use weapons of any sort in melee.

In addition to the common characteristics of all Ravenloft golems (described previously), bone golems take only half damage from those edged or piercing weapons that can harm them.

Bone golems are immune to almost all spells, but can be laid low with the aid of a *shatter* spell that is focused on them and has the capacity to affect objects of their weight. If such a spell is cast at a bone golem, the golem is entitled to a saving throw vs. spells to negate it. Failure indicates that weapons able to harm the golem will now inflict twice the damage they normally would. Thus, edged weapons would do full damage while blunt ones would inflict double damage.

Once every three rounds, the bone golem may throw back its head and issue a hideous laugh that causes all those who hear it to make fear *and* horror checks. Those who fail either check are *paralyzed* and cannot move for 2-12 rounds. Those who fail *both* checks are instantly stricken dead with fear.

### Doll Golem

The doll golem is an animated version of a child's toy that can be put to either good uses (defending the young) or evil uses (attacking them). It is often crafted so as to make it appear bright and cheerful when at rest. Upon activation, however, its features become twisted and horrific.

**Combat:** The doll golem is, like all similar creatures, immune to almost all magical attacks. It can be harmed by fire-based spells, although these do only half damage, while a *warp wood* spell will affect the creature as if it were a *slow* spell. A *mending* spell restores the creature to full hit points at once.

Each round, the doll golem leaps onto a victim and attempts to bite it. Success inflicts 3d6 points of damage and forces the victim to save versus spells. Failure to save causes the victim to begin to laugh

uncontrollably (as if under the influence of a *Tasha's uncontrollable hideous laughter* spell) and become unable to perform any other action. The effects of the creature's bite are far worse, however. The victim begins to laugh on the round after the failed save. At this time, they take 1d4 points of damage from the muscle spasms imposed by the laughter. On following rounds, this increases to 2d4, then 3d4, and so on. The laughter stops when the character dies or receives a *dispel magic*. Following recovery, the victim suffers a penalty on all attack and saving throws of -1 per round that they were overcome with laughter (e.g., four rounds of uncontrolled laughter would equal a -4 penalty on attack/saving throws). This represents the weakness caused by the character's inability to breathe and is reduced by 1 point per subsequent turn until the character is fully recovered.

# Golem, Gargoyle, Glass

| | Gargoyle | Glass |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Nil | Nil |
| **Intelligence:** | Non-(0) | Non-(0) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 0 | 4 |
| **Movement:** | 9 | 12 |
| **Hit Dice:** | 15 (60 hp) | 9 (40 hp) |

| | | |
|---|---|---|
| **THAC0:** | 5 | 11 |
| **No. of Attacks:** | 2 | 1 |
| **Damage/Attack:** | 3d6/3d6 | 2d12 |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (6' tall) | M (6' tall) |
| **Morale:** | Fearless (20) | Fearless (20) |
| **XP Value:** | 14,000 | 5,000 |

### Gargoyle Golems

The gargoyle golem is a stone construct designed to guard a given structure. It is roughly the same size and weight as a real gargoyle (6' tall and 550 pounds). Although they have wings, they cannot fly. However, a gargoyle golem can leap great distances (up to 100 feet) and will often use this ability to drop down on enemies nearing any building the golem is protecting.

Gargoyle golems cannot speak or communicate in any way. When they move, the sound of grinding rock can be heard by anyone near them. In fact, it is often this noise that serves as a party's first warning that something is amiss in an area.

**Combat:** When a gargoyle golem attacks in melee combat, it does so with its two clawed fists. Each fist must attack the same target and will inflict 3d6 points of damage. Anyone hit by both attacks must save versus petrification or be turned to stone. On the round after a gargoyle golem has petrified a victim, it will attack that same target again. Any hit scored by the golem against such a foe indicates that the stone body has shattered and cannot be *resurrected*. *Reincarnation*, on the other hand, is still a viable option.

Gargoyle golems are, like most golems, immune to almost every form of magical attack directed at them. They are, however, vulnerable to the effects of an *earthquake* spell. If such a spell is targeted directly at a gargoyle golem, it instantly shatters the creature without affecting the surrounding area. The lesser *transmute rock to mud* spell will inflict 2d10 points of damage to the creature while the reverse (*transmute mud to rock*) will heal a like amount of damage.

On the first round of any combat in which the gargoyle golem has not been identified for what it is, it has a good chance of gaining surprise (-2 on opponent surprise checks). Whenever a gargoyle golem attacks a character taken by surprise, it will leap onto that individual. The crushing weight of the creature delivers 4d10 points of damage and requires every object carried by that character in a vulnerable position (DM's decision) to save vs. crushing blows or be destroyed. In the round that a gargoyle golem pounces on a character, it cannot attack with its fists.

### Glass Golems

The glass golem is very nearly a work of art. Built in the form of a stained glass knight, the creature is often built into a window fashioned from such glass. Thus, it usually acts as the guardian of a given location -- often a church or shrine.

Glass golems, like most others, never speak or communicate in any way. When they move, however,

they are said to produce a tinkling sound like that made by delicate crystal wind chimes. If moving through a lighted area, they strobe and flicker as the light striking them is broken into its component hues.

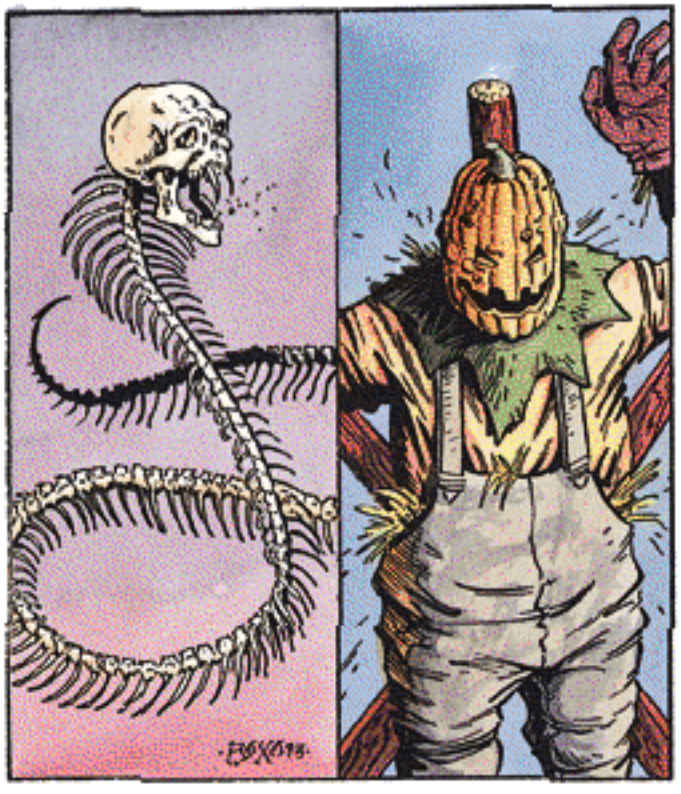
**Combat:** When the stained glass golem attacks, it often has the advantage of surprise. If its victims have no reason to suspect that it lurks in a given window, they suffer a -3 on their surprise roll when the creature makes its presence known.

Once combat is joined, the stained glass figure (which always has the shape of a knight) strikes with is sword. Each blow that lands delivers 2d12 points of damage.

Once every three rounds, the golem can unleash a *prismatic spray* spell from its body that fans out in all directions. Any object or being (friend or foe) within 25 feet of the golem must roll as if they had been struck by a wizard's *prismatic spray* spell (see the AD&D® Player's Handbook Glass golems are the most fragile of any type of Ravenloft golem. Any blunt weapon capable of striking them (that is, a magical weapon of +2 or better) inflicts double damage. Further, a *shatter* spell directed at them weakens them so that all subsequent melee attacks have a percentage chance equal to twice the number of points of damage inflicted of instantly slaying the creature.

Anyone casting a *mending* spell on one of these creatures instantly restores it to full hit points. In addition, they regenerate 1 hit point per round when in an area of direct sunlight (or its equivalent).

# Golem, Necrophidius and Scarecrow



| | Necrophidius | Scarecrow |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Nil | Nil |
| **Intelligence:** | Non- (0) | Non- (0) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 2 | 6 |
| **Movement:** | 9 | 6 |
| **Hit Dice:** | 2 | 5 |

| | | |
|---|---|---|
| **THAC0:** | 19 | 15 |
| **No. of Attacks:** | 1 | 1+gaze |
| **Damage/Attack:** | 1-8 | 1-6+charm |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (12' long) | M (6' tall) |
| **Morale:** | Fearless (19-20) | Fearless (19-20) |
| **XP Value:** | 270 | 1,400 |

The necrophidius and scarecrow are constructs like all other golems, but they are less powerful because of the magical shortcuts employed in their construction.

### Necrophidius

The necrophidius, or "death worm," is built and animated for a single task, such as protection or assassination. It has the bleached-white skeleton of a giant snake, a fanged human skull, and constantly whirling, milk-white eyes. Its bones are warm to the touch. The necrophidius is odorless and absolutely silent; the skeleton makes no noise, even when slithering across a floor strewn with leaves. A necrophidius is constantly moving with a macabre grace.

**Combat:** The necrophidius prefers to surprise opponents, and its silence imposes a -2 penalty to their surprise rolls. If the necrophidius is not surprised, it performs a macabre maneuver called the Dance of Death, a hypnotic swaying backed by minor magic. The Dance rivets the attention of anyone who observes it, unless a successful saving throw vs. spell is rolled. Intelligent victims are immobilized, as per the *hypnotism* spell. This allows the necrophidius to attack without opposition.

Besides taking damage as indicated, a bitten victim must make a saving throw vs. spell or be paralyzed and unconscious for 1d4 turns. This effect can be cancelled only by *dispel magic*; *neutralize poison* is useless.

This creature acts and reacts as if it had Intelligence 10. However, its mind is artificial, so mind influencing spells have no effect. The creature is immune to poison and requires no sleep or sustenance. It is not undead and cannot be turned.

### Scarecrow

Statistics in italics above refer to conscious scarecrows.

Scarecrows are enchanted creatures made from the same materials as normal scarecrows. Though non-intelligent, they can follow simple, one- or two-phrase orders from the priest who created them. They do so to the best of their ability, without regard to their own safety.

Each scarecrow is unique, but all share several characteristics. Their bodies, arms, and legs are always made of cut wood bound with rope. Tattered rags cover the frame, and are sometimes stuffed with grass or straw. A hollow gourd with a carved face serves as head. Once animated, a fiery light burns in the scarecrow's eye sockets. Scarecrows are light but slow. Their leg and elbow joints bend both ways, so they move with an uneven, jerky gait, and the head spins freely.

Scarecrows do not speak, but cackle madly when attacking.

**Combat:** Once per round, a scarecrow can gaze at one creature within 40 feet. Any intelligent person meeting this gaze must make a successful saving throw vs. spells or be fascinated, standing transfixed, arms hanging limply, allowing the scarecrow to strike again and again (automatic hit each round). The charm lasts until the scarecrow either dies or leaves the area for a full turn. The scarecrow's touch causes 1d6 damage and has an effect identical to the gaze (saving throws apply). A scarecrow attacks one victim at a time, striking the first person charmed until dead. While slaying its victim, the scarecrow uses its gaze attack to charm other opponents as possible. Scarecrows attack until destroyed or ordered to stop. Scarecrows are vulnerable to fire. Fire-based attacks gain a +1 bonus to the attack roll and a +1 damage bonus per die.
The magic that created them keeps their tattered parts from decomposing and shields them from the effects of cold.

### Conscious Scarecrows

Most scarecrows disintegrate when their creators die, but a few (10%) become conscious, gaining an evil alignment, average Intelligence (8-10), and great cunning. They gain a desire for self-preservation, so their morale drops to elite (13-14). They hide by day and stalk the night, committing acts of evil. Because scarecrows hate fire and are immune to cold, conscious scarecrows try to reach colder climes. During the trek they kill everything they encounter, including those who pose no threat. Conscious scarecrows hate all life and kill humans and demihumans whenever possible.

# Golem, Stone Variants

| | Caryatid Column | Juggernaut | Stone Guardian |
|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any |
| **Frequency:** | Very rare | Very rare | Very rare |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Nil | Nil | Nil |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-12 | 1 | 1-4 |
| **Armor Class:** | 5 | 2 | 2 |
| **Movement:** | 6 | 3-12 | 9 |
| **Hit Dice:** | 5 (22 hit points) | 10-13 | 4+4 |
| **THAC0:** | 15 | 10 HD: 11<br>11-12 HD: 9<br>13 HD: 7 | 15 |
| **No. of Attacks:** | 1 | Up to 6 | 2 |
| **Damage/Attack:** | 2-8 | 2-12 | 2-9/2-9 |
| **Special Attacks:** | Nil | Crushing | Nil |
| **Special Defenses:** | See below | Immune to fire | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | M (7' tall) | L to H (8' to 20') | M to L (6' to 8') |
| **Morale:** | Fearless (20) | Elite to champion (13-16) | Fearless (20) |
| **XP Value:** | 420 | 10 HD: 3,000<br>+1,000 per additional Hit Die | 420 |

These variant golems are close relatives of the dreadful stone golems. They are generally created by powerful wizards and employed as guards or servants in a wide variety of settings.

## Caryatid Column

The caryatid column is a beautiful and wondrous construct. Before activation, it looks like the classical architectural work it is named for, standing about 7 feet tall, and resembling a finely carved pillar in the shape of a beautiful young girl. Close examination reveals that the maiden has a slender sword in her left hand, but there is no indication that the column is anything other than what it appears to be. Once constructed and animated, it is usually assigned to keep watch over a valuable object or special places. It does so, remaining motionless, until its preset activation conditions are triggered (these depend on the creator's instructions). As soon as this happens, the column moves to take action against those who have triggered it.

When activated, the caryatid column undergoes a stunning and swift transformation. The smooth, grey stone that was once its skin changes hue to become light or dark flesh tones (depending on the nature of the carving), the eyes come alive with a gleaming white light, and the thin blade transforms into a fine weapon of gleaming steel.

In combat, the column lashes out with its gleaming sword, causing 2d4 points of damage with each hit. The column's magical nature gives it a +4 bonus to saving throws, and all nonmagical weapons inflict only half damage. Magical weapons inflict full damage, but do not receive the magical bonus normally due them. For example, a *long sword +2* does not gain its +2 bonus, but inflicts normal long sword damage.

There is a 25% chance that a weapon shatters when it successfully strikes a caryatid column. This chance is reduced by 5% for each plus of the weapon. Thus, a *sword +2* has only a 15% chance of breaking. A magical weapon with no attack bonus is considered a +1 weapon when checking for shattering.

A *stone to flesh, transmute rock to mud, or stone shape* spell destroys the column instantly if it fails its saving throw.

When a caryatid column has completed its task, it returns to its waiting position and reverts to stone. If it is killed in combat, it (and its sword) reverts to stone for 2d6 rounds, at the end of which time it crumbles into dust.

## Juggernaut

The juggernaut generally appears as a huge, powerful stone vehicle of some sort, with wheels or rollers for locomotion.

A juggernaut is clumsy and slow moving, but it makes up for these handicaps by rolling right over opponents in a deadly crushing attack. A juggernaut has a movement rate of 3 in its first round of animation. This increases by 3 each round to a maximum of 12. A juggernaut is slow to turn, and can change direction only 90 degrees for every 30 feet of movement.

Anyone caught in the path of a juggernaut charge is run over by the thundering behemoth, though the juggernaut must make a normal attack roll if the victim can avoid the charge. A hit indicates that the victim is crushed, suffering 10d10 points of damage. In addition, every item carried by the victim must roll a saving throw vs. crushing blow to avoid destruction. A successful saving throw vs. death magic entitles the victim to only half damage, but it does not protect his equipment.

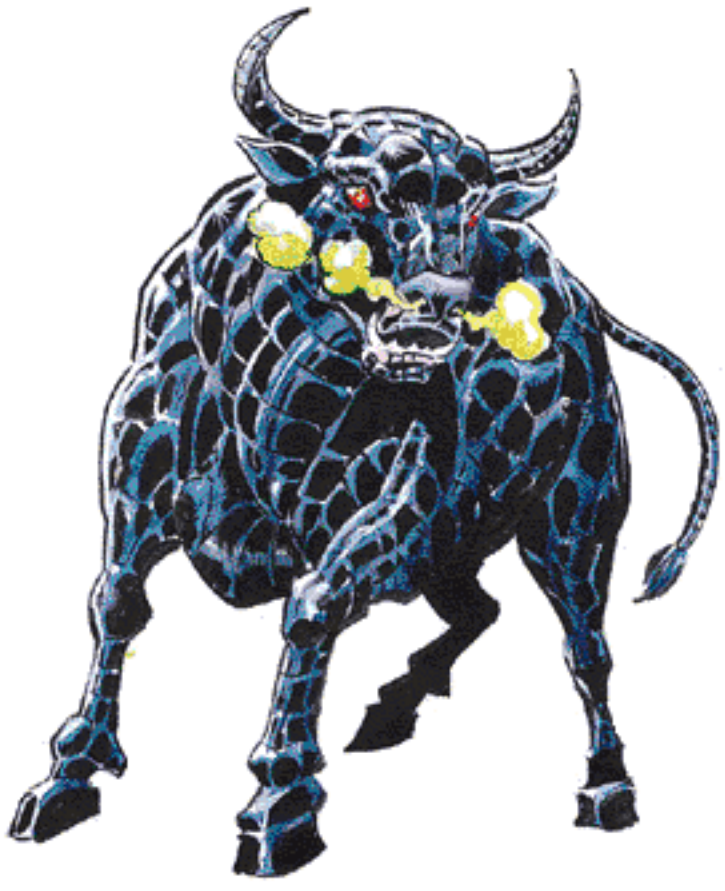
Some juggernauts are a unique crossbreed of stone golem and mimic. Once animated, these juggernauts can alter their shape as the mimics do. They can grow up to six limbs, each designed for current needs. For example, if it wishes to sound a warning, a limb may grow into a trumpet or horn. In combat, its limbs become maces or hammers that inflict 2d6 points of damage each, due to its great strength. A juggernaut can rarely bring more than two limbs to bear on a single opponent.

## Stone Guardian

In combat, a guardian slams opponents with its massive arms, each of which inflicts 1d8+1 points of damage. The stone guardian suffers only¼ damage from edged weapons and ½ damage from all cold, fire, or electrical attacks. Normal missiles cause no damage. A stone guardian can be instantly destroyed by a *stone to flesh, transmute rock to mud, stone shape,* or *dig* spell; it is not entitled to a saving throw.

# Gorgon

| | |
|---|---|
| **Climate/Terrain:** | Temperate or tropical/Wilderness or subterranean |
| **Frequency:** | Rare |
| **Organization:** | Group |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Animal (1) |
| **Treasure:** | (E) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 2 |
| **Movement:** | 12 |
| **Hit Dice:** | 8 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-12 |
| **Special Attacks:** | See below |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (8' tall) |
| **Morale:** | Average (8-10) |
| **XP Value:** | 1,400 |



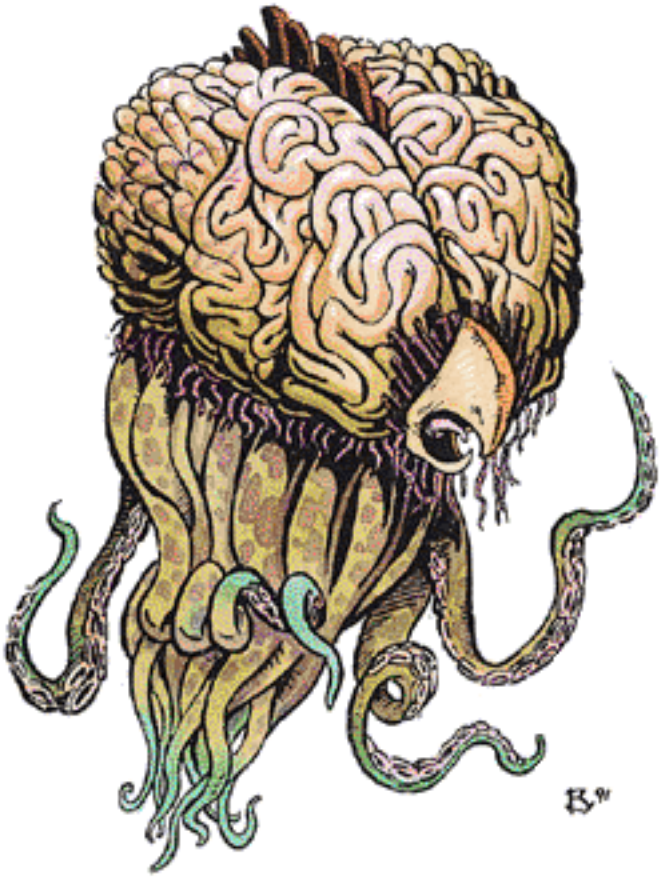
Gorgons are fierce, bull-like beasts who make their lairs in dreary caverns or the fastness of a wilderness. They are aggressive by nature and usually attack any creature or person they encounter.
Monstrous black bulls, gorgons have hides of thick metal scales. Their breath is a noxious vapor that billows forth in great puffs from their wide, bull nostrils. Gorgons walk on two hooves, when necessary, but usually assume a four-hoofed stance. Despite their great size, they can move through even heavy forests with incredible speed, for they simply trample bushes and splinter smaller trees. Gorgons speak no languages but let out a roar of anger whenever they encounter other beings.

**Combat:** Four times per day gorgons can make a breath weapon attack (their preferred means of attack). Their breath shoots forth in a truncated cone, five feet wide at the base and 20 feet wide at its end, with a maximum range of 60 feet. Any creature caught in this cone must roll a saving throw vs. petrification. Those who fail are turned to stone immediately! The awareness of gorgons extends into the Astral and Ethereal planes, as do the effects of their breath weapon.
If necessary (i.e., their breath weapon fails) gorgons will engage in melee, charging forward to deliver a vicious head butt or horn gore. Gorgons fight with unrestricted ferocity, slashing and trampling all who challenge them until they themselves are slain.

**Habitat/Society:** It is believed that gorgons can actually devour the living statues they create with their breath weapon. Whether their flat iron teeth break up and pulverize the stone or their saliva returns the victim to flesh while they eat is a matter for conjecture.
Their primary prey are deer and elk, but gorgons won't hesitate to add other meats to their diet when hungry. Their sense of smell is acute and once they get on the trail gorgons are 75% likely to track their victim successfully. Once their victim is in sight, gorgons let out a scream of rage and then charge. Unless somehow evaded, a gorgon will pursue tirelessly, for days if necessary, until the prey either drops from exhaustion or is caught in the gorgon's deadly breath.
Gorgons have no use for treasure, hence gold and gems are often left petrified on the statue of the being that once wore them. Occasionally a gorgon in his haste will devour something of value; the items will later be left in the gorgon's droppings, somewhere near the entrance to its lair.
Gorgons are usually encountered in groups of three or four -- one male bull with two or three females. Gorgon calves are raised by the females to the age of two, then the young bulls are turned out to make their own way. Females remain with the dominant bull.
About 25% of the time only a single gorgon is encountered. Lone gorgons are always rogue males in search of females.
The forest around a gorgon lair is usually a crisscrossing network of trails and paths they've made. Occasionally there are clearings where the grasses were trampled down in a battle and perhaps the shattered remains of a statue can be found.

**Ecology:** Gorgons have no natural enemies other than themselves. Bull gorgons are often called upon to defend their positions against rogue gorgons. These battles are not usually fatal, but even a gorgon can be felled by a well-aimed horn gore. The only other creature known to hunt these fierce predators is man.
Gorgon blood, properly prepared, can seal an area against ethereal or astral intrusion; their powdered scales are an ingredient in the ink used to create a *protection from petrification* scroll.
In addition, the hide of a gorgon can be fashioned, with considerable work and some magical enhancement, into a fine set of scale mail. This armor will provide the wearer with a +2 bonus to all saving throws vs. petrification or flesh-to-stone spells.

# Grell



| | Worker | Philosopher | Patriarch |
|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any |
| **Frequency:** | Rare | Very rare | Very rare |
| **Organization:** | Hive | Hive | Hive |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Average (8-10) | Exceptional (15-16) | Supra-genius (19) |
| **Treasure:** | U | W | H |
| **Alignment:** | Neutral evil | Neutral evil | Neutral evil |
| **No. Appearing:** | 1-10 | 1-2 | 1 |
| **Armor Class:** | 5 | 5 (0) | 10 |
| **Movement:** | Fl 12 (D) | Fl 12 (D) | 0 |
| **Hit Dice:** | 5 | 7 | 9 |

| | | | |
|---|---|---|---|
| **THAC0:** | 15 | 13 | 11 |
| **No. of Attacks:** | 11 | 11 | 0 |
| **Damage/Attack:** | 1-4(x10)/1-6 or by weapon | 1d4(x10)/1-6 or by weapon | 0 |
| **Special Attacks:** | Magical items | Magical items | See below |
| **Special Defenses:** | Nil | Nil | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | M (4' diameter) | M (4' diameter) | G (30' diameter) |
| **Morale:** | Elite (13-14) | Champion (15-16) | Fanatic (17) |
| **XP Value:** | 2,000 | 5,000 | 9,000 |

The grell is a fearsome carnivore that looks like a giant brain with a vicious beak and 10 dangling tentacles, each 6 feet long. Some grell are rogues, while others live in family units. The "civilized" grell is a hive or colony creature, much like an ant or a bee, but far more intelligent, arrogant, and dangerous. Grell have a weird language composed of bird-like squawks and chirps, combined with tentacular motion and a limited telepathy with other grell. Other creatures cannot learn the grell language, and they would not deign to learn the language of "lesser beings" (a synonym for "food" in their language).

**Combat:** The grell's most common strategy is to use its natural levitation ability to hide in the upper reaches of large chambers. It can then drop silently on a victim, who suffers a -3 penalty to surprise rolls when attacked in this way.

A worker grell attacks with all 10 tentacles; each one that hits grips the opponent (the grip can be broken with a successful bend bars/lift gates roll). For each hit, the victim must roll a saving throw vs. paralysis, with a +4 bonus, or be paralyzed for 5d4 rounds. With two tentacles gripping the prey, the grell can lift it up toward the ceiling and devour the prey when desired. A grell automatically hits paralyzed prey each round.

Soldier grell often use weapons, including the tip-spear and the *lightning lance.* The tip-spear is an edged metal head which fits on the tip of a tentacle and is held there by suction; the weapon causes 1d6 damage if used to slash, 2d6 if used to impale. Victims hit by a tip-spear must make a saving throw vs. paralysis, as if hit by a tentacle. The *lightning lance* delivers 3d6 points of electrical damage to those hit with it, though a successful saving throw vs. spells halves the damage. A lightning lance starts with 36 charges; it can use one per round.

Any hit against a tentacle (AC 4) renders it unusable, but subtracts no hit points from the grell's total. Grell regenerate lost or damaged tentacles in 1-2 days, and are immune to electrical attacks.

Grell use strategy and tactics in their battles, and can attack more than one opponent each round. They are intelligent enough to allocate their tentacle attacks in an advantageous way. They use their beaks only against paralyzed prey.

**Habitat/Society:** Grell have a distinct hierarchy. Each hive is led by a patriarch, who gives orders to the philosophers, who direct the soldiers and workers in their every day tasks. A hive occupies an underground complex, or travels by ship.

Supposedly, all grell answer to a mysterious Imperator, a grell of great power who can unite all the grell

for a common cause; to conquer a realm, a territory, or even a world.
A grell mates but once in its 30-40 year life span. The female later lays a clutch of 2d4 eggs. Young are born active and self-sufficient, but with only 1 Hit Die. They gain 1 Hit Die every two months until they reach adulthood.

**Ecology:** Arrogant and vicious, grell hunt their territories to exhaustion, then move on to more fertile places.
A grell's paralytic poison cannot be extracted from the creature's body, but parts of the monster's body can be used for spells or items relating to levitation or electricity.

**Soldier/Worker:** These are the common grell that form the bulk of a hive or a raiding party. Occasionally, a grell will become separated from its fellows; these become rogues. Rogues carry no weapons, collect no treasure, and avoid sunlight.

**Philosopher:** These grell serve as intermediaries between patriarchs and workers/soldiers. Some lead lesser grell in combat, and there is one philosopher for every 10 lesser grell encountered. Some philosophers (20%) wear powerful *rings of protection*, giving them AC 0. About 10% of philosophers can cast spells as 2nd-level wizards.

**Patriarch:** Each hive has a patriarch, a huge, sedentary mass of flesh that directs the lesser grell. If the patriarch is taken to a ship, it can dig its many tentacles into the ship and animate it, even make it fly to other worlds.

# Gremlin

| | Gremlin | Fremlin | Galltrit | Mite | Snyad |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land | Any land | Subterranean | Subterranean |
| **Frequency:** | Very rare | Very rare | Very rare | Rare | Uncommon |
| **Organization:** | Pack | Pack | Pack | Tribe | Family |
| **Activity Cycle:** | Night | Day | Night | Any | Any |
| **Diet:** | Omnivore | Herbivore | Blood | Omnivore | Omnivore |
| **Intelligence:** | Very (11 -12) | Average (8 -10) | Average (8-10) | Low (5-7) | Low (5-7) |
| **Treasure:** | Q, X | X | Q | K (C) | J (I) |
| **Alignment:** | Chaotic evil | Chaotic neutral | Chaotic evil | Lawful evil | Neutral |
| **No. Appearing:** | 1-6 | 1-4 | 1-4 | 6-24 | 1-8 |
| **Armor Class:** | 4 | 6 | 2 | 8 | -4 |
| **Movement:** | 6, Fl 18 (B) | 6, Fl 12 (B) | 6, Fl 18 (B) | 3 | 21 |
| **Hit Dice:** | 4 | 3+6 | 2 hp | 1-1 | 1-1 |

| | | | | | |
|---|---|---|---|---|---|
| **THAC0:** | 17 | 17 | 20 | 20 | 20 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 | Nil |
| **Damage/Attack:** | 1-4 | 1-4 | 1-2 | 1-3 | Nil |
| **Special Attacks:** | Nil | Nil | Blood drain | Nil | Nil |
| **Special Defenses:** | +1 weapon needed to hit | +1 weapon needed to hit | Nil | Nil | See below |
| **Magic Resistance:** | 25% | Nil | Nil | Nil | See below |
| **Size:** | T (18") | T (1') | T (6") | T (2') | T (2') |
| **Morale:** | Unsteady (5-7) | Unsteady (5-7) | Average (8-10) | Average (8-10) | Average (8-10) |
| **XP Value:** | 650 | 270 | 65 | 35 | 65 |

Often mistaken for imps, gremlins are small, winged goblinoids. There are many varieties of gremlins, and most are chaotic and mischievous. Their skin color ranges from brown to black to gray, frequently in a mottled blend. Their ears are very large and pointed, giving them a 65% chance to *hear noise*. A pair of bat-like wings enables them to fly or glide. Gremlins never wear clothing or ornamentation.

**Combat:** Gremlins are worthless in real combat; at every opportunity they flee rather than fight face-to-face. What gremlins like to do best is cause trouble. The angrier their victims are, the happier the gremlins. Their favorite tactic is to set up a trap to humiliate opponents and maybe even cause them to damage a valued possession or hurt a loved one. If the opponent gets hurt as well, that's just fine. For example, the gremlin may set a trip wire across a doorway that pulls down a fragile vase onto the victim's head. A building infested by a gremlin pack can be reduced to shambles in a single night.
In melee, gremlins have only their weak bite for attacks (1d4 points of damage). They can fly quite well (MC B), but they usually stay close to the ground or well over their opponents' heads, where they are difficult to reach. They can be hit only by magical weapons, and are 25% resistant to magic. Despite these defenses, they are cowards and fight only if cornered.

**Habitat/Society:** Gremlins are magical creatures that originated in an unknown plane of existence. They are highly susceptible to mutation and can interbreed with any goblinoid species. This has resulted in several different gremlin races, each with slightly different abilities and natures.
Gremlins travel in small packs, and they have a highly organized social order. Each gremlin knows who is above him in social rank, and who is below. As a rule, this is ordered by hit points, but an aggressive gremlin with lower hit points may be above larger gremlins in the social standing. Males and females are indistinguishable to all but other gremlins. Both sexes participate equally in all things. Offspring are left to fend for themselves from birth, which they are fully capable of doing. Within a month, the gremlin is a fully matured adult. Fortunately, they do not mate often.
These obnoxious creatures usually look for a building or estate to infest. Although they flee individual combat, they will not leave the building or grounds they infest until it is no longer fun (when everything is broken and the inhabitants have fled), or until their lives are in danger. Since the gremlins take great pains to not be seen, except as fleeting shadows, the inhabitants are frequently convinced that the place is

haunted.

**Ecology:** Gremlins are not a natural part of the ecology. Their immunity to normal weapons protects them from normal predators. Unmolested, they live for centuries.

### Fremlin

These friendly gremlins are quite harmless. They tend to be plump, whiny, and lazy, but otherwise look like small, slate colored gremlins. Occasionally, they become tolerable companions, if they take a liking to someone and are well fed and entertained. Even in this case, they never assist in combat and may in fact hinder it by giving away the location of hiding characters or making other such blunders.

### Galltrit

These nasty little stone-gray creatures live in areas of dung, carrion, or offal. Because of their small size and coloration, they are detected only on a 1 in 8 chance (1 in 6 for elves). They attack anything that disturbs them. Galltrit attempt to gain surprise and bite (with a +3 bonus to the attack roll if they have surprise) somewhere unobtrusive. An anesthetic in their saliva prevents their victims from feeling the bite, rather like a vampire bat.

Once locked on, galltrits suck 1 hit point of blood per round for a full turn, if undisturbed. If challenged in any way, the galltrits flee. This loss of blood reduces the victim's Constitution by 1 point for every 4 hit points of blood lost. If the victim loses 3 or more points of Constitution, usually due to multiple galltrits, he faints from the sudden blood loss. It takes two full turns to awaken and two weeks to regain the lost Constitution points.

### Mite

Mites are tiny, mischievous, wingless gremlins that waylay dungeon adventurers for fun and profit. Mites have hairless, warty skin varying in color from light gray to bright violet. Their heads are triangular, with bat-like ears and a long, hooked nose. Male mites sport a bone ridge down the center of their skulls and short goatee beards. Many wear filthy rags stolen from previous victims. Their voices are high-pitched and twittery, conveying only the simplest ideas to each other; nongremlin races cannot make sense of their language.

Mites try to catch lone travelers and stragglers using pit traps (1d6 points of damage to the victim), nets (successful saving throw vs. paralysis or the victim is caught), and trip wires (successful Dexterity check or the victim falls prone). Mites swarm over prone or netted victims, and pummel them with weighted clubs (2% cumulative chance, per club, of stunning the victim, but only if the victim is in armor worse than splint mail). The mites bind their unconscious victims head and foot, and drag them into their lair. Once inside the lair, the victims are teased and chattered at for one to four days until the mites get bored. The mites then stun their victim again, steal all their possessions and deposit them at a random place -- often one that causes the victims great discomfort or embarrassment.

Mite lairs consist of dozens of interconnecting corridors built above and below main dungeon corridors. Numerous entrances connect the mite tunnels to the dungeon, but all are hidden by carefully placed stones (check for secret doors to find a mite tunnel entrance). Mite corridors are tiny by human and demi-human standards; man-sized and larger creatures suffer a -4 attack roll penalty and a +4 Armor Class penalty when fighting in a mite tunnel.

Mites are small and quick. They scurry to and fro through their tunnels, stopping briefly to spy on the main tunnel, always chattering and twittering to themselves.

Deep inside the mite tunnel system is a single, large chamber with a low-ceiling. The mite king lives

here, sitting on his tiny throne, dressed in baggy clothes stolen from previous victims. The mite king is a fierce (by mite standards) warrior with 1+1 Hit Dice. His bite causes 1d4 points of damage. Also in the chamber are 4d6 mite females and 4d6 mite children. The women have 1-2 Hit Dice and bite for 1-2 points of damage. The children are non-combatants.
The chamber itself is filthy and strewn with captured weapons, armor, and clothes. Coins and such are carelessly thrown about, but mites love bright, shiny gems. These are kept by the king, who is allowed to play with them anytime he wants. Mites are mischievous and curious. They pore for hours over every little stolen item, poking and prodding, bending and tasting, until either they grow bored, or, more likely, the item breaks. They delight in wearing clothes several dozen sizes too large. Mites are fond of bones, and they sometimes drag the skulls of great monsters into their lair.
Mites hunt vermin and other pests, but they love to eat iron rations which they consider a delicacy. Mites are viewed as bite-sized snacks by most monsters. Evil giants sometimes feature them as appetizers.

## Snyad

Snyads are distant relatives of mites. Their love of treasure often compels them to steal from humans and demihumans. Snyads resemble mites, but they are slightly larger (2½ feet tall), have full, though messy, heads of hair, and are light brown in color.
Snyads speak no known language but seem to communicate with mites successfully. These two creatures sometimes team up, with the mites distracting the victim, while the snyads dart in and grab things.
Snyads steal with great skill, surprising their targets 90% of the time, often snatching items directly from a person's hand (the victim gets a successful Wisdom check to hold onto the item), then zipping back into their holes and hiding until the pursuers leave. Spotting the entrance to a snyad lair requires a successful search roll: a 1-in-3 chance for elves and a 1-in-4 chance for all others.
Snyads never attack, relying on their amazingly quick reflexes to escape combat. They are not particularly strong, and any human or demi-human character with a Strength greater than 11 can capture a snyad with a successful attack roll. Captured snyads kick and scream, squirming and twisting to get away, but never bite, (for fear that the captor might bite back). Because of their high Dexterity, snyads gain a +3 bonus to their saving throws vs. non-area-effect spells. Snyads live in immediate families, marrying for life.

# Gremlin, Jermlaine

| | |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Clan |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (Genius cunning) (8-10) |
| **Treasure:** | Per 10 individuals O, Q; in lair C, Q (x5), S, T |
| **Alignment:** | Neutral evil (slight lawful tendencies) |
| **No. Appearing:** | 12-48 |
| **Armor Class:** | 7 |
| **Movement:** | 15 |
| **Hit Dice:** | 1-4 hp |
| **THAC0:** | 20 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-2 or 1-4 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | T(1'+) |
| **Morale:** | Steady (12) |
| **XP Value:** | Normal: 15 |
| | Elder: 65 |

Jermlaine are a diminutive humanoid race that dwells in tunnels and ambushes hapless adventurers. They are known by a variety of names such as jinxkin or bane-midges.
Jermlaine appear to be tiny humans dressed in baggy clothing and leather helmets. In fact the "clothing" is their own saggy skin and pointed heads. The limbs are knottily muscled. The fingernails and toenails

are thick and filthy, although the fingers and toes are very nimble. Their gray-brown, warty hide blends in with natural earth and stone. When they wear rags or scraps as clothing, such items are also camouflage colored.
They speak in high-pitched squeaks and twitters. This speech may be mistaken for the sounds of a bat or rat. They can also converse with all sorts of rats, both normal and monstrous. Each jermlaine has a 10% chance to understand common, dwarvish, gnomish, goblin, or orc (roll separately for each language).

**Combat:** Jermlaine are cowards who have made an art of the ambush. They only attack when they feel there is no serious opposition. They prefer to attack injured, ill, or sleeping victims. They avoid directly confronting strong, alert parties, although they may try to injure them out of sheer maliciousness.
Jermlaine possess weak eyes and infravision that only extends for 30 yards, but their keen smell and hearing enable them to detect even invisible creatures 50% of the time. Jermlaine move silently and quickly, with a scuttling gait (this stealth causes opponents to suffer a -5 penalty to their surprise rolls). They are 75% undetectable, even if listened or watched for, unless the jermlaine purposefully reveal their presence.
Jermlaine typically arm themselves with needle-sharp darts; they can hurl these 120 yards for 1-2 points of damage. They also carry a miniature pike; these 1½-foot-long sticks with sharp tips inflict 1d4 points of damage. If the jermlaines are out to capture a victim, they are also armed with blackjacks.
The jermlaines' favorite tactic is capturing victims with nets or pits. In little-used passages the creatures prepare pits covered by camouflaged doors or string nets overhead. In more-traveled passages, the jermlaine stretch trip cords. When a victim falls afoul of a trap, the jermlaine swarm over him. Some pummel him with blackjacks while others tie him with ropes and cords. Such beatings have a cumulative 2% chance per blow of causing the victim to lapse into unconsciousness. If a victim is wearing splint, banded, or plate mail, these pummeling attacks are ineffective. Knowing this, the jermlaine attack well-armored victims with acid or flaming oil missiles.
Slain victims and 5% of subdued victims are later devoured by the jermlaine and their rats. Most captives are robbed, stripped, shaved totally hairless, and left trussed in a passageway. If an unsuspecting victim pauses near a lurking band of jermlaine, they dart out and cut straps, belts, packs, and pouches. Each jermlaine in the band makes one such attack before fleeing back into the shadows. Such attacks are usually not noticed till 1d12 turns later, when the slashed items begin to fall apart. They also try to steal, damage, or befoul victims' possessions.
When encountered, 25% of jermlaine are accompanied by 1d6 rats and 50% are accompanied by 1d6 giant rats (only one type of rat per group of jermlaine). Groups of 35 or more jermlaine are accompanied by an elder -- a very old jermlaine with the magical ability to drain the magic from most magical items if he can handle such an object for 1d4 rounds. Artifacts and relics are immune to such attacks.
Jermlaine are treated as 4-Hit Die monsters for purposes of saving throws and magical attacks. Due to their diminutive size, they escape all damage from attacks that normally do half damage if the saving throw is successful.

**Habitat/Society:** Jermlaine are extremely distant relatives of the gnomes. Their deeply rooted sense of inferiority at their own diminutive size has become a malicious need to humiliate normal-sized humanoids. They make a good living preying on hapless adventurers, who provide riches, sadistic amusement, and an occasional meal. Jermlaine acquire a wide variety of treasure, although such items tend to be small objects.
The jermlaine life span is one third that of humans. Reproduction is identical to other humanoids,

although cross breeding is impossible. Jermlaine females give birth to one or two babies at a time. Most (75%) of the offspring are male, although the dangers of their hostile life reduces the male numerical superiority to an even male-female mix among the adults.
Jermlaine society is divided among clans whose members are united by blood. Each clan consists of 4d4 families. The clan chief is normally the strongest or most clever of the elders. The chief both instructs the young jermlaine in the art of the ambush and leads important attacks (albeit from a secure location in the rear). The families center around the mothers, as the fathers may be unknown, off hunting, or dead. If a female jermlaine has dependent children, she normally concentrates on raising such children rather than participating in attacks. As the children mature, she and the clan chief take the young on practice attacks on potential victims and participate in the humiliation of captives.
Jermlaine lairs are cunningly hidden and physically impassable by most humanoids, as they are usually a series of small chambers and tunnels scaled to their tiny occupants. The typical jermlaine lair is a filthy cave or burrow a short distance from a larger cavern complex. The only areas that can be easily reached by a human-sized being are the areas in which living captives are held and dead victims butchered for food. Access past this area is controlled by small, one-foot-high corridors or thin, normally impassable cracks in the rock walls. The corridors lead directly to living areas and communal chambers. The living areas are furnished with crude furniture and items scavenged from past victims.
Each jermlaine family has a personal section that half resembles a nest, half a junk yard. Treasures are concealed throughout the lair. Each family maintains a series of small, personal caches, while the communal hoard is hidden in a series of small chambers at the end of cunningly concealed crawl ways. No one larger than a jermlaine can reach such treasure chambers.
Jermlaine get along well with rats of all types. They can speak all rat-related languages. They are 75% likely to be accompanied by rats and 50% likely to share their lair with rats. This cohabitation extends to all forms of mutual cooperation and defense. There is a 10% chance that the jermlaine colony has a mutual cooperation pact with osquips rather than normal rats.
The diet is an omnivorous mixture of insects, fresh meat, carrion, fungi, and molds. Humanoids are a delicacy reserved for special occasions. Lizards form the bulk of the meat intake. Jermlaine cherish foods from the surface, even the hardtack and iron rations carried by adventurers. If the jermlaine can identify which of the adventurers' bags carry food, these are stolen as enthusiastically as the treasure pouches. Jermlaine have a fondness for rarities such as sugar, candy, and preserved fruits. Such items can be used to entice the normally malevolent jermlaine to leave an adventurer alone, at least temporarily.

**Ecology:** Jermlaine are opportunistic brigands who prey on unwary travelers in the subterranean regions. They are well aware of any such travelers, including a party's size, composition, and general condition. Jermlaine may be persuaded, for a suitable fee, to share such knowledge with adventurers.
Jermlaine may deal with "giants" (any race bigger than they are) if they are bribed or given access to a plentiful flow of victims or riches. They never ally themselves with truly good-aligned adventurers, although they may, in a moment of craftiness, pretend to enter such an alliance. Regardless of their spoken intentions, 75% of jermlaine eventually either lie to or turn against their larger "allies." They may make their lairs near the established territories of such races as drow, trolls, or troglodytes. Although they are careful to avoid direct conflict with such evil beings, the jermlaine happily prey on the victims of their neighbors, as well as scavenging the scenes of their neighbors' battles. Jermlaine may act as watchmen for their neighbors, provided suitable terms can be agreed upon.
They unintentionally act as garbagemen, cleaning the subterranean regions. Dead animals may be used as food or supplies, while dead humanoids are taken away to be searched for valuables or used as food. Because of this, adventurers seeking the remains of a slain companion may seek out the local jermlaines

since they may be aware of where the remains are located.

# Griffon

| | |
|---|---|
| **Climate/Terrain:** | Temperate or subtropical/Hills or mountains |
| **Frequency:** | Uncommon |
| **Organization:** | Pride |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Semi- (2-4) |
| **Treasure:** | (C, S) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-12 |
| **Armor Class:** | 3 |
| **Movement:** | 12, Fl 30 (C, D if mounted) |
| **Hit Dice:** | 7 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-4/1-4/2-16 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (about 9' long) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 650 |

Half-lion, half-eagle, griffons are ferocious avian carnivores that prey upon horses and their kin (hippogriffs, pegasi, and unicorns). This hunger for horseflesh often brings griffons into direct conflict with humans and demihumans.

Adult griffons stand five feet at the shoulder and weigh over half a ton. Their head, upper torso, and forelegs are like those of a giant eagle. This eagle half is covered in golden feathers from its wing tips to its razor-sharp beak. Their powerful forelimbs end in long, hooked talons. Wings, with a span of 25 feet or more, rise out of their backs. The lower half of a griffon is that of a lion. Dusky yellow fur covers the lion half's muscular rear legs and clawed feet. A lion's tail hangs down from the griffon's powerful rear

haunches. Griffons speak no languages, but emit an eagle-like screech when angered or excited (usually by the smell of horse).

**Combat:** Griffons hunt in groups of 12 or less, searching the plains and forests near (within 20 miles) their lair for horses and herd animals. With their superior vision and sense of smell, griffons can spot prey up to two miles distant. If the prey is horse or horse-kin, griffons are 90% likely to attack even if the horses have riders. Griffons hunt only for food, so a rider who releases one or two horses can usually escape unharmed (though in all likelihood his horse won't). Any attempt to protect a horse brings the full fury of the attacking griffons on the protector.

When attacking ground targets, griffons use their great size and weight to swoop down from above and raking their opponent with the talons before landing nearby. Griffons always fight to the death if there is horseflesh at stake.

In aerial combat, griffons are equally fierce, lunging into battle and tearing at their opponent until they or their prey are dead. Many a griffon has plummeted to its death with a struggling hippogriff caught firmly in its grasp.

**Habitat/Society:** Griffons prefer rocky habitats, near open plains. Once griffons establish their territory, they remain until the food supply has been exhausted.

Griffons, like lions, live in prides, with each pride comprising several mated pairs, their young, and one dominant male. The dominant male is responsible for settling territorial disputes with other prides and choosing the direction the hunt will take.

Each pair of mated griffons in the pride has its own nest, located near the pride's other lairs. Griffon nests are usually situated in shallow caves, high along a cliff face.

The nests are made of sticks and leaves, as well as an occasional bone. Griffons collect no treasure, but their caves frequently contain the remains of unfortunate travelers who tried to protect their horses from the griffons.

During spring, female griffons lay one or two eggs that hatch in the late summer. For the first three months griffon young are known as hatchlings; thereafter, until they mature the young are called fledglings. Griffon young grow rapidly for three years until they are large enough to hunt with the pride. Adult griffons are extremely protective of their young and attack without mercy any creature that approaches within 100 feet of the nest.

**Ecology:** If trained from a very early age (three years or less), griffons will serve as mounts. The training, however, is both time-consuming and expensive, requiring the expertise of an animal trainer for two years. Once trained, though, griffons make fierce and loyal steeds, bonding with one master for life, and protecting him even unto death. A griffon mount knows no fear in battle, but attacks any horse or horse-kin in preference to other opponents.

Acquiring a griffon fledgling is a very dangerous venture as the adults never stray far from the nest and fight to the death to defend eggs or young. Any given griffon nest is 75% likely to contain one or two fledglings or eggs. Fledgling griffons sell for 5,000 gold pieces on the open market; eggs sell for 2,000 gold pieces each.

# Grimlock

| | |
|---|---|
| **Climate/Terrain:** | Any/Mountainous |
| **Frequency:** | Uncommon |
| **Organization:** | Tribal |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivorous (Human Flesh) |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | Individual K, L, M; B in Lair |
| **Alignment:** | Neutral Evil |
| **No. Appearing:** | 20-200 |
| **Armor Class:** | 5 |
| **Movement:** | 12 |
| **Hit Dice:** | 2 (and see below) |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6, or by weapon type |
| **Special Attacks:** | Nil |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Special |
| **Size:** | M (5½'-6' |
| **Morale:** | Steady (11) (and see below) |
| **XP Value:** | Normal: 35 |
| | Leader: 120 |
| | Champion: 175 |

Powerfully-built humanoids clad only in dark, filthy rags, these warlike subterranean creatures emerge from their deep caverns at night to search for unlucky humans to add to their larders.
Grimlocks have thick, scaly, grey skin and long, black, filthy hair. Their teeth are white and extremely sharp. Their eyes are blank white orbs.
Grimlocks are totally blind, but have highly developed senses of smell and hearing. Their sensitive ears and noses combine to allow them to distinguish objects and creatures within 20', just as well as if they were able to see.

**Combat:** Grimlocks are immune to the effects of spells which affect the vision. These include *phantasmal force, darkness, invisibility, mirror image,* and many others. However, spells such as *audible glamer*, or any loud, continuous noise will partially "blind" them. This reduces their ability to perceive opponents to a 10' range and makes them -2 on their attack rolls. Substances such as snuff or strong perfumes will have much the same effect if inhaled by a grimlock or thrown in its face.
Grimlocks attack fiercely, but with little or no organization, often stopping in the middle of battle to carry off fallen foes or comrades for food. For every 10 grimlocks encountered, there will be a leader of 3 Hit Dice and AC 4, for every 40 there will be a champion of 4 Hit Dice and AC 3. These exceptional individuals will usually be the only ones to show even the most elemental strategy, usually by allowing their followers to weaken opponents before entering battle themselves.
Grimlocks will nearly always attack in darkness if possible. While not adversely affected by light, they are intelligent enough to realize that in total darkness, their unique form of perception gives them a distinct advantage.
Though able to attack with their hands (for 1-6 hp damage), grimlocks prefer edged weapons and will usually (90% chance) be armed as follows: hand-axe, 20%; battle-axe, 15%; two-handed sword, 15%; bastard sword, 15%; broad sword, 15%; long sword, 20%.
Leaders or champions will always be armed with a battle-axe or two-handed sword.
Grimlocks, whether normal, leader, or champion, make all saving throws as 6th-level fighters. Grimlocks gain a +1 on surprise rolls, since their acute hearing allows them to communicate in voices too faint for other races to hear. In addition, their morale is raised by 1 for every leader or champion with the group.

**Habitat/Society:** Grimlocks lair in vast cavern complexes in mountainous areas. They are well adapted to these environs. In any rocky terrain they blend in so well that, while motionless, they are completely undetectable -- unless one actually bumps into them. In any grimlock lair, there will be nearly as many females (1 Hit Die and AC 6) as males, and at least as many young (1 hit point, AC 6 and non-combatant). Grimlock leaders and champions do wield some control over these communities. However, this control is usually effective only as long as the leader who gave the order is around to enforce his will. It is nearly impossible for those of other races to tell one grimlock from another -- although leader types may appear slightly larger -- but they easily tell each other apart by subtle differences in scent and movement.
Extremely xenophobic, grimlocks rarely consort with other races. However, there is a small (10%) chance that they will allow medusae to share their lairs, and a 2% chance that any wandering group will be accompanied by 1-2 mind flayers.

**Ecology:** Grimlocks will only eat the raw flesh of humanoid creatures, vastly preferring that of humans to all others. Foraging parties often raid the homes of other subterranean races, especially those who keep large slave populations (such as drow). They are often on good terms with mind flayers since illithids have a large supply of humanoid bodies discarded after they have devoured the brains. Grimlocks are particularly hated by githyanki for this reason. Since the slave flesh the grimlocks often consume (raw) is frequently unwholesome, whole communities are often decimated by disease.

# Grippli

| | |
|---|---|
| **Climate/Terrain:** | Tropical/Swamps and jungles |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Very to high (11-14) |
| **Treasure:** | Qx4, I |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-10 |
| **Armor Class:** | 9 |
| **Movement:** | 9, leap 15 |
| **Hit Dice:** | 1+1 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-4 (weapon) |
| **Special Attacks:** | -3 penalty to opponents' surprise |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | S (2½' tall) |
| **Morale:** | Average (8-10) |
| **XP Value:** | Normal: 65 |
| | Mates: 175 |
| | Tribe mother: 270 |

Grippli resemble small, intelligent, humanoid tree frogs. They are have a primitive culture and are nonaggressive.

They stand 2½ feet tall and weigh 25 to 30 pounds. Their bodies are shaped like those of frogs, except for the human-like hands and hand-like feet. Their eyes are yellow with vertical slit pupils. Their skin is gray-green with camouflage stripes and swirling patterns. Although their skin looks wet and shiny, it is actually dry to the touch. Grippli smell of old, wet vegetation.

They love bright colors and eagerly acquire any such items. They wear clothing only for decoration or for a particular functional purpose, such as for pockets. A normal encounter with grippli outside of the village finds them wearing only thin belts or loin cloths to hold weapons or acquired items.
They speak a language of croaks, groans, clicks, and squeaks. In a tribe there is usually at least one member that can speak either common, elvish, or some other jungle humanoids' language. When speaking any language but their own, they are barely understandable because of the croaking resonances in their speech.

**Combat:** Because of the grippli's coloring, opponents suffer a -3 penalty to their surprise rolls. Grippli defend themselves with snares, nets, poisoned darts, and the occasional sword or dagger. Any metal weapons must be manufactured elsewhere for the grippli, so swords are rare. They can adapt to use any weapons, and they have been known to use spears and blowguns on rare occasions. They never wear armor. Generally speaking the grippli prefer small weapons that don't get in the way of climbing.
A grippli can climb trees or non-sheer rock at its normal movement rate, thanks to its unusual hands and feet. When keeping still among vegetation, a grippli's natural camouflage causes a -3 penalty to its opponents' surprise rolls. They have infravision good up to 10 yards, which means they can operate at night almost as well as during the day.
They are very capable of formulating strategies and tactics to overcome a larger, more powerful force. Grippli prefer ambushes and traps to most other strategies. By trapping their opponents in snares and nets, they can hurl darts at them safely from high in the trees. If unprovoked, they attack only to steal various brightly colored baubles.

**Habitat/Society:** A grippli tribal village is made of small huts of wood and mud built on the ground, in the deep shadows of large trees. On rare occasions, a grippli village is found in the strong limbs of the trees. Each village is led by a tribe mother (AC 7, HD 3, 1d6+1 points of damage with a weapon). Once per day the tribe mother can emit a musk cloud, which is treated as a *stinking cloud* spell. She looks like any other grippli, except for being almost four feet tall. She has 1d3 mates of larger than normal size (AC 8, HD 2, 1d4+1 points of damage with poisoned weapons), standing three to three-and-a-half feet tall. The tribe mother is supposed to have a touch of the blood of their god in her.
A typical village has 5d6 males capable of defending it. There are an equal number of noncombatant females and 1d6 offspring, also noncombatants. They have basic family units, just like humans, and each family has its own hut. The tribe mother's hut doubles as a temple to their small, frog-like deity. Other deities in the pantheon include evil snake gods and spider goddesses.
Their natural high intelligence enables them to learn new devices and weapons quickly and easily. As a race they have no desire to manufacture such items themselves. However, they will trade for them with other races. Trade items usually include rare fruits or other hard-to-get jungle specimens. They are extremely cautious and only develop trade relations with groups that they trust completely, such as good elves or the rare village of good humans in their area.

**Ecology:** Grippli eat fruit and insects. They trap small insects in large quantities and hunt the giant varieties like humans hunt stags. They are in turn hunted by most large, ground- and tree-based predators. Giant snakes and spiders in particular are fond of grippli as meals.
Grippli are rare in the world, mostly because of their low birthrate. They live to be 700 years old, but give birth to only six or so young in that time. Because of this, the grippli defend their young ferociously.

# Hag

| | Annis | Green | Sea |
|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land or river | Any water |
| **Frequency:** | Very rare | Very rare | Rare |
| **Organization:** | Covey | Covey | Covey |
| **Activity Cycle:** | Night | Night | Night |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Very (11-12) | Very (11-12) | Average (8-10) |
| **Treasure:** | (D) | (X, F) | (C, Y) |
| **Alignment:** | Chaotic evil | Neutral evil | Chaotic evil |
| **No. Appearing:** | 1-3 | 1-3 | 1-3 |
| **Armor Class:** | 0 | -2 | 7 |
| **Movement:** | 15 | 12, Sw 12 | Sw 15 |
| **Hit Dice:** | 7+7 | 9 | 3 |

| | | | |
|---|---|---|---|
| **THAC0:** | 13 | 11 | 17 |
| **No. of Attacks:** | 3 | 2 | 1 |
| **Damage/Attack:** | 9-16/9-16/3-9 | 7-8/7-8 | 7-10 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | 20% | 35% | 50% |
| **Size:** | L (8' tall) | M (5'-6' tall) | M |
| **Morale:** | Champion (15) | Fanatic (17) | Steady (11) |
| **XP Value:** | 4,000 | 4,000 | 1,400 |

Hags are witchlike beings that spread havoc and destruction, working their magics, and slaying all whom they encounter.
Hags appear as wretched old women, with long, frayed hair and withered faces. Horrid moles and warts dot their blotchy skin, their mouths are filled with blackened teeth, and their breath is most foul. Though wrinkled and skinny, hags possess supernatural strength and can easily crush smaller creatures, such as goblins, with one hand. Similarly, though hags look decrepit, they run swiftly, easily bounding over rocks or logs in their path. From the long, skinny fingers of hags grow iron-like claws. Hags use these claws (and their supernatural strength) to rend and tear at opponents in combat. Their garb is similar to that of peasant women, but usually much more tattered and filthy.

**Combat:** The combat abilities of hags vary with each type (see below for details), but all hags possess the following: 18/00 Strength or greater, some level of magic resistance, and the spell-like ability to *change self* at will. Hags use this last ability to attract victims, frequently posing as young human or demihuman females, helpless old women, or occasionally as orcs or hobgoblins. A disguised hag reveals her true form and leaps to the attack when weak opponents come near. Against well armed and armored parties, hags maintain their disguise and employ further trickery designed to place the intended victim in a more vulnerable position. This trickery can take any of several forms, including verbal persuasion, leading the victim into a prearranged trap, and so on.
The one weakness of hags is their arrogance. Hags have great disdain for the mental abilities of all humans and demihumans and, though hags are masterful employers of disguise, clever characters may be able to glean a hag's true nature through conversation.

**Habitat/Society:** Hags live alone or in coveys of three. They always choose desolate, out-of-the-way places in which to dwell. They sometimes coexist with ogres or evil giants. The former act as servants or guards for hags, but giants are treated with respect (for obvious reasons) and often cooperate with hags to accomplish acts of great evil against the outside world.
While individually powerful, hags are much more dangerous when formed into a covey. A covey is composed of three hags of any combination (e.g., two annis and a green hag, three annis, etc.). Coveys have special powers that individual hags don't possess. These powers include the following spells: *curse*, *polymorph other*, *animate dead*, *dream*, *control weather*, *veil*, *forcecage*, *vision*, and *mind blank*. Covey spells can each be used once per day, and take effect as if they were cast by a 9th-level spellcaster. To cast one of these spells, the members of the covey must all be within 10 feet of each other and the spell

being cast must be in lieu of all other attacks.
Coveys never cast these spells in combat, instead these spells are used to help weave wicked plots against neighboring human or demihuman settlements. A common ploy by coveys is to force or trick a victim into performing some heinous deed. This deed usually involves bringing back more victims, some of whom are devoured by the hags; the rest are used on further evil assignments. Any creature fortunate (or unfortunate) enough to resist a covey is immediately devoured.
A covey of hags is 80% likely to be guarded by a mixture of 1d8 ogres and 1d4 evil giants. Coveys often use one or two of their ogres as spies, sending them into the world beyond after polymorphing them into less threatening creatures.
These minions frequently (60%) wear a special magical gem called a *hag eye*. A *hag eye* is made from the real eye of a covey's previous victim. It appears to the casual observer to be no more than a low-value gem (20 gp or less), but if viewed through a *gem of true seeing*, a disembodied eye can be seen trapped in the hag eye's interior. This hidden eye is magically connected to the covey that created the *hag eye*. All three members of the covey can see whatever the *hag eye* is pointed at. *Hag eyes* are usually placed on a medallion or brooch worn by one of the hag's polymorphed servants. Occasionally *hag eyes* are given as gifts to unsuspecting victims whom the hags want to monitor. Destroying a *hag eye* inflicts 1d10 points of damage to each member of the covey that created it, and one of the three hags is struck blind for 24 hours.
Hags commonly inhabit bone-strewn glens deep within forests. There is an 80% chance that hags are keeping one or two captives in a nearby earthen pit or *forcecage*. These prisoners are held for a purpose known only to the hags themselves, though it will certainly involve spreading chaos into the outside world. Prisoners kept in a pit are guarded by an evil giant or one to two ogres; those in a forcecage are left alone.

**Ecology:** Hags have a ravenous appetite and are able to devour man-sized creatures in just 10 rounds. They prefer human flesh, but settle for orc or demihuman when necessary. This wanton destruction has earned hags some powerful enemies. Besides humanity in general, both good giants and good dragons hunt hags, slaying them whenever possible. Still, hags multiply rapidly by using their *change self* ability to appear as beautiful maidens to men they encounter alone. Hag offspring are always female. Legends say that hags can change their unborn child for that of a human female while she sleeps. They further state that any mother who brings such a child to term is then slain by the hag-child she carries. Fortunately, such ghastly tales have never been proven.
Hags hoard fine treasure, using the jewelry and coins to decorate the bones of their more powerful victims, and the finer gems (500 gp value or higher) to manufacture magical *hag eyes*.

## Annis

The largest and most powerful of all the hags, annis stand seven to eight feet tall. Their skin is deep blue in complexion, while their hair, teeth, and nails are glossy black. The eyes of an annis are dull green or yellow. Annis have normal infravision (60-foot range), but superior hearing and sense of smell. Annis are surprised only on a 1 on 1d10.
An annis attacks using its talons and teeth to inflict horrible wounds. In melee, annis tend to close and grapple. An annis that hits an opponent with all three of its attacks in one round has successfully grappled its opponent. Next round, all attacks by the annis are automatic hits, unless the opponent is stronger, the annis is slain, or the victim uses some magical means to escape the hag. Otherwise, the annis will continue to hold the victim in its grasp, and deliver damage with its raking talons and

sharpened teeth each round until the victim is slain.
In addition to normal attacks, annis have the ability to cast *fog cloud* three times per day. This spell is used to confuse resistance or to delay attack by a superior foe. Annis can also *change self* like all hags, appearing as a tall human, ogre, or even a small giant. These spells are cast at 8th level for purposes of determining spell range, duration, etc.
The skin of an annis is iron-hard; thus edged weapons cause 1 less point of damage when they hit these hags. Conversely, blunt weapons (including morning stars) cause 1 additional point of damage against an annis.
Annis speak their own language, as well as ogre, all evil giant tongues, and some common. Some of the most intelligent annis can speak common fluently and know a smattering of various demihuman languages. Annis are believed to live for 500 years.

### Greenhag

These wretched creatures live in desolate countryside and amid dense forests and swamps. Greenhags, as their name implies, have a sickly green pallor. Hair color ranges from near black to olive green, and their eyes are amber or orange. Their skin appears withered but is hard and rough like the bark of a tree. Due to their coloration and their ability to move with absolute silence, greenhags impose a -5 penalty to an opponent's surprise roll when in a forest or swamp. They have superior hearing, smell, and sight, including infravision (90-foot range). They are only surprised on a roll of 1 on the 1d10 surprise roll.
Rock-hard talons grow from the long, slender fingers of greenhags. They use these talons to slash and rend their opponents. Smaller than their annis cousins, greenhags nonetheless possess Strength equivalent to that of an ogre (18/00). Because of their great Strength, all their attack rolls gain a +3 bonus and all hits receive a +6 damage bonus.
Greenhags can cast the following spells at will, one spell per round: *audible glamor, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing*, and *weakness*. Each spell is employed at 9th level of ability.
To lure victims, greenhags typically use their mimic ability. This enables them to imitate the voice of a mature or immature male or female, human or demihuman. Calls for help and crying are common deceptions employed by greenhags. They are also able to mimic most animals.
Greenhags speak their own language (a dialect of annis) as well as all demihuman languages and common. These are the longest lived of all hags -- they can live for up to 1,000 years.

### Sea Hag

These, the most wretched of all hags, inhabit thickly vegetated shallows in warm seas and, very rarely, overgrown lakes. Warts, bony protrusions, and patches of slimy green scales dot their sickly yellow skin. Their eyes are always red with deep, black pupils. Long, seaweed-like hair hangs limply from their heads, covering their withered bodies.
Sea hags hate beauty, attempting to destroy it wherever it is encountered. Sea hags can *change self* at will, and often use this ability to draw their victims within 30 feet before revealing themselves. The true appearance of a sea hag is so ghastly that anyone viewing one of these hags grows weak from fright unless a successful saving throw vs. spell is rolled. Beings that fail their saving throw lose ½ of their Strength for 1d6 turns. Worse still, sea hags can cast a deadly glance up to three times a day. This look affects one creature of the sea hag's choosing within 30 feet. To negate the effects of this glance, the victim must successfully save vs. poison. If the saving throw is failed, the victim either dies immediately from fright (25% chance) or falls stricken and is paralyzed for three days (75% chance). Few who survive the glance live to tell of it, for sea hags quickly devour their helpless victims.

Sea hags always use their deadly glance as their primary form of attack; they will melee, but only if they have the advantage of numbers. Unlike other hags, sea hags use daggers in combat, receiving a +3 bonus to their attack roll and a +6 damage bonus, due to their ogre-like Strength.
Sea hags speak their own language as well as common and the languages of annis, and sea elves, and live for 800 years.

# Halfling

| | Hairfoot | Tallfellow | Stout |
|---|---|---|---|
| **Climate/Terrain:** | Pastoral | Hills, forests | Hills, mountains |
| **Frequency:** | Uncommon | Rare | Rare |
| **Organization:** | Community | Community | Community |
| **Activity Cycle:** | Day | Day | Day |
| **Diet:** | Omnivore | Omnivore | Omnivore |
| **Intelligence:** | Very (11-12) | Very (11-12) | Very (11-12) |
| **Treasure:** | K (B) | K (B) | K (B) |
| **Alignment:** | Lawful good | Lawful good | Lawful good |
| **No. Appearing:** | 2-12 (2d6) | 2-12 (2d6) | 2-12 (2d6) |
| **Armor Class:** | 7 (10) | 6 (10) | 6 (10) |
| **Movement:** | 6 (9) | 6 (9) | 6 (9) |
| **Hit Dice:** | 1-6 hit points | 1-6 hit points | 1-6 hit points |
| **THAC0:** | 20 | 20 | 20 |
| **No. of Attacks:** | 1 | 1 | 1 |

| | | | |
|---|---|---|---|
| **Damage/Attack:** | 1-6 (weapon) | 1-6 (weapon) | 1- 6 (weapon) |
| **Special Attacks:** | +3 with bows and slings | +3 with bows and slings | +3 with bows and slings |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | S (3) | S (4') | S (3) |
| **Morale:** | Steady (11-12) | Steady (11-12) | Steady (11-12) |
| **XP Value:** | 35 | 35 | 35 |

Halflings are a hard-working race of peaceful citizens. Their communities are similar to those of humans, although they usually contain many burrow homes in addition to surface cottages.
Halflings average 3 feet in height, have ruddy complexions, with sandy to dark brown hair, and blue or hazel eyes. Their dress is often colorful but serviceable, and they like to wear caps or tunics. In addition to their own language, many halflings also speak the common tongue, gnome, goblin, and orcish.

**Combat:** Halflings will fight with great ferocity in defense of good or their homes. They are very skilled with both the sling and the bow (receiving a +3 bonus on all attack rolls) and use these weapons to great advantage in battle. Their tactics often involve feints to draw their attackers into the open where they can be subjected to a volley of fire from cover.
When equipped for battle, halflings wear padded or leather armor. A halfling force is usually armed with short swords and hand axes. In addition, two-thirds of the halflings will be carrying either a sling or short bow.
All halflings above normal level will have Armor Class 6, while those of 3rd or 4th level wear chain mail over their leather (AC 4). Higher level halflings have a 10 percent chance per level of having a magic weapon or armor.
As all halflings are naturally resistant to magic and poisons -- they save at 4 levels above their actual level. In addition, halflings are exceedingly clever at quiet movement and hiding. In combat, their opponents receive a -5 on their surprise roll. In natural terrain halflings are considered *invisible* when they are hiding in vegetation.

**Habitat/Society:** Halfling villages will generally have between 30 and 300 (30d10) individuals living in them. For every 30 halflings in a particular community there will be two 2nd-level fighters and a 3rd-level priest. If more than 90 halflings are encountered there will be an additional leader of 3rd-level fighting ability. If more than 150 are encountered there will also be the following additional halfling warriors in the group: one 9th-level fighter, two 4th-level fighters and three 3rd-level fighters. Further, a community of 150 halflings will have a 5th-level priest.
Cheerful and outgoing, halflings, take great pleasure in simple crafts and nature. Their fingers, though short, are very dexterous allowing them to create objects of great beauty. Halflings shun water and extremes in temperature, preferring to settle in temperate pastoral countrysides. They get along well with humans and receive a +2 bonus to all their Reaction Rolls involving human NPCs.

**Ecology:** Halflings hunt occasionally, but prefer breads, vegetables and fruits, with an occasional

pheasant on the side. They have a life expectancy of 100 years on the average.

### Tallfellow

A taller (4'+) and slimmer halfling with fair skin and hair, tallfellows are somewhat rare among the halfling folk. Tallfellows generally speak the language of elves in addition to those listed previously and greatly enjoy their company. In combat, tallfellows often ride ponies and carry spears or small lances. Tallfellows of strength 17 or more can rise to 6th level fighting ability. They live 180 years on average. Like elves, a tallfellow can recognize a secret door on a roll of 1 on a 1d6. All tallfellows receive a +2 bonus to surprise rolls when in forest or wooded terrain.

### Stout

These halflings are shorter and stockier than the more common hairfoots. Stouts take great pleasure in gems and fine masonry, often working as jewelers or stone cutters. They rarely mix with humans and elves, but enjoy the company of dwarves and often speak their language fluently. Like dwarves, stouts have infravision (60'), a 75% chance to detect sloping passageways, and a 50% chance of determining direction when underground. Stouts with a strength score of 17 or better can work their way up to the 9th-level of fighting ability. Their ties with the dwarven folk have spilled over into their combat tactics, with many stouts employing hammers and morningstars in combat. Stouts also have no fear of water and, in fact, many are excellent swimmers. Stouts can reach an age of 140 or more years.

# Harpy

| | |
|---|---|
| **Climate/Terrain:** | Temperate, tropical land or coast |
| **Frequency:** | Rare |
| **Organization:** | Flock |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | R (C) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 2-12 (2d6) |
| **Armor Class:** | 7 |
| **Movement:** | 6, Fl 15 (C) |
| **Hit Dice:** | 7 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-3/1-3/1-6 or 1-3/1-3/weapon |
| **Special Attacks:** | Singing and charm |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (6') |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 975 |

Harpies are wicked avian beasts that prey upon nearly all creatures but prefer the flesh of humans and demihumans.

Harpies have the bodies of vultures but the upper torsos and heads of women. Their human features are youthful, but hideous, with frayed unkempt hair and decaying teeth. A foul odor surrounds all harpies and that which they touch. Harpies never bathe nor clean themselves in any way. Their dress, if anything, is limited to tattered rags and shiny trinkets taken from previous victims.

The language of harpies, in contrast to their enticing song, is a horrible collection of cackles and shrieks. Although there are instances of harpies which could speak the languages of other creatures, these are few and far between.

**Combat:** The song of the harpies has the ability to charm all humans and demihumans who hear it (elves are resistant to the charm). Those who fail their saving throw versus spell will proceed towards the harpy with all possible speed, only to stand entranced while the harpy slays them at its leisure. This charm will last as long as the harpy continues to sing. Harpies can sing even while engaged in melee.
It is impossible to fend off a harpy song simply by clasping hands over ears because the charm takes effect the moment the first note is heard. Characters making prior preparations to block out the sound, (wax in ears, etc.), are immune to the effects of the song. In addition, characters who make their saving throw are thereafter immune to its effect, until such time as they encounter a different group of harpies.
If forced to fight, harpies can do so quite effectively by delivering a vicious bite and raking simultaneously with their talons. About 50% of all harpies encountered will use weapons, usually a bone club (damage 1-8) which they wield surprisingly well.
The touch of a harpy upon a charmed individual has a similar, though somewhat less potent, effect. Those who are touched and miss their saving throw versus spell will stand mesmerized for 20+1d10 hours.
The effect of either charm is broken if the harpy is slain.

**Habitat/Society:** Harpies make their home upon coastlines in regions near shipping lanes and by well-traveled paths. There they use their song to lure travelers to their doom.
Their lair is usually a shallow cave, which they defile until no animal dare approach it. Here they remain unless hunting. Harpies often carry victims back to their lair to devour them in more familiar surroundings.
Harpies have little use for treasure, other than the shiny baubles which they often attach to their clothes. Other items, such as gold and weapons, are frequently interspersed amongst the filth and bones that litter the cave. This refuse can reach a depth of several feet in the oldest of harpy lairs.
A typical harpy lair houses about a half-dozen of these wretched creatures. No male harpies have ever been seen and it seems that harpies can reproduce at will by laying a single egg every other year. Harpies take no care of their young, which live off carcasses and cave vermin until they themselves are old enough to sing and hunt.
Harpies have no social structure, frequently quarreling over who gets what part of a victim and when to stop the torturing and start the feasting. Occasionally these quarrels will turn violent, so that more than one harpy feast has begun with the last minute addition of the losing harpy to the menu.
Harpies will occassionally agree to cooperate in evil acts with other humanoids.

**Ecology:** Harpies hunt all manner of beasts, remaining in an area for as long as the food supply lasts. They are despised and greatly feared by all creatures weaker than themselves.
Harpies have a voracious appetite, devouring all manner of man and beast. They take great delight in torture, and frequently kill for pleasure. Slain victims which harpies do not eat are simply left to rot.
Their life span is unknown but seems to be about 50 years.

# Hatori

| | Lesser | Greater |
|---|---|---|
| **Climate/Terrain:** | Deserts | Deserts |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Solitary/Small herds | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Low (5-7) | Low (5-7) |
| **Treasure:** | U | U (x 2) |
| **Alignment:** | Chaotic neutral | Chaotic neutral |
| **No. Appearing:** | 1 or 2-5 | 1 |
| **Armor Class:** | 2 | 1 |
| **Movement:** | 15 | 12 |
| **Hit Dice:** | 1-5 | 6-20 |

| | | |
|---|---|---|
| **THAC0:** | Varies | Varies |
| **No. of Attacks:** | 2 | 2 |
| **Damage/Attack:** | 3-18/1-12 | 3-36/2-24 |
| **Special Attacks:** | Swallow whole | Swallow whole |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L to G (10' to 50' long) | G (60' to 200' long) |
| **Morale:** | Average (9) | Steady (11) |
| **XP Value:** | Variable | Variable |

Hatori, sometimes called the "crocodiles of the sands" are giant reptiles dwelling within sandy desert wastes. The hatori's hard, knobby hide ranges in color from gray-white to red-brown and is virtually indistinguishable from stone. Hatori use this semblance to great advantage, allowing the wind to partially bury them beneath the sands so that a casual observer may believe he is looking at rock outcroppings instead of behemoths of the sands.
Hatori are shaped like overgrown lizards, save that their legs have evolved into flat, flipper-like appendages that they use in conjunction with their massive tails to "swim" through the sands with astonishing speed and mobility. When forced to travel upon something more solid, such as a rocky plain, hatori move by awkwardly flopping and dragging themselves forward. Hatori eyes are normally concealed deep within dark recesses that look like small hollows. In the case of greater hatori (6 HD and over) these recesses sometimes look like cavern entrances.
Greater hatori are identical to lesser hatori in all respects save size and their ability to swallow larger prey whole (see below).

**Combat:** The only thing that can drive hatori into combat is hunger. Unfortunately, hatori have voracious appetites and food is rare in their home environment, so they never pass up an opportunity to make a meal out of a passing traveler -- or even an entire caravan. The hatori's favorite hunting method is to position themselves along a well-used migratory trail or caravan route. When, believing the hatori to be no more than a rocky outcropping, a prospective meal passes nearby, the hatori spring into action. Once the battle begins, hatori try to bite their victims with their toothy maws. Greater hatori swallow man-sized victims whole on a natural attack roll of 20. Such victims suffer 1d12 points of damage per round from the crushing and acid effects of the digestive tract. Swallowed victims cannot escape until the hatori is killed, for the muscular action of the esophagus prevents them from climbing out the throat. Hatori use their bony tails to lash out at anyone attacking from the rear, or to attack fleeing victims while simultaneously trying to eat someone else.
Lesser hatori can swallow whole only opponents of kender size or less (on a natural attack roll of 20).
Experience points earned for defeating a hatori depend upon its number of HD. See and 32 of the *Dungeon Master's Guide* to compute the XP values.

**Habitat/Society:** Hatori live in the sandy regions of large deserts. Because they are constantly searching for food, however, they tend to be found near migratory paths or along busy caravan routes. They stay in a productive area until food becomes scarce.

Hatori grow very slowly, at the rate of only 1-foot per year, but they keep growing throughout their lives. They accumulate Hit Dice at the rate of 1 HD every 10 years. Therefore, young hatori of 1 HD are usually 10 feet or less in length and 10 years old or younger, hatori of 2 HD are between 10 and 20 feet and between 10 and 20 years of age, etc.

Females care for their hatchlings until the young reach 50 feet in length (5 HD). This is the only time when they are commonly encountered in groups, for adult hatori are solitary creatures. Female hatori accompanied by hatchlings seldom exceed 10 HD, for they generally stop bearing young after their 100th year.

Every 10 years, male hatori and young females without any offspring migrate to the center of the desert. Here the males engage in ferocious battles to win the right to breed with the females. Although no civilized man has ever witnessed these mating rituals, certain desert tribes speak of a "time of thunder when mountains die." These legends may refer to battles occurring during the hatori mating season.

**Ecology:** Hatori eat anything, though they cannot digest gems or magical armor and weaponry. These items tend to accumulate in their stomachs over their long lifetimes. Hatori have no natural predators (save for each other at mating time), though it is rumored that certain kinds of dragons have been known to attack smaller hatori in times of hunger. Legends speak of a hidden hatori burial ground where ancient hatori go to die. If such a burial ground exists, it certainly abounds with gems and magical armor.

# Haunt

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Individual |
| **Activity Cycle:** | Any |
| **Diet:** | Nil |
| **Intelligence:** | Non- (0) |
| **Treasure:** | Nil |
| **Alignment:** | Any |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0/victim's AC |
| **Movement:** | 6/as victim |
| **Hit Dice:** | 5/victim's hp |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1/1, as 5-HD monster |
| **Damage/Attack:** | See below/by weapon |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | Variable |
| **Morale:** | Champion (16) |
| **XP Value:** | 2,000 |

(Note: Statistics separated by a slash: those to the left refer to the natural state, those to the right are for a possessed victim.)

A haunt is the restless spirit of a person who died leaving some vital task unfinished. Its sole purpose is to take over a living body and use it to complete the task, thus gaining a final release from this world. Haunts may assume either of two forms, at will: a hovering luminescent ball of light (identical in appearance to a will-o-wisp) or a nebulous, translucent image of the haunt's former body. In the later state, haunts look like groaning spirits, spectres, or ghosts, and are often mistaken for them. Transformation from one state to the other takes one round.

**Combat:** A haunt must remain within 60 yards of where it died, unless it takes control of a victim's body. This 60-yard radius is called the haunt's domain.

A haunt attacks mindlessly, and always targets the first human or demihuman that enters its domain. It will continue to attack until possession is achieved or the intended victim leaves the haunt's domain.

The touch of a haunt drains 2 points of Dexterity per hit. As the character's Dexterity is drained, he suffers not only the penalties of lowered Dexterity, but increasing numbness creeps over his body. If Dexterity reaches 0, the haunt slips into the body and possesses it. Once the body is possessed, Dexterity returns to normal.

The haunt uses the host's body to complete its unfulfilled task. The task need not be dangerous, although it often is. Once the task is completed, the haunt passes on to its final rest and the victim regains control of his body. When the haunt leaves a victim, the character has a Dexterity of 3. Lost Dexterity points are regained at the rate of 1 point for each turn of complete rest. If a haunt's possessed body is slain, it will haunt the place where that body was killed.

If the victim has an alignment opposite to that of the haunt (good vs. evil), the haunt will try to strangle the victim using the victim's own hands. Unless the victim's arms are being restrained, the strangulation begins the round after the haunt takes control of the body. On the first round the victim suffers 1 point of damage, on the second 2, on the third 4, and so on, doubling each round until the victim is dead or the haunt is driven off.

Attacks on a possessed character will cause full damage to the character's body. If attacked, the haunt will use whatever weapons and armor the victim carries, but it cannot use any items that would require special knowledge (spells, scrolls, rings). The only safe way to free the victim is by casting *hold person* or *dispel evil* (*good*). If *hold person* is cast, the haunt must make a successful saving throw vs. paralyzation or be ejected from the body; *dispel evil* (*good*) destroys the haunt forever.

Haunts are linked to the sites where they died and therefore cannot be turned by priests. When in the natural state (i.e., not possessing a body) haunts may be struck only by silver or magical weapons, or by fire. Weapons cause only 1 point of damage, plus the magical bonus (if any). Normal fire causes 1 point of damage per round, but magical fire inflicts full damage. If a haunt is reduced to 0 hit points, it loses control of its form and fades away. The haunt reforms in one week to haunt the same location again until its task is completed.

**Habitat/Society:** The exact task to be accomplished varies, but the motives are always powerful -- revenge, greed, love, hate. Often great distances need to be traveled before a task can be completed, and haunts will drive their hosts mercilessly toward the goal, ignoring the need for food or sleep.

A few haunts (10%) retain some knowledge of their former lives and can be communicated with. Often these haunts feel remorse at having to prey upon the living, but the force of the uncompleted task is too powerful for the haunt to resist.

**Ecology:** Haunts cling to this world by force of will alone. They have no treasure of their own unless it is connected to their quest. They prey only on humans and demihumans.

# Hell Hound

| | |
|---|---|
| **Climate/Terrain:** | Any land |
| **Frequency:** | Very rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | C |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 2-8 |
| **Armor Class:** | 4 |
| **Movement:** | 12 |
| **Hit Dice:** | 4-7 |
| **THAC0:** | 4 HD: 17<br>5-6 HD: 15<br>7 HD: 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 |
| **Special Attacks:** | Breathe fire |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Standard |
| **Size:** | M |
| **Morale:** | Elite (13) |
| **XP Value:** | 4 HD: 420<br>5 HD: 650<br>6 HD: 975<br>7 HD: 1,400 |

Hell hounds are fire-breathing canines from another plane of existence brought here in the service of evil beings.

A hell hound resembles a large hound with rust-red or red-brown fur and red, glowing eyes. The markings, teeth, and tongue are soot black. It stands two to three feet high at the shoulder, and has a

distinct odor of smoke and sulfur. The baying sounds it makes have an eerie, hollow tone that send a shiver through any who hear them.

**Combat:** Hell hounds are clever hunters that operate in packs. They do not bay like normal dogs while hunting. They move with great stealth, imposing a -5 penalty to opponents' surprise rolls. One or two of the pack sneak up on a quarry while the others form a ring around it. The first hell hound then springs from ambush, attacks the nearest victim, and attempts to drive the others toward the rest of the pack. If the prey does not run away, the rest of the pack closes in within 1d4+2 rounds. If hell hounds are pursuing fleeing prey, they might bay.

Hell hounds attack first by breathing fire at an opponent up to 10 yards away. The fire causes 1 point of damage for each of the hell hound's Hit Dice. A successful saving throw vs. breath weapon cuts the damage in half. The hell hound then attacks with its teeth. The hell hound can continue to exhale flame while biting. If the hell hound rolls a natural 20 on its attack roll, it grabs a victim in its jaws and breathes fire on the victim.

Hell hounds have a variety of defenses. They are immune to fire. Their keen hearing means they are surprised only on a 1 or 2 on 1d10. They can also see hidden or invisible creatures 50% of the time.

**Habitat/Society:** Hell hounds are native to those extradimensional planes notable for their hot, fiery landscapes. There they roam in packs of 2d20 beasts. The hell hounds on the Prime Material plane are summoned there to serve the needs of evil creatures. Most of them later escape to the wild.

Hell hounds may have 4 to 7 (1d4+3) Hit Dice. The more Hit Dice a hell hound has, the larger it is and the more damage it causes. Each pack is led by a 7-Hit Die hell hound. The leader drives off other 7 HD rivals, who form their own packs.

The diet of hell hounds is similar to that of normal canines. They roam a wide area of 1d10+4 square miles centered on their den. Pack territories may overlap.

They do not easily reproduce on the Prime Material plane. Only 5% of encounters include puppies. Such puppies are born in litters of 2d4. They burp flame uncontrollably at least once a day. The flames are harmless aside from the tendency to set fire to anything flammable in the area. Newborn puppies are at 10% of the adult growth; they quickly grow an additional 5% each month and reach full adult growth (4 HD) in 1½ years. While growing they can attack with their incendiary bite. Hell hound puppies up to two months old inflict 1 point of damage. Older ones add an additional 1 point for each additional six months of growth.

Prey is usually eaten where it is slain, though hell hounds occasionally haul a carcass back to their den for later meals. Hell hounds are also similar to normal canines in that they may act as retrievers. Some objects are specifically sought; this is especially the case in trained hell hounds. Other hell hounds are simply playful and use the retrieved items as toys. They especially like noisy bags and pouches filled with their late victims' treasures. Flammable containers eventually burn and spill their contents in or around the den. Parchments are rarely found here unless protected by nonflammable containers.

**Ecology:** Hell hounds have little place in the ecology of the normal world. They are dangerous annoyances prone to cause fires wherever they hunt. Hell hounds cause more forest fires than any other creature except for humanoids. Hell hounds have their uses, though. Because of their ability to easily detect hidden or invisible creatures, hell hounds make excellent watch dogs, especially for intelligent monsters such as fire giants.

Hell hounds can be domesticated if raised from puppies, but there is a 10% chance each year that domesticated hell hounds go wild.

# Heucuva

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Nil |
| **Intelligence:** | Semi- (2-4) |
| **Treasure:** | C |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-10 |
| **Armor Class:** | 3 |
| **Movement:** | 9 |
| **Hit Dice:** | 2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6 |
| **Special Attacks:** | Disease |
| **Special Defenses:** | Hit only by silver or +1 weapons |
| **Magic Resistance:** | See below |
| **Size:** | M (5'-7' tall) |
| **Morale:** | Steady (11) |
| **XP Value:** | 270 |

The heucuva is an undead spirit similar in appearance to a skeleton, but more dangerous and more difficult to dispel.
The heucuva appears to be a humanoid skeleton of normal size. The bones are covered by a robe that is little more than tattered rags.

**Combat:** The heucuva attacks by swiping with one of its hands; the sharp finger bones are capable of tearing into wood. A victim must roll a successful saving throw vs. poison or be afflicted with a disease. The victim suffers a daily loss of 1 point each of Strength and Constitution. A *cure disease* spell must be cast on the victim to prevent death and restore the lost points.

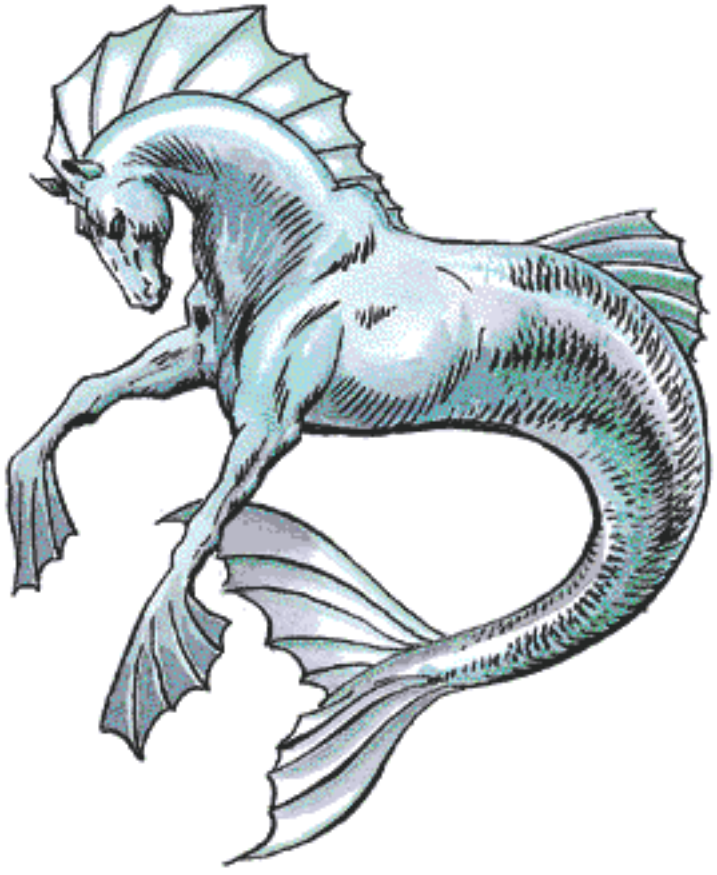
Heucuva are treated as wights on the *Turning Undead* table. They are resistant to all mind-influencing spells. Heucuva bones soon crumble once the monsters are destroyed.
Heucuva have a special hatred of priests. Once a priest uses his spells or tries to turn the heucuva, they will concentrate on attacking that priest. They may even ignore everyone else except for the priest and those defending him.
Heucuva are able to polymorph themselves up to three times a day. They may use this power to assume a nonthreatening shape in order to get close to an unsuspecting victim or avoid an undesired encounter when pursuing a specific prey. Heucuva may assume the form of people they have met in the recent past, such as a past victim or a member of the party that encounters the monsters. If the heucuva are in their lairs, they may assume their old (living) appearances. Groups encountered on the surface may appear to be pilgrims in procession. Such disguises fool only those who view the world solely via visible light; heucuva appear the same as other skeletal undead if looked at with infravision. The heucuva are incapable of speech; they can only moan or wail.

**Habitat/Society:** Heucuva roam the dark places of the world. They can be found in subterranean realms, as well as most temperate or tropical regions. Cold seems to prevent heucuvan activity, for they are not found in high, desolate mountains or in any cold regions.
Legends tell that heucuva are the restless spirits of monastic priests who were less than faithful to their holy vows. In punishment for their heresies, they are forced to roam the dark. Their spirits, appearance, and holy powers have become perverted mockeries of their old selves. The tatters they wear are the unrecognizable remains of their monks' robes. Instead of healing, they can kill with a diseased touch. Instead of helping others, they seek to kill all who still live. Even their old power to turn undead is now used to help them resist the efforts of others to turn them.
Heucuva retain dim memories of their old lives. Their lairs are decorated as grotesque mockeries of their old abbeys and temples. The corpses of past victims may be used to represent parishioners. These corpses may retain their original possessions, which may represent a large portion of the heucuvan treasure trove. Other accumulated treasures may be scattered around the mock altar as decorations or offerings. Such a mock temple is a chilling sight to most and an abomination that few good-aligned cleric can resist destroying.
Some heucuva are nomadic and constantly wander on a pilgrimage to nowhere. Even these are mockeries of real pilgrimages.

**Ecology:** Heucuva are malignant spirits that seek to destroy those who still live. They are used as examples to remind priests the fate that befalls those who stray from their devotion or use their religion as a mask to hide unpious deeds. Powdered heucuva bones may be used in the preparation of magical items intended to corrupt the spirits of living beings or to control undead.

# Hippocampus

| | |
|---|---|
| **Climate/Terrain:** | Fresh or salt water depths |
| **Frequency:** | Rare |
| **Organization:** | Herd |
| **Activity Cycle:** | Any |
| **Diet:** | Herbivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | Nil |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 2-8 |
| **Armor Class:** | 5 |
| **Movement:** | Sw 24 |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-4 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | H (18' long) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 120 |



The hippocampus is the most prized of the marine steeds, a creature that combines features of a horse and a fish.
The hippocampus has the head, forelegs, and torso of a horse. The equine section is covered with short hair. The mane is made of long, flexible fins. The front hooves are replaced by webbed fins that fold up as the leg moves forward, then fan out as the leg strokes back. Past the rib cage the body becomes fish-like. The tail tapers 14 feet into a wide horizontal fin. A dorsal fin is located on the rump. Coloration is that of seawater. Typical colors include ivory, pale green, pale blue, aqua, deep blue, and deep green.

**Combat:** Hippocampi are usually peaceful creatures. They do not attack unless cornered or if another hippocampus or an ally is threatened. They are fast enough to out-swim most anything that would want

to attack them.
The hippocampus attacks with a strong bite. It suddenly extends its head, chomps down with a crushing bite, and then releases. Hippocampi do not hold onto their opponents.
Hippocampi also butt their heads against targets. Such attacks may stun an opponent or break his bones. Their firm, powerfully muscled bodies provide a strong protection against attack. The blood coagulates quickly on exposure to water, thus minimizing blood loss that could both debilitate the hippocampus and attract sharks (sharks have only a 20% chance of going into a feeding frenzy if the only bleeding creature is a hippocampus).

**Habitat/Society:** Hippocampi are the prized steeds of the sea. They can be found in deep waters anywhere, in freshwater lakes and oceans. They are able to breathe fresh and salt water with equal ease. They can also breathe air but require frequent gulps of water to keep from drying out. They are unable to move out of water.
Despite their radically different environments, horses and hippocampi are very similar. They have approximately the same sizes, life spans, and personalities, although hippocampi are blessed with much higher intelligence.
Hippocampi are herbivores. They normally graze on seaweed and other soft vegetation. If their usual fodder is unavailable, their strong teeth can chew up mollusks and coral.
Wild hippocampi roam in herds of 2d4. These are usually a stallion, 1d4 mares, and the rest young hippocampi of either sex. Hippocampus mares lay a single, large egg. After six months, the egg hatches a single foal. Twins are extremely rare (1% chance). The foals grow quickly in two years. The yearlings are physically the equals of the adults. Hippocampian tales speak of a "Great Herd" of hundreds or thousands of hippocampi that roams the uncharted reaches of the far seas. No non-hippocampi have ever seen this spectacle.
Hippocampi may be "domesticated" by water-breathing humanoids, especially tritons. In truth, the intelligent hippocampi cooperate with the humanoids. The hippocampi provide their services as steeds and allies while the humanoids provide protection. The benevolent hippocampi may assist surface dwellers who are visiting the aquatic world, whether voluntarily or by accident. Many a shipwrecked sailor has been saved from drowning by a passing hippocampus. Hippocampi are good judges of character; they will not assist an evil being or anyone who acts in a hostile manner toward them. Sometimes a hippocampus's offer of a ride can be more trouble than it is worth. Young hippocampi often forget that most surface dwellers breathe air, not water.
Hippocampi do not accumulate treasure. Most spurn even ornamental gifts such as collars or leg bands. They simply have no use for these gewgaws. They do appreciate delicacies, however, in the forms of tasty foods not available in the water.

**Ecology:** Hippocampi are one of the most successful of the intelligent, good-aligned marine monsters. They maintain ties with mermen and sea elves, as well as surface dwellers who make their living in the water. They provide valuable services as steeds, guides, and allies. Hippocampus eggs sell for 1,500 gp. Young hippocampi are worth 2,500 gp. However, surface dwellers who have been saved by hippocampi remain so grateful to their former rescuers that they may attack any merchant selling eggs or foals in a public market and attempt to return the hippocampi to the sea.

# Hippogriff

| | |
|---|---|
| **Climate/Terrain:** | Unpopulated regions |
| **Frequency:** | Rare |
| **Organization:** | Herd |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Semi- (2-4) |
| **Treasure:** | Q x 5 |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-16 |
| **Armor Class:** | 5 |
| **Movement:** | 18, Fl 36 (C,D) |
| **Hit Dice:** | 3+3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-6/1-6/1-10 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (10' long) |
| **Morale:** | Average (9) |
| **XP Value:** | 175 |

Hippogriffs are flying monsters that have an equal likelihood to be predator, prey, or steed.
The hippogriff is a monstrous hybrid of eagle and equine features. It has the ears, neck, mane, torso, and hind legs of a horse. The wings, forelegs, and face are those of an eagle. It is about the size of a light riding horse. A hippogriff may be colored russet, golden tan, or a variety of browns. The feathers are usually a different shade than the hide. The beak is ivory or golden yellow.

**Combat:** The hippogriff attacks with its eagle-like claws and beak. Each claw can tear for 1d6 points of damage, while the scissor-like beak inflicts 1d10 points of damage.

**Habitat/Society:** Hippogriffs prefer the desolate sections of the temperate and tropic regions, especially

rolling hills that enable them to get quickly airborne.
Hippogriffs are territorial. They have a preferred grazing and hunting area that covers 1d4 x 10 square miles. Somewhere in this territory is a naturally protected site that serves as the hippogriff nest. Here is where the young hippogriffs stay. The nest is always guarded.
The typical hippogriff herd includes 1-3 adult males, an equal number of mares, and the rest are immature young. There is a 25% chance that one or more of the mares is pregnant. Gestation takes 10 months. During the first five months, this occurs within the mare. Then she lays an egg that hatches in another five months. Twin births are rare (1% chance).
The foal is able to walk upon hatching. Its beak remains soft for the first two weeks; this enables the foal to nurse. Then its beak hardens and the hippogriff switches to regurgitated food from its mother. The colts learn to eat solid meat at four months, although they are clumsy killers (-4 penalty to attack rolls and damage). At six months they can fly (18, class D) and fight with a -2 penalty to attack rolls and damage. Yearlings are identical to adults, although they are unable to breed until they are three years old.
Wild hippogriffs are omnivorous. They feed on whatever is available, whether greenery, fruits, or wildlife. Hippogriffs are able to attack fairly large prey, such as bison, but they do not prey on carnivores. The exception is humanoids. Hippogriffs may, in the absence of other meat, attack small groups of people. Bodies are then carried back to the nest to feed the others; this is where the victim's possessions usually spill out. Hippogriffs are clean monsters; they dispose of carcasses and other debris by carrying them downhill. They like clear, sparkly things like glass, crystals, and precious gems. Males may amass a small trove kept covered by brush. As a mating ritual, he arranges these in a display to entice mares.

**Ecology:** Hippogriffs are closely related to griffons. Just as griffons are the result of crossing an eagle with a lion, hippogriffs resulted from the crossing of an eagle with a horse. Hippogriffs may have been created as a natural prey for the griffons. Fortunately for the hippogriff, its own formidable weapons give it a fighting chance. To make up for the griffon's superiority, hippogriffs gather in larger groups.
Hippogriffs are also related to pegasi. Because the hippogriffs eat meat, pegasi avoid their company.
Hippogriffs make excellent flying mounts. The maneuverability decreases to Class D, but their speed is unimpaired. They are less likely to eat the rider than a griffon is.
If a hippogriff is captured while still very young (under four months), it can be domesticated and trained to serve as a steed. Hippogriff eggs sell for 1,000 gp, young hippogriffs for 2,000-3,000 gp. It will probably have to be taught to fly. Domestic hippogriffs are also taught to recognize a limited number of species as food; humanoids of course are not on that list. Hippogriffs have difficulty breeding in captivity. Like flying, the wild hippogriff has to be captured before such skills are learned. Mature hippogriffs may be persuaded to voluntarily assist riders who can provide them with ample food or protection.

# Hobgoblin

| | |
|---|---|
| **Climate/Terrain:** | Any non-arctic |
| **Frequency:** | Uncommon |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | J, M, D, (Qx5) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 2-20 (2d10) |
| **Armor Class:** | 5 (10) |
| **Movement:** | 9 |
| **Hit Dice:** | 1+1 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | by weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (6 ½' tall) |
| **Morale:** | Steady (11-12) |
| **XP Value:** Hobgoblin | 35 |
| Sub-chief | 65 |
| Chief | 120 |

Hobgoblins are a fierce humanoid race that wage a perpetual war with the other humanoid races. They are intelligent, organized, and aggressive.

The typical hobgoblin is a burly humanoid standing 6½' tall. Their hairy hides range from dark reddish-brown to dark gray. Their faces show dark red or red-orange skin. Large males have blue or red noses. Hobgoblin eyes are either yellowish or dark brown while their teeth are yellow. Their garments tend to be brightly colored, often bold, blood red. Any leather is always tinted black. Hobgoblin weaponry is kept polished and repaired.

Hobgoblins have their own language and often speak with orcs, goblins, and carnivorous apes. Roughly

20% of them can speak the common tongue of man.

**Combat:** Hobgoblins in a typical force will be equipped with polearms (30%), morningstars (20%), swords and bows (20%), spears (10%), swords and spears (10%), swords and morning stars (5%), or swords and whips (5%).
Hobgoblins fight equally well in bright light or virtual darkness, having infravision with a range of 60 feet.
Hobgoblins hate elves and always attack them first.

**Habitat/Society:** Hobgoblins are nightmarish mockeries of the humanoid races who have a military society organized in tribal bands. Each tribe is intensely jealous of its status. Chance meetings with other tribes will result in verbal abuse (85%) or open fighting (15%). Hobgoblin tribes are found in almost any climate or subterranean realm.
A typical tribe of hobgoblins will have between 20 and 200 (2d10 x 10) adult male warriors. In addition, for every 20 male hobgoblins there will be a leader (known as a sergeant) and two assistants. These have 9 hit points each but still fight as 1+1 Hit Die monsters. Groups numbering over 100 are led by a sub-chief who has 16 hit points and an Armor Class of 3. The great strength of a sub-chief gives it a +2 on its damage rolls and allows it to fight as a 3 Hit Die monster. If the hobgoblins are encountered in their lair, they will be led by a chief with AC 2, 22 hit points, and +3 points of damage per attack, who fights as a 4 Hit Die monster. The chief has 5-20 (5d4) sub-chiefs acting as bodyguards. Leaders and chiefs always carry two weapons.
Each tribe has a distinctive battle standard which is carried into combat to inspire the troops. If the tribal chief is leading the battle, he will carry the standard with him, otherwise it will be held by one of his sub-chiefs.
In addition to the warriors present in a hobgoblin tribe, there will be half again that many females and three times as many children as adult males.
Fully 80% of all known hobgoblin lairs are subterranean complexes. The remaining 20% are surface villages which are fortified with a ditch, fence, 2 gates, and 3-6 guard towers. Villages are often built upon ruined humanoid settlements and may incorporate defensive features already present in the ruins. Hobgoblin villages possess artillery in the form of 2 heavy catapults, 2 light catapults, and a ballista for each 50 warriors. Underground complexes may be guarded by 2-12 carnivorous apes (60%).
They are highly adept at mining and can detect new construction, sloping passages, and shifting walls 40% of the time.

**Ecology:** Hobgoblins feel superior to goblins or orcs and may act as leaders for them. In such cases, the "lesser races" are used as battle fodder. Hobgoblin mercenaries may work for powerful or rich evil humanoids.

**Koalinth**
This marine species of hobgoblin is similar to the land dwelling variety in many respects. Koalinth dwell in shallow fresh or salt water and make their homes in caves.
Their bodies have adapted to marine environments via the evolution of gills. Their webbed fingers and toes give them a movement rate of 12 when swimming. Their bodies are sleeker than those of hobgoblins and they have light green skin. They speak an unusual dialect of the hobgoblin tongue.
They tend to employ thrusting weapons like spears and pole arms. Koalinth are every bit as disagreeable

as hobgoblins, preying on every thing they come across, especially aquatic humanoid and demi-human races. They detest aquatic elves.

# Homonculous

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | See below |
| **Treasure:** | Nil |
| **Alignment:** | See below |
| **No. Appearing:** | 1 |
| **Armor Class:** | 6 |
| **Movement:** | 6, Fl 18 (B) |
| **Hit Dice:** | 2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-3 |
| **Special Attacks:** | Bite causes sleep |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | T(18" tall) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 270 |

Homonculi are small mystical beings created by magicians for spying and other special tasks.
The average homonculous is vaguely humanoid in form. It is 18 inches tall and its greenish, reptilian skin may have spots or warts. They have leathery, bat-like wings with a span of 24 inches and a mouth filled with long, pointed teeth that can inject a potent sleeping venom.

**Combat:** The homonculous is a quick and agile flyer which uses this ability to great advantage in combat. It can dart to and fro so quickly that any attempt to capture it short of a net or *web* spell is almost impossible.
In combat, the homonculous will land on its chosen victim and bite with its needle-like fangs. In addition to doing 1-3 points of damage, the creature injects a powerful venom. Anyone bitten by the homonculous

must save vs. poison or fall into a comatose sleep for 5-30 (5d6) minutes.
The creature's saving throws are the same as those of its creator. While most attacks against either the homonculous or creator do not affect the other, there is one exception. Any attack which destroys the homonculous causes its creator to suffer 2-20 (2d10) points of damage. Conversely, if the creator is slain, the homonculous also dies and its body swiftly melts away into a pool of ichor.

**Habitat/Society:** Homonculi are artificial creatures created by wizards as living tools. The process by which one is created is long, complicated, and expensive. Any wizard who desires a homonculous servant must first locate and hire an alchemist. The wizard must provide one pint of his own blood and 500-2,000 (1d4 x 500) gold pieces. The blood becomes the basis for the creature's body while the money pays for a variety of other supplies and the alchemist's time. The alchemist requires 1-4 weeks to transform the blood into the necessary magical base. The wizard is then sent for and required to cast *mending*, *mirror image*, and *wizard eye* spells upon the fluids. As the last of these spells is worked, the fluids spontaneously coagulate and form the body of the homonculous.
The homonculous is telepathically linked to its creator. It knows everything that its master knows and transmits everything it sees and hears to him. The creator can telepathically control the actions of the homonculous at a range of up to 480 yards. The homonculous will never willingly travel beyond the limits of contact with its master, though it can be removed from that region by force. As soon as it loses contact with its master, the creature panics and will do anything to regain contact. Contact between the two cannot be maintained across planar or dimensional barriers. If either the creator or homonculous is on another plane, the homonculous will remain near the point where it was last in contact with its master.
Homonculi are a reflection of their creator. They have the creator's alignment, basic intelligence, and even physical mannerisms. They are mute but can write if the creator is literate. They may assist their creator in a variety of tasks including magical endeavors, although they cannot themselves cast spells.
Homonculi lairs are in the homes of their creators. Indulgent wizards may provide a specially built bed, nest, or living chamber. Otherwise, the homonculous simply perches wherever it can.

**Ecology:** Homonculi are nothing more than tools. They have no place in the natural world and are not part of any ecological system. They provide the wizard who created them with a variety of useful services. Commonly, a homonculous is called upon to act as a spy, scout, messenger, or emissary. Because of the potential harm which the death of a homonculous inflicts on its master, they are seldom employed as body guards or living weapons.
Although they are magical creations, homonculi possess the same biological functions as non-magical creatures. They must rest and require food and drink in order to survive. When eating, they share the tastes of their masters and generally consume about as much as a typical cat.
There are rumors of magical means by which non-wizards can acquire their own form of homonculous. Although these are not widely believed to be valid, there are those who report having seen the process or its results first hand. If such a procedure exists, it would be quite valuable to its discoverer.

# Hook Horror

| | |
|---|---|
| **Climate/Terrain:** | Any/Subterranean |
| **Frequency:** | Rare |
| **Organization:** | Clan |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | P |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-12 |
| **Armor Class:** | 3 |
| **Movement:** | 9 |
| **Hit Dice:** | 5 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-8/1-8/2-12 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (9' tall) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 175 |

The hook horror is a bipedal, underground-dwelling monster that looks like a cross between a vulture and a man with hooks instead of hands.

The hook horror stands about nine feet tall and weighs almost 350 pounds. It has a tough, mottled grey exoskeleton, like that of an insect. Its front limbs end in 12-inch-long hooks. Its legs end in feet that have three small hooks, like long, sharp toes. Its head is shaped like that of a vulture, including the hooked beak. Its eyes are multifaceted. It is thought that the hook horror is distantly related to the cockroach or cave cricket.

Hook horrors do not have a smell to humans and demihumans, but an animal would detect a dry musty odor. They communicate in a series of clicks and clacks made by the exoskeleton at their throats. In a cave, this eerie sound can echo a long way. They can use this to estimate cavern sizes and distances,

much like the sonic radar of a bat.

**Combat:** Hook horrors have acute hearing and are surprised only on a roll of 1. They always know their territory, and they try to ambush unsuspecting travelers or denizens. Each round they swing with both hooks. If in any round both hit, during that round their beaks hit automatically. They automatically inflict 2d6 points of damage each round with the beak until at least one of the hooks is dislodged.
The eyesight of the hook horrors is very poor. They are blinded in normal light. They use their extremely acute hearing to track and locate prey. Since their eyesight is so poor anyway, they suffer no combat or movement penalties if blinded or in complete darkness. They attack silenced opponents with the penalties others suffer when attacking blind.
Hook horrors are natural climbers, as their hooks give them excellent purchase on rock surfaces. They can move at normal speed up vertical surfaces that are not sheer. Their great weight means that they cannot hang from the ceiling like other insects.

**Habitat/Society:** The obvious penalty for having hooks instead of hands is that hook horrors cannot use weapons or tools. They can only pick up items in their beaks. This severely restricts their ability to amass large treasures.
A clan of hook horrors most often lives in caves and underground warrens. The entrance is usually up a vertical or steeply sloped rock wall. Each family unit in the clan has its own small cavern off a central cave area. The clan's eggs are kept in the safest, most defensible place. The clan is ruled by the eldest female, who never participates in combat. The eldest male, frequently the mate of the clan ruler, takes charge of all hunting or other combat situations and is considered the war chieftain.
Members of a clan rarely fight each other. They may quarrel or not cooperate, but they rarely come to blows. Clans sometimes fight each other, but only when there is a bone of contention, such as territorial disputes. It is rare for a clan of hook horrors to want to rule large areas or to conquer other clans.
Hook horrors have poor relationships with other races. Although they do not foolishly attack strong parties, generally other creatures are considered to be meat. They retreat when faced with a stronger group. Hook horrors do not recognize indebtedness or gratitude. Their simple language does not even have a term for these concepts. Just because a player character saves the life of a hook horror does not mean that it will feel grateful and return the favor.

**Ecology:** Although hook horrors are basically omnivores, they prefer meat. They can eat just about any cave-dwelling fungus, plants, lichens, or animals. Hook horrors are well acclimated to cave life. They have few natural predators, although anything that managed to catch one would try to eat it.
The hook horror's exoskeleton dries and becomes too brittle for use after a month or so.

# Horses

| | Draft | Heavy | Medium | Light |
|---|---|---|---|---|
| **Climate/Terrain:** | Any non-mountainous | | | |
| **Frequency:** | Common | Uncommon | Uncommon | Uncommon |
| **Organization:** | Herd | Herd | Herd | Herd |
| **Activity Cycle:** | Day | Day | Day | Day |
| **Diet:** | Herbivore | Herbivore | Herbivore | Herbivore |
| **Intelligence:** | Animal (1) | Animal (1) | Animal (1) | Animal (1) |
| **Treasure:** | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 | 1 | 1 |
| **Armor Class:** | 7 | 7 | 7 | 7 |
| **Movement:** | 12 | 15 | 18 | 24 |
| **Hit Dice:** | 3 | 3+3 | 2+2 | 2 |

| | | | | |
|---|---|---|---|---|
| **THAC0:** | 17 | 17 | 19 | 19 |
| **No. of Attacks:** | 1 | 3 | 3 | 2 |
| **Damage/Attack:** | 1-3 | 1-8/1-8 | 1-6/1-6 | 1-4/1-4 |
| **Special Attacks:** | Nil | Nil | Nil | Nil |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | L | L | L | L |
| **Morale:** | Unsteady (5-7) | Unsteady (5-7) | Unsteady (5-7) | Unsteady (5-7) |
| **XP Value:** | 65 | 120 | 65 | 35 |
| | **Pony** | **Wild** | **Riding** | **Mule** |
| **Climate/Terrain:** | Any non-mountainous | | | |
| **Frequency:** | Uncommon | Uncommon | Common | Common |
| **Organization:** | Herd | Herd | Herd | Herd |
| **Activity Cycle:** | Day | Day | Day | Day |
| **Diet:** | Herbivore | Herbivore | Herbivore | Herbivore |
| **Intelligence:** | Animal (1) | Animal (1) | Animal (1) | Animal (1) |
| **Treasure:** | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 | 5-30(5d6) | 5-50(5d6) | 1 |
| **Armor Class:** | 7 | 7 | 7 | 7 |
| **Movement:** | 12 | 24 | 24 | 12 |
| **Hit Dice:** | 1+1 | 2 | 3 | 3 |
| **THAC0:** | 19 | 19 | 17 | 17 |
| **No. of Attacks:** | 1 | 1 | 2 | 1 or 2 |
| **Damage/Attack:** | 1-2 | 1-3 | 1-2/1-2 | 1-2/1-6 |
| **Special Attacks:** | Nil | Nil | Nil | Nil |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | M | L | L | M |
| **Morale:** | Unsteady (5-7) | Unsteady (5-7) | Unsteady (5-7) | Unsteady (5-7) |
| **XP Value:** | 35 | 35 | 65 | 65 |

Horses are large quadrupeds often used for transportation, or as pack and draft animals, by human and demihuman races. They are frequently bred for their speed and for their beauty.
A horse can be solid white, gray, chestnut, brown, black, or various reddish tones; its hide can instead show a variation or combination of these colors. Some of the more interesting variations include the piebald, which has a coat of large, irregular patches of black and white; the palomino, with its rich yellow-gold coat and white mane and tail; and the dapple gray, which is dark gray with flecks of lighter color on the chest, belly, and hindquarters.
In addition to the coat's color, the horse may have markings of various sorts. The long hairs of the mane and tail can be lighter, darker, or of the same color as the body of the horse. Possible markings include socks (meaning the leg from the hoof, halfway to the knee, or hock, is white); a white muzzle; a blaze (a wide band of white from the top of the horse's head to the tip of its nose); and a star (a white, diamond-shaped patch set on the horse's forehead, right between its eyes).
Horses are measured in "hands." One hand equals 4 inches.

**Combat:** War horses will fight independently of the rider on the second and succeeding rounds of a melee. Other breeds fight only if cornered. Most attack twice per round by kicking with their front hooves.
Unless specially trained, horses can be panicked by loud noises, strange smells, fire, or sudden movements 90% of the time. Horses trained and accustomed to such things (usually warhorses) panic only 10% of the time.

**Habitat/Society:** The horse's gestation period is about 11 months. Mares (female horses) usually give birth to a single foal (young horse). Twins do occur, but only about 10% of the time (or less). Even triplets are possible, but are extremely rare. The foal is weaned after six months. It is mature after two to three years, and is considered adult at age five. The usual life span of a horse is 30-35 years, though rare exceptions have lived to age 50, and hard-worked horses rarely live past age 12.
Only 10% of ponies and wild horses can be trained to serve as warhorses. Of all the breeds and varieties listed here, only mules are agile enough for use in mountainous or subterranean environments.

**Ecology:** Modern horses evolved in temperate plains and grasslands. Domestic breeds can be found anywhere people live (even in the high mountains, if the local roads are good).
Horses can carry great weights for long periods of time, but not without tiring. The table below shows the maximum weight a horse can carry; as illustrated, greater weights cause the horse to move at slower movement rates.

**Horse Table 1. Maximum weight in pounds at**

| Type of Horse | Full speed | Half speed | One-third speed |
|---|---|---|---|
| Draft | 260 | 390 | 520 |
| Heavy war horse | 260 | 390 | 520 |
| Medium war horse | 220 | 330 | 440 |
| Light war horse | 170 | 255 | 340 |

| | | | |
|---|---|---|---|
| Pony | 160 | 240 | 320 |
| Wild | 170 | 255 | 340 |
| Riding | 180 | 270 | 360 |
| Mule | 250 | 375 | 500 |

A horse can also move at speeds higher than those given as their base movement rates, as shown on the table below. The horse's normal movement rate is considered a trot.

| **Type of Horse** | **Walk** | **Trot** | **Canter** | **Gallop** |
|---|---|---|---|---|
| Draft | 6 | 12 | 18 | 24 |
| Heavy war horse | 6 | 15 | 21 | 27 |
| Medium war horse | 9 | 18 | 27 | 36 |
| Light war horse | 12 | 24 | 36 | 48 |
| Pony | 6 | 12 | 18 | 24 |
| Wild | 12 | 24 | 36 | 48 |
| Riding | 12 | 24 | 36 | 48 |
| Mule | 6 | 12 | 18 | 24 |

As noted in Chapter 14Player's Handbook, in a day of travel over good terrain, a creature can travel a number of miles equal to twice its normal movement rate. A horse's overland movement rate can be improved by pushing it to a canter or gallop. A canter can be safely maintained for two hours, or a gallop for one hour, but the horse must be walked for an hour before its speed can again be increased. For the effects of increasing a horse's speed enough to affect its overland movement rate, see Chapter 14 of the DMG.
A horse will not gallop when loaded with enough material to reduce its normal movement rate by half; nor will it canter or gallop if carrying a load which will reduce its normal movement rate to one-third normal (see Horse Table 1).

### Draft Horse
Draft horses are large animals bred to haul very heavy loads, and are usually trained to be part of a dray team. Muscular but slow, these ponderous animals haul freight over long distances without complaint, and are frequently used by traders.

### War Horse
Warhorses are bred and trained to the lance, the spear, and the sword. They have higher morale than other horses, and are not as skittish about sudden movements and loud noises. The choice of knights and cavalry, these are the pinnacle of military horses. There are three varieties; heavy, medium and light.
*Heavy war horses* are similar to draft animals. Large and muscular, they are relatively slow. Their size and powerful legs allow them to be armored in plate, and to carry a warrior in plate, as easily as a pony carries saddle bags. A good heavy war horse, fully trained, costs 400 or more gold pieces.

*Medium war horses* are lighter and smaller than their heavy cousins. They can be encumbered with leather or light plate armor and carry a rider wearing leather or light plate. The advantage of the medium war horse is its increased speed. The price of a medium war horse is 200 gp or more.
*Light war horses* are the fastest of the breed. They can carry warriors in leather armor, but are rarely armored themselves. They make excellent mounts for raiding parties, light cavalry, and thieves. Light war horses cost 150 gp or more.

### Pony
Small horses used primarily for transportation and occasionally farm work, ponies are a lively breed. They are more excitable than the larger horses, but frequently more gentle, as well. They are sometimes trained and used as war horses by several of the smaller demihuman races. Prices vary depending on training and size, but most cost around 500 gp.

### Wild Horse
Wild horses can be captured and trained to serve as mounts or work ponies. Training usually takes twice as long as training a domestic horse. Wild horses are hardy but jittery, and difficult to catch in the wild. They are sometimes hunted for food by human and demihuman tribes.

### Riding Horse
Riding horses are bred to the saddle. Perhaps the most common of all horses, they are ridden, worked, and raced by humans and demihumans alike. The price of a riding horse will vary, depending on its bloodlines, training, and appearance. Fast and agile, this breed is a good choice for personal transportation and general use.

### Mule
Sterile hybrids of horses and donkeys, mules are very sure-footed and exceptionally stubborn. They can be ridden by patient handlers who know how to control them, but are best used as pack animals in difficult or mountainous terrain. They are sometimes used by adventurers, for they are the only breed that can be taken into subterranean regions. The price of mules depends on how much grief they have given their current owners.

### Steppe Pony
A steppe pony is not attractive, graceful, or large, but its homely, ungainly appearance disguises an animal of great endurance, speed, and strength. A steppe pony looks like a cross between a horse and a pony, but is a breed unto itself. They are small, averaging 13 hands (4'4") at the withers, and they have short necks, large heads, and heavily boned bodies. Their winter coat is shaggy and gives them the appearance of being "half-wild." They are most commonly colored copper or bronze, with a light yellow stripe running down their backs.
These horses are tough, hard to kill, and aggressive in battle. They have most of the same characteristics as a light war horse, with a few exceptions. It attacks three times per round, its third attack being a bite which causes 1-3 points of damage. The steppe pony's thick, shaggy coat and tough hide gives it an AC of 6. Its short legs are powerful and can carry horse and rider swiftly, over long distances; its small back is also very strong and it can carry as much as a medium war horse (220/330/440). The steppe pony is even-tempered and steady in battle; its morale is average (8-10), and it panics very rarely (5% chance) due to such things as fire and loud noises.
The steppe pony has remarkable endurance. It can survive by grazing alone and does not require feeding

and handling by its rider, so separate supplies of grain are not needed. It can be ridden for long distances without tiring or faltering. A +3 modifier is applied to the pony's saving throws for lameness and exhaustion checks when travelling overland.

In spite of all its qualities, the steppe pony is not sought after or considered valuable. It is most commonly ridden by nomadic tribes. Outside the steppes, the animal is almost completely unknown and does not command high prices at auction. Only breeders who know the steppe pony's qualities, and who seek strength and stamina in their own horses' bloodlines, are likely to consider the steppe pony as valuable.

# Human

| | Aborigine/ Caveman | Adventurer | Bandit/ Brigand |
|---|---|---|---|
| **Frequency:** | Rare | Very rare | Common |
| **Treasure:** | Nil | By class | J, N, Q |
| **Alignment:** | Neutral | Any | Chaotic evil |
| **No. Appearing:** | 10-100 (10d10) | 1-8 | 20-200 (20d10) |
| **Armor Class:** | 8 | Varies | 10 to 6 |
| **Hit Dice:** | 1-6 hp/ 2 HD | Varies | 1-6 hp |
| **THAC0:** | 20 (19) | Varies | 20 |
| **Morale:** | Average (9) | Varies | Average (9) |
| **XP Value:** | 15 (35) | Varies | 15 |

| | Barbarian/Nomad | Berserker/Dervish | Farmer/ Herder |
|---|---|---|---|
| **Frequency:** | Rare | Rare | Common |
| **Treasure:** | L, M | Nil | Nil |
| **Alignment:** | Any | Neutral/L. good | Neutral (good) |
| **No. Appearing:** | 30-300 (30d10) | 10-100 (10d10) | 1-20 |
| **Armor Class:** | 10 to 6 | 10 to 6 | 10 |
| **Hit Dice:** | 1-6 hp | 1-6 hp | 1-6 hp |
| **THAC0:** | 20 | 20 | 20 |
| **Morale:** | Average (9) | Fearless (20) | Average (9) |
| **XP Value:** | 15 | 15 | 15 |

| | Gentry | Knight | Mercenary |
|---|---|---|---|
| **Frequency:** | Common | Very rare | Rare |
| **Treasure:** | J,K,L,M,N,Q | L,M | L,M |
| **Alignment:** | Any | Any lawful | Any |
| **No. Appearing:** | 1-20 | 1-4 | 10-100 (10d10) |
| **Armor Class:** | 10 | 4 or 2 | 7 to 4 |
| **Hit Dice:** | 1-6 hp | 2+ | 2-8 hp |
| **THAC0:** | 20 | 19 or less | 20 |
| **Morale:** | Average (9) | Elite (14+) | Steady (11-12) |
| **XP Value:** | 15 | Varies | 15 |

| | Merchant Sailor/ Fisherman | Merchant/Trader | Middle Class |
|---|---|---|---|
| **Frequency:** | Common | Common | Common |
| **Treasure:** | 10-60 sp | 10-1,000 gp | J,M,N |
| **Alignment:** | Any | Any | Any |
| **No. Appearing:** | 4-80 (4d20) | 30-300 (3d10>010) | 2-40 (2d20) |
| **Armor Class:** | 10 to 8 | 10 to 5 | 10 |
| **Hit Dice:** | 1-6 hp | 1-6 hp | 1-6 hp |
| **THAC0:** | 20 | 20 | 20 |
| **Morale:** | Average (9) | Average (9) | Average (9) |
| **XP Value:** | 15 | 15 | 15 |

| | Peasant/ Serf | Pilgrim | Pirate/ Buccaneer |
|---|---|---|---|
| **Frequency:** | Common | Uncommon | Common |
| **Treasure:** | Nil | I | J,M,N,Q |
| **Alignment:** | Any | Any | Any evil |
| **No. Appearing:** | 1-100 | 10-100 (10d10) | 30-300 (30d10) |
| **Armor Class:** | 10 | 10 to 8 | 10 to 6 |
| **Hit Dice:** | 1-6 hp | 1-6 hp | 1-6 hp |
| **THAC0:** | 20 | 20 | 20 |
| **Morale:** | Average (9) | Average (9) | Average (9) |
| **XP Value:** | 15 | 15 | 15 |

| | Police/ Constabulary | Priest | Sailor |
|---|---|---|---|

| | | | |
|---|---|---|---|
| **Frequency:** | Uncommon | Very rare | Common |
| **Treasure:** | 10-60 sp | J,K,M | L,M |
| **Alignment:** | Any lawful | Any | Any |
| **No. Appearing:** | 2-20 (2d10) | 1-8 | 4-80 (4d20) |
| **Armor Class:** | 7 to 4 | Varies | 10 to 8 |
| **Hit Dice:** | 1-6 hp | 1-6 hp | 1-6 hp |
| **THAC0:** | 20 | 20 | 20 |
| **Morale:** | Steady (10) | Varies | Average (9) |
| **XP Value:** | 15 | Varies | 15 |

| | **Slaver** | **Soldier** | **Thief/Thug** |
|---|---|---|---|
| **Frequency:** | Common | Uncommon | Common |
| **Treasure:** | Nil | I | J,M,N,Q |
| **Alignment:** | Any | Any | Any evil |
| **No. Appearing:** | 1-100 | 10-100 (10d10) | 1-8 |
| **Armor Class:** | 10 | 8 to 4 | 10 to 8 |
| **Hit Dice:** | 1-6 hp | 1-6 hp | 1 to 3 |
| **THAC0:** | 20 | 20 | 20 |
| **Morale:** | Average (9) | Steady (10-12) | Varies |
| **XP Value:** | 15 | 15 | Varies |

| | **Tradesman/ Craftsman** | **Tribesman** | **Wizard** |
|---|---|---|---|
| **Frequency:** | Common | Rare | Very rare |
| **Treasure:** | 1-100 gp | Nil | L,N,Q |
| **Alignment:** | Any | Any | Any |
| **No. Appearing:** | 2-12 (2d6) | 10-100 (10d10 ) | 1-8 |
| **Armor Class:** | 10 | 8 | 10 |
| **Hit Dice:** | 1-6 hp | 1-6 hp | Varies |
| **THAC0:** | 20 | 20 | Varies |
| **Morale:** | Average (8-9) | Average (9) | Varies |
| **XP Value:** | 15 | 15 | Varies |

**Aborigine/Caveman**

These primitive humans are found in otherwise uninhabited regions. For every 10 aborigines there will be a 3rd-level fighter. Aboriginal tribes are always led by a chief (a 5th-level fighter) and 1-4 subchiefs (4th-level fighters). For every 10 aborigines encountered there is a 10% chance that they have a shaman (3rd-level priest) with them.

Most encounters (60%) will be with predominantly male war or hunting/gathering parties. There is a 40% chance that an encounter will be in or near their lair. Aborigines make their lairs in natural shelters such as caves or forest groves. The number encountered above is for males; there will usually be an equal number of females and children in the lair.
Aborigines are typically armed with stone axes, spears, and clubs.

## Adventurer

These are NPC counterparts of the PC's band, groups of fighters, thieves, priests, and wizards who band together in search of fame, fortune, and power. Typical adventuring bands consist of between two to eight members. Solitary adventurers may be separated from their group, lost, advanced scouts, or sole survivors of decimated groups.
After determining the base size of the group encountered, determine which class each belongs to:

| d10 | Class |
|---|---|
| 1-4 | Fighter |
| 5-6 | Cleric |
| 7-8 | Thief |
| 9-10 | Wizard |

Determine the level of the party of adventurers; low, medium, high, or very high, and roll for each member on the table below.

| Level | Level Range | Die |
|---|---|---|
| Low | 1-3 | (1d3) |
| Medium | 4-7 | (1d4+3) |
| High | 7-12 | (1d6+6) |
| Very high | 9-20 | (1d12+8) |

A high level adventurer will have attracted followers who will accompany the party -- 1-100% of them. This can swell an encountered band's size to that of a small army.
Clerics and wizards will have 1-100% of their full spells at the time the encounter occurs (round down).
Higher level fighters and clerics will usually have plate mail and shields, and ride unbarded medium warhorses. Each level an adventurer has attained gives a cumulative 5% chance for magical items as shown below. Roll for each item marked "Y." Reroll if a cursed or otherwise undesirable item occurs, but only one reroll is allowed for each category. If no usable item is indicated, the adventurer has no item in that category.

| Item | Fighter | Wizard | Cleric | Thief |
|---|---|---|---|---|
| Armor | Y | N | Y | N |
| Shield | Y | N | Y | Y |

| | | | | |
|---|---|---|---|---|
| Sword | Y | N | N | Y |
| Misc. Weapon | Y | N | Y* | Y |
| Potion | Y | N | Y | Y |
| Scroll | N | Y | Y | N |
| Ring | N | Y | N | Y |
| Wand/Staff/Rod | N | Y | N* | N |
| Misc. Magic | N | Y | Y | Y |

*If there is no usable miscellaneous weapon, roll again for possibility of a wand/staff/rod. If one is indicated but is unusable by a priest, there is no such item present.

In addition, such adventurers have ordinary treasure. Fighters have type L and M; clerics J, K, and M; wizards L, N, and Q; and thieves J, N, and Q.

### Bandit/Brigand

Bandits are rural thieves who openly prey on travelers and isolated dwellings. They travel in groups of 20-200, usually led by high level fighters, rogues, wizards, and priests. For every 20 bandits encountered, there will be an additional 3rd-level fighter. If 100+ are encountered, the leader will be at least 8th level. Bandits are typically armed with swords, spears, and small shields. Up to 20% may be armed with bows. Bandits may wear no armor (50%), leather (35%), padded (10%), or ring mail (5%). Brigands are better equipped and will have higher morale.

### Barbarian/Nomad

Barbarians belong to primitive cultures that possess rudimentary skills such as animal husbandry and simple manufacturing (weaving, carving). They may live in villages of simple buildings or in portable structures like tents, tepees, yurts, or wagons. In aquatic regions, they may live on watercraft like canoes or rafts. Barbarians are typically armed with swords, knives, bows, spears, and clubs. Armor is limited to shields, helmets, and chestplates. They tend to be hostile toward unfamiliar wizards. Barbarians are adept at surprising opponents; such opponents have a -5 penalty on their surprise rolls.

### Berserker/Dervish

Berserkers are violent war parties prone to manic behavior in battle. When encountered, berserkers drive themselves into a battle frenzy that raises their fighting skills and morale. Berserkers attack twice per round, or once at +2. Many use leather armor and shields, giving them Armor Class 7. Berserkers need never make morale checks.
Dervishes are highly religious nomads. Due to their fanatical nature, dervishes add 1 to their attack rolls and damage dice. They never check morale in combat.
If encountered during a peaceful period, berserkers may be indistinguishable from normal warrior bands; dervishes may be mistaken for armed pilgrims.

### Farmer/Herder

These are simple people involved in the production of agricultural goods. About 65% of all encounters will be with farmers tilling their land. Encounters with herders may occur anywhere there is grazing land or a

market for their herds. Encounters with herders also involve the herd animals, whatever they are.

### Gentry
These are the upper classes. They are not the ruling nobility, but their wealth and connections make them nearly as powerful. Each member of the gentry encountered may be accompanied by 0-3 guards (d4-1) and 1-6 servants. The guards are mercenary fighters of 1st to 6th level and armed with sword and spear. The servants might fight as 0-level fighters, but are more likely to panic. The gentry themselves might be armed with daggers and short swords.

### Knight
Knights are armored, mounted fighters directly serving their lord. They may be on a quest, a specific mission, or simply patrolling their lord's realm. Knights may be accompanied by their squires, hirelings, and other followers (50%). Knights are armed with sword, lance, mace or flail, and dagger. Armor includes a shield and either plate or chain mail. A knight rides a medium or heavy warhorse, usually a barded mount.
About 5% of encounters will be with a vanquished knight. Being stripped of arms and armor, the knight may be mistaken for any nonwarrior class. The knight may even support this deception, at least until weaponry becomes available.
See "Adventurer"& to determine level and special possessions.

### Mercenary Soldier
These are groups of low level fighters who hire themselves to the highest bidder. When encountered, there is an even chance they may be already hired and on their way to a war, meeting with a prospective employer, open for employment, or on their way home and not willing to take on a new task just yet.
See "Adventurer" to determine level and special possessions.

### Merchant Sailor/Fisherman
Men of the sea are usually found on or near open waters. If encountered inland, sailors may be ferrymen on streams or rivers. Fishermen will either be putting out to a fishing site, fishing, or returning with their catches. Sailors may be armed with knives, short swords, cutlasses, or belaying pins (1 point of damage).

### Merchant/Trader
Merchants and traders deal in goods and services. Those encountered in the wild are traveling in caravans in search of new business. Only 10% of the number encountered are actually merchants: 10% are drovers and the rest are mercenary guards. The guards are led by a fighter (6th-11th level) and a lieutenant one level lower. Each leader is accompanied by 12 guards of 2nd level. For each 50 people in the caravan there is a 10% chance of a wizard (6th-8th level) and a 5% chance of a priest (5th-7th level), as well as a 15% chance of a thief (8th-10th level) accompanied by 1-4 thieves (3rd-7th level). All such leaders, guards, and special characters are in addition to the number of merchants, drovers, and normal guards.
The treasure is mostly in trade goods (90%). The caravan has 10 pack animals or one wagon per 5,000 gp value.

### Middle Class
These are travelers journeying on personal business. They are found primarily in civilized regions, although pioneers may be encountered in relatively peaceful frontier regions. Middle class travelers may be armed with knives, daggers, and short swords.

## Peasant/Serf

Peasants are farmers, herders, and simple tradesmen of low social class. Unlike serfs, peasants are freemen. Serfs are totally subject to the local lord; they are the lowest of the social classes. They farm and perform the brute labor functions on large agricultural holdings. Serfs, really, are little more than slaves.
Both peasants and serfs may be armed with daggers, clubs, quarterstaves, and farming tools. They never have any treasure except under the rarest of occasions when they are able to hoard scavenged goods.

## Pilgrim

Pilgrims are groups of the devout on their way to or from a holy place. They can be found anywhere.
A group of pilgrims will always be accompanied by priests and other character classes. These people may be acting as leaders, guards, or pilgrims. Groups of pilgrims always include one to six 2nd-level priests, one to four 4th-level priests, one or two 6th-level, and one 8th-level priest (accompanied by one 3rd- and one 5th-level assistant). For every 10 pilgrims, there is a 10% chance of one to eight fighters (1st-8th level) and 1-6 thieves (2nd-7th level). There is a 5% chance per 10 pilgrims of a wizard of 6th-9th level. If the pilgrims are lawful good, the fighters will be paladins; if the pilgrims are chaotic good, the fighters will be rangers. If the party is neutral, the priests will be druids. If the pilgrims are lawful evil, they all fight as berserkers, although armed only with daggers.
Pilgrim alignment is determined below:

| d100 | Alignment |
|---|---|
| 01-35 | Lawful good |
| 36-55 | Chaotic good |
| 56-65 | Neutral |
| 66-85 | Lawful evil |
| 86-00 | Chaotic evil |

About 75% of pilgrim bands encountered are on foot. There is a 5% chance that a high level priest will be carrying a religious artifact, carefully hidden and protected by traps and magic.

(See also Priestand Priest Spells, Player’s Handbook)

## Pirate/Buccaneer

These are seafaring thieves and fighters. Pirates are always led by a captain of 8th or 10th level -- 8th if fewer than 200. The captain will have a 6th- or 7th-level lieutenant and four mates of 4th level. For every 50 pirates encountered, there will be a 3rd-level fighter, as well as a 15% chance for a cleric of 12th-15th level and a 10% chance for a wizard of 6th-9th level. For every 100 pirates, there will be a 5th-level fighter. All of these are in addition to the pirates already indicated by the dice.
Pirates wear leather armor; leaders wear chain mail. All are armed with knives, swords, and polearms. Some will be armed with crossbows, either light (20%) or heavy (10%). In addition their ships may be equipped with ballistae or catapults.
Buccaneers are similar, but are neutral with evil tendencies.

## Police/Constabulary

These are the duly appointed representatives of the local government, concerned with upholding the laws, maintaining the peace, and carrying out their superior's will. If constables are encountered in the wilderness, they might be pursuing a fugitive (50%) or investigating a case on the outskirts of their jurisdiction (50%). Constables are the equivalent of fighters of 1st-4th level. Wilderness encounters include a 25% chance that the constables are accompanied by a mob. The mob is composed of citizenry temporarily deputized to assist the police; they fight as 0-level fighters.

### Priest

These are typical NPC priests traveling on personal business or on a mission. The number encountered refers to the number of actual priests. If they are of high enough level, they might also have followers accompanying them (50%).
See "Adventurers" to determine level and special possessions.

### Sailor

Nonmerchant sailors are the seagoing armed forces of the local government, acting as police or soldiers. They may be patrolling their home waters, pursuing a waterborne criminal, or on their way to or from a mission in other waters. Each ship is commanded by a captain (6th-level fighter) and a first officer (5th-level fighter). Sailors are armed with swords, knives, bows, and polearms. They may also be armed with heavier weapons such as catapults and ballistae.

### Slaver

Slavers are usually found in control of a band of captive slaves; if no slaves are present, the slavers may be mistaken for mercenaries or brigands. The slavers' leader might be a thief, fighter, or fighter/thief (6th-11th level), assisted by a lieutenant one level lower. Each leader is accompanied by 1-12 guards of 1st or 2nd level. For each 50 slaves and slavers, there is a 10% chance of a wizard (6th-8th level) and a 5% chance of a priest (5th-7th level); these work for the slavers.
There are 10 slaves present for each 1-10 slavers. Slaves are treated the same as serfs. They may be recently acquired captives being taken from their homelands or long-time slaves being moved to a new market. Such slaves will be on foot and linked together in strings of 10-100 by ropes or chains. They will be willing to help any adventurers who try to rescue them, although they will be limited in the help they can provide. Slaves may be any class or type, but only 1% of captives belong to one of the character classes.

### Soldier

These are organized militia engaged in the defense of their home region. Soldiers are led by a captain (6th level or higher) and a lieutenant (1-4 levels lower). Each leader is accompanied by 1-12 soldiers of 1st or 2nd level. Most soldiers are engaged in routine patrols of the homeland. If local wars are occurring, there is a 50% chance that the soldiers are either heading off to the war or returning from it. There is a 5% chance of a cleric (5th-7th level) for each 50 soldiers present.
See "Adventurers " to determine level and special possessions.

### Thief/Thug

These are low level rogues who, if not already engaged in a crime, may attempt to rob wealthy or weak-looking adventurers. Thieves may be armed with concealed weapons such as knives, darts, blackjacks, and short swords.
See "Adventurers" to determine level and special possessions.

## Tradesfolk/Craftspeople

People engaged in the trades and crafts will be about their business when encountered. They may be operating a shop, acquiring materials for their business, or traveling to or from a client's location. They are willing to do business with adventurers, provided they are properly paid. They will not attack except to defend themselves. Note that 1% of all tradesfolk may be retired adventurers. Tradesmen may be armed with knives, quarterstaves, and tools.

About 90% of their treasure is merchandise or equipment.

## Tribal Culture

Tribal societies are the heart of primitive cultures; people hunt, fish, and farm near their simple villages. They are found in any climate.

For each 10 tribespeople, there will be an additional 3rd-level fighter. Tribes are led by a chief (a 5th-level fighter) and 1-4 subchiefs (4th-level fighters). For every 10 encountered, there is a 4th-level priest with them, and for each 30 tribespeople encountered, a 6th-level priest. The tribe has a shaman (8th-level priest). Tribal priests tend to be druidical in nature.

Tribal villages are made of local materials (grass, bamboo, mud, ice). In addition to the males encountered, there will also be an equal number of women and a 75% chance of 20-50 slaves.

Tribesmen's weapons are typically clubs, knives, spears, and bows. Armor is limited to shields.

## Wizard

These are typical NPC wizards. They may be engaged in personal business, gathering materials, or traveling. The number encountered refers to the number of actual wizards. They may be accompanied by 0-3 (1d4-1) servants and guards for each wizard. Guards are fighters 1-4 levels lower than the wizard they protect.

# Hydra

| | Hydra | Lernaean | Pyrohydra | Cryohydra |
|---|---|---|---|---|
| **Climate/Terrain:** | Any swamp | Any marsh, swamp or subterranean | Any marsh, swamp or subterranean | Any arctic or subterranean |
| **Frequency:** | Uncommon | Very rare | Rare | Very rare |
| **Organization:** | Solitary | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Semi- (2-4) | Semi- (2-4) | Semi- (2-4) | Semi- (2-4) |
| **Treasure:** | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 | 1 | 1 | 1 |
| **Armor Class:** | 5 | 5 | 5 | 5 |

| | | | | |
|---|---|---|---|---|
| **Movement:** | 9 | 9 | 9 | 9 |
| **Hit Dice:** | 5-12 | 5-12 | 7-8 | 5-8 |
| **THAC0:** | See below | See below | See below | See below |
| **No. of Attacks:** | 5-12 | 5-12 | 5-8 | 5-8 |
| **Damage/Attack:** | See below | See below | See below | See below |
| **Special Attacks:** | Nil | Extra heads | Fire | Cold |
| **Special Defenses:** | Nil | Extra heads | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | G (30' long) | G (30' long) | G (30' long) | G (30' long) |
| **Morale:** | Average (8-10) | Average (8-10) | Average (8-10) | Average (8-10) |
| **XP Value:** | 2,000 | 3,000 | 3,000 | 3,000 |

| Heads | THAC0 | Damage | Heads | THAC0 | Damage |
|---|---|---|---|---|---|
| 5 | 15 | 1-6 | 9 | 12 | 1-8 |
| 6 | 13 | 1-6 | 10 | 10 | 1-8 |
| 7 | 13 | 1-8 | 11 | 10 | 1-10 |
| 8 | 12 | 1-8 | 12 | 9 | 1-10 |

Hydrae are immense reptilian monsters with multiple heads. For each Hit Die the hydra has, it will have one head. The chart above lists the THAC0 value for hydrae, the number of heads and the damage that they inflict each time they bite.
Hydrae are gray-brown to dark brown, with light yellow or tan underbellies. Their eyes are amber and their teeth are yellow-white. Hydrae have between 5 and 12 heads (1d8 +4).

**Combat:** Hydrae always have 8 points on each of their Hit Dice and all heads must be severed before the hydra dies. A hydra can bring up to four heads into action against a single foe, biting once with each of them.
Each time a hydra takes 8 points of damage, one of its heads is assumed to have been severed. When this happens, a natural reflex seals the neck arteries shut to prevent blood loss.
Hydrae attack according to the number of heads they have. Therefore, a 10-headed hydra continues to attack as a 10 HD monster even after several heads have been slain.
Attacks on the body have no effect unless a single attack inflicts damage equal to the hydra's original hit points.

**Habitat/Society:** Hydrae are solitary creatures who prefer dismal surroundings. They gather only to mate.

**Ecology:** Despite the hydra's size and multiple attacks, they are often preyed upon by dragons. They are

impossible to train.

### Lernaean Hydra

Although similar to a normal hydra, Lernaean hydrae will regenerate two heads for each one that is severed. A maximum of 12 heads can be grown. New heads form in 1-4 rounds and can be avoided only by the prompt application of flame to the neck following the attack which destroyed the first head. This hydra's body is immune to all attacks.

### Pyrohydra

These reddish hydra have 7 or 8 heads which are able to breathe a jet of fire (5' wide and 2' long) twice per day. This attack does 8 points of damage, halved if a save vs. breath weapon is made.

### Cryohydra

Each head of this purplish-brown hydra is able to breathe a stream of frost 10 feet wide and 20 feet long which does 8 points of damage. A save vs. breath weapon is allowed for half damage.

# Imp

| | Imp | Quasit |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Average | Low |
| **Treasure:** | O | Qx3 |
| **Alignment:** | Lawful evil | Chaotic evil |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 2 | 2 |
| **Movement:** | 6, Fl 18 (A) | 15 |
| **Hit Dice:** | 2+2 | 3 |
| **THAC0:** | 19 | 17 |
| **No. of Attacks:** | 1 | 3 |
| **Damage/Attack:** | 1-4 | 1-2/1-2/1-4 |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | 25% | 25% |
| **Size:** | T (2' tall) | T (2' tall) |
| **Morale:** | Average (8-10) | Average (8-10) |
| **XP Value:** | 1,400 | 2,000 |

Imps are diminutive creatures of an evil nature who roam the world and act as familiars for lawful evil wizards and priests.

The average imp is a 2' humanoid with leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Its skin is a dark red and its horns and jagged teeth are a gleaming white.

The imp can *polymorph* itself into two other animal forms. The most commonly encountered alternate forms are those of a large spider, raven, giant rat, or goat. In such forms the imp is physically identical to a normal animal.

**Combat:** In its natural form, the imp attacks with the wicked stinger on its tail. In addition to inflicting 1-4 points of damage, this stinger injects a powerful poison which is so deadly that those who fail their save versus poison are instantly slain by it. When it is *polymorphed*, the imp attacks with the natural weaponry of its adopted form, though the goat and raven forms lack damaging attacks.
The imp can use its special magical abilities no matter what its form. All imps are able to *detect good, detect magic,* or become *invisible* at will. Once per day they can use a *suggestion*.
Imps are immune to attacks based on cold, fire, or electricity and resist all other spell attacks as if they were 7 Hit Die creatures. They can be harmed only by silver or magical weapons and are able to regenerate one hit point per melee round.

**Habitat/Society:**Imps are beings of a very evil nature who originate on the darkest of evil planes. Their main purpose on the Prime Material plane is to spread evil by assisting lawful evil wizards and priests. When such a person is judged worthy of an imp's service, the imp comes in answer to a *find familiar* spell.
Once they have contacted their new "master", imps begin at once to take control of his actions. Although imps maintain the illusion that the summoner is in charge, the actual relationship is closer to that of a workman (the imp) and his tools (the master).
Although an imp's body can be destroyed on the Prime Material plane, it is not so easily slain. When its physical form is lost, its corrupt spirit instantly returns to its home plane where it is reformed and, after a time, returned to our world to resume its work.
While they are technically in the service of their master, imps retain a basic independence and ambition to become more powerful someday. They may acquire treasure from those they slay, and will often pilfer valuables encountered during their travels.
The imp confers some of its powers upon its master. A telepathic link connects the two whenever they are within one mile of each other. This enables the master to receive all of the imp's sensory impressions, including its infravision. The master also gains the imp's inherent 25% magical resistance and is able to regenerate just as the imp does. If the imp is within telepathic range, the master acts as if he were one level higher than he actually is. Conversely, if the imp is more than a mile away, the master acts as if he were one level of ability below his actual rank. If the imp is killed, the master instantly drops by four levels, though these can be regained in the usual manner.

**Ecology:** Imps are the errand boys of the powerful evil beings who command the darkest planes. They often act as emissaries and agents, but their primary task is to enhance the spread of evil in our world.

## Quasit

Quasits are chaotic evil counterparts to imps. The chaotic evil priests and wizards which quasits "serve" gain the same benefits and disadvantages that an imp's master does. Like imps, each quasit can assume two other forms. Those most commonly chosen by quasits are bats, giant centipedes, frogs, or wolves. They can use their magic in any of their forms.
The quasit attacks with its clawed hands (doing 1-2 points each) and its deadly bite (doing 1-4 points). The quasit's claws are coated in a toxin which causes anyone struck by them to save versus poison or lose one point of dexterity for 2-12 (2d6) rounds. The effects of multiple wounds are cumulative.
Quasits can turn *invisible, detect good,* or *detect magic* at will. They regenerate 1 hit point per round and can unleash a blast of fear with a 30 foot range radius once per day. Once each week the quasit can *commune* with the lower planes (asking up to 6 questions).
Quasits can only be harmed by cold iron or magical weapons. They are able to resist magic 25% of the

time, save as if they were 7 Hit Die monsters and are immune to cold, fire, and lightning.

# Imp, Mephit

| | Fire | Ice | Lava |
|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any |
| **Frequency:** | See below | See below | See below |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Special | Special | Special |
| **Intelligence:** | Average (8-10) | Average (8-10) | Average (8-10) |
| **Treasure:** | Nx2 | N | N |
| **Alignment:** | Any evil | Any evil | Any evil |
| **No. Appearing:** | See below | See below | See below |
| **Armor Class:** | 5 | 5 | 6 |
| **Movement:** | 12, FL 24 (B) | 12, FL 24 (B) | 12, FL 24 (B) |
| **Hit Dice:** | 3+1 | 3 | 3 |

| | | | |
|---|---|---|---|
| **THAC0:** | 17 | 17 | 17 |
| **No. of Attacks:** | 2 | 2 | 2 |
| **Damage/Attack:** | 1-3/1-3 | 1-2/1-2 | 1/1 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | M (5' tall) | M (5' tall) | M (5' tall) |
| **Morale:** | Average (8-10) | Average (8-10) | Average (8-10) |
| **XP Value:** | 420 | 420 | 420 |

| | **Mist** | **Smoke** | **Steam** |
|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any |
| **Frequency:** | See below | See below | See below |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Special | Special | Special |
| **Intelligence:** | Average (8-10) | Average (8-10) | Average (8-10) |
| **Treasure:** | N | N | N |
| **Alignment:** | Any evil | Any evil | Any evil |
| **No. Appearing:** | See below | See below | See below |
| **Armor Class:** | 7 | 4 | 7 |
| **Movement:** | 12, FL 24 (B) | 12, FL | 24 (B) |
| **Hit Dice:** | 3+2 | 3 | 3+3 |
| **THAC0:** | 17 | 17 | 17 |
| **No. of Attacks:** | 2 | 2 | 2 |
| **Damage/Attack:** | 1/1 | 1-2/1-2 | 2-5/2-5 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | M (5' tall) | M (5' tall) | M (5' tall) |
| **Morale:** | Average (8-10) | Average(8-10) | Average (8-10) |
| **XP Value:** | 420 | 420 | 420 |

Mephits are nasty little messengers created by powerful lower planes creatures. They are evil and malicious by nature and appear on the Prime Material Plane only to perform evil deeds. Six types of mephits are known: fire, ice, lava, mist, smoke, and steam. Each is created from the substance for which

it is named.
Mephits appear as thin, 5-foot humanoids with wings. Their faces have exaggerated features, including hooked noses, pointed ears, wide eyes, and protruding chins. Their skin continually oozes the stuff from which they were made. Mephits speak a common mephit tongue.

**Combat:** In battle, mephits attack with either clawed hands or breath weapons. Damage is variable depending on the type of mephit encountered. All mephits have the ability to *gate* in other mephits; the type *gated* in and percentage chance for success varies with the mephit initiating the gating (see below for details).

**Habitat/Society:** Mephits love tormenting helpless creatures and bragging about their latest evil accomplishments. They wear garish, vulgar costumes in bizarre colors and outrageous designs. They give themselves pompous, impossibly long names, such as
Garbenaferthal-sprite-slayer-greatest-of-all-the-steam-mephits.
Mephits assume a groveling, craven, yes-master stance around their bosses. Toward victims and each other, mephits drop their humble servant persona and take on the arrogant air of a superior being. A limited camaraderie exists between mephits of the same order. Disputes between different types are often settled by a friendly game of tug-a-demihuman.
Mephits are usually assigned to deliver some message or pick to up packages on the lower planes, but occasionally (5 % ) they are sent to the Prime material plane. Missions on the Prime Material Plane include retrieving a particular person, delivering a special magical item, or just spreading a little mayhem (so folks don't forget the lower planes are still there).

**Ecology:** Mephits lead brief, troublesome lives. They are quickly created and destroyed, but they have no predetermined life span. They never eat, but must return to the substance from which they were formed to heal damage (usually 1 hit point per turn in contact).

### Fire Mephit

The most mischievous of all mephits, these fiends play terrible pranks on other mephits (such as pushing lava mephits into wa-
ter and watching them harden) and on their victims.
Touching a fire mephit causes 1 point of heat damage (no saving throw). Their clawed hands rake for ld3 points of damage each, plus 1 hit point of heat damage per hit.
Fire mephits may use their breath weapon three times a day. It has two forms. The first is a flame jet 15 feet long and 1-foot wide. This jet automatically hits one target, of the mephit's choosing, for ld8+1 points of damage (half if saving throw is successful). The second form is a fan of flame covering a 120 arc directly in front of the mephit to a distance of 5 feet. Any creature in the arc suffers 4 points of damage, no saving throw allowed.
Fire mephits may also cast *heat metal* and *magic missile* (two missiles) spells each once per day. Once every hour a fire mephit can attempt to *gate* in another mephit. The chance for success is 25% and the summoned mephit is either fire, lava, smoke, or steam (equal probability of each).

### Ice Mephit

Ice mephits are angular in form, with translucent ice-blue skin. They live on the colder lower planes and never mix with fire, lava, smoke, or steam mephits. Ice mephits are aloof and cruel, surpassing all other mephits in the fine arts of torture and wanton destruction.

In combat, ice mephits attack with two clawed hands, inflicting 1-2 points of damage each. In addition, their chilling touch has a freezing effect, reducing the victim's hit points by 1 per hit, no saving throw allowed. These effects are cumulative and last three to four turns, or until the victim is healed to full hit points (whichever comes first).
Ice mephits may breathe a volley of ice shards three times per day. This volley automatically hits a single victim within 15 feet of the mephit. Damage is 1d6, halved if the victim rolls a successful saving throw.
Once per hour an ice mephit may attempt to *gate* in one other mephit. The chance of success is 25% and the summoned mephit is either mist or ice (equal probability of each).

### Lava Mephit

Lava mephits are the least intelligent of all mephits. They are slow on the uptake and frequently the brunt of fire mephit jokes. Lava mephits generate extreme heat that can be felt 30 feet away. Their claws are small and soft, causing only 1 point of damage when they hit, but each hit inflicts an additional 1d8 points of heat damage. The touch of a lava mephit automatically melts or burns most materials. The rate of this destruction varies from one hour to burn through an inch of wood to three rounds to completely melt plate armor.
Their breath weapon is a molten blob of lava usable once every three melee rounds. This blob automatically hits one target within 10 feet of the breathing mephit (ld6 points of damage, no saving throw). A lava mephit may use this weapon a maximum of eight times, after that, the mephit must recharge by soaking in a lava pool for on hour. Mephits may recharge during battle, if they come in contact with lava during combat, they regenerate 2 hit points per melee round. This ability is, of course, lost if the mephit is brought to 0 hit points or less, at this point the mephit is dead. These fiends may shapechange into a pool of lava 3 feet in diameter by 6 inches deep. This maneuver does not recharge the breath weapon. They may still be harmed normally when in this lava pool form.
Once every hour, a lava mephit may attempt to *gate* in 1-2 other mephits. The chance of success is 25%. If two are summoned, they are of the same type (equal probability of fire, lava, smoke, or steam).

### Mist Mephit

Mist mephits fancy themselves as spies par excellence and practice this ability on other mephits. They are quick to report other mephits who show mercy or any other treasonous behavior, and they never engage in idle banter with other mephits. Mist mephits have the ability to see clearly in fog or mist. Their skin is pale green. They never engage in melee unless they are trapped. Their soft claws inflict just 1 point of damage when they hit. Mist mephits may breathe a sickly, green ball of mist, every other round, up to three times an hour. This ball automatically envelopes one victim within 10 feet of the breathing mephit. The victim must roll a successful saving throw vs. poison or suffer ld4+1 points of choking damage and be blinded for ld4 rounds. In addition to the breath weapon, mist mephits can create a *wall of fog* (as the spell) once per day (at a 3rd level ability). They can also assume gaseous form once per day and often use this ability to spy on others or escape combat.
Once per hour a mist mephit may attempt to *gate* in 1-2 other mephits. The chance of success is 20%. If two mephits arrive, they are of the same type (either ice or mist, equal probability).

### Smoke Mephit

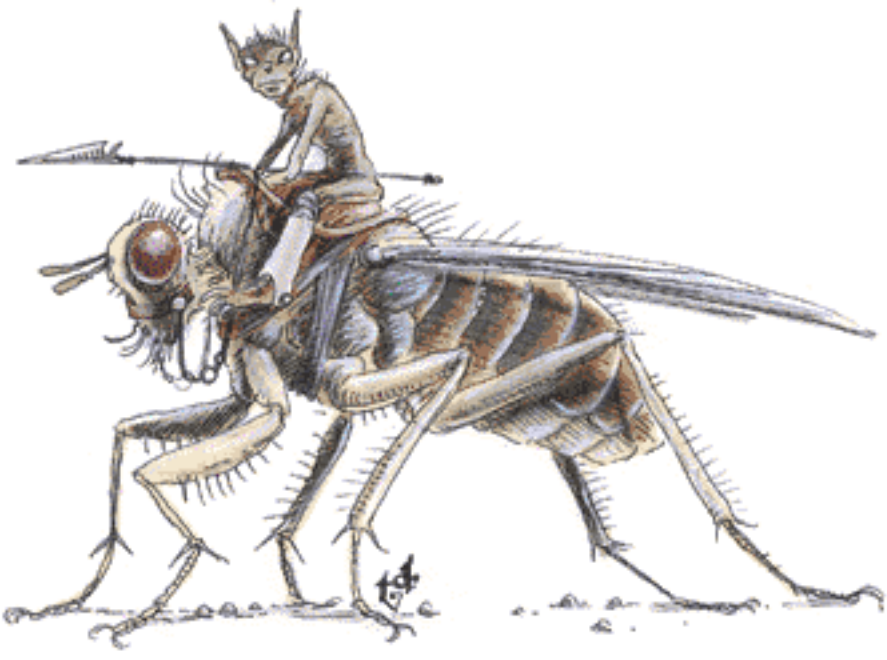
Smoke mephits are crude and lazy. They spend most of their time lounging around invisible, smoking pipe weed, telling bad jokes about their creators, and shirking their responsibilities.
Smoke mephits' two clawed hands cause 1-2 points of damage each. Their breath weapon consists of a sooty ball usable every other melee round, with no limit on the number of times it can be used in a day.

The sooty ball automatically strikes one creature of the mephit's choice within 20 feet, causing ld4 points of damage and blinding the victim for 1-2 rounds. No saving throw is permitted.
Smoke mephits may cast *invisibility* and *dancing lights* once each per day. Once per hour they can attempt to *gate* in 1-2 other mephits. The chance of success is 20%, with equal probability of the summoned mephits being fire, lava, smoke, or steam. If two mephits appear, they are of the same type.
When a smoke mephit dies, it disappears in a flash of flame. The flash causes 1 point of damage to all creatures within 10 feet (no saving throw).

### Steam Mephit

Steam mephits are the self-appointed overlords of all mephits. They frequently give orders to weaker mephits. In addition to hissing steam escaping from their pores, steam mephits leave a trail of near-boiling water wherever they walk.
The hardened claws of a steam mephit cause 1d4 points of damage each, plus 1 additional point of heat damage per touch (no saving throw). In addition, the victim is 50% likely to be stunned for one round. These effects are cumulative, so a victim raked twice could be stunned for two rounds.
Steam mephits can breath a scalding jet of water every other round; no limit to the number of times per day this can be used. This jet has a 20-foot range and automatically hits its target. Damage is 1d3 points (no saving throw) with a 50% chance of stunning the victim for one round.
Once per day a steam mephit may create a rainstorm of boiling water over a 20-by 20-foot area. This storm inflicts 2d6 points of damage to all victims caught in the area of effect, with no saving throw allowed. Steam mephits may also *contaminate water* once per day (reverse of *purify water*).
Once per hour a steam mephit may attempt to *gate* in 1-2 other mephits with a 30% chance of success. There is an equal probability that the summoned mephits are either fire, lava, smoke, or steam. If two are summoned: they are of the same type.
Unlike other mephits, who will delay an attack for as long as possible, steam mephits are ruled by their oversized egos. They will even ambush even large, well-armed parties, striking first with boiling rainstorms, then concentrating their breath weapons on the nearest wizard or priest.

# Insect



| | #AP | AC | MV | HD | THAC0 | #Att | Dmg/Att | Morale | XP Value |
|---|---|---|---|---|---|---|---|---|---|
| Ant, Giant | 1-100 | 3 | 18 | 2 or 3 | 16 | 1 | 1-6 or 2-8 | Average (9) | Worker: 35<br>Warrior: 175 |
| Ant Lion, Giant | 1 | 2 | 9, Br 1 | 8 | 12 | 1 | 5-20 | Average (8) | 1,400 |
| Aratha | 1 | 3 | 11 | 9 | 11 | 4 | 1-10(x4) | Elite (16) | 6,000 |
| Aspis, Cow | 1 | 7 | 3 | 10 | 11 | 1 | 3-18 | Elite (13-14) | 2,000 |
| Aspis, Drone | 2-20 | 3 | 15 | 6 | 15 | 2 | 1d4 or weapon | Elite (13-14) | 650 |
| Aspis, Larva | 6-60 | 6 | 1, Sw 6 | 2 to 5 | 2 HD: 19<br>3-4 HD: 17<br>5 HD: 15 | 1 | 2-7 | 2-3 HD: Steady<br>4-5 HD: Elite | 2 HD: 65<br>3 HD: 120<br>4 HD: 175<br>5 HD: 270 |
| Assassin Bug | 2 | 5 | 6, Fl 18 (C) | 1+1 | 20 | 1 | 1-4 | Unsteady (5-7) | 120 |
| Bee, Worker | 1-10 | 6 | 9, Fl 30 (D) | 3+1 | 17 | 1 | 1-3+poison | Steady (11-12) | 175 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Bee, Soldier | 1 | 5 | 12, Fl 30 (C) | 4+2 | 15 | 1 | 1-4+poison | Champion (15-16) | 270 |
| Bumblebee | 1 | 5 | 6, Fl 24 (E) | 6+4 | 13 | 1 | 1-6+poison | Elite (13-14) | 650 |
| Cave Cricket | 1-8 | 4 | 6, Hop3 | 1+3 | 20 | Nil | Nil | Unreliable (2-4) | 15 |
| Dragonfly, Giant | 1-6 | 3 | 3, Fl 36 (B) | 7 | 13 | 1 | 3-12 | Steady (11-12) | 1,400 |
| Dragonfly, Larva | 1 | 3 | 9, Sw 3 jet 24 | 6+1 | 15 | 1 | 3-18 | Steady (11-12) | 650 |
| Ear Seeker | 1-4 | 9 | 1 | 1 hp | 20 | 1 | See below | Unsteady (5-7) | 15 |
| Firefriend | 1-4 | 4 | 3, Fl 18 (B) | 1+4 | 20 | 1 | 1-2 | Unsteady (5-7) | 35 |
| Fly, Bluebottle | 1-10 | 6 | 9, Fl 30 (D) | 3 | 19 | 1 | 1-8 | Unsteady (5-7) | 65 |
| Fly, Horsefly | 1-4 | 5 | 6, Fl 27 (D) | 6 | 17 | 1 | 2-16 | Unsteady (5-7) | 270 |
| Fyrefly | 1 | 5 | Fl 18 (A) | 1 hp | 15 | 1 | 1 | Steady (11) | 175 |
| Horax | 3-30 | 3 | 15 | 4 | 17 | 1 | 2d8 | Average (10) | Adult: 270<br>Young: 15 |
| Hornet, Giant | 1 | 2 | 6, Fl 24 (B) | 5 | 15 | 1 | 1-4 | Average (8-10) | 650 |
| Pernicon | 4-200 | 3 | 12 | 1 hp | 20 | 1 | 1-10 | Unreliable (4) | 15 |
| Praying Mantis | 1-2 | 5 | 15 | 2 to 12 | 2 HD: 19<br>3-4 HD: 17 | 3<br>4 HD: 17<br>6 HD: 15<br>8 HD: 13<br>10 HD: 11<br>12 HD: 9 | 2-4 HD: 1-2/1-2/1-4<br>6-8 HD: 1-4/1-4/1-8<br>10 HD: 1-6/1-6/1-10<br>12 HD: 1-8/1-8/1-12<br>Fearless (19-20)<br>Fearless (19-20) | Fearless (19-20)<br>Fearless (19-20)<br>Fearless (19-20)<br>Fearless (19-20)<br>10 HD: 1,400<br>12 HD: 2,000 | 2 HD: 35<br>4 HD: 120<br>6 HD: 270<br>8 HD: 650 |

Termite, Giant Harvester

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| King | 1 | 5 | 6 | 6+6 | 15 | 1 | 3-18 | Unreliable (2-4) | 975 |
| Queen | 1 | 4 | 3 | 8+8 | 13 | 1 | 5-30 | Unsteady (5-7) | 1,400 |
| Soldier | 3-18 | 2/8 | 9 | 2+2 | 19 | 1 | 1-4 | Elite (13-14) | 120 |
| Worker | 6-60 | 2/10 | 9 | 1+2 | 20 | 1 | 1-2 | Average (8-10) | 35 |
| Tick, Giant | 3-12 | 3 | 3 | 2 to 4 | 2 HD: 19<br>3-4 HD: 17 | 1 | 1-4 | Average (8-10)<br>3 HD: 65 | 2 HD: 35<br>4 HD: 120 |
| Wasp, Giant | 1-20 | 4 | 6, Fl 21 (B) | 4 | 17 | 2 | 2-8/1-4 | Average (8-10) | 420 |

Insects are the heartiest and the most numerous of creatures. Normal insects are found almost

everywhere. The giant variety, many of which are listed here, with added brawn and power, make tough opponents.

### Ant, Giant
Both worker and warrior ants fight. If a warrior manages to bite, it also tries to sting for 3d4 points damage. A successful save reduces damage to 1d4. The queen has 10 HD but does not move or fight.

### Ant Lion, Giant
The ant lion builds tapering pits in loose sand and waits for prey to fall in. Once the ant lion hits, all additional attacks are automatic.

### Aratha
Aratha grasp and hold prey with their 8-foot clawed tentacles that can lash out 20 feet. An aratha does not bite opponents, but chews flesh torn from prey by its tentacles.

### Psionics Summary:

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 9 | 3/1/7 | PsC,MT,PB/All | 13 | 202 |

**Psychokinetic** - *Devotions:* molecular agitation.
**Psychometabolism** - *Devotions:* body equilibrium, suspend animation.
**Telepathy** - *Sciences:* psychic crush. *Devotions:* attraction, empathy, mind thrust, psionic blast.

### Aspis, Cow
Aspis cows exude a dangerous corrosive that coats the body and adheres to the walls and floor of the chambers. This corrosive causes damage every round her opponents stay in her chamber.

### Aspis, Drone
Most combat situations are handled by aspis drones. They rise on two rear legs, leaving the other four limbs to wield two weapons and two shields, increasing its AC to 2. All aspis are immune to cold and electrical damage; fire-based attacks cause only half damage.

### Aspis, Larva
Aspis larvae attack with their perpetually ravenous jaws.

### Assassin Bug
The male assassin bug attacks first with the female close to the battle. Those bitten must save vs. poison or that part of the body is paralyzed for one hour. The female attacks that same location the following round to inject 1d6+6 eggs. In 1d12+12 hours, the eggs hatch, and each larva causes 1 point of damage per hour. After two weeks, the larva emerge as adults. Only powerful spells like *wish* and *limited wish* will erase the infestation.

### Bee, Worker
Worker bees use their stinger in combat. The victim must save vs. poison or suffer and additional 1d4

points of damage. Bees lose their stinger after one use and die in an hour. If encountered at the hive, there will be 20 times the normal number of bees.

### Bee, Soldier
Soldier bees are identical to worker bees, except their sting causes more damage, and the victim must save with a -1 penalty.

### Bumblebee
Bumblebee poison causes an additional 1d6 points of damage unless a save vs. poison (with a -1 penalty) is made. If encountered at or near the nest, there will be 1d6+6 bumblebees, and a combative queen. The queen has 8d4 HD and a sting that causes 1d8 points of damage. The poison from her sting causes an additional 2-8 points of damage if a save vs. poison at a -2 penalty is failed. Bumblebees do not lose their stingers after use.

### Cave Cricket
If a group of people are within 20 feet of a chirping cave cricket, the noise drowns out all speech and vocal spell casting. The noise inhibits the victim's ability to hear approaching predators and enemies.

### Dragonfly
Giant dragonflies gain a -3 bonus to initiative rolls and a +4 Armor Class bonus against missile weapons. A dragonfly scoops tiny- and small-sized creatures into its leg basket and devours them in midair. When captured, its victim is attacked automatically. When attacking man- or large-sized creatures, the dragonfly darts in to bite with its mandibles, and backs up, always facing its opponent.

### Dragonfly, Larva
These larva surprise their prey 50% of the time. Their mandibles are covered with a rubbery organ when not in use; so even before the attack, they appear to be inoffensive, toothless creatures.

### Ear Seeker
The ear seeker needs warm places to lay its eggs, favoring locations like ears. The creature lays 8+1d8 eggs that hatch in 4d6 hours. The larva eat the surrounding tissue, deafening the victim. Constantly burrowing deeper into the victim's head where food and warmth are plentiful, the host has a 90% chance of dying in 1d4 days. After this time, the ear seekers emerge from the infested ear as adults. A *cure disease* removes the infestation but does not return the loss of hearing.

### Firefriend (Giant Firefly)
In addition to its mandibles, the giant firefly can brighten its abdomen once every turn, creating a beam of greenish light that causes 5d4 points of damage; one-half damage if a save vs. wands is successful.

### Fly, Giant Bluebottle
This breed of giant fly prefers carrion, offal, and the like. They are, however, attracted to sweet odors, and creatures covered with blood or open wounds.

### Fly, Giant Horsefly
The largest of all giant flies, the giant horsefly alights on any creature to attack for blood with its tuberous mouth. After biting, the giant horsefly causes an equal amount of damage the next round by

drawing blood, unless driven off.

### Fyrefly
When a fyrefly contacts flammable objects, these items must save vs. normal fire or be consumed. Persons in burning clothing suffer 1d6 points of damage. Hits that do not strike burnable material, cause 1 point of damage to the victim.

### Horax
Horax attack in packs, gaining a -1 bonus to initiative rolls. Once a horax scores a hit, it maintains its hold, causing damage every round.

### Hornet, Giant
The solitary giant hornet swoops down on its prey, holding with its legs while its stinger repeatedly stabs the victim. A failed save vs. poison causes an additional 5d6 points of damage and 2d6 hours of paralyzation. Hornets do not lose their stingers when they attacks.

### Pernicon
Pernicons attack by swarming victims and tearing at exposed flesh with their huge mandibles. Able to worm their way under clothing and armor, no one is completely safe from these creatures. When the swarm hits, the victim suffers 1d10 points of damage and 1 point of Constitution. If the Constitution dips below 3, the victim falls unconscious; below 1 and the victim dies. One point of Constitution is recovered per day, regardless of healing methods.

### Praying Mantis, Gargantuan
The gargantuan praying mantis grabs prey, that inadvertently comes too close, with its front spiny arms. Besides its two claws, it bites with its strong mandibles, removing and chewing flesh with each unerring strike.

### Termite, Giant Harvester
Groups of 30 or more worker termites are accompanied by soldiers. Soldier termites can spit an irritating liquid like kerosene once per turn at a range of 10 feet. This flammable liquid blinds creatures, for 5d4 rounds, that do not save vs. poison. If ignited, termite spittle causes 4d4 points of damage. King termites have double range spittle and can use this attack every other round, but the queen lacks this ability. Both the queen and king (and the eggs) are guarded by twice the number of workers and soldiers encountered normally, and who attack with a +1 to hit and a +5 bonus to morale rolls.

### Tick, Giant
These creatures drop on victims from trees, stalactites, or rock formations. After the initial hit, the tick drains 1d6 hit points of blood every round until its drain total equals its hit point total. A victim has a 50% chance of contracting a fatal disease that kills the host in 2d4 days unless a *cure disease* is cast.

### Wasp, Giant
These cooperative insects attack with both their bite and stinger. The venom carried by wasps is identical to that held by the giant hornet. Wasps do not lose their stingers when they attack.

# Insect Swarm

| | Velvet Ants | Grasshoppers and Locusts |
|---|---|---|
| **Climate/Terrain:** | Tropical, subtropical or temperate/Forest, hills,and plains | Tropical and subtropical/ Forest, hills, and plains |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Swarm | Swarm |
| **Activity Cycle:** | Day | Day |
| **Diet:** | Omnivore | Herbivore |
| **Intelligence:** | Animal (1) | Animal (1) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | See below | See below |
| **Armor Class:** | 8 | 8, FL6 (A) |
| **Movement:** | 6 | 6, Fl 18 (C) |
| **Hit Dice:** | See below | 1 hp/20 insects |
| **THAC0:** | See below | See below |
| **No. of Attacks:** | 1 | 1 |

| | | |
|---|---|---|
| **Damage/Attack:** | See below | See below |
| **Special Attacks:** | Poison | Nil |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | Individual: T (1"long); Swarm: see below | T (2" long); Swarm: see below |
| **Morale:** | Unsteady (6) | Unsteady (6) |
| **XP Value:** | See below | See below |

As individuals, velvet ants, grasshoppers, and locusts are relatively harmless. But in swarms, these insects can cause immense damage to fields and forests, as well as threatening the lives of all creatures in their path.

### Velvet Ants

The velvet ant resembles a plump version of the common ant, except for the soft fuzz that covers its entire body. The fuzz is usually red or black, but it can also be yellow, brown, or orange.

**Combat:** A velvet ant swarm eats everything in its path, animal matter as well as vegetation. To determine the size of a swarm, roll 1d100 and multiply the result by 1,000. There are about 100 ants per square foot; therefore, a swarm of 10,000 ants forms a block about 10 feet per side.
If a swarm comes in contact with an obstacle, it turns 90 and continues. A victim in contact with a swarm has an 80% chance per round of being bitten and suffering 1d4 points of damage.
The victim must roll a successful saving throw vs. poison or suffer intense pain for the next 2d4 turns, making all attack and damage rolls with a -2 penalty during this time.
Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the survivors attempt to scatter and hide. If an entire swarm is killed, award 975 experience points.

### Grasshoppers and Locusts

The grasshopper is about 2 inches in length and is usually green or brown in color. The grasshopper can make leaps of about four feet. Locusts are a type of grasshopper, with shorter antennae. They can rub their hind legs against their wings to produce a distinctive chirp.

**Combat:** Grasshopper and locust swarms fly from place to place in search of lush fields on which to settle and consume. These swarms move in straight lines and are easy to avoid.

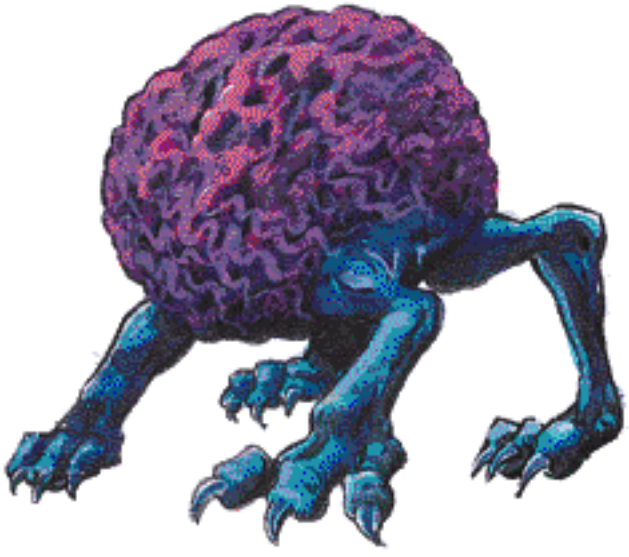
To determine the size of a grasshopper swarm, roll 1d100 and multiply the result by 10,000. Multiply this result by 2 when determining the size of a locust swarm. There are about 20 grasshoppers or locusts per square foot (for convenience, assume there are 20 insects per cubic foot when approximating the size of flying swarm).
A victim in contact with a grasshopper or locust swarm has a 90% chance per round of being bitten and suffering 1 point of damage. Additionally, victims within a cloud of these insects have their vision

reduced to 2d4 feet.
Each point of damage inflicted on an insect swarm kills 1d20 insects. They may be scattered with smoke or fire; immersion in water washes them off. If half of a swarm is killed, the survivors attempt to scatter. If an entire swarm is killed, award 2,000 experience points.

**Habitat/Society:** Insect swarms are migratory, sleeping at night wherever they happen to be. Females lay up to 100 eggs every year. These insects have no leaders or any specialized workers. They do not collect treasure.

**Ecology:** Velvet ants eat seeds, grasses, and meat, especially enjoying carrion. The poison of velvet ants renders them inedible to carnivores.
Grasshoppers and locusts prefer seeds and grains. Snakes, mice, birds, and spiders are among these insects' numerous natural enemies. Grasshoppers and locusts can be eaten by carnivores.

# Intellect Devourer



| | Adult | Larva |
|---|---|---|
| **Climate/Terrain:** | Any subterranean or dark areas | Dark, moist areas |
| **Frequency:** | Very rare | Rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | During darkness |
| **Diet:** | Mental energy | Emotions |
| **Intelligence:** | Very (11-12) | Not ratable |
| **Treasure:** | D | Qx1d20 |
| **Alignment:** | Chaotic evil | Neutral (evil) |
| **No. Appearing:** | 1-2 | 1-3 |
| **Armor Class:** | 4 | 5 |
| **Movement:** | 15 | 9 |
| **Hit Dice:** | 6+6 | 3+3 |

| | | |
|---|---|---|
| **THAC0:** | 13 | 17 |
| **No. of Attacks:** | 4 | 1 |
| **Damage/Attack:** | 1-4/1-4/1-4/1-4 | 2-5 (1d4+1) |
| **Special Attacks:** | Psionics, stalking | Psionics, poison |
| **Special Defenses:** | +3 weapon needed to hit; see below | Psionics |
| **Magic Resistance:** | Nil (see below) | Nil |
| **Size:** | T (6" long) | T (6" long) |
| **Morale:** | Fanatic (17-18) | Unsteady (5-7) |
| **XP Value:** | 6,000 | 650 |

The term "intellect devourer" refers only to this creature's adult form; its larva is an ustilagor. Both resemble a brain on four legs. The body of the intellect devourer has a crusty protective covering, and its legs are bestial, jointed, and clawed. The ustilagor's body is soft and moist and usually covered with a gray fungus; it has a 3-foot-long tendril at the front, and its legs are spindly and coral-like. Though both forms are about brain-sized, the adult can use psionics to alter its size.

**Combat:** The ustilagor attacks by striking with its flexible tendril. The tendril secretes an alkaline substance which causes 1d4+1 damage on a successful hit, as well as another 1d4+1 damage the following round, unless the victim makes a successful saving throw vs. poison. The creature is quite agile, and can jump and dart quickly.

The ustilagor can also attack psionically, first making contact with a victim's mind. It uses aversion to give a victim an aversion to fungus or to a certain area; id insinuation to effectively paralyze the victim; or telempathic projection to increase an opponent's dislike or distrust of companions.

Despite its psionic prowess, the ustilagor cannot be attacked mentally (magically or psionically) except by psionic blast. Its fungal growth interferes with and prevents mental attacks, protects the ustilagor from drying out, prevents cerebral parasites from attacking, and makes the creature immune to fungal attacks and any power that reads or affects an aura.

The adult form also prefers to attack with psionics, though its three-taloned paws can all be used in the same round, as the creature jumps on an opponent and rakes.

Aside from its regular psionic powers (see below), the adult intellect devourer has specialized forms of three psionic powers; these are constantly in effect and cost no PSPs, but they do count as psionic activity for detection purposes. Through a special form of energy containment, the intellect devourer is immune to damage from normal and magical fires, and takes only one hit point per die of electrical damage; a form of split personality is always in effect, allowing the creature to attack with psionics and claws in the same round; and it has psionic sense with a 60 foot range.

The intellect devourer is immune to weapons with less than a +3 enchantment, and takes only 1 point of damage per hit from those weapons which can harm them. A *death spell* has only a 25% chance of success, but *power word: kill* is effective. A *protection from evil* keeps the intellect devourer at bay, and bright light (including that caused by fire) drives it away.

An intellect devourer hunts and stalks psionic creatures. After killing a psionic victim, it sometimes uses reduction to enter the body, devour the brain, and occupy its place. It reads the victim's mind as it

devours it, then animates the body from within, using it to find other minds to attack and devour.

**Psionics Summary:**

| | Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|---|
| Larva | 2 | 2/1/5 | II/M- | 10 | 150 |
| Adult | 6 | 3/3/11 | EW,II/M-,TS,IF | = Int | 200 |

Intellect devourers have the following psionic powers; ustilagor have only those powers marked by asterisks:
**Psychometabolism - Sciences:** ectoplasmic form*. **Devotions:** body equilibrium*, chameleon power, expansion, reduction.
**Psychoportation - Devotions:** astral projection.
**Telepathy - Sciences:** domination, mindlink. **Devotions:** aversion*, contact*, ego whip, ESP, id insinuation*, telempathic projection*.

**Habitat/Society:** Intellect devourers dwell beneath the ground or in dismal wilderness areas. Their reproductive method is unknown. The intellect devourer rarely protects its young, and may even devour them. Ustilagor develop a symbiotic relationship with a bizarre fungus which feeds on residual thought emanations from the ustilagor's victims. An ustilagor becomes an adult by consuming the brain of a psionic creature.

**Ecology:** Mind flayers raise intellect devourers, treating the ustilagor as culinary delights, and using adults as watch dogs. Both forms of the creature can be used as components in items and potions related to ESP and mind control.

# Invisible Stalker

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Special |
| **Intelligence:** | High (13-14) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 3 |
| **Movement:** | 12, Fl 12 (A) |
| **Hit Dice:** | 8 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 4-16 (4d4) |
| **Special Attacks:** | Surprise |
| **Special Defenses:** | Invisibility |
| **Magic Resistance:** | 30% |
| **Size:** | L (8' tall) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 3,000 |

The invisible stalker is a creature from the elemental plane of Air. Those encountered on the Prime Material plane have almost always been summoned by wizards to fulfill a specific task.
The true form of the invisible stalker is unknown. On the Material, Astral, or Ethereal planes, the invisible stalker can only be perceived as a shimmering air mass which looks much like the refraction effect caused by hot air passing in front of cold.
Invisible stalkers understand the common speech of men, but can not speak it. They can converse only in their own language, which sounds much like the roaring and whooshing of a great wind storm.

**Combat:** Invisible stalkers attack by using the air itself as a weapon. It is capable of creating a sudden, intense vortex that batters a victim for 4-16 (4d4) points of damage. Such attacks affect a single victim

on the same plane as the invisible stalker.
Due to their invisibility, these creatures impose a -6 penalty on the surprise rolls of those they choose to attack. Similarly, all opponents who are unable to see or *detect invisible* foes are at a -2 on their attack rolls. Although they are fully *invisible* on the Prime Material plane, their outlines can be dimly perceived on the Astral or Ethereal planes.
Invisible stalkers can only be killed on the elemental plane of Air. If attacked on another plane, they automatically return to their home plane when their total hit points are exceeded by the damage they suffered.

**Habitat/Society:** Little is known about the lives of these creatures on their home plane. It is assumed that they are similar to normal air elementals when encountered there.
Those present on the material plane are there as the result of a conjuration by some wizard. This magic causes the creature to serve its summoner for a time. The conjurer retains full command of the stalker until it either fulfills its duties or is defeated and driven back to its home plane. Once given a task, an invisible stalker is relentless. They are faultless trackers who can detect any trail less than a day old. If ordered to attack, they will do so with great fury and will cease their efforts only upon their own destruction or the direct orders of their master. Once their mission is accomplished, the creature is free to return to its home plane.
The invisible stalker is, at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labors may be seen as something of a diversion and thus undertaken with little resentment. Tasks that require a week or more of its time will drive the invisible stalker to pervert the stated intent of the command. Such commands must be carefully worded and come from a powerful wizard. An invisible stalker may look for a loop hole in the command as a means of striking back at its master. For example, a simple command such as "keep me safe from all harm" may result in the stalker carrying the conjurer back to the elemental plane of air and leaving him there in a well hidden location. Each day of the invisible stalker's indenturedness there is a 1% cumulative chance that the creature will seek a means to pervert its commands and free itself of servitude. If no option is open, the creature must continue to serve.

**Ecology:** Invisible stalkers are a species unwillingly transplanted to the Prime Material plane. They are slaves whose terms of servitude dominate their brief stays. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that have had an easy time during past periods of service or who are first time arrivals on the Prime Material plane may be easier to deal with. Such feelings may carry over to influence encounters with humanoids traveling in the aerial plane. Anyone who has befriended an invisible stalker in the past will find that voyages through the plane of elemental Air are far less hazardous than they might otherwise have been.
Invisible stalkers only obey those who actually summon them and few wizards can be commissioned to summon such a being on another's behalf. Some mercenary wizards have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5,000 and 10,000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end.

# Ixitxachitl

| | |
|---|---|
| **Climate/Terrain:** | Shallow tropical waters |
| **Frequency:** | Very rare |
| **Organization:** | Tribe |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Average to High (8-14) |
| **Treasure:** | P, R, S (in lair only) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 5-12 (1d8+4) |
| **Armor Class:** | 6 |
| **Movement:** | Sw 12 |
| **Hit Dice:** | 1+1 to 4+4 |
| **THAC0:** | 1+1 and 2+2 HD: 19 |
| | 3+3 HD: 17 |
| | 4+4 HD: 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 3-12 |
| **Special Attacks:** | Spells, see below |
| **Special Defenses:** | Spells, see below |
| **Magic Resistance:** | Nil |
| **Size:** | S-L (3'-8' wingspan) |
| **Morale:** | Elite (13) |
| **XP Value:** | 35 |
| 1+1 HD priest | 65 |
| 2+2 HD priest | 120 |
| 3+3 HD guardian priest | 270 |
| 4+4 HD high priest | 420 |
| 2+2 HD vampiric | 420 |
| 8+8 HD greater vampiric | 4,000 |

Ixitxachitl are a race of intelligent, aquatic beings that resemble small manta rays with barbed tails. They have an evil disposition and worship evil powers; they love to hunt marine humanoids, and then sacrifice or devour their catch.
Ixitxachitl is both singular and plural; it is properly pronounced ish-it-SHACH-itl, though many refer to them as icks-it-ZACH-it-ul or even icks-it-zuh-chit-ul.

**Combat:** A favored tactic of ixitxachitl is to hide in the sand of the ocean floor, wait for prey to pass by, then spring up and bite them. The creatures are not very stealthy, and this tactic gives them normal chances to surprise their prey.
Some ixitxachitl act as priests, learning special versions of spells which have only verbal components, from the following spheres: Charm, Divination, Elemental (Water), Necromantic, Healing, Protection, and Sun (Darkness only). For every 10 ixitxachitl encountered, there is one ixitxachitl with the abilities of a 2nd-level priest. For every 20, there is an individual with the powers of a 3rd-level priest. For every 50, there is one with 2+2 Hit Dice and the abilities of a 5th-level priest.
When more than 50 are encountered, they are led by a high priest with 4+4 HD and 8th-level ability. The high priest is accompanied by two guardian priests, each with 3+3 HD and 6th-level ability. Guardian and high priests often have treasure type U, with magical items that can be used without hands.
For every 20 ixitxachitl encountered, there is a 50% chance they will be accompanied by a vampiric ixitxachitl. One in one hundred of these are greater vampiric ixitxachitl, but these are rarely encountered outside a city.

**Habitat/Society:** Though they are occasionally encountered in rivers, ixitxachitl live in shallow ocean depths. They usually have a community of 10-100 individuals, which lives in a maze of corridors inside a coral reef. A community usually has 20-200 humanoid slaves to do heavy labor for them, such as carving corridors. The community's entrance is hidden.
Large communities that have strong leaders, like a greater vampiric ixitxachitl, are sometimes built on the ocean floor. These large cities hold pyramids and other buildings which serve as lairs for small groups of the creatures. Rumors tell of ixitxachitl cities with populations in the thousands. The strongest ixitxachitl in the community leads its religious hierarchy, which controls the lives of the populace.

**Ecology:** Ixitxachitl have no natural predators, though they have many enemies, ranging from sahuagin to humans. They are vicious predators who prey on almost any living creature; they often over hunt a region, eliminating all life forms, forcing the ixitxachitl to find new hunting grounds.

### Vampiric Ixitxachitl

These rare creatures are even more dangerous than the others. Each has 2+2 HD and regenerates 3 hp per round. In addition to its normal damage, the bite of a vampiric ixitxachitl drains one life energy level. They look no different than other ixitxachitl, and often serve as guards for their leaders.

### Greater Vampiric Ixitxachitl

These creatures are rare indeed; they achieve greater status only by being bitten by an existing greater vampiric ixitxachitl. These creatures have 8+8 Hit Dice. They drain two life energy levels with a bite (except when the bite is performed on another vampiric member of their race). A greater vampiric ixitxachitl is the center of the large cities of its kind; it is their tyrannical ruler, and they worship it as the

incarnation of a greater power. Captives are brought to it to be drained of life.

# Jackalwere

| | |
|---|---|
| **Climate/Terrain:** | Any temperate |
| **Frequency:** | Rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | C |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 4 |
| **Movement:** | 12 |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-8 (2d4) |
| **Special Attacks:** | Gaze causes sleep |
| **Special Defenses:** | Hit only by iron and +1 or better magical weapons |
| **Magic Resistance:** | Nil |
| **Size:** | S (3' long) as a jackal<br>M (6' tall) as a human or hybrid |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 270 |

The jackalwere is a terrible and savage creature which preys on unsuspecting travelers and other demihumans that it can ambush. Its ability to alter its shape at will makes it a most dangerous foe. The jackalwere can be found in any of three forms, showing no preference for any one over the others. The first of these is that of a normal jackal. In this form it will often run and hunt with jackal packs. Its second form is a six foot tall, half-human/half-jackal hybrid which stands erect. In its third form, the jackalwere is physically indistinguishable from normal human beings. The exact physical characteristics of the jackalwere's human form varies according to the desires of the monster.

**Combat:** In its jackal form, the monster conforms to the statistics presented elsewhere in this volume. A careful observer, however, will find that the creature does not act in the manner typical of a normal jackal, for it is far more aggressive.
In its hybrid form, the jackalwere can attack with either its bite or with any weapons in hand. Because it has a great thirst for the blood of humans and demihumans, the jackalwere will use its bite whenever possible. Still, it will not avoid the use of weapons that will insure its victory in combat.
In its human form, the jackalwere can only attack with weapons. Although it may employ any manner of weapon, it greatly enjoys those which will cut and tear the flesh of its victims. In some cases, a jackalwere has been known to feed on the bodies of fallen enemies without reverting to its jackal or hybrid form.
In all forms, the jackalwere possesses a magical gaze. If an unsuspecting victim meets the monster's gaze, the victim must save versus spell or fall deeply asleep; the effect is identical to that of the *sleep* spell. Note that hostile, scared, or excited people are not considered to be unsuspecting.
The jackalwere's special defenses also function in all three forms. Only +1 or better magical weapons or those forged from cold iron will cause any damage to the jackalwere. Jackalweres revert to their jackal form after death.

**Habitat/Society:** When the jackalwere locates a victim it will assume human shape and approach its prey. It will seek to ease the suspicions of its target, often pretending to be injured or otherwise in need, until it can employ its gaze attack. If this fails and the jackalwere is confronted with forceful resistance it will decide whether to flee or press the attack based on its estimation of its victim's strength.
The jackalwere spends its life hunting and killing any humans and demihumans it comes across. They roam the world in either the jackal or human form, seeking humanoids to kill, eat, and rob. They are sly creatures and masters of deceit.
Jackalweres are able to mate only in their jackal form. They may produce offspring either by mating with true jackals or other jackalweres, but only those young who were not of mixed blood will be jackalweres themselves. The children of a jackal and jackalwere mating will be jackals, although they will be unnaturally aggressive.
Female jackalweres give birth in five months to a litter of 1-4 pups. These are identical to jackal pups although they initially have 1 Hit Die. The pups grow quickly and add an additional Hit Die each year. Their jackal forms reach full growth at three years and pups are locked in that form for their first two years. At age two they gain the ability to assume their hybrid form and at age three they gain the ability to assume a human form which is apparently nine years of age. The human form grows at triple the normal human rate. If a parent in human form is discovered with its pups, it will often try to pass them off as pets.
Jackalweres may (20%) travel in the company of 1-6 normal jackals. Although these jackals are normal in every regard, the influence of the jackalwere tends to make them more fierce than normal. Jackals under the influence of a jackalwere will be hunters instead of scavengers.

**Ecology:** Jackalweres will not serve any but the most evil of humanoids, and even then only if they have the opportunity to slay more humans and demihumans than they could on their own.

# Kenku

| | |
|---|---|
| **Climate/Terrain:** | Any land |
| **Frequency:** | Uncommon |
| **Organization:** | Clan |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | F |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-8 |
| **Armor Class:** | 5 |
| **Movement:** | 6, Fl 18 (D) |
| **Hit Dice:** | 2-5 |
| **THAC0:** | 2 HD: 19 |
| | 3-4 HD: 17 |
| | 5 HD: 15 |
| **No. of Attacks:** | 3 or 1 |
| **Damage/Attack:** | 1-4/1-4/1-6 or by weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 30% |
| **Size:** | M (5'-7' tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 2 HD: 175 |
| | 3 HD: 420 |
| | 4 HD: 650 |
| | 5 HD: 975 |

Kenku are bipedal, humanoid birds that use their powers to annoy and inconvenience the human and demihuman races.
The typical kenku resembles a humanoid hawk wearing human clothing. Kenku have both arms and wings. The wings are usually folded across the back and may be mistaken at a distance for a large

backpack. Height ranges from 5 to 7 feet. The feathers are predominantly brown with white underfeathers and face markings. The eyes are a brilliant yellow.

**Combat:** All kenku have the skills of 4th-level thieves. They are expert fighters and usually attack with a scimitar or quarterstaff. If unarmed, they attack with either pair of claws (two attacks for 1d4 points of damage apiece) and their beak (1d6 points of damage). If they are on foot, they use the hand claws. If in flight, the foot claws are used. They do not usually kill unless their own lives are threatened by the survival of their foe. All kenku have well-developed disguise skills. They have a 50% chance of passing for human, although their disguises often have telltale large noses.

A 3-Hit Die kenku has one 1st-level wizard spell, usually *magic missile*. Once each 30 days a kenku can shape change and retain that shape for up to seven days. A 4-Hit Die kenku has an extra 1st-level spell, often *shocking grasp*. They gain the innate ability to become invisible with no limitation on duration or frequency of use. A 5-Hit Dice kenku leader gains an additional 2nd-level mage spell, usually *mirror image* or *web*, and the innate ability to *call lightning* (the same as the 3rd-level priest spell).

**Habitat/Society:**Kenku are a secretive race that lives among the human and demihuman races without the bulk of the population ever being aware of their presence.

If a group of kenku is encountered, the group's size determines its composition. A group of five or fewer contains two 2-Hit Dice and three 3-Hit Dice kenku. A group of six or seven has a leader with 4 Hit Dice, three kenku with 3 Hit Dice, and the rest have 2 Hit Dice. A group of eight kenku adds a supreme leader of 5 Hit Dice.

Kenku do not speak; although they may give out bird-like squawks, these are gibberish. Kenku apparently communicate with each other telepathically. They are adept at symbols, sign language, and pantomime.

Kenku may appear to be friendly, helpful, and even generous. They freely give treasure to humans and demihumans, but it is rarely genuine and crumbles into dust within a day. They may offer nonverbal advice to humanoids, but this is carefully designed to mislead. It may actually lead the party into dangers and difficulties they might otherwise have avoided. As a rule of thumb, kenku have only a 5% chance of actually helping people.

The actual structure of kenku society is elusive. The kenku themselves either refuse to comment or lie. Those kenku lairs that have been encountered tend to be small underground chambers or cave complexes. It is believed that large caverns deep underground may hold sizeable kenku communities, including individuals of 6 Hit Dice or more and with greater magical powers.

Kenku reproduction is similar to that of large birds. The female lays a clutch of two to four eggs that hatch after 60 days. New hatchlings are featherless, helpless, and have 1 hit point each. Hatchlings grow swiftly and gain 1 hit point each month. Within six to eight months they have adult feathers and are able to function independently as 1-Hit Die kenku. At this point they can begin to learn to use the skills they need as adults (thieving, fighting, disguise). If a hatchling is captured, it either lacks this training or has whatever minimal skills it acquired before capture.

Younger kenku (3 Hit Dice or less) are reckless and prone to audacious plans. They have been known to pass themselves off as gods and collect the worshipers's offerings. Older kenku are more reserved and cunning, preferring to kidnap wealthy humans and demihumans as a source of revenue.

**Ecology:** Domestically raised kenku are prized as servants. Kenku eggs are commonly sold for 250 gp, hatchlings for 300-500 gp. However, this is a form of slave trade, with all the attendant complications. If a kenku discovers captive kenku, it will attempt to secretly rescue the captive and, if possible, kidnap the

slave trader or owner. They will avenge slain kenku.

# Ki-rin

| | |
|---|---|
| **Climate/Terrain:** | Sky |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Herbivore |
| **Intelligence:** | Supra-genius (19-20) |
| **Treasure:** | I, S, T |
| **Alignment:** | Lawful good |
| **No. Appearing:** | 1 |
| **Armor Class:** | -5 |
| **Movement:** | 24, Fl 48 (B) |
| **Hit Dice:** | 12 |
| **THAC0:** | 9 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 2-8/2-8/3-18 |
| **Special Attacks:** | Magic use |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 90% |
| **Size:** | H (13' long) |
| **Morale:** | Fanatic (18) |
| **XP Value:** | 11,000 |

**Psionics Summary:**

| Level | Dis/Sci Dev | Attack Defense | Power Score | PSPs |
|---|---|---|---|---|
| 9 | 4/5/18 | All/All | = Int | 200 |

The ki-rin is a noble creature that roams the sky in search of good deeds to reward or malefactors to punish.

The ki-rin's coat is covered with luminous golden scales like a sunrise on a clear morning. The thick mane and tail are a darker gold. The horn and hooves are gold tinged with pink. The eyes are a deep

violet. The ki-rin has a melodious voice.
Ki-rin speak their own language. Since they are telepathic, they are able to mentally or verbally converse with virtually any living thing.

**Combat:** The ki-rin can physically attack with its powerful hooves (2d4 points of damage each) or a unicorn-like horn that gains a +3 bonus to its attack roll and inflicts 3d6 points of damage.
They can employ spells as if they were 18th-level mages. Each day they may use nine 1st-level spells, eight 2nd-level spells, seven 3rd-level spells, etc., all the way to one 9th-level spell.
The ki-rin's telepathy enables them to read conscious thoughts and are thus nearly impossible to surprise.
The ki-rin also possess a variety of magical powers that can each be used once each day. They can create nutritious food and beverages for 2d12 people, as well as 32 cubic feet of soft goods or 18 cubic feet of wooden items. These are permanent creations. The ki-rin can create metal items with a total weight of up to 2,000 gp weight, but such items have very short life spans. In general, the harder the substance, the shorter the life span; for example, adamantite lasts an hour, while gold lasts 1d4+1 days.
The ki-rin can also generate illusions with audial, visual, and olfactory components. These illusions last without further concentration until the illusion is either magically dispelled or disrupted by disbelief. The ki-rin can assume *gaseous form*, *wind walk*, *summon weather*, and *call lightning* as well. When a ki-rin conjures things of the sky or things that involve the air, the creature or magic produced is at twice normal strength, including hit points and the damage inflicted by its attacks. They can enter the Ethereal and Astral planes at will.

**Habitat/Society:** The ki-rin are a race of aerial creatures that rarely set hoof on solid ground. Only the males ever approach the ground. No encounter with a female ki-rin has ever been recorded, although it is certain such beings exist. Likewise no young ki-rin has ever been encountered, thus details of their reproduction are unknown. Ki-rin are reticent about these topics.
Ki-rin come to the aid of humanoids if asked properly or if such beings are faced with a powerful, extremely evil being. Ki-rin believe in self-improvement, though, and do not casually come to a humanoid's aid except in the most dire of circumstances.
Ki-rin sustain themselves by creating their own food and drink. They are highly imaginative with their creations. They may establish a lair high atop a mountain or plateau. Such sites are virtually impossible to reach without resort to flight or climbing. The lairs may have an stony exterior crafted from local materials. It is enhanced by magically created wood and stout cloth. The interiors tend to be luxurious. The ki-rin are able to craft fine cloth, tapestries, pillows, and other comforts. An occupied lair is kept clean by carefully controlled winds that sweep out debris.
Although ki-rin are generous and not avaricious, they still tend to accumulate treasure. These may be their own creations, gifts from friends and allies, souvenirs of past travels and exploits, fines levied against malefactors, or booty taken from vanquished foes.

**Ecology:** Ki-rin spend most of their time pursuing their own affairs. They often monitor the activities of powerful evil creatures and beings. If such beings become too malevolent, the ki-rin act against them. Ki-rin may reward allies or needy individuals by creating food and valuables.
The intact skin of a ki-rin is worth 25,000 gp. Possession of such a item is dangerous, due to the retribution that may be visited upon the possessor by other ki-rin, sympathetic humanoids, or intelligent lawful good monsters.

# Kirre

**Climate/Terrain:** Forest ridge
**Frequency:** Rare
**Organization:** Pack
**Activity Cycle:** Day
**Diet:** Carnivore
**Intelligence:** Low (5-7)
**Treasure:** Nil (A)
**Alignment:** Neutral
**No. Appearing:** 1
**Armor Class:** 7
**Movement:** 15
**Hit Dice:** 6+6
**THAC0:** 13
**No. of Attacks:** 7
**Damage/Attack:** 1-4/1-4/1-6/1-8/1-4/1-4/1-6
**Special Attacks:** Psionics
**Special Defenses:** Nil
**Magic Resistance:** Nil
**Size:** Large (8' long)
**Morale:** Very Steady (13-14)
**XP Value:** 650

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 5 | 2/2/10 | PB, II, PsC/TS, IF, TW | 15 | 100 |

**Psychokinesis-Sciences:** project force; **Devotions:** soften, levitation.
**Telepathy-Sciences:** psionic blast, tower of iron will; **Devotions:** awe, psychic crush, id insinuation, thought shield, intellect fortress, life detection, contact.

The kirre is one of the more vicious animals of the forests and jungles of Athas. Resembling a tiger in many ways, the kirre is a beast not to be trifled with.
At first glance, the kirre looks like a great cat, but upon closer examination, the differences quickly become clear. The kirre is 8 feet in length and has eight legs, each ending in paws which sport very sharp claws. The kirre also has large horns on either sides of its head and a sharp barbed tail spike often used as a weapon. The mouth of the kirre is large and has sharp, canine teeth, which are used mostly for tearing food that has been killed. The kirre is a fur-covered animal with coloration similar to a tiger (both are striped). But where are a tiger is striped in black and orange, the kirre is striped in brown and grey. This coloration is consistent all over the kirre's body, with the exception of its face, which is all grey. The yellow eyes of this creature against the dark grey fur of its face create a fearsome appearance.

**Combat:** Being predators by nature, kirre are very well equipped for combat. This creature is very quick in melee combat, and therefore receives a -1 modifier to its initiative rolls. If the DM is using the "Optional Modifiers to Initiative", kirres are treated as small creatures, receiving only a +3 modifier, instead of the normal +6 for large creatures.
During each round of combat, a kirre can attack up to seven times, using its limbs, teeth, horns, and tail as weapons. It first attacks with its foremost claws, followed by its bite and horn attack. It then attacks with its secondary claws and its tail. Each claw does 1d4 points of damage, both the bite and tail do 1d6 points, and the horn attack does 1d8 points.
Like many of the creatures of the Athas, kirres have natural psionic powers. Instead of its multiple attacks, each round the kirre can use one of its psionic powers as can any normal psionic creature. Also, the kirre has natural psionic defense modes that are always considered to be "on." These provide the creature it with a powerful defense against psionic opponents (assuming the kirre has enough PSPs to power the defense mode being used).

**Habitat/Society:** Kirres are normally solitary creatures, until the approach of their mating season, at which time a male and female will join and produce offspring. Kirre litters number from three to five young. Kirres are mammals, and females produce milk for their young. Young kirres survive on milk for the first five months, at which point they begin to eat solid food such as small forest animals and other mammals.
When the female is ready to give birth, both she and her mate will make a den in a remote area of the forest where they will be unlikely to be disturbed. During the first five months after birth, both the male and female protect their den ferociously, attempting to kill any creature who threatens their young.

**Ecology:** Kirre are a favorite game of many hunting tribes of races who live in the forests of Athas. The meat from kirres is some of the finest on all of Athas, and it is sought after by many. Aside from a source of food, the kirre also has other uses when killed. The creature's horns can be cut off and used as spear heads; in some cases, they can be carved into ornate daggers. Also, the tail of a kirre has a sharp, bone spike at its end that can be fashioned into either an arrow head or a dart.

# Kobold

| | Kobold | Urd |
|---|---|---|
| **Climate/Terrain:** | Any land | Temperate to tropical/Hills and mountains |
| **Frequency:** | Uncommon | Rare |
| **Organization:** | Tribe | Gens |
| **Activity Cycle:** | Night | Night |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Average (8-10) | Low (5-7) |
| **Treasure:** | J,O (Q x 5) | J (Q x 5) |
| **Alignment:** | Lawful evil | Neutral evil |
| **No. Appearing:** | 5-20 (5d4) | 3-300 |
| **Armor Class:** | 7 (10) | 8 |
| **Movement:** | 6 | 6, Fl 15 (C) |
| **Hit Dice:** | ½ (1-4 hit points) | 2-5 |
| **THAC0:** | 20 | 2 HD: 19<br>3-4 HD: 17 |

| | | |
|---|---|---|
| | | 5 HD: 15 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 1-4 or 1-6 | 1-3 or 1-4 |
| | (by weapon) | (weapon) |
| **Special Attacks:** | Nil | Rock bomb |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | S (3' tall) | S (3' tall) |
| **Morale:** | Average (8-10) | Unsteady (7) |
| **XP Value:** | 7 | 2 HD: 35 |
| Chiefs/guards | 15 | 3 HD: 65 |
| | | 4 HD: 120 |
| | | 5 HD: 175 |

Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demi-human races for living space and food. They especially dislike gnomes and attack them on sight. Barely clearing 3 feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and
tenacity.
Kobolds speak their own language; some (75%) speak orc and goblin.

**Combat:** The kobold approach to combat uses overwhelming odds or trickery. Kobolds will attack gnomes on sight, but will think twice about attacking humans, elves, or dwarves unless the kobolds outnumber them by at least two to one. They often hurl javelins and spears, preferring not to close until they see that their enemies have been weakened.
Kobolds attack in overwhelming waves. Should the kobolds be reduced to only a three to two ratio in their favor, they must make a morale check. Kobolds are wary of spellcasters and will aim for them when possible.
This diminutive race also enjoys setting up concealed pits with spikes, crossbows, and other mechanical traps. They usually have view ports and murder holes near these traps so that they can pour flaming oil, missile weapons, or drop poisonous insects on their victims.
Kobold war bands are armed with spiked clubs, axes, javelins, short swords and spears. Their shields are seldom metal, but are normally wood or wicker. Chiefs and guards tend to have the best weapons available.
Kobolds have 60-foot infravision but do not see well in bright sunlight, suffering a -1 on their attack rolls.

**Habitat/Society:** Kobolds live in dark, damp places underground and in overgrown forests. They can be found in almost any climate. As kobolds are good miners, any area with potential for mining is fair game for settlement.
The average kobold tribe has 40 - 400 (4d10x10) adult males. For every 40 kobolds in a band there will be one leader and two bodyguards (AC 6; HD 1-1; hp 4 each; damage 1-6). In a lair there will be 5-20 (5d4) bodyguards, females equal to 50% of the males, young equal to 10% of the males and 30-300 (3d10x10) eggs. There will also be a chief and 2-8 guards (AC 5; HD 1+1; hp 7 each; damage 1-8). Further, there is a 65% chance there will be guard animals: (70%) 2-5 wild boars (AC 7; HD 3+3; damage 3d4 gore) or (30%) 1-4 giant weasels (AC 6; HD 3+3; damage 2d6 bite and blood drain). There may be one or more shamans.
Their society is tribal but can be further broken up into war bands based on specific clans. As many as 10 families can be part of a clan, and each clan usually is responsible for controlling the area in a 10 mile radius from the lair. Kobolds recover treasure from the bodies of their victims and often carry them back to their lair as food. In some instances, kobolds will not kill their victims, but will sell them as slaves. Kobolds are distrustful of strangers. They hate brownies, pixies, sprites and gnomes. Gnomes are never eaten or taken prisoner.

**Ecology:** Perhaps kobolds are so cruel because they are easy prey for larger humanoids and hungry monsters. They have many enemies, and even the dwarves have had to admit that the numerous kobold-goblin wars have kept the number of goblins down to a safe level.
Kobolds can live 135 years.

## Urd

Urds are distant relatives of kobolds. Three feet tall, with short ivory horns, their bodies are frail and covered with mottled yellow to brick red scales. Their leathery, batlike wings span 8 feet.
Urds have 60-foot infravision and prefer to hunt at night, dropping jagged stones (2-3 pounds each) from the air. Unsuspecting victims are AC 10 for the attack roll. Actively dodging opponents are considered AC 2 before modifications to Dexterity. Rocks cause 2d4 points of damage. Some urds (25%) carry light sprears (1d4 damage).
A band of 20 urds is accompanied by a subchieftain (AC 7, 7 hp). Urd flocks of 100 or more include the chieftain (10 hp, 50% have magical leather armor). Urd lairs contain 1d6 shamans able to speak with bats as per *speak with animals*.
Urd life spans can exceed 100 years, but they rarely live past 50.

# Kuo-Toa

| | |
|---|---|
| **Climate/Terrain:** | Aquatic subterranean |
| **Frequency:** | Very rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore |
| **Intelligence:** | High and up (13+) |
| **Treasure:** | L, M, N (Z) |
| **Alignment:** | Neutral evil (with chaotic tendencies) |
| **No. Appearing:** | 2-24 |
| **Armor Class:** | 4 |
| **Movement:** | 9, Sw 18 |
| **Hit Dice:** | 2 or more |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 or 2 |
| **Damage/Attack:** | 2-5 and/or by weapon type |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | M (higher levels L) |
| **Morale:** | Elite (13) |
| **XP Value:** | Normal: 175 |
| | Captain: 3,000 |
| | Lieutenant: 1,400 |
| | Whip: 420 |
| | Monitor: 975 |

Kuo-toa are an ancient race of fish-men that dwells underground and harbors a deep hatred of surface dwellers and sunlight.

A kuo-toan presents a cold and horrible appearance. A typical specimen looks much like a human body, albeit a paunchy one, covered in scales and topped with a fish's head. The huge fish eyes tend to swivel

in different directions when observing an area or creature. The hands and feet are very long, with three fingers and an opposing digit, partially webbed. The legs and arms are short for the body size. Its coloration is pale grey, with undertones of tan or yellow in males only. The skin has a sheen from its slimy covering. The color darkens when the kuo-toan is angry and pales when it is badly frightened. A strong odor of dead fish follows it around.
It wears no clothing, only leather harnesses for its weapons and gear. Typically, a kuo-toan warrior carries daggers, spears, shields, harpoons and weighted throwing nets.
Kuo-toa speak the strange subterranean trade language common to most intelligent underworld dwellers. Additionally, they speak their own arcane tongue and have empathic contact with most fish. Their religious speech is a corruption of the language used on the elemental plane of Water; if a kuo-toan priest is in a group of kuo-toa, it is 75% unlikely that a creature native to the plane of Water will attack, for the priest will request mercy in the name of the Sea Mother, Blibdoolpoolp.

**Combat:** These creatures normally travel in well-armed bands. If more than 20 kuo-toa are encountered, it is 50% likely that they are within 1d6 miles of their lair. For every four normal warriors encountered there is an additional fighter of 3rd or 4th level. For every eight normal fighters there is an additional fighter of 5th or 6th level. For every 12 normal kuo-toa in the group there is a cleric/thief of 1d4+3 levels each. If more than 20 normal fighters are encountered, the group is a war consisting of the following:

One 10th-level fighter as Captain
Two 8th-level fighters as Lieutenants
Four 3rd/3rd-level fighter/thief Whips
One Monitor (see below)
One slave per four kuo-toa

The whips are fanatical devotees of the Sea Mother goddess of the kuo-toa. They inspire the troops to stand firm and fight without quarter for the glory of their ruler and their deity.
It is 50% probable that any kuo-toan priest above 6th level is armed with a pincer staff. This is a 5-foot-long pole topped by a three-foot-long claw. If the user scores a hit, the claw has closed upon the opponent, making escape impossible. The weapon can be used only on enemies with a girth range between an elf and a gnoll. It is 10% probable that both arms are pinned by the claw and 40% probable that one arm is trapped. If the victim is right handed, the claw traps the left hand 75% of the time. Trapped opponents lose shield and Dexterity bonuses. If the weapon arm is trapped, the victim cannot attack and the Dexterity bonus is lost, but the shield bonus remains.
The harpoon is mostly used only by higher level fighters. It is a wickedly barbed throwing weapon with a 30 yard range. It inflicts 2d6 points of damage, exclusive of bonuses. Victims must roll a successful saving throw of 13+ on 1d20 to avoid being snagged by the weapon. Man-sized or smaller beings who fail this saving throw are jerked off their feet and stunned for 1d4 rounds. The kuo-toan, who is attached to his weapon by a stout cord, then tries to haul in its victim and slay him with a dagger thrust.
Kuo-toan shields are made of special boiled leather and are treated with a unique glue-like substance before a battle. Anyone who attacks a kuo-toan from the front has a 25% chance of getting his weapon stuck fast. The chance of the victim freeing the weapon is the same as his chance for opening doors.
Hit probability for kuo-toa is the same as that of a human of similar level, but males also gain a +1 bonus to both attack rolls and damage rolls when using a weapon, due to Strength. When fighting with a dagger only, kuo-toa can bite, which causes 1d4+1 points of damage.
When two or more kuo-toan priests or priest/thieves operate together, they can generate a lightning

stroke by joining hands. The bolt is two feet wide and hits only one target unless by mischance a second victim gets in the way. The bolt inflicts 6 points of damage per priest, half that if a saving throw vs. spell is successful. The chances of such a stroke occurring is 10% cumulative per caster per round.
The special defenses of these creatures include skin secretions, which gives attempts to grapple, grasp, tie, or *web* a kuo-toan only a 25% chance of success. Despite their eyes being set on the sides of their heads, they have excellent independent monocular vision, with a 180-degree field of vision and the ability to spot movement even though the subject is invisible, astral, or ethereal. Thus, by maintaining complete motionlessness, a subject can avoid detection. Kuo-toa also have 60-foot infravision and have the ability to sense vibrations up to 10 yards away. They are surprised only on a 1 on the 1d10 surprise roll.
Kuo-toa are totally immune to poison and are not affected by paralysis. Spells that generally affect only humanoid types have no effect on them. Electrical attacks cause half damage, or none if the saving throw is successful; magic missiles cause only 1 point of damage; illusions are useless against them. However, kuo-toa hate bright light and suffer a -1 penalty to their attack roll in such circumstances as daylight or *light* spells. They suffer full damage from fire attacks and save with a -2 penalty against them.
Sometimes kuo-toa are encountered in small bands journeying in the upper world to kidnap humans for slaves and sacrifices. Such parties are sometimes also found in dungeon labyrinths that connect to the extensive system of underworld passages and caverns that honeycomb the crust of the earth. Only far below the surface of the earth can the intrepid explorer find the caverns in which the kuo-toa build their underground communities.

**Habitat/Society:** Kuo-toa spawn as do fish, and hatchlings, or fingerlings as they call their young, are raised in pools until their amphibian qualities develop, about one year after hatching. The young, now a foot or so high, are then able to breathe air and they are raised in pens according to their sex and fitness. There are no families, as we know them, in kuo-toan society.
Especially fit fingerlings, usually of noble spawning, are trained for the priesthood as priests, priest/thieves, or special celibate monks. The latter are called “monitors” whose role is to control the community members who become violent or go insane. The monitor is capable of attacking to subdue or kill. A monitor has 56 hit points, attacks as a 7th-level fighter and has the following additional abilities: twice the normal movement rate, AC 1, and receives four attacks per round -- two barehanded for 2d4 points of damage (double if trying to subdue) and two attacks with teeth for 1d4+1 points of damage. One hand/bite attack occurs according to the initiative roll, the other occurs at the end of the round. Subdued creatures cannot be larger than eight feet tall and 500 pounds. Subduing attacks cause only half real damage, but when the points of damage inflicted equal the victim's total, the creature is rendered unconscious for 3d4 rounds.
Kuo-toan communities do not generally cooperate, though they have special places of worship in common. These places are usually for intergroup trade, councils, and worship of the Sea Mother, so they are open to all kuo-toa. These religious communities, as well as other settlements, are open to drow and their servants, for the dark elves provide useful goods and services, though the drow are both feared and hated by the kuo-toa. This leads to many minor skirmishes and frequent kidnappings between the peoples. The illithids (mind flayers) are greatly hated by the kuo-toa and they and their allies are attacked on sight.
The ancient kuo-toa once inhabited the shores and islands of the upper world, but as the race of mankind grew more numerous and powerful, these men-fish were slowly driven to remote regions. Continual warfare upon these evil, human-sacrificing creatures threatened to exterminate the species, for a number of powerful beings were aiding mankind, their sworn enemies. Some kuo-toa sought refuge in sea

caverns and secret subter-ranean waters, and while their fellows were being slaughtered, these few prospered and developed new powers to adapt to their lightless habitat. The seas contained other fierce and evil creatures, however, and the deep-dwelling kuo-toa were eventually wiped out, leaving only those in the underworld to carry on, unnoticed and eventually forgotten by mankind. But the remaining kuo-toa have not forgotten mankind, and woe to any who fall into their slimy clutches.
Now the kuo-toa are haters of sunlight and are almost never encountered on the earth's surface. This, and their inborn hatred of discipline, prevent the resurgence of these creatures, for they have become numerous once again and acquired new powers. However, they have also become somewhat unstable, possibly as a result of inbreeding, and insanity is common among the species.
If a kuo-toan lair is found, it contains 4d10 x 10 2nd-level males. In addition, there are higher level fighters in the same ratio as noted for wandering groups. The leader of the group is one of the following, depending on the lair's population:

A priest/thief king of 12/14th level, if 350 or more normal kuo-toa are present, or
A priest/thief prince of 11/13th level, if 275-349 normal kuo-toa are present, or
A priest/thief duke of 10/12th level, if fewer than 275 normal kuo-toa are present

There are also the following additional kuo-toa in the lair:

Eight Eyes of the priest leader -- 6th- to 8th-level priest/thieves
One Chief Whip -- 6th/6th-level fighter/thief
Two Whips of 4th/4th or 5th/5th level (see whip description)
One Monitor per 20 2nd-level kuo-toa
Females equal to 20% of the male population
Young (noncombatant) equal to 20% of the total kuo-toa
Slaves equal to 50% of the total male population

In special religious areas there are also a number of kuo-toan priests. For every 20 kuo-toa in the community there is a 3rd-level priest, for every 40 there is a 4th-level priest, for every 80 there is a 5th-level priest, all in addition to the others. These priests are headed by one of the following groups:

One 6th-level priest if the group is 160 or fewer, or One 7th-level and one 6th-level priest if the group is between 161 and 240, or
One 8th-level, one 7th-level, and one 6th-level priest if the group numbers between 241 and 320, or
One 9th-level, two 7th-level, and three 6th-level priests if the group numbers between 321 and 400, or
One 10th-level, two 8th-level, and four 6th-level priests if the group numbers over 400

Though kuo-toa prefer a diet of flesh, they also raise fields of kelp and fungi to supplement their food supply. These fields, lit by strange phosphorescent fungi, are tended by slaves, who are also used for food and sacrifices.
Kuo-toan treasures tend more toward pearls, gem-encrusted items of a water motif, and mineral ores mined by their slaves. Any magical items in the possession of a kuo-toan are usually obtained from adventuring parties that never made it home again.

**Ecology:** Not much is known to surface-dwelling sages about this enigmatic, violent, subterranean race, but some of the more astute scholars speculate that the kuo-toa are but one-third of the three-way rivalry

that includes mind flayers and drow. It is partially because of this continuing warfare that none of the three races has been able to achieve dominance of the surface world.

# Lamia

| | Lamia | Lamia Noble |
|---|---|---|
| **Climate/Terrain:** | Deserts, caves and ruined cities | |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | High (13-14) | High (13-14) |
| **Treasure:** | D | D |
| **Alignment:** | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 3 | 3 |
| **Movement:** | 24 | 9 |
| **Hit Dice:** | 9 | 10+1 |
| **THAC0:** | 11 | 11 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 1-4 (weapon) | 1-6 (weapon) |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | 30% |
| **Size:** | M | M |
| **Morale:** | Elite (14) | Elite (14) |
| **XP Value:** | 3,000 | 4,000 |

Of all the hazards that the desert presents, few can compare with the cruel race of flesh-eating creatures known as lamias. These half-human, half-quadruped beast hybrids use deceit, speed, and spells to entrap the foolhardy adventurer who dares wander into their ruins.

Their upper torsos, arms, and heads resemble those of beautiful human women, while their lower bodies are those of beasts, such as goats, deer, or lions, with the appropriate coloration. This hybrid configuration makes lamias very fast and powerful. They are usually armed with daggers, which they use to carve up their prey for the feast. Lamias sometimes smell like perfume flowers, so as to attract unwary victims. They wear no clothing or jewelry. In communicating, they use the common tongue.

**Combat:** A lamia is able to use the following spells once per day: *charm person*, *mirror image*, *suggestion*, and *illusion* (as a wand). For purposes of duration, effect, etc. assume that the lamia casts its spells at 9th-level spell ability. These spells are typically used to lure persons to the lamia and then hold them there for the creature to devour at its leisure.
The lamia's touch permanently drains 1 point of Wisdom from a victim, and when his Wisdom drops below 3, he willingly does whatever the lamia tells him do. These orders often involve having the victim attack his compatriots while it continues whittling down their ranks. If it has a chance to drain the Wisdom of more than one victim, it will certainly do so. It may even use its *charm* spell to supplement its control over party members.
Among a lamia's favorite illusions to cast upon itself are the following: a lovely damsel in distress, a tough but beautiful female ranger, or an elf maiden. At times, it simply may cast an illusion of a lost child in distress or a group of peasants being attacked by a large beast, while hiding itself, awaiting the right moment to attack from the rear.

**Habitat/Society:** Lamias dwell in ruined cities or caves, places situated in desert or wasteland areas. These evil creatures are solitary beasts, sustaining themselves on the flesh of those who walk too close to their territories. During lean times, they supplement their diet by stalking game animals. Lamias hardly ever venture more than 10 miles from their lairs.

**Ecology:** Lamias are legendary monsters that prey upon travelers or guard hidden places or objects of power. They are mysterious creatures that seem devoted to the spreading of chaos and evil in their dwelling places.

### Lamia Noble

These beings rule over the lamias and the wild, lonely areas they inhabit. They differ from the normal lamias in that the lamia nobles' lower bodies are those of giant serpents and their upper bodies can be either male or female. It is rumored that the normal female lamia is born from the union of two nobles. The males wield short swords and have 1d6 levels of wizard spells, plus the inherent spells *charm person*, *mirror image*, *suggestion*, and *illusion*. The females are unarmed and only attack with magic; they are more experienced magically and have 2d4 levels of wizard spells plus the usual inherent spells. Like normal lamia, lamia nobles have the Wisdom-draining touch.
All lamia nobles are able to assume human form. In this guise they attempt to penetrate human society and wreak evil. They speak all of the languages of humans and demihumans. When in human form, they are recognizable as lamias by humans and demihumans only if the characters are of 7th level or higher, with a 5% cumulative chance per level above 6th. Priests and paladins receive an additional 15% chance (i.e., a 10th-level priest has a 35% chance). Lamia nobles are given to outbursts of senseless violence.

# Lammasu

| | Lesser | Greater |
|---|---|---|
| **Climate/Terrain:** | Warm, with visits to other climes | |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Pride | Solitary (Pride) |
| **Activity Cycle:** | Day | Day |
| **Diet:** | Herbivore | Herbivore |
| **Intelligence:** | Genius (17-18) | Supra-genius (19-20) |
| **Treasure:** | R, S, T | Nil |
| **Alignment:** | Lawful good | Lawful good |
| **No. Appearing:** | 2-8 | 1-2 |
| **Armor Class:** | 6 | 3 |
| **Movement:** | 12, Fl 24 (C) | 15, Fl 30 (B) |
| **Hit Dice:** | 7+7 | 12+7 |

| | | |
|---|---|---|
| **THAC0:** | 13 | 7 |
| **No. of Attacks:** | 2 | 2 |
| **Damage/Attack:** | 1-6/1-6 | 2-12/2-12 |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | 30% | 40% |
| **Size:** | L | L (5' high at shoulder) |
| **Morale:** | Elite (14) | Champion (16) |
| **XP Value:** | 4,000 | 8,000 |

The lammasu, a winged leonine figure with a human head, aids and protects lawful good persons. They are generally kind and friendly to all good creatures.
Lammasu resemble golden-brown lions with the wings of eagles and the heads of men with shaggy hair and beards. Their formidable appearance is softened by their regal, compassionate, and beneficent expressions. They communicate in their own tongue, in common, and through a limited form of telepathy.

**Combat:** Since lammasu are concerned for the welfare and safety of good beings, they almost always enter combat if they see good creatures being threatened, in the way least likely to cause harm to the good beings.
Lammasu are able to become invisible or dimension door at will. They radiate a *protection from evil, 10' radius* (-2 penalty to all evil attacks, +2 bonus to saving throws against evil attacks). Additionally, they are able to use priest spells up to 4th level, at 7th-level proficiency. Lammasu can employ four 1st-level spells, three 2nd-level spells, two 3rd-level spells, and one 4th-level spell. They have *cure serious wounds* (4d8+2) and *cure critical wounds* (6d8+6), and 10% of lammasu can speak a *holy word* as well. If all else fails, lammasu can attack with their two razor-sharp front claws, inflicting 1d6 points of damage each. If they choose to swoop down from the sky on a target, this damage is doubled.

**Habitat/Society:** The lammasu have a very structured and lawful society, reflecting their alignment. They are organized in prides, just like lions. They dwell in old, abandoned temples situated in warm regions. These temples have not lost their consecration, and in some way, the lammasu are the self-appointed resident guardians of these high and holy places. As a rule, only one pride of lammasu is ever found in a 25-mile area; they spread themselves out so they can respond quickly to any evil outburst.
Lammasu females fight as effectively as the males; for every four lammasu encountered, one is a female. When found in their lair, there are young equal to 25% of the adult population. Female lammasu have the heads of women, with long, hair.
Once a month, the pride leaders gather together to consort about how the war on evil goes. This grouping is called the Whitemoon, since it takes place on the first night of the full moon. There are usually 6d6 lammasu and 2d4 greater lammasu, with the latter presiding over the meeting. Such a gathering of lawful good causes the entire temple where they meet to glow in a pure light, until it breaks up at dawn. There is perhaps no safer place in all the world that night.

Though they dwell in warm areas, they occasionally visit every clime. They speak their own tongue as well as common. At times they use a limited form of telepathy.
Good-aligned strangers are always well received. Neutrals are watched carefully, but are treated politely unless the outsiders begin causing trouble. Evil beings are firmly asked to leave, and if they fail to do so, they are attacked by the pride. In case of trouble, there is a cumulative 10% chance per turn that a neighboring pride picks up a telepathic summons and come to help out the original pride. Lammasu harbor an especially strong dislike for lamias and manticores. Some foolish people confuse lammasu for manticores, which does little to improve the lammasu disposition toward them.

**Ecology:** Lammasu keep the wastelands from being completely overrun by evil creatures. Their aid to frontier settlements is beyond measurable value.

### Greater Lammasu

These creatures are slightly larger than a lesser lammasu and one or two may be found dwelling with a pride of six or more lesser lammasu. Greater lammasu can travel the Astral and Ethereal Planes, become invisible, teleport without error and dimension door, all at will. They radiate *protection from evil* in a 20' radius (-4 penalty to evil attacks and +4 bonus to saving throws) and have the curative powers of their lesser cousins. Their priest spells consist of five 1st-level, four 2nd-level, three 3rd-level, two 4th-level, and one 5th-level spell. Fifty percent of greater lammasu can speak a *holy word* as well. They cast spells as 12th-level priests.
Greater lammasu have empathy, telepathic communication, and speak their racial speech and the common tongue. Despite their greater stature, these lammasu are just as gentle and humble as their lesser brethren.

# Leech

| | Giant | Throat | Swarm |
|---|---|---|---|
| **Climate/Terrain:** | Temperate/Swamps and marshes | | |
| **Frequency:** | Uncommon | Common | Uncommon |
| **Organization:** | Group | Group | Swarm |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 4-16 | 1-6 | 200-500 |
| **Armor Class:** | 9 | 10 | 10 |
| **Movement:** | 3, Sw 3 | 1, Sw 1 | Sw 1 |
| **Hit Dice:** | 1-4 | 1 hp | Special |
| **THAC0:** | 1-2 HD: 19<br>3-4 HD: 17 | 20 | NA |
| **No. of Attacks:** | 1 | 1 | 1 |

| | | | |
|---|---|---|---|
| **Damage/Attack:** | 1-4 | 1-3 | Special |
| **Special Attacks:** | Drain blood | Choke | Drain blood |
| **Special Defenses:** | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | S to M (2'-5') | T (1") | L (10' wide) |
| **Morale:** | Unsteady (7) | Unsteady (6) | Unsteady (5) |
| **XP Value:** | 1 HD: 65 | 35 | 15 |
| | 2 HD: 120 | | |
| | 3 HD: 175 | | |
| | 4 HD: 270 | | |

Giant leeches are horrid, slug-like creatures that dwell in wet, slimy areas and suck the blood of warm-blooded creatures.
These disgusting parasites range from 2 to 5 feet long. Their slimy skin is mottled brown and tan with an occasional shade of gray. Two antennae protrude from atop the head.

**Combat:** Leeches wait in the mud and slime for prey. The initial attack attaches the sucker mouth of the giant leech. On the next round, and on each round thereafter, it drains blood for 1 point of damage per Hit Die of the leech. There is only a 1% chance that the victim is aware of the attack if it occurs in the water. The leech has anesthetizing saliva, and its bite and blood drain are not usually felt until weakness (the loss of 50% of hit points) sets in and makes the victim aware that something is amiss.
They can be killed by attack or by salt sprinkled on their bodies. There is a 50% chance that the bite of one of these creatures causes a disease that is fatal in 1d4+1 weeks unless cured.

**Habitat/Society:** These creatures are found only in the waters of swamps and marshes. Giant leeches range from 1 to 4 Hit Dice in size; various sized creatures usually are found in a group.

### Throat Leech

This leech is about one inch long and resembles an inconspicuous twig. It is found in pools, lakes, and streams.
Anyone drinking water containing a leech has a 10% chance of taking it into his mouth unless the water is carefully filtered (such as through a sheet of gauze) before drinking. The leech sucks blood at the rate of 1-3 points of damage per round, until it becomes completely distended. After ten rounds of sucking, the leech is bloated and will not suck any more blood.
Each round that the leech is in the victim's throat, there is a 50% chance that the victim chokes, causing an additional 1d4 points of damage. A victim who chokes on three successive rounds dies on the third round.
Apart from magical means that may suggest themselves, the only way to kill a throat leech in a victim's throat is to place a thin, heated metal object, such as a wire, into the bloated leech; the hot metal causes the leech to burst and no further damage is inflicted on the victim.

### Leech swarm

This is merely a massive swarm of small leeches, found only in the water. They move in a cloud 10 feet in diameter. Anyone caught in the swarm receives 1d10 points of damage per round from blood drain. Area-effect attacks that inflict 10 or more points of damage will disperse the swarm.

# Leprechaun

| | |
|---|---|
| **Climate/Terrain:** | Temperate/ Green lands, sylvan glens |
| **Frequency:** | Uncommon |
| **Organization:** | Clans |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | F |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-20 |
| **Armor Class:** | 8 |
| **Movement:** | 15 |
| **Hit Dice:** | 2-5 hp |
| **THAC0:** | 20 |
| **No. of Attacks:** | 0 |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 80% |
| **Size:** | T (2' tall) |
| **Morale:** | (Steady) 11 |
| **XP Value:** | 270 |

Leprechauns are diminutive folk who are found in fair, green lands and enjoy frolicking, working magic, and causing harmless mischief.
Rumored to be a cross between a species of halfling and a strong strain of pixie, leprechauns are about 2 feet tall. They have pointed ears, and their noses also come to a tapered point. About 30% of all male leprechauns have beards. Pointed shoes, brown or green breeches, green or gray coats, and either wide-brimmed or stocking caps are the preferred dress of the wee folk. Many leprechauns also enjoy smoking a pipe, usually a long-stemmed one.

**Combat:** These fun-loving creatures of magical talent are by nature noncombative. They can become

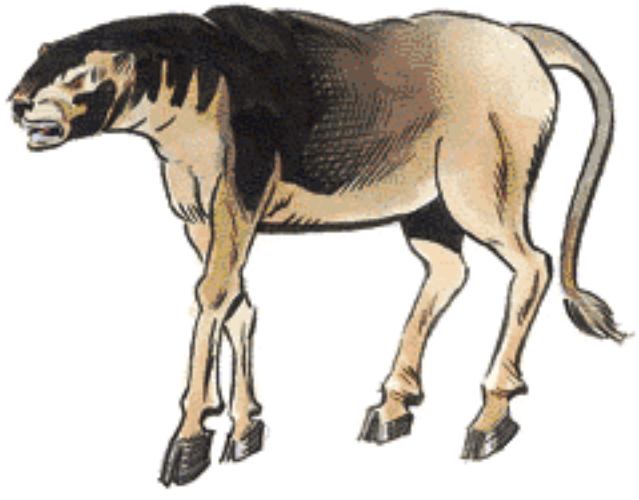
invisible at will, polymorph nonliving objects, create illusions (with full audio and olfactory effects), and use *ventriloquism* spells as often as they like. Their keen ears prevent them from ever being surprised. Being full of mischief, they often (75%) snatch valuable objects from adventurers, turn invisible and dash away. There is a 75% chance that the attempt is successful. If pursued closely, there is a 25% chance per turn of pursuit that the leprechaun drops the stolen goods. The chase never leads to the leprechaun's lair.
If caught or discovered in its lair (10% chance), the leprechaun attempts to mislead his captor into believing that he is giving over his treasure while he actually is duping the captor. It requires great care to actually obtain the leprechaun's treasure.

**Habitat/Society:** Leprechauns live in families of up to 20, though they call this unit a clan. They use first names and surnames, and it is fairly certain that these names are a good indicator of which clan one is dealing with. A lair usually consists of a warm, dry cave with a hearth, rugs, and furniture. Strangely, word travels fast between clans of the same surname, and a clan that a group of adventurers runs into may already know the adventurers' names from another clan the party encountered several days prior. There is a rumor that a King of the Leprechauns exists, but there seems to be no official political hierarchy. There are no communities or villages of leprechauns.
It is rare to see leprechaun offspring, but they do exist, born with the full magical powers of an adult. For every 10 adults encountered in a lair, one child will be found.
Leprechauns enjoy eating the same sorts of foods that humans and demihumans eat, with a special fondness for wine. This weakness may be used to outwit them.
Gold is the one treasure found in every leprechaun's hoard. If an intruder secures this treasure, a leprechaun will bargain and beg to get it back. As a last desperate measure, he will grant the intruder three wishes (very limited), but only if the intruder gives over the treasure first. When this is done, the leprechaun will indeed grant the three wishes. After all three wishes, the leprechaun will flatter the intruder and declare that the three wishes were so well-phrased that he will give a fourth wish. If the fourth wish is pronounced, the leprechaun will cackle with glee, the results of all the wishes will be reversed, and the intruder plus his group will be teleported (no saving throw) to a random location 2d20 miles away. No member of that party will never be able to find that particular leprechaun again.
Leprechauns are naturally distrustful toward humans and dwarves, since these races have greedy tendencies. They get along well with elves, gnomes, and halflings.
A leprechaun will not sit idly by while a helpless creature is attacked, since they have a soft spot for weaker creatures. In general, if a leprechaun senses that a stranger means no harm, he can be quite civil, but he will not bring visitors to his lair. If the leprechaun finds someone hurt, he might take the victim to his lair, but only after making sure that the stranger is not followed and cannot see where he is being taken.

**Ecology:** The best times and places to observe leprechauns are called borderlines. Dawn and dusk (which are neither all light nor dark), the shore (which is neither all earth nor all water), or the equinoxes and solstices (which are neither one season nor another), are the best times and places to see leprechauns and their ilk frolicking and celebrating.

# Leucrotta

| | |
|---|---|
| **Climate/Terrain:** | Temperate/ Wasteland, broken terrain |
| **Frequency:** | Rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | D |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 4 |
| **Movement:** | 18 |
| **Hit Dice:** | 6+1 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 3-18 |
| **Special Attacks:** | See below |
| **Special Defenses:** | Kick in retreat |
| **Magic Resistance:** | Nil |
| **Size:** | L (7' at shoulder, 9' long) |
| **Morale:** | Elite (14) |
| **XP Value:** | 975 |



The leucrotta is a creature of ugly appearance and temperament that haunts deserted places in search of prey.
The average leucrotta stands 7 feet tall at the shoulder and can reach a length of 9 feet in its mature form. The body of the leucrotta resembles that of a stag, with a leonine tufted tail and cloven hooves. Its head resembles that of a huge badger, but instead of teeth it has sharp, jagged bony ridges. Its body is tan, with the neck gradually darkening until it turns black at the head. The so-called teeth are sickly gray, and its eyes glow with a feral red light. The smell of animals, decomposing on a hot humid day follows the leucrotta, and its breath is especially bad.

**Combat:** This monster is very sly and can imitate a range of noises and voices, the most common ones being a man, a woman, a child, or domestic animals in pain. It uses these noises in order to trick its prey into approaching within attack distance. It hunts humans, demihumans, humanoids, and even other animal predators. Leucrotta are intelligent and can speak their own language as well as the common tongue.

Leucrotta attack by biting for 3d6 points of damage. It is rumored that their bony ridges and jaws are so powerful that they can even bite through metal. If a leucrotta scores a hit against someone with a shield or armor, the target must roll a saving throw vs. crushing blow for the shield. If the roll fails, then in addition to scoring the regular damage, the beast managed to also bite through the shield. Once the shield is gone, the armor must go through the same routine with subsequent successful bites.

Once an opponent is rendered helpless, a leucrotta will leave its prize and attack any other intruders if the melee is still going on. It will give chase to an enemy, but will never pursue beyond sight of any prey it has managed to already capture.

When a leucrotta retreats, it turns its back on its opponent and kicks with its hind legs, causing 1d6 points of damage with each hoof.

Note to trackers: It is almost impossible to identify leucrotta tracks, since they look exactly like a stag's.

**Habitat/Society:** This ugly creature haunts deserted and desolate places because most other creatures cannot bear the sight of it. Its ugliness is legendary. Leucrotta lair in treacherous ravines and rocky spires, because they are as surefooted as a mountain goat. Caves, old abandoned towers, or a hollowed out deadfall are the preferred lairs for this disgusting beast.

For every four leucrotta found in a lair, there is a 10% chance that an extra one, an immature leucrotta of half strength, is also present. Leucrotta are not a very family oriented species, as their nasty tempers extend sometimes to each other. The beasts range over a 20-mile area.

Since the leucrotta is not a very social creature, all strangers are nothing more than sources of food. Sometimes, a powerful chaotic evil person may entrap a leucrotta and force it to serve as a guardian, but such beasts rebel at the first opportunity.

Those brave enough to venture into a leucrotta lair must first roll a successful saving throw vs. poison with a -1 penalty, due to the horrendous stench, or gag helplessly for 1d4 rounds. Once inside, the money and possessions of past victims await.

Though the leucrotta prefer freshly killed meat, they are not above eating carrion. This serves to enhance their already bad reputation.

**Ecology:** Leucrotta distance themselves from the grand picture of nature, preferring to lurk on the fringes. They serve no practical use and one would be hard pressed to find a druid that would try to protect a member of this species. Some sages speculate that the leucrotta is an unnatural abnormality, an aberration spawned by some demented power or archmage.

Still, some mages prize the leucrotta hide for creating *boots of striding and springing*, hoping that the surefootedness of the beast passes down to the boots themselves. There are rumors that leucrotta saliva is an effective antidote to love philters, but so far there have been no volunteers to test this theory.

# Lich

| | Lich | Demilich |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Night | See below |
| **Diet:** | Nil | Nil |
| **Intelligence:** | Supra-genius (19-20) | Supra-genius (19-20) |
| **Treasure:** | A | Z |
| **Alignment:** | Any evil | Any evil |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 0 | See below |
| **Movement:** | 6 | See below |
| **Hit Dice:** | 11+ | See below |
| **THAC0:** | 9 | 9 |
| **No. of Attacks:** | 1 | See below |
| **Damage/Attack:** | 1-10 | See below |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | +1 or better magical weapon to hit | See below |
| **Magic Resistance:** | Nil | See below |
| **Size:** | M (6' tall) | M (6' tall) |
| **Morale:** | Fanatic (17-18) | Fanatic (17-18) |

| | | |
|---|---|---|
| **XP Value:** | 8,000 | 10,000 |

The lich is, perhaps, the single most powerful form of undead known to exist. They seek to further their own power at all costs and have little or no interest in the affairs of the living, except where those affairs interfere with their own.
A lich greatly resembles a wight or mummy, being gaunt and skeletal in form. The creature's eye sockets are black and empty save for the fierce pinpoints of light which serve the lich as eyes. The lich can see with normal vision in even the darkest of environments but is unaffected by even the brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally wizards of at least 18th level.
Liches are often (75%) garbed in the rich clothes of nobility. If not so attired, the lich will be found in the robes of its former profession. In either case, the clothes will be tattered and rotting with a 25% chance of being magical in some way.

**Combat:** Although a lich will seldom engage in actual melee combat with those it considers enemies, it is more than capable of holding its own when forced into battle.
The aura of magical power which surrounds a lich is so potent that any creature of fewer than 5 Hit Dice (or 5th level) which sees it must save vs. spell or flee in terror for 5-20 (5d4) rounds.
Should the lich elect to touch a living creature, its aura of absolute cold will inflict 1-10 points of damage. Further, the victim must save vs. paralysis or be utterly unable to move. This paralysis lasts until *dispelled* in some manner.
Liches can themselves be hit only by weapons of at least +1, by magical spells, or by monsters with 6 or more Hit Dice and/or magical properties. The magical nature of the lich and its undead state make it utterly immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, or *death* spells.
Priests of at least 8th level can attempt to turn a lich, as can paladins of no less than 10th level.
A lich is able to employ spells just as it did in life. It still requires the use of its spell books, magical components, and similar objects. It is important to note that most, if not all, liches have had a great deal

of time in which to research and create new magical spells and objects. Thus, adventurers should be prepared to face magic the likes of which they have never seen before when stalking a lich. In addition, liches are able to use any magical objects which they might possess just as if they were still alive.
Defeating a lich in combat is difficult indeed, but managing to actually destroy the creature is harder still. In all cases, a lich will protect itself from annihilation with the creation of a phylactery in which it stores its life force. This is similar to a *magic jar* spell. In order to ensure the final destruction of a lich, its body must be wholly annihilated and its phylactery must be sought out and destroyed in some manner. Since the lich will always take great care to see to it that its phylactery is well hidden and protected this can be an undertaking fully as daunting as the defeat of the lich in its physical form.

**Habitat/Society:** Liches are usually solitary creatures. They have cast aside their places as living beings by choice and now want as little to do with the world of men as possible. From time to time, however, a lich's interest in the world at large may be reawakened by some great event of personal importance.
A lich will make its home in some ominous fortified area, often a strong keep or vast subterranean crypt. When a lich does decide to become involved with the world beyond its lair, its keen intelligence makes it a dangerous adversary. In some cases, a lich will depend on its magical powers to accomplish its goals. If this is not sufficient, however, the lich is quite capable of *animating* a force of undead troops to act on its behalf. If such is the case, the lich's endless patience and cunning more than make up for the inherent disadvantages of the lesser forms of undead which it commands.
Although the lich has no interest in good or evil as we understand it, the creature will do whatever it must to further its own causes. Since it feels that the living are of little importance, the lich is often viewed as evil by those who encounter it. In rare cases, liches of a most unusual nature can be found which are of any alignment.
The lich can exist for centuries without change. Its will drives it onward to master new magics and harness mystical powers not available to it in its previous life. So obsessed does the monster become with its quest for power that it often forgets its former existence utterly. Few liches call themselves by their old names when the years have drained the last vestiges of their humanity from them. Instead, they often adopt pseudonyms like “the Black Hand” or “the Forgotten King.” Learning the true name of a lich is rumored to confer power over the creature.

**Ecology:** The lich is not a thing of this world. Although it was once a living creature, it has entered into an unnatural existence.
In order to become a lich, the wizard must prepare its phylactery by the use of the *enchant an item, magic jar, permanency* and *reincarnation* spells. The phylactery, which can be almost any manner of object, must be of the finest craftsmanship and materials with a value of not less than 1,500 gold pieces per level of the wizard. Once this object is created, the would-be lich must craft a potion of extreme toxicity, which is then enchanted with the following spells: *wraithform, permanency, cone of cold, feign death,* and *animate dead*. When next the moon is full, the potion is imbibed. Rather than death, the potion causes the wizard to undergo a transformation into its new state. A system shock survival throw is required, with failure indicating an error in the creation of the potion which kills the wizard and renders him forever dead.

**Demilich**
The demilich is not, as the name implies, a weaker form of the lich. Rather, it is the stage into which a lich will eventually evolve as the power which has sustained its physical form gradually begins to fail. In most cases, all that remains of a demilich's body are a skull, some bones, and a pile of dust.

When it has learned all that it feels it can in its undead life, the lich will continue its quest for power in strange planes unknown to even the wisest of sages. Since it has no use for its physical body at this point, the lich leaves it to decay as it should have done centuries ago.

If the final resting place of a demilich's remains are entered, the dust which was once its body will rise up and assume a man-like shape. In the case of the oldest demiliches (25%), the shape will advance and threaten, but dissipate without attacking in 3 rounds unless attacked. Younger demiliches (75%) still retain a link to their remains, however, and will form with the powers of a wraith. This dust form cannot be turned. In addition, it can store energy from attacks and use this power to engage its foes. If the dust form is attacked, each point of damage which is delivered to it is converted to an energy point. Since the demilich will fall back and seem to suffer injury from each attack (though none is actually inflicted), its attackers are likely to press on in their attempts to destroy it. Once the demilich has acquired 50 energy points, it will assume a manifestation which looks much like the lich's earlier undead form and has the powers and abilities of a ghost, but which cannot be turned.

If anyone touches the skull it will rise into the air and turn to face the most powerful of the intruders (a spell user will be chosen over a non-spell user). Instantly, it unleashes a howl which acts as a *death ray*, affecting all creatures within a 20' radius of the skull. Those who fail to save vs. death are permanently dead.

On the next round, the demilich will employ another manner of attack. In order to attain the status of a demilich, a lich must have replaced 5-8 (1d4+4) of its teeth with gems. Each of these gems now serves as a powerful magical device which can *trap the soul* of its adversaries. The physical body of someone hit with the demilich's spell collapses and rots away in a single round. Once it has drained the life essence from the most powerful member of the party, the skull sinks back to the floor. If it continues to be challenged, the demilich can repeat this attack until all of its gems are filled. An *amulet of life protection* will prevail over the gem, but the character's body will perish regardless.

In addition to the attacks mentioned above, a demilich can also pronounce a powerful *curse* on those who disturb it. These can be so mighty as to include: always being hit by one's enemies, never making a saving throw, or the inability to acquire new experience points. Demilich *curses* can be overcome with a *remove curse*, but the victim loses one point of charisma permanently when the curse is removed.

The skull of a demilich is Armor Class -6 and has 50 hit points. It can be affected by spells in only a few ways: a *forget* spell will cause it to sink down without attacking (either by howling or draining a soul), a *dispel evil* will do 5-8 (1d4+4) points of damage to it, a *shatter* spell will inflict 3-18 (3d6) points of damage to it, a *holy word* pronounced against it will deliver 5-30 (5d6) points of damage, and a *power word kill* spell cast by an ethereal or astral wizard will cause the skull to shatter (destroying it).

Most weapons will be unable to harm the skull of a demilich, but there are exceptions. A fighter or ranger with a *vorpal sword*, *sword of sharpness*, *sword +5*, or vorpal weapon can inflict normal damage on the skull, as can a paladin with a vorpal or +4 weapon. Further, any character with a +4 or better weapon or a *mace of disruption* can inflict 1 point of damage to the skull each time he strikes it.

Upon the destruction of the skull, those who have been trapped inside the gems must make a saving throw vs. spell. Those who fail are lost forever, having been consumed by the demilich to power its magical nature. If the character survives, the gem glows with a faint inner light, and *true seeing* will reveal a tiny figure trapped within. If the throw is made the soul can be freed by simply crushing the gem. A new body must be within 10 yards for the soul to enter or it will be lost. Such a body might be a clone or simulacrum . (See spells of those names.)

If the fragments of the destroyed skull are not destroyed by immersion in holy water and the casting of a *dispel magic* the demilich will reform in 1-10 days.

## Archlich

From time to time, sages have heard rumors of liches having alignments other than evil, and even lawful good liches apparently have existed. There have even been reports of priests who, in extreme circumstances, have become liches. These reports have recently been verified, but the archlich is as rare as Roc's teeth.

# Living Wall

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Assimilation (see below) |
| **Intelligence:** | Variable (3-18) |
| **Treasure:** | Variable |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 8 (Base) |
| **Movement:** | Nil |
| **Hit Dice:** | 8 (Base) |
| **THAC0:** | Variable |
| **No. of Attacks:** | Variable |
| **Damage/Attack:** | Variable |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 20% |
| **Size:** | L to G+(Rectangular area) |
| **Morale:** | Fearless (20) |
| **XP Value:** | 2,000 to 100,000+ |

Living walls appear to be normal walls of stone or brick, although they radiate both evil and magic if detected. Infravision will not detect any peculiar patterns. However, a character who casts a *true seeing* spell or who peers through a *gem of seeing* will see past the illusion: the wall actually consists of greying and sinewy flesh -- of faces, hands, broken bones, feet, and toes jutting from the surface. Characters within 5 yards of the wall can hear low moans of horror, pain, and sorrow issuing from it. Even if a silence spell is cast, the moans still rise.

A living wall contains the melded bodies of humanoids and monsters who died within 100 yards of the

wall since its creation. Those who die fighting a living wall are absorbed into it and actually strengthen it. Characters and monsters captured by the wall retain all the abilities they had in life; as part of the wall, they become chaotic evil and fight any creature that approaches it to the best of their abilities.
If a wizard becomes melded with a living wall, his spellcasting abilities are retained and can immediately be used for attacks. The wizard retains any spells that were memorized at the time he was absorbed into the wall; these are renewed each day. If a warrior loses his life in combat with a living wall, his fighting abilities and his weapons come under control of the beast: the weapons are hidden within the wall until the wall attacks, then are pushed through the mass of graying flesh to the surface. A hand attaches itself to the weapon, and eyes jutting from the wall guide the attack of the weapon. If the wall absorbs characters with ranged weapons, the weapons become useless once arrows, quarrels, or other necessary projectiles are expended.

**Combat:** A living wall never initiates combat, except against its creator, whom it despises. When such a wall is attacked, every creature that is part of the wall returns one attack, per strike against the wall. If a wall is made up of 12 creatures and one creature lands a blow on the wall, the attacker is subject to a dozen return blows from the wall.
All creatures in the wall fight according to their normal attack modes. These attacks can be magical, physical, or mental in origin. The type of attack and its damage often depend upon who or what is melded into the wall.
If a 10th-level fighter and a 6th-level fighter are absorbed into the wall, the wall attacks as one 6th-level fighter and one l0th-level fighter. For every mage or priest absorbed, the wall gains spell attacks. The only spells that can be used, however, are those that the mage or priest had memorized (and had material components for) at the time of absorption. Each of these spells may be cast once per day. The material components of the spells are not consumed. If one absorbed mage has three *fireball* spells memorized and a second mage has one *fireball* in memory, the living wall can attack with four *fireballs* per day. If the wall assimilates a paladin or a lawful good priest, all his special powers are reversed (e.g., *detect good* rather than *detect evil, harm* by laying of hands rather than *heal*, etc.).
Magical items absorbed with characters grant the wall their spell effects, though items that grant AC improvements are less effective because of the wall's size. The wall gains 1 point improvement in Armor Class for every 3 points of magical improvement to AC. Thus, a *ring of protection* +3 lowers the wall's AC by 1.
When a character is absorbed, his hit points, at full health, are added to the wall's base hit point total of 64.
Nonmagical armor, packs, and purses are lost by absorbed characters. The piles of loot at the base of the wall often attracts bystanders, bringing them close enough to be seized by one of the wall's hands.
Though a living wall will not initiate an attack, characters who come within 2 feet of the wall may be weakly grabbed by its many beseeching hands, tugging at them and imploring them for deliverance. (Any character, regardless of Strength, may break the hold.). Sometimes PCs who hear voices imploring, "help me! pull me free, help me!" grope about until they grab a hand. In this case, the character must roll a save vs. spell or become absorbed. If another character is holding onto the first character, he must also roll a saving throw vs. spell or become absorbed into the wall. If the save vs. spell succeeds, the character is able to break free. A character who views the absorption of any creature into the wall must make a horror check.
Once absorbed, characters are lost forever. A *wish* spell, worded carefully, can remove one or more trapped characters.
*Passwall* spells do not allow individuals to go through a living wall. Characters must either cut through

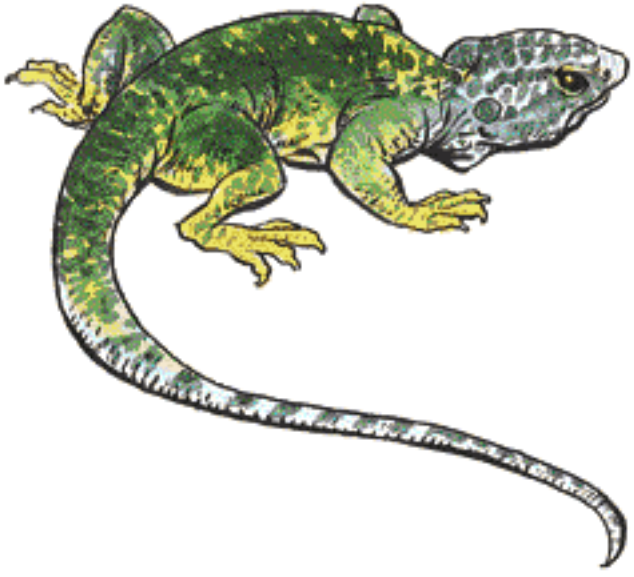
or blast through using magic. This, however, allows the wall to return attacks. When cutting or blasting though the living wall, the stench that rises from the exposed underflesh is nauseating and horrifying. A saving throw vs. poison is required to avoid passing out from the smell. A successful saving throw indicates the character is only nauseated.
Living walls are immune to all planar and temporal spells. *Speak with dead, ESP* and similar spells reveal a cacophony of tortured minds and voices. The caster learns nothing and must make a horror check.

**Habitat/Society:** Living walls never reproduce and always remain active until they are killed. Living walls encountered in the lairs of malevolent creatures often serve as part of a torture chamber, or to cover the true openings to secret passageways or corridors.
No one knows whether these monstrosities are limited in size or longevity. Walls as large as 15 feet high, 30 feet long, and 10 feet thick have been reported. Living walls do, however, seem to be limited to one section of wall. Thus, a cemetery or castle could not be surrounded by one large living wall.

Nor can a wall section spread beyond itself: a house with a living wall in its basement will not slowly become a living house.
The wall desires, above all else, to slay the creature who created it. If it does so, or the creature meets its end within 100 yards of the wall, the corpse of the hated creator is assimilated and the beings trapped in the wall are freed to return to the peace of death. The wall reverts to being a structure of stone, with the corpse of its creator entombed within.

**Ecology:** Chaotic evil mages occasionally create these monoliths. The exact method is unknown, but several years of preparation and spellcasting are required. A minimum of three corpses are necessary for the spells.
A fact known only to one or two inhabitants of Ravenloft, is that living walls also arise as rare manifestations of Ravenloft's power, as responses to despair and dread. These walls are born in curses, midwived by death, and nursed on massacre.
The seed for such a living wall is planted when one sapient creature willfully entombs another in a wall. The hapless victim may be bound and walled alive in a rock niche on a windswept mountain trail, a sill in a fetid catacomb, a corner in an asylum, a cave wall, a mausoleum facade, or any other stone or brick wall. Once entombed, the victim will suffocate, dehydrate, or starve in utter darkness and solitude. But even this agony is not sufficient to wake the land's attention -- the entombed creature, in his terror, must curse his slayer, screaming loudly enough for his voice to carry beyond his tomb of stone. Only then does the land hear his agony.
When the victim dies, his life force is trapped within the wall. As he struggles to escape, his life energy becomes soiled by the soot of his screams and curses, which thickly coat the inside of his stone sarcophagus. In a matter of days, madness corrupts the trapped life force, changing it to chaotic evil.
At this point, the bodies of any creatures that have died within 100 yards of the wall within the last month rise, shamble to the wall, and meld into it. Even corpses that have been buried will dig their way to the surface and converge upon the wall. Although the wall retains its previous appearance, it is no longer stone, but a gray and rotting bulwark of limbs, ribs, hands, bones, and faces, twisted and fused together. Bodies of any subsequent deaths occurring within 100 yards also rise and wander to the wall for assimilation.
Most cultures, and all good-aligned characters, attempt to destroy these creations wherever they are found. But many of these assaults merely strengthen the wall with deposits of more corpses.

# Lizard



| | Fire | Giant | Minotaur | Subterranean |
|---|---|---|---|---|
| **Climate/Terrain:** | Any warm land | Any warm land | Tropical hills and mountains | Any subterranean |
| **Frequency:** | Very rare | Uncommon | Rare | Uncommon |
| **Organization:** | Solitary | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Day | Day | Day | Day |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Animal (1) | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | B, Q (x10), S, T | Nil | J-N, Q, C (magic) | O, P, Q (x5) |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-4 | 2-12 (2d6) | 1-8 | 1-6 |
| **Armor Class:** | 3 | 5 | 5 | 5 |
| **Movement:** | 9 | 15 | 6 | 12 |
| **Hit Dice:** | 10 | 3+1 | 8 | 6 |

| | | | | |
|---|---|---|---|---|
| **THAC0:** | 11 | 17 | 13 | 15 |
| **No. of Attacks:** | 3 | 1 | 3 | 1 |
| **Damage/Attack:** | 1-8/1-8/2-16 | 1-8 | 2-12/2-12/3-18 | 2-12 |
| **Special Attacks:** | See below | See below | See below | See below |
| **Special Defenses:** | See below | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | G(30') | H(15') | G(40') | H(20') |
| **Morale:** | Steady (11-12) | Average (8-10) | Average (8-10) | Average (8-10) |
| **XP Value:** | 3,000 | 175 | 975 | 650 |

## Fire Lizards

Fire lizards resemble wingless red dragons and are sometimes called "false dragons." They are gray-colored with mottled red and brown back and reddish undersides. Hatchlings are light gray in color, and darken as they age.

**Combat:** Fire lizards attack with a combination of raking claws and bite. They can simultaneously breathe a fiery cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long which inflicts 2-12 points of fire-based damage (half if saving throw vs. breath weapon is made). Fire lizards are immune to fire-based attacks.

**Habitat/Society:** Fire lizards prefer subterranean lairs but come out every fortnight to hunt fresh game. Prey is hauled back to the lair for a leisurely meal; the debris forms the treasure trove. Fire lizards are slow moving and sleep 50% of the time. Their lairs may have 1-4 eggs (10% chance, market value 5,000 gp each). Hatchlings immediately leave to hunt on their own. Shiny objects attract fire lizards; gems and metals form the bulk of treasure found in their dens.

**Ecology:** Fire lizards are perhaps an ancestral dragon type or offshoot of a common ancestor. Real dragons avoid these "false dragons," which live to be 50-100 years old. Fire lizard eggs are worth 5,000 gp, hatchlings 7,500 gp.

## Giant Lizards

This lizard is relatively normal, albeit large, and lives in marshes and swamps. An attack score of 20 means the giant lizard's victim is trapped in the mouth and suffers double damage (2-16 points). The giant lizard inflicts 2-16 points of damage each round thereafter. Giant lizards are lazy hunters and tend to attack anything edible that wanders by. While their great size protects them from most predators, it renders them a sumptuous feast to the black dragons who share their swamps. Giant lizards are sometimes domesticated by lizard men, who use them as mounts, beasts of burden, and food. Their lairs may be home to a wide range of lizards, from eggs to century-old adults.

## Minotaur Lizards

This huge, aggressive lizard derives its name from its horns. While these horns look like those of a minotaur, the male's horns are not used in combat -- rather, they are believed to be a means of attracting a

mate. The minotaur lizard attacks with sharp claws and teeth. They are adept at ambushes; others are -5 on their surprise roll. An attack roll of 20 means the lizard has trapped its victim within its jaws and can automatically inflict 3-18 points of damage each round thereafter until the victim escapes or dies. The victim is unable to attack the following round. Minotaur lizards are found in tropical hills and mountains near copper and red dragons.

### Subterranean Lizards

This aggressive lizard is able to run across walls or ceilings with the help of its suction cup-tipped feet. An attack roll of 20 means the lizard has clamped its jaws on its victim and does double damage (4-24 points). The victim automatically suffers an additional 2-12 points of damage each round thereafter. These lizards never leave their caves voluntarily. Some species are albino; these shun light and attack at -1 in daylight or its equivalent. Other species have tongues up to 20 feet long. Any man-sized or smaller prey seized by the tongue will be drawn into the mouth and bitten the next round unless a bend bars roll is made.

# Lizard Man

| | Lizard Man | Lizard King |
|---|---|---|
| **Climate/Terrain:** | Tropical, subtropical and temperate swamp | Tropical, subtropical and temperate swamp |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Tribal | Tribal |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Special | Special |
| **Intelligence:** | Low (5-7) | Average (8-10) |
| **Treasure:** | D | E |
| **Alignment:** | Neutral | Chaotic evil |
| **No. Appearing:** | 8-15 (1d8+7) | 1 |
| **Armor Class:** | 5 | 3 |
| **Movement:** | 6, Sw 12 | 9, Sw 15 |
| **Hit Dice:** | 2+1 | 8 |
| **THAC0:** | 19 | 13 |
| **No. of Attacks:** | 3 | 1 |

| | | |
|---|---|---|
| **Damage/Attack:** | 1-2/1-2/1-6 | 5-20 (3d6+2) |
| **Special Attacks:** | Nil | Skewer |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (7' tall) | L (8' tall) |
| **Morale:** | 14 | 16 |
| **XP Value:** | 65 | 975 |
| Patrol leader | 65 | |
| Subleader | 120 | |
| War leader | 270 | |
| Shaman, 3rd | 175 | |
| Shaman, 5th | 650 | |
| Shaman, 7th | 975 | |

Lizard men are savage, semi-aquatic, reptilian humanoids that live through scavenging, raiding, and, in less hostile areas, by fishing and gathering.
Adult lizard men stand 6 to 7 feet tall, weighing 200 to 250 pounds. Skin tones range from dark green to gray to brown, and their scales give them a flecked appearance. Their tails average 3 to 4 feet long and are not prehensile. Males are nearly impossible to distinguish from females without close inspection. Lizard man garb is limited to strings of bones and other barbaric ornament. Lizard men speak their own language.

**Combat:** In combat, lizard men fight as unorganized individuals. If they have equality or an advantage over their opponents, they tend toward frontal assaults and massed rushes. When outnumbered, overmatched, or on their home ground, however, they become wily and ferocious opponents. Snares, sudden ambushes, and spoiling raids are favored tactics in these situations. While individually savage in melee, lizard men tend to be distracted by food (such as slain opponents) and by simple treasures, which may allow some of their quarry to escape. They occasionally take prisoners as slaves, for food, or to sacrifice in obscure tribal rites.
For every 10 lizard men encountered, there will be one patrol leader with maximum hit points (17 hp) and a 50% chance for a shaman with 3 Hit Dice and the abilities of a 3rd-level priest. If one or more tribes are encountered, each tribe will also have a war leader of 6 Hit Dice, two subleaders with 4 Hit Dice, and a shaman of either 4 or 5 Hit Dice (50% chance of each). Any group of two or more tribes has a 50% chance for an additional shaman of 7 Hit Dice. Furthermore, each such group has a cumulative 10% chance per tribe to be led by a lizard king. If a lizard king is present, a shaman of 7 Hit Dice will always be present, and all patrol leaders from each tribe (i.e., 10% of the male warriors) will be combined into a single fanatical bodyguard for the lizard king.

**Habitat/Society:** Lizard men are typically found in swamps, marshes, and similar places, often (35%) dwelling totally underwater in air-filled caves. A tribe rarely numbers more than 150 individuals, including females and hatchlings. It is not uncommon for several tribes in an area to forge an informal

alliance against outsiders, including other lizard man tribes.
Lizard men are omnivorous, but are likely to prefer human flesh to other foods. In this regard they have been known to ambush humans, gather up the corpses and capture the survivors, and take the lot back to their lair for a rude and horrid feast.

**Ecology:** Lizard men have few natural enemies. They prey on human, demihuman, or humanoid settlements if these are nearby. Lizard man eggs are bitter and inedible, as is their flesh, but their skin is sometimes worked as scale armor (Armor Class 6). Lizard men produce no art, artifacts, or trade goods.

### Advanced Lizard Men

About 1 tribe in 10 has evolved to a higher state. These lizard men dwell in crude huts, use shields (thus Armor Class 4) and hurl barbed darts (30 yard range, 1-4 points damage) or javelins (1-6 points damage) before closing with the enemy. These lizard men use clubs (treat as morning stars, 2-8 points damage), and the leaders may use captured swords or other weaponry. The chance of these advanced lizard men having a lizard king is doubled, i.e., 20% cumulative chance per tribe.

### Lizard King

A lizard king is a lizard man of above average height and intelligence, leading one or more loosely organized tribes of lizard men. The lizard king is most often armed with a great trident, which it wields with great skill and ferocity. In the hands of the lizard king, the weapon inflicts 5-20 (3d6+2) points of damage. If the attack roll is 5 or more greater than the score needed to hit, the lizard king inflicts double damage (with a minimum of 15 points).
A lizard king usually demands two humans each week. If no humans are available, demihumans and other humanoids will be sought. If none are available, two of the lizard king's bodyguards will be killed and eaten instead.

# Locathah

| | |
|---|---|
| **Climate/Terrain:** | Tropical and subtropical/Coastal waters |
| **Frequency:** | Rare |
| **Organization:** | Clan |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | A |
| **Alignment:** | Neutral |
| **No. Appearing:** | 20-200 |
| **Armor Class:** | 6 |
| **Movement:** | 1, Sw 12 |
| **Hit Dice:** | 2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | By weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (5'+ tall) |
| **Morale:** | Average (9) |
| **XP Value:** | 35 |

The locathah are a humanoid race of aquatic nomads that roams warm coastal waters.
A typical locathah stands 5 to 6 feet tall and weighs 150 to 200 pounds. The skin is covered in fine but tough scales. The scales vary in color from a ivory yellow on the stomach and neck to a pale yellow on the rest of the body. The fins of their ears and spine are ocher. The ear fins enhance hearing while the large eyes are designed to enhance underwater vision. The only way to distinguish males from females is a vertical ocher stripe marking the egg sac. On the surface, locathah have a typically fish-like smell. They speak their own language; 10% also speak merman, koalinth, or other aquatic languages.

**Combat:** The intelligent locathah have developed tactics that enable them to beat their deadlier rivals.

They always operate in teams, the larger the better. Furthermore, when away from their homes they ride giant eelsthat act as both mounts and allies.
A typical locathah force is armed as follows:

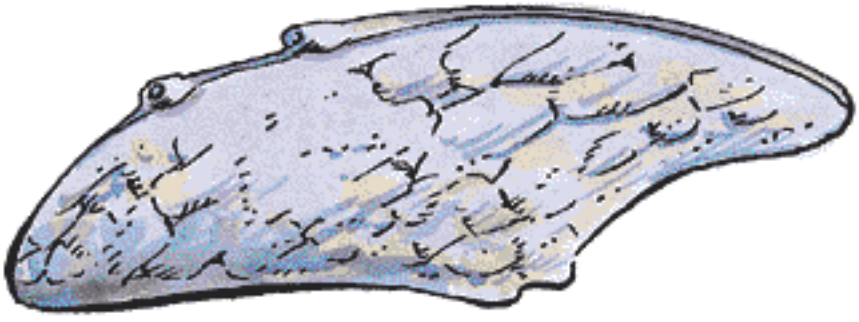
| | |
|---|---|
| Lance | 20% |
| Crossbow | 30% |
| Trident | 30% |
| Short sword | 20% |

Since a locathah lacks claws or teeth, it cannot do damage if it is disarmed. If that happens, it will either grapple a foe (if armed locathah are present), look for weapons, or flee. Locathah only battle to the death if cornered or if their home is threatened.

**Habitat/Society:** Locathah have developed a society similar to that of surface humans. They have a well-developed hunter-gatherer society and a strong sense of territory. Locathah make their lairs in rocks carved into castle-like strongholds. These aquatic castles are very similar to their surface counterparts. Openings are protected by stout doors, shutters, or coral bars. Often 4d4 moray eels are used as guardbeasts. There is a 50% chance that Portuguese man-o-war jellyfish may be used as traps. A herd of giant eels is kept at the edge of each stronghold.
Locathah have a communal society organized in tribes of 20 to several hundred. Each band of forty locathah has a leader (18 hit points, treat as a 4th-level fighter) and four assistants (14 hit points, treat as 3rd-level fighters). Clans of more than 120 locathah are led by a female chieftain (22 hit points, treat as a 5th-level fighter) accompanied by 12 guards (12-14 hit points, treat as 3rd-level fighters).
Clan chieftains are prolific egg layers. Eggs are gathered into well-guarded nurseries where they hatch after five to six months. Hatchlings are raised communally but each is assigned a "parent", a nonwarrior adult that takes personal responsibility for that hatchling.
Locathah shamans are priests of up to the 3rd level.

**Ecology:** Locathah are omnivorous. They have both aquatic farmers and hunter-gatherers that provide a varied diet for their clan brethren. The locathah's stone-age technology is limited to manufacturing weapons, tools, and ornaments from available materials. More advanced or magical items are scavenged from sunken wrecks, invaders, and drowning victims. Although they defend their territories against hostile invaders, locathah cooperate with nonhostile visitors, especially traders. Locathan coral carvings and jewelry are highly valued by art collectors and are traded for forged metals, ceramics, and durable magical items. Locathah can be hired to assist travelers in their realm. They also collect tolls from fishermen using locathah territorial waters.
Locathah never voluntarily leave the water. They are almost helpless on land. They are limited to slow crawls because they are unused to supporting their own weight. The use of magic to fly or levitate will negate this helplessness. They risk swift suffocation as their gills dry out; after ten turns, a surfaced locathah suffers 1 point of damage each round. If the locathah immerses itself in water, the damage is halted.
Locathah always try to recover captive locathah or their bodies. If such are detected aboard a ship, other locathah might first demand the return of their kin or simply sink the boat by carving into its bottom.

# Lurker



| | Lurker | Trapper | Trapper, Forest |
|---|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean | Forest |
| **Frequency:** | Uncommon | Rare | Rare |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Omnivore | Carnivore | Carnivore |
| **Intelligence:** | Non- (0) | Highly (13-14) | Highly (13-14) |
| **Treasure:** | C, Y | G | G |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 (1-4) | 1 | 1 |
| **Armor Class:** | 6 | 3 | 4 |
| **Movement:** | 1, Fl 9 (B) | 3 | 3, Br 6 |
| **Hit Dice:** | 10 | 12 | 10 |
| **THAC0:** | 11 | 9 | 11 |
| **No. of Attacks:** | 1 | 4+ | See below |
| **Damage/Attack:** | 1-6 | See below | See below |

| | | | |
|---|---|---|---|
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | H (20' diam.) | H (20'-30' diam.) | H (20' diam.) |
| **Morale:** | Steady (11) | Steady (11) | Steady (11) |
| **XP Value:** | 2,000 | 3,000 | 3,000 |

The lurker is a carnivorous scavenger found only in subterranean settings. It resembles a large manta ray; its grayish belly is textured like stone. The lurker typically attaches itself to a ceiling, where it is very difficult to detect (only 10% chance) unless actually prodded.

**Combat:** Lurkers are slow-moving creatures that must wait for their prey to come into range. Lurkers wait on the ceiling, then drop and wrap themselves around their prey. Lurkers cause a -4 penalty to opponents' surprise rolls. The constriction causes 1d6 points of damage per round and suffocation within 1d4+1 rounds, regardless of the damage suffered by the victim. This damage is automatic each round unless the victim breaks free or the lurker dies. Lurkers do not stop attacking until dead. Prey can only fight with short weapons that were in hand when the lurker attacked.

**Habitat/Society:** Lurkers are solitary creatures. The females lays eggs in a glutinous clutch near the ceiling. The hatchlings fall to the ground and feed on vermin until they become large enough to fly. Young resemble rectangular patches of moss.

**Ecology:** Lurkers are opportunistic feeders that make do with whatever wanders by. The lurker flies by means of gases generated into sacs. These gases may be used in the preparation of a *potion of levitation*. Lurker eggs or hatchlings may be sold as living defenses for those who want them. Lurker, trapper, and miner eggs can all be sold for 900 gp, hatchlings for 1,100 gp.

### Trapper

The subterranean trapper is found only in caves and other dark places. It can alter its shape and color to resemble the local floor and to form a protuberance in the center that resembles a box. A trapper is difficult to detect (95%) once it has settled into a disguise. When prey wanders into the trapper's center, the creature's edges rise up and wrap around the victim. The victim suffers damage per round equal to 4 points plus his Armor Class (a victim with AC 2 suffers 6 points of damage per round). The constriction prevents breathing; victims smother in six rounds regardless of the damage suffered. A trapper does not release a victim unless the trapper is reduced to 1 hit point or killed.

Trappers are immune to heat- or cold-based attacks. Trappers remain wrapped in a ball for 1d8 hours while digesting a victim. The remains of their victims are excreted below and form the trappers' treasure troves. A typical trapper can cover about 400 square feet, while large ones can cover up to 600 square feet.

Eggs are laid in a pebble-like mass. Hatchlings resemble flat rocks. Trapper skin may be used to make nonmagical +1 leather armor.

### Forest Trapper (Miner)

The forest trapper, or miner, resembles a tailless manta ray mottled brown or green-brown. Its frontal and dorsal ridges are hard bone.

It preys primarily on small forest animals but traps larger creatures by burrowing beneath paths or roads, then extending the 1d20+5 poisonous, twig-like barbs on its back through the surface. Passers-by have a 25% chance (75% if surprised) of unknowingly stepping on one. If not surprised, druids or rangers have a 5% chance per level of spotting and identifying the barbs. Victims must roll successful saving throws vs. poison or be paralyzed for 2d20 turns. A miner will not surface until all surface movement stops. Then it attacks in the same manner as a subterranean trapper.

Miners travel slowly on the surface by rippling like a snake. Burrowing is faster but travel is limited to soil, sand, and gravel.

Because a miner is always underground unless attacking, it is rarely attacked. The miner's toxin is located in sacs at the base of the barbs. The toxic barbs can be used in a blowgun or as a hand weapon by small creatures, provided the grip is wrapped.

Eggs are laid in a clutch several feet below the surface. The young feed on burrowing animals for their first year.

# Lycanthrope, General

Lycanthropes are humans who can transform themselves to resemble normal animals or monsters. The term "lycanthrope" is actually a misnomer, coming from the roots *lycos* (wolf), and *anthropos* (man). A more correct term is "therianthrope," from *therios* (animal) and *anthropos.* However, since werewolves are the most common therianthropes, the term lycanthrope has gained much more popularity, and more common usage.

To further confuse the issue, there are creatures like the wolfwere and jackalwere, animals which can assume human form. These creatures ("antherions" for lack of a better term) pass on their condition genetically (that is, by having offspring), not by biting and infecting other creatures. Other differences between the two classes of creature include their vulnerabilities: antherions can be struck by cold iron, lycanthropes by silver. Antherions hate lycanthropes, and always attack their counterparts (wolfweres attack werewolves, etc.). Likewise, most lycanthropes feel enmity for antherions, and attack on sight as well.

In addition, there are many subspecies of some lycanthropes, beyond the differences in animal type. For instance, there are three distinct subspecies of werewolf, differing in their secondary form: one has fangs, a furred body, a tail, wolf-like legs, and lupine features (but without the snout); another has a very wolf-like face and body, with human hands, and is easily mistaken for a wolf when down on all fours; and the third secondary form is that of a huge wolf, as big as a bear.

The condition of being a lycanthrope, often referred to as a curse, is called lycanthropy. A distinction must be made between true lycanthropes and infected lycanthropes. True lycanthropes are those to whom lycanthropy is a genetic trait; they breed with other lycanthropes and produce baby lycanthropes. Only true lycanthropes can infect others with lycanthropy. Infected lycanthropes are those whose lycanthropy results from being wounded by a true lycanthrope.

There are also creatures known by some as "induced lycanthropes," whose shape changes are effected by magical items; these creatures cannot infect others with lycanthropy, though the magical items can be transferred to new owners. Some of the items are cursed, so that once they are worn, they cannot be removed without the application of a *remove curse* spell. Induced lycanthropes include swanmays and anyone using a *cloak of the manta ray.*

Finally, there are "cursed lycanthropes" created by a certain spell, *curse of lycanthropy* (see boxed text). True lycanthropes and induced lycanthropes seldom hate their "curse." They see themselves as being like any other creature, with the same right to survival. Those bitten and infected, or those affected by the *curse of lycanthropy* spell, are generally unhappy with their fate. These unfortunates seek cures and occasionally try to hunt down the lycanthrope who infected them (or the wizard who cursed them).

**Description:** Most lycanthropes have three forms; some have only two. See the individual descriptions for more details. The first form is always the natural humanoid form, which over time becomes more and more reminiscent of the lycanthrope's animal form. The second form is a hybrid, combining both animal and humanoid features; the size of this hybrid tends to lie between the humanoid size and the size of the creature replicated. The third form of the lycanthrope is externally identical to that of a normal creature of the replicated species; the only visual clue is that the eyes may glow in the dark. A slain lycanthrope

always reverts to its natural humanoid form within one round of being killed.

**Curse of Lycanthropy (Necromancy, Alteration)**
6th-level Wizard spell

| | | | |
|---|---|---|---|
| Range: | Touch | Casting Time: | 6 |
| Components: | V, S, M | Area of Effect: | Creature touched |
| Duration: | Special | Saving Throw: | Negates |

This spell causes a temporary case of lycanthropy in the victim touched by the caster. A normal attack roll is required for the wizard to touch the victim, who must then roll a saving throw vs. spell. Failure indicates that the victim is affected by lycanthropy. Every month, the victim's condition manifests with the full moon; after each attack, the victim can make another saving throw vs. spell to see if the spell's effects wear off.
Almost any type of standard lycanthropy can be induced with this spell. By using the blood of a normal animal as a spell component, the wizard can cause the victim to assume that were- form.
Lycanthropy manifests the night of the full moon, as well as the night immediately before, and the night immediately after, the full moon. During those nights, the character gains no benefits from sleep or normal healing, and loses all memory of events which happen while in animal form. In all respects, the character gains the abilities, immunities, defenses, and bloodlust of an infected lycanthrope; it cannot transmit lycanthropy. When the three-night attack is over, the victim can make another saving throw, with a -3 penalty, to throw off the spell's effects.
A *remove curse* allows the character to roll a saving throw vs. polymorph; success means the curse is broken. A *wish* also dispels the curse. No other spells can remove the curse.

**Contracting lycanthropy:** Although the forms of attack vary with each species, all true lycanthropes can transmit their dreadful affliction. Any humanoid creature injured by a lycanthrope but not actually killed (and presumably eaten) has a chance to contract lycanthropy. This chance equals 1% per point of damage caused by the lycanthrope. Some lycanthropes transmit their affliction only through their bite, others through any natural attack, and some even through the weapons they use. For ease of bookkeeping, if a character suffers 24 points of damage (from all attacks) from a true werewolf, the character has a 24% chance to become an infected werewolf.
If the character eats belladonna within an hour of the attack, there is a 25% chance this will cure the affliction; it definitely incapacitates the character for 1d4 days. Note that only a sprig of belladonna need be eaten, and it must be reasonably fresh (picked within the last week). If too much is eaten, the character may still be cured, but is incapacitated for 2d4 days.
The only other way to lift the affliction is to cast a *remove curse* on the character, on the night of a full moon, or the night immediately preceding or following the full moon. After *remove curse* is cast, if the character makes a successful saving throw vs. polymorph, the curse is broken. Otherwise the changes take place and the spell has no effect. *Cure disease* and other healing spells and abilities have no effect against lycanthropy.
Only infected lycanthropes can be cured. To a true lycanthrope, lycanthropy is as natural as breathing, and the condition cannot be altered. True lycanthropes have complete control over their physical states;

they are not affected by darkness, phases of the moon, or any of the other situations which traditionally affect infected lycanthropes.

**Combat:** In human form, the lycanthrope uses weapons to attack. They tend to use natural attack abilities in other forms.
In lycanthrope form, the monster can be struck only by silver or magical weapons. Wounds from any other weapon heal too quickly to cause actual damage. Damage from spells, acid, fire, and other special effects apply normally. Because of their vulnerability to silver, some lycanthropes have a psychological aversion to the metal and refuse to handle it; in some cases, the psychosomatic effect is so great that touching silver actually burns the lycanthrope.

**Habitat/Society:** True lycanthropes can change shape at will, regardless of the time of day or phase of the moon. Infected lycanthropes are usually humanoid during the day. When darkness falls on the night of a full moon, or on the night immediately preceding or immediately following a full moon, the infected lycanthrope unwillingly changes shape and is overcome by bloodlust. During this time, an infected PC is beyond the player's control; the DM takes over the character.
The character's Strength increases temporarily to 19. Armor Class, number of attacks, movement rate, and immunities, become identical to those of the type of lycanthrope that bit the character. The transformed character wants only to hunt and kill, and usually selects either personal friends or enemies as victims. The werecreature makes no distinction between friends and enemies; all that matters is the Strength of the emotion binding them.
When the character returns to normal form, 10% to 60% (1d6>010) of any wounds suffered while in animal form heal instantly. The character also has hazy, haunting memories of performing terrible acts.
Each type of lycanthrope has its own language as well as its humanoid language; some may be able to speak the languages used by the animals they imitate.
True lycanthropes tend to avoid human society unless attacking or on an errand. Lycanthropes travel alone or in packs. The packs are usually of similar lycanthropes, but may also include normal animals or monsters whom the lycanthropes resemble. Some lycanthropes have the ability to summon such creatures.

**Ecology:** Lycanthropes fit a variety of roles, depending on the type of creatures they become, scavengers act as scavengers, predators as predators. See individual descriptions for more details.

**Designing New Types of Lycanthrope**
Described here is a process for creating variant lycanthropes, either as true lycanthropes, one-shot opponents, or for the results of a *curse of lycanthropy*.

**Animal Type:** Virtually any predator between the size of a small dog and a large bear can be the basis for a type of lycanthrope. Most (but not all) true lycanthropes are mammals; most (but not all) are carnivores. An animal type used by the DM to create a race of true lycanthropes should be a carnivorous mammal with animal Intelligence (1), or rarely, a reptile, bird, or even fish with animal Intelligence. There has never been a reliable report of a were-amphibian of any type.
Induced lycanthropes, by spell or item, can be created using a wide variety of animal types, and even monstrous creatures.

**Appearance:** In humanoid form, the lycanthrope has subtle indications of the curse, ranging from hair

color like that of the animal, to general facial type, to voice and actions. In animal form, the lycanthrope resembles a large version of the normal animal (but not so large as to be immediately noticeable). On close inspection, the animal form's eyes show a faint spark of unnatural intelligence, and often glow red in the dark.
The lycanthrope may also have a third form, part human and part animal. This form is usually humanoid in general shape, and the body has the same covering as the animal (usually fur, sometimes scales or feathers). Facial features and body shape change somewhat, gaining more characteristics of the animal (fangs, whiskers, claws, animal leg structure, etc.).

**Statistics and Attributes:** To determine the new lycanthrope's statistics, extrapolate from those of the base animal and from existing lycanthrope types. If the base animal is more powerful than a wolf, the new lycanthrope should have more Hit Dice than a werewolf; if the base animal is similar to a giant rat, the new werecreature should have about the same Hit Dice as a wererat. In almost every case, the new lycanthrope should have at least 1-2 Hit Dice more than the base animal.
The lycanthrope gets the same attack forms as the base animal type, such as claws, bite, tail slap, head butt, or whatever. The damage should be very similar to that caused by the base animal. Many lycanthropes associate with animals of their base type, and the werebeast should be able to dominate such a group.
Armor Class depends on the base animal's natural toughness, speed, and dexterity. The lycanthrope should have a slightly better AC than the base animal, perhaps by 1 or 2 places.
Movement rate should be the same as that of the base animal, as should diet and habitat. Morale should be about one category better than that of the base animal.
The creature's alignment tends to be an extrapolated version of the base animal's alignment. Since most base animals are neutral, the DM must look at the animal's tendencies. If the animal is a vicious predator and a strong fighter, the lycanthropic version is probably evil; it tries to stay out of the way of other creatures, it may be good or neutral. If the animal is very independent, the lycanthrope should be chaotic; if the animal is very methodical and has regular habits, the lycanthrope is probably lawful.

**Vulnerability:** True lycanthropes share a vulnerability to silver weapons, possibly because of the metal's mystical relationship with the moon, or the inherent qualities or powers of the metal itself. Extremely rare variants might have no such vulnerability, but instead may have developed a weakness for another precious metal (gold and copper being the most likely), or perhaps for bronze, obsidian, or even wood.

**Special Abilities:** In addition to their abilities of shapeshifting, calling normal animals to their aid, and so forth, some lycanthropes have other special powers. These should not be rolled randomly for a new lycanthrope type, but chosen to fit with the attitude and style of the base animal. A few samples are listed below.

Thief skills, level 1-6
*Charm person* by gaze or voice
Regeneration (except for damage from silver weapons)
Wizard spells, casting level 1-6
*Cause fear*
Psionicist abilities, level 1-6
Cast *sleep*, once per day
Poison

# Lycanthrope, Seawolf

| | Lesser | Greater |
|---|---|---|
| **Climate/Terrain:** | Saltwater | Saltwater |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Pack | Pack |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Average (8-10) | Low to high (5-14) |
| **Treasure:** | Nil | Nil |
| **Alignment:** | Neutral evil | Chaotic evil |
| **No. Appearing:** | 3-18 | 4-16 |
| **Armor Class:** | 6 (7) | 5 |
| **Movement:** | Sw 12, 30 | Sw 27, 9 |
| **Hit Dice:** | 2+2 | 9+2 |
| **THAC0:** | 19 | 11 |
| **No. of Attacks:** | 1 (3) | 1 or 2 |
| **Damage/Attack:** | 2d4 (1-2/1-2/1-4) | 3-12 or 1-2 and by weapon type |
| **Special Attacks:** | Nil | Nil |
| **Special Defenses:** | Nil | Hit only by silver, cold iron, or +1 or better magical weapons |
| **Magic Resistance:** | Nil | Nil |

| | | |
|---|---|---|
| **Size:** | M(6'-7') | L(12'-15' long) or M |
| **Morale:** | Steady (11-12) | Elite (13-14) |
| **XP Value:** | 120 | 1,400 |

The seawolves are humans who can assume a form combining aspects of a seal and a wolf. Their packs roam the seas in search of ships to attack.
The monstrous form of the lesser seawolf has the 6 to 7 foot long body of a seal. The head and shoulders are those of a wolf. In human form the lesser seawolves stand 5 to 6 feet tall. All are thickly muscled and have tiny ears and long hair that covers their head and shoulders like a mane. The lesser seawolf has a hybrid form of a wolfman, a humanoid shape that retains the seawolf's teeth, claws, and fur; statistics for this form are given in parentheses above.

**Combat:** Lesser seawolves approach a ship in seawolf form, then change into the hybrid form and climb aboard. There they use their teeth and claws to kill their opponents. If the ship looks too heavily defended, the seawolves may gnaw holes in the hull in order to sink the ship.
Unlike most other lycanthropes, lesser seawolves have no special protection against normal weapons. Dead seawolves revert to their human form in a single round.

**Habitat/Society:** Most seawolves were formerly fishermen or sailors; as such, they also tend to be male and human. They travel in packs with those of their own kind. Their fierce hatred of their former coworkers drives them to seek to kill them or pass on the lycanthropic curse. Victims who acquire the disease become seawolves in 2-5 days. Once night falls, the new seawolf slips into the water and goes off in search of a pack.
Seawolves are nomads constantly roaming the cooler sections of the seas. They neither build lairs nor keep treasure. During the day, they sleep on beaches or in caves or appropriated houses. If surprised on a beach, they pretend to be shipwreck victims, then kill the intruders and take their clothing. If at sea, the seawolves are still able to sleep during the day by floating on their backs; in this case they may be mistaken for a cluster of drowning victims. If a ship moves close to investigate, the seawolves wait for the best opportunity to attack and take over the ship.
Seawolves breathe air. They can remain submerged for 17-24 (1d8+16) minutes. Failure to surface after that time causes them to suffer 1-6 points of damage each round until they drown.
Female seawolves give birth to single cubs. These may appear to be human infants during the day or baby seals at night. Seawolves lack parental feelings and abandon the cubs. Although the cubs are able to swim and hunt from birth, they have difficulty keeping up with adults and often drown during the day if they are at sea. Only 5% of cubs reach adulthood. The offspring of a seawolf and a human are good swimmers who feel mysteriously drawn to the sea, but few (25%) become seawolves upon reaching adolescence.
Seawolves may ally themselves with other evil aquatic lycanthropes. They hate selkies, whom they consider allies of the humanoids. Lesser seawolves attack selkies on sight.
Their diet includes a variety of foods, such as shellfish, fish, seabirds, sea mammals, and anyone they can sink their teeth into. Occasionally, packs may wander into a town and take over a tavern for a round of drinking and wenching.
Seawolf personalities are a twisted version of their original, human personalities. It is as if the seawolf persona is a savage, magnified version of all the original person's bad traits. Seawolves periodically return to their original home port. This may be a subconscious longing for their old life or a means to renew their

hatred of those still humanoid. If a seawolf spots his old self's mate or child, he may attempt to make contact.

**Ecology:** Seawolves are the sworn enemies of any humanoid who makes his living in the sea. They live to destroy shipping, spread terror, and spread their curse further.

### Greater Seawolves

The monstrous form of the greater seawolf has a 12 to 15 foot long body, but is otherwise identical to the lesser seawolf. In human form, greater seawolves stand 6 to 7 feet tall.

**Combat:** Greater seawolves assume their human forms to get close to their opponents. The typical plan is to bite or strangle one or two deckhands, take their weapons, and begin a general assault. In seawolf form, greater seawolves can be harmed only by silver, cold iron, or magical weapons of +1 or better. Steel weapons have no effect. Dead seawolves revert to their human form in one round.

# Lycanthrope, Werebat

| | |
|---|---|
| **Climate/Terrain:** | Temperate woodlands |
| **Frequency:** | Rare |
| **Organization:** | Flock |
| **Activity Cycle:** | Night |
| **Diet:** | Blood |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | B |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 5 |
| **Movement:** | 9, Fl 15 (D) |
| **Hit Dice:** | 4+2 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1d4/1d4 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 420 |

Like the other species of lycanthrope found in Ravenloft, two varieties of werebat exist -- natural (or true) and infected. True werebats are those creatures who have been born to werebat parents. The parents may be either true or infected werebats themselves, but the offspring of any two werebats is a true werebat. In those rare cases when a child is born with one werebat and one human parent, there is a 50% chance that it will be a true werebat and a 25% chance that it will be an infected werebat.

True werebats have three forms: normal human, vampire bat, or hybrid. In the first form, it is marked by bat-like features and traits (an aversion to bright lights, keen night vision, a taste for blood or raw meat, etc.). In its vampire bat form, it looks just like a common vampire bat. By far the most feared of its forms, however, is that of the hybrid. In this form, it retains its humanoid shape but takes on the added features of a bat. The arms extend to become willowy and leather wings form under them, the teeth

sharpen into deadly fangs, and the snout protrudes from the face. The nails stretch into deadly claws and the eyes spawn an inner glow when light hits them.
Infected werebats have only two of the three forms listed above. Most (75%) have a human and hybrid form, while the rest have only a human and true bat form.

**Combat:** The type of attacks employed by a werebat depend upon its form. In human form, it will depend upon weapons to inflict damage, for its bare hands inflict but 1d2 points per attack. If at all possible, the creature will avoid combat in this form.
In bat form, they attack just as if they were bats. Each round, they may attack once and inflict but a single point of damage with any successful strike. The bitten victim, of course, stands a chance of contracting lycanthropy (see below), even from this meager wound. Opponents of a werebat in this form will find that it is unusually resilient, for it has its full human-form hit points.
In hybrid form, the werebat does not have the manual dexterity to employ weapons effectively. However, its deadly sharp claws and needle-like teeth make it far from helpless. In each round it may strike twice with its claws (inflicting 1d4 points of damage each). If both of these attacks hits, it may follow with a vicious bite that does 2d4 points of damage. Werebats can fly in their hybrid form and often use this ability to their advantage in combat.
Anyone who takes damage from a werebat's natural attacks stands a chance of contracting the disease of lycanthropy and becoming an infected werebat. Every point of damage done indicates a flat 2% chance per point that the victim will become infected. The procedures for curing an infected lycanthrope are given in Chapter 5 of the *Ravenloft Boxed Set.*
Werebats can be harmed only by silver or +1 or better magical weapons. Any wound inflicted by another type of weapon knits as quickly as it is inflicted, hinting at the creature's true nature.

**Habitat/Society:** Werebats favor caves in lightly wooded, temperate regions as their homes. From here, they can fly out and seek prey from which they can draw the blood necessary to satisfy their thirst. Werebat caves are commonly home to only one family of werebats (two parents and 1-4 young). The young remain in true bat form until they reach 3 years of age. A this time, they mature into adults and, within a single year, become fully grown. This time of transformation brings out a great hunger in the creature, which forces it to spend most of its time hunting and feeding. Human villages near a werebat cave will certainly lose many citizens to the feasting of the ravenous creature at this time.
In addition to the werebat family, each cave will contain 20-200 (20d10) common bats and 1-10 giant bats. All of these lesser are under the command of the adult werebats and will act as their sentinels and companions.

**Ecology:** Although werebats favor humans and demihumans as prey, they have been known to feed on the blood of other mammals (like cattle and horses) when preferred prey is not available. Interestingly, such animals seem to be immune to the lycanthropy that these dark creatures spread.
While werebats do look upon humans and demihumans as animals to be devoured, they are not cruel or evil in their attacks. They simply regard such beings as having a lower place in the food chain. Werebats will, typically, refer to themselves as "predators of the night."

# Lycanthrope, Werebear

| | |
|---|---|
| **Climate/Terrain:** | Cold or temperate regions |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Nocturnal |
| **Diet:** | Omnivore |
| **Intelligence:** | Exceptional (11-12) |
| **Treasure:** | R, T, X |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 2 |
| **Movement:** | 9 |
| **Hit Dice:** | 7+3 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-3/1-3/2-8 |
| **Special Attacks:** | Hug for 2-16 |
| **Special Defenses:** | Hit only by silver or +1 or better magical weapons |
| **Magic Resistance:** | Nil |
| **Size:** | L (6'-9') |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 1,400 |

Werebears are humans who can transform themselves into large brown bears. They are the best known good-aligned lycanthropes. The ursine form most often resembles a brown bear. Some have blond, reddish, black, or ivory fur (the latter is common in frozen regions).
In human form they are large, stout, well-muscled, and hairy. Their brown hair is thick; males usually wear beards. Some have reddish, blond, ivory, or black hair; this matches the color of the ursine form. They dress in simple cloth and leather garments that are easily removed, repaired, or replaced.

**Combat:** In human form, the werebear uses available weapons, preferring axes, and knives, since these have practical applications suitable for woodland life. If attacked in daylight, the werebear usually

remains human unless death is likely. The shapechange renders the werebear helpless for a round. In ursine form, the werebear attacks with two swiping claws and a bite. If both claws hit, during the next round the werebear can hug for an additional 2-16 points of damage. This subsequent damage continues automatically each round thereafter.
Like those of other lycanthropes, the werebear's defenses function only in the bear form. Weapons used against the werebear must be either silver or magical weapons of +1 or better. Werebears can summon 1-6 brown bears within 2-12 turns, provided such animals are within one mile. Werebears heal at three times the normal human rate and can *cure disease* in another creature in 1-4 weeks if they so desire.
If a werebear dies, he reverts to his human form in one round.

**Habitat/Society:** Werebears are normally solitary creatures. As humans, they build cabins far from settled areas, preferably in a deep forest near well-stocked waters. Werebears do not marry although they may have preferred mates they meet on a very irregular basis. Females bear 1-2 children in human form. Such children are very stout and grow quickly. Within eight years they gain adolescence and the ability to change into werebears. Shortly after, the mother drives the children out and seeks a mate to start the cycle anew. The newly independent young are discreetly guided and assisted by older werebears. Despite their apparent isolationism and rugged individualism, werebears have a sense of community. They never attack each other and aid any werebear threatened by another lycanthrope species.
Werebears are closest to forest-dwelling classes like rangers, druids, and wildlife-oriented priests. They rarely enter villages and never enter cities except in dire emergencies or to help other good-aligned people, especially those threatened by evil lycanthropes. Werebears hate wererats and werewolves.
The average werebear claims a territory 1 to 4 square miles in size. Fishing areas are open to all werebears. A werebear feels a close bond to its home region, acting as a game warden to protect its territory and the animals therein from the ravages of intruders.
Werebears do not travel a great deal. Only the rare individual (usually young) can be coaxed into joining a band of adventurers. Werebears may join an adventuring group as guides, provided the money is right and the job is agreeable.
Treasure is usually limited to small, valuable commodities like gold, platinum, gems, and jewelry. Werebears rarely carry any treasure and instead hide it near their homes. They also collect scrolls, potions, and other magical items, often as fees or rewards for past services. Werebears destroy any magical items that specifically affect lycanthropes or bears, since such items might be used against themselves.

**Ecology:** Werebears are omnivorous, preferring fish, small mammals, and a honey-rich mead. This mead is extremely intoxicating to normal humans. Werebears have few natural enemies. Their closest enemies are the werewolves who share their preferred wilderness regions.

# Lycanthrope, Wereboar

| | |
|---|---|
| **Climate/Terrain:** | Any dry land |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | B, S |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-8 |
| **Armor Class:** | 4 |
| **Movement:** | 12 |
| **Hit Dice:** | 5+2 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-12 or by weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Silver or +1 or better to hit |
| **Magic Resistance:** | Nil |
| **Size:** | M (5'-6' tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 650 |

Wereboars are humans who are able to transform themselves into a form combining human and boar features. Their tempers are as ugly as their features.
In human form wereboars tend to be stocky, muscular people of average height. Their hair is short and stiff. They dress in simple garments that are easy to remove, repair, or replace.
The boar form stands slightly taller than the human form, but the hunchbacked posture thrusts the head forward. The head is identical to a boar's head, complete with short tusks. The torso's diameter is doubled, the neck shortened, and the feet become hoof-like. Stiff, black hair like wire bristles covers the skin.

**Combat:** The wereboar combines his hands and tusks for deadly effect. The wereboar seizes a target and pulls it toward his head. He stabs his tusks into the victim, then pulls his victim to one side while swinging his head in the other direction, which tears the wound further. He then tosses the victim aside and attacks someone else. A wereboar will gladly wade into the center of a group of opponents and then fight his way out.
In human form the wereboar attacks with whatever weapon he has. Wereboars prefer bludgeoning or chopping weapons, such as axes and maces, rather than stabbing or missile weapons such as swords, spears, or bows.
In either form the wereboar is immune to damage from nonmagical and nonsilver weapons. Such wounds are little more than scratches that quickly heal.

**Habitat/Society:** Wereboars are ill-tempered, easily angered, and almost as prone to attack their few friends as they are to attack an enemy. As humans they are rude, crude, and vulgar. However, they are invaluable allies in a fight. A wereboar does not give his friendship easily, but when he does it is a special bond he will not break. The problem is, due to the wereboar's peculiar personality, it is difficult to tell whether he is being friendly or hostile.
Wereboars prefer dense woodlands, ideally far from towns and cities. Like werebears, they live in caves or build cabins for their homes. Their homes tend to be ill-kept and slovenly. Wereboars don't repair things, they replace them.
Despite their personalities, wereboars have close-knit families. Females give birth to litters of 1d4+2 offspring. Newborns are very small by human standards but are strong and able to crawl hours after birth. The offspring mature quickly. When they reach adolescence at eight years, they gain the ability to become wereboars themselves. A wereboar father appears to be distant and aloof, but a staunch protector who will attack any foe who threatens his family, no matter how uneven the odds. Females are aggressive when defending their young (+2 bonus to attack roll). Neither males nor females check morale when defending their young.
The diet is a mixture of small game, vegetables, and fungi. Their favorite food is the subterranean fungus called truffles; even in human form they can detect the truffles growing several feet underground. Wereboars aren't very good gardeners. A typical garden is a cleared field strewn with a variety of seeds and bulbs in the hope that something edible will grow. Wereboar cuisine is equally haphazard; it can be summed up as burned meat and stews.
Wereboars avoid normal hogs and boars. They are suspicious of strangers. Wereboars assume everyone is hostile. In human form they may wait for the first attack, but when in boar form they usually (75% chance) chase the intruders away and attack any who defend themselves.

**Ecology:** Wereboars produce little of value, whether trade goods or services. Their main desire is simply to stay away from everyone else. In the wild, they defend their territories against any intruders. Wereboars fit into orcish society as well as they do into human society, and might sometimes assist or ally themselves with orcish forces. Wereboars can tolerate half-orcs.

# Lycanthrope, Werefox (Foxwoman)

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Nocturnal |
| **Diet:** | Carnivore |
| **Intelligence:** | Average to Exceptional (8-16) |
| **Treasure:** | E, Q (x5), S |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 (see below) |
| **Armor Class:** | 2, 4, or 6 |
| **Movement:** | 24, 18, or 12 |
| **Hit Dice:** | 8+1 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-2, 2-12, or by weapon |
| **Special Attacks:** | Charms, spells |
| **Special Defenses:** | Silver or +1 weapons to hit |
| **Magic Resistance:** | Special (see below) |
| **Size:** | M |
| **Morale:** | Elite (13) |
| **XP Value:** | 2,000 |

A foxwoman is an elven-appearing woman who is able to transform herself into a silver fox form or a silver-furred humanoid (vixen) form with a fox's head. They are extremely self-centered.
The female elven form of the foxwoman is extremely beautiful. She has silver or silver-streaked hair, including a widow's peak. She dresses attractively in loose garments. A pouch holds valuables and spell components.
The vixen form is a hybrid of elven and fox-like features. The body and limbs are those of the elven form but covered with silvery fur. The head and tail are fox-like. The vixen may wear elven clothing. The vixen can run very quickly (18).
The silver fox form appears to be a normal, large fox. It moves extremely fast (24), can *pass without*

*trace*, and is 90% undetectable in undergrowth if it passes out of view for a moment.

**Combat:** The silver fox's bite inflicts 1-2 points of damage but is otherwise harmless. The vixen's more savage bite causes 2d6 points of damage. Human or elven women who are bitten by a vixen for 50% or more of their hit points become foxwomen within three days unless both a *cure disease* and a *remove curse* spell are cast upon the victim by a priest of at least 12th level.
In elven form, the foxwoman relies on weapons. She gains a +1 bonus with bow or sword. Her best weapon is her incredible beauty. Any human, humanoid, or demihuman males whose Wisdoms are 13 or less are effectively caught by a *charm* spell. Those whose Wisdoms are 14 or greater are not charmed but still find the foxwoman extremely attractive. In elven form, the foxwoman has magic use as a wizard of level 1d4. She is 90% resistant to *sleep* and *charm* spells.
In any form, the foxwoman is able to see by infravision (60-foot range). They can only be harmed by silver or +1 or better magical weapons. Scars from nonfatal wounds vanish within a month.

**Habitat/Society:** Foxwomen dwell in lonely woodlands far from humanoid communities. Their homes may be hidden cottages or comfortably furnished cave complexes; in either case their homes are filled with typical human comforts. Foxwomen are solitary in regard to their own kind. They are self-serving, vain, and hedonistic. Foxwomen serve their vanity by enslaving humanoid males. Those males become servants and companions.
Werefoxes do not keep dwarves, gnomes, or halflings; such males are slain quietly as soon as the opportunity arises.
Each foxwoman is always accompanied by 1d4+1 charmed males. At least one of the males is a fighter (70%) or ranger (30%) of level 1d4+1. There is a 50% chance that any one of the other males is also a fighter of level 1d4. There is a 10% chance that one of the remaining males is a cleric (10%), druid (45%), mage (10%), thief (25%), or some other class (10%) of level 1d4. Of her elven or half-elven companions, 25% are multi-class characters. All males who do not fit into any of the above categories are 0-level fighters and elves or half-elves of 1 Hit Die. The males may use such magical items as they possessed prior to being charmed into the foxwoman's service.
Foxwomen are barren. They must kidnap or adopt their children. There is a 10% chance that a foxwoman has a "daughter." The foxwoman has stolen an elven girl, infected her with lycanthropy, and is raising her as a foxwoman. Such a child is be 1d8+5 years old. If she is 12-13, she is treated the same as a normal foxwoman; otherwise she is a noncombatant.
Non-elven women who are afflicted with lycanthropy undergo a slow transformation that alters their normal form. Over a period of one to two years, such women turn into elven women; only their faces and odd marks (tattoos, birthmarks) provide faint proof of their old identities.

**Ecology:** Foxwomen are unique among the lycanthropes. They have no major goals or desires aside from pampering themselves and feeding their vanity. They have little contact with other foxwomen (whom they see as rivals), real foxes (irrelevant beasts), or other lycanthropes (crude, unattractive, and uncharmable).

# Lycanthrope, Wererat

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Uncommon |
| **Organization:** | Pack |
| **Activity Cycle:** | Nocturnal |
| **Diet:** | Scavenger |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | C |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 4-24 (4d6) |
| **Armor Class:** | 6 |
| **Movement:** | 12 |
| **Hit Dice:** | 3+1 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | By weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Hit only by silver or +1 or better weapons |
| **Magic Resistance:** | Nil |
| **Size:** | S-M (3'-6') |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 270 |

Wererats, also called ratmen, are humans who can transform themselves into three forms -- human, human-sized ratman, and giant rat. They are sly and evil, and usually inhabit tunnel complexes beneath cities.

The wererat's human form tends to be a thin, wiry individual of shorter than average height. His eyes constantly dart around, and his nose and mouth may twitch if he is excited. Males often have thin, ragged moustaches.

The ratman form is somewhat shorter than the human form. The head, torso, and tail are identical to those of a rat, but the limbs remain human.

The third form is that of a giant rat 2 feet from nose to rump. This form is identical to that of the giant rat

(q.v.). This is the preferred form for travel and spying on potential victims.
Wererats are often followed by 1-6 mice or rats that are instinctively drawn to them but are not controlled by them.

**Combat:** In all three forms, wererats rely on weapons for their attacks, preferring shortswords and daggers. Anyone who is injured by a true wererat has a 1% chance per point of damage of becoming a wererat. In their ratman and giant rat forms, wererats can be hurt only by silver or magical weapons.
Wererats prefer to attack from ambush. A favorite tactic is to assume human shape and lure unsuspecting victims into a trap. This is the only time wererats are voluntarily alone. Victims are then robbed, held for ransom, or eaten.
Each wererat is able to summon and control 2-12 giant rats.

**Habitat/Society:** Wererats live in packs, regardless of form, never being alone if they can help it. Solitary wererats are either sole survivors or engaged in mischief. They do not form interpersonal bonds like love or marriage. In fact, wererats rarely mate with their own kind. Offspring of a wererat and a human woman are human, although they are small, like their fathers. Offspring of a female wererat resemble giant rats with human-like paws. These ratlings grow to maturity in two years and gain the ability to transform themselves into human children with an apparent age about three times that of the ratling's actual age.
Wererats prefer subterranean lairs hidden among the sewers and catacombs beneath cities. Nothing can pass through the sewers and escape their attention. Unfortunately for the wererat, the sewer's stains and smells do not vanish when it assumes human form. This effectively limits wererats to the less savory sections of town as well as reducing the number of humans who might unknowingly mate with a wererat.
Wererats see cities as their hunting grounds. They delight in matching their superior intellects and meager physical skills against the more powerful and numerous humans. But they are no fools; they will not attack unless they are sure they can win. If a battle is going against them, wererats will scatter, transform to rat form, and head for the sanctuary of the sewers. They won't even defend their own lairs. Their attitude is that since they had stolen most of their belongings in the first place, they can always replace them.
Wererats are greedy and collect anything they think might have worth. The resulting trove usually has more junk than treasure, but a thorough search may reveal a wide variety of valuables.
Wererats frequent sleazy taverns, both for the cheap alcohol and to follow drunks into the streets to drag them away for the next day's meal.

**Ecology:** Wererats are parasites. They recognize that they are physically weaker than most species that dominate the surface. They have found and exploited the one niche where they have a chance to dominate, the world beneath the cities. They feed on humans and steal their riches. Humans unknowingly protect the wererats from both surface dwelling creatures and those who might burrow up from far below. Besides, the humans pay for the upkeep of the wererat's sewer realm.
Psychologically, wererats remind humans that no matter how strongly defended they think they are, monsters can still get in. Mothers describe wererats as bogeymen to scare unruly children.

# Lycanthrope, Wereraven

| | |
|---|---|
| **Climate/Terrain:** | Temperate Woodlands |
| **Frequency:** | Uncommon |
| **Organization:** | Flock |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Qx10 |
| **Alignment:** | Neutral good |
| **No. Appearing:** | 2-8 (2d4) |
| **Armor Class:** | 6 |
| **Movement:** | 1, Fl 27 (C) |
| **Hit Dice:** | 4+2 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-12 (2d6) |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (5' tall) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 420 |

Wereravens are a race of wise and good-aligned shapechangers who seem to have migrated to Ravenloft from another realm (probably Greyhawk) centuries ago. While they are no longer found on their plane of origin, they have managed to survive in Ravenloft.

Natural wereravens have three forms, that of a normal human, a huge raven, and a hybrid of the two. Infected wereravens can assume only two of the above forms. While all infected wereravens can take the human form, roughly half are able to turn into hybrids while the others can transform into huge ravens. The hybrid form of these creatures looks much like that of a werebat. The arms grow long and thin, sprouting feathers and transforming into wings. The mouth hardens and projects into a straight, pecking beak, and the eyes turn jet black. A coat of feathers replaces the normal body hair of the human form.

**Combat:** Wereravens are deadly opponents in close combat, although they seldom engage in it. Because they can be hit only by silver weapons or those with a +2 or better magical bonus, these creatures do not fear most armed parties.

When in human form, a wereraven retains its natural immunities to certain weapons, but has no real attack of its own. If forced to fight unarmed, it inflicts a mere 1-2 points of damage. For this reason, wereravens in human form often employ weapons, doing damage appropriate to the arms they wield.

In raven form, the wereraven attacks as if it were a common example of that creature. Thus, it inflicts but 1-2 points of damage but has a 1 in 10 chance of scoring an eye peck with each successful attack. Any eye peck will cause the target to lose the use of one eye until a *heal* or *regeneration* spell can be cast on the victim. Half-blinded persons (those who have lost 1 eye) suffer a -2 on all attack rolls. A second eye peck results in total blindness until the above cure can be affected.

In hybrid form, the wereraven's arms have grown into wings, making them almost useless in combat. However, the muscles in their mouths/beaks strengthen, giving them a savage bite. Each attack made with the creature's beak inflicts 2d6 points of
damage.

Anyone bitten or pecked by the wereraven has a 2% chance per point of damage inflicted of becoming an infected wereraven. Infected lycanthropes are discussed in the *Ravenloft Boxed Set.*

Wereravens are strong flyers and often use this ability to their advantage in combat.

**Habitat/Society:** A wereraven family will be found only at the heart of a dense forest. Here, they live in the hollowed out body of a great tree. Entrance to their lair is possible only from above (if one does not wish to cut or break through the trunk itself). Curiously, the wereravens are able to keep the tree in which they nest from dying even after they have hollowed it out, so it is difficult to distinguish from the normal trees around it.

Wereravens recognize that they are bastions of good in a land dominated by evil. They have managed to survive by avoiding large populations or overt acts of good that would draw the attention of the reigning lords to them. Thus, a wereraven flock will generally have no more than 2-8 adults in it. Of course, such groups have young with them (1-4 per 2 adults), but these are seldom encountered for they remain in a true raven state until they are old enough to fend for themselves. In addition, a typical wereraven lair will draw 10-100 (10d10) common ravens to nest in the trees about it. These wise birds will serve the wereravens, doing their bidding and striving to protect them from harm.

Wereravens are not opposed to helping out the cause of good in Ravenloft, but they do so reluctantly. This is not because they do not wish to do good, but because they fear the wrath of the Dark Powers. It is said that the wereravens have come to the aid of endangered Vistani clans on several occasions and that close ties exist between these two races, but neither will admit this openly.

**Ecology:** Wereravens are omnivores who prefer to maintain a vegetarian diet. They enjoy berries and nuts, but will eat carrion or kill for fresh meat from time to time in order to maintain good health.

# Lycanthrope, Weretiger

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|---|---|
| **Climate/Terrain:** | Any wilderness |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Nocturnal |
| **Diet:** | Carnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | D, Q(x5) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | 3 |
| **Movement:** | 12 |
| **Hit Dice:** | 6+2 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-4/1-4/1-12 |
| **Special Attacks:** | Rake for 2-5/2-5 |
| **Special Defenses:** | Hit only by silver or +1 or better magical weapon |
| **Magic Resistance:** | Standard |
| **Size:** | M or L (6'-9') |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 975 |

Weretigers are humans, usually female, that have the ability to transform into tigerlike forms. They have a strong affinity for all felines.

The human form tends to be sleekly muscular, taller than average, and very agile. The voices of weretigers are husky and they tend to roll their r's.

The weretiger form is a hybrid between a human and a tiger. It is about 25% larger than the human form, and is covered by tiger-striped hide. A 3-foot tail extends from the spine. The legs are more feline than human; this form walks on its toes. The head is also a mixture of features. The ears, nose, muzzle, and teeth are tigerlike, but the eyes and overall shape are human. If the human form's hair is long, it is still present. The fingernails grow into claws. Despite the changes, the hybrid form can pass for human at a

distance if properly disguised.
The third form is that of a fully grown tiger without any trace of human features.
Weretigers speak the languages of all feline breeds, so normal felines, including the great cats, have a 75% chance of being friendly toward a weretiger. Even feline monsters have a 25% chance of being automatically friendly. However, weretigers are rarely found in the company of real tigers, being only 5% likely to be accompanied by them.

**Combat:** In either tiger form, the weretiger attacks with a variety of punches, raking claws, and bites. The weretiger's punches are so strong that they cause 1-4 points of damage. Otherwise the claws can be raked across an opponent, causing 2-5 points of damage. The teeth are the most dreadful weapon. They can tear a victim apart or crush a windpipe. Weretigers usually bite only in their full tiger form.
In human form, the weretiger uses a wide variety of weapons with which it is adept. A weretiger is also good at unarmed combat; it retains its deadly punch in this form, as well as an enhanced sense of smell and night vision.

**Habitat/Society:** For various reasons weretigresses outnumber weretigers five to one.
Weretigers travel alone or in small prides. They do not marry but have preferred mates, which may be either humans or tigers. Weretigers give birth to one or two cubs. The cubs are the hybrid form; they look like fuzzy human babies with tails. Cubs mature quickly. They can crawl within days, walk within a month, and hunt within a year. Their physical size matches that of a human child of three times the same age. At age six, they reach adolescence and gain the ability to transform into a fully human form. At age 12, they gain the ability to assume a full-tiger form; this is considered the mark of adulthood.
If a male weretiger mates with either a real tigress or human woman, the offspring initially has the same appearance as the mother. Lycanthropic transformations do not begin until the hybrid reaches adolescence.
Weretigers are omnivorous. In the wild they roam a territory of 7-10 (1d4+6) square miles. Their homes are usually near human settlements. These tend to be well kept cabins with small herb and vegetable gardens. The only livestock will be a variety of cats and some poultry.
Weretigers rarely live in confined settings such as cities or large towns because their lycanthropic nature would be hard to conceal. If found in such a setting, one or two weretigers in human form will be on an errand, such as a mission, a revel, or a simple shopping trip. In any form, weretigers are very confident and not prone to attack unless provoked.
Treasure varies widely, acquired as payment for past services, plunder from past adventures, or scavenged from the remains of past opponents. Weretigers have an affinity for gems and often keep a small cache hidden somewhere near their homes.

**Ecology:** Weretigers are the most adaptable of the lycanthropes. They are equally at home in human, feline, or monster company.

# Lycanthrope, Werewolf

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|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Common |
| **Organization:** | Pack |
| **Activity Cycle:** | Nocturnal |
| **Diet:** | Carnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | B |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 3-18 (3d6) |
| **Armor Class:** | 5 |
| **Movement:** | 15 |
| **Hit Dice:** | 4+3 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-8 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Hit only by silver or +1 or better magical weapon |
| **Magic Resistance:** | Standard |
| **Size:** | M (6' tall) |
| **Morale:** | Steady (12) |
| **XP Value:** | 420 |

Werewolves are the most feared of the lycanthropes, men who can transform into wolflike beasts. They should not be confused with *wolfweres* (q.v.) -- wolves who turn into men. Great enmity exists between werewolves and wolfweres.

The human forms of werewolves have no distinguishing traits. The werewolf form is equally varied. Many have a bipedal form that is a hybrid of human and lupine features. These creatures are about 1-foot taller and stronger than their human forms. The bodies are fur-covered and have short tails, wolflike legs, and heads that are combinations in varying degrees of human and lupine features.

A second form of hybrid is more wolflike, and may be mistaken for a large wolf when it runs on all four legs. This hybrid can also walk erect and has humanlike hands.

Another type of werewolf (about 20%) looks exactly like a large wolf about the size of a bear. This creature has no human features, although the eyes may glow red in the dark.

**Combat:** In their human forms, werewolves attack with a variety of weapons, generally those common to their human identity and class. In the werewolf or wolflike forms, the creature attacks with its fearsome teeth. If the form has hands, the werewolf may grab its prey for a better bite.
In the wolf form, the werewolf can be harmed only by silver or magical weapons of +1 or better. Wounds from other weapons heal too quickly to actually injure the werewolf.
Werewolves attack in packs; packs including females and young drive the adults to hit harder. If the female is attacked, the male fights at +2 to hit and does full damage with each blow. If the young are attacked, the female attacks at +3 to hit and does full damage. Cubs with 60% full growth are -4 to hit, cubs with 70% are -3 to hit, and so on. All cubs inflict 2-5 points of damage.

**Habitat/Society:** Werewolf packs roam the wilderness in search of human or other prey. True werewolves tend to be nomadic, although infected werewolves often continue to live the life to which they were accustomed. Werewolves retreat to their dens during the winter months or the years when the females are raising the helpless cubs. As humans, werewolves do not build homes, although they may take over existing dwellings, sometimes the home of past victims. Caves and burrows are the dens most commonly used in the wild. These sparsely furnished retreats are used mostly as a sleeping area and a place to store their human possessions. Many werewolf families roam the countryside in wagons, much like gypsies. In fact, this has caused many gypsies to be accused of being werewolves.
Werewolves live in packs, generally related by bloodlines. Werewolf packs of five to eight individuals are single family groups consisting of a male, female, and three to six cubs, six to nine years old. Cubs under six years old are kept in secluded dens and never encountered by hostile humans.
When pregnant, the female retreats with her mate and an older female who will act as midwife. In a very secluded area they prepare a special den that will be home for the mother and her cubs for the next six years. The female gives birth to a litter of 5-10 cubs. The cubs are born in the hybrid form; they resemble fuzzy human babies with wolflike faces. Infant mortality is high; 2-4 cubs of each litter never reach 60% growth. Cubs grow at the same rate as humans for their first five years. By the sixth year they attain 60% of their full growth. At this point they develop the ability to transform into their other forms. Each following year brings an increase of an additional 10% growth. Werewolves are considered mature at age 10.
If a werewolf mates with a woman, the offspring is completely human. The temperament reflects the father; such children are violent, combative, and prone to mental illness. There is a 10% chance each year from the onset of adolescence that such a child will spontaneously transform into a true werewolf.

**Ecology:** Werewolves are a peculiar hybrid of human and lupine personalities. They are savage killers, yet they are devoted to their close-knit families. Werewolves are hostile toward lycanthropes who oppose them, especially werebears.

# Mammal

| | #AP | AC | MV | HD | THAC0 | # of Att | Dmg/Att | Morale | XP Value |
|---|---|---|---|---|---|---|---|---|---|
| Ape, Carnivorous | 2-8 | 6 | 12, 9 in trees | 5 | 15 | 3 | 1-4/1-4/1-8 | Steady (11-12) | 175 |
| Baboon, Wild | 10-40 | 7 | 12, 12 in trees | 1+1 | 19 | 1 | 1-4 | Unsteady (5-7) | 35 |
| Badger | 2-5 | 4 | 6, Br 3 | 1+2 | 19 | 3 | 1-2/1-2/1-3 | Average (8-10) | 35 |
| Banderlog | 4-24 | 6 | 6, 12 in trees | 4 | 15 | 1 | 2-5 | Average (8-10) | 120 |
| Bhaergala | 1 | 6 | 15 | 4+4 | 15 | 3 | 1-6/1-6/1-8 | Elite (13-14) | 650 |
| Boar, Wild | 1-12 | 7 | 15 | 3+3 | 17 | 1 | 3-12 | Average (8-12) | 175 |
| Chattur | 2-24 | 7 | 12 | 1-1 | 20 | 1 | 1-4 (or weapon) | Average (8-10) | 15 |
| Cooshee | 1-8 | 5 | 15, sprint 24 | 3+3 | 17 | 3 | 1-4/1-4/2-8 | Steady (11-12) | 270 |
| Dakon | 6-60 | 5 | 6 | 1+1 | 20 | 2 | 1-10/1-10 | Champion (15-16) | 65 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Debbi | 1-8 | 7 | 15, climb 6 | 1+1 | 19 | 1 | 1-4 | Unsteady (5-7) | 65 |
| Goat | 5-20 | 7 | 15 | 1+2 | 19 | 1 | 1-3 | Average (8-10) | 35 |
| Gorilla | 1-4 | 6 | 12 | 4+1 | 17 | 3 | 1-3/1-3/1-6 | Average (8-10) | 175 |
| Hsing-sing | 2-20 | 6 | 6, Sw 9 | 2+1 | 19 | 1 | 1-6 (or weapon) | Average (8-10) | 65 |
| Hyena | 2-12 | 7 | 12 | 3 | 17 | 1 | 2-8 | Unsteady (5-7) | 65 |
| Jackal | 1-6 | 7 | 12 | ½ | 20 | 1 | 1-2 | Unreliable (2-4) | 7 |
| Losel | 3-30 | 7 | 6, 9 in trees | 2 | 19 | 3 | 1-3/1-3/1-4 | Unsteady (5-7) | 120 |
| Monkey Spider | 20-60 | 6 | 18, climb 18 | 1hp | 18 | 1 | 1 | Fanatic (17-18) | 1 |
| Porcupine, Black | 1-2 | 6 | 9, climb 2 | ½ | 20 | 1 | 1-3 | Unreliable (2-4) | 15 |
| Porcupine, Brown | 1-2 | 6 | 9, climb 2 | ½ | 20 | 1 | 1-4 | Unreliable (2-4) | 15 |
| Rothé | 2-20 | 7 | 9 | 2 | 19 | 3 | 1-3/1-3/1-8 | Elite (13-14) | 35 |
| Skunk | 1-6 | 8 | 12 | ¼ | 20 | 1 | 1 | Unsteady (5-7) | 35 |
| Sleek | 1-10 | 3 | 36 | 2+1 | 19 | 3 | 1-4/1-4/2-12 | Steady (11-12) | 65 |
| Stag, Wild | 1-4 | 7 | 24 | 3 | 17 | 1 or 2 | 1-3/1-3 or 2-8 | Unsteady (5-7) | 65 |
| Stench Kow | 15-60 | 2 | 15 | 3+3 | 17 | 1 | 2-8 | Average (8-10) | 175 |
| Taer | 10-40 | 4 | 18 | 3+6 | 17 | 3 | 1-6/1-4/1-4 | Steady (11-12) | 270 |
| Tyrg | 1-10 | 5 | 18 | 5-8 | 5-6 HD: 15<br>7-8 HD: 13 | 1 | 1-12 | Elite (13-14) | 5 HD: 270<br>6 HD: 420<br>7 HD: 650<br>8 HD: 975 |
| Warthog | 1-6 | 7 | 12 | 3 | 17 | 2 | 2-8/1-8 | Average (8-10) | 120 |
| Weasel | 1-2 | 6 | 15 | ¼ | 20 | 1 | 1 | Steady (11-12) | 7 |
| Wolverine | 1 | 5 | 12 | 3 | 17 | 3 | 1-4/1-4/2-5 | Steady (11-12) | 120 |

Mammals are the most common of the vertebrate. Generally born alive, mammals possess hair. Warm-blooded, mammals maintain a single body temperature, regulated by an internal thermostat. Most mammals are harmless to humanoids and they are often trained to perform a specific function.

**Ape, Carnivorous:** Carnivorous apes gain a +2 to their surprise rolls. They eat anything they can kill.

**Baboon, Wild:** Wild baboons are large, herbivorous primates that are characterized by long arms and legs, large dog-like muzzles, and sharp canine teeth.

**Badger:** Badgers are vicious little creatures that prefer to run from danger than fight. If cornered, the badger will fight, attempting to bite the tender throat of its opponent.

**Banderlog:** Banderlogs resemble baboons with green skin and brown fur. They throw retch plant fruit or coconuts at enemies. Coconuts cause 1d4+1 points damage while retch plant fruit splash a 5-foot radius area with nauseating fluids. Those caught in the splash, retch for three rounds and their Strength is reduced by half for the next hour+no saving throw allowed.

**Bhaergala:** This predator jumps its prey from great heights. It can drop from as high as 60 feet, causing maximum damage plus 1d6 for every 10 feet dropped. This beast heals 2 hit points every day and gains a +3 to all saving throws vs. poison. Four times a day, the bhaergala can turn spells as the *ring of spell turning*.

**Boar, Wild:** Wild boar continue to attack until they are reduced to -7 hit points. The giant boar is often called an alothere.

**Chattur:** Chatturs, called space bandits, are small mammals that exhibit traits of both primates and rodents. Not very combative, they fight in defense of their nests, kin, or friends.
**Cooshee:** Known as elven dogs, they only bark to warn their elven masters of danger. They can strike bipedal opponents with front paws to knock man-sized or smaller creatures down.

**Dakon:** Dakons are intelligent apes with a reasonable grasp of the common tongue. When attacking it gains a +2 bonus.

**Debbi:** This desert scavenger, a baboon-hyena crossbreed, can *cause fear* by stamping its feet in a slow, rhythm and calling forth magical power that makes its fur crackle and spark. This fear lasts for two rounds.

**Goat:** When a goat charges, it gains a +2 attack bonus and does an additional 1-2 points damage.

**Gorilla:** The gorilla is non-aggressive and shy, but fights fiercely when threatened or cornered.

**Hsing-sing:** The hsing-sing are a recluse ape-like race believed to personify the principles of pacifism and harmony with nature. However, once a year, for 2d6+4 days, the males gather into raiding bands and complete the ``war season.'' Their bands attack humanoid settlements on the edge of their territory. Such attacks are impartial; pillaging good and evil creatures alike. To maximize the advantage of surprise, the hsing-sing rarely attack the same settlement two years in a row.

**Hyena:** Often confused as a canine, the hyena taunts enemies with its nervous, high-pitched howl.

**Jackal:** Jackals are timid scavengers that run from the threat of other predators. When attacking, the jackal darts in to bite its victim and quickly retreats to a safe distance. If more than one jackal is trying to down an animal, they attack in a haphazard fashion with little or no coordination of effort.

**Losel:** An arboreal orc/baboon cross, losel resemble primitive humans in many respects. They can throw stones up to 20 yards for 1d4 points damage.

**Monkey Spider:** Measuring 1-inch in length, monkey spiders fight creatures their own size, avoiding combat with larger creatures. If forced to battle such creatures, the monkeys jump and bite at an eye. The

bite causes extreme pain and the victim must hold his eye and take no other action for a round, giving the monkey a chance to run away. Monkey spiders can jump 10 feet down or 5 feet forward and can climb anything a typical spider can.

**Porcupine:** Porcupines are covered with long barbed quills. The creature is unable to throw its quills. Generally, a predator who chases the fleeing creature gets a mouthful of quills which causes the damage cited above.

**Rothé:** The rothé (pronounced "roth-AY") is a musk ox-like creature with an aversion to light. It prefers to live underground near lichen and moss.

**Skunk:** Anyone within a skunk's 10x10x10-foot cloud of musk must save vs. poison or be nauseated for 1-4 rounds, losing 50% of Strength and Dexterity.

**Sleek:** This ermine-like mammal surprises opponents on 1-5 on 1d6. On an attack roll of 19 or 20, the sleek opens a major vein, causing 2d6 points of damage. Every round thereafter, the victim suffers 1d6 more points damage until the wound is wrapped with a tourniquet, direct pressure, or magical healing.

**Stag, Wild:** Wild stags are the aggressive males of the deer herds. Normally docile and passive, they defend their herds against all but the most fearsome opponents.

**Stench Kow:** Stench Kine are the cattle of the lower planes. They are immune to all forms of cold, fire, and poison. In close quarters, their breath and bodies are so foul, a save vs. poison must be made or the character is affected as if struck by a *stinking cloud* spell. The save must be made every three rounds of exposure.

**Taer:** These vile primates live in cold mountain caves. They throw spears before closing in for hand-to-hand.

**Tyrg:** When in melee, tyrgs emit fierce howls that mildly stun their victims (+2 penalty to initiative and -2 penalty to attack rolls) for the next three rounds+no saving throw allowed. These are tiger-dog crossbreeds that move silently 75% of the time and have a +2 bonus to avoid surprise.

**Warthog:** The warthog is so aggressive, it continues to attack until it reduced to -7 hit points.

**Weasel:** Weasels, related to minks and stoats, are common predators, though they are hunted for their pelts, or for pets.

**Wolverine:** When engaged in battle, the wolverine becomes a most fearsome adversary, giving it a +4 bonus to its attack roll.

**Minimal Mammals:** Minimals are half-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives, although most are not dangerous. Minimals generally have one-half the number of Hit Dice with a corresponding drop in THAC0, a +2 Armor Class penalty, and a -2 Morale penalty. The damage caused by a minimal is one-half that of the full-sized relative.

**Giant Mammals:** Giant mammals are double-sized breeds of otherwise normal animals. They have the same physical and behavioral traits of their full-sized relatives. These giants generally have double the number of Hit Dice, a corresponding rise in THAC0, a -2 AC bonus, and a +2 Morale bonus. The damage caused by the attacks of a giant mammal is twice that of the full-sized relative.

# Mammal, Herd

| | Camel | Cattle | Buffalo | Antelope | Sheep |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land | Tropical and temperate plains | Tropical and temperate plains | Any land |
| **Frequency:** | Common | Common | Uncommon | Common | Common |
| **Organization:** | Herd | Herd | Herd | Herd | Herd |
| **Activity Cycle:** | Day | Day | Day | Day | Day |
| **Diet:** | Herbivore | Herbivore | Herbivore | Herbivore | Herbivore |
| **Intelligence:** | Animal to semi- (1-4) | Semi- (2-4) | Semi- (2-4) | Animal (1) | Animal (1) |
| **Treasure:** | Nil | Nil | Nil | Nil | Nil |
| **Alignment:** | Nil | Neutral | Nil | Nil | Nil |
| **No. Appearing:** | 1-12 | 20-200 | 4-24 (4d6) | 4-24 (4d6) | 10-100 |
| **Armor Class:** | 7 | 7 | 7 | 7 | 7 |
| **Movement:** | 21 | 15 | 15 | 24 | 12 |
| **Hit Dice:** | 3 | 1-4 | 5 | 2 | 2 |
| **THAC0:** | 17 | 17 | 15 | 19 | 19 |
| **No. of Attacks:** | 1 | 1 | 2 | 1 | 1 |
| **Damage/Attack:** | 1-4 | 1-4 | 1-8/1-8 | 1-4 | 1-4 |

| | | | | | |
|---|---|---|---|---|---|
| **Special Attacks:** | Spitting | Stampede | Charge | Stampede | Charge |
| **Special Defenses:** | Nil | Nil | Head is AC 3 | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil | Nil |
| **Size:** | L (8' tall) | L (8' long) | L (5' at shoulder) | M (5' tall) | M (5' long) |
| **Morale:** | Unreliable (3) | Unreliable (4) | Average (10) | Unreliable (3) | Unreliable (3) |
| **XP Value:** | 65 | 15-120 | 175 | 3535 | |

Herd animals live in all climates and terrain, from freezing tundra (bactrian camel) to temperate hills (wild cattle) to tropical plains (antelope). Though normally passive, herd animals can be dangerous when angered or frightened.
Herd animals are four-legged hoofed mammals covered with hair -- thick fur for buffalo, curly wool for sheep, and short, coarse hair for camels, antelope, and sheep. Male cattle, buffalo, antelope, and sheep have sharp horns. A camel's humps (one hum for dromedaries, two for bactrian) enable it to go without food or water for up to two weeks.

**Combat:** Most herd animals attack by biting. Buffalo defend themselves with their horns, usually attacking if approached too closely (6' or less); if charging from a distance of at least 40', a buffalo does 3-18 hp of impaling damage plus 1-4 hp of trampling damage. Nasty-tempered camels have a 50% chance of spitting at persons attempting to ride them or use them for pack animals; the victim of a spit attack has a 25% chance of being blinded for 1-3 rounds. Cattle, antelope, and sheep generally flee from danger, but will attack if cornered or threatened. A male antelope or sheep defending his herd will charge, inflicting 1-4 hp of butting damage if charging from at least 40'. Male cattle are 75% likely to attack if intruders approach before the herd has a chance to escape.
If frightened by intruders, there is a 25% that the entire herd will stampede. If a herd stampedes, roll 2d4 for each creature in the path of the stampede who does not take cover (such as by hiding in a tree or behind a rock pile or wall). This is the number of herd animals trampling the exposed creature. Trampling causes either 1-4 hp of damage (camel, cattle, antelope, and sheep) or 1-6 hp of damage (buffalo) per herd animal trampling.

**Habitat/Society:** Herd animals graze on open terrain, migrating to a new territory when the food supply of the old has been depleted. Herd size varies from a family of four buffalo to a commercial flock of 1,000 sheep. The largest and oldest male usually serves as the leader, directing the movement his herd and watching for predators. Herd animals do not collect treasure.

**Ecology:** Herd animals eat grass, grains, and shrubbery. They are the favored prey of carnivores, including lions, tigers, and dragons. Man often domesticates herd animals for their meat, milk, fur (blankets and clothing), and skin (shoes and tents). Dried droppings of herd animals can be burned for fuel.

# Mammal, Small

| Mammal | HD | AC | App. | #Att | Dmg/Att | Mv | XP | Notes |
|---|---|---|---|---|---|---|---|---|
| Beaver | 1-4 hp | 9 | 10-40 | 1 | 1 | 4,Sw 12 | 7 | |
| Chipmunk | 1 hp | 7 | 1-6 | 1 | 1 | 12, Br 1 | 0 | |
| Ermine | 1 | 6 | 1-2 | 1 | 1 | 15 | 15 | |
| Ferret | 1 | 6 | 1-2 | 1 | 1 | 15 | 15 | |
| Fox | 1 | 7 | 1-2 | 1 | 1-3 | 15 | 15 | |
| Gopher | 1-3 hp | 8 | 1-20 | 1 | 1 | 12,Br | 27 | |
| Hedgehog | 1-2 hp | 8 | 1-2 | nil | nil | 4 | 7 | |
| Mink | 1 | 6 | 1-2 | 1 | 1 | 15, Br 1 | 15 | |
| Mole | 1 hp | 10 | 1 | nil | nil | 1, Br ½ | 0 | |
| Monkey | 1+1 | 8 | 1-50 | 1 | 1 | 9 | 35 | |
| Mouse | 1 hp | 7 | 1-100 | nil | nil | 15, Br ½ | 0 | |
| Muskrat | 1-3 hp | 10 | 1-2 | 1 | 1 | 4 | 7 | |
| Opossum | 1-3 hp | 10 | 1-8 | 1 | 1 | 4 | 7 | |
| Otter | 1-1 | 5 | 1-4 | 1 | 1-2 | 12, Sw 18 | 7 | |
| Otter (sea) | 1+1 | 5 | 1-4 | 1 | 1-3 | 12, Sw 18 | 35 | |
| Otter (giant) | 5 | 5 | 2-5 | 1 | 3-18 | 9, Sw 18 | 175 | |
| Pig (domestic) | 2 | 10 | 1-20 | 1 | 1-4 | 12 | 35 | |
| Pig (wild) | 2 | 9 | 1-8 | 1 | 1-4 | 12 | 35 | |
| Rabbit | 1-3 hp | 6 | 1-12 | 1 | 1 | 18 | 7 | |
| Raccoon | 1-6 hp | 9 | 1-4 | 1 | 1-2 | 5 | 7 | |
| Squirrel | 1 hp | 8 | 1-6 | 1 | 1 | 12 | 0 | |
| (Flying) | 1 hp | 8 | 7 | 1 | 1 | 12, Fl 15 (E) | 0 | Gliding |
| (Giant black) | 1+1 | 6 | 1-12 | 1 | 1+3 | 12 | 35 | |
| Woodchuck | 1-6 hp | 9 | 1-2 | 1 | 1 | 5, Br 2 | 7 | |

**Climate/Terrain:** Various
**Frequency:** Common
**Intelligence:** Animal (1)
**Alignment:** Neutral
**Magic Resistance:** Nil
**Morale:** Unreliable to Average (2-9)

Most small mammals are harmless to humans. Some have useful traits or abilities. Most animals have only rudimentary languages that humanoids cannot use except with the aid of magical spells. All have THAC0 20, except where noted below.

**Beavers** quickly chew trees and construct homes in ponds. Adult pelts are worth two gp.

**House cats** are small, domesticated breeds.

**Chipmunks** have excellent hearing and eyesight.

**Ermines** are related to weasels. The white, spotted pelt is worth four gp.

**Ferrets** are related to weasels. If captured as cubs or raised domestically, ferrets may be trained to perform simple tricks, retrieve objects, or hunt small burrowing game.

**Foxes** have superb vision, hearing, and noses. Their pelts are worth three to five gp.

**Gophers** live in large colonies burrowed into the soil of the plains. They have acute senses of hearing and smell. For each gopher encountered, another 1d10 are hiding in the burrows nearby.

**Hedgehogs** are covered with sharp but harmless quills.

**Moles** have an excellent ability to detect tastes and vibrations, but very poor vision.

**Monkey** refers to a variety of small, non-hostile species (rhesus, spider, tamarind, lemurs, and others). THAC0 19.

**Mice** infest virtually any human structure.

**Minks** are related to weasels. The pelt is worth three gp.

**Muskrats** have a moderately valuable pelt worth five sp.

**Opossum** are woodland marsupials with good hearing.

**Otters** are fast runners (12) and swimmers (18). They are friendly and only attack if cornered or if their young are threatened. Pelts are worth two to three gp. Giant otters are identical except for their size (10'-15' long). Pelts are worth 1,000-4,000 gp. THAC0 19 (sea and giant otters).

**Pigs** may bite or attempt to stun, then crush a victim by butting. Domestic pigs are normally harmless unless angered or magically controlled. Wild pigs are domestic pigs that have escaped to the wild. They are smaller (2 feet long) and nonaggressive unless provoked. THAC0 19.

**Rabbits** are difficult to surprise or catch due to their sensitive eyesight, hearing, nose, and natural paranoia.

**Raccoons** only attack if cornered or rabid (10% chance). The pelts are worth one gp.

**Squirrels** have good vision and hearing.

**Flying squirrels** have furry membranes that enable them to glide five feet for each one foot they drop.

**Giant black squirrels** are 2-foot-long residents of evil-dominated forests. They steal loose, small valuables (rings, gems, vials) to decorate their nests. THAC0 19.

**Woodchucks** are capable of quickly gnawing through trees or wood. The pelts are worth 1 gp.

# Manscorpion

| | |
|---|---|
| **Climate/Terrain:** | Tropical or subtropical desert or caves |
| **Frequency:** | Rare |
| **Organization:** | Squad, swarm, and city |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low to genius (5-18) |
| **Treasure:** | J, K, M, Q (F, Ux10) |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 8 or more |
| **Armor Class:** | 5 |
| **Movement:** | 12 |
| **Hit Dice:** | 8-12 |
| **THAC0:** | 8 HD: 13<br>9-10 HD: 11<br>11-12 HD: 9 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 2-5/2-5/1-4 (claw/claw/tail), or by weapon and 2-5/1-4 |
| **Special Attacks:** | Poison, possible spell use |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | 20% |
| **Size:** | L (6' tall, 4' long plus 10' tail) |
| **Morale:** | Champion to fanatic (15-18) |
| **XP Value:** | 4,000 |

| | |
|---|---|
| 9 HD squad leader: 5,000 | 11 HD noble: 7,000 |
| 9 HD squad spellcaster: 6,000 | 11 HD sorcerer: 9,000 |
| 10 HD swarm leader: 6,000 | 12 HD king or queen: 8,000 |
| 10 HD swarm spellcaster: 8,000 | 12 HD high cleric: 10,000 |

These horrors, sometimes called *tlincallis,* are part human and part scorpion. A manscorpion has a dark-skinned human torso, its abdomen is protected by bony plates, and its ribs and backbone protrude from the body. Their hands have two thick fingers and a long thumb; the hands are often mistaken for scorpion-like claws. The creatures are hairless, and their faces are handsome and noble, except for the red, glowing eyes which have no pupils.
The creature's torso sits atop a 4-foot-long, bony-plated, arachnoid body which is supported by six legs. Bony plate completely covers the strong legs. The protruding spine continues along the abdomen and forms a tail 10 feet long. The lower body, legs, and tail are usually sand-colored, and blend easily with the desert. Observers rarely see anything but the muscular human torso until the manscorpions are close. The origins of these creatures is thought to lie in an ancient curse placed on evil humans. They speak their own language, and 20% also speak some locally spoken tongue.

**Combat:** Most manscorpions have low to average intelligence; they patrol their territory in squads of six warriors. A squad leader and a spellcaster, each with 9 HD and greater intelligence, are also present. The spellcaster has the abilities of a 4th-level cleric or mage. Fully 50% of them carry obsidian-studded clubs (treat as a battle axe) and bolas or javelins. The rest use only their natural weapons.
When directed by the squad leader, manscorpions attack in an organized manner. They use long-range attacks before closing for melee. In close combat, they attack with weapon, claw, and tail, or with tail and two claws. The tail can strike anywhere nearby, including in front of the creature. When not being used for attack, the tail sweeps the area behind the manscorpion, checking for obstacles and assailants. Anyone struck by the tail's spur must make a successful saving throw vs. poison or die in 2d4 rounds. Victims suffer weakness for one round (-2 attack penalty), start to shake in the next round (-3 attack penalty and no Dexterity bonus to AC), then convulse (AC 10 and no attacks possible) until they die. Common manscorpions lose organization and their morale is reduced without a leader. When morale is reduced to 1 or 2 hit points, common manscorpions go into a stinging frenzy, making two tail attacks per round, but no other attacks.
Patrols are more common near the manscorpion lair, which is guarded by a swarm consisting of three squads. A swarm leader and a spellcaster, each with 10 Hit Dice, accompany a swarm. The spellcaster is the equivalent of a 7th-level priest or wizard. These leaders stay out of combat, directing the action and casting spells. Swarms are sent on patrol in times of trouble.
For every two swarms, there is a noble and a sorcerer. They stay near the lair unless an army of manscorpions is marching, then they will lead two swarms. These leaders have 11 HD, and sorcerers cast spells at 9th-level ability.
Finally, every lair has a king or queen, or both, with 12 Hit Dice. A high cleric, also with 12 HD, aids these rulers with the abilities of an 11th-level priest. They always remain in the lair and will only fight if directly threatened.

**Habitat/Society:** Manscorpions live under the desert sands in burrows connected by tunnels, all situated above underground cities of 40-400 individuals. These often mirror great human cities, with pits instead of buildings, and great chasms like inverted pyramids.
Manscorpions often hold humans and dwarves as slaves, using them to mine and create weaponry. A manscorpion's fingers are not very dexterous, but they are fine sculptors with hammer and chisel, and many sculptures decorate their cities.

**Ecology:** Manscorpions eat practically any meat, including carrion. No normal creatures prey on them.

# Manticore

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | E |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 4 |
| **Movement:** | 12, Fl 18 (E) |
| **Hit Dice:** | 6+3 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-3/1-3/1-8 |
| **Special Attacks:** | Tail spikes |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | H (15') |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 975 |

The manticore is a true monster, with a leonine torso and legs, batlike wings, a man's head, a tail tipped with iron spikes, and an appetite for human flesh.
The manticore stands 6 feet tall at the shoulder and measures 15 feet in length. It has a 25-foot wingspan. Each section of the manticore closely resembles the creature it imitates. The leonine torso has a tawny hide, the mane is a lion's brown-black color, and the batlike wings are a dark brown with sparse hair. All manticores have heads that resemble human males; the mane resembles a heavy beard and long hair.

**Combat:** The manticore first fires a volley of 1-6 tail spikes (180 yard range as a light crossbow). Each spike causes 1-6 points of damage. The manticore can fire four such volleys each day (the spikes regrow quickly). Next, the manticore closes with its prey and attacks with its front claws and sharp teeth. In an

outdoor setting, the manticore tries to stay in the air to minimize its chance of being attacked. It is a clumsy flier, however, and cannot use its teeth in the air.

**Habitat/Society:** Manticores are found in any climate but prefer warm lands to cool ones. This reflects the wide climate range of their favorite food, humans. A manticore's territory may cover 20 or more square miles and includes at least one human settlement. Such territories usually overlap with those of other manticores and other man-eating predators like dragons.

Manticores mate for life. The male remains with the female during gestation and hunts for her.

Manticores bear one or two cubs which grow rapidly to adulthood in five years. Cubs are born with 1 Hit Die and gain an additional one each year. In their first year, cubs lack flying ability, but they are still small enough for an adult to grasp in its forelegs. There is a 20% chance a she-manticore's lair holds cubs under one year old. Cubs up to two years inflict one point of damage per front paw and 1-2 points with their bite. Cubs 3-4 years old inflict 1-2, 1-2, and 1-6 points of damage.

Manticore cubs can be caught and trained to assist evil humans. Such training is difficult and dangerous, especially since domesticated adults have an 80% chance of reverting to a wild state. Manticores will not allow themselves to be used as mounts. Wild adults may voluntarily ally themselves with evil humans, provided such allies can provide them with a steady, ample food supply.

Manticores normally eat their prey where they kill it. Males sometimes haul slain prey back to their mates or drag still-living prey to their lairs for the cubs to practice killing.

Manticores collect their victims' valuables for a variety of reasons, including curiosity, emulation of other monsters who collect treasure, the man-scent on the things, or because they know humans value the things and therefore might come looking for them. Their lack of real hands prevents most manticores from using what magical items fall into their possession. However, manticores that have allied with evil humans may possess magical items designed specifically for their use. Examples include magical collars or bracelets that are, in effect, oversized magical rings.

**Ecology:** Manticores are wide-ranging carnivores that have successfully survived in every region inhabited by humans, whether in the wilderness or underground. They are nightmarish opponents but invaluable allies if conditions are right. A manticore's pelt is a mark of the most powerful hunters and warriors. An intact, cured manticore hide complete with wings is worth 10,000 gp.

# Medusa

| | Medusa | Greater Medusa |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Rare | Rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Very (11-12) | Very (11- 12) |
| **Treasure:** | P, Q(x10), X, Y | P, Q(x10), X, Y |
| **Alignment:** | Lawful evil | Lawful evil |
| **No. Appearing:** | 1-3 | 1-3 |
| **Armor Class:** | 5 | 3 |
| **Movement:** | 9 | 12 |
| **Hit Dice:** | 6 | 8 |

| | | |
|---|---|---|
| **THAC0:** | 15 | 13 |
| **No. of Attacks:** | 1 | 1+weapon |
| **Damage/Attack:** | 1-4 | 1-4 |
| **Special Attacks:** | Petrification, poison | Petrification, poison |
| **Special Defenses:** | Nil | Poisonous blood |
| **Magic Resistance:** | Nil | 20% |
| **Size:** | M (6'-7') | M (6'-7') |
| **Morale:** | Elite (13-14) | Elite (13-14) |
| **XP Value:** | 2,000 | 4,000 |

Medusae are female humanoids with hair of swarming snakes. They are hateful creatures that can petrify any creature that meets their gaze.
The typical medusa has a pale-skinned, very shapely woman's form. It stands 5 to 6 feet tall with the snakes adding up to another foot. At distances farther than 30 feet, the medusa is easily confused with a normal woman. Its red-glowing eyes are visible up to 30 feet. At distances of 20 feet or closer, the medusa's true nature is revealed. Its face is horrible -- the snakes writhe constantly, especially if the medusa is excited.
Medusae wear human clothing such as loose dresses or robes. They seldom wear armor and cannot easily wear helmets. Medusae may carry a knife, dagger, or short bow. Medusae speak their own tongue and the common one.

**Combat:** The medusa tries to get close to a victim before it reveals its true nature. It will use its attractive body to lure males nearer while staying in the shadows. Once the medusa is within 30 feet, it strikes, trying to get its victim to look into its eyes. Any creature within 30 feet must make a saving throw versus petrification or turn instantly to lifeless stone. If an opponent averts his eyes, the medusa rushes up so that its serpentine growths can attack. The range of such attacks is only 1 foot, but the victim must save versus poison or die.
The medusa is able to see creatures in the Ethereal and Astral planes, and its petrifying gaze is equally as effective against creatures there. It retains its petrifying gaze after death. Creatures looking at a freshly-dead medusa's head make a saving throw at +1. The saving throw increases +1 each day the head decays.
If the medusa cannot easily use its normal tactics, it may resort to normal weapons such as knives and shortbows.

**Habitat/Society:** Medusae dwell in dark caves or the lower regions of large abandoned buildings. They arrange the lighting such that their homes are filled with flickering shadows.
The presence of petrified victims is a sure indicator of the occupant's true nature. For this, aesthetic, and other reasons, the medusa usually removes most of its victims. Those that resemble interesting statues may be retained; the rest are often broken into unrecognizable (and unrevivable) chunks.
The one form of treasure never found in a medusa's lair is a mirror. If a medusa sees its own reflection in a mirror, it turns to stone itself. Reflection in nonmetallic reflectors such as water or polished stone have no such effect. Medusae are immune to the petrifying effect of another medusa.

Medusae are infrequently driven to mate with humanoid males. The act always ends in the male's death, usually by petrification when the medusa reveals its previously hidden visage. Two to six eggs are laid one month later and hatch eight months after that. The female hatchlings appear as baby girls with stubby green tendrils. The hatchlings are revolting to look at but cannot petrify. Medusae grow at the same rate as humans. At about age two the serpentine hair becomes alive and gains its poisonous bite. The medusa can petrify with the onset of adolescence.

**Greater Medusa (Serpentine)**
Rare medusae (10%) have serpentine bodies in place of the lower torso and legs. The entire body is covered with fine scales and measures 10 to 20 feet. The poison of these medusae is so deadly that saving throws are made at -1, and they are known to use bows and poisoned arrows. Their blood is so poisonous, in fact, that even after one has been killed, touching its body still requires a saving throw versus poison. They seldom venture far from their lairs, since they are immediately recognizable. Greater medusae have a morale bonus of +1.

# Medusa, Maedar

| | Maedar | Glyptar |
|---|---|---|
| **Climate/Terrain:** | Subterranean | Any |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Not applicable |
| **Intelligence:** | Very (11-12) | Very (11-12) |
| **Treasure:** | P,Q(x10),X,Y | See below |
| **Alignment:** | Lawful Evil | Lawful evil |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 5 | 5 |
| **Movement:** | 9 | Fl 9 (A) |
| **Hit Dice:** | 6 | 1-4 hp |
| **THAC0:** | 15 | See below |
| **No. of Attacks:** | 2 | 1 |
| **Damage/Attack:** | 2-8/2-8 | 1 hp or by animated weapon |
| **Special Attacks:** | See below | Nil |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (5'-7') | T (under 6") |
| **Morale:** | Elite (13-14) | Elite (13-14) |
| **XP Value:** | 975 | 65 |

**Maedar**
Maedar are male counterparts to medusae, though they lack the petrifying gaze of the females. The typical maedar is a muscular, hairless humanoid male, usually dressed in a kilt or tunic.

**Combat:** Maedar attack with powerful fists that each cause 2d4 points of damage. One every three turns, the maedar can turn stone to flesh by touch. Maedar can pass through stone at their normal movement

rate. They require one round of concentration before this; no other activity can be undertaken that round.
Maedar struck by a *phase door* spell while passing through stone are killed instantly.
Maedar are immune to petrifaction and paralyzation (including related spells, such as *hold* and *slow*). They are immune to the poisonous bite of a medusa's serpentine hair. In addition, maedar can see into and extend their stone into flesh power into the Astral and Ethereal planes.

**Habitat/Society:** Maedar are the little-known male version of the medusae. They are extremely rare, however (far more rare than the frequency would indicate), and few medusae ever find a maedar spouse. Most medusae typically mate with human males. This cross produces two to six eggs that hatch into fledgling, human-like females, who mature into medusae. The cross insures the continuation of the medusae species.
When a medusa finds and mates with the extremely rare maedar, the eggs hatch into human infants, 25% male and 75% female. Only 1% of the males born of these matings are actually maedar; the remaining males and all the females are normal human infants who die at the sight of their mother.
The typical maedar is a monogamist who mates for life; he is fiercely devoted to his mate and will go to any length to assist or avenge her. A widowed maedar will pursue his mate's killer for years.
Because of the Maedar's rarity and natural reclusiveness, even most sages are unaware of their existence. Maedar are rarely seen; generally they remain in the lair they share with a medusa mate. A maedar's magical power provides food for him and his mate. He smashes her petrified victims, then transforms them into meat.

**Ecology:** Maedar may cooperate with lawful evil creatures, such as kobolds and orcs, in exchange for security or reward. If forced to aid another creature, maedar seek revenge at the first opportunity.

## Glyptar

Glyptars are rock crystals animated by the spirits of maedar. When a maedar has foreknowledge of his death, he can transfer his life force into the rocks. An extremely evil maedar retains his consciousness as it drifts through the ground. When such a life force encounters gemstones, such as feldspar or amethyst, it is trapped within and cannot leave voluntarily. Eventually the maedar goes mad. (Note that once a maedar is trapped within a glyptar crystal, his life force cannot be trapped in a second crystal.)
If this glyptar is removed intact from the ground, the maedar's spirit is now able to animate the crystal and anything inorganic attached to it. Thus if the glyptar is set in the eye of a stone statue, the maedar's life force animates it as a golem. This can affect a maximum of 1,000 pounds.
Similarly, if the glyptar is set in the pommel of a sword, the sword can be animated to strike as though it were wielded by the living maedar. The weapon gains a +1 bonus to its attack roll, strikes as if it were wielded by a 6th-level fighter, and gains a +2 bonus to its damage roll. Note that the glyptar's *stone to flesh* power enables the weapon to sink harmlessly into stone as the glyptar uses its power.
The glyptar retains its other powers as well. The glyptar and its attachments may pass through stone at will at the normal movement rate. It is immune to *phase door* spells. Once every three turns the glyptar can perform a *stone to flesh* attack against a target touched by the glyptar or its setting. Glyptars remain immune to paralyzation and petrification attacks of all sorts.

# Merman

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Oceans |
| **Frequency:** | Uncommon |
| **Organization:** | Community |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average-Very (8-12) |
| **Treasure:** | C, R |
| **Alignment:** | Neutral |
| **No. Appearing:** | 20-200 |
| **Armor Class:** | 7 |
| **Movement:** | 1, Sw 18 |
| **Hit Dice:** | 1+1 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | By weapon type |
| **Special Attacks:** | Grapple ship |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (5'-6' long) |
| **Morale:** | Average (10) |
| **XP Value:** | 1 HD: 65 |
| | 2 HD: 120 |
| | 3 HD: 175 |
| | 4 HD: 270 |
| | 5 HD: 420 |
| | 6 HD: 650 |
| | Shaman: 420 |

Mermen are marine-dwelling, amphibious humanoids with the upper torso of a human and the lower torso of a fish.
Mermen were once human but were transformed by unknown powers into their current forms. They live

by herding fish, but during times of need they attack other sea-peoples or ocean-going vessels. They live underwater but surface to sun themselves on large rocks.
Adult mermen are 5 to 6 feet long (tall) and weigh between 150 and 225 pounds. Their skin tone is fair to tan, hair color is usually dark brown (occasionally fair), while their scale color ranges from green to silver. Females, also known as mermaids, are 6 inches shorter than the males and weigh between 100 to 150 pounds. Mermen adorn themselves with coral and shell decorations. Mermen speak their own language (with different dialects spoken by communities that are separated over wide distances), and 50% of all communities also speak locathah.

**Combat:** Mermen communities are well-armed. The arms used by mermen are as follows:

Trident, dagger (50%) *
Crossbow, dagger (30%)
Javelin, dagger (20%)

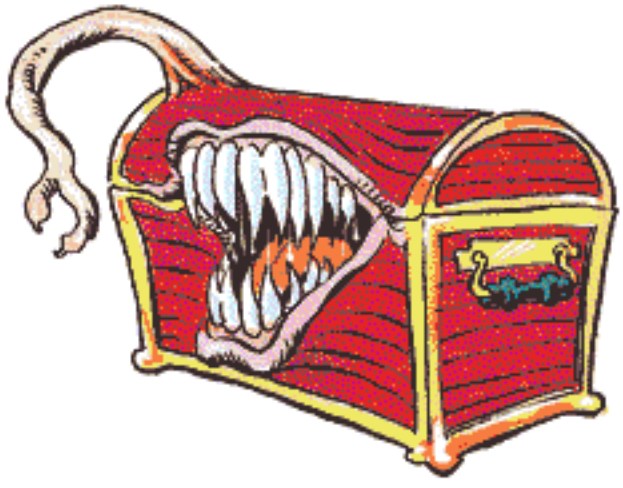
* 20% of all trident wielders are also armed with a hook and grappling line (50 feet long).
Mermen crossbows have a range of 30 yards underwater. They use grapples to attack ships; the grapples can be thrown up to 50 feet. Each grapple held by 10 mermen slows a ship by 1. Once stopped, the ship is attacked and a hole is knocked in its hull in 4d4 rounds, after which the ship slowly sinks, to be looted by the mermen.
Merman suffer double damage from fire attacks.

**Habitat/Society:** For every 20 mermen encountered, there is a patrol leader (2-3 HD) and 1-3 barracuda (AC 6; Move 30; HD 3; #AT 1; Dmg 2d4). For every 40 mermen, there is a leader (4 HD). For every 120 mermen encountered, there is one chief (6 HD) and two guards (4 HD). For every ten mermen, there is a 10% chance of a shaman (3 HD, with the spells of a 3rd-level priest).
Mermen have regular undersea communities, usually a reef or cliff honeycombed with passages. Rarely (10% of the time) they construct a village from sea shells and coral. An average community has between 100 and 600 males. Females and sub-adults each equal 100% of the males in a village. The communities are usually guarded by 3d6 trained barracudas.
Mermen society is heavily patriarchal. They prefer to be left to themselves and usually reject proposals of friendship or trade. They have strong territorial instincts and, while closely related to humans, they have no love for them. Males hunt and herd fish and protect their territory. Females raise children and tend to domestic affairs. Mermaids are also known for their creativity, and they produce works of art for the community (shell carvings, seaweed tapestries, and songs).

**Ecology:** Mermen are omnivorous, but they prefer a diet of fish, lobster, crab, and shellfish. They do not cook these creatures, but must fillet them before eating. They can survive out of water for one hour before they begin to dehydrate. When dehydrated, they lose 2 hit points per hour and will die when they reach zero; immersion in fresh or salt water immediately restores these lost hit points.
Mermen have an average life expectancy of 150 years. Mermen have many natural enemies but particularly hate the sahuagin and ixitxachitl. They often clash with tritons over territory.

# Mimic

| | Common | Killer |
|---|---|---|
| **Climate/Terrain:** | Subterranean | |
| **Frequency:** | Rare | Rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Average (8-10) | Semi- (2-4) |
| **Treasure:** | Incidental | Incidental |
| **Alignment:** | Neutral | Neutral (evil) |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 7 | 7 |
| **Movement:** | 3 | 3 |
| **Hit Dice:** | 7-8 | 9-10 |
| **THAC0:** | 13 | 11 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 3-12 (smash) | 3-12 (smash) |
| **Special Attacks:** | Glue | Glue |
| **Special Defenses:** | Camouflage | Camouflage |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L | L |
| **Morale:** | Champion (15) | Elite (13) |
| **XP Value:** | 7 HD: 975 | 9 HD: 2,000 |
| | 8 HD: 1,400 | 10 HD: 3,000 |



Mimics are magically-created creatures with a hard rock-like outer shell that protects their soft inner organs. Mimics can alter their form and their pigmentation; they use this talent to lure victims into close range, where they attempt to feed on them. They usually appear in the form of treasure chests. There are two varieties, the smaller, more intelligent common mimic, and the larger, less intelligent killer mimic. Mimics are large. Common mimics occupy about 150 cubic feet (a 3' x 6' x 8' chest, or a large door frame). Killer mimics occupy about 200 cubic feet. Mimics' natural color is a speckled grey that

resembles granite. Mimics can alter their pigmentation to resemble varieties of stone (such as marble), wood grain, and various metals (gold, silver, copper); it takes one round to make the desired alteration. They cannot lose mass in this transformation (they must remain the same size, though they may radically alter their dimensions).
Common mimics have their own tongue (corruptions of the original language spoken by their wizard creators) and can also be taught to speak in common and other languages. Killer mimics are incapable of speech.

**Combat:** A mimic can surprise its victims easily (-4 penalty to victims' surprise rolls). When a creature touches a mimic, it lashes out with a pseudopod that inflicts 3d4 points of damage. Furthermore, the mimic covers itself with a glue-like substance. Any creature or item that touches a mimic is held fast. Alcohol will weaken the glue in three rounds, enabling the character to break free, or the character may attempt to make an open doors roll to break free. Only one attempt may be made per character, and no other action, offensive or defensive, may be performed during the round that the attempt is being made. A mimic may neutralize its glue at any time that it desires; the glue dissolves five rounds after the mimic dies. The mimic is immune to acid attacks and is unaffected by molds, green slime, and various puddings.

**Habitat/Society:** Mimics live underground, where they can avoid sunlight. They are solitary creatures; this is to ensure that each mimic has a large grazing area. They have no culture; their primary concerns are survival and food. Common mimics are quite intelligent and will gladly offer information in exchange for food. Killer mimics attack regardless of attempts at communication. Mimics have no moral code and no interest in culture or religion. Wizards who use them as guardians have sometimes found them to be less than enthusiastic about obeying their commands.

**Ecology:** Mimics were originally created by wizards to protect themselves from treasure hunters. A good meal (one or two humans) can sustain them for weeks. They reproduce by fission and grow to full size in several years. Mimics pose as stonework, doors, statues, stairs, chests, or other common items made from stone, wood, and metal. Their skin is covered with optical sensors that are sensitive to heat and light in a 90-foot radius, even in pitch darkness. Any powerful light source can easily blind them, including direct sunlight. Along with glue, they can excrete a liquid that smells like rotting meat; this attracts smaller, more common prey (usually rats). Mimic ichor is useful in the creation of *polymorph self* potions, and their glue and solvent sacs can be sold to alchemists. Other internal organs are useful in the manufacture of perfumes. The mimic's internal organs are considered tasty delicacies in some cultures.

# Mind Flayer (Illithid)

| | |
|---|---|
| **Climate/Terrain:** | Any subterranean |
| **Frequency:** | Rare |
| **Organization:** | Community |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore (brains) |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | S, T,x(B) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 5 |
| **Movement:** | 12 |
| **Hit Dice:** | 8+4 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 4 |
| **Damage/Attack:** | 2; see below |
| **Special Attacks:** | Mind blast, see below |
| **Special Defenses:** | Magical powers |
| **Magic Resistance:** | 90% |
| **Size:** | M (6' tall) |
| **Morale:** | Champion (15)+special |
| **XP Value:** | 9,000 (7,000 for psionic version) |

The illithid, or mind flayer, is an evil and feared creature of the Underdark; its powers are formidable and it feeds on the brains of any creature it encounters. Using arcane powers, it enslaves or destroys its foes, which include such powerful creatures as drow and kuo-toa.

Mind Flayers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.

Illithids have infravision. They can communicate with any creatures via innate telepathy; they have no spoken language, although they often accompany their thoughts with hissing, and the eager lashing of

their tentacles. Mind flayers dress in flowing robes, often with high, stiff collars, adorned with symbols of death and despair.

**Combat:** A mind flayer's preferred method of attack is the *mind blast*, projected in a cone 60 feet long, 5 feet wide at the mind flayer, and 20 feet wide at the opposite end. All within the cone must make a saving throw vs. wands or be stunned and unable to act for 3d4 rounds. The illithid tries to grab one or two stunned victims (requiring normal attack rolls if others try to prevent this) and escape with them. The illithid keeps some victims as slaves and feeds on the brains of the others. When devouring the brain of a stunned victim, it inserts its tentacles into the victim's skull and draws out its brain, killing the victim in one round. A mind flayer can also use its tentacles in combat; it does so only when surprised or when attacking a single, unarmed victim. A tentacle which hits causes 2 hp damage and holds the victim. A tentacle does no damage while holding, and can be removed with a successful bend bars/lift gates roll. Once all four tentacles have attached to the victim, the mind flayer has found a path to the brain and kills the victim in one round. If preferred, the DM can simply roll 1d4 for the number of rounds required to kill a struggling victim.
A mind flayer can also use the following arcane powers, one per round, as a 7th-level mage: *suggestion, charm person, charm monster, ESP, levitate, astral projection,* and *plane shift.* All saving throws against these powers are made at a -4, due to the creature's mental prowess.
If an encounter is going against a mind flayer, it will immediately flee, seeking to save itself regardless of its treasure or its fellows.

**Habitat/Society:** Mind flayers hate sunlight and avoid it when possible. They live in underground cities of 200 to 2,000 illithids, plus at least two slaves per illithid. All the slaves are under the effects of a *charm person* or *charm monster,* and obey their illithid masters without question.
The center of a community is its elder-brain, a pool of briny fluid that contains the brains of the city's dead mind flayers. Due to the mental powers of illithids, the elder-brain is still sentient, and the telepathic union of its brains rules the community. The elder-brain has a telepathic range of 2 to 5 miles, depending on its age and size. It does not attack, but telepathically warns the mind flayers of the presence of thinking creatures, so a mind flayer within its telepathic radius can be surprised only by non-intelligent creatures. The range of the elder-brain determines the territory claimed and defended by the community, though raiding parties are sent far beyond this limit.
Mind flayers have no family structure. Their social activities include eating, communicating with the elder-brain, and debating on the best tactics to conquer the Underdark. For amusement, they inflict pain on their captives and force slaves to fight in gladiatorial games.
Mind flayers are arrogant, viewing all other species only as cattle to be fed upon. They prefer to eat the brains of thinking creatures.

**Ecology:** Mind flayers live about 125 years. They are warm-blooded amphibians, and spend the first 10 years of life as tadpoles, swimming in the elder-brain pool until they either die (which most do) or grow into adult illithids. On an irregular basis, adult illithids feed brains to the tadpoles, which do not molest the elder-brain. Illithids are hermaphroditic; each can produce one tadpole twice in its life.
Mind flayer ichor is an effective ingredient in a *potion of ESP*.

**Psionic Illithids**
Psionic flayers, considered the only true illithids by some (including themselves), have most of the same statistics and abilities as other mind flayers. Instead of magic-based abilities, however, theirs are purely

psionic. Psionic mind flayers have a beak-like mouth and disdain the stiff-collared robes preferred by their cousins.

### Psionics Summary:

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 10 | 4/5/15 | EW, II/All | = Int | 1d100+250 |

Illithids use psionics for attack, mind control, and travel. All psionic illithids have at least the following powers:
**Psychokinesis - Devotions:** control body, levitation.
**Psychometabolism - Sciences:** body equilibrium (their only psychometabolic power).
**Psychoportation - Sciences:** probability travel, teleport. Devotions: astral projection.
**Telepathy - Sciences:** domination, mindlink. Devotions: awe, contact, ESP, ego whip, id insinuation, post-hypnotic suggestion.

# Minotaur

| | |
|---|---|
| **Climate/Terrain:** | Temperate and subtropical labyrinths |
| **Frequency:** | Rare |
| **Organization:** | Clan |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore (man-eater) |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | (C) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-8 |
| **Armor Class:** | 6 |
| **Movement:** | 12 |
| **Hit Dice:** | 6+3 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 2-8/2-8 or 1-4/by weapon type |
| **Special Attacks:** | Grapple, charge |
| **Special Defenses:** | +2 bonus on surprise roll |
| **Magic Resistance:** | Nil |
| **Size:** | L (7½' tall) |
| **Morale:** | Elite (13) +Special |
| **XP Value:** | 1,400 |
| Elder | 3,000 |

Minotaurs are either cursed humans or the offspring of minotaurs and humans. They usually dwell in underground labyrinths, for they are not confused in these places, which gives them an advantage over their prey.

Minotaurs are huge, well over 7 feet tall, and quite broad and muscular. They have the head of a bull but the body of a human male. Their fur is brown to black while their body coloring varies as would a normal human's. Clothing is minimal, usually a loin cloth or skirt.

**Combat:** Minotaurs are very strong (equivalent human Strength of 18). Against man-sized opponents (minimum 6 feet tall) they may butt for 2-8 points of damage. Against smaller opponents, they bite for 1-4 points of damage. If a minotaur is 30 feet or more from its opponent, it can lower its head and charge against any creature that is at least 6 feet tall. If successful, the charge causes double head-butt damage. In addition to these attacks, most minotaurs also carry weapons -- a huge axe (treat as a halberd) or flail, with which it inflicts normal damage +2.
Minotaurs are not particularly intelligent, but are extremely cunning and have excellent senses. They have a +2 bonus on their surprise rolls, have infravision, and can track prey by scent like a ranger, with 50% accuracy. They always pursue an unfamiliar scent. Minotaurs are immune to *maze* spells. They attack any intruder without fear, and will retreat only if the creature is obviously beyond their ability to defeat (+3 to morale score in combat).

**Habitat/Society:** Minotaurs live in communities of up to eight members. If the community contains more than six minotaurs, one will be an elder minotaur with 18/50 Strength and 8+4 Hit Dice. The minotaur elder is the clan leader; he remains in the center of the labyrinth and raises young minotaurs while others hunt. He is always encountered in the center of a labyrinth.
A minotaur's labyrinth is rarely natural. Often an evil wizard or a tyrant will construct a labyrinth and place the minotaur family there, feeding it prisoners and slaves on a regular basis.
Occasionally this tyrant will be killed and the minotaurs forced to fend for themselves; since creatures rarely enter a labyrinth on their own accord, these minotaurs will usually be ravenously hungry.
Minotaurs speak their own primitive language and are 25% likely to speak a halting form of common. They have little culture; their lives resemble animals more than humans. Their culture venerates physical strength above all else and particularly strong human fighters have been known to earn their respect. They worship crude gods and have weak clerics (maximum 3rd-level shaman). Rumors persist of more intelligent minotaurs with developed societies.

**Ecology:** The curse which creates minotaurs is unknown, but sages suspect it involves "crimes against the natural order." Minotaurs are always male. It is also said that the first minotaur was originally a great and ill-tempered human fighter; he wanted to be as strong as a bull and his wish was granted in the most hideous manner possible. Minotaurs breed with human females to produce offspring, which are male minotaurs. Minotaurs have a lifespan of 200 years. They can live without food for years at a time, but are always hungry unless they are fed regularly. They are meat-eaters, but their curse causes them to prefer a diet of human flesh. Those transformed into minotaurs by curses may be restored to human form by a *wish*, but those who were born as minotaurs cannot be made human. Gnolls are their natural enemies; they will kill each other on sight.
Minotaur components are sometimes used in spells and potions, and might be used in magical items involving strength, location, and misdirection.

# Mist, Crimson Death

| | |
|---|---|
| **Climate/Terrain:** | Bogs, swamps |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | Z |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 0 (4) |
| **Movement:** | Fl 12, Fl 6 after feeding (B) |
| **Hit Dice:** | 13 |
| **THAC0:** | 7 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 3-30 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 95% |
| **Size:** | M (6') |
| **Morale:** | Champion (15-16) |
| **XP Value:** | 9,000 |

The crimson death is a malevolent, vaporous creature that feeds on the bodily fluids of its victims. The body of the crimson death is a humanoid-shaped cloud of pale color. It is difficult to distinguish if seen against fog and nearly invisible to infravision. During this time, the creature has an initiative bonus of +4. When the creature is fed, it develops a crimson flush that is easily visible by normal or infravision. The cloud possesses humanoid features. The fingers elongate into tentacles when it is feeding. Because of its behavior, sages believe that a Crimson Death Mist is the result of the actual death of a vampire. The crimson death's language is a barely audible series of whispers. It can communicate with other vaporous beings such as air elementals. It communicates with humanoids only if it is their captive.

**Combat:** The monster attacks only to feed or defend itself. It surrounds its victim with vaporous

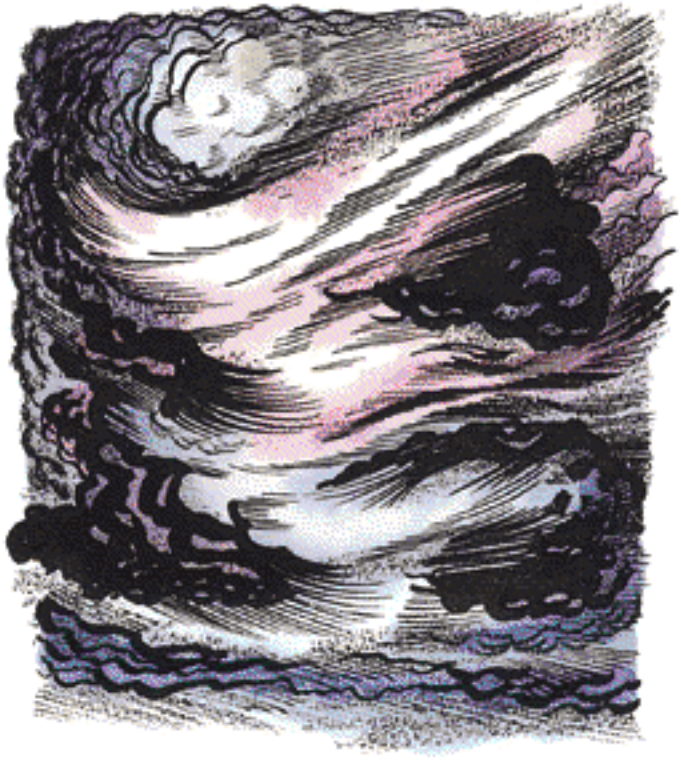
tentacles. Whenever it hits, the tentacles drain bodily fluids and cause 3d10 points of damage.
The creature is normally immaterial (AC 0) and can be struck only by magical weapons of +2 or better. After feeding, the creature attains solidity (AC 4) for six turns. At this time the creature turns red, moves more slowly (Fl 6), and can be struck by magical weapons of +1 or better.
When a crimson death dies, it immediately dissipates into the air while its undigested fluids fall to the ground in a grotesque shower.
The crimson death is able to carry loads by levitating anything surrounded by its vaporous mass. Despite its vaporous nature, the crimson death possesses strength equal to a normal human. It is able to carry a passive weight equal to an adult human. If it attempts to pick up a struggling victim, it must make a successful attack roll for each round it carries the person. Failure means the person drops to the ground (suffering damage appropriate to the height of the fall).

**Habitat/Society:** The crimson death dwells in the bogs and marshes where chill and damp prevail. The creature is nearly invisible in its native habitat.
The crimson death is a secretive creature. It prefers to feed on solitary beings, since these are easy to sneak up on and have no allies to lend them support. If several people are present, the crimson death tries to pick off the guard while the others sleep; it then feeds on the others at its leisure. In order to conceal its presence, the crimson death disposes of corpses in its lair or a deep bog.
It maintains a lair in a thicket, undercut bank, or a hollow space under a windfall. There the monster stores the valuables it collects from its victims. These can be used as bribes for humanoid allies or bait for intended victims. The lair may also contain the remains of past victims.
The crimson death prefers to feed on humanoids. It normally requires one victim per week. If more people are available, the monster may feed continuously until destroyed or driven off.
Legends tell of a connection between crimson deaths and vampires. One tale suggests that, when an undead vampire is destroyed, its spirit is transformed into a crimson death. Another tale suggests that, when a vampire is created, the monster's lost soul is reborn elsewhere as a crimson death. This legend also suggests that a vampire may be restored to normal life if it is rejoined by its crimson death counterpart. A third legend says that extremely evil air elementals are condemned and cast out into the Prime Material plane in the forms of crimson deaths.

**Ecology:** The crimson death is a dangerous predator that roams the swamps like a living ghost. A crimson death can be collected and imprisoned in an airtight container. This does not harm it. A crimson death in such a container may be mistaken for, or mislabeled as, a bottled djinn or magical vapor. If someone releases the crimson death, the starving creature immediately attacks its unwitting rescuer.
Crimson deaths are aware of the advantages of alliances. They may agree to cooperate with evil humanoids who can provide them with a steady supply of victims. They make excellent allies for those dwelling in or near their lairs.

# Mist, Vampiric

| | |
|---|---|
| **Climate/Terrain:** | Non-arctic/Swamps and subterranean |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Blood |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | (D) |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1-3 |
| **Armor Class:** | 4 (8 when substantial) |
| **Movement:** | 12 (6 when substantial) |
| **Hit Dice:** | 3 |
| **THAC0:** | See below |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | M (5'-8' tall) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 270 |



These gaseous monsters prey on all living creatures, enveloping them with their gaseous tendrils, then draining their blood for food.
Vampiric mists appear as thick, billowing clouds, 5 to 8 feet in diameter. Color ranges from pale pink when hungry to crimson red when sated. Vampiric mists speak no language, but they communicate through a limited form of telepathy. These creatures reek of old blood and are often smelled before seen.

**Combat:** Vampiric mists automatically sense the presence of any warm-blooded creature within 50 feet. Hungry mists take the shortest route possible to the victim, navigating by touch, flowing easily over water or through narrow cracks. Their path can be blocked by nonporous obstacles, but vampiric mists

are intelligent and if any reasonable path exists they will find it.
All vampiric mists have maximum hit points (8 per die) when full, but they are almost never encountered in this state. For each 12 hours a mist goes unfed, it loses 1 hit point. Vampiric mists whose hit point totals reach 0 due to starvation die. To regain hit points, vampiric mists must drain fresh blood from living victims (hence the mist's name). For each 2 hit points of blood drained, the mist regains 1 hit point.
A vampiric mist may attack one victim per round by reaching out with a gaseous tendril. Targets of a vampiric mist are treated as AC 10. Modify this number by the victim's Dexterity, and by the magical protection worn (+1, +2, etc.) but ignore magical shields. The touch of a vampiric mist drains 1d8 points of blood. A hit 4 above the needed to hit number means the mist has enveloped its victim. Enveloped victims are automatically hit each round until either the mist dies, finishes feeding, or retreats. Attacks by other characters against an enveloping vampiric mist divide their damage evenly -- half against the mist, half against the victim. Only the enveloped victim may attack the mist without harm to himself, However, because of the disorienting effect of rapid blood loss, enveloped victims may not use any spells or magical devices that require concentration.
While blood draining is mainly used to feed, the ability can also be used in defense by sated vampiric mists. Extra blood is simply dumped upon the ground.
Normally, a vampiric mist is damaged only by magical weapons or by spells that effect air. *Lightning bolt* and *magic missile* are also effective. However, immediately after reaching maximum hit points a vampiric mist takes on substance. This substantial stage last 1d6 turns. During this time the mist's movement rate slows to 6, its AC drops to 8, and it may be hit by normal weapons.
Blood draining is not a form of regeneration; a mist that loses hit points in combat must heal those points normally. Keep track of a mist's current hit points and its maximum possible for that combat (this total starts at 24 and goes down with damage caused to the mist). Each time the mist is wounded, reduce both the current hit points and the maximum. If the current hit point total ever reaches 0, the mist dies. Hit points gained by draining blood are added to the current hit points, which cannot exceed the maximum total (24 minus damage to the mist). Hit points lost due to starvation are subtracted from the current hit points only. The current hit points may never exceed the mist's maximum hit point total. (After the current battle is over, the maximum hit point totals for any surviving mists return to 24.)

**Habitat/Society:** These dread monsters inhabit both swamps, where they creep along mixing in with morning and night fog, and subterranean caverns, where they stalk prey in absolute darkness. Vampiric mists attack at night or early morning, flowing over the ground in search of warm-blooded victims. They prefer lone victims, but hungry mists sometimes raid towns at night, slaying livestock and draining victims in their sleep, before slipping out at dawn.

**Ecology:** First thought to be immature forms of crimson death, it is now known that these fiends were deliberately created by a powerful vampire wizard.
Vampiric mists reproduce by division. A mist is 10% likely to divide during its substantial stage immediately after feeding. The two mists created have 3 Hit Dice each, but only 4 hit points per die (thus they are born ravenously hungry).
Vampiric mists prey on all warm-blooded creatures. No animals hunt vampiric mist deliberately, though stirges, leeches, and other bloodsuckers are sometimes drawn (fatally) to their smell. Vampiric mists have no known life span. They live until they starve, are slain, or reproduce.

# Mold

| | Brown | Russet | Yellow |
|---|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean | Subterranean |
| **Frequency:** | Very rare | Very rare | Uncommon |
| **Organization:** | Patch | Patch | Patch |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Heat | Moisture | Mental Energy |
| **Intelligence:** | Non- (0) | Non- (0) | Not Ratable (0) |
| **Treasure:** | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 patch | 1 patch | 1 patch |
| **Armor Class:** | 9 | 9 | 9 |
| **Movement:** | 0 | 0 | 0 |
| **Hit Dice:** | N/A | N/A | N/A |
| **THAC0:** | N/A | N/A | N/A |
| **No. of Attacks:** | 0 | 0 | 1 |
| **Damage/Attack:** | N/A | N/A | N/A |

| | | | |
|---|---|---|---|
| **Special Attacks:** | Freezing | Spores | Poison Spores |
| **Special Defenses:** | Absorb Heat | Immune to weapons, cold, fire | Affected only by fire |
| **Magic Resistance:** | Nil | Nil | 20% |
| **Size:** | S-L | S-L | S-L |
| **Morale:** | N/A | N/A | N/A |
| **XP Value:** | 15 | 35 | 65 |

Molds are a variety of spore-producing fungi that form in decaying food or in warm, moist places. These fungi usually have a woolly or furry texture. While most molds are harmless, there are (at least) three varieties of monstrous molds that pose a deadly threat to adventurers: brown, russet, and yellow mold.

### Brown Mold

Brown mold is found in damp subterranean areas, such as caverns and caves. It is light to golden brown in color. Brown mold feeds by absorbing heat, even body heat; where brown mold grows, the temperature is below average. Direct sunlight or ultraviolet light kills it.

If a warm-blooded creature comes within 5 feet of a brown mold, the mold drains heat equal to 4d8 points of damage from its victim, per round. A *ring of warmth* provides complete protection against this attack. Brown mold grows instantly from heat. If a torch is used in its vicinity, it doubles in size; if flaming oil is used, it quadruples, and fireball-type spells cause it to grow eight-fold.

Brown mold is not fed by cold light sources (e.g., *light, faerie fire*). The only magic that affects it are *disintegrate* (which destroys it), plant-affecting magic, and cold spells. Ice storms or walls of ice cause it to go dormant for 5d6 turns. A *cold wand*, white dragon breath, or a *cone of cold* kills it. Brown mold does not affect cold-using creatures such as white dragons, winter wolves, ice toads, etc.

### Russet Mold

Russet mold is golden-brown to rust red in color. It has a lumpy texture similar to cold porridge; it is covered by short, hair-like growths that stand upright and wave as if they were in a cold breeze. It resembles rust at distances beyond 30 feet (70% chance of error). It is immune to weapons and most spells; it is affected only by alcohol, acid, and salt, which kill it; a *cure disease* or a *continual light* spell also destroys it.

Russet mold continuously emits a cloud of spores in a three-foot radius. All creatures in this cloud suffer 5d4 points of damage (per round in the cloud) and must roll a successful saving throw vs. poison or become infected with spore sickness. Victims of spore sickness are instantly paralyzed and die in 5d4 minutes unless a *cure disease* spell is cast on them.

Anyone who dies from spore sickness undergoes a transformation and begins to sprout russet mold growths; when completely covered in mold (1d4+20 hours), he becomes a mold man or vegepygmy. A *hold plant* spell will halt the growth of the mold for the duration of the spell, while a *cure disease* spell destroys it within an hour after death; after that, a *wish* is necessary to destroy it.

### Yellow Mold

This mold is pale yellow to golden orange in color. If touched roughly, it may (50% chance) emit a cloud of spores in a 10-foot radius. Any creature caught in this cloud must roll a successful saving throw vs.

poison or die. A *cure disease* spell and a *resurrection* spell within 24 hours are necessary to restore life. Fire of any sort destroys yellow mold. A *continual light* spell renders it dormant for 2d6 turns.
Yellow mold colonies of over 300 square feet are sometimes sentient (1 in 6 chance). These molds sense creatures within 60 feet, and may project their spores that distance. Twice per day, they may use a *suggestion* on someone within that radius; in addition to the saving throw, the victim must successfully roll an Intelligence check or lose 1 point of Intelligence permanently (it is devoured by the mold).

**Psionics Summary:**

| Level | Dis/Sci Dev | Attack Defense | Power Score | PSPs |
|---|---|---|---|---|
| 1 | 2/0/2 | II/Nil (special) | 15 | 1d1x05 |

**Telepathy:** mindwipe, id insinuation.
**Metapsionics:** psionic sense (1d100+20' range, no cost).

Only sentient yellow molds (1 in 6 chance) have psionic powers. Such creatures are also immune to psionic attacks unless the creature is being aided by one who can communicate with plants.

# Mold Man (Vegepygmy)

| | |
|---|---|
| **Climate/Terrain:** | Tropical or subtropical moist forests and caverns |
| **Frequency:** | Very rare |
| **Organization:** | Tribe |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | O, P |
| **Alignment:** | Neutral |
| **No. Appearing:** | 6-24 or 30-300 |
| **Armor Class:** | 4 |
| **Movement:** | 12 |
| **Hit Dice:** | 1 to 6 |
| **THAC0:** | 1 or 2 HD: 19<br>3 or 4 HD: 17<br>5 or 6 HD: 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6 or by weapon |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | S-M (2'-4½') |
| **Morale:** | Average (8-10) |
| **XP Value:** | 1 HD: 120<br>2 HD: 175<br>3 HD: 270<br>4 HD: 420<br>5 HD: 650<br>6 HD: 2,000 |

Mold men, sometimes derogatorily called vegepygmies or even moldies, are short, bipedal fungus creatures. They have sharp, thorn-like claws, and leaf-like tendrils form a fringe on their shoulders, abdomens, and limbs. A topknot of these tendrils sits at the apex of a vegepygmy's head.
The coloration of mold men matches their surroundings; forest mold men have brown skin and green tendrils, while those found underground might have gray skin and black tendrils. Mold men are 1½ feet tall, plus ½-foot per Hit Die.
Although they do not have a spoken language, vegepygmies are capable of vocalized cries. They normally communicate by tapping on their chests and on trees or stones.

**Combat:** Parties of mold men hunt near their lairs. In their home territory, mold men blend into their surroundings, so opponents receive a -2 penalty to surprise rolls.
Mold men will attack any form of animal life for food. Though capable of using their natural camouflage for ambush, they seldom use other tricks or traps, preferring direct assault.
Half of the mold men in a group have 1 HD, while 25% have 2 HD. The rest are 3 or 4 HD (equal chances). For every 50 mold men, there is a subchief with 5 HD and 1d4+1 bodyguards with 3 HD each. Each tribe of mold men is led by a chief with 6 HD and 2d4 bodyguards with 4 HD each.
Half of the mold men encountered carry spears, while the others use clubs or go without weapons (equal chances).
Chiefs also attack with spores; victims must make a saving throw vs. poison or be paralyzed, dying in 5d4 minutes unless treated by a *cure disease* spell. Victims who die in this manner are reborn 1d4+20 hours later as mold men with 4 HD. These individuals generally become the chief's bodyguards.
Attacks from piercing weapons cause only 1 point of damage to mold men. They are immune to electrical attacks, as well as all charm spells except those which affect plants. Mold men always receive saving throws vs. enchantments, even if one is not normally allowed.
About half of all of their hunting parties are accompanied by a pack of thornies as well. Mold men settlements always hold 1-4 packs of thornies (see thorny, under Plant, Dangerous).

**Habitat/Society:** Mold men form primitive, settled tribes. Their lairs are usually found in warm underground areas, though some tribes have lairs in the underbrush of deep, dark forests and jungles. Tribes are very territorial.
Mold men co-exist well with plant and fungus life. They often use shriekers to guard their lairs, and mold men native to the lair can pass by those shriekers unnoticed. Russet mold is usually found in the vicinity of a mold man lair as well.
New mold men are created by russet mold, by their leaders' spore attacks, or by budding. The latter occurs only if food is plentiful. Russet molds produce 5 HD mold men, while leaders create 4 HD mold men, and normal budding produces 1 HD mold men.
Mold men have been known to associate with myconids, which view them as rustic cousins.

**Ecology:** Mold men live by scavenging and hunting. They will eat meat in any condition, from fresh to carrion. In times of great need, they have been known to eat other mold men, or even myconids, though they seldom attack members of their own or an allied tribe.

# Mongrelman

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Night |
| **Diet:** | Omnivore |
| **Intelligence:** | Low to Average (5-10) |
| **Treasure:** | (C) |
| **Alignment:** | Lawful neutral |
| **No. Appearing:** | 1-100 |
| **Armor Class:** | 5 |
| **Movement:** | 9 |
| **Hit Dice:** | 1-4 |
| **THAC0:** | 1-2 HD: 19<br>3-4 HD: 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-4 (1 HD), 1-6 (2 HD), 1-8 (3 HD), 1-10 (4 HD) or by weapon type |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Camouflage, Mimicry |
| **Magic Resistance:** | Nil |
| **Size:** | M (5' to 7' tall) |
| **Morale:** | Steady (12) |
| **XP Value:** | 1 HD: 35<br>2 HD: 65<br>3 HD: 120<br>4 HD: 175<br>Leader: 270 |

Mongrelmen are a mixture of the blood of many species: humans, orcs, gnolls, ogres, dwarves, hobgoblins, elves, bugbears, bullywugs, and many others. Their appearance varies greatly, combining the

worst features of their parent stocks. They are usually clad in dirty rags; they are ashamed of their appearance and try keep their bodies concealed, especially among strangers. They have no distinct tongue of their own, but speak a debased common, mixed with grunts, whistles, growls, and gestures. Their names often mimic animal noises.

**Combat:** Mongrelmen have three special abilities that help them to survive: mimicry, pickpocketing, and camouflage.
Mimicry enables them to imitate the sounds made by any monster or creature they have encountered except for special attack forms (groaning spirits' death wail, for instance), which they cannot imitate.
Pickpocketing enables them to acquire items that they could not otherwise obtain (they have a 70% chance of success).
Camouflage enables them to hide themselves and their items with great skill. The base chance of being unnoticed is 80%, and it requires one turn for camouflage to be performed. Each additional turn spent preparing the camouflage increases the chance by 1%, to a maximum of 95% (after 16 turns).
Successfully camouflaged persons or items are not noticed unless they are moved or touched (or move themselves, in the case of creatures). Camouflaged buildings are usually unnoticeable or unrecognizable at ranges greater than 50 feet (this varies with size and type of structure).
Mongrelmen normally fight with clubs and swords, but 5% of the members of any group encountered are armed with blowguns and poison or paralyzing darts.

**Habitat/Society:** For every 10 mongrelmen encountered, there is at least one with 2 Hit Dice; for every 30, there is one with 3 Hit Dice; and for every 40, there is one with 4 Hit Dice. In a community where they are not held as thralls, there are usually a leader (AC 4, Move 12, HD 5, Dmg 1d12, +1 bonus to attack roll) and five bodyguards (HD 4).
Because of their appearance, mongrelmen are seldom welcome in any lawful or good society, and are usually enslaved or abused by evil or chaotic groups. Thus mongrelmen are found as either slaves or serfs, working long hours for evil humans or humanoids in a dismal community, or as refugees living in abandoned ruins. Enslaved mongrelmen are not willing to rebel, but wait patiently for their masters to be destroyed by outside forces. They prefer to live an orderly day-to-day existence.
A mongrelman prides itself in the ability to survive; they consider the title "The Survivor" to be more esteemed than "The Great." For them, patience is a greater virtue than being good at the arts of war. A mongrelman performs acts of violence only in self-defense or (in the case of slaves) on the orders of their masters; free mongrelmen do not hesitate to kill anyone they believe threatens their community. They prefer to avoid contact with other creatures except in times of great need, when they try to steal what they require (food, tools, etc.).
Free mongrelmen raise domestic game and grow fruits and vegetables. They have a long tradition of art, music, and literature. Their songs are a bizarre cacophony of animal songs mixed with mournful dirges and wails; a few sages consider them to be beautiful, but most disagree.

**Ecology:** Mongrelmen are omnivorous, but their teeth are most efficient at eating meat. The life span of a free mongrelman is between 25 and 35 years; the average slave lives only 15 to 20 years. Their infant mortality rate is very high. Their major enemies are tribes of wandering humanoids that hunt them for sport.

# Morkoth

| | |
|---|---|
| **Climate/Terrain:** | Any aquatic |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | (G) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 3 |
| **Movement:** | Sw 18 |
| **Hit Dice:** | 7 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-10 |
| **Special Attacks:** | Hypnosis |
| **Special Defenses:** | Spell reflection |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' long) |
| **Morale:** | Elite (14) |
| **XP Value:** | 1,400 |

Of all the creatures that inhabit the deep, only the kraken exceeds the morkoth in malice and cruelty. Also known as the "wraith of the deep", the morkoth lurks in tunnels hoping to lure its victims into a trap from which they cannot escape.

The descriptions given by those who have encountered morkoths contain considerable variation, so no one is certain what they really look like. They are usually said to resemble an intelligent fish with an octopus's beak. They are most frequently described as being between 5 to 6 feet long, inky black in color, with faint luminescent silver patches. They may have fins for arms and legs that vaguely resemble those of humans, and a number of fins for navigation and propulsion in the depths. Morkoths have infravision with a 90-foot range. They speak their own language.

**Combat:** A morkoth attacks by snapping with its squid-like beak, which inflicts 1d10 points of damage.
A morkoth lives at the center of six spiraling tunnels, each of which leads to a central chamber. These tunnels are narrow (only one size M creature may enter at a time, and no size L). As a victim passes over a tunnel, he is drawn in by a hypnotic pattern, which leads him toward the central chamber. As the victim is drawn into the central chamber, he approaches the morkoth without realizing it and must roll a successful saving throw vs. spell with a -4 penalty or be charmed. A charmed victim is devoured at the morkoth's leisure. If the morkoth doesn't charm the victim before he comes within 60 feet, the hypnotic effect of the tunnels is broken.
A morkoth is highly resistant to magic. It reflects any spell that is cast at it back to the caster, including spells with an area of effect. If a *dispel magic* is simultaneously cast with a spell, there is a 50% chance the morkoth will be unable to reflect it, though it is entitled to a saving throw vs. the dispel.

**Habitat/Society:** Morkoths are normally solitary creatures. They sometimes make alliances with kraken, offering their help in exchange for an occasional slave. If approached by evil sea humanoids for assistance, morkoths may strike a bargain but often betray their "allies" at the most opportune moment.
Morkoths rarely leave their tunnels. The tunnels are originally natural, but are slowly carved over the course of centuries by the morkoths so that the central chamber grows larger. Morkoths sometimes build their tunnels near hot air vents, so the water in morkoth lairs may be warmer than normal.
Morkoths realize that other intelligent creatures like treasure, so they collect belongings from the creatures they kill to use in bargaining with other creatures. They place no value on gold or gems or even magical items. Morkoths enjoy deception above all else. They do not enslave their victims, if only because their appetites are so fierce that slaves would not survive long.

**Ecology:** According to the most popular theories, morkoths are a species of fish with human and squid influences. Sages are unsure if this species occurred by chance or design. Morkoths are carnivorous and will eat nearly any sea creature. Their usual diet is deep-water creatures such as sharks, octopi, kuo-toans, and sahuagin. The life spans of male morkoths are about 80 to 100 years, while females die after egg-laying.
Once every ten years, a morkoth leaves its tunnels and wanders the seas searching for a mate, leaving a distinctive odor trail that is easy for morkoths to identify and follow. After mating, the male morkoth returns to its tunnels and the female lays a clutch of about 25 eggs, which she buries in the ocean floor. She then dies. The eggs hatch in two months, and the immature morkoths struggle to survive, instinctively searching for vacant tunnels. Most hatchlings die on this journey.
After six months, a young morkoth is mature enough to survive (it now has 2 hp/HD, for 14 hit points). It grows into a full-sized, exceptionally intelligent morkoth adult by its fifth year.

# Muckdweller

| | |
|---|---|
| **Climate/Terrain:** | Temperate or tropical/Swamp |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Average |
| **Treasure:** | Q, (J, K, L, M, N) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 5-20 |
| **Armor Class:** | 6 |
| **Movement:** | 3, Sw 12 |
| **Hit Dice:** | ½ |
| **THAC0:** | 20 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-2 |
| **Special Attacks:** | Water jet |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | T (1' high) |
| **Morale:** | Average (10) |
| **XP Value:** | 15 |

Muckdwellers are a species of small intelligent bipedal amphibians that lurks in swamps, marshes, or still, mud-bottomed waters. They have been known to serve lizard men and kuo-toa.
Muckdwellers are only 1-foot tall and resemble upright gila monsters with large, partially webbed rear feet. Their forepaws are prehensile, but very small and weak. Their backs are colored a mottled gray and brown, and their underbellies are yellow. They have short tails that are used for swimming and keeping their balance on land. They speak their own hissing language and possibly (50% chance) the lizard man tongue.

**Combat:** Muckdwellers use ambush techniques. Packs of muckdwellers wait for a victim; when one

arrives, several squirt water (at up to a ten-yard range) into the victim's eyes, which temporarily blinds it (a successful saving throw vs. wands negates this, but surprised creatures get no saving throw). A blinded victim cannot act in that round, loses all Dexterity bonuses, and all attacks against the victim gain a +2 bonus to the attack roll. Furthermore, if the muckdwellers lure the victim into knee-deep muddy waters, the victim loses all Dexterity bonuses and fights with a -1 penalty to its attack roll, due to unsteady ground. If the water is waist-high, the penalty increases to -2; if the water is chest-high, the penalty is -3. A *ring of free action* or equivalent magic negates these penalties. These disadvantages do not apply to the amphibious muckdwellers. Usually, a muckdweller fights only if it is cornered or if it is certain it can score an easy kill.

**Habitat/Society:** The lair of these creatures is underwater, but they always have a muddy, above-water area for resting, sunning themselves, and eating. There are 5d4 muckdwellers in each lair. They keep shiny-things (gold, gems, etc.) in hoards in their above ground lairs. If 16 or more monsters are encountered in this lair, they have double the given type Q treasure.
Muckdwellers are an intelligent species, but they have very little culture. They have a very primitive nature worship that emphasizes the supremacy of water over land. They like shiny things because they gleam like the sea. Due to the weakness of their hands, they do not use or produce tools and use their back paws for burrowing and their teeth for cutting. They occasionally build tiny rafts of cut reeds and mud to float on the surface of the water, and propel themselves quickly with their hind legs (movement 18). They infrequently build crude shelters of reeds, twigs, and mud. These shelters are designed to protect them from predators, not to shelter them, as weather doesn't bother them very much.
Because of the size difference between muckdwellers and lizard men, muckdwellers consider lizard men to be a superior species and occasionally serve them. Muckdwellers believe in the "survival of the fittest" and have no room for love, mercy, or compassion. Scoring the deathbite on a much larger creature gives the individual elite status in the community, while being killed by a bigger creature is a mark of shame, for it demonstrates poor hunting ability.

**Ecology:** Omnivorous muckdwellers will eat plants, insects, and aquatic animals, but fresh, warm-blooded meat is their preferred diet.
Muckdwellers are amphibians that spend their larval stage in the water but their adult stage on land. Their average life span is 9 to 12 years. It takes three years to grow to full-size. Muckdwellers in temperate climates hibernate during the winter months. Their natural enemies are snakes and certain giant carnivorous fishes. A muckdweller community has a hunting range of about two miles' radius.

# Mudman

| | |
|---|---|
| **Climate/Terrain:** | Any pool |
| **Frequency:** | Very rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Any |
| **Diet:** | Dweomer |
| **Intelligence:** | Non- (0) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-12 (2d6) |
| **Armor Class:** | 10 |
| **Movement:** | 3 |
| **Hit Dice:** | 2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | Special |
| **Special Attacks:** | Mud-throwing, suffocation |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | S (4' high) |
| **Morale:** | Special |
| **XP Value:** | 175 |

Mudmen are formed in pools of mud where enchanted rivers (even mildly enchanted ones, such as a stream eroding a magical structure) collect and evaporate and concentrate the dweomer. Because they are creatures of magic, mudmen are sometimes called *dweomerlings*. Mudmen are unintelligent life forces with but one goal -- to protect their pools against intruders.

When aroused into a physical form, mudmen take on the appearance of animated mud in a stocky humanoid shape, about 4 feet tall. Their coloration varies between a dirty brown and tar black. They have four thick fingers on each hand. Their legs stay submerged within the pool, and are not usually visible. Their eyes are pools of jet black shadow.

Mudmen speak no languages and are incapable of communicating with any living creature.

**Combat:** In their dormant state, mudmen wait beneath the surface of the pool, spread on the bottom, feeding on the dweomer. In this state they are immune to all weapons, even magical ones. Spells that normally harm a mudmen will still affect it, although damage is divided evenly among all the mudmen in the pool (the entire group counts as one creature for these effects, and fractions are rounded down).
When a creature enters the pool the mudmen immediately sense its presence and take but a single round to draw their substance together and rise to the surface, ready to attack on the following round. Once fully formed and standing, a mudmen can be harmed by magical weapons.
Mudmen attack by hurling mud at their opponents, who are considered AC 10 (modified by Dexterity) for the purpose of determining hits. Mud hardens on impact and slows the creature's movement rate by 1 if it hits. While hurling mud, a mudman will also advance on its victim at its full movement rate. Once within 10 feet, it will hurl itself (literally) at the victim. A sucessful hit means the death of the mudman, but slows the victim's movement by 4. A miss means the mudman must spend the next round re-forming in order to attack again.
Once a victim's movement is brought to 0, he becomes immobilized and suffocates, suffering 1-8 points of damage per round until the mouth or nose is clear. The victim will die of suffocation in five consecutive rounds unless rescued. Hardened mud can be cleared from a character's nose and mouth in one round. Movement can be restored at a rate of 1 per five rounds.
If the creature flees the pool, the mudmen will not pursue, as their senses do not extend beyond the pool. Instead, they sink into the depths, return to their dormant state, and wait until the next time someone enters the pool.
Mudmen are affected by all spells that cause damage to living creatures (e.g., *cause light wounds, magic missile, fireball, flame strike*). *Dispel magic* and *dig* act as *fireballs* cast at the same level as the mage. *Transmute mud to rock* kills all mudmen within its area of effect, with no saving throw allowed.
Mudmen are immune to all poisons, natural and magical, and are unaffected by spells that affect the mind (e.g., *hold, charm,* and *sleep*).

**Habitat/Society:** Mudmen have two states: rest and activity, the latter of which solely involves killing intruders. A mudman's pool varies in size between 20 and 200 feet in diameter. Such pools are often found near waterfalls.

**Ecology:** Mudmen are not natural creatures and not part of the ecosystem. They try to kill all natural creatures that encounter them and have no natural enemies. Over a long period of time they absorb flesh, wood, and bone, extracting whatever dweomer they can get from it, so they rarely possess any treasure -- only if they were attacked within the last month by someone who was bearing treasure. Though no uses have been recorded for a mudman's mud, it is logical that mages would not ignore its magical properties.

# Mummy

| | |
|---|---|
| **Climate/Terrain:** | Desert subterranean |
| **Frequency:** | Rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Night |
| **Diet:** | None |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | P, (D) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 2-8 (2d4) |
| **Armor Class:** | 3 |
| **Movement:** | 6 |
| **Hit Dice:** | 6+3 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-12 |
| **Special Attacks:** | Fear, disease |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (6') |
| **Morale:** | Champion (15) |
| **XP Value:** | 3,000 |

Mummies are corpses native to dry desert areas, where the dead are entombed by a process known as mummification. When their tombs are disturbed, the corpses become animated into a weird unlife state, whose unholy hatred of life causes them to attack living things without mercy.
Mummies are usually (but not always) clothed in rotting strips of linen. They stand between 5 and 7 feet tall and are supernaturally strong.

**Combat:** Mummies are horrific enemies. A single blow from one's arm inflicts 1-12 points of damage, and worse, its scabrous touch infects the victim with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. The disease can be cured only with a *cure disease* spell. *Cure wounds* spells have no effect on a person inflicted with

mummy rot and his wounds heal at 10% of the normal rate. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease.
The mere sight of a mummy causes such terror in any creature that a saving throw versus spell must be made or the victim becomes paralyzed with fright for 1 to 4 rounds. Numbers will bolster courage; for each six creatures present, the saving throw is improved by +1. Humans save against mummies at an additional +2.
Mummies can be harmed only by magical weapons, which inflict only half damage (all fractions round down). *Sleep, charm, hold,* and cold-based spells have no effect. Poison and paralysis do not harm them. A *resurrection* spell will turn the creature into a normal human (a fighter at 7th level ability) with the memories of its former life; or will have no effect if the mummy is older than the maximum age the priest can resurrect. A *wish* will also restore a mummy to human form but a *remove curse* will not.
Mummies are vulnerable to fire, even nonmagical varieties. A blow with a torch inflicts 1-3 points of damage. A flask of burning oil inflicts 1-8 points of damage on the first round it hits and 2-16 on the second round. Magical fires are +1 damage/die. Vials of holy water inflict 2-8 points of damage per direct hit.
Any creature killed by a mummy rots immediately and cannot be raised from death unless both a *cure disease* and a *raise dead* spell are cast within six rounds.

**Habitat/Society:** Mummies are the product of an embalming process used on wealthy and important personages. Most mummies are corpses without magical properties. On occasion, perhaps due to powerful evil magic or perhaps because the individual was so greedy in life that he refuses to give up his treasure, the spirit of the mummified person will not die, but taps into energy from the Positive Material plane and is transformed into an undead horror. Most mummies remain dormant until their treasure is taken, but then they become aroused and kill without mercy.
A mummy lives in its ancient burial chamber, usually in the heart of a crypt or pyramid. The tomb is a complex series of chambers filled with relics (mostly nonmagical). These relics include models of the mummy's possessions, favorite items and treasures, the bodies of dead pets, and foodstuffs to feed the spirit after death. Particularly evil people will have slaves or family members slain when they die so the slaves can be buried with them. Because of their magical properties, mummies exist on both Prime and Positive Material planes.

**Ecology:** To create a mummy, a corpse should be soaked in a preserving solution (typically carbonate of soda) for several weeks and covered with spices and resins. Body organs, such as the heart, brain, and liver, are typically removed and sealed in jars. Sometimes gems are wrapped in the cloth (if the treasure listing for the mummy indicates it possesses gems, a few may be placed in the wrappings). Mummies are not part of the natural ecosystem and have no natural enemies. Mummy dust is a component for rotting and disease magical items.

# Mummy, Greater

| | |
|---|---|
| **Climate/Terrain:** | Any desert or subterranean |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Nil |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | V (Ax2) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 2 |
| **Movement:** | 9 |
| **Hit Dice:** | 8+3 (base) |
| **THAC0:** | 11 (base) |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 3d6 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | 8,000 See below |

Also known as *Anhktepot's Children*, greater mummies are a powerful form of undead created when a high-level lawful evil priest of certain religions is mummified and charged with the guarding of a burial place. It can survive for centuries as the steadfast protector of its lair, killing all who would defile its holy resting place.

Greater mummies look just like their more common cousins save that they are almost always adorned with (un)holy symbols and wear the vestments of their religious order. They give off an odor that is said to be reminiscent of a spice cupboard because of the herbs used in the embalming process that created them.

Greater mummies are keenly intelligent and are able to communicate just as they did in life. Further, they have an inherent ability to telepathically command all normal mummies created by them. They have the

ability to control other mummies, provided that they are not under the domination of another mummy, but this is possible only when verbal orders can be given.

**Combat:** Greater mummies radiate an *aura of fear* that causes all creatures who see them to make a fear check. A modifier is applied to this fear check based on the age of the monster, as indicated on the Age & Abilities table at the end of this section. The effects of failure on those who miss their checks are doubled because of the enormous power and presence of this creature. The mummy's aura can be defeated by a *remove fear, cloak of bravery,* or similar spell.

In combat, greater mummies have the option of attacking with their own physical powers or with the great magic granted to them by the gods they served in life. In the former case, they may strike but once per round, inflicting 3d6 points of damage per attack.

Anyone struck by the mummy's attack suffers the required damage and becomes infected with a horrible rotting disease that is even more sinister than that of normal mummies for it manifests itself in a matter of days, not months. The older the mummy, the faster this disease manifests itself (see the Age & Ability table at the end of this entry for exact details). The disease causes the person to die within a short time unless proper medical care can be obtained. Twenty four hours after the infecting blow lands, the character loses 1 point from his Strength and Constitution due to the effects of the virus on his body. Further, they lose 2 points of Charisma as their skin begins to flake and whither like old parchment. No normal healing is possible while the disease is spreading through the body, and the shaking and convulsions that accompany it make spell casting or memorization impossible for the character. Only one form of magical healing has any effect -- a *regenerate* spell will cure the disease and restore lost hit points, but not ability scores. All others healing spells are wasted. A series of *cure disease* spells (one for each day that has passed since the rotting was contracted) will temporarily halt the infection until a complete cure can be affected. Regaining lost ability score points is not possible through any means short of a *wish.*

The body of a person who dies from mummy rot begins to crumble into dust as soon as death occurs. The only way to *resurrect* a character who dies in this way is to cast both a *cure disease* and a *raise dead* spell on the body within 6 turns (1 hour) of death. If this is not done, the body (and the spirit within it) are lost forever.

Greater mummies can be turned by those who have the courage and conviction to attempt this feat; however, the older the mummy, the harder it is to overcome in this fashion. Once again, the details are provided on the Age & Abilities Table. They are immune to damage from holy water, but contact with a holy symbol from a non-evil faith inflicts 1d6 points of damage on them. Contact with a holy symbol of their own faith actually *restores* 1d6 hit points.

Perhaps the most horrible aspect of these creatures, however, is their spell casting ability. All greater mummies were priests in their past lives and now retain the spell casting abilities they had then. They will cast spells as if they were of 16th through 20th level (see below) and will have the same spheres available to them that they did in life. Greater mummies receive the same bonus spells for high Wisdom scores that player characters do. Dungeon Masters are advised to select spells for each greater mummy in an adventure before the adventure starts. For those using *Legends & Lore* in their games, greater mummies are most often priests of Osiris, Set, and Nephythys. For those using *The Complete Priest's Handbook*, they are usually associated with the worship of ancestors, darkness, death, disease, evil, guardianship, and revenge. (If neither of these works is being used in the campaign, simply assign the mummy powers as if it were a standard high-level cleric.)

Greater mummies can be harmed only by magical weapons, with older ones being harder to hit than younger ones. Even if a weapon can affect them, however, it will inflict only half damage because of the

magical nature of the creature's body.
Spells are also less effective against greater mummies than they are against other creatures. Those that rely on cold to inflict damage are useless against the mummy, while those that depend on fire inflict normal damage. Unlike normal mummies, these foul creatures are immune to non-magical fire. The enchanting process that creates them, however, leaves them vulnerable to attacks involving electricity; all spells of that nature inflict half again their normal damage. In addition, older mummies develop a magic resistance that makes even those spells unreliable.
Greater mummies, like vampires, become more powerful with the passing of time in Ravenloft. The following table lists the applicable changes to the listed statistics (which are for a newly created monster) brought on by the passing of time:

**Age & Ability Table**

| Age | To Hit | AC | HD | THAC0 |
|---|---|---|---|---|
| **99 or less** | +1 | 2 | 8+3 | 11 |
| **100-199** | +1 | 1 | 9+3 | 11 |
| **200-299** | +2 | 0 | 10+3 | 9 |
| **300-399** | +2 | -1 | 11+3 | 9 |
| **400-499** | +3 | -2 | 12+3 | 7 |
| **500 or more** | +4 | -3 | 13+3 | 7 |

| Age | Align | Wis | Magic | Disease |
|---|---|---|---|---|
| **99 or less** | LE | 18 | Nil | 1d12 days |
| **100-199** | LE | 19 | 5% | 1d10 days |
| **200-299** | LE or CE | 20 | 10% | 1d8 days |
| **300-399** | CE or LE | 21 | 15% | 1d6 days |
| **400-499** | CE | 22 | 20% | 1d4 days |
| **500 or more** | CE | 23 | 25% | 1d3 days |

| Age | Level | XP | Fear | Mummies |
|---|---|---|---|---|
| **99 or less** | 16 | 18,000 | -1 | 1d4 |
| **100-199** | 17 | 10,000 | -2 | 2d4 |
| **200-299** | 18 | 12,000 | -2 | 3d4 |
| **300-399** | 19 | 14,000 | -3 | 5d4 |
| **400-499** | 20 | 16,000 | -3 | 6d4 |
| **500 or more** | 20 | 18,000 | -4 | 7d4 |

**Notes:**
**To Hit** indicates the magical plus that must be associated with a weapon before it will inflict damage to the mummy.
**AC** is the Armor Class of the monster.
**HD** are the number of hit dice that the mummy has. Greater mummies are turned as if they had one more Hit Die than they actually do, so a 250 year old (10+3) is turned as if it had 11 Hit Dice. Any mummy 300 years old or older is turned as a "special" undead.
**THAC0** is listed for the various Hit Dice levels of the mummy to allow for easy reference during play.
**Alignment** As the mummy grows older, it becomes darker and more evil. In cases where two alignments are listed, there is a 75% chance that the mummy will be of the first alignment and a 25% chance that it will be of the second. Thus, a 300 year old mummy is 75% likely to be chaotic evil.
**Wisdom** is the creature's Wisdom score. When employing their spells, greater mummies receive all of the bonus spells normally associated with a high Wisdom. Further, as they pass into the higher ratings (19 and beyond) they gain an immunity to certain magical spells as listed in the Player's Handbook .
**Magic** is the creature's natural magic resistance. As can be seen from the table, old mummies can be very deadly indeed.
**Disease** is the length of time it takes for a person infected with the mummy's rotting disease to die.
**Level** indicates the creature's level as a priest. Older mummies have access to far greater magics than younger ones and are thus more dangerous than younger ones.
**XP** lists the number of experience points awarded to a party for battling and defeating a greater mummy of a given age.
**Mummies** indicates the number of normal mummies that the creature will have serving it when encountered.
**Fear** indicates the penalty to those making fear checks due to the evil influence of the greater mummy's foul aura.

**Habitat/Society:** Greater mummies are powerful undead creatures that are usually created from the mummified remains of powerful, evil priests. This being the case, the greater mummy now draws its mystical abilities from evil powers and darkness. In rare cases, however, the mummified priests served non-evil god in life and are still granted the powers they had in life from those gods.
Greater mummies often dwell in large temple complexes or tombs where they guard the bodies of the dead from the disturbances of grave robbers. Unlike normal mummies, however, they have been known to leave their tombs and strike out into the world -- bringing a dreadful shroud of evil down upon every land they touch.
When a greater mummy wishes to create normal mummies as servants, it does so by mummifying persons infected with its rotting disease. This magical process requires 12-18 hours (10+2d4) and cannot be disturbed without ruining the enchantment. Persons to be mummified are normally *held* or *charmed* so that they cannot resist the mummification process. Once the process is completed, victims are helpless to escape the bandages that bind them. If nothing happens to free them, they will die of the mummy rot just as they would have elsewhere. Upon their death, however, a strange transformation takes place. Rather than crumbling away into dust, these poor souls rise again as normal mummies. Obviously, this process is too time consuming to be used in actual combat, but the greater mummy will often attack a potential target in hopes of capturing and transforming it into a mummy. All mummies created by a greater mummy are under its telepathic command.

**Ecology:** The first of these creatures is known to have been produced by Anhktepot, the Lord of Har'akir,

in the years before he became undead himself. It is believed that most, if not all, of the greater mummies he created in his life were either destroyed or drawn into Ravenloft with him when he was granted a domain. A number of these creatures are believed to serve Anhktepot in his domain, acting as his agents in other lands he wishes to learn what is transpiring in other portions of Ravenloft.

The process by which a greater mummy is created remains a mystery to all but Anhktepot. It is rumored that this process involves a great sacrifice to gain the favor of the gods and an oath of eternal loyalty to the Lord of Har'akir. If the latter is true, then it may lend credence to the claim of many sages that Anhktepot can command every greater mummy in existence to do his bidding. If this is indeed the case, it makes the power of this dark fiend far greater than is generally supposed.

# Myconid (Fungus Man)

| | |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Rare |
| **Organization:** | Communal |
| **Activity Cycle:** | Day |
| **Diet:** | Herbivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | S (x2) |
| **Alignment:** | Lawful neutral |
| **No. Appearing:** | 1-12; 20-200 in lair |
| **Armor Class:** | 10 |
| **Movement:** | 9 |
| **Hit Dice:** | 1-6 |
| **THAC0:** | 1-2 HD: 19 |
| | 3-4 HD: 17 |
| | 5-6 HD: 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1d4 x HD |
| **Special Attacks:** | Spore Clouds |
| **Special Defenses:** | Poisonous Skin |
| **Magic Resistance:** | Nil |
| **Size:** | T-L (2' per HD) |
| **Morale:** | Steady (12) to Elite (13) |
| **XP Value:** | 1 HD: 65 |
| | 2 HD: 120 |
| | 3 HD: 175 |
| | 4 HD: 270 |
| | 5 HD: 420 |
| | 6 HD: 650 |

Myconids, or fungus men, are a race of intelligent fungi that live in the remote reaches of the Underdark.

They are cautious creatures that deplore violence; myconids have no desire to conquer anybody and would prefer to be left alone.
Myconids resemble walking toadstools in human form. Their flesh is bloated and spongy and varies in color from purple to gray. Their wide feet have vestigial toes and their pudgy hands have two stubby fingers and a thumb on either side. Myconids' Hit Dice determine their social status and abilities. They have no spoken language.

**Combat:** Fungus men fight by clubbing with their clasped hands, causing 1d4 points of damage per Hit Die. Thus a 1-Hit Die myconid inflicts 1d4 points of damage, a 2-Hit Die myconid causes 2d4 points of damage, etc., up to the 6-Hit Dice king that inflicts 6d4 points of damage on a hit.
Myconids also have the ability to spew forth clouds of special spores. The number and kind of spores increase as they grow. As each myconid advances to another size level, it gains the ability to spray another type of spores, and the number of times per day that each spore type can be emitted also increases. A myconid can emit each of its spore types a number of times per day equal to its Hit Dice. For example, a 3-HD myconid (6 feet tall) can spray three types of spores, and it may use each type three times per day. These spore types include the following:
*Distress:* This spore type is used to alert other myconids to danger or a need for aid. The cloud expands at a rate of 40 feet per round, expanding to its maximum of 120 feet in three rounds. This ability is gained at the 1-Hit Die level.
*Reproducer:* These spores are only emitted at the proper time for growing new myconids so the population can be rigidly controlled. They are also automatically ejected by a dying myconid. This ability is gained at the 2-Hit Dice level.
*Rapport:* These spores are primarily used in the melding process. However, they can be used by the myconids to communicate with other species, since the fungus men do not talk. A small cloud of spores is aimed at one person; if the person fails a saving throw vs. poison (it can choose to fail), it can go into telepathic rapport, speaking mind-to-mind with the myconid as if it were normal speech. The range of this effect is 40 feet. The duration is a number of turns equal to the Hit Dice of the myconid. This ability is gained at the 3-Hit Dice level.
*Pacifier:* This type of spore cloud may be spewed at a single creature. If the creature fails its saving throw vs. poison, it becomes totally passive, unable to do anything. The affected creature only observes; it is unable to perform any action even if attacked. The range of this effect is 40 feet. The duration of this effect is a number of rounds equal to the Hit Dice of the myconid. This ability is gained at the 4-Hit Dice level.
*Hallucinator:* This type of spore is usually used in the melding ritual, but a myconid can project them at an attacker. The spore cloud may be shot at one creature, and if that creature fails its saving throw vs. poison, it suffers violent hallucinations for a number of turns equal to the Hit Dice of the myconid. Hallucinating creatures react as follows (roll 1d20):

| D20 Roll | Reaction |
|---|---|
| 1-10 | Cower and whimper |
| 11-15 | Stare into nothingness |
| 16-18 | Flee shrieking in a random direction |
| 19-20 | Try to kill the closest creature |

The range of this effect is 40 feet. This ability is gained at the 5-Hit Dice level.
*Animator:* This ability is gained at the 6-Hit Dice level, the level only the king may achieve. The king uses these spores to infect a dead animal or creature. A purple fungus quickly covers the corpse, taking over the dead body systems and putting it to work, animating the corpse to resemble a zombie (AC 10, Move 9, HD 1, hp 4, #AT 2, Dmg bony claws for 1-3/1-3). It is not undead and cannot be turned by priests. It always strikes last in a round. The body continues to rot and the fungus gradually replaces the missing parts, becoming specialized to take over their functions. Eventually, however, the decay proceeds too far, and the body stops functioning, able to rest at last. Animation takes place 1d4 days after infection, and the corpse is animated for 1d4+1 weeks before it decays. Animated creatures will follow simple orders given by the animator (with rapport spores) to the best of their ability. Orders take priority over self-preservation.
A myconid has a deathly fear of sunlight and will not willingly travel to the surface world. The exact effects of sunlight on a myconid are unknown, but they must be highly detrimental for the fungus men to fear sunlight as they do.

**Habitat/Society:** Myconid society is based on "circles," extremely tight social groups that are linked by group work and melding sessions. Myconid circles usually consist of 20 members: four of each size from 1-5 Hit Dice (i.e., four 1-HD, four 2-HD, etc.). Each community consists of 1d10 circles.
Each circle's day is rigidly structured: eight hours of rest, followed by eight hours of farming the fungus crops, followed by eight hours of melding. For the myconids, melding is entertainment, worship, and social interaction combined. The fungus men gather in a tight circle and the elder myconid release rapport and hallucinatory spores. The entire group then merges into a collective telepathic hallucination for eight hours. Myconids consider this melding to be the reason for their existence. Only distress spores will bring a circle out of its meld before the eight hours have elapsed.
The myconid king is always the largest member of the colony and is the only member at the 6-Hit Dice level. It is also the only myconid that is not the member of a circle. The other myconids regard separation from the circles with horror and pity the lonely king. The leadership role is thought of as an unpleasant duty, almost a condemnation. However, when the old king dies, the strongest 5-Hit Dice myconid always assumes the role of the new king. The king must remain outside of circles to retain objectivity and to pay close attention to the duties of leadership. The king animates guardians for the colony so the myconids need not commit violence. It coordinates the work schedule and pays attention to affairs outside the colony that could affect the fungus men. The king also practices fungal alchemy, brewing special potions that may be useful in times of trouble.
In general, myconids are a peaceful race, desiring only to work and meld in peace. There are no recorded instances of disharmony, or any sort of violence or disagreement between myconids. If forced into combat, they avoid killing if at all possible; violence adversely affects their melding.
Accord has never been reached between fungoid and humanoid. Each views the other as a disgusting threat; humanoids see myconids as ugly monsters. Myconids view humanoids as a violent, insane species out to conquer anything in their path, destroy anything they can't conquer, then go back down the path to make sure there isn't anything they forgot to destroy or conquer. Myconids find it difficult to believe that humanoids are not going to immediately use violence against them, and so they are very reluctant to deal with them. Given population pressures in the underworld in which the myconids live, further conflicts seem inevitable. If the myconids are approached in peace, it is possible that they will communicate, though they will be suspicious.
Myconids live in Underdark regions, which are large cavernous underground areas that range in size

form a large cavern complex to an entire secret continent beneath the ground. Myconids try to find isolated spots away from civilized areas. These communities will usually be near water, for they like dampness. Work details sometimes patrol the Underdark, looking for signs of battles and unburied dead, which they bring to the king to animate; these are the only myconids that will be found outside of their lair. A myconid community is arranged around mounds of moss-covered stones, on which the circle members sit when they meld, and on which they sleep. There will also be a large garden area; the myconids feed on water and small fungi, and the king uses the garden ingredients to make his potions. Dead myconid kings are buried with honor beneath the mounds, while dead myconids are buried near the gardens.

**Ecology:** Myconids are an unusual species of fungi. They grow fungi, which later decay, and the myconids feed from these soil nutrients.
A myconid has a life span of 24 years. It requires four years to grow to each Hit Die, thus a 1-Hit Die myconid is four years old, a 2-Hit Die myconid is eight years old, etc., to a maximum of 5 Hit Dice at 20 years of age. It requires a special regimen for a myconid to reach 6 Hit Dice (king).
A myconid king has the ability to brew magical potions from fungi. In addition to standard magical potions, a myconid king can brew the following:
*Potion of Fungus Growth:* This is used in times of population shortage, when myconid circles need their young members to grow quickly. This potion increases a myconid's Hit Dice by 1. It can only be used on a myconid once in its lifetime; repeated doses have no effect.
*Potion of Fungus Healing:* This potion only works on fungi. It heals 1d6+1 lost hit points.
*Potion of Decay:* This poison affects a humanoid creature as if it were a dead creature infected with purple fungi spores. The victim must roll a successful saving throw vs. poison or die, replaced within 1d4+1 days by a fungal intelligence friendly to the myconids, which lasts for 1d4+1 weeks before permanently decaying. A *cure disease* spell will prevent the victim's death if cast within three minutes of the infection. The combination of a *cure disease* spell and a *raise dead* spell will bring back victims of the fungus disease after 48 hours. This potion is rarely used by the fungus men.
*Powders of Hallucination:* This is used when hallucinatory spores are in short supply due to the death of 4- and 5-Hit Die members of the circles. It is also used as a defensive measure when myconids are certain they are going to be attacked; a powder is bundled and placed on a spider-silk film inside the entrance to their circle. Creatures of size M will break the powder free, affecting all creatures in a 20-foot radius as hallucinatory spores.
*Potion of Anointment*: This is the special regimen that enables a 5-Hit Die fungus to grow to 6 Hit Dice and become king. Growth is immediate and painful. It affects a myconid only once. It is poisonous to humans (successful saving throw vs. poison or die).

There is always one *potion of anointment* in the community. If other potions are indicated, consult the following table:

| | |
|---|---|
| 01-10 | Another *potion of anointment* |
| 11-20 | *Potion of fungi growth* |
| 21-30 | *Potion of fungus healing* |
| 31-40 | *Powder of hallucination* |
| 41-45 | *Potion of decay* |

| | |
|---|---|
| 46-00 | Roll on standard potion table |

Alchemists have found a number of uses for myconid spores, typically in poisons and potions of delusion. Other than their potions, myconids produce little of value to humanoid creatures.

# Naga

| | Guardian | Spirit | Water |
|---|---|---|---|
| **Climate/Terrain:** | Any land | Subterranean | Freshwater |
| **Frequency:** | Very rare | Rare | Uncommon |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Day | Night | Any |
| **Diet:** | Omnivore | Carnivore | Omnivore |
| **Intelligence:** | Exceptional(16) | Highly (13) | Very (11) |
| **Treasure:** | X (H) | X (B,T) | X (D) |
| **Alignment:** | Lawful good | Chaotic evil | Neutral |
| **No. Appearing:** | 1-2 | 1-3 | 1-4 |
| **Armor Class:** | 3 | 4 | 5 |
| **Movement:** | 15 | 12 | 9, Sw 18 |
| **Hit Dice:** | 11-12 | 9-10 | 7-8 |
| **THAC0:** | 9 | 11 | 13 |
| **No. of Attacks:** | 2 | 1 | 1 |
| **Damage/Attack:** | 1-6/2-8 | 1-3 | 1-4 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | H (20' long) | H (15' long) | L (10' long) |
| **Morale:** | Champion (15) | Elite (14) | Steady(11) |
| **XP Value:** | 7,000 | 5,000 | 3,000 |

Possessing high intelligence and magical abilities, naga are snake-like creatures with human heads. They prefer warmer climates and tend not to wander far from their lairs.
The cold-blooded naga have glittering scales and grow to an adult length of 10 to 20 feet. Their lidless eyes are bright and wide, almost luminescent, and their spines are armored with sharp triangular extensions that grow in a line from the napes of their necks to the tips of their tails. Wise and patient, these creatures can stay still for hours but move swiftly when alarmed. They favor resting in a semi-aware state that conserves their energy and makes them very hard to surprise. Occasionally, naga fashion a pouch to carry items under their chins. Both land types have a distinctive smell that pervades their lair and nearby areas.

Naga can usually speak four or more languages.

**Combat:** Naga often set traps to snare trespassers. Magical spells are always attempted first, since naga have few melee skills. Once their magic is expended, naga rely on their poisonous bites -- only the largest of these creatures can actually constrict victims like a giant snake.

**Habitat/Society:** Naga live solitary lives, hunting or foraging over an area usually only a quarter mile square. They favor dwelling in a deep hole, but sometimes are found curled up in ruins or in a darkened room. While the sexes are impossible to tell apart, there is a 10% chance that an encounter includes one or more mates. These matings are temporary, as a pregnant naga quickly leaves the male to hide her eggs in a secluded spot. Young naga resemble giant snakes until they reach adulthood; then their human-like head emerges after a long and painful molting.

**Ecology:** While naga do not produce trade goods, their lives span many human generations and they keep a detailed oral history, so they are good sources of information. They are often protectors of treasures or artifacts for centuries. Their hides can be fashioned into *scale mail +2*, and their eyes and teeth have been sold for use in arcane spells.

### Guardian Naga

Surrounded with a flowery sweet scent, the guardian naga is marked by green-gold scales, silvery spines, and flashing golden eyes. It is so called because its lawful good nature makes it a perfect sentinel over a like-aligned being's treasure or some evil. This naga always warns off trespassers, and often buries those defeated in battle. The guardian naga can spit poison at an individual attacker at up to 30-foot range, and the poison kills all who fail their saving throws vs. poison. In addition to a poisonous bite and constriction, these naga have the ability to use priest spells as 6th-level priests.

### Spirit Naga

These black-and-crimson-banded naga have a most human-like head, with stringy hair and deep brown eyes, and they smell of rotting flesh, which happens to be their preferred food! Hiding in deserted ruins or caverns, these evil and cunning spirit naga seek to cause harm to any creature that passes through their domains. They set traps and frequently attack without warning. While they are not big enough to constrict their prey, they have a poisonous bite, a gaze that charms (as a *charm* spell) all those who look into their eyes and fail a saving throw vs. paralyzation, and can use wizard spells at 5th-level ability and priest spells at 4th-level ability.

### Water Naga

The beautiful water naga are emerald green to turquoise in reticulated patterns with chocolate brown and pale jade green or dark grey and olive, and their spines have red spikes that raise like hackles when they are angry. Their eyes are pale green to amber. These naga are found in clear, fresh water. Curious but neutral in attitude, water naga seldom attack unless threatened. In addition to their poisonous bite that inflicts 1d4 points of damage, these naga have 5th-level wizard spell abilities. They never know spells that deal with fire.

# Naga, Dark

| | |
|---|---|
| **Climate/Terrain:** | Any except arctic/any land |
| **Frequency:** | Very rare |
| **Organization:** | Trios, pairs, alone or work with other lawful evil creatures |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Exceptional (16) |
| **Treasure:** | S, T, W |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1-3 (usually 1) |
| **Armor Class:** | 6 |
| **Movement:** | 13 |
| **Hit Dice:** | 9 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 1-4/2-8 |
| **Special Attacks:** | See below |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (up to 12' long) |
| **Morale:** | Champion (15) |
| **XP Value:** | 4,000 |

Dark naga are fey creatures who have human-like faces (with fanged mouths) on leathery, snake-like bodies. They usually work with other evil beings for mutual gain or survival. Dark naga tend to be black, purplish-black, or very dark blue in hue, and their crested heads and smooth, almost invisible scales make them look like gigantic eels more than snakes.

**Combat:** Dark naga have natural *ESP* powers (80' range), and use this ability constantly.

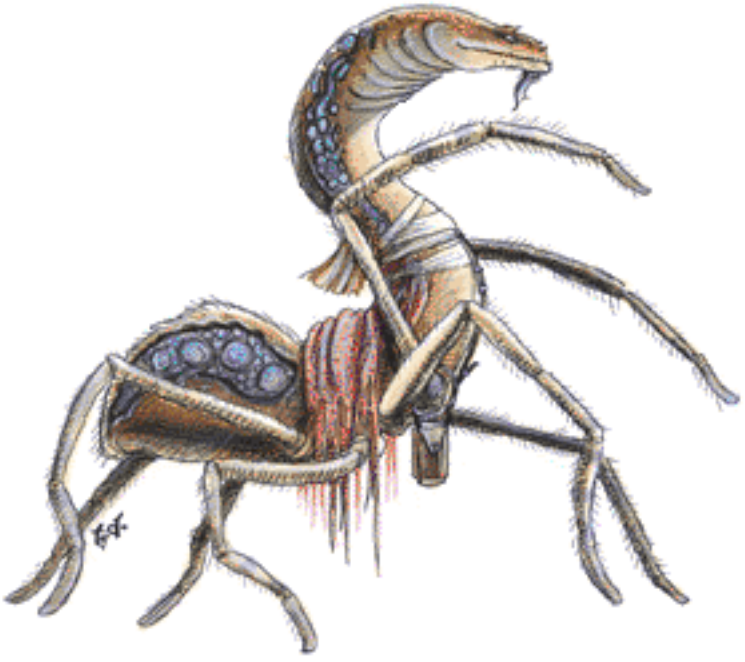
Dark naga have a (non-poisonous) bite and a poisonous tail-sting; the barbed stinger does physical damage, and any struck being must save vs. poison or take 1-2 hp additional damage and fall into a drugged sleep (onset time 1 round, sleep lasts 2d4 rounds).
The most feared ability of dark nagas is their power to wield magic. A dark naga casts spells as a 6th-level wizard (4,2,2), and employs only verbal spells. It may learn these spells from dragons, Phaerimm, or other creatures who can cast spells with but a word or thought (act-of-will spells, as opposed to spell-like natural powers, can easily be altered into verbal-release magics . . . but the devising of a verbal-only version of a spell that normally has somatic and material components is not nearly so simple a matter). It may devise new spells, or verbal-only spell versions, itself by means of experimentation. Either means of acquiring new magics is slow and expensive, and this can often force dark nagas into servitude to a stronger evil creature or anyone who hires them, or into the life of an adventurer.
Dark naga are immune to the effects of all known (normal and magical) acids, venoms, and poisons. Some have been known to swallow poisons and act as a courier, spitting up the dangerous liquid when they deliver it to its destination. They can spit poison that they are so carrying up to 10' distant at any opponent; this requires a successful attack roll, and takes the place of their bite, though a naga can elect to bite and then release the poison as it does so, combining the damage.
In battle, a dark naga may use its sting and either a spell or a bite in the same round. If space permits, the naga can direct its sting and bite against the same foe, but it is quite intelligent enough to direct attacks at multiple opponents, even attacking foes in front of and behind it, simultaneously, if caught between them in a narrow passage.
Dark nagas cannot be mind-read; their *ESP* ability somehow renders them immune to the *ESP*-like probes of others. They are subject but resistant to *charm, sleep, hold* and similar enchantment/charm spells, receiving a +2 bonus to all saving throws against this school of magic.

**Habitat/Society:** Dark nagas lair in rocky places, such as caverns or ruins; they like to have a home where they can hide things (such as treasures and spellbooks), that has more than one entry or exit, and at least one place narrow enough that they can block it with their body, and singlehandedly fight off intruders. Dark nagas are fond of traps, and will devise these (or hire other creatures to install them) whenever possible.
Dark nagas tend to be loners, but can form stable family groups of two or three; they are bisexual, and give birth to a squirming mass of many wormlike young which they promptly abandon to fend for themselves. Intelligent enough to know they can prevail against few creatures in the Realms alone, dark nagas work with other evil creatures, such as orcs, hobgoblins, drow, phaerimm, beholders, and the like. They like to fill a "commander and magical strike force" role, perhaps in a sergeant-like intermediary rank, under a more powerful ruler -- but they are wise enough to adopt the faith, beliefs, and rules of whatever group they join.

**Ecology:** Dark naga do not willingly eat other dark naga, but they will eat just about anything else, both alive and dead. They eat a few lichens and the occasional green plant, but their main diet is meat. They especially prize hot, still-fresh blood.
Dark nagas spend their lives outwardly working with, or serving, others. Whenever possible, however, they also pursue private goals, which may be as whimsical and odd as some human goals ("cover this desert valley with trees," for instance), but always include increasing their personal power by acquiring new spells and magical items. Dark nagas are quick to plunder fallen foe, swallowing items, scrolls, and spellbooks to spit forth later -- for all dark nagas have a bag-like internal organ that they can use to carry

things. This organ has thick, rubbery air-sac walls to protect the naga against sharp points and the like, but it also protects the cargo against digestive juices, and has the unusual side-effect of shielding magic from all detection spells.

# Neogi



| | Neogi | Great Old Master |
|---|---|---|
| **Climate/Terrain:** | Any | Any |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Tribal | Solitary plus feeders |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Highly (13-14) | Low (5-7) |
| **Treasure:** | Q | Nil |
| **Alignment:** | Lawful evil | Lawful evil |
| **No. Appearing:** | 1-8 | 1 |
| **Armor Class:** | 3 | 5 |
| **Movement:** | 6 | 3 |
| **Hit Dice:** | 5 | 20 |

| | | |
|---|---|---|
| **THAC0:** | 15 | Nil |
| **No. of Attacks:** | 3 | 0 |
| **Damage/Attack:** | 1-3/1-3/1-6 | 0 |
| **Special Attacks:** | Slowing poison | Digestion, young |
| **Special Defenses:** | Possible magic | Young |
| **Magic Resistance:** | Nil | 10% |
| **Size:** | S (3' high) | H (20' high) |
| **Morale:** | Steady (12) | Unsteady (6) |
| **XP Value:** | 650 | 14,000 |

The neogi appear as a cross between a wolf spider and a moray eel. The short, furry, eight-limbed body is topped by a lithe, bare, fleshy neck with a serpentine head, its mouth filled with needle-sharp teeth. The ends of its limbs are tipped with small claws. The fur of the neogi is a light tan, but dyed a variety of colors to signify power, rank, accomplishments, and warnings to other neogi. The older a neogi grows, the more colorful its hide becomes.
The neogi are ruthless slayers and plunderers, and think nothing of eating their enemies, servants, or fallen comrades. They are a hateful, xenophobic race.
Neogi can communicate in their own language and in Common. Many speak 1-4 other languages to help facilitate their slaves taking orders correctly.

**Combat:** The neogi have a number of defenses, the first, and most obvious being their enslavement of umber hulks (see entry). Each neogi has a personal umber hulk slave who is a combination bodyguard, manservant, and useful set of hands. Second, the bite of the neogi is poisonous. Those bitten and failing a saving throw vs. poison are affected as by a *slow* spell for 1d8 rounds. Multiple bites will extend this period by an additional 1d8 rounds per bite. Lastly, 1 in 10 neogi has some magical ability, equal to human spell use of levels 1-8.

**Habitat/Society:** The hated neogi are only found in very remote locations, deep beneath the earth, or among the farthest stars. Their lives revolve around their communities and their slaves.
Neogi are a slaving race with an inborn sense of property: all is either owned or owner, slave or neogi. Even neogi are slaves to other neogi, but slave-neogi may have their own slaves. The neogi tattoo their non-neogi slaves with symbols of ownership, usually on the left shoulder in the front and back.
Captive umber hulks are trained from birth to follow their "small lords," caring for their every need. Any neogi can command another umber hulk (the effect of this command is akin to the effect of the *charm monster* spell).
The neogi world view of "own or be owned" has resulted in a paranoid outlook that borders on xenophobia, and their relentless attacks on other races result in their being universally hated. The only "normal" race with ties to neogi are the mind flayers, who make a profit on the neogi slave trade.

**Ecology:** As a neogi grows older and his mind fades, his orders become confused and his slaves become disobedient. His fellow neogi may choose to poison the older one at once. The different poisons moving through its body overload the old neogi's system, and it begins its change into a Great Old Master.

The neogi making the transformation swells to 20 feet in height and a similar girth. Its legs and arms become useless, and its intelligence fades; it now lives only to eat. Live flesh is preferred, but the dead will sustain it. A Great Old Master inflicts 1d12 points of damage per round to any creature it is fed. After 2 months of eating, the skin of the Great Old Master bursts and a new crop of mature neogi spill forth. These are unmarked and barely sentient at birth, and for the next week the brood area resounds with combat as the young neogi kill each other for food. Of the 20-40 neogi that eat their way out, only about 3-6 survive. These are considered slaves of the community, until such a time as they claim an umber hulk as their personal slave.
If a Great Old Master is attacked and its flesh pierced, it releases 2d4 neogi to defend itself. These are taken from the future brood, and are not replaced. Blunt weapons will not pierce the skin and therefore do not bring forth young. Edged or piercing weapons, or magical spells that pierce or burn, will produce this defensive reaction.

### Reaver

These rogue neogi have rebelled and are seeking to escape the other neogi and their poisons that will transform them into Great Old Masters. Rogue neogi are little better than their fellows, and are, if anything, more desperate, due to being pursued by their former fellows, all eager to start the process of producing more neogi.

# Nightmare

| | |
|---|---|
| **Climate/Terrain:** | Lower planes |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | -4 |
| **Movement:** | 15, Fl 36 (C) |
| **Hit Dice:** | 6+6 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 4-10/4-10/2-8 |
| **Special Attacks:** | Burning hooves |
| **Special Defenses:** | Paralyzing cloud |
| **Magic Resistance:** | Nil |
| **Size:** | L (6' at shoulder) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 2,000 |

Nightmares are the evil steeds of the lower planes, often serving as mounts for baatezu, tanar'ri, night hags, liches, and powerful undead lords.
They look like large, powerful horses with a jet black coat. Nightmares have glowing red eyes, flaming orange nostrils, and hooves that burn like embers. Their flowing manes and great tails are ragged and wild.
Nightmares can understand commands from evil riders. They communicate among themselves by empathy.

**Combat:** Nightmares are hateful of material life. They will often attack any non-lower planar creature they encounter (and will sometimes attack the lower planar creatures, too). They have vicious fangs that

inflict 2-8 points of damage on a successful bite. Their burning hooves each inflict 4-10 (1d6+4) points of damage per attack and will set any combustibles on fire.
During combat, the excitement and fervor of the fight will cause nightmares to emit a smoking, hot cloud of noxious vapors. It blinds and chokes all those within 10 feet of the evil steed. Victims must make a saving throw vs. paralyzation or be at a -2 penalty on their attack and damage dice.
Although they have no wings, nightmares are able to magically propel themselves through the air at an impressive rate. They may fly through the Astral and Ethereal planes at will.

**Habitat/Society:** Nightmares are the servitor steeds of many lower planar creatures. They are intelligent, however, and cannot be treated as casually as a simple horse. They will willingly and gleefully serve as a mount for any mission involving evil. However, for the unwary rider, a nightmare's own ambitions can prove to be insurmountable. These hateful steeds will often do what *they* want rather than follow the wishes of their "master." In many ways, nightmares pose the same problems as magical weapons with large egos.
Anyone on the lower planes who is not a native thereof can attract the attention of a nightmare to secure it as a mount. The process involves several spells, as well as an offering for the creature's service. The summoning requires a mage or specialist wizard of at least 5th level. The following spells must all be cast by the same spell-user. First, the mage must cast a *mount* spell. This conjuration is used to attract the attention of the nightmare. Next, a *monster summoning III* spell must be cast to bind the nightmare into service. When that is complete, a *wall of fog* spell is cast. If all of this is done properly, the nightmare will come galloping through the fog, nostrils flaring and eyes gleaming, ready to perform in the service of evil. Lastly, an offering is required. This may be given by anyone, not just the spell caster. The offering must be oat-like flakes made from platinum that the nightmare will eat. The flakes must be of at least 200 gp value. Whoever feeds the oats to the nightmare will be its master for 72 hours.
Creatures of the lower planes do not perform these steps to summon a nightmare. It is unknown what dark agreement they make for a nightmare's service.
Once per decade, on the plane of Hades, there is a dark and sinister time called *Gloom Meet*. At this time the various lower planar denizens will meet and decide how they will spread their will for the next decade. The nightmares play a special role in *Gloom Meet*, for they spread the word that the meeting is about to begin. As the *Gloom Meet* approaches, there is a higher concentration of nightmares and their frequency changes from very rare to uncommon. This is the first indication that *Gloom Meet* is to occur, and lasts for approximately two weeks. Immediately prior to the meeting, the nightmares ride the planes in a terrifying charge that notifies all that the *Gloom Meet* has started.

**Ecology:** Nightmares are the wild steeds of the planes. It is their place in the lower planes to act as mounts for missions of evil and dread. They have no biological link to true horses. A nightmare is merely a foul minion of evil, without need of food or air, that through some unknown pact has taken the form of a huge, terrible steed. Nightmares are listed as carnivores, based solely on their habit of eating fallen foes whenever possible. However, there is nothing to indicate that the nightmares derive any of their sustenance from the flesh of animals -- they more likely gain all their strength through their service to evil.

# Nymph

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Nil |
| **Intelligence:** | Exceptional (16) |
| **Treasure:** | Q (Qx10, X) |
| **Alignment:** | Neutral (good) |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 9 |
| **Movement:** | 12 |
| **Hit Dice:** | 3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 0 |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 50% |
| **Size:** | M (4'-6') |
| **Morale:** | Unsteady (7) |
| **XP Value:** | 1,400 |

So beautiful that a glimpse can blind or even kill a man, the nymphs are the embodiment of loveliness, a triumph of nature.
A nymph's beauty is beyond words -- an ever-young woman with sleek figure and long, thick hair, radiant skin and perfect teeth, full lips and gentle eyes. A nymph's scent is delightful, and her long robe glows, hemmed with golden threads and embroidered with rainbow hues of unearthly magnificence. A nymph's demeanor is graceful and charming, her mind quick and witty. Nymphs speak their own musical language and the common tongue.

**Combat:** Neutral in their alliances and cares, nymphs do not fight, but flee if confronted by an intruder or danger. Nymphs are able to cast *dimension door* once per day, and can employ druidical priest spells

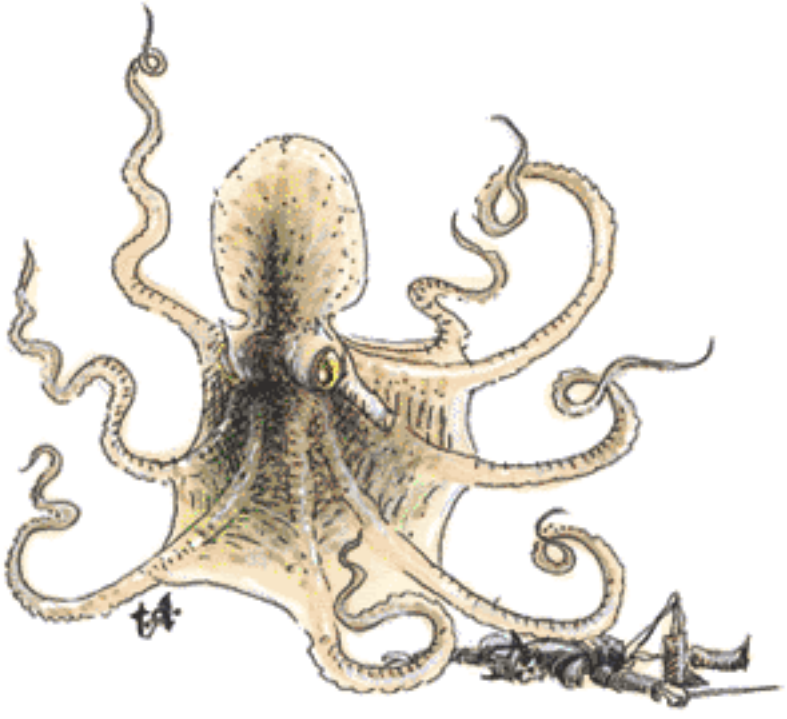
at 7th ability level, giving a nymph four 1st, two 2nd, two 3rd, and one 4th level spell once per day. Looking at a nymph will cause permanent blindness unless the onlookers save versus spell. If the nymph is nude or disrobes, an onlooker will die unless a saving throw versus spell is successful.

**Habitat/Society:** These beautiful females inhabit only the loveliest of wilderness places, clear lakes and streams, glacier palaces, ocean grottoes, and crystalline caverns. Nymphs prefer a solitary existence, but very occasionally a few will gather together in a place of spectacular charm, though these rendezvous seldom last for more than a few months. Animals of all types flock to a nymph to be petted and caressed, forgetting their natural enemies to gather around the lovely creature.
There is a 10% chance that a nymph will be friendly if approached by a good creature without the latter first glimpsing the nymph, by calling or other prior notice. On the other hand, if a nymph sees a human male with 18 Charisma and good alignment before he sees her, it is 90% probable that the nymph will be favorably inclined toward the man. It is still necessary to make saving throws upon sighting the nymph. Nymphs hate ugliness and evil and sometimes will help to defeat it. Any treasure they possess has usually been given to them by some lovesick man.

**Ecology:** Like a druid, a nymph believes in the sanctity of nature and her environment and will try to keep her lair safe and pure. She will heal wounded animals and mend broken trees and plants. Sometimes she will even help a human in distress (5% chance). Since nymphs live for many generations, they can provide a wealth of information on the history of an area and often know secret places, hide-outs, and entrances long forgotten. If a man is kissed by a nymph, all painful and troubling memories are forgotten for the rest of the day -- this may be a boon to some and a curse to others. A lock of nymph's hair can be used to create a powerful sleeping potion or, if enchanted and woven into a cloth and sewn into a garment, will magically add one point to the wearer's Charisma. The tears of a nymph can be used as an ingredient in a *philter of love*. If a woman bathes in a nymph's pool, her Charisma is increased by two points until she bathes again.

# Octopus, Giant

| | |
|---|---|
| **Climate/Terrain:** | Any salt water |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Nocturnal |
| **Diet:** | Carnivore |
| **Intelligence:** | Animal (1) |
| **Treasure:** | (R) |
| **Alignment:** | Neutral (evil) |
| **No. Appearing:** | 1-3 |
| **Armor Class:** | 7 |
| **Movement:** | 3, Sw 12 |
| **Hit Dice:** | 8 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 7 |
| **Damage/Attack:** | 1-4 (x6)/2-12 |
| **Special Attacks:** | Constriction |
| **Special Defenses:** | Ink, color change |
| **Magic Resistance:** | Nil |
| **Size:** | Large (9'-12' across) |
| **Morale:** | Elite (13) |
| **XP Value:** | 2,000 |



The dreaded "cuttlefish" are the scourge of ocean-going sailors and fishermen. Malicious and cunning, giant octopi have been known to attack ships, sinking smaller craft and stealing crew members from the larger ships.
Giant octopi change their color to blend into their surroundings, and the range of colors and patterns available to them is extensive, from green to deep black, blue speckles and red stripes. Tentacles are often disguised as seaweed. Once camouflaged, there is only a 10% chance to detect them, and usually it is their eyes that give them away. Normal coloration is grey to brown, and their vicious beaks are a deep yellow with a bright orange mouth and tongue.

**Combat:** An octopus will readily attack swimmers or small vessels in order to eat the crew. Several have

been known to cooperate in order to overwhelm a larger ship, and any craft seized by these monsters loses way and comes to a full stop in three turns.
A giant octopus generally attacks with six of its eight tentacles, using two to anchor itself. Each striking tentacle causes 1d4 points of damage, but unless the member is loosened or severed, it constricts for 2d4 points of damage every round after striking. If a victim is dragged close enough to the beak, the monster can bite for 2d6 points of damage.
Any victim under 8 feet tall or long can be struck by only one tentacle at a time, and the chance that both upper limbs are pinned on a successful strike is 25%, while the chance that both upper limbs are free is also 25%. When both upper limbs are held, the victim has no attack; if only one limb is held the victim attacks with a -3 penalty to its attack roll; if both limbs are free (i.e., the tentacle is wrapped around the victim's body) then the victim attacks with a -1 penalty to its attack roll. Tentacles grip with a Strength of 18/20. Any creature with a Strength equal to or greater than 18/20 can grasp the tentacle and negate its constriction. This does not free the victim, and the octopus will immediately seek to drag the victim to its mouth to eat it. To break free, a tentacle must be severed; this requires 8 points of damage. (These hit points are in addition to those the octopus gains from its 8 Hit Dice.)
Once three or more tentacles are severed, it is 90% probable that the octopus will retreat, ejecting a cloud of black ink 40 feet high by 60 feet wide by 60 feet long. This ink cloud completely obscures the vision of any creature within it. The wounded octopus then camouflages itself in its lair or a nearby hiding place. It takes the monster two to three months to grow back severed tentacles.

**Habitat/Society:** While octopi cooperate to attack a food source, they live a solitary existence, preferring to shelter in warm water of medial to shallow depth. Lairs are made in wrecked ships and undersea caves; any treasure found there is just an incidental leftover from previous meals. Consummate hunters, these monsters have great patience and cover a very small area, waiting for their food to come to them. Mating season comes every spring. Like most marine animals, octopi leave their eggs in a reef to fend for themselves.

**Ecology:** When prey is scarce, or if it has been wounded, an octopus turns to scavenging, eating everything from small crustaceans to seaweeds. Survival is paramount with this monster. It prefers to hunt at night, and often a man missing during the late night watch has been grabbed by a giant octopus, pulled quickly over the side, and eaten.
Giant octopi's leathery hide is tough and waterproof, and it is worked into fine rain ponchos by sailors lucky enough to catch and kill one. Another byproduct of these monsters is their ink -- they are most often hunted for this commodity. Giant octopus ink can be used to pen magical scrolls.

# Ogre

| | Ogre | Ogre Mage | Merrow |
|---|---|---|---|
| **Climate/Terrain:** | Any land | Any oriental land | Any water |
| **Frequency:** | Common | Very rare | Uncommon |
| **Organization:** | Tribal | Tribal | Tribal |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Low (8) | Average to exceptional (9-16) | Average (8-10) |
| **Treasure:** | M(Q, B, S) | G (R, S, magic) | M (A) |
| **Alignment:** | Chaotic evil | Lawful evil | Chaotic evil |
| **No. Appearing:** | 2-20 (2d10) | 1-6 | 2-24 (2d12) |
| **Armor Class:** | 5 | 4 | 4 |
| **Movement:** | 9 | 9, Fl 15 (B) | 6, Sw 12 |

| | | | |
|---|---|---|---|
| **Hit Dice:** | 4+1 | 5+2 | 4+4 |
| **THAC0:** | 17 | 15 | 15 |
| **No. of Attacks:** | 1 | 1 | 3 or 1 |
| **Damage/Attack:** | 1-10 (or by weapon +6) | 1- 12 | 1-6/1-6/2-8 (or by weapon +6) |
| **Special Attacks:** | +2 to damage | Magic spells | See below |
| **Special Defenses:** | Nil | Nil | Camouflage |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | Large (9'+) | Large (10½') | Large (9') |
| **Morale:** | Steady (11-12) | Elite (13-14) | Steady (11-12) |
| **XP Value:** | 270 | 650 | 420 |
| Leader | 650 | -- | 650 |
| Chieftain | 975 | 975 | 975 |

Ogres are big, ugly, greedy humanoids that live by ambushes, raids, and theft. Ill-tempered and nasty, these monsters are often found serving as mercenaries in the ranks of orc tribes, evil clerics, or gnolls. They mingle freely with giants and trolls.
Adult ogres stand 9 to 10 feet tall and weigh 300 to 350 pounds. Their skin colors range from a dead yellow to a dull black-brown, and (rarely) a sickly violet. Their warty bumps are often of a different color -- or at least darker than their hides. Their eyes are purple with white pupils. Teeth and talons are orange or black. Ogres have long, greasy hair of blackish-blue to dull dark green. Their odor is repellent, reminiscent of curdled milk. Dressing in poorly cured furs and animal hides, they care for their weapons and armor only reasonably well. It is common for ogres to speak orc, troll, stone giant, and gnoll, as well as their own guttural language. A typical ogre's life span is 90 years.

**Combat:** In small numbers, ogres fight as unorganized individuals, but groups of 11 or more will have a leader, and groups of 16 or more usually include two leaders and a chieftain. Ogres wielding weapons get a Strength bonus of +2 to hit; leaders have +3, chieftains have +4. Females fight as males but score only 2-8 points of damage and have a maximum of only 6 hit points per die. Young ogres fight as goblins.

**Habitat/Society:** Ogre tribes are found anywhere, from deep caverns to mountaintops. Tribes have 16-20 males, 2-12 females, and 2-8 young. Shamans, if present, will be of 3rd level, and have access to the spheres of combat, divination, healing, protection, and sun (darkness only). Ogres live by raiding and scavenging and they will eat anything. Their fondness for elf, dwarf, and halfling flesh means that there is only a 10% chance that these will be found as slaves or prisoners. There is a 30% chance that an ogre lair will include 2-8 slaves. Captured prisoners are always kept as slaves (25%) or food (75%). Extremely avaricious, ogres squabble over treasure and cannot be trusted, even by their own kind.

**Ogre Leader**
When more than 11 ogres are encountered, a leader will be present. He is a 7 Hit Dice monster with 30-33 hit points and Armor Class 3. He inflicts 5-15 (2d6+3) points of damage per attack, +6 with weapon.

### Ogre Chieftain

If 16 or more ogres are encountered, they will be led by two patrol leaders and a chieftain. The chieftain is a 7 Hit Dice monster with 34-37 hit points and Armor Class 4. He inflicts 8-18 (2d6+6) points of damage per attack, +6 with weapon. Chieftains are usually the biggest and smartest ogres in their tribes.

**Ecology:** Ogres consistently plague mankind, lusting for gold, gems, and jewelry as well as human flesh. They are evil-natured creatures that join with other monsters to prey on the weak and favor overwhelming odds to a fair fight. Ogres make no crafts nor labor.

### Ogre Mage

The oriental ogre has light blue, light green, or pale brown skin with ivory horns. The hair is usually a different color (blue with green, green with blue) and is darker in shade; the main exception to this coloration is found in ogre magi with pale brown skin and yellow hair. They have black nails and dark eyes with white pupils. The teeth and tusks are very white. Ogre magi are taller and more intelligent than their cousins and they dress in oriental clothing and armor.

**Combat:** Ogre magi can perform the following feats of magic: *fly* (for 12 turns), become *invisible*, cause *darkness* in a 10-foot radius, *polymorph* to a human or similar bipedal creature (4 feet to 12 feet tall), and *regenerate* one hit point per round (lost members must be reattached to regenerate). Once per day they can do the following: *charm person, sleep*, assume *gaseous form*, and create a *cone of cold* 60 feet long with a terminal diameter of 20 feet, which inflicts 8-64 (8d8) points of damage (save vs. spell for half damage). Oriental ogres attack with magic first and resort to physical attacks only if necessary. They are +1 on morale. In battle, ogre magi prefer the naganata (75%) or scimitar and whip (25%). Those found in oriental settings might (25%) possess ki power or have mastered a martial arts form. As ogre magi are intelligent, they will not fight if faced with overwhelming odds, but will flee to gather their forces or hide.

**Habitat/Society:** These monsters live in fortified dwellings or caves and foray to capture slaves, treasure, and food. Ogre magi priests of up to 7th level have been reported. Tribes are small, with 2-5 females and 1-3 children that will not fight, but rather seek to escape in *gaseous form.* These monsters are extremely protective of their young and will battle with savage abandon to save one's life. If a young ogre mage is captured, these creatures will pay high ransom for its return, but they will seek revenge and will never forget the insult of the kidnaping.

If encountered in their lair, ogre magi will be led by a chief of great strength (+2 on each Hit Die, attacking and saving as a 9 Hit Dice monster). Treasure is divided by this chief and his trove is always the richest. The tribe will have their own clan symbol typical to the oriental lands, and this symbol will be stitched on its war banners and flags as well as on armor and headdresses. The chief will often have the tribe's symbol tattooed on his forehead or back.

Ogre magi speak the common tongue, their own special language, and the speech of normal ogres.

**Ecology:** Ogre magi magical armor is too large to fit a man. This monster's lair is usually a powerful structure that can be expanded into a mighty fortress if it can be rid of its original owners.

### Merrow (Aquatic Ogre)

Faster and fiercer than their land kin, the freshwater merrow are greenish and scaled with webbed hands and feet. Their necks are long and thick, their shoulders are sloping, and they have huge mouths and undershot jaws. Merrow have black teeth and nails and deep green eyes with white centers, and their hair resembles slimy seaweed. About 10% grow ivory horns, especially the more powerful males.

Aquatic ogres are very fond of tattoos, and females may have their entire bodies inked with scenes of death and destruction as a sign of status. Merrow speak their own dialect and the language of other ogres.

**Combat:** Using their green coloration, aquatic ogres can hide, becoming effectively invisible 10-80% of the time, depending on terrain. They attack from cover, so others are -5 on their surprise roll. Merrow typically attack with a large piercing spear (inflicting 2-12 points of damage) in a swimming charge at +1 to hit, followed by melee with talons and teeth.

**Habitat/Society:** A typical merrow tribe consists of:

1 chief, AC3, 6+6 Hit Dice, +2 on damage
2 patrol leaders, AC3, 5+5 Hit Dice, +1 on damage
2-24 standard merrow
2-24 females, AC5, 3+3 Hit Dice, 1-2/1-2/1-6 damage
1-12 young, AC6, 2+2 Hit Dice, 1-2/1-2/1-4 damage
1 shaman of 3rd level ability

Merrow dwell in caves in shallow, fresh water (50-250 feet deep), often with scrags (see Troll). They can live out of water for about two hours, so they often forage on land. Merrow usually control an area with a radius of 10-15 miles, hunting and foraging throughout this territory. In times of scarcity, or when the lure of treasure becomes too great, a war party will attack the coastal villages of man. Merrow prefer gold and jewels and often overlook dull magical items in search of glittering prizes. The goals of a merrow chieftain rule the tribe, and these power-hungry monsters seek to completely control their "kingdoms," often leading to attacks on intruding ships.

**Ecology:** Merrow are ignorant and superstitious and have no skills but plundering and murder. Areas of the freshwater lakes and seas where they have influence are avoided by sailors and fishermen. These monsters are carnivores, preying on all who enter their regions, often emptying the seas of life with their voracious appetites.

# Ogre, Half-

| | Half-Ogre | Ogrillon |
|---|---|---|
| **Climate/Terrain:** | Any/Land | Any/Land |
| **Frequency:** | Very rare | Rare |
| **Organization:** | Tribal | Tribal |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Carnivore |
| **Intelligence:** | Semi- to High (3-14) | Low (5-7) |
| **Treasure:** | B, M (Q, B, S) | M (B, S) |
| **Alignment:** | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1-4 | 1-4 (5-30) |
| **Armor Class:** | 5 (9) | 6 |
| **Movement:** | 12 | 12 |
| **Hit Dice:** | 2+6 | 2+4 |
| **THAC0:** | 17 | 17 |
| **No. of Attacks:** | 1 | 2 |
| **Damage/Attack:** | 2-8 (by weapon) | 2-7/2-7 |
| **Special Attacks:** | Nil | Nil |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (8'-9' tall) | M (6'-7' tall) |
| **Morale:** | Steady (12) | Average (10) |
| **XP Value:** | 270 | 175 |

## Half-Ogre

When adventuring companies journey into the wilderness they often run into ogres; big, ugly humanoids. Occasionally, an ogre party will include one or two individuals that are a little shorter, but significantly smarter, wielding a weapon with more skill than might have been expected. They have a better understanding of their opponents, and they grunt commands that anticipate the adventurers' moves. In this way half-breeds, the issue of ogres and humans, earn the respect of their kind.

Half-ogres range from 7 to 8 feet in height and weigh from 315 to 425 pounds. Skin and hair color are

variable, but tend toward brown, gray, black, dull yellow (skin only), or any of the above with a slight gray-green tint. Teeth and nails are always orange. Most half-ogres have human-like eyes, though about one in five have the white pupils common to ogres. Their odor is noticeable, but it is not as overpowering as that of a full-blooded ogre. The half-ogre traditionally wears heavy skins and furs, bringing his Armor Class up to that of his ogre brethren, but rare individuals have the ability to make a shirt of chain-mail, for an AC of 3. Half-ogres speak common (more clearly and unimpeded than ogres), ogrish, orcish, troll, and one other, usually human, language. They live about 110 years.
Half-ogres posses infravision out to 60 feet. Their sense of smell is better than an ogre's, but it falls short of a human's.

**Combat:** Half-ogres of any sort suffer -2 penalties to their attack rolls against dwarves and -4 against gnomes, since those smaller races are so skilled at battling bigger folk.
Half-ogres in combat are often found with full-blooded ogres. If so, the half-ogre will most likely be leading the ogre party. The ogres fight more wisely when led by a half-ogre that concentrates assaults on characters it recognizes as spellcasters, and teaming up against skilled fighters. Ambushes are better-planned and more carefully baited.
To earn command privileges, particularly when ogre leaders are present, a half-ogre must show himself quick to battle and fierce in combat. Half-ogres' usual weapon of choice is a huge sword (use the statistics for a two-handed bastard sword, save that half-ogres can employ it one-handed, with a large shield in the other), or a war spear capable of causing 2d4 points of damage. A half-ogre inflicts an additional 2 points of damage, due to his mass.
Half-ogres sometimes gather together to form their own tribes. In this case, they will be encountered in bands of 2d10 and will expend as much energy choosing and preparing an ambush as on the combat itself.
For every five half-ogres in an encounter, there is an additional veteran with 5+3 Hit Dice. For every 10 half-ogres, there is a kader with 6 Hit Dice. If more than 15 half-ogres are encountered, they will have a shaman, a fighter/priest with 5 + 3 Hit Dice and the spells of a 4th-level priest, and two acolyte shamans, with 4+6 Hit Dice and the spells of a 2nd-level priest.
Half-ogres are inclined to intimidate others. A broad, fang-filled smile and perhaps a slamming fist, often encourages an NPC to suddenly remember appointments, or perhaps faint dead away. Kobolds will clutch their spears and cringe in unison when 7'6" of solid muscle smashes their door to splinters and storms in; even larger monsters have serious reservations about attacking half-ogres. They will also terrify local human populations into leaving a half-ogre and his companions alone.

**Habitat/Society:** Half-ogres have no society of their own. If they live with ogres, they are the quick-thinking members of the tribe, ever on their toes to prove themselves worthy. If a half-ogre is reared in a human community, he learns to live with suspicion and fear, and often turns to a military or solitary occupation.
Occasionally, half-ogres join with half-orcs, orogs, ogrillons, and other humanoids. These communities are small (5-200 residents) and usually isolated, but can appear in virtually any terrain. Half-ogres fill a middle niche -- more powerful than half-orcs or orogs, but smarter than ogrillons, trolls, and other humanoids. As a whole, these communities are chaotic evil, with neutral tendencies stemming from the level of cooperation necessary in a "half-caste" situation. They prefer others of their own kind, and are tolerant of orcs and ogres. Enough of them have human blood that they regard humans with neutrality. Indeed, chaotic evil humans often find their most enthusiastic followers in such a hybrid tribe. They also tolerate monstrous humanoids such as trolls and giants, but all other races are treated with undisguised

hostility.
Hybrid settlements raid civilized territories for prisoners and loot. A settlement may be found holding prisoners. It is also likely for treasure to be found in a hybrid camp. Half-ogres are usually cheated out of most of their rightful treasure shares by the more cunning orogs and half-orcs.

**Ecology:** Sages have expressed much concern over the years, wondering why ogres can interbreed with humans but not with elves or halflings. When the actual answer was discovered, the sages' concerns proved unfounded. The explanation had nothing to do with any supposed common origin of humans and ogres, but rather in a unusual characteristic that ogres share with orcs: rapidly adaptive biology. Just as orcs and ogres can adapt quickly to any terrain, from forests to the highest mountains, their genetic construction allows them breed with any humanoid race.
This ability to breed easily is frequently passed on to their progeny. Half-ogres can also breed successfully with most other humanoid races. If this process continues for many generations, the result is a horrible hybrid known as a *mongrelman.* Many mongrelmen have strong strains of orc and ogre in their bloodlines, which may account for their chaotic evil attitudes.
The half-ogre shares the ogre's place in the ecosystem: that of a plague upon demihumans and humans, lusting for treasure and making neither crafts nor good labor. The beginnings of half-ogre poetry have been around for many years, but it is exceptionally ugly and disturbing.

## Half-Ogres as NPCs or PCs

Half-ogres may be NPCs or even PCs, with DM's consent. If so, they have statistics determined in the following fashion. Strength is ld6 +13, with a roll of 6 being treated as 18(00) strength. Characters with a Strength roll of 5 (18 strength) should roll normally for extraordinary strength. Dexterity is 3d4. Constitution is ld6 +13, with a roll of 6 being treated as an 18. Intelligence is 3d4. Wisdom is 2d6. Charisma is 2d4, doubled for effective Charisma with respect to ogres, half-ogres, orcs, orogs, and other humanoids. Half-ogres reared outside of the tribes do not gain the languages mentioned earlier. Player character half-ogres may not be exclusively priests, but may practice any other class allowed half-ogres. Starting Hit Dice are doubled at 1st level, progressing normally at 2nd level and above.
As NPCs, shaman half-ogres are fighter/priests. Also possible are half-ogres that function solely as priests, rising to 8th level, and rarely seen fighter/thieves (3+9 Hit Dice with the skills of 1st- or 2nd-level thieves). Half-ogre thieves are always self-taught, and accept the following racial adjustments: Pick Pockets -20%, Open Locks +5%, Find/Remove Traps +0%, Move Silently -5%, Hide in Shadows +5%, Detect Noise +0%, Climb Walls -30%, Read Languages -25%.

## Ogrillon

The ogrillon is a fiercer species of the half-ogre, being the fruit of a union between ogres and orcs. The ogrillon displays the general tendencies of its larger cousin with some exceptions. It is even more brutish and violent, and it normally learns to speak only ogrish and a handful of words in common.
The ogrillon is the size of an orc, and closely resembles one. One in every ten is born with features and coloration very similar to those of ogres: purple eyes with white pupils, black teeth, yellowish skin with dull, dark green hair. The skin of an ogrillon of either type is covered with small horn plates, giving it a superior Armor Class and enabling it to fight without weapons. An ogrillon disdains armor and most other material items, retaining only a handful of gold pieces as treasured belongings. It is uncertain why they would keep gold, except perhaps as good luck charms.
They love mayhem. In combat they disdain weapons and plunge in with both fists. Due to their great strength and horn-reinforced fists, each punch delivers ld6+1 points of damage. An ogrillon out of

combat is restless and troubled, but it will be seen chuckling merrily to itself during a good fight. Because of their single-mindedness, ogrillons are often approached by orcs when they need good fighters against some enemy. Ogrillons are happy to join and fight, sometimes for the love of combat and destruction, but often for more lucky gold pieces. In combat, there is only a 10% chance that a typical ogrillon can be distinguished from an orc. Ogrillons that resemble ogres, of course, clearly stand out. Ogrillons are the issue of a female orc mated with a male ogre. Thankfully, it is sterile. The union of a male orc and a female ogre yields an orog, a better class of humanoid monster detailed in the "Orc" entry.

# Ooze/Slime/Jelly

| | Olive Slime | Olive Slime Creature | Mustard Jelly | Jelly, Stun- |
|---|---|---|---|---|
| **Climate/Terrain:** | Any subterranean | Any damp | Any subterranean | Any subterranean |
| **Frequency:** | Very rare | Rare | Rare | Rare |
| **Organization:** | Colony | Colony | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Night | Night |
| **Diet:** | Scavenger | Carnivore | Scavenger | Scavenger |
| **Intelligence:** | Non- (0) | Animal (1) | Average (8-10) | Animal (1) |
| **Treasure:** | Nil | Nil | See below | See below |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-4 | 1-20 | 1 | 1 |
| **Armor Class:** | 9 | 9 | 4 | 8 |
| **Movement:** | 0 | 6 | 9 | 4 |
| **Hit Dice:** | 2+2 | See below | 7+14 | 17 |
| **THAC0:** | 19 | 17, 15, or 13 | 13 | 17 |

| | | | | |
|---|---|---|---|---|
| **No. of Attacks:** | 0 | 1 | 1 or 2 | 1 |
| **Damage/Attack:** | Nil | See below | 5-20 | 2-8 |
| **Special Attacks:** | See below | Olive slime | See below | Paralyzation |
| **Special Defenses:** | See below | See below | +1 or better to hit | Nil |
| **Magic Resistance:** | See below | See below | 10% | Nil |
| **Size:** | S (4' radius) | Special | L (9'-12' diam.) | L (10' on a side) |
| **Morale:** | Average (10) | Average (9) | Elite (13-14) | Average (9) |
| **XP Value:** | 420 | 420, 975, or 2,500 | 4,000 (½ if half slain) | 420 |

There are many different varieties of ooze, slime, and jelly. More are being discovered all the time, as warped wizards seek to create life or fashion efficient dungeon scavengers. The unifying feature of these creatures is a dissolving touch that consumes flesh as well as weapons and armor.

## Olive Slime

Olive slime is a strain of monstrous plant life, closely related to green slime, that grows while clinging to ceilings. More dangerous than green slime, olive slime favors moist, subterranean regions. It feeds on whatever animal, vegetable, or metallic substances happen to cross its path. The vibrations of a creature beneath it are sufficient to cause it to release its tendrils and drop. Olive slime ignores armor for purposes of determining hit probability. It also negates Dexterity bonuses unless its target is aware of the presence of the slime and takes steps to avoid the stuff. Contact with olive slime causes a numbing poison to ooze from the creature. The slime then spreads itself over the body of its victim, sending out parasitic tendrils to feed upon the body fluids of the host. For humans and demihumans, the point of attachment is usually along the spinal area. The feeding process soon begins to affect the brain of the host as it changes the host's body. An unobservant victim must roll a saving throw vs. poison, failure indicating that the victim has not noticed that the olive slime has dropped upon him. Any group of characters in the vicinity will have a 50% chance of noticing the slime's attachment with a casual glance. This percentage may be adjusted only by magical items. A thorough search by wary individuals reveals the olive slime without difficulty.

Within 2d4 hours, the host's main concern becomes how to feed, protect, and sustain the growth of the olive slime. Naturally, this includes keeping the slime's presence a secret from any companions. If an affected character's companions become suspicious, or if they demonstrate any desire to destroy olive slime, the affected character will escape at the first opportunity. The host's food intake must double or the character wastes away (10% of the character's hit points per day, rounding up, and no natural healing can take place while a character is wasting away. After 1d6+6 days, the host suddenly and painfully metamorphoses into a vegetable creature. The olive slime gradually replaces skin and muscle tissue, and it forms a symbiotic brain link. The new creature has no interest in its former form or fellows. It exists as a new species more akin to plants than any other life form. Feeding then becomes photosynthetic, paralytic, or, most likely, both. When slain, an olive slime creature dissolves into a new patch of olive slime.

Olive slime is harmed only by acid, freezing cold, fire, or by a *cure disease* spell. Spells that affect plants will work on olive slime, although *entangle* will have no practical effect. Green slime and olive slime are

complete opposites -- when they encounter each other, the attack of one neutralizes the other.
If an affected character has been transformed into an olive slime creature, there is very little short of a *limited wish* that can return him to normal.

### Olive Slime Creature

Olive slime creatures, popularly known as "slime zombies," are the end result of the metamorphosis upon the host. The newly formed vegetable creature is linked symbiotically with the olive slime patch that created it. The symbiotic bond is a secure link within 200 miles, but not from one plane of existence to another. The olive slime can call its zombies to defend it from attack, and they will immediately and mindlessly obey.
Regardless of their former existence, and despite their general form, slime creatures are only differentiated by size:

| Size | HD | Damage/Attack |
|---|---|---|
| Tiny | 1+2 | 1-3 |
| Small | 3+2 | 1-4 |
| Man-sized | 5+2 | 2-8 |
| Larger | 8+2 | 3-12 |
| Huge | 12+2 | 4-16 |
| Gargantuan | 16 | 4-24 |

Slime creatures have a telepathic bond, effective at a range of 200 yards, and gather together for mutual assistance while feeding or for defense. Their former identities can be discovered only upon close examination.
Habitat varies from well-populated subterranean places to damp forests, swamps, and fens. Slime creatures are equally at home on land or in warm, shallow water. Slime zombies seek out animal hosts for their slime; they attack man-sized creatures on sight. When they attack, olive slime zombies have a 10% chance, per successful hit, to infect an opponent with slime. If they succeed in doing so, they either change targets or flee combat before killing their target -- they certainly do not want to kill the new host.
Olive slime zombies are harmed by acid, freezing cold, fire and *magic missile* spells. Spells that affect plants will also affect them, although the effects of *entangle* are minimal at best. No other attacks, by weapons, lightning, or spells that affect the mind will kill a slime creature. An olive slime zombie, however, can suffer only as much physical damage as it has hit points, before its skeleton collapses and it becomes nothing more than a puddle of olive slime. When green slime is applied to an olive slime zombie, it neutralizes the olive slime, delivering 2d4 points of damage per round until the body is reduced to a (non-animate) skeleton.
The vegetable intelligence of slime zombies is no greater than that of common animals, but does enable them to learn from experience. This innate intelligence extends to the use of simple traps, and they will lie in wait at the bottom of hidden shafts.

### Mustard Jelly

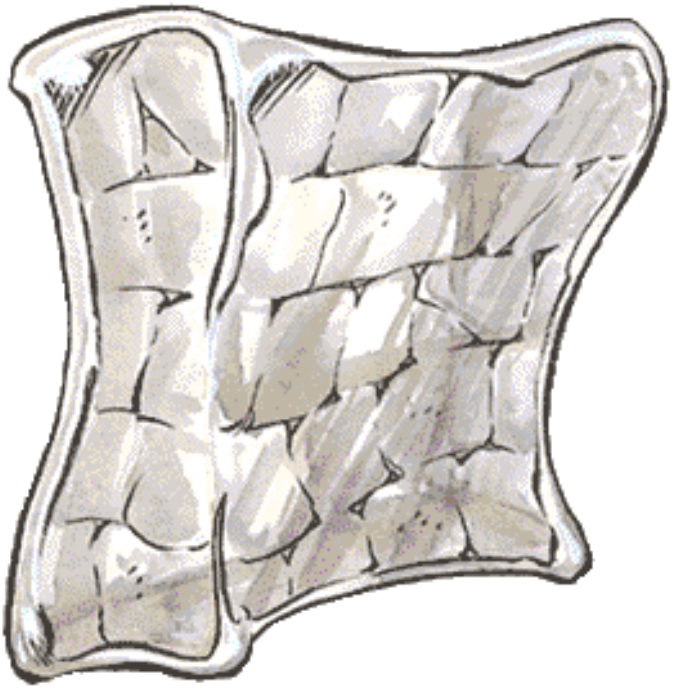
Mustard jelly originated when a young wizard attempted to *polymorph* herself into an ocher jelly. Her

spell failed, and she became a mustard jelly. The stuff has multiplied rapidly in the years since her accident, and it is now a serious threat in many areas.
The monstrous amoeboid mustard jelly is far more dangerous than the ocher jelly. Mustard jelly is translucent, and very hard to see until it attacks. The only clue to its presence is a faint odor, similar to blooming mustard plants. Once it does attack, it may be seen as yellowish brown in color.
Normally, mustard jelly attacks by forming an acidic pseudopod of its own substance and thrusting. The jelly monster secretes a vapor over a 10-foot radius. Those near the jelly must roll a saving throw vs. poison each round. Those who fail the saving throw become lethargic and move at half-normal speed, due to the effects of the vapor. The toxic effects last for two rounds and they are cumulative.
This large creature can divide itself at will into two smaller, faster halves (movement rate 18). Each is capable of attacking, but has only half the hit points the creature had before dividing. A mustard jelly can, for example, flow into a room, divide itself into independent halves to attack, and then reform into a torus in order to surround a pillar its prey has climbed. Unlike the ocher jelly, mustard jelly cannot move through tiny spaces, nor can it move along ceilings, although it will eat through wooden doors. It cannot climb walls either, and so most of its bulk must remain on the floor, stretching up only 4 or 5 feet.
Although intelligent, mustard jelly is not known to value treasure of any sort, except as a lure for greedy adventurers. Of course, it is possible that some treasure might remain after a victim has been devoured.
Mustard jelly is impervious to normal weapons (and can eat wooden ones) and electrical attacks. A *magic missile* spell will only cause it to grow; mustard jelly gains hit points equal in number to the damage rolled. Cold causes only half damage, and other attacks have normal effects.

### Stunjelly

This relative of the gelatinous cube was designed by some forgotten mage to resemble a section of ordinary stone wall. They are usually about 10 feet square by 2 ½ to 5 feet thick, and somewhat translucent. If a bright light is shone on one side of the stunjelly, it will be seen on the other. Illumination equal to a *continuous light* spell will reveal whatever treasure a stunjelly might be carrying. Stunjellies make no noise when they move, but they do produce a faint odor of vinegar.
The stunjelly has many features in common with the gelatinous cube. Like the cube, the stunjelly paralyzes creatures who venture too close! Adventurers walking near a stunjelly may be attacked by an anaesthetic pseudopod; those struck must roll a saving throw vs. paralyzation. Those who succeed suffer no ill effects. Those who fail are paralyzed for 5d4 rounds, during which time the stunjelly tries to surround the victim and digest him. Like the gelatinous cube, it is immune to electrical attacks, mind-influencing spells, paralyzation, and *polymorph* spells. Unlike the gelatinous cube, stunjelly is affected normally by cold attacks.
Stunjellies reproduce by fission, as one extremely thick jelly splits into two smaller ones. This process is accompanied by a horrible, rending sound, audible throughout the vicinity.
A stunjelly might mindlessly carry undigested metals around with it for days. These would include treasure types J, K, L, M, N, and Q, as well as potions, daggers, or similar objects.
Stunjellies are tolerated in many dungeons as traps for unwary intruders, or as janitorial monsters sweeping the passages of digestible litter. For this duty, they are preferred over other breeds of slime and ooze, since they cannot slither through doors into areas where they would be unwelcome.

# Ooze/Slime/Jelly



| | Ochre Jelly | Gray Ooze | Crystal Ooze |
|---|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean | Dimly lit water |
| **Frequency:** | Uncommon | Rare | Rare |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Omnivore | Omnivore | Omnivore |
| **Intelligence:** | Non- (0) | Animal (1) | Animal (1) |
| **Treasure:** | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-3 | 1-3 | 1-2 |
| **Armor Class:** | 8 | 8 | 8 |
| **Movement:** | 3 | 1 | 1, Sw 3 |
| **Hit Dice:** | 6 | 3+3 | 4 |
| **THAC0:** | 15 | 17 | 17 |

| | | | |
|---|---|---|---|
| **No. of Attacks:** | 1 | 1 | 1 |
| **Damage/Attack:** | 3-12 | 2-16 | 4-16 |
| **Special Attacks:** | Nil | Corrodes metal | Poison |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | M (4-7') | M to L (4-12') | M to L (4-12') |
| **Morale:** | Average (10) | Average (10) | Average (10) |
| **XP Value:** | 270 | 270 | 420 |

| | **Gelatinous Cube** | **Green Slime** |
|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean |
| **Frequency:** | Uncommon | Rare |
| **Organization:** | Solitary | Colony |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Non- (0) | Non- (0) |
| **Treasure:** | Nil (incidental) | Nil |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 | 1- 6 |
| **Armor Class:** | 8 | 9 |
| **Movement:** | 6 | 0 |
| **Hit Dice:** | 4 | 2 |
| **THAC0:** | 17 | 19 |
| **No. of Attacks:** | 1 | 0 |
| **Damage/Attack:** | 2- 8 | Nil |
| **Special Attacks:** | Paralyzation, surprise | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (10' cube) | S (2-4') |
| **Morale:** | Average (10) | Average (10) |
| **XP Value:** | 650 | 65 |

**Psionic Summary** (Gray Ooze only)

| **Level** | **Dis/Sci Dev** | **Attack/ Defense** | **Power Score** | **PSPs** |
|---|---|---|---|---|

1 2/1/1 Psc/M- 13 1d100+20

The oozes, slimes and jellies of the underworld are hideous, amorphous creatures that are the bane of all that lives, dissolving the weapons, armor, and flesh of their victims.

**Ochre Jelly**
This monster resembles a giant amoeba, seeping through darkened corridors, through cracks and under doors, searching for flesh or cellulose to devour. Their form allows them to travel on walls and ceilings and drop on unsuspecting prey.

**Combat:** The ochre jelly attacks by attempting to envelop its prey. Its secretions dissolve flesh, inflicting 3-12 (d10+2) points of damage per round of exposure. While a *lightning bolt* will divide the creature into one or more smaller jellies, each doing one-half normal damage, fire- and cold-based attacks have normal effects.

**Habitat/Society:** An asexual creature, the ochre jelly is a solitary beast that is occasionally found with its own divided offspring. It lives only to eat and reproduce.

**Ecology:** Voraciously dissolving all types of carrion and trash, this monster is sometimes tolerated in inhabited subterranean areas for its janitorial services, but this activity is difficult to organize and is usually not appreciated by the inhabitants because of its danger.

**Gray Ooze**
A slimy horror that looks like wet stone or a sedimentary rock formation, the gray ooze is rarely thicker than six or eight inches, but sometimes grows to a length of 12 feet. It cannot climb walls or ceilings, so it slides, drips, and oozes along cavern floors.

**Combat:** The gray ooze strikes like a snake, and can corrode metal at an alarming rate (chain mail in one round, plate mail in two, and magical armor in one round per each plus to Armor Class). Spells have no effect on this monster, nor do fire- or cold-based attacks. Lightning and blows from weapons cause full damage. Note that weapons striking a gray ooze may corrode and break.

**Habitat/Society:** After a large meal, a gray ooze reproduces by "budding:" growing a small pod that is left behind in a corridor or cavern. This pod takes two to three days to mature and then the little gray ooze absorbs its leathery shell and begins slithering about, searching for a meal. Sometimes more than one of these monsters are found together, but this is just a random event because they are not intelligent.

**Ecology:** The gray ooze is a dungeon scavenger. It is rumored that metalworkers of extraordinary skill keep very small oozes in stone jars to etch and score their metal work, but this is a delicate and dangerous practice.

**Crystal Ooze**
This creature is a variety of gray ooze which has adapted to living in water. It is 75% invisible when immersed in its natural element. It is translucent, mostly glassy clear, with an occasional milky white swirl in its substance.

**Combat:** Crystal ooze strikes like a snake, then attempts to flow over a victim and exude its paralyzing poison. Unlike its cousin, the gray ooze, this creature does not corrode metal, but its poisons attack wood,

cloth, and flesh. Unless a victim successfully saves vs. poison, he becomes paralyzed and will be consumed by the crystal ooze in a short time. When prey is reduced to -20 hit points, it is totally consumed. Crystal ooze cannot be harmed by acid, cold, heat, or fire attacks, but electricity and *magic missiles* inflict full damage. Blows from weapons inflict only 1 point of damage per hit. A wooden weapon must save vs. acid or it will dissolve and break.

**Habitat/Society:** Crystal oozes live in any dim or dark body of water, though they can exist out of water for several hours. They reproduce by budding, like the gray ooze, but the crystal pods usually take seven to 10 days to hatch. Crystal oozes will eat their offspring, but occasionally, if the body of water is large enough and food is not scarce, a few of them might be found living in the same water.

**Ecology:** Crystal oozes are scavengers that leave metal and stone objects in their wake, so incidental treasure can often be found around and in their lairs.

### Gelatinous Cube

So nearly transparent that they are difficult to see, these cubes travel down dungeon corridors, absorbing carrion and trash along the way. Their sides glisten, tending to leave a slimy trail, but gelatinous cubes cannot climb walls or cling to ceilings. Very large cubes grow tall to garner mosses and the like from ceilings.

**Combat:** A gelatinous cube attacks by touching its victim with its anesthetizing slime. A victim who fails to save vs. paralyzation is paralyzed (anesthetized) for 5-20 (5d4) rounds. The cube then surrounds its prey and secretes digestive fluids to absorb the food. All damage is caused by these digestive acids. Because gelatinous cubes are difficult to see, others are -3 on their surprise roll. Electricity, fear, holds, paralyzation, *polymorph,* and sleep-based attacks have no effect on this monster, but fire and blows from weapons have normal effects. If a cube fails its saving throw against a cold-based attack, the cube will be slowed 50% and inflicts only 1-4 points of damage.

**Habitat/Society:** Possessing no intelligence, gelatinous cubes live only for eating. They prefer well- traveled dungeons where there is always food to scavenge. These creatures reproduce by budding, leaving clear, rubbery cubes in dark corners or on heaps of trash. Young are not protected and are sometimes reabsorbed by the parent. Treasure is sometimes swept up by a gelatinous cube as the creature travels along a cavern floor; any metals, gems, or jewelry are carried in the monster's body until they can be ejected as indigestible. Items found inside a cube include treasure types J, K, L, M, N, Q, as well as an occasional potion, dagger, or similar object.

**Ecology:** The gelatinous cube is sometimes encouraged to stay in a certain area for its scavenging abilities, and is preferred over other jellies and oozes since its square shape does not allow it to slither under doors and into areas in which it is not desired.

### Green Slime

A hideous growth, green slime is bright green, sticky, and wet. It grows in dark subterranean places on walls, ceilings and floors.

**Combat:** This slime cannot attack but is sensitive to vibrations and often drops from the ceiling onto a passing victim. Green slime attaches itself to living flesh and in 1-4 melee rounds turns the creature into green slime (no resurrection possible). Green slime eats through one inch of wood in an hour, but can dissolve metal quickly, going through plate armor in three melee rounds. The horrid growth can be scraped off quickly, cut away, frozen, or burned. A *cure disease* spell kills green slime, but other attacks, including

weapons and spells, have no effect.

**Habitat/Society:** Green slime hates light and feeds on animal, vegetable, and metallic substances in dark caverns. Since it cannot move, this slime grows only when food comes to it. Sunlight dries it out and eventually kills it. Occasional huge slimes or colonies of dozens have been reported.

**Ecology:** Green slime is an infestation that all creatures avoid; it is burned out of caverns or mines if found. Once it has infected an area, it has a tendency to grow back, even after being frozen or burned away, because dormant spores can germinate years later.

# Ooze/Slime/Jelly

| | **Slithering Tracker** |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Living plasma |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | C |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 5 |
| **Movement:** | 12 |
| **Hit Dice:** | 5 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | Paralyzation |
| **Special Defenses:** | Transparency |
| **Magic Resistance:** | Nil |
| **Size:** | S (3' long) |
| **Morale:** | Champion 15 |
| **XP Value:** | 975 |

Slithering trackers are transparent, plasma-draining jellies found in many dungeons and other dark places.
They are not invisible per se, but are instead made of a transparent jelly-like material. Thus they are almost impossible to detect normally (only a 5% chance of happening to notice one).

**Combat:** The unique nature of slithering trackers gives them the distinct advantage of being able to slip through cracks and holes as small as a rat hole. They move completely silently across all surfaces, simply oozing slowly over all bumps and turns. They prefer to attack sleeping, solitary, or unconscious creatures, as their main weakness lies in the extended duration of their attack form. They secrete a

paralyzing substance that immobilizes the victim on contact for 12 hours if a saving throw vs. paralyzation fails. The slithering tracker then covers the entire body of its victim and slowly draws all of the plasma from the creature (killing the victim in the process, of course). It can drain a man-sized creature in one hour.

**Habitat/Society:** Slithering trackers are solitary beasts. Since they possess no attack form capable of harming other trackers, territoriality is a question of first-come, first-serve. Being the most intelligent of all slimes and jellies, it would seem natural that slithering trackers would establish themselves as the leaders of the rest. But jellies and slimes lack both the means of communication and the intelligence to band together. They remain on the lower end of the monster food chain, serving as scavengers that kill the weak and stupid, leaving the larger creatures for major predators in the dungeons they inhabit.
In fact, slithering trackers often hide themselves in the lairs of large monsters, which are known to kill far more than they can eat at a sitting. The tracker waits until the beast goes to sleep or departs and then it sucks dry the morsels left over. Many times the victims are merely unconscious instead of dead -- at least until the tracker gets to them. And on more than one occasion, monster-slaying players have left a hoard guarded by a comrade, while they go for help, only to return to find their friend mysteriously dehydrated, with all of the treasure still in the lair.

**Ecology:** There are two theories regarding the origin of slithering trackers. The first and most likely one is that slithering trackers are just advanced forms of the other jellies, fortunate enough to have developed a transparent plasma body and a modicum of intelligence. Like most jellies, they reproduce asexually when the time and quantity of food allow for it.
The second, more dubious theory, is that slithering trackers were created, not born. Their high intelligence seems to lead many knowledgeable sages to believe that the creation of a slithering tracker is a hideous process, involving the transformation of a living human being. Certain legends seem to support this assertion, as there are many accounts of dark wizards removing the bones of their enemies, turning them into hulking masses of jelly-like flesh. While it is certain that no respectable wizard (good or neutrally aligned) would resort to creating such horrors, it is just as certain that there are many practitioners of the darker arts who have performed much worse experiments.
It is possible that somewhere deep in the bowels of some long-deserted wizard's dungeon, there lies an ancient diary, with a detailed account of the terrifying curse of the tracker.
There are tales of abnormally large slithering trackers that live in the deep recesses of the Underdark. Such monsters are often said to lurk around the edges of great underground civilizations, growing to vast size on the abundance of prey.

# Orc

| | Orc | Orog |
|---|---|---|
| **Climate/Terrain:** | Any land | Any land |
| **Frequency:** | Common | Uncommon |
| **Organization:** | Tribe | Tribe |
| **Activity Cycle:** | Night | Night |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Average (8-9) | High (10-12) |
| **Treasure:** | L (C, O, Qx10, S) | L (C, O, Qx10, S) |
| **Alignment:** | Lawful evil | Lawful evil |
| **No. Appearing:** | 30-300 (3d10x10) | 20-80 (2d4x10) |
| **Armor Class:** | 6 (10) | 4 (10) |
| **Movement:** | 9 (12) | 6 (12) |
| **Hit Dice:** | 1 | 3 |
| **THAC0:** | 19 | 17 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 1-8 (weapon) | 1-10 (weapon) |
| **Special Attacks:** | Nil | +1 to damage |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (6' tall) | M (6'-7') |
| **Morale:** | Steady (11-12) | Elite (13-14) |
| **XP Value:** | 15 | 65 |
| Subchief, leader | 35 | 120 |
| Guards | 35 | |

| | | |
|---|---|---|
| Chief | 65 | 175 |
| Bodyguard | 65 | |
| Shaman, 1st | 35 | |
| Shaman, 3rd | 175 | |
| Shaman, 5th | 650 | |

Orcs are a species of aggressive mammalian carnivores that band together in tribes and survive by hunting and raiding. Orcs believe that in order to survive they must expand their territory, and so they are constantly involved in wars against many enemies: humans, elves, dwarves, goblins, and other orc tribes.
Orcs vary widely in appearance, as they frequently crossbreed with other species. In general, they resemble primitive humans with grey-green skin covered with coarse hair. Orcs have a slightly stooped posture, a low jutting forehead, and a snout instead of a nose, though comparisons between this facial feature and those of pigs are exaggerated and perhaps unfair. Orcs have well-developed canine teeth for eating meat and short pointed ears that resemble those of a wolf. Orcish snouts and ears have a slightly pink tinge. Their eyes are human, with a reddish tint that sometimes makes them appear to glow red when they reflect dim light sources in near darkness. This is actually part of their optical system, a pigment which gives them infravision. Male orcs are about 5½ to 6 feet tall. Females average 6 inches shorter than males. Orcs prefer to wear colors that most humans think unpleasant: blood red, rust red, mustard yellow, yellow green, moss green, greenish purple, and blackish brown. Their armor is unattractive besides -- dirty and often a bit rusty.
Orcs speak Orcish, a language derived from older human and elvish languages. There is no common standard of Orcish, so the language has many dialects which vary from tribe to tribe. Orcs have also learned to speak local common tongues, but are not comfortable with them. Some orcs have a limited vocabulary in goblin, hobgoblin, and ogre dialects.

**Combat:** Orcs are constantly in battle. They use the following weapons.

| | |
|---|---|
| sword and flail | 5% |
| sword and spear | 10% |
| axe and spear | 10% |
| axe and polearm | 10% |
| axe and crossbow | 10% |
| axe and bow | 10% |
| sword and battleaxe | 5% |
| spear | 10% |
| axe | 10% |
| polearm | 20% |

Polearms are typically either halberds, pikes (set to receive charge), or glaives. Leaders typically possess two weapons. If a subchief is present, there is a 40% chance the orcs will be fighting around a standard. The

presence of this standard increases attack rolls and morale by +1 for all orcs within 60 yards. Orcs typically wear studded leather armor and a shield (AC 6).
Orcs hate direct sunlight and fight at -1 penalty to their attack rolls in sunlight. Their morale decreases by 1 under these circumstances as well. Orcs employ sniping and ambush tactics in the wild. They do not obey the "rules of war" unless such is in their best interests; for example, they will shoot at those who attempt to parlay with them under a white flag unless the orc leader feels it is advantageous to hear what the enemy has to say. They abuse human rules of engagement and chivalry to their best advantage. They have a historic enmity against elves and dwarves; many tribes will kill these demihumans on sight.
It is often believed that orcs are so bloodthirsty and cruel that they are ineffective tacticians and that they would rather be vicious than victorious. Like most stereotypes, this is highly misleading; it is true for some orc tribes but not for all. Many orc tribes have waged wars for decades and have developed a frightening efficiency with battle tactics.

**Habitat/Society:** For every three orcs encountered, there will be a leader and three assistants. These orcs will have 8 hit points each, being the meanest and strongest in the group. If 150 orcs or more are encountered there will be the following additional figures with the band: a subchief and 3-18 guards, each with Armor Class 4, 11 hit points, and +1 damage due to Strength on all attacks. They fight as monsters of 2 Hit Dice (THAC0 19). For every 100 orcs encountered, there will be either a shaman (maximum 5th level priest) or a witch doctor (maximum 4th-level mage). Shamans and witch doctors gain an extra 1d4 hit points for each level above 1st and fight as a monster of 1 Hit Die for every two levels (round fractions up) of spell-casting ability (e.g., a 5th-level shaman has d8+4d4 hit points and fights as a 3 Hit Dice monster.)
If the orcs are not in their lair, there is a 20% chance they will be escorting a train of 1-6 carts and 10-60 slave bearers bringing supplies, loot, or ransom and tribute to their orc chief or a stronger orc tribe. The total value of the goods carried by all of the carts will vary between 10 and 1,000 silver pieces, and each slave bearer will bear goods valued between 5 and 30 silver pieces. If the orcs are escorting a treasure train, double the number of leaders and assistants and add 10 orcs for each cart in the train; one subchief with 5-30 guards will always be in charge.
Orc lairs are underground 75% of the time, in a wilderness village 25% of the time. Orc communities range from small forts with 100-400 orcs to mining communities with 500-2,000 orcs to huge cities (partially underground and partially above ground) with 2,000 to 20,000 orcs. There will always be additional orcs when the encounter is in a creature's lair: a chief and 5-30 bodyguards (AC 4, 13-16 hit points, attack as monsters with 3 Hit Dice (THAC0 17) and inflict an extra +2 damage on all attacks due to Strength). If the lair is underground, there is a 50% chance that 2-5 ogres per 200 orcs will be living with them. Most lairs above ground are rude villages of wooden huts protected by a ditch, log rampart and log palisade, or more advanced constructions built by other races. The village will have 1-4 watch towers and a single gate. There will be one ballista and one catapult for every 100 adult male orcs.
Orcs are aggressive. They believe other species are inferior to them and that bullying and slavery is part of the natural order. They will cooperate with other species but are not dependable: as slaves, they will rebel against all but the most powerful masters; as allies they are quick to take offense and break agreements. Orcs believe that battle is the ideal challenge, but some leaders are pragmatic enough to recognize the value of peace, which they exact at a high price. If great patience and care are used, orc tribes can be effective trading partners and military allies.
Orcs value territory above all else; battle experience, wealth, and number of offspring are other major sources of pride. Orcs are patriarchal; women are fit only to bear children and nurse them. Orcs have a reputation for cruelty that is deserved, but humans are just as capable of evil as orcs. Orcs have marriage customs, but orc males are not noted for their faithfulness.
Orcs worship many deities (some who have different names among different tribes); the chief deity is

usually a giant, one-eyed orc. Orcish religion is extremely hateful toward other species and urges violence and warfare. Orc shamans have been noted for their ambition, and many tribes have suffered because of political infighting between warriors and priests.

**Ecology:** Orcs have an average lifespan of 40 years. They have a gestation period of 10 months and produce two to three offspring per birth. Infant mortality is high. Orcs are carnivores, but prefer game meats or livestock to demihumans and humanoids.
It is said that orcs have no natural enemies, but they work hard to make up for this lack. Orc tribes have fearsome names such as Vile Rune, Bloody Head, Broken Bone, Evil Eye, and Dripping Blade.
Orcs are skilled miners who can spot new and unusual constructions 35% of the time and sloping passages 25% of the time. They are also excellent weaponsmiths.

## Orogs

Elite orcs, or orogs, are a race of great orcs, possibly mixed with ogre blood. Orogs range between 6 and 6½ feet tall. They are highly disciplined warriors and have their own standards and banners which they display prominently -- it is usually easy to tell when orogs are present among common orcs. Orogs can be found at the vanguard of large orc armies, but rarely on patrol. There is a 10% chance that an orc tribe will have orogs, whose number equals 10% of the male population. (Thus a community of 3,000 male orcs has a 10% chance of having 300 additional orogs.) Small bands of elites (20-80 orogs) will hire themselves out as mercenaries. Orogs have 3 Hit Dice, plate mail (AC 3), and have a +3 Strength bonus on damage dice. For every 20 orogs, there will also be one leader with 4 Hit Dice (THAC0 17). There is but one orog chief, who has 5 Hit Dice (THAC0 15). Orogs use weaponry common to orcs, but will typically possess two weapons apiece.

## Half-orcs

Orcs will crossbreed with virtually every humanoid and demihuman species except elves, with whom they cannot. The mongrel offspring of orcs and these other species are known as half-orcs. Orc-goblins, orc-hobgoblins, and orc-humans are the most common. Half-orcs tend to favor the orcish strain heavily, and as such are basically orcs, although 10% of these offspring can pass as ugly humans. They are treated as humans with levels instead of Hit Dice. If multi-classed, they have these maximums: priest, 4th level; fighter, 10th level; thief, 8th level.
If half-orcs remain single-classed, these maximums increase to: priest, 7th level (Wisdom 15 required for 5th, Wisdom 16 for 6th, Wisdom 17 for 7th); fighter, 17th level (Strength 18/00 required for 11th, Strength 19 for 12th, Strength 20 for 14th, and Strength 21 for 17th); thief, 11th level (Dexterity 15 required for 9th, Dexterity 16 for 10th, and Dexterity 17 for 11th).
Half-orcs are distrusted by both human and orc cultures because they remind each of the other's racial stock. Half-orcs advance in orc culture by flaunting their superior ability and in human culture by associating with people who don't care about appearance. Most tend toward neutrality with slight lawful and evil tendencies, but lawful good half-orcs are not unknown. Some half-orcs have split from both cultures to form their own societies in remote areas. These half-orcs worship their own gods and (like most hermits) are extremely suspicious of strangers.

# Otyugh

| | Otyugh | Neo-otyugh |
|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean |
| **Frequency:** | Uncommon | Rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Low-Average (5-10) | Average-Very (8-12) |
| **Treasure:** | See below | See below |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1 (2) | 1 |
| **Armor Class:** | 3 | 0 |
| **Movement:** | 6 | 6 |
| **Hit Dice:** | 6-8 | 9-12 |

| | | |
|---|---|---|
| **THAC0:** | 6 HD: 15 | 9-10 HD: 11 |
| | 7-8 HD: 13 | 11-12 HD: 9 |
| **No. of Attacks:** | 3 | 3 |
| **Damage/Attack:** | 1-8/1-8/2-5 | 2-12/2-12/1-3 |
| **Special Attacks:** | Grab, disease | Grab, disease |
| **Special Defenses:** | Never surprised | Never surprised |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M-L (6'-7' diam.) | L (8' diam.) |
| **Morale:** | Elite (14) | Fanatic (17) |
| **XP Value:** | 6 HD: 650 | |
| | 7 HD: 975 | |
| | 8 HD: 1,400 | |
| | 9 HD: 2,000 | |
| | 10 HD: 3,000 | |
| | 11 HD: 4,000 | |
| | 12 HD: 5,000 | |

Otyughs (Aw-tee-ug), also known as the gulguthra, are terrifying creatures that lurk in heaps of dung and decay, waiting for something to disturb it. There are two varieties, the regular otyugh, and its larger, more intelligent offshoot, the neo-otyugh. They feed on dung and wastes from other dungeon creatures (gulguthra means "dung eaters") but also enjoy an occasional snack of fresh meat.
Otyughs have huge, bloated bodies covered with a rock-like skin that is brownish gray in color, which is in turn covered with dung. They stand on three thick legs that give them slow ground movement but enable them to pivot quickly. They have three eyes on a leaf-like stalk that moves quickly from side to side, enabling them to scan a large area. The eye stalk is also a receiver/transmitter for their telepathic abilities. Otyughs have a huge mouth with very sharp teeth in the center of their mass. They also have two tentacles with leaf-like ridges that they use to smash and grapple their opponents. The tentacles are covered with rough thorn-like projections. Neo-otyughs have smaller mouths than otyughs.
Otyughs and neo-otyughs speak their own language, much of which is non-verbal (movements of eye stalk and tentacles, or emission of certain smells); they also have limited telepathy that enable them to communicate with other creatures. Otyughs reek of dung and decay.

**Combat:** Otyughs lurk under piles of offal with only their eyes exposed. They usually attack if they feel threatened, or if they are hungry and there is fresh meat nearby. They attack with their two ridged tentacles, which either smash an opponent or grapple it. Grappled opponents suffer 2-4 points of damage per round. Otyughs' bite attacks gain a +2 bonus to the attack roll when biting grappled opponents. Otyughs smash grappled opponents to the ground, while the more intelligent neo-otyughs use their victims as shields, bettering their Armor Class by 1. Neo-otyughs may also force attackers to hit the grappled character with a successful attack roll of its own (vs. the grappled character's AC); to do this the neo-otyugh forgoes its squeeze attack. Characters with a Strength of at least 18 can struggle for one

round and automatically break free; others must make a successful open doors roll to escape.
Both types of gulguthra are disease-ridden; their bite is 90% likely to infect the character with a debilitating (80%) or fatal (20%) disease. Otyughs are immune to these diseases.

**Habitat/Society:** All gulguthra have limited telepathic ability. An otyugh can communicate with creatures up to 40 feet away, while a neo-otyugh can communicate with creatures as distant as 60 feet. Communication is usually limited to simple feelings and emotions such as hunger, temperature conditions and associated discomforts, its dislike of bright lights, and imminent death for its prey. Gulguthra also have infravision with a 90-foot range.
Otyughs and neo-otyughs live in ruins and dungeons. They make deals with other dungeon denizens, agreeing not to attack them in exchange for their dung and body wastes, which they then devour. To keep the supply of waste coming (and to get fresh meat) they will agree to help defend their home against intruders, which includes many adventurers. Otyughs may be persuaded not to attack creatures in exchange for promises of friendship and food. Neo-otyughs are less trusting (and more vicious), and usually attack intruders on sight. An otyugh's dungeon allies will sometimes ask it to guard treasure for them. Most gulguthra live alone; 10% of the time, during mating season, two gulguthra can found in its lair.

**Ecology:** Otyughs and neo-otyughs live underground in heaps of offal and refuse. They hate bright sunlight, preferring the comfortable darkness of dungeons. They mate each year for one month, with one offspring produced. It takes the newborn four months to mature (immature gulguthra have 3-5 HD, damage
1-6/1-6/1-2, and a Strength of 16 is required to break free of their grasp). Otyughs are so disgusting that no alchemist or wizard would want to touch their components, so the corpses of the gulguthra have no known use or value.

# Owlbear

| | |
|---|---|
| **Climate/Terrain:** | Temperate forest |
| **Frequency:** | Rare |
| **Organization:** | Pack |
| **Activity Cycle:** | Late afternoon/early evening |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | (C) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 (2-8) |
| **Armor Class:** | 5 |
| **Movement:** | 12 |
| **Hit Dice:** | 5+2 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-6/1-6/2-12 |
| **Special Attacks:** | Hug |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (8' tall) |
| **Morale:** | Steady (11-12) +Special |
| **XP Value:** | 420 |

Owlbears are probably the crossbred creation of a demented wizard; given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. Owlbears are vicious, ravenous, aggressive, and evil tempered at all times.
Owlbears are a cross between a giant owl and a bear. They are covered with a thick coat of feathers and fur, brown-black to yellow-brown in color. The 8-foot-tall males, which weigh between 1,300 and 1,500 pounds, are darker colored. The beaks of these creatures are yellow to ivory and their terrifying eyes are red-rimmed. Owlbears speak their own language, which consists of very loud screeches of varying length and pitch.

**Combat:** The owlbear attacks prey on sight, always fighting to the death (ignore morale rating for

purposes of determining retreat). It attacks with its claws and snapping beak. If an owlbear scores a claw hit with a roll of 18 or better, it drags its victim into a hug, subsequently squeezing its opponent for 2-16 points of damage per round until either the victim or the owlbear is slain. The owlbear can also use its beak attack on victims caught in its grasp, but cannot use its claws. A single attempt at a bend bars/lift gates roll may be made to break from the grasp of an owlbear. Note that if the Armor Class of a victim is high enough that 18 is insufficient to hit, the hug is not effective and no damage is taken.

**Habitat/Society:** Owlbears inhabit the depths of tangled forests in temperate climes, as well as subterranean labyrinths, living in caves or hollow stumps.

Owlbears live in mated pairs; the male is slightly larger and heavier than the female. If encountered in their lair there is a 25% chance that there will be 1-6 eggs (20%) or young (80%) in addition to the adults. The offspring will be 40% to 70% grown and fight as creatures with three or four Hit Dice, depending on their growth. They have hit points based on their adjusted Hit Dice. Immature offspring inflict 1-4/1-4/2-8 points of damage with their attacks and a character has a +20% to his bend bars/lift gates roll to escape the hug of an immature owlbear.

An owlbear pair claims a territory of one or two square miles and will vigorously defend this territory against all intruders.

An owlbear's main weakness is also its greatest strength -- its ferocity. Because owlbears are so bad-tempered, they stop at nothing to kill a target. It is not difficult to trick an owlbear into hurling itself off a cliff or into a trap, provided you can find one.

**Ecology:** Owlbears have a lifespan of 20 years. They are warm-blooded mammals, but lay eggs. They prey on anything, from rabbits to bears, to trolls, to snakes and reptiles. Owlbears prefer temperate climates, but some thrive in subarctic environments. As a hybrid of two animals, one diurnal and the other nocturnal, they have an unusual active time, waking at noon, hunting animals active during the day, then hunting nocturnal creatures before going to sleep at midnight. Owlbears are active in the summer months and hibernate during the cold season. There are rumors of white arctic owlbears, a cross between arctic owls and polar bears, but no specimens have ever been captured.

An owlbear does not actively seek treasure but the remains of victims may be found buried in shallow holes around an owlbear lair. Owlbear eggs are worth 2,000 silver pieces and hatchlings are worth 5,000 silver pieces on the open market. These are typically bought by wizards; while they are impossible to domesticate, they make formidable guardians and wizards sometimes place them in locations of strategic importance (it has been said that an owlbear is a less subtle version of a "keep out" sign). Owlbears in dungeons and ruins almost always have been placed there by someone.

# Pegasus

| | |
|---|---|
| **Climate/Terrain:** | Temperate and subtropical forests |
| **Frequency:** | Very rare |
| **Organization:** | Herd |
| **Activity Cycle:** | Day |
| **Diet:** | Herbivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | Nil |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1-10 |
| **Armor Class:** | 6 |
| **Movement:** | 24, Fl 48 (C, D mounted) |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-8/1-8/1-3 |
| **Special Attacks:** | Dive, rear kick |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (5½' at the shoulder) |
| **Morale:** | Steady (11) |
| **XP Value:** | 175 |
| Greater | 650 |

Pegasi are magnificent winged steeds that often serve the cause of good. These intelligent creatures are very shy and wild, not easily tamed. They serve only good characters, and when they do, they will serve their master with absolute faithfulness for the rest of his life.

A pegasus is a thoroughbred which resembles an Arabian horse (though slightly larger) with two large feathered wings. Pegasi are usually white, but brown pegasi are not unknown, and rumors persist of black pegasi. As should be expected, alignments do not vary according to color (all pegasi are chaotic good). Pegasi are 17 hands tall (5 feet at the shoulder) and weigh over 1,500 pounds. Pegasi must be ridden bareback; they will not accept saddles.

Pegasi speak their own language and can communicate with horses. They can understand common, and will obey their master's commands if they are given in that language.

**Combat:** A pegasus attacks with its hooves and teeth. It can attack an opponent who is behind it with its rear hooves, inflicting 2-12 points of damage, but it cannot use any of its other attacks in that round. A pegasus can also dive at an opponent from heights of 50 feet or higher and use its hoof attacks; each attack roll is +2 and does double damage.
In battle, a pegasus will try to lure larger opponents (such as dragons) into tight spaces. As the opponent struggles to maneuver into attack range, the pegasus climbs and attacks with its hooves from above. Against creatures their own size, such as griffons, pegasi use their superior speed to outrun them. If griffons are close to a pegasus nest (especially if there are young present), one parent will attack aggressively, get the griffon's attention, and then fly away. By doing this, they hope to lure enemies away from the nest and tire them out over a long distance before returning home.

**Habitat/Society:** Pegasi are egg-laying mammals. If encountered in their lair, there will be one nest for every pair of pegasi. There is a 20% chance per nest that there will be 1-2 eggs (30% chance) or young (70%) of 20-50% maturity. Each egg is worth 3,000 silver pieces, while the young are worth 5,000 silver pieces per head on the open market.
A pegasus can be used as a warhorse; a male can carry weight as a medium warhorse (220/330/440), while a female can carry weight as a light warhorse (170/255/340).
Pegasi are intelligent creatures. They can *detect good* and *detect evil* at will (60 yard range). They use these powers on those who would ride them; they try to throw anyone of non-good alignments who would tame them. If provoked, pegasi will not hesitate to attack creatures whom they perceive as evil.
To tame a pegasus, a person of good alignment must locate a pegasus herd. Then, at night, he can try to sneak up on a pegasus and surprise it. The character must have the airborne riding proficiency. There is an initial +10 penalty to the roll; pegasi do not like to be tamed. A magical bridle enchanted for the purpose will remove this penalty. If the character successfully makes his roll, then the pegasus will be tamed.
A tamed pegasus will obey the commands of its master for as long as it lives, if the master remains of good alignment.

**Ecology:** Pegasi feed on grass, fruits, and other plants. Griffons and hippogriffs are the natural enemies of a pegasus. Pegasi have a lifespan of about 40 years.

### Greater Pegasus

Legend has it that if a medusa is slain and beheaded, there is a small (5%) chance that a greater pegasus will be born, springing fully born from the medusa's cloven neck. These pegasi have the same attacks and movement rate of a normal pegasus but are worth 6 Hit Dice and have 20% magic resistance. They also have a +1 bonus to their morale rating. There is a 5% chance that the leader of a herd of pegasi will be a greater pegasus. Greater pegasi can be tamed only by the noblest and greatest of heroes, and have a lifespan of 100 years.

# Peryton

| | |
|---|---|
| **Climate/Terrain:** | Any/Mountains |
| **Frequency:** | Rare |
| **Organization:** | Nest |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (10) |
| **Treasure:** | B |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 2-8 |
| **Armor Class:** | 7 |
| **Movement:** | 12, Fl 21 (C) |
| **Hit Dice:** | 4 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 4-16 |
| **Special Attacks:** | + 2 to attack roll |
| **Special Defenses:** | + 1 or better to hit |
| **Magic Resistance:** | Nil |
| **Size:** | M (5' tall) |
| **Morale:** | Champion (16) |
| **XP Value:** | 270 |

High above the mountains and rocky hills of most lands flies a sharp-eyed monster known as the peryton. Intelligent, patient, and malevolent, it watches and waits for prey -- to pluck their hearts out.

The peryton resembles a giant, dark green eagle, except that its head is that of a blue-black stag, its horns glitter as ebon as obsidian, its eyes glow a dull red-orange. The chest feathers of a male peryton are light blue; those of the female are drab brown. Perytons normally cast the shadow of an adult human being, rather than those of their own form.

Perytons do not adorn themselves with trinkets, nor arm themselves with weapons. Their language is a collection of roars and screeches, and often sounds as if a peryton were either injured or enraged. Some creatures, with a keen sense of smell, claim that a peryton smells like a human, while others are filled with an irrational fear upon catching first scent.

**Combat:** A peryton has only a secondary interest in prey as food. Its main interest in humans and humanoid creatures is the heart of its prey. It is unnaturally accurate in combat. In game terms a peryton receives a+2 bonus to its attack roll.
It attacks with its sharp horns, since its claws are too weak to use in melee. When a peryton chooses a target for combat, it locks itself into a duel that nearly always ends in either the peryton's death or that of its target. A peryton will never switch targets during combat, no matter the tactical situation. On rare occasions, the creature can be driven off, but it will continue to stalk its prey, and return at a later time. Perytons are immune to all weapons but those of at least +1 enchantment.
Some perytons choose to swoop at a target. In this form of attack, the peryton climbs several hundred feet in the air and then plunges at the target, dropping with awesome speed. This attack is made at an additional +2 bonus to its attack roll. If the attack succeeds, the peryton delivers double damage. This is an extreme maneuver that the peryton will only attempt if combat is going poorly, or if it believes it has a chance to achieve total surprise.
Another common tactic is for the peryton to seize a human-sized target and then lift off with the prey in its talons. The peryton climbs so rapidly that most targets do not react until they are at least 100 feet in the air and facing a 10d6 plummet if they manage to escape the peryton's grasp.

**Habitat/Society:** Perytons roost in caves high atop cliffs or on mountain peaks. They settle in nests of 2d4 creatures, each nest independent of any other, and no two nests being within several miles of one another, except for unusual circumstances -- like a dwarven community in the mountains providing them with plentiful prey.
Perytons sometimes take humans and humanoid creatures alive and hold them captive in their nests until they are needed as food (90% likely for nonhumans, 25 % the case for humans) or for reproduction (see below). Because of this, the peryton nests may have treasure scattered about, as well as 1d4 unhatched eggs.

**Ecology:** The peryton is a predator, with no natural enemies (few could pierce its magically resistant skin). Humanoids, and especially humans, are its selected prey. A female peryton requires a fresh, beating heart to reproduce, and human hearts are the preferred variety. Once a peryton has eaten a heart, its shadow changes into that of its normal form and the creature becomes fertile for 3d6 hours. Unhatched peryton eggs can be sold for 10d12 gp apiece.

# Phantom

| | |
|---|---|
| **Climate/Terrain:** | Any/Land |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Nil |
| **Intelligence:** | Nil |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | Nil |
| **Movement:** | 9 |
| **Hit Dice:** | Nil |
| **THAC0:** | Nil |
| **No. of Attacks:** | Nil |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | Fear |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | See below |
| **Size:** | Varies, usually M |
| **Morale:** | Nil |
| **XP Value:** | Nil |

Phantoms are images left behind by particularly strong death traumas. A phantom is like a three-dimensional movie image filmed at the time of death, in the place where it died.
The standard phantom may appear as almost anything. It often appears as the character who experienced the trauma-a transparent image re-enacting the death scene. Alternatively, it could represent whatever was foremost in the victim's mind at the time of death; an attacker, or some goal left unachieved. Phantoms are experienced in faded colors, by all senses.

**Combat:** It is difficult to fight phantoms, since they are merely images and have no power to directly cause harm. They cannot themselves be harmed. Swinging weapons or casting spells into the area of the image does not interfere with the projection, and they cannot be reasoned with. A phantom is not

intelligent and does not exist for any real reason; tracking down its killer or completing its quest will not get rid of a phantom.
Phantoms are often mistaken for ghosts, haunts, or groaning spirits, but they can not be turned as undead. Only a priest spell *remove curse*, cast at 12th level, can dispel a phantom.
Although a phantom cannot directly do any actual harm, it is the very essence of magic and calls up a superstitious awe in anyone who sees one. The enchantment is such that the phantom affects both the mind and the senses of the observer. Creatures without minds (such as undead) are immune to the effects of phantoms, as are those rare beings who are somehow unable to experience them (since the phantom is present to all senses, blindness is not normally protection against one).
Characters witnessing a phantom must roll a successful saving throw vs. death magic, with a -2 penalty, or immediately panic and run away as per the effects of a *fear* spell. Particularly vivid phantoms may require those who fail their saving throw to make a system shock roll, with a +10 bonus to the roll. Failure results in death for the unfortunate victim. Such a character can be raised normally, however. There are other difficulties with the fear effect; the cause of the phantom's death might still be around. Even after centuries, traps and undead monsters can be just as effective and deadly, and running away in panic is usually not the best defense.
Of course, a phantom may provide characters with important information, either forewarning careful characters of an upcoming danger, or finding a lost and treasured object.
There is a slight chance that a character's death may engender a phantom. This chance should be minuscule to nonexistent for 0-level or very low-level characters, or for those who were expecting to die-those dying of natural causes or in war. However, characters of 4th level or above, dying suddenly or by surprise might have a 1-2% chance of becoming phantoms. If those characters were on an important mission or were subject to *geas* or *quest* spells, this chance might rise to 5-6 percent. The percentage chance for generating a phantom should never be higher than the level of the character at the time of death. (Characters killed by energy-draining undead rarely produce phantoms.) It is up to the DM to decide what the precise image presents. A character who is murdered and generates a phantom may also return as a revenant.
There are nonstandard types of phantoms that affect only one of the senses. Often, these are purely visual images, but they can also manifest themselves as sounds (explosions, moaning, or quiet whispering) or smells. Most of these phantoms require saving throws, but the effects of failure may differ. A gloomy whispering of danger might produce despair (as per the *symbol* spells) effects. A foul stench might induce the retching effects of a ghast. Suffocating pressure, temperature extremes, the sounds of a swarm of bats, might all carrydifferent consequences of failing the saving throw.
Of greater concern, however is that there are some phantoms that are actually evil, created when powerful evil creatures from other planes are "slain" (forced to return to their home planes) in the Prime material plane. These phantoms appear at the will of the evil creature 35% of the time, and can seriously misinform or endanger any character it meets. These phantoms can be detected with a *detect evil* spell; *dispel evil* can neutralize the phantom for a number of turns equal to the caster's level.

# Phoenix

| | |
|---|---|
| **Climate/Terrain:** | Elysium |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | O |
| **Alignment:** | Neutral good |
| **No. Appearing:** | 1-3 |
| **Armor Class:** | -3 |
| **Movement:** | 6, Fl 39 (D) |
| **Hit Dice:** | 20 |
| **THAC0:** | 1 |
| **No. of Attacks:** | 1 or 2 |
| **Damage/Attack:** | 2-12 or 1-8/1-8 |
| **Special Attacks:** | Shriek |
| **Special Defenses:** | +3 or better weapons to hit, never surprised |
| **Magic Resistance:** | 50% |
| **Size:** | L (40+' wing span) |
| **Morale:** | Champion (15-16) |
| **XP Value:** | 19,000 |

The phoenix is a great, extra-planar bird thought to represent the spirit of freedom and rebirth. It is a mortal creature that displays the ultimate in godlike detachment.
A phoenix appears as a large bird with a 40' wingspan and bright, multi-colored feathers. The plumage includes bright violet, scarlet, crimson and flaming orange. Its beak and claws are of blue-violet. A phoenix's eyes are a deep, glowing ruby color.
In addition to its own language, a phoenix can speak with all avians. It otherwise communicates with a limited telepathy or by empathy.

**Combat:** The phoenix is a free and benevolent spirit and does not derive pleasure from attacking others.

But if the need for combat arises, a phoenix is a swift and powerful foe. It can attack in the air with two powerful claws inflicting 1-8 points of damage per strike. When on the ground it attacks with its great beak for 2-12 points of damage per hit. The phoenix is an intelligent and magical beast, however, so it usually opts for more effective measures of attack and defense.
A phoenix will always open up each round of combat with a piercing shriek that gives the creature an edge in the combat round. All opponents of 12 hit dice or less within 30 feet of a shrieking phoenix receive a +3 penalty on their initiative dice. The shriek does not affect the phoenix's combat roles in any way.
Every phoenix has the following spell-like powers, at 20th level of magic use, usable once per round, one at a time, at will:

*affect normal fires*
*audible glamer*
*blindness*
*blink*
*blur*
*call woodland beings*, 1 time per day
*color spray*, 3 times per day
*continual light*
*control temperature, 10' radius*
*dancing lights*
*detect charm*, always active
*detect evil*, always active
*detect magic*, always active
*duo-dimension*, 1 time per day
*find traps*
*find the path*, 1 time per day
*fire charm*
*fire seeds*, 1 time per day
*incendiary cloud*, 1 time per week
*invisibility*
*misdirection*
*neutralize poison*, 1 time per day
*polymorph self*, 3 times per day
*produce fire*
*protection from evil, 10' radius*, always active
*pyrotechnics*
*reincarnate*, 1 time per day
*remove fear*, within a 10-foot radius
*remove curse*
*snake charm*
*veil*, 1 time per day
*wall of fire*, 1 time per day

Also, by spreading its wings and performing a ritual dance, the phoenix can perform the following spell-like abilities at 40th level of magic use:

*dismissal*
*dispel evil*
*dispel magic*

Any of these three abilities can be used by a phoenix as many times as desired, but can only be done one at a time and each takes a full round to complete. No other activities -- such as a shriek -- can be done in conjunction with these three powers.
A touch of its wing is equal to a *cure light wounds* spell, with 2 touches possible per individual per day per phoenix. A touch of the comb gives an effect equal to *cure disease*, but only once per day per person. When hard-pressed, the phoenix is able to cause spilled droplets of its own blood to act as *fire seeds* of the holly berry type, one being created for every five points of damage taken by the phoenix.
In extreme situations, the phoenix can create a 40th-level combination of *fire storm* (20' highx5' widex8' deep) and *incendiary cloud*, even if it has already used these powers previously. This destroys the adult phoenix but leaves behind a young phoenix with all the powers and abilities of its predecessor.
The phoenix can travel astrally or ethereally at will. They are hit only by +3 or better magical weapons. The phoenix can never be surprised. It has infravision to 120 feet.

**Habitat/Society:** Phoenixes are strange and enigmatic creatures. They are held in very high regard in the legends of many tribes of barbarians and in other, primitive cultures. It is said that the phoenix is the embodiment of rebirth. This is symbolized in the classic imagery of the self-immolation of the phoenix from which a new bird is formed. This is seen as the ultimate sacrifice for the cause of good and thus the phoenix are considered noble creatures.
Legend states that the phoenix has an extremely long lifespan. Some reports claim they can live to be over 1,000 years old, while others suggest it to be as high as 12,000 years. When it is time for the phoenix to die, it goes far into the mountains away from civilization. At the very top of these peaks, the phoenix builds a great nest made of straw and various herbs. The phoenix will lie in the nest, taking its last look at the world it knows. Satisfied that its work in the world is at an end, it then immolates itself in a flash of great flame and light. When the flames die down, there in the nest, which remains untouched by flames, is a young phoenix arrayed in bright colors like its parent before it. Legend then suggests that the phoenix must fly away to the temple of the sun and there bury the mummified corpse of its parent.
In general, phoenixes are reclusive creatures, tending to make their lairs away from the worlds of humanoid beings. Though they have the ability to travel through the Astral and Ethereal planes (and thus to any inner and outer plane), they will generally tend to stay on Elysium or in a secluded place on the Prime Material plane.
There are as many legends of the phoenix as there are cultures, each with its own slightly differing viewpoint. Some believe the phoenix to be the benevolent symbol of death, only appearing when someone's time is up among the living. Other cultures -- primarily evil -- see the phoenix as the symbol of destruction and rage, bringing fiery devastation in its wake. Still other cultures record their phoenix to be a friend and benefactor of good beings.
Although a wealth of mystery surrounds the phoenix, still there are some things that are known for sure. It is obvious that the phoenix is a champion of good. Although is seems these creatures do not actively seek out evil to destroy, they will rarely pass up such an opportunity when it presents itself. Also, despite the vast differences in ideology, belief, and philosophy in the various cultures that revere the phoenix, one thing remains constant: the phoenix is the symbol of creation by destruction. Some cultures believe that fire is the one great purifier, cleansing all that it touches. Others believe that fires merely destroys.

With the phoenix, both are true. In its own reproduction, fires destroys the old bird, taking with it many centuries of life and wisdom, yet it creates a new phoenix with a new mind, thus purifying the line.

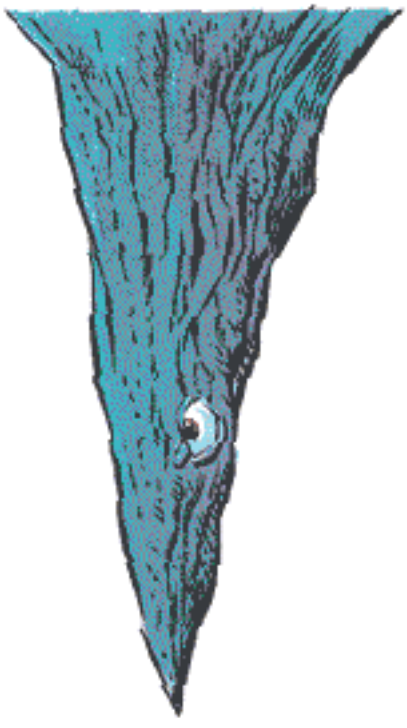
**Ecology:** Of all magical or enchanted creatures, the phoenix is perhaps most sought after by alchemists and sages alike. There is almost no part of a phoenix that cannot be used in a magical potion or for research.
The feathers of the phoenix have a great many uses. They can be used to adorn a *staff of healing*, they can be used to make *potions of extra-healing*, and have many other healing, magic uses. The eyes, beak, and talons of a phoenix are very valuable in the open market, often commanding 5,000 gp and up. Of course it is not always easy to find a buyer on the open market, because many cultures consider it a bad omen or taboo violation to kill a phoenix.
The exact nature of the phoenix can only be guessed at by scholars. All phoenixes are male and the reproduction cycle consists entirely of the self-immolation. Whether this is a natural biological reproduction cycle or a magical birth is unclear.

**Call Phoenix (Conjuration/Summoning)**
6th-level Priest Spell, Animal Sphere

| | |
|---|---|
| Range: | 0 |
| Components: | V, S, M |
| Duration: | 1 round per level of caster |
| Casting Time: | 2 rounds |
| Area of Effect: | Special |
| Saving Throw: | None |

This potent priest spell enables the caster to actually summon a phoenix that will come and aid him. The most stringent restriction to this is that the caster must be of good alignment or a druid. Evil or nondruid neutral priests cannot summon a phoenix.
When cast, a phoenix will *always* come to aid. However, depending on how far away the nearest phoenix is, it may take some time for it to appear. One of these powerful creatures will appear in 1d8-1 rounds. A modified roll of `0' indicates that a phoenix will appear right away in a huge burst of smoke and flame.
Because the caster must be good or be a druid, there is seldom a conflict of interest between the phoenix and the summoner. However, a phoenix will never attack beings of good alignment (unless there is an *extremely* good reason for it). It will, however, risk its own life if the cause mandates such action and will further the aims of good that the summoner has undertaken.
When the spell has expired, the phoenix does not disappear, but it is then free to do what it will. This may in fact be what the caster summoned it for, or it may leave if it feels the reasons for its summoning were insufficient.
The material components for this spell are three diamonds of at least 500 gp value (which are consumed by the energies of the spell) and a red hot coal.

# Piercer



| | |
|---|---|
| **Climate/Terrain:** | Any subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Colony |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Non- (0) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 3-18 (3d6) |
| **Armor Class:** | 3 |
| **Movement:** | 1 |
| **Hit Dice:** | 1-4 |
| **THAC0:** | 19 (1-2 HD),<br>17 (3-4 HD) |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6 (1 HD),<br>2-12 (2 HD),<br>3-18 (3 HD),<br>4-24 (4 HD) |
| **Special Attacks:** | Surprise |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | T-M (1-6' tall) |
| **Morale:** | Average (8-10) |
| **XP Value:** | |
| 1 HD | 35 |
| 2 HD | 65 |
| 3 HD | 120 |
| 4 HD | 420 |

Piercers resemble stalactites found on cave roofs. They are actually a species of gastropods that, without their shells, resemble slugs with long tails. A piercer climbs onto the ceiling of a cavern and waits patiently; when it detects prey beneath it, it drops from the ceiling and impales the victim with the sharp end of its shell.
Piercers look like limestone growths on the ceiling of a cavern, just like ordinary stalactites. They come in the following sizes: one foot long (1 Hit Die), three feet long (2 Hit Dice), four and one-half feet long (3 Hit Dice), and six feet long (4 Hit Dice). Piercers can be identified on very close inspection by a pair of tiny eyestalks that curl along the side of the stalactite.

**Combat:** Piercers have only one chance to hit; if an attack fails to score a kill, the piercer cannot attack again until it slowly scales a wall to resume its position. Piercers can hear noises and detect heat sources in a 120-yard radius; these heat sources include humans. If the noise and light are stationary for many minutes at a time, piercers will slowly edge into attack position over the source of the stimulus. Piercers are virtually indistinguishable from natural phenomena. A group of characters has a -7 modifier on its surprise roll against a piercer (this guarantees that the group will be surprised unless it has some positive modifiers).
A piercer, after it has fallen, is slow and fairly easily slain. Its soft underbelly has one defense mechanism; when exposed to air it covers itself in a corrosive acid which inflicts 1 point of damage on contact with flesh. This is usually enough to dissuade natural predators from disturbing it.

**Habitat/Society:** While piercers are nonintelligent, the piercers in a colony are aware of each other. They often fall simultaneously, to feed on those killed by other piercers (which makes the area suddenly very dangerous).
Piercers dwell in caverns, where they live in groups of about 10 members. They prefer to hang over high traffic areas, so they will usually be found near cave entrances. Aside from mating, the piercers are not social creatures. There are rumored to be great caverns deep underground that contain colonies of hundreds of piercers. Piercers are not attracted to treasure, only to food.

**Ecology:** The piercer is a mollusk, hatched from a hen-sized egg which the parent lays in clutches of six to eight in isolated areas of the cavern. When they hatch, the young appear to be slugs feeding on fungi. After several months, they climb the cavern walls, secrete a chemical that hardens into the familiar stalactite shape, and then wait for prey to come.
A piercer has a lifespan of four years and grows one Hit Die per year. In any group of piercers, the number of creatures with one, two, three, and four Hit Dice will be nearly evenly divided (e.g., in a group of 12 piercers, there will be three one Hit Die piercers, three with two Hit Dice, three with three Hit Dice, and three with four Hit Dice).
A piercer can go without food for months. It stores food in a second stomach that can preserve food for long periods of time; some alchemists seek out piercers to extract a substance from this organ and refine it for human use, as it can keep foodstuffs and precious ingredients fresh for weeks. Piercers also store large supplies of water, extracted from their victims. Piercers can maintain this water supply for months. The taste of a piercer is said to resemble that of a snail, but with a bitter aftertaste. Their eggs and offspring are not traded on the open market.

# Plant, Dangerous

| | Choke Creeper | Mantrap | Retch Plant | Snapper-saw |
|---|---|---|---|---|
| **Climate/Terrain:** | Temperate forest | Tropical hills or forest | Any warm land | Any land |
| **Frequency:** | Rare | Very rare | Rare | Very rare |
| **Organization:** | Solitary | Pair | Cluster | Solitary |
| **Activity Cycle:** | Day | Day | Any | Any |
| **Diet:** | Carnivore | Carnivore | Sun, soil | Carnivore |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | Nil | J-N (x5), Q | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 | 1-2 | 2-20 | 1-2 |
| **Armor Class:** | 6/5 | 6 | 8 | 4/7/9 |
| **Movement:** | ½ | 0 | 0 | 0 |
| **Hit Dice:** | 25 | 4-9 | 5-8 | 5 |
| **THAC0:** | 7 | Nil | 5-6 HD: 15<br>7-8 HD: 13 | 15 |
| **No. of Attacks:** | 8 or more | 0 | 1 or 1d4+1 | 1d4+2 |
| **Damage/Attack:** | 1-4 | 0 | 0 | 2-5 |
| **Special Attacks:** | Strangling | See below | See below | Trapping |
| **Special Defenses:** | See below | Nil | See below | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | G (20'-160' long) | L-G (4' per Hit Die) | H (20' tall) | H (15' radius) |
| **Morale:** | Elite (14) | Steady (12) | Average (8-10) | Steady (11-12) |
| **XP Value:** | 18,000 | 4 HD: 650<br>5 HD: 975<br>6 HD: 1,400<br>7 HD: 2,000<br>8 HD: 3,000<br>9 HD: 4,000 | 5 HD: 270<br>6 HD: 420<br>7 HD: 650<br>8 HD: 975 | 3 saws: 270<br>4-5 saws: 420<br>6 saws: 975 |

| | Thorn-Slinger | Tri-flower Frond | Yellow Musk Creeper | Yellow Musk Zombie |
|---|---|---|---|---|

| | | | | |
|---|---|---|---|---|
| **Climate/Terrain:** | Any land | Tropical forest | Temperate forest or subterranean | Temperate forest or subterranean |
| **Frequency:** | Rare | Very rare | Rare | Rare |
| **Organization:** | Cluster | Stand | Solitary | Squad |
| **Activity Cycle:** | Any | Day | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore | Nil |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) | Animal (1) |
| **Treasure:** | Nil | Nil | B | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 3-12 | 1-10 | 1 | 1 per 2 flowers |
| **Armor Class:** | 8 | 9 | 7 | 10 or better |
| **Movement:** | 0 | 0 | 0 | 6 |
| **Hit Dice:** | 4 | 2+8 | 3 | 2 (special) |
| **THAC0:** | Nil | 17 | 17 | 19 |
| **No. of Attacks:** | 1 volley | 1 | 2-12 | 1 |
| **Damage/Attack:** | 2-8 | 0 | Nil | 1-8 or by weapon |
| **Special Attacks:** | Dew | See below | Pollen | Nil |
| **Special Defenses:** | Nil | Nil | Immunities | Immunities |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | M (4' radius) | M (5'-8' tall) | L (20' square) | M (4'-7' tall) |
| **Morale:** | Average (8-10) | Average (10) | Fearless (20) | Fearless (20) |
| **XP Value:** | 270 | 420 | 650 | 120 |

Of the many hazards in the wilds, these plants are among the most frightening. They feed on animals, perhaps as nature's revenge on animals for their habit of feeding on plants.

## Choke Creeper

The choke creeper, or strangler vine, is a long, thick vine with many branch vines, each capable of attacking. The vine is olive green in color, and the main vine is almost 1-2 feet thick. Branch vines have flexible tendrils, allowing them to creep at 5 yards per round. They are attracted to light and heat.

For each 20 feet of main vine, it has the 1 hp per HD; branch vines have 2 hp per 20 feet of the main vine (branch vine hit points are in addition to those of the main vine, not part of the total). In each 10-foot section of the main vine, there are four branch vines. The smallest choke creeper is 20 feet long, has 1 hp/HD (25 hp total), and has eight branch vines, each with 2 hp. The largest choke creeper is 160 feet long, has 8 hp/HD (200 hp total), and has 64 branch vines, each with 16 hp. The main vine is AC 6, the branches AC 5.

A maximum of four branch vines can attack a single target. They appear to be normal vegetation and can usually grab unsuspecting victims. Victims can break free with a successful bend bars/lift gates roll; if the roll fails, they are held fast until the vine that holds them is severed. Seized victims suffer 1d4 points of damage per round, with a 10% chance per round (non-cumulative) that the choke creeper achieves a

strangling grip. The victim dies after one round of strangulation.
A choke creeper is immune to torch fire, but takes normal damage from hotter fires such as those caused by burning oil; hot fires make the vine move away. The creeper takes only 1 hp damage per die of cold damage, but cold stuns the all plant sections struck for 1d4+1 rounds. Electrical attacks do no damage; instead, they double the creeper's movement rate for 1d4+1 rounds.

### Mantrap

This insidious relative of the much smaller Venus flytrap attracts prey by scent, entrapping and dissolving its victims in acidic secretions. It is a gigantic bush with towering stalks of purple blossoms, and huge green leaves at ground level.
During daylight hours the mantrap releases pollen continuously; all creatures who approach to within 60 feet must make a successful saving throw vs. poison or become attracted to the odor. Those attracted proceed to the body and voluntarily climb into one of the 1d4+1 leaf traps on the plant. Once entered, a leaf trap closes, firmly entrapping the victim (no chance of escape). The victim cannot be pulled free until the plant is destroyed. Its acidic secretions destroy the victim quickly, inflicting damage per round equal to the victim's AC (discounting Dexterity bonuses). Regardless of the adjusted AC, the victim takes at least 1 point of damage per round. Items exposed to the acid must roll a saving throw once per round against the effects; all metal items receive a +2 bonus.
The fascination with the mantrap is so strong that, once a being is enthralled, it takes 24 hours for the effect to wear off. The fumes from burning the plant counteract the effect. Because of its powerful attractive ability, the nectar of mantrap flowers is an ingredient in a *philter of love.*

### Retch Plant

The retch plant, or globe palm, appears to be a typical palm tree, except that each always has 1d4+4 globe-like, coconut-sized fruit growing at its top. Each globe is membranous, taut, and blue, violet, or lilac in color.
Walking under a retch plant makes it 20% likely that one of the globes will fall. If there is solid contact against the tree trunk (banging against it, running into it, or climbing it) 1d4+1 of the noisome fruits plop down. Randomly choose the target attacked; they are AC 10 against this attack. When the globes strike, they burst, and a nauseating fluid is splashed over a 5-foot radius. Those 5-9 feet from the impact have a 25% chance of being splashed. The sticky, foul fluid causes creatures to vomit and retch for the next three rounds. In addition to being nauseated, victims are at half normal Strength for one hour. No saving throw is allowed against either effect of the fluid.
Creatures splashed must be washed in alcohol (including drinkable types) or they are more likely to attract carnivores in the area, doubling the frequency and chance for success of encounter checks. The odor is discernible within a 50-foot radius, and it persists for 1d4 hours unless removed as above.

### Snapper-Saw

This plant, also called foresters' bane, has a central bush with several greenish-white berries that are plump, smell delicious, edible, nutritious, and rich in protein. Several broad, dark green, ribbed leaves radiate out 5-7 feet from the bushy center, which hides 1d4+2 tough, purple, saw-like stalks with thorny projections. A healthy plant has six saw-stalks, while damaged specimens have less.
Creatures stepping into the radius of the low-growing ribbed leaves risk attack. The leaves snap up one or two victims; armor is ignored for this attack, though dexterity and magical bonuses to AC are counted. A victim must make a successful Strength check to pull free.
A creature caught by the snapper leaves is attacked by the saw-stalks, even if the victim breaks free in the

same round in which it was caught. Each saw-stalk attacks once per round for 1d4+1 points of damage, shredding the victim so its flesh and blood feed the snapper-saw. Clutched prey does not receive Dexterity adjustments to AC, though armor and magical protection apply normally.
Saw-stalks are AC 4 and require 1d8+16 points of damage a piece to sever. Each snapper leaf is AC 7 and takes 1d8+8 points of damage to sever. These hit points do not count toward the total of the central bush's Hit Dice. The central bush is AC 9, but it is completely protected from outside attack when the snapper leaves are up. A victim held by the snapper leaves can attack the saw-stalks or the central bush, but only with small piercing weapons. Lost leaves and stalks grow back in 2d4 weeks unless the central plant is slain.

### Thornslinger

Thornslingers are carnivorous, spidery, white plants with dew-covered, pale yellow blossoms. They average about 8 feet in diameter and lie very close to the ground.
Thornslingers attack living creatures by firing thorns. Each thorn has a range of 30 feet and causes 1 point of damage. Since a large number of thorns are shot in a spread pattern at intended targets, being hit by one or more thorns is automatic. Damage from the thorns is 2d4 to any creature within 30 feet, once per round. They have virtually inexhaustible supplies of thorns, and are found in close clusters. Since the shower of thorns is their only defense, thornslingers are often found in out-of-the-way places, such as pits or inaccessible caves, or growing on brick and stone walls.
The leaves and central stem of a thornslinger are covered with a strong adhesive sap. Those who touch it are held fast if they have Strength 13 or less, until they are freed or digested. Characters with Strength 13 or greater can break free in 1d4 rounds. Once a victim is caught by the dew, the thornslinger secretes digestive acids, causing 1-3 hp damage per round.
Thornslingers are not very flammable, but flame causes normal damage. Open flame is extinguished after one round and oil burns for only two rounds.

### Tri-flower Frond

The deep green stalks of this plant are topped by trumpet-shaped flowers of vivid orange, bright yellows, and intense red; other color combinations are possible, but rare.
Each flower has its own function. The orange one shoots 2d4 pollen-covered tendrils, each 3 feet long; any creature struck must make a successful saving throw vs. poison or fall into a coma for 1d4 hours. The plant's sensitive rootlets tell the yellow blossom where to find the slumbering victim; the yellow bloom bends over and shakes down a shower of sticky enzyme that causes 2d4 points of damage per round until washed off (damage is reduced by 1 point per flask of water; complete immersion in water removes the sap in one round). The red blossom extends tendrils into the victim, draining body fluids at a rate of 1d6 points of damage per round.

### Yellow Musk Creeper and Zombie

The yellow musk creeper is a plant that attacks humanoids, draining Intelligence and turning them into yellow musk zombies. Both creeper and zombie are immune to *charm, hold, illusion, sleep,* and other mind-affecting attacks.
The creeper is a large, light green climbing plant with leaves like ivy, 1d4 dark green buds, and 2d6 bright yellow flowers with splashes of purple. It can cover an area up to 20 feet square from its single bulbous root. Damage done to the plant is disregarded unless the root is attacked, for the vine eventually grows back from the main root. The creeper has a sweet, entrancing odor while dormant.
Creepers are dormant until a creature approaches within 10 feet; then the nearest flowers turn toward the

prey and puff musky pollen. A victim hit by the pollen must make a successful saving throw vs. spell or be *entranced* and walk toward the plant, resisting all those who try to prevent it. When the victim reaches the creeper, a green bulb extends its roots into the victim's head, and reach the brain in two rounds. The victim loses 1d4 points of Intelligence per round after that.

A victim reduced to 0 Intelligence or less dies instantly; a victim reduced to Intelligence 1 or 2 becomes a yellow musk zombie under the creeper's control. If the plant dies before reducing its prey to zombie status, 1 point of Intelligence is regained per day, or a *heal* spell will restore lost Intelligence instantly. If the mother plant is destroyed first, a zombie can be cured by a *neutralize poison* followed by a *heal* spell and four weeks of complete rest.

Only man-sized humanoids become yellow musk zombies; the creeper can control one zombie for every two flowers. A zombie acquires yellow skin and a glazed look, but otherwise looks as it did before, wearing the same clothes and armor and wielding any weapon it had held at the time of its conversion. It has the same hit points as before, but attacks as a 2 HD monster. It can cast no spells, nor receive bonuses for high ability scores. The zombie can move up to 100 feet from the creeper. Yellow musk zombies are not true undead and cannot be turned. A zombie serves the creeper for about two months before moving off at least 200 feet and dying; the seedling that has been growing in its head quickly sprouts, flowers, and becomes a new creeper.

# Plant, Intelligent

| | Hangman Tree | Kelpie | Obliviax | Quickwood |
|---|---|---|---|---|
| **Climate/Terrain:** | Temperate or subtrop-ical forest | Temperate or tropical saltwater | Any warm land | Any forest with oaks |
| **Frequency:** | Very rare | Very rare | Rare | Very rare |
| **Organization:** | Solitary | Solitary | Colony | Solitary |
| **Activity Cycle:** | Day | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Soil, water, memories | Soil, water |
| **Intelligence:** | Low (5-7) | Low-Avg. (5-10) | Average (8) | Very (11-12) |
| **Treasure:** | Incidental | D | Nil | Special |
| **Alignment:** | Neutral (evil) | Neutral evil | Neutral evil | Neutral |

| | | | | |
|---|---|---|---|---|
| **No. Appearing:** | 1 | 1-4 | 2-12 | 1 (90%) or 2-4 (10%) |
| **Armor Class:** | 3/5 | 3 | 10 | 5 |
| **Movement:** | 0; see below | 9, Sw 12 | 0 | 1 (roots 3) |
| **Hit Dice:** | 6, +1 hp per year | 5 | 1-2 hp | 5-10 |
| **THAC0:** | 7 | Nil | 20 | 5-6 HD: 15<br>7-8 HD: 13<br>9-10 HD: 11 |
| **No. of Attacks:** | 3 | 0 | 0 | 1 |
| **Damage/Attack:** | 1-3 | 0 | 0 | 3-12 |
| **Special Attacks:** | See below | See below | See below | Roots |
| **Special Defenses:** | See below | See below | See below | See below |
| **Magic Resistance:** | See below | Nil | Nil | Nil |
| **Size:** | H-G (20'+ tall) | M (6'-7' tall) | T (6"square) | L (12'+ tall) |
| **Morale:** | Champion (15) | Elite (13) | Average (9) | Champion (15-16) |
| **XP Value:** | 1,400 | 420 | 35 | 5 HD: 2,000 (+1,000 for each added Hit Die) |

| | **Shambling Mound** | **Strangle-weed** | **Sundew, Giant** | **Thorny** |
|---|---|---|---|---|
| **Climate/Terrain:** | Swamps or wet sub-terranean | Subtropical or tropical ocean | Temperate or tropical forest | Warm, wet forests or caves |
| **Frequency:** | Rare | Common | Uncommon | Very rare |
| **Organization:** | Solitary | Bed | Solitary | Pack |
| **Activity Cycle:** | Any | Any | Day | Any |
| **Diet:** | Omnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Low (5-7) | Animal (1) | Semi- (2-4) | Animal (1) |
| **Treasure:** | B, T, X | J-N, Q, C | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-3 | 3-12 | 1-4 | 2-20 |
| **Armor Class:** | 0 | 6 | 7 | 3 |
| **Movement:** | 6 | 0 | 1 | 15 |

| | | | | |
|---|---|---|---|---|
| **Hit Dice:** | 8-11 | 2-4 | 8 | 4 |
| **THAC0:** | 8 HD: 13<br>9-10 HD: 11<br>11 HD: 9 | 2 HD: 19<br>3-4 HD: 17 | 13 | 17 |
| **No. of Attacks:** | 2 | 1 | 6 per target | 1 |
| **Damage/Attack:** | 2-16/2-16 | See below | 1-3 | 2-5 |
| **Special Attacks:** | Suffocation | Crushing | Suffocation | Thorn rake |
| **Special Defenses:** | See below | Nil | See below | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | L (6'-9' tall) | L (7'-12' long) | M (3'-4' tall) | M (4' long) |
| **Morale:** | Fanatic (17-18) | Average (9) | Steady (11) | Steady (11-12) |
| **XP Value:** | 8 HD: 6,000<br>(+1000 for each added Hit Die) | 2 HD: 120<br>3 HD: 175<br>4 HD: 270 | 2,000 | 175 |

Like other breeds of dangerous plants, these are not at all defenseless. Some are the unnatural results of arcane influences, while others may have evolved naturally.

### Hangman Tree

This tree is named for its noose-like vines. Hangman trees are deciduous, resembling thick oaks with few branches and sparse foliage. Knot-like sensory organs are usually located high on the trunk. In the area where the tree's main branches split off, there is an opening which leads to the creature's acid-filled "stomach." The lower trunk has a slash-like opening for the expulsion of indigestibles. Saplings can move at 6 feet an hour, while older trees can move only 2 feet an hour.

Their shallow root systems and small number of leaves require them to supplement their diet by direct ingestion of protein, so each tree traps prey. During freezing weather, a taproot is put down and the tree is dormant.

A hangman tree can release a hallucinatory perfume at will, and it does so when prey is 30-80 feet away. Those who inhale the perfume believe the hangman tree to be a normal tree, or even a treant, depending on the mood of the tree. Mature and older hangman trees can speak halting Common.

The tree attacks by dropping noose-like vines around prey. Although each tree has 1d4+5 appendages, it can control only three of them at any one time. It takes 1d8+12 points of damage to sever a vine; this is in addition to the damage needed to kill the tree. Vines are AC 5, while the main tree is AC 3. When in contact with a victim, the tree inflicts 1-3 points of damage per round as the vine tightens and lifts its prey (1,000-pound limit) to the opening in the upper trunk. This requires four rounds. One attempt at a bend bars/lift gates roll can be made to break free; victims who fail the roll cannot escape. On the fifth round after being picked up, the victim is dropped into the hangman tree's stomach. The victim suffers 3d4 points of acid damage per round until dead, and is then digested. Escape from the stomach is impossible. Many sharp growths surround the top of the opening, they point inward and down. About three man-sized victims can fit in the tree's stomach at one time.

A hangman tree draws power from its environment. It has 5% resistance to magic per decade of age, up to a

maximum of 95%. However, the tree is vulnerable to elemental attacks. *Lightning* that passes its magic resistance inflicts double damage; extreme cold shocks the tree into dormancy until it thaws. Darkness also causes it to slow its activities, so it functions at half efficiency (three attacks per two rounds).
Hangman trees have no interest in treasure and, because they move constantly, it is unlikely that treasure would be found near one, although they do expel undigestible items periodically.
Age guide: 0-4 years, non-combatant sprout, 1 hp/HD, no attacks; 5-20 years, sapling, 2-3 hp/HD; 21-75 years, mature tree, 4-5 hp/HD; 76-150 years, old tree, 6-7 hp/HD; 151+ years, ancient tree, 8 hp/HD.

## Kelpie

The kelpie is a mass of animate seaweed, able to alter its form to resemble a green-clad woman, a hippocampus, or a green horse. It lives to drown the foolish., and can communicate telepathically with those in its embrace.
When a humanoid male approaches, the kelpie reshapes to appear as a woman or a mount; its imitation is a grotesque mockery, 95% detectable in daylight. Once per day, however, the kelpie can cast a *charm* on a humanoid male, who suffers a -2 penalty to his saving throw. If he fails to save, he perceives the kelpie as a desirable woman or mount, leaps into the water, and swims on to possess the kelpie. The kelpie wraps itself around the charmed victim, who happily drowns, taking 2d10 points of damage per round until he surfaces for air, is protected from drowning, or dies. The kelpie takes the body back to her lair to devour.
Victims who can breathe water or who otherwise do not drown, happily entwine themselves in the kelpie's embrace, which confuses her, though she may welcome the victim's continued activity.
A kelpie in the form of a woman or horse can travel onto land for 1-3 hours. She tries to charm a victim to protect her until she returns to the water. He will do anything he can to protect his beloved kelpie, though he may be enraged by his companions' perceived treachery. The effect of this charm ends, only if the kelpie dies, freeing any victims still alive.
Kelpies maintain body temperature equal to that of their surroundings. Due to their water-drenched forms, they take only half damage from fire (none if a saving throw is made).
There are various legends about the creations of kelpies. They are said to have been created by a sea god to punish sailors, in a time before women were sailors; or created by a female elemental princess of water, Olhydra, who made those of her own gender immune to kelpies' powers.
Kelpies reproduce by increasing in size to 7 feet, then breaking into two or four smaller kelpies. They can do this once a month, if victims are plentiful and the local fish do not feed on them too much.

## Obliviax

Obliviax, or memory moss, is an evil black moss with the ability to steal memories, even memorized spells.It grows in small patches and must have sunlight to spur reproduction by spores, though it needs no light for growth. It prefers a balance of wet and dry, and cannot abide cold temperatures.
The moss senses intelligent creatures within 60 feet; it chooses one, preferring wizards, then other spellcasters. This victim must make a saving throw vs. spells or lose all memory of the last 24 hours. The obliviax continues to attack once per round until it succeeds and then makes no more attacks for 24 hours. If an obliviax with stolen memories is attacked, it forms part of itself into a tiny moss imitation of the creature whose memories it stole. This mossling remains attached to the parent moss and defends it by casting stolen spells.
To regain stolen memories, a victim must eat the living obliviax, which takes one round. If a saving throw vs. poison is successful, the eater regains all stolen memories and spells; if the saving throw fails, the eater becomes very ill for 3d6 turns. Extra memories and spells can be gained by eating obliviax which has fed on someone else recently. Spells can be used by the eater, but all such memories fade within a day.
A *potion of forgetfulness* can be distilled from obliviax, and its spores can be used to make an elixir to restore

the memories of the forgetful or senile.

### Quickwood

Also called the spy tree, this plant appears to be an oak, although close examination reveals that it has a visage and sensory organs that resemble a distorted human face. It is 90% unlikely that the "face" is noticed unless the observer is within 10 feet of the quickwood. The creature has excellent senses, with 120-foot infravision and the ability to detect vibrations through its roots, and aerial movements through its leaves.
The quickwood seldom moves, but it sends its roots up to 90 feet, through loose topsoil, to seize and hold immobile any creature weighing under 1,000 pounds. Roots cause no damage. They are too strong to be broken and take no damage from blunt weapons, and only 1 point of damage from piercing weapons. Edged weapons can sever roots, which are treated as large creatures with 10 hp each; damage inflicted to the roots does not count toward the tree's total. The quickwood will allow up to six of its roots to be severed before it withdraws the other 1d6+6 to safety. The roots pull prey to the quickwood's mouth, which can clamp down to cause 3d4 points of damage to anything touching it.
The quickwood can perspire and drench itself, so it is immune to fire; it is immune to lightning, poisons, and gasses. It is also immune to most other spells which do not affect plants specifically, including all mind-affecting spells. If attacked by a spell, the quickwood absorbs some or all of the spell's energy, and uses it to radiate *fear* in a radius of 10 feet per spell level absorbed. The spellcaster must make a saving throw vs. spells; if the save fails, all the spell's energy is siphoned into the *fear* effect. Otherwise, the spell has normal effects, and *fear* is simply a side effect.
The quickwood can control up to 2d4 normal oaks within one mile, using them to gather information. Although it gathers no treasure, it may be *charmed* or otherwise convinced to guard treasure, which may be placed in the quickwood's trunk. If acting as a guardian for some other being, a quickwood can make a hollow drumming sound which can be heard for a mile or more.

### Shambling Mound

Shambling mounds, or shamblers, appear to be heaps of rotting vegetation. They are actually an intelligent form of plant life, with a roughly humanoid shape, and a brain-like control center in its "chest" area. A shambler has a 6-foot girth on its lower half, tapering to about 2 feet at its "head."
Shambling mounds are found only in regions of dense rainfall and vegetation. Dismal swamps, marshes, and rain forests are their favorite living areas, but some wet, subterranean places also serve as shambler lairs. They are solitary beasts, rarely living in the same area with other shamblers -- usually only in areas where the food source is constant, near famous ruins, or abandoned gold mines.
Shamblers are almost totally silent and invisible in their natural surroundings; opponents suffer a -3 penalty to surprise rolls. A shambler often lies in a shallow bog, waiting for some creature to walk onto it, then it attacks. The creatures are excellent swimmers as well, and they have been known to sneak into the camps of unsuspecting travelers at night.
A shambling mound attacks with huge, arm-like appendages; a victim hit by both arms in the same round is entangled in the creature's slimy vines and rotting vegetable matter. Entangled creatures suffocate in the slime in 2d4 rounds unless the shambler is killed, or the victim breaks free with a successful bend bars/lift gates roll.
Because of the vegetation which covers its critical inner body, the shambling mound is immune to blunt weapons, and takes only half damage from piercing and slashing weapons. The creature is immune to fire, and takes half or no damage from cold, depending on whether it makes its saving throw. Lightning actually causes a shambler to grow, adding 1-foot to its height, as well as 1 HD and appropriate hit points, for each lightning-based attack used against it.
Because of the location of its brain, the shambler cannot be killed by lopping off its head or limbs. The

remaining vines along the torso join together to form a new extremity within one round. Only when enough of the shambling mound has been hacked away, will it finally die. A wounded shambler need only rest in a damp clump of foliage to heal; it rises again in 12 hours, fully healed, and probably angry.
Since shamblers gain power from electrical attacks, there are rumors of shambling mounds with 20 or more Hit Dice. Since they often live in the same areas as will-o'-wisps, there may be truth to such rumors, and giant shamblers may inhabit deep, dark swamps and jungles.

### Strangleweed

Strangleweed is an intelligent kelp found in relatively warm sea water. A bed of these carnivorous plants are indistinguishable from normal seaweed. A strangleweed patch will cover an oval area of 3d4 square feet, on the sea's surface; 3d4 fronds of varying lengths (1d6+6 feet) hanging downward from the patch.
Any creature near enough is attacked, a hit indicating that the frond has entwined about its victim. Any victim entwined suffers a -2 penalty to attack rolls. Each frond has 4d4 Strength points, and the other fronds add their Strength to the total. A victim compares Strength with the strangleweed; Strengths of 18/51 to 18/00 are rounded up to 19. If the victim is stronger, each point of difference in Strength gives a 10% chance of escape, which can be attempted each round.
If the frond is stronger than the victim, the victim cannot escape alone, and the fronds crush the victim for 1 point of damage, per point of Strength difference. If the two are of equal Strength, the victim cannot escape, but takes no damage.

### Giant Sundew

A giant sundew appears to be a 3- to 4 foot-mound of grayish green, tarry ropes or rags. The air around one is fly infested and holds a thick odor like sweet syrup. Preferring shaded places in which to grow, the sundew has only hair-like roots that anchor it
lightly in place. It can pull itself slowly along the ground using sticky tendrils. Due to the plant's sticky exterior, missiles and fire-based attacks inflict only half damage.
The sundew detects moving creatures by vibrations. When anything moves within 5 feet of it, it lashes out with its tendrils. Its body is covered with hundreds of tendrils, and a maximum of six can attack each creature in range, each round. The tendrils exude sticky globs of sap. For every three tendrils that attach to a victim, the victim suffers a -1 penalty to attack rolls. The sap contains a mild enzyme that inflicts 1 point of damage per round for each tendril striking the victim, regardless of whether or not the tendril is still attached. A successful open doors roll breaks a tendril; each tendril must be checked separately, up to once per tendril, per round.
If a sundew's attack roll is an unmodified 20, it has struck the victim's mouth and nose, clogging them with sap; suffocation occurs in 1d3+1 rounds unless the sap is removed. The sap may be dissolved by vinegar or alcohol.

### Thorny

Thornies are dog-like plant creatures trained as guards by mold men. They are covered by a spiky bark. A thorny attacks first with its bite; if the bite hits, the creature tries to roll its body against its victim, causing 3d4 points of damage with a successful hit. Thornies reproduce by laying egg-like seeds in the ground. A small tree sprouts from the seed, eventually producing buds which grow into small thornies. Thornies can be trained if raised from buds.

# Poltergeist

| | |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Rare |
| **Organization:** | Group |
| **Activity Cycle:** | Night |
| **Diet:** | None |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | Nil |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1-8 |
| **Armor Class:** | 10 |
| **Movement:** | 6 |
| **Hit Dice:** | ½ |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | Fear |
| **Special Defenses:** | Invisibility, silver or magical weapon to hit |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Average (10) |
| **XP Value:** | 65 |

Poltergeists are the spirits of restless dead. They are similar to haunts but are more malevolent. They hate living things and torment them constantly, by breaking furniture, throwing heavy objects, and making haunting noises. They are often, but not always, attached to a particular area.
Poltergeists are always invisible. Those who can see invisible objects describe them as humans whose features have been twisted at the sight of horrors. They wear rags and are covered with chains and other heavy objects that represent a multitude of evil deeds that these creatures have committed against themselves as well as others.

**Combat:** A poltergeist attacks by throwing a heavy object -- any nearby object that a strong human can

throw will suffice. It has the same chance to hit as a 5-HD monster (hence its adjusted THAC0 in the statistics given above). If the victim is struck he suffers no damage (treat the use of deadly weapons such as knives and swords as terrifying near misses), but he must roll a successful saving throw vs. spell or flee in terror in a random direction (choose available exits away from the poltergeist and determine randomly) for 2d12 rounds before recovering. There is a 50% chance that the victim drops whatever he was holding (he drops it at the start of his flight). Once a person rolls a successful saving throw, he is immune to further *fear* attempts by the poltergeist in that area.

Those who try to hit a poltergeist but cannot detect invisible objects suffer a -4 penalty to their attack roll. A poltergeist is harmed only by silver or magical weapons. Sprinkled holy water or a strongly presented holy symbol drives back a poltergeist but cannot harm it. Poltergeists that are bonded to the area of their death are hard to dispel; these are treated as if they were ghouls on the *Turning Undead* table. Wandering poltergeists may be turned or destroyed by a priest as if they were skeletons.

**Habitat/Society:** Some say that poltergeists are the spirits of those who committed heinous crimes that went unpunished in life. Whatever their origins, poltergeists are malevolent spirits whose activities can be anything from annoying to deadly. Their

purpose in existence is to haunt and disrupt the lives of those who still live.

Poltergeists often haunt families and partnerships. In the latter case, they haunt their place of business, striking almost as much terror in death as they did in life.

A poltergeist is often strongly bonded to a particular place, the place where its corporeal existence ended. Bonded poltergeists almost never wander more than 100 feet from this place. A few are wandering spirits, doomed never to find their way home. Bonded spirits are stronger than wandering spirits (wanderers never have more than 3 hit points).

Places where poltergeists are particularly strong have been known to have *phantom shifts*. These extremely rare and terrifying illusions take the character encountering the poltergeist back in time, to the time when the poltergeist was still alive. They often reveal why the being was transformed into a poltergeist. Characters in a *phantom shift* may interact freely with the illusion, but any attempt to harm the illusion shatters it and returns the characters to the present time; likewise, any attempt on the part of the illusion to attack the characters also shatters the illusion without any harm being done. The illusion may continue at different times, or may repeat itself endlessly. No one can predict exactly when a place will experience a *phantom shift*, but they seem to occur on the anniversary of the poltergeist's death.

**Ecology:** These spirits, which are terrifying and pitiable at the same time, do not consume food and do not collect treasure. Poltergeists dissolve when slain or laid to rest.

# Pudding, Deadly

| | Black | White | Dun | Brown |
|---|---|---|---|---|
| **Climate/Terrain:** | Any underground | Arctic plain | Arid desert | Any marsh |
| **Frequency:** | Uncommon | Rare | Rare | Uncommon |
| **Organization:** | Solitary | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any | Any |
| **Diet:** | Any | Any | Any | Any |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | Nil | Nil | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 (1-4) | 1 (1-4) | 1 (1-4) | 1 (1-4) |
| **Armor Class:** | 6 | 8 | 7 | 5 |
| **Movement:** | 6 | 9 | 12 | 6 |
| **Hit Dice:** | 10 | 9 | 8+1 | 11 |
| **THAC0:** | 11 | 11 | 13 | 9 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | 3-24 | 7-28 | 4-24 | 5- 20 |

| | | | | |
|---|---|---|---|---|
| **Special Attacks:** | See below | See below | See below | See below |
| **Special Defenses:** | See below | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | S-L (3'-8') | S-L (3'- 8') | S-L (3'-8') | S-L (3'-8') |
| **Morale:** | Special | Special | Special | Special |
| **XP Value:** | 2,000 | 1,400 | 1,400 | 2,000 |

Puddings are voracious, puddinglike monsters composed of groups of cell colonies that scavenge and hunt for food. They typically inhabit ruins and dungeons. They have the ability to sense heat and analyze material structure from a distance of up to 90 feet to determine if something is edible. Deadly puddings attack any animals (including humans) or vegetable matter on sight.

All deadly puddings are immune to acid, cold, and poison. Lightning bolts and blows from weapons divide them into smaller puddings, each able to attack exactly as the original pudding. Fire causes normal damage, as do *magic missiles*. Puddings can ooze through cracks that are at least 1 inch wide and can travel on ceilings and walls (falling on victims as a nasty surprise) at the same speed as on a level surface.

Puddings reproduce by fission. They are adapted to live in a wide variety of climates.

Puddings starting with 11-30% of maximum possible hit points are 3 feet to 4 feet in diameter; with 31-50% of full hit points, 5 feet wide; with 51-70% of full hit points, 6 feet wide; with 71-90% of full hit points, 7 feet wide; and with 91-100% of full hit points, 8 feet wide. If a pudding is split up so it becomes less than 3 feet wide, it becomes thinner but retains its 3-foot diameter. Because puddings do not use all of their mouth openings (which cover their exposed surfaces), the smallest pudding does the same damage as the largest.

### Black Puddings

Black pudding acid is highly corrosive, inflicting 3-24 points of damage per round to organic matter and dissolving a 2-inch thickness of wood equal to its diameter in one round. Black puddings also dissolve metal. Chain mail dissolves in one round, plate mail in two; each magical "plus" increases the time it takes to dissolve the metal by one round (thus *plate mail +3* takes two rounds to dissolve for being plate mail, plus three rounds for having a +3 magical bonus, for a total of five rounds).

### White Puddings

These cold-loving creatures are 50% likely to be mistaken for ice and snow (guaranteeing surprise) even under the best of conditions. White puddings haunt polar regions or icy places in order to find prey, although they can live by devouring any animal or vegetable matter; even ice provides them with enough nutrition to exist. White puddings cannot affect metals but dissolve animal and vegetable materials in a single round, inflicting damage to flesh at an astonishing rate.

### Dun Puddings

Adapted to dwell in arid regions, these monsters scavenge barrens and deserts and feed on silicates (sand) if animal and vegetable matter is unavailable. They dissolve leather in a single round, regardless of magical pluses. Metals are eaten at a rate half that of black puddings; chain takes two rounds to dissolve, plate four rounds, with an additional two rounds per magical plus.

### Brown Puddings

This type dwells principally in marsh areas. It has a tough skin but its attack is less dangerous than other types of puddings. Brown puddings cannot affect metals but dissolve leather and wood in a single round, regardless of magical pluses.

Other pudding types are possible, at the DM's option.

# Quaggoth

| | |
|---|---|
| **Climate/Terrain:** | Subterranean caves |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | Nil (O, R) |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-24 |
| **Armor Class:** | 6 |
| **Movement:** | 12 |
| **Hit Dice:** | 2+2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 2 or 1 |
| **Damage/Attack:** | 1-4/1-4 or by weapon |
| **Special Attacks:** | Berserk rage |
| **Special Defenses:** | Immune to poison |
| **Magic Resistance:** | Nil |
| **Size:** | L (7'+ tall) |
| **Morale:** | Elite (15-16) |
| **XP Value:** | Normal: 175 |
| | Jald: 270 |
| | Thonot: 1,400 |

Quaggoths are humanoids with long, shaggy, white hair covering their entire bodies. They wear no clothing. Warlike and vicious, they roam the Underdark looking for prey. Drow sometimes enslave them as guards and spider handlers.
Quaggoths speak a halting form of Undercommon, and can grasp only simple concepts. More intelligent quaggoths may also speak a few words of Duergar, Drow, or Common.
These aggressive beasts have infravision with a range of 120'. They are immune to all poisons.

**Combat:** Quaggoth tribes claim a certain territory as theirs and patrol it, hunting for food. Any detected

animals or creatures (such as a party of adventurers) invite certain attack.
Most tribes (70%) of quaggoths do not carry weapons, and attack with their claws for 1-4 hit points of damage per hit. The remainder of quaggoth tribes carry stone clubs or axes. Those quaggoths which are or have been drow slaves carry superior weapons, such as steel battle axes or two-handed swords.
If a quaggoth is reduced to 25% or less of its original hit points, it enters a berserk fury and receives a +2 bonus to its attack and damage rolls. This rage lasts until the quaggoth dies or all enemies are dead or out of sight.
For every 12 quaggoths encountered, there will be a leader, or jald. The jald has 3+3 Hit Dice and wears leather or skins, making it AC 5. In addition, it gains a +1 bonus to damage rolls. Jalds direct combat; if no jald is present, the quaggoths will fall upon their prey, whatever it is, in an unorganized manner
Any quaggoth tribe has a 20% chance of having one or two thonots. A thonot is the quaggoth equivalent of a shaman. Instead of magic, however, thonots use psionics. A thonot will use its abilities to aid the tribe in combat, escape, or healing.
If quaggoths win combat, they take all bodies, including those of dead quaggoths, to their lair and devour them.

**Psionics Summary** (Thonots only):

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 3 | 2/2/5 | MT/MBl | 15 | 50 |

Only have:
**Psychokinesis - Sciences:** telekinesis. Devotions: control flames, molecular agitation.
**Psychometabolism - Sciences:** shadow-form. Devotions: cell adjustment, expansion, reduction.

**Habitat/Society:** Quaggoths are nomadic hunters. They change territories periodically. In each new territory, they claim a central cave as a lair, leaving treasure with a few guards. The rest of the tribe hunts, returning periodically to rest and change guards.
Females are equal to males in numbers and abilities in a quaggoth tribe. For every adult quaggoth, there will be one young. Half of these young are unable to attack or defend; the other half have 1+1 HD and the same AC and attacks as adults.
Thonots control what passes for religious life among quaggoths. They oversee what few rituals there are; those rituals which are known include the daily preparation for hunting, coming of age, and death (a brief whistling to send the spirit away before the rest of the quaggoths eat the body).
Quaggoths can mate at any time of the year. They are not known to have any courtship or mating rituals. Young are born about 10 months after mating. Births are usually singular, but twins are not uncommon.
The origin of quaggoths is unknown. Some sages claim that they were once a semi-civilized race which dominated much of the Underdark through conquest and ritual sacrifice, until the drow, duergar, and other races broke their power. Others speculate they had some sort of civilization on the surface and were driven underground; this theory is supported by the quaggoths' hatred for surface-dwelling dwarves and elves.

**Ecology:** Quaggoths produce a few artifacts, mostly crudely carved stone items. A few seem to be talented at making necklaces with wooden, bone, or stone beads
Quaggoths fear no creature. Though they are dangerous hunters, they are just as often prey for other

predators of the Underdark. Quaggoths can be trained as servants and guards if captured early.

# Rakshasa

| | Rakshasa | Rakshasa, Greater |
|---|---|---|
| **Climate/Terrain:** | Tropical or subtropical forest, jungle, or swamp | Tropical or subtropical forest, jungle, or swamp |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Night | Night |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Very (11-12) | High (13- 14) |
| **Treasure:** | F | B,F |
| **Alignment:** | Lawful evil | Lawful evil |
| **No. Appearing:** | 1-4 | 1 |
| **Armor Class:** | -4 | -5 |
| **Movement:** | 15 | 18 |

| | | |
|---|---|---|
| **Hit Dice:** | 7 | 8+16 |
| **THAC0:** | 13 | 11 |
| **No. of Attacks:** | 3 | 3 |
| **Damage/Attack:** | 1-3/1-3/2-5 | 1-6/1-6/2-10 |
| **Special Attacks:** | Illusion | Illusion |
| **Special Defenses:** | +1 or better magical weapon to hit | +2 or better magical weapon to hit |
| **Magic Resistance:** | Special | Special |
| **Size:** | M (6' tall) | M (6½' tall) |
| **Morale:** | Champion (15-16) | Fanatic (17-18) |
| **XP Value:** | 3,000 | |
| Ruhk | 7,000 | |
| Rajah | 7,000 | |
| Maharajah | 11,000 | |

Rakshasas are a race of malevolent spirits encased in flesh that hunt and torment humanity. No one knows where these creatures originate; some say they are the embodiment of nightmares.
Rakshasas stand 6 to 7 feet tall and weigh between 250 and 300 pounds. They have no uniform appearance but appear as humanoid creatures with the bodily features of various beasts (most commonly tigers and apes). Hands whose palms curve backward, away from the body, seem to be common. Rakshasas of the highest standing sometimes have several heads. All rakshasas wear human clothing of the highest quality.

**Combat:** Rakshasas savor fresh human meat and use illusions to get it. They have a limited form of *ESP* which allows them to disguise themselves as someone the victim trusts; the rakshasa uses this illusion as a lure and strikes when the victim is most unprepared. The rakshasa must drop the illusion when it attacks. Normally rakshasas can have magical abilities, up to the following limits: four 1st level wizard spells, three 2nd level wizard spells, two 3rd level wizard spells, and three 1st level priest spells. These are cast at 7th level ability. Rakshasas are immune to all spells lower than 8th level. An attacker needs at least a +1 magical weapon to harm a rakshasa; any weapon below +3 inflicts only half damage. However, a hit by any *blessed* crossbow bolt kills a rakshasa instantly.

**Habitat/Society:** Rakshasa society is bound by rigid castes. Each rakshasa is born into a particular role in life and cannot advance. Females (known as rakshasi) are fit to be consorts, honored only by their faithfulness and the fighting ability of their children. There are 1-3 females per male.
Rakshasa society is led by a rajah or maharajah, whose commands are to be obeyed without question. Rakshasas wage war on humanity constantly, not only to feed themselves but because they believe that battle is the only way to gain honor. If confronted by humans who recognize their true appearance, they are insufferably arrogant.
A rakshasa's life varies in cycles of wild self-indulgence in times of prosperity and strict fasting and

sacrifice in times of trouble or before battle. They are honorable creatures but will twist the wording of an agreement to suit their purposes. They prefer to deal with humanity by using their illusion powers to deceive and manipulate them, but are brave and forthright in battle.

**Ecology:** As spirits, rakshasas are virtually immortal. They produce a new generation every century to replace the rakshasas that have been slain in battle. No creatures prey on rakshasas except those who would avenge their victims. Rakshasa essence can be an ingredient in a *potion of delusion.*

### Rakshasa Ruhks

About 15% of all rakshasas are greater rakashasas or ruhks, (*knights)*. These warriors are the guardians of a rakshasa community. They are hit only by magical weapons of +2 or better; any weapon below +4 inflicts only half damage against them. Their spells are cast at 9th level of ability.

### Rakshasa Rajahs

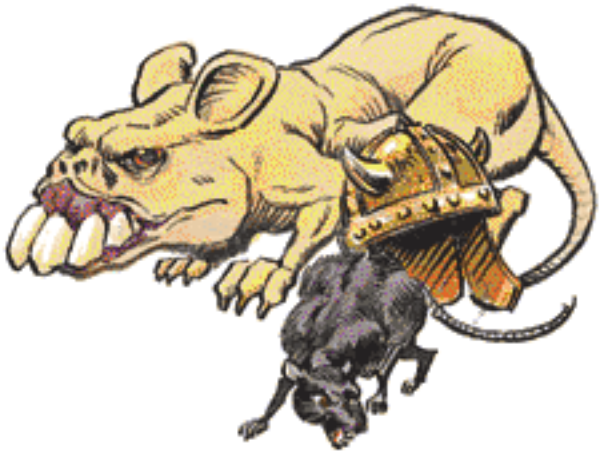
About 15% of all rakshasa ruhks are rakshasa rajahs, or lords. Each rajah is the leader (patriarch) of his local clan. These rulers of rakshasadom have the same abilities as a ruhk, but also have the spell casting abilities of both a 6th level priest and an 8th level wizard, cast at 11th level of ability.

### Rakshasa Maharajahs

About 5% of all rakshasa rajahs are rakshasa maharajahs, or dukes. Maharajahs have the same abilities as a ruhk, but have 13+39 Hit Dice, and the spell casting abilities of a 13th level wizard and 9th level priest. A maharajah is the leader of either several small, related clans, or a single powerful clan. Maharajahs reside on the outer planes, where they rule island communities of hundreds of rakshasas, and serve as minions to even greater powers.

# Rat

| | **Rat** (Giant) | **Osquip** |
|---|---|---|
| **Climate/Terrain:** | Any | Subterranean |
| **Frequency:** | Common | Uncommon |
| **Organization:** | Pack | Pack |
| **Activity Cycle:** | Night | Night |
| **Diet:** | Scavenger | Carnivore |
| **Intelligence:** | Animal (1)<br>*Semi- (2-4)* | Animal (1) |
| **Treasure:** | Nil *(C in lair)* | D in lair |
| **Alignment:** | Neutral *(evil)* | Neutral |
| **No. Appearing:** | 1-100 *(5-50)* | 2-24 |
| **Armor Class:** | 7 | 7 |
| **Movement:** | 15 *(12, Sw 6)* | 12, Br ½ |
| **Hit Dice:** | ¼ *(½)* | 3+1 |
| **THAC0:** | 20 | 16 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 1 *(1-3)* | 2-12 |
| **Special Attacks:** | Disease | Nil |
| **Special Defenses:** | Nil | Nil |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | T (1' long)<br>*T (2' long)* | S (2' at shoulder) |
| **Morale:** | Unreliable (2-4)<br>*Unsteady (5-7)* | Unsteady (7) |
| **XP Value:** | 7 *(15)* | 120 |



Rats are long-tailed rodents 5-12 inches long. They are aggressive, omnivorous, and adaptable, and they often carry diseases. Statistics in italics above refer to the giant rat. Stats without an italicized entry apply to both varieties.

The black rat is about 8 inches long, with a tail at least that long, a lean body, pointed nose, and long ears. The "black" rat is dark gray with brownish patches, and a gray or white belly. It is a good climber (climb 3) and jumper, but cannot swim.

The brown rat, also known as the sewer rat or the wharf rat, is 5-10 inches long, and its tail is shorter than the black rat's. Its eyes and ears are also smaller, but it has a larger, fatter body. Brown rats may be gray, white, black, or piebald in color. They cannot climb, but are excellent swimmers (swim 3) and burrowers. If rats infest a building, black rats inhabit the upper floors, and brown rats occupy the lower floor and the cellars.

**Combat:** Rats normally flee anything bigger than themselves, but a trapped rat will do anything to survive and a pack of starving rats will attack anything in order to feed. Rats attack with their sharp front teeth and often carry diseases, so that a rat bite has a 5% chance of infecting its victim with a serious disease unless the victim makes a successful saving throw vs. poison. Normal rats fear fire, but brave it when very hungry.

A swarm of rats can be treated as a single monster having an assigned number of Hit Dice and automatically causing damage each round to small creatures in the swarm's area. A typical pack might cover a 10-x10-foot area, have 4 HD, and inflict 4 points of damage per round. Weapons have little effect on a pack, but area effect spells and some other attacks (such as flaming oil) are effective. When the pack has lost its hit points, it is considered dispersed and unable to inflict mass damage.

**Habitat/Society:** The chief purpose of rats is to find food. Packs often burrow into and eat food stores. Rats nest almost anywhere, chewing cloth, paper, or wood to make a nest.

**Ecology:** Rats are very prolific, breeding three to five times a year. Brown rats produce 2d4+6 young per litter, while a black rat litter contains only 5-6 young. Both types of rats are omnivorous. Brown rats are considered to be more aggressive than black rats. Their teeth are extremely powerful; they have been known to gnaw holes in lead pipes. Rats have a lifespan of two to four years.

### Brush Rats

Brush rats (also known as trade rats and pack rats) belong to a much less aggressive family of rats known as wood rats. They are slate gray above and white on their underbellies. They are nearly the size of brown rats. Brush rats build nests or burrows in forested areas. They are attracted to small, shiny objects and sometimes steal them and carry them to their hoard. Pack rats are herbivores and will not attack humans. They do not carry diseases. Brush rats can be trained.

### Giant Rats

These vile beasts plague underground areas such as crypts and dungeons. Their burrows honeycomb many graveyards, where they cheat ghouls of their prizes by tunneling to newly interred corpses. Giant rats are brown/black in color with white underbellies, and are related to the brown rat, with fatter bodies and shorter tails. As with normal rats, any creature bitten by a giant rat has a 5% chance per wound of catching a debilitating disease; a successful saving throw vs. poison prevents catching the disease. Giant

rats avoid attacking strong parties unless driven by hunger or commanded by creatures such as vampires and wererats. Giant rats are fearful of fire and flee from it except if driven by hunger or magic. They are excellent swimmers and can attack in water as well as on land.

### Osquip

The osquip is a multi-legged rodent the size of a small dog. It is hairless, with a huge head and large teeth. Most have six legs, but some (25%) have eight, and a few (5%) have 10. The creatures' leathery hides are pale yellow in color.

Osquips build small, carefully hidden tunnels, and their teeth are sharp enough to dig through stone. If someone enters an area in which there are osquip tunnels, the creatures can emerge quickly, and opponents receive a -5 to surprise rolls. The osquip are territorial and attack fearlessly and ferociously. Osquips are not afraid of fire, but are poor swimmers (50% drown, 50% paddle with a movement rate of 1).

Osquips are difficult to domesticate, but jermlaine and a few wizards have succeeded by giving the creatures gems, for they collect shiny objects. Osquip leather is soft and water-resistant, and their teeth can be used in digging magic.

# Remorhaz

| | |
|---|---|
| **Climate/Terrain:** | Arctic plain |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Animal (1) |
| **Treasure:** | D |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | Overall 0, head 2, underbelly 4 |
| **Movement:** | 12 |
| **Hit Dice:** | 7-14 |
| **THAC0:** | 13 (7-8 HD),<br>11 (9-10 HD),<br>9 (11-12 HD),<br>7 (13-14 HD) |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | Bite:<br>(7-8 HD) 4-24;<br>(9-12 HD) 5-30;<br>(13-14 HD) 6-36 |
| **Special Attacks:** | Swallow whole, heat lash |
| **Special Defenses:** | Melt metal |
| **Magic Resistance:** | 75% |
| **Size:** | G (21'-42' long) |
| **Morale:** | Elite (13-14) |
| **XP Value:** | 5,000 (+1000 per Hit Die over 9) |

Remorhaz, sometimes known as *polar worms*, inhabit only chill arctic wastes. They are very aggressive

predators that devour any animal matter, including humans, demihumans, and humanoids; they have even been known to attack frost giants.
A remorhaz has a segmented body with a winged head and neck, standing on dozens of chitinous legs. Remorhaz have an ice blue color everywhere except on their backs, where a streak of white sets off the many protrusions located there. The size of a remorhaz is determined by its Hit Dice: a 7 Hit Dice remorhaz is 21 feet long, an 8 Hit Dice creature is 24 feet long, etc. Their language consists of roaring, bellowing, and howling.

**Combat:** In combat the remorhaz beats its small wings, raising up the front quarter of its body. It then snaps itself forward, striking with blinding speed. They are able to swallow prey whole on an unmodified attack roll of 20; any victim swallowed is killed instantly by the intense heat inside the creature. When aroused, the remorhaz secretes a substance that causes its intestines to become very hot and its back protrusions actually glow cherry red from excess heat. Any nonmagical weapon melts from contact with its back and any creature touched by these surfaces suffers 10-100 points of damage.
To determine where a blow has struck a remorhaz, consider where the attacker is in respect to the remorhaz. While the remorhaz is rearing to attack, a blow from the front hits the relatively soft underbelly. When the remorhaz is attacking a creature, any blow inflicted hits the head unless the underside is specifically stated as the object of the attack. In all other cases, the body is the object of the attack, subject to adjudication by the DM.
Remorhaz are slower than most polar dwellers, so they prefer to burrow into the snow and surface when they hear prey nearby, hoping to achieve surprise. Remorhaz have infravision to 60 feet.

**Habitat/Society:** A remorhaz lair usually consists of a number of large, smoothly rounded tunnels in ice and snow or rock, gradually descending to a large central chamber. Tunnels in ice and snow will be very slippery, as the remorhaz's hot back repeatedly melts the snow, leaving it to refreeze. The central chamber is only about twice the size of a remorhaz, while the central chamber of a nesting pair is about four times their size and may contain icy stalactites.
Remorhaz have a hunting range of 60 miles. Except where the game has been hunted to extinction, these creatures tolerate the presence of other remorhaz in their hunting grounds.

**Ecology:** Remorhaz are carnivores, sustaining themselves with a diet of deer, elk, and even polar bears. They mate in late summer and stay together for two months before departing to live solitary existences. Remorhaz mate every year but can produce offspring only three or four times in a lifetime; the female lays a clutch of one or two grey-blue eggs, remaining with the eggs at all times, coiling around them to keep them warm; if the eggs are left in the freezing cold for only one minute, they will never hatch. Young remorhaz have 1 Hit Die at birth and grow to 7 Hit Dice after four months, when they leave the nest. Immature remorhaz have weaker armor (+2 AC in all locations); 1-3 Hit Dice remorhaz can only bite for 2-12 points of damage, while 4-6 Hit Dice creatures inflict 3-18 points of damage. From birth, the young remorhaz have all the powers of an adult.
Remorhaz have lifespans of 30 years. Their eggs are valued at 500 gold pieces and are eagerly sought because these creatures can be trained to be excellent guards. However, a remorhaz can be trained to obey only one or two masters, and will attack its master if hungry enough. The heat secretion of a rhemorhaz, thrym, is valuable as a component for heat-related magical items and can be sold to alchemists for 5-10 gold pieces per flask. The remorhaz will contain 10 flasks worth of thrym per Hit Die.

# Revenant

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Not applicable |
| **Intelligence:** | See below |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 10 |
| **Movement:** | 9 |
| **Hit Dice:** | 8 |
| **THAC0:** | 13 (base) |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-16 |
| **Special Attacks:** | Paralyzation |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | M (5'-6') |
| **Morale:** | See below |
| **XP Value:** | 3,000 |

Revenants are vengeful spirits that have risen from the grave to destroy their killers. The revenant appears as a spectral, decayed version of its appearance at the time of its death. Its pallid skin is drawn tightly over its bones. The flesh is cold and clammy. The sunken eyes are dull and heavy-lidded but, when the revenant faces his intended victim, the eyes blaze with unnatural intensity. The revenant bears an aura of sadness, anger, and determination.

**Combat:** A revenant attacks by hooking its claw-like hands around its victim's throat. This strangulation causes 2d8 points of damage each round. It will not release its grip until either the revenant is destroyed or its victim is dead. It never uses weapons.
If the revenant stares into its victim's eyes, that person must roll a successful saving throw vs. spell or be

paralyzed with terror for 2d4 rounds. This power affects only the revenant's killer.
If a revenant is dismembered, the severed parts act independently, as though guided by the revenant's mind. The revenant's willpower causes the parts to reunite. It can also regenerate 3 hit points of damage each round, except for fire damage. It is immune to acid and gas. Although a revenant's body can be cut apart by normal or magical weapons, the damage is temporary and does not destroy the revenant. Only burning destroys a revenant -- the original body must be completely consumed and reduced to ash.
Although it is undead, the revenant is motivated entirely by self-will. Therefore, as it is not inherently evil, it is not affected by holy water, holy/unholy symbols, or other religious paraphernalia. It cannot be turned by priests nor can it be raised or resurrected.

**Habitat/Society:** Under exceptional circumstances, a character who has died a violent death may rise as a revenant from the grave to wreak vengeance on his killer(s). In order to make this transition, two requirements must be met. The dead character's Constitution must be 18 and either his Wisdom or Intelligence must be greater than 16. Also, the total of his six ability scores must be 90 or more. Even if these conditions are met, there is only a 5% chance that the dead character becomes a revenant.
If *both* Intelligence and Wisdom are over 16, the chance increases to 10%. If Intelligence, Wisdom, and Constitution are all 18, the creature can shift at will into any freshly killed humanoid, if the revenant rolls a successful saving throw vs. death.
If the character died a particularly violent death, it may be unable to reoccupy its original body. In this case, the spirit occupies any available, freshly-dead corpse. However, the revenant's killer and associates always see the revenant as the person they killed.
The revenant retains all the abilities it possessed in its previous life and has at least the hit points and saving throws of an 8-Hit Die creature. Its alignment is neutral, regardless of its alignment in life. It can converse fluently in its original language, although the stiffness of its vocal cords deters it from speaking except under extreme circumstances, such as when casting a spell at its killer.
The sole purpose of the revenant's brief existence is to wreak vengeance on its killer, together with anyone who may have aided in the murder. It stops at nothing to achieve its purpose and can locate its intended victim wherever he may be. Accomplices are also tracked down if they are in the company of the killer, but if they are elsewhere they are ignored until the killer is dealt with. If the associates of the killer are with him in a party, they are dealt with after the killer is dead.
The revenant's body does decay, though at a slower rate than normal. Within three to six months, the corpse decomposes rapidly and the revenant's spirit returns to the plane from which it came. When the revenant has completed its mission, the body immediately disintegrates and its spirit finally rests in peace.
A revenant does not attack innocents except in self-defense. If necessary, the revenant can use cunning to get to its prey.

**Ecology:** Revenants give murder victims a chance to avenge their own murders. They pursue their goals alone without desire or need for allies. However, if the revenant faces a powerful foe able to destroy the revenant's new form, the revenant may decide to use adventurers as pawns in its quest.

# Roc

| | |
|---|---|
| **Climate/Terrain:** | Subtropical/Mountains |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | Animal (1) |
| **Treasure:** | C |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-2 |
| **Armor Class:** | 4 |
| **Movement:** | 3, Fl 30 |
| **Hit Dice:** | 18 |
| **THAC0:** | 3 |
| **No. of Attacks:** | 2 or 1 |
| **Damage/Attack:** | 3-18/3-18 or 4-24 |
| **Special Attacks:** | Surprise |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | G (60' long+wingspan) |
| **Morale:** | Steady (11) |
| **XP Value:** | 10,000 |

Looking almost too big to be real, rocs are huge birds of prey that dwell in warm mountainous regions and are known for carrying off large animals (cattle, horses, elephants) for food.
Rocs resemble large eagles, with either dark brown plumage or all golden feathers from head to tail. In a few rare instances, rocs of all red, black or white are sighted, but such sightings are often considered bad omens. These giant birds are 60 feet long from beak to tail feathers, with wingspans as wide as 120 feet.

**Combat:** The roc swoops down upon prey, seizes it in powerful talons, and carries it off to the roc's lair to be devoured at leisure. The resulting damage is 3d6 per claw. Most of the time (95%), a roc carries off its prey only if both claws hit. If the prey was hit by only one claw, the roc usually lets go, then turns around and attempts another grab. Once the prey has been secured, the roc flies back to its nest. If the

creature resists, the roc strikes with its beak, inflicting 4d6 points of damage per hit.
Should a human, humanoid, or demihuman be captured, there is a 65% chance that the victim's arms are both pinned to his sides, making impossible melee weapon attacks or spellcasting that requires hand gestures. A roc will let go of its prey if it suffers damage equal to a quarter of its hit points. A roc can pick up two targets simultaneously if they are within 10 feet of each other.
A roc usually cruises at a height of about 300 feet, seeking out likely prey with its sharp eyes. When a good target is found, it swoops down silently. The stealth of this first attack imposes a -5 penalty to its opponents' surprise rolls.

**Habitat/Society:** Roc lairs are vast nests made of trees, branches, and the like. They inhabit the highest mountains in warm regions. Rocs are not given to nesting close to each other, with a nest rarely being located within 20 miles of another nest. There is a 15% chance of finding 1d4+1 eggs in a roc nest. These eggs sell for 2d6 x 100 gp to merchants specializing in exotic items. As may be expected, rocs fight to the death to protect these nests and their contents, gaining a +1 bonus to their attack roll.
The treasure of a roc is usually strewn about and below the nest, for the creature does not value such. It is the residue from its victims. If the roc has been seizing pack horses and mules, some of that treasure may be merchant's wares such as spices, rugs, tapestries, perfume, rich clothing, or jewels.
The roc ranges for food three times a day; about an hour after sunrise, at noon, and an hour before sunset. If there are young in the nest, a fourth feeding, approximately two hours after noon, is added to keep the young strong and well-fed.

**Ecology:** Rocs are occasionally tamed and used by cloud or storm giants. Good-aligned giants do not allow their rocs to attack civilized areas and the animals therein.
As mentioned before, rocs do not nest too closely together, since such a high concentration of these hungry predators would deprive entire regions of its animal population. Rocs serve to keep down the number of large predators, as they are fond of ankheg, purple worms, and harpies. Thanks to the rocs' prodigious appetites, these creatures are not swarming about with impunity.
It is said that roc feathers can be used in the manufacture of *Quaal's feather tokens*, as well as *wings* and *brooms of flying*.
One race that has little love for rocs is dwarves. Dwarven mines located in remote mountains often have to contend with unruly rocs intent on protecting their territory. Attempts by the dwarves to tame rocs have all met with failure, so the accepted manner of dealing with rocs is to kill them and smash their eggs. Adventurers who happen on a community of mountain dwarves may find employment as roc hunters. Such groups would do well not to allow any druids to find this out.

# Roper

| | |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Darkness |
| **Diet:** | Carnivore |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | See below |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-3 |
| **Armor Class:** | 0 |
| **Movement:** | 3 |
| **Hit Dice:** | 10-12 |
| **THAC0:** | 10 HD: 11 |
| | 11-12 HD: 9 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 5-20 |
| **Special Attacks:** | Strands, strength drain |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 80% |
| **Size:** | L (9' long) |
| **Morale:** | Champion (15) |
| **XP Value:** | 10 HD: 10,000 |
| | 11 HD: 11,000 |
| | 12 HD: 12,000 |

A roper resembles a rocky outcropping. The creature's hide is yellowish gray and rough, and its body very malleable. They are usually pillar-like in shape, 9 feet tall, about 3 feet in diameter at the base, and about 1 foot in diameter at the top. The roper has a single yellow eye, and a maw ringed with sharp teeth. Halfway up its body are small bumps which are the sources of the strands it fires at opponents (see below). Ropers have the same body temperature as their surroundings.

**Combat:** A roper can stand upright to resemble a stalagmite, lie on the ground to imitate a boulder, or even flatten itself to look like a lump on a cavern floor. They can change color a little, enough to blend into rocky backgrounds. Opponents suffer a -2 penalty to surprise rolls when faced by a roper.
Ropers attack by shooting strong, sticky strands at opponents. They can shoot a total of six strands, one per round, as far as 50 feet; each strand can extend (1d4+1) x 10 feet and pull up to 750 pounds. Each time a strand hits (requiring a normal attack roll), the victim must make a successful saving throw vs. poison or lose half its Strength (round fractions down). Strength loss occurs 1d3 round after a hit, is cumulative for multiple hits, and lasts for 2d4 turns.
If a roper's prey cannot break free, it is pulled 10 feet closer per round; when it reaches the roper, the creature bites the victim for 5d4 points of damage (automatic hit against a victim held by a strand). A strand can be pulled off or broken by a character who makes a successful open doors roll. A strand can also be cut; it is AC 0, and it must take at least 6 points damage from a single hit of an edged weapon to be severed.
Ropers are unaffected by lightning and take only half damage from cold-based attacks. They have a -4 penalty to saving throws vs. fire.

**Habitat/Society:** Ropers are not social and rarely cooperate with one another, though a group of them may be found in a good hunting spot. A group of ropers has been named a "cluster" by scholars with nothing better to do.
Ropers reproduce asexually by shedding some of their material in the form of a seed. Drawing nutrients from the cavern floor (and perhaps siphoning magical energies from deep within the earth), the infant roper grows to maturity in 2d4 weeks. Until that time has passed, the roper is indistinguishable from a boulder.
Ropers move using large, cilia-like appendages on their undersides, which also allow them to cling to walls and ceilings. They seldom leave the caverns, but may migrate to a new feeding ground when prey population drops too low in its current home. Migration usually occurs through underground tunnels, but when this is not possible, ropers travel late at night, sometimes giving rise to stories of walking stones.

**Ecology:** Ropers eat any meat but prefer demihumans and humans. Gnomes, dwarves, and other mining races often serve as prey for ropers.
A roper has a gizzard-like organ which often holds undigested treasure. Platinum and gems cannot be digested by a roper, so its gizzard holds 3d6 platinum pieces, and has a 35% chance of holding 5d4 gems. The glue from a roper's strands is prized by alchemists, as are its digestive acids, which must be stored in platinum vials.

**Storoper**
A "stone-roper" is a roper with a more stony, less flexible exterior; it resembles a statue of a roper. Its rocky tentacles are always extended at least 20 feet, and can shoot to 50 feet to attack prey. The storoper can attack with all its tentacles at the same time, preferring to attack two victims with three tentacles each. Twice per day, the storoper can inject venom through its tentacles. Victims must make a successful saving throw vs. poison or be paralyzed for one round, then fight to aid the storoper; the venom lasts for 10 turns. Storopers' stony exteriors give them total protection from normal missiles. Storopers have 6 HD, but have all the other abilities and statistics of a 10 HD roper.

# Rust Monster

| | |
|---|---|
| **Climate/Terrain:** | Subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Metalavore |
| **Intelligence:** | Animal (1) |
| **Treasure:** | Q |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-2 |
| **Armor Class:** | 2 |
| **Movement:** | 18 |
| **Hit Dice:** | 5 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | See below |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | M (5' long) |
| **Morale:** | Average (9) |
| **XP Value:** | 270 |

Rust monsters are subterranean creatures with an appetite for all sorts of metals. These unique creatures, though generally inoffensive, are the bane of fighters everywhere.
The average rust monster measures 5 feet long and 3 feet high at the shoulder. It has a strange tail that appears armor plated and ends in an odd-looking bony projection that resembles a double-ended paddle. Two prehensile antennae are located under the thing's two eyes. The hide of the rust monster is rough, covered with lumpy projections. Coloration varies from a yellowish tan on the underside and legs, to a rust red upper back. Rust monsters smell like wet, oxidized metal.

**Combat:** Rust monsters are placid by nature, but when they get within scent range of metal, they become excited and immediately dash toward the source. Rust monsters can smell metal up to 90 feet away. If the

rust monster's antennae touch metal (determined by a successful attack roll), the metal rusts. Magical items have a chance of being unaffected equal to 10% for each plus (a +2 weapon or armor has a 20% chance of not being affected). Any affected metal rusts or corrodes and immediately falls to pieces that are easily eaten and digested by the creature. Metal weapons striking a rust monster are affected just as if the creature's antennae had touched them. Should a nonweapon metallic magical item happen to make contact with a rust monster, treat it as a +2 magical weapon for purposes of determining whether or not it breaks up.

Rust monsters, being none too bright, stop pursuing a fleeing party for one round to devour metallic items, such as a handful of iron spikes, a mace or a hammer, if the party throws them behind. Rust monsters go after ferrous metals such as iron, steel, and magical steel alloys, such as mithril and adamantite. They choose such metals over valuable metals such as copper, gold, silver, or platinum. In fact, they would continue to pursue a party that just dropped a fistful of copper coins, for example, in hopes of getting the much-preferred ferrous metal of armor and weapons.

Sometimes (30% chance), a rust monster will even pause for one round during combat in order to eat. Rust monsters are not known for being tacticians, just ravenously hungry metal-eaters. Feeding time always takes one round regardless of the size of the metal meal.

**Habitat/Society:** Rust monsters dwell only in dark, subterranean places such as caverns and underground structures. They are not disposed to groups; often a lair comprises one or two rust monsters, with a 5% chance of encountering a single offspring, which acts as a half-strength rust monster with a full-strength appetite. These creatures have been known to range the length and breadth of an underground complex, searching for supplies of metal. Though it will eat raw ore, a rust monster always prefers the refined, forged metal (just as a human would prefer fresh, filtered water over swamp water). The creature's relatively inoffensive nature makes it an unlikely target. There have been many accounts of mages approaching a rust monster and the only reaction from the beast was a cursory sniff, then a leisurely departure. Dwarves and gnomes, known for metalworking and mining, have no sympathy for rust monsters, and will do anything to get rid of them.

The only treasure to be found in a rust monster lair is gems, usually the sort used for decoration on armor or sword pommels. Rust monsters have no grand designs, only the wish to keep well-fed.

**Ecology:** Rust monsters help in removing metallic junk and clutter from underground fastnesses. In fact, it is not unusual to find a rust monster and a carrion crawler working in a symbiotic relationship, with the latter eating the organic litter and the former consuming the metal castoffs.

# Sahuagin

| | |
|---|---|
| **Climate/Terrain:** | Temperate/Salt water |
| **Frequency:** | Uncommon |
| **Organization:** | Tribal |
| **Activity Cycle:** | Night |
| **Diet:** | Carnivore |
| **Intelligence:** | High (13-14) |
| **Treasure:** | N (I, O, P, Q (x10), X, Y) |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 20-80 |
| **Armor Class:** | 5 |
| **Movement:** | 12, Sw 24 |
| **Hit Dice:** | 2+2 |
| **THAC0:** | 19 |

| | |
|---|---|
| **No. of Attacks:** | 1 or see below |
| **Damage/Attack:** | 1-2/1-2/1-4/1-4/1-4 or weapon type |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (6'), some L (9') |
| **Morale:** | Steady (12) |
| **XP Value:** | 175 |
| | Lieutenant: 270 |
| | Chieftain: 420 |
| | Priestess: 650 |
| | Baron: 975 |
| | Prince: 2,000 |

Sahuagin are a vicious, predatory race of fish-men that live in warm coastal waters. They are highly organized and greatly enjoy raiding shore communities for food and sport.
Typical sahuagins are blackish green on their backs, shading to green on their bellies, with black fins. Their great, staring eyes are deep, shining black. They have scaly skin, with webbed fingers and toes, and their mouths are filled with sharp fangs. About 1 in 216 sahuagin is a mutation with four usable arms. These specimens are usually black shading to gray. Females are indistinguishable from males, except that they are slightly smaller. Hatchlings are a light green color, but they darken and attain full growth approximately one to two months after hatching.
Sahuagin speak their own tongue.

**Combat:** Though they wear no armor, their scales are tough and equal to AC 5. Sahuagin wear a harness to carry their personal gear and weapons. A group of these creatures is typically armed as follows:

| | |
|---|---|
| Heavy crossbow & dagger | 20% |
| Spear & dagger | 30% |
| Trident, net & dagger | 50% |

Spears are used only as thrusting weapons. Nets are set with dozens of hooks that make escape virtually impossible for unarmored victims or creatures not able to grasp and tear with a Strength of 16 or greater. Nets are replaced by three javelins when the band forays onto land. The crossbows fire a maximum of 30 feet underwater and normal ranges on the surface. Tridents have three uses -- to spear small prey, to pin prey trapped in nets, and to hold threatening opponents at bay.
Sahuagin are well-equipped to attack even without weapons, for their webbed hands each end in long, sharp claws that can inflict 1-2 points of damage per attack. Their powerful rear legs are likewise taloned, and if they kick an opponent with them, they inflict 1d4 points of damage with each hit from

either foot. The sharp teeth of the sahuagin cause 1d4 points of damage if a bite is scored on a victim. Thus, it is possible for an unarmed sahuagin to attack three or five times in a melee round causing 1-2/1-2/1-4 and an extra 1-4/1-4 if the legs can rake.
The eyes and ears of these monsters are particularly keen. They can see for 300 feet underwater at depths of up to 100 feet. For each 100 feet of greater depth, their vision is reduced by 10 feet (e.g., when 500 feet deep they can see 260 feet; when 1,000 feet deep they can see 210 feet). Their ears are so sharp as to be able to detect the clinking of metal at one mile, or a boat oar splashing at twice that distance.
A band of sahuagin is always led by a chieftain. He has one lieutenant for every ten members of the group. The chieftain has 4+4 Hit Dice, and his lieutenants have 3+3 Hit Dice. All are in addition to the normal sahuagin in the group.
When raiding villages, sahuagin attack en masse, with leaders in the second rank. As long as there is no truly spirited resistance, they continue in their plunder and violence.
Underwater, in their natural element, the sahuagin are far more confident. Using the three-dimensional aspect of underwater fighting, they sometimes dive down on a group of underwater explorers, coming in from behind, and swooping down and past them, dropping nets on their intended victims.
When sahuagin attack ships, they swarm up from all sides and try to overwhelm with numbers. They often grab their opponents and hurl them into the sea, where at least a fourth of the raiding party lurks, waiting for such an action or as reinforcements. Some leaders carry a conch shell, which when sounded gives the signal for the group of sahuagin in reserve to enter the fray.
Sahuagin have an almost paralyzing fear of spellcasters. They direct their strongest attacks toward anyone who uses spells or spell-like powers, such as the functions of some magical items. Their saving throws vs. fire-based spells suffer a -2 penalty, and they receive an additional point of damage per die of damage from such attacks.

**Habitat/Society:** The sahuagin are sometimes referred to as "sea devils" or "devil men of the deep." They dwell in warm salt waters at depths of 100 to 1,500 feet. Sahuagin are predatory in the extreme, and they pose a threat to all living things because they kill for sport and pleasure as well as for food. They abhor fresh water. They dislike light, and bright light such as that created by a *continual light* spell is harmful to their eyes.
The social structure of the sahuagin is based upon rule by a king who holds court in a vast city deep beneath the waves. This overlord's domain is divided into nine provinces, each ruled by a prince. Each prince has 2d10+10 nobles underneath him. Each noble controls the small groups of sahuagin dwelling in his fief. The sahuagin worship a great devil-shark. Sahuagin priests above 5th level are very rare.
The king is supposed to dwell in a city somewhere at the greatest depth that a sahuagin can exist. This place is supposedly built in an undersea canyon, with palaces and dwellings built along either face. There, fully 5,000 of these monsters live, not counting the king's retinue of queens, concubines, nobles, guards, etc., said to number 1,000 or more. The sahuagin king is reported to be of enormous size (10 Hit Dice+10 hit points), and of greatest evil. The king is always accompanied by nine noble guards (9+9 Hit Dice) and the evil high priestess of all sahuagin (9+9 Hit Dice) with its retinue of nine underpriestesses (7th-level clerics).
If sahuagin are encountered in their lair, there are the following additional sahuagin:

1 baron (6+6 Hit Dice)
Nine guards (3+3 Hit Dice)
3d4 x 10 females (2 Hit Dice)
1d4 x 10 hatchlings (1 Hit Die)

2d4 x 10 eggs

Also, there is a 10% chance per 10 male sahuagin that there is an evil priestess and 1d4 assistant priestesses, for the religious life of these creatures is dominated by the females. If a priestess is with the group in the lair, it is of 1d4+1 level ability, and the lesser clerics are 3rd or 4th level.
There are always 2d4 sharks in a sahuagin lair. Sahuagin are able to make these monsters obey simple one- or two-word commands. Whenever a sahuagin lair is encountered, there is a 5% chance that it is the stronghold of a prince. The prince has 8+8 Hit Dice plus nine guards of chieftain strength. There are also one 8th-level sahuagin evil high priestess and four 4th-level underpriestesses. The numbers of males, females, hatchlings and eggs in a prince's lair are double the numbers given above. There are 4d6 sharks present at all times.
Sahuagin lairs are actual villages or towns, constructed of stone. The buildings are domed, and the seaweed and similar marine plants growing around and on these buildings make them hard to detect. Few persons have survived capture by the sahuagin, for prisoners are usually quickly tortured and eaten. Any creatures taken alive from raids or intercepting unwelcome visitors are brought to the sahuagins' lair and confined in cells. Although sahuagin are able to stay out of water for up to four hours, there is no air in the confinement areas in the typical village, but in the towns of the nobles there are special quarters to maintain air-breathing creatures. The sahuagin set aside a few prisoners to torture and provide sport -- typically a fight to the death between two different creatures in an arena. The bulk of captives are simply killed and eaten. It is seldom that any prisoner escapes, although the sahuagin find sport in allowing captives to think that they have found freedom, only to be encircled by sadistic guards while a school of sharks moves in for the kill.
The sahuagin are cruel and brutal, and the strongest always bully the weaker. Any injured, disabled, or infirm specimen is slain and eaten by these cannibalistic monsters. Even imperfect hatchlings are dealt with in this fashion. This strict law has developed a strong race, however, and any leader is subject to a challenge. Sahuagin never stop growing, although they grow very slowly, and death comes to most before the years allow growth to large size. Leaders are always the largest and strongest. It is reported that the nine sahuagin princes are each of the four-armed sort, as is the king. In any event, the loser of a challenge is always slain, either during combat or afterward. Sometimes the loser winds up as the main course at the victory feast.
Duels are fought without weapons, only fang and claw being permitted.
The sahuagin are chronicled because of their great evil, having time and again raided the land, desolating whole coasts, and destroying passing ships continually. The exact origin of the sahuagin is unknown. It is suggested that they were created from a nation of particularly evil humans by the most powerful lawful evil gods in order to preserve them when the great deluge came upon the earth. Some sages claim that they are degenerate humans who formerly dwelt on the seacoasts, whose evil and depravity was so great that they eventually devolved into fish-folk and sought the darkness of the ocean depths. The tritons however, are purported to have believe that sahuagin are distantly related to sea elves, claiming that the drow spawned the sahuagin.
Sahuagin range as far as 50 miles from their lairs. Most of their lairs are located 2d10+20 miles from coastal shores. Some of these creatures enjoy collecting pearls and coral formations, fashioning them into jewelry. This jewelry is worn as a status symbol. They are fond of wealth, which they use as a measure of influence, and for sacrifice to the deities that they worship in exchange for granted powers and other favors. Most of the treasure found in a sahuagin lair belonged to former victims. There is usually a high concentration of water-related items, such as magical boats, tridents, helms, potions, necklaces, etc.

These were gained from adventurers who explored underwater too close to the sahuagin community. These creatures want nothing less than full control of the sea coasts, collecting as much wealth and power as possible in the process while maintaining the secrecy of their lairs' locations. Those who attempt escape are obsessively hunted down, for fear that the former prisoners may reveal the location of the sahuagins' city.

**Ecology:** Sahuagin venture ashore on dark, moonless nights to raid and plunder human coastal towns. They hate even the evil ixitxachitl, and only sharks are befriended by them.
The feuds and outright warfare between the sahuagin and ixitxachitl have indirectly contributed to preventing the ascendancy of the spellcasting, manta ray-like race. Sahuagin are also fond of eating giant squid and kraken. Their hunting of these monsters of the deep has kept the squid and kraken numbers down to a safe level. Conversely, these beasts enjoy eating sahuagin, which prevents the sahuagin from overrunning coastal areas.
Of all the sea-dwelling races, tritons, sea elves, dolphins, and hippocampi are the most implacable enemies of the sahuagin. In fact, the few air-breathers that have escaped the sahuagin owe their freedom to such beings that bravely aided the captives.

# Satyr

| | Satyr | Korred |
|---|---|---|
| **Climate/Terrain:** | Temperate sylvan woodlands | Temperate forest and sylvan settings |
| **Frequency:** | Uncommon | Very rare |
| **Organization:** | Band | Clan |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Very (11-12) | Very (11-12) |
| **Treasure:** | I, S, X | E |
| **Alignment:** | Neutral | Chaotic Neutral |
| **No. Appearing:** | 2-8 (2d4) | 1-4 |
| **Armor Class:** | 5 | 5 |
| **Movement:** | 18 | 9 |

| | | |
|---|---|---|
| **Hit Dice:** | 5 | 6+1 |
| **THAC0:** | 15 | 15 |
| **No. of Attacks:** | 1 | 1 |
| **Damage/Attack:** | 2-8 or by weapon | 3-6 (1d2+4) or by weapon +4 |
| **Special Attacks:** | See below | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | 50% | 25% |
| **Size:** | M (5' tall) | S (3' tall) |
| **Morale:** | Elite (13) | Elite (13-14) |
| **XP Value:** | 975 | 1,400 |

Also called fauns, satyrs are a pleasure loving race of half-human, half-goat creatures. They symbolize nature's carefree ways. Satyrs have the torso, head, and arms of a man, and the hind legs of a goat. The human head is surmounted by two sharp horns that poke through the satyr's coarse, curly hair. The skin of the upper body ranges from tan to light brown, with rare individuals (1%) with red skin. A satyr's hair is medium, reddish, or dark brown. The horns and hooves are black.
Satyrs have their own tongue and can speak elven and Common. Satyrs living near centaurs are 80% likely to be friendly with them and speak their language. Rarely (5%), satyrs are found with korred.

**Combat:** Satyrs have keen senses, so they gain a +2 bonus on surprise rolls. They can be almost silent, and can blend with foliage so as to be 90% undetectable; this gives opponents a -2 penalty to surprise rolls. Satyrs have infravision to a distance of 60 feet.
A satyr attacks by butting with its sharp horns. Some (20%) use +1 magical weapons, especially long or short swords, daggers, or short bows. Before resorting to combat, a satyr often plays a tune on its pipes, an instrument only a satyr can use properly. Using these pipes, the satyr can cast *charm*, *sleep*, or *cause fear*, affecting all within 60 feet, unless they make a successful saving throw vs. spell.
Usually, only one satyr per band has pipes. If comely females (Charisma 15+) are in a group met by satyrs, the piping will be to *charm*. Should the intruders be relatively inoffensive, the piping casts *sleep*, and the satyrs steal all of the victims' choice food and drink, as well as weapons, valuables, and magical items. If intruders are hostile, the piping is used to *cause fear*. The effects of the piping lasts 1d6 hours or until dispelled. Any creature that saves vs. piping is not affected by additional music from the same pipes in that encounter. A bard's singing can nullify the pipe's music before it takes effect.

**Habitat/Society:** Satyrs are interested only in sport: frolicking, piping, chasing wood nymphs, and other pleasures. They resent intrusions and drive away any creature that offends them. A lucky wanderer may stumble on a woodland celebration, which will contain an equal number of dryads and fauns plus 3d8 other woodland creatures and a 25% chance of 2d6 centaurs. Strangers are welcomed only if they contribute some good food and drink, especially superior (10+ gp per bottle) wines. Such wine can also be used to lure or bribe satyrs. If a group includes elves, they have a better chance of being welcomed. These celebrations last all night in warm months, with newcomers waking up the next morning with massive headaches, minus a few valuables, and not a woodland creature (nor their tracks) to be found.
Shying away from the trappings of an organized society, a colony of satyrs usually includes young

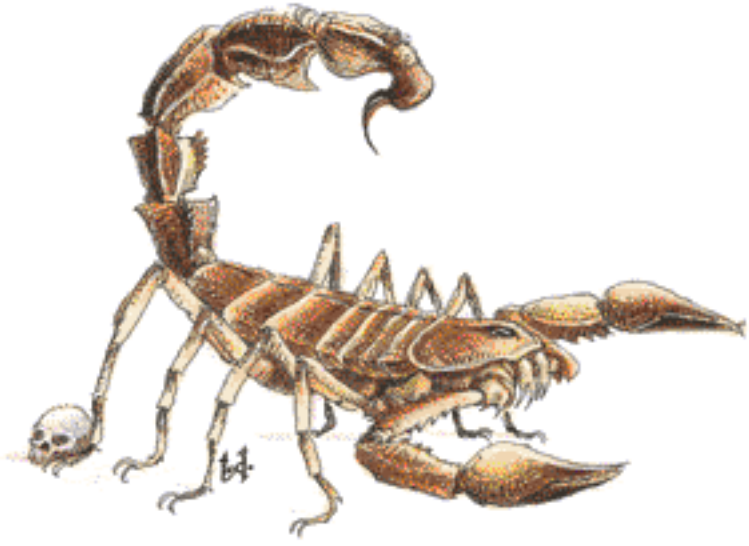
numbering 50% of the adults. Satyrs live in comfortable caves and hollow trees. There are no female satyrs and sages believe that dryads are the female counterparts of the satyr, and that satyrs mate with dryads to produce more satyrs and dryads. Satyrs share the dryads' affection for humans of the opposite sex, but a female charmed by a satyr might return after 1d4 weeks (10% chance).
Satyrs are an inoffensive, fun-loving race. They rarely venture more than 10 miles from their homes, most often doing so to gather food. They are fond of venison and small game but also eat plants and fruits.

**Ecology:** Satyrs in sylvan woodlands keep game animal populations at normal levels; they never hunt to excess or despoil plants.

## Korred

This small, dance-loving relative of the satyr looks much like its cousins, but lacks horns, and has wildly flowing beard and hair. Korred smell like pine trees and fresh earth. They usually wear leather britches, carry large leather pouches, and wield oaken cudgels. They have loud voices and speak their own language, plus those of satyrs, dryads, centaurs, and elves; a few even speak druidic.
Korred have 18/76 Strength. They hurl boulders up to 100 feet (damage 2d8), or use cudgels (1d6 damage), shears (1d4 damage), or fists (1d2 damage), gaining a +4 to damage because of their Strength. Korred can weave their hair into entangling ropes and snares in 1d4 rounds. Such ropes have AC 1, 5 hp, and a movement rate of 3. Anyone attacked by the ropes must make a saving throw vs. spells or be entangled. The ropes sometimes guard special areas.
A korred may use its magical *laugh* three times per day; unless it is nullified by a bard's singing, all within 60 feet must roll above their Charisma score or be stunned for 1d4 rounds. Korred can also use the following abilities at will, one per round: *stone shape, animate rock, stone door* (teleport 30'), *shatter rock, transmute rock to mud,* and *stone tell.*
Korred do not have structured communities; families in a common clan live within 5 miles of one another. Korred do not tolerate outsiders, except for rare rangers, druids, and elves. Even these must not interrupt the weekly korred dance. Those who interrupt must make a saving throw vs. spells or dance themselves, losing 1d4 hp per round until dead or restrained, or until the korred stop playing and dancing.
Korred pouches contain hair, shears, and other items. These items turn to gold (5d4x10 gp value) if sprinkled with holy water. A korred will not voluntarily give up this pouch.

# Scorpion



| | Large | Huge | Giant |
|---|---|---|---|
| **Climate/Terrain:** | Warm wilderness and subterranean areas | Warm wilderness and subterranean areas | Warm wilderness and subterranean areas |
| **Frequency:** | Uncommon | Common | Uncommon |
| **Organization:** | Swarm | Swarm | Swarm |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | D | D | D |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-6 | 1-4 | 1-4 |
| **Armor Class:** | 5 | 4 | 3 |

| | | | |
|---|---|---|---|
| **Movement:** | 9 | 12 | 15 |
| **Hit Dice:** | 2+2 | 4+4 | 5+5 |
| **THAC0:** | 19 | 15 | 15 |
| **No. of Attacks:** | 3 | 3 | 3 |
| **Damage/Attack:** | 1-4/1-4/1 | 1-8/1-8/1-3 | 1- 10/1-10/1-4 |
| **Special Attacks:** | Poison sting | Poison sting | Poison sting |
| **Special Defenses:** | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | S (2' long) | M (4' long) | M (5'-6' long) |
| **Morale:** | Average (8) | Average (10) | Steady (11) |
| **XP Value:** | 175 | 420 | 650 |

Giant scorpions are vicious predators that live almost anywhere, including relatively cold places such as dungeons, though they favor deserts and warm lands. These creatures are giant versions of the normal 4-inch-long scorpion found in desert climes.
The giant scorpion has a green carapace and yellowish green legs and pincers. The segmented tail is black, with a vicious stinger on the end. There is a bitter smell associated with the scorpion, which probably comes from the venom. They make an unnerving scrabbling sound as they travel across dungeon floors.

**Combat:** The giant scorpion is 95% likely to attack any creature that approaches. The creature has a hard, chitinous carapace that gives it Armor Class 3. This monster attacks by grabbing prey with its two huge pincers, inflicting 1-10 points of damage each, while it lashes forward with its tail to sting. Thus, it can fight three opponents at once. If a giant scorpion manages to grab a victim in a pincer, it will automatically inflict 1-10 points of damage each round until it releases the victim. The victim has but one chance to escape. If he can make his *bend bars/lift gates* roll, he will escape the claw. However, this can be the character's only action that round and it can be tried only once per combat. If the sting is employed against an untrapped victim, an attack roll is required for a successful attack, but a trapped character is automatically struck by any sting attack directed at him with no attack roll required.
The sting inflicts 1-4 points of damage and the victim must save versus poison or die the next round (type F). Note that scorpions are not immune to their own poison. If a scorpion is reduced to 1 or 2 hit points, it will go into a stinging frenzy, stinging everything in sight, gaining two attempts to hit per round with only the tail. Slain creatures are dragged to the scorpion's burrow to be eaten.

**Habitat/Society:** Giant scorpions live in underground burrows or dungeons. Each lair may (20%) have 5d4 scorpion eggs. These beasts eat any living creature that is unfortunate enough to stray too close to their lair. Any treasure found comes from the bodies of human or demihuman victims that have been dragged here to be consumed. Armor is rarely found intact, since the scorpion will surely have used its pincers to cut up its prey.

**Ecology:** These bizarre insects contribute to the ecosystem by feeding on other giant versions of insects

such as spiders and ants. They themselves are prey for purple worms and other huge, subterranean creatures. Alchemists and assassins prize the scorpion's venom because of its potency.

### Large and Huge Scorpions

Often found in dungeons and wildernesses, these creatures are merely smaller versions of the giant scorpion. Colors range from tan to brown to black, and rumors persist of rare white scorpions deep underground. All attack with pincers and tail stinger. If struck by the stinger, the victim must save versus poison or die the next round. However, the poison of the large scorpion is weaker than normal (type A, 15/0 points damage), giving the victim a +2 on his saving throw. Huge scorpions have deadly (type F) poison and can pin a victim in a way similar to the giant scorpion, but with the huge scorpion, the victim can still fight back. It is not unusual to see scorpions of various sizes fighting with each other.

# Sea Lion

| | |
|---|---|
| **Climate/Terrain:** | Coastal marine |
| **Frequency:** | Uncommon |
| **Organization:** | Packs |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Semi- (2-4) |
| **Treasure:** | B |
| **Alignment:** | Neutral |
| **No. Appearing:** | 3-12 |
| **Armor Class:** | 5/3 |
| **Movement:** | Sw 18 |
| **Hit Dice:** | 6 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-6/1-6/2-12 |
| **Special Attacks:** | Mauling |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | L (15' long with tail) |
| **Morale:** | Steady (12) |
| **XP Value:** | 420 |

A sea lion is a fearsome creature with the head and forepaws of a lion and the body and tail of a fish.

**Combat:** Sea lions are ferocious and difficult to deal with. They are very territorial and usually attack anything that enters their domains, no matter what the size. Their vicious teeth and huge paws are a match even for most sharks, which they hate above all other creatures. Sea lions must attack the same opponent with paws and teeth and cannot divide attacks. Any creature hit by both paw attacks in the same round is being mauled. Mauled creatures cannot attack if they have not already done so that round and must roll a successful open doors roll to free themselves. When mauling a creature, the lion follows up with a bite attack with a +4 bonus to the attack roll, causing double damage if successful.
The head of a sea lion, with its thick mane, is treated as AC 5, while the rest of its scaly body is AC 3.

Sea lions are very difficult to raise in captivity, but can become the best and most loyal of steeds. In fact, they are arguably the most powerful mountable creature beneath the waves. They are very useful as guarding and hunting beasts, since their tremendous roar can be heard for up to 10 miles underwater, providing ample time to prepare for an attack or to send help. They are not as skillful swimmers as are sea horses -- they are the underwater equivalents of Maneuverability Class B creatures.

**Habitat/Society:** Sea horses and sea lions almost never encounter one another as sea lions prefer to dwell in the shallow coastal regions, while sea horses delve the deeps. This is primarily due to their respective dietary differences. Sea horses eat plankton, while sea lions eat any type of meat, be it a fish, dinosaur, or wandering herd animals caught drinking at the water's edge. Sea lions are not afraid of land and it is not unheard of for sea lions to drag themselves a few dozen yards up the beach in search of meals. While these attacks are rare indeed, the reports of sea lions in the vicinity does tend to foster more fear among the general populace than a simple shark attack does. But in a world of krakens, dinosaurs, and vampires, sea lions are a relatively minor threat.
Sea lions roam the seas in packs, what might be called a pride of lions on land. The strongest one (usually with maximum hit points) is the leader. In a sea lion pack, both sexes hunt and care for young, but the males are superior hunters, something that differentiates them from their land-based cousins. While sea lions rarely travel anywhere with specific goals in mind, they do sometimes team up to aid other packs of lions, usually when they roam close enough to hear the collective bellowing of their comrades. But territoriality comes into play immediately after the kill is made, and rarely does the reigning leader allow the helpful newcomers to share in the spoils of the victory. Often a new battle for power ensues between the two leaders. If the resident leader wins, the newcomers leave without a taste of meat. If the newcomer wins, he and his pack remain just long enough to take first choice of flesh, and then depart for home. The remaining leader, vanquished and weakened before his peers, rarely lives long enough to enjoy the spoils.

**Ecology:** Sea lions hate sharks, often going to great lengths to hunt them down. The taste of sharks is apparently abhorrent to sea lions and they always leave the carcass uneaten, so it is something of a mystery why this rivalry exists. Some sages claim that it is the result of conflicts between the lesser deities of nature, but it is more likely two strong predators vying for supremacy of the seas.
Because of the water-proofing qualities of their thick scales, sea lions can remain out of water for up to 24 hours before their gills dry out and become incapable of removing oxygen from the water. If a sea lion is fed a constant source of water into its mouth, it can survive for an entire week before disease enters the cracking scales and starvation takes its toll. It is theoretically possible to keep a sea lion in captivity but, like most aquatic carnivores, the restriction of space is often psychologically too much for the creature and death slowly takes the once-proud beast.

# Selkie

| | |
|---|---|
| **Climate/Terrain:** | Cold to subarctic waters |
| **Frequency:** | Very rare |
| **Organization:** | Solitary or tribal |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average to exceptional (8-16) |
| **Treasure:** | A (magic only), R |
| **Alignment:** | Neutral (good) |
| **No. Appearing:** | 1 or 12-30 |
| **Armor Class:** | 5 (10 base in human form) |
| **Movement:** | 12, Sw 36 |
| **Hit Dice:** | 3+3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6 or by weapon type |
| **Special Attacks:** | Nil |
| **Special Defenses:** | Can change into human form |
| **Magic Resistance:** | Nil |
| **Size:** | M (5'-6' in either form) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 175 |
| Leader | 420 |

Selkies are seal-like beings that have the ability to change into human form for a few days at a time. When in their true, seal-like forms, they are nearly indistinguishable from normal seals. Close inspection of their arms, however, will reveal the presence of slightly webbed hands instead of fore flippers and legs instead of a tapering body and rear flippers. Once a month, each selkie is able to assume human form for about a week. Usually selkies prefer to briefly visit the realm of men (which they call the "overworld") out of curiosity, but sometimes they are ordered to go forth and purchase desperately needed supplies or information. When in human form, selkies are very attractive indeed and their fine looks have broken more than a few overworlders' hearts. Their eyes are particularly noticeable as they are always either a

bright emerald green or startling light blue. Since the selkie transformation is not a spell or magical effect, only spells like *true seeing* will reveal a selkie's true nature, although their peculiar mannerisms and predilection for seafood also might.

**Combat:** Since selkies are unable to swim quickly while carrying weapons, 90% of selkies encountered underwater will be unarmed. They use their sharp teeth whenever they are cornered but prefer to use their impressive speed underwater to escape superior odds. If encountered on land, selkies are wise enough to bear human weapons, most likely swords scavenged from the wrecks of ships (see below).

**Habitat/Society:** Selkie communities are divided between male and female, with females usually outnumbering males, as male selkies are the hunter/gatherers throughout the often dangerous waters nearby. However, both aspects of selkie “community” (domestic and provider) are equally respected within the lair, and no sex is accorded undue privileges.
Selkies inhabit only colder waters and there are both saltwater and freshwater varieties. Selkies almost always build their lairs in huge, underwater caverns and grottos containing both air and water-filled regions -- selkie young must be raised in an air-filled environment for about their first year.
As mentioned earlier, selkies often find and explore wrecks of sunken treasure. Most selkie communities have hoarded at least some booty (especially pearls), keeping those otherwise useless trinkets only for purposes of trade with the overworld. Only selkies who have visited the overworld many times have ever acquired a taste for ornamenting themselves like overworlders, and can be distinguished from more traditional selkies immediately. For obvious reasons, these more experienced selkies are often the best representatives to deal with if one is an overworlder. Selkies can be hired and have a limited knowledge of overworlder customs. All magical treasure recovered by selkies is immediately commandeered for the good of the community and the lair's defense.

**Ecology:** Selkies are omnivorous, preferring to eat fish, shellfish, crustaceans, and various forms of seaweed. Those that have visited the surface are often partial to human fare as well. Selkies are particularly susceptible to fine wine, which is to be expected since these intoxicants are unknown below the seas.
Selkies are sensitive about their environment and harvest only what they need to survive. It is worth noting that selkie representatives lobby heavily whenever local overworlder environmental issues threaten selkie existence. Most selkie communities have learned the value of dropping a few pearls here and there in order to get what they want from men.
While selkies in human form are quite beautiful, they are fortunate indeed that their pelts have little value in overworlder markets. They are, therefore, without any special enemies besides those common to seals and all ocean dwelling beings.

**Selkie, Leader**
Each venerable leader of a selkie community can cast the following spells once per day, one spell per round: *augury*, *cure light wounds*, and *cure disease*. Leaders can also cast *weather summoning* and *control weather* once per week. Selkies fear the wrath of the sea should they ever use their powers for ill.

# Shadow

| | |
|---|---|
| **Climate/Terrain:** | Any ruins or subterranean chambers |
| **Frequency:** | Rare |
| **Organization:** | Roving bands |
| **Activity Cycle:** | Night or darkness |
| **Diet:** | Living beings |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | F |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 2-20 (2d10) |
| **Armor Class:** | 7 |
| **Movement:** | 12 |
| **Hit Dice:** | 3+3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-5 |
| **Special Attacks:** | Strength drain |
| **Special Defenses:** | +1 or better weapon to hit |
| **Magic Resistance:** | See below |
| **Size:** | M (6' tall) |
| **Morale:** | Special |
| **XP Value:** | 420 |

Shadows are shadowy, undead creatures that drain strength from their victims with their chilling touch. Shadows are 90% undetectable in all but the brightest of surroundings (*continual light* or equivalent), as they normally appear to be nothing more than their name would suggest. In bright light they can be clearly seen.

**Combat:** As shadows exist primarily on the Negative Material Plane, they have the ability to drain the life force of their victims. The chilling touch of a shadow inflicts 2-5 points of damage to its victim as well as draining one point of Strength. Lost Strength points return 2-8 turns after being touched. If a human or demihuman opponent is reduced to zero Strength or zero hit points by a shadow, the shadow

has drained the life force and the opponent becomes a shadow as well. The newly formed shadow is then compelled to join the roving band and pursue a life of evil. Other living creatures simply collapse from fatigue (if taken to zero Strength) or fall unconscious (if taken to zero hit points), where they are left to die or are hounded again upon waking.
Shadows are immune to *sleep*, *charm*, and *hold* spells and are unaffected by cold-based attacks. They can be turned by clerics.

**Habitat/Society:** Shadows travel in loosely organized packs that freely roam ancient ruins, graveyards, and dungeons. They specialize in terrifying their victims.
Shadows have no leaders and thus spend much of their time roaming aimlessly about their chosen surroundings. Contrary to popular belief, shadows do not hoard treasure. In fact, such earthly baubles only help to remind the creatures of their former lives. Instead, the furious undead throw all of the treasure they find away, in the same location (often at the bottom of a well or deep pit), where it is out of sight of the band. It is therefore speculated that the removal of a shadow hoard would be quite easy (even welcomed), were it not for the fact that shadows attack living beings without hesitation, regardless of their intent or threat.

**Ecology:** According to most knowledgeable sages, shadows appear to have been magically created, perhaps as part of some ancient curse laid upon some long-dead enemy. The curse affects only humans and demihumans, so it would seem that it affects the soul or spirit. When victims no longer can resist, either through loss of consciousness (hit points) or physical prowess (Strength points), the curse is activated and the majority of the character's essence is shifted to the Negative Material Plane. Only a shadow of their former self remains on the Prime Material Plane, and the transformation always renders the victim both terribly insane and undeniably evil.
Attempts to remove the curse from captured shadows have all failed, thus providing more clues into the nature of the disorder. A *limited wish* spell proves only partially successful as the victim returns for an hour but remains insane for the duration. It has been recently speculated that a full *wish*, followed by a *heal* spell, might be capable of restoring a shadow to his former state, but again it must be emphasized that this is only a theory.
Fortunately, shadows rarely leave their lairs, and a bold party wishing to rescue a lost fighter or wizard should have plenty of time to venture forth and recover their friend, provided that no one else explores the lair and slays the unfortunate character while the shadows are absent.
The original body of a victim is destroyed when changed to a shadow whether by the curse itself or by unprotected exposure to the Negative Material Plane. In any case, killing a shadow is merely a case of severing the bond between the Prime Material and Negative Material forms.

# Shedu

| | Lesser | Greater |
|---|---|---|
| **Climate/Terrain:** | Any (prefer hot) | Any open region |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Herd | Herd Leader |
| **Activity Cycle:** | Hottest part of the day | |
| **Diet:** | Herbivore | Herbivore |
| **Intelligence:** | Exceptional (15-16) | Genius (17-18) |
| **Treasure:** | G | Nil |
| **Alignment:** | Lawful good | Lawful good |
| **No. Appearing:** | 2d4 | 1-2 |
| **Armor Class:** | 4 | 2 |
| **Movement:** | 12, Fl 24 (C) | 15, Fl 30 (B) |
| **Hit Dice:** | 9+9 | 14+14 |

| | | |
|---|---|---|
| **THAC0:** | 11 | 5 |
| **No. of Attacks:** | 2 | 2 |
| **Damage/Attack:** | 1d6/1d6 | 3d6/3d6 |
| **Special Attacks:** | Psionics | Psionics |
| **Special Defenses:** | Psionics | Psionics, invisibility |
| **Magic Resistance:** | 25% | 50% |
| **Size:** | L (as a mule) | L (as a draft horse, |
| **Morale:** | Champion (15-16) | Fearless (19-20) |
| **XP Value:** | 8,000 | 15,000 |

Shedu are native to hot, arid climates. They have powerful, stocky equine bodies with short, powerful feathered wings. Their heads are large and humanoid, and rather dwarven in appearance. They always have beard sand mustache.s Shedu hair is very bristly, and curls into tight waves or bands.
All shedu wear a simple headband made of braided cloth or rope, with a single button for adornment. The button is centered on the forehead, and its material represents the bearer's status. From the lowest rank to the highest, a button may be made of silver, gold, platinum, sapphire, ruby, or diamond. Lesser shedu almost never have a button above the platinum level, greater shedu almost never wear one below sapphire status.
Shedu wander the Prime material, astral, and ethereal planes. They further the cause of law and goodness, help allied creatures in need, and combat evil. Greater shedu typically lead herds of six or more lesser shedu.

**Combat:** All shedu attack with powerful front hooves. However, both forms of shedu prefer to use their psionic powers whenever possible.

### Lesser Shedu

**Languages:** Lesser shedu speak shedu, lamia, lammasu, and most human tongues (although not common). Of course, they can always use empathy (a limited form of telepathy, see below).

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 9 | 4/4/13 | All/All | = Int | 100 |

Lesser shedu always have the five powers listed below (within three disciplines), and they can use them without expending PSPs. In addition to these powers, a lesser shedu knows any three sciences and five devotions desired (from these disciplines, or others). Each creature tends to specialize in a particular discipline to complement the herd (each takes a different discipline).

**Psychometabolism - Devotions:** ectoplasmic form.
**Telepathy - Devotions:** contact, empathy, mindlink.

**Psychoportation - Devotions:** astral projection.

### Greater Shedu

Greater shedu radiate *protection from evil, 10' radius.*

**Languages:** Greater shedu speak shedu, lamia, lammasu, common, and root languages (i.e. most human tongues). However, they can always rely upon telepathy, which they have mastered so well that they can even make rudimentary contact can be made even with plants.

### Psionics Summary

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 14 | 5/12/15 | All/All | = Int | 200 |

**Common powers** (* denotes powers they always have, † denotes innate abilities that are like the psionic powers, but require no point expenditures):
**Defense** - mind bar*†
**Clairvoyance - Sciences:** aura sight, clairaudience, clairvoyance, object reading, precognition Devotions: danger sense, sensitivity to psychic impressions
**Psychometabolism - Sciences:** energy containment, metamorphosis Devotions: body control, ectoplasmic form*†
**Psychokinesis - Sciences:** telekinesis Devotions: molecular agitation, molecular manipulation
**Telepathy - Sciences:** domination, mass domination, mindlink*+ Devotions: contact*, invisibility*†, post-hypnotic suggestion
**Psychoportation - Sciences:** probability travel*†, teleport*† Devotions: dimensional door, dimension walk*†

# Sirine

| | |
|---|---|
| **Climate/Terrain:** | Temperate or tropical salt or fresh water, in wilderness areas |
| **Frequency:** | Rare (salt water) or very rare (fresh water) |
| **Organization:** | Solitary or family |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | High to genius (13-18) |
| **Treasure:** | L, M, N, Q; X |
| **Alignment:** | Any |
| **No. Appearing:** | 1 (2d4) |
| **Armor Class:** | 3 |
| **Movement:** | 12, Sw 24 |
| **Hit Dice:** | 4-7 |
| **THAC0:** | 4 HD: 17<br>5-6 HD: 15<br>7 HD: 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | By weapon type |
| **Special Attacks:** | Song, spell powers |
| **Special Defenses:** | Spell powers, water-breathing |
| **Magic Resistance:** | 20% |
| **Size:** | M (5'-6' tall) |
| **Morale:** | Steady (11-12) |
| **XP Value:** | 4 HD: 2,000 (+1,000 for each additional Hit Die) |

Sirines are beautiful, human-like females, at home in any aquatic environment. They have human skin tones ranging to a light yellow-green, and their hair can be almost any color, though silver and dark green are the most common. Sirines have beautiful figures and wear scanty clothing at best.

Most sirines are antisocial, so they try to drive intruders away, with evil sirines taking stronger measures. Other sirines are hungry for social interaction, and try to lure male humans or demihumans to join them for a time.
Sirines speak their own language and the language of the nearest intelligent races. They can breathe water and air, and they have infravision to a range of 120 feet.

**Combat:** A lone sirine will always have 6 or 7 HD; each member of a group has an equal chance for 4, 5, or 6 HD. All members of a group have the same basic alignment (all evil, all good, or all neutral in regards to good and evil). All sirines can defend their solitude with some skill.
Sirines have a Dexterity of 18; combined with their innate magic, this grants them an exceptional Armor Class. Most (90%) sirines carry a short sword or a dagger, and 30% carry missile weapons, javelins or slings, as well. Each weapon has a 10% chance of being magical, and *javelins of lightning* are common.
Sirines also have several spell-like abilities, each usable once per day as an 11th-level wizard: *charm person, fog cloud, polymorph self,* and *improved invisibility.* The charm ability is used through the sirine's song, and all people within 30 feet are subject to it, even if they are hostile or attacking.
If the sirine touches an opponent, the victim must make a saving throw vs. poison; those failing to save are reduced to an Intelligence of 2. The touch is automatic for charmed individuals, but requires a normal attack roll for others. A successful *dispel magic* (against 11th-level casting) will restore the victim's intelligence, as will a sirine's touch, if she so wills it. Any sirine can restore intelligence taken by another sirine.
Sirines make saving throws as 11th-level wizards, with a +2 bonus vs. poison. They are immune to all gas attacks.

**Habitat/Society:** Sirines are encountered only in lonely places that are otherwise uninhabited. Most live near rocky outcroppings or small islands in the sea. Some choose to live in fresh water, but tend to avoid these areas because they are usually populated and sometimes difficult to reach.
Young sirines often live with their sisters; these sirines are the more social type. As a sirine grows older, she becomes more reclusive and contemplative, however, and eventually looks for a home of her own where she can think and sing in solitude. Even then, they have a rare desire for companionship.
Sirines usually mate with male humans. Some sirines choose elves, tritons, or merfolk as mates, producing children with some of their parents' traits (pointed ears from elves, green skin from aquatic elves, scales and webbed fingers and toes from merfolk and tritons). Sirines never form lasting relationships, for the call of the sea is too great to bind them.
After a gestation period of nine months, they give birth to 1d4 baby sirines, which are cared for by their mother until they are five years old. After that, they fend for themselves, living on the bounty of the sea. Reaching adulthood at 10 years, they live for about 50 years, and yet their beauty never leaves them.
Sirines live to sing, and to think about the sea. If deprived of their voices, or confined away from water, they will slowly wither away until they die. Sirines often have great knowledge regarding the history of their area and any current events. They sometimes trade this knowledge for companionship.

**Ecology:** Sirines are not harmful to their environment in any manner. They kill only enough to eat, and never take too much from the sea. They have few natural enemies, and they are more than able of taking care of themselves. Though they make beautiful garments from sea shells, fish skin, and seaweed, they gain other belongings and treasure by scavenging shipwrecks.

# Skeleton

| | Skeleton | Animal | Monster |
|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any |
| **Frequency:** | Rare | Very rare | Very rare |
| **Organization:** | Band | Band | Band |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Nil | Nil | Nil |
| **Intelligence:** | Non- (0) | Non- (0) | Non- (0) |
| **Treasure:** | Nil | See below | Nil |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 3-30 (3d10) | 2-20 (2d10) | 1-6 |
| **Armor Class:** | 7 | 8 | 6 |
| **Movement:** | 12 | 6 | 12 |
| **Hit Dice:** | 1 | 1-1 | 6 |

| | | | |
|---|---|---|---|
| **THAC0:** | 19 | 20 | 15 |
| **No. of Attacks:** | 1 | 1 | 1 |
| **Damage/Attack:** | 1-6 (weapon) | 1- 4 | Special |
| **Special Attacks:** | Nil | Nil | Nil |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | See below | See below | See below |
| **Size:** | M (6' tall) | S-M (3'- 5') | L-H (7'-15') |
| **Morale:** | Special | Special | Special |
| **XP Value:** | 65 | 65 | 650 |

All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests.
Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are magically joined together during the casting of an *animate dead* spell. Skeletons have no eyes or internal organs.
Skeletons can be made from the bones of humans and demihumans, animals of human size or smaller, or giant humanoids like bugbears and giants.

**Combat:** Man-sized humanoid skeletons always fight with weapons, usually a rusty sword or spear. Because of their magical nature, they do not fight as well as living beings and inflict only 1-6 points of damage when they hit. Animal skeletons almost always bite for 1-4 points of damage, unless they would obviously inflict less (i.e., skeletal rats should inflict only 1-2 points, etc.). Monster skeletons, always constructed from humanoid creatures, use giant-sized weapons which inflict the same damage as their living counterparts but without any Strength bonuses.
Skeletons are immune to all *sleep*, *charm*, and *hold* spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton.
Skeletons are immune to *fear* spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton dies, it falls to pieces with loud clunks and rattles.

**Habitat/Society:** Skeletons have no social life or interesting habits. They can be found anywhere there is a wizard or priest powerful enough to make them. Note that some neutral priests of deities of the dead or dying often raise whole armies of animated followers in times of trouble. Good clerics can make skeletons only if the dead being has granted permission (either before or after death) and if the cleric's deity has given express permission to do so. Otherwise, violating the eternal rest of any being or animal is something most good deities disapprove of highly.
Skeletons have almost no minds whatsoever, and can obey only the simplest one- or two-phrase orders from their creators. Skeletons fight in unorganized masses and tend to botch complex orders disastrously. It is not unheard of to find more than one type of skeleton (monsters with animals, animals with humans)

working together to protect their master's dungeon or tower.

**Ecology:** Unless the skeleton's remains are destroyed or scattered far apart, the skeleton can be created anew with the application of another *animate dead* spell. Rumors of high-level *animate dead* spells which create skeletons capable of reforming themselves to continue fighting after being destroyed have not been reliably comfirmed.

# Skeleton, Giant

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Nil |
| **Intelligence:** | Non-(0) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-8 (2d4) |
| **Armor Class:** | 4 |
| **Movement:** | 12 |
| **Hit Dice:** | 4+4 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1d12 |
| **Special Attacks:** | Nil |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | L (12' tall) |
| **Morale:** | Fearless (20) |
| **XP Value:** | 975 |

Giant skeletons are similar to the more common undead skeleton, but they have been created with a combination of spells and are, thus, far more deadly than their lesser counterparts.

Giant skeletons stand roughly 12 feet tall and look to be made from the bones of giants. In actuality, they are simply human skeletons that have been magically *enlarged*. They are normally armed with long spears or scythes that end in keen bone blades. Rare individuals will be found carrying shields (and thus have an Armor Class of 3), but these are far from common. A small, magical fire burns in the chest of each giant skeleton, a by-product of the magics that are used to make them. These flames begin just above the pelvis and reach upward to lick at the collar bones. Mysteriously, no burning or scorching occurs where the flames touch the bone.

Giant skeletons do not communicate in any way. They can obey simple, verbal commands given to them

by their creator, but will ignore all others. In order for a command to be understood by these animated skeletons, it must contain no more than three distinct concepts. For example, "stay in this room, make sure that nobody comes in, and don't allow the prince to leave,". would be the type of command these creatures could obey.

**Combat:** In melee combat, giant skeletons most frequently attack with bone-bladed scythes or spears. Each blow that lands inflicts 1d12 points of damage.
Once per hour (6 turns), a skeleton may reach into its chest and draw forth a sphere of fire from the flames that burn within its rib cage. This flaming sphere can be hurled as if it were a *fireball* that delivers 8d6 points of damage. Because these creatures are immune to harm from both magical and normal fires, they will freely use this attack in close quarters.
Giant skeletons are immune to *sleep, charm, hold,* or similar mind-affecting spells. Cold-based spells inflict half damage to them, lightning inflicts full damage, while fire (as has already been mentioned) cannot harm them. They suffer half damage from edged or piercing weapons and but 1 point of damage per die from all manner of arrows, quarrels, or missiles. Blunt melee weapons inflict full damage on them.
Being undead, giant skeletons can be turned by priests and paladins. They are more difficult to turn than mundane skeletons, however, being treated as if they were mummies. Holy water that is splashed upon them inflicts 2d4 points of damage per vial.

**Habitat/Society:** The first giant skeletons to appear in Ravenloft were created by the undead priestess Radaga in her lair within the domain of Kartakass. Others have since mastered the spells and techniques required to create these monsters; thus, giant skeletons are gradually beginning to appear in other realms where the dead and undead lurk.
Giant skeletons are employed as guards and sentinels by those with the power to create them. It is said that the Dark Powers can see everything that transpires before the eyes of these foul automatons, but there is no proof supporting this rumor.

**Ecology:** Like lesser animated skeletons, these undead things have no true claim to any place in nature. They are created from the bones of those who have died and are abominations in the eyes of all who belief in the sanctity of life and goodness.
The process by which giant skeletons are created is dark and evil. Attempts to manufacture them outside of Ravenloft have failed, so it is clear that they are in some way linked to the Dark Powers themselves. In order to create a giant skeleton, a spell caster must have the intact skeleton of a normal human or demihuman. On a night when the land is draped in fog, they must cast an *animate dead, produce fire, enlarge,* and a *resist fire* spell over the bones. When the last spell is cast, the bones lengthen and thicken and the creatures rises up. The the creator must make a Ravenloft Powers check for his part in this evil undertaking.

# Skeleton, Warrior

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Nil |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | A |
| **Alignment:** | Neutral evil |
| **No. Appearing:** | 1 |
| **Armor Class:** | 2 |
| **Movement:** | 6 |
| **Hit Dice:** | 9+2 to 9+12 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | By weapon (+3 to attack roll) |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 90% |
| **Size:** | M (6'-7' tall) |
| **Morale:** | Champion (15) |
| **XP Value:** | 4,000 |

Formerly powerful fighters, skeleton warriors are undead lords forced into their nightmarish states by powerful wizards or evil demigods who trapped their souls in golden circlets. The sole reason that skeleton warriors remain on the Prime Material plane is to search for and recover the circlets that contain their souls.
A skeletal warrior appears as a cracked and yellowing skeleton covered with shards of decaying flesh. Its eyes are black holes containing pinpoints of reddish light. It is clad in the blackened armor and rotted trappings it wore in its former life.

**Combat:** Anyone possessing a skeleton warrior's circlet can control its actions, so long as the controller

remains within 240 feet of the warrior. The controller is either in active control of the warrior or in a passive mode. When in active control, the controller can see whatever the skeleton sees, and he can mentally command it to fight, search for treasure, or take any other actions; however, the controller himself is unable to cast spells, move, or take any other actions while in active control. When in the passive mode, the controller can take any normal actions, but he is unable to see through the warrior's eyes; the skeleton warrior remains inert while the controller is in passive mode. The controller can change between the passive mode and active control at will.

The controller must have the warrior's circlet on his head in order to control the warrior. If the circlet is removed from the controller's head, he can no longer control the warrior; likewise, if the controller and the warrior are separated by more than 240 feet, the controller can no longer control the warrior. If the circlet remains in the controller's possession, he can resume control at a later time. But if the controller loses the circlet, either by accident or by a deliberate act, the warrior immediately proceeds toward the controller at twice its normal movement rate (12) to attack and destroy him. The warrior does not rest until it destroys its former controller or until control is re-established. If the warrior holds the circlet to its head, both the warrior and the circlet turn to dust, never to reappear.

When a character first comes into possession of a circlet, he is unlikely to be aware that the skeleton warrior is tracking him, unless he recognizes the circlet's significance. To establish control for the first time, the character not only must hold the circlet to his head, he must be able to see the warrior and concentrate on the establishment of control for one round and then roll a successful Wisdom check; if he fails the Wisdom check, he can try again in subsequent rounds. Meanwhile, the skeleton warrior continues to approach, attempting to destroy the character and gain possession of the circlet. If his concentration is broken before control is established -- for instance, if he has to defend himself against an attack -- he must concentrate again for three rounds. Once control has been established for the first time, it can only be broken as indicated above. To be effective, the circlet cannot be worn with any other headgear; placing it in a helm, for instance, nullifies its powers, though the skeleton warrior is still aware of the circlet's presence.

Skeleton warriors usually fight with two-handed swords, but they can use other weapons as well. Skeleton warriors make all weapon attacks with a +3 bonus to their attack roll; this is an innate ability, the weapon itself is not magical.

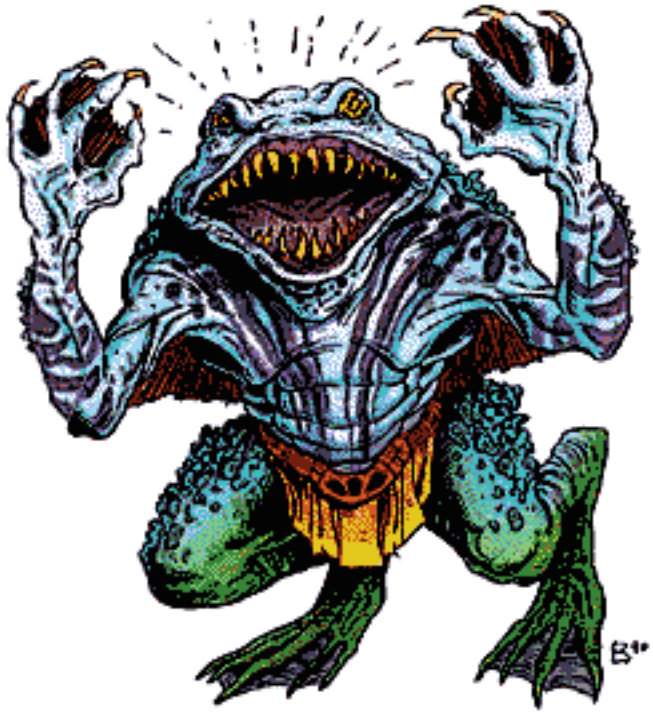
Only magical weapons affect skeleton warriors. They have a 90% magical resistance. The mere sight of a skeleton warrior causes any creature with fewer than 5 Hit Dice to flee in panic. Skeleton warriors cannot be turned by priests.

**Habitat/Society:** Skeleton warriors are usually found near the areas where they died in their former lives, or where they were buried. A skeleton warrior usually has a sizeable collection of treasure, the remnants of a lifetime of adventure. Since a skeleton warrior is preoccupied with recovering its circlet, protecting its treasure is not a priority.

**Ecology:** Skeleton warriors are used by their controllers as bodyguards, servants, or workers. Since skeleton warriors are obsessed with their circlets and are therefore undependable, evil creatures and other undead seldom associate with them. Skeleton warriors do not eat, sleep, or perform any other physiological functions.

# Slaad

| | Red | Blue |
|---|---|---|
| **Climate/Terrain:** | Limbo | Limbo |
| **Frequency:** | Uncommon | Rare |
| **Organization:** | Group | Group |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Low(5-7) | Low (5-7) |
| **Treasure:** | K,Q | K,Q |
| **Alignment:** | Chaotic neutral | Chaotic neutral |
| **No. Appearing:** | 3-18 | 2-12 |
| **Armor Class:** | 4 | 2 |
| **Movement:** | 6 | 6 |
| **Hit Dice:** | 7+3 | 8+4 |
| **THAC0:** | 13 | 11 |
| **No. of Attacks:** | 3 | 5 |
| **Damage/Attack:** | 1-4/1-4/2-16 | 2-12/2-12/ |
| | 2-12/2-16 | 2-12 |
| **Special Attacks:** | Stun, egg-pellet | Disease |
| **Special Defenses:** | See below | + 1 or better weapons to hit |
| **Magic Resistance:** | 30% | 40% |
| **Size:** | L (8' tall) | L (10' tall) |
| **Morale:** | Average (8-10) | Steady(11-12) |
| **XP Value:** | 7,500 | 16,500 |



The slaadi are great frog-like beings, who dwell on the outer plane of Limbo. Their form is that of a large bipedal frog, though some of the more powerful slaadi have *polymorph self* or shape change abilities and sometimes appear as men. In frog form their heads are huge and their claws are extremely sharp. There

are powerful symbols embedded into their foreheads signifying rank. They speak their own language and, occasionally, some additional evil languages. Telepathy allows them to understand and converse with all things.

### Red Slaad

Slaadi are vicious combatants and quick to attack all other creatures. They can be ruthless when encountered in numbers, often surrounding smaller groups of beings and bullying and tormenting them before finally slaying the lot.

**Combat:** Red slaadi attack with two claws for 1-4 points of damage per hit and bite for 2-16 points. They are not terribly intelligent, so they choose predictable, uninspired tactics.
Red slaadi have a special gland under the skin of each claw. When one hits with a claw attack, there is a 25 % chance that an egg pellet is planted in its opponent's body. The egg pellet begins to move through the victim's body, often without the victim even knowing he has been infected until it reaches the chest cavity. There it gestates for three months, forming a baby red slaad that will eats it way out of the victim's body, killing him. The victim falls very ill 24 hours before the baby slaad eats its way out. An egg pellet can only be detected by a *detect evil* spell, and destroyed by a *remove curse* or similar spell.
Red slaadi regenerate at a rate of 3 hit points per melee round. They can attempt to *gate* in 1-2 additional red slaadi twice per day with a 35% chance of success. Once per day, red slaadi may stun by emitting a loud croak that affects all opponents within 20 feet of the slaad. Victims must make a saving throw vs. petrification or be disabled for two rounds.

### Blue Slaad

Blue slaad are ruthless warriors that specialize in mass combat.

**Combat:** Blue slaadi have two razor-sharp bone rakes sticking out from the back of each hand. These potent weapons inflict 2-12 points of damage on a successful hit. They have perfected their fighting style with these rakes, which give them two attacks per hand. Their bite does 2-16 points of damage per hit and has a 10% chance of infecting the slaad's opponent with a rotting disease. Blue slaadi have the following magical abilities:
*hold person*, one person only, *passwall*, and *telekinesis*.
They may attempt to *gate* in either 1-4 red slaadi or 1-2 blue slaadi, four times per day, with a 40% chance of success.

### Green Slaad

Very rarely seen, they are the highest form of lesser slaadi. They attack with claws for 3 to 8 (1d6+2) points of damage.

### Gray Slaad

Known as *executioners*, and very rare, gray slaadi are great slaadi. They use a claw/claw/bite routine for 4 to 10 points of damage from their wicked claws, and 2 to 16 points of damage from the vicious bite they inflict upon opponents.

### Death Slaad

The greatest of all the slaadi, and the absolute masters of their race. Their claws strike for 3 to 18 points of damage and their bite inflicts 2 to 20 points of damage.

**Habitat/Society:** Slaadi have a hierarchial society. Their caste system is rigid because the strong will simply destroy the weak for disobedience; lesser slaadi are forced to be their servants. Reds and blues aid each other only in extreme emergencies.

**Ecology:** Although slaadi are inhabitants of the outer planes, and are frequently found travelling the lower planes, they have little or nothing to do with the Blood War between the baatezu and the tanar'ri.

# Slug, Giant

| | |
|---|---|
| **Climate/Terrain:** | Subterranean and wet |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Non- (0) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | 8 |
| **Movement:** | 6 |
| **Hit Dice:** | 12 |
| **THAC0:** | 9 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-12 |
| **Special Attacks:** | Spits acid |
| **Special Defenses:** | Immune to blunt weapons |
| **Magic Resistance:** | Nil |
| **Size:** | H-G (25'-50' long) |
| **Morale:** | Steady (12) |
| **XP Value:** | 5,000 |

Giant slugs are huge, omnivorous mutations of the small and benign garden slugs. Their highly developed mouths are capable of chewing flesh and well as plants, and they spit a highly corrosive acid on their food. Most giant slugs are pale gray, with dead white underbellies.

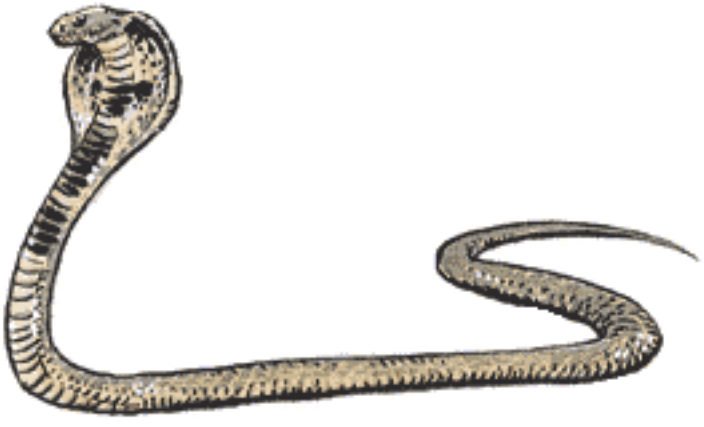
**Combat:** Giant slugs can bite for 1d12 points of damage, but their main attack form is their corrosive acid saliva. The acid is spat at a single target and corrodes any organic tissue (plants or animals). It will also destroy equipment (saving throw vs. acid). The acid inflicts 4d8 points of damage (successful saving throw vs. breath weapon for one-half damage). Giant slugs can use this breath weapon every round (its acid stores are never used up). Slugs are not very accurate with this attack; the first shot has only a 10% chance of hitting. The success of subsequent shots depends on the distance to the target -- the base

chance of hitting is 90% at a distance of ten yards, with a -10% penalty per additional ten yards. If the slug misses, the acid hits 10 feet from the desired target (determine randomly which direction). Note that giant slugs are impervious to this acid spittle.
Giant slugs are immensely strong and can batter down doors and wooden buildings in seconds. They have no bones and can squeeze through holes and crevasses normally impassible to much smaller predators. For example, a party of adventurers might seek cover in a large stone building, while taunting the slowly approaching slug behind them. To their astonishment, the huge creature enters through the same doorway the party did and begins to send acid everywhere.
The rasping tongue of a giant slug enables it to burrow through 1 foot of earth or 6 inches of wood per round, making most standard barricades useless against it.
Because of their lack of bones and their thick, rubbery hides, giant slugs are not harmed by blunt weapons or spells that cause crushing or impact damage. Only edged and pointed weapons and magical attacks, can harm a giant slug.

**Habitat/Society:** Giant slugs can be found in any wet and dark environment, including deserted dungeons, swamps, and rain forests. Giant slugs are solitary creatures and speak no language. They are barely sentient, exhibiting only rudimentary instinctive reactions when confronted.

**Ecology:** No one has ever found a good use for giant slugs, except maybe as huge garbage disposals. They have no known predators. They will eat anything -- plants, carrion, garbage -- but prefer warm, living flesh when they can catch it. Since giant slugs have such huge appetites, they rarely attack smaller creatures, such as squirrels and monkeys, which they have a hard time seeing anyway. Even on a good day, they must usually supplement their feedings with some vegetation.
Normal slugs have a nasty reaction to salt when it is sprinkled on them. They dry up and die in 1d4+1 rounds. It is unlikely that this technique is adaptable to the giant variety, but some fabrication and summoning spells might be adaptable if there ever seemed to be a need for it.
For now, giant slugs remain a very real danger in jungles, forests, and dungeons everywhere.

# Snake



| | Amphisbaena | Boalisk | Constrictor (Normal) | Constrictor (Giant) | Heway |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Any temperate | Any tropical | Any warm | Any warm | Desert oases |
| **Frequency:** | Very rare | Rare | Uncommon | Uncommon | Uncommon |
| **Intelligence:** | Animal (1) | Animal (1) | Animal (1) | Animal (1) | Low (5-7) |
| **No. Appearing:** | 1-3 | 1-3 | 1-2 | 1-2 | 1-2 |
| **Armor Class:** | 3 | 5 | 6 | 5 | 7 |
| **Movement:** | 12 | 12 | 9 | 9 | 12, Sw 6 |
| **Hit Dice:** | 6 | 5+1 | 3+2 | 6+1 | 1+3 |
| **THAC0:** | 15 | 17 | 17 | 15 | 19 |
| **No. of Attacks:** | 2 | 2 | 2 | 2 | 1 |
| **Damage/Attack:** | 1-3/1-3 | 1-3/2-7 | 1/1-3 | 1-4/2-8 | 1-3 |
| **Special Attacks:** | Poison | Gaze and constrict | Constrict | Constrict | Poison and hypnotic |

| | | | | | |
|---|---|---|---|---|---|
| | | | | | stare |
| **Special Defenses:** | See below | Nil | Nil | Nil | Nil |
| **Size:** | M (13' long) | L (25' long) | M (10'-20' long) | L (30'+ long) | M (12' long) |
| **Morale:** | Average (9) | Steady (10) | Average (8) | Average (9) | Unsteady (6) |
| **XP Value:** | 650 | 975 | 175 | 650 | 175 |
| Elder: | 1,400 | 2,000 | 420 | 1,400 | 420 |
| Jaculi: | 975 | 1,400 | 270 | 975 | N/A |

| | **Poison (Normal)** | **Poison (Giant)** | **Sea, Giant** | **Spitting** |
|---|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land | Tropical marine | Tropical land |
| **Frequency:** | Uncommon | Uncommon | Uncommon | Rare |
| **Intelligence:** | Animal (1) | Animal (1) | Animal (1) | Animal (1) |
| **No. Appearing:** | 1-6 | 1-6 | 1-8 | 1-4 |
| **Armor Class:** | 6 | 5 | 5 | 5 |
| **Movement:** | 15 | 15 | 12, Sw 12 | 12 |
| **Hit Dice:** | 2+1 | 4+2 | 10 | 4+2 |
| **THAC0:** | 19 | 17 | 11 | 17 |
| **No. of Attacks:** | 1 | 1 | 2 | 2 |
| **Damage/Attack:** | 1 | 1-3 | 1-6/3-18 | 1-3 |
| **Special Attacks:** | Poison | Poison constrict | Poison, | Spit Poison |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Size:** | S (5' long) | M (12' long) | G (50'+ long) | M (8' long) |
| **Morale:** | Average (8) | Average (9) | Steady (11) | Average (9) |
| **XP Value:** | 175 | 420 | 3,000 | 650 |
| Elder: | 420 | 975 | 5,000 | 1,400 |
| Jaculi: | 270 | 650 | N/A | 975 |

Snakes are long, slender reptiles that can be found anywhere in the entire world, even in the coldest arctic regions.

There are basically two types of snakes, in all manner of sizes. The poisonous snakes make up for their relatively smaller size with deadly venoms, while the larger constrictors squeeze their victims to death. Both types sleep for days after eating. All snakes shed their skin several times each year. All snakes in this entry share the following characteristics:

| | |
|---|---|
| **Organization:** | Solitary |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **Magic Resistance:** | Nil |

Snakes fear fire and will retreat from open flames, suffering a -6 morale modifier when flames are used against them.

### Amphisbaena

These monsters have heads at both ends, and both heads are armed with poisonous fangs. The creature travels by grasping one of its necks and rolling like a hoop. It can attack with both heads, each head attacking a separate target. Victims failing to make a saving throw vs. poison when bitten die instantly. Amphisbaena are immune to cold-based attacks.

### Boalisk

The boalisk is a tropical constrictor snake with a *gaze* attack. Any creature meeting its *gaze* (failing a saving throw vs. petrification) is infected with a magical rotting disease, identical to that inflicted by a mummy. Characters refusing to look at the boalisk automatically avoid its *gaze* but suffer a -4 penalty to their AC. Surprised victims always meet its *gaze* and gain no saving throw. The boalisk can use its *gaze* on a single victim each round in addition to normal biting and constriction attacks.

### Constrictor Snake

Constrictors of all sizes hide in the branches of trees, waiting patiently until they can slowly lower themselves or suddenly drop onto their unsuspecting victims. Once they strike, the victim is constricted automatically, suffering damage every round. Constricted humanoid creatures can escape the coils of normal constrictors with a successful open doors roll (at a -1 penalty). Anyone who attempts to free a captive by hacking at the constrictor has a 20% chance of striking the victim instead (roll normal damage and apply it to the victim). Area spells like *fireball* will likewise affect both combatants, but target-specific spells like *charm monster* and *magic missile* are more precise.

Common constrictor species include anacondas, boas, and reticulate pythons, all of which can reach lengths of 30 feet. Their skin is valuable, with an unblemished skin selling for as much as 100 gp.

Some constrictor snakes are known as birdcharmers; these innately magical snakes can mesmerize their prey by swaying slowly and steadily while staring down their victims. Creatures of animal intelligence or less must make a saving throw against paralyzation or be effectively paralyzed for as long as the snake continues to sway, and for 2d6 rounds thereafter.

### Giant Constrictor Snake

Giant constrictor snakes are larger and much stronger than their smaller cousins. It requires the combined efforts of 60 total points of Strength (the coiled victim plus outside help) to extricate someone from a giant constrictor's steel grasp.

The skin of a giant constrictor snake is too thick and stiff to be workable, and is valuable only as armor,

not for decoration. An uncured hide can fetch 20 gp.
Snow serpents are a particularly large and dangerous form of giant constrictor snake, one adapted to life in a sub-arctic climate. These furred white snakes hide their 100-foot bodies in the snow bodies and wait for prey to pass by. When it does, they spring up and coil their loops around the victims. After that, snow serpents automatically bite for 2d10 points of damage each round. Those in its coils are helpless. Snow serpents are very rare and have the following statistics: AC 6, MV 9, HD 10, THAC0 11, SZ G (100' long), ML average (8-10), XP 2,000. Their pelt is worth 2,000 gp. In all other respects they are similar to other giant constrictor snakes.

### Heway

These intelligent snakes have slimy, poisonous skins that they use to foul wells and oases. After swimming in a body of water for several hours and releasing its poison, it slinks off to wait for its prey to arrive. A creature drinking water poisoned by a heway must make a successful saving throw vs. poison at +2 or suffer 30 points damage within 3d6 minutes and be paralyzed for 1d6 hours. Creatures that make their saving throws suffer 15 points of damage. Even animals that survive the initial effects are often doomed to die of dehydration.
Many humans and animals attack heways on sight, but it can defend itself with its hypnotic stare, which has a powerful effect; any creature failing a saving throw vs. paralyzation will follow the heway to its lair and allow itself to be devoured. The heway sometimes uses this stare simply to immobilize a menacing creature. It then leaves the area while the hypnotized creature remains stationary for 1d6 turns.
Heway are innate cowards and avoid contact with other animals. It is a weak fighter, its bite is not venomous, and its jaws are weak. Its preferred food is small animal carrion. Simply touching heway skin has no effect; the poison must be ingested.

### Poisonous Snake

All poisonous snakes deliver toxins automatically through their bite. Roll on the table below (or choose) to determine what type of poison is present.

| Die Roll | Modifier to Save | Onset Time | Result of Failed Saving Throw* |
|---|---|---|---|
| 1-4 | +3 | 1-4 turns | Incapacitated for 2-8 days |
| 5-6 | +2 | 2-5 rounds | Death |
| 7-11 | +1 | 2-12 rounds | 2-8 points of damage |
| 12-14 | None | 1-6 rounds | 3-12 points of damage |
| 15-17 | -1 | 2-8 rounds | Incapacitated for 1-4 days |
| 18-19 | -2 | 1-4 rounds | Incapacitated for 1-12 days |
| 20 | -3 | 1 round | Death |

* A successful saving throw means no damage.

Typical varieties of poisonous snakes include the asp, cobra, copperhead, coral snake, death adder, krait,

mamba, puff adder, rattlesnake, sidewinder, and water moccasin.
Some cobras and sidewinders hunt by night and can track warmblooded prey by body heat as well as by sight. They have the equivalent of 30-foot infravision. Black mambas are the fastest known snakes and can reach 30 across open ground.

### Giant Poisonous Snake

Giant poisonous snakes cause death in one round if their victims fail a saving throw vs. poison. Some varieties inflict 3-18 points of damage even if the saving throw is made.
The giant cobra is an example of a variant, giant poisonous snake. Its venom results in death 2-8 rounds after a successful strike; if the victim makes a saving throw at -2 he suffers only 10 points of damage. Giant cobras mesmerize prey as birdcharmer snakes do (see above). They can kill and eat an entire goat or a demihuman up to halfling or gnome size. Some varieties of giant weasel can hunt them successfully, and jungle giants consider giant cobras a delicacy, as do some elven tribesmen.

### Giant Sea Snake

Found only in tropical waters, the giant sea snake is the only type of snake that is both constricting and poisonous. Its constricting grasp on small ships can crush them in 10 rounds. Sea snakes attack ships only when they are hungry (20% chance). Their poisonous bite is deadly in 1-4 rounds. Sea snakes are fully capable of diving to great depths, and their nostrils (on the top of their snouts) have membranes that automatically seal them underwater.
From time to time giant sea snakes gather in huge floating masses of hundreds or thousands of snakes, often 100 yards wide and 30 miles long. These may be mating rituals or they may be seasonal migrations; the actual reason is unknown.

### Spitting Snake

Spitting varieties of snakes bite their victims and can shoot poisonous spittle at a single target within 30 feet. Their poison is identical to normal poisonous snakes (see above). Typical species include the African spitting cobra, which can spit up to 15 feet. Its spittle can blind victims that fail a saving throw vs. poison. The blindness wears off after 2-12 hours.

### Jaculi (Tree Snakes)

Many of the above land snakes can be encountered as tree snakes, also known as jaculi. These subspecies are simply arboreal varieties of other types of snakes that have adapted to life in a forest canopy. They have chameleon-like camouflage abilities and can leap onto their prey from 50 feet above ground; opponents suffer a -4 penalty to surprise rolls.
Some tree snakes have broad, flat heads with razor spines or barbs that make their initial impact particularly potent (double normal bite damage). After their initial flying attack, they must depend on biting or constriction attacks or climb back into the trees to leap again.
Jaculi snakes include the poisonous boomslang and the emerald tree boa. Many jaculi species prey on other snakes.

### Elder Serpents

Ancient snakes are said to gain wisdom with age, giving them Semi- to Low intelligence (2-7). They gain an additional Hit Die and the ability to speak (with a lisp). Elder serpent venom is more concentrated than that of its younger cousins (death in 1-4 rounds maximum, saving throws at -4). They suffer no modifier to morale when faced with open flames. Elder serpents have a measure of cunning and value

glittering objects; they have treasure, type W.

Elder serpents can paralyze prey as birdcatchers do (see constrictors above). In the case of elder boalisks, their *gaze* has two simultaneous effects and victims are entitled to two saving throws. All elder serpents can hypnotize people as well as animals with their paralyzing stare.

The largest elder serpent is called the Grand Snakemaster, and is said to be immortal. When it sheds its skin, the discarded skin is rumored to possess healing powers. Those who eat it are said to gain wisdom, but since the Grand Snakemaster has never been seen, the truth of these rumors is questionable.

# Snake, Winged

| | |
|---|---|
| **Climate/Terrain:** | Tropical/Forests |
| **Frequency:** | Rare |
| **Organization:** | Flocks |
| **Activity Cycle:** | Any |
| **Diet:** | Herbivore |
| **Intelligence:** | Semi (2-4) |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-8 |
| **Armor Class:** | 5 |
| **Movement:** | 12, Fl 18 (B) |
| **Hit Dice:** | 4+4 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-4 |
| **Special Attacks:** | Poison, spark shower |
| **Special Defenses:** | Immune to electricity |
| **Magic Resistance:** | Nil |
| **Size:** | L (8-10' long) |
| **Morale:** | Average (9) |
| **XP Value:** | 1,400 |

Winged serpents, sometimes called spark snakes, are colorful reptiles that dwell in Zakhara's forests and jungles. Winged serpents come in many colors, ranging from sky blue and emerald green to raspberry red. They are supported by invisibly swift, gossamer wings, making them resemble reptilian hummingbirds. When their delicate wings are folded back, winged serpents can *spider climb* at will.

**Combat:** Winged serpents move with liquid grace and devastating speed. They always receive a -3 bonus to initiative.
The bite of a winged serpent inflicts 1d4 points of damage and injects the victim with a corrosive, acidic fluid. This poison has an onset time of 1 round and inflicts an additional 2d8 points of damage for the following 2 rounds (half damage if a save vs. poison is made).

By far the most dangerous attack of these reptiles is their sparking breath weapon. Their wings beat so quickly that they build up a static charge from the ambient air (especially in the humid forest). A winged serpent can discharge this static electricity from its mouth in a spark shower, a cloud of dancing sparks and electrical energy 10 feet in diameter. Those caught in the area of effect take 2d8 (2-16) points of damage (half if a save vs. breath weapon is made). The spark shower will also ignite any exposed flammable objects, like clothes, hair, dry wood, or lamp oil. Once it has been discharged, it takes one turn for a winged serpent to build its static charge back up. All winged serpents are immune to electricity. Winged serpents are vulnerable to fire-based attacks (especially their delicate wings), against which they save at penalty of -2. If a winged serpent fails its saving throw against a fire attack, assume that its wings are incinerated. Although this won't affect its ability to bite a victim, the serpent cannot use its breath weapon until the wings grow back.

**Habitat/Society:** Winged serpents must eat constantly in order to survive. They flit about the jungle in small flocks, searching for tropical fruits, from which they draw their nourishment. A winged serpent will fly up to one and inject it with corrosive venom. The venom breaks down the fruit into a soft, juicy mixture, partially digesting the fruit while it still remains in its skin. The serpent will then suck out the fruity pulp through the incisions made by its fangs. A typical winged serpent will eat roughly 10 times its weight in fruit each day, just to stay alive.

Winged serpents mate as often as they eat (i.e., incessantly), although they do not care for their young, which are born live and wingless. They are born with their spider climbing ability, which helps them climb fruit trees and search for food. The young are dark green in color to help them blend in better with the foliage, gaining their chromatic hues only after their wings mature. During the first few months of life, winged serpents are extremely vulnerable to an entire host of predators that roam the jungle heights (including mundane snakes, monkeys, and giant insects). Vestigial wings appear after a month of life, and become fully functional after three months.

Winged serpents have no permanent lair and hoard no treasure.

**Ecology:** Winged serpents play an important role in the jungle ecology. Like giant bees, they transport pollen from fruit tree to fruit tree and help with the distribution of seeds throughout the jungle. As adults, they have no natural enemies.

If captured during their first month of life before their wings have matured, they make excellent (if expensive) pets. They must consume a great quantity of fruit to survive, eating on average 100 gp worth of fruit each month (this cost might be reduced if a large orchard is available). A skilled animal trainer can teach a winged serpent up to three tasks or tricks per point of intelligence, which the creature will gladly perform (provided a supply of fresh fruit is constantly at hand). They can even be trained as guardians, although rogues have quickly discovered that unless they are extremely well-trained, they can be easily distracted by a decoy of aromatic, fresh fruit.

Few useful by-products can be obtained from a winged serpent. Their poison decomposes almost immediately after exposure to air, and their hide is too thin and fragile to serve as good leather. Their wings, however, if powdered and mixed with ink, can be used to inscribe a *protection from lightning* scroll.

# Spectre

| | |
|---|---|
| **Climate/Terrain:** | Desolate dungeons and ruins |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Darkness and night |
| **Diet:** | Nil |
| **Intelligence:** | High (13-14) |
| **Treasure:** | Q(x3), X, Y |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | 2 |
| **Movement:** | 15, Fl 30 (B) |
| **Hit Dice:** | 7+3 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-8 |
| **Special Attacks:** | Energy drain |
| **Special Defenses:** | +1 or better weapon to hit |
| **Magic Resistance:** | See below |
| **Size:** | M (6' tall) |
| **Morale:** | Champion (15) |
| **XP Value:** | 3,000 |

Spectres are powerful undead that haunt the most desolate and deserted of places. They hate all life and light.
Spectres appear as semitransparent beings and are often mistaken for haunts or ghosts. Unlike most undead, spectres retain the semblance and manner of dress of their former life and can be recognized by old friends or through paintings of the persons they used to be.

**Combat:** Spectres exist primarily on the Negative Material Plane and can therefore be attacked by beings on the Prime Material Plane only with magical weapons. Daylight makes spectres powerless by weakening their ties to the Negative Material Plane.
The chilling touch of a spectre drains energy from living creatures. A successful attack inflicts 1-8 points

of damage and drains two life energy levels from the victim. Any being totally drained of life energy by a spectre becomes a full-strength spectre under the control of the spectre which drained him. The victim loses all control of his personality and may become more or less powerful than before, depending on his level and class before becoming a spectre.
Spectres are immune to all *sleep*, *charm*, *hold*, and cold-based spells, as well as poisons and paralyzation attacks. Holy water inflicts 2-8 points of damage when it strikes a spectre. The water can be splashed on a spectre successfully. A *raise dead* spell apparently reverses the undead status, destroying the spectre immediately if a saving throw versus spell is failed.

**Habitat/Society:** Most spectres are solitary, but some enclaves exist where a particularly powerful or lucky spectre has managed to drain mortals of life. This lead spectre is known as the master spectre (always with maximum hit points per die), while the others are known collectively as the followers. In this arrangement, the master spectre almost never engages enemies personally, but instead sends his minions in for the kill. Mortals drained of life by follower spectres are subservient to the master spectre, not the followers. Note that if the master spectre is slain, all followers become independent and can travel anywhere they wish in hopes of becoming master spectres themselves. Once a character becomes a spectre, recovery is nearly impossible, requiring a special quest.
Spectres hate light and all life, as both remind them of their undead existence. They are therefore encountered only in places of extreme darkness and desolation, like long-abandoned ruins, dungeons, and subterranean sewers.
Contrary to popular mythology, spectres remain highly intelligent and generally rational after the transformation to undeath. Life makes them lament their unlife, and they bear a strong hatred for all those lucky enough to live and truly die.
Spectres have enough cunning to plan their attacks, and rival vampires in their skill at remaining hidden from the general populace.

**Ecology:** No one knows who the first spectre was or how it came to be; the few facts detailed above are all that is known with any degree of certainty.

# Sphinx

| | Androsphinx | Criosphinx | Gynosphinx | Hieracosphinx |
|---|---|---|---|---|
| **Climate/Terrain:** | Warm lands | Warm woodlands | Warm lands | Warm hills |
| **Frequency:** | Very rare | Rare | Rare | Rare |
| **Organization:** | Solitary | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Day | Day | Day | Day |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Exceptional (15-16) | Average (9-10) | Genius (17-18) | Low (5-7) |
| **Treasure:** | U | F | R, X | E |
| **Alignment:** | Chaotic good | Neutral | Neutral | Chaotic evil |
| **No. Appearing:** | 1 | 1 | 1-4 | 1-6 |
| **Armor Class:** | -2 | 0 | -1 | 1 |
| **Movement:** | 18, Fl 30 (D) | 12, Fl 24 (D) | 15, Fl 24 (D) | 9, Fl 36 |
| **Hit Dice:** | 12 | 10 | 8 | 9 |
| **THAC0:** | 9 | 11 | 13 | 11 |
| **No. of Attacks:** | 2 | 3 | 2 | 3 |
| **Damage/Attack:** | 2-12/2-12 | 2-8/2-8/3-18 | 2-8/2-8 | 2-8/2-8/1-10 |
| **Special Attacks:** | See below | Nil | See below | Nil |

| | | | | |
|---|---|---|---|---|
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | L (8' tall) | L (7½' tall) | L (7' tall) | L (7' tall) |
| **Morale:** | Fanatic (17) | Champion (16) | Fanatic (17) | Elite (13) |
| **XP Value:** | 7,000 | 5,000 | 3,000 | 1,400 |

## Androsphinx

Androsphinxes are huge, winged mythological creatures with the bodies of male lions and man-like facial features. They can speak the languages of common and all sphinxes.

**Combat:** The male, or andro-, sphinx is the most powerful of the sphinxes. Its huge paws can kill a normal man with just one swipe. If brute force is not successful, an androsphinx can cast spells as if a 6th-level priest. Note that most androsphinxes use these spells for healing and defense rather than damage and attack.

The androsphinx has another special weapon as well -- his bellowing roar. It can roar three times per day, but must be very angry to do so. The first time an angry androsphinx roars, all creatures within 360 yards must roll successful saving throws vs. wands or flee in panic for three turns. When an already angry androsphinx is continually molested, even after bellowing once, it can roar even louder, causing all creatures within 200 yards to roll successful saving throws vs. petrification or be paralyzed with fright for 1d4 rounds. In addition, any creatures within 30 yards of this second roar are automatically deafened for 2d6 rounds (unless they are deaf already or have protected hearing organs). Any creature foolish enough to anger an androsphinx further will unleash his third and final roar with devastating effects. All creatures within 240 yards must successfully roll saving throws vs. spell or lose 2d4 points of Strength for 2d4 rounds (use -1 point equals -10% for characters with exceptional Strength). In addition to the weakness effects, any creature within 30 yards of the androsphinx is knocked over unless it is 8 feet tall or larger. Creatures knocked over suffer 2d8 points of damage and must roll a successful saving throw vs. breath weapon to avoid being stunned for 2d6 rounds. The force of this third roar is so powerful that stone within 30 yards cracks under the strain, unless it successfully saves vs. crushing blow.

**Habitat/Society:** Androsphinxes are the most solitary of the sphinxes. They shun gynosphinxes because they are jealous of the higher intelligence of their female counterparts, and find their neutral disposition a bit hard to deal with. However, most androsphinxes eventually succumb to the advances of a gynosphinx at least once in their lives.

**Ecology:** What is strangest about androsphinxes is not their combination lion/human appearance (as there are many such cross-mutations found in the world), but their apparent lack of purpose. They are by far the strongest of the sphinxes, but unlike their counterparts, have no true pattern of behavior universal to all androsphinxes. They despise communicating with humans and hate riddles (mostly because gynosphinxes love them so much). It is therefore suggested by those knowledgeable in mythological beasts and desert lore that androsphinxes are the guardians of the sphinxes, evil (hieraco-), neutral (gyno- and crio-), and good (andro-).

Certainly, androsphinxes are the lifelong adversaries of the hieracosphinxes, but they almost always let the defeated enemy go free instead of finishing the kill (often with a roar or two at the fleeing sphinxes'

behinds).
In short, androsphinxes are free-roaming sphinxes sworn to defend other sphinxes against other races, namely men and their ilk. They have been known to bargain with men on occasion, but are the least greedy of the sphinxes, and are the only sphinxes likely to take offense at such offerings if made by characters with low Charismas or evil alignments.

### Criosphinxes

Criosphinxes have the bodies of winged lions, but they have the heads of rams. They are always male. They can speak their own dialect of sphinx, as well as that spoken by andro/gynosphinxes and the languages of animals.

**Combat:** Criosphinxes attack with their two paws or with a head butt with their ram's horns. Because they cast no spells and are not the brightest of sphinxes, their bargains with other beings are limited to "safe passage or die." They love treasure and lust after gynosphinxes constantly. Plenty of wealth, or knowledge of the location of a gynosphinx's lair, is always enough for adventurers to avoid confrontation with criosphinxes.

**Habitat/Society:** Criosphinxes prize wealth and usually seek to extort passers-by for safe passage in exchange for a hefty bribe. They are sometimes found in packs of two or more, but only because all of these sphinxes are looking for the same gynosphinx. They often follow other criosphinxes, even if they have no idea whether or not the leader really knows where he's going. When a number of criosphinxes find a gynosphinx, the first order of business is to restrain their prey. Usually pushing boulders in front of the lair with their huge horns is sufficient. Then the criosphinxes butt horns like rams, except these creatures do their fighting in the air. The winner gets the prize.
More often than not, however, criosphinxes begin their combat immediately upon finding their quarry, and inevitably the victor strides forth to find the gynosphinx gone. While the criosphinxes often find themselves richer for their trouble, as the gynosphinx rarely sees the need for material wealth while it is fleeing, it is only a poor reward indeed for their often decades-long quest.

**Ecology:** Criosphinxes are obviously just further mutations of the already mysterious sphinx form. Their ability to speak with animals seems to be an evolutionary necessity, as criosphinxes are particularly fond of warm wooded areas, often bordering on the desert lands preferred by gynosphinxes.

### Gynosphinxes

The gynosphinx is the female counterpart of the androsphinx, having a winged lion's body and human-like facial features. Gynosphinxes are not nearly as powerful as androsphinxes, but they are much more knowledgeable, clever, and wise. Gynosphinxes speak all sphinx languages as well as common.

**Combat:** Gynosphinxes can attack with two paws, but prefer to bargain with their opponents. They help strangers only if they are paid. They accept payment for services rendered or knowledge and advice given, in the form of gems (preferred), jewelry, magic, or knowledge. Knowledge that would be of special interest to a gynosphinx is the location of an androsphinx, but they accept fine prose, poetry, lore, or a good riddle.
If anyone breaks a bargain with a gynosphinx, he is subject to attack and the gynosphinx won't hesitate to devour the victim if it wins the fight. The gynosphinx can cast the following spells once per day: *detect magic, read magic, read languages, detect invisibility, locate object, dispel magic, clairaudience,*

*clairvoyance*, *remove curse*, and *legend lore*. It can also use each *symbol* once per week. Note that a gynosphinx is very intelligent and can use these spells in many ways. If a bargaining group of adventurers steps back to discuss their plans among themselves, the gynosphinx will growl a little and cast *clairaudience* to listen in.

**Habitat/Society:** Gynosphinxes are solitary by nature, but not by choice. They spend most of their lives avoiding the advances of criosphinxes (which they detest) and hieracosphinxes (which they fear), and searching high and low for an androsphinx.
Gynosphinxes are intelligent enough to actively seek out ruins and mystical places, like forgotten temples and such, which they immediately occupy. Using their many spells to learn as much as possible about the setting, they then wait for the next group of travelers, pilgrims, or adventurers to come by and hope that they've encountered an androsphinx in their travels or have spells or magical items that might be usable for just such a purpose.

**Ecology:** Gynosphinxes own the dubious distinction of being the only female sphinx. A gynosphinx mated with an androsphinx will produce another androsphinx or gynosphinx (even chances for both). A gynosphinx mated with a criosphinx only produces another male criosphinx, while mating with a hieracosphinx produces similarly displeasing results.
Fortunately, gynosphinxes are much smarter than all of their counterparts and can avoid otherwise compromising situations through trickery and outright deceit. Unfortunately, they are among the slowest of the sphinxes when flying or running, and the lustful criosphinx and vicious hieracosphinx rarely give up the chase once a gynosphinx has been located.

### Hieracosphinxes

Hieracosphinxes are the only evil members of their breed. They have the bodies of lions, but the wings and head of hawks. They are always males. They speak the languages of the other sphinxes, and some (20%) also speak common.

**Combat:** Hieracosphinxes do not cast spells, much like the criosphinxes, but make up for their weaknesses with tenacious evil and viciousness. Their paws and sharp beaks are deadly in combat, and they have been known to swoop down on victims.

**Habitat/Society:** Hieracosphinxes live in hilly regions exclusively, dwelling in caves overlooking the nearby deserts. They delight in evil and sometimes gather in bands of as many as six to do their vile business. Most often when a band of hieracosphinxes is encountered, it is hot in pursuit of an androsphinx, which they hate with all of their beings. Only in numbers can they hope to defeat so powerful an adversary, and these sphinxes never believe in honor or playing fair. While it is true that a victorious androsphinx sometimes lets the defeated flee (in the vain hope that the battle may change the losers' dispositions), a defeated androsphinx is always ripped to pieces when the hieracosphinxes are numerous enough and lucky enough to win the fight.
Hieracosphinxes also spend much of their time searching for a gynosphinx to mate with, but prefer to kill an androsphinx and inhabit his lair until a gynosphinx eventually arrives (usually by following old rumors and legends). It is worthwhile to note that there are more hieracosphinxes than criosphinxes.

**Ecology:** Hieracosphinxes are belligerent mutations of unknown origin. It is believed that they were created by elder gods of evil merely to wreak havoc on the other, more pleasant sphinxes described

above.

# Spider

| | Hairy | Large | Huge | Giant |
|---|---|---|---|---|
| **Climate/Terrain:** | Any non-arctic land | Any non-arctic land | Any non-arctic land | Any non-arctic land |
| **Frequency:** | Common | Common | Common | Uncommon |
| **Organization:** | Swarm | Swarm | Pack | Nest |
| **Activity Cycle:** | Any | Any | Any | Any |
| **Diet:** | Omnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Low (5-7) | Non-(0) | Animal (1) | Low (5-7) |
| **Treasure:** | Nil | J-N | J-N, Q | C |
| **Alignment:** | Neutral evil | Neutral | Neutral | Chaotic evil |
| **No. Appearing:** | 1-20 | 2-20 | 1-12 | 1-8 |
| **Armor Class:** | 8 | 8 | 6 | 4 |
| **Movement:** | 12, Wb 9 | 6, Wb 15 | 18 | 3, Wb 12 |
| **Hit Dice:** | 1-1 | 1+1 | 2+2 | 3+3 or 4+4 |
| **THAC0:** | 20 | 19 | 19 | 3+3 HD: 17 |

| | | | | |
|---|---|---|---|---|
| | | | | 4+4 HD: 15 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | 1 | 1 | 1-6 | 1-8 |
| **Special Attacks:** | Poison | See below | See below | See below |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | T (6" or less diameter) | S (2' diameter) | M (6' diameter) | L (8'-12' diameter) |
| **Morale:** | Average (10) | Unsteady (7) | Average (8) | Elite (13) |
| **XP Value:** | 65 | 175 | 270 | 3+3 HD: 420<br>Flying: 650<br>4+4 HD: 650<br>Steeder: 975<br>Trap door: 975 |

| | **Phase** | **Sword** | **Gargantuan** |
|---|---|---|---|
| **Climate/Terrain:** | Any | Any (prefers jungles) | Any nonarctic land |
| **Frequency:** | Rare | Very rare | Very rare |
| **Organization:** | Solitary | Solitary | Nest |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Low (5-7) | Avg. (8-10) | Low (5-7) |
| **Treasure:** | E | Nil | C |
| **Alignment:** | Neutral | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1-4 | 1 | 1-6 |
| **Armor Class:** | 7 | 3 | 4 |
| **Movement:** | 6, Wb 15 | 6, Wb 8, Cl 8 | 9, Wb 12 |
| **Hit Dice:** | 5+5 | 5+5 | 7+7 or 8+8 |
| **THAC0:** | 15 | 15 | 7+7 HD: 13<br>8+8 HD: 11 |
| **No. of Attacks:** | 1 | 2 | 1 |
| **Damage/Attack:** | 1-6 | 2-8 (bite)/2-12 per leg | 2-12 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | Phasing | Nil | See below |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | H (14' diameter) | H (12' diameter) | G (10' long, 20' diameter) |
| **Morale:** | Champion (15) | Elite (13) | Elite (14) |
| **XP Value:** | 1,400 | 2,000 | 7+7 HD: 1,400<br>8+8 HD: 3,000 |

Spiders are aggressive predators, dwelling both above and below ground. Most listed here are poisonous and bite prey first, because unconscious victims are easier to carry to a lair.
Spiders have eight legs and eight eyes. They usually fit into two categories: web-spinners, which have bulbous abdomens and thin, sleek legs; and hunting spiders, which have smaller bodies, larger heads and fangs, and hairy bodies and legs.

### Hairy Spider

These are the vicious, black, hunting spiders that are found in jungles, tombs, caverns, and throughout the Underdark. Though spin no webs, they can move readily in the webs of other spiders, and they are immune to all known spider venoms.
Hairy spiders hunt in groups, swarming over victims to bite. Up to 40 hairy spiders can swarm a human-sized victim, and bite with a +5 bonus to attack rolls once they are attached. Hairy spiders are remarkably resistant to crushing damage; rolling or crashing into walls is ineffective at removing or destroying hairy spiders. They must be individually struck or torn away.
Hairy spiders are sometimes used as familiars, especially by drow wizards. They can carry small items and walk on walls and ceilings; they have 60-foot infravision and are not afraid of fire. Some (40%) of these spiders can *detect invisibility*; they have a 4 in 6 chance, once per round. These familiars are sometimes given treasure by their masters.
Victims receive a +2 bonus to saving throws vs. the hairy spiders' weak poison. If the saving throw fails, the victim's AC and attack rolls are penalized by 1, and Dexterity is penalized by -3 with respect to Dexterity checks. These effects begin one round after the bite and last for 1d4+1 rounds.

### Large Spider

Large spiders are web-spinners that build strong, sticky webs, and often lurk nearby waiting for victims to get stuck while examining the beautiful constructions of their own spinning. A being with Strength 19 or more is unaffected by the webs. For each point of Strength less than 19, it takes one round to break free of the webs (for example, a PC with Strength 15 can break free in four rounds). As many spiders as possible will attack the defenseless victim during its struggle to free itself. Entangled characters can be attacked with a +4 bonus to hit, and lose all Armor Class adjustments due to Dexterity.
The large spider's poison is Type A, the onset time is 15 minutes. Victims take 15 points of damage, or no damage if a saving throw vs. poison (with a +2 to the roll) is successful.

### Huge Spider

Huge spiders are hunting spiders that prefer to hide in camouflaged tunnels and holes and wait to leap as much as 30 feet through the air at unsuspecting victims. Their opponents suffer a -6 to surprise rolls when attacked in this manner.
Huge spiders also posses Type A poison, with the same effects as that of a large spider. Victims receive a +1 to saving throws vs. the poison of the huge spider.
The **watch spider** is a specially bred, huge spider used as a guard animal in cellars, warehouses, and some drow homes. It has Low Intelligence (5-7) and can be trained to obey a master, not attack beings designated by the master, and to disable spellcasters. Their venom has an onset time of 1-2 rounds and causes paralysis for 2d4 turns, unless the victim makes a successful saving throw vs. poison (with a +1 on the roll). If starved for long periods, they often eat paralyzed prey.

## Giant Spider

Most giant spiders are simply much bigger versions of the web-spinning large spiders. Their poison is Type F, which causes immediate death if the victim fails the saving throw.

The **giant water spider** is a small version (8-foot diameter, 3+3 HD) of the giant spider. It lives in a burrow in a body of fresh water, and fills its burrow with bubbles of air. These spiders drag prey underwater to their lairs, where they can safely wrap it in cocoons for later repasts. It is faster than a normal giant spider (movement rate 15), but cannot travel through webs. It is only semi-intelligent (2-4) and has treasure as a huge spider; its bite causes only 1d4 damage plus poison.

The **flying spider,** sometimes just called a hunting spider, is a giant, winged, hunting spider. They are sometimes trained as guard animals, especially by the drow. They are 10 feet in diameter and have 3+3 Hit Dice. Its normal movement rate is 9, and its great gossamer wings allow it to fly at the same rate (MC: D). These spiders can also leap up to 70 feet, and fall any distance without harm upon landing, as long as they use their wings. Hunting spiders have Type A poison, just as a large spider, with the same damage and saving throw adjustment.

The **giant trapdoor spider** is a hunting spider which builds tunnels and surprises prey like a huge spider; it is brown or golden, with red strips around its legs. On a successful attack roll, the spider can grab a victim and attempt to drag it into its lair. A victim can get free by making a successful Strength check, with a -2 penalty, or be freed by companions, if their Strength totals 20 or more. The victim can make no attacks.

A giant trapdoor spider has 4+4 Hit Dice and causes 2d4 damage per bite. Its poison causes an additional 1d6 points of damage if the victim fails a saving throw vs. poison. Though it does not build webs, it can travel through webs of other spiders, and it can shoot web strands up to 3 feet. The web strands require normal attack rolls to hit; they cause no damage, but entangle a victim for 1d4 rounds.

The **steeder** is a giant hunting spider with tarantula markings, 4+4 Hit Dice, and a movement rate of 12. It does not spin webs and cannot move in them, but its feet exude a sticky substance which allows it to cling to precarious surfaces, even if only one foot is touching the surface. The steeder also uses the secretions (50% of the time) to cling to prey; this requires an attack roll from the steeder, against AC 10 for the victim, adjusted only for magic and Dexterity. A victim can escape by making a successful Strength or Dexterity roll with a -10 penalty. While held, the victim suffers a -2 penalty to attack and damage rolls and is automatically bitten once per round.

Duergar dwarves use steeders as mounts, fitting the spiders with complex saddles and control straps. A steeder can leap 240 feet, even with a rider. Leaps are considered charging attacks. A steeder moves on walls and ceilings at half its normal rate; duergar saddles are built for this kind of motion.

## Phase Spider

Phase spiders are web-spinners with a raised thorax and a human-like head; they are often confused with neogi or driders. They have a unique ability to phase in and out of the Prime material plane. They phase in, attack, and phase out, all in a single round. This gives them a -3 modifier on initiative rolls; if a phase spider wins initiative by more than 4, it attacks and phases out before its opponent has a chance to strike back. Then too, a phase spider usually phases into existence behind its chosen victim, so they get a +4 modifier for attacking from behind. Phase spiders flee to the Ethereal plane when outmatched; there, they gain only a -1 modifier to initiative and can be attacked every round, regardless of the initiative result. Phase spiders have Type F poison, and victims receive a -2 penalty on saving throws against it.

## Sword Spider

This giant hunting spider is native to jungles, but has been introduced into the Underdark by drow traders. It has a sleek, hairy, black body with brown stripes. Its legs have bony plates with sharp, raised ridges that cut like sword blades.
Against formidable prey, a sword spider leaps horizontally as far as 30 feet, and lands legs forward, impaling its prey. Only one attack roll is made for the creature. If the attack is successful, the victim is struck by a number of legs based on its size: size S, three legs; size M, four legs; size L, five legs; size H, six legs; size G, all eight legs. If the spider's leap is greater than 20 feet, each leg receives a +1 bonus to damage. Any upward attack against the leaping spider receives a -4 to the attack roll, due to the impaling blades which protect the spider.

### Gargantuan Spider

The gargantuan spider, also called a whisper spider, is a hunting spider with red eyes, a black body, and two gray stripes along its abdomen. They usually live in huge webs in a forest or a cave, keeping treasure from prey in a small hole, or in the bole of a tree. The whisper spider has 8+8 Hit Dice. It can flatten itself to become 80% undetectable; it is so silent that opponents suffer a -5 penalty to surprise rolls. Using its webbing, it can make a false spider, a flapping banner, a filmy veil, or any shape it has ever seen; it uses these to mislead prey. The spider can make a web net to trap prey, or it can shoot web strands up to 2 feet to bind a foe. Either attack treats the spider's opponent as AC 10 and prevents the spider from making a melee attack that round. A victim caught by webbing is treated as if caught in a *web* spell. When bitten, a victim must make a successful saving throw vs. poison, with a penalty of -2, or fall into a coma for 2d4 turns.
**Giant marine spiders** are gargantuan spiders with 7+7 Hit Dice, which live in burrows near bodies of saltwater. Like their freshwater cousins, they carry prey to their lairs; though they collect no treasure, their lairs may contain incidental items from victims. They have type F poison, and do not share the whisper spider's special abilities.

# Sprite

| | Sprite | Sea Sprite | Pixie |
|---|---|---|---|
| **Climate/Terrain:** | Meadows and woods | Tropical coral reefs | Temperate forests |
| **Frequency:** | Rare | Rare | Very rare |
| **Organization:** | Tribe | Community | Community |
| **Activity Cycle:** | Day | Day | Night |
| **Diet:** | Omnivore | Omnivore | Herbivore |
| **Intelligence:** | Very (11-12) | Very (11-12) | Exceptional (15-16) |
| **Treasure:** | C | (D) | R, S, T, X |
| **Alignment:** | Neutral (good) | Chaotic neutral | Neutral |
| **No. Appearing:** | 10-100 | 5-40 (5d8) | 5-20 |
| **Armor Class:** | 6 | 6 | 5 |
| **Movement:** | 9, Fl 18 (B) | 6, Sw 24 | 6, Fl 12 (B) |
| **Hit Dice:** | 1 | 1 | ½ |
| **THAC0:** | 19 | 19 | 20 |
| **No. of Attacks:** | 1 | 1 | 1 |

| | | | |
|---|---|---|---|
| **Damage/Attack:** | By weapon | By weapon | By weapon |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | 25% |
| **Size:** | S (2' tall) | T (2' tall) | S (2 ½' tall) |
| **Morale:** | Steady (11-12) | Elite (13-14) | Steady (11) |
| **XP Value:** | 270 | 270 | 650 |
| | **Nixie** | **Atomie** | **Grig** |
| **Climate/Terrain:** | Temperate lakes | Temperate forests | Temperate forests |
| **Frequency:** | Rare | Rare | Very rare |
| **Organization:** | Tribe | Tribe | Band |
| **Activity Cycle:** | Day | Night | Night |
| **Diet:** | Fish | Herbivore | Herbivore |
| **Intelligence:** | Very (12) | Average to very (8-12) | Low to average (5-10) |
| **Treasure:** | Q (C) | M (X) | M (X, Y) |
| **Alignment:** | Neutral | Chaotic neutral | Neutral (good) |
| **No. Appearing:** | 20-80 (2d4x10) | 30-120 (3d4x10) | 2-12 |
| **Armor Class:** | 7 | 4 | 2 |
| **Movement:** | 6, Sw (12) | 12, Fl 24 (A) | 6, leap 12 |
| **Hit Dice:** | ½ | ½ | ½ +1 |
| **THAC0:** | 20 | 18 (see below) | 20 |
| **No. of Attacks:** | 1 | 2 | 3 (darts) or 2 (swords) |
| **Damage/Attack:** | By weapon | By weapon | By weapon |
| **Special Attacks:** | Charm | See below | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | 25% | 20% | 30% |
| **Size:** | S (4' tall) | T (1' tall) | T (1 ½' tall) |
| **Morale:** | Average (8-10) | Steady (11-12) | Steady (11-12) |
| **XP Value:** | 270 | 270 | 270 |

Sprites are shy and reclusive faerie people, related to other faerie-folk, like brownies and leprechauns. There are several varieties, including pixies and nixies. Most have small, semitransparent wings, and elven features. Normal sprites have distinctly elven features and live in meadows and wooded glens. The wingless sea sprites make their homes on colorful coral reefs, living in harmony with the sea creatures, protecting the reefs' delicate environment, and frolicking in the waves. The naturally invisible pixies are perhaps the most intelligent and mischievous of the faeries; they dwell in idyllic woodlands and delight in harassing travelers with their pranks. Nixies are water sprites that live in freshwater lakes, and, while they harbor no grudges against humankind, they delight in enslaving men as their beasts of burden. Other sylvan creatures related to sprites include the swift atomies and the mischievous grigs, both forest-dwellers.

**Combat:** Sprites hate evil and ugliness, and are capable of stout militancy, should their secluded homes be invaded by orcs or worse. They fight with long, slim swords which do damage as a human-sized dagger, or their own special bows. Bows have a range half that of a human short bow and do only half as much damage (1-3 points). The tips of their arrows are coated with a special ointment concocted by the sprites. Any creature struck by the drugged arrows, regardless of level, race, or magic resistance, must make a saving throw vs. poison or fall into a deep sleep lasting 1d6 hours. Normally sprites do nothing more than take their victims to safe a place very far away (often confiscating their weapons in the process), though evil creatures may be slain.

**Habitat/Society:** Sprites prefer to avoid other intelligent beings and live in places where they can have many celebrations, parties, and gatherings. They gather on most moonlit nights for singing and dancing, land sprites in the glens, and water sprites in the surf. Land sprites live in sylvan woodlands, they monitor and protect forests and secluded glens. Water sprites protect their watery territories equally well.
Most land-dwelling species of sprite are immortal, and never die unless killed. The sprites' diminutive size and their dangerous environments keep sprite populations low.

### Sprite (standard)

Sprites usually speak only their own language, common, and elven, but seem to get along with woodland mammals and other creatures anyway. Humans often mistake sprites for butterflies at a distance, and it is guessed that the majority of forest creatures also think of the fair sprites in this way.

**Combat:** Sprites can become *invisible at will* and *detect good/evil* within 50 yards, so they are hard to deceive, evade, or capture. When invisible, sprites get +2 to attack rolls against opponents, who suffer a -4 penalty to hit the sprites.

**Habitat/Society:** Sprites are very flighty, and find even elves much too serious about most woodland affairs. Only druids deal with sprites regularly. Some druids even receive a little of their training in the company of a few sprites. Most sprites love druids, for their neutral alignment and love for nature make them see the forest in much the same way. On rare occasions, sprites associate with rangers as well.
Sprites are loosely tribal, electing the best warrior among the group (male or female) as the group spokesperson. This leader is recognized as the one who makes major decisions and bargains with druids and elves. Sprites rarely wait for their leader's decision, often attacking an evil creature before the leader can issue any command.

**Ecology:** Sprite sleep ointment is concocted from forest mushrooms. The ointment must be left to cure in the sun for seven days. Sprites hollow out tree stumps to serve as containers for this rare substance.
Sprites keep watch on their fellow sprites, so they know who to invite to their frequent gatherings. A deserted meadow or glen is never empty for more than a decade before a new clan of sprites moves in.

### Sea Sprites

Sea sprites have fine, cheerful faces, with rounded cheeks and wide, fish-like eyes. Their hair is the color and texture of seaweed, and reaches down to the gills on their necks, which enable sea sprites to breathe water as well as air. Their skin is light blue, smooth, and slick. Sea sprites have no wings, but webbing grows between their toes and fingers. Sea sprites wear bright, eelskin jerkins, and often adorn themselves with ornaments crafted from treasures found in the ocean.

**Combat:** About half of the sea sprites encountered carry special crossbows. In the hands of sea sprites, these

crossbows function like light crossbows above and below water. Sea sprites coat their crossbow bolts in *sprite sleep ointment*.
Sea sprites hate and fear sahuagin, and kill those they put to sleep. Air breathers are left on a nearby beach provided they have neither harmed nor attempted to harm the coral reef.
Sea sprites can turn *invisible at will* and *detect good/evil* within 50 yards. Three times per day, a sea sprite may cast *slow,* by touch, at the 5th level of ability. Once per day, a sea sprite can cast *airy water* as a 10th-level spellcaster.
Sea sprites are 45% likely to be accompanied by ld6 large carnivorous fish, such as barracudas. These fish act as guards and pets, attacking any creature that threatens the sprites.

**Habitat/Society:** Sea sprites live in natural caves in coral reefs, or amid large wrecks. Though sea sprites can breathe air, they rarely set foot on land. Their homes are cheerfully decorated with a mishmash of seashells, bones, pearls, free-swimming and colorful pet fish, and artifacts taken from sunken ships. Sea sprites live in small communities of four or five families.While each community is led by the eldest male, the true power often rests in the hands of his mate.

**Ecology:** Sea sprites eat seaweeds, small crustaceans, and fish. They raise fish and never deplete the reefs where they live. The only natural enemies of sea sprites are sahuagin. Sea sprites usually live for several centuries. They sometimes trade with sea elves but never mix socially with them.

**Pixie**
Pixies stand about 2 ½ feet tall. When visible, they resemble small elves, but with longer ears. Pixies have two silver wings, like those of moths. They wear bright clothing, often with a cap and a pair of shoes with curled and pointed toes. Pixies speak their own language, Common, and the language of sprites.

**Combat:** Pixies carry sprite-sized swords and bows. They use three types of arrows, and shoot them with a +4 bonus to the attack roll. Besides standard sprite sleep-arrows, pixies use a war arrow, which inflicts ld4+1 points of damage, and an arrow which does no physical harm to the target. Those hit by this arrow must make a successful saving throw vs. spell, or suffer complete loss of memory which can be restored only by a *heal* or a *limited wish.*
Pixies can, once per day, use each of the following magical powers, as if they were 8th-level mages: *polymorph self, know alignment, dispel magic, dancing lights,* and *ESP.* They can also do the following once per day: become visible for as long as they desire; create illusions with both audial and visual components; and cause *confusion* by touch. Their illusions require no concentration and last until magically dispelled. A creature attacked with *confusion* must make a successful saving throw vs. spell, or suffer its effects until a *remove curse* is applied. One pixie in 10 can use *Otto's irresistible dance,* also once per day.
Because pixies are normally invisible, opponents suffer a -4 penalty to attack rolls. A successful *dispel magic* against 8th-level magic makes any pixies, in its area of effect, visible for one round, then they automatically become invisible again. They attack while invisible without penalty.

**Habitat/Society:** Pixies live in deep forest caves, dancing in moonlit glades to the music of crickets and frogs. They are pranksters and they love to lead travelers astray. They use their illusion powers to accomplish this, hence the expression ``pixie-led'' for one who has lost his way. They like to frighten maidens, rap on walls, blow out candles, and play in water.
Pixies love to trick misers into giving away their treasure, especially by convincing them that something horrible will happen to them if they do not. Pixies carry no treasure, but sometimes have a hoard in their lair to impress visitors. Pixies use treasure to taunt greedy people, and then play merciless pranks on them until

they abandon their search for the pixies' fortune. If the victim shows no greed and exhibits a good sense of humor about their pranks, the pixies may allow that individual to choose one item from their hoard.
Pixies dwell together in a community of clans or families that seem to mimic human customs. Each family has a last name, and family and community loyalty is very important to pixies. Their life span is about 300 years.

**Ecology:** Pixies eat fruits and nectar. The most famous by-product of pixies is pixie dust, also known as *dust of disappearance.* Crushing 50 pixie wings into a fine powder creates one dose of *dust of disappearance.* Naturally, pixies frown on this use of their wings.

### Nixie

Nixies have webbed fingers and toes, pointed ears, and wide silver eyes. Most are slim and comely, and they have lightly scaled, pale green skin and dark green hair. Females are attractive, often twining shells and pearl strings in their thick hair, and they modestly dress in tight-fitting wraps woven from colorful seaweeds. Males wear loincloths of the same materials. Nixies can breathe both water and air; travel on land is possible, but they prefer not to leave their lakes. Nixies speak their own language and the Common tongue.

**Combat:** If one or more humans approach within 30 feet of a group of nixies, the nixies pool their magic to create a powerful *charm* spell, one such spell per every 10 nixies. The victim must make a saving throw vs. spell at -2 on the die roll. Before a charmed humans enters the water, there is a 75 % chance that a *dispel magic* will break the charm. Once the victim is in the water, the chance of dispelling the magic drops to 10%. Nixies keep each charmed slave for one full year, forcing him to do all their heavy labor, but thereafter the charm wears off and the victim is set free. During this enslavement, the nixies keep a *water breathing* spell on the human captive. Nixies can cast this spell on any creature, or dispel it, once per day; the spell's duration is one day.
Male nixies carry daggers and javelins. The javelins are used to spear things in the water, or can be thrown. A group of 10 nixies can use a large fishing net against adversaries who are in the water with them. Nixies make one net attack against AC 10 to ensnare a single man-sized creature, -2 AC for each additional victim, up to five total victims (and AC 0). Nixies sometimes employ guardian fish in battle.
Even with 25% magic resistance, nixies fear fire and very bright lights, so a *flaming sword* or a *light* spell keeps them at bay. Nixies try to negate a *continual light* spell by summoning small fish to crowd around the light and dim it.

**Habitat/Society:** Nixie dwellings are woven from living seaweed and difficult to detect (5% chance within 20 feet, impossible from farther away). Nixies keep giant fish as guards, either 1-2 gar (20%) or 2-5 pike (80%); these are taught to obey simple commands. Small bright, ornamental fish are kept as pets and trained to perform elaborate tricks. Trout, bass, and catfish are herded as food. Nixies can also summon 10-100 small fish, which takes 1-3 rounds.
Nixie tribes have 20-80 members, about one third are youth. Families have 4-8 members, and the tribe usually includes 10-15 families, all related through common ancestors. A nixie tribe controls an area with a radius of 3-5 miles; when a tribe gets too large, 2-3 families split off to form a new tribe. Nixies live for several centuries.
Nixie tribes are ruled by the Acquar (water mother), a hereditary position held by a direct descendant of the original founding ancestor. She decides major disputes and chooses the most apt warrior to be the S'oquar, the warlord responsible for hunting and defense. The Acquar is advised by a council of elders, whose spokesperson is called the L'uquar, the keeper of the tribe's oral history. Treasures, whether the spoils of war or the results of work or luck, are divided equally by the Acquar. Intertribal rivalries are often fierce, and

females are sometimes kidnapped as brides, for nixies are polygamists, keeping 2-3 wives. Nixies worship water and nature powers.

**Ecology:** Lakes with nixie tribes are kept clean and well stocked; often, human slaves work to improve the environment through the removal of trash and obstructions. Nixie artifacts include jewelry of shells, pearls and opals, silk from water spiders, and *potions of water breathing.*

## Atomie

Atomies avoid most serious-minded creatures, but mix freely with grigs, and are 20% likely to be found in their company. The lightest and quickest of all the sprites, atomies are less than 1-foot tall. Atomies have four dragonfly-like wings. Their features are elven, their skin is pale with a hint of woodland green. Atomie clothing is innately magical, bright and festive while at the same time blending with woodland surroundings. Atomies have twice the hearing range of humans, and they have infravision to 90 feet. Their voices are high-pitched, almost a bee-like buzz. Atomies speak their own language and often the languages of sprites, pixies, and some broken Common. They can also speak with plants and animals.

**Combat:** Atomies attack as 3rd-level fighters. About 20% of atomies carry tiny crossbows and spears. Atomie crossbows have a 3-foot range and inflict 1d3 points of damage. Atomie spears cause 1d4 points of damage. The remaining atomies are armed with either spears (40%) or sprite swords (40%). Atomies have the following magical abilities, usable once per round at 5th-level ability: *blink, invisibility, pass plant, speak with animals,* and *summon insects.*

Atomies are surprised only on a 1; opponents suffer a -6 penalty to surprise rolls. Upon hearing an intruder, atomies hide and try to make the intruder go away, using false lights, clattering voices, and pesky, summoned insects. Repeat intruders are warned with crossbow bolts. If combat is inevitable, or the intruders are orcs, the atomies regroup and attack. Atomies with spears fly in and dive on surprised opponents (usually aiming at their posteriors). Diving attacks inflict double damage (2d4).

**Habitat/Society:** Atomies live in the upper branches of old hardwood trees (usually oaks), one family per tree. Each family hollows out a series of tiny rooms, decorating with walnut chairs, woven pine needle rugs, acorn dishes, and the like. A network of balconies, landings, and rope bridges connects the dwellings, forming a village high above the forest floor. A typical atomie village houses 3d4x10 adults and 4d6 children.

Atomies seldom bother with outsiders, even standard sprites (whom they view as tedious and too serious), but they will sometimes help a lost child. A rescued child is well cared for and entertained before being returned to the outside world.

The concept of pets is unknown, but atomies often grow mushroom ``friends'' in their living rooms.

Atomies have loose leadership, choosing a chieftain based on storytelling and singing ability.

**Ecology:** Atomies are herbivores and find the eating habits of their cousins repulsive. They favor nuts above fruit, and prefer honey when they can trick bees into giving them some.

Atomies make a perfect, bite-sized morsels for most creatures, and sometimes fall prey to evil animals, such as worgs.

Atomies view magic as a force connected with life and are fascinated by inanimate magical items. Atomies collect magical items and display them in their homes or communities. Non-magical treasures are considered clutter and are either thrown away or given to forest creatures who value such things.

## Grigs

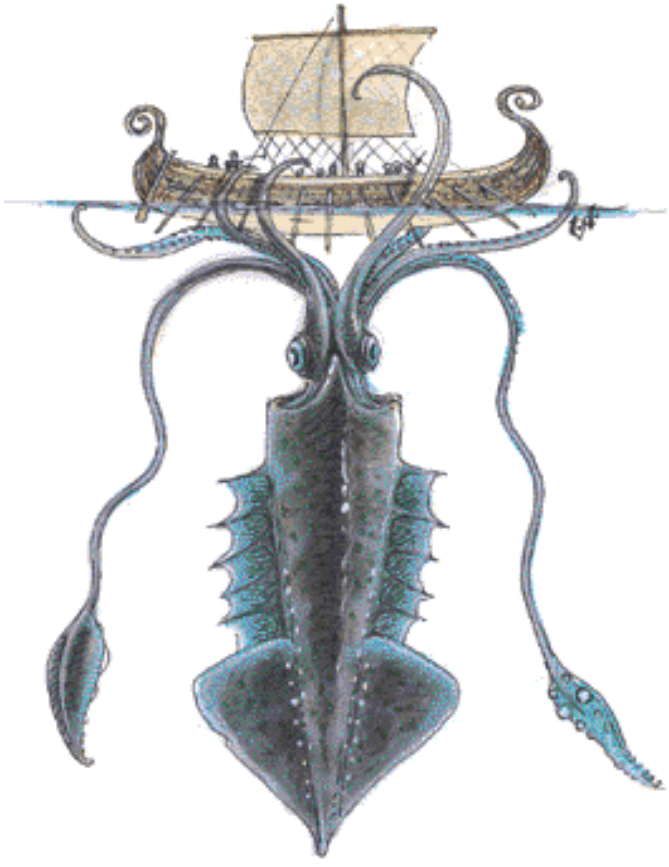
Grigs are mischievous and lighthearted. They have no fear of big people and take great joy in playing tricks upon them.
A grig has the head, torso, and arms of a sprite, with the wings, antennae, and legs of a cricket. They can leap great distances. Grigs have light blue skin, forest green hair, and brown hairy legs. They usually wear tunics or brightly colored vests with buttons made from tiny gems. Grigs speak atomie, brownie, pixie, sprite, and Common. They have double normal hearing range and 180-foot infravision. The origin of the grigs remains a mystery.

**Combat:** Fierce (by sprite standards), each grig carries six small darts and a sprite sword. Grigs gain a +2 bonus to attack rolls with darts. Darts and swords do normal damage when used by grigs, but only 1 point of damage when used by non-grigs.
Grigs have the following spell-like abilities, usable once per round at 6th-level ability: *change self, entangle, invisibility, pyrotechnics, trip,* and *ventriloquism.* Grigs move silently in woodlands; they are surprised only on a 1, while opponents suffer a -6 penalty to surprise rolls. Some grigs throw darts, while others leap to attack, and one grig fiddler (grigs never go anywhere without a fiddle), plays a song with the same effect as *Otto's irresistible dance.* All non-sprites within 30 feet of the fiddler must make a successful saving throw vs. spell or dance until the grig ceases playing. Grigs can play for hours.

**Habitat/Society:** Grigs roam the forests in small bands. They have no permanent homes but often sleep in the limbs of treants, or near unicorns (who protect grigs even unto death).
Grigs are cautious but trusting. They delight in playing pranks on big people. Common ploys include stealing food, collapsing a tent, and using *ventriloquism* to make objects talk. Once a prank is set, the grigs sit back and watch, laughing at the unfortunate person. People who make fools of themselves are apt to be plagued by harmless jokes until they reach the forest edge. At that point, one of the grigs comes out of hiding and makes amends with a gift, either a harmless bauble such as a 1d6x100 gp gem (25%) or a precious jar of really fresh honey (75%).

# Squid, Giant

| | Squid, giant | Kraken |
|---|---|---|
| **Climate/Terrain:** | Any deep waters | Very deep oceans |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Non- (0) | Genius+ (19-20+) |
| **Treasure:** | A | G, R, S (+A) |
| **Alignment:** | Neutral | Neutral evil |
| **No. Appearing:** | 1 | 1 |
| **Armor Class:** | 7/3 | 5/0 |
| **Movement:** | Sw 3, Jet 18 | Sw 3, Jet 21 |
| **Hit Dice:** | 12 | 20 |
| **THAC0:** | 9 | 1 |
| **No. of Attacks:** | 9 | 9 |
| **Damage/Attack:** | 1-6 (x8)/5-20 | 3-18(x2)/2-12(x6)/7-28 |
| **Special Attacks:** | Constriction | See below |
| **Special Defenses:** | See below | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | G (60'+ long) | G (90'+ long) |
| **Morale:** | Elite (13) | Fanatic (18) |
| **XP Value:** | 5,000 | 14,000 |



Giant squids are huge varieties of the normal, peaceful, tentacled cephalopods (unshelled invertebrates). They have ten long tentacles, two of which are always used to maintain stability when attacking or defending, and long, protected heads with two eyes. Their beak-like mouths are located where the tentacles meet the lower portion of their bodies.

**Combat:** Giant squids prefer to grab their opponents in their tentacles and constrict them, while they bring the

thrashing victims into their huge jaws. As many as eight tentacles can attack one opponent, but only one at a time can constrict a man-sized opponent (the rest are free to attack anything else within reach). The rubbery tentacles are so strong they cannot be broken by force and must be severed. A giant squid's tentacles hit for 1d6 points of damage and constrict for 2d6 points of damage every round after the initial strike. The beak of a giant squid inflicts 5d4 points of damage.
Any character who is constricted may have one arm (01-25% left, or 26-50% right), no arms (51-75%), or both arms (76-100%) pinned. A constricted character cannot cast any spells, but he can grab a weapon and attack the tentacle (if only one arm is free, he attacks with a -3 penalty to the attack roll; if both arms are free, the penalty is -1). A giant squid's tentacle requires 12 points of damage from sharp or edged weapons to sever (these hit points are in addition to the hit points from Hit Dice).
If a giant squid has four or more tentacles severed, the monster is 80% likely to squirt out a cloud of jet-black ink 60 feet high by 60 feet wide and 80 feet long. The squid then jets away and retreats to its lair. The ink completely obscures the vision of all within the cloud.
A giant squid can drag ships of small size to the bottom and can halt the movement of larger ones in one turn of dragging. After six or more tentacles have squeezed the hull of the ship for three consecutive rounds, the vessel suffers damage as if it had been rammed and it begins to take on water and sink.

### Kraken

A kraken is a rare form of gargantuan squid. It is one of the most deadly monsters in existence.

**Combat:** Krakens attack as huge varieties of giant squid. Two of their tentacles are barbed and cause 3d6 points of damage when they hit. They then try to drag prey toward their gaping maws for a bite of 7d4 points of damage. The other six free tentacles inflict 2d6 points of damage when they hit and constrict for 3d6 points each round thereafter. A kraken's tentacle must suffer 18 points of damage from sharp or edged weapons to be severed (these hit points are in addition to those the kraken gets from its Hit Dice).
If three of more of its tentacles have been severed, the monster is 80% likely to retreat, leaving behind a cloud of ink to discourage pursuit. The kraken is 50% likely to retreat to its den if four or more of its tentacles have victims. It leaves behind an ink cloud in this case also. The ink cloud of a kraken is 80 feet high by 80 feet wide by 120 feet long and is poisonous (it dissipates in 2-5 rounds). Those within the cloud receive 2d4 points of damage every round they remain. Krakens jet away to their lairs at a movement rate 21.
Krakens can drag ships of 60 feet long down in the same way as normal giant squids attack. They have the innate power to cause airy water in a sphere 120 yards across or in a hemisphere 240 yards across (they can do this continuously). They can employ the following spell-like powers, one at a time, at will: *faerie fire* for up to eight hours, *control temperature* in a 40-yard radius continuously, *control winds* once per day, *weather summoning* once per day, and *animal summoning III* (fish only) three times per day (note that this spell does not grant control of the fish once summoned).
Krakens are not affected by the conch horns of tritons.

**Habitat/Society:** Krakens have Intelligences of genius or higher and often control entire regions of the underwater world. Their lairs lie thousands of feet below the surface and they maintain huge complexes of caverns where they keep and breed human slaves to serve and feed them.

**Ecology:** Krakens can breathe either air or water and are aggressive hunters. Many tropical islands have been completely stripped of all inhabitants (animal and human) by krakens.
It is said that krakens retreated to the depths when the forces of good thwarted their attempt to rule the seas, but it is also said that in the future krakens will rise again.

# Stirge

| | |
|---|---|
| **Climate/Terrain:** | Forests or subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Clusters |
| **Activity Cycle:** | Night |
| **Diet:** | Blood |
| **Intelligence:** | Animal (1) |
| **Treasure:** | D |
| **Alignment:** | Nil |
| **No. Appearing:** | 3-30 |
| **Armor Class:** | 8 |
| **Movement:** | 3, Fl 18 (C) |
| **Hit Dice:** | 1+1 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-3 |
| **Special Attacks:** | Blood drain |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | S (2' wingspan) |
| **Morale:** | Average (8) |
| **XP Value:** | 175 |

Stirges are bird-like creatures that drink the blood of their victims for sustenance. They have four small, pincer-like legs that they use to clamp onto the necks of their victims. They are rusty-red to reddish brown in color, and their eyes and feet are yellowish. The dangling proboscises of stirges are pink at the tip, fading to gray at the base (near their heads).

**Combat:** Due to an instinctive ability to find and attack weak points, stirges attack as 4-Hit Die creatures, rather than 1+1. Their long proboscis inflicts 1-3 points of damage when it hits, and drains 1d4 points of blood every round thereafter. When a stirge drains a total of 12 points of blood from a victim, it becomes bloated and flies off to digest its protein-rich meal.
Stirges must be killed to be removed, due to their strong grip. If an attack against an attached stirge

misses, make another attack roll against the victim's Armor Class to see if the attack hits the victim instead. Caution is advisable when attempting to remove an attached stirge.

**Habitat/Society:** Stirges form nest-like colonies in attics, dungeons, and copses of trees. Although they resemble birds, they hang upside down when sleeping, indicating that stirges may be closely related to vampire bats.
Stirges can breed in captivity, but a constant supply of blood is needed. Stirges mostly kill low-level humans, animals and children, so the arrival of these predators in any civilized territory is always a cause for alarm. Fortunately, even a low-level group of adventurers or town militia is usually capable of ending the menace with little or no loss of life.

**Ecology:** Stirges have an acute sense of smell, can see in the dark, and can sense heat sources within 200 feet. These senses keep stirges informed when living creatures enter their habitat. Creatures with a natural AC of 3 or better are usually immune to a stirge's blood draining attack, since their hides are too thick to penetrate. As a consequence, huge nests of stirges live symbiotically with some evil dragons. Characters who protect their entire bodies with special leather or better armor (this special armor costs two to three times more than normal armor) can safely approach a stirge. Even the slightest gap in the protection is seen and smelled by the creature, and a successful attack roll means the creature has broken through the weakness and locked on.
After a stirge has gorged itself by draining blood, it sleeps for one day, plus one day for every 2 points of blood it drank (the maximum sleep period is after drinking 12 points of blood -- seven days). During this period of rest, silent attackers can impose a -2 penalty to the stirges' surprise roll, as the beasts wake slowly and remain drowsy for a few moments. They are most vulnerable at this time. While certain species of stirges prefer to dine on human blood, most are content with any large mammal, like cows, moose, and deer. Experienced druids and rangers usually recognize the traces of a stirge colony by the occurrences of mysteriously drained and dead animals in the vicinity.
A stirge colony's territory extends for only a mile in diameter, so stirges move around a lot after they've drained a region of the available blood. Often, the presence of stirges is only discovered long after the colony has departed, making it very difficult to track them.

### Jungle Stirges

There are rumored to be exceptionally large varieties of stirges deep in the densest tropical jungles. Though they are only 2+2 Hit Die creatures, they attack as 8 Hit Die monsters. Purportedly, they have a paralyzing poison in the tips of their sharp snouts that is highly prized by local tribesmen. Jungle stirges have been known to mingle with giant vampire bats. None of these larger versions have ever been captured or examined by sages, so nothing else is known about their strengths or weaknesses. What little of them is known came from the cannibals and head hunters of the jungle regions.

# Su-Monster

| | |
|---|---|
| **Climate/Terrain:** | Dark areas/Wilderness and subterranean |
| **Frequency:** | Uncommon |
| **Organization:** | Family/clan |
| **Activity Cycle:** | Dawn and Sunset |
| **Diet:** | Omnivorous |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | C, Y |
| **Alignment:** | Chaotic (evil) |
| **No. Appearing:** | 1d12 |
| **Armor Class:** | 6 |
| **Movement:** | 9 |
| **Hit Dice:** | 5+5 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 5 |
| **Damage/Attack:** | 1d4/1d4/1d4/1d4/2d4 |
| **Special Attacks:** | Psionic, ambush |
| **Special Defenses:** | Psionic |
| **Magic Resistance:** | Nil |
| **Size:** | M (large ape) |
| **Morale:** | Average (8-10) |
| **XP Value:** | 650 |

Su-monsters look like big gray monkeys, 4 to 5 feet tall. They have large bones and muscular limbs, but they always appear a bit underfed, because their ribs and vertebrae show prominently. Their long, prehensile tails can easily support their weight. Their hands and feet are virtually alike, each having three long, thick fingers and an opposable thumb, all equipped with claws. Like the tail, their hands and feet are very strong, allowing them to hang by one limb for several hours. Short, dirty gray fur covers most of their body. Their face and tail are black, while their paws are always bloody red (making them look like they just finished killing something, which is the case more often than not). They frequently grin, but this is usually a sharp-toothed threat rather than a gesture of friendliness.

**Combat:** Su-monsters attack with all four legs when possible, raking their extremely sharp nails across their victim. They can also deliver a powerful bite with their canine-like mouth. These creatures like to hunt in small packs (1d12 members). Their favorite hunting grounds are well-traveled trails through the jungle/forest. They search for a sturdy branch overhanging a trail, and perch in the trees, waiting patiently. When a victim passes beneath them, they an swing down, using their tails as anchors. This way they can attack with all four claws plus the bite. Victims of this kind of ambush suffer a -4 penalty to their surprise rolls.
What really makes these beasts ferocious is their tribal protectiveness. Half the time (50% chance), the entire family takes part in the hunt: male, female, and two young. If the young are attacked or threatened, the females fight as if under a *haste* spell (i.e., double movement and number of attacks). Likewise, if the they females are attacked, the males appear to fight with *haste*. A surge of adrenaline accounts for this ferocity. Females can maintain the effect for up to 6 turns (an hour), and males can maintain it for up to 4 turns. Psionically these creatures can be deadly. They know three attack modes. They are also impervious to telepathic attacks. When su-monsters are using enhancement, they can attack both psionically and physically if they choose (instead of a double attack rate).

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Score | PSPs |
|---|---|---|---|---|
| 2 | 3/1/3(2/5) | PsC,MT,PB/Nil | = Int | 120 |

Su-monsters always know the following powers, and there is a 10% chance that they will have one more science and two more devotions in the psychometabolic discipline.
**Psychometabolism - Devotions:** enhancement (no cost, see above).
**Metapsionics - Devotions:** psionic sense (always on, no cost) .
**Telepathy - Sciences:** psychic crush. Devotions: mind thrust, psionic blast.

**Habitat/Society** A su-monster family is composed of two parents (adult male and female) and two young. When two or more families live together, they form a clan. Su-monsters are very territorial and have a particular hatred for the psionically empowered.
According to legend, su-monsters were created by a powerful evil cleric or mage, who wished to guard his forest from intruders (especially psionic ones). The creatures do make a formidable attack force, which tends to support this theory. According to some sages the creatures are magical hybrid of humanoids and apes. In any event, many evil wizards and priests employ su-monsters as forest guards today.

**Ecology:** Su-monsters keep their valuables well hidden in the high boles of the trees in their territory. They have no food value, since their meat is mildly poisonous. Characters who eat su-monster meat must save vs. poison or become ill, and no natural healing is possible for 1 week.

# Swanmay

| | Swanmay | Bird Maidens |
|---|---|---|
| **Climate/Terrain:** | Temperate wetlands | Tropical mountains |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Flock | Solitary |
| **Activity Cycle:** | Any | Day |
| **Diet:** | Omnivore | Omnivore |
| **Intelligence:** | Highly to Genius (13-18) | Average to Genius (8-18) |
| **Treasure:** | See below | |
| **Alignment:** | As ranger | Any |
| **No. Appearing:** | 1 or 2-5 | 1 |
| **Armor Class:** | 7 | 7 |
| **Movement:** | 3 or 15, Fl 19 (D) | 12, or 3, Fl 36 (C) |
| **Hit Dice:** | 2 to 12 | 2 to 8 |

| | | |
|---|---|---|
| **THAC0:** | As ranger | As kahina |
| **No. of Attacks:** | 3 or as ranger | 2 or as kahina |
| **Damage/Attack:** | 1/1/1-2 or by weapon | 1/1-3 or by weapon |
| **Special Attacks:** | See below | Spells |
| **Special Defenses:** | +1 or better weapon to hit | +2 or better weapon to hit |
| **Magic Resistance:** | 2% per HD | 5% per HD |
| **Size:** | M | M |
| **Morale:** | Champion (15) | Elite (13) |
| **XP Value:** | 120 to 3,000 | 420 to 3,000 |

Swanmays are human females who can assume swan form. In human form, swanmays are indistinguishable from other people. They normally wear light armor and carry rangers' gear, as well as a sword, dagger, bow, and arrows. These items are unaffected by a swanmay's shapeshifting, so they must be hidden. Swanmays may be recognized by a feather token, feathered garment, or signet ring. Such items are transformed into part of the swans' plumage or worn on a leg.

**Combat:** In human form, the swanmay functions as a ranger. To determine the level and Hit Dice of a swanmay, 2d6 are rolled. She attacks with whatever weapons she possesses.
In swan form, a swanmay is harmed only by +1 or better weapons. She attacks with buffeting wings, a flying leap, and a bite.

**Habitat/Society:** Swanmays are members of a special sorority of lycanthrope rangers. Unlike other lycanthropes, their shapeshifting ability is gained voluntarily from a special token: a feather token, a feather garment, or a signet ring. Such items reveal their magical auras when exposed to a *detect magic* spell. Without the item, she is forced to remain in her current form. Tokens only function for swanmays.
Swanmays are extremely secretive about their sorority. Only human women are admitted; the other requirements are unknown. It is suspected that women are invited to join when they unknowingly perform a great service for another swanmay. If a PC is invited to join, it is 50% likely that she will retire from casual adventuring to devote herself full time to her new responsibilities.
Swanmays are guided by their swan personalities. They dislike noisy, brash creatures, ferocious beasts, and anything of an evil alignment. They are friendly with forest folk, such as sylvan elves and dryads. They tend to avoid normal humanoids. Only nature priests are known to regularly associate with swanmays; such alliances are generally initiated by swanmays when they need help against a common evil.
Swanmays build communal lodgings near bodies of water, deep in the forest. Such lodgings are lightly fortified against land attack. They usually contain two means of escape -- a secret tunnel to the lake and a ceiling hatch. Swanmays in swan form can use either route. Swanmay lodgings may be recognized by the number of waterfowl living nearby. The remains of poachers may also be left here as a warning to others.

**Ecology:** Swanmays are independent protectors of the forests and wildlife. They actively oppose evil races or monsters that might otherwise decimate wildlife and the countryside. They protect swans more out of sympathy for their similarity than out of any kinship.

## Bird Maidens

In the mountains and cool valleys of the lands of Zakhara lives a race of bird maidens, related to the swanmays. Just like their sisters, they depend on a token to change forms: a colorful shawl or veil of feathers. They can assume many bird shapes, including falcons, swallows, parrots, and even (at 8th level) giant eagles.

Though they have no sorority, bird maidens are loosely united by their faith. All bird maidens are kahina, idol priestesses who believe in the divinity of all things. They live as wandering teachers, protecting the land from those who despoil it. They get along best with those who respect the land: desert riders, mystics, and fisherfolk. In the fertile river valleys, they preach the faith and maintain the fertility of the land and livestock. Some tribesmen believe bird maidens are *hama*, spirits of the departed, who return to help the living. Bird maidens deny this and may cut themselves to prove that they are flesh and blood.

Bird maidens' Hit Dice are equal to their priestly level, from 2-8. They have major access to the All, Animal, Divination, Elemental, Healing, Plant and Weather spheres and minor access to the Creation, Protection, and Sun spheres. They carry spears, darts, and slings, but may not wear armor or shields (even magical) heavier than hide. If they do, they cannot use spells. Bird maidens cannot turn undead.

In bird form, bird maidens can peck and claw, but most don't fight as birds. Only a bird maiden's shawl or veil changes with her when she shifts form. All other equipment is unchanged and must be hidden or cared for by others until the bird maiden again changes her form.

Bird maidens are sometimes forced to marry men who steal their shawls; if they ever recover them, they leave their husbands, killing their sons and taking the daughters with them to become bird maidens. If the feathered garment is destroyed, the bird maiden dies as well.

Rumors tell of a great wooden fortress among the clouds of the high hills, called the Crown of All Feathers, where young bird maidens are taught the rituals and duties of kahinas by the Aarakocra.

# Tabaxi

| | Tabaxi | Tabaxi Lord |
|---|---|---|
| **Climate/Terrain:** | Tropical or subtropical jungle | |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Clan | Clan or solitary |
| **Activity Cycle:** | Any | Nocturnal |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Average to High (8-14) | High to genius (13-18) |
| **Treasure:** | U | U |
| **Alignment:** | Chaotic neutral | Chaotic evil |
| **No. Appearing:** | 2-8 | 1 |
| **Armor Class:** | 6 | 3 |
| **Movement:** | 15 | 15 |
| **Hit Dice:** | 2 | 8 |

| | | |
|---|---|---|
| **THAC0:** | 19 | 13 |
| **No. of Attacks:** | 3 | 3 |
| **Damage/Attack:** | 1-3/1-3/1-3 or by weapon | 1-4/1-4/1-10 |
| **Special Attacks:** | Rear claw rake for 1d4+1/1d4+1 | Magic use, rear claw rake for 1d6+1/1d6+1 |
| **Special Defenses:** | Surprise, surprised only on a 1 | |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (6'-7' tall) | L (10'-12') |
| **Morale:** | Steady (11-12) | Average (8-10) |
| **XP Value:** | 420<br>Clan leader: 975<br>Shaman, 3rd: 975<br>Shaman, 5th: 3,000 | 5,000 |

Tabaxi have spotted coats ranging in color from light yellow to brownish red. These graceful feline humanoids are tall and slender, with retractable claws, and eyes of green or yellow.
Some tabaxi have solid spots and are also called leopard men; they pronounce their name ta-BAX-ee. Tabaxi in other regions have roseate spots, are called jaguar men, and pronounce their race's name tah-BAHSH-ee.

**Combat:** Tabaxi are great hunters, combining quick, stealthy movements with natural camouflage to surprise prey. Enemies suffer a -2 penalty to surprise rolls. Tabaxi are clever and organized, often driving prey into an ambush (though some play with prey before killing it). Tabaxi climb and swim, and can use those abilities in combat. Because of their cleverness and acute sense of smell, tabaxis are almost impossible to trap.
Tabaxi often use weapons of wood, bone, and stone, including bolas, slings, obsidian studded clubs (treat as battle axes), and javelins with atlatl. They are as likely to use claws and teeth as any other weapon. If both forepaws hit, a tabaxi rakes with its rear claws. A group encountered in the wild will include a Hunt Leader with maximum hit points, and may (50% chance) include a 3rd-level priest with appropriate Hit Dice and spells.

**Habitat/Society:** Tabaxi clans contain equal numbers of males and females, and a full clan has 1d6+1 Hunts of 2d4 tabaxi. The Hunts work the area around the clan lair. Some lairs are temporary, but most are small villages of ramadas (huts with grass roofs supported by tall poles, and no walls). In a lair, 3d4 young with 1 HD each will be found. An elder with 4 HD leads the clan, and 50% of the leaders are aided by a 5th-level shaman. A clan has a 10% chance of owing allegiance to a tabaxi lord; these clans tend toward evil, warlike ways, and their shamans worship evil powers. Shamans of other clans worship powers related to sunlight, rain, or animals.
Tabaxi are reclusive and avoid other intelligent beings, even other tabaxi clans. They do not engage in trade, which they consider demeaning, but some few have agents who trade for them. Tabaxi speak their own ancient language. Legends tell of a great tabaxi civilization that was supplanted by other races.

**Ecology:** Tabaxi have few natural enemies. For food, they prefer the boar-like peccaries and huge rodents called capybaras; only a very degenerate clan attacks members of another intelligent species for food. Tabaxi are sometimes hunted for their pelts, worth up to 250 gp each. Their skins and claws are also useful in some types of natural magic.

### Tabaxi Lord

A tabaxi lord appears as a huge jaguar or leopard, depending on where it is found. They are intelligent, malicious, and cunning. They speak tabaxi and languages commonly used by nearby societies. The antithesis of couatls, tabaxi lords hate them (the feeling is mutual) and attack couatl on sight.

Tabaxi lords use trickery, ambush, allies, and spells to weaken foes before closing for combat. Some 55% are 7th-level wizards, while 40% are 7th-level priests of a dark power known as Zaltec. Five percent are both wizard and priest. Wizard spells are chosen from the schools of illusion, enchantment/charm, or necromancy; spells from the schools of alteration and invocation/evocation are never used. In addition to spells that require only verbal components, they can use the following powers at will: *detect good/evil*, *detect invisibility*, *bind*, and *hypnotism*. The bravest and cruelest tabaxi lords can use *dimension door* three times per day.

Tabaxi lords are closely related to tabaxi, perhaps a cursed version. All tabaxi lords are male and must take a tabaxi mate to produce offspring (always a male tabaxi lord). Although usually solitary, a tabaxi lord sometimes takes leadership of a tabaxi clan for the purpose of mating and insuring offspring. Some choose to stay with the clan even after the offspring is born and sent off to make its way in the jungle.

# Tako

| | Male Tako | Female Tako |
|---|---|---|
| **Climate/Terrain:** | Tropical, subtropical, and temperate ocean | Tropical subtropical, and temperate ocean |
| **Frequency:** | Rare | Very rare |
| **Organization:** | Tribe | Tribe |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Average (8-10) | Average (8-10) |
| **Treasure:** | J, Q | J, Q |
| **Alignment:** | Lawful neutral | Lawful neutral |
| **No. Appearing:** | 3-12 | 1-2 |
| **Armor Class:** | 3 | 2 |
| **Movement:** | 3, Sw 9 | 3, Sw 9 |

| | | |
|---|---|---|
| **Hit Dice:** | 4 | 6 |
| **THAC0:** | 17 | 15 |
| **No. of Attacks:** | 7 | 7 |
| **Damage/Attack:** | 1-2 (x7)/3-6 or by weapon | 1-3 (x7)/2-8 or by weapon |
| **Special Attacks:** | Constriction | Constriction |
| **Special Defenses:** | Camouflage | Camouflage |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (6' diameter) | L (7' diameter) |
| **Morale:** | Steady (12) | Steady (12) |
| **XP Value:** | 270 | 650 |

The tako are a race of intelligent octopi who can move onto land and use weapons and other tools. Tako have no bones; their plump bodies are protected by tough mantles of leathery skin. They have eight supple tentacles, similar to those of octopi, lined with circular muscles that act as suction cups. They have a single golden eye centered in their heads, and sharp, protruding jaws that resemble the bill of a parrot. Although tako can change color with ease, a mature male's normal color is light green, while a mature female's is orange-red. Young tako appear in a variety of colors, including black, brown, white, blue, and golden.

Tako have their own language based on tentacle movements and skin-color changes. Characters with an Intelligence of at least 17 (or with the reading/writing proficiency) have a 25% chance of understanding the tako's language.

**Combat:** Though normally docile, tako attack any creature who invades their territory. In addition, they have a strong sense of honor, and will avenge attacks and ally with members of other races who assist them. They are crafty opponents. Tako can change their color and pattern to match any natural terrain in a single round. This camouflage makes them 90% undetectable, and modifies the surprise rolls of opponents by -3.

Most tako war parties are exclusively male. The tako attack with their beaks. They also can anchor themselves with a single tentacle, leaving the remaining seven tentacles free to make attacks. Usually, the tako carry seven weapons -- one spear or hand axe in each free tentacle.

Tako can make constriction attacks similar to octopi. Any victim under 7 feet tall (or 7 feet long) can be grappled by one tentacle at a time. Male tako have a 10% chance of pinning both of the victim's arms with a single strike; females have a 15% chance. The chance of pinning only one upper limb is the same. If both limbs are pinned, the victim has no attack. If only one limb is pinned, the victim attacks with a -3 penalty to his attack roll. If no limbs are pinned, the victim attacks with a -1 penalty.

Tako tentacles grip with a Strength of 18/00; a victim with a Strength equal to or greater than 18/00 can grasp the tentacle and loosen it, negating the constriction. To break completely free, a tentacle must be severed; males have 4 hit points per tentacle, females have 6 hit points per tentacle. Unless loosened or severed, tentacle constriction automatically inflicts 1-4 hit points of damage per round from males, or 2-8 (2d4) points from females.

Young tako cannot perform constriction attacks. Their AC is 7, and they have 1 HD. Their THAC0 is 20. They inflict 0-1 hp of damage per tentacle attack, and 1-3 hp with their beak. Otherwise, they're just

small, feisty versions of their parents, with an MR of 1 (Sw3) and XP value of 35.

**Habitat/Society:** A tako tribe comprises 3-12 (3d4) males, half as many young, and 1-2 females. Females make all decisions for the tribe, while the males act as defenders and hunters. The creatures establish their lairs in coastal underwater caves, making occasional raids on land for food, weapons, and treasure items. In some areas, tako coexist with humans, cooperating to attack sea monsters and to help fishermen, but such cases are extremely rare.

**Ecology:** Tako eat oysters, crabs, lobsters, and other shell fish, which they crack open with their powerful jaws. They can eject small clouds of rich blue ink, but the clouds are too limited to serve as a defense. Humans greatly prize the ink, however, and use it to create calligraphy.

# Tanar'ri

| | Balor | Marilith |
|---|---|---|
| **Climate/Terrain:** | The Abyss | The Abyss |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Supra-genius(19-20) | Genius (17-18) |
| **Treasure:** | Hx3 | C, F |
| **Alignment:** | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1 | 1-2 |
| **Armor Class:** | -8 | -9 |
| **Movement:** | 15, Fl 36 (B) | 15 |
| **Hit Dice:** | 13 | 12 |
| **THAC0:** | 7 | 9 |

| | | |
|---|---|---|
| **No. of Attacks:** | 1 or 2 | 7 |
| **Damage/Attack:** | by weapon or 2-12 | 4-24 and 6 by weapon |
| **Special Attacks:** | Terror, body flames, death throes, explosion | Magical weapons, constriction |
| **Special Defenses:** | +3 or better weapons to hit | +2 or better weapon to hit, never surprised, spell immunity |
| **Magic Resistance:** | 70% | 70% |
| **Size:** | L (12' tall) | L (7' tall) |
| **Morale:** | Fanatic (17-18) | Fanatic (17-18) |
| **XP Value:** | 46,000 | 45,000 |

Tanar'ri are, in the broadest terms, chaos and evil defined. The less intelligent often attack without question and fight until slain. True and greater tanar'ri often roam the Astral and Ethereal Planes -- their attention is attracted by those in an ethereal state.

**Combat:** In addition to the separate abilities of each sort of tanar'ri, they all share the following magical powers:

| Attack | Damage | Attack | Damage |
|---|---|---|---|
| acid | full | gas (poisonous, etc.) | half |
| cold | half | iron weapon | full |
| electricity (lightning) | none | magic missile | full |
| fire (magical) | half | poison | none |
| fire (nonmagical) | none | silver weapon | full* |

* greater tanar'ri suffer half damage from silver weapons.

All tanar'ri with average or above average intelligence have a form of telepathy that enables them to communicate with any intelligent life form, regardless of any language barriers.
Frequently, the Abyss-forged, magical weapons of the tanar'ri dissolve upon the death of the creature. When one doesn't, it is likely that the weapon in question originated somewhere else.

**Habitat/Society:** There are five classifications of tanar'ri, listed in ascending order of power, and with species, below:

**Least:** dretch, manes, rutterkin
**Lesser:** alu-fiend, bar-lgura, cambion, succubus
**Greater:** babau, chasme, nabassu
**True:** balor, glabrezu, hezrou, marilith, nalfeshnee, vrock
**Guardian:** molydeus

**Balor (True Tanar'ri):** The greatest and most terrible of the true tanar'ri, the balors are the undisputed terrors of the Abyss. They are the very motivation behind the tanar'ri involvement in the *Blood War*. In every sense of the word, balors are the quintessential tanar'ri. They derive great pleasure from the suffering of others and go out of their way to torment lesser beings and cause them pain.
Balors are repulsive and loathsome to behold. They are towering humanoids with deep, dark red skin. They have huge wings that propel them with unnatural speed and agility. They have long, wicked claws and grotesque fangs that drip with venom. Balors are commonly surrounded by searing flames.

**Combat:** Balors attack with their great fists for 2-12 points of damage. Anyone struck by a balor's fists must roll a saving throw vs. spells with a -6 penalty or flee in terror for 1-6 turns.
Balors much prefer weapons to fists in combat. Each carries a great sword that looks like a bolt of lightning. In the hands of a balor, these swords are vorpal and can *detect evil/good* in a 30 foot radius. Any creature that picks up a balor's sword, regardless of whether its skin actually touches it, immediately suffers 10-60 points of damage and must roll a saving throw vs. spells, or die immediately.
Balors also use a great whip with many tails. These whips will inflict but 1-4 points of damage per hit. However, they magically wrap the victim, allowing the balor to draw the victim into his ever-present bodily flames. Once dragged into the flames, the victim suffers 4-24 points of damage per round. Escaping the whip requires a successful one-half strength check. When the whip holds a victim, it cannot be used in other attacks.
Balors may use one of the following additional magical powers at the 20th level of spell use per round at will: *detect invisibility* (always active), *detect magic* (always active), *dispel magic, fear, pyrotechnics, read magic, suggestion, symbol* (any type), *telekinesis,* and *tongues.*
They may also gate 1-8 least, 1-6 lesser, 1-4 greater, or 1 true tanar'ri to their location. The gate is always successful but may only be used once per hour.
Balors are completely immune to gas. If a balor is slain in the Abyss, it explodes in a blinding flash of light, inflicting 50 points of damage to everything in a 100-foot radius around the creature (saving throw vs. spell for half damage).

**Habitat/Society:** Balors exist for one purpose only: to wage the *Blood War*. They are driven by the strongest primal desire to fight and will command whole legions of beings into battle.
Balors also recognize a subtle but important aspect of the War: the prime material plane. They will often make pacts with mortals to perform services for the purpose of gaining power in the prime material plane. Balors know that the more followers or allies they can gain in the prime material, the more power they will have there.
There are at least 24 balors known to exist. The creatures do not inhabit any particular area of the Abyss, but wander about forming armies for battle with the baatezu (q.v.).

**Ecology:** There is nothing more important in the Abyss than the *Blood War*. The balor, in a sense, *are* the Blood War from a tanar'ri perspective, the ecology of the Abyss, driving the creation of new beings and mandating their survival.

**Marilith (True Tanar'ri):** Bold and cunning, marilith are the generals and tacticians for the *Blood War*. Where the balors are the influence and energy behind the war effort, the marilith are the brains and tactics. Terrible to behold, these creatures have the bodies of giant snakes, with huge, green, scaly coils. From the waist up, they are beautiful, comely females. Besides her obvious snake body, the feature that reveals the true nature of this tanar'ri is her six arms. They are commonly adorned with precious jewelry and highly decorated weapons -- marilith most often carry a different weapon in each of their six hands.

**Combat:** Although marilith are strategists and tacticians, they love to join combat and do so whenever the opportunity presents itself. They can attack with each of their six arms and constrict a victim with their snaky tails as well.

Marilith always carry a different weapon in each hand, favoring exotic swords and axes. The DM should assign specific weapons; 90% of them should be enchanted versions of the common variety, and 15% of those should be a special weapon. Marilith favor their weapons highly. If one should ever be lost or stolen, marilith go to great lengths to see that the weapon is recovered.

A marilith can also constrict with her deadly tail. If the tail hits in combat, it wraps around a victim, automatically inflicting 4-24 points of crushing damage each round. Additionally, due to the constriction of air, the victim must roll a successful Constitution check every round or fall unconscious. No opponent with less than a 15 Strength score can even hope to break free of the marilith's coils. There is a 10% chance per round, per point of Strength over 14, that the victim can escape. Marilith have the following additional magical powers that they can use once per round, one at a time, at will: *animate dead*, *cause serious wounds*, *cloudkill*, *comprehend languages*, *curse*, *detect evil*, *detect magic*, *detect invisibility*, *polymorph self* (7 times per day), *project image*, *pyrotechnics*, and *telekinesis*.

They may also attempt to gate in 2-20 least tanar'ri, 1-6 lesser tanar'ri, 1-4 greater tanar'ri, or 1 true tanar'ri once per hour with a 35% chance of success.

Weapons of +1 or less magical enchantment cannot harm a marilith. These creatures are never surprised. They cannot be fooled by illusions and are immune to mind-affecting spells.

**Habitat/Society:** As noted, marilith are the strategists of the *Blood War*. They are in charge of devising all tactics to be used during the battles and coordinate the activities of all true tanar'ri (save the mighty balors, of course). Due to the chaotic nature of the tanar'ri, it is not really possible to coordinate their activities, but the marilith are charged with it, nonetheless.

These stunningly powerful creatures have a hatred for the glabrezu. They feel that the subtle warfare of the glabrezu is a children's game and inferior to proper warfare. A marilith will attempt to discredit the workings of the glabrezu any chance it gets. They would completely destroy the subtle beasts, but the all powerful balors favor the glabrezus' tactics and would have them continue their ways.

**Ecology:** Marilith are true tanar'ri, which makes them a part of the driving force behind the *Blood War*. Moreover, they are the coordinators and generals of the war effort. Marilith feel that they are the true force behind the war. Secretly, they feel that the balors have their place only because of their great power, but are not absolutely necessary. They may be right in their belief, but the power of the balors remains unchallenged.

# Tarrasque

| | |
|---|---|
| **Climate/Terrain:** | Any land |
| **Frequency:** | Unique |
| **Organization:** | Solitary |
| **Activity Cycle:** | See below |
| **Diet:** | Omnivore |
| **Intelligence:** | Animal (1) |
| **Treasure:** | See below |
| **Alignment:** | Nil |
| **No. Appearing:** | 1 |
| **Armor Class:** | -3 |
| **Movement:** | 9, Rush 15 |
| **Hit Dice:** | 300 hp (approx. 70 HD) |
| **THAC0:** | -5 |
| **No. of Attacks:** | 6 |
| **Damage/Attack:** | 1-12/1-12/2-24/5-50/1-10/1-10 |
| **Special Attacks:** | Sharpness bite, terror |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | G (50' long) |
| **Morale:** | Champion (15) |
| **XP Value:** | 107,000 |

The legendary tarrasque, for there is fortunately only one known to exist, is the most dreaded monster native to the Prime Material plane. The creature is a scaly biped with two horns on its head, a lashing tail, and a reflective carapace.

**Combat:** The tarrasque is a killing machine and when active (see below) eats everything for miles around, including all animals and vegetation. Normal attacks are with its two forelimb claws (1d12 points of damage each), a sweeping tail lash (2d12 points of damage), a savage bite (5d10 points of damage plus acts as a *sword of sharpness*, severing a limb on a natural attack roll of 18 or better), and two thrusting horn attacks (1d10 points of damage each).

Once every turn, the normally slow-moving tarrasque can rush forward at a movement rate of 15, making all horn attacks cause double damage and trampling anything underfoot for 4d10 points of crushing damage.
The mere sight of the tarrasque causes creatures with less than 3 levels or Hit Dice to be paralyzed with fright (no saving throw) until it is out of their vision. Creatures of 3 or more levels or Hit Dice flee in panic, although those of 7 or more levels or Hit Dice that manage to succeed with a saving throw vs. paralyzation are not affected (though they often still decide to run away).
The tarrasque's carapace is exceptionally tough and highly reflective. Bolts and rays such as lightning bolts, cones of cold, and even magic missiles are useless against it. The reflection is such that 1 in 6 of these attacks actually bounces directly back at the caster (affecting him normally), while the rest bounce off harmlessly to the sides and into the air.
The tarrasque is also immune to all heat and fire, and it regenerates lost hit points at a rate of 1 hit point per round. Only enchanted weapons (+1 or better) have any hope of harming the tarrasque. The Tarrasque is totally immune to all psionics.

**Habitat/Society:** It is fortunate that the tarrasque is active only for short periods of time. Typically, the monster comes forth to forage for a week or two, ravaging the countryside for miles around. The tarrasque then seeks a hidden lair underground and lies dormant, sleeping for 5d4 months before coming forth again. Once every decade or so, the monster is particularly active, staying awake for several months. Thereafter its period of dormancy is 4d4 years unless disturbed. The ratio of active to dormant states seems to be about 1:30.

**Ecology:** Slaying of the tarrasque is said to be possible only if the monster is reduced to -30 or fewer hit points and a *wish* is then used. Otherwise, even the slightest piece of the tarrasque can regenerate and restore the monster completely. Legend says that a great treasure can be extracted from the tarrasque's carapace. The upper portion, treated with acid and then heated in a furnace, is thought to yield gems (10d10 diamonds of 1,000 gp base value each). The underbelly material, mixed with the creature's blood and adamantite, is said to produce a metal that can be forged by master dwarven blacksmiths into 1d4 shields of +5 enchantment. It takes two years to manufacture each shield, and the dwarves aren't likely to do it for free.
It is hoped that the tarrasque is a solitary creation, some hideous abomination unleashed by the dark arts or by elder, forgotten gods to punish all of nature. The elemental nature of the tarrasque leads the few living tarrasque experts to speculate that the elemental princes of evil have something to do with its existence. In any case, the location of the tarrasque remains a mystery, as it rarely leaves witnesses in its wake, and nature quickly grows over all remnants of its presence. It is rumored that the tarrasque is responsible for the extinction of one ancient civilization, for the records of their last days spoke of a "great reptilian punisher sent by the gods to end the world."

**Note:** Creatures with a minus THAC0 can only be hit on a 1.

# Tasloi

| | |
|---|---|
| **Climate/Terrain:** | Tropical/Jungles |
| **Frequency:** | Rare |
| **Organization:** | Tribal |
| **Activity Cycle:** | Night |
| **Diet:** | Omnivore |
| **Intelligence:** | Low to average (5-10) |
| **Treasure:** | Q (x5) |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 10-100 |
| **Armor Class:** | 5 (6) |
| **Movement:** | 9, Cl 15 |
| **Hit Dice:** | 1 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 2 or 1 |
| **Damage/Attack:** | -3/1-3 or by weapon type |
| **Special Attacks:** | Surprise |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | S (2'-3' tall) |
| **Morale:** | Average (10) |
| **XP Value:** | Normal: 35 |
| | Chieftain: 270 |
| | Shaman: 420 |

Tasloi are long-legged, flat-headed humanoids. They walk in a crouching posture, touching their knuckles to the ground from time to time. Their skins are a lustrous green and are thinly covered with coarse black hair. Their eyes are similar to a cat's and are gold in color.
Often they can be heard at night, speaking in their high, whispery voices. Tasloi speak their own tongue and can also speak the languages of monkeys and apes. About 5% of their kind have learned a pidgin common that they use when trading.

**Combat:** Tasloi like to hide in tree tops and drop down on the weak and unwary. They are quick and

nimble in the trees, but slow and clumsy on the ground. When they are in jungle, their stealthy movements impose a -4 penalty to opponents' surprise rolls. They also hide in shadows, like a thief, with 75% effectiveness. Their infravision enables them to see up to 90 feet in darkness, but they hate daylight and suffer a -1 penalty to their attack roll when fighting in broad daylight.
Tasloi carry the following weapons: small shield (AC 5) and javelin -- 20%, club and javelin -- 40%, short sword and small shield (AC 5) -- 10%, javelin and net -- 15%, short sword and net -- 10%, or javelin and lasso -- 5%. Tasloi without shields are AC 6. They customarily carry all javelins and shields on their backs when they travel through the trees.
Tasloi eat anything, but they enjoy all kinds of flesh, especially humans and elves. They normally attack from above, trying to capture if possible. If they gain surprise, they use their 10-foot-diameter nets to trap their prey (the nets totally entangle those of less than 15 Strength; those of 15 or greater Strength need a successful open doors roll to rip the net and escape). If a party is too vigilant or prepared, the tasloi attempt to wear down the group through short, sudden attacks followed by retreat. If possible, tasloi try to steal the enemy's dead after an attack.

**Habitat/Society:** The tasloi live in loosely-structured bands of several families. In every band of 70 or more, there is a chief of 5 Hit Dice. There is a 30% chance that any band has a shaman. Tasloi shamans may advance up to 5th level.
When found in their lair, in addition to the males, there are females and young equal to 70% and 50% of the number of males, respectively. Females fight as males, but the young do not fight at all. The lair consists of a series of 1d6 large trees with 4d6 platforms 50-100 feet above the ground. All the trees are connected by vines and ropes. There is a 60% chance that the tasloi have 1d6 trained giant spiders and a 20% chance that they have 2d4 trained giant wasps. Tasloi are able to ride these wasps for great distances, and the spiders aid in the construction, protection, and overall maintenance of the tree-village.

**Ecology:** It is not known where and how tasloi originated. It is likely they have been around for many millennia, interbreeding in deep isolated jungles. Their primitive lifestyle has probably existed in much the same fashion for thousands upon thousands of years.
While certainly among the least fearsome of all jungle creatures, tasloi are perhaps worth worrying about in numbers, or after fleeing encounters with nastier jungle denizens. Tasloi know the location of such lairs and often set up obvious escape routes for any creature that foolishly finds itself confronting the beast. The tasloi then lay their traps along the escape path and wait for the weakened, unsuspecting creatures to run through blindly. This strategy is highly successful, apparently, as the tasloi boast many more trophies than their small size and limited prowess might otherwise indicate.

# Thought-Eater

| | |
|---|---|
| **Climate/Terrain:** | Ethereal Plane |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Mental energy |
| **Intelligence:** | Not ratable |
| **Treasure:** | Nil |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-3 |
| **Armor Class:** | 9 |
| **Movement:** | 6 (ethereal plane only) |
| **Hit Dice:** | 3 |
| **THAC0:** | Nil |
| **No. of Attacks:** | 0 |
| **Damage/Attack:** | Nil |
| **Special Attacks:** | Psionics, absorb: psionics, spells, and intelligence |
| **Special Defenses:** | Ethereal existence |
| **Magic Resistance:** | absorb (See below) |
| **Size:** | S (3' long) |
| **Morale:** | Unsteady (5-7) |
| **XP Value:** | 1,400 |

Thought eaters are natives of the Border Ethereal, and they only survive in ethereal form. They appear as sickly gray skeletal bodies with oversized platypus heads. They have webbed skeletal paws, suited to swimming through the ether.
A thought eater has only one desire -- to avoid death. For some reason, they die almost instantly on the Prime material plane. Fortunately for them, they have several psionic powers which help to prevent this.

**Combat:** Thought eaters are unique. They have no combat abilities except their innate psionic talents, even on the Border Ethereal, so they can be easily slain if encountered there.
Thought eaters are far from harmless, however. Although they cannot survive outside the Border

Ethereal, their psionic powers extend into the Prime material plane. This is one of the few known examples of transplanar extension.
The thought eaters' psionic sense is always operating. Because of their unique abilities, they can sense psionic activity in the Prime material plane, as well as the Border Ethereal. When they detect psionic activity of any kind, they will shift to the location of the emanations.
Their only "attack" is their innate ability to absorb psionic energy. They can absorb psionic energy within 60 feet of a true psionicist or psionic creature, or within 10 feet of a wild talent. Thought eaters drain 10 psionic points per round and they will also absorb any spell cast in the area as well as memorized spells (5 points per spell level). Finally, they can feed upon Intelligence, with each point converted to 10 PSPs that they absorb. They will feed until all victims die or escape, or until they themselves are sated. This occurs when they reach a number of points equal to their PSPs.
Although they feed on brain power, thought eaters are essentially stupid. Because they lack intelligence, they are immune to all telepathic attacks and controls (psionic or otherwise). Their preferences and the order in which they feed are always the same: 1) psionic points being expended (causes power to fail); 2) magical energy being expended (causes spell to fail; 3) PSPs; 4) memorized spells; 5) Intelligence. Note that if a thought eater consumes all of someone's Intelligence, the victim will become a vegetable (effectively dead). The Intelligence loss is permanent, unless it is relieved by *restore* or psychic surgery. Spells can be re-memorized and drained PSPs can be recovered naturally
The thought eaters' feeding frenzy has the sole purpose of maintaining thought eaters in the ether. Their bodies process PSPs the way humanoids process food, at a rate of 3 PSPs/hour. If they run out of points, they drop out of the ether into the Prime material plane and meet an instant death.
Note that ethereal beings are invisible to creatures on the Prime material plane, it is probable that a thought eater will attack and feed unnoticed and uncontested until sated, or until its victims are out of range. Although it only has a movement rate of 6, this is ethereal movement, allowing passage through walls, trees, etc. as if they didn't exist.
Any defense mode except those with a 0 maintenance cost will prevent the thought eaters from feeding. This includes spells like *mind blank,* and magical devices that thwart psionic attacks

**Psionics Summary:** Thought eaters have 1d100+100 (101-200) PSPs. Their score is 18. They boast a natural, innate form of psionic sense (in a metapsionic power), which operates continuously at no cost to PSPs. They also absorb PSPs-see *Combat*.

**Habitat/Society:** Little is known about thought eaters, except that they exist solely in the ethereal plane and are very solitary beings. Magical research has indicated that they are not malevolent; their attacks are for the sole purpose of staying alive, the same as any humanoid hunter. Some sages believe that though eaters are the final fate of psionisists, once they die.

**Ecology:** Thought eaters carry no treasure. When one dies, it automatically drops out of the ether and materializes on the Prime material plane. Of course, they are usually dismissed as platypi that died from starvation.

# Thri-Kreen

| | |
|---|---|
| **Climate/Terrain:** | Temperate or tropical arid land |
| **Frequency:** | Uncommon |
| **Organization:** | Pack |
| **Activity Cycle:** | Constant |
| **Diet:** | Carnivore |
| **Intelligence:** | Average to high (8-14) |
| **Treasure:** | Varies |
| **Alignment:** | Chaotic neutral |
| **No. Appearing:** | 2d12 |
| **Armor Class:** | 5 |
| **Movement:** | 18 |
| **Hit Dice:** | 6+3 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 5 or 2 |
| **Damage/Attack:** | 1d4(x4)/1d4+1, or 1d4+1 and by weapon |
| **Special Attacks:** | Paralyzation |
| **Special Defenses:** | Missile dodge |
| **Magic Resistance:** | Nil |
| **Size:** | L (11' long) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | 1,400 |

The figures given above are for mature adult thri-kreen. Others have the following abilities, based on their age (they age one age category per year until they reach mature adult):

| | Claw/bite | Special ability |
|---|---|---|

| | HD | THAC0 | XP | damage | gained (see below) |
|---|---|---|---|---|---|
| Larva | 1+3 | 19 | 65 | 1/1 | -- |
| Child | 2+3 | 17 | 120 | 1/1 | -- |
| Young | 3+3 | 17 | 175 | 1d3/1d3 | leap |
| Young adult | 4+3 | 15 | 270 | 1d3/1d3 | -- |
| Adult | 5+3 | 15 | 975 | 1d4/1d4+1 | venom, chatkcha |
| Mature adult | 6+3 | 13 | 1,400 | 1d4/1d4+1 | dodge missiles |

Thri-kreen are a race of large, intelligent insects often referred to as "mantis warriors." They roam the deserts and savannahs, where they have marked-out hunting territories. They have no need of sleep and can remain active through the day and night.
Mature adult thri-kreen are roughly 7 feet tall at the shoulder and 11 feet long. Of the six limbs protruding from their midsection, two are used for walking; the other four end in four-fingered hands. The tough, sandy-yellow exoskeleton is extremely hard. A thri-kreen has two compound eyes, usually black with highlighted eyespots, two antennae, and a complicated jaw structure that manipulates food as the thri-kreen chews. The antennae help the individual to maneuver through brush and grasslands in the darkness (they also reduce any melee combat penalty from darkness or blindness by 1; missile combat is not affected). Thri-kreen often wear harnesses and even some forms of clothing, but they never wear armor.
The native thri-kreen language is made up of clicks and the grinding of its jaw appendages. While it is difficult for other creatures to speak this tongue, it is just as difficult for a thri-kreen to imitate more standard speech patterns. Thri-kreen speak their own language, but some understand the Common tongue.
Thri-kreen seldom live more than 35 years.

**Combat:** A thri-kreen's chitinous exoskeleton gives it AC 5 naturally. Unarmed, it can attack with four claws and one bite attack per round. If using a weapon, the thri-kreen can attack with its weapon and bite. The *gythka*, a pole arm with a blade at each end, can slash for 1d6 hp damage against man-sized or smaller targets, or 1d10 hp damage against a larger target. The gythka can be thrown as a spear to inflict 1d6+2 hp damage. Thri-kreen also learn special combat maneuvers as they grow older, learning all by the time they are mature adults.
**Leap:** This ability allows a thri-kreen to leap 20 feet straight up or up to 50 feet forward. They cannot leap backward.
**Chatkcha:** This is a crystalline throwing wedge. A thri-kreen can throw two chatkcha per round, up to 90 yards. A chatkcha causes 1d6+2 damage when it hits, and returns to the thrower when it misses.
**Venom:** This venom is delivered through an older thri-kreen's bite. Anyone bitten must make a successful saving throw vs. paralyzation or be paralyzed. Smaller than man-sized creatures are paralyzed for 2d10 rounds, man-sized for 2d8 rounds, large creatures for 1d8 rounds, and huge and gargantuan creatures for only one round.
**Dodge missiles:** A mature thri-kreen can dodge missiles fired at it on a roll of 9 or better on 1d20; they cannot dodge magical effects, only physical missiles. Magical physical missiles (arrows, thrown axes,

etc.) modify this roll by their magical bonus.
**Psionics:** Some thri-kreen have psionic wild talents. There is a 50% chance that any thri-kreen will have a psionic wild talent, described in the *Complete Psionics Handbook*.
**Magical Items:** Thri-kreen can use most magical items, though those designed for humanoid creatures cannot be worn properly, so will not function for a thri-kreen.

**Habitat/Society:** Thri-kreen organize into hunting packs; there are no permanent thri-kreen communities. Packs range over wide territories that they call their own. Small groups consist only of mature adults. Groups of more than eight thri-kreen are two-thirds mature adults, and one-third other age categories (in about equal numbers).

**Ecology:** Thri-kreen are carnivores. They seldom hunt other intelligent creatures for food, but will do so in times of need. Mantis warriors have a well-known taste for elves, which keeps both races at an uneasy peace at best.

**Related Species**
The **tohr-kreen**, or mantis nobles, are larger, more cultured versions of thri-kreen. Though many of them wander their world to gain knowledge, they sometimes build cities as well. They regard thri-kreen as somewhat barbaric cousins, though there have been incidences of a tohr-kreen creating a permanent settlement of thri-kreen, or teaching a pack more civilized ways.
The **xixchil** are spacefaring mantis. These creatures are skilled surgeons and artificers, who enjoy replacing lost limbs with "more efficient" substitutes.

# Titan

| | |
|---|---|
| **Climate/Terrain:** | Olympus |
| **Frequency:** | Uncommon |
| **Organization:** | Group |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Supra-genius to godlike (19-21+) |
| **Treasure:** | E, Q (x10), R |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1-10 |
| **Armor Class:** | 0 |
| **Movement:** | 36 |
| **Hit Dice:** | 20 |
| **THAC0:** | 5 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 7-42 (7d6) weapon +14 (strength bonus) |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 50% |
| **Size:** | G (25+' tall) |
| **Morale:** | Fanatic (17-18) |
| **XP Value:** | 21,000 (see below) |

Titans are gargantuan, almost godlike men and woman. They, quite simply, look like 25' tall people of great physical strength and beauty. They are commonly dressed in traditional Greek garb, favoring togas, loincloths, and such. They wear rare and valuable jewelry and in other ways make themselves seem beautiful and overpowering.

In addition to speaking their own language, titans are able to speak the six main dialects of giants. All titans are also conversant in the common tongue as well as that commonly spoken by forest creatures, as these giants have close ties with nature.

**Combat:** The basic attack of titans is their great maul (*maul of the titans*). These monstrous beings are capable of attacking twice in a melee round and inflicting 7-42 points of damage per hit.
Titans may choose to make a single other attack in a round. This form of special attack is so destructive and deadly, that a titan will use it only if there are no other options left open. The form of each titan's attack will be different (some kick, some punch, others use a breath attack, lightning, etc.), but the effect is the same for each. The special attack inflicts 10-60 points of damage per hit and can be used every other round. These mighty attacks have been known to destroy buildings and sink ships.
Titans can become ethereal twice per day. All titans are able to employ both mage or priest spells (dependent on the individual titan -- only one, not both) as a 20th-level spell caster. In addition, all titans have the following spell-like powers, at 20th level of spell use, usable once per round, one at a time, at will:

*advanced illusion*
*alter self*
*animal summoning II*
*astral spell*
*bless*
*charm person or mammal*
*commune with nature*
*cure light wounds*
*eyebite*
*fire storm*
*hold person*
*hold monster*
*hold undead*
*invisibility*
*levitate*
*light*
*mirror image*
*pass without trace*
*produce fire*
*protection from evil, 10' radius*
*remove fear*
*remove curse*
*shield*
*speak with plants*
*summon insects*
*whispering wind*

Titans are not affected by attacks from nonmagical weapons.

**Habitat/Society:** Titans are livers of life, creators of fate. These benevolent giants are closer to the well springs of life than mere mortals and, as such, revel in their gigantic existences. Titans are wild and chaotic. They are prone to more pronounced emotions that humans and can experience godlike fits of rage. They are, however, basically good and benevolent, so they tend not to take life. They are very

powerful creatures and will fight with ferocity when necessary.
To some, titans seem like gods. With their powers they can cause things to happen that, surely, only a god could. They are fiery and passionate, displaying emotions with greater purity and less reservation than mortal beings. Titans are quick to anger, but quicker still to forgive. In fits of rage they destroy mountains and in moments of passion will create empires. They are in all ways godlike and in all ways larger than life.
And yet is should be noted that titans are not gods. They are beings that make their home in Olympus and walk among the gods. Yet they are not omnipotent, omniscient rulers of the planes. Sometimes their godlike passions and godlike rages make them seem like deities, however, and it is common for whole civilizations to mistake them for deities.
In one society, Jeuron, a titan with dominion over knowledge, was revered as a god for centuries. Those mortals built their whole civilization around him and Jeuron revelled in the worship. He even walked among them occasionally to see their love and admiration. But Odin, of the Norse mythos, discovered his deception and punished Jeuron by shackling him to the bottom of the deepest sea for 100 years.
Titans have a natural affinity for storm giants. Those giants are the closest beings the titans have found to peers and they will readily befriend them. In any group of titans, there is a 35% chance that they will be accompanied by one or more storm giants. Although titans can sometimes be condescending by nature, they never treat the storm giants as subordinates or inferiors.
On Olympus, titans have developed a culture similar to what they found there. They wear similar clothing, eat similar foods, play similar music, etc. It is unclear why this has occurred. Perhaps the titans, in a godlike whim, adopted their favorite mortal lifestyle. Such would not be unusual for these great beings.
Titans primarily dwell in great palaces and mansions in Olympus where they live their lives whimsically. There they will dance, sing, study, debate and engage in all other manner of activities with titanic proportion. If a titan finds something that interests him, it would not be unusual for him to study it in great detail for many weeks, only to leave it when his interest has waned. They may also engage in debates or arguments that last literally for weeks at a time. These debates might end in a jovial laughter and good spirits or in thunder and rage. Such are the whims of titans.

**Ecology:** Titans are basically identical to humans, except much larger. What makes them immortal is not known. Perhaps it is their enchanted existence in the halls of Olympus.
These giants are commonly known to experience the same range of emotions as humans do. They develop idiosyncrasies as humans do, also. In fact, titan mannerisms emulate those of humans very closely. Again, it is difficult to tell if the titans are whimsically copying humans, or vice versa.

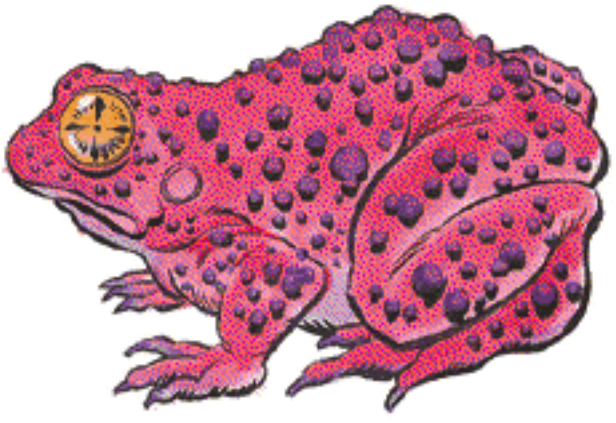
Titans, being godlike creatures, tend to be very diverse and unique. Each individual titan (or sometimes group of titans) have a special power is that related to their personality or sphere of influence. These powers are very different, and usually very strong. Some examples of the powers of a titan are explained below:

**Algorn**, a titan that has influence over the seas, has the ability to *create water* whenever he chooses to. This water can be vast as he desires, up to the volume of a medium-sized lake. Algorn can simply cause the water to flow, he can cause it to jet out from his hands (washing away everything in its path away), or he can even cause the water to be frozen.
**Mane**, a titan with dominion over felines, has the ability to change into a giant form of any cat. When he transforms, he is instantly cured of all wounds, poisons, and diseases. Mane may change into a cat and

back again five times per day.
**Porphyl** is a titan with the power of growth. He may cause any immature life to grow to maturity. Thus, he can cause crops to grow, he can make a boy grow to manhood, etc. Porphyl is very wise and would never abuse his ability.
**Malephus**, a titan with influence over law and justice can unerringly detect any spoken lie and any bad intention. He is often used by many greater powers in trials of justice. Malephus is totally honest; he is incapable of lies or deception.
**Syllia**, a titan with power over love, can remove any negative feelings from any being (except deities and powers). She has the ability to remove hatred, unhappiness, depression, etc. Syllia cannot remove the feeling permanently, but for at least a day or so. The deities of the upper planes often employ her power when trying to stop wars.
**Girzon**, a titan with dominion over death, can take the life from any living being. It should be noted that Girzon has never used this ability unless commanded to by a deity. Girzon's restraint and self-control is revered by other titans.

**Greater Titans:** Rumors exist of a race of titans more powerful still than common titans. These *greater* titans are said to be very close to the gods and always accompany one (with some deities and powers being attended by more than one greater titan). Perhaps greater titans were formally common titans who have grown so great in power that the gods brought them closer to themselves. Such matters are not common knowledge.
It is very difficult to provide combat statistics for greater titans. Like the gods themselves, greater titans are simply not subject to aggression from nondivine beings. They are never harmed by such attacks.

# Toad, Giant



| | Giant Toad | Fire Toad | Ice Toad | Poisonous Toad |
|---|---|---|---|---|
| **Climate/Terrain:** | Non-arctic or subterranean | Non-arctic or subterranean | Arctic, subarctic land or subterranean | Non-arctic or subterranean |
| **Frequency:** | Common | Rare | Rare | Uncommon |
| **Organization:** | Colony | Colony | Colony | Colony |
| **Activity Cycle:** | Any | Any | Day | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Animal (1) | Low (5-7) | Average (8-10) | Animal (1) |
| **Treasure:** | Nil | C | Q, (C) | Nil |
| **Alignment:** | Neutral | Chaotic neutral | Neutral | Neutral |
| **No. Appearing:** | 1-12 | 1-6 | 1-4 | 1-8 |
| **Armor Class:** | 6 | 10 | 4 | 7 |
| **Movement:** | 6, hop 6 | 6, hop 6 | 9, hop 9 | 6, hop 6 |
| **Hit Dice:** | 2+4 | 4+1 | 5 | 2 |
| **THAC0:** | 17 | 17 | 15 | 19 |

| | | | | |
|---|---|---|---|---|
| **No. of Attacks:** | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | 2-8 | Variable | 3-12 | 2- 5 |
| **Special Attacks:** | See below | See below | See below | See below |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | M (5' length) | S (4' length) | L (8' length) | M (5' length) |
| **Morale:** | Unsteady (7) | Average (8-10) | Steady (11-12) | Unsteady (7) |
| **XP Value:** | 120 | 270 | 270 | 175 |

Giant toads are found in most regions. Although their smaller cousins are beneficial insect eaters, the large toads devour (or at least attempt to devour) any creature which appears edible.
Their exact appearance varies from species to species, but these beasts are all just what their name implies, giant versions of toads. Coloration runs the gamut from weak brown to iron red, but their skin is always dry, rough to the touch, and warty.

**Combat:** All giant toads can jump up to their movement distance. This hop will clear any object up to one- third as high as the length of the leap and requires but a single round to accomplish. A jumping toad can attack in midair or at the end of the leap.
When hunting, giant toads remain motionless until likely prey walks or slithers within range. The toad then leaps to the attack; the victim has a -3 penalty on its surprise roll.

**Habitat/Society:** Giant toads often make their homes underground, where they enjoy both the damp air and the steady supply of food. They prefer temperate zones, near water where they can lay their eggs, but often survive in surprisingly cool or dry regions.
Toads are often attracted to settled areas where they prey upon livestock (goats, chickens, and even sheep). Cities often have problems with sewer toads, giant monstrosities which have grown fat on vermin, house pets, and, occasionally, civil engineers.

**Ecology:** Giant toads keep no treasure, but worthwhile indigestibles are occasionally found in their droppings. Their skin can be fashioned into suitable leather armor, but its odor will be at least as distinctive as its appearance.

## Fire Toad

These large, red toads are about 4 feet long and covered with rough, purple warts. Fire toads shun water, preferring drier surroundings. Fire toads are so named because of their ability to exhale small fireballs. These fireballs are their only form of attack; a single fireball can travel up to 30 feet and has a blast radius of 5 feet. Damage is equal to 2-16 points, half that if a saving throw vs. spell is made. Fire toads rarely attack unless threatened, molested, or defending their lairs. Fire toads subtract 1 point of damage on all dice for fire-based attacks against them, but cold- or water-based attacks inflict an additional point of damage per die. Throwing liquid -- even water -- at a fire toad will cause it to retreat, though it will immediately breathe twice at its assailant in the round of its retreat.

## Ice Toad

Fully intelligent, ice toads dwell in cold climes or far beneath the surface of the ground. In addition to its vicious bite, the creature can radiate cold in a 10-foot radius from its body. Ice toads can generate this special attack once every other round. All noncold-using creatures within this sphere of cold suffer 3-18 points of damage. Characters making a saving throw vs. spell suffer only half damage. Ice toads speak their own weird language and actively collect gems and jewelry, particularly diamonds.

## Poisonous Toad

These toads, indistinguishable from common giant toads, secrete a weak, hemotoxic poison. A creature bitten by a poisonous toad must save vs. poison at +2. Failure means the victim falls comatose and will die within 24 hours unless

treated.

# Treant

| | |
|---|---|
| **Climate/Terrain:** | Any forest |
| **Frequency:** | Rare |
| **Organization:** | Grove |
| **Activity Cycle:** | Any |
| **Diet:** | Photosynthesis |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | Q (x5), X |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1-20 |
| **Armor Class:** | 0 |
| **Movement:** | 12 |
| **Hit Dice:** | 7-12 |
| **THAC0:** | 13 (7-8 HD),<br>11 (9-10 HD),<br>9 (11-12 HD) |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | Variable |
| **Special Attacks:** | See below |
| **Special Defenses:** | Never surprised |
| **Magic Resistance:** | Nil |
| **Size:** | H (13'-18') |
| **Morale:** | Champion (15-16) |
| **XP Value:** | |
| 7 HD | 2,000 (+1000 per Hit Die) |

Treants are strangely related to both humans and trees, combining features of both species. Peaceful by nature, treants can cause great damage when roused to anger. They hate evil things and the unrestrained use of fire.

Treants are almost indistinguishable from trees. Their skin is a thick, textured, brown bark. Their arms

are gnarled like branches and their legs fit together when standing like the trunk of a tree. Above the eyes and along the head are dozens of smaller branches from which hang great leaves. In winter the leaves of a treant change color but rarely fall out. Treants are very intelligent and often speak a number of languages including their own, elf, dwarf, common, and a smattering of just about all other humanoid tongues (at least enough to say "Get out of my trees!").

**Combat:** The combat ability of treants varies with their size. Young treants (13 or 14 feet) have 7 or 8 Hit Dice and inflict 2-16 points of damage per attack. Middle-aged treants (15 or 16 feet) have 9 or 10 Hit Dice, respectively, and inflict 3-18 points of damage per attack. Elder treants (17 or 18 feet) have 11 or 12 Hit Dice and inflict 4-24 points of damage per attack.
Due to their tough, barklike skin, treants have a superior Armor Class rating against almost all weapons. Their only weakness is fire. Any fire-based attack against a treant is at +4 to hit and +1 damage. In addition, treants save against all fire-based attacks at -4. This weakness to fire also applies to animated trees controlled by a treant.
Treants have the ability to animate normal trees. One treant can animate up to two trees. It takes one round for a normal tree to uproot itself. Thereafter the animated tree can move at a rate of 3 per turn and fights as a full-grown treant (12 Hit Dice, two attacks, 4-24 points of damage per attack). A treant must be within 60 yards of the tree it is attempting to animate. Animated trees lose their ability to move if the treant who animated them is incapacitated or moves more than 60 yards away.
Treants (regardless of size) and treant-controlled trees can inflict structural damage when attacking a building or fortification.

**Habitat/Society:** Treants live in small communities, usually amidst old hardwood forests (oak, maple, mahogany, etc.). In the forest treants rarely reveal themselves, preferring not to interact with the more transient lifeforms (anything with a lifespan of 500 years or less). Humans and demihumans have only a slight chance of spotting a treant who is trying to blend in with the trees. Rangers have a fair chance of spotting a treant (10% per level).
Treants are intolerant of evil, particularly when fire and the wanton destruction of trees is involved. They hate orcs and goblins with a passion and tend to be suspicious of anyone carrying an ax.
Treants have no use for treasure, and usually place all such items somewhere out of sight, such as under a great rock. Occasionally a treant can be convinced to give up his treasure but only when some great good will be accomplished by this generosity.

**Ecology:** Treants, like all trees, gain sustenance via photosynthesis. Treants often sleep for long periods of time (anywhere from a few days to several years) during which short roots grow into the ground beneath them gathering water and minerals from the soil. Reproduction is via off-shoot stalks which the female treants then protect and care for until the stalks are grown.
The lifespan of a treant is not known, but is several thousand years at least. As they grow older, treants become slower and less agile, sleeping for longer periods and talking less of things that are and more of things that were. Eventually an old treant will not wake up, taking permanent root in the spot where he sleeps and living out the rest of his life as a normal tree.

# Triton

| | |
|---|---|
| **Climate/Terrain:** | Any sea |
| **Frequency:** | Rare |
| **Organization:** | Community |
| **Activity Cycle:** | Day |
| **Diet:** | Omnivore |
| **Intelligence:** | High and up (13+) |
| **Treasure:** | M, Q (C, S, T) |
| **Alignment:** | Neutral (good) |
| **No. Appearing:** | 6-60 |
| **Armor Class:** | 5 |
| **Movement:** | Sw 15 |
| **Hit Dice:** | 3 |
| **THAC0:** | 17 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | By weapon |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | 90% |
| **Size:** | M (7' tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | Normal: 270 |
| | Exceptional (4-6 HD): 650 |
| | Exceptional (7-8 HD): 2,000 |
| | Mage: 2,000 +1,000 per level over 7th |
| | Priest: 2,000 +1,000 per level over 7th |
| | Triton leader: 4,000 |

Tritons are rumored to be creatures from the elemental plane of Water that have been placed on the

Prime Material plane for some purpose unknown to man. They are sea dwellers, inhabiting warmer waters principally but equally able to live at shallow or great depths.
The lower half of a triton ends in two finned legs, while its torso, head, and arms are handsomely human. Tritons have a silvery skin that fades into silver-blue scales on the lower half of their bodies. Their hair is deep blue or blue-green. Triton speak their own language as well as those of sea elves and locathah.

**Combat:** Tritons carry either tridents (60%) or long spears (40%). Some 25% are also armed with heavy crossbows. When equipped for battle, tritons wear armor made of scales (AC 4).
Outside their lair, tritons are 90% likely to be mounted, either on hippocampi (65%) or giant sea horses (35%). These mounts fight in defense of their riders.
Exceptional tritons (see below) and triton leaders always carry conch shells with them. Not magical, their sounds are well known to all marine creatures. When blown properly by an exceptional triton, a conch summons 5d4 hippocampi, 1d10 sea lions, or 5d6 giant sea horses. These creatures swim to the aid of the summoning triton, arriving 1d6 rounds after the conch is first sounded. The conchs can also be sounded to frighten aquatic animals as the *fear* spell. This latter noise causes all marine creatures within 60 feet and with animal Intelligence or less to flee in panic. Creatures are allowed a saving throw vs. spell to avoid the fear effect, but even those who succeed with their saving throws have a -5 modifier on their attack rolls against the tritons.
Triton are reclusive and nonviolent. They normally attack to capture. If a triton is killed in a battle, however, the fight immediately becomes one of retribution. Should the fighting go poorly, the tritons withdraw to their lair to either gather reinforcements or make a last stand.
In addition to their other abilities, tritons are nearly impervious to magic with a natural magic resistance of 90%.

**Habitat/Society:** Tritons live either in great undersea castles (80% chance) or in finely sculpted caverns (20%). While tritons lean toward good alignment, they are very suspicious of outsiders and have no love for land dwellers in general.
Tritons rarely kill, unless provoked, but they are quick to apprehend those who intrude upon their seas. Trespassers found guilty of intentionally entering triton waters or treasure seeking are left "to the fate of the seas." This means being stripped of all belongings and set adrift at least 10 miles from any shoreline. Characters ruled innocent by the triton court awaken the next day on some distant shore. Tritons never aid land dwellers unless their own interests are involved in the matter.
For every 10 tritons encountered there is an exceptional triton of 4-6 Hit Dice. For every 20 encountered there is an exceptional triton with 7-8 Hit Dice. Groups of 50 or more are always accompanied by a triton leader (AC 2, 9 Hit Dice). There is a 10% chance for every 10 tritons encountered that they are accompanied by a triton mage of 1d6 levels.
At a triton lair, the following additional tritons are always found:

60 males (with related exceptional tritons)
One mage of 7th- to 10th-level ability
One priest of 8th- to 11th-level ability
Four priests of 2nd- to 5th-level ability
Female tritons equal to 100% of males (2 HD, AC 6)
Young equal to 100% of males (noncombatants)

There is also a 75% chance that the lair contains 2d6 sea lions as pets/guards.

**Ecology:** Tritons are omnivorous and live on fish, shellfish, and sea weed. They have no natural enemies save the giant squid, which is immune to the effects of their conch shells. Normal triton live approximately 300 years while their leaders and spellcasters have life expectancies of 500 years or more.

# Troglodyte

| | |
|---|---|
| **Climate/Terrain:** | Subterranean and mountains |
| **Frequency:** | Common |
| **Organization:** | Clan |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | A |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 10-100 |
| **Armor Class:** | 5 |
| **Movement:** | 12 |
| **Hit Dice:** | 2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 3 or 1 |
| **Damage/Attack:** | 1-2/1-2/2-5 or 2-8 weapon |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Steady (11) |
| **XP Value:** | Normal: 120 |
| | Guard: 175 |
| | Subchieftain: 270 |
| | Chieftain: 650 |

Troglodytes are a warlike race of carnivorous reptilian humanoids that dwell in natural subterranean caverns and in the cracks and crevices of mountains. They hate man above all other creatures and often launch bloody raids on human communities in search of food and steel.

Troglodytes stand about 6 feet tall, are covered in roughened leathery scales, and have a toothy lizard-like head. Males are easily distinguished from females by the fin-like crest that runs across their

heads and down their necks. Coloration for both sexes varies due to the troglodyte's chameleon-like ability to change skin tone, but grayish brown is most common. Most troglodytes wear little more than a leather weapons belt, with perhaps a small bag of semi-fresh meat. Leaders adorn their belts with pieces of steel, a sign of power in troglodyte culture. Troglodytes have excellent infravision (90-foot range). They speak their own language and no other.

**Combat:** Fifty percent of a troglodyte force use their teeth and claws. The remaining 50% use weapons: swords (5%), stone battle axes (10%), stone morning stars (10%), or two troglodyte javelins (25%). Of special note is the troglodyte javelin. These great darts grant a +3 bonus to the attack roll when thrown by a troglodyte; they cause 2d4 points of damage. This bonus reflects the troglodytes' great skill with these darts. About 25% of troglodytes carry two such darts apiece.

Troglodytes prefer ambushes to frontal assaults. Their favorite tactic is to pick a well-trod mountain or subterranean path and then use their chameleon power to blend in with the surrounding rocks. When a likely target walks by, the troglodytes hurl a volley of javelins (this attack gives opponents a -4 penalty to their surprise rolls, but only for the initial round). After a second volley, the troglodytes descend upon their hapless victims.

When angered or engaged in melee, troglodytes secrete an oil that smells extremely disgusting to all humans and demihumans. Those failing their saving throws vs. poison are so revolted as to lose 1d6 points of Strength. This loss remains in effect for 10 rounds.

**Habitat/Society:** Troglodyte society is organized into clans, with each clan led by a chieftain (usually the biggest and most fearsome troglodyte). A number of subchieftains also are present, chosen from those troglodytes that most distinguished themselves in battle. Rank is loose and internal squabbles common. Most chieftains lead only as long as the clan stays fed (and not one meal longer).

For every 10 troglodytes encountered there is one leader with 3 Hit Dice. For every 20 there are two subchieftains each with 4 Hit Dice. Groups of 60 or more always include the clan chieftain. The chieftain stands 7 feet tall, has 6 Hit Dice, and is accompanied by 2d4 guards with 3 Hit Dice each.

Troglodytes usually set their lair near a human or demihuman settlement. This enables them to prey on both the settlers and their livestock. The lair itself is typically a large cave or cavern with a number of smaller chambers adjoining it for the females and hatchlings. Troglodyte lairs contain a number of females equal to 100% of the males. Females have 1+1 Hit Dice each and fight to the death in defense of the hatchlings. Hatchlings number about 50% of the male population and are noncombatants.

Troglodytes value steel above all else, using it to make javelins and as a form of wealth. Individual troglodytes carry nothing of real worth, but their lair may contain considerable treasure amassed from their raids on the outside world. Often this wealth is carelessly strewn about, mixed in with half-eaten food, or just shoved into some out-of-the-way corner.

On moonless nights, raiding parties of 50 or more troglodytes venture forth in search of steel and food. These attacks usually target human settlements, where the troglodytes can use their infravision and their chameleon power to maximum advantage.

**Ecology:** Strict carnivores, troglodytes prefer human flesh over all others, but they won't hesitate to devour practically anything they can catch, including members of other troglodyte clans. Few creatures hunt troglodytes, for their taste is said to be even more vile than their odor.

# Troll

| | Troll | Two-headed | Freshwater | Saltwater |
|---|---|---|---|---|
| **Climate/Terrain:** | Any land | Any land | Lakes/rivers | Any coast |
| **Frequency:** | Uncommon | Very rare | Rare | Uncommon |
| **Organization:** | Group | Group | Group | Group |
| **Activity Cycle:** | Night | Any | Day | Night |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Low (5-7) | Average (8-10) | Low (5-7) | Low (5-7) |
| **Treasure:** | Q (D) | Q (D) | Qx4 (C) | (D) |
| **Alignment:** | Chaotic evil | Chaotic evil | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1-12 | 1-3 | 1-6 | 1-8 |
| **Armor Class:** | 4 | 4 | 3 | 2 |
| **Movement:** | 12 | 12 | 3, Sw 12 | 3, Sw 12 |
| **Hit Dice:** | 6+6 | 10 | 5+5 | 6+12 |
| **THAC0:** | 13 | 11 | 15 | 13 |
| **No. of Attacks:** | 3 | 4 | 3 | 3 |
| **Damage/Attack:** | 5-8/5-8/5-12 | 5-8/5-8/1-12/1-12 | 2-5/2-5/3-12 | 1-4/1-4/9-16 |

| | | | | |
|---|---|---|---|---|
| **Special Attacks:** | See below | See below | See below | See below |
| **Special Defenses:** | Regeneration | Regeneration | Regeneration | Regeneration |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | L (9') | L (10') | L (8') | L(10') |
| **Morale:** | Elite (14) | Champion (15-16) | Elite (14) | Champion (16) |
| **XP Value:** | 1,400 | 3,000 | 650 | 1,400 |
| | **Desert** | **Spectral** | **Giant** | **Ice** |
| **Climate/Terrain:** | Any desert | Any forest | Any land | Arctic |
| **Frequency:** | Rare | Very rare | Rare | Rare |
| **Organization:** | Solitary | Solitary | Tribe | Tribe |
| **Activity Cycle:** | Any | Night | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Average (8-10) | Very (11-12) | Low (5-7) | Average (8-10) |
| **Treasure:** | C | C | C | Q (D) |
| **Alignment:** | Chaotic evil | Chaotic evil | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1 (10% 1-6) | 1 | 1-12 | 2-12 |
| **Armor Class:** | 4 | 0 | 4 | 8 |
| **Movement:** | 12 | 12 | 12 | 9 |
| **Hit Dice:** | 7+7 | 8 | 8 | 2 |
| **THAC0:** | 13 | 13 | 13 | 19 |
| **No. of Attacks:** | 3 | 3 | 1 weapon | 2 |
| **Damage/Attack:** | 3-6/2-6/3-10 | 3-6/3-6/3-10 | 2d6+7 | 1-8/1-8 |
| **Special Attacks:** | Surprise | Nil | Nil | Nil |
| **Special Defenses:** | Regeneration | See below | Regeneration | See below |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | L (9') | L (10') | L (10') | L (8') |
| **Morale:** | Fanatic (17-18) | Champion (15) | Fanatic (17-18) | Steady (11) |
| **XP Value:** | 1,400 | 1,400 | 1,400 | 175 |

Trolls are horrid carnivores found in all climes, from arctic wastelands to tropical jungles. Most creatures avoid these beasts, since trolls know no fear and attack unceasingly when hungry. Their frame appears thin and frail, but trolls possess surprising strength. Their arms and legs are long and ungainly. The legs end in great three-toed feet, the arms in wide, powerful hands with sharpened claws. The trolls' rubbery hide is colored a moss green, mottled green and gray, or putrid gray. A writhing hairlike mass grows out of their skulls and is usually greenish black or iron gray in color. Their dull, sunken black eyes possess 90-foot infravision. Females are easily distinguished from males; they are both larger and more powerful than their male counterparts.

Trolls walk upright but hunched forward with sagging shoulders. The trolls' gait is uneven and, when running, the arms dangle free and drag along the ground. For all this seeming awkwardness, trolls are very agile. They are masterful climbers and can scale even sheer cliffs with an 80% chance of success. Trolls have a poor hearing, but their sense of smell is superior.

Trolls have no language of their own, using "trollspeak", a guttural mishmash of common, giant, goblin, orc,

and hobgoblin. Trollspeak is highly transient and trolls from one area are only 25% likely to be able to communicate with trolls from another.

**Combat:** Trolls attack with two clawed hands and their bite, and they can attack at multiple opponents. In the rare case that a troll wields a weapon, it attacks with a +8 damage bonus. Trolls regenerate at an amazing rate. Starting three rounds after first blood, the creatures recovers 3 hit points per round until healed. Trolls reduced to 0 or fewer hit points fall to the ground, incapacitated but not slain. Incapacitated trolls continue to regenerate and stand up to fight as soon as they have a positive number of hit points.

When using an edged weapon, it is possible to sever the thin limbs of a troll (a natural 20 with an edged weapon is needed). Severed limbs continue to fight after separation from the body (hands squeeze, heads bite if stepped on, etc.). Attacks by severed limbs are at normal chances to hit. Separated limbs fight for the remainder of the battle, then scuttle back and rebind with the body once the battle is over. Limbs unable to reach the body to die within 24 hours, but this is of little consequence since trolls regenerate lost body parts (including the head) within a week. If a troll is dismembered and scattered, the largest surviving piece regenerates. The others die within one day if they cannot rejoin that piece. Only fire and acid cause permanent damage to trolls. These forms of attack destroy its regenerative ability. A troll reduced to 0 or fewer hit points and immersed in acid or burned with fire is killed.

Trolls have no fear of death, and launch themselves into combat, flailing wildly at their opponents and biting whoever comes closest. They occasionally (25%) throw stones before closing with their victims. Thrown stones have a maximum range of 20 yards, weigh 10 to 20 pounds, and inflict 1d8 points of damage. If confronted by a large natural or magical fire, trolls try to find some way around the flames. Trolls combine a ravenous appetite with limited intelligence, so they are frequently distracted and break off pursuit 50% of the time to pick up food dropped by fleeing prey.

**Habitat/Society:** Trolls can survive in all climes, but prefer dense forests and subterranean locales, since bright sunlight hurts their eyes; trolls suffer no combat penalties because of this. They usually make their lairs in caves, using great boulders to block the entrances. Inside a troll cave are a number of rough nests made of straw and grass, plus scattered bones and treasure from victims. If there are no caves in an area, trolls dig themselves a trollhole and cover its opening with twigs and leaves. Trollholes are usually built near trees and are 90% undetectable. Anyone who steps on a trollhole is 75% likely to fall through the leafy door and tumble into the den below.

Trolls live in small packs of 3 to 12 trolls led by a dominant female who acts as shaman/chieftain. She casts priest spells at 7th level; spheres typically include Charm, Divination, Sun (Darkness only), and Weather. Leadership is only retained by combat, so fights for pack control are frequent. Often trolls rend each other limb from limb, but these battles are never fatal. Still, it is the custom of trolls to toss the loser's head a great distance from the fight scene, and frequently losers must sit and stew for a week until their new head grows in.

The pack chieftain's duties are few. She leads the trolls on nightly forages, loping along, sniffing the air for prey. If a scent is found, the trolls charge, racing to get there first, and letting out a great cry once prey is spotted. In return for being the hunt leader, the shaman gets her choice of mates in the pack. Females give birth to a single troll about once every five years.

Trolls have ravenous appetites, devouring everything from simple grubs to bears and humans. Their lairs are often located near human settlements or along well traveled roads, but not too near, for even trolls respect organized resistance by fire-bearing humans. Wandering trolls, in search of a new lair, travel by night and sleep by day. Ravenous from walking, these packs, on occasion, attack and devour entire humanoid villages.

**Ecology:** Trolls prey on all but the most powerful of creatures. They respect and fear dragons, but they hate

giants of good alignment and wage war with them frequently. The troll's green blood is used to manufacture both poison antidotes and healing potions. The blood from one troll, worth 400 gp, can make three such potions.

### Giant Two Headed Troll

These ferocious troll/ettin crossbreeds posses a mottled greenish brown skin tone, and their dress is usually moth-eaten rags or animal skins. Two-headed trolls use trollspeak as their language. Though part ettin, these monsters retain many of the abilities of trolls. They regenerate like trolls, but only 1 hit point a round, and severed limbs cannot reattach (their thicker limbs are not cleaved on a roll of 20). Two-headed trolls attack with two claws and two bites. Both bite attacks are against one opponent, but the claws may be directed against different foes. The troll can, though rarely, wield a weapon with a +6 damage bonus. Like ettins, two-headed trolls are surprised only on a 1. These creatures live in damp, underground caverns and can be found leading groups of their smaller troll cousins.

### Freshwater Troll (Scrag)

These gilled trolls, also called scrags or river trolls, are the most loathsome of all the trolls. River trolls, as their name implies, travel the waterways in search of victims. Their arms are thin and frail but their mouths are wide and lined with dozens of needle-sharp fangs. Their color ranges from blue-green to olive. Scrags have all of the abilities of normal trolls, but they only regenerate when immersed in fresh water. Scrags can survive out of water for one hour and often come ashore in search of prey. River trolls devour anything they catch, but prefer humanoids and have a fondness for dwarves.

Scrags are devious hunters and often carry a few baubles with them. They lay gems near the water's edge and wait for someone to spot them and reach down. Other traps include burying themselves in the sand, in shallow water, and waiting to be stepped on or tangling the rudders of small boats. River trolls occasionally nest beneath bridges or near ferry boats, demanding a toll in exchange for passage. The toll varies, but averages the equivalent of one cow per week, per troll. Livestock and children frequently disappear when river trolls are near. Scrag shamans also have access to Elemental (water) spells.

### Saltwater Troll (Marine Scrag)

Like freshwater scrags, marine scrags can breathe air for one hour and have all of the abilities of normal trolls, except they regenerate only when immersed in saltwater. Large, green, and pot-bellied, marine scrags are thick-skinned and heavily scaled. Limp hair, the color of seaweed, hangs down to their shoulders. Their feet are wide and webbed to aid them in swimming. While their limbs are shorter and weaker than those of ordinary trolls, their mouths are larger and filled with hundreds of needle-sharp teeth. Marine scrags can subsist on fish and shellfish, but crave human flesh. They create their lairs in shallow ocean caves or beneath city docks. They emerge from their caves at night, climbing over ship railings in search of sailors or hunting the piers for a strolling couple or a lone drunk. Their attacks are quick and stealthy; they usually hunt in packs of four to six, but occasionally, several dozen may attack a large ship. Marine scrag shamans also have access to Elemental (water) spells.

### Desert Trolls

Desert trolls are usually tan, but can modify their color from bleached tan to mottled rock brown, causing a -2 penalty to opponents' surprise rolls. Their keen senses and animal cunning reduce their chances of being surprised to 1-in-10. Like normal trolls, the desert variety usually attacks with two claws and a bite.

Desert trolls are immune to normal fire, heat, and cold. They do not regenerate acid damage, damage from magical fire, or fire breath weapons. In addition, they suffer damage from normal water that cannot be regenerated. Normal water inflicts 1d4 points of damage per vial, 2d4 points per flask, and 4d4 points per

skin. A *decanter of endless water* aimed directly at a desert troll (successful attack roll required) causes 25 points of damage per round. Purified water (including normal and holy water) causes double damage. A *potion of sweet water* causes 6d6 points of damage and the troll must make a saving throw vs. poison or die. These trolls are tougher and more tenacious than their more common counterparts, but they are also more solitary. They skulk at the edges of settled areas, waylaying travelers and polluting sources of pure water.

### Spectral Troll (Troll Wraith)

Spectral trolls, taking material form only in darkness, are tormented by the memory of life. They try to slay all living creatures they encounter. Resembling normal trolls in all respects except color, their jet black skin and hair make them easily distinguishable from other trolls. Spectral
trolls have the same attacks as regular trolls and can divide them among many opponents. A silver or magical weapon is needed to attack them, making the final disposition of a spectral troll an even trickier prospect. Being undead, spectral trolls can be turned by priests as though they were specters. It is noted that a humanoid slain by a spectral troll becomes one itself in three days, unless a proper burial ceremony is performed by a priest of the victim's religion. Spectral trolls vanish in direct sunlight. They do not take damage from sunlight, they merely fade from view and reappear at the same spot at nightfall. Even those captured, unconscious, or trapped in *temporal stasis* have escaped permanent imprisonment in this manner.

### Giant Trolls

Giant Trolls are hideous hill giant/troll crossbreeds. They resemble normal trolls in all respects, except for their unnatural size. Their skin is reddish brown and they have red-rimmed eyes.

Despite their pot-bellied appearance, giant trolls are immensely strong and inflict damage like a hill giant when they are using their favorite weapon of attack -- a large spiked club made from a tree trunk or a house timber. These clubs cause 2d6+7 points of damage. In those rare instances when a giant troll has no weapons, its claws inflict 1d6+1 points of damage; as with all trolls, the claw attacks can be divided among different opponents as necessary.

Instead of using their claws to attack, weaponless giant trolls are more likely to grab medium-sized prey in their large hands and wield the struggling victim like a club, beating a new target with the body. Refer to the rules on hand-to-hand combat in the *Dungeon Masters Guide* for guidelines.

Giant trolls who are overwhelmed by many small- and medium-sized opponents take time to grab and hurl the warriors into nearby trees, leaving more time to deal with the softer, weaker enemies. Note that, like hill giants, giant trolls can catch missiles 25% of the time, if in reach, and can hurl boulders that cause 2d8 points of damage.

Unlike normal trolls and their closer relatives, giant trolls never attack with their bite. This is due to the fact that they are much taller than the meals they like best (humanoids, of course), and they find it difficult to bend forward with the flexibility normal trolls enjoy.Then too, the head of a giant troll, more than any other part of the cross-breed anatomy, is almost identical to that of a hill giant, except that their skin is reddish brown. The giant troll also lacks the razor sharp teeth of normal trolls that strike fear in so many.

Giant trolls regenerate damage as normal trolls, but at the rate of 2 hit points per round. They cannot reattach severed limbs. Before a giant troll can be killed, at least 10 points of damage must be inflicted on it by fire. If this condition is not met, and the giant troll is reduced to a single hit point, further damage has no effect, except to prevent regeneration.

They have a very acute sense of smell and 90-foot infravision. Giant trolls are feared throughout the world, for not only do they possess the horrible ability to regenerate damage inflicted upon them, but they also possess the power and strength of hill giants (fearsome in their own right). The combination is a deadly one, and, even worse, giant trolls travel in loose tribal bands of 1dl2 members. They are rarely encountered alone. Lairs of giant trolls are always served by 2d6 normal trolls who act as simple lackeys (and sometimes food)

for their larger cousins.
Giant trolls are found in nearly every clime. Giant trolls are on good terms with strong hill giant tribes, for which they serve as elite personal guardians for the ruling chief.

### Ice Troll

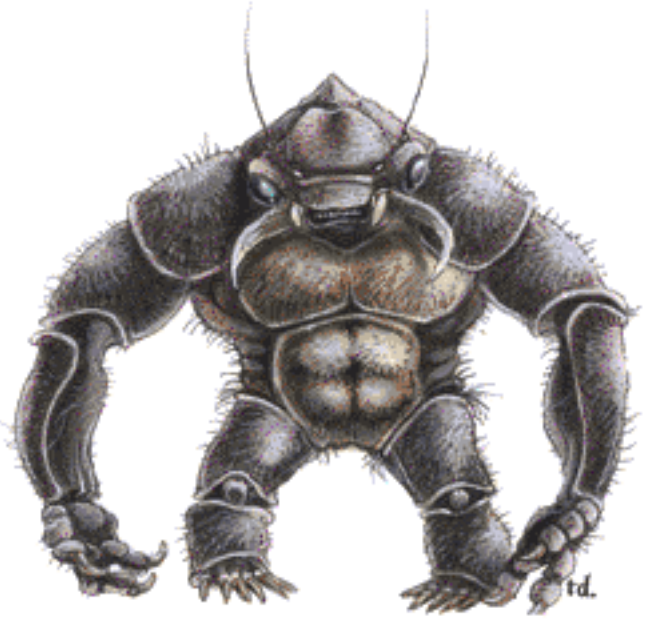
The ice troll is a smaller, more intelligent relative of the normal troll, and is probably the result of magical experimentation. It closely resembles its more common cousin, but has semitransparent, very cold skin. Ice trolls are famous for being cunning, evil creatures which keep humans and demi-humans as livestock. Because ice trolls need water to regenerate, they never leave their lakes and rivers, and will create elaborate traps to lure their prey to them.
Ice trolls are organized and intelligent enough to know their weaknesses, and rarely start a fight at a disadvantage. Unlike their larger and less intelligent cousins, they do not wade into combat blindly, but will try to pick off weaker opponents one by one, hoping to bring back live prey. Ice trolls generally attack with claws for 1d8 hit points of damage each, but have been known to use weapons on rare occasions (10%), at an additional +4 to each weapon's damage due to Strength. Attacks may be directed against different opponents. The regenerative powers of ice trolls are not as great as normal trolls. An ice troll must be immersed in water to be able to regenerate 2 hit points per melee round. The creatures often make their stand in a shallow pool of water to keep this advantage.
Because of the thin, brittle nature of the ice troll, it is possible to sever one of the creature's limbs with an edged weapon, on a natural attack roll of 20 with an edged weapon. Severed limbs also regenerate 2 hit points per turn, as long as they are immersed in water. If a severed limb is not in contact with water, it will move up to 30 feet in search of water, always moving toward it, if it is in range.
Fire and acid are the only attack forms which negate the ice troll's ability to regenerate.
Because of the ice troll's physiology, fire-based attacks do double damage. Ice trolls are unaffected by cold or cold-based spells, and because of their magical nature, can only be hit by magical weapons or missiles.
Ice trolls live in groups of 7-12 in arctic and sub-arctic regions, near open water. Because they are smaller and less resilient than their larger cousins, they have developed a higher sense of cooperation to stay alive. Each group has a leader, usually the most intelligent. Leaders are responsible for keeping the group safe and well-fed.
Ice trolls live near settled regions, hoping to waylay and capture humans and demi-humans. Ice trolls will frequently bait traps for adventurers, using treasure they have salvaged from previously waylaid groups. Settlements also provide more common livestock, which, although less preferable than human flesh, is considered edible in times of need. Ice trolls establish their lairs near lakes or rivers. Here the ice trolls will have gathered all their treasure, as well as 5-20 human or demi-human captives. These prisoners are kept well-fed on grains and vegetables, so that the ice trolls need never go too long without food.
Ice trolls mate in the spring and give birth to one baby ice troll in the late fall. When an ice troll tribe gets too large, it splits, one group wandering off to find a new lair. Ice trolls that live in arctic regions often hunt remorhaz, and will even pick off a solitary frost giant. Ice troll blood is frequently used in the manufacture of *frost brand swords*, and *rings of cold resistance*.

### Spirit Trolls

The spirit troll is an odious mutation of the spectral troll. Several schools of thought completely separate this creature from the spectral variety, presenting evidence that the spirit troll is a perverted magical interbreeding of trolls and invisible stalkers. The spirit troll is invisible; characters able to see invisible objects observe it to be very similar to a troll, slightly shorter and with diffused features. The spirit troll can only be hit by magical weapons. Fire inflicts full damage, but it is invulnerable to cold-based attacks. It regenerates as does a troll, and at the same rate.

It attacks with its fangs and two sharp claws, against three different opponents if it so desired. The damage inflicted by its fangs (2d4+2) is normal damage, except that the spirit troll adds the damage to its own hit points -- in effect healing itself! The damage inflicted by the spirit troll's claws (1d4+2) is taken not only from the victim's hit points but also from Strength. Strength points lost in this way are recovered in 2d4 turns. If a character's Strength is reduced to 0, the PC dies. If the Strength is reduced to 1 or 2 points, the PC is rendered comatose, only recovering when (and if) sufficient hit points are recovered to raise the Strength to 3 or more. The spirit troll has an acute sense of smell and superior, 120 foot-range, infravision.

# Umber Hulk



| | Umber Hulk | Vodyanoi |
|---|---|---|
| **Climate/Terrain:** | Subterranean | Freshwater aquatic |
| **Frequency:** | Rare | Rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Carnivore | Carnivore |
| **Intelligence:** | Average (8-10) | Average (8-10) |
| **Treasure:** | G | G |
| **Alignment:** | Chaotic evil | Chaotic evil |
| **No. Appearing:** | 1-4 | 1-3 |
| **Armor Class:** | 2 | 2 |
| **Movement:** | 6, Br 1-6 | 3, Sw 6 |
| **Hit Dice:** | 8+8 | 8 |

| | | |
|---|---|---|
| **THAC0:** | 11 | 13 |
| **No. of Attacks:** | 3 | 3 |
| **Damage/Attack:** | 3-12/3-12/1-10 | 3-12/3-12/1-10 |
| **Special Attacks:** | See below | Nil |
| **Special Defenses:** | Nil | See below |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | L (8' tall, 5' wide) | L (8' tall, 5' wide) |
| **Morale:** | Elite (13) | Elite (13) |
| **XP Value:** | 4,000 | 2,000 |

Umber hulks are powerful subterranean predators whose ironlike claws allow them to burrow through solid stone in search of prey.
Umber hulks are tremendously strong, standing nearly 8 feet tall and over 5 feet wide. Muscles bulge beneath their thick, scaly hides and their powerful arms and legs all carry great claws. They have no necks to speak of, but the head features a powerful maw with rows of triangular teeth and 8-inch mandibles capable of biting through any hide or bone. Most peculiar of all are the four round eyes, spaced evenly across each umber hulk's forehead. Umber hulks are black, shading to a lighter shade of yellowish gray on the front. Their eyes are mere blackened dots each the size of a small coin. Umber hulks have their own language.

**Combat:** For all of their monstrous features, umber hulks are intelligent opponents. They usually dig to a point adjacent to a main corridor, then wait, peeking through a crack they've made, until likely prey walks by. The umber hulk then springs out upon its startled victim. When using this technique, opponents have a -5 modifier on their surprise rolls. Other tactics involve planned cave-ins and dead-end tunnels where an umber hulk can wait for victims to come to him. Their burrowing rate varies from 10 feet per turn in solid stone to 60 feet per turn in soft earth.
In melee, umber hulks can deliver a vicious bite but, understandably, their main weapon is their great claws. Worse, looking into an umber hulk's eyes causes *confusion,* as per the spell, unless a saving throw versus spell is made. In addition to this special confusion attack the outer eyes of an umber hulk provide the creature with infravision to a distance of 90 feet.
The one saving grace when fighting an umber hulk is their speed. Their gait is slow and ponderous and their balance is poor in wide spaces.
Umber hulks never fight to the death unless cornered (which is rare, since the creature can dig through stone). If hard pressed, an umber hulk won't hesitate to cause a cave-in (25% chance of success per round) and then dig his way to freedom.

**Habitat/Society:** Umber hulks dwell in the depths of the earth. They raid dungeons for food, much the way anteaters raid ant colonies, eating their fill and then moving on to let the "colony" recover.
Umber hulks are usually solitary hunters. Males and females mate, then go their separate ways. One to three young are born about a year later in a special nursery which has been hollowed out by the female. Two years later, once the hulklings are big enough, the female begins taking them with her when

hunting. It is during this period that unfortunate victims may stumble across more than one umber hulk at a time.
No umber hulk culture is known, but it is rumored that there may be entire cities of these beings underground with tunnels that radiate out, like threads in a spider's web, toward the nearer dungeons and mountain ranges. If true, this would explain much, for umber hulks seem to disappear or spring up in a region at will and always take great care in hiding their tunnels behind them.

**Ecology:** Umber hulks eat young purple worms, ankhegs, and similar creatures. Their favorite prey, however, is humankind.

### Vodyanoi

These aquatic predators are closely related to the umber hulk. Vodyanoi live in deep bodies of fresh water. They are similar in appearance to umber hulks but have only two eyes and thus lack the ability to confuse opponents. Their skin is green and slimy to the touch, but beneath it is a thick, knobby hide. Their claws are webbed. Vodyanoi prey upon all manner of creatures but prefer human flesh. They can rend the hulls of small vessels and frequently sink or overturn small boats. Once per day a vodyanoi can attempt to summon 1-20 electric eels with a 50% chance of success. The existence of a saltwater variety of vodyanoi of twice the size and greater ferocity is rumored but unconfirmed.

# Unicorn

| | |
|---|---|
| **Climate/Terrain:** | Temperate sylvan woodlands |
| **Frequency:** | Rare |
| **Organization:** | Family |
| **Activity Cycle:** | Day |
| **Diet:** | Herbivorous |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | X |
| **Alignment:** | Chaotic good |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | 2 |
| **Movement:** | 24 |
| **Hit Dice:** | 4+4 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-6/1-6/1-12 |
| **Special Attacks:** | Charge |
| **Special Defenses:** | See below |
| **Magic Resistance:** | Nil |
| **Size:** | L |
| **Morale:** | Elite (14) |
| **XP Value:** | 650 |

Unicorns dwell only in temperate woodlands, away from human habitation. These fierce but good creatures shun contact with all but sylvan creatures (dryads, pixies, sprites, and the like); however, they will show themselves to defend their woodland home.

Powerful steeds with gleaming coats of pure white hair, unicorn eyes are usually deep sea blue or fiery pink. Long, silky white strands of hair hang down from the mane and forelock. A single ivory-colored horn, 2 to 3 feet in length, grows from the center of each unicorn's forehead. Males are distinguished by the white beard beneath the chin; females by their more elegant and slimmer musculature. The hooves of a unicorn are cloven and yellow-ivory in color. Unicorns speak their own language as well as those of other sylvan creatures and elves.

**Combat:** Unicorns can sense an enemy from 240 yards away. Likewise, unicorns move very silently, so opponents are penalized -6 on their surprise rolls. Unicorns can kick with their front hooves and thrust with the horn each round. Due to the horn's magical nature, it always has a +2 bonus to hit. Unicorns can charge into battle, using the horn like a lance. To make this charge, there must be at least 30 feet of open space between the unicorn and his opponent. Opponents struck by a charging unicorn suffer 3-36 points of damage from impaling. Unicorns may not attack with their front hooves in the round they charge.
Once per day a unicorn can use a *teleport* spell of limited range. This spell will transport the unicorn (and its rider) to any place that the unicorn desires, up to 360 yards away. Unicorns often use this ability as a last resort to avoid death or capture.
In addition, unicorns can never be *charmed* or *held* by magic. They are immune to death spells and make all saving throws against spells as if they were wizards of 11th level. Unicorns are immune to poison.

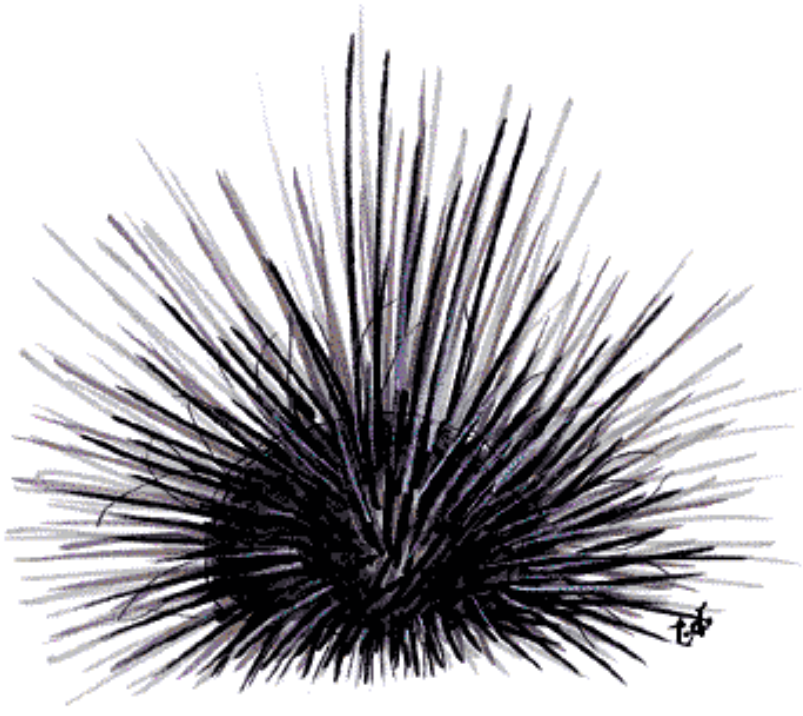
**Habitat/Society:** Unicorns mate for life and make their home in an open dell of the forest they have chosen to protect. There, in the boles of the trees, unicorns etch a glyph, recognizable to sylvan creatures, indicating that the forest is under unicorn protection. Rangers have a 10% chance per level of determining correctly whether a forest is guarded by unicorns. Once a woodland has a unicorn protector, no other unicorn will enter that forest unless the forest is very large. Each family of unicorns stakes out a territory approximately 400 square miles (20 miles by 20 miles).
Travelers may pass through a unicorn's forest freely and even hunt there, but anyone killing for sport or damaging the forest maliciously will be attacked if the unicorn is nearby (10% chance). The ferocity of this attack is determined by the evil of the trespasser. Truant youths throwing stones at animals, for example, would be driven off with just a few bruises as a reminder, while pillaging orcs would be hunted down and slain.
Lone unicorns occasionally allow themselves to be tamed and ridden by a human or elf maiden of pure heart and good alignment. A unicorn that submits once and is treated kindly will act as the maiden's steed for life, even carrying her beyond the realm of his forest if she so desires. Unicorns make exceptionally loyal mounts and will protect their riders even unto death.

**Ecology:** Unicorns are herbivores, living on tender leaves and grasses. Their only enemies are griffons and those creatures who destroy forests, in particular red dragons and orcs.
The life span of unicorns has never been recorded but is known to surpass 1,000 years. They are believed to maintain their youth until death is only weeks away. The secret to this longevity is the strong magical nature of the horn. Unicorn horns are highly sought after, since possession of one is a sovereign remedy against all poisons. Alternately, a single horn can be used, by an alchemist, to manufacture 2-12 potions of *healing*. Unicorn horns sell for 1,500 gold pieces or more on the open market.

# Urchin

| | Black | Green | Red |
|---|---|---|---|
| **Climate/Terrain:** | Sea bed, coast | Sea bed, coast | Sea bed, coast |
| **Frequency:** | Uncommon | Rare | Rare |
| **Organization:** | Bed | Group | Group |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Scavenger | Scavenger | Scavenger |
| **Intelligence:** | Semi- (2-4) | Semi- (2-4) | Semi- (2-4) |
| **Treasure:** | 10 x 1d10 gp | 40 x 1d10 gp | 90 x 1d10 gp |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-6 | 1-4 | 1-4 |
| **Armor Class:** | 4 | 3 | 2 |
| **Movement:** | 6, Sw 6 | 6, Sw 6 | 6, Sw 6 |
| **Hit Dice:** | 1+1 | 2+1 | 3+1 |
| **THAC0:** | 19 | 19 | 17 |
| **No. of Attacks:** | 2 | 2 | 3 |
| **Damage/Attack:** | 1-4 | 2-7 | 2-5 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | S (3') | S (3') | S (3') |
| **Morale:** | Steady (11) | Steady (11) | Steady (11) |
| **XP Value:** | 65 | 120 | 420 |

| | Silver | Yellow | Land |
|---|---|---|---|
| **Climate/Terrain:** | Sea bed, coast | Sea bed, coast | Any temperate to tropical land |
| **Frequency:** | Very rare | Very rare | Rare |
| **Organization:** | Pair | Group | Pair |
| **Activity Cycle:** | Any | Any | Day |



| | | | |
|---|---|---|---|
| **Diet:** | Scavenger | Scavenger | Scavenger |
| **Intelligence:** | Semi- (2-4) | Semi- (2-4) | Animal (1) |
| **Treasure:** | 250 x 1d10 gp | 160 x 1d10 gp | See below |
| **Alignment:** | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-2 | 1-3 | 1-2 |
| **Armor Class:** | 0 | 1 | 3 |
| **Movement:** | 6, Sw 6 | 6, Sw 6 | 12 |
| **Hit Dice:** | 5+3 | 4+2 | 3+3 |
| **THAC0:** | 15 | 17 | 17 |
| **No. of Attacks:** | 5 | 4 | 6 |
| **Damage/Attack:** | 2-5 | 1-6 | 1-2 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil |
| **Size:** | S (3') | S (3') | S (3') |
| **Morale:** | Steady (11) | Steady (11) | Steady (11) |
| **XP Value:** | 975 | 650 | 420 |

Urchins are a family of marine creatures that, like oysters, are hunted for the value of the stones found in their bodies. They resemble 3-foot-diameter balls covered with thousands of 3-inch-long, needle-sharp spines. There are several species of urchins, which can be distinguished from each other by their distinctive colors.

**Combat:** Urchins can fire their spines with the distance and accuracy of light crossbows. An urchin can fire multiple spines per round as listed above under "No. of Attacks." Urchins have no eyes with which to see their opponents; instead they possess an innate clairvoyance ability. This ability gives all spines fired by urchins a +2 bonus to the attack roll. Damage from an urchin spine varies from species to species and many spines contain paralytic or even lethal poisons. Since urchins are covered with thousands of spines, they have a virtually unlimited supply of ammunition.

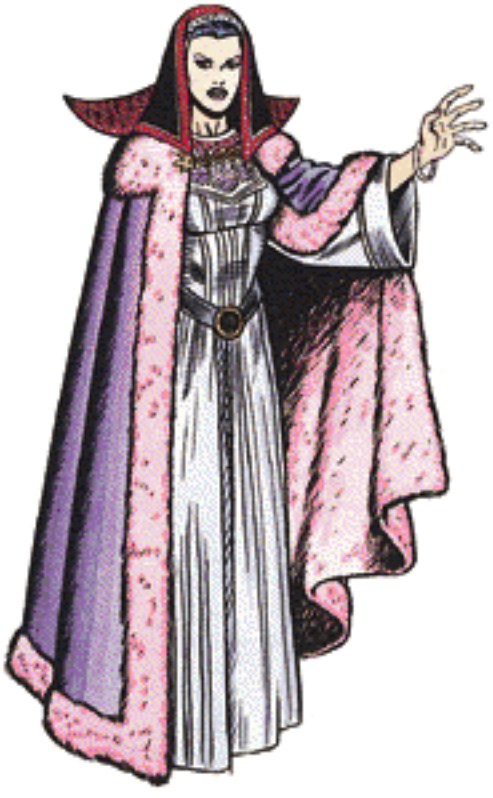
**Habitat/Society:** Urchins are primarily scavengers, scouring the ocean floors for remains of shellfish. Occasionally they hunt fish, but they never attack man-sized beings unless threatened or approached within 10 feet.
Urchins live in the shallows and upon shoals near the coast. They occasionally (10% chance) remain on land during low tide to scavenge for food. While on land, urchins move via rolling. They are capable of surprisingly high speeds when moving this way.

**Ecology:** Inside each urchin is a crystalline organ-gem that seems to have some connection to their innate clairvoyance ability. While this gem has little value as a stone, it is highly prized by alchemists. The exact value of the organ-gem depends on quality and the type of urchin it was taken from. To determine a stone's value, consult the "Treasure" entry above.

**Land Urchin**

These distant cousins of sea urchins live strictly on land. Land urchins move on five spindly legs. They are shy creatures and only attack if approached within ten feet. Their paralytic poison lasts for six turns. Land urchins have no organ-gem but often (80% chance) form pearls inside their bodies. Old urchins contain 2d6 such pearls, each valued at 1d6 x 100 gold pieces.

# Vampire



| | |
|---|---|
| **Climate/Terrain:** | Any land |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | Special |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | F |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 1 |
| **Movement:** | 12, Fl 18 (C) |
| **Hit Dice:** | 8+3 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 5-10 |
| **Special Attacks:** | Energy drain |
| **Special Defenses:** | +1 or better magical weapon to hit |
| **Magic Resistance:** | See below |
| **Size:** | M (5½'-6½') |
| **Morale:** | Champion (16) |
| **XP Value:** | |
| Western | 8,000 |

| | |
|---|---|
| Eastern | 9,000 |

Of all the chaotic evil undead creatures that stalk the world, none is more dreadful than the vampire. Moving silently through the night, vampires prey upon the living without mercy or compassion. Unless deep underground, they must return to the coffins in which they pass the daylight hours, and even in the former case they must occasionally return to such to rest, for their power is renewed by contact with soil from their graves.

One aspect that makes the vampire far more fearful than many of its undead kindred is its appearance. Unlike other undead creatures, the vampire can easily pass among normal men without drawing attention to itself for, although its facial features are sharp and feral, they do not seem inhuman. In many cases, a vampire's true nature is revealed only when it attacks.

There are ways in which a vampire may be detected by the careful observer, however. Vampires cast no reflection in a glass, cast no shadows, and move in complete silence.

**Combat:** When engaging in combat, vampires are savage and fearsome opponents. They are physically very powerful, with a Strength score of 18/76, receiving a bonus of +2 to hit and +4 to damage. The crushing blows of a vampire's attack are so fierce that they inflict 5-10 points of damage.

The gaze of a vampire is one of its most powerful and dangerous weapons. Any person who allows the vampire to look into his eyes will be affected as if by a *charm person* spell. Due to the power of this enchantment, a -2 is applied to the victim's saving throw vs. spell. In this manner, vampires are often able to pass posted sentries and surprise their chosen victims.

Like all undead creatures, vampires exist in both the Positive Material and Negative Material planes at the same time. Their powerful negative essence allows them to drain two life energy levels from anyone they strike. If the vampire is making use of some form of weapon in the attack, it cannot employ this power.

Weapons of less than +1 enchantment pass through vampires without harming them in any way. Even if attacked with and harmed by magical weapons, vampires regenerate 3 hit points per round. If reduced to zero hit points, a vampire is not destroyed, but is forced to assume *gaseous form*. Once in this state, it will attempt to flee and return to its coffin where, after eight hours of rest, it regains its corporeal form. If the defeated vampire is unable to reach its coffin within 12 turns, however, its essence breaks up and the creature is truly destroyed.

*Sleep, charm,* and *hold* spells do not affect vampires. Similarly, they are unharmed by poisons and immune to paralysis. Spells that are based on cold or electricity cause only half damage.

At will, vampires are able to disperse their bodies into clouds of elemental vapor and assume *gaseous form*. In this state, they are all but immune to attack and can escape from almost any confinement. In addition, vampires can *shape change* so as to take on the form of a large bat (hence the flying movement rate given above).

Vampires can summon lesser creatures for aid. In a subterranean environment, they will typically call forth a swarm of 10-100 rats or bats. In the case of the latter, these do not physically attack but serve to confuse and obscure the vision of the vampire's foes. In the wilderness, a vampire will normally call upon 3-18 wolves for assistance. In all cases, the summoned animals arrive in 2-12 rounds.

At will, a vampire can use a *spider climb* ability and scale sheer surfaces. Often, they will employ this power to gain access to rooms on upper floors without alerting those on watch downstairs. This power also permits the vampire to seek refuge in places which are all but beyond the reach of mortal men.

Despite the great powers which vampires obviously possess, they are not without weaknesses of their own. The odor of strong garlic repels them and they will not approach it. Further, they will recoil from the face of a mirror or lawful good holy symbol if either of these is presented to them with courage and conviction. It is important to understand, however, that this will not actually harm the vampire in any way nor drive it off. Garlic will prevent the creature from attacking or entering the area, while mirrors and holy symbols force the vampire to find some means of removing the offending object before it can be bypassed. In most cases, the vampire will seek to overcome these hazards with the aid of its minions. For example, a *charmed* person might be called upon to attack someone who is holding the vampire at bay with a holy symbol. Another important point to keep in mind is that a lawful good holy symbol will affect the vampire regardless of the vampire's original religious background. Vampires which are splashed with a vial of holy water or struck with lawful good holy symbols are burned by them, suffering 2-7 points of damage.

Just as vampires can be kept at bay, so too can they be slain by those who have the knowledge to do so. Any vampire which is exposed to direct sunlight is instantly rendered powerless and, after one round, utterly annihilated. If the vampire can be immersed in running water, it loses one-third of its hit points each round, until destroyed on the third round. Last, a vampire can be killed by having a wooden stake driven through its heart. In this case, however, the creature can be restored simply by removing the stake if further measures are not taken to ensure the fate of the vampire. In order for it to be completely destroyed, the vampire's head must be cut off and its mouth stuffed with holy wafers (or their equivalent).

In addition to its aversion to items like garlic and holy symbols, the vampire acts under many other limitations. One of the most powerful of these is the creature's inability to enter a home without being first invited to do so by a resident of the dwelling. This does not apply to public buildings and places of business which, by their very nature, extend an “invitation” to all. Once a vampire has been invited to enter a residence, it may come and go freely afterward. A common manner for obtaining permission to enter a home is the use of the vampire's gaze to *charm* a servant or other inhabitant.

Any human or humanoid creature slain by the life energy drain of a vampire is doomed to become a

vampire himself. Thus, those who would hunt these lords of the undead must be very careful lest they find themselves condemned to a fate far worse than death. The transformation takes place one day after the burial of the creature. Those who are not actually buried, however, do not become undead and it is thus traditional that the bodies of a vampire's victims be burned or similarly destroyed. Once they become undead, the new vampire is under the complete control of its killer. If that vampire is destroyed, the controlled undead are freed from its power and become self-willed creatures.
In most cases, vampires do not lose the abilities and knowledge which they had in life when they become undead. Thus, it is possible for a vampire to have the powers of, for example, a wizard, thief, or even priest. In all cases, of course, the new vampire becomes chaotic evil.

**Habitat/Society:** Vampires live in areas of death and desolation where they will not be reminded of the lives they have left behind. Ruined castles or chapels and large cemeteries are popular lairs for them, as are sites of great tragedies or battles. Vampires often feel a strong attachment to specific areas with some morbid significance, like the grave of a suicide or the site of a murder.
When deciding on a course of action or planning a campaign, vampires move very slowly and meticulously. It is not uncommon for a vampire to undertake some scheme which may take decades or even centuries to reach its conclusion. Because of the curse of immortality that has fallen upon them, they feel that time is always on their side and will often defeat foes who might otherwise overcome them; the vampire can simply go into hiding for a few decades until the passing of the years brings down its enemies.
Vampires are normally solitary creatures. When they are found in the company of others of their kind, the group will certainly consist of a single vampire lord and a small group of vampires which it has created to do its bidding. In this way, the vampire can exert its power over a greater range without running the risk of exposing itself to attack by would-be heroes.
In general, vampires feel only contempt for the world and its inhabitants. Denied the pleasures of a true life, they have become dark and twisted creatures bent on revenge and terror. When a vampire creates another of its kind, it considers the new creature a mere tool. The minion will be sent on missions which the vampire feels may be too dangerous or unimportant for its personal attention. If the need arises, these pawns will gladly be sacrificed to protect or further the ends of their master.

**Ecology:** The vampire has no place in the world of living creatures. It is a thing of darkness that exists only to bring about evil and chaos. Almost without exception, the vampire is feared and hated by those who dwell in the regions in which it chooses to make its home. The vampire's unnatural presence is all-pervasive and will cause dogs and similar animals to raise a cry of alarm at the presence of the creature.
Vampires sustain themselves by draining the life force from living creatures. Unless they have a specific need to create additional minions, however, they are careful to avoid killing those they attack. In cases where the death of a victim is desired, the vampire will take care to see that the body is destroyed and thus will not rise as an undead.

**Eastern Vampires:**
This breed of vampire is, if anything, even more frightful than its western cousin. Although they share many of the western vampire's strengths and weaknesses, they have the ability to fade from sight at will. Once they have become *invisible*, they receive all of the normal bonuses which such a state normally bestows, including being attacked at -4. These monsters are unable to *charm* their victims, however, and cannot assume *gaseous form* at will as western vampires can.

# Wemic

| | |
|---|---|
| **Climate/Terrain:** | Temperate plains |
| **Frequency:** | Very Rare |
| **Organization:** | Prides |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | B |
| **Alignment:** | Neutral |
| **No. Appearing:** | 2-16 |
| **Armor Class:** | Males 6(5), females 7 |
| **Movement:** | 12 |
| **Hit Dice:** | 5+8 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 2 or 3 |
| **Damage/Attack:** | 1-4/1-4 and weapon |
| **Special Attacks:** | Nil |
| **Special Defenses:** | -2 initiative modifier |
| **Magic Resistance:** | Nil |
| **Size:** | L (7') |
| **Morale:** | Steady (11-12) |
| **XP Value:** | Normal: 270 |
| | Chief/Chieftain: 420 |
| | Witch Doctor/King: 975 |

Wemics are leonine counterparts to centaurs. A wemic's body consists of a leonine body with a humanoid torso extending from what would be a lion's neck. The typical wemic measures ten feet from head to rump. When standing erect in centaurian posture, the wemic stands 6 to 7 feet tall.
Most of the body is covered in dusky golden fur. The tail is tipped by a brush of long, black hair. Adult males also have a mane of long black hair; the mane covers the top and back of the head and extends to the neck and shoulders. Male cubs develop this mane in their third year. The underbelly is covered in short, white fur. The nose may be black or russet. The eyes are gold with vertically slit pupils. The digits

on all limbs end in claws. The claws on the forelegs are retractable.
Wemics speak their own leonine language and a highly accented dialect of the common tongue.

**Combat:** Wemics use forepaws and weapons to attack. A claw delivers a vicious swipe that inflicts 1d4 points of damage. Normally the wemic uses his forelegs to claw and employs his hands to wield a weapon.
Wemic males carry javelins and either a stone club or short sword. They often carry a tough leather shield (AC 5) for protection. Females are AC 7 and do not use weapons; however, they gain a +2 bonus to attack rolls if their cubs are attacked. Cubs under 2 years do not attack.
Wemics possess keen senses. They are masters of ambushes and hunting strategy. If they cannot surprise an intended victim, 1-3 wemics move to outflank prey.
Wemics possess powerful leg muscles. They can leap 10 feet upward or 30 feet forward.

**Habitat/Society:** Wemic society is a blend of leonine and aboriginal human cultures. They live in groups called prides. A typical pride consists of 4d4 adult males, 2d12 adult females, and 1d12 cubs.
Up to 3d10 prides often band together into a tribe that is led by a chief. The chief has an Armor Class of 5, 6+4 Hit Dice, and its claws inflict 1d6 points of damage. It gains a +1 bonus to its attack rolls with any weapon.
Sometimes 2d4 tribes join together into a clan or nation. Such a grand gathering is led by a king and 2d4 chieftains. The king has an Armor Class of 3, 9 Hit Dice, and claws that inflict 1d8 points of damage. It has a +2 bonus to its attack rolls with any weapon.
Some wemics are able to use magic. There is a 70% chance that any tribe includes a witch doctor. Such wemics may attain a maximum level of 7th-level priest and 4th-level wizard.
Mating occurs at any time of year. The female bears a litter of one to three cubs in ten months. The cubs are born with a camouflage pattern of black spots; these fade within two months. Wemic cubs are playful and curious; they possess few instincts and thus must learn everything. Cubs are born with 1 HD and gain 2 HD each year. They reach maturity at age 3.
Wemics have human-level intelligence. They possess a Stone age culture, using fire and possessing modest manufacturing skills with which they can create stone weaponry, pottery, and ornaments. They can be taught more complex skills. They are excellent trackers and guides. They may hire out their services in exchange for treasure and tools, such as weapons and magical items. They may also charge travelers a toll for safe passage through their nation's territory.

# Whale

| | Common | Giant | Leviathan | Killer | Narwhal |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Oceans | Oceans | Oceans | Oceans | Oceans |
| **Frequency:** | Common | Very rare | Very rare | Common | Rare |
| **Organization:** | Pod | Pair | Solitary | Pod | Pod |
| **Activity Cycle:** | Any | Any | Any | Any | Any |
| **Diet:** | Plankton | Omnivore | Omnivore | Carnivore | Fish |
| **Intelligence:** | Low (5-7) | Average (8-10) | Exceptional (15-16) | Average (8-12) | Animal (1) |
| **Treasure:** | Nil | See below | See below | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1-8 | 1-2 | 1 | 5-40 | 1-6 |
| **Armor Class:** | 4 | 3 | 1 | 4 | 6 |
| **Movement:** | Sw 18 | Sw 18 | Sw 18 | Sw 30 | Sw 21 |
| **Hit Dice:** | 12 to 36 | 18 to 54 | 36 to 72 | 9 to 12 | 4+4 to 6+6 |
| **THAC0:** | 12 HD: 9 | 5 | 5 | 9-10 HD: 11 | 4+4 - 5+5 HD: 15 |

| | | | | | |
|---|---|---|---|---|---|
| | 13-14 HD: 7<br>15+ HD: 5 | | | 11-12 HD: 9 | 6+6 HD: 13 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | See below | See below | See below | 5-20 | 2-24 |
| **Special Attacks:** | Tail | See below | See below | See below | Nil |
| **Special Defenses:** | Nil | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil | Nil |
| **Size:** | G | G | G | H-G | H-G |
| **Morale:** | Champion (15) | Champion (15) | Champion (15) | Elite (14) | Steady (12) |
| **XP Value:** | 2,000<br>+ 1,000<br>per HD<br>over 12 | 8,000<br>+ 1,000<br>per HD<br>over 18 | 26,000<br>+ 1,000<br>per HD<br>over 36 | 9 975<br>10 1,400<br>11,12 2,000 | 4 + 4 175<br>5 + 5 270<br>6 + 6 420 |

Whales are the largest sea mammals. They are highly intelligent creatures that occupy a number of ecological niches. The common whales include plankton eaters like blue or hump-backed whales and carnivores like sperm whales.
Common whales range in size from a 10-foot-long calf to 110-foot-long blue whales. The skin is normally blue-gray. Whales share a common language that is difficult for land creatures to learn since it uses tones below human hearing.

**Combat:** All common whales can attack with their tails. These can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice.
Plankton-feeding whales can attack with either of their flukes (fins). Whales of 12-17 HD cause 1d8 points of damage, those of 18-24 HD inflict 3d8 points, and those of 24-36 HD cause 5d8 points.
Carnivorous whales can bite. Whales of 12-17 HD inflict 5d4 points of damage, those of 18-24 HD cause 1d4x10 points, and those of 24-36 HD inflict 3d4x5 points.
Whales are vulnerable to surface ships only when the whales are on the surface.

**Habitat/Society:** Whales live in tribal gatherings called pods. They maintain strong personal and family ties. Their culture is based on complex songs that can be heard for miles underwater. Whales are curious about humanoids but if attacked they can become deadly foes. Whales rarely initiate combat. Whales are curious about other intelligent beings. They welcome communication with other beings. They do not lie, but they may not reveal everything they know.
Most whales feed on a variety of plankton, shrimp, and small fish that they suck up as they swim along. Sperm whales feed on larger fish, octopi, and especially giant squids.
Whale cows normally give birth to a single calf. Twins occur in 5% of births. The calf remains with the cow for the next five to ten years, depending on the species. After five years, the cow may give birth again. The calves are protected and taught by all members of the pod.

**Ecology:** Although they are neutral in alignment toward humanoids, their alignment toward sea life is generally lawful good. With their great size, power, and diversity, they are the masters of the sea. They preserve order through their conflicts with evilly inclined sea monsters.
Unfortunately, their relations with seafarers are less certain. Because of the value placed on parts of the whale's body, the creatures are hunted to excess by greedy whalers. Despite the hostility of the humanoids, whales remain curious and basically friendly toward non-whaling seafarers.
The carcass of a common whale is worth 100 gp per Hit Die, both for its meat and blubber. Whales possess a stinking, yellow mass called ambergris that is valuable for making perfumes; they vomit this up when ill. The ambergris is worth 1d20 x 1,000 gp.

### Giant Whale

Giant whales are immense versions of sperm whales, 100' to 400' long. In the cetacean culture, they serve functions similar to knights or barons by protecting common whales against evil sea monsters and whalers. Giant whales are attended by 2d4 common whales.
Giant whales attack by biting or crushing. Whales of 18-25 HD inflict 1d4x10 points of damage, those of 26-35 HD cause 2d4x10 points, and those of 36-54 HD inflict 3d4x10 points. The tail can deliver a crushing blow that inflicts damage equal to half the whale's Hit Dice. Giant whales can ram the sides of surface ships, delivering a crushing blow that, if successful, sinks the ship. They can also leap halfway out of the water and fall onto a target vessel (50% chance of success). If successful, the ship is immediately driven under the surface. If a giant whale is facing an opponent under 20 feet long, it can swallow the target intact on an attack roll that is 4 or more greater than it needs to hit.
Their stomachs contain large air chambers in which a victim might survive until he escapes or is digested. The stomach acid is diluted by seawater; characters or objects trapped in the stomach gain a +1 bonus to saving throws vs. this acid. A swallowed character suffers 2 points of damage per round (1 if the saving throw is successful each round) from the acid. The stomach might contain undigested possessions of previous meals. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet. There may be 1,000-3,000 coins of each type, 1d20 gems, or 1d4 magical items.
The carcass of a giant whale is worth 100 gp per Hit Die. The ambergris is worth 2d20 x 1,000 gp.

### Leviathan

The leviathan is an almost unimaginably immense whale, 500 to 1,000 feet long. It is the lord of all whales and the intermediary between cetaceans and the gods. Under normal conditions, only one leviathan dwells in each ocean. The leviathan is not always active. It may hibernate for years on the ocean floor. During these long sleeps, the leviathan is attended and protected by its entourage of other whales. The leviathan awakens if summoned by the needs of other whales or in answer to a divine request. Leviathans are awesome foes with a variety of attacks. Their bite damage is determined by their Hit Dice. Leviathans of 24-35 HD inflict 3d4x5 points of damage, those of 36-47 HD cause 3d4x10 points, and those of 48-72 HD inflict 3d4x15 points. The tail can deliver a crushing blow that causes damage equal to half the whale's Hit Dice. On an attack roll that is 4 or more greater than it needs to hit, a leviathan is capable of swallowing a target up to 80 feet long. When attacking a mass of surface vessels, the leviathan creates a powerful wave by swimming deep, rushing to the surface, and leaping halfway out of the water. The resulting wave causes every ship within 500 feet to roll a saving throw vs. crushing blow and every ship within 500 to 2,000 feet to roll a saving throw vs. normal blow. Ships that fail a saving throw immediately sink.
Once each century, leviathans gather in arctic waters to confer and to mate. This gathering lasts six

months. Each leviathan is attended by 2d10 giant whales and 10d10 whales of other species.
The stomach of a leviathan contains air pockets that are capable of sustaining a victim until he escapes or is digested. The stomach may also contain undigested possessions of previous meals or even sea vessels. Each type of treasure has a 1% chance per Hit Die (of the whale) of being present in the giant whale's gullet. There may be 2,000-6,000 coins of each type, 5d20 gems, or 1d8 magical items.
The carcass of a leviathan is worth 100 gp per Hit Die. The ambergris is worth 4d20 x 1,000 gp. However, the killing of a leviathan will result in every whale within that ocean converging on the killer to avenge their lord's death.

### Killer Whale (Orca)

The killer whale is one of the largest predatory sea mammals. It is a deadly killer able to hold its own against all but the most powerful sea monsters. A killer whale is likely to attack humanoids; it is capable of swallowing a man whole, should the need arise.
Killer whales measure 15 to 30 feet long. Their black bodies are marked by a brilliant white belly and markings that vary from individual to individual.
Killer whales are not inherently hostile and do not attack unless hungry or provoked. There is a 20% chance that encountered killer whales are hungry. If they are communicated with rather than attacked, killer whales may prefer to talk rather than feed.
The killer whale's diet consists of both fish and warm-blooded animals. It is a crafty hunter that can recognize the shadows and sounds made by animals atop ice floes. It will break through the ice to visually confirm the presence of prey. Smaller ice floes are rammed and shattered to force the prey into the water. When the killer whale smashes into the ice, every being on the ice must roll a saving throw vs. paralyzation. Failure means the being has slipped into the water and can be attacked the following round.
When a killer whale makes a successful hit, its prey is held in its jaws where it can automatically bite each round. Victims risk drowning in two to four rounds and the loss of 1 point of Strength and Dexterity per round, due to the numbing effect of the icy water. When either Strength or Dexterity reaches 0, the victim dies.
The killer whale's main weapon is its terrible bite. Killer whales of 9-10 HD inflict 4d6 points of damage, while those of 11-12 HD cause 6d4 points.
When hunting larger creatures, the pod acts together to bring down prey of up to 100 feet in length. Most pods consist only of adults, but 25% of encountered pods also have 1d8 calves (2-5 HD, swim 15, bite for 2d4). Adults defend their calves to the death. They also assist each other.
Although killer whales prey on other whales, they also act as their protectors by battling other sea monsters that might decimate the entire cetacean family. Killer whales may enter into alliances with aquatic elves.
The carcass of a killer whale is worth 100 gp per Hit Die. The ambergris is worth 1d10 x 500 gp.

### Narwhal

The narwhal is common to cold, subarctic waters. It is called the "unicorn of the sea" because of the 6- to 12-foot-long spiral horn that the narwhal uses to dig into the sea floor for shellfish. If a narwhal is provoked, the horn can also be used like a lance to attack. When a narwhal attacks with its horn, its Hit Dice determine the damage caused. A narwhal of 4+4 HD inflicts 2d12 points of damage, one of 5+5 HD causes 6d4 points, and one of 6+6 HD inflicts 7d4 points. Only a male can develop this horn. A female attacks by ramming headfirst into its target, inflicting 2d4 points of damage.
Narwhals are basically peaceful creatures. They may serve as companions or guards for dolphins. They may also be trained and used by aquatic elves.

The carcass of a narwhal is worth 100 gp per Hit Die. The ivory is worth 1d4x10 gp. The ambergris is worth 1d10 x 200 gp.

# Wight

| | |
|---|---|
| **Climate/Terrain:** | Any land |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | See below |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | B |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 2-16 (2d8) |
| **Armor Class:** | 5 |
| **Movement:** | 12 |
| **Hit Dice:** | 4+3 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-4 |
| **Special Attacks:** | Energy drain |
| **Special Defenses:** | Hit only by silver or +1 or better magical weapon |
| **Magic Resistance:** | See below |
| **Size:** | M (4'-7') |
| **Morale:** | Elite (14) |
| **XP Value:** | 1,400 |

In ages long past, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs. From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves, with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws.

**Combat:** Wights are fierce and deadly foes in combat. When attacked, they are unharmed by any

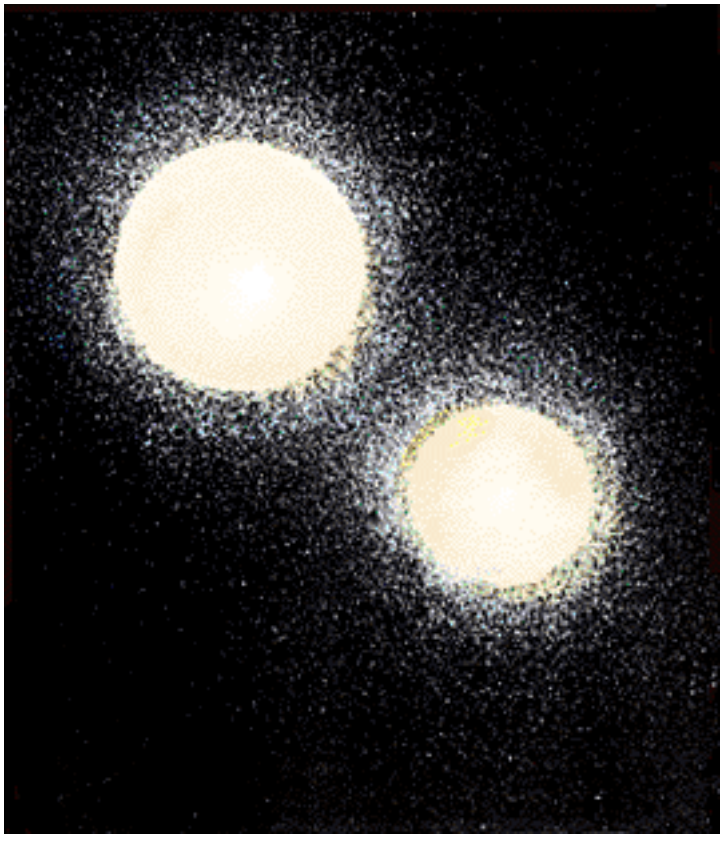
weapons that are not forged from silver or enchanted in some manner.
The wight attacks with its jagged claws and powerful blows, inflicting 1-4 points of damage with each successful strike. In addition to this physical harm, the wight is able to feed on the life essence of its foes. Each blow that the wight lands drains one level from the victim, reducing Hit Dice, class bonuses, spell abilities, and so forth. Thus, a 9th-level wizard struck by a wight loses 1-4 hit points and becomes an 8th-level wizard; he has the spells and hit points of an 8th-level wizard and he fights as an 8th-level wizard.
Persons who are slain by the energy draining powers of a wight are doomed to rise again as wights under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wight but half their experience levels, class abilities, and Hit Dice. If the wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal 4+3 Hit Dice of their kind. Once a character becomes a wight, recovery is nearly impossible, requiring a special quest.
Wights are unaffected by *sleep*, *charm*, *hold* or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks.
Wights can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to wights and each vial splashed on one burns it for 2-8 points of damage. In addition, a *raise dead* spell becomes a powerful weapon if used against the wight. Such magic is instantly fatal to the creature, utterly annihilating it.
Wights cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that wights are not harmed by exposure to sunlight as vampires are.

**Habitat/Society:** Like the other undead that infest the world, wights live in barrow mounds, catacombs, and other sepulchral places. They despise light and places which are vibrant with living things. As a rule, the wight is hateful and evil, seeking to satisfy its hatred of life by killing all those it encounters. Although wights are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple wights will be a single leader and a number of lesser creatures which it has created to serve it. In these cases, the leader of the group will be more than willing to sacrifice some or all of its minions to assure its own survival or victory.

**Ecology:** Like all undead, wights exist on both the Prime Material and Negative Material planes simultaneously. It is this powerful link to the negative world that gives them their fearsome level-draining ability. Further, it is this draining which provides them with sustenance.
As they are not living creatures and have no rightful place in our world, many animals can sense the wight's presence. Dogs will growl or howl with alarm, horses will refuse to enter an area which wights inhabit, and birds and insects will grow silent when the creature passes near them. In addition, their presence will gradually cause the plant life around their lairs to wither and die, marking the region as unclean.

# Will o'wisp

| | |
|---|---|
| **Climate/Terrain:** | Any swamp |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Night |
| **Diet:** | See below |
| **Intelligence:** | Exceptional (15-16) |
| **Treasure:** | Z |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1 or 1-3 |
| **Armor Class:** | -8 |
| **Movement:** | Fl 18 (A) |
| **Hit Dice:** | 9 |
| **THAC0:** | 11 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 2-16 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | S (2'-4') |
| **Morale:** | Fanatic (17) |
| **XP Value:** | 3,000 |



The will o'wisp is a malevolent entity that makes its home in swamps, bogs, and moors. It subsists by luring unsuspecting creatures to their deaths amid the natural hazards of such places and feeding on the energies which their death struggles release.

When encountered in the wild, will o'wisps normally appear as faintly glowing balls of light. They can alter their own color, shape, and size to some extent and can be easily mistaken for lanterns, *light* spells, and similar sources of artificial illumination.

If they do not attack, will o'wisps are able to utterly blank out their glows, rendering them invisible to all those who cannot spot invisible objects, for 2-8 melee rounds.

The will o'wisp language is a most unusual one, being purely optical in nature. All communication

between will o'wisps is by means of changes in color or brightness, many of which are far too subtle for the average observer to notice. Because this form of exchange is almost impossible to mimic, it is very difficult for travelers to communicate with these creatures. Exceptional examples of this race have mastered a very simple sound-based language. They produce sounds by vibrating very rapidly and thus have a shallow and ghostly-sounding voice when they "speak."

**Combat:** As a rule, will o'wisps seek to avoid physical combat with other creatures, preferring to lead them to their deaths in the swamps around them instead. When pressed, however, they are dangerous adversaries who must be attacked with the greatest care. In combat, they glow blue, violet, or pale green. Will o'wisps are very versatile flyers. They can hover in place without effort, often looking like lanterns or similar beacons to lure others toward them. When they decide to move, they can do so with rapid bursts of speed or slow drifting movements.
A will o'wisp's main weapon in combat is its ability to manifest a powerful electric charge. In melee, it swoops at its foe and attempts to brush against the victim, discharging the stored energy. A successful strike by one of these creatures will cause 2-16 points of damage.
Those attacking a will o'wisp with any form of physical weapon are able to inflict damage normally. Persons making use of magical attacks, however, will find their powers almost ineffective against them. As a rule, the only spells which have any effect on the will o'wisp are *protection from evil*, *magic missile*, and *maze*. A will o'wisp which is reduced to 5 or fewer hit points will attempt to escape. If it is unable to flee, the creature will surrender to its attackers and attempt to buy its safety by offering up any treasure which it may have. It is important to note, however, that the chaotic alignment of the will o'wisp can make any agreement with the creature uncertain.

**Habitat/Society:** For the most part, will o'wisps will be found on their own. On rare occasions (10% of the time) groups of up to three may be found near a particularly fertile hunting ground. In the latter case, they will work together to trick victims into the traps which they have arranged.

**Ecology:** Although difficult to say with certainty, evidence indicates that the will o'wisp feeds on the fury of electrical activity given off by the brains of panic stricken individuals as they realize that death is inescapable. In order to prolong the suffering of their victims and increase the amount of "food" which they give off, will o'wisps will typically lure their victims into areas like quicksand pits which promise a slow and frightening death.
It seems certain that the unusual environment found in bogs and swamps is important to the creature's existence in some way, but the exact nature of this link is uncertain. It seems probable that the ominous and haunting nature of these places increases the fear and dread which their victims feel, and thus the energy which they give off prior to death.

# Wolf

| | Wolf | Worg | Dire | Winter |
|---|---|---|---|---|
| **Climate/Terrain:** | Non-tropical | Any forest | Any forest | Arctic |
| **Frequency:** | Uncommon | Rare | Rare | Very rare |
| **Organization:** | Family | Pack | Pack | Pack |
| **Activity Cycle:** | Any | Any | Any | Any |
| **Diet:** | Carnivore | Carnivore | Carnivore | Carnivore |
| **Intelligence:** | Semi (2-4) | Low (5-7) | Semi-(2-4) | Average (8-10) |
| **Treasure:** | Nil | Nil | Nil | I |
| **Alignment:** | Neutral | Neutral Evil | Neutral | Neutral evil |
| **No. Appearing:** | 2-12 (1/1%) | 3-12 | 3-12 | 2-8 |
| **Armor Class:** | 7 | 6 | 6 | 5 |
| **Movement:** | 18 | 18 | 18 | 18 |
| **Hit Dice:** | 3 | 3+3 | 4+4 | 6 |

| | | | | |
|---|---|---|---|---|
| **THAC0:** | 18 | 17 | 15 | 15 |
| **No. of Attacks:** | 1 | 1 | 1 | 1 |
| **Damage/Attack:** | 2-5 | 2-8 | 2-8 | 2-8 |
| **Special Attacks:** | Nil | Nil | Nil | Frost |
| **Special Defenses:** | Nil | Nil | Nil | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | S (3'-4') | M (4'-7') | L(7'-12') | L (7'-12') |
| **Morale:** | Average (10) | Steady (11) | Average (10) | Elite (13) |
| **XP Value:** | 65 | 120 | 175 | 975 |

The wolf is a very active, cunning carnivore, capable of surviving in nearly every climate. Shrouded in mystery and suspicion, they are viewed as vicious killers that slaughter men and animals alike for the lack of better things to do. The truth is that never in recorded history has a non-rabid or non-*charmed* wolf attacked any creature having an equal or higher intellect than itself. (The chance of encountering a rabid wolf that would attack anything is 1%, if a lone wolf is encountered.)
Northern wolves exhibit colors from pure white, to grey, to black. Southern wolves are reddish and brown in color. Although fur coloration vary with climate, all wolves have various features in common. They are characterized by powerful jaws; wide strong teeth; bushy tails; tall, strong ears; and round pupils. Their eyes, a gold or amber color, seem to have an almost *empathic* ability.

**Combat:** Wolves hunt in packs during winter and late fall when only large herbivores are available. Wolves prefer small prey over the larger variety, because of the amount of energy required to run them down. Even then, they catch only the weak and sickly animals. Wolves usually hunt only one large quarry per week, per pack, going without food for days at a time. During summer months, a single wolf can consume over 30 mice in a single day.
If a wolf or wolf pack is attacked by humans, they run away, looking back momentarily to make sure they are not being followed. If backed into an inescapable location, they will attack by tearing at clothing or legs and arms until they have an opening to escape.

**Habitat/Society:** Wolves, like humans and demi-humans, are social animals. They live, hunt and play in families. There is a very strict social structure in these family groups that is continually followed. Each pack is led by an *alpha male*; his mate is the *alpha female*. Only the alpha male and alpha female breed, but the second ranking female often helps in whelping and nursing duties.
Wolves prefer areas not inhabited by other large predators. Their domain has many terrain features in which they can play. Large rocks, fallen trees, and brooks play an important part in their recreational activities. Wolves will leave an area once humans move in.

**Ecology:** Wolves are valuable hunters in the wild. Fear of the wolf has resulted in their extinction in many areas. This genocide results in a marked increase in rodents and deer population that has nearly demolished the surrounding ecosystems.

### Dire Wolves

The dire wolf is an ancestor of the modern species. Though larger in size, they are otherwise similar to their descendants.

### Worgs

Worgs are an offshoot of dire wolf stock that have attained a degree of intelligence and a tendency toward evil. Worgs have a primitive language and often serve as mounts of goblins.

### Winter Wolves

The most dangerous member of the species, the winter wolf is known for its great size and foul disposition. Living only in chill regions, they can unleash a stream of frost from their lungs once every 10 rounds, causing 6d4 points of damage to everything within 10 feet. A save vs. breath weapon is allowed for half damage. Cold-based attacks to not harm the winter wolf, but fire-based attacks cause an additional point of damage, per die of damage. Winter wolves are more intelligent than their cousins and, in addition to being able to communicate with worgs, have a fairly sophisticated language of their own. The winter wolf is beautiful, with glistening white or silver fur and eyes of pale blue or silver. If in good condition, a pelt is worth 5,000 gold pieces.

# Wolfwere

| | |
|---|---|
| **Climate/Terrain:** | Any forest |
| **Frequency:** | Rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | High to exceptional (13-16) |
| **Treasure:** | B, 50% of S, T |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-3 |
| **Armor Class:** | 3 |
| **Movement:** | 15 |
| **Hit Dice:** | 5+1 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 or 2 |
| **Damage/Attack:** | 2-12 and weapon |
| **Special Attacks:** | Singing brings on lethargy |
| **Special Defenses:** | Iron or +1 or better weapon to hit |
| **Magic Resistance:** | 10% |
| **Size:** | M (4'-7') |
| **Morale:** | Elite (14) |
| **XP Value:** | 1,400 |

The wolfwere is an evil and hateful creature that delights in the brutal slaying of humans and demihumans alike. In many cases, the wolfwere is able to attack its victims with utter surprise because of its ability to assume the shape of a human of exceptional charisma.

The wolfwere is able to assume a wide variety of shapes at will. Transformation from one form to another takes only a single round. Its true shape, and that in which it prefers to spend the vast majority of its time, is that of a large wolf. When in this state, it is almost indistinguishable from a dire wolf.

When a wolfwere is attempting to lure humans or demihumans into an ambush, it will assume the shape of member of their race. Almost without exception, the new persona will not be of the same sex as the

potential victim. Thus, a wolfwere which is stalking a male elf will transform itself into a female elf. In all cases, the newly disguised wolfwere will have exceptional physical beauty.

**Combat:** The wolfwere is a sly and dangerous adversary. In addition to its great fury and fighting prowess, its high intelligence must not be overlooked or underestimated.
When a wolfwere first spots unsuspecting humans or demihumans in its territory, it will change into its fully humanoid form and assume the guise of a pilgrim, minstrel, or similar wanderer. The wolfwere will normally carry some form of stringed instrument which it seems to absent-mindedly play at while it travels. The true nature of its song, however, is terrible and often fatal. Anyone who hears the wolfwere's song and then fails a saving throw vs. spell will be overcome with *lethargy*. The effects of this enchantment are the same as those of the *slow* spell. Once this effect begins, it cannot be countered and lasts for 5-8 rounds.
When a wolfwere is ready to attack, the creature again changes its shape. Now, in a form which is half-wolf and half-human (or demihuman), it strikes. The wolfwere will almost always change into this form when it engages in combat because it has the ability to bite like a wolf and also wield a weapon of some type.
In any form but its fully humanoid one, the creature can deliver a savage bite with its powerful jaws. It is this mode of attack which the monster prefers to employ above all others.
When in its humanoid or half-humanoid state, it is also able to carry and employ weapons. Although the exact type of weapon
used will depend upon the specific tastes of the creature encountered, wolfweres tend toward axes, swords, and similar cutting edges.
If the creature is forced to engage in battle while in its humanoid form, it will be forced to rely wholly on its weapons for defense. In such cases, it normally seeks to escape and transform into its half-humanoid state before returning to battle.
The magical nature of the wolfwere makes it immune to damage inflicted by any weapon which is not made from cold wrought iron or enchanted to +1 or better. All other weapons are simply turned aside by the creature's hide.
It is possible to protect oneself from attacks by wolfweres, however, for they are disgusted by wolfsbane and will avoid it whenever possible.

**Habitat/Society:** The wolfwere is generally fairly solitary in nature. When encountered in the wild, it is rare that more than three of these creatures will be found. In almost all cases, encounters with more than one wolfwere will be with a mated pair or a group which has decided to work together to increase the success of their hunting.

**Ecology:** There is a 75% chance that any encountered wolfwere will be running with a pack of wild wolves. In such cases, the animals will be worgs 70% of the time. If they are not worgs, they will be common wolves. In all cases, the influence of the wolfwere will make the creatures far more vicious and evil than they might normally be.
Despite their fondness for wolves and worgs, wolfweres loathe the company of werewolves. The enmity between these two monsters is so great that they will often attack each other on sight.

# Worm

| | Purple Worm | Giant Bloodworm | Bookworm | Rot Grub |
|---|---|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean pools | Any land (books) | Any land (refuse) |
| **Frequency:** | Rare | Rare | Rare | Uncommon |
| **Organization:** | Solitary | Solitary | Solitary | Swarm |
| **Activity Cycle:** | Any | Any | Any | Any |
| **Diet:** | Carnivore | Blood | Books | Scavenger |
| **Intelligence:** | Non-(0) | Non-(0) | Non-(0) | Non-(0) |
| **Treasure:** | (B, Qx5, X) | Q | Nil | Nil |
| **Alignment:** | Neutral | Neutral | Neutral | Neutral |
| **No. Appearing:** | 1 | 1-4 | 1-2 (10-40) | 5-20 |
| **Armor Class:** | 6 | 4 | 2 | 9 |
| **Movement:** | 9, Br 9 | 6, Br 1 | 12, Br 3 | 1, Br 0 |
| **Hit Dice:** | 15 | 6 | ¼ | 1 hp |
| **THAC0:** | 5 | 15 | Nil | Nil |
| **No. of Attacks:** | 2 | 1 | 0 | 0 |

| | | | | |
|---|---|---|---|---|
| **Damage/Attack:** | 2-24/2-20 | 1-8 | 0 | 0 |
| **Special Attacks:** | See below | Blood drain | Nil | See below |
| **Special Defenses:** | Nil | Nil | Camouflage | Nil |
| **Magic Resistance:** | Nil | Nil | Nil | Nil |
| **Size:** | G (25' long) | H (20' long) | T (1" long) | T ( ½"-2" long) |
| **Morale:** | Steady (12) | Fanatic (17-18) | Unreliable (2-4) | Unsteady (5) |
| **XP Value:** | 13,000 | 420 | 15 | 15 |

Though they vary widely in size, all the worms in this listing have some common characteristics. They are all burrowers with long, cylindrical shapes.

## Purple Worm

A constant threat to subterranean explorers, the purple worm burrows through the earth in search of prey. The worm is sensitive to minute vibrations in the earth, and can sense prey at a range of 60 feet. Adult purple worms as large as 8-9 feet in diameter and 140-150 feet long have been reliably reported.

The worm attacks by biting; an attack roll that exceeds the required score to hit by 4 or more indicates the victim has been swallowed whole. This worm can devour creatures up to 8 feet tall and 6 feet wide. A swallowed creature dies in six rounds, is digested in two hours, and cannot be raised from the dead. Anyone trapped inside a purple worm may attempt to cut their way out. The interior is AC 9, but digestive juices weaken the victim, causing a cumulative -1 penalty to the damage the victim can cause. This worm has a stinger on its tail. Anyone hit by the stinger suffers 2d4 points of damage and must make a successful saving throw vs. poison or be slain instantly.

The purple worm is solitary and seeks a companion only to mate. The moment a new worm hatches, it burrows into the ground, never to be seen by its siblings again. As the worm tunnels, it consumes vast amounts of material that are excreted when it returns to its lair. Among the discharged substances are precious metals and gems.

The **mottled worm** is an aquatic variety of the purple worm. It inhabits shallow bottom muck, but it often surfaces to search for prey. Otherwise, it is the same as a purple worm.

The **thunderherder** is desert variety of the purple worm; they travel in herds of 10-100, several feet under the sands. They feed on small creatures in the sand, their bodies ejecting sand. They are 3-5 feet in diameter and 5-10 feet long, and have 7 Hit Dice. Their mouths are unable to cause damage, but their passage beneath an area causes an earthquake-like effect.

## Giant Bloodworm

These worms are mottled green in color, with a dark, slimy, brown underbelly. A giant bloodworm attacks when hungry or when stepped on, by trying to fasten its mouth to its victim. If it hits, it causes 1d8 damage, and continues to cause 1d8 damage per round from blood drain, until killed or removed (removal requires a successful open doors roll).

These worms are especially vulnerable to fire, taking double normal damage from such attacks, or full damage when they make a successful saving throw despite a -2 penalty to the roll.

## Bookworm

This worm can change its normal gray color to match its surroundings; opponents suffer a -6 to surprise rolls. Bookworms inhabit libraries, eating through the pages and bindings found there. They cannot eat living matter, but they will burrow through dead wood, leather, and other normal book materials at a rate of 3 inches per round. They are very fast and seek to avoid capture and combat when discovered.

### Rot Grub

These maggot-like creatures live in refuse. If they touch exposed skin (they have a percentage chance to do this equal to the victim's AC, not counting shield), they burrow into the flesh and secrete a mild poison that deadens the burrowing area; a victim must make a successful Wisdom check to notice the burrowing; one check is allowed each round. Fire kills 2d10 grubs per application to infested flesh, but after 1d6 rounds they are too deep to be burned. A *cure disease* will kill the rot grubs. If the worms are not stopped, they reach the heart in 1d3 turns, killing the victim.

# Wraith

| | |
|---|---|
| **Climate/Terrain:** | Any |
| **Frequency:** | Uncommon |
| **Organization:** | Pack |
| **Activity Cycle:** | Night |
| **Diet:** | Special |
| **Intelligence:** | Very (11-12) |
| **Treasure:** | E |
| **Alignment:** | Lawful evil |
| **No. Appearing:** | 2-12 (2d6) |
| **Armor Class:** | 4 |
| **Movement:** | 12, Fl 24 (B) |
| **Hit Dice:** | 5+3 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 1-6 |
| **Special Attacks:** | Energy drain |
| **Special Defenses:** | Hit only by silver or +1 or better magical weapon |
| **Magic Resistance:** | Nil |
| **Size:** | M (6' tall) |
| **Morale:** | Champion (15) |
| **XP Value:** | 2,000 |

The wraith is an evil undead spirit of a powerful human that seeks to absorb human life energy. These horrible creatures are usually seen as black, vaguely man-shaped clouds. They have no true substance, but tend to shape themselves with two upper limbs, a torso, and a head with two glowing red eyes. This shape is a convenience born from the habit of once having a human body.

**Combat:** The touch of a wraith does damage in two ways. First, the chilling effect of the touch inflicts 1-6 points of damage, even to creatures immune to cold. Second, such a hit drains a level of experience from its victim. This includes hit points and all abilities associated with that level, such as spell casting or

combat ability. The damage from the chill can be healed normally, but the experience points are gone forever and must be earned again or magically *restored*.
Wraiths are immune to normal weapons. An attack with such a weapon merely passes through its body with no effect. Silver weapons cause only half normal damage. Magical weapons inflict their full damage, causing a black vapor to boil away from the body of the wraith. A wraith slowly regains its full hit points if left alone for at least a week (recovering one point every eight hours). Like most undead, wraiths are immune to *sleep, charm, hold, death* and cold-based spells. They are immune to poison and paralyzation. A vial of holy water causes 2-8 points of damage (as acid) upon striking the body of a wraith. A *raise dead* spell will utterly destroy one if a saving throw vs. spell is failed.
Wraiths attack humans or demihumans in preference to other creatures. However, animals will sense their presence within 30 feet and refuse to advance further, panicking if forced. A pack of wraiths will try to get surprise when attacking, and will wait and position themselves for the most advantageous moment to attack. Wraiths are very intelligent and tend to cluster around the weaker members, or stragglers, when attacking. Any human killed by a wraith becomes a half-strength wraith under its control (e.g., a 10th-level fighter will become a 5 Hit Die wraith under the control of the wraith that slew him).
This foul creature has no power in direct sunlight and will flee from it. Sunlight cannot destroy the wraith, but the undead creature cannot attack in sunlight. It shuns bright (e.g., *continual*) light sources in general, but will occasionally attack if the compulsion to do so is strong.

**Habitat/Society:** A wraith is an undead spirit of a powerful, evil human. As such, it is usually found in tombs or places where such men and women would have died. Since such men and women are frequently buried together, in the case of the wealthy, or with their families, wraiths are most commonly encountered in packs. Those that died or were buried alone might still be encountered in packs, because a human who dies from the touch of a wraith becomes a wraith under the sway of its slayer. The treasure of the wraith is usually its possessions in life, now buried with it, or those of its victims. Wraiths exist only to perpetuate evil by absorbing the life force of as many people as possible. A character who becomes a wraith is nearly impossible to recover, requiring a special quest.
The wraith cannot communicate, except through a *speak with dead* spell. They do not even seem to communicate with each other, except as master to slave for combat strategy. Any attempt to speak to a wraith is met with scorn, unless by a very powerful party. In that case, the wraith desires only to flee. Wraiths can be dominated by powerful evil creatures, particularly other undead, priests, and wizards, and made to serve their will.

**Ecology:** The wraith has no proper niche, serving no useful purpose in nature and providing no byproducts that others can use. It requires no nourishment, killing only for the sheer hatred of life. All creatures close to nature will shun the presence of a wraith. It exists more in the Negative Material Plane than in the Prime Material Plane, and thus is not a natural part of this world.

# Wyvern

| | |
|---|---|
| **Climate/Terrain:** | Temperate mountain forests and jungles |
| **Frequency:** | Uncommon |
| **Organization:** | Solitary |
| **Activity Cycle:** | Dusk and dawn |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | E |
| **Alignment:** | Neutral (evil) |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | 3 |
| **Movement:** | 6, Fl 24 (E) |
| **Hit Dice:** | 7+7 |
| **THAC0:** | 13 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 2-16/1-6 |
| **Special Attacks:** | Poison |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | Nil |
| **Size:** | G (35' long) |
| **Morale:** | Very steady (14) |
| **XP Value:** | 1,400 |

A distant cousin to the dragon, the wyvern is a huge flying lizard with a poisonous stinger in its tail. The 35-foot-long dark brown to gray body of the wyvern is half tail. Its leathery batlike wings are over 50 feet from tip to tip. The head alone is 4 feet long and filled with long, sharp teeth. Unlike the dragon, it has only hind legs, using them the same way a hunting bird would. The tip of the tail is a thick knot of cartilage from which a 2- foot-long stinger protrudes, very much like that of a scorpion. The eyes are red or orange. A wyvern does not have a strong odor, although its lair might smell of a recent kill. These beasts can make two sounds: a loud hiss, which sounds like a hot sword plunged into water, and a low, deep-throated growl, much like that of a bull crocodile.

**Combat:** Rather stupid, but aggressive, wyverns will nearly always attack. In combat, the wyvern always prefers to be flying, and will seize any opportunity to take flight and continue combat. If trapped on the ground it will bite (2-16 points of damage) and use its stinger (1-6 points of damage), attacking the most convenient target or targets. The tail is very mobile, easily striking over the back of the wyvern to hit an opponent to its front. The stinger injects poison (type F) into the wound, against which the victim must make a save vs. poison or die. Even if the saving throw is successful, the victim suffers 1-6 points of physical damage from the sting.

From the air the wyvern is a far more deadly opponent. It dives upon ground targets, attempting to snatch them up in its two taloned claws (1-6 points of damage each) and fly off. Man-sized victims are snatched if at least one talon hits for damage. Large victims require both talons to hit in order to snatch them up. The wyvern cannot fly while carrying anything bigger. After a dive, it takes the wyvern a full round to circle around. On the next round it can dive again. Once airborne with prey in its talons, the wyvern stings and bites each round, both at +4 to hit, until the victim is motionless. In aerial combat, the wyvern will make a pass during which it will either bite or sting. Then it will land and feast, not hunting again until the next day.

As a hunter, the wyvern is cunning. It will avoid letting its shadow fall across its prey as a warning. The final approach of the dive is done in complete silence, imposing a -2 surprise modifier on the target. It trails its prey from downwind whenever possible. A mature wyvern often waits for the right moment to strike, and is willing to let prey go that is too powerful or within easy reach of cover. Such a wyvern understands that men, particularly those armed in bright metal, are stronger than their size would indicate. Given a perfect opportunity, it will attempt to snatch up an unarmored member and fly out of range.

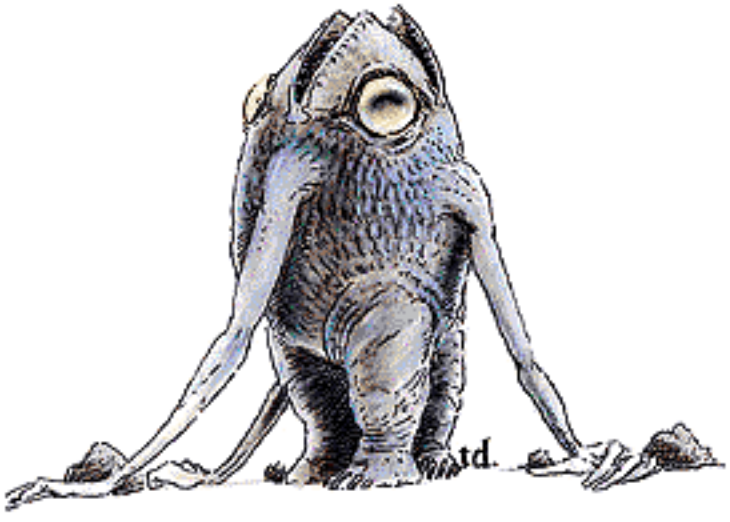
**Habitat/Society:** The wyvern is a solitary creature, nesting only with its mate and young. It tends to lair on mountainsides that overlook forests, jungles, or sometimes plains. A wyvern makes its lair in large caverns that can be found in such places, staking out a territory about 25 miles across. If game is sparse, it will hunt with a small group of its own kind. Only young wyverns attack others of their kind, usually to establish new territory. Older wyverns settle disputes in an unknown manner without actual combat. Some wyverns have been known to work with evil dragons. Usually these dragons completely dominate the weaker and smaller wyverns.

**Ecology:** An adult wyvern consumes the equivalent of a man-sized to large creature once per day. This could translate to a horse, pig, or a handful of sheep. While it eats them whole, the bones are not digested, and neither are metal objects. The wyvern eats carrion only if desperate.

The wyvern has no natural enemies, although it would not be a match for certain powerful creatures. It is noted for the foul taste of its flesh. No one has found a way to cure its hide and the bones are light and brittle to aid in flying. Certain body parts are used by spell casters as spell components, for which they will pay a reasonable price.

# Xorn

| | Xorn | Xaren |
|---|---|---|
| **Climate/Terrain:** | Subterranean | Subterranean |
| **Frequency:** | Very rare | Very rare |
| **Organization:** | Solitary | Solitary |
| **Activity Cycle:** | Any | Any |
| **Diet:** | Minerals | Minerals and magical metal |
| **Intelligence:** | Average (8-10) | Average |
| **Treasure:** | OO, P, Q(x5), X, Y | O, P, X, Y |
| **Alignment:** | Neutral | Neutral |
| **No. Appearing:** | 1-4 | 1 |
| **Armor Class:** | -2 | 1 |
| **Movement:** | 9, Br 9 | 9, Br 3 |
| **Hit Dice:** | 7+7 | 5+5 |
| **THAC0:** | 13 | 15 |
| **No. of Attacks:** | 4 | 4 |
| **Damage/Attack:** | 1-3(x3)/6-24 | 1-3(x3)/4-16 |
| **Special Attacks:** | Surprise | Surprise |
| **Special Defenses:** | Spell immunities | Spell immunities |
| **Magic Resistance:** | Nil | Nil |
| **Size:** | M (5' tall) | M (4' tall) |
| **Morale:** | Champion (16) | Champion (15) |
| **XP Value:** | 4,000 | 3,000 |



The xorn (zorn) are natives to the elemental plane of Earth.
The wide body of a xorn is made of a pebbly, stone-like material. It has a large, powerful mouth on top

of its head with three long arms, tipped with sharp talons, symmetrically positioned every 120 degrees around it. Between the arms are large, stone-lidded eyes that see in all directions. At its base are three thick, short legs, each directly beneath an eye. The whole body is designed for burrowing, mouth first.

**Combat:** Xorn do not attack flesh creatures except to defend themselves or their property, since they can not digest flesh. Xorn have no excessive love or hate for creatures of the Prime Material plane. The sole exception to this is anyone carrying a significant amount of precious metals or minerals, which it can smell up to 20 feet away. The normally peaceful xorn can become quite aggressive when after food, especially on the Prime Material plane, where such sustenance is harder to find than it is on its native plane. Xorn expect to be given a reasonable portion in exchange for peaceful passage, or else they attack (90% chance) to get food.
In combat, xorn have two different methods of fighting. Against a single opponent, they bend the two legs nearest the opponent deeply, angling their bodies toward the enemy. In this way all four attacks can be brought to bear. Against several opponents, they attack with arms in all directions, each striking at a different target. One of the targets suffers a second attack, as the xorn angles its body down to bite.
If necessary, a xorn can use its ability to blend into the surrounding stone to impose a -5 penalty to opponents' surprise rolls when it attacks. This incorporates a blending of coloration and its physical ability to pass into and through stone. This does not happen very often, since a xorn is more likely to ignore a party, or openly demand metals. However, once combat begins, it can use a variation on this theme. The xorn may pass through the nearest stone (usually the floor) and vanish for 1-3 rounds. It then lunges out of a stone surface to gain surprise, often at the feet of an opponent, attacking with three arms and its mouth. This guerrilla warfare can continue indefinitely. During any round that it passes through stone, a *phase door* spell kills it instantly. If fight goes against it, the xorn retreats to the nearest stone surface.
A xorn is immune to fire and cold, both magical and normal. Electrical attacks cause half damage if the xorn fails its saving throw, and no damage if the saving throw is successful. Edged weapons cause only half damage to xorn, though blunt and piercing weapons do full damage. A *move earth* spell flings a xorn back 30 feet, and the creature is stunned for one round. A *stone to flesh* or *rock to mud* spell lowers its AC to 8 for one round. During that round the xorn will attack, as it is readjusting its substance back to stone. Lastly, a *passwall* spell inflicts 1d10+10 points of damage on a xorn.

**Habitat/Society:** A xorn is normally found on the elemental plane of Earth. It is only on the Prime Material plane if forcibly summoned or if it was the victim of an interplanar accident.
On their native plane, xorn are as peaceful as Prime Material plane herbivores. While xorn are intelligent, their society is limited to small clans of mineral gatherers. These clans wander from place to place, leaving behind open pockets where they have eaten out a vein of mineral. On the Prime Material plane they always seek wide regions of stone underground. What humans would consider treasures, xorn consider food. They keep their store of food in a nearby air pockets.

**Ecology:** On the Prime Material plane, they are visitors that serve no ecological function. On their own plane, they are gatherers, eating only stone and minerals. The empty pockets in the stone are quickly inhabited by various creatures of the plane. Dao have been known to hunt them for sport. Equally as often, xorn serve dao as slaves.

## Xaren

Xaren are relatives of the xorn, with identical abilities in combat. Xaren resemble xorn closely, though

they are slightly smaller and their hides are shinier, almost metallic. Unlike ordinary xorn, they crave magical metal as food. For each plus of enchantment they eat, they permanently gain 1 hit point, up to their maximum of 45. Even after reaching their maximum growth, they still require magical metal to maintain their health. They can smell magical metal up to 40 feet away.

Like xorn, xaren expect handouts. They demand magical metal from creatures with enchanted weapons or armor, and attack if they are denied. They prefer iron, copper, silver, gold and electrum (in that order), though they will also snack on metallic ore.

If attacked with a magical weapon, xaren can make an attack roll against AC -2 to bite an opponent's weapon. If they hit, the weapon must save vs. crushing blow or be destroyed.

Xaren and xorn are indifferent to one another and rarely cooperate. Dao do not enslave xaren, though they do hunt them.

# Yeti

| | |
|---|---|
| **Climate/Terrain:** | Arctic hills and mountains |
| **Frequency:** | Very rare |
| **Organization:** | Clan |
| **Activity Cycle:** | Day |
| **Diet:** | Carnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | D |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1-6 |
| **Armor Class:** | 6 |
| **Movement:** | 15 |
| **Hit Dice:** | 4+4 |
| **THAC0:** | 15 |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | 1-6/1-6 |
| **Special Attacks:** | Squeeze |
| **Special Defenses:** | Immune to normal cold, invisible in snow and ice |
| **Magic Resistance:** | Nil |
| **Size:** | L (8' tall) |
| **Morale:** | Elite (13) |
| **XP Value:** | 420 |

Sometimes confused with the abominable snowman, the yeti is a distant cousin to the great carnivorous apes of warmer climates.

An adult yeti stands 8 feet tall and is covered in long, white fur. Their feet and hands are wide and flat, which helps to disperse their great weight (about 300 pounds) on treacherous snow fields. They travel on all fours like the apes, but fight very comfortably standing erect. Unlike most apes and gorillas, the yeti does not have an opposable toe on its feet. They wear no clothing or ornamentation. The spoor, or smell, of a yeti is very subtle in cold climates, but in confined or warm areas, they have a strong, musky odor.

The eyes of a yeti are icy blue or almost colorless. Their claws and flesh are ivory white. Unlike many arctic creatures, the yeti does not have a thick layer of body fat to keep it warm. Instead, it relies upon the special properties of its thick, warm fur. It has a transparent second eyelid, which allows the creature to see in blowing snow, and prevents its eyes from freezing in extreme temperatures.

**Combat:** The yeti is a fierce hunter of the polar regions. It stalks its prey and lays an ambush, attempting to gain surprise. A favorite trick is to get ahead of its prey and lie in a depression in the snow, or dig a shallow pit and cover itself with snow. Such works can be detected only by natives of the arctic regions, and then only 25% of the time. Against the snow, the yeti is invisible due to its coloration until its prey is 10 yards away. Under a thin layer of snow it is completely invisible.
Any opponent surprised by a yeti must save vs. paralyzation or go rigid with fright for three rounds, indicating that he has looked into the icy blue depths of the yeti's eyes. Any opponent that is paralyzed in this way can be automatically hit by both claws and squeezed.
Although the yeti does have fangs (1-4 points of damage), it does not usually attack with them, preferring to use its formidable claws. If any hit with claws is made with a natural 20, the victim is pulled in for a chilling squeeze. The creature's fur actually absorbs heat, making it extraordinarily cold if contacted (2-16 points of damage if squeezed). The heat-absorbing property of the yeti's fur can work against it; damage from heat is 50% greater than normal.

**Habitat/Society:** Although the yeti is of average intelligence, it has no civilization. They can use simple tools, including man-made weapons, but will not make any themselves. Yeti live in ice caves in hills and mountains. Sometimes these are natural, sometimes they are excavated by the yeti or enlarged to accommodate the family. Most yeti treasure consists of items recovered from the bodies of explorers.
Life is harsh in the arctic, and friends and food are hard to find, making survival and reproduction the yeti's only goals. The yeti will associate only with its immediate family, the young leaving to fend for themselves as soon as they mature. A family usually consists of an adult male with one to three females and a 50% chance of 1-6 young if females are present. In an attacking group, the largest yeti is the male, the next largest ones are his mates. Any others are small males or females that are due to leave the family soon.

**Ecology:** Any living creature not of its family is considered potential food, including other yeti. This does not make them foolhardy; only a starving yeti will attack an obviously stronger party. Their typical diet consists of herd creatures, such as caribou, bears, wolves, and other creatures inhabiting the snowy mountains in which they live. The yeti may turn to scavenging in hard times. They range across a wide area in search of food, usually 15 miles in all directions from their lair.
Yeti claws and teeth have value only because of the rarity of the creature. They sell for about a gold piece a tooth or claw on the open market. Yeti fur is another story. It is prized by those living in cold climates for its extraordinary ability to keep its wearer warm. A full grown yeti pelt can fetch up to 300 gold pieces on the open market.

# Yuan-ti

| | |
|---|---|
| **Climate/Terrain:** | Tropical jungles |
| **Frequency:** | Very rare |
| **Organization:** | Tribe or nation |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Genius (17-18) |
| **Treasure:** | C |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 1-4 |
| **Armor Class:** | 4/0 |
| **Movement:** | 12, slither 9 |
| **Hit Dice:** | 6-9 |
| **THAC0:** | 15 (6 HD),13 (7-8 HD),11 (9 HD) |
| **No. of Attacks:** | 2 |
| **Damage/Attack:** | See below |
| **Special Attacks:** | Spells |
| **Special Defenses:** | Nil |
| **Magic Resistance:** | 20% |
| **Size:** | M or L (10' long) |
| **Morale:** | Elite (14) |
| Abominations | Champion (15) |
| **XP Value:** | Variable |

**Psionics Summary:**

| Level | Dis/Sci/Dev | Attack/Defense | Power Score | PSPs |
|---|---|---|---|---|
| HD-2 | 3/level | MT, II/M-, IF, TW | = Int | 15xMult |

**Clairsentience -** danger sense, feel sound, poison sense*. **Psycombetabolism -** Animal affinity* (snake),

metamorphosis (snake), chameleon power*, chemical simulation*, flesh armor.
**Telepathy -** attraction (to snakes), aversion* (to snakes), false sensory input, inflict pain, invincible foes, life detection, phobia amplification*, post-hypnotic suggestion, repugnance (to snakes), taste link*.

Descendants of humans whose blood has been fouled, yuan-ti have varying degrees of snakelike body parts. They are highly intelligent and evil, always plotting to advance their causes.
There are three major varieties of yuan-ti: *purebloods*, *halfbreeds*, and *abominations*. A pureblood can pass for human 80% of the time. It has only slight differences from true humans, such as slit eyes, or a forked tongue, maybe even small fangs. Halfbreeds are part human and part snake. Roll a d6 twice on the table below; a duplicate roll produces no result, but is not rerolled. Ignore unworkable combinations. This is a general guide; the DM can invent his own combinations of snake and human.

| Roll | Feature | Effect |
|---|---|---|
| 1 | Snake head | Bites for 1-10 points damage |
| 2 | Flexible torso | +1 to saves using Dexterity |
| 3 | No legs, snake tail | Constricts for 1-4 points of damage |
| 4 | Snakes instead of arms | Each bites for 1-6 points damage |
| 5 | Scales instead of skin | Armor Class 0 |
| 6 | Legs and a snake tail | Constricts for 1-4 points of damage |

Abominations are either all snake (50%) or have only a single human feature, either head or arms, and are of large size (10 feet long). Halfbreeds and abominations disdain wearing human clothing or armor, while purebloods do not. All yuan-ti use weapons and other items. Yuan-ti do not give off an odor that humans can detect. However, animals will detect a dry, musty smell on them. The snake features of these foul creatures vary greatly from simple green and brown scales to wild patterns of stripes, diamonds, and whorls in reds and blues. Yuan-ti speak their own language. They can also speak with any snake or snakelike creature. Those with human heads speak common besides.

**Combat:** Yuan-ti are geniuses, and fight as such. They plan elaborate traps and utilize their surroundings superbly in combat. They prefer ambushes to direct confrontation. In a mixed group, the least valuable and powerful attack the opponent first. This means that the purebloods go before the half-breeds, which go before the abominations. The group leader may order particular members forward before others if it provides for a better strategy. When encountered outside their temple area, only one to four of them are in a group. In the temple area they can be found in much larger groups.
Purebloods have 6 Hit Dice, half-breeds have 7 or 8 Hit Dice, and abominations have 9 Hit Dice. All yuan-ti, if they have hands, always use weapons, preferring those with an edge. They use poison, particularly slow acting types, but in traps, not on weapons.
Any yuan-ti with a human head can cast the following spells once per day; *cause fear, darkness* (15 foot radius), *snake charm, sticks to snakes, neutralize poison, suggestion,* and *polymorph other.*

**Habitat/Society:** Yuan-ti are devout worshippers of evil. They also hold all reptiles in high esteem. The center of yuan-ti life is the temple. They tend toward old ruins far away from man, but have even been known to build underneath human cities. Their own works tend toward circles, with ramps and poles replacing stairs. In all cases they are secretive about the location of their city or temple. The abominations rule over the yuan-ti, and are the leaders of the temple, with the high priest (human-headed) ruling over all. Their rituals often involve bloody sacrifices. The purebloods take care of all outside negotiations, always pretending to be human. Yuan-ti speak their own language and common.

**Ecology:** Ages ago, a cult of humans worshiping a reptilian elder god recieved a "blessing" from their dark lord: their offspring all were part snake. Since then the breeding line has been polluted and mixed, producing purebloods (those least favored), half-breeds, and abominations (the truly blessed). They are strictly carnivorous, eating any warm-blooded creature they can catch. They have a special taste for birds and human flesh. They are clever enough about their ecology not to overhunt any particular region. Larger groups keep captive herds of wingless birds or other warm-blooded creatures.

# Yuan-ti, Histachii

| | |
|---|---|
| **Climate/Terrain:** | Tropical jungles |
| **Frequency:** | Very rare |
| **Organization:** | Tribe |
| **Activity Cycle:** | Any |
| **Diet:** | Carnivore |
| **Intelligence:** | Low (5-7) |
| **Treasure:** | Nil |
| **Alignment:** | Chaotic evil |
| **No. Appearing:** | 2-20 |
| **Armor Class:** | 8 |
| **Movement:** | 12 |
| **Hit Dice:** | 2+2 |
| **THAC0:** | 19 |
| **No. of Attacks:** | 3 |
| **Damage/Attack:** | 1-2/1-2/1-3 |
| **Special Attacks:** | See below |
| **Special Defenses:** | See below |
| **Magic Resistance:** | See below |
| **Size:** | M (5'-6' tall) |
| **Morale:** | Average (10) |
| **XP Value:** | 120 |

Once human, yuan-ti histachii are near-mindless abominations who have been transformed into reptilian humanoids to serve their yuan-ti masters. Most often, they are found guarding yuan-ti brood chambers. Histachii are hairless creatures. Their clothing, little more than filthy rags, hangs limply over their emaciated bodies. Their gray or yellow-green skin is tough and scaly, and smells faintly of rotting meat. They have beady, bloodshot eyes, and their forked tongues continually dart in and out of their mouths. Their dull yellow teeth are like tiny hooks, razor-sharp. Their fingernails are black and twisted, resembling the claws of a lizard.

Histachii speak in short, hissing phrases. They know the languages of yuan-ti and all snakes and snakelike creatures, as well as the languages they spoke in their original human lives.

**Combat:** Histachii attack any nonreptilian creature or humanoid on sight, unless their yuan-ti masters give them orders to the contrary. Unsophisticated fighters, most histachii charge directly at their opponents, attacking with their claws and teeth. To protect their yuan-ti masters, histachii will fight to the death.

Regardless of their abilities in their former lives, histachii do not wield weapons or use magic. Once per day, they can become *berserk*. In this state, they are so enraged that they gain a +2 bonus to their attack rolls. The *berserk* condition persists for 2-12 (2d6) rounds.

Unlike yuan-ti, histachii have no natural magic resistance. However, they are immune to all types of *hold* and *charm* spells.

**Habitat/Society:** Yuan-ti create most histachii servitors from human prisoners. They also may transform human worshippers who voluntarily agree to become histachii. Humans become histachii by drinking a distillation of yuan-ti venom mixed with certain herbs and roots. (The yuan-ti prepare this special concoction.) If a human is unwilling to drink, the yuan-ti pin their captive to the ground and pour the mixture down his throat.

Any human who drinks this mixture, whether by choice or by force, must make a saving throw vs. poison with a -4 penalty. If the saving throw fails, the victim becomes a histachii in 7-12 (1d6+6) days. If the save is successful, the victim immediately lapses into a coma; death will follow in one hour. A comatose victim can be revived with a *slow poison* or *neutralize poison* spell, presuming the spell is cast within 1 hour after the mixture has been swallowed. Human-headed yuan-ti have the ability to *neutralize poison*, and they may save a comatose victim themselves. It is not for the victim's benefit. A human who fails his save after drinking the mixture may suddenly find himself alive again, only to face another flask of the mixture when the yuan-ti attempt another transformation.

Only humans can become histachii. Nonhumans who drink the yuan-ti mixture must also make a save vs. poison with a -4 penalty, however. If the save is successful, the nonhuman will be violently ill, unable to take any action for 1-4 turns. If the save throw fails, the nonhuman becomes comatose and dies in 2-5 rounds.

If a human fails his saving throw after consuming the mixture, a few desperate measures may prevent his transformation into a histachii. If *neutralize poison*, *dispel magic*, *remove curse*, and *heal* are cast on the victim, in precisely this order, the transformation process will be reversed. However, the victim will permanently lose 1 point of Intelligence. A *wish* or a *limited wish* will reverse the transformation with no loss of Intelligence. Once the transformation is complete, only a *wish* can restore the victim to his former self. Histachii live 20-80 (2d8 x 10) years after their creation. They cannot breed; histachii only can be created from human beings.

Histachii are completely submissive to their yuan-ti masters, carrying out their every order without hesitation. The servants share the lairs of their yuan-ti masters. Usually, these lairs are in ancient ruins deep in tropical jungles, but sometimes yuan-ti dwell in subterranean caverns beneath human cities. A histachii's duties include hunting, caring for the yuan-ti's reptile menageries, guarding prisoners, and various custodial chores. In rare moments of leisure, the servants enjoy soaking in pools of cool water. Histachii do not collect treasure.

**Ecology:** Like yuan-ti, histachii are strictly carnivorous, feasting on rats, worms, and other vermin. They also eat yuan-ti leftovers.

# Yugoloth, Guardian

| | Least | Lesser | Greater |
|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any |
| **Frequency:** | Rare | Very rare | Very rare |
| **Organization:** | Solitary | Solitary | Solitary |
| **Activity Cycle:** | Any | Any | Any |
| **Diet:** | Nil | Nil | Nil |
| **Intelligence:** | Average (8-10) | Very (11-12) | High (13-14) |
| **Treasure:** | See below | See below | See below |
| **Alignment:** | Neutral | Neutral (evil) | Neutral (evil) |
| **No. Appearing:** | 1 | 1 | 1 |
| **Armor Class:** | 3 | 1 | -1 |
| **Movement:** | 9 | 9 | 9, Fl 9 (D) |
| **Hit Dice:** | 6 | 8 | 10 |

| | | | |
|---|---|---|---|
| **THAC0:** | 15 | 13 | 11 |
| **No. of Attacks:** | 3 | 3 | 3 |
| **Damage/Attack:** | 1-4/1-10/1-10 | 1-6/1-12/1-12 | 1-10/1-12/1-12 |
| **Special Attacks:** | See below | See below | See below |
| **Special Defenses:** | See below | See below | See below |
| **Magic Resistance:** | Nil | Nil | 25% |
| **Size:** | Variable | Variable | L (9' tall) |
| **Morale:** | Elite (14) | Champion (16) | Fanatic (18) |
| **XP Value:** | 2,000 | 4,000 | 11,000 |

These yugoloths are summoned by evil wizards or priests to guard something of importance. Yugoloth guardians always defend their charge with great ferocity.
There are three types of yugoloth guardians -- least, lesser, and greater. The least and lesser yugoloth guardians vary in size and form, often being horned and frog-like (least) or ape- or boar-like (lesser). Greater yugoloth guardians always appear as gigantic, winged bears with ram horns protruding from their foreheads, and eagle talons for hands.
yugoloths guardian have the ability to speak all languages.

**Combat:** yugoloth guardians can breath fire three times per day in a cone 30 feet long with a 10-foot base diameter. Damage depends upon the type of daemon breathing. Least and lesser yugoloths cause 3d6 and 5d6 points of damage, respectively, while greater yugoloths inflict 7d6 points per breath attack. A successful saving throw vs. breath weapon reduces damage by half. Yugoloth guardians never use their fire breath if the fire might damage whatever they are assigned to protect.
All yugoloth guardians are immune to *charm, hold, sleep, polymorph*, and *fear* spells. Lesser and greater yugoloths are also impervious to weapons with less than a +2 bonus. Many of these creatures are invulnerable to one or more additional forms of attack (e.g., sword, cold, fire, electricity).

**Habitat/Society:** Yugoloth guardians must remain at all times within 90 yards of the object they have been summoned to protect. Within this 90-yard radius, yugoloth guardians prefer to remain at a distance in battle, using their breath weapon to maximum advantage.

**Ecology:** Summoning a guardian daemon is a dangerous affair. There is a 10% chance for each level the summoner is over 7th level of having his request for a guardian daemon granted (maximum chance of 90%). Conversely, if the summoning fails, there is a 30% chance (-2% per level of the summoner over 10th) that the daemon takes offense and gates in to slay the spellcaster.

### Least Yugoloth
These creatures are often summoned to protect treasures valued at less than 25,000 gold pieces. Least yugoloths have a 50% chance of being immune to one additional type of attack.

### Lesser Yugoloth
Lesser yugoloths are usually found guarding treasures of 25,000 gold pieces or more. They have a 80%

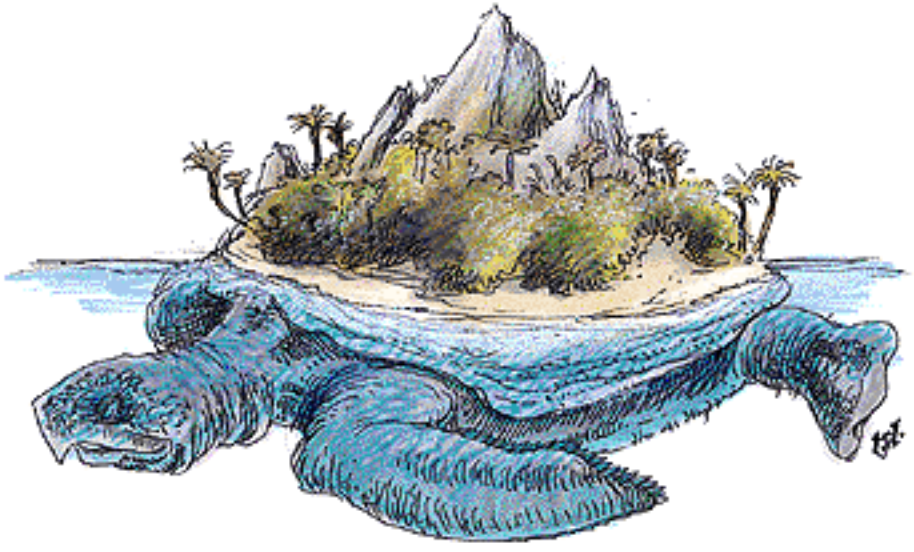
chance of being impervious to one additional attack form.

### Greater Yugoloth

These yugoloths are dispatched only to protect objects of exceedingly great value. Greater yugoloth guardians are resistant to magic (25%) and are always immune to two additional forms of attack. They can make a *suggestion*, as the spell, once per round, even when engaged in combat.

# Zaratan

| | |
|---|---|
| **Climate/Terrain:** | Tropical/Fresh and salt water |
| **Frequency:** | Very rare |
| **Organization:** | Solitary |
| **Activity Cycle:** | Any |
| **Diet:** | Omnivore |
| **Intelligence:** | Average (8-10) |
| **Treasure:** | See below |
| **Alignment:** | Neutral |
| **No. Appearing:** | 1 |
| **Armor Class:** | -6/0 |
| **Movement:** | 1, Sw 2 |
| **Hit Dice:** | 51-70 |
| **THAC0:** | 5 |
| **No. of Attacks:** | 1 |
| **Damage/Attack:** | 10-100 |
| **Special Attacks:** | Swallow |
| **Special Defenses:** | Immune to poison, magic weapon needed to pierce shell |
| **Magic Resistance:** | Nil |
| **Size:** | G (200-350' diameter) |
| **Morale:** | Fearless (19) |
| **XP Value:** | 46,000 + 1,000 per HD over 51 |



The zaratan is an enormous, passive turtle found in the warm currents of Zakhara's seas, in the Al-Qadim campaign setting. Thankfully, the zaratan spends most of its existence in a profoundly deep slumber.

The shell of a zaratan (plural, zaratani) looks like a sloped, rocky mound several hundred feet in diameter. The zaratan's head, over 50 feet across, is often mistaken for a partially-submerged, barnacle-encrusted boulder. The zaratan usually keeps its eyes shut, covered with stony lids that blend with the rest of its head in texture and color. The zaratan's four flippers, each over a hundred feet long, appear to be small reefs, supporting a variety of corals, barnacles, and small fish. The zaratan's rocky shell is considered AC -6, while its head and flippers are only AC 0. In its dormant state, a zaratan appears to be a small, floating island.

**Combat:** More often than not, once wakened from its slumber, a zaratan will react to an enemy by withdrawing into its rocklike shell, against which nonmagical weapons have absolutely no effect. In addition, no known poison will effect a zaratan with its incredibly slow metabolism. A zaratan will remain in its shell for 1-10 years (if not further provoked) before re-emerging.
However, if pestered and wounded for more than 5% of its total hit points, a zaratan becomes a terrible opponent. Although it attacks last in every round, a single bite from its 40' maw delivers 10-100 points of damage and will swallow any beings within a 10' radius of its target (no save), should its attack roll succeed by 4 more than needed.
The stomach of a zaratan is a tough, tube-shaped cave. Usually there is enough stale, trapped air for a creature to survive indefinitely (if they survived the bite attack), but creatures trapped within also suffer 2 points of damage per day unless they can figure out a way to protect themselves from the stomach's corrosive digestive juices. The stomach lining is AC 5. Damage equal to 5% of the zaratan's total hit points (a case of painful indigestion) will result in the victims' regurgitation. A zaratan's stomach might contain just about anything, depending upon the whim of the DM, from pieces of driftwood and chunks of ships, to weapons, armor, and even a small amount of treasure (suggested type Z).
After a battle, a zaratan will immediately fall into a deep slumber, which typically lasts 1-100 years.

**Habitat/Society:** The slow metabolism of the zaratani assure them incredibly long (if uneventful) lives, measured in millennia. The zaratani are said to have been floating in the sea long before the genies first visited the Land of Fate.
At any given time, a zaratan is 99% likely to be sleeping. As it slumbers, it keeps its mouth wide open. Any small to man-sized creatures stupid enough to swim inside (large fish mostly) are reflexively swallowed. The zaratan spends the rest of its time either mating or conversing with others of its own kind.
Every few centuries, by sheer coincidence, a pair of zaratani will drift into each other. Should they awake (and be of the opposite sex), they will mate. The courtship ritual may take decades, and the mating itself lasts as long as a year.
The zaratani communicate with one another in a language similar to that of the whales. Conversations between the zaratani often last decades. On rare occasions, they have been known to communicate with other beings by telepathy.

**Ecology:** The older a zaratan gets, the longer it sleeps. As a result, many actually become indistinguishable from a floating island or reef, supporting their own mini-ecosystems on their broad, rocky carapaces and underbellies. Many sport stunted palm trees and vegetation on their shells.
The older and wiser zaratani are perfectly content to be attended by lesser symbiotic beings, provided the symbiotes are not too bothersome and don't interfere with a zaratan's sleep. A few are known to support small, uncivilized villages, while others have even been used as a mobile base for pirates and corsairs! Visitors will find most inhabitants of a zaratan highly superstitious. Many revere their island home as a

god. They believe (rightly) that were their deity to awaken due to hunger, their island might sink beneath the sea, destroying their village. As a result, these villagers strive at every opportunity to keep the zaratan well-fed and content, sacrificing large quantities of caught fish and even visitors to placate their floating deity.

# Zombie

| | Common | Monster | Ju-ju | Lord | Sea |
|---|---|---|---|---|---|
| **Climate/Terrain:** | Any | Any | Any | Any | Shallow water |
| **Frequency:** | Rare | Very Rare | Very Rare | Very rare | Rare |
| **Organization:** | Nil | Nil | Nil | Solitary | Pack |
| **Activity Cycle:** | Night | Night | Night | Night | Night |
| **Diet:** | Nil | Nil | Nil | Carrion | Scavenger |
| **Intelligence:** | Non-(0) | Non-(0) | Low (5-7) | Average (8-10) | Low (5-7) |
| **Treasure:** | Nil | Nil | Nil | A | M |
| **Alignment:** | Neutral | Neutral | Neutral evil | Neutral evil | Chaotic evil |
| **No. Appearing:** | 3-24 | 1-6 | 1-4 | 1 | 2-24 |
| **Armor Class:** | 8 | 6 | 6 | 6 | 7 |
| **Movement:** | 6 | 9 | 9 | 6 | 6, Sw 12 |
| **Hit Dice:** | 2 | 6 | 3+12 | 6 | 5 |
| **THAC0:** | 19 | 15 | 15 | 15 | 15 |

| | | | | | |
|---|---|---|---|---|---|
| **No. of Attacks:** | 1 | 1 | 1 | 2 | 1 |
| **Damage/Attack:** | 1-8 | 4-16 | 3-12 | 2-8/2-8 | 1-10 |
| **Special Attacks:** | Nil | Nil | See below | See below | Stench, disease, spell use |
| **Special Defenses:** | Spell immunity | Spell immunity | Spell immunity | Spell immunity | Spell immunity |
| **Magic Resistance:** | See below | See below | See below | Nil | Nil |
| **Size:** | M (6') | L (8'-12') | M (6') | M (6') | M (6') |
| **Morale:** | Special | Special | Special | Average (8-10) | Fearless (19-20) |
| **XP Value:** | 65 | 650 | 975 | 650 | 420 |

Zombies are mindless, animated corpses controlled by their creators, usually evil wizards or priests. The condition of the corpse is not changed by the animating spell. If the body was missing a limb, the zombie created from it would be missing the same limb. Since it is difficult to get fresh bodies, most zombies are in sorry shape, usually missing hair and flesh, and sometimes even bones. This affects their movement, making it jerky and uneven. Usually zombies wear the clothing they died (or were buried) in. The rotting stench from a zombie might be noticeable up to 100 feet away, depending upon the condition of the body. Zombies cannot talk, being mindless, but have been known to utter a low moan when unable to complete an assigned task.

**Combat:** Zombies move very slowly, always striking last in a combat round. They are given only simple, single-phrase commands. They always fight until called off or destroyed, and nothing short of a priest can turn them back. They move in a straight line toward their opponents, with arms out-stretched, seeking to claw or pummel their victims to death. Like most undead, zombies are immune to *sleep*, *charm*, *hold*, *death magic*, *poisons*, and cold-based spells. A vial of holy water inflicts 2-8 points of damage to a zombie.

**Habitat/Society:** Zombies are typically found near graveyards, dungeons, and similar charnel places. They follow the spoken commands of their creator, as given on the spot or previously, of limited length and uncomplicated meaning (a dozen simple words or so). The dead body of any humanoid creature can be made into a zombie.

**Ecology:** Zombies are not natural creations and have no role in ecology or nature.

### Ju-Ju Zombie

These creatures are made when a wizard drains the life force from a man-sized humanoid creature with an *energy drain* spell. Their skin is hard, gray, and leathery. Ju-ju zombies have a spark of intelligence. A hateful light burns in their eyes, as they realize their condition and wish to destroy living things. They understand full-sentence instructions with conditions, and use simple tactics and strategies. Since they became zombies at the moment of death, their bodies tend to be in better condition. Ju-ju zombies use

normal initiative rules to determine when they strike. They are dexterous enough to use normal weapons, although they must be specifically commanded to do so. These zombies can hurl weapons like javelins or spears, and can fire bows and crossbows. Their Dexterity allows them to climb walls as a thief (92%) and they strike as a 6 Hit Die monster. Ju-ju zombies are turned as specters.

The animating force of a ju-ju zombie is more strongly tied to the Negative Material plane. The result is that only +1 or better magical weapons can harm them. Regardless of the magic on the weapon, edged and cleaving weapons inflict normal damage, while blunt and piercing weapons cause half damage. In addition to normal zombie spell immunities, ju-ju zombies are immune to mind affecting spells and psionics, illusions, and to electricity and magic missiles. Fire causes only half damage.

### Zombie Lord

The zombie lord is a living creature that has taken on the foul powers and abilities of the undead. They are formed on rare occasions as the result of a *raise dead* spell gone awry. Zombie lords look as they did in life, save that their skin has turned to the pale grey of death, and their flesh is rotting and decaying. The odor of vile corruption and rotting meat hangs about them, and carrion feeding insects often buzz about them to dine on the bits of flesh and ichor that drop from their bodies.

The zombie lords can speak those languages they knew in life and they seem to have a telepathic or mystical ability to converse freely with the living dead. Further, they can *speak with dead* merely by touching a corpse. Zombie lords are turned as vampires.

When forced into combat, it relies on the great strength of its two crushing fists. The odor of death surrounding the zombie lord is so potent it causes horrible effects in those who breathe it. On the first round a character comes within 30 yards, he must save vs. poison or be affected in some way. The following results are possible:

| 1d6 Roll | Effect |
|---|---|
| 1 | *Weakness* (as the spell). |
| 2 | *Cause disease* (as the spell). |
| 3 | -1 point of Constitution. |
| 4 | *Contagion* (as the spell). |
| 5 | Character unable to act for 1d4 rounds due to nausea and vomiting. |
| 6 | Character dies instantly and becomes a zombie under control of the zombie lord. |

All zombies within sight of the zombie lord are subject to its mental instructions. Further, the creature can use the senses of any zombie within a mile of it to learn all that is happening within a very large area. Once per day, the zombie lord can animate dead to transform dead creatures into zombies. This works as described in the *Player's Handbook* except that it can be used on the living. Any living creature with fewer Hit Dice than the zombie lord can be attacked in this manner. A target who fails a saving throw vs. death is slain. In 1d4 rounds, the slain creature rises as a zombie under the zombie lord's command.

Zombie lords seek out places of death as lairs. Often, they live in old graveyards or on the site of a tremendous battle -- any place there may be bodies to animate and feast upon. The mind of the zombie lord tends to focus on death and the creation of more undead. The regions around their lairs are often littered with the decaying bodies, half eaten, of those who have tried to confront the foul beast.
The zombie lord comes into being by chance, and only under certain conditions. First, an evil human must die at the hand of an undead creatures. Second, an attempt to *raise* the character must be made. Third, the corpse must fail its resurrection survival roll. Fourth and last, a deity of evil must show "favor" to the deceased, and curse him or her with the "gift of eternal life." Within one week of the *raise* attempt, the corpse awakens as a zombie lord.

### Sea Zombie

Sea zombies (also known as drowned ones) are the animated corpses of humans who died at sea. Although similar to land-dwelling zombies, they are free-willed and are rumored to be animated by the will of the god Nerull the Reaper (or another similar evil deity).
The appearance of drowned ones matches their name: they look like human corpses that have been underwater for some time; bloated and discolored flesh dripping with foul water, empty eye-sockets, tongue frequently protruding from between blackened lips. Their visage and the stench of decay surrounding them are so disgusting that anyone seeing a drowned one or coming within 20 feet of one must roll a saving throw vs. poison. A failed saving throw indicates that the character is nauseated, suffering a -1 penalty to his attack roll and a +1 penalty to his AC for 2d4 rounds. On land, drowned ones move slowly, with a clumsy, shambling gait. In water, however, they can swim with frightening speed.
Drowned ones have an abiding hatred for the living and attack them at any opportunity. These attacks often show surprising cunning (for example, luring ships onto the rocks and attacking the sailors as they try to save themselves from the wreck). Drowned ones take advantage of their swimming speed by attacking ships as they lie at anchor -- climbing aboard the vessel and trying to drive the sailors overboard, where they can deal with them more easily.
Drowned ones attack with the weapons typical of sailors: short swords, daggers, hooks, clubs, belaying pins, etc. Because of the unnatural strength of the creatures, these weapons all inflict 1d10 points of damage. The putrid water that drips from the drowned ones contains many bacteria, so any successful hit has a 10% chance of causing a severe disease in the victim. The water-logged condition of the creature's flesh means that fire and fire-based magic cause only half damage. Lightning, electrical, and cold-based attacks inflict double damage. Drowned ones are immune to *sleep*, charm spells, illusions, and other mind-altering spells. Because they are created by the direct will of a deity, they cannot be turned.
Many of the humans who become drowned ones were priests while alive, and they retain their powers as undead. There is a 50% chance that each drowned one encountered is a priest of level 1d4. These creatures are granted their spells directly from Nerull (or similar deity), receiving only baneful spells.
Drowned ones congregate in loose packs. Their only motivation is their hatred for the living. They have no need to eat, although they rend and chew the flesh of their prey (this is probably just to strike terror in others). Underwater, drowned ones are active around the clock and are often found in the sunken wrecks of the ships in which they drowned. They are active above the surface during the night. Drowned ones normally stray no more than 100 yards from the water. If the wind drives the fog onto the coast, however, they can roam inland as far as the fog reaches. When the fog retreats, or when the sun is about to rise, they must return to the water.
Drowned ones communicate among themselves by a form of telepathy; they have no need of a spoken language (other than for spellcasting). The verbal components for spells are spoken in unintelligible whispers.

# Appendix I: Instructions for the Blank Monster Form

Blank Monster Form

When designing a monster, avoid extremes. It is a common mistake to make a monster incredibly tough for no reason. Really tough monsters are very rare! If a monster has an extreme ability or combat statistic, there should be a good reason. In the same light, fit the monster's abilities to its description. Players need a fair chance to anticipate what the monster might do. For example, a monster that can fly should have wings, or else usually be encountered aloft. If a monster will have a surprising ability, keep it to just one, and have a good reason for the surprise.
Not all monsters have to be evil. There are many other reasons a monster can be dangerous without arbitrarily making it evil. For example, any creature will fight to protect its family or territory whether it is good or evil.
Characters should be able to negoitate with or intimidate many creatures, but negotiating with a monster does not always mean giving it treasure. Most animals will put off an attack if tossed a free meal they can eat in peace; intelligent creatures have many different motivations. Try not to force characters into having to kill every monster they meet. If a monster is left alive after an enounter, it might be encountered again, and become a regular part of the campaign.

**Climate/Terrain:**Restrict your monsters reasonably. As a rule, only tool-making creatures can be found in every climate or every terrain. Remember that the physical design of a monster should make sense for the climate and the terrain.

**Frequency:**Monsters should not dominate the landscape unless your campaign plot requires them to. Most monsters avoid settled areas because organized groups of humans and demihumans tend to kill them.

**Organization:**Give a lot of thought to this entry; it determines the group tendencies of the monster. A pack can be controlled by controlling its leader. A flock, on the other hand, has no leader, but it does have a pecking order.

**Activity Cycle:**Most monsters need to rest. When are they out and about? When are they sleeping? These habits should make sense with the diet and climate/terrain of the monster.

**Diet:** What does the monster eat? Not every monster is a man-eater. A wild bull is just as dangerous as a tiger, but it does not eat meat. Remember, fangs and claws imply carnivores, tusks and horns imply herbivores.

**Intelligence:** Avoid the tendency to make monsters too intelligent or too stupid. A creature living in the

middle of the jungle with no manipulative organs is not likely to be intelligent. Really high intelligence usually implies civilization, or at least sophisticated tools. On the other hand, monsters that must fight to survive must have enough intelligence or other natural ability to conquer their foes.

**Treasure:** Treasure is usually collected only by intelligent creatures. An animal type may guard a treasure for another creature, but the treasure itself belongs to the intelligence that set it there as a guard. Monsters that care little for riches and magical items might still have some as a result of encounters, but things will be scattered and ill-kept, often rusting away to worthlessness. Intelligent monsters, on the other hand, will use their magical treasures to their best advantage -- which may be no help at all to the characters!

**Alignment:**This is a broad description of the moral and ethical tendencies of the monster. A creature of animal intelligence has no morals or ethics, and hence is of neutral alignment. In general, try to avoid extremes, unless these fit the monster.

**No. Appearing:** The number of monsters typically encountered should correspond to the other facts about the monster. A solitary monster does not travel in a pack of 20! In general, carnivores travel in small groups, herbivores travel in large groups. This number is also a good way to keep things balanced; weak monsters are dangerous in large numbers, while a strong monster all alone is easy prey to a well-organized group of heroes.

**Combat Statistics:** This includes such values as Hit Dice and Armor Class. They should match the physical description of the monster. A well-designed monster fights the way it looks. A small, fuzzy creature with big, soft eyes should not have 25 Hit Dice, an Armor Class of -8, and swoop through the air to attack. The amount of damage done should reflect the weapon being used. Avoid the tendency to give monsters excessive Hit Dice and damage capabilities. The DM is the only person who gets a kick from seeing a PC suffer 40 points of damage in one round; players don't find that amusing at all.
See Chapter 9 of the *DMG* to determine THAC0 for monsters.

**Appearance:** Include in the physical description of the monster its size, weight, color (skin, hair, eyes, etc.), smell, noises, type of movement (graceful walk, shambling gait, etc.), typical clothing, and preferred weapons.

**Combat:**Include any special combat abilities or disabilities. Be sure to cover any basic strategies or tactics the monster might use. Remember, smart monsters use smart tactics. The strategies should reflect their natural advantages and disadvantages.

**Habitat/Society:** How does the monster relate to others of its kind, and to strangers? When do they work together and when do they fight? How do they choose leaders and how do these leaders rule? What are the goals of these monsters? Where do they live and how does this affect their behavior? Do they use or make tools? If so, what types and how are they made? Why does this monster have treasure? How does it get it? What is the nature of the family, and how many live together? Does the monster have special guards or allies and how frequently are they found together?

**Ecology:** This should include the types of food eaten -- as well as what eats them, if anything. Any useful by-products should be listed, such as fur or edible parts. You may list uses for magical items or

spells. On the other hand, don't turn your monster descriptions into shopping lists. The PCs are heroes, not butchers or fur trappers. List other creatures that live in harmony with the monster or compete against it, along with information about the size and nature of its territory.

**Variants:** If there are major subraces, they should be detailed here. This may be a stronger leader type, an inferior servant race, or a DM special, such as skeletons that hurl their finger joints like *magic missiles*.

**XP Value:** Guidelines for awarding experience are found in Chapter 8 of the *DMG*. Hit Dice Value Modifiers for psionic monsters are +1 if the creature has access to only devotions, +2 if the creature has both sciences and devotions.
In addition to the Hit Dice Value Modifiers listed for monsters in the *DMG*, consider the following optional modifiers: +1 for any special movement which gives an advantage, not just flying; +2 for magic resistance over 50%, +1 for magic resistance of 50% or under; +2 for breath weapons which can cause more than 20 points damage per attack, +1 for other breath weapons.

# Appendix II: Monster Summoning Tables

## Monster Summoning I

1 Ant, giant
2 Bat, huge
3 Beetle, fire
4 Bullywug
5 Goblin
6 Hobgoblin
7 Jermlaine (3d4 appear)
8 Kobold (3d4 appear)
9 Leech, giant (1 HD)
10 Muckdweller
11 Orc
12 Rat, giant (3d4 appear)

# Monster Summoning II

1 Beetle, bombardier
2 Centipede, giant
3 Frog, giant or killer
4 Gnoll or flind
5 Lamprey, land
6 Lizard man
7 Mongrelmen (2 HD)
8 Mudmen
9 Spider, large
10 Stirge
11 Toad, giant
12 Troglodyte

# Monster Summoning III

1 Ankheg (3-4 HD)
2 Bat, giant (mobat)
3 Beetle, boring
4 Bugbear
5 Centipede, megalo-
6 Crab, giant
7 Crocodile, wild
8 Dog, death
9 Gelatinous cube
10 Ghoul
11 Lizard, giant
12 Lyc., rat
13 Orc, orog
14 Osquip
15 Sandling
16 Scorpion, large
17 Snake, constrictor
18 Spider, huge
19 Weasel, giant
20 Urchin, land

# Monster Summoning IV

1 Ankheg (5-6 HD)
2 Ape, carnivorous
3 Banderlog
4 Ettercap
5 Gargoyle
6 Ghast
7 Hell hound
8 Huecuva
9 Hydra, 5 heads
10 Lyc., wolf
11 Ogre
12 Ooze, gray
13 Owlbear
14 Scorpion, huge
15 Snake, giant const.
16 Toad, poisonous
17 Toad, fire
18 Wasp, giant
19 Wolf, worg
20 Yeti

# Monster Summoning V

1 Ankheg (7-8 HD)
2 Cockatrice
3 Displacer beast
4 Doppleganger
5 Hornet, giant
6 Hydra, 7 heads
7 Hydra, 5 heads, cryo- or pyro-
8 Leucrotta
9 Lizard, subterranean
10 Lyc., boar
11 Margoyle
12 Minotaur
13 Ochre jelly
14 Rust monster
15 Slithering tracker
16 Snake, giant, pois. or spitting
17 Spider, giant
18 Giantkin, verbeeg
19 Wolf, winter
20 Zombie, ju-ju

# Monster Summoning VI

1 Basilisk
2 Beetle, stag
3 Carrion crawler
4 Dracolisk
5 Drider
6 Griffon
7 Hydra, 8 heads
8 Lizard, minotaur
9 Lyc., tiger
10 Manticore
11 Ogre mage
12 Otyugh
13 Pyrolisk
14 Salamander
15 Spider, phase
16 Troll
17 Wolfwere
18 Wraith
19 Wyvern
20 Yuan-ti, halfbreed

# Monster Summoning VII

1 Basilisk, greater
2 Behiror tunnel worm
3 Bulette
4 Chimera
5 Ettinor hill giant
6 Golem, flesh
7 Gorgon
8 Hydra, 10 heads
9 Hydra, 8 heads (pyro- or cryo-)
10 Lizard, fire
11 Mummy
12 Neo-otyugh
13 Pudding, black
14 Roper
15 Shambling mound
16 Slug, giant
17 Sphinx, hieraco-
18 Troll, 2-headed
19 Umber hulk
20 Xorn

# Monster Summoning VIII

1 Beetle, rhinoceros
2 Giant, fireor frost
3 Giant, fomorian
4 Golem, stone
5 Gorgimera
6 Hydra, 12 heads
7 Hydra, lernaean, 8 heads
8 Pudding, brown
9 Remorhaz
10 Rust monster
11 Will o'wisp
12 Worm, purple

# Conjured Animals

| HD | Roll | Animal | Value |
|---|---|---|---|
| 1 | 01-10 | Baboon | 1¼ |
| | 11-25 | Dog, wild | 1¼ |
| | 26-35 | Hawk, large | 1 |
| | 36-40 | Hawk, blood | 1¼ |
| | 41-50 | Jackal | ½ |
| | 51-55 | Mammal, small | varies |
| | 56-60 | Mammal | varies |
| | 61-65 | Otter | ¾ |
| | 66-70 | Otter, sea | 1¼ |
| | 71-80 | Owl, common | 1 |
| | 81-90 | Rat, giant | ½ |
| | 91-00 | Skunk | ¼ |
| 2 | 01-70 | Animal, herd | 2 |
| | 71-80 | Badger | 1½ |
| | 81-00 | Horse, wild | 2 |
| 3 | 01-05 | Badger, giant | 3 |
| | 06-10 | Boar, warthog | 3 |
| | 11-15 | Cattle, wild | 2½ |
| | 16-20 | Cheetah | 3 |
| | 21-30 | Dog, war | 2½ |
| | 31-35 | Hyena, wild | 3 |
| | 36-45 | Lion, mountain | 3¼ |
| | 46-50 | Lynx, giant | 2½ |
| | 51-60 | Mule | 3 |
| | 61-70 | Camel | 3 |
| | 71-80 | Stag* | 3 |

| | | | |
|---|---|---|---|
| | 81-90 | Wolf | 2½ |
| | 91-00 | Wolverine | 3 |
| 4 | 01-10 | Bear, black | 3¾ |
| | 11-25 | Boar, wild | 3¾ |
| | 26-40 | Eagle, giant | 4 |
| | 41-50 | Jaguar | 4¼ |
| | 51-60 | Leopard | 3½ |
| | 61-75 | Owl, giant | 4 |
| | 76-90 | Weasel, giant | 3¾ |
| | 91-00 | Wolf, dire | 3¾ |
| 5 | 01-15 | Ape, carnivorous | 5 |
| | 16-25 | Buffalo | 5 |
| | 26-40 | Hyena, giant | 5 |
| | 41-55 | Otter, giant | 5 |
| | 56-70 | Skunk, giant | 5 |
| | 71-85 | Stag, giant* | 5 |
| | 86-00 | Wolverine, giant | 5 |
| 6 | 01-25 | Bear, brown | 6¼ |
| | 26-50 | Lion | 5½ |
| | 51-75 | Porcupine, giant | 6 |
| | 76-00 | Tiger | 6¼ |
| 7 | 01-50 | Boar, giant | 7 |
| | 51-00 | Lion, spotted | 6½ |
| 8 | 01-50 | Bear, cave | 7½ |
| | 51-00 | Tiger, sabre-tooth | 7½ |
| 9 | -- | Oliphant | 8½ |
| 10 | -- | Bear, polar | 10 |
| 11 | -- | Elephant (African) | 11 |
| 12 | -- | Mastodon | 12 |

| | | | |
|---|---|---|---|
| 13 | -- | Mammoth | 13 |
| 14+ | -- | Whale | (to 36) |

***Stag:** This is a large male deer that can butt for 2-8 or strike with its hooves for 1-3/1-3.
***Giant stag:** A very large stag, 7' at the shoulder and weighing about 1,500 pounds. It can butt for 4-16 (4d4) or strike with its hooves for 1-4/1-4.

## Terrain Guide

**Plain:** downs, heath, meadow, moor, prairie, savanna, steppe, tundra
**Scrub:** brackens, brush, bush, thickets, veldt
**Forest:** copses, groves, jungle, rain forest, woods
**Rough:** badlands
**Hills:** bluffs, dunes, ridges (gorge, rift, valley, canyon)
**Mountains:** glacier, mesa, tor
**Desert:** barrens, flat, waste
**Swamp:** bog, fen, marsh, mire, morass, quagmire, slough
**Pond:** lake, pool, tarn

# Monster Summoning

## Aquatic Monster Summoning, Salt Water

**Monster Summoning I**
1 Barracuda (1 HD)
2 Lamprey, common
3 Merman
4 Otter, sea
5 Piranha (3d4 appear)
6 Urchin, black

**Monster Summoning II**
1 Barracuda (2 HD)
2 Dolphin
3 Locathah
4 Ray, ixitxachitl
5 Ray, sting
6 Sea horse
7 Seawolf, lesser
8 Urchin, green

**Monster Summoning III**
1 Barracuda (3 HD)
2 Crab, giant
3 Lacedon (ghoul)
4 Sahuagin
5 Selkie
6 Urchin, red

**Monster Summoning IV**
1 Hippocampus
2 Kapoacinth (gargoyle)
3 Lobster, giant (crayfish)
4 Merrow, ogre
5 Otter, giant
6 Shark (3-5 HD)

7 Triton
8 Urchin, yellow

**Monster Summoning V**
1 Crocodile, giant
2 Lamprey, sea
3 Scrag (troll)
4 Sea lion
5 Selkie
6 Shark (5-6 HD)
7 Spider, giant marine
8 Water weird
9 Urchin, silver
0 Roll again with 1d8

* This creature has a 10% chance to become free-willed for the duration of the spell if ordered to act against its nature or inclinations.

**Monster Summoning VI**
1 Eel, marine
2 Narwhal
3 Octopus
4 Seawolf, greater
5 Shark (7-8 HD)
6 Snake, giant sea (8 HD)

**Monster Summoning VII**
1 Ray, manta
2 Slug, giant sea
3 Snake, giant sea (10 HD)
4 Squid, giant

**Monster Summoning VIII**
1 Eye of the deep
2 Dragon turtle (12 HD)
3 Kraken*
4 Shark, giant
5 Vodyanoi (16 HD)*
6 Whale, killer
7 Whale, small herbivore (12 HD)
8 Worm, mottled (purple)

**Special Encounters:** Roll on the appropriate table. If the encounter is not suitable, then none occurs.
**Surface Encounters:** Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.
**Fish School:** This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack unless commanded by magical means. If panicked, they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).
**Ghost Ship:** This is a lost ship manned by undead. Although it can be seen at any time, it usually attacks only at night, when its masters are at full power. Roll percentile dice once for the crew and once for their leaders. *Crew:* 01-40 = 10-40 skeletons; 41-80 = 10-40 zombies; 81-00 = 10-20 ju-ju zombies. *Leaders:* 01-30 = 1-4 wights; 31-60 = 1-3 wraiths; 61-80 = 1-2 spectres; 81-95 = 1-2 ghosts; 95-00 = 1 lich.
**Hazard (ice):** This can be a single huge ice mountain or 10-20 smaller, grinding floes. Hard contact with ice reduces seaworthiness by 5% and is 10% likely to require a seaworthiness check to avoid sinking.
**Seaweed:** This includes both floating masses of weed and beds on the bottom. The former slows ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide a 40% chance for another encounter if moved through or investigated.
**Sunken Ship:** This is a victim of a storm, ice, or hostile action. Sometimes these have their original cargo, and may be inhabited. Roll percentile dice: 01-10 = Has merchant treasure (see Men, merchant); 11-20 = No treasure; 21-60 = 2-24 lacedons (original crew); 61-00 = Monster (roll on appropriate encounter table).
**Special Encounters:** These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

# Aquatic Monster Summoning, Fresh Water

**Monster Summoning I**
1 Frog, giant (1 HD)
2 Koalinth (hobgoblin)
3 Lamprey, common
4 Nixie (3d4 appear)
5 Otter, common
6 Piranha (3d4 appear)

**Monster Summoning II**
1 Eel, electric
2 Frog, giant (2 HD)
3 Kuo-toa
4 Leech, giant (2 HD)
5 Lizard man
6 Piranha, giant

**Monster Summoning III**
1 Crab, giant
2 Crocodile, common
3 Frog, giant (3 HD)
4 Lacedon (ghoul)

**Monster Summoning IV**
1 Beetle, giant water
2 Crayfish, giant
3 Kapoacinth (gargoyle)
4 Kelpie
5 Merrow, ogre
6 Otter, giant
7 Pike, giant
8 Spider, giant water

**Monster Summoning V**
1 Crocodile, giant
2 Eel, giant electric
3 Scrag (troll)

4 Water weird

**Monster Summoning VI**
1 Eel, marine
2 Gar, giant
3 Octopus
4 Seawolf, greater
5 Snake, giant sea (8 HD)
6 Vodyanoi (8 HD)

**Monster Summoning VII**
1 Catfish, giant
2 Greenhag
3 Naga, water
4 Snake, giant sea (10 HD)

**Monster Summoning VIII**
1 Slug, giant sea
2 Dragon turtle (12 HD)
3 Kuo-toan monitor < br> 4 Worm, mottled (purple)

**Special Encounters:** Roll on the appropriate table. If the encounter is not suitable, then none occurs.
**Surface Encounters:** Unintelligent monsters are 75% likely to be driven off by flaming oil nearby, 90% if actually burned by it. Large amounts of food thrown overboard are 50% likely to end such an encounter.
**Fish School:** This is a large group of one type of fish, the aquatic version of herd animals. They usually do not attack, unless commanded by magical means. If panicked they might mill about, obstructing vision and movement. If large enough, they might cause buffeting damage (1-2 to 1-8, depending on size).
**Ghost Ship:** This is a lost ship manned by undead. Although it can be seen at any time, it will usually attack only at night, when its masters are at full power. Roll percentile dice once for the crew and once for their leaders. *Crew:* 01-40 = 10-40 skeletons; 41-80 = 10-40 zombies; 81-00 = 10-20 juju zombies. *Leaders:* 01-30 = 1-4 wights; 31-60 = 1-3 wraiths; 61-80 = 1-2 spectres; 81-95 = 1-2 ghosts; 95-00 = 1 lich.
**Hazard (navigational):** This can ground or damage a vessel that does not have aboard a pilot familiar with the waters. Such hazards as sandbars and submerged logs often change position.
**Seaweed:** This includes both floating masses of weed and beds on the bottom. The former slows ships by 50%. The latter are 30-300' high and reduce vision to 10 feet. Both provide a 40% chance for another encounter if moved through or investigated.
**Special Encounters:** These can include morkoth, mottled worms, shipwreck survivors, an eye of the deep, pearl beds, sudden storms, seaweed that allows underwater breathing when eaten, giant clams, aquatic versions of carnivorous plants, storm giants, and so on.

# Appendix III: NPCs

## NPC Parties

To avoid delays, create NPC parties before play. The tables allow such parties to be set up quickly and impartially, and the DM is encouraged to make any changes that will enhance play. The tables should be considered a starting point.

A typical NPC party has 2-12 members -- 2-5 major characters and the rest henchmen or men-at-arms.

**Characters:** The Character Subtable provides a typical party structure by limiting number and classes of the NPC characters encountered. Determine character race (20% demihuman) and demihuman multiclasses on the Racial Subtable (multiclass results can exceed the Character Subtable limits).

**Character Level and Equipment:** These will usually be comparable to those of the player characters, but NPC level will rarely exceed 12th. Arms, armor, and equipment will be typical: a 1st level warrior would have scale or chain armor and minimal gear. At 2nd level, banded or plate mail is typical, weapons profuse, and equipment complete (much oil, holy water, mirrors, etc.). NPC magic will be used if a fight breaks out. Note that if the NPCs are defeated, their magical items will enter your campaign.

**Character spells:** These are selected by the DM according to those most suited to the NPC party. Wizards are subject to the limits of spells known. Henchmen spellcasters are treated likewise.

**Henchmen:** The major NPCs will have a total of 2-5 henchmen, up to the party size, with any remainder men-at-arms. If the encounter is below the 3rd dungeon level, all those with the major NPCs will be henchmen.

Henchman class and race is determined as for the major characters. Major NPCs are assigned henchmen in order of Charisma, allowing for compatibility (e.g., a paladin would not follow a thief, nor would a ranger below 8th level have henchmen). A henchman's level is one-third of that of his master (round up or down). If the master's level is above 8th, the henchman has 1 additional level per 3 full levels of the master. Thus, a 5th level mage would have a 2nd level henchman, while an 11th level mage would have a 5th level henchman (4 + 1). Henchmen are armed much as major NPCs, though they are not as heavily ar-
mored. Their magic is assigned as for major NPCs, but is usually less powerful.

**Men-at-Arms:** Little detail is needed for these other than hit points. They often have poor armor and few weapons: for example, studded leather, crossbow and dagger, or (at best) scale mail, shield, spear, long sword, and backpack. They are seldom found underground below the 3rd dungeon level.

## Character Subtable

| Dice Score | Character Type* | Maximum Number in Party |
|---|---|---|
| 01-17 | Cleric | 3 |
| 18-20 | Druid | 2 |
| 21-60 | Fighter | 5 |
| 61-62 | Paladin | 2 |
| 63-65 | Ranger | 2 |
| 66-86 | Wizard | 3 |
| 87-88 | *Specialist* | 1 |
| 89-98 | Thief | 4 |
| 99-00 | Bard | 1 |

* Typically, 20% of these will be non-human.

## Race Subtable

| Dice Score | Race | % of Multiclass |
|---|---|---|
| 01-30 | Dwarves* | 15% |
| 31-55 | Elf | 85%** |
| 56-65 | Gnomes* | 25% |
| 66-90 | Half-Elf* | 85%** |
| 91-00 | Halflings* | 10% |

* In an evilly aligned party, these will be half-orcs (elves will be renegade drow). The chance for a multiclass half-orc is 50%: fighter-thief (01-33), fighter-cleric (34-45), or cleric-thief (45-50).
****** If the roll for multiclass is 01-20, the character is triple-classed.
**Multiclass levels:** For two classes, subtract 1 level; for three classes, subtract 2 levels. Adjust each class downward to the racial maximum, if applicable.

# Magical Items for NPC Parties

| Level | Chance | No. of Items | Table |
|---|---|---|---|
| 1st | 10% | 1 | I |
| 2nd | 20% | 2 | I |
| 3rd | 30% | 2 | I |
| | 10% | 1 | II |
| 4th | 40% | 2 | I |
| | 20% | 1 | II |
| 5th | 50% | 2 | I |
| | 30% | 1 | II |
| 6th | 60% | 3 | I |
| | 40% | 2 | II |
| 7th | 70% | 3 | I |
| | 50% | 2 | II |
| | 10% | 1 | III |
| 8th | 80% | 3 | I |
| | 60% | 2 | II |
| | 20% | 1 | III |
| 9th | 90% | 3 | I |
| | 70% | 2 | II |
| | 30% | 1 | III |
| 10th | * | 3 | I |
| | 80% | 2 | II |
| | 40% | 1 | III |
| 11th | * | 3 | I |
| | 90% | 2 | II |
| | 50% | 1 | III |
| | 10% | 1 | IV |
| 12th | * | 3 | I |
| | * | 2 | II |
| | 60% | 1 | III |

| | | | |
|---|---|---|---|
| | 20% | 1 | IV |
| 13th+ | * | 3 | I |
| | * | 2 | II |
| | * | 1 | III |
| | 60% | 1 | IV |

***** Automatically has this with no roll needed.
Use random determination only when any general magical item would be suitable to the individual. Note that some items are in groups or multiples.

# Magical Items for Character Encounters

**TABLE I**

| Die | Item (d20) |
|---|---|
| 1 | 2 Potions*: flying, healing* |
| 2 | 2 Potions: *extra-healing, polymorph (self)* |
| 3 | 2 Potions: *fire resistance, speed* |
| 4 | 2 Potions: *healing, hill giant strength* |
| 5 | 2 Potions: *heroism, invulnerability* |
| 6 | 2 Potions: *human control, levitation* |
| 7 | 2 Potions: *animal control, diminution* |
| 8 | 1 Scroll: *1 spell Level 1-6* |
| 9 | 1 Scroll: *2 spells Level 1-4* |
| 10 | 1 Scroll: *protection from magic* |
| 11 | 1 Ring: *mammal control* |
| 12 | 1 Ring: *protection +1* |
| 13 | 1 Armor: *+1 leather* |
| 14 | 1 Shield: *+1* |
| 15 | 1 Sword: *+1(no special abilities)* |
| 16 | 10 Arrows: *+1* |
| 17 | 4 Bolts: *+1* |
| 18 | 1 Dagger: *+1* |
| 19 | 1 Javelin: *+2* |
| 20 | 1 Mace: *+1* |

**TABLE II**

| Die | Item (d20) |
|---|---|
| 1 | 2 Potions: *oil of etherealness, superheroism* |
| 2 | 2 Potions: *ESP, gaseous form* |
| 3 | 1 Scroll: *3 spells 2-9 or 3-7* |
| 4 | 2 Rings: *fire resistance, invisibility* |
| 5 | 1 Ring: *protection +2* |
| 6 | 1 Staff: *striking* |
| 7 | 1 Wand: *magic missiles* |
| 8 | 1 Wand: *wonder* |
| 9 | 1 *bracers of defense AC 4* |
| 10 | 1 *brooch of shielding* |
| 11 | 1 *cloak of elvenkind* |
| 12 | 1 *dust of appearance* |
| 13 | 1 figurine: *serpentine owl* |
| 14 | 3 *javelins of lightning* |
| 15 | 1 *jar keoghtom's ointment* |
| 16 | 1 *robe of useful items* |
| 17 | 1 set: *chain mail +1, shield +2* |
| 18 | 1 set: *chain mail +3* |
| 19 | 1 Sword: *+2(or* +1 with abilities*) |
| 20 | 2 Weapons: *crossbow of speed, hammer +1* |

**TABLE III**

| Die | Item (d20) |
|---|---|
| 1 | 1 Ring: *spell storing* |
| 2 | 1 Ring: *mind shielding* |
| 3 | 1 Rod: *cancellation* |
| 4 | 1 Staff: *command* |
| 5 | 1 Wand: *fear* |
| 6 | 1 Wand: *negation* |
| 7 | 1 *bag of tricks* |
| 8 | 1 *boots of speed* |
| 9 | 1 *boots of striding and springing* |
| 10 | 1 *cloak of displacement* |
| 11 | 1 *necklace of missiles* |
| 12 | 1 *pipes of the sewers* |
| 13 | 1 *rope of climbing* |
| 14 | 1 *rope of entanglement* |
| 15 | 1 *scarab of protection* |
| 16 | 1 set: *plate mail +2, shield +3* |
| 17 | 1 Shield: *+5* |
| 18 | 1 Sword: *+3(or +2 with abilities*)* |
| 19 | 1 Mace or hammer: *+2* |
| 20 | 1 Spear: *+2* |

**TABLE IV**

| Die | Item (d20) |
|---|---|
| 1 | 1 Ring: *djinni summoning* |
| 2 | 1 Ring: *human influence* |
| 3 | 1 Ring: *spell turning* |
| 4 | 1 Rod: *smiting* |
| 5 | 1 Rod: *terror* |
| 6 | 1 Wand: *lightning or fire* |
| 7 | 1 Wand: *illusion* |
| 8 | 1 Staff: *thunder & lightning* |
| 9 | 1 *amulet of life protection* |
| 10 | 1 *cube of force* |
| 11 | 1 *deck of illusions* |
| 12 | 1 *eyes of charming* |
| 13 | 1 *helm of teleportation* |
| 14 | 1 *horn of blasting* |
| 15 | 1 *robe of blending* |
| 16 | 1 *stone of good luck* |
| 17 | 1 set: *plate mail +3, shield +4* |
| 18 | 1 Sword: *+4(or +3 with abilities*)* |
| 19 | 1 Arrow: *of slaying (character class)* |
| 20 | 1 Net: *of entrapment* |

* Intelligence, if any, will not exceed 16.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Book of Dwarves

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## Table of Contents

**Introduction**
**Chapter 1: The Creation of Dwarves**

**Chapter 2: The Dwarf Subraces**
Hill Dwarves
Mountain Dwarves
Deep Dwarves
Sundered Dwarves
Duergar (Gray Dwarves)
Gully Dwarves

**Chapter 3: Your Life as a Dwarf**
Dwarf Clans
Loyalties
World View
Dwarven Crafts
Dwarves and Humor
Wealth
Crafts
Individualism
Emotions
Attitudes Toward Other Races
War to the Death
Isolationism
Dwarven Hearths
Dwarves' Diet
Clothing
Music and Singing

**Chapter 4: Character Creation**
Hill Dwarves
Mountain Dwarves
Deep Dwarves
Duergar
Sundered Dwarves
Gully Dwarves
Ability Score Modifiers
Other Characteristics

**Chapter 5: Proficiencies**
Acquiring Proficiencies
Weapon Proficiencies and Specialization
Nonweapon Proficiency Groups
Nonweapon Proficiencies
Dwarven Detection Proficiencies

**Chapter 6: Dwarf Kits**
TheComposition of the Kits
Warrior Kits
- Animal Master
- Axe For Hire
- Clansdwarf
- Hearth Guard
- Battlerager
- Highborn
- Outcast
- Rapid Response Rider

Sharpshooter
Priest Kits
Crafts Priests
Pariah
Patrician
Ritual Priest
Warrior/Priest Kits
Champion
Temple Guard
Vindicator
Thief Kits
Diplomat
Entertainer
Locksmith
Pest Controller
Warrior/Thief Kits
Ghetto Fighter
Trader
Vermin Slayer
Wayfinder

**Chapter 7: Role Playing and Personalities**
The Dwarven Personalities
The Decadent
The Glory Seeker
The Grumbler
The Hoarder
The Optimist
The Paragon
The Phobic
The Pragmatist
The Statesman

**Chapter 8: Mining**
Conducting a Survey
Mine Products
Quality of Mine
Types of Mines
Excavating a Tunnel Mine
Playing Out a Mine
Overseeing Mining Operations

**Chapter 9: Equipment**
Smelters
New Weapons
Two-handed Battle Axe

Close Combat Weapons
Head Spike
Knee and Elbow Spikes
Glove Nail
Chain Flail
War Machines
Grinder
Ballista
Orc Masher

**Chapter 10: Dwarf Strongholds**
Designing Dwarf Strongholds
The Stronghold of Bazzakrak

**Chapter 11: Designing Dwarf Campaigns**
Creating a History
The Importance of Myth
The Importance of the Gods
The Races of the World
Wars and Conflicts
Campaign Environments
Creating New Kits

**Design Sheets**
**Dwarf Stronghold Design Sheet**
**Dwarf Character Kit Design Sheet**
**Complete Dwarf Warrior's Character Sheet**
**Complete Dwarf Priest's Character Sheet**
**Complete Dwarf Thief's Character Sheet**
**Complete Dwarf's Character Sheet (Back)**

# Introduction

## Balor the Hill Dwarf Introduces the Dwarves

*Dwarves are the greatest race ever created by the gods. We are far superior to the pansy elves, smelly goblins, dirty orcs, and misshapen humans. Dwarves are perfectly shaped, solid and strong, like the stones that form our dwellings. Our skins are the color of the earth, our hair and beards are of the finest hue and texture imaginable.*

*Dwarves are more than just an attractive race. Imbued with unchanging attitudes and steadfastness, we do not waver, even in the face of great adversity. Well suited to our*

*lives underground, we can see in the dark and detect underground dangers and pitfalls. Our craftsmen have created the finest cities and buildings in the world. Our bridges and high vaulted chambers are wonders to behold, with a strength and permanence of form that other races have never duplicated.*

*We have no fear of magic. We shake off its effects as easily as we slay the goblins who lurk in the dark. We are impervious to poisons and noxious substances that would kill those of lesser races. Such is our vigor that even cursed weapons fail to possess us, for our inherent vitality is invincible.*

*Dwarves are also great warriors, well disciplined, and organized into armies that strike fear into evil monsters everywhere. Our combat skills against the filthy dark dwellers are beyond question. It is a particularly stupid goblin, pig-faced orc, or brainless hobgoblin who does not quake with fear at the sound of dwarven boots. Our battle axes have drunk deeply of the blood of such creatures, our hammers have smashed thousands of their skulls. We will continue until there are none left to kill. That is not an idle boast, it is an oath.*

*Yet we are a peaceful people. We do not seek war, nor do we steal from others. Those are the actions of other, less honorable races. We see to our own and those who attempt to steal that which is ours will die. That is not a threat, it is the way of the dwarf. If you do not wish to feel our wrath, leave us alone.*

## Dwarves As You Know Them

The *Monstrous Compendium*®, Volumes One and Two, discussed hill and mountain dwarves, and the duergar (gray dwarves); where they live, their appearance, combat abilities, friends, enemies, and how they view the world.

The ADVANCED DUNGEONS & DRAGONS® 2nd Edition *Player's Handbook* and *Dungeon Master's Guide* introduced methods of creating dwarf characters. *The Complete Book of Dwarves* expands the scope of previous texts by making available new subraces of dwarves and by providing new rules for players and DMs. All of the new information is directed specifically to dwarf characters.

## Dwarves As You Will Know Them

Player charecters have usually been hill dwarves. Now you will be able to choose from six subraces of dwarves. In addition to hill, mountain, and duergar, three other types of dwarves are introduced in this book: deep, gully, and sundered dwarves. While these have appeared in other AD&D game products, they are made available here with the same attention to detail that the hill dwarves were given in the *Player's Handbook*. Each of the six subraces of dwarves has its own special advantages and limitations, which make the characters unique and fun to play.

*Your Life as a Dwarf* examines the social organizations of the dwarves and the crafts clans. It describes a typical family and details dwarf education.

Character kits have been previously introduced with this series. They enlarge the basic character classes of warrior, thief, and priest. *The Complete Book of Dwarves* presents 24 new kits created especially for dwarf characters, including seven kits designed exclusively for use by multi-class characters. Kits like animal master, axe for

hire, and hearth guard greatly expand the kinds of characters that can be played.

In Chapter 7, players will find useful hints on playing typical, and not so typical, characters. You will also find extensive information on the background and stronghold of your character, in Chapter 11. Dwarf strongholds are not merely fortresses, but homes and work places as well. Some strongholds may not even be fortified, but dwarves will always refer to their home as a stronghold. It is a matter of racial pride and a warning that a dwarf's home is well defended.

DMs will find the expanded information invaluable in fitting dwarf characters into their campaign worlds. Whether dwarves are a dominant race or just a people living in isolation under the earth, there are plenty of suggestions and ideas for strongholds and adventure settings.

## The *Complete Player's Handbook* Series

The *Complete Book of Dwarves* complements the other books in the series. These handbooks contain information useful to dwarf characters and there is a wide range of character classes to choose from. The *Complete Priest's Handbook*, with its descriptions of dwarf religions and optional rules for priests, is particularly recommended. Also recommended are the *Complete Fighter's* and *Complete Thief's Handbooks* for their new combat options, weapon specializations, thief abilities, and thieves' guilds. All three of these books are indispensable to DMs and players with dwarf characters.

The *Complete Book of Dwarves* is specifically targeted to dwarves adventuring in their own societies and provides extensive background information on dwarf cultures, society, creation myths, and campaign settings.

Like the other books in this series, the rules presented in this book are optional. Although the other books in this series are useful they are not essential. All you need to use this book are *the Player's Handbook* and the *Dungeon Master'sGuide*.

If you use the *Complete Book of Dwarves* with the original AD&D® game, instead of the AD&D 2nd Edition game, be aware that the references refer to AD&D 2nd Edition books. Players using older books will need to ignore some of these. In most cases, the relevant material will be found in the index or table of contents.

Finally, many of the rules presented in this book depend upon the use of weapon and nonweapon proficiencies described in the *Player's Handbook*. If you have not been using these proficiences in your campaign, we highly recommend that you familiarize yourself with them and introduce them into your game.

# Chapter 1: The Creation of Dwarves

Recorded by Marak, Golden-Hammer, son of Jardak, Hammer of the Orcs

*In the age before the beginning of time there were no dwarves, elves, or humans and the world was not yet made. Only the Eternal Forge existed, in the Home of the Maker, in the Caverns of the Everlasting Flame. Into the Eternal Forge the Maker placed stone and fire. As the fire heated the stone it expanded, and rivers of molten ore ran from the interior of the stone, flowing along its sides. With tongs and hammer the Maker forged the world. He struck and titanic mountains rose from the surface; again, and hills*

*formed, leaving deep valleys and great hollows.*

*When he was pleased with its shape and form, he quenched the world in the Trough of Life. As the water struck the surface, clouds of steam rose to form the sky. The waters of the Trough settled in valleys and flowed into the hollows to become seas.*

*The Maker held up his work and saw that it was fitting. He set the world upon a great pinnacle of the finest mithril, and there it remains until this day.*

*The Maker laughed and decided to test his world. He would make a race of miners and forgers and they would strive to find the mithril pinnacle upon which the world rests, deep in its heart.*

*And so the Maker returned to the Eternal Forge in the Caverns of the Everlasting Flame. Taking water from the Trough of Life and stone from the earth he held them together. When he was satisfied, he added molten iron to strengthen it. He gathered this fine alloy and shaped it on the Anvil of Spirit. To assist him, the Maker created the gods. He beat them into their shapes. Like him, the gods were broad and stocky, with fine, long beards of rusty-red iron or shimmering mithral.*

*Then he quenched them in the Trough of Life so that they, like the world, could take part of its life-giving waters. One by one he lifted them up and blew on them. Their eyes opened and they lived.*

*The Maker had forged the gods from the elements of the earth, but his work was not yet finished. He took the Gods of Crafts and taught them how to make things that would please him; he taught the God of Fire to burn and to fan the flames of life. He taught the Gods of the Elements the use of their powers. He revealed to them all the place of the gods in the world.*

*Then the Maker took rock and iron and heated them in the Eternal Forge. He forged the most pleasing shapes. These he took and quenched in the Trough of Life, and so the first dwarves were created.*

*Each of the gods then took one of the dwarves and revealed to him the secrets imparted by the Maker. But to Frar, the Father of Dwarves, the first King, the Maker himself spoke. He told Frar of the mithril pinnacle and gave him the gift of wisdom to rule his people. And so the First Dwarves came into the world in full knowledge of their arts and crafts.*

*Once the First Dwarves had learned these things, the Maker placed them in a land he had chosen for them on the earth, into the mines and caverns he had created for their entertainment and their joy. In these sacred caverns the First Dwarves multiplied and prospered, but some became restless and went in search of greater riches. These were Glordin Anvil Forger, son of Bardin Hammer Beater. . .*

The original text continues with a catalog of genealogies. As we resume the narrative, a thousand years have passed, and dwarfkind has expanded through the valleys and mountains of the land.

*After the First Dwarves had been laid in their tombs, Blight came into the world. The god of Evil nursed a dark and ancient envy of the Maker's creation of the dwarves. In cheerless caverns, which knew not the glow of dwarves' hearts, he labored to imitate the maker. Goblins, hobgoblins, evil giants, and other monsters he made, and dreamed that they would destroy the dwarves. In imitation of the Maker he labored, but he lacked the*

*true water from the Trough of Life to mix with the stone and to make clean clay. And so they were tainted with his impurities.*

*Not content to work his own will, his twisted tongue sowed discontent among the gods. A few began, like him, to imitate the Maker. So it was that elves, gnomes, halflings, and humans came into the world. But these races lacked the iron that had been forged into every dwarf's soul, they were sickly and pale to behold. To compensate for their deficiencies, the god of Evil bestowed magic. He had overlooked dwarven resistance to his evil, so it was used by other races against themselves.*

*Then did the god of Evil send his creatures against the dwarves. The monsters were driven back many times, yet they bred quickly and returned again and again in ever increasing numbers.*

*Now at this time the lesser races spread over the world above, and they learned of the wealth of the dwarves. And so, men and elves began to covet the dwarves' jewels and mineral wealth. Some sought to trade, others lied and used treachery to acquire dwarven treasures. An alliance of men and elves formed against the dwarves and they brought war to the mountain homes. Thus were the great gates of the dwarf kingdoms closed and the stone halls sealed from the evil of those beneath the sun.*

*The lesser races, not content to leave the dwarves in peace, began to dig into the earth, but knew naught of its ways. Their folly awakened the dragons.*

*The dragons rose in the fury of broken sleep demanding tribute, but the lesser races could not satisfy their greed. They appeased the dragons with tales of dwarven gold, and told them that the mining of the dwarves had disturbed their slumber. Those who had traded with dwarves told what they had learned of the secrets of their realms. And so the dragons came to our ancestral halls and blew in the gates. Spitting fire, they slew many. Those who survived fled their inheritance into the world above.*

*Since that day new homes have been created and we give thanks to the Maker for our increased wealth. But prophecy says that one day the caverns of the First Dwarves will be reclaimed. Then will we be free from the attacks of monsters and the ways of elves and humans.*

*I, Marak Golden-Hammer, son of Jardak, Hammer of the Orcs, son of Makktat Elf-Slayer. . .*

The text again is given over to genealogies before ending with Marak Golden-Hammer's seal.

## The Creation of the World

Dwarves are a long-lived race, 350 years on average, and so they are closer to the creation of the world than shorter lived races, such as humans. Dwarves have a clear idea of how they and the world came into existence and this in turn affects how they see themselves, the world, and other races. Many are the myths of creation. The Scrolls of Narvil, much debated, describe creation as an accident.

*After the Creator had forged the world and made the dwarves, he became weary and slept. Some Lesser Gods, jealous of the Creator's skill, bound him as he slept. They heated the Great Forge to make races in their own likenesses, men, and elves. These they*

*placed upon the world.*

*But they fell to arguing among themselves over which part of the world should be given to their peoples. The clamor of dispute woke the Creator who saw what they had done and became angry. But they laughed at him and bound him fast and swore he would never be released.*

*They fueled the fire of the Eternal Forge and continued to work. However, they did not know how to control the Great Forge and it became too hot. Great globules of molten stone flew into the air and fell to the earth. As they fell, the Creator breathed on them to cool them so that his people would not be injured. The force of his breath gave life to the molten fragments and these became dragons.*

*And so, of all the creatures of the earth, only the dwarves and the dragons were made by the Creator. Dwarves by the skill of his hands, and dragons by the power of his breath.*

The idea of a forge to create the world and its people is a typical dwarven myth. Marak and Narvil share the myth, though they name it differently. Marak speaks of a Maker and Narvil of a Creator. Dwarves in different parts of the world will have contrasting views of the creation myth, in far kingdoms even contradictory views.

Some might believe the world was an accident, a piece of rock that was chipped away from a greater one by the blow of a hammer or other force, and became separated from it, and developed on its own.

The creation story is normally part of a greater cycle of creation, in which the world is created only to be ravaged, but ultimately saved, as Narvil foretold:

*The Creator tried to break his bonds, but they were too secure. He argued with the Lesser Gods but they would not listen. "You cannot rule the world unless you can work the forge," he warned.*

*Sometimes when the forge became too hot or too cold, he gave the Lesser Gods advice, "add more air", "use less fuel". They laughed at him for his weakness in telling the secrets of the forge. Again he warned: "One day, the forge will burn beyond your control and the world will be seared by the heat of its flames. Then you shall free me or all will perish, even we. Then will I bring justice to the world you have abused. And my people shall be saved from your waging of war."*

Other myths exist. Gully dwarf priests believe the world was swallowed by a giant monster, digested, and later reformed.

Many foretell the destruction of all within the world. Some tell of a world ravaged by dragons who burned away all life with their fiery breaths. Only the races living deep within the world survived. Dwarves, orcs, and goblins, protected in their subterranean homes, escaped the wrath of the dragons.

Different mythical beliefs may cause friction between dwarves and other races and even among the dwarves themselves. Most mountain dwarves shun humans and believe in the quest for mithral, the metal of unconquerable weapons. Irvak, a mountain dwarf teacher, tells children why.

*Beware the ways of man. He is greedy and avaricious beyond understanding. He*

*seeks to possess wealth and riches, but most of all power over others. It is our duty to resist the mad lust of humankind to dominate other races. Not all men are evil, but the worst are their leaders who lead them into wars against us. It is written that only through the power of mithral can we protect our halls.*

This mountain dwarf credo is rejected by Yakir, a gully dwarf priest.

*Learn to accept the ways of humans, we have no other choice. If a man kicks you, keep out of reach of his boot. If he spits at you, it will not break your bones. We breed slowly and must protect our numbers. If we fight mankind, they will eventually kill us all. Avoid wealth and riches, but if you must have treasure, hide it well in a filthy place where none would guess to look. Always avoid mithril and those who bear it. It is so precious that men are driven crazy with desire.*

## What is the World?

To most dwarves the world is made up of the dark places underground. The lands above are strange and remote. Almost certainly they would have been formed or shaped by the gods of other lands. Most dwarves believe that the world is made up of a number of parts created for different peoples. Dwarves were given the deep earth as their own, elves the forests, halflings the fields; each in their own place.

Many believe that the whole world was originally given to the dwarves. Their legends contain tales of how parts of the world were taken away by other gods when they created the other races.

Few dwarves could have any real knowledge of the shape of the surface of the world and their subterranean lives have caused them to develop some very strange beliefs: worlds shaped like a globe, an egg, a flattened disk, a jagged rock with a central pinnacle and even a great depression in the earth, among them.

Many legends are concerned with the depth of the earth. Many deep dwarves believe that it is possible to tunnel so far down that the diggers emerge through the bottom of the world. Their priests and sages argue incessantly as to what lies at the bottom of the word. Some claim that only empty space exists beneath the world. Most deep dwarf miners believe that the world rests on a spike of gold that will one day make them rich beyond even dwarven dreams of avarice. Some duergar religions proclaim that the world rests on their dwarvish equivalent of hell and, if they dug through to it, they would gain the aid of the evil creatures who dwell there. With the aid of these allies, the duergar would destroy all who oppose them.

Some think the world is a living organism or an intricate machine that needs careful maintenance if it is to continue. They believe each race was created to look after its part of the world, the dwarves caring for the underground realms.

## What Are the Celestial Lamps?

Dwarves may have been created underground, but sooner or later they emerged into the world above. At that point they wondered about the lights moving in the sky, and what the sun was. The dwarves compared these celestial bodies to fire beetles or bright

gems rather than natural phenomena. Narvil's scrolls equate the sun with the blazing flames shooting from the chimney of the Great Forge.

*After their arguments, the Lesser Gods grew weary and slept. The Creator, bound and tied, remained vigilant. Through the night he watched the Great Forge slowly cool. When the flames were almost extinguished, and all was dark, he blew on the embers to light the fire. Red embers and fresh flames blew up the chimney of the forge and created the First Dawn.*

The heavens are interpreted differently by Or-Kazil, the gem-master and mystic who caught the light of the sun and placed it in the gems of Arbir. On the stone of his hall is an inscription. The difficult text is a masterpiece of dwarven poetry.

*Fear is the sun. The light. Carried by the watchman in daily traverse.*
*Great is the light of his torch. It conceals his presence.*
*Fear is the moon. Its ghostly light. Gray scarred surface, a spoiled gem.*
*Bring me a jewel from the night sky. One that twinkles in the watchman's light as he walks behind the world.*
*Set it upon my tomb.*

### The Dwarven Gods

In one creation myth the gods were made by the Maker into shapes he found pleasing. In other creation tales all gods descend from a common ancestor, and have since multiplied. Each god, at his birth, chose his own form to be superior, then created a race in his own image. The gods mated with their creations to make other gods, which then took their place in the pantheon.

Tales abound of racial heroes elevated to godhood for great deeds or leading exemplary lives. Ancestor worship thrives among these heroes' descendants.

### The Dwarven Afterlife

Like humans and other races, dwarves have their own view of the afterlife. The majority of dwarf warriors and priests expect to journey to some great hall of heroes to wait for the day when they will be called upon to fight their enemies once again. Craft oriented dwarves look forward to an afterlife of hard work and other pleasures. The more pessimistic religions even claim that no afterlife exists. They do, however, say that a dwarf can gain immortality by leaving stories of his deeds, or by creating superior artifacts.

## Chapter 2: The Dwarf Subraces

Basic information on dwarves can be found in the *Player's Handbook*. This chapter provides additional material about hill, mountain, sundered, deep, duergar, and gully dwarves. The differences between them may have been part of their creation or may have

evolved over thousands of years of hard living.

The following descriptions are provided as background only, not definitive guidelines. Although each subrace is given an alignment, individuals may have their own alignments. Similarly, the subrace does not depend on location. Mountain dwarves may be found living at depths normally associated with deep dwarves. Although they live at such depths, they are mountain dwarves, not deep dwarves.

Chapter 4 describes adjustments to attributes and experience levels for each type of dwarf. Here we are concerned with origins, appearance, and the social and psychological differences between the subraces.

## Hill Dwarves

Hill dwarves live in areas of rolling hills. Their strongholds are primarily located underground, though they frequently have outposts on the surface.

A typical hill dwarf stands 4 feet tall and weighs about 150 pounds. He is stocky and muscular. His skin is a deep tan or light brown in color and he has ruddy cheeks and bright eyes. His hair could be black, gray, or brown. He favors dark, somber, earth-toned clothes, and wears little jewelry.

Hill dwarves are the most common dwarves. They have adapted well to life above and below ground. They claim that they have always lived in the hills, but they may have migrated there either by traveling above ground, or via underground passages. If by surface travel, they are probably descended from mountain dwarves.

The alignment of the hill dwarves is usually lawful good, but there is no reason they cannot be of another alignment. So long as the majority of remain lawful good, strongholds of chaotic, neutral, or evil dwarves will not unbalance a campaign and will give it more flavor and variety.

## Mountain Dwarves

These dwarves live beneath the mountains. Their strongholds are usually isolated and they have little contact with other races. Mountain dwarves tend to like their privacy and actively discourage visitors to their strongholds.

A typical mountain dwarf is, on average, 42 feet tall and weighs about 170 pounds. His hair is a lighter shade than his hill cousin's, and his skin is slightly more red in color.

Mountain dwarves claim that they are the first dwarves and all other dwarves are descended from them. They are wary of hill dwarves because of their closer dealings with humans, elves, and other races. They are clannish and keep to themselves. The majority are of lawful good alignment.

## Deep Dwarves

Deep dwarves live far beneath the surface of the earth. They may always have lived there, or they may have gone deep underground to escape a dreadful cataclysm, marauding monsters, or perhaps were driven downward by mountain or hill dwarves.

Deep dwarves average 4 feet to 42 feet tall and weigh about 120 pounds. They are large boned, but leaner than other dwarves. Their skin varies from pale brown to light tan,

and often carries a reddish tinge. Their eyes are large, but without the sheen of their surface cousins; in color, a washed-out blue. Hair color ranges from flame red to straw blond. The females wear their beards long, unlike other dwarf women (who are typically clean-shaven).

Deep dwarves have little or no contact with the surface. It is too far for them to travel to the world above. They may be on friendly terms with hill and mountain dwarves, or they may harbor a grudge against them. They may avoid them because they consider them tainted by the influence of other races.

Frequently neutral in alignment, deep dwarves may also be lawful good or lawful neutral. They are just as conservative as hill or mountain dwarves, and consider themselves to be the sole repositories of dwarven culture.

## Sundered Dwarves

Unlike most dwarves, sundered dwarves live on the surface. Once hill or mountain dwarves, they were cut off from their kin and traditional ways of life. Where deep dwarves went downward, sundered dwarves were forced onto the surface.

They may have been driven there by volcanoes or earthquakes that shattered their subterranean homes, or perhaps by orcs or dragons. Finding no safe haven underground, they were forced above. Some may even have chosen to abandon their homes and give up the subterranean life.

Over the centuries sundered dwarves adapted as best they could, but abandoning their natural habitat has taken its toll. They have lost much of their racial pride, and tend to be a miserable and dirty people. They have developed an irrational phobia of dark places, yet are uncomfortable under the open sky, in rain, and with most surface conditions.

Sundered dwarves may be found living among other races. They may make up the majority of the inhabitants in a ghetto, or small groups of them may be found living or adventuring with other races.

Although their traditional homes are gone, sundered dwarves continue to follow the crafts, especially mining and smithing. They will work for humans or elves.

With a height of 42 to 5 feet, a typical sundered dwarf is slightly taller than a mountain dwarf, but he is of slimmer build, weighing about 155 pounds. His skin is usually lighter than a hill dwarf's, more pink than brown. His hair is dark with tinges of blue. Stronger than other dwarves, they gain a +1 bonus to Strength in character generation.

Sundered dwarves are usually lawful neutral in alignment. Their society retains its traditional lawful organization, but is more concerned with maintaining its laws than ensuring that all citizens share in its benefits.

## Duergar (Gray Dwarves)

Duergar, or gray dwarves, live deep underground, sometimes below the deep dwarves. They rarely venture above ground, finding it painful, except during heavily overcast days or at night. The light does not cause them damage, but it does affect their ability to see clearly.

A typical duergar is 4 feet tall and weighs 120 pounds. Emaciated, they possess pasty

skins and white or dull gray beards. Men and women may be bald, and those who are not usually shave their heads.

Most duergar are lawful evil with neutral tendencies. Other dwarves find their ways repulsive. Duergar war on other dwarf races, and sometimes even join forces with orcs and other evil races to raid dwarf strongholds.

They frequently compete with deep dwarves for living space and minerals. Usually the duergar are bested in such struggles. Consequently, numerous duergar strongholds are exceptionally poor, having been driven into areas rejected by others. In some cases, however, this may have been to their advantage and may have led them to the discovery of hidden subterranean wealth that they could secretly acquire.

Duergar may at one time have lived with other dwarves before they were driven into the deep for their worship of evil gods. They may have been created by the evil gods to balance the races of lawful good dwarves. If that is the case, they will have a divine mission to eradicate or enslave all dwarves of good alignment.

Even though their society is evil, they still retain many of the social structures of hill and mountain dwarves. They are clan based, but their crafts are usually inferior to those of other dwarves.

## Gully Dwarves

Gully dwarves are the most degenerate of all the dwarf races. Lacking any racial pride, they make virtues of cowardice, filth, witlessness, and dirty tricks. They live in abandoned strongholds, human villages, or in old mines and caves, in sewers, refuse dumps, or the slums of larger towns and cities. Elves will not tolerate their depravity.

An average gully dwarf is 4 feet tall and weighs only 100 pounds. He is more slender than hill or mountain dwarves and has thin fingers. It is a status symbol for a gully dwarf to have a large pot belly for it displays his skill as a scavenger.

Skin ranges in color from olive brown to light yellow, reminiscent of old parchment. It is often hard to determine a gully dwarf's skin color, however, because of the thick layers of dirt, scar tissue, boils, and scabs covering his skin.

Their beards and hair range from a dirty blond to a dull, indeterminate color. Female gully dwarves have hairy cheeks, but no beards. The eyes of both sexes are dull and lifeless, varying in color from watery blue through green to hazel.

Gullys are renowned for being stupid and obnoxious. In spite of this they have high opinions of themselves and take themselves very seriously. They consider other dwarves to be "uppity" and "stuck up warts." Gully dwarves will lie, steal, bully, and cheat each other and every other race they encounter. If attacked, they grovel, whine, run away, or do whatever it takes to avoid injury. If combat cannot be avoided they will fight half-heartedly, usually with their eyes closed.

Because gully dwarves live in places that even orcs consider unattractive, they have few racial enemies. Scavenging most of their equipment from the junk heaps of other races, their "wealth" does not tempt others. Carrion crawlers have been known to turn up their tentacles rather than eat a gully dwarf.

Where do they come from? Other dwarves claim they are a cruel jest played by the gods on a mischievous stronghold of dwarves. Narvil believes that they are outcasts from a stronghold who later bred and infested the world. Perhaps they are the result of cross

breeding between dwarves and gnomes, or dwarves and goblins. They may even have been the result of a vile experiment by an evil wizard. No one knows for sure, least of all the gullys themselves.

They are always treated with contempt, although they may be employed to perform menial tasks. Enclaves of gully dwarves could exist in most strongholds where they would be little better than slaves.

Gully dwarves are often of chaotic neutral alignment, but this diverse people may be of any alignment.

# Chapter 3: Your Life as a Dwarf

This chapter examines the lifestyle of the dwarves, the organization of the clans, and the family, the smallest unit of dwarf social organization.

The clans are the basis of dwarf society. A few dwarves follow professions that set them apart, but they are influenced by mainstream dwarf society, its values and structures, though they may no longer follow these.

## Dwarf Clans

Gareth, a human merchant, on the dwarf clans:

*The dwarves are a close knit bunch, all right. Make no mistake, entire families carrying out the same trade. It's almost unheard of for one of them to take up a different trade from that of their clan. They like to keep things in the family. Most of them don't differentiate between their clan and their guild.*

*The dwarves like to keep things tightly regulated. Every product has a fixed price and a time assigned to making it.*

*Trying to bargain with them is like trying to batter down one of their strongholds with your head. No give and take. No matter how many of them you try to deal with, the price is always the same. Take it or leave it. It's the worst kind of restrictive trade. Worse than we had 'round here before the government stopped it.*

*Still, I'll say one thing for them, you know you're getting quality goods every time. They never try to sell you anything shoddy or of inferior quality. It's a matter of pride for them.*

Dwarf clans are family groups that are all related to one another. All the members of a clan trace their lineage back to a common ancestor. This could be the founder of a stronghold, but it may go back only as far as the previous generation.

Each clan specializes in a particular craft or skill: blacksmithing, mining, and weaponsmithing are examples.

Different clans usually live close to each other so that they can trade skills among themselves. The relationships between clans are complicated and interdependent. The blacksmith clan needs to eat, so they trade with bakers and butchers.

Most clans are concerned with the manufacture of goods and services. They love to create things from raw material, and delight in the working of stone and metal. There are clans that specialize in military and political activities. Military clans include specialists,

such as Hearth Guards, Animal Masters, and Sharpshooters. A political clan is usually responsible for governing the stronghold and comprises the king's or ruler's own family, plus other high born dwarves. These dwarves have undergone long apprenticeships in their chosen trade and are experts. Like other dwarves, they are convinced that they are always right. They tend to be argumentative with outsiders, even with political families from other strongholds.

In major strongholds, each clan practices its own craft. In smaller ones, a clan may practice a number of crafts. Out of preference, dwarves practice one craft only, and that one skill may be honed to a higher level than would be possible if two, three or four skills were practiced.

Dwarf priests are drawn from all the clans in a stronghold and may be the only dwarves who are not tied closely to their clans. Many priesthoods, like those concerned with arts and crafts, are a part of their clans and closed to all others. The priests who serve the blacksmith's god, for example, are the spiritual leaders of that clan.

## Clans and Guilds

The clans are regulated by guilds that legislate all matters of trade. Guilds specify weights and measures, quality, and the pricing of items.

For example, the Guild of Bakers establishes the weight, price, and ingredients of loaves of bread. All clans conform to these strictures. Those of other strongholds will have different strictures imposed by their guilds. This leads to situations where dwarves from one baker's clan will get into heated arguments with a baker's clan from another stronghold over which one's loaf is of the correct weight. This, combined with their stubborn nature and inability to compromise, is why dwarves are so wary of each other. One view is always right, and all others always wrong.

(Note, however, that this does not mean that dwarves slavishly adhere to narrow production standards. Within the limits established by the guilds is tremendous room for individual expression. In fact, two loaves of bread that conform to the same guidelines may appear completely different to the uninitiated. And each guild typically has a bewildering array of accepted standards to choose from for any specific type of item.)

Even though the guilds control the business of the clans, they may not control the clan politically. This is left to elders who handle marriage arrangements, housing, and political dealings with other clans. The elders are the oldest dwarves in the clan. They are frequently also the richest, having amassed large fortunes over the centuries. Some may be guild masters, but this is not a requirement. When this does occur, differences between clan and guild become even more blurred.

## New Clans

New clans are formed when a dwarf decides to take up a different profession from that of his own clan. He may learn a new profession by apprenticing himself to another clan with the understanding that he will either become a member of the clan through marriage, or that he will practice his new trade at a different site. In both cases, he relinquishes membership in his original clan and swears never to reveal the secrets of its

guild to others.

If he has served his apprenticeship and does not marry into the new clan, he is obliged to move to a different stronghold or found a new one. His descendants follow his profession. Although still related by blood to his original clan, he is no longer considered to be part of that clan. Ties to his immediate family remain strong, and he may call upon them for aid if he needs assistance. If he is attacked or insulted, his brothers and sisters will quickly come to his aid, as will others of their clan, but he cannot expect their help in matters of trade and daily life.

### Clans and Society

A sick or injured dwarf will be fed and cared for by his clan. Those in good health are expected to work in order to maintain the welfare and reputation of the clan. No dwarf would ever do otherwise.

Someone who cheats or doesn't pull his own weight earns the disapproval of his fellow clansmen. He will be warned and pressure will be brought to bear to ensure that he does not bring the name of the clan into disrepute. If he does not heed the warnings, he will be ostracized. An ostracized dwarf loses all benefits provided by the clan. The clan's guild will prevent him from working and confiscate his tools if it can. If he shows a desire to mend his ways, he will be allowed back into the clan, and the guild will lift the ban. If not, he will be left to himself and even his family will shun him.

## Loyalties

To an outsider, dwarf clans appear very complex, and the relationships between them highly convoluted, because they are. Dwarves would not organize their lives any other way. They know where their loyalties lie: first to the family, then to the clan, the guild, the stronghold, and then to any other strongholds to which the clan is allied. Dwarves are a proud race and maintain their loyalties. They are willing to defend each other, often to the death. An insult against one dwarf is considered to be an insult against all dwarves.

## World View

Most dwarves choose life underground. It is unusual for them to live in a surface settlement unless events force them up.

Living underground for thousands of years has affected the world view of dwarves dramatically. They believe themselves to be the dominant race in the world, the primary force of civilization and culture. This attitude applies even in campaigns where other races are actually predominant. Dwarves who live below ground don't care who controls the land above so long as they are left alone. The surface races may as well be on another plane of existence. Dwarves see little reason to communicate with other races unless an overpowering common cause exists.

This dwarfcentric view is deeply rooted in all dwarves, regardless of where they live, even when among other races. Dwarves in such places may grudgingly admit that humans or elves have achieved some level of civilization and political power, but these are inferior to their own achievements.

### Love of Stability

Life underground has had a lasting effect on dwarf personalities. They have developed an instinctive love of earth and rock that represent stability and permanence. Earth and rock may be tunneled and carved, arched and buttressed, yet they remain always solid and reliable.

The sea, however, is ever changing, with no stability, and prone to tempestuous storms. It represents the force of chaos prevalent in the world above, and is the antithesis of the safe, womblike caverns that are home to the dwarves.

Themes of solidity and reliability recur continually in the dwarvish world view. The world is solid and constant, so life should be conducted in the same manner. This is closely allied to their predominantly lawful good alignment.

Dwarves value law and order, and see these as part of the natural order of the world. Society should be as solid and reliable as the stone of the earth. Dwarves live 350 years on average, during which time trees grow and die, axe hafts are made and replaced many times, and wooden structures decay and rot away. Compared to the strength and durability of metal and rock, other things seem very transitory. Building to last means building well.

## Dwarven Crafts

Dwarves are expert craftsmen not out of some god-given ability, but because they serve long, exacting apprenticeships. Dwarves traditionally serve a 25-year apprenticeship, which begins at the age of 25. To dwarves this is part of life. "A job worth doing, is worth doing well." This attitude is deeply ingrained and explains why dwarves love to create beautiful objects and lavish so much time on them. They seek to create that which will last until time's end, and they have difficulty comprehending why other races consider work a chore rather than an act of artistic expression to be savored and enjoyed. Dwarf craftsmen, because of their skills, produce weapons, armor, and other goods more quickly than other races, yet of superior quality.

## Dwarves and Humor

Dwarves are viewed as humorless, if not downright grumpy, by other races. This is a fair assessment. They do not often tell jokes, and have no appreciation of practical jokes. Society is based on law, order, and a respect for one's fellows. A dwarf does not abuse that respect by ridiculing another's dignity.

Dwarves love to work and find pleasure in it. This pleasure is so spiritually uplifting that any attempt at humor appears facile. Those not content with work or their position in life may need such diversion, but humor is seen as insult.

That's not to say that dwarves are humorless, they have a very black humor concerning their racial enemies, but their sense of humor is very different from that of humans, for example. They do not find jokes about personal suffering or failure funny. They do find those based upon clever stories entertaining. The problem is that dwarven jokes tend to follow a standard narrative pattern. Because of their great length, endless

genealogies, and catalogs of dwarven concerns, it is difficult for other races to maintain any interest in them. Dwarf comedians, telling jokes to other races, are frequently annoyed when audience attention slips after 15 minutes or so, or when the audience has no concept of the importance of lineage in the joke's 'punch paragraph!' Races who have been subjected to dwarven humor fail to realize that it does not rely on the delivery of one liners, but on the slow presentation of a chapter, if not an entire book.

## Wealth

The dwarven concept of wealth is different, as well. Dwarves are attracted to objects for their intrinsic beauty, not for any commercial value. They prize fine workmanship, but know that craftsmen only augment what the earth has provided.

Gold has the greatest significance to them, not for its value, but for its natural beauty and pliability. In the hands of a master craftsman, gold can be heated and poured into molds, beaten with a hammer, drawn into wires, or carefully filigreed with a chisel. Well made golden objects are treasured for workmanship and beauty. Poorly made objects are melted down to be remade as coins or other objects.

Dwarves are aware of the scarcity of gold, and of its value. No dwarf has ever sold gold at less than its current value, a fact that has led other races to see them as mean and avaricious.

The dwarves' passion for gold is well known, as is their love of gemstones. They love to possess these treasures of the earth, polishing and cutting them into brilliant shapes that catch the light perfectly. Each stone is seen as a shining example of the beauty of the earth. To those who have left their underground homes, they are reminders that true beauty comes from within the earth.

Dwarves are well aware of the value of gems. Where others value stones by weight and scarcity, dwarves value them according to their beauty.

They have, however, no desire to own or collect pearls. As products of the sea and shellfish, they are not considered to be gems. Dwarves find them unattractive. Pearls lack the deep lustre of natural stones. Still, it is a foolish dwarf who does not realize that beauty is in the eye of the beholder. While pearls are worthless, dwarves are aware of their trade value.

Gold and gems are their greatest loves, but other metals are important to them too. Platinum has many of the attributes of gold and is even rarer. Silver is easy to work and holds its shape better than gold. Its color is not as desirable, but it has its own appeal. Copper and other metals are also considered beautiful. While other metals are more common than gold, their comparative rarity lends them value.

Iron ore is crucial to the dwarves. With it they make weapons, armor, forges, and tools. Iron ore veins are seen as the bones of the earth; bones bequeathed to the dwarves to be used for their own purposes. When forged with carbon, dwarves transform iron into steel that is durable and hard without being brittle.

## Crafts

Though they would love to work exclusively with gold and gems, dwarves are a practical folk. They know that iron and steel wear hard and are infinitely more practical

as tools. Therefore they work extensively in iron and steel. Dwarf craftsmen produce some of the finest weapons, armor, and tools in any world. These goods, because of their quality, bring higher prices that are gladly paid for dwarven craftsmanship. All crafts necessary to ensure the strongholds are places of beauty are also worked.

## Individualism

Dwarves willingly live under lawful institutions, respecting privacy and personal space. Law induces order, organization, and a stable society. The society reflects the natural order of the world, with everything in its proper place. Laws exist to be obeyed, not to be broken. Society exists so that dwarves may be free from unnecessary intrusions.

Even though law is important, dwarves are fairly individualistic. They have personal views that they rarely make known to others, one reason they are seen as a taciturn race. However, when a dwarf thinks that his own views are not being heard, he will become grumpy, silent, and bear his distress stoically.

This stoicism, and the desire not to grieve others, is evident in the way they view wealth as a private matter. Only powerful and respected dwarves are expected to display wealth openly, and even then ostentatious displays are frowned upon. All dwarves are expected to, and prefer to, keep their wealth hidden.

It is considered bad manners to flaunt accumulated wealth. Such behavior is offensive and has caused dwarves who travel in the surface world to be deeply insulted. Wealth, particularly gems and precious metals, are for personal delight. They should be carefully hoarded and displayed for one's closest family or cherished friends. It is a mark of acceptance and friendship among dwarves for one to reveal his wealth. By doing so, he is not only sharing the joy of his possessions, but is saying, "You are my friend, whom I trust not to steal from me." (The exception to this, of course, is wealth displayed through excellent craftsmanship in utilitarian items. A beautifully crafted and gilded axe with an inlaid gem or two is not ostentatious if it is functional. Dwarves claim this is not a subjective distinction, but most other races find it hard to follow the reasoning.)

Other races, and elves in particular, find this attitude very strange. Humans and elves delight in the display of their wealth, allowing others to admire its beauty. No dwarf would do such a thing. It's no surprise that dwarves are considered mean and greedy by races who cannot understand their motivation.

## Emotions

A private people, dwarves often have difficulty expressing emotion. Their society is structured to make displays of anger, envy, jealousy, and hatred unnecessary. They are capable of harboring grudges and hatreds, but these are usually directed outside of the stronghold.

Dwarves rarely insult or distress each other, but other races distress them greatly. Not giving them the respect they demand, enquiring casually about wealth, or making them the butts of jokes, are guaranteed to make dwarves angry. But this anger will normally only show itself as a scowl or a contraction of the brows. Other races have concluded, therefore, that dwarves are humorless, not realizing that dwarves do not release their anger. They allow it to simmer and increase until they explode, becoming their own

stereotypes #grumpy, taciturn, stubborn, and unyielding. Dwarves often despair at the extremely poor manners of other races.

## Attitudes Toward Other Races

Dwarves are basically good people. They seek to harm no one, merely to coexist with them, or even better, to be left alone. Because of their good nature, dwarves have been known to persevere in the face of insults and inexplicable behavior. They have banded together with men and elves in times of crisis, and have entered long term trade agreements of mutual benefit.

They have little patience for the ways of humans who simply do things wrong. Humans either waste time in petty pursuits or are so keen to achieve their goals, they are willing, almost eager, to be forceful and rude. They have no conception of the proper rhythm of the world, which is hardly surprising since they allow their lives to be dominated by the changes of night and day and the seasons. No sooner do they achieve something, than their children want to change it, replace it, or worse, lose interest in it entirely.

Elves should know better, but they lack the simplest virtues of patience, diligence, and consistency. They are renowned for wasting their lives enjoying themselves instead of producing lasting goods.

The differences between elves and dwarves have led to many disagreements. This usually occurred because dwarves considered agreements to be binding until the end of time, while the elves thought they were to last as long as they were useful. Entire strongholds may have been threatened or destroyed because elves failed to honor a pledge. Perhaps some minor slight elves have forgotten, has been harbored and nurtured and passed on to the next generation.

As fellow underground dwellers, gnomes are looked upon more favorably by dwarves, though the gnomes' delight in black humor and practical jokes has caused friction.

## War to the Death

Dwarves do not compromise when dealing with evil races, particularly when competing with them for living space or when their welfare is threatened.

Dwarves detest drow, orcs, goblins, hobgoblins, and evil giants, eradicating them whenever found. Some strongholds are not above ensalving such creatures and forcing them to work in labor camps.

Their hatred of evil races is as ancient as the dwarves themselves. Originally, wars were fought to determine who had the right to live underground, but the conflict has spread to the surface. In most game worlds there should be places where dwarves have been driven from their ancient strongholds by orcs, goblins or other creatures of darkness. They now bear a burning and eternal hatred for them.

Dwarves have no doubt that they are involved in a war of massive proportions. It is known as the "War to the Death," for the dwarves have sworn to fight until their enemies are destroyed.

## Isolationism

The dwarves' desire for isolation should be no surprise. Clannish by nature, many are suspicious even of dwarves from other clans, to say nothing of other strongholds.

It is among mountain dwarves that isolationism is strongest. Mountain dwarves prefer not to deal with other races. They even have difficulty understanding hill dwarves. Some of them believe that hill dwarves have been contaminated by living closely to other races; "hill dwarves have lost the rock of their dwarvishness."

All dwarves have a tendency to isolationism; to what extent that affects individual player characters depends on the background of the character.

## Dwarven Hearths

Dwarven families are called hearths, a term which means "the place where children are born and raised." The hearth is the basic unit of dwarf society. A clan may be composed of two to a hundred or more families, depending on its strength.

A hearth includes grandfather and grandmother, their children, and any offspring of their children. Family members share the same dwelling and are extremely close-knit. Unlike human or elf families, the dwarven hearth is not an insular unit, but part of a larger clan. Hearths within a clan are united by blood, and this links the clan together, making it more than just a collection of individual families.

A hearth has a single line of descent. Cousins, aunts, and uncles are not part of the hearth but, as members of the clan, are close to the family.

In some ways the hearth is a convenient social organization rather than an important entity in its own right. Its primary purpose is to create a legal and social environment into which children may be born and to provide a stable environment in which children may be nurtured and educated in the rudiments of dwarf beliefs and conduct. At the core of the hearth is the institution of marriage.

### Marriage

Dwarves are not romantics. The vast majority of marriages are arranged by clan elders. Their main concern is to secure the continuation of the clan by ensuring that children are properly raised. They select suitable males from eligible candidates and ensure that the family has a warm and secure place to live.

Dwarf society is about one-third female. Dwarves are monogamous, and marriages are entered into for life. That, along with the fact that males outnumber females about two to one, means that many males do not marry. A woman who loses her spouse will, after a year of mourning, remarry. Grandparents play as important a role in child rearing as do parents; elders find mates for widowed grandmothers.

Divorce does not exist in dwarf society. Couples who have grown distant from one other will continue to share the hearth and the responsibilities of child rearing. Only death can end a marriage.

### Life Cycle of the Dwarves

Dwarves reproduce very slowly compared to humans and orcs. The birth of twins is rare and triplets and quadruplets do not occur. The majority of families have only one or two children to care for. This is seen as a virtue because it allows them to lavish their time and care on one child, and give that child a better education than would be possible with several.

Until the age of 10, young dwarves are cared for within the hearth. During these formative years, they learn to speak and are taught the traditions and history of their clan and stronghold. The children socialize with others daily, often in a special clan nursery, while their parents and grandparents are at work. In the nursery the children are taught the rudiments of their clan's craft. Children from an armorer's clan will play with miniature suits of armor, those from a baker's clan will play with scales and bread dough. They are allowed to follow their natural instincts and are provided toy tools and allowed to dig tunnels and "hidey-holes" in the nursery.

At the age of 10, more formal education begins. For eight hours every day the children learn runes and local history. Training in crafts begins with basic techniques and skills constantly drilled into them. Their education continues until their 25th year.

## Apprenticeship

On their 25th birthday, great celebrations are held to mark the coming of age. The whole clan assembles to witness the event and join in the fun. The climax of the celebration arrives when parents deliver the youth to the clan's guild master and apprenticeship begins. Males and females both serve the same apprenticeship, with no differentiation based on sex.

Once the apprenticeship begins, the youth leaves his family hearth and goes to live in the apprentices' dormitories; if apprenticed to individual craftsmen, to the craftsman's hearth. They may return home for one day a week, otherwise they are busy learning their trade.

Dwarf apprenticeships are served for 25 years. At the end of the apprenticeship, celebrations are held to mark the dwarf's entry into adulthood and the acceptance of adult responsibilities.

## Marriageable Age

Once dwarves have attained adulthood, they are eligible for marriage. Most female dwarves are expected to marry at this time. Females from military clans, such as Hearth Guards, frequently delay marriage until later in life. Few young males have much hope of marrying soon, as the clan elders invariably choose suitors who have plied their craft for at least 10 years after apprenticeship. Males, achieving adult status, will spend their time honing their skills and amassing wealth. Those from military clans may leave their strongholds to go adventuring, in the hope of acquiring wealth and reputation enough to enhance their chances of marriage.

## Adult Life

Adult dwarves usually work 8 to 12 hours a day. Those with children are limited to 8

hours a day and are expected to spend the rest of the time with their children. Female dwarves work the same hours until a month before they are ready to give birth. Pregnancies are 12 months long, and tradition dictates that the month preceding the birth be spent preparing the hearth for its new member.

After working hours, the time of unmarried dwarves is their own. For the first few hours, unmarried dwarves usually seek their own solitude, and an opportunity to count their wealth. Then they will visit the hearths of married relatives. Around the hearths stories are told, songs are sung, and children play. Single dwarves often congregate in one of the clan's great halls to feast and swap stories, and to be amused by entertainers with juggling, acrobatics, and other displays of skill. After an evening's amusement, they sleep 8 hours before rising to work.

## Dwarves' Diet

Dwarves enjoy a wide variety of food, with a preference for meat. Hill, mountain, and sundered dwarves keep cattle, goats, sheep, pigs, and fowl. These animals are grazed above ground on upland meadows or plateaus. Sundered dwarves keep their livestock close to home, hill and mountain dwarves allow their stock to roam.

In high ranges, mountain dwarves keep animals more suited to subterranean existence: giant lizards and beetles. Deep dwarves and duergar also keep lizards and beetles, and these are selectively bred for cooking. Gully dwarves eat anything they can scavenge and rarely breed or maintain any animals for food. The few gullys who have tried were so wretched at it their animals sickened and died.

Although meat is a staple of their diet, large quantities of grains are also consumed. When possible wheat, rye and barley are grown close to the stronghold. They are harvested and kept in underground granaries. Many who live close to humans or halflings buy large quantities of grain to supplement their own production.

Dwarves who live in the deep earth substitute various types of fungi for grains. Like the giant lizards and beetles, many of these fungi have been carefully bred to produce a wide variety of flavors to excite the palate. Most are very careful about the kinds of fungi they eat, but gully dwarves will eat anything. As a result, many gully dwarves suffer from indigestion and bowel disorders.

Dwarven cooking also makes use of vegetables for flavor and variety. They do not eat spicy or heavily seasoned food, and consequently dwarven cooking tastes bland to humans and elves, but the food is wholesome, consisting of thick stews served on broad slices of bread. While they are not voracious eaters like halflings, few humans or elves can eat as much as a dwarf in a single meal.

## Clothing

Dwarven clothing tends to be heavy, somber in color, and serviceable. Made from thick wool or spun strands of fungi, it is designed to keep the dwarves warm in the unheated places in their strongholds. To the untrained eye, colors are uniformly drab grays and browns. Dwarven languages have over 500 words for rock, and almost as many to describe different rock hues. Particular shades of gray and brown reveal much about the clan and status of dwarves, if one has the eye to see.

Boots, belts, and hats are usually made by the leather guilds of tanned leather from the hides of cattle or giant lizards.

### Music and Singing

Dwarves love to sing. Many have rich baritone voices that echo splendidly about their chambered halls. Numerous great halls are specially constructed around natural acoustic properties. Except for solo performances by entertainers, singing is a group activity. On formal occasions songs written to display their vocal ranges are sung by massed choirs. On less formal occasions, any dwarf may sing within a hall or around the hearth.

Their songs speak of the beauty of the earth, commemorate famous deeds of valor, or sing of the construction of a magnificent bridge or other edifice. Some are laments that tell of the death of a loved one or great hero, or the loss of a stronghold to monsters.

The songs tend to be long and very well written. Most races would lose patience with a spoken story, but even elves have sat entranced for hours by the story songs of dwarves.

Dwarves also enjoy playing instruments; flutes, horns, bagpipes, drums, and percussion instruments especially. They rarely play stringed instruments because short fingers are ill suited to plucking strings and picking out chords. Their music is either martial or mournful. Rarely will musicians accompany singers: music dampens the true resonance of the voice. However, special songs have been written, and are performed, for voice and instrument.

## Chapter 4: Character Creation

Balur the Hill Dwarf delivers his unbiased opinions on his cousins.

*Pah! The only decent dwarves are hill dwarves. That's because ain't nothing funny or odd about us. Not like others. You can depend on hill dwarves. We keep to ourselves. We don't cause any trouble and we don't steal from decent folk.*

*Not like those sundered and gully types. Steal the clothes off your own back, they would, if you didn't constantly watch 'em. Dirty too. Never known one of 'em to wash, or change his clothes either. They must sell all the clothes they steal. Probably to deep dwarves and duergar.*

*Nasty those duergar. Name means "lurkers in the dark." Shifty, dangerous bunch. Like to ambush you. Pepper you with crossbow bolts and stab you in the back. They give us all a bad name. Bunch of murdering goblin lovers.*

*Deep dwarves 're all recluses. Greedy they are, only live that deep 'cause they've tunneled out all the gold above. That was our gold too! They stole it, but we can't prove it. Say they were there first. Liars.*

*Now, mountain dwarves. They're not a bad lot. A bit uppity, but that's because they live in the mountains. We leave 'em alone. No point going all that way just to find you're not wanted. Most of 'em live behind locked doors.*

*So there you have it! If you want to deal with dwarves, deal with us. We not only live closer to you, we don't harbor any grudges against other folk, except pansy elves, goblins, pigfaced orcs, and filthy hobgoblins. No fairer folk considering what we had to*

*put up with!*

## Creating Dwarf Characters

### Selecting Class or Multi-Classes

Dwarves may be warriors, priests, thieves, or multi-class warrior/priests or warrior/thieves. If you choose a multi-class character, familiarize yourself with their benefits and limitations in the *Player's Handbook*.

You can determine your character's class in several ways. You may choose which class or multi-class combination you want to play or you may generate the character's attributes and decide which character to play according to the die rolls; or your DM may assign you a character class.

The advantages and limitations of each character class will be further modified by the subrace of your character.

### Ability Scores

Any of the six dice rolling methods in the *Player's Handbook* are acceptable. However, if you want to generate a specific class of character, methods V and VI work best. They allow you to custom design your character and are more likely to result in good ability scores. Don't make any adjustments to your rolled attributes until you've read the chapter on subraces, the procedures are different from those of the *Player's Handbook*.

### Subraces

The maximum experience levels that can be achieved by each subrace are listed in *Character Class Maximum Levels* in this chapter. Take a look at these before deciding on your subrace. If you wish to play a thief, see the *Thieving Skill Adjustments Table*.

Subraces have advantages and disadvantages. A character of a subrace that has a large number of advantages will require more experience points than usual to advance in level.

## Subrace Distinctions

Each subrace has the following elements:

**Ability Score Adjustments** are made to the character's attributes when the subrace is first selected. Add them to or subtract them from your rolled attributes and enter them on your character sheet.

**Ability Scores** list the maximum and minimum abilities scores that a character of that subrace can have when created. A character whose attributes exceed the maximum is reduced accordingly. If he does not qualify for the minimum attributes, he must choose another subrace.

A character's ability scores may change through play, in which case he may exceed or fall below those given here. Initially, the character's scores must conform to the those of the subrace.

**Languages** are the languages commonly known by members of the subrace.

Depending on the campaign background, all dwarves may speak the same language or different languages such as hill, deep dwarf, or duergar. If all dwarves speak the same language, entries such as "hill dwarf" are treated as dwarf. Your character always speaks his own native language.

If you are using the nonweapon proficiency system, languages cost proficiency slots as described in the proficiencies chapter. A character's own language does not cost a slot. Without the proficiency system, your character will know a number of additional languages depending upon his Intelligence score (see *Player's Handbook*).

**Infravision** gives the range of the subrace's infravision in feet.

**Special Advantages** that the race enjoys are listed here. Advantages common to all subraces are not included, but will be covered later.

**Special Disadvantages**, such as fighting at penalties in bright light, are described here.

**Racial Enmities** sometimes allow special combat modifiers to take effect when fighting specific enemies.

**Additional Experience Costs** are levied against certain subraces because they benefit from a number of advantages, which make them more powerful than others. To balance this, they are required to earn additional experience points before they can gain a new level. These additional experience point costs are expressed in terms of percentages that need to be earned. A +10% experience cost indicates that members of the subrace must earn an additional 10% experience points to increase in level.

For example, deep dwarves require an additional 10% experience points. A 1st-level deep dwarf warrior therefore requires 2,200 experience points to become a 2nd-level warrior instead of the usual 2,000. A 3rd-level deep dwarf thief would require 5,500 experience points to become a 4th-level thief.

In the case of multi-class characters, the character needs to gain the additional experience points in both classes. A 1st-level deep dwarf warrior/cleric requires 1,650 experience points to achieve 2nd-level priest status, and 2,200 to become a 2nd-level warrior.

**Life Expectancy** is an average, used to determine initial and maximum ages of characters.

## Hill Dwarves

The most common dwarf, hill dwarves are found in many AD&D® campaign worlds. Methods for creating them are in the *Player's Handbook*, and are included here to complete the subraces.

Ability Score Adjustments: The initial ability scores are modified by a -1 penalty to Charisma and a +1 bonus to Constitution. The minimum and maximum ability scores are as shown.

**Hill Dwarf Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 8 | 18 |
| Dexterity | 3 | 17 |
| Constitution | 11 | 18 |

| | | |
|---|---|---|
| Intelligence | 3 | 18 |
| Wisdom | 3 | 18 |
| Charisma | 3 | 17 |

**Languages:** Hill dwarf, common, gnome, goblin, kobold, orc.
**Infravision:** 60 feet.
**Special Advantages:** None.
**Special Disadvantages:** None.
**Racial Enmities:** Ogres, trolls, ogre magi, giants, and titans suffer a -4 penalty to attack hill dwarves.
**Additional Experience Cost:** None.
**Life Expectancy:** 350 years.

## Mountain Dwarves

Mountain dwarves are also fairly common. Players who have existing mountain dwarf characters generated by using the *Player's Handbook* need only make minor adjustments to their characters. These include height, weight, and age. Otherwise keep the character as he is.

**Ability Score Adjustments:** Initial ability scores are modified by a -1 penalty to Charisma and a +1 bonus to Constitution. The minimum and maximum ability scores are as shown.

**Mountain Dwarf Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 8 | 18 |
| Dexterity | 3 | 17 |
| Constitution | 11 | 19 |
| Intelligence | 3 | 18 |
| Wisdom | 3 | 18 |
| Charisma | 3 | 16 |

**Languages:** Mountain dwarf, common, gnome, goblin, kobold, orc, ogre, troll.
**Infravision:** 60 feet.
**Special Advantages:** None.
**Special Disadvantages:** None.
**Racial Enmities:** Ogres, trolls, ogre magi, giants, and titans suffer a -4 penalty to attack mountain dwarves.
**Additional Experience Cost:** None.
**Life Expectancy:** 400 years.

## Deep Dwarves

Deep dwarves live far under the earth and have superior infravision.

**Ability Score Adjustments:** Initial ability scores are modified by a -2 penalty to Charisma and a +2 bonus to Constitution. The minimum and maximum ability scores are as shown.

**Deep Dwarf Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 8 | 18 |
| Dexterity | 3 | 16 |
| Constitution | 13 | 19 |
| Intelligence | 3 | 18 |
| Wisdom | 3 | 18 |
| Charisma | 3 | 15 |

**Languages:** Deep dwarf, duergar, drow, illithid, kua-toa, troll, troglodyte, svirfneblin, undercommon, sign language.
**Infravision:** 90 feet.
**Special Advantages:** Excellent saving throws against magical attacks and toxins. A deep dwarf figures his Constitution saving throw bonuses for a normal dwarf and adds an additional +1 to his bonus.
**Special Disadvantages:** Deep dwarves suffer a -1 penalty to all rolls in bright sunlight or within the radius of a continual light spell. Light spells have no additional effect.
**Racial Enmities:** Ogres, trolls, ogre magi, giants, and titans suffer a -4 penalty to attack deep dwarves.
**Additional Experience Cost:** +10% experience points to gain a new level.
**Life Expectancy:** 380 years.

## Duergar

Duergar, or gray dwarves, are typically evil, but player characters can be of any alignment. Most good or neutrally aligned races are suspicious of duergar.

**Ability Score Adjustments:** The initial ability scores are modified by a B2 penalty to Charisma and a +1 bonus to Constitution. The minimum and maximum ability scores are as shown.

**Duergar Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 8 | 18 |
| Dexterity | 3 | 17 |
| Constitution | 11 | 18 |
| Intelligence | 3 | 16 |
| Wisdom | 3 | 18 |
| Charisma | 3 | 15 |

**Languages:** Duergar, deep dwarf, drow, illithid, kua-toa, troll, troglodyte, ghoul, undercommon, sign language.
**Infravision:** 120 feet.
**Special Advantages:** Duergar are stealthy. Parties or individuals at least 90 feet ahead of the party gain a surprise bonus. This causes a -2 penalty to the opponent's surprise rolls. If a door or other screen is opened, the bonus is lost. Duergar receive a +2 bonus on their

own surprise rolls.

In addition to the standard saving throw bonuses against magical attacks (see *Saving Throws*), duergar are unaffected by paralysis, *illusion* and *phantasm* spells. They are immune to all magical and alchemical poisons. Against natural poisons they gain the standard dwarf saving throw bonus.

In addition they possess the innate magical abilities of *enlarge* and *invisibility*. They can use each of these powers once per day. A duergar uses the *enlarge* ability as though he were a wizard twice his own level. A 2nd-level duergar uses *enlarge* as though he were a 4th-level wizard. He may use it only to affect himself and whatever he is wearing or carrying.

Special Disadvantages: Duergar are adversely affected by bright light such as sunlight or *a continual light* spell. They are not affected by the light of torches, lanterns, magic weapons, *light* or *faerie fire*.

Affected by bright light, his enhanced ability to gain surprise is negated. Dexterity is reduced by -2 and hit rolls are made at a -2 penalty.

In situations where a duergar is in darkness but his opponents are in bright light, his Dexterity and surprise advantages are unaffected, but he suffers a -1 penalty to his attack rolls.

Other dwarves distrust duergar and react to them at -3 penalty. If the character kits are being used, this penalty is cumulative with any incurred when choosing a particular kit.

**Racial Enmities:** Ogres, trolls, ogre magi, giants, and titans suffer a -4 penalty to attack Duergar. These dwarves do not gain any advantage when fighting orcs, half-orcs, goblins, or hobgoblins.

**Additional Experience Cost:** Duergar require 20% additional experience points.

**Life Expectancy:** 400 years

## Sundered Dwarves

Sundered dwarves are unlike any other dwarves, tending to be dirty and unkempt, though not as filthy as gully dwarves. They live on the surface and suffer from claustrophobia.

**Ability Score Adjustments:** The initial ability scores are modified by a -1 penalty to Charisma, and +1 bonuses to Constitution and Strength. The minimum and maximum ability scores are as shown.

**Sundered Dwarf Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 8 | 18 |
| Dexterity | 3 | 17 |
| Constitution | 11 | 18 |
| Intelligence | 3 | 16 |
| Wisdom | 3 | 18 |
| Charisma | 3 | 16 |

**Languages:** Common, any dwarf dialect, elf, goblin, orc, gnome, kobold, halfling, hobgoblin.

**Infravision:** 30 feet.
**Special Advantages:** None.
**Special Disadvantages:** Sundered dwarves are claustrophobic. A sundered dwarf must roll a successful saving throw vs. death in order to overcome his fear of the underground before he can enter dungeons, caves, and tombs. If the check fails, he may not enter. Once underground he must make a saving throw each day. If he fails, he will want to leave the underground by the most direct route.

Underground, a sundered dwarf attacks with a -2 penalty to his rolls. Should he fail his claustrophobic saving throw, the penalty increases by -1 for each additional day he stays underground. If he fails to reach open air, he may attempt further saving throws each day to overcome his claustrophobia. These saving throws are made at the same penalty as the dwarf's current attack roll penalty.
**Racial Enmities:** Sundered dwarves are harder for ogres, trolls, ogre magi, giants, and titans attack. These races subtract -4 from their attack rolls when fighting sundered dwarves.
**Additional Experience Cost:** None.
**Life Expectancy:** 250 years.

## Gully Dwarves

Gully dwarves are stupid. They are master scavengers and have raised groveling to an art form. They do not fight very effectively. Players should bear these restrictions in mind when considering playing a gully dwarf character.

**Ability Score Adjustments:** The initial ability scores are modified by a B2 penalty to Charisma and +1 bonuses to Strength and Dexterity. The minimum and maximum ability scores are as shown.

**Gully Dwarf Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 6 | 18 |
| Dexterity | 6 | 18 |
| Constitution | 8 | 16 |
| Intelligence | 3 | 12 |
| Wisdom | 3 | 14 |
| Charisma | 3 | 12 |

**Languages:** Gully dwarf, common, gnome, orc, goblin.
**Infravision:** 60 feet.
**Special Advantages:** A gully dwarf may attempt to grovel. Any time he is in a dangerous situation and is not immediately engaged in melee, he may throw himself on the mercy of his attacker, or faint in the hope that he will be ignored in the ensuing melee. This causes his opponents to make a saving throw vs. magic. If they are successful they may attack the gully dwarf. If they fail they may not attack him for 1d6 rounds, but they may restrain him or tie him up. The saving throw is modified by the gully dwarf's level as shown on the Groveling Table.

**Groveling Table**

| Level | Modifier |
|---|---|
| 1-4 | 0 |
| 5-8 | -2 |
| 9-12 | -3 |
| 13+ | -5 |

**Special Disadvantages:** Gully dwarves are usually stupid. A player character gully dwarf is an exception to the rule, being superior to others of his kind by virtue of his ability to think. However, players should not abuse this ability and allow their characters to concoct clever plans and schemes. Intelligence checks may be requested to see if the character could actually come up with such ideas.

The chance of a magical item failing in the hands of a gully dwarf is increased from 20% to 40%.

**Racial Enmities:** Ogres, trolls, ogre magi, giants, and titans suffer a -4 penalty to attack gully dwarves.

**Additional Experience Cost:** None.

**Life Expectancy:** 250 years.

## Ability Score Modifiers

### Constitution Modifiers

Dwarves are nonmagical and gain the following bonuses to saving throws against poisons and magical attacks.

**Saving Throw Bonuses Table**

| Constitution | Save Bonus |
|---|---|
| 3 | - |
| 4-6 | +1 |
| 7-10 | +2 |
| 11-13 | +3 |
| 14-17 | +4 |
| 18-19 | +5 |

Deep dwarves add a +1 to all above bonuses.

### Magical Malfunctions

Although they gain some benefits from being nonmagical, dwarves suffer from it as well. If a magical item is not specifically created for the dwarf's class, there is a 20% chance (40% for gully dwarves) that the item will malfunction when it is used. A check is made each time the dwarf uses the item and affects only the current use; it may work properly the next time. This applies to rods, staves, wands, rings, amulets, potions, horns, jewels, and most other magical items. Also, DMs should note that a malfunction is not

usually just a simple failure to function. The item usually does something dramatic and colorful, at the DM's discretion.

Dwarves have learned to master some magical items. Weapons, shields, armor, gauntlets, and girdles always work.

Dwarf priests and warrior/priests may use clerical items without malfunction.

Dwarves also recognize cursed magical items that malfunction in their hands. They may dispose of malfunctioning items.

## Underground Detection Abilities

Since dwarves are essentially creatures of the underground, they gain certain detection abilities automatically:

| **Detect or Determine . . .** | **Roll 1d6** |
|---|---|
| Grade or slope in passage | 1-5 |
| New tunnel/passage construction | 1-5 |
| Sliding/shifting walls or rooms | 1-4 |
| Stonework traps, pits, and deadfalls | 1-3 |
| Approximate depth underground | 1-3 |

## Combat Bonuses

All dwarves, unless otherwise specified in the sub-class section, gain a +1 bonus to attack orcs, half-orcs, goblins, and hobgoblins. If the campaign background makes it possible, this bonus may be changed. Instead, the object of their hatred may be any other monster. The character may come from a stronghold that has never fought orcs, but does have a long history of warfare against drow and duergar. In that case, give the +1 attack bonus against drow and duergar instead.

If this option is used, bonuses gained from character kits are added to it.

## Character Class Maximum Levels

The maximum levels dwarves can achieve are restricted and are listed according to subrace. Multi-classed characters may advance to the maximums of each class.

**Standard Class Limit Table**

| | **Character Class** | | |
|---|---|---|---|
| **Subrace** | **Warrior** | **Priest** | **Thief** |
| Hill | 15 | 10 | 12 |
| Mountain | 16 | 10 | 12 |
| Deep | 14 | 12 | 10 |
| Duergar | 12 | 12 | 14 |
| Sundered | 14 | 10 | 15 |
| Gully | 8 | 8 | 16 |

## Exceeding Level Limits

Characters may exceed the maximum levels and advance to any level, but they must earn two, three, or even four times the amount of normal experience points required for each level. This is an optional rule.

Alternatively, a character may exceed maximum level limits if he has extremely high ability scores in his prime requisites. For example, a hill dwarf warrior is limited to 15th-level. With a Strength of 18, he may be allowed three bonus levels and advance to 18th-level. Bonus levels required are as follows:

**Bonus Levels Table**

| Prime Requisite | Bonus Levels |
|---|---|
| 14-15 | +1 |
| 16-17 | +2 |
| 18 | +3 |
| 19 | +4 |

## Movement Rates and Encumbrance

All dwarf subraces have a base movement rate of 6. If the optional encumbrance rules are used, these may be adjusted for dwarf characters. Because they are stocky and sturdy folk, they are more adept at carrying heavy loads than other races. To simulate this with the encumbrance category rule, allow dwarves to reduce the movement penalty as follows: Light encumbrance has no effect on movement, Moderate reduces movement by one-third, Heavy by one-half, and Severe by two-thirds.

If the optional system is used, the character's movement rate is determined using *Table 48* on page 78 of the *Player's Handbook*, except that the modified movement rate is read from the next column to the left. Cross reference the character's Strength with his encumbrance. At the top of the column is the movement rate, shift one column to the left and use the modified movement rate. For example, a dwarf with a Strength of 16, carrying 100 pounds, has a movement rate of 5.

## Thieving Skill Adjustments

The Thieving Skill Subracial Adjustment Table gives adjustments to be made to a character's thieving skills by subrace. Those for hill and mountain dwarves are the same as in the *Player's Handbook*.

**Sub-racial Thieving Skill Adjustments Table**

| Skill | Hill | Mtn. | Deep | Duergar | Sundered | Gully |
|---|---|---|---|---|---|---|
| Pick Pockets | --- | --- | +5% | +5% | --- | +10% |
| Open Locks | +10% | +10% | --- | --- | +5% | -5% |
| Find/Remove Traps | +15% | +15% | +10% | +10% | +10% | +5% |
| Move Silently | --- | --- | --- | +10% | +5% | --- |
| Hide in Shadows | --- | --- | +5% | +5% | +5% | -5% |
| Detect Noise | --- | --- | --- | +10% | --- | --- |
| Climb Walls | -10% | -10% | -10% | -10% | --- | -5% |

| | | | | | | |
|---|---|---|---|---|---|---|
| Read Languages | -5% | -5% | -15% | -15% | -10% | -25% |

## Other Characteristics

Each dwarf name consists of a prefix and a suffix. To create a name either select or roll for a prefix and a suffix. Gender is indicated by the suffix, so male character names are generated using the Male Suffix Table and female names on the Female Suffix Table. For example, a roll of 2 on the Prefix Table gives "Bal-," and a roll of 1 on the Male Suffix Table gives us "-aim," for the name Balaim.

**Dwarf Name Generator Tables**

**Prefixes (1d20)**

| | | | |
|---|---|---|---|
| 1 | B- | 11 | Gil- |
| 2 | Bal- | 12 | Gim- |
| 3 | Bel- | 13 | Kil- |
| 4 | Bof- | 14 | Mor- |
| 5 | Bol- | 15 | Nal- |
| 6 | D- | 16 | Nor- |
| 7 | Dal- | 17 | Ov- |
| 8 | Dor- | 18 | Th- |
| 9 | Dw- | 19 | Thor- |
| 10 | Far- | 20 | Thr- |

| **Male Suffixes** | | **Female Suffixes** | |
|---|---|---|---|
| 1 | -aim | 1 | -a |
| 2 | -ain | 2 | -ala |
| 3 | -ak | 3 | -ana |
| 4 | -ar | 4 | -ip |
| 5 | -i | 5 | -ia |
| 6 | -im | 6 | -ila |
| 7 | -in | 7 | -ina |
| 8 | -o | 8 | -on |
| 9 | -or | 9 | -ola |
| 10 | -ur | 10 | -ona |

If you cannot create a name you like, try adding a "b," "d," "f," "g," "k," "m," "t," "v," or "z" between the prefix and the suffix.

### Height and Weight

Either choose your character's height and weight or generate them randomly. They are listed on the table below for each subrace. Take the base score appropriate for your race and add the die roll modifier. Bizarre combinations should be ignored and rerolled.

Females tend to be lighter and shorter than males so the base numbers for height and

weight are divided into male/female values. There is a broad range in each category.

**Average Height and Weight Table**

| Race | Height (in.) | Weight (lbs.) |
|---|---|---|
| Deep | 45/42+2d6 | 100/80+4d10 |
| Duergar | 41/40+2d6 | 95/75+5d10 |
| Gully | 40/38+2d6 | 80/65+4d10 |
| Hill | 43/41+1d10 | 130/105+4d10 |
| Mountain | 49/47+1d10 | 145/115+5d10 |
| Sundered | 50/48+1d10 | 135/110+3d12 |

### Starting Age and Life Span

Choose or generate a character's starting age and possible life span using the table below. To determine starting age, add the die roll to the base starting age. You will only have an idea of how long he is likely to live, assuming he dies of old age!

As an alternative you may play an older character, one who has been drawn or forced into adventuring late in life. Your character starts at 1st-level, but his ability scores are adjusted to reflect his greater age as shown on the Aging Effects Table.

These adjustments may result in either exceeding or falling below the minimum and maximum abilities required for your subrace, but this is not a problem as long as the character met them before he aged.

### Appearance

Now decide on the appearance of the character's hair and beard color, eyes, skin, and so forth. Look at the typical appearances given for each subrace of dwarf for an idea of what the character might look like. Each of the optional character kits contains a suggested distinctive appearance to further flesh out any dwarf character.

**Aging Effects Table**

| Race | Starting Age | Middle Age* | Old Age** | Venerable Age*** | Maximum Age |
|---|---|---|---|---|---|
| Deep | 45+3d12 | 140 | 187 | 280 | +2d100 |
| Duergar | 40+4d6 | 150 | 200 | 300 | +2d100 |
| Gully | 30+2d12 | 200 | 134 | 200 | +5d20 |
| Hill | 40+5d6 | 125 | 167 | 250 | +2d100 |
| Mountain | 50+6d6 | 150 | 200 | 300 | +2d100 |
| Sundered | 25+4d4 | 100 | 134 | 200 | +5d20 |

* -1 Str/Con; +1 Int/Wis
** -2 Str/Dex; B1 Con; +1 Wis
*** -1 Str/Dex/Con; +1 Int/Wis

## Chapter 5: Proficiencies

Proficiencies are the best way to quantify the various skills that distinguish dwarves from each other.

## Acquiring Proficiencies

How weapon and nonweapon proficiency slots are acquired is described on page 51 of the *Player's Handbook*. Detection proficiency slots are described below.

Refer to the following table when it is necessary to determine the number of proficiency slots a character starts with, the number available, and at what levels new ones are acquired.

**Proficiency Slots**

| | Weapon Proficiencies | | Nonweapon Proficiencies | | | Detection Proficiencies | |
|---|---|---|---|---|---|---|---|
| **Group** | **Initial** | **#Levels** | **Penalty** | **Initial** | **#Levels** | **Initial** | **#Levels** |
| Warrior | 4 | 3 | -2 | 3 | 3 | 5 | 4 |
| Priest | 2 | 4 | -3 | 4 | 3 | 5 | 4 |
| Thief | 2 | 4 | -3 | 3 | 4 | 5 | 3 |
| Warrior/Priest | 4 | 3 | -2 | 4 | 3 | 5 | 4 |
| Warrior/Thief | 4 | 3 | -2 | 3 | 3 | 5 | 3 |

## Weapon Proficiencies and Specialization

Only single-class fighters may have weapon specialization. Multi-class fighter/priests and fighter/thieves have other benefits to offset their lack of specialization. *The Complete Fighter's Handbook* contains many new and useful forms of weapon specialization that will enhance the abilities of dwarf warriors. You do not need to use it in your campaign, the AD&D® game works perfectly well without the optional rules, but they are recommended.

## Nonweapon Proficiency Groups

Nonweapon proficiencies are used to add more depth to a character and to assess his chances of success at certain tasks. Dwarves come from a different cultural background than humans and other races so they do not automatically learn their nonweapon proficiencies from the same groups. Dwarves may draw proficiencies from the groups below, instead of those on pages 54-55 of the *Player's Handbook*.

The number of slots needed for proficiencies and the ability modifier may differ from those in the *Player's Handbook*. These changed costs and ability modifiers are used for dwarf characters only.

Initial nonweapon proficiencies have been selected for the various dwarf kits in the next chapter. If you are using the kits, the tables below are only useful when the character gains experience and becomes eligible for additional slots. If you design your own kits, or do not use kits, these tables will still prove useful.

There are six dwarf nonweapon proficiency groups: General, Crafts, Warrior, Rogue,

Priest, and Special Background. When a player selects a proficiency from those categories listed under "Proficiency Groups," it requires the number of proficiency slots listed. If a proficiency is selected from any other category, it will require one additional proficiency slot beyond the number listed. A proficiency not listed in any of the dwarf groups may still be purchased (from the *Player's Handbook* or other supplement), but at the cost of two additional proficiency slots

**General Group:** This group is available to all dwarves. It is part of their background and training.

**Craft Group:** The craft group represents the clan-based nature of dwarf society and the long apprenticeships that young dwarves undergo before becoming adults. A dwarf may choose one craft at no cost in proficiency slots.

**Warrior, Priest, and Rogue Groups:** Multi-classed characters may select proficiencies for each of their classes. A warrior/priest could choose from both Warrior and Priest groups.

**Special Background:** This group is only used if the dwarf is from an unusual background, such as dwarves who live in a stronghold subject to heavy flooding during the spring thaw. These dwarves would have learned to swim to avoid drowning when their tunnels filled with water. They may also have become expert boatwrights and boat handlers.

**Dwarf Nonweapon Proficiency Groups**
**GENERAL**

| Proficiency | Slots | Relevant Ability | Check Modifier |
|---|---|---|---|
| Animal Handling | 1 | Wisdom | -1 |
| Appraising | 1 | Intelligence | +3 |
| Artistic Ability | 1 | Wisdom | 0 |
| Dancing | 1 | Dexterity | 0 |
| Direction Sense | 1 | Wisdom | +2* |
| Dwarf Runes | 1 | Intelligence | +2 |
| Endurance | 1 | Constitution | 0 |
| Etiquette | 1 | Charisma | 0 |
| Fire-Building | 1 | Wisdom | -1 |
| Fungi Recognition | 1 | Intelligence | +3 |
| Heraldry | 1 | Intelligence | 0 |
| Languages, Modern | 1 | Intelligence | 0 |
| Local Dwarf History | 1 | Charisma | +2 |
| Riding, Land-Based | 1 | Wisdom | -2 |
| Rope Use | 1 | Dexterity | 0 |
| Sign Language | 1 | Intelligence | +2 |
| Signalling | 1 | Intelligence | +2 |
| Singing | 1 | Charisma | +2 |
| Slow Respiration | 1 | N/A | N/A |
| Sound Analysis | 1 | Wisdom | 0 |
| Survival,Underground | 1 | Intelligence | 0 |
| Underground, | | | |

| | | | |
|---|---|---|---|
| Navigation | 1 | Intelligence | 0 |

* Underground only

## CRAFTS

| Proficiency | Slots | Relevant Ability | Check Modifier |
|---|---|---|---|
| Agriculture | 1 | Intelligence | 0 |
| Animal Training | 1 | Wisdom | 0 |
| Armorer | 1 | Intelligence | 0 |
| Blacksmithing | 1 | Strength | +1 |
| Bowyer/Fletcher | 1 | Dexterity | 0 |
| Brewing | 1 | Intelligence | +1 |
| Carpentry | 1 | Strength | 0 |
| Cobbling | 1 | Dexterity | 0 |
| Cooking | 1 | Intelligence | 0 |
| Engineering | 2 | Intelligence | 0 |
| Gem Cutting | 1 | Dexterity | 0 |
| Herbalism | 2 | Intelligence | 0 |
| Leatherworking | 1 | Intelligence | 0 |
| Locksmithing | 1 | Dexterity | +1 |
| Mining | 1 | Wisdom | 0 |
| Pottery | 1 | Dexterity | -3 |
| Seamstress/Tailor | 1 | Dexterity | -2 |
| Smelting | 1 | Intelligence | 0 |
| Stonemasonry | 1 | Strength | 0 |
| Weaponsmithing | 2 | Intelligence | -1 |
| Weaving | 1 | Intelligence | -2 |

## WARRIOR

| Proficiency | Slots | Relevant Ability | Check Modifier |
|---|---|---|---|
| Alertness | 1 | Wisdom | +1 |
| Animal Lore | 1 | Intelligence | 0/+1 |
| Blind-fighting | 1 | N/A | N/A |
| Gaming | 1 | Charisma | 0 |
| Hunting | 1 | Wisdom | -2 |
| Intimidation | 1 | Strength/ Charisma | 0 |
| Mountaineering | 1 | N/A | N/A |
| Survival (Hills, Mountains) | 1 | N/A | N/A |

## THIEF

| Proficiency | Slots | Relevant Ability | Check Modifier |
|---|---|---|---|
| Alertness | 1 | Wisdom | +1 |

| | | | |
|---|---|---|---|
| Blind-fighting | 1 | N/A | N/A |
| Disguise | 1 | Charisma | -2 |
| Forgery | 2 | Dexterity | -1 |
| Gaming | 1 | Charisma | 0 |
| Lip Reading | 1 | Intelligence | -2 |
| Local History | 1 | Charisma | 0 |
| Juggling | 1 | Dexterity | -2 |
| Musical Instrument | 1 | Dexterity | -2 |
| Pest Control | 1 | Wisdom | 0 |
| Set Snares | 1 | Dexterity | -1 |
| Tightrope Walking | 1 | Dexterity | 0 |
| Tumbling | 1 | Dexterity | 0 |
| Ventriloquism | 1 | Intelligence | -2 |

**PRIEST**

| Proficiency | Slots | Relevant Ability | Check Modifier |
|---|---|---|---|
| Ancient History | 1 | Intelligence | 0 |
| Astrology | 2 | Intelligence | 0 |
| Healing | 2 | Wisdom | -2 |
| Herbalism | 2 | Intelligence | -2 |
| Languages, Ancient | 1 | Intelligence | 0 |
| Local History | 1 | Charisma | 0 |
| Musical Instrument | 1 | Dexterity | -2 |
| Reading/Writing | 1 | Intelligence | +1 |
| Religion | 1 | Wisdom | 0 |
| Spellcraft | 1 | Intelligence | -2 |

**SPECIAL BACKGROUND**

| **Proficiency** | **Slots** | **Relevant Ability** | **Check Modifier** |
|---|---|---|---|
| Boating | 1 | Wisdom | 0 |
| Boatwright | 1 | Intelligence | -2 |
| Fishing | 1 | Wisdom | -1 |
| Mountaineering | 1 | N/A | N/A |
| Navigation | 1 | Intelligence | -3 |
| Riding, Airborne | 2 | Wisdom | 2 |
| Survival | 2 | Intelligence | 0 |
| Swimming | 1 | Strength | -1 |
| Weather Sense | 1 | Wisdom | -1 |

## Nonweapon Proficiencies

New proficiencies are described here, with additional information about dwarf proficiencies. Those not described are unchanged from the descriptions in the *Player's Handbook*.

### Alertness

A character with this proficiency is able to instinctively recognize signs of disturbance in the immediate vicinity. This gives a +1 bonus on the character's surprise rolls when he makes a successful proficiency check.

### Animal Lore

The effectiveness of this proficiency varies according to the background of the dwarf. A dwarf who has lived his entire life underground knows little about animals living above ground, but he will be very knowledgeable about those underground. In this case, a dwarf gains a +1 modifier to his Intelligence when dealing with underground animals, but has no knowledge of surface creatures. A sundered dwarf who fears the underground may only have knowledge of above ground animals.

Dwarves with backgrounds of trade with other races or who live both below and above ground, may have normal animal lore proficiency with no modifiers, knowing both above and below-ground animals.

A character may imitate the calls and cries of animals as described in the *Player's Handbook*.

### Armorer

Dwarves are more adept at making armor than other races. Their armorers are the finest in any world and their special skills are carefully hidden from outsiders. They are capable of producing high quality armor very quickly. Instead of 2 weeks per level of AC below 10, a dwarf armorer requires only 12 weeks per point of AC below 10. While a human armorer takes 10 weeks to make a suit of chain mail, a dwarf armorer labors only 72 weeks (5 H 12).

*The Complete Fighter's Handbook* contains extensive rules about the use of the armorer proficiency and is recommended to any character interested in utilizing this proficiency to the fullest.

### Astrology

Astrology is only available to dwarves who live on or near the surface of the world. Deep dwarves and others who do not have easy access to the surface do not have the astrology proficiency. In order to use astrology, you have to see the stars.

### Blind-fighting

Blind-fighting is cheaper for dwarves; they only gain the benefit when fighting invisible opponents. Their inherent infravision allows them to fight effectively, even in total darkness.

### Boating

A character with the boating proficiency is needed to guide a boat down a rapid stream and to reduce the danger of capsizing a canoe or kayak. He also assures the maximum speed of a boat.

This proficiency is distinct from Navigation and Seamanship, which apply to ships on oceans, seas, and large lakes.

### Boatwright

The boatwright proficiency allows a character to construct all kinds of watercraft up to a maximum length of 60 feet. Larger vessels cannot be built.

The time required to build a boat depends on size. As a general guide, a boat requires one week of construction time per foot of length. Two characters with the boatwright proficiency cut this time by half; three reduce it to one-third. A maximum of one boatwright per 5 feet of length can work on the same vessel.

The basic boat includes hull, masts (if applicable), deck, and benches as required. Features such as a cabin or a sealed hold add about a week apiece to complete. Characters without the boatwright proficiency can aid the boatwright in construction, but two such characters equal the time savings that one additional skilled boatwright could provide.

### Direction Sense

Dwarves receive a +2 bonus to their modifier when using their direction sense underground. They may use it above ground, but at a -2 penalty to Wisdom. Sundered dwarves should reverse these modifiers to reflect their fear of the underground.

### Dwarf Runes

Dwarf runes are the basic dwarven alphabet and are taught to all young dwarves as a part of their basic education. Depending on the campaign background, runes may have been a gift from the gods, a creation of the dwarves themselves, or an altered form of some other written language. Dwarves will still claim runes to be an intrinsic part of their cultural heritage, and they may take offence if accused of having copied runes!

Dwarven runes are found engraved in stone and only rarely written on such transitory materials as parchment, cloth or paper. They are used to denote ownership, give warnings of nearby dangers and to record history. The tombs of dwarves who have been properly interred, as opposed to hasty burial during battle, are engraved with runes that tell the occupant's clan, his parentage, children, and the deeds of his life. In the absence of proper interment, dwarves erect stone monoliths or engrave entire cavern walls depicting the deeds of their dead. These list the clans, the names of those who died and the nature of their deaths. The numbers of slain enemies are greatly detailed.

Dwarven runes are not a phonetic form of writing, but a conceptual one, with each rune delineating an idea or implying a range of ideas depending on placement. A single rune might convey pages of human or elf writing or be as simple as a sign saying "stairs." It's a matter of knowing what the rune means and how it is to be interpreted in context. Dwarven runes do not contain conjunctions or pronouns, but proper names are

represented by altering an existing rune. This makes runes difficult for other races to understand, and dwarves consider themselves superior to races who cannot read even the most simple of them. All dwarves know them at no cost.

### Endurance

A hardy and resilient race, dwarves automatically gain the Endurance proficiency (see the *Player's Handbook*, page 58) at no cost.

### Fungi Recognition

Although they prefer not to, dwarves sometimes have to survive on a diet of fungi. They would rather use these as supplements to their regular diet, but when times are hard, or when involved in an extended underground expedition, it is useful to be able to tell edible fungi from the poisonous or unwholesome varieties. Approximately 50% of underground fungi are poisonous. They may cause an upset stomach or be so poisonous they cause death. It is impossible to harvest edible fungi without the fungi identification proficiency.

If the character has plenty of light and an opportunity to study the fungus in question closely for 10 minutes, no proficiency check is required. If he is unable to see the fungus properly, often the case when using infravision, or has to make a hasty decision about edibility, a proficiency check must be made.

### Gem Cutting

A dwarf with this proficiency may cut 2d8 gems per day instead of 1d10. He also has a greater chance of increasing the value of a gem. If a dwarf rolls a 1 or a 2 during cutting, he increases the value of the gem to that of the next most valuable class (see page 134 of the *Dungeon Master's Guide*). For example, Duram is cutting a fancy stone with a finished value of 100 gp. He does an exquisite job and actually increases its value to that of a precious gem with a value of 500 gp.

Any character who fails a gem cutting roll cuts the gem, but does so poorly and reduces its value to the next lower category. Duram, flushed with success, tries his hand at a precious stone with a finished value of 500 gp but he slips with his chisel and reduces its value to that of fancy gem (value 100 gp).

A character who rolls a 20 when cutting a gem splits it in half and ends up with two uncut gems with a combined value one class lower than that of the original gem. Duram starts one more gem. It has a value of 50 gp. He places his cutting clamp, over tightens the jaws, and splits the gem in half (he rolls a 20!). He now has two uncut gems with a value of 5 gp each.

### Intimidation

This proficiency allows a character to intimidate others to do as he wishes. It involves an implicit threat of violence. Threatened NPCs will do as they are told, but will harbor resentments against him. If an opportunity arises for intimidated NPCs to revenge

themselves they will do so.

Intimidation may be attempted with one of two abilities, Strength or Charisma. If intimidating by Strength, the character is threatening immediate, personal, bodily harm. If by Charisma, the intimidation consists of subtle threats, which need not be physical. No matter which ability is used, the intimidation attempt is always modified by the difference between the experience level of the intimidating character and the experience level or Hit Dice of the victim(s). Creatures with less than one Hit Die are considered to have a level of 0.

A 6th-level warrior attempting to intimidate an HD1-1 goblin would gain a +6 bonus to his intimidation ability. Against a 10th-level human warrior, our 6th-level dwarf's intimidation proficiency would be reduced by -4. Higher level characters are less likely to be intimidated.

When a character is attempting to intimidate more than one character, and all are within 1-4 experience levels of each other, the level is the average of them. If one or more characters are over five experience levels above the others, the highest experience level is used, the other characters gaining confidence from the presence of a powerful individual.

When attempting to intimidate more than one, the number of characters is used as a negative modifier. If a dwarf is attempting to intimidate five goblins, his intimidate proficiency is reduced by -5.

Intimidation may only be used against intelligent creatures; slimes and shambling mounds are too stupid to notice that someone is trying to intimidate them.

Player characters are never forced to submit to intimidation, and may choose how they are going to react to an attempt.

### Local Dwarf History

This proficiency is different from the local history proficiency, a character with this proficiency is only knowledgeable about dwarf history. This is chiefly concerned with lineages and events affecting dwarves. It deals with the founders of the clans and strongholds, and traces the descendants to the present. The battles and events of clan and stronghold are known, as well as the fates of those who have left to establish new homes or who perished while adventuring.

The extent of geographical knowledge is dependent on the campaign background. Those who have had no contact with the world above may be totally ignorant of what lies on the surface, but will have extensive knowledge of their own stronghold. Those whose relatives have established new strongholds or are members of such strongholds would have knowledge of the area between the two and some knowledge of the geography surrounding them. Even so, most dwarves, unless they live in close proximity to other races, have a very hazy idea of where the sea is, for example.

While a character with this proficiency knows dwarf history, his knowledge of the history of other races is minimal. If humans fought a great battle against each other, a dwarf who did not live with humans is not likely to have heard of it. If the battle involved dwarves he would probably know of it. If it involved dwarves from his own stronghold or clan, he would have extensive knowledge of the events leading to it and the course of the battle. As with some other dwarf proficiencies the exact extent of an individual's

knowledge is determined by his background.

The local dwarf history proficiency may be used to entertain other characters. When so engaged, he gains a +2 bonus to his Charisma while dealing with dwarves. With other races he does not gain the bonus, because dwarf stories tend to be dull, slow moving and overly concerned with who is related to whom, their places of origin, and all of the places the heroes' ancestors founded along the way. Trying to tell a dwarf story to hostile beings is likely to incite them to violence. Orcs will not be impressed, even with the best-told dwarf tale.

### Locksmithing

With the locksmithing proficiency a character can make and repair all kinds of mechanical locks. Thieves with this proficiency gain a 10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and working of locks.

### Mining

The *Player's Handbook* provides basic information on mining and this proficiency is described in detail in Chapter 8. Mining operations are usually at the heart of dwarf strongholds.

### Modern Languages

The modern languages dwarves may learn are determined by the campaign background. If a character lives in a stronghold that has had no contact with goblins, he is unlikely to have learned goblin. The languages for dwarves in the *Player's Handbook* should be considered as suggestions only. Dwarves may learn any language that suits their background. Suggested languages are: deep tongue, drow, elf, gnome, goblin, local human common tongue, kobold, orc, troll, ogre.

### Pest Control

This proficiency is used to keep dwarf strongholds free of pests like rats, carrion crawlers, jermalaines, kobolds, and other small creatures. Similar to the set snares proficiency, it is concerned with catching underground pests and does not use snares. Traps are set to trigger metal cages, drop nets, or iron doors that shut off individual tunnel sections. Spring traps or small deadfalls may be rigged (damage 1d6 maximum) using this proficiency. There is no -4 modifier when using pest control to trap larger creatures.

Only thief characters may use this proficiency to rig larger traps suitable for human or orc sized creatures. These traps may include crossbows, larger deadfalls, and spiked springboards.

A character with this proficiency does not have the ability to make the items required for these devices, he can only set the traps and their triggers.

A proficiency check must be rolled when the trap is set. A failed proficiency check means that the trap will fail to operate. It may not have been set properly, was poorly

concealed, or it was too small or too large for the creature to trigger.

Setting a trap takes one hour and the character must have the proper equipment and materials with him.

Characters with the animal lore proficiency gain a +2 bonus when attempting to set traps to catch animal pests.

### Riding, Airborne

This proficiency is rare among dwarves, and is most frequently found in those living in remote mountain areas, among dwarves who have befriended giant eagles or have tamed and trained winged mounts: griffins, hippogriffs, or others. This proficiency may not be used to leap onto the backs of mounts, unless you also have the jumping proficiency. In other respects, this proficiency is unchanged from the *Player's Handbook*.

### Riding, Land Animals

Because of their stout, stocky build, dwarves are uncomfortable riding horses or other animals of similar size. They are capable of riding donkeys, ponies, and smaller creatures. Dwarves may leap onto their saddles. Some suitable mounts for dwarves are dire wolves, giant boars, and giant lizards.

### Sign Language

Sign language is most frequently used by dwarves who were engaged in long running warfare with other dwarves or races. It permits silent communication with anyone who sees and understands the signals. The maximum range is usually line of sight in a lit area, or the extent of the receiver's infravision. Sign may be an extensive language capable of handling long conversations, or simply a means of communicating a few easy to understand phrases such as "attack," "orcs behind the rock," or "you three move left." A proficiency check is made when speaking or interpreting sign. The +2 bonus should only be used when giving short, easily recognized commands. More detailed signals require a -1 modifier.

### Signalling

The signalling proficiency allows a character to send messages underground using sound. To send a signal, tap on a section of wall with a rock, hammer, or a piece of metal. The sound will echo through rock to a distance of 1d4 miles. The sound transmitted by this proficiency resembles morse code and it may be used to send extensive messages or short commands and instructions. To send a message, roll a proficiency check. If successful, the message transmits as desired. If not, the message may be only partially understood or complete nonsense. It may even convey a meaning contrary to the message sent. Successful transmission of a message is no guarantee that it will be understood by the receiving end and proficiency checks are required to correctly interpret the message. It is possible to fail to understand an incorrectly sent signal, yet still infer a message from it, one very different from what was intended.

### Slow Respiration

A character with this proficiency has the ability to enter a deep trance and reduce the amount of air he needs to stay alive. To induce the trance, he must be in a restful position, either sitting or lying down. After concentrating for one turn, pulse and breathing drop well below normal, so that breathing requires only 10% of the rate when resting. The character emerges from his trance at will, fully aware of anything that has occurred nearby.

### Smelting

The smelting proficiency is closely tied to the Mining proficiency. Between them they provide all of the metal to the strongholds. With this proficiency a smelter can be operated. See Chapter 9.

### Sound Analysis

This proficiency allows a character to gauge the size of underground areas by generating noise and analyzing the echoes that return. Using this skill, he can calculate distances up to one mile, and determine sound direction.

To use sound analysis, the character must work in absolute silence. The sound created must have a sharp, staccato quality. A howl or wail is ineffective, but a clicking sound, or loud "hey" works well.

The PC must make a proficiency check. If the check is successful, he has correctly analyzed the size of the area in question to within plus or minus 25% of its height, width, and length. If the check fails, the echo has become garbled in its reverberations. No further attempts by the PC to analyze that area will succeed, though others with the proficiency may try.

A proficiency check of 5 or less means the character has learned not only the size of the analyzed area, but other details as well: the number of branching side passages, whether there is a straight or wandering corridor, and whether or not water exists.

The disadvantage of this ability is that, while it is useful for learning about a completely unknown area, it announces the characters to all creatures in hearing range. They will certainly be prepared, and may go looking for the intruders.

### Survival, Underground

Underground survival provides knowledge of the underground. It helps the character distinguish between edible and poisonous insects and to be able to determine the safety and stability of tunnels, cavern ceilings, and the like.

### Underground Navigation

A character with this proficiency can determine direction underground and the shortest route to the surface. By careful analysis of air currents and contents, a character

can even determine whether there are any pockets of poisonous gas in the air. A successful proficiency check is required to use the proficiency.

### Weaponsmithing

A dwarf weaponsmith is not only more skilled than a human one (Intelligence -1, instead of -3), but capable of producing weapons at a faster rate. The costs remain the same.

**Weapon Construction Table**

| Weapon | Construction Time | Material Cost |
|---|---|---|
| Arrowhead | 7/day | 1 cp |
| Battle Axe | 7 days | 10 sp |
| Hand Axe | 3 days | 5 sp |
| Dagger | 3 days | 2 sp |
| Heavy Crossbow | 15 days | 10 sp |
| Light Crossbow | 12 days | 5 sp |
| Fork, Trident | 15 days | 10 sp |
| Spear, Lance | 3 days | 4 sp |
| Short Sword | 15 days | 5 sp |
| Long Sword | 23 days | 10 sp |
| Two-handed Sword | 34 days | 2 gp |

*The Complete Fighter's Handbook* contains extensive rules on the use of the weaponsmithing proficiency and is highly recommended to those interested in using the proficiency to the fullest.

### Dwarven Detection Proficiencies (Optional)

Not all dwarves have the same ability to detect underground phenomena, some are better than others. Detection proficiencies may be used as an alternative to the system described on page 21 of the *Player's Handbook* to detect slopes, new tunnels, sliding walls, stonework traps, pits, deadfalls, and depth underground. Like nonweapon proficiencies, it is an optional system. If you don't use nonweapon proficiencies in your game, then detection proficiencies may be ignored. If you do use them, detection proficiencies will adapt the abilities more smoothly to your game.

### Number of Detection Proficiencies

A dwarf character receives his standard number of nonweapon proficiency slots according to his character class. In addition, he receives another five slots solely to buy

detection proficiencies. The initial number of proficiencies increases if he is of high Intelligence. Detection proficiency slots must be used to purchase detection proficiencies, but may be spent on any the player wishes.

### Using Detection Proficiencies

Detection proficiencies may be used any time a dwarf is underground, within 10 feet of the particular phenomena. Determining depth underground is the exception to this rule and may be attempted any time.

To use a detection proficiency, a dwarf must concentrate for one melee round. Any modifier for the proficiency listed in the *Detection Proficiency Table* is added to the appropriate ability score. A +1 modifier is acquired if the dwarf is actually touching stonework. Detection proficiencies are checked by rolling 1d20. If the character rolls his adjusted ability score or less, he is successful, otherwise he fails. A roll of 20 always fails.

If successful, the dwarf sees the phenomenon or becomes aware of his approximate depth underground. If he fails, he cannot try again within that 10-foot area.

Improving Detection Proficiencies

The Proficiency Slots Table shows the number of levels the character needs to attain to acquire new detection proficiency slots. These slots may be spent on any detection proficiency, but not nonweapon or weapon proficiencies. However, nonweapon proficiency slots may be spent to improve detection proficiencies.

**Dwarven Detection Proficiencies Table**
**Detect or Determine . . .**

| | **# of Slots Required** | **Relevant Ability** | **Check Modifier** |
|---|---|---|---|
| Grade or Slope in Passage | 1 | Wisdom | +4 |
| New Tunnel/Passage Construction | 1 | Wisdom | +4 |
| Sliding/Shifting Walls or Rooms | 1 | Wisdom | +2 |
| Stonework Traps, Pits, and Deadfalls | 1 | Wisdom | 0 |
| Approximate Depth Underground | 1 | Wisdom | 0 |

# Chapter 6: Dwarf Kits

The kits in this chapter allow further individualization of dwarf characters. Each kit is a collection of abilities, proficiencies, advantages, and disadvantages which better define the character.

The kits are entirely optional. A dwarf character can easily be created without them, but the kits will add detail. Only one dwarf kit is allowed per character.

It is possible to incorporate these kits into existing campaigns. A kit must be compatible with a character's past actions, background, and established personality traits. If a fighter has been played as cautious and careful, resorting to combat only when negotiation has failed, it would be unseemly to make him a Battlerager.

Once a particular kit has been assigned, it cannot be exchanged for a new one. The

character can abandon it, but gives up all benefits and hindrances.

When designing a new character, first determine his ability scores, class or classes, specialization, and alignment. Once these elements have been decided, choose a kit, proficiencies, money, equipment, and other details.

The kits in this book are unique to dwarves. Although other races may have similar kits, these kits are permitted to dwarf characters only. However, the kits in the *Complete Player's Handbook* series may be used with dwarf characters, unless explicitly stated otherwise. When using the *Complete Fighter's*, the *Complete Priest's* or the *Complete Thief's Handbooks*, their guidelines should be followed.

Five different character classes are discussed in this chapter. There are kits for warriors, priests, thieves, warrior/priests, and warrior/thieves. A character may only use a kit that belongs to his class. It is not possible, for example, for a thief to use a warrior kit. Multi-class characters are an exception. A player with a multi-class character is not restricted to these options. He may choose any one kit from those relevant to his character. A warrior/priest could choose a warrior, a priest, or a warrior/priest kit. A character may have only one kit.

A multi-classed character is not allowed to specialize in any weapon when selecting a warrior kit. A few of the multi-class kits allow characters to be weapon specialists, but these are the only ones allowed. The Battlerager cannot be used as a multi-class kit, only single class warriors may use this kit.

## The Composition of the Kits

Each kit consists of several elements:

First is a description of the background, appearance, and manner of the characters in this kit, including any requirements necessary to take the kit.

**Role:** The role of the character in dwarf society and in the campaign.

**Secondary Skills:** If you are using the secondary skills rules from the AD&D® 2nd Edition game, the kit may require your character to take a specific skill instead of choosing or randomly rolling for it. It is recommended that, in order to get the most out of the kits, you use the weapon and nonweapon proficiency rules instead.

**Weapon Proficiencies:** The kit may require a dwarf to take a specific weapon proficiency, or to choose one from a limited range.

Weapon proficiencies required for a kit are not bonuses unless specified. They must be taken to fill the weapon proficiency slots available to a 1st-level dwarf.

**Bonus Nonweapon Proficiencies:** Character kits provide bonus nonweapon proficiencies free, without having to spend any of the slots they would normally be granted. Even if the proficiencies belong to groups other than Dwarf or General, there is no charge for them.

**Recommended Nonweapon Proficiencies:** Some Nonweapon Proficiencies are recommended, not required. If the character decides to take a recommended nonweapon proficiency, it still fills one of the slots.

**Equipment:** Some dwarf characters use specific equipment, while others have limitations or restrictions on the way they acquire or use equipment.

**Distinctive Appearance:** Many kits have a distinctive appearance, making the character special and more easily recognizable for what he is. These are suggestions only,

and not requirements.

**Special Benefits:** Most kits grant special benefits.

**Special Hindrances:** Any disadvantages that hinder a character.

**Wealth Options:** Some kits have special rules regarding wealth. These specify the amount of money received when a character is created and limit how it can be spent.

## Warrior Kits

Warriors make up the majority of any dwarf stronghold, being both craftsmen and soldiers. Other, more specialized dwarf warriors are described below.

### Animal Master

The Animal Master has a close affinity with the animals employed to guard strongholds. He looks after and controls them, making sure they are properly fed and exercised. He trains them to act as guards and to attack on command. Animal Masters develop a deep bond with their animals and are reluctant to endanger the animals' lives.

An Animal Master must have a Wisdom of 12 or more.

**Role:** Well respected members of dwarf society, Animal Masters are usually welcome at any stronghold, though they are treated with wary respect. If they are willing to train others in the art, they are even more welcome.

Animal Masters are responsible for looking after a stronghold's animal guards. These are usually 2d4 brown bears or 5d4 wolves, but other animals such as giant lizards, cave bears, boars, or giant rats may be used. They may train a stronghold's cavalry mounts, if these are present.

**Secondary Skills:** An Animal Master should have Groom (animal handling) and Trapper/Furrier secondary skills.

**Weapon Proficiencies:** They may be proficient with any weapon.

**Bonus Nonweapon Proficiencies:** Animal Lore, Animal Training (chosen animal), Endurance.

**Recommended Nonweapon Proficiencies:** Animal Handling, Animal Training (other animal), Appraising, Direction Sense, Dwarf Runes, Etiquette, Herbalism, Hunting, Modern Languages, Rope Use, Sign Language, Signalling, Underground Survival.

**Equipment:** When created, the Animal Master may have any kind of weapons and equipment. He starts with one fully trained animal of his choice, which he may equip with leather or metal armor.

**Distinctive Appearance:** Animal Masters frequently dress in the pelts or skins of their animal charges. This helps bond him to his animals and makes them more accepting of his presence.

**Special Benefits:** An Animal Master gains an Animal Training proficiency. This bonus proficiency is automatically at +1. He must choose the kind of animal he is capable of training upon taking the proficiency. He may buy another Animal Training proficiency but the second does not gain the +1 bonus.

The bonus Animal Mastery proficiency allows him to train four animals at one time, instead of three. For each additional slot spent on Animal Training, one extra animal can

be trained.

Because of his affinity with them, an Animal Master reduces the time it takes to train the animals by one week per slot spent on the proficiency, but it never takes less than two weeks. This extra slot includes the Animal Trainer's initial +1 bonus. He can increase the number of tasks he can teach an animal by +1 for each slot spent on Training. One who chooses brown bears as the animals for his bonus proficiency can teach four bears at one time. He can teach them 2d4+1 tricks or tasks in 2d6-1 weeks.

When working with wild animals, he gains a +4 ability modifier to his chances of taming them, if the animals are of a litter whose mother he has trained. When working with such animals, an Animal Master's commands are obeyed on rolls of 1-19 on a 1d20. Only when he rolls a 20 will the animals refuse to obey.

If an Animal Master has the Sign Language proficiency, he may direct his own trained animals with it. They must be able to see his hands for this to work.

An Animal Master with the Signalling proficiency can direct personally trained animals by using simple sound signals. When working with animals other than his own, he may direct them by making a successful Animal Training check.

**Special Hindrances:** Animal Masters tend to be loners, spending more time with animals than with other dwarves. Consequently, there is always a level of distrust. Most dwarves, obsessed with their crafts, have little in common with Animal Masters who dedicate their lives to creating a rapport with their animals. Other dwarves react to Animal Masters at B2. This does not mean they will be antagonistic, but that they are wary of the trainer and his animals. They will show respect, but without friendship.

**Wealth Options:** An Animal Master starts with only 4d4x10 gp.

### Axe For Hire

An Axe For Hire is a mercenary who is willing to sell his services to the highest bidder. Usually an all-round fighter, capable of engaging in hand to hand combat, he is able to use a crossbow and other missile weapons.

**Role:** He is frequently a dwarf with a severe case of wanderlust and a strong desire to travel beyond his stronghold. The best way to accomplish this is to hire out as a guard or a mercenary. He may find employment with a merchant who is setting out on an expedition deeper underground, or planning to travel above. He may be working for a dwarf noble who is visiting relatives in other lands, or trying to recapture a mine from orcs or dragons. Perhaps he has traveled to aid a stronghold attacked by monsters.

He may accept employment with another race, providing the money is good enough. He wants to be paid to fight.

**Secondary Skills:** An Axe for Hire should have the Weaponsmith, Armorer or Bowyer/Fletcher secondary skills.

**Weapon Proficiencies:** They may choose any weapons they like.

**Bonus Nonweapon Proficiencies:** Endurance, Local Dwarf History, Local History.

**Recommended Nonweapon Proficiencies:** Alertness, Armorer, Bowyer/Fletcher, Direction Sense, Fire-building, Dwarf Runes, Survival, Underground Navigation, Weaponsmith.

**Equipment:** An Axe for Hire may spend his starting money on whatever arms, armor, and equipment he can afford. When he is created, if it is agreed that he is part of a

military force with specific equipment requirements, he is required to buy that equipment, but at half the price.

**Distinctive Appearance:** These are the most individualistic of dwarves and do not conform to any single standard.

**Special Benefits:** Fighters receive one free weapon specialization (a hand or missile weapon). It must be one commonly associated with dwarves.

When employed, he never pays for his own upkeep. Rooms at inns, food and drink are all supplied by his employer.

**Special Hindrances:** Dwarves are clannish folk who distrust anyone with an independent attitude. When reacting with other dwarves in any situation other than military, an Axe for Hire suffers a -3 reaction penalty.

In addition, an Axe for Hire who is part of a military force is subject to the discipline and dictates of its commander. He is no longer free to come and go as he pleases. He is further restricted by the contract he has signed with his employer. Many of these are for a fixed duration, and require him to be available throughout the term. Disappearing before the end of the contract is likely to give him a poor reputation as a mercenary.

There is always a fear that he has been hired to undertake a suicidal mission or to act as a decoy or sacrifice, while others have more important, and safer, duties.

**Wealth Options:** He receives the standard 5d4x10 gp starting money.

### Clans dwarf

The Clansdwarf is what most people think of whenever dwarves are mentioned. They are the majority in dwarf society, its craftsmen and militia. They are skilled in a craft and receive military training from adolescence.

**Role:** Clansdwarves are usually closely bound to their stronghold and only leave to conduct their craft somewhere else (at a location that is usually turned into another stronghold). They give dwarf society its particular qualities of kinship and careful optimism.

They are not restricted to the strongholds and may be found living in ghettoes or on the edges of the towns and cities of another race, making a living by selling their services.

While clansdwarves are craftsmen, all dwarf settlements pride themselves on their militia. They are armed and equipped with items of their own manufacture, and train regularly in small unit and large scale tactics. Many clansdwarves are justifiably proud of being expert fighters as well as superb craftsmen.

**Secondary Skills:** Any suitable craft skill.

**Weapon Proficiencies:** Clansdwarves may be proficient with: axe, hammer, light or heavy crossbow, mace, pick, polearm, short sword, spear.

**Bonus Nonweapon Proficiencies:** Clansdwarves gain two craft proficiency slots of their choice. Both must be spent on the same craft. They also receive the Dwarven Runes and Endurance proficiencies.

**Recommended Nonweapon Proficiencies:** Appraising, Artistic Ability, and any related to their first craft.

**Equipment:** Clansdwarves may buy any equipment they like.

**Distinctive Appearance:** The craft of a clansdwarf is readily apparent from his clothing. Each clan has a unique emblem or cut of cloth that distinguishes them from all

other clans. This may be as obvious as a leather-working apron or as discrete as a small anvil badge.

**Special Benefits:** Clansdwarves gain a +3 reaction bonus when dealing with others of their clan. They gain a +2 reaction bonus when dealing with dwarves of other clans engaged in the same craft.

Clansdwarves are always sheltered and given aid within their own clan. Unless one is known to have injured members of his own clan, he will be fed and housed gladly.

**Special Hindrances:** A Clansdwarf is part of a tightly-knit society that never forgets either a misdemeanor or shoddy workmanship. He is expected to be scrupulously honest and professional in his dealings with others. Any dwarf who violates that trust becomes an outcast, no longer welcome at the hearths of his clan. News of bad behavior spreads quickly, and other dwarves, hearing of it, will react to him with a -3 penalty.

A Clansdwarf who becomes an outcast may again be accepted by his kin, but the process takes years. It is better to keep one's nose clean and do the job than to provoke trouble.

**Wealth Options:** A Clansdwarf starts with the standard 5d4x10 gp.

## Hearth Guard

A Hearth Guard is a female dwarf who has received intensive military training. Frequently a weapon specialist, she fights as well as, if not better than, most males.

Not all strongholds have Hearth Guards. Some see fighting as a male role and do not encourage women to take up arms. In most strongholds, Hearth Guards form a respected, elite fighting force dedicated to defending the stronghold and its children from external threats.

Not all female warriors are Hearth Guards. Any of the kits can be used for female characters, so a player is not restricted to playing a Hearth Guard character just because she is female. No male dwarves, however, may become Hearth Guards.

**Role:** Hearth Guards were originally formed as a purely defensive force to defend the stronghold in case of attack. In a few strongholds, male dwarves have come to see women as superior and leave all important decisions to them.

Hearth Guards are highly regarded. They form an effective fighting force, well trained in combat and tactics. Outside dwarf society, they are a curiosity, if others are even aware of them. As a result, other cultures are suspicious of Hearth Guards, if not scathingly critical of their abilities. Any who see them in this light are in for a nasty surprise.

Although originally formed to protect strongholds, members are as free as any dwarf to adventure or travel; they are not restricted to a stronghold.

**Secondary Skills:** She should have Weaponsmith, Armorer, or Bowyer/Fletcher secondary skills.

**Weapon Proficiencies:** Hearth Guards must be proficient in traditional weapons of battle; axe (one or two handed), spear, and light crossbow. She may only specialize in these weapons.

**Bonus Nonweapon Proficiencies:** Endurance, Fire Building, and Local Dwarf History.

**Recommended Nonweapon Proficiencies:** Alertness, Blind-fighting, Direction

Sense, Dwarf Runes, Fletcher/Bowyer, Intimidation, Local Dwarf History, Rope Use, Sign Language, Signalling, Slow Respiration, Weaponsmithing.

**Equipment:** When a Hearth Guard is created she must be equipped with at least chain mail armor, a battle axe, a spear, and a light crossbow.

**Distinctive Appearance:** Hearth Guards are distinguished by red surcoats with orange fire badges embroidered on the front.

**Special Benefits:** A Hearth Guard fighter receives one free specialization in battle axe, spear, or light crossbow. She must pay the initial weapon proficiency, but the specialization is at no cost.

She also gains an additional +1 bonus to attacck and damage when defending her stronghold. When fighting to protect young dwarves, she gains a +2 bonus to attacck and damage rolls. To gain this bonus the attacker must be in a position to physically harm the young, or about to enter a nursery or home.

**Special Hindrances:** Within dwarf society only the most male oriented strongholds react negatively to Hearth Guards. In the male dominated societies of other races, a female dwarf wearing armor and carrying weapons is sometimes not taken seriously; NPCs react at -3 to the Hearth Guard.

**Wealth Options:** She receives the standard 5d4x10 gp. If this is not enough to buy the required equipment, the equipment is provided free, but the character starts with no money.

## Battlerager

The Battlerager fills a particular niche in dwarf society and culture. He is a fearless warrior, able to create an insane rage within himself which increases his fighting ability and distorts his physical features.

While enraged, a Battlerager's face becomes twisted and his teeth grind together. Spittle flies from his mouth and dribbles down his beard. His eyes enlarge, bulge, and become bloodshot. Size increases (his height by an inch or more) as his muscles swell and his body expands.

His fighting ability becomes awesome, allowing him to fight longer and harder than any other dwarf. While in his rage, he is almost unstoppable. A dangerous enemy, he is a menace to friend and foe alike.

A Battlerager must have a minimum Strength of 15 and Intelligence and Wisdom scores no higher than 10.

**Role:** He is believed to have been touched by a dwarven deity, and is held in reverence and fear by his fellows. Madness and irrational behavior are commonly associated with Battleragers. Many believe that, if killed in battle, Battleragers return to the earth, to be reborn with more power. Therefore they have no fear of death.

While there is no Battlerager Guild, they tend to band together and occupy outlying sections of strongholds. They are given to drinking, rowdy and boisterous singing, and drunken dancing. Others prefer not to socialize with Battleragers if possible. They are quick to anger and will avenge any imagined insult with a battle axe.

In war Battleragers come into their own. Groups, and even individuals, will charge ahead of the military to attack the enemy with no regard for their own safety.

In a campaign, Battleragers are dangerous not only to others but to themselves.

Battleragers players must be reckless, never weighing the odds. They are argumentative, coarse, and definitely not diplomats! "If it moves, kill it!" is the likely response of a Battlerager. Most of them live short, often glorious, lives.

**Secondary Skills:** Battleragers have no secondary skills of any worth.

**Weapon Proficiencies:** Battleragers must specialize in battle axe (single or two-handed) and warhammer. Warhammers are thrown at enemies while charging, usually accompanied by a battle cry such as "Stitch that, Goblin!" They cannot start with any other ranged weapon proficiency, and it is forbidden to learn or use a ranged weapon. (Unthinkable! Missile weapons are coward's toys!)

**Bonus Nonweapon Proficiencies:** Endurance, Intimidation, Singing.

**Recommended Nonweapon Proficiencies:** Appraising, Armorer, Blind-fighting, Dancing, Direction Sense, Sound Analysis, Underground Navigation, Underground Survival.

**Equipment:** Battleragers must start play with a battle axe and a warhammer. They may wear any type of armor, but it must be slightly larger than required to accommodate the increased size when in battle rage. They usually carry wineskins containing a vile concoction of fermented goat's milk and herbs "gutshaker". They are the only creatures known to drink gutshaker without becoming violently ill.

**Distinctive Appearance:** Battleragers are the most distinctive of warriors. With rings through their noses, ears, and sometimes lips, they will dye their hair and beards vivid colors. They often shave their faces and heads, sometimes leaving long tufts of hair that are stiffened with lime or thick grease. Tattoos on the face and body in the form of spirals and abstract designs are a source of intense pride for all Battleragers.

**Special Benefits:** They excel at fighting. Not only are they specialists with battle axe and warhammer, they are able to enter a furious killing rage that endangers friend and foe alike. They have little control over it. Any time one feels insulted, threatened, or when in combat, he will bellow a battle song at the top of his lungs. After five rounds, during which time he can fight or perform other activities, he enters the rage. This lasts until there are no enemies left to slay. Whether enemies are standing to fight or lying wounded on the ground, the Battlerager will hack them apart. He will then turn to anyone left alive, even his friends. During the rage, Battleragers continue to sing, pausing only to scream insults at foes.

A Battlerager can try to come out of the rage at the beginning of each round by making a Wisdom check. If he succeeds, his rage ends and he suffers the effects below. If not, he remains enraged. He may attempt withdrawal each round, until he succeeds.

He may attempt to prevent a killing rage by making a successful Wisdom check. If he succeeds, he can control himself for the rest of the encounter. During the next five rounds, he will gnaw ferociously on his shield rim or grind his teeth together in an effort to control himself. If he fails the check, he enters the rage.

A *silence* spell will prevent him from entering a rage, but he will attack the character who cast the spell, if he can tell who it was. If not, he will attack all who get in his way.

**The Killing Rage:** While in a killing rage, the Battlerager receives the following special benefits: +1 to attack, +3 to damage, +10 hp, and -1 bonus to his AC (e.g., AC 4 drops to AC 3).

- Immunity to these wizard spells (no saving throw necessary) *charm person*, *emotion*, *fear*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*,

*geas*; and these clerical spells *command*, *charm person or mammal*, *enthrall*, *cloak of bravery*, *remove fear*, *symbol*.
- He gets a +4 saving throw bonus, on top of his dwarf bonus, against these wizard spells: *blindness*, *Tasha's uncontrollable hideous laughter*, *hold person*, *charm monster*, *confusion*; and against these clerical spells *hold person*, *hold animal*.
- The *finger of death* spell kills a Battlerager instantly, if he fails to make a saving throw. If he makes his save, he doesn't suffer the 2d8+1 points of damage until his killing rage ends.
- While in the rage, he is immune to KO results from the Punching and Wrestling rules and takes only half damage from bare-hand attacks.

**Killing Rage Disadvantages:** A Battlerager suffers the following disadvantages while enraged:

- He is oblivious to pain. The DM takes note of the Battlerager's current hit points when the character first enters his killing rage, reducing them as he takes damage. The player is not told how many points of damage he takes from enemy attacks, or how many he has left. He is only aware that he is enjoying himself tremendously. He is told how much damage his character has received when he falls over dead or the rage ends.
- He must continue to fight each melee round until all opponents have been killed. He may attack any enemy within range of his weapon. If none are in range, or once he kills an opponent, he must attack the nearest enemy.
- He cannot take cover from missile attacks.
- If another character does something that he interprets as an attack, such as hitting him to move him out of the way, he must roll an Intelligence check. If successful, the Battlerager may ignore his friend. If he fails, his friend becomes his enemy, and is treated as an enemy until the fight is over and the rage has passed.
- He is temporarily unaffected by the clerical spells *bless*, *cure light wounds*, *aid*, *cure serious wounds*, *cure critical wounds*, *heal*, *regenerate*, and *wither*. He only gains the benefits of these spells when he is not enraged.
- The *taunt* spell is automatically successful and causes him to abandon his current enemy and rush to attack the taunter.
- Once the rage is over, he loses all of its advantages, including the 10 bonus hit points. This could cause him to die instantly, or collapse unconscious, if he has 0 or less hit points remaining.
- After the rage subsides, he suffers a -1 penalty to his attack rolls, a -3 penalty to damage rolls, and +1 penalty to his AC. This effect remains for the same number of rounds that he was enraged.

**Special Hindrances:** Being a psychopathic killer with an axe is a special hindrance in itself, particularly because he is a liability to himself and all who adventure with him. Other dwarves react to Battleragers with a -3 reaction adjustment penalty. But instead of attacking, they will withdraw. Other races automatically sense the latent violence in a Battlerager and react to him with a -2 penalty, though they may not have enough common sense not to attack him.

**Wealth Options:** The Battlerager receives the normal 5d4x10 gp.

## Highborn

Highborns are members of families who hold political power within a clan. A Highborn dwarf may belong to the ruling family of a stronghold. They are able to trace their lineage back to the beginnings of time. Highborn ancestors include the great warriors and craftsmen of legend. They tend to behave in an arrogant manner to other dwarves, believing their lineage makes them superior to their fellows. They consider themselves the epitome of dwarf culture, the finest members of their race.

**Role:** Highborn dwarves are the law enforcers of a stronghold. They uphold the law, insuring that they continue to benefit from the order of dwarf society. They expect to be admired and treated with much respect, if not subservience.

Highborns believe that the continuance of dwarf society rests firmly on their shoulders. It is their responsibility to ensure that life continues in a regular, orderly manner, so that clansdwarves may ply their crafts in peace and security.

Highborn dwarf adventurers are the younger sons or daughters of a wealthy family. As part of their education they are expected to travel in order to learn how other dwarf strongholds are managed, and to experience first hand the way other races organize themselves. Usually, this simply increases the highborn's sense of his and his race's importance, as he constantly compares the shortcomings of others to his own inflated opinions.

**Secondary Skills:** The Scribe secondary skill is suitable for Highborn dwarves.

**Weapon Proficiencies:** Highborn dwarves must take the sword, hammer, and light crossbow proficiencies. The last proficiency may be used for a weapon of his choice, or to specialize in one of the required choices.

**Bonus Nonweapon Proficiencies:** Endurance, Etiquette, Heraldry, Local Dwarf History.

**Recommended Nonweapon Proficiencies:** Appraising, Artistic Ability, Blind-fighting, Hunting, Modern Languages, Mountaineering, Survival (any).

**Equipment:** Highborn dwarves must always look their best to set an example to other dwarves. They must start with at least banded mail armor. Since this is worn to reflect status, it costs at least 10% to 25% more than usual, as do the fine weapons Highborns must use.

**Distinctive Appearance:** Their status is apparent from the fine craftsmanship of weapons, armor, and clothing.

**Special Benefits:** Dwarves of lawful alignment respect Highborn dwarves and react to them with a +3 bonus. A Highborn may also demand food and shelter from other dwarves, and this is willingly provided for him and his retinue. The Highborns administer justice among members of their clan. In matters involving two clans, only the ruling family of the stronghold can make binding decisions.

**Special Hindrances:** A Highborn dwarf may administer justice, but his decisions may be later overruled by a Highborn clansman of greater status.

Highborns need to maintain their status by finding and purchasing the best goods available. This means that they always spend an additional 10% to 25% on goods and services. If a Highborn fails to do so, his reaction bonus drops by -1 each occurrence, until it reaches 0. He may only increase his reaction to its former level by engaging in

conspicuous consumption. This means a new suit of clothes and new equipment for himself and his retainers, all purchased at 25% above the usual price. He must throw a banquet for his entire clan (costing 1,000 to 5,000 gp), giving gifts to show that he deserves the respect offered him by those of lower status. These gifts are usually craft related, such as a fine set of tools, an anvil, or a loom.

Nonlawfully aligned dwarves tend to be irritated by Highborn dwarves' superiority and react to them at -3.

Highborn dwarves are too proud for their own good, seeing themselves and their race as superior to all others. This attitude causes other races to react to them with a -2 penalty.

**Wealth Options:** Highborn dwarves start with 400 gp, plus the standard 5d4x10 gp.

## Outcast

The Outcast is the misfit, the dwarf who breaks all the rules governing behavior; he refuses to fit easily into any niche, or to settle at one job for long. His behavior is usually so at odds with others that he is soon ostracized by his fellows. Outcasts can be found wandering deep underground or among humans, elves, gnomes, or monsters.

Role: Outcasts are typically of neutral or chaotic alignments. They may be good or evil, but the one thing they have in common is an aversion for the regimented lifestyles of their fellows. Evil Outcasts are likely to become racial traitors and lead the dwarves' enemies against them. Good-aligned Outcasts are likely to find the company of other races more in line with their own natures.

Although Outcast dwarves are normally not found in strongholds, whole communities of them have grown up at the edges of certain strongholds. They have usually been given unpleasant jobs that no one else wants, such as cleaning sewers or disposing of garbage.

**Secondary Skills:** Outcasts may choose any secondary skill.

**Weapon Proficiencies:** They often pick weapons that are not normally associated with dwarves, such as the short bow, quarterstaff, sickle, sling, or whip. They may have any weapon they choose.

**Bonus Nonweapon Proficiencies:** Appraising, one craft proficiency (player choice), Endurance, Survival (any).

**Recommended Nonweapon Proficiencies:** Animal Handling, Blind-fighting, Direction Sense, Dwarf Runes, Intimidation, Modern Language, Riding (pony).

**Equipment:** Outcast dwarves may have any kind of equipment.

**Distinctive Appearance:** Many who live among other races follow their adopted race in matters of dress. They often wear bright colors. Near strongholds they are usually poorly dressed, wearing only rags and castoffs.

**Special Benefits:** By paying an additional 10% experience cost to increase in level, an Outcast may Move Silently as a ranger of the same level. For example, a warrior needs 2,000 experience points to reach the 2nd-level. If he takes the Move Silently option, he pays an additional 10%, or 2,200 experience points to become a 2nd-level warrior. This ability must be taken when the character is first created, or it is forever lost. The XP penalty must be paid at every level.

**Special Hindrances:** The Outcast suffers a -3 reaction penalty from all other dwarves with the exception of other Outcasts and Wayfinders.

**Wealth Options:** Outcasts start with only 3d6x10 gp.

## Rapid Response Rider

Rapid Response Riders are the dwarves' equivalent of cavalry. Mounted on suitably sturdy beasts, they are capable of moving faster than other dwarves, and packing more punch when they attack. Ponies or mules are commonly used as mounts, but creatures such as bears, boars, and dire wolves are sometimes used. Flying creatures, griffons, hippogriffs, or pegasi, may be employed. In such cases, Land Based Riding Proficiency references should be changed to Airborne Riding.

Rapid Response Riders are found in only a few strongholds. They are not extensively used and appear chiefly in strongholds that are under constant threat of attack.

They are often quite tall, as dwarves go, and that extra height helps a lot when riding.

**Role:** They are well trained, but something of an anomaly in a military based on infantry units. While respected, they are considered odd by other dwarves. They stick together and consider themselves both elite and superior to other dwarves, whom they see as lowly foot sloggers.

**Secondary Skills:** The character should take the Groom (Animal Handling) secondary skill.

**Weapon Proficiencies:** Rapid Response Riders must be proficient, and ideally specialized in, the lance (any, according to mount's size). They may use any other weapons they see fit.

**Bonus Nonweapon Proficiencies:** Animal Training, Endurance, Riding (Land Based). The type of mount must be noted for proficiencies.

**Recommended Nonweapon Proficiencies:** Animal Handling, Armorer, Blind-fighting, Intimidation, Leatherworking, Sign Language, Signalling, Tracking, Underground Direction Sense, Underground Navigation.

**Equipment:** They may wear any kind of armor except plate mail. They must start play with a lance, but otherwise may have any kind of weapon.

**Distinctive Appearance:** They will usually wear some form of leather trousers to protect their legs. They tend to select fierce looking armor, with studs, protruding hooks, or horned helmets.

**Special Benefits:** A Rapid Response Rider starts with a fully grown mount that has at least 75% of its possible hit points. Roll hit points normally; if they come to less than 75% of the possible total, increase it to 75%.

Their mounts are highly trained and respond to all commands given by their masters. They do not have telepathic rapport with their mounts, and if the mount is killed, they lose only the mount.

Rapid Response Riders gain a +1 to attack and damage rolls when fighting mounted.

**Special Hindrances:** Because of their close affinity to their mounts, most dwarves react with a B2 penalty.

**Wealth Options:** Rapid Response Riders start with 5d4x10 gp.

## Sharpshooter

A Sharpshooter is highly skilled with either the light or heavy crossbow. He has spent

the majority of his youth training as a Bowyer/Fletcher, and has had regular practice with his crossbow. He is skilled in rapid loading and expert at inflicting the most damage possible with his weapon. Exuding confidence in his abilities, he tends to disdain those who resort to hand-to-hand combat.

**Role:** Sharpshooters form either part of a crossbow unit or make their living shooting for prize money at fairs. When in battle, a Sharpshooter's targets are enemy officers, wizards, and clerics, to prevent them from coordinating attacks or casting spells.

**Secondary Skills:** He should have the Bowyer/Fletcher secondary skill.

**Weapon Proficiencies:** A Sharpshooter must be a specialist with either a light or heavy crossbow (and, therefore, must be a fighter). He may not begin play with any hand weapon specializations, but may learn them later in his career. If gunpowder weapons are used, a sharpshooter may specialize in the arquebus. All the special benefits for crossbows are available for arquebuses; the character has a supply of perfectly molded arquebus balls and superior gunpowder.

**Bonus Nonweapon Proficiencies:** Artistic Ability, Bowyer/Fletcher, Endurance.

**Recommended Nonweapon Proficiencies:** Alertness, Appraising, Direction Sense, Rope Use, Sign Language, Signalling.

**Equipment:** Sharpshooters start with the crossbow of their choice, at no cost.

**Distinctive Appearance:** They are set apart from other dwarves by the care they lavish on their crossbows and bolts. The crossbow is made of the finest materials and the butt is often inlaid with intricate patterns. The bolts have only the finest flights, and they burnish the points to a fine, razor sharpness.

**Special Benefits:** In addition to his crossbow specialization, he gains a further +1 to attack rolls. He fires faster than other specialists as shown on the Sharpshooter Attacks Table.

**Sharpshooter Attacks Table**

| Level | Light Crossbow | Heavy Crossbow |
|---|---|---|
| 1-6 | 3/2 | 1/1 |
| 7-12 | 2/1 | 3/2 |
| 13+ | 5/2 | 2/1 |

This increased rate of fire assumes that the Sharpshooter has time to lay out his bolts in easy reach, minimizing the time required to nock a bolt. He gains these advantages only with the type of crossbow in which he has specialized.

When using his personal weapon and sharpened bolts, a Sharpshooter can inflict extra damage. In his hands, a light crossbow causes 1d6 damage vs. any size creatures. A heavy crossbow causes 1d6+1 vs. S/M, and 1d8+1 against larger creatures. He only gains these bonuses when he uses his personally built and maintained crossbow and his own sharpened bolts.

**Special Hindrances:** Sharpshooters may not start with any hand weapon specialization, and are limited to short weapons, daggers, and hand axes.

If a Sharpshooter loses his custom-built crossbow or has no time to sharpen his bolts, he loses his ability to increase damage. He cannot just pull out another crossbow previously built; it must first be used for 1d4 weeks to "break it in." In addition, it takes

one hour to sharpen each bolt and they must be carefully stowed, if they are not to become dulled.

**Wealth Options:** Sharpshooters start with 5d4x10 gp, plus their own customized crossbow.

## Priest Kits

The creation myths of the dwarves described in Chapter 1 can be used as the basis for designing numerous dwarf religions. Players will benefit from the *Complete Priest's Handbook* that describes 41 priesthoods that may be used with dwarf characters. While recommended, the *Complete Priest's Handbook* is not essential. The priest and warrior/priest kits work as well with clerics from the *Player's Handbook*.

**Barred:** This paragraph applies only to dwarf priests (single or multi-classed) using the *Complete Priest's Handbook*. It refers to priesthoods in the handbook and details which of the priest classes (plus cleric) may not take the kit. If it is not being used, the section may serve as a guide to the kind of religion the kit should have.

### Crafts Priest

Crafts priests are those who are dedicated to the patron deities of one of the dwarven crafts. Although they frequently will have a temple in a stronghold, they usually preside over a shrine or chapel in the workshops where their craft is practiced. They are usually members of that craft's clan.

**Barred:** Crafts priests usually worship the god of crafts, but they may belong to most other religions. In such cases, they are the priests who prepare ceremonial and sacrificial items. Priests of the following gods may not be crafts priests: birth and children, death, evil, disease, fertility, justice, marriage, love, mischief, trickery, and trade.

**Role:** Crafts priests are more concerned with their crafts than with the welfare of fellow dwarves. They will seek out the finest raw materials and are often engaged in expeditions to discover new mines or found new strongholds. Their expertise in these matters is highly sought. Rarely tied to a central temple, they are free to go where they please.

**Secondary Skills:** Crafts priests may choose any secondary skill.

**Weapon Proficiencies:** They may be proficient with any of these weapons: axe, hammer, light or heavy crossbow, mace, pick, polearm, short sword, spear.

**Bonus Nonweapon Proficiencies:** Artistic Ability, any Craft proficiency, Endurance, and Religion.

**Recommended Nonweapon Proficiencies:** Appraising, Dwarf Runes, Etiquette, Local Dwarf History, Underground Navigation.

**Equipment:** Crafts priests must have access to the tools required for their craft. If these are large, such as a forge, the priest is not required to own one, but the DM should inform him where he can go to use one. Apart from that, Crafts priests may use any kind of equipment.

**Distinctive Appearance:** According to the specific religion.

**Special Benefits:** A Crafts priest gains a +3 reaction bonus when dealing with dwarves of his own clan, and a +2 reaction bonus with dwarves from other clans engaged

in the same craft.

Unless a Crafts priest has injured members of his own clan, he will gladly be given food and shelter by his clansmen.

**Special Hindrances:** Crafts priests have no special hindrances.

**Wealth Options:** They start with 3d6x10 gp.

## Pariah

A Pariah is a priest who has left his stronghold, either voluntarily or under pressure. His practice of religion was so repulsive that other dwarves expelled him. He will often worship gods of an evil alignment, but may worship chaotic good or chaotic neutral gods.

Pariahs may be priests who have turned to one of the darker gods of a pantheon, or he may be part of a group of Pariahs, within or on the fringes of dwarf society. Priests from evil strongholds are usually pariahs.

**Barred:** Priests of the god of community and most good aligned deities may not take this kit. However, pariahs may be priests of chaotic gods.

**Role:** They may be the priests for a community of Outcasts, in which case they are the spiritual leaders of such communities. These may be situated on the outskirts of strongholds or within a ghetto of another race's town or city.

Pariahs may also exist in a dwarf community, where they keep their power hidden from those who do not share their religion. They are secretive, and often fearful of discovery. Even so, their religion may have a substantial number of adherents among the otherwise lawful good dwarves. In an evil campaign, they may engage in kidnapping and sacrifice.

They may be wandering priests who join adventures for financial reward or to pursue some personal goal.

**Secondary Skills:** Pariahs may choose any secondary skill.

**Weapon Proficiencies:** A Pariah may use any weapon that is not forbidden by his religion.

**Bonus Nonweapon Proficiencies:** Disguise, Endurance, and Religion.

**Recommended Nonweapon Proficiencies:** Any.

**Equipment:** A Pariah must spend all of his starting funds on equipment. Any money not spent is lost.

**Distinctive Appearance:** Pariahs have no distinctive appearance, as they have no desire to be singled out.

**Special Benefits:** By paying an additional 10% experience cost to increase in experience level, a Pariah may Move Silently as a ranger of the same level.

If a Pariah is of chaotic or evil alignment, he may elect not to have any superiors.

**Special Hindrances:** Unless he lives in a community of Outcasts, a Pariah is not free to openly worship his deity. Priests of other dwarf religions will actively prevent him from doing so, even by imprisonment or execution. They are more likely, however, to try to persuade him of the error of his ways by engaging him in interminable religious debates.

**Wealth Options:** A Pariah starts with the standard 3d6x10 gp.

## Patrician

A Patrician is a priest of a Highborn clan. He often acts as the voice of his family in religious matters and sees to their spiritual welfare. The priestly equivalent of the Highborn warrior, he traces his lineage to the very beginning of time.

Because of their backgrounds, Patricians often rise quickly in the hierarchy until they gain a position commensurate with the political clout of their families. They have little to do with everyday religion and have little contact with the mass of dwarves. With the exception of other Highborns, Patricians are frequently arrogant and patronizing toward others.

**Barred:** A Patrician is not barred from being a member of any religion. However, he will not join a religion that calls upon him to give his money away or to dress in a common fashion.

**Role:** Patricians can be aggravating individuals who shirk religious duties. They expect and demand respect, if not subservience. Their patronizing manner can be fun to play, but should be tempered with a willingness to heal or to aid others in times of need.

**Secondary Skills:** Patricians may choose any secondary skill.

**Weapon Proficiencies:** Patricians may choose any weapon permitted by their religion.

**Bonus Nonweapon Proficiencies:** Endurance, Etiquette, Local Dwarf History, Religion.

**Recommended Nonweapon Proficiencies:** Appraising, Artistic Ability, Blind-fighting, Herbalism, Hunting, Modern Languages, Mountaineering, Reading/Writing, Survival (any).

**Equipment:** They must dress according to their station and start play with at least banded mail armor. This costs 10% to 25% more than usual, the same as for any Highborn. Patricians must also have fine weapons costing 10% to 25% more as well.

**Distinctive Appearance:** They are clothed in the finest regalia of their religion, even when performing mundane tasks.

**Special Benefits:** Dwarves of lawful alignments respect Patricians and react to them with a +3 bonus. Other dwarves willingly provide food and shelter for Patricians.

**Special Hindrances:** Although a Patrician is primarily a political appointee, he is sometimes asked by the high priest of his religion to undertake dangerous missions. The Patrician is expected to organize and equip a party of dwarves out of his own funds.

As a Highborn, he is expected to keep up appearances, buying only the finest equipment for the party and spending 10% to 25% more on equipment and services. If a Patrician fails to do this, his reaction bonus drops by -1 for each dwarf that he fails to adequately equip until it reaches 0. He may increase his reaction bonus to its former level by donating large amounts of money to his religion and by undertaking some hazardous mission.

Nonlawfully aligned dwarves are irritated by the Patrician's superior airs and react to him at -3.

Wealth Options: A Patrician starts with 350 gp, plus 3d6x10 gp.

## Ritual Priest

The Ritual Priest is the most common priest in dwarf society. He officiates at

religious meetings and insures that worship is properly conducted. He presides over marriages, deaths, and name-giving ceremonies for children.

Adept at fighting, the Ritual Priest is often willing to give his life in the defense of his stronghold.

**Barred:** There are no barred religions for a Ritual Priest.

**Role:** He devotes most of his time to the worship of his gods and the needs of his fellow dwarves. He is often called upon to intercede with his deity on their behalf. His deity may call upon him to perform some quest or he may be granted a vision. He may be ordered by his superiors to perform a special task. A party of adventurers is then formed.

**Secondary Skills:** He should have the Scribe secondary skill.

**Weapon Proficiencies:** A Ritual Priest may be proficient in any of the weapons available to priests, plus: battle axe, crossbow, hand/throwing axe, morning star, military, and warhammer.

**Bonus Nonweapon Proficiencies:** Dwarf Runes, Endurance, Local Dwarf History, Religion.

**Recommended Nonweapon Proficiencies:** Ancient History, Astrology, Healing, Herbalism, Local History, Reading/Writing.

**Equipment:** Ritual Priests may have any kind of armor.

**Distinctive Appearance:** According to his religious custom.

**Special Benefits:** He is always respected by other dwarves, and may ask and be granted shelter in any stronghold. He receives a +1 reaction adjustment when dealing with dwarves.

**Special Hindrances:** A Ritual Priest has no special hindrances.

**Wealth Options:** A Ritual Priest receives the standard 3d6x10 gp.

## Warrior/Priest Kits

Warrior/priests are common in dwarf society. They combine the fighting abilities of the warrior with the spiritual powers of the priest. They may be part of a religion comprised of warrior/priests or they may complement a religion, providing it with additional muscle.

### Champion

A Champion is a member of a religion who has been selected to undergo intensive training as a warrior. He is expected to defend his creed at all times, and may be called upon to do so in single combat against an evil monster or members of an enemy religion.

A Champion must have Strength and Wisdom scores of at least 15. He must also have a Charisma of at least 14.

**Barred: A** Champion cannot belong to a religion that has restrictions against violent behavior.

**Role:** The Champion defends his religion with his life and superior combat ability and maintains a clear head to promote it. As a defender of his creed, he must always act in its best interest, even when doing so causes him distress or physical harm.

**Secondary Skills:** He should have the Armorer and Weaponsmith secondary skills.

**Weapon Proficiencies:** He may have any weapon proficiency. Unlike other

warrior/priests, he may specialize in one weapon. This weapon must be chosen when the kit is taken and cannot be changed. He may never specialize in any other weapon.

**Bonus Nonweapon Proficiencies:** Endurance, Intimidation, Religion.

**Recommended Nonweapon Proficiencies:** Alertness, Ancient History, Blind-fighting, Dwarf Runes, Hunting, Local Dwarf History, Musical Instrument, Singing.

**Equipment:** A Champion is allowed one weapon specialization (this is an exception to the restriction against multi-class characters). This weapon is specially blessed and acts in all respects as a *magical weapon +1*; it can even harm monsters that can only be hit by magical weapons. The weapon may be +2 or higher and/or have added bonuses when used to attack certain types of monsters, such as undead. The blessed weapon belongs to his church and he is charged with its care. It may never be lent and, if lost, his paramount duty becomes its recovery.

A Champion who finds a superior weapon and decides to keep it must return his blessed weapon to the main temple of his religion as soon as he is able.

**Distinctive Appearance:** Champions are marked by their role and have an air of superiority. They usually dress in fine clothes, unless specifically forbidden to do so by their religion.

**Special Benefits:** See Equipment and Weapon Proficiencies.

**Special Hindrances:** He may never a refuse a fight related to his religion. He must defend it at all times. He may be requested to perform tasks set by his superiors. If he refuses to accept a challenge or a quest, he loses his weapon specialization and his religion will send another Champion to reclaim his blessed weapon.

Wealth Options: A Champion starts with 6d4x10 gp.

## Temple Guard

Temple Guards are warrior/priests normally stationed in a religion's temple. They have a good mix of abilities from both classes, and form the elite of a religion's warriors.

**Barred:** If *The Complete Priest's Handbook* is used, Temple Guards cannot belong to a religion that has poor fighting abilities.

**Role:** A Temple Guard has a number of roles in a campaign. He guards the precincts of his temple, protecting its members from attack. He is the weapon instructor for priests of his religion, and it is his duty to train them in the use of the religion's chosen weapons.

He may act as a representative of his religion and may rise in its hierarchy, like any other priest. His duties, however, are concerned with organizing defenses and outfitting and leading expeditions, rather than with religious services.

**Secondary Skills:** A Temple Guard may have any secondary skill.

**Weapon Proficiencies:** He must be proficient in a weapon that is representative of his religion. If he worships the god of war, his proficiency would be battle axe.

**Bonus Nonweapon Proficiencies:** Alertness, Religion.

**Recommended Nonweapon Proficiencies:** Blind-fighting, Dwarf Runes, Etiquette, Intimidation, Modern Languages, Sign Language, Signalling.

**Equipment:** After he has bought his weapons and holy symbol, a Temple Guard must buy the best armor he can afford.

**Distinctive Appearance:** Temple Guards dress according to their religion, but always have a more martial appearance than other priests. They always carry a weapon

and shield.

**Special Benefits:** Any time the Temple Guard is fighting in defense of his temple or other holy place of his religion, he gains a +2 to attack and damage rolls and a +2 to his saving throws.

**Special Hindrances:** A Temple Guard is rarely a free agent and is usually given his orders by a High Priest. This may lead to long periods of temple duty, interspersed with special missions.

Wealth Options: Temple Guards start with 5d4x10 gp.

## Vindicator

The Vindicator is imbued with the spiritual power of his deity. When this power is manifested, he becomes a fearless and powerful warrior. He is able to enter a rage similar to that experienced by Battleragers; his face becomes contorted and he grinds his teeth together. See Battlerager for details concerning changes in appearance.

A Vindicator must have a minimum Strength of 15, Intelligence no higher than 10, and Wisdom no higher than 14.

**Barred:** Vindicators cannot belong to any religion that is concerned with peace or love. They worship gods of war, death, elemental forces, lightning, fire, strength, or thunder.

**Role:** They are often the most potent force of a religion, expected to give their lives for their religion. Most are well aware that their lives are likely to be short, though sometimes glorious.

**Secondary Skills:** Vindicators may choose any secondary skill.

**Weapon Proficiencies:** They must be proficient in battle axe (one or two handed) and warhammer, regardless of the restrictions imposed by their religion. They cannot start play with any ranged weapon other than warhammer, and may not have any other ranged weapon proficiency.

**Bonus Nonweapon Proficiencies:** Endurance, Intimidation, Religion, Singing.

**Recommended Nonweapon Proficiencies:** Appraising, Armorer, Blind-fighting, Dancing, Direction Sense, Healing, Herbalism, Sound Analysis, Underground Navigation, Underground Survival.

**Equipment:** Vindicators must start play with a battle axe and a warhammer. They may wear any type of armor, but it must be slightly larger in size than normal to accommodate their increased size when in a killing rage (see Battlerager).

**Distinctive Appearance:** They usually have facial and body tattoos.

**Special Benefits:** Vindicators gain all the special benefits of Battleragers, but are not allowed to specialize in any weapon.

Because of their higher Wisdom, Vindicators are usually able to exert more control over their own actions.

**Special Hindrances:** Vindicators have the same hindrances as Battleragers, except that members of their own religion do not react to them with a negative penalty.

When enraged, Vindicators cannot cast any spells, but may benefit from spells cast prior to becoming enraged.

**Wealth Options:** Vindicators start with 5d4x10 gp.

## Thief Kits

True dwarf thieves who steal from other dwarves to make a living are almost nonexistent in dwarf society. Dwarves caught stealing are heavily fined and may be banished if they continue. True dwarf thieves are usually found plying their illegal trade among other races. *The Complete Thief's Handbook* contains kits for them. Here we look at characters who, while technically of the thief class, are a part of lawful dwarf society. They may be of any alignment.

### Diplomat

Diplomats are found only in strongholds that have dealings with other races. They act as middlemen, translators, and spokesmen. They must rely on their wits to smooth the way, particularly when negotiations sour. A Diplomat's minimum Charisma is 13.

**Role:** Diplomats may represent their stronghold, act as interpreter for the stronghold's leader, or be employed by a dwarf merchant. Sometimes a Diplomat will be hired by humans or other races to assist making deals with the dwarves of a particular stronghold.

Many use their position to spy upon other race's defenses. Most races consider such activities as espionage, but dwarves view it as merely taking necessary precautions.

**Secondary Skills:** A Diplomat should have the Trader/Barterer secondary skill.

**Weapon Proficiencies:** Any kind of weapons normally permitted thieves.

**Bonus Nonweapon Proficiencies:** The Diplomat starts with any four modern languages.

**Recommended Nonweapon Proficiencies:** Alertness, Blind-fighting, Disguise, Gaming, Local History, Reading Lips, Sign Language, Tightrope Walking, Ventriloquism.

**Equipment:** Because of the sensitive nature of their missions, Diplomats should dress as unobtrusively as possible and possess easily concealed weapons such as daggers and darts.

**Distinctive Appearance:** Diplomats tend to look like everyone's idea of a typical dwarf. Even though different races or cultures see them in different ways, Diplomats know how to dress in order to match the preconceptions of others.

**Special Benefits:** Diplomats gain a +10% modifier to Detect Noise and a +5% modifier to the Open Locks ability.

They gain a +3 reaction bonus dealing with other races, except racial enemies; then the reaction bonus drops to +1.

**Special Hindrances:** Diplomats suffer a B10% penalty to their Pick Pockets ability.

**Wealth Options:** Diplomats receive 3d6x10 gp instead of the normal 2d6x10 gp.

### Entertainer

Dwarves enjoy entertainment during leisure hours, although other races are surprised there are dwarves whose trade is to entertain. There are dancers, singers, jugglers and tumblers, musicians, tightrope walkers, and fire eaters. They rarely tell jokes.

To be an Entertainer, a character has to have a minimum Dexterity of 14.

**Role:** Like most dwarf trades, Entertainers are governed by a guild. They are trained

from an early age and are very adept at what they do.

Humans and elves often find the sight of dwarf Entertainers gamboling around a stage hilariously funny, much to the annoyance of the Entertainers and dwarves in the audience. The performance of an Entertainer is meant to display the physical prowess of the dwarves in an edifying manner. They are certainly not meant to be laughed at!

**Secondary Skills:** Any.

**Weapon Proficiencies:** Entertainers may use any weapon.

**Bonus Nonweapon Proficiencies:** An Entertainer may choose two of the following skills: Dancing, Juggling, Local Dwarf History, Musical Instrument, Rope Use, Singing, Slow Respiration, Tightrope Walking, Tumbling, Ventriloquism.

**Recommended Nonweapon Proficiencies:** All of the above, plus Alertness.

**Equipment:** Entertainers start with rope, juggling balls and skittles, and a musical instrument. These are provided by the Entertainers' Guild.

**Distinctive Appearance:** Entertainers usually dress in sober dwarven colors; dark browns or slate grays. They can easily be identified by their equipment, which they take everywhere.

**Special Benefits:** Entertainers gain a +1 ability modifier when using the Singing, Dancing, Juggling, and Rope Use proficiencies.

**Special Hindrances:** Entertainers tend to be laughed off stage when they perform outside dwarf society. This makes them reluctant to perform for any audience not made up of dwarves.

**Wealth Options:** Entertainers start with only 2d4x10 gp.

### Locksmith

Locksmiths are masters at building and taking apart locks. These craftsmen are well respected in dwarf society. In many ways the true thief's worst enemy, locksmiths make it hard for a thief to exercise his trade.

**Role:** They are expert in making and opening locks. They are also expert at finding and disarming traps. Their craft safeguards homes and builds strong locks for the gates of dwarf strongholds.

To adventurers, there are many benefits to having a locksmith along. They can find and remove traps, open locks, and have all of the other skills of thieves.

**Secondary Skills:** Locksmiths often have technical skills, such as Mason, Miner, or Woodworker/Carpenter.

**Weapon Proficiencies: They** usually carry axes and hammers. Practical dwarves, they know that not all locks can be picked. Sometimes it is necessary to break a door down instead.

**Bonus Nonweapon Proficiencies:** Carpentry, Locksmithing.

**Recommended Nonweapon Proficiencies:** Alertness, Engineering, Stonemasonry.

**Equipment:** Locksmiths should have one set each of lock making and lock picking tools.

**Distinctive Appearance:** No distinctive appearance.

**Special Benefits:** They gain a +10% modifier to their Open Locks ability in addition to that provided by the Lockpicking proficiency, and a +10% bonus to their Find/Remove Traps ability.

**Special Hindrances:** Locksmiths have a -10% penalty to their Climb Walls ability and a -5% penalty to their Pick Pockets ability.

**Wealth Options:** They start with 4d4x10 gp.

### Pest Controller

Pest Controllers keep a stronghold free from rats, giant spiders, centipedes, carrion crawlers, kobolds, and other pests. They are experts at setting traps and in eradicating minor animal and monster nuisances.

**Role:** Pest Controllers are members of the Pest Control Guild. Through experience they learn all of a stronghold's tunnels, passages, and sewers. Although they perform an invaluable service keeping underground settlements habitable, their true worth becomes apparent when a stronghold is under attack. Then they use their expertise to rig traps along passages of expected enemy advance to slow and kill the invaders. Enemies entering a dwarf stronghold are likely to find their way beset with deadly traps.

As members of an adventuring party, Pest Controllers are useful to protect the party's camp area and to find and disarm traps set by others.

**Secondary Skills:** They should have the secondary skill of Trapper/Furrier.

**Weapon Proficiencies:** Pest Controllers usually carry daggers and darts, but may use any type of weapon normally permitted to thieves.

**Bonus Nonweapon Proficiencies:** Animal **Lore, Pest Control.**

**Recommended** Nonweapon Proficiencies: Alertness, Blacksmithing, Blind-fighting, Carpentry, Direction Sense, Set Snares, Sign Language, Signalling, Stonemasonry, Tracking, Underground Survival, Weaponsmithing.

**Equipment:** Pest Controllers should equip themselves with cages and other traps. If one has the blacksmithing or weaponsmithing proficiencies it can be assumed he has built 1d4 traps before starting play.

**Distinctive Appearance:** Pest Controllers wear shiny black leather armor and black leather helmets.

**Special Benefits:** They gain a +5% bonus to their Move Silently and Find/Remove Traps abilities.

**Special Hindrances:** They have a -10% penalty to their Pick Pockets ability. Other dwarves, except Vermin Slayers and Wayfinders, consider them to be unsavory characters and react to them with a -2 penalty.

**Wealth Options:** They start with the standard 2d6x10 gp.

## Warrior/Thief Kits

Multi-class warrior/thieves fill many specialist roles. With their ability to fight effectively, coupled with their thieving abilities, their services are much in demand. Warrior/thieves are often more than just the sum of their parts. The kits below describe some of the ways in which they fit into dwarf society.

### Ghetto Fighter

Ghetto Fighters live in the ghettos of nondwarven towns or cities. Generally from

poor families, they have had to look after themselves from an early age. The typical Ghetto Fighter has a hardbitten, self-centered attitude, developed in order to survive the rigors of the ghetto.

Ghetto Fighters may come from dwarf strongholds. In such cases they would be from poor clans with bad reputations. Such characters are always suspect to other dwarves, and they find it difficult to make a living by honest means.

**Role:** The Ghetto Fighter never forgets his lowly origins and may harbor resentments against dwarves who are better off. However, he stays true to his roots, and will try to better the lives of ghetto children.

**Secondary Skills:** A Ghetto Fighter may have any secondary skill.

**Weapon Proficiencies:** Weapon proficiencies available to Ghetto Fighters are determined by the campaign background. If the Ghetto Fighter is from a repressive city, most weapons may be forbidden to citizens, and dwarves may be especially restricted. It may be illegal for dwarves to possess any weapons within the city, with stiff fines or imprisonment the usual punishments. In such a city, a Ghetto Fighter would be restricted to concealed weapons; daggers or darts. In other societies, Ghetto Fighters may be allowed to be proficient in any weapon.

**Bonus Nonweapon Proficiencies:** Alertness, Disguise, Endurance.

**Recommended Nonweapon Proficiencies:** Blind-fighting, Forgery, Gaming, Local History, Lip Reading, Sign Language, Tumbling, Ventriloquism.

**Equipment:** Ghetto Fighters should start play with thief's picks and a rope. Otherwise, they may equip themselves as they see fit.

**Distinctive Appearance:** Ghetto Fighters do not have a distinctive appearance, but many bear scars or have amputated fingers from street fighting. Some wear an eyepatch.

**Special Benefits:** A Ghetto Fighter gains a +1 bonus to attack and damage when using a dagger or knife. When attacking with two weapons, he does not suffer any penalty with his primary weapon, and only a -2 attack penalty with his secondary weapon (see the *Players Handbook*, page 96). If his secondary weapon is a dagger or knife, he still gains the +1 to attack and damage.

He gains a +5% modifier to his Pick Pockets and Hide in Shadows skills.

**Special Hindrances:** Ghetto Fighters have bad reputations with the authorities of the town, city, or stronghold in which they live. Law enforcement agents of the same town, city, or stronghold react at -3 to a Ghetto Fighter.

He suffers a -5% penalty to his chance to Find/Remove Traps.

**Wealth Options:** A Ghetto Fighter starts with only 3d4x10 gp.

## Trader

Dwarf merchants who trade mainly with other races, the Traders seek to drive the hardest bargain they can. They usually deal in dwarven weapons, armor, and other metal goods, but will trade in uncut gems, iron, or other ores when there is a glut of them.

Traders transport their wares on mules or ponies, taking their goods to human and elven towns or cities where they sell them to local merchants. Some traders have established their own shops in such places, eliminating the middleman.

**Role:** They are often willing to travel vast distances in search of bargains. Some Traders deal with the races of the Underdark, particularly deep gnomes, and sometimes

with drow or duergar. Others act as the only contact some mountain dwarf strongholds have with the outside world. Traders are vital to the strongholds, bringing in goods that local dwarves are unable to manufacture themselves.

Traders are adventurous by nature and are always looking for a good deal. Entire campaigns may be based around the activities of a Trader and his companions, transporting goods through hostile lands or in search of lost treasure.

**Secondary Skills:** Traders should have the Trader/Barterer secondary skill.

**Weapon Proficiencies:** Traders should be proficient in light crossbow and a concealable hand weapon such as a dagger, knife, or hand axe. Otherwise, they may be proficient in any weapon they choose.

**Bonus Nonweapon Proficiencies:** Appraising, Endurance, Navigation.

**Recommended Nonweapon Proficiencies:** Alertness, Animal Handling, Direction Sense, Hunting, Local Dwarf History, Local History, Riding (Land Based), Survival (as appropriate), Underground Navigation.

**Equipment:** A Trader starts his career with a mule and packs and panniers for carrying goods and equipment.

**Distinctive Appearance:** Traders do not have to belong to a guild and have no standard appearance.

**Special Benefits:** A Trader gains a +1 to attack and damage only when protecting his goods or animals.

A Trader also gains a +1 reaction bonus from merchants and other traders. This bonus is based on his reputation as a fair and honest Trader. If he cheats on a deal and is later discovered, the bonus changes to a -2 penalty.

**Special Hindrances:** Traders have no special hindrances.

**Wealth Options:** A Trader starts with 4d4x10 gp.

### Vermin Slayer

The Vermin Slayer is a highly skilled specialist who enters the tunnel systems of monsters such as kobolds, goblins, and jermlaines, with the intention of eradicating them. Vermin Slayers are also adept at negotiating the constricted passages created by giant rats, centipedes, and other pests and vermin.

They are used to fighting in confined spaces and are experts at hiding in shadows, where they wait to surprise their prey.

Vermin Slayers are similar to Pest Controllers, but where a Pest Controller uses traps to catch his prey, Vermin Slayers actively hunt victims with light crossbows and hand axes or hammers.

A Vermin Slayer must have minimum scores of 14 in Strength and Dexterity.

**Role:** They belong to their own guild, which sells their services to those who require them. Many operate as freelancers, selling their skills to humans and other races who are experiencing problems with "vermin."

Within dwarf societies plagued by pests, Vermin Slayers are highly regarded. Their willingness to enter narrow tunnels is seen as commendable by other dwarves. In strongholds where they are not constantly employed, they are often viewed with suspicion and distaste. Many have been known to turn to illegal activities in order to support themselves, but their willingness to enter even sewers has proved their worth as

recoverers of lost items and has earned them a reputation for being incredibly tough.

Outside of dwarf society, Vermin Slayers are something of an enigma. They do not readily fit the image other races have of the trades. Most humans are amazed that a skill as specialized as Vermin Slayers even exists. Even so, they easily find work in human cities as pest exterminators, and their services have often been called upon to eradicate bands of raiding kobolds and goblins from their lairs.

**Secondary Skills:** A Vermin Slayer should have the Hunter secondary skill.

**Weapon Proficiencies:** Vermin Slayers must be proficient in light crossbow and hand axe, hammer, or dagger. Many favor the specialist weapons of the close combat fighter. Generally, Vermin Slayers should choose fast weapons that require little space.

**Bonus Nonweapon Proficiencies:** Alertness, Endurance, Tracking, Underground Navigation.

**Recommended Nonweapon Proficiencies:** Direction Sense, Sign Language, Underground Survival, Pest Control, Blind-fighting, Intimidation, Set Snares, Swimming.

**Equipment:** Vermin Slayers may spend their money on any kind of equipment. Depending on the current job, they have a wide variety of armor options available. If stealth is required, they should wear no more than leather armor. When seeking to destroy the opposition, metal armor may be worn, even though this causes their thief skills to be negated.

Most Vermin Slayers carry at least two light crossbows, allowing them to fire two shots before having to reload.

A new Vermin Slayer character receives a light crossbow, 10 bolts, and a quiver free of charge.

**Distinctive Appearance:** They are distinguished by the bandannas around their heads, and by their habit of hanging the dried heads or skulls of their vermin victims about their waists.

**Special Benefits:** Vermin Slayers receive a +5% bonus to their Find/Remove Traps, Detect Noise, and Move Silently skills. Because of their special training, Vermin Slayers receive a +1 bonus to attack and a +2 bonus to damage with one chosen hand weapon, when fighting small sized creatures. They receive a -1 initiative bonus anytime they are fighting in a restricted tunnel or passage.

**Special Hindrances:** Vermin Slayers have a -10% penalty to their Pick Pockets skill and a -5% penalty to their Read Languages skill.

They are not trained to fight large creatures, so ogres, trolls, ogre magi, giants, and titans find them easier to attack than other dwarves. Large creatures are only penalized -2 when attacking Vermin Slayers.

**Wealth Options:** Vermin Slayers receive the standard 5d4x10 gp starting gold, plus their free light crossbow, 10 bolts, and quiver.

## Wayfinder

The Wayfinder is a hardy mix of warrior and thief who usually operates independently of other dwarves. He cares for himself, acting on his own initiative, and is able to survive for long periods of time on a minimum of food.

A Wayfinder must have a minimum Intelligence of 12.

**Role:** Wayfinders are traditionally employed as underground explorers and spies.

They chart the best routes underground, note supplies of food and water, and mark down the location of any mineral deposits they find.

Wayfinders are frequently employed to explore new areas for mining and to chart underground waterways. This is the only dwarf kit with Swimming as a bonus proficiency.

The dwarven military employs them as underground scouts and guides. These intrepid explorers frequently venture into monster-infested caverns in order to learn the numbers and positions of guards, and any weakness in the monster defenses. Once they have reported their intelligence, they guide the dwarf troops to the locations, following their own mapped routes.

In human society the Wayfinder has found employment with mine owners, prospectors, and parties of adventurers. The Wayfinder's combat and thief skills make him doubly useful to his colleagues.

Some Wayfinders have become very rich discovering lodes of the finest silver, gold, and even mithril during their explorations. Their ability to find alternate routes makes hiding the discovery from their employers a simple task, and then they can exploit it themselves.

**Secondary Skills:** A Wayfinder should have the Navigator secondary skill.

**Weapon Proficiencies:** Wayfinders may chose any weapon proficiencies permitted to warriors and thieves.

**Bonus Nonweapon Proficiencies:** Endurance, Swimming, Underground Navigation, Underground Survival.

**Recommended Nonweapon Proficiencies:** Alertness, Blind-fighting, Direction Sense, Fungi Recognition, Herbalism, Local Dwarf History, Locksmithing, Mining, Modern Languages, Rope Use, Set Snares, Sign Language, Signalling, Slow Respiration, Tracking.

**Equipment:** Wayfinders should start with a suit of leather armor and a shield. They should carry basic survival equipment such as ropes, pitons, a hammer, food supplies, waterskin, etc.

**Distinctive Appearance:** They usually dress in black leather armor and carry black shields. Unlike most dwarves, their beards are either worn very short or braided into tight ringlets, which give their chins a jagged appearance.

**Special Benefits:** They gain a +10% bonus to their Hide in Shadows and Move Silently skills. They are also able to learn languages easily. Each language learned by a Wayfinder costs only half its listed number of slots. So, for the cost of one slot, a Wayfinder could learn both the Sign and Goblin Language proficiencies.

**Special Hindrances:** Wayfinders have a -10% penalty to their Pick Pockets and Read Languages skills.

They are not quite trusted by other dwarves due to their independent nature. The fact that some Wayfinders have cheated on their employers in the past has deepened the distrust. As a result, Wayfinders have -2 reaction penalty when dealing with other dwarves. This penalty is ignored in situations where a Wayfinder's services are being actively sought; then their independent nature is viewed more positively. Other dwarves will remain suspicious of a Wayfinder's motives.

**Wealth Options:** Wayfinders start with the usual 5d4x10 gp for multi-classed warriors.

# Chapter 7: Role Playing and Personalities

Farondil, an Elf, Speaks of Dwarves

*Let's get one thing straight, I have nothing against dwarves personally. It's just that they're so different from regular folk. They really are a bit freakish. Just look at them. Four foot six at best, often just as wide. The proportions are all wrong. And that hair! It grows all over the place. Most of them look like they've rugs stuck to their faces. And the smell! The less said about that, the better.*

*I'm really not prejudiced, but I do believe in calling a squat a squat. And that's just what they are, squat and ugly things, the victims of a mean joke of the gods. No wonder they live below ground. No one takes them seriously, except themselves. And they do take themselves seriously. A few have even had the nerve to call me flighty, if you can believe that.*

*Besides, they are so obsessed with work they never laugh, never have any fun. Work, work, work, that's all they do besides sleep, drink vast quantities of alcohol, and smell. Mind you, it's hardly surprising given their repressive society. Those guilds are nothing short of legalized slavery.*

*Underground is the best place for them. Down there, they can't go 'round depressing other folk. You can tell how bad it is down there by the number of them who escape every year. You know the type, either greedy merchants or homicidal killers. Have you ever tried discussing philosophy with a dwarf? They're not at all interested in life, stars, flowers, or freedom. One rude little beast had the effrontery to tell me to shut up with my "mindless pansy drivel," or he'd hack my legs off. Ha! The stumpy little runt couldn't reach any higher, my legs were all he could hit!*

*Oh, they're all right from a distance, I suppose. Just keep them in their holes, away from decent folk, and everything will be fine. I'm not prejudiced, but I still don't want any living in my woods!*

Other races tend to stereotype dwarves, lumping them all together as suspicious, avaricious, taciturn, obstinate, grumpy, grim, and humorless creatures. They see them as rigid and unyielding as stone, while grudgingly admitting that dwarves are hardy and tenacious fighters.

While all that is true, it is a gross generalization. Many dwarves will not fit neatly into another race's conception of them. No two are exactly alike. They may have the same character kit, but each has his own goals, interests, quirks, and flaws setting him apart from his fellows. There are, however, certain discernible qualities shared by the entire race.

## The Dwarven Personality

*"Humph! Get lost!"*
--Dwarven Maxim

Dwarves are not humans with short legs, broad torsos, and long beards. They are

another race entirely, with distinctive personality traits and beliefs that set them apart from humans. Playing a dwarf is more challenging than playing a human warrior, cleric, or thief. As humans, we know our basic traits, and portray them easily in a game. It is more difficult to make dwarves believable and fun, but the potential reward is worth the effort.

### Basic Personality

Dwarven personality is molded by many factors. They see themselves as a proud and noble race, maintaining their own ways. This is not because they are stubborn, but because experience has taught them that their ways are best. They do not understand why other races consider them dour and taciturn. Believing that there is a time and place for everything, dwarves approach work seriously, with an attitude of commitment. Dealing with other races is always seen as work and dwarves always work solemnly. While this has led to false portrayals, dwarves don't care. They know they are superior to all other races. If others fail to recognize this, it is not the dwarves' loss. They are content to leave others alone, unless they are in direct conflict or competition for living space or resources. When attacked, the entire stronghold will fight.

Knowing how the race generally feels about most things helps to define individual player characters. Even if the character's personality is entirely different from the norm, it can be defined by noting the differences.

## The Dwarven Personalities

The following personalities are provided as spurs to the imagination. They are intended as concepts to be used and developed by players with dwarf characters. Each personality provides a framework for the character's role playing personality, and can be amended, added to, or combined with other personalities.

Players are encouraged to alter and modify the personality types in any way they like. Characteristics can be combined to create new types.

A player may wish to change his character's personality. In the course of adventuring, he may have experiences that cause him to change and grow. Such changes should be rare, and should mark a major turning point in life. A personality should not be changed just for the sake of trying something new. The change should develop naturally out of the events of the campaign, perhaps as a result of a catastrophic event.

Each personality description includes the following information:

It starts with a general description of the character's attitudes, motivations, and outlook. It suggests how he is likely to function in a typical campaign. In some cases, recommendations are made as to what type of player may find a particular personality the most enjoyable to play.

**Best Suited For:** Some personality types are more appropriate for certain alignments than others, and some are more appropriate for certain kits. These are recommendations, not hard and fast rules. Novice players are advised to remain within the alignment and kit recommendations.

**Combat Situations:** Each personality type approaches combat situations differently. Some might charge straight ahead with weapons swinging, while others might hold back

to size up the enemy before committing themselves.

**Role Playing Situations:** How is a character likely to react to NPCs? These suggestions should be used as guidelines when role-playing conversations, small talk, interrogations, and interviews. There are also ideas about how the character might interact with other PCs.

## The Decadent

The Decadent is one who follows the ways of other races instead of dwarven ways. He may have been living in close proximity to other races, such as elves or humans, or he may have made a conscious decision that another culture had superior qualities to his own. Possibilities include a dwarf who was captured while young and raised by a tribe of orcs. His loyalties would be to orcs, rather than his own race. A character may have converted to the other race's religion, forswearing dwarven things.

**Best Suited For**: Decadent dwarves are suitable for all kits and alignments except the Battlerager. The Outcast kit is a good choice. A Decadent personality allows a player to role-play someone who is outwardly dwarven, but is far from dwarven inside. It also allows dwarf priests or warrior/priests to be members of another race's religion.

**Combat Situations:** There is no specific Decadent combat response.

**Role Playing Situations:** Decadent dwarves may act like humans, elves, or others in dwarf form, and will share the attitudes of their adopted race.

They are viewed with suspicion by other dwarves. They are never completely trusted. Dwarves will be circumspect with a Decadent dwarf.

They don't get on very well with other dwarves, seeing them as deficient in some way. Many other races have difficulty accepting a Decadent dwarf unless he grew up as part of their society. A dwarf who was raised by a tribe of orcs would be accepted by the orcs of that tribe, but he would still be a racial enemy to other orcs who don't know him.

## Glory Seeker

The Glory Seeker hopes to become famous by performing heroic deeds. He dreams of becoming one of the heroes of legend whose deeds are still sung though the hero died a thousand years ago.

**Best Suited For:** Axe for Hire, Battlerager, Highborn, or any priest or warrior/priest kit. Lawful and good alignments are best for a Glory Seeker, but chaotics may also fill this role.

**Combat Situations:** He fights for glory, reveling in the action, and dreams of his portrayal by storytellers to generations yet unborn. His love of action causes him to take risks, but he will try to avoid endangering his companions. He will place himself in grave danger to protect others or to rescue them, or even just to see if he can survive it, if that action alone would be heroic.

**Role-Playing Situations:** He enjoys being the center of attention, but is not necessarily a skilled speaker. He may recognize his weaknesses and allow others to lead in negotiations. He wishes only to be acknowledged for the hero he is. When dealing with dwarves, particularly if he is the only dwarf in a party, he will take command of the situation, or at least make it clear that he is the leader of the party, even if he is not. He

wishes others to see him as an epic figure.

## The Grumbler

The Grumbler loves being unhappy. Nothing satisfies him. It's either too damp, too dark, too smelly, too cold, too hot, or simply wrong. There is never a right. He may grudgingly admit that things are not too bad, but they are bad enough. He is only happy when he has something to be unhappy about.

He is not always vocal about his unhappiness. A few well-placed moans may be the best protest, as long as everyone knows that he is not happy.

**Best Suited For:** Most kits, except the Diplomat, will work. To give him something to grumble about, see to the negative side of the kit. For instance, a Locksmith could be complaining that he's always the one to open locks and look for traps. The Vermin Slayer risks his neck exploring tunnels, with little thanks. The real key to playing a grumbler is remembering that he actually enjoys what he does, he just never admits it.

**Combat Situations:** The Grumbler may approach combat as just another chore to be done, or as an opportunity to take out his unhappiness on others. He may approach combat with disguised zeal, never admitting his enjoyment. Taken to extremes, the Grumbler will complain about the sloppy fighting methods of his opponents, or their treachery, which caused him injury.

**Role-playing Situations:** He fits the stereotype of the dour, taciturn dwarf. He only speaks to complain, and something as simple as ordering a room at an inn sounds like a complaint ("And don't stick me in a room infested with lice, I want a decent one--make sure it isn't over the common room or I won't get any sleep").

## The Hoarder

This character is obsessed with acquiring, hoarding, and counting wealth. He never spends it if he can avoid it, and he is always the first one to search the pockets of vanquished opponents. In his spare time he counts his gold and polishes his gems. He takes the race's love of wealth to an avaricious extreme, and may become violent if someone even looks at his treasure. He doesn't like talking about it because talk arouses others' greed. He covets any treasure that isn't his, and is often spotted eyeing it enviously. Other party members can easily manipulate him by offering gems and other material rewards.

**Best Suited For:** Any alignment. A good character will be a private individual who doesn't want others prying into his affairs. He won't steal from other party members, but he is not averse to pocketing an odd gem or trinket found on an enemy or in a treasure haul (especially if no one else noticed it). He readily rationalizes why he should have things that aren't currently his. Neutral and evil characters are more likely to steal, but they are smart enough not to be obvious. Leave one of them alone with a treasure chest and he is guaranteed to rifle it, pocketing the choicest items. This is the wrong character to leave guarding the packs.

Any type of thief character makes an ideal Hoarder, as do most other character kits except Diplomat and Highborn.

**Combat Situations:** The Hoarder is often a determined fighter who realizes that the

quickest way to get more loot is to take it from people or creatures who no longer need it (*i.e.*, dead ones). His greed can lead him to be foolhardy, or to go off on his own in dangerous areas. The sight of a beautiful gem in the eye of a statue, across a chamber full of orcs, is likely to lead a Hoarder to fight his way to it, or leave his companions to fight while he sneaks around the edge in the hope of pocketing the gem in the confusion.

**Role-playing Situations:** The Hoarder is always looking for the best deal in any situation. Unlike the Statesman, he is frequently not very good at getting it; his greed is so apparent that others can easily manipulate him and strike hard bargains.

### The Optimist

The optimist is an outgoing, cheerful character, always looking on the bright side, even when circumstances are dire. To the optimist, there is always a brighter and better tomorrow, and even the worst situation can be turned to advantage.

**Best Suited For:** Ideally suited to players who wish to play cheerful characters. Taken to its extreme, an Optimist can be as much an irritation as a Grumbler. Instead of finding fault, every situation has a redeeming quality.

The Optimist works best with good or neutral characters, evil isn't very optimistic (but may hide behind an optimistic facade).

Entertainer, Animal Master, and Sharpshooter work well with this personality, but it can be used interestingly with Ghetto Fighter.

**In Combat Situations:** The Optimist is no fool. In combat he is capable of weighing the opposition and acting to ensure the best possible result. He is not given to rushing into combat, but neither will he shirk his responsibilities. He may counsel a timely retreat or a rear-guard action, rather than a frontal assault, but when the chips are down, he'll meet his fate with a grin. He genuinely believes that any odds can be overcome with the right plan.

**Role-playing Situations:** The cheery good nature of the Optimist suits him well. He enjoys meeting people of other races and he often changes the opinions of those who think all dwarves are dour.

### The Paragon

The Paragon takes racial pride to the extreme. Dwarf achievements are the highest possible and no other race can hope to measure up to the standards dwarves have set. He finds fault with others, especially other races, but he can just as easily find fault with other subraces. He is always comparing the lifestyles and actions of others to his own way of life, and they rarely, if ever, match his standards.

To this character, elves are flighty and apathetic; orcs are wretched, brutal, and depraved; humans and halflings too easily distracted; and gnomes are obsessed with the wrong things.

**Best Suited For:** Any alignment will work well. Lawful good Paragons will be helpful and offer unwanted suggestions of how others can improve themselves and benefit from being lawful and good. Chaotics will simply be showoffs and fault finders. Evil and neutral characters can be vindictively opinionated and callous about others. A Paragon may be used with any kit.

**Combat Situations:** Paragons can always find reasons to be in combat. "Pah! They need a dwarf in there to show them how it's done; humans and elves got no idea." They can just as easily find reasons not to get involved; "Don't see why I have to fight 'em; it's a human problem, not mine!"

**Role-playing Situations:** A bad choice for a Diplomat. It is too easy for him to be obnoxious and rude to others. Given the will to remain silent, he's still likely to open his mouth and cut loose with barbed comments. In everyday situations, he is likely to make more enemies than friends. He creates friction among fellow party members, particularly if there are other races present, with his opinions.

## The Phobic

He is scared. He may be unable to approach bodies of water, or has a morbid fear of heights, or a fear of open spaces, or of enclosed places, or of certain types of monsters: goblins or umber hulks, perhaps.

Whatever the phobic is afraid of, it prevents him from fully functioning when dealing with the object of his phobia. He may simply refuse to go anywhere near it. This may be represented in gaming terms by giving the character penalties to his attack and damage rolls; penalties of -2 to -5 are suitable. Or he may have to make a saving throw vs. paralyzation to approach the thing he fears.

**Best Suited For:** Players who enjoy flawed characters will find Phobics good fun to play, though they are more restricted than other character types.

Any alignment or character kit can be used with a Phobic. Sundered dwarves are always claustrophobic. A Phobic may easily be combined with another personality; a Glory Seeker with a fear of water, for example.

**Combat Situations:** The Phobic performs well until faced with the object of his phobia. Then he becomes reluctant to fight, and may even flee as if affected by a *fear* spell. A saving throw may be called for in such situations to see whether he continues to fight, or flees.

**Role-playing Situations:** In most situations the Phobic functions normally, acting as the player wants, but faced with his phobia, he changes dramatically. When he is combined with other personalities, there are intriguing possibilities. Imagine an orc-hating Battlerager who has a suicidal disregard for his own safety when fighting orcs, but turns and flees when faced with a single kobold.

## The Pragmatist

In any given situation, the pragmatist knows what has to be done and does it, ruthlessly and efficiently. He takes only calculated risks, and is never foolhardy.

**Best Suited For:** Pragmatists are only suitable for neutral and evil characters. Good characters suffer from having to do the right thing; Pragmatists do the required thing. Suitable for Axe For Hire, Vermin Slayer, Sharpshooter, Trader, or Ghetto Fighter.

**Combat Situations:** He prefers to weigh the odds before committing to combat, considering weaknesses and opportunities that may be exploited to best advantage. Once engaged, he will fight to eliminate his opponents as quickly as possible, by any means, however ruthless or underhanded.

**Role-playing Situations:** A Pragmatist can be gruff and taciturn, or he may be more open, even happy and gregarious. In negotiation, he pushes for the best deal, but he also knows when he has achieved all he can.

### The Statesman

The Statesman is concerned with getting the best deal for his clan, stronghold, and race, in that order. He exudes natural leadership, or at least likes to think that he does. This may be a result of his birth, his upbringing, or his own inflated opinion of himself. He takes charge of most situations, acting in a decisive and imposing manner.

**Best Suited For:** The Statesman is best suited for the Diplomat and Highborn kits. The Champion and Ghetto Fighter are also useful. Chaotic characters are usually too carefree or self-centered to make good Statesmen.

**In Combat Situations:** He does not see himself as a good combatant. He would rather engage in diplomacy, but if that fails he may try to take command of a party. His success depends on whether he is also a competent commander.

**Role-playing Situations:** In these situations, he is at his best. He loves to present his credentials and debate issues and try to obtain the best deal. He tends to become the mouthpiece for a party, negotiating for necessities.

# Chapter 8: Mining

## Mining

New dwarf strongholds are established for a wide variety of reasons, but they are almost always sited near substantial deposits of minerals or gems. This chapter contains rules for establishing and operating mines. It is assumed that most existing strongholds are built around profitable and extensive ones.

## Conducting a Survey

Not all regions will yield something of value, regardless of the success of the proficiency roll. Examples of places where mining is a waste of time include regions of deep sand or dirt and areas of hardened lava. Streams flowing through these regions may have carried traces of ores or a gemstone, but a character with the mining proficiency knows that mining these areas is guaranteed to yield nothing.

If a miner seeks to excavate an area that might yield valuable material, he can make a Mining proficiency check after surveying the area. He may determine that increasing the area of his survey sweep could yield something of value.

The length of time required for a survey will depend upon the conditions of the search. Under ideal conditions, it would take a week to survey an area of 4 square miles. Ideal conditions mean that the character is not constantly fending off goblins and marauding bandits, nor is he hunting for food. If the search is being conducted above ground, deep snow could make prospecting nearly impossible, while even a thin layer would triple the time needed. Steady rainstorms, rough terrain, and short daylight hours

all interfere with a survey of the surface.

Underground searches are limited by the natural formations of caverns and passages. The area that can be examined in one week is reduced underground to 2 square miles, conditions permitting. The natural shape of the passages may be such that the character is restricted to a narrow 100-yard stretch, or that the search must be carried deeper into the earth.

After the search is completed, a proficiency check must be made by the miner. If unsuccessful, the search has either failed to discover anything of value or the character thinks he has found the best site for the mine. The miner may search the area again, seeking to verify his original findings, but it becomes increasingly more difficult; the amount of time required is multiplied by the number of surveys (the second survey takes twice as long, the third takes three times as long, etc.) and a cumulative -1 penalty is imposed on each subsequent proficiency check (-1 on the second check, -2 on the third check, etc.).

If the check is successful, the surveyor has determined the extent of mineral wealth in the area, within a reasonable margin of error. This does not guarantee a successful mine, but does locate the best site for one. If the area contains nothing of value or is unsuitable for mining, a successful proficiency check reveals that fact.

## Mine Products

When a miner locates minerals, consult the Mining Products Table.

**Mining Products Table**

| Roll D100 | Product of Mine |
|---|---|
| 01-30 | Copper |
| 31-40 | Tin |
| 41-66 | Lead |
| 67-84 | Iron |
| 85-92 | Silver |
| 93-97 | Gold |
| 98 | Platinum |
| 99 | Mithril* |
| 00 | Gemstones* |

* Indicates only that mithril or gemstones may be present. Mithril exists deep under the earth, in dense metamorphic formations. The actual presence of mithril must be confirmed by checking the Mithril Formation Table. If gemstones are indicated, check the Gemstones Table.

**Mithril Formation Table**

| Roll D10 | Metal Discovered |
|---|---|
| 1-5 | Silver (highest quality) |
| 6-8 | Gold (highest quality) |
| 9 | Platinum (highest quality) |
| 10 | Mithril |

**Gemstones Table**

| D100 | Class of Stone |
|---|---|
| 01-25 | Ornamental |
| 26-50 | Semi-precious |
| 51-70 | Fancy |
| 71-90 | Precious |
| 91-94 | Gems |
| 95-96 | Jewels |
| 97-99 | Roll twice on this table |
| 00 | Roll three times on this table |

## Quality of Mine

Because a mine has been established does not mean that it automatically yields valuable metal or gems. The quality of the ore must be determined. Even the highest quality metal requires some processing before it can be sold.

### Metals

If the yield of the mine is a metal, it will probably be in the form of ore (metal-bearing rock). While pure nuggets may be discovered occasionally, a character with the smelter proficiency must separate the metal from the ore.

The quality of the ore is equal to the number of coins that can be produced from it by a single miner in one week. A copper mine, with a rating of 200 cp, would mean that a single miner, working for one week, produces a pile of ore that can yield 200 cp of copper when smelted. The amount of coinage indicates how much is produced, not that coins must be produced. One-thousand coins of iron, for example, equal one suit of plate armor, 100 spear heads, or 500 arrowheads.

To determine the quality of the mined ore, roll 1d10 and compare it to the result for that metal on the Ore Quality Table. This equals the coin equivalent produced per week per miner.

**Ore Quality Table (Roll 1d10)**

| Metal | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10* |
|---|---|---|---|---|---|---|---|---|---|---|
| Copper | 100 | 200 | 250 | 300 | 350 | 400 | 500 | 750 | 1000 | 2000 |
| Iron | 200 | 300 | 500 | 700 | 900 | 1200 | 1600 | 2000 | 3000 | 4000 |
| Silver | 25 | 50 | 100 | 200 | 300 | 400 | 500 | 750 | 1000 | 2000 |
| Gold | 10 | 25 | 50 | 100 | 200 | 300 | 400 | 500 | 750 | 1000 |
| Platinum | 5 | 10 | 20 | 40 | 75 | 100 | 250 | 400 | 800 | 1000 |

* If a 10 is rolled, roll 1d10 again. If another 10 results, the mine is a pure vein of the highest quality and requires no smelting. If 1-9 results, the metal must be smelted.

Ideally, the smelted metal has the same value as its coin equivalent: i.e., 20 10-coin ingots of silver are worth 200 sp. In a true medieval economy, however, everything is

negotiable. Miners may not be able to get this much for their bullion, or may get more, depending on local conditions, who the buyer is, and regional supply.

If a character sells the ore without smelting, the selling price can be no more than 25% of the value of the pure metal, and it may be as low as 5%. The asking price will depend on the difficulty of transportation and the cost of smelting the ore.

## Gemstones

Newly mined gemstones are not nearly as valuable as they are after finishing. Gemstones are rough and even unrecognizable when first discovered. Characters with the Mining or Gem Cutting proficiencies can correctly identify a stone after 1d6 rounds of study.

The quality of a gemstone mine depends on the number of stones in each find and the value of the stones. The number of stones is that which one miner can excavate in one week.

The value of the stones is the average value for an uncut stone, which is 10% of its cut value. To realize the full amount from the gemstones, a miner needs to employ a character with the Gem Cutting proficiency. Some stones are more or less valuable than this amount, but the average is as accurate as we need to get to calculate the income from the mine.

The output of a gemstone mine does not remain constant, it is rolled each week to determine the worth of that week's output. The number of miners at work each week is determined before the dice are rolled.

### Gemstone Quality Table

| Class of Stone | #/dwarf /week | Average Uncut Value |
|---|---|---|
| Ornamental | 4d10 | 1 gp |
| Semi-precious | 3d6 | 5 gp |
| Fancy | 1d12-1 | 10 gp |
| Precious | 1d10-1 | 50 gp |
| Gems | 1d6-1 | 100 gp |
| Jewels | 1d4-1 | 500 gp |

In addition to the base value of the stones mined in a given week, there is a 1% chance per week of operation that a miner will discover an exceptional stone. If an exceptional stone is found, its value is equal to the base value of the mine's stones multiplied by a d100 roll. For example, an exceptional stone found in a semi-precious stone mine is worth 10 gp (the average value of an uncut, semi-precious stone) x d100. Players may also consult the Type of Stones Table to determine the exact types of stones found.

### Types of Stones Table

## Ornamental Stones

| 1d100 | Stone Type |
|---|---|
| 01-08 | Azurite |
| 09-16 | Banded Agate |
| 17-24 | Blue Calcite |
| 25-32 | Eye Agate |
| 33-40 | Hematite |
| 41-48 | Lapis Lazuli |
| 49-56 | Malachite |
| 57-64 | Moss Agate |
| 65-73 | Obsidian |
| 74-82 | Rhodocrosite |
| 83-91 | Tiger Eye Agate |
| 92-00 | Turquoise |

## Semi-Precious Stones

| 1d100 | Stone Type |
|---|---|
| 01-07 | Bloodstone |
| 08-15 | Carnelian |
| 16-23 | Chalcedony |
| 24-31 | Chrysoprase |
| 32-39 | Citrine Quartz |
| 40-47 | Jasper |
| 48-55 | Moonstone |
| 56-59 | Onyx |
| 60-67 | Quartz Crystal |
| 68-75 | Rose Quartz |
| 76-83 | Sardonyx |
| 84-91 | Smoky Quartz |
| 92-00 | Zircon |

## Fancy Stones

| 1d100 | Stone Type |
|---|---|
| 01-12 | Alexandrite |
| 13-25 | Amber |
| 26-38 | Amethyst |
| 39-51 | Chrysoberyl |
| 52-64 | Flourite |
| 65-77 | Jade |
| 78-90 | Jet |
| 91-00 | Tourmaline |

## Precious

| 1d100 | Stone Type |
|---|---|
| 01-25 | Aquamarine |
| 26-50 | Blue Spinel |
| 51-75 | Peridot |

| | |
|---|---|
| 76-00 | Topaz |

### Gems

| 1d100 | Stone Type |
|---|---|
| 01-25 | Garnet |
| 26-50 | Jacinth |
| 51-75 | Opal |
| 76-00 | Red Spinel |

### Jewels

| 1d100 | Stone Type |
|---|---|
| 01-25 | Diamond |
| 26-50 | Emerald |
| 51-75 | Ruby |
| 76-00 | Sapphire |

## Types of Mines

The two types of mines commonly in use are placer mines and underground mines.

### Placer Mines

Placer mining involves a pan or sluice to sift gravel, dirt, sand, and water from a flowing stream or river. This technique is most commonly employed above ground, but can be conducted below. Placer mining is a relatively simple operation requiring little equipment. At the basic level, the only requirements are a character with a shallow pan and a great deal of patience.

Placer mines collect mineral deposits from underground veins eroded by water and tumbled downstream. Finally deposited in the streambed, the miner harvests them from the water. Only mineral wealth, eroded from deposits, collects along the streambed. Since erosion is slow, placer mining is much less profitable than deep mining.

Placer mines do not yield profitable amounts of copper, iron, mithral, or gemstones. Characters who have discovered gold, silver, or platinum may try to mine the deposits. Underground mines are required for all other metals and gems. To calculate the value of placer mines, determine the quality and then roll 1d4 and multiply by 10. This is the percentage of its top value the mine will yield. For example, if a gold mine could yield 100 gp per week, a placer mine will yield only 10 to 40 gp per week.

### Tunnel Mines

Operating an underground, or tunnel, mine requires a great deal more work than placer mines, but the potential for wealth is much greater. Underground mining tunnels into the earth, searching for veins of ore and gem-encrusted rock that is removed and the minerals and gems then extracted.

## Excavating a Tunnel Mine

Excavating a tunnel is hard work and time consuming. The rates for excavating by the various races follow. Rates are in cubic feet, per miner, per eight-hour day.

**Mining Rates Table**

| Type of Rock<br>Race of Miner | Very Soft | Soft | Hard |
|---|---|---|---|
| Gnoll, Halfling, Human | 75 | 50 | 25 |
| Gnome, Kobold | 80 | 60 | 30 |
| Goblin, Orc | 85 | 65 | 30 |
| Dwarf, Hobgoblin | 90 | 70 | 35 |
| Ogre | 150 | 100 | 50 |
| Hill Giant | 250 | 150 | 75 |
| Fire Giant, Frost Giant | 300 | 200 | 100 |
| Stone Giant | 500 | 350 | 175 |

A tunnel mine must follow the shifting vein of mineral through the earth. Such a path typically requires a tunnel 10 feet wide and 10 feet high.

When a miner discovers a vein, roll 1d10 and multiply by 10; this is the depth in feet needed to intersect the vein. Mining may now begin in earnest. To determine the path of the vein, roll 1d4 and consult the Mineral Vein Direction Table.

**Mineral Vein Direction Table**

| D4 Roll | Vein Runs |
|---|---|
| 1 | North-South |
| 2 | East-West |
| 3 | Northeast-Southwest |
| 4 | Northwest-Southeast |

The vein always runs at least 20 feet in the direction indicated. After each 20-foot section is excavated, roll 1d10 and check the Vein Path Alteration Table to determine the new path of the vein.

**Vein Path Alteration Table**

| D10 Roll | Change |
|---|---|
| 1-2 | Steep descent |
| 3-4 | Shallow descent |
| 5 | Curves right (10-60 degrees) |
| 6 | Curves left (10-60 degrees) |
| 7 | Continues straight\ |
| 8 | Shallow ascent* |
| 9 | Steep ascent* |
| 10 | Vein ends |

* If the mine starts on the surface, the first time this is rolled it is treated as descent rather than ascent.

Miners who wish to continue working the mine must follow the vein, even if it goes in a direction they do not wish to follow. If the path of the vein takes a course that makes it impossible to follow, such as emerging into thin air through a cliff face, that particular course of the mine has run out. If the vein ends in both directions, the mine is played out. This rule takes priority over the *Duration of Mining Site* rules.

In unusual circumstances, say a tunnel that ends at a cliff which overlooks a gorge, miners may try to pick up the vein again on the other side. The DM must decide how likely that vein is to continue, depending on the situation.

### Shoring a Tunnel

A tunnel mine must be supported, or shored, with wood or stone pillars. Otherwise, sections of the tunnel will almost certainly cave in. Shoring can be done by characters with Mining, Carpentry, or Stonemasonry proficiencies.

Each 10-foot section of tunnel requires two side and one ceiling brace, each at least 1 foot thick. If the tunnel is 10 feet wide and 10 feet high, each brace uses 30 feet of bracing material. Each shoring brace requires four hours to build.

### Playing Out a Mine

Mines contain finite amounts of mineral wealth. Sometimes, this amount is enough to keep miners busy for generations. More frequently the mine plays out after a period of intensive mining.

To determine the length of time a mine will produce before depletion, roll 1d100 at the start of the mining operation. The result is the number of weeks the mine can be worked. If the result was doubles (11, 22, 33, etc.), the mine has a much longer duration. Roll 1d100 again, the result is the additional number of months the mine will produce. Add this figure to the number of weeks set by the first roll. If the second roll is also doubles, roll 1d100 a third time, the result is the number of additional years the mine is will operate. Further doubles rolls are treated as tens of years, hundreds of years, and so on.

For the sake of convenience, treat each month as four weeks and each year as 48 weeks or 12 months when totaling up the mine's longevity. Please note that a "week" is the amount of work that one dwarf can perform in a week. If 12 dwarves are engaged in excavating a mine, 12 weeks of the mine's lifetime are used up for each week of operation.

If the mine is a placer mine, disregard any doubles rolls for the duration of the find. A placer mine is always depleted after 1d100 hours of work.

## Overseeing Mining Operations

In order for a mine to produce at maximum efficiency, the character in charge must

make a successful Mining roll each week of the mine's operation. If the roll succeeds, the mine produces normally. If it fails, production is reduced by half for that week. This could be the result of pilfering among laborers, a cave-in which causes the loss of valuable production time, the intrusion of some monster--an umber hulk or ankheg, perhaps--or plain old bad decisions on the part of management. The exact details should be worked into an adventure if possible; hunting the umber hulk through the tunnels or rescuing trapped miners before they suffocate.

Although overseeing a mine provides steady work, player characters will probably find it best to hire an NPC with Mining proficiency to act as overseer, freeing themselves up for more exciting pursuits.

# Chapter 9: Equipment

This chapter describes the equipment used by dwarves: smelters, two-handed battle axes, close combat weapons, and war machines.

## Smelters

A smelter is a very hot furnace used to separate metal from ore-bearing rock. The furnace is super-heated by forcing air from a bellows, often operated by two or more dwarves, through burning coal. Ore is fed into the smelter in iron buckets moving along a chain, which tows the buckets along a rail and dumps their contents into the furnace.

The ore is heated to the metal's melting temperature (which is below the rock's). Water or acid are occasionally added to enhance the process. The molten metal runs out from the base of the smelter and into molds or troughs known as "pigs," hence the term pig iron. The pigs are sold to blacksmiths, weaponsmiths, and armorers to produce metal goods, weapons and armor. Smelters can also make alloys, such as steel or bronze.

The amount of ore that can be processed is more a function of the size of the smelter than of any character's work rate. A small smelter can process ore as fast as four miners can dig it. A medium smelter can process the ore produced by up to 20 miners. A large smelter can process ore excavated by up to 100 miners.

In addition to the cost of smelting equipment, a smelter is expensive to maintain because of the materials required to operate it. A small smelting operation costs 5 gp per day to operate, the cost of a medium operation is 12 gp per day, and a large one costs 25 gp per day to run. Smelter costs only apply when the smelter is in operation. To keep it operating at maximum efficiency, it is common practice to collect a stockpile of ore before firing the furnace. Once all the ore is smelted, the equipment is allowed to cool and is then cleaned.

Given its bulk, even a small smelter is not very portable.

| **Smelters** | **Cost** | **Size** |
|---|---|---|
| Small | 1,000 gp | 30'x30' |
| Medium | 2,000 gp | 50'x50' |
| Large | 5,000 gp | 75'x75' |

## New Weapons

Most weapons used by dwarves are described in the *Player's Handbook*. Here we look at the two-handed battle axe and close combat weapons.

## Two-Handed Battle Axe

The two-handed battle axe has a longer haft than a standard battle axe and must be wielded with two hands. With two large blades extending from it, it allows the user to swing it in an arc without having to change the angle of the blade.

## Close Combat Weapons

A whole range of weapons have been developed to suit the close fighting style of some warriors. These weapons are not standard to any kit, but are favored by warriors who fight in confined spaces. Axes For Hire, some Battleragers, and aggressive Hearth Guards may decide to specialize in them. A character's Strength bonus is added to the damage they cause.

### Head Spike

This unusual weapon consists of an iron helmet with a large (1 to 2 foot) spike on the top, sometimes called a "belly skewer." A fighter employs this weapon when charging. Running, bent forward, he attempts to spear his opponent in the stomach. The attack roll is made at a -3 penalty, and he loses any armor class benefits high Dexterity may give him. If he impales his enemy, he scores double damage.

### Knee And Elbow Spikes

These are spiked guards used in close combat to elbow and knee opponents. When not in use they appear to be decorative stubs at the center of the knee and elbow cups, but, activated by pressure, spiked blades jet out and lock in place. Since they are strapped to the character as part of his armor, it is virtually impossible to disarm him.

When a fighter is being grappled or wrestled he may elect to make an attack with his spikes, instead of boxing or wrestling. This attack is made with a -2 attack penalty.

### Glove Nail

This is a gauntlet constructed of iron or steel, with a large spike protruding from its face. Warriors usually wear glove nails on both hands. Used for slashing, generally at an enemy's face, these are sometimes called "face rippers."

**Weapon List**

| Item | Cost (gp) | Weight (lbs) | Size | Type | Speed Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Two-handed | | | | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| battle axe | 10 | 10 | M | S | 9 | 1d10 | 2d8 |

**Close Combat Weapons**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Head Spike | 10 | 10 | M | P | 4 | 1d6 | 1d8 |
| Elbow spike | 1 | 2 | S | S | 2 | 1d4 | 1d4 |
| Knee spike | 3 | 2 | S | P | 1 | 1d4 | 1d4 |
| Glove Nail | 2 | 2 | S | P | 2 | 1d4+1 | 1d4 |
| Chain Flail | 1 | 5 | L | B | 6 | 1d4+2 | 1d4+1 |

### Chain Flail

The chain flail is a 6-foot length of weighted chain. In combat it is whirled around very fast and swung at the enemy's legs. A character who is proficient with a chain flail will use it to knock his opponent off balance. He must state that he is attacking the legs, and rolls at -4 attack. If he succeeds, he rolls for damage normally. In addition, his target must succeed in a Dexterity check or be knocked to the ground by the chain's impact.

## War Machines

Dwarves produce some technologically advanced war machines for the defense of their strongholds, and to attack their enemies above and below ground.

War machines have both an armor class, indicating how difficult the machine itself is to damage, and hit points, measuring how much damage the machine can take and continue working.

### Grinder

A grinder is constructed of wood or metal and consists of a series of huge, rotating blades designed to chop up and drive back attackers. They are custom built to the widths of the corridors where they will be used. The blades in front fill the corridor, leaving only a few inches at the sides.

With the aid of a complicated gearing system, six dwarves are able to propel a grinder at high speeds using pedals and cranks. The pedalers sit behind an iron shield, which protects them from missiles and many spells.

A grinder has a THAC0 of 10 and inflicts 3d8 damage per round on anything within reach of its blades. The best way to avoid one is to flee or to cause enough damage to stop it from working.

The flaws of the grinder are its inability to turn corners and the difficult ascent of steep corridors. Dwarf engineers have been able to overcome these problems to a limited degree. Most areas designed for grinder usage have smoothly curving corners that channel, rather than restrict, the grinder's movement. Circular rooms have also been constructed at points where tunnels converge to allow grinders to change direction (much like a roundhouse). There are even a few turntables set in the floors, at strategic locations, to allow even faster redirection.

To permit grinders to ascend steep passages, a cable is fastened to the back of the machine and connected to a winch at the top of the ascent. As the grinder descends the

tunnel, the cable is let out. When it reaches bottom, the cable is winched back, pulling the grinder to the top, ready for another run.

### Ballista

Three sizes of these giant crossbows are used by dwarves. They fire large bolts in flat trajectories. Each ballista requires a crew to move, load, and fire. They are slow to load; the rate of fire displays how often they may be fired.

When used in dwarf strongholds, ballistas have pedal and gear systems similar to a grinder. This, coupled with a winch system, allows them to be moved back and forth and traversed from side to side. A ballista is pedaled forward to fire its bolt, then winched back, out of sight, to be reloaded.

### Orc Masher

The orc masher is not a war machine as such, but it is found as a standard part of most stronghold defenses. It is a large iron slab, at least 1 foot thick, covered with spikes. The full width of a corridor, it is mounted either on rollers or hinged to the ceiling.

The roller version is placed at the top of steep slopes. If invaded, teams of dwarves lure the invaders up the slopes. Niches have been hollowed out of the walls to allow the dwarves to dodge out of the corridor. The orc masher rumbles down, picking up speed, and smashing everything in its path. It is then winched back, ready for another run.

The ceiling version is less effective. It is mounted at T-junctions and swings down from the ceiling, slamming invaders into the wall.

| **Weapon Table** | | | **Damage** | | | | **Hit** |
|---|---|---|---|---|---|---|---|
| **Weapon** | **Movement** | **S/M** | **L** | **ROF** | **AC** | **Pts** | **Crew** |
| Grinder | 12/6/1* | 3d8 | 3d8 | NA | 0 | 100 | 6 |
| Light ballista | 9 | 2d6 | 3d6 | 1/3 | 2 | 30 | 1 |
| Medium ballista | 6 | 3d6 | 4d6 | 1/4 | 0 | 50 | 2 |
| Heavy ballista | 3 | 4d6 | 5d6 | 1/5 | 0 | 75 | 4 |
| Orc masher, roller | 12 | 4d6 | 4d6 | N/A | NA | N/A | N/A |
| Orc masher, ceiling | NA | 3d6 | 3d6 | N/A | N/A | N/A | N/A |

# Chapter 10: Dwarf Strongholds

Malakar the Orc on Dwarf Strongholds

*Us orcs is 'ard. But them stunty dwarves is 'ard, too. Much 'arder than elves 'n' oomans. They dig into those 'oles of theirs, and fill 'em wif traps 'n' hurty stuff. Theyz got loads of twisty tunnels wif big iron gates and fings wot fall on yer 'n' squash yer flat.*

*We is bestest at nicking their 'oles from 'em. We got lots, much more than wot you can count on two 'ands. Orcs are right 'ard. We kill dwarves, cook 'em, eat 'em, 'n' then use their beards fer beds. We's takes their gold too, they gots lots.*

*I 'eard of a place wot got both stunties 'n' orcs in it. Big, 'uge place it is, wif lots and lots of tunnels. Orcs got one 'alf, stunties got t' other 'alf. Fight'n all the time. Ain't many*

*stunties left there, them bin done for by orcs. Them all be dead soon, but ain't it 'alf great of 'em to build us strongholds!*

Strongholds are the homes and workplaces of the dwarves. They can range from simple family residences to huge subterranean cities. The stronghold design sequence allows you to design a stronghold, either by making a series of choices, or by random die rolling. You may also combine the two methods.

Designing a stronghold by making choices creates the most consistent and logical stronghold, one that fits perfectly into your campaign world. A major stronghold is an ideal adventure setting.

The random method uses a series of die rolls, often modified by previous rolls. If you choose this method you may ignore or augment any unusual results.

Ideally, the random method should be used in conjunction with making choices. This way, you can guide the design process by selecting certain features while omitting others. You can let the dice decide those areas of stronghold design about which you have no clear ideas. It can also be an entertaining method to rationalize some of the strange results achieved by purely random design.

When using the tables it is important to bear in mind that they are guidelines. They do not attempt to cover the enormous diversity of factors that determine a stronghold's constituent parts. Do not feel constrained by them. Expand on any of the categories as needed.

For example, the design sequence places one dominant subrace in a stronghold containing several. You may decide that you want the subraces to be equal, no one being more powerful than the others. You may also want all six subraces to be present in the stronghold. While this scenario cannot be created using the design sequence, follow your own instincts and ignore those parts of it that limit you.

If the player characters are to adventure in a dwarven setting, then the setting should be as detailed as you can make it, including the names of the leaders, clans, military forces, and the backgrounds of the subraces.

If the campaign is to take place in a human or other setting, then players need only enough information to give an idea of what the strongholds are like. This does not have to be very detailed.

## Designing Dwarf strongholds

The stronghold design tables are intended to make creating a stronghold an easy task. They do not attempt to deal with every aspect of design. The tables do not define the numbers or sizes of individual dwellings or work places, or specify the exact numbers of NPCs within them.

## Name of the Stronghold

Every stronghold needs a name. You may choose a name or randomly create one using the *Stronghold Name Generator*. To use the generator, first turn to the dwarf name generator in Chapter 4. Roll 1d4 to determine the number of syllables in the stronghold's name. Roll for each syllable on the *Dwarf Name Prefix Table*. Then, either assemble

them in the order generated or rearrange them to make a better sounding name. Then turn to the Stronghold Suffix Table, below, and roll once to finish the name. Feel free to add other letters between each prefix and/or suffix if the name is too difficult or simply does not 'sound right'.

**Stronghold Suffix Generator**
**Roll 1d20**

| | | | |
|---|---|---|---|
| 1 | -ack | 11 | -hak |
| 2 | -arr | 12 | -hig |
| 3 | -bek | 13 | -jak |
| 4 | -dal | 14 | -kak |
| 5 | -duum | 15 | -lode |
| 6 | -dukr | 16 | -malk |
| 7 | -eft | 17 | -mek |
| 8 | -est | 18 | -rak |
| 9 | -fik | 19 | -tek |
| 10 | -gak | 20 | -zak |

## Subraces Present

Most strongholds were created by a particular subrace of dwarf. This subrace is the one that controls the stronghold and comprises the majority of its citizens. You may choose, or you may wish to generate randomly on the *Subrace Table*, who holds the stronghold.

Choose or randomly determine the number of dwarves present. This will give you the number of male dwarves living in the stronghold. There are approximately half as many females as males, regardless of subrace. The number of children is equal to about half of the female population. If, for example, the total population of the stronghold is around 400, there would be 225 males, 112 females and about 63 children.

**Subrace Table**

| **1d100** | **Main Subrace** | **#Dwarves** |
|---|---|---|
| 01-10 | Deep Dwarves | 3d100+50 |
| 11-20 | Duergar | 2d100+100 |
| 21-30 | Gully Dwarves | 1d100+100 |
| 31-70 | Hill Dwarves | 3d100+100 |
| 71-90 | Mountain Dwarves | 3d100+100 |
| 91-95 | Sundered Dwarves | 2d100+50 |
| 96-00 | Mixed Subraces | See below |

You may decide that your selected subrace is the only one present, or you may wish to add others to the stronghold. A mixed stronghold is one having more than a single subrace of dwarves. The primary one is dominant and holds political power over the stronghold, but they do not have to be the majority within it.

The Dominant Subrace Table determines the subrace that controls the stronghold. If you want to add other minor subraces to the stronghold, the table will show you how

many are present. You can select this or determine it randomly.

**Dominant Subraces Table**

| 1d100 | Dominant Subrace | # Other Subraces |
|---|---|---|
| 01-10 | Deep Dwarves | 1d3 |
| 11-20 | Duergar | 1d4 |
| 21-25 | Gully Dwarves | 1d2 |
| 26-70 | Hill Dwarves | 1d4 |
| 71-90 | Mountain Dwarves | 1d4 |
| 91-00 | Sundered Dwarves | 1d3 |

## Modifying the Dominant Subrace

In strongholds having one or more minority subraces, the number of the dominant subrace is altered by the Modified Subrace Table, according to the number of other subraces present. If, for example, there are there are 200 deep dwarves in a stronghold with three other minor subraces present, the number of deep dwarves is reduced by 50% to 100.

**Modified Subrace Table**

| Other Subraces Present | Modifier |
|---|---|
| 1 | -10% |
| 2 | -25% |
| 3 | -50% |
| 4 | -75% |

## Determining the Number of Subrace Members

So far, you know how many subraces are in the stronghold, but not which ones they are, nor their numbers. The Subrace Tables list the main subrace and the subraces likely to share a stronghold with them. Once the minor subraces have been selected, choose or randomly determine their numbers.

In the event that a random roll results in the same subrace being designated more than once, maintain their numbers each time they occur, as though they were a different subrace. Total the results to determine the numbers present.

**Deep Dwarves Subraces Table**

| 1d100 | Subrace | # of Subrace |
|---|---|---|
| 01-25 | Duergar | 5d10 |
| 26-50 | Gully | 3d12 |
| 51-75 | Hill | 2d10 |
| 76-00 | Mountain | 3d6 |

**Duergar Subraces Table**

| 1d100 | Subrace | # of Subraces |
|---|---|---|
| 01-40 | Deep Dwarves | 3d12 |
| 41-60 | Gully Dwarves | 3d10 |
| 61-80 | Hill Dwarves | 2d12 |
| 81-00 | Mountain Dwarves | 2d12 |

**Gully Dwarves Subraces Table**

| 1d100 | Subrace | # of Subrace |
|---|---|---|
| 01-20 | Deep Dwarves | 1d10 |
| 21-40 | Duergar | 2d6 |
| 41-60 | Hill Dwarves | 3d12 |
| 61-80 | Mountain Dwarves | 2d10 |
| 81-00 | Sundered Dwarves | 2d6 |

**Hill Dwarves Subraces Table**

| 1d100 | Subrace | # of Subrace |
|---|---|---|
| 01-10 | Deep Dwarves | 1d12 |
| 11-20 | Duergar | 2d8 |
| 21-40 | Gully Dwarves | 4d10 |
| 41-90 | Mountain Dwarves | 3d6 |
| 91-00 | Sundered Dwarves | 3d6 |

**Mountain Dwarves Subraces Table**

| 1d100 | Subrace | # of Subrace |
|---|---|---|
| 01-10 | Deep Dwarves | 2d10 |
| 11-20 | Duergar | 2d10 |
| 21-25 | Gully Dwarves | 2d6 |
| 26-70 | Hill Dwarves | 2d12 |
| 91-00 | Sundered Dwarves | 3d6 |

**Sundered Dwarves Subraces Table**

| 1d100 | Subrace | # of Subrace |
|---|---|---|
| 01-60 | Gully Dwarves | 10d10 |
| 61-80 | Hill Dwarves | 3d12 |
| 81-00 | Mountain Dwarves | 2d10 |

Subraces living in strongholds held by others are almost always a minority. They are there because they are exiles, traders who have established a sizable base, or because they have particular skills to sell. Subraces may also be present because they have experience in fighting certain kinds of monsters, or because they have been cut off from their own people by disaster. They may have intermarried with the dominant race.

You may generate these subraces in more detail by treating them as trading enclaves or family strongholds. The following paragraphs give some general guidelines on how the various subraces function within another subrace's stronghold.

Deep dwarves usually live at great depths and keep to themselves. As minor subraces, they tend to be in small family groups, plying a craft or trade.

Duergar living among other subraces are usually not of an evil alignment unless the stronghold's alignment is evil. They may be tolerated by neutral dwarves, but are always treated with wary suspicion.

Other subraces living among the duergar will usually be evil and will have joined the duergar to avoid persecution in their home strongholds. Evil duergar strongholds will tend to enslave other subraces, unless they are allies.

Gully dwarves may be found living among any subrace of dwarf, usually employed to perform menial or unpleasant tasks.

A gully dwarf stronghold may contain other subraces, but these will usually share similar attitudes and behavioral patterns with them.

Hill and mountain dwarves may be found at any depth and living with any other subrace. They are clannish and keep to themselves. They are likely to be the employers of other subraces. While these others will usually be present in the stronghold on a fixed term contract, it is not unusual for a stronghold to have enclaves of other dwarves who have been there for generations.

Sundered dwarves are only found living among other dwarves when a part of the stronghold is above ground. Hill dwarf strongholds, which are built above and below the hills, are ideal. If the stronghold is entirely below ground, sundered dwarves will congregate around one of its entrances, where they will construct shanty towns in order to conduct trade.

## Overall Alignment

You may either select a stronghold's alignment to match that of its dominant race or roll on the Overall Stronghold Alignment Table. A stronghold's overall alignment determines its general outlook. Not all of the stronghold's inhabitants need to be of this alignment. In good aligned strongholds, evil characters will usually keep their alignment hidden from their fellows.

**Overall Stronghold Alignment Table**

| 2d6 | Deep | Duergar | Gully | Hill | Mountain | Sundered |
|---|---|---|---|---|---|---|
| 2 | CN | LG | LG | LE | LE | CE |
| 3 | NE | NE | LN | LN | LN | NE |
| 4 | NG | LN | LE | LN | LN | LG |
| 5 | N | LE | NG | LG | LG | LE |
| 6-8 | N | LE | CN | LG | LG | LN |
| 9 | N | N | N | LG | LG | N |
| 10 | LN | CN | NE | NG | NG | N |
| 11 | LG | CE | CG | CG | N | CN |
| 12 | LE | NG | CE | N | N | CG |

## Types of Strongholds

Strongholds vary in size and importance. You may have an idea of the kind of stronghold you want. If not, you can determine it randomly.

The population modifier is used to determine the number of dwarves who live in a stronghold and the numbers of each subrace will be modified by this percentage. For all strongholds, other than secondary ones, you'll need to adjust the numbers previously acquired. To do this, multiply the numbers you have by the percentage given.

Depending upon who built the stronghold, it may extend above ground, with stone towers and battlements, spreading over the sides of hills or mountains. Sundered dwarves always build their strongholds above ground. Deep dwarves and duergar never do.

**Stronghold Type Table**

| 1d100 | Type of Stronghold | Population Modifier |
|---|---|---|
| 01-05 | Major | 200% |
| 06-55 | Secondary | 100% |
| 56-70 | Outpost | 40% |
| 71-80 | Ghetto | 25% |
| 81-90 | Trade Enclave | 10% |
| 91-00 | Family | 5% |

**Major strongholds** are capital cities. Some dwarves who live in them are powerful, and often rule secondary strongholds.

Gully and sundered dwarves never build major strongholds. Gully dwarves may live in them, but they will have moved into them only after the original inhabitants have been killed or driven away.

Major strongholds contain large numbers of dwarves. They are the height of dwarf engineering and construction and are nearly always located around a very profitable mine. The gates of major strongholds are sturdy and flanked with stone towers.

**Secondary strongholds** are the most common. They are similar to major strongholds, but are not as large. They may be independent or allied politically and militarily with a major one. Most major strongholds began as secondary and grew in size and importance over centuries.

**An outpost** is a stronghold that has been founded to protect an area or to expand the realm of a secondary or major stronghold. It may have been a mine that grew in size and began to accommodate more than just the miners who worked there.

**Mines** are established to extract minerals from the earth. The dwarves who live in them are engaged chiefly in the mining of gemstones or in mining and smelting ores. Such an outpost is rarely self-sufficient, but relies heavily on trade or outside supply.

**Trade enclaves** are situated in the towns and cities of other races and subraces for the purpose of conducting trade. They may be fortified houses or stone forts for the traders, their guards, and their families.

**Ghettoes** are areas within cities and towns of other races where clusters of dwarves live. This could be a wealthy city block inhabited by well-to-do dwarf merchants and craftsmen or an impoverished shanty town where dwarves eke out a living as best they can.

**A family stronghold** is home to a single family of dwarves. They are small and often consist of a single house or underground cavern inhabited by a family. Dwarves who live

in family strongholds tend to be very reclusive and clannish.

## The Age of the Stronghold

Because they live so long, dwarves find it easier to measure the passage of time in terms of generations, instead of years. A dwarf thinks of his stronghold as being founded three generations ago, not 1,000 years before. Using the size of the stronghold, determine its age using the Number of Generations column.

The period represented by a generation will vary between subraces. To find the approximate number of years since a stronghold's foundation, multiply the number of generations by the dominant race's life expectancy on the table below.

**Age of Stronghold Table**

| Type of Stronghold | #Generations |
|---|---|
| Major | 2d10 |
| Secondary | 2d6 |
| Outpost | 1d6-1 |
| Ghetto | 1d4-1 |
| Trade Enclave | 1d4-2 |
| Family | 1d6-1 |

On any roll of 0 or less (after modifiers are applied) the stronghold has been founded in the current generation.

**Racial Modifiers:**
Subtract 2 for gully dwarves, 1 for sundered dwarves.

**Life Expectancy Table**

| Type of Dwarf | Life Expectancy |
|---|---|
| Hill | 350 years |
| Mountain | 400 years |
| Deep | 380 years |
| Duergar | 400 years |
| Sundered | 250 years |
| Gully | 250 years |

## Government

Dwarves are traditionally ruled by a king or chief, but these are only two of the possible forms of government available. Major strongholds are always ruled by a feudal king. You may decide otherwise, but this should be a conscious decision, not determined by a random roll of dice. You may select the type of government in other strongholds or roll on the Government Table.

**Government Table**

| 1d100 | Government |
|---|---|

| | |
|---|---|
| 1-10 | Colony |
| 11-20 | Conquered |
| 21-60 | Feudal |
| 61-80 | Guild |
| 81-90 | Oligarchy |
| 91-100 | Theocracy |
| 101-110 | Anarchy |

**Modifiers:**
Add 10 for gully dwarves
Add 10 for chaotic aligned strongholds

**A colony** is a stronghold specifically established by another stronghold and under the direct rule of its parent. Colonies may be founded to expand political power, to subjugate conquered races, or to exploit mineral resources. They may also be established to protect strategically important areas or to redistribute excess population.

**A conquered stronghold** has been conquered by invaders and is now controlled by them. The conquered people may have been enslaved by the conquerors. To discover who the conquerors are, consult the War Table below.

Chances are that the conquered dwarves will not be allowed any weapons or armor. Some may have banded together to form a resistance and may be hiding in secret locations in or near the stronghold.

**Feudal strongholds** are ruled by a dwarf king or one of his nobles. Major strongholds nearly always have monarchs, but even a lowly family stronghold may be ruled by a king whose power extends only to his immediate family.

Secondary strongholds and outposts may be ruled by a king, or by a prince or duke who owes allegiance to a major stronghold.

**A guild stronghold** is ruled by the guild masters of each clan. The guild masters meet to regulate all aspects of life within the stronghold. They may be headed by a guild master who is elected by the others, for one or more years.

**An oligarchy** is an elite group of dwarves, elected or selected on the basis of their wealth, to rule a stronghold. Oligarchies usually work to further their own goals and ambitions. The oligarchic members may be Highborns, Guild Masters, or merchants who have amassed large fortunes.

**A theocracy** is a stronghold ruled by priests of one or more dwarven deities. Theocracies attempt to impose their strictures and beliefs on all the inhabitants of the stronghold. They will typically strive to suppress other religions.

**An anarchy** is a form of nongovernment usually restricted to gully dwarves, but may be found in any stronghold with a chaotic alignment. In anarchy, citizens do what they want, when they want to do it. An anarchy could be tempered by a desire to maintain society by avoiding harm to others, as in a community that is chaotic good. Alternatively, it could be a case of no one having any regard for the effects of their actions on others.

## Attitude

A stronghold does not exist in isolation; it has contact with other strongholds and

races. The nature of these contacts determines the stronghold's attitude and its military strength. The percentage of dwarves in the militia refers to the number of male and female dwarves who regularly drill and carry arms. They are included when determining the armed forces of a stronghold (see Military Forces).

**Attitude Table**

| 1d20 | Attitude | Dwarves in Militia |
|---|---|---|
| 1 | Decadent | 25% |
| 2-3 | Declining | 50% |
| 4 | Dispossessed | 50-100% |
| 5 | Exiled | 50-100% |
| 6-7 | Expansionist | 100% |
| 8-9 | Friendly | 50% |
| 10 | Integrated | 25% |
| 11-20 | Isolationist | 75-100% |

**A decadent stronghold** is one in which traditional dwarf values have been forgotten or are little used. These dwarves will exhibit personality traits more in keeping with other races.

The NPC military forces of a decadent stronghold are likely to be badly trained and fight at B1 to attack and damage.

**A declining stronghold** was once powerful and rich, but has fallen upon hard times. Its mines may have played out, or it may have been struck by a plague that devastated the population. Perhaps the once profitable trade it conducted with neighboring races has ended, and now the stronghold is short of commodities that it once took for granted. A declining stronghold may have been involved in a war that so taxed its resources that real recovery was too expensive.

**Dispossessed** dwarves have lost their ancestral homes and now live in a situation they believe is temporary, even though they may have been there for generations. They have a passion to reclaim their ancestral homes and may even mount expeditions to do so. Or they may accept that their homes are lost and establish new ones for themselves. Even then, groups will periodically set out to attempt to recapture the ancestral stronghold. Consult the War Table to determine who drove them from their ancestral hearths.

**Exiled** dwarves have been expelled by their own kind. This may have been for some evil act or practice, or they may have been forced out by others who were evil. In either case, they seek to return to their homes.

**Expansionist** societies are strong and robust. They seek to expand into new areas, even if they must go to war to acquire them. A stronghold with this attitude is frequently antagonistic toward other races. It may seek to expand underground at the expense of other subterranean races. It may be expanding above ground, perhaps driving elves from a nearby forest so that the dwarves can get at the mineral deposits beneath it.

**Friendly** dwarves are as open as dwarves ever get. This doesn't mean that other races are welcome, but that friendly types are less closed than the rest of their race. They usually have more dealings with humans or elves than others, except for integrated strongholds.

**Integrated strongholds** are those that have become a part of another race's society. They most frequently occur among sundered dwarves or dwarves in trade enclaves. They will retain their traditional ways and lifestyles, but are more knowledgeable about the races they live among than other dwarves. Integrated strongholds are most likely to have trade and military agreements with other races. They are likely to join with armies of other races to defeat a common foe.

**Isolationist** dwarves avoid dealings with all races, and often with other dwarf subraces. They look only inward and keep their gates firmly locked. Visitors are unwelcome and trespassers are dealt with sharply. They usually live in remote or inhospitable regions. Mountain and deep dwarves are frequently isolationist. Some live close to other races, but shun all contact with them.

## Resources

No absolute figures are given for stronghold resources because campaigns frequently have different scales of wealth. The Stronghold Resources Table uses relative divisions of wealth, but does not express what these resources are.

The Starting Gold Modifier is an optional rule that may be applied to a character's starting wealth to take into account the relative wealth of his home stronghold. These modifiers cannot reduce a character below the minimum character funds for his class. That is, if he rolls 5d4x10 gp for his starting wealth, the minimum he could generate is 50 gp; his starting wealth may not fall below this amount.

For example, a warrior from a poor stronghold must subtract 10-60 gp from his starting gold. He rolls his normal 5d4x10 gp for a miserly total of 60 gp. Then he rolls his poor stronghold penalty of 1d6x10 gp and gets -60 gp! Since this would leave him with no money at all, he automatically receives the minimum of 50 gp.

**Stronghold Resources Table**

| 1d20 | Relative Resources | Starting Gold Modifier |
|---|---|---|
| 1 | Very Poor(subsistence) | -1d8x10 gp |
| 2B5 | Poor | -1d6x10 gp |
| 6B10 | Fair | -1d4x10 gp |
| 10B14 | Average | no modifier |
| 15B17 | Comfortable | +1d4x10 gp |
| 18B19 | Wealthy | +1d6x10 gp |
| 20+ | Rich | +1d10x10 gp |

**Racial Modifiers to 1d20 Roll:**

| | |
|---|---|
| Duergar | -5 |
| Gully Dwarves | -10 |
| Sundered Dwarves | -8 |
| Mountain and Hill Dwarves | +2 |

**Stronghold Modifiers to 1d20 Roll:**

| | |
|---|---|
| Major | +3 |

| | |
|---|---|
| Secondary | +1 |
| Outpost | 0 |
| Ghetto | -3 |
| Trade Enclave | +2 |
| Family | 0 |

## Relationships with Other Player Character Races

Even the most isolationist strongholds must have some sort of relationship with other player character races, even if very distant ones. Strongholds may have friendly ties with other races, or they may be at war with them.

Whether you select the stronghold's relationships, or determine them randomly, a separate determination must be made for each race that lives near the stronghold. DMs who want the detail can determine different relations toward each settlement in the area, even if many of them house the same race.

If the stronghold has a friendly, open relationship with the race, members of the race may visit the dwarves regularly and a few may even live among them. Trade is brisk.

An indifferent relationship is one that is neutral and businesslike. Trade is likely, but few members of the race visit the stronghold. The only ones likely to live among the dwarves are merchants.

In a cautious relationship, the stronghold does not welcome visitors from the other race. Those who enter are searched and watched closely. The stronghold tries to avoid confrontations and giving offense, but relationships are strained and guarded. No one of the outside race lives among the dwarves.

In a threatening relationship visitors are actively discouraged by the threat of violence. They are turned back at the borders or held and interrogated to learn why they are in the dwarves' territory.

In a hostile relationship, intruders are attacked and driven back from the stronghold's borders. Armed forces are ready to repel invaders. Relationships are strained and an uneasy peace might exist as described under War/Peace.

In a war situation, combat is regular and serious. The DM can decide who started the war and why. In any case, all of the stronghold's resources are allocated to gaining victory over the enemy.

**Relationship to Other Player Character Races**

| 1d20 | Elves | Gnomes | Halflings | Humans |
|---|---|---|---|---|
| 1 | Friendly | Friendly | Friendly | Friendly |
| 2 | Indifferent | Friendly | Friendly | Friendly |
| 3 | Indifferent | Friendly | Friendly | Friendly |
| 4 | Indifferent | Friendly | Indifferent | Indifferent |
| 5 | Cautious | Indifferent | Indifferent | Indifferent |
| 6 | Cautious | Indifferent | Indifferent | Indifferent |
| 7 | Cautious | Indifferent | Indifferent | Indifferent |
| 8 | Cautious | Indifferent | Indifferent | Indifferent |
| 9 | Cautious | Indifferent | Indifferent | Indifferent |
| 10 | Threatening | Indifferent | Cautious | Indifferent |

| | | | | |
|---|---|---|---|---|
| 11 | Threatening | Indifferent | Cautious | Cautious |
| 12 | Threatening | Indifferent | Cautious | Cautious |
| 13 | Threatening | Cautious | Cautious | Cautious |
| 14 | Threatening | Cautious | Cautious | Threatening |
| 15 | Hostile | Cautious | Threatening | Threatening |
| 16 | Hostile | Cautious | Threatening | Threatening |
| 17 | Hostile | Threatening | Threatening | Hostile |
| 18 | Hostile | Threatening | Threatening | Hostile |
| 19 | At War | Threatening | Hostile | Hostile |
| 20 | At War | Hostile | Hostile | At War |
| 21+ | At War | At War | At War | At War |

**Modifiers:**

**Stronghold Alignment**

| | |
|---|---|
| lawful good | -2 |
| lawful evil | +2 |
| neutral evil | +2 |
| chaotic neutral | +1 |
| chaotic evil | +5 |

**Race's Alignment**

| | |
|---|---|
| lawful good | -2 |
| neutral good | -1 |
| lawful neutral | -1 |

**Stronghold's Attitude is:**

| | |
|---|---|
| Expansionist | +5 |
| Friendly | -5 |
| Isolationist* | 0 |

If the stronghold is isolationist, treat all results of 4 or less as 9's on the Relationship Table.

## War and Peace with Other Races

Dwarves not only have dealings with other human and demihuman races, they also have to contend with evil monsters and other races below ground. A war may have been raging for generations or it may have just begun. To determine if the stronghold is at war with any underground races, use the War/Peace Table.

**War/Peace Table**

| **1d20** | **Situation** |
|---|---|
| 1-10 | Peace |
| 11-15 | Uneasy Peace |
| 16-20 | War |

**Attitude Modifiers:**

| | |
|---|---|
| Declining | +2 |
| Dispossessed | +10 |
| Expansionist | +5 |
| Friendly | -5 |

If the stronghold is at peace now, it may have been at war in the past. Roll on the Peace Table to determine how long the stronghold has been at peace.

**Peace Table**

| 1d10 | Duration |
|---|---|
| 1 | 1d12 months |
| 2 | 1d6 years |
| 3 | 2d6 years |
| 4 | 3d10 years |
| 5 | 5d10 years |
| 6 | 1d4 generations |
| 7 | 2d6 generations |
| 8 | 2d10 generations |
| 9-10 | Always at peace |

If the stronghold has been at war, roll on the War Table to determine its enemies. To discover the length of the war, roll on the War Duration Table.

The reasons for peace are as varied as the reasons for war. The enemies may have been eliminated, or injured so badly that they moved to another place. The war may have collapsed a major tunnel system, sealing off the defenders from their attackers.

An uneasy peace is one in which friction still exists between the dwarves and their enemies. The stronghold may again go to war, but one or both sides are licking their wounds. Diplomatic incidents may still occur over disputed territory.

Roll on the War Table to determine the stronghold's enemies. To establish the length of the peace, roll 1d8 on the Peace Table.

Even defeated enemies may still be in a position to threaten a stronghold, and may be preparing a renewed assault even now. Bands of orcs, for example, could have been defeated three generations ago. Since then, they have been breeding and enlisting other orcs and giants against the day when they will storm the stronghold's defenses.

An Aggressive stronghold is likely to be preparing a preemptive attack against its foe. An Isolationist one will be engaged in strengthening its defenses, anticipating an attack. A Decadent stronghold is likely to ignore the buildup, while a Declining one may be powerless to do anything about it and may well be overrun when the attack comes.

## War

To determine who is at war with the stronghold or has been at war with it, choose or roll on the War Table. Feel free to select races not on the table if that suits your campaign. Creatures on the War Table are listed by general category only. All giants are

included in the giant entry. Some races may have other races serving them as troops or slaves. As always, ignore any illogical results.

**War Table**

| 1d100 | Enemy |
|---|---|
| 01-05 | Beholders |
| 06-10 | Dragons |
| 11-20 | Drow |
| 21-30 | Dwarves* |
| 31-35 | Giants |
| 36-40 | Gnolls |
| 41-50 | Goblins |
| 51-60 | Hobgoblins |
| 61-65 | Lizard Men |
| 66-70 | Mind Flayers |
| 71-75 | Ogres |
| 76-85 | Orcs |
| 86-90 | Trolls |
| 91-95 | Undead |
| 96-98 | Roll two more times |
| 99-00 | Roll three more times |

* If dwarves are rolled they will be duergar if the stronghold is good or neutral in alignment. If the stronghold is evil, roll on the Main Subrace Table to determine their enemies. These enemies can also be evil dwarves (*i.e.*, duergar can fight duergar).

## Duration of the War

The length of the war is determined first in terms of years, and then generations. If the duration of the war is more than the age of the stronghold, then the stronghold has been at war since its founding. Its inhabitants have never known peace.

**War Duration Table**

| 1d10 | Duration |
|---|---|
| 1 | 1d8 days |
| 2 | 1d4 weeks |
| 3 | 1d12 months |
| 4 | 1d6 years |
| 5 | 2d6 years |
| 6 | 3d10 years |
| 7 | 5d10 years |
| 8 | 1d4 generations |
| 9 | 2d6 generations |
| 10 | 2d10 generations |

## Types of War

Once it has been determined that a war is in progress, or that one occurred in the stronghold's past, you can then determine what type of war it was.

**War Type Table**

| 1d10 | War Type |
|---|---|
| 1-3 | Sporadic |
| 4-5 | Steady |
| 6-8 | Escalating |
| 9 | Siege |
| 10 | Invasion |

**Attitude Modifiers:**

| | |
|---|---|
| Declining | +3 |
| Isolationist | +1 |

**Sporadic:** The war consists of sporadic skirmishes and border incidents. No major battles have been fought and neither side is making any real progress, or even pushing the point very hard. Enemies rarely penetrate far into the stronghold and are content just to test its defenses every once in a while.

**Steady:** A steady war consists of constant pressure maintained by both sides. Border skirmishes are common and the enemy makes regular raids against the stronghold. The stronghold sends forces to attack enemy camps and lairs.

**Escalating:** The war steadily increases in scale. Both sides are adding more resources in an effort to prevail. Large battles are likely and the stronghold's militia is always armed and ready to fight. Wars may continue to escalate for years, or they may quickly culminate in one decisive battle.

**Siege:** One side has adopted (or been forced to adopt) a completely defensive stance. Perhaps goblin forces surround the stronghold, cutting it off from all outside contact. Or perhaps the dwarves have done the same to a giant fortress. In either case, constant pressure must be maintained against the besieged. Attempts are made to pollute or poison water supplies, destroy food reserves and crops, and shut off supplies of air to underground defenders. The defenders may send out parties to secure aid from other strongholds, or conduct sorties to disrupt the attackers.

Life in strongholds under siege is much harsher than normal. Food and water are often in short supply and the inhabitants must contend with the constant threat of storming parties, disease, and declining morale.

**Invasion:** The primary defenses of the stronghold have been overrun and enemy forces occupy substantial portions of the stronghold. Alternatively, the dwarves may have advanced from their stronghold into the enemy's territory in force. The goal may be to punish raiders, or capture ground, or conquer and subjugate the enemy, or eliminate the enemy entirely.

## Militia

We have already established the number of citizens in the militia on the Attitude

Table. Look up the dominant race and multiply the total militia number by the percentage given to determine how many militia members are of the dominant race.

All members of the militia are 1st-level. Their leaders are usually of higher levels and are in addition to the total number of militia in a stronghold.

The armor type is assigned for an average stronghold. This may be adjusted to reflect the wealth of the stronghold. The militia of a poor stronghold may only be able to afford leather armor, while a rich one could outfit its militia in banded or even plate mail armor.

**Morale:** An average morale is furnished for each militia. This is modified according to the attitude of the stronghold.

**Leaders:** The number and experience level of leaders is determined by the number of dwarves in the militia. In the case of hill dwarves, for example, for every 40 militia members there is a 2nd-to 6th-level leader present. For every 160 militia there is a 6th level leader present, and so on.

**Morale Modifiers:**

| | |
|---|---|
| Decadent: | -3 |
| Declining: | -2 |
| Expansionist: | +2 |
| Isolationist: | +1 |

## Deep Dwarves

Morale: Elite (13)

Deep dwarf militia are equipped with scale mail armor and carry shields.

| **Weapons** | **Total Militia** |
|---|---|
| Axe and light crossbow | 15% |
| Axe and heavy crossbow | 15% |
| Axe and hammer | 25% |
| Spear and sword | 25% |
| Pick and hammer | 10% |
| Two-handed sword | 10% |

**Deep Dwarf Leaders (Plate mail and shield)**

| **# Militia** | **Class** | **Level** |
|---|---|---|
| every 40 | Warrior | 3 |
| 50+ | Warrior | 7 |
| | Warrior | 4 |
| 100+ | Warrior/Priest | 4-7/5-8 |
| 200+ | Warrior | 9 |
| 300+ | Warrior | 10 |
| | Warrior | 8 |
| | Warrior/Priest | 7/8 |
| | Warrior/Priest | 5/5 |
| | Warrior/Priest | 4/4 |

## Duergar

Morale: Elite (13)
Duergar militia are equipped with chain mail armor and carry shields.

| Weapons | Total Militia |
|---|---|
| Pick and hammer | 20% |
| Spear and pick | 20% |
| Spear and hammer | 20% |
| Pick and light crossbow | 20% |
| Hammer and sword | 10% |
| Hammer and heavy crossbow | 10% |

**Duergar Leaders (Banded mail and shield)**

| # Militia | Class | Level |
|---|---|---|
| every 4 | Warrior | 2 |
| every 9 | Warrior | 4 |
| 50+ | Warrior | 6 |
| | Warrior | 4 |
| 100+ | Warrior/Priest | 3-6/4-7 |
| 300+ | Warrior | 10 |
| | Warrior | 8 |
| | Warrior/Priest | 7/8 |
| | Warrior/Priest | 5/5 |
| | Warrior/Priest | 4/4 |

## Gully Dwarves

Morale: Unsteady (7)
Gully dwarf militia is equipped with leather armor and shields. They only fight when forced to. The first reaction of most gully dwarves, militia or otherwise, to danger is to drop their weapons and run away!

| Weapons | Total Militia |
|---|---|
| Any they can scavenge | 100% |

**Gully Dwarf Leaders (Chain mail and shield)**

| # Militia | Class | Level |
|---|---|---|
| every 4 | Thief (Leather) | 2-6 |
| every 5 | Warrior | 2-4 |
| every 10 | Warrior | 2-6 |
| 50+ | Warrior | 8 |
| 100+ | Warrior | 10 |
| | Priest | 1-10 |

## Hill Dwarves

Morale: Elite (13)
Hill dwarf militia is equipped with chain mail armor and shields.

| Weapons | Total Militia |
|---|---|
| Sword and spear | 20% |
| Sword and light crossbow | 15% |
| Axe and hammer | 25% |
| Sword and polearm | 10% |
| Axe and heavy crossbow | 10% |
| Axe and mace | 10% |
| Hammer and pick | 10% |

**Hill Dwarf Leaders (Plate and shield)**

| # Militia | Class | Level |
|---|---|---|
| every 40 | Warrior | 2-6 |
| 160+ | Warrior | 6 |
| | Warrior | 4 |
| 200+ | Warrior/Priest | 3-6/4-7 |
| 320+ | Warrior | 8 |
| | Warrior | 7 |
| | Warrior/Priest | 6/7 |
| | Warrior/Priest | 4/4 |

## Mountain Dwarves

Morale: Elite (13)
Mountain dwarf militia is equipped with chain mail armor and shields.

| Weapons | Total Militia |
|---|---|
| Sword and spear | 30% |
| Sword and light crossbow | 10% |
| Axe and hammer | 25% |
| Sword and polearm | 05% |
| Axe and heavy crossbow | 10% |
| Axe and mace | 10% |
| Hammer and pick | 10% |

**Mountain Dwarf Leaders (Plate and shield)**

| # Militia | Class | Level |
|---|---|---|
| every 30 | Warrior | 2-6 |
| 150+ | Warrior | 6 |
| | Warrior | 4 |
| 200+ | Warrior/Priest | 3-6/4-7 |
| 300+ | Warrior | 8 |
| | Warrior | 7 |
| | Warrior/Priest | 6/7 |

| | | |
|---|---|---|
| | Warrior/Priest | 4/4 |
| | Warrior/Priest | 4/4 |

## Sundered Dwarves

Morale: Steady (11)
Sundered dwarf militia is equipped with ring mail armor and shields.

| **Weapons** | **Total Militia** |
|---|---|
| Axe and sword | 15% |
| Axe and spear | 15% |
| Axe and light crossbow | 15% |
| Polearm and mace | 05% |
| Polearm and hammer | 10% |
| Hammer and heavy crossbow | 15% |
| Pick and dagger | 10% |
| Mace and sword | 10% |
| Two-handed sword | 05% |

**Sundered Dwarf Leaders (Chain mail and shield)**

| **# Militia** | **Class** | **Level** |
|---|---|---|
| every 50 | Warrior | 2-7 |
| 100+ | Warrior | 8 |
| | Warrior | 5 |
| 150 | Warrior/Priest | 2-7/3-8 |
| 300+ | Warrior | 9 |
| | Warrior | 8 |
| | Warrior/Priest | 7/8 |
| | Warrior/Priest | 3/3 |
| | Warrior/Priest | 3/3 |

## Special Forces

In addition to militia, a stronghold may have special types of forces. These are described in the Character Kits and include Hearth Guards, Battleragers, and Vermin Slayers, among others. The number of special forces should not be more than 10 to 20% of the total number of male dwarves present in a stronghold. For simplicity, add these to the number of male dwarves in the militia rather than subtracting them.

## War Machines

A stronghold may also have war machines available. These are described in Chapter 9. Roll once for every 50 militia members in the stronghold.

**War Machine Table**

| **1d10** | **# War Machines** |
|---|---|

| | |
|---|---|
| 1-5 | None |
| 6-8 | 1 |
| 9 | 2 |
| 10+ | 3 |

**Attitude Modifiers:**

| | |
|---|---|
| Decadent: | -3 |
| Declining: | -2 |
| Isolationist: | +1 |
| Expansionist: | +2 |

### Animals

Certain strongholds are guarded by animals. Select these according to whether the Animal Master kit is being used, and the subrace of the dwarf. Suitable animals include bears and wolves for mountain and hill dwarves, steeders for duergar, giant lizards for deep dwarves, giant rats and beetles for gully dwarves, and dogs and wolves for sundered dwarves.

### Total Strength

Finally, add up the number of leaders in the militia, plus special troops, and add these to the number of dwarves in the stronghold to determine its total strength.

## The Stronghold of Bazzakrak

In this example, we are going to create a major stronghold for mountain dwarves. The DM has already decided that this is to be a powerful and expansionist stronghold. However, since the details have not yet been worked out, he consults the stronghold design sequence for inspiration. He will choose those elements he wants from the design sequence, rather than rely on random die rolls. But, working through the sequence, he allows the dice to determine certain features for him.

### Naming the Stronghold

The DM has already come up with a name and, because he is creating a mountain dwarf stronghold, there is no need to roll for a primary subrace. He wants the stronghold to be very large so he selects the maximum number of mountain dwarves possible, 350. He notes this on the design sheet.

### Subraces Present

As he looks over the next part of the design sequence, the DM decides that it would be fun to have a few other subraces of dwarves present. He selects two: duergar and gully dwarves. He also chooses the maximum number possible, 20 duergar and 12 gully dwarves.

Rather than generate separate strongholds for the subraces, the DM assigns them as part of the mountain dwarf stronghold. He decides that the duergar once lived beneath the stronghold, where they fought the mountain dwarves. Two generations ago, the duergar were finally defeated and most of them fled. A few, however, were captured and imprisoned. These later renounced their evil ways. When they did so, they were given their freedom and permitted to remain within the stronghold. Although they have not married into any mountain dwarf clan, the duergar have proved themselves to be loyal and valuable members of the stronghold. They remain a distinct group, but have served admirably in the stronghold's military forces. They even helped to defend against other duergar who attacked the stronghold.

The gully dwarves, on the other hand, have never been really integrated into the stronghold. They are outcasts who live and work in the garbage pits. They have been here for four generations, and were first attracted to the stronghold by wondrous tales of "huge treasure pits," filled with broken items and bones. The gully dwarves serve a useful role recycling garbage. They pretty much keep to themselves and rarely venture far from the garbage pits. They continue to follow the ways of gully dwarves. A wily deep dwarf merchant sells whatever useful items the gully dwarves recover and provides them with trinkets and toys in exchange. While few mountain dwarves will socialize with them, the gully dwarves are recognized as performing a useful and valuable function within the society.

Without consciously doing so, the DM has also introduced a deep dwarf merchant into the stronghold. To keep matters simple, he decides that this deep dwarf is the only one present. He is the sole survivor of a deep dwarf stronghold that was overrun by drow.

The DM now has three other subraces present in his stronghold, but he decides not to reduce the number of mountain dwarves accordingly. Bazzakrak is to be a very large stronghold.

## Alignment

As he wants Bazzakrak to be expansionist, the DM chooses lawful neutral for its alignment. This allows it to impose the will of its leaders on others without being too concerned about whether their actions are seen as 'good'. He does not want the player characters to be evil, so he dismisses lawful evil as a possible alignment. The other alignments do not fit his conception of how the stronghold operates, so he does not consider choosing one of those. When he later discusses alignments with his players, he decides that he will give them the choice of lawful good, lawful neutral, or neutral good for their characters' alignments. But he also knows that it may be necessary to allow other alignment choices depending on the character kits he makes available to them.

## Size of Bazzakrak

As it is a major stronghold, the DM now increases the numbers of dwarves present by 200%. This gives him 700 mountain dwarves, 24 gully dwarves, and 40 duergar. At first he considers not doubling the number of duergar, but later thinks it would be good to allow them as player characters. He increases the number of deep dwarves to three by giving the merchant a son and a daughter. Now the son and the daughter can become

player characters, if any of the players wish to play them.

### Since Time Began

The DM wants Bazzakrak to be very old, so he decides that 20 generations have passed since its founding. This equates to 8,000 years, a very long time for a stronghold to have grown and expanded.

Bazzakrak is to be very important in the DM's campaign world, and he decides that it was founded by the mountain dwarves' god of war. Not only does this fit in with his conception of the stronghold, but it also gives the stronghold a religious significance that is in keeping with its importance in the campaign.

### Death to Our Enemies

Originally, the DM intended to make Bazzakrak a feudal stronghold, but it now occurs to him that, because Bazzakrak was founded by a god, it would be logical to have it ruled by the priests of that god. He determines that the high priest is also the king, making the stronghold a feudal theocracy ruled by warrior/priests. He decides as well that the king's office is hereditary, passing to the king's eldest son.

A stronghold ruled by warrior/priests fits neatly into his original conception of an expansionist stronghold. On the stronghold design sheet he notes that all of the stronghold's mountain dwarves and duergar are in its militia. The gully dwarves keep to themselves, so there is no need to include them in the militia (they wouldn't be much help anyway).

### The Riches of the Earth

As Bazzakrak is to be the largest stronghold in his campaign world, the DM wants it to be a wealthy one. It will not only have the resources to pursue its ambitions of conquest, but the player characters will benefit from the optional starting gold rules when they first outfit their characters.

### Threatening the Enemy

Bazzakrak is an expansionist stronghold, but does not have any ambition or desire to spread above ground. Therefore, the DM is not concerned about its relationship to other player character races apart from the gnomes. He determines randomly that the relationship with the gnomes is "cautious." Gnomes are not welcome at Bazzakrak, but the stronghold does not seek to conquer gnomish territory.

Then, out of curiosity, he decides to roll relationships with elves and humans, too (ignoring halflings because he has decided that none live in the area). He gets an "at war" result with the elves, but downgrades that to "hostile." Relations with the humans are "indifferent," so the two races have little to do with each other.

### War is Our Life

Up until now, the DM has not really considered whose territory the dwarves of Bazzakrak are expanding into. He knows that at one time, Bazzakrak defeated a force of duergar and that the duergar have attacked the stronghold within the current generation. So it is safe to assume that the stronghold is at war with them. The two subraces are competing for the same underground territory and resources. But this is all too neat. An expanding stronghold would also have come into contact with other subterranean races. He adds trolls and goblins to the list of the stronghold's enemies.

Bazzakrak is now at war with three races. It is time to determine how long these wars have been going on. The war with the duergar has been sputtering on for at least two generations. The DM decides to randomly roll for its duration, using 2d6, and discovers that the war has been fought, off and on, for eight generations. It has been a steady war of occasional small skirmishes.

The DM has no clear idea about the wars against the trolls or goblins, so he lets the dice decide. He rolls 1d10 to determine the Troll War's duration and gets a 5--2d6--years with a follow-up roll of nine years. Checking the war type, he gets a sporadic war. This looks good. The dwarves expanded into troll territory nine years ago. Since then the two races have been fighting. The dwarves have not pushed any further into troll country, and the trolls content themselves with minor raids.

The DM then discovers (through the magic of dice rolling) that the war with the goblins has only just begun, four weeks before. This war is much more intense. It is an invasion; the dwarves have entered the goblin's territory and are intent on wiping out their hated enemies. This is also good for his campaign, as it allows his 1st-level player characters to fight in the front line without too much danger of them being killed.

After a bit of thought, the DM decides that the war will spread. There are more goblins than the dwarves anticipated, plus they have allies who may come to their aid (the trolls are logical friends at this time). The war could even turn into a subterranean world war, as more races are drawn into it. But all that is for the future. The DM can provide this extra information after he sees how the actual campaign progresses.

### The Militia of Bazzakrak

With war on three fronts, Bazzakrak needs a well-equipped militia. As a wealthy stronghold, this is not a problem. Its mountain dwarf and duergar militias wear plate mail armor and enjoy higher-than-normal morale.

### Special Forces of Bazzakrak

To allow his players a wide choice of character kits, the DM does not specify any special forces. He is going to wait to see what kits his players choose. Then he'll decide how many special forces he wants the stronghold to have. As an alternative, the DM may decide that he wants the adventuring party to consist primarily of Wayfinders and Vermin Slayers and possibly a Vindicator or Battlerager along to spice things up. In this case, he would define which special forces are available, and this would limit the choices available to his players.

### War Machines and Animals

He has no clear idea of what he wants here. He decides to leave these sections until he knows which characters his players choose.

### Finishing Touches

The DM has completed the design sequence and has created the bare bones of Bazzakrak. He now needs to flesh out some NPCs and draw a few maps. Once he's done that, its ready for play. Later he can elaborate upon its history and background, as his campaign progresses or as he feels inspired. For now, Bazzakrak provides sufficient information to give him and his player characters the impression that it is a real and vibrant place.

# Chapter 11: Designing Dwarf Campaigns

This chapter is for DMs who want to design the background of a dwarf campaign. We have looked at the creation myths of the dwarves, how they and the world were formed, how dwarves have developed, their history, why subraces of dwarves exist, and how dwarves interact with other races. We shall now explore the kinds of campaigns that can be run using dwarves as the main characters.

## Creating a History

The creation text of Marak is one of many possible backgrounds for a dwarf campaign. It revealed how a stronghold of dwarves might view the world and their place in it. You could use this as part of your campaign background or develop your own myth cycle. The myths may be accepted by all dwarves, or may only be held by one stronghold or subrace. The creation myth may be believed as truth by all dwarves, but with dissension among elements of related history, such as the names of the heroes or the precise role of the gods.

In the first creation myth all dwarves began life together and later migrated to new strongholds. They could trace their lineage back to the First Dwarves, their common ancestors. Since all of them came from common stock, subrace variations had to be explained.

As an alternative, after they were created, they could have been placed by the gods in caverns around the world. This would permit them to live in any place or situation, without having to make up stories about how they spread across the world. They could live beneath tropical islands, under ice caps, or steamy jungles, as well as the more temperate hilly and mountain country. They may have been isolated from others and their developments and subsequent histories may have diverged in countless ways. In such cases, you will need to decide how these dwarves would differ from the more traditional hill dwarves of the *Player's Handbook* and Monstrous Compendium Appendix. Do they constitute definitive subraces of dwarves, with marked differences in appearance and outlook, or are they just hill dwarves living in unusual places?

## Choices of Subraces

As DM you have full control over which dwarf subraces to include in your campaign world, either as player or nonplayer characters. You may decide that some of these subraces do not exist in your campaign world at all. In Chapter 4, six different subraces are available for player characters. You do not have to use all of them. You may wish instead to restrict players to hill and mountain dwarves.

If dwarves are an underground race, with little surface contact, why are hill and mountain dwarves different? The distinctions may have arisen from an encounter with other races such as elves or humans, or because the mountains are also inhabited by evil monsters, and the hills are less prone to monster incursions.

Mountain dwarves have far less contact with humans and elves, who only expand into the mountains in search of mineral wealth or when population pressures or warring enemies force them into new areas.

If, in your campaign world, the gods created the different subraces of dwarves, then there is no reason to come up with any other rationale why there are several kinds of dwarves in the world. The creation myth explains the differences. If not, you need to include the separation of the subraces as part of your history of the dwarves.

If you have already worked up the mythic history of your world, using the suggestions in *The Complete Priest's Handbook*, all you need to decide is how dwarves fit into that history.

Alternatively, you may create your own myths for your world. There is no reason why dwarves and humans should agree how the world was created. They could share common beliefs, but with more emphasis being given to the gods of each race and their role in the mythic history of the world.

## The Importance of Myth

You will need to decide on the importance of dwarves in your campaign world. If humans are the dominant race, then much of what follows can be worked into a human oriented campaign world. If dwarves are to play an important role in the campaign, then it is important to have more fully defined creation myths and histories for the dwarves.

However you design your campaign setting, you need to make some key decisions. Do dwarf myths tell the whole story? Do other races share the dwarf myth? Does each race and culture have its own interpretation of a common myth? Was the world created by one being or by many? What role did each being take in creating it? Was it the god or gods of one particular race who created the world? Or was the world created by a variety of racial gods, each one concerned with protecting his own creation?

In some belief systems, the world may always have existed. Creation myths would then be concerned with the creation of a particular race and their place within it. You don't have to work up all the answers in detail, all you need is a general framework, so that you can develop other aspects of the campaign's design around the mythos.

Some readers may be wondering why they should bother with this at all. Yes, you could just define things as they are now, with no regard for the distant past. But a well-developed mythology makes your campaign more vibrant. The religious beliefs and mythological backgrounds of dwarves, humans, and other key races helps not only to

explain, but to define, racial friendships and animosities. A history of the races can be built on that background to explain the times and events of your campaign.

How much you tell your players is up to you, depending on the type of campaign you are running. Remember that no religion holds all the answers to the questions of the universe. Where gaps disturb our understanding, people tend to make up suitable stories to fill them. Uncomfortable truths sometimes get hidden this way. Even when mythic history is largely true, each race has a vested interest in emphasizing its own importance and supporting its racial views. The history of a war between dwarves and elves is likely to sound very different when recounted by those two sides.

Bear in mind that, given the pride and stubbornness of the dwarves, they are likely to believe that they were the first race, even if other races claim (and can support their claims) that they existed before the dwarves. The dwarves may even see other races as failed attempts to produce beings as perfect as dwarves.

## The Importance of the Gods

You will also need to decide how important the dwarven gods are to the dwarves. Do the gods govern all aspects of life, or are they only worshipped for certain key functions or to request favors? Do the gods hand down laws as masters addressing servants, or do they simply light the way and let their followers interpret signs as best they can?

You need to determine the size of the dwarven pantheon. This is particularly true in a campaign that involves priest player characters. Each of the gods within a pantheon should have some special attribute for which he or she is venerated. Some may have more than one. Typical attributes for dwarven gods are arts and crafts, each art and craft with its own deity. War, justice, earth, elemental forces, good, metalwork, race, and strength all have their patron deities. Given that dwarves breed so slowly, and that this is seen as a reason for their decline, an interesting religion might deal with fertility. Perhaps the fertility goddess is dead or imprisoned. If she is held prisoner, where and by whom?

*The Complete Priest's Handbook* will be very useful in helping to create and populate your pantheon. It includes 41 sample religions suitable for dwarves. DMs interested in creating well-balanced and detailed religions will find it an invaluable tool.

When designing a dwarven pantheon, it is not necessary to flesh out all of the gods. A few of the major deities are enough to start with; others can be added as needed. As with all gods, a few decisions must be made about their abilities.

Are they immortal? Do gods live forever, or will they eventually age and die? Are they indestructible? The gods may be immune to damage, or they may be injured. Does rapid healing follow injury, or can they actually be killed?

How much influence do the dwarven gods exert upon the world? The gods may use the dwarves as pawns in a cosmic game, or they may be remote from daily events. In a campaign where each race has its own pantheon, it is advisable to let the various races of gods take a background role, rather than competing for power.

How interested are the dwarven gods in the world? They may not take any interest in the world on the surface and be content to restrict their activities to the subterranean realms. Why, for example, would a dwarvish God of War be concerned with conquering the agricultural lands belonging to humans or halflings? He would be far more interested in capturing the mineral rich lands beneath the surface, and leave the world above to

other races. Dwarven gods of the arts and crafts may also be so absorbed in the development of their own skills that they are not interested in other affairs.

What are the gods' intentions toward the world? This is an important question. What do the dwarven gods want with the world and its races? The gods might want to see their own race dominant, or at least protected. Or they may simply wish to pursue their own affairs. Most dwarven deities may be content to be properly recognized and worshipped, but don't overlook the activities of evil or chaotic gods who act out of malice or a sense of mischief. They may be more interested in upsetting the stable lifestyle of the dwarves and their fellow gods than with establishing their own power base. Perhaps they are so discontented that they are prepared to lead evil races against the dwarves in order to destroy the other gods.

## The Races of the World

You also need to decide whether dwarf creation stories for other races are true or whether they are simply the views of the dwarves.

Humans are traditionally seen as a new race in the process of seizing power from the declining elder races of elves and dwarves, or as having already usurped them. This may be the case in your world, or you may have human lands existing far from dwarf and elf territory with little contact between them. Another interesting twist is to look at the earlier stages, when humans are still an upstart race in a world dominated by dwarves and elves.

## Wars and Conflicts

Unless dwarves in your world are a relatively recent race, they will have a long history of conflict behind them. These conflicts could have involved strongholds of dwarves fighting each other, or their traditional goblin, orc, hobgoblin, and giant enemies. Wars against humans or elves may also have occurred.

### Dwarf Versus Dwarf

Conflicts between dwarves could have led to the original separation of the subraces. Unless you are running a deep earth campaign, it's best to allow hill or mountain dwarves to be the victors of such conflicts, so that they retain possession of the strongholds that are higher and better positioned.

Conflicts may take place between strongholds of hill dwarves. A real or imagined slight could cause them to turn on each other. Such a war could rage for hundreds or even thousands of years. It may even have gone on for so long that its original causes have been forgotten and all either side now knows is their vehement hatred for the enemy.

Civil wars are, alas, a possibility within in a stronghold. A major disagreement between clans may lead to a stronghold being split into factions, each controlled by separate clans more than prepared to make war upon the others.

Intradwarven wars may also be caused by competition over mineral rights, particularly where rich lodes of gold or mithral exist. Disputes may arise over possession of a powerful artifact, such as an anvil capable of creating magical weapons.

Wars may also be initiated by the intervention of evil deities, or by other races who succeed in fomenting trouble between rival strongholds. Duergar are invariably ready to attack other strongholds in order to capture slaves and loot, or merely to exercise their hatred of other dwarves.

## Dwarves Against Evil

Dwarves have traditionally fought long and bitter wars against their evil enemies beneath the earth. This struggle has become one of "kill or be killed." As well as goblins, orcs, hobgoblins, and giants, the war could involve drow, mind flayers, ogres, trolls, or any other intelligent race that inhabits the deep earth.

In some worlds these wars have raged constantly for centuries. In others they are sporadic affairs where evil races make small gains, or are pushed back each time they try to advance. Entire mountain ranges once filled with majestic dwarf strongholds may have fallen to hordes of goblins and orcs. These once exalted halls are now infested with evil monsters. The descendants of those who were driven from their ancestral halls now long to drive out the goblins and restore those halls to their former splendor.

Situations can exist where the dwarves are constantly under siege. They beat back the orcs, but orcs breed faster than dwarves do, so it is only a matter of time before the orcs' losses are replenished. (By extension, it can be seen that in order to prevail in a war against any of the fast-breeding goblinoid races, dwarves must inflict much heavier casualties than they suffer. In fact, dwarves must be very careful to avoid heavy losses in any but the most desperate engagements.) Dwarves have been known, grudgingly, to turn to humans and elves for assistance in times of need.

## At War with Humans and Elves

Dwarven relationships with humans and elves are usually cautious. Dwarves may have fought elves or humans over mineral rights or other disputes. Elves are often haughty toward the dwellers underground and this attitude makes for tense interracial understandings.

Previous conflicts could have ended in stalemate with neither race gaining the upper hand. A tenuous peace may now exist between them. Alternatively, a war could have been fought that ended with few dwarves left alive. In self-defense, the survivors shut themselves in their strongholds and severed all ties with other races.

Another possibility is that, in a war between elves (or humans) and dwarves, the dwarves emerged victorious. The difficulty is that success took a very heavy toll upon dwarf lives and resources. The victors returned to their strongholds only to come under attack by goblins and orcs. Already weakened by the first war, they found themselves unable to defeat the monsters and were driven from their stronghold. During the years that followed, the elves (or humans), recovered from the war and prospered, while the dwarves struggled to survive. The dwarves would be very resentful toward the elves (or humans), even accusing them of inciting the goblin/orc attacks. (And at the same time, the elves and humans might seize the opportunity to work some revenge on the enemy that so recently humiliated them.)

These are broad historical scenarios, even the most cataclysmic of wars may have

taken place so long ago that no one really remembers it. But dwarves and elves, especially, have long memories. The resultant racial animosity survives and trust between the races has vanished.

Relationships between humans, elves, and dwarves do not have to be antagonistic. They may simply fail to understand one another and find it difficult to adapt to the ways of the other. Rather than risk conflict, trade and other deals could be carried out diplomatically, in order to minimize the possibility of misunderstandings.

### Dragon Wars

Dragons, with their love of treasure, have always looked with envy on the wealth of the dwarves. Dragons cannot mine gems and ores and dwarves can. Dragons look at dwarves as a race that has been created, not only to supply them with wealth, but with nourishment as well.

Dragons have taken over entire strongholds, killing or driving the inhabitants away. These strongholds may be held by a single dragon, families of them, or by one dragon with hordes of other evil allies.

The dwarves would then attempt to take back their homes and treasures. They may not react favorably when humans and other races drive out the dragons, only to keep dwarven ore and gems for themselves. When the dwarves demand their treasures and are told that they cannot have them, it is likely to lead to war.

## Campaign Environments

In the standard adventure campaign characters are drawn from a wide range of classes and races. The heroes travel through a variety of lands, meeting different races and cultures. Your knowledge of dwarves may now be used to good effect to develop strongholds, and to provide additional background information for player characters.

### The All-Dwarf Party

In this campaign all of the characters are dwarves. There are no wizards in the party. Warriors, priests, thieves, warrior/priests, and warrior/thieves may be present, but there are no dwarf wizards. There may be reasons for human wizards or gnome illusionists to join the party to alleviate the deficiency in magic. You may decide to retain the true dwarven flavor by allowing wizards only as opponents.

This type of campaign works well when the dwarves are beset by an outside threat. Perhaps the stronghold is under attack by hordes of monsters and no other assistance can be secured.

### The Outcasts' Party

In the outcast, party the player characters are principally or exclusively dwarves, but are outcasts from their own society. Perhaps they befriended an elven wizard or warrior/wizard. They may have been falsely accused of some heinous crime, murdering their lord or betraying their own stronghold to orcs. They would wander the world, above

or below ground, seeking to clear their good names and to become wealthy and famous heroes.

### The Single Class Party

Here, all the characters have the same class. They are all warriors, priests, thieves, or multi-classed. They may be part of the same military force, temple, or guild, and may have been given a mission to perform. This campaign can be very exciting while the group has a clear and common goal. If there is no goal, however, the campaign can quickly fall apart. For this reason it works best as a limited-duration adventure, with everyone understanding that the group of characters will disband when their quest is completed and a new group will be created.

### The Vendetta Party

This campaign is similar to the standard adventuring party except that it emphasizes interracial animosity. The characters are members of different races (or subraces) and each has a grudge against the others. There may have been fierce wars and broken alliances in the recent past, so that there is no trust among them. This type of party needs to have clear adventuring goals that depend upon the cooperation of the whole party, in order to achieve a final purpose. Otherwise, its members will fall to squabbling endlessly, and it would probably end in them killing each other. Ideally, by the end of the mission, they will have learned enough about each other to overcome their prejudices.

### The Vendetta Campaign

This campaign involves one of the traditional enemies of dwarves: orcs, goblins, elves, or humans. Perhaps the elves are trying to discredit the dwarves or shut down their trading operations, or the dwarves have decided that they don't want humans expanding into their mountains. The dwarves may have explained to the humans that they are not welcome and the humans responded by murdering the dwarves' ambassadors. If the humans are a young race, they may have been tricked into an evil alliance by crafty giants or vengeful elves.

### The Wide World Campaign

In the wide world campaign the dwarves travel around the globe, often in the company of other races. Dwarves in this campaign may visit strongholds, but they travel primarily through human lands. This is closest in tone to what many players would consider a "typical" AD&D® game.

### The Deep Earth Campaign

In this campaign the dwarves can be members of any subrace and the entire campaign is set underground. It may be deep within the earth where deep dwarves and duergar live. It may be a stronghold of hill or mountain dwarves who have either turned their backs on

the world above or have had little contact with the outside.

A big advantage in this campaign is that you don't need to design any of the world's surface and you can effectively dispense with the histories of humans and elves. You will need maps of the extensive caverns and dungeons where the campaign is to take place. The deep earth campaign can take place within caverns or a hollow earth. It may involve an epic journey to the center of the globe.

While some people consider this setting limiting, it really is no different from a surface campaign. The biggest difference is that characters never see the sky. Anything that is possible on the surface is possible beneath the surface (this is a fantasy game, after all). And the unusual setting can make even familiar and worn-out plots seem fresh and exciting!

### Dwarf Wars

Interdwarven warfare can involve wars between subraces or between different strongholds of the same subrace. It will work best if one side is clearly the bad guys and the other side (preferably the one the PCs are on) is clearly the good guys. The player characters may be able to resolve the dispute through clever diplomacy or intervention before the war escalates out of control. It could be a blood feud between two clans that has been raging for years and will only end when one side has been destroyed or driven away.

### The Lost Clan

Considering the way dwarves move, expand, and relocate, it is not unreasonable to assume that occasionally an entire clan could drop from sight. The PCs may be an expedition sent out from the central stronghold to track down and reestablish contact with a lost clan of dwarves that disappeared generations before. Or they could be from that lost clan, trying to work their way back to the surface of the world to once again link up with other dwarves.

### The Siege Campaign

A siege campaign is set within a stronghold or a series of strongholds. The dwarves are under constant attack by bands of evil monsters in a fight to the death. The evil creatures are probably under the sway of a powerful and charismatic tyrant who is leading them on a rampage across the dwarves' territory. For added tension, the dwarves may possess a powerful artifact that this tyrant needs to guarantee his conquests, and now he will stop at nothing to get it. The evil forces may have already captured the upper or lower levels of the dwarves' stronghold, along with hundreds of captives, and cut the dwarves off from the outside world.

For a different twist, the PCs may be a returning party of adventurers who find themselves unable to get back into their stronghold because it is ringed by besieging enemies. Or this scenario could be combined with the lost clan concept, and the characters must escape through the enemy camp, find the fabled lost clan, and return at its head to drive the monsters from the gates and save the stronghold.

## Creating New Kits

After you have designed your campaign world, you may wish to add proficiencies that are specific to the world you created. Using Chapter 6 as a guide, many new kits can be created. If you wish to design a kit, consider the following questions about the dwarf and his role in your campaign:

**Description:** What is the dwarf like? Is he drawn from specific literary or mythological sources? Are there any special requirements for a character who wishes to play this type of dwarf?

**Barred:** If the dwarf is a priest, are there any reasons certain dwarves should not be allowed to be priests in this kit?

**Role:** What place does he have in the campaign? How is he regarded by his own race and culture? By other races and cultures? Is there a particular attitude or outlook he needs in order to acquire this kit?

What kinds of activities does he perform in a campaign? Is he a typically taciturn dwarf, or a loud-mouthed oaf? What is his relationship with other characters? Is he friendly, distanced, wary, impassive? Does he harbor any strong racial hatreds? How does he react to elves, gnomes, and other nonhuman races?

**Secondary Skills:** If you are using the secondary skills system, decide whether the kit requires any particular skills.

**Weapon Proficiencies:** Certain types of dwarves favor particular weapons. Note these, along with any weapons the character must have.

**Nonweapon Proficiencies:** Many dwarves have certain skills in common, and all should have the Endurance proficiency. You may assign one or two proficiency slots that are without cost to the character. If appropriate, these may come from listings other than the Dwarves and General listings in Chapter 5.

**Equipment:** If a kit is best known for specific types of equipment, the character should purchase the specified equipment at the start of the campaign. If some, but not all, dwarves of this type use the same equipment, it need not be required. In that case, simply list it as recommended.

**Special Benefits:** Although not necessary, most kits should have some special benefit. Any kind of benefit is acceptable, but it should relate to the way this particular dwarf operates in fiction, mythology, or in your own image of him.

Possible benefits include:

- Bonuses to reaction rolls, particularly with certain races.
- Bonuses on proficiency use, especially in specifically defined situations.
- Bonuses to attack and/or damage rolls, especially against certain enemies or in special circumstances.
- A free weapon specialization.
- Special resistances, such as immunity or a saving throw bonus against specific magical attacks.
- Special rights within the culture in which the dwarf normally travels, such as immunity from prosecution or free lodging on demand.

**Special Hindrances:** One or more special hindrances should be imposed to limit the character.

Possible hindrances include:

- Penalties to reaction rolls, especially from certain races.
- Penalties to attack and/or damage rolls, particularly against certain enemies or in special circumstances.
- Restrictions against learning certain proficiencies.
- Social or cultural restrictions affecting how easily the character can mingle with diverse groups. He may be prohibited from carrying weapons within his stronghold, or cannot marry, or is punished excessively for certain crimes.

**Wealth Options:** Does the dwarf have less or more starting gold than other characters? Are there any restrictions placed on how starting gold must be spent?

You may also adapt kits to other classes by adjusting the kit's skills, weapons, proficiencies, benefits, and hindrances.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Book of Elves

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# Table of Contents

**Elven Lore**

**Introduction**
**Chapter One: The Creation of Elves**
**Chapter Two: Variations on a Theme**
Aquatic Elves
Dark Elves
Grey Elves
High Elves
Sylvan Elves
Half-Elves
Elves of the Worlds
- Al-Qadim® Campaign World
- DARK SUN® Campaign World
- DRAGONLANCE® Campaign World
- FORGOTTEN REALMS® Campaign World
- GREYHAWK® Campaign World
- RAVENLOFT® Campaign World
- SPELLJAMMER® Campaign World

**Chapter Three: Physical Attributes**
Physiology
- Communion
- Elvensight
- Manifestation
- The Reverie
- Resistance to Heat and Cold
- Other Elven Abilities

Stages of Life
- Childhood
- Adolescence
- Adulthood
- Middle Age
- Old Age
- Venerable Age

Diet
Elven Interfertility
The Elven Bond
Elven Music
**Chapter Four: Mental Attributes**
Outlook
Individual Worth
Emotion and Logic
Generational Splits

Attitudes Toward Other Races
**Chapter Five: Elven Society**
The Elven Language
Livelihood
Rituals
Elven Holy Days
**Chapter Six: The Elven Myths**
The Legend of Fiona Cassiltenirra
Jarsali and the Treant
Halimath's Pride
Haranavei Koehlanna
Caelestis
**Chapter Seven: The Death of Elves**
Accidental or Violent Death
Funereal Ceremonies
**Chapter Eight: Elven Dwellings**
The Grey Elves' City
The High Elves' Tree Town
The Sylvan Elves' Encampment

**Elven Role-Playing**

**Chapter Nine: Optional Rules**
Level Limit Expansion
Extra Proficiencies
Combat Modifiction
    Bladesong Fighting Style
Archery Modifications
Using Bows as Weapons
Arrow Breakage and Loss
**Chapter Ten: Character Creation and Kits**
Standard Elf Abilities
The Elf Subraces
Elf PC Kits
    Priest Kit
        Herbalist
    Warrior Kits
        Archer
        Wilderness Runner
        Windrider
    Mage/Thief Kits
        Elven Minstrel
        Spellfilcher
    Fighter/Mage Kits
        Bladesinger
        War Wizard

Fighter/Thief Kit
Huntsman
Fighter/Mage/Thief Kits
Collector
Infiltrator
A Kit for Any Class
Undead Slayer
**Chapter Eleven: Elven Equipment**
Feywine
Elven Harp
Honey Leather
Sashling
Thistledown
Elven Bow
Arrows (Useful)
Elven Plate Armor
**Chapter Twelve: The Magic of Elves**
New Elf Spells
Magical Items
Swords and Armor
Helms of Valor
Arrows (Enspelled)
Arrows (Magical)
Artificial Limbs
**Chapter Thirteen: Elven Campaigns**
Campaign Worlds
The Elf Campaign
The Human Campaign
The Dwarf Campaign
The Evil World Campaign
The Aquatic World Campaign
The Outcast Campaign
**Appendices**
Index
MC: Avariel (Winged Elf)
MC: Cooshee
Character Record Sheets

# Introduction

*We do not deign to acknowledge the slanderous propaganda spread by the stunted humans who call themselves dwarves. The little miners have always had a rather, shall we say, biased outlook on history and the true workings of reality. They call themselves the finest creatures to grace the worlds with bodies like that, we suppose one would have to have an active fantasy life.*

*For those graced with true vision, Elves comprise the finest race in all the worlds. We*

*are that which other races aspire to be: Our longevity, our beauty, and our craftsmanship are all the stuff of legends. Certainly, each of these attributes can be recreated in some fashion by the lesser races, but theirs is an artifice of face and form and creation never as fine as those that come naturally to us.*

*Our lives are long and filled with happiness, for we recognize the impermanence of all things, excepting ourselves. Indeed, we do not suffer death as do the mortals. Only through violence, accident, or disease do we die at all.*

*Although we vanish from the ken of mortal knowledge after hundreds of years of existence in this plane, you may rest assured that we continue on elsewhere. Even those who perish on the battlefield do not truly die, but instead become part of the earth's cycle of growth and rebirth. Our spirits linger on, for we are intimately tied to the world and its core. Indeed, we are the integral part of that core.*

*We would turn now to other matters, for to continue on in this vein would, no doubt, lead you to believe that we are boasting of elven prowess. We do not boast. Anyone who has seen even the slightest fraction of elven ability knows the truth of what we say within these pages.*

*Yes, we are a proud race, but do we not have just cause? Are we not Elves—creatures of most wondrous might? Simply understand that we are what we are and that nothing you can do will change us—then may we become good friends. But beware: We are a complex race, and the workings of our lives will ever be a mystery to you, our dreams foreign from yours. You will never truly understand us, no matter how you try.*

Enigmatic and powerful, elves have dominated the fantasy landscape for years. Although their civilizations and powers have always been a mystery to those who travel in the realms of fantasy, their influence is undeniably strong. Abandoned cities, lost technology, forgotten lore . . . all these things and more lie within the mystique of the elves. Their land, their culture, and their philosophy remain cryptic mysteries to those not blessed with the love of elves.

No longer. With *The Complete Book of Elves*, many of the elves' mysteries are open for perusal. But take care with the information gleaned; some secrets of the elven way of life still remain hidden—knowledge forever forsworn from non-elves. Be forewarned: The pieces of fact and fiction learned within can, if incorrectly applied, spell destruction for those who misuse this knowledge.

## The AD&D® Game Elf

*Monstrous Compendium® I* and *II* as well as the *Player's Handbook* (*PHB*) present elves in some detail. Are those the final word on elves? Hardly not! Here, at last, is the book that deals with elves in depth, in all their myriad facets and mysterious ways. While this book may not answer every question about elves, it will provide answers and ideas for dealing with the typical elf.

Although elves often follow the same patterns in their lifestyles and have similar thought processes, there is no such thing as a "typical" elf. Even more than with humans, no two elves are alike. They may react in a like way in various situations, but they are completely different individuals. Elves have loves and hates, fears and superstitions, honors and ethics. To assume they are all the same grievously insults them.

Chapters One through Eight deal with elven lore, including tendencies, societies, lives, and more. Chapters Nine through Thirteen detail elven role-playing. It is important to remember that there are always exceptions to the rules, both those presented here and elsewhere. What is presented in this book is the "typical" elven way of life—facets that players can add to their favorite elf character. Ultimately, character creation is something best left to the imagination of the player and the mandates of the Dungeon Master. This book offers suggestions for such creation and for the role-playing of these elves.

## Other Complete Handbooks

Like *The Complete Book of Elves*, the other books in the *Complete Handbook* (*PHBR*) series offer useful advice on the creation of unique characters. However, none of these books is essential to the play of the game. All that is absolutely necessary for playing are the core rules: the *Player's Handbook* and the *DUNGEON MASTER™ Guide* (*DMG*). The other *PHBR* books are recapped below, and their usefulness to elf PCs is explained.

- **PHBR1**, *The Complete Fighter's Handbook*, offers several character kits that work very well for elves (such as the Swashbuckler and the Cavalier), suiting elf temperaments and preferences. Other kits are less elven, but still offer interesting role-playing aspects. Still others, such as the Berserker and Beast-Rider, should be used only by savage elves or those who have no connection to elven life.

  *The Complete Fighter* contributes important fighting styles and offers more weapon proficiency rules. These can be especially useful to the elf PC, allowing him or her to demonstrate absolute mastery of a weapon. Furthermore, the section on combat rules adds an interesting flavor to a campaign.

- **PHBR2**, *The Complete Thief's Handbook*, is handy for those who wish to play elf thieves. The search for knowledge and intriguing new items often leads elves to a life of crime, although this is often just a phase through which they pass. However, many of them find a natural talent for thievery; as such, *The Complete Thief* can provide suggestions on how to best deal with that thief. Whether the elf rogue is simply a street thief or one who leads such a life as a demonstration of the impermanence of physical things to the shorter-lived races, there are myriad ideas for the player in this book.

- **PHBR3**, *The Complete Priest's Handbook*, does not specifically deal with anything pertaining to elves. However, it is useful for creating entirely new deities for elves and for designing a new pantheon of gods. There are also specialty priests and new priest kits, but none of these are elf-specific.

- **PHBR4**, *The Complete Wizard's Handbook*. As an extraordinarily magic-oriented race, there is much in this book that players of elf PCs will find useful. Any wizard, no matter his or her race, will find this book a trove of information.

- **PHBR5**, *The Complete Psionics Handbook*, is only useful if psionics are available in

a campaign. If they are, then this book is a must.

- **PHBR6**, *The Complete Book of Dwarves*, is useful to elf characters only as research on the dwarf races. However, dwarves and elves do not often exchange information of this sort. A Dungeon Master (DM) might prefer that his or her elf players not have access to this book.

- **PHBR7**, *The Complete Bard's Handbook*, is not recommended for the elf character, although it is a very useful book. The section on "Elf Minstrels" is especially helpful for those who wish to play a bardlike character of mixed elven descent. There is also a fine section on musical instruments and spells, which might prove useful for fleshing out an elf PC. Otherwise, there is little here for use with pure elves. Half-elves, however, will find the book invaluable.

## House Rules

Naturally, everything presented in this book is optional to each campaign. Just as the DM has the final say on whether any of the rules presented in the core books (the *PHB* and *DMG*) apply to his or her campaign, so does the DM have the last word on whether to accept the ideas presented in this book.

Remember, there are no right or wrong rules—whatever fits the style of the campaign is acceptable. As long as each rule is reasonable, appropriate, and fair, any additional house rules the DM cares to impose are permissible. If the players do not like these new rules, they have the option of discussing them with the DM or choosing another campaign. On no account should players or DMs try to force their views regarding optional rules down another's throat—regardless of how appropriate that action may seem to be.

## Important Note

Anyone using this book should be aware that it is designed for use with the AD&D® 2nd Edition game. References to the *Player's Handbook* and the *DUNGEON MASTER™ Guide* refer to the AD&D® 2nd Edition books. Those using older books must consult the index of the first-edition books to find the subject mentioned and ignore the page numbers mentioned therein.

Furthermore, many of the rules mentioned in this book are dependent on the use of optional proficiency rules. It is strongly recommended that all players and DMs familiarize themselves with these rules in order to fully enjoy this book. Otherwise, they are cheating themselves out of the opportunity to fully exploit the rules contained here.

Lastly, since elves make no distinction between male and female, the personal pronouns in this book alternate between genders. Not all examples will be only of "he" or "him"; some will consist of only "she" or "her."

But, come: The elves are waiting.

# Chapter 1: The Creation of Elves

*From the primordial turmoil at the center of the universe sprang the gods full-fledged, full-formed. Each claimed jurisdiction over certain effects, all being equally endowed with the power and force of the cosmos. They cooperated for the first (and the last) time to create the worlds. But some gods used their powers more wisely than their brethren.*

*An early alliance formed among these wiser gods. They knew how to manipulate their power. This gathering of gods, who called themselves the Seldarine (or the Brothers and Sisters of the Wood), imparted their very essence into creating certain aspects of the worlds.*

*While other gods squabbled over jurisdiction and possession of this virtue and that attribute, the Seldarine modified some of the lands, making their worlds lush and green and beautiful. In addition, they created vessels that would one day hold the spirit of the first sentient life to set foot upon these worlds—the race of beings known as Elves. They crafted these vessels with thought and care, and gave them extraordinary beauty. The other gods grew black with jealousy, and they thirsted to imitate the Seldarine.*

*These gods hastily fashioned their own vessels, vying against those created by the Seldarine. But they would not invest the time vital to creating a race, and so their results were flawed—the gods did not care. Their creations were nothing like those shaped by the Seldarine. Most were Monsters, creatures that would one day haunt the dreams of Elves. Of all the crude creations, only the vessel reserved for Man held a glimmer of potential, for they would one day have the ability to change the land as would the Elves.*

*The gods of the new races tried too hastily to reproduce a feat that had taken the wiser gods eons. But neither group's constructs would not come to life until the historic meeting between Corellon Larethian and Gruumsh, leader of the Anti-Seldarine.*

-Larian Songshine,
priest of Corellon
Larethian

In the subject of elven mythology, the gods have strangely little to say, leaving one to ponder it as may be.

The elves believe that their religion is closer to actual history than are the religions of other races. There may be some truth in this belief, since the elves have such long lifespans, with memories to match. They have far fewer generations between their creation and the present day. Thus, they claim, there has been far less dilution of the truth; unlike the other stories, they state, the elven chronicle is pure.

The countless years that have passed since the beginning of the universe have seen hundreds of generations of elves. By way of comparison, thousands—even millions—of generations of other races have lived and passed into dust during that time. Small wonder, then, that the elves feel their histories have been less tainted through the vagaries of time than those of other races.

There are far fewer variations on the creation story in the elf race than in any other. The humans have untold numbers, practically one for each town. The dwarves have several more, and they constantly change them to glorify their race and their tribe over others. Halflings and gnomes, too, have excessive myths, although they are less likely

than dwarves to extol their own virtues in such a manner. Likewise, the orcs and other evil humanoids all have their favorite stories to comfort them in their dank, smoky caves.

Following is a continuation of the elven story of creation as told by Larian Songshine. While not necessarily an impartial retelling, it does manage to capture the essential ingredients of the elven story of creation.

*When the god Gruumsh saw the creation of the Seldarine, the Elves, he regarded it as an abomination—and he became enraged. For the first time, desire for blood pulsed in a god's veins. Gruumsh prepared to crush the Seldarine, and some gods flocked to his standard while others stood aside. Still more, such as Moradin Soul-Forger and Garl Glittergold, aligned with the Seldarine, for they had—though not in conjunction with the Seldarine—set aside areas of the world for their own purposes.*

*When the inflamed Gruumsh attacked Corellon Larethian, the leader of the Seldarine, a mighty battle began: the Godswar. How long it raged over the pristine fields of the planets, no one knows. Each combatant drew great wounds from the spirit and the body of his or her foe. While the other contenders fell by the wayside (badly hurt, though not mortally wounded), Gruumsh and Corellon would not break off. Instead, they continued their fierce combat. They traversed the planes, and they splashed the other's blood across the lands.*

*As night drew near, the powers of Gruumsh strengthened, while those of Corellon waned. All seemed lost for the Seldarine. Tears from the moon landed on Corellon's upturned, stricken face, and they mingled freely with his blood. Then Corellon looked to his companions—and it was there he found fortitude. He drew back his sword and, with one fearful blow, clove out the orb of Gruumsh (who became known as Gruumsh One-Eye). The god howled in pain, black ichor spewing from the wound. Gruumsh turned and fled to the netherworld. There he nursed his hate, seeking forever after ways to shape the enemies of the Seldarine. And the greatest of his creations, made in the burning heat of rage and the blackness of his blood, was the Orcs. That is why, to this day, the Orcs and the Elves are such bitter enemies. From the beginning, even before their creation, the very essences of their gods strove against one another.*

*With Gruumsh's defeat, the Seldarine and their allies continued with their works. The Seldarine gathered the moon's tears and the blood shed by Corellon in that great battle, placed these into the vessels they had created, and infused them with their own spirit. Each god imparted virtue into his or her creation, feeding and nurturing the newly formed race. Thus were the Elves born from the blood of Corellon Larethian, mixed with the soil of the world, blessed with the tears of the moon, and given their nearness to divinity.*

*The other gods saw this example and set about infusing life into their own sadly misshapen vessels, with varied results. Alas, all other races were but sad imitations of the Elves.*

The tale of the Godswar explains some of the elven traits, both physical and mental. Being formed of the blood of the god Corellon Larethian accounts for why elves possess such long lifespans. Tears from the moon provide a rationale for the elves' ethereal beauty—a beauty that often led the lesser races to think of elves as gods. The soil of the earth explains the connection all elves feel with the land.

To the elves, their legends provide some measure of assurance that they play a grand role in the scheme of things. Study of elven legends explains why elves are so certain of their rightful place in life, and why they rarely worry about afflictions that would be crises for lesser beings.

Other elven myths provide different insights into the elf character. Following is an accounting from Sarathos-Telanith, which sheds further light on elf history—specifically, the times that were responsible for initial fragmenting of the elf nation: the *Elfwar*.

*After the Godswar, the deities divided the world among themselves so that their creations could prosper and grow. The Seldarine chose the forests for their children, the Elves, but secretly encouraged them to spread as they would. The other gods did likewise, and the races fought for land: The hatred introduced by Gruumsh the Cursed One had spread to the mortal species.*

*The Elves were, at this time, all one people. There were variations, but these were individual, rather than any sort of societal rift. All differences were a matter of personal inclination, and the Elves lived in harmony with one another.*

*There were those who lusted for power, and those who could not bear to live within the confining walls of a city. Others were rabidly xenophobic, wanting to bar outsiders such as Humans and Dwarves from the Elflands, keeping away the taint of those "unfavored by the gods." Still others, more moderate in most things, were scorned by their brothers or even despised.*

*Each Elf thought he knew best, and each tried to impose his views on his brother. Evil flourished in this atmosphere of distrust and dissent. The great Elf cities of old deteriorated, and the Spider Queen Lolth gained a foothold in the hearts of many Elves. They used her to gain greater power and influence, and her evil ways led them even further astray. These Elves practiced dark magic and forbidden lore to make themselves mighty, and they turned from the light they had loved so much.*

*The tension grew unbearable. The Elves who had embraced the teachings of Lolth marched into the cities and slaughtered their brethren. The first attack came under cover of darkness, and the other Elves could not mount a defense. But they had seen the dark time to come, and they had readied themselves for war. Their preparations were not in vain. They returned fire.*

*The Elfwar raged for decades, neither side gaining victory. Thousands of Elves perished on both sides, and the number of wounded grew ever higher. The Elves of Lolth took the name Drow to signify their new allegiance, and they took the cities they had captured as their homes. They massed for the final battle, and Lolth covered the land in loathsome clouds of black to strike fear in the hearts of mortal Elves. The Drow were prepared to win—but then the gods themselves intervened.*

*Corellon Larethian and his companions struck deep into the heart of Drow territory. Long and hard they fought, seeking the evil in that land. Finally, Corellon Larethian came upon the dread Spider Queen, and he attacked. Magic flared and spat; blood merged in rivulets. Then Corellon struck Lolth a telling blow, driving her deep into the earth. With her defeat, the haze over the battlefield lifted, allowing the bright light of the sun to bathe the land in its healing rays.*

*The Drow turned their faces away from the sun's purification, preferring instead their fallen goddess. They consciously chose the shadows over light, and Corellon decreed that*

*such treachery would forever show upon their faces. It is for this reason that the skin of the Drow is dark.*

*Corellon forced the evil Elves into the rift where he had banished Lolth the Spider. After the last Drow was driven underground, he and his fellow gods abandoned the Elves to their own devices, preferring instead the plane of Arvandor.*

The rifts and turmoil created by the Elfwar have permanently scarred the elf psyche. Although many factions were appalled at the breaking away of the drow, some could not contain their discontent. Several such groups chose to strike out on their own: an event called the Fractioning. Thus, the division of elves, begun by the drow, continued. The elven race divided into the grey elves, who had chosen the mountains as their home; the sylvan elves, who had returned to the forests of their birth; and the high elves, who chose to remain in the elven cities and be the keepers of the elven way of life. Still more sought farther afield, roaming the oceans, the arctic wastes, and the skies above.

In time, these elven nations grew further apart, each coming to develop special characteristics. The grey elves became ever more aloof, while the sylvan elves grew as wild as the forests. The explorers adapted themselves to new lands, regardless of where they settled. Still others continued to roam, leading a nomad's life. In campaigns, these nomadic elves are considered high elves.

These nomadic elves encountered the other races that had been so haphazardly scattered about the world. The elves were often a source of legend to the dwarves, humans, gnomes, and halflings. Initial contact was relatively peaceful, particularly with gnomes and halflings. But suspicions remained, and tensions grew, particularly between elves and dwarves.

None are truly sure of the reason behind the war with the dwarves. Some claim the dispute was a territorial matter, while others hold it was a difference in ideologies. Of course, both elves and dwarves name the other as instigator. Whatever the cause, they fought brutal, bitter wars for many years. They have since reconciled to a degree, but there has never been total trust between the two races.

The first elven contact with humans has been lost to the mists of time. Since the elves were figures out of human myth, the humans were more inclined to hold them in awe. This attitude has carried over even unto the present day, and the elves remain enigmas to humans.

Although elves and humans have not gone to full-scale war with one another, there have been a number of small clashes. Many of these are over human encroachment into the forests and their heavy-handed techniques for logging. The elves take exception to the death of virgin forest. Further, some humans, out of greed and jealousy, have taken advantage of the elves' trust to slay and destroy them.

Thus, elves have come to mistrust humans as well; many have withdrawn beyond human ken. While some remain in the lands known to humans, more have returned to the fabled Elflands.

The elves are a proud people. They see the unbridled thirsts in the human race; that, coupled with their amazing fecundity, make them a serious threat to all that the elves originally accomplished. The elves watch the humans, and there is fear in their hearts.

## Chapter 2: Variations on a Theme

*There are nearly as many types of Elves as there are Humans . . . perhaps more. After all, you Humans are different only in appearance. We Elves have more substantial differences, more than slight dissimilarities in philosophy. The Aquanesti, or Aquatic Elf as you call them, is as different from a Grey Elf as a dolphin is from a mountain lion, yet there are no petty racial quarrels between us that characterize the existence of every race but ours. What is the problem with Humans and Dwarves that you cannot live in peace with your own?*

*Certainly, we once had a history of intraracial conflict, but those days are long since past. We have our disagreements with one another, but we settle them like civilized folk—and I am beginning to believe that Elves are the only civilized folk in all the realms known to mortals.*

*Although we continue to war with the Drow, the cause of that war is far more than the color of their skin or their beliefs. It is the fact that their very existence is an affront to ours, that they were created by perversions within our own race. Our war is nothing less than sublime effort to undo an error made hundreds of centuries ago.*

*We do not judge anything by the color of their skin. Granted, we find it tempting to do so in the case of the Drow, but even we—who have so often been betrayed by our dark-skinned cousins—find it within ourselves to judge each of them by their own merits.*

*Unlike the Humans, the Dwarves, and the Small Ones, we Elves are not so much shaped by our heritage as by the way in which we are taught to live. Tales of Dark Elves who have the heart of High Elves exist, as do tales of treachery and deceit among High Elves. While both cases are rare, they have happened—and will happen. Always, we attribute these to the way in which the Elf was raised, for we know that is more important than blood. The marked differences in our brethren appear only when grand conglomerations make their individual traits societal.*

-Eronion Marathas, elven seer

None are truly certain from whence the first elves arose. The elves themselves claim they arose from the blood of Corellon Larethian, while other races hold that they sprang full-fledged into the world, without divine intervention. One thing is certain, however: No matter where they came from, they have spread to nearly every world on the Prime Material Plane. Their affinity with the worlds on which they have made their homes leads one to suspect a more elemental nature to their being. However, since they have often been residents of these worlds longer than humans have existed, human sages are often inaccurate when speculating about origins.

Elves have adapted to life in nearly every environment possible. The mountains, the forests, the plains, the waters, and the underground all know the taste of elves. The snowy wastes have felt the light touch of elven boots, as have the hot sands of deserts.

The elves' curiosity about life makes it only natural that they expanded their holdings to such an extent. They wish to be sure of their world, and they cannot understand it if they cannot experience it. If an elf accurately reports her experiences, other elves can understand that world intuitively.

Yet elves are notorious for their desire to see things for themselves. Even when a

place has been experienced and reported, many elves will still have a wish to see the place. Along the journey, they are likely to view each passing locale with great interest, stopping to explore anything that catches their interest. For this reason, the elf race as a whole is likely to have heard of any given location on any of the worlds they inhabit.

Through their inherent connection with all the worlds, elves adapt more easily than many other races. For this reason, they can be found in any clime, under almost any extreme.

Descriptions of the standard AD&D® game elves follow. These include aquatic, dark, grey, high, and sylvan elves, as well as half-elves. (Descriptions of elves specific to a campaign world—originally all high elves—are found later in this chapter.)

Tables 1 and 2 list the heights and weights, respectively, of the elf subraces. Note: Because females tend to be shorter and lighter than males, base numbers are divided into male/female values. The modifiers allow for a broad range in each listed category.

**TABLE 1: ELF SUBRACES HEIGHT**

| | **Height (in Inches)** | |
|---|---|---|
| **Subrace** | **Base** | **Modifier** |
| Aquatic | 50/50 | 1d8 |
| Drow | 50/55 | 1d10 |
| Grey | 60/55 | 1d12 |
| High | 55/50 | 1d10 |
| Sylvan | 60/55 | 1d12 |

**TABLE 2: ELF SUBRACES WEIGHT**

| | **Weight (in Pounds)** | |
|---|---|---|
| **Subrace** | **Base** | **Modifier** |
| Aquatic | 85/75 | 2d12 |
| Drow | 80/95 | 3d10 |
| Grey | 85/75 | 3d10 |
| High | 90/70 | 3d10 |
| Sylvan | 95/80 | 3d12 |

Any player may feel free to choose one of these subraces as a PC with the DM's permission. Otherwise, an elf player character is assumed to be a high elf (the most common subrace).

Naturally, the descriptions contained here do not apply to every elf. There are as many different types of elves as there are humans, each acting differently from his or her fellows. What follows is merely the tendencies a subrace tends to evince, not the actual patterns each elf must follow. Not all grey elves are snobs, nor are all drow elves evil personified.

## Aquatic Elves

Although not as frequently encountered as other elf subraces, aquatic elves (also known as sea elves) are actually as common as their landbound brethren. They patrol the deeps of oceans and large inland waters, holding court beneath the waves. Often they are only seen when they frolic with dolphins in kelp beds.

Aquatic elves have gill slits much like fish, through which they process oxygen. They can also survive out of water for a short time by breathing. Their skin is typically silver-green, matching the seaweed near their territory. Some possess a bluish tinge to their skin, although this is quite rare. Aquatic elves' hair complements their skin and is also green or blue-green. The overall effect is one that makes them difficult to discern underwater, especially near kelp beds. Because of their coloring, they gain the typical elven ability to camouflage themselves in their natural environment.

Although their lives seem spent in frivolous activity, these elves play an important role in the underwater ecology: They serve to keep the seas safer for inhabitants. As do the elves of the forests and the mountains, sea elves keep the devastation of such creatures as sahuagin and ixitxachitl to a minimum. The sahuagin are to the aquatic elves what orcs are to land elves; they are a nuisance and a menace, but now a serious threat. Unfortunately, the sahuagin do not see things this way and often plan wars on the sea elves.

These elves dislike sharks intensely. Although a natural part of the ecological cycle, elves dislike any creature that is rapacious and cruel. Additionally, any beast that the sahuagin identify with closely (as they do with sharks) is considered to have few redeeming features. Since sharks relish the taste of sea elf, the elves organize hunts against this menace.

Because they fear the strange and terrible monsters that dwell in the sea, the aquatic elves and the dolphins have taken it upon themselves to keep at least some of it safe for those who travel across it. In many realms, no one would travel on the sea otherwise, for the danger would be far too great. Thus, most seaside communities severely punish those who incur the wrath of sea elves. Only the most evil of people encourage the death of sea elves and dolphins. Reprisal for their murder is always swift and brutal; the elves tolerate not the killing of either brethren or friend.

Although they may survive on land, aquatic elves prefer not to do so, for it causes them immense pain. They can walk on land for a number of days equal to their initial Constitution score. However, they endure increasing pain as time spent out of water wears on, and their ability scores and proficiencies are affected. Every two days, these scores decrease by –1 until the elves return to water. If a physical score (Strength, Dexterity, Constitution) reaches 0, the elf dies.

In salt water, the sea elf's attributes return to normal within 15 minutes. In fresh water, an elf merely stops losing his or her scores; they do not revert to normal until the elf enters salt water. The time spent in fresh water does not count against time away from the sea, and these elves may dwell in fresh water indefinitely. If they enter the water before their attributes are to decrease again, the water acts as a revitalizing force; the suffering period begins anew when they emerge from water.

**EXAMPLE:** *Theriatis the sea elf must journey to the airlands to aid friends, to whom he owes a favor. He has a 16 Constitution and can therefore stay away from his beloved ocean for 16 days, or a little more than two weeks. He travels for four days to where his*

*friends are to meet him. Since he has been away from salt water for four days, he loses two points from all his attributes, and his proficiencies suffer accordingly.*

*On his way back to the ocean, Theriatis must travel another four days. On the third day of travel, his scores are at a –7, and he is totally exhausted and pain-wracked. He finds a pond in which he can rest and stays there overnight. The next day, when he begins his travel, he is somewhat refreshed and may travel for two more days before his scores descend another notch. Finally, he reaches the ocean, and its cool waters wash over him; the brine clears out his gills, and the relaxing currents massage his exhausted muscles. Within 15 minutes, Theriatis has returned to normal, and he may resume his usual activities.*

Obviously, the sea elves do not lightly leave the sanctuary of their oceans. The harsh environment of the land world discourages any sea elf who foolishly wishes to leave the soothing waves. This does not mean that the sea elves have no dealings with those who breathe air. Any elves (excepting drow) are welcome to visit the land of the sea elves, and they will be greeted royally. Trade delegations are common between land and sea elves, although it is usually the land elves who must travel, for they have magicks more suited for the foreign environs of water.

Sea elves commonly travel with elven ships, defending those aboard from attacks beneath the waves. Since they are accomplished at scuttling the ships of evil humans and humanoids, aquatic elves are feared by pirates and those who would prey on elven craft.

Aquatic elves often consort with dolphins and hippocampi, and the latter are bred as mounts. Dolphins and sea elves are usually on the best of terms and easily befriend one another. They serve each other's needs, giving mutual protection and aid.

Aquatic elf society consists mainly of those sea elves who dwell in a five-mile area. There is a titular king or queen to whom they pay homage, but he has no real power over daily life. Sea elves live as they please, coming together under a ruler only in times of undersea emergency or great trouble for the world in general. The lords and ladies of the ocean cities do little other than escort visitors and conduct the trade that aquatic elves find so enjoyable. The rest of the population consists of artists, hunters, and farmers, all concerned with making survival possible and life pleasant for the rest of the community.

These elves have cities of living coral, supplemented with glittering crystal domes. Their undersea paradise is marked by sea elf farmers tending schools of fish; it is also marked by the peace one can find beneath the waves. The wash of blue- and green-dappled light has inspired abovesea artists for years—and will no doubt continue for years to come.

## Dark Elves

The dark elves (also known as *drow*) are evil cousins of the other elves. Driven beneath the surface long ago by the light-loving elves, these sinister beings have made a home for themselves in what they call the Underdark, the niche they have brutally carved in the underground caverns. They have become the masters and mistresses of dark grottoes, and any intelligent creature shuns them.

Originally the drow were simply elves who held more with the tenets of might than those of justice. In their quest for more power over life, they inevitably began dealing

with the forces that would one day corrupt them. Their elven brethren, dismayed at the initial change in their formerly peaceful kinsmen, sought to reason with them. The drow, seeing this effort as aggression, responded by slaying emissaries and invading elven cities. Convinced of the evil of the drow, the other elves banded together to drive them from the land.

A long, painful war marched across the centuries; elf slew elf, and great magicks flew. Much of the world lay in devastation, soaked in the blood of elves. Finally, however, the good and neutral elves triumphed, and they drove the drow underground. The corruption of the drow echoed in their appearance, for their skin darkened and their hair turned white. Their eyes glowed red—further evidence of the fires burning within their breasts.

The drow are reputedly as widespread as the other subraces of elves—perhaps even more so. No one not of drow heritage knows exactly how far their underground holdings extend. It is well known that they have a certain grasp on interdimensional magic, for they use it to travel long distances. They hate the light, and they have extensively researched ways to travel while avoiding the sun, which is anathema to them. The drow have extensive tunnel networks, which may or may not canvass their world.

Drow are typically shorter than other elves, and they retain the Dexterity common to elves. In all other respects, save their height and coloring, drow resemble their aboveground cousins.

Drow craftsmanship is truly a marvel to behold, wrought with strange and intricate designs. Unfortunately, their works are unable to exist outside the drow world, and the items disintegrate, albeit slowly, when away from the radiation of the Underdark.

Their society is usually matriarchal, with the female drow holding the majority of power. Male drow are entrusted with the relatively unimportant jobs of swordplay and some sorcery. Females, on the other hand, command the important positions in drow society. They are the priestesses of their dark goddess, Lolth (or sometimes Lloth), Queen of the Spiders.

These females wield their tremendous goddess-given power mercilessly. Using the threat of intense punishment, they keep the males cowed and submissive. They are the top of the social hierarchy in the Underdark; they jealously guard their power against lowly males who might try to take that power away.

Since drow females have greater power than males and are physically stronger and more intelligent as well, the drow have a difficult time believing that males can hold power in other societies. Thus, they do not believe that any threat mustered by males could seriously threaten the drow.

Despite their chaotic evil nature, the society of the drow is rigidly structured and divided. Social strata and classifications are virtually immutable. A drow can advance in her caste, certainly, but cannot advance beyond it. The chaotic nature of the drow is most evident when one seeks advancement—an advancement typically made through death.

Drow constantly seek to improve their position in society and in Lolth's eyes. If it comes at the expense of another's life, so much the better—that makes one less drow to challenge the newcomer, and it ensures greater security in the new position.

Drow have an abiding hatred of all things aboveground, but nothing draws their wrath quite like the good elves. The drow take any chance they can to destroy other elves they encounter. Even the few evil elves aboveground are seen as enemies, and the drow do not

hesitate to betray such a one when he or she has served a purpose.

## Grey Elves

Grey elves are at once the most noble and most reclusive of the elves. They have withdrawn from the world after making their mark, which was to ensure that the world was well on the path to goodness. The grey elves view themselves as the protectors of good in the world, but they will stir from their mountains and meadows to protect the "lesser" races only when they are faced with great evil.

Grey elves act much like human knights—supercilious and condescending, full of their own importance. They think nothing of speaking their minds, provided that this remains within the bounds of elven decorum. They are often haughty, disdaining contact with most others, including all other elves save grey elves.

This subrace garbs themselves in wool tunics of gold, silver, white, or yellow. Over these, they wear cloaks of dark blue or purple. Their dress alone often makes them the most striking of the elves, and their elegant bearing and pure beauty make them almost appear as supernatural creatures.

When arming themselves for battle, they don shimmering suits of plate or chain mail, protecting the head with winged helmets. Their weapons, created by master elf crafters, shine brightly under any light. Mounted warriors ride griffons or hippogriffs into battle, swooping down upon their enemies with dreadful perfection.

Taller and more slender than the other elves, grey elves typically have silver hair and amber eyes. This does not give them any special abilities, but it does serve to distinguish them from their high elven brethren. Somewhat rarer are those grey elves who have pale golden hair and violet eyes. These elves are often known as *faerie* and are probably those who first made contact with humans.

While not exactly bigoted toward other races, the grey elves do believe in the purity of the elven line. They are the least tolerant of other races, and they take pains to ensure that they remain secluded from all—sometimes even other elves. Only the mightiest mages of other races are allowed within their mountain citadels, and these are greeted with suspicion. The grey elves are not rabid in their dislike of the shorter-lived races, but they do fear the corruption that the other races can bring to the elves.

Because of their reverence for the sanctity of elven blood, grey elves have striven to maintain their original ideals. They consider themselves to be the purest form of all elves. They believe that, since the other elves do not concern themselves with maintaining their purity, their role in the elven world is less than that of the grey elf. These elves feel that they are the "true" elves and that others are somehow lesser versions. The grey elves staunchly believe this to be true, despite the fact that they are an offshoot of the original high elf line.

Grey elves disguise the entrances to their mountain meadows and remote cities with powerful magic, ensuring that only those who are elves or familiar with the elven dweomer can discover their retreats. If members of another race find their hideaways, the grey elves are not averse to casting a high-level *forget* spell. They have worked long and hard to achieve their hidden lands, and they welcome not those who stumble across them.

Of all elves, grey elves rely the most on their intelligence. While other elves are by no means stupid, grey elves trust less in physical prowess than they do the mind. Their line

breeds more mages and mage combinations than any other, and some of the most esteemed of their subrace are scholars.

Their entire existence is based on developing and discovering new knowledge, and they therefore spend less time on the pleasurable pursuits that occupy other elves' lives. Their mages are without peer in the elven world. Even mages of greater power from other races speak of the knowledge of the grey elves with no small measure of fascination.

Because the only wizard specialties available to elves are Diviner and Enchanter, grey elves usually do not become specialist wizards. Instead, they learn more about magic in general; their long lifespans ensure that they are among the most knowledgeable mages on any world, though not necessarily the most powerful.

However, like all elves, their crafters have had centuries to perfect their art. Since the grey elves have a much fiercer dedication to perfection than other elves, their products are finer than any others in the world. Only some dwarves can rival the expertise shown by grey elves—but even then they cannot rival the sheer beauty exhibited in elven manufacture.

It is a guaranty that almost any grey elven work can hold the strongest magicks and enchantments. The very qualities of the manufacture work subtle charms into the item, making it more receptive to whatever potent magic a mage might use to enhance it. The grey elves have produced most of the magical items attributed to elvenkind. They are particularly devoted to the creation of tomes and scrolls.

Grey elves often have the most extensive libraries of anyone in the world. Any grey elf community of more than 50 years will have a communal library rivaling those of any major city or wizard. Such libraries are open to all elves who wish to better themselves and increase their knowledge. Since the grey elves value the constant expansion of their stores of books, many spend their lives in research (either magical or scientific), writing learned treatises.

Because they spend so much time in research, grey elves often have little time to spare for physical labor, although this does not preclude craftsmanship. In order to maintain their cities, they must rely on "lesser" elves for the upkeep of their realms. Since almost all of these servant elves have been brought up in the particular atmosphere of the grey elves, they believe that their lot in life is to serve the grey elves. Although some do leave, most do not have the spirit to do so. Many are truly happy performing tasks for their masters and would not dream of departing. The stratified society offers them security and comfort.

Grey elves are not harsh taskmasters, but neither are they forgiving. When a servitor elf fails in a task or performs it poorly, punishment is swift and to the point. Few make the same mistake twice.

Grey elf society is among the most rigidly defined in any world. They are ruled by a hereditary monarch, either male or female, who can be succeeded by any of the other members of the House Royal. This is subject to approval by a majority of the House Noble. The ruler must have all decisions ratified by such a majority.

Beneath these two Houses are the Merchant Houses, of which the Guild Houses are a part. The House Protector is equal to the Merchant Houses. Beneath the Merchant Houses are the Servitor Houses. Beneath them are the casteless elves, who have almost no voice in grey elf society.

Interestingly enough, most other elves do not readily befriend grey elves, for they see

the grey elves as far too serious and arrogant. Indeed, some elves think the grey subrace is far closer to the word "human" than "elf." They think the grey elves have lost the elven joy of life, for the grey elves prefer to spend their time with books rather than revel in the outdoors and the goodness of life. Instead of exploring the boundaries of life, they are learning to be serious.

In some elves' eyes, grey elves have even gone so far as to enslave other elves—if not in fact, then at least in spirit. The grey elves' "servants" have none of the typical elven love of life, nor do they have that spark that is so particularly elven. This causes many elves to shun much contact with the grey elves. Even though the servitor elves are there by choice, such order and lawfulness inherent in the grey elf society seems repulsive and even dwarvish to most elves.

## High Elves

The most commonly seen of all elves, the high elves are also the most open and friendly. They have no compunction about traveling in the world outside their lands, and they do so much more often than other elves. Since they have the most contact with the non-elven world and since their subrace is more adventurous than other elves, most elf PCs are high elves.

While at first they may seem aloof and arrogant, a glimmer of true self can be learned with a little effort. High elves know the value of friendship and alliance with the other good races of the world. However, they are not always easily befriended. Many high elves are cautious about trusting the shorter-lived races; quite a few learned to distrust humans and dwarves in their younger days. Thus, although high elves serve the cause of good, one can never be sure of what the reception from them will be.

High elves are very pale. Though they spend a great deal of time outdoors, their skin simply doesn't tan, no matter how long they are in the sun. However, their skin is less a corpselike pallor than the color of new cream. Their hair and eyes fall into two major variations. One is fair not only of skin, but of hair as well. These elves generally have blond hair and blue eyes. The other variation, equally numerous, seems far more mysterious. They have dark hair, ranging from sandy brown to sheerest black, and intense green eyes. These two varieties of high elves have no other significant differences, but they are nonetheless often treated differently simply because of their appearance.

High elves prefer light pastel shades over the colors worn by grey elves. Since they rely on hunting and woodsmanship, they often wear cloaks of green for camouflage in forests.

Their preferred weapon is the bow, but they are also adept with long and short swords. In battle, they wear their gleaming elven chain mail beneath cloaks "woven of the essence of the woods," which allows them to move silently through forests, strike quickly, and then retreat. Although they may befriend giant eagles and occasionally use them for transport, they rarely use mounts because horses and the like are too unwieldy in the forest. Only on the long-distance journeys or on the plains will high elves use mounts.

High elf civilization is much like that rumored in children's fairy tales. Elven homes are enchanted, the lands under their jurisdiction places of goodness. The realms of high elves are fabled in the lands of men, and the highest aspiration of many a human is to slip into the arms of death while basking in the serenity of the elf lands.

These elves do not place a great deal of value on society, preferring instead to live as they wish rather than how someone tells them to. Their villages are peaceful places, for the elves all look out for one another. They have a royal bloodline of sorts, but few elves pay it much heed. They do not respect someone purely on the basis of birth.

High elves live in a constant relationship with nature, never taking more than they need and giving back ever more. They replenish the forests and the plains constantly, ensuring that there will always be nature within their world. As such, they are often regarded by other good-aligned races as the highest epitome of goodness. Although those who prefer law over freedom do not always agree, they nearly always have respect for the quality of elven life. There is no doubt that the high elves lead a fine life: Freedom, nature, and the sheer vitality of being alive comprise the daily existence of a high elf.

These elves have few cares or worries, and their lives are often characterized by idyllic splendor. While they face problems from rampaging humanoids or the encroachment of humans, they seem to live free of the cares that so often plague other elves. Because they live so closely in harmony with nature, they have little trouble finding sustenance in the areas near their homes. Game proliferates near high elf communities, and the earth is fertile for them. However, should the high elves roam farther afield, they often discover a different matter entirely. A band of elves on the march must sometimes rely upon the generosity of others.

## Sylvan Elves

Although wood elves (as sylvan elves are often called) are descended from the same stock as the other elves, they are far more primitive than their kin. Their lives are geared toward the simple matter of survival in the woodlands, rather than enjoyment. Yet sylvan elves find that this life, more than anything else, gives them their greatest pleasure. Not for them the sophistication of art and delicate music. They prefer a simpler life. Their music is that of wind through leaves, the howl of wolves, and the cries of birds. Their art—in the form of tattoos—is inspired by the everchanging cycle of seasons.

Wood elves, by their very nature, seem more prone to violence than their civilized cousins. Their muscles are larger, their complexions more florid. They have yellow to coppery-red hair, which contrasts with their lightly tanned skin. Their eyes are generally light brown, although bright green is not uncommon. Hazel or blue eyes are exceptionally rare, cropping up only two to ten times in an entire generation. The superstitious wood elves believe that twins who have blue or hazel eyes are an omen of good fortune for both the twins and wood elves as a whole. Thus far, they have not been disappointed.

Wood elf clothing is much less gaudy than one would normally expect from an elf. The focus of their clothing is to allow the wearer to blend with the woods easily. A typical outfit is dark brown and green, or tan and russet in fall. Winter finds sylvan elves wearing white leather so that they can hide in snow.

About once every five years, these elves indulge in a festival of art and music more material than the ephemera of nature. When the summer solstice arrives, the nomadic tribes gather in the center of the forest. For half a moon, the tribes celebrate the turning of the Seldanqith, wherein the constellations of the Seldarine are obscured by the northern lights. They claim that the gods come to earth during this time to celebrate in the revels of their children. Wood elf celebrations involve oak wine, bonfires, dancing to wooden

drums, and singing. The carousing is primitive, even savage, but fiercely exciting to them. Their every instinct is aroused, taking them back to the roots of nature.

Wood elves are often described as wild and temperamental. This is true to the extent that these elves are a very emotional people. They live with their hearts, not their minds as do the grey elves. Whatever they feel, they know it is the right answer. Logic plays little part in their lives, for logic cannot save one from the charging boar or the falling tree. Intuition and strength are all that counts in the wildwood.

Sylvan elves are an independent folk and do not lightly brook intruders into their forests. Anyone, even another elf, who even draws near to a wood elf encampment (within three miles) will have a constant, unseen escort of at least two wood elves (possibly more) until the intruder leaves the area. Unless the camp is directly threatened, the wood elves will leave the intruder strictly alone. Twenty-five percent of the time wood elves will allow trespassers to know that they are being watched.

If those encroaching the encampment draw too near and evince hostile intent, the wood elves have no compunctions about utterly destroying them. Wood elves are extraordinarily reclusive—even more so than grey elves. They have no wish to let others expose them or their lifestyle to the harsh scrutiny of the civilized world. Therefore, they may even destroy those who bear the wood elves no particular ill will. They feel this is the only way to ensure their lives and privacy.

Although they are of elven descent, wood elves tend toward total neutrality. This is not out of any inherent evil, but only out of a desire to be left alone. They do not care about the proceedings in the outer world; only when such acts impact their realm do the wood elves take interest. Even then, that interest is only in removing the nuisance and in returning to the wildlands as quickly as possible. Only other elves can break their solitude without suffering potential death.

Sylvan elves associate more often with the animals of the forest than with any other beings. They have giant owls guarding their tent homes or, rarely, giant lynxes. Their isolationist tendencies have corrupted the only racial language they know (Elvish); however, some do learn the languages of various creatures of the forest.

Wood elves are probably the least friendly of all the surface elves. They are certainly not as outgoing as high elves, nor are they as adventurous as aquatic elves. While grey elves are quite arrogant, they at least will not casually kill intruders. However, it should be remembered that wood elves are not evil; they simply value their solitude above all else.

## Half-Elves

Although not properly elves, half-elves are included in this book because they do possess elven ancestry. Half-elves have at least half elf in their blood; those half-elves that breed back with elves are always considered half-elven, regardless of how long ago the non-elf blood was introduced. Those half-elves who do not breed with elves (thus diluting the elven strain even further) are considered by elves to be totally non-elven. These crosses have none of the abilities normally associated with either elves or half-elves.

Some half-elves are not readily accepted in either elf or human communities, and they often become introverted, sullen, and embittered. Lucky half-elves gain access to both races, for often elves and humans find half-elves fascinating. Largely, it is a matter of the

half-elf in question and the societies with which he or she deals. Half-elves are never accepted in grey elf society, for half-elves serve as a palpable reminder of all that the grey elves wish to eradicate.

Although there are rare exceptions, halfelves are predominantly also half human; elven genes typically cannot cross with anything other than human genes. Those descended of stock other than human must be specially approved by the DM if they are to be used as a PC race.

Most half-elves are of high elf descent. The reasons for this are simple: Aquatic elves cannot live with humans; grey elves will not knowingly approach humans in such friendly circumstances; wood elves would simply flee or hide; and drow would slaughter the fool who trusted them.

There are always exceptions to these generalizations, of course. Some elves will always break the mold of their kind by doing something unpredictable. A few grey elves consent to speak freely with humans, and it is possible one could consort with a human out of love. Not all wood elves are recluses, nor are all drow ruthless, evil killers. Aquatic elves are not as unreachable as they might seem, for humans have long used magic to visit the underwater realms.

It is entirely possible to encounter half-elves from all the major subraces; they are simply not as common as half-elves of high elf stock. However, few of them have inherited all, if any, of their parents' abilities. This is a matter best left to each DM; it is recommended that half-elves receive only the bonuses delineated in the *Player's Handbook*. Even half-elves descended from aquatic elves should not have the ability to breathe under water unless the campaign is based around seafaring adventures. Even then, it is a matter best considered very carefully.

Since they are human and elven both in demeanor, half-elves are generally easily recognizable as such. They are taller and heavier than the average elf, though their hair and eyes often reflect those of their human parent. However, they also take on some of the features of the elven parent.

The skin of those descended from sea elves is a blend of human and elven flesh, often appearing as a pale green or a very light blue. Their hair echoes that of their human parent, though it can contain a hint of green or blue.

Grey half-elves, while extremely rare, exist only in human society, since they never find homes with grey elves. They are less easy to spot than many other half-elves, for the hair and eyes of grey elves are often close to human standards. The hair and eyes of these half-elves are of a lighter tinge than many humans, but aside from the pointed ears, these half-elves can be confused as smaller humans.

As with grey elves, the descendants of high elves can easily be mistaken for humans for a short while. Since the high elf coloration is nearly identical to that of humans (although the skin is somewhat paler), their half-elf children pass among the shorter-lived races with few problems. As long as they keep their ears covered and perhaps do something to disguise their angular features, they can usually remain unnoticed.

The half-elves of sylvan blood have the easiest time passing through human lands. Since sylvan elves are the largest of their breed and their skin tans, the sylvan half-elves can pass themselves off as humans fairly well. These half-elves take to the forest easily and often become rangers; since they are on the fringes of society anyway, it is only natural that they would take a life that reflects this.

The half-elf children of drow are the most unusual in appearance of all half-elves. Their skin is dusky grey, their hair bleached white. Their ancestry is perfectly obvious to all, and they typically find no solace or sanctuary in either elf or human communities. Even worse, the drow will often seek out the individual in order to expunge the blot on drow honor.

The children of two half-elves generally appear as did their parents. In cases where a half-elf's parents were descended from different subraces of elf, the results are varied. Fifty percent of the time, the child will take on a mixture of the parents' characteristics; 25% of the time the child will resemble the mother, and 25% of the time resemble the father.

Obviously, half-elves do not have an easy time integrating themselves. They are often outsiders, playing out their roles on the borders of society. There is a pervasive racism inherent in many of the societies in which half-elves take part, although not many will admit to it. Such racism exists in both human and elf lands, and it is often hard for half-elves to form attachments to either race.

Instead, many create their own communities, where all are free to live as they will. Unfortunately, many half-elves have allowed their experiences with humans and with elves to sour them toward both races; in half-elf communities, the members of their parents' races are not always welcome.

Humans, despite their fascination with half-elves, hold half-elves in some suspicion. Since many half-elves turn to a life of carefree adventuring or even outright thievery, they cannot be trusted with great responsibility. In addition, they are a mingling of the blood of two disparate races, and no one can ever be sure of what the result of such a union will be. Many half-elves are also the unhappy byproduct of war crimes, and they are feared to echo the circumstances of their conception. Their motives are, for humans at least, suspect.

Elves, on the other hand, typically see these children as inferior mongrels. They may try to tolerate presence of half-elves, but they view them as simply longer-lived humans. Thus, while half-elves are not often driven from elf lands, neither are they made to feel overly welcome, even as children, nor are there tears at their departure.

Neither humans nor elves seems to recognize the unique gifts half-elves have to contribute. As beings longer-lived than humans, they are in a position to understand the elven point of view. Likewise, as creatures who have the weight of impending mortality over their heads, they can comprehend the curious speed at which humans go about their lives. They are thus perfectly suited as ambassadors from one country to the other. They are guaranteed to be impartial, as they have relations on either side. They can become virtually any class and are multifaceted individuals in more ways than can be listed. However, elves and humans cannot forget the fact of parentage, and they lose a valuable opportunity for understanding each other.

Since they have difficulty being totally accepted in either world, half-elves tend to be travelers and loners, alternating between human and elf societies. When life sours in one, they move to the other for a time. They have come to see the best of both worlds.

## Elves of the Worlds

Beyond the elves described above, there are elves of different ilks populating separate

worlds. Offshoots of the nomadic high elves who searched the worlds far and wide, the elves described below settled on worlds that struck their fancy. In time, they became new subraces of elves. (A diagram on page 29 shows the interrelationship of these subraces.) In some lands, the elves are entirely distinct, bearing little resemblance to the original high elf stock. In others, the elves vary mostly in name and attitude, rather than through any physical basis. All of them carry a definite aura that pervades their world, shaping it as surely as they shape history.

One important thing to remember is that not all elves of these areas conform to these descriptions. There are *always* exceptions in every land. Any player characters from these lands may act as they wish.

## AL-QADIM® Campaign World

The elves of Zakhara, the Land of Fate, are the same physically as the elves found just north in the FORGOTTEN REALMS® world. What distinguishes these elves is their attitude toward life, other races, and their creed.

In Zakhara, all races tend to adopt a more cosmopolitan perspective toward other races. It is more important, they feel, to believe in an enlightened god than to be an elf, a dwarf, or a human. *What* one is, inside, is more important than *who* one is outside. They recognize that no one can control the circumstances of their birth, that it is the actions and the beliefs that make a being truly good, rather than the race of that being.

For this reason, there is no separate elf society in Zakhara. There are certainly those bigots who prefer elves over other races, but the truly enlightened individuals make no distinction between elves and other races. In Zakhara, no one is surprised when an elf takes a job many in the other worlds would consider traditionally dwarvish.

Neither is there racial intolerance and antipathy. It is perfectly reasonable for an orc to be good friends with an elf (inasmuch as elves become good friends with anyone). Again, races are judged by their actions and their beliefs. Only in the uncivilized portions of Zakhara will one find evidence of the antipathies so prevalent in other lands.

Indeed, the elves of the Land of Fate are considered valuable members of society. Because of their ability to live to a great age and the fact that even young elves are of an age with the most venerable humans, they are sought after for their wisdom. Many of the *qadi* (judges) are, in fact, elves. Their lifespans give them a unique view of the world and the opportunity to serve for hundreds of years.

Many elves serve as sages for universities. Again, their age gives them an advantage. Any creature that lives hundreds of years can accumulate knowledge of nearly any topic.

None of the elves native to this area worship the gods of the elves. Like the other citizens of Zakhara, they worship the enlightened gods. Any who worship their gods through idols and icons are regarded as savages. Any gods found in Zakhara will be represented only in symbols, for there is no other way to fairly represent a god.

The Zakharan elves consider the northern elves barbarians. The northern elves continue to subscribe to the system of hatred for other races, worship through the idols of their primitive religion, and keep to themselves. It is far more likely that a Zakharan elf would side with a fellow believer against a northern elf than the other way around. They know no racial loyalty; they know only the loyalty to one's brothers and sisters in belief.

## DARK SUN® Campaign World

Athasian elves are entirely different from the high elves that settled Athas eons ago, for they have adapted to a life in the burning world. Understandably, these elves do not dwell in woodlands as do their more typical cousins, for there are few forests on Athas. Instead, they live on the plains and in the barrens, scratching out an existence where few survive. They are runners and raiders, disdaining the transport used by the weaker species in the desert. They, like the other races on Athas, are much more savage than the typical elf.

The elves of Athas are very tall, often reaching heights of 7 feet or more. Their long legs make them excellent runners, and they can cover unbelievable distances in a single day. They are the terror of the deserts, and their hunting bands are widely feared.

Not only do they prey on those foolish enough to pass through their territory, they exploit the gullible in the marketplaces of the city-states. Few of these places do not have some sort of market where the elves sell their ill-gotten or shoddy goods; the elves make an incredible profit from those who pass through because they are the only suppliers.

Although they act ignobly toward members of other races and even other elf tribes, the Athasian elves are not an evil people. They have strong ties to their tribes and are only as harsh as their planet dictates. The bonds that unite them are amazingly strong; elves of a tribe often have no other friends than their tribe members. Their lives depend on their companions, and so they trust only those who have proven they can be trusted.

Like the other inhabitants of Athas, the elves struggle to endure. Under the fires of the Dark Sun, only the strongest survive. The elves plan to be among that number, and if they must crush others . . . well, if such is the path to survival, they will take it.

## DRAGONLANCE® Campaign World

The high elves settled the world of Krynn long ago, and their history on this wondrous world is rich. Although analogous to the history of elves in the AD&D® world, it is not exactly the same. Indeed, some misinformed historians argue that these elves are not related to the elf explorers mentioned earlier in this chapter. This theory seems highly implausible after reading the history of elves on this world.

On Ansalon, the main branch of elves was called the Kagonesti, the source from which other elves sprang. These others quickly abandoned the sylvan role, taking up more civilized pursuits. They eventually formed a realm called Silvanost, after their great leader in the First Dragon Wars. The Silvanesti are reminiscent of the grey elves in their attitude and outlook, for they are haughty and most concerned about racial purity.

The Qualinesti broke from the Silvanesti centuries later, over a dispute of the best way to deal with the non-elven world. The Silvanesti, a xenophobic, caste-ridden batch, nearly drove the Qualinesti from the land for their sympathetic tendencies toward humans.

The Qualinesti, commanded by Kith-Kanan, left Silvanost when it became apparent that the Silvanesti had stagnated as a society. They traveled west until they found a place where they could live in freedom from the structure demanded by the Silvanesti. The relations between these two races are strained, at best. The Qualinesti most resemble high elves, and they are by far the most common elves seen in the DRAGONLANCE® campaign world.

The sylvan elves of Krynn are the Kagonesti. Although they are of the first variety of elves that ever set foot on Krynn, they are disregarded by the other races, shunned as wild and uncivilized. The Kagonesti, however much they dislike this situation, have chosen to reject civilization and its "corrupting" values. They prefer, instead, the wild harmony of nature, the contact with the earth that the other elves seem to have thrown away in their quest for newer and better forms of government. The Kagonesti often wear tatoos or paint their faces to intimidate their enemies or to blend in with their surroundings.

The Dimernesti and Dargonesti are the two races of aquatic elves found on Krynn. Created by the chaotic passage of the Greystone of Gargath, these sea elves possess the ability to transform themselves into otters or dolphins. The relations between the two races of sea elves are much like that of the Qualinesti and the Silvanesti. The Dargonesti are only rarely seen and are very reclusive.

The elves native to the other continent of Krynn tend to resemble the Kagonesti more than any other variety of Krynnish elf. Taladan elves of the Tamire are nomads and raiders, distrustful of outsiders. They identify their clans with totem animals, using these animals as spirit guides and protectors.

The other race of elves on Taladas consists of refugees, elves from a Silvanesti armada driven off course to the new land. They have founded a land called Armach and are trying to build a land reminiscent of Silvanesti.

However, the humans of the region proved too resilient to be driven from their homeland, and they forced the elves to accept them into a confederation. The humans have thus become more elven, and the elves have become more human in outlook. However, the elves have influenced the primitives of Taladas much more than they have been changed.

A fanatical desire to keep themselves purely elven has preserved these elves' culture well. Although they dwell in a loose confederation, they have clearly delineated the license the non-elves of Armach may take with the elves. They guard their new "homeland" fiercely, executing those who cross its borders without consent. Overall, the Armachnesti (as they have come to be called) are much more intolerant than their Silvanesti brothers ever were. Although they must deal with humans, their life has become all the more rigid, and some say their inflexibility is a direct effect of their necessary contact with humans.

Both races of elves on Taladas must confront the League of Minotaurs on occasion, which sits squarely between the two. The Armachnesti currently have a truce negotiated with the League, but both countries know that the truce will be broken when it is convenient for either side. The elves of the Tamire are in more serious danger, for the minotaurs think nothing of raiding their lands to replenish their stock of slaves.

## FORGOTTEN REALMS® Campaign World

The elves of Toril do not follow the standards of most other worlds. What unites almost all the elves of the Realms is their self-bestowed title: Tel'Quessir. This translates to "The people." All non-elves are known as the "N'Tel'Quess," or "Not-People."

While these elves possess the standard elf abilities, their appearance is markedly different. These elves are of human height, though there the resemblance ends. Like their more typical cousins, the elves of the Realms are much more slender and delicate in

appearance. Breaking down the elf nation still further, there are five separate, distinct subraces of elves in the Realms, each of which is viewed differently by the other races.

The first subrace is that of the gold elves. Some also call them sunrise elves or high elves, although they do not closely resemble the standard high elves and, indeed, seem more like grey elves. Gold elves are generally viewed as the most civilized and, at the same time, the most contemptuous of other races. They are the nobility of elves on Toril, leading the other elves in the elven way. They are the equivalent of the Silvanesti on Krynn.

The second subrace is known variously as moon, silver, or grey elves, although again the name is the main similarity to the typical grey elf. They more closely resemble high elves than grey elves, which is not surprising since the nomadic high elves settled Toril. They are the most common of elves on this world, or at least the variety most often seen by non-elves. Because of their higher tolerance for other races, the moon elves are more likely to become adventurers than are the other elves. Likewise, most half-elves in the Realms are descended from moon elves. Although moon elves are considered less noble than gold elves, the Queen of Evermeet is a moon elf.

The third subrace is roughly equivalent to sylvan elves. They are called wild, green, or forest elves. They deal almost exclusively with other elves, keeping any contact with other races to a minimum. Since they try to live far from humankind, they are one of the least-seen races of the elves. Although they do not have a kingdom of their own, they permeate every elf nation.

The sea elves comprise the fourth subrace. They, too, are fairly uncommon, although they aren't as reclusive as wild elves. They swim in two waters: those of the Great Sea and the Sea of Fallen Stars. There is only a slight difference in appearance between the two. One race breathes salt water and the other fresh, but they can survive in either. Water elves make their homes anywhere but are most common near the island retreat of Evermeet.

The final subrace on Toril is that of the dark elves. Like their drow cousins, the dark elves are almost universally shunned for their evil. Cruel creatures living underground, these drow emerge only at night, trying to avenge themselves on their "oppressors," the elves responsible for their underground retreat.

The elves of the Realms are one of the oldest races native to that world. While humans were living in their caves, learning to hunt each other, the elves flourished. Their nations spread across Toril, and they lived in harmony with the land. But as humans became more and more civilized and expanded their holdings, the elves had to retreat.

Since the elves could not react quickly to the constant change humans wrought, they had to devise an alternate plan. From their court in Myth Drannor, the elves began arguing the virtues of a Retreat to a land beyond humans. They argued this matter for many centuries and, after exhausting all the evidence available, came to a consensus.

During their debates, they located a land far beyond human reach. Called Evermeet, an island thousands of miles out in the Trackless Sea, it suited their purpose perfectly. Holding deep and glorious forests as well as many of the other features elves consider essential for a home, there was little doubt that this should be the last home of the Elf Nation.

Only elves are welcome in Evermeet. All others (including drow and half-elves) are turned away. Since there seems no way of magically traveling to Evermeet, it is only by

ship that anyone can journey to there. The Elven Navy, the largest known, protects the sanctity of Evermeet by destroying non-elven ships that come inside Evermeet's jurisdiction. The navy also provides passage for elves seeking Retreat or protection for elves beset by humans. The navy seems to know when their services are needed.

Although they were once the most powerful group of the Realms, the elves are a group in sad decline. They retreat from their world in ever-greater numbers. One day, humans will find the Realms devoid of elves. The greater world will no doubt miss their presence.

## GREYHAWK® Campaign World

The elves of Oerth resemble the standard AD&D® elves in nearly every respect. They are very much the stereotypical elf, concerned with those things most elven. Some contend that Oerth is the elven homeland, the place from which all others sprang.

Contesting this claim, however, are the existence of the grugach and the valley elves. Although these two races may be merely offshoots of sylvan elves and grey elves, respectively, they are found nowhere outside the world of Greyhawk. Were Oerth truly the elven homeland, then these two variants would be found outside it. Perhaps the true birthplace of the elves is lost in the shadows of time, or perhaps it was destroyed during the great Elfwar. Whatever the case, it is likely that Oerth is not the origin planet.

Still, the elves of Oerth tend to be "purer" in form than the elves of many other worlds. Their ideals and their goals are often closer to the AD&D standard than those of other worlds. In almost every regard, they are the average elf, save for the grugach and the valley elves.

The grugach are much like sylvan elves, living like them in the deep, pristine forests of unpopulated areas. Like sylvan elves, grugach tend to be much less civilized than their other cousins. One area in which they differ, however, is in their savagery.

While ordinary sylvan elves are ornery and unfriendly, the grugach are downright vicious. Sylvan elves resent intrusion into their lands, while grugach usually kill those who do so. Grugach cannot stand the company of any other humanoids not naturally of the forest. This includes druids and other elves, although it does not apply to nymphs or dryads.

On the other hand, they possess a close kinship with the animals of the woodlands, often dealing with them more equally than with humanoids. The grugach's attitude of brutality for all outsiders is well known. Their hatred carries far into the realm of violence. The grugach generally use traps and snares to capture outsiders who approach too closely to their camp. These traps become more and more cruel the closer one nears such a camp.

The other subrace of elf in the world of Greyhawk is the valley elf. Their name is derived from their home in the Valley of the Mage. As servants or allies to the Mage, they protect the land in exchange for the Mage's ability to protect them from outside threats.

The Mage has, many believe, set up a network of valley elf spies to protect the land and raid nearby powers. Since valley elves are roughly the same height as humans, they can usually pass in disguise through human lands. Understandably, such infiltration disturbs the neighboring peoples, and they would be happy to see the valley elves

eliminated.

Most other elves despise valley elves. The common elven belief is that these elves have sold out their dignity and their independence for the fleeting protection of a human wizard.

Since the elf lifespan is so much greater than humans', the elves will no doubt outlive their "protector," unless he chooses the option of becoming a lich. If this is the case, the other elves may well come and eliminate their wayward brethren. They won't stand to see more of their kind corrupted by evil. The valley elves already live under a cloud of suspicion for their tendency to follow the orders of the Mage's drow lieutenant, and becoming vassals of an undead beast would be the last straw for any right-thinking elf.

The valley elves have adapted well to the dangerous environment of the Barrier Peaks. Even before the coming of the Mage, they fended well for themselves in the perilous lands nearby. After his arrival, they became a part of the danger in the area by protecting their lord fanatically. Some say there can be few better bodyguards than zealous elves. The Mage of the Valley is well protected indeed.

## RAVENLOFT® Campaign World

There are no known elves native to the dark domains. The majority of elves found in the demiplane live in the domain of Sithicus and are originally from Krynn. Here, they are forced to remind Lord Soth of his crimes, keeping alive the memory of his heinous past. Although they do not consciously perform this service, he cannot but help recall the elves who engineered his downfall. The elves here live a tortured, cheerless existence, never knowing when Soth may choose to avenge himself for this offense.

This domain is not entirely natural, so elves feel no connection with it. The forests do not respond to their merriment, lying lifeless instead beneath their feet. The joy that elves typically feel in the forests of more natural lands is absent from Sithicus, and any happiness they might show is forced. Their lives are tortured; for this reason, elves experiment extensively with methods to escape the clutches of Soth. Thus far, few (if indeed any) have been successful.

In the other domains revealed at the time of this writing, elves and their derivatives tend to be regarded with intense suspicion. The people of Ravenloft are usually very human and inherently superstitious. Anything that does not fit with their carefully structured beliefs is an object of fear and hate. Only warily will elves ever be accepted by these folk, and even then they will be distrusted.

Most undisguised elves in Ravenloft are hunted by frightened citizens. After a few attempted lynchings, any elf worth his bow will understand the need for disguise while traveling in the dark lands. Thus, any elves who might be journeying through these realms will not be readily apparent, although they will typically offer aid to a fellow elf in danger. Since undead radiate no heat, elves can spot imposters easily at night . . . which comes all too frequently in Ravenloft.

## SPELLJAMMER® Campaign World

Those elves who travel through wildspace and the phlogiston consider themselves the quintessential breed of elf, for they are the link between elves throughout known space.

Because elves do not typically attain higher levels in magic, they are not as apt to construct planar travel devices. Thus, they rely on the Elven Imperial Navy to keep contact between the scattered settlements across the worlds. Paradoxically, it may be for lack of magical power that the elves are currently one of the strongest forces in space.

Some say that these descendants of the nomadic high elves have developed cloaking technology for their ships, allowing them to discreetly observe potential trouble spots. Further, rumor holds that there is a sizable fleet located at the Rock of Bral, hidden within the bowels of the asteroid with the consent of Prince Andru. It is well known that the elves have an embassy located on the Rock, for it is an important location in wildspace. Thus, any elf spelljammers can report directly to the Elven Imperial Navy at the Rock.

The Elven Imperial Navy travels to each of the major elf nations on each planet where elves are known to hold power. They carry news from other elf nations and offer assistance to the various rulers. Fortunately, they recognize each monarch as sovereign in their own nation, so there is little friction between spacebound elves and groundlings.

The assistance they offer is usually in the form of advice as the spelljammers do not like to make their presence known to the average inhabitants of a planet. Occasionally, they will offer something a bit more substantial, but this will generally only be in an emergency. In return for this help, they expect that the beneficiary will provide aid for the lesser elf nations in an area.

Some say that the Elven Imperial Navy also protects the elf homeworld. They claim that they are a naturally occurring race throughout the spheres, united in a common bond with the universe. Others point to the obvious similarities between elves on so many different worlds. These folk claim that the elves sprang from one world to spread across the spheres.

If it were true that the elves did originate from one world, it should come as no surprise that they deny it. Having seen what other races have done to their worlds and how many of these worlds are now obliterated, the elves would naturally want to make sure that none of these races would discover and then destroy the elf homeworld.

Conversely, another theory states that elves only learned to live in harmony with their new worlds through the destruction of their original home. This, the critics claim, is the elven shame, and they hide the planet because they don't wish it known that they weren't always as insufferably perfect as they are now.

It is due to the elves that so much of traveled space is relatively safe for good-aligned folk. The elves drove the orcish races from the known spheres in the Inhuman Wars, crushing their fleets almost entirely. Although the goblinoids have vowed revenge, the elves are not overly worried. If they did it once, they can do it again. This sentiment, of course, occurred prior to the Second Inhuman War.

The events leading up to the destruction of the goblinoid fleets stem from another debate, much like the one which prompted the move of the elves of Toril to Evermeet. This debate, too, took several hundred years from beginning to completion but, once decided, the doom of the goblinoids was sealed. With relentless precision and determination, the elves ensured that the goblin races would pose no threat for some time to come.

Because of their power and dominance of many spheres, the elves have grown arrogant. They have appointed themselves the police force of space and often decide to extend their jurisdiction to planet surfaces. Sometimes, it seems, the spelljamming elves

embody all that is *worst* in the elf race. They use their age as power, claiming experience and wisdom beyond that held by others. They are haughty, hardly deigning to speak to "inferiors." They often interact with other races only when they suspect the other race of wrongdoing or conspiracy. The actions of these spelljamming elves contribute to, or even cause, the negative view of elves that many races hold.

Elven spelljamming ships are organically grown, bred for aesthetic beauty and functionality in wildspace. Thus, they are easily recognizable, as are those stolen from the elven gardens. The rejects are often violently colored monstrosities and are visible for long distances.

Elves from all worlds can be found in space, although it is typically only the grey and high elves (or their equivalents) who travel by spelljamming. Aquatic elves cannot leave their watery homes, and wood elves hate to be parted from their forests for even a short while. Drow cannot abide the light of the stars at such close range. (For that matter, drow can easily travel to other places by extraplanar means and so have no need to endure the brightness of space.)

In the middle of the Second Inhuman Wars, elves are finding that they have been too lax too long. Their inability to change at the same rapid pace as other races is leading to their downfall at goblinoid hands. The elves see their "empire" crumbling around their pointy ears. They have become just another spacefaring race rather than the feared power they had been for so long.

## Chapter 3: Physical Attributes

*Well, of course we're different. We live longer, often more than 400 years past the typical Human. We can function easily and comfortably in places where the only light is from the heat radiated by our brothers—and our enemies. Our skill with bow and sword has been called paranormal by some, while others recognize this skill as simply the mastery and artistry it truly is. We do not even need sleep, instead deriving our rest by dwelling within our memories and hopes of the past: the act of Reverie. Some claim this stagnates us and causes us to live in the past. This is not so. We learn for the future by reliving the past.*

*We are the overlords of the forest, and for good reason. We are intimate with the very soil on which we walk, for our souls are tied to the soil. The ground beneath our feet holds us up, never betraying us to the enemy. Our forests embrace us by hiding us in their branches, ensuring that we do not inadvertently betray ourselves.*

*We can adapt to any environment anywhere, and there are members of our race in places most have deemed too inhospitable. Although you may not see our brethren, you may rest assured that they are there watching you . . . making sure you do not do anything to offend them.*

*We are, in short, the guardians and keepers of this world. We do not try to prove that we are naturally better than everyone else. We only know that our abilities far exceed those of most, and our long lives give us the perspective to use these abilities to their fullest extent.*

*This is not to say that the world should sit at our beck and call. To the contrary, we do what we can to ensure that we do not interfere with its workings too greatly. Indeed, we see our mission as one of restoring the world after you others are done with it. Unlike*

*you people, our lives are not devoted to the idea that we must change the world, for we are fully aware that the world will change itself when it must needs.*

-Laranis Callirr, high elf ranger

Elves generally resemble humans physically. Although they tend to be shorter and slimmer, they can often successfully disguise themselves as small humans. Without this disguise, however, their true origins are readily apparent. They are betrayed in this respect by their distinctive countenance. Many elves, however, find this is not a problem; they have no wish to be confused or identified with humans in any way.

Elves have delicate chiseled features that are typically quite angular and beautiful. There is really no such thing as an elf born ugly; those who have low Charisma were either scarred accidentally or marred magically. However, Charisma is not only an indication of outward beauty. The fact that many elves have average Charisma is a testament to the fact that beauty is not, contrary to popular belief, the only important thing about a person.

All elves are very slim, hiding their natural strength under a veil of fragility. Their slight build belies a power seemingly drawn from the earth itself. Looking at them, one would never believe that these creatures were some of the most powerful ever created, or that they very nearly witnessed the birth of the world. Elves saw the rise of other races—the crawl of humanity from the primordial ooze. They are older than many trees and will live to see generations of trees and humans alike. Yet they hide this innate power beneath a delicate exterior; many thus assume they are harmless.

Elven hair and eye color varies by subrace. This is, in fact, how many people identify the separate types of elf at first glance, most especially grey and high elves. With other elves, the differences are often immediately obvious. However, it is still useful for any character to be familiar with the various traits that distinguish the elf subraces.

One interesting elven characteristic that few are aware of is the elves' lack of canine teeth. Since they sprang full-fledged into the form they now occupy, they skipped the evolution process undergone by so many other races. Thus, although they are omnivores and their teeth are all strong, they have no pointed, canine incisors.

Elven skin is usually quite pale. The obvious exceptions are, of course, the drow and the aquatic elves. Even half-elves are rather fair when compared to their human parents.

Of course, all elves have pointed ears. This affords them sensitive hearing, and they can hear sounds unheard by human ears. However, the range is not really great enough to make a significant difference; it is only enough for elves to distinguish certain tones, which enables them to pass messages not meant for human ears.

This chapter discusses the physical aspects of elves, including innate abilities, stages of life they go through, diet, and fertility. It also discusses two uniquely elven qualities: the elven bond and elven music. They are included here rather than in Chapter Four because of the physical ramifications each has on elves.

## Physiology

Elves have certain abilities not accessible to most humans except through powerful

magicks. They are aware that other races do not have these faculties, and they take great pride in knowing that they are the only mortal race blessed with them. However, most elves do not treat other races as inferior simply because they were *born* without these abilities; rather, they rejoice in their own uniqueness. The elves feel truly blessed.

Among the abilities all elves are born with are *communion, elvensight, manifestation, the reverie*, and a limited resistance to heat and cold. Each of these is more fully explained in the following text.

## Communion

All elves have the inborn ability to share their experiences, their feelings, and their lives with those elves they love or trust implicitly. This sharing, called *communion*, can only be undertaken by fully willing elves. It does not work with half-elves, nor does it function when one of those participating has even the slightest reservation. This includes those under the influence of *charm*-related spells, for they hold qualms deep in their hearts, even if told they do not.

Communion requires all elves involved (to a maximum of four) to be in a state of total relaxation. They must be in a place of peace, preferably where the world is not likely to intrude with its troubles and its cares. A natural surrounding works best for this operation.

Communion requires the participating elves to be totally serene, thinking only of the others in this most intimate bond. (Thus, communion is not an effective method of relaying messages of any urgency.) All the elves must free themselves of judgments and prejudices about the others, which may take some time. Indeed, some communions have been known to take a fortnight or more merely in preparation for the bonding.

When the participants have sufficiently calmed and retreated from the rigors of the world, they lightly touch palm to palm, finger to finger. They open their minds to the others, freely and completely joining together; if even a tiny reservation remains, the bond fails. During communion, the elves explore all the facets of the others' personality—the loves, hatreds, hopes, and fears.

While in this trance, communing elves are totally vulnerable to anything that might happen to them physically, for they cannot defend themselves against any attacks while communing. Mentally, they are even more vulnerable to attack, saving at –4 against most mental attacks, for their minds are totally unguarded.

Interestingly enough, the very act of communion offers a protection of sorts. Those in communion are defended against being spied upon, either mentally or physically; this defense takes the form of an invisible barrier surrounding the communing elves. It is speculated that the elves are so enrapt with each other that they project a mental shield that keeps discovery to a minimum. Of course, this offers no protection against an attack from someone who knows of the time and whereabouts of a communion.

The benefit of communion is not only that elves learn the most secret facets of others. Because of the sharing, they also become intimately acquainted with others' habits, fighting styles, and ways of thinking. For the day immediately following communion, the bonded elves can fight in perfect harmony, one's weapon following through where another left an opening. If fighting side by side against common foes, they gain a +2 to attack rolls and a –1 to AC for the next day only, and only if they work together. All the

elves must have at least one partner from the communion at their sides if this bonus is to be brought into play.

Communion can only be effected once a week. Those who try it more often with the same partners find themselves sharing with essences that are essentially themselves, for those who have participated together have shared enough of their spirits that there is little difference between them. Furthermore, communion tends to be somewhat draining even while it invigorates. Bonding so totally is simply too much of a drain on one's psyche to be attempted lightly and frequently. Communion works best when the participants have something to learn or gain from one another.

## Elvensight

Elves have extremely keen eyes. Although they are not as sharp-eyed as most birds of prey, their eyes are still sharper than those of the average human. In addition, their eyes have the ability to see further into the infrared spectrum, allowing them to function in most unlighted places. In most landbound elves, this sight extends only to a range of 60 feet. Aquatic elves, as described below, have an entirely different sort of sight.

Naturally, there must be no other light at all for elvensight, or infravision, to function. If a greater intensity of light than starlight (including moonlight from a half full or fuller moon) is within the elf's line of sight up to 100 feet away, his or her elvensight will not work at all. Although the range of infravision is typically 60 feet, bright light farther away affects them adversely.

Elf eyes must, of course, adjust to a change in light. They can no more immediately use their elvensight any more than a human can immediately adjust to the sunlight after spending a time in darkness. As well, if they are exposed to bright light while using their infravision, they suffer a –2 penalty to all actions for 1d4 rounds while their eyes adjust to the change.

**TABLE 3: ELVENSIGHT INFRAVISION**

| Subrace | Distance | Type of Sight |
|---|---|---|
| Aquatic elves | 360' | Aquatic vision (sonar)* |
| Drow | 120' | Infravision** |
| Grey elves | 60' | Infravision |
| Half-elves | 60' | Infravision |
| High elves | 60' | Infravision |
| Sylvan elves | 60' | Infravision |

* Aquatic elves do not have infravision, per se, above the water; however, they can locate their way or their enemies through dark and even stormy waters by a version of infravision adapted to underwater environments. They do not see heat or cold, but rather the movements of water currents.

** Drow infravision is so intense that their eyes actually radiate heat; someone viewing a drow through infravision sees two burning eyes atop a normally glowing torso.

## Manifestation

Despite the fact that elves are shorter than humans and often appear childlike because of their height, they are usually not discounted as such. There are the rare occasions when they are, however, and it is at such times that they invoke the elven ability *manifestation*.

When elves wish, they have an imposing presence. Suddenly, they can seem far larger, more *there*, than their actual height and weight would indicate. They use this ability to good effect against impressible humans; it keeps the credulous ones at a distance and occasionally attracts necessary attention to the elf.

The manifestation ability is purely a result of the elven connection with the land; the only trick involved is in demonstrating this connection. Naturally, manifestation does not work on planes other than the Prime Material. Furthermore, it functions only when the elf is in a natural environment or in one that the elves have shaped, in which case they generally do not wish to make their presence known. Finally, manifestation works only on an elf's home world or after an elf has lived on a world for more than 50 years, whereupon the elf has grown used to the natural rhythms of the world.

If an elf from Toril were to travel to Oerth, he could not manifest for half a century. After such time, he would have made the planet his home. To do the manifestation back on Toril, he would have to return to that land and become reattuned to the planet.

Any elf away from his home world for 50 years, no matter where he is, loses this ability until he reattunes himself to the land. Note that it takes only five years to readjust to an original home world, unless an elf has attuned himself to another. In this case, he must endure the entire 50-year process, for he has made himself a native of that other land, and must entirely readjust to the cycles of his home world of old.

Manifestation has no real definition in game terminology. It is suggested that this ability allow a +3 on reaction checks (reactions for enemies would be –3), as well as draw attention to the elf in question. This might be useful when trying to distract a band of orcs from an injured party member or when attempting to impress a simple woodsman. Aside from impressing people, the power is largely useless. Elves are immune to this ability and any displays of it. They are aware of its presence when it is used and may admire the timing if particularly noteworthy.

### The Reverie

Yet another difference between elves and the other humanoids of the worlds they share is that elves do not sleep in the typical sense, though they can enter that state if they desire. Instead, they gain their rest through a process known as *the reverie*. The reverie is akin to sleep, yet is very much unlike it. When elves enter this state, they vividly relive past memories, those both pleasant and painful. Like the dreaming of humans, elves have no control over which memories rise to the fore when they relinquish their bodies to the reverie. Occasionally, elves do actually dream, but this is not a frequent occurrence and mostly occurs only when they truly sleep.

Elven dreams, when they happen, are sometimes prophetic. Whether these dreams are an indication of some sort of precognitive ability on the part of the elves or granted by their gods is a matter of debate. However, not all elven dreams are prophetic. Indeed, enough of their dreams are like those of humans that they cannot rely on their dreams for

guidance. Still, all of their dreams are highly symbolic, providing insight into each individual's character.

In a very real way, the reverie accounts for the elven desire to lead happy, joyous lives. Who would look forward to reliving unpleasant memories every night? Very few, though there are some truly noble elves who take on the pain and suffering of others so that they relive the memories with each reverie instead. These elves have accepted this sacrifice for the good of their people, taking upon themselves the burden that could not (or should not) descend to the lives of other, more innocent elves. They perform the unpleasant task of drawing into themselves the suffering of their people.

When they enter reverie, elves do not usually close their eyes unless there is a bright light present. They relax their bodies entirely, each muscle losing its rigidity, until they are absolutely calm. Their faces relax into a dazed and distant look as if they were seeing another land or another time.

During this time, they are aware of their surroundings, but they cannot act to influence them any more than a human can while asleep. Only by an act of will can an elf tear herself from reverie, and she will be confused for a short time, just as a human would be who has torn himself from sleep.

Although the reverie provides rest, it is primarily an important memory tool that helps the elf maintain a strong sense of identity. Since their lifespans are so great, elves must periodically recall the events in those hundreds of years that were integral to the making of their personality.

The fact that elves go into this reverie, rather than enter actual sleep, could help to explain their natural resistance to *sleep* spells. Since sleep is, for the most part, alien to their nature, they can ward off its effects easily. But since the reverie is akin to sleep, they suffer no ill effects when they do fall victim to sleep spells and like magicks.

The combination of reverie and manifestation may also account for the elves' near-immunity to *charm*-related enchantments. The reverie imparts a strong sense of self, giving them a secure identity. They are intimately attuned to their own lives, wants, and needs and are therefore not easily misled about their goals. They allow only themselves to determine their course of action.

Their innate manifestation ability makes them well aware of efforts to influence them through extranatural means. Since they can sway others, they are conscious of attempts to manipulate them and can resist these endeavors with more authority and success than most other races.

### Resistance to Heat and Cold

Elves are keenly attuned to the world and its meteorological cycles. As such, they are less affected by extremities of temperatures than are many other races. The blazing sun of the desert and the chill of the arctic cause elves discomfort, but not nearly as much as such extremes do others.

Elves can withstand up to 100°F with only mild discomfort. Likewise, they can remain clad in their usual clothes to a low of the freezing point of water and be only mildly uncomfortable. Below 32°F, they suffer the same ill effects as anyone else, but until that point they feel little different. Above 100°F, they suffer as do others but exhibit no undue stress until that temperature is surpassed. They lose no body water to sweat, nor

do they need to lighten their clothing.

It has been surmised that this is why elves have pale skin and only rarely tan. Their resistance to the elements prevents much of the skin damage that other races suffer. Only those elves who are constantly exposed to the elements suffer even the slightest amount, and even then they do not tan as deeply as some humans and dwarves.

The elves' immunity to a range of temperatures does not extend to fire or snow, or anything that simulates these conditions. For example, an elf could not stick his hand into a fire and be undamaged, nor could he walk through freezing rain without effect. Neither are elves immune to spells that rely on fire, ice, wind, and other weather-related effects. It is only to natural temperatures that elves have even the slightest resistance. A *cone of cold* or a *fireball* has the usual adverse effect on an elf.

### Other Elven Abilities

Despite their frail appearance and lowered Constitutions, elves have a remarkable resistance to ordinary disease. While it is not on a scale with the paladin's total immunity to nonmagical diseases, elves are only rarely afflicted by disease. Although immunity does not easily translate into game terms, the DM has the option of setting elven resistance to disease. Anywhere from 0% to 50% is acceptable and is unlikely to destroy game balance.

On the negative side, there are some purely elven diseases (which are, thankfully, very rare), to which all other races are immune. These include certain nervous disorders, some poxes, and other equally virulent diseases. Elves, although not necessarily ashamed of their afflicted, do try to keep those who are ill from the prying eyes of the rest of the world. They do not want the other races to think of ways to use these diseases against the elves.

Unless a disease is fatal, the effects usually fade simply with the passing of time, for elves have a strong regenerative ability. Scars (not wounds) on their bodies heal more quickly than they do on other races, eventually disappearing almost entirely. Such scars show up only under intense scrutiny or under harsh lighting conditions. This ability works only on scars; elves do not recover hit points more rapidly than any other PC race.

Their regenerative ability does not extend to regrowing lost limbs or organs, although some contend that the elves are the original creators of the magicks that enable this. Elves are, however, on the pioneering edge of creating *artificial limbs* to replace lost ones (see page 106). In addition, elf crafters are working on ways to replace the more sensitive organs, such as eyes and ears, as well as the heart, stomach, and other internals.

## Stages of Life

Elves have the longest known lifespans in the known worlds. The length of their lives often surpasses even the ancient trees, although the elves typically leave the lands known to humans before reaching 600 years. Some have been known to stay for as long as 750 years, but very few remain after that time. The siren call of the unknown beckons to them, and they leave the world in the capable hands of their successors.

Elves live long enough to see the changes the world has to offer—to see things humans regard as permanent deteriorate into dust. One generation of elves can see the

rise and fall of a mighty human empire, the birth and death of a forest, the gradual eroding of a mountain range. The face of the earth can change dramatically during the time an elf spends on the world. This gives them a far broader range of values than humans are usually capable of understanding.

Elves do not feel the effects of age as humans know them. After an elf has grown to maturity, her features cease to change or, at least, change very slowly. There is very little difference between the way a 100-year old elf and a 400-year old elf appear. The only way to tell between young and old is the degree of exuberance, spontaneity, and enthusiasm each exhibit. Only at venerable age do elves begin to show their years, yet they still appear younger than most humans do at age 50.

Older elves are less likely to charge off to do great deeds rashly, preferring instead to think the matter through a bit more. Younger elves, on the other hand, have not yet discovered the value of patience. They dash hither and yon in an effort to squeeze the most from life, realizing but not quite understanding that they have hundreds more years in which to do so.

Elves go through several stages of life, including *childhood*, *adolescence*, *adulthood*, *middle age*, *old age*, and *venerable age*. Once elves have tired of the world, usually by their 600th year, they pass on to a place called Arvanaith. Because this final rite of life is such an important part of the elven way, Chapter Seven is devoted entirely to Arvanaith and the passing on of elves.

Table 4 below shows the ages at which elf subraces fall into the stages of life categories described in this chapter. The table is also useful to calculate any changes to abilities due to the effects of age. Please note that this table varies slightly from Table 12: Aging Effects (found on page 24 of the *Player's Handbook*) in order to represent the variances between the elf subraces and other races. That table noted that the maximum ability scores an elf could have is 18. New maximums for each subrace are given in Chapter Ten; these are initial maximum ability scores and do not reflect the bonus age bestows on Intelligence and Wisdom. Because all elves live such long lives, they have the opportunity to increase these two attributes to 20, purely by observing life. This adjustment is regardless of subrace.

**TABLE 4: ELF SUBRACES BY CATEGORIES OF AGE**

| Subrace | Childhood Age | Adolescence | Adulthood* | Middle Age** | Venerable Old Age† | Maximum Age‡ |
|---|---|---|---|---|---|---|
| Aquatic | 1–59 | 60–99 | 100–159 | 160–219 | 220–299 | 300+ 300+3d100 |
| Drow | 1–49 | 50–79 | 80–139 | 140–189 | 190–224 | 225+ 225+3d100 |
| Grey | 1–79 | 80–119 | 120–209 | 210–299 | 300–424 | 425+ 425+5d100 |
| High | 1–74 | 75–109 | 110–174 | 175–249 | 250–349 | 350+ 350+4d100 |
| Sylvan | 1–69 | 70–104 | 105–169 | 170–229 | 230–324 | 325+ 325+4d100 |

* Full normal abilities
** –1 Str, –1 Con, +1 Int, +1 Wis
† –1 Str, –1 Con, +1 Wis
‡ –2 Str, –2 Dex, –2 Con; +2 Int, +2 Wis

**Note:** Modifiers to abilities are cumulative per age category. For example, the total ability adjustments to a grey elf of venerable age would be as follows: –4 Str, –2 Dex, –4 Con, +3 Int, and +4 Wis. However, elves' Intelligence and Wisdom abilities can never be increased beyond 20, except by magical means. Likewise, all their abilities can never deteriorate below certain minimums, again except by magical means. Minimum statistics for all elf subraces are as follows: Strength 3, Dexterity 6, Constitution 7, Intelligence 8, Wisdom 3, and Charisma 8.

## Childhood

Elves remain children for approximately 65 to 75 years. They grow slowly throughout these years, achieving a height of 4 feet at most. It is during this stage of life that they learn what it means to be an elf. They learn the basics of archery and swordplay. However, they are still essentially children and continue with their childish ways until they reach adolescence.

## Adolescence

At about age 75, elves enter adolescence. Whether male or female makes no difference; both sexes mature at roughly the same time and at the same rate. This is the time of life when elves begin growing, some to a height of 5½ feet or more, although the norm is often approximately 5 feet.

The end of this period is also the age at which they are inducted fully into elven society—the age when they must bear the responsibilities of adulthood. It is during adolescence that older elves teach younger ones how to continue finding joy in the years to come without succumbing to the crushing boredom that advanced years often bring.

Those elves who were not prepared for the prospect of centuries stretching before them may fail to manage the weight of those years. Indeed, such elves (not to mention other beings given such longevity) often come to a terrible end if forced to live those hundreds of years. The most common example of this misfortune is an elf who grows up in a human community. Such elves do not let the years slide past as do other elves; instead, they try to cram as much living as possible into as short a time as possible—as do their human teachers. These elves don't learn the true value of relaxation and merriment, and these are often the elves who become insane or suicidal.

Of course, this isn't true of all non elf-raised elves, or even many of them. Most elves have an instinctive grasp of the way they should live so that they can enjoy the entirety of their lives.

## Adulthood

When elves reach age 110, they are considered adults. They are allowed to make their own way in society, human or otherwise, and are free to make all personal choices. They are also ready to take responsibility for their actions—whether good or bad. Adult elves can now experience life fully, for they are fully grown and are in the prime of life.

This is the age when many elves begin adventuring. Free of the constraints of childhood and free to follow their own guidance, they relinquish their role in society for a time. They yearn to satisfy their boundless curiosity about the universe.

This is, unfortunately, also the age when many of these adventuring elves die. Having had no true experience of the world outside their homelands, they are usually unprepared for what lies beyond the fields they know.

Less than one-fourth the adult population of elves goes adventuring. Most—although curious about the world—find enough joy and beauty right where they are. Those who take up the sword and the bow to campaign in the outerlands often feel some driving need. They are not ostracized by their fellows for the wish to experience more; indeed, those who stay at home may feel a little wistfulness that they have chosen to remain behind.

### Middle Age

At the age of 175, elves reach middle age. They have slowed somewhat and become slightly more vulnerable to disease and age. In trade, they know much more about the world and its workings, having affirmed their connection to the land countless times. Elves of this age have the wisdom to know what their abilities are and the intelligence to not push themselves beyond their means.

Many elves cease adventuring at this point. More than 60 years of one's life devoted to pursuing fleeting treasure and fame is quite enough for most elves. The priests settle in one community, the wizards retire to perform magical research full time, the warriors train others, and thieves establish their own guilds.

There are a few elves who never cease the campaigning life. They are likely to remain actively adventuring forever—or until their enemies catch up with them. Often, they have some epic quest or some inner need driving them. These are the elves most often spoken of in legends, for they will not retreat from what they perceive as their duty. They do what they must, not always what they want. They are among the most admired beings on whatever world they exist; their most hated enemies hold them in grudging respect. Decades and even centuries have given these elves a reputation of might and power. Even if these elves have no great ability, that reputation is enough to cow most opponents.

### Old Age

Around the age of 250, the elf has entered "old age." He still hasn't become visibly old, but he feels the effects of age. He slows his activities, preferring less strenuous ones. Rather than sprint through the forests as he might have as a young elf, he sits in the rays of sunlight and composes songs. He has tapped into the mystic rhythms of the earth and become ever more attuned to its cycles.

Few elves continue adventuring upon reaching old age. Their bodies and minds evolve into something more suited for a quiet, contemplative life. Still, their bodies do

not appear any different than they did 100 years before, and their skills are still as sharp as they ever were. There is a slight slowing in their limbs, but that is all.

### Venerable Age

Here the elf, at age 350 or older, begins to show signs of age. Wrinkles start mapping her face. Her physical condition deteriorates still further, but her knowledge and her wisdom continue to grow ever greater. Physically, she can still exert herself, but not nearly as much as a younger elf. Fortunately, no one expects her to do so. She has earned the right to be called elder, and other elves defer to her wisdom and vast experience.

Unlike humans, even the very old elves do not lose much vitality—only endurance. Their willpower grows to phenomenal might, and these elves can force themselves to great deeds if need be. As a rule, venerable elves prefer to lead a relaxed lifestyle, playing music and singing, and listening to others do the same. There is no such thing as a naturally senile elf.

## Diet

Elves can subsist on any food palatable to humans, although their tastes are generally more discerning. Their preferences are clearly toward delicate foods and wines, particularly those that possess a great degree of subtlety. Heavier foods, such as beef and coarse bread, distress the elf stomach.

Humans usually find elven food unsatisfying, for the portions are too small. Elves, of course, require less food than do humans. They very rarely hunt for or make more food than they can eat in a day. However small the portions, the food elves do make is such that the finest human chef blushes in shame at his inadequacy. Indeed, many humans who would be gourmet cooks try to procure an apprenticeship among elves. Those who learn the elven techniques have a right to boast of their achievements.

Elves tend to be more vegetarian than humans, for this has less of an impact on their environment. When they do eat meat, it is carefully culled from the excess animal population of their area and done in such a way that it doesn't disrupt the land.

Elves almost never keep herd animals. Not only do these creatures take up space that could more properly be forest, animals require almost constant maintenance and feeding. No elf wants to be saddled with the joyless burden of watching animals eat all day long.

Let the humans rake in the profits to be had from ranching; elves can survive on the fruits of the forest. Besides, elves don't believe in raising animals simply to kill them. That is not nature's way and therefore not the elves' way.

For drink, elves mostly subsist on sparkling waters from cold mountain springs. However, they are not averse to wine and beverages of a similar nature, and many elf cities and towns cultivate the grapes and grains necessary to the making of such refreshments.

Elves enjoy drinking mead, or fermented honey. This delicate drink agrees well with the elven palate and gives them a pleasant feeling. Greater quantities act on elves much as alcohol does on humans. Fortunately, elves feel none of the ill effects humans do when drinking this beverage. However, elves are susceptible to human brews such as ale and beer.

The elves favorite drink, however, is a nectar created from the juice of flowers, mixed with honey and an additional, secret ingredient. This nectar is of ancient origin and is called *feywine*. What its secret ingredient might be has long been a mystery to humans, dwarves, and the demihumans, as well as most elves. Feywine is used liberally at elven festivals. It induces frivolous behavior, lasting for days or even weeks.

Elves can, however, turn off feywine's effects when necessary (for example, when defending against rampaging orc hordes). Humans, dwarves, and other races are not so lucky. The effects of feywine on these races is much greater than it is on elves, and large quantities can make a human lose all sense of self for months. Too much feywine is the cause behind stories of humans waking after reveling with the elves, only to discover that months have passed since their last memory.

Because of this, elves rarely allow humans to consume feywine. The side effects are simply too great, and consumption only increases enmity against the elves. Any human attending an elven festival can expect water, mead, or nectar; only when the elves are particularly mischievous or when their judgment is somehow impaired will they allow a human to sample feywine. Since feywine doesn't keep well, elves never carry it on their travels.

## Elven Interfertility

Elves have been known to produce children with beings of other races. Most of these are the offspring of a union between elves and humans. Elf females sometimes find themselves drawn to human men for a brief while, and human women cannot resist the charms of certain elf males. The child of these unions is usually born and reared in the civilization of its mother; elf males rarely want humans in their lands, and most elf females don't want to bear a child outside the elven realms, nor to abandon it to humans.

While elves may dally with members of other races, there is usually no offspring from such unions. Something in the natures of the races involved makes such a child distinctly improbable. Only with the aid of strong magicks or unforeseen coincidences has there been any result from these dalliances.

Apart from the physical differences, elves find most other races unappealing in appearance. Dwarves have their beards, and halflings have their hairy feet and considerable girths. While elves may get along with these races, they do not, for the most part, seek to grow any closer than good friends would.

Thus, while elves may be physically interfertile with other races, they generally choose not to be. While there are many half-elves in existence, most of those known are of human descent. One or two half-elf/half-dwarves have cropped up in legends, but little remains of what their abilities were like or what the circumstances of their births were.

## The Elven Bond

Very rarely, an elf will form a mystical and unbreakable bond with another being, whether elf, human, dwarf, or otherwise. Some signify this bonding through the giving of gifts designed to demonstrate one's love. Others merely forge the bond quietly, without any outward signs. Whatever the process through which this bond is formed, the elves involved and their chosen can sense the strong emotions of each other. They feel the joys

and sorrows of the other, their triumphs and angers as well. Should distance separate the two in this bond and one pass away, the other can feel the death through the breaking of the bond. This is an even stronger version of the communion ability elves share, for this is a lifelong bond and not lightly broken.

For this one person, elves become truly altruistic. Their lives are focused around making their loved one happy, even to the extent of sacrificing their own life. When this bond is broken, whether through betrayal or death of one of the pair, it is a tremendous shock to the other member of the union. Elves can die from the grief caused by such partings.

Because they can enact this union only once (or twice, in extremely rare cases) in their lives, elves are very careful about those to whom they attach themselves. Many elves go through life without joining their spirits to another, for many find no mates suitable for or deserving of such an important union.

Few elves bestow this gift on humans, for humans are so short-lived that the bond would be all but wasted on them. Still, there are some who consider this a small sacrifice for the love of a particular human. The very number of half-elves attests to this, for although most half-elves aren't children of this union, there are enough who are. The blink of an elf's eye spells an end to these ties, but the love they gain lasts for the rest of their life.

This bond applies, to a lesser extent, to the earth itself. If confined or kept away from the land or the company of other elves for too long a time, an elf can die from grief and loneliness. Even if being held prisoner near nature or with other elves, the elf can lose hope and—without sustaining physical injury—force his or her own death. This is done only in the darkest of times, and only when there is no hope left at all to the elf.

This ability to choose death over life is one that defeats captors and would-be torturers, for they are unable to maintain their grip on their victim for long should the elf choose this method of "escape."

## Elven Music

Song and dance play an important part in everyday elven life. They find that music provides an outlet for their centuries of experience, pain, and joy. The elf that does not have at least some experience with an instrument or some proficiency in dancing is a rare being, and one might suspect that he or she is somehow emotionally stunted.

Elven music is an incredibly complex and beautifully crafted art, although it is not often played around non-elves. Elves have learned that their tunes haunt anyone who has an ear for music, for it leaves these people with a vague, unsatisfied yearning that can never be filled with anything but elven music.

It is for this reason that there are very few traveling elf bards. For one thing, they don't want to destroy the enjoyment humans find in their own music. For another, they know humans would never leave the elf cities alone if they knew of the sublime beauty elves are capable of producing with music.

Those who have been fortunate enough to hear elven music claim that humans learned music from the elves. Although human music is but a poor imitation, the humans continually strive toward the ultimate musical experience that the elves provide. The best human and half-elf bards are those who have learned from elf masters, yet even they can

only echo the elves. This is the reason, some sages surmise, that so many wonderful musicians remain dissatisfied with their work.

Elven songs of grief are often acappella wordless melodies. Those listening to such songs who are non-elves will find themselves in tears before the elves are halfway through, for the anguish expressed in the lilting voices of the elves transcends the human experience of heartfelt pain. Those who hear the elven mourning rituals are never quite the same, returning to the present sadder and somehow wiser. The sorrow that the songs express often haunts the listeners for the rest of their lives.

## Chapter 4: Mental Attributes

*In the not too distant past, a dwarf bounty hunter made a terrible mistake. While pursuing a fleeing half-elf foe, he came upon an elf hamlet. He wrongly assumed it to be the home of the half-elf culprit. Nothing would satisfy him that this was not the case, and he grew ever more enraged that the elves were "hiding" his rightful prey from him.*

*In the dwarf's anger and his lust for the reward money, he cruelly slew a woodsman—using the elf's own axe to cleave the widower in two. The elf's four children, who had been playing nearby, froze in fear. Ignoring the grief-stricken children, the ruthless dwarf turned once more to the woods. There he found old tracks made by the fleeing half-elf, and the dwarf set off after his foe again.*

*Elves being elves, the children were taken in and nurtured as best the hamlet could. Most were eventually fostered away to other villages, for the hamlet couldn't support children whose provider had passed on. Despite being separated, the four children nursed a private longing for vengeance in their hearts. Each trained diligently to understand the ways of the forest and of tracking, learning its subtle nuances that they might avenge their father.*

*Fifty years passed after the death of their father before the young elves deemed they were ready. They reunited and swore a solemn oath not to rest until they found the slayer of their father. The four then split off, each heading in a direction of the compass. Burned in their minds was the image of the dwarf. They questioned all they came across, and some sought certain magical items. Finally, one of them found a lead and left word for her siblings to follow as soon as possible.*

*The old dwarf had retired from bounty hunting to live alone in the mountains. The four elves swooped into his house and stole him from his doze by the fire. None ever saw the dwarf again, but his house still stands. Hacked limbs are left on the doorstep every few years—the hacked limbs of an old dwarf. To date, there have been 17 arms and 12 legs.*

*A* ring of regeneration *can work wonders in vengeance.*

The key to understanding the elven mind is comprehending the years an elf must fill. Most races do not (and cannot) understand the perspective hundreds of years of life lend an elf. This incredible lifespan often gives the elf a terrible, driving ambition. Paradoxically, it can also give elves a lackadaisical attitude.

Above all, elves are patient. They have years to complete any task, and they don't mind the wait. After all, they have created many ways to wile away time. They find impatience to be an especially amusing vice possessed by the other races. If the need for

haste is urgent, however, elves can move faster and more decisively than most of the other races.

Elves tend to be very clever and devious, having had years to practice their skills and hone their minds. Their conversation and their games possess many degrees of subtlety, most of which goes unheeded by non-elves.

Elves delight in paradox and humor, for it is through these attributes that they express themselves most fully. These two qualities allow them to communicate with one another and affords great verbal play as elves try to outwit each other. Although elves are primarily happy folk, they are capable of great emotions of a much darker nature.

An angry elf is a terrible foe. An elf bent on vengeance is even worse. As mentioned, elves have an inexhaustible store of patience. They can wait for years before exacting revenge—after their prey has been lulled into a false sense of security. Or they can hunt their enemies over the years, never faltering or slowing in the pursuit of their quarry.

Occasionally, elves will make a pretense of the hunt and let the person "escape." After the person has taken to flight, the elf is likely to appear at random intervals—a tactic designed to keep fear instilled in the heart of the person. This can make for a life of anxiety for anyone who has earned the wrath of elves, for that person never knows when the elf may strike to claim vengeance. This is one reason that the elves are so feared as foes, for no one wishes to live a paranoid life fearing elven wrath.

## Outlook

Their lifespan gives elves a unique perspective on life than most other races can't share. Elves don't worry about not experiencing enough in their lives; rather, they look for the next new thing to excite their curiosity and enthusiasm.

This lifespan also means that elves develop an attitude and a character that is uniquely their own. No one can tell exactly how their years will affect each individual elf. Typically, elves begin their lives as carefree, fun-loving spirits. As they grow older, most of them become slightly more cautious, yet still retain the warmth and vitality necessary for elves to fully enjoy their lives.

Still, some of them start life with a more serious attitude, believing (despite the advice of their elders) that their time is too short to be spent frittering it away on such foolishness as dancing and singing. As these elves grow older, they often become obsessed with finding a meaning to everything, seeking the fundamental truths of existence. Some few realize that their years are enough for both truth and fun. Most, however, continue on in a somewhat joyless existence, spending their years associating exclusively with sages and elder beings. Eventually, they lock themselves away from true life. In seeking the "truth," they lose the meaning and purpose of that which they value most: their lives.

Most elves, as has been noted, are more interested in living life fully. They can begin several projects within the span of a year, such as writing songs, creating works of art, learning swordplay, and so forth. They think nothing of setting aside each project when something more interesting comes along. After all, with centuries at one's disposal, taking a decade or two on a task is nothing to worry about. If they lose interest in the product in the intervening time, they can always ignite interest by reliving it through the reverie.

Obviously, elves see no need to hurry themselves through anything. If their short-

lived friends legitimately need something quickly, elves will rush to fill that need. If left to their own devices, however, elves will take a much longer time than might otherwise be appreciated by a human. Elf lives simply aren't short enough to worry about haste. But elves are far from lazy. They are almost constantly active during daytime, engaged in some project or another. If they want to spend a day lying on a grassy hillside watching birds or just relaxing, who complains?

Elves do not regard material acquisitions as anything important, instead preferring to cultivate music, art, and poetry that will outlive the years and the treasured possessions of others. Elves do not therefore try to accumulate gold or other treasures, except as a means to acquire the things that they truly treasure. Even the greatest paintings eventually fall to the weathering effects of time, becoming useless and valueless.

On the other hand, elves love to gaze at works of beauty and true craftsmanship. Oddly enough, elves are rather bad portrait artists. Perhaps because they try so hard to capture the inner elf that they haven't mastered the human method of painting, which combines the outer shell with inner beauty. As such, elves have been known to locate masterpieces of human artists, take them to their homes, and then use a secret technique to preserve them through the years. Although this is not a perfect means of preserving these pieces, it does give the art many more years of life.

Elves have developed other magical methods of preserving such works but will not share these with other races; the other races do not have a proper appreciation for the intricacies of art, and thus the preservation would be wasted on them. However, any of these races are free to journey to the elf cities to gaze on the works elves have felt important enough to save from the ravages of time.

Although they place little importance on material possessions, elves do have a clearly defined sense of ownership. Treasured items, such as magic or fine weaponry, sculpture or favored instruments, are definitely the property of their owners. Thievery of such items is highly frowned upon. Most elf thieves take their skills to the cities of humans or to the underground, where they may be put to use by adventuring parties. Elves caught stealing the treasures of other elves are cast away for half a century—preferably to learn proper loyalty to one's race.

Items that aren't important to their owners are usually freely loaned to other elves or to their non-elf friends. As long as the item is available when the original owner needs to use it, there is no problem. Most elves have learned that bickering over small questions of ownership and property are one of the surest ways to lose friends. They do their best to ignore the finer points of ownership and to share the fruits of their labors with others (as well as share the fruits of others' labors).

## Individual Worth

Elves care very little for structured society, preferring instead to focus on the needs of the individual. There is nothing so important to elves as the feelings and the needs of the individual. This doesn't mean that one individual's needs outweigh those of the rest of the elves. Instead, the majority of elven society and law is geared so that the right of each elf is to become as happy as he or she may need to be. Elves don't interfere in the lives of other elves unless there are other elves who would be harmed by inaction. All elves are believed capable of dealing with their own problems. Although other elves may be

curious about a certain elf's choices, they will not intervene in the action. Free will is all-important to the elf mind. Still, there are few atypical elves who are so purely selfish as to reap the love and understanding of their fellows without returning any love. A typical elf in an elf community puts the needs of others before his or hers, recognizing that without these others, life means less.

While elves are strongly individualistic creatures, they also have a strong sense of duty toward their kindred. Just as the human ranger believes in furthering the cause of his people even while avoiding most of them in the wilderness, so too do elves. They know that all their fellows are essential for a balanced life, and so they look out for their people as a whole as well as individually.

## Emotion and Logic

Some consider elves to be totally emotional creatures, driven by the whim of the moment. Others see them only as coldly calculating creatures who do nothing without first considering the benefit to themselves. Neither of these is really true. Elves are often seen as distant and self-serving creatures, probably because of their legendary haughtiness. Once one can get past their exterior, they find that elves are a freely emotional, intuitive people.

On the other hand, elves do not let their emotions rule their lives. They have a finely developed logical system and use it daily. Since it is a logic that is based on their long lives and the elven mindset, it can freely incorporate all aspects of elven life. Logic naturally includes feelings. Humans and dwarves cannot seem to grasp that emotion is an important part of one's life, to be cut off only at risk of losing one's personality. Those who live solely by the word of heartless logic ignore fully half of their lives, to their detriment. Or so say the elves.

Although elves fear very little in this world, those things that they do fear they regard with utmost terror. They conceal their fears from the other races, not wishing to appear weak before them. Also, they wish to appear invincible to such petty things as fear, for to do so might expose a weakness to enemies.

Elves don't really fear death, but if closeted away from nature, that fear is likely to surround them. When they encounter a spirit-destroying creature (such as a tanar'ri or a wraith), they suffer mortality pangs of the worst kind, fearing as desperately for their lives as any human would.

Elves hate and fear undead. They see them not only as perversions of nature, but also as nearly immortal foes to be dreaded and loathed. Since undead can live even longer than elves, these creatures are a serious threat to the elven way of life. Their plans can span centuries, their machinations of purest evil.

Elves therefore often become hunters of the undead. The elves have set themselves as the natural adversaries of undead. The undead are a blemish on the face of the world, an otherworldly perversion of the life force. Elves, embodying the life force, find the undead far more repugnant than most ordinary people do. (To become an undead elf is, to elves, truly a fate worse than death.) Only good- or neutral-aligned liches may even hope to escape elven hatred, and these are feared.

The elves' ability to hunt the undead is impressive, especially in older elves. Many adventuring elves have gained the experience necessary to fight monsters, and they bring

this wealth of knowledge with them when they begin hunting undead. Elves somehow seem able to sense the very foulness in the air when undead are present, and this leads them to their prey. Although this ability is not easily applied in game terms, the DM should be more lenient in allowing elves to find undead. Undead lairs are such rank holes of un-nature that elf senses are acutely aware of the evil aura left by these foul beasts.

Elves are never necromancers (either mage or priest), except for those who have turned to evil. These elves resemble the drow in attitude and, as such, do not mind the foulness and corruption associated with the undead. The only time an elf associates their name with necromancy is when they study necromancers' tomes for clues about those they seek.

## Generational Splits

There are no serious troubles between members of separate generations, as is often the case with humans, but the variations in views held between elf generations are huge. Indeed, because of the unique nonaging physiology of elves, one of the few ways to tell between young and old elves is the difference in personality. Of course, this is still not a clearly defining test, for elves have as varied personalities as humans.

The personality of younger elves is characterized by curiosity, a strong streak of individualism, and a willingness to learn. They are just getting used to their long lives. Young elves are often found wandering into places where few would expect an elf to be. These are the elves who make friends with humans and the short-lived races, for they have not yet realized the speed of years for humans.

Older elves, on the other hand, lean toward isolation and quiet enjoyment of the world. Few, if any, elves of more advanced age leave the elf lands, for they have seen enough of the world to last their lifetime. While they don't become entirely inactive, their activities are of a contemplative nature, rather than the more boisterous activities of young elves.

This difference in outlook creates a generational gap, but the older elves do not attempt to restrict the youths. They remember all too well their wilder, younger days and have no wish to repress that which they valued themselves. Because elves are so closely connected to their own pasts, they never wonder at the motives of youth. The reverie helps older elves remember the excitement and passion of youth and the need to be independent and explore the world.

## Attitudes Toward Other Races

Elves generally do not hate other races. Although they may dislike these races, they still feel a kinship with them as living beings. Humans never understand this, for they have not the time to make a true connection with the life force of the world. Only the true mystics of other races can understand the affinity elves have for all life.

Those races that hate the elves with an all-consuming passion are not worth any such emotion from elves. Irritating as these species may be, the elves regard them with nothing more than strong antipathy. Only those who routinely defile the forest for their own evil ends arouse much anger in elves.

The elves reserve their darkest emotion—hatred—for the drow. The drow have

thrown away all that the elves consider sacred and have instead embraced foulness, corruption, and death. They have betrayed the heritage that was theirs by right and forsaken the light of the sun to live with pure evil: Lolth.

Not only do most of the surface elves fail to comprehend this choice, they don't understand how beings created from the blood of a god could descend to the depths of evil as have the drow. They do understand, however, that the drow mean only to destroy them. The drow dreams of world conquest and domination are secondary to their hatred for surface elves. The elves of sunlight know this hatred well and return it in full measure.

With regard to other races, elves have been accused of being haughty, arrogant, and contemptuous. This accusation is not entirely true. While elves do hold themselves apart from the other races, they do not hold them in contempt. (Granted, dwarves *do* come close.) Most elves, however, don't befriend these other races because of their short lives, not because of any inherent dislike. While the elves believe in living life to its fullest, they don't relish the idea of watching myriad friends grow old and die.

Since elves can live through twenty human generations before leaving for Arvanaith, many see no point in befriending those whom they will only lose immediately. (While dwarves are longer lived, they don't agree well with the elven disposition.) Younger elves are sometimes willing to accept the sure pain of impending death for the joy friendship with these vital beings brings. After a few decades, however, they see that their companions are aging at an absurd rate when compared to elf friends. This is always a shock to the young elves. For the first time, they must come to grips with the concept of mortality and death. This proves more difficult for some than for others, though it comes to almost all finally.

Despite their short lives, each of the other races holds a unique place in the elven heart. Outlined below are typical dynamics between elves and humans and demihumans.

**Dwarves:** Although elves and dwarves both fight on the side of goodness, they often find themselves at odds over everything else. The main point of contention between the two is the definition of a good life. Dwarves strongly believe in the work ethic (elves do not). Dwarves don't feel that happiness is essential to a good life (elves certainly do). Dwarves believe life should be organized and well cared for—not haphazard and spontaneous as elves prefer. These views, so contrary to the elven enjoyment of life, don't allow dwarves to see things on the elven level.

Yet each race secretly appreciates the other, and some of the strongest bonds in the world are between elves and dwarves. The two races are actually a good complement to each other.

**Gnomes:** Elves and gnomes get along well when they meet. Gnomes have an appreciation of humor and a zest for life that appeals to the elves. In elven opinion, gnomes take what is best about the dwarves and combine it with a healthy dose of elvendom. Indeed, some ancient elven legends say that gnomes were created by crossing elves with dwarves.

This is not to say that gnomes are entirely loved by the elves. They take their obsession with digging into the earth a little too seriously, and they seem to regard elves with some suspicion. Elves return that regard. Still, as with dwarves, the two races will

defend each other if necessary.

**Halflings:** Elves genuinely like halflings, although in a somewhat patronizing way. They regard halflings as an amusing race and treat them for the most part as children. The halflings don't have enough curiosity for elven taste; halflings are usually content to remain in their burrows and comfortable little farmsteads without ever experiencing the outside world. Elves are very impressed when a halfling manages to amount to something more than a connoisseur of food and drink.

Halflings sometimes resent the elven view that the halflings are like children, but they are very much in awe of elves and so rarely speak out against them. To associate with an elf is all the excitement a halfling needs in his or her life. To travel a time with elves is more than many halflings can bear.

Elves regard halflings as children and are very protective of them. They don't appreciate attempts to harm halflings in any way and will do their best to avenge any wrongs.

**Humans:** Elves have a difficult time classifying humans. Many humans are friendly and even a little in awe of elves. Others are bigoted and unfriendly, even downright hostile. While other races have variations in their racial makeup and general views, none are as varied as the humans. This means that elves will regard every human they meet with some degree of suspicion until that human has proven him- or herself a friend.

Elves, despite their many accomplishments, are amazed at humans. Humans are prolific producers of children, and many have incredible innate ability. Humans have managed to convert lands elves had once thought unlivable into homes. The elves are impressed—and perhaps a little frightened.

Despite their constant bickering and warlike nature or perhaps because of it, humans now dominate the world. They have accomplished in a few short years what it took elves hundreds of years to achieve. It is because of the humans' soaring population and expansionistic tendencies that elves find themselves retreating to the forests and secluding themselves from the world.

The vast variance of human nature is enough that elves have no set reaction to them. Their variety confuses elves, and they stay away from humans as much as possible.

## Chapter 5: Elven Society

*Of all the festivals I've been to over the years, none compares to the elven Rite of Spring, which celebrates the return of spring. I am a ranger and a lover of the forest, but I am only human. Being human—no matter how close to nature—I did not expect the honor of being invited to witness one of the finest elven festivals known to mortal man. Perhaps my years of service to the good of the forest earned me the goodwill of the elf lords.*

*As I traveled to the designated meeting place, I heard the sounds of elven laughter shimmering through the woods. The light of a huge bonfire shone through the night, guiding revelers to their destination. When I arrived at the feasting site, many of the elves were already well into the celebrations. My host, one Alarrain Mistraveler, guided me to my place and bade me enjoy the festivities. The mead and elfwine, or feywine as they call*

*it, flowed freely even before the meal properly began.*

*I cannot do justice to the food by describing it. Suffice to say that normal human food is forever ruined for me, for I shall never again taste anything as heavenly as that which was served to me those many years ago. Although some elves tried to make conversation with me, I could not return the compliment. I was as dumbstruck as a miser in a gold mine. I had never known that such perfection as was around me could exist.*

*After the meal came the dancing and the singing. Although I admit I was giddy from the elfwine, I can reliably swear that no mortal will ever be able to duplicate the beauty I saw and heard that night. The graceful forms of the elves twisted in a huge celebratory dance around the bonfire to the tune of elf musicians harmonizing with the wind, the sky, and the stars. The last thing I remember is being dragged into the dancing circle and losing myself to the wilderness.*

*I awoke in the morning covered with dew. Although I would swear I was in the same place as the celebrations held the night previous, I found no sign that there was anyone in that clearing that night save me.*

—Eirik Leafwalker,
human ranger

General statements will be made about various elven tendencies in this chapter. Note that these are not absolutes for all elven societies; grey elves and drow in particular do not have the vast range of freedoms available to most other elves. Although grey elves are not evil like the drow, the movement within their society is carefully restricted. Grey elves tend to be more lawful than chaotic in nature and alignment and therefore do not value individual freedoms as much as other elves might. Likewise, while drow are chaotic in nature, they will brutally crush any who seek to show any semblance of free will.

Because of the vastly different world views between these two elf subraces and their kin, many of the descriptions below apply only to aquatic, high, and sylvan elves. There may certainly be exceptions (a city of good drow or a grey elf realm where stratified society is rejected), but these will be of the utmost rarity.

As a rule, most elves are the epitome of all that champions the individual's cause for goodness. They believe a single strong individual, focused on making the world a better place, is far better than an entire weak society determined to do the same thing. Elves seek to be as powerful as they can for the side of goodness.

There is no discrimination based on gender in elven society. Female elves are considered on an equal basis with male elves—in all things and in all ways. As often as not, it is elf women who rise to positions of power, fame, and glory. At least half of elven legends revolve around female heroes, and historically there have been more elf queens than kings. More than any other race, elves recognize the value of women and their full potential.

## The Elven Language

The elven language is melodic and fluid, consisting of musical words that are a joy to hear. There are nuances and lilting intonations, all of which combine to make Elvish a

lovely language. Even Drow Elvish is an attractive language, full of dark mystery and secrets.

When spoken by non-elves, Elvish seems strangely brutalized, although it is hard to define exactly why. Elves know that this is because the subtleties inherent in Elvish only fully translate for them (or for those using magic to communicate). Elves, because of their keen hearing, perceive an additional current in their tongue, one which also conveys emotion should the speaker wish.

Because of this hidden feature, elves can carry on a conversation within a conversation. The subtleties of the language and the nuances available allow elves to pass on the substance of an entirely different topic provided, of course, it is not a difficult or confusing one. This ability also allows elves to pass hidden messages to one another even in front of a human who understands Elvish, which is one reason why elves make such excellent spies. They can speak of inconsequentialities, yet pass along vital information to other elves. No one hearing them without magical aid can discern the additional message that is carried on the wings of the conversation.

The intricate care involved in the structure of the elven language extends to naming children. Elven names, although they often sound somewhat similar, are all individual. No two elves have ever shared the same name, save as a matter of choice, for elves are far too individualistic to stoop to using identical names for their children.

Elves prefer names that flow off the tongue like wind through trees. Sibilants and "th" sounds are common, as are others of the softer consonants. Occasionally, to add interest to a name, elves will include a hard consonant, such as a "k" or a "t." Overall, they prefer to allow the name to remain fluid and melodic, much like their language.

## Livelihood

Elves earn their livelihoods through whatever craft pleases them most. Often, this will be something that is beneficial to the entire community. Sometimes the goods are traded with humans for manmade wares but, more often than not, the items remain within the elf community.

Since elves need not be concerned with money to the extent humans are, their home lives are rarely marked with worry about when the next meal is coming. As long as they produce something of value for their community (and probably even if they did not), the other elves will support them. Giving something as ephemeral as humor or laughter to brighten the days of others would be reward enough for the easygoing elves.

Even in the harshest winters and the driest summers there is plenty of sustenance for all elves. Because they are so closely connected with nature, they know when bad seasons are brewing and thus plan well ahead to meet the demands of such troubling times.

## Rituals

Elves have no end of festivals to lighten the weight of passing years. They create many occasions to celebrate life—so many, in fact, that other races have sometimes concluded that elves do nothing but engage in revelry. Of course, this isn't true, but they do have a disproportionate number of celebrations—particularly when compared to dwarves.

Although elves prefer simple revels to structured rituals, there are times in their lives

when they feel the need for more formal, serious ceremonies. Typically, the priests of the elven gods preside over such ceremonies. They are there to fulfill the function of the ceremony and to instill the proper respect and solemnity required for that ceremony.

Because elves lead such long lives, the ceremonies each village and city celebrates are equally unique. Although different, all are based on certain traditional milestones in elven life and so retain an air of similarity. These events include birth, adulthood, marriage, the journey to Arvanaith (which is covered in Chapter Seven), and blood oath.

## Celebration of Birth

Since elf children are few (or at least far fewer than human children), the birth of an elf is a cause of great celebration. Births are always times of great joy. The village turns out in profusion, setting aside the day's work to celebrate with the infant's parents.

Following a two-year pregnancy, elf women are glad to celebrate the lightening of their burden. They happily join in the festivities honoring their newborn. Such celebrations typically last several days and conclude with the naming of the infant. Children are given a private name by their parents and then given a public name. The secret name is known only to the elf, his or her parents, and the priest presiding over the ceremony. While knowing the name gives no power over an elf, it is a sign of love and respect when an elf reveals his or her true name.

Gifts and wishes are often bestowed upon an elf child at birth by family and close friends of the parents. Such presents usually have a lasting impression on the elf, for favors given to an infant are far from ordinary. One child was given the ability to speak to dragons; she later used this gift to great advantage when she averted a war between her village and a nest of green dragons living nearby. Another child was gifted with always knowing when someone lied to him.

### Passage to Adulthood

Rites of adulthood are common in many cultures, and that of the elves is no exception. When elves reach the age of 110, they are considered young adults, with all the freedoms and responsibilities that entails. They no longer live in the house of their parents, for it is time to make their own way in the world.

Elf families hold a ceremony to formally announce the young elf's passage into adulthood. New adults are given gifts—most often adventuring gear if they are so inclined. The older elves regale the family with tales of their pursuits, and they wish luck upon those who follow their steps.

If the new adult isn't inclined toward the adventuring life, they are given tools of their chosen trade and a house of their own. From this point on, they make their own way in life, working with other elves to make a life full of happiness and joy.

### Celebration of Marriage

Marriage is an occasion for great joy among elves, for the union symbolizes the continuation of the elf race. Those who disrupt this ceremony to kill the betrothed earn the wrath of the elves forevermore, and they will hunt such marauders and their kin for

eternity. Marriage is a rarer occurrence for elves than the short-lived races, and there are few things so dangerous as to profane the sanctity of this ritual. Sometimes weddings occur to seal treaties and for other diplomatic purposes, but more often it is through love that elves achieve a state of marriage.

Marriage between elves lasts until one partner dies. (There has been only one known divorce in the last three thousand years, and that was between two extremely opinionated grey elves.) Elves rarely take a new partner after the death of a mate. Their vows bind more than honor; they bind the spirit and heart of each to the other. By taking this step, many elves give up some measure of their individualism. Often, only the most ardent and devout lovers choose the path of marriage; others prefer a less formal arrangement.

The marriage ceremony itself is typically formal (although it can be as informal as the lovers like) and is presided over by elf priests of Helani Celanil. The priests themselves serve no purpose at the ceremony other than as witnesses, for it is the partners who perform the ritual and the binding vows.

In a true elven marriage of love, vows tie the spirits of the loved ones together, allowing them access to the other's inner self. This is a form of the elven ability communion. Wedded elves become fully aware of their partner's needs and emotions, allowing them to anticipate and fulfill these needs. They are not aware of the other's exact thoughts.

Because elves relive their past through the reverie, the circumstances attracting one elf to another are always fresh. Thus, elves seldom fall out of love. Only the gravest of tragedies and disloyalties can tear an elf couple apart. Although they might have disagreements and even fights, they continue to love each other.

But elves can grow tired of a partner, even when they are joined spiritually and have become more intimate than any non-elf could suspect. Elves reignite the spark of passion and love through absence. For stretches of time, one partner in an elven marriage will live apart; this allows both elves to gain time to themselves so that they might grow as individuals. When the two rejoin, they shower complete love and affection upon the other.

Elves also tend to spend time away from their loved ones in order to make their time together that much more precious. After all, there are fewer sure ways to grow bored of a person than to spend hundreds of years with him or her. Time alone allows them to think on the relationship and to experience new things to share with their mates, thus keeping the marriage fresh and vital.

### The Blood Oath

Elves are not always peaceful folk. If they or their friends have been grievously insulted or injured, they swear the sacred oath of vendetta—a ceremony carried out in the darkest hour before dawn. When they swear this terrible promise, they forsake all other pastimes to seek retribution. Elves understand this oath and will release the avenging elf from his or her tasks.

The avenging elves hunt down the offender to exact some form of vengeance, be it merely a sincere apology for an insult or something more severe. Typically, a time of service given to the injured elf is enough to satisfy this oath. However, there are occasions when nothing less than death will satisfy the demand of the blood oath.

## Elven Holy Days

Every day is a day of celebration for elves; their love of music, poetry, and song imbues their lives with a festive air. However, there are particular days that elves traditionally commemorate. These celebrations, despite their rituals (or perhaps because of them), are the most anticipated days of the year.

Naturally, these days have a special significance attached to them, for they mark events in the hearts of elves. The following is a list of the major festivals elves celebrate each year, although it is by no means complete. Each gathering of elves will have other celebrations in addition to those below, each with its own unique observance. The holy days are presented in chronological order.

**Yeartide:** Yeartide takes place during the winter solstice, marking the end of the death that autumn brings. During this time, the elves believe the earth is purified while she lies underneath her blanket of snow. Even in those regions where the sun doesn't rise and the snow lies eternally across the land, the winter solstice is seen as the changing of the old year into the new.

Elves celebrate Yeartide with quiet meditation on the year past and on things to come. They regard the human practice of ushering in the new year with feasting and drinking senselessly barbaric—the mark of people unable to truly understand the passing of time.

**Faerieluck:** This is a day in early spring when elves celebrate with their cousins—the pixies, leprechauns, and so forth. Too often elves forget their kinship with these other races, and this festival reminds them all of their relationship. It is a day spent in practical jokes and merriment, and participants try to demonstrate their cleverness at the expense of another. The games are never acrimonious; they draw to a close long before any irreparable damage can be done to one's pride.

**Springrite:** Although winter is seen as the turning point of the year, the vernal equinox (spring) represents a time of fertility among the elves, who spend this season engaged in the pursuits of romance and song. Elves spend the week around the equinox dancing and singing, involved in nothing but merriment. All important decisions and actions are postponed until the week is over. This is the time of year when most couples bond in marriage or announce that they are promised.

**Agelong:** Agelong is the celebration of the elven creation, the observance of the legendary battle between Corellon Larethian and Gruumsh One-Eye. This holy day serves to remind the elves of the presence of their enemies. Held at the summer solstice, Agelong is the perfect elven excuse to go orc-hunting. On the night of the hunt, elves nick themselves with obsidian daggers and let their blood flow into the earth, simulating the bloodletting that made their existence possible. They then swoop down from their homes and kill as many orcs as they can find during this night.

**Fallrite:** As Springrite is to birth, so is Fallrite to death. Held during the autumnal equinox, Fallrite is a week long period when elves contemplate the spirits of their

ancestors, the passage to Arvanaith, and the immediacy of death even in a nearly immortal lifetime.

Unlike some races, elves do not hide behind merriment to avoid facing death, because they feel that death is merely a passing on to a different stage of life. The most important duties of the year and the most difficult decisions are reached during Fallrite. The elf kings and queens traditionally sit in judgment at this time of year to hear any capital cases.

# Chapter 6: Elven Myths

### The Legend of Fionna Casilltenirra

*When the Elves all lived in the forests and had not yet spread to the seas or the mountains, there was a beautiful Elf named Fionna Casilltenirra. Barely past 100 years old, she met a Human who intrigued her completely. Shy and retiring at first, she grew more open and let herself be seen when he traveled in the woods.*

*Their elders swore to them that such a match would never work, but Fionna and Killian had eyes only for each other. They wed in secret. Five years of bliss passed before Fionna saw that Killian was aging far more rapidly than she. The lovers searched for some way to avoid the cruel hand fate would one day deal them, but they could find no answer. In abject despair, Fionna went to a Human Vampire of whom she had heard. She begged Vasily for his help, asking that Killian be made a Vampire so the two could share life for the length of her days instead of Killian's.*

*The Vampire was overwhelmed by Fionna's beauty and agreed to her plans, with one stipulation: that she, too, consent to become a Vampire. In her love for Killian, Fionna never thought of the danger to her very spirit—she agreed to Vasily's dastardly request. The Vampire took Fionna in his arms and told her he would bestow upon Killian the "gift" of eternal life. He drained her, then laid her on the floor of his catacomb. He looked at Fionna and marveled at her beauty; desire coursed in him, as did treachery, and he vowed that none but he should possess her. When Vasily found Killian, he snapped the Human's neck instead of making him anew in Vampire form.*

*When Fionna discovered Vasily's treachery, she flew at him in rage. Confident that she was his thrall, Vasily was amused rather than alarmed. That proved a fatal error on his part, for his head was ripped from his shoulders by the grieving Elven Vampiress.*

*Bereft of her love and her life, Fionna wandered the world searching for someone new to take the place of her beloved, but only hatred and fear met her advances. Anger and malice found their way into her heart, and she gave herself wholly to evil.*

Elves, like other races, venerate the names and deeds of their heroes. Frequently, some of the heroes from other races have been fabricated—mostly to illustrate some religious point or another. Not so with the elves. Although their heroes also serve to make a point of some sort, all of them existed in some form or another.

Heroes such as Fistilanthus Woodhelvin and his half-elf brother Gilanthus (both of whom faced the dread pit fiend Marlikora at the cost of their own lives and saved the elf lands) live on in the glorious tales of storytellers. Elven legend tells that they will someday return when the elves most need them and that they will aid certain blessed elves or half-elves in times of gravest need. Their bravery and courage thus inspires those

in mortal peril.

Other heroes, like Feradar Jaralmus, serve as examples of elven life. Although in his life he neither slew terrible beasts nor singlehandedly fought off menaces from the planes beyond, his love and compassion saved the elves from fractioning still further, teaching them the value of life and tolerance. Many other heroes once lived (and, indeed, still live) in the halls of the sages, inspiring and teaching those who hear the tales.

Elven lore is not solely concerned with tales of goodness; there are also tales of dark, twisted evil. Fionna Casilltenirra, the first elf vampire, still haunts the dreams of romantic young elves seeking delight in the arms of humans. And the story of Besathan Ridire, the elf who made a pact with the Spider Queen Lolth and suffered eternal torment at her hands, is told every now and then to show children the questionable value of dealing with evil.

All elven legends make a point of some sort, whether they deal with an inspirational story of heroics and valor or with more humble values such as compassion and simple charity. In both life and deeds, elves strive to teach and to learn. They see their lives as quests for understanding, and they do their best to complete their personal quests; elven legends often help point the way to fulfilling those dreams.

Sometimes there is more to an elven myth than meets the human eye. The moral gem hidden within a tale may be far too subtle for humans to understand completely. This chapter presents but a few of the tales the elves have collected over their millenia of existence.

## Jarsali and the Treant

Following a similar, though ultimately contradictory, view to the tale of Fionna Casilltenirra, the story of Jarsali and the Treant glorifies love of any sort—provided that love is true and good. While some elves refuse to acknowledge the truth of this story, claiming it is truly myth and has no basis in fact, others believe it holds the germ of truth. They cling to it as a justification for the paths they have taken themselves.

*Jarsali Oaklimbs was a sylvan elf of the truest grain—even to the point of shunning others of her race, preferring instead the company of the woodlands well over that of her fellows. How her heart came to be full of suspicion and bitterness at her mortal comrades, no one knew; they only knew that Jarsali was a strange girl, even for an elf.*

*Nothing assuaged the sorrow in her soul save the nearness of the primordial trees. Her wanderings from camp took her deeper and deeper into the virgin forest, to places where even few elves had ever set foot. In the heart of the wood, she found a living tree holding court with his minions. Her shock was great.*

*Remember, this was a time before the elves had spread across the world, and they knew little of all its races. Few had ever heard of a treant, much less seen one. Although her tribe had, Jarsali had never heeded the lessons of her compatriots, for she had no desire to learn from their experiences.*

*Entranced by the sight of the treant, she crept closer to investigate. Suddenly, great bark-covered limbs from a nearby "tree" lifted her from the ground and held her captive. The animated oak brought her before its liege.*

*Jarsali stood prisoner before the treant lord, and something in her heart cracked and*

*was set free. The elf maiden fell instantly in love with the enduring beauty of the craggy wood before her. The treant eyed Jarsali's flushed cheeks and bright eyes. Suthurithidan, the son of Garanahil the First Treant, saw hidden behind the elf's truculent air a spirit of fire that could not be quenched. It was the treant's first true look at an elf, and he was entranced. With a silent flicker of his twiggy finger, he commanded the tree to release the elf maid. The two stared at each other, sunlight filtering through the dappled leaves; then Suthurithidan turned and melted into the forest.*

*Jarsali returned to her camp. Her companions were amazed at her newly softened manner, so changed was it from her usual self. They wondered what could have happened on her latest excursion into the woods, but none said anything, feeling only gratitude and not caring the cause. When Jarsali crept away a week later, unable to forget the treant Suthurithidan, some few smiled, thinking perhaps she had found a lover with a nearby tribe. One elf, however, did not smile—he frowned. Azalarer had thought to wed Jarsali himself, for he lusted after the elf maid. The words of his people were an irritant to his pride.*

*Jarsali found again the treant lord, and this time neither could deny the truth of how well their souls matched the other. The initial exhilaration inspired by their first meeting provided the impetus for the rest of their relationship, and the feelings between two such dissimilar beings deepened. In time, they found that they were truly in love, each unwilling to continue life without the other beside them.*

*But Azalarer grew suspicious of Jarsali's continued change. He and his cohorts followed her into the depths of the forest. Intent only upon meeting her love, Jarsali's ordinarily sharp hearing did not warn her of this pursuit. Azalarer and the others found her then, and they beheld a sight none had ever thought to witness in all their years: An elf maid embraced by a living tree!*

*Azalarer's heart grew black. He taunted Jarsali cruelly and incited the prejudices of his comrades. In righteous wrath, they tore Jarsali from the arms of the surprised tree lord and spirited her back to camp. There Azalarer fanned the flames of xenophobia. The elves had never heard of such a strange coupling; they were outraged that Jarsali's chosen was not even humanoid, much less elven. They locked her behind a stout wood stockade and angrily began debating what to do with her.*

*Jarsali called upon all the elven gods of the forest and of love, and she called upon the gods of Suthurithidan, too. She prayed for both release from the stockade and from her elven form, that she might not have to endure the cruelties the elves inflicted upon her in the name of racial purity. The gods heard her pleas: They gave her the answer to one by granting the other.*

*Inside the stockade, Jarsali's body stiffened. Her hair grew long and turned green, and her limbs became limbs of wood and not flesh. Her feet sought the cracks in the ground, and she extended her new roots into the soil beneath. Shouldering aside the flimsy blockade, she forced her way into the sylvan camp. The elves scattered before her. Some prostrated themselves in abject terror, fearing for their lives.*

*Azalarer, along with those who had been deliberating Jarsali's fate, came forth from the council chambers. The elf's heart turned ever more black and cracked with rage; he grabbed a firebrand but the council restrained him. With utmost respect, they bowed to Jarsali and bade her good speed and clean water, for her transformation showed them that her love was real—that nothing they could say or do would change this simple fact.*

*With only the faintest bow, Jarsali turned to the forest and was reunited with her true love. The elves watched her go with a newfound respect; to this day, the sylvan elves and the treants share the custody of the woods.*

**Moral:** True love transcends race—and sometimes even species.

## Halimath's Pride

The story of Halimath Arnuanna is a cautionary tale relating the dangers of pride and arrogance, even in those who have again and again proven their superiority of skill.

*Halimath was a smith who had transcended all boundaries of metalworking in his craft. A true master with the hammer and tongs, each piece of precious metal commanded his complete attention, each blow of the hammer comprised his entire world. His creations were truly marvelous and inspired such awe in others. With each passing year, his skill grew ever greater. Elves traveled the world over to see his works of art.*

*Centuries passed, and the grey elf decided that his life's work should culminate in the creation of one truly magnificent artifact—preferably a sword—to be wielded in the cause of good. He had no doubts about his skill, and he had the costly metals and gems with which to make and ornament this sword. But the grey elves had banned the making of any more weapons of power. They wanted no reminder of the Elfwar or the Fractioning, and they forbade Halimath to make such a sword. The elf would neither listen nor obey; breaking the laws of his land was but a small price to pay for the glory of the magic he would wrought.*

*Thus commenced Halimath's destruction.*

*The rituals the elf sought to enchant the blade were dark and arcane, their powers hardly more than he could contain. Halimath continued without regard, believing that the creation of the Sword of Justice would atone for any evils he committed while creating it. The first spell he cast almost cost him his life, so strong were the magicks within it. This spell ensured life to the wielder of the blade for as long as the Sword was held. A second spell enchanted the weapon so that it could only be used on the side of goodness, and the third ensured the Sword would strike down the foes of the wielder with but a single blow.*

*Rumors of Halimath's transgressions reached the ears of the grey elf elders. The wisest and most just of them, Andriana, confronted Halimath and demanded the truth. To her folly, she held up the Sword to emphasize her point. The master smith flew into an insane rage at his creation being so touched. His massive fist struck the frail elf woman, and she crumpled to the floor. Blood splattered across the blade in Andriana's hands and stained the carpet beneath her still-breathing form. Halimath stared down at the woman in horror, his senses returning to him in the cold light of what he had done. He knew the other elders would never allow him to finish the Sword of Justice, and that thought alone consumed him. He grabbed the Sword and fled.*

*Shortly after, the grey elf elders discovered Halimath's misdeeds. Though Andriana lived, the elders swore the blood oath against Halimath. They hounded the elf day and night, until they finally cornered him; though bruised in body and spirit, he was still unrepentant.*

*Halimath let out a great cry and raised the Sword of Justice in defiance against the*

*elves who harried him. He leaped to attack, but the blade crumbled to dust in his hands. When the arrows pierced his body, Halimath fell dead.*

**Moral:** Obsession destroys everything.

## Haranavei Koehlanna

Although many human cultures have adapted this familiar story for their own use, the elves claim original credit for it.

*An elf village was destroyed by an orc raiding party—the only survivor an elf woman, great with child. She fled into the burning forest and forded a swollen stream. On the other side, she found refuge in a tiny human village. There, she gave birth to her child, for labor was brought on by her traumas. With her dying breath she named her infant daughter Haranavei Koehlanna, and she bade a woodcutter care for her child. The elf woman perished that night.*

*Under the care of the villager, who was now the mayor, Haranavei grew into a child of amazing beauty. The human women of the household took exception to this beauty, and they did their best to ensure that such loveliness would never show. The mother and her daughters made Haranavei clean the middens, the sties, and the fireplaces every day. The poor elf child worked from before dawn to after dusk. The people whom she called "family" sought always to humiliate her for her pointed ears and thin features, and to belittle her beauty. Their taunts hurt an innocent heart.*

*And so matters went for many years, until one day a prince rode through the now prosperous village. He was an elf prince, this much is true, and he stopped at the human village to water and feed his stallion. The mayor's daughters were smitten with his charm and elegance; in him they praised the very features they taunted in Haranavei.*

*The elf amused himself at the human girls' expense—until he saw the thin figure of Haranavei trudge by, bearing her heavy burden of firewood. The prince grabbed the elf maid by the arms and stared long and hard into her eyes. Then, slowly, he smiled, for his search was over. Drawmij Koehlanna had found his sister. The two wept with joy when the truth was revealed, though Drawmij was saddened at the news of his mother. He disclosed that he had been away at the time of the orc attack; he had returned to discover his home in flames. But there was no sign of his mother, whom he knew to be pregnant, and so Drawmij went in search of her and her child.*

*More truth was revealed at the house of the mayor's, for the elf prince saw that the humans had made a slave of his sister. He retaliated by slaying the mayor's wife and daughters, only just sparing the man's life at the request of Haranavei.*

**Moral:** Suffer not the vanity of others.

## Caelestis

The elven love of creation has extended itself into their stories, as has their unique perspective on the nature of time. Perhaps this story helps to explain why elves are so willing to devote years to a single project—and why they can take years away from a

venture before returning to it with a fresh, new perspective.

*Malissin Ariessus was a high elf architect and artist of exceeding vision, though he had no exceptional skill. His dream was to one day create the perfect tree town, where all elves could live in harmony and peace in a setting of unimaginable splendor—and improbable engineering.*

*Malissin did, indeed, create his city within the trees. Caelestis exceeded even Malissin's dreams, and the city excited all who saw it. Even the gods were filled with wonder at the magnificent tree town. Alas, Malissin forgot to weave the final enchantment on his city.*

*For many years it stood tall and proud, a monument to one elf's dream. Malissin passed on to Arvanaith, happy and secure that his tree city was all that he had hoped it would be. A great storm brewed the night of Malissin's death—a storm so great it tore asunder even the mightiest oak trees. Malissin's city was destroyed for lack of the binding spells that would have made his structures permanent—an oversight in an otherwise flawless creation.*

*Though the architectural principles Malissin employed are long since lost, his dream lives on in all of us. The desire to design perfection that is beloved by the gods burns in the breast of all who create, and the urge for such immortality is often irresistible.*

**Moral:** Love of creation is the element of perfection. Patience and love of creation are the permanence of perfection.

## Chapter 7: The Death of Elves

*After the Godswar, Corellon Larethian walked the world of mortal Elves, hoping to gain knowledge and experience of our lives so that he could give us the aid that a true god should. During his journeys, he came across an Elf woman of such beauty and generosity of soul that he was stricken with love. Elana returned that love. Two years later, a child was born: Eliara Larethian. Corellon's daughter was the most perfect Elf ever born. Men and Elves alike hoped to win her favor.*

*Eliara could not oblige them all with her love—nor could she choose who was worthy of her. For a time she spurned them all and devoted her life to the bow; as the daughter of Corellon, her skill was uncanny. The Men and Elves fought between them to see who could carry her golden quiver, and war threatened to break out between the races. Corellon and Elana turned to their daughter, and she agreed that such squabbling must stop. And so Eliara held a contest to judge her suitors' skills. A hunt there would be to see who could match her ability with the bow; the winner should have her as his bride.*

*During the hunt, a great red dragon was drawn to the noise and bustle of the hunting party. Seeing the Men and Elves, it opened its maw and poured forth a great gout of fire—slaying half the party outright. Eliara drew her bow and let loose an arrow. The shaft entered the beast's eye, killing it instantly. The dragon's body crashed to earth, uprooting trees as it did. The massive limb of a falling oak caught Eliara in the chest and she was crushed beneath its deadly weight.*

*A great funeral was held in Eliara's honor, with all her suitors in attendance. One of these, an Elf master singer named Clain Windsong, threw back his head and let forth a*

*melodic cry of sheer, wordless anguish. As if on a cue, the other Elves took up the cry, their voices mingling and harmonizing in an outpouring of overwhelming grief. The Humans in the party, overcome by the terrible beauty of the music, died of heartbreak.*

*The tradition of the elven mourning song continues to this day, and it is song of such anguish as to break a listener's heart.*

There are those who consider the elves to be virtually immortal. While they can die through accident or violence, no one has ever seen an elf die of "old age." That is because no truly old elves remain in the world known to humans; "old" elves have left the world and journeyed on to a place called Arvanaith. At about age 550 years old, elves feel an irresistible urge to make one last journey. An elf can defy this urge only marginally more than a man can defy death when it comes.

PC elves, with the permission of the DM, can continue adventuring rather than succumbing to the siren call of the beyond. Of course, if they do, they stand the chance that the doors to the otherworld will be forever closed to them. If so, they will never know the delights that await them there in Arvanaith. The DM should stress that few elves make this choice after having experienced all that the world has to offer; change—by way of Arvanaith—is an attractive option at old age.

With the spells available for prolonging one's life, elves do have the choice of temporarily forestalling the inevitable. However, because of their attachment to the natural cycles of the world, most elves feel disdain for those who attempt to avoid the unavoidable. Only those elves who feel no respect for the tuggings of the seasons or those who have crucial tasks yet unfinished take this option. Otherwise, old elves travel to Arvanaith, the hidden elven homeland. No elf who has traveled to Arvanaith has ever willingly left that land, nor has any elf regretted such a journey. The sylvan glory awaiting all elves there is beyond any ever experienced by humans—and is barely conceivable by the elves themselves.

Arvanaith is a place full of natural beauty, hidden away from all but elves. Some human sages have speculated that this pocket is a piece of Arvandor on the Plane of Olympus, but none have ever been able to reach it—save through death. Those sages who have made such a journey and were able to return to their original plane are unable to speak of Arvanaith. The memory of the beauty is too intense for their human minds to bear. It is truly a realm only for the elf.

Those elves who have passed into its wooded glories can experience anything they've ever wanted for as long as they want. Unimaginable happiness lies in this realm, and every elf can expect to enter Arvanaith upon his or her departure from temporal kingdoms.

The only way to return from Arvanaith is through reincarnation, resurrection, or some way of retrieving the spirit from this realm. (The last two methods are always done against the elf's will.) A very few return voluntarily, having spent millenia enjoying the splendor of Arvanaith; they volunteer to be reincarnated, and their souls begin anew. Those who leave seldom regain their original bodies. They find themselves reincarnated in the form of any animal ranging the spectrum of the animal kingdom. Sometimes these elves return as creatures so low on the evolutionary scale that they lose their elven spirit altogether.

Only a legendary few have ever returned through time to their original forms. These

elves have returned to complete quests of epic valor and salvation. More likely, those truly heroic elves who have requested to be reincarnated are reborn as a new elf.

Some elves are ripped from Arvanaith by the spells or prayers of those still on the mortal plane. A very few of these survive the shock of returning to their old bodies; they regain their mortal lives, albeit their spirits are now touched with a strange sorrow. Most elves, however, fight to remain in Arvanaith. Their spirits do not willingly leave the glorious forests of this most ancestral land. Should powerful magicks force them against their will, the elves will return—but at great cost. Such elves usually succumb to madness and despair; a few cannot survive the return and are transformed into banshees.

In Arvanaith, all things are possible. Anything elves might want, including forgetfulness or even oblivion, is available. The winds of Arvanaith are enough to soothe even the most troubled spirit, causing it to set aside his or her fears and torments. Only those few who refuse to give up their sorrows retain the memory of former troubles.

Instead, memories of friends and happy times make up an elf's new life, along with new dreams and challenges. Troubling memories remain largely in the back of an elf's mind, serving only as a reminder and measure for the goodness of existence in Arvanaith. Most elves are happy to relinquish the memories of their suffering, retaining only the knowledge of its passing to more fully appreciate their current happiness.

Of course, no elf is forced to stay in Arvanaith against his or her will. However, only a few elves have chosen to return to the mortal plane—and then only after centuries have been spent in Arvanaith. It is largely inconceivable that any elf would not want to remain in the eternal lands.

It should be noted that elves don't die the way other mortal races do; in fact, elves only rarely suffer true death. Those that do are mourned for months, for their spirits can never return to nourish the earth once again. Their children are cherished in hopes that they will carry on the works of their parents, provided the parents did not die dishonorably.

There are only a few ways that elves can suffer this fate. The attacks of certain undead, suicide, dying in an unnatural place, and other extraordinary circumstances can completely eradicate the existence of an elf. The only way to recover these brave elves is through magicks no less powerful than a wish.

The bodies of those who have died the true death are often burned. This prevents the undead life force from occupying the body. Elf villages have learned from experience that an unwhole spirit is worse than an undead one.

## Accidental or Violent Death

Seemingly unlike many other races in the worlds, elves try to avoid violence. Their actions are typically more cautious, despite the fact that they seem impetuous. This is more true of older elves than younger ones. When embarking on a course of action, elves remind themselves that it could be their last. This has sobering effect on even hotheaded elves.

Elves live long enough that they don't want to risk their lives on an insignificant issue. Only truly earth-shattering events and dire emergencies will stir older elves from their retreats in the forests or mountains. Nothing less will entice them to risk their lives; although they are not cowards, they have no desire to lose a life for something petty.

This is one of the reasons why elves have become legendary for their skill with the bow; it keeps their foes at a safe distance, affording the elves little danger. At closer distances, elven training with the sword is proficient enough that few need worry. Still, elves have no foolish notions about killing an opponent "honorably." The method of least resistance is more likely to preserve precious lives.

Unlike most races, elves have no ingrained fear of death. Their longevity ensures that they have a healthy respect for the cycles of life and—because of their interrelationship with nature—they accept death in nature. Indeed, elves look forward to their "death," for it signifies the journey to Arvanaith and a new way of life rather than the surcease of life. However, elves do fear death by other means.

Elves also fear the violation of their spirits and their free will, for these are essential in entering Arvanaith. Any creature that feeds on the lifeforce of another is zealously avoided (or slain, if the means are available) by elves, for these creatures are among the few who can inflict true oblivion upon an elf. Even those elves who live under the shadow of evil find no kinship in these creatures.

If an elf suffers a fatal accident or is murdered, she cannot re-enter the grand cycle, that mystical rhythm that hurtles the earth through the spheres. Instead, her body lies cold and useless wherever the physical death occurred, her spirit cast out and swallowed by the nameless void surrounding her. If her body is returned to the land of her birth, the story is another matter. Only then can the elf's death once again have meaning, for there her physical form can contribute to the well-being of her world, nourishing the plants and animals of her birthland. Her spirit is free to enter Arvanaith and partake in its glories.

Any elf of good or neutral alignment is allowed in Arvanaith. Even drow so aligned are welcomed and allowed to share in the beauties of spirit found in Arvanaith. In Arvanaith, subrace is not important as long as the soul is good or neutral. Any spirit residing there has earned the right to do so, regardless of what it might have been in life. This is truly a reward for those who lived their lives under a pall of suspicion simply because of the circumstances of their birth.

Aquatic elves, too, are welcome in Arvanaith. Although they probably had no real contact with the surface-dwelling elves in life, they can revel in the company of these elves in the afterlife, for in Arvanaith all things are possible. Aquatic elves and land elves mingle in a world where the air is water and water is air; there is no difference to them.

## Funereal Ceremonies

Since most elves pass on to Arvanaith, their passing is not mourned for long. Although it is unlikely that they will return to the earth in the same form as they had assumed before or even with the same personality, their spirit continues on. As such, death rituals are more often a celebration that the elf has achieved the joys of Arvanaith. While the elf may be missed for a while, others know their companion has passed on to something better.

The ceremony surrounding each elf funeral varies even from village to village. Some gather with great pomp to watch the body be interred in the ground, with speakers expounding on the merits of the deceased. Others bury the body with dispatch; they regard it as a mere husk from which the life force has departed. After ridding the shell, they celebrate the spirit of the elf who once resided there. Still other elves believe that

burning is the only way to truly rid the spirit of its earthly ties; not only does it free the spirit for Arvanaith, it prevents anyone from using the body for nefarious purposes. Each burial is typically related to the nature of the elf, so that the burial is personalized and the point made that the spirit has left the body.

## Chapter 8: Elven Dwellings

*My first glimpse of the grey elf city Celenaress was nothing special: It appeared as a city of exceptional beauty, even under the cloudy night, but certainly no place that I would lose my soul to. I, Master Thief Gerril Haka, have seen a thousand sights of beauty in my life, and this was merely another.*

*I had easily avoided the patrols wandering the nearby mountainside; their wakefulness was obviously a sham, for only I noticed the few admittedly minor mistakes I made in approaching the city. I had no trouble with the sentries when I entered, for my pet mage shielded me from all prying eyes. I crept through the arched marble gates with catlike stealth, hugging the shadows all the way to the base of the towering spire that was my target. The white streets glowed with an inner radiance as they spiraled up the hillside, but my ability to move through the slightest shadow held true, and I encountered no resistance.*

*I climbed the tower as would a spider, hardly pausing to admire the carvings that decorated its entire surface, appreciating them only for their usefulness in ascending to the upper rooms. Once inside the obelisk, I found it ridiculously easy to overcome the magical wards that had been set in place to guard against the incursions of those such as myself. I retrieved the Jewel of Dajarmarak, and I found myself mesmerized by the beauty surrounding me. This was only a momentary pause, however, and I resumed my business.*

*As I climbed out the tower's uppermost window, I cast a glance below to ensure that no prying eyes watched my descent. At that exact moment, gods be cursed, the moon chose to show her face from behind the clouds and illuminate the city. So awestruck was I by the symmetry and form of the city, the exquisite perfection of its design that I must have fallen into a trance.*

*My next memory is of lying on the cobblestones surrounded by the City Guard, my mangled body twitching. My last thought was that I only hope other would-be thieves never enter another grey elf city so unwarned as was I, for the city itself was literally my downfall and may lead to theirs.*

Those who have visited an elf city will often wonder why any elf feels the need, or even an urge, to leave. The peace and beauty of these places is legendary among the younger races, so much so that their ideas of paradise are often modeled on fabled elf cities. Some say that each elf city, tree town, and encampment is a fragment of the elves' Homeland, such is the magnificence of these places.

Whether it is a sylvan elf encampment, a high elf tree town, or one of the grey elves' cities, each of these places radiates a charm and splendor unrivaled anywhere else. While human cities and dwarf strongholds can aspire to the beauty and harmony of the elf homes, they can never truly rival these places.

While elf crafters can still learn from the dwarves regarding strength and durability of masonry, they need no such tutelage in unlocking the beauty from the stones. With their

long familiarity with the earth, the elves seem to know instinctively how best to carve a rock to reveal its beauty. One might think that elves would then be the primary shapers of stone in the world; dwarves have always held that position and always will. While elves do feel an affinity for working in stone, it is that affinity which holds them back. Most elves cannot work with stone that has been ripped from the earth, for it seems to scream under their fingertips. Very few elves will pull apart the earth to pull out a chunk of rock.

When elves work with stone, the rock is almost always a part of the living earth or a piece that has become detached. Thus, elven statues are often subject to the movements of the earth. In general, few elves other than the grey elves devote much time to stoneworking, although all elves keep the craft alive.

Elves far prefer working with living wood than with stone. Wood is more flexible, for it will shape to both the elves' needs and the needs of the tree. Elves do not wish to cause unnecessary stress to any living being in their world, and they try to keep their impact on the trees to a minimum.

Each of the surface-dwelling elves has a different perspective on how the layout of a home should proceed. Following is a brief description of a typical grey elves' city, a high elves' tree town, and a sylvan elves' forest encampment. The descriptions are necessarily brief, allowing the referee to flesh out the dwellings as appropriate for his or her campaign. Bear in mind that the vastness and fullness of life in elf settlements makes them nearly impossible to fully describe.

## The Grey Elves' City

The grey elves have an abiding love for all things permanent. In their mountains, they have found nothing so permanent as stone, and so they make virtually all of their beautifully sculpted buildings from this material. Although their skill is not that of the dwarves, grey elves have learned a trick or two with stoneworking, and they put them to good use in their cities. When the rare dwarf is admitted to these lands, tears have welled up in his eyes at the beauty the grey elves have wrought in granite and shale and the other stones comprising their mountains.

The grey elf cities are strictly divided by caste. Those of lower social level are kept well away from those of higher social class. Still, even those of low social standing have permanent housing. Grey elves know of the importance of a secure home, and they provide it for all who dwell in their cities.

Grey elf cities are also divided into at least five walled concentric rings, with those of higher classes closer toward the secure center. On the outer rings live those of the noncaste, or of extremely low class. As one progresses through the rings, the finery in construction and ornamentation increases as well, until one reaches the palace and government buildings in the center of the city. The few humans and other races who have seen the center of a grey elf city have often sworn that there was no more lovely sight in all the world, and that they must be in the home of the gods. While it is true that the central portion of a grey elf city is elaborate, even the meanest sections of the city are stunningly beautiful—crafters work on these sections in their free time.

Not only does this arrangement keep each social class physically distinct, it allows for tremendous protection of the most important parts of the city. Further, all grey elves are trained in at least the rudiments of weaponry, and the people themselves provide an ideal

defense against any unwanted visitors.

## The High Elves' Tree Town

The high elven philosophy is somewhere between that of the grey and sylvan elves. While they value permanence and works of art, they also try to stay well in touch with nature. Therefore, they do not build many stone edifices. They prefer to stay within the forest, receiving its bounties and creating a pure synthesis between the two other elven perspectives on dwellings.

Instead of the stone cities of the grey elves and the tents of the sylvan elves, many (although not all) high elves create *tree towns*. Using only the mightiest of trees in the ancient forests as a base, they build their homes high above the ground. Although many have thought this might make high elves especially vulnerable to fire, those who have tried to exploit this have found otherwise. The elves always keep liquids and water spells handy to protect their beloved trees, and bows are always near to hand to discipline those who have the audacity to try to burn them.

Tree towns are usually based around the tallest and strongest of the trees in the forest. One must keep in mind that these are virgin woods—forests that have never been logged. Thus, these forests are old beyond measure, and their trees are tall with age. One could fall from the lowest level of a tree town for perhaps 100 feet before hitting the ground.

Ropes and ladders connect the levels. There are pulleys and rising platforms to aid those who aren't as spry on the ropes as the elves, such as the fairly frequent visitors. Rails and balconies surround the houses, keeping one from inadvertently plummeting to the ground.

Although these high elves live in the trees, they are just at home on the ground as they are in the heights. They conduct most of their festivals and meetings on the ground, so that their non-tree-dwelling brethren may attend.

## The Sylvan Elves' Encampment

Sylvan elf encampments are built with both defense and admiration of nature in mind. Low, mottled-green tents are pitched in a circle, with the openings toward the central fires. Occasionally, the elves will engage in shifting the earth about to provide added protection. These encampments represent the only home sylvan elves know. The land readily returns to normal when the elves continue on their nomadic course.

In the winter or when they intend to stay for a year or more, wood elves build semipermanent wood lodges, rather than use tents. Many barbarian human tribes have emulated this practice, for they and the wood elves would rather not endure harsh winters with only a thin canvas separating them from the elements. Still, even the sylvan elves' wood tents are well disguised, and casual travelers passing within 100 yards will not spot the campsite. Even if they did, the wood elf guards would dissuade them from advancing any nearer with some well-placed arrows.

The bivouac is nearly always established in a clearing or on a hill, or both, if possible. The escape routes and battle tactics are thoroughly established at the same time a camp is, so wood elves are never caught unawares. They usually move only twice a year.

Whatever their schedule, the wood elves have as great a love for impermanence and

change as the grey elves have for permanence. While a grey elf city radiates a feeling of timelessness, comforting its citizens with the knowledge that it will never change, a wood elf encampment always gives the impression of constant readiness to change.

## Chapter 9: Optional Rules

*Cylithera Swanflight had but one driving ambition as she grew: She would be the finest swordswoman the world had ever seen. From the tender age of 45 until she was 150 years old, Cylithera practiced obsessively every day, neglecting even her studies of other subjects.*

*"All anyone need know of me is that I have the fastest sword arm," she scoffed. "I do not need to bother with other learning, for the historians would never recount how I knew Orcish. Legends of me will only tell of my genius with the sword—not the dusty facts my elders would have me learn."*

*And so Cylithera continued to sidestep true education. For "variety," she studied under the finest archers in elvendom, honing her archery skills to perfection. Her every waking moment was filled with bow and sword practice; her only purpose to one day become a legend. Already stories were being told of her single-mindedness in pursuing her goal (not all of them complimentary). Her skills surpassed those of her masters, and she knew the day had come.*

*Cylithera traveled to a forest alone, seeking some monster to test her abilities. What she encountered was far different than her expectations. Rounding a bend in a path, she came across an elf sitting atop a rock. He was of amazing beauty, but even to her untutored senses he stank of evil. Drawing her bright sword, Cylithera immediately challenged him to a duel. Smirking, he stepped from his perch, made a mocking obeisance to her, and gestured idly. Suddenly unable to move even her fingers, Cylithera could only watch as the older elf sauntered toward her. He struck the sword from her hand, scrawled a note on a piece of parchment and impaled it on her dagger, then plunged the blade into her back.*

*After Cylithera recovered, she found the courage to look at the parchment. It read: "Ignorance is sometimes bliss, but more often death." From that moment forth, she devoted herself to studying the unknown and eventually became a sorceress of great repute. The stories told now of Cylithera Swanflight praise her for the vast knowledge she came to learn.*

Given what is known about elves, it may seem logical that they be allowed various alternatives not normally granted in the core rules presented in the *DMG* and the *PHB*. Their incredibly long lifespans make a few of these rules seem questionable.

This chapter should address some of these concerns. However, the reader must understand that any changes proposed in this chapter are purely *optional*. The DM may allow or forbid any of these rules as is appropriate to his or her campaign.

Since the rules presented in this chapter expand the abilities of elves with only minor drawbacks (thereby upsetting game balance to potentially unmanageable degrees), each addition of these options must be weighed carefully to determine to what degree the campaign will become imbalanced. The Dungeon Master should either disallow the rule or, if he or she wishes to use the option, compensate for any imbalance it causes. Many of

these optional rules will add spice to a campaign (particularly an all-elf campaign), but—again—the game referee must determine whether the price to be paid is worth the gain.

Naturally, in an all-elf campaign, these rules will not really affect the characters overall. In any other campaign, however, the advantages and disadvantages must be carefully considered to determine the ramifications. Balance must be preserved so that the game remains enjoyable to play any sort of character. That's why the various rules are there.

A good idea when considering the options presented here is to figure out disadvantages to accompany each advantage. This will force the players to decide whether they want the advantage so badly that they will pay for it. If they do, and the DM is willing to include such alternatives, by all means give the optional rule a try. If it doesn't work, retire the ruling.

Options presented in this chapter include expanding level limits, allowing extra proficiencies, modifying combat and archery skills, using bows as weapons, and adjusting arrow breakage.

## Level Limit Expansion

As an option to consider, if the DM permits, elf characters may progress in their levels as far as a human might. This option reflects the fact that elves have many extra years in which to prove themselves. Although a typical elf may become bored with an extended sojourn in any one class and would prefer to retire than continue in his or her vocation, there are always exceptions. PCs are, of course, the most notable exceptions to any rule.

Naturally, given the long life of the standard elf, this could rapidly lead to elves dominating their campaign world. This may or may not be desirable to the DM, depending on the flavor of the campaign. If the elves are the dominant race of a particular world, having built or fostered other civilizations, the Dungeon Master might wish to think about this option. If the other races have developed legends about the skill, wisdom, and sage counsel of the elves, the elves most likely do not have level limitations.

If, on the other hand, the DM prefers the elves to follow the AD&D® game standard as just another PC race, he or she may wish to somehow limit the elves' levels. Please note, however, that this does not mean halting their advancement in their chosen class entirely. Rather, as suggested in the *Dungeon Master's Guide,* simply slow their advancement. Remember that time is a far different matter to elves than to humans; taking longer to achieve something is natural to elves.

Charging elves double the experience points necessary to achieve levels beyond their maximums seems a reasonable compromise. This reflects the enthusiasm elves feel when first entering an enterprise, as well as their subsequent diminishing commitment to their chosen class. Eventually, most elves grow bored with the repetition that adventuring as a fighter (or as a priest, mage, or rogue) provides. Such lack of concentration is indicated in the additional time it requires an elf to advance in levels.

## Extra Proficiencies

This section should only be used if the DM uses the optional proficiency system. If the DM doesn't use that system, players may want to skip this section. Or, they may want to

familiarize themselves with the system and then read this section.

Using the optional proficiency system, all elf PCs get a number of skills they can use to round out a character. Adding extra proficiencies for older elf characters is a natural step in the evolving PC.

Adding positive modifiers to existing proficiencies for older elf characters is also a possibility to consider. A being who has more than 100 years to practice a skill will certainly be one of the better practitioners of that skill to be found anywhere.

However, it's unlikely that elves would spend their youth practicing weapon skills exclusively. Parents would rather these young elves learned more of life's many facets before devoting time to a single pursuit, including weaponry. More likely than not, a young elf's life is dominated by music, dancing, and learning craftsmanship. Few elf parents would ever want their child to grow up to be an adventurer; while they value free will, they would definitely discourage their child from such a path. They would want their child to experiment with all options available in life, and most would prefer that the child concentrate on the gentle, lovely side of existence.

For this reason, elves shouldn't be allowed extra adventuring proficiencies such as blind-fighting or endurance. Only those applicable to an elf's young life should be considered. Even the more rugged proficiencies, such as survival and fire-building, are questionable choices for an elf's early years.

Instead, think about a human child's life. Human children are taught singing, musical instruments, or art. Few of them learn the intricacies of gaming or forgery. Only the most exceptional of children would be allowed proficiencies such as these.

The same is true for elf children. Those whose destinies are in a certain craft (such as blacksmithing, hunting, or study) will learn the skills applicable to their craft as well as those necessary to become a well-rounded elf. If they want to develop other skills (such as those they might need for an adventuring life), they will have to develop them in the future as would anyone else.

Thus, it is suggested that elves be allowed two or possibly three extra nonweapon proficiencies (such as Dancing, Musical Instrument, and Singing), as they begin play. Those elves who start play at a later age might gain one for every 10 years over age 100.

## Combat Modification

Elves are fiercely interested in any art to which they may dedicate themselves for decades or even centuries. This includes the fighting arts. The optional modification described in this section, the bladesong fighting style, reflects that interest.

When an elf has devoted him- or herself to improving prowess in combat, the result can often be a frighteningly efficient individual. The services of elves who have exclusively trained for battle are in high demand in human lands, for the elves' knowledge of tactics, strategy, and swordplay often rivals that of the most accomplished human generals.

### Bladesong Fighting Style

Dedicated elf warriors take their craft seriously enough to have created a uniquely elven fighting style. Unlike the martial arts of other races, the elven fighting style, also known

as the *bladesong*, emphasizes beauty and economy of movement over sheer destructive power. However, the elven bladesong is deceptively dangerous, for all its seeming gentleness and apparent grace.

There are two types of bladesingers: those who learn it as an additional skill (described below), and those who have made it their lives. Those in this second category are known as Bladesingers, and they are described in Chapter Ten.

Bladesong is so named for several reasons. The first and most obvious is because of the whistling of the blade as it slices through the air when this style of fighting is used. The second is for the haunting, wordless tune many of its practitioners sing as they fight.

Those who practice the bladesong appear as if they are dancing when they fight. Their movements seem misleadingly slow and elegant, deflecting opponents' blades while lazily drifting back to score hits themselves. The technique requires, above all, misdirection and subtlety. The bladesingers do not believe in smashing blows or strong and crushing offense, but rather in guiding their opponents to anticipate a different attack entirely, thus overbalancing the foe and making him seem clumsy.

Bladesinging can be done with any Small- or Medium-sized melee weapon, although the majority of practitioners practice their art with the sword. Due to the awkwardness of polearms and two-handed weapons, there are no known students of bladesinging proficient in these weapons.

To take advantage of the bladesinging technical benefits, the character (who must be a member of the warrior, priest, rogue, or warrior/mage classes) must devote at least two weapon proficiency slots to the style. Otherwise, the character can gain no benefits from the technique. This cost does not include the initial slot devoted to learning rudimentary use of the weapon, so the total cost is three weapon slots.

Obviously, rogues and priests cannot pick up this technique until they reach the 4th level or higher, since they start out with only two weapon proficiency slots and don't acquire a third until having progressed in levels. (As noted above, mages cannot learn this style at all.) Even if rogues and priests devote all their initial slots to a weapon and the first half of the bladesong proficiency, they must take a significant amount of time away from adventuring to learn the second half. Unless their companions are remarkably understanding and willing to wait some years, this could cause party friction. Thus, the style is usually practiced only by warriors and warrior/mages.

Please note: Elves *never* teach this style to non-elves, including half-elves and drow (the latter of whom have their own teachers and their own style anyway). Elves make no exceptions to this rule, even for those who have proven themselves eternal friends to the elves or even those who have married into the elven life. Elves have several reasons for not doing so.

The first is that this style could be a terrible weapon against the elves should any non-elf students choose to use it that way. Though they may trust someone with their lives, the teaching of the bladesong is most definitely a racial secret—a secret that will not be revealed even under pain of death. The only conceivable way for a non-elf to gain this knowledge is by using powerful magicks to force it from a practitioner. In such a case, elves would swear the blood oath and doggedly hunt the thief until he or she is destroyed. They would not hesitate to use every trick at their command.

The second is that there are so few teachers of bladesinging that they have no desire to devote the time required to any other than elves. Although this is biased against non-

elves, bladesinging masters are adamant about not teaching any other than elves. While a few other creatures might have the grace necessary for the intricacies of the bladesong, they certainly do not have the judgment and discernment most elves possess.

Finally, and most compellingly, few other beings have the time necessary to properly learn bladesinging. In the years it takes to master even the rudiments of the bladesong, a human could raise a family, build a successful business, and retire a wealthy man. There are numerous other ways to become a fierce fighter, all of which demand less time than learning the bladesong. Even most elves are not willing to take the time necessary to learn this technique. Only the most fiercely devoted will spend the decades required for this fighting style.

## Advantages

Although the cost is rather steep to learn bladesinging, its practitioners swear by it. Its wide versatility often astounds those who are not familiar with its intricacies. The things even an amateur bladesinger can do with one blade echo tricks that accomplished warriors can do with two, or with a weapon and shield.

Those elves willing to devote two slots to learning the rudiments of bladesinging gain the use of the following benefits:

1. They may gain a +1 bonus to their AC or, if they wish to spend an extra slot, may boost this bonus to +2 to their AC. That is the highest bonus those who choose blade-singing as an additional skill can attain. or
2. They may gain a +1 to hit or, if they wish to spend an extra slot, may boost this to a +2 to attack. As with the AC bonus, +2 is the best they can hope for. or
3. They may attack and parry in that same round, without wasting any additional attacks.

Note that these three benefits are not cumulative; that is, practitioners cannot use all three at once. However, they do have the option of varying between these three options during the course of a combat.

**EXAMPLE:** *Amaranth Silversword, a 6th-level fighter fully proficient in the bladesinging weapon style with three slots, encounters a band of 20 orcs while he is walking well ahead of his party. He immediately shifts into a defensive posture, giving himself a +2 bonus to his AC so that he may gauge the orc band's capability.*

*When they fail to hurt him appreciably in the first exchange of attacks, Amaranth places his back to a tree so that fewer of them can approach. He shifts to a slightly offensive stance, going with one attack and one parry. He dispatches an orc, and the rest still have failed to harm him severely.*

*Now that he has fully learned their measure, he goes totally on the offensive and whirls through their midst with deadly capability. When the rest of his party finally catches up with him, hurried by the sound of clashing blades, they find Amaranth standing atop several dead orc bodies, calling elaborate and inventive insults after those who have fled.*

## Disadvantages

The most obvious disadvantage to acquiring the bladesinging weapon style is that a character cannot carry a shield and practice the style at the same time. This technique requires far too much concentration on movement and flow, and the shield gets in the way of the grace and balance necessary to successfully use the style.

A more esoteric disadvantage is that this style is most often used by loners—solitary individuals who have no desire to be part of a group. Rarely, this technique may be practiced by someone whose companions will part company with the PC for a decade. Since bladesinging is a very demanding style, the training is intense, difficult, and, above all, long. Therefore, a PC would be well advised to study this style in his or her early years before joining up with a group of adventurers—or else develop some long-lived and understanding friends.

## Archery Modifications

Elves are, with few exceptions, the undisputed masters of the bow. They have developed their art to a state of true excellence. This section details several techniques elves have devised to hone their archery skills—for fun, profit, and protection. Many other races have seen these tricks, and those that were not on the receiving end of them have diligently tried to practice these arts.

Seven optional techniques for firing a bow are outlined in this section; these modifications are cumulative with any others that a character might have. Also, most of these tricks are usable only with long or short bows (or the composite versions thereof). A few can be used with the crossbow, but because most elves disdain the use of that weapon, its modifiers are not included.

An important note regarding elven archery: Elves may, because of their agility, fire their bow, move, and fire once again. Alternatively, they may choose to move, fire their bow, and then move again.

### The Broken-Charge Shot

One of the most effective weapons of a mounted enemy is the ability to charge. One of the most effective ways to rid foes of this advantage is to take out their mounts from underneath them. Although this isn't a method elves generally employ because the mount usually isn't a threat, they will use the tactic if things are looking grim on the field of battle. Elves will also use this optional maneuver if the mount itself poses a threat.

Unless such animals are well trained in the ways of combat and in dealing with pain, a hit by an arrow will break the charge. Riders must make a Land-Based Riding check to see if they retain their seating atop an injured mount. If they fail this check, they must follow with a Dexterity check. Those who don't have the proficiency may only do the Dexterity check; if this check fails, the rider is hurled to the ground for 1d4 points of damage.

### The Double-Arrow Shot

Another trick that is impressive (though good for little else) is the double-arrow shot. By

adding a +1 penalty to initiative and taking a –1 to attack rolls and damage, the archer may fire two arrows from the bow with one pull of the string.

The arrows can be directed toward a single target or at two separate targets within a 60-degree arc if the attacker is willing to take an additional +1 penalty to initiative and another –1 to attack rolls and damage. This reflects the time the archer takes to adjust the fletching and arrange the arrows on the string.

This shot does not allow more than two arrows on a single string. Lastly, if this option is taken, no more than one additional arrow may be fired in the same round.

**EXAMPLE:** *Kanali, a 3rd-level/3rd-level high elf fighter/mage, faces two ogres. She has exhausted her spells and must rely only on her archery skills. Taking two arrows from her quiver, she rips the fletching a bit, nocks them both on the string (taking a +2 to initiative), and lets loose the arrows. To hit the ogres' AC 4, she rolls a 16 and a 13. Taking all her modifiers into effect (+1 for being an elf, –2 for the difficulty of the shot), her total modifier is –1. Her modified rolls are then 15 and 12. Since she needs 13 to hit AC 4, she hits one of the ogres, inflicting 1d6 –2 points of damage. If she had focused both shots on one ogre, the damage would have been greater. She still has one shot left this round, and she'd better not waste it.*

### The Foot Shot

In some situations, an archer may find one of her arms unable to grip the string or shaft of a bow. Perhaps the other hand is holding onto something to keep the elf from falling, or perhaps the arm has been injured. Or maybe the elf just wants a bit of extra pull on the bow, to inflict just a little more damage.

In a case like this, if a shot is absolutely required, elves have developed the foot shot. The elf must have a secure place to rest her hindside and at least one arm free. Using the feet as a base against which to pull, the elf aims the bow and pulls back the string with the free hand (or both, if possible). Although there is a –1 penalty to attack rolls, the damage is increased by +1 because of the extra pull granted by using her feet.

### The Hanging-Tree Shot

Because elves spend so much time in and around with trees, they obviously have found a need to incorporate trees into their archery. Elf scouts and spies especially have learned to use trees effectively. They drop from branches to land in front of their enemies or use trees as concealment.

One of the tricks elf archers are most proud of is the dangling shot. In this shot, the elf wraps her legs around a sturdy tree branch and drops downward while simultaneously firing right into the faces of her oncoming enemies.

Unfortunately, the disadvantages to this shot are numerous. The most obvious is that anything on the elf that isn't tied down or strapped in (arrows, daggers, loose change, et cetera) will fall to the ground. Another disadvantage is the –3 to attack rolls. Lastly, the elf can't fire her usual two shots.

However, the elf can still take an action, such as swinging back up into the tree or jumping to the ground. Further, the enemy suffers a –6 to his surprise roll! This

advantage alone often outweighs the drawbacks, and the hanging tree shot is a favorite trick of elves ambushing lone outriders.

### The Quick-Draw Shot

Every once in a while, there arises a situation where an archer must fire more than two arrows a round or where the archer must bring a bow to bear very quickly. In response to this need, elves have developed the quick draw shot. Their agility and the near-constant companionship of their bows has helped them achieve that end admirably.

Because of the speed involved in firing from a quick draw, the elf has less time to aim. Therefore, accuracy of the shot is severely affected. The first shot in a round is made at no penalty. From there, penalties add up quickly. The second shot is at –2. The third is at –4. The fourth is at –8. If the elf wishes to attempt a fifth shot, the penalty for it is –16.

The archer gets off two shots on his first attack sequence. When all combatants have finished their first attacks, the archer may take the next two, if so desired. Finally, after everyone has completed second attacks, the archer may take one final shot. Although this shot is almost guaranteed to miss, it may be the last hope of a party, so many try it in moments of desperation.

A sixth shot in a round is virtually impossible unless the elf has been hasted or has otherwise been made exceptionally speedy. In such magically enhanced cases, the first two shots are without penalty. The third and fourth are at –2. The fifth and sixth are at –4. The seventh is at –8. The eighth (and final) shot is at –16.

### The Stapling Shot

When an elf wants to disarm or otherwise incapacitate someone, he can attempt a stapling maneuver. By making a called shot (+1 penalty to initiative, –4 to attack rolls), the character can staple some part of the target's clothing to a nearby object, as long as that object is of a material that is reasonably subject to penetration by an arrow (such as wood or plaster). The target *must* be standing near such an object or the shot is wasted.

If the shot is successful, the target is pinned to that object. The target must spend a round tearing free, although this requires no roll. Pinned targets defend with a –2 to AC and to attacks rolls. After three rounds, if they have not taken the time to free themselves, they break free due to exertion. During these three rounds, the penalties to Armor Class and attack rolls still apply.

The stapling shot is not only good for preventing various actions on the part of a hostile person, it serves to demonstrate that the elves are far from defenseless. Furthermore, many elves like to embarrass targets by affixing them to the nearest piece of "furniture."

### The Trick Shot

Elves do not always choose to nail an offensive person to the nearest tree. Often, they prefer another means to convey their disdain or enmity. Thus, elves have perfected their aim so that they can make a spectacular retaliatory shot that says to an enemy that he is not needed nor, indeed, wanted in the elves' portion of the world.

Trick shots of this sort include knocking off hats, sending an arrow an inch away from an intruder's ear, or placing an arrow in interesting and amusing places (such as the behind of an orc). Deliberate trick shots also include shots intended to be clearly warning shots and not simply missed targets. These trick shots require the elf to take a +1 to initiative and a –4 to attack rolls.

If the attack roll is made, the arrow can do exactly what the elf wanted. Otherwise, it will either fly away harmlessly (informing victims that someone is shooting at them), or it will actually hit the one for whom the warning was intended. If so, the arrow inflicts 1d3 points of damage. If the targets were not previously enemies, they certainly would be by now.

## Using Bows as Weapons

When archers wielding a bow are attacked in melee, they have little choice but to defend themselves with the bow. In the past, this typically spelled the destruction of the bow, but elves have learned how to deflect some of the force of a blow—thus making the bow reparable. Furthermore, elves have developed bows that are more resistant to this sort of damage.

Elves can attempt to turn aside the worst of crushing blows, and their bows are allowed to make a save vs. crushing blow (as thick wood) at +1. Piercing weapons are easily deflected as long as the elf succeeds in the parry, and they cause no damage to the bow. However, a parry against a slashing weapon is a sure way to destroy a wood bow.

More importantly, archers occasionally can't reach their melee weapons when someone engages them in close combat. In these cases, they must resort to using their bows as clubs against their attackers. The damage caused is 1d6 –1 against S or M creatures, 1d4 against L. If used in this way, a wood bow must save vs. crushing blows at –1.

## Arrow Breakage and Loss

Although most fletchers make their wares with great care, the force of bow shots is often enough to induce breakage. And, although most archers will deny it, occasionally they do miss. This section presents an optional rule to cover such situations.

When an arrow or bolt is fired and the missile strikes its target, the missile must make a saving throw vs. crushing blow at +6 with other applicable bonuses (or penalties) to the save. If the save fails, the shaft is broken and cannot be used again. If the save is a success, the missile can be reused.

If the missile misses its target, it travels out to its maximum range (if there are no obstacles to impede its movement), which is 25% greater than long range. It skids across the ground, ricocheting against rocks, gravel, plants, etc. There is a 10% chance to find a lost missile that has reached its maximum range, unless special precautions have been taken with proper modifiers for different terrains at the DM's discretion. Certain types of terrain will, of course, make recovery impossible. Aerial and naval battles are two examples of such terrains. Even if the missile is found, it still must roll a saving throw vs. crushing blow at +3 to be unbroken.

Not only does this optional rule make for more realistic game play, it also allows

characters with the Bowyer/Fletcher proficiency to make use of their skills. Furthermore, this rule will allow characters to spend far less time searching for possibly broken arrows.

# Chapter 10: Character Creation and Kits

## Random Elf Generator

*The Random Elf Generator allows the DM to create believable elf PCs and NPCs quickly and easily. He or she should feel free to adjust the results to suit a campaign and playing style. The Level Compared to PCs Table is only for NPCs.*

**Age (1d100)**

| | |
|---|---|
| 1–30 | 100–200 |
| 31–50 | 201–250 |
| 51–75 | 251–300 |
| 76–95 | 301–350 |
| 96–100 | 350–700 |

**Class (1d8)**

| | |
|---|---|
| 1 | Fighter |
| 2 | Ranger |
| 3 | Mage |
| 4 | Priest |
| 5 | Thief |
| 6 | Fighter/Mage |
| 7 | Fighter/Thief |
| 8 | Fighter/Mage |

**Subrace* (1d6)**

| | |
|---|---|
| 1 | Aquatic elf |
| 2 | Drow |
| 3 | Grey elf |
| 4 | Half-elf |
| 5 | High elf |
| 6 | Sylvan elf |

* Modify as needed for terrain.

**Alignment (1d20)**

| | |
|---|---|
| 1–7 | Chaotic good |
| 8–10 | Neutral good |
| 11–12 | Lawful good |
| 13 | Chaotic evil |
| 14 | Neutral evil |
| 15 | Lawful evil |
| 16–17 | Chaotic neutral |
| 18–19 | True neutral |
| 20 | Lawful neutral |

**Sex (1d6)**

| | |
|---|---|
| 1–3 | Female |
| 4–6 | Male |

**Personality (1d6)**

| | |
|---|---|
| 1 | Compassionate |
| 2 | Cruel |
| 3 | Haughty |
| 4 | Frivolous |
| 5 | Proud |
| 6 | Obsessed |

**Level Compared to PCs (1d3)**

| | |
|---|---|
| 1 | Lower (3 or fewer) |
| 2 | Equal (within 2) |
| 3 | Higher (3 or more) |

If characters may be warriors, wizards, priests, thieves, or multiclass combinations. If

they are multiclassed, they may select from fighter/mage, fighter/thief, mage/thief, or fighter/mage/thief kits. If a player chooses a multiclass kit, he or she should be familiar with the abilities and limitations of the classes in the *Player's Handbook*. The character's abilities will be further modified by subrace, as noted in this chapter**. Note:** Elf PCs may become bards *only* if they adopt the Elven Minstrel Kit.

## Standard Elf Abilities

Unless otherwise stated, each elf has the following abilities:

- Elves are 90% resistant to *sleep*- and *charm*-related spells. Even if they fail a check, they get the save usual for such spells.
- Elves gain a special bonus to find secret or concealed doors. Passing within 10 feet of a secret door, elves will detect it on a roll of 1 on a 1d6. If they search a 10-foot–square area, elves can find a secret door on a roll of 1 or 2 on a 1d6. Elves find concealed doors on a roll of 1, 2, or 3 on a 1d6.
- Elves gain a special bonus with bows, excluding crossbows. When firing a bow, an elf gains a +1 to attack rolls. This does not apply to damage unless a specially made bow is used that takes advantage of a Strength bonus.
- Elves are especially good with short and long swords. Like their abilities with bows, they gain a +1 to attack rolls (but not on damage) when using one of these weapons. This is in addition to any bonuses of the weapon itself.
- Elves move through forests and other natural terrain silently and almost invisibly. As long as elves are not attacking, they can only be spotted by someone who can spy invisible objects. When elves move through the woods, if they are careful, they will appear only as shadows of the leaves of trees, dancing in the undergrowth. This is of immense value to elves, who can thus gather information about their enemies—enemies who often do not even suspect an elven presence.
- Finally, elves have the ability to give their enemies a –4 penalty to a surprise roll if the elf is: 1) moving alone, 2) is 90 feet away from the rest of their party, or 3) is with other elves or halflings and all are in nonmetal armor. If the elf must open a door or screen to get to the enemy, the penalty is reduced to –2.

## The Elf Subraces

Each elf subrace has different talents and hindrances in an adventuring career. Each achieves levels differently and at a different rate than the others.

Some, such as the drow, have a large number of benefits while suffering few disadvantages. (Of course, the major disadvantage to being a drow is being a drow.) Subraces that have more advantages require more experience points to advance to the next level than those with few advantages.

A player character created from a specific elf subrace will have a number of adjustments to the standard character abilities. These are defined as follows:

- **Ability Score Adjustments.** Adjustments to be added to, or subtracted from, the base ability scores when creating characters in a subrace.
- **Ability Scores.** The minimum and maximum scores characters of a subrace may have after the initial adjustments have been made. A character who does not meet

the minimum requirements of a subrace cannot be a member of that subrace. Scores over the maximum must be reduced.

- **Languages.** The languages members of a subrace typically know. Elves may speak either a specific form of Elvish or "Elvish common," depending on the campaign. Even if they are speaking a specific form of Elvish, elves can usually understand most of what is being said in another dialect; pronunciation and usage of some of the words may be different, but Elvish is basically Elvish.
- **Infravision.** The range of the subrace's infravision.
- **Special Advantages.** Abilities of a given subrace that set them apart from others.
- **Special Disadvantages.** The disadvantages of a subrace that offset its advantages.
- **Additional Experience Cost.** The penalty for playing a naturally powerful subrace. Because certain subraces have a number of advantages that other subraces do not, they must work harder to become better in their chosen professions. Experience adjustments for high ability scores cannot be taken by races with additional experience costs.

A +10% experience cost means that a character of that subrace must earn an additional 10% of experience points normally required to increase in levels. Multiclass characters must gain the necessary points per level plus an additional 10% for each class. As with any multiclassed PCs, they may advance in one level while remaining fixed in another.

### Aquatic Elf

**Ability Score Adjustments:** Aquatic elves, because they need the ability to move quickly underwater, gain +1 to their Dexterity. However, since their undersea world is fundamentally one-dimensional, they suffer a –1 penalty to Intelligence.

**TABLE 5: AQUATIC ELF ABILITY SCORES**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 18 |
| Dexterity | 6 | 19 |
| Constitution | 8 | 18 |
| Intelligence | 7 | 17 |
| Wisdom | 3 | 18 |
| Charisma | 8 | 18 |

**Languages:** Aquatic Elvish, kuo-toa, sahuagin, dolphin, merman, abovesea common, undersea common.

**Infravision:** 360 feet.

**Special Advantages:** Aquatic elves have gill slits that enable them to filter air from water. Impure water, like fouled air for surface dwellers, is difficult for them to breathe.

**Special Disadvantages:** These elves cannot be out of water for extended periods because their gill slits close when exposed to air. This offsets their underwater breathing ability.

They do not gain a +1 to attack rolls with bows. Since bows are ineffective underwater, they have had no chance to learn the intricacies of these weapons. Only an elf who has traveled to the upper lands may learn the use of the bow, and even then this does not gain the bonus conferred by a lifetime of practice.

**Additional Experience Cost:** None.

## Drow

Ability Score Adjustments: Drow are extraordinarily dexterous and intelligent. They gain a bonus of +2 to Dexterity and a +1 to Intelligence. However, their personalities can be described as grating at best (although not usually to their faces), and they have the typical elf Constitution. Thus, they have a –2 penalty to Charisma and a –1 to their initial Constitution scores.

**TABLE 6: DROW ABILITY SCORES**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 18 |
| Dexterity | 8 | 20 |
| Constitution | 7 | 17 |
| Intelligence | 9 | 19 |
| Wisdom | 3 | 18 |
| Charisma | 6 | 16 |

**Languages:** Drow Elvish, Elvish, duergar, svirfneblin, deep dwarf, illithid, undercommon, sign language, kuo-toa, bugbear, orcish.

**Infravision:** 90 feet.

**Special Advantages:** Once per day, all drow can use the spells *dancing lights, faerie fire,* and *darkness.* They achieve this through force of will, rather than spell components. A 4th-level drow can cast *levitate, know alignment,* and *detect magic* once per day. In addition, drow priests can cast *clairvoyance, detect lie, suggestion,* and *dispel magic* once a day.

At the start, drow are 50% magic resistant, and every level they rise increases the resistance by 2% (to a maximum of 80%). Multiclassed drow use the higher level to determine this bonus.

In addition to their high magic resistance, drow also receive a +2 bonus on all saves involving magic. This includes those devices that emit magical effects or are powered by magic. This magic resistance does not hamper their ability to use magic themselves, however.

**Special Disadvantages:** The major disadvantage of the drow is their inability to see in bright light. Any light greater than that of torches or *continual light* spells (including bright sunlight) will blind them and severely affect their ability to fight. Wan light, like that of a *light* spell, does not trigger this disadvantage.

Bright light causes the drow to suffer, temporarily, –2 to Dexterity. Attack rolls are made at a –2 penalty, and opponents gain a +2 save against drow spells if they are within the light. When a drow is in darkness and his opponents are in the light, he retains his

Dexterity and surprise advantages but still suffers a penalty on attack rolls.

If the drow spends more than two weeks away from the subterranean caverns of the Underdark, the special advantages fade at the rate of one power a day. This starts from the most innate spellcasting and works down to the least powerful. Thus, a drow priest would first lose *dispel magic*, followed by *suggestion, clairvoyance,* and *detect lie*. Drow magic resistance is lost at a rate of 10% per day. This process can be halted and the powers regained if the drow returns to the Underdark and spends one day there for each week spent aboveground.

Finally, all other elves hate the drow, and reactions to them are with at *least* a –4 penalty. This modifier is cumulative to any kits the drow player might be using. Only after a particular elf comes to accept a particular drow as a friend, does this penalty disappear.

**Additional Experience Cost:** 20%.

## Grey Elf

**Ability Score Adjustments:** Grey elves are the most intelligent of all the elves and are more dexterous than most. They receive a +2 bonus to Intelligence and a +1 to Dexterity. However, because they spend so much time studying, their physique is frail. They have a penalty of –2 to Constitution and a –1 to Strength.

**TABLE 7: GREY ELF ABILITY SCORES**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 17 |
| Dexterity | 7 | 19 |
| Constitution | 5 | 16 |
| Intelligence | 8 | 20 |
| Wisdom | 3 | 18 |
| Charisma | 8 | 18 |

**Languages:** Grey Elvish and all other languages requiring speech or gestures. Since grey elves spend so much time in their libraries and with their sages, they can learn virtually any language they desire.

**Infravision:** 60 feet.

**Special Advantages:** Grey elves have unlimited access to their own libraries and sages. Any information the grey elf council determines to be good for the elf race may be furnished to grey elf PCs for a cheaper price than they would find elsewhere. This is purely discretionary on the part of the DM and should be played accordingly.

**Special Disadvantages:** Because of their haughtiness and arrogance, grey elves receive a –3 on all reaction adjustments when dealing with non-elves. Their disdain, whether intentional or not, communicates itself to others and leads to very poor relations.

With other elves, grey elves suffer a –1 on reaction adjustments. This adjustment reflects their irritating and condescending attitude, even toward other elves. With other grey elves, of course, there is no reaction adjustment.

**Additional Experience Cost:** 15%.

## Half-Elf

Half-elves, as noted earlier, are not truly a subrace of elves. They have no adjustments or advantages and disadvantages to note here, although a DM may wish to make an exception in special cases.

## High Elf

**Ability Score Adjustments:** The most common type of elf, the high elf has only the standard ability adjustments, which are a +1 to Dexterity and a –1 to Constitution.

**TABLE 8: HIGH ELF ABILITY SCORES**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 18 |
| Dexterity | 6 | 19 |
| Constitution | 7 | 17 |
| Intelligence | 8 | 18 |
| Wisdom | 3 | 18 |
| Charisma | 8 | 18 |

**Languages:** High Elvish, other forms of Elvish, dwarvish, gnomish, halfling, common, orcish, hobgoblin, and goblin.
**Infravision:** 60 feet.
**Special Advantages:** None.
**Special Disadvantages:** None.
**Additional Experience Cost:** None.

## Sylvan Elf

**Ability Score Adjustments:** Because their lives are spent in constant exertion, wood elves are stronger than other elves. However, they are less sociable because of their upbringing. They have bonuses of +1 to Strength and Dexterity and penalties of –1 to Constitution and Charisma.

**TABLE 9: SYLVAN ELF ABILITY SCORES**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 6 | 19 |
| Dexterity | 6 | 19 |
| Constitution | 7 | 17 |
| Intelligence | 8 | 18 |
| Wisdom | 3 | 18 |
| Charisma | 7 | 17 |

**Languages:** Sylvan Elvish, High Elvish, centaur, pixie, dryad, treant, and other woodland creatures. Wood elves only rarely learn common; they are trying to keep humans and others away from their woods, and they think learning those languages would just encourage visitors to their realm.

**Infravision:** 60 feet.

**Special Advantages:** Sylvan elves have an instinctive, natural connection to the land. Their skills in dealing with the woodland are surpassed only by rangers, whose bonds with the forests are legendary.

Sylvan elves easily befriend natural woodland creatures. Unlike rangers, however, wood elves can only perform this trick with woodland creatures; against a desert lion, they must be as careful as any other being.

With the natural creatures of the woodlands, the wood elves' power is especially useful. Unless the animal is already hostile, sylvan elves can automatically shift its reaction by two categories. This ability applies *only* to natural forest creatures. It is not a *charm* spell and cannot be used to enthrall creatures of the forest. Creatures friendly to the elf will not accompany him unless persuaded somehow. The ability does not work on monsters.

**Special Disadvantages:** Because of their primitive lifestyle, wood elves have no special abilities with secret doors. They have no experience with this sort of door and do not gain the typical bonus for finding them.

Above all, wood elves never try to leave their forests. They withdrew into the woods to escape the outer world, and whenever they leave they rediscover why they withdrew in the first place. Wood elves take a dim view of those who try to forcibly remove them.

In general, wood elves are unfriendly and unhelpful. Any wood elf PC who is friendly to people he or she has just met (within the past five years or so) should be docked experience points for bad role-playing.

Finally, wood elves have an aversion to most settings that are not of the woods. They hate the sea (although they can travel on lakes) and will not willingly board a seagoing ship. They hate the underground and become claustrophobic beneath the soil.

These elves are even worse in the cities and lands of other races, including those of other elves. Sylvan elves regard cities as a perversion. They cannot deal with technology and civilization, for it was civilization that drove the wood elves into their isolation.

**Additional Experience Cost:** None.

## Elf PC Kits

Kits are optional additions to the campaign, allowing a player to add detail to his or her PC. These kits are collections of various abilities and disadvantages that can help a player better define his or her character.

Most of these kits are uniquely elven; although other races may have similar kits, the kits in this book are for elves only. The kits in the other *Complete Player's Handbook* series are also available for elves to take, unless explicitly stated otherwise.

Before using one of these kits, a player must first generate the character's initial statistics. First, roll ability scores and choose an elf subrace, an alignment, and a class. Then, choose the kit that's most appealing and assign proficiencies, money, equipment, and other details.

Once a player has chosen a particular kit for a PC, he or she cannot exchange it for a new one. Neither can a character have two kits. It is only possible to have one kit at a time.

If characters want to abandon a kit for any reason, they cannot select a new one, for the kit describes their development and growth. These PCs can abandon the kit's hindrances, but they also loses any benefits as well.

Characters can only use a kit that is specific to their class. That is, warriors may take one of the warrior kits, but cannot use the warrior/mage kits. Multiclass characters choose kits that are part of their class. For example, a mage/thief can use a mage kit, a thief kit, or a mage/thief kit. A warrior or a warrior/thief kit could not be selected, however, because they contain elements that are totally foreign to that character.

In addition, although a player might want a multiclass character to specialize in a weapon, this is not possible. While some of the kits may echo weapon specialization, no one who is not a pure fighter can have a weapon specialization—including rangers.

Each kit presented in this chapter is made up of twelve different parts. The first is a general description of the kit and the requirements of entry into that kit. Any who do not meet the requirements cannot take the kit for their character—*No Exceptions!* The remaining eleven parts are as follows:

- **Role.** This is the role of the PC in general and in elven society in particular. Note that the exclusion of either male or female pronouns does not mean the kit is restricted to gender. All kits are available to both sexes.
- **Secondary Skills.** If a campaign does not use the proficiency rules, the character must take his secondary skills from this section rather than randomly rolling for them.
- **Weapon Proficiencies.** These are the weapon proficiencies required of the elf to fill the slots available. Usually, not all of these slots will be filled by the required weapons, leaving some degree of choice. Please note that weapon proficiencies are not bonus proficiencies unless specified as such. Most are simply required, not actual bonuses.
- **Bonus Nonweapon Proficiencies.** Most kits provide some nonweapon proficiencies. These are free—even if they belong to other character classes. Note: All *civilized* elves know Reading/Writing.
- **Recommended Nonweapon Proficiencies.** These nonweapon proficiencies are recommended, but are not bonus slots. If an elf character wishes to take one of these proficiencies, he must pay the full cost of the proficiency. Again, these are recommended to maintain kit flavor, but are not required.
- **Equipment.** This is a list of equipment that the kit typically uses. Some kits use special equipment, while others require that their users refrain from using certain items.
- **Distinctive Appearance.** As if elves were not distinctive enough, certain kits accentuate appearance. They make the character easily recognizable as a certain type.
- **Special Benefits.** Most of the kits allow certain privileges to their users.
- **Special Hindrances.** To counterbalance the benefits received from these kits, most kits also have some specific hindrances.
- **Wealth Options.** This is the limit on how much money a PC receives when

created and how wealth gained must be spent.

- **Suggested Elf Subraces.** Although any elf subrace can take any of the kits listed below, certain elf subraces are more likely to take some kits than others. This provides clues for the selection of kits by the various subraces.

## Priest Kit

Although all races claim a special connection with their gods, the elven claim has, perhaps, the greatest truth. They sprang from the blood of Corellon Larethian, united with the tears of Sehanine Moonbow, and mingled with the soil of the very earth. The specialty priests of the elven gods hold special powers and even ordinary elven priests are foes to be feared.

### HERBALIST

Even when these priests have run out of healing spells, they are not useless as healers. The elf Herbalist can soothe fevers and mend wounds with the utmost ability and speed.

- **Role.** Each Herbalist must choose a terrain in which to be proficient. His or her abilities are not nearly as effective outside this terrain.
- **Secondary Skills.** Farmer, Forester.
- **Weapon Proficiencies.** *Bonus:* Sickle. *Recommended:* Blunt instruments, long bow, lasso, net.
- **Bonus Nonweapon Proficiencies.** Healing and Herbalism.
- **Recommended Nonweapon Proficiencies.** Fire-Building, Religion, Rope Use, Weaving.
- **Equipment.** Aside from vials and preservatives, the Herbalist carries the same equipment as anyone else.
- **Distinctive Appearance**. Herbalists are notable only for their lack of a distinctive appearance. They seem to be unassuming and scholarly fellows, unprepossessing in nature and dedicated to their art.
- **Special Benefits.** If in their chosen terrain, Herbalists function nearly perfectly. They can restore 1d4 points of damage to a wounded creature if they can reach it within four rounds after being wounded. Under the Herbalist's ministrations, the creature will recover twice as fast than it normally would (see the *Player's Handbook*, p. 59).

Herbalists are very knowledgeable about the various herbs found in their domains. They can locate even the hard-to-find ones, although that might take some searching. Their herb lore is unsurpassed, except by druids.

A Herbalist can, at 5th level, identify plants and pure water without error, so long as the items are within his chosen terrain. This makes the Herbalist's task much easier and means that there is little chance of inadvertently poisoning a friend.

Finally, Herbalists can add a new terrain every five levels. That is, if they have traveled far enough outside their own terrains that the DM feels they warrant an additional terrain, they may take one. The new terrain confers all the abilities mentioned above, although they must again work through five levels before they can identify its plants without error.

- **Special Hindrances.** Herbalists are highly trained within their own field. Unfortunately, when they venture beyond that field, they may make mistakes. When outside their chosen terrain and attempting to heal a friend nonmagically, Herbalists must make an Herbalism proficiency check at –2. Failure indicates the possibility of having picked a poisonous plant (25% chance).

Herbalists may never brew poison. Although they have the knowledge necessary to do so, they feel that their skills are better suited for healing than for killing. The only time they will experiment with poison is to test antidotes against it. Any Herbalist who brews poisons for use against others loses all the abilities in this kit.

- **Wealth Options.** The Herbalist begins with 30 to 180 (3d6x10) gp. There are no restrictions on how the money may be spent.
- **Suggested Elf Subraces.** Aquatic elf, high elf, sylvan elf.

## Warrior Kits

Many of the less scholastically inclined elves lean toward the warrior way of life. They are the protectors and guardians of elven society, and play a vital role advancing elven interests.

### ARCHER

The Archer is the epitome of elven skill with the bow. If there is a difficult shot to make, she will make it. Whether the target can only be reached by firing through high winds or is totally concealed, the Archer is confident of her ability to make the shot.

- **Role.** The Archer easily fits in as a border guard for elf towns. She's also excellent for making her own way as an adventurer. Her skill with a bow is highly prized anywhere.
- **Secondary Skills.** Bowyer/Fletcher.
- **Weapon Proficiencies.** *Bonus:* Two proficiency slots with long or short bow. *Recommended:* Continued specialization with weapon, proficiency with another type of bow.
- **Bonus Nonweapon Proficiencies.** Bowyer/Fletcher, Hunting.
- **Recommended Nonweapon Proficiencies.** Animal Lore, Endurance, Fire-Building, Jumping, Running, Survival, Tracking.
- **Equipment.** The Archer carries whatever other equipment she deems necessary.
- **Distinctive Appearance.** Archers have no distinctive appearance, aside from their trademark bows, which gleam with polish and loving care.
- **Special Benefits.** The Archer is an expert with her style of bow. In combat, the Archer may elect to do one of two things. She may either fire faster than most are able to, or she may use a bonus on trick shots.

If she elects to fire faster, she may take an extra shot every two rounds. That means the rate of fire becomes 5/2, rather than the usual 2/1. This still includes her movement. If she chooses to stand still and fire, she may increase her rate of fire to 3/1; however, this enables enemy archers to target her more easily.

If she elects to go with trick shots, she not only gains the usual bonus for specialization and high Dexterity, she also gains a +1 to each shot for every four experience levels.

If the Archer keeps and cares for a bow for more than a month and keeps her arrows sharpened to a keen edge, she may cause 1 hp of additional damage when using these items. If using a different bow or new arrows, she does not gain the bonus. It can only be used with familiar, well-cared-for equipment.

- **Special Hindrances.** The Archer is limited in her choice of melee weapons, since she disdains them so much. She may choose only a long sword, short sword, and dagger. Even then, the Archer has a –1 penalty to attack rolls when using one of these weapons because she is unfamiliar with anything but the flight of an arrow.

Later weapon proficiencies may be devoted to other weapons, but the Archer will never gain a bonus to attack rolls with these weapons, despite any Strength or proficiency bonus. This includes losing the normal elven +1 to attack rolls with the long or short sword.

The Archer must always be concerned about the quality of her bow and arrows. If any are faulty, she must repair them or replace them with equipment of higher quality. She can never use missile equipment of inferior quality—except when in mortal danger or when necessary for the success of a mission.

- **Wealth Options.** The Archer starts with 50 to 200 (5d4x10) gp and must buy her bow at 150% of the normal cost. This reflects the high quality and fine workmanship of the bow. She may use the rest of the money as she wishes to outfit herself.
- **Suggested Elf Subraces.** Grey elf, high elf, sylvan elf.

**WILDERNESS RUNNER**

There are rangers, and then there are rangers. Elves are uniquely connected with the rhythms of the forests, some more deeply than others. Only those who have chosen to become rangers may elect to become more fully part of the forest. They are called Wilderness Runners.

- **Role.** Wilderness Runners have cast aside the trappings of even elven society to serve the needs of the wood. Although they still respect and serve their own society, they take no part in its functions. They may serve as scouts or advance guards for elf cities, but they will not willingly enter civilization.

If the Wilderness Runner is a high elf, he is far less civilized than his brethren and demonstrates the tendencies of sylvan elves.

- **Secondary Skills.** Trapper/Furrier.
- **Weapon Proficiencies.** *Bonus:* Quarterstaff, long bow. *Recommended:* Two-handed style, dagger, organic weapons.
- **Bonus Nonweapon Proficiencies.** Endurance, Running, Set Snares.
- **Recommended Nonweapon Proficiencies.** Fire-Building, Fishing, Hunting, Mountaineering, Survival, Swimming.
- **Equipment.** The Wilderness Runner is notable for his lack of encumbrance. He travels light whenever possible, preferring to own distance rather than material goods.
- **Distinctive Appearance.** Wilderness Runners never wear "civilized" clothes, preferring instead to dress in leather. They also tend to bathe only while swimming or if caught in a downpour. They do not care for the petty habits and concerns of city folk.

- **Special Benefits.** Wilderness Runners, like all rangers, gain the Tracking proficiency. However, because of their proximity to the land, they gain a +2 bonus and are usually far better trackers than their cousins.

Because of their constant exposure to the elements, they have inured themselves to all but the most extreme temperatures. Unless the air is below 32 degrees F or above 100 degrees F, Wilderness Runners feel nothing. The variation in temperature is merely a pleasant change.

Runners can use the Set Snares proficiency to entrap people as can thieves. Their understanding of the ways to lure people and animals into these traps is rarely exceeded.

Wilderness Runners never run out of equipment. Although they carry very little and need even less, they can fashion weapons and other working gear from organic materials with astounding speed. While their work may seem crude, it is functional and works as well as, or better than, much of the equipment manufactured by civilized folk.

- **Special Hindrances.** Wilderness Runners are acutely uncomfortable in civilization. Their need for fresh air and the freedom of the forest overwhelms them within one day unless they can make a Wisdom check at –4. Past the second day, they cannot remain within walls and must wait outside for their companions.

Likewise, they find it difficult to remain within dungeons, crypts, or other unnatural caverns for long. If a cave is natural, Wilderness Runners will be able to remain inside without having to make a Wisdom check. Even then, they do retain their claustrophobia and long for the open air.

Wilderness Runners never use mounts. For one thing, mounts cannot move through the forests quickly enough for them. For another, the Runners respect animals too much to abuse them in such a fashion.

Wilderness Runners are greeted with some contempt by civilized elves who, although they respect the abilities of the Wilderness Runners, sneer at their "backward" ways. Most civilized elves react at a –2 to Wilderness Runners. They will not be overtly hostile, but they will be unfriendly to any unwashed elves. Sylvan elves and their allies, however, will react to their unwashed Wilderness Runner cousins at a +2.

- **Wealth Options.** Wilderness Runners start with 3 to 30 (3d10) gp. They must create the rest of their gear from natural sources. They scoff at material wealth and are unlikely to have more than 10 or 20 gp at any time.
- **Suggested Elf Subraces.** High elf, sylvan elf.

**WINDRIDER**

Few mounted cavalry are as glamorous and exciting as the Windriders. The elite of the elf forces, they are greatly envied by common elves and greatly feared by foes.

- **Role.** The Windrider is the knight of the air, defending elf lands against aerial attacks. In times of war, they are both shock troops and scouts.

The DM may not wish to allow Windriders in a campaign, for they vastly increase the scope of a PC's operations. Then, too, the Windrider's mount may very well make a low-level PC far more powerful than he or she ought to be. It is recommended that DMs thoroughly familiarize themselves with Windriders before allowing them into a

campaign.

- **Secondary Skills.** Groom.
- **Weapon Proficiencies.** *Bonus:* Lance (Light, Medium, or Heavy—one only). *Recommended:* Short bow, flail, long sword.
- **Bonus Nonweapon Proficiencies.** Air-Based Riding, Animal Handling (for mount's species only), Animal Training (for mount's species only).
- **Recommended Nonweapon Proficiencies.** Astrology, Navigation, Direction Sense, Weather Sense.
- **Equipment.** Windriders must, of course, keep saddles and food for their mounts. Otherwise, Windriders are free to carry what they will if their mount can bear the burden.
- **Distinctive Appearance.** When separated from their beloved mounts, Windriders do not appear much different from ordinary elves. They may be more haughty, but otherwise they appear as normal elves.
- **Special Benefits.** The Windrider is one of the few kits where players receive no benefits until reaching high levels. Likewise, they do not suffer the hindrances until they have reached this level, which is typically 4th to 6th level, although it can be later (or earlier, if the character is especially worthy). Those aspiring to be Windriders must prove themselves worthy of this kit before actually being allowed entrance. They may not have a kit before becoming a Windrider.

Although they do not gain many benefits, the quality of their benefits is enough for the Windrider. First is the reaction bonus they receive from members of the higher classes in both elven and human society. When they are traveling with their mounts, Windriders gain a +2 reaction bonus when dealing with them.

A more important benefit, however, is the mount. When admitted to the ranks of the Windriders, characters receive intensive training with a mount of the species available. They are effectively out of commission for one year while learning to be a Windrider. After that time they are full Windriders, and they gain a winged mount from one of the following races: griffon, hippogriff, or pegasus.

Their choice of mount confers no other special ability except the ability to communicate, in a very basic fashion, with the members of the mount's species. They also gain the mobility of flight and a companion who is prepared to defend them with its life.

- **Special Hindrances.** While they are respected by the higher social classes in elven society, Windriders are the object of great jealousy—sometimes even hatred—from the lower classes. Their arrogant manner and disregard for beings of a lower social status earn them the enmity of the lower classes. They suffer a –3 penalty to their reaction rolls when dealing with these folk.

Though able to strike awe into their hearts, Windriders can also earn the enmity of humans. After the initial awe has worn away, Windriders suffer a –3 penalty for reactions from lower-class humans.

If his animal dies, the Windrider is temporarily without the benefits of this kit. Although he may eventually regain a mount, the loss is such that it causes him to suffer all of the hindrances without gaining any of the benefits of this kit.

The major hindrance of the kit is also the major benefit. The Windrider must

always be concerned with the welfare of his mount, for he would not be a Windrider without it. Constantly worrying about one's mount is the chief occupational hazard of the Windrider.

- **Wealth Options.** The Windrider begins with 60 to 240 (6d4x10) gp and can spend these as he pleases. However, he must ensure the care of his mount by finding it food and shelter or else lose the benefits of the kit when the animal flees its master to take care of itself.
- **Suggested Elf Subraces.** Grey elf, high elf, sylvan elf.

## Mage/Thief Kits

Although they are not exactly common, elf mage/thieves have their own niche in elven society. Their magical abilities allow them to enter places normally denied to mere thieves, and their skills with physical objects can often spell the difference between life and death for many who depend on them.

### ELVEN MINSTREL

Although not actually a mage/thief, the elven minstrel kit that originally appeared in *The Complete Bard's Handbook* has characteristics of both classes. In the interest of conserving space, it is not reprinted here. This elf version of the bard does exist for those who have been yearning to play just such a character.

### SPELLFILCHER

This mage/thief is adept at breaking into wizard's domiciles to purloin magical goods, particularly spellbooks and rare spell components. Through a strange inner talent, the spellfilcher has an amazing ability.

- **Role**. When there is a magical trap to be disarmed or magical treasure to be gotten, the Spellfilcher is the one to do it. Trained from her early years, the Spellfilcher uses an innate magical ability to locate and disarm traps that would victimize another.
- **Secondary Skills.** Jeweler, Scribe.
- **Weapon Proficiencies.** *Bonus:* None. *Recommended:* Short bow, dagger, darts, short sword.
- **Bonus Nonweapon Proficiencies.** Appraising, Spellcraft, Tightrope Walking.
- **Recommended Nonweapon Proficiencies.** Disguise, Gaming, Gem Cutting, Jumping, Rope Use, Tumbling.
- **Equipment.** The Spellfilcher always carries at least a minimal set of lockpicks and usually a full housebreaker's harness.
- **Distinctive Appearance.** Spellfilchers, by their very nature, do not want a distinctive appearance. They go out of their way to make themselves look like average elves, deliberately ridding themselves of any identifying habits.
- **Special Benefits.** The Spellfilcher is a special breed, selected from birth to be a mage/thief because of an exceptional inborn talent. This talent, *which can only be nurtured by the Spellfilcher Guilds*, allows the Spellfilcher to detect magic once per day, per experience level. Infant elves are tested for their latent sensitivity to magic, something which only the masters of the Spellfilching Guilds can

determine. If the infant shows promise, she is taken from her parents (with their permission) and the talent is nurtured into a usable skill.

The Spellfilcher learns to identify and circumvent magical traps. Although they cannot remove these traps without a *dispel magic* spell or similar item, they can often get around them long enough to remove the items these wards were protecting. Thus, Spellfilchers gain a +5% chance to Find/Remove Traps of a magical nature. This chance increases by +5% every four levels. They do not actually remove the traps but disarm them for 1d4 rounds, +1 round per three levels, which should be enough for them to retrieve the item they seek.

- **Special Hindrances.** The Spellfilcher's first loyalty must always be to her guild. The guild demands total compliance with its rules, for it serves the elf race in its own way and demands that its members do so as well. Unfortunately, this service occasionally requires that the Spellfilcher be called away from whatever she may wish to do. If the Spellfilcher fails to heed the call, the wrath of the powerful guild descends upon her head.

The Spellfilcher's Guild will not, on the other hand, call a Spellfilcher away from a mission of dire importance to the elf race or a mission that the Spellfilcher claims is of extreme importance. Since Spellfilchers operate on an honor system, they trust her. If, however, too many excuses keep her from her duties, the Guild has a right to demand cooperation and will not tolerate excuses.

To help keep discipline, the Spellfilcher must ask permission of the guildmaster before leaving on adventures. Depending on the Spellfilcher's past record and loyalty to the guild, the guildmaster may agree or disagree.

The Spellfilcher character has a hard time dealing with non-elf mages. Once they discover who she is and what she does for a living, they simply do not trust her near their precious spellbooks and valued items. Elf mages trust Spellfilchers, for they know that the Spellfilcher does it for the good of the race and would not harm an elf wizard. Other wizards, however, are not so sure of this. For this reason, Spellfilchers take great pains to disguise themselves and their intentions.

Spellfilchers also take great pains to disguise themselves because they are hunted by both vengeful wizards and greedy thieves. The wizards desire the return of their property and perhaps revenge on the one audacious enough to steal from them.

Conniving thieves wish to find a Spellfilcher to either recruit her into their guild or to get her to work for them. Failing that, they want to discover the secret to the Spellfilcher's success and to exploit that secret. They will not accept the fact that hers is an inborn talent. Thieves can make a Spellfilcher's life chaos if she is discovered by their guild.

- **Wealth Options.** Spellfilchers receive 30 to 90 (2d4+1x10) gp, which can be spent as the Spellfilcher desires. There are no limits, but it is suggested that they purchase thieves' tools.
- **Suggested Elven Subraces.** Aquatic elf, drow, grey elf, high elf.

## Fighter/Mage Kits

Combining the offensive physical power of the warrior and the intelligence and magical abilities of the mage, these are truly fearsome fighters. They have knowledge—not only of strategy and tactics—but of magical theory and offense. They are vital to the elves.

It is important to note that fighter/mages can cast spells only when unarmored or clad in elvenmade or magical armor. All other armor is too unresponsive to the ways of magic for magic to flow through it properly.

**BLADESINGER**

Of the roving elves, there are few as deadly as the Bladesinger. They are masters of their weapons and have spent their lives in the study of their chosen weapons. They have also learned to cast spells while engaged in combat, and thus they double their might.

To be a Bladesinger, a character needs at least a 13 Strength and Constitution, as well as a 15 Dexterity and Intelligence.

- **Role.** While some characters may stay at home to defend the elven way, Bladesingers go out and actively promote it. They do this by seeking out their race's foes and eliminating them, either through words or actions. Acting as both diplomats and one-elf armies, they insure the safety of the elf race.
- **Secondary Skills.** Hunter, Trader/Barterer, Trapper/Furrier.
- **Weapon Proficiencies.** *Bonus:* None. *Recommended:* One-weapon style for use in combat and spells; two-handed style for use when spells run out.
- **Bonus Nonweapon Proficiencies.** Blind-Fighting, Dancing.
- **Recommended Nonweapon Proficiencies.** Etiquette, Juggling, Singing, Tumbling, Weaponsmithing.
- **Equipment.** The Bladesinger is always identifiable by his weapon of choice. Such an item is always ornate and beautiful, enhancing the Bladesinger's appearance in battle.
- **Distinctive Appearance.** Not only are they easily identifiable by their weapon of choice and catlike grace, Bladesingers are decorated with their weapon guild's distinctive tattoo. Each guild has a separate and unique tattoo depicting its style of weapon through an animal representation. Long swords are often represented by great cats such as lions or panthers, a whip would be shown as a striking snake, and so forth.
- **Special Benefits.** There are four special benefits to the Bladesinger kit, as follows:

**1.** The Bladesinger chooses one weapon and practices with it extensively, to the exclusion of most other weapons. If practice makes perfect, the Bladesingers are very well practiced in their weapon of choice—for they are virtually perfect.

The poised steps of the bladesong (the act of attack by a Bladesinger) not only reveals the Bladesinger to be a creature of beauty even during battle, but the steps also carry him into advantageous positions for either offense or defense. He can instinctively grasp the flow of the battle around him, and his feet will carry him through the intricate maneuvers necessary to optimize his attack.

Such is the intensive training of the Bladesinger that he gains an automatic +1 to attack rolls as well as a +1 for damage. This is in addition to the normal elven +1 for use of the long or short sword (if applicable). Despite any additional, further training, this is as high as the bonus can be.

**2.** Bladesingers receive a special bonus when they wish to try an unusual maneuver with their blade. This bonus is equal to +1 for every four levels the Bladesinger has attained. The bonus only serves to cancel the penalties normally applied for such a maneuver. All other penalties and bonuses still apply.

**EXAMPLE:** *Vilana Pyreen, a 5th-level Bladesinger proficient in the long sword, attempts to disarm her opponent (a special maneuver). Normally, this gives her a +1 to initiative and a –4 to attack rolls. Since she is a 5th-level Bladesinger, however, her bladesinging ability gains her a +1 on her disarm maneuver. Since she is an elf, she gains an additional +1 because she is using her sword. Finally, she gains a +1 for her blade-singing ability with her sword. Her total is only a –1 to disarm her foe. If she were 12th level, she would have a +1 on her disarming attack.*

**3.** Bladesingers have been taught from an early age to grasp the flow of magic around them and to turn it to their advantage. They can cast spells even while in the front lines. Although they cannot actually attack while casting their spells, they may defend themselves against incoming melee attacks.

Their defense is equal to their level divided by 2, plus 1. All fractions are rounded down. Thus, a 6th-level Bladesinger gains a +4 to AC (6th level/2=3+1=+4 AC). The same goes for 7th-level Bladesingers (7/2=3.5 –.5=3+1=+4 AC). This does not apply to rear or missile attacks, for it is nearly impossible to defend against those while casting a spell.

Bladesingers have practiced the somatic portion of their spells well enough that they may cast their spells one-handed, suffering only a slight penalty. It adds +2 to their casting times, making it easier to disrupt their spells. Like any other spellcaster, if they are hit they lose the concentration necessary for maintaining their spells; they lose the spell. Their spells are, therefore, usually of an offensive nature with very short casting times.

**4.** The training is hard enough that only a 3rd-level Bladesinger can begin to teach even the rudiments of the bladesong. If another elf wishes to learn the bladesong, he must seek one of the masters of the blade. Bladesingers charge a high price for sharing their skills.

- **Special Hindrances.** To offset their abilities, Bladesingers suffer some severe penalties. Not only must they attempt to advance the cause of elvendom somehow at all times, they must also lend aid to any elf in need. Unless the elf is proven to be an enemy of the elven way of life, the Bladesinger must sacrifice life and limb to save that elf's life.

Of course, the Bladesinger is free to determine whether there is, in fact, an elf in danger. Too many times other races have tried to eliminate the Bladesinger menace through illusion and trickery. The Bladesingers have grown wary and have, unfortunately, allowed fellow elves to perish while trying to determine the truth of the threat. Thus, most Bladesingers carry at least one *detect magic* spell in order to avoid possible errors.

Bladesingers are so devoted to their chosen weapon that they can never learn another one. Unlike other elves, they do not gain a +1 to attack rolls with a bow. With all other weapons, they suffer a –1 penalty to attack rolls, even if they

have taken it as a proficiency. If they have not devoted the slot to learn the weapon, the Bladesinger suffers the ordinary nonproficiency in addition to the –1 penalty.

If the player is using *The Complete Fighter's Handbook*, he may not allow his character to specialize in weapon groups. The Bladesinger focuses on a single weapon only.

Bladesingers may wear no armor heavier than elven chain or studded leather. Bulkier armor restricts the Bladesingers' movement enough that they have at least a –2 penalty to attacks if they try to use their bladesinging ability while wearing such armor. The penalty is greater for heavier armor, although this is at the DM's discretion.

Bladesingers rarely use weapons other than swords. With only rare exceptions, they never learn two-handed fighting styles. They may not use shields or two-handed weapons, for these interfere with the bladesong. Even when they have run out of spells, Bladesingers will fight one-handed or with both hands on their single-handed weapon. To do otherwise negates all bladesinging bonuses.

- **Wealth Options.** Bladesingers start their adventuring lives with 30 to 180 gp (3d6x10), and only one restriction: They must purchase their weapon of choice. Any monies left after buying their initial equipment must be returned to the Bladesinger's Guild. Later in their adventures, they must take opportunities to upgrade their weapons. Other than these restrictions, they are free to do as they wish with their money.
- **Suggested Elf Subraces.** Grey elf, high elf.

**WAR WIZARD**

Although elves do not desire war, preferring instead to live their lives in peace and idyllic happiness, they recognize that the world is full of races hostile to elves, all of whom would love to see them driven into the dirt. A War Wizard is one who has devoted her life to defending against such attacks.

- **Role.** The War Wizard is usually the person in charge of defense for any given elf town. When there is a problem with an enemy, the War Wizard is the one to call.

Even if not associated with a town, the War Wizard is an invaluable asset to any group that expects to face trouble. Simple strategic knowledge is her bread and butter, but her expertise does not end there. She can work offensive marvels physically, and her spellcasting skills are excellent.

- **Secondary Skills.** Scribe, Tactician.
- **Weapon Proficiencies.** *Bonus:* Long bow, long sword. *Recommended:* Short bow, short sword, weapon style specialization (from *The Complete Fighter's Handbook*).
- **Bonus Nonweapon Proficiencies.** Spellcraft, plus Engineering or Survival.
- **Recommended Nonweapon Proficiencies.** Blind-Fighting, Heraldry, Land-Based Riding, Languages (Ancient or Modern), Set Snares, Weather Sense.
- **Equipment.** A War Wizard can carry whatever equipment she likes.
- **Distinctive Appearance.** War Wizards have no distinctive appearance. They may dress as they please on their own time. However, they often have a military aura. When in a military capacity, they must wear a uniform.

- **Special Benefits.** The War Wizard, because of her knowledge of strategy, can enable her side to add +1 to their attack rolls for the duration of a battle. This bonus applies only if all the following conditions are met: 1) The War Wizard has had a chance to survey the area and map it. 2) The War Wizard holds a strategy meeting with all who gain the +1 bonus. 3) All members of the War Wizard's side who are to gain the bonus successfully make an Intelligence check that has been modified by the difficulty of the instructions and changes in the terrain. Those who fail do not gain the bonus, and they run the risk of destroying another team member's bonus during battle. If these conditions are met, the War Wizard's side gains the bonus. If any part is left out or ignored, the bonus is negated.

The War Wizard is allowed a weapon of choice. She gains a +1 to attack rolls with this weapon, cumulative with all other applicable bonuses.

She also gains a "spell of choice," once every four levels. This spell is usually a large-scale, offensive spell or it may be a handy defensive spell. Only rarely are they personal in scope and, even then, it must have some applicability to a larger party. The spell can be of any level the War Wizard can cast at the time she chooses the spell. Thus, at the 4th level, a War Wizard can choose spells of the 1st or 2nd level. At the 8th level, she can choose spells of up to the 4th level.

The chosen spell is not a bonus spell for the War Wizard. It must still be memorized as would a normal spell. However, the spell can be either cast more quickly, firing at a +1 to initiative, or force the opponent to take a –1 on his save. For every four levels the War Wizard has practiced this spell, she gains a +1 bonus to either side. For example, if a 12th-level War Wizard had chosen *sleep* as her spell at the 4th level, she would now gain either +2 to initiative when casting it or would cause her opponents to save at –2.

- **Special Hindrances.** The War Wizard is limited in her choice of weapons. Although a warrior/mage ordinarily receives the full gamut of weapons, a War Wizard may only take certain weapons. Any of the normal wizard's weapons, any blade, any bow, or a lance may be chosen. The selection cannot extend beyond these, however.

War Wizards have a Code of Conduct that they must abide by at all times. Even when they are apart from their units, the code may never be broken. If it is and they are discovered, they will be drummed from the unit. It is up to the DM and the player to determine what the Code is for each unit, but it should fierce, demanding, and restrictive.

Finally, there are demands the unit will place on the War Wizard. She must comply with these demands or lose her benefits. The unit will typically take up about one month per year of the War Wizard's time.

- **Wealth Options.** The War Wizard has 30 to 180 (3d6x10) gp initially, which can be spent however she likes.
- **Suggested Elf Subraces.** Drow, grey elf, high elf.

### Fighter/Thief Kit

These are the toughest elves around (and the most quintessentially elven), for they rely on skill rather than muscle. Although warrior/thieves may not be truly adept with any

weapon, their thief skills more than make up for that. Fighter/thieves are very useful in a campaign based more on subtlety than force.

**HUNTSMAN**

Although some call them bounty hunters, the Huntsmen know better. Their chief joy in life is the hunt, and they have trained themselves in the ways of life: fighting and stealth.

- **Role.** A Huntsman is at home in both the city and the wilderness. His job is to track down errant wrongdoers and bring them to justice. He can be good, evil, or neutral; he may ethically bring criminals to face the law or hunt them just for money. Whether he is good or not good, his motivation is more the thrill of the hunt than material gain.
- **Secondary Skills.** Trapper/Furrier.
- **Weapon Proficiencies.** *Bonus:* Net. *Recommended:* Blowgun, long bow, lasso, long sword.
- **Bonus Nonweapon Proficiencies.** Hunting, Tracking.
- **Recommended Nonweapon Proficiencies.** Blind-Fighting, Disguise, Endurance, Intimidation, Juggling, Jumping, Running, Set Snares, Tumbling.
- **Equipment.** The Huntsman, like the ranger, does not like being heavily encumbered. He carries only those things he cannot quickly and cheaply replace and is usually prepared to make the things that cannot be easily replaced. His most valuable piece of equipment is his mind.
- **Distinctive Appearance.** The Huntsman has no distinctive appearance.
- **Special Benefits.** The Huntsman gains an automatic +10% to both his Move Silently and Hide in Shadows skills; this applies to both city and wilderness settings. Because he has spent so much time learning stealth, this is in addition to his regular modifiers for high Dexterity and race.

  The Huntsman also takes a smaller penalty to his Tracking proficiency than other nonrangers. His life has been spent in the hunt, and he therefore is more familiar with the signs of the forest than many others.
- **Special Hindrances.** Although the Huntsman fetches those who need fetching, he is not regarded well. His trade is in flesh, and people dislike his company. He receives a –2 reaction penalty when dealing with good-aligned people. In evil society, they hate him, even if he is evil, because he and his kind are responsible for the capture of friends and allies. He receives a –2 penalty there as well.

  The Huntsman may never take the Read Languages ability available to most thieves. His style of life does not require learning new languages and, indeed, forces him to be constantly on the move. He has not the time.
- **Wealth Options.** The Huntsman begins play with 30 to 180 (3d6x10) gp. He can spend this money however he wishes.
- **Suggested Elf Subraces.** All.

## Fighter/Mage/Thief Kits

The most eclectic of elf PCs, the warrior/mage/thief class is both the most free and the most limited. While options are nearly limitless for these kits, it takes a lot of doing to get there. But elves have much time on their hands, and they don't mind the "short" wait

required to reach these goals.

**COLLECTOR**

Occasionally, humans will come into possession of items that either aren't theirs or are too dangerous for these short-lived beings to have. The Collector is there to make sure these things return to elf hands.

The Collector must have a 13 Intelligence and 15 Charisma, for she must deal with both esoteric knowledge and people.

- **Role.** The Collector's role in life is to retrieve things from dangerous places. Whether this item is a stolen suit of elven plate armor or an ancient, unearthed artifact, the Collector will get it back. When humans seem in danger of destroying things of beauty or of historical power, the Collector makes sure those objects are spirited away to safety.

The Collector is not only a thief, but an archaeologist as well. She uses all her classes' skills to retrieve the items from wherever they lie, even deep beneath the earth, then keeps them from the hands of the elves' enemies.

- **Secondary Skills.** Any. Artist, Jeweler, and Historian/Sage are especially appropriate.
- **Weapon Proficiencies.** *Bonus:* None. *Recommended:* Short bow, dagger, short sword, whip, and small weapons that can fit into the tight places into which a Collector must sometimes venture.
- **Bonus Nonweapon Proficiencies.** Ancient History, Engineering.
- **Recommended Nonweapon Proficiencies.** Appraising, Artistic Ability, Gem Cutting, Jumping, Modern Languages, Musical Instrument, Rope Use, Stonemasonry, Tightrope Walking.
- **Equipment.** The Collector is never far from her archaeological tools and burglary equipment. She is prepared to dig in the earth, venture into a fortress, or swing between two tall towers. She is ready for nearly any eventuality in the quest of her prize.
- **Distinctive Appearance.** Although they might imagine they are sharply dressed, Collectors are often rumpled and disheveled, more than likely covered with the dust and muck of their most recent adventure. Though they may wear fashionable clothing, Collectors simply cannot keep clothing neat and clean. There are always exceptions but, for the most part, Collectors appear musty and dirty.
- **Special Benefits.** The Collector, because of her research into the histories of artifacts and ancient civilizations, has a chance to know something about nearly every important magic item on her world. If she can lay her hands on an object and study it, she can attempt to identify it, much like the bard's ability.

Collectors have a 5% chance per two levels (that is, 5% at 1st to 2nd level, 10% at 3rd to 4th level, and so forth) to identify an item's history, purpose, and alignment (if it has one). The only idea a Collector has of an item's power lies within the pages of the histories the Collector has read.

This chance increases (at the DM's discretion) if the Collector has access to a research facility with an extensive collection of books on magical items and artifacts. If not, there is no bonus. The Collector spends 1d3 days finding the pertinent information.

Likewise, the Collector can find information leading to the discovery of such magical items, which is the main part of her job. If she spends a week or more in research, depending on the rarity of the item and the difficulty of finding it, she can discover the general area in which to begin her search.

The Collector is an expert at rumor gathering. By spending 10d100 gp and making a successful Intelligence and Charisma check, the Collector can usually get a lead on where an item lies. Sometimes the information received is as vague as a general location; sometimes it is as specific as the exact hiding place. Now all the Collector needs to do is to find a way past all the protections. . . .

Fortunately, Collectors gain a +10% bonus to their Find/Remove Traps skill. It is important to remember that finding a trap and removing a trap requires two separate rolls. Because so many of the old places are fraught with peril, the Collectors have found this benefit to be of inestimable value.

Finally, Collectors are rather lucky elves. Once a day, they may +1 or –1 from one of their rolls, if they desire. The modification may be to any roll, including attack rolls, damage rolls, saving throws, and so forth. It cannot be used in character creation, nor can it be saved from day to day! The player must declare that a modification is being used before the roll is actually made or the roll is void.

- **Special Hindrances.** Although Collectors are, for the most part, decent people, they receive a –2 reaction penalty. The penalty reflects their tendency to lecture, forgetting that others do not share their passion for digging in the earth.

Far more hindering is the fact that Collectors will *never* knowingly use a magically charged item. They are afraid that the use of such items might deplete its last charge; their purpose is to ensure the preservation of such items. They are cautious around all other magical items unless certain they are not charged or are heavily charged.

Furthermore, Collectors will never perform an action that is potentially destructive to a magical item unless it is the only way to save their own lives and the lives of their companions. Even then, they will hesitate, agonizing over the loss to the world.

Collectors even have a difficult time destroying sentient, earth-shaking artifacts of utter evil. Although they know the artifact is irredeemably evil, they can barely bring themselves to destroy an item that has plagued the history of the world.

If she has been persuaded to eliminate an item or after she has destroyed an item to save a life, the Collector will go into a state of deep unhappiness, lasting for at least a week. During this time, she is not capable of intelligent discussion and her saves and attack rolls are all at –2. Note that this depression has a basis: If the Collector destroys more than five items during her career or simply allows five such items to be destroyed, she will lose all of the benefits of this kit.

- **Wealth Options.** The Collector begins with 30 to 240 (3d8x10) gp. At least half of this money must be spent on house-and lock-breaking equipment and on excavating tools such as shovels and picks. The rest of the money can be spent as the character desires.
- **Suggested Elf Subraces.** Aquatic elf, grey elf, high elf.

**INFILTRATOR**

The Infiltrator is the very model of an elf scout. Whether in urban or wilderness situations, the Infiltrator is the master of stealth and disguise.

- **Role.** When elves need quick and reliable information with a minimum of fuss, they call on an Infiltrator. The Infiltrators' motto is "If it's a secret, it's not." Sometimes, the Infiltrator will gain information simply for the sheer joy of knowing it. Although this is a typically elven trait, only the Infiltrators go to such an extent to learn a secret.
- **Secondary Skills.** Any.
- **Weapon Proficiencies.** There are no bonus weapon proficiencies for this kit.
- **Bonus Nonweapon Proficiencies.** Disguise, Forgery, Information Gathering, Observation, Tightrope Walking.
- **Recommended Nonweapon Proficiencies.** Ancient History, Etiquette, Modern Language, Reading Lips.
- **Equipment.** Every Infiltrator must have a good disguise kit. Otherwise, they are free to choose whatever equipment they like.
- **Distinctive Appearance.** The only thing distinctive about the appearance of an Infiltrator is that he has no distinctive appearance. Elves can, by word of mouth, sometimes find out who the Infiltrators are, but only if the Infiltrator wishes to be found.
- **Special Benefits.** One of the special benefits the Infiltrator receives is the large number of bonus nonweapon proficiencies. Please note that some of these appear *in The Complete Thief's Handbook*. These all enable him to carry out his job more effectively, and he is so practiced in these proficiencies that he gains a +1 bonus when he uses one of them.

When an Infiltrator wishes to appear as a member of another race, he can usually pass himself off as a tall dwarf or a short human with only a –4 penalty. This bonus increases by +1 for every four levels the Infiltrator obtains in his most expensive class. That is, it increases when he reaches 10,000 experience points in all three classes, making the Infiltrator a 4th-level fighter/4th-level mage/5th-level thief. Note that this applies only to the bonus proficiencies given by the kit; it doesn't apply to either the recommended or the character-chosen proficiencies.

The Infiltrator also gains a +10% bonus to the two thief skills of his choice. This is a one-time only bonus and cannot be changed later in the Infiltrator's career.

- **Special Hindrances.** The Infiltrator spends so much time taking on the roles of other people that he may begin to lose his own sense of identity. Even the reverie, which ordinarily reinforces an elf's identity, may not help prevent his sense of self slipping away.

Therefore, for each level an Infiltrator acquires, he loses 10% from his ordinary resistance to *charm*-related and *sleep* spells. This decreases his 90% resistance downward, to a minimum of 30%. Thus, until the point when the 8th level is achieved, Infiltrators will lose 10% of their resistance at each level.

Such loss of self means that the Infiltrator will never be as sure of himself as an ordinary elf, although his sense of self will still be stronger than that of a human. Unless he is acting a role, the Infiltrator will be somewhat unsure of himself and may question his own motives.

- **Wealth Options.** The Infiltrator begins play with 40 to 140 (2d6+2´10) gp. This

money can be spent however desired.

- **Suggested Elf Subraces.** Drow, high elf, sylvan elf.

## A Kit for Any Class

Every elf has the capability to achieve some of the same ends, although in different ways. The following is a classwide kit that any elf can take, regardless of profession, class, or multiclass combination.

### UNDEAD SLAYER

As elves loathe the undead, it is only logical that they develop methods to combat the undead menace. Whether they stay behind to protect elf homes from ravening undead hordes or actively seek out the unliving to destroy them in their foul nests, the Undead Slayers learn all they can about their wretched foes.

- **Role.** The Undead Slayers are schooled in the ways of the undead, seeking to destroy undead monsters wherever they can find them.
- **Secondary Skills.** Any. Undead Slayers are drawn from all lots in life.
- **Weapon Proficiencies.** *Bonus:* One bludgeoning weapon of Medium size, as long as it is allowed by the initial class. *Recommended:* A piercing or slashing weapon to complement the bludgeoning weapon.
- **Bonus Nonweapon Proficiencies.** Blind-fighting.
- **Recommended Nonweapon Proficiencies.** Healing, Herbalism, Ancient History, Local History, Ancient Languages, Survival.
- **Equipment.** Every Undead Slayer carries the common items necessary for this trade. Most of them carry backpacks containing at least a mirror, two vials of holy water (if not more), several sharpened stakes, holy symbols, tinder for torches, and so forth. For weapons, if their class allows, they carry at least two silver weapons, one each of piercing and bludgeoning type, as well as ordinary weapons.
- **Distinctive Appearance.** Most Undead Slayers have a grim, determined look—the result of the grisly nature of their work. These elves have lost the typical elven enjoyment of life, for they have become obsessed with death and the undead.
- **Special Benefits.** Undead Slayers have chosen a particular form of undead to combat and have researched it thoroughly. They know every nuance and variation between the various members of that species. For this reason, Undead Slayers, if properly prepared, gain a +2 to attack rolls and to damage against their chosen undead foes.

Undead Slayers hunt the undead more easily than most. They know the signs of undead infestations and can trace them back to their sources. Their keen elven senses are honed to detect the unnatural rhythms of undead, and they can therefore find their lairs.

This does not mean that they can find a distant vampire's secret lair. Instead, by listening to rumors and observing the local phenomena, they can find the general area where the lair might be. Then they may search for the creature more personally.

- **Special Hindrances.** Although they can fight other foes, the Slayers will never turn down a chance to eliminate an undead enemy. While this does not mean charging blindly into battle, they will not hesitate to sacrifice their lives if it means the undead will perish. They will never back away from the opportunity to rid the world of these blasphemous creations, regardless of the cost to themselves.

Mindless undead are rather low on their list of priorities for destruction. Skeletons and zombies do not arouse the hatred and loathing of the Undead Slayer as much as sentient undead do. Anything with a mind raises the hackles and the anger of the Undead Slayer.

Such is the Undead Slayers' devotion to their cause that they will plan ways to destroy even those undead who have proved themselves friendly. Dealing with a good or neutral lich, for example, is impossible for an Undead Slayer. Simply knowing of the existence of such an abomination is enough for this character to seek ways to annihilate it.

- **Wealth Options.** Undead Slayers start out with the same amount of wealth as any other players within their class.

Undead Slayers must purchase at least two vials of holy water and a silver mirror before buying any other equipment. For weapons, they usually carry an edged weapon (if allowed) as well as a bludgeoning weapon. After they have

satisfied this minimum requirement, they may spend their money as they wish. However, it is recommended that at least half of their funds be spent on equipment for locating and holding undead at bay.

- **Suggested Elf Subraces.** All.

## Chapter 11: Elven Equipment

*How and why feywine—that elixir to gladden the heart and encourage the soul of every Elf—came to be is a tale ancient in age. Some of you say it is merely mead, that Human drink. You say it is nothing more than flowers and honey, left to ferment and age in oak barrels. You are, in part, correct, but you know not the full story. Let me recount for you the truth of feywine's origin.*

*The First Elves roamed the land, well pleased with all they saw and all that the gods gave them. They had no need for sustenance then, those First Elves—no need for bread, and meat, and fruits and vegetables that we now so much enjoy. These Elves had the blood of gods burning bright in their veins. The tears of the Moon and the soil of the land also coursed through their blood.*

*Little remains of those early years of our existence. Certainly there are no remnants of the original vessels made by the Seldarine, which they created to house our spirits. Those First Elves existed solely through the life-giving form provided by the Seldarine. Then they joined with one another, and they begat children.*

*Although still nourished by the earth and the stars, these children were a step removed from the gods. They had needs that could not wholly be satisfied by their fathers and mothers. And the First Elves beseeched the gods, crying out as their children lay dying, for they did not understand why. The Seldarine saw their creations' sorrow, and they were moved to act.*

*They asked the Moon to bless the land with her tears a second time, as she had when*

*Corellon Larethian fought in the Godswar, and she did. The tears fed the children of the First Elves, and the children lived.*

*In time, the Elves learned to take nourishment from other sources, and they can now survive without the gods' gift. But an Elf who is routinely deprived of feywine turns into but a pale imitation of his or her self . . . an Elf who has lost the soul of the gods.*

—Firiel Anani'Mahs, Keeper of Feywine

Most of this equipment is available only to elves, for they are not willing to sell the best of their stock to humans or dwarves. There are countless more items that the elves have invented; the following list is only a sample of what they are capable.

The chapter contains beverages, weapons, and other items elves find useful. Most items have multiple uses, for the elves hate to restrict anything to but one purpose.

Finally, please note that few of these items are forged or constructed in great quantities. Elves believe in the unique qualities of each item and, unlike dwarves, do not enjoy mass-producing anything, no matter how good it is.

## Feywine

This is a fermented mixture of crushed flowers, honey, and an ingredient that some claim is distilled moonbeams. It is available only through elves, and most elves will not allow members of other races to drink it. The sole exception to this rule is the race of halflings, who appreciate all good things in life. Humans become far too stuporous, and dwarves do not appreciate the subtleties inherent in the taste, preferring instead to swill it. It simply does not affect them. Gnomes have their own variant, which they prefer, and they rarely ask for feywine.

Although feywine lasts only two days when bottled away from fresh air, some elves carry it with them for such a period to use as a secret weapon against unsuspecting foes. While their enemies are sleeping off the effects, the elves can make good their escape. Otherwise, elves drink it only when they are celebrating some victory or festival.

**Cost:** Unavailable
**Weight:** As water

## Elven Harp

These masterworks are highly prized in the musical communities of any culture. The elven harp produces a clear, dulcet tone, unheard of in any non-elven crafted instrument.

Not only does it produce a sound rivaled only by the gods of music, the elven harp is a beauty to behold as well. Intricately carved, with attention paid to the smallest detail, the elven harp is almost as beautiful to look at as it is to hear it.

There are several different sizes of elven harp. Some can be carried by adventuring elves, while others are clearly intended only for stationary use. Whatever the size, they are well worth their cost.

**Cost:** 500–2,500 gp
**Weight:** 10–100 lbs.

## Honey Leather

Honey leather is really a light canvas used as protection against rain and dampness. Elves use it for tents and to protect camping gear. Unfortunately, it doesn't offer much protection against snags, and it tears easily. However, as long as it is used only in camp, it is a fairly durable canvas. It is also completely waterproof, and it is highly valued because of that.

**Cost:** 50 gp/sq. yard
**Weight:** 1 sq. yard=1/10 lb.

## Sashling

This broad, billowing sash was the precursor and the inspiration for the *girdle of many pouches*, for its seemingly small exterior hides a great many interior pockets. Ten pockets are sewn into the folds of the sashling, each capable of holding about a fourth of a pound.

The nature of the sashling is such that, unless the item inside is too bulky, it will conceal most of what the elf is carrying. It is thus ideal for carrying hidden coins, spell components, or other easily concealable items.

For those who need to carry more supplies, many sashlings are made with hooks on the outer side. This enables the wearer to hang pouches and other things from the outside of the sashling as well.

**Cost:** 10 gp
**Weight:** 1 lb.

## Thistledown

This is the grayish material from which *cloaks of elvenkind* are made. It is a light, downy material that does not snag on branches. Since it is a fine quality material, it can easily be enchanted with the spells that enable the elves to produce their woodswear.

**Cost:** 100 gp/sq. yard
**Weight:** 1 sq. yard=1/10 lb.

## Elven Bow

During their years of experience, elves have found that often archers are attacked without much chance to defend themselves. They have therefore created the elven bow. It is designed to fire with the same rate of fire and accuracy, and yet the elves can use it to fend off attacks until they can defend themselves with a better weapon or spell.

The elven bow is a beautiful piece of work, carved mostly from wood, and is highly decorated and polished. To fully fulfill its function, the elf crafters have also given it metal inlays. These enable the bow to be used as a parrying weapon until the elf can draw a more suitable weapon. Meanwhile, the elf's bow has not been damaged by the attack and can be used again.

If used as an offensive weapon, the elven bow acts as a club, causing 1d6 points to S- or M-sized creatures, 1d3 to L-sized or larger creatures.

**Cost:** 150 gp
**Weight:** 8 lbs.

### Arrows (Useful)

As with their bows, elves have found that the initial, simple designs are not always what is needed in a given situation. Sometimes, an arrow must be able to do more than simply damage a foe. Therefore, they have designed the following arrows, each with a specific purpose. These are certainly not the limit of the specific arrows that they have designed; they are but a small sample of specialties. The list here is merely a representation.

**Cost:** Variable
**Weight:** Variable

### Flare Arrow

Designed so that the archer may be more easily found or so that a distraction for enemies can be created, the flare arrow produces an intensely bright light in the skies, visible for long distances on clear nights.

The arrowhead is a special detachable piece. It houses a small air-catching device that slows the arrow on its descent, allowing it to drift to the earth instead of plummeting. The interior of the arrow is filled with a slow-burning, elven powder that flares brightly when ignited. This powder is a closely guarded secret of the elf crafters.

To send a flare arrow, one simply touches a flame to the fuse trailing behind the fletching and shoots the arrow into the sky. The head detaches when the arrow reaches the top of its flight, releasing the parachute, which ignites the powder. The arrow burns merrily all the way to the ground. Naturally, flare arrows can only be used once. Unfortunately, they are somewhat fragile, and they break rather easily.

If fired at an enemy, a flare arrow shatters, causing 1d4 points of damage and spreading its load of powder all over the target's body. There is a 50% chance that the arrow's fuse will light the powder on this enemy, causing 1d4 points of damage per round for three rounds. It can only be extinguished by immersing one's entire body in water. Simply beating at the flames or throwing water on them will not extinguish them.

The flare arrow's range is S: 5, M: 10, and L: 15. If fired straight up, it can go as high as 120 yards.

**Cost:** 10 gp each
**Weight:** 1/5 lb.

### Message Arrow

Sometimes, one needs to get an urgent message to a distant compatriot in a hurry. The elves developed message arrows for just this purpose. They resemble normal arrows outwardly, although the head is rather more rounded than most other arrows. It is the interior that makes the message arrow special. The shaft is hollow, enabling the archer to fit a tightly rolled scroll inside. The arrow can accommodate no more than one sheet of papyrus or paper.

If used as a weapon, the message arrow will cause 1d6 points of subdural damage,

only a quarter of which is permanent. Because of its fragility, it will most likely break if it is used offensively. In such cases, it must make a save vs. crushing blow as thin wood or be permanently splintered. Its ranges are S: 6, M: 13, and L: 20.

**Cost:** 2 sp
**Weight:** 1/10 lb.

### Elven Plate Armor

While dwarves and humans certainly have the edge on constructing various types of plate armor, it is hardly a forbidden science to the elves. Although there are even fewer suits of elven plate than there are of elven chain, intrepid explorers have turned up several variations. The DM should keep in mind that elven plate is rare enough that few PCs will run across it and, if they do, it will likely belong to an elf warrior.

Elven plate is mostly used as ceremonial armor, for elves do not like the lack of mobility plate affords. This means that virtually every suit of elven plate is ornately decorated; it is not often that elf armorers are given a chance to combine such utility with beauty.

Still, despite its decorative appearance, elven plate provides as much protection as any human suit of plate armor. And because of the skill of elf armorers, it is lighter than most plate armor, weighing only as much as typical human chain mail. Unfortunately, elven plate does not allow the silent movement that elven chain does, and it cannot be worn by any but fighters, clerics, and their multiclass variations.

Multiclassed spellcasters find elven plate to be a special boon for, like elven chain, it allows its user to cast spells and still wear armor. However, as mentioned before, elves do not wear this armor as often as they do elven chain, for it hampers the freedom of movement they relish.

Elf cavaliers are the main users of elven plate. It inspires humans, they find, and they savor the impressions made on these people. Other races also tend to be impressed by elves wearing elven plate; for what reason the elves fail to fathom. Many elves capitalize on this effect, however.

Elven plate, of whatever variety, is extraordinarily rare. In reality, perhaps 5% (if even that) of elven chain found is actually elven plate. Each suit is personalized, and the owner would not be hard to ascertain by the decorations on the armor. Rest assured that the owner or any heirs would be very happy to see the armor returned; likewise, they would take serious offense if another being had stolen it or was wearing it.

If it is difficult for a human to earn elven chain, it is impossible to earn elven plate. Only elves can wear it, for each suit is custom-made and unique. Unless a human is exceptionally slight, there is no chance of fitting into a suit of elven plate. Halflings, dwarves, and gnomes cannot wear it either, unless they are especially tall and slender. Only half-elves can reasonably expect a suit to fit them, and even they can squeeze in only with discomfort. In most cases, it is far easier simply to return elven plate to its rightful owners and hope for a token of appreciation.

## Chapter 12: The Magic of Elves

*The First Elves rejoiced in the goodness of their life. The Seldarine showed the First*

*Elves the ways of the world that had been created for them. The vessels that had been created for them—their bodies—were strong. They knew each thought and emotion of the world around them, for they were as intimately connected with the land as if they were a part of it.*

*These Elves explored their world, rejoicing in the trees and flowers, in the rocks and the earth, and in the wind. They bore their children and fed them nectar and moondrops. They crafted their pieces of silver and gold, encasing the gems of the earth to display their beauty. They played with magic and wrought many a wondrous, whimsical item. The Elves laughed, for life was good.*

*Then came the stirring of Lolth.*

*The Elves' thoughts grew dark, and they mistrusted their brother. Many turned to the sanctuaries of home and hill, seeking to understand what was happening. Whispers spread, promising dark power should some follow the Spider Queen's tenets.*

*Some Elves were wise and foresaw the terrible war to come. They quietly began to gather their people to forge items of might: armor, to protect the heroes they must send to battle; helmets, to inspire faith and trust in all who see them; and swords, to smite their foes. They constructed, too, other weapons of force: subtle arrows of defense and attack, not-so-subtle rings of power, and awesome spells of destruction designed to fight the coming of the Drow.*

*The Elfwar began, and brother fought brother, daughter against mother. Mages from all sides unleashed their powers. Sparks lit each clash of sword against plate, pointing the way for arrows to seek and wound—hoping to kill.*

*Long and bloody was the Elfwar. In the end, the True Elves won. The Dark Ones retreated to the underground. Disheartened, sick with shame at the parting of their people, the Elves abandoned their weapons, their armor, their rings and staves of might. They left them littering the battlefields, for they could bear no more the taste of war.*

*Some say those items are still there.*

Magic is an integral part of the elven lifestyle. Elves' very lives are inherently magical; the blood of a god flowing through one's veins tends to give that person a much different perspective on the workings of magic.

Magic fascinates elves—no one particular spell, certainly, but magic as a whole. Although they are limited by their very nature as to how much power they can attain via magic, elves find the whole process absolutely mesmerizing. No other race, aside from humans, can attain as much magical power. And humans, while they can grow more powerful, understand magic less perfectly than elves.

Some sages theorize that elves are naturally less powerful magicians than humans are simply because their frailer frames cannot channel as much energy. To protect their own best interests, the high levels of spellcasting are denied to them. However, this does not mean that the elves' insight into such magic is any the less. Indeed, the understanding of those elves who have devoted their lives to the study of magical theory surpasses that of the greatest of human enchanters. Elves' weapons and magical items are certainly among the most powerful in any world, and humans who seek power in the magical arts often turn to elves for tutelage.

Elves have an aversion to nonmagical technology, however, for they have no real inclination toward invention. One would think that with the long lives available to elves,

they would research and create technologically advanced items. Yet they avoid doing so in all areas save that of prostheses.

The reason for this is lost in times long since past, recollected only by elf sages and historians. Apparently, during the time of the Elfwar, elf inventors were fairly common. However, most of them joined ranks with the Spider Queen, seeing in her the one to take the elves into a new age. Since then, most elves have been somewhat leery of both inventors and inventions.

This chapter details a few specific spells and magical items that elves have developed over the years; they zealously guard this magic, and they will not trade the secrets of these spells or the whereabouts of these items to other races under any circumstances. This magic is meant for elves alone.

## New Elf Spells

**Camouflage** (Alteration)
Level: Wiz or Pr 2
Range: 20' radius
Components: M, S
Duration: 1 turn/level
Casting Time: 2
Area of Effect: One person/level
Saving Throw: Neg.

The elves jealously guard this spell. It allows the mage to instantly and completely hide the number of people allowed by the spell, concealing them against even thorough searches. This spell functions only in the wilderness, however, for it changes the appearance of the affected characters into a facsimile of natural surroundings. It is effective even against infravision and is therefore perfect for use by spies and infiltrators. Characters in this form still have all their faculties and abilities, and they can emerge from this cover at any time they desire.

It is even possible for characters to move while within this form. Those affected may move up to 10 feet in a single round, creeping more closely to their targets. If they travel faster than this, the spell dissipates. As long as the movement is surreptitious and stealthy ("Look, Thrag! That bush *moving*!"), they should be safe. As with the *invisibility* spell, if the enspelled characters attack they gain the initiative and a +4 bonus to attack rolls because of total surprise, yet lose the benefits of the spell.

The characters cannot be detected except by magic or by moving stupidly. Until the spell wears off, the characters can enjoy near-total invisibility and gain much-needed information. The material component for the spell is a mistletoe berry.

**Conduit** (Enchantment, Invocation)

Level: Wiz 5
Range: Touch
Components: V, S,M
Duration: Special

Casting Time: 5
Area of Effect: 5 missiles
Saving Throw: None

Using this spell, the caster can temporarily enchant five missiles with another spell of a level no higher than 4th. This spell combines the best aspects of fighters and mages, for they can work in harmony to maximize both the effects of the spell and the damage of the missile.

The *conduit* spell effectively extends the range of the second spell, casting that spell out to its full range *from the target point* when the missile hits the target. Unless otherwise specified when the spell is cast, the effects of the spell radiate forward from the point the arrowhead strikes.

Missiles affected by this spell must begin to be fired within one turn after the last is enchanted, and they will not hold the spells for longer than an hour. Since the missiles are not specially prepared to hold enchantments for longer, the spells tend to bleed off with the passage of time.

The spells cast on the missiles must be separate ones that the caster has memorized that day. For example, if a sorceress has memorized *conduit* and a single *fireball*, she can place a *fireball* only on one of her arrows, not on all five.

The loaded spells are triggered when the head of the missile strikes something, whether that be the target, the ground, a tree, a rock, or whatever. This is good for radius attacks, such as a *fireball,* although it does no good for spells such as *burning hands* or *shocking grasp*.

Targets are allowed normal saves against these spells, as if the wizard were right there casting the spell. However, if the missile carries the enspelled arrow beyond the spell's normal range, the wizard has no more control over the spell.

For example, *web* and *dimension door* spells require the caster to manipulate the spell, and casters cannot do so unless the range of their spell can reach back to them. Unless such wizards want to make the necessary calculations before casting the spell into the missile, these spells usually won't work. If a caster wishes to do so, fine, but this is assuming a lot of faith in the ability of whoever fires the bow, for the archer must make a successful attack roll against AC 6 (including modifiers for range) to hit the area.

The casting time does not include the casting time of the loaded spells. The material component is a copper wire twisted into the shape of an arrow.

**Seeking** (Enchantment, Invocation)

Level: Wiz or Pr 2
Range: 100 yards
Components: V, S
Duration: 1 turn
Casting Time: 2
Area of Effect: 1 missile/3 levels of the caster, up to a maximum of five
Saving Throw: None

The *seeking* spell takes the normal laws of momentum and gravity, and then twists them

slightly in a way that is favorable to the caster of the spell.

The caster can ensorcel a number of normal, nonenchanted missiles no larger than a javelin, equal to one-third his level, to a maximum of five missiles. When they have been enchanted, the caster may either use them or distribute them to his or her companions.

When shot or hurled at a target, the missiles unerringly seek the target. They will hit nothing else but that target. The missiles can go around objects of corners if the target was visible when the spell was cast, but the missiles cannot pass through solid obstructions. For example, if the target closes a door, the missiles slam into the door and cannot be removed until the spell wears off.

The normal range can be extended to the distance of the target creature as long as the opponent uses only ordinary methods of escape. If the target *plane shifts, teleports, blinks,* or uses some other means of instantaneous transport, the missile can no longer home in on its target. It falls to the ground, useless.

This spell is not an automatic guarantee of success. Rather, it ensures that archers and slingers, when firing into melee, will not accidentally hit those who are on their side. This spell is especially useful for battles or shots in narrow corridors. If the person firing the arrow or bullet can see the target, he can fire for normal damage without fear of damaging comrades.

## Magical Items

Most of the magical items listed in this chapter are rare and will not be found lying around in just any hoard. Instead, they can be incorporated into a campaign (preferably with elven overtones) to suit the Dungeon Master's purposes. These items should never be just random treasure. If they are going to be used in a campaign, there must definitely be a reason for their inclusion.

### Swords and Armor

Despite being relatively peaceful folk, elves have a tremendous knowledge of war and warfare. But even in war, the elves find time to be artistic—as evidenced by the stunning beauty of their weaponry and protection.

Elven swords are often legendary, especially those produced by the crafters of the early millenia. These were originally created to battle titanic beings of old, creatures who could be slain only if powerful magicks were cast upon a blade and armor given mighty protections.

Because of the threat these beings posed to the world, elf crafters rose to the challenge, creating artifacts of wondrous power. Even though the monsters they were created to destroy have long since passed from the world, the blades themselves are rumored to have survived the toll of the ages. Even now, some find their way into the hands of humans.

Some races have spread the rumor that, because of superior elven craftsmanship, these blades continue to *grow* in power through the ages, rather than decrease as so many magical items do. If this is indeed true, then a weapon from the long-ago Elfwar would have since become a weapon of awesome might. In the right hands, such a weapon could work wondrous good. And in the wrong hands? . . . Untold devastation.

## Helms of Valor

This item appears as a typical elven winged helm, but will radiate *enchantment/charm* if a *detect magic* spell is used on it. Originally inspired by those battle leaders who walked unflinching through hails of enemy arrow fire, a *helm of valor* enables its wearer to ignore missile fire. However, in order to do so, the users of such helms must have implicit trust in both themselves and their *helm*.

When a wearer first tries to use a particular *helm*, he or she must make a successful Wisdom check to attune with it. In unsuccessful, that *helm* will not function for the user until the individual's Wisdom score has changed for either better or worse (thus allowing another check).

A user who succeeds at the Wisdom check may then attempt to harness the *helm's* powers. The next time someone successfully attacks the wearer with a missile weapon, he or she may make another Wisdom check to avoid all but 1 point of damage, no matter the usual damage of the missile.

If this second Wisdom check fails, the wearer suffers the *maximum* damage the missile can inflict. This check is made for every missile fired at the wearer during this combat, and the modifiers listed below do not apply until the next combat.

If this second Wisdom check is successful, the wearer gains a +1 to the Wisdom check for the next combat. **Note:** *This applies only to the next combat in which enemies attempt to harm the user.* The helm does not work during sparring practice or training. A user who fails a Wisdom check picks up a –1 penalty for the next three combats, while he or she learns to trust in the powers of the helm again. No matter how often the user succeeds in the Wisdom check, the bonus can never exceed 19; a roll of 20 always fails.

*Helms of valor* provide no defense against melee weapons (although hurled daggers, axes, and other propelled melee weapons count as missile weapons), nor do they offer any protection against spells such as magic missile. Magical missiles, including enchanted arrows, affect the Wisdom check by –1 per +1 of the enchantment.

The *helm* is usable by warriors, priests, and psionically empowered individuals. As with all helms, it is not usable by either wizards or thieves who wish to practice their crafts.

## Arrows (Enspelled)

For untold centuries, the elves have used or modified various priest and mage spells for use with arrows—spells for which they have found quite interesting alternative uses. By placing a simple spell on the arrow, they are able to significantly increase that spell's range, effectiveness, and efficiency. This is not to speak of the *conduit* spell; these are spells that can be cast on the arrows themselves.

Indeed, any type of spell that requires a special focal point can be cast on an arrow in order to deliver the spell to a great distance away. The permanent spells make these arrows far better foci for magic, but that is not always feasible.

Although such enspelled arrows are not, in the main, permanent magical items, they are included here to give some additional ideas to the players for experiments they might like to try. Some examples of enspelled arrows include the following:

- **Avoidance/Attraction.** This 5th-level wizard spell is an especially nasty one to place on an arrow, especially when the reversed version, *attraction*, is used. *Attracted arrows,* if they hit, cannot be removed from the victim's body until a *dispel magic* is cast upon that person. Meanwhile, the arrow begins to fester within the wound, causing infection and even death to the unfortunate.
- **Darkness or Light.** These are among the most permanent and most used of enspelled arrows. If a *continual light* or a *continual darkness* spell is cast upon the shaft of an arrow, it can then be used to either spotlight or blind an enemy. These arrows are common among elf scouts, who carry them sheathed until there is a use for them.
- **Fire Seeds.** Like the *fire trap* arrow (below), this one requires a special hollow pottery tip, wherein the fire seeds are placed. When the arrow strikes the target, the seeds detonate, inflicting 2d8 points of damage to all within 10 feet of where the arrow falls. If the arrow actually hits someone, that person suffers 1d4 points of damage, as well as the 2d8 points from the *fire seed*; the victim doesn't even get a saving throw to take only half damage.
- **Fire Trap**. By casting a *fire trap* spell on a tiny and delicate box, then sealing this box inside a special, fragile arrowhead, an elf priest can create an effective flame arrow. In theory, when the arrow hits a firm enough target (anything harder than water), it triggers the spell, engulfing its target in a sudden blaze of flame. In game terms, the head and box must make a single saving throw against crushing blow (as pottery) in order for the *fire trap* to detonate. Otherwise, the arrow is a dud, though it could possibly be reused against the archer.

The damage caused by this arrow is 1d4+1 plus the variable damage caused by the *fire trap*. Even if the arrow misses its target, it will still create a conflagration in the area if the head cracks open.

## Arrows (Magical)

By far the most common of magical elven weapons, magical arrows are still fairly rare for campaign purposes. Workmanship on elven magical arrows is such that the missiles are not always destroyed when they hit their target. Furthermore, if they miss their target, these arrows break only 25% of the time. If a magical elven arrow hits its target, it will be destroyed 75% of the time. Otherwise, it can be used repeatedly until it is finally destroyed.

Ancient elf arrowsmiths have created some amazing combinations of the following arrows, but they are extremely rare. Legends tell of *wooden arrows of seeking* and—rarest of all—a *wooden arrow of seeking and extended range*. If these could be found, they would make the owner a most happy individual.

Some examples of elven magical arrows include the following:

- **Arrow of Extended Range.** There are three versions of this arrow, which allow the user to double, triple, or even quadruple the normal ranges for any type of bow. The first version, which allows double range, is encountered about 60% of the time. The triple-range version is found about 30% of the time, and the quadruple-range arrow is chanced upon only 10% of the time.

Although these arrows do not have an attack bonus, they are effective against

creatures who are immune to all but magical weapons (up to +1). In addition, these arrows cancel out the normal range modifiers of the bow being used, using instead the modified, multiplied range for purposes of figuring modifiers.

These arrows are usually found in bunches of 2d10.

- **Arrow of Seeking.** This is a more powerful version of an arrow imbued with the *seeking* spell. Not only does it round corners in pursuit of its prey, it also gains a bonus of +2 damage. These arrows are usually found in groups of 1d10, although sometimes as many as 2d8 can be found.
- **Wooden Arrow.** This is a totally organic arrow. Made completely from wood and carved with ornate runes, it appears as nothing more than a novelty, or perhaps a woodcarver's doodle. In reality, this arrow is a most dangerous weapon, and it radiates strong enchantment magic.

This weapon completely ignores all nonorganic armor. Thus, metal armor offers no protection against this missile, while leather, hide, and scale mail made from a creature's skin offer their normal bonus. Studded leather protects only as leather armor.

Those wearing metal armor are considered to be AC 10 against this arrow. Magical protection still applies; thus, *plate mail +4*, although normally AC –1, would instead be only AC 6 against the wooden arrow.

These arrows are never found in bunches. If encountered, there will be but a single shaft. Furthermore, the *wooden arrow* is an exception to elven arrows in that it will *always* be destroyed when fired, regardless of whether it hits. The wood necessary to the enchantment is such that it can function no other way.

## Artificial Limbs

With such incredibly long lifespans, one thing elves fear more than nearly anything is permanent maiming. Even some magicks are not powerful enough to restore limbs to those who have lost an arm or a leg through accident or misadventure. Thus, the surface elves, like the drow, nurture a number of crafters who work replacing lost limbs. There are very few of the elves who comprehend this extraordinary technology of theirs, for the design of artificial limbs is something beyond that of magic. Most elves do not understand invention or even the desire to create something not inherently magical, but the existence of these limbs proves that some few do, and do so very well.

Nevertheless, artificial limbs are exceptionally rare. Since they must be individualized and their creation often takes years, they are not typically found lying about a dungeon. More likely, they will be discovered on the skeletons of elf warriors, or in those places where warrior elves once fought. Regardless of whether their skeletons have turned to dust over the ages, their magical limbs remain.

With extensive (and expensive) retooling, these devices can be worked so that they fit other races who have lost limbs. Likewise, if a PC can somehow convince the elves that it would be in their best interest to forge a limb for the PC, he or she might gain one. Otherwise, the chances of finding a device such as these are practically nonexistent.

Made of mithril or an especially strong alloy, artificial limbs can duplicate nearly any action the original flesh-and-blood limb could perform. They are more versatile, however, for they can be fitted with special attachments that enable their owner to execute myriad functions.

Artificial feet, for example, could have the toes replaced with spikes for ease in climbing or use as a secret weapon during combat. Fingers can be replaced with a variety of tools and picks for locks, or they can be combined to form a single, deadly blade. Possibilities are limited only by the imaginations of the crafter and the character, by the application of good sense, and by the realities of engineering the devices. Finally, if they are of particularly fine make, they can hold an enchantment.

While nearly any limb can be replaced if lost, elves have not yet been able to develop internal organs of any sort. However, they can rebuild a person if his or her vitals remain intact.

Lest any PCs think that a body given over to such technology would be a good idea, let them consider the following hindrances: First, the character *must* be an elf, for elves will not perform this service for any but an elf. Second, elves neither revere nor respect those who have lost many limbs. Their generals and those of the warrior Houses may wear up to two artificial limbs without shame; anyone injured beyond that point must, to the elven mind, be a total incompetent. Such a person's bungling and sheer stupidity has obviously led to that state, and that person commands no respect from the elves. Such individuals are actively avoided, for their mere presence is viewed as bad luck.

Finally, and perhaps most importantly, elves are not proud of their scars as members of the lesser races so often are. Elves who have these limbs take pains to hide them, for they are ashamed that their lives have not followed the elven way. These individuals wear long gloves, heavy tunics, or thick breeches to hide the fact that their bodies are not perfect.

Those whose bodies have been totally altered go to even greater lengths to hide their restructuring. Their bodies have become something that are not natural, and so the much-vaunted elven connection to the earth seems a hollow mockery of the way they once were. Indeed, most elves are far too proud to allow themselves to be "preserved" in such a way, preferring instead what they perceive as the sanctity of death.

This is not to say that elves refuse these limbs outright. Rather, the artificial limbs are a convenience, a last resort when regeneration and other natural methods of replacement are exhausted.

For the sake of play balance, the damage-causing potential of these limbs should not exceed 1d6, plus Strength bonuses. Although other types of abilities might be slightly enhanced (such as the thief's Pick Locks ability), these bonuses should not exceed +10%. Player and DM alike should keep in mind that good tools are no substitute for sheer talent, expertise, and experience.

## Chapter 13: Elven Campaigns

*Hidden in the leafy undergrowth, Garanahil and her five companions watched the orcs fell yet another dryad's tree. The dryad's scream of agony echoed bitterly in their ears.*

*The orcs were intent on savaging this land of trees and green. This was the tenth dryad home they had destroyed this week; the orcs laughed wickedly, heedless of any who might hear them. Who would attack the thirty of them?*

*The elves were slowly being crushed under the orcish boot. They were too few and too far apart to countermand the fast-breeding orcs. Attacks such as this were now*

*common. Garanahil and her comrades were all that remained of a village of more than 50 elves.*

*As the tree crashed to the ground, Garanahil gritted her teeth in anger. They had harried the orcs for days, unleashing arrows at stragglers and slitting the throats of those few who wandered too far from their encampment. Now the elves were out of arrows, and none of the trees nearby were of suitable quality. If the tiny band paused to make more, they would surely lose the remaining orcs to the open plains less than a day's travel away.*

*The answer was simple for the maddened elves. They followed the orcs through the rest of the day, planning to catch the humanoids when they least expected an attack. The elves' hand was forced but hours later, when the orcs found another dryad tree and slew the dryad before she could protest. Unable to contain their rage, the elves rushed to attack.*

*The battle was short but fierce. The elves eliminated all save four of the orcs before they breathed their last of the autumn air. Garanahil fell near the dryad's body.*

*Then Garanahil's blood joined with the dryad's and seeped into the ground. Their blood infused the tree with mad despair, and a sudden, primal groan oozed through the soil and into the surrounding air. The sound of snapping roots filled the forest as the tree lifted its ponderous bulk from the earth and moved. The remaining orcs stood, full of fear, unable to move. Garanahil the Treant crushed the orcs instantly and went in search of more.*

This chapter is for referees who plan to run elven campaigns. Whether these campaigns are all elven, mostly elven, or even just based around elvenkind, this chapter should give the DM a few ideas for creating a setting.

First, the DM must consider the importance of the history of the world. What is it? Why? What happened to make it the way it is? How do the elves interact with the other races of the world if, indeed, there are other races? If not, why not? Did something happen to them?

Next, the DM must decide on the type of campaign that he or she will be running. After all, not all campaigns are the standard adventuring scenario. Some focus on political intrigue, while others focus purely on combat. Others rely on problem-solving, while still others focus on epic quests instead of simple dungeon crawls.

The referee can consolidate all of these or can run one single type. The important thing, though, is that the DM decides on the type of campaign he or she is going to run. This will determine much of what follows hereafter.

## The World

First, the DM must create the world in which the campaign is to be played. Its geography, its seas, and its oddities are all things that must be taken into account. How was the world created? Was it spun from the very fabric of reality by the gods, or was it simply a blob hurled forth from primal matter? Perhaps it was a combination between the two, where the birth of the world spawned the gods.

Whatever the cause of creation, it has shaped the events that will become the planet's history and perhaps produced some of the most important artifacts. It is vital for the DM

to create a believable story of creation for the world. For added interest, the DM can have the major religions and races of the world disagree on its origins, leading to vast internecine conflicts that have shaped the face of the world still further.

## The History

Now that the world has been created, the DM must create the world's history. What are the important events in the world's past, and what caused them? Most importantly, where do elves fit in the picture?

Maybe they were created as the Story of Creation in Chapter One suggests, from the blood of Corellon Larethian as he battled the evil orc god Gruumsh. Maybe the elves simply sprang from the world and are the true children of the earth. Whatever the truth, the DM must explain the existence of the elves and how they have come to be as they are and where they are today.

## The World's Races

Next, the referee must decide from whence the various other races sprang, the order in which they were born, where they were born, where they moved, and what they did. A timeline is useful here, as the referee must create each race's history, its notable achievements, and its wars. What have they invented? Have there been any tragedies in their pasts that they as a race keep locked away in shame or sorrow?

What is the role of elves in this world? Is there a difference between the elves of this campaign and the standard AD&D® game elves? If so, what is it? Perhaps these elves are taller, or shorter-lived, or longer-lived, or have some important distinction that makes them vastly different. Although it is not necessary to give each elf race from world to world a difference, it does add to the flavor of game play and can therefore enhance everyone's enjoyment.

More important, what are the dominant races of the world? What are the elf characters most likely to be? What are their beliefs? The gods will play some part in this, but if they are not important to the elves, their divine influence is greatly undercut. Also, a Dungeon Master simply *must* determine what all the civilizations are like in the world and who has the grandest.

## Possible Conflicts

In a standard AD&D® game campaign, the various races of the world do not always live in peace. Indeed, circumstances in fantasy worlds are usually such that there is almost always warfare between at least two groups, and often far more than that. The possibilities and variations of anger erupting into armed conflict between different groups are nearly endless.

There are several conflicts that spring immediately to mind involving elves. There are so many philosophical and physical differences between elves and other races that conflict seems almost predestined. Not all of these need be used in a campaign nor, indeed, must any of them. However, such conflicts are certain to add spice to a campaign or at least provide interesting diversions for the players.

For example, in elf against elf scenarios, players could take the role of characters at the dawn of time, before the great Elfwar, seeking to avert the catastrophe of the drow sundering. As an alternative, they could play more modern elves, trying to unite all the races of the world despite the utter stubbornness of the grey elves.

PCs could also be involved in one of the greatest rivalries in fantasy: the dwarf/elf antagonism. Although it is true that both sides serve the cause of good, their radically different views on life often lead to serious, sometimes violent disagreements. Taking this one step further, the two races could each so despise the other for its philosophy that they clash on a regular basis.

There is also the possibility of elves against humans. Suppose that humans began destroying the elven forests and killing the elves they met. The elves, sick of the wanton annihilation the humans insist on continuing, finally decide to strike back. Elves begin killing wayward humans, and the humans retaliate by razing elven villages. The escalations continue, and the player characters can either take part in the war itself or attempt to talk some sense into the heads of their leaders.

There is also the scenario wherein the elves are against everyone but themselves. Because of the natural elven predilection for arrogance, they have managed to inadvertently unite everyone against them. This is a campaign of struggling where the PCs must attempt to placate all sides before whole civilizations are swept away by the tides of war.

Finally, there is the old elf vs. orc conflict. Although they are the hereditary enemies of the AD&D game, there are ways to make the conflict more interesting. After all, not all orcs are the smelly kind that live in caves. Orcs could have a bustling culture of evil and perversion, right next to an elven paradise of sylvan beauty. Naturally, the orcs would want to despoil this beauty, not to mention capture some slaves and sacrifices for their gods. At first, the two sides maintain guerilla tactics, not willing to commit to a full-scale war. Meanwhile, the player characters could have the unenviable task of having to infiltrate the orc settlements in order to free their captured comrades.

Naturally, the possibilities for adventure and excitement are nearly endless. They are limited only by the imaginations of the DM and the players.

## Campaign Worlds

Most of the published AD&D campaigns have a fairly even mix of the various races, although they tend to allow humans to predominate more often than any other race. Since humans have the most drive and ambition of any of the established humanoid races, it is only natural that their power always be taken into account when considering who controls the world.

However, it's possible to create a campaign world wherein humans are *not* the dominant race. What follows is an outline of possibilities for other races' dominance and how such changes would affect the lives of elves on these worlds.

### The Elf Campaign

On this world, elves are clearly the dominant race. Their world-spanning civilization has control of the portions of the world the elves find desirable. The race is fairly

isolationistic, preferring to let the rest of the world run its course, rather than interfering with it in any way . . . usually. If something comes along that would disrupt the normal flow of nature, the elves will certainly be quick to step in to make sure it doesn't become too glaring a problem.

Most of the elves here have little contact with other races because their scouts and border guards keep the other races away from the elf sanctums. The elves will allow a rare few to journey unmolested past the borders of the elf lands, but usually only invited guests are allowed inside. The perimeter system is very thorough, with few living or unliving beings getting through unobserved.

Because they do not have to worry about other races threatening their power, the elves of this world spend quite a bit of time in magical research; the magical content of the world is thus very high. Most of elven civilization has become very much like that of the familiar grey elves, although their intolerance for others has not reached those proportions.

Indeed, the elves are faintly amused by the antics of the other races, and they enjoy watching the others' rapid ascents and declines in fortune. Elves are guaranteed to live in comfort (if not outright luxury) on this world and would take up adventuring only to provide themselves with excitement or to quell the incursions of other races. Most of the quests would be along the nature of epic adventures, for there would simply not be anything else that would rouse elf interest enough for the elves to take part.

The time period of this campaign world would probably be near the time of creation, before humans became too populous. If not then, it would probably be after some world-wide war, wherein the populations of the other races were decimated, while the elves repelled the worst of the catastrophe from their forests and survived.

These elves might very well see humans to be as threatening as orcs; both are prolific breeders, both are expansionistic, and both encroach into the elf lands readily. While the elves hate neither of these races, they will hunt them to keep them away from the elf lands.

### The Human Campaign

On this world, because of the human propensity for rapid growth and their expansionist tendencies, the once mighty elven civilization has been driven into decline. The elves have abandoned their fabled homes in the hearts of the ancestral forests, seeking refuge in lands untouched by human taint. Although the elves do not hate the humans at this point, they pity them for their total misunderstanding of nature's forces and for their short lives.

The elves here have either mostly retreated from the world or have set secure strongholds past which no other races may pass. While their intolerance is no more than usual, they do not admit outsiders to their lands, which they consider inviolate. In short, the elves of this world are similar to standard sylvan elves, although there may be exceptions (as there always are).

### The Dwarf Campaign

In this sample world, the elves have been nearly exterminated by the orcs and their humanoid allies. They fought a good fight, struggling mightily and nearly holding the

orcs back. In the end, however, the sheer numbers of the orc hordes spelled disaster for the elves.

However, the elf resistance managed to severely weaken the evil humanoids, making them easy pickings for the dwarves from the mountains, who finally marched a little too late to aid the elves. However, they banished the last of the orc hordes from the elf woods and offered assistance to help the elves rebuild their cities.

Although the elves accepted the dwarves' generous offer, they remained suspicious of the dwarves' timing. When the dwarves began lumbering operations in the forests, cutting down the very trees the elves had once protected against orc hordes, they felt their worst suspicions regarding the dwarves were confirmed. These elves watched in shocked outrage as the dwarves grew wealthy off the trees, living lives of luxury once paid for by the blood of elves.

There were other elves beyond those who had survived the Battle of the Woods. Those who were off adventuring or acting as merchants returned home now to find the forests devastated and the dwarves lumbering the remains, with little regard for the sacred and valued places of the elves.

The elves joined together and swore an oath that they would not rest until they had repaid the dwarves for their monstrous deed.

These elves began harrying dwarf loggers, firing arrows at the miscreants and disrupting dwarven trade in general. The dwarves retaliated against these "ungrateful elves" by increasing their logging efforts and killing the renegade elves who were killing precious dwarves. They also rounded up the few remaining elf villagers and enclosed them in closely guarded camps, using the threat of violence against the innocents as a cold-hearted means of quelling the elf rebels' actions.

The PCs have the option of trying to discover who was responsible for the delay in the march of the dwarf army and who is ultimately responsible for the rape of the forests. Since dwarves are essentially good beings, there should be some mystery and intrigue involved in this campaign as well as the expected out-and-out fighting against the oppressive dwarf forces.

Perhaps the fault lies in the messenger system that ran between the elven and dwarven civilizations, or maybe a corrupt dwarf general accepted bribes from an oily extortionist to begin the dwarf army's march so late. If the player characters discover the mystery behind the late arrival of the army and manage to restore relations between the elves and the dwarves, they will still have their hands full trying to rebuild the elf race to its former glory. Considering the years of culture destroyed by the battles, it would not be an easy task.

This world, too, is probably either without humans (set at some point before the time when they came into power) or has very few humans (perhaps set sometime after their influence had waned). Remaining humans could be either on the dwarves' side, on the side of the elves, or hanging on the brink of extinction themselves. Whatever their role, they will need some clearly defined relationship to the elves.

This is not, of course, the only scenario that could be played in this world. The dwarves could simply be the dominant race because the world is situated so that every forest is ringed by mountains. The dwarves thus keep the elf population from growing too large, although they may not be entirely conscious of this fact. Regardless of the circumstances, the elves are likely to be resentful that the dwarves prosper while the elves

suffer. Although they will not necessarily be filled with venom when dwarves are mentioned, they will certainly not go out of their way to befriend the little runts.

## The Evil World Campaign

In this campaign, the forces of evil have somehow taken control of the world. As a result, the forces of good have been driven underground. The evil ones, who might be orcs or some other humanoids, may have been dominant right from the beginning of the world's history, or they may have seized power only as recently as twenty years ago, perhaps with the aid of some powerful magical artifact.

The PCs play elf characters from the Wild Lands, where the good folk have been captured. Their job, naturally, is to restore the world to the side of good. They harry travelers and fight the heroes of the orcs. Eventually they undertake earth-spanning quests in search of the power that will enable their side to overthrow the orc empire's brutal regime.

The tone of the campaign is, naturally, rather dark. The situation might seem somewhat hopeless initially, as the orcs are breeding the sort of adventurers the players are used to playing themselves. But in this campaign, the players get to see what the orcs and goblins must routinely experience in other worlds—that is, when PCs trounce *them* in search of adventure. This should give the players a better perspective on the adventuring life and the effects of their rampaging through the lands of humanoids.

An interesting variation on this theme would be to have the elves and humans in the Wild Lands revert to a savage bestiality, while the orcs and their allies come to flourish in the cities. Consequently, the orcs grow ever more civilized, learning the value of cooperation, while humans and elves begin a descent into savage evil, fighting among themselves only for their own individual benefit.

## The Aquatic World Campaign

Not all campaigns have to take place on dry land. Since landbound elves have their aquatic cousins, they find it easier than most to receive a welcome beneath the waves and to gain a base from which to operate. The players need not necessarily play landbound elves, either, for they have the option of playing aquatic elf characters.

There are at least two viable options for the underwater campaign. In one, the players take the part of landbased elves who have gone beneath the waves to combat a menace to the upper world. While there, they can learn to understand the undersea lands and fight the creatures that pose threats to their allies, the aquatic elves. If or when they defeat the threat to the upper world's peace, they have the option of remaining below the waves with the aquatic elves or of returning to their sunlit lands above the waves.

The second campaign has the characters playing aquatic elves themselves, giving them more mobility underwater. This campaign, naturally, has little chance of going to places beyond the sea, but that is quite all right. There is enough that is unknown about the sea that the players should constantly be amazed by what is going on around them. If the DM throws in fantastic monsters, the undersea life will be doubly interesting.

## The Outcast Campaign

Everyone knows how most elves feel about half-elves. But how do they feel about the parents of half-elves, especially those who willingly created their children? What about those elves who disregard the few elven laws, preferring to make their own way in life?

There are numerous other possibilities for characters in the outcast campaign, most of whom have been exiled from the elf lands. They wander the world, seeking either to atone for their crimes or to make the elf nations pay for the indignity of exile.

This is a good campaign to play for both role-playing and the tone of the epic quest, for the outcasts will constantly be trying to prove themselves to the realms that rejected them. They will always seek to be bigger and better than their peers thought they could be, whether to prove them wrong or to seek readmittance to their ancestral homes.

But the campaign is also, unfortunately, somewhat limited, for there are only so many role-playing opportunities with outcasts. Certainly, they have as much opportunity for adventure as other characters, but their attitudes all tend to be rather similar. Still, an outcast campaign could be used to introduce a player to a gaming group, a person who has chosen to play a half-elf.

Whatever campaign world a DM chooses to design, he or she should keep in mind the simple need for plausibility. A world can be as fantastic and as original as a referee desires, provided it works for the players. This, after all, is what gaming is all about.

## Index


Ability scores
Ability score adjustment
AD&D® elves
Adolescence
Adulthood
Age (categories and effects)
AL-QADIM® elves
Aquanesti
Aquatic elves
Aquatic vision
Archery
  Broken-charge shot
  Double-arrow shot
  Foot shot
  Hanging-tree shot
  Quick-draw shot
  Stapling shot
  Trick shot
Armach
Armachnesti
Armor
Arrow breakage
Arrows (enspelled)
  Avoidance/attraction

Darkness or light
Fire seeds
Fire trap
Arrows (magical)
Extended range
Seeking
Wooden
Arrows (useful)
Flare
Message
Artificial limbs
Arvanaith
Arvandor
Athas
Athasian elves
Attitudes toward other races
Avariel
Bladesinger
Bladesong fighting style
Bonus to attack rolls, bow
Bonus to attack rolls, sword
Bows
*Camouflage* spell
Canine teeth
Childhood
Collector
Combat
Communion
*Conduit* spell
Cooshee
Corellon Larethian
Dargonesti
Dark elves
DARK SUN® elves
Death
Diet
Dimernesti
Disease
DRAGONLANCE® elves
Drow
Dwarves
Elflands
Elfwar
Elven Imperial Navy
Elvensight
Elves of the Great Sea

Elves of the Sea of the Fallen Stars
Evermeet
Experience cost
Faerie
Feywine
Fighter/mage kits
Fighter/mage/thief kits
Fighter/thief kit
Find concealed doors
Find secret doors
Forest elves
FORGOTTEN REALMS® elves
Fractioning
Funereal ceremonies
Gnomes
Godswar
Gold elves
Green elves
Grey elves
  City
GREYHAWK® elves
Grugach
Gruumsh One-Eye
Half-elves
Halflings
Height by subrace
*Helm of valor*
Herbalist
High elves
  Tree town
Holy days
  Agelong
  Faerieluck
  Fallrite
  Springrite
  Yeartide
Humans
Huntsman
Infiltrator
Infravision
Interfertility
Invisibility
Kagonesti
Krynn
Language
Level limits

Lifespan
Lolth
Mage/thief kits
Magical items
Manifestation
Middle age
Minstrel
Moon elves
Mourning song
Myth Drannor
N'Tel'Quess
Nomadic high elves
Oerth
Old age
Optional rules
Orcs
PC kits
  Bonus nonweapon proficiencies
  Distinctive appearance
  Equipment
  Recommended nonweapon
   proficiencies
  Role
  Secondary skills
  Special benefits
  Special hindrances
  Suggested subraces
  Wealth options
  Weapon proficiencies
Physiology
Priest kit
Proficiencies
Qualinesti
RAVENLOFT® elves
Resistance to heat and cold
Resistance to *sleep/charm*
Reverie
Rituals
  Blood oath
  Celebration of birth
  Celebration of marriage
  Passage to adulthood
Sea elves
*Seeking* spell
Seldanqith
Seldarine

Silvanesti
Silvanost
Silver elves
Spellfilcher
SPELLJAMMER® elves
Spells
Spider Queen
Subraces
  Ability score adjustments
  Ability scores
  Additional experience cost
  Infravision
  Languages
  Special advantages
  Special disadvantages
Sunrise elves
Surprise
Swords
Sylvan elves
  Encampment
Taladan elves
Taladas
Tamire
Tamirnesti
Tel'Quessir
Toril
Undead slayer
Valley of the Mage
Valley elves
Venerable age
War wizard
Warrior kits
Weight by subrace
Wild elves
Wilderness runner
Windrider
Wood elves
Zakhara
Zakharan elves

## Avariel (Winged Elf)

**CLIMATE/TERRAIN:** Temperate to subtropical mountains, forests
**FREQUENCY:** Rare
**ORGANIZATION:** Bands
**ACTIVITY CYCLE:** Any

**DIET:** Omnivore
**INTELLIGENCE:** High to Supra- (14–20)
**TREASURE:** N (G, S, T)
**ALIGNMENT:** Neutral or chaotic good
**NO. APPEARING:** 5–20
**ARMOR CLASS:** 8 (10)
**MOVEMENT:** 9, Fl 18 (C)
**HIT DICE:** 1+1
**THAC0:** 19
**NO. OF ATTACKS:** 1
**DAMAGE/ATTACK:** By weapon
**SPECIAL ATTACKS:** +1 with lasso, bolo, or sword, wing buffet
**SPECIAL DEFENSES:** See below
**MAGIC RESISTANCE:** Nil
**SIZE:** M (5'+ tall)
**MORALE:** Champion (15)
**XP VALUE:** 650

The avariel, or winged elves, is a rare race of reclusive elves that dwells high in the mountains or forests away from other civilizations. They appear even more delicate than their landbound brethren, their facial features even more chiseled and angular. The characteristic of the avariel that is most stunning, however, is their beautiful, soft wings. Although these wings are generally white, avariel have been seen with wings whose colors range to black. The wings are their pride and joy, and an avariel who has lost his wings is intensely pitied by the other avariel. Since elves do not generally accept the pity of others, a wingless avariel often leaves the community to find a life elsewhere.

Avariel eyes tend to be a little larger than most elves', although they are the same color that most grey and high elves possess. Their hair is most often white or black, but there have been numerous exceptions. The avariel have a tendency to adopt a far-off look in their eyes when their immediate attention is not required. They are very much at home in the outdoors, and they appear out of place indoors or underground.

Avariel clothing is most reminiscent of togas, for other types of clothing often snag on their wings. Togas and their like wrap easily around the avariel's body and wings.

**Combat:** To those not bred to aerial combat, the avariel are a confusing opponent. While most humanoids tend to think two-dimensionally in combat, the avariel think in a third dimension, which they utilize to devastating effect.

They have incredible eyesight. Not only do they have the standard elven infravision, when flying or outdoors they can focus their vision to notice details at over a mile away or those obscured by underlying forest. They use this incredible perception to maximum advantage and thus are excellent scouts.

From a distance, avariel in flight appear as large birds. Thus, while opponents may notice their silhouettes, they usually disregard them. This has, more than once, resulted in the nearly total elimination of enemy forces. Since the avariel are efficient hunters, they ruthlessly stalk those who have escaped the battlefield, more often than not finding and destroying those who would report their presence.

In combat, avariel prefer to use light weapons, for heavier ones inhibit their flight. The lasso, bola, and sword are their weapons of choice, and they gain a +1 to attack rolls and damage when using these weapons. Note that the momentum generated by any sword longer than a long sword interferes with flying. For this reason, they use bastard swords and two-handed swords only in foot combat; they do not gain the +1 bonus. Avariel, unlike other elves, have a difficult time using ordinary bows. Their wings interfere with the smooth movements required to fire a bow, and they therefore do not gain the +1 bonus other elves have when using bows.

The strength of the avariel is also their downfall. If they lose more than 50% of their hit points in damage, they become too weak to fly and must continue their battle on ground. Until they lose 75% of their hit points, however, they can still glide for short distances. They can also jump to a height of 10 feet.

Their wings are susceptible to fire, and they burn quickly once set ablaze. Only several weeks of recuperation will restore wings to flying condition. A favorite tactic of their enemies is to launch a *fireball* into the midst of a group of high-flying avariel and watch them plummet to their deaths. Because of this, avariel are highly suspicious of fire-using mages. The winged elves will never fully trust these individuals, even if they are elves.

Another weakness avariel have is claustrophobia. They cannot bear to be in closed places, most especially under the earth. If confined in such a place, avariel must make a Wisdom check every day they are so confined. Failure spells temporary insanity, and the avariel will become violent, catatonic, or panicked. Such insanity lasts until the avariel reaches open air. If the winged elf failed more than four Wisdom checks, he or she has gone permanently insane. This can only be cured by a *heal* or *remove disease* spell.

Winged elves can carry a mass equal to their own body weight before their wings will not support them. Each half of their body weight that they carry reduces their maneuverability class by 1; if they carry more than light encumbrance, their maneuverability becomes Class D.

Avariel can become fighters (not rangers or paladins), mages, and clerics, as well as the multiclass combinations available to these three. There are no recorded instances of avariel rogues. For every five avariel in a group, there will be at least one fighter of at least 3rd level. For every 10, there will be a mage of equal level to the fighter. Groups of 20 have a 7th-level warrior/7th-level mage leading them, as well as a 6th-level fighter, a 5th-level mage, and a 6th-level cleric. This roster also includes the four groups of 5 and the two groups of 10.

**Habitat/Society:** In some areas, the avariel are known as "Al Karak Elam," and non-elf races have built mythologies around glimpses of these reclusive beings. To propagate this foolishness, certain mischievous avariel have contacted humans, pretending to be agents of a higher power. The older avariel object to this because it leads the humans to search for them, but this ban has not yet stopped any of the younger winged elves. However, as the avariel become more common, the instances of this activity have lessened dramatically.

As among the other elves, the avariel have adapted themselves and their communities to their environments. There is no exclusion based on gender; females often hold as many, if not more, positions of power within an avariel community.

There are two types of avariel society that are especially common no matter what the environment. Both have drawn on aspects of their elven heritage, to the exclusion of others. However, these two types of society are never found far from one another, so that they may more easily communicate.

It seems that many of the avariel have bred themselves for combat. Much of avariel society is based on a warrior code of honor, seeking greater glory for themselves and their allies. Their lives are geared around war and battle, and they answer to their war chiefs. These are the avariel that are feared by the humanoid nations, for they are a deadly foe. They have little of the respect for lives of others that landbound elves have; instead, the avariel live for the fight and the destruction of their opponents. They are a proud, hearty group, and they form eternal friendships with those who earn their trust. Though they care little for the lives of their enemies, they try to live theirs to the fullest.

The other half of avariel society knows little of war. These avariel have focused mainly on the arts and the intellectual aspects of life rather than the warlike facets. Where the other avariel make much of war and manhood ritual, these avariel rely solely on their brains and diplomatic ability to get by. They are a population of artists and philosophers, creating for the sheer joy of creation.

The relations between the two halves of avariel community are perfectly harmonious, and they stay in constant communication. Both respect the other greatly, often trading their youths in cultural exchange programs. Since their children are often curious about the other aspect of their culture, they are given the chance to participate in that feature for a time, leading to a well-balanced elf. Strangely, after experiencing the other side of life for a few decades, most avariel are eager to return to their original homes and lead the lives to which they were born.

Of course, there are more than just these two avariel societies; these are just the most common. There are others that have a more equal footing between the aspects of their societies, others that are better balanced. However, none of these seems to have flourished so well as the warrior/thinker combination. These two have somehow achieved a harmony that makes their civilizations greater than others. The creative and destructive impulses, when paired, make the avariel a formidable opponent.

The avariel are a particularly religious sect of elves, although they are not fanatical about promoting their beliefs. They worship Aerdrie Faenya, the elven goddess of air and weather, almost exclusively. They believe that it is due to her intervention that they are able to survive at all, and they make their obeisance to her accordingly. They also believe that she takes a more direct involvement in their lives than the gods of other elves. It is due to worship of her that the warrior avariel do not become enamored of law and thus remain elves at heart.

The weapons crafted by avariel are usually of glass or obsidian. The open forges used by other races to shape metal can singe their wingfeathers; the avariel tend to avoid these. Thus, they use furnaces to shape glass into workable, durable weapons. Avariel glassmiths are master crafters. Any metal weapons that the avariel have are the result of trade with other races or other elves. Glass weapons designed by avariel may occasionally break in combat. (On a natural roll of 1, roll 1d6; the weapon shatters on a roll of 1–3.)

**Ecology:** No one knows whether the avariel are a natural offshoot of the elven line or the

result of powerful magicks. There are those who claim that the avariel are the original elves and that the other elves have fallen from this high state. Most, however, maintain that the avariel are the result of magic that combined elves with their beloved giant eagles. Some few think the avariel are simply the offspring of elves who had *wings of flying* permanently attached to their backs.

The avariel keep in contact with other elves, but the winged elves tend to be somewhat above the affairs of the world. Nothing concerns them overmuch, unless it impinges upon them. They usually try to avoid contact with other races, despite the fact that some insist on seeing the world.

Avariel do not lay eggs, contrary to popular speculation. However, like birds they do have hollow bones, making them more fragile than a typical elf. This is the price they pay for their wings for, without hollow bones, they could not fly. Even flying causes some discomfort because it is strenuous exercise to keep so much weight aloft. However, they find the pain a minor inconvenience, for the sheer joy of flight is so intoxicating. Each hour of flight, the avariel must make a successful Constitution check. If they fail, they cannot continue to fly for at least half an hour for each two hours of flight previous to the check.

Avariel wings are sought after by mages and evil giants. The mages prefer to use these wings in creating potions and *wings of flying*, and they will pay huge amounts for any brought to them. The giants, on the other hand, use the avariel's wings as decorations for headgear. They think it looks particularly fine to have a beautiful pair of wings on their war helmets.

Avariel do not remain in the world as long as most elves. Their typical lifespan is only 300 years because they feel the call of the unknown so much more clearly than other elves. Thus, they tend to act more human than other elves because they know that they have less time than other elves. They take things more seriously and try to fit as much living in as possible. This is not to say that they are as frantic as humans, but they do try to accomplish many things before their departure.

With the DM's permission, the avariel may be used as a PC race. Their ability adjustments are -2 Con, due to their hollow bones, and +2 Dex for their speed.

*The Avariel originally appeared in* DRAGON® *Magazine, issue #51, as "The Winged Folk." The race has been modified here.*

## Cooshee

**CLIMATE/TERRAIN:** Elven Lands
**FREQUENCY:** Rare
**ORGANIZATION:** Pack or Solitary
**ACTIVITY CYCLE:** Any
**DIET:** Carnivore
**INTELLIGENCE:** Semi-(4)
**TREASURE:** Nil
**ALIGNMENT:** Neutral (good tendencies)
**NO. APPEARING:** 1–8
**ARMOR CLASS:** 5
**MOVEMENT:** 18, Sprint 24

**HIT DICE:** 3+3
**THAC0:** 17
**NO. OF ATTACKS:** 3 (claw/claw/bite)
**DAMAGE/ATTACK:** 1–4/1–4/2–8
**SPECIAL ATTACKS:** Overbearing
**SPECIAL DEFENSES:** Camouflage
**MAGIC RESISTANCE:** Nil
**SIZE:** M (4' at shoulder)
**MORALE:** Steady (12)
**XP VALUE:** 270

The cooshee, or elven hound, is a huge, long-lived dog. It is most commonly found in the company of sylvan elves, who use it for both hunting and guard duties. Occasionally, high or grey elves will keep kennels of these dogs, but these are generally few and far between.

The cooshee has a thick greenish coat, often spotted with large brown spots or patches. This coat allows it to conceal itself in the forests and fields near its home with a 75% efficiency. Where most dogs crash through the forest, the cooshee moves as silently as its elf masters, gaining a +4 bonus on surprise rolls.

Cooshee weigh more than 160 pounds and often weigh as much as 300 pounds. Their huge paws house equally huge claws, which are curved to ensure better traction in the soft loam of the forestlands. Their tails generally arc over their backs, though they hang between their legs when they are being scolded. Their ears come to a point on top of their heads, giving the cooshee an attentive, intelligent look.

**Combat:** In combat, the cooshee is a fearsome opponent. Its powerful jaws are enough to frighten any normal person; coupled with its fierce claws and demeanor, the cooshee is a very effective fighting machine. With a party of elves providing distraction with their arrows, the cooshee can become a creature from a nightmare for its prey. Elves say that one cooshee is worth five orcs.

Although cooshee can go head-to-head with many creatures, their strength lies in the chase. When they are pursuing an opponent, whether it be game or humanoid, the cooshee can begin an all-out sprint, increasing its speed to 24" for five rounds. At the end of this time, if it didn't catch its prey, it slows down to 15" for at least five additional rounds while it catches its breath.

When they draw within range of their foe, cooshee may attempt to overbear their enemy. If this opponent is fleeing, the cooshee gains a one-round size bonus. That is, it becomes Size L for the purpose of the overbearing attack roll and thus gains +4 to attack rolls (see "Overbearing" in the *Player's Handbook*, p. 98). If it rolls a successful attack roll, the cooshee has successfully dragged or knocked its opponent to the ground.

If it attempts to overbear, it must forfeit all its other attacks during that round. In the round following, it automatically pins the quarry and may make its ferocious bite attack on the helpless prey. The victim may attempt to break the pin by making a successful Strength check. If it fails, the victim loses any Dexterity bonus to his or her Armor Class. Further, the cooshee gains a +4 to attack targets so pinned. They tend to favor the throat of the creature over any other target. If the cooshee have been ordered to subdue their

target, they simply close their jaws over the quarry's throat, resting their teeth against its skin. This tends to be an effective method of forcing surrender.

**Habitat/Society:** Cooshee mate for life. If one of the pair is killed, the other generally wastes away. Cooshee puppies bond strongly to their parents, and the parents are highly protective of their offspring. Only a fool comes between an adult cooshee and its children.

Cooshee tend to avoid other "normal" dogs, seeming to find them inferior. In this regard, the cooshee echo their elf masters, refraining from much contact with other races.

The cooshee have an incredibly loud bark that can be heard more than a mile away. However, they only bark to warn their masters or packmates. In almost no other circumstances will a cooshee emit noise.

Cooshee often live to be more than 100 years old.

**Ecology:** No one seems to know whether cooshee are a naturally occurring creature or if they are a creation of the elves. The cooshee seem almost too perfectly designed for their tasks to be anything but created beasts. However, their affinity with nature, closely mirroring that of the elves, leads one to believe that they are, in fact, entirely natural.

Although elves have had much success in gaining the trust of the cooshee, few other races have been able to establish a rapport with the hound. Even experienced animal handlers of other races find it incredibly difficult to approach one of these magnificent creatures. Thus, unless the cooshee has been magically *charmed* (it saves at +3 vs. any *charm* spell), it will only be found in the company of elves.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Book of Gnomes & Halflings

**by Douglas Niles**

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## Table of Contents

**Introduction: The Small Folk**
Cooperation
The Invisibility Factor
Fighting Small

**GNOMES**
**Introduction: Gnomes**
Gnomes in AD&D® 2nd Edition

New Stuff About Gnomes

**Chapter 1:**
**Myths of the Gnomes**
Gods of the Gnomedom
- Garl Glittergold
- Baervan Wildwander
- Callarduran Smoothhands
- Flandal Steelskin
- Segojan Earthcaller
- Urdlen, The Crawler Below

**Chapter 2:**
**Gnome Subraces**
Rock Gnomes
Svirfneblin (Deep Gnomes)
Tinker Gnomes (Minoi)
Forest Gnomes

**Chapter 3: Gnomish Culture**
Festivals
Fires
Marriage and Family
The Nose Knows
Food and Drink
Gems
Craftsmanship
Trade
Taboos
Emotions
Humor
Animal Friends
Warfare
Magic
Wandering

**Chapter 4:**
**Gnome Character Kits**
Structure of the Kits
Fighter Kits
- Breachgnome
- Goblinsticker

Thief Kits
- Mouseburglar
- Tumbler

Illusionist Kits

Imagemaker
Vanisher
Multiclass Kits
Buffoon (T/I)
Stalker (F/T)
Priest Kits
Rocktender
Treetender

**Chapter 5: Granitehome**
**--A Typical Gnomish Village**
Description of Granitehome
Map of Granitehome

**HALFLINGS**
**Introduction: Halflings**

Halflings in AD&D® 2nd Edition
New Stuff About Halflings

**Chapter 1:**
**Myths of the Halflings**
The Story of Littleman
A General History
of the Halfling Race
Gods of the Halflings
Yondalla the Provider
Sheela Peryroyl
Cyrrollalee
Arvoreen the Defender
Brandobaris

**Chapter 2:**
**Halfling Subraces**
The Wanderings of Littleman
Hairfoot
Stout
Tallfellow
Kender
Athasian Halfling
Furchin

**Chapter 3:**
**Halfling Culture**
The Name "Halflings"
The Hearth and the Burrow

The Family
Growing Up
Sustenance, and More
The Village
Crafts, Labor, and Products
Trade
Society Norms and Taboos
Joy and Humor
Sorrow and Anger
Riddles
Villages and Shires
Warfare
Tactics
Magic
Why Most Halflings Are Homebodies
Why Some Halflings Pursue Adventure

**Chapter 4:**
**Halfling Character Kits**
The Structure of the Kits
Fighter Kits
- The Archer
- Forestwalker
- Homesteader
- Mercenary
- Sheriff
- Squire
- Tunnelrat

Thief Kits
- Bandit
- Bilker
- Burglar
- Smuggler
- Urchin

Fighter/Thief Kits
- Cartographer
- Trader
- Traveler

Cleric Kits
- Healer
- Leaftender
- Oracle

**Chapter 5:Lindendale**
**-- A Typical Halfling Village**
Description of Lindendale

Map of Lindendale

**Appendix: Adventure Suggestions for Gnome and Halfling Campaigns**

# Introduction: The Small Folk

Why a book for the small folk? And what do gnomes and halflings have in common that warrants their inclusion in a tome together? The answer to the second question lies in the first, for it is the diminutive size of both these popular races that is the most significant factor in the way they cope with their environment.

The worlds of the AD&D® game can be frightening and overpowering even to characters broad of girth, potent of magic, and possessing strength great enough to face many of those worlds' challenges. Imagine how much greater the danger to beings of small stature, limited strength, and little or no magic.

This is the environment faced by the gnome and the halfling. It is a world teeming with larger races, each of whom claims its niche and jealously guards its prerogatives: prolific humanity, with its potent wizards and powerful clerics; dour dwarves, with their mighty fortresses and their doughty fighters; enchanted elves, masters of the woods; not to mention the monsters--giants, trolls, goblins, ghosts, and dragons--that lurk every where.

To counter these inherent disadvantages, and to make and keep a place for themselves in a hard world, gnomes and halflings long ago developed several traits that allow them not only to survive, but to flourish. Common to both races is an instinct for avoiding direct conflict when possible. Just as valuable is a gift for being unobtrusive. But most important of all, perhaps, is the open-mindedness both halflings and gnomes show in their dealings with members of other racial groups.

Despite the many traits they share, gnomes are not halflings and halflings are not gnomes: each race remains distinct unto itself. Consequently, this book is divided into two major sections--one about gnomes and the other about halflings. These sections contain all a player or DM needs to know about the society, character, subraces, and kits of these diminutive demihumans.

Still, it's worth thinking about a few considerations that apply to both gnomes and halflings, especially those that relate to their size (which is small not just in comparison with humans but most of the other intelligent creatures with which they share their world). These are the traits of the races that are most useful to players, as well as important hallmarks of any all-gnome or all-halfling campaign.

## Cooperation

Gnomes and halflings both have learned the value of cooperating with members of other, larger races. Halflings typically carry this interaction farther than do their bearded cousins, but gnomes, too, understand that alliances and friendship make for more prosperous neighbors than do feuding and war. Members of both races are not inherently adverse to making business deals with dwarves, humans, and elves--or even humanoid

monsters, provided there is no inherent racial antipathy. Even where such enmity exists, as between gnomes and kobolds or goblins, it is usually the result of competition for living space; in settings where this traditional bone of contention is absent (as in the AL-QADIM® setting of Zakhara), gnomes find it easy to befriend even these traditional enemies. Naturally, halflings and gnomes alike will be cautious regarding offers of mutual cooperation from those who have been active enemies in the recent past, but at least they will give such offers a fair hearing.

**Alliances:** The value of a military pact with a strong neighbor is an obvious one to any race. The trick, however, is to avoid the smaller partner being dominated or swallowed up by the larger. The small folk have developed diplomacy into an art and are adept at being able to negotiate mutually-beneficial pacts with a variety of their neighbors. For example, elves and dwarves might ally themselves with different groups of humans but not with each other, while the humans probably will have trouble getting along even among themselves. Halfling or gnome communities in the same area are quite likely to have mutual assistance agreements worked out with the above mentioned dwarves, elves, and several of the human nations. Of course, these pacts will apply to outside threats only, as the small folk have no desire to get involved in the internal power struggles of their neighbors.

Even in cases where no military alliance is formed, a community of the small folk will strive mightily to maintain peace with its neighbors. Halflings and gnomes will readily suggest or agree to negotiation over points of contention, and they are capable of carrying on these talks for a very long period of time. If a group of humans decides to resolve an issue by force, the small folk will probably agree to the terms without violent resistance unless a matter of strong principle is at stake. However, even in acquiescence the halflings or gnomes might find a way to make the human victory a hollow one.

Say, for example, that a small patch of forest forms a common border between a human town and a halfling village. The halflings will strive to see that the woods is preserved and shared, even to the point of bestowing upon their neighbors gifts of game, mushrooms, and nuts from the woods. If the humans suddenly claim the woods as their exclusive property, the halflings will spend a long time trying to talk them out of this selfish notion--and they'll continue to use the woods as they always have for so long as the talks last.

If, however, the local human ruler issues an order barring halflings from the forest and sets guards around it to see that he or she is obeyed, the halflings will probably resort to discreet poaching, using their skills at moving silently to evade the guards. Ironically, without the tending of Forestwalkers and Leaftenders (see the halfling kits), the forest will produce much less--and the humans probably can't even *find* the mushrooms! Within a short time, the woods will become a wilder, more desolate place. Thus, both sides suffer from the humans' greed, and--if the friendship between the communities is maintained--the halflings will hope that in a few years the human policy can be reversed.

In an extreme case, where the human ruler decides that the woods should be cut down and the lumber used to build him or her a new summer palace, the halflings might be driven to more dire resistance. If the forest is really important to the community's survival and identity they may feel compelled to fight for it. Rather than declaring war on their neighbor, they will sabotage logging operations, waylay small parties of loggers, and generally make the project too time consuming and expensive for the humans to continue.

In all cases of possible conflict, halflings will first try affability, progressing from there to passive resistance, and only resorting to guerrilla warfare if all else fails. Gnomes (especially Rock Gnomes) are somewhat more quick to anger under mistreatment, but they too will never be the aggressors and will gladly end hostilities at the very first opportunity. It's easy to underestimate the small folk, but they make tenacious foes to those who insist on becoming their enemies.

**Intermingling:** To varying degrees both kinds of small folk are open to the cultures of other races, whether this means individual gnomes and halflings living amongst humans, dwarves, and elves or accepting members of the "Big Folk" into their own communities. Between gnome and halfling, a member of one group will be warmly welcomed and feel quite comfortable living among or visiting the other.

When gnomes or halflings live among another race, say in a populous city, they are adept at retaining their old customs while adapting them to the traits and peculiarities of the people around them. The hearth, so essential to the halfling, or the fire without which no gnome dwelling would be complete, will be found any  where a member of the respective race calls home--even if "home" is a corner in a crowded tenement and the hearth a mere candle or a tiny flame nourished within an oilpot.

At the same time, the small folk will venture forth, sampling the city's wonders, exploring its corners bright and dark, and as likely as not making a few friends in the process. Within a short time after their arrival, chances are that they will be productive and popular members of the urban community.

## The Invisibility Factor

There isn't any magical vanishing act (with the exception of certain gnome illusionists), but both gnomes and halflings have inherent talents at "blending into the woodwork," so to speak--at least, in situations where they desire not to be noticed. This is not so much a matter of size as it is of skill; a skill they take time to cultivate (it's significant that the favorite game of both gnome and halfling children is "Hide and Seek"!).

In woodland settings, this trait is illustrated most effectively by the halfling's ability to literally disappear among the underbrush. While gnomes aren't quite so adept at this, their keen sense of hearing and ever"present diligence generally allows them to hear someone approaching and take shelter before they are discovered.

In more social circumstances, the small folk are adept at directing attention away from themselves, whether in a city street, crowded tavern, or elegant dinner party. By moving quickly and smoothly, the diminutive characters will often cause a human or elf to react with "I could have sworn there was a gnome there! Where'd he go?" And when others are asked, it turns out that no one saw him leave or arrive, but they all have some vague memory of his presence! Under most circumstances, it's possible for a gnome or halfling to slip away with little or no warning.

One skill developed by both of these races is the art of diversion, often in very subtle forms. With a quick glance off to the side, a slight widening of the eyes, or sharp intake of breath, many a halfling or gnome has successfully diverted the attention of another character. Halflings use the time thus gained for some quick picking of pockets or other sleight of hand and to escape from potentially sticky situations, while gnomes use it to

buy time and to set up elaborate practical jokes.

### Fighting Small

When courtesy and elusiveness both fail and the small folk are forced into combat, they are adept at using their size to their own advantage. Whenever possible, halflings and gnomes will choose to fight in an area where larger creatures are hindered by overgrowth, low ceilings, or narrow constricting passages. Gnomes are particularly skilled at fighting giant-class creatures, using their small size and nimbleness to gain the -4 bonus to Armor Class against them; halflings employ their Dexterity in other ways and have mastered the use of small missile weapons so that they can do battle with larger creatures before those hulking brutes get close enough to grapple.

In their homes, villages, burrows, and warrens, the small folk will often prepare an escape route that is only large enough to let a gnome or halfling squeeze through. If these crawlways are framed with sturdy stone entrances, they can effectively block pursuit by larger creatures--and even if they're merely dirt, the time and effort needed to expand the tunnels often allows the fleeing gnome or halfling family time to escape.

In any conflict, the rules the small folk rely on to survive are easily summed up: never lose your head, take advantage of the Big Folk's bulk and clumsiness where possible, and, when all else fails, run away.

## Gnomes

*The full moon cast its pure illumination across a region of rocky hills, etching each knob in coral light or black shadow. Fringes of forest clustered among the stone of cliff and pinnacle, like shaggy hair trailing from the scalp and shoulders of granite-faced giants. Higher and higher the moon climbed into the night sky, bringing more of the landscape into brilliant relief.*

*Yet even that brilliance did not penetrate the shadowy realms of forest in the valley bottoms, where dank cliffs glowered overhead and narrow tracks wound their way through inky shadow.*

*It was here, on these invisible trails, that small figures moved in steady progression. They came from every where, emerging from narrow cave mouths in the rocky cliffs, or dark ravines in the depths of the forest glen--and even from gaps in craggy stumps, where the hollowed shells of ancient trees provided this small folk with access to their well concealed abodes.*

*They remained in the shadows as they followed the secret tracks. Each figure was short, no more than half the height of a man, but these little folk walked with a confidant and steady march, as if they knew that nothing would stand in their way on this night. Small beards, neatly trimmed around the chin, distinguished the faces of the males, while the rounded cheeks of the females were framed by long, unbound locks of curling hair.*

*Finally the marching columns came to a gathering of the trails, and here the path entered a narrow slot between two sheer and craggy cliffs. One after the other these small folk marched into the crack, following the twists and turns that would have blocked the passage of a creature any taller or any wider.*

*Eventually the enclosing walls spread away, letting the glory of the moonlight reveal*

*a rock-walled valley. A pond of cool water reflected the light in wind-rippled sparkles, while a narrow waterfall spumed like a column of ivory down the face of a towering cliff.*

*The file of figures marched steadily and silently into the vale, gathering by village and clan into its corners, settling themselves in grassy clearings or atop rocky outcrops. More than a thousand were already here, and thousands more had yet to come.*

*But enter they did, as the moon neared its zenith. Now the entire floor of the valley was washed by the cool illumination, as the last of the little fellows entered via the narrow crack. They settled themselves comfortably, and though the vale teemed with upraised faces, no sound disturbed the still, midnight air.*

*And then the moon began to fade.*

The sturdy but diminutive gnome is perhaps the most misunderstood of the traditional AD&D® game character races. They're kind of like dwarves, of course . . . but isn't there's more to it than that?

Indeed there is. Gnomes do share some traits with their longer bearded cousins: they are exceptional miners, comfortable underground, and resistant to magic. Yet, to the shorter nosed dwarves, gnomes seem excessively frivolous, sometimes even weaklings. Gnomes are quite comfortable out of doors, well at home in a forest. The major rituals of gnomish life all occur beneath the stars, and no cosmic symbol is as important to them as an eclipse, in contrast to the dwarves, who prefer nothing so much as solid rock overhead and care little for cosmic occurrences of any kind.

Gnomes are also cheerful and social creatures, of good-tempered and tolerant disposition. They regard rudeness as a major fault--a characteristic which in itself is enough to mark them as very different from most dwarves! Gnomes relish the company of other gnomes and will eagerly compete in the telling of tales. Their calendar is marked by many festivals, each of which is an occasion of great feasting, drinking, singing, and dancing.

Although gnomes are friendly, they are also reticent; it is possible to know a gnome for many years without learning much about him (or her). When a gnome does become friends with a member of another race, that person is adopted by the gnome's whole family as someone they like and trust. Gnomes have much to fear from the larger creatures of the world, but they have not allowed this caution to become a compelling paranoia.

Very fond of good food, gnomes show little imagination in their recipes. They are skilled with fire, and quite uncomfortable--even forlorn--if circumstances prevent them from having an evening blaze.

Finally, the gnomes have raised the art of the illusionist to a cultural heritage that permeates many aspects of gnomish life and society. The steadfast loyalty and useful skills of a gnome character can provide fine additions to any group of adventurers.

## Gnomes in AD&D® 2nd Edition

Gnomes as a player character race are introduced in the *Player's Handbook* and the *DUNGEON MASTER® Guide* .

In addition, as NPCs they have been covered with an entry in the *Monstrous Compendium*, Volume One. Two of the gnomish subraces are also covered in *Monstrous*

*Compendium* entries--the Svirfneblin in the FORGOTTEN REALMS® Appendix (MC3) and the Tinker Gnomes (Minoi) in the DRAGONLANCE® Appendix (MC4).

### New Stuff About Gnomes

This section of *The Complete Book of Gnomes and Halflings* will attempt to flesh out the gnome and his or her society. The way these little people live and interact, the things that motivate them to be brave, cautious, or shy, and the kind of world they desire for themselves and their offspring are all treated in some detail.

In addition, the various subraces of gnomes are distinguished--including the Rock Gnomes, who are the typical gnomes of the campaign world, as well as the Deep Gnomes (Svirfneblin) and the Tinkers. A new subrace, the Forest Gnome, is also introduced here. Close to Rock Gnomes in many ways, they are nevertheless a distinct group, preferring the habitat of wooded glades and deep meadows to the rock-and-dirt-walled underground lairs of their more common kin.

The section also includes a selection of player character kits for gnomes, each of which entails specific advantages and liabilities, allowing players to tailor their characters toward the specific desires of the PC's campaign and background.

The final chapter in this section briefly describes a typical gnomish village, designed so it will easily fit in any AD&D® campaign world. This warren can serve as a suitable "home base" from which to launch an all-gnomish campaign. Finally, the Appendix at the end of the book contains several adventure suggestions for gnomish PCs.

## Chapter One: Myth of the Gnomes

*The moon faded as the shadow of the world slipped across its surface, until the natural amphitheater--recently so brilliantly illuminated under the full circle of white glare--slipped into darker, deeper shadow. Finally, in nearly complete blackness, the masters stepped from their niches onto the stages of honor set around the gathering. Each of these stages was a pinnacle of rock, rising several dozen feet above the heads of assembled gnomedom.*

*One of these masters raised his hands and muttered an incantation. Immediately the midnight air around him flared into a blossom of red light, light that spilled like a shower of liquid onto the floor of the valley. Another master spoke, and green illumination grew in a spurting fountain around her. Soon other showers of light, in blues and whites and pale yellows, spread across the darkened vale. The rock walls reflected the magical flares until the whole of the bowl-shaped vale brightened under the illusionary magic.*

*Then the circle of lights faded again, as a file of stunted figures moved into the smooth clearing beside the lake. Abruptly, these gnomes raised their hands--and the tale of the gods began . . .*

Unlike most other civilized races, the gnomes do not have a creation myth. Instead, they view the world--and their place in it--as a constant within the flow of time, changing only in small and insignificant ways. In the big picture, they assume that things will remain very much as they always have been. Good and evil, chaos and law, exist in

equilibrium, and the preservation of this balancing act is the primary purpose of time.

*A great wall of white light flickered into the sky. A fountain of golden sparks appeared in the midst of the pale illumination, and the whiteness encircled the gold like a mantle wrapping royal shoulders. Slowly a figure grew distinct--gnomish of form but enormous in size, covered with rippling golden, his eyes gleaming like twin diamonds of incomprehensible size and value.*

*Murmurs of appreciation and comprehension rippled through the assembled gnomes. They knew that this was the image of Garl Glittergold, the patriarch of the gnomish pantheon of deities from time immemorial. In mute confirmation, the gleaming shape of a huge, silver-bladed axe materialized in the god's hands. This, they knew, was Arumdina the Justifier, the great battleaxe that would cleave the enemies of gnomedom as easily as she might slice through water.*

*Other fountains of color spurted upward, and within them grew the shapes of additional gods--the mischievous and merry face of Baervan Wildwanderer; the calm, stoney features of Calladuran Smoothhands; the vibrant metal-faced visage of Flandal Steelskin; Segojan Earthcaller's benign features--until the whole cosmic family was represented in the bright vale.*

*Only then came the creeping white shadow, reaching forward with steel-shod claws, its shape like that of a blunt and blinded beast. It glowed like a corpse-candle, its illumination swallowing up all other light, its pale glare unmistakably pure evil.*

*The gnomes gasped collectively, and little ones instinctively shrank beside their mothers, for they all knew that this was Urdlen--the dark center of evil that remained, even within gnomedom, always ready to flourish in the world.*

The gnomish outlook on life requires a very balanced view of the universe. Thus, while gnomes consider themselves and their race to be generally good, the force of evil in the world--and even within the gnomes themselves--cannot be denied. Indeed, only by acknowledging evil, by recognizing it as the counterpoint of goodness, can the balance of all things be maintained.

Like the gnomes themselves and the other gods, Urdlen the Evil One is assumed to have always been there, and to remain for all time to come. Yet only in the steady struggle against the creature and what it represents can the truly happy and vital nature of these people be insured.

*The colors flowed and flamed. In their towering pillars they told of the great battles of life, as darkness ever strives to swallow light but always the brightness breaks through.*

*Thousands of gnomish throats first howled with laughter, then groaned in collective grief, as the images of the gods cavorted across the epic stage. They watched in awe as Garl Glittergold raised his axe, chopping at imaginary stantions of stone to bring a thunderous collapse--this was the tale of Garl's triumph over Kurtulmak the kobold god, in which Garl brings down the cavern that Kurtulmak would have made his prison upon his captor's head.*

*Next the images of a thousand gnomes, arrayed for war, marched from the cliff walls, striving toward each other with braying trumpets and drums that pounded like thunder. But again came Garl Glittergold, the goldenskinned giant of a gnome, and with a swipe*

*of his axe he cast glittering sparks of light all across the ground. Immediately the gnomish host threw down their arms, and the audience roared with amusement as they scuttled about to collect the gems that their deity had scattered. By the time the gathering was done, the weapons were lost and the trivial argument that had once propelled them to war had been forgotten.*

Central to the mythology and self awareness of the gnomes is a sense of the race's togetherness--even among the different subraces that make up the whole (see Chapter 2). Indeed, one of Garl Glittergold's main tasks in the world is to intercede in potential gnome-to-gnome conflicts, usually by humor and diversion. It is this awareness that makes conflicts among these folk--whether they be marital arguments, property disputes, disrespectful youth, bitter clan rivalries, or warfare--so extremely rare.

When they do occur, the practicers of violence (on both sides) are likely to face complete ostracism until the conflict is resolved. It is interesting to note that, once resolution is achieved, the gnomes are usually quick to forgive and to welcome transgressors back into the fold. Their patience is not limitless, however, and blatant aggressors or bullies who repeatedly hector others are not likely to be easily forgiven. Fortunately, such malefactors are quite rare.

*The image of the goldenskinned gnome, surrounded by his entourage of lesser gods, cavorted from mountaintop to hillcrest, scampering around the vale that held so many of his people. They laughed and roared at his antics, cheering as he and Baervan sat together at a table and alternately stole a succulent haunch of roast back and forth from each other. The illusionary roast, which was the size of a small house, sizzled and sputtered, casting the warmth of steam and the scent of its juices enticingly across the gathering.*

*But then the crowd drew breath in hushed anticipation as they saw, lurking in the hollow below Garl's golden image, the hideous bulk of Urdlen, The Crawler Below. Reaching upward with steely claws, the hairless, blind beast groped for the higher gods, seeking to strike and injure them in its spite and hate. Small gnomish children, not yet initiated in the scope of the tale, shouted warnings, their squeaking voices rising above the hush and stillness of the vale.*

*Garl took no notice, however, instead choosing that moment to perch on one foot and do a wild, spinning dance for the edification of the crowd. Ever upward crept the monstrous mole, until those steel talons reached almost to the great god's golden boot.*

*Suddenly, just as Urdlen prepared to lunge at its apparently unsuspecting victim, Garl leapt into the air and did a double somersault backwards over the creeping beast, finally coming to rest on a hilltop a full quarter-mile away. Hissing in hate and spite, the evil mole reared up to make a last desperate swipe at its escaping prey, only to overbalance in its haste and fall backward, rolling over and over like a runaway snowball as it slid down the slippery slope, not stopping until it hit the bottom of the shaded vale between the two summits. A moment later an avalanche of gems it had dislodged in its fall buried it from sight.*

*And then, to the echo of Garl's laughter and the relieved cheers of ten thousand gnomes, the shadow slipped from the face of the moon. As brightness again filled the vale, the performance of the illusions faded . . . and the celebration began.*

The task of the gnome, as he or she views his or her place in the world, is a mixture of important work and equally important play. Whatever the nature of the job at hand, a gnome will apply himself or herself to it with great good humor, even carrying his or her joking wit and humorous outlook into the subterranean depths of a mine or down the forest trail.

But it is when the work is done that the true nature of gnomehood becomes apparent. No one could mistake a boisterous gathering of singing, dancing gnomes for a hard-working bunch of dwarves. Indeed, the humor that possesses them comes to the fore in these days of celebration. For example, the festival of the Lunar Eclipse described in this chapter runs until the next full moon. For a full month, the gnomes set their cares and chores aside, using the cosmic occasion as an excuse to gather from far and wide, spending their days and nights in a loud and boisterous celebration of themselves and their role in life.

## Gods Of Gnomedom

Gnomes are not a tremendously devout folk, but they do have a well-developed pantheon of deities, and they like to honor their gods with frequent "observances"--rites that tend to be performed, naturally, as wild and raucous festivals. The major gods listed below are described in more details on pages 33-37 and 71 of DMGR4, *Monster Mythology* .

**Garl Glittergold (Greater God)** is the patriarch of the hierarchy and probably the most approachable of all the Greater Gods. He often travels the worlds looking for mischief to get into. He appears as a gold-skinned gnome with gemstone eyes that shift from sapphire to emerald to ruby.

A master of pranks, Garl is a good-humored jokester who is nevertheless proud and protective of his diminutive followers. His chief concerns are twofold: to see that gnomes every where cooperate and work together and to remind them that while life may sometimes be hard, it's important to always keep a sense of humor.

Garl carries his intelligent two-headed axe, Arumdina, every where he goes; she is more a companion than a possession. Although he is a capable fighter, he prefers to use trickery and illusions to accomplish his goals, and encourages his followers to do the same.

**Baervan Wildwanderer (Intermediate God)** is the most popular member of the pantheon after his friend Garl, for he is the protecter of the forests and glades that are so important to gnomish well-being. Even the Svirfneblin honor him as the "Father of Fish and Fungus." Baervan is also the patron of gnomish thieves and a mischief-maker to rival Garl himself. He is pictured as a spry old gnome with nut-brown skin and a jaunty beard. His friend and constant companion in his escapades is a giant raccoon named Chiktikka Fastpaws.

**Callarduran Smoothhands (Greater God)** is the master of stone, worshipped primarily by Svirfneblin. The Deep Gnomes consider him equal in might to Garl Glittergold,

though he is largely ignored by the other subraces. It was Calladuran who taught Svirfneblin how to summon and befriend earth elementals. He will often send his avatar to aid his people; his appearance is that of a wiry Svirfneblin miner, indistinguishable from virtually any other Deep Gnome except for a golden ring with a star insignia he always wears.

**Flandal Steelskin (Intermediate God)**, with his skin of mithril steel, eyes like flaming coals, and beard of silver-blue, is the patron of gnomish smiths--not just blacksmiths but also goldsmiths, silversmiths, and all other workers in metal. He is physically the strongest of the gnomish gods, and his uncanny ability to sniff of the veins of metal that thread through the earth makes him a patron of miners.

**Segojan Earthcaller (Intermediate God)** is a nature deity whose province is the creatures who burrow through the earth; he taught the gnomes how to befriend moles, badgers, and other subterranean animals. He appears as a grey-skinned gnome clad in armor made from grass and roots, accompanied by an intelligent stone golem.

**Urdlen (Intermediate God)**'s form is that of a white mole, hairless, sexless, and blind but with wicked claws of steel. A mindless force of malicious evil and destruction, Urdlen serves as a warning to every gnome to beware the taint of greed that lies within the gnomish delight in gems and jewelry. In keeping with the importance of a balance of forces, Urdlen's place in the pantheon is unquestioned, though the god is greatly feared and secretly reviled. Its few worshippers destroy gems and works of art to propitiate the god and thus are regarded as immoral villains by the bulk of gnomish society.

## Chapter Two: Gnome Subraces

The gnome subraces are very distinct groups of these diminutive demihumans. Two of them, the typical gnome (also known as the Rock Gnome) and the Deep Gnome, or Svirfneblin, have been introduced and used in a number of AD&D® products. Hence, both have long been known to players and DMs.

The third type, the Tinker Gnome or Minoi, is a native of Krynn, encountered primarily in DRAGONLANCE® campaigns (though, distressingly, they have been known to spread to other realms through the use of Spelljammers). These beings are very much like typical gnomes in appearance, but their personality and outlook, and especially their overzealous love of technology, makes them very distinct as a subrace (and an extreme menace to themselves and their companions).

A fourth gnomish subrace, the Forest Gnome, is introduced here. These shy folk are relatives of the Rock Gnome, though they do not share their cousins' love of mining and excavation. The rarest of gnome subraces, the Forest Gnomes is most likely to be encountered in pristine woodlands and undisturbed wilderness. They tend this habitat with surprisingly fierce determination.

In keeping with the gnomes' lack of a creation myth, they have no folklore to describe the origin of the different subraces--the different branches of the racial family are assumed to have always been there. While there's no hostility between the subraces (unlike the High Elves and the Drow, or the Hill Dwarves and the Duergar), there is also

little contact. Each subrace keeps mostly to itself, and it is *very* rare to find mixed communities of Rock Gnomes with Svirfneblin, Forest Gnomes, or (Garl forbid!) Tinker Gnomes.

## Rock Gnomes

Big of nose, quick with a laugh, cheerful, visionary, and industrious in their approach to life, the Rock Gnomes form the picture of the gnomish race as it is viewed by most of the larger folk who know them.

*"I've had some experience with the little fellows, if I do say so myself . . . matter of fact, I had a whole team of 'em apprenticing in my smithy a while back. They were good workers, too--though not quite serious enough for my taste. Too many jokes and pranks, not a good idea around a hot forge! And those illusions! Never did know if it was a real fire I was lookin' at or just one of them bright spells.*

*"Still, they caught on quick to everything I tried to teach 'em. They could shovel coal good as any dwarf--well, good as some dwarves--and they showed a real gift for wielding the hammer and shaping the steel. 'Course, they don't have the patience to make a real quality sword or axeblade, but they had the technique down okay. They'd batter at it awhile, then one of 'em would make a joke and the next thing you know the bellows'd be idle and the metal would be gettin' cool.*

*"Another thing, too--when it came to making the hilt, that's where they really shined! I've never seen gemwork like those gnomes could do, working any kind of stone into a leather hilt, wrapping it onto the steel butt with scarcely a waver or imperfection. You know, as long as they let a dwarf do the finishing of the edge and the tempering of the blade, those gnomes could put the finishing touches on a weapon like you've never seen before!*

*"When they were done with work--now that's another story. Showed no proper respect for their teachers or elders. Sat around and drank like fish, far as I could tell. And those songs ! Many's the time I got up out of a sound sleep and had to kick 'em out of the place, just so I could get a little rest (I had to get the fire going before dawn, you know--that's another thing you couldn't count on the gnomes to do!).*

*"Still, you know, I kind of miss 'em. Would have been glad to keep 'em on, too. A couple were skilled enough to be journeymen--might have even made the mastership! But that weren't for them. Nope, instead they learned what they could and then, all in a pack, just up and left one day. I heard tell they went back to their grotto, but of course I've never been up there to check."*

--Gwintroc Fanish, dwarf and master weaponsmith, on his experiences in working with Rock Gnomes

Rock Gnomes are the most common type of gnome among the known worlds, and indeed, when one speaks of a "gnome," chances are he or she means a Rock Gnome. While not a populous race in comparison to humans or other demihumans, they are encountered in a wide variety of environments, showing no particular preference for any one type of climate. They do, however, tend to make their homes in areas with an

abundance of natural rock (even if it's invisible under a layer of loam and forest).

All gnomes have a fondness for gemstones of all kinds, and in fact each subrace has a stone that it reveres above all others. No other gnomish race, however, is as adept at cutting and shaping these precious baubles as are the Rock Gnomes. The gem symbol of this subrace is, appropriately, the diamond. Diamonds are used as symbols of status and accomplishment, and wealthy and highly regarded clans will often have dishes, candelabras, and other elegant possessions encrusted with these hard and precious stones.

The most distinctive physical characteristic of the Rock Gnome is an enormous nose--a proboscis that is larger than that of any dwarf or human, despite the gnome's diminutive size. Indeed, the size of one's nose is a matter of some status among Rock Gnomes, and more than one good-natured debate has resulted in actual comparisons being made. The true test of a mighty nose is the ability to poke it into your opponent's eye without having his nose do more than tickle the fringe of your beard (the use of the male pronoun is not generic here; females pride themselves on big noses too, but in addition to lacking beards they are less prone to such boisterous comparisons).

Rock Gnomes average about 3 1/2 ' in height. Unlike the burly dwarves, who tend to weigh as much or more than the average human, Rock Gnomes are lightly-built. Their small frame is deceptive, however, for despite their size these gnomes are as strong as most humans.

The eye color of a Rock Gnome is predominantly blue, though shades of green and, rarely, yellow or brown are not unknown. Such unusual eye colors are apparent from birth and is considered to signify either very good fortune or very dire omens, depending on the traditions of that particular gnomish community.

The brownish color of the Rock Gnomes' skin can be encountered in many shades, ranging from a light tan to nearly black. While the race does not avoid the sun, they suffer no effects from exposure--they don't sunburn or tan, so the shade of a gnome's skin has nothing to do with the proportion of his or her life spent outdoors or underground. In mature adults, the hair and beard are almost universally white or pale gray, but in youngsters and adolescents one will find as wide a variety of hair color as among humankind. Only the males are bearded, with facial hair growing in near the beginning of the gnome's second century of life. Unlike dwarves, however, gnome males keep their beards neatly brushed and trimmed, with a maximum length of only about six inches. Sometimes the beard will be trimmed into fashionable shapes such as a goatee, or brushed into a long, curling point (or pair of points, in a *real* statement of high fashion).

While the average lifespan of a Rock Gnome is in the area of four centuries, it is not uncommon to find an elder patriarch or matriarch who has been around for more than 600 years. The oldest of them have been known to approach the venerable age of 750 years.

The first half-century of a gnome's life is generally spent in a carefree childhood. Youngsters are indulged and benignly guided by their elders, with rarely a harsh word or punishment employed against them. The children learn by example and strive to please the adults around them. Sages attribute the fact that all gnomes respond better to praise and encouragement than threats to this upbringing.

By the time he or she has reached 50 years of age, a gnome is expected to begin applying himself or herself to the development of a useful skill and to learn the basics of self-defense and weaponcraft. However, during this half-century-long adolescence, gnomes are still not subjected to an array of responsibilities--instead, they are encouraged

to experiment with a variety of trades and activities until they find those best suited to their own talents and personality.

The occasion of his or her hundredth birthday is of great significance to a Rock Gnome, for it indicates that he or she has reached adulthood. It is customary for his or her family to host a large party, with a gathering of any clans within traveling distance to celebrate the coming of age. Since the party itself is likely to run for a month or more, it is not uncommon for gnomes to travel hundreds of miles for such a get-together! Each clan will bring a practical gift for the newly anointed adult, and it is a cause for great pride if the present is judged to be the finest among the array of gifts. However, the practical nature of these tokens is inviolate--boots, a shield, a sturdy tunic, even a weapon or tool are all appropriate. Gem-encrusted baubles, works of art, or simple decorations, although highly valued by gnomes, will not be given as coming-of-age gifts.

The industrious nature of gnomes is well-documented, and probably represents their closest similarity to dwarves. Like dwarves, gnomes will organize for a task, with each individual lending his or her talents where they will be most useful. When digging a tunnel, for example, the strongest gnomes will work with picks to break up the rock in their path, while others--more nimble, if not so powerful--scamper among the flailing picks, scooping up the debris with shovels and pails. A third group of gnomes, those who are very hardy and capable of great endurance, will carry the crushed rock (often in wheelbarrows, but sometimes in leather sacks slung over the shoulder) out of the tunnel to the dumping grounds.

In their pursuit of mining, gnomes are not so speedy to excavate as dwarves, but they are more careful with what they find. Indeed, many a vein of ore that has been "played out" by dwarven standards has been taken over by gnomes and continued to yield its riches to the more meticulous gnomish miners.

Even while they work, however, these gnomes will pursue their tasks with high good humor, bawdy stories, and a succession of jokes of all types. Only rarely, however, will this frivolity interfere with the effectiveness of the group's work.

Nowhere is Rock Gnome precision more in evidence than in their stonecutting and gemwork. Their skill at cutting, polishing, and mounting gemstones is unsurpassed by any other race. They are also skilled enough metalworkers to make elaborate frames and mounts for jewelry. Indeed, gnomish metal-smiths work better with soft metals such as silver and gold than they do with iron and steel--another significant difference between them and their larger cousins, the dwarves. Gold chain belts, silver necklaces, and shining buttons are all proudly displayed by the well-accoutred gnome.

This is not to say that gnomes cannot become fine blacksmiths when they are so inclined. Indeed, every community will have at least one well-muscled resident who is in charge of toolmaking and of crafting other objects such as dishes and weapons out of iron and steel. Gnomes generally purchase steel from dwarves or humans, however, rather than smelting it themselves. The finest weapons in a gnomish community are generally of outside (dwarven or elven) manufacture, often purchased in trade with the gem and jewelry work that they do so well.

Rock Gnomes also can become skilled carpenters and (perhaps not surprisingly, given their dextrous and artistic nature) exceptional woodcarvers. Though most gnomes do not devote a lot of attention to fabrics, those that do are skilled tailors and embroiderers as well.

In the area of culinary skills gnomes are not so elaborate. In fact, their standards when compared to halflings are downright plain. Their ideal meal is boiled or roasted meat, unspiced, accompanied by potatoes and mushrooms. Also unlike halflings, Rock Gnomes rarely keep cows, so they have little milk, butter, or cheese. Their bread is unleavened and relatively unpalatable to others with more refined tastes.

In the area of brewing, Rock Gnomes believe themselves to be every bit the match of halflings and humans and insist that they make a much tastier beverage than the heavy mead favored by dwarves; some gnomes even champion their wares above the famed elvish wines. Impartial judges pronounce gnomish brews a distinctive but acquired taste. Gnomish brewers make a variety of ales and are ingenious at finding ways to chill these beverages even in the height of summer. They will employ underground storage caverns, often sealed in ice which is brought down during colder months. In fact, many gnome communities will have wooden piping systems installed from these subterranean coolers so that the amber fluid can be pumped to spigots on the surface. Any gnomish innkeeper worth his or her salt (high praise indeed for a gnome!) will have such an arrangement in the cellar, and as a general rule, the better the chill on the beverage, the higher the perceived quality of the establishment.

Rock Gnomes typically make abysmal farmers, but they can be capable hunters and are excellent at gathering the bounty of their native woodlands, including nuts, fruits, grubs, mushrooms, and wild greens. A community will typically tend a small field of grain, which is used in about equal proportions to make bread and ale.

In one area Rock Gnomes most closely resemble elves among all the other demi-humans--in the category of music and dancing. Unlike dwarves, gnomes are very musical, and have designed and perfected a wide variety of instruments including flutes and horns, stringed instruments such as lutes and mandolins, and a great assortment of percussion. The latter range from concave rocks, rattles, cymbals, and gongs to standard drums made of hide stretched over a base of wood or metal. The most talented gnomish musicians are famed for their skill and highly sought as entertainers, and nearly every adult can play some sort of instrument; family gatherings often climax in a cacophony of music-making and merriment. Unfortunately (for non-gnomish listeners, at any rate) their vocal skills in no way come close to their instrument-playing abilities, and since they insist on singing along to most every kind of music, the resulting melodies are not necessarily pleasant to the non-gnomish ear.

A Rock Gnome's idea of an ideal setting for a home is an area of wooded hills with an underlying bedrock of limestone that can be transformed into a complicated network of lairs, tunnels, and stairways. Rock Gnomes are not so comfortable in the deep and dank recesses of the Underdark as, say, dwarves--or their own gnomish cousins, the Svirfneblin. Therefore, their settlements will almost always be found near the surface, where the steep faces of hillside or cliff can provide a number of entrances and airholes to a many-layered dwelling. Often these entrances must be reached along narrow and precarious trails--easily traveled by gnome-sized creatures but perilous to larger would-be intruders--taking one far above steep slopes of jagged rocks, or along the edge of a deep gorge, with a rolling torrent of icy water plunging below.

Rock Gnomes are very social creatures, and generally live in thriving, active communities. Such communities are organized into up to a dozen clans, and all permanent residents are member of one or another of these families. Smaller outposts

may consist of a single tight-knit family, with a patriarch, matriarch, or pair of elders providing benign leadership over three or four dozen gnomes. The typical upper limit of any one community is 400-500 gnomes, mainly due to limitations in the surrounding food supply--not due to any desire for isolation from their neighbors.

Whatever the size of a Rock Gnome settlement, the chain of status will always culminate in one unquestioned leader. To this chief (who is usually, but not always, male) come all crucial decisions on matters of defense and trade, as well as the arbitration of the rare instances of discord within the community. When this chief makes a ruling or command, he or she is obeyed immediately, with a discipline that can instantly transform a pastoral community into a determined work force or warlike army at need.

Most communities of Rock Gnomes will be found within a few days' or weeks' travel of each other, with grand gatherings of the clans--often including four or five thousand gnomes--held every decade or so. These festivals can last for a fortnight or more and generally climax in frenzied musical performances, nose-measuring contests, tournaments to determine who is best at drinking, snoring, and other things, and feasting.

The individual burrows of the Rock Gnomes are small and tidy. Generally a married couple will have a small chamber to themselves, with all children (cousins as well as siblings) sharing a common room. Adolescents are segregated by sex, with a large burrow having two separate chambers for its young males and females respectively. Most of these private chambers will be connected via tunnels to a central family chamber, where the fire is kept, food is prepared and eaten, and the family members meet for the talk and socialization that occupies virtually all their nonworking waking hours. The common room will always have a chimney vented to the outside (often through a very long passage). Ideally, it will have some other access to fresh air and light as well--chambers with no window are considered oppressive and tomb-like by many Rock Gnomes.

The family quarters will also connect (usually via an underground passage) to the other families that make up the clan; and similarly each clan in the community will be connected to the others. At every place junctures occur, there are large chambers. In the bigger towns these areas contain inns and shops, as well as open commons where impromptu parties (as well as many scheduled festivals) can take place.

Gnomes travel frequently among their communities, and many of them will venture into human or demihuman cities out of curiosity. They mix well with halflings and find life in a halfling village quite pleasant. Unlike halflings, they have no particular compulsion that holds them to their own homes or locales, and their long lifespans afford them the time to indulge their curiosity about how other races live.

While Rock Gnomes can survive and even flourish in a community of humans, dwarves, elves, or halflings, few would care to leave their fellow gnomes permanently. It's far more common for a gnome to live among other races for a few decades, perhaps even a century or more, before returning home to his or her own clan. Perhaps a quarter of all Rock Gnomes spend at least part of their second century "seeing the world" before returning to take up his or her role in clan affairs.

Rock Gnomes will sometimes welcome members of other races into their communities. However, humans and especially elves tend to find gnome cities claustrophobic, while the furniture and passageways between rooms are usually too cramped for the average dwarf. Halflings sometimes exchange extended visits to their

gnome neighbors but it's a rare halfling who leave his or her own burrow behind forever.

**Table 1: Rock Gnome Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 6 | 18 |
| Dexterity | 3 | 18 |
| Constitution | 8 | 18 |
| Intelligence | 7 | 19 |
| Wisdom | 3 | 17 |
| Charisma | 3 | 18 |

Ability Score Adjustments:
+1 to Intelligence; -1 to Wisdom
Languages: Gnome, Common, Dwarf, Halfling, Kobold, Goblin, and Burrowing Animal (the latter is a language of signs, grunts, and
snorts that allows minimal communication with moles, badgers, weasels, and similar creatures, including giant versions).
Infravision: Yes (60')
Special Features: Rock Gnomes have a number of special abilities. These are described on page 22 of the *Player's Handbook* and are summarized here for easy reference:
*Detect Underground Features* --Like dwarves, Rock Gnomes can locate sloping passages (1-5 on
1d6), flawed stonework (1-7 on 1d10), and approximate depth (1-4 on 1d6) and direction (1-3 on 1d6) underground.
*Saving Throw Bonus* --The Rock Gnome gains a +1 bonus to his or her saving throws versus spell for every 3.5 points of Constitution.
*Combat Bonuses* --Rock Gnomes add +1 to all melee attack rolls against kobolds or goblins, their traditional racial enemies. They receive a -4 bonus to their Armor Class when attacked by giant class creatures (gnolls, trolls, bugbears, ogres, ogre magi, trolls, titans, and giants).

## Svirfneblin (Deep Gnomes)

To most surface dwellers the gnomes of this race are mysterious denizens of the Underdark about whom little is known. Those who judge by appearance see them as stunted and gnarled creatures and believe them to be the Rock Gnomes' evil counterparts, the gnomish equivalent to the Drow and Duergar. In truth, they are no more evil than their more numerous cousins; their sinister reputation is merely the result of ignorance. The Deep Gnomes are the most reticent of all the gnomish subraces, surviving in an extremely hostile environment entirely by their own wiles.

*"Svirfneblin? I loathe them--they are fit only to die on the tip of a Dark Elf's sword! They scurry about the sunless realms with tenacity. We kill them wherever we find them, and still they return! They show no fear of our Drow mages, even when dozens of them perish at a time. Even the priestesses of Lolth, while they slay the sniveling gnomes in mass, do not inspire enough terror to stop their malicious intrusion!*

*"And why do they come? The answer is gems. They thirst for precious baubles with a*

*ferocity I have never seen. They will drive their tunnels into the farthest corners of the Underdark, and this is what makes them a threat to me and my people.*

*"I give you a tale of Desselderekathe, a great cavern network not so very far from my own home. Its mere existence was naturally a threat to us, and thus--more than a century ago--we sent an army to destroy it. I myself commanded a company of lizardriders in the assault.*

*"Our Drow forces struck them from all sides. My own cavalry entered through the cavern ceiling and rode down the walls, striking into the heart of Desselderekathe before the foe knew they were attacked. Our mages cast clouds of poison gas that settled into the city's low places, and into these we drove the screaming little pests.*

*"Within a few hours it was over--not a single Deep Gnome remained alive within the walls of Desselderekathe! We withdrew in triumph, and I myself was decorated by the matron mother of our city's greatest house! Yet within a decade we heard reports that renegade Deep Gnomes had moved into the abandoned ruins. We set a garrison in the place, but they suffered ambush and other treachery--and it proved too expensive to station a full army in what was otherwise a worthless shell. Though there were in fact some gem-bearing rock formations in the region, the excavation proved too troublesome to warrant the return. Seventy years ago we abandoned Desselderekathe, and now I hear that the place is again full of Svirfneblin! I suppose we'll have to do it all again, and I know these runts will not allow us to simply repeat our first attack. We shall have to devise a new tactic, one which may well be more costly in terms of Drow lives. And for what? Simply to insure our destiny, and our right to live in peace.*

*"You see now, I trust, why the Svirfneblin are fit only to be hated, loathed, and despised?"*

--Fassyth Yssarial, Secondboy of House Twylleenimor, Imperial Drow City of Qaucium.

These diminutive inhabitants of the Underdark are as tenacious at survival as the just-cited opinion by their mortal enemies indicates. Unlike their Rock Gnome cousins, they have no friendly neighbors to ally themselves with, forcing them to become entirely self-reliant. Only the few who have won their trust know that they are in many ways as social and artistic as other gnomes.

Why do they endure this frankly hostile environment? The answer is simple: they are drawn by the lure of gemstones, which is more pronounced in the Deep Gnomes than in any other subrace.

The gem that most draws the interest and devotion of the Svirfneblin is the ruby, which is the predominant symbol of the race. The Deep Gnomes view these crimson stones with reverence approaching awe--so much so that they are never used for mundane practices such as ornamentation of garments, weapons, or armor. Rubies are reserved for sacred purposes and are often employed to decorate artifacts that are dedicated to the Svirfneblin gods. They are also favored by Deep Gnome monarchs, so much so that a Svirfneblin king or queen might have a full ring of rubies around his or her crown, with others of the precious stone set in the throne and sceptre.

Svirfneblin average between 3 and 3 1/2 ' in height, rarely exceeding this norm by more than an inch or two. They are creatures of wiry muscle and tough bones, slightly

thinner than their surface cousins but possessing as much strength as any other gnome.

Like their cousins of the other gnomish subraces, Svirfneblin have prominent noses. Otherwise their faces are much narrower. Many males have completely hairless bodies; most females have only thin and stringy hair, which they wear no longer than shoulder length. A Deep Gnome's skin is rock-colored, predominantly brown or gray. Eye color is always a shade of gray, sometimes so dark as to be almost black.

The Svirfneblin are not so long-lived as their surface-dwelling kin, living to an average old age of only about 250 years; a good number meet a violent demise before this time is up. They mature relatively quickly, however, with the first quarter century of life considered childhood and the next two decades as a period of disciplined adolescence. A Svirfneblin is assumed to reach adulthood somewhere around the age of 45 or 50, though this milestone is not marked by any grand ceremony such as is performed by the Rock Gnomes. Indeed, the Deep Gnomes don't even keep track of the passage of days, so there is no way to record one's actual "birthday."

The most valued common skill among the Svirfneblin is that of the miner, with perhaps 75% of any given community's adult males devoting themselves to that pursuit. Svirfneblin miners are exceptionally able with pick and shovel, capable of chiseling a passage through solid stone more quickly than Rock Gnomes or even dwarves. While mining is broken into specializations, such as choppers (who do the actual pickaxe work), scouts (who locate promising veins for excavation), and haulers (who carry the tailings away from the scene), a Deep Gnome miner will be reasonably proficient at all aspects of his trade. The most alluring target of the Svirfneblin miner is, naturally, gems. However, these diligent diggers will also pursue veins of metal, including gold and silver, and they also occasionally gather a stockpile of coal or iron ore--from which they make a very passable steel.

A smaller percentage of the Svirfneblin work force (perhaps 10%) is engaged in the processing and finishing of the gemstone material excavated by the miners. These include polishers, smelters, carvers, and smiths. Though they lack a bit of the exceptional detail skill of the Rock Gnomes, in the other areas they are at least as proficient as their surface-dwelling cousins. Indeed (and unlike Rock Gnomes), Svirfneblin blacksmiths can possess exceptional skill. Their weapons and tools are generally made by Deep Gnome artisans, and these are nearly the equal of the products of the highest level of dwarven craftsmanship or Drow weaponsmiths.

Perhaps because suitable habitat is harder to find in the Underdark than on the surface, Deep Gnome communities tend to be larger than those of the Rock Gnomes. Generally the Svirfneblin live in thriving cities located in deep cavern networks, often with more than a thousand residents. However, these communities are generally separated by great distances from any others of the same subrace, and thus they tend to be more insular than the towns of the gnomes who dwell on or near the surface. Indeed, most Deep Gnomes live out their lives without ever seeing another Svirfneblin community beyond the one in which they were born.

Still, festivals and celebrations are as common among these gnomes as they are on the surface--it's just that the Svirfneblin don't travel from far distances for the gatherings. Instead, each community tends to have its own special observances, and though the whole city will turn out for many of them it is rare that any outside guest would be admitted. Also, these celebrations are not tied to recurring cosmic events, such as

solstices or eclipses; instead, they occur when the city's priests declare that they are due. These instigations occur more for political and psychological reasons than by any regular passage of time.

In fact, it's worth noting that Svirfneblin don't even measure the passage of their lives in years--after all, the cycle of seasons has little meaning amid the eternal chill of the Underdark. However, if the priests notice that the production of the workers has begun to lag, or tempers are growing short among the chieftains and warriors, they will act hastily to initiate a grand festival full of pomp and song, good food and potent (one hesitates to say 'good') beverage.

Svirfneblin festivals are often invoked to recall great events of the past, though again these recollections bear no calendar relationship to the occurrence being commemorated. However, if teams of miners are preparing to embark on one of the periodic quests for new gems that propel so much of Svirfneblin activity, then the priests and illusionists will recall stories of grand expeditions in the past, even trotting out sacred objects encrusted with the jewelry made from the proceeds of these previous missions. Similarly, if a war is being contemplated, or a raid against some marauding monster becomes necessary, the warriors will be sent off with tales of great military campaigns in the past. It's interesting to note that these war stories are not all tales of victory--the Svirfneblin, perhaps because of the many defeats they have suffered over the years, have a keen interest in doomed causes and will draw considerable emotional support from the story of a dramatic last stand made by their forefathers. Even cautionary tales, such as the obliteration of a city by treacherous Drow attack, are related at these celebrations and used as a warning against future lapses of vigilance.

Another unique aspect of Deep Gnome society is that roles are far more rigidly determined by sex than in any other gnomish culture. Males perform all of the mining and warrior work that occurs beyond the borders of the community cavern, as well as most types of jobs within the city as well. Females concern themselves almost exclusively to the vital tasks of raising and preparing food (in the great mushroom farms that are a part of every Deep Gnome city) and the care of the young. In fact, females venture out of their cities so rarely that even the Drow have never encountered any in the neutral territory of the Underdark. Both sexes wear nondescript clothing which, with their ability to stand absolutely motionless, helps them avoid being spotted by enemies.

Besides the many types of fungi that are the staples of the Svirfneblin diet, Deep Gnomes sometimes maintain a small herd of rothe or other underground mammals. They are also fond of fish, and each city is likely to have several shallow lakes where blind trout and other subterranean delicacies are bred and captured. Deep Gnome women are responsible for tending of all these food sources and serve as the fishers and cooks as well as the farmers and herders. Also, salt is an important part of every Deep Gnome meal and is one of the most valued commodities in the trading of the Underdark. In fact, most Svirfneblin food is so heavily salted that a typical surface dweller would find it quite unpalatable.

As a beverage the Svirfneblin prefer for daily use a pungent brew made (naturally) from fungi, fermented by a unique process that involves great amounts of salt and not a little fish protein. It is highly intoxicating, tasting somewhat like an oversalted and watery fish chowder. It has been tasted by a few courageous non-Svirfneblins who (when they finally regain their voices) tend to decline a second serving.

The Svirfneblin also distill a strange drink known as Gogondy about which little is known other than it is deep red in color, kept in wrought iron bottles, and potent beyond belief. It has been called the finest wine in the world and is said to grant strange visions to those who drink it, but more than one human who drank it has promptly fallen asleep for decades or died after the first glass with horrified looks on their faces. The Deep Gnomes prize Gogondy almost as much as rubies and will only give or trade it to their most trusted friends, making it rare indeed.

The Svirfneblin survive in domains that are populated by many implacable enemies. The two most dire among these are the kuo-toa and the Dark Elves, who continually seek to drive these gnomes from territory they consider rightfully theirs. Illithids (mind flayers) often attack individual Deep Gnomes, considering them something of a delicacy, but never in such numbers as might drive away such tasty prey. Svirfneblin rarely encounter surface-dwelling gnomes, and the latter find them little less puzzling than do those of other races.

The cities of the Deep Gnomes are vast and complex places. Many layers of caverns, tunnels, and buildings are connected by narrow corridors and spiraling staircases. Generally, however, at least the central part of the city will occupy a single large cavern, with narrow streets winding among tall stone buildings. If large stalagmites are present, high-ranking Svirfneblin will claim these and excavate the interiors for the private homes; most residences, however, are carved into the natural bedrock of the earth.

Because of the confined nature of the environment, the home of the typical Svirfneblin family is more crowded than that of their surface-dwelling cousins. Parents and children will likely be crowded into a single, rather small, chamber. Families tend to be small, however, so this is rarely more than a half-dozen individuals. They are not so clannish as the Rock Gnomes, so that the population of a city is generally an amalgamated mass of Deep Gnomes, with overriding clan structure dividing the city.

However, they also tend to be rather quick-tempered and fractious (again, by comparison to other gnomish subraces). Every Deep Gnome city is ruled by both a king and a queen, each independent of the other yet equally powerful. The king's province is mining and protecting the community; the queen controls the food supply and is responsible for the day-to-day lives of the citizens. Both posts are determined by popular choice: when a monarch dies, a contest is held to select the best possible replacement, with the winner becoming the new ruler.

Svirfneblin worship the same pantheon as their Rock Gnomes cousins (although they conceive of these beings as Deep Gnomes). Urdlen plays a large role in Deep Gnome mythology, with cautionary tales of how he snared many an unwary Deep Gnome being a staple of any Svirfneblin's upbringing.

**Table 2: Deep Gnome Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 6 | 18 |
| Dexterity | 6 | 19 |
| Constitution | 6 | 18 |
| Intelligence | 3 | 17 |
| Wisdom | 4 | 18 |
| Charisma | 3 | 16 |

Ability Score Adjustments:
+1 to Wisdom; +1 to Dexterity;
-1 to Intelligence; -2 to Charisma
Languages: Deep Gnome; Gnome Common; Underworld Common; Drow; Kuo-toan; earth elemental language (a curious "language" without words consisting solely of vibrations; each different pitch conveys a different message).
Infravision: Yes (120')
Special Features: Deep Gnomes have a number of special abilities detailed fully under the entry for Svirfneblin in the FORGOTTEN REALMS® appendix to the MONSTROUS COMPENDIUM® accessory (MC3):
*Detect Underground Features*-- Svirfneblin are very good at determining slopes (1-5 on 1d6), depth (1-4 on 1d6) and direction (1-3 on 1d6) underground, and unsafe stonework (1-7 on 1d10).
*Magic Resistance* --Deep Gnomes have a base magic resistance of 20% and gain an extra 5% for every level beyond the 3rd.
*Saving Throw Bonuses*-- Svirfneblin gain a +3 bonus to all saving throws except those against poison (for which they receive a +2 bonus instead).
*Inherent Illusionist Powers* --All Deep Gnomes radiate *non-detection*. In addition, all have the innate ability to cast *blindness, blur*, and *change self* once per day.
*Freeze in Place* --Svirfneblin can remain absolutely still for long periods, giving them a 60% chance to remain undetected by any observer, even one with infravision.
*Surprise Bonuses* --Deep Gnomes are only surprised on a roll of 1 on 1d10; they surprise opponents 90% of the time.
*Defense Bonus* --The typical Svirfneblin warrior has a Armor Class of 2. Deep Gnomes become harder to hit as they gain experience in dodging in combat, causing their Armor Class to improve by one point for every level beyond 3rd, to a maximum of AC -6.
*Combat Bonuses* --Svirfneblin make and wield *stun darts*, throwing them to a range of 40 feet, with a +2 bonus to hit. Each dart releases a small puff of gas when it strikes; any creature inhaling the gas must save versus poison or be stunned for 1 round and *slowed* for the four following rounds. Elite warriors (3rd-level and above) also often carry hollow darts with acid inside (+2d4 to damage) and crystal caltrops which, when stepped on, release a powerful sleep gas.

## Tinker Gnomes (Minoi)

These unique creatures, native to the DRAGONLANCE® world of Krynn, are among the most technologically . . . er, perhaps we should say 'innovative' creatures among the known worlds. Unfortunately, their keen and inventive motivation is not matched by any particular talent--thus, a Tinker invention is at least as likely to cause harmful or fatal damage (probably to its creator) as it is to do what it's supposed to do. In spite of this, Tinkers are a thriving subrace that have even managed to spread beyond their native world.

*"They're not real gnomes, of course--don't know how anyone could think that they are! 'Course, they might look like us, and sound like us--but that's as far as it goes. There's not an illusionist among 'em, nor anyone else who's got a useful skill to his name,*

*far as I can tell. Fact is, they're a menace!*

*"As for getting into space, that must have been luck. One of 'em invented something that actually worked--a fluke, I assure you--and launched 'em into the stars. The only reason they're still up here is they haven't figured out how to get back down again.*

*"And if you ever see one of those ships of theirs, you'd know what I mean. It's got catapults that shoot nothing but air, gears and propellers that spin to no good purpose, and if you get close to it a blast of steam is liable to shoot out and barbecue you before you can say 'get me outta here!'"*

--Kappelheim Gladdensnoot, famed Rock Gnome explorer and Spelljammer extraordinaire

The Tinkers are a very courageous and curious bunch of gnomes, and Gladdensnoot is no doubt exaggerating when he suggests that their attainment of Spelljamming travel is accidental. Nevertheless, he provides a good example of the attitude held by those few other gnomes who've encountered the Tinkers. Of course, it's not likely that the Tinker would stop and take notice--he or she is probably too busy working on the finishing touches of his or her newest invention (in fact, many Tinkers spend the bulk of their lives working on a few such 'finishing touches')!

In one respect the Tinkers resemble the rest of gnomedom--in the fact that they do value various types of stones, attributing to them great and supernatural powers. However, whereas the other subraces seek gems, the Tinkers hold a different substance as the grandest rock of all: coal. The Tinkers hold that coal (also known as the "Father of Steam") is the most valuable substance of the world, and those places where it can be mined quickly become Tinker Gnome warrens.

In size and stature, the Tinkers resemble Rock Gnomes--so much so that the difference is not immediately apparent, at least when based only upon appearance. Perhaps because their numbers are fewer, there is not such a variety of hair and skin color among Tinkers as is found in their more common cousins: their hair is almost always white or a slightly colored shade that is nearly white. Their skin tends toward brown, in ruddy and earthen shades. Their eyes are blue or, less frequently, violet, but the noses are every bit as prominent as those of any other gnomish subrace.

The clothing of a Tinker is likely to be representative of his or her travels and background--i.e., it will have parts of all kinds of things somehow attached together and providing a modicum of covering. As a rule, the more exotic the better, though the Tinker Gnomes tend to be fastidious about cleanliness.

Tinkers who live out their lives can attain an age of 250 or 300 years, but it must be noted that this is a rare occurrence among the members of this subrace. If one of his or her own inventions doesn't do a Tinker in, chances are good that one of his or her neighbor's gadgets will.

Even in childhood, Tinkers are encouraged to experiment with gadgets and gimmicks, trying different means of making things to perform tasks that could otherwise be easily done by hand. The Tinker reaches adulthood at about the age of fifty (by which time perhaps 10-15% of them have already succumbed to the common fate of their kind). Despite this high attrition, it's not until maturity that a Tinker Gnome's activities begin to get *really* dangerous.

Upon reaching adulthood, the Tinker Gnome must select a guild for himself or herself. The number of guilds available varies by location, but in Mount Nevermind on Krynn--which is the center of Tinker civilization and by far the largest community of these inventive creatures anywhere--there are more than 150 active guilds. These include virtually all areas of practical endeavor, and quite a few impractical ones as well: Weaponry, Steam Power, Hydraulics, Mathematics, Agriculture, Warmaking, Animal Taming, Brewing, Carpentry, Astronomy, Ceramics (Rockmaking), Air Utilization, Historians, Coalmining, Rockcarving, Vehicle Design, and Music.

These guilds are not like the guilds common in many human and dwarven societies, however; in the latter cases, the guild's purpose is generally to impart the knowledge of the masters to a steadily growing crop of apprentices and journeymen. The Tinker guilds have a different philosophy dedicated to a righteously-held belief, to wit: whatever has been done before can be done better with a new and improved invention. Consequently, a Tinker Gnome who enters the Music Guild, for example, will spend the bulk of his or her life trying to design a musical instrument with at least one more moving part than the last instrument designed by a guildmaster (it is not advisable to ask the guild for a performance--whole audiences have been scalded by ruptured steam pipes or deafened by ultrasonic waves of crushing sound).

A good example of the Tinker Gnome tendency of not knowing when to stop is the infamous Giant Space Hamster. Not content with this remarkable achievement, the Animal Breeders' Guild that created the creature promptly began working on developing new strains. The result include such monstrosities as the sabre-toothed giant space hamster, the carnivorous flying giant space hamster ("a regrettable if understandable line of inquiry"), the fire-breathing phase doppleganger giant space hamster, and the miniature giant space hamster (a dwarf variant the exact same size as the ordinary rodent).

However, Tinkers are nothing if not tenacious. After selecting a guild, each member of the subrace settles upon a Life-quest. The actual choice of the quest may take several decades, but once it has been decided, it becomes the reason behind that Tinker's existence. The Lifequest is an attempt to reach a perfect understanding of some device (anything from a spelljamming helm to a screw), a task at which the Tinker very rarely succeeds. Indeed, the best estimate is that less than 1% of these gnomes ever do fully grasp the nature of the object that has occupied their attention for so much of their adult lives; the rest of these easily-distracted gnomes get hopelessly sidetracked somewhere along the way.

Despite the vagaries of their existence, the Tinkers are a fun-loving and generally sociable race. Their speech is unique in both its speed and complexity. Two Tinkers can rattle off information and opinion to each other in a succession of thousand-word sentences, speaking simultaneously and yet listening and understanding (as much as is possible, given the esoteric nature of many discussions) each other even as they voice their own points of view. Those Tinkers who have had some experience interacting with other races have learned to slow the pace of their communication but never quite overcome their frustration with those who can't talk and listen at the same time.

Despite the chaotic impression given by an initial encounter with the Tinkers, these gnomes have a highly-organized societal structure. Their culture is unusual, for gnomes, in that guilds are more important to most Tinkers than their clans; the typical Tinker

identifies himself or herself not by the family he or she was born into but the guild he or she joined upon reaching adulthood. The community is ruled by a council made up of the masters of the various guilds and the patriarchs of the various clans. The result is a paralyzed bureaucracy that nevertheless keeps itself going with debate, argument, near resolution, and subsequent disagreement. Following long and careful consideration (sometimes lasting for years, even decades) the various concerned parties go off and do whatever they wanted to from the beginning.

However, the debates themselves can be well-reasoned, extremely polite, and quite extensive. Just the recital of names at the beginning of a presentation can often take weeks, since the full and formal title of each gnome involved is used--and remember, this is despite the fact that Tinker Gnomes speak very rapidly indeed! For those Tinkers who come from extensive and well-documented ancestry and have themselves lived long and eventful lives, the formal introduction can last the better part of two days. Because of this inconvenience, an abbreviated form of a gnome's name (usually taking less than a minute to recite) is used in daily life.

Tinker Gnomes have the least involved family life of any of the subraces, since all adults are too involved with their Lifequests to devote much time to the raising of their children. The youngsters learn mostly by example, and of course are possessed of that insatiable curiosity that seems to take the place of so many other emotions in the lives of a Tinker. Tinker males and females accept their Lifequests with equal obsession; there is no difference between the sexes in level of recognition and attainment. For example, guildmasters and clan leaders are as likely to be female as male.

Their communities are located underground, but always close to the surface, with plenty of access to fresh air. Their penchant for burning coal to achieve steam makes good ventilation necessary--we needn't dwell on the unfortunate results of those experiments in deep subterranean quarters amid caverns warmed by vast, oxygen-devouring furnaces.

The various chambers of a Tinker community will be connected by various means of transport, powered by steam, spring-power, wind, water, gravity, and any other means available. Types include cars that run along rails or are suspended from cables and pulleys, soaring gliders, `gnomeflingers' (i.e., catapults), elevators that run up and down through shafts bored through rock, and independently-steered carts and cycles propelled by various means. Needless to say, there is a high rate of attrition on gnomish transport--generally a character stands about a 3% chance per trip of suffering grievous injury (usually about 1-12 hit points of damage).

For private living quarters, Tinkers are inclined to settle for any old niche in the wall that can be closed off for a little privacy. They like to sleep in absolute darkness but have absolutely no trouble slumbering amid a thunderous cacophony of noise.

Far more important than his or her bedroom, to a Tinker, is his or her workshop. This area will be a private chamber, if the gnome is influential enough to warrant such a luxury, or if he or she inherits it from a deceased parent (for obvious reasons, Tinkers tend to gain their inheritance at a far younger age than do any other gnomish subrace). The shop should ideally be well-lit, by candle, coal-oil lantern, or natural light. One of the more successful gnome inventions is a network of mirrors aligned to reflect sunlight through long tunnels so that it reaches caverns far underground. Despite its utility, this invention is considered an abysmal failure by most Tinkers, due to its utter lack of

moving parts.

Tinker Gnomes do not worship the usual gnomish pantheon, instead venerating the Krynnish god Reorx, patron of blacksmiths, crafters, and inventors. One of the oft-repeated pieces of evidence Rock Gnomes are wont to put forward in their neverending attempts to prove that Tinkers aren't "real" gnomes is that *"they haven't even heard of Garl Glittergold!*"

Additional details on the Tinker Gnomes can be found under the entry for "Gnome" in the DRAGONLANCE® appendix to the MONSTROUS COMPENDIUM® accessory (MC4).

### Table 3: Tinker Gnome Ability Scores

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 6 | 18 |
| Dexterity | 8 | 18 |
| Constitution | 8 | 18 |
| Intelligence | 8 | 18 |
| Wisdom | 3 | 12 |
| Charisma | 3 | 18 |

Ability Score Adjustments: +2 to Dexterity;
-1 to Strength; -1 to Wisdom
Languages: Tinker Gnome, Gnome Common, various human tongues
Infravision: Yes (60')
*Special Features:* Tinker Gnomes share many of the same special abilities as their Rock Gnome cousins, a fact which has led some sages to argue that Tinker Gnomedom is a culture rather than a true subrace. Whatever the truth, all Tinkers have the following innate abilities.
*Detect Underground Features* --Tinker Gnomes can identify sloping passages (1-5 on 1d6), flawed stonework (1-7 on 1d10), and approximate depth (1-4 on 1d6) and direction (1-3 on 1d6) underground.
*Magic Resistance* --The Tinker Gnome gains a +1 bonus to his or her saving throws versus spell for every 3.5 points of Constitution.
*Combat Bonuses* --Tinker Gnomes receive a -4 bonus to their Armor Class when attacked by giant class creatures.

## Forest Gnomes

This subrace is not so common as are the others, but its members fill an important niche in their environment. Forest Gnomes are shy and reclusive, and often the mere arrival of human settlers within their wooded domain is enough to send them migrating to a new, unspoiled home. Nevertheless, they have been known to aid adventurers from other races and are particularly friendly with elves.

*"For the longest time--and I speak of many centuries--we didn't even know they were there. Of course, the Wyndhome Wood is a vast place, full of sheltered ravines and wide, hidden grottos . . . but we elves had always prided ourselves on knowing every inch of the place.*

*"Then came the years of the Troll Tide, and we thought that the forest was lost. All of the elven clans banded together, and we fought for each tree--indeed, not a blade of grass or meadow blossom was surrendered to that horde without a fight--but it seemed that our defeat would be inevitable. There were too many of the brutes, too few of us.*

*"But then, when the situation had grown most dire, they came from those ravines, from the shaded grottos and the darkest thickets, and they lent their arrows and their courage to our cause. Short and frail we judged them--harshly, I admit. But they're smaller even than halflings, and so shy that it was painful even to speak with them!*

*"Yet they fought--and died, in great numbers--for Wyndhome, and their bravery was unsurpassed, their deadly skill decisive. At last, after many lives lost, many villages burned, the Troll Tide was turned away.*

*"In its wake the forest was left in ruins, with smoldering trunks stretching to the far horizons. Yet these shy gnomes--these tiny creatures whose aid had turned the balance of battle--joined with us for the task at hand. It was an effort that took years, but during those years we forged a lasting friendship.*

*"My people were stunned to learn that the Forest Gnomes had dwelled as our neighbors since the very time of our arrival in the wood--and never had we so much as suspected their existence! Sadly, it took a war to breach the wall of their privacy.*

*"But now that struggle is in the past, and for both our peoples we rest secure in the knowledge that, whatever challenges the future holds, we shall face them with our allies at our side."*

-- Kasseryth Daltine, Elven Captainrider and hero

The Forest Gnomes prefer a life in which no one knows who they are or where they live. They dwell in large swaths of woodland, and--unlike the other gnomish subraces--prefer to dwell in houses that are at least partially above ground. They are creatures of nature far more than any of their cousins, and to those rare folks who meet them (and pass through the walls of initial shyness) they can prove to be steadfast allies and delightful companions.

However, this subrace has not totally abandoned the love of gemstones that is so inherent to all gnomes. The emerald is the favored gem of the Forest Gnomes, no doubt because it most accurately reflects the healthy colors of their verdant homelands. While these gnomes can make excellent gemsmiths and jewelers, their work tends to be reverent images of the flowers, leaves, butterflies, and birds that are such a key part of the Forest Gnome's environment.

These are the smallest of the gnomish subraces, averaging from 2' to 2 1/2 ' and peaking out at a few inches under three feet. They share the stocky physique of the Rock and Tinker Gnome and the bulbous nose which is so characteristic of the race in general. They are the only gnomes inclined to wear beards and hair very long, and an older male is likely to have a beard that extends to within a few inches of the ground, and hair that, when unbound, falls all the way to his waist. These beards are a source of great pride to the venerable males, and they often trim them to a fine point or curl them into hornlike spikes that extend to either side.

The skin of a Forest Gnome tends toward a greenish cast of tan rather like bark, although often darkened and ruddy from exposure to weather. Their eyes are generally

brown or blue, but green eyes are not unheard of and are considered very attractive and the omen of a good life for their owner. Their hair color is brown or black, often becoming gray or white in old age.

The Forest Gnomes are a very long-lived people, with an average life expectancy approaching 500 years. Childhood and adolescence blend together in the growing process. Since these gnomes do not generally embark upon a craft or apprenticeship as a life speciality, there is no need to differentiate a carefree youngster from an equally happy-go-lucky youth. Adulthood is granted upon the hundredth birthday, and this anniversary is a cause for great celebration.

Shy and timid when it comes to relations with other intelligent races, Forest Gnomes are very determined caretakers of their wooded domains. They are viewed with friendship by the animals of the forest and have developed a limited language of signs and sounds (similar to the Rock Gnome's 'speech' with burrowing mammals) that allows them to communicate with these creatures, though without a great deal of detail. Thus a squirrel might chatter something about an intruder in the forest and even indicate the general direction of the trespasser, but it can provide no information as to the nature, size, or numbers of the possible enemy (as a rule of thumb, consider all such communications to consist of a single word only; i.e. "danger!" "food," "happy," and the like).

Forest Gnomes are also very adept at protecting and caring for the plant life of their woods. They gather the nuts, fruit, and other bounty of the woods for sustenance, taking meat only infrequently--and always with a reverent ceremony to the spirit of the animal slain by the gnomish hunter. They despise the use of traps, never employing snares, pitfalls, or such traps themselves. When they encounter such devices set by humans or others, the Forest Gnomes have been known to rig the traps so that they capture (with a snare) or injure (as with a deadfall or pit trap) the trapper when he or she comes along to check for game. Generally, the trapper receives the same effect that his or her trap would have inflicted upon an animal.

Aside from meat, Forest Gnomes eat their food raw, though with a great deal of ceremony and politeness. Even a nut or a berry is only consumed after the tree or bush that gave it life has been properly, albeit silently, thanked. Needless to say, meals among the Forest Gnomes are very long, quiet affairs.

These diminutive beings are exceptional woodcarvers, far more skilled than any other subrace at the working of this natural material. They can also be skilled carpenters, and their skills lean heavily toward natural-looking renditions of their structures. A storage shed, for example, might be built to resemble a clump of tightly-clustered pine trees, concealing the fact that there is any kind of structure there at all.

Priests have a higher status in this society than in any other gnomish culture. Baervan Wildwanderer is the patron deity of most of these clerics and has blessed them with a number of duties and tasks, most of which involved the protection and preservation of the forests and the wild creatures found there.

The most hated enemies of the Forest Gnomes are orcs, with troglodytes and lizard-men close behind. These creatures will be ruthlessly attacked and ambushed whenever they are encountered. Despite their shyness, Forest Gnomes have made friends with elves and halflings, though they tend to distrust humans and dwarves, who in their experience all-too-often view trees only as so much firewood. Occasionally, with great courage, one of these smallest of gnomes will venture out of his or her forest domain in a quest to see

the world, though he or she will usually try to return after a few years and will never be entirely comfortable in a place that has no trees.

The gnomes of this subrace tend to live in smaller communities than do their kin, largely because their numbers are so much fewer. A Forest Gnome village will average less than a hundred residents, and the family homes that make up the "village" may be hundreds of feet apart. They are always located in a dense woods and are virtually invisible to anyone who happens to wander through--even a veteran woodsman might stroll down the main street of a Forest Gnome village without knowing he or she was in anything other than trackless wood. In part, this is because the forest gnomes disdain the use of tracks and trails--they are adept at moving through the underbrush while leaving no sign of their passage. Also, their dwellings tend to be concealed within the trunks of large, hollow trees and, sometimes, into burrows that extend below the surface of the ground.

The preferred house of a Forest Gnome, however, is above the ground and within the comfortable wooden enclosure of a tree trunk. These creatures prefer lairs of many different levels since, even to these small gnomes, most hollow trees don't provide a lot of floor space. Instead, the house will be a network of cylindrical rooms, usually no more than four feet from floor to ceiling, connected to the floors above and below by tiny trapdoors and rope ladders or, sometimes, spiraling stairways carved into the wood of the tree. Each floor will have a few windows opening to the outside, but these will be so cleverly camouflaged on the outside by bark or limbs as to be virtually invisible.

Excavated chambers are used for the commons areas of the Forest Gnomes, so that when a whole community gathers (as they do many times a year, to observe this or that celebration) they can do so in large, earthen caverns concealed underground. These chambers are connected by dirt tunnels and are often quite large, with ceilings reinforced by timber and brace. Forest Gnomes have no interest in excavating through stone, and though they will occupy a natural cave if they find one conveniently located, they will never dig into bedrock to expand or shape their surroundings.

A village of Forest Gnomes is organized very much like a large family, with the oldest patriarch or matriarch in the community generally revered as the venerable leader. As far as actual societal organization, there is very little--when Forest Gnomes act as a group (for example, to defend their woodland or migrate to a new homeland) they do so because the necessity of action is obvious to every member of the clans.

Forest Gnomes are sometimes mistaken for brownies by those humans who catch a rare glimpse of them, but the two races are not related. For one thing, brownies prefer rural settings--farms and small human or halfling villages; the very environments Forest Gnomes go out of their way to avoid--to the forest. Despite their size, brownies are more closely related to elves than any of the other demihuman races. Also, brownies are highly magical, while Forest Gnomes distrust magic and make less use of it in their daily lives than any other gnomish subrace. The two races are friendly, but their paths seldom cross.

**Table 4: Forest Gnome Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 17 |
| Dexterity | 8 | 19 |
| Constitution | 8 | 18 |

| | | |
|---|---|---|
| Intelligence | 3 | 17 |
| Wisdom | 6 | 18 |
| Charisma | 3 | 18 |

Ability Score Adjustments:
+1 to Dexterity; +1 to Wisdom;
-1 to Strength; -1 to Intelligence
Languages: Forest Gnome; Gnome Common; Elf; Treant; forest mammal
Infravision: No
Special Features: The Forest Gnomes have several characteristics in common with their racial cousins, as well as several unique abilities:
*Pass without Trace* --A Forest Gnome can pass through any kind of wooded terrain without leaving a sign of his or her passage.
*Saving Throw Bonus* --The Forest Gnome gains a +1 bonus to his or her saving throws versus spell for every 3.5 points of Constitution.
*Hide in Woods* --Like the halfling, a Forest Gnome can make himself or herself virtually invisible in wooded surroundings.
*Combat Bonus* --Due to size and quickness, Forest Gnomes receive a -4 bonus to their Armor Class whenever they fight man-sized or larger creatures. Also, they get +1 bonuses on all attack and damage rolls when fighting orcs, lizard men, or troglodytes, or any creature which they have directly observed damaging woodlands (e.g., a woodman chopping down a tree full of birds' nests).

# Chapter 3: Gnomish Culture

*Soon the cool wash of moonlight illuminated the vale, the disk of shadow passing across the lunar face. Brilliant in the glory of the summer solstice, the silvery orb outlined the thousands of gnomes in white light and shadow.*

*Then the bonfires flared into life, dozens of them flickering into the sky, silhouetting rings of small, dancing figures. Soon the rugged cadence of chant and song, accompanied by the wail of pipes and the strident beat of the drums, echoed from the looming cliffs.*

*Finally, the full brightness of the moon was restored; in the stark outline of light and dark, the festival commemorating the moon's rebirth began.*

Living for the most part isolated from the other cultures of their worlds, the gnomes thrive and prosper. Their labors go unnoticed by mankind, their mines undiscovered by the dwarves. The Forest Gnomes, in their dense and tangled thickets, remain unseen even by their sylvan neighbors, the elves.

Who are these reclusive folk? How do they live, and what lure draws some of them from their pastoral homes and onto the road leading to adventure and peril?

This chapter looks at several aspects of gnomish life and culture. It addresses those traits that all gnomes have in common, since the previous chapter was devoted to the differences between the subraces. Where exceptions exist, these are noted where possible.

## Festivals

All gnomes enjoy festivals. These celebrations typically involve much music, dancing, feasting, storytelling, illusionary magic shows, drinking, and contests of strength and wit. While the actual festival observances vary somewhat by subrace, a given community will generally gather for no less than 12 to 15 big celebrations every year.

These will be for many different occasions, including celebrations of harvests, seasonal occurrences like the solstice and equinox, and anniversaries--of birthdays, famous victories or discoveries, and even weather phenomena. Rock Gnomes have been known to hold celebrations to commemorate the date of a horrendous cyclone that once ravished their realm, the eruption of a volcano, or even a notable blizzard; anything which might serve as a good excuse for a party. The patterns can vary by subrace, since Svirfneblin don't keep track of dates and the Tinkers often forget what year it is, yet gnomes of all types seem to have a communal sense of when a gathering is needed. When the time is right, they'll get together.

The truly major festivals, however, are often years apart. The festival commemorating the total eclipse of the moon, for example, only takes place about once per century. For Rock and Forest Gnomes, this is the most significant occasion of all, and as such it calls for the grandest festival. Svirfneblin reserve similar festivities for the coronation of a new king or queen, while Tinkers celebrate the successful design and completion of an invention--now *that's* rare! Likewise, a gnome's most significant birthday in most subraces is considered his or her one hundredth.

Another trademark of the gnomish gala is that they go on for a long time--the bigger the occasion, the longer the celebration. Even the smaller festivals are generally two-day affairs, with the first day devoted to preparations (such as rehearsals of performances and cooking the wide variety of food necessary for the feast). The second day, beginning at dawn, is likely to be a sequence of songs and performances, mixed with appropriate rituals and remembrances, and liberally spiced with many opportunities to eat and drink. Ale and wine, together with the music and revelry, flows freely from dawn to dusk and throughout the following night.

The greater festivals last many days or several weeks, with the most significant lasting a full month or more. However long the celebration, the gnomes are generally quite ready to pitch back in to work as soon as the festivities are concluded. In the case of the longer celebrations this is an especially good thing, since a month of extreme partying can pretty much exhaust the food and drink reserves of a community!

## Fires

Gnomes have a peculiar fascination with flame and the light it brings into the darkness in which they would otherwise dwell. One well-known gnomish nursery tale relates the story of Verpoolisch Popplepip, a typical gnomish hero:

A master illusionist and thief, Verpoolisch crept into the halls of the gods and watched the deities labor at their forges. Becoming intrigued by the shower of sparks falling from their great hammers, he substituted an illusionary brightness for a real spark and stole the actual flame. By the time the gods realized the deception, Popplepip had made it safely back to the world. There he nourished his spark, and it became the father of fire. With typical generosity, the gnomes shared this blessing with the rest of the world.

Every gnome has a place in his or her home for a small fire, and in pensive moments he or she will be inclined to sit before the flame and meditate.

## Marriage and Family

Weddings, perhaps surprisingly, are not big social occasions. Instead, they are private ceremonies attended by the immediate families of the young couple--and even these guests soon depart to leave the newlyweds with a chance to get to know each other privately.

Bride and groom have generally been friends since childhood and have made the match of their own free will. Marriage commonly occurs during the decades immediately following the coming of age period for mem-bers of that specific subrace, though gnomes who choose not to wed are not ostracized or even considered odd. Gnomes marry for com-panionship as much as procreation, and a couple will almost always remain happily married until one or the other of them passes away. Remarriage is rare, although it has been known to occur; divorce is unknown.

Gnomish couples rarely have the numerous broods familiar to halflings and humans. A family with three children is considered large, and only sizable clans will have five or six youngsters dwelling in the warren at any one time. Even in adulthood, gnomes retain deep bonds of friendship with their siblings and parents. It is very common for brothers and sisters to join together in business endeavors, for example.

## The Nose Knows

The big schnozzola is an important status symbol among all of the gnome subraces. Parents proudly point out the size of their children's noses and make enthusiastic prognostications about future growth. While the practical applications of such a facial feature are admittedly limited, gnomes will frequently embark on size contests, with heavy wagers, between members of rival clans. Svirfneblin go so far as to make this a primary determinant in the selection of a new king or queen!

## Food and Drink

Gnomes enjoy feasting and drinking, but their diet and beverage selection reflects far less variety than does that of the halfling or even most communities of humankind. No gnomish subrace, for example, uses yeast in the baking of bread nor in its brewing. They don't keep cows or make cheese or butter. Sugar is unknown in their diet, and gnomes tend to avoid sweets even when they travel to places where cakes or candies are available. Also, spices and sauces are rarely employed in the preparation of gnomish cuisine.

However, those foods that gnomes do cook they cook well. They are excellent at preparing wild game and in using the natural products of their surrounding areas for salads and hot dishes. All gnomes like salt, although the Deep Gnomes carry this to the greatest extremes. They cook their meat until it's very well done. This tendency, coupled with the liberal use of salt, insures that the food keeps for a long time without spoiling.

The brewing skills of the gnomes are effective, even if the results are not exactly

tempting to humans and other demihumans. Heavy meads and ales are favored. In areas where fruit can be readily harvested (apples and cherries are preferred) gnomes make passable, if somewhat astringent, cordials.

## Gems

More than a medium of wealth, gems are cherished to a degree difficult for non-gnomes to comprehend. Every gnome has a small gem he or she will carry at all times, often feeling or stroking it when thoughtful or troubled. Every gnomish village will have a few particularly splendid stones that belong to the community as a whole, each with an accompanying legend, and enchanted gems are the favorite magical items of gnomish spellcasters.

## Craftsmanship

The single most artistic endeavor of the gnomish craftsman (excluding Tinker Gnomes) is, of course, the carving and mounting of precious gems. These little folk are adept at every aspect of the jeweler's trade, including the smelting and finishing of precious metals. While each subrace has a special affinity to a certain type of stone (diamond, ruby, and emerald respectively for the Rock, Deep, and Forest Gnomes; coal for the Tinkers), their gemcarvers are capable of working with virtually any type of stone.

This artisanship goes beyond mere rote skill. Gnomish jewelers are capable of very creative designs in jewelry and have developed the most elegant royal crowns, sceptres, and decorative sculptures known to demihuman-kind. Stonecarving is another skill at which gnomes excel, and in those caverns where they have dwelt for many centuries intricate patterns have been scrolled into many of the walls and ceilings, enhancing the natural beauty of the rock.

Their special affinity to stone makes gnomes exceptional excavators, miners, and tunnelers. Those gnomes who seek employment among other cultures might work as gemsmiths if sufficiently skilled but are far more likely to find work in the mines of humankind. Even dwarves, grudgingly, admit that gnomes are almost as good at digging as themselves. This is, in fact, an ungenerous assessment--Rock Gnomes in particular are every bit the equal of dwarves in this profession!

Beyond the working of stone, however, the gnomes are somewhat limited in the tooling of materials into useful products. As a general rule, gnomes find it hard to produce raw materials but easy to shape it. For example, they do not weave, so all their clothing is either made of leather or of materials bartered from other folk. However, given the right fabrics, a gnomish tailor can create almost any kind of garment, often with elaborate stitching and similar attention to detail characteristic of all gnomish work.

Carpentry is another skill that demonstrates the gnomish penchant for elaboration. Whereas dwarves will hew timbers to shore up a mine shaft and at need can make rough tables, beds, and chairs for their own use, gnomes have a compulsion to cover every available inch with decoration which goes far beyond utility. Thus gnome miners will often use their breaks to carve delicate designs into the support timbers (taking care not to weaken the beams!), often having friendly contests between different shifts as each continues the other's work. Gnomish furniture is a marvel of fine woodcarving, with a

multitude of baroque detail.

## Trade

The primary stock-in-trade of the gnomish folk, whether on the surface or under the ground, is naturally the gemwork that is such a trademark of the race. The urge to create is so strong (in Tinker Gnomes, it has run amuck) that gnomes regularly trade finished jewelry for uncut gems, and gnomish gem traders will sometimes travel great distances in the course of their labors.

However, gems aren't the only thing gnome communities seek in trade. Salt is a necessity to the gnomish diet, and if there is no natural source available gnomish traders will go to great lengths to acquire it. Weapons, fabric, and raw steel are generally not made by gnomes but needed by the community. Delicacies, such as tender meat, dark flour, and strong liquor, are other items sometimes gained by trade.

Since these folk have little interest or capability in freight-hauling, those who would sell such bulk goods to them generally have to take responsibility for delivery as well. Human and demihuman traders know this, and many a human and halfling merchant has gotten rich simply by carting loads of textiles or steel to the vicinity of a gnomish village. Often, the trader will sell cart and pony at the same time--after all, he or she doesn't need much space to haul away a fortune in finely-cut gems!

## Taboos

*"Did you hear about Kasselwort Biddlestumpf? He brought some of that dwarvish black brandy to the Acorn Festival--and after he drank it, it went straight to his tongue!*

*"First he insulted his old grandfather, Wigglefount Biddlestumpf, who tried to rebuke him for his behavior. Kassel was betting on all the contests, showing around these little bloodstones as if they were rubies!*

*"Then he got into a fight with Nucklereet Shtoomiss--he called old Nuck' a "Shortnose Blowhard," and of course the poor fellow couldn't let that pass (we all know Shtoomiss' nose leaves a little to be desired, but Kass' had no call to be making fun of it)!*

*"But that's not the worst of it! Finally, when they came down to the nut-eating contest, Kass' bet on Graybeard Friggleheit to win, but the old fellow choked on a husk and had to quit the contest. And when it came time to pay up--believe it or not!--Kasselwort Biddlestumpf refused to pay!*
*"It'll be a long time before he can show his nose in* this *village again!"*

--Lillyllotta Glindlehome, gnomish matriarch (and self-admitted gossip)

Gnomes are a fun-loving society, with a great emphasis on personal freedom. However, a cornerstone of this freedom is a respect for the rights of others--and those who tromp on those rights are considered to have committed a grave breach of gnomish etiquette. This cornerstone of individual responsibility is the key to understanding the gnomish culture.

Some of the worst infractions of this personal code that a gnome can commit involve the performance of his or her work. It is, however, a rare circumstance for a gnome to

shirk a duty or to perform it at anything less than his or her highest level of ability. Those few gnomes who refuse to work are generally, after many chances to reform, cast out from their communities. They don't usually live too long on their own.

It is a little more common for offending behavior to occur in social settings, often accompanied by the consumption of alcohol. Virtually all gnomes enjoy drinking, and ale and mead are important features of gnomish festivals and clan gatherings. In most cases, gnomes become quite jolly and carefree when they drink, singing, laughing, and joking--the "mean drunk" is not a familiar character in gnomish society.

However, strong liquor is not a customary drink among gnomes--their ales and fruit wines, while strong-tasting by human standards, are not the match of brandy or whiskey in potency (Svirfneblin fish beer and Gogondy excepted). When a gnome gets hold of something stronger, trouble has been known to result. When it does, the malefactor is subjected to stern criticism from the bulk of the community--usually when he or she is in the throes of the worst hangover of his or her life. One such experience is generally enough to bring about a lifelong reform.

The contests that are an integral part of every gnomish festival are another source of pride to these small demihumans, and the honor of the participants is accepted and, for the most part, taken for granted. Wagering is a common practice, but one is not expected to bet more than he or she is prepared to lose. Welching on a bet is a gross affront to a gnomish sense of right and wrong. Similarly, a trader who cheats gnomish clients by substituting inferior goods for those promised will be marked for life; no gnome will ever trade with that individual again.

Finally, while friendly insults are commonly and frequently exchanged among gnomes, one is expected *never* to criticize lack of nose size. Those gnomes who have been cursed with small noses (those that stick out less than, say, three or four inches from the face) are assumed to suffer the curse of their shame inwardly. It is nothing more than needless cruelty to ridicule this unfortunate lack of endowment.

## Emotions

Gnomes are very emotional creatures, given to laughter and joy, weeping and sorrow, in loud and affecting displays. This applies to both work and play. Despite their physical resemblance to dwarves, a group of gnomish miners can easily be distinguished not only by their smaller size but by the laughter and song that accompanies them on their task.

When given cause for sorrow, such as the death of a friend or relative, gnomes grieve openly and loudly. Natural disasters or malicious acts from enemies are likewise cause for wailing and crying--so much so that an observer might assume that an entire community has just received a sentence of painful doom. However, these moods pass quickly (perhaps *because* of the effusiveness of their grief) and many a boisterous party has resulted from what began as a funeral observance.

Very unlike dwarves (or elves, for that matter), gnomes are quite open in displays of affection and love. Hugs are frequent whenever friends, spouses, and relations meet. Parents cuddle children, and the youngsters accept the attention with no self-consciousness. While romantic couples are private with their intimacy, husbands and wives will loudly and publicly profess their affection and love.

## Humor

Gnomes are famous, or perhaps infamous, for their sardonic sense of humor. All gnomes love practical jokes, the more elaborate the better. This can be very disconcerting when a gnome decides to express friendship or affection to a non-gnome by making that individual a special target for a string of practical jokes. As a rule, it's considered bad form to devise a joke which actually hurts somebody; the art comes from surprising the victim and making him or her look ridiculous.

In a way, practical joking takes the place filled by violence in many human cultures; two gnomes who have a heated argument are more likely to launch a feud of booby-traps to prove who is the cleverest than come to blows. Taking their cue from Garl Glittergold himself, gnomes extend this attitude to their military endeavors; it's considered a more courageous act to make an enemy look foolish in the eyes of his or her allies or followers than it is to kill the same enemy.

## Animal Friends

A warren of gnomes will typically be guarded by several watchful mammals. In the case of Forest Gnomes or Rock Gnomes, these will be woods-dwelling or burrowing creatures. Among the most popular companions are badgers, wolverines, and weasels--in mundane as well as giant size. Svirfneblin sometimes gain similar companionship from moles, shrews, bats, and giant rats. In return for kind treatment from the gnomes, these creatures often take up residence nearby gnome dwellings.

These creatures are not domesticated as humans understand the word; they are allies, not pets. Still, they provide useful service as sentinels, quickly bringing word of any strangers in the area, and if the community is attacked the animal guardians will always fight savagely in defense of their friends. Many villages have tales of youngsters who have fallen into a stream only to be plucked forth and saved by the jaws of a giant weasel, for example, or of young climbers who have gotten into trouble on the steep and rocky slopes so common in gnomish habitat only to be carried to safety on the sturdy back of a climbing badger.

## Warfare

*"Dey come from da rocks of da ground, everywhere attackin' and killin', what wit dem bolts and dat majick! We din't see where dey wuz or where dey went, but when dey wuz gone all my pals wuz kilt.*

*"We had deez goblyns what wuz suzpozed to watch dat side--but dey run away! Da lucky ones ran, dat iz. Lots a dem wuz kilt too. Dem nomes, dey really whomped da goblyns--din't like 'em too much at all, I cud tell. Da goblyns wuz gonna turn to meet 'em, but da nomes come on too fast. Dey din't let 'em make da line or get off a shot. 'Course, dat's what you espect a' goblyns.*

*"Den I tought we ogres would stomp 'em, stomp 'em good. But dey wudn't fight fair, wudn't come out and let uz stomp 'em! Dey sat dere and shot wit' dem dang bolts, what poked out eyes and did all sorts a' nasties. We run at dem but dey hid--we din't know where dey went, 'till dey come up behind us and whomped us pretty good dat way too.*

*"Nope, sir, you kin tell me ta go but I ain't goin'--I ain't gonna fight no nomes no more!"*

--from the battle diary of Barkan Delsuutor, Ogre veteran and brigade commander

Like halflings, gnomes are slow to anger and reluctant to wage war. However, also like their diminutive cousins, they become savage and tenacious fighters when fully motivated into battle.

Because of their small size, gnomes try to avoid combat situations that place them in open terrain where they must meet the head-on onslaught of much larger attackers. They prefer instead to fight in rough terrain, sheltered by rocks or trees, where their size can actually work to their advantage. In underground combat situations where they have sufficient time to prepare, gnomes like to excavate numerous low-ceilinged tunnels for mobility of attack and retreat.

They are not so adept with missiles as are halflings, but gnomish troops can nevertheless deliver a furious barrage of arrows and sling stones when such a tactic is needed. Firing in an undisciplined fusillade, they continue to pepper their targets with this painful attacks for as long as possible. They launch their arrows from sturdy shortbows or solid, albeit small, crossbows.

Though many of them wield spears, they prefer to use these as melee rather than missile weapons. Gnomes are adept (and very courageous) at setting these spears to meet the charge of much larger attackers. They will also use their quickness to strike from ambush, and when a force of gnomes can mingle among the troops of a larger enemy, their small size allows them to inflict a lot of damage. A favorite tactic, useable only when gnomes gain complete surprise (such as that provided by *a mass invisibility* spell), is to fearlessly dart among enemy horsemen, using their sharp daggers to cut the straps holding the riders' saddles onto their mounts. Such a tactic, when successful, can go a long way toward evening the odds of an unbalanced engagement.

When marching to battle, most gnomes will carry a missile weapon as well as a hammer, spear, or short sword, with a dagger reserved for the final line of defense.

Gnomes are also skilled at using deception, diversion, camouflage, and disguise as battle tactics. Their natural talents at illusionary magic help a great deal--gnomish illusionists will frequently create the appearance of the force in some unimportant area, while other spellcasters conceal the actual presence of the gnomes from enemy discovery. The sudden appearance of a gnomish force, virtually in the midst of the enemy, can be enough to throw the most veteran army into confusion.

They are also good at using these spells to conceal the true nature of the battlefield--either to create the appearance of obstacles where there are none or to conceal the location of hazards such as ravines, thickets, bogs, and streams. Many a thunderous charge has been broken when the howling attackers suddenly find out that what looked like solid ground is actually intersected by a twenty-foot deep gully, its bottom lined with sharp stakes.

Other uses of illusionary magic have stretched the creative bounds of military imagination. In one famous battle, gnomish illusionists concealed the actual location of the sun and replace it with a duplicate, causing the enemies' reinforcements to march five miles to the east when they were supposed to be going west! They have also used images

of dragons, giants, beholders, and other horrors to distract the attention of their foes and keep them guessing as to the true nature of their opponents.

Another asset that gnomes carry into battle is the lack of the hubris that can so often be the downfall of human or dwarven command-ers. Gnomes show no hesitation when it comes to abandoning a lost cause; when things start to go bad, the gnomes will run away, preferring this pragmatic tactic to a doomed stand motivated mainly by pride. The retreating gnomes quickly scatter and (if possible) disappear down holes into the ground or vanish among the enclosing underbrush of a forest. Even if the victorious opponents pursue ruthlessly, they are unlikely to kill or capture more than a handful of the gnomish survivors. Of course, this scattering means that it takes longer to reassemble the force and prepare to fight again, but that is a drawback that any gnomish commander willingly accepts rather than see his or her forces annihilated.

## Magic

The primary sorcery of the gnomes, of course, is illusionary magic. This is far more than a practical application of arcane powers, however--in gnome society, the casting of illusions affects all aspects of life from art to romance to celebration to war. A lover might woo his sweetheart with a message borne by a *whispering wind* spell, for example. For gnomes, illusionary magic is a way of life, not something they use just to make life easier.

Illusions are also constantly employed for practical jokes among these fun-loving folk. Of course, gnomes are more adept at recognizing illusions than are most other creatures, so those illusionary pranks targeted against them must be subtly crafted and strategically planned in order for them to succeed. *Invisibility , illusionary script*, and *wraithform* spells are popular choices for this purpose.

Illusionary magic is often used to comple-ment the finest efforts of gnomish craftsmen. A fine piece of jewelry, for example, might be enhanced with a shower of light caused by a *phantasmal force*, or even a *hypnotic pattern*, in order to create a truly stunning work of art.

On the practical side, illusionary magic is not usually employed to screen the location or nature of a gnomish community. Though such arcane devices might prove effective at concealing them against mundane detection, the emanation of magical power actually serves as a beacon to those who use spells such as *detect magic*. The latter enemies are judged, rightly, to be far more dangerous to a gnomish community than the former.

However, on the battlefield or in other contests of might and skill, gnomes will pull out all the stops. *Hallucinatory terrain*, the various applications of *invisibility*, and *illusionary walls* will be used to disguise the true nature of the battlefield, while spells such *as phantasmal force, fear, phantasmal killer*, and *shadow monster* will be employed directly against the enemy troops.

## Wandering

Unlike the other short folk, the halflings, gnomes are often possessed by a strong desire to wander. Their natural curiosity leads them to constantly wonder about what's beyond the next hill, or across that sea . . . or even down that dark hole in the

mountainside.

A major compulsion for this wandering among all gnomes is the desire to find the perfect gem. Tales of rich veins of rubies, or a wealth of diamonds or emeralds, will often draw an entire party of gnomes onto a long and dangerous quest. Whether or not they've seen evidence of the find, their belief in its existence will be strong, even unshakable, and determined gnomes will brook no diversion in their pursuit of this ultimate treasure.

Despite their reticent nature and the care with which they conceal their communities' exact locations, gnomes are quite willing to make friends with those visitors who prove themselves worthy of that friendship. Many a wide-eyed gnomish youngster has listened to a human knight tell of great castles or a merchant describe the wonders of a large city market. These gnomes typically grow up with the desire to see these places, and no one thinks it odd when, after reaching adulthood, they pack up their belongings and head down the road.

Another strain of this honest friendliness is a deep-running loyalty to those the gnomes consider friends. The suggestion that one of these kindred spirits is in trouble will also prove a strong motivation to bring a gnome onto the adventuring road.

Finally, gnomes keep a close eye on their surroundings and are very familiar with the world in their general vicinity. If they notice things changing (for example, a village crop-ping up on what used to be a wilderness stream) they will be irresistibly drawn to the scene to find out what's going on.

## Chapter 4: Gnome Character Kits

The kits introduced in this chapter allow players to define their characters with more detail and precision than are determined simply by race and character class. The gnome kits provide a selection of specialized PCs and NPCs, each designed for a specific character class or multi-class combination. Each kit has its own strengths and weaknesses, and each is tailored to illustrate some important aspect of gnomish life.

The kits are purely optional--no gnome must use one. They can be incorporated into characters already existing in the campaign, as long as the PC's background makes sense given the nature of the kit. Once a character has been assigned a kit, that selection remains for the life of the character.

These kits are specifically designed for gnomes and should not be employed by characters of other races. Gnomish characters who don't wish to use a kit from this book can select a kit from another handbook that is applicable to their character class: *The Complete Fighter's Handbook, The Complete Thief's Handbook, The Complete Priest's Handbook, The Complete Wizard's Handbook*, and *The Complete Bard's Handbook* all have kits that are available to gnomish characters of the appropriate class.

Gnomes can become clerics of up to 9th level, fighters of up to 11th level, thieves of up to 13th level, and illusionists of up to 15th level; exceptionally talented gnomes (those with high scores in their prime requisites) can exceed these maximums by up to 4 additional levels. Multi-class combinations are also allowed between any two classes available to gnomes, with illusionist/thief being a favorite. Priests are not terribly common among gnomes--the Svirfneblin have the most, Tinker Gnomes none at all--and multi-classed combinations including them are the rarest of all gnome character classes (and hence have no kits devoted to them).

Players and DMs may cooperate in the creation of original kits, as long as care is taken to balance the advantages and disadvantages with those presented here.

## Structure of the Kits

Each kit begins with a general description of that character type, along with any background and ability score requirements that are necessary to qualify for the kit. Further information on the kits is broken down into these categories:

Role: The specific functions of this character type within gnomish society.

Secondary Skills: In campaigns using the secondary skills rules from the AD&D® 2nd Edition game, a character might be required to take a specific secondary skill.

Weapon Proficiencies: The character must take the proficiencies listed. Unless it is specifically stated otherwise, these required proficiencies do not increase the number of slots the character has available.

Bonus Nonweapon Proficiencies: A gnomish character using a kit gains these proficiencies for free--he or she is not required to spend a slot for any of them.

Recommended Nonweapon Proficiencies: These proficiencies are not required of the character, but they do match up well with the kit. They require a normal nonweapon proficiency slot(s) to be used for each one.

Thieving Skill Emphasis (thief, thief/illusionist, and thief/fighter classes only; there are no thief/priest kits): The AD&D® 2nd Edition rules allow considerable flexibility in a thief character's selection of thieving abilities. Characters wishing become Stalkers or Mouseburglars usually choose to specialize in stealth-related skills such as Move Silently and Hide in Shadows. A gnomish thief who needs to survive on city streets might prefer to focus on Pick Pockets and Open Locks. Each kit comes with suggested areas of skill concentration for that character type. These are not mandatory, nor do they grant any special bonuses or confer any penalties.

Equipment: Any special equipment needs of the character are listed.

Special Benefits: These are things a character can do, or perhaps protections he or she gains, because of the kit.

Special Hindrances: These are requirements or limitations placed upon the character by the kit.

## Fighter Kits

### Breachgnome

This burly gnome takes a "heads up and face front" view to battle. Armed to the teeth and armored to the eyeballs, he or she hoists weapon, fully prepared to stand toe-to-toe with any attacker menacing home or ally. In some senses, this is the gnomish equivalent of the knight, mixed with a stubbornness and tenacity suggestive of the most determined dwarven heroes.

A Breachgnome devotes all his or her life to the fighter's art, from wrestling as a child to mastering an assortment of weapons as the character grows to adulthood. Often he or she will be taught by fighters of other races (human and dwarf, in particular) as well as accepting the tutelage of a gnomish master.

The Breachgnome must have a Strength of at least 16.

Role: This character is the one who steps out of the crowd of gnomes to confront the bullying ogre. Breachgnomes excel in defensive fighting; if his or her warren is invaded by enemies, the Breachgnome will stand in a corridor and hold the creatures at bay until the rest of the villagers can escape. Only after all have fled will the valiant defender (possibly) begin to think about his or her own safety.

The classic Breachgnome is an epic figure in gnomish battle lore. The tale of Maddi Gaddlroot is typical: Maddi supposedly held off a whole army of ogres for an entire day, standing before a cave mouth between two trees, where only one of the enemy could get at her at a time. Behind her, her city of a thousand gnomes stood threatened, and during the course of that day the young and infirm (together with most of the treasure) were hustled through narrow tunnels into the depths of the earth.

Only after she had slain dozens of the brutes did Maddi fall before the superior might of her attackers. Then the ogres lunged into the lair, only to be met by a clever network of ambushes and illusionary traps--defenses which the Breachgnome's heroic sacrifice had given her fellow gnomes time to create. In the end, the attack was defeated, the city saved, and the hero elevated to legendary status among her people. Interestingly enough, virtually every gnome settlement considers itself to be the one Maddi Gaddlroot died defending and will often point out to visitors the site of her last stand!

Secondary Skills: The Armorer or Weaponsmith secondary skills are useful to the Breachgnome.

Weapon Proficiencies: The Breachgnome must have a proficiency in the use of the short sword and either the hammer or axe.

Bonus Nonweapon Proficiencies: None

Recommended Nonweapon Proficiencies: The Breachgnome should consider the Armorer, Weaponsmith, Endurance, and Blacksmithing proficiencies.

Equipment: The Breachgnome will typically carry at least two melee weapons, a shield, metal armor, and some type of missile weapon (crossbow and sling being preferred).

Special Benefits: Because of their short size and gusty determination, all Breachgnomes gain bonuses to their Armor Class when they can fight in a position with one or both flanks protected by solid objects such as trees, walls, or support beams. If the gnome has such an object within 3' of either side, he or she receives a -1 bonus to AC; if both sides are protected, the bonus is -2. Assume the gnome is 2' wide to determine if both sides are protected--i.e., the Breachgnome can gain the double bonus when standing between walls no more than 8' apart. This bonus is cumulative with any applicable size and Dexterity bonuses.

Because of their single-mindedness in weapon training, Breachgnomes gain weapon proficiency slots at the rate of one every two levels (with the first extra proficiency slot becoming available at third level).

Special Hindrances: When faced with a battle that he or she *might* be able to win--but companions or common sense that urge a withdrawal--the Breachgnome must make a Wisdom check. He or she can repeat the check every round, but the character cannot retreat until it succeeds.

## Goblinsticker

These gnomes are considered eccentric, if not downright mad, by their more normal kin--Goblinstickers actually seem to enjoy battle and will go so far as to seek out enemies for the purpose of wiping them out. The two most common foes of the Goblinsticker are, naturally, goblins and kobolds.

Often a Goblinsticker is propelled by some dark event or tragedy in his or her past--a wrong which cannot be righted but which he or she feels compelled to try and atone for or avenge for the rest of his or her days. A Goblinsticker is especially effective at fighting the particular foe which caused this tragedy (often, but not always, goblins), often forgoing treasure and other incentives to pursue his or her revenge. "Goblinsticker" is a generic term for this kit; there are also koboldstickers, skeletonstickers, ogrestickers, et cetera, who differ only in the focus of their animosity.

A character must have a Strength or Constitution score of at least 15 in order to choose this kit.

Role: Because they are virtually fearless, these characters form the shock troops of any gnomish assault against their chosen enemy. They are likely to choose a life of adventure, one that will put them on a collision course with their hated foe.

Teams of Goblinstickers have been known to work together, for adventure or pay. In areas of monster infestation, Goblinstickers can frequently find employment as "exterminators"--especially in cases where the monsters are small, such as goblins or kobold, and live in dens where the size of human attackers would prove a drawback.

Secondary Skills: The Weaponsmith and Armorer are appropriate secondary skills for this character.

Weapon Proficiencies: The Goblinsticker must have a missile weapon proficiency and two melee weapon proficiencies.

Bonus Nonweapon Proficiencies: The Goblinsticker gains no bonus proficiencies.

Recommended Nonweapon Proficiencies: This character will find the Rope Use, Direction Sense, Blindfighting, Armorer, and Weaponsmith proficiencies useful.

Equipment: Together with his or her weapons and armor, the Goblinsticker traditionally carries the tools of the dungeon-crawler--i.e., ropes, hammer and spikes, oil, and several days' rations.

Special Benefits: At first level the Goblinsticker character must declare the hated foe of his or her life. When engaged in battle against this type of creature, the character receives a +1 bonus on all rolls to hit and to determine damage inflicted. This bonus applies to both melee and missile weapons and is cumulative with other gnome benefits, including the Rock Gnome's standard +1 attack bonus versus goblins and kobolds.

Special Hindrances: When confronted with an opportunity to attack or continue to fight his or her hated foe, the Goblinsticker must make a successful Wisdom check or be unable to decline the battle. The check can, however, be modified or ignored based on circumstances. For example, no Goblinsticker will break cover and blow an ambush to tromp on the first goblin to appear when he or she knows that a little patience will mean the chance to bop a lot more of them.

## Thief Kits

### Mouseburglar

These stealthy characters are consummate spies and sneak thieves who in some ways

behave more like halflings than the average gnome thief. Striving to be as quiet as mice, they infiltrate lairs, mansions, or enemy camps. They rely upon secrecy, disguise, and silence in order to conceal their presence. Preferring very much to flee rather than fight, they consider a truly successful mission one which is concluded before the victim even learns that the gnome has been there.

A Mouseburglar must have both Dexterity and Intelligence scores of 13 or better.

Role: Mouseburglars, like other gnomish thieves, rarely prey upon victims of their same race. They will be much more inclined to look for targets among the settlements of clan enemies, especially humanoids, or in anonymous settings like large cities.

In addition to their larcenous activities, Mouseburglars also serve as scouts and spies, should there be a need for such reconnoissance. Their emphasis on stealth and concealment--together with their generally high Intelligence--makes them excellent eavesdroppers. Many a gnomish military campaign has been laid over the carefully gathered reports of a Mouseburglar.

These characters also find great application as adventurers, lending a lot of advantage to a party of mixed races and classes. Their small size coupled with their skills (and the fact that most have infravision) allow them to get into places that larger thieves can't.

Secondary Skills: Any secondary skill can be appropriate to this kit.

Weapon Proficiencies: The Mouseburglar always chooses to specialize in weapons that can be wielded silently, preferring the sling or bow over the crossbow and the dagger or short sword over the hammer and axe.

Bonus Nonweapon Proficiencies: Mouseburglars receive either Disguise or Rope Use as a bonus nonweapon proficiency.

Recommended Nonweapon Proficiencies: This character can benefit by knowing additional languages (very important for one who intends to spy or eavesdrop!), as well as Forgery, Reading Lips, and Tightrope Walking.

Thief Skill Emphasis: The Mouseburglar is likely to find the Move Silently, Hide in Shadows, and Open Locks skills to be particularly useful. At first level he or she must divide the 60 discretionary points between these three abilities.

Equipment: The Mouseburglar will be sure to maintain a complete set of lockpicks. He or she prefers to wear dark clothes and soft boots when on a job and will often have the materials for one or two effective disguises concealed somewhere on his or her person.

Special Benefits: A Mouseburglar gains an additional 5% chance of success to both Open Locks and Move Silently at first level. For each additional level he or she advances, the character receives another 5% bonus that can be applied to any one of the following scores: Open Locks, Move Silently, Find/Remove Traps, or Read Languages.

Special Hindrances: The Mouseburglar so prefers stealth to combat that the character's fighting skills suffer as a result. Specifically, the Mouseburglar receives a -1 penalty on all attack rolls made in melee combat (except those delivered with the backstab benefit). This does not affect damage inflicted.

### Tumbler

Tumblers employ size and energy as the main assets of a thieving career. Quick and nimble, they are able to use escape routes that larger and clumsier pursuers find quite

unmanageable. Tumblers are part entertainer, part con artist, and part acrobat.

Coming from a variety of backgrounds, Tumblers usually have been exposed to a number of different races and often perfect their trade in some kind of urban environment. Often they will find work in a circus or carnival, moonlighting after show hours to augment their honest income.

The Tumbler must have a Dexterity score of at least 14.

Role: The Tumbler is a gnome who employs creative and vigorous means to get into places, meanwhile performing tricks and feats for the edification of his or her fellow villagers. Adept at climbing and falling, the Tumbler can walk a rope stretched between two high points, scale a sheer surface, and bob and evade his or her way through deadly combat--often rolling right between a larger opponent's legs!

Secondary Skills: Any of the secondary skills can be used by this character.

Weapon Proficiencies: The Tumbler is eligible to use any weapon available to gnomish thieves.

Bonus Nonweapon Proficiencies: The Tumbler character receives Tumbling as a free proficiency when first selecting this kit.

Recommended Nonweapon Proficiencies: The Tumbler must take Jumping, Juggling, and Tightrope Walking in order to practice his or her trade.

Thief Skill Emphasis: The Tumbler can find particular use in the Pick Pockets, Move Silently, and Climb Walls thieving skills. The kit places no restriction on how he or she allocates the discretionary points, however.

Equipment: The Tumbler will always be found with a coil of strong, lightweight rope--generally at least a 60' length.

Special Benefits: Gnomish Tumblers receive all the normal benefits of the Tumbling proficiency. Tumbling ability and small size combine to give Tumblers a -6 bonus to AC in rounds in which the Tumbler wins initiative and elects to forgo all other actions than evading enemy attacks.

Against larger than human-sized creatures, the gnomish Tumbler can try a special maneuver: rolling between the creature's legs. A successful Dexterity check means the Tumbler dives between the opponent's legs, rolls to safety, and bounces to his or her feet behind the enemy. If the Dexterity check fails, however, the gnome can be attacked with no special bonus to Armor Class. If the Tumbler successfully performs this maneuver and wins initiative on the next round, he or she can backstab that opponent.

At first level, Tumblers also receive a +10% bonus to their chances to successfully Climb Walls; this bonus increases by +2% per level thereafter.

Special Hindrances: Because of the boisterous nature of this specialty, Tumblers are limited in some of the other areas of thieving skills. Specifically, their base scores to Open Locks and Detect Noise begin at 0, not at the levels (10% and 15%, respectively) listed on Table 26 on page 39 of the *Player's Handbook*. The bonuses and penalties specified on Tables 27-29 are not affected by this provision.

## Illusionist Kits

### Imagemaker

This is the maestro of the gnomish world. His or her services are in demand at every gnomish festival; his or her skills known far and wide, sought by humans, dwarves, and

others beyond the ken of gnome society. The Imagemaker is an artist in the art of illusion who can create spectacles and is capable of drawing audiences to the edge of awe and beyond with soaring images, thunderous sound effects, and realistic creations.

Any gnomish illusionist can elect to be an Imagemaker.

Role: The Imagemaker's role in gnomish society extends far beyond his or her ability to tell tales and create pictures. On the battlefield, Imagemakers are the primary source of the diversionary illusions that gnomish forces use so well to balance the odds against them. Since they specialize in the creation and manipulation of very realistic illusions, they can be very useful to adventuring parties--for example, by creating duplicate images of the party to distract a powerful enemy. And, of course, no gnomish ceremony would be complete without the sound and spectacle of the Imagemaker's art.

Secondary Skills: Any will work, though the Gambler and Scribe secondary skills can have particularly useful applications.

Bonus Nonweapon Proficiencies: The Imagemaker gains the Ventriloquism proficiency (normally available only to rogues) as a free proficiency as soon as this kit is selected.

Recommended Nonweapon Proficiencies: Artistic Ability is a useful accompaniment to the Imagemaker's skill, as are proficiencies in Ancient History, Astrology, and Singing.

Equipment: An Imagemaker likes to have several mechanical tools available to augment his or her spellwork, including smokepots, flashballs, and probably a musical instrument. Smokepots must be lit by a fuse, which can be set for 1-10 rounds; upon igniting they belch out a 10' diameter cloud of colored smoke, blocking all visibility. The cloud disperses in one round out of doors or in a large enclosed space; in more constricting quarters it lasts for 2-5 rounds. Flashballs erupt with a bright flash of flame when they are thrown (or dropped) and strike a solid object such as stone or metal. When used in darkness they will effectively *blind* (for 1-6 rounds) a character who witnesses the flash.

Special Benefits: The Imagemaker has perfected the use of specific kinds of illusions--specifically, those that create the image of something from nothing. The various *phantasmal force* spells, *minor creation*, the *shadow monster* spells, *programmed illusion*, and shades are examples of spells that fall within this specialty; *invisibility*, *vacancy*, and *seeming* are spells that do not.

The pictures, sounds, and smells created by the Imagemaker are especially realistic. Therefore, any player attempting *disbelieve* them does so with a -2 penalty. In addition, *all* creatures--even those not normally susceptible to illusion--can be taken in by the creations of the Imagemaker. However, creatures that would not normally be fooled by illusions do not suffer the -2 penalty when they attempt to disbelieve.

In addition, the Imagemaker's skill is such that the images he or she creates last longer than those cast by a non-specializing illusionist. Illusions that do not require concentration have their duration doubled when cast by an Imagemaker. Illusions requiring concentration last for 2-12 rounds after the caster ceases concentrating. In the latter case, of course, the object will not be able to respond to specific events, but it can continue to repeat movements or patterns established when the caster was concentrating.

Special Hindrances: Because of intense specialization, the Imagemaker suffers additional restrictions on spells he or she can learn; specifically, Imagemakers cannot

learn spells from the greater divination or conjuring/ summoning schools of magic.

### Vanisher

The Vanisher is an illusionist with the specialization of making things disappear--in that sense, he or she is the opposite of the Imagemaker. Invisibility is stock-in-trade, but the Vanisher is also adept at spells that alter and disguise the appearance of something, equally ready to replace the vanished object or creature with an alternate as to make it disappear entirely.

Any gnomish illusionist can elect to be a Vanisher.

Role: The Vanisher is the valued counterpart to the Imagemaker, whether on the battlefield or in a dungeon. By concealing the existence of a party he or she can insure them the advantage of surprise, which is always useful. His or her skills can also benefit reconnoissance or retrieval missions.

Secondary Skills: Any can be useful, though Scribe and Navigator skills preferred.

Weapon Proficiencies: The Vanisher has no restriction on weapon proficiencies.

Bonus Nonweapon Proficiencies: The Vanisher receives Reading/Writing skill without expending a slot.

Recommended Nonweapon Proficiencies: These include Spellcraft, Heraldry, Blindfighting, Direction Sense, Weather Sense, and Navigation.

Equipment: The Vanisher likes to keep a vial of *dust of disappearance* handy; see Special Benefits, below.

Special Benefits: The Vanisher gains extra skills with any spell involving *invisibility*, as well as other spells of the illusion/phantasm school that allow the caster to alter the appearance of a creature or object or to impair the sense of an observer. Some of the latter include *blindness* and *deafness* spells; spells which alter appearances include *blur, change self, fool's gold, illusionary script, Leomund's trap, Nystul's magic aura*, and *vacancy*.

When casting one of these specialty spells, the Vanisher gains several benefits. The duration of the spell is doubled. Saving throws against the effects of these spells suffer a -2 penalty. Characters or creatures that could normally see invisible objects must make a successful Intelligence check, with a -4 penalty to the roll, before they can see objects screened by a Vanisher.

Also, at the second level of experience the Vanisher gains the ability to make a simple form of *dust of disappearance* from flour and a modicum (100 gp worth) of crushed diamond. It takes the Vanisher a full hour and a successful Intelligence check to perform this task, which can be attempted once per day. This homemade *dust of disappearance* retains its potency for two weeks.

Special Hindrances: Like the Imagemaker, the Vanisher's devotion to mastering illusions is such that it precludes his or her learning any spells from the greater divination or conjuring/summoning schools of magic.

## Multiclass Kits

### Buffoon (Thief/Illusionist)

The name of this character kit is in no way a reflection on the intelligence of the

character who plays the role. It does, however, reflect the way the non-gnomish world views him or her--it is a gentle deception that can consistently cause enemies and other NPCs to underestimate or even ignore the character. Indeed, the Buffoon carefully cultivates this role, often even to the point of concealing the fact that he or she possesses illusionist skills.

In order to use this kit, a character must have an Intelligence score of at least 15.

Role: Buffoons are travelers, entertainers, gossips, pranksters, and gadflies. They make friends everywhere they go and enjoy using their skills to aid those friends in a multitude of causes. Buffoons make themselves figures of fun and then use this as a means of making fun of others--usually with just the right element of sharpness in their wit. An empress, for example, will not be subjected to the ridicule that, say, a city guard might merit--at least not in her presence! Buffoons are alert and observant, quick to discern who are safe targets, currently out of favor with the powers that be; such unfortunates often become the butt of a Buffoon's jests.

Favorite Buffoon tactics include comical imitations of the character being lampooned and questions designed to trap the unfortunate victim in a no-win quandary--e.g., "Have you stopped overtaxing the peasants yet?" Every Buffoon is adept at keeping the crowd on his or her side, but it is said that every good Buffoon keeps one eye on the exit, ready to beat a hasty retreat should the mood of the onlookers suddenly turn nasty.

The Buffoon is an avaricious but capable adventurer, always on the lookout for gems of any shape, color, and size. He or she doesn't keep these in a horde, instead preferring to barter them for goods (or goodwill) whenever passing through a gnomish community. The Buffoon is quite likely to find good friends in any gnomish village along his or her trail and also among the gnomish citizens of larger cities and towns.

Secondary Skills: Jeweler is a popular secondary skill for the Buffoon, as are Navigator and Gambler.

Weapon Proficiencies: The Buffoon likes to keep several daggers concealed about his or her person and will be adept at using them both as missile weapons and hand-to-hand.

Bonus Nonweapon Proficiencies: All Buffoons gain a knowledge of Etiquette as a bonus proficiency--not that they practice it, but their natural sensitivity helps them judge what is and is not considered appropriate in a given situations (and tailor their barbs accordingly).

Recommended Nonweapon Proficiencies: History and Disguise, as well as Juggling, Lip Reading, Tumbling, and Ventriloquism are all useful complements to the Buffoon's art.

Thief Skill Emphasis: The Buffoon may wish to emphasize Hide in Shadows, Detect Noise, and Find/Remove Traps; the kit places no restrictions on his or her choices.

Equipment: The Buffoon generally travels with a variety of comical gimmicks, including horns and bells, whistles and juggling balls, and a full makeup kit that often includes wigs and false beards.

Special Benefits: The Buffoon benefits from an ability to distract and entertain. Often a Buffoon can break the concentration of a spellcaster with a rude jibe or irritating pun. The gnomish character must speak a language in common with the spellcaster and must win initiative on the round. If both of these are met, he or she can say something (DMs are encouraged to require roleplaying of the remark) clever and distracting to the spellcaster. The caster is allowed a Wisdom check to ignore the distraction; failure means

his or her concentration has broken and the spell is wasted. The DM may, at his or her option, allow the difference between the Buffoon's and spellcaster's levels to be used as a modifier (+ or -) to the Wisdom check.

The Buffoon also has two bard-like abilities: First, he or she can entertain NPCs with juggling, jibes, and buffoonery. This has the same effect as the bard's ability to *influence reactions* (explained on page 42 of the *Player's Handbook* ). Second, he or she can counter the effects of songs and poetry used as magical attacks (see page 44 of the *Player's Handbook* ).

Special Hindrances: He or she has to walk around looking ridiculous.

### Stalker (Fighter/Thief)

Whether in woodland meadow or dungeon pit, the Stalker is a specialist in quiet movement and stealthy pursuit followed by sharp and deadly combat--on whatever terms the foe demands.

The Stalker must have Strength and Dexterity scores of at least 13.

Role: The Stalker is adept at hunting and tracking, both above and below ground. He or she is a skilled fighter but prefers to reach his or her objectives by quickness and stealth wherever possible. Stalkers wear light, quiet armor and have a keen eye with a missile weapon but don't shirk from a toe-to-toe sword fight when circumstances require.

Secondary Skills: Any.

Weapon Proficiencies: The Stalker must be proficient in both a missile and a melee weapon.

Bonus Nonweapon Proficiencies: Because of a lifelong interest in wild places, the Stalker gains a bonus proficiency in either Tracking or Set Snares (not both).

Recommended Nonweapon Proficiencies: Useful proficiencies for this character include Fire Building, Fishing, Hunting, Survival, and Disguise.

Thief Skill Emphasis: Move Silently and Detect Noise are the two skills which receive most of the Stalker's emphasis; at first level he or she must divide his or her discretionary points between these two.

Equipment: In addition to his or her weapons, the Stalker prefers leather armor and disdains the use of a shield. Most Stalkers possess a climbing rope; some carry a set of thief's lockpicks.

Special Benefits: When using a missile weapon, the Stalker gains a +1 on all attack and damage rolls.

In addition, the Stalker can blend into underbrush, disappearing as effectively as a halfling when out of doors. In an underground setting, nonSvirfneblin Stalkers can *freeze in place* exactly like Svirfneblin (see page 25); a Deep Gnome stalker's chance of success with this tactic is 80% (not 60%).

Special Hindrances: The Stalker cannot use a shield or wear any type of metal armor (not even elven chain).

## Priest Kits

### Rocktender

This underground-dwelling gnomish priest is a specialist in understanding and relating to the fundamental powers of stone and rock. Most Rocktenders are Svirfneblin; a few may be found among Rock Gnomes. They venerate not the deities of earth and stone but the very rock itself, which they conceive of as a beneficent, living entity. Rocktenders are not averse to mining and excavation but strive to ensure that such activities are carried out with appropriate reverence.

Role: The Rocktender is a priest literally in touch with the world around him or her. While active in the community, a Rocktender spends much of his or her time alone, inspecting, studying, and meditating upon the strong bedrock of the world. He or she is keenly in tune with that rock, even to the point of being able to predict earthquakes and volcanic eruptions, and becomes a master at the working of stone into useful or beautiful shapes.

Secondary Skills: Mason or Miner are appropriate.

Weapon Proficiencies: The Rocktender will never use metallic weapons, preferring hammers and clubs with stone heads, slings with stone bullets, and spears or arrows with flint or obsidian tips.

Bonus Nonweapon Proficiencies: None.

Equipment: The Rocktender will only bear weapons of stone. He or she can use a wooden shield and leather or padded armor but will not wear metal armor nor carry a metallic shield.

Special Benefits: The Rocktender can detect underground features with perfect accuracy (sloping passages, faulty stonework, and the like) in most cases. Where the flaws or features are very subtle, the DM can allow up to a 1 in 10 chance of failure, but no greater.

Because of his or her intuitive link with the surrounding stone, a Rocktender can become aware of impending rock-based convulsions before they occur. These include rockfalls, earthquakes, and volcanic eruptions. The character is allowed a Wisdom check to see if premonitions of the disaster force their way into his or her consciousness; success will provide 1-12 hours of warning for quakes and eruptions or 1-6 hours of warning before a rockslide or collapse of stonework.

In addition, these characters have a special affinity to creatures from the elemental plane of earth. If a Rocktender summons an earth elemental, he or she will always get the largest possible type, and the elemental will be exceptionally loyal to the Rocktender.

Special Hindrances: A Rocktender can only cast spells or use one of his or her special abilities when he or she is in direct contact with unhewn rock.

## Treetender

Dwelling in the woods, often knowing each stump and mossy bole with careful precision, the Treetender declines the companionship of his or her fellow gnomes in favor of a nearly hermit-like existence in the woods.

Role: Although they rarely interact with other gnomes on a daily basis, these nature priests are highly respected for helping to preserve the environment in which their fellows live. Like the druid of humankind, the Treetender takes a fierce interest in his or her domain and will vigorously strive to protect it against all threats. He or she is not a complete recluse, however, and will usually make it to a local village for all the major

festivals, as well as helping gnomes (and, sometimes, halflings) who pass through his or her woods.

Secondary Skills: Forester is the secondary skill of choice; Navigator is also good.

Weapon Proficiencies: Treetenders specialize in weapons made of wood, though they are not averse to using stone heads on long wooden shafts. Unlike most priests, Treetenders can use bows.

Bonus Nonweapon Proficiencies: The Treetender gains an innate Set Snares skill.

Recommended Nonweapon Proficiencies: Fire Building, Weather Sense, Direction Sense, and Healing are all useful skills in woodland environments.

Equipment: In addition to weapons, a Treetender carries a selection of herbs and roots which he or she can use to make a *potion of healing*. Making the potion requires 6-12 turns, and it must be consumed immediately.

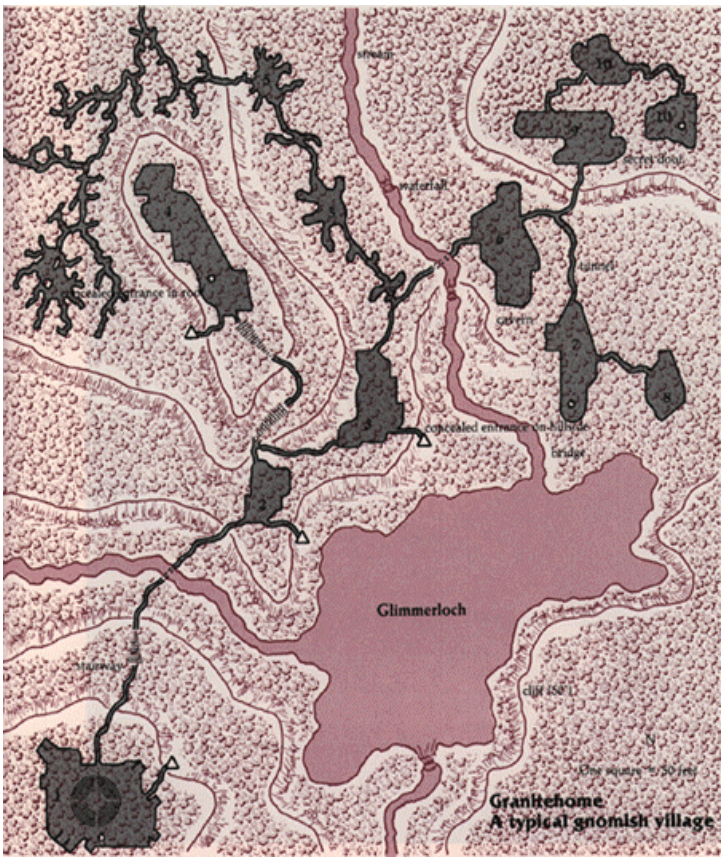
Special Benefits: All Treetenders have the abilities to identify plants, animals, and pure water and to pass through overgrown areas without leaving a trace. At third level he or she gains immunity to *charm* spells cast by woodland creatures. Also starting at third level, the Treetender gains one additional woodland language per level (i.e., one a 3rd level, two at 4th level, three at 5th, c).

Special Hindrances: The Treetender cannot wear metal armor or wield weapons where more than 10% of the weight is metal.

## Chapter 5: Granitehome-- A Typical Gnomish Village

Located among a series of heavily forested ridges, this community of some three hundred and fifty gnomes is organized into seven clans, each with its own large underground warren. Though it is typical of a Rock Gnome abode, a Forest Gnome community would be very similar (although much more spread out and less densely populated)--and if it was much farther underground, the general layout is not unlike a portion of a Deep Gnome city.

On the surface, nothing of the community is visible--even the entrances leading into the warrens are well-camouflaged, screened by brush, disguised in the trunks of large trees, or hidden beneath flat boulders hinged from below.




## 1. High Warren

This series of excavated chambers serves as a gathering place for the community. Several stone-walled inns and gemshops line the walls of a vast cavern. The central chamber--a popular setting for festivals--is bowl-shaped, with rings of seats that can hold nearly a thousand gnomes. Atop the knoll, through an entrance reached by a high, spiraling stair, is a large clearing where the gnomes hold out-of-doors gatherings.

## 2. Kappelkourt Clanhold

These chambers are the homes and workshops of the major gemcutting clan in the town. The clan has some thirty members.

## 3. Lafftalligon Clanhold

This clan specializes in stonecarving; it has some forty members.

## 4. Astrolacyll Clanhold

The seventy-five members of this family do a great deal of foodgathering and patrolling of the forest. Traditionally, most of the village's priests have been from this clan.

### 5. Mines

These connecting tunnels and caverns hold the currently-worked veins of gemstones in the Granitehome area. The entrance to the tunnel is hidden in an innocuous room with a secret door to help conceal the mines from any intruders into the village.

### 6. Pipwhistlion Clanhold

These family of eighty provides the bulk of the community's miners.

### 7. Kwilliticutti Clanhold

This prosperous clan specializes in hunting and herding; they tend a small herd of sheep and rothe in their caverns. There are some sixty well-fed, plump Kwilliticuttis.

### 8. Mastacalatl Clanhold

The twenty-five members of this small but wealthy clan specialize in fishing. This family has also produced the most famous adventurers in village history, several of whom have come home to retire.

### 9. Barackathal Clanhold

This clan of forty souls have small noses (for gnomes) but great courage; they are responsible for defense of the warren.

### 10. Warehouse and Secret Exit

These chambers, concealed by secret doors and many traps, are kept stocked with plentiful supplies of food and drink; in a desperate situation, they will serve as a last bastion of the village's defense.

## Halflings

*"Sit with me for a while, young sprouts, while these coals soothe my aged bones."*

*"Your bones aren't old, Grandmother!" piped up the youngest of the brood--Kepli, a tiny cherub not two feet tall. He glared at his mother's mother's mother, as if challenging the venerable halfling to dispute her scion's faith.*

*"Oh, you're right about that, Little Kep--I could still dance a step or two! Why, I remember the night of the Twenty Year Festival, a dozen years back . . ."*

*"Tell us, Grandmother--please!" implored a chorus of voices.*

*But instead, the oldster held up her hand and shook her white head, hair tied in a neat bun at the back of her neck. Ample jowls jostled amiably as she chuckled at the*

*youngsters' enthusiasm. "Another time, sprouts . . . you'll hear about that, all right. But tonight, you'll have a different tale."*

*The old halfling settled into her soft chair, adjusting her well-padded form amid the worn cushions, pulling back the comforter on her left, where she faced the fire.*

*"You see, the story I'll tell you now is one I had from my own grandmother, when I was not much older than Pedderee here." She ruffled the coppery curls of a beaming little girl. Pedderee turned proudly to her siblings and cousins, but their attention remained riveted on the seated figure of the matriarch.*

*"And it's my true hope," she continued, "that when one of you sits in this chair here--many, many years from now--you'll remember, and share it with your own little sprouts."*

*"We will, Grandmother! We promise!" Eyes wide, faces serious, the young halflings pledged their attention. They already understood that, tonight, it was no ordinary story they would hear.*

The diminutive halfling has become as archetypical a character in heroic fantasy as the stalwart knight in shining armor or the robed wizard fumbling with his spellbooks. Perhaps it is because, in stature and appearance, halflings is so *un*heroic that they have won their way into our hearts and our adventuring consciousness.

Of course, for most halflings, the life of adventure seems a slightly mad choice of lifestyle--a road one takes out of dire necessity or because of profound misfortune. Sometimes simple eccentricity or mental imbalance is attributed as the reason for a friend or relative's leaving his or her hearth behind, with the townsfolk quietly clucking their tongues and sympathetically agreeing that the adventurer was "never quite right in the head, that one."

The halfling race, by and large, cherishes a pastoral existence full of comfort. As a people, they are remarkably lacking in ambition, content to dwell in a snug, well-furnished burrow, enjoying a pipe of rich tobacco and a filling, multi-course meal at dinner. The typical halfling would look askance at the meager trail fare of the average party of adventurers. Our well-padded Stout or Tallfellow, likewise, would be horrified by the rude, chill, and drafty sleeping accomodations available on a rocky forest floor or in the sheltered recesses of dim caverns and dungeons!

Yet, for a wide variety of reasons, a few members of this quiet race do choose to embark on the path of danger, adventure, and possible wealth. Indeed, it is the latter consideration that brings many halflings onto the adventure road--the comforts of life that make living so enjoyable are not always cheap or easily attained! Also, halflings all have a strong sense of duty, and a just cause in the name of a friend will often pry a reluctant halfling from his or her burrow when nothing else would.

Despite their short stature, halflings who choose the life of adventure can be splendid assets to a party. For one thing, the generally cheerful outlook of halflings, together with their ability to make friends with members of a wide variety of different races, can be powerful, if intangible, assets to the group's morale. Faithful and trustworthy to their friends, one of the Small Folk can often provide a focal point of trust and even leadership within a party of much larger characters.

On the more practical side, halflings' nimble fingers are famed for a dexterity that is the envy of many a human thief--and don't make the mistake of confusing small size with physical frailty or weakness. Though they admittedly weigh much less than most of their

likely opponents, halflings have found that their speed and their wits are more than ample replacements for brute size. An unaggressive race, halflings have never been known to war with others of their kind, and they resort to organized warfare against other races only in cases of dire need. At such times, their tactics lean toward ambuscade and the use of screening terrain, rather than frontal clashes where the greater weight of any opponent's troops would likely prove decisive; given the choice, they would rather drive a foe away than slaughter it.

The small size of the halfling has proven to be a lifesaver on more than one occasion. Indeed, a party consisting entirely of halflings can investigate dens, caverns, and burrows where humans, elves, and dwarves would be fatally constricted by space.

Halfling society, too, is a flexible and forgiving structure, easily capable of allowing individuality and freedom. A halfling who leaves his or her home in search of fortune and fame will almost certainly be sure of a warm welcome on that perhaps distant day when he or she at last returns. At the very least, such a traveler is likely to return with interesting stories . . .

But to all halflings, travelers and homebodies alike, there is something compelling and desirable about the solid stone hearth of his or her own burrow. Even the most well-traveled halflings are likely to eventually return to the place of their birth when they are ready to settle down and remember.

## Halflings in AD&D® 2nd Edition

Halflings are briefly described in the ADVANCED DUNGEONS & DRAGONS® 2nd Edition *Player's Handbook*. The three most common subraces (Hairfoot, Tallfellow, and Stout) are detailed in the *Monstrous Compendium*, Volume One, while the feral halflings of Athas are described in the DARK SUN® Rule Book as well as in the DARK SUN MONSTROUS COMPENDIUM appendix (MC12). Finally, players of campaigns set in the DRAGONLANCE® world of Krynn will find that the ubiquitous Kender has finally been ranked (for better or worse) among the official halfling subraces.

## New Stuff About Halflings

The following chapters provide much greater detail on halflings than any previously published rulebook. This information is intended for players who enjoy running halfling PCs and for DMs who wish to create more interesting NPCs to employ in their campaigns.

The primary halfling character in a typical AD&D campaign is the Hairfoot; this book includes additional detail on not just the Hairfeet but all the halfling subraces--including a nearly unknown variety, the Furchin (hitherto featured only in a single SPELLJAMMER® adventure). Each subrace is differentiated not just by background but by special abilities and characteristics. Halfling society, too, is detailed in all its facets. A variety of halfling character kits are included to allow players to tailor their individual halfling PCs into specialists, each with its own strengths and weaknesses. A typical halfling village, suitable for any AD&D® campaign world, is given in some detail to provide a starting place for an all-halfling campaign, and the Appendix contains several adventure suggestions aimed at halfling PCs.

# Chapter 1: Myths of the Halflings

Halflings can be found on almost all the worlds inhabited by demihumans and human-kind--and, in at least one case, have settled a world without any human or elven inhabitants. Though they resemble their larger human cousins in physical characteristics as well as geographic locale, the halfling race differs significantly in the common tale of its origin.

Whereas humans throughout the known worlds have countless legends, tales, and myths to explain their arrival and presence there, halfling cultures all share a common story: the Story of Littleman. Of course, the common tale is inevitably flavored with local custom--for example, the role of the goddess Yondalla varies depending on who's telling the story. Yet its core is always the same: the story of a small person wandering in the midst of chaotic, populous lands, facing a thousand difficulties and triumphing over them all through luck, courage, wits, and persistence.

## The Story of Littleman

*"There, Petrilly--be a dear child and fill my teacup. Surely thanks. Oh, and just a wee splash from the bottle to give it some character. Well done, lass."*

*"The story, Grandmother--tell us the story!" Eyes wide, the youngsters waited impatiently until the old halfling's tea was properly mixed. She sipped, and smacked her lips, and then began.*

*"Yes... the story of Littleman. But it's not just a story of the first halfling--it's a story of the gods, as well. The gods of the Big Folk and the Bad Folk, humans and goblins, who dwell up in the Seven Heavens and look out over the worlds and watch out for their followers."*

*"And Yondalla, Grandmother? She's there too, isn't she?"*

*"Mercy, child! Where else would she be? All you little ones know she's the great Protector of all halflings. Of course she lives there! In fact, the tale's not just about Littleman, but about Yondalla as well. But in those days, when our story begins, she was not yet our protector. Indeed, back then Yondalla was held by most of her fellows to be an unimportant goddess and was little heeded by the great lords of Human and Elf, Dwarf and Monster.*

*"Not that she was weak, or meek, mind you--quite the contrary. Yondalla was bold and brave, and quick to speak her mind when the gods met together in one of their great councils. But alas, since she had no faithful worshippers, her wise words were often ignored by the other gods, deities who boasted of their multitude of followers like peacocks showing off their pretty tailfeathers. Then, too, there was the matter of her size--gods are like too many people I could mention and are quicker to give respect to the huge and awesome than the small and clever, and Yondalla barely reached to the knee of many of the mightier lords."*

*"But, but, Grandmother...?" Kepli spoke tentatively. "Yondalla's a mighty goddess--isn't she?"*

*"Aye, Sprout--that she is. But even in those days, many other gods already had the weight of worshipping legions to support them and cause others to listen to their words.*

*Yondalla had none, and thus many of the greater lords ignored her, especially after she was banned from their councils for a time . . ."*

*"But why would they do that to someone as nice as Yondalla?" Petrilly wanted to know.*

*"Simple, lass. She'd often heard various of the gods boast that they were the wisest, or strongest, or most popular deity of them all. One time when all the gods were gathered in council, she asked 'Which of you is the greatest?' Quickly the responses grew heated, and the argument that followed lasted for a long, long time; by the time it was over just about everybody was mad at just about everybody else. And they decided to blame it all on poor Yondalla for bringing it up in the first place--isn't that just like Big Folks?*

*"But it wasn't just that; her questions had gotten her in the soup before, and not listening to the big gods making long speeches and trying to impress one another was hardly punishment in her mind. I think it was more that she was tired of being ignored. It seemed to her that even those gods and goddesses who were her friends often treated her with condescension, as if her size meant she had no more sense than a child! Humph!*

*"Also, Yondalla is a kind and tolerant goddess. She admires kindness and generosity--not traits that the other gods held in abundance. But remember, my little ones, Yondalla is also a clever god. She saw the power that followers gave to the other gods, and she determined that she would have followers of her own. Finally, the goddess decided there was nothing for it but to find some worshippers of her own."*

*"Kepli, the fire needs another log--Ah! there's a good lad.*

*"Yondalla left the Seven Heavens and came to the Worlds Below, where she searched for a long time, looking for the perfect worshipper. But it was a long, hard search: most of the folks she came across already had gods of their own. She could have tried to steal away the other gods' worshippers, of course, but that would have meant trouble, and it was never Yondalla's way to stir up trouble when there was an easy way of avoiding it. Other folk had no gods, but watching them Yondalla saw that they were cruel and savage, hurting one another for no reason. She wanted followers she wouldn't have to scold every ten minutes, and decided to continue her search.*

*"I don't know how long she searched--my old grandmother used to say it was 'a day and a year and a year and a day'--but surely it was a long weary time. Then one day she saw Littleman sitting on a riverbank, fishing, and at that moment her search was over."*

*The old matriarch stopped. There was a long, thoughtful pause as her audience considered the story. Unnoticed, Pedderee refilled the venerable halfling's empty cup. Finally Kepli broke the silence: "Grandmother? Where did Littleman come from? What was he doing before Yondalla found him?"*

*"Ah, child, who knows? Remember, this was in the Bad Old Days, before our folk had farms, and villages, and shires of our own. Back then we were scattered like mice when the owls are out. Each family kept to itself and had its own hidden burrow. It was a hard life: sneaking, and hiding, and getting by on gleanings and scraps, always listening for enemies at the door.*

*"But Littleman, he wasn't afraid like the rest. He used to boast there wasn't a monster in the whole forest he couldn't outsmart, and he proved time and again that his quick wits were more than a match for brute strength by leading enemies into trap after trap as they chased him, until finally they'd given up and decided to leave him alone. Thanks to his carrying on so, his folk were safer than they had been in a long day, for none of the Bad*

*Folk wanted to mess with any halfling they came across, in case it turned out to be Littleman.*

*"Yondalla watched Littleman for a long time and decided she liked what she saw. Here was a potential worshipper who was clever, brave, kind-hearted, and full of mischief. Best of all, he was just the right size. So one day she revealed herself to him and made him a bargain: if Littleman would gather all his scattered people into villages and communities, in return for their worship Yondalla would protect them from all their many enemies and give them a life of plenty and peace.*

*"Now, Littleman thought this over and decided it sounded fair, so he said 'Done!' And from that day to this, Yondalla has watched over our folk and guarded our prosperity, and we have been her people."*

*"And Littleman, Grandmother? What became of him?" Pedderee asked.*

*"Why, child, she sent him on his wanderings, to all the worlds where any of the small folk lived," chuckled the white-haired matriarch. "But that's a tale for another night."*

## A General History of the Halfling Race

The myth of Littleman is repeated in virtually all halfling cultures of the mortal realms. However, the details of the story differ with every teller. In some versions of the tale, Yondalla creates Littleman out of essences she has stolen from the humans, gnomes, dwarves, and elves. In others, she said to have created halflings long before Littleman's time but then left them alone for an age to see how they'd turn out, like a farmer who plants seeds and then leaves them be until the young plants have sprouted. Others give no explanation of how halflings came into the world but simply start with Yondalla's meeting with Littleman.

All versions agree, however, that before recorded history began, halflings were a shy and fugitive people living as hunter-gatherers on the edges of civilization, hiding in isolated burrows from the humanoids and monsters that preyed upon them. The civilized races--elves, humans, dwarves, and gnomes--took little if any notice of them, while to the humanoids they were merely tasty, if elusive, meals. Then, for reasons which these races have never fully understood, the small folk suddenly came out of hiding, gathered together, and created small agricultural settlements for themselves across the face of the known worlds (the halflings themselves attribute the impetus to their mythical cultural hero, Littleman, and the goddess Yondalla). At any rate, it is clear that halflings arrived on the scene after humans and well behind the longer-lived dwarves, elves, and gnomes. The halflings seem to have made a point of not competing with the brawnier neighbors, instead selecting regions of lowland or dense thicket which they industriously drained and cleared, forming the pastoral shires inherited by their descendants.

Halfling societies have developed among most of the lands that have seen significant human settlement. Sometimes the small folk live among the humans, sharing their cities (though many will be gathered in a well-defined "Halfling Quarter") or farming beside their larger cousins. More often, however, halflings will live in small enclaves on the fringes of human realms. As a rule, halflings do not display the urge to expand their frontiers that so characterizes humanity; they are on the whole an easy-going and unambitious people. Once every dozen generations or so some restless halfling will gather a group of like-minded souls and forge into wilderness to clear new lands, but like

their ancestors they will avoid areas already inhabited by others (whether human, demihuman, or humanoid). There is no record of halflings ever invading an area for the purpose of driving its inhabitants out and settling there themselves, although they are adept at mingling with whatever inhabitants they find already there.

Halflings strive to form the most neighborly of societies wherever they live. The race has a gift for getting along with dwarves, elves, humans, and gnomes in all climes and environments. Lack of prejudice is a noted halfling characteristic--one which allows them to welcome all types of strangers into their communities and to mingle comfortably in the cities and towns of larger races. Typically, halflings will cooperate with their neighbors for the defense of a larger area. Thus they gain an alliance with larger troops, and the ally welcomes companies of superb missile troops.

## The Gods of the Halflings

Like the universal story of Littleman, halflings have a common pantheon which undergoes a great deal of local variation. Community individualism runs rampant among halfling populations; thus, every village will honor the same gods but probably call them by a different name. Among the halflings of the Moonshae Islands in the Forgotten Realms, for example, Yondalla is known as Perissa and is held to have made Littleman on one of those faerie isles. Those halflings who live along the Sword Coast to the south of Waterdeep (not terribly far from the Moonshaes) refer to Yondalla as Dallillia and hold that her origins are as the village goddess of a small woodland community. The halflings of Lurien far to the south insist in turn that their land is Littleman's original home. And of course each halfling pictures Yondalla as belonging to his or her own subrace (unlike Littleman, who is conceived of as sharing characteristics of all the subraces rather than belonging to any single one).

It's important to remember that this distinction extends farther than simply among the subraces. Halfling villages scarcely two dozen miles apart might each have a different name for Yondalla, and the citizens of each might believe that this goddess is a local deity, concerned far more with the single village than with the race of halflings as a whole.

This reflects an important fact of halfling mentality: the only really important things are those that happen close to home. They're far more interested in worshipping an immediate and beneficent deity--one whose responsibilities are to *them*, and no one else--rather than an abstract goddess who is presumed to overlook the entire race. The remoteness of most human deities bewilders many halflings, as does the deference human worshippers show to their deities. It's not that halflings are irreligious; it's just that while they treat Yondalla and her companions with respect, they're far less in awe of her than is the norm between god or goddess and follower.

As halflings see it, they have a bargain with the gods: in return for their worship, the gods promised to take care of them. Halfling clerics exist to see that both sides of the bargain are kept--to remind halflings to give the gods their due and to remind the gods that they are responsible for the safety and comfort of their loyal followers. Although this sounds like a cold-blooded business arrangement, it is not: stories of the "Bad Old Days" remind all halflings of how much they owe Yondalla, and the average halfling feels both gratitude and affection toward her for her gifts.

In addition, halflings will worship a vast number of very specialized minor deities, variously called "the small gods" and "the thousand home gods." Each house commonly has a protector of its own hearth, often inspired by some matriarch or patriarch in the clan's history. The Homesteader who starts a small community might well be accorded a similar status in later years--that is, his or her spirit might be invoked on matters relating to the health and prosperity of the village. Littleman is widely viewed (by nonhalflings) as a composite of a multitude of these forgotten cultural heroes into one archetypical figure.

Halflings are inclined to see evidence of these small local gods in many aspects of their surroundings. A patron deity of baking might be credited for the way a particularly good batch of bread comes out, for example; if the game is plentiful, the god of the neighboring woods (often pictured as a hare or fox) will be thanked with small offerings. Halflings who fish commonly revere venerable river denizens, such as an ancient and battle-scarred trout. In the latter case, a halfling who hooks or nets the great one will almost certainly let him go--you don't see mounted fish or animal heads on the wall of a halfling burrow!

A full detailing of the most common halfling pantheon is detailed in DMGR4, *Monster Mythology*. The listing here is intended as an introduction, summary, and quick reference.

The small folk have a very matriarchal view of religion: all their primary deities are female. The goddesses are all concerned with the most important aspects of halfling life; the male gods are viewed almost as sidekicks, ruling over peripheral (if necessary) aspects of life.

The avatar listed for each deity is a temporary incarnation, the form in which that goddess or god is most likely to be encountered during play. Of course, these avatars are not intended as NPCs to be commonly encountered by the player characters--rather, they can be used as beings of more or less normal appearance but great, almost unlimited, power. Perhaps they appear to offer the PCs a warning or to suggest a course of action. Littleman has no avatar, being not a god but a legendary (and possibly mythical) folk hero.

The following are the great halfling gods, universal to the race (though under many guises and names). The real force of daily worship, however, is much more likely to be directed to one of the "small gods," a locally famous deity who can influence the success or failure of mundane tasks and simple, creature comforts.

### Yondalla the Provider (Greater Goddess)

Yondalla is a goddess of nature, plants, and growth. She is viewed as the chief matriarch in the halfling pantheon, responsible for the race's creation and for blessing them with peace, comfort, and plenty. She is also viewed as the race's chief protector; although benign and gentle in most of her incarnations, with a wave of her hand she can age or *wither* any who have wronged her faithful children. Her symbol is a shield bearing a cornucopia, representing her dual roles as Provider and Protector.

Avatar: Yondalla appears as a proud, vibrantly attractive halfling with long golden hair, a skirt of forest green, and a stout wooden shield.

### Sheela Peryroyl (Intermediate Goddess)

The goddess of agriculture, nature, and weather, the image of Sheela is often mixed, almost interchangeably, with Yondalla herself; some hold that Sheela and Yondalla are different aspects of the same goddess. Just as concerned with preserving wilderness as tilling fields, she guards the balance between the two. Sheela is also held responsible for feasting and celebration and, perhaps most importantly, romance; her major festivals are held at harvest time.

Avatar: Appearing as a pretty young halfling maiden with brilliant flowers in her hair, Sheela is usually laughing and just generally delighted by life. Though she appears naive, even simple, she can wield great powers of nature magic.

### Cyrrollalee (Intermediate Goddess)

This goddess is the overseer of many of the mundane and day-to-day aspects of halfling life, chiefly concerned with the burrow and the hearth; again, some believe her to be a persona of Yondalla rather than a separate entity. Friendship among her worshippers is considered the highest praise one can raise to her name; she is most displeased with those who fail to display proper hospitality and good fellowship.

Avatar: Cyrrollalee often takes the form of a stooped halfling of indeterminate years, worn by poverty and work into a frail shell. In this guise, she often visits halfling burrows to see if the inhabitants are truly hospitable; woe to the family that turns her away!

### Arvoreen the Defender (Intermediate God)

A god of stern defense and aggressive watchfulness, Arvoreen is the patron of watchful diligence, not war. He is more serious than the typical halfling (or halfling deity) and serves as a reminder that the safety they currently enjoy was hard-won and can be easily lost.

Avatar: Arvoreen appears as a handsome young halfling warrior, muscular of build and generally very lightly clothed. He commonly carries a short sword and often a gleaming metal shield.

### Brandobaris (Lesser God)

This is the god of adventure (and misadventure), a favorite among halfling adventurers (especially thieves). He has a bawdy sense of humor and little sense of propriety. Brandobaris is always ready with a joke or a jug, yet he is such a friendly rapscallion that he rarely makes an enemy. He is a good friend of Garl Glittergold and Baervan Wildwanderer.

Avatar: In avatar form Brandobaris appears as a plump and jolly halfling. He's always very well-dressed and ready with a smart reply to any attempt at conversation.

## Chapter 2: Halfing Subraces

Three halfling subraces--the Hairfoot, the Stout, and the Tallfellow--are introduced in the *Player's Handbook* and detailed in MONSTROUS COMPENDIUM® Volume One; additional information on all three is included here. These three subraces exist almost everywhere halflings are found, frequently in mixed communities. Hairfeet are by far the most numerous of these three subraces, making up about 75% of most worlds' halfling population, with Stouts about 15% and Tallfellows only about 10%. Rumor persists that

the original stock from which these three derive still exists in remote deep forests, but no sighting has ever been reliably confirmed; if a few rare feral halfling clans do survive in odd corners, these "wild halflings" guard their privacy so carefully as to be virtually undetectable by members of any other race. In most cases, these so-called "wild halflings" are probably Hairfeet, Tallfellows, or Stouts whose homes have been destroyed by war or some other disaster and have reverted to a primitive ancestral lifestyle.

Three other subraces are less common; each originated on a single world and is found primarily only on its home planet. The Kender are native to Krynn and have been featured in numerous DRAGONLANCE® products, including *Tales of the Lance* and the DRAGONLANCE MC appendix (MC4). Originally found only on Krynn, their insatiable curiosity has led many to stow away aboard spelljamming ships, spreading individuals to many odd places. The information here is for those players and DMs rash enough to allow them into their nonDRAGONLANCE® campaigns--or unfortunate enough to do so before they have a full grasp of the consequences!

The Athasian halfling from the DARK SUN® campaign world is described in the original DARK SUN boxed set and the DARK SUN MC appendix (MC12); so far as is known, no member of this subrace has ever been encountered anywhere besides Athas itself.

Finally, the extremely rare Polar Halflings, or Furchin, have spread beyond their desolate homeworld by spelljamming ships, albeit not by choice, and can now be found on the Rock of Bral and in many other places where spelljammers congregate.

All halflings, whatever their subrace, are highly resistant to magic and poisons; for every 3 1/2 points of Constitution, a halfling gains +1 to his or her saving throws vs. spells, rods, staves, wands, and poisons. Halflings also enjoy exceptional agility, gaining +1 to all their attack rolls involving missile weapons. Surefooted and stealthy, they are able to move very, very silently, giving them an excellent chance to surprise opponents (wearing metal armor naturally negates this ability). Finally, halflings are quick to pick up languages; in addition to their own language and the common tongue, most halflings will know at least a few words of gnome, elf, dwarf, goblin, and orc (the actual number of additional languages known being determined by the character's Intelligence, as described in the *Player's Handbook*, page 16).

## The Wanderings of Littleman

*"Now, Littleman set to work, and gathered his people together, and showed them how to outsmart their enemies, frightening most away and banding together to defeat the rest. Soon there was a small village along the riverbank. True to her word, Yondalla showered her blessings upon them and gave them a comfort and contentment they had never known before. There was enough to eat, and safe places to sleep; friends to visit, and a fire in every home.*

*"That was the greatest of all her gifts, the greatest treasure to show her love for her new people: the hearth you'll find today, my sprouts, in every halfling home, no matter how humble, no matter how small. Its fire kept the halflings warm, and cooked their food, and brightened their burrows, a constant reminder of Yondalla's gifts.*

*"So great was their love of their new life that most of Littleman's people wanted to remain always beside their hearths, till the Bad Old Days faded to a distant memory, a*

*reminder to help them cherish their new way of life all the more."*

*The venerable ancestor coughed for a moment, and took another sip of her potent tea. Sighing contentedly, she leaned back in the soft chair. Kepli had climbed into her lap, and she patted the youngster's head absently.*

*"And what of Littleman, Grandmother? Did he settle down with the rest?" demanded Pedderee, sticking out her tongue at her privileged brother.*

*"Well, strange to say, all the changes that had come over his fellow halflings, changes he'd caused, didn't affect Littleman much. He was the same merry scamp he'd always been, and when he'd finished the task Yondalla had set him would have gone back to his old carefree ways, had she not had other plans for him.*

*"Yondalla was well pleased with her Littleman, and wanted him to do the same for halflings everywhere as he'd done for those of the Green Fields. And Littleman, he was full of wanderlust, and agreed, thinking it'd be a fine thing to travel the world and see all there was to see. So he set out on his travels, and for years he went from forest to forest, anywhere there were any of our people, and showed them how to put their fear aside and make places for themselves in the world alongside the Big Folk. And when he was done with that, Yondalla showed him how to travel the paths to other worlds, paths known only to the gods.*

*"So Littleman went on his way, traveling to all the worlds that were, looking for the scattered homes of our people. He noticed how people are more apt to like those who have a lot in common with them, so when he found some of our folk living nearby settlements of the Big People, he taught them how to adopt some of the Big People's ways. If he found some of the small people living in a deep forest ruled by elves, by the time he left a village of Tallfellows prospered in a nearby forest glen. Where a few families had been driven into the hills not far from a dwarven underground city, a homestead of Stouts sprang up.*

*"And everywhere he went, Littleman found humans. It seemed that humans could live anywhere. Even in those days their numbers were far greater than those of the dwarves or elves. He watched the humans carefully, for of all the Big Folk they seemed the closest to the small folk in nature. He saw them in many guises, in many places. Whereas the elves kept to their forests and the dwarves their mountains, humankind dwelt in temperate plains, amid lofty mountains and forbidding glaciers--even in steaming jungles and parched desert. Most of the places Littleman found any of our people dwelling, their nearest neighbors were human farmers or pioneers. Hence the Hairfeet came into being, and the long friendship between our folk and the Big Folk begun."*

*"And Littleman, Grandmother? Surely Yondalla rewarded him for all his work?" wondered Calkin.*

*"Aye, lad, that she did--but in her own way, and her own time. For a very long time Littleman traveled the worlds, meeting new people and seeing strange and wonderful sights, marvels beyond belief. Many of the folk in the villages he founded invited him to stay with them, but always he refused and set out again to see what lay beyond the next bend in the road.*

*"Then one day he climbed a hill and looked down into a valley, and it seemed to him that he'd never seen a fairer sight. A shady river wound its way along through well-tended fields surrounded by friendly forest. It was a small village of our folk, and just as Littleman was thinking how he'd like to sit along that riverbank and fish, he saw that it*

*was the very river he used to fish in all those years ago! He found his old burrow, kept clean and snug all the time he'd been away by his neighbors, and sat down contentedly by his own hearth once again. He'd come back to his own home at the end of all his wanderings, and if he's not gone away I 'spect he's there still."*

*Silence settled over the room, and the children wondered if the old halfling had fallen asleep--so comfortable did she seem, sunk in her chair by the fire. This time it was Pedderee who dared to ask the question.*

*"Grandmother . . . is it true that you yourself traveled the Wide Sea once . . . and even into the skies, and beyond?"*

*A twinkle of firelight reflected from a half-opened eye--an eye that gleamed with delightful memories.*

*"Aye, child . . . that I did. And a fine time I had of it, too! But that's a story that'll have to wait for another time."*

## Hairfoot

This most common of halflings is found throughout lands that have been settled by humans (with the notable exception of Krynn, where this role is filled by the Kender). They live much as humans do but prefer rural settings and villages to towns and cities. Their crafts tend toward the ordinary and practical--farmers, millers, innkeepers, weavers, brewers, tailors, bakers, and merchants are common in Hairfoot society.

Averaging about 3' in height, Hairfeet are slightly stockier in build than is typical for humankind. Their complexions run the gamut from pale to very dark, with hair color correspondingly blond to black and eyes that are brown or hazel. They rarely wear shoes (only in bad weather and bitter cold) and can be easily distinguished by the thick patches of hair growing atop each foot. They have no facial hair (besides eyebrows and eyelashes, of course). They wear brightly-colored, comfortable clothes, such as trousers and shirts or dresses, with a vest, jacket, hat, sash, or bonnet added as a flourish. Their faces are round and very expressive, often appearing child-like to humans.

Hairfeet are slightly longer-lived than humans, averaging 100 years--though a few patriarch and matriarchs have reached ages of 140 and beyond. Full adulthood is generally recognized at about 25 years of age.

Hairfeet are only moderately industrious, but they tend to make up in talent for what they lack in drive. A Hairfoot farmer may tend a small plot in the morning, for example, and spend the afternoon lying in the shade--yet his or her irrigation ditch will be so cleverly aligned that his or her field yields a crop equal to that of a much larger human-tended farm. A Hairfoot-woven tunic will have a finer weave and be less scratchy than a similar human product, thus fetching a considerably higher price.

Hairfeet are the halflings most closely integrated into human society. They will work for human employers or hire human laborers, and many a Hairfoot merchant has made his or her fortune by appealing to the human elite of a city's population. While they will dwell in buildings in human neighborhoods, Hairfeet do prefer to live among others of their own race (though not necessarily their own subrace) when this is possible.

A Hairfoot's preferred type of house is the combined above and below ground burrow. The upper portion is almost always wood-framed, with several doors and windows and a bright, airy feel--though the ceilings are typically no more than 5' above

the floors. The lower portion will contain the fireplace and several small, cozy rooms.

Lacking the time, property, or means to build a traditional home, however, a Hairfoot will cheerfully occupy a human house, a sheltered cave, or even a shack or tent. Wherever he or she lives, a Hairfoot will find a place to have a fire and gather for social conversation.

**Table 5: Hairfoot Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 17 |
| Dexterity | 8 | 19 |
| Constitution | 10 | 18 |
| Intelligence | 6 | 18 |
| Wisdom | 3 | 18 |
| Charisma | 7 | 18 |

Ability Score Adjustments: -1 to Strength, +1 to Dexterity
Languages: Any one human language in addition to normal halfling tongues.
Infravision: No
Special Features: Hairfeet are very good at getting along with humans; this translates into a +2 bonus to all their Reaction Rolls involving human NPCs.

## Stout

Stouts are not as common as their cousins, the Hairfeet, but they are nonetheless a populous and widespread subrace. They are about the same height as Hairfeet, averaging an inch or two below 3', but much stockier--indeed, a typical Stout weighs half again as much as the average Hairfoot! This girth is not all fat, however--Stouts are more muscular than any other halfling and tend to regularly best their kin in the wrestling contest that are a favorite Stoutish entertainment.

Ruddier in complexion than the other subraces, Stouts tend to blush easily when pleased or embarrassed and flush bright red when angry. Their hair color tends to be on the light side, with blonds and sandy reds predominating; their eyes are blue, grey, and green. Unlike Hairfeet and Tallfellows, male Stouts can grow some facial hair, although not full beards; usually it takes the form of unusually thick sideburns or muttonchops. Moustaches are rare, and the few able to grow them are often inordinately proud of their accomplishment.

Stouts favor sturdy garb, commonly made of well-cured leather. They prefer practicality to appearance, and thus the members of a community tend to dress with an almost drab sameness. However, a Stout will try to make a point of having a brightly colored outfit of exotic material (such as cotton, wool, or, rarely, silk), for use on special occasions. They often wear boots, which are really more like thick moccasins that offer good protection from the rocky or marshy ground typically under Stoutish feet.

These halflings tend to segregate themselves from human society more than do Hairfeet, preferring the company of dwarves. Stouts and dwarves mix very readily, and their communities will often be located near to each other. Military and defensive alliances between the two races are common, and prosperous trading is also the norm.

Stoutish villages will generally be in hilly or rocky regions near good fishing waters

and well-watered fields. They are the only halflings with any affinity to mining, but they are quite good at it and will often develop a bustling business from the excavation of minerals. Stouts can also be skilled jewelers, stone-masons, builders, smiths, boatmen, and carvers. They are lackluster farmers at best, except where mushrooms are concerned, and as merchants they excel primarily at selling the products of the above trades.

Preferring underground habitation more than any other halfling subrace, a Stout will typically live in a fully-excavated burrow. He or she will have several round, shuttered windows placed in a few walls to let in light and air, but the overall place will be cooler, darker, and somewhat damper than a Hairfoot home.

The most industrious of halflings, a Stout can accomplish a great deal of work in a short time. They make doughty soldiers, and their infravision (60' range) gives them a great advantage in night-fighting. They are skilled swimmers and boatmen and have used small, slender canoes with great effect in night attacks against larger vessels.

With a typical life expectancy of more than 130 years, Stouts are not considered adults until they reach 30 years of age. The eldest of the race have been known to exceed two centuries in age.

### Table 6: Stout Ability Scores

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 5 | 17 |
| Dexterity | 8 | 19 |
| Constitution | 10 | 19 |
| Intelligence | 6 | 18 |
| Wisdom | 3 | 18 |
| Charisma | 5 | 18 |

Ability Score Adjustments: -1 to Strength; +1 to either Dexterity or Constitution
Languages: Any dwarven tongue in addition to the normal starting languages for halflings.
Infravision: Yes (60')
Special Features: Stouts have a 75% chance to detect sloping passageways and a 50% chance of determining direction when underground.

## Tallfellow

This subrace of halflings is not so common as the Stout or Hairfoot but exists in significant numbers in many areas of temperate woodland. Averaging a little over 4' in height, Tallfellows are slender and light-boned, weighing little more than the average Hairfoot. They wear their hair long, often topped by a small brightly-colored cap.

The longest-lived of all halfling subraces, Tallfellows have an average life expectancy of 180 years, with the eldest exceeding 250 years. Like Hairfeet, Tallfellows shun footwear. Their characteristic foot-fur is somewhat sparser and finer than that of their cousins.

Tallfellows favor woodland shades of brown, yellow, and green and have developed several vibrant shades of the latter color through unique dyes. They enjoy the company of elves, and most Tallfellow villages will be found nearby populations of that sylvan folk, with a flourishing trade between the two peoples.

Preferring to live above ground, Tallfellows often dwell in spacious houses of wood, with many windows. Indeed, the ceiling of a Tallfellow house will typically be nearly 6' above the floor! Though the house will often have a cellar, this will be used primarily for storage. However, during days of hot summer Tallfellows will often retire to their underground chambers for a long evening's conversation and sleep.

Tallfellows display the greatest affinity toward working with wood of any halfling. They make splendid carpenters (often building boats or wagons for human customers), as well as loggers, carvers, pipesmiths, musicians, shepherds, liverymen, dairymen, cheese-makers, hunters, and scouts. They are better farmers than Stouts (although not as good as Hairfeet) and more adept than any other subrace at harvesting natural bounties of berries, nuts, roots, and wild grains.

The only halflings who enjoy much proficiency at riding, Tallfellows favor small ponies. Indeed, many unique breeds of diminutive horse have been bred among Tallfellow clans: fast, shaggy-maned, nimble mounts with great endurance. In a charge, of course, they lack the impact of a human-mounted warhorse; nonetheless, Tallfellow companies have served admirably as light lancers and horsearchers during many a hard-fought campaign.

On foot, Tallfellows wield spears with rare skill. They are adept at forming bristling `porcupine' formations with these weapons, creating such a menacing array that horses and footmen alike are deterred from attacking. This is one of the few halfling formations capable of standing toe-to-toe with a larger opponent in the open field.

### Table 7: Tallfellow Ability Scores

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 17 |
| Dexterity | 8 | 19 |
| Constitution | 10 | 18 |
| Intelligence | 6 | 18 |
| Wisdom | 7 | 19 |
| Charisma | 5 | 18 |

Ability Score Adjustments: -1 to Strength; +1 to either Dexterity or Wisdom
Languages: Any one elven language in addition to the normal halfling starting languages.
Infravision: No
Special Features: Like elves, a Tallfellow can recognize a secret door on a roll of 1 on a d6. All Tallfellows receive a +2 bonus to surprise rolls when in forest or wooded terrain.

## Kender

The fabled Kender is a curious example of convergent evolution. Their native world of Krynn is one of the few with no true halflings of its own, yet this "ecological niche" is filled by another race which, though unrelated, is similar in size, appearance, and culture: the Kender. Hairfeet, Stouts, and Tallfellows who have been to Krynn or have met Kender wanderers on other worlds have adopted them as honorary cousins, despite misgivings about the Kender's complete lack of the prized halfling virtue of common sense.

An extensive description of the Kender is provided in the *DRAGONLANCE®*

*Adventures* hardcover rulebook and in the *Tales of the Lance* boxed set. The information given here focuses on playing Kender in a general AD&D® campaign--i.e., Kender who have strayed from the DRAGONLANCE® game setting into other worlds. It should be noted that it is entirely up to a DM whether he or she wishes to allow Kender into his or her own campaign--and he or she is encouraged to consider very carefully before agreeing!

Kender are somewhat taller than an average Hairfoot or Stout, averaging 3'7". They are much more slender than true halflings, and they tend to show their age more--a fifty year old Kender will look like a forty year old human, whereas a Hairfoot will probably retain his or her youthful looks even into old age. Kender complexions are light, but they tan easily. They tend to wear their hair very long, with a characteristic topknot and long, trailing tail. They wear shoes most of the time, since unlike true halflings, they completely lack foot-fur.

Kender are the most curious of all halfling-kin, the most willing to depart from their hearth and home to embark on a life of adventure. Most Kender are infused with wanderlust about the time they reach adulthood (in their early twenties) and are likely to spend several decades in an exploration of the world around them, only to feel an equally compelling urge to return home and settle down as they begin to age (mid-fifties to early sixties). Kender are absolutely and utterly fearless--even to the point of immunity to magically induced fear--and as a result are willing to travel literally anywhere and try almost anything.

The life expectancy of a Kender is similar to Hairfoot's (about a century) but it must be noted that, due to their curiosity and fearlessness, Kender are far more likely than any other halfling subrace to meet with a sudden and violent demise. They are not suicidal, but they do get carried away.

**Table 8: Kender Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 6 | 16 |
| Dexterity | 8 | 19 |
| Constitution | 10 | 18 |
| Intelligence | 6 | 18 |
| Wisdom | 3 | 16 |
| Charisma | 6 | 18 |

Ability Score Adjustments: +2 to Dexterity (to a maximum of 19); -1 to Strength.
Languages: Kender, Krynn Common, and any other(s) allowed by Intelligence.
Infravision: Yes (30')
Special Features: Kender who are not thieves have a base 5% chance to perform any thieving skill except Read Languages (no chance) and Climb Walls (40% chance). Dexterity modifiers do apply, but these abilities never increase as the Kender goes up in level.
Kender are totally immune to the effects of both magical and nonmagical *fear*, whether caused by monsters like the mummy or lich or by spells such as *scare* and *symbol of fear*.
The Taunt: Kender are adept at the art of taunting an enemy until that foe loses all ability for rational thought or restraint and is goaded into an uncontrolled attack. If the victim can understand the Kender's speech, he, she, or it must make a saving throw versus spells

(Wisdom bonuses apply). If it fails, the victim will attack the Kender wildly for 1d10 rounds, suffering a -2 penalty to all attack rolls and a +2 penalty to Armor Class.

### Athasian Halfling

This subrace of halflings is encountered only on the world of Athas, beneath the Dark Sun. Its members primarily inhabit the jungles along the ridgeline of the Ringing Mountains, the most well-watered terrain on all of Athas. They establish their villages in the dense tangle of the rain forest and jealously guard their territory against intrusion.

The Athasian halfling is by far the least social of all halfling subraces: clannish, suspicious, and distrustful of strangers. Their habit of eating intruders who venture into their territory makes them a danger to all unwary travelers. The Athasian halfling is unique among halfling cultures in this horrifying dietary trait (significantly, they do not consider themselves cannibals, since they don't eat each other, only members of other races).

The villages of these essentially nomadic folk are each centered around a great stone pyramid, with a scattering of small stone buildings around it. The village is the residence of a chief and a few of his or her followers. The rest of the halflings roam a well-defined patch of forest-land, though all the clans will gather at the village once every hundred days.

Athasian halflings average about 3'3" in height. Their skin color varies widely in tone, though even the paler shades tend to be well-bronzed by the sun--since this is a subrace that, as a rule, shuns clothing. Both males and females wear their hair in long, unkempt manes, aside from priests, who usually shave their heads; otherwise, their bodies are completely hairless.

Adept at negotiating all types of forested terrain, including dense swamps, thorny thickets, mangroves, and so on, Athasian halflings utilize this natural cover to screen their villages from larger folk. A network of pathways, each less than 4' high, will pass throughout the huge, densely verdant forest.

Athasian halflings thrive in terrain where other societies might have a hard time surviving. In part, this is because they are so self-sufficient, sharing many skills among the members of a single clan. Woodcarving, weaving, hunting and snaring, tanning, pottery, herbal medicine, alchemy (including the preparation of deadly or paralyzing poisons), farming and herding, jewelry, and feather-work are all common proficiencies among the Athasian halflings.

Though they will cautiously open trading arrangements with nearby cultures, whatever their race, these halflings tend to conduct all transactions in a neutral location or in the other party's community--foreign traders are not allowed into their villages. This arrangement is satisfactory to the other races as well, since these traders realize that they're taking their lives in their hands by venturing into the halflings' jungles--even large, well-armed parties are subject to raids and thievery by these halflings.

Halflings of Athas will treat members of their own subrace from other tribes with respect, generosity, and friendship--even if those halflings are accompanying enemies of the clan (a few renegade clans, however, refuse to recognize the common kinship, and traveling halflings are advised to avoid falling into their clutches).

As with all halfling subraces, a few Athasian halflings are very curious about the

customs and traits of other cultures outside the boundaries of their own jungles and will become wary wanderers. While they find it hard to overcome suspicions that the folk they meet on their travels are only waiting for their guard to drop before trying to kill and eat them, these bold wanderers will experiment with different types of behavior and show great openness in trying new forms of food, entertainment, and other experiences.

The only halfling subrace to show any inclination for climbing trees, some halflings of Athas even make their homes in the branches of particular types of forest giants. The homes of such a village are connected by hanging bridges, often leading down spiraling ladders to additional buildings on the forest floor. A more typical camp is located in a clearing beside a steady supply of clean water. A thorny barrier, grown like a hedge to a height of 10' or more, protects the entire village except for a single, endlessly-guarded gate.

In combat, halflings of Athas prefer short bows, slings, and daggers. Since there is little metal on Athas, most of their weaponry is made of wood and bone. The subrace is also adept at the use of a very accurate blowgun which can silently fire darts up to 60'. These darts are typically coated with one of the virulent toxins or fast-acting paralytics distilled by the tribe's alchemists.

### Table 9: Athasian Halfling Ability Scores

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 18 |
| Dexterity | 12 | 20 |
| Constitution | 5 | 20 |
| Intelligence | 5 | 20 |
| Wisdom | 7 | 20 |
| Charisma | 5 | 20 |

Ability Score Adjustments: +2 to Dexterity; +2 to Wisdom; -2 to Strength; -1 to Constitution; -1 to Charisma

Languages: The halflings of Athas have a language of their own based upon the sounds of forest animals (hoots, howls, chirps, whistles, and the like). Most halflings speak this language and no other. However, a tribe's chiefs will usually know the languages of their neighbors as well in order to handle trade. Wanderers can pick up any language allowed by the individual's Intelligence score.

Infravision: No

Special Features: In addition to the usual priest, fighter, and thief classes, Athasian halflings can be druids, gladiators, rangers, illusionists, and psionicists (all in their DARK SUN® setting variations).

Also, in keeping with the world of Athas campaign, these halflings begin play as 3rd (not 1st) level characters.

### Furchin (Polar Halfling)

This rarest subrace of halflings originated on Falakyr (which simply means "the World" in the Furchin tongue), a frigid world of ice, mountain, and glacier. The Furchin are the dominant intelligent race there, though dwarves also inhabit some of Falakyr's underground regions; humans, elves, and gnomes are not found on Falakyr.

The Furchin would probably still exist in blissful isolation, had not an evil spelljamming wizard come across their world in his travels and decided these bearded halflings would make good slaves. Consequently, many were captured and taken to different worlds by the wizard's ships. Some escaped in various ports and eluded recapture until their ship had departed; thus, while they are extremely rare, Furchin can conceivably be met with in any campaign setting.

The most distinguishing feature of this subrace is the full, long beard that sprouts from the chin of the mature males. These beards are a matter of great pride, and in older Furchin often extend as far as the waist. The race favors warm clothing, woven of animal hair or lined with fur. They regularly wear snowshoes and boots.

Furchin halflings resemble Stouts in both height and girth, though their average life expectancy (80 years) is considerably shorter, no doubt due to their harsher native environment. Hair and skin color vary widely, but tend to be pale, though eyes are usually dark. Those few Furchin born with green eyes are accorded much status--they are believed to be emissaries of the gods and are treated to a life of near-royal privilege.

In their own environment, the Polar Halflings are primarily nomadic, ranging across icy glaciers and barren tundra, following great herds of migrating animals. They have become adept at surviving in these very harshest of conditions.

The Furchin dwell in small clans, usually no more than thirty individuals in a community. In summer they live in tents of leather; in winter they make small, domed shelters of ice. Their clothing is made of fur, their equipment from leather, bone, and ivory; wood is almost unknown on Falakyr. Tribal leaders often wield metal weapons and tools acquired through trading with the dwarves inhabiting Falakyr's interior.

Having developed a number of specialized skills, the Furchin halflings are among the most adept demihumans in existence at surviving in their grueling environment--and seemingly having a good time while they're doing it! In general, the Furchin are a good-humored people who enjoy practical jokes, funny stories, and bawdy songs. Both parents care for the young with great tolerance and tenderness, teaching their children early on the secrets of surviving in their harsh clime.

Strangers--especially those who bring gifts, objects for trade, or interesting stories to tell--will be welcomed by the Furchin with warm hospitality. Although their lives are hard, they are an unselfish people and will treat visitors with kindness and generosity (unless given reason to do otherwise).

Members of this subrace are very proficient in specialized skills suited to their environment, some of which will carry over quite effectively into other locations. They are among the most patient trappers in the known worlds and skilled hunters, tanners, and leatherworkers as well. Their characteristic boat is a miniature kayak, a virtually water-tight shell of leather covering a sturdy bone frame. While only one of their skilled boatwrights can craft these vessels, virtually all adult Furchin are adept at piloting them.

When hunting, the Furchin use leather slings for small game and long, barbed spears for more formidable foes; a strong line can be attached to the spear to allow it (and whatever it has impaled) to be drawn back toward the launcher. In melee combat (which they avoid if at all possible), the Furchin use short handled axes and daggers. Because of their small numbers and an absence of potential foes, the members of this subrace are unused to war and have developed no tactics for fighting an organized formation of soldiers.

In the realm of hunting and stalking, however, the Furchin are second to none. Occasionally, a few Furchin led by an experienced warrior will embark on an mission to slay some dangerous threat to the tribe--such as a band of yetis or a frost giant. Through clever use of terrain and diversion, as well as patiently planned and executed ambush, these halflings have been known to vanquish foes many times their own size. In this respect, obviously, they are not so different from their cousins who live in warmer climes.

**Table 10: Furchin Ability Scores**

| Ability | Minimum | Maximum |
|---|---|---|
| Strength | 3 | 17 |
| Dexterity | 8 | 19 |
| Constitution | 10 | 19 |
| Intelligence | 6 | 18 |
| Wisdom | 3 | 17 |
| Charisma | 7 | 18 |

Ability Score Adjustments: +1 to Constitution; +1 to Dexterity; -1 to Strength; -1 to Wisdom
Languages: Furchin and Dwarven
Infravision: No
Special Features: All Furchin automatically receive a proficiency in Cold-Weather Survival. In addition, they enjoy a +4 bonus to all saving throws versus cold-based attacks, whether magical or nonmagical, in addition to any other bonuses due to Constitution.
Because of their nimbleness at evasion, all Furchin receive a -4 bonus to Armor Class when fighting giant-class creatures and a -2 bonus to Armor Class against attacks from man-sized creatures. The two bonuses are not cumulative.

# Chapter 3: Halfling Culture

A culture of harmony and peace, a warm emotional attachment to family and friends--including a willingness to look beyond physical differences to the common bond beneath--and an appreciation of the finer things in life... these are the hallmarks of halfling existence. Whereas Chapter 2 looked at the differences between the halfling subraces, this chapter focuses instead on the things all halflings have in common--their gregarious nature, trustworthy character, and delight in whatever physical comforts their surroundings provide.

No culture has displayed such a willingness, even enthusiasm, in mingling with members of other races. And halflings, with their generally cheerful demeanor, more or less honest approach to life, and helpful ingenuity, have been sincerely welcomed into communities of humans, elves, dwarves, gnomes, and even treants, giants, and (rarely) goblinoids.

But despite this willingness to diversify--or, perhaps, *because* of it--halflings of all cultures feel a strong identity with their extended families; the company of other halflings is important to members of this small race. Families remain close, however large they grow in size, and many adult halflings will consult with their brothers, sisters, grown

children, or parents concerning important decisions; if no kinfolk are about, they will turn to friends and even mere acquaintances, so long as they are fellow halflings. Even if advice is not taken, halflings feel a sense of comfort in knowing that other small folk have been privy to the decision.

## The Name "Halflings"

It should be noted that, so far as halflings themselves are concerned, the name "halfling" is a misnomer. They don't consider themselves half the size of anything; in their opinion, it's everybody else who's oversized. Their own name for their race translates simply as 'the folk' or 'the small folk' (a term which sometimes includes gnomes as well); humans, elves, and dwarves are collectively referred to as 'the Big Folk.' The halflings also have a slang term they use to refer to humans which translates as 'too-talls.'

## The Hearth and the Burrow

*"See the fire, there, sprouts . . . how he settles in his bed, snug and warm. He has no flame for us now--but we don't need it. If anything, his coals are even warmer."*

*"Warm enough for a story, Grandmother?" inquired Pedderee, quickly taking the coveted lap position while her sister Petrilly as well as Kepli, Calkin, and the others settled around the stone hearth, snuggling into thick fur rugs.*

*"You know me too well, Little Kitten. Tonight, you pick; what story do you want to hear?"*

*"Well . . . last time you told us about how Littleman came home again after all his wanderings. What was his burrow like?"*

*"Ah, but that's a question you could answer for yourself if you thought for a minute, Little One. You see, when Littleman returned to Green Fields, Yondalla was determined to see that he would never leave again. Before he'd left, his burrow had just been a place to sleep, or a refuge to hide from enemies in. She decided to make it a place that would draw him like the sun draws the dew from the grass, a home so perfect that no place in all the worlds could lure him away. Now, children... what things would she look for?"*

*"Water!" squeaked Kepli. "A flowing stream to chuckle in the night and soothe him with its song."*

*"Good, lad--very good. And water deep and clean enough for a cool bath, wide enough to shelter plump trout. Also, a small waterfall, beautiful to watch and hear."*

*"Flowers too?" asked Pedderee, tentatively. "Or a hillside of soft grass or clover to lie on in the sunny afternoons?"*

*"Both, lass--and bushes and trees as well. Littleman loved growing things, and wild things as well, so outside his windows Yondalla placed a perfect meadow. His burrow was on a hillside, facing the south so that it warmed to the sun in autumn and winter--with an overhanging fringe of grass to shade the doors and windows in summertime when the sun was high. Flowers blazed in the meadow from spring to fall, and tall trees surrounded it--hardwoods, with broad, shady boughs, and tall pines, green for all the year 'round."*

*"And the burrow, Grandmother--surely it had a fireplace?"*

*"Aye, Calkin, you've put your finger on it there. You see, sprouts, the hearth is the*

*heart of any burrow--it's the place where you should dream now of where you'll go and what you'll do when you grow up . . . and then, in later years, the place where you'll sit and savor your memories . . ."*

*The old halfling stared into the fire, a faraway look in her half-closed eyes. For a moment the children wondered if she was drifting off to sleep--but she merely took a brief stroll down the paths of her own memories.*

To the halfling the primary symbol of the importance of home, family, and community is the burrow and its ever-present hearth. No halfling dwelling will be without some sort of fireplace, and even halflings who live above-ground tend to refer to their dwelling as a 'burrow,' even if it's only a room in a inn.

While burrows will naturally vary somewhat depending on the climate and terrain--a Furchin's icehouse will, for example, differ significantly from an Athasian halfling's tree house--all halfling dwellings have some features in common. If at all possible, there will be windows, which will be open during all but the chilliest of days--halflings never confuse `snug' with `stuffy.' Tallfellows carry this fondness for fresh air the farthest, positioning their homes to take advantage of whatever gentle breezes waft through the area, while Stouts represent the opposite extreme and might well have only a few small port windows.

Although well-ventilated, the burrow will be shielded against drafts by shutters of wood or leather that can be tightly closed and sealed against gusts and storms. Unlike dwarves, halflings keep their homes brightly lit, with lamps in every room, yet shutters and doors will be so well-set in their frames that not a glimmer of illumination will show on the outside when the burrow is locked up tight.

The fireplace will be built with as much stone as possible, given materials at hand, and capped with a large wooden mantle. It will have a wide mouth and a well-designed chimney to draw smoke up and out of the room. In colder climates, elaborate fireplaces are sometimes constructed with their own air-inlet ducts connecting to the outside of the burrow, allowing the house can be snugly sealed without suffocating the fire, while other ducts channel the heated air away. Conversely, in very warm locales halflings enjoy gathering around communal outdoor fires for an evening's conversation and fellowship--yet even so, each individual burrow will always have its own homefire as well.

It is not uncommon in a halfling burrow for a single fire to last for years, even decades or generations, without a second kindling. Even in very warm climes where it is allowed to die down to coals during the daylight hours, the embers are coaxed back to life at nightfall. Well-seasoned hardwoods are a favorite fuel, but wherever they live, halflings will quickly learn the best fuels for producing a warm, steady heat. Halflings are adept at using different local firewoods (hickory, mesquite, applewood, etc.) to "sweeten the air" or season the food they cook.

A halfling fireplace usually has several racks beside it, so that a variety of cauldrons and kettles can be swung over the coals. In this way dinners are cooked, milk curdled into cheese, and clay pottery fired by the steady heat. Often a large oven nestles in one corner of the coal bed, for use in baking the bread that forms the centerpiece of the halfling diet.

*A lazy man sits in his old chair all day enjoying the sunshine, while an industrious man labors to earn the money to buy a fine new chair he may sit in someday. I ask you,*

*who is the fool?*

-- Hairfoot Philosophy

Halflings have been called connoisseurs of comfort, and the interior of a burrow will be furnished as cozily as the inhabitant(s) can afford. The floor will boast several rugs, mats, or carpets. Every halfling, however poor, has a table and a few stools, and at least one well-padded comfy chair. The bed will be small but snug, its mattress filled with clean straw or sometimes down, with several soft pillows.

The mantlepiece will feature a variety of decorations--most practical, like dishes and candlesticks, a few ornamental or exotic. The latter will often be among their owner's prized possessions, even if he or she hasn't a clue as to what the things are, provided they look interesting enough. Paintings and statuary are rare, as halflings generally prefer their treasures to be useful as well as pretty to look at.

## The Family

*"Pedderee, when your mother was a little girl she had those same curls dangling by her cheeks--she was my first granddaughter, you know, and I couldn't have been prouder! And you, Calkin--your dad was my second nephew on my brother Theadric's side. He had Theadric's stubborn jaw, and--if you don't mind me saying so--I see that same firm set of the chin in you!"*

A single burrow will be occupied by members of one family. Depending on the size of both burrow and family, the dwelling could have as many as twenty-five residents or as few as one. A populous burrow will have a patriarch or matriarch (occasionally both) who presides over the brood with genial authority. Four generations of a family living in a burrow is not at all uncommon, although sometimes a just-married couple will decide they want a burrow of their own. Occasionally an older halfling will decide that he or she would like a private burrow, but such individuals are viewed as eccentrics by their families and neighbors--it is hard for most of these gregarious folk to imagine anyone *wanting* to be alone.

Halflings respect experience and wisdom and defer to their elders out of affection and trust. Aside from the venerable head of a family, adult halflings of different generations (even parents and children) view each other as equals. Only the youngest halflings, not yet adults, are subject to rules and restraints imposed by authority; all grown halflings living in the burrow will be there because they want to be.

Parenting duties are shared by all the adult members of the family; fathers, mothers, aunts, uncles, grandparents, and older siblings all share in the upbringing of youngsters. It is a rare halfling who grows up as the only child in a household; it is more common to be one of a number of brothers and sisters and cousins who play and explore together.

Though family bonds are felt warmly, they are not a cause of exclusivity. Feuds between clans are rare, since most disputes are blamed on the disputers themselves, not their families. For example, a halfling who gets into a fight (a rare, but not unheard of, occurrence) is likely to be criticized soundly by his or her own family for his or her lack of self-control--there's no "Let's go and whup them guys what beat on my brudder!"

mentality.

Although disagreements are naturally inevitable in these crowded living conditions, halflings rarely engage in outright bickering or argument. For one thing, the presence of two people arguing in a burrow several dozen people call home is considered a major intrusion into the privacy of the others and hence a severe breach of etiquette by those engaged in the fracas.

Many of the traditional causes of such fights among humans are removed by the halfling's communal outlook on life. Supper is prepared by everyone who has a free hand, and those who didn't cook will pitch in the cleaning up or help entertain the youngsters after the meal. Only when all the chores are done is an individual member free to go about his or her own business. Because of their ready-to-help nature, tasks like cooking and cleaning up don't take very long, so this still leaves family members with plenty of time to get their feet up and their eyelids down.

In cases of deeper disputes, such as a couple's disagreement on whether to move out and find a place of their own, the discussion will generally be waged quietly, over a period of months or even years. One member might make a friendly remark, after a crowded dinner around a small table, how pleasant it would be to have enough room to stretch out his elbows at the table. A week later his spouse might reply, in an equally pleasant tone, how nice it is that there was such an interesting conversation—"so *many* points of view"--around that same table on a different evening. Naturally, it takes a long time to resolve an issue like this--but when it's resolved, the decision is far more likely to have been mutually arrived at than it would have been among a human couple.

## Growing Up

Offspring are a source of great pride and joy to their parents. Halflings enter the world as helpless as human infants, requiring similar care for the early part of their lives.

For the first ten years, a halfling's relative growth pretty well parallels a human's--i.e., a ten year old human and halfling will look much the same age, although not in size, and will have about the same level of maturity. Children of both sexes and many different ages commonly play together, following rules created by the older youths that still allow the youngest a measure of freedom and decision-making in the game.

It is during these formative years that young halflings practice those traits that will form some of their basic skills when they grow up. Hide and Seek is a favorite game among halflings and is almost always played out of doors. Thus the youngsters become adept at concealing themselves in all sorts of natural cover--in patches of brush, behind tree-trunks, and even amid beds of flowers. Young halfling quickly develop the calm patience that allows them to remain still for long periods of time, since they learn over and over that it is the one who moves that is seen first.

Another favorite game is called Knock the Block, in which a small object such as a block of wood, or perhaps a tin pot or iron kettle, is placed some distance away, and the young halflings take turns throwing things at it, recording points for hits. The game is sometimes played with slings and stones (among older youths). For special tournaments and important matches, clay targets are used, with the winner determined by whoever's shot strikes hard enough to shatter the object. This common game is presumably one reason why so many halflings grow up to be so adept with missile weapons.

From the age of eleven or so on to adulthood, halfling development slows in comparison with the Big Folk. A halfling's adolescence lasts for about a decade and a half (more in the case of the longer-lived subraces). However, the period is characterized by a lot less angst than is typically felt by a human--perhaps because of the warm, supportive, noncompeting environment provided by family, burrow, and community.

Halfling artisans and craftsmen do not follow a formal apprenticeship program--indeed, adolescents are encouraged to experiment with a wide variety of pursuits. The cheesemaker, for example, will be helped by virtually every village youth over the course of several years. Those who find that they enjoy the work will spend more and more time with the `master,' until by adulthood the youth has learned everything the cheesemaker can teach about the trade.

Another reason, perhaps, for the relaxed adolescence of the typical halfling is that male-female friendships are as common as friendships between members of the same sex, often lasting from childhood through adulthood. Many of these lifelong friendships culminate in marriage.

## Sustenance, and More

*In another moment the old matriarch's eyes flashed open, and she grinned at the eager faces around the hearth.*

*"What else, Grandmother?" inquired Kepli. "How did Yondalla keep Littleman home in his burrow?"*

*"She kept him there with the other things he loved . . . with bread hot from the oven, and fresh butter and cheese. With the tangy scent of meat cooked just right, and good drink to nourish the meal along--wines sweet and dry, and cold milk, and even colder beer. She made stout and mead for him, to help the fires of his hearth keep him warm."*

Halflings enjoy eating and drinking in plentiful quantities--indeed, despite the difference in size, the typical halfling will eat as much if not more than a human twice his or her size; this is because halflings have a very high metabolism. Most halflings eat three large meals a day, interspersed with three sizable snacks: breakfast, brunch, lunch, teatime, supper, and bedtime snack. Although they enjoy an occasional meal of meat, especially poultry or wildfowl (roast pheasant is considered a great delicacy), the short folk rely extensively on bread, fruit, and cheese.

Halfling bakers are famed for their abilities with dough, making all types of sweet or salty, light or heavy breads. Cheesemaking is another skill in which many halflings are proficient, and here, too, variety is a prime hallmark--each individual cheesemaker will typically specialize in one kind of cheese, no two of which will be alike, allowing a halfling community to offer a variety of sharp and mild, hard and soft cheeses.

Halflings are born gardeners, far exceeding any other race in their knack for growing foodstuffs. Any halfling with access to a plot of ground will usually maintain a garden, wherein he or she will carefully nurture fruits and vegetables of all types appropriate to the climate. Even in a small garden, a halfling will generally plant at many different times during the spring, assuring a continuing harvest from early summer through late autumn. Halflings do not favor a lot of spice in their foods, however, so few raise peppers or other strongly-flavored crops unless a nearby ready market for them exists. Onions are a

notable exception--many halflings love them and have even been known to munch them raw, much as a human might eat an apple.

Halfling brewers are well-known and their products popular with humans as well as other halflings. As with cheesemaking, a brewer will specialize in a single beverage. These can vary from heavy stout (halflings often jokingly hand a first-time human drinker a knife and fork with the glass) to light and creamy ales. Fruit wines are also popular, with halfling vintners specializing in using whatever fruit is near to hand.

It should be noted that, though halflings favor many sorts of wines and ales, they rarely get drunk, due no doubt to their high metabolism. Rather, the alcohol tends to make them pleasantly drowsy, and a group of halflings that share a bottle of potent stuff will typically become quite relaxed, quiet, and contented as the evening wears on.

## The Village

The key to the village is the halfling's desire for the maximum of comfort with the minimum of effort. These pragmatic folk long ago learned that, though one halfling might learn to grow and cook and sew and build and so forth, specialization in these tasks creates a much higher level of quality all around. Thus, we see the cooperative roots of the halfling's picture of community.

Indeed, this cooperation extends to all aspects of life. The breadmaker will give his or her loaves to the other villagers, as will the cheesemaker with his or her cheese and the brewer with his or her beverage. Perhaps the baker's family gets the best loaf from a particular batch, but everyone gets a fair share.

Burrow excavation and house-building operates under the same pattern--the most experienced builder in the town will supervise a legion of workers, so that the initial portions of the task can be accomplished in a few days. As to the furnishing of the burrow, the occupants see to that themselves.

Though halflings mingle well with human society, this does not mean they have departed from the concept of the village--rather, it is an indication of their broad vision, for nowhere is it written that the villagers must be fellow halflings. A halfling who dwells in a city will treat his or her neighbors as fellow villagers--this is what makes halflings such good neighbors. They are quick to recognize when their generosity is not reciprocated, however, and thus will soon narrow their circle of `villagers' to those who feel a similar sense of cooperation and friendship.

## Crafts, Labor, and Products

Halflings are adept at utilizing local resources in their labors. Although only the Stouts are very effective at mining, all subraces will be intimately familiar with the surface features of their surroundings. If they live in an area with a lot of trees, carvers will know everything about each variety of wood available. If the environment is rocky, experienced stone-masons will predominate. The most dramatic evidence, perhaps, of this adaptability is the fact that the Furchin have developed a high level of skill at working the raw materials in their nearly woodless and stoneless environment: they make everything from their homes to their tools, weapons and clothing out of leather, bone, and

ice. The specific skills likely to be found in a halfling community vary by subrace (see Chapter 2).

The quality of halfling work is very consistent. While rarely the equal of the greatest artisans in the world--dwarves make better axeblades, elves better wine--on the average it is better than the average available elsewhere.

Areas where halfling craftsmen truly excel include many tasks involving dexterity and great detail. The small folk make splendid jewelers, engravers, locksmiths, woodcarvers--indeed, artists of all types. They love colors, and once again the propensity for detail allows a halfling painter to bring a scene to bright and vivid life. If clocks are known to a world (e.g., if its technology is sufficiently advanced), then it is likely that the finest clockmakers will be halflings.

Also, because of their proclivity for entertaining gossip and news of all kinds, halflings make great storytellers. Some of them have a gift for music, and halfling musicians and storytellers are in great demand at any village feast or festival.

Halflings are ill-suited for jobs requiring size and strength, such as blacksmithing, ocean sailing, or cargo hauling. Though a halfling village will usually have a smith who makes nails and horseshoes, his or her work will not be up to the level of most human smiths and will probably be for local consumption only; the same is true of halfling teamsters.

## Trade

*"They cleaned me out! What's even more amazing, they made me feel like I was having a good time while they did it!*

*"Now, I've taken my wagon of goods into many a village before, and always I came away with a little more than I took in. This trip I had it all: bright copper kettles, some jeweled necklaces and bracelets--trinkets, really--and an assortment of good hammers and knives.*

*"I'd no sooner rolled into town than I smelled bread baking. I think that was the start of it--I didn't realize how hungry I was. The baker came out and gave me a piece--free! Best crust I ever tasted, too.*

*"Then there was the innkeeper, who brought me over a mug of sweet ale. Why, before I knew it they were givin' me a bit of this and a taste of that, and I just sort of started doing the same thing back.*

*"Fact is, though, you can't make it in this business if you trade a steel knife for a glass of beer, or a copper kettle for a loaf of bread. Why, the liveryman took such good care of my horses--they positively gleamed in the morning!--that I paid his bill with a smile.*

*"Gave him one gold for each horse, I did. You know, I can't even remember when I've forked over that much to put myself up for the night!"*

-- Grantancrous Jute, Human Tinker and Tradesman

Barter is a way of life to the halfling--though in more cases than not it is the unspoken, unrecorded barter of village life. However, halflings also trade among themselves on a more formal basis and are skilled at interacting with human suppliers and customers. They have a keen eye for detail and are generally quick to spot counterfeit or

low-quality goods, all the while proclaiming the good points of whatever they are offering in return.

Most trade between halfling villages, and between halflings and other folk, is carried on by professional halfling merchants called Traders (see Chapter 4: Character Kits). These halfling merchants transport surplus goods from one village to trade for the products of another. While halfling merchants will certainly take gold and other coinage as payment, they are also willing (more so than human or dwarven traders, certainly) to accept goods in return for goods. Pragmatic here as elsewhere, however, Traders generally don't take goods unless they feel that they will be able to sell or barter those same goods at one of their next few stops.

Since they enjoy the give-and-take of a good bartering session, a typical halfling merchant will offer far less for the goods he or she desires than they are actually worth, while at the same time asking an exorbitant price for his or her own. The small folk view bartering as something of a game and sometimes forget how much better they are at it than most of the Big Folk. However, a halfling who belatedly discovers that he or she has unwittingly talked a human into buying goods at considerably more than their value will often salve his or her conscience by throwing in a `bonus' once the deal is closed to compensate the poor bargainer.

## Society Norms and Taboos

*"As pleasant as his burrow was, Littleman often felt there was something missing as he sat alone by his hearth. It wasn't long before he realized that he was lonely, and it wasn't long after that till he knew he'd found the perfect person to cure his loneliness--Melindy, the fairest maiden among all his neighbors, she of the plump, red cheeks, bouncing curls, and smoothest downy fur on the tops of her feet. But, as luck would have it, she was already being courted by another--stolid Genrill, a farmer and herdsman of good wealth and solid standing in the community.*

*"Naturally, Genrill objected to his newfound rival but--alas for him--Melindy's heart was swept away by the dashing Littleman, with his tales of travel and adventure, his ready laugh, and his warm smile."*

*"But Grandmother--did Genrill not fight for his love? Didn't he bash Littleman over the head . . . or something?" wondered Kepli.*

*"Posh, child--you talk like a human! Of course he didn't. Melindy made known her choice, and she became Littleman's bride. Genrill himself provided the roast beast for the wedding feast!"*

Though they have no lack of courage, halflings shun violent or aggressive behavior in social settings. They are slow to anger and always ready to seek a negotiated solution to any dispute.

A halfling feels no sense of shame if he or she chooses to leave the presence of some obnoxious bully rather than getting involved in a fight--even a fight the halfling thinks he or she can win. Fortunately, because of their communal village upbringing, few halflings are this rude, and such situations mainly arise when the halfling mixes company with humans, dwarves, or goblinoids.

Personal insults delivered to a fellow villager are considered low class, reflecting

more poorly on the one who makes the insult than the target. Politeness is much admired, and one who shows tolerance to a neighbor who has wronged him is considered to be the epitome of a class act.

Parties among halflings are common and will be given for a variety of reasons. Birthdays are always cause for celebration, and with so many family members living together it's rare for a month to go by without several birthdays in it. Each community will also have many annual holidays. These vary by culture--there are no such holidays observed by halflings everywhere. Often the Small Folk will celebrate whatever festivals are popular among their human and demihuman neighbors, soon giving these observances a character all their own.

The hosts of a party are expected to provide food and drink--but much of this will be contributed by neighbors prior to the event. Thus, none of the guests show up with anything to contribute, but they've all provided a bottle, a wedge of cheese, loaf of bread, or the like beforehand. Indeed, this is one way halflings get invited to parties--if you find out that your neighbor is celebrating his birthday, for example, take over a small jug of ale in the morning and he can hardly turn you away when the festivities commence in the afternoon!

There is little sense of social status among the halflings in a village, aside from the amused tolerance shown by adults to children and the general respect for the elderly. Wealthy halflings are expected to throw bigger parties and to generally show generosity to those less fortunate--yet they are not accorded any 'upper class' standing because of this. The villagers may well elect a sheriff, mayor, or constable and give this individual nominal authority to arrest troublemakers. Rambunctious behavior is rare among halflings themselves, however, so the sheriff's main concern will be to control the behavior of humans, dwarves, and other possible troublemakers who come through the community.

### Joy and Humor

Halflings are a folk who can derive pleasure from many simple things and are not afraid to show it--a halfling who is happy laughs; one who feels affection or love will express himself or herself with words or deeds.

The small folk love to tell and hear stories and will generally be attentive and silent when anyone spins a tale. Not surprisingly, they especially love stories in which the small and clever triumph over those who are physically larger and stronger but clumsier and less quick-witted.

Halflings also have a frank appreciation for bawdy humor and practical jokes. They have the ability to laugh at themselves, though one prank often leads to another in retaliation, and so on. Such good-natured exchanges have been known to continue, reciprocated back and forth, for decade after decade.

### Sorrow and Anger

*"There came a time of troubles to the Green Fields. In the first year, bitter winds blasted from the highlands, drying out the fields and leaving no grain and no fruit to harvest in the fall.*

*"But Littleman turned to his bride, Melindy, and he said—'we've still got our sheep, and our pony, and our plow. We'll have a good crop next year!' And she smiled at him, and they waited.*

*"Then, when spring came, it brought the rains in a flood, and with them came a sickness of flies across the land. They bit the animals, and the sheep and the ponies all got the evil sickness. They wasted away and died, even before the crop got in the ground.*

*"So Littleman turned to Melindy and he said—'be happy, my wife. We still have our stream, and our flowers.' And again she smiled at him, and they waited for the flies to go.*

*"Which they did, but only when the frosts came to freeze everything across the land. The stream dried away, caught in the highlands in a grip of ice, and all the flowers and even the grass withered away and died.*

*"This time Littleman turned to his wife and he soothed her fears: 'Don't worry, my dear--we have our hearth, and our burrow to shelter us.'*

*"But next came the storms, with such wind, such power, that the very roof was torn from the burrow, and the stones of the hearth fell down into a great pile, nearly crushing the two of them before they could flee from the broken wreckage of their home. At last they stood outside, shivering and desolate, with no food, no animals, and not even a shelter over their heads."*

*"Then what, Grandmother?" asked Kepli, wide-eyed and sorrowful. "Then did Littleman know sorrow and grief?"*

*"You might think so, Sprout--but you'd be wrong. For even then, with all of his life in ruins around him, he turned to Melindy, and he said: 'Be happy, my love--all we have lost we shall regain, in years to come. And for now, we still have each other.'*

The small folk know the same griefs as humankind--death and illness, partings, natural disasters, and other tragedies. Though they, as a people, are deeply affected by such misfortune, halflings tend not to display their grief as openly as do humans. Halfling villagers who have just lost several neighbors and friends to marauding bandits will shuffle around as if they are in shock--there will be few tears, little wailing or crying.

Even more surprising, there will be few expressions of outright anger or hostility. Revenge is not a great drive to most halflings, though occasionally a wrong will be judged so heinous, so unforgivable, that retribution is required (deliberate murder is a prime example). Loss of possessions, however--whether due to accident or the malicious acts of others--tends to be greeted with a more relaxed attitude of 'easy come, easy go.'

In their day-to-day lives, halflings are remarkably impervious to frustration and depression. Members of the small folk show a remarkable ability to adapt to the circumstances of their surroundings. If the crops fail and food is short, they derive that much more pleasure from the meager fare that they eat. If the roof caves in and the family has no place to sleep, they will remark how fortunate they were that no one was seriously hurt--and they'll mean it!

## Riddles

*"Did you ever try to get a straight answer out o' one of the little maggots? I know I have, and I ain't succeeded yet! Why, they'll answer a question with another question sure as the sun goes down at night! Most irritatin' thing I ever done was ask a halfling for*

*directions!*

*"'Where can I find the mayor?' I said, straightforward-like.*

*"'Which mayor is that?' says the little runt.*

*"'The mayor o' this town, o' course,' I told the dummy, nice as you please.*

*"'Why, do you want to see her?"says the dang fool.*

*"'Course I do!' I said, trying to resist the urge to wring his scrawny neck. 'Why else would I be askin'?'*

*"'Don't you know?' he has the gall to ask me!*

*"I tell you friend, if the mayor hadn't come walkin' down the street that very moment, I think that scene might have ended in bloodshed!"*

-- Dwarven wayfarer, describing his unwitting participation in the Question Game.

A favorite form of contest among halflings of all subraces is the exchange of riddles. These can vary from simple questions and answers to complex puzzles involving clues vague and obtuse. It's not uncommon for a halfling to spend an hour or more pondering such a problem in silence punctuated only by his or her frequent admonitions: "don't tell me the answer!"

Even more baffling to nonhalflings is the Question Game, a contest in which each participant must answer a question with another question. Each response must be a complete sentence, relevant to the one that preceded it, and delivered within ten seconds, or the player loses a point. Experienced players can continue the game for hours; one legendary brother-and-sister team are rumored to have carried a game on every time they met for the last twenty years of their lives. Some halfling enthusiasts of the game will treat every question addressed to them as an invitation to play, with sometimes regrettable results

## Villages and Shires

Halfling settlements for the most part tend to remain small--they will live in towns and shires scattered throughout a human empire, for example, or they might occupy several small villages in a forest ruled by an elven king. In a few cases, halfling holdings have expanded to the size of a kingdom--both the Forgotten Realms and Krynn boast nations populated and ruled entirely by halflings. But even here, they have labored to maintain peaceable relations with the realms that share their borders.

## Warfare

Though they abhor war, halflings nevertheless have proven to be tenacious fighters in defense of their homes or in the service of an alliance. The following letter, written by General Krastarian of Keltar upon the event of his defeat at the hands of an outnumbered halfling militia, perhaps best describes their tactics:

*The little devils stayed out of the open country--undoubtably they knew that our horsemen would have trampled them like rabbits! They gave us their towns and farms in the plain, while they fell back to the accursed wood. And there I, the conqueror, would*

*follow with my footmen--though in truth I knew there to be ten of them to every one of my own men.*

*My companies vanished in the tangle, breaking ranks and thrashing blindly ahead. And then, across the length of the front, came a murderous shower--a thousand deadly arrows piercing the flesh of my men, while the vermin archers remained invisible.*

*I swear, Your Majesty, they swarmed through the brush like mosquitoes! Thousands of them, on all sides! Everywhere we turned, little figures skulked--arrows flew with uncanny accuracy, piercing eyes and necks, dropping even armored men in their tracks! We charged and they scattered, vanishing into the thicket as if they had never been--only the bodies of my men told otherwise.*

*At last I determined to fire the wood--the wind favored our advance--and gave orders to do so. The blazes took hold with great effect, but again that hellish place betrayed the logic of war. The brush exploded like tinder, and the blaze swept not only with the wind--but back into our faces!*

*Many fine men perished in that inferno--a blaze I believe to have been sorcerously altered by the enemy. Minutes after my own very narrow escape, my scouts reported the bulk of the enemy force slipping from the brush while we fled the blaze.*

*I request, Excellency, that we return to Lurien with sufficient forces to deal with this pestilent threat--perhaps two legions, and a full column of horse. I realize that this will stretch the defense of your borders in a tenuous manner, but I believe there to be no other way for the forces of Keltar to prevail against this pervasive foe.*

It makes an interesting historical footnote to add that the general commanded some eighteen hundred men, including companies of elite guards, longbowmen, and light lancers. Never did the halfling force opposing him number even a thousand! He was subsequently removed from command through the simple expedient of removing his head from his shoulders; the halflings of Lurien were left alone for many decades to follow.

Though this is an heroic incident in the annals of halfling military history (and admittedly, a more patient and imaginative commander may well have found the human force sufficient for the conquest), it is illustrative of the tactical finesse and courage displayed by the small folk when they are motivated for battle.

Another feature has also contributed to the halflings' fine reputation as allies: the small folk traditionally have demonstrated a willingness to honor the terms of a longstanding alliance. They will provide the troops they promised, when and where they are required--and those troops display almost as much determination in supporting an alliance as they would in defense of their own burrows. However, they must have some strong motivation before resorting to violence to solve a dispute. Almost always this motivation is defensive in nature--either the halflings or their friends are attacked by some aggressor. Occasionally the small folk might participate in an offensive campaign, but only when it is a preemptory strike against a foe who has already committed enough bloody acts to warrant retribution and is currently gathering forces for an attack on the halflings or their allies.

However, when the need is clear, halflings are speedy and resolute to answer the call to arms. Indeed, this trait is one that makes halfling/human treaties attractive to the rulers of the latter. Also, the deadly accuracy of halfling bowmen and slingers is known to all who have faced them--and few of those desire to do so again!

## Tactics

As already noted, halflings prefer to avoid war if at all possible. A community of the small folk will be willing to negotiate extensively, and even yield to a certain amount of extortion, in order to avoid bloodshed.

However, when pressed to the point of no return, halfling troops make determined fighters with a number of effective tactics at their command. In most cases, only about half the adults will fight, the remainder remaining behind to protect the elderly and children. In cases of dire need--where the very survival of the community is at stake--every able-bodied adult may well be drafted into the cause.

Halflings have a reputation for being easy-going and somewhat lazy, but this does not mean they cannot fight effectively if they need to--the legends of the Bad Old Days remind every halfling of what life was like before they had villages and lands of their own, and they will fight with surprising tenacity, even ferocity, to keep from slipping back into that fugitive existence. Thus each halfling has something that can be used as a weapon in his or her burrow, no matter how peaceful the area. If the village has had to fight in the recent past, then each resident might have a short sword and shield as well as a bow and arrows or a sling and bullets. Even if battle is rare or virtually nonexistant, villagers will be able to arm themselves with a missile weapon apiece (bow, sling, or perhaps darts) and at least a long knife or spear for melee combat--a fact invaders expecting to find them easy prey have discovered time and again, to their surprise and regret.

Halfling companies are almost always irregular--i.e., they don't fight in neat ranks and lines. They will be quite capable of firing volleys of missile fire upon command, and they will advance and withdraw on the orders of their captains--but they would have a hard time facing, for example, a tight rank of armored human infantry or orcish swords.

Instead, the halflings favor battles in wooded or otherwise obstructed terrain. Their scattered formation is ideal for each fighter finding his or her own source of cover, though they are far more adept than humans at holding their company's unity even in thickets where visibility and mobility are severely limited. The fabled ability of halflings to virtually disappear in underbrush is never more useful than at moments like this.

A favored tactic of a halfling force, when fighting in this type of concealing terrain, is to create a loud diversion. A few veteran warriors will thrash through the brush, firing many arrows, giving the impression that they number scores of times more than they actually do. Then, if the opponent's force turns to face this imaginary onslaught, the real halfling company screened by the woods attacks the enemy's flank.

If a halfling force is attacked in unfavorable (i.e., open) terrain by a force of large creatures, the small folk might try to stand off the attack if they feel they have a chance of success. If they are attacked by horsemen or are out-numbered by well-armored infantry, however, the entire formation will usually scatter, joining up again at a place offering more concealment and protection.

Halflings rarely fight mounted, though Tallfellows are a notable exception, occasionally riding into battle on small ponies or, very rarely, beasts such as dire wolves. When halflings fight as members of an alliance, they are often used as missile troops. Well-screened behind formations of human or dwarven foot-soldiers, halfling archers and

slingers can shower the enemy with a deadly rain of arrows and bullets.

Another common specialty of halfling troops is tunneling and underground operations. They are not particularly adept at digging such passages--that task is better left to dwarves--but halfling troops can negotiate much smaller passages than can most of their allies. Thus, if combat is expected in close quarters or beneath a low ceiling, halfling troops are often selected to lead the way.

## Magic

*"I could tell that they feared me when I came into their village and demanded a place to sleep for the night. Gave me a nice room, they did, too.*

*"But when I woke up, everything I had in my pockets, my pouches--even my wand and the rings from my fingers--all were gone! Only my spellbook was left--though how they knew about the runes I'd put on it to fry anyone who touched it besides me I'll never know.*

*"I spent the whole morning negotiating for most of my equipment back. Then, when I would have turned to whole nest of them into an anthill, something made me think the better of it. A couple of them might have stuck me with arrows before I could finish the spell--not a pleasant prospect.*

*"So I left, and brother, let me tell you it'll be a long time before I subject myself to halfling hospitality again!"*

--Parzemon the Mighty, Wizard of Thay

Sorcery is one area of power where halfling skills are lacking. Their inherent resistance to magic protects them against many of the power-crazed spellcasters in the world, but it also prevents them from mastering those forces for themselves: no halfling has learned much about the wielding of arcane power (although comic tales about bumbling but well-intentioned halfling apprentices are popular in many places). Unlike many humans and dwarves, they do not regard magic as particularly threatening; trust in their innate resistance enables halflings to extend to spellcasters the typically friendly greeting they give to all strangers--a fact which no doubt explains the fondness some wizards have for the race.

## Why Most Halflings Are Homebodies

Almost all halflings suffer to some degree from feelings which resembles the condition humans call agoraphobia--a fear of unknown or open places. It's not that halflings are literally *afraid*, merely that they become very uncomfortable whenever they're too far away from their villages and burrows or in unfamiliar places. Whether this is one of Yondalla's 'gifts,' designed to keep them close to home and hearth, or a holdover from the Bad Old Days when enemies lurked behind every tree and bush, none can say. But it has been observed that the symptoms increase with age--halfling children freely range far and wide, while the very old rarely step outside their burrows. Not that the halflings see this as a bad thing: to them, it's simply the way things are and ought to be--youth is the time to gadabout, age the time for rest and reflection.

### Why Some Halflings Pursue Adventure

If his or her burrow and its attendant company and comforts are the most important features of a halfling's life, why then would any halfling leave this perfection for a life of short rations, crude lodging, exposure to bad weather, danger, and possible violence?

That's the question asked by most of the rest of a village when a young halfling packs his or her tote bag and waves goodbye to his or her parents. His or her neighbors will often gather to see the would-be adventurer off, watching the already small form grow smaller in the distance, knowing there's a good chance that they'll never see their friend again.

There are nearly as many answers to this question as there are halflings who have walked down that road. Some do so reluctantly, out of a sense of duty. Others find the temptations of excitement, adventure, and treasure too great to ignore. One thing almost all of them share in common, however, is that they lack the characteristic halfling dread of faraway places.

For reasons which once again are unknown halflings call it 'the legacy of Littleman'--a few rare halflings are born entirely free of the condition which keeps their fellows tied to their homes. Instead, they are filled with an endless curiosity to see new places, new people, and new things. Usually this wanderlust fades later in life and the homing instinct reasserts itself, but a few halflings remain wanderers for the rest of their days (see the Traveler kit in the next chapter). These restless individuals are considered 'eccentric' by their fellow halflings, but their exploits are often admired just the same.

Some examples of the specific callings of halflings who leave their villages behind are discussed in the next chapter.

## Chapter 4: Halfling Character Kits

Despite the fact that halflings are defined by their subrace and their character class, many players enjoy a little more distinction in their PCs. The halfling kits present a variety of different frameworks for playing a character of the small folk, each with its own strengths and weaknesses--but more importantly, each with a specific niche in his or her society.

Kits are optional--no halfling must follow one. They can be incorporated into characters already existing in a campaign, as long as the PC's background is consistent with the character type of the kit. However, a character who is assigned one kit can never exchange that kit for another.

The kits in this chapter are designed for halfling characters and should not be employed with PCs of other races. It should be noted that halflings can use many of the kits introduced in other rulebooks, including the *Complete Fighter's Handbook*, the *Complete Thief's Handbook*, the *Complete Priest's Handbook*, the *Complete Psionics Handbook*, and *The Complete Spacefarer's Handbook*. Indeed, one kit usable only by halflings, the Whistler, appears in *The Complete Bard's Handbook*.

Each of the four character classes available to halflings (fighter, thief, fighter/thief, and cleric) is given several kits. A character may only take a kit suited to his or her character class. All characters are limited to a single kit. Halflings may become clerics of

up to 8th level, fighters of up to 9th level, thieves of up to 15th level, and fighter/thieves of up to 9th and 15th level, respectively. At the DM's option, exceptionally talented halflings (those with scores of 15 or above in their prime requisite) can exceed these maximums by up to 4 additional levels.

## The Structure of the Kits

Each kit begins with a general description of the character type, including any background requirements that might be necessary. Following this, additional information is organized into these categories:

Roads to Adventure: This category, unique to the halfling kits, suggests several reasons why the character might be motivated to do such a rash thing as leave his or her hearth and burrow for a life on the road.

Role: The specific functions of this character within halfling society and beyond.

Secondary Skills: In a campaign that uses the secondary skills rules from the AD&D-Second Edition game, taking a particular kit might require the character to take a specific secondary skill.

Weapon Proficiencies: The listed proficiencies must be among those taken by a halfling character at first level. Unless the entry specifically states otherwise, they do not increase the number of proficiencies available but must be taken out of the standard allotment of slots.

Bonus Nonweapon Proficiencies: A halfling character using a kit gains these proficiencies free--the PC is not required to spend a slot for any of them.

Recommended Nonweapon Proficiencies: These proficiencies are not required of the character, but they do match up well with the kit. They require normal nonweapon proficiency slots be expended for each one.

Thieving Skill Emphasis: (For thief and fighter/thief characters only.) The AD&D-Second Edition thief rules allow considerable flexibility in a character's selection of thieving abilities. A character may wish to specialize in the stealth-related skills such as Move Silently and Hide in Shadows if he or she is a spy or cat burglar. A thief who needs to survive on city streets might prefer improved scores in Pick Pockets and Open Locks. This entry lists appropriate skills for each kit. They are not mandatory, nor do they grant any bonuses or confer any penalties beyond what they would grant any thief character.

Equipment: Any special equipment needs of the character are detailed here.

Special Benefits: These are things a character can do (or protections he or she gains) because of the kit.

Special Hindrances: These are limitations placed upon the character by the kit.

## Fighter Kits

### The Archer

An Archer is a halfling warrior who devotes nearly all of his or her time and energy to the development of skill with a missile weapon. "Archer" is the generic name for this kit: a "slinger" version of the kit also exists and is nearly as popular as the Archer itself, while halflings who live in jungle regions (like the wild halflings of Athas) have developed a blowgun variant. In those rare campaigns where firearms are allowed, this

kit can be used to create a halfling sharpshooter (assuming the firearms are small enough for a halfling to wield; i.e., muskets rather than arquebuses).

An Archer must have a Dexterity score of at least 15.

Often an Archer comes from a background as a hunter, though membership in the local militia is another possible avenue into the kit.

Roads to Adventure: Archers are likely to be drawn into adventure for several reasons. The challenge of competition is strong--the best Archer in the village will naturally be tempted to test his or her skill against small folk, other demihumans, and human archers. Because their skill is so easily measurable, halfling Archers are particularly susceptible to this urge to go out and test their abilities against the toughest competition they can find. Alternately, a halfling Archer may be vigorously recruited by other adventurers who recognize the value of a skilled bowman.

Also, the Archer's skill helps to make him or her an accomplished hunter, and many an adventure can begin during a long stalk through the trackless forest. At the same time, his or her likely status as a prominent member of the village's defense militia makes the archer a likely candidate for any rescue party or guard duty that might develop.

Role: The Archer is a respected figure among a race where missile skill is the norm--he or she is the best of the best. In a small village he or she will be one of the primary hunters. Archers work well with Forestwalkers; it is often the Archer's task to bring down the game the Forestwalker has tracked.

The Archer also forms a staunch pillar of the community defense force--often, a skilled Archer will be placed in command of a company of halfling bowmen.

Secondary Skills: An Archer should have the Bowyer/Fletcher secondary skill.

Weapon Proficiencies: Three of the Archer's initial weapons proficiency slots must be used for missile weapons. If the weapons specialization optional rules are used, the Archer can specialize in one chosen missile weapon by expending two (not three, as is the norm) slots for the weapon of specialization.

Bonus Non-Weapon Proficiencies: All Archers automatically receive the Bowyer/Fletcher proficiency.

Recommended Non-Weapon Proficiencies: The character should consider taking Hunting, Firebuilding, Tracking, and Weather Sense.

Equipment: The Archer's most essential piece of equipment is his or her bow or sling. At the start of his or her career this is likely to be a non-magical (although well-made) weapon, but throughout his or her adventures the character will continually search for the perfect bow. All Archers carry a plentiful supply of ammunition--usually at least twice the usual quiverfull of arrows.

As often as not, halflings with this kit will collect a variety of special missile types for use in special situations. For example, an Archer might have a few blunt-headed arrows (for stunning, rather than killing, targets), barbed arrows with thin lines attached (enabling him or her to retrieve small game simply by reeling in the string after a hit) and fire arrows (extra-long arrows with rags wrapped around their heads; when soaked with oil and ignited, these missiles fly half the distance of regular arrows but have an excellent chance to ignite any flammable substance that they strike). A slinger will likewise have a selection of special sling bullets--some spiked, others hollow and filled with skunk oil, sleeping gas, or a number of other noxious substances.

Special Benefits: The Archer can choose to make a *called shot*, earning additional

bonuses on his or her missile attacks in certain circumstances. By electing to take careful aim, he or she gains a +2 bonus on his or her attack roll for that arrow. However, this requires that he or she forgo initiative (i.e., the shot must be the last act of a melee round). Also, the Archer must concentrate on the shot, meaning he or she can only make one shot that round. Finally, any successful attack against the Archer will naturally break his or her concentration and cause the benefit to be lost, although in this case the shot still has a normal chance to hit. The +2 bonus is in addition to any other attack bonuses the character might have due to Dexterity, weapon specialization, *bless* spells, or magical weaponry.

In outdoor melee, the same procedure (single shot; *last* act in the round) can be used to increase the range of the shot instead of gaining the attack bonus (i.e., the Archer can choose to make a called shot with increased accuracy or extended range, but not both at the same time). The extra range is equal to the weapon's medium range added to the long range; the attack is modified with the long range penalty to hit.

Special Hindrances: The Archer can gain normal proficiency in only one melee weapon. He or she can spend proficiency slots on others but will always wield them with a -1 penalty on all attack rolls. For example, suppose Willem the Archer learns to use a short sword as well as his bow, sling, and throwing knives. If he later decides to use a proficiency for hand-to-hand knife-fighting, he can do so (assuming he has the proficiency slot to spare) but he will suffer a -1 penalty on his melee attack rolls with the knife.

## Forestwalker

The Forestwalker is the halfling version of the Scout, adept at moving through the woodlands, tracking prey and trespassers. Forest-walkers are very protective of their woods and tend to be loners, although they are far from being hermits. Indeed, a Forest-walker is happy to share his or her campfire with guests and will often come to the aid of travelers who treat the woods with due respect; many are the tales of adventuring parties lost in the woods rescued by a friendly Forestwalker.

Whereas most halflings consider a single burrow or building their home, for the Forestwalker the whole forest in which he or she lives is "home." The Forestwalker is likely to maintain several shelters in the particular woods he or she has claimed for his or her own. These might range from cramped niches in hollow tree stumps, providing little more than bare shelter from the elements, to elaborate burrows in small caves or earthen holes excavated beneath a sheltered bank. Though the halfling cannot be said to live in any single one of these, he or she is likely to keep them all well-stocked with food, fuel, candles, blankets or furs, and perhaps a jug or two. If at all possible, each shelter will have some kind of fireplace--in some cases, a simple circle of stones; in others, a well-built hearth complete with chimney or vent to carry the smoke away. Where no fireplace is possible, the Forestwalker will seek consolation in a pipe of tobacco.

The Forestwalker must have a Wisdom score of at least 13. Most, but not all, Forestwalkers are Tallfellows.

Roads to Adventure: The Forestwalker is extremely protective of his or her woods and will seek retribution against any force that hurts the forest; he or she will be willing to go to great lengths (and travel great distances) to see justice done in such a case. This

retribution might be seen as exceeding the typical halfling nonchalance regarding revenge. It's not, though--the Forestwalker thinks of his or her wood as a living being, not a thing. Consequently, any affront against the forest is treated like an attack on a friend, not like the theft of a possession.

The curiosity that lies latent in so many halflings bubbles near the surface of the Forestwalker--a simple love of exploring will often draw him or her away on long expeditions. He or she delights in following the course of streams and rivers and in analyzing the various drainage patterns in a watershed. The opportunity to encounter new types of trees and map out hitherto unknown regions of forest and woodland is often enough to tempt a Forestwalker into joining an adventuring party on a short-term basis, but he or she will always return to his or her home forest eventually.

Role: The Forestwalker is the protector of the woods: the guardian of game, fire marshal, and an important scout against enemy incursion into a halfling realm. He or she is a respected figure in the village and is more likely than not to have a family and comfortable burrow amid the dwellings of his or her neighbors. However, between a sense of duty and sheer wanderlust, a typical Forestwalker will rarely spend more than one day in ten with spouse and offspring, a situation his or her family respect and accept.

The Forestwalker also tends to be one of the more skillful hunters of a halfling community. Thus, when he or she does come in to town, it is often with a large cache of fresh meat--a trait which further endears him or her to these feast-loving folk. Often the Forestwalker can barter for all the other essentials of life, simply through knowing how to gain the bounty of the woods.

Besides hunting, Forestwalkers are also adept at finding nuts, edible berries and other fruits, herbs, roots, and--best of all, from a halfling's point of view--mushrooms. Many are fine cooks, able to serve up savory soups and rich stews that would be the envy of any fine restaurant.

Secondary Skills: The Hunter and either the Trapper/Furrier or Fisher secondary skills fit in well with this character's lifestyle.

Weapon Proficiencies: The Forestwalker must spend an initial proficiency slot on a missile weapon, and another on a weapon that can be made from wood, such as a club or a small quarterstaff.

Bonus Nonweapon Proficiencies: The Forestwalker gains Survival (Woodland) and Tracking (the latter with a +2 to all proficiency checks made in woodland settings), plus any one of the following (player's choice): Firebuilding, Fishing, and Hunting.

Recommended Nonweapon Proficiencies: Whichever of the above not taken as bonus proficiencies are recommended; the Animal Lore, Set Snares, and Bowyer/Fletcher proficiencies can also be of daily use to the Forest-walker. Artistic Ability is also popular, as whittling and woodcarving are common pastimes among Forestwalkers.

Equipment: In addition to his or her weapons, the Forestwalker will rarely be found without flint and tinder for firemaking, a large waterskin, and a heavy cloak or blanket that can double as a bedroll. He or she will always have a knife, even if it is too small to properly be considered a weapon, for marking trails, skinning small game, and whittling.

Special Benefits: In addition to the normal halfling benefit of being hard to spot in natural terrain, the Forestwalker can move at his or her full movement rate through tangled undergrowth ("born and bred in the briar patch, Brer Fox!"). If he or she chooses to slow down to the normal movement rate, however, he or she can Move Silently

through such terrain (no ability check necessary).

Forestwalkers are also adept at hiding tracks. By slowing his or her movement rate to half that allowed for the terrain type, a Forestwalker can conceal all trace of his or her passage and, if he or she is walking in the rear of a party, a number of companions as well. To determine if the trail of a large party is effectively concealed, the player must make a successful Tracking proficiency check with a -1 penalty for each non-Forestwalker in the party ( -2 for each horse, mule, or other four-footed animals accompanying the party). If the proficiency check is successful, the track will be invisible even to a skilled tracker. Note that even though some characters may be riding instead of walking, this does not improve the Forestwalker's chances to cover their tracks, as the added weight makes the mount's trail more difficult to conceal. The halfling will know whether or not his or her efforts have met with success.

Special Hindrances: Forestwalkers may only wear leather armor, and many eschew armor altogether. Since metal makes so much noise in the woods, they will avoid carrying much of it on their person and will not use any metal weapon larger than an arrowhead, hatchet, or knife.

The Forestwalker is a bit of a loner and consequently may be a little slow to learn of big news that sweeps through the community and the realm. Also, Forestwalkers tend not to be terribly skilled in the social graces and suffer a -2 penalty to NPC Reaction rolls from non-halflings ( -4 when the setting calls for good manners and/or elegant dress).

## Homesteader

This is a doughty brand of halfling that, by his or her very nature, represents a departure from the halfling norm. Often a young and unattached individual, either male or female, the Homesteader is a halfling who sets out to found a new farmstead in a region of wilderness or abandoned land. Another common homesteading situation involves a young couple, recently married and previously living in a very crowded burrow. Such small folk, if adventurous enough in spirit, can find immediate rewards to homesteading.

Rarely will a Homesteader challenge an established authority over an area--if humans or orcs have laid claim to a fertile valley, for example, the Homesteader will probably look elsewhere for his or her plot.

Many halfling villages have grown around the individual plot of a brave Homesteader--and indeed, unlike many human frontiersmen, the halfling Homesteader welcomes the company of his or her fellows and will actively recruit other halflings to live nearby.

The Homesteader is a hardy halfling, willing to work harder than the average farmer and to accept a certain reduction in the comforts of his or her life--at least, temporarily. His or her ideal, however, is to have a comfortable burrow and cheerful batch of neighbors by the time he or she reaches old age.

The halfling Homesteader must have a Strength of at least 12 and an Intelligence or Wisdom of at least 12.

Roads to Adventure: The Homesteader's most common route to adventure is in the enacting of his or her goal: seeking out free land, clearing it, and defending it against any who might care to take it away. However, once the farm is established, the Homesteader

is likely to embark on a long journey, visiting many farflung halfling communities in the attempt to recruit other settlers to come and join him or her. Indeed, this journey can involve several years of travel and often forms the seeds of an epic tale that becomes the cornerstone of the community's history--if the community survives, that is.

Also, the very trek involved in reaching the homestead can form a grand adventure for the brave halflings who seek unsettled land. By nature curious, the Homesteader might pass through a lot of different locales in the search for the perfect steading. The adventures and obstacles of such an epic journey can easily create the foundation of a great character history.

Role: Homesteaders are responsible for much of the expansion of the race across the known worlds. Most halfling villages can trace their history back to a hardy Homesteader couple, and these individuals tend to be revered by the generations who have followed in their footsteps. This matriarch or patriarch will be honored and feted in his or her old age and regarded as a prime source of interesting stories. This is regarded as nothing less than a just reward for one who took such risks and endured such hardships in order to bring another halfling community into being.

Commonly, a halfling that sets out on a homesteading adventure will take at least one stone from his or her family fireplace along on the journey. Then, when he or she finally builds his or her own place, this stone will be used as a key part of the new hearth.

Secondary Skills: Farming is the secondary skill most necessary to the homesteader.

Weapon Proficiencies: The Homesteader should be proficient in either the short bow or the sling and should also have a melee weapon proficiency with the knife or short sword.

Bonus Nonweapon Proficiencies: Agriculture or Animal Handling is a bonus proficiency to all characters who select the Homesteader kit. In addition, the character can select either Hunting or Fishing as an additional bonus proficiency.

Recommended Nonweapon Proficiencies: This character has need of a wide variety of skills; some of the more useful include Carpentry, Rope Use, Weather Sense, and Survival. Others can be tied to the type of farming the Homesteader intends to do: a shepherd can benefit from Weaving, a dairyman from Cheesemaking, any herdsman has a use for Leatherworking, and a grain-grower can profit from a knowledge of Baking or Brewing, for example.

Equipment: There is no specific item of equipment universal to halfling Homesteaders. Many of them will have a handcart or small wagon, however, to carry their belongings on the quest for the perfect plot of land. Additionally, a beast of burden such as a pony or mule or animals that produce something useful (a few ducks, chickens, or geese; a dairy cow or goat; a few sheep) can be worth their weight in gold. Animals large and steady enough to pull the cart can prove of double value when the homestead is finally reached.

Special Benefits: The Homesteader who carefully selects his or her land, works hard at tending it, and then travels far and wide to recruit settlers is likely to end up a very wealthy halfling, having earned the respect of the new community and a place in the local histories. In effect, he or she exchanges a lot of hard work and difficulties at a young age for the chance to be treated very well when he or she grows old. Other intangible benefits can include such grandiose attainments as having a town named after you, or the simple satisfaction of seeing well-plowed fields and a thriving village where there was none

before.

Special Hindrances: The primary hindrance to the hardy Homesteader is that he or she has to do just about everything on his or her own--he or she does not have a community of skilled neighbors to draw upon for help, barter, and advice.

## Mercenary

The halfling Mercenary is a bit of a rare bird--one of the small folk proficient enough as a fighter to earn a place alongside warriors of larger and more aggressive races, and one who doesn't mind the difficulties of campaign life or the terror and confusion of battle.

Note that this stops well short of saying:

"A Mercenary loves to fight and kill."

A halfling Mercenary must have ability scores of at least 13 in two of these categories: Strength, Dexterity, and Constitution.

Roads to Adventure: It would be a rare halfling who would adopt the Mercenary lifestyle by choice. Mercenaries are almost always outcasts who for some reason or another have been disowned by their families and driven from their villages, forced into a life of violence and danger. Many of them are, not surprisingly, quite bitter about this involuntary exile. Whether or not the individual was actually guilty of the crime of which he or she is accused is irrelevant; the effect is the same in either case. Whatever misdeed or misfortune drove the halfling to become a Mercenary, it tends to be a private matter, jealously guarded.

Role: The Mercenary is an outcast from halfling society who is forced to mingle with humans, elves, dwarves, even goblinoids--and consequently, over time he or she will begin to acquire some of the characteristics of those races. Now and then in his or her wanderings, a Mercenary might enjoy an opportunity to visit a friendly burrow and sit by the hearth of a fellow halfling for the night or two, but soon he or she will be wanting to move on, perhaps propelled by the frowning looks of neighbors less open-minded than his or her host.

Secondary Skills: Since no halfling plans to grow up and become a Mercenary, he or she could have almost any secondary skill to represent his or her former profession.

Weapon Proficiencies: The halfling Mercenary must be proficient with at least one melee and one missile weapon. If the optional weapon specialization rules are used, the character must have a weapon specialization by the time he or she reaches second level of ability (see Special Benefits, below).

Bonus Nonweapon Proficiencies: None.

Recommended Nonweapon Proficiencies: Halfling Mercenaries have been known to find the following proficiencies useful: Carpentry, Riding, Armorer, Blindfighting, Bowyer/ Fletcher, Tracking, and Weaponsmithing.

Equipment: The Mercenary will typically be offered decent weapons and armor by his or her employer--nothing special, but equal to the equipment of the rest of the company. Anything superior to this has to be provided by the Mercenary himself or herself.

Special Benefits: Due to his or her continual exposure to warriors--and typical Small Folk quick-wittedness--the halfling Mercenary receives two extra weapon proficiency

slots upon reaching second level. The slots must be used to purchase a weapon specialization, if he or she does not already have one. Like the Archer, the halfling Mercenary can specialize in the bow or other missile weapon at a cost of only two proficiency slots (not three).

Special Hindrances: This is not generally considered a socially acceptable career for a halfling. Thus, a halfling Mercenary is likely to be given quite the hairy eyeball by others of his or her race--at least, those who know what the character does for a living. This translates into a -2 penalty on Reaction Rolls.

## Sheriff

The halfling Sheriff is really more of a benign constable than a tough enforcer, but he or she does represent the long arm of the law (so to speak) among the villagers and visitors in his or her community. The position is, for the most part, an honorary one--since halflings don't have a lot of troublemakers among their own ranks and don't run the kind of establishments that tend to draw humans ruffians. Still, the post represents the faith and confidence of a good number of villagers, and the responsibility tends to be taken very seriously by the halfling who holds it.

A halfling Sheriff must have a Charisma of at least 13 (most have Charismas which are much higher) and a Strength of at least 11.

Roads to Adventure: The solving of a complex crime can serve admirably to draw a halfling Sheriff into an adventure. Though his or her primary duty always lies with the halflings of his or her village or shire, the Sheriff is willing to range far and wide in pursuit of those who have wronged those neighbors. In keeping with halfling values, however, this dogged pursuit extends only to those who have caused bodily harm--the Sheriff is not likely to make a vigorous pursuit merely to recover lost property. Thus a Sheriff may turn a blind eye on the doings of Bandits and Smugglers in the area, but ruffians who beat up an elderly farmer will soon find the same Sheriff leading an angry posse in hot pursuit.

Role: Within the village, the halfling Sheriff has a small office--often a corner of his or her own burrow--where he or she can usually be found when not out "keeping an eye on things." Jails are not common in halfling villages, but if there is a lockup it will be nearby. It will, however, have its own separate entrance, secured by a stout door and lock.

Most of the Sheriff's time is spent in seeing that all goes as it should and in looking out for signs of trouble ("Odd that Old Mistress Elderberry didn't come to market this morning; she hardly ever misses a day"). Although he or she doesn't maintain a regular 'beat,' the Sheriff does spend a lot of time ambling through the village and will try to find an excuse to visit outlying farms and isolated families at least once a week to see that all is well with their inhabitants.

Often he or she is politely nosy, asking questions about things that have changed, displaying interest in everything going on in the community or canton. A Sheriff knows all the local citizens by name and is familiar enough with their normal habits to take note of any break in routine--such as the baker not firing up her oven in the morning, or the farmer leaving his irrigation gate closed. In these instances, the Sheriff would make a friendly check to make sure nothing is amiss.

Among halflings there are not a lot of laws that require the attention of law

enforcement. Thievery is one, and so is violent assault and of course murder. None of these crimes are likely to be committed by one villager against another--in the rare case where this occurs and can be proven, a thief is forced to make restitution, while a halfling guilty of deliberately harming another is banished from the community for life (many of these become Mercenaries; see the preceding kit). More common are boundary disputes, complaints from halfling fathers about overzealous suitors who pursue their daughters, or charges of unfair trading. The Sheriff usually resolves all of these with calm diplomacy, and it is not uncommon for even the loser to come away from a settlement feeling that he or she has received very fair treatment.

The Sheriff also typically has the authority to call up the Small Folk in times of crisis, crying for a muster of all who can bear arms. The post does *not* necessarily entitle him or her to command of the company when it assembles; such leadership is more often a matter of past experience and age.

Being Sheriff of a halfling village, especially if it's a smaller community, is not necessarily a full time job, so it is quite likely that this character will run a small farm or practice some sort of trade as well. Running a small store is a common practice among Sheriffs, since it allows them to remain at their post most of the time and also provides interaction with the village citizenry.

Secondary Skills: Any.

Weapon Proficiencies: The Sheriff should be proficient in the use of the short sword, the club, and the knife.

Bonus Nonweapon Proficiencies: None.

Recommended Nonweapon Proficiencies: Tracking skill and knowledge of an extra language or two are proficiencies that can make a Sheriff's job a lot easier.

Equipment: A Sheriff's arms and armor usually come with the job, so the character doesn't have to purchase these. It is not unlikely that he or she will also have access to a pony, should the need for a mount arise.

Special Benefits: The authority of respectable halfling society is the primary benefit of the Sheriff. He or she receives a +2 bonus on all NPC Reaction Rolls made for halfling NPCs (as long as the other character knows of the Sheriff's rank).

Special Hindrances: All Sheriffs have a strong sense of duty and will respond at once when called upon--i.e., whenever anyone in the village has a need for his or her services. This can often entail long hours and rude interruptions in the Sheriff's enjoyment of life.

## Squire

Halfling fighters have been known to form strong friendships with fighters, rangers, and paladins of other races--most notably human, but not disallowing dwarven, elven, and other more exotic folk (one chaotic evil halfling is said to have formed a partnership with a red dragon!). Since such adventuring pairs typically encounter most of their excitement in nonhalfling societies, the halfling partner is often regarded (by the members of that other society) as an apprentice, squire, or sidekick to the warrior of local origin. Such an assumption, naturally, is very far from the truth; the two are in fact full partners.

However, the halfling warrior does serve a number of useful functions that would prove difficult for the larger partner to accomplish on his or her own. Squires make

marvelous scouts and spies, since they specialize in acting dumb and nonthreatening.

The size of the halfling, together with the ability to hide in bushes and undergrowth, makes him or her an exceptionally valuable companion when it comes to gathering information. It's even possible for a Squire to disguise himself or herself as a human child to gain access to places where adult adventurers fear to tread.

The Squire needs two minimum attribute score: a 10 for Strength and a 12 for Charisma.

Roads to Adventure: For the Squire, friendship is a strong enough inducement to draw him or her away from the typical halfling comforts. In this case, anything that compels the first member of the pair will draw the halfling character along as well.

The Squire is often motivated by genuine friendship for his or her partner, sometimes coupled with a sense of gratitude for something that has happened in the past, or a mutual goal (perhaps even a quest) that the pair have embarked upon together.

Role: When among strangers, the halfling Squire often plays the role of simpleminded servant; this increases his or her chances to eavesdrop and usually causes potential enemies to underestimate the danger he or she poses. All Squires are adept at observing nearly everything that goes on around them and often act as ambassadors to other races--particularly those who might be hostile to the Squire's partner.

It is important to realize that, in reality, the Squire and his partner are full equals--the halfling is not a squire in the traditional sense of apprentice or servant. Even if the two act out a false relationship for appearances' sake, the Squire and his partner remain together because of trust and affection; there is no room for one or the other to be the boss.

Secondary Skills: A Squire should have the Groom secondary skill.

Weapon Proficiencies: This character should have a proficiency in at least one melee and one missile weapon. A proficiency that matches his or her partner's can provide extra benefits (see Special Benefits, below).

Bonus Nonweapon Proficiencies: The Squire character receives either the Animal Handling or the Riding (Landbased) proficiency as a bonus. In addition, the halfling can gain proficiencies known to his or her partners, simply through the progress of their cooperative adventures, as follows:

When the halfling goes up in level and at least half the necessary experience points to gain the new level were earned from tasks that the Squire performed with his or her partner, the halfling can add one proficiency slot, filling it with a proficiency that his or her partner holds and used during the course of the previous adventures.

Recommended Nonweapon Proficiencies: Heraldry and Foreign Languages are proficiencies that often prove useful in a Squire; also, the Armorer, Bowyer/Fletcher, and Weaponsmithing skills can be helpful.

Equipment: A Squire's companion will try to provide a suitable steed for his or her partner, as well as weapons and armor for the halfling, if he or she has the means.

Special Benefits: The Squire becomes very familiar with the habits and characteristics of his or her partner's race; thus, he or she gains a +2 bonus to NPC Reaction Rolls made for members of that race.

In addition, the Squire can advance to slightly higher levels than can other halfling warriors. The Squire can reach a total of two levels higher than he or she would otherwise be allowed (see page 92); however, he or she cannot pass the level of his or her partner by this means.

Special Hindrances: The loss is mostly intangible, but the halfling Squire is forced to do without the comforts of hearth and burrow that are so fundamental to his or her kind. In effect, he or she chooses to replace his or her family with the partner; a Squire who loses that partner to death or other mischance is a lonely halfling indeed.

### Tunnelrat

This is a dirty-under-the fingernails halfling with an unusual amount of courage and a scrappy attitude toward dangerous and powerful foes. The cheerful, matter-of-fact, bloodthirsty attitude of these professionals usually comes as a great surprise to humans and others who think of all halflings as jolly farmer-types. The Tunnelrat specializes in underground search-and-destroy missions, especially in areas where constricted space or low ceilings would put larger warriors at a significant disadvantage.

The Tunnelrat must have a Strength score of at least 13 and a Constitution score of 11 or greater.

Roads to Adventure: Most Tunnelrats are drawn to this deadly calling by some dire event in the past--usually nothing less than a life-shattering trauma will suffice to drive a normally peaceful halfling into such gritty and dangerous work, as when a halfling who has lost loved ones to the depredations of goblins or kobolds becomes an implacable enemy to those evil creatures. Occasionally, of course, the drive is not due to such dark causes--the lure of easy money, simple talent, or mental instability might propel a sturdy halfling into a career as a Tunnelrat. After all, this is one of the few areas (perhaps the only one) where small size is not only not a liability but a basic prerequisite.

Role: The Tunnelrat specializes in rooting out smallish humanoid monsters who make their lairs underground. Goblins, Duergar and kobolds are the most common of these enemies, though many other types are possible--including lycanthropes, undead, and animal monsters like giant rats, giant weasels, and carrion crawlers.

Tunnelrats generally seek out the dens of their enemies, attacking them for whatever profit they can find there--and, more importantly, for the satisfaction of eliminating an enemy of their people. Tunnelrats sometimes work together as a team and will sometimes band together with gnomish Goblinstickers on a joint mission, especially if the two groups share the same foe. In the latter case, the gnomish presence provides a very useful complement to the halflings--without any increase in size. Tunnelrats will sometimes join forces with dwarves as well, but since a typical dwarf is significantly larger than a gnome or halfling, this severely restricts the size of tunnels that the party can investigate.

Secondary Skills: No particular secondary skill is required for the Tunnelrat.

Weapon Proficiencies: The Tunnelrat should be proficient in the use of the short sword, hand axe, or war hammer, as well as either the crossbow, short bow, blowgun, or darts. If weapon specialization is used in the campaign, the Tunnelrat must have a melee weapon specialization by the time he or she reaches third level.

Bonus Nonweapon Proficiencies: The Tunnelrat automatically receives Blindfighting in addition to any other proficiency. Also, he or she can select one of the following languages in addition to any the character would normally know: goblin, orc, kobold, and Duergar.

Recommended Nonweapon Proficiencies: Rope Use, Swimming, and Mountaineering (for scaling underground cliffs) are all useful to the Tunnelrat.

Equipment: The Tunnelrat is typically equipped with a generous coil of thin but strong rope, flasks of oil, flint and steel, at least one lantern, and metal climbing spikes. His or her weapons will be slung from belts and straps, readily reachable with either hand. Also, he or she will be sure to carry a plentiful supply of ammunition for his or her missile weapon.

Special Benefits: Tunnelrats who are not Stoutish will gradually develop an infravision-like ability to see in the dark. The range of this sight (which works exactly like infravision) is equal to 10' per level of the Tunnelrat (to a maximum of 60').

Special Hindrances: Tunnelrats are considered shockingly crude and more than a little mad by most other halflings--why would anyone *choose* to root around in dirty holes after dangerous monsters? Therefore, the Tunnelrat suffers a -2 penalty on Reaction Checks made for NPC halflings.

## Thief Kits

### Bandit

The halfling Bandit is a far cry from his or her human or orcish counterpart. While the basic approach to thievery is the same, he or she pulls off robberies with more panache. The target is confronted with a choice: hand over your goods or suffer bodily harm--yet the halfling Bandit always retains a certain amount of sympathy for his or her victims and will never bully someone simply for the pleasure of it.

Bandits tend to work in small groups, though not all thieves in the band need be members of this kit--or even halflings. They will have a headquarters in some remote location, almost always screened by forest (including forested swampland). Trails to the lair are well hidden, and if the entire band is composed of halflings it's likely that in many places these access paths will pass under low-hanging branches, through close and thorny thickets, and even under stone arches only 2' to 3' tall. Depending on the size of the Bandit band, one or two lookouts will probably be on duty at all times along the most-traveled of these obscure paths.

A Bandit PC should have a Charisma of at least 12 and a Strength or Constitution of at least 13.

Roads to Adventure: Some halflings become bandits because they want to put a healthy distance between themselves and the nearest authorities; others choose this profession for the fun of the thing. For example, a halfling who stands up to a local duke's rapacious tax collector and drives him out of the village will probably want to consider a very long vacation as soon as she calms down. Once she has fled to the woods, established a hideout, and made a reputation for herself by harassing more of the human lord's agents, other halflings may flock to her banner--some because they believe in her cause, some because the lifestyle appeals to them.

The Bandit has a curious standing in halfling society--officially he or she is disapproved of, and the local Sheriff will often send the area's ruler long reports lamenting his or her inability to stop the holdups. Privately, the same Sheriff might be a friend of the Bandit leader--indeed, he or she may have relatives belonging to the band--and remain content to leave them alone so long as they avoid violence and don't rob members of their own race. Most of their fellow halflings will regard them with amused tolerance, shading to frank envy and hero-worship by the young and young-at-heart. A

local Bandit gang might trade occasionally with halfling villagers in the surrounding area. In this way, the Bandits can maintain most of the comforts of the hearth and burrow and also have the benefit of a job where they don't have to work too hard.

Consequently, young halflings from these neighboring villages become acquainted with the Bandits, and at least a few of them are drawn to that apparently idyllic forest life--and thus the ranks of the band are replenished. Others who have become fugitives through the same causes as the original Bandit can find safe haven and join the cause; many of them may choose to remain even after the original injustice is eventually rectified.

Sometimes an entire halfling community is driven to banditry--as when a human lord forces halflings from their homes to make way for human setters, or when wars and invasion sweep across the land. In such cases, Bandits have been known to become the backbone of the halfling defense, harassing enemies and supporting friends until the crisis passes. It's memories of times like these that explain the forgiving attitude of the typical halfling toward these carefree rogues.

Role: Bandits consider themselves equalizers of wealth. After all, a quick look around will show that some folks have just too much money--and the Bandit takes it upon himself or herself to correct this inequity.

Halfling Bandits will avoid violence, in so far as they can while still accomplishing their objectives. They will not use violent ambush (such as an arrow barrage) to halt a merchant party, for example--though nets and pit traps are popular tactics. Utilizing the halfling ability to conceal themselves in underbrush, Bandits delight in suddenly appearing around a daydreaming trader and his or her bodyguards. By the time the victims can react, it's usually too late. Often, one or more halflings skilled in Rope Use will lurk ahead and behind the ambush, ready to lasso any of the intended victims who might make an aggressive move or a break for freedom.

Those victims who have the good sense to quietly surrender will be politely relieved of the better part of their wealth and allowed to go their way. Those who put up a fight will be subjected to a certain amount of indignity--the better to teach them to behave next time, according to the Bandit's admittedly convoluted version of justice. For example, Bandits traditionally will leave a victim his or her horses and wagons (if any) and enough of his or her goods or money to get started again in the next town. Indeed, a very believable tale of hardship ("What! *All* of you are orphans? Poor fellows!") might possibly succeed in causing the Bandit to let the poor unfortunate(s) pass unmolested!

However, a target who chooses to be "difficult" and is nonetheless captured will be treated much more severely. His or her mount will be taken, along with all his or her goods; the unfortunate victim will be left to make his or her way back to town on foot, probably having been relieved of even his or her outer garments!

Secondary Skills: Forester is a useful secondary skill to the Bandit; however, any secondary skill is acceptable.

Weapon Proficiencies: The Bandit should be proficient in the short bow or hand crossbow, as well as at least one melee weapon.

Bonus Nonweapon Proficiencies: The Bandit can claim one of the following as a bonus nonweapon proficiency: Direction Sense, Fishing, Rope Use, or Disguise.

Recommended Nonweapon Proficiencies: In addition to those listed above, Swimming, Weather Sense, Forgery, Set Snares, and Tightrope Walking can all prove

useful to a bandit.

Thieving Skill Emphasis: Any.

Equipment: Bandits can equip themselves in whatever fashion they choose (within reason).

Special Benefits: The Bandit usually enjoys a considerable amount of support from the halflings in the local population ("local" being within about three or four days' travel of the bandit lair). This typically translates into advance warning of any attempt to seek out and destroy the lair by militia, men-at-arms, or hired parties of adventurers.

Special Hindrances: There's always the chance that the Bandits will pick on the wrong victim--a powerful wizard who only looks like a plump merchant, or an arrogant young lord or lady who determines to have revenge at all costs. In the latter case, the full weight of the local ruler, whether king, duchess, or baron, could well be thrown into an effort to root out the Bandit lair.

## Bilker

The Bilker is a clever halfling thief who entertains his or her victims even as he or she steals from them--and, as often as not, the target of the crime doesn't even realize he or she has been robbed until the Bilker has traveled on to the next town. Bilkers are unusually larcenous for halflings, although it is only fair to point out that the Bilker tends to regard his or her activities as a grand game, and the profits thereof as a just fee for the entertainment he or she has provided. He or she is a diminutive con artist who likes to leave 'em laughing--but also to leave 'em far behind, and quickly.

A Bilker must have Charisma and Dexterity scores of 13 or higher.

Roads to Adventure: The Bilker is forced onto the road, you might say, because he or she tends to outlast his or her welcome rather quickly simply by practicing his or her trade. Like other halfling thieves, he or she will generally avoid victimizing fellow halflings. Unfortunately for all concerned, the Bilker's definition of "victimize" doesn't always match up with the victim's. For example, a Bilker will not consider it theft to gamble with the innkeeper for free drinks every night--the innkeeper, after losing for seven straight nights, may beg to differ.

Naturally, a fresh supply of targets is essential to the Bilker's activities. A Bilker who works smaller towns and villages must of necessity be prepared to stay on the move to keep one step ahead of his or her former customers. A Bilker who decides to exercise his or her talents in a large city might be able thrive for a considerable while, but eventually a gradual increase in the number of victims will inevitably pressure the halfling to move on. Obviously, a fine sense of timing is important for any Bilker who does not wish to end his or her career at the hands of an angry mob. Ever optimistic, he or she often tells friends about a wonderful opportunity that has just arisen to sample the life in some far distant locale--immediately before decamping with the goods!

Role: The Bilker is a curious fellow--undeniably a scoundrel, scallywag, and all-around rascal, yet also a thoroughly likeable person whose powers of persuasion can make him or her a valuable asset to any adventuring party. Many a Bilker has used his or her silver tongue to get friends out of a sticky situation, only to cheat them out of their pocket money the next night. Fellow halflings can almost always see through a Bilker's schemes and view the gullibility of Big Folk with amused disbelief.

A Bilker travels from town to town--usually by himself or herself, sometimes in the company of a group of companions. His or her tricks can range from simple gambling games intended to earn enough to pay for his or her room and board to complex schemes involving the exchange of valuable treasures. Sometimes these are even legitimate transactions in which the Bilker has somehow gotten involved and out of which he or she has engineered a percentage of the profits--perhaps from each party!--in return for his or her services. On other occasions, the transaction might be an out-and-out fraud, where the purchasers acquire something that has been counterfeited. Such complex schemes can involve property deeds, rare objects of art, bogus treasure maps, or beautiful and valuable jewelry that will be recognized as stolen the first time the unwary buyer wears it in public.

Secondary Skills: Gambling is the secondary skill most appropriate to the bilker.

Weapon Proficiencies: The Bilker should be adept at the use of the knife. The hand crossbow, often concealed under a cloak or inside a hat, is a favored missile weapon of Bilkers everywhere.

Bonus Nonweapon Proficiencies: Gaming.

Recommended Nonweapon Proficiencies: A knowledge of Disguise, Local History, Appraising, and Ventriloquism can all prove useful to the enterprising Bilker.

Thieving Skill Emphasis: Manual dexterity is essential to the Bilker's sleight of hand games; hence, Pick Pockets is a favorite. Hear Noise also often comes in handy.

Equipment: The Bilker is a cautious soul; he or she usually appears unarmed in order to disarm suspicion, while carrying a weapon or two concealed somewhere on his or her person. Also, he or she will never be found without the tools of his or her trade--a pack of cards, some dice, a few shells, and knucklebones. After all, you never know when you might be able to get a friendly game together!

Special Benefits: The Bilker is adept at presenting an acquaintance (the "sucker" or "mark") with an interesting gaming opportunity. The game involves the acquaintance guessing about some apparently random chance--which shell is the pebble under, or what number will come up on the knucklebone? The sucker is usually allowed to win a round or two, but by the time the game is over, the Bilker ends up holding the coins.

Use the following procedure to resolve these attempts, once the Bilker has found an appropriate NPC mark:

The bet usually centers around a single coin--silver or gold, most likely, but varying by the standards of the surrounding establishment. The Bilker can automatically lose any round he or she chooses. A fair game can be played by rolling 1d10 for the Bilker and another for the NPC, with a tie going to the mark.

If the Bilker wants to rig the game, his or her Dexterity score is subtracted from the mark's Wisdom score (to a minimum Wisdom of 0). The victim must then roll that number or less on 1d20. If the check fails, the Bilker wins the bet. If it succeeds, the mark realizes he or she is being hoodwinked, and an intriguing roleplaying encounter may occur.

The Bilker can repeat the attempt as many times as he or she wants--however, for each attempt, the victim gains a +1 bonus to his or her roll. Thus, a wise Bilker knows when to call it a night.

Bilkers also have the additional ability which helps them sometimes talk their way out of trouble. When confronted by a potentially hostile person or persons, a Bilker may

attempt to *smoothtalk* the other party (naturally, the attempt is only possible if both parties speak a common language, and the ability will not work if combat has already been joined). The Bilker's Charisma score is subtracted from the victim's Wisdom score, and the victim must then roll under the resulting number or he or she (or it) will find himself-herself-itself nodding in agreement with whatever the Bilker is proposing. Naturally, truly outrageous proposals will give the victim a hefty bonus (+1 to +5, depending on the nature of the suggestion). The victim also gains a cumulative +1 bonus for each previous time the Bilker has used this ability on him or her. Still, this ability is very useful to help get a Bilker and his or her friends out of a tight spot. Alas, the effect is temporary, lasting only a minute or two, so a Bilker soon learns to get while the getting is good.

A Bilker's larger schemes and scams should be are left to the player character to create and enact. The DM should take appropriate precautions for whatever NPC faces bilking.

Special Hindrances: The Bilker is a fun character to have around, but he or she usually leaves bad tempers behind when he or she departs. His or her opportunistic behavior makes it difficult for the halfling to make longterm friendships or keep allies, eventually leaving the character to face the woes of his or her own making alone. The longer a Bilker plies his or her trade, the more numerous his or her former victims become, making it almost inevitable that one day, when the Bilker least expects it, his or her path will cross that of an "old friend." Often, the previous victim is very glad to find the halfling thief who made him or her feel like a fool and walked off with a goodly amount of his or her money. The Bilker, naturally, might not be so delighted with the reunion.

### Burglar

The halfling Burglar is a benign specialist at retrieving objects of value from those who have come by them wrongly--at least, that's the way the Burglar sees it (admittedly, the one who has been burgled tends to disagree). Adept at stealthy movement, lockpicking, recognizing traps, and removing them, the Burglar aspires to a life of comfort simply by virtue of his or her talents--the ultimate in halfling accomplishment.

A Burglar must have a Dexterity score of at least 15.

Roads To Adventure: Burgling involves skills that most halflings learn at a young age--children are forever sneaking into each other's rooms, borrowing each other's toys, and spying on their siblings. As the youngsters mature, a few of them begin to consider the potential profitability of their skills, turning their attention toward more lucrative and dangerous targets. As with many kinds of thievery, burglaring has a built-in inducement to travel--if the local authorities begin to grow suspicious, the life of a simple Burglar can become very complicated indeed.

Other motivations can include the recovery of property that has been wrongfully taken from the Burglar or his or her friends. Naturally, the Burglar won't face certain death simply to recover stolen goods, but if the character thinks he or she can get away with it, he or she might derive a certain amount of satisfaction from setting matters right. Sometimes the simple challenge of slipping into a great fortress or burglaring a well-defended treasure is enough to draw a Burglar's interest--not so much for the value of the

goods as for the test of skills involved.

Like the Archer, the Burglar is the best of the best, a halfling who has developed to perfection skills all halflings possess to some degree--stealth, nimbleness, and unobtrusive movement. As such, he or she is highly respected by the halfling community for his or her expertise. Whereas an accomplished human thief usually tries to hide his or her profession, a Burglar's trade will be well-known by his or her halfling neighbors and his or her accomplishments highly-regarded--indeed, it is a source of civic pride for a village to be home to a really first-class Burglar, something for the town as a whole to boast about. This acceptance works to the community's benefit, since most Burglars will be willing to help out in times of crisis by using their talents for spying or gathering information that might prove useful to the village as a whole.

Role: The burglar is the master of several thiefly arts, most notably Move Silently and Open Locks, though skill at finding and removing traps can be another lifesaving talent. Burglars can be found in all areas of halfling society, including the comfortably wealthy as well as the most destitute.

Most Burglars congregate in areas of larger communities, where they can mingle with members of other races. Like most halfling thieves, the Burglar tends to avoid halfling victims, preferring the treasures of humanoid monsters and humans above all others. Occasionally a Burglar will choose to use his or her skills to aid fellow halflings who have suffered injustices; such Burglars can rise to the status of folk hero.

Secondary Skills: Many Burglars have skills at Trading and Bartering.

Weapon Proficiencies: Burglars prefer weapons that can be wielded quickly and in relative silence. Daggers and short swords are preferred for melee, though some specialize in other weapons. The sling is a popular missile weapon for a Burglar, as are darts and, in areas where they are known or used, the blowgun and hand crossbow.

Bonus Nonweapon Proficiencies: The Burglar gains a nonweapon proficiency for Appraisal.

Recommended Nonweapon Proficiencies: Rope Use, Disguise, and Tightrope Walking are all useful to a Burglar.

Thieving Skill Emphasis: Move Silently; Hide in Shadows; Open Locks; Find and Remove Traps.

Equipment: A rope and a set of lockpicks are the standard tools of the Burglar. He or she will often scorn the use of armor altogether, and in any case will wear nothing heavier than leather, delighting in dark, silent clothing.

Special Benefits: At first level the Burglar gains an additional 10% to Open Locks or Move Silently. Each time he or she gains a new level, the Burglar receives a +5% bonus that can be applied to either of the above two talents or to Find and Remove Traps.

Special Hindrances: The Burglar devotes so much of his or her time to developing the skills of stealth that he or she is at something of a disadvantage in face-to-face combat, suffering a -1 penalty on all attack rolls in melee. However, attacks made as a *backstab* are not affected by this penalty.

### Smuggler

The Smuggler is a halfling thief who gives every appearance of being an honest trader. In fact, he or she would *prefer* to be a straight-forward and upright merchant, but

(generally speaking) the impossible situation created by taxes and tolls of intrusive humans, dwarves, and elves drives him or her to more underhanded dealings. Thus, he or she imports and exports many things from many places--most of which are not supposed to be leaving or arriving at these specific locations.

The reasons for smuggling goods vary considerably; the following are the most common among them:

**Excessive Taxation.** A local government may wish to retain a monopoly on a local product (wine from the duke's vineyard, for example) and so seizes or stamps a high tariff on any competing goods brought into the duchy.

**Belligerent Status.** Two rival states involved in a border dispute will often prohibit trade with the enemy. Local farmers and tradesmen, however, don't always grasp the wisdom of a policy that cuts them off from their customers--thus, the aid of a Smuggler can keep the economy alive.

**Contraband.** A particular commodity might be banned outright, with penalties of varying severity for those who violate the prohibition. If a rival religious sect, for example, values bloodstones in its rituals, the entrenched state religion might bar that stone from the realm, decreeing that anyone caught with a bloodstone be put to death. Whatever the nature of the contraband, chances are that it is very valuable to someone--and consequently, there's a great deal of profit incentive for the bold Smuggler.

A Smuggler must have a Charisma or Intelligence score of at least 13.

Roads to Adventure: Smugglers almost always begin as traders, transporting goods from one location to another, turning a small profit, and bringing something new back to the point of origin. Sooner or later, as he or she expands his or her routes and the world changes, such a trader runs afoul of one of the above prohibitions--and the pragmatic halfling doesn't see why such a minor detail should change the way he or she conducts business. Thus, the merchant continues to do what he or she has always done--but with a little more risk, and a little more profit.

Tied into the Smuggler's normal way of life can be any number of special missions--tasks which allow the Smuggler to employ his or her skills in the name of a higher cause. Rescue of a prisoner is one, or the delivery of a message or item of great importance. A Smuggler can function as a very effective spy, reporting back on the mood of the local people as well as more typical information on land features and defensive preparations.

Role: The Smuggler is a vital cog in the unofficial economy of virtually any region in a civilized world--for without him or her, a far greater proportion of the wealth would remain in the hands of those who hold the reins of power. Many goods that would otherwise have no outlet find their way to customers thanks to the intrepid Smuggler. Whether he or she carts it down rural highways or barges it along placid streams, the Smuggler will, quietly and reliably, see that his or her cargo reaches its destination.

Smugglers build a network of loyal friends and companions (which is why high Charisma is such an asset) and treat these accomplices well in return for protection and help.

The value of the goods smuggled is dependent on two factors: the market for those goods at their destination (supply and demand) and the difficulties and dangers endured by the smuggler in transporting them. Something which is valuable to begin with that now carries the threat of death will bring many times its normal worth to the Smuggler.

Secondary Skills: Either the Trader/Barterer or Teamster/Freighter secondary skills

are appropriate for the Smuggler.

Weapon Proficiencies: Any.

Bonus Nonweapon Proficiencies: All Smugglers gain the Local History proficiency for areas on their regular routes. Also, Smugglers pick up languages during their travels, gaining the ability to speak and understand an additional language every other level, starting at second level. Naturally, the new language must be one he or she has had contact with during the course of the previous two levels of experience.

Recommended Nonweapon Proficiencies: Riding, Appraising, Disguise, and Forgery can all help a Smuggler in his or her work.

Thieving Skill Emphasis: Move Silently helps a Smuggler avoid attracting unwanted attention, while Hear Noise often alerts him or her to unwanted company.

Equipment: Unless he or she transports very small quantities, the Smuggler needs some way to haul cargo. Wagons and carts are easy to trace, so Smugglers prefer either some form of boat (e.g., canoe, river raft, or small sailboat) or a pack animal (such as a mule, pony, donkey, or large hound). In general, a Smuggler will only use a wheeled vehicle when he or she has a very good road to follow and is certain his or her smuggling activities have gone unsuspected.

Special Benefits: A Smuggler who possesses the Local History proficiency for an area gains a +4 bonus to NPC reaction checks in that area. He or she will also have full knowledge of any hidden pathways or secret trails along his or her regular route.

Special Hindrances: The inherent risks of challenging authority, including threat of imprisonment or worse, are the primary drawbacks to the Smuggler's career.

### Urchin

The Urchin is a specialized halfling thief who attempts to pass as a human child. Many an unsuspecting victim has tried to collar the annoying brat, only to learn that the apparently feeble child who robbed him or her is in fact an adult with all the skills of an accomplished thief.

Urchins are encountered almost exclusively in cities and large towns, where people don't know all their neighbors. Roaming the chaotic network of a city's streets and alleys, the Urchin blends in to the local population, keeping several escape routes and hiding holes ready to hand at all times. Living mostly on the street, the Urchin takes shelter where he or she can find it--as often as not among the poor and destitute of the community.

The Urchin must have a Charisma score of at least 11.

Roads to Adventure: The Urchin character is typically a kit chosen by necessity--a halfling comes to a city alone and finds no market for his or her skills. At the same time, he or she grows tired of sneering bullies, some of whom pick on the halfling merely because of his or her size. Finding it easier to escape unwanted attention by blending in than by flight, he or she finds welcome anonymity in a life of disguise.

Role: The Urchin typically works alone, though he or she may well be a member of a small group; urban thieves' guilds made up entirely of halflings have been known to exist, most of whose members will be either Urchins or Burglars. Sometimes a halfling Urchin becomes the leader of a gang of children, both human and demihuman. In this case the Urchin will take a very protective, almost parental care with his or her young charges.

Dressing in juvenile clothes, with a haircut similar to those of local children, the Urchin will wander about the city like any child with a free day. However, he or she is adept at picking pockets and always has several escape routes memorized, ready at any moment for a quick getaway.

Diversions and distractions are a part of the Urchin's typical routine. If he or she can topple--or better yet, get someone else to topple--a fruit vendor's cart, for example, the resulting confusion will result in a situation ripe with possibilities for profit.

Secondary Skills: Any or none.

Weapon Proficiencies: The Urchin's double life prevents the character from openly wearing weapons children would normally not carry ("Say--what's that kid over there doing with that crossbow?"). Hence Urchins tend toward easily-concealed or disguised weapons (dagger, darts, sling, quarterstaff).

Bonus Nonweapon Proficiencies: Because his or her very existence depends upon playing a role, the Urchin quickly develops a knack for disguise. At first level, the Urchin can effectively disguise himself or herself as a human. Upon reaching second level, the Urchin gains the Disguise proficiency in full.

Recommended Nonweapon Proficiencies: Forgery, Blindfighting, Tumbling, and Ventriloquism can all have their uses to the Urchin.

Thieving Skill Emphasis: Urchins are consummate pickpockets (see Special Benefits, below); Climb Walls and Hide in Shadows are helpful when it comes to getaways.

Equipment: Aside from weapons and perhaps a set of lockpicks, the Urchin needs no special equipment.

Special Benefits: With Urchins, picking pockets is both a hobby and a way of life. Because of constant practice, Urchins develop unusual skill in this particular aspect of thievery. This translates into a +5% bonus **per level** to their Pick Pockets rolls, starting at second level (i.e., +5% at 2nd level, +10% at 3rd level,  c.).

Special Hindrances: The local guardsmen and city officials can take a real dislike to the activities of an Urchin, causing no end of trouble for the poor player character.

## Fighter/Thief Kits

### Cartographer

This character is an explorer and mapmaker who sets out to see the world and wants to return with a good account of his or her adventures. Although such a calling is unusual among halflings (except among Kender, many of whom believe themselves to have great talent along these lines), the Cartographer exists among all halfling subraces, however rare he or she may be. Indeed, his or her exploits form the great part of many popular legends among the small folk.

Cartographers are, by their nature, very interested in the land and its features. They are inclined to take little note of the occupants of those lands, unless forced to do so. To a Cartographer, a city's setting on a high riverside bluff will seem far more profound than the fact that the guards of that same community have just arrested him or her under suspicion of being a spy or just generally being a stranger.

A Cartographer must have an Intelligence score of at least 13.

Roads to Adventure: The Cartographer is drawn to the road for no other purpose than curiosity of what lies over the next hill--though many a Cartographer has become

entangled in events along the way that resulted in fame and fortune.

If the Cartographer enjoys exploring and adventuring for its own sake, he or she also enjoys keeping records of his or her experiences (to reminisce over in his or her old age, assuming the character survives to have one)--primarily by mapping out everywhere he or she goes. He or she has a great interest in new places and will often journey far out of his or her way simply to investigate some unique feature he or she has heard about. Cartographers tend to ignore obstacles created by an area's inhabitants (hence, Cartographers have a high mortality rate) but will be well aware of the difficulties involved in crossing certain geographic challenges, such as deserts, mountain ranges, seas, and swamps.

Role: The Cartographer is a happy wanderer, as comfortable under the encircling limbs of a thick pine as in a goosedown bed. The weariness of the trail may weigh down his or her feet, but curiosity will still propel the traveler over one more hill, around another bend.

The Cartographer doesn't go looking for trouble (i.e., adventure), but it seems to have a way of finding him or her, due no doubt to his or her inexhaustible curiosity. Often a halfling Cartographer will be found mapping a trade route through a war zone or tracing the path followed by an ancient expedition through a forgotten dungeon, oblivious to the arrows flying around him or her!

Cartographer rarely hold any sort of official positions as court mapmakers, with the ironic result that many a trackless land lies virtually unknown to its human or dwarven overlord while some retired halfling Cartographer has a perfectly good map of the place tacked up above his or her hearth. Fortunately Cartographers are often willing--even eager--to show others their maps; adventurers willing to listen patiently to the halfling tell at length of his or her journeys will often gain much valuable information for their trouble.

Unfortunately, it must also be noted that just because a map was drawn by a halfling Cartographer, there's no reason to assume that a map is entirely accurate. Any feature the Cartographer has seen for his or her self will be just as it is drawn; however, some Cartographers are trusting souls and will incorporate features into their maps that they have only heard about second- hand. In such cases, the second-hand information is only as reliable as the source. Kender maps are notoriously unreliable, because a Kender Cartographer will exaggerate what he or she sees in order to make a more interesting map: mountains become taller, rivers wider, distances farther apart, and the like. Thus Kender maps are entertaining but relatively useless; a grain of truth will lie behind them, but it may be somewhat difficult to extract.

Secondary Skills: Any (player's choice).

Weapon Proficiencies: The Cartographer is a well-rounded character, proficient in at least one missile and one melee weapon. Short bows and short swords are the most popular, though the sling-staff is another favorite. Kender Cartographers will of course specialize in their national weapon, the hoopak.

Bonus Nonweapon Proficiencies: Cartographers gain Direction Sense as a bonus proficiency when the character is created.

Upon reaching second level, halflings using this kit gain a unique proficiency: Cartography. The Cartography proficiency allows a character to accurately render on paper or parchment the distances and directions of features that he or she has personally

seen. If a Cartographer sails along a coastline, for example, he or she will be able to chart its bays, points, reefs, and inlets, as well as give a general impression of the shoreline--is it forest or meadow, mountain or plain? However, he or she will not know the shape of inland features such as valleys or the course of rivers and streams.

Cartographers who spend time chatting with local folk will be able to learn about more than the places they see themselves. Such second-hand maps, however, are only as accurate as their source--and even then they will lack a level of detail that the Cartographer can add from the scenery before his or her own eyes. Thus, secondhand maps tend to have more imaginary or inaccurately-described features.

Recommended Nonweapon Proficiencies: A character desiring to be a Cartographer must take the Navigation proficiency. In addition, Modern Language can prove very useful in asking directions, while Weather Sense and Survival can help keep the Cartographer alive in the wild.

Thieving Skill Emphasis: Read Languages skills enable a Cartographer to research old maps and help plan his or her journeys; Climb Walls can help overcome obstacles on the way.

Equipment: The Cartographer feels lost without his or her mapmaking kit: paper or parchment, quills, and ink. He or she will improvise in a pinch, using virtually any material that comes to hand (leather, bark, driftwood, etc.), but will transfer such crude maps to more permanent form as soon as the chance presents itself.

Special Benefits: Cartographers almost never get lost, even in places they have never been before, above ground or below. If confronted with a question like "Which way back to town?"or
"Which of these corridors leads toward the surface?" a Cartographer can make an Intelligence check; success means that he or she know the answer and failure means that he or she doesn't know and realizes the fact. Optionally, the DM can rule that on a fumble (a result of 20 on 1d20) the Cartographer *thinks* he or she knows the way but starts out in the wrong direction.

Special Hindrances: None to speak of.

### Trader

The halfling Trader is a legitimate version of the Smuggler--an honest merchant who spends more time in legal activities and has a little more fighting ability with which to protect his or her cargo (and, incidentally, his or her self as well). Traders generally stake out a territory and a regular route and don't range too far afield; only a chance to dramatically increase his or her profits will tempt a typical Trader into deviating from the established routine. A Trader is very likely to have a burrow in a local community, and though he or she may be absent for several days at a time he or she is always glad to return home again.

A Trader must have a Charisma score of at least 11.

Roads to Adventure: The Trader is a natural target for thieves; fortunately, his or her combination of character classes makes this hard-working halfling merchant well equipped to vigorously defend his or her cargo.

By the nature of his or her business, the Trader has the chance to make many friends and become acquainted with the problems in many different areas. Motivated by a strong

sense of right and wrong, together with the strength of his or her influence, the Trader will often take a leadership role in situations that call for dramatic and decisive action.

Role: Trading among halflings begins as a very simple, need-based process. The Trader finds some high quality commodity, usually from his or her own village, which is in large supply. Typical goods, especially for starting Traders, include cheese, produce, wine and beer, pottery or cloth, shellwork, unique spices or flavorings, and woodcarvings. Often, in fact, the local source of these goods will 'front' the Trader for his or her first cargo, in anticipation of much increased business. This is only done, however, if the young Trader is a local lad or lass known to be a sober and responsible individual.

Next the Trader determines another area, where he or she anticipates a demand for those goods and decides what he or she will trade for in return. The Trader typically starts small, with a limited and regular route upon which he or she tries to establish a professional reputation. If the enterprise prospers, he or she might show a (generally conservative) tendency to expand business; since he or she is a halfling, any new stops along the route usually means the Trader will be making new friends there as well.

Secondary Skills: The Trader/Barterer is the typical secondary skill of this kit.

Weapon Proficiencies: Any.

Bonus Nonweapon Proficiencies: The Trader can select either Appraising or Local History as a bonus proficiency at the onset of his or her career.

Recommended Nonweapon Proficiencies: Direction Sense, Animal Handling, and Weather Sense are all useful proficiencies for anyone who spends a lot of time on the road.

Thieving Skill Emphasis: Detect Noise helps the Trader anticipate ambushes, while Read Languages is useful for bookkeeping.

Equipment: The Trader will typically have a cart or wagon to haul his or her goods and some beast of burden--a pony, donkey, draft horse, or ox. River-based Traders will have a small, easily-managed boat with plenty of cargo space. Unlike Smugglers, Traders keep to well-traveled (and well-guarded) highways and hence prefer wagons to pack animals.

Special Benefits: The Trader is a well-known and popular character, privy to the local news all along his or her trade routes, often the first to bring news and gossip from village to village. He or she is quick to learn of new and interesting discoveries and to determine what goods and commodities are in demand in various locales. Additionally, he or she has a marvelous opportunity to get rich.

Special Hindrances: In a word, thieves.

## Traveler

This popular character is the halfling equivalent of the bard, a musician and storyteller traveling about out of curiosity and a general love of life. His or her wanderings give the character grist for the tales and legends by which he or she earns a living. Like the Cartographer, he or she is curious about the wide world, but it is people, not places, that draw a Traveler's attention. Nothing makes a Traveler happier than meeting people from a wide variety of cultures, and this enthusiasm translates into a remarkable ability to understand and adapt to local customs.

A Traveler must have a Charisma score of at least 15.

Roads to Adventure: The Traveler is another of those rare (some would say 'mad') halflings for whom the comforts of hearth and burrow are simply not enough. It begins almost always in childhood with the feeling that the fair in the next village must be just a little grander than the one at home. Accomplished Travelers can become the confidants of kings and queens, the emissaries of earls, the entertainers of nobles and sages.

Role: The Traveler does much the same work as a bard but takes himself or herself far less seriously. He or she is an accomplished wordsmith, capable of spinning a yarn on the spur of the moment that can reduce an audience to tears or helpless laughter. All Travelers play a musical instrument, but it will always be a simple, homey instrument like a banjo, harmonica, or fiddle rather than one of the more sophisticated instruments favored by bards. Travelers are also fond of entertaining children with simple sleight-of-hand tricks, and one will often put on a special show just for children when he or she comes to town.

A Traveler's performances are almost always informal, homespun affairs--swapping stories and sharing a jug with the old folks around a hearthfire, playing the fiddler and being the caller for courting couples at the local hoedown and square dance, thrilling youngsters with monster stories enlivened by special sound effects. Travelers are masters of the Question Game and enjoy matching their skill against that of the local champs. Because of their genuine enjoyment of people, Travelers are quick to make friends. As a rule, they are welcomed nearly everywhere they go and remembered fondly when they depart.

Secondary Skills: Most Travelers will avoid secondary skills on principle.

Weapon Proficiencies: The Traveler can use any weapon; usually he or she will try to select something unique. Travelers are particularly fond of weapons that don't look like weapons--for example, a walking stick which is actually a swordstick, or wooden juggling balls that can be used as missile weapons.

Bonus Nonweapon Proficiencies: The Traveler receives Musical Instrument as a bonus proficiency.

Recommended Nonweapon Proficiencies: Dance, Disguise, Etiquette, Juggling, Tumbling, and Ventriloquism are all useful proficiencies for a Traveler.

Thieving Skill Emphasis: Travelers do very little actual stealing, as a rule, but the Pick Pockets skill comes in handy in their sleight-of-hand shows.

Equipment: Aside from his or her musical instrument, weapons, and the clothes he or she wears, a Traveler will have few possessions, no more than he or she can easily carry. Gold has a tendency to tie a body down, in his or her opinion, and the character is likely to leave any excess wealth that comes his or her way on the door of some worthy widow or orphan as he or she leaves town, light of heart and empty of pocket.

Special Benefits: The Traveler has several bard-like abilities: he or she receives a +2 to all Reaction Rolls due to the character's innate goodwill to all and friendly demeanor. A Traveler who has time to tell friends and allies an inspiring story before they enter a combat gives them the same attack and saving throw bonuses as a *bless* spell. Finally, his or her music offers immunity to song-based *charm* attacks (for example, a harpy's singing) to all within earshot, but only so long as the Traveler can keep playing non-stop.

Special Hindrances: As noted above, all Travelers are poor, by choice. It has been said that a Traveler has a million friends and no home, and this is true; while his or her folksy manner and homespun ways win the character a welcome everywhere he or she

goes, he or she has no family or burrow to return to. Travelers are essentially sociable loners who dread the day when old age will force them to stop their wandering at last.

## Cleric Kits

### Healer

The Healer is the community physician, counselor, and spiritual adviser for his or her fellow halflings (though not every village or town is fortunate enough to have one). Healers must have an alignment of good or neutral and specialize in the benign arts of tending injuries, curing diseases, midwifery, and general public health.

The Healer must have a Wisdom score of at least 12.

Roads to Adventure: Typically, the Healer gets drawn into adventure not because of any all-consuming drive to see the world or to gain fame and fortune, but because he or she feels that he or she will genuinely be able to help his or her friends--who for some reason the healer cannot fathom *are* seeking fame, fortune, and excitement.

Healers are very confident in their abilities and those of their friends and are thus comforting to have around. They tend to be righteous, even a tad stodgy, in their beliefs, but loyal to a fault (even to those who might not feel a similar loyalty in return) and very determined when in pursuit of a worthy goal.

Role: The Healer is fond of reminding his or her companions that he or she is "just a simple country doctor," a phrase which rarely does this highly competent cleric justice. He or she has very little aptitude for combat, preferring instead to let more vigorous allies handle the tasks of violence. Naturally enough, the Healer specializes at repairing the damage inflicted by such battles after they are over--or, sometimes, while they rage around him or her.

Healers also often function as "the voice of reason" in a party; they give advice freely, whether it is asked for or not, and are not afraid of speaking their minds--whether to defend an underdog, praise an unpopular decision, or criticize an evil warlord to his or her face.

Secondary Skills: The Healer's calling is a full-time job in itself, leaving no time for any secondary occupation.

Weapon Proficiencies: The Healer only receives *one* weapon proficiency slot at first level; he or she can select any weapon eligible for a cleric.

Bonus Nonweapon Proficiencies: The Healer automatically receives the Healing proficiency, without any penalty to his or her proficiency checks.

Recommended Nonweapon Proficiencies: The Healer can benefit from a knowledge of Agriculture, Herbalism, and Reading/Writing.

Equipment: A Healer will never be without his or her bag, which contains scalpels, bandages, ah-sticks, and various herbs, barks, and roots useful in the event he or she needs to whip up a quick poultice or ointment.

Special Benefits: The Healer gains a +1 hit point bonus per die rolled to all *cure wounds* spells he or she casts.

Special Hindrances: Healers refuse to wear armor in all but the most dire circumstances. A Healer's famed lack of tact can also cause problems in some situations.

### Leaftender

The Leaftender is similar in many ways to the druid--he or she is a priest who lives in and watches over the wild places that are so important to the halfling race. Despite the fact that his or her home and burrow is located deep in the woods, the Leaftender is not antisocial--halfling visitors will always find a warm welcome and be invited in to share a cup of a tea, a bit of conversation, and a warm fire. Nonhalflings will meet with a similar reception once the Leaftender has ascertained that they offer no threat to his or her treasured domain.

Unlike the Forestwalker, who is devoted to keeping the forest the way it is, and the Homesteader, who wishes to turn it into farmland or pasture, the Leaftender works to slowly tame a forest without destroying it. He or she will plant nut trees and berry bushes to provide more food for the local wildlife, tend sick trees, and generally make the woods he or she dwells in a healthier, friendlier place.

Roads to Adventure: The Leaftender is like a wilderness gardener. Anything that threatens to undo his or her work by endangering the peace or health of the trees, water, or animal life in his or her woods will draw the ire of the Leaftender--and compel him or her to take steps to counter that threat.

Role: The Leaftender is more integrated into his or her society than is the druid--he or she is not a hermit, even though he or she may live some distance away from the community. Since the wild and beautiful places are so important to halflings as a whole, the community tends to be very supportive of this cleric's activities.

When a Leaftender visits nearby halfling communities (which he or she will do far more often than would, say, a druid) he or she will bring gifts of the woods' bounty--berries, mushrooms, and herbs--to add variety and spice to the village menus. Alone of all halflings, Leaftenders are vegetarians and eat no animal products.

Secondary Skills: Agriculture is a possible, though not a necessary, secondary skill for a Leaftender.

Weapon Proficiencies: The Leaftender is limited to the following weapon types (listed in order of preference): sling, sickle, spear, scythe, dagger, staff, club, and dart.

Bonus Nonweapon Proficiencies: The Leaftender receives Herbalism and Survival (Woodlands) as bonus proficiencies.

Recommended Nonweapon Proficiencies: Weather Sense and Direction Sense can prove very useful, as well as Animal Lore, Swimming, and Firebuilding.

Equipment: The Leaftender will assemble whatever materials he or she needs to carry out his or her work of tending the forest.

Special Benefits: As they advance in level, Leaftenders become increasingly attuned to their environment, granting them the following abilities:

At 2nd level, the Leaftender can pass through overgrown areas at his or her normal movement rate without leaving a trail.

At 3rd level, he or she can identify plants, animals, and pure water with perfect accuracy.

At 5th level, he or she becomes immune to *charm* spells cast by woodland creatures such as dryads and nixies.

Special Hindrances: Leaftenders cannot use metal armor and will not use leather armor. They may, however, use wooden shields.

### Oracle

The Oracle is the halfling cleric who deals with spiritual matters, the will of the gods, auguries and prophecies, and the like. Whereas the Healer's emphasis is on spells that affect his or her people directly, the Oracle is more concerned with interpreting the gods' will to the people.

Roads to Adventure: The Oracle can be drawn into a quest by a prophecy that he or she interprets as the will of the gods; alternately, like the Healer, he or she will accompany his or her companions on their own adventures out of a sincere belief that, without his or her help, they are doomed.

More than any other halfling type, the Oracle is driven by a consuming desire to learn, to answer great questions, to complete some great quest. The drive for such activities originates as a spiritual calling, but the Oracle with typical halfling common sense will follow up such motivations with very practical determination and drive.

Role: The Oracle seeks to be an interpreter who looks for signs of the gods' will and then teaches his or her people what they should do. As part of that role, he or she casts spells designed to communicate with those deities. He or she will usually be chosen to preside over the community's occasional religious ceremonies and festivities.

Secondary Skills: The Scribe secondary skill is useful to the Oracle.

Weapon Proficiencies: An Oracle can use any weapon allowed for the standard cleric.

Bonus Nonweapon Proficiencies: The Oracle receives Astrology as a bonus proficiency.

Recommended Nonweapon Proficiencies: Heraldry, Ancient History, Religion, and Spellcraft are recommended for the Oracle.

Equipment: Any he or she desires.

Special Benefits: When the Oracle performs any spell of the sphere of divination, he or she will receive (from the DM) unusually reliable and accurate information. The specifics of this benefit vary by spell, of course.

Oracles also occasionally receive visions directly from their deities; however, these visions are usually cryptic, requiring time and thought to unravel their significance.

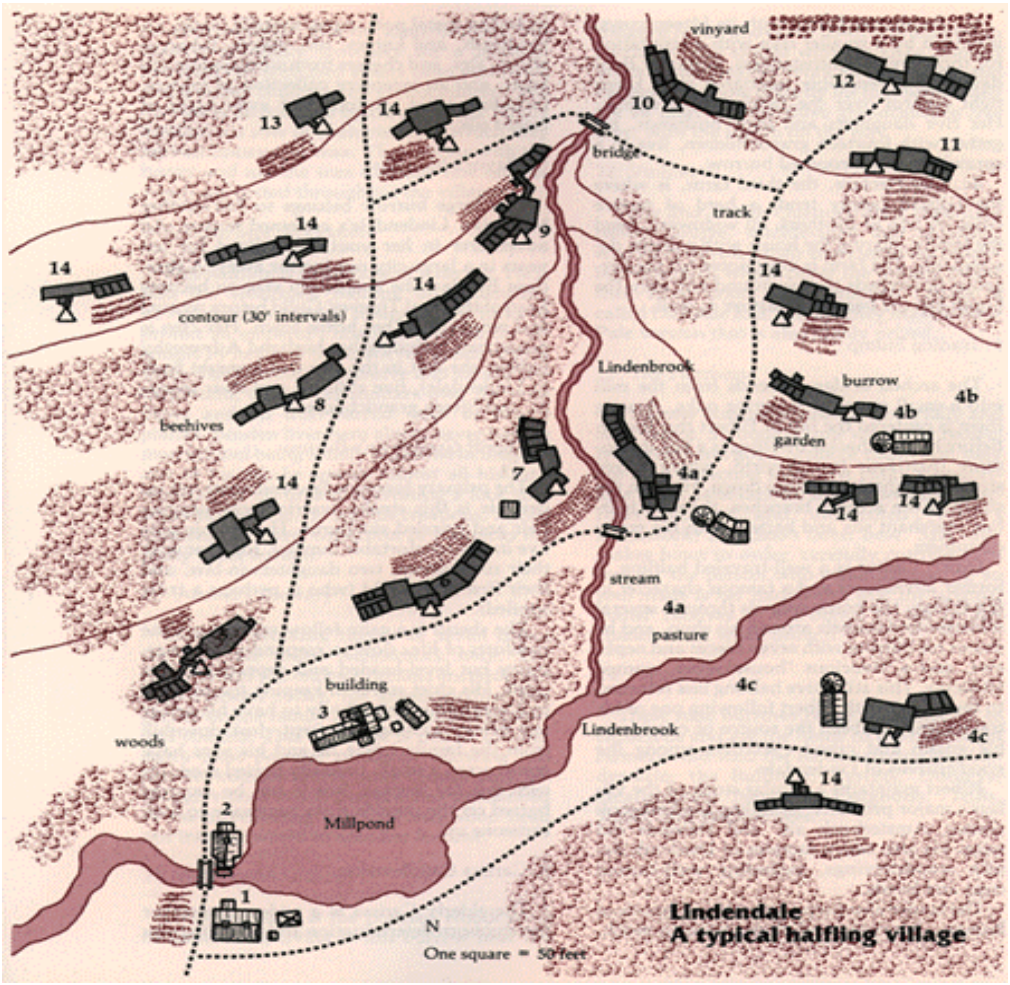
Special Hindrances: The Oracle is very unwilling to compromise--he or she is more stubborn than the typical halfling. He or she treats every mission as a quest and will never abandon a task no matter how many difficulties stand in the way.

## Chapter 5: Lindendale-- A Typical Halfling Village

Lindendale is a small community, a town of halflings that could exist in almost any campaign world. It is presented here for two reasons: (1) it provides a look at a typical halfling village, with examples of households and the various trades and skills represented there, and (2) it can be used as a home base for launching an all-halfling campaign, as it can easily be dropped into any ongoing campaign.

The village is mapped on page 123. It lies in a sheltered valley on the south side of a long, forested ridge. About a mile to the south of the map, a major road runs from east to west. A small dirt track leads from this highway to the village.

A placid stream, the Lindenbrook, winds along the base of the ridge. While no more than three or four feet deep, the creek's silty bottom makes fording difficult.




## 1. Inn of the Brass Tankard

This homey place is the first building a visiter sees upon approaching Lindendale. It is a two-story structure of whitewashed wood with brown shutters and a round, oversized door. The common room is large enough for humans but still cozy to halflings. The guest rooms come in two sizes, for Big Folk (upper level) or small folk (lower level), with appropriately-sized furniture in each.

The innkeeper, Gwiston Shortwick, lives here with his wife Lucretia, their four daughters, and Lucretia's elderly mother; the family quarters are in a burrow at the south end of the inn. Several other halflings work here as stablehands and waitresses, but they live in the village with their families.

## 2. Mill and Bakery

Dottery Dale is a bawdy halfling wench who runs the village mill and also bakes fabulous bread and cakes. She has two brothers and a sister who live here as well, each of them married with several children--but the unmarried Dottery is unquestioned head of the household.

The Millbridge is attached to the great wooden building and is the only dry means of crossing the Lindenbrook for more than a mile in either direction.

### 3. Cheese Factory

Hofflik Kaese is the master cheesemaker here. He takes all the milk that the local dairies can provide and turns it into a sharp, white cheese (called "Lindenbrook") that is highly prized within the local area and beyond. It is the village's major export.

Hofflik, a bachelor, lives in a small set of rooms beside his factory. Two small compartments within the shop itself provide quarters for the one to four full-time apprentices (both male and female) he's likely to have working with him at any one time.

### 4. Dairies

These three prosperous concerns each own a dozen or more cows and graze them in these distinct pastures. The animals are sheltered in neat, low-ceilinged barns. Each herd includes a half-dozen calves; a great bull occupies his own pen on the Kalliwart farm north of the stream.

The clans that run these dairies are friendly rivals, striving to outdo each other in milk production--most of which is bartered or sold to the cheese factory.

4a. Kalliwart Farm, the largest of the three, is managed by Glenvius and Blythi Kalliwart, who recently celebrated a complete century of marriage. Ten children and their spouses, twenty-two grandchildren, and five great-grandchildren make up the rest of the household. The family is known for its slightly rambunctious youngsters--they are charismatic and popular, but prone to be troublemakers. The farm boasts twenty-two milk cows and the village's only bull.

4b. Bandawax Farm, with its fifteen cows, is tended by a smaller clan with a reputation for thrift, even tightfistedness. Gammer Bandawax is a venerable matriarch who keeps tight control over the family purse strings. Her five daughters and their husbands, together with fourteen grandchildren, live in a sprawling, multi-roomed burrow.

4c. Lily Hectare, the third farm, is where the Jallisall family tends a herd of twelve cows. A trio of brothers, all widowers, head the family, sharing the house with a dozen descendants. The farm is most noted for the gorgeous flowerbeds that surround not only the house but the barn and pasture as well.

### 5. Trading Stump

The arched bridge descends from the mill into a small grove of towering oaks. Among them is centered the hut of Filbert the Trader. Before his ramshackle dwelling is a flat stump, more than four feet in girth, where a tree struck by lightning was cut down. Here, in the shade of the arching branches, the wily halfling merchant sits and barters with his many customers.

Filbert Oldfur is a well-traveled halfling, a former adventurer and a famous character in the village. His home sprawls through several underground tunnels around his shop, and he shares his burrow with seven nieces and nephews, and a vivacious "housekeeper"

named Milliciny. This attractive halfling lass returned to the village with Filbert following one of his travels and has been the source of considerable gossip and raised eyebrows among the good citizens of Lindendale.

Filbert maintains a regular stock of the village's major products, including Lindenbrook cheese, Amsterbock ale, and Daleside red wine. He also offers samples of Dwilcath Batel's woodcarvings, including well-turned cups and bowls.

The trader also keeps a number of goods of human, dwarven, and elven make in stock, including metal pots, pans, utensils, tools, arrowheads, and knives; salt, spices, tobacco; wines, ales, and cheeses from surrounding villages; and an extensive collection of fabrics, including wool, cotton, and even bolts of bright silk.

### 6. Mayor's Mansion

This large burrow belongs to Fairweather Montajay, Lindendale's esteemed mayor. An adventurer in her youth, she lived for ten years in a large city not too far away. A first-class Burglar, she eventually rose to become head of the local Thieves' Guild before retiring and returning to her home town. Her clan is numerous, including her husband Ashworthy (whom she met in the city and brought back to Lindendale), five children and their spouses, and fifteen grandchildren.

### 7. Sheriff Greenspan's Burrow

The primary force for law and order in Lindendale is this stocky warrior with graying hair and grizzled sideburns. He and his wife live in this comfortable burrow, together with their six children, two daughters-in-law, and their first grandchild (who is perhaps a trifle spoiled).

The sheriff is a calm fellow who enjoys the comforts of life, slow to respond in an emergency but level-headed and dependable in a crisis. His chief secret in keeping the peace is to always allow everybody to have his or her say before passing judgment. Just downhill from the family home he and his sons have constructed a small, partially buried shed. He uses this for storage, but it can be securely barred on the outside if it's necessary to lock someone up.

### 8. Carissa Candlemaker

The elderly Carissa is a widow famed for her stubborn determination and unwillingness to compromise. She is kind-hearted but cranky, unusually crotchety for a halfling. She lives her with two sisters (also widowed) and a dozen children and grandchildren. The burrow is surrounded by clover, as the family maintains a row of beehives from which they harvest honey and wax. They barter with the honey and use the wax to make fine candles which are prized throughout the village.

### 9. Benden Sire, Locksmith

This halfling is something of a hermit. He is also the wealthiest halfling in Lindendale, having made a fortune designing the locks to protect an emperor's hoard that

foiled the attempts by heads of three thieves' guilds to pick them. His burrow is extensive and mostly underground, with stout shutters over the windows and an iron-barred door of heavy planks. Benden lives here alone, never having married and being totally absorbed in the pursuit of his art; he spends almost all his time working on his dream of creating a lock that cannot be picked. To test his creations, he has amassed the finest collection of lockpicks for many miles around.

### 10. Amster's Brewery

This hardworking family of seven brews the dark ale called Amsterbock here. The business was started by a famous ancestor, Alberti Amster; today, his granddaughter Jess carries on the family tradition, added by several cousins. This beverage is one of Lindendale's most popular products, allowing Jess and her cousins to live quite comfortably, although rumor has it that she has succumbed to the adventuring bug and may soon head out into the world to seek her fortune.

### 11. Woodcarver's shop

Dwilcath Batel is the premier woodcarver of Lindendale, living in this burrow near the fringe of forest above the town. He is a benign patriarch, still skilled with his knife, though much of the heavier work (woodcutting and carpentry) is now done by his four sons. They are all married, and three grandchildren live here, with the fourth on the way.

### 12. Vintners

Pally and Dorith Quettory are a cheerfully robust couple, middle-aged and childless, who have devoted their energies to the sweeping vineyards which cover the hillside below their front door. Their primary vintage is called Daleside Red, though they make a rarer Pale version that is also highly prized.

### 13. The Fletchery

This new burrow is inhabited by Wally and Sass Talbot, a young couple who only recently married and got a home of their own; they are now expecting their first child. Comfortable if not ostentatious, it is crowded with arrows finished and unfinished (Wally's handiwork) and Sass's latest bow. Sass only makes bows to order, carefully crafting each one for the person who commissioned it; so well made is her handiwork that the original owner receives a +1 bonus to his or her chance to hit when using it.

### 14. Farms

These nine burrows range from modest to capacious and are the home to the families of farmers who tend the fields surrounding Lindendale: the Baldorfs, Byttnis, Dudleys, Heathertoes, Newters, Ostgoods, Trills, Tucks, and Weatherbees.

## Appendix Adventure Suggestions for Gnome and Halfling

## Campaigns

It is important to remember when playing a gnome or halfling character that halflings are not short humans, nor are gnomes scrawny dwarves: each is an entirely different race, with different perspectives on the world and different motivations.

Opportunities that might bring human or dwarven characters bounding to their feet, eyes gleaming in anticipation, can bring quite a different response from a halfling--e.g., "So what if the old castle's full of treasure? I've got a warm fire, a jug half-full of ale, and my bread's almost done rising!" However, the same halfling might change his or her tune upon learning that the only known copy of a legendary chef's cookbook was rumored to be in the castle as well. Likewise, whereas the Big Folk would avoid a tomb if at all possible once they learned it was heavily-trapped, a gnome might well want to explore it for the same reason in order to see how the traps work and employ the same principles in his or her next practical jokes.

In any adventure involving a gnome or halfling character, the player must ask himself or herself "Why is my character here?" Gnomes love gems like halflings love good food, and most gnomequests will involve searching for fabled gems and lost mines. A halfling will be more likely to join an adventure out of a sense of duty (e.g., an old friend is in trouble) or pure curiosity than from greed for treasure or a desire to go out and fight monsters.

The following outlines are kernels for adventures specifically designed for an all-gnomish or all-halfling campaign. They can easily be adapted to almost any AD&D® campaign world and level of experience.

### Gnome Adventures

**Goblin Infestation:** This begins as isolated and mysterious attacks against lone gnomes, who are either killed or otherwise unable to describe their assailants. During these raids the goblins capture something very valuable, whether it's the community's prized gemstone artifact or a well-liked gnome NPC.

The characters must anticipate where the attackers will strike next, lay illusionary bait for them, and then follow the raiders back to their lair. Once they've located the attacker's home base, they must infiltrate it, rescue the missing treasure or hostages, find a way to disrupt the goblins so badly that it will put an end to the ambushes, and escape.

**Festival of the Starmelt:** The clans are scheduled to gather for an important, once-in-a-decade observation. An old and evil dragon gets wind of the plans and decides to make an attack against the assemblage with the aid of a tribe of kobolds. Gnomish adventurers must discern the plan from captive kobolds and then take steps to confuse or divert the dragon before the festival begins.

**City of Illusions:** Gnome illusionists begin to find that sometimes their spells don't work, while at other times they behave in unexpected ways. Investigation will eventually trace the source of the problem to a strange village peopled entirely by intelligent illusions created for company by a since-deceased master Imagemaker. They resent the "involuntary servitude" of their fellow illusions and are trying to nudge them into rebellious sentience, with some success. The PCs must find a way to placate the angry illusion-people; with luck and tact, they may gain some unusual allies in the process.

**Gemquest:** A strange gnome comes to the village, badly wounded by some bizarre

and magical force. He collapses and dies, but not before he drops a huge and stunningly beautiful gem of a type none of the gnomes have ever seen before, together with a gasped-out description of a "Mount Crystal" that lies somewhere in the distance. In truth, the gemstone is an intelligent parasitic quartzite creature from the elemental plane of earth that sapped his strength with its baneful magic, but not before he served as the bait to lure more gnomes into its trap.

Gnomes who make the journey will find Mount Crystal, a shining hill of white quartz. Inside, they find abandoned mines holding an incredible wealth of gems of all types--unknown to them, more of the creatures. Each creature forms a bond with a single gnome and drains 1d4 points of his or her Constitution per day. The characters must realize what is going on, find a way to break the charm which prevents each gnome from throwing away his or her own stone, and make a desperate break for freedom.

## Halfling Adventures

**Meddlesome Officialdom:** A nearby human lord decides to charge the small folk a toll for using a road, bridge, or river passing through their town, as well as a tax on all transactions, sending guards and tax collectors to make sure that his commands are followed. The halflings must find a way to avoid paying the tariffs and eventually rid themselves of the pestering presence without resorting to violence.

**The Bully:** A tough human knight, or perhaps even an ogre, troll, or giant, takes up residence nearby. He or she appoints himself or herself the village's "protector" and demands food and drink, and eventually treasure, from the small folk in return. He or she is too strong for the villagers to defeat in combat, forcing the halflings to use their wits to come up with a clever plan to chase the brute away.

**Kidnapped:** All the human children from a nearby community are captured by goblins or kobolds and taken to the humanoid's lair--a lair with ceilings too low and passages too narrow for adult humans to enter. The humans approach the halflings and beg them to rescue the children, offering whatever inducements they can to gain the aid of a brave band of small folk.

**A Tinker Comes to Town:** A strange peddler rolls into the village with a wagon full of wondrous gew-gaws and trinkets. He or she sells many of these and gives others away. Shortly after the stranger leaves, the villagers start to change their lifelong patterns of behavior--some become short-tempered or depressed; others frivolous and irresponsible.

The trinkets are *not* the cause of the changes, however. There's an evil wizard at work, and the tinker's gifts are charms against her enchantments. The halflings must first find out what's going on, and then find a means to drive the wizard away.

**Monster Depredation:** A tribe of monsters, such as gnolls or orcs, begins to ravage the area. Only if halflings and their human and demihuman neighbors unite do they stand a chance to defeat the menace. The halflings must convince rival groups of humans, dwarves, and elves to work together in a common cause. When it comes to actually facing the foe, the halflings should try to defeat them through cleverness and deception rather than an outright attack.

**The Forest Plague:** A mysterious malady begins to affect the surrounding woods, causing trees to wither and die, crops to fail, and a general blight to settle across the land.

After some investigation (which can be an adventure in itself), the halflings determine that the plague results from losses suffered by local treants and dryads due to

indiscriminate logging. The small folk must then find a way to deter the woodcutters until the people of the trees have a chance to recover, while at the same time avoid causing the woodcutters from losing their livelihood.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Fighter's Handbook

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## Introduction

The ADVANCED DUNGEONS & DRAGONS® 2nd Edition *Player's Handbook* and *Dungeon Master's Guide* told you all you needed to know about playing warriors in the game. But it could be that you want to know more than the bare minimum it takes to play the warrior classes.

That's where *The Complete Fighter's Handbook* comes in. In these pages, we're going to show you lots of interesting things you can do with the warrior classes . . . things that the *Player's Handbook* and *DMG* didn't have room to show you.

Do you want to play fighter characters other than Fighter, Paladin, and Ranger? Here we'll give you rules for characters like barbarians, samurai, gladiators, amazons--they're all subsets of the three main warrior classes, but they're here.

Do you want new combat rules? We have them. You'll find rules for different weapon styles, combat tactics, combat maneuvers, jousting, combat results, and many other fighter-oriented abilities within these pages.

Is it new equipment you're after? That, too, is present in copious quantities, from new armor and weapons to new magic items.

Or perhaps you want some role-playing and campaigning tips for your fighter characters—or your campaign in general. In these pages you'll find role-playing advice for fighter characters, and discussion of the role of the fighter in regular campaigns and in all-fighter campaigns.

Whether you're a player or DM, an intent rules lawyer or just someone wishing to add a little depth to your campaign or character, you'll find something here for you. Have fun.

* * *

Incidentally, *The Complete Fighter's Handbook* presumes that you're using the *AD&D® 2nd Edition* game rules for Weapon Proficiencies and Nonweapon Proficiencies. Many of the rules presented in this book depend on use of the proficiencies. So if you haven't been using them so far in your campaign, we highly recommend that you familiarize yourself with them and introduce them into your playing.

Here's a special note for those of you who are using this *Complete Fighter's Handbook* with your first edition *AD&D®* game instead of the new second edition: This supplement mentions a lot of page numbers from the *Player's Handbook* and the *Dungeon Master's Guide*. The page numbers cited are for the *second edition*, not the first; you'll have to ignore the page numbers given.

# Table of Contents


**Introduction**

**Character Creation**
Ability Scores
Races
Classes
Alignment
Warrior Kits
Proficiencies
Armorer
- The Workshop
- Apprentices and Overseers
- Time to Craft Armor
- Cost to Craft Armor
- Chance of Failure
- Added Expenses
- Player-Character Workshops
- Repairing Armor
- Repairing Magical Armor

Bowyer/Fletcher
Weaponsmithing
    Weaponsmithing Failure
    Weapon Quality
    Weapons Not Shown
Money and Equipment
Magic
Experience

**Warrior Kits**
Kits and Warriors
Kits and the Warrior Classes
Kits and Character Creation
The Warrior Kits
    Amazon
    Barbarian
    Beast-Rider
    Berserker
    Cavalier
    Gladiator
    Myrmidon
    Noble Warrior
    Peasant Hero
    Pirate/Outlaw
    Samurai
    Savage
    Swashbuckler
    Wilderness Warrior
Recording Kits on the Character Sheet
Warrior Kits and Multi-Class Characters
Warrior Kits and Dual-Class Characters
Abandoning a Kit
Modifying the Kits
Creating New Kits

**Role-Playing**
Warrior Personalities
    The Brash Youth
    The Crude Crusher
    The Dangerous Antagonist
    The Doomed Champion
    The Fated Philosopher
    The Merry Showoff
    The Natural Leader
    The Sneaky Thinker
Changing Personality Types

The Warrior Campaign
- Magical World vs. Nonmagical World
- Magical World
- Mostly Nonmagical World
- Strictly Nonmagical World

The Mixed-Warrior-Type Campaign
The One-Warrior-Type Campaign
- Amazons
- Barbarians and Berserkers
- Beast Riders
- Cavaliers
- Gladiators
- Myrmidons
- Noble Warriors
- Peasant Heroes
- Pirates and Outlaws
- Good-Guy Outlaws and Pirates
- Bad-Guy Outlaws and Pirates
- Samurai
- Savages
- Swashbucklers
- Wilderness Warriors

The Military Campaign
Campaign vs. Mini-series

**Combat Rules**
New Combat Rules
- Off-Hand Weapons Use
- Kneeling and Sitting
- Range and Initiative

Weapon Proficiency Slots
- Intelligence and Proficiencies
- Single-Weapon Proficiency Weapon Specialization
- Weapon-Group Proficiency
- Tight Groups
- Broad Groups
- Non-Groups
- Weapon Specialization and Weapon Groups

Ambidexterity
Style Specialization
Punching and Wrestling Specialization
Martial Arts
Fighting Styles
- The Four Fighting Styles

- Specializing in the Styles
- Guidelines
- Multiple Style Specializations
- Limitations on Style Specialization
- Single-Weapon Style
- Two-Hander Style
- Weapon and Shield Style
- Two-Weapon Style
- Sample Style Specialization

Melee Maneuvers
Called Shots
- Striking a Specific Body Part
- Smashing Something Being Held
- Bypassing Armor
- Special Results
- Disarm
- Thrown-Weapon and Missile Disarms
- Expert Disarms
- Grab
- Grabbing a Person
- Grabbing a Monster

Hold Attack
- Characters with Multiple Attacks

Parry
- Choice of Parries
- Polearm Parries
- Missile Weapon Parries
- Parrying from the DMG

Pin
Pull/Trip
Use of Polearms
Sap
Shield-Punch
Shield-Rush
Strike/Thrust
Surprise and Flash Maneuvers
Don't Say No; Determine Difficulty
Maneuvers in the Campaign
Punching, Wrestling, and Martial Arts
- Specializing With Punching and Wrestling
- Normal Punching Attacks
- Punching Specialization
- Normal Wrestling Attacks
- Wrestling Specialization
- Martial Arts

- Martial Arts Results
- Descriptions of the Maneuvers
- Specializing in Martial Arts
- More Than One Style
- Continuing Specialization
- The Complete Martial Artist
- In Oriental Campaigns
- Barehanded Maneuvers
- Called Shots: Punching and Martial Arts
- Called Shots: Wrestling
- Disarm
- Grab
- Hold Attack
- Parry
- Pin
- Pull/Trip
- Sap
- Shield-Punch
- Shield-Rush
- Strike/Thrust

Hit Locations
- The "Numbed" and "Useless" Numbers
- Body Locations
- General Effects of Called Shots
- Specific Effects of Called Shots
- Recording These Injuries
- Individual Injuries and Healing Magic
- Permanent and Crippling Effects
- Monsters and Hit Locations
- This System and Low-Level Characters
- Recovery
- Recovery of Temporary Damage
- Recording Temporary Damage
- Recovering From Temporary Damage
- Magical Healing and Temporary Damage
- Recovery From Knockout
- Temporary Damage and Knockout
- Magical Healing and Knockout

Combat Conditions
- Darkness and Blindness
- Unstable Ground

Mounted Combat

- Jousting
- Lance Specialization
- Horseback Archery

Tournaments
- The Basic Tournament
- The Joust List
- The Jousting Competition
- Blunted Lances
- Queen of Love and Beauty
- Prizes
- Other Events
- Archery Competition
- Foot Lists
- Merchants' Stalls
- Dancing, Socializing

When to End Combat
When Characters Don't Accept Surrender
When Characters Always Chase
- Escapees

When Characters Never Negotiate
Notes on the Combat Sequence
Tactics
- Shield Walls and Polearms
- Wolf-pack Tactics
- Tactical Mix
- Rotation
- Spear-Carriers
- Directing Traffic

Campaign Tactics
Just Arriving in Town
The Combat Sheet

**Equipment**
Old Weapons
One-Hand, Two-Hand
New Weapons
Gladiator Weapons
Pirate Weapons
Samurai Weapons
Savage Weapons
Swashbuckler Weapons
New Armor
Gladiator Armor
Samurai Armor
Effects of Armor
- Effects on AC

Effects on Speed
Effects on Dexterity Checks
Effects on Vision and Hearing
Other Helms and Helmets
What Head Protection Doesn't Do
Vision and Hearing Checks
No Head Protection
Variant Armor
Racial Armor
Armor Fitting
High-Quality Racial Armor
Piecemeal Armor
Weight of Piecemeal Suits
Magical Armor
Gladiator Armor
Damage to Armor
Piecemeal Armor
Magical Armor
Repairing Armor
Effects on the Campaign
Magical Items
Miscellaneous Equipment

**Tables**

# Character Creation

In this chapter, we'll briefly present notes on character creation in the **AD&D®** game. This is material you already know, but we'll be talking about character creation as it specifically applies to warrior player-characters (Fighters, Paladins, and Rangers).

## Ability Scores

For a normal campaign, any of the six dice-rolling methods from the *Player's Handbook* is acceptable.

If you decide to run an all-warriors campaign (see the *Role-Playing* chapter of this book for details on such a thing), we recommend that you use one of the five Alternate Dice-Rolling Methods presented.

Whether or not you run an all-warriors campaign, if you utilize the *Warrior Kits* chapter of this rule book, we recommend that you use Method VI to create the ability scores for your characters. Because characters using the Warrior Kits are so specialized, you'll find it helpful to be able to custom-design your character ability scores, which Method VI allows you to do.

## Races

Much of *The Complete Fighter's Handbook* is written with the human character in mind. However, most of the text is equally applicable to all the other player-character races as well, and can be used by them without any sort of adaptation necessary.

All the normal rules for racial ability adjustments, class restrictions, level limits, languages, and miscellaneous bonuses and penalties will be used, and all the material in this book can be used for all the demihuman races *except where specifically noted in the text*.

## Classes

The three warrior character classes (Fighter, Paladin, and Ranger) are still the *only* warrior character classes. However, those players who would like to have more specialized warrior classes will probably find what they want in the *Warrior Kits* chapter.

When you're creating single-class warrior characters, we recommend that you start all first-level warriors with the maximum number of hit points they can have at that level—don't even bother to roll the dice. In other words, if you have a first-level Fighter with a Constitution of 16, he'd start with 12 hit points instead of rolling his 1d10 and adding +2 for his Constitution adjustment.

This is for a couple of important reasons. First, it gives the warrior a slightly better chance for survival at lower experience levels. Second, it reflects the fact that warriors are simply tougher and hardier than other player-character classes.

But remember: This is for *first level single-class warriors only*. Starting with second level, these Fighters, Paladins, and Rangers have to roll their hit points like everyone else. No other class gets this benefit, and multi-class warriors (such as warrior/thieves, warrior/mages, and the like) don't get to do this.

## Alignment

*The Complete Fighter's Handbook* follows all normal game rules for character alignments. Once the player has chosen an alignment for his character, he needs to have his choice approved by the DM; it may be that his choice will clash excessively with the alignments of other characters in the party, so the DM is within his rights to disapprove any alignment choice. (The chaotic evil fighter who wants to play with the troupe of wandering paladins *will* be a problem.)

## Warrior Kits

Once you've worked up your character's ability scores, and then chosen his class and alignment, you can choose a *Warrior Kit* for the character. Warrior Kits are discussed in the *Warrior Kits* chapter of this book.

## Proficiencies

As the *Introduction* notes, use of the Proficiencies section of the AD&D *2nd Edition Player's Handbook* is *not* optional with *The Complete Fighter's Handbook*. The

Proficiencies are necessary for you to customize and fine-tune your character, and for the use of the *Warrior Kits* chapter of this book.

Use of the Weapon Proficiencies are pretty much self-evident after you read the *Player's Handbook*. Later in this book, though, in the *Combat* chapter, you'll learn some interesting new things which you can do with weapon proficiencies.

Don't forget that high Intelligence scores grant extra proficiencies (equal to the number of extra languages the character receives for the same score).

Here, let's talk about three nonweapon proficiencies (Armorer, Bowyer/Fletcher, and Weaponsmithing) which are of particular use to the warrior player-character.

## Armorer

With the Armorer proficiency, a character knows how to build all varieties of armor. Armorer overlaps a couple of other proficiencies:

The Armorer knows enough Blacksmithing to forge metal armor and craft scale and chain mail (though he cannot forge horseshoes, wrought iron gates, hardened metal tools, or any other useful items unless he also knows Blacksmithing);

The Armorer knows enough Leatherworking to cut and shape boiled leather into leather armor, shield coverings, and the under-layers of scale mail and banded mail (though he cannot make dress jerkins, saddles, elaborate pouches or rucksacks, or any other useful leather items). The Armorer knows enough of the Tailor's art to manufacture padded armor and armor padding (but not enough to cut and sew any sort of good-looking garment).

Naturally, the ordinary Blacksmith cannot forge metal armor, the Leatherworker is not experienced with making leather armors, and the Tailor isn't conversant with the making of padded armor, unless they also take the Armorer proficiency.

The Armorer can repair existing armor that has taken damage (if you're using that optional rule), and can also craft barding (horse armor) through use of his proficiency.

But what does all of this mean in a campaign?

## The Workshop

To craft armor, the character must first have a *workshop* (a place to work and tools with which to do work).

### *Metal Armor*

If he intends to make any sort of all-metal armor (chain mail, field mail, full plate, plate mail, and helmets), the workshop is a *smithy*, complete with tools, bellows, a furnace, an anvil, tongs, cauldrons, casting molds, and all the other materials necessary to process unrefined metal into armor.

Such a workshop costs 200 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop, or more as part of a larger dwelling, such as a mansion, villa or castle (these sorts of dwellings are priced at whatever sort of price scheme the DM prefers).

(Included in the price of the *smithy* is the cost of the tools necessary to make leather

hilt-wrappings, padded armor, armor linings and padding, and the simple leather straps used to hold all-metal armors together.)

This workshop is large enough to accommodate the character and up to two apprentices working full-time. (The apprentices, too, must have the Armorer proficiency; the character can always take in an apprentice without the proficiency and train him, but until he acquires the Armorer proficiency he doesn't count as a productive element of the workshop.)

In theory, the character could hire another three-man crew to work a second shift in the same workshop; thus the workshop would be occupied nearly 24 hours a day. (This presumes eight- to ten-hour shifts and a certain amount of necessary nonproductive time each day: Time for furnaces to cool and be cleaned, tools to be repaired and sharpened, etc.) No more than three people can work in this workshop effectively; with more than three people, the workshop suffers a loss of efficiency so that it produces goods just as though it were only manned by three armorers.

To expand the workshop costs an additional 50% for each +three workers. If the smithy costs 200 gp and is set up in a 300-gp hut, thus costing 500 gp, the builder could pay +250 gp. Then, the workshop would accommodate three more armorers at the same time. For another +250 gp, now totalling 1,000 gp, the shop can accommodate nine armorers at the same time.

*Leather Armor*

If he intends to make any sort of all-leather armor (hide armor, leather armor, and armored leather caps), the workshop is a *leatherworker's shop*, including apparatus for leather soaking, scraping, tanning, boiling, boiling in wax, shaping, hole-punching, sewing, and all the other processes by which leather is transformed into armor.

Such a workshop costs 25 gp, plus the cost of the shelter where it is set up: An additional 25 gp for a large tent, an additional 75 gp for a well-crafted hut/workshop, or more as part of a larger dwelling (at whatever price scheme the DM prefers).

(Included in the price of the *leatherworker's shop* is the cost of the tools necessary to make padded armor and armor linings and padding.)

As with the smithy above, this price presumes one principal leatherworker and up to two apprentices may work together at the same time. Above that number costs 50% of the workshop and housing costs per additional three leatherworkers.

*Metal and Leather Armor*

If he intends to make both sorts of armor, or armor which combines both metal and leather elements (banded mail, brigandine, bronze plate mail, ring mail, scale mail, shields, splint mail, and studded leather), a combined workshop is needed.

Such a workshop costs 250 gp, plus the cost of the shelter where it is set up: An additional 100 gp for a pavilion tent, an additional 300 gp for a well-crafted hut/workshop, or more as part of a larger dwelling (again, at whatever pricing the DM prefers).

(Included in the cost of the *armorer's shop* is the cost of the tools necessary to make wooden shield blanks and shield frames, padded armor, and all armor linings and padding

necessary to the armored goods.)

As with the smithy above, this price presumes one principal armorer and up to two apprentices; above that number costs +50% of the workshop and housing costs per additional three armorers.

## Apprentices and Overseers

The cost of the workshop constitutes only the set-up cost for the armoring operation. Maintenance of the workshop, pay for the employees, and cost of materials also come into play. Of course, so do the profits from the sale of manufactured goods.

Each apprentice costs 2gp/week for food, upkeep, and training. And once an apprentices has reached young adulthood (age 16) and has achieved an Armorer ability check of 12 or better, he'll demand to be promoted to Overseer status (described immediately below) or will find better pickings elsewhere.

Apprentices cannot run a workshop unsupervised. Supervision comes in the form of an Overseer, an adult with an Armorer ability check of 12 or better. Each Overseer costs 15 gp/week (the DM may wish to have the cost relate to the Overseer's Armorer ability check: 15 gp/week at a check of 12, +15 gp/week per +1 to his ability check; thus, if his ability check is 16, he costs 75 gp/week).

## Time to Craft Armor

To determine the *time* it takes to make a piece of armor, take the armor's AC. The number that the AC is under 10, multiplied by two weeks, is the time it takes an apprentice (supervised and aided by an Overseer) to craft the item.

Thus, a set of chain mail (AC 5) is calculated this way: 10 – 5 = 5; 5 x two weeks = ten weeks. It takes 10 weeks to make a suit of chain mail.

### Standard Costs to Manufacture Armor

| Armor Piece | Retail Value | Materials Cost (gp) | Time Taken | Apprentice & Overseer | Total Cost |
|---|---|---|---|---|---|
| Banded Mail | 200 | 100 | 12 wk | 48 * | 148 |
| Brigandine | 120 | 60 | 8 wk | 32 * | 92 |
| Bronze plate | 400 | 200 | 12 wk | 114 ** | 314 |
| Chain mail | 75 | 38 | 10 wk | 20 *** | 58 |
| Field Plate | 2000 | 1000 | 16 wk | 304 + | 1304 |
| Full plate | 7000 | 3500 | 18 wk | 342 + | 3842 |
| Helm/great | 30 | 15 | 4 wk | 8 *** | 23 |
| Helm/basinet | 8 | 4 | 1 wk | 2 *** | 6 |
| Hide armor | 15 | 7 | 8 wk | 8 ++ | 15 |
| Leather armor | 5 | 1 +++ | 4 wk | 4 ++ | 5 |
| Padded armor | 4 | 0 +++ | 4 wk | 4 ++ | 4 |
| Plate mail | 600 | 300 | 14 wk | 133 ** | 433 |
| Ring mail | 100 | 50 | 6 wk | 24 * | 74 |
| Scale mail | 120 | 60 | 8 wk | 32 * | 92 |
| Shield/body | 10 | 5 | 2 wk | 4 *** | 9 |

| | | | | | |
|---|---|---|---|---|---|
| Shield/buckler | 1 | 0+++ | 2 wk | 1 ++ | 1 |
| Shield/medium | 7 | 3 | 2 wk | 4 *** | 7 |
| Shield/small | 3 | 1 | 2 wk | 2 *** | 3 |
| Splint mail | 80 | 40 | 12 wk | 24 *** | 64 |
| Studded lthr | 20 | 10 | 6 wk | 6 ++ | 16 |
| Barding: | | | | | |
| Chain | 500 | 250 | 10 wk | 190 + | 440 |
| Full plate | 2000 | 1000 | 16 wk | 304 + | 1304 |
| Full scale | 1000 | 500 | 8 wk | 152 + | 652 |
| Half brig. | 500 | 250 | 6 wk | 114 + | 364 |
| Half padded | 100 | 50 | 2 wk | 38 + | 88 |
| Half scale | 500 | 250 | 8 wk | 152 + | 402 |
| Lthr/Padded | 150 | 75 | 4 wk | 75 + | 150 |

* Two apprentices, no overseer
** One apprentice, ½ overseer
*** One apprentice, no overseer
+ Two apprentices, one overseer
++ ½ apprentice, no overseer
+++ Cost reduced because of easy availability of materials; cost of "0 gp" means cost is a negligible

For pieces of armor which don't grant specific AC benefits (like helmets), figure the time at 1 week per 7.5 gp value. Thus, a great helm would take four weeks to make (it costs 30 gp); a basinet, one week and a few hours of the eighth day (it costs 8 gp).

## Cost to Craft Armor

And it does cost money to craft armor. The cost is:

(a) About half the "retail value" of the armor piece for materials; plus

(b) The cost of maintaining one or two apprentices during the time it takes to make the piece; plus

(c) Additional cost based on how much of the overseer's time and attention the project takes. (The project may take one or two overseers full-time on the project, may take only *half* one overseer's time on the project, or may take none of the overseer's time—the latter constitute projects that the apprentices can do all by themselves, mostly unsupervised.)

The previous table shows standard costs to manufacture armor.

In usual circumstances, the difference between the Total Cost and the Retail Value is the shop's profit when it sells a piece of armor.

As you can see from the table, hide armor, leather armor, padded armor, medium shields and small shields are little-to-no-profit propositions. However, they keep the apprentices paid and keep work in the shop.

## Playing With These Numbers

Now, the costs given above are not the final word on how much it costs to make armor. With your DM's permission, you can skew these numbers around (both up and

down) through the following means.

First, you can put extra men on a job. (Important Note: If overseers are drafted to do apprentice-level work, one overseer counts as two apprentices.) You can only put extra men on a job in increments of the original number of men required for the job: In other words, if the job required two apprentices, you don't see an improvement in speed until you assign two *more* apprentices to the job. At that point, you cut the speed of the job in half.

*Example: From the chart, you see it takes one apprentice with no overseer ten weeks to work up a set of chain mail. That's a standard in the armorer's industry; they'll always tell you it takes ten weeks to work up a chain mail hauberk. But in an emergency situation, they could put an extra apprentice on the job (either have two working on it at once, or have one on the "day shift" and one on the "night shift"). With twice the available manpower, it would only take half the time, or five weeks, to create the chain mail.*

Second, if the Overseer is a player-character, he doesn't have to pay himself as much. This is usually the case with armorers when they first go into business for themselves: They pay the cost for materials and the cost for their apprentices, and whatever they have left over is their own salary, even if it is much less than the 15 gp/week standard mentioned above. (That number, 15 gp/week, represents a firm lower-middle-class standard of living; an armorer who earns less will be living at a lower-class standard of living.)

With that in mind, we can re-interpret some of the numbers above. Let's say that we have one player-character armorer who wants to work up a set of hide armor.

Hide armor normally takes up half the work-day of one apprentice for eight weeks. It costs 7 gp in materials, and he can sell it on the usual market for 15 gp. If just the chief armorer, who counts as an Overseer if his Armorer ability check is 12 or better, works on this item alone, it will take him only two weeks to make the hide armor (remember, an Overseer counts as two apprentices; therefore, he's putting four times the manpower on the task as it customarily requires, thus cutting the time required to one-fourth, or two weeks). If he can sell it for 15 gp, he's made 8 gp. He's earning a meager 4 gp a week, which is better than a poverty-level wage, but less than middle-class.

## Chance of Failure

It would seem that the thing to do would be to set up an armorer's shop and just build field plate and full plate, which are the most profitable items of armor. However, that isn't necessarily so.

This is because, for every item of armor you make, you have to make an Armorer Ability Check. At the end of the armor-making period, the most experienced (highest ability check) character who worked continuously on the project makes his Armorer ability check. If he passes the check, the armor is just fine. If he fails it, it's flawed.

If the character missed his roll by 1, 2, 3, or 4, the armor looks just fine. The maker knows it's flawed, but this will not be obvious to anyone on casual inspection, and only another armorer will be able to detect that it's flawed . . . and only with careful inspection. This type of flawed armor functions at 1 AC higher than it should (thus flawed full plate would be AC 2 instead of 1). If the flawed armor is ever struck in real combat with a

natural to-hit roll of 19 or 20, it "breaks" (caves in, splits open, etc.). Its AC goes up 4 (thus our flawed full plate would shoot from AC 2 to AC 6). And because it's broken and hanging wrong, it hinders the player; until he can take it off (this takes 1d4 rounds), he moves at half his normal rate and suffers a –4 penalty to all of his attack rolls.

Obviously, most reputable armorers would never sell a piece of flawed armor. They have their reputations to protect, so they throw it away. They take a loss in money equal to the Total Cost of the armor from the chart above.

If the character misses his roll by 5 or more, it's obvious to anyone, with casual inspection, that the armor is flawed. No one will buy it at the normal retail value. The armorer might be able to sell it at half the Total Cost value to someone desperate for cheap armor, someone who's willing to take the risk of wearing flawed armor. If he can't sell it, this too is a total loss.

Finally, not all armor is the same in the level of difficulty it requires to manufacture. Some armor is simple enough that apprentices can work on it alone. Some is so complicated that only master armorers should oversee this work. And hiring a master armorer costs more than just hiring a normal overseer.

The chart below shows the relative difficulty of manufacturing these different types of armor.

| **Armor Type** | **Modifier to Armorer Proficiency Check** |
|---|---|
| Banded Mail | +1 |
| Brigandine | +1 |
| Bronze plate | 0 |
| Chain mail | +3 |
| Field Plate | –3 |
| Full plate | –3 |
| Helm/great | +3 |
| Helm/basinet | +3 |
| Hide armor | +3 |
| Leather armor | +3 |
| Padded armor | +3 |
| Plate mail | 0 |
| Ring mail | +1 |
| Scale mail | +1 |
| Shield/body | +3 |
| Shield/buckler | +3 |
| Shield/medium | +3 |
| Shield/small | +3 |
| Splint mail | +3 |
| Studded leather | +3 |
| Barding | |
| Chain | 0 |
| Full plate | –3 |
| Full scale | 0 |
| Half brig. | 0 |
| Half padded | 0 |

| | |
|---|---|
| Half scale | 0 |
| Lthr/Padded | 0 |

As you can see, making field plate and full plate is a risky proposition. Only the best of independent armorers will undertake such a task because the potential losses are so great. (On the other hand, a hireling armorer will do it whenever his employer says, because all the financial risk is his employer's.) And player-character armorers run these same financial risks when they try to make field plate and full plate for themselves or their friends.

## Added Expenses

If the DM wishes, he can add to the grief of a player-character armorer by confronting him with a lot of the hidden expenses of any such operation:

**Bribery:** In many places, local officials will expect a little graft in order for them to process the necessary permits efficiently and regularly. If the PC doesn't pay up, those permits take a long, long time (months) to be processed, and during that time the PC can't operate a retail armorer's shop.

**Theft:** Armorer's shops can be burglarized just like any other operation. Thieves are quite willing to steal some high-quality armor goods and fence them elsewhere in the city. Depending on the quality of the merchandise lying around in the shop, this can be a serious financial blow for the shop.

**Unclaimed Goods:** Sometimes a patron who custom-orders a piece of armor never shows up to buy it. Maybe he's been killed in the meantime; maybe he ran low on funds and decided not even to tell the armorer of his misfortune. And if the custom piece of armor was decorated or fine-tuned to that specific customer (for example, if it bears his coat of arms or unusual decoration), it could be that no one else is willing to buy it . . . except at heavily discounted prices.

**Unsold Stock:** Armorers don't just work up pieces of armor to order. The armorer fabricates numerous examples of the most common sorts of armor (leather and padded armor, shields) for the casual customer and as practice for the apprentices. Not all of this gets sold, and a piece that is never sold is a few gold pieces out of the shop's coffers.

All in all, it may be safer, financially, for a player-character to be a full-time adventurer and only a part-time armorer.

## Player-Character Workshops

Often, a PC Armorer who is also an adventurer will set up an armorer's shop and crew it with a single overseer and two apprentices. This shop's duty will be to keep the PC supplied in armor; also, whenever the PC returns home, he can, if he wishes, operate the shop, especially in the "off-shift" (whichever shift the regular crew is not operating it).

If he does hire an overseer, he'll have to pay the rates according to the overseer's ability, as described above.

Note that a PC Armorer can make armor for his friends. He can't avoid paying the minimum cost for the materials, of course. The character can carry a tent and

leatherworker's shop on the back of a horse, so he can work on any sort of all-leather or padding armor while on the road. But on the road, he can only get in a couple of hours' work per day, so multiply all armor-making times by four to determine how long they take.

The character who does all this extra work will be a little more tired than his fellows; reduce his Intelligence ability check to spot upcoming dangers.

## Repairing Armor

If you use the optional rules for damaging armor found in this rule book's *Combat* chapter, you can also use the Armorer proficiency to repair damaged armor.

It costs the armorer 1/100th the armor's retail value for each Damage Point that he repairs. Again, that's the cost to the *armorer*, which assumes that apprentices are doing the work, and unsupervised; apprentices can perform all armor-repair functions. The cost to the armorer, compared to the apprentice's wage, shows you how long it takes to repair (2 gp/week for one apprentice, remember).

*Example: A set of chain mail has taken 10 points of damage in combat. The owner brings it in to be repaired. Retail value of chain mail is 75 gp, so the cost to repair each point of damage will be .75 gp, or 75 cp. The armorer repairs the 10 points of damage, which costs him 750 cp (75 sp). This is less than 1 gp, so the apprentice doing the repairs takes about two days to fix the chain maul hauberk.*

Armorers typically charge a 50% profit on repair jobs. In the example above, the armorer's cost was 75 sp; therefore, he'd charge the customer about 115 sp for the repair job.

## Repairing Magical Armor

Magical armor is repaired in exactly the same way. Base the cost for repairs on the normal retail value of the armor *as if it were not magical*.

When magical armor is damaged, holes may be driven into it, but the basic enchantment is unchanged. Therefore, the armorer doesn't have to have repair materials enchanted to "match" the original armor; all he has to do is patch up the holes and the armor will be fixed. Typically, the armorer will not even know that he's working on magical armor.

Of course, as we discuss in the *Combat* chapter, if a set of magical armor is damaged so severely that the enchantment is ruined, nothing a normal armorer can do will repair it. Armor that seriously damaged is ruined even as normal armor; an armorer won't be able to fix it.

## Bowyer/Fletcher

The material on the Bowyer/Fletcher proficiency from the *Player's Handbook*, page 58, is all correct for use with this supplement.

A set of bowyer/fletcher's tools, which can be used at maximum efficiency by one character, costs 10 gp. (It's 15 gp for a set which can be used simultaneously by three workers, and +7.5 gp per +3 workers which can work simultaneously.) The

bowyer/fletcher is not required to set up a workshop; he can work by himself in the field, if he chooses. If he chooses to set up a permanent shop, tents and huts cost the same as what's listed for the leatherworker's shop (above, under "Armorer").

Note that the construction times listed in the *Player's Handbook* presume that he's working a full week. If he's traveling or adventuring and working on bows and arrows in his spare time, multiply all crafting times by four. Thus, a long or short bow takes four weeks.

Cost of materials for arrows and normal bows is negligible. If the character is trying to make a weapon of truly fine quality, he must either pay 50% of the weapon's normal retail value for exceptionally fine woods, or add an extra 100% to the time it takes to craft the weapon; the extra time constitutes him having to look for the perfect wood and materials in the wild.

## Weaponsmithing

The text on Weaponsmithing proficiency from the *Player's Handbook* is basically correct, but let's elaborate on it.

As mentioned, a weaponsmith does need to have a *smithy*. The costs for having a smithy are given above in this section, under "Armorer." In fact, the same smithy can be used for armoring and weaponsmithing.

The Weapon Construction numbers on Weapon Construction table on page 65 of the *Player's Handbook* are correct. It constitutes one Overseer-level weaponsmith working by himself and crafting weapons of average quality. An Overseer weaponsmith working with two apprentices cuts the time in half. The time indicated on the chart should be converted to weeks so that you can compare the weaponsmith's times with the armorer's; consider 5 days on the chart to constitute one week.

## Weaponsmithing Failure

When constructing a weapon, at the end of the weapon-making process, the weaponsmith makes his Weaponsmithing proficiency ability check. He'll use the Proficiency Modifier based on the weapon and the weapon quality he's trying to achieve; see the chart below, under "Weapon Quality," for that modifier.

If he successfully makes his check, he's created the weapon he wanted to create.

If he fails by 1, 2, 3, or 4, he's created a weapon that looks like what he intended to make. . . but he knows it has a serious structural flaw. In a real combat, if the wielder rolls a natural 5 or less on his attack roll, the weapon breaks and is useless. (For some reason, it just won't break in practice combats. . . only in the real thing.) He can still sell the weapon, of course, but eventually, after he's done this sort of thing a few times, his reputation as a craftsman will be utterly ruined. It's better just to break the item, sell it as a wall-hanger, etc.

If he fails by 5 or more, the weapon breaks and is ruined during the last stages of the creation process (for example, when it's being cooled after heat-tempering).

## Weapon Quality

It is possible to construct weapons of different quality than just average.

*Poor* quality weapons are shabbily made. They look bad, and like the flawed weapons described above, they break on a natural attack roll of 1 to 5. They don't hit as well (this is a penalty to the attack roll) or do as much damage (penalty to the damage) as their average-quality equivalents.

*Average* quality weapons are not especially notable; they get the job done, they're reliable, and they're inexpensive. Unless otherwise noted, all (non-magical) weapons listed on charts in the *AD&D*® game are of average quality.

*Fine* quality weapons are very well-made. Each will have one specific bonus: Either a +1 to attack rolls or a +1 to damage. This bonus is not magical; it comes from improved balance, sharpness, etc. (The weaponsmith determines, when he's making the weapon, whether he's trying to make it more accurate or make it hit harder.) They also cost a lot more than average weapons. Enchantments are typically made on weapons of at least Fine quality.

*Exceptional* quality weapons are like fine weapons, but have *both* bonuses: They're +1 to attack rolls and +1 to damage. They're also very expensive.

The following list, adapted from the list on page 65 of the *Player's Handbook*, shows the differences in cost and time to create weapons of these different levels of quality.

| | Time to Construct | | | |
|---|---|---|---|---|
| **Weapon Type** | **Poor** | **Average** | **Fine** | **Exceptional** |
| Arrowhead | 20/day | 10/day | 5/day | 1/day |
| Battle Axe | 5 days | 10 days | 20 days | 45 days |
| Hand Axe | 2 days | 5 days | 10 days | 20 days |
| Dagger | 3 days | 5 days | 10 days | 20 days |
| H. Crossbow | 10 days | 20 days | 45 days | 90 days |
| L. Crossbow | 8 days | 15 days | 30 days | 60 days |
| Fork, Trident | 10 days | 20 days | 45 days | 90 days |
| Spear, Lance | 2 days | 4 days | 10 days | 20 days |
| Short Sword | 10 days | 20 days | 45 days | 90 days |
| Long Sword | 15 days | 30 days | 60 days | 120 days |
| Sword | 20 days | 45 days | 90 days | 180 days |

| | Effects On Performance | | | Mod. to Prof Check to |
|---|---|---|---|---|
| **Weapon Quality** | **Attack** | **Damage** | **Breaks** | **Craft** |
| Poor | –1 | –1 | 1–5 on d20 | +2 |
| Average | 0 | 0 | 1 on d20* | 0 |
| Fine | +1 | +1 | ** | –2 |
| Exceptional | +1 | +1 | ** | –4 |

* This isn't an automatic break; it breaks only if the DM feels like it.

** Fine weapons get either a +1 to attack rolls or +1 to damage, not both. Fine and Exceptional weapons break only in remarkable circumstances, as dictated by the DM (for example, a powerful enemy rolling a natural 20 when hitting the weapon, or the character rolling a natural 1 when striking at an artifact).

## Weapons Not Shown

If you're trying to construct a weapon not shown on this chart, compare it to the most similar weapon that *is* on the chart and use those values. (The DM has the final say on what is most similar.) For instance, if you're trying to create a halberd, that's closest to a fork or trident. If you're trying to create a bastard sword, that's closest to a long sword.

## Money and Equipment

*The Complete Fighter's Handbook* follows all the normal *Player's Handbook* guidelines for the character's initial money and equipment . . . usually. Use of some of the Warrior Kits will dictate differences in the way some characters spend their beginning money.

## Magic

Some warrior characters (Paladins, Rangers, and multi-class Fighter/Mages and Fighter/Priests) do have spells. At this point in the character creation process, for the multi-class characters, you and the DM will have to determine the character's spells. (Paladins and Rangers wait until 9th and 8th levels, respectively, to get their spells, so you don't have to worry about them for a while.)

## Experience

Here's an option you ought to think about if you're planning to run especially heroic, combat-heavy adventures or campaigns.

You might wish to start all beginning player-characters out at 3rd experience level instead of 1st. This makes them a bit tougher, a bit more heroic, and a lot less fearful about dying with the first blow of their first fight.

However, if you prefer to have your beginning characters a bit more nervous and defensive, then it's certainly more appropriate for you to start beginning characters at 1st level.

## Character Sheet

At the back of the book is a character sheet especially suited for use with *The Complete Fighter's Handbook*. Take a look at it, and then we'll discuss it in greater detail.

## Front of the Sheet

In the top box of the character sheet's front, you put all the vital statistics of the character: His name, physical and racial characteristics, his character class, his Warrior Kit (if he uses one—see the *Warrior Kits* chapter), alignment, current experience level, his current experience earned, and the amount of experience it'll take him to reach the next level.

In the second box, you put all the information relating to the character's six ability

scores (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). All this information comes from the charts in the *Player's Handbook*, pages 14-18.

In the third, narrow, box, you write down any bonuses and abilities the character receives based on his race; for instance, if he's an elf, you'd put something like "90% resistant to *sleep* and *charm;* +1 to attack rolls with bow, short sword, long sword; can surprise opponents; infravision; 1 on d6 to detect secret doors (1–2 on d6 when looking, 1–3 for portals)."

In the fourth box, you write down many of the character's game-mechanic notes: How many hit points he has, how his hit dice are calculated (with Fighters, you'd write "d10"), what his AC is, what his THAC0 is, what his saving throws are, notes on his followers and any special abilities or restrictions from his character class choice (especially appropriate with paladins and rangers), and his Spell Progression (if any; this, too, is especially appropriate for paladins and rangers).

In the fifth box, you note down any modifications made to the character by the Warrior Kit he chooses (again, see the Warrior Kits chapter for details).

In the sixth (bottom) box, you record any of the character's skill-type abilities: His languages, his weapon proficiencies (and specializations!), and his nonweapon proficiencies.

### Back of the Sheet

The back of the sheet is used mostly for equipment lists.

The top box is used to record his weapons; here, you can put all the information found on the Weapons Table (*Player's Handbook*, page 68).

The second box is used for short descriptions of important equipment, especially magical items.

The third box allows the player to indicate where all his character's important possessions are normally kept. The DM should insist that the players use these blanks; it helps prevents mistakes from being made in an adventure. ("Of course I have my *Staff of the Magi* along! I always have it taped to my *Staff of Power!* No, really!")

And in the bottom box you can make any other notes pertinent to the character.

### The Next Step In Character Creation

For the next step in our warrior-oriented character creation process, turn to the *Warrior Kits* chapter, which follows immediately.

## Warrior Kits

Sometimes it's just not enough to be a Fighter, Paladin or Ranger. Each of those classes is a lot of fun, but there's nothing which says you want to be restricted only to three types of fun.

So, here, we're going to show you how to create and play other sorts of warrior characters.

## Kits and Warriors

Each special warrior described in this chapter is defined as a *Kit* of different characteristics. The *Kit* consists of the following elements:

**Description:** This paragraph talks about what the warrior is. It's a general description of the appearance, manner, cultural background and use of the character in a campaign. It also lists any *requirements* necessary for the character to take the Kit; for instance, to be an Amazon, a character must be female. (Surprise!)

**Role:** This paragraph describes the role of this warrior in the society that spawned him and in an ongoing campaign. A Samurai has a different cultural role from a Wilderness Warrior, even if both, say, are Paladins.

**Secondary Skills:** If you're using the Secondary Skills rules from *AD&D® 2nd Edition*, then your Kit may require your warrior to take a specific skill; the character may not be able to choose or random-roll his Secondary Skill.

**Weapon Proficiencies:** You must use the *AD&D® 2nd Edition* game rules for Weapon Proficiencies in order to use these Warrior Kits. Most of these Kits will require your warrior to take specific weapon proficiencies. A Samurai wouldn't be the same without his katana, or a Noble Warrior without his lance, for example.

When required to take a specific Weapon Proficiency, the warrior must take that from the number of slots he has available to "spend."

**Nonweapon Proficiencies:** You also must use the Nonweapon Proficiencies rules from *AD&D® 2nd Edition*, as many Warrior Kits require your character to take specific nonweapon proficiencies. (For instance, it's foolish to be a Pirate without Seamanship, or a Wasteland Rider without Riding.)

But these required Nonweapon Proficiencies are bonuses—given in addition to the nonweapon proficiency choices you normally choose. Sometimes a bonus proficiency will come from a group other than the General or Warrior groups, but, since it's a bonus, it doesn't matter how many extra slots it would otherwise be required to occupy.

Some proficiencies will merely be recommended, not required. When a choice is recommended, it is not *given* to the character; if the character decides to take this nonweapon proficiency, he takes it from the number of choices he has.

If you wish, you can use both Secondary Skills and Nonweapon Proficiencies in your campaign, but you'll find that character creation is simpler and more consistent if you use only the Proficiencies rules.

**Equipment:** Some Warrior Kits gravitate toward certain types of equipment. Noble Warriors tend toward heavy armor and weapons such as swords and lances; Pirates lean toward cutlasses, throwing knives, light or no armor, and the like.

These equipment listings aren't really restrictions or hard-and-fast rules. A Pirate on shore may wish to deck himself out in full plate, for instance. But in normal circumstances, a character should gravitate toward the types of equipment appropriate for him, and the DM must steer him toward such equipment types.

For example, the pirate who keeps his full plate on while aboard ship will be knocked overboard time and time again as a reminder of why pirates don't usually wear such cumbersome stuff. As he's being dragged to the ocean bottom, he can reflect on his mistake. A noble warrior who wears leathers when jousting will almost certainly get what

*he* deserves for his folly.

**Special Benefits:** Most Warrior Kits have some special benefits that others don't. Often, they're defined as special reaction bonuses among certain classes of society, special rights in certain cultures, and so forth. Other benefits are more unusual or dramatic: The Berserker can call on hidden resources of strength and vitality when in combat, for instances.

**Special Hindrances:** Likewise, each Warrior Kit has certain disadvantages which hinder him. Pirates are sought by the authorities; Amazons face discrimination in male-dominated societies.

**Wealth Options:** Some Warrior Kits have special rules regarding their wealth. The Noble Warrior, for instance, will begin play with more starting gold than some other Warrior Kits. However, he's also required to maintain a higher standard of living than the others. If he fails to do so, he temporarily loses some of his Special Benefits.

**Races:** Each of these Kits is written with the human character in mind, and this paragraph describes what happens when you have a demihuman character instead. The DM will have to ask himself if he wants certain race/Warrior Kit combinations (Savage Elves? Dwarf Amazons? Noble Halfling-Warriors?). If he does allow them, this paragraph will make notes on recommended racial modifications. For instance, the Noble Dwarf-Warrior will be required to be proficient with axe and hammer rather than sword and lance, and won't be required to be a rider.

### An Important Note

In the following sections, several Warrior Kits get reaction bonuses and penalties as part of their Special Benefits and Special Hindrances. A word of caution needs to accompany them.

In the *AD&D*® game, when a character is very charismatic, he gets what is called a "reaction adjustment." (See the *Player's Handbook*, page 18.) When the character has a high Charisma and receives a bonus, it's expressed as a plus: +2, for instance. When he has a low Charisma and receives a penalty, it's expressed as a minus: –3, for example.

However, when you roll the 2d10 for encounter reactions (see the Encounter Reactions Table, *Dungeon Master's Guide*) p. 103, *don't add the bonus (+) or subtract the penalty (–) from the die roll.* Do it the other way around. If the character has a Charisma of 16, and thus gets a +5 reaction adjustment, you *subtract* that number from the 2d10 die roll. (Otherwise the NPCs would be reacting even more badly because the character was charismatic!)

## Kits and the Warrior Classes

In general, each Kit can be used with each of the three warrior classes. Your character can, for instance, be a Barbarian Fighter, an Amazon Paladin, or a Samurai Ranger.

Some choices may be a little questionable. For example, it's not likely that you'll be playing a Pirate Paladin. However, it *is* possible. If your band of pirates, in happy-go-lucky movie tradition, attacks only the wicked, frees all innocents, and performs in an otherwise mostly-honorable fashion, they're obviously not an evil group and a paladin could adventure among them. If that's the sort of pirate campaign you and your DM agree

to play, then that's fine.

When one warrior class cannot choose a specific Warrior Kit, the exceptions will be noted.

## Kits and Character Creation

You can only take one Warrior Kit for your character.

You can only take a Warrior Kit for your character when that character is first created.

There's an exception to that second rule: If you and your DM both want to integrate these rules into an existing campaign, and both DM and players can agree upon what Warrior Kit each existing player-character most closely resembles, then you can use these rules for existing characters, adding a Warrior Kit to each existing character.

Once you've taken a Warrior Kit, you cannot change it. Later in the character's life, he can possibly *abandon* his Kit; see "Abandoning A Kit," later in this chapter.

## The Warrior Kits

Following are several sorts of warriors represented by Warrior Kits. Before allowing his players to choose Kits for their characters, the DM should review these and make notes for himself about them.

For each Warrior Kit, the DM has to choose:

(1) If he will even allow this Kit in his campaign.

(2) What additional information he needs to give the players about each Kit.

(3) What changes he might wish to make to each Kit.

Let's take the Amazon Kit as an example. This Kit was loosely derived from the Amazons of Greek myth. But this DM's Amazons may be substantially different from those.

So, first, he has to decide if he will allow this Kit in his campaign. If he has any sort of Amazons on his world, he probably will allow this. If he has no Amazons, then he won't. Let's presume that he does.

Second, he has to decide what additional information he needs to give the players about the Amazons. In his world, let's say, the Amazons live on Lunyrra, a heavily forested island surrounded by almost unscaleable cliffs, and make war on the surrounding islands; when players are interested in playing Amazons, he gives them that information in addition to the Kit.

Third, he has to decide what changes he wishes to make to the Kit. Since his Amazons are sailors instead of famous equestrians, he changes the required/bonus Nonweapon Proficiencies from Riding and Animal Training to Seamanship and Navigation.

By these means, he has adapted the generic Warrior Kit below to his own campaign world and made it fit in just as he likes.

## Amazon

**Description:** Amazons are women warriors in a male-dominated world. Their

civilization might have been created by a deity who likes women warriors; or they might have been women who rebelled from male dominations and decided to rule themselves; or they might simply have been matriarchal societies from long before recorded history.

Whatever their origin, they now live in civilizations or communities where women occupy the positions and roles traditionally held by men—and, in the campaign, that means especially the role of warriors and adventurers.

An Amazon culture may be small (a single town or island) or large (an entire country or continent), very advanced or very primitive. Some Amazon cultures keep men as servants and slaves, a stern reversal of the former status; others have no men in their communities, and take long holidays in order to visit friendly neighboring tribes of men; others perpetuate their kind by being very hospitable to adventurers passing through their territory. (In this last instance, some Amazon cultures, afterwards, may decide to kill the adventurers; others don't.) For details of exactly how the Amazon communities work in your campaign world, consult your DM. (And give him plenty of time to come up with the answers if it's not something he's thought about before.)

Traditionally, Amazons are famous riders and breeders of horses. In their own countries, they wear light armor and carry shields, spears, swords and bows. In other countries, if they are disadvantaged by their cultural weapons and armor, they quickly adapt to local weapons and armor.

Here's an important point to remember: In most campaigns, you don't *have* to be an Amazon to be a female warrior; check with your DM for other ways to play a female warrior. The Amazons are merely a very colorful and distinctive *type* of female warrior. If a player wants to have a female warrior character, the DM should try to accommodate the player whenever possible, and shouldn't have to resort to making the character an Amazon in order to allow her to be a warrior. In just about every real-world history and mythology, you'll find female warriors in male-dominated societies; otherwise there would be no Joan of Arc or Atalanta of Calydon.

There are no special ability-score requirements to be an Amazon.

**Role:** In her own society, regardless of the level of civilization, the Amazon warrior is very highly regarded. She is the defender of the whole civilization's way of life, and every Amazon girl aspires to grow up to be a warrior. But in the outer world, and in the campaign in general, the Amazon is a curiosity, often regarded as a barbarian (no matter how cultured her civilization might be), stared at, whispered about. The people of other cultures will be suspicious of her, and she will probably start out being uncomfortable around men who appear to be her social equal—in her eyes, *they* are the ones who are unnatural.

The DM will have to guide this situation carefully. Once the Amazon character has proven herself in combat to her outer-world allies, and once they have proven themselves in combat to her, there's no reason why they cannot be staunch allies. NPCs may continue to trouble her, but *player-characters should not*; and the other PCs should rise to her defense when NPCs make trouble for her; only the most obnoxious of PCs would continue to give her trouble, and the other PCs certainly shouldn't support *his* attitude.

**Secondary Skills:** Required: Groom.

**Weapon Proficiencies:** Required: Spear, Long Bow. (Amazon fighters can Specialize *only* in Spear or Long Bow.) Recommended: Various axes, swords.

**Nonweapon Proficiencies:** Bonus Proficiencies: Riding (Land-Based), Animal

Training. Recommended: General—Animal Handling, (Warrior) Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking.

**Equipment:** When an Amazon character is first created, she must buy her weapons and armor from among the following choices only: Weapons—Battle Axe, Bow (Any), Club, Dagger/Dirk, Hand or Throwing Axe, Javelin, Knife, Lance, Spear, Sword (any); Armor—Shield, Leather, Padded, Studded Leather, Brigandine, Scale Mail, Hide, Banded Mail, Bronze Plate Mail. Once she has adventured elsewhere in the world, she may purchase weapons and armor from those regions.

**Special Benefits:** Male warriors in a civilization where female warriors are rare tend to underestimate the Amazon. Therefore, in any fight where the Amazon confronts a male who is not familiar with her personally or female warriors in general, she gets a +3 to attack rolls and +3 damage on her *first blow only*. This is because her opponent's guard is down.

This doesn't work on player-characters unless the player is role-playing honestly enough to declare that he, too, would underestimate her.

This ability doesn't work on some other types of characters:

An NPC who is wary enough not to underestimate the Amazon might, with a successful Intelligence check, see the attack coming and deny her the bonus;

A seasoned veteran (any Warrior of 5th level or higher, or any other character of 8th level or higher), in spite of his prejudice, will realize that she is moving like a trained warrior and keep his guard up, denying her the bonus.

If the Amazon hits an NPC with this attack, he'll never again be prey to it; if an NPC even *sees* an Amazon hit someone with it, he'll never fall for it himself. But if she misses that first strike, then the target will continue to underestimate her and she can use those bonuses again on her next strike.

**Special Hindrances:** The Amazon suffers a –3 reaction roll adjustment from NPCs who are from male-dominated societies. This reaction adjustment goes away for characters who come to respect her, such as (presumably) her PC allies.

**Wealth Options:** The Amazon gets the ordinary 5d4x10 gp as starting money.

**Races:** The Amazons from folklore and myth were humans. It's not difficult to envision elvish or half-elvish clans of Amazons, either; they'd follow the rules above for human Amazons.

It's a little harder to envision dwarvish, gnomish, or halfling Amazons. But if you do use such civilizations:

Dwarf Amazons will have Axe and Hammer as their required weapon proficiencies; they are still Riders, but substitute swine for their mount of choice (swine are very dangerous, and the prospect of a ferocious she-dwarf on the back of a biting boar is a daunting one).

Gnome Amazons will have Throwing Axe and Short Sword as their required weapon proficiencies; their Bonus Nonweapon Proficiencies are Tracking and Survival.

Halfling Amazons will have Javelin and Sling as their required weapon proficiencies; their Bonus Nonweapon Proficiencies are Endurance and Set Snares; and you will have to presume that *these* halflings aren't as fond of ease and leisure as the more common sorts of halflings.

## Barbarian

**Description:** This is not the barbarian of history, but the barbarian of fantasy fiction. He's a powerful warrior from a culture on the fringes of civilization. He's left his home to sell his skills and adventure in the civilized world—perhaps to amass a fortune with which to return home, perhaps to become an important figure in this so-called civilization. He's known for strength, cunning, contempt for the outer world's decadence, and for adhering to his own code of honor.

The barbarian is usually very strong; therefore, the barbarian *must have a Strength ability score of 15 or more.* A character can come from a barbarian tribe and have a lower Strength than that—but he cannot have the Barbarian Kit.

**Role:** The typical RPG barbarian is a powerful, dangerous figure, as though he were an animal totem in human skin. In a campaign, he's a front-line fighter with some special skills and a very different outlook than the rest of the characters; his player should always play him as someone from a different land, someone whose likes and dislikes and perceptions are based on a different culture. (If you play him as just another warrior from down the street, you lose a lot of the mystique the character has.)

If the PC party has no real leader, he may gravitate to that role; if it has a good enough leader, he'll probably stick to being a specialist in the things he does well.

**Secondary Skills:** The DM will decide, based on the character's background, what sort of secondary skill would be required. Most barbarian tribes have a required skill; a tribe that makes its living by fishing would have Fisher as its required secondary skill.

**Weapon Proficiencies:** Required: Battle Axe, Bastard Sword. (These are the classical fiction-barbarian weapons; the DM may decide to substitute others more appropriate to his own world.) Barbarian fighters may specialize in any weapon, but are not likely to encounter unusual weapons (like lances, quarterstaves, flails, peculiar polearms) until they reach the outer world. Recommended: Bow (any), Sling, Sword (any), War Hammer.

**Nonweapon Proficiencies:** Bonus Proficiency: Endurance. Recommended: General—Animal Handling, Animal Training, Direction Sense, Fire-Building, Riding (Land-Based), Weather Sense, (Warrior) Blind-Fighting, Hunting, Mountaineering, Running, Set Snares, Survival, Tracking, (Priest—costs twice the listed number of slots if Fighter or Ranger, or just the listed number if Paladin) Herbalism, (Rogue—costs double slots) Jumping. The DM is within his rights to insist that the Barbarian character take a proficiency in the tribal specialty (Fishing, Agriculture, whatever) if the DM so wishes.

**Equipment:** The character, when he spends his starting gold, may not buy armor heavier than splint mail, banded mail, or bronze plate mail. Outside his tribe, once he has adventured in the outer world, he can use any type of armor without penalty. When he spends his starting gold, he must limit himself to weapons the DM says are appropriate for his tribe—the usual group of weapons includes battle axe, bows (any), club, dagger or dirk, footman's flail, mace, or pick, hand or throwing axe, sling, spear, or sword (any).

**Special Benefits:** Barbarians are impressive because of sheer strength, intensity, and animal magnetism; this gives them a +3 reaction adjustment bonus in certain situations.

Whenever the barbarian character achieves a reaction roll of 8 or less (including Charisma and racial bonuses), you subtract the modifier. That is, if the reaction is positive at all, it will be even more positive than it otherwise would have been.

*Example: Torath the Toranaran is a Barbarian with a Charisma of 15. Encountering*

*a knight who could be friend or foe to him, he speaks with the knight in a friendly fashion. The DM rolls his Encounter Reaction and achieves an 11 on 2d10. On the "Friendly" column of the Encounter Reactions chart from the Dungeon Master Guide, this is a "Cautious" reaction.*

*But wait—his charisma gives him a +3 bonus. The 11 becomes an 8, still an indifferent reaction. But because he's reached an 8, his Barbarian bonus comes into play, making the final reaction roll a 5: A friendly reaction.*

**Special Hindrances:** All that impressiveness can work against the Barbarian, too. Whenever the barbarian character achieves a reaction roll of 14 or more, he takes an additional –3 modifier. That is, if the reaction is negative at all, it will be even more negative than it otherwise would have been—the barbarian is scary, and the other person overreacts.

*Example: Torath next meets a suspicious witch, and is indifferent toward her. On the "Indifferent" column of the Encounter Reactions chart, the DM rolls a 17. Torath's Charisma bonus of 3 reduces the roll to a 14, but it's still enough that his Barbarian penalty just shoots it right back up to a 17 again. The witch becomes Threatening.*

**Wealth Options:** The Barbarian gets the starting gold for a Warrior (5d4x10 gp), but he must spend it all (before starting play) except three gp or less; he can have some pocket change when he reaches civilization, but must be close to penniless.

**Races:** Demihuman Barbarians follow the same rules. Dwarves are perhaps the most admirably suited to being Barbarians. The DM will have to decide whether his elves, half-elves and gnomes are brooding and menacing enough to be Barbarians; the question is even harder with the leisure-loving halflings. But if the DM wishes to allow any or all of these demihuman races to have Barbarians among them, he may.

**Final Note:** Most classic fantasy-fiction barbarians are male, but this Warrior Kit can certainly be taken by female characters, with all the Kit's requirements, benefits, and hindrances in effect.

## Beast-Rider

**Description:** The Beast-Rider is a warrior in a tribe or clan (usually a barbarian tribe) which has a strong affinity for one type of animal. The animal is the totem of the tribe, and the Beast-Rider makes friends very easily with that type of animal and can train it into a riding-beast. . . even if it's a type of animal not normally considered a riding-beast.

In a campaign, the Beast-Rider is an exotic warrior who is notable for his kinship with his animal; like the Barbarian, he brings a wild, outsider's attitude into the adventuring party. His animal also has abilities which can benefit the adventuring party. However, the more unusual the animal is, the harder it is to accommodate in all situations: It's no problem to stable a horse at the inn, but just try stabling a great white wolf, a wild boar, or a dolphin!

To be a Beast-Rider, the character must have a Charisma of at least 13. (Naturally, there are members of the Beast-Rider's tribe who are not themselves Beast-Riders; the Beast-Riders are the tribe's elite warriors.)

**Role:** As mentioned, in his own society, the Beast-Rider is the elite warrior, and he commands a lot of respect among his own kind. Outside his tribal grounds, however, he's very definitely an outsider. His barbarian mannerisms and his obvious and very unusual

friendship with his animal set him apart from most societies. Because of this, the Beast-Rider may become especially attached to the other player-characters (if they treat him as an equal and not a freak), even if he'd never admit it to them.

The DM needs to reinforce this social role by having NPCs react to the Beast-Rider's strangeness. For instance, NPCs will be leery of speaking to or negotiating with the Beast-Rider if there's a more "civilized" character on hand to perform those functions. The DM needs constantly to use the Beast-Rider's reaction modifiers, listed below under "hindrances."

**Secondary Skills:** If you're using the Secondary Skills rules, the character must take the Groom (Animal Handling) secondary skill.

**Weapon Proficiencies:** Required: None. Recommended: All the weapons commonly associated with mounted warriors—Bow (composite short, and short), Horseman's flail, Horseman's mace, Horseman's pick, Lance (any, according to the size of the animal), Spear, Bastard Sword, Long Sword.

**Nonweapon Proficiencies:** Bonus Proficiencies: Animal Training, Riding (Land-based). The character must declare which one sort of animal both these proficiencies pertain to. Recommended: General—Animal Handling, Direction Sense, Fire-building, (Priest) Healing (specifically veterinary), (Warrior) Animal Lore, Hunting, Mountaineering, Set Snares, Survival, Tracking.

**Equipment:** When he is first created, the Beast-Rider may only have Hide, Leather, or Padded armor (plus shield and helm). Later in the campaign, he may switch to more advanced forms of armor. . . as long as his mount can carry him and the armor both, of course. When first created, he may have only weapons from the list above under "Weapon Proficiencies." (The DM may change or add to this list to reflect specific cultural details of the Beast-Rider's tribe.)

**Special Benefits:** The Beast-Rider has an amazing rapport with one type of animal. The animal must be of a species normally strong enough to carry the Beast-Rider and act as a mount. With the DM's permission, the Beast-Rider character gets to decide what sort of animal this is; the DM is encouraged to disallow any sort of animal that will give the Beast-Rider a great advantage in the campaign (for example, a pegasus or griffon).

The Beast-Rider gets a +5 positive reaction adjustment whenever dealing with these animals. He finds it easy to make friends with them; on a die-roll result of 9 or less (on the "Hostile" column of the Encounter Reactions Table, *Dungeon Master's Guide* page 103), he can even persuade attacking animals of this sort to leave him and his allies alone.

Additionally, the Beast-Rider begins play in the campaign with one of these animals as his personal friend and mount. This animal is devoted to him and will risk (or even sacrifice) its own life to save the character; and the character is expected to behave the same way toward his mount. (If he doesn't role-play this attachment to his animal, the DM should decide that the character has abandoned this Warrior Kit, as per the guidelines given later in this chapter.)

The Beast-Rider has a telepathic rapport with his animal. When in contact or visual line of sight with his animal, he can tell what the beast is feeling, even thinking if it has some intelligence; he and the animal can communicate with one another without appearing to. When the two are not within line of sight with one another, each will know the other's emotional state and whether or not the other is hurt; each will know the direction to travel to find his friend, and the approximate distance (a hundred yards, an

hour's travel, several days' travel, for instance).

If the animal ever dies, the Beast-Rider can choose another animal of the same type as his companion. However, the DM must include this situation as part of the campaign story: The character must seek out another such animal, and may only be satisfied with the healthiest, strongest, greatest examples of this animal (in other words, if the character appears to be content to settle with less, the DM tells him, "You sense you won't be able to bond with this animal . . . "); then there must be some sort of bonding ritual between beast and man (for example, a physical combat where the human must be able to saddle and ride the animal in spite of its spirited attempts to throw him). Only then can the character have his new animal.

Following is a list of many animals which are appropriate mounts for the Beast-Rider. Note that not all of them are included in the *Monstrous Compendium*® series; if a player chooses one not included there, and the DM approves the choice, the DM will have to work up the animal's abilities.

Bat, Huge *+ (mobat) (gnomes and halflings only may ride)
Bear
Boar
Buffalo
Camel
Dolphin &
Dragon *+ (only allowable in very high-powered heroic campaigns) Elephant
Griffon *
Hippogriff *
Horse
Hyaenodon
Lizard (Fire, Giant, or Minotaur)
Lobster, Giant &
Pegasus *
Ray, Manta &
Sea-Horse, Giant&
Smilodon
Tiger, Wild
Unicorn (traditionally, only virgin lawful-good females may ride)
Wolf, Dire (evil characters could bond with a Winter Wolf)

* Flying animals do tend to change the nature of a campaign, especially a low-level campaign, by making it easy for characters to go long distances quickly, to avoid difficult terrain, etc. The DM should disallow any such choice if it will cause problems in his campaign.

+ Since many of these creatures are evil, the DM may have to introduce into his campaign a nearly-identical race with neutral or good tendencies.

& This species only works if most of the campaign takes place in watery domains.

To calculate the weight-bearing abilities of these animals, compare them to the list on page 78 of the *Player's Handbook*. Choose the animal from that list most resembling your animal in size and mass, and then use the values for that animal.

**Special Hindrances:** As mentioned earlier, the Beast-Rider is out of place in most societies. He takes a –3 negative reaction adjustment when meeting NPCs from any culture but his own. (The player-characters do not have to be hostile to the Beast-Rider if they do not wish, however.)

Also, should the Beast-Rider's animal ever die, whether it's in the Beast-Rider's presence or far away, the Beast-Rider immediately takes 2d6 points of damage and must make a saving throw vs. spells. If he fails the saving throw, he behaves as if he were a magic-user hit with *feeblemind* for the next 2d6 hours. Even if he makes the saving throw, the player should role-play the character's reactions—he's just felt, through their telepathic link, the death of his beloved friend, after all.

**Wealth Options:** The Beast-Rider gets the ordinary 5d4x10 gp for starting gold. Like the Barbarian, however, he must spend it all (before starting play) except 3 gp or less.

**Races:** This is a kit that is especially appropriate for demihuman characters. It's easy to envision dwarves on boars, elves on dire wolves, sea-elves on giant sea-horses, and so on.

**Notes:** It adds a lot of detail and color to a campaign if the DM does a certain amount of work creating the society of each Beast-Rider tribe. The tribe's behavior and activities would be dictated by the type of animal it was tied to: Horse-Riders would live on the plains, riding far and wide, while Boar-Riders would live in forests and moist bottom-land, few ever travelling more than five miles from their home village.

## Berserker

**Description:** The Berserker is a warrior who has special attributes and abilities when he's in combat. In combat, he can achieve an ecstatic state of mind that will enable him to fight longer, harder, and more savagely than any human being has a right to. This makes him a deadly warrior . . . who can be as much a menace to himself as to his enemies. In a campaign, he's nearly identical to the Barbarian—except it's obvious from the outset that he has a truly savage and inhuman element in his personality, and he tends to disturb and unsettle other people.

Like the Barbarian, the Berserker *must have a Strength ability score of 15 or more.*

**Role:** In his tribe, the Berserker has a special role. He's been touched by supernatural forces, and accepted that touch so that he might better defend his people.

The idea of a Berserker Paladin is a little strange, and some Dms will prefer not to allow it. That's fine. It's not always inappropriate, though. If the character's tribe is deeply involved with an appropriate animal totem, such as a bear or wolverine, a paladin might even be *required* to be a Berserker, since the DM may reason that it's only the supernatural touch of the totem animal spirit that gives the paladin his other powers. But, again, that's up to the individual DM.

**Secondary Skills:** As with the Barbarian, the DM will decide what sort of secondary skill is most appropriate for that specific barbarian/berserker tribe.

**Weapon Proficiencies:** No specific weapon proficiencies are required of the Berserker—but he may not start out play having a proficiency in a ranged weapon (no

thrown axes or knives, no bows or crossbows, etc.). The Berserker lives to destroy things in hand-to-hand combat, so he cannot start play with any sort of ranged weapon proficiency. He can learn others during the course of the campaign, if he and his DM wish to allow it—but it's a little out of character for the Berserker.

**Nonweapon Proficiencies:** Bonus Proficiency: Endurance. Recommended: General—Animal Handling, Animal Training, Direction Sense, Fire-Building, Riding (Land-Based), Weather Sense, (Warrior) Blind-Fighting, Hunting, Mountaineering, Running, Set Snares, Survival, Tracking, (Priest—costs twice the listed number of slots if Fighter or Ranger) Herbalism, (Rogue—costs double slots) Jumping. As with the Barbarian, the DM may choose to insist that the Berserker character take a proficiency in the tribal specialty (Trapping, Agriculture, etc.).

**Equipment:** As with the Barbarian, the Berserker may not use his starting gold to buy armor heavier than splint mail, banded mail, or bronze plate mail. Once he has adventured in the outer world, he can use any type of armor without penalty. When he spends his starting gold, he must limit himself to weapons known to his tribe, and may not choose missile weapons. Good choices include battle axe, club, dagger or dirk, footman's flail, mace, or pick, hand axe, spear, or sword (any).

**Special Benefits:** Berserkers receive a +3 reaction adjustment bonus from NPCs belonging to any tribe that also has Berserkers—they recognize the Berserker instinctively and respect him, even if he is an enemy.

The other benefit the Berserker receives is his Berserk.

At any time, the Berserker may choose to Go Berserk. This isn't an instantaneous process—he must spend a little time to "psych himself up." It takes a full *turn* (ten combat rounds) to Go Berserk. In that time, the character is growling, moaning, uttering imprecations . . . it's impossible to be quiet when trying to Go Berserk. He may also be fighting during that time, meaning that he can start to Go Berserk on the round the fight begins, fight for ten full rounds, and then be Berserk on the eleventh round.

Of course, when the Berserker knows a fight is coming, he can begin to Go Berserk, even if there is no fight currently going on. At the end of a full turn of preparation, he can become Berserk instantaneously. If there's no enemy in sight yet, he can hold the Berserk until combat is engaged. But if no combat takes place within five more full turns, he automatically reverts to "normal" and suffers the ordinary consequences for coming out of a Berserk (described below). The character can come out of his Berserk once the last enemy is down (he must literally be down on the ground, even if still alive and surrendering; the Berserker will stay berserk and continue fighting so long as there are enemies still on their feet). Once the fight ends, the Berserker must come out of his Berserk state.

For these reasons, Berserking is a more appropriate reaction when the characters are about to attack or be attacked by a foe they know about. If the characters are, instead, jumped by a small party of orcs, it's usually not worth the effort to Go Berserk; the consequences and effort outweigh the benefits.

When Berserk, the character has phenomenal endurance and resistance to pain and some forms of magic. Only while Berserk, he gains the following benefits:

(1) He is immune (no Saving Throw is necessary) to the wizard spells *charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare, geas,* and the clerical spells *command, charm person* or *mammal, enthrall, cloak of bravery,* and *symbol.*

(2) He gets a +4 to save against the wizard spells *blindness, Tasha's uncontrollable hideous laughter, hold person, charm monster,* and *confusion,* and the clerical spells *hold person* and *hold animal.*

(3) The *emotion* spell has no effect on the Berserker, unless the caster chose the *fear* result. If *fear* was chosen, the Berserker gets a normal Saving Throw; if he makes it, he continues on as before, but if he fails it, he is prematurely snapped out of his Berserk, with all the normal effects of coming out of the Berserk (but he doesn't suffer other fear effect). The *fear* spell has exactly the same effect: If he saves, there is no effect, and if he doesn't save, he's snapped out of the Berserk. If he fails a saving throw against *charm monster,* he simply counts the caster as one of his allies; he doesn't come out of the Berserk or obey the caster's commands.

(4) Being Berserk offers no real protection from *finger of death,* except that the spell effects do not take place until the character has come out of his Berserk. If the Berserker saves, he doesn't suffer the 2d8+1 damage until immediately after he snaps out of the Berserk. If he fails to save, he doesn't die until he snaps out of the Berserk.

(5) The Berserker, while Berserk, is immune to KO results from the Punching and Wrestling rules, and takes only half damage from bare-handed attacks from these rules.

(6) While Berserk, the character gets +1 to attack, +3 to damage, and +5 hp.

**Special Hindrances:** The Berserker has hindrances as severe as all those benefits he receives.

(1) The Berserker character receives a –3 reaction from all NPCs (except, that is, characters from tribes which have berserkers in them, as described above).

(2) When the Berserker goes Berserk, the DM should immediately say to him, "Tell me how many hit points you currently have." From that point until the fight is done and the Berserker has returned to normal, the DM keeps track of his hit points. The player is not told how many hp he has left, nor how many points of damage he is taking with each attack. (After all, the character can feel no pain . . . so he cannot keep track of how close he is to death.) The DM simply tells him something like: "The orc-captain hits you with his axe, a mighty blow which you barely feel . . ." It is therefore very possible for a Berserker to be nickled and dimed to death and not know it until he drops dead. The DM can also, if he so chooses, roll all Saving Throws for the Berserker, not telling the player whether they were failures or successes.

(3) While Berserk, the character can use no ranged weapons. He kills only in hand-to-hand or melee-weapon combat.

(4) While Berserk, he must fight each opponent until that opponent is down. Once an opponent is felled, the Berserker must move to the nearest enemy and attack *him*. He can't, for instance, choose to attack the enemy leader if that leader is behind seven ranks of spearmen. The Berserker must keep fighting until all enemies are down, as described earlier.

(5) While Berserk, the character cannot take cover against missile fire.

(6) If, while the character is Berserk, another character tries something he can interpret as attack (for instance, hits him to move him out of the way of an incoming attack,) the Berserker must roll 1d20 vs. his Intelligence. If he succeeds (that is, rolls his Intelligence score or less), he's dimly aware that his friend is not attacking him. If he fails (rolls higher than his Intelligence), he now thinks his friend is an enemy, and continues to think so until the fight is done and he is no longer Berserk.

(7) While Berserk, the character is temporarily unaffected by the clerical spells *bless, cure light wounds, aid, cure serious wounds, cure critical wounds, heal, regenerate* (and *wither*). He will gain the benefits of those spells only *after* he has come out of his Berserk and suffered any and all damages which occurred then.

(8) The *taunt* spell is automatically successful, and will cause the Berserker to abandon his current enemy and rush to attack the taunter.

(9) Finally, when the character comes out of his Berserk, bad things happen to him. He loses the 5 hp he gained when he became Berserk. (This could drop him to or below 0 hp and kill him, of course.) He collapses in exhaustion (exactly as if hit by a *ray of enfeeblement*, no saving throw possible, for one round for every round he was Berserk. He suffers the effects of any spells which wait until he's returned to normal before affecting him (*finger of death*, for instance). And only then can healing spells affect him.

**Wealth Options:** The Berserker gets the ordinary 5d4x10 gp for starting gold. Like the Barbarian, however, he must spend it all (before starting play) except three gp or less.

**Races:** It's the DM's choice as to whether his demihuman characters can have Berserkers among them. It's entirely appropriate for dwarves, and not inappropriate for elves, gnomes and half-elves. Halfling Berserkers are not very likely. In any case, demihuman Berserkers would not advertise the fact that they were such; until the first time they Berserked in combat, their companions would probably be unaware that they were Berserkers. (The DM can help preserve the secret by not publicizing the fact that all NPCs are taking a –3 to reaction rolls concerning the Berserker characters.)

## Cavalier

**Description:** The Cavalier is the ultimate mounted warrior of civilized cultures, especially those of Middle Ages technology and outlook. In a campaign, he's the shining knight who leads his fellows on an eternal quest for truth, justice, and the elimination of evil. To the world at large, he's a mighty hero. To his friends and allies, he's a staunch friend, a tireless cheerleader, and often an overenthusiastic pain in the neck.

This is a good Warrior Kit for paladins to take. It can be argued that paladins look something like this already, but that isn't necessarily so: Only paladins of cultures resembling medieval Europe would look like this (a paladin of a Japanese-type culture, a paladin of a Polynesian-like culture, and a paladin of a culture resembling later Renaissance Europe would all be very different from the Cavalier). Therefore, a paladin who wants to look every inch the shining knight should take the Cavalier Warrior Kit.

The Cavalier kit resembles the Noble Warrior kit (q.v.) in that both are noblemen warriors, but the Noble Warrior is primarily interested in defending the rights and maintaining the status quo of his social class, while the Cavalier pursues loftier goals.

To be a cavalier, the character must be of any good alignment (chaotic good, neutral good, lawful good) and have at least the following minimum ability scores: Strength 15, Dexterity 15, Constitution 15, Intelligence 10, Wisdom 10.

Also, the character must belong to the noble social class in the campaign. It's up to the DM to determine whether this is possible. If his campaign uses a random die-roll to determine who's nobility and who isn't, then the character must first successfully roll to be noble in order to be a Cavalier. If it's more of a role-playing exercise in the campaign, then any character who takes the Cavalier Warrior Kit will be presumed to be of the

nobility. (This doesn't mean that he has a lot of money; it's quite likely that he belongs to an impoverished noble family, one with a lot of honorable tradition but no money to speak of.)

Fighters and Paladins may be Cavaliers; Rangers may not. Only humans, elves, and half-elves may be Cavaliers.

**Role:** In his own and similar cultures, the Cavalier is a mighty hero who has the respect of the majority of the population (the criminal classes and evil characters excepted). He has the good-will of the people (reflected as bonuses to his reaction rolls), but the people also make many demands of him: When there's danger, when someone is in trouble, the people turn to the Cavalier for help. This character does not get much time for rest and relaxation.

**Secondary Skills:** If you're using the Secondary Skills rules, the Cavalier must take Groom.

**Weapon Proficiencies:** Required: Lance (any; player choice) and Sword (any; player choice). Recommended: All other Lances, all other Swords, all Horsemen's weapons, Dagger, Spear, Javelin.

**Nonweapon Proficiencies:** Bonus Proficiencies: Riding, (Land-based, horse), Etiquette. Recommended: Animal Handling, Animal Training, Dancing, Heraldry, (Priest, double slots unless Paladin) Musical Instrument, Reading/Writing, (Warrior) Blind-Fighting, Endurance.

**Equipment:** The Cavalier must start play with (i.e., spend his initial gold on) at least two weapons, including one lance and one sword, and must then buy the most expensive set of armor he can still afford. After those expenditures, whatever remains of his gold can be spent on items of his choice.

**Special Benefits:** The Cavalier enjoys many special benefits, including:

At 1st level, he gets a +1 to attack rolls with any lance for which he has proficiency, when using the lance from horseback. This goes up +1 every six experience levels (so he'll be +2 at 7th level, +3 at 13th, etc.).

At 3rd level, he gets a +1 to attack rolls with any one type of sword (his choice from among those he has proficiency with; most common are broad sword, long sword, bastard sword, and scimitar). This goes up +1 every six experience levels (so he'll be +2 at 9th level, +3 at 15th, etc.).

At 5th level, he gets a +1 to attack rolls with either horseman's mace, horseman's flail, or horseman's pick (his choice from among those he has proficiency with). This goes up +1 every six experience levels (so he'll be +2 at 11th level, +3 at 17th level, etc.).

These pluses to attack rolls do *not* add to damage, and don't allow the Cavalier to hit a monster that can only be hit by magical weapons.

The Cavalier is completely immune to the *fear* spell. Because he is so brave, he inspires others to courage, and so, while he is fighting, he actually radiates an *emotion* spell in a 10' radius. This *emotion* spell radiates courage (see the writeup for the 4th-level wizard spell emotion), but only to the extent that it negates *fear*; it does not bestow the berserk fury that the actual wizard spell provides.

The Cavalier is +4 to save vs. all magic which would affect his mind, such as the wizard spells *charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, scare,* and *geas*, and the clerical spells *command, charm person or mammal, enthrall, cloak of bravery,* and *symbol*.

The Cavalier starts play with a horse which he does not have to pay for. This will be either a heavy war horse, medium war horse, or light war horse (see the *Monstrous Manual Volume One* entry on Horses). The player may choose what sort of horse it is, subject to the DM's approval. It will automatically be a Charger (see the section on Horse Quality in the *Dungeon Master Guide,* page 36); the DM may roll for its personality traits according to those rules. If this horse dies, the Cavalier has to acquire himself another one through the usual campaign means (buy one, be given one for noble deeds, etc.), but will not be content with any horse which is not a war horse of Charger quality.

The Cavalier receives a +3 reaction from anyone of his own culture (except criminals and characters of evil alignment, from whom he receives a –3).

And finally, the Cavalier has the right to demand shelter. When he travels, he can demand shelter from anyone in his own nation who is of status lower than nobility. And most people of his own status or higher will be happy to offer him shelter when he is travelling.

**Special Hindrances:** For all these benefits, the Cavalier has some pretty hefty hindrances as well.

The Cavalier cannot attack an opponent at range if he can instead charge ahead and attack him in melee or jousting combat. Therefore, he cannot snipe on enemies with a bow or crossbow; he cannot use a polearm from behind a shield wall. He has to be on the front line, meeting his foes face-to-face. (A Cavalier could conceivably shoot an opponent with an arrow to stop that opponent from killing an innocent person; that doesn't constitute a violation of his code. But he couldn't shoot the enemy to protect a friend if his friend is fighting that enemy honorably . . . even if his friend is losing.)

In any combat, the Cavalier must attack the enemy who is the biggest and most powerful-looking. If he's held up by lesser troops, he must dispatch them as quickly as possible and then get to his "real" opponent.

He must always have the highest-quality armor he can afford. As he goes through his early experience levels, if he has the money, he'll constantly be selling his old armor and buying the next most protective set of armor. His goal is to have a set of full plate armor; the next step down from that is field plate, then plate mail, then bronze plate mail, then banded or splint, then chain, then scale or brigandine, then ring or studded. And to him, magic bonuses don't mean as much as the type of armor: He prefers a suit of ordinary field plate to a set of *banded mail +5*. The DM must rigorously enforce this limitation on the character if the player is inclined to ignore it.

The Cavalier must also follow the very strict Code of Chivalry. In most *AD&D*® game campaigns, his code includes these rules: He must cheerfully perform any noble service or quest asked of him; he must defend, to the death, any person or item placed in his charge; he must show courage and enterprise when obeying his rulers; he must show respect for all peers and equals; he must honor all those above his station (his social class); he must *demand* respect and obedience from those below his station; he must scorn those who are lowly and ignoble (he will not help the ill-mannered, the coarse, the crude; he will not use equipment which is badly-made or inferior; he will fight on foot before riding a nag; etc.); he must perform military service to his lord whenever asked; he must show courtesy to all ladies (if the Cavalier is male); he must regard war as the flowering of chivalry, and a noble enterprise; he must regard battle as the test of manhood, and combat as glory; he must achieve personal glory in battle; he must slay all

those who oppose his cause; and he must choose death before dishonor.

If a Cavalier chooses not to follow this code, bad things happen. The first time he breaks his vows, the DM will warn the player that the Cavalier feels bad about violating his code. The second time he breaks his vows, the Cavalier loses *all* his special benefits until such time as he repents and undertakes a dangerous task to redeem himself. When performing this task, he must behave according to his code and his hindrances. Only when the task is successfully accomplished does he regain his benefits.

If the Cavalier breaks his vow a third time without repenting and undertaking that task, he has abandoned his Cavalier Warrior Kit. He permanently loses all the special benefits of the Kit. He no longer has to obey his knightly code. He receives a permanent –3 reaction adjustment from all members of his own culture (even those who do not know of his past will be put off by the air of treachery and faithlessness that now haunts the man). His horse, even if it is not the one he began play with, leaves him—either rides off into the sunset without him, or attacks him. He may never ride it again, even if he kills it trying to do so. See "Abandoning a Kit" later in this chapter.

**Wealth Options:** The Cavalier gets the standard 5d4x10 gp in starting gold.

**Races:** Of the demihuman races, only elves and half-elves may be Cavaliers.

## Gladiator

**Description:** The gladiator is a showman-warrior from a society where public combat competitions are a popular sport. The gladiator is a professional warrior in this high-profile arena; for the delight (and bloodlust) of the crowds, for his own personal wealth and aggrandizement (or, if he is a slave, for the profits of his owner), he fights organized matches against human, demihuman, and even monstrous opponents.

There are no special ability-score requirements to be a Gladiator.

**Role:** For the Gladiator to appear in a campaign, the DM must establish that at least one culture has gladiatorial combats, and the Gladiator character must come from such a culture. (He need not have been born there . . . but he will either have been a slave there or, if he was a freeman, will feel like a naturalized citizen there.) A Gladiator player-character can be an active gladiator in the arena, one who adventures in his free time (or within some other context of the current adventure), or can have formerly been a gladiator now living the life of the adventurer.

In the campaign, the Gladiator is going to be a showy, high-profile warrior. He performs dangerous stunts in combat. He attracts the attention of crowds of admirers. He receives a lot of credit for brave deeds whether he deserves the credit or not. A Gladiator can be a callous brute, a dirty arena fighter with no interests other than killing his enemy as quickly as possible and making off with his prize; or he can be a clean-limbed, heroic figure, a hero who always fights honorably in the arena and never kills when he does not have to.

DMs take note: a Gladiator character is not likely to be a Ranger. You can permit it if you wish, but Rangers are very wilderness-oriented characters, and Gladiators are very urban. A Ranger could have been captured, enslaved, trained as a Gladiator, and then escaped—but still, the Ranger and Gladiator personalities don't seem to work together very well. Allow this only if you really wish to.

It's up to the DM to decide whether there are female gladiators on his world. Unless

his campaign is already rigidly set up to prevent it, he might as well allow it; a she-gladiator character could be a very interesting one.

**Secondary Skills:** The Gladiator character receives his secondary skill through whatever means is usual for the campaign—by choice or random die-roll. This skill probably represents the trade he learned before becoming a Gladiator.

**Weapon Proficiencies:** Required: short sword (gladius), trident, net. Gladiators should learn an even mix of normal and unusual weapons; the DM is within his rights to insist that the Gladiator learn one strange weapon proficiency (such as whip) for every "normal" proficiency (like sword, spear, etc.). (Also, see the *Equipment* chapter, under "New Arms" and "New Armor," for weapons and armor especially appropriate to Gladiator characters.)

**Nonweapon Proficiencies:** Bonus Proficiencies: (Warrior) Charioteering, (Rogue) Tumbling (for the combat showmanship that characterizes arena fighting). Recommended: (General) Animal Handling, Animal Training, Etiquette, Riding (Land-Based), (Warrior) Armorer, Blind-Fighting, Endurance, Gaming, Weapon-smithing, (Priest) Healing (double slots unless Paladin).

**Equipment:** The Gladiator may buy any sort of non-magical weapon or combination of weapons before beginning play. However, he must choose his armor from the listing of Gladiator Armor in the *Equipment* chapter, under "New Armors."

**Special Benefits:** Gladiators, because of their intensive training, get a *free* Weapon Specialization (see under "Weapon Specialization" in the 2nd Edition *Player's Handbook*). This doesn't cost any of their beginning weapon proficiencies: They still get all four of those, *and* get this Specialization free. It must be chosen from one of the following weapons: bow (choice), cestus*, dagger, drusus*, lasso*, net*, scimitar, short sword, spear, trident, and whip. (The "*" indicates a new weapon found in the *Equipment* chapter.)

**Special Hindrances:** Gladiators tend to be recognized—as Gladiators, at least, if not by their own names—wherever they go. This makes it more difficult for them to do things in secret; some troublesome NPC is always remembering "the tall, fair-haired gladiator" who was at the scene of the action, which makes it very easy for the authorities to follow the heroes' trail. (This is something the DM will have to enforce scrupulously if the Gladiator is to have hindrances offsetting his benefits.)

Also, and this is strictly a role-playing consideration, promoters and managers are always interfering in the Gladiator's life: Trying to hire him to participate in certain-death events, to fight people the Gladiator doesn't want to fight, to force him to participate in events taking place at the exact time the Gladiator needs to be somewhere else, etc. These promoters will go to any length to get their way; they may blackmail the character, kidnap his followers, use the time-honored bait of a gorgeous romantic interest (whom the Gladiator doesn't immediately realize is an employee of the promoter), and so forth.

To make sure this is regarded as a hindrance, the DM should make it clear that these promoters are mostly of the sleazy variety who will cheat, rob and betray him at the drop of a hat.

**Wealth Options:** The Gladiator gets the standard 5d4x10 gp to spend, and may spend it any way he chooses (subject to the restrictions listed in "Equipment," immediately above) or have it all unspent at the beginning of play.

**Races:** *Any* demihuman warrior can be a Gladiator. Operators of the arenas try to

acquire as many different, unusual fighters as they can, by hiring or enslaving them, and demihumans (when they can be acquired) are major attractions.

## Myrmidon

**Description:** The Myrmidon is the ultimate soldier. Soldiering is his life. He may be a high-ranking officer or a career sergeant; he may belong to one nation's armed forces or may be a mercenary. To the campaign and the adventuring party, he brings discipline and a useful understanding of military tactics; he's often rigid and contemptuous of rugged individualists or characters who don't like to take orders, so he can cause a lot of friction in an adventuring party, too.

When first created, the Myrmidon's player must decide whether his character is part of a standing army or a mercenary unit. If he's part of a standing army, he's employed as a soldier or officer in the army of a nation, large region, city guard, or even palace/castle guard. If he's part of a mercenary unit, he belongs to a group of freelance soldiers who hire themselves to just about anyone who can pay; or may be a personal bodyguard. The DM will have the deciding vote in what sort of force the Myrmidon belongs to; if, for instance, the DM doesn't want to have an all-military campaign, he'll probably insist that the Myrmidon be a mercenary, currently employed by a player-character or NPC important to the current story.

However, in the course of the campaign, the Myrmidon's employment can change, once or several times. He may start out as a mercenary bodyguard; later in the campaign, he may find himself commanding a small mercenary force in a border war; later still, he may accept a commission in the king's army and find himself a regular officer.

The choice of whether the character is of a non-commissioned rank (such as recruit, private, or sergeant) or an officer's rank (such as captain) is entirely up to the DM, who'll make his choice based on what works best in his campaign's current storyline.

To be a Myrmidon, the character must have scores of at least 12 in Strength and Constitution.

**Role:** In the campaign's culture, the Myrmidon is a career soldier. In times of war, they're heroes to the nation. In times of peace, the common folk often look on them as parasites, living off taxes but providing no useful service. Mercenaries are often looked on as bandits and predators. Regardless of the public's opinion, though, the Myrmidon and the standing army are necessary to the defense of the nation, and so there are always Myrmidons to be found.

**Secondary Skills:** If you're using the Secondary Skills rules, the Myrmidon may choose his Secondary Skill, but must choose it from the following list: Armorer, Bowyer/Fletcher, Forester, Groom, Hunter, Leather worker, Navigator, Sailor, Scribe, Teamster/Freighter, Weaponsmith.

**Weapon Proficiencies:** The Myrmidon may spend his Weapon Proficiency slots any way he chooses.

**Nonweapon Proficiencies:** Bonus Proficiencies: Ancient History (specifically Military History), Fire-Building. Recommended: (General) Animal Handling, Cooking, Heraldry, Riding (Land-based), Seamanship, Swimming, Weather Sense, (Priest, double slots unless Paladin) Reading/Writing, (Rogue, double slots) Disguise, (Warrior) Armorer, Blind-Fighting, Bowyer/Fletcher, Charioteering, Endurance, Navigation, Set

Snares, Survival, Tracking, Weaponsmithing, (Wizard, double slots unless Ranger) Reading/Writing.

**Equipment:** The Myrmidon may spend his starting gold on whatever sort of arms, armor, and equipment he chooses. If, when he's first created, it is agreed that he'll be part of a specific military force with specific equipment requirements, he's required to buy that equipment, but the DM must give him extra gold in the amount of half that cost.

**Special Benefits:** The Myrmidon has two advantages of note:

First, he gets a *free* Weapon Specialization. He must choose it from the following group: Battle axe, Bow (composite long bow, composite short bow, or long bow), Crossbow (heavy crossbow or light crossbow), Lance (choice), Polearm (choice), Spear, Sword (choice).

Second, the Myrmidon is usually in the employ of some powerful patron. The DM will have to decide what immediate benefits this grants him; they vary with the type of employer he is working for.

For instance, if he's working for a wealthy nobleman, he won't have to spend any money for room and board and will enjoy an upper-class existence.

Or, if he's part of a standing army, he may be immune to prosecution by the civilian authorities (though he can certainly face court martial for misdeeds).

**Special Hindrances:** The Myrmidon is instantly recognizable by his military demeanor, erect posture, disciplined mannerisms, etc. (There are plenty of soldiers and mercenaries who *aren't* Myrmidons who aren't so distinctive.) Because he is distinctive, the Myrmidon is easily remembered and described by witnesses to his adventures; this makes it easier for the enemy to identify him and follow his trail if he's trying to escape or travel through dangerous territory.

A second hindrance is his employer. Naturally, his employer makes many demands on the Myrmidon. If the Myrmidon is a bodyguard, he must accompany his employer just about everywhere, regardless of any personal goals or interests the Myrmidon has. If the Myrmidon is a common soldier, he's subject to the orders of his officers. If the Myrmidon is a military officer, he's subject to the orders of his superiors or the local ruler, and bears the added stress of having to look out for his men whenever they're engaged in military action.

**Wealth Options:** The Myrmidon receives the standard 5d4x10 gp starting gold.

**Races:** Depending on the way the DM has set the campaign up, any demihuman race can have Myrmidons. Mercenary Myrmidon demihumans will be travelling mostly in human-occupied lands, while Myrmidon demihumans in standing armies will usually stick to their own race's territories . . . although some special ones (i.e., the player-characters) will often find themselves sent out on special quests and adventures all over the campaign world.

## Noble Warrior

**Description:** This character is of the nobility, and theoretically represents everything the ruling class stands for. In classic medieval fantasy, this means chivalry, the protection of women (those who want to be protected, that is—it's a bad idea to try to protect a woman warrior anxious to prove herself in combat), and (especially) upholding the rights of the ruling class to rule (and upholding the rights of the other classes to serve . . . ).

Noble Warriors in most campaigns are called Knights or Squires, though specific campaigns may have different designations and be based on different sources than medieval European history.

To be a Noble Warrior, a character must have Strength and Constitution scores of 13 or better—it's what comes of being forced to train in heavy plate armor for so many years.

**Role:** In a campaign, the Noble Warrior is a romantic ideal which most of society looks up to. The Noble Warrior is supposed to be courageous, gallant, protective of the defenseless, dedicated to honorable ideals.

But that's just what society *expects* of the Noble Warrior. Some theoretically Noble Warriors are mere brutes in shiny armor, warriors who take what they want, murder the innocent, and continually betray the oaths they took when they first won their spurs. So it's up to an individual player to decide what alignment his Noble Warrior takes and how well he lives up to the pertinent ideals.

Whether the Noble Warrior character is a Knight or a Squire (or some other designation) depends on the campaign and its DM. From the viewpoint of convenience, it's best for Noble Warrior characters to begin play as young knights who have just won their spurs; this will account for the fact that they have little money (they're just starting out as free-lancers) or followers, and for the fact that they're wandering around adventuring; they're anxious to prove their mettle. If the DM prefers, the starting Noble Warrior could be the squire for an NPC knight, one who is aging and needs the stout sword-arm of a young squire; but here, the DM has to run the NPC knight until it's time for the squire character to leave his knight.

**Secondary Skills:** All Noble Warrior characters must take the Groom skill. Squires are expected to care for their knights' horses, and don't forget this skill when they themselves become knights.

**Weapon Proficiencies:** Unless the campaign deals with a culture unlike medieval Europe, all Noble Warriors must take the following proficiencies: long sword *or* bastard sword (player choice), lance (player choice of type, usually jousting lance), and horseman's flail *or* horseman's mace (player choice). The last proficiency may be used for a weapon of the warrior's choice or to specialize in one of the required choices.

**Nonweapon Proficiencies:** Bonus Proficiencies: (General) Etiquette, Heraldry, Riding (Land-Based). Recommended: (General) Animal Training, Dancing, (Warrior) Blind-Fighting, Gaming, Hunting, Tracking, (Priest, cost double slots unless Paladin) Local History, Musical Instrument, Reading/Writing.

**Equipment:** The Noble Warrior may spend his gold pretty much as he chooses—but there are certain minimum standards he cannot violate. He cannot buy armor less protective than brigandine or scale mail. Before starting play, he *must* buy a suit of armor, a shield, at least one weapon larger than a dagger, a horse (at least a riding horse), riding saddle, bit & bridle, horseshoes and shoeing, halter and saddle blanket.

**Special Benefits:** The Noble Warrior starts with more gold than other Warrior Kits; see below under *Wealth Options*. The Noble Warrior receives a +3 reaction from anyone of his own culture. When travelling, he can demand shelter from anyone in his own nation who is of lower social status than he. Most people of his own status or higher will offer him shelter when he is travelling—up to two persons times the Noble Warrior's experience level. (That is, if the Noble Warrior is fifth level, the patron will offer shelter

for the Noble Warrior and up to nine of his companions). In his own land, the Noble Warrior can administer low justice upon commoners—act as judge, jury and executioner for minor crimes he comes across (the definition of "minor crimes" is necessarily up to the DM of the campaign, but in general should include things like assault, petty theft, etc.).

**Special Hindrances:** In order to become a Noble Warrior, the character has sworn an oath of loyalty to some greater noble. If he's squire to a knight, he has an oath to his knight. If he's a knight himself, he's sworn an oath to his king or some other noble—or perhaps to both. He'll be expected to live up to that oath from time to time: Accompany his lord into combat, provide troops to his lord, even beggar his own household in order to support his lord's needs.

Additionally, the Noble Warrior is expected to live well. After he is created, he must add +10% to the base cost of goods, equipment, and services he is buying—*for each experience level he has*—to reflect his noble tastes and requirements.

This extra cost is *not* just a tip. The character is buying higher-quality goods. Here's how it works.

*Example: Sir Amstard rides into town. He's in need of a new sword, a night's lodging at the inn for himself and his squire, and meals and baths for both. He's a 5th-level Noble Warrior.*

*He stops by a weaponmaker. The basic cost for a long sword is 15 gp. Amstard must choose a better weapon than the "basic long sword," and so chooses a more decorative one having the exact same combat characteristics, but costing 22 gp and 5 sp.*

*He goes to the inn. The basic rate at that specific inn is 2 gp per night per person. Amstard won't settle for the basic room, though, and so pays 3 gp per night per person, all for better quality rooms. He pays 6 gp, one night's stay for himself and his squire.*

*The two baths would be 3 cp each, or 6 total. Amstard, though, must have soap and a brush and the water heated especially for him (and for his squire, too); total cost is 9 cp.*

*And so on . . .*

If the Noble Warrior is unable to spend this extra money because of lack of funds, he can settle for lesser goods . . . but his bonus to Reaction rolls will be reduced, at –1 per such incident, until it reaches +0, to reflect the fact that people are seeing that he is settling for shabbier goods and otherwise not living up to their expectations of how a noble warrior should live. At the DM's discretion, other problems may follow this: Nobles fail to offer him shelter or help because he's such a shabby specimen, he gets a reputation as a penny-pincher, etc.

To retain his bonus, when the Noble Warrior is once again in the money he must do whatever it takes to upgrade his situation (buy new clothes, go on a buying spree, etc., at the DM's discretion) and his +3 reaction will return.

If a Noble Warrior gets a bad reputation, deservedly or undeservedly, his +3 reaction becomes a *–6* reaction from everybody who knows of the reputation.

And just as other nobles are expected to extend shelter to the Noble Warrior, he is expected to offer other nobles shelter when they are travelling through his territory—or when they meet on the road while he is encamped and they are not, etc. Whenever a Noble Warrior character is getting too cocky, the DM can have him visited by a nice, large crowd of nobles to whom he is expected to offer shelter and food . . . and who proceed to eat him out of house and home.

**Wealth Options:** The Noble Warrior begins play with more gold than other Warrior Kits; he receives 225 gp *plus* the standard 5d4x10 gp. But do not forget that he is required to spend a large portion of that on specific items described above . . .

**Races:** It's appropriate for any sort of demihuman race to have a class of Noble Warriors.

## Peasant Hero

**Description:** The Peasant Hero is the "local boy done good," the home-town warrior who fights and adventures to the delight of the people in his home area. The Peasant Hero is the most common sort of fighter found wandering the land and adventuring; every village has one or has had one within living memory.

There are no ability-score requirements to be a Peasant Hero.

**Role:** In the campaign, the Peasant Hero is the fellow who won't forget that his roots are in the country and in the soil. He can be a rebel against the crown in lands where the peasants are especially oppressed; he can be the farmboy who becomes a mighty general; he can be the noble's child (secretly raised by peasants) who grows up to fulfill an ancient prophecy; but in every case, he remembers his origins and strives to make things better for his family and home community.

**Secondary Skills:** The player may choose his character's secondary skill.

**Weapon Proficiencies:** The player may choose his character's weapon proficiencies, but may not choose any that the DM feels would be unusual for his campaign-world's peasants. Short sword, spear, bow, footman's weapons and the like are all very appropriate; horseman's weapons, exotic polearms, lances, long swords, tridents and the like are not. This is only a restriction *when the character is first created;* afterwards, of course, he can learn any weapon he receives training with.

**Nonweapon Proficiencies:** Bonus Proficiencies: Agriculture *or* Fishing (player choice), Weather Sense *or* Animal Lore (player choice). Recommended: Any of the General proficiencies.

**Equipment:** The Peasant Hero may spend his starting gold any way he sees fit, but may have no more than 3 gp left when he begins play.

**Special Benefits:** No matter what he's done or what anyone thinks of him, the Peasant Hero always has shelter and often has other help when he's in his own community. Unless it is known that the Peasant Hero has hurt people from his own community, he'll always find people to put him up, hide him and companions from the law, supply them with food and drink and what little weaponry can be scraped together (usually daggers), and even provide them with helpers—earnest 0-level youths who want to grow up to be like their hero.

**Special Hindrances:** Since the Peasant Hero is looked upon as a patron and hero by the people from his home, they will frequently come to him for help. Whenever the village is losing people to nocturnal predators, whenever a village overlord turns out to be a dangerous tyrant, whenever a local citizen is jailed and tried for something he didn't do, the citizens turn to the Peasant Hero for help. And if he turns them away, he loses their respect and earns a –2 reaction from all of the peasants in the land until he is once again in his home community's good graces.

**Wealth Options:** The Peasant Hero gets the standard 5d4x10 gp starting money.

**Races:** The Peasant Hero is a distinctly human sort of character; it's also appropriate to halflings, and to half-elves living among humans. But no other demihumans should have Peasant Hero characters unless the DM decides that their cultures are very much like rural human society.

## Pirate/Outlaw

**Description:** This character is the heroic scofflaw, the warrior who defies the laws and rulers of the land and steers his own course. Usually in the company of other pirates or outlaws, he fights the minions of the rulers he defies, and comes to be regarded as a hero by others who suffer at those rulers' hands. The Pirate, of course, is the adventurer of the high seas, who makes his living raiding other ships and seacoast communities; the Outlaw makes his home in the wilderness (often deep forest) and preys on the traffic moving through that wilderness.

There are no special ability-score requirements to be a Pirate or Outlaw.

**Role:** In a campaign, the pirate or outlaw can belong to one of two orientations. Either he's a "good guy," and it is the law and the rulers who are evil, or he is a "bad guy" and simply takes what he wants from those who have it. The player, therefore, gets to decide on his character's alignment and (mis)deeds.

Note, though, that good guy pirates and outlaws tend to live by a very strict code of conduct—for example, the classic cinema code of Robin Hood and his Merry Men, where the outlaws robbed from the rich and gave to the poor, and protected the defenseless with more honor and zeal than England's supposedly Noble Warriors did.

Naturally, if a player chooses to be a good guy in a company of bad guys, or vice-versa, when his companions find out his true colors, they'll probably try to kill him or to turn him in to the law for the reward on his head.

**Secondary Skills:** If the character is a Pirate, roll d100 for his Secondary Skill. On a 01–70, his Secondary Skill is Sailor; on a 71–80, it's Shipwright; on 81–00, it's Navigator. If the character is an Outlaw, the character may choose between Bowyer/Fletcher, Forester, Hunter, and Trapper/Furrier.

**Weapon Proficiencies:** If the character is a Pirate, he must take the following proficiencies: Cutlass*, and Belaying Pin* or Gaff/Hook* (player choice). If the character is an Outlaw, he can take any weapon proficiencies he chooses . . . but the DM, if he's created this campaign so that the outlaws have a special motif weapon (such as Robin Hood's Merry Men and their longbows) may insist that all Outlaw characters take a specific weapon proficiency. Recommended to classic Merry Man-type outlaws are longbow, long sword and quarterstaff. (The ``*" symbol indicates a new weapon found in the *Equipment* chapter.)

**Nonweapon Proficiencies:** Pirate's Bonus Proficiencies: (General) Rope Use, Seamanship. Pirate's Recommended Proficiencies: (General) Swimming, Weather Sense, (Warrior) Navigation, (Priest, double slots unless Paladin) Engineering (for shipbuilding), Reading/Writing (for mapmaking), (Rogue, double slots) Appraising, Set Snares (in association with Rope Use skill), Tightrope Walking, Tumbling, (Wizard, double slots unless Ranger) Engineering (for shipbuilding), Reading/Writing (for mapmaking). Outlaw's Bonus Proficiencies: Direction Sense, Fire-Building. Outlaw's Recommended Proficiencies: (General) Riding (Land-Based), (Warrior) Animal Lore, Bowyer/Fletcher,

Endurance, Hunting, Running, Set Snares, Survival, Tracking, (Priest, double slots unless Paladin) Healing, Herbalism, Local History, (Rogue, double slots) Disguise. *Special Note*: Your DM may be a fan of the very acrobatic pirate or outlaw movies of the past, and prefer that Tumbling be one of your Bonus Proficiencies instead of one of the ones listed; check with him to see if this is so.

**Equipment:** Pirates and Outlaws come from widely diverse backgrounds, so there's no real restriction on what they can buy with their starting money. However, it would be foolish for either type of character to buy metal armor of any kind (banded, brigandine, bronze plate, chain, field plate, full plate, plate mail, and ring mail). Pirates wearing such armor in naval combat will inevitably fall overboard and sink (they can't swim with such stuff on); if they're lucky enough to get it off so they *can* swim, they've lost the armor. Outlaws living out in the wild have their belongings exposed to the elements, and metal armor quickly corrodes. Therefore, it's up to the DM to keep things in balance. If a Pirate or Outlaw buys metal armor and keeps it stowed away for special occasions (major land engagements, climactic battles, etc.), that's fine. But if they wear such stuff all the time, the DM should continually take it away from them through accidents, rust and corrosion, etc.

**Special Benefits:** Pirates and Outlaws do not have any intrinsic special benefits, although the DM can bestow some campaign-based benefits on them if he chooses. For instance, in many Pirate settings, there is a powerful pirate city where the PCs can go to trade their ill-gotten gains, a place where the law dares not enter; this makes it easier for them to dispose of their goods and enjoy the benefits of a home city when otherwise they wouldn't have one. As another example, in a "Merry Men" type outlaw campaign, the heroes have the dubious benefit of knowing that they're on the right side and if they can just oust the current rulers (probably restoring the proper rulers in the process), they'll have their fortunes restored or enhanced, the land will once again be bright and shiny, and everyone will live happily ever after.

**Special Hindrances:** The major problem with being an outlaw or pirate is that the law is always after the characters. Though the authorities do not have to put in an appearance in every single play-session, they're always out there, plotting against the heroes. Many of them are quite clever, they probably have more money, ships and men than the heroes, and they'll continue to plague the heroes until the campaign is done.

**Wealth Options:** Pirate and Outlaw characters get the standard 5d4x10 gp for starting gold.

**Races:** Outlaws and Pirates, unless your campaign is very human-oriented, will take just about anyone they can get, so it's perfectly appropriate for there to be Outlaws and Pirates of the demihuman races.

**Note:** In a Pirate campaign, it could be that the player-characters will eventually come to terms with the authorities and "go straight." This doesn't mean they have to abandon the Pirate Warrior Kit, however. They could instead become Privateers—who are basically pirates sailing under the papers of (permission of) their ruler, and preying on the nation's enemies. At that point, they can still behave just as they did previously, and the other nation's authorities become their specific enemy.

## Samurai

**Description:** The samurai is a warrior from cultures based on the medieval Japanese civilization. He lives by a very strict code of honor and behavior, a code demanding: absolute obedience to his lord; readiness to die for honor or for his lord at any time; eagerness to avenge any dishonor to his lord, his family, or himself; willingness to repay all debts honorably; and unwillingness to demonstrate the most dishonorable trait of cowardice.

Samurai must have minimum scores of 13 in Strength, Wisdom, and Constitution, and of 14 in Intelligence. They may be of lawful alignment only (but still may be good, evil, or neutral).

**Role:** In a campaign, unless the campaign itself is set in an eastern culture, the Samurai is present to provide a touch of the exotic (culture clashes are always very interesting in a campaign); it also allows for a variety of warrior who can be tremendously deadly.

A samurai can fall from his noble position within a greater lord's household. It may be that the house has perished in a war or other calamity, or that the samurai's lord has rejected him, or ordered him to commit suicide and the samurai has refused, or that the samurai has left his lord for some other point of honor. Regardless, the samurai is now masterless; he is called *ronin*. The ronin has all of the abilities of the samurai, but operates under slightly different rules, as you will see below. With your DM's permission, you can create your character as a ronin instead of a samurai. A samurai can become a ronin at any time in a campaign; likewise, by swearing allegiance to a lord who will have him, a ronin can become a samurai again.

Before you create a samurai or ronin character, ask your DM if such things exist on his world and if you may play one. It could be that the DM does not wish to allow samurai and ronin in his campaign (because the campaign world has no oriental setting to act as their origin, for instance).

**Secondary Skills:** A samurai or ronin must have the Scribe secondary skill.

**Weapon Proficiencies:** The samurai and ronin start play with two free extra weapon proficiency slots—that's the good news. The bad news is that, of his *six* initial weapon proficiencies, *five* are chosen for him. The samurai and ronin must specialize in katana* (samurai sword, two proficiency slots) and daikyu* (samurai great bow, three proficiency slots). The samurai or ronin may spend his last proficiency slot as he chooses—but only from among the samurai weapons listed in the *Equipment* chapter of this book. (The "*" symbol indicates a new weapon to be found in the *Equipment* chapter.) After the character is in play in another culture, he may become proficient in weapons of that other culture.

**Nonweapon Proficiencies:** Bonus Proficiencies: Etiquette, Riding (Land-Based). Required (samurai/ronin must purchase these, but gets no extra slots to pay for them): (Priest and Wizard, costs double slots unless Paladin or Ranger) Reading/Writing. Recommended: General—Artistic Ability/Calligraphy, Artistic Ability/Painting, (Warrior) Blind-Fighting, Running.

**Equipment:** The samurai and ronin must buy all their starting equipment from the samurai weapons, armor and equipment listed in the *Equipment* chapter. They may have no more than 10 gp left when they have purchased their equipment. Samurai and ronin *do not* have to buy their katana; that is free to the character.

**Special Benefits:** The samurai and ronin are able to focus their vital energies to

increase their Strength score—temporarily. Once per day per experience level, the samurai or ronin can increase his Strength to 18/00. This lasts for one full round, and must be preceded by a loud *kiai* shout (making it impossible for him to summon this strength silently or stealthily). For that one round, all his hit probability, damage adjustment, weight allowance, maximum press, open doors, and bend bars/lift gates rolls and functions are calculated as if his Strength were 18/00.

**Special Hindrances:** The samurai and ronin have different special hindrances. The *samurai* is (supposed to be) absolutely devoted to his lord. He is expected instantly to obey every one of his lord's orders, up to and including killing himself or those he loves. If he refuses to obey an order, he is dishonored and is expected to kill himself. (If he does not, he becomes ronin.) The DM should make sure that the samurai is acutely aware of this by having his lord occasionally issue orders which are difficult for him to keep. This doesn't always have to be "Kill all of your allies," but the lord can issue orders which interfere with the samurai's personal goals and remind him that he is subservient to his lord. The *ronin* has his own great difficulty: He earns experience points at half the normal rate. When the DM awards the characters their experience, the ronin receives only half what he would if he were still a samurai. This particular hindrance goes away when the character once again swears allegiance to a lord and becomes a samurai. (Of course, once he's a samurai again, he is subject to the hindrances of the samurai.)

**Wealth Options:** The samurai and ronin start with the normal 5d4x10 gp beginning money.

**Races:** The historical precedent for the samurai is strictly human, so it's up to the individual DM if he wants to have an oriental-based demihuman culture with a samurai warrior class. Such a thing is perhaps most visually appropriate to elves and half-elves, but a DM could allow it to any demihuman race in his campaign.

Note: Players and Dms wishing to have more game-oriented information on the samurai should read *Oriental Adventures*, an *AD&D*® game supplement dealing exclusively with the topic of eastern campaigns. Your DM may adapt anything he chooses to use from that supplement to *AD&D® 2nd Edition* game rules and statistics. The samurai presented here is a simplified version of the *OA* samurai.

## Savage

**Description:** The Savage is a tribesman, technologically and culturally far more primitive than even the Barbarian and Berserker, who is very much in tune with the natural world.

A Savage can be an honorable jungle vine-swinger raised by animals, a very dirty and primitive warrior who lives in mud-wattle huts and fights with bone weapons, a breathtakingly beautiful native princess from a culture which the characters consider impossibly primitive and yet uncorrupted and very noble . . . and so on. In short, the tribal culture from which the Savage character comes can be as crude or civil, coarse or noble, nasty or admirable as the players and DM want it to be.

To be a Savage, a character must have a minimum Strength score of 11 and a minimum Constitution score of 15.

**Role:** In a campaign, the savage character has a couple of roles. His particular skills and benefits are of use to the average adventuring party. If he comes from a particularly

noble tribe, he may choose to act as the "voice of conscience" for the adventuring party, asking why, if the other characters are supposed to be so much more civilized than his own people, their honor and ethics seem to drag so far behind? But for the most part, he's a role-playing challenge, and should be chosen only by players willing to devote the extra effort to portraying someone from such a different culture . . . and how that character reacts with the other PCs' culture. This is an opportunity for a lot of humor and not a little tragedy in a campaign . . . but only if the player is willing to go to that effort.

**Secondary Skills:** The Savage character should have Fisher, Forester, Hunter, or Trapper/Furrier as his Secondary Skill (player choice).

**Weapon Proficiencies:** The DM should define a set of weapons which the PC can choose his beginning weapon proficiencies from. A typical set, for classic "noble savages": blowgun, long bow, short bow, club, dagger, javelin, knife, sling, spear. The character must make his first-level weapon proficiencies selections from these choices. Once he begins play and begins adventuring in the outer world, he may learn any other weapon, of course . . . but it's better role-playing if he prefers to stick to the weapons of his tribe.

**Nonweapon Proficiencies:** Bonus Proficiencies: (General) Direction Sense, Weather Sense, (Warrior) Endurance, Survival. Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming, (Warrior) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking, (Priest, double slots unless Paladin) Healing, Herbalism, Local History, Religion, (Rogue, double slots) Jumping, Tightrope Walking, Tumbling, (Wizard, double slots unless Ranger) Herbalism, Religion.

**Equipment:** The Savage gets no gold (0 gp) with which to purchase his weapons and equipment. Instead, he may take up to four of the weapons listed under "New Savage Weapons" in the *Equipment* chapter. He may assemble an equipment list of up to ten additional items, subject to the DM's approval, which he will have accumulated during his years with the tribe; they must be items which members of a savage tribe could have made (things such as pouches, clothing, food, rope, fishing gear, sheathes for weapons, and so forth—no mirrors, lanterns, iron cooking pots, and the like.) With the DM's permission, if the tribe is a river-tribe or a riding tribe, he may have either a riding horse (with saddle-blanket, halter, bit and bridle) or a small canoe.

**Special Benefits:** One of the Savage's special benefits is that he receives more bonus nonweapon proficiencies than any other type of warrior—testimony to the fact that the Savage must know more skills just to stay alive than other characters. Another, substantial, benefit the Savage receives is this: He has a special ability, resembling a spell, which he may use once per day per experience level he has (i.e., a 5th-level savage could use his ability five times per day).

The special ability must be chosen from the list below, must be chosen when the character is first created, and may never be changed. The special ability is not truly magic, and Detect magic will not detect it; it is an ability natural to the Savage. It does not require verbal, somatic, or material components, even if such are required from the normal spell.

The list:

(1) *Alarm (Wizard 1st Level).* Special effects: This is only usable by the Savage when he is resting or sleeping in a quiet place. The ability does not sound an alarm like the

spell; it merely alerts the Savage to intrusion (if he is already awake) or awakens him (if he is asleep). It is not cast upon a particular place; it alerts him to activity within 10 feet of the place where he lies (as if he were at the center of the 20-foot cube of effect of the actual spell).

(2) *Detect Magic (Wizard 1st Level).* Special effects: This reflects the fact that the Savage is in tune with nature and can feel when there is something unnatural (i.e., magical) in the air. Unless the Savage is also a Ranger, he cannot determine the type of magic present (i.e., alteration, conjuration, etc.).

(3) *Animal Friendship (Priest 1st Level).* Special effects: This ability can only make friends of an animal which is not angry or threatened. It can be used to make an angry or threatened animal calm. To make friends with an angry or threatened animal, therefore, the Savage must be able to use the ability twice that day (i.e., he must be of 2nd level or higher) and must have two uses left. To use the ability, the Savage must confront the animal, face to face, at no further away than the limits of the animal's attack range. As with the spell, the Savage must actually have no ulterior motives, for such will be detected by the animal, and the ability will fail.

(4) *Detect Evil (Priest 1st Level).* Special effects: this is like the *Detect Magic* ability, above. Like the Priest spell, this Detect Evil cannot detect evil in a PC—only in a monster, place, or magical item.

The DM can disallow any of the four abilities given above, or introduce new ones—though he can't add anything that resembles a magical spell above 1st level.

**Special Hindrances:** The Savage has some drawbacks, too. He is uncomfortable in civilized clothes and armor—When wearing any sort of clothing more cumbersome and concealing than his normal tribal dress, he suffers a –1 to all attack, damage and nonweapon proficiency rolls; he's uncomfortable, and it's affecting his actions and reactions.

Likewise, he can wear any type of armor, but is so uncomfortable in it that he will suffer a –3 to all attack, damage, and nonweapon proficiency rolls while wearing any sort of armor at all. If a player blatantly decides not to role-play his character's dislike of armor and simply wears armor continually, accepting that negative modifier, the DM should gradually increase the modifier: –3 in one play–session, –4 in the next, –5 in the next, and so on . . . with no limit. If the player asks why this is happening, the DM need merely reply that the character is growing more and more uncomfortable in his unnatural trappings and finding it harder and harder to concentrate on the job at hand.

**Wealth Options:** The Savage starts out with no gold. He gets his starting weapons as described above, under *Equipment*. After the campaign starts, the character will inevitably come across the concepts of money; it's up to the player how he reacts to them (he could either like the idea and try to accumulate the stuff as his allies do, or put it down to civilized corruption and stay away from it).

**Races:** Most role-playing campaigns tend to think of the demihumans as being more civilized and cultured than humans, but it's perfectly all right to have Savage dwarves, elves, gnomes, half-elves, and even halflings in your campaign if the DM wishes them to be there.

**Note:** "But," you say, "what if my character grew up in a Savage tribe and was later enslaved and trained as a Gladiator and then escaped? What is he, a Savage or a Gladiator?"

That's up to you to answer. If he still considers himself a member of his tribe and has not been distanced from it by his capture and training, take the Savage Warrior Kit; perhaps your DM will allow you to use some of your proficiencies to learn weapons and skills appropriate to Gladiators. Likewise, if the character is now more urban than savage, build him with the Gladiator Warrior Kit . . . but have him use some of his proficiencies on Savage skills and weapons.

The same sort of theory applies if you're creating any character with a complicated background: A Barbarian youth brought up in the traditions of a Samurai, an Amazon lass who has grown up to be a Knight (Noble Warrior), a Pirate boy who gave up the seas and took to being a big-city Swashbuckler. Decide which Warrior Kit the character considers himself to belong to, create him with that Kit, and use some of your proficiencies to buy weapons-knowledge and skills pertaining to the other Kit.

## Swashbuckler

**Description:** The Swashbuckler is the sophisticated, witty, lightly armed and armored hero in a sophisticated city-based campaign—a la *The Three Musketeers*. He's fully capable of putting on heavy armor, picking up a bastard sword, and soldiering alongside other tank warriors—but he shines in comparison when the heroes are adventuring in the city, in light armor and with light weapons.

To be a Swashbuckler, a character must have an Intelligence and Dexterity of 13 or better.

**Role:** In a campaign, the Swashbuckler is the happy-go-lucky hero with the ready wit and the flashing rapier. He's happiest when he's in the big city, but can be an imposing warrior anywhere—enemies often underestimate him because of his charming manners and don't realize that he can plate on armor and wield heavy weapons as well as anyone else. The Swashbuckler, because he's bright and well-spoken, often becomes party leader . . . or at least the leader's spokesman.

**Secondary Skills:** The Swashbuckler can choose his own Secondary Skill. Good choices include: Navigator (if he's in with a band of pirates, especially), Gambler, Jeweler, Scribe, and Weaponsmith.

**Weapon Proficiencies:** The Swashbuckler receives two extra weapon proficiency slots which must be devoted to weapon proficiency with one of the following weapons: stiletto*, main-gauche*, rapier*, and sabre*. (The "*" symbol denotes new weapons to be found in the *Equipment* chapter.) Throughout his career, he must devote half of his weapon proficiency slots to those four weapons. Once he has achieved proficiency in all four of those weapons, he may freely choose where the rest of his weapon proficiency slots go.

**Nonweapon Proficiencies:** Bonus Proficiencies: (General) Etiquette, (Rogue) Tumbling. Recommended: (General) Artistic Ability, Dancing, Heraldry, Languages (Modern), Riding (Land-Based), Seamanship, (Warrior) Blind-Fighting, Gaming, (Priest, double slots unless Paladin) Musical Instrument, Reading/Writing, (Rogue) Appraising, Disguise, Forgery, Juggling, Musical Instrument, Tightrope Walking, (Wizard, double slots unless Ranger) Reading/Writing.

**Equipment:** The Swashbuckler must buy the weapon in which he has specialized, but except for that limitation may spend his gold precisely as he pleases.

**Special Benefits:** The Swashbuckler has three special benefits. First, when using up his Nonweapon Proficiency slots, he doesn't have to devote double the normal number of slots when choosing Rogue proficiencies. Second, when he's wearing light or no armor (i.e., no armor, leather armor, or padded armor), he receives a –2 bonus to his AC (that is, an AC of 7 would become a 5); he's so nimble that he's very hard to hit. Third, the Swashbuckler is such a romantic figure that he always receives a +2 adjustment on his reaction roll from NPC members of the opposite sex.

**Special Hindrances:** Trouble seeks out the Swashbuckler. This is something that the DM will have to play very carefully if the Swashbuckler is to be as hindered as all the other Warrior Kits. When there's another Swashbuckler around, intent on proving that he's the best swordsman in the world, it's the PC Swashbuckler he settles upon and challenges. When a certain young lady is being pursued by the king's guards, who are intent on stopping her from revealing secrets in her possession, it is the Swashbuckler she stumbles across when fleeing. When a prince is too drunk to attend his own coronation, miraculously he looks just like the Swashbuckler. Life conspires to make things difficult for the Swashbuckler, and the DM should always throw just a little more good-natured bad luck at that Warrior Kit than at any other.

**Wealth Options:** The Swashbuckler receives the standard 5d4x10 gp starting money allotment.

**Races:** Any demihuman who'd look elegant in foppish dress, wielding a narrow blade, will work fine as a Swashbuckler, especially elves, half-elves and halflings. Dwarves and gnomes are not entirely inappropriate, but are likely to have to defend themselves from plenty of jokes at the expense of their curious looks.

## Wilderness Warrior

**Description:** This hero represents some tribe (either civilized or barbarian) living in a dangerous, threatening, or unusual wilderness environment—such as the desert, deep in swamp territory, in the frozen North, tucked away in the jungle or tropical rain forest, or in distant mountains.

The Wilderness Warrior is different from the Barbarian. He's not automatically a menacing figure when travelling around in the campaign's normal society; he's just exotic and unusual. He can be very cultured and civilized, but, coming as he does from a different culture, will have different attitudes from the other player-characters on many subjects.

For example, a desert nomad character may be merely offended at the theft of his property but be outraged by (and demand the death penalty for) theft of his water; he may believe that women should stay in camp and leave fighting to the men (an opinion he will find himself quickly disabused from when in the outer world); he may feel the need to prostrate himself whenever he passes the church or temple of the deity he worships; and so on.

The player decides (with DM's permission) what sort of tribe and environment the Wilderness Warrior comes from. Then, working with the DM, he must determine what sort of unusual beliefs and customs the character and his tribe possess. He may later abandon a few of these beliefs in the outer world, but should not abandon most of them; they are part of what makes him unique in the campaign.

To be a Wilderness Warrior, the character must have a Constitution score of at least 13.

**Role:** In a campaign, like the Barbarian and Savage, the Wilderness Warrior is the "outsider's voice" who questions all the strange quirks and discrepancies in the player-characters' culture. He's also an opportunity for some comic-relief adventures, when he misinterprets some aspect of the society and it leads him into confusion and trouble. More importantly, the DM should arrange for the occasional adventure to take place in lands like those of his birth, so that he can demonstrate his skills in that environment.

**Secondary Skills:** If you're using the Secondary Skills rules, the Wilderness Warrior may choose his skill from the following list: Fisher, Forester, Hunter, Sailor, Trapper/Furrier.

**Weapon Proficiencies:** The Wilderness Warrior may spend his Weapon Proficiencies any way he pleases. The DM may insist that he spend one or two on weapons appropriate to his culture: A desert nomad should have Scimitar and Short Composite Bow, while an arctic warrior should have Harpoon and Spear, for instance.

**Nonweapon Proficiencies:** Bonus Proficiencies: Survival (in his native environment), Endurance. Recommended: Any relating to the land of his birth, such as Animal Handling, Animal Training, Dancing (his cultural dances), Fire-building, Fishing, Riding (Land-based), Swimming, (Warrior) Mountaineering, Tracking.

**Equipment:** The Wilderness Warrior may only spend his starting gold on items appropriate to his culture. For example, the desert nomad couldn't buy any armor at all with his starting gold, while the arctic warrior could only have leather or hide armor. (Of course, if the DM determines that his is a trading culture, he could have access to goods from all over the world.) The Wilderness Warrior *doesn't* have to spend all his starting gold before entering play. Once he begins play, there are no restrictions on what sorts of equipment he may buy.

**Special Benefits:** The Wilderness Warrior gets a special bonus of +5 to his Survival proficiency roll. This only applies to the Survival proficiency pertaining to environments like that of his origin; if he later takes a second Survival proficiency for another type of territory, the bonus doesn't count toward it.

**Special Hindrances:** The Wilderness Warrior, in his early years, is occasionally hindered by his unfamiliarity with the player-characters' society, but this is a role-playing consideration; the DM must occasionally enforce it until he believes the character is sufficiently familiar with the usual culture.

**Wealth Options:** The Wilderness Warrior gets the usual 5d4 x 10 gp in starting gold.

**Races:** This is a very appropriate Warrior Kit for demihuman warriors, and the DM may wish to create some unusual demihuman tribes to showcase it. For example, everyone would expect Dwarven Wilderness Warriors from the mountains, Elf and Gnome Wilderness Warriors from the tropical rain forest, etc. But what about Desert Dwarves? Arctic Elves? Swamp Gnomes? Mountain Halflings? Such unusual choices can add some color to a campaign.

## Recording Kits on the Character Sheet

The character record sheet presented in the *Character Creation* chapter has blanks for all of the benefits, hindrances, and other notes generated when a character takes a Warrior

kit.

## Warrior Kits and Multi-Class Characters

These Warrior Kits are designed to add depth to a warrior-class character. But if the character is already multi-class (for example, an elf fighter-mage), he doesn't *need* any more depth. Therefore, only single-class warriors can take one of the Warrior Kits described above.

However, with your DM's permission, there's no reason why a multi-class warrior can't use his weapon and nonweapon proficiency choices to simulate one of the Kits . . . and, again with DM permission, the characters possessing that Warrior Kit can consider him "one of their own" within the context of the campaign.

For example, let us say that your campaign features an elvish Amazon tribe and you want to play an elf fighter/thief who belongs to that Amazon tribe.

Build her this way: Have her take Spear and Long Bow Weapon Proficiencies. For her Nonweapon Proficiencies, have her take Riding (Land-Based) and Animal Training (she *doesn't* get either of these for free, like the "real" Amazon, but she can still choose them). For her Equipment, limit her to the equipment choices of the Amazon.

If you do all this, and have your DM's permission, within the context of the campaign, your character will be considered an Amazon. That is, she comes from the Amazon tribe and the other Amazons consider her to be a shield-sister and one of their own. *You* know, and the DM knows, that she doesn't have all the special benefits of the Amazon Warrior Kit. And the DM is within his rights to assign the character the special hindrances of the Amazon—after all, you've chosen for her to be identified with a race of people with those hindrances. But to all outward eyes, she is indistinguishable from any other elvish Amazon.

## Warrior Kits and Dual-Class Characters

The same is not true of dual-class characters.

If a character starts off as a warrior, he may take any of the Warrior Kits above. If, later, he decides to change classes according to the normal Dual-Class Benefits and Restrictions rules, he doesn't lose any of the benefits or hindrances of the Kit he chose; he is still that sort of fighter. If that second character class also has a range of Kits available to it, he *may not choose a new, additional Kit.*

If a character starts off as some other character class, does not take on a Kit appropriate to that class, and then later switches to one of the warrior classes, he can choose a Warrior Kit at that time . . . though the DM may insist that certain campaign events be accomplished in order to allow him to do this.

For instance, let's say that a human mage decides, later in life, to become a Fighter, and he wants to be a Gladiator. Well, there's nothing wrong with that. But the DM should insist that the next several adventures deal with that transformation. The character must be hired by (or, alternatively, captured and enslaved by) an arena or fighting-stable owner, trained, and pitted against other Gladiators. The other characters in the campaign could also be entering the gladiatorial arena, or the DM could contrive things so that the current adventure involves gladiatorial elements and still get all the PCs involved.

To better simulate the wait involved for the character to learn his new trade, the DM is within his rights to insist that the character not receive his Warrior Kit until he's reached second experience level in his new class.

## Abandoning A Kit

Sometimes it happens that a character is created with a Warrior Kit and circumstances later force him to reconsider his character's role. For example, a Noble Warrior could become disgusted with the corruption and excesses of his class and decide to renounce his ties to the nobility. Or, a Savage could become increasingly comfortable with the civilized world and increasingly uncomfortable with his savage kin. In such a case, the player should think about *abandoning* the Warrior Kit.

To abandon the kit, the player should privately tell the DM his intentions. If the DM has no objections to the abandonment, then it will take place. Unless the choice for abandonment were brought on by a sudden, traumatic event, the DM may have to have some time to work the abandonment into the storyline. Often, in the story, the character doing the abandoning will have to role-play out the situation: Publicly renounce his ties with the others of his Warrior Kit, and then suffer any consequences that might arise. (In Greek mythology, for instance, the Amazon queen Antiope abandoned her former life to stay with King Theseus of Athens . . . and she later died fighting her former countrywomen when they came after her.)

Once the character abandons his kit, he also abandons all the special benefits and hindrances it provides. Often, those benefits included free Nonweapon Proficiencies or Weapon Proficiencies. The character doesn't *lose* those, but he *must* pay for them from the next free slots he has available to him.

The character may not take another Warrior Kit to replace the one he's abandoned. Once he gives up his Warrior Kit, he's an ordinary Fighter, Paladin, or Ranger for the rest of his playing life.

## Modifying The Kits

The DM can, and should, modify the Kits presented above to represent his own campaign setting more accurately.

For example, if there are no Amazons in his world, he should disallow the Amazon Kit. If Gladiators are all chosen from the ranks of savages despised in the civilized land, he should modify the Gladiator hindrances to reflect the fact that they have no respect in the campaign setting.

## Creating New Kits

Similarly, if there's a special sort of warrior that the DM would like to have in his world, he can design a new Warrior Kit for that warrior.

To design a Warrior Kit, you must answer the following questions about the warrior and his role in your campaign.

**Description:** What is this warrior? What literary, mythological, or historical source is he drawn from? What special requirements are there if a character wishes to be one?

**Role:** What is this warrior to be in the campaign? How does his culture look at him? How do other cultures look at him? Is there a special sort of outlook he needs to have to belong to this Warrior Kit? And what does this warrior tend to do in a campaign—lead mighty nations? brutalize and betray his allies? upset the delicate balance of political strategies? have a good time without making waves?

**Secondary Skills:** If you're using the Secondary Skills rules, you need to determine if this Warrior Kit requires such a skill. If no one secondary skill should be common to all warriors of this type, then don't require a secondary skill. But, if all members of a Warrior Kit seem to have this skill, then you *should* require it of all who take this Kit.

**Weapon Proficiencies:** Many Warrior Kits seem to gravitate toward specific weapon types. Knights lean to swords and lances; Merry Men of the forest prefer the longbow. If the warrior you're simulating seems to prefer one or two weapons above all others, then, in this Kit, you require them to take the proficiencies for those weapons.

**Nonweapon Proficiencies:** Most Warrior Kits, again, seem to have certain skills in common. It would be silly to have a Noble Warrior without Etiquette, for instance. So you may assign up to two proficiency slots to be given *free* to the character. If it's appropriate, the proficiencies may come from listings not appropriate to warriors—the Priest, Rogue, and Wizard listings. (Though normally the cost in slots for such proficiencies doubles, since they are here being given free to the character, that doesn't matter.)

**Equipment:** If a Warrior Kit is best-known for having specific types of equipment, require that the warrior have such equipment when the campaign begins. If many examples, but not an overwhelming majority, of this sort of Warrior seem to prefer a specific type of equipment, simply list it among the types of equipment the Warrior Kit *recommends*.

**Special Benefits:** Every Warrior Kit should have some special benefit. It's up to you to choose what that benefit is, but it should fit in with the way this warrior appears to function in fiction, mythlore or wherever he comes from. Types of benefits include:

Bonuses to reaction rolls, especially from certain categories of people;

Bonuses to attack rolls and/or damage, especially against certain categories of enemies, or in special circumstances;

A free weapon specialization;

Resistance (immunity or a bonus to saving throws) against specific types of magic;

Special rights in the culture in which the characters normally travel (for example, immunity from prosecution for certain alleged crimes, or the right to demand shelter); and so on.

**Special Hindrances:** You should also provide a special hindrance (or hindrances) which limit the character as much as his benefits help him.

Such hindrances can include:

Minuses to reaction rolls, especially from certain types of people;

Minuses to attack rolls and/or damage, especially against certain categories of enemies;

Inability to learn specific weapon or nonweapon proficiencies;

Vulnerability to specific sorts of magic (either a minus to saving throws, or the magic is automatically successful); and

Special restrictions in the culture in which the characters travel (for example, not

being able to own property or get married, or excessive punishments for specific crimes).

**Wealth Options:** If the Warrior Kit has any restrictions or benefits in the awarding of his starting gold, or in the ways he can spend it, note them here.

**Races:** If there are variations to the Kit based on the character's race, note them here. Some races can't take a specific Kit; some will have different proficiencies, benefits and hindrances attached to them.

**Notes:** If you have any additional notes about the Warrior Kit pertinent to your campaign (such as which players you'd prefer for specific Kits, for example), put them here.

Additionally, you could create Kits for other classes than Warrior, or adapt the existing Kits to the other through tinkering with the skills, proficiencies, benefits, and hindrances. There could easily be Rouge Swashbucklers or Barbarian Priests, for example.

### The Warrior Kit Creation Sheet

On page 124 is the Warrior Kit Design Sheet. If you wish to design a new Warrior Kit, just photocopy the sheet and design your new Kit upon it. When you're showing the Warrior Kits above to your players, also include the new Warrior Kits you've designed.

## Role-Playing

The *AD&D*® game isn't all combat and magic, and so a warrior doesn't have to be just a collection of numbers which responds to situations by killing everything in sight and collecting coins. No, there's much more to role-playing than that, and this chapter is devoted to role-playing the warrior character.

## Warrior Personalities

There's a misconception that warriors are just square, solid guys who do the physical work in a fight; that rogues are the clever ones who do all the conniving and tricking; that wizards are awesome, impersonal intelligence dedicated solely to their magical studies; that priests are only interested in the advancement of one's spiritual learning.

While that's a simplification convenient for first-time players of the game, more experienced players may desire to add depth to their characters by providing more detail to their characters' personalities: Deciding how they react in certain situations, how they relate to other characters, and so forth.

Experienced role-players, those who already do this, should skip down to the headline reading "The Warrior Campaign." Beginning role-players should continue from here.

In the first part of this chapter, we'll be talking about Warrior Personalities, describing a few types of heroes common to fiction and mythology. Read each description, think about whether the description comes close to matching your conception about your character's personality, and if it does, try to utilize that description's advice when role-playing and making decisions for your character.

Each personality in this chapter will be described in the following way:

**Character Description:** These paragraphs talk about the character's attitudes and motivations, and how the character tends to act and interact in a normal campaign.

**Best Suited For:** These paragraphs talk about the alignments for which this personality type is best suited, and about the Warrior Kits (from the last chapter) for which the personality is best suited. It's possible to come up with a good rationale for why a character of a specific personality type should have an alignment that doesn't (at first glance) seem appropriate for that personality type, so there is *absolutely no firm alignment restriction when you're choosing personalities.* However, the recommendations made for appropriate choices are good enough for most characters, so keep them in mind.

**In Combat Situations:** These paragraphs talk about how the character reacts in combat situations. Not all warriors unstrap their swords and wade in swinging; some approach battle situations more slowly, more cleverly, or more aggressively.

**In Role-Playing Situations:** These paragraphs talk about the character's general reactions to NPCs in role-playing situations; you can use them as general guidelines for your character's role-playing conversations and other such encounters.

## The Brash Youth

**Character Description:** This character has just recently become an adventurer, and he doesn't have much experience or common sense . . . meaning that he gets in trouble, and leads his companions into trouble, quite often. Therefore, *you should only choose a Brash Youth personality when you're willing to role-play this attitude.* The Brash Youth is easy prey for fast-talkers and con men, suggests straightforward and foolish plans sure to get the party captured or killed, admires more experienced warriors without questioning their motives, and can be quite a menace to himself unless taken in hand by a more experienced adventurer.

Inevitably, a Brash Youth character has to "wise up"—to lose some of his preconceptions and naivete. If this doesn't happen naturally in the course of a campaign, the DM should design an adventure around the Brash Youth, an adventure where he's confronted with the consequences of his brashness. For instance, a confidence man could trick the Youth into accidentally betraying his allies; or, a Youth's plan could go horribly awry and seriously or critically endanger his friends; or, a hero particularly admired by the Youth could turn out to be far less admirable than the Youth has always thought.

When this happens, the character must stop being a Brash Youth and choose some other personality type. By now, he should have been playing long enough that the player will know what sort of personality that is; alternatively, the events that shock him out of being a Brash Youth could affect him seriously enough that this event chooses his new personality for him (this results in such personalities as a disillusioned Crude Crusher or a hostile Dangerous Antagonist).

**Best Suited For:** In terms of alignment, the Brash Youth is best suited to the full range of Good and Neutral alignments (L/G, L/N, N/G, N, C/G C/N). Evil characters aren't suited to being naive and trusting. In terms of Warrior Kits, the Brash Youth is admirably suited to all of them! The only kit that might give you a problem is that of the Samurai, but it's possible to play an inexperienced and eager Samurai struggling to keep

his enthusiasm from showing beneath the veneer of eastern detachment; this is an especially good choice in an all-samurai campaign, where one character is the brash young warrior interacting with more experienced and settled samurai.

**In Combat Situations:** The Brash Youth is likely just to charge up to a foe and begin pounding away, unless that foe is so big and scary that even the most foolish youth will be afraid of it. He's very likely to take combat orders from his friends, however, so it's easy for one wiser warrior to keep him from killing himself through bad tactics. It's often a good idea for the party to make the Brash Youth one of their designated archers, because it usually keeps him out of direct hand-to-hand combat until he has wised up.

The Brash Youth *can* learn from his experiences, on a case-by-case basis. After he's been hammered by a troll, he can be more cautious with the next troll or troll-like monster he encounters. But he'll be just as brash with a monster unlike the others he's encountered . . .

**In Role-Playing Situations:** The Brash Youth gets along with everybody until such time as the other person insults one of his friends, challenges one of his preconceptions, or betrays him. Even then, he'll simply be furious and willing to fight or oppose the other fellow; to be truly *vengeful* requires that the Youth go through his personality change and take on a new personality.

The Brash Youth should be played as either hesitant and nervous in new situations, or eager to throw himself into such situations—he's never bored or indifferent. Other characters find his youthfulness charming, but may also find him exasperating because he's always getting into trouble.

### The Crude Crusher

**Character Description:** The Crude Crusher is a rude, boisterous, belching, physical sort of character. He may be very clever, but he prefers force to trickery or persuasion—it feels good to pound people. He doesn't like proper manners, court etiquette, literature and poetry, or haughtiness. He has very coarse and common customs . . . although he could be of high birth (nothing says a high-born warrior *must* be clean, virtuous, and polite, after all). Put him in a tavern with a crowd of noisy table-banging drinkers, where the drinks pour freely and the occasional brawl grinds furniture into sawdust, and he's happy.

**Best Suited For:** In terms of alignment, the Crude Crusher can belong to any of them. If he's Lawful, he's still operates by a code of behavior that others can observe and count upon (even if he is a social misfit); and if he's Good, he's not going to take the things he wants (by force) from those who own them. For these reasons, a Lawful/Good Crude Crusher isn't likely to have a lot of fun. In terms of Warrior Kits, the Crude Crusher is well-suited to the Barbarian, Beast-Rider, Berserker, Gladiator, Peasant Hero, Pirate/Outlaw, Savage, and Wilderness Warrior. A Crude Crusher Noble Warrior will always suffer the reaction penalties given to Noble Warriors who don't live according to their social stations (see the description of the Noble Warrior from the last chapter for more on this). Amazons are usually too uptight in male societies to be as comfortably coarse as the Crude Crusher is. The Samurai and Swashbuckler tend to be too cultured for this personality type. The Cavalier *can't* take the Crude Crusher personality.

**In Combat Situations:** The Crude Crusher is a brawler. He prefers one-on-one combats and fights dirty, doing whatever it takes to win a fight. He fights exactly as he

chooses, and may or may not follow the team plan. In combat, he's single-minded and effective.

**In Role-Playing Situations:** The Crude Crusher can be a lot of fun to play, because he says whatever he wants whenever he wants. His crude remarks scandalize more refined characters. He's likely to antagonize his ``betters" in conversation, either accidentally or (more probably) deliberately, and this can spoil party negotiations and muck up the party's plans. However, none of this means that the Crude Crusher can't be loyal, courageous, competent and powerful, so adventuring parties aren't likely to kick him out because of his mouth; but they're usually exasperated by his attitudes.

## The Dangerous Antagonist

**Character Description:** This character is a hero with an attitude problem. He's grim and humorless, and never fights just to give someone a drubbing—he fights to kill. He's driven by some powerful, unsympathetic motivation: A desire for revenge, overwhelming desire for a possession, or even a near-psychotic desire just to be left alone. He must be carefully played so that there actually *is* a reason for him to accompany the other player-characters, and the DM may need to remind his player occasionally that he *can* have friends and loyalties, even if he prefers to conceal that fact behind hard-bitten mannerisms and an evil temper. Naturally, this personality type has few or no romantic inclinations or relationships.

**Best Suited For:** In terms of alignment, the Dangerous Antagonist is appropriate for all of them. Different alignments result in different motivations: A Lawful/Good Dangerous Antagonist has been embittered by events in his life, while a Chaotic/Evil character is a sociopath. In terms of Warrior Kits, most are appropriate; the usual exceptions are the Cavalier and Swashbuckler, who tend to be better-tempered characters.

**In Combat Situations:** The Dangerous Antagonist fights in a smart and deadly fashion (unless he's a Berserker). He prefers a "Take no prisoners!" attitude, but can allow himself to be overruled by his friends, especially if they can persuade him that there's a practical reason for it (just being merciful and humane isn't good enough). He can be a good combat tactician for the team, directing his allies to fight in the most deadly and efficient manner possible; or, he could be a wade-right-in fighter who vents his hatred on his enemies.

**In Role-Playing Situations:** This character generally doesn't do role-playing negotiations with NPCs, unless the PCs are attempting to intimidate or frighten the NPCs. The Dangerous Antagonist must be played carefully; many Dangerous Antagonist characters are merely kill-crazy fighters with overinflated opinions of themselves, and so it's very easy when playing such a character to aggravate the other players with his pretentiousness. In other words: Be menacing, but concentrate that menace more on NPCs than your PC allies.

## The Doomed Champion

**Character Description:** This hero has been afflicted with a curse or a prophecy that haunts him throughout his life. He may have lost his One True Love and been fated never to find her. He may be doomed to bring misfortune on anyone he cares about. He might

be prophesied to die whenever certain campaign-related goals are achieved. He might be the last survivor of his race, doomed to die without issue, so that the race dies with him. When he's not fighting for his goals, this character is suffering. For this reason, you shouldn't play such a character unless you *enjoy* portraying that suffering. If you choose such a character type, you must consult with your DM to determine just what sort of curse afflicts the character—it's absolutely pointless to play a Doomed Champion unless there actually is a doom or curse at work.

**Best Suited For:** Any alignment is appropriate for the Doomed Champion. In terms of Warrior Kits, most are appropriate, except for the essentially cheery Swashbuckler.

**In Combat Situations:** The Doomed Champion tends to fight in an all-out, desperate-strength manner. He throws himself fully into a fight and seeks out the most dangerous opponents. Either he's simply desperate to achieve his ends and elude his curse, or he's unconsciously seeking his own death. He's therefore not good as a team tactician. On the other hand, his bravery is inspirational to other heroes and followers, so he's often made the leader of war parties. He can be merciful in combat, or kill all who face him (all the while regretting the grim necessity of it).

**In Role-Playing Situations:** The Doomed Champion tends to be sympathetic to others' needs and pains . . . but is himself very depressive, because he knows that some grim fate awaits him. This means he's often easy to persuade to aid in others' quests (not quests for money: quests for more personal goals).

### The Fated Philosopher

**Character Description:** This character is both similar to and very different from the Doomed Champion. Like the Champion, he knows that a particular grim fate awaits him: Death. But he's very philosophical about it and does not torture himself about it. He's likely to be an old campaigner with very few illusions left, but with a keen appreciation of all life has to offer.

**Best Suited For:** In terms of alignment, Lawful and Neutral characters are most suited to be Fated Philosophers; Chaotic characters are seldom that introspective. The Philosopher is equally suited to Good, Neutral, and Evil characters. In terms of Warrior Kits, the Philosopher is most admirably suited to the Samurai. He's appropriate to most of the other kits as well, except the Berserker, which isn't a very introspective sort of hero.

**In Combat Situations:** Different Fated Philosophers face combat in different fashions. Some are as thoughtful in combat as elsewhere, and take a very analytical approach to combat: Striking where the need is greatest, evaluating the enemy's strategy, and so forth. Others, knowing that they cannot forestall their fate, jump into the thick of things and fight with unrestrained battle-fury (and, perhaps, joy). The player is left to decide how his Fated Philosopher character fights. Basically, he should simply choose the method of combat he prefers for this character, and then rationalize it according to the character's philosophy of life.

**In Role-Playing Situations:** The Fated Philosopher is often a sort of fatherly-advisor character. He thinks about everything, he's full of sage advice. Though he may be driven by goals as strong as any other character's, in person he is seldom very intense.

### The Merry Showoff

**Character Description:** This character lives for style or entertainment. He may be a clown who delights in entertaining people and shooting barbs into the egos of the self-important. He may be an elegant fighter who loves to show the world what fighting is like in the hands of a master. He may simply love attracting the eyes of ladies. Whichever, he's always in motion; he never merely gestures when he can instead make a flourish, never walks when he can stride, never talks when he can orate.

**Best Suited For:** Chaotic characters are a little better suited to be Merry Showoffs, as they're more spontaneous than the reasoned Lawful or cautious Neutral characters. However, there's no restriction on this. Good, Neutral, and Evil characters can all be Merry Showoffs: The elegant, dramatic, self-centered, villainous lieutenant is a classic example of an Evil Merry Showoff. In terms of Warrior Kits, the Swashbuckler, Gladiator, and Pirate/Outlaw are best suited to this personality; the Amazon, Barbarian, Berserker, and Samurai are least suited; the other kits are appropriate.

**In Combat Situations:** The Merry Showoff must fight in the most dramatic fashion possible, even when it isn't as efficient or safe as another tactic. He leaps, he bounds, he shouts, he gestures, he taunts the enemies, he makes challenges for single combat . . . he *can* be a right nuisance, for allies as well as enemies, and so the player should be careful not to aggravate his friends *too* much with his antics.

**In Role-Playing Situations**: Likewise, this character should be as charming and theatrical as possible in role-playing situations. He doesn't necessarily have to be witty; that might put too much of a strain on a player who isn't able to wisecrack with ease. But he should be debonair and gracious at all times, even when talking to the leader of his enemies or the rudest and coarsest boor.

## The Natural Leader

**Character Description:** This character is the all-around man in charge. He's the responsible hero who, even if he isn't party leader, thinks like one: He's always thinking about the team's goals and how to implement them, the safety of his friends, the strategy of the bad guys, and so forth. He may be happy to be the leader-type, or may be a reluctant leader; either way, his friends look to him for direction. Naturally, you should only choose this personality type for your character if you're to make the effort to do all that thinking and planning, and are willing for your character to be responsible for others.

**Best Suited For:** In terms of alignment, Lawful and Neutral characters are most appropriate; Chaotic characters tend to be more spontaneous than the Natural Leader. However, if you have a good rationale for a Chaotic Natural Leader, your DM may choose to allow you to play it that way. Most Warrior Kits are appropriate to this personality type, especially the Cavalier and Noble Warrior. In a party representing several different Warrior Kits, though, the Berserker and Savage shouldn't be Natural Leaders: Other character types don't tend to trust them as leaders.

**In Combat Situations:** The Natural Leader, whether he wants to or not, is always thinking in combat and trying to direct his allies' activities. He makes sure that there's a good mix of ranged to melee combat, that shield walls don't have big holes in them, that when a friend falls there's someone to drag him behind the lines and another to take his place. If a player with a Natural Leader character doesn't do this, and simply jumps right

into combat without any intent to think about or direct things, the DM should assign him temporary minuses to attack rolls and damage: This reflects the fact that the *character* is troubled by his failure to lead, even if the *player* isn't.

**In Role-Playing Situations:** The Natural Leader is a very responsible character, but beyond that, there is no limitation on the way he should be played in role-playing situations. He may be grim or humorous, straightforward or deceitful, arrogant or modest, as the player decides. He will often be the negotiator for the party, but this isn't required of him.

## The Sneaky Thinker

**Character Description:** This character lives and loves to outwit other characters. He loves tricking money out of people, outwitting opponents in combat, persuading people to help him against their better sensibilities, and so forth. It's best for a campaign when the Sneaky Thinker is a good friend of the rest of the PCs and so mostly turns his talents on NPCs; the DM needs to make sure that the campaign doesn't turn into an endless succession of incidents of the Sneaky Thinker tricking members of his own party.

**Best Suited For:** In terms of alignment, Neutral and Chaotic characters are best suited to be Sneaky Thinkers, as Lawful characters often have more respect for the rights of others; but, again, with a good enough rationale provided, the DM may allow himself to be convinced that a Lawful character should be a Sneaky Thinker. Most Warrior Kits are equally suited to the Sneaky Thinker character; the Berserker, however, is an inappropriate choice and should not be taken.

**In Combat Situations:** The Sneaky Thinker hates to engage enemies in melee. He doesn't mind being a ranged fighter, but he'd really prefer to be doing something clever or spectacular: Sneaking around the fight to come up on the enemy's unguarded rear, loosening rocks on the hillside above to drop down on the enemy, persuading one of the enemy's allies to turn on the enemy, anything that will demonstrate his mental superiority over the enemy (and maybe over his allies as well). It's up to the player whether the character is actually cowardly or not: Sneaky Thinkers can be as brave as the bravest warrior in a pinch, if that's the player's conception of the character.

**In Role-Playing Situations:** The Sneaky Thinker is often the party's negotiator, as he loves talking with other characters and getting the best possible deal for himself and his friends. In most role-playing situations, the Sneaky Thinker will, chameleon-like, adapt himself to the personality of the person he's talking to, concealing his true thoughts and emotions behind the mask he thinks is most appealing to the other character. It's very hard to find out what the Sneaky Thinker is actually thinking or feeling. Note that it's a dangerous temptation to trick your friends and allies; in a campaign where the PCs' party is founded on trust and allegiance, such a Sneaky Thinker will probably find himself cast out or killed for betraying his erstwhile friends.

## Changing Personality Types

The above advice is for players who don't yet have a firm handle on role-playing different personalities from their own. And the personalities presented here aren't firm, formal rules which any character has to follow; they're guidelines with no real restrictions

placed upon them.

Naturally, then, it's very appropriate for you to write up more Personality Types appropriate to your campaign . . . if, indeed, you need to formalize them to that extent.

It's also very appropriate for a character to change his Personality Type in the course of a campaign. Here are some ways it can happen:

The **Brash Youth** wises up and loses his naivete and inexperience. This has to happen eventually (unless he gets killed before he ever gets wise). His experiences in the campaign so far will probably have a strong influence on the next type of personality he chooses. Here's a note for the other personalities: Nothing short of amnesia ever changes a character *to* the Brash Youth personality.

The **Crude Crusher** isn't likely to change, but a couple of things could bring about such a change. He could fall in love with a more refined partner, and, feeling gross and coarse in comparison, train himself to become more sophisticated. (The Merry Showoff and Fated Philosopher become good options at this point.) He could have heavy responsibility laid upon him (such as a military officer's commission) and be changed by it (at which point the Natural Leader is a good choice).

The **Dangerous Antagonist** is only likely to change when whatever made him a Dangerous Antagonist originally is resolved. For instance, if he ever avenges himself on whomever hurt him in the first place, he could change to a Fated Philosopher or Natural Leader.

The **Doomed Champion** isn't likely ever to change. He's doomed, after all. But if, in the course of the campaign, the DM allows him to un-doom or un-curse himself, he could suffer a change of personality. He could become a Fated Philosopher or Natural Leader. He might enjoy life so much that he becomes a Merry Showoff or Sneaky Thinker. He's not likely to become a Dangerous Antagonist unless the events which freed him from his curse were so nasty that they still scarred his personality forever.

The **Fated Philosopher** isn't likely to change. This personality type comes at the *end* of a process of personality development, not in the middle.

The **Merry Showoff** could sober up under the weight of responsibility, like the Crude Crusher, and become a Natural Leader. Or he could naturally evolve into a Sneaky Thinker when it became less and less fulfilling merely to entertain people and more fun to manipulate them.

The **Natural Leader** could easily change if dramatic events made him sick and disgusted with always being so responsible and dependable. At that point, any personality except Doomed Champion is appropriate. However, unless he's become totally amoral, even in his new personality he'll probably still have leadership impulses and do a lot of tactical thinking.

The **Sneaky Thinker** isn't ever likely to change: His way of life is too much fun to him. If he were to change, to become a little less secretive, he'd probably become a Merry Showoff.

For any character, some horrible event (such as the brutal murder of a loved one) could change the character, at least temporarily, to a Dangerous Antagonist or Crude Crusher.

## The Warrior Campaign

So far, we've mostly talked about the warrior character and his role in normal *AD&D*® game campaigns.

However, it's possible to run a good campaign whose characters are *mostly warriors . . . or all warriors.*

There are a couple of reasons to think about having an all-warrior campaign. First, in many campaigns, after the first few experience levels, the fighters increasingly take a back seat to the magic-using classes, whose power increases faster than the fighters'. Second, many movies, novels, myths and legends just feature fighter characters, and if one of those settings particularly appeals to you, and you want to simulate it in your campaign, you'll want to limit your campaign to fighters.

There are several ways to run such a campaign. Some sample arrangements include:

Mixed Warrior-Types in a Magical World
Mixed Warrior-Types in a Mostly Non-Magical World
Mixed Warrior-Types in a Strictly Non-Magical World
One Warrior-Type in a Magical World
One Warrior-Type in a Mostly Non-Magical World
One Warrior-Type in a Strictly Non-Magical World

In the second part of this chapter, we'll be talking about all those arrangements, how they can be set up and what they mean to a campaign.

## Magical World vs. Non-Magical World

The DM, when setting up his campaign, must decide how much magic there is in the world—not just magical items, but magical monsters, spells, and effects of any sort.

### Magical World

In a warrior-oriented campaign where magic exists at the normal *AD&D*® game limits, magic is considered a scary thing which normal people don't appreciate at all. Most wizards encountered in the campaign will be villains. The ones who are friends of the PCs are mostly low-powered (low-level).

This follows the pattern of many sword-and-sorcery fiction series, where each story's resolution comes down to a contest between the hero and his fighting prowess vs. a dastardly wizard or magical creature and his spells.

In such a campaign, the DM will have to decide whether any player-character can be a multi-class or dual-class hero with Wizard or Priest spells. It's all right to have Ranger and Paladin characters, as they only acquire their spells slowly, and after many experience levels . . . but the more magically potent wizards and priests pose a bigger problem. Their magic is too handy and too dependable; the DM has to make his magical villains even more powerful in order to cope. In a campaign where PCs can't be priests or wizards, a much lower-level magical villain will be much more effective against them.

For these reasons, if you're going to try running a warrior-oriented campaign for the first time, we recommend that you not allow PCs to be priests or wizards. You can always choose to add the option later on . . . but if you find that you like the non-magical

warrior arrangement, it's not so easy to remove the PCs' magical abilities from a campaign where you've already allowed them.

## Mostly Non-Magical World

In a world where there's very little magic, *no PC can learn spells*. This means that no player-character can take a Priest or Wizard class as his character profession, or even as one of a dual-class or multi-class character's professions.

In such a campaign, characters can still be Rangers and Paladins. Even they can't learn spells . . . but they still get their other special abilities.

Paladins still have the abilities of detecting evil, +2 to saving throws, immunity to disease, healing by laying on hands, aura of protection, turn undead, devils, and demons, and calling of war horse; he can use the special abilities of a *holy sword* in the unlikely event he can find one. All the Paladin limitations still apply.

Rangers still have their abilities of bonuses vs. a chosen enemy, dealing with creatures, building castles, forts, and strongholds, and attracting followers. All the Ranger limitations still apply.

In this type of campaign, magical items and treasure of any sort are very, very rare. They may even be nonexistent, as the DM decides.

Magical monsters, equally rare, are especially nasty and fearsome. For example, a dragon encountered in a warriors-only campaign is more like the ferocious, unstoppable engine of death it appears in the myths, and it takes an especially brave St. George to confront one.

And wizards—if wizards are found, they are evil beings who have made pacts and allegiances with nether powers and received their spells from those powers. They're particularly nasty, powerful, and frightening because they have access to powers which the heroes can't even approximate. The heroes must use all their brains and brawn to confront such powerful beings, and will often have to prepare for such a confrontation by finding artifacts, researching the history of the wizard to discover his motives and weaknesses, and so forth.

## Strictly Non-Magical World

In worlds where there is no magic at all, there can be no genuine Mage characters. (Of course, there can be characters pretending to have magical powers, but they're probably Rogues running some sort of scam operation.) Priests, Rangers, Paladins and Bards exist but have no spells or magical abilities whatsoever; they have only whatever special status their society places on their professions.

Warrior-oriented campaigns set on strictly non-magical worlds are good for a lot of things. By taking the emphasis off magic, you put it on such things as combat, battling the elements, and pure adventure. In such a campaign, only one's wits, physical abilities and skills make the difference between success and failure, life and death. Magic, with all its mystery and all its complications, doesn't ever enter the picture.

This also means that things which would be unimpressive in a magical world can be awesome and mysterious in a non-magical one. A "dragon" may just be a giant dinosaurian beast with no intelligence, no magic spells, and no breath weapon, but it will

be terrifying anyway, as the characters have no magic with which to help destroy or defeat it.

Without magic present, characters are never raised from the dead. They must be played more carefully than in games where resurrection is a commonplace event. It might be advisable to start characters out at 3rd level, as described in the *Character Creation* chapter, so that they'll be a little tougher to compensate for this situation.

Such a campaign is ideal for settings based on historical periods. You could base your *AD&D*® game campaign on the Crusades, on the era of piracy, on the wars of imperial Rome or ancient Greece, on the conquest of the New World. These are all settings rich in action and mystery, but for which there's little evidence of monsters or magic.

### The Mixed-Warrior-Type Campaign

In this type of campaign, the characters are mostly single-class warriors, and each may have a different Warrior Kit. With the DM's permission, multi-class and dual-class characters (so long as one of the class choices is Fighter), priests and rogues may also be played, but the majority of player-characters (over half) *must* be single-class warriors. And the DM, if he wants a fighters-only campaign, never has to give permission for those other character classes to be played.

In a campaign devoted to Warriors, the DM should foster an attitude that it's more desirable to be a fighter than another class of character. Other classes may be allowed, but are usually represented by only one character each.

One way to foster this attitude is for the warrior-characters to get the lion's share of admiration from the people. Characters belonging to other classes will get from the public the minimum amount of admiration they deserve for their deeds, but such acclaim shouldn't be their main motivation; these characters must have other goals if they're to be satisfied in such a campaign.

### The One-Warrior-Type Campaign

In this type of campaign, most or all of the player-characters have the same Warrior Kit. They don't all have to be of an identical class: In a Swashbucklers campaign, one character could be a Fighter/Swashbuckler, another a Ranger/Swashbuckler, and another a Paladin/Swashbuckler.

The DM may require that all characters in such a campaign be Warriors, or may allow a mix of character classes appropriate to the campaign's subject . . . but the majority of characters must still be Warriors, and other classes can be represented only by one player-character. For example, in a campaign based on the legends of Robin Hood, most of the characters will be Warriors with the Pirate/Outlaw kit; the DM could permit just one or a few to be Thieves; there's only one Priest (Friar Tuck) and only one Bard (Allen a'Dale).

The purposes of this campaign (other than the normal Having Fun and Going on Adventures, of course) are to showcase the lives of characters with this Warrior Kit, and to pursue the goals common to characters who share this Warrior Kit. So, below, you'll find descriptions of campaigns centered around all the specific Warrior Kits and their specific goals.

## Amazons

In an Amazons campaign, obviously, most or all the characters are Amazons—reclusive women warriors.

The most interesting purpose for such a campaign would be to showcase a clash of cultures: Have a party of Amazon player-characters go adventuring in the outside world (the mysterious, dangerous, treacherous, woefully male-dominated outside world). A lot of the role-playing opportunity provided by such a campaign would involve the characters doing the following: Running up against, and battering down, prejudices against women warriors; and fighting their own prejudices, which dictate either that men are inferior and must be downtrodden, or are all treacherous and must always be viewed with distrust and suspicion. They can also have encouraging, amusing or even tragic encounters with the women of the outside world, whom they try to convince that the Amazon way of life is the One True Way.

Here's a sample adventure idea, drawn from mythlore about the Amazons:

Before the adventure begins, a ship from the world of men (or a group of horsemen, if your Amazons are landbound) arrives in the Amazon community, claiming to wish to conduct peaceful trade or negotiations with the Amazon peoples. They are graciously received by the Amazon court and negotiations are held.

But something goes wrong. The next morning the negotiators are gone, all fled—and the Queen is missing, too, obviously kidnapped by the men. The queen's sister assembles and sends forth a team of crack warriors, the player-characters, to retrieve the kidnapped queen or die trying.

The PCs must equip themselves, then head into the outer world. In the course of their pursuit of the kidnappers, they'll meet a lot of NPCs. Some will be callous and stupid, intending only to oppress or enslave the PCs, and must be dealt with by cunning or violence. Others will be admiring of the characters' independence and ability, and will challenge the Amazon notion that all men in the outer world are their enemies.

Finally, when the PCs reach the city where their queen is being held, the DM has to decide what her true status is. She might have indeed been kidnapped by the negotiators and needs to be rescued; the Amazon PCs may need to break into her prison and sneak her out, or may need to ally themselves with an outer-world army and sack the city. Or, she might not have been kidnapped at all, but might instead have been struck by a sudden love for one of the negotiators, and fled with him—especially fleeing her responsibilities as queen. If that's the case, the PCs might choose to turn around and go home, or might have to sack the city anyway, to avenge the affront done them by their thoughtless ex-queen.

Since not many playing groups will want to switch over to the eccentric all-Amazon format, you ought to read the text below on "Campaign vs. Mini-Series" for a way to play such a thing without disrupting your usual campaign.

## Barbarians and Berserkers

In the Barbarians and Berserkers campaign, most or all characters belong to a single barbarian tribe.

The Barbarians and Berserkers campaign has a couple of purposes. First, it's an opportunity for a campaign with a *lot* of combat, especially if the campaign revolves around clashes between two or more competing tribes. Second, it's an opportunity to showcase how decadent and corrupt the "civilized" world is, contrasted with the simple strength and rude honor of the barbarian tribes.

There are several common types of Barbarians and Berserkers campaigns.

One type is the *Tribal Campaign*: The PCs live with their tribe and act as its defenders and heroes. They repel invasions, hunt mighty and monstrous animals for their meat, attack rival tribes, and do whatever they can to ensure their own tribe's survival. Here's one sample adventure idea: In wastelands distant from civilization, two tribes do battle. One is an NPC tribe, and the other is represented by the player-characters and some NPCs. The two tribes can be enemies because they compete for hunting lands, because of some old grudge, for any reason or none.

Adventures involving battles between them might be simple fights to the death between small squads (made particularly interesting by rough terrain and weather), but you can complicate things, too. What if the two tribes, in the course of their mobile combat, stumble across some silent, time-lost city populated by monsters? The tribes may continue their running battle through the city, awakening the ancient, sleeping monsters, who will eventually come after the barbarians, forcing them to combine their efforts or die . . .

Another type is the *Barbarians in a Civilized World Campaign*: The player-character barbarians and berserkers travel through the so-called civilized world. They may be seeking a new place to settle their tribe, the old site being untenable for one reason or another; they may be mercenaries who hire themselves out to anyone with enough gold; they may be pursuing some villain who insulted them, or who sacked their village while the warriors were away adventuring.

The player-characters travel through a world where civilization equals decadence, where all men are weaker than our barbarian heroes. They encounter terrifying black magic in jungle ruins, battle enemy armies which stand in their way, stumble across hidden evil wizards and the bizarre monsters they create, and so forth.

Yet another type is the *Barbarians for the Crown Campaign*: This is much like the Barbarians in a Civilized World campaign, but here the barbarian heroes have a purpose. One or more of them intends to rule a civilized nation. He and his friends must gather enough power to be able to accomplish this, usually by joining the army of some great nation, rising quickly through its ranks (all the while going on many dangerous army-oriented adventures), and winning enough popular support in the army and elsewhere that they can overthrow the current despotic royal family.

A last choice for a campaign combines all three of the campaign styles above. In the early stages of the campaign, all the characters are great tribal defenders; many adventures can be run with this theme. Later, some great calamity forces the heroes to leave their native tribe. As described earlier, this could be a mission of vengeance which forces them to leave for the outer world; it could be the destruction of their entire tribe by powerful, evil forces; it could be a prophecy which says that one of the PCs will bring doom on the tribe if he stays, but glory to himself and his companions if he leaves. So for many game-years the heroes will adventure in the outer world, until something (another prophecy, their own desires, the desires or manipulations of an NPC involved with the

group) point them at the crumbling throne of a great nation.

In the Barbarians and Berserkers campaign, by the way, magic use is almost always scorned. Magic is considered unclean and almost all wizards are evil enemies of the heroes. Though it would not be inappropriate for one character to be some sort of shamanistic hero (for example, a dual-class Fighter/Mage), this sort of campaign is best suited to worlds with little or no magic.

## Beast-Riders

The Beast-Riders campaign is very similar to the Barbarians and Berserkers campaign. But there are significant differences in the player-characters' goals and motivations.

In the Beast-Riders campaign, it's the tribe's association with its totem animal that provides much of the flavor of the campaign. The villains and threats of the campaign don't just menace the humans; they also endanger the animals on whom the tribe is so dependent.

For example, in such a campaign, an evil wizard deeper in the wilderness has allied himself with an animal that is a natural (or unnatural) enemy of the tribe's totem. Now, he's sending his own warriors after the tribe's animals, trying to destroy them and conquer the tribe. If the player-character tribesmen ride dire wolves, the sorcerer's minions, fewer in number than the tribesmen, will be ogres riding smilodons (sabre-tooth tigers). If the PCs ride pegasi, the more-numerous enemies might be goblins riding giant bats.

Perhaps this evil sorcerer wants the tribe's land; perhaps he wants the tribe's princess; perhaps his god is an enemy of the god representing the tribe's animal totem. Whatever the cause, he's evil and must be dealt with.

In the early stages of the campaign, the ordinarily-happy tribesmen suddenly begin suffering attacks at the hands of these enemies. They must defend their village from the first, murderous assault, then set up patrols and reconnaissance missions to probe into enemy territory and find out what's going on. Ultimately, they will have to assemble a crack team of tribesmen (the player-characters and their immediate friends) to penetrate enemy territory, sneak into the citadel of the enemy, and destroy him.

Additionally, all the campaign types appropriate for the Barbarians and Berserkers campaign work just as well with the Beast-Riders campaign.

In this sort of campaign, since everyone has the same Warrior Kit and might seem very similar, each warrior should choose a very different Personality in order to distinguish himself from his fellows.

This campaign may have no interaction at all with the world's civilized nations; or, the tribe's enemy might be a powerful lord from the civilized lands, and the heroes' mission to destroy him will be doubly perilous because they don't know what they'll be facing in those strange lands.

## Cavaliers

In the Cavaliers campaign, the player-characters are all noble knights questing for goodness and glory.

This can be one of the great weaknesses of such a campaign. Who wants to be clean-

scrubbed, dedicated to goodness, and holier than thou all the time?

So when running such a campaign, the DM and players must be careful to distinguish the Cavaliers from one another in personality, motivations, dress and style. Yes, they'll all be devoted to good; but they can have different alignments, outlooks, and personalities. One Cavalier can be a heavy-hearted Fated Philosopher; another, though still devoted to doing good, may have been sufficiently embittered by his pre-campaign experiences to be a Dangerous Antagonist; still another may have been cursed and is now a Doomed Champion.

Cavalier Campaigns are usually run to showcase epic struggles between pure good (the player-characters) and pure evil. The fate of the nation or the entire world may be at stake. For example, at some time in the past, the world's greatest king has discovered that a great menace threatens to overwhelm all the world, so he has assembled his bravest new knights to find out what it is and deal with it. In their early adventures, these Cavaliers are gaining experience, rising up from the lowest levels, and assembling clues as to what sort of menace the world faces. As they learn more, and begin to have more and more direct confrontations with the minions of the menace, they realize that the threat is indeed real . . . and that they're not yet adequate to save the day. They must continually quest to become better warriors, to find specific magical items which are supposed to be useful against the menace, and to gather allies and raise armies . . . until the final hour is upon them, and it's time for these much more experienced heroes to face the battle of their lives.

Since all Cavaliers are good-aligned, the campaign attitude is not going to promote rude PC behavior: Theft, robbery, assault, insults, and betrayals are all actions that will get the PCs in trouble with each other (and with the DM).

## Gladiators

There are two interesting approaches to having a gladiator-based campaign.

You could have a campaign centered around the gladiatorial arena. Each character is a different type of gladiator: One novice, one square-jawed hero adept at everything, several gladiators each specializing in one interesting weapons combination. The campaign deals with the hero-gladiators in their efforts to survive not only the arena but the plotting and trickery of gladiators belonging to a rival patron.

In one adventure, the enemies might drug our heroes' food before the heroes are due to fight some particularly fierce monster on the sands; if the heroes fight, they are in extra danger because of the drug's effects, and if they do not fight, they lose considerable audience popularity and political clout.

In another adventure, a popular slave-gladiator leads a rebellion; do our heroes, if they're free gladiators, help the rebellion or help repress it?

In another adventure, the enemy patron manages to frame one or more of the heroes for an insult they did not perform, and they are challenged to arena-battle to the death by a group of noble heroes they do not wish to fight . . . and so on.

However, though many adventures can be generated around the coliseum life, such a campaign is inherently limited, and will either end fairly soon or branch out into other adventures.

If you're familiar with Italian sword-and-sandal movies, you know of one way such a

campaign could branch out. In such films, you often have groups of gladiators and ex-gladiators going out into the world and righting wrongs. When a city is being bled dry by a tyrannical ruler, the gladiators show up and cast him down. When the Emperor's daughter is kidnapped and ransomed, the Emperor doesn't call on his crack guardsmen; he asks the gladiators to rescue the princess.

Such adventures often have a lot of broad comedy in them. Gladiators usually have fierce unarmed-combat abilities so that they don't have to kill common-grunt guardsmen in every tavern brawl.

## Myrmidons

In the Myrmidons campaign, the player-characters are all heroes with the Myrmidon Warrior Kit. They're either part of an elite unit in a regular army or guard, or they're a small, efficient mercenary team who've worked together for years (before the campaign began, that is).

This campaign is best suited to providing the characters with interesting military and tactical situations.

For example, in one adventure, their superiors/employers instruct them to rescue a kidnapped ambassador from an old, abandoned fort that is now occupied by bandit/kidnappers. The heroes are given a map of the place, a certain amount of gold for equipment, and a deadline (never more than a few days). They have to work out all the plans of the assault and rescue, then go in, retrieve the kidnapee, and escape with him unharmed if they're to get their money or the commendation of their superiors.

In other adventures, the characters' unit might be part of a much larger military force fighting a long-standing war; some adventures will be stand-up combats with enemy troops, some will be reconnaissance missions behind enemy lines, some will be rest and recreation binges in nearby civilian towns.

In most cases, the players should have the opportunity to plan out their own military operations. This gives them a greater sense of satisfaction when the plans succeed . . .and a better understanding of how things work in the game-world when the plans fail.

Obviously, this is a very pro-military campaign setting, and the PCs and their NPC friends won't tolerate differing outlooks. Minor villains in this campaign include officers who know less about military operations than the PCs, or officers who deliberately sacrifice subordinates in order to gain success and promotions; so are civilians who rabidly oppose the ongoing conflict, those who are disrespectful of soldiers, etc.

## Noble Warriors

This is a campaign of knights and chivalric doings. Some of the characters are traditional medieval knights, some are their squires; others may be warriors or mercenaries accompanying their party, or other types of characters being escorted by them (noblemen and noblewomen, priests, etc.).

This type of campaign differs greatly from the Cavaliers campaign in that the Noble Warriors don't have to be staunch supporters of goodness and light. Some will be true heroes; some will be self-centered boors. But they share the common ties of knighthood and nobility, so they *usually* get along with one another.

For an idea of what sorts of adventures are appropriate to a Noble Warriors campaign, you need only read the books and see the movies, available in the hundreds or thousands, appropriate to such characters. In particular, the novels of Sir Walter Scott and the chronicles of the doings of Camelot are very appropriate source material (and, no, *not* all the knights of Camelot were Cavaliers; some were brutes).

In Noble Warriors campaigns, the heroes wander the land righting wrongs by sword or lance; they fight dragons which lair in menacing caverns in the deepest woods; they defend the land against infidels and invaders; they compete with one another in friendly tournaments and unfriendly clashes between rival kings or barons; and they raise and lead great armies on overseas crusades.

They also defend the prerogatives of their class. For instance, in a Cavaliers campaign, the PC heroes might join a peasant's rebellion against the land's rightful (but greedy and abusive) rulers, and even completely overthrow that land's system of rulership. In a Noble Warriors campaign, the PCs will instead help put down the rebellion . . . and then the good ones among them will investigate the cause of the rebellion, and perhaps depose the evil lords on their own. At that point, they'd elevate the next person in line for the throne or lordship—as long as he was a noble enough character.

In Noble Warrior campaigns, if the PCs all agree to it, they can all be unchivalric boors. Perhaps they all prefer to be robber-barons and ill-tempered knights. If that's the case, and the DM has no problem with it, that's fine.

## Peasant Heroes

In a campaign dedicated to Peasant Heroes, you have much the same situation as with Barbarians and Berserkers. Three good approaches for campaigns are the Town Defenders, Peasant Heroes Out in the World, and Peasant Heroes Aiming for the Crown, much as the Barbarian campaigns were structured.

There are differences between the Peasant Heroes and Barbarians campaigns, though. In the Barbarians campaign, the player-characters are outsiders in this civilization, and civilization itself is bad—decadent, crumbling, not at all admirable. In a Peasant Heroes campaign, the player-characters belong to this civilization; they are, in fact, small-town folk who are much admired. Civilization is not bad or ruinous, though the nation may be ruled by dissipated nobles who have to be overthrown or eliminated (leaving the throne open, of course, for one of the Peasant Heroes to take).

One very appropriate Peasant Heroes mini-series to play would involve a Foreign Invasion. Troops from the neighboring enemy nation pour over the border and swarm through the PCs' country, slaughtering or enslaving everyone in their path. One large unit of enemy soldiers approaches the PCs' village. The PCs and their allies must fight and keep the enemy at bay to give the villagers time to escape. Afterward, hopefully, the PCs themselves can escape into the nearby wilderness to figure out what to do next.

Their nation has been caught by surprise and overwhelmed by this sudden attack; the capital is taken, the king imprisoned or executed. The heroes have the option of fleeing their land for some nation not yet taken by the invaders . . . or arranging a resistance and revolt movement to take the nation back from the invaders. From episode to episode, the heroes can make and then execute their plans: Harrying the enemy troops, building the resistance army up to greater strength, going on sabotage missions into dangerous

invader-held territory, raiding armories, kidnapping important invaders, anticipating and thwarting invader repercussions, and eventually throwing off the yoke of the enemy altogether.

Such a campaign could go on for years, and when it was done, and the enemy was in retreat, could change into an altogether different sort of campaign. The surviving PC heroes could be knighted, and commence a Noble Warriors campaign; or, now that their work is done, they could find themselves unable to return to their normal, workaday lives and decide to become raiders of the high seas (i.e., pirates).

## Pirates and Outlaws

It's quite enjoyable to have a whole campaign where everyone is a pirate or outlaw. In pirate campaigns, all the characters are raiders of the seas; in outlaw campaigns, everyone is a lawless warrior. In both campaigns, the bands of characters prey on the weak (but wealthy) and may have important goals to achieve other than just taking money away from people who have too much of it.

The DM should determine and then make it clear from the outset whether this is a "good guy" or "bad guy" campaign.

## Good-Guy Outlaws and Pirates

If it's a "good guy" campaign, the player-characters are heroes . . . but misunderstood.

They may have been framed for crimes they did not commit, and were forced to flee the authorities (it's hard to prove your innocence when you're swinging from a gibbet). They may be enemies of the new ruling power (if a wise old ruler dies and is replaced by an oppressive and unfair new ruler, that's ample justification to embark on a life of outlawry . . . in the game and the movies, anyway).

In such a campaign, the characters are wanted by the law, but it's the law that's wrong, and the heroes treat their captives and victims with golden-rule ethics.

In other words, they'll capture innocents and take their money and goods . . . but they'll offer no insult to victims who deserve none, will tend to release such prisoners unharmed. Inevitably, some of these former prisoners will be re-introduced in the story in an upper-hand position, and may be able or willing to help the unlawful heroes when they're in a bad position.

On the other hand, victims who are their true enemies (wicked representatives of the evil rulers, personal enemies, tax collectors, competing pirates and outlaws with no scruples, and self-centered money-grubbers of any sort) tend to be humiliated and embarrassed while they are prisoners of the PCs. Unless they behave very stupidly and attack the PCs, they, too, are likely to be released unharmed; if they do attack, they tend to be battled in single combat, and usually are killed. Enemy prisoners, if released, also tend to reappear in the story down the line . . . usually at a time when they can do a lot of harm to the player-characters.

The main goal of this sort of campaign is restoring the old status quo. If the characters used to be law-abiding citizens and are now wanted by the law for the wrong reasons, their eventual goal is to prove their innocence. If the land used to be ruled by a wise ruler

who is now imprisoned or dead, the characters' goal is to release him from prison or find and crown his wise true heir.

Often, the heroes' force of men (pirate ship or outlaw band) will prove useful to someone in a position of power (like the rescued ruler or another powerful noble), and that personage will issue them pardons and commissions into his army or navy just before the slam-bang climax of the campaign or mini-series.

## Bad-Guy Outlaws and Pirates

If it's a "bad guy" campaign, the DM and players will have to define the campaign goal. It may be nothing more than the acquisition of treasure over years of outlawry. It may be considerably more specific, such as the finding of a treasure buried by a famous long-dead pirate, or the execution of a brilliant robbery plan.

The bad-guy campaign is mostly suitable to characters of neutral or evil orientation, and to players who just want to play in a nasty fashion for a while. Their characters don't have the dainty ethics of the good-guy pirates and outlaws. No, they rob everyone, from other villains to virtuous maidens to pious clergymen. Prisoners in their hands won't know what to expect; they may get not-too-uncomfortable imprisonment for ransoming purposes, or brutal mistreatment, or death, or worse than death, however the player-characters feel. Further, the PCs' feelings, and their treatment of prisoners, may change from day to day.

This is a dangerous environment and campaign. Since the PCs are as scummy as their worst enemies, there probably won't be any DM sympathy to help keep them alive in bad situations. The PCs will be competing on equal terms with the nastiest of villains, and you can expect a high body count among PCs and NPCs alike.

On the other hand, when you're in a destructive mood, it can be a lot of fun.

## Samurai

In the samurai campaign, obviously enough, the characters are samurai or ronin, and here you have the same sort of division as you had in the pirates/outlaws campaign.

If the characters are samurai, their usual adventures are likely to be missions for their lord. An ongoing campaign might deal with the lord's campaign to become ruler of all the land (while the PCs maneuver for power beneath him, possibly with the intention of removing and replacing him later on); the campaign might instead deal with expeditions into unknown lands (such as the usual player-character setting, which creates, just like in the Amazons description above, the opportunity for a "clash of cultures" mini-series).

If the characters are ronin, their usual adventures could be mercenary actions as they play a part in warfare in their land; or the campaign could be an exercise in outlawry, as with the pirates and outlaws description above. These ronin character could be noble samurai driven into a lawless and lordless state, or could be honorless bad-guy ronin with no interests beyond survival, wealth, and killing people.

Either way, if you intend to run a samurai campaign, you ought to buy the *Oriental Adventures* game supplement, an extensive *AD&D*® game treatment of the world of oriental role-playing. You won't have to adapt everything in it to your *AD&D 2nd Edition* campaign, but you'll find useful material there anyway.

## Savages

There are a *lot* of ways to run a Savages campaign. Here are only a few of them:

*Just Like Barbarians and Berserkers:* A campaign featuring savages as the player-characters could be run practically identically to the campaigns given for the Barbarians and Berserkers descriptions above. The main difference is that Savage characters are considerably more distanced from civilization than barbarians are. They don't understand it nearly as well and are likely to be alarmed, scared, offended or put off by many more features of the civilized world than the barbarian character. They're not as likely to want to become rulers in the outside world, because they don't like it as much.

*Jungle Kings:* You could have the campaign revolve around a Jungle King: A powerful savage warrior who may have been reared by or spirit-bonded with some sort of noble animal (apes, wolves, lions, etc.). The Jungle King character is often the friend of one savage tribe (including the other player-characters), and can lead them on all sorts of fantastic adventures. Treasure-hunting trips into eerie valleys (populated by lost tribes, monsters out of ancient legend, or dangerous and alien wizards), and elaborate raiding missions against the encroachments of civilization, are two good examples. Also, the Jungle King seems always to fall in love with a woman from the outer-world civilization, and she, in turn, has a tendency to be kidnapped out of her new jungle haven; other adventures can involve missions to rescue her. (Naturally, a Jungle Queen character could find herself a civilized mate with the same inclinations toward being kidnapped.)

*Savages In the Big City:* If you're interested in playing a comedy adventure, try running a scenario where a group of savage player-characters must enter a huge civilized city (for any of the noble reasons discussed earlier, such as a rescue), but play the adventure for laughs. The savages will probably be as sneaky and clever as ever at creeping across rooftops in the moonlight, but try confronting them with objects and situations more likely to get a laugh than a combat response. Savages from the unspoiled wilderness will not know how to cope with elemental-powered self-driving chariots, bureaucracy, distilled liquors, wizards, familiars, parades, magically-animated street-sweeper machinery, dancing brooms cleaning out the mage's tower, talking swords, dance-halls for the undead, or any such thing.

## Swashbucklers

The Swashbucklers campaign is for players who want characters with a lot of style adventuring in a sophisticated setting. The Musketeers novels of Alexandre Dumas are a perfect source for character types, adventure ideas, and settings for such a campaign.

In the Swashbucklers campaign, the player-characters are elegant heroes, experts with the rapier, making their way in a huge city. They tend to live hand-to-mouth, gaining large treasures one day and spending through them in a very short time, so they may be rich and generous one day and stealing their food the next. This is not a campaign devoted to honest and hard-working heroes. The PCs may be as honorable as their players want, but they're still charming rakes who like to get by on as little effort as necessary.

However, when danger looms, they'll gladly throw themselves into an adventure, one

which may lead them on a desperate horseback race across the land or into the dark catacombs under the city, where monsters dwell. Adventures may lead them from the court of their king, to the barracks of the nation's army (as they briefly become soldiers or commissioned officers), to the front lines of the ongoing war with a neighboring power, to desperate missions behind enemy lines, to secret forays into the capital city's prison (so that they might rescue the king's secret twin or their friend who's been imprisoned for knowing too much).

The heroes are in a constant competition to out-style the other. In combat, each tries to be the flashiest. In romance, each tries to be the most witty, most courteous, most gallant. Also, they're in similar competition with rival NPC swashbucklers, who are often members of a competing military force or fencing academy.

In all, it's a campaign of great style and showmanship.

## Wilderness Warriors

In the Wilderness Warriors campaign, the player-characters are members of tribes or clans living in harsh wilderness environments. Such campaigns are, again, very similar to the choices for Barbarians and Berserkers campaigns, but one of the differences and attractions of the Wilderness Warriors campaign is the *setting*.

In such a campaign, the DM must go out of his way to spotlight the wonder and danger of the setting. These are true wilderness adventures, where nature and monsters are the characters' enemies much more frequently than enemy men or demihumans.

And because wildernesses are so big and unexplored, the characters, in their wanderings, may encounter many unusual cities and societies, ruins and treasures.

For example, in a Desert Nomads campaign, the characters might be fighting a rival nomad tribe when a vast sandstorm, lasting hours or days, forces them all to seek shelter. When the storm blows over, it has uncovered a long-buried city. The two forces continue their war through the streets, buildings, and catacombs of the city . . . while the ancient evil that was buried with the city slowly awakens . . .

In an Arctic Warriors campaign, the local seal or whale population might have disappeared—been hunted to extinction, or just left for mysterious reasons. In the campaign, the PC heroes have to wander over unexplored regions to find a new place capable of sustaining the tribe; they'll encounter yeti, ice golems controlled by frozen liches, avalanches, frost giants, and other arctic perils before they find their promised land.

## The Military Campaign

Finally, you can run an all-military campaign without it necessarily being an all-Myrmidons campaign.

Possibly the most interesting way to do this is to gradually move the campaign setting toward a major war. Early in the regular campaign, establish that the player characters' country often has problems and frictions with a neighboring country; showcase the disputes between the nations by having NPCs from the other nation be rude or abusive to the PCs (and, to be fair, have NPCs from the player-characters' country be equally vulgar to foreign NPCs who don't deserve such treatment; the PCs may find themselves in the

uncomfortable position of being honor-bound to defend the "enemy" from their own dishonorable countrymen!).

As the campaign progresses and the player-characters gain experience levels, increase the friction between the nations. Occasionally, the PCs will run into foreign spy-nests and spy-plans.

Ultimately, when the PCs have achieved high experience levels and are important characters in the nation, they should be in on the events that spark the eventual war. For example, their king may ask them to accompany him to the peace conference where he and his old enemy are supposed to patch up their differences, marry their children to one another, and sign mutual nonaggression pacts. But when they're there, something goes drastically wrong: Perhaps dopplegangers pretending to be the PCs assassinate the foreign king, while dopplegangers pretending to be the greatest heroes of the other nation assassinate the PCs' king. (The dopplegangers, of course, are under the control of the evil king of a third nation, who intends to move in, pick up the pieces, and conquer everyone when these two nations have beaten each other to pieces.)

At this point, war is inevitable, and the PCs are put in command of an entire army. For the remainder of this extended storyline, the PCs have to lead their men in combat against enemy forces, defending their own nation or penetrating into the enemy territory; meanwhile, they'll be doing their own adventures and investigations, trying to come up with proof that the two rulers were assassinated by a third party, not by the heroes of the two nations.

Once the two armies are getting seriously tired and hurt, the PCs should be able to come up with the proof they need. They convince the new rulers of both nations of the identity of their true enemy. At this point, it's time for the two armies to join forces (and swallowing down their many years of mutual distrust, especially after the last several months of fighting, will be particularly hard, leading to even more plot opportunities). Now, the two battered armies march into the third nation, the PCs still in charge of their own army (or perhaps each PC is now a general in his own right), and the final battle with the fresh forces of the evil enemy ruler is still to come...

In such a way, you can sustain an all-military campaign for many months of game-time, and resolve important conflicts and storylines in your campaign world.

## Campaign vs. Mini-Series

Though you can take any of the above campaign ideas and make it into a formal campaign, one which is supposed to continue episode after episode until the DM and players grow tired of it, you can also run any of them as a *mini-series*, a campaign which is deliberately run only for enough episodes to complete one full-length story. In a sense, the regular campaign is like a TV series, while the mini-series is like a novel or movie.

### Campaigns

The campaign goes on over a long period of time and encompasses many smaller stories and goals; it sometimes goes through cast changes as the principal heroes die, leave, or retire.

The bright promise of the campaign is that, so long as the DM and players remain

together and interested, it can go on for a long, long time; the characters can participate in adventure after adventure, story after story. The campaign can chronicle generations of the adventurers' families, as the original adventurers sire children who themselves grow up to be the player-characters.

In a campaign, PCs are designed to be played practically forever. You figure on the character growing and developing slowly, over time, and so PCs are almost always created at low level, usually 1st level.

As the PCs develop, their players sometimes become very attached to them, so much so that when a character dies (in such a fashion that he cannot be *raised*, it is very upsetting to the player.

## Mini-Series

The mini-series, on the other hand, typically covers one extended story—the acquisition of one treasure, the defeat of one specific master villain, the exploration of a newly-discovered island, the resolution of a war between nations. It may be played in a single session or go on for a dozen, but the DM and players know that it's supposed to be limited in scope.

Its characters are rolled up and can be played quite differently. Since they are "temporary" characters, they can be created at a level best suited to the plot of the story. If the scenario is supposed to involve a crack squad of cavalrymen on a special mission, everyone could be created at 5th level. If it's to be powerful, experienced knights on a quest, everyone could be created at 9th level. If it's to be legendary heroes transported from the past at the peak of their powers, they could be created at 20th level or higher.

In some regular campaigns, PCs die regularly. If the DM of such a campaign runs a mini-series, the players can expect the same, but probably won't mind so much because the characters were "temporary" anyway.

In some regular campaigns, the DM tends to protect the PCs a little bit, covering over for little errors which could be fatal, especially when they take place in incidents which are not important to the campaign or current storyline. In a mini-series, on the other hand, the DM is likely to be more deadly (because no one is quite so involved with his character), meaning that the setting and situation are more dangerous; the players will have a greater sense of the danger to their characters in this type of setting.

One last option with the mini-series: Though it is a very limited campaign, deliberately created so that it will soon end, the DM can always run mini-series "sequels." In the sequel, the survivors of the original mini-series can band together again to meet a new challenge, joined by new heroes (replacements for those who fell in the last story). The DM can fiddle with experience levels as he chooses, running one mini-series (for example) at fifth level, the sequel at ninth level, the *second* sequel at 13th, and so on.

## Switching Between Them

Because campaigns and mini-series are very different but equally compelling, DMs should think about switching between them from time to time.

For most people, the campaign is the most satisfying format. But, also for most people, the campaign gets a bit tiresome after a while, and the group breaks from it for a

time. In that time, it's very appropriate to run a short-term mini-series (or several), allowing the DM and players to explore new settings and characters until they're ready to pick up the regular campaign again.

This is the ideal forum for you to try out some of the more unusual or outrageous campaign ideas described earlier in this chapter.

# Combat Rules

The Warrior is a character whose primary function is combat, and combat is what this chapter is all about. Though the *AD&D*® game combat system is sufficient to most of your combat needs, this chapter will give you optional rules and advice which can add flavor to your game.

It's important to remember that everything in this chapter is an *optional rule*; nothing recommended here can be implemented in your campaign without the DM's permission.

## New Combat Rules

Here are some optional rules you can add to combat in your campaign.

### Off-Hand Weapons Use

All characters are presumed to be better with one hand than the other—in real life, most people are right-handed, quite a few are left-handed, and only a very few are truly ambidextrous.

When a character is first created, the player should specify his handedness (right or left). If he does not specify one, the DM should assume the character is right-handed.

If a character, for whatever reason, fights with his off-hand instead of his good hand, he suffers a –2 penalty to attack rolls with all attacks. For example, should a character find himself with his right hand chained to a wall, and yet he needs to draw and throw a dagger and must use his off-hand, he'll then suffer the –2 penalty to attack rolls.

If you wish a character to be ambidextrous, consult "Ambidexterity," below, under "Weapon Proficiency Slots."

### Kneeling and Sitting

A character who is kneeling or sitting (for example, because he's been knocked down or injured) is at a disadvantage in combat. He can't move around as effectively and so cannot dodge incoming attacks. For that reason, whenever someone attacks a victim who is kneeling, the attacker gets a +1 to attack rolls; when someone attacks a victim who is sitting, the attacker gets a +2 to attack rolls; and when someone attacks a victim who is flat on his back (but aware of the attack and trying to avoid it), the attacker gets a +4 to attack rolls.

Attacking a character who is *held* (by magic) or asleep is automatically successful, causing normal damage.

When a character is kneeling, sitting, or on his back, he can get to his feet one of two ways. If he still has an attack left to perform this round, he can give it up, not make an attack, and stand up instead. Or, he can wait until after initiative is rolled for the next round: When it comes time for him to describe his action, he can stand up then, without losing any of his attacks for that round.

## Range and Initiative

Here's a rule to give some advantage to those characters and parties (and monsters) which always have ranged attacks ready.

When two groups first come within sight of one another at distances of 20 feet or less (here a "group" can consist of only one person or creature, or can have more), and *only one group has missile capability already in hand*, that group gets a "free shot" with its ranged weapons.

This isn't a full combat round, not a bonus round from surprise: It's a split second of instinctive reaction on the part of the missile throwers in the group. While they're firing, mages and priests can't cast spells, other characters can't ready weapons. A knife expert can't draw a knife and throw it in this split second; he can only throw it if he already has it in hand. In this split-second, characters can take no action other than, perhaps, to talk or shout something brief to one another.

Once that free shot is taken, on the first full combat round of the fight, roll initiative normally. The party that was fired upon gets a +2 modifier for being slightly disadvantaged by the enemy's missile superiority.

Remember that this option can only be taken when one side, and not the other, has ready missile weapons (i.e., bows or crossbows in hand with arrows and quarrels already nocked, or throwing weapons such as spears, javelins, axes and knives already in hand). Also, the party which *can* take this option doesn't have to; the group does not have to fire upon another person, group or monster the instant it sees its target. If the group chooses not to, the opportunity is lost and the characters have the usual options to talk to the other group; if they choose to fight, initiative is rolled normally. The side without the missile weapons doesn't get the +2 modifier this time.

If the party is wandering around in conditions of poor visibility (such as a dungeon), the DM can rule that the target is barely visible and that the party cannot recognize many details about the target: "Ahead of you in the corridor, about 60 feet up, you see a group of human size silhouettes moving your way. As you spot them, they spot you, too, and slow down. You can't tell what they are . . ." At this point, if the PCs have missile weapons and the NPCs don't, the PCs can take this free shot, but are faced with the prospect of attacking an unknown quantity. They *could* be firing upon the High King and his adventuring retinue, for all they know.

When two groups both have ready missile weapons, neither gets this option. Roll initiative normally. (If two groups both have ready missile weapons, and one group spots the other without the other group realizing it, that group wins initiative, but doesn't get the "free shot." Picture it this way: When the first group looses its volley, the missilers of the second group immediately turn around and loose theirs. So we're put in a position of normal combat.)

Finally, for this option, remember that spell-type missile abilities don't count, but

"natural" ones do. A dragon's breath acts as a ready missile weapon, as do a manticore's tail-spikes. However, a gold dragon's spells don't count, nor does a vampire's *charming*, for example.

## Weapon Proficiency Slots

You know about Weapon Proficiencies from pages 51-52 of the *Player's Handbook*. Here, we'll talk about some additional, special things you can do in a campaign with Weapon Proficiencies.

### Intelligence and Proficiencies

We're going to be showing you a lot of interesting things you can do with the Weapon Proficiencies rules. Therefore, you need to use the rule for extra Proficiencies given on page 51 of the *Player's Handbook*. There, it says that you may, with the DM's permission, take extra proficiencies when first created equal to the number of extra languages the character gets from high Intelligence (see Table 4, page 19, *Player's Handbook*). These extra proficiencies may be divided as the player chooses between Weapon Proficiencies and Nonweapon Proficiencies.

### Single-Weapon Proficiency, Weapon Specialization

In the *Player's Handbook*, the only things you can do with Weapon Proficiencies are take single-weapon proficiencies and specialize in particular weapons.

To briefly review the information from that section:

A character must have a Proficiency with a weapon to use it normally. To become proficient, the character "spends" one of the Weapon Proficiency Slots he has on that weapon. Each slot can buy proficiency with one weapon. If he uses a weapon he's not proficient in, he suffers an attack penalty: –2 for weapons which are completely unfamiliar, or –1 for weapons similar to those with which he already has proficiency. (That penalty is worse for non-Warriors.)

To specialize in a particular weapon, the character must devote an extra weapon proficiency slot to it. (In the case of bows or crossbows, it takes two extra slots.) When using his special weapon, the character gets a +1 to attack rolls and +2 to damage. (With bows and crossbows, he instead gets a new range category, *point-blank*: 6–30 feet for crossbows, 6–60 feet for bows. Within that range, he gains a +2 to attack rolls. Also, if his weapon is ready and there's a target in sight, he can fire in the combat round before initiative is rolled.)

Only Fighters (but not paladins or rangers) can take weapon specialties. Such a character can only take one when he is first created, but may specialize in more weapons as he gains new slots.

With that in mind, let's elaborate on the use of weapon proficiencies . . .

### Weapon-Group Proficiency

Moreover, let's look realistically at weapon proficiency. Currently, if a character has

Weapon Proficiency with Dagger/Dirk, he doesn't have it with Knife. He certainly doesn't have it with Short Sword. Of course, the DM can always decide that such weapons are related to one another. If he does, then the warrior would suffer a –1 to attack rolls with the unknown weapon instead of the –2. (See page 52 of the *Players Handbook*.)

Still, to be proficient in all sorts of blades, from the *Player's Handbook* and additional blades from this rulebook, you'd have to spend around 14 weapon proficiency slots, and that's too many.

So, we're making it possible to take weapon proficiencies with whole weapon *groups*.

For our purposes, there are two types of groups: Tight Groups and Broad Groups.

## Tight Groups

A Tight Weapons Group consists of a set of weapons that are very similar in the way they are wielded.

It costs two Weapon Proficiency Slots to become proficient in an entire tight group. After paying those two slots, the character will know how to use every weapon in that group without the usual –2 penalty for unfamiliarity (that –2 is for Warriors; with other classes, the penalty is more severe, as described on page 52 in the *Player's Handbook*).

Following are several examples of Tight Groups. Any weapon marked with an asterisk (*) is a weapon described in *The Complete Fighter's Handbook*, in the *Equipment* chapter.

**Axes:**
Battle axe,
Hand/throwing axe.

**Bows:**
Composite long bow,
Composite short bow,
Daikyu*,
Long bow,
Short bow.

**Clubbing Weapons:**
Belaying pin*,
Club,
Footman's mace,
Horseman's mace,
Morning star,
Warhammer.

**Crossbows:**
Hand crossbow,
Heavy crossbow,
Light crossbow.

**Fencing Blades:**
Dagger/Dirk,
Knife/Stiletto*,
Main-gauche*,

Rapier*,
Sabre*.

**Flails:**

Footman's flail,
Horseman's flail.

**Lances:**

Heavy horse lance,
Light horse lance,
Jousting lance,
Medium horse lance.

**Long Blades:**

Bastard sword,
Katana*,
Long sword,
Scimitar,
Two-handed sword.

**Medium Blades:**

Cutlass*,
Khopesh,
Wakizashi*.

**Picks:**

Footman's pick,
Horseman's pick.

**Polearms:**

Awl pike,
Bardiche,
Bec de corbin,
Bill-guisarme,
Fauchard,
Fauchard-fork,
Glaive,
Glaive-guisarme,
Guisarme,
Guisarme-voulge,
Halberd,
Hook fauchard,
Lucern hammer,
Mancatcher,
Military fork,
Naginata*,
Partisan,
Ranseur,
Spetum,
Tetsubo*,
Voulge.

**Short Blades:**

Dagger/Dirk,
Knife/Stiletto*,
Main-gauche*,
Short sword/Drusus*.

**Slings:**
Sling,
Staff Sling.

**Spears:**
Harpoon,
Javelin,
Long Spear*,
Spear,
Trident.

**Whips:**
Scourge,
Whip.

You'll notice there's a little overlap between the Fencing Blades and Short Blades group; some weapons are common to both groups.

You'll also notice that some groups don't look like they save you any weapon proficiency slots. The Axes, Flails, Picks, Sickles, Slings, and Whips group all have two weapons each in them. Since a tight group costs two proficiency slots, it appears that there's no savings. Which is true . . . unless, in your campaign, other weapons related to those groups are developed or introduced. If they are—if, for instance, a medium-sized war-axe appears in the campaign—then the character with the group proficiency will be able to use it at no penalty, while the character with proficiency in just the two existing axes will suffer the attack penalty.

These categories are very close to the related weapon groups described from page 52 of the *Player's Handbook*, and your DM can, if he wishes, use these categories as related groups. This helps determine whether or not a warrior gets the full attack penalty when he uses a weapon unfamiliar to him, or whether he receives only half the penalty for using one similar to a weapon with which he has proficiency.

## Broad Groups

A Broad Weapon Group consists of a set of weapons that are somewhat similar in the way they are wielded.

It costs three Weapon Proficiency Slots to become proficient in an entire broad group. After paying those three slots, the character will know how to use every weapon in that group without the usual penalty for unfamiliarity.

Following are several examples of Broad Groups. As before, any weapon marked with an asterisk (*) is a weapon described in *The Complete Fighter's Handbook*, in the *Equipment* chapter.

**Blades:**
Bastard sword,

Cutlass*,
Dagger/Dirk,
Katana*,
Khopesh,
Knife/Stiletto*,
Long sword,
Main-gauche*,
Rapier*,
Sabre*,
Scimitar,
Short sword/Drusus*,
Two-handed sword,
Wakizashi*.

**Cleaving/Crushing Weapons:**

Battle axe,
Belaying Pin*,
Club,
Footman's mace,
Footman's pick,
Hand/throwing axe,
Horseman's mace,
Horseman's pick,
Morning star,
Warhammer.

**Pole Weapons:**

Awl pike,
Bardiche,
Bec de corbin,
Bill-guisarme,
Fauchard,
Fauchard-fork,
Glaive,
Glaive-guisarme,
Guisarme,
Guisarme-voulge,
Halberd,
Harpoon,
Hook fauchard,
Javelin,
Lucern hammer,
Long Spear*,
Mancatcher,
Military fork,
Naginata*,
Partisan,
Ranseur,

Spear,
Spetum,
Tetsubo*,
Trident,
Voulge.

**Small Throwing Weapons:**
Dagger/Dirk,
Dart,
Hand/throwing axe,
Knife/stiletto*,
Shuriken*.

Again, you'll see some overlap between the Small Throwing Weapons group and other groups.

These groups may not be used to calculate weapon similarity for determining whether a character receives the full or partial attack penalty for using an unfamiliar weapon.

## Non-Groups

Finally, the following weapons do not belong in any sort of group whatsoever. To learn any of these weapons, the character must spend a weapon proficiency slot on it, and none of these is similar in use to any other weapon. When a character picks one up and uses it without being proficient in it already, he suffers the full penalty.

**Weapons Not Belonging To Any Group:**
Arquebus,
Blowgun,
Bola*,
Chain*,
Gaff/hook*,
Lasso,
Net,
Quarterstaff/Bo stick*,
Nunchaku*,
Sai*.

**Special Note:** The Cestus* doesn't require any Proficiency. It enhances punching damage, and everyone knows how to punch.

## Weapon Specialization and Weapon Groups

Although it is possible to become proficient in an entire group of weapons, this doesn't mean a character can *specialize* in an entire group of weapons.

As before, each weapon specialization costs one Weapon Proficiency Slot in a weapon the character is already proficient in. A character *can't* pay two points to be proficient in the Fencing Blades group and then another two to specialize in the same

group: He'd have to take one-slot Specializations *individually* for Dagger/Dirk, Knife/Stiletto, Main-gauche, Rapier, and Sabre.

Let's say a character wants to know how to use every type of blade ever made . . . but he wants to be especially good with the Long Sword. As a first-level Warrior, he receives four Weapon Proficiency Slots to start with. He spends three to take Proficiency with the entire Blades broad group, and spends his fourth to specialize in Long Sword. He has his wish: He can pick up and use any blade weapon without penalty, but is particularly adept with the Long Sword.

Similarly, a character might wish to be proficient with all bows, and especially good with the Composite Long Bow. He spends two weapon proficiency slots to be proficient with the entire Bows tight group, and spends two more slots (because it is more difficult to specialize in bows; see the *Player's Handbook*, page 52) to specialize in Composite Long Bow. This character is at a disadvantage with any sort of weapon other than bows, but can use all bows, and is especially good with the Composite Long Bow.

### Note

That's all you need to know now about the use of Weapon Proficiencies . . . as they're used to buy proficiency and specialization with weapons. But there are more things to use these proficiencies on, as you'll see as you proceed through the chapter.

### Ambidexterity

If a player wants his character to be ambidextrous, as described above under "Off-Hand Weapons Use," he must devote one weapon proficiency to Ambidexterity.

If he does so, he'll be able to fight normally with both hands, and will be equally adept at non-combat tasks with both hands.

This doesn't give him two attacks per round. It just means that if he loses the use of one hand, or drops the weapon in that hand, he'll be equally adept with the other.

### Style Specialization

You can use Weapon Proficiencies to specialize in certain *styles* of fighting, such as two swords, two-handed weapon, and so on. We describe how to do this below, under "Fighting Styles."

### Punching and Wrestling Specialization

As you can specialize in certain weapons, you can also specialize in Punching and Wrestling. You already know about Punching and Wrestling from the *Player's Handbook*, pages 97-98; here, you'll learn how to improve a character's Punching and Wrestling abilities. You'll find this information below, under "Punching, Wrestling, and Martial Arts."

### Martial Arts

Additionally, you'll learn how make your character proficient (or even a specialist) in eastern-style martial arts. These rules work like the existing Punching and Wrestling rules, but constitute a whole new set of maneuvers and tactics a skilled fighter character can use in combat. These rules, too, you'll find below under "Punching, Wrestling, and Martial Arts."

## Fighting Styles

It gives a campaign more color when the warriors fight with different styles. A huge warrior-knight wielding a greatsword looks and fights a lot differently from a slender fencer carrying a rapier and main-gauche.

Below, we'll describe several common combat styles . . . and the interesting things you can do with them by taking a Style Specialization.

All these Fighting Styles refer to fighting with *melee weapons only*. None of them applies to missile weapons.

### The Four Fighting Styles

There are four common Fighting Styles employed by anyone using a melee weapon. They are:

**Single-Weapon Style:** The character wields a weapon in one hand and carries nothing in the other hand. The weapon can be as short as a Dagger or as long as a Bastard Sword or Long Spear.

**Two-Hander Style:** The character wields a weapon which requires (or at least accommodates) the use of two hands. Such weapons include those which require two hands (Two-Handed Sword, Polearms, and Quarterstaff, for instance) and those which can be used one-and two-handed (Bastard Sword and Spear, for example).

**Weapon and Shield Style:** The character wields a weapon in his good hand and carries a shield on his off-hand. This combination can vary from a street-bravo's choice of dagger and small buckler to the classic knight's choice of long sword and body shield.

**Two-Weapon Style:** The character wields one weapon in each hand. Unless both weapons are Small (S on the Size column on the Weapons chart), the weapon in the character's off-hand must be lighter in weight than his primary weapon. This character can vary from a street-thief wielding two identical daggers, to a fencer using a rapier in one hand and a main-gauche in another, to a heavily-armored warrior with a long sword in one hand and a short sword in the other. Note: Read the *Player's Handbook*, page 96, for the rules on Attacking with Two Weapons.

All Warriors start play knowing how to use all four styles. Priests start play knowing how to use Single-Weapon, Two-Hander, and Weapon and Shield styles. Rogues start play knowing how to use Single-Weapon, Two-Hander, and Two-Weapon styles. Wizards start play knowing how to use Single-Weapon and Two-Hander styles. Characters cannot learn new styles after they're created; these are the styles they are limited to by their choice of character class.

A character can use a weapon style he knows with a weapon he does not know how to use. For example, wizards know Two-Hander style . . . so they can learn to use a quarterstaff. If a wizard who doesn't have Proficiency with a quarterstaff picks one up, he

can still use the weapon in two hands. However, he suffers the –5 attack penalty required by his unfamiliarity and his character class.

Each style confers some basic advantages and disadvantages when used. These are described in the descriptions of each individual style, below. Additionally, characters can *specialize* in these styles. Single-class warriors can eventually specialize in all of them; other classes can only specialize in one style.

## Specializing In the Styles

You take a Style Specialization by devoting one weapon proficiency slot to a *fighting style*.

## Guidelines

To use a Style Specialization with a specific weapon, you must have weapon proficiency with that weapon. For example, a character might have bought Style Specialization with Two-Hander Style. If he has Weapon Proficiencies with polearms, he can use the benefits of Style Specialization whenever he uses polearms. But if he doesn't also have proficiency with Two-handed Sword, and picks one up to use it, he *doesn't* get the benefits of Two-Hander Style Specialization with that weapon.

You can have both a Weapon Specialization and a Style Specialization in the same weapon, but neither is dependent on the other; you can have one without the other. For example, a character could have Proficiency with Sabre, Specialization with Sabre, and then Style Specialization in Single-Weapon style; he'd be a master fencer with the sabre. Or, he could have just Proficiency and Specialization in Sabre, or just Proficiency in Sabre and Style Specialization in Single-Weapon style.

## Multiple Style Specializations

A single-class Warrior can take more than one Style Specialization. Weapons such as Bastard Sword, Javelin, and Spear, which can be used one-handed or two-handed, with or without a shield, can have up to four different Style Specializations taken for them.

*Example: A single-class Warrior has Proficiency with Bastard Sword. He could theoretically take Single-Weapon Style Specialization, Two-Hander Style Specialization, Weapon and Shield Style Specialization, and Two-Weapon Style Specialization with it. Between fights, or even in the course of the fight, he could change the way he uses his weapon in order to gain different advantages in the course of a combat.*

## Limitations on Style Specialization

A character may begin play with only one Style Specialization. If he is a single-class Warrior, may learn others as he gains new Weapon Proficiencies through experience.

Only Warriors, Rogues and Priests can buy Style Specializations. Only Warriors and Rogues can buy the Two-Weapon Style Specialization. Only single-class Warriors can ever learn *more than one* Style Specialization.

Below are descriptions of the four Fighting Styles.

## Single-Weapon Style

Single-Weapon style means that the character wields a one-handed weapon in one hand and nothing in the other. Though in real life this type of weapon use is often at a disadvantage compared to many of the others, it's very popular in film and fiction . . . and so it has some virtue in the game.

### Advantages

The advantage of single-weapon style in the *AD&D*® game is that the character keeps a hand free for grappling, for switching weapons, for surprise maneuvers, for whatever comes along in the course of combat.

For instance, two fighters are going at it, and one pins the other's weapon (see Pin, below, under "Melee Maneuvers"), the single-weapon fighter can use his free hand to perform punching maneuvers; and he can try to perform barehanded maneuvers (below, under "Punching, Wrestling, and Martial Arts").

### Disadvantages

The main disadvantage to this style is that the character does not gain the benefit of a shield's AC bonus.

### Style Specialization

If the character devotes a weapon proficiency to Style Specialization with Single-Weapon Style, he gets a +1 AC bonus when using any one-handed weapon (for which he has proficiency) in Single-Weapon Style. He doesn't get the bonus if he carries a shield or weapon in his off-hand.

Additionally, he can devote an *extra* proficiency to Single-Weapon Style and have a total +2 AC when fighting in this style. That's the limit, though: He cannot devote more than two proficiencies (for a total of +2 AC) with Single-Weapon Style.

## Two-Hander Style

Two-Hander Style involves carrying and wielding a weapon with both hands. Naturally, many weapons (including polearms, the great axe, the two-handed sword, and others) require two-handed technique. Other weapons (such as bastard sword, javelin, and spear) have it as a listed option. (Two-handed options for Harpoon, Javelin, Long Spear, Spear, and Trident are given in the *Equipment* section of this rulebook, not in the *Player's Handbook*.)

### Advantages

The main advantage of two-handed weapon technique is that it allows the character to wield large two-handed weapons which can do substantial amounts of damage.

A second advantage is that, if you are using a two-handed weapon, the Disarm maneuver (see "Melee Maneuvers," below) is only of partial use against you.

A single successful Disarm against a two-handed weapon user won't knock the weapon out of the wielder's hands; it will merely knock his weapon askew and make him take some time to recover, so he automatically loses initiative on his next round.

However, two Disarm maneuvers successfully made against the character in the same round *will* knock the weapon loose.

### Disadvantages

As with single-weapon use, two-handed weapon technique has the drawback that the user cannot wear or use a shield, or gain the shield's AC bonus.

### Style Specialization

You can, by devoting a weapon proficiency to it, take a Style Specialization with Two-Hander Style.

Style Specialization with Two-Hander Style gives you a very specific benefit: When you're using a weapon two-handed, that weapon's Speed Factor is reduced by 3.

For example, a fighter with Two-Hander Style Specialization and wielding a Bastard Sword can wield his weapon faster in two-handed style than in one-handed style. Used in one hand, the Bastard Sword has a Speed Factor of 6. In two hands (normally), it has a Speed Factor of 8. But used in two hands by someone with Two-Hander Style Specialization, it has a Speed Factor of (8–3) 5.

This is because when a fighter wields such a weapon with both hands on the hilt, he has more leverage on the blade and can move it faster. That's what Style Specialization in Two-Hander Style will do for the character: It teaches him how to use the weapon much faster and more aggressively than someone with less specialized training in the weapon.

### One-Handed Weapons Used Two-Handed

Some players don't realize that many other one-handed weapons can also be used two-handed. Since these weapons don't do any more damage two-handed, there usually isn't much reason to use them this way; however, with Style Specialization in Two-Hander Style, now there's a reason.

If you specialize in Two-Hander Style and then use a one-handed weapon in two hands, you also get a bonus of +1 to damage. Thus, if you take a Two-Hander Style Specialization, when using a long sword two-handed, you do 1d8+1 damage instead of the base 1d8 (or 1d12+1 vs. large targets, instead of the base 1d12).

The one-handed weapons which can be used two-handed in this fashion include: Battle axe, Club, Footman's flail, Footman's pick, Horseman's flail, Horseman's mace, Horseman's pick, Morning star, Long sword, Warhammer.

## Weapon and Shield Style

This is the classic technique of using a one-handed weapon and carrying a shield on the other arm.

### Advantages

The principal advantage of Weapon and Shield Style is that you get the AC bonus of a shield; this is especially good when you can find a magical shield which confers a better AC bonus.

A second advantage is that the character can use the Shield-Rush maneuver (below, under "Melee Maneuvers").

### Disadvantages

The disadvantage to Weapon and Shield Style is that the left arm (right arm, for left-handed characters) is dedicated to the shield and is not much use for anything else. If the character is disarmed, all he has to wield offensively is his shield, until he can get back to his weapon. If he is pinned in combat, he can't use his shield hand for grappling.

### Style Specialization

If you devote a weapon proficiency slot to specialization in Weapon and Shield Style, you receive one extra attack per round . . . only when using a shield on the shield-hand, that is. You can use that extra attack *only* for the Shield-Punch and Parry maneuvers (see under "Melee Maneuvers," below).

As with the normal "Attacking with Two Weapons" rules (see the *Player's Handbook*, page 96), when striking with both hands in a single combat round, the character suffers a –2 to attack rolls with his weapon and a –4 to attack rolls with the Shield-Punch or Parry. (If you're ambidextrous, as described above under "Off-Hand Weapons Use," that's a –2 with weapon and –2 with shield.) If you devote a *second* weapon proficiency slot to Weapon and Shield Style Specialization, that penalty drops to with the weapon and –2 with the shield. (If you're ambidextrous, that penalty is 0 with weapon and 0 with shield.)

On any round when you perform two maneuvers, you do not get the AC bonus for the shield for the rest of the round. If you swing your sword and perform a Shield-Punch in the same round, you do *not* get your shield's AC bonus if anyone attacks you later in the round.

## Two-Weapon Style

With this popular style, the fighter has a weapon in each hand—usually a longer weapon in his good hand and a shorter one in his off-hand. Unless the character has Style Specialization in this style, the second (off-hand) weapon must be shorter than the primary weapon.

### Advantages

One great advantage to this style is that you always have another weapon in hand if

you drop or lose one. A single Disarm maneuver cannot rid you of your weapons.

### Disadvantages

The principal disadvantage to this style, as with some other styles, is that you don't gain the AC benefit of a shield.

### Style Specialization

Please read the "Attacking with Two Weapons" section from the *Player's Handbook*, page 96, before continuing.

If you devote a weapon proficiency slot to style specialization with Two-Weapon Style, you get two important benefits. First, your attack penalty drops; before, it was a –2 with your primary weapon and –4 with your secondary, but with Specialization in Two-Weapon Style it becomes 0 with your primary weapon and a –2 with your secondary weapon. (If you're already ambidextrous, as per "Off-Hand Weapons Use," above, that penalty is 0 with primary weapon and 0 with secondary weapon.) Second, you're allowed to use weapons of the same length in each hand, so you *can*, for example, wield two long swords.

When fighting with two-weapon technique, you can choose for both weapons to try the same maneuver (for example, two strikes, or two disarms), or can have each try a different maneuver (one strike and one parry, one pin and one strike). If the two maneuvers are to be different, each receives a –1 attack penalty.

Though rangers don't suffer the off-hand penalties for two-weapons use, they do not get a bonus to attack rolls if they devote a weapon proficiency slot to Two-Weapon Style. They do get the other benefit, of being able to use weapons of equal length.

## Sample Style Specialization

Here's an example of how a character can use the weapon proficiencies, weapon specialization, and style specialization rules to become very dangerous and very versatile indeed.

*Berris is a 1st level fighter, but he's already very accomplished with his weapon of choice, the Bastard Sword. He has taken Weapon Specialization with the Bastard Sword (two slots), Two-Hander Style Specialization with the Bastard Sword (one slot), and Single-Weapon Style Specialization with the Bastard Sword (one slot).*

*From his weapon specialization, he receives a +1 to attack rolls and +2 to damage whenever using a Bastard Sword, regardless of the technique he uses.*

*When using the weapon in Single-Weapon Style, one-handed, he gets a +1 to AC.*

*When using the weapon in Two-Hander Style, his weapon's speed factor drops from an 8 (normal two-handed speed factor for the Bastard Sword) to a 5, making it a very quick weapon in his hands.*

### Style Specialization and the Character Sheet

Since style specializations give the character certain benefits in combat, these benefits

need to be written down on your character sheet.

The character sheet has blanks for all pertinent notes. For example, with the Berris character mentioned just above, the character sheet would include blanks with the following information:

**Special Abilities and Restrictions:**

+1 to hit
+2 damage Bastard Sword,
+1 AC used Single-Hand,
Speed Factor 5 used Two-Handed

**Weapon Proficiency Slots Available:** 4

Prof w/Bastard Swd: 1
Spec w/Bastard Swd: 1
Single-Weapon Style: 1
Two-Hander Style: 1

## Melee Maneuvers

Strike and counter-strike, strike and counter-strike: That's the formula for dull, mechanical combat, and it's no way to run the sort of swashbuckling, action-packed combat which should be the backbone of your *AD&D*® game adventures.

So here, we'll be describing all sorts of different combat maneuvers which your characters can perform in combat.

These maneuvers aren't limited to warrior-classes alone. *Anyone can perform any of these maneuvers*, provided he has the right weapon or equipment. Any priest with a shield can perform a Shield-Punch or Shield-Rush; any rogue or mage with a good attack can Disarm a foe. But warriors will be performing these maneuvers most often.

Each of these maneuvers, when used in combat, constitutes one Attack. Characters with multiple attacks per round can mix and match their maneuvers. A character with two attacks per round could perform one Strike and one Parry, for example, one Called Shot and one Disarm, one Pin and one Grab, two Strikes, two Parries, or whatever combination he wanted.

### Called Shots

Take a look at Chapter Nine of the *Dungeon Master's Guide*, page 58.

As you'll see in those rules, when you wish to make a Called Shot, you announce this before initiative is rolled, and you receive a +1 penalty to your initiative. Then, when your turn comes up in combat, you suffer a –4 penalty to your attack roll. Naturally, you can take Called Shots with melee, thrown, and missile weapons, and even with weapon-like spells such as *magic missile*.

Called Shots can be used for a variety of purposes. The most important of these are: Disarming a weapon; striking a specific body part; smashing something being held;

bypassing armor; and special results.

Disarming a weapon warrants its own maneuver, so you'll find "Disarm" below.

### Striking A Specific Body Part

As it mentions in the *DMG*, again under "Hitting a Specific Target," the normal *AD&D*® game is not geared toward a hit-location system which chronicles where every blow lands and which body parts get injured. We'll be presenting some options for that sort of thing later in this chapter, but this section concerns something slightly different.

Monsters often have body parts or features with extraordinary or magical effects; examples include the eyes of the beholder, tentacles of the carrion crawler, individual heads of the chimera, and so on. Many animated statues are motivated by a medallion, inscription, or imbedded gem.

A hero can take a called shot to attack those very specialized locations; this is a very heroic thing to do. It's up to the DM to determine how much damage such body parts can take; some will take as little as 1 point of damage before being destroyed, while others may be expressed in fractions of the creature's normal hit point total.

### Smashing Something Being Held

Often, an enemy will be holding something and a hero will not wish him to hold on to it. If the attacking character wishes to knock it out of his hand, that's the Disarm maneuver; if he wishes to destroy it in the opponent's hand, that's Smashing Something Being Held.

If an alchemist is holding a bottle of flammable liquid to hurl at the party, it's very heroic to swing a sword or throw a knife and smash it while he holds it up to throw: With one blow, you've protected your friends and immolated an evil enemy. If a demonic foe has finally gotten his hands on the Cursed Wand of Anti-Life, it's more than appropriate to fire an arrow or quarrel and smash it in the demon's hands.

Again, the DM decides how many points it takes to smash such things. In the case of a vial of liquid, it's not much—one or two at most.

### Bypassing Armor

This option is not present to let heroes bypass or ignore the AC value of normal armor. If that were allowed, all PCs and all monsters would be using the Called Shots maneuver almost exclusively, which would be very annoying.

No, the Bypassing Armor option is used when the DM has introduced a monster or enemy which can't be beaten any way except through the discovery and exploitation of its "weak spot." Like Talos, the invulnerable bronze man of Greek myth, these monsters are impossible to damage (this is usually expressed as a monstrous AC and an invulnerability to any but the most powerful of magical weapons—+4 or better); however, each one has a weak spot.

These weak spots are always visible to the eye, if the hero thinks to look for it and can see the body part where it is. (For example, a dragon might not want to fly; this is so that it can keep its wings folded down over its unarmored spots.) A clever warrior will

realize that it's covering up for something and try to trick it into moving its wings.

If a hero is bright enough to look for the weak spot, and perhaps trick a monster into showing the weak spot, the warrior can then take a Called Shot and hit it. He'll do the monster great damage (or perhaps kill it outright; that's for the DM to determine).

*Examples: A dragon which has invulnerable hide (but which, suspiciously, never opens its mouth to breathe flame . . . because its inner mouth is not armored); a mechanical man with a small, nearly-invisible slot used by the inventor to open it up (but which a hero with a knife can use to damage its internal machinery); a warrior with armored skin but an unarmored ankle; a mummy which keeps one arm crossed over its chest to protect its otherwise undefended heart; a 9' high golem whose weak spot is the unseen top of its head.*

Again, this only works when the DM has created a monster which can (or must) be defeated in this very way. If a fight isn't going the characters' way but the characters are gradually doing damage to the monster, then the monster probably isn't one of these invulnerable-beasts-with-weak-spots, and it's pointless to take lots of called shots at random body parts "just in case."

## Special Results

Finally, the Called Shot can be used for a variety of special results, especially neat and interesting results such as the ones you see in movies and fiction. Examples:

**Carving Initials Into Someone.** Each successful Called Shot will enable a character with a sharp blade to slice one letter or initial into a tabletop, a wall—or the flesh of an opponent. This does only one point of damage, and has one of two results: Against an enemy of equal or lower level or influence, it can cause the enemy to lose morale or surrender (DM choice); against an enemy of equal or higher level or influence, it will be considered such an insult that this enemy will not rest until you are dead. Thus, it is best performed against enemy minions to impress and scare them, to persuade them to run away or help you. Performed against enemies who are your equal in ability or status, this maneuver merely earns you a foe for life.

**Cutting Buttons Off.** Each successful Called Shot will enable a character to snip off one button, brooch, gem or other sartorial element from an enemy's outfit. It can also be used to flip a necklace off someone's head, spring the catch on a bracelet, etc. This has the same good effects as carving initials into someone, but will not earn you the enmity of an opponent who is your equal.

**Stapling.** This classic maneuver is best performed with a thrown knife or with an arrow or quarrel, though it can be performed with sharp melee weapons. The target must be near some piece of furniture or wall, and that furniture or wall should be wood, plaster, or any other material that such a weapon will penetrate. With a successful Called Shot, you staple some item of the target's clothing (your choice) to that nearby surface. The target must spend a combat round getting himself free. (This does not require any sort of roll; it just takes a few moments to pull the knife free, tear the cloth of his garment, whatever it takes.) If someone attacks him while he is pinned, he suffers a –2 penalty to AC (i.e., a 3 becomes a 5) and attacks. If the target is stapled and must defend himself while trying to tear himself free, he suffers those AC and attack penalties but will be able to tear himself free after a total of three rounds.

**Hostage-Taking.** If a character successfully grabs a victim during one round (see the Grab maneuver, below), he may use a Called Shot on his next round to put his dagger to the hostage's throat. This does no damage to the hostage, but the attacker can then, at any time, drive the knife home for twice normal damage (which he will probably do if the hostage does not surrender, or if someone else he is threatening does not surrender.)

## Disarm

The Disarm is a specific variation on Called Shots. With the Disarm, the attacker takes a Called Shot at the weapon his target is currently using.

## Disarm vs. Single-Handed Weapons

With the basic Disarm maneuver, the attacker follows the normal rules for Called Shots (announcing his intention before initiative and receiving a +1 modifier to initiative, and then suffering a –4 attack penalty); if his attack is successful, he will (normally) cause his enemy's weapon to go flying from his enemy's hand.

Roll 2d6. The number rolled is the number of feet the weapon flies. Roll 1d6. The number rolled determines which direction the weapon goes. (This is described in terms of the attacker's facing. Straight Ahead means straight ahead from the attacker; Behind means behind the attacker.

1 = Straight Ahead
2 = Ahead, Right
3 = Behind, Right
4 = Straight Behind
5 = Behind, Left
6 = Ahead, Left

This Disarm can also be used on magic wands, crystal balls, and any other sort of magical apparatus which is held in one hand. If the item is worn (like jewelry), it cannot be Disarmed. (Note: Weapons, when used, cannot be worn like jewelry.)

## Disarm vs. Two-Handed Weapons

Disarm does not work nearly so well against two-handed weapons. If you perform a Disarm against a wielder of a two-handed weapon (including magical staves), it merely knocks the weapon out of alignment briefly; the weapon's wielder automatically loses initiative on the next round. However, two Disarms made against the wielder *in the same round* will knock the weapon free; roll only 1d6 to see how many feet it flies, and 1d6 to see which direction it goes.

Naturally, the two Disarm maneuvers don't have to come from the same character. Two characters can work together to disarm the two-handed wielder; or, one character with multiple attacks in a round can do the job himself.

If a character finds his two-handed weapon partially disarmed, and he still has at least

one attack to perform this round, he can elect to forget about his next attack and may use that attack to recover his weapon instead.

*Example: Torreth and Amstard are fighting, Torreth with long sword and shield, Amstard with two-handed sword. Both characters have two attacks per round. Torreth has initiative. He successfully Disarms Amstard, drawing his weapon out of line. Amstard now has his first attack of the round. He can either punch Torreth with his gauntleted fist, in which case his sword will still be out of line, or he can recover from the Disarm. He chooses to recover. He swings the weapon back into line and is ready for the next exchange. He suffers no initiative penalty on the next turn.*

### Disarm vs. Shields

Disarm is only of partial usefulness when struck against a shield. It won't tear the shield loose from the wielder's arm. However, it will draw it out (knock it out of alignment, so that the wielder is not protected by it). For the rest of the round, the shield-wielder loses the AC bonus of the shield (and any magical benefits, too). At the start of the next combat round, even before initiative is rolled, the character regains his shield's AC bonus.

If a shield has other properties, those stay in effect, even when the shield is Disarmed out of alignment. For example, let's say a shield radiates a *protection from evil* spell. If it's Disarmed, and drawn out of alignment, its wielder still gets the benefits of that *protection from evil* spell. Only when he drops the shield or has it forcibly wrested away from him does he lose that benefit.

As with the Disarming of two-handed weapons, if a character finds his shield disarmed, and he still has at least one attack to perform this round, he can elect to forget about his next attack and may use that attack to recover his weapon instead.

*Example: At the start of the next round, Amstard's ally Jeter, carrying a halberd, joins the fight. Torreth wins initiative again. He takes an ordinary strike at Amstard and misses. Jeter chooses to Disarm Torreth's shield +4. He successfully Disarms it. Now, Amstard takes his shot, his chances greatly improved because Torreth's shield bonus to AC doesn't come into play. He smites Torreth with a mighty blow. Torreth has another attack this round: Realizing that he's going to get hurt if he doesn't have his shield up, he forgets about a second attack and uses that time to bring his shield back up.*

### Thrown-Weapon and Missile Disarms

You can perform the Disarm maneuver with thrown weapons and missile weapons.

When throwing small (S) weapons, you suffer an additional –2 attack penalty because these weapons don't have a lot of weight; it's harder for them to knock the weapon out of someone's hands. Medium (M) or larger weapons don't suffer this penalty, nor do arrows, quarrels, or sling stones.

Thrown-weapon and missile Disarms may only be performed against single-hand weapons. They automatically fail vs. two-hand weapons and shields.

### Expert Disarms

If you're a very experienced fighter, and are willing to suffer a serious penalty in order to impress your enemy, you can perform an "expert disarm" against single-hand weapons only. This suffers the penalty of *two* Called Shots: Announce intent before initiative, then suffer a +2 to initiative and a –8 to attack rolls.

But if it does hit, when you Disarm the weapon, you can send it pretty much where you want it to, within 12 feet of the target. If, for instance, one of your allies has lost his sword, and your enemy is wielding a comparable sword, you might wish to Expertly Disarm your enemy's sword to land right in front of your friend. Or, if you're fighting with a dagger and your enemy has a sword you want, you might Expertly Disarm his blade to fly up into the air; you drop your knife and the sword drops right into your hand.

This is an almost preposterously heroic sort of thing to do (it only happens in the most swashbuckling fiction and movies, after all) so the DM may not wish to allow this option in a more gritty or realistic campaign. On the other hand, he may grant bonus XP to characters with the temerity to try it . . . and succeed!

## Grab

The Grab is another type of Called Shot. To perform it, you must have at least one hand free; two hands are better if you're grabbing and trying to hold a person.

When performing the Grab, begin as with a Called Shot (announce before initiative, +1 to initiative, –4 to attack rolls).

If you hit, you've gotten your hand on whatever it was you were trying to grab: It could be an enemy's weapon, an important item you're trying to retrieve, or any such thing.

However, just because you've grabbed hold of the object doesn't mean that you're in control of it. If some other person already has hold of the object, he's going to struggle with you for control.

In the same round that you performed the grab, roll 1d20. Your opponent will do the same.

Compare the number you rolled to your Strength ability score. Whichever one of you rolled better against his score won the tug-of-war contest.

For purposes of the Grab, all 18 scores (01–50, 51–75, etc.) are just 18. However, in case of a tie, a higher-percentile 18 beats a lower-percentile 18. (For instance, an 18/40 beats an 18/30, an 18/00 beats an 18/99, etc.)

*Example: Rathnar the Barbarian tries to grab the Ruby Orb of Blassendom from the hands of his enemy. He successfully rolls to attack rolls and gets his free hand on the Orb.*

*Rathnar is Strength 17. His enemy is Strength 15. Both roll 1d20.*

*Rathnar rolls a 10. He's made his roll by 7. His enemy rolls a 9. He's made his roll by 6. Rathnar snatches the Orb away.*

If you grab something and then fail your Strength ability roll, then you've lost: Your enemy has snatched the object back out of your hand.

A tie (for instance, if both of you made your roll by 5, or both missed it by 2, or came up with any other identical answer) means that you re-roll, during the same round. Treat this second roll as if it were a second attack in the same round for determining when in the round it takes place (in other words, it will take place *after* all other characters have

performed their first maneuvers for the round).

However, all these Strength rolls resulting from a single Grab maneuver are counted as one "attack;" if a character can make two attacks in a round, and his first attack is a Grab, and the grab leads to two or three Strength rolls due to struggling, that's all still only one attack. The character still gets his second attack later in the round.

## Grabbing A Person

If you're Grabbing someone to hold him against his will, you need to consult the Wrestling rules from the *Player's Handbook*, pages 97-98. Also, see below under ``Punching, Wrestling, and Martial Arts."

If you're Grabbing someone and you use only one hand, you have two strikes against you. First, the attack is treated as a Called Shot, with the usual penalties; second, you're treated as if your Strength ability score were 3 less. If you have a Strength of 15 and grab someone one-handed, you make your Strength roll as if you had a Strength of 12.

(Strengths of 18 aren't automatically dropped to a 15; it depends on the 18 Strength's percentile bonus. An 18/00 drops to an 18/51. An 18/91–18/99 drops to an 18/01. An 18/76–18/90 drops to a plain 18. An 18/51–18/75 drops to a 17. An 18/01 drops to a 16. And the plain 18 drops to a 15.)

If you use both hands, you don't have to use the Called Shot rules; you can make a Wrestling attack without announcing it far in advance, and don't suffer the +1 initiative or –4 to attack penalty. Also, you get to use your full Strength score. Determine the results of your attack as a Wrestling attack.

If your opponent has any attacks left this combat round, he can respond with a Wrestling, Punching, or other attack (such as stabbing you with a short weapon, for instance). If your Wrestling attack roll resulted in a hold of some sort (any result on the ``Punching and Wrestling Results" chart with a "*" beside it), he has a –4 penalty to attack rolls with any attack but another Wrestling attack. However, he can use his attack to try to break your hold (using the Strength roll tactic described above, under the description for Grab).

## Grabbing a Monster

The same rules apply to grabbing monsters . . . but there are a couple of other things to consider.

**No Strength Ability Score.** Most monsters aren't listed with a Strength ability score. This makes comparisons a little difficult. In general, if the situation ever comes up, the DM should decide for himself what Strength a specific monster has.

Here's one rough rule of thumb to approximate a Strength score: Determine how much damage the monster can do with its single largest attack. That's your starting number. (In other words, if it does 1–8 damage with its worst attack, you start with the number 8.)

If the monster has multiple attacks, add 1 to the starting number per extra attack the monster has.

Add 8 to the number if the monster is an animal known for its ability to carry weight (horses, pegasi, camels) or contains parts of such a monster (as the hippogriff does).

The DM may further adjust this number as he desires.

The result is a rough measure of the monster's Strength.

(Yes, there will be many examples which don't adhere well to that rule of thumb. But it's someplace to start.)

*Example: The Nightmare has attacks of 2–8/4–10/4–10. Its largest possible attack is 10 (our starting number); it has two extra attacks per round (for a +2 to that starting number); it's a horse-like animal (for a +8). Final Strength score: 20.*

**Size Difference.** Also, the relative size of the two combatants is important. Humans are medium-sized (M) ``monsters." They have an advantage when grabbing small monsters (such as goblins, imps, and children, for instance) and a disadvantage when grabbing large ones (dragons, golems and hippopotami, for example).

Treat a character's Strength as 3 higher when he is grabbing and struggling with a smaller monster, and 6 lower when grabbing and struggling with a larger one. (This bonus or penalty is *halved* with player-character races and demihuman NPCs. Thus, halflings, goblins, kobolds and gnomes are at a –3 when wrestling with Medium-sized opponents such as humans; Dwarves, because they are so close to human-sized, are not. Humans are at a mere +1 bonus to Strength when wrestling with halflings, goblins, kobolds and gnomes.)

Grabbing is performed with hands only. The character may be wearing gloves or even the Cestus described in the *Equipment* chapter of this book, but may not be holding any other weapon in his Grabbing hand.

## Hold Attack

This is a sort of non-attack maneuver.

The Hold Attack maneuver is a way for a character to delay making his attack until later in the combat round. It's usually performed when the character is hoping that battle circumstances will change so that he can get a shot in somewhere that is currently too well-defended. Archers use this maneuver a lot, so that they can snipe more effectively.

To perform the Hold Maneuver, the character, when it's time for him to announce his intention, says "I'm holding my maneuver." Combat proceeds to the next character.

Then, once everyone has gone in the round, as secondary attacks are being determined, the DM again asks the character what he's going to do; he can take his action then. If he does not, he forfeits that attack.

## Characters With Multiple Attacks

If a character already has multiple attacks in a round, he can still perform the Hold Attack maneuver with any or all of his attacks. This can make things a little complicated, but it's not a lot of trouble.

*Example: In this fight, Rathnar the Barbarian (who has one attack per round), Drusilla the Spear-Maiden (who has two per round), and Lacksley the Archer (who has three per two, and has two this round) are fighting a jungle warrior (two attacks per round) and his monstrous jaguar ally (three attacks per round).*

*This round, Lacksley wants to shoot the jaguar; but he's still caught in a spring-loaded animal trap, and Drusilla is between him and the jaguar.*

*The player-characters win initiative. Drusilla uses her first attack to spear the jungle warrior. Rathnar uses his sole attack to swing his axe at the jaguar monster. Lacksley announces that he's holding his maneuver. Now it's time for the monsters to respond; the jungle warrior attacks Drusilla with his own spear, and the jaguar-monster jumps on Rathnar and uses one of its two paw hits.*

*It's time for secondary maneuvers. Drusilla misses her second strike. Rathnar has no second strike. It's time for Lacksley to act. He asks the DM if Drusilla has moved out of position yet, and the DM rules that she has. He fires, scoring a hit on the jaguar monster. The jungle warrior stabs Drusilla again with his second strike, and the jaguar latches hold of Rathnar with his second paw strike.*

*It's time for tertiary maneuvers. Lacksley, because of his Hold Attack maneuver, now takes what would have been his secondary maneuver. He shoots the jaguar again, killing it; it rolls off Rathnar before it can inflict its third attack, a deadly bite or an even more deadly rake.*

## Parry

Take a look at Chapter Nine of the *Dungeon Master's Guide*, page 61, at the Parrying optional rule.

That's one way to simulate a fighter going on the defensive; the optional Parry maneuver presented here is done a different way.

To perform this Parry, you must announce before initiative is rolled that you're going to Parry. (If you have more than one attack per round, you must announce how many of them are going to be Parries.)

Then, during the round, the first time an attacker strikes at you (even if it's before your turn to strike), you roll your Parry. Roll to attack rolls your attacker, and roll vs. his AC (including all bonuses for shield, magical items, etc.). You can use your weapon at its normal chance to attack rolls, or your shield at a +2 to your chance to attack rolls (plus any magical bonus the shield confers). If you hit, his attack is parried and does you no damage.

You can Parry thrown weapons, but not missile attacks (quarrels, arrows, sling stones, *magic missiles*, etc.).

## Choice of Parries

You don't necessarily have to Parry the very first attack made against you . . . though that is the simplest way to do things. If you prefer, you can choose which attacker you're going to Parry.

*Example: Amstard is fighting an ogre and its idiotic goblin jester. Before initiative is rolled, he announces that he'll be using one of his two attacks to Parry.*

*The NPCs win initiative and attack. The jester attacks first. Amstard announces that he's not Parrying this attack. The jester hits him, doing minuscule damage. Then the ogre attacks. Amstard announces that he is Parrying this attack. The ogre rolls an attack, and succeeds; Amstard rolls to attack, and succeeds in Parrying the attack.*

*Then, it's the player-characters' turn. Amstard still has an attack left, and so swings at the ogre.*

If a character Holds his Parry, anticipating that some other attacker will swing at him, but that attack never materializes (for example, because that specific opponent went somewhere else), and he's still suffering attacks this round, he can use that Parry against one of these other attacks. He may not, however, apply it against an attack that has already taken place.

### Polearm Parries

If you're wielding a polearm, you can parry an attack from another character wielding a polearm, even if that character is attacking someone else. To do this, you must be within range either of that attacker or his intended victim.

*Example: Amstard is wielding a halberd from behind the shield-wall his friends are holding. Amstard announces, before initiative, that he'll use one of his attacks for a Parry and the other for an attack. After initiative, an NPC with a glaive takes a swing at Drusilla. Though the glaive-wielder is out of Amstard's range, Drusilla is right in front of Amstard, easily within his range. Amstard rolls his Parry, rolling against the glaive-wielder's AC, and hits; he parries the attack. When it's time for the PCs to attack, Drusilla puts the glaive-wielder down and Amstard swings his halberd against another enemy.*

### Missile Weapon Parries

In desperate situations, a character can parry with a missile weapon he is holding (bow, crossbow, or staff sling, but not sling). If he is successful with his parry, though, his weapon is ruined; the enemy's attack has destroyed it. He may continue parrying with it until it is completely destroyed (rules for destroying weapons and armor appear in the *Equipment* chapter of this book), but it may never again be used for its original purpose.

### Parrying from the DMG

Even if you use this Parry maneuver, you can still use the Parrying option from the *Dungeon Master's Guide*, page 61.

Incidentally, since the *DMG's* Parrying counts against all attacks coming in on the fighter that round, the fighter needs to announce, before initiative is rolled, that he is performing the Parrying maneuver for the AC bonus.

### Pin

With the Pin maneuver, you move close to your enemy (right up in his face) and use either a weapon or your shield to pin, or trap, his weapon—usually by pressing it against him so that he can't move.

This is like a Called Shot, except that you *don't have to announce it before initiative* and you don't suffer a +1 to initiative. You do still suffer the –4 attack penalty.

If you successfully hit, the victim can't use his pinned weapon until the pin is broken,

and you can't use your pinning weapon or shield until the pin is broken.

When the pin is first performed, the victim gets one chance to struggle, using a Strength roll exactly as described for the Grab maneuver, above. If he succeeds, he yanks the weapon free; if he has attacks left this round, he can use all of them. If he fails, the weapon remains pinned for the rest of the round; the victim loses one of his attacks for the round (if he only had one, he's out of luck until next round); but next round and in succeeding rounds, his first struggle attempt each round does not count against his available attacks. (Subsequent ones in the same round do count as attacks.)

It is possible to Pin someone with the missile weapon you are carrying (except for the ordinary Sling). While it's being used to Pin, it may not be used as a missile weapon. If it was armed (an arrow was nocked, a quarrel was in place, or a stone was in the staff-sling's pouch), it loses that missile in the struggle; the character must reload it later.

### Pull/Trip

This maneuver is designed to knock opponents down.

When using the Pull/Trip maneuver, the attacker announces his intention when it's his turn to attack. He describes how he's performing the maneuver to the DM, who may rule that it's impossible.

If it is possible, though, the attacker rolls vs. the target's AC as with any normal attack.

The target then rolls 1d20 against his Dexterity. If he succeeds, he stays on his feet. If he fails, he falls down. Modifiers to his Dexterity include:

+6 Target Was Not Moving
–3 Target Was Unaware of Attack

The Pull/Trip maneuver is best performed on someone who is moving and unaware of you. A target who is standing still (not walking or running) and is aware of his attacker is very hard to knock down.

### Use of Polearms

Polearms (and any other weapons with long staff-like elements—quarterstaves, lances, spears, etc.) are good weapons to have when you're trying the Pull/Trip maneuver.

You can Pull/Trip someone at the maximum range of your weapon, for instance, with no additional penalty to attack rolls.

You can Pull/Trip moving animals with a polearm; this is at a –6 penalty to attack rolls if the animal is Large (but you can't even try it on a Large animal *without* a pole of some sort).

And, finally, they are very useful for knocking riders off their mounts. With a mancatcher or polearm (though not with a quarterstaff, lance or spear), you can attack a mounted rider and have a good chance of pulling him from his horse. The Dexterity modifiers listed above also apply to the rider's chance to stay mounted.

### Sap

Sapping someone—i.e., hitting him over the head in order to knock him out—is a maneuver you undertake when you wish to capture an enemy alive (or just incapacitate him without killing him).

To do this, the attacking character makes a Called Shot at an additional –4 to attack rolls (so it's –8 total, plus the usual Called Shot penalties of having to announce your maneuver before initiative and suffering a +1 to initiative).

If the attack hits, the character rolls ordinary damage for the weapon. He gets a 5% chance of knockout (as per the Punching and Wrestling rules) for every point of damage he does, up to a maximum of 40%.

*Example: Sir Amstard wants to knock out a noble opponent rather than kill him. He attacks to Sap the opponent. Luckily, even with the –8 to attack rolls, he successfully hits his foe. With his sword, he rolls 6 points of damage. This gives him a (6x5%) 30% chance of an instant knockout. On his percentile dice, he rolls 42; he has failed this time. He'll try again.*

The damage done by Sap attacks is the same as that done by Punching; in other words, only 25% is normal, or "permanent," damage. The other 75% is temporary, and wears off after a short while, as we'll discuss later in this chapter.

When using a special or magical weapon to perform the Sap, *you do not count the weapon's attack or damage bonus.* You're not using the weapon the way it is meant to be used; you're hitting your target with the flat of the blade, with the hilt or pommel of the weapon, etc. Therefore, those bonuses don't count for anything.

When performed on a character who is asleep or magically held, the Sap maneuver automatically hits. The chance for knockout goes up to 10% per point of damage done, up to 80%. However, if the subsequent percentile die-roll is 81 or higher, the victim is not knocked out—he's been awakened by the attack. (Why try a Sap maneuver on an already-asleep target? Because you may want to kidnap him or smuggling him out of a cell and can't risk him waking up and alerting the guards.)

The Sap maneuver can only be performed with melee weapons or bare hands; it cannot be performed with missile weapons.

The Sap maneuver is usable only on Small (S) or Medium (M) monsters; it will not work on Large (L) or bigger monsters such as dragons. They just can't be knocked out with this maneuver.

### Shield-Punch

The shield-punch is a very basic maneuver. If you are using a buckler, small shield, or medium shield, you can use it to attack with as well as defend, by slamming it into your target's body.

When your turn to attack comes, simply announce that you're shield-punching and make your attack roll. You get no attack bonus from the shield, regardless of its size or magical enchantment.

A shield-punch does 1–3 damage, plus your Strength bonus. Once you have performed a shield-punch, you lose the AC bonus of the shield for the rest of the combat round from now until your next attack. (If you have an attack later in the round, you regain the AC bonus then; if you don't have an attack until next round, you regain the AC

bonus at the very start of the next round.)

This is a good maneuver to perform when you've dropped your weapon, as it will do somewhat more damage than a barehanded attack.

### Shield-Rush

This maneuver is like a combination of the Pull/Trip and Shield-Punch maneuvers.

The attacker must start at least 10 feet away from the victim, and must have either a medium or body shield. Basically, he runs at full speed up to his victim, slamming full-tilt into him, hoping to injure him or knock him down.

As with the Shield-Punch, the attacker gets no bonus to attack rolls from the shield, nor does he get the AC bonus of his shield from the time he starts the maneuver until his next attack.

If he hits, he does damage equal to the Shield-Punch, and the target must make a 1d20 roll against Dexterity to stay on his feet. The target applies these modifiers to his Dexterity:

+3 Target Was Moving Toward Attacker
+3 Target Was Not Moving
–3 Target Hit From Behind
–3 Target Was Unaware of Attack

As you can see, it's more reliable a knockdown than the Pull/Trip.

However, the attacker also has a chance to be knocked down.

If he misses his roll to attack, he slams into the target anyway, and does no damage to his target. He must make his Dexterity ability check at a –6 penalty; if he makes it, he is still standing, but if he fails it, he is knocked down. Either way, his target remains standing.

Even if he succeeds in his attack roll, he still has a chance to fall down. The attacker rolls 1d20 against his own, unadjusted Dexterity. If he fails it, he falls down, too.

### Strike/Thrust

This is the basic combat maneuver, and is included here just for completeness.

With the Strike/Thrust maneuver, the attacker uses the weapon he has in hand and strikes, swings, or thrusts it at the intended victim. If it hits, the attack does the damage appropriate to the weapon and the attacker's Strength bonus.

"Striking" with a Missile Weapon or Thrown Weapon constitutes firing it/throwing it at your target. Usually, you just say "Shoot" instead of "Strike" when announcing your maneuver.

### Surprise and Flash Maneuvers

All of these maneuvers, and the many possibilities they provide for characters to customize their fighting styles, should give you the idea that the DM should be encouraging wild, extravagant, interesting maneuvers and styles in combat. This is a lot

more entertaining than ordinary, plodding swing vs. swing combat.

Therefore, the DM should reward intelligent, creative efforts in combat by granting them bonuses to attack rolls and damage.

Examples:

*A lightly-armored hero with the Acrobatics nonweapon proficiency could charge a foe, then use his Acrobatics to flip over him and strike him from the rear; the DM might give him a bonus to attack rolls in addition to striking at a part of the target's body that is unprotected by a shield.*

*A crossbowman could use a Called Shot against the rope holding the chandelier, causing the chandelier to come crashing down onto the villain's head; instead of suffering a massive attack penalty for such a preposterous shot, the DM might give the player an attack bonus for the surprise value of the attack, plus a percentage change for knockout, as per the Attacking Without Killing section of the Player's Handbook.*

*A swashbuckler running up a flight of stairs with guardsmen in hot pursuit could tumble a stack of casks down the stairs behind him; the DM could give him a Pull/Trip maneuver against each one of those guardsmen, and even an improved chance to attack rolls, for attempting this classic move.*

On the other hand, a player might come up with a plan or maneuver that is merely foolish or abusive to the campaign. The DM can assign such a maneuver minuses to attack rolls and damage.

*Examples:*

*Rathnar's player decides that if Rathnar makes faces at an orc he is fighting, then the orc will become spooked and run away. When Rathnar attempts this, the orc proceeds to make faces right back at him, then begins the process of cutting Rathnar to ribbons.*

*Later, after some time at the healer's guild, Rathnar is in better armor and is in dire combat with another orc. Rathnar decides that he'll tuck and roll between the orc's legs, stand up behind him, and cleave him in twain from behind. However, his player has failed to consider that Rathnar is in bulky plate mail and knows nothing about acrobatics. The DM assigns Rathnar a stiff penalty to his Dexterity roll when Rathnar tries the maneuver. Rathnar ends up flat on his back, banging against the orc's legs with the orc looming over him, and the DM assigns the orc a bonus to attack rolls Rathnar because of the hero's clumsy position.*

## Don't Say No; Determine Difficulty

A good rule of thumb to use, when a player-character tries something strange or daring in combat, is this: Don't say no to his proposal; just determine the difficulty of the maneuver in your head, give him a general idea of that difficulty, and let him try it.

An easy way to do that is arbitrarily to assign a "difficulty number" of 1 to 10 to any special maneuver. Then, have the character roll against whichever of his abilities (Strength, Dexterity, etc.) that seems most closely to pertain to the task . . . and subtract that difficulty number from his ability. If he succeeds in rolling equal to or less than his modified ability, he has succeeded in his task.

*Example: Drusilla wants to try the same maneuver Rathnar was going to pull. She, too, has no acrobatic training, but is in light leather armor. The DM thinks that this will be pretty difficult for her (though not as difficult as it was for Rathnar), and assigns the*

*maneuver a difficulty factor of 5 if she leaves her spear behind. It'll be an 8, if she tries to take her spear along on the maneuver. He tells Drusilla's player that it is difficult but possible, though it will be nearly impossible if she uses her spear. Reluctantly, she drops the spear and pulls out a short sword before attempting the maneuver.*

*Her Dexterity score is 13; with the –5 penalty, it's modified to an 8. On her combat action, she attempts the maneuver, and rolls 1d20 against her modified Dex. She rolls an 8, and achieves it exactly; Drusilla rolls between the orc's legs, stands up behind him, and drives the short sword home before he knows what hit him. The DM gives her an arbitrary +4 to attack rolls for the surprise value of the maneuver.*

*Someone with Acrobatics nonweapon proficiency might be able to perform that same tuck-and-roll with no penalty, or with a penalty dictated only by the type of armor he is wearing. See the "Armor Modifiers for Wrestling Table" on page 97 of the* Player's Handbook*; those modifiers would work equally well in this situation.*

Another thing to do when a maneuver will probably work automatically if the intended target doesn't see it coming, is to assign a difficulty number to the target's chance of seeing it. This difficulty could be a penalty or a bonus, depending on how obvious the maneuver is, and so could be from 1 to 10 in either direction. The DM would have the intended target roll 1d20 against his modified Intelligence, and if he rolled equal to or less than that number, he'd see the maneuver coming and be able to avoid it. If he failed, the DM could give the attacker ordinary chances of success, or even make the attack an automatic success.

*Example: Amstard is in a street brawl with a big brute of a warrior; they've been punching the daylights out of one another, and Amstard has just been knocked down. His player announces that he's trying a classic trick: He'll inconspicuously pick up a handful of sand and, as he's rising to return to the fight, he'll dash the sand into his opponent's face, blinding him.*

*That's a reasonable trick to try. The DM decides that the brute's chance to figure out Amstard's maneuver is directly proportional to Amstard's finesse in scooping up the sand. He tells Amstard to roll against his Dexterity, unmodified, when picking up the sand—and the number he makes his roll by will be the brute's difficulty number in seeing it coming.*

*Amstard's Dexterity is 13. He rolls a 10 on 1d20, making it by 3. The brute's Intelligence is 10; with the difficulty of 3, his modified Intelligence is 7. Secretly, the DM rolls 1d20 for the brute, achieving an 8; the brute doesn't see the maneuver coming. But Amstard's player can't be told that until Amstard is committed to his maneuver.*

*Amstard now throws the sand; this counts as an attack. The DM gives him an ordinary attack roll to succeed. Amstard successfully hits vs. the brute's AC, and now the brute is temporarily blinded . . .*

That's how the thought process works, anyway. The players should have the opportunity to try just about any maneuver or approach they can imagine, and the DM should figure out how likely each try is of success. *Nothing should be impossible to try just because it isn't specifically covered in the rules.*

## Maneuvers In the Campaign

All of the above maneuvers and approaches can be used in any *AD&D*® game

campaign. There are a couple of things you should realize about them.

First, they'll add a lot of richness of detail to your combat. Using them, you can do just about everything in combat that you can imagine your character doing. However, the flip-side of that benefit is that it adds a level of complexity to your combat; the players and DM have to do more thinking about individual maneuvers and combat situations. Therefore, we don't recommend you use these maneuvers until you already have a firm grasp on the combat system, and can run basic combats with little or no difficulty.

Second, they'll allow the player-characters to be more colorful and efficient in combat. But the flip-side of this benefit is that the NPCs and monsters can be equally colorful and efficient. It will be a rude awakening for the player-characters when they run across a band of evil fighters as diverse and accomplished as they are.

## Punching, Wrestling, and Martial Arts

Punching and wrestling are described in the *Player's Handbook*, page 97-98. We'll elaborate a little on those rules here, and introduce rules for basic Oriental-style martial arts maneuvers.

### Specializing With Punching and Wrestling

Though everyone has a certain knowledge of punching and wrestling, so that everyone can be considered to have a "weapon proficiency" you can now Specialize in either of the two techniques.

To Specialize, you must devote a weapon proficiency slot to the technique. Any character of any class can Specialize in Punching or Wrestling (or Martial Arts, described later) . . . but except for the Fighting-Monk (described in *The Complete Priest's Handbook*, no character other than a single-class Warrior can ever specialize in more than one of these techniques. A single-class Warrior can end up specializing in both, but may begin play specializing in only one of them.

Specialization does not count as a Weapon Specialization. A first-level fighter could specialize in both Long Sword and Punching if he wished to. A Rogue, who cannot take any Weapon Specialization, can still take *one* unarmed fighting style specialization.

Fighting style specializations (i.e., Single-Weapon, Two-Hander, etc.) do not grant any bonuses to Punching, Wrestling, or Martial Arts combat. They're of use only to combat with melee weapons.

### Normal Punching Attacks

Review the Punch rules from the *Player's Handbook*, page 98. Remember that a normal punch does 1–2 damage (plus Strength bonus), and a punch with a metal gauntlet does 1–3 (plus Strength bonus), and that 75% of all punching damage is *temporary*, and wears off within minutes after the combat is included.

A character can pull his punch, so that he does no damage, or only his punch damage (without his Strength bonus).

### Punching Specialization

If a character spends one Weapon Proficiency on Punching, thus taking specialization with Punching, he gains the following benefits:

He gains a +1 bonus to all his attack rolls when punching;

He gains a +1 bonus to all damage when punching;

He gains a +1 *chart bonus* with all punching attacks;

He gains one additional punching attack per combat round (both hands must be free, holding nothing, for the character to gain this benefit); and

If the character wishes, when he pulls his punch, he can also refuse to do the +2 damage that specialization gives him.

The chart bonus is a reflection of the character's superior accuracy with punching. As you already know, when the character successfully hits, the roll itself determines which maneuver was made; you use the chart on page 97 in the *Player's Handbook*, and the attack roll also determines the maneuver used.

But on a successful hit, the punching specialist can modify that result. If he has a *chart bonus* of +1, he can choose the maneuver one higher or one lower on the chart.

*Example: Sir Amstard punches a troll. (He's recklessly brave, after all.) He rolls a 12 to attack rolls, and this turns out to be a successful hit. On the "Punching and Wrestling Results" chart, we see that this is a Kidney Punch, doing 1 point of damage, with a 5% chance for knockout. But Amstard is a Punching Specialist with a chart bonus of +1. He can choose instead for the result to be an 11-Hook (doing 2 points of damage and with a 9% chance for knockout), or a 13-Hook (doing 2 points of damage and with a 10% chance for a knockout). He changes the maneuver from a Kidney Punch to a 13-Hook.*

Only if a character specializes in punching and thus has a chart bonus can he affect his punch results in this manner.

A character using a Cestus does get to add the bonuses to attack rolls and damage from Punching Specialization to his Cestus damage. If he has specialized in Cestus too, he can decide from round to round which of his bonuses he will apply this round. Additionally, you may use the Cestus attack's attack roll to determine which Punching maneuver was used with the attack; you still use the damage for the Cestus instead of the maneuver, but now also have the possibility of a knockout. This can make combats with cesti a little more complicated, so the DM may disallow this rule if he chooses.

It is possible for a Warrior to continue to improve his Punching abilities: See "Continuing Specialization," below.

## Normal Wrestling Attacks

Review the Wrestling rules from the *Player's Handbook*, page 98. Each successful wrestling move does 1 point of damage (plus Strength bonus, if the attacker desires); a continued hold causes cumulatively 1 more point of damage each round than the round before.

In Wrestling combat, when two characters are wrestling, each rolls to attack rolls the other—using normal attack rolls against the opponent's AC, and utilizing the "Armor Modifiers For Wrestling" table on page 97 of the *Player's Handbook* for modifiers to attack rolls.

In a single combat round, a character can perform Wrestling on the other character, with the normal results from the Punching and Wrestling Results table from that same page. On Wrestle results from that table which are marked with an asterisk (*), the attacker, if successful, can maintain that hold until it's broken; use the Strength-roll rules described above for the "Grab" maneuver to determine when holds are broken.

A character can pull wrestling damage; he can do no damage, or the 1 point associated with each successful maneuver, or the 1 point plus Strength bonus allowed to him, whichever he chooses.

As with punching damage, wrestling damage is also temporary.

## Wrestling Specialization

If a character spends one Weapon Proficiency Slot on Wrestling, and thus specializes with Wrestling, he gains the following benefits:

He gains a +1 bonus to all his attack rolls with Wrestling;

He gains a +1 bonus to all damage with Wrestling (that is, all his maneuvers will do 2 points of damage plus his Strength bonus, and continued holds cause cumulatively 1 more point of damage for each round they are held);

He gains a +1 chart bonus with all Wrestling attacks;

He gains a +2 to Strength, only for maintaining a wrestling hold (i.e., a Strength 15 character rolls against Strength 17 when maintaining a wrestling hold, but only for that purpose); and

When he chooses to pull wrestling damage, the character may also pull the +2 to damage granted by specialization.

So if, for instance, he has a +1 chart bonus, and rolls a 16 on his attack (Elbow Smash), he can instead choose a Trip or an Arm Lock. He'll decide based on his current situation: If it's in his best interest to put his opponent on the ground, he'll choose a Trip, and if it's better for him to have a maneuver that allows him to hold onto his opponent from round to round, he'll choose an Arm Lock.

It is possible for a Warrior to continue to improve his Wrestling abilities: See "Continuing Specialization," below.

## Martial Arts

As you saw in the *Player's Handbook*, everybody knows how to punch and wrestle.

Martial Arts, however, are another matter. Not every character in a normal medieval-style campaign will know how to utilize oriental-style Martial Arts.

The Martial Arts described in this section aren't any real-world fighting style; they're a combination of "generic" martial-arts maneuvers in the tradition of martial-arts movies.

These Martial Arts are only available in a campaign if the DM decides that the art is available for characters to learn. He must first decide if he wants characters to be able to use these maneuvers in his campaign, which will tend to give the campaign a more oriental flavor; then, if he wishes to use them, he needs to establish a history for these combat abilities. Customarily, they've been developed by some distant civilization, and recent trade with that culture has brought some practitioners and teachers of the art to the player-characters' society.

To learn Martial Arts at its basic level, the character spends one Weapon Proficiency slot on Martial Arts. Once he has spent that slot, he can use Martial Arts in the same way that other people use Punching and Wrestling, as we'll describe immediately below.

## Martial Arts Results

At its basic level, Martial Arts skill is used just like Punching and Wrestling. Martial Arts combat occurs when a character attacks with his bare hands, feet, and even head. No weapons are used. (A character can hold a weapon in one hand and nothing in the other, attacking with his weapon one round and with his Martial Arts skill in the next.)

As with Punching, damage from Martial Arts is handled in a slightly different fashion. The damage from any bare-handed Martial Arts attack is broken into two parts: 25% of the damage from the attack is normal damage, while the remaining 75% is "temporary" damage. The *Player's Handbook* page 98, discusses this temporary damage, as does this chapter, in the section on "Recovery," below.

When attacking with Martial Arts skill, the character makes a normal attack roll against the normal Armor Class of the target. (If the attacking character has armor on, he does suffer the modifiers for wrestling from the "Armor Modifiers for Wrestling" from Table 57 on page 97 in the *Player's Handbook*.) If he hits, he does the damage listed from the maneuver plus any bonus from his Strength score.

If the attack roll is successful, the attacker consults the table below for the result of the attack. If, for instance, the character rolls a 13 on his attack roll, the result is a Body-Punch, doing 1 point of damage (plus the attacker's Strength bonus for damage).

**Martial Arts Results Table**

| Attack Roll | Martial Arts Maneuver | Dmg | % KO |
|---|---|---|---|
| 20+ | Head Punch | 3 | 15 |
| 19 | High Kick | 2 | 10 |
| 18 | Vitals-Kick | 2 | 8 |
| 17 | Vitals-Punch | 2 | 5 |
| 16 | Head Bash | 2 | 5 |
| 15 | Side Kick | 1 | 3 |
| 14 | Elbow Shot | 1 | 1 |
| 13 | Body-Punch | 1 | 2 |
| 12 | Low Kick | 1 | 1 |
| 11 | Graze | 0 | 1 |
| 10 | Body-Punch | 1 | 2 |
| 9 | Low Kick | 1 | 1 |
| 8 | Body-Punch | 1 | 2 |
| 7 | Knee-Shot | 1 | 3 |
| 6 | Side Kick | 1 | 5 |
| 5 | Head Bash | 2 | 10 |
| 4 | Vitals-Punch | 2 | 10 |
| 3 | Vitals-Kick | 2 | 15 |
| 2 | High Kick | 2 | 20 |

| | | | |
|---|---|---|---|
| 1* | Head Punch | 3 | 30 |

* Or less

## Descriptions of the Maneuvers

**Body-Punch:** This is a straightforward punch into the target's stomach or chest.

**Elbow Shot:** With this maneuver, the attacker plants his elbow into the target's chest, side, or stomach.

**Graze:** This could have started out as any sort of maneuver, but it merely grazed the target; it wasn't landed firmly.

**Low Kick:** The attacker kicks the target in the leg or thigh.

**Head Bash:** The attacker slams his forehead into the target's face, which is a stout maneuver.

**Head Punch:** This is a good, strong blow with the fist to the enemy's head, particularly his jaw.

**High Kick:** The attacker kicks the target in the upper body somewhere: Stomach, chest, back, or shoulder.

**Knee-Shot:** The attacker brings his knee up into the target's stomach or thigh.

**Side Kick:** With this maneuver, the attacker has time to prepare and launch a very powerful sideways kick (which may be at the end of a cinematic leap).

**Vitals-Kick:** The attacker kicks his target at some vulnerable point: Groin, kidney, neck, solar plexus, etc.

**Vitals-Punch:** The attacker puts his fist into one of the vulnerable points mentioned immediately above.

## Specializing in Martial Arts

The same Specializing rules apply to Martial Arts: Once the character has Proficiency in Martial Arts (by spending one Weapon Proficiency slot), he can Specialize in it (by spending another).

When the character becomes a Martial Arts Specialist, he gains the following benefits:

He gains a +1 bonus to all his attack rolls with Martial Arts;

He gains a +1 bonus to all damage with Martial Arts;

He gains a +1 chart bonus with all Martial Arts attacks;

He gains one additional Martial Arts attack per combat round (both hands must be free, holding nothing, for the character to gain this benefit); and

He may pull his attack just as Punching and Wrestling characters do, and when he pulls his attack, he can also refuse to do the +1 damage that Specialization gives him.

So if he rolls a 15 to attack, and the attack hits, he has performed a Side Kick. If he uses his +1 chart bonus, he can change that into an Elbow Shot or a Head Bash. He'll probably choose to change it to a Head Bash for the improved damage and improved chance of knockout.

It is possible for a Warrior to continue to improve his Martial Arts abilities: See "Continuing Specialization," below.

## More Than One Style

Any character can specialize in one of the three types of unarmed combat (Punching, Wrestling, and Martial Arts).

A single-class Warrior can only specialize in one of the three unarmed combat styles when he is first created. After first level, however, he may specialize in the other two. He can take specialization in only one style each time he receives a new Weapon Proficiency, so he could not possibly be a specialist in all three until he reaches sixth experience level . . . and ninth level is more likely.

Usually, the character, if he wants to specialize in more than one style, will take either Martial Arts or Punching, not both, because their usefulness overlaps a great deal; and then he'll take Wrestling, because Wrestling is useful when the character is being grappled.

## Continuing Specialization

This is an option that is only available to single-class Warriors (and to Fighting-Monks from *The Complete Priest's Handbook*).

If the warrior continues to devote Weapon Proficiency slots to an unarmed combat style *after he is already specializing in it*, he gets the following benefits. Note: The character may not take more than basic Specialization in any of the arts at first experience level; thus, at first level, he may devote one slot to Punching, or one slot to Wrestling, or two slots to Martial Arts, but not more than that to any of them. At third level, when he receives another slot, he may devote it then to improve his Specialization.

For each additional slot devoted to his art:

He gains a +1 bonus to all his attack rolls with his combat style;

He gains a +1 bonus to all damage with his combat style; and

He gains a +1 chart bonus with all attacks in that combat style. With chart bonuses of +2 or more, the character can choose any maneuver within the range of maneuvers covered by his chart bonus (see the example below).

*Example: Cassius the Gladiator is a Punching Specialist. He Specialized in Punching at first level, put another Weapon Proficiency slot into it at third level, another at sixth, and still another at ninth.*

*At ninth level, he has a +3 bonus to attack rolls with Punching, a +3 to damage rolls with Punching, and a +3 chart bonus.*

*Let's say he rolls a 16 to hit someone, and that the attack does hit. This would normally be a Glancing Blow. But he has a +3 chart bonus. He can choose for the maneuver, instead of just being a rolled result of 16, to be anywhere from 19 to 13. He can choose for the maneuver to be a Wild Swing, a Rabbit Punch, a Kidney Punch, a Glancing Blow (as rolled), a Jab, an Uppercut, or a Hook.*

*Of these seven maneuvers, Jab and Hook do the most damage, and Hook has a slightly higher chance of knockout success, so he chooses it. With his punch, he will do a basic 2 points for the maneuver, +3 points from the damage bonus he gets for specializing, and any bonus his Strength gives him.*

## The Complete Martial Artist

If you wish to create a character who is principally a Martial Artist, you ought to take other Weapon and Nonweapon Proficiencies which are appropriate to the classic martial-arts hero.

Almost all Weapon Proficiencies are appropriate for the character, including all swords, bows, and polearms, and especially proficiencies with the Samurai weapons from the *Equipment* chapter of this book.

Nonweapon Proficiencies which are especially appropriate include: (General) Dancing, Direction Sense, (Warrior) Blind-fighting, Endurance, Running, (Rogue, double slots) Jumping, Tightrope Walking, and Tumbling.

In campaigns with more classical and oriental elements to the martial artists, Nonweapon Proficiencies such as (General) Artistic Ability, (Priest, double slots unless Paladin) Ancient History, Astrology, Healing, Herbalism, Local History, Musical Instrument, Reading/Writing, Religion, (Wizard, double slots unless Ranger) Ancient History, Astrology, Herbalism, Reading/Writing, Religion.

Fighting Style Specializations, from this chapter, are also very appropriate for the character.

Naturally, you won't be able to afford all these things for your Martial Artist character, even if your DM does allow you the Intelligence bonus for extra Proficiencies mentioned earlier in this chapter. Think not about having all these abilities, but about taking specific abilities to make the character unique, different from all the other PCs—even if they, too, are principally Martial Artists.

For instance, one character could be a Paladin/Swashbuckler who takes Weapon Proficiency with all Fencing Blades (two slots), Specialization with the Sabre (one slot), and Specialization with Punching (one slot). Another character could be a Ranger/Beast-Rider who takes Weapon Proficiency with all Bows (two slots) and Proficiency and Specialization with Martial Arts (two slots). This way, no two Martial Artists are likely to be even *remotely* alike.

## In Oriental Campaigns

If your campaign is based in an oriental setting, you need to make an easy change. Instead of normal proficiency with Punching and Wrestling being free, and proficiency with Martial Arts costing one slot, normal proficiency with Martial Arts is free, while proficiency with Punching and Wrestling cost one slot each.

## Barehanded Maneuvers

It's possible to use most of the maneuvers described above under ``Melee Maneuvers'' when fighting barehanded, either Punching, Wrestling, or Martial Arts.

When a character wishes to perform a maneuver that's not one of the standard maneuvers for the barehanded fighting style in question, he makes that announcement at the appropriate time in the combat sequence (that is, if it's a Called Shot of some sort, he announces before initiative; otherwise, he makes the announcement when he's called on for the description of his action for the round).

When his turn comes up, he rolls an attack roll. If he's specialized in a barehanded fighting style, he still gets the attack bonus for his Specialization. If he hits, he *doesn't* do one of the maneuvers from his fighting style; he performs the specific maneuver he elected. However, if he's a Specialist, he does get the damage bonus from his fighting style.

Here are examples of how this works with the specific Melee Maneuvers:

### Called Shots: Punching and Martial Arts

A Puncher or Martial Artist can perform Called Shots, but none will do any extra damage. They can be very effective in combat in very specific situations if the character is trying to perform one of the standard Called Shots: Striking a Specific Body Part (as mentioned earlier, to damage a beholder's special eye, for example), Smashing Something Being Held (though the attacker risks having the contents of whatever he's smashing spilled on him), and Bypassing Armor (again, this only works on monsters where the DM has designed a specific weakness into the monster).

A Puncher or Martial Artist can also perform a Called Shot to attack a specific Hit Location. See the text on "Hit Locations," below. This is the sort of attack the character wants to use if he's trying to hit an enemy in the jaw to knock him out, pound him in the solar plexus to double him over, and so on; all normal rules for Hit Locations are used.

### Called Shots: Wrestling

A Wrestler can take a Called Shot in order to choose the specific Wrestle maneuver result he wants. If he succeeds, he does not randomly roll the wrestle maneuver which takes place; he chooses it. This is of special usefulness when he's trying to achieve a hold result.

*Example: A wrestler decides to take a Called Shot. Before initiative is rolled, he announces that he's taking a Called Shot to achieve the result of Arm Lock. He suffers the usual +1 to initiative; when his turn comes up, he suffers a –4 to attack rolls. If he hits, the maneuver result is Arm Lock, regardless of the roll.*

Also, when a fighter is wrestling another character, he might find it to his advantage to make a Called Shot to pull the enemy's helmet down over his enemy's eyes, blinding him for a combat round or two.

But, obviously, such successes depend heavily on the good-will of the DM. If he thinks such maneuvers are more bother than color, don't try to perform them.

### Disarm

It's possible for a barehanded fighter to disarm an armed opponent, but it's dangerous. When so trying, the barehanded fighter's AC suffers a penalty of 2 (for example, a 5 becomes a 7; he's having to expose himself to attack briefly), and his Disarm attempt is at an additional –4 to attack rolls. But if it hits, it's just as successful as any other Disarm.

### Grab

As described above, the Grab is designed for barehanded use, and so suffers no penalty when the attacker is barehanded.

### Hold Attack

A barehanded fighter can hold his attack with no penalty.

### Parry

A barehanded fighter trying to parry a barehanded attack does so at normal odds.

As with Disarm, it's possible, but dangerous, for a barehanded fighter to parry an attack from a melee weapon. The Parrying character must suffer an AC penalty of 2 (for the same reasons described under Disarm, immediately above), and his AC stays disadvantaged until his next attack comes up. Then, when performing the Parry (which usually consists of getting so close to the enemy that the Parrying character can get his own hand under the descending weapon-hand), the Parrying character suffers an additional –2 to attack rolls.

### Pin

A barehanded character can't use the Pin maneuver to pin someone else's bare hand. Use the Wrestling rules for such an attempt.

A barehanded character can try to use Pin to pin someone's weapon; use the modifiers described immediately above for Parry.

### Pull/Trip

A barehanded character can try to Pull/Trip another character with no additional penalty. Barehanded, the character can only Trip characters who are adjacent to him, and cannot Trip *any* Large creature or monster.

### Sap

A barehanded Sapping attack (basically, a punch to the jaw) is a classic combat maneuver. It can be performed with Punching and Martial Arts, but not with Wrestling. As with the regular Sap, the barehanded fighter makes his Called Shot at an additional –4; if he hits, he does normal damage for his attack, and has the normal Knockout chance of 5% per point of damage done.

Between the Sap maneuver and the Called Shot for the Head Hit Location, the character has two attacks that can hit an enemy's head. They are very different, however, and so they are not redundant.

The Sap provides a chance for knockout; the Called Shot to the Head doesn't.

The Called Shot to the Head has several unusual possible results (Blindness, Knockdown, etc.); the Sap doesn't.

And the Called Shot to the Head can only be used if the DM allows Hit Locations in his campaign. If he doesn't, the Sap is all you're left with.

### Shield-Punch

Since a Shield-Punch requires the use of a shield, a barehanded character obviously cannot perform this maneuver.

### Shield-Rush

Since a Shield-Rush also requires the use of a shield, a barehanded character cannot perform this maneuver.

### Strike/Thrust

When a barehanded character tries the Strike/Thrust maneuver, we call it a "Punch" and use the normal Punching rules.

## Hit Locations

We've said before that this whole book consists of optional systems for your campaign; well, this Hit Locations system can be considered very optional.

The *AD&D*® game doesn't encourage a hit locations system, for the reasons given in the *Dungeon Master Guide*, page 72 ("Injury and Death"). Some of you still want one, however, so in this section we're presenting a Hit Locations system that allows you to determine individual injuries . . . but stays true to the game's philosophy.

### The "Numbed" and "Useless" Numbers

When using this system, the first thing to do is to calculate your character's "Numbed" and "Useless" Numbers.

Calculate 25% (one-fourth) of your character's hit point total (don't count current injuries; this is his starting hit point total). Round up if the fraction is .5 or higher. On your character sheet, near the hit point listing, write down "Numbed" and that number. (You can also use the Combat Sheet included at the end of this book.) If the result was 0, write down 1 instead.

Then, calculate 50% (one-half) of your character's hit point total. Round up if the fraction is .5 or higher. On your character sheet, also near the hit point listing (or on this chapter's Combat Sheet), write down "Useless" and that number. If the result was 1, write down 2 instead.

Whenever you go up a level and gain new hit points, recalculate those numbers.

*Example: Zaross has 27 hit points. His Numbed number is 6.75 (rounds up to 7), and his Useless number is 13.5 (rounds up to 14).*

### Body Locations

Now, whenever you conduct combat, do so normally. And every normal blow struck is deducted from the character's hit points normally.

Every normal blow struck (that is, every blow not declared as aimed at a specific Body Location) hits the character's torso (i.e., any point from his shoulders to his hips).

However, if you take a Called Shot, you can make your strike at any one of six other Body Locations (head, two arms, two legs, and stun-points).

## The Locations

These are the character's Body Locations:

**Torso:** As described above. The Torso is hit with any non-Called Shot.

**Head:** Must be hit with a Called Shot at an additional –4 to attack rolls.

**Arms (2):** One right, one left. Must be hit with a Called Shot.

**Legs (2):** One right, one left. Must be hit with a Called Shot.

**Stun-Points:** This rather broad category includes the solar plexus and other nerve centers which, when struck, tend to cause the victim a lot of pain. Stun-Points must be hit with a Called Shot at an additional –4 to attack rolls.

## General Effects of Called Shots

Now, when you take a Called Shot against one of those special locations, interesting things can happen:

If the attack's damage equalled or exceeded the victim's "Numbed" number in a single blow, then that location is Numbed. It is useless for the rest of this combat round. At the start of the next round, before initiative is rolled, the character recovers full use of that body part.

If the attack's damage equalled or exceeded the victim's "Useless" number in a single blow, then that location is injured, and is Useless for the rest of the fight. Once the fight is over (i.e., one side or the other is defeated, surrendered, or departed, or the two sides are now at peace), the character recovers use of the injured body part in 2d6 minutes—or immediately upon its being magically healed up to the "Numbed" number or better.

For these effects to take place, remember that the attack must have done the required amount of damage in a *single blow*; multiple blows don't add together for this purpose.

Damage from Punching, Wrestling, and Martial Arts can also cause body parts to become Numbed and Useless.

A Sap attack (described above under "Melee Maneuvers"), regardless of how much damage it does, does not achieve the Numbed or Useless results. That maneuver attempts an instant knockout; if the knockout fails, the victim takes only the damage done by the attack and none of the special body locations results described here.

## Specific Effects of Called Shots

You may be asking yourself, "Figuring out what a useless arm is all about is pretty easy; but what do they mean when your head is useless?"

Avoiding the normal wisecracks that would result from such a straight line, let's talk about the actual effects of this "uselessness" for each of the hit locations.

**Torso:** The torso doesn't become useless; the "Numbed" and "Useless" numbers have no bearing on it.

**Head:** When a character takes a Numbed or Useless result to his head, one of the following effects can take place. The DM, not the player, chooses which one. He can random-roll on 1d6, or just choose the one that he fancies most.

*(1) Blindness:* The character is blinded (from the pain, not injury to his eyes) until the Numbness or Uselessness ends. When a character is blind but still trying to defend himself, anyone attacking him gets a bonus of +4 to attack rolls. (If, for some reason, he is also kneeling, sitting or flat on his back, the bonuses to attack rolls are cumulative).

*(2) Deafness:* The character hears ringing in his ears until the Numbness or Uselessness ends. The character suffers no combat penalty, but cannot hear orders or warnings shouted at him.

*(3) Dizziness:* The character is concussed and dizzy. He performs any Dexterity ability rolls with a penalty of –4 until the Numbness or Uselessness ends. Anytime he is hit in combat for more than 2 points of damage, he must make a Dexterity ability check to avoid falling down.

*(4) Knockdown:* The character is knocked flat on his backside by the blow, but does not suffer any additional ill effect. His head is not really Numbed or Useless; as soon as he stands up again, the disadvantage for the Knockdown goes away.

(5) Blindness *and* Deafness.

(6) Dizziness *and* Knockdown.

**Arms (2):** A Numbed or Useless arm cannot hold a weapon; the character immediately drops the weapon. The character will not drop a shield strapped to the arm, but does not get the AC benefit of the shield until his arm recovers.

**Legs (2):** When a character's leg is Numbed or Useless, he must immediately make a 1d20 roll against his Dexterity. If he rolls his Dexterity or less, he remains standing (on one foot); otherwise, he flops to the ground (and is considered sitting for purposes of striking at him). His movement drops to a fourth of what it should be until he recovers. Every time he is hit for more than 2 points of damage, he has to make that same 1d20 roll against Dexterity, and will fall down if he fails it. A Shield-Rush attack will *automatically* knock this character to the ground.

**Stun-Points:** When a character has taken a "Numbed" or "Useless" attack result to a stun-point, he has the wind knocked out of him and has a hard time defending himself. His movement drops to half of what it should be until he recovers; and his attackers are at a +2 to attack rolls him until he recovers. (This bonus *is* cumulative with other attacker bonuses for blindness or bad position.)

## Recording These Injuries

It's simple to record these injuries.

You don't record the damage separately. All the hit-point losses are applied against the character's normal pool of hit points, just as before.

On the Combat Sheet provided at the end of this chapter, or on a scratch-sheet, you'll want to record any special combat results and how long they're in effect. For example: "Right arm useless until combat over."

## Individual Injuries and Healing Magic

When a character who has taken a Useless result is healed before the area recovers naturally, then the healing magic is presumed to heal the injured region first. If the magic heals one-fourth of the character's hit points, the Useless body part is working fine again.

## Permanent and Crippling Effects

This system does not support any permanent damage or crippling effects, in accordance with the general *AD&D*® game philosophies.

## Monsters and Hit Locations

These rules can be used for monsters, too, even those with extra limbs and body parts (extra heads, wings, tails, etc.). As with humans, it takes a "Numbed" shot (one-fourth the monster's hit points in a single blow) to numb an area for one round, and a "Useless" shot (one-half the monster's hit points in a single blow) to incapacitate the body part for an entire fight.

Remember that the "Useless" number does *not* mean that the monster (or character) has 50% of its hit points invested in that body part; if it did, a creature might have more than 300% of its own hit points! The "Numbed" and "Useless" numbers are just ways to determine how much damage it takes to incapacitate a certain body part, and the hit point damage is always applied to the victim's normal hit point score.

## This System and Low-Level Characters

Low-level characters, with their small store of hit points, are comparatively easy to hurt in this system. A character with 10 hit points has a Numbing number of 3 and an Injuring number of 5. However, since these special damage results are all temporary, and add a certain amount of flavor to combats, you should have no difficulty using them with characters of any level.

However, don't forget that all these special shots must be Called Shots. They don't come about because of random die-rolls.

## Recovery

You already know how fast characters recover the use of damaged Hit Locations when those locations are Useless: It takes only 2d6 minutes.

But there are a couple of other types of recovery which need some elaboration.

## Recovery Of Temporary Damage

As you know, damage from Punching, Martial Arts, and the Sap maneuver is 25% normal and 75% temporary.

This means, whenever a character is sustaining damage from one of these attacks, he must calculate which portion of it is normal, "permanent" damage, which must be healed by magic or by medicine, and which portion is temporary, which will wear off after a while.

## Recording Temporary Damage

Usually, it's too much trouble to calculate proportions on every attack you sustain. Instead, keep a separate track of all damage you receive in a single combat from Punching, Martial Arts, and Sap attacks. When the combat is over, divide them up into Normal and Temporary damage. When you have a fraction of .5 (or less) on the Normal Damage result, round down; all the rest of the damage is Temporary damage.

*Example: Sir Amstard is in a boxing match with the devastating Cassius, and is getting the worst of it. He takes one shot for 5 points of damage, another for 6, and another for 3, and on this third shot Cassius successfully rolls his Knockout percentage. Amstard is knocked out.*

*Amstard has sustained a total of 14 points of damage. One-fourth, or 25%, of that is Normal Damage. That's 3.5, which we round down to 3. He's taken 3 points of Normal Damage. The remaining 11 points are Temporary damage.*

## Recovering From Temporary Damage

A character recovers from Temporary Damage at a rate of 1 hit point every five minutes. If Temporary Damage has caused a character to go unconscious, he'll recover consciousness when he returns to 1 hit point or more.

*Example: Amstard, above, took 11 points of damage before he was knocked out. He'll recover one point of damage every 5 minutes. After 55 minutes, he'll be as healthy as he can be until his Normal Damage is also healed up. However, since it wasn't the Temporary Damage he took that knocked him out, but a Knockout result from a Punching attack, he won't wake up from recovery of Temporary Damage; recovery from Knockout is handled differently.*

## Magical Healing and Temporary Damage

When a character who has sustained both Normal and Temporary damage receives magical healing, the healing spell *first* heals the Normal (real) Damage. If it heals all the Normal Damage, it then goes to work on the Temporary Damage.

*Example: Let us say Amstard receives a cure light wounds spell immediately after being knocked out. The priest rolls a 6 on 1d8. The first three points of healing cure his three points of Normal Damage. The remaining three are applied to his Temporary Damage. When that's all done, Amstard is down 0 points of Normal Damage and 8 points of Temporary Damage.*

## Recovery From Knockout

A Knockout result can be reached from Punching and Martial Arts attacks and from the Sap maneuver.

When a character is knocked out, he must immediately make a System Shock percentile roll (see "Table 3: Constitution," in the *Player's Handbook*. Page 15.) If he

makes the roll, he will awaken in 2d6 minutes. If he fails the roll, he will awaken in 2d6 hours.

### Temporary Damage and Knockout

If a character sustained enough Temporary Damage to render him unconscious *in the same blow* as he suffered a Knockout, he doesn't wake up until conditions for recovery of both the Temporary Damage *and* the Knockout are met.

*Example: In a rematch, Amstard pounds Cassius silly until his last blow knocks him out. That last blow reduced him to –3 hit points, rendering him unconscious, and Amstard also successfully rolled for Knockout on percentile dice. So, when does Cassius wake up?*

*It will take Cassius 20 minutes to recover 4 points of Temporary Damage, which will put him at 1 hp and let him wake up. Cassius rolls his System Shock roll and is successful, meaning that he will wake up from Knockout after 2d6 minutes. He rolls a 7, so he would wake up in 7 minutes.*

*But both recoveries have to finish for him to wake up. After 7 minutes, he's still unconscious, and will stay that way until 20 minutes are up.*

### Magical Healing and Knockout

If a character who has been Knocked Out receives healing magic (a *cure light wounds* spell or any more powerful healing spell, excluding irrelevant spells such as *cure disease* or *neutralize poison*), and he successfully made his System Shock roll, he'll wake up immediately (provided, as usual, that he's above 0 hit points).

If he receives healing magic but *failed* his System Shock Roll, the magic still helps him: He may now calculate his recovery as though he successfully made his System Shock roll.

## Combat Conditions

Not all fights take place in wide-open spaces with level ground and in conditions of adequate light. Here, we'll talk about what effects bad conditions can have on combat.

### Darkness and Blindness

When things are really dark, characters have a hard time finding and attacking their foes . . . and defending against their enemies' attacks.

Characters and monsters don't start suffering penalties in darkness until it's very dark indeed. When it becomes very dark, they suffer penalties to hit their enemies. And if their enemies can see better than they can, their enemies get bonuses to attack rolls.

On page 117 of the *Player's Handbook* is a chart of Visibility Ranges.

Let's add one line to that chart: Total Blackness. In Total Blackness, all Visibility Ranges are 0.

**Combat Modifiers for**

**Darkness and Blindness**

| Condition | Mel. | Mis. | Infr. Bonus |
|---|---|---|---|
| Clear sky (daytime) | –0 | –0 | +0 |
| Fog, dense or blizzard | –3 | –4 | +0 |
| Fog, light or snow | –1 | –2 | +0 |
| Fog, moderate | –2 | –3 | +0 |
| Mist or light rain | –0 | –1 | +0 |
| Night, full moon | –2 | –4 | +2 |
| Night, no moon | –3 | –6 | +3 |
| Total darkness | –4 | –6 | +3 |
| Twilight | –1 | –2 | +1 |

On the chart above, you'll see all those same Visibility Ranges in the first column.

The second column indicates the character's attack penalty when he's attacking someone in melee combat in that sort of visibility.

The third column lists the penalties for shooting at someone in ranged combat in those visibility conditions. This penalty is taken once at Short Range, again at Medium Range, and once more at Long Range (see Table 45 on page 69 of the *Player's Handbook*).

The fourth column is the Infravision Bonus. If a character has Infravision, his bonus is applied against his attack penalty for Melee, and against his attack penalty for Missile attacks suffered at each range step.

## How This Works

When a character is in a situation where he suffers a penalty to attack rolls in melee combat, he's obviously in some dark area. He, and everyone else with similar vision, suffers the penalties to attack rolls in melee and missile combat.

*Example: Rathnar is in a fight in pea-soup fog. He can barely see his hand in front of his face. An enemy looms up in the fog. Rathnar strikes at it—but suffers a –3 to attack rolls. The fog is so thick that it's difficult to strike exactly the right place. He rolls an attack that would barely have hit his foe in ordinary circumstances; in these circumstances, his blow is a clean miss.*

The missile penalty gets worse and worse the further away the attacker is from his target.

*Example: Sir Amstard, at the head of an army, is firing at the oncoming army of orcs, which is half-way across the plain. The orcs are at 200 yards, barely in range of the heroes' long bows. The weather, however, is drizzly and rainy, considered to be Mist on the chart above.*

*The chart says that Amstard and allies take a –1 to attack rolls—at each range step. That's –1 at short range, another –1 at medium, and a last –1 at long range. Amstard and friends take a –3 to attack rolls when firing at the orcs.*

*Suddenly, the cloud breaks and a heavy rain falls on everyone. The DM rules that it's the equivalent of light fog or snow. The orcs haven't yet gotten within 140 yards, so they're still at long range. Amstard and friends fire again. Now, they're at –2 to attack rolls per range step, or –6 total to attack rolls their enemies.*

## How Infravision Works (The Simple Way)

The simplest way to use Infravision in these circumstances is to ignore that fourth column on the chart above and just say that Infravision cancels out all darkness penalties. This is simple, easy to remember, and doesn't cause any combat hassles.

## How Infravision Works (The Complex Way)

If you prefer more realism and complexity, then Infravision is a help, but it's still not quite as good as being in broad daylight.

With these optional rules, Infravision can be a big help in times of darkness. A character with Infravision isn't as disadvantaged by poor lighting conditions.

First, in melee combat, in any condition of darkness where one person has better vision than the other, he gets a bonus to attack rolls. This bonus is equal to the other fellow's attack penalty. (The character with infravision is still subject to the normal penalty—in effect, this bonus cancels the character's own penalty.)

*Example: It's dark and moonless outside, and Rathnar is fighting Aspendale the Elf. Rathnar doesn't have Infravision; Aspendale does. Rathnar, because it's dark and moonless, is taking a –3 penalty to attack rolls Aspendale in melee. Aspendale, therefore, has a +3 when striking at Rathnar. (–3 for bad lighting, +3 for Rathnar's handicap, +3 for infravision bonus).*

Second, in missile combat, in similar conditions, the character with the better vision gets a bonus to hit his target. This, also, is equal to the other fellow's *melee*, not missile, penalty to attack rolls.

*Example: Taking a beating, Rathnar runs off into the darkness and gets to his bow. Aspendale accommodates him. Firing at Medium Range, Rathnar is at a –12 to attack rolls! That's –6 each at Short and Medium ranges, according to the chart above.*

Third, the third column of the chart above gives a bonus for Infravision. This is applied to the character's penalty for melee combat, and to his penalty for missile combat at each range step.

*Example: Aspendale returns fire. He would be at a –6 per each range step, too, but he has Infravision. He gets a –6 at Short and at Medium Range, but that's offset by a +3*

*at Short and a +3 at Medium Range. His penalty: –6. And because he can see better in the dark than Rathnar anyway, he gets a bonus equal to Rathnar's melee penalty: +3. His final penalty: A mere –3. He shoots back at Rathnar, hitting him clean on.*

## Unstable Ground

Characters sometimes have to fight on unstable ground. Earthquakes happen. Giant monsters burrow their way up from the depths of the earth, shaking everything. Characters have naval battles where they fight on the decks of ships.

When such situations come up, the DM decides what the force of the ground-movement is. If it's sufficiently violent, characters will have to make d20 rolls against Dexterity *at the beginning of each combat round* to stay on their feet. Sometimes those Dexterity rolls will have bonuses, sometimes penalties. When they fail those rolls, they fall down.

The chart below shows several such situations and the types of Dexterity ability checks they require:

| Situation | Dexterity Check Required? |
|---|---|
| Big Monster Digging Up | Yes, at Dexterity score |
| Minor Tremor | No |
| Major Tremor | Yes, at Dexterity +3 |
| Minor Earthquake | Yes, at Dexterity score |
| Major Earthquake | Yes, at Dexterity –6 |
| Ship's Deck, Slightly Rolling | No |
| Ship's Deck, Rolling | Yes, at Dexterity +3 |
| Ship's Deck, Storm-Tossed | Yes, at Dexterity –3 |

So, if a character with Dexterity 13 finds himself fighting on the deck of a storm-tossed ship, each turn he'll have to make his Dexterity check at a –3: He'll have to roll a 10 or less on 1d20 or fall down.

# Mounted Combat

You'll find rules for Mounted Combat in the *Dungeon Master's Guide*, pages 76-77. Let's elaborate on them a bit.

## Jousting

Jousting is a type of combat where two mounted warriors, armed with lances ride at one another and try to spit one another with their weapons.

It's the sport of knights and kings, and is very appropriate to campaigns with a medieval setting.

## Initiative

As a special rule, when two riders are jousting, don't bother with initiative rolls. On the first round of a joust, the two jousters ride at one another and roll attack rolls; on the second, both continue their ride, turn around, and start back toward one another.

All attacks are resolved simultaneously. Initiative does not enter the picture.

If jousting is taking place during a larger battle, where other things are going on and initiative must be rolled, try this: When it's time for the jouster who won initiative to take his action, the jouster who lost initiative also gets to make his attack roll, though this takes place during the middle of the enemy's combat sequence. This helps simulate the fact that the lance-strikes take place simultaneously.

## Multiple Attacks

When a character has multiple attacks in a single round, and is jousting, he does not get multiple lance attacks. He can only use that lance once in a combat round (and loses the next round turning his horse, if he's to come back and face the same enemy).

However, that second attack in the same round can still be effective; the best use for it is for the rider to Parry the incoming lance attack with his shield. This can make a joust a lengthier affair—which isn't a bad thing; a classic joust should go on for a few rounds at least.

## Lances and Dismounting

The *DMG*, page 76-77, talks about being dismounted in combat, but doesn't discuss at length the usefulness of the lance in dismounting opponents.

The lance is designed to dismount opponents as well as to inflict damage. Anytime a lance hits a mounted target and does 8 points or more of damage (after doubling), the victim has a chance of being dismounted. He must roll his Riding proficiency; if he fails, he falls for an additional 1–2 damage.

Since both lancers can hit at the same time, and both can conceivably miss their Riding rolls, both can be dismounted simultaneously . . . which tends to be embarrassing, and can be dangerous in large battles.

### Lance Breakage

Lances often break. Any lance that hits and does more than 12 points of damage, and any lance that has been successfully Parried by a shield, may break. The player rolls 1d6; on a 1 or 2, the lance breaks and is useless (except as a club).

### Lance Specialization

If a character takes Weapon Specialization in lance, he gets the usual benefits of attack and damage bonuses. But he also gets the following benefits:

He can perform the Shield-Rush maneuver with his lance-tip. In order for this to do damage like a Shield-Rush instead of a lance strike the character must be mounted, and must strike a character who has metal (or leather-and-metal) armor or a shield. If the character does not have such armor, the attack is automatically a lance strike.

He gets a +2 bonus to AC (thus, an AC 2 would become a 0), only when jousting and only vs. another jouster. (That is, the AC bonus is only against incoming lance attacks, and only works when the defender is himself mounted and carrying a lance.)

### Horseback Archery

Only the Composite Short Bow, Short Bow, Daikyu (from this supplement's *Equipment* chapter), and Crossbows may be used from horseback. The Long Bow and Composite Long Bow may not be.

Firing a bow from the back of a still horse (one which is not running) is done at a –1 penalty to attack rolls.

Firing from the back of a walking or trotting horse is done at a –2 penalty to attack rolls.

Firing from the back of a galloping horse is done at a –4 penalty to attack rolls.

In some barbarian tribes, especially those who inhabit wild-open plains, every warrior knows Riding for the tribe's favorite riding animal and Specializes in Composite Short Bow. This makes them very, very dangerous opponents in a cavalry engagement.

## Tournaments

Tournaments are events where fighters get together to compete . . . for prizes, to show off their abilities, etc.

Fighting isn't all that goes on, and fighters aren't the only ones in attendance. Tournaments are huge social events where everyone gathers to watch, compete, gossip, trade, bet, and sport. But fighters are the center-piece; the event revolves around them and their deeds.

### The Basic Tournament

The basic tournament, in a medieval-type setting, consists of a joust competition. This can take place in an ordinary field, but is more colorful and entertaining when it takes place on a special joust list.

## The Joust List

This field consists of a long strip of ground with a low fence along the middle of it; the jousters ride toward one another, each with the fence to his left, and make jousting passes until one or the other is dismounted.

Along one or both long sides of the list, stands are set up for onlookers. There may be a box or special seating area for the local ruler and his retinue.

At both ends of the list, where the horses turn around, are racks of lances for the riders' use. At one end of the list is an exit to the field where the knights and other participants have their tents set up.

## The Jousting Competition

The most popular event in a tournament, the event which the tournament revolves around, is the jousting competition.

In this competition, all participating fighters announce themselves to the seneschal, knights' marshal, or other minor dignitary who does the actual work of running the tournament. There is no fee for admission, but each entrant must have his own mount, armor, and lances. It's best if he also has a squire, page or friend to wait by his lance-rack to hand him a new lance when one breaks.

In some societies, all entrants must be of the nobility, but that is necessarily left up to each DM.

The jousting competition is single elimination. The field of entrants is broken down into randomly-chosen pairs (sometimes the choosing is not so random, if the organizers want to pit especially interesting fighters against one another—or to rig the tournament results). Each pair makes a number of jousting passes until one is dismounted (or yields the field—i.e., surrenders in order to avoid further damage). If both combatants are dismounted in the same pass, they get up, remount, and start over.

The winner of the pair advances to the next round of matches; the loser is consoled.

When the number of entrants is an odd number, one fighter doesn't have an opponent. He gets to "fight the bye." An opponent is chosen for the jouster: Someone who lost in an earlier match, a warrior not entered in the competition, etc. Regardless of who wins the match, the jouster is advanced to the next round (and thus has a slight benefit over someone who didn't get to fight the bye); but he's just as tired and injured as any other fighter.

No fighter may fight the bye more than once in any tournament; the organizers re-arrange things if the same fighter ends up without an opponent in another match. By the last matches of the competition, the tournament numbers will have evened out and no more byes will be fought.

With each subsequent round, the number of entrants is halved, until at the end only two are left; the winner of that match is the winner of the tournament.

## Blunted Lances

Tournaments may be fought with blunted lances. Blunted lances work just as normal

lances, but they do damage like Punching damage (i.e., 75% of all damage is temporary, and wears off after the end of the match). Blunted lances do not have metal or pointed heads; they weigh as much as regular lances, but cost only half as much.

### Queen of Love and Beauty

Often, the winner of the jousting competition gets to choose the tournament's "Queen of Love and Beauty." The local ruler or tournament organizer gives him a crown or coronet, which the fighter may bestow upon any lady (at the tournament) of his choosing; typically, the crown is placed over the end of the fighter's lance, so that he might ride along the stands and give the crown, at lance-point, to the lady of his choice. The Queen of Love and Beauty sits with the fighter and local ruler at the night's feast, and the award is a sign of status and respect, but confers no lasting benefit.

In a campaign where women also fight, naturally, the female fighter would be given a crown to award to the "King of Grace."

### Prizes

Prizes are often awarded to the winner of the joust. These are not generally cash prizes, or magical prizes; they are usually some jewelled or ornamental sign of favor, and act as trophies for the victor.

### Other Events

Other events taking place at a tournament (at the discretion of the organizers and the DM) include:

### Archery Competitions

An archery competition is usually for long bows or light crossbows; some tournaments have one competition for each.

In the archery competition, the targets are set up at the weapon's long range; all competitors suffer a –5 to attack rolls with each shot. Targets are AC 10.

In each tournament round, each participant fires five arrows or quarrels at his target. A miss counts as 0 points. A normal hit counts as 3 points. If a character rolls 5 over what he needed on his attack roll, it counts as 5 points. If a natural 20 is rolled, it counts as 10 points (a bull's-eye!).

At the end of each round, points are tallied and half the field, the ones with the lowest scores, are eliminated. This continued until there are only two or three competitors left; when that happens, the competition has reached its final round.

In the final round, the same rules are in place, but smaller, harder targets are used; they have AC 4.

Prizes often consist of new bows, quivers, sheaves of arrows, and jewelry. Archery is pretty respectable; it does not command the sort of status or prizes the joust does, but is better-regarded than the lowly foot-list. Nobles and peasants alike may participate.

In some cultures, the crossbow is thought of as a vulgar weapon; in such cultures,

most tournaments won't have a crossbow competition. The few such competitions which take place are not attended by noble competitors.

### Foot-Lists

A foot-list is organized like a joust, except that its entrants fight on foot, and are not restricted to the nobility (even when the joust is).

Since melee weapons are deadlier than blunted lances, some tournament organizers prefer not to have foot-lists; the chances of a fighter dying are pretty high, and organizers are not required or expected to have a high-level priest on hand to raise some peasant warrior who dies in a competition.

Prizes often consist of weapons and minor jewelry, usually not as expensive or fancy as those awarded to the jousters.

### Merchants' Stalls

Also present at larger tournaments are rows upon rows of merchants' stalls; a large tournament is a fascinating place to go shopping, and a good place to find experts in all sorts of craft-making, weapon-making, and armor-making.

### Dancing, Socializing

Finally, the tournament *is* a grand social event. Musicians play, people gossip, dances are conducted; it's a grand place to hear new rumors, or start them, to meet contacts, to stumble across mysteries . . . all of which the DM should keep in mind.

## When to End Combat

Combats in the game don't have to go on until everyone on one side is dead . . . or even defeated.

Don't forget that one side or the other (including the PCs' side) can surrender, or retreat, or even convince the other side to stop fighting and do some talking or negotiating.

When every fight must end in one side achieving total, bloody victory, the game rapidly grows boring. When there's opportunity for a greater number of resolutions, there's more uncertainty to combat, and to the campaign's storyline.

If you have characters who won't stop fighting when it should be done, you have problems. Here are some things to do about them.

### When Characters Don't Accept Surrender

When your characters won't ever accept an enemy's surrender, you have a serious problem, because it also means that those characters won't ever surrender themselves (because they know it always means certain death), and that you can never have two characters (PC and NPC) fight and later end up as allies (unless they're both chaotic evil, for instance).

You can enforce the right of your NPCs to surrender (and expect to live through it) through a couple of means.

First, a surrendering character who is about to be butchered could "turn out" to have some information critical to the characters, and say something like "Kill me and you'll never learn about (fill in the blank)." This stubborn NPC won't reveal the information, even on pain of death, unless the PCs promise to accept his surrender (and those of his friends) and keep the NPCs alive afterwards. (If the PCs promise, and later renege, you can always visit other revenge upon them.)

Second, a local deity, spirit or monster could see the PCs hacking on surrendering NPCs and grow offended. Much tougher than the PCs will ever be, this being snatches up the most offensive of the PCs, tells him what he's doing and why, and then curses or kills the PC as a lesson to the others.

This is a brute-force technique, but such players have already shown that they understand little but brute force anyway.

### When Characters Always Chase Escapees

Some characters chase after every group of enemies who run away from combat, with the avowed intention of running them down and killing them.

The best way to counter this attitude, and persuade the PCs to let the occasional band of inconsequential NPCs and monsters escape, is to have such enemies set up traps along their escape route. If the PCs pursue, they get caught in the traps and suffer damage and embarrassment. That will teach them to be more cautious in future events.

Once the characters see enemies getting away, they may come to the realization that they may themselves occasionally flee and get away.

### When Characters Never Negotiate

Sometimes, when PCs and NPCs are thick in combat, an NPC may try to calm things down, call for the two sides to part and cease fighting—at least for a while. It may be that the NPC has figured out that the two parties should be allied, or that he wants to bribe the PCs, or even conduct surrender negotiations . . . from a position of strength.

If your characters never negotiate, once again your campaign options are limited. You have to brute-force some sense into them. A good way to do this is to have the PCs fight an NPC group who have a hostage or artifact crucial to the PCs. The NPCs say they will kill the hostage or destroy the artifact if the PCs don't stop fighting for a minute. And they're telling the truth . . .

Once the PCs have lost several hostages or artifacts dear to them, they may start reconsidering their reactionary policies. And once they get in the habit of doing a little talking with the enemy, they may figure out that they can also *initiate* such communication in future combats.

## Notes On the Combat Sequence

Here are a couple of tips to give you more options in combat.

### Called Shots

With all the rules and options we've introduced in *The Complete Fighter's Handbook*, we need to remind you to be diligent about asking about Called Shots during the Combat Sequence.

In the game, combat follows this sequence:

(1) The DM decides what the NPCs and monsters will do;

(2) The DM asks the players what they will do;

(3) Initiative is rolled; and

(4) Combat is resolved in initiative order.

In a lot of campaigns, Step 2 is skipped. The DM decides what the NPCs or monsters are doing, has everyone roll initiative, and then asks the player-characters, as their actions come up, what they're doing.

But if you're using Called Shots, you have to be diligent about keeping Step 2 in the sequence, so that the characters' Called Shots can be established before initiative is rolled.

### Waiting on Initiative

There's another good reason not to skip Step 2 of the Combat Sequence:

Though combat is the warrior's profession, some DMs launch the player-characters into combat more often than they necessarily need to.

Why is this? It's because it becomes very easy to narrate an encounter this way: "You round the corner and there, 30 feet ahead, you see a party of six orcs advancing. They see you, too. Roll for initiative."

Once again, Step 2 is skipped; and, merely by saying "Roll for initiative," you presume that the player-characters will attack the orcs, and that the orcs will attack the PCs. Not only do you presume it: You practically guarantee it. The players will follow the DM's call for initiative, and combat is joined before anyone figures out that they had other options.

If this has become your habit when DMing, try substituting some other statement instead: Ask "What do you do?" instead of calling for initiative rolls. This gives the players the opportunity to talk to or challenge the other party. Combat might result anyway; a particularly militant PC, or aggressive NPCs, could bring about a combat immediately. But if that doesn't occur, the PCs and NPCs can talk, argue, choose to fight or agree to cooperate, whatever they choose.

If the two groups decide to fight, roll initiative normally.

## Tactics

All too often, a warrior character simply charges up to the front line in every combat, and in non-combat situations sits back and listens while his wiser mage and priest friends handle all the niggling details of the adventurer's life outside of combat.

Well, neither of these approaches is particularly good.

In combat, the front-line attack is only one of several options the party needs to cover.

And out of combat, the fighter is admirably suited to dealing with several everyday details that concern the adventuring party.

## Combat Tactics

When the characters (not just the warrior-characters) enter combat, these are some things that the warrior should remember and provide for:

### Shield-Walls and Polearms

As has been mentioned before, a character with a polearm (or long spear, or javelin) can stand behind a character with a shorter weapon and attack the same targets that his ally is attacking. That's one of the principal advantages to the polearm, but it's ignored all too often in *AD&D*® game campaigns.

This is the way it works:

The character with the polearm positions himself behind an ally, preferably a fighter with a shield. Because the polearm fighter must work around the friend in front of him, he suffers a –2 to attack rolls anyone on the other side of his friend. However, he isn't limited just to the enemy of the man he's standing behind: If our polearm hero is standing behind a line of three men (who are side-by-side), he can strike at anyone who is close enough to attack any of those three men with a medium-length weapon.

This is useful in a combat because the polearm wielder can attack targets without being right in their faces, or engaged with them. That means he can switch targets without any fancy footwork. When one of his buddies is foundering, or taking a beating, the polearm wielder can begin attacking that buddy's enemy.

And don't forget the polearm vs. polearm Parry, as described above under that maneuver's description.

### Wolf-Pack Tactics

When the adventuring party gets in combat with a single large monster which can be confronted directly (like a troll, for instance, and unlike a dragon, which has a strong mix of melee abilities, ranged combat abilities, and mobility), it's foolish just to line up and hack at the thing. In fact, it's not necessarily clever just to surround the monster and hack at it. Try this instead:

Surround the monster, of course.

On the first round, half of the circle of heroes should perform a Parry, or the Parrying maneuver from the *DMG*. The other half should attack as vigorously as possible.

On the second round, the action switches: The group which attacked last round, now defends, and the group which defended now attacks.

In real life (for example, when practiced by wolf-packs), this often has the effect of confusing the prey and reducing its fighting effectiveness. The prey feels a bite to its rear and turns to attack there; but while it's concentrating on enemies in that direction, the wolves now to its rear make their attack.

In the *AD&D*® game, the wolf-pack tactic can have similar effects . . . if the DM wishes to allow it to. If the DM approves of this tactic, he can cooperate by having the monster, for a few rounds at least, behave in the predictable fashion: Each round, the monster turns and attacks the group that attacked it last, which is now defending. This

will give the party several rounds of combat where it has the advantage and can whittle the monster down.

But be aware: Even if the DM is nice enough to give you this slight tactical advantage, eventually even the stupidest monster will get wise and try to break through the circle of fighters. A good thing doesn't last forever.

It may be that your DM has no interest in letting this tactic work. Ask him if it has a chance of doing some good in your campaign. If he says no, don't even try it. Even if he says yes, he may not remember to grant that little benefit; if, after a few wolf-pack attempts, you haven't seen it work once, give up on the tactic.

## Tactical Mix

It's a good idea for the fighting characters (including rogues and priests) in a party to represent a mix of weapons and combat styles. Several should be front-line fighters, bearing heavy armor and large, damaging weapons. One or two would be behind-the-lines fighters, carrying polearms. And one or two should be missilers, carrying bow, crossbow, or even sling or throwing knives.

This gives the party a certain amount of versatility. The heavy fighters can engage the heavy opposition. The polearm fighters can attack the enemy with reduced risk of being hurt. The missilers should concentrate on eliminating enemy missilers first, and then can turn their attention to doing unreturned damage to the melee-fighting enemies.

It's especially good when characters can mix and match their roles. Any character can have a sling or a throwing axe at his belt and become a missiler in a matter of seconds, for example.

## Rotation

It often happens that a front-line fighter becomes seriously damaged when fighting—and then must continue fighting, because he has no other option until the enemy is defeated. This doesn't have to be the case.

In a large party combat, particularly damaged front-line fighters can be "rotated out," pulled from the front line and replaced by a less hurt warrior . . . or not replaced at all: The shield-wall (i.e., the other front-line fighters) can close ranks and plug up the hole.

See the rules for Retreat (*Player's Handbook*, page 97). During his combat action, the injured man announces that he's retreating; the ally or allies he stood side-by-side with need to announce that they're blocking pursuit (i.e., they're moving so that the enemy can't just wander in through their line). That puts the hurt man behind his own line, where he can keep away from damage or even seek some healing.

If one of the polearm fighters is accommodating, they can take the rest of their combat round to switch weapons. The injured man takes the polearm, and the other fighter takes the front-line weapons. On their next combat round, the uninjured man moves up into the line and the injured man begins whacking enemies with his polearm.

This is a good way to keep people alive.

## Spear-Carriers

In some campaigns, players have the attitude that NPCs are along to get killed so that the PCs won't.

That's patently ridiculous; an adventuring party with that attitude would soon gain a very bad reputation, and would find it increasingly difficult to hire NPCs, would find that inns and taverns always denied them service, would find that sages told them to buzz off, etc.

However, there's a type of spear-carrier NPC that any group of adventurers should consider hiring—and that's the actual spear-carrier.

In many towns and villages, the heroes can find a strong, strapping youth who is willing to come along with them for the promise of some treasure and combat training. This energetic youth shouldn't be slapped in armor and put up front to be killed: Instead, he should be charged with carrying an extra weapon or two and making sure that all his allies have weapons at all times in combat. In a combat, the spear-carrier may act as a behind-the-lines polearm warrior, if his hands aren't full already. He also serves as backup defense for people who stay behind the lines because they can't fight well: Noncombatant NPCs, mages, etc.

Here's how it works:

The spear-carrier is given a single weapon of his own, such as a spear, and also carries a couple of extra weapons, which are party-owned weapons—such as a long sword in a back sheath and a short sword on his belt, for instance.

In combat, he stays behind the line and takes the occasional spear-poke at the enemy over the line. Whenever a PC loses a weapon (to a fumble, or an enemy's Disarm, or when a weapon is shattered by a foe), the spear-carrier uses his next available combat round to move in close and give the PC one of the extra weapons he's carrying.

The spear-carrier is also useful for keeping a more distant eye on what's going on with the combat. He might notice new enemies arriving on the horizon, or notice an enemy skulking to get around the edge of the shield-wall, before a player-character has the opportunity to do so.

Since this character is an NPC, he doesn't have to share the player-characters' frantic desire to make every combat round of every combat count for something. He can afford to keep an eye on things and won't necessarily be desperate to bang on an enemy every round.

A variant of this character is the spear-carrier devoted to a specific PC. A PC who is a spear-thrower, for instance, might have a page or squire devoted to carrying two or three extra spears for him. In such a case, the PC is usually responsible for teaching the page or squire to fight (*without* getting him killed) so that NPC might someday become a knight.

## Directing Traffic

It's very helpful for one fighter in a party to act as tactical coordinator (that is, combat leader). In combat, he keeps his eye on the situation and issues orders to his allies.

The tactical coordinator should be the one to notice that one of his frontline friends is being chopped to pieces, and order that character rotated back behind the line. When one particular enemy is discovered to be more deadly than the rest, the tactical coordinator should order missilers and polearm fighters to concentrate their efforts on that one. When the fight goes against the heroes and can't be turned around, the tactical coordinator

should order the retreat—and make sure, if possible, that it's an orderly one, with no one missing and fighting-ranks still maintained.

If no PC fighter volunteers or naturally evolves into the combat leader role, the DM can help "push things along" by determining, in his best opinion, which PC would be best in that role—and then having NPCs turn to that character for orders when combat situations come up.

## Campaign Tactics

The warrior isn't helpless or useless outside of combat, either.

In situations where the party is preparing for an adventure, planning a mission, or just arriving in a new place (town, castle, whatever), the fighters (especially the combat leader) should make themselves responsible for learning the following things . . . and reporting these facts to the others:

## Combats and Combat Missions:

*What's the lay of the land?* The fighters should get detailed descriptions (and, if possible, maps) of the area where they will be fighting; this will help them plot strategy, ambushes, etc.

*What sort of forces does the opposition muster?* This might be details of the enemy army, or the garrison of a castle the heroes want to invade, or just rumors of what might be found in the dark dungeon the characters intend to explore.

*Is anything strange going on at the site?* If there is, it might be symptomatic of something important to the characters. Do the locals hear grumblings and rumblings deep in the earth that weren't there before? This might indicate that a dragon has moved in . . . or that someone is doing some mining secretly. Are there suddenly a lot of strangers in town? This might mean the enemy has spies in town, or is hiring new warriors, who pass through town on route to their final destination. Whenever there's something strange going on, the heroes will have to face its source eventually, and should be as prepared as possible. When the fighters hear of something strange going on, they really ought to consult with the mages and priests, who might have ideas on the matter based on their own fields of learning.

*Can the heroes count on local help?* If this is a combat assault, can the heroes request, hire or levy local troops to back them up? If they can, and the situation warrants it, they should. But if they never ask, they almost never get help.

*Can the heroes hire local experts?* If their mission is to take them into an area where a local knows more about the situation than they do, it's a good idea for the characters to hire a local expert. Guides who know the local sites, especially, are an invaluable resource.

*What sort of equipment will the party need?* Any sort of special situation (walls to climb, specific monsters to fight, interesting terrain to cross, etc.) is likely to require specialized equipment, and it's the fighters' responsibility to determine what sort of equipment that is . . . and then to get it.

## Just Arriving In Town

*What are the characters' rooms like?* Whether the heroes are being accommodated by friends, by an inn, or by a local ruler or noble, the fighter should check out their rooms in terms of defensibility. If the heroes are attacked in their rooms in the middle of the night in the dark, the fighter should know (because he's prepared himself in advance) how many exits there are from the room, whether they are open, closed, or locked, how defensible the room is, what story it is on and how far it is to the ground, etc. He might wish to consult with the Rogue, who might be inclined to check for secret doors or traps, or on the feasibility of going up to the roof when the heroes go out the window.

*What are the local laws?* The fighter should find out what the local ordinances are concerning the carrying of weapons and the wearing of armor. If it turns out that either is illegal or restricted, he ought to let his friends know about it. Contrary to what some campaigning groups think, local communities have the right to make such laws and enforce them . . . and when player-characters defy the local authorities, refuse to take off armor or abandon weapons, and even attack and kill local peace officers, the PCs are for the moment *villains*, not heroes.

The other character classes have their own subjects to explore in the same situations. By comparison:

**Mages can take responsibility for:** Learning the history of the current situation, how it came to be; perhaps there's a clue to getting things fixed in the history of the matter. Getting details of the magic of the situation; only a mage can properly evaluate these details; perhaps the mage can arrange or research a counter-spell useful in the situation.

**Priests can take responsibility for:** Learning what the local priests think of the situation. Communing with their deities to see if the deity has any prophecy, advice or admonition to offer. Provisioning the party; the priest is best suited to arranging for ordinary provisions (food, clothing, etc.).

**Rogues can take responsibility for:** Putting an ear to the street (that is, the people of the street) and seeing what's afoot; it's always a clue to the resolution of a problem if the rulers say one thing and the common people say something different about a situation. Evaluating infiltration and break-in opportunities; the rogue is best suited to determining how possible and useful it would be to getting a spy in the enemy camp, breaking in to a specific site, etc.

Naturally, all these descriptions are generalizations. Any specific character might be particularly talented at one of these roles, even if he belongs to a "wrong" character class. But someone should undertake each of these tasks; otherwise, the characters are going into a situation knowing less than they could know about it.

## The Combat Sheet

On page 122 is a Combat Sheet. One side contains information for PCs, the other is for the DM to record vital combat statistics about the characters.

# Equipment

Warriors do not live by raw combat talent alone (though they've been known to die by it). No, they also need equipment, the tools of their trade: weapons, armor, and

miscellaneous gear appropriate to the warrior-class.

In this chapter, we'll talk about that equipment, and elaborate on the weapons and armor presented in the *Player's Handbook*.

## Old Weapons

We need to clarify some details about weapons which appeared in the *Player's Handbook*.

### One-Hand, Two-Hand

Weapons, for purposes of how they're held and wielded, fall into four categories: one-handed only, one-handed but can be wielded two-handed, one-handed or two-handed, or two-handed only.

**One-Handed Only** means the weapon can only be wielded one-handed, in one hand or the other.

**One-Handed But Can Be Wielded Two-Handed** refers to a weapon principally designed for one-handed use but which can be used two-handed. These weapons have enough haft or hilt on them that the wielder can wield the weapon in both hands, which confers no benefit . . . unless the character has taken a Style Specialization in Two-Hander Fighting Style (see the description of Two-Hander technique in the Combat chapter).

**One-Handed Or Two-Handed** weapons are designed specifically to be used with one or both hands, and have separate damage listings for the two different fighting styles.

**Two-Handed Only** weapons can only be wielded in two hands.

### Examples

Each of the weapons from the *Player's Handbook* falls into one of those four categories, as follows:

#### One-Handed Only

Dagger/dirk, Dart, Footman's mace, Hand/throwing axe, Knife, Lances (all), Scourge, Sickle, Sword/Khopesh, Sword/Scimitar, Sword/Short, Whip.

#### One-Handed But Can Be Wielded Two-Handed

Battle axe, Club, Footman's flail, Footman's pick, Horseman's flail, Horseman's mace, Horseman's pick, Morning star, Sword/Long, and Warhammer.

#### One-Handed Or Two-Handed

Harpoon, Javelin, Spear, Sword/Bastard, Trident.

#### Two-Handed Only

Arquebus, Blowgun, Bows (all), Crossbows (all), Mancatcher, Polearms (all), Quarterstaff, Sling (one hand to load, one hand to throw), Staff sling, Sword/Two-handed.

## More On One-Handed or Two-Handed

As you can see, five weapons fall into the One-Handed Or Two-Handed category: The Bastard Sword, and four spear-like weapons (Harpoon, Javelin, Spear, Trident).

In the *Player's Handbook*, it's presumed that you're fighting with Spear one-handed, and with Harpoon, Javelin, and Trident two-handed. (This is because Spear is a Medium weapon and the others are Large.) However, in *The Complete Fighter's Handbook*, any of these weapons can be used either in one hand or in both.

But they can also be wielded two-handed, and do even more damage when they are. The table shows both the one-handed and two-handed damage for each of the four weapons.

Also, to this list we're adding the Long Spear. This is like the ordinary spear, but mounted on a much longer (12'–18') shaft. It's not especially suited to one-handed use, but inflicts a lot of damage when used two-handed.

The Harpoon, Javelin, Spear, and Trident can all be thrown, but the thrown weapon damage is always the one-handed damage, never the two-handed damage. The Long Spear is not built for throwing.

These five spear-like weapons are as fast and maneuverable when used two-handed; therefore, unlike the Bastard Sword, their speed factor does not worsen when they are used two-handed.

| Item | Cost | Weight (lbs.) | Size | Type† | Speed Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Harpoon% | | | | | | | |
| One-handed | 20 gp | 6 | L | P | 7 | 1d4+1 | 1d6+1 |
| Two-handed | 20 gp | 6 | L | P | 7 | 2d4 | 2d6 |
| Javelin% | | | | | | | |
| One-handed | 5 sp | 2 | M | P | 4 | 1d4 | 1d4 |
| Two-handed# | 5 sp | 2 | M | P | 4 | 1d6 | 1d6 |
| Spear% | | | | | | | |
| One-handed | 8 sp | 5 | M | P | 6 | 1d6 | 1d8 |
| Two-handed# | 8 sp | 5 | M | P | 6 | 1d8+1 | 2d6 |
| Spear, Long% | | | | | | | |
| One-handed | 5 gp | 8 | L | P | 8 | 1d8 | 1d8+1 |
| Two-handed# | 5 gp | 8 | L | P | 8 | 2d6 | 3d6 |
| Trident% | | | | | | | |
| One-handed | 15 gp | 5 | L | P | 7 | 1d6+1 | 3d4 |
| Two-handed | 15 gp | 5 | L | P | 7 | 1d8+1 | 3d4 |

% This weapon is intended for one-handed or two-handed use.
# This weapon inflicts double damage when firmly set to receive a charge.

## New Weapons

Several of the warrior-kits described in the *Advanced Warrior Types* chapter mentioned new weapons appropriate to those warrior types. On the next page is a chart of all those new weapons; a little further on we'll discuss what they are and how they're used.

Many of these weapons have special abilities, bonuses and combat functions not reflected on the chart; these abilities help account for the high costs listed for some of the weapons.

Other weapons, particularly the bone and stone ones, seem to be of very limited usefulness. There's a reason for that, discussed a little further on in this section.

### Missile Weapon Ranges

| Weapon | ROF | S | M | L |
|---|---|---|---|---|
| Bolas | 1 | 3 | 6 | 9 |
| Chain | * | 1/2 | 1 | 2 |
| Dagger, bone | 2/1 | 1 | 2 | 3 |
| Dagger, stone | 2/1 | 1 | 2 | 3 |
| Daikyu | 2/1 | 7 | 14 | 21 |
| Javelin, stone | 1 | 2 | 4 | 6 |
| Knife, bone | 2/1 | 1 | 2 | 3 |
| Knife, stone | 2/1 | 1 | 2 | 3 |
| Lasso | * | 1 | 2 | 3 |
| Net | * | 1 | 2 | 3 |
| Shuriken | 2/1 | 2 | 4 | 6 |
| Spear, stone | 1 | 1 | 2 | 3 |
| Stiletto | 2/1 | 1 | 2 | 3 |
| Trident | 1 | 0 | 1 | 2 |

The chain, lasso and net are included in the table above because their use, in combat, is much like a missile weapon. They have ranges related to the length of the chain, the lasso or the net's trailing rope.

The "*" means the weapon doesn't precisely have a rate of fire; it may be used as often as the character's level (and perhaps specialization) dictates for a melee weapon.

### Use of These Tables

The fact that these weapons appear on tables in an *AD&D*® game product doesn't

mean that players may immediately buy these weapons for their characters. These weapons are not commonly available, and may only be taken with DM permission . . . and that permission should depend on the character's origin.

You see, each of these weapons is appropriate to a certain culture (and to the Warrior Kits belonging to that culture); and each of these weapons is further described below, under the heading that corresponds to that culture or Warrior Kit.

If, for instance, your character isn't a Gladiator, he can't start play with a drusus. In fact, if he doesn't belong to a culture which has gladiators, never travels to such a culture, and doesn't even find a market with contacts with such a culture, he can never even *get* a drusus.

So the DM, and DM alone, decides how accessible each of these weapons is based on how many ties the campaign culture has with the culture that creates these weapons. Even if he says that there is contact, it may not be possible or easy for PCs to acquire these weapons; just because samurai visit the court of your king doesn't mean that they'd be willing to sell their treasured katanas, after all.

In short, acquisition of this type of equipment is left as an exercise in role-playing and adventure, in played-out game sessions, not as something as simple as dropping some gold pieces off your character sheet.

### Gladiator Weapons

Gladiators are trained in a variety of weapons. In addition to the new weapons on the chart above, gladiators can be trained in the following, more commonly-available, weapons: Long bow (any type), Short bow (any type), Dagger, Footman's flail, Knife, Halberd, Scourge, Scimitar, Short sword, Spear, Trident, and Whip.

The short sword used by gladiators, incidentally, is a short, straight-bladed weapon sharpened on both edges; it is called the *gladius*, and gladiators take their name from it. The gladius has the characteristics of an ordinary short sword.

## New Weapons List

| Item | Cost | Weight (lbs.) | Size | Type[6] | Speed Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Arrows, Stone | | | | | | | |
| Flight[4] | 3 cp/1 | 1/10 | M | P | — | 1d4 | 1d4 |
| Belaying pin[1] | 2 cp | 2 | S | B | 4 | 1d3 | 1d3 |
| Bo stick[4] | 2 cp | 4 | L | B | 4 | 1d6 | 1d4 |
| Bolas[1] | 5 sp | 2 | M | B | 8 | 1d3 | 1d2 |
| Cestus[1] | 1 gp | 2 | S | S | 2 | 1d4 | 1d3 |
| Chain[4] | 5 sp | 3 | L | B | 5 | 1d4+1 | 1d4 |
| Dagger | | | | | | | |
| Bone[1] | 1 sp | 1 | S | P | 2 | 1d2 | 1d2 |
| Stone[1] | 2 sp | 1 | S | P | 2 | 1d3 | 1d2 |
| Daikyu[4] | 100 gp | 3 | L | — | 7 | — | — |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Daikyu arrow[4] | 3 sp/6 | 1 | M | P | — | 1d8 | 1d6 |
| Gaff/hook[1] | | | | | | | |
| Attached | 2 gp | 2 | S | P | 2 | 1d4 | 1d3 |
| Held | 5 cp | 2 | S | P | 2 | 1d4 | 1d3 |
| Javelin, Stone[3] | | | | | | | |
| One-handed | 5 cp | 2 | M | P | 4 | 1d4 | 1d4 |
| Two-handed | 5 cp | 2 | M | P | 4 | 1d4+1 | 1d6 |
| Knife | | | | | | | |
| Bone[1] | 3 cp | 1/2 | S | P/S | 2 | 1d2 | 1d2 |
| Stone[1] | 5 cp | 1/2 | S | P/S | 2 | 1d2 | 1d2 |
| Lasso[4] | 5 sp | 3 | L | — | 10 | — | — |
| Main-gauche[1] | 3 gp | 2 | S | P/S | 2 | 1d4 | 1d3 |
| Net[4] | 5 gp | 10 | M | — | 10 | — | — |
| Nunchaku[1] | 1 gp | 3 | M | B | 3 | 1d6 | 1d6 |
| Polearm | | | | | | | |
| Naginata[4,5] | 8 gp | 10 | L | P | 7 | 1d8 | 1d10 |
| Tetsubo[4] | 2 gp | 7 | L | B | 7 | 1d8 | 1d8 |
| Sai[1] | 5 sp | 2 | S | P/B | 2 | 1d4 | 1d2 |
| Shuriken[1] | 3 sp | 1 | S | P | 2 | 1d4 | 1d4 |
| Spear, Long[3] | | | | | | | |
| One-Handed | 5 gp | 8 | L | P | 8 | 1d8 | 1d8+1 |
| Two-Handed[5] | 5 gp | 8 | L | P | 8 | 2d6 | 3d6 |
| Spear, Stone[3] | | | | | | | |
| One-handed | 8 cp | 5 | M | P | 6 | 1d4 | 1d6 |
| Two-handed | 8 cp | 5 | M | P | 6 | 1d6 | 2d4 |
| Stiletto[1] | 5 sp | 1/2 | S | P | 2 | 1d3 | 1d2 |
| Sword | | | | | | | |
| Cutlass[1] | 12 gp | 4 | M | S | 5 | 1d6 | 1d8 |
| Drusus[1] | 50 gp | 3 | M | S | 3 | 1d6+1 | 1d8+1 |
| Katana[3] | | | | | | | |
| One-handed | 100 gp | 6 | M | S/P | 4 | 1d10 | 1d12 |
| Two-handed | 100 gp | 6 | M | S/P | 4 | 2d6 | 2d6 |
| Rapier[1] | 15 gp | 4 | M | P | 4 | 1d6+1 | 1d8+1 |
| Sabre[1] | 17 gp | 5 | M | S | 4 | 1d6+1 | 1d8+1 |
| Wakizashi[2] | 50 gp | 3 | M | S/P | 3 | 1d8 | 1d8 |

[1] This weapon is intended for one-handed use, and may not be used two-handed.

[2] This weapon is intended for one-handed use, but may be used two-handed.

[3] This weapon is intended for one-handed or two-handed use.

[4] This weapon is intended for two-handed use only.

[5] This weapon inflicts double damage when firmly set to receive a charge.

[6] The "Type" category is divided into Bludgeoning (B), Piercing (P), and

Slashing (S). This indicates the type of attack made, which may alter the weapon's effectiveness against different types of armor. See the optional rule in the Player's Handbook, page 90.

## Bolas

The bolas are three balls attached to ropes or cords about a yard in length; the other ends of the cords are tied together in a knot. The wielder of the bolas whirls them by the knot and throws them at a target; if they hit, they wrap around the target, with the balls smashing painfully into the target as they connect. Once they have wrapped themselves around a target, it takes the victim one full round and a successful ability check vs. Strength to get them free. (If the character fails his Strength check, he does not get the bolas free this round.)

This weapon does only a little damage, but it is especially useful if you are using the Hit Locations rules from the *Combat Rules* chapter.

If the attacker makes a Called Shot to the target's Legs (he doesn't have to specify which; if the attack hits, it hits both), and successfully attacks, the bolas wrap themselves tightly around his legs. He can no longer run or walk until he gets them free. He must make a Dexterity check just to avoid falling down. In fact, if he was moving when the attack was made, he suffers a –3 penalty to his Dexterity check to avoid falling down.

If the attacker makes a Called Shot to the target's Arms (again, he doesn't have to specify; both will be hit) and successfully attacks, the bolas wrap themselves tightly around his arms and torso. He cannot wield his weapon and does not get the AC bonus of his shield until he gets himself free. His roll to free himself is at a –2 penalty to his Strength ability score because he has no leverage.

If the attacker makes a Called Shot to the target's Head, the bolas wrap themselves around the target's neck and begin strangling him. (This does not work if the character was wearing a Close-Faced Helm or a Great Helm, described later this chapter.) The bolas do the listed damage on the round they hit. Thereafter, on each successive round where they begin the round still on the victim's throat, they do 1d3 hp of damage from strangulation. The damage stops when they are removed or when the target is dead.

Weapon proficiency with the Bolas is not related to any other weapon proficiency. Specialization grants the usual benefits. In case of a Called Shot to the target's head, the damage bonus only applies to the initial hit; it is not added to the subsequent rounds of strangulation.

Any leatherworker or weaponsmith can make a set of bolas . . . but he must have exact measurements for the cords and exact weights for the balls to do it right. Simply hearing such a weapon described, the craftsman can make something like it . . . but unless he makes his craftsman ability check by 3 or better, the weapon he makes will be proportioned wrong and will be at a –4 to attack rolls.

## Cestus

The cestus is a glovelike weapon, studded with sharp spikes and edges on the back of the glove and across the knuckles. Gladiators fighting with the cestus usually wear two, one on each hand (the plural is cesti); here, it pays for a gladiator to have Cestus Weapon

Specialization, Two-Weapon Style Specialization, and/or Punching Specialization.

Cestus combat is very popular with arena crowds because it is extremely bloody and up-close. Also, because the weapons do comparatively little damage, the fighters tend to last a long time in combat.

When wearing a cestus or two cesti, a character may still make a Grab maneuver with the hand the cestus is on. This attack will be at a –2 to attack rolls for clumsiness, and a –2 to the attacker's Strength (for purposes of holding on) likewise.

Cestus, because it is simply a bonus to punching-type attacks, does not require weapon proficiency; anyone can use cesti with no proficiency penalty. Therefore, Specialization with Cestus costs only weapon proficiency slot.

In a culture where there is gladiatorial combat, cesti are readily available from weaponsmiths, but they are not exported, as they're such a basic weapon the market is not very good. Any foreign weaponsmith who has cesti described to him can make perfectly functional cesti; the first two cesti he makes will be at twice the listed cost, and subsequent ones will be at the listed cost.

## Drusus

The Drusus is a Gladius (short sword) of Exceptional quality (as per the types of weapon quality described in the *Character Creation* chapter of this rule book). It looks just like an ordinary gladius; only by testing the sharpness of the blade can someone tell the difference. The Drusus has been forged so that the metal is better-tempered and holds an edge better, and then sharpened until it has a razor-like edge.

Because of this, it does +1 damage and confers a non-magical +1 to attack rolls over the normal gladius. (This means the wielding character gets a +1 to attack rolls when using the weapon, but the weapon does not give him the ability to hit monsters which require magical weapons to affect.)

The Drusus also has a disadvantage. In order to keep its keen edge, it must be regularly sharpened with a lot more attention and time than an ordinary weapon requires. After any day in which the Drusus has been fought with (even one attack!), someone with either the Armorer or Weaponsmith secondary skill, or the Blacksmithing, Armorer, or Weaponsmithing nonweapon proficiency, must sharpen the blade for half an hour . . . or, on the next day, it will act as an ordinary short sword (losing its to-hit and damage bonus) until it is so sharpened.

Exposure to high heat (a smith's forge, dragon's breath, lava, etc.) will ruin the temper on a Drusus, turning it into an ordinary short sword and forever destroying its bonus on attack and damage rolls.

The Drusus uses the same weapon proficiency as the short sword. If a character can use a short sword, he can use a Drusus with equal proficiency. Weapon specialization with one does transfer to the other.

In cultures where there are gladiators, any weaponsmith with a weaponsmithing ability check of 14 or better can make a Drusus for the cost shown. These weapons are seldom exported, as local demand is high for the few made. A foreign weaponsmith could not make one merely if it were described to him; he would have to study with a local weaponsmith. Having done so, he could make the weapon.

## Lasso

The lasso, or lariat, is a length of rope with a loop at the end; the wielder holds the slack in his off-hand, twirls the lasso in his other hand, and hurls the loop at his target. On a successful hit, the lariat settles over the target, giving the wielder the chance to dismount him, pull him to the ground, trip him, etc.

In other words, when you attack someone with a lasso, you must declare what you're trying to accomplish with the attack.

If you're trying to trip him, you're trying to make the loop settle about his legs. This requires a Called Shot at the legs as per the Hit Locations section of the *Combat Rules* chapter.

If you hit, he must make a Dexterity ability roll, with the usual modifiers for the Pull/Trip maneuver; if he fails, he falls, and if he succeeds, he's able to jump out of your loop before it closes.

If you're trying to pin his arms to his sides, you're trying to make the loop settle about his torso and arms. This requires a Called Shot at the arms as per the Hit Locations section of the *Combat Rules* chapter.

If you hit, he must make a Strength ability roll, again with the usual modifiers for Pull/Trip. If he succeeds, he shrugs the loop off before you can pull it taut. If he fails, you pull the loop taut. Both of his arms are pinned, as in the Pin maneuver. The target gets to struggle each round, also as per the Pin maneuver rules. Each additional lasso that hits the target to pin him gives him a –4 to his Strength ability for purposes of his struggling. When his Strength reaches 0, he has no chance of escaping.

If you're trying to dismount a rider, you're trying to make the loop settle about his torso—and then brace yourself for the impact (when his mount's movement reaches the end of your rope, both you and he are going to be jarred). This doesn't require a Called Shot: You must merely hit your target normally.

If you hit, both you and the unfortunate rider must now make Strength ability rolls. If he rolls his better than you roll yours, the lasso is torn from your hands and you take 1d2 damage. If you roll yours better than he rolls his, you yank him from his saddle and he takes 1d3 from impact with the lasso and the earth. If you both make your roll by the same amount, then both results occur; the lasso is yanked from your hands, doing 1d2 to you, and he's yanked from his horse, taking 1d3. (Incidentally, if you've had time to tie your rope to an absolutely stationary object, like a boulder, you don't have to roll against your Strength ability; you win this contest unless your target rolls a 1, in which case the rope breaks and he can ride off laughing.)

If you're trying to lasso a target's head (for example, when you're up in a tree and your target is an unsuspecting guard walking below), this is a Called Shot to his Head as per the usual rules.

If, after the modifiers, you still hit, you can yank for 1d3 damage (plus your Strength bonus). On subsequent rounds, you can yank for 1 point of damage each (plus your Strength bonus). But if you're in a position to hoist your target up in the air (for instance, if you're up on a tree-branch, lasso your victim, and then drop off the branch on the other side, holding onto the rope to hoist your victim up), you do your victim 1d4 points of strangulation damage per round (Strength bonus does not apply to this). If he can get his knife free and cut himself loose, that's good for him; if not, it's good for you. While

strangling, a victim cannot shout or raise the alarm.

If you're trying to drop your loop around the head of a mounted rider . . . well, it's difficult, but possible. Make it as a standard Called Shot to the head.

If you hit, you must again make your Strength ability check. If he wins it, he takes 1d4 damage from the impact of the lasso around his neck going taut—but the lasso is still yanked from your hand, doing 1d2 to you, and he can ride off. If you win it, he takes 2d6 damage from the impact, another 1d3 from hitting the ground, and he's dismounted. If you both make it by an equal amount, he takes 1d4, is dismounted and takes an additional 1d3, and you take 1d2 from the lasso being yanked out of your hands. (If, in this example, you've had time to tie the other end of your lasso to an absolutely stationary object, your target still gets his roll. On a 1, the rope breaks and he takes 1d4 damage. Otherwise, he's automatically dismounted and takes 3d6 damage.

Such a maneuver, hard as it is to set up, could easily break someone's neck, killing him instantly.)

In the chart above, the lasso was listed as a large weapon because of the amount of space it takes to twirl and wield it.

You cannot perform a Parry or Disarm with the lasso, or use it as a melee weapon for Pin—only at range.

Lasso requires its own weapon proficiency, which is not related to any other weapon proficiency. Weapon specialization gives you the normal +1 to attack rolls with the lasso and +2 damage on all damaging effects of the lasso (strangulation after the initial hit is still only 1d4, not 1d4+2).

Cultures with gladiators are not the only ones which come up with the lasso. Civilizations which depend heavily on herd-beasts often have the lasso as a weapon. In some cultures, the lasso is a favorite weapon of assassins. It's up to the DM to determine if the lasso is a weapon of the player-characters' culture.

If it is not, a PC need only train with someone who has proficiency with the weapon (and the PC must have a free weapon proficiency slot) in order to learn how to make and use the lasso.

## Net

The gladiators' net consists of a small (8' to 12' diameter) circular net with weights around the edge and a trailing rope used for control. Customarily, it is folded in such a manner that it will twirl open when thrown; the gladiator throws it with one hand, keeping a grip on the trailing rope with the other.

If the gladiator makes his attack roll, he has a Pin maneuver on his target (see the rules for Pin maneuver from the *Combat Rules* chapter). All the notes on Pin apply here, except one: the netted character may not make any sort of attack on the netter until he's won a Strength ability check and thrown that net off.

On the round after the gladiator has netted his opponent, he has a choice of what he wants to do.

He can hold onto the trailing rope with his off-hand (in order to maintain the Pin), pull out another weapon with his free hand, and attack his prey with that weapon. Eventually, his prey will probably win a Strength ability check and shrug that net off; in the meantime, the gladiator may get several rounds of unreturned attack on him.

Alternatively, he can try to improve his hold on the target. By continuing to loop the trailing rope around his victim, he can improve the capture until the victim has no chance of escape. To do this, he must make an ordinary roll to-hit against his victim's AC each round. On each successful hit, the victim loses 4 points of effective Strength for purposes of breaking free of the net. If the victim wins a Strength ability check against his captor before his Strength drops to 0, he breaks free (and his Strength is normal for all other purposes). If he fails, and his Strength is brought down to 0, he is hopelessly enmeshed in the net and cannot get out until his captor lets him.

When a gladiator throws a net and misses, it is open and unfolded. That doesn't mean he can no longer fight with it . . . but it is not as accurate, because it's not folded right. Each subsequent attack roll with the unfolded net is at a –3 to attack rolls.

With a properly-folded net, an attacker can perform Disarm, Parry and Pin maneuvers. Once a net is unfolded, such attacks are at a –3 to attack rolls.

Weapon proficiency with the net also give you the ability to fold the net properly, and to make fighting-nets. Weapon Specialization gives you the normal +1 to attack rolls; since it cannot give you a +2 to damage (the net doing no damage), you get that +2 as a bonus to your Strength when you're making Strength ability checks against netted prey.

Cultures with gladiatorial combat do export such weapons, and the knowledge of their use (gladiators do demonstrations and exhibitions in foreign capitals all the time). Also, cultures with no knowledge of gladiatorial combat independently develop the net weapon skill; at the DM's discretion, any character with the Savage warrior kit, the Hunter secondary skill or Hunting nonweapon proficiency, or any good rationale could spend a weapon proficiency slot to learn the use of the net.

## Pirate Weapons

The world of piracy doesn't demand that pirates use any specific weapons . . . but for reasons of tradition and convenience, some specific weapons are very common to pirate crews.

In addition to the new weapons on the chart above, pirates are readily familiar with: Battle axe, Bow (all types), Club, Crossbow (all normally-available types), Dagger/Dirk, Hand/throwing axe, Harpoon, Javelin, Knife, Polearm/Awl pike, Polearm/Partisan, Scourge (mostly for disciplinary purposes), Sling, Spear, Sword (all but Khopesh), Trident, and Whip (also mostly for disciplinary purposes).

Additionally, the world of the Pirate overlapped that of the Swashbuckler to a considerable degree. With the DM's permission (and there's usually little reason to deny it), Pirates may have access to all the weapons listed on the chart above and descriptions below for Swashbucklers.

The new weapons for Pirates include:

## Cutlass

The cutlass is a short, heavy sword, sharp along only one edge, with a heavy basket hilt (a protective cup) around the hilt to protect the hand.

The cutlass' basket hilt provides the following benefits: it gives the wielder a +1 to attack rolls with the Parry maneuver; and it works just the same as an iron gauntlet if the

wielder wishes to punch someone with the hilt rather than slash with the blade. (See the *Player's Handbook,* pages 97-98. Bare-hand attacks do 1d2 damage, plus strength bonus, and the other effects of punching from the chart on page 97; metal gauntlets and other metal hand-protection makes that 1d3 plus strength bonus and punching effects. Note: An enchanted cutlass, say a *cutlass +1*, does not confer the +1 to attack rolls and damage with these basket-hilt punches . . . only with blade attacks.)

Proficiency with Cutlass is related to proficiency with short sword, dagger/dirk, knife/stiletto, and main-gauche. Weapon Specialization with Cutlass is normal, except that you also get the +1 to attack rolls and +2 damage with those basket-hilt punches.

In a campaign with pirates, cutlasses are common and readily available in any port community; they are much less common inland.

### Belaying Pin

The belaying pin is a short rod of wood or metal. It's inserted in a hole bored through the ship's rail, and ship's ropes are made fast (tied) to it. It can also be yanked free and brought in violent contact with enemies; in a pirate fight, anyone who loses a weapon or starts out without one ends up with a belaying pin in his hand.

Weapon proficiency with Belaying Pin is related to clubs and maces; if you have proficiency with club or mace, you take only a –1 when using a belaying pin you don't have proficiency for. Weapon specialization with belaying pin gives the usual benefits.

Belaying pins are very available on any ship; you can get any number of them at a seaside town or city, especially at a shipbuilder's, a warehouse, or a business that supplies ships.

### Gaff/Hook

The gaff is a metal hook with a wooden or metal crossbar at the base; it's held in one hand, the hook protruding between the middle and ring fingers, and normally used to hook and land fish.

However, like the belaying pin, it's in ready supply onboard a ship. Also, many pirates who lose a hand have a cup with a gaff on it attached to the stump, and so always have a weapon "on hand"—one that can't be dropped or Disarmed.

Proficiency with the gaff is not related to any other proficiency. Specialization grants the usual benefits.

### Samurai Weapons

The exotic, oriental world features many weapons which are strange to western eyes . . . including the eyes of the PCs in most campaigns.

Many of these weapons simply look a little different and bear different names. Old, familiar weapons with slightly changed forms and names include: the Battle axe, Hand axe, Dagger (tanto), Halberd, Javelin, Light lance, Mace, Pike, Spear, Long sword, Short sword, Two-handed sword (no-daichi), and Trident. These weapons have game characteristics identical to the normal versions, and proficiency with the common weapon works just as well with the more exotic version.

The new samurai-society weapons listed in the chart above include:

## Bo Stick

The bo stick is an ordinary hardwood staff, the height of a man or slightly taller.

Bo stick shares a proficiency with Quarterstaff. If you can use one, you can use the other. (This doesn't mean that the two styles are identical; an oriental bo stick fighter looks very different in combat than a western quarterstaff combatant. But if they traded weapons, they'd be just as good with the other guy's weapon . . . each in his own style.) Weapon specialization in bo stick gives you the usual advantages.

Bo sticks are common everywhere; any 6' or 7' hardwood walking staff is a bo staff. To use it as such, however, you have to have the bo stick/quarterstaff weapon proficiency. The primary difference between the weapons, and the reason the quarterstaff does more damage against Large monsters, is that the combat quarterstaff has iron-shod, even lead-weighted ends. (A quarterstaff which does not have these features should do damage identical to the bo stick.)

## Chain

This weapon is a 6' or 10' length of chain with weights at both ends. In combat, it's whirled very fast, the weighted end inflicting the damage on the target.

The chain combines some of the useful traits of melee weapons and the lasso. You can attack with it for normal Called Shots, Disarm, Parry, and Strike/Thrust maneuvers. Additionally, you can perform three of the lasso's five special functions: Pull/Trip by striking at a target's legs, Dismount a Rider, and Snag a Rider's Head.

The chain is easy to conceal, and (at least in western lands) is not usually recognized as a weapon until wielded as one.

The chain requires its own weapons proficiency, which is not related to any other weapon. Weapon specialization confers the usual bonuses.

Chains are to be found in any civilization with the technological skill to make them (this includes most *AD&D*® campaign settings), but the technique of fighting with them is mostly an eastern-culture development. A character would have to study with a practitioner of the technique, and be able to spend a weapon proficiency slot, in order to learn how to use the weapon.

## Daikyu

The daikyu is the great samurai longbow. It's 7' long (hence its size designation of L). Its hand-grip is not in the center of the weapon; it's located closer to the bottom, so the daikyu can be fired from horseback and from kneeling positions.

As with other bows, the daikyu can be used to perform the Called Shot, Disarm, Hold Attack, and Strike/Thrust (i.e., shoot) maneuvers.

The daikyu and katana are the two principal weapons of the samurai.

The daikyu requires its own weapons proficiency. It is related to, but not identical to, other bow proficiencies. Weapon specialization confers the usual benefits.

The daikyu is not exported from eastern nations. However, it is a simple task, if you

are in such a nation, to commission the making of one. A western bowyer would have to have studied in the east to make one.

### Katana

The katana is the samurai's sword. It's a medium-length, slightly curved blade with no quillions (only a small, circular guard) and a hilt suitable for one-handed and two-handed use. The blade is sharpened only along one edge and at the tip, but it is sharpened to a razor's edge. It is forged with a special technique known only in the east, where layers of steel and iron are sandwiched, heated, folded, stretched, re-folded, stretched, re-folded, on and on until the blade consists of microscopically thin layers of alternating metals, providing strength, resilience, and the ability to hold a remarkable edge. This is why the katana has the excellent speed and damage listed for the weapon.

The katana requires its own weapon proficiency, which is related to the bastard sword/long blades group. Weapon specialization confers the usual benefits.

Katanas are very personal; a samurai is dishonored if he loses his, and so very few are lost. This means that it is very hard to get one in the west, other than by taking it from its owner—a difficult task. In the east, a character might be willing to commission one from a weaponsmith, for the listed price . . . if he gets a good reaction roll from the NPC. (An ordinary weaponsmith could not make one. The blade-making technique requires study in the east and the learning of a specialized individual weaponsmithing nonweapon proficiency.)

Also, a hero who does a favor or performs a mission for an eastern lord might be awarded a matched set of katana and wakizashi, if he's very lucky; this would be a high honor.

### Naginata

This is a polearm, a 6' to 8' shaft with a curved, sword-like blade at the end. It's the favored weapon of the female fighters of the orient, but they are not limited to it, nor is it limited to them.

Naginata proficiency is related to all other polearms. Weapon specialization confers the usual benefits.

Naginatas are readily available in oriental ports, and such weapons are readily exported, if the DM says there is a market for them.

### Nunchaku

The nunchaku consists of two lengths of hard wood connected by a short length of chain or rope.

The weapon can be used to perform Called Shots, Disarm, Parry, and Strike/Thrust maneuvers.

Nunchaku requires its own proficiency, which is not related to any other weapons proficiency (including flails). Weapon specialization confers the usual benefits. Masters of the weapon often have weapon specialization in nunchaku and Style Specialization in Two-Weapons Style, giving them the ability to fight effectively with nunchaku in either

hand. The only way to acquire this proficiency is to study with someone who already has the proficiency, and to have a proficiency slot available to spend on nunchaku.

Nunchaku are readily available in oriental ports, and such weapons are exported; western collectors are quite enthusiastic about them, even if these collectors usually cannot use them.

### Sai

This is a short, defensive weapon, consisting of a metal bar with a hilt, and oversized upward-curving quillions. When used by someone with proficiency in the weapon, sai confer a +1 to attack rolls bonus when using the Pin and Disarm maneuvers.

In the chart at the start of this chapter, the Sai is listed as having two types of damage: P (piercing) and B (bludgeoning). That's not quite right; the normal sai is only a Bludgeoning-damage weapon. However, certain warriors prefer for it to be a sharp stabbing weapon, so the damage may be Piercing instead. A sai may only have one type of damage, not both.

Sai requires its own proficiency, which is not related to any other. Weapon specialization confers the usual benefits. To learn the proficiency, one must study with someone who has it, and the character must have a weapon proficiency slot to spend.

Many warriors proficient in the sai take Style Specialization in Two-Weapon technique and utilize twin sai in combat.

Sai are readily available in oriental ports, and are exported.

### Shuriken

Shuriken, often called throwing stars, are small thrown weapons. They do as much damage as a thrown dagger, and are considerably more concealable. Ornamental shuriken can often be worn as jewelry and not recognized as weapons, and a pocketful of shuriken weigh no more than many other single weapons.

However, shuriken require their own weapon proficiency, which is not related to any other. Weapon specialization confers the usual benefits. To learn shuriken proficiency, one must study with someone who has it, and must have a weapon proficiency slot to spend.

Shuriken are available in oriental ports, but most occidental collectors don't know how to use them.

### Tetsubo

The tetsubo is a long walking-staff, its upper end shod with studded iron strips.

Its weapon proficiency is related to other polearms; specialization confers the usual benefits.

Tetsubos can be had in oriental markets, but none are exported because it is a relatively simple weapon to make.

### Wakizashi

The wakizashi is the short-sword companion of the katana. Its blade is forged the same way, and the weapon looks like a shorter version of the katana. It is often part of a matched set with the katana, and is of almost equal importance as the katana to the samurai. Only samurai can wear both katana and wakizashi.

Wakizashi proficiency is related to short sword. Specialization confers the usual benefits. Many samurai fight with the katana in one hand and wakizashi in the other, in two-weapon technique, and some learn the two-weapon style specialization to further improve their ability with this style.

Wakizashis are as hard to come by as katanas.

## Note

The *AD&D*® game supplement *Oriental Adventures* describes many, many other weapons and provides a lot of resource material for oriental characters and campaigns. A certain amount of conversion is required, as the supplement was written for the first-edition game.

## Savage Weapons

The lump term "savages" is being used here to refer to any number of different types of people. They have in common these traits: They're not as technologically advanced as the normal peoples of the campaign, though some do make weapons of bronze or iron; and they're probably hunter-gatherers who have not yet embraced the agricultural revolution. And that's really all they have to have in common. "Savages" might be highly cultured, artistic, peaceful peoples, but if they have dirt floors or flint-tipped weapons, the rest of the world calls them savage. For our purposes, "savages" encompasses Neanderthal man, Old Stone Age Cromagnon, and New Stone Age modern men.

Stereotypical savages know the following weapons: Blowgun (mostly jungle tribes), Long and Short bow (no composite bows), Club, Dagger, Hand/Throwing Axe, Javelin, Knife, Sling, and Spear.

Depending on their level of technological development, they may make their weapons (including arrowheads, spear-heads, etc.) out of iron, bronze, stone or even bone.

For our purposes, iron and bronze weapons have the same characteristics as steel weapons; it's not worth generating all-new weapon stats for the slight game-mechanic differences.

Stone and bone weapons, on the other hand, require their own statistics, which is why they're represented on the weapon chart at the top of the chapter.

## Stone Weapons

Stone weapons are used just like their modern counterparts, but are worth less money, do less damage, and are more prone to shattering.

The damages and costs (should some ever be sold on the market) for these weapons are given on the chart above.

Stone weapons have a chance of breaking every time they hit and do damage. Every time a stone weapon successfully hits a target, the player must roll 1d6. Regardless of the

roll, this attack does its full damage, but on a roll of 1 on the 1d6, the weapon or weapon-head shatters and is useless.

### Bone Weapons

Bone weapons are likewise used like their modern counterparts, but are worth even less money, can only be used with smaller stabbing weapons (knives and daggers), and shatter even more readily—on a roll of 1 or 2 on 1d6.

### Other Uses for Stone and Bone Weapons

Generally, no one in his right mind is going to trade in nice, modern steel weapons for bone or stone counterparts. But characters don't always have the choice.

Characters with the Savage warrior kit start out with the level of weapons the DM decides for him: "Modern," stone or bone. In a campaign where most savages are simply hunter-gatherers who live at a certain distance from the PCs' culture, but who trade and interact with them, modern weapons are fine. When the savage culture is far away and more technologically primitive, stone weapons are more appropriate. If the savages are supposed to be very primitive indeed, bone weapons are the proper choice. In all likelihood, these savage characters, reaching more advanced lands and seeing how much more damage more modern weapons will do, will make the switch. . . though they're likely to stick to the *types* of weapons they know best (spears, bows, daggers, etc.).

Remember, though, that the *club* is the same weapon regardless of technological advancement; the surliest caveman can make a club that has the weapon stats of the most modern baseball bat.

Also, player-characters might find themselves stripped of weapons and cast adrift in the wilderness. If they want weapons, they'll have to make them, possibly of stone or bone. For these purposes, too, the weapon stats above can be useful.

### Swashbuckler Weapons

Swashbuckler weapons are light, fast weapons used by lightly-armored opponents, usually in an environment (a culture, nation or even just a city) where heavier arms and armor are illegal or outdated. They're also appropriate for shipboard campaigns and situations; the light armor is easier to get out of so you don't drown if you fall overboard. So, usually, swashbucklers emerge in an area where the days of the plate-armored, broadsword-wielding knight are past . . . or at least numbered. Swashbuckler characters might bolt on the plate mail and pick up the lance for genuine warfare, but in their cosmopolitan big-city adventures they stick to the lighter stuff . . . and can be sure that most of the opponents they face will be likewise armed and armored.

Weapons from the *Player's Handbook* which can be considered swashbuckler weapons include: Bows (all types), Crossbows (all available types), Dagger/Dirk, Knife, Polearms (all types), and Short Swords. The only sorts of shields they use regularly are bucklers and small shields, and they tend to wear only leather, padded, and hide armor.

The new weapons listed on the chart above include:

## Stiletto

The stiletto is a type of narrow-bladed knife, sharp only at the point. Its most unusual trait is that it confers a +2 (non-magical) bonus to attack rolls against certain armor types: Plate mail (bronze and normal), ring mail, and chain mail. (This is because its narrow point and blade slip in more readily through any sort of armor that is not solid metal or overlapping plates of metal.)

It otherwise behaves like any other knife, and Knife weapon proficiency is exactly the same as Stiletto weapon proficiency: If you know one, you know the other equally well, at no additional cost in proficiency slots.

## Main-gauche

The main-gauche is a large-bladed dagger with a basket hilt (see the description of Cutlass, above) and large quillions. Though it is a stabbing weapon, it's primarily a defensive weapon wielded in the left-hand in two-weapon technique (or two-weapon style specialization).

When used by someone with Main-gauche weapon proficiency, the weapon confers a +1 bonus to attack rolls with the Disarm and Parry maneuvers. Because of its cutlass-like basket hilt, the main-gauche, too, works like an iron gauntlet if the wielder wishes to punch someone with the hilt rather than slash with the blade.

Main-gauche proficiency is related to, but not identical to, dagger proficiency. Specialization confers the usual benefits.

## Rapier

The rapier is a long-bladed, one-handed sword, normally sharp only at the point. It's a thrusting weapon, wielded with lightning-like thrusts and lunges. Swashbucklers often learn Two-Weapon Style Specialization and use rapier with rapier, with main-gauche, with short sword, or with dagger, stiletto, or knife. It's also occasionally used with buckler.

Rapier requires its own proficiency, which is related to sabre proficiency—not long sword and its related weapons. Weapon specialization confers the usual benefits.

You can have a rapier made with a basket hilt. This adds 2 gp to the cost, +1 lb. to the weight, and confers the normal basket-hilt benefits: +1 to attack rolls with Parry maneuver, and the iron-gauntlet benefit for Punching.

## Sabre

The sabre is a light slashing weapon. Its practitioners commonly use only sabre, and often take Single-Weapon Style Specialization *and* Sabre Weapon Specialization. They are very deadly with their blades and may be inordinately proud of the facial scars they accumulate (and deal out).

Sabre requires its own proficiency, which is related to rapier proficiency.

Sabres, like cutlasses and main-gauches, are made with a basket hilt. This confers the normal basket-hilt benefits: +1 to attack rolls with Parry maneuver, and the iron-gauntlet

benefit for Punching.

## New Armor

Some of the new warrior types represented by the warrior kits also have their own special forms of armor: the Gladiator and Samurai both introduce new forms of armor to the campaign.

### Gladiator Armor

There are three normal types of gladiator armor: Thracian, Gallic, and Samnite.

| Armor Type | Class |
|---|---|
| Thracian | 9 |
| Gallic | 7 |
| Samnite | 5 |

They're all made up from several smaller pieces of armor, which include:

| Armor Piece | Cost | Wgt (lbs) |
|---|---|---|
| Belt: | | |
| Protective metal belt at waist | 2 gp | 5 |
| Cuirass: | | |
| Leather or metal chest plate | 50 gp | 20 |
| Fasciae: | | |
| Leather bands on legs | 10 gp | 5 |
| Galea: | | |
| Visored Helm | 10 gp | 5 |
| Galerus: | | |
| Shoulder piece on weapon shoulder | 5 gp | 3 |
| Manicae: | | |
| Leather sleeve | 10 gp | 5 |
| Myrmillo: | | |
| Visored helm resembling sea fish | 10 gp | 5 |

Also used by the gladiators are the *parma* (a small shield, either square or round) and *scutum* (an oblong medium shield).

These armor types are named for real-world sites (Thrace, Gaul, and Samnos); if you have gladiators in your campaign, you may want to rename these types according to

place-names more appropriate to your setting.

### Thracian

The Thracian gladiator wears only fasciae on his legs. This gives him AC 9, or 8 with a shield—and he carries a shield, a parma. In gladiatorial combat, the Thracian gladiator fights only with a dagger. In the field, adventuring, he could use anything he wants.

### Gallic

The Gallic gladiator wears the galea, the belt, manica on his weapon arm, and fasciae. This confers an AC of 7. He also carries a scutum, to bring it to a 6. The Gallic gladiator fights with any number of weapons.

### Samnite

The most heavily-armored type of gladiator, the Samnite, wears a cuirass, fasciae on his legs, manica on his weapon arm, and the galea helmet. His basic AC is 5, or 4 with the scutum he carries.

Should someone just wear the cuirass, his base AC would be 7.

### Samurai Armor

The main difference between oriental and occidental armor, from a game-mechanics point of view, is descriptive. Oriental armor is colorful and elaborately constructed, often brightly enamelled or decorated with paint or painted leathers, silk cords, precious-metal plating, etc.

But from a game-mechanic point of view, leather armor is leather armor, plate is plate. Samurai wear armor that is the equivalent of padded leather, studded leather, scale mail, and brigandine; basic costs, weights, and AC values are identical to the western armor styles. However, a samurai may wish to spend more than the minimum amount on his armor; the extra money goes into making it a remarkable example of eastern art.

### Kote

The samurai also have one sort of armor unknown to the west: The *kote*. This is a pair of armored sleeves which may be worn concealed under the samurai's tunic.

Mechanically, the kote costs twice as much as and acts almost the same as a buckler. There are a couple of differences between buckler and kote, though. Kote cannot be Disarmed, and you can use weapons in the hands of the arms to which kote are attacked. Although the kote consists of a pair of sleeves, you do not get a +2 bonus to AC; only the +1 normally conferred by a buckler.

## Effects of Armor

Here are some optional rules for use with the wearing of armor in your campaign.

You may wish to use some, all, or none of these; we'll try to discuss what effects each will have on your campaign.

A lot of the information we'll be discussing and elaborating upon is contained in the following charts.

| Armor Type | AC | Dex Chks | Wgt (lbs) |
|---|---|---|---|
| Banded mail | 4 | –2 | 35 |
| Brigandine | 6 | –2 | 35 |
| Bronze plate mail | 4 | –3 | 45 |
| Chain mail | 5 | –2 | 40 |
| Field plate | 2 | –3 | 60 |
| Full plate | 1 | –3 | 70 |
| Gladiator | | | |
| Gallic | 7 | –1 | 15 |
| Samnite | 5 | –2 | 30 |
| Thracian | 9 | 0 | 5 |
| Hide | 6 | –3 | 30 |
| Leather | 8 | 0 | 15 |
| Padded | 8 | 0 | 10 |
| Plate mail | 3 | –3 | 50 |
| Ring mail | 7 | –1 | 50 |
| Scale mail | 6 | –2 | 30 |
| Shield | | | |
| Body | * | –3** | 15 |
| Buckler/ Kote | * | –0** | 3 |
| Medium/ Scutum | * | –2** | 10 |
| Small/ Parma | * | –1** | 5 |
| Splint mail | 4 | –2 | 40 |
| Studded leather | 7 | –1 | 25 |

* A shield makes the AC one better: Leather + shield is AC 7.
** This penalty is only counted for certain situations; see below.

The armor a character wears affects his AC, his Encumbrance (if that optional system is used), and also his ability to perform dexterous actions—in other words, heavier armor penalizes a character's Dexterity score for purposes of Dexterity ability checks and Dexterity-based nonweapon proficiencies.

A character's choice of head protection, on the other hand, affects his Encumbrance, his ability to spot things, and the ability of some weapons and attacks to affect him in combat, as we'll discuss further on.

| Helmet Type | Vis. (lbs) | Hrg. | Wgt. |
|---|---|---|---|
| Cap | –0 | –1 | 2 |
| Coif | –0 | –1 | 2 |
| Close–Faced | –2 | –3 | 5 |
| Great helm | –3 | –4 | 10 |
| None | –0 | –0 | 0 |
| Open–Faced | –1 | –2 | 5 |

## Effects On AC

The effects of armor on the characters' AC are already well-documented within the game.

In the campaign, the only feature of the armor/AC system that tends to cause trouble involves the shield. Remember that attacks to the character's rear are made at the character's AC *without* the shield (unless he's wearing it slung across his back, of course); this is something that is easy to forget. DMs, if they don't keep the information written on a helpful record sheet, should ask their players: "What's your AC from the rear?" when such incidents come up, not just "What's your AC?"

## Effects On Speed

There's a misconception that armor, particularly plate-type armor, transforms graceful warriors into lumbering oafs who can be pushed down and sat upon with comparative ease.

Nothing could be further from the truth. Armor is designed to be as accommodating as possible to a fighter's movements, and so the *AD&D*® game doesn't assign an armored warrior any sort of initiative penalty for wearing armor.

Now, armor isn't made for some other types of movement (acrobatics, dancing, etc.) and so will constrict many other Dexterity-based abilities, as we'll discuss below. It is also heavy, which slows down an armored character's running speed, as is already documented in the game.

## Effects On Dexterity Checks

Armor does interfere with a character's gracefulness in many situations. For this reason, we assign the character a penalty to Dexterity checks (and dexterity-based nonweapon proficiencies) when the character is in armor; those penalties are listed on the armor chart above.

These penalties are applied when the character is using all nonweapon proficiencies except Riding (Land-based or Airborne) or Charioteering, which are exempt from the penalty. (Why someone would be performing many of those skills in armor is a mystery . . . but it could happen.)

In addition, the penalty prescribed for the shields is applied when the character is using the nonweapon proficiencies Juggling, Tightrope Walking and Tumbling. (The DM

may choose to disallow the shield penalty for certain examples of these skills' use. For example, a character who is juggling a one-handed technique won't be put off by having a shield on the other hand. But these exceptions will be rare.)

### In the Campaign . . .

These dexterity-roll penalties are provided only for those gamers to whom the matter means something. If you don't care about such things, don't use these rules: they'd merely be an annoyance and extra complication for you.

But if you prefer for a character to be a little less graceful when in full plate or hide than in soft leather or no armor at all, these rules are for your campaign.

### Effects On Vision and Hearing

Helms and helmets restrict vision and hearing. They frame the face, obscure his vision, muffle his hearing, and generally give the character less ability to observe what's going on around him. (They also sometimes keep maces from caving in his skull, which is why fighters like helms and helmets.)

With these optional rules, we'll talk about different kinds of helms and helmets, how they're used, and what other effects they have in combat.

### Other Helms and Helmets

The types of armor listed in the equipment section of the *Player's Handbook*, page 69, include only two types of helmet (great helm and basinet) and then don't really describe what the differences are between them . . . other than price and weight.

*In The Complete Fighter's Handbook*, we'll talk about six different types of head protection. Each one has different effects on the character's ability to see things and to protect himself from different types of damage.

### What Head Protection Doesn't Do

The one thing your choice of head protection *doesn't* do is change your Armor Class. A warrior can have on full plate and a great helm, or full plate and no helmet at all, and he'll have the same AC. So when making your choice of head protection for your character, don't worry about the character's AC, for it won't be affected.

### Vision and Hearing Checks

In a combat or any other loud situation (such as a raucous tavern, a charging mob, an earthquake, a hurricane, or a singing contest at a dwarven boiler-making plant), the DM may want his PCs to make Vision and Hearing Checks in order to see and hear certain things.

Certainly, when a fighter is pointed in a certain direction, there's nothing distracting him, and an ogre is lumbering at him from that direction, the fighter is going to see the ogre. No roll is necessary.

But when there's a chance that the character could fail to notice such a thing (as defined by the DM), the character gets to make a Vision Check or a Hearing Check (whichever the situation calls for).

A Vision or Hearing Check is a 1d20 roll against the character's Intelligence or Wisdom, whichever is *higher*. If the PC rolls his ability or less, he's successfully made his check and can see or hear whatever it is he's supposed to. If he fails, he doesn't.

Protective headgear, however, provides penalties to the character's Vision and Hearing Checks, as well as providing other benefits and hindrances.

## No Head Protection

If a character chooses to wear no head protection at all, he suffers no Vision or Hearing check penalties.

However, the character has one hindrance, if you're using the optional hit location rules from the *Combat Rules* chapter.

If a character is wearing no head protection, an attacker can make a Called Shot against his head and thereby ignore the character's AC benefits from armor. (All bonuses from shields, high Dexterity scores, and magical items still count, however.) Since this is a very difficult shot (a total –8 to attack rolls, remember), this doesn't do the attacker much good, unless the victim is otherwise heavily armored.

*Example: Halway the archer has two possible targets, Territor and Bosque, two brutal guards. Territor is wearing leather armor and no headgear; this puts him at AC 8, and with his Dexterity bonus he's AC 6. Bosque is wearing full plate +2, no headgear, and body shield; this puts him at AC –2.*

*Halway, after all modifiers for range, his Dexterity, and other factors, is THAC0 16. (He's a 6th-level warrior, with a Dexterity of 16, and is firing at Medium Range.)*

*If he shoots at Territor, AC 6, he needs only a (16–6) 10 or better to hit him. If he shoots at Territor's unprotected head, the shot becomes much harder; he's shooting at AC 8 (AC 10, –2 for Territor's Dexterity), and so would normlly need a (16–8) 8; but with the –8 to attack rolls for a head shot, he's back to a roll of 16 or better. It's easier for him to hit Territor with a normal, non-specific shot.*

*If he shoots at Bosque, AC –2, he needs to roll an (16–{–2}) 18 or better to hit him. If he shoots at Bosque's unprotected head, the shot becomes somewhat easier; he's shooting at AC 9 (AC 10, modified by Bosque's shield), and so would normally need a (16–9) 7; with the –8 to attack rolls for a head shot, he's up to a roll of 15 or better. This makes it slightly easier to hit Bosque, and may give him the special effects of the head location shot if he succeeds, so that's the shot he attempts.*

The lower (better) a target's AC is, the better an option it is to try a head shot, *if his head is unprotected and the rest of his body is armored*. Characters interested in this option should calculate the math of both shots and compare the results, if they know all the relative ACs and modifiers; if they don't, they should ask the DM, in general terms, if it's even worth their time to try such a shot.

## The Cap

The Cap is a padded, leather or even steel skullcap which is about the size of and

worn much like a close-fitting cap, beret or hat. It gives the wearer no penalty for Vision Checks, and a –1 penalty with Hearing Checks (as it partially covers the ears). It's often worn in conjunction with padded, leather, hide, studded leather, and other lightweight armors.

### The Coif

The Coif is a padded chain mail hood; it fits fairly snugly around the neck and over all the head except the face from chin to forehead. Like the Cap, it gives the wearer no penalty for Vision Checks and only a –1 penalty with Hearing Checks. It's usually worn with chain mail.

Often, a heavily-armored knight will wear a chain mail coif and wear a Great Helm *over* it. The only benefit this confers is that such a knight can remove his Great Helm, the better to see and hear around him, and still have some head protection. As a disadvantage, it adds a little weight to the knight's equipment, but it does not decrease his Vision and Hearing checks any further than just wearing the Great Helm.

### The Open-Face Helmet

The Open-Faced Helmet, made of reinforced leather, or of metal, covers the back, sides and top of the face, leaving most of the face open. It gives the wearer a –1 penalty with Vision Checks, and a –2 penalty with Hearing Checks (it completely covers the ears, usually with small holes or grating over the ears so that the wearer can hear at all).

Examples include the Corinthian helmets of ancient Greece. In a medieval campaign, open-faced helmets are often worn by military officers and soldiers who can afford the protection.

### The Closed-Face Helmet

The Closed-Face Helmet is made of metal and is much like the Open-Faced Helmet . . . except that there is armor plate, often in the form of a visor which may be opened, in front of the face. It gives the wearer a –2 penalty with Vision Checks, and a –3 penalty with Hearing Checks.

Examples include the basinet mentioned in the *Player's Handbook*, the galea and myrrmillo mentioned for the gladiators (above), and many other combat helmets. Many knights and other mounted warriors wear helmets of this type.

If the wearer of a Closed-Face Helmet is also wearing plate mail or field plate armor, he gets a +1 to saving throws vs. dragon breath, and to spells such as *burning hands, pyrotechnics, fire ball, flaming sphere, wall of fire, delayed blast fireball, incendiary cloud*, and *meteor swarm*, and other fire-based spells and magical effects (as determined by the DM).

If someone uses a Lasso, Chain, or Bolas in an effort to snare a rider's head, and that rider is wearing a Closed-Face Helmet, the victim gets to roll 1d6. On a 4–6, the attack is handled normally, but on a 1–3, the attack is treated just as a normal lasso or chain dismount; the attacker doesn't do the extra damage that the head-lasso attack normally allows.

## The Great Helm

The Great Helm is a massive helm which covers the entire head, from the top of the head to the top of the shoulders, leaving slits open for the eyes and holes open for breathing; it has no removable visor. It gives the wearer a –3 penalty with Vision Checks, and a –4 penalty with Hearing Checks.

The Great Helm provides the following other benefits:

The wearer of a Great Helm gets a +2 saving throw vs. wizard spells such as *hypnotism, light* cast on his eyes, *blindness, hypnotic pattern, suggestion, fire charm, rainbow pattern,* and some other mind-controlling spells . . . but not *charm person, charm monster,* or *domination.*

If the wearer of a Great Helm is also wearing plate mail or field plate armor, he gets a +2 to saving throws vs. dragon breath, and to spells such as *burning hands, pyrotechnics, fire ball, flaming sphere, wall of fire, delayed blast fireball, incendiary cloud,* and *meteor swarm,* and other fire-based spells and magical effects (as determined by the DM). If, instead of plate mail or field plate, he is wearing full plate, the bonus is a +3 to saving throws.

If someone uses a Lasso, Chain, or Bolas in an effort to snare a rider's head, and that rider is wearing a Great Helm, the attack is automatically treated just as a normal attack. With lasso or chain, it's a normal lasso or chain dismount, and the attacker doesn't do the extra damage that the head-lasso attack normally allows. With Bolas, the attack does normal damage, but no strangulation damage.

## In the Campaign . . .

If you use these rules in a campaign, you add some color and distinction between the types of armor that your PCs will be wearing. On the other hand, once again, it's an added level of complexity which the game doesn't have to have. Use these rules only if the added complexity doesn't bother you, and if the special functions of the different types of helmets appeal to you.

## Variant Armor

The types of armor given in the *Player's Handbook* are all you need to play the game. However, you can use other types of armor in your campaign; here, we'll talk about two different types of alternative armor.

## Racial Armor

It's asking a lot to suppose that elves will make their armor just as humans make theirs, that it will look the same and function identically. Here are some ways to make the armors of different races more individual.

## Armor Fitting

Armor made for one race rarely fits another; it may be too big, too small, or proportioned too strangely.

Below is a chart. The column to the left shows the type of demihuman trying to wear the armor. The rows along the top show what species the armor was made for. The percentage chances shown are the chances that the person can wear the armor, and the "+" and "–" symbols show whether the armor is more likely to be too big or too small for the wearer. (If there is no such symbol, it means that odds are even, 50% that it will be too big, 50% that it will be too small.) "Too large" could mean that it is so baggy or empty that it hinders the wearer and does not protect him well enough, or that it is so long on him that it interferes with his walking. "Too small" could mean that it is not broad enough to accommodate the wearer's chest, or that it is so short that it looks ridiculous and does not sufficiently protect the wearer.

Now, at the DM's discretion, many things can affect these percentage chances.

If a character of one sex is trying to put on armor built for another sex, chances go down that it will fit. The chance is reduced 10% (but never goes below 5%). If a fit fails because of that modifier, it's because the woman found the man's armor too big, or the man found the woman's too small.

| **Race Trying To Wear Armor** | **Race For Which Armor Was Built:** | | | | | |
|---|---|---|---|---|---|---|
| Armor: | Dwf | Elf | Gnm | 1/2 Elf | 1/2–lg | Hum |
| Dwarf | 80% | 0% – | 10% – | 10% – | 35% – | 40% + |
| Elf | 10% + | 90% | 50% – | 70% + | 35% + | 50% + |
| Gnome | 40% + | 40% + | 75% | 25% + | 60% + | 20% + |
| Half-Elf | 20% + | 45% | 10% + | 70% | 35% + | 50% |
| Halfling | 75% + | 30% – | 35% – | 35% + | 70% | 20% + |
| Human | 50% – | 20% – | 5% – | 30% – | 10% – | 65% |

However, the DM may allow the difference in sex to *help* sometimes—in cases where the armor is not likely to fit a male human because it is too small in the shoulders and chest. A human woman trying to put on a male half-elf's armor might be at no modifier, and find herself at a +10% modifier to wear a male elf's armor.

Remember that full plate has its own modifiers for chances to fit; it has only a 20% chance to fit another member of the same race (10% if the new wearer is of the other sex). A character *cannot* wear full plate made for a character of another race, period.

The DM can allow previously role-played determinations of a character's height and build to affect the chances from the chart below. For instance, if one player has always said that his human character was short and stocky, say 5'4" and powerfully built, so that many people joked about him having a dwarvish ancestor, the DM can give him a +15% chance to wear dwarvish armor; this raises his chance from 50% to 65%, as if he were a human trying to wear armor of his own kind. The DM should, however, subtract that same modifier from the character's chance to wear armor built for humans; that chance would go down from 65% to 50%.

*Example: An adventuring party kills a beholder in its lair and finds the armor worn by previous victims. The adventurers include a huge human male barbarian, a slender*

*human female warrior, a dwarf axeman, and a female gnome. The dead victims include an elf male in enchanted chain mail and a halfling male in enchanted leather. The heroes see who can wear the captured armor.*

*The DM decides arbitrarily that the human barbarian cannot even roll. He's always described himself as being massive, with enormous rippling muscles and a bodybuilder's physique. In this campaign, that often helps him with the ladies, but this time it disqualifies him from wearing any of the treasure.*

*The slender human warrioress tries the elf's chain mail. A human trying on elf armor, on the chart above, has a 20% to wear it successfully. The DM raises her chance 10% because she is a female human trying to fit into male elf armor; her build is at an advantage here. He raises it 10% further because in the campaign she has always described herself as of delicate build, very slender. This raises her chance to 40%. She rolls 38 on percentile dice; she can wear the chain. She also tries the enchanted leather. A human woman trying to wear male halfling armor is at 10%, and the DM again assigns her the +20% from the two modifiers mentioned. She has a 30% chance, but rolls a 79; she cannot wear it.*

*The dwarf axeman tries the elvish chain. A dwarf trying to wear elf armor has a 0% chance to wear it. He can't. He has a 35% chance to wear the halfling's armor; the DM lowers that to 25% because this character has always described himself as especially burly for a dwarf. But he rolls 03 on percentile dice; he can wear the enchanted leather.*

*The female gnome tries the elvish chain. She has a base 40% chance to wear it. The DM does not modify it for her sex. She rolls a 51 and fails. She tries the leather; she has a base 60% chance with it, –10% for different gender equals 50%. She rolls a 33 and can wear it.*

*So the human warrioress gets the chain mail, and the dwarf and gnome must choose or gamble to decide who gets the leathers.*

## High-Quality Racial Armor

Armor found as treasure has a chance to be *high-quality* armor. Ordinary armor has a 10% chance on percentile dice; magical armor has a 25% chance.

Each race adds something different to its armor if it is high-quality.

**Dwarves:** High-Quality dwarvish armor is very, very resistant to damage. Whenever High-Quality dwarvish armor must make a saving throw (see the *Dungeon Master Guide*, page 39.), it gets a +6 to save in addition to any bonuses it receives if it is magical. Additionally, if you use the "Damage to Armor" rules described later in this chapter, all High-Quality dwarvish armor has twice the number of damage points of ordinary armor.

**Elves:** High-Quality elvish armor is one- half the weight of ordinary armor; it constitutes "elven steel" (see the chart on page 38 of the *Dungeon Master Guide*).

**Gnomes:** Gnomes make very quiet studded and padded leather armors; these are the only High-Quality armors they make. High-Quality gnome armor does not take any penalties on the "Thieving Skill Armor Adjustment" table (*Player's Handbook*, page 39, last column); thus, a gnome thief or dual-class thief does not suffer a –30% when picking pockets, or a –20% when moving silently, etc.

**Half-Elves:** Half-Elf armorers do not make any High-Quality leather armor, padded armor, studded leather, hide armor, or bronze plate mail. All their other armors can be

made as High-Quality armor. High-Quality half-elf armor is made from fine steel; it is –10% the weight of ordinary armor of the same kind, fine steel, for normal thickness, –10% weight, and gets a +2 to saving throws (on the "Metal" column on page 39 of the *Dungeon Master Guide*).

**Halflings:** Halflings only make leather armor as High-Quality armor. Their High-Quality leather armor counts as "No Armor" on the Thieving Skill Armor Adjustment table (*Player's Handbook*, page 39).

**Humans:** Humans make all types of armor as High-Quality armor. This is especially tough armor; whatever it is made of, it is +2 to saving throws on the appropriate line of the "Item Saving Throws" chart on page 39 of the *Dungeon Master Guide*. Also, plate mail (not including bronze plate), field plate, and full plate made to High-Quality specifications is made of fine steel, but instead of being lighter than usual, it is built thicker in order to make it more resistant to damage. It is +4 to saving throws on that "Item Saving Throws" chart, and is normal weight. Also, it gives the wearer a +2 to saving throws vs. Rod, Staff, or Wand and Breath Weapon attacks. In addition, if you are using the "Damage to Armor" rules found later in this chapter, it has one and a half times the normal damage points for the type of armor it is.

### Other Notes on High-Quality Racial Armor

All the above descriptions were for worn armor, not shields. High-Quality shields do not impart any special bonus unless you're using the "Damage to Armor" rules, in which case they have twice as many damage points as the normal sort of shield.

How much does it cost to buy a set of High-Quality racial armor? First, the DM has to decide whether there is any available to sell. Usually, the answer will be no; there is only a 1% chance that a normal village armorer's will have made *any* piece of high-quality armor to sell, and that will be racial armor of the armorer's race. The chance goes up to 5% in a big city, or 25% if you're looking for racial armor of the race that is most common in the city. Thus, to find high-quality dwarvish armor, go to a big dwarf community . . . and there your chances are still low.

But if you find what you're looking for, or are able to hire an armorer to build you a set, it costs ten times the normal cost of the armor. High-quality dwarf plate mail, then, would cost 6,000 gp. Often, it's not worth the price to the adventurer.

In *no* case will an elvish craftsman custom-make a set of High-Quality elvish armor for someone. Such armor is only made for the elvish royalty, and their kings sometimes bestow a piece on a non-elf hero . . . but only for deeds of exceptional valor which have helped the elves.

Another question adventurers are sure to ask: Can an armorer of one race build his own type of High-Quality armor for another race? For example, can a master gnome armorer build High-Quality gnome armor for a human?

The answer is yes. Instead of costing ten times the normal cost of the armor, the price is 15 times the normal cost. But it can be done. Again, though, an elf armorer will never make High-Quality armorer for anyone but his rulers.

Custom-built High-Quality armor takes four times as long to make as normal, average armor.

## Piecemeal Armor

What happens when a character takes a heavy metal breastplate from a set of field plate and then wears chain mail sleeves and leggings and a leather armor cap? (That is, what happens other than he looks stupid?)

Characters *can* wear armor assembled out of the remnants of other, mismatched sets of armor. It's not as good, and certainly not as good-looking, as wearing a matched suit. But sometimes necessity dictates that characters wear what's on hand.

When you're assembling a full suit of armor out of pieces on hand, the first thing to do is to see what you have. Compare your armor on hand with the chart below.

| | | | Bonus to AC Per Type of Piece: | | | |
|---|---|---|---|---|---|---|
| **Armor Type** | **Full Suit** | **Breast-Plate** | **Two Arms** | **One Arm** | **Two Legs** | **One Leg** |
| Banded Mail | 6 | 3 | 2 | 1 | 1 | 0 |
| Brigandine | 4 | 2 | 1 | 0 | 1 | 0 |
| Bronze plate | 6 | 3 | 2 | 1 | 1 | 0 |
| Chain mail | 5 | 2 | 2 | 1 | 1 | 0 |
| Field Plate | 8 | 4 | 2 | 1 | 2 | 1 |
| Full plate | 9 | 4 | 3 | 1 | 2 | 1 |
| Hide armor | 4 | 2 | 1 | 0 | 1 | 0 |
| Leather armor | 2 | 1 | 1 | 0 | 0 | 0 |
| Padded armor | 2 | 1 | 1 | 0 | 0 | 0 |
| Plate mail | 7 | 3 | 2 | 1 | 2 | 1 |
| Ring mail | 3 | 1 | 1 | 0 | 1 | 0 |
| Scale mail | 4 | 2 | 1 | 0 | 1 | 0 |
| Splint mail | 6 | 3 | 2 | 1 | 1 | 0 |
| Studded leather | 3 | 1 | 1 | 0 | 1 | 0 |

*Example: A character is robbed of all his worldly goods. Later, he finds the aftermath of a battle, with a couple of dead warriors still in their armor. One body wears a badly battered set of field plate (of which the breastplate is intact), while the other wears a full suit of chain mail (of which the chest is riddled with holes and one leg is destroyed).*

*He tries to piece this together into a suit for him. He takes the field-plate's breastplate. Looking at the chart, we see it grants an AC bonus of 4. He also takes the field-plate's two arms. Looking at the chart, we see they grant an AC bonus of 2. He takes the surviving chain mail leg. Looking at the chart, we see that it grants an AC bonus of 0. (He'll also take the surviving helm or helmet from one of these warriors, so that he'll have some armor on his head in case of a Called Shot to the Head.)*

*His AC bonus is 6, so his AC now is 4—not too bad. If there's a shield, he'll have an AC of 3. If someone takes a Called Shot to his unarmored leg, he'll be at AC 10 (or 9 with the shield), as per the Combat Rules chapter, but that attacker will take a –4 penalty to attack rolls for the Called Shot maneuver.*

## Weight of Piecemeal Suits

To calculate the weight of a piecemeal suit of armor, follow these guidelines:
The **breastplate** is 1/2 the weight of the original suit.
Each **arm** and **leg** is 1/8 the weight of the original suit.

### About Magical Armor

If a suit of magical armor is used for one of these piecemeal efforts, it grants none of its magical bonus; once the magical armor is split into little bits, or pieces are merely separated and not worn together, the magical bonus doesn't work.

### Gladiator Armor

These rules for piecemeal armor are, in effect, how the types of Gladiator Armor described in this chapter are built.

**Thracian** armor consists of fasciae, the equivalent of Hide armor worn on two legs—thus an AC bonus of 1, for an AC of 9.

**Gallic** armor consists of fasciae (Hide armor on two legs), one manica (the equivalent of Splint Mail on one arm, thus an AC bonus of 1), and a protective metal belt. The belt is a special piece of gladiator armor; it constitutes half a breastplate of Hide armor in both weight an AC bonus, so it grants an AC bonus of 1. All together, Gallic armor grants an AC bonus of 3, for a final AC of 7. Note: The armor belt *cannot* be worn in addition to a Breastplate, only instead of one.

**Samnite** armor consists of a cuirass (a splint mail equivalent breastplate conferring an AC bonus of 3), and splint-equivalent armor on one arm (AC bonus of 1) and both legs (AC bonus of 1), for a final AC of 5.

The piece of armor called the Galerus, worn on the weapon shoulder, does not add anything to the AC bonus; it is considered part of the sleeve or breastplate.

## Damage to Armor

It's easiest in a campaign just not to worry about the damage that armor and shields are taking. It's presumed that characters go on adventures, get in fights, and during some of their off-hours they repair their armor.

If you want know precisely how much damage a piece of armor can take before being destroyed, and how to repair damaged armor (without the PCs necessarily having to do so themselves), you can use the following rules.

### Damage Points

Every time a character wearing armor is hit and damaged by an attack, his armor takes damage, too. It takes 1 Damage Point per blow that hits. If an attack hits for 1 point of damage, the armor takes 1 DP. If an attack hits for 10 points of damage, the armor takes 1 DP.

Shields only take damage when the character successfully Parries with a Shield. Each time he parries an attack that would have hit him, his shield takes 1 DP.

Helms only take damage when the character is hit with a Called Shot to the Head or a

Sap maneuver. Each time the character wearing a helm is hit with such an attack, the helm takes 1 DP.

When a piece of armor drops to 0 DP, it falls apart and is ruined; it cannot be repaired. So long as it has 1 DP it can be repaired.

Armor has the following DP:

| **Armor Type** | **AC** | **DP** |
|---|---|---|
| Banded Mail | 4 | 30 |
| Barding | | |
| Chain | 5 | 50 |
| Full plate | 2 | 80 |
| Full scale | 6 | 40 |
| Half | | |
| brigandine | 7 | 30 |
| Half padded | 9 | 10 |
| Half scale | 7 | 30 |
| Leather/ | | |
| Padded | 8 | 20 |
| Brigandine | 6 | 20 |
| Bronze plate | 4 | 30 |
| Chain mail | 5 | 25 |
| Field Plate | 2 | 40 |
| Full plate | 1 | 45 |
| Gladiator | | |
| Gallic | 7 | 15 |
| Samnite | 5 | 25 |
| Thracian | 9 | 5 |
| Helms | | |
| Cap | +0 | 5 |
| Coif | +0 | 15 |
| Close-Faced* | +0 | 25 |
| Great | +0 | 35 |
| Open-Faced | +0 | 20 |
| Hide armor | 6 | 20 |
| Leather armor | 8 | 10 |
| Padded armor | 8 | 10 |
| Plate mail | 3 | 35 |
| Ring mail | 7 | 15 |
| Scale mail | 6 | 20 |
| Shields | | |
| Body | +1 | 35 |
| Buckler | +1 | 10 |
| Medium | +1 | 25 |
| Small | +1 | 10 |
| Splint mail | 4 | 30 |
| Studded | | |

| | | |
|---|---|---|
| leather | 7 | 15 |

* Includes basinet, galea, myrmillo

### Piecemeal Armor

If you're using the Piecemeal Armor rules from earlier in this chapter, consider the armor's Breastplate to have the number of DP listed for it in the chart above. Each arm and leg will have a DP amount equivalent to one-tenth of the DP total from the chart. The breastplate will take all DP damage from attacks unless they are Called Shots to other body parts.

### Magical Armor

Magical Armor does not gradually lose its protective enchantment as it is damaged. However, if it reaches 0 DP before being repaired, the armor is destroyed and so is the enchantment.

Being magical does not confer any extra Damage Points on the suit of armor. It can gradually be destroyed by brute force like any unenchanted suit of armor.

### Repairing Armor

Guidelines for repairing damaged armor are presented in the *Character Creation* chapter, under the headlines "Repairing Armor" and "Repairing Magical Armor."

### Effects on the Campaign

These rules for calculating damage to armor add a little complexity to combats in the game. Every time a character is hit in combat, he'll have to add one tally-mark to a separate scratch sheet of paper showing the damage his armor is taking. It's easy to forget; the DM will constantly have to remind his players to do this in the first weeks he is introducing this rule into his campaign. Therefore, we recommend you use this system only if it's important to you. If it isn't, don't bother with it.

### Magical Items

Following are some new types of magical treasures, magic especially suited to fighting characters.

**Bracelet of Charms:** This appears to be a nicely-crafted bracelet of sturdy gold links. It looks like any other bracelet to which small charms and mementos are attached.

But when a warrior (only a warrior, multi-class warrior, or dual-class warrior) slides the bracelet around the blade or haft of a weapon, and speaks the command word engraved on the bracelet's clasp, the weapon *disappears* . . . and a gold charm matching the weapon appears on the bracelet.

Thereafter, when the warrior speaks the command word and the name of the weapon,

the weapon magically appears in the hand on whose wrist the bracelet rested . . . and the bracelet disappears.

The bracelet can hold up to four weapons/charms this way. They can be normal or magical. Shields and miscellaneous equipment cannot be held in this fashion; only weapons built as weapons. Siege weapons cannot be held.

The change from bracelet to weapon takes no time at all, but can be accomplished only once per turn. The bracelet itself can be used only eight times in a day; turning the bracelet into a weapon counts as one use, and turning the weapon back into a bracelet counts as one use.

If the weapon held in the bracelet's enchantment is called on, and wielded, and then disarmed, the character cannot call on another weapon from the bracelet. The *bracelet* itself is within the weapon. The character must retrieve the weapon first, and only then can he use its magic.

A weapon can be taken out of the bracelet's array. When a character wishes to do this, he takes the bracelet off his wrist and speaks the name of the weapon, and *then* says the command word . . . a reversal of the previous procedure.

The *bracelet* does not magically know its owner. Anyone who steals the *bracelet* from its owner and discovers what it is can use it and call the previous owner's weapons forth.

This item is best used when the wielder wants to carry a variety of different weapons, and wants to do so secretly. With a single warrior, the weapons carried might be a long bow and quiver (quivers count as part of the weapon they carry arrows for), a bastard sword, a halberd, and a dagger. This gives the warrior the ability to call forth the weapon best suited to the task at hand.

If a weapon is broken, the bracelet isn't; the user needs to call forth the bracelet, then separate the broken weapon from it.

Quivers are not magically replenished when they're the size of charms. However many arrows are in the quiver when it becomes a charm are still in it when it becomes a quiver again. Likewise, a broken bow-string stays broken.

The *Bracelet of Charms* may not be used on the same weapon as a set of *Rings of Readiness*.

**Cage of Shelter:** This object looks like a large bird-cage that has been neatly folded down into a package about the size of a medium shield.

The user, who can be of any character class, places it upon the ground, steps back from it, and claps his hands loudly either two or three times.

If he claps his hands twice, the cage grows up into a sturdy metal-framed tent which can house eight people—you can substitute one horse for four people. This tent confers no magical blessing on its inhabitants, but by using it and huddling together for warmth a party can survive a snowstorm that would kill an unprotected party; by erecting it in the desert, a party can avoid the danger and discomfort of a sandstorm.

If the user claps his hands three times, the cage grows up into a strong 10' by 10' cell. The door to the cell has the equivalent of a *wizard lock*; the cage's owner can open it any time he wishes, and any magician with the *knock* spell can open it by using that spell. A person in the cell would have to make his Bend Bars/Lift Gates roll successfully (or use a knock) to escape; the door's lock cannot be picked.

To return the cage to its original form, the owner claps again, twice if it is in tent form, three times if it is in cage form. If someone is in it when it is a tent and begins collapsing, it opens up around the person inside; both he and it are unhurt. If someone is in it when it is a cage and begins collapsing, it collapses around him, inflicting 2d6 damage before it breaks open; thereafter, it is ruined forever.

The *cage of shelter* knows its owner. If someone finds it in a treasure, he must carry it in his gear for a month for the cage to attune itself to him. If its true owner sells it to someone else in the cage's presence, the cage will obey the claps of its new owner immediately.

**Charm of Favor:** When deities and other powerful beings are pleased with the deed of a mortal, they sometimes give him a *charm of favor*. This is a small charm or statuette, usually of semiprecious material and two or three inches in size, which represents the god or one of his aspects.

The *charm* is rather like a *limited wish*. It represents a favor which the deity will do for the character at some time in the future. To use it, the owner must throw the item on the ground so hard that it breaks, and then call out his request.

The request must have something to do with the attributes of the god: It's no use asking the Goddess of Love to dry up an oasis into a desert, or to ask the God of Earthquakes for a fog to hide the adventurers.

The god hears it when the favor is requested. And he, in the guise of the DM, evaluates the favor. If the favor is something which pertains to one of his attributes, and if the god does not think that the character is making the request out of mere greed or selfishness, and if bestowing the favor will not conflict with any of the god's other aims or desires, he will grant the favor.

So it would be appropriate to ask the God of Insects to send a cloud of bees to rout one's enemies, or to ask the Goddess of Love to cause some NPC to fall in love with the player-character, or to ask a deity of the Earth to cause fruit-trees to grow and save the characters from death by thirst and starvation.

Because the deity is evaluating the character's request, the asking character cannot expect an outrageous favor to be granted. And most enemies who steal the charm from the PC cannot use it successfully; one might take it, hurl it to the ground and break it with his request, and find the cranky god stomping on him and freeing the faithful PC. (This, however, constitutes using up the favor.) But an NPC friend of the owner of the *charm* might be able to get the item and ask the god to help the charm's true owner . . . particularly if he is ill or kidnapped and cannot do so for himself.

Any character of any class can receive such a charm as a favor. But when they are found in treasure, they are useless; they were not intended for the character who finds them, after all.

The *charm of favors* does not radiate magic.

**Rings of Readiness:** This magical item consists of two plain iron rings, one suitable to be worn on a finger and one larger, some 2" in diameter.

The larger ring is to be placed on some item. It can be sewn into or bolted onto a set of armor; it can be placed upon the pommel of a weapon (in which case it shrinks until it fits snugly); it can be attached to any item of personal gear weighing less than 100 lbs.

When the larger ring is attached to an object, and the smaller ring is worn by a character, the character needs only to utter the magical word inscribed on the inside of the smaller ring. When he does, if the other ring is within 10 miles, it will instantaneously transport that object to the character.

If the item attached to the other ring is a weapon, it will appear in his hand. If the item is a suit of armor, it appears on the character; if he is already wearing a suit of armor, it appears next to him. If the item is something else, it appears in a fashion dictated by the DM; a crown will appear on the character's head, while a sewing machine would appear next to him, for instance.

If the item attached to the larger ring is more than 10 miles away, nothing happens.

The use of the rings must be announced before initiative in the combat turn. Use of the rings takes no time. The character calls out the magic word before initiative; then, later in the turn, when his actions come up, the item in question appears.

If a character finds the smaller ring without the larger one, then he can summon whatever object the larger one is attached to, even if it is not his. These rings recognize no single owner. An interesting quest in a campaign might be for a character to find the smaller of a set of rings and have to wander to find the larger ring and summon it and its object to him; remember, it only works within 10 miles of the summoner.

The magic only works if the item attached to the larger ring is inanimate. Living things are not transported.

Once summoned, these objects may not be sent back. This is a one-way trip.

The rings may be used any number of times; they do not wear out.

Many heroes use this magical item so that they never lose their weapons. If the hero finds his sword disarmed in combat, he can call it to his hand on the next round, without wasting the time to go get it. Some con artists use it to run a scam: They'll secretly attach the larger ring to some great item of treasure, sell it to a dealer, ride out of town with their money and then summon the treasure back. This is a good tactic until the vengeful dealers catch up with them.

This magical item may be used by characters of any class.

*Rings of readiness* cannot be used on the same weapon as a *bracelet of charms.*

**Sheath of Holding:** This item looks like an ordinary sheath for a large knife; the sheath is anywhere from 6" to 10" long, including its belt loop.

But it doesn't hold a knife. It holds a sword—a full-sized sword. With magic rather like that found in the *bag of holding*, this item slides most of the length of the blade into a pocket dimension, so that only the weapon's hilt shows, with the sheath suggesting another 5" or so of blade. (This looks rather strange when it holds a bastard sword, where the hilt will be longer than the apparent blade, but the *sheath of holding* can do it.)

Each *sheath of holding* is designed to hold one type of sword. The DM can decide which sort of sword it's designed to hold, or can roll on the table below. The sheath will not hold a sword it is not built to hold.

| **Roll d100** | **Weapon Held By Sheath** | **Alternate Roll** |
|---|---|---|
| 01–10 | Bastard sword | |

| | | |
|---|---|---|
| | | 01–15 |
| 11–15 | Cutlass | |
| 16–20 | Dagger | 16–25 |
| 21–25 | Dirk | 26–30 |
| 26–30 | Gladius/Drusus | |
| 31–33 | Katana | |
| 34–38 | Khopesh | 31–35 |
| 39–43 | Knife | 36–45 |
| 44–53 | Long sword | 46–65 |
| 54–58 | Main-gauche | |
| 59–68 | Rapier | |
| 69–73 | Sabre | |
| 74–78 | Scimitar | 66–75 |
| 79–88 | Short sword | 76–90 |
| 89–93 | Stiletto | |
| 94–98 | Two–handed sword | 91–00 |
| 99–00 | Wakizashi | |

Ignore any rolls which are not appropriate for your campaign setting; if you have no katanas, you don't need to accept any rolls for sheathes for katanas.

The "Alternate Roll" column is used if you are not using the new weapons introduced in *The Complete Fighter's Handbook.*

This magical item can be used by any character class, but most end up in the hands of warriors and rogues.

**Saddle of the Spirit-Horse:** This is a very strange magical item which may only be used by warriors (either single-, multi-, or dual-class).

To all appearances, it is an ordinary, worn leather saddle of good quality. However, it is a magical item. If worn by a single horse, it attunes itself to that horse when worn for three days. (It doesn't have to be worn continuously for 72 hours—just worn as an ordinary saddle is.)

Once it is attuned to the horse, nothing remarkable happens . . . unless the horse dies while wearing the saddle. If it does, the spirit of the horse stays with the saddle for another 24 hours. Half an hour after the horse died, the spirit of the horse will "awaken," and climb to its unseen feet, and prepare to carry its master wherever he wants to go. The ghost-horse continues to wear the saddle and to carry it around . . . and the horse's master or other favorite riders may ride it during that time.

For the next 24 hours, the horse-ghost will tirelessly carry its rider wherever he wants to go, at the full running speed the horse could manage when it was alive. But it's a spooky sight: The saddle floats in the air, four or five feet up (at the height the living horse carried it); the rider must mount normally, treat the horse as he did normally, and pretend all is as it ever was.

Other than running, the horse-spirit has no unusual abilities. It cannot be seen or touched. It can whinny and neigh, and it *can* buck . . . though only the saddle is seen to buck in the air. It cannot truly fly; when it comes to a ravine, for instance, it must descend

to the bottom and climb the other slope as it would have had to do if it were alive.

This frightens living horses. No normal horse will approach the animated saddle within a hundred feet. For this reason, it is best used when the character is alone and, has his horse killed out from under him,

If a character kills his horse to get this 24 hours of fast, tireless service, the ghost-horse will remember this and be offended by it . . . even if the character did it secretly, by poison or long-distance magic, the horse will know it. It will allow him to mount the floating saddle, and behave normally for a while, but at some catastrophic time it will try to kill the character. It may jump off a cliff, or ride him straight back at the enemy he's trying to elude, or buck him off into a pit of snakes.

These saddles may also be made for donkeys, camels, or any other ground animals. They don't work with pegasi, griffons, or other flying beasts.

**Shield of Medusae:** This magical item may only be used by warriors or priests (including multi-class and dual-class warriors or priests).

It is shaped like and works like a normal medium shield. But the outside (the side that faces the enemy) is mirror-reflective, and the inside (where the warrior's straps are) is crystal clear.

To use the *shield of medusae*, the warrior holds it up before him, in front of his eyes, and looks through its clear surface. While he is doing so, he is immune to the stoning gazes of creatures such as the medusa and basilisk, and to magical items which duplicate their gazes. When the character carrying this shield confronts a stoning creature, he reflects their images back at them, and it is *they* who must make saving throws vs. petrification or be turned to stone.

Unlike ordinary shields, the *shield of medusae* has only two damage points before it shatters. In other words, if it is hit twice, it is destroyed.

## Miscellaneous Equipment

The following pieces of equipment are of some use to warriors and other characters.

**Atl-Atl:** This is a stick with a broad, shallow groove along its length and a knot at the end; it is a few feet long.

The character places a javelin (not a spear, long spear, harpoon, or trident) in it so that the javelin butt rests against the knot and the javelin lies along the groove; the warrior holds it at the other end. Thereafter, when he flings his javelin, he uses the atl-atl as a lever and is able to throw it much farther than before.

When used with an atl-atl, the javelin acquires the following characteristics:

**Javelin/Atl-Atl:** ROF 2/3, S 3, M 6, L 9.

The atl-atl costs 1 silver piece to make, but can be carved out of a stick by anyone with the Weaponsmith proficiency. It weighs one pound.

**Spike, Spring-Out:** This is a nasty weapon used mostly by rogues and chaotic warriors, though any sneaky player-character could acquire one.

It consists of a blade identical in characteristics to the knife, housed in an innocuous rod or handle. When the secret catch is pressed, the blade snaps out instantly and the character is armed.

Usually, the spring-out spike is built into items the character will be carrying a lot . . . and when he doesn't wish it to be known he's armed. Common objects with built-in spikes include royal sceptres, the ends of quarterstaves (this converts a staff into a spear), and sometimes the hilts of swords and daggers. Assassins often carry a dagger with an ordinary blade . . . and a poison-coated spring-out spike.

The spring-out spike weighs one pound and costs 40 gp. When built into an ordinary object, it adds one pound and 40 gp to that object's cost. It cannot customarily be built into an existing weapon; it must be built into the weapon when it is first created.

The spring-out spike is illegal in most civilizations. If the authorities catch a character using one, they'll jail him on assumption of assassination motives.

**Sheath, Secret Spring:** This is another item considered useful by rogues, street-fighters, assassins, and characters wishing to appear unarmed.

It consists of a sheath for one of the following weapons: Dagger, Knife, or Stiletto. A sheath for one of these three weapons will not hold either of the other two. It cannot be built for a weapon other than these three. It is not just a sheath, but is also a mechanical device, and is worn on the character's arm just below the elbow.

Whenever the character straightens his arm out and flexes it in a certain way, the blade in the sheath pops into his hand. The character must make a Dexterity ability check to catch it; he gets a +3 bonus because it's not difficult, but a natural 20 always fails. If he fails to catch it, it pops straight out and drops to the floor. It cannot be "shot out" as an attack like a thrown knife; it will not hurt whomever it hits, and always hits hilt-first when fumbled in this fashion.

This is another way, and a non-magical one, for the unarmed character to be suddenly armed when the need arises. In the combat sequence, he must announce before initiative is rolled that he is going to pop out his blade; when his action comes up for that round, if he is still able to straighten out his arm, his blade pops into his hand and is instantly ready. The character may still attack this round; the action of arming himself doesn't use up an attack.

The Secret Spring Sheath weighs only half a pound and costs 35 gp. It requires someone with both the Set Snares and Weaponsmithing proficiencies to create. Like the Spring-Out Spike, it is illegal in most places, but is a lesser crime, punishable by a fine (10d6 gold pieces) and a few days (1d6) in jail.

* * *

That's the end of *The Complete Fighter's Handbook*.

Now that you've read it, the thing to remember is this: Use whatever appeals to you, as the DM, and nothing more. If any rule or recommendation worries you, if you feel that it will unbalance your campaign or skew your players toward bad habits, then don't allow it in your campaign. As for all the other rules, recommendations, and guidelines: Try them. You may like them.

## New Weapons List

| Item | Cost | Weight (lbs.) | Size | Type[6] | Speed Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Arrows, Stone | | | | | | | |
| Flight[4] | 3 cp/1 | 1/10 | M | P | — | 1d4 | 1d4 |
| Belaying pin[1] | 2 cp | 2 | S | B | 4 | 1d3 | 1d3 |
| Bo stick[4] | 2 cp | 4 | L | B | 4 | 1d6 | 1d4 |
| Bolas[1] | 5 sp | 2 | M | B | 8 | 1d3 | 1d2 |
| Cestus[1] | 1 gp | 2 | S | S | 2 | 1d4 | 1d3 |
| Chain[4] | 5 sp | 3 | L | B | 5 | 1d4+1 | 1d4 |
| Dagger | | | | | | | |
| Bone[1] | 1 sp | 1 | S | P | 2 | 1d2 | 1d2 |
| Stone[1] | 2 sp | 1 | S | P | 2 | 1d3 | 1d2 |
| Daikyu[4] | 100 gp | 3 | L | — | 7 | — | — |
| Daikyu arrow[4] | 3 sp/6 | 1 | M | P | — | 1d8 | 1d6 |
| Gaff/hook[1] | | | | | | | |
| Attached | 2 gp | 2 | S | P | 2 | 1d4 | 1d3 |
| Held | 5 cp | 2 | S | P | 2 | 1d4 | 1d3 |
| Javelin, Stone[3] | | | | | | | |
| One-handed | 5 cp | 2 | M | P | 4 | 1d4 | 1d4 |
| Two-handed | 5 cp | 2 | M | P | 4 | 1d4+1 | 1d6 |
| Knife | | | | | | | |
| Bone[1] | 3 cp | 1/2 | S | P/S | 2 | 1d2 | 1d2 |
| Stone[1] | 5 cp | 1/2 | S | P/S | 2 | 1d2 | 1d2 |
| Lasso[4] | 5 sp | 3 | L | — | 10 | — | — |
| Main-gauche[1] | 3 gp | 2 | S | P/S | 2 | 1d4 | 1d3 |
| Net[4] | 5 gp | 10 | M | — | 10 | — | — |
| Nunchaku[1] | 1 gp | 3 | M | B | 3 | 1d6 | 1d6 |
| Polearm | | | | | | | |
| Naginata[4,5] | 8 gp | 10 | L | P | 7 | 1d8 | 1d10 |
| Tetsubo[4] | 2 gp | 7 | L | B | 7 | 1d8 | 1d8 |
| Sai[1] | 5 sp | 2 | S | P/B | 2 | 1d4 | 1d2 |
| Shuriken[1] | 3 sp | 1 | S | P | 2 | 1d4 | 1d4 |
| Spear, Long[3] | | | | | | | |
| One-Handed | 5 gp | 8 | L | P | 8 | 1d8 | 1d8+1 |
| Two-Handed[5] | 5 gp | 8 | L | P | 8 | 2d6 | 3d6 |
| Spear, Stone[3] | | | | | | | |
| One-handed | 8 cp | 5 | M | P | 6 | 1d4 | 1d6 |
| Two-handed | 8 cp | 5 | M | P | 6 | 1d6 | 2d4 |
| Stiletto[1] | 5 sp | 1/2 | S | P | 2 | 1d3 | 1d2 |
| Sword | | | | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Cutlass[1] | 12 gp | 4 | M | S | 5 | 1d6 | 1d8 |
| Drusus[1] | 50 gp | 3 | M | S | 3 | 1d6+1 | 1d8+1 |
| Katana[3] | | | | | | | |
| One-handed | 100 gp | 6 | M | S/P | 4 | 1d10 | 1d12 |
| Two-handed | 100 gp | 6 | M | S/P | 4 | 2d6 | 2d6 |
| Rapier[1] | 15 gp | 4 | M | P | 4 | 1d6+1 | 1d8+1 |
| Sabre[1] | 17 gp | 5 | M | S | 4 | 1d6+1 | 1d8+1 |
| Wakizashi[2] | 50 gp | 3 | M | S/P | 3 | 1d8 | 1d8 |

[1] This weapon is intended for one-handed use, and may not be used two-handed.

[2] This weapon is intended for one-handed use, but may be used two-handed.

[3] This weapon is intended for one-handed or two-handed use.

[4] This weapon is intended for two-handed use only.

[5] This weapon inflicts double damage when firmly set to receive a charge.

[6] The "Type" category is divided into Bludgeoning (B), Piercing (P), and Slashing (S). This indicates the type of attack made, which may alter the weapon's effectiveness against different types of armor. See the optional rule in the Player's Handbook, page 90.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Ranger's Handbook

**by Rick Swan**

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## Table of Contents

**Introduction**
Overview
How to Use This Handbook
Before We Get Started

**Chapter 1:**
**Character Creation**
Ranger Requirements
Level Advancement
Spell Use

Armor and Weapons
Thief Abilities
Primary Terrain

**Chapter 2:**
**Ranger Abilities**
Tracking
Hide in Shadows
Move Silently
Species Enemy
Animal Empathy
Nature Lore
Survival
Strongholds

**Chapter 3:**
**Followers**
Gaining Followers
General Behavior
of Followers
Training Animal Followers
Parting Company
Humans and Demihumans
Notes on Falconry

**Chapter 4:**
**Ranger Kits**
Acquiring Kits
DM Decisions
Kit Subsections
List of Kits
Beastmaster
Explorer
Falconer
Feralan
Forest Runner
Giant Killer
Greenwood Ranger
Guardian
Justifier
Mountain Man
Pathfinder
Sea Ranger
Seeker
Stalker
Warden

Abandoning Kits
Creating New Kits
Demi-Rangers
Dual-Classed Rangers
Multi-Classed Rangers

**Chapter 5:**
**Proficiencies**
Compiled Proficiencies
Clarifications and
Modifications
New Proficiencies

**Chapter 6:**
**Magic**
New Spells
New Magical Items

**Chapter 7:**
**Equipment**
Clothing
Transport
Miscellaneous Equipment
Weapons

**Chapter 8:**
**Role-Playing**
Demographics
Becoming a Ranger
Common Traits: the
Classic Ranger
Daily Life
The Ranger's Personality
Experience

**Chapter 9:**
**Rangers and Religion**
Aspects of Faith
Types of Faith
Expressions of Faith
Rangers and Druids
Rangers and Clerics

**Chapter 10:**
**Forgatherings**
Attending a Forgathering

Types, Sites, and Dates
Physical Layout
Activities and Events

**Appendix: AD&D®**
**1st Edition Ranger**
**Ranger Kit Record Sheet**
**Ranger Character**
**Record Sheets**

**TABLES**

1: Class Qualifications
2: Pregenerated Ability Scores
3: Experience Levels
4: Level Improvements
5: Spell Progression
6: The Ranger's Armor
7: Ranger Attacks Per Round
8: Base Thief Abilities
9: Racial Adjustments
10: Dexterity Adjustments
11: Armor Adjustments
12: Kit Adjustments
13: Optional Armor Adjustments
14: Random Primary Terrain
15: Terrain Tracking Modifiers
16: Illumination Modifiers
17: Special Tracking Modifiers
18: Movement While Tracking
19: Identification Check Results
20: Arctic Species Enemy
21: Aquatic Species Enemy
22: Desert Species Enemy
23: Forest Species Enemy
24: Jungle Species Enemy
25: Hill Species Enemy
26: Mountain Species Enemy
27: Plains Species Enemy
28: Swamp Species Enemy

29: Underdark Species Enemy
30: Animal Attitudes
31: Animal Empathy Modifier
32: Nature Lore
33: Arctic Followers
34: Aquatic Followers
35: Desert Followers
36: Forest Followers
37: Hill Followers
38: Jungle Followers
39: Mountain Followers
40: Plains Followers
41: Swamp Followers
42: Underdark Followers
43: Human/Demihuman Followers
44: Follower Training Ratings
45: Feralan Spell Progression
46: Justifier Spell Progression
47: Crude Weaponsmithing (Mountain Man)
48: Mountain Man Spell Progression
49: Terrain Costs for Pathfinders
50: Parliament of Fishes Results
51: Seeker Spell Progression
52: Sacred Animals
53: Demi-Rangers
54: Demi-Ranger Spell Progression and Dexterity Modifiers
55: Nonweapon Proficiencies
56: Ranger Spells
57: Clothing, Transport, and Misc. Equipment
58: Weapons
59: Ranger Experience
60: Optional Individual Experience Awards
61: Experience Levels (1st Edition)
62: Attacks Per Round (1st Edition)

63: Underground Tracking Chances
64: Outdoor Tracking Modifiers
65: Spell Progression (1st Edition)
66: Giant Class Creatures

# Introduction

The ranger is one of the most popular character classes in the AD&D® game. A woodsman and tracker, as well as a dangerous fighter, he combines good combat skills with a few extra abilities that give him many options and decisions during play. He boasts the courage and strength of a warrior and the stealth and self-reliance of a thief. He combines the druid's affinity for the outdoors with the devotion and magical aptitude of a priest. He's a hunter, a tracker, and a survivalist. By temperament and by choice, he's a loner, often preferring the company of animals to people. Without question, he's one with nature, sworn to protect the inhabitants of the wilderness and preserve the integrity of the land.

The ranger's origins can be traced to the time when isolated human settlements were first founded in areas of unclaimed wilderness, or in areas occupied only by savage humanoid tribes. Those who were at first hunters, trappers, and guides were turned by the necessities of survival into canny wilderness warriors; and ultimately into the principle protectors of the scattered settlements of humans and demihumans, which had to fend off countless humanoid raids.

Few in number, but effective far beyond the power of local militias or the occasional military patrol of a ruling lord, the rangers have kept a protective watch on the forward frontier of human expansion. There are seldom more than one or two to be found in any place, but somehow, as a group, they manage to cover huge areas of the frontier. Where the tide of expansion has been turned back, they are the last to fight a desperate rear guard action against encroaching hordes of evil humanoids.

In more civilized areas, it is common for kings and wealthy nobles to annex large tracts of forests for personal use. Some are maintained as private game preserves, others are harvested for the valuable timber. As a king's wilderness holdings grow, so does the need to protect them. But suitable candidates are hard to come by. Often, from among local woodsmen and hunters, able-bodied and trustworthy retainers are recruited as forest justices or wardens. Skilled in the management of land, wilderness survival, and natural lore, the forest justices are charged with guarding the king's holdings, preserving his game from poachers and his subjects from outlaws and brigands.

In other places, the local authorities have either lost control or become tyrannical. Perhaps the local order has broken down and the land is overrun by bandits or robbers. Perhaps a bad ruler has taken over and driven the peasantry beyond all possible tolerance. At such time a hero may arise, striding out of the wilderness, setting right the wrongs, returning a just overlord to power, and then disappearing back into wild and unknown lands. Such is the stuff of legends. Such is the legacy of the ranger.

## Overview

The ADVANCED DUNGEONS & DRAGONS® 2nd Edition *Player's Handbook* and *DUNGEON MASTER® Guide* contain all the basic information you need to create and play ranger characters. But for players wanting to go a bit deeper, *The Complete Ranger's Handbook* provides a wealth of detail that expands on that basic information, adding more options and rules to make your rangers come alive like never before.

For instance, we'll examine the ranger's talents for tracking, animal empathy, and nature lore, suggesting methods for using these abilities in ways you might not have considered. If you've wondered what a ranger does with his followers or exactly how he acquires them, you'll find the answers here. If you're tired of playing ordinary rangers, there's more than a dozen new character kits for your perusal, including the Giant Killer, the Pathfinder, and the Stalker. There are also plenty of new spells, proficiencies, and equipment to expand your ranger's horizons. Use what you like and ignore what you don't.

Though much of this material will be of interest to the Dungeon Master, particularly the clarification of old concepts and the introduction of new rules, *The Complete Ranger's Handbook* is a supplement to the *Player's Handbook*. Every word is intended for the players. Note, however, that all of material is optional, and none may be incorporated into a campaign without the express permission of the DM. These caveats aside, feel free to turn the page and enjoy.

## How to Use This Handbook

If you're a casual player, or have only a passing interest in the ranger character, begin by looking over the table of contents and noting any topics that catch your eye. Read the most appealing sections, skim over the rest, and consult with your DM about any new ideas you'd like to try. Later, you can read the entire book at your leisure, or keep it on the shelf as a reference, along with the previous handbooks in this series (including *The Complete Fighter's Handbook, The Complete Priest's Handbook, The Complete Wizard's Handbook, The Complete Thief's Handbook, The Complete Psionics Handbook*, and *The Complete Bard's Handbook*).

Players who take their rangers seriously are advised to read the entire book. You'll discover a host of new ideas and character options, expanded tables, and tips for fine-tuning your role-playing techniques. As mentioned, all of the rules in this book must be cleared with the DM before you can use them in a game.

Players of all persuasions should take a look at the new ranger character sheets located in the back of the book. The sheets have been custom-designed to record virtually every detail about a ranger character, and also feature a number of helpful notes to minimize the amount of time spent referring to the rulebooks. And speaking of the rulebooks, we've also compiled all of the key rules from the *DUNGEON MASTER Guide* and Player's Handbook relevant to rangers; you'll find most of them in the first three chapters. We've also made every effort to elaborate on the most interesting concepts from the *DMG* and *PH*.

## Before We Get Started . . .

. . . here are a few more points to keep in mind:

### First Edition Rules

The ranger has undergone several changes since the publication of the 1st Edition AD&D® rules. For that reason, those using the 1st Edition rules may find the ranger character described in these pages all but unrecognizable. Our suggestions: (1) take the plunge into the 2nd Edition rules, and become familiar with the 2nd Edition *DUNGEON MASTER Guide* and *Player's Handbook* before considering the ideas in this handbook, or (2) ignore the chapter references in this book, as they all refer to the 2nd Edition rulebooks. Find the relevant material by consulting the indexes or contents pages of the original books, then carefully adapt the handbook rules of your choice to the style of your campaign. For reference, a summary of the 1st Edition ranger rules can be found in the Appendix of this book on page 122.

### Proficiencies

The ideas in this book lean heavily on the concepts of weapon and nonweapon proficiencies introduced in Chapter 5 of the 2nd Edition *Player's Handbook*. If you haven't been using proficiencies in your campaign, we suggest you review the rules before proceeding with this book. (And if you're not using the proficiency rules, you ought to reconsider—they're not that hard, and they make the game a lot more fun!).

### A Note About Pronouns

For convenience and clarity, masculine pronouns are used throughout this book. This in no way implies favoritism towards the male gender; in fact, males and females are equally represented in the ranger population. In all cases, read *he* as *he* or *she*, and *his* as *his* and *her*.

## Chapter 1: Character Creation

Let's begin our examination of the ranger with a look at the numbers--the statistics, adjustments, and level progressions that define the ranger class. This is the raw data common to all rangers, regardless of their backgrounds or personalities.

This chapter compiles the basic information in the *Player's Handbook* regarding the ranger class, as well as the relevant material from the warrior section. In addition, some concepts, such as armor adjustments and level improvements, are clarified and expanded. A new concept, *primary terrain*, is also introduced.

In later chapters, we'll be discussing the ranger's special abilities in more detail, along with role-playing tips and options for refining his personality. But for now, we'll concentrate on the fundamentals, beginning with the most basic consideration of all--the ranger's class requirements.

## Ranger Requirements

It's tough being a ranger. The requirements are high, among the most demanding of any character class.

### Table 1: Class Qualifications

**Ability Requirements**

| | |
|---|---|
| Strength | 13 |
| Dexterity | 13 |
| Constitution | 14 |
| Wisdom | 14 |

**Prime Requisites**

Strength
Dexterity
Wisdom

**Races Allowed**

Human
Elf
Half-elf

**Alignments Allowed**

Lawful good
Neutral good
Chaotic good

As any player knows who's tried to roll up a ranger using the standard method (Method I, that is, described in Chapter 1 of the *Player's Handbook*), the dice seldom cooperate. In fact, it's just about impossible to generate the high die-rolls required for a ranger by this method. Method II isn't much better, and though Methods III and IV improve the chances somewhat, the odds are hardly favorable. Only by using Methods V and VI do you have a fighting chance of rolling up a ranger from scratch.

Not all Dungeon Masters allow these alternative methods, effectively restricting the number of rangers in their campaigns to a tiny minority. Players wanting ranger characters may find such restrictions frustrating, but remember that good DMs usually have their reasons for imposing these limitations. Perhaps rangers aren't prevalent in the campaign world, or he may feel that rangers will introduce problems of balance; rangers are, after all, a most formidable character class.

However, if your DM is agreeable to having rangers in his campaign, Table 2 is a quick way to generate ranger ability scores. Roll 1d12 and use the statistics indicated.

### Table 2: Pregenerated Ability Scores

| D12 Roll | Str | Dex | Con | Int | Wis | Cha |
|---|---|---|---|---|---|---|
| 1 | 15 | 14 | 17 | 14 | 15 | 10 |
| 2 | 15 | 15 | 18 | 13 | 14 | 6 |
| 3 | 14 | 16 | 15 | 14 | 17 | 12 |
| 4 | 15 | 14 | 15 | 14 | 16 | 9 |
| 5 | 15 | 15 | 14 | 13 | 15 | 13 |
| 6 | 16 | 13 | 15 | 13 | 14 | 8 |
| 7 | 18* | 13 | 14 | 15 | 14 | 7 |
| 8 | 13 | 15 | 15 | 13 | 16 | 10 |
| 9 | 16 | 13 | 14 | 14 | 17 | 14 |
| 10 | 13 | 14 | 15 | 16 | 15 | 14 |
| 11 | 14 | 17 | 14 | 13 | 14 | 15 |
| 12 | 16 | 13 | 16 | 13 | 14 | 13 |

*Make a percentile roll with d100 to find the ranger's exceptional Strength Score.

## Level Advancement

As rangers earn experience, they advance in level at a different rate than normal fighters. They acquire 1d10 hit points for each level up to 9th, and thereafter gain 3 hit points per level. The rates of advancement and hit point acquisition, along with the ranger's THAC0 scores (the number rolled on 1d20 to hit armor class 0), are listed in Table 3.

Two adjustments to these figures also apply:

- Rangers with Strength, Dexterity, and Wisdom scores of 16 or more receive a 10% bonus to their awarded experienced points. A ranger must have 16 or more in all three of these abilities to qualify for this bonus.
- Rangers with exceptionally high Constitution scores are entitled to a special hit point adjustment. A score of 17 give the ranger a +3 bonus per hit die, while a score of 18 results in a +4 bonus.

### Table 3: Experience Levels

| Level | XP Needed | Hit Dice (d10) | THAC0 |
|---|---|---|---|
| 1 | 0 | 1 | 20 |
| 2 | 2,250 | 2 | 19 |
| 3 | 4,500 | 3 | 18 |
| 4 | 9,000 | 4 | 17 |
| 5 | 18,000 | 5 | 16 |
| 6 | 36,000 | 6 | 15 |
| 7 | 75,000 | 7 | 14 |
| 8 | 150,000 | 8 | 13 |
| 9 | 300,000 | 9 | 12 |
| 10 | 600,000 | 9+3 | 11 |
| 11 | 900,000 | 9+6 | 10 |

| | | | |
|---|---|---|---|
| 12 | 1,200,000 | 9+9 | 9 |
| 13 | 1,500,000 | 9+12 | 8 |
| 14 | 1,800,000 | 9+15 | 7 |
| 15 | 2,100,000 | 9+18 | 6 |
| 16 | 2,400,000 | 9+21 | 5 |
| 17 | 2,700,000 | 9+24 | 4 |
| 18 | 3,000,000 | 9+27 | 3 |
| 19 | 3,300,000 | 9+30 | 2 |
| 20 | 3,600,000 | 9+33 | 1 |

Table 4 summarizes the proficiency slot allowances and saving throws applicable to the ranger as he advances in level. Note that, like a fighter, if a ranger uses a weapon with which he isn't proficient, he incurs a -2 penalty.

### Table 4: Level Improvements

| | Prof. | | Saving Throws | | | | |
|---|---|---|---|---|---|---|---|
| **Level** | **W** | **N/W** | **PPDM** | **RSW** | **PP** | **BW** | **S** |
| 1 | 4 | 3 | 14 | 16 | 15 | 17 | 17 |
| 2 | 4 | 3 | 14 | 16 | 15 | 17 | 17 |
| 3 | 5 | 4 | 13 | 15 | 14 | 16 | 16 |
| 4 | 5 | 4 | 13 | 15 | 14 | 16 | 16 |
| 5 | 5 | 4 | 11 | 13 | 12 | 13 | 14 |
| 6 | 6 | 5 | 11 | 13 | 12 | 13 | 14 |
| 7 | 6 | 5 | 10 | 12 | 11 | 12 | 13 |
| 8 | 6 | 5 | 10 | 12 | 11 | 12 | 13 |
| 9 | 7 | 6 | 8 | 10 | 9 | 9 | 11 |
| 10 | 7 | 6 | 8 | 10 | 9 | 9 | 11 |
| 11 | 7 | 6 | 7 | 9 | 8 | 8 | 10 |
| 12 | 8 | 7 | 7 | 9 | 8 | 8 | 10 |
| 13 | 8 | 7 | 5 | 7 | 6 | 5 | 8 |
| 14 | 8 | 7 | 5 | 7 | 6 | 5 | 8 |
| 15 | 9 | 8 | 4 | 6 | 5 | 4 | 7 |
| 16 | 9 | 8 | 4 | 6 | 5 | 4 | 7 |
| 17 | 9 | 8 | 3 | 5 | 4 | 4 | 6 |
| 18 | 10 | 9 | 3 | 5 | 4 | 4 | 6 |
| 19 | 10 | 9 | 3 | 5 | 4 | 4 | 6 |
| 20 | 10 | 9 | 3 | 5 | 4 | 4 | 6 |

Proficiency Abbreviations

**W** = Weapon proficiency slots
**N/W** = Nonweapon proficiency slots

Saving Throw Abbreviations

**PPDM** = Paralyzation, Poison, or Death Magic
**RSW** = Rod, Staff, or Wand

**PP** = Petrification or Polymorph
**BW** = Breath Weapon
**S** = Spell

## Spell Use

When a ranger reaches 8th level, he can learn priest spells of the animal and plant spheres. He acquires and employs spells the same way as a priest. Chapter 6 lists the spells available to a ranger. Chapter 9 explains the special relationships between rangers and priests.

Table 5 shows the number of spells a ranger may have memorized at each level. The "Casting Level" indicates the level at which spells are cast. For instance, the 1st level *invisibility to animals* spell cast by a 12th-level ranger has duration of 1 turn + 5 rounds (the spell lasts for 1 turn + 1 round/level, and the 12th-level ranger casts the spell at 5th level). The 2nd level *warp wood* spell cast by a 16th-level ranger has a range of 90 yards (the range is 10 yards/level, and the 16th-level ranger casts the spell at 9th level).

Regardless of his actual character level, a ranger's spells are never cast beyond 9th level.

The following restrictions also apply:

- Unlike priests, rangers don't get bonus spells for high Wisdom scores.
- Rangers may only use magical items specifically allowed to the warrior group. In no case may a ranger use clerical scrolls.

### Table 5: Spell Progression

| Ranger | Casting | Priest Spell Levels | | |
|---|---|---|---|---|
| **Level** | **Level** | **1** | **2** | **3** |
| 1-7 | - | - | - | - |
| 8 | 1 | 1 | - | - |
| 9 | 2 | 2 | - | - |
| 10 | 3 | 2 | 1 | - |
| 11 | 4 | 2 | 2 | - |
| 12 | 5 | 2 | 2 | 1 |
| 13 | 6 | 3 | 2 | 1 |
| 14 | 7 | 3 | 2 | 2 |
| 15 | 8 | 3 | 3 | 2 |
| 16+ | 9 | 3 | 3 | 3 |

## Armor and Weapons

Like all warriors, the ranger is allowed to wear any type of armor. However, lighter armor provides him with special benefits, while heavier armor imposes a few restrictions.

A ranger may use two weapons simultaneously without the standard penalties (which are -2 for his main weapon, -4 for the second weapon) when wearing studded or lighter armor (armor with an Armor Class of 7 or more). The following restrictions also apply:

- The ranger must be able to wield his main weapon with one hand.

- The second weapon must be smaller in size and must weigh less than the main weapon.
- The ranger can't use a shield when using two weapons.

The ranger's choice of armor also determines whether he can hide in shadows and move silently. Armor with an AC of 6 or less--scale mail armor or heavier--is too inflexible and too noisy to enable him to take advantage of these special abilities.

Table 6 summarizes the AC, costs, and weight of the armor available to the ranger. The table also notes whether the armor allows the ranger to fight with two weapons without penalty, and to use his abilities to hide in shadows and move silently.

### Table 6: The Ranger's Armor

| Armor | AC | Cost (gp) | Weight (lb.) | T-W | HS/MS |
|---|---|---|---|---|---|
| Leather | 8 | 5 | 15 | Yes | Yes |
| Padded | 8 | 4 | 10 | Yes | Yes |
| Studded Leather | 7 | 20 | 25 | Yes | Yes |
| Ring Mail | 7 | 100 | 30 | Yes | Yes |
| Hide | 6 | 15 | 30 | No | B |
| Brigandine | 6 | 120 | 35 | No | B |
| Scale Mail | 6 | 120 | 40 | No | B |
| Chain Mail | 5 | 75 | 40 | No | B |
| Splint Mail | 4 | 80 | 40 | No | B |
| Banded | 4 | 200 | 35 | No | B |
| Bronze Plate | 4 | 400 | 45 | No | B |
| Plate Mail | 3 | 600 | 50 | No | B |
| Field Plate | 2 | 2,000 | 60 | No | B |
| Full Plate | 1 | 4,000+ | 70 | No | B |

**Abbreviations**

**T-W** = Two-weapon fighting penalty. ("Yes" means the standard penalties for two-weapon fighting are ignored while wearing this armor.)

**HS/MS** = Hide in shadows/move silently. ("Yes" means these abilities can be used while wearing this armor. "B" means these abilities can be used if the DM uses the Optional Armor Adjustments; see Table 13.)

Rangers can use any weapons listed in Chapter 6 of the *Player's Handbook*. As they rise in level, they're able to make more than one attack per round, as shown in Table 7.

### Table 7: Ranger Attacks Per Round

| Level | Attacks/Round |
|---|---|
| 1-6 | 1/round |
| 7-12 | 3/2 rounds |
| 13-20 | 2/round |

As explained in Chapter 9 of the *Player's Handbook*, a character fighting with two weapons is allowed to make an extra attack each combat round with his second weapon. This is added to any multiple attack routine the ranger receives at higher level. For instance, a 13th-level ranger normally makes two attacks per round (see Table 7). However, when fighting with two weapons, he's allowed *three* attacks per round, two with the primary weapon and one with the secondary weapon.

## Thief Abilities

A master of stalking and tracking, the ranger shares the thief's talents for hiding in shadows and moving silently when he is in a natural outdoor setting. As a ranger's level increases, so do his abilities, as shown in Table 8.

### Table 8: Base Thief Abilities

| Level | Hide in Shadows | Move Silently |
|---|---|---|
| 1 | 10% | 15% |
| 2 | 15% | 21% |
| 3 | 20% | 27% |
| 4 | 25% | 33% |
| 5 | 31% | 40% |
| 6 | 37% | 47% |
| 7 | 43% | 55% |
| 8 | 49% | 62% |
| 9 | 56% | 70% |
| 10 | 63% | 78% |
| 11 | 70% | 86% |
| 12 | 77% | 94% |
| 13 | 85% | 99% |
| 14 | 93% | 99% |
| 15+ | 99% | 99% |

The base percentages in Table 8 are modified by the ranger's race, Dexterity score, and armor. Tables 9-11 list these adjustments. Table 12 shows adjustments for the character kits described in Chapter 4. These adjustments reflect the predispositions of various character types for hiding in shadows and moving silently.

When attempting to hide in shadows, the ranger armor is assumed to cover his armor. Except for leather armor and elven chain mail, which can be concealed by normal clothing, a cloak or equivalent is needed to cover armor.

If a ranger attempts to move silently or hide in shadows in an indoor or underground setting, his cumulative chance of success is halved. Further considerations and restrictions of a ranger's thief abilities are discussed in Chapter 2.

Regardless of modifiers, the ranger's chance to hide in shadows or move silently can never be more than 99% or less than zero.

### Table 9: Racial Adjustments

| Race | Hide in Shadows | Move Silently |
|---|---|---|
| Human | -- | -- |
| Elf | +10% | +5% |
| Half-elf | +5% | -- |

### Table 10: Dexterity Adjustments

| Dexterity | Hide in Shadows | Move Silently |
|---|---|---|
| 13-16 | - | - |
| 17 | +5% | +5% |
| 18 | +10% | +10% |
| 19 | +15% | +15% |

### Table 11: Armor Adjustments

| Armor | Hide in Shadows | Move Silently |
|---|---|---|
| None* | +5% | +10% |
| Leather | --- | --- |
| Padded | -20% | -20% |
| Studded Leather | -20% | -20% |
| Ring Mail | -30% | -40% |

*This includes magical apparel such as cloaks and bracers, but not large or bulky garments.

### Table 12: Kit Adjustments

| Kit | Hide in Shadows | Move Silently |
|---|---|---|
| Beastmaster | +5% | --- |
| Explorer | --- | --- |
| Falconer | --- | --- |
| Feralan | +10% | +10% |
| Forest Runner | +5% | +5% |
| Giant Killer | --- | --- |
| Greenwood Ranger | --- | -5% |
| Guardian | --- | --- |
| Justifier | +5% | +5% |
| Mountain Man | -5% | -5% |
| Pathfinder | --- | --- |

| | | |
|---|---|---|
| Sea Ranger | N/A | N/A |
| Seeker | --- | --- |
| Stalker | +10% | +10% |
| Warden | --- | --- |

**Optional Rule:** Normally, thief abilities are denied to rangers wearing armor heavier than studded leather. However, the DM may decide to override this rule in his campaign, allowing rangers to wear any armor they like and still be able to hide in shadows and move silently. (Also, certain character kits described in Chapter 4 allow rangers to hide in shadows and move silently when wearing armor of AC 6 or less). Table 13 lists adjustments for optional armor.

### Table 13: Optional Armor Adjustments

| Armor | Hide in Shadows | Move Silently |
|---|---|---|
| Hide | -20% | -30% |
| Brigandine | -30% | -40% |
| Scale Mail | -50% | -60% |
| Chain Mail | -30% | -40% |
| Elven Chain | -10% | -10% |
| Splint Mail | -30% | -40% |
| Banded | -50% | -60% |
| Bronze Plate | -75% | -80% |
| Plate Mail | -75% | -80% |
| Field Plate | -95% | -95% |
| Full Plate | -95% | -95% |

## Primary Terrain

Though rangers work well in all types of outdoor settings, most of them have one particular environment with which they are exceptionally familiar and feel especially comfortable. This environment, called the *primary terrain*, may be similar to the area where the ranger grew up, received his training, or currently calls home. A ranger operates best in his primary terrain, thanks to his intimate knowledge of this type of setting.

A ranger's primary terrain has no particular function in and of itself. Rather, it's used to generate special benefits and other variables described elsewhere in this book. For instance, certain character kits in Chapter 4 grant bonuses to rangers when they occupy their primary terrain. A ranger's primary terrain also helps determine his species enemy (Chapter 2) and followers (Chapter 3).

### Types of Primary Terrain

The concept of primary terrain presumes that similar survival techniques, modes of transportation, flora and fauna, and physical features prevail in similar environments,

regardless of where in the world they're located. Therefore, primary terrain doesn't refer to a particular area, such as the High Moor of the FORGOTTEN REALMS® setting, but to a general category of terrain, such as swamp or mountains. Conceivably, any combination of geographical features and climate could serve as a primary terrain, but for convenience, we'll confine the possibilities to nine general types:

**Aquatic.** This terrain type includes all areas consisting primarily of water, such as lakes, oceans, and rivers. At the DM's discretion, this category may also include islands and coastal regions.

**Arctic.** This includes any region covered with ice and snow where temperatures rarely rise above zero degrees. The North Pole is good example of arctic terrain.

**Desert.** This includes any barren, flat areas covered with sand or hard-packed earth. Desert climates are extremely dry and hot, with daytime temperatures commonly in excess of 100 degrees, followed by much colder nights. Vegetation is usually sparse, with special adaptations. Much of a desert may be unsettled or unexplored.

**Forest.** This category comprises any woodland areas in temperate climates. At the DM's option, subarctic and subtropical climates may also be included. Forests abound with a variety of animal species, and vegetation flourishes. Not surprisingly, Forest is the primary terrain of choice for the majority of rangers.

**Hill.** These are highlands, often wild and rough, which may or may not be forested. They usually form an intermediate zone between lowlands, such as Plains or Desert, and the highest lands, which are Mountain terrain.

**Jungle.** These are tropical lands (including rain forests) overgrown with dense vegetation and trees, and teeming with animal life. Such regions are often hot, humid, and hostile to civilization.

**Mountain.** This category includes terrain consisting of high rocky peaks, typically 4,000 feet or more above sea level, with sparse vegetation, severe slopes, and jagged cliffs. Subtropical to subarctic climates are typical, though a wide range of temperatures is possible.

**Plains.** These are flat areas with stretches of low rolling land, including pastures, meadows, fields, and farmlands. Grazing animals are common here. Such regions are usually covered with grasses or scrub vegetation and are usually temperate in climate.

**Swamp.** This includes bogs, marshes, and other low elevation areas with standing water or waterlogged soil. Many species of reptiles, birds, and insects live in these regions. Vegetation grows in abundance. The climate may be oppressively hot and humid or cold and misty.

An ambitious DM may wish to define these primary terrain categories more precisely. Instead of a general Aquatic primary terrain category, he may include both Freshwater Aquatic and Saltwater Aquatic, or distinguish them further by designating Temperate Freshwater Aquatic, Tropical Freshwater Aquatic, and so on. In such cases, the DM will need to adjust the primary terrain references elsewhere in this book; for instance, creating his own Freshwater Aquatic Species Enemy Table like the tables in Chapter 2.

For most campaigns, however, the nine categories listed above should suffice. Though obvious differences exist, say, between saltwater and freshwater settings, a ranger's associated skills--the ability to swim, an understanding of aquatic ecology, a familiarity with water-breathing creatures--are applicable to both. Hence, a ranger whose

primary terrain is Aquatic is presumably comfortable in a variety of watery environments.

## Choosing a Primary Terrain

The player chooses his ranger's primary terrain as part of the character creation procedure, subject to the DM's approval. Each ranger has only one primary terrain. Because the primary terrain reflects many years, perhaps a lifetime, of exposure to a particular environment, the primary terrain never changes. In exceptional campaign circumstances, however, the DM may allow a ranger to discard an old primary terrain and choose a new one; for instance, if a ranger whose primary terrain is Forest spends a few decades exploring the Great Glacier, his primary terrain may become Arctic. But as a rule, the primary terrain remains constant throughout a ranger's career.

In most cases, the choice of the primary terrain will be obvious, as it usually derives from the ranger's background. It will be similar to the area where the ranger was raised, or the region where he's spent most of his life. The primary terrain of a ranger who grew up in the barren wastelands of the WORLD OF GREYHAWK® Sea of Dust would probably be Desert. A ranger trained to oversee a private hunting reserve in the Wendle Wood of the DRAGONLANCE® setting would probably have Forest as his primary terrain.

A ranger's primary terrain can be randomly rolled on Table 14. The results are subject to the approval of the DM.

Once the ranger has a primary terrain, it can be used as a basis for developing the character's personal history. If the primary terrain is Arctic, for example, consider how the ranger might have become familiar with such an extreme environment. Was he hired by a king to oversee a seal refuge? Abandoned in the Great Glacier as a youth when his explorer parents were killed by a polar bear? Accepted as an apprentice by a famous white dragon hunter? Let your imagination soar!

## Table 14: Random Primary Terrain

| D100 Roll | Primary Terrain |
|---|---|
| 01-04 | Aquatic |
| 05-06 | Arctic |
| 07-10 | Desert |
| 11-50 | Forest |
| 51-65 | Hill |
| 66-75 | Jungle |
| 76-85 | Mountain |
| 86-95 | Plain |
| 96-00 | Swamp |

### Optional Rule: Primary Terrain Specialization

As an option, a ranger may be allowed to specialize in his primary terrain. This confers a +2 bonus when tracking in that terrain, a +2 bonus when training animals from that terrain, general a +2 bonus on any proficiency check associated with that terrain, and

an additional -2 penalty to anyone trying to track the ranger through his primary terrain. On the other hand, the terrain-specialized ranger has a -2 penalty in all terrains except the one in which he is specialized. This specialization in terrain does not cost any proficiency slots. The ranger cannot specialize in more than one type of terrain.

# Chapter 2: Ranger Abilities

Regardless of whether they're wardens of private game reserves, arctic explorers, or freelance monster hunters, all rangers share a set of special abilities that distinguish them from other character classes. Just as wizards have an innate aptitude for casting spells and thieves have a natural talent for picking pockets, rangers have the inborn ability to track other creatures, hide in shadows and move silently in outdoor settings, react to specific enemies, empathize with animals, understand the complexities of nature, survive in extreme conditions, build strongholds, and acquire followers. Quite a list--but that's what makes the ranger such an exceptional character.

We'll spend this chapter examining each of the ranger's abilities in detail, looking at their applications and special rules. The ranger's ability to attract followers--a topic complex enough to merit special attention--will be saved for the next chapter.

## Tracking

Thanks to his keen senses and thorough understanding of animal behavior, the ranger is an expert tracker. He reads an impression in the mud or a bend in a twig like words on a printed page. He can determine the identity of his quarry and how fast it was traveling by the depth of a footprint. He can tell the size of a slug from the trail of slime it left behind. He can track an orc in the darkest forest, a rabbit though the thickest jungle, an escaped convict across the most desolate mountain range.

A ranger's tracking skills apply to characters as well as creatures, and to underground and interior settings as well as all types of outdoor environments. His tracking skills are inherent; that is, he receives the Tracking nonweapon proficiency automatically at the outset of his career, expending no proficiency slots.

### Pre-Conditions

A ranger can't just track anything, any time he likes. In order to track a particular quarry, the following conditions must be met:

**1. The quarry must be capable of leaving a physical trail.** Elements of a trail may include footprints, bent twigs, waste matter, or any other physical signs that a ranger can follow. Certain categories of creatures--including swimming and flying creatures, small insects, and ghosts and other non-corporeal creatures--seldom leave physical evidence of their passage. In most cases, such creatures can't be tracked. However, since tracking involves all the senses, not just sight, it's possible that the aroma of burning metal might linger after the passage of a particular spectre, or a ghost might reveal itself by its eerie voice, heard faintly in the distance. Still, only the most skilled rangers are capable of following trails devoid of physical evidence, and the DM should allow such tracking in only the rarest of circumstances.

**2. The ranger must be able to find the trail.** If the trail is outdoors, the ranger must actually see the creature (he spots a fox darting into the brush), notice obvious signs of his quarry (such as footprints or droppings), or hear reliable reports of the quarry's whereabouts ("Looking for that old silver dragon? She likes to drink from the pond by the twin palm trees."). If the trail is indoors, the ranger himself must have seen the quarry within the last 30 minutes, and begin tracking from the location where the quarry was last seen. As always, the DM is the final arbiter as to whether the ranger has enough evidence to enable him to track the quarry.

## Tracking Check

If the above conditions are met, the ranger can attempt to trail the quarry by making a Tracking check, using his Tracking score. The base Tracking score is equivalent to the ranger's Wisdom. Consult Tables 15-17 for other relevant modifiers; these tables may be used in place of Table 39 in Chapter 5 of the *Player's Handbook*. In non-natural surroundings, the Tracking chances are halved.

### Table 15: Terrain Tracking Modifiers

| Terrain (use only one) | Modifier |
|---|---|
| Fresh snow (clearly outlined footprints) | +6 |
| Soft or muddy ground, loose dirt floor (good impressions of prints, but not as defined as fresh snow) | +4 |
| Thick brush, dense jungle (broken branches, crushed weeds) | +3 |
| Forests, fields, dusty indoor area (occasional marks of passage) | +2 |
| Normal ground, wood floor, plains with sparse vegetation (infrequent marks of passage) | 0 |
| Desert, dry sand | -2 |
| Swamp (spongy surface but little mud for prints, much vegetation) | -5 |
| Rocky terrain, solid ice, stone floors, shallow water (prohibits all but the most minute signs of passage) | -10 |

### Table 16: Illumination Modifiers

| Illumination (use only one) | Modifier |
|---|---|
| Good illumination, sunny day; continual light or equivalent indoors | 0 |
| Twilight, light fog, snow, single torch in dark interior of building | -3 |
| Night with full moon, day with moderate fog | -6 |
| Overcast night with no moon, dense fog, blizzard, blowing sand | -10 |

### Table 17: Special Tracking Modifiers

| Situation (use all applicable) | Modifier |
|---|---|
| Every two creatures in group being tracked | +1 |
| Every three experience levels (round down) of the ranger | +1 |
| Each additional tracker assisting ranger (use the score of the best tracker)* | +1 |
| Animal follower assists in tracking** | +1 |
| Trail is in specialized ranger's primary terrain | +2 |
| Every 12 hours since trail was made | -1 |
| Every hour of rain, snow, or sleet since trail was made | -5 |
| Creature being tracked attempts to hide trail (covering footprints, detouring into stream, passing through secret door) | -5 |
| Specialized ranger being tracked in his primary terrain attempts to hide trail | -2 |

* Total bonus for assistance is limited to ranger level bonus; i.e. +1 per 3 levels.
** See Chapter 3. The animal follower does not count as an additional tracker for purposes of the previous bonus.

If the modified Tracking score is zero or less, the ranger is unable to track the quarry in question.

If the modified Tracking score is greater than zero, the ranger makes a Tracking check by rolling 1d20. If the roll exceeds the ranger's tracking score, or if the roll is 20, the check fails and no trail has been found, If the roll less than or equal to the ranger's Tracking score, the ranger has found the quarry's trail and may begin to follow it.

## Interrupted Tracking

Once a ranger has found the trail, he may track the quarry indefinitely until any of the following situations occur:

**The ranger moves too fast.** The ranger must move slower than his normal movement rate in order to stay alert for signs of the trail. His movement rate limit depends on his modified Tracking score, as shown in Table 18.

### Table 18: Movement While Tracking

| Modified Tracking Score | Movement Rate Limit |
|---|---|
| 1-6 | 1/4 normal |
| 7-14 | 1/2 normal |
| 15+ | 3/4 normal |

Should the ranger exceed the movement rate in Table 18--for instance, if a monster abruptly ambushes him and he's forced to run--he loses the trail.

**The modifiers change.** If the trail leads to a new terrain type, night falls, or any other change occurs that requires a new Tracking modifier (as described in Tables 15-17), the ranger loses the trail. The new conditions may dictate the use of modifiers reflecting a

trail that is easier to follow, not more difficult, and DMs should consider applying a bonus in such conditions. Nevertheless, the new roll must still be made.

**A second track crosses the first.** Crossed trails mingle the physical signs of each, making tracking difficult. The DM determines if such a situation exists. If so, the ranger's efforts fail. (If the ranger wishes to continue tracking, as described below, he must decide which of the crossed trails to follow.)

**The ranger becomes distracted.** An attack from a monster may interrupt the ranger's progress. Further, the ranger may intentionally choose to stop if he needs to rest, eat, or hold a discussion with his companions. Any of these interruptions qualifies as a distraction.

When any of these conditions occur, the ranger loses the trail. To continue tracking the quarry, he must spend at least an hour exploring the immediate area for new signs of the trail. After an hour of searching, he makes a new Tracking check, based on a Tracking score calculated from the new conditions (if the illumination has changed from daylight to twilight, he must now modify his Tracking score by -3). If other trackers assist the ranger, modify the tracking check by +1 per assistant; add the bonus to the Tracking score of the most adept tracker. This bonus is limited to +1 per 3 levels of the ranger (round up). If the check succeeds, the ranger may continue following the trail as before. If he fails the check, he has lost the trail for good.

### Identification Check

By noticing details that other characters might overlook--the depth of a footprint, the thickness of a snapped branch, a hair caught in barbed bush--the ranger can deduce a sizeable amount of information about his quarry. The more skilled the ranger, the more information he deduces.

Whenever a ranger makes a successful Tracking check, he may then attempt an Identification check. The Identification check uses the same score and modifiers as the Tracking check; essentially, the Identification check is a second Tracking check.

If the Identification check is successful, the DM provides the ranger with some information about the quarry based on the guidelines in Table 19. The ranger's experience level determines the type of information he receives. The information is cumulative; that is, a 6th-level ranger who makes a successful Identification check receives all types of information available to rangers of level 6 and below.

The DM provides only general information, not exact details. At his discretion, the DM may give more precise or less specific information than suggested in Table 19. The information may be ambiguous ("The tracks resemble those of a large bird, though they could have been made by some sort of reptilian creature.") but the DM shouldn't intentionally mislead the ranger (for instance, by telling him the tracks were definitely made by a bird when in fact they were made by a reptile). The parenthetical comments in Table 19 indicate how a DM might respond to a ranger studying tracks that were made by a pair of juvenile red dragons, each with a human rider.

### Table 19: Identification Check Results

**Ranger**

| Level | Information Received |
|---|---|
| 1-2 | General type of creature<br>*("A dragon or other large reptilian creature.")* |
| 3-4 | Specific type of creature and where it was heading<br>*("Some kind of dragon, probably red. It appears to have been headed to the mountains to the north.")* |
| 5-6 | Probable number of creatures<br>*("Looks like two of them.")* |
| 7 | Approximate size and/or age<br>*("From the length of the prints, the dragons were probably juveniles.")* |
| 8 | Pace of creatures<br>*("There's no indication of haste; they were probably taking their time.")* |
| 9 | How recently the trail was made<br>*("The tracks were made within the last three or four hours.")* |
| 10+ | Special conditions of creatures: wounded or healthy, mounts, etc.<br>*("The unusual depth of the prints and the space between steps indicates the dragons had riders. A tiny scrap of cloth is similar to the material worn by soldiers in this area. The riders were probably human.")* |

### Covering Movement

Not only is the ranger able to track the movement of others, he's also adept at concealing his own trail. If a ranger moves at half his normal movement rate, he may cover his footprints, avoid snapping twigs, and execute similar actions necessary to conceal his trail. When other characters, rangers included, attempt to track a ranger who has concealed his trail, they do so at a -5 penalty to their Tracking scores. (If a terrain-specialized ranger concealed his trail while moving through his primary terrain, others suffer a -7 penalty to their Tracking scores.)

## Hide in Shadows

By flattening his body or crouching in such as way as to blend into dark areas, and remaining perfectly still while doing so, the ranger can render himself nearly invisible in natural surroundings. This ability to hide in shadows works equally well in fields of tall grass, clumps of bushes, rocky hills, or any other wilderness area with dark or shaded terrain.

When hiding, the ranger can conceal himself from attackers and eavesdrop on his enemies. He can hide near a well-traveled road and secretly observe passersby, or conceal himself near an enemy campsite, waiting for an opportune moment to steal their treasure or supplies.

Table 8 in Chapter 1 gives the base chance for a ranger to hide in shadows, subject to the modifiers for race, Dexterity and armor (Tables 9-11). The following restrictions also apply:

- If attempting to hide in shadows on city streets, inside a building, or in any other non-wilderness setting, the ranger's chance is halved. Apply this reduction after

all the other modifiers have been taken into account.

- The ranger must be unobserved while attempting to conceal himself. If an NPC or creature is watching him, the ranger can't hide successfully. If the NPC or creature becomes distracted, even momentarily, the ranger can slip into the area of concealment and attempt to hide.
- While hiding, the ranger must remain immobile, except for slow and careful movements, such as readying a weapon or sipping from a flask.
- If the area is completely dark--for instance, if there's an overcast sky in the dead of night--the ranger gains no special advantages from hiding in shadows, and can't use this ability.

If all these conditions are met, the DM rolls percentile dice as soon as the ranger has concealed himself. The DM doesn't tell the ranger the result of the roll; rather, the ranger learns if the attempt is successful from the reactions of those in the area.

If the check is less than or equal to the ranger's adjusted hide in shadows score, the ranger has successfully concealed himself. He's essentially invisible to all others in the area, including his companions. He has hidden successfully until he changes locations; an attempt to hide in shadows in a different area requires a new die roll. Characters using spells or magical items that reveal hidden or invisible objects can detect him. Likewise, creatures who use their sense of smell to locate prey or other exceptionally keen senses have their normal chance of sniffing out a ranger hiding in shadows.

If the check is greater than the ranger's hide in shadows score, he's failed to conceal himself and is as exposed as any normal character would be in the same area. This doesn't necessarily mean that others will notice him, especially if the area of concealment provides a lot of natural cover, such as a cluster of bushes or the long shadow from a tall tree. However, the ranger may not know if he's succeeded or failed until it's too late--for instance, if an NPC suddenly turns and charges.

## Move Silently

Moving silently enables the ranger to move with a minimum of sound, almost as if he's walking on air. Even creatures with the sharpest ears are no more likely to detect his presence than they are to hear a feather drop. The ability works equally well in icy mountains, heavily wooded forests, or any other type of wilderness terrain.

Getting from place to place without being heard is only the most obvious application of this ability. Other uses include:

- Sneaking up on one or more opponents in order to surprise them.
- Examining the contents of a cart or a cabinet by removing the objects one by one, then replacing them in silence. (However, silent movement applies to the character's actions only; therefore, this ability would not negate the sound of a squeaking cabinet door or rusty hinge of a trunk.)
- Change armor or clothes.
- Other actions the DM allows, such as restringing a bow, or cutting a slit in the back of a tent.

Table 8 in Chapter 1 provides the base chance for moving silently, modified by the variables in Tables 9-11. If the ranger attempts to move silently inside a building or in any other non-wilderness area, his modified score is halved. Other restrictions:

- He can move no faster than 1/3 his normal movement rate when moving silently.
- He can't be observed when attempting to use this ability (moving silently isn't of much use to a ranger who's being watched).
- If he draws attention to himself either intentionally (speaking) or inadvertently (sneezing), the effects of moving silently are immediately negated.

The DM rolls percentile dice as soon as the ranger makes an attempt to move silently. If the roll exceeds the ranger's move silently score, he is as likely to be heard as any other character moving in the same terrain; snapping a twig or kicking a pebble may draw the attention of NPCs or creatures.

If the roll is less than or equal to the ranger's move silently score, he is able to move without sound. He continues to move silently until the terrain changes (for instance, if he enters an area of pebbles, shallow water, or dried leaves), or he attempts a new action that affects his ease of movement (such as carrying an unconscious companion or a large jug of sloshing water). Any such change requires a new roll.

## Species Enemy

Every ranger has a particular creature for which he harbors a deep loathing. Even an otherwise pacifistic ranger has no reservations about harming this creature. In fact, he may actively seek it out for the express purpose of destroying it.

The creature that a ranger opposes above all others is called his *species enemy*. A ranger gains special combat modifiers when encountering his species enemy, reflecting both his knowledge of the creature and his intense emotions.

The player must choose his ranger's species enemy before the character advances to 2nd level. The DM has final approval of the choice. Once the species enemy is determined, it never changes; the ranger retains the same species enemy for the duration of his career.

Though it's not required, the DM may wish to suggest or assign a species enemy based on the ranger's personal history. Conversely, the player may use a DM's choice of a species enemy to fill in some details about the character's early life. Here are a few ways a species enemy might reflect a ranger's background:

- The species enemy was responsible for a personal tragedy in the ranger's youth. The enemy may have killed a ranger's friend or sibling, or may have destroyed the ranger's village and everyone in it. The ranger has vowed to avenge himself against the hated creature.
- The ranger had an intense phobic reaction against a particular creature, perhaps as a result of a childhood trauma. When the ranger was an infant, for example, a snake may have slithered into his crib and tried to swallow him. After years of struggle, the ranger eventually overcame his phobia. In the process, the creature became his species enemy.
- A lord or king hired the ranger as a young man to rid the region of a particular creature. What began as a job became a personal vendetta, and the ranger has come to regard the creature as his species enemy.

**Optional Rule:** To determine a ranger's species enemy, consult Tables 20-29, rolling on the table corresponding to the ranger's primary terrain. The DM isn't confined to the

creatures on the tables, and the tables can be expanded at will. At the DM's discretion, a skeleton or a wight may be an appropriate species enemy for a ranger whose primary terrain is Swamp or Mountains, and an ogre may be as appropriate in the Jungle as the Forest. The DM may also override any illogical selections; a shark, for instance, is a poor choice for an Aquatic ranger who's spent his life at a freshwater lake.

A table is given for Underdark (deep subterranean) enemies, even though no ranger has the Underdark as a primary terrain.

A ranger receives the following modifiers in regard to his species enemy:

**Attack Bonus.** Because of his special understanding of the species enemy's vulnerabilities and combat strategies, the ranger receives a +4 bonus to his attack rolls when fighting the creature. This bonus is in addition to any other bonuses the ranger normally receives.

**Reaction Penalty.** So intense is the ranger's emotional response to the species enemy that it's nearly impossible for him to conceal it. For this reason, the ranger suffers a -4 penalty to all encounter reactions with the species enemy.

**Combat Preference.** In most combat situations, the ranger will actively seek out his species enemy as the object of his attacks to the exclusion of all other potential opponents. If the party encounters three orcs and a troll, and the troll is the ranger's species enemy, the ranger will attack the troll and leave the orcs to his companions. If the ranger spots a troll in the wilderness, he may feel compelled to attack the troll unless his companions convince him otherwise or forcibly restrain him.

This compulsion doesn't automatically override the ranger's good judgment or sense of duty. If a species enemy accidentally falls into a bottomless pit, the ranger won't jump in after it. If he hears rumors that a species enemy was sighted in a distant village, he won't abandon his party to investigate, although he may argue strongly for the party to check it out. If a companion cries for help, he will abandon his fight against a species enemy to come to the companion's aid, resuming his attacks against the species enemy when the companion is safe.

The modifiers apply wherever the ranger encounters his species enemy, not just in the ranger's primary terrain. A ranger whose primary terrain is Desert and whose species enemy is the blue dragon will receive a +4 combat bonus regardless of whether he meets a blue dragon in the desert, mountains, or anywhere else.

Further, the modifiers apply only to the specific creature (or creatures) designated as the species enemy, including any leaders, nobles, shamans, etc. If the species enemy is a blue dragon, the modifiers don't apply to black dragons, red dragons, or dragons of any other color. However, the modifiers affect blue dragons of all ages, from hatchlings to great wyrms. The ogre species enemy includes ogre leaders, shamans, and chieftains, but not ogre mages or merrows. (As a rule of thumb, if a variant creature has a separate listing in its *Monstrous Compendium*® entry, it's not included as a species enemy). The DM is free to make exceptions to the lists in Tables 20-28 based on local conditions within the campaign. For instance, he may decide to include merrows as part of the ogre species enemy, or he may exclude advanced lizard men from the lizard man species enemy if campaign logic dictates.

### Table 20: Arctic Species Enemy

| D8 Roll | Enemy |
|---|---|
| 1-3 | Frost giant |
| 4-5 | White dragon |
| 6 | Cryohydra |
| 7 | Ice Toad |
| 8 | Verbeeg |
| 9 | Winter wolf |
| 10 | Yeti |

## Table 21: Aquatic Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Dragon turtle |
| 2 | Koalinth |
| 3 | Kraken (may include giant squid) |
| 4 | Kuo-toa |
| 5 | Lacedon |
| 6 | Merrow |
| 7 | Pirate/buccaneer, human |
| 6 | Seawolf, lyc. (includes greater) |
| 9 | Sahuagin |
| 10 | Scrag |

## Table 22: Desert Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Blue dragon |
| 2 | Desert brigand, human |
| 3 | Fire giant |
| 4 | Hieracosphinx |
| 5 | Jackalwere |
| 6 | Jann, evil |
| 7 | Lamia |
| 8 | Manscorpion |
| 9 | Naga, evil (may include desert snakes) |
| 10 | Sandling |

## Table 23: Forest Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Green dragon |
| 2 | Bugbear |
| 3 | Ettercap (may include forest spiders) |
| 4 | Ghoul/ghast |
| 5 | Goblin |
| 6 | Hobgoblin |

| | |
|---|---|
| 7 | Kobold |
| 8 | Ogre |
| 9 | Orc (may include orog) |
| 10 | Troll (may include other types) |

### Table 24: Jungle Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Black dragon |
| 2 | Carnivorous ape |
| 3 | Bullywug |
| 4 | Lizard man (includes advanced lizard men and lizard king) |
| 5 | Naga, evil (may include jungle snakes) |
| 6 | Slaver, human |
| 7 | Tasloi |
| 8 | Wyvern |
| 9-10 | Yuan-ti |

### Table 25: Hill Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Red dragon |
| 2 | Brigand, human |
| 3 | Bugbear |
| 4 | Hill giant |
| 5 | Gnoll/flind |
| 6 | Hobgoblin |
| 7 | Leucrotta |
| 8 | Ogre |
| 9 | Ogre mage |
| 10 | Werewolf, lyc. |

### Table 26: Mountain Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Red dragon |
| 2 | Cyclopskin (may include cyclops) |
| 3 | Ettin |
| 4 | Hill giant |
| 5 | Fomorian giant |
| 6 | Gnoll/flind |
| 7 | Manticore |
| 8 | Ogre |
| 9 | Orc (may include orog) |
| 10 | Troll (may include other types) |

### Table 27: Plains Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Hill giant |
| 2 | Brigand, human |
| 3 | Gnoll/flind |
| 4 | Goblin |
| 5 | Harpy |
| 6 | Hobgoblin |
| 7 | Ogre |
| 8-9 | Orc (may include orog) |
| 10 | Troll (may include others) |

### Table 28: Swamp Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Black dragon |
| 2 | Behir |
| 3 | Bullywug |
| 4 | Ghoul (may include ghast) |
| 5 | Goblin |
| 6 | Hydra (may include lernaean hydra and/or pyrohydra) |
| 7 | Lizard man (includes advanced lizard men and lizard king) |
| 8 | Muckdweller |
| 9 | Su-monster |
| 10 | Troll (may include other types) |

### Table 29: Underdark Species Enemy

| D10 Roll | Enemy |
|---|---|
| 1 | Bugbear |
| 2 | Derro |
| 3 | Drow (includes drider) |
| 4 | Duergar |
| 5 | Gibberling |
| 6 | Illithid |
| 7 | Kuo-toa |
| 8 | Troglodyte |
| 9 | Troll (may include other types) |
| 10 | Umber hulk |

## Animal Empathy

Many characters regard animals as non-thinking beasts that react purely on instinct, incapable of responding to reason. The ranger, on the other hand, sees animals as emotionally complex creatures whose fears and desires may be less sophisticated than those of humans, but are no less real. This innate understanding of animal behavior gives

the ranger a limited ability to influence their emotions and manipulate their behavior.

The ranger knows the meaning of a twitching tail, a cocked head, a low growl. He knows that a snarling wolf positioned in a crouch may be more frightened than hostile. If approached correctly, a hissing snake may slither away rather than strike. By calling on his animal empathy, a ranger can use soothing words and gestures to turn hostility to indifference, and indifference to friendship.

## Conditions

A ranger can't influence an animal's reactions at will. The following limitations apply:

**The animal must be native to the real world; natural animals.** Rangers can't modify the reactions of supernatural creatures (skeletons and ghouls), magical creatures (basilisks and golems), or creatures of extra-planar origin (aerial servants and elementals). The ranger can affect giant animals.

**The animal must be intelligent, but not exceptionally so.** To respond to a ranger's words and gestures, the animal must be able to comprehend them. In practice, this means that a ranger can't use this ability to influence the behavior of non-intelligent animals (those with Intelligence scores of zero) such as centipedes or barracudas. Conversely, creatures of higher intelligence, such as leprechauns, ogres, and a paladin's warhorse, resist the ranger's *animal empathy*. As a rule of thumb, rangers can only use this ability on natural animals whose intelligence ranges from Animal to Low (Intelligence score of 1 to 7).

**The animal can't be the ranger's species enemy.** A ranger who confronts the species enemy is too overwhelmed by intense emotions to establish the proper empathy. Therefore, a ranger can never modify the reaction of his species enemy using this ability.

**The ranger must remain calm.** The ranger must move towards the animal quietly, slowly, and confidently, all the while speaking soothing words and making calming gestures. Fear cannot be shown, nor a weapon wielded, nor any action taken that might frighten or enrage the animal.

**The ranger must be distanced from the rest of the party.** If the ranger approaches with companions, the animal will react to the presence of all the characters, not just the ranger. The ranger's efforts to soothe the animal will go unnoticed. Ideally, the rest of the party will be out of the animal's sight when the ranger approaches. If this is impractical, the ranger's companions should be at least 10 feet behind him, remaining quiet and taking no actions that the animal might interpret as hostile.

**The animal must be able to hear and see the ranger.** The ranger must be in plain sight for the animal to size up; the ranger may not be concealed in the brush, hidden in shadows, or have erected any type of physical barrier between himself and the animal. The animal must also be able to hear the ranger, meaning that the area must be relatively quiet, free of distracting or disturbing sounds. In most cases, the ranger must be within a few feet of the animal, or close enough for the animal to see the ranger's eyes. The DM may make exceptions in special circumstances. For instance, if the ranger approaches an animal in total darkness, the DM may rule that soothing words are sufficient to calm the animal. In situations where silence is imperative, gestures alone may suffice. However, in all cases, the ranger must still be relatively close to the animal to modify its reaction.

**The ranger must soothe the animal for an uninterrupted period.** A ranger can't

attempt to soothe an animal that's charging or attacking; the animal must be stationary or moving only slightly (a pacing wolf, a weaving serpent). Once the ranger moves close to the animal, the creature must be soothed for 5-10 (1d6+4) uninterrupted rounds; the DM may increase this time if the animal is unusually anxious or exceptionally hostile. (This time can be lapsed by the DM if nothing else is going on.)

A ranger who meets these conditions can use animal empathy in an attempt to modify the animal's reactions. Though the game result is the same, technique differs depending whether the animal is wild or domestic.

### Wild Animals

This group includes animals not normally domesticated, such as lions, snakes, and rats. It also includes domesticated animals that have been trained to attack, such as dogs.

Before the ranger attempts to soothe a wild animal, the DM must determine the animal's current attitude, taking into account its natural temperament (Is it naturally aggressive, or inclined to flee rather than fight?), immediate conditions (Did it just wake up? Is it sick or wounded? Hungry?) and pre-existing circumstances (Has it recently been harassed or befriended by characters similar in appearance to the ranger? Is it guarding its nest or lair?) The DM should then select the animal's current attitude from Table 30. The attitude should not be announced ("The wolf is Cautious."). Instead, clearly describe the animal's appearance and behavior and let the ranger come to his own conclusions ("The wolf paces back and forth, eyes darting. It begins to snarl as you approach.").

### Table 30: Animal Attitudes

| Attitude | Description |
|---|---|
| Frightened | Filled with panic and terror. Will flee at earliest opportunity. |
| Friendly | Feels warm or conciliatory toward stranger. Will not attack. May nuzzle or lick stranger to express affection. |
| Indifferent | Bored or unimpressed. Oblivious to stranger. |
| Cautious | Suspicious, guarded, nervous. Ready to defend itself if attacked. |
| Threatening | Openly belligerent. Growling, snapping, crouched to spring. Likely to attack if stranger doesn't withdraw. |
| Hostile | Aggressive, violent, enraged. Will definitely attack if stranger doesn't withdraw; may pursue even if he does. |

To determine if the ranger is able to modify the reaction of a wild animal, the animal must make a saving throw vs. rods (even though the ranger's animal empathy ability isn't magical). As shown on Table 31, the ranger's experience level imposes a penalty to the creature's roll.

### Table 31: Animal Empathy Modifier

| Ranger Level | Modifier |
|---|---|
| 1-3 | -1 |
| 4-6 | -2 |

| | |
|---|---|
| 7-9 | -3 |
| 10-12 | -4 |
| 13-15 | -5 |
| 16+ | -6 |

If the animal fails its saving throw, the ranger has successfully modified its behavior. The attitude of the animal shifts one category, up or down, on Table 30 as decided by the ranger. If the animal was Indifferent, it now becomes either Cautious or Friendly, and behaves accordingly. This new reaction applies only to the ranger. An animal that the ranger changed from Threatening to Cautious may still behave in a Threatening manner to other members of the party, particularly if another character decides to interfere with the ranger's efforts or otherwise draws attention to himself. However, as long as the ranger stays near the animal and continues to soothe it, the animal's attention will remain focused on the ranger, and it will remain Cautious. After the ranger leaves the area, the animal's attitude remains altered for a short time (from a few minutes to an hour, as decided by the DM) before it reverts to its original disposition.

If the animal succeeds in its saving throw, it resists the ranger's efforts and its attitude remains unchanged. The ranger notices no significant difference in the animal's behavior. An Indifferent animal continues to ignore the ranger, a Hostile animal may suddenly charge him. The ranger can't make a second attempt to modify its behavior.

### Domestic Animals

This group includes animals that have non-hostile dispositions and are routinely domesticated, such as horses and dogs. It also includes formerly wild animals, such as bears and monkeys, that have been tamed and now are comfortable around people.

Such animals are presumed to be Frightened, Friendly, Indifferent, or Cautious. Regardless of their initial disposition, when a ranger approaches and soothes them, they become Friendly. No saving throws are necessary; this change is automatic. It's also permanent, so long as the ranger stays in sight of the animal. If the ranger leaves the area, the animal reverts to its original disposition a short time later (within a few minutes to an hour).

The attitude change applies to the ranger only; an Indifferent dog feels Friendly to the ranger but remains oblivious to the ranger's companions. A Cautious horse is Friendly to the ranger and will carry him on its back, but bucks furiously if anyone else attempts to mount it.

Additionally, the ranger can ascertain the general qualities of any domestic animal he befriends. By observation alone, he could determine:

- Which puppy in a litter will become the best hunter and most loyal companion.
- Which horse at a sale is the healthiest, strongest, and fastest mount.
- Which sheep in a flock will produce the highest quality wool.
- Which sow in a sty will give birth to the largest broods.

The DM should provide any information of this type that the ranger wants to know, though he should refrain from answering specific questions. For instance, the ranger can determine which horse in a corral is the fastest, but he can't tell the horse's exact speed

just by observing it.

A special case occurs if an animal has been attack-trained. This is most usual in the case of dogs, horses, and hunting birds such as falcons, but might apply to other animals, such as bears or leopards. These are treated as wild animals, and receive the saving throw vs. rods to resist the ranger's empathy as described above.

## Nature Lore

Though the experiences of a ranger living in an arctic wasteland may differ dramatically from one who makes his home in a jungle, both have spent many years observing the patterns of nature, and both have arrived at similar conclusions about the relationship between living things and their environment.

All rangers, then, have an inherent understanding of natural lore, encompassing a broad set of principles involving conservation, ecology, and natural order. Though not every ranger knows specific details about particular situations, all of them understand the general concepts at work. Some examples:

- The plant and animal life in any given habitat tend to be interdependent. The butterfly pollinates the flower, the flower produces nectar to feed the butterfly.
- Animals and plants adapt to natural changes in the environment. Grass becomes dormant in the winter and grows again in the spring. A wolf's fur thickens as the temperature drops, and thins when the weather becomes warmer.
- To avoid ruining the land, natural resources used by man must be replenished. If trees are harvested in a forest, new trees should be planted in their place.

A ranger's knowledge of natural lore enhances his reverence for all living things. In practical terms, it allows him to recognize ecological and environmental problems, both actual and potential. In some cases, he may be able to offer suggestions for correcting them.

There are no hard and fast rules for determining the extent of a ranger's natural lore and its application. The DM must decide how much a particular ranger knows on a case by case basis, taking into account the ranger's training, background, and primary terrain. In most situations, experience is the main factor; the higher the ranger's level, the more he's likely to know.

Table 31 provides natural lore guidelines for rangers of various levels. The information is cumulative; a 7th-level ranger also knows the information available to lower-level rangers. Keep in mind that these are generalizations; a 2nd-level ranger who was raised on a farm may know as much about the ecology of growing crops as another ranger of 10th level. By way of illustration, the parenthetical comments indicate what the ranger might know if attempting to figure out why crops no longer grow in a once-fertile farmland.

## Table 32: Nature Lore

### Ranger

| Level | Quality of Information |
|---|---|
| 1-3 | Knows general principles of how climate, terrain, and life forms interact. Can identify problems, but can only guess at causes.(The topsoil has eroded away.) |
| 4-6 | Can determine causes of problems. (Heavy rainfall washed away the topsoil and leached away the nutrients.) |
| 7+ | Can suggest solutions to problems. (Add fertilizer to the remaining soil. To prevent further erosion, keep land covered with grasses or trees.) |

If the DM is stumped as to whether a ranger knows a particular piece of information, he may require the ranger to make a Wisdom check, adding bonuses or penalties to the roll depending on the relative difficulty of the question. For instance, knowing if a particular substance will work as a fertilizer is a relatively easy question, requiring no penalty to the roll. Knowing which specific crops the fertilizer will nourish is a more difficult question, and a penalty to the roll may be in order. In all cases, the DM should use common sense. A ranger who's never been out of the desert won't know much about the effects of a hurricane on a coastal environment, regardless of his level.

## Survival

The ranger is exceptionally skilled at surviving harsh conditions associated with his primary terrain. In game terms, the ranger is considered to automatically have the Survival proficiency in his primary terrain. This skill costs no proficiency slots. A ranger can spend slots in the Survival proficiency to acquire survival skills in environments other than his primary terrain.

The ranger's survival skill helps in the following ways, all of which apply only in the primary terrain. In certain cases, the DM may require a Survival check (which is equivalent to an Intelligence check). A ranger rolling less than or equal to his Intelligence score on 1d20 succeeds in the check.

- The ranger knows the basic precautions necessary to enhance the chances of survival, and can instruct and assist any companions accordingly. For example, a ranger whose primary terrain is Mountains realizes that physical exertion in high altitudes may result in headaches and fatigue (due to low air pressure). A Desert ranger knows that in arid climates, it's better to rest in the still air than exposed to a strong wind (wind promotes evaporation from the skin, increasing the degree of dehydration). An Aquatic ranger understands that saltwater can't be used for drinking. An Arctic ranger realizes that temporary protection can be had from a bitter wind by tunneling inside a snow drift. This knowledge doesn't guarantee survival by any means; it merely improves the odds. If the ranger wonders about any particular piece of information, the DM will decide if he knows it, requiring a Survival check if necessary.
- The ranger can stave off starvation by finding small amounts of food. A successful Survival check locates enough food to feed himself or one other character. He can locate food in this way once per day.
- The ranger can find enough water to keep himself or another character alive for one day by making a successful Survival check. This assumes that the water is

there to be found.

- The ranger can interpret subtle changes in the environment to anticipate natural disasters. A Plains ranger can recognize the appearance of the sky associated with a coming tornado. A Mountain ranger can identify the rumbling sound that precedes an avalanche. The DM may require Survival checks to verify a ranger's interpretations.

**Optional Rule:** One way in which a DM can use the Survival ability in a "quick-and-dirty" fashion is to set up special penalties (cumulative penalties for fatigue for fatigue or exposure) in especially harsh climes. A party with a ranger or one that is properly prepared and outfitted, simply avoids the potential penalties. Those who are unprepared take the penalties until the DM decides they have acclimated to the setting, or until they take other appropriate actions determined by the DM.

## Strongholds

Like fighters, rangers have the ability to build and maintain castles, forts, and strongholds. Unlike fighters, rangers are not joined by free soldiers or other special followers in doing so.

Theoretically, any ranger can build a stronghold. In practice, most rangers who build them are 9th level or higher, since rangers of lower level usually lack the necessary resources, reputation, and skills. A DM may allow a lower-level ranger to have a stronghold under exceptional circumstances; for instance, a ranger might come into an inheritance, or a group of peasants might build a castle in gratitude for his assistance.

Some rangers acquire strongholds in cooperation with the local king or ruler. The ranger begins the process by petitioning the ruler for permission to build a stronghold in a particular area. If the ranger demonstrates good will and has a reputation for trustworthiness and strong leadership, the ruler usually grants permission. In exchange for this permission, the ranger may have to pay an annual tax, or make himself available to serve in the ruler's military forces in times of war. If the ranger meets his obligations, the ruler may loan royal forces to the ranger if his territory is invaded or his stronghold besieged.

More commonly, rangers prefer to build their strongholds in the unsettled wilderness, beyond the sovereignty of any government. Though free of obligations to a ruler, the ranger must also fend for himself in times of peril; if an army of orcs lays claim to the ranger's territory, the ranger is on his own.

Because a ranger's stronghold gains him no special followers, it tends to be significantly smaller and less elaborate than that of a fighter of comparable level. Though a fighter may receive money by selling products produced on his land, taxing settlers, or charging rent, these options are rarely available to rangers. In most cases, a ranger's stronghold generates only a modest income, if any.

Guidelines for building and maintaining strongholds are beyond the scope of this book. For more information, you might investigate the *DMRG2 Castle Guide*, which includes details of castle construction along with a number of standard floor plans.

Though most rangers prefer castles and forts made of wood and stone, these are by no means the only types available. Other possibilities include tree houses (in Forest and

Jungle terrain), fortified encampments (Desert), observation platforms (Mountains), floating citadels (Swamp and Aquatic), and ice towers (Arctic).

# Chapter 3: Followers

Perhaps the ranger's most interesting ability is the chance to attract unusual followers. Unlike fighters and other character classes that acquire followers, the ranger's followers include animals and magical creatures as well as humans and demihumans. In fact, it's possible that all of a ranger's followers may be animals, which can result in unexpected benefits (strangers aren't as likely to mess with a ranger accompanied by a wolf pack) as well as unforeseen complications (ever try getting a room at an inn with a bear trotting behind you?).

Humans and demihumans (and magical creatures) are drawn to a ranger because of his sterling reputation. They serve as followers out of loyalty and respect, remaining true to the ranger so long as he treats them decently. In this way, such followers are different from normal hirelings and mercenaries who serve for pay.

The motivations of animal followers are less obvious. Animals have no conception of what constitutes a reputation, sterling or otherwise. Instead, animals bond to rangers by instinct. The nature of this bond lies somewhere between the relationship of an infant animal and its parent (picture a baby duck contentedly swimming behind its mother), and a master and his pet (think of a dog's affection for the person who provides him with companionship). If the ranger honors the bond, the follower will often remain loyal for its entire life.

It's important to keep in mind that this bond has no magical basis. The follower stays with a ranger of its own volition, not from some supernatural compulsion, and may leave if conditions become intolerable. Likewise, a ranger doesn't control the actions of his followers, though he may instruct human followers to carry out specific functions, and train animal followers to perform various tricks and tasks.

## Gaining Followers

It's strictly up to the Dungeon Master to determine when a ranger receives his followers, how many he's entitled to, and the circumstances under which they appear. Though the player is free to express his preferences, the DM has the final word.

### Number of Followers

As soon as a ranger reaches 10th level, the DM secretly rolls 2d6. The result indicates the maximum number of followers the ranger will receive over the course of his career. This roll is made only once, and the number is never revealed to the player. The DM should make a note of the number on a sheet of paper; he can use the same sheet to keep track of the followers as the ranger receives them to make sure he doesn't exceed his allotment. The player should also keep track of his ranger's followers; the record sheets at the end of this book are designed for this purpose.

Lost followers are not replaced. If a ranger has a limit of two followers and both are killed, he'll never receive another follower for the rest of his career.

## Identity of Followers

After the DM makes the 2d6 roll to determine the number of followers, it's time to think about who or what they're going to be. He should begin by deciding the identity of the first two or three followers, so that he can make plans to smoothly introduce them into his campaign. He can determine the identities of the remaining followers later, whenever he likes.

To determine the identity of followers, the DM may roll on Table 19 in Chapter 3 of the *Player's Handbook*, use Tables 33-43 in this chapter, or simply choose any particular creature he likes. Regardless of the method preferred, the DM should keep the following restrictions and recommendations in mind:

- The type of followers should make sense within the context of the campaign. Lions and crocodiles shouldn't show up in the arctic, just as dolphins shouldn't appear in the desert.
- The use of powerful creatures as followers should be kept to a minimum, so as not overshadow the efforts of the ranger and other player characters. It's difficult to design challenging encounters for a ranger with a dozen giants at his beck and call! Such creatures should be introduced with care and pacing; it is more fun for the player to have a chance for a powerful ally in his ranger's future.
- A species enemy can't be a follower. The ranger's antagonism for his species enemy makes bonding impossible.
- Generally, the follower will not be a poisonous creature. Rangers do not use poisons, and their followers tend to follow suit. Occasionally a ranger may find himself with an intelligent and poisonous follower; remember that poison use is not a good act, and that to some extent the ranger is responsible for his followers. This can be used by the DM as a special hindrance or to encourage role-playing.
- Certain character kits have specific follower requirements or limitations which take precedence over other considerations. See Chapter 4 for details.

## Using the Follower Tables

The DM may find the Follower Tables (Tables 33-43) especially useful for determining followers, as they provide a variety of types associated with specific terrains. To use the tables, select a terrain and roll 1d100. Some explanations:

- If the result has an asterisk (*) and the ranger already has a follower of this type--or if he's had a follower of that type and lost it--ignore the result and roll again.
- If more than one species of a particular animal is given in parentheses, the DM can choose whichever species he likes. For example, if the result on Table 33 is a herd animal, the DM can choose either a caribou, reindeer, or musk ox.
- If the result is "Human/demihuman," roll again on the Human/Demihuman Followers Table (Table 43). See the Humans and Demihumans section at the end of this chapter for further guidelines.
- The Trainability column indicates an animal follower's aptitude for learning tricks

and tasks; these notations are explained in the Training Followers section later in this chapter.

- Statistics for some creatures not found in core *Monstrous Compendium*® collections are in the Helpful Statistics section.

The DM isn't confined to the creatures listed on the tables. New entries can be drawn from the *Monstrous Compendium* volumes and other sources. New tables can be created, based on unique terrain and cultural demographics of a campaign; the Aquatic Followers Table, for instance, may be subdivided into Saltwater and Freshwater Tables.

The DM must also choose which tables to use for each ranger. He may decide to use only the table corresponding to the ranger's primary terrain (for instance, a ranger whose primary terrain is Desert receives followers only from the Desert table), use the table corresponding to the ranger's current location in the campaign, or focus on the primary terrain table with occasional use of the other tables (most of the Desert ranger's followers come from the Desert table, but he receives a few from the other tables as well).

There are advantages and disadvantages to each method. For instance, if you're only using the primary terrain table, a Desert ranger is likely to end up with a collection of creatures he's comfortable with, but he may have a hard time acquiring any followers at all if the campaign keeps him out of arid environments. Using the local table ensures that a ranger will have regular access to followers, but he may end up with a bizarre menagerie (imagine a Desert ranger with a merman, skunk, and baboon!). Regardless of which method you prefer, it's best to settle on one at the outset of a campaign and use it throughout.

## How and When Followers Appear

To give the DM maximum flexibility for introducing followers into his campaign, no fixed rules exist for determining exactly when they show up. Once the appropriate level is attained, followers should trickle in, one at a time, throughout the course of the ranger's career. As a rule of thumb, assume that a new follower makes an appearance no more than once every few months.

Keep the terrain in mind when deciding how often animal or special followers appear. Regions heavily populated with animals, such as dense jungles or lush forests, are more likely to generate such followers than barren mountains or bleak arctic landscapes. As seen in Tables 33-43, certain types of followers tend to show up in particular areas; for instance, a ranger is more likely to acquire a camel follower in the desert than in the jungle. But exceptions abound; a ranger might encounter a camel that accidently wandered into the plains, or encounter one on display in a zoo in the mountains. As long as the DM creates an explanation, animal and special followers can show up in a surprising variety of places.

Regardless of when and where followers show up, the DM should strive to work their appearance into the events of a campaign. Here are a few situations that may result in a new follower:

**Use of Proficiencies, Special Abilities, or Spells.** After the successful use of the animal handling or animal training proficiency, the affected creature might take a liking to the ranger and offer itself as a follower. This may also occur after a ranger uses his animal empathy ability. Likewise, an animal enchanted by a spell such as *animal*

*friendship* might linger in the area after the magical effects wear off. In any case, the effects of the proficiency or spell no longer apply; the animal in question has decided of its own accord to stick around.

**Planned Encounters.** As part of an adventure, the DM may decide to stage one or more encounters featuring potential followers. For instance, the party may need to explore a cave containing a curious bear, search for a sunken treasure chest surrounded by friendly dolphins, or navigate a jungle filled with mischievous baboons. Assuming that the ranger doesn't inadvertently sabotage the encounter--he kills the bear or avoids the treasure chest--this is one of the most dependable methods for introducing new followers.

**Hunting or Shopping.** When shopping for a new mount, a ranger may be surprised to find one of the horses in the stable noses its way to the front, as if presenting itself for purchase. When hunting for the evening meal, the ranger might suddenly notice that a deer or other game animal is following *him*. Perceptive rangers may realize that these animals are offering themselves as followers.

**Character Interaction.** The ranger spares a foe, only to be adopted by the grateful creature. An NPC youth of long acquaintance (perhaps one rescued on a previous adventure) decides to take ranger training with the PC as a mentor.

**Abrupt Appearance.** For no apparent reason, an creature may present itself to the ranger. Hiking through the woods, the ranger becomes aware of a brownie sauntering behind him. The ranger wakes up with a sleeping fox curled up on his chest. A pseudodragon flutters from the sky and perches on the ranger's shoulder. From a purist's point of view, this is the least satisfying option for introducing followers, as it doesn't arise directly from the events of the story. But it's an acceptable method when all else fails.

## Acquiring Specific Followers

Clearly, some types of followers are more desirable than others. Most rangers will find a horse to be more useful than a rabbit, a dog more advantageous than a mouse. Even in the best of situations, a snake or scorpion follower may be more trouble than it's worth.

There's not much a ranger can do to ensure he gets the type of followers he wants. Becoming a follower is essentially a choice made by the animal or NPC, not the ranger. Though the ranger can influence animal behavior to a certain degree, a ranger can't force a particular creature to become a follower against its will.

However, a ranger can increase his chances of acquiring specific followers in several ways. The easiest and most obvious way is to go where the animals live. A ranger who wants a polar bear follower should go to arctic. Farms and market places are good sources of domestic animals, while zoos and carnivals may stock a wide variety of exotic creatures.

The frequent use of the animal training or animal handling proficiencies, as well as the *animal empathy* special ability, brings the ranger in close contact with potential followers. Spells such as *locate animals* or *plants* can lead him to particular species, while the *call animal follower* spell (described in Chapter 6) may successfully summon a follower.

Note that such efforts don't guarantee the arrival of a follower in any way. In many

campaigns, however, extra efforts made to locate followers increases the likelihood of their appearance.

## Recognizing Animal Followers

A good DM tries to capture the behavior of real animals, and doesn't just announce to the ranger that an animal follower just presented itself. Instead, the DM describes the actions and behavior of the animal and allows the ranger to come to his own conclusions.

How does a ranger know if a particular animal is indeed a follower? Here are some signs:

- The animal doggedly follows him. If the ranger climbs a steep mountain, the animal struggles to keep up. If he goes swimming, the animal waits on the shore.
- The animal shows signs of affection. A lion rubs against the ranger's legs, a wolf licks his face, a horse nuzzles him.
- The animal is uncharacteristically docile. A tiger sits peacefully in the grass while the ranger has dinner. A wild dog yawns when the ranger approaches, but growls when the ranger's companion comes near.

A day or two spent observing such actions should convince even the most skeptical ranger that he's acquired a follower. The DM may verify this conclusion, but is under no obligation to do so. If doubt remains in the ranger's mind, he may be able to ask a companion to use *speak with animals* or a similar spell to verify the animal's status.

Human and demihuman followers tend to express their admiration openly and unambiguously, fawn over the ranger's every utterance, gazing admiringly at him, or offer their assistance at every opportunity. Unless he's exceptionally suspicious or just plain dense, a ranger should have much less trouble recognizing human and demihuman followers.

## Table 33: Arctic Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-07 | Animal, herd (caribou, reindeer, musk-ox) | Low |
| 08-15 | Avian (penguin, tern, snowy owl) | Low |
| 16-25 | Bear (polar) | Med. |
| 26 | Elephant (mammoth, mastodon)* | Med. |
| 27 | Elephant (oliphant)* | High |
| 28-30 | Great cat (snow leopard) | Med. |
| 31-32 | Great cat (giant lynx)* | High |
| 33-34 | Great cat (smilodon)* | Med. |
| 35-37 | Dog (wild, war) | Med. |
| 38-43 | Mammal, small (ermine, snow hare) | Low |
| 44-45 | Remorhaz* | Low |
| 46-49 | Seal | Med. |

| | | |
|---|---|---|
| 50-52 | Selkie | - |
| 53-54 | Toad (ice)* | High |
| 55-56 | Walrus | Med. |
| 57-62 | Wolf (common, dire) | Med. |
| 63-66 | Wolverine (normal, giant) | Med. |
| 67-70 | Yeti | - |
| 71-00 | Human/demihuman | - |

### Table 34: Aquatic Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-12 | Avian (gull, duck, osprey, parrot, pelican) | Low |
| 13-14 | Crab, giant | Neg. |
| 15-18 | Crocodile (common) | Neg. |
| 19-20 | Eel (electric, giant, weed) | Neg. |
| 21-22 | Fish, giant (pike, catfish) | Low |
| 23-24 | Frog, giant | Neg. |
| 25-32 | Dolphin | High |
| 33-34 | Hippocampus* | High |
| 35-36 | Locathah* | - |
| 37-41 | Mammal, small (beaver, sea otter, giant otter) | Low |
| 42-43 | Merman | - |
| 44-45 | Nixie* | - |
| 46-47 | Octopus, giant* | Neg. |
| 48-50 | Seahorse, giant | Med. |
| 51-54 | Sea lion | Med. |
| 55-58 | Selkie | - |
| 59-60 | Triton* | - |
| 61-00 | Human/demihuman | - |

### Table 35: Desert Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-08 | Avian (falcon, hawk, owl, vulture) | Low |
| 09-13 | Camel | Low |
| 14-23 | Dog (wild, war) | Med. |
| 24-25 | Dog, moon* | High |
| 26-28 | Griffon* | Med. |
| 29-35 | Horse (medium, light, wild) | Med. |
| 36-40 | Jackal | Med. |
| 41-42 | Jann* | - |
| 43-44 | Lizard (giant) | Neg. |

| | | |
|---|---|---|
| 45-50 | Mammal, small (jackrabbit, kangaroo rat, prairie dog) | Low |
| 51-52 | Scorpion (large) | Neg. |
| 53-55 | Snake (poisonous) | Neg. |
| 56-58 | Thri-kreen | - |
| 59-60 | Toad (fire, giant) | Neg. |
| 61-00 | Human/demihuman | - |

### Table 36: Forest Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-04 | Animal, herd (deer, stag) | Low |
| 05-12 | Avian (falcon, hawk, owl) | Low |
| 13-14 | Badger (common, giant) | Low |
| 15-16 | Bat (common, giant) | Low |
| 17-28 | Bear (black, brown) | Med. |
| 29-31 | Boar (wild, giant) | Med. |
| 32-34 | Centaur, sylvan | - |
| 35-41 | Mammal, small (ferret, fox, squirrel, raccoon, rabbit, woodchuck, chipmunk) | Low |
| 42 | Pegasus* (if ranger is female, 50% chance for unicorn*) | - |
| 43 | Pixie* | - |
| 44-45 | Porcupine (black, brown, giant) | Low |
| 46 | Pseudodragon* | - |
| 47 | Satyr* | - |
| 48-49 | Skunk (normal, giant) | Low |
| 50 | Treant* | - |
| 51 | Voadkyn* | - |
| 52-54 | Weasel (wild, giant) | Low |
| 55 | Werebear* | - |
| 56-60 | Wolf | Med. |
| 61-00 | Human/demihuman | - |

### Table 37: Hill Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-05 | Animal, herd (deer, goat, sheep) | Low |
| 06-07 | Aurumvorax* | - |
| 08-17 | Avian (falcon, hawk, owl) | Low |
| 18-19 | Badger (giant, common) | Low |
| 20-21 | Bat (common, large) | Low |
| 22-32 | Bear (black, brown, cave) | Med. |

| | | |
|---|---|---|
| 33-36 | Boar (wild, giant) | Med. |
| 37 | Brownie* | - |
| 38 | Dragonet (firedrake)* | Med. |
| 39 | Hippogriff* | Med. |
| 40-43 | Horse (medium, light, pony, wild, mule) | Med. |
| 44-46 | Lizard (minotaur) | Neg. |
| 47-54 | Mammal, small (fox, mouse, rabbit, squirrel) | Med. |
| 55 | Pegasus* | High |
| 56-59 | Wolf | Med. |
| 60 | Wereboar* | - |
| 61-00 | Human/demihuman | - |

### Table 38: Jungle Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-05 | Animal, herd (zebra, giraffe, antelope) | Low |
| 06-07 | Ape, carnivorous* | High |
| 08-15 | Avian (parrot, cockatoo, toucan) | Low |
| 16-17 | Bat (common, large) | Low |
| 18-19 | Boalisk | Low |
| 20-21 | Boar (warthog) | Med. |
| 22 | Couatl* | - |
| 23-24 | Faerie dragon* | - |
| 25-26 | Elephant | Med. |
| 27-36 | Great cat (lion, tiger, jaguar, leopard) | Med. |
| 37-38 | Grippli | Med. |
| 39-40 | Lizard man (advanced) | - |
| 41-47 | Mammal, small (ferret, monkey, mouse) | Low |
| 48-50 | Primate (baboon, orangutan) | High |
| 51-52 | Rhinoceros* | Low |
| 53-56 | Snake (normal constrictor, giant constrictor, jaculi) | Neg. |
| 57-58 | Weretiger* | - |
| 59-60 | Tabaxi | - |
| 61-00 | Human/Demihuman | - |

### Table 39: Mountain Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-03 | Aarakocra* | - |

| | | |
|---|---|---|
| 04-11 | Animal, herd (goat, deer, sheep) | Low |
| 12-21 | Avian (wild eagle, falcon, hawk, owl) | Low |
| 22-24 | Badger (giant, common) | Low |
| 25-36 | Bear (black, brown, cave) | Med. |
| 37 | Dragonet (firedrake)* | - |
| 38-39 | Eagle, giant* | High |
| 40 | Galeb duhr* | - |
| 41-45 | Great cat (mountain lion) | Med. |
| 46-47 | Griffin* | Med. |
| 48-50 | Hippogriff* | Med. |
| 51-53 | Lizard (minotaur) | Neg. |
| 54-60 | Mammal, small (fox, mouse, squirrel, beaver) | Med. |
| 61-65 | Wolf | Med. |
| 66-00 | Human/demihuman | - |

### Table 40: Plains Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-06 | Animal, herd (deer, goat, buffalo, sheep, cattle, antelope) | Low |
| 07-18 | Avian (falcon, hawk, owl, pigeon, crow, raven) | Low |
| 19-21 | Badger (common, giant) | Low |
| 22-24 | Boar (wild, giant) | Med. |
| 25-26 | Brownie* | - |
| 27-32 | Dog (wild, war) | Med. |
| 33-35 | Dog, blink* | High |
| 36-42 | Mammal, small (mouse, fox, chipmunk, rabbit, wild pig, gopher, hamster) | Low |
| 43-44 | Cat, small (domestic, wild) | Med. |
| 45-49 | Horse (heavy, medium, light, pony, wild, mule) | Med. |
| 50-51 | Hyena | Low |
| 52-53 | Rat (common, giant) | Med. |
| 54-55 | Wemic | - |
| 56-00 | Human/demihuman | - |

### Table 41: Swamp Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-08 | Avian (owl, heron, loon, | |

| | | |
|---|---|---|
| | raven) | Low |
| 09-11 | Badger (common, giant) | Low |
| 12-14 | Bat (normal, large) | Low |
| 15-17 | Boar (wild, giant, warthog) | Med. |
| 18-22 | Crocodile (common) | Neg. |
| 23-25 | Frog (giant) | Neg. |
| 26-28 | Lizard (giant) | Neg. |
| 29-32 | Lizard man (advanced) | - |
| 33-39 | Mammal, small (ferret, fox, otter, mouse, muskrat) | Low |
| 40-41 | Naga (water)* | - |
| 42-44 | Porcupine (black, brown, giant) | Low |
| 45-47 | Rat (common, giant) | Med. |
| 48 | Shambling mound* | Low |
| 49-60 | Snake (constrictor, giant constrictor) | Neg. |
| 61-63 | Toad (giant) | Neg. |
| 64-65 | Werebear* | - |
| 61-00 | Human/demihuman | - |

### Table 42: Underdark Followers

| D100 Roll | Follower | Trainability |
|---|---|---|
| 01-06 | Bat (normal, large) | Low |
| 07-18 | Bear (cave) | Med. |
| 19-21 | Beetle (fire, boring) | Low. |
| 22-24 | Crocodile (common) | Neg. |
| 25-26 | Doppleganger* | - |
| 27-34 | Lizard (giant--subspecies) | Med. |
| 35-38 | Lizard (subterranean) | Neg. |
| 39-40 | Mimic (common)* | High |
| 41-48 | Mongrelman | - |
| 49-51 | Myconid* | Low |
| 52-53 | Otyugh* | Med. |
| 54-59 | Owlbear | Low |
| 60-62 | Rat (common, giant) | Med. |
| 63-65 | Spider (giant—steeder) | High |
| 66-00 | Human/demihuman | - |

**Subspecies:** This assumes a subspecies native to the Underdark that is more intelligent or trainable than the standard species.

### Table 43: Human/Demihuman Followers

| D100 Roll | Follower |
|---|---|
| 01-02 | Bard |
| 03 | Bard (half-elf) |
| 04-06 | Druid |
| 07-08 | Druid (half-elf) |
| 09-14 | Cleric |
| 15 | Cleric (elf)* |
| 16 | Cleric (half-elf) |
| 17-23 | Fighter (elf) |
| 24-28 | Fighter (gnome) |
| 29-33 | Fighter (halfling) |
| 34-51 | Fighter |
| 52 | Fighter/Cleric (half-elf) |
| 53-54 | Fighter/Mage (elf)* |
| 55 | Fighter/Illusionist (gnome)* |
| 56-67 | Ranger (half-elf) |
| 68-92 | Ranger |
| 93 | Ranger/Cleric (half-elf) |
| 94-95 | Thief (halfling) |
| 96-97 | Thief |
| 98 | Thief (gnome) |
| 99-00 | DM's Choice |

* If ranger has had a follower of this type, roll again.

**Sea Ranger:** Any full elf follower is 80% likely to be an aquatic elf.

**Mountaineer:** Replace any full elf with mountain dwarf. Any full elf fighter/mage is replaced by a gnome fighter/illusionist.

**Helpful Statistics**

*Avian* (tern, penguin, pelican, duck, parrot, cockatoo, toucan, crow, raven, loon, heron): Int animal; AL N; AC 7; MV 1-3, Fl 24-36 (B) (penguin: MV 3); HD 1-4 hp; THAC0 nil or 20; #AT nil or 1; Dmg nil or 1; SZ T or S; ML 5-7; XP 0 or 15

*Boar, giant:* Int animal; AL N; AC 6; MV 12; HD 7; THAC0 13; #AT 1; Dmg 3d6; SD fight 1d4 rounds if hp 0 to B10; SZ L; ML 11; XP 650

*Caribou:* Int animal; AL N; AC 7; MV 21; HD 3; THAC0 17; #AT 2; Dmg 1-4/1-4; SZ L; ML 5-7; XP 120

*Dragonet, Firedrake:* Int semi-; AL N; AC 5; MV 6 fl 18 (C); HD 4; THAC0 17; #AT 1; Dmg 2d4; SA fire breath 5/day, 2d8 in 60x10' cone; SD 1-2 fire damage per P or S weapon hit unless save vs. breath; SZ S; ML 9; XP 420

*Catfish, giant:* Int animal; AL N; AC 7; MV Sw 18; HD 7; THAC0 13; #AT 1; Dmg 3d4; SA swallow size S if 4+ over hit roll; two toxic feelers, 2d4 each (1d4 if save); SZ L; ML 9; XP 2,000

*Giraffe:* Int animal; AL N; AC 6; MV 21; HD 4; THAC0 17; #AT 1 or 2; Dmg 1-4 or 1-2/1-2; SZ H; ML 5-7; XP 120

*Goat:* Int animal; AL N; AC 7; MV 15; HD 1+2; THAC0 19; #AT 1; Dmg 1-3; SA charge (+2 attack, +1-2 dmg); SZ M; ML 8-10; XP 35
*Musk-ox:* Int animal; AL N; AC 7; MV 12; HD 4; THAC0 17; #AT 2; Dmg 1-4/1-4; SZ L; ML 8-10; XP 120
*Primate (orangutan):* Int low; AL N; AC 7; MV 9; HD 1+1; THAC0 19; #AT 1; Dmg 1-4; SZ S; ML 5-7; XP 35
*Reindeer:* Int animal; AL N; AC 7; MV 24; HD 2; THAC0 19; #AT 1; Dmg 1-4; SZ M; ML 5-7; XP 35
*Rhinoceros:* Int animal; AL N; AC 6; MV 12; HD 8; THAC0 13; #AT 1; Dmg 2-8; SA charge (double damage), trample 2-8/2-8; SZ L; ML 8; XP 975.
*Seal:* Int animal; AL N; AC 6; MV 3, Sw 18; HD 1; THAC0 19; #AT 1; Dmg 1-3; SZ M; ML 8-10; XP 35
*Small mammal* (hamster, kangaroo rat, prairie dog): Int animal; AL N; AC 9; MV 12, Br 1; HD 1 hp; THAC0 nil; #AT nil; Dmg nil; SZ S; ML 2-4; XP 0
*Zebra:* Int animal; AL N; AC 7; MV 24; HD 2; THAC0 19; #AT 1; Dmg 1-3; SZ L; ML 5-7; XP 65

## General Behavior of Followers

This section pertains to animal followers, as do the three sections which follow--Training Animal Followers, Follower Loyalty, and Parting Company. Information relevant to human and demihuman followers can be found in the last section of this chapter.

What exactly does an animal follower *do*, anyway?

At first, animal followers do little more than that--they follow. While an avian follower may perch on the ranger's shoulder for a few miles or a dog may scout up ahead, for the most part, followers linger behind, keeping perhaps 10-20 feet between themselves and the ranger.

In general, an animal follower attempts to accompany the ranger wherever he goes. If the ranger enters a cave, the follower goes in after him. If the ranger paddles a canoe, the follower attempts to swim alongside. If the follower can't swim, it waits on shore for the ranger to return. If the follower is too big to squeeze through an underground passage, it may surface and wait for the ranger outside.

Likewise, if a ranger moves at a pace faster than the follower can maintain, the follower will attempt to pursue as best it can. When a ranger interrupts his travels--for instance, if he stops to camp--he may give the lagging follower enough time to catch up. If a follower is unable to rejoin the ranger because of a lost trail (the animal hasn't seen the ranger in several days and can no longer track him), physical barriers (the animal is incapable of following the ranger across a vast river) or inhospitable terrain (a seafaring ranger has left for the shore, abandoning a water-breathing follower), the follower is considered to be released; see the Parting Company section below for details.

## Routine Activities

For the most part, an animal follower can take care of itself. Assuming there's an

adequate supply of game or edible vegetation in the area, the animal will hunt or graze as necessary to keep itself fed. It will find its own water, keep itself groomed, and rest when tired. If the ranger marches by day and rests by night, nocturnal animals will either reverse their normal sleeping patterns and sleep when the ranger sleeps, or sleep by day and catch up with the ranger in the evening.

In extreme circumstances, an animal follower may depend on the ranger for routine care. If an animal follower accompanies a ranger into a city or other area where it's unable to hunt, the ranger will probably have to supply food. In a hot desert, a ranger may need to share his water. Wounded or ailing animals sometimes require medical attention. If an animal fails to receive adequate care, it may abandon the ranger (see the Parting Company section).

As an animal becomes more attached to a ranger, it may require extra attention or reassurance. Usually, an animal lets the ranger know when it needs attention by rubbing against him, frolicking in front of him, or whining incessantly. Usually, a ranger can soothe an anxious animal follower by playing with it for a few minutes, offering some comforting words, or stroking its fur. If the ranger makes a habit of ignoring a follower, it may abandon him.

## Procreation

Most healthy animals have a powerful instinct to procreate. On occasion, a follower will disappear into the wilderness to seek a mate. Usually, the follower returns in a few hours, or at most, a few days. However, so strong is the urge that the follower may abandon the ranger altogether if it has to travel long distances to find a suitable partner. Also, the quest for a mate is not without risk; a male follower may die while fighting a rival for the attentions of a desirable female (which may account for why some followers mysteriously disappear and never come back). But more often than not, a follower will complete its liaison without incident, rejoining its ranger unharmed and content.

Should a female animal follower give birth, the offspring don't automatically become followers. Initially, offspring are considered "followers" of the parent, as their relationship with their mother more or less parallels the mother's relationship with the ranger. As the offspring mature, they may wander away to start lives of their own, or they may stay and become followers, as decided by the DM. Offspring who become followers count against the ranger's normal limit.

## Combat

Animal followers will rarely defend their rangers against attack unless trained to do so (see the Training Followers section below), especially if the opposition is supernatural or uses fire. In general, a follower is mainly concerned with its own safety, fighting only when necessary to protect itself. An exceptionally violent animal may relish any opportunity to attack, and some will stand guard over or attempt to drag away their incapacitated ranger, but most of the time, a follower is more likely to take cover or retreat than engage in combat. The DM determines the combat reactions of a follower just as he would for any animal in the game.

## Communication

When a ranger acquires an animal follower, he gains no special way of communicating with it. Unless the ranger trains the creature to respond to specific vocal sounds or physical signals, the follower passively accompanies the ranger on his travels, oblivious to his commands.

## Reactions to Others

Animal followers feel loyal and friendly to their rangers. Most animal followers would no more harm their rangers than they would their own mothers. A follower would be unlikely to retaliate violently if the ranger mistreated it; instead, the follower would simply leave.

The ranger's presence has a calming influence on wild animal followers which tempers their reactions to the ranger's other companions. The animal followers will generally leave other player characters alone, so long as the PCs keep their distance and don't antagonize them. However, if a PC comes too close to a lion, tiger, or other wild animal follower, the follower may respond with a warning snarl or even a swipe of the paw. If the PC doesn't get the message, the follower may attack. Such an attack continues until the PC withdraws or the ranger intervenes. If the ranger has trained the follower to attack only when ordered, fellow PCs won't have to worry about assaults. Otherwise, the ranger's companions are advised to keep their distance. Even a ranger will not approach a predatory follower just after it has made a kill.

Naturally docile animals, such as sheep and mice, pose no threat to the party. Neither do domesticated creatures, such as farm animals and pets. Unless a trained animal is responding to its ranger's commands, the DM will decide how docile followers react, exactly as he does for followers that are wild animals.

Wild animal followers respond to non-player characters in much the same way as they do the ranger's companions; that is, they ignore NPCs who keep their distance and make no hostile actions, but may attack NPCs who get too close or threaten them. Docile animals respond timidly to unfamiliar NPCs, possibly cowering behind the ranger or seeking cover.

A ranger's calming influence also extends to followers who would normally consider each other predator and prey. If a deer and a lion are both among a ranger's followers, they co-exist harmoniously so long as they remain with the ranger. Though it's unlikely the pair would cuddle up together to go to sleep, neither would the lion eat the deer. At the same time, the lion follower would consider all other deer fair game, hunting them as necessary to satisfy its hunger. Should the ranger abandon or dismiss his lion and deer followers, the animals would shortly revert to their natural states, and the deer might stand a good chance of becoming the lion's next meal.

## Disadvantages

Animal followers provide many benefits to rangers, but there can be drawbacks as well. Here are a few typical complications, which the DM can use to add color to a campaign, serve as story springboards, or enliven an otherwise routine encounter.

- Some animals attract predators. A rat follower could attract a giant snake, or a boar follower might lure a hungry dragon. The ranger and his companions could be ambushed along with the followers.
- Certain followers may be sought by hunters and collectors. A weasel follower with lustrous ivory fur might prove irresistible to unprincipled sportsmen. A renegade wizard could target the party to get her hands on the feathers of a black owl follower, which she needs for a spell component. Rustlers might assault a party just to steal a ranger's horse follower.
- The presence of unusual followers may make NPCs less likely to deal with the party. A traveler may hesitate to share information when a growling bear lurks in the background. A giant eagle fluttering overhead could discourage a merchant from trading with the PCs. The DM may modify an NPC's reaction by as much as -4 when disconcerting, threatening, or obnoxious animal followers are present.
- Some animals have habits which can make life uncomfortable, if not downright miserable, for the ranger and his companions. A filthy hyena follower might smell so bad that it makes the PCs' eyes burn. A parrot follower may insist on keeping the party up all night with its incessant chatter. A curious squirrel follower could pick the pocket of a slumbering wizard, steal a crucial spell component, then bury it in the forest.

## Training Animal Followers

Rangers can train their animal followers to perform a remarkable variety of tricks and tasks. Because of the ranger's unique rapport with his animal followers, he can teach them more efficiently than other characters are able to train normal animals. And because of the followers' eagerness to please, they learn their tricks and tasks more quickly.

Two methods are provided for representing this special relationship with animal followers. The Standard method is the simplest and most straightforward, but treats all animals more or less the same. The Alternative method requires extra bookkeeping, but is a bit more realistic, as it takes into account the learning capacities of different species. Both methods are similar to and compatible with the animal training proficiency (the animal training proficiency itself isn't used to train followers). Whichever method you prefer, it's best to stick with it throughout the entire campaign.

Before examining the training methods, let's clarify what is meant by tricks and tasks. These definitions apply to the animal training proficiency as well as the training methods described below.

A *trick* is a specific action performed in response to a specific stimulus, such as a command, a sound, or a gesture. The action involves only a single step and requires no independent decision-making. In every instance, the animal performs the action exactly as taught, without improvisation of any kind. The stimulus must be unambiguous and precise ("stay"); any variance in the stimulus ("Don't move") is likely to be misinterpreted, resulting in a failure to perform the trick as intended.

A *task* is general sequence of actions performed in response to a stimulus. The action may involve multiple steps and require some independent decision-making. Completion of the task may require a certain amount of improvisation. The stimulus may be non-specific (for instance, if taught the task of tracking, the follower is able to track a variety

of animals, not just one particular species). Obviously, tasks are more difficult to master than tricks.

## The Standard Method

This training method uses essentially the same rules as the animal training proficiency described in Chapter 5 of the *Player's Handbook*. The ranger announces the trick or task he wishes to teach a particular follower (examples of tricks and tasks are given below). The DM may disallow the trick or task if he decides the follower is incapable of performing it; a reptile, for instance, may be too dull to come on command, or a chipmunk may lack the attention span needed to track. If the DM approves, the ranger proceeds. It takes the ranger 2d4 weeks to teach a trick to a follower and two months to teach a task.

When the training period ends, the ranger makes a Wisdom check (using his own Wisdom score). If the check succeeds, the animal has mastered the trick or task. If the check fails, the ranger can make another attempt to teach the follower the same trick or task by expending the same time and effort. He then makes another Wisdom check. If it succeeds, the animal learns the trick or task. If it fails, then the animal cannot be trained to perform that trick or task. A follower can learn a maximum of 2d4 tasks or tricks, in any combination of the two.

A ranger can train up to three followers at the same time. As all followers are naturally cooperative with the ranger, he doesn't need to prepare "wild" animal followers by taming them (unlike the requirement given in the animal training proficiency).

Successful training assumes the ranger works with the followers for short periods on a regular basis; the amount of time spent is less important than working with the follower every day. If the ranger fails to maintain a regular schedule--say, if he skips a full week or so of training--he must start over, investing another two months for a task or 2d4 weeks for a trick.

The DM should write down the number of tricks and tasks a particular follower is able to learn. The player should also note the tricks and tasks on his ranger's record sheet as the followers learn them. Additionally, when teaching a follower a new trick or task, the player should keep track of how many weeks have passed for each training period.

## The Alternative Method

The Alternative method involves the use of a *trainability rating*, a general indication of a follower's capacity to learn. The higher the trainability rating, the more tricks and tasks an animal can know and the faster it can master them. The trainability rating is primarily based on the animal's Intelligence score, but also takes into account its fondness for humans and demihumans, its willingness to learn, and its eagerness to please. Trainability ratings apply only to a ranger's followers and have no bearing on the relationships between animals and other character classes or on the animal training proficiency.

Tables 31-42 give trainability ratings for a variety of animal followers. The DM can use the trainability ratings in these tables as guidelines for assigning ratings to species not listed, should he decide to modify or expand the tables.

The DM may also make exceptions for animal individuals. He may decide, for instance, that a particular squirrel is smart enough to merit a Medium rating rather than the Low rating given on Table 34. Likewise, he may rule that an exceptionally dull wolf deserves no better than a Low rating. In any case, the DM should make such a determination as soon as the follower arrives. A follower's trainability rating should not change once it has been assigned.

The four ratings--Negligible, Low, Medium, and High--are discussed in detail below. Each describes the types of animals encompassed by the rating, the time required to learn tricks and tasks, and the maximum number of tricks and tasks that followers with the rating can learn. For convenience, Table 44 summarizes this information.

Additionally, each description lists several tricks and tasks associated with the rating. The lists don't include all possible tricks and tasks, but a general sample; the DM should use the lists as a basis to determine the difficulty of any other trick or task that the ranger wishes to teach a follower. A follower can learn tricks and tasks associated with all lesser ratings, as well as those associated with its own rating; a Medium trainability follower, for instance, can learn tricks and tasks associated with Negligible, Low, and Medium ratings.

In all other respects, the Alternative method uses the same rules as the Standard method. Only the types and numbers of tricks and tasks, along with the training times, are different.

**Negligible Trainability**

This category includes animals with little aptitude for learning, such as fish, insects, arachnids, and reptiles. Most of these creatures have Intelligence scores of 0. Followers with negligible trainability can learn only the simplest tricks, such as those requiring movement towards or away from a stimulus. They can't learn tasks. Since some of these creatures are unable to discern sound, the ranger may need to use a bright light (such as a torch) or a broad gesture (a sweep of the hands) instead of a vocal command to get the follower to respond.

A follower with negligible trainability can learn no more than a few (1d4) tricks, though the DM may decide that a particular animal is not capable of learning *any* tricks. Training time is 2d6 weeks per trick.

Sample tricks:

**Withdraw.** The follower moves away from the ranger at maximum speed for 1-4 rounds, then stops.

**Come.** The follower advances toward ranger at maximum speed, stopping when it comes within a few feet.

**Stay.** The follower stays in place for 2-12 rounds, after which it resumes its normal activity.

**Attack.** The follower aggressively attacks any creature indicated by the ranger. The attacks persist until the ranger breaks the command. Whether a follower fights to the death is up to the DM; in many cases, a follower in danger of losing its life (an animal that has lost half of its hit points) will withdraw. If the ranger commands such an animal to continue its attacks, a morale check may be in order (see the Parting Company section below). Animals that have been attack-trained usually have a base morale of at least 11.

Attack-trained animals get a save vs. rods against another ranger's *animal empathy*

ability.

**Low Trainability**

Animals in this category have an average but unexceptional aptitude for learning. They can learn a wide range of tricks, but few tasks. The category includes herd animals, small mammals, and birds, most of which have Intelligence scores of 1. The majority of animals either belong to this category or the Medium trainability category.

A follower with Low trainability can learn 2-8 (2d4) tricks and tasks, of which half or less can be tasks. Training time is 2-8 (2d4) weeks per trick and 10 weeks for tasks.

Sample tricks:

**Heel.** The follower remains within a few feet of the ranger, mimicking his movement. The follower tries to move as fast as the ranger, stop when he stops, and stay with him until the ranger breaks the command. This type of movement is distinct from the follower's normal movement, as the follower remains at the ranger's side at all times, rather than lurking in back of the party. Mastery of the Come and Stay tricks usually precedes the learning of this trick.

**Sit**. The follower sits on its haunches until the ranger breaks the command, at which time the follower resumes its normal actions. Variations include Standing, Rearing, Rolling Over, Playing Dead, and other simple physical feats, all of which are distinct tricks and require individual training periods.

**Speak.** The follower growls, barks, chirps, or makes any other natural sound on command.

**Fetch.** The follower retrieves a specific object and brings it to the ranger. Typical objects include coins, balls, bones, or sticks. In order for the follower to execute the command, the ranger must first show the object to the follower before throwing it or hiding it. The follower won't search indefinitely; if the ranger tosses the object in a field of high grass, for instance, the follower may search for 10-30 minutes before giving up and returning to the ranger. Note that the Fetch trick doesn't allow the follower to hunt for and recognize objects belonging to a general category; that is, a follower can't enter a building and look for hidden gems or other treasure items.

**Carry Rider.** This assumes the animal is physically able to carry a rider. It obeys simple movement commands from the rider, such as turning left and right, stopping, and trotting. However, the follower can't execute any of the maneuvers associated with the Stunt Riding task explained in the Medium trainability section below. This does not replace riding proficiency; any maneuvers performed by the rider, such as using the mount as a shield or leaping from the steed's back to the ground, require the riding proficiency checks.

Sample tasks:

**Retrieve.** The follower can locate and bring back a specific type of item from a general location. Such items might include coins, jewelry, weapons, or food; a general location might be the interior of a building, a grove of trees, or a shallow stream. The ranger must show the follower a sample similar to the desired item, and must also indicate the area which the follower is to search. The follower won't search indefinitely; if unable to find an item, it usually will return empty-handed (or empty-mouthed) within an hour.

**Bodyguard.** The follower protects the ranger or a designated friend from attacks by

keeping opponents at bay or by attacking them directly, as commanded by the ranger. The follower will fight alongside the ranger, making its own decisions which enemies to attack (it may, for instance, attack an unnoticed opponent sneaking up behind the ranger). The Attack trick must be learned before this task.

**Medium Trainability**

Exceptionally bright animals belong to this group, including those commonly found as pets, trained for circuses, or used in warfare. These animals will tend to have Intelligence scores in the 2-4 range.

A follower with medium trainability is able to learn 4-10 (2d4+2) tricks or tasks in any combination. Training time is 2d3 (2-6) weeks for tricks, and 8 weeks for tasks.

Sample tasks:

**Track.** The follower can follow the trail of an animal, human, or demihuman; in general, only followers capable of tracking prey by scent are eligible to learn this task. The follower must be familiar with the creature being tracked, or the ranger must provide a sample of the scent (a piece of clothing, a scrap of hide). It can retrace its path to lead the ranger to the creature. If the follower assists the ranger in tracking, the ranger adds +1 to his Tracking proficiency checks (see Chapter 2). If the follower is tracking by itself, it makes Tracking checks independently of the ranger. Assume that the base Tracking score of a wolf, lion, or similar predator ranges from 13-16. A hunting dog's score may be as high as 19, while a young badger's score as low as 11; the DM makes the call.

**Stunt Riding.** An animal follower with this proficiency can ride, performing all of the feats associated with the airborne and land-based riding proficiencies (as appropriate to the follower's size and species). For airborne mounts, animal's Stunt Riding score is the same as the ranger's Wisdom score, with a -2 penalty. For land-based mounts, the Stunt Riding score is equal to the ranger's Wisdom score, with a +3 bonus. Therefore, a ranger with Wisdom 14 who wants his stunt-riding dog to balance on a horse leaping a gap wider than 12 feet must roll his Riding score of 17 or less (14 for his Wisdom, +3 for a land-based mount).

**High Trainability**

Only a handful of followers, such as dolphins and certain primates, qualify for this category. Animals with high trainability can reason, weigh options, and arrive at their own conclusions. Their ability to learn tasks rivals that of some humans and demihumans. Their Intelligence scores begin at 5 and go up.

A follower with high trainability can learn 6-12 (2d4+4) tricks or tasks, or any combination of the two. Training time is 1d4 weeks for tricks, and 6 weeks for tasks.

Sample tasks:

**Lookout.** As directed by the ranger, the follower stands watch or scouts ahead, keeping alert for signs of trouble. If the follower perceives a threat, it unobtrusively alerts the ranger. This training includes a special signal the follower can give for the ranger's species enemy.

**Complex Chore.** The follower can perform a complex chore requiring decision-making or a relatively detailed series of steps. Such chores include building a fire, washing dishes, or grooming a horse. Learning each chore requires a separate training period.

**Weapon Use.** The follower wields a sword, dagger, or other simple weapon, using it when attacking. Each weapon requires its own training period, and opposable thumbs are needed in most instances. This task is most useful when the follower has already mastered the Attack trick or Bodyguard task, described above.

**Not Applicable (-)**

Creatures who can communicate with spoken language and whose Intelligence scores are on par with those of humans don't have trainability ratings. To determine their behavior as followers, consult the guidelines in the Humans and Demihumans section below, along with the relevant information in their *Monstrous Compendium*® entries.

### Table 44: Follower Training Table

| TR | TT (Tricks) | TT (Tasks) | Max. Number |
|---|---|---|---|
| Neg. | 2d6 weeks | - | 1d4-1 |
| Low | 2d4 weeks | 10 weeks | 2d4* |
| Med. | 2d3 weeks | 8 weeks | 2d4+2 |
| High | 1d4 weeks | 6 weeks | 2d4+4 |

* Up to half of these can be tasks

Abbreviations:
**TR:** Trainability Rating
**TT:** Training Time (time required to learn trick or task)
**Max. Number:** Maximum number of tricks and tasks (in any combination) the follower may learn

### Success of Tricks and Tasks

Followers perform most tricks and simple tasks automatically; no die rolls or success checks are necessary. If the outcome of a particular task is uncertain (a follower taught to pull a wagon has a heavy load to haul) the DM may require an ability check if the relevant ability score is known (the follower pulls the wagon if a Strength check succeeds), or he can assign a percentile chance based on his assessment of the situation (the load is exceedingly heavy; the DM sets the chance of success at 20%).

The DM should adjudicate the Attack trick, the Bodyguard task, and similar combat-oriented tricks and tasks just as he would for normal combat situations, determining attack and damage rolls as required.

## Parting Company

If a ranger treats his followers well, they'll remain with him indefinitely. If the ranger has not neglected the well-being of his followers, or violated their trust, loyalty checks for them are rarely necessary.

### When a Follower Abandons a Ranger

However, there is a limit as to how much abuse a follower will tolerate. The actions--or inaction--of the ranger may necessitate morale checks, as determined by the DM. Should a morale check succeed, the follower remains with the ranger. Should a check fail, the follower goes its own way, in most cases never to return. Followers who permanently abandon their ranger are considered lost and are not replaced.

Here are some situations that may result in a follower abandoning its ranger. It's up to the DM to decide when a given situation becomes stressful enough for the follower to require a morale check.

**Inhospitable Terrain.** An animal may hesitate to enter an environment radically different from its own. A hawk follower native to the mountains probably won't resist following a ranger into a forest or plain, but it may balk at entering an arctic region. Even if an animal follows a ranger into hostile terrain, it may not remain there for long; for example, a hawk may tolerate the freezing climate of the arctic for no more than a day or two.

**Reckless Endangerment.** Followers trained for combat willingly participate in encounters that may result in injury or even death. However, if the ranger forces an animal to participate in an unrelenting series of battles, resulting in serious damage or chronic fatigue, the follower may rebel and leave. Likewise, if a ranger regularly compels an animal to follow him into caverns, ruins, and similarly dangerous places, the animal may flee.

**Starvation.** Though followers usually find their own food, in certain situations they may depend on their rangers for nourishment. If a ranger neglects to keep a follower fed, the follower may decide to look for greener pastures.

**Mistreatment.** Most followers won't stand for beatings, whippings, or other physical mistreatment. (Being of noble character, most rangers won't administer such punishments, but exceptions do occur.) If the ranger persists in this behavior, abandonment is inevitable.

**Inattention.** Some followers, particularly dogs and other domestic animals, have emotional as well as physical needs. A ranger who consistently ignores or withholds praise and affection from his followers risks losing them.

**Mating Season.** An animal's urge to mate may overwhelm its loyalty to its ranger. An animal may disappear during mating season and never return, particularly if it has trouble finding a suitable partner. Morale checks usually aren't applicable in these situations; instead, the DM may take advantage of mating season to restore balance to the game by eliminating a powerful follower, or getting rid of a cumbersome follower that's proving to be too much of a burden to a ranger.

**Impending Death.** When certain followers reach the end of their days, due to illness or old age, they may abandon their ranger to die alone (an aged elephant journeying to an elephant's graveyard). Morale checks aren't usually necessary. Instead, the DM may engineer a poignant scene where the ranger realizes that death is near for his loyal companion, and must come to terms with the loss.

### When a Ranger Abandons a Follower

Situations may arise where the ranger wants to rid himself of a particular follower. A

follower with negligible trainability may prove to be more annoying than helpful. A filthy or frightening follower may make the party uncomfortable. A follower may eat too much, move too slowly, or scare off too many NPCs. Whatever the reason, the ranger has two options for abandoning a follower, either of which he can exercise any time he likes.

**Release.** This is a form of temporary abandonment. Using commanding gestures and a firm voice, the ranger lets the follower know that he wants it to remain behind. Because of the special bond between the follower and the ranger, the follower instinctively understands what the ranger is telling it, and responds by reluctantly wandering away into the wilderness. Should the ranger return to the general area where he released the follower, and call out to the follower or otherwise make his presence known, the released animal may show up again, ready to resume its role as a follower. (The DM decides if a released follower returns; generally, if the ranger attempts to locate the follower within a few months of its release, the animal will show up within a day or so. Otherwise, the ranger should assume that the released follower has died or relocated.)

**Dismiss.** This is a form of permanent abandonment. As with release, the ranger communicates his desire to dismiss a follower through a series of gestures and vocal commands. The dismissed follower moves away into the wilderness, never to be seen again. A dismissed follower will not return to the ranger. A ranger can=t replace dismissed followers; they still count against his normal limit.

### Other Options

A ranger who doesn't want to release or dismiss an unwanted animal follower has a host of other options, limited only by his imagination and the DM's approval. He can arrange for a farmer, a zoo keeper, or other NPC to care for the follower (making sure, of course, the caretaker is of good alignment). He can keep it in his stronghold, asking a human or demihuman follower to care for it. He can also give it to a friendly NPC as a gift (again, presuming the NPC is of good alignment; failure to do so may be taken as a sign of betrayal by the ranger's remaining followers).

## Humans and Demihumans

Humans and demihumans become followers for different reasons than animals. Drawn to a ranger's reputation for honor and integrity, humans and demihumans serve as followers out of respect, admiration, and hero-worship. They remain loyal so long as their basic needs are met, and the ranger doesn't betray their trust.

Trainability doesn't apply to human and demihuman followers. Instead, they will perform any duties or functions within reason. Typically, such followers serve as soldiers, but they may also work as guards, servants, or personal aides.

Human and demihuman followers accompany the ranger as long as their basic needs are met and their are fairly treated. Some may serve with the understanding that the ranger will teach them the ways of the wilderness. It's up to the ranger to determine the needs and expectations of each new follower when he arrives.

A ranger's human and demihuman followers aren't confined to a stronghold. They may accompany him on his travels or undertake independent missions. In other respects, a ranger's followers adhere to the guidelines given in Chapter 12 of the *Player's*

*Handbook*. The DM should prepare a character sheet with all relevant statistics for each new follower. The DM, not the player, controls the actions of the follower.

**Restrictions.** In general, human and demihuman followers should be of 1st to 4th level when they appear; a 15th-level fighter has better things to do than tag along after a 10th-level ranger. Additionally, the follower should be of good alignment; except in rare cases, rangers won't tolerate neutral or evil followers.

**Followers can be of either sex.** The age of the follower is also unimportant, although because of their low levels, most followers will be relatively young.

**Personalities.** Impressionable youths, curious scholars, impulsive vagabonds, and orphaned wanderers all make good followers. Interesting quirks or personal problems make followers more fun for the players, and also provide springboards for adventures. Chapter 12 of the *DUNGEON MASTER Guide* offers suggestions for creating NPC personalities, which are also suitable for followers.

**Abandonment.** Just as he may do with animal followers, the ranger may dismiss or release his human and demihuman followers. Released followers may rejoin the ranger at a later time. Human and demihuman rangers who are dismissed or otherwise lost can't be replaced.

Human and demihuman followers may also abandon their rangers. Situations that may trigger abandonment include reckless endangerment, continual verbal abuse, or inattention to the follower's needs. If the ranger commits an act of cowardice or otherwise violates his code of honor, a follower may become disillusioned and abandon the ranger in disgust. The DM might make morale checks to determine if a follower stays or goes, he may resolve the situation by role-playing (the follower requests an explanation for the ranger's cowardly behavior; the follower stays if the ranger offers a reasonable justification), or in extreme cases, he may have the follower simply disappear without explanation.

## Notes on Falconry

The principle of training hunting birds is that all food comes from the trainer, otherwise they are likely to fly off. They will be very dependent on the trainer; failure to feed them for 24 hours is pushing their limits. If more than 36 hours pass, the birds will likely die.

Birds should be flown and exercised daily. Their health will deteriorate if they are not flown once at least every 3-4 days.

Flying multiple birds at once is nearly impossible, as species dominance instincts take over; the higher status bird will let the lower status bird do the dirty work, then come in and steal the kill. Rarely, a species will hunt in family groups--one main hunter and several others to flush out the prey. A real-world example of this behavior is the Harris hawk.

No falconer will fail to wear a heavy leather gauntlet on his catching arm (the "off" arm, usually the left). The gauntlet will not be metal, which is uncomfortable for the bird. It will cover the forearm, perhaps extending as far as the elbow. Carrying birds like this is tiring, so a perch of some sort (as on a staff) is desirable.

Hunting birds are never carried on the shoulder. Their natural instinct is to take out an eye or ear (which they can do with unbelievable speed) and their training reinforces the

instinct. Even a well-trained bird cannot be trusted so close to the face.

Owls can be flown as hunting birds. They are much harder to train than hawks or falcons (comparable to the independent feline versus the eager-to-please canine). Unlike other birds, owls can be flown in the dark; however, their instinct is to strike stationary targets. They will not attack while a target is moving, but only when it pauses, stops, or hunkers down. Owls will kill hawks and falcons; the two types of birds cannot be flown together.

# Chapter 4: Ranger Kits

Although they share similar abilities and philosophies, no two rangers are quite alike. But how do you make one different from another?

This chapter offers a convenient solution in the form of *character kits*. Character kits are structured collections of proficiencies, traits, benefits, and limitations that help define different rangers as unique individuals. A kit can serve as a basis for a ranger's personality, background, and role in a campaign.

Character kits are entirely optional--ranger characters can get along without them just fine. But they're a lot of fun, adding color and depth to a campaign, as well as making rangers more interesting to play. We'll take a look at a number of kits in detail, and explain how to use them. We'll also give some tips on designing new kits from scratch.

## Acquiring Kits

Players choose character kits for their rangers as part of the character creation process. Only one kit can be chosen for a particular ranger.

When creating a new ranger, begin by determining his ability scores (*Player's Handbook*, Chapter 1), race (*PH*, Chapter 2) and alignment (*PH*, Chapter 4). At this point, select a character kit, recording the pertinent information on the character sheet (the record sheets at the end of this book are designed for character kits; permission is granted to copy these pages for personal use). In accordance with the kit information, flesh out the character by determining other relevant details, such as character proficiencies (*PH*, Chapter 5; and Chapter 5 of this book) and equipment (*PH*, Chapter 6; and Chapter 7 of this book).

A player chooses a character kit at the outset of his ranger's career. It's possible, however, to incorporate the character kit rules into an existing campaign, providing the DM agrees that the kit is appropriate. A kit must be compatible with a ranger's personal history, his background, and his established personality traits. For example, the Mountain Man kit doesn't make sense for a ranger who's never been to the mountains. On the other hand, the Sea Ranger kit is a logical choice for a ranger who's spent most of his life at sea.

## DM Decisions

Before players create their characters, the DM should examine each of the kits and

consider the following questions:

Is this kit appropriate to the campaign? Not all kits fit with every campaign, and the DM is free to exclude any he feels are inappropriate. If the campaign takes place entirely on land, for instance, players may be barred from choosing the Sea Ranger kit. Before the players create their characters, the DM should tell them which kits are allowed and which are forbidden.

Do the players need additional information about any kit? Any campaign details relevant to a particular kit should be explained to the players before they create their characters. For example, the DM may announce that an army of orcs have allied with a group of stone giants and declared war against all Giant Killers, or that the local king has levied a hefty tax on anyone charging for guide services, Pathfinders included.

Are there changes in any kit? The parameters for each kit aren't engraved in stone, and the DM is free to make any changes he likes. He may decide that only female Guardians are allowed in his campaign world, or that all Justifiers must be members of a particular military order. All such changes should be made clear to the players before they create their characters.

## Kit Subsections

All character kits described in this chapter consist of the following elements:

**Description:** This section describes the features that distinguish a character associated with this kit, including his cultural background, duties, manner, and appearance.

**Requirements:** Any special racial, ability score, or alignment requirements are listed here. Characters can't take the kit if they don't meet the listed qualifications. "Standard" means that no special racial or ability requirements apply to this kit. A good alignment is assumed.

**Primary Terrain:** Certain kits tend to be associated with specific environments. *Required* indicates that a character taking the kit must take the indicated primary terrain; if more than one type is listed, the player may choose whichever type he prefers. *Recommended* means that a character taking this kit is advised to use one of the listed primary terrain types, but isn't required to do so. *Any* means that there are no required or recommended types for this kit; the player may use any primary terrain he likes.

**Role:** The character's role in society and in a campaign is detailed here. Typical motivations, personality, and beliefs are examined, along with common relationships with other people, reasons for joining an adventuring party, and usual function within a party. Note that these traits don't necessarily apply to each and every character associated with this kit; players may shape the personalities of their characters based on these suggestions, or they may disregard them entirely and create personalities of their own design.

**Secondary Skills:** If you're using the rules for secondary skills from Chapter 5 of the *Player's Handbook*, the character is restricted to the choice of skills listed in this section, or "no skill."

**Weapon Proficiencies:** If you're using the weapon proficiency rules, a kit may require the character to take specific weapon proficiencies or choose from a restricted list. Alternately, the character may have the option of choosing from a list of recommended

weapons.

**Nonweapon Proficiencies:** Although nonweapon proficiency rules are technically optional, they're strongly recommended when using ranger kits. However, if you're using secondary skills, you shouldn't use nonweapon proficiencies.

*Bonus* proficiencies are received free of charge; they cost no proficiency slots. A *required* proficiency must be taken and does cost slots. *Recommended* proficiencies are skills typical for the kit. They cost the normal number of proficiency slots. It's a good idea for a beginning player to spend all or most of the ranger's initial slots on recommended proficiencies. *Barred* proficiencies cannot be taken initially, though they can be taken during play.

An asterisk (*) indicates a new proficiency described in Chapter 5.

**Armor/Equipment:** Some character types tend to use specific equipment, while others have limitations on the items available to them. Requirements and recommendations are given here, along with any style preferences associated with the kit. Unless indicated otherwise, a character must buy the required equipment, including weapons, from his initial funds. Like all members of the warrior group, a ranger begins with 50-200 (5d4 * 10) gp. If he lacks the funds to buy all of his required equipment, he should buy as much as he can, then pick up the rest as soon as he gets the money.

**Species Enemy:** A particular species enemy may be required or recommended. If the enemy is *required*, the character has no choice; he must take the indicated creature as a species enemy. If more than one creature is listed as a required enemy, the character can pick the one he prefers. *Recommended* enemies are only suggestions; the character may choose one if he likes, or ignore the recommendation. *Any* means that a ranger should choose his species enemy normally, as described in Chapter 2.

**Followers:** As with the species enemy entry, this section may include either required or recommended followers. The DM should make sure that at least one of each *required* type shows up as a follower some time in the ranger's career (depending on there being enough slots available). *Recommended* followers show up at the DM's option. Any means that the character has no special follower restrictions or recommendations.

**Special Benefits:** All kits give special benefits that aren't normally available to other characters. Typical benefits include improved abilities, special relationships with followers, and reaction bonuses. All benefits are received free of charge, and don't count against the normal limitations of the ranger class.

**Special Hindrances:** To balance their special benefits, kits also carry special hindrances. Hindrances may include reaction penalties, cultural restrictions, or ability limitations. All special hindrances are in addition to any disadvantages normally associated with the ranger class.

## List of Kits

### Beastmaster

**Description:** A wanderer, the Beastmaster has a natural affinity for animals; in fact, he has a limited form of telepathic communication with them. This is often the result of a magical bond with the Animal Kingdom, formed either at the time of his birth or upon reaching young adulthood. Unlike other adventurers, the Beastmaster does not command,

train, or control his animal companions, rather they are his friends and comrades-in-arms. Misunderstood and feared by nobles and common folk alike for his unnatural abilities with animals, the Beastmaster seldom stays in one place for long, nor is he comfortable in civilized lands.

**Requirements:** Standard.

**Primary Terrain:** Any outdoor land.

**Role:** Beastmasters tend to walk alone, accompanied only by the fierce natural beasts that are their friends and allies. Traveling the fringes of settled lands, the Beastmaster has small use for the trappings of civilization, but even less for the minions of evil, particularly those of a magical or priestly nature. Thus, a Beastmaster will often find himself aiding the oppressed or enslaved, and pitted against the cruelties of evil priests or wizards and their allies.

**Secondary Skills:** Hunter, Fisher.

**Weapon Proficiencies:** A Beastmaster is initially limited to weapons that he can make himself: axe (any), club, dagger, dart, javelin, knife, quarterstaff, sling, or spear.

**Nonweapon Proficiencies:** *Bonus:* None, but see Special Benefits. *Recommended:* Agriculture, Bowyer/Fletcher, Endurance, Hunting, Leather working, Running, Swimming, Weather Sense. Optional: See Weaponsmithing (Crude) in the Mountain Man section).

*Barred:* Armorer, Etiquette, Heraldry, Navigation, Weaponsmithing.

**Armor/Equipment:** The Beastmaster starts only with leather armor and weapons he has made.

**Species Enemy:** Standard.

**Followers:** None, but see Special Benefits.

**Special Benefits:**

*Stealth:* The Beastmaster has a +5% chance to hide in natural surroundings.

*Animal Henchmen:* Although a Beastmaster receives no special followers at high level, he can acquire normal or giant animals as henchmen. He may acquire them at any level, and their number depends on his Charisma. If these animals are slain or driven away, they can be replaced by new animals without penalty (though this may take some time).

*Animal Telepathy:* The Beastmaster can establish telepathic communication with any normal or giant animal within 30', if he does nothing else in the round. The animal must have a minimum Intelligence of 1. This has the following benefits:

- The Beastmaster can communicate to the creature that he desires its friendship. If the offer is sincere (and the animal will be able to sense if it isn't), the creature can be calmed and will not attack or flee unless it is attacked.
- The Beastmaster can recruit an animal he has befriended as a henchman if he is not at his limit and if the creature fails a saving throw vs. rods. The saving throw is penalized by -1 for every three levels of experience the Beastmaster has earned. At the DM's option, animals may present themselves for recruitment in the same way that followers appear to other rangers.

*Animal Bonding:* The Beastmaster forms a mental bond with any animal he recruits as a henchman. There is no distance limit, but this ability does not cross planar boundaries. This bond has the following effects:

- The Beastmaster can communicate directly with any animal henchman to which

he has a bond. This gives him the ability to directly explain tricks or tasks he wishes the animal to attempt, or to communicate needs and desires. Conversely, the animal can also communicate its needs and desires to him.

- He can see through the eyes of the animal by concentrating on the mental link. He can see through the eyes of one creature in a round (himself included).
- He has the animal lore proficiency with respect to the bonded animal. Furthermore, if he is mentally linked to the animal, success with the proficiency is automatic.
- Every time the Beastmaster gains a level, all of his current animal henchmen gain an additional hit point.

*Animal Horde:* At 9th level, the Beastmaster can summon a horde of wild animals to fight for him. They must come from a land that he controls, and it takes one week to gather them.

They can be brought together only for some great purpose that can be explained simply. Up to 100 Hit Dice of animals per level of the Beastmaster will come. For every 10 animals, there will be a pack leader with one additional Hit Die and maximum hit points. The horde will stay together for one week for each level of the Beastmaster. There is no record of a Beastmaster summoning more than one horde in a year.

*Optional Rule:* The Beastmaster can split his experience award, giving up to half of his earned experience to any or all of his animal henchmen that played a role in the adventure. Such henchmen advance on the Fighter Experience Table, receiving +1 to attack rolls and +3 hit points for every level gained.

**Special Hindrances:**

*Empathic Shock:* The Beastmaster feels pain when one of his henchmen is wounded, suffering a -2 penalty to all rolls in the next round. If he is mentally linked with a henchman when it is killed, he suffers a -2 penalty to all rolls for the next 24 hours.

*Unruly Allies:* The Beastmaster's animal henchmen are free to come, go, or act as they will. Any attempt to arbitrarily restrict or regulate their freedom, or habitually ignoring their needs and desires, will result in resentment, sulkiness, and possible abandonment.

*Outcast:* The Beastmaster suffers a -1 penalty to reaction rolls by common NPCs, and a -2 when dealing with a civilized aristocracy. Further, his maximum effective Charisma when dealing with his own race is 15.

*Limited Funds:* The Beastmaster starts with 1d4 - 10 gp.

*No Fortress:* At no time will the Beastmaster build a fortress. At 9th level, he may establish himself as the protector of an area of land equivalent to a barony.

## Explorer

**Description:** The restless spirit of the Explorer makes him the most nomadic of all rangers. His travels take him around the world, as he continually seeks new lands to investigate and new cultures to study. No region is too remote, no society too primitive to pique the Explorer's interest. An expert in communication, survival, and anthropology, the Explorer's skills are invaluable for safely navigating uncharted terrain and negotiating

with suspicious natives.

**Requirements:** An Explorer must have a minimum Intelligence score of 12.

**Primary Terrain:** Any (no specialization; use for followers and species enemy only).

**Role:** Motivated as much by curiosity as money, the Explorer spends more of his time planning expeditions than looking for employment. Still, Explorers are in high demand as guides, mapmakers, and scouts. A reputable Explorer can demand a high price for his services. However, rumors of a lost civilization are more likely to intrigue an Explorer than the promise of treasure, and he chooses his jobs accordingly.

Though a Pathfinder (discussed elsewhere in this chapter) or similarly skilled guide plays a crucial role in leading an expedition through unexplored territory, it's often an Explorer who's actually in charge. The Explorer decides when it's best to forge ahead and when to rest. He knows that small parties travel better than large ones, as each additional member increases the likelihood of delays from injury and disease. Above all, he understands the relationship between safety and self-restraint. He discourages his companions from taking unnecessary risks whenever possible.

An Explorer balances his natural impulsiveness with healthy doses of caution and common sense. More of a scholar than a brawler, he is usually a reluctant combatant, resorting to violence only when all other options fail. But when attacking, he fights with a single-mindedness that can border on savagery. A seasoned Explorer counsels his companions to follow two rules vital to wilderness survival, particularly where primitive civilizations are suspected to exist: (1) negotiating is usually preferable to attacking; and (2) if you intend to attack, then attack to kill.

**Secondary Skills:** Fisher, Forester, Hunter, Navigator, Trader/Barterer, Trapper/Furrier.

**Weapon Proficiencies:** Because an Explorer favors lightweight, easy-to-use weapons, his weapon proficiencies are confined to the following choices: short bow, light crossbow, dagger, dart, knife, sling, short sword.

**Nonweapon Proficiencies:** *Special Bonus:* Survival; the Explorer receives the benefits of this proficiency in all terrain types. Assigning additional slots to this proficiency does not enhance its use in any way. *Required:* Cartography*, Reading/Writing. *Recommended:* Ancient History, Bowyer/Fletcher, Camouflage*, Direction Sense, Distance Sense*, Endurance, Fire-building, Fishing, Foraging*, Herbalism, Hunting, Languages (Ancient and Modern), Mountaineering, Navigation, Rope Use, Signaling*, Swimming, Trail Marking*, Trail Signs*, Weather Sense.

**Armor/Equipment:** An Explorer has no special armor or equipment requirements. However, he rarely wears armor heavier than leather and most Explorers find shields awkward and confining.

**Species Enemy:** Any.

**Followers:** An Explorer has the normal 2d6 career limit (however, see Special Hindrances).

**Special Benefits:**

*Languages:* An Explorer has the capability of learning twice the normal number of languages allowed by his Intelligence score (see Table 4 in Chapter 1 of the *Player's Handbook*). For instance, an Explorer with an Intelligence score of 12 can learn six languages instead of the usual three. All languages still cost a proficiency slot each.

*Find the Path:* The Explorer can use this ability to sense the correct direction that will

eventually lead to a desired geographical locale, which must be in an outdoor setting. The Explorer must have some clue, map, information, or body of research about the locale in order to use this ability. It can be used once per week, providing a day's worth of guidance (hence it is of greatest use on an expedition of weeks or months duration).

*Culture Sense:* This ability allows the Explorer to acquire general knowledge about the laws and customs of a tribe, village, or settlement. Once per week, the Explorer may attempt to use this ability by touching a member of the tribe or village. The villager must have the knowledge the Explorer wishes to gain; for instance, the villager can't be an infant or mentally deficient. Cooperation of the villager isn't required; touching an attacking or sleeping villager works as well.

The villager must make a saving throw vs. spells. If the throw succeeds, the Explorer learns nothing. If the throw fails, the Explorer acquires an instant understanding of the villager's laws and customs, including those applicable to related clans or tribes (such as the social etiquette pertaining to all aarakocra in the region, not just this particular group). Information learned through this ability might include local laws (no one is allowed on the village streets after dark without written permission), accepted courtesies (strangers bow to all children), and cultural taboos (hats and other head coverings are considered offensive). Successful use of this ability also gives the Explorer a +1 reaction adjustment when encountering any other members of the tribe, village, or settlement.

The DM may limit the quality and amount of information in any way he sees fit. The knowledge acquired through this ability doesn't ensure proper conduct; the Explorer's behavior (and the player's decisions) will ultimately determine the reaction of all villagers.

**Special Hindrances:**

*Limited Animal Empathy:* Because he spends little time in one place, and much of his time is spent on native cultures and geographical studies, an Explorer does not develop animal empathy to the degree of other rangers. When dealing with wild or attack-trained animals, the animal's saving throw vs. rods has a +2 bonus. Further, the Explorer must make a successful Wisdom check when trying to calm or befriend domestic animals.

*Few Followers:* The Explorer would travel lightly, unencumbered by followers that require his attention. Thus, he will have no more than two followers at the same time. If he already has two followers, a new follower won't arrive until one of his current followers is dismissed, lost, or killed.

*No Fortifications:* An Explorer has little interest in the responsibilities associated with property ownership. He will never build a castle or any other fortification.

## Falconer

**Description:** The Falconer is an expert in the handling and training of falcons, birds of prey capable of learning an impressive range of tricks and tasks. Under the direction of a skilled Falconer, a falcon can be taught to snatch a coin purse from a victim's belt, bring down game birds in mid-flight, and fight effectively against creatures many times its size. In addition to his expertise as a bird trainer, the Falconer excels as a hunter and outdoorsman.

**Requirements:** Standard.

**Primary Terrain:** *Required:* The Falconer must choose a primary terrain where

falcons are most commonly found: Desert, Forest, Hill, Mountain, or Plains.

**Role:** Many Falconers serve as retainers of kings or nobles. Others freelance as guides and mercenaries. Some stage public performances in rented halls or on street corners, demonstrating their birds' remarkable stunts for appreciative crowds. Regardless of how they make a living, Falconers are held in high regard by most people, who never fail to be impressed by the Falconer's amazing rapport with his birds.

As falcons are extremely sensitive creatures, most Falconers by necessity must be even-tempered, patient, and self-assured. These traits also make the Falconer a valuable asset to an adventuring party. The Falconer's comrades will usually find him dependable and supportive, though perhaps a bit preoccupied with the needs of his bird. Sometimes falconers will have traits much like their birds--fierce, swift, and observant.

In combat, the Falconer fights aggressively, he and his falcon generally conducting their attacks against the same opponent. If his falcon and a human companion are both threatened, the Falconer will often choose to defend his falcon. To prevent misunderstandings, an honorable Falconer will make it clear where his loyalties lie before he joins an adventuring party.

**Secondary Skills:** Bowyer/Fletcher, Forester, Groom, Hunter, Leather worker, Trader.

**Weapon Proficiencies:** *Required:* A Falconer must take two of his initial weapon proficiency slots in any of the following: bow (any), crossbow (light), dagger, knife, sling, spear. The remaining slots, as well as all subsequent slots, can be used for any weapon of the Falconer's choice.

**Nonweapon Proficiencies:** *Bonus:* Falconry*. *Recommended:* Alertness*, Bowyer/Fletcher, Endurance, Hunting, Leatherworking, Veterinary Medicine*.

**Armor/Equipment:** A Falconer has no special armor or equipment requirements. However, each falcon he trains requires a set of falconry training equipment (see Chapter 7).

**Species Enemy:** Any.

**Followers:** Unlike other rangers, a Falconer receives an allotment of 3d6 followers, determined at 1st level. The falconer immediately receives a falcon follower at this time, which counts against his allotment. This falcon will be exceptionally strong and able. The DM may use the statistics in the Falconry proficiency description (see Chapter 5) for the initial falcon follower, as well as for any subsequent falcon followers.

Until 10th level, a Falconer can only have one follower, and that follower must be a falcon. If the falcon follower dies or is otherwise lost, a new falcon follower will arrive in accordance with the guidelines in Chapter 3. The new falcon counts against the 3d6 allotment.

A Falconer becomes eligible to receive followers other than falcons when he reaches 10th level. At 10th level and beyond, the Falconer may have more than one falcon among his followers, depending on the circumstances of the campaign and decision of the DM.

*Important Note:* Remember that a Falconer's follower will be a bird of rare and remarkable characteristics and loyalty. The Falconer can also train lesser birds for himself or others, using the standard training rules.

**Special Benefits:**

*Enhanced Training:* If a normal falcon has failed to learn a trick or task and become untrainable, the Falconer can try again after gaining a level.

*Attuned Follower:* Under certain conditions, a Falconer is able to establish an exceptionally strong bond with a falcon follower. The bond enables the falcon to learn more efficiently, and enhances communication between the falcon and the Falconer.

Whenever a Falconer acquires a new falcon follower, including the falcon he receives at 1st level, the falcon may be trained as a normal follower (see Chapter 3). However, once the Falconer begins to train the falcon (using either the Standard or Alternate method), the falcon cannot become attuned.

Otherwise, the Falconer can forego training until he attempts to become attuned to the new falcon. The attuning attempt takes six weeks. For at least an hour each day, the Falconer talks to the bird, strokes its feathers, and engages in other nurturing behavior. The bird learns to respond to the Falconer's voice, though the Falconer refrains from teaching it any specific tricks or tasks during this time. (In combat encounters which take place in this period, the falcon will fly to safety at the first sign of trouble, then return to the Falconer's shoulder when all's clear).

At the end of the six-week period, the Falconer makes a Wisdom check. If the check fails, the attuning attempt has likewise failed. The falcon continues its relationship with the Falconer as a normal follower. The Falconer may begin to train the falcon according to either the Standard or Alternate method described in Chapter 3. The Falconer can't make a second attempt to attune the falcon.

If the check succeeds, the falcon is attuned. Normally, the Falconer can teach the attuned falcon a task or trick each time he gains a level, at the same time he undergoes his own level training. The Falconer may also use the normal training rule, either the Standard or Alternative method. Training time is half that given in the falconry proficiency (see Chapter 5). Regardless how it is trained, an attuned falcon can learn tricks or tasks in any combination, up to one per level of the falconer. An attuned falcon never becomes untrainable.

Additionally, once a falcon becomes attuned, it receives a one-time hit point bonus equal to twice the Falconer's level. For example, if a falcon becomes attuned to a 3rd level Falconer, the falcon receives a bonus of 6 hit points. This bonus remains the same, even if the Falconer later advances in level.

The following benefits apply only to a Falconer and an attuned falcon.

*Fearless Falcon:* When fighting on behalf of a Falconer or under a Falconer's direction, an attuned falcon never needs to make a morale check.

*Falcon Species Enemy:* An attuned falcon has its own species enemy. When a falcon follower becomes attuned, determine its species enemy, either by rolling on the appropriate table in Chapter 2 (Tables 20-27), or by the DM choosing a particular enemy. The falcon and ranger may share the same species enemy. The falcon has all of the species enemy bonuses and penalties described in Chapter 2.

*Attack Bonus:* An attuned falcon receives a +2 bonus to all attack rolls, except when fighting its species enemy (when it receives a +4 bonus).

*Speak With Falcon:* A Falconer who reaches 10th level acquires the ability to speak with an attuned falcon follower. The ability is similar to the 2nd level priest spell speak with animals, except it requires no components or casting time, and the Falconer can do so at will.

*Mental Communication:* At 15th level, the Falconer can communicate mentally with an attuned falcon follower. Both the Falconer and attuned falcon can send and receive

thoughts at will, up to a distance of 100 yards per level of the Falconer. Walls or other physical boundaries have no effect on this ability.

**Special Hindrances:** If an attuned falcon dies, or is lost for any other reason, the Falconer succumbs to grief and despair for 1-4 weeks. During this period of mourning, the Falconer makes all attack rolls and ability checks at a -2 penalty. Additionally, during this period, no new followers can be acquired, nor can the Falconer use the *animal empathy* ability.

## Feralan

**Description:** What happens to children who wander into the wilderness and are never recovered? Or worse, children who are abandoned by their families, left in the woods to fend for themselves? Sadly, most of them eventually succumb to the dangers of the wild. But a fortunate few are taken in by animals, raised as part of a lion's brood or a wolf's litter. Cut off from civilization, they gradually take on the characteristics of the creatures who adopted them. In the process, they become Feralans, beings who combine the savagery of a beast with the intellect of a man.

The Feralan may look like a human, but for the most part, he acts like a wild animal. He speaks the language of animals and lives in their lairs. He leads them on hunts, defends them against predators, and considers them his family. Yet, the Feralan retains vestiges of his own race, characterized by his agile mind and an unshakable curiosity about human civilization. Many Feralans have picked up enough human language to communicate with them, albeit on a limited basis.

Despite his bestial tendencies, the Feralan's moral principles are not so different from other rangers. He values the well-being of his followers as much as his own. He avoids needless killing and considers himself the nemesis of hunters who stalk game for sport. Greed and jealously are as unknown to the Feralan as they are to the creatures of the forest.

*Familial Species:* At the beginning of his career, the player should choose a familial species for his Feralan, representing the type of animal that raised him. A Feralan can have only a single familial species, which never changes. The familial species must share the Feralan's primary terrain and is subject to the DM's approval. Animals suitable as familial species include wild dogs, bears (any), wolves, great cats (any), and primates (any). The DM may augment this list with additional choices if he likes; familial species can't be human, demihuman, humanoid, or of magical or supernatural origin.

**Requirements:** Feralans must have a minimum Constitution of 15 and a minimum Strength of 14. They cannot be of lawful alignment.

Though some humans and demihumans raised by wild animals have neutral or evil outlooks, only those with good alignments qualify as Feralans. Because Feralans have little use for the laws and regulations of the civilized world, most are chaotic good.

**Primary Terrain:** The vast majority of Feralans have Forest or Jungle as their primary terrain. Arctic, Hill, Mountain, Plains, and Swamp are possible but less common.

**Role:** Many people fear Feralans, wrongly considering them to be ferocious wildmen or savage werecreatures. Those who befriend Feralans, however, come to know them as trustworthy, noble, and even gentle. Still, Feralans remain wary of most humans and demihumans, finding their actions unpredictable and often incomprehensible.

Feralans rarely volunteer to join adventuring parties. However, because Feralans are fervent animal advocates and protectors of the wild, they are inclined to cooperate with parties who share their concerns.

While a Feralan's human companions may admire his courage and respect his instincts, they may find his beast-like behavior offensive at best, frightening at worst. After a hunt, a Feralan may drag the carcass of his prey back to the party's campsite and eat it raw, tearing off chunks with his familial followers. Personal hygiene is rarely among a Feralan's priorities, though he may occasionally lick himself clean. He grooms his animal friends by picking bugs from their fur, then cuddles up with them to go to sleep. When disturbed, he may snarl like a wolf. To celebrate victory over a predator, he may howl at the moon. He communicates in grunts, growls, and sentence fragments. He may disconcert new associates by sniffing them.

**Secondary Skills**: Fisher, Forester, Hunter, Trapper/Furrier. The secondary skills reflect talents that Feralans have picked up in the wild; therefore, all skills have wilderness applications only. A Fisher Feralan, for instance, may know how to swim and catch fish, but won't be able to operate a boat.

**Weapon Proficiencies:** *Required:* club, knife. A Feralan's remaining slots must be spent on primitive weapons: blowgun (rare), dagger, short bow, dart, hand axe, sling, spear.

**Nonweapon Proficiencies:** *Bonus:* Hunting or Fishing; Trail Signs*. His remaining initial proficiencies must be chosen from these: Alertness*, Animal Handling, Animal Lore, Blind-fighting, Direction Sense, Endurance, Fire-building, Fishing, Foraging, Hunting, Rope Use, Running, Set Snares, Survival, Swimming, Veterinary Healing*, Weather Sense.

**Armor/Equipment:** Feralans adorn themselves in crude smocks or loincloths made of furs and hides. They wear only what is necessary to keep themselves warm and comfortable.

A Feralan wears no armor, nor does he carry a shield. His main weapons--the ones associated with his weapon proficiencies--he makes himself from bones, branches, rocks, and other natural materials. If he loses or breaks one of these weapons, he can come up with a replacement in few hours, assuming suitable materials are available. He can use weapons other than those he makes, but prefers not to.

**Species Enemy:** Any.

**Followers:** Unlike other rangers, the Feralan begins to receive followers at 5th level. At least half (rounded up) of his followers will be of his familial species. A Feralan will receive at most one human, demihuman, or humanoid as a follower, and this only at 10th level or higher.

**Special Benefits:**

*Stealth:* The Feralan receives a +10% chance to hide in natural surroundings and a +10% chance to move silently.

*Feral Rage:* During melee combat, the initial wounding of an opponent may impel the Feralan into a frenzy of blood lust, increasing his fighting effectiveness. A Feralan can make one attempt to become enraged at any particular opponent. After the first round in which a Feralan inflicts damage on an opponent, the Feralan has the option of making a saving throw vs. death magic. If the roll succeeds, the Feralan goes into a feral rage for the next 2d6 rounds. During that time, the rage gives the Feralan a +2 bonus to all attack

and damage rolls, and his base Armor Class improves by 2 (an unarmored Feralan's AC is temporarily raised to 8). However, all attacks must be made against the designated opponent and the Feralan must attack in every round he's able; he can't voluntarily break off an attack, or choose to attack a different opponent.

An enraged Feralan must continue to attack the designated opponent until the feral rage wears off, or the opponent dies or escapes. If the rage wears off, the Feralan may continue to attack normally, or take any other action; however, the Feralan can't attempt to become enraged again against the same opponent. If the opponent dies, the feral rage automatically ends. If the opponent flees, the Feralan will pursue for the duration of the rage.

*Climbing:* The Feralan has a base climbing success rate of 60%. This allows tree climbing at the Feralan's normal movement rate (cliff climbing instead if the primary terrain is Arctic, Desert, or Mountain). This ability is much more limited than the thief ability to climb walls. The climbing modifiers discussed in Chapter 14 of the *Player's Handbook* apply in all situations other than those given.

*Speak with Animals:* The Feralan can use this ability at will with animals from his familial species. The ability is similar to the 2nd level priest spell speak with animals, but requires no components or casting time.

*Familial Rapport:* The familial followers of a Feralan will generally do what they're asked, assuming they're physically capable of doing so, when the Feralan speaks to them in their own language. Mistreated familial followers may still abandon a Feralan, as detailed in the Parting Company section of Chapter 3.

*Animal Training:* The Feralan may train non-familial followers (use guidelines in Chapter 3).

*Call of the Wild:* When in his primary terrain, the Feralan may attempt to summon familial species animals by howling at the top of his lungs for 1-6 rounds. The DM then secretly rolls percentile dice. If the result is less than or equal to the Feralan's Wisdom score plus his level (a 5th level Feralan with Wisdom 15 has a base chance of 20%), 1-4 familial animals show up within the next hour. Once they arrive, these animals act as followers for the next 1-4 hours. During this time, the Feralan may command them with his *speak with animals* ability. At the end of the 1-4 hour period, the summoned animals disappear into the wilderness. A Feralan can attempt *call of the wild* once per day.

**Special Hindrances:**

*Limited Magic:* Because of his mental predisposition and animalistic tendencies, a Feralan can only learn and cast a limited number of spells. He has access only to spells of the animal sphere and can't cast spells any higher than 2nd level. Table 41 shows the Feralan's spell progression.

A Feralan may use any magical item normally allowed a ranger.

### Table 45: Feralan Spell Progression

| Feralan | Casting | Priest Spell Level* | |
|---|---|---|---|
| Level | Level | 1 | 2 |
| 1-7 | - | - | - |
| 8-9 | 1 | 1 | - |
| 10-11 | 2 | 2 | - |
| 12-13 | 3 | 2 | 1 |

| | | | |
|---|---|---|---|
| 14-15 | 4 | 2 | 2 |
| 16+ | 5 | 3 | 2 |

* Animal sphere only

*Limited Money:* A Feralan has little interest in money or gems, which for the most part are as worthless to him as rocks. He keeps only enough funds to cover training costs, equipment replacement, and basic living expenses. He usually allows fellow party members to divide the remainder of his share of treasure as they wish. (However, the Feralan still receives all experience points due him for finding treasure and fellow party members receive no experience point benefit for the Feralan's share.)

*No Fortifications:* Lacking extensive resources but mainly lacking the inclination, a Feralan will not build a castle or any other type of fortification at any point in his career.

*Reaction Penalty:* The rough manner and appearance of the Feralan inflicts a -3 penalty when encountering human, demihuman, or humanoid NPCs, including other Feralans.

A Feralan will seldom, if ever, develop any close relationship with politically powerful human, demihuman, or humanoid NPCs.

## Forest Runner

**Description:** Wherever a corrupt or oppressive regime holds power, there's bound to be a Forest Runner. Forest Runners rise in opposition to such regimes, living on the fringes of society, usually one step ahead of the law. They're criminals only in a technical sense, as they adhere to a personal code that compels them to wage war against greedy aristocrats and unjust rulers. While the powers-that-be view the Forest Runner as a lawless troublemaker, commoners see him as hero, perhaps their best hope against a tyrannical government.

Constantly on the move, Forest Runners live by their wits and have learned to make do with minimal resources. They excel in combat and make formidable opponents. Ever active and brimming with self-confidence, Forest Runners delight in harassing authority figures, particularly the pompous and well-to-do. Many a hapless aristocrat has been left bound, gagged, and penniless after a humiliating roadside encounter with a Forest Runner.

Any time after reaching 4th level, the Forest Runner will acquire a *personal nemesis*. This is an NPC of near equal level whose campaign goal is to capture or kill the Forest Runner.

**Requirements:** A Forest Runner must have a Charisma score of at least 12.

**Primary Terrain:** Most Forest Runners hail from civilized regions in Forest, Hill, Plains, Mountain, or Jungle. However, no terrain type is excluded, providing it contains a reasonably sized and sufficiently corrupt settlement. (A Forest Runner from a primary terrain other than Forest, modifies the name accordingly, such as Mountain Runner, Swamp Runner, and so on.)

**Role:** The Forest Runner is usually selfless, resourceful, and roguishly charming. A loner by circumstance and not by choice, a Forest Runner readily allies with adventuring parties who share his outlook. As a champion of underdogs everywhere, the Forest Runner doesn't necessarily feel bound to his homeland, and may journey anywhere in the

world to promote justice. Occasionally, he may join a party to acquire treasure for distribution to the needy. If the local authorities are putting the heat on, he may accompany a party simply to disappear for a while.

**Secondary Skills:** Bowyer/Fletcher, Forester, Farmer, Hunter, Leather worker, Teamster, Weaponsmith.

**Weapon Proficiencies:** The Forest Runner receives a bonus weapon proficiency slot, above and beyond those he's normally allowed. The bonus slot must be filled with one of the following weapons: long bow, quarterstaff, long sword, or dagger. He must then fill three of his first six slots with the remaining weapons on this list. Once he's met this requirement, he may fill subsequent slots with any weapons of his choice.

**Nonweapon Proficiencies:** *Required:* Bowyer/Fletcher. *Recommended:* Alertness*, Blacksmithing, Camouflage*, Disguise, Endurance, Leatherworking, Persuasion*, Riding (Land-based), Rope Use, Weaponsmithing.

**Armor/Equipment:** Standard.

**Species Enemy:** A Forest Runner's species enemy should have some association with the corrupt regime he opposes. It may be the king's pet (such as a wolf or tiger), an evil race with which the monarchy has aligned itself (goblins or ogres), a symbol of the government (a snake or a hydra) or a creature the opposed officials have used in war (a dragon or a giant).

**Followers:** Any.

**Special Benefits:**

*Stealth:* The Forest Runner has a +5% chance to hide in natural surroundings and a +5% chance to move silently.

*Inspire:* Once per day, prior to making an attack, a Forest Runner may spend 2-5 (1d4+1) rounds boosting the morale of his companions with flattering words and expressions of confidence. He can influence a number of companions equal to his level. If the Forest Runner makes a successful Charisma check afterwards, the companions enjoy a +2 bonus to their morale for the next 3-12 (3d4) rounds. Each companion also receives a +1 bonus to his first attack roll. The inspiring speech doesn't affect animals, other Forest Runners, or himself. The Forest Runner can't attempt to inspire his companions in the midst of battle or while they're occupied in any other activity.

*Disguise:* The Forest Runner can take the Disguise proficiency for one proficiency slot.

*Reaction Bonus:* In his homeland or any region where his reputation precedes him, a Forest Runner can count on food and shelter at no charge for himself and his companions from supportive commoners. A Forest Runner also receives a +1 reaction modifier from peasants of good or neutral alignment of all cultures.

**Special Hindrances:** Forest Runners will rarely develop a close relationship with any NPC with political power. Additionally, a Forest Runner runs a constant risk of arrest by authorities of his homeland, as well as from other regimes with which his homeland has extradition agreements. Law-enforcement authorities may plague a Forest Runner through his entire career.

## Giant Killer

**Description:** The Giant Killer is a skilled combatant, often from humble beginnings,

trained to the specific purpose of slaying giants. He has mastered combat techniques designed to fell giants, and has become an expert in their behavior and habits. A Giant Killer is nothing if not confident; a giant's immense size merely means he makes a good target.

For the purposes of this kit, giants include true giants, such as: cloud giants, fire giants, frost giants, hill giants, stone giants, and storm giants. Also included are giant-kin, such as cyclops, ettins, firbolg, fomorians, verbeeg, and voadkyn. The DM may augment this list with other giants relevant to his particular campaign.

**Requirements:** A Giant Killer must have a minimum score of 15 in both Strength and Dexterity.

**Primary Terrain:** Any terrain is acceptable, so long as some type of giant calls it home.

**Role:** Giant Killers have keen minds, strong bodies, and unshakable egos. Most Giant Killers tirelessly promote their own skills and accomplishments, boasting of their latest triumphs to anyone who'll listen. Not surprisingly, their reputations precede them in most civilized regions. However, reactions among residents vary. For every person who reveres the Giant Killer as a hero, there's another who dismisses him as a blowhard. But when giants plague a community, everyone welcomes a Giant Killer with open arms.

Even when their services are desperately needed, Giant Killers rarely exploit their position. Most charge only modest fees, or settle for a medal or other token of appreciation in lieu of payment. As often as not, Giant Killers seek no remuneration of any kind, fighting giants for the sheer pleasure of it.

Unsurprisingly, the mere promise of an encounter with a giant is reason enough for most Giant Killers to join an adventuring party. For the most part, a Giant Killer leaves decision-making to others. Though in principle, he may share the party's fervor for the expedition at hand, he's usually more concerned with finding giants. He may become impatient and surly if the party goes for too long without meeting one.

The Giant Killer relishes violent encounters of all kinds, if only to exercise his combat skills. Of course, he comes into his own when fighting giants, and it's a wise party that follows his lead in such situations.

**Secondary Skills:** Bowyer/Fletcher, Forester, Groom, Hunter, Tailor, Weaponsmith.

**Weapon Proficiencies:** Because the Giant Killer faces tall adversaries, he must become proficient with missiles and hurled weapons. The first weapon slot, and every odd slot (third, fifth, and so on), must be a missile weapon: bow (any), crossbow (any), sling, staff sling, or any melee weapon that can be hurled. The even-numbered slots may be filled with any weapons of the Giant Killer's choice.

**Nonweapon Proficiencies:** Giant Killers pursue their interest in giants with such single-mindedness that they have little time left to master other skills. Therefore, a Giant Killer is allowed only one nonweapon proficiency at first level. This must be selected from the following: Bowyer/Fletcher, Cobbler, Cooking, Hunting, Pottery, Riding (Land-based), Running, Tailor, Swimming, Weaving.

**Armor/Equipment:** Giant Killers have no special equipment requirements. They often carry shields decorated with medals and ribbons awarded them from grateful communities for slaying troublesome giants. Though such shields can be used normally, they're mainly for show; Giant Killers generally put them aside before engaging a giant in battle.

**Species Enemy:** None; however, see Special Bonuses against giants.
**Followers:** Normal (but see optional rule).
**Special Benefits:**
*Attack Bonuses:* A Giant Killer has all the following bonuses when attacking giants:

- **Giant Killers inflict bonus damage against giants, +1 point of damage for every level of the Giant Killer.** For example, if a 7th level Giant Killer makes a successful attack with a spear, the giant suffers 1-8 points of damage from the spear, plus 7 for the Giant Killer's level.
- **Giants have a base -4 to hit when attacking Giant Killers.** A giant with a THAC0 of 10 needs a 14 to hit a Giant Killer with AC 0.
- **Giant Killers can dodge giant attacks.** If a giant with initiative attacks and hits, the Giant Killer may give up his action to dodge. If the Giant Killer saves vs. death magic, the giant's attack misses. If the Giant Killer has initiative, he can dodge instead of attacking for the round.

*Infuriate:* A Giant Killer can goad a giant into making careless and ill-conceived attacks. To infuriate a giant, the Giant Killer spends two rounds darting between the giant's legs, waving his hands, and hollering insults. The Giant Killer cannot make attacks or take any other actions while attempting to infuriate the giant; if interrupted (to dodge, for example), he must start over. During this time, the giant can attack the Giant Killer; however, because of the Giant Killer's erratic movement, the giant's attacks are made at an additional -2 penalty.

At the end of this period, the giant makes a saving throw vs. spells. If the throw succeeds, nothing special happens. If the throw fails, the giant becomes enraged for the next 2-12 (2d6) rounds. During that time, the giant directs all of his attacks against the Giant Killer; the giant's attacks are made at an additional -4 penalty. The Giant Killer may attack normally while the giant is infuriated.

**Optional Rule:** Follower Infuriation

A Giant Killer may enhance his chances of infuriating a giant by using an animal follower that has been trained to infuriate. The follower, which must be a bird or other flying creature of small size (S), learns this trick in accordance to the Training Followers rules in Chapter 3. The trick counts against the follower's normal limit of tricks and tasks. Only a Giant Killer can train a follower to infuriate.

While the Giant Killer is executing his infuriating routine, the follower may also infuriate the giant by swooping around his head and screeching. The giant's saving throw against the infuriation is reduced by a -2 penalty for the infuriating follower. This effect is not cumulative with additional followers. An infuriated giant might direct its attacks at the infuriating follower in addition to the Giant Killer. If the giant tries to attack an infuriating follower, the follower successfully dodges the blow unless the attack roll is a 19 or 20. A follower can't attempt to infuriate alone. A follower can only augment the infuriating attempts of the Giant Killer.

*Giant Lore:* If a Giant Killer discovers a footprint, lair, campsite, or any other physical evidence of a giant, a successful Wisdom roll enables him to learn some general information about the giant in question. Such information may include the giant's type, approximate size, and companions. He may also learn how recently the giant was in the area and in what direction the giant traveled. The DM decides the quality and amount of

information the Giant Killer receives.

**Special Hindrances:**

*Tracking Limitation:* Unlike other rangers, the tracking ability of the Giant Killer is limited to tracking giants. A Giant Killer who selects a general Tracking proficiency can track other creatures as non-ranger character.

Because Giant Killers seldom make an effort to conceal their identities, they're often singled out for harassment. Insecure villagers may challenge Giant Killers to duels to impress their friends, or bullies may ambush Giant Killers to demonstrate their toughness.

To avenge the death of a companion, some giants may target Giant Killers for assassination. Giant tribes occasionally offer bounties for proof of a Giant Killer's death, making the Giant Killer a prime candidate for attacks.

## Greenwood Ranger

**Description:** The rarest and certainly the most unusual ranger, the Greenwood Ranger, or Limbant, combines characteristics of both humans and plants. The Greenwood Ranger begins life as a normal human, but through resolute appeals to the gods, he gradually acquires plant-like qualities that enhance his relationship with the vegetable kingdom and endow him with remarkable powers.

A Greenwood Ranger resembles a normal human covered from head to toe with a layer of thick brown bark, similar to that of an oak tree. The bark on the back of his head and the backs of his hands and arms is tinged with green; the green bark enables him to absorb nutrients directly from the sunlight (see the Special Benefits section below). He has no body hair, no teeth, and his tapering fingers and toes look like gnarled branches. Tangles of short roots grow from his feet and ankles.

Aside from these physical differences, the Greenwood Ranger moves, speaks, and behaves much like an ordinary human. As his human qualities are dominant, he has a +2 bonus when saving against *hold plant, charm plant*, and similar plant-related spells. Otherwise, the Greenwood Ranger makes saving throws, attack rolls, and ability checks as a normal human ranger.

*Becoming a Greenwood Ranger:* A ranger must make the commitment to become a Greenwood Ranger at 1st level, even though the Greenwood Ranger's special abilities are not acquired until 4th level. From 1st through 3rd level, he is considered to be a latent Greenwood Ranger. A latent Greenwood Ranger operates as the standard ranger described in the *Player's Handbook*, though following the Secondary Skill, Weapon Proficiency, and Nonweapon Proficiency restrictions described below (and receiving the indicated Bonus Proficiencies). He may wear any armor allowed a normal ranger. He does not have any of the Greenwood Ranger's special benefits or hindrances at this time.

During this latency period, the ranger must spend a minimum of three hours per week in silent prayer, petitioning the gods to transform him into a Greenwood Ranger. It isn't necessary for the player to keep track of the hours spent in prayer; presumably, the character will set aside enough spare time to meet this requirement. The gods may tolerate an occasional lapse--for instance, the ranger may be too sick to pray in a particular week--but the ranger is otherwise expected to keep up with his prayers. If the ranger intentionally neglects his prayers on a regular basis (as determined by the DM), the gods will inform the ranger in a dream that he's no longer eligible to become a

Greenwood Ranger. The ranger is forced to abandon the kit, and may *not* take another.

When the latent Greenwood Ranger reaches 4th level, the gods give him a simple task to complete, involving the protection or support of plant life. Typical tasks include assisting a treant, replanting an area of forest devastated by fire, and teaching a primitive tribe how to grow and harvest their own crops. A latent Greenwood Ranger who fails to complete this task within a month must spend an additional 1-4 months praying, at which time the gods will grant a new task.

A latent Greenwood Ranger who completes the task then locates an isolated area of forest or jungle, lies on the ground, and covers himself with leaves and branches. He then falls asleep for a full day. If disturbed before 24 hours elapse, the transformation is interrupted; the ranger may try again at another time. Otherwise, upon awaking, the ranger will have transformed into a Greenwood Ranger. Once transformed, the Greenwood Ranger *cannot* abandon this kit, although actions that would normally cost a ranger his class result in the loss of spell use and other penalties determined by the DM.

**Requirements:** A Greenwood Ranger must be human. Otherwise, the ability requirements are the same as those for a normal ranger.

**Primary Terrain:** *Required:* Forest or Jungle.

**Role:** Because he must sacrifice a portion of his humanity to become a Greenwood Ranger, a human drawn to this kit usually has only a tenuous link with formal society. He is an outsider, with few close friendships or family ties, capable of walking away from the civilized world without regret. Orphans, social outcasts, and eccentric personalities are good candidates to become Greenwood Rangers.

Greenwood Rangers live deep in the forest or jungle, far from urban centers. Most people tend to shun Greenwood Rangers, repulsed by their appearance or fearful of their strange powers. But their distrust is unwarranted. Greenwood Rangers are gentle-natured, thoughtful souls to whom all life is precious. A Greenwood Ranger will mourn the loss of a favorite shade tree as much as the passing of a human companion. To the Greenwood Ranger, the wilderness is a glorious, sacred place. If necessary, he will risk his life to preserve it.

In most cases, a Greenwood Ranger will align with any adventuring party who shares his affinity for nature, providing he agrees with their cause. A Greenwood Ranger tends to keep to himself, offering his opinion only when asked and deferring to the party's leader in most situations.

**Secondary Skills:** Bowyer/Fletcher, Farmer, Forester, Woodworker/Carpenter.

**Weapon Proficiencies:** A Greenwood Ranger's weapon proficiencies are limited to the following choices: axe (any), bow (any), crossbow (any), dagger, knife, quarterstaff, sling, spear, long sword, short sword.

**Nonweapon Proficiencies:** *Bonus:* Herbalism. Required: Agriculture. *Recommended:* Carpentry, Endurance, Foraging*, Swimming, Trail Marking*, Weather Sense. *Barred:* Armorer, Blacksmithing, Fire-building, Engineering, Leatherworking, Mining, Mountaineering, Navigation*, Riding (Land-based and Airborne), Seamanship, Spelunking*, Stonemasonry, Weaponsmithing.

**Armor/Equipment:** A Greenwood Ranger can't wear armor. However, his bark-like skin provides comparable protection. At 4th level, the Greenwood Ranger's skin gives him an Armor Class of 5. For every level thereafter, the AC increases by 1; an 8th level Greenwood Ranger, for example, has an AC of 1. At 15th level, the Greenwood Ranger

reaches his maximum AC of -6.

Normally, Greenwood Rangers don't wear clothing aside from a cloth loincloth or simple smock. Thanks to their tough feet, shoes are unnecessary. Some Greenwood Rangers are fond of decorative pins made of gems or colorful minerals. Greenwood Rangers wear such pins by attaching them directly to their skin.

**Species Enemy:** Any.

**Followers:** A Greenwood Ranger will have at least one treant follower at some point career.

**Special Benefits:**

*Speak with Plants:* The Greenwood Ranger can speak with plants at will. This ability is similar to the 4th level priest spell, except it requires neither components nor a casting time.

*Photosynthesis:* Unlike a normal human, the Greenwood Ranger has no need to drink or eat. He receives nourishment directly from the sun. So long as he is exposed to sunlight at least an hour per day, he stays healthy. He suffers 1-2 points of damage every day he goes without exposure to the sun. Overcast days are sufficient to nourish a Greenwood Ranger.

A Greenwood Ranger satisfies his thirst by dipping his feet in any pool or puddle of fresh water for 10 minutes every other day. Exposure to a light rain or soaking his feet in a bucket will also suffice. If he goes without water for 48 hours, he begins to suffer damage at the rate of 1-2 points per day.

*Buoyancy:* A Greenwood Ranger requires oxygen like any other human and is subject to drowning and suffocation. However, because the Greenwood Ranger's woody skin makes him naturally buoyant, he can't drown unless he's physically held underwater.

*Rooting:* Upon reaching 8th level, a Greenwood Ranger can accelerate healing by *rooting*. He may attempt this once per week. To use this ability, the Greenwood Ranger must bury his feet in the earth (not sand or snow; the soil must be capable of supporting plant life) up to his ankles. He must stand stationary and silent for 1-4 hours, taking no other actions during that time. If interrupted, the rooting fails; he may try again the following week. If uninterrupted, tiny roots sprout from his feet and bury themselves into the ground, absorbing healing nutrients from the soil. At the end of the rooting period, the roots withdraw, and the Greenwood Ranger has recovered 3-12 (3d4) points of damage.

*Limbing:* Under certain circumstances, a Greenwood Ranger can grow an extra limb. The limb grows from the center of the Greenwood Ranger's chest and functions as a normal arm.

Only Greenwood Rangers of 10th level or higher can attempt *limbing*. A Greenwood Ranger may make an attempt once a month by lying on the ground and covering himself with leaves, branches, and earth. For the next 24 hours, he enters into a state of suspended animation, similar to that caused by a *temporal stasis* spell. If the Greenwood Ranger is disturbed during this time, the enchantment is broken and limbing will not occur. The Greenwood Ranger can try again the following month.

If the Greenwood Ranger is undisturbed, he awakens in 24 hours with a new limb extending from his chest. The new limb may be useful to the Greenwood Ranger in several ways:

- The Greenwood Ranger can wield three weapons at the same time. Attacks made with the third weapon suffer a -2 penalty. The Greenwood Ranger's reaction

adjustment (based on his Dexterity) modifies this penalty, although it can't result in a positive modifier. The Greenwood Ranger gains only two additional attacks per round, regardless of the number of attacks he's normally allowed. Therefore, a Greenwood Ranger able to attack 3/2 with one weapon (once in the first round, twice in the second) can attack 7/2 when using three weapons (three times in the first round, four times in the second).

- The Greenwood Ranger with a third limb receives a +3 bonus when punching, wrestling, or overbearing.
- A Greenwood Ranger with a third limb can swim at 150% of his normal swimming speed. He receives a +20% modifier to all climbing attempts.
- The extra limb helps the Greenwood Ranger perform ordinary activities more efficiently. For instance, he can carry three buckets of water at the same time or wash dishes in half the normal time.
- The third limb improves the Greenwood Ranger's performance when using certain nonweapon proficiencies involving the hands. For example, when using the juggling proficiency to catch items, he makes an attack roll vs. AC 2 instead of AC 0. When using the weaving proficiency, he can create three square yards of material per day instead of two. The DM determines the extent of the improvement depending on the particular proficiency and the attempted task.

The Greenwood Ranger's new limb withers and falls off in 1-4 days. A Greenwood Ranger can't have more than one extra limb at a time.

**Special Hindrances:**

*Stiff Limbs:* The Greenwood Ranger has a -5% penalty when trying to move silently. He gets no Dexterity bonus to his armor class.

*Vulnerability to Fire:* If an opponent attempts any normal or magical fire-based attack against a Greenwood Ranger, he qualifies for a +4 bonus to his attack roll and a +1/die bonus to his damage roll. The Greenwood Ranger suffers a -4 penalty to all saving throws involving fire-based attacks. Any fire-based attacks that hit inflict +1 hit point per die of damage.

*Vulnerability to Extreme Climates:* Though his skin provides protection in most environments, the Greenwood Ranger risks damage from prolonged exposure to extreme temperatures. After any full day spent in a climate where the temperature is below freezing, or averages 100 degrees or more, a Greenwood Ranger must make a Constitution check. Failure results in the loss of 1-4 hit points.

*Limited Magic:* A Greenwood Ranger can only learn and cast spells from the plant sphere. He uses the ranger's normal spell progression (given in Table 5 in Chapter 1).

*Reaction Penalty:* Because of his bizarre appearance, the Greenwood Ranger suffers a -3 reaction adjustment penalty when encountering any NPCs, with the exception of learned nobles, sages, and other high level characters of good or neutral alignment. Such worldly characters aren't intimidated by his appearance.

## Guardian

**Description:** The Guardian is a self-appointed protector of the wilderness. Compelled by a strong sense of duty, he has assumed responsibility for an unsettled tract of land, doing his utmost to maintain it in its natural state and protect its animal occupants.

Though he feels kindly towards woodsmen, elves, and others who share his respect for nature, he has little patience for those who would exploit the wilderness for gain or spite.

A Guardian constantly monitors the region he has sworn to protect. He scrutinizes the activity of strangers, advises travelers, and intercepts careless hunters. He keeps an eye out for fires, floods, and other natural disasters, and does what he can to comfort animals in times of crisis.

*Domain:* All Guardians have a specific region that they protect. The DM should establish the boundaries of a Guardian's domain at the beginning of his career. There are no fixed rules for assigning domains, but in general, a 1st level Guardian's domain shouldn't exceed a few square miles. The domain expands by several square miles each time the Guardian increases in level. By 5th level, a Guardian's domain might encompass a region about 20-25 miles across. By 15th level or higher, the domain might comprise an area the size of a small country.

A Guardian's domain should correspond to his primary terrain. The domain is typically located in an uncivilized part of the world, such as a remote mountain range or unexplored jungle. Two or more Guardians may share an especially large domain, but such cases are rare.

**Requirements:** Standard.

**Primary Terrain:** Forest, Hill, Jungle, Mountain, or Plains.

**Role:** A Guardian operates of his own volition, having no official sanction or title. He carries out his custodial duties as he sees fit, taking whatever steps he deems necessary to protect his domain. Despite his independence, he usually maintains good working relationships with officials of bordering lands. The relationship benefits both parties. The Guardian notifies the officials of approaching armies or other potential threats, while the officials may provide help for problems the Guardian can't handle alone. Though many governments would jump at the chance to have such able warriors in their employ, Guardians resist all such offers, and steadfastly maintain their autonomy.

An adventuring party entering a Guardian's domain has a good chance of encountering the Guardian himself. A Guardian will usually agree to guide a party through his domain and--presuming the party's intentions are compatible with the Guardian's philosophy--assist them in their efforts. Though a Guardian is reluctant to leave his domain, he may do so if presented with a compelling reason, such as the ravaging of a pristine wilderness or a threat to the ecology in another land.

Guardians tend to be self-sufficient, clear-headed, and conscientious. They make excellent leaders. Though a Guardian may develop deep friendships with other party members, he always parts company at the end of an adventure, returning to his domain as soon as he can.

**Secondary Skills:** Bowyer/Fletcher, Farmer, Fisher, Hunter, Trapper/Furrier, Woodworker/Carpenter.

**Weapon Proficiencies:** *Recommended:* Bow (any) or crossbow (any), dagger, javelin, knife, quarterstaff, sling, spear, staff sling.

**Nonweapon Proficiencies:** *Bonus:* Hunting or Fishing. *Recommended:* Agriculture, Bowyer/Fletcher, Fire-building, Fishing, Foraging*, Herbalism, Hunting, Riding (Land-based), Rope Use, Set Snares, Swimming, Veterinary Healing*, Weather Sense.

**Armor/Equipment:** Standard.

**Species Enemy:** Any.

**Followers:** A Guardian acquires at least one human or demihuman follower at some point in his career. There are no other restrictions or recommendations.

**Special Benefits:**

*Bonus Sphere:* The Guardian has miner access to the Protection sphere.

*Bonus Spells:* A Guardian can cast certain spells within the boundaries of his domain. These are detect evil (three times per day), and bless and commune with nature (once per week each).

*Revive Plants:* This ability enables the Guardian to revitalize any type of natural plant life suffering from drought, disease, insect infestation, or other forms of non-magical trauma. Dead plants can't be affected, nor can the Guardian invigorate plants beyond their normal limits (for instance, a Guardian can't cause an apple tree to blossom in the winter).

The process requires 8 hours and can affect a square area whose sides are 10 yards times the Guardian's level (a 5th level Guardian can revive all of the plant life within a 50 yd. - 50 yd. square). The Guardian can use this ability once per month.

**Special Hindrances:** If a Guardian leaves his domain for any length of time, he must make arrangements for someone else to assume his duties. He may hire a caretaker, or assign temporary custody of his domain to a human or demihuman follower. There are no fixed penalties for a Guardian who fails to do this. However, should a Guardian abandon his responsibilities for more than a few days, the gods may deny him the use of the special benefits associated with this kit. If he's absent for longer periods--say, a few weeks--the gods may also deny him the use of all spells. The Guardian recovers use of his special benefits and spells as soon as he returns to his domain.

## Justifier

**Description:** Some expeditions are so demanding and some foes so dangerous that they require the attention of a highly trained specialist whose combat skills far exceed those of the typical ranger. Enter the Justifier, a master tactician whose military instincts, fighting versatility, and steely nerves places him in the first rank of elite warriors.

Though the Justifier specializes in neutralizing monsters, his skills qualify him for a wide range of adventures. He may organize guerilla forces and lead them into hostile territories. He may stage reconnaissance operations to gather information concerning enemy strength and logistics. He may execute strikes against monster lairs, rescue hostages, or eliminate tribal leaders or spell casters. For a determined Justifier, no job is too difficult, no enemy too formidable.

**Requirements:** Justifiers must have minimum scores of 14 in Strength and Dexterity. They must be human and of lawful good alignment.

**Primary Terrain:** Any.

**Role:** Justifiers boast extensive training in weapon use, scouting, warding, and outdoor survival. Some learn these skills in a regular standing military, others are trained by military orders. A few highly motivated individuals are self-taught. Justifiers are in high demand by rulers as army officers, as well as by private individuals who use them as bodyguards. Many hire themselves out as mercenaries or volunteer for causes that further their own ideals.

As Justifiers thrive on action, most are eager to join adventuring parties. On occasion, freelance Justifiers may demand a retainer from a party or a guaranteed percentage of any

treasure found. But more often than not, a freelance Justifier will join a party without remuneration if their task is just and promises him the chance to exercise his combat skills.

A Justifier's companions will find him disciplined, focused, and unyielding in his determination to accomplish his objectives. He socializes little, preferring instead to keep his body strong with punishing exercise and his mind sharp with quiet meditation. A natural leader in combat situations, he fights with grim intensity and fearless perseverance.

**Secondary Skills:** Armorer, Bowyer/Fletcher, Forester, Hunter, Trapper/Furrier, Weaponsmith.

**Weapon Proficiencies:** *Recommended:* Bow (any), crossbow (any), dagger, sling, spear, sword (any). See Special Bonuses.

**Nonweapon Proficiencies:** *Bonus:* Survival; in addition to having this proficiency in his primary terrain, the Justifier receives the proficiency in an extra terrain of his choice (see also, Special Hindrances). *Recommended:* Alertness*, Blind-fighting, Bowyer/Fletcher, Camouflage*, Endurance, Falconry*, Hunting, Mountaineering, Navigation, Riding (Land-based), Rope Use, Running, Set Snares, Swimming, Weaponsmithing.

**Armor/Equipment:** A Justifier has no special armor or equipment requirements. Though most Justifiers prefer light armor, such as leather, they can wear any type of armor and still hide in shadows and move silently. Refer to Table 13: Optional Armor Adjustments in Chapter 1 for adjustments to success chances.

**Species Enemy:** Any. A Justifier is more respected by his enemies than other rangers, and therefore suffers only a -2 penalty on encounter reactions with his species enemy, and no penalty if there is a formal truce.

**Followers:** Any.

**Special Benefits:**

*Weapon Specialization:* Because of his extensive combat training, the Justifier must use some of his initial proficiency slots to take one weapon specialization (see Chapter 5 of the *Player's Handbook*). The weapon of specialization is taken from the list of recommended weapons.

*Stealth:* The Justifier receives a +5% bonus to his chance of hiding in natural surroundings and to his chance of moving silently.

*Tactical Advantage:* This ability allows the Justifier and his companions to gain a combat advantage by studying the enemy and exploiting their weaknesses. The Justifier must spend at least a full, uninterrupted turn secretly observing an enemy or group of enemies prior to making an attack. At the end of this period, the Justifier makes a Wisdom check. If successful, the Justifier has correctly assessed the enemy's weaknesses and is able to maximize the timing of an attack. The Justifier and his party automatically surprise the enemy and gain the initiative for the first round. A Justifier can attempt to gain a tactical advantage only once in a particular encounter.

*Unarmed Combat Expertise:* When fighting with his bare hands, the Justifier inflicts 1-4 points of damage on a successful attack roll. If the Justifier throws an unmodified 20 on his attack roll, the victim suffers 1-4 points of damage and must also make a saving throw vs. paralyzation. If the throw fails, the victim is stunned for 1-6 rounds.

*Coordinated Attack:* The Justifier can use this ability, in conjunction with a trained

animal follower, to inflict maximum damage on an opponent. The animal follower must have been trained to attack on command (see the Training Followers rules in Chapter 3).

To attempt a coordinated attack, the Justifier and the animal both make a single attack on the same enemy in the same round (even if one or both are normally allowed multiple attacks; the animal will use its most damaging attack). If either roll misses, then that attacker automatically loses initiative in the next round. If both rolls hit, each attack causes twice the normal amount of damage. A coordinated attack involves only one follower. A coordinated attack may be attempted at any time during a combat, but only once against any particular opponent during an encounter.

**Special Hindrances:**

*Limited Proficiencies:* The Justifier's mastery of weapons and combat comes at the expense of learning other skills. For this reason, he receives only one nonweapon proficiency slot at 1st level (in addition to his Survival bonus). He acquires additional proficiency slots at the normal rate.

*Limited Spell Use:* Because the Justifier devotes less time to the study of magic than to the military arts, he has less access to spells than other rangers. The Justifier doesn't acquire spells until he reaches 10th level. Table 46 shows the Justifier's spell progression.

### Table 46: Justifier Spell Progression

| Justifier Level | Casting Level | Priest Spell Level 1 | 2 | 3 |
|---|---|---|---|---|
| 1-9 | - | - | - | - |
| 10 | 1 | 1 | - | - |
| 11 | 2 | 2 | - | - |
| 12 | 3 | 2 | 1 | - |
| 13 | 4 | 2 | 2 | - |
| 14 | 5 | 2 | 2 | 1 |
| 15 | 6 | 2 | 2 | 2 |
| 16+ | 7 | 3 | 2 | 2 |

## Mountain Man

**Description:** Some people find the lure of the wild irresistible. Having tasted the pleasure of life in its purest, most primitive state, these hardy souls reject the trappings of civilization and wholeheartedly embrace the challenges of the untamed wilderness. These Mountain Men (and Women) spend their lives in relative isolation, enduring uncertain climates, hostile creatures, and chronic shortages of food and other vital supplies. They couldn't be happier.

The typical Mountain Man is robust, courageous, and uncomplicated. Book learning and formal schooling mean far less than self-reliance and common sense. Though uneducated by conventional standards, the Mountain Man has mastered all the skills needed to survive. He can manufacture his own weapons from the crudest materials, brew potent medicines from wild herbs, and doggedly persist in strenuous physical labor when others have long since succumbed to exhaustion. While hunting wild game and navigating dangerous terrain may be daunting to an outsider, it's all in a day's work for the Mountain Man.

**Requirements:** A Mountain Man must have a minimum Strength of 14 and a minimum Constitution of 15. The Mountain Man cannot be a full elf.

**Primary Terrain:** *Required:* Mountains.

**Role:** Mountain Men value privacy more than comfort. Accordingly, they make their homes in secluded caves or crude shacks hidden in remote mountain ranges. Many are nomadic, wandering from place to place with their possessions strapped to their backs, or carried by a bear or other loyal animal follower. They have little need for money, but occasionally procure goods from traveling salesmen or small town merchants, bartering with fur or hides.

Even the most stubbornly independent Mountain Man hankers for human companionship now and then, which is one of the reasons he might agree to hook up with an adventuring party. Faced with a problem too formidable for him to tackle alone--such as an encroachment from an enemy army or an infestation of powerful monsters--a Mountain Man may seek out an agreeable party to lend him a hand.

The Mountain Man speaks his mind openly and directly, regardless of who he might offend. Etiquette is hardly his strong suit, nor is personal hygiene. While some party members may find the Mountain Man's straightforward approach to life refreshing, or even endearing, most will probably view him as an unsophisticated brute, gruff and ill-mannered. Some Mountain Men have a crude sense of humor that compels them to play adolescent practical jokes, such as leaving bear droppings in a companion's sleeping bag. The Mountain Man has little interest in art or philosophy, but is a natural storyteller and loves to tell outlandishly embellished tales--often of his own exploits. He approaches combat much as he does the other elements of his life, attacking with vigor.

**Secondary Skills:** Bowyer/Fletcher, Fisher, Forester, Hunter, Miner, Trapper/Furrier.

**Weapon Proficiencies:** A Mountain Man must choose his initial weapon proficiencies from among the following: axe (any), bow (any), crossbow (any), club, dagger, dart, javelin, knife, quarterstaff, spear, staff sling, warhammer.

**Nonweapon Proficiencies:** *Bonus:* Mountaineering. Required: Hunting. *Recommended:* Alertness*, Endurance, Fire-building, Foraging, Mining, Running, Set Snares, Signaling*, Trail Marking*, Trail Signs*, Weather Sense. *Barred:* Agriculture, Armorer, Blacksmithing, Boating*, Bowyer/Fletcher (included in the special Weaponsmithing bonus, described below), Charioteering, Engineering, Etiquette, Falconry*, Heraldry, Navigation, Reading/Writing, Seamanship, Spellcraft.

**Special Bonus:** The Mountain Man also receives Weaponsmithing (Crude) as a bonus proficiency. He is restricted to making the weapons listed in Table 47, and can only make weapons in which he is proficient. He uses stones, wood, and other naturally available materials, so these weapons are made at no cost. This proficiency can't be improved; that is, assigning additional slots to Crude Weaponsmithing has no effect.

*Optional Rule:* If a weapon made of stone or bone scores a hit, roll 1d6. A stone weapon shatters on a roll of 1; a bone weapon shatters on a roll of 1 or 2 (as per *The Complete Fighter's Handbook*).

### Table 47: Crude Weaponsmithing (Mountain Man)

| Weapon | Construction Time |
|---|---|
| Arrows | 7/day |

| | |
|---|---|
| Axe, Battle | 4 days |
| Axe, Hand | 1 day |
| Axe, Throwing | 6 days |
| Bow, Long* | 15 days |
| Bow, Short | 12 days |
| Dagger | 2 days |
| Dart | 3/day |
| Javelin | 1 day |
| Knife | 2 days |
| Quarterstaff | 1 day |
| Spear | 2 days |
| Staff Sling | 3 days |
| Warhammer | 5 days |

*Seasoning the wood takes 1 year.

**Armor/Equipment:** A Mountain Man begins his career with any two weapons in which he has a weapon proficiency. He receives these weapons at no charge. These weapons are handmade. Once his career is begun, the Mountain Man may manufacture additional weapons in accordance with the rules for his Crude Weaponsmithing proficiency. He may also use weapons he obtains from his companions or other sources.

A Mountain Man normally doesn't wear armor. Instead, he wears a handmade suit of leather and fur which gives him an Armor Class of 8. A Mountain Man often decorates his suit with dyed porcupine quills or strings of colorful pebbles. He sometimes adds bone necklaces, elaborate leather fringes, or a hat made of beaver or raccoon skin.

Though not strictly forbidden from wearing metal armor, a Mountain Man is so uncomfortable when doing so that he suffers a -2 penalty to all attack rolls.

**Species Enemy:** Any.

**Followers:** A Mountain Man has only a 20% chance of attracting human, demihuman, or humanoid followers. Treat a roll of 81-00 as a bear (type determined by DM: usually black, brown, or cave). Any followers rolled as full elves will be dwarves instead (except for full elf mages, who will instead be gnome illusionists).

**Special Benefits:**

*Will to Live:* Where others would submit to death, the hardy Mountain Man clings to life ferociously. This ability manifests itself in the following ways:

- If missing a saving throw vs. death magic would be fatal, the Mountain Man receives a +2 saving throw bonus.
- If a damage roll would reduce the Mountain Man to zero hit points or less, the Mountain Man makes a Constitution check. If the check succeeds, he is reduced to 1 hit point. A Mountain Man cannot use this ability if he has only 1 hit point remaining.
- If an encounter results in the death of a Mountain Man, he may not die immediately. If he makes a *system shock* roll, he fights on for another 1-4 rounds or until he suffers damage below -10 hit points equal to his level, whichever occurs first. He then drops dead.

*Brew Healing Elixir:* When a Mountain Man reaches 7th level, he gains the ability to brew a special healing elixir. He must spend 1-4 hours gathering the necessary fresh

herbs and mosses, usually available in any forest, jungle, or mountain region (as determined by the DM). It takes an hour to brew the elixir, which remains potent for 24 hours. The elixir acts as one dose of a potion of healing. The Mountain Man may brew the healing elixir once per day.

**Special Hindrances:**

*Limited Stealth:* The Mountain Man has a -5% chance to hide in natural surroundings and a -5% chance of moving silently.

*Limited Magic:* A Mountain Man lacks the patience and discipline to wield magic effectively. He memorizes fewer spells than other rangers and doesn't acquire them until he reaches 10th level (see Table 48).

**Table 48: Mountain Man Spell Progression**

| Mountain Man Level | Casting Level | Priest Spell Level 1 | 2 | 3 |
|---|---|---|---|---|
| 1-9 | - | - | - | - |
| 10-11 | 1 | 1 | - | - |
| 12-13 | 2 | 2 | - | - |
| 14-15 | 3 | 2 | 1 | - |
| 16+ | 4 | 2 | 2 | - |

*No Fortifications:* A Mountain Man has no interest in fortifications and will never build one.

*Limited Money:* Other than his weapons and clothing, a Mountain Man may own only a single item worth 15 gp or more. The total value of all of his other possessions, including money and treasure, save training costs, cannot exceed 100 gp. Excess treasure and possessions are given away as the Mountain Man sees fit. (However, the Mountain Man still receives all experience points due him for finding treasure and fellow party members receive no experience point benefit for the gifts from a Mountain Man.)

*Reaction Penalty:* The Mountain Man's crude manner and ungainly appearance make strangers uncomfortable. He suffers a -1 reaction adjustment from all NPCs.

The Mountain Man suffers a -2 reaction penalty when encountering nobles, aristocrats, and other cultural elite, as they find him particularly unpleasant.

## Pathfinder

**Description:** The Pathfinder has an uncanny knack for blazing trails, a skill that allows him to find the easiest routes, reduce travel time, and avoid natural hazards. His acute sense of direction minimizes his chance of getting lost. He can estimate the number of miles he's covered with startling accuracy. The Pathfinder makes an invaluable guide, helping to ensure safe and efficient passage.

Though Pathfinders come from all walks of life, most have homelands in sparsely settled or exceptionally hostile terrains where learning to find one's way can mean the difference between life and death. A Pathfinder usually demonstrates an aptitude for trailblazing early in life, but diligent practice is required to refine his skills. Often, a young Pathfinder exercises his skill by asking a companion to blindfold him, lead him into an unexplored area in the wilderness, then abandon him. The Pathfinder must find his way home using only his wits. Experienced Pathfinders occasionally engage in this

game to brush up on their technique or to impress potential clients.

**Requirements:** Same as standard ranger.

**Primary Terrain:** Forest, Hill, Jungle, Mountain, or Plains.

**Role:** Though some Pathfinders are retainers of kings or lords, most operate independently. Pathfinders are generally regarded as honest, although their services are rarely inexpensive.

Being characters of high principle, Pathfinders often offer their services to parties undertaking adventures to promote the common good. Rarely will a Pathfinder join a party purely for gain, though he may consider such an arrangement when business is slow.

As a member of an adventuring party, the Pathfinder usually finds himself in front, scouting the terrain ahead to ascertain the best route and spot potential hazards. Unless the Pathfinder has organized the party himself, he usually leaves the leadership role to someone else while he concentrates on trailblazing.

**Secondary Skills:** Farmer, Forester, Groom, Hunter, Navigator, Trapper/Furrier.

**Weapon Proficiencies:** A Pathfinder must fill an initial weapon slot with the machete (see Chapter 7), hand axe, or sword; such weapons are useful for cutting away brush and clearing paths. Subsequent slots may be filled with any weapons of his choice (see also Special Benefits).

**Nonweapon Proficiencies:** *Bonus:* Direction Sense, Distance Sense*, Trail Marking*. Required: Alertness*. *Recommended:* Camouflage*, Endurance, Fire-building, Foraging*, Mountaineering, Navigation, Signaling*, Trail Signs*, Weather Sense.

**Armor/Equipment:** Because he spends a lot of time on foot, the Pathfinder favors light armor, such as leather or padded. He seldom carries a shield. Otherwise, the Pathfinder has no particular preferences or requirements.

**Species Enemy:** Any.

**Followers:** All species are eligible, though the Pathfinder is likely to attract followers with higher movement rates (12+), as he tends to have little patience with creatures that can't keep up with him.

**Special Benefits:**

The first two benefits, *trail sense* and *overland guiding*, apply only when the Pathfinder leads the party. At least 20 feet must separate the Pathfinder from the rest of the party; the proximity of others distracts the Pathfinder, making him unable to take advantage of these benefits.

*Trail Sense:* The Pathfinder's chance of getting lost in any outdoor land setting is reduced by 10%. Furthermore, his base chance of getting lost in his primary terrain (i.e. the Surroundings column of Table 81 in the *DUNGEON MASTER Guide*) will not exceed 20%. This is not cumulative with other benefits, such as the one for the direction sense proficiency.

*Overland Guiding:* A Pathfinder is able to find the optimum trail through rough terrain, increasing the party's movement rate when traversing long distances. To determine terrain costs for overland movement when a Pathfinder leads the party, use Table 49 in this book in place of Table 74 in Chapter 14 of *the DUNGEON MASTER Guide*. The movement costs indicate points of movement spent per mile of travel; when moving through the various terrain types, subtract the points from the total movement

available to the party for that day. (Note that less rugged terrain types are relatively unaffected, as the optimum paths are usually obvious, even without the help of a Pathfinder.)

### Table 49: Terrain Costs for Pathfinders

| Terrain Type | Movement Cost |
|---|---|
| Barren, wasteland | 1 |
| Clear, farmland | 1/2 |
| Desert, rocky | 1 |
| Desert, sand | 2 |
| Forest, light | 1 |
| Forest, medium | 2 |
| Forest, heavy | 3 |
| Glacier | 1 |
| Hills, rolling | 1 |
| Hills, steep (foothills) | 3 |
| Jungle, medium | 4 |
| Jungle, heavy | 6 |
| Marsh, swamp | 6 |
| Moor | 3 |
| Mountains, low | 3 |
| Mountains, medium | 4 |
| Mountains, high | 6 |
| Plains, grassland, heath | 1 |
| Scrub, brushland | 1 |
| Tundra | 2 |

*Marksmanship:* Owing to his steady hand and acute vision, the Pathfinder has a +1 bonus to the attacks made with a favorite missile weapon. It must be one in which he has proficiency and selected as a weapon of choice.

*Recognize Trail Hazard.* By observing subtle changes in the terrain, the Pathfinder is able to recognize natural hazards, enabling him and his companions to avoid them. Typical hazards include quicksand, sinkholes, slippery slopes, and thin ice. A Pathfinder has no special ability to recognize man-made hazards, such as pit traps or dangerous bridges, nor does he have any special talent for anticipating encounters with hostile natives or animals.

A Pathfinder's chance of recognizing a hazard is 10% per experience level; to a maximum chance of 90% at ninth level. If the DM determines that the Pathfinder is approaching an area containing a natural hazard, he secretly rolls percentile dice. If the roll is equal to or less than the Pathfinder's chance, the Pathfinder recognizes a potential hazard. (Optionally, the DM might only describe an unusual aspect of the terrain and let the Pathfinder come to his own conclusions. For example, if the Pathfinder is approaching a pool of quicksand, the DM might say that the ground feels exceptionally spongy. If the Pathfinder nears a patch of thin ice, the DM might point out that the ice ahead is discolored and laced with tiny cracks).

**Special Hindrances:** By moving ahead of the party, the Pathfinder places himself in a position of risk. Separated from his companions, the Pathfinder is more likely to be the victim of enemy attacks. He runs a greater risk of drawing fire from snipers, and is more susceptible to ambushes from hostile creatures. If he fails to recognize a hazard, he'll probably be the first to become a victim.

## Sea Ranger

**Description:** Though most rangers live and work on land, the Sea Ranger makes his home at sea. Whether sailing the ocean in a mighty galleon or riding a river's currents in a handmade raft, the Sea Ranger finds the world's waters an endless source of wonder. A sailor and an adventurer, he guards his watery domain with vigilance, and counts many of its creatures among his friends and allies.

He has an extensive understanding of weather patterns at sea and of the behavior of marine animals. He specializes in combat, both on and under the water. He may be a member of a formal navy, an independent operator, or a mercenary. He may be charged with enforcing naval laws. Some Sea Rangers protect ports or fishing territories. Others serve as escorts for trade fleets.

*Aquatic Terrain:* For the purposes of this kit, Aquatic terrain includes oceans, lakes, ponds, and rivers, as well as coastlines, beaches, and small islands.

**Requirements:** Because a Sea Ranger must master a wide range of knowledge he requires a minimum Intelligence score of 12. Because few elves and half-elves have the temperament for the seaman's life, virtually all Sea Rangers are human (though being human isn't a strict requirement).

**Primary Terrain:** *Required:* Aquatic.

**Role:** Sea Rangers have reputations as dedicated, sharp-minded professionals. As such, they are often sought by adventuring parties in need of their special skills, particularly when an adventure takes them to aquatic environments or they expect to face opponents of oceanic origin. Though Sea Rangers generally prefer to remain at sea, they travel on land as necessary to achieve the goals of their party. As many of a Sea Ranger's followers are waterbound, he obviously has less access to them when adventuring on land, a handicap he endures graciously but without enthusiasm.

The environment has a profound effect on a Sea Ranger's attitude. On land, his party companions will find him hesitant and uncertain, following orders without comment and reluctant to offer advice. In an aquatic setting, however, he becomes a different person--confident, assertive, and commanding. Only the most stubborn or foolish parties will decline a leadership role to a Sea Ranger in watery terrain.

**Secondary Skills:** Fisher, Navigator, Sailor, Shipwright, Trader/Barterer, Weaver.

**Weapon Proficiencies:** *Recommended:* Dagger, knife, harpoon, sword (any), pole arm (any), trident; *Optional:* Belaying pin, cutlass, gaff/hook.

**Nonweapon Proficiencies:** *Bonus:* Boating* or Seamanship; Swimming. *Recommended:* Cartography*, Direction Sense, Distance Sense*, Endurance, Fishing, Navigation, Riding (Sea-based)*, Rope Use. *Barred:* Agriculture, Blacksmithing, Charioteering, Falconry*, Mining, Mountaineering, Riding (Land-based), Spelunking*, Stonemasonry.

**Armor/Equipment:** Because heavy armor interferes with swimming and makes

moving around a ship uncomfortable, most Sea Rangers wear armor with an AC of 8 or less.

**Species Enemy:** Any aquatic creature is eligible as a species enemy.

**Followers:** The primary terrain of all animal followers must be Aquatic. Any full elf follower is 80% likely to be an aquatic elf.

**Special Benefits:**

*Sea Tracking:* Because of his knowledge of prevailing winds, currents, and other general aquatic conditions, the Sea Ranger can effectively track waterborne craft and aquatic creatures. This is not so much a reading of physical signs as an instinctive deduction of the probable course and destination of the quarry. For purposes of general play, the Sea Ranger uses the normal Tracking proficiency check rules.

*Land Scent:* When at sea, the Sea Ranger can smell the presence of land (including islands) within 50 miles. Further, if the Sea Ranger has ever been to that land before, he has a 10% chance per level of identifying it precisely.

*Sea Legs:* The Sea Ranger has a fine sense of balance, which comes into play when he must fight on a narrow beam (such as a yardarm or boarding plank) or a pitching deck. Not only is he sure-footed under such conditions (avoiding any attack penalties for them), but any saving throws or Dexterity checks made to maintain his balance are made at a +2 bonus.

*Aquatic Combat:* A Sea Ranger suffers no penalties to his attack rolls when in water; otherwise he follows the standard rules for underwater combat given in Chapter 9 of the *DUNGEON MASTER Guide.*

*Parliament of Fishes:* When a Sea Ranger reaches 12th level, he may attempt to call a parliament of fishes. He may use this ability once per week. If successful, the Sea Ranger can demand a service of the school. Typical services include the location or recovery of small items, the provision of edible water plants, information about local monsters or conditions, and perhaps transport across a small body of water if the parliament members are large enough. Once a month this can be the equivalent of a *commune with nature* spell.

To call a *parliament of fishes*, the Sea Ranger locates a pond, lake, or any other body of water containing aquatic life. Sometime between sunset and dawn, he kneels beside the body of water and concentrates for a full turn. An attack or interruption in any other way during this time will break his concentration, and he can't attempt to call a *parliament of fishes* until the following week.

Otherwise, at the end of 10 rounds, 10-100 (10d10) fish or other aquatic creatures (as appropriate to the body of water) surface and stare expectantly at the Sea Ranger. The Sea Ranger must then toss an offering into the water; the gift may be food, a coin, or any other object of the ranger's choice.

The DM then rolls 1d10 and consults Table 50. If the offer was reasonably generous, increase the result by +1. If the offering was exceptionally valuable, increase the result by +2. If the offering was meager (a copper piece or a chunk of bread), decrease the result by -1. If the offering was essentially worthless (a bone or a chunk of rock), decrease the result by -2. The result can't be decreased below 1 or raised above 10.

**Table 50: Parliament of Fishes Results**

| D10 Roll | Results |
|---|---|
| 1-2 | The fish immediately submerge; the offer is rejected. From dawn to sunrise the following day, the ranger suffers a -1 penalty to all attack rolls and ability checks. |
| 3-7 | The fish swim listlessly in circles for a few moments, then submerge; the offer is neither rejected nor accepted. The ranger is unaffected. |
| 8-10 | The fish dive and splash excitedly for a few moments, then submerge; the offer is accepted. The parliament grants the ranger a boon within their power. |

**Special Hindrances:**

*Tracking Limitation:* A Sea Ranger's chance of tracking in non-Aquatic terrain is halved.

*Move Silently/Hide in Shadows:* The Sea Ranger has neither of these abilities, replacing them with Sea Legs and Aquatic Combat.

## Seeker

**Description:** Devoted to spiritual awareness and self-enlightenment, the Seeker's deep beliefs affect him more than any other elements of his life. The Seeker seeks fulfillment by following the tenets of his faith and striving to understand the relationship between himself and the natural world. He views animal followers as fellow travelers on his spiritual journey.

Seekers can come from any culture, but typically originate from societies placing a premium on religion and scholarship. Many Seekers begin their spiritual quests as students of priests. Others are self-taught philosophers or restless academicians hungry for knowledge that can't be learned from books. Regardless of their background, all Seekers have felt compelled to embark on a wilderness pilgrimage that may last the rest of their lives.

No particular religion is common to all Seekers. Some worship specific gods, while others venerate nature itself as an unknowable but all-encompassing force. All Seekers, however share a reverence for life and a philosophy that embodies discipline, and personal responsibility, and self-sacrifice.

**Requirements:** A Seeker must have a Wisdom score of 15 or more. A particular religion may impose additional requirements, as determined by the DM.

**Primary Terrain:** Any.

**Role:** Good people of all cultures tend to look favorably on Seekers. At worst, Seekers are dismissed as useless but harmless eccentrics. More often, they're regarded as sensitive seekers of truth, admired and respected for their devotion. Priests of compatible alignment are especially deferential to Seekers; even if such a priest follows a different belief system, he recognizes that the Seeker shares his veneration of a higher power.

Though Seekers generally prefer solitude, they constantly seek opportunities to broaden their outlook and stimulate spiritual insight. For these reasons, they may join adventuring parties solely for the promise of new experiences. Moral considerations also motivate Seekers; parties can sometimes recruit Seekers by appealing to their sense of justice.

Typically, the companions of a Seeker will find him amiable, thoughtful, and comforting. Seekers aren't proselytizers--rarely are they interested in converting others to their beliefs--but they enjoy nothing more than debating philosophical issues. A companion who engages a Seeker in such a discussion may find himself listening to a detailed, scholarly discourse that may last the better part of the day.

Though Seekers usually decline to make decisions for the party, they often serve as counselors and advisors to the leaders. Non-aggressive by nature, Seekers avoid combat whenever possible, but fight fearlessly to thwart attacks against their followers or comrades. A Seeker is reluctant to take the life of another creature except to protect a companion, a follower, or himself, or to destroy his species enemy.

**Secondary Skills:** Farmer, Forester, Groom, Mason, Scribe, Tailor/Weaver, Woodworker/Carpenter.

**Weapon Proficiencies:** A Seeker receives only a single weapon proficiency at first level. This proficiency must be spent on one of the following weapons: club, light crossbow, dagger, dart, knife, quarterstaff, or sickle, sling. He cannot ever use a sword of any type.

**Nonweapon Proficiencies:** *Bonus:* Religion. *Recommended:* Agriculture, Ancient History, Artistic Ability, Astrology, Carpentry, Cobbling, Etiquette, Languages (Ancient), Pottery, Reading/Writing, Spellcraft, Veterinary Healing*, Weaving. The Seeker can take clerical proficiencies at the listed (non-doubled) costs.

**Armor/Equipment:** In most cases, Seekers have no special equipment restrictions beyond those normally associated with rangers. However, Seekers worshipping particular gods or adhering to strict religious doctrines may have additional restrictions, as determined by the DM. Certain Seekers, for example, may be forbidden from using any bladed weapon or wearing any type of armor. Such restrictions should be made clear at the outset of the Seeker's career.

Seekers have little interest in material possessions. After keeping enough money to meet their basic needs, they typically give away the rest of their gold and treasure to the poor.

**Species Enemy:** The species enemy must be evil. Alternately, a specific evilly-aligned religious group or cult may be taken, in which case members and minions of the group are considered the species enemy. Other common species enemies include ghouls (and other undead), evil dragons, death dogs, evil humanoids, etc.

**Followers:** All creatures are eligible as followers, except the species designated as a sacred animal (see the Special Hindrances section).

**Special Benefits:**

*Increased Access to Spells:* Unlike other rangers, the Seeker acquires spells when he reaches 6th level. He can also cast 4th level spells. Table 51 shows the Seeker's spell progression.

The Seeker has access to spells from an extra sphere in addition to those of plant and animal. When reaching 6th level, he chooses an extra sphere from the following options: divination, healing, protection, weather. This extra sphere remains the same for the rest of his career.

*Magical Staff Use:* The Seeker can use any magical staff that can be used by a druid.

### Table 51: Seeker Spell Progression

| Seeker Level | Casting Level | Priest Spell Levels 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|
| 1-5 | - | - | - | - | - |
| 6 | 1 | 1 | - | - | - |
| 7 | 2 | 2 | - | - | - |
| 8 | 3 | 2 | 1 | - | - |
| 9 | 4 | 2 | 2 | - | - |
| 10 | 5 | 2 | 2 | 1 | - |
| 11 | 6 | 3 | 2 | 1 | - |
| 12 | 7 | 3 | 2 | 2 | - |
| 13 | 8 | 3 | 3 | 2 | 1 |
| 14 | 9 | 3 | 3 | 3 | 1 |
| 15 | 10 | 4 | 4 | 3 | 1 |
| 16+ | 11 | 4 | 4 | 3 | 2 |

**Special Hindrances:**

*Mediation:* A Seeker must spend a full hour each day in silent meditation. This hour must always occur at the same time of day, such as the first hour of dawn or at high noon; once decided, it can never be changed. If a Seeker neglects to mediate or is interrupted more than once (for more than a total of two rounds), he suffers a -1 penalty to all ability checks and attack rolls the following day.

*Sacred Animal:* Every Seeker has a sacred animal that symbolizes his ideals. A Seeker's sacred animal at the same time he is determined at the same time as the species enemy. The player selects the sacred animal from the options listed in Table 52, subject to the DM's approval; for example, if the Seeker's primary terrain is Arctic, his sacred animal might be the polar bear, the snow leopard, or the seal. A Seeker retains the same sacred animal throughout his career. He cannot acquire a follower of the same species as his sacred animal. The player may choose a sacred animal other than those listed in Table 52, so long as it's different from the Seeker's species enemy.

## Table 52: Sacred Animals

| Primary Terrain | Species |
|---|---|
| Aquatic | Dolphin, whale, or giant turtle |
| Arctic | Polar bear, snow leopard, or seal |
| Desert | Camel, owl, or hawk |
| Forest | Bear (brown or black), wolf, or small mammal (raccoon, fox, squirrel, or rabbit) |
| Hills | Bear (black or brown), elk, or wolf |
| Jungle | Elephant, lion, or chimpanzee |
| Mountains | Wild eagle, giant eagle, or bear (black or brown) |
| Plains | Falcon, horse, or raven |
| Swamp | Owl, raven, or small mammal (fox, otter, or mouse) |

In compliance with his religious principles, the Seeker has vowed to protect his

sacred animal in the following ways:

- He is forbidden from intentionally or unintentionally inflicting harm on his sacred animal, or standing by while others do.
- He is required to care for injured or ailing sacred animals.
- He must liberate captive sacred animals held against their will. This requirement excludes followers of other rangers, or domesticated animals serving as pets or mounts. However, it includes farm animals that are being raised for consumption.
- He must protect his sacred animal from hunters, trappers, and predators.

If the Seeker violates any of these requirements, as determined by the DM, he is consumed with guilt and remorse, preventing him from casting spells of any kind for the next week. If his action or inaction directly results in the death of a sacred animal, he is unable to cast spells for a full month. If he benefits from an *atonement* spell cast by a sympathetic priest, the one week suspension is reduced to four days, and the month suspension is reduced to two weeks.

## Stalker

**Description:** At first glance, this soft-spoken, rather nondescript character seems hopelessly out of place in an adventuring party, looking instead like an town dweller who's wandered into the wilderness by mistake. But the drab demeanor is only a facade, concealing keen senses, a shrewd mind, and remarkable insight. Only his closest friends realize the extent of his expertise in intelligence-gathering. And that's just the way he likes it.

Stalkers serve as spies, informants, and interrogators. Unlike other rangers, Stalkers are comfortable in both wilderness and urban settings. A Stalker may covertly observe a bandit camp to inventory their supplies and hostages, or eavesdrop in the corridors of an evil wizard's castle. A few innocuous questions enable him to distinguish friend from foe, and fact from fiction. His mastery of stealth makes him a deadly opponent.

**Requirements:** A Stalker must have a minimum Intelligence score of 14. Stalkers must be human.

**Primary Terrain:** Any; in addition, the Stalker's primary terrain can be Urban (see Special Benefits).

**Role:** Stalkers tend to be introspective and reflective, valuing intellect over physical prowess. They avoid drawing attention to themselves, seldom speaking unless directly addressed, then responding succinctly and without elaboration. They avoid small talk and socializing, instead preferring the company of a good book or an hour spent examining an unusual footprint. Stalkers tend to suppress their emotions so their decisions aren't colored by what they consider to be irrelevancies.

Though most people respect Stalkers, they are also wary of them. The Stalker's stealthiness and secrecy make many people uneasy, as these are traits usually associated with thieves and sneaks. But Stalkers value honor as much as any ranger, and nobles rarely hesitate to hire one in times of crisis. A hired Stalker can be trusted to focus on the job at hand, complete it efficiently, make his report, then go his own way without comment.

Adventuring parties often hire Stalkers on retainer, though occasionally, a Stalker will join a party with no assurance of monetary reward if the adventure presents an intriguing

challenge. Stalkers rarely are party leaders, though they express their opinions freely when invited to do so. In combat, most Stalkers are brave but cautious, waiting for tactical opportunities to present themselves rather than charging into the fray. They prefer to surprise their opponents, striking silently and quickly.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Stalkers become proficient only with weapons they can easily conceal. Their weapon proficiencies are limited to blowgun, dagger, dart, knife, short sword, staff, and sling. *Optional:* garrote, rapier (walking stick), stiletto.

**Nonweapon Proficiencies:** *Bonus:* Alertness*, Camouflage*. *Recommended:* Blind-fighting, Etiquette, Modern Languages, Persuasion*, Signaling*, Trail Marking*, Trail Signs*.

**Armor/Equipment:** A Stalker prefers to carry no more gear than he can comfortably strap to his back. He wears well-made but unpretentious clothing, similar to that of a laborer or peasant, that allows him to blend in with crowds. Though he can wear any type of armor (see Special Benefits) he favors leather. Stalkers almost never carry shields, finding them awkward and restrictive.

At the beginning of his career, a Stalker receives a free "terrain suit" (see Chapter 7). The terrain suit corresponds to his primary terrain (night black for Urban).

Species Enemy: Any. Optionally, the Stalker can declare a specific thieves' guild or assassin's guild as his enemy.

**Followers:** Because a Stalker prefers to work unhampered, his followers are limited in number, species, and size. Though he receives a career total of 2d6 followers like other rangers, a Stalker has only one follower at a time. A new follower won't appear until the Stalker's current follower dies or is dismissed. A Stalker won't acquire a new follower even if he releases his current follower or arranges for its care elsewhere; he must sever all ties with the old follower before another will arrive.

A Stalker never accepts human or demihuman followers. Nor will he accept followers whose intelligence compares favorably with that of humans, such as pixies or aarakocra, as he fears such beings are undependable and may cause unnecessary distractions. Because he wishes to minimize the chances of attracting attention, all animal followers must be less than four feet tall (size "S" or "T").

**Special Benefits:**

*Tracking:* A Stalker has normal ranger tracking abilities in outdoor land settings. In addition, he has full (not half) tracking capabilities in urban settings.

*Stealth Abilities:*

- A Stalker has a +10% bonus to his base chance to hide in shadows/hide in natural surroundings and a +10% bonus to his chances to move silently.
- A Stalker has the full (not half) chance for success when attempting to hide in shadows or move silently in urban settings or in non-natural constructions such as crypts or dungeons.
- Stalkers can hide in shadows and move silently when wearing armor of AC 6 or less (see Table 13: Optional Armor in Chapter 1).
- When a Stalker successfully uses his move silently ability to sneak up on an opponent to surprise him, the opponent suffers a -3 penalty to his surprise roll. The Stalker must be 90' or more from party members without similar silent movement abilities.

*Interrogation:* When interrogating an NPC for any reason, a Stalker can acquire special knowledge about the NPC in one (but not both) of the following ways:

- By making a successful Intelligence check (use half the Intelligence score, rounded up), the Stalker can determine the general alignment of the NPC. If successful, the Stalker learns the good-evil component of the NPC's alignment (good, neutral, or evil).
- The Stalker can ascertain the NPC's honesty. The DM secretly makes an Intelligence check for the Stalker. If the check fails, the DM tells the Stalker nothing about the honesty of the NPC. The Stalker must make up his own mind about the NPC's reliability based on the NPC's responses.

If the check succeeds and the NPC is being honest with the Stalker, the DM tells the Stalker that the NPC is telling the truth to the best of his knowledge. A successful check in no way compels the NPC to reveal any information to the Stalker. The NPC may refuse to cooperate, but the Stalker is assured of the truthfulness of anything the NPC decides to share (note that the NPC may still pass along unreliable information that he believes to be true).

If the check succeeds, and the NPC is being dishonest with the Stalker, the DM tells the Stalker that the NPC may be lying. It's up to the Stalker to separate the truth from the lies; a successful check only tells him that he shouldn't take everything the NPC says at face value.

*Photographic Memory:* When a Stalker reaches 10th level, he acquires a limited photographic memory, enabling him to recall details about anything he's seen or heard since achieving 10th level. He can recall a fragment of a conversation, conjure up a mental image of a place he's visited, or remember words on a printed page. To use this ability, the DM secretly makes an Intelligence check for the Stalker, with a -2 penalty. If the roll fails, the memory is too vague to be of any use to the Stalker. If the roll succeeds, the DM tells the Stalker what he wishes to remember. If the roll is a natural 20, the DM gives the Stalker intentionally misleading information about whatever he's trying to remember (a room, for instance, is incorrectly recalled as having a locked window or mysterious claw marks on the walls). Because of the mental stress involved, this ability can be used only once per day.

**Special Hindrances:** Neither lawbreakers nor outlaws appreciate snoops. Typically, the harshest possible penalties are reserved for captured Stalkers. Should a band of orcs or goblins realize that a Stalker is in their midst, they're likely to chase him down and beat him mercilessly. A Stalker caught lurking in private residence will probably be prosecuted to the fullest extent of the law. An otherwise friendly NPC may be less likely to cooperate with the party if he recognizes one of the members as a Stalker.

## Warden

**Description:** The Warden works for a noble, king, or wealthy land-owner, and is charged with managing and protecting a tract of land owned by his overlord. He keeps his overlord's land free of monsters, guards against spies and trespassers, intervenes when natural disasters occur, and sees to the welfare of the animal population. While a Warden may operate alone, making decisions as he sees fit, he ultimately answers to a higher authority.

Areas overseen by Wardens vary by size and geography, depending on their overlords' holdings and interests. A Warden may be in charge of a game reserve or oversee a parcel of farmland. He may supervise a private park, or be responsible for undeveloped property in the mountains or desert. The size of a guarded land may range from a few square miles for Wardens just beginning their careers, to vast estates for high-level Wardens. Generally, as a Warden's experience increases, so do the boundaries of the land he supervises.

**Requirements:** As a representative of a greater lord, a Warden is required to deal diplomatically with a variety people from all walks of life. Therefore, a Warden must have a minimum Charisma of 12. A Warden cannot be of chaotic alignment.

**Primary Terrain**: Any, though Forest and Plains are the most common. The primary terrain should correspond to the area the Warden is first assigned to supervise.

**Role:** In most societies, Wardens occupy positions of modest status, comparable to those of mid-level bureaucrats or well-to-do merchants. Some are members of the military, but more often, they're aides to government officials or affluent civilians. Wardens tend to hold the same job for life.

A Warden serves his lord with the loyalty of a good soldier. He tends to be fastidious in his behavior and strictly law-abiding, which also makes him a bit inflexible. To most Wardens, rules are rules, and there's not much middle ground.

When an adventuring party enters a Warden's guarded area, he may agree to assist them for the sake of expediency; the sooner the party leaves his area, the sooner things will get back to normal. Conversely, a Warden may seek out a party to help with a particularly difficult task, such as ridding the guarded area of destructive creatures or locating a treatment for a crop disease. Depending on the circumstances, a Warden may journey anywhere in the world; he is not bound to remain in his guarded area. However, a Warden will not undertake any adventure without direct orders from, or with the express permission of his overlord.

Other members of an adventuring party may find a Warden to be cordial but distant. A Warden's loyalties lie primarily with his overlord, not with his companions, and this can create stress for party members who insist on comradeship. Some Wardens are also prone to homesickness; the further an expedition takes him from his guarded area, the more anxious and sullen he may become.

Nevertheless, a Warden's dedication and professionalism can only enhance a party's effectiveness. Many comply unwaveringly with orders from the party leader, offer pointed advice when needed, and fight courageously on the battlefield.

**Secondary Skills:** Armorer, Bowyer/Fletcher, Farmer, Forester, Groom, Weaponsmith, Woodworker/Carver.

**Weapon Proficiencies:** *Recommended:* Bow (any), crossbow (any), quarterstaff, pole arm (any), spear, sword (any).

**Nonweapon Proficiencies:** *Recommended:* Agriculture, Carpentry, Engineering, Etiquette, Falconry*, Heraldry, Hunting, Languages (Modern), Reading/Writing, Riding (Land-based), Stone Masonry.

**Armor/Equipment:** Wardens have no special armor or equipment requirements. Depending on the affluence and generosity of the overlord, Wardens may have access to the finest equipment money can buy, such as gem-studded shields and onyx-tipped arrows. As a rule, Wardens take meticulous care of their gear, spending much of their

free time honing their blades to razor-edge sharpness, and polishing their armor until it gleams like silver. Wardens affiliated with the government may wear elaborate uniforms emblazoned with medals, ribbons, and other service commendations.

**Species Enemy:** Any, though the species enemy is often a creature that plagues the Warden's guarded land or torments his overlord (in human lands, this is likely to be brigands).

**Followers:** Any.

**Special Benefits:**

*Stipend:* A Warden in good standing with his overlord receives a monthly stipend commensurate with his responsibilities and experience. Warden salaries average 30-50 gp per month, plus a monthly bonus of 10 gp times the Warden's level.

*Expenses:* When undertaking an expedition on behalf of his overlord, the Warden may receive a small stipend to cover his expenses. A typical stipend ranges from 100-500 gp, depending on the length of the expedition, the level of the Warden, and the generosity of the overlord. The Warden may spend these funds only on goods and services directly relating to the success of the expedition. In lieu of money, the Warden may receive loan of a mount, weapons, or equipment necessary for the undertaking.

*Annual Boon:* Once per year, the Warden can ask the overlord for a boon. It is traditional that this be granted insofar as the resources of the overlord (and the judgement of the DM) allow, although exceptionally greedy or ill-considered requests will reflect badly upon the Warden.

Reaction Bonus: When representing his overlord, a Warden receives a +2 bonus to his reaction checks with all good and neutral characters of high social status (including aristocrats, government officials, and affluent citizens), regardless of their culture or whether he's met them before.

**Special Hindrances:**

*Accountability:* A Warden is held fully accountable for any actions that may reflect badly on his overlord. Should the Warden break the law, insult a noble, or otherwise behave improperly, his overlord will demand an explanation. An unsatisfactory explanation will result in a reprimand at best, and termination of his job at worst. A terminated Warden is forced to abandon this kit, suffering all of the penalties described in the Abandoning Kits section elsewhere in this chapter.

If a Warden receives expenses (as detailed in his Special Benefits), he must make a full accounting of his expenditures and return any excess funds at the conclusion of his expedition. Should a discrepancy be discovered, the Warden may be fined or imprisoned. If he's been given special equipment instead of or in addition to expenses, all items must be returned in good condition. Otherwise, money may be deducted from the Warden's stipend to replace them, or the overlord may confiscate an equivalent amount of the Warden's goods.

*Overlord Demands:* A Warden is always subject to orders from his overlord. Some orders are critical, others trivial, but all must be followed in order for the Warden to remain in good standing. Failure to comply with an order may result in a variety of penalties, ranging from fines to termination of employment.

An overlord may require the Warden to carry out a special order in conjunction with his primary assignment, or a Warden may receive burdensome duties as part of his regular job. In all cases, the DM decides when the overlord makes a special demand, the

type of demand, and the penalties for violation. Some sample demands of a Warden:

- When an expedition takes the Warden far from home, he must take along a young relative of the overlord who wants to see the world. The Warden accepts responsibility for the relative's safety and behavior.
- While on an expedition to a distant land, the Warden must make contact with a long-lost friend of his overlord and extend an invitation to visit.
- At all times and wherever he goes, the Warden must display a banner bearing the insignia of his overlord.
- In times of austerity for the overlord, the Warden must turn over some or all of the treasure he collects on an adventure.

## Abandoning Kits

Once a kit is chosen for a ranger, it can't be exchanged later in the game for a different one. However, unless otherwise specified, it can be abandoned entirely, the character continuing the game as a standard ranger; that is, a ranger as described in the *Player's Handbook* without any of the benefits or hindrances associated with a particular kit.

Why would a player want to abandon a kit? Maybe recent campaign events have made the kit less fun to play (the king has declared amnesty for all Forest Runners). Perhaps the player feels limited by the kit restrictions (he wants more spells than those allowed to the Greenwood Ranger). Or maybe he's just tired of it (the Sea Ranger is fed up with life on the water). Whatever the reason, the DM should honor a player's request to abandon his kit. The abandonment may take place gradually, if the DM's wishes to work the change into an adventure, or immediately, if the DM doesn't see the change as significantly affecting the story line of his campaign.

A character who abandons a kit undergoes the following modifications:

- All of the kit's bonuses and benefits are lost. All penalties and hindrances are ignored.
- The character may use any weapons and armor normally available to the ranger.
- Should the character acquire new weapon proficiency slots, they may be spent on weapon proficiencies of the player's choice.
- The nonweapon proficiencies associated with the kit, including requirements and recommendations, no longer apply.
- Bonus proficiencies *aren't* forfeited. Instead, they are set aside (written down but not used) until the character acquires new nonweapon proficiency slots. The new slots must be spent paying for the former bonus proficiencies, in an order determined by the player. The player must pay for all former bonus proficiencies before he can choose any new nonweapon proficiencies.

## Creating New Kits

Players aren't restricted to the ranger kits described in this chapter. If a player is interested in a certain type of character not discussed here, he can design a new kit from scratch, using the above examples as guidelines.

Before going to all the trouble of designing a new kit from the ground up, study the

existing kits to see if any of them can be modified to fit the archetype you have in mind. If not, copy the Ranger Kit Record Sheet in the back of this book. Begin by filling out the description of the new kit, then write down the information needed in each section. Refer to the Kit Subsections descriptions at the beginning of this chapter if necessary.

When you've finished filling out the Record Sheet, let your DM look it over. He may make some adjustments to ensure that characters taking the new kit aren't too powerful or that the kit is sufficiently different from existing kits. The DM reserves the right to make additional adjustments after he sees how it works in the context of a campaign.

Stuck for ideas? Here are some suggestions that might be developed into new kits:

**Crypt Ranger.** Cemeteries, battlefields, or other locales associated with death are his primary terrain. His followers are non-evil undead.

**Dragon Killer.** Similar to the Giant Killer, he has special abilities that increase his effectiveness when fighting dragons.

**Extra-Planar Ranger.** His primary terrain is another plane of existence. His followers include extra-planar creatures.

**Militant Ecologist.** He's a conservation expert who retaliates violently against despoilers, polluters, and poachers.

**Lycanthropic Ranger.** He can change into an animal and counts werecreatures among his followers. Werebears and weretigers are suggested.

**Ranger-Knight.** He's a private landowner primarily interested in protecting and expanding his own holdings.

**Survivalist.** He can thrive in any terrain, under any conditions. He can improvise deadly weapons from the simplest materials.

## Demi-Rangers

According to the *Player's Handbook*, only humans, elves, and half-elves can be rangers. But using the rules in this book, it's possible to include characters of other races with ranger-like abilities in a campaign. However, lacking the necessary qualities to become rangers in the true sense, these other races are subject to specific limitations. They are known as demi-rangers.

Demi-rangers are restricted in the following ways:

- Demi-rangers *must* take character kits. Only a few kits are available to each race, as indicated in Table 53. Further, they must meet all the initial ability score requirements for both the ranger class and the kit.
- Demi-rangers use only the basic Tracking proficiency; they do not track as rangers, nor can they specialize in a primary terrain if that optional rule is being used.
- Demi-rangers do not get the two-weapon attack ability of standard rangers.
- Demi-rangers do add their racial modifier (if any) to their move silently and hide in shadow abilities.
- Demi-rangers are limited as to the maximum level they may achieve. Table 53 lists the maximum level for each kit.
- Demi-rangers attract 2d3 followers instead of the 2d6 normally allowed rangers. (Dwarf demi-rangers will rarely have elf or half-elf followers; gnomes will have an exceptionally high number of burrowing mammals.)

- Demi-rangers are restricted as to their terrain types. These include:
- *Dwarf:* Arctic, Hill, Mountain, Desert.
- *Gnome:* Arctic, Forest, Hill, Underdark.
- *Halfling:* Aquatic, Forest, Plains, Jungle (exception, Explorer).
- Halfling demi-rangers are unable to learn the priest spells normally available to rangers. Dwarf and gnome demi-rangers may learn priest spells (from appropriate spheres) but not until they reach 10th level. As indicated in Table 53, they learn fewer spells than other rangers and cast them at lower levels.

### Table 53: Demi-Rangers

| Race Kit | Maximum Level |
|---|---|
| Dwarf | |
| Guardian | 15 |
| Mountain Man | 15 |
| Warden | 15 |
| Gnome | |
| Forest Runner | 11 |
| Pathfinder | 11 |
| Stalker | 11 |
| Halfling | |
| Explorer | 9 |
| Feralan | 9 |
| Sea Ranger | 9 |

### Table 54: Demi-Ranger Spell Progression and Dexterity Modifiers

| Demi-ranger Level | Casting Level | Priest Spell Level 1 | 2 |
|---|---|---|---|
| 1-9 | - | - | - |
| 10 | 1 | 1 | - |
| 11 | 2 | 2 | 1 |
| 12 | 3 | 2 | 2 |

| Race | Hide in Shadows | Move Silently |
|---|---|---|
| Dwarf | - | - |
| Gnome | +5% | +5% |
| Halfling | +10% | +15% |

### New Kits for Demi-Rangers

Just as you're free to create new ranger kits, it's also possible to design kits specifically for demi-rangers. Follow the suggestions outlined in the Creating New Kits section above. The DM has the right to disallow *any* kit he feels is inappropriate for his campaign.

Some suggestions for demi-ranger kits:

**Dwarven Spelunker.** This is a subterranean ranger whose primary terrain encompasses caves and underground passages.

**Gnomish Terraformer.** He pursues techniques for physically reshaping the lay of the land.

**Halfling Agronomist.** He's a master of agriculture and animal husbandry.

### Dual-Classed Rangers

Dual-classed characters must be human. A dual class ranger may be of any character kit, presuming the DM allows it in his campaign.

To change from a ranger to another class, the ranger must have a minimum score of 15 in Strength, Dexterity, and Wisdom. He must have a score of 17 or better in the prime requisites of the new class.

If a character from another class wants to switch to a ranger, he must have a minimum score of 15 in his prime requisites and a score of 17 or better in Strength, Dexterity, and Wisdom.

### Multi-Class Rangers

The main multi-class option open for a ranger is the half-elf cleric/ranger. The half-elf advances in both classes simultaneously, up to 16th level ranger and 14th level cleric. All the usual rules for multi-class characters as given in the *Player's Handbook* should be followed.

**Optional Rule: The Ranger-Druid**

Generally, a ranger/druid combination is not possible, due to the conflicting alignments of the classes. However, campaign conditions may allow their creation, should the players and DM decide that they wish to experiment with them.

First, there must be a nature deity of good alignment whose specialty priests are druidic. Second, the priesthood must have an allied group of rangers. Given these conditions, a half-elf ranger/druid character may be possible.

Such a character is still bound by racial level limits, in this case 16th level ranger and 9th level druid. Even if the optional level advancement for exceptional ability scores is used, such a character is unlikely to become a 12th level druid (a level for which the character must fight). At the very least, the character will have formidable enemies among conservative members of the priestly hierarchy, and is likely to become the target of subtle plots. Also, such a character would be under constant pressure from divided loyalties, as his chosen professions will tend to pull him in different directions.

## Chapter 5: Proficiencies

It's strongly suggested that you incorporate the optional proficiency rules into your campaign, especially if you're using the character kits from Chapter 4. This chapter

presents all of the nonweapon proficiencies relevant to the ranger from the *Player's Handbook*, along with descriptions of a few new ones and clarifications of some old ones.

## Compiled Proficiencies

Table 55 lists all of the nonweapon proficiencies normally available to the ranger, which includes all of the proficiencies associated with the warrior, wizard, and general groups. Rangers may also acquire proficiencies from the priest and rogue groups described in Chapter 5 of the *Player's Handbook*, but at a cost of one additional proficiency slot above the listed number.

**Bold-faced** entries are new proficiencies described in this chapter.

*Italicized* entries require the player to select a specific area of specialization. For instance, a ranger proficient in artistic ability must specialize in one particular art form, such as painting, sculpture, or origami. Spending another slot on this proficiency allows him to improve an already chosen art form, or to pick another one.

Entries marked with an asterisk (*) are proficiencies with special applications for rangers, explained in the Clarifications and Modifications section.

### Table 55: Nonweapon Proficiencies

| Proficiency | # of Slots Req'd. | Relevant Ability | Check Modifier |
|---|---|---|---|
| Agriculture | 1 | Int | 0 |
| **Alertness** | 1 | Wis | +1 |
| *Ancient History* | 1 | Int | -1 |
| Animal Handling* | 1 | Wis | -1 |
| Animal Lore | 1 | Int | 0 |
| *Animal Training** | 1 | Wis | 0 |
| Armorer | 2 | Int | -2 |
| *Artistic Ability* | 1 | Wis | 0 |
| Astrology | 2 | Int | 0 |
| Blacksmithing | 1 | Str | 0 |
| Blind-fighting | 2 | NA | NA |
| **Boating** | 1 | Wis | +1 |
| Bowyer/Fletcher | 1 | Dex | -1 |
| Brewing | 1 | Int | 0 |
| **Camouflage** | 1 | Wis | 0 |
| **Cartography** | 1 | Int | -2 |
| Carpentry | 1 | Str | 0 |
| Charioteering | 1 | Dex | +2 |
| Cobbling | 1 | Dex | 0 |
| Cooking | 1 | Int | 0 |
| Dancing | 1 | Dex | 0 |
| Direction Sense | 1 | Wis | +1 |
| **Distance Sense** | 1 | Wis | 0 |
| Endurance | 2 | Con | 0 |

| | | | |
|---|---|---|---|
| Engineering | 2 | Int | -3 |
| Etiquette | 1 | Cha | 0 |
| Falconry | 1 | Wis | -1 |
| Fire-building | 1 | Wis | -1 |
| Fishing | 1 | Wis | -1 |
| **Foraging** | 1 | Int | -2 |
| Gaming | 1 | Cha | 0 |
| Gem Cutting | 2 | Dex | -2 |
| Heraldry | 1 | Int | 0 |
| Herbalism | 2 | Int | -2 |
| Hunting | 1 | Wis | -1 |
| *Languages, Ancient* | 1 | Int | 0 |
| *Languages, Modern* | 1 | Int | 0 |
| Leatherworking | 1 | Int | 0 |
| Mining | 2 | Wis | -3 |
| Mountaineering | 1 | NA | NA |
| Navigation | 1 | Int | -2 |
| Persuasion | 1 | Cha | 0 |
| Pottery | 1 | Dex | -2 |
| *Reading/Writing* | 1 | Int | +1 |
| *Religion* | 1 | Wis | 0 |
| *Riding, Airborne** | 2 | Wis | -2 |
| *Riding, Land-based** | 1 | Wis | +3 |
| **Riding, Sea-based** | 2 | Dex | -2 |
| Rope Use | 1 | Dex | 0 |
| Running | 1 | Con | -6 |
| Seamanship | 1 | Dex | +1 |
| Seamstress/Tailor | 1 | Dex | -1 |
| Set Snares | 1 | Dex | -1 |
| **Signaling** | 1 | Int | -2 |
| Singing | 1 | Cha | 0 |
| Spellcraft | 1 | Int | -2 |
| **Spelunking** | 1 | Int | -2 |
| Stonemasonry | 1 | Str | -2 |
| Survival* | 2 | Int | 0 |
| Swimming | 1 | Str | 0 |
| Tracking* | - | Wis | Special |
| **Trail Marking** | 1 | Wis | 0 |
| Trail Signs | 1 | Int | -1 |
| **Veterinary Healing** | 1 | Wis | -3 |
| Weaponsmithing | 3 | Int | -3 |
| Weaponsmithing, Crude | 1 | Wis | -3 |
| Weather Sense | 1 | Wis | -1 |
| Weaving | 1 | Int | -1 |

## Clarifications and Modifications

The following modifications are used in addition to the information in the proficiency descriptions given in Chapter 5 of the *Player's Handbook*. The modifications apply to rangers only. Except where specified otherwise, rangers must spend the slot points indicated in Table 55 to acquire any proficiency.

Whenever a proficiency bonus is indicated, the bonus is added to the normal check modifier. For example, if a terrain-specialized ranger with a Wisdom of 14 uses direction sense (Wis +1) in his primary terrain (+2), the check is made at Wis +3. A roll of 17 or less on 1d20 is a success.

### Animal Handling

A ranger's animal empathy ability (see Chapter 2) can produce essentially the same calming effect on an animal as the animal handling proficiency. If a ranger also has the animal handling proficiency, he may attempt to soothe an animal either by making a proficiency check or by using his *animal empathy* ability--but not both.

If an animal is among a ranger's followers, neither animal empathy nor the animal handling proficiency is necessary to control the follower. Use the guidelines in Chapter 3 instead.

The animal handling proficiency has no effect on a ranger's species enemy.

### Animal Training

Rangers are more efficient than other characters at training animals. In the Standard method (see Chapter 3) a ranger needs two months to train an animal to perform a general task. Training for a specific trick requires 2d4 weeks. At the end of the training period, he makes a proficiency check. If the check is successful, the animal has learned the task or trick. If the check fails, the ranger may make a second attempt at teaching it the same task (requiring another two months) or trick (requiring another 2d4 weeks), followed by a second proficiency check. If this second proficiency check fails, the animal is too dumb or too stubborn to learn that particular trick or task. The ranger may repeat the training process with a different trick or task. An animal can learn a maximum of 2d4 tasks or tricks, in any combination of the two.

The animal training proficiency isn't necessary to train followers. Use the guidelines in Chapter 3 instead.

A species enemy can't be trained by the ranger, neither with the follower guidelines nor the animal training proficiency.

### Riding, Airborne and Land-based

A ranger cannot use his species enemy as an airborne or land-based mount. If the mount is a follower, use the guidelines in Chapter 3 instead of the proficiency rules.

### Survival

All rangers have basic survival skills in their primary terrain. Additional proficiency slots may be spent to add more terrain types. Thus, if a ranger spends slots to acquire this proficiency, he must choose a terrain type other than his primary terrain, giving him the survival proficiency in two types of terrain.

### Tracking

Most rangers will have this proficiency in outdoor land terrain without spending any slots, as discussed in Chapter 2. Generally, success chances in urban, man-made, or aquatic terrains are halved, unless a specific kit description says otherwise. Some kits give tracking in alternative terrains instead of the usual outdoor land environment.

## New Proficiencies

Rangers of any character kit can acquire these proficiencies by spending the points listed in Table 55. The "Crossover Groups" mentioned at the end of the description are eligible to buy the proficiency at the normal cost. Groups not mentioned may buy the proficiency by paying one additional point beyond the listed cost.

### Alertness

A character with this proficiency is exceptionally attuned to his surroundings, able to detect disturbances and notice discrepancies. A successful proficiency check reduces his chance of being surprised by 1. (This replaces the description of this proficiency in *The Complete Thief's Handbook*.)

**Crossover Groups:** General.

### Boating

This proficiency allows the character to pilot any small boat, such as a kayak or canoe, operating it at maximum speed. It also allows make minor repairs and improvements in these boats, such as waterproofing them and patching holes. A successful proficiency check enables the character to handle the craft in treacherous situations; for instance, maneuvering the boat though choppy water without capsizing it, or avoiding collisions when guiding it through a narrow channel choked with rocks or ice. Note that while the navigation and seamanship proficiencies deal with ships in oceans, seas, and other large bodies of water, the boating proficiency is confined to small craft on rivers, lakes, on oceans close to shore, and over similar terrain, usually on relatively calm waters.

**Crossover Groups:** General.

### Camouflage

By using this proficiency, the character can attempt to conceal himself, his companions, and inanimate objects by using natural or man-made materials. Successful use assumes the availability of all necessary materials. In forests and jungles, the

character can use shrubbery, mud, and other readily available resources. Arctic or similarly barren terrain usually requires special clothing, paints, or other artificial materials (although "digging in" is an old trick which may be applicable in such terrain, depending on local conditions). It takes a character a half-hour to camouflage himself or another person, two or three hours to conceal a cart or inanimate object of comparable size, and a half-day to hide a small building.

Neither human, demihuman, monster, nor animal passersby will be able to see a camouflaged character, presuming the character makes a successful proficiency check. Camouflaged companions will also go unnoticed; only one proficiency check is required for the entire group.

Objects may also be camouflaged. Objects the size of a person require no penalty to the check; cart-sized objects require a -1 penalty, while building-sized objects require a -3 penalty. The DM may adjust penalties based on these guidelines.

Camouflaging has no effect on predators that locate prey by scent or other keen senses; a hungry wolf can still sniff out a camouflaged human. A camouflaged person has no protection against a passerby who accidently brushes against or bumps into him. Likewise, a camouflaged person may reveal himself if he sneezes, cries out from the sting of a bee, or makes any other sound.

Note that camouflaging is only necessary for persons or objects that would otherwise be partially or entirely exposed. A person hiding behind a stone wall wouldn't need to be camouflaged to avoid detection, nor would a buried object.

**Crossover Groups:** Fighter, Rogue.

### Cartography

This proficiency grants skill at map making. A character can draw maps to scale, complete with complex land formations, coastal outlines, and other geographic features. The character must be reasonably familiar with the area being mapped.

The DM makes a proficiency check in secret to determine the accuracy of the map. A successful proficiency check means that the map is correct in all significant details. If the roll fails, the map contains a few errors, possibly a significant one. A roll of exactly 20 means the map contains serious errors, making it useless.

**Crossover Groups:** General.

### Distance Sense

This proficiency enables a character to estimate the total distance he's traveled in any given day, part of a day, or a number of consecutive days equal to his level. For instance, a 7th level character can estimate the distance he's traveled in the previous week. The estimate will be 90% accurate.

**Crossover Groups:** General.

### Falconry

This is most properly the Animal Training (Falcon) proficiency. A character with this proficiency is an expert in training and handling falcons, enabling him to teach them

tricks and tasks (This proficiency also allows the training of hawks at a -1 penalty. Owls are a separate proficiency and can be trained at -2).

A character can teach a falcon 2d4 (2-8) tricks or tasks in any combination. It takes 2d6 weeks to teach the falcon a trick, three months for a task. At the end of a training period, the character makes a proficiency check. If the check succeeds, the falcon has learned the trick or task. If the check fails, the falcon is incapable of learning more.

If not using falconry training equipment (see Chapter 7), the success roll required for training is penalized by -2.

**Crossover Groups:** General.

*Note:* The foregoing is the standard proficiency. Optionally, the training rules for rangers given in Chapter 3 can be used. Training times and number of tricks/tasks may vary.

Sample general tasks:

*Hunting:* The falcon is trained to hunt its natural prey: small mammals and game birds; and to return with them to the falconer. Nearly all trained falcons receive this training first.

*Ferocity:* The falcon receives a +1 bonus to all attack and damage rolls, and a +2 morale bonus.

*Guard:* The falcon shrieks at the approach of strangers. If approached closer than 20' or 30', the falcon will attack unless ordered not to. The bird can recognize designated friends.

*Homing:* The falcon recognizes one place as its roost and returns there upon command.

*Loyalty:* The falcon is exceptionally loyal to an individual selected by the trainer. It has a +4 saving throw bonus against charm, control, empathy, or friendship attempts by others. Further, it comes when the individual summons it, guards its master from attack and may perform unusual acts of loyalty as decided by the DM.

*Species Enemy:* The falcon is trained to recognize an entire species as a natural enemy. Its basic reaction will be hostile, it will reject empathy, and have a +4 saving throw bonus against the enemy's charm or control attempts. It will attack the species enemy in preference to others.

*Track:* The falcon will track a designated creature and return. It can retrace its path to lead the falconer to the creature.

Sample specific tricks:

*Attack:* The falcon will attack on command a creature designated by the falconer until called off. The falcon's base morale is at least 11. The falcon receives a save vs. rods against another ranger's animal empathy ability.

*Capture Prey:* A hunt-trained falcon will return with the prey alive and unharmed.

*Catch Object:* Upon command, the falcon will catch a small object thrown into the air or a small falling object and return to the falconer.

*Distract:* The falcon is trained to feint at an opponent. The opponent must make a saving throw vs. paralysis or lose its next action.

*Eye Attack:* The falcon is trained to strike at an opponent's eyes. A beak hit has a 25%

chance of striking an eye. An opponent struck in the eye is blinded for 1d4 rounds and has a 10% chance of permanently losing sight in the eye.

*Hand Signals:* The falcon can be commanded by hand signals as well as by voice.

*Hide Object:* The falcon takes an object from the falconer, flies away with it, and conceals it. The falcon will retrieve the object on command.

*Pit Fighting:* The falcon is trained as a fighting bird. It has a +2 attack bonus against any fighting bird that is not so trained.

*Recall:* The falcon will immediately return to the falconer upon receiving the command.

*Nemesis:* The falcon is trained to attack a specific individual. The falcon never checks morale when attacking the individual.

### Foraging

By using this proficiency, a character can search a wilderness area to locate a small amount of a desired material, such as a branch suitable for carving into a bow, enough kindling to start a fire, a medicinal herb, or a component required for a spell. The character must spend 2-8 (2d4) hours searching, and the material must theoretically be available in the area being searched (for instance an icicle isn't available in the desert, nor dry kindling on the ocean floor). The DM doesn't confirm if the material sought is actually available until after the character has searched for the designated period. If the DM decides the material isn't in the area, no proficiency check is necessary; he merely reveals that the search was in vain.

If the DM decides the material is indeed available, a successful proficiency check means the character has found what he's been looking for. As a rule of thumb, the character locates no more than a handful of the desired material, though the DM may make exceptions (if searching for a few leaves of a particular herb, the character may instead find an entire field).

If the check fails, the material isn't found. The character may search a different area, requiring another 2-8 hours and a new proficiency check.

**Crossover Groups:** Warrior, Rogue.

### Persuasion

This proficiency enables the character to make a compelling argument to convince a subject NPC character to see things his way, respond more favorably, or comply with a request. The character engages the NPC in conversation for at least 10 rounds (meaning that the subject must be willing to talk with the character in the first place); subjects whose attitudes are threatening or hostile aren't affected by this proficiency.

A successful proficiency check means that the subject's reaction is modified by +2 in favor of the character (see Table 59 in Chapter 11 of the *DUNGEON MASTER Guide*). This bonus is *not* cumulative with any other reaction modifiers, such as those derived from Charisma; other reaction modifiers don't apply. For every additional slot a character spends on this proficiency, he boosts the reaction modifier by +1 (for example, spending two slots on this proficiency gives a +3 reaction bonus).

**Crossover Groups:** General.

## Riding, Sea-based

This proficiency allows the character to handle a particular species of sea-based mount The type of mount must be specified when the proficiency is acquired. The character may spend additional slots to enable him to handle other species.

In addition to riding the mount, the proficiency enables the character to do the following:

- When the mount is on the surface of the water, the character can leap onto its back and spur it to move in the same round. No proficiency check is required.
- The character can urge the mount to leap over obstacles in the water that are less than 3' high and 5' across (in the direction of the jump). No proficiency check is required. Greater jumps require a proficiency check, with bonuses or penalties assigned by the DM according to the height and breadth of the obstacle and the type and size of mount. Failure means the mount balks; an immediate second check determines if the character stays on the mount or falls off.
- The character can spur the mount to great speeds. If an initial proficiency check fails, the mount resists moving faster than normal. Otherwise, the mount begins to move up to 2d6 feet per round beyond its normal rate. Proficiency checks must be made every five rounds. So long as the checks succeed, the mount continues to move at the faster rate for up to two turns. After the mount moves at this accelerated rate for two turns, its rate then drops to 2/3 of its normal rate. It can move no faster than 2/3 of its normal rate until allowed to rest for a full hour.

If the second or any subsequent check fails, the mount's movement drops to half its normal rate. It continues to move at this half-speed rate until allowed to rest for an hour.

- If a sea-based mount on the surface of the water is attacked, it will normally submerge unless it makes a successful morale roll. If the morale roll fails, the rider can command the mount to re-surface by making a successful proficiency check. If the check fails, the rider can attempt another check each round thereafter, so long as he is physically able. While submerged with the mount and attempting to force it to surface, the rider risks drowning (see Chapter 14 of the *Player's Handbook*). Because he's exerting himself, the number of rounds the rider can hold his breath is equal to half his Constitution score.

**Crossover Groups:** General.

## Signaling

This proficiency gives the character the ability to send messages over long distances. The character must designate his preferred method for signaling. Typical methods include smoke signals, whistling, waving flags, drums, or reflecting mirrors. For each additional slot spent, the character may choose an additional method.

Because signaling is essentially a language, messages of reasonable complexity can be communicated. A practiced signaller can transmit as many as 10 words per combat round.

To interpret the signal, the recipient must be able to see or hear it. He must also have the signaling proficiency and know the same signaling method as the sender. To send a

message and have it understood, both the signaler and the recipient must make successful proficiency checks. If one fails his roll, the message is distorted; the message can be sent again in the following round, and proficiency checks may be attempted again. If both checks fail, or if either character rolls a natural 20, an incorrect message was sent and received; the message has the opposite of the intended meaning. Characters without the signaling proficiency, as well as characters who have the proficiency but use a different signaling method, can't understand the signals.

**Crossover Groups:** General.

### Spelunking

A character with this proficiency has a thorough understanding of caves and underground passages, including their geology, formation, and hazards. The character generally knows what natural hazards are possible and what general equipment a spelunking party should outfit itself with. A successful proficiency check can reveal the following information:

- Determine, by studying cracks in the walls and pebbles on the floor, sniffing the air, etc., the likelihood of a cave-in, flash flood, or other natural hazard. This only works with respect to natural formations, and is negated if the natural formations have been shored up, bricked in, or otherwise tampered with.
- Estimate the time required to excavate a passage blocked with rubble.
- While exploring extensive underground caverns, a successful check reduces the chance of getting hopelessly lost when confronted by multiple unmarked passages, sinkholes, etc. to a maximum of 30%, assuming good lighting (see DMG Table 81-82).

**Crossover Groups:** Warrior.

### Trail Marking

By notching trees, scattering pebbles, piling stones, and clipping weeds, the character can mark a trail through any wilderness area. Providing he moves at 2/3 his normal movement rate, he can mark a continuous trail as long as he likes; however, the longer the trail, the less likely he'll be able to follow it back.

A successful proficiency check enables a backtracking character to follow his own trail for a distance equal to his level in miles. If he fails a check, he loses the trail. For instance, assume a 3rd level character marked a 12-mile trail. His first successful proficiency check enables him to follow this trail back three miles. A second successful proficiency check means he can follow the trail another three miles. The third check fails, and he loses the trail; he's only been able to follow his trail for a total of six miles.

The tracking proficiency isn't necessary to use the trail marking proficiency. However, when a ranger loses his own marked trail, he may still attempt to follow it using his tracking proficiency. Any other characters with the tracking proficiency may also attempt to follow a ranger's marked trail, using the rules applicable to the tracking proficiency.

A marked trail lasts unless it is obscured by precipitation, a forest fire, or the passage of time (an undisturbed trail marked in a forest should last for weeks, while an arctic trail

may last less than a day during periods of heavy precipitation; the DM decides). A ranger or other character with the tracking proficiency may still attempt to follow an obscured trail using the tracking rules.

**Crossover Groups:** Warrior.

### Trail Signs

A character with this proficiency can read symbolic messages indicated by an arrangement of stones or other physical objects. The character must designate the method of leaving messages preferred by his family, tribe, or culture. Typical methods include piling rocks, stacking branches, or building snow sculptures. When the character encounters such a message, he understands the meaning if he makes a successful proficiency check. ("A dragon dwells in these woods." "Eat the green berries for restored health.") The message is meaningless to characters without the trail signs proficiency. A character with the trail signs proficiency who uses methods other than the one encountered can try to read it at half the normal chance for success. This proficiency can also be used to identify the cultural group or tribe that has left a specific trail sign.

**Crossover Groups:** Warrior, Rogue.

### Veterinary Healing

The character can attempt to heal all types of normal animals, following the same procedures described in the description of the healing proficiency (returns 1-3 hit points if done within one round of wounding, once per creature per day; continued care can restore 1 hit point per day during non-strenuous traveling for up to 6 creatures; gives a +2 to save vs. poison if treated for 5 rounds within a round after poisoning; diagnose disease, magical origins identified, natural diseases take mildest form and shortest duration). Supernatural creatures (such as skeletons or ghouls) or creatures from another plane (such as aerial servants or xorn) cannot be treated with this proficiency.

This proficiency is not cumulative with the healing proficiency--the first used will take precedence. The veterinary proficiency can be used on humans, demihumans, and humanoids at half the normal chance for success.

**Crossover Groups:** Priest.

### Weaponsmithing, Crude

This proficiency allows the making simple weapons out of natural materials. This skill is most often found in those from a primitive, tribal, or savage background.

The crude weapons are limited to natural materials: stone, wood, bone, sinew, reed, and the like. Crude weapons take a certain amount of time to make. The DM may add additional primitive weapons to the basic list.

The chance for success is based on the character's Wisdom, with a -3 penalty. Any warrior or a character with the hunting proficiency has a +3 bonus. The fashioner must be proficient in the use of the weapon.

If successful, the weapon can be used normally. If failed, the weapon is so badly flawed as to be useless. On a roll of 20, the weapon seems sound, but will break upon

first use. On a roll of 1, the weapon has no chance of breaking except against a harder material.

*Optional:* Crude weapons check for breaking upon inflicting damage; roll 1d6. Bone weapons break on a roll of 1 or 2, stone weapons break on a roll of 1.

**Crossover groups:** Warrior.

| Weapon | Construction Time |
|---|---|
| Arrows | 7/day |
| Axe, Battle | 4 days |
| Axe, Hand | 1 day |
| Axe, Throwing | 6 days |
| Bow, Long* | 15 days |
| Bow, Short | 12 days |
| Dagger | 2 days |
| Dart | 3 day |
| Javelin | 1 day |
| Knife | 2 days |
| Quarterstaff | 1 day |
| Spear | 2 days |
| Staff Sling | 3 days |
| Warhammer | 5 days |

* Seasoning the wood takes 1 year.

# Chapter 6: Magic

A ranger who reaches 8th level can learn and use certain spells. Unlike a wizard, he doesn't need a spell book, nor does he need to roll to learn spells. Instead, he obtains spells like a priest, acquiring the spells he wants to memorize through meditation and prayer. Chapter 8 examines the relationship between rangers, priests, and faiths in more detail.

Unlike priests, rangers have access to spells only from the animal and plant spheres. As shown on Table 5 in Chapter 1, a ranger can cast spells at an increasingly higher level as he himself advances in level; a 9th-level ranger casts spells as a 2nd-level caster, while a 12th-level ranger casts spells as a 5th-level caster. Also note that a ranger can choose to memorize *any* plant or animal sphere spell of the level shown on Table 5; for instance, a 13th-level ranger can have any three 1st-level spells from the plant and animal spheres and any two 2nd-level spells from the plant and animal spheres memorized at one time.

This chapter presents several new spells that the ranger should find especially useful, along with a few new magical items. For quick reference, Table 56 lists all spells available to the ranger. **Bold-face** spells are described in this chapter; the rest are detailed in the *Player's Handbook.*

## New Spells

## First-Level Spells

**Allergy Field** (Alteration)

Sphere: Plant
Range: 10 yards/level
Components: V, S, M
Duration: 3 rounds + 1 round/level
Casting Time: 4
Area of Effect: 5-foot/level cube
Saving Throw: Neg.

This spell causes characters entering the affected area to suffer extreme allergic reactions. It may be cast on any field, meadow, forest, or other outdoor area with an abundance of plant life, causing the plants to produce pollen, antigens, or similar allergens. Characters coming in contact with the affected area who fail their saving throws vs. spell, experience swelling of the eyes, fits of sneezing, and dull headaches for the next 2-5 (1d4+1) turns. During that time, they make all attack rolls and ability checks at a -1 penalty.

The spell affects a cubic volume whose sides are 5 feet long per level of the caster; thus, a 9th-level caster could affect a 45'x45'x45' cube. The spell lasts until the end of the indicated duration, or until the first frost, whichever comes first.

The material component for this spell is a pinch of ragweed.

**Recover Trail** (Divination)

Sphere: Plant
Range: Special
Components: V, S
Duration: Special
Casting Time: 4 + Special
Area of Effect: Special
Saving Throw: None

A caster who has lost a quarry's trail while using the tracking proficiency can use this spell to proceed. The spell only works in terrain containing some type of vegetation (such as trees, grass, or seaweed). The quarry must have left some potential trail on which the spell can act (the spell cannot track a creature that has *teleported* or *plane shifted*, for example).

If successful, within an hour after casting the spell, the vegetation in a particular area will begin to flutter, as if being blown by a gentle breeze. If the wind is already blowing, the vegetation moves up and down, or moves in another unusual way to attract the caster's attention. When examining this area, the caster will notice a footprint, broken twig, or other sign previously overlooked, indicating to correct trail. The spell has a success chance of 60% + 2% per level of the caster.

This spell will immediately negate a *pass without trace* spell if cast directly for that

purpose, otherwise it will still function normally to allow tracking along the disguised trail.

Any spellcaster with access to both the plant sphere and the tracking proficiency can use this spell.

**Revitalize Animal** (Necromancy)

Sphere: Animal
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 4
Area of Effect: One animal
Saving Throw: None

This spell allows the caster to heal an animal by transferring life force (hit points) from himself to the animal. If the animal is touched with one hand, it regains 1d4 hit points, just as if it had received a *cure light wounds* spell. Touching the animal with both hands restores 2d4 hit points. In either case, the caster temporarily loses the number of hit points that the animal regains. The caster will recover his lost hit points 1-4 hours later (if he transferred 3 hit points, he recovers 3 hit points in 1-4 hours). The caster's recovery of these hit points has no effect on the restored animal.

During the 1-4 hours before the caster recovers his transferred hit points, he feels weak and dizzy, making all attack rolls at a -1 penalty during that time. Should the ranger die during that 1-4 hour period, the recovery process stops immediately and no hit points are recovered.

The animal cannot recover hit points beyond the normal allotment. For instance, an animal that normally has 10 hit points, but has been reduced to 6 due an injury, can't receive more than 4 hit points from this spell. Also, the caster will have at least 1 hit point remaining after using this spell; if the caster has 6 hit points, he won't transfer more than 5 to a damaged animal.

*Revitalize animal* works on animals only; it has no effect on humans, demihumans, humanoids, magical creatures, etc. The spell is not reversible; that is, an injured caster can't receive hit points from an animal.

## Second-Level Spells

**Animal Eyes** (Necromancy)

Sphere: Animal
Range: 0
Components: V, S, M
Duration: 3 rounds + 1 rnd/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

By using this spell, the caster can temporarily see through the eyes of any animal. The caster points at any single animal within 100 yards, then closes his eyes and remains stationary. In his mind's eye, he sees whatever the animal is seeing. If the subject animal is a squirrel studying the party from a tree branch, the caster sees himself and the party from the perspective of the squirrel. If the subject animal is a bird soaring overhead, the caster gets a bird's eye view of the area below.

The spell has no effect on the subject animal, nor can the caster control the animal's actions in any way. The animal is unaware of the spell and acts as it normally would. The spell persists until the end of its duration, or the caster moves or takes another action. The caster may voluntarily negate the spell by opening his eyes. The spell also ends if the animal is killed, or moves more than 100 yards away from the caster.

The subject animal must be one normally found in nature. It may not be supernatural, human, demihuman, nor of extraplanar origin.

The spell requires a glass lens no larger than one inch in diameter as a focus, which is not consumed in the casting.

**Locate Animal Follower** (Divination)
*Reversible*

Sphere: Animal
Range: 60 yards + 10 yards/level
Components: V, S, M
Duration: 8 hours
Casting Time: 5
Area of Effect: 1 animal follower
Saving Throw: None

Occasionally, a ranger's animal follower may wander away in search of food or a mate. An animal follower may also be abducted or trapped. The *locate animal follower* spell helps the ranger find such lost creatures.

The spell takes affect once the ranger fixes in his mind the follower being sought. The spell locates only that specific follower.

Once the spell is cast, the ranger slowly turns in a circle. If the follower is within range, the ranger senses when he is facing in the direction of the sought follower. If the follower isn't within range, the spell doesn't work. If the follower moves out of the area of effect, the spell is immediately negated. As soon as the ranger sees the lost follower, the spell ends. The spell is blocked by lead.

The spell works only on a natural animal follower (including giant animals); not a supernatural creature, human, demihuman, humanoid, or other. If the follower is dead, the spell still seeks it out, providing other conditions of casting are met.

The material component is a hair, feather, scale or other physical remnant of the lost follower.

The reverse of this spell, *obscure follower*, hides an animal follower from detection by spells, crystal balls, and similar means for eight hours.

## Third-Level Spells

**Call Follower** (Conjuration/Summoning)

Sphere: Animal
Range: 0
Components: V, S
Duration: Special
Casting Time: 6
Area of Effect: 10 mile radius/level
Saving Throw: None

A ranger who has not yet received his full allotment of followers can use this spell in an attempt to summon one. After the spell is cast, the DM secretly consults the list of followers he's chosen for the ranger, or rolls an appropriate table. If the DM decides that a potential follower exists within the area of effect, the follower appears within the next 24 hours. If the DM decides that a follower isn't available within the area of effect, nothing happens (no follower appears). Note that the ranger can't request a specific type of follower; as always, the type of follower is up to the DM. The spell can be attempted no more than once per month.

*DM Note:* Notes on staging the arrival of the follower are also given in Chapter 3.

**Chatterbark** (Divination)

Sphere: Plant
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 turn
Area of Effect: One tree
Saving Throw: None

A variation of the 4th-level priest spell, *speak with plants*, this spell enables a ranger to ask a simple question to a tree and receive a spoken response. The tree can be any species, so long as its trunk is at least 1 foot in diameter. Before casting the spell, the ranger must spend at least an hour carving a humanoid face in the trunk; if the ranger has a proficiency in wood carving (a variation of artistic ability), he can carve a suitable face in one turn.

After carving the face, the ranger spends 1 turn casting the spell, at which time the face becomes animated, twitching and grimacing as if just awakening from a long sleep. The tree face then looks at the caster expectantly, waiting for a question. The caster may ask the tree any single question that can be answered in a single word or short phrase. Typical questions might include: "Has a dragon passed this way within the last few days?" "Has it rained here recently?" "Are there any fruit trees nearby?" The tree answers the question honestly. If the question is beyond the scope of its knowledge, the tree says, "I don't know." After answering, the face disappears.

The DM should keep in mind that a typical tree doesn't know very much, as it has little experience, never travels, and rarely interacts with other living things in meaningful ways. As a rule of thumb, a tree's knowledge is limited to things it has observed (passersby, weather conditions) and general information about the immediate area (animal populations, location of landmarks). A tree can't give dependable advice or make judgements. If the DM is in doubt about what a particular tree knows, the tree answers, "I don't know."

**Animal Trick** (Enchantment)

Sphere: Animal
Range: 30 yards
Components: V, S
Duration: 1 round/level
Casting Time: 6
Area of Effect: One animal
Saving Throw: Special

This spell temporarily enables any animal to perform a trick it normally doesn't know or lacks the intelligence to execute. The animal must be within 30 yards of the caster and must be able to hear his spoken commands. If these conditions are met, the animal will do exactly what the ranger tells it. A lion will batter down the door of a cell, a cat will fetch a key and carry it in its mouth, a parrot will draw a circle in the sand with its claw. A creature with less than 5 hit dice and no prior allegiances receives no saving throw. Any willing creature predisposed to aid the caster (such as an animal follower) will not resist this spell at all.

The animal can't execute a trick or task that exceeds its physical limitations. A snake can't pick a lock, and a horse can't play a trumpet. Note also that the caster must give specific instructions, not general commands. If the caster commands a lion to "Get something to help me put out this fire," the puzzled lion won't know what do to. However, if the caster says, "Take this bucket in your mouth, dip it in the stream, and carry the water back to me," the lion will do as it's told.

The caster can take other actions while the animal is completing the trick. Once the animal completes its trick, the caster may give it additional tricks to complete until the spell expires. If the spell expires while the animal is in the middle of a trick, or if the spell is broken by some means, the animal immediately stops what it's doing.

**Polymorph Plant** (Alteration)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 6
Area of Effect: One plant
Saving Throw: None

This spell enables a ranger to transform any single plant, including a fungus or mold, into any other type of plant of the ranger's choice. The change is permanent. The changed plant has the physical appearance of its new form, but not all of the associated properties. If edible, the new form tastes as bland as cotton. If normally used as a spell component, the new form has only a 50% chance of actually functioning as a component. If normally used for medical purposes (such as for a healing salve or poison antidote), the new form has only a 50% chance of having any beneficial properties.

Only living plants can be polymorphed; the spell won't work on a fallen leaf, a nut, or a picked fruit. The size of the plant is not relevant; a blade of grass may be polymorphed into a towering oak tree and vice versa. The new form doesn't have to be indigenous to the environment; an evergreen tree on a frigid mountain may be polymorphed into a cactus (although it may not thrive for long).

Neither the original vegetation nor its polymorphed form can be an intelligent plant or a plant-like creature. Nor are unnatural plant forms allowed; a mushroom may be transformed into a normal-sized cornstalk, but not a 50-foot-tall cornstalk or a stalk that produces apples instead of corn.

The material component for this spell is any seed.

**Table 56: Ranger Spells**

| Level | Name | Sphere |
|---|---|---|
| 1 | *Allergy Field* | Plant |
| 1 | *Animal Friendship* | Animal |
| 1 | *Entangle* | Plant |
| 1 | *Invisibility to Animals* | Animal |
| 1 | *Locate Animals or Plants* | Both |
| 1 | *Log of Everburning** | Plant |
| 1 | *Pass Without Trace* | Plant |
| 1 | *Recover Trail* | Plant |
| 1 | *Revitalize Animal* | Animal |
| 1 | *Shillelagh* | Plant |
| 2 | *Animal Eyes* | Animal |
| 2 | *Barkskin* | Plant |
| 2 | *Charm Person or Mammal* | Animal |
| 2 | *Goodberry* | Plant |
| 2 | *Locate Follower* | Animal |
| 2 | *Messenger* | Animal |
| 2 | *Snake Charm* | Animal |
| 2 | *Speak With Animals* | Animal |
| 2 | *Trip* | Plant |
| 2 | *Warp Wood* | Plant |
| 3 | *Animal Trick* | Animal |
| 3 | *Call Animal Follower* | Animal |
| 3 | *Chatterbark* | Plant |
| 3 | *Hold Animal* | Animal |
| 3 | *Plant Growth* | Plant |

| | | |
|---|---|---|
| 3 | *Polymorph Plant* | Plant |
| 3 | *Slow Rot** | Plant |
| 3 | *Snare* | Plant |
| 3 | *Spike Growth* | Plant |
| 3 | *Summon Insects* | Animal |
| 3 | *Tree* | Plant |
| 4** | *Animal Summoning I* | Animal |
| 4** | *Call Woodland Beings* | Animal |
| 4** | *Giant Insects* | Animal |
| 4** | *Hallucinatory Forest* | Plant |
| 4** | *Hold Plant* | Plant |
| 4** | *Plant Door* | Plant |
| 4** | *Repel Insects* | Animal |
| 4** | *Speak With Plants* | Plant |
| 4** | *Sticks to Snakes* | Plant |

**Tome of Magic*
** Seeker Kit

## New Magical Items

The following magical items are intended for rangers, but if the DM so chooses, he may allow fighters, wizards, and other character classes to use them, too. All of these items are relatively rare and should turn up no more often than a typical item listed in the Miscellaneous Magic Tables in Appendix 2 of the *DUNGEON MASTER Guide*; if you like, you may use any of these items as an option when a DM's Choice is rolled.

**Chameleon Cloak.** This lightweight cloak, which covers the wearer from neck to foot and also includes a hood, may be worn comfortably over studded leather or lighter armor. The color of the cloak automatically changes to blend in with the surrounding terrain. If the wearer enters a jungle, the cloak becomes mottled with patches of green and brown. If the wearer enters a plain of snow, the cloak turns white. At night, the cloak becomes black. The color changes are instantaneous.

A *chameleon cloak* allows a character to be personally camouflaged, as if using the camouflage proficiency, in any terrain. The *chameleon cloak* can only conceal one person at a time. The cloak conceals with an effective Wisdom equal to its rating.

| **d20 roll** | **Wisdom Rating** | **XP** |
|---|---|---|
| 1-6 | 15 | 750 |
| 7-15 | 16 | 800 |
| 16-19 | 17 | 850 |
| 20 | 18 | 900 |

**Horn of Animal Calls (1200XP).** This wooden instrument, painted bright red with tiny silhouettes of various animals along the sides, resembles a recorder about six inches long. The instrument can duplicate the cries and calls of any animal. The user closes his

eyes, pictures the animal in his mind, then blows into the instrument. The sound is indistinguishable from the cry of the actual animal. The instrument can be used to call particular animals or frighten them away. The DM determines the effect of any particular use of the horn; for example, summoning 2d4 animals might be 80% likely in an animal's home terrain, with an arrival time of 1-4 rounds.

**Ice Box (800 XP).** This is an airtight box one foot square, made of black metal with a single hinged panel. Opening the panel reveals the hollow interior. Centered on the outside of the panel is a white metal pointer resembling a small arrow. This pointer can be rotated in any direction to regulate the temperature inside the box. If pointed straight up (toward the hinges), the temperature remains at 70 degrees F. For every complete clockwise rotation of the arrow, the temperature inside the box drops 1 degree. Therefore, if the arrow is rotated 30 times, the temperature drops to 40 degrees F. Rotating the arrow counter-clockwise raises the temperature 1 degree per rotation. The temperature can't be lowered below zero degrees or elevated beyond 70 degrees. The box is useful for making ice and preventing food spoilage.

**Portable Shadow (1,000 XP).** Similar in appearance to a *portable hole*, a *portable shadow* resembles a gauzy black circle about 10 feet in diameter that can be folded up into a packet about 6 inches square. When unfolded and laid on any horizontal surface, the *portable shadow* looks like any normal area of shade, as dark as a shadow cast by a tree or other solid object under a midday sun. This magical item is useful for concealment and makes as good a hiding place as any naturally shaded area; rangers, thieves, and others have their normal chance of hiding in shadows when standing in a portable shadow. The shadow can be picked up by lifting the edge and folding it like a tablecloth.

Dungeon Masters should use common sense adjudicating the use of a *portable shadow*. If a character attempts to use it to hide in shadow while crossing a featureless plain, the presence of a "black hole" attached to nothing will be more likely to attract attention than to divert it. However, it can provide a shady place to cool off away from the desert sun.

**Species Enemy Medallion (750 XP).** A character wears this copper disk on a chain around his neck and under his clothing so that the metal touches his chest. When the character comes within 100 yards of his species enemy, the medallion becomes warm, alerting him to the enemy's presence. The intensity of the warmth varies according to the number and proximity of the enemy. The medallion doesn't get hot enough to cause damage, nor does it reveal the exact location or number of enemies in the vicinity.

**String Cage (500 XP).** This looks like a piece of white thread 20 feet long, flecked with gold. When arranged in a circle so that the ends touch, the *string cage* creates an invisible barrier that prevents any creature contained inside from leaving. The invisible barrier has the strength of a *wall of force* and has the shape of a closed cylinder about 6' tall. The *string cage* only functions if placed on the ground or other solid surface; if moved, the barrier dissipates. Because of its light weight, the string can't be thrown like a lasso; if rocks or other weights are attached, its magic is negated. Therefore, the device is mainly useful to contain creatures that are sleeping, trapped, restrained, or cooperative.

A *string cage* can contain any single creature, so long as the creature fits inside the circle. Physical attacks and most spells have no effect on a string cage. The creature trapped inside can't move it. A *disintegrate* spell destroys the device, as will a *rod of cancellation* or a *sphere of annihilation*. A creature contained in a string cage can escape by using dimension door, teleport, or a similar spell.

Only the person who originally formed the circle can separate the ends and free the creature inside. Otherwise, a *string cage* lasts for 3-12 (3d4) hours, at which time the ends separate automatically. A *string cage* can be used only once per day.

**Thorn of Sleep (100 XP each).** The *thorn of sleep* looks like the thorn of a plant, about three inches long. It is dry and smooth to the touch. If pricked by the thorn, a creature must make a saving throw vs. paralyzation. Failure means the creature falls into a deep slumber. The creature will not waken until attacked or strongly roused. Noises, even those of battle, will not awaken the sleeping creature. Each thorn can be used but once. Only 1-8 thorns will be found at any one time. A *thorn of sleep* can be projected by a blowgun.

# Chapter 7: Equipment

To help him thrive in a variety of environments, the ranger has developed a wide range of specialized equipment. This chapter describes some of the more useful items, along with some of the more unusual.

Table 57 lists costs and weights of clothing, transport, and miscellaneous equipment. Table 58 provides similar information for weapons; see Chapter 6 of *the Player's Handbook* for the meaning of weapon size, speed factors, and type.

## Clothing

**Aba.** This desert robe is made of lightweight fabric and covers the entire body. Typical colors include brown, gold, black, and white. Elaborate embroidery, made of brightly colored cloth strips or gold thread, often decorates the hem. A silken or cotton sash ties the aba at the waist.

In deserts and other dry climates, such garments help prevent evaporation, allowing the wearer to retain more moisture and function more comfortably. Assuming adequate water, a character wearing a desert robe is no more likely to suffer heat exhaustion on days of extreme heat than a normal person would on days of moderate temperatures. Note that desert robes don't help in areas of high humidity; in humid environments, as much skin should be exposed as possible to encourage cooling from the evaporation of perspiration.

**Arctic Coat.** Designed for protection against extreme cold, the arctic coat is a knee-length single-piece garment with a billowing hood. The long sleeves allow the wearer to warm his hands by drawing them inside and holding them against his chest. Arctic coats are usually made of thick bear fur, lined with seal skin for comfort. An arctic coat keeps

the wearer comfortable in temperatures well below zero degrees F.

**Rain Poncho.** A one-piece garment resembling a large cloak with a head-sized hole in the center, a poncho helps keep the wearer dry during rain storms. Ponchos are made of canvas or similar material, often treated with a waterproofing oil. A poncho can double as ground cover and can also be used as an emergency tent. Crude ponchos are sometimes woven from grass or reeds.

**Snowshoes.** Each about three feet long, these oval-shaped wooden frames are laced with leather webbing to allow the wearer to walk across snow without sinking. A character newly introduced to wearing snowshoes moves at half his normal rate until he gets used to them. After a day or so of practice, he moves at his normal rate. A character wearing snowshoes receives no bonuses for charging.

**Terrain Suit.** Made of lightweight material, usually fine linen or silk, the terrain suit consists of a long-sleeved shirt or blouse and long trousers, dyed in various colors to help the wearer blend in with his surroundings. Styles include arctic (colored solid white), sand (mottled patches of various shades of brown, for desert and similarly sandy terrain), woodland (patterns of green and brown, for forests and jungles), and urban (black). A terrain suit must be precisely made and fitted to the person to wear it. It is worn most commonly by Stalkers, though some individual tribes and groups of warriors, woodsmen, or thieves use them, too. (As a rule of thumb, terrain suits should be slightly more common than elven chain mail.)

A terrain suit gives the same advantages as the camouflage proficiency when worn in the appropriate terrain, using a base Wisdom rating of 14. A character wearing a terrain suit with the camouflage proficiency uses his Wisdom (or 14, whichever is higher) with an additional +1 bonus.

**Waterproof Boots.** These thick boots are made of tough, water-resilient hide (such as alligator or caribou) treated with a waterproofing oil (typically derived from seals or minks). The wearer tucks his trousers inside the boots, then ties them near the knees with a leather drawstring. The boots keep the feet dry, even when wading in water.

**Wilderness Harness.** This device resembles a thick leather belt with straps that cross over the wearer's back. Both the belt and the straps contain a series of small pouches, useful for storing supplies, ammunition for missile weapons, and other materials. A secret compartment in the back section of the belt conceals a 6-inch-long flat knife (the knife comes with the harness; see Table 58 for statistics).

### Transport

**Dog Sled.** One of the best ways to travel in snowy or icy terrain, a dog sled consists of a wooden frame for carrying supplies, wooden runners extending the length of the sled, a platform on which the passenger stands, and a lattice on the front to which the dog team is harnessed. About 6-11 dogs (or equivalent) can pull a sled 10 feet long and 3 feet wide, carrying up to 880 pounds (including the weight of the sled). Fewer animals are

required for smaller sleds. A typical 8-dog sled travels at a movement rate of 15 with a load of about 680 lbs., including the sled.

When adjudicating movement via dog sled, DMs should take into account that animals not bred or trained to pull a sled can create a considerable amount of trouble for the driver--tangling traces, fighting with nearby animals, and so on--and movement could be slower than expected.

**Kayak.** This is a single-person boat, fast-moving and easy to maneuver. Its lashed wooden frame is about ten feet long and two feet wide, covered with canvas, sealskins, or hides of similar water-dwelling animals. The skins are attached to the frame, allowed to tighten by drying, then coated with oil to make the craft water resistant. The passenger squeezes into the hole in the top of the craft and sits so his legs extend into the bow. To seal out water, the opening of the kayak has an "apron" (often made of whale intestines) which the kayaker laces around his waist. He propels the kayak with a single long oar with a paddle on either end. A kayak can move 200'/round (its movement rate can be rounded down to 6) and it can carry 250 pounds.

**Water Sled.** This resembles a dog sled with inflated skins in place of runners, enabling the craft to float on the surface of the water. Long leather reins, treated with waterproofing oil, connect with the animals pulling it, usually a team of eight seals or six dolphins. A water sled carries no more than two passengers (about 480 pounds, including the sled), unless the animals pulling it are exceptionally fast and strong. Made to ride as much above the water as in it, the sled can achieve a top movement rate of 15 if pulled by strong steeds, but 9-12 is a more sustainable speed.

## Miscellaneous Equipment

**Breathing Tube.** This simple device helps a character function underwater. A breathing tube made of a hollow reed, about a foot long, strengthened with wax and treated with waterproofing oil. The user places the tube in his mouth, then submerges himself with the end of the tube protruding from the water. The tube enables the submerged user to breathe indefinitely.

**Camouflage Paint Kit.** This compact leather case contains several cakes of greasepaint (in various shades of brown, green, yellow, and black), applicator brushes, a jar of paint removal cream, and a small mirror. Characters apply the paint to areas of exposed flesh to help them blend in with their surroundings. A kit contains 12 uses.

By itself, camouflage paint doesn't give a character any particular advantage. However, when used with a terrain suit (described above), it boosts the character's success chances by +1. The camouflage proficiency is required to apply the camouflage paint well; those without this proficiency have *half* the usual chance of success. A character using camouflage paint and a terrain suit gains a +2 bonus to his camouflage check.

**Chain Leash.** Made of chain links with a leather muzzle, this leash can be adjusted to fit any animal ranging in size from a small dog to a wolf. The length of the leash varies

from 6-12 feet long. When using a properly-fitted chain leash on an animal, a character receives a +1 bonus to his animal training proficiency checks. Chain leashes are available in other sizes and lengths to fit larger and smaller animals.

**Falconry Gauntlet.** Also called a perch glove, this is a heavy arm-length glove of thick leather upon which a falcon or hawk can perch.

**Falcon Training Equipment.** This equipment makes falcon training more efficient. A character using the falconry proficiency without this equipment suffers a -2 penalty to training proficiency checks. One set is required for each falcon.

Each set consists of *jesses* (leather bands with rings, attached to the falcon's legs), *talon guards* (metal coverings for the bird-s claws to prevent it from harming the owner during training), a *creance* (a slender leather leash attached to the jesses, held by the user or secured to the perch glove), and a *hood* (a leather covering fitting over the falcon-s head that restricts vision; the hood forces the falcon to rely on its senses of hearing, touch, and taste). Customized or richly appointed equipment, such as an embroidered hood or golden jesses, is also available, usually at double or triple the normal price.

**Fishing Tackle.** This meticulously crafted set of polished wooden lures, colorful flies made of feathers and catgut cord, bone hooks, and cork bobbers can be quite useful in the hands of a skilled fisherman. If used by a character with the fishing proficiency, the proficiency checks are modified by +1.

**Healing Kit.** This is a waterproofed leather or canvas backpack or handbag containing cloth bandages, splints, needles and thread (for stitching wounds), ointments, and a selection of herbs for soothing pain (these don't heal damage). It also has room for special medicines, such as poison antidotes or healing potions, but these are not included in the standard kit. The kit is useful in treating injuries of all types; a character with the healing or veterinary healing proficiency without this kit or equivalent may not be able to use the proficiency, depending on the situation.

**Insect Repellent.** Applying this rare, minty cream over a character's face, arms, and other areas of exposed flesh repels bees, ants, and all other types of insects less than 1 Hit Die in size. One application wears off after 8 hours. A jar of insect repellent contains 12 applications.

**Scent Lure.** A scent lure is a pungent liquid used to attract animals in the wild. Each scent lure attracts a specific type of animal, usually woodland game such as deer, wolf, or fox; individual animals of the species find the odor irresistible.

Each bottle of scent lure contains five applications. One application near a tree, rock, or snare has a 15% chance of attracting an animal of the given species within 24 hours, presuming the animal passes within 100 yards of the application (the DM determines if an animal comes close enough). Extra applications do not increase the chance of attraction. The scent evaporates in 24 hours.

**Sleeping Bag.** More comfortable, but bulkier than blankets, the sleeping bag is made of two layers of canvas or wool, stuffed with down for warmth. The user slips inside the sleeping bag and secures the open side by fastening several buckles or tying a series of leather straps.

**Sun Goggles.** Arctic or mountaineering sun goggles are made from solid wood. The wearer peers through two narrow slits. These reduce or eliminate the effects of dazzling lights, such as fatigue from traveling under very bright sun (for example, across deserts, or flat plains on cloudless days). Sun goggles also prevent snowblindness, where the eyes become swollen from exposure to bright sun reflecting off ice and snow. (Attack penalties for snowblindness vary from -1 to -4.)

Sun goggles will not prevent blindness caused when a *light* spell is cast directly against the wearer's eyes. Sun goggles also reduce the field of vision; the wearer can't see above or below without moving his head. This may increase chances of being surprised or attacked from a blind side, at the DM's option.

**Sunburn Ointment.** Characters risk damage from sunburn in any terrain during seasons of bright sunlight, not only in deserts, but also in the arctic, where the sun reflects off the ice and snow. If characters don't protect exposed flesh with scarves, mask, or other covering, they risk suffering 1 point of damage from sunburn per day. An application of sunburn ointment, gives protection against sunburn for a full day. A jar of sunburn ointment contains 14 applications.

Sunburn ointment gives no protection from magical or non-magical fire; it is ineffective against any source of damage other than the sun.

Sunburn ointment is rare, found only in the best-stocked shops in large cities.

**Survival Kit.** A character may strap this small leather pouch, about four inches on each side and an inch thick, around his thigh, upper arm, or anywhere else where it can remain concealed. The kit contains a number of small items useful in emergencies: a scrap of parchment and piece of graphite (for writing messages), a fish hook, a 25-foot length of fishing line on a spool, one gold piece (good for bribing guards), a small razor (for severing rope or inflicting 1 hit point of damage against captors), a wooden whistle (for signaling), a cloth pad (for making an emergency bandage), and a few pieces of sugar candy and dried fruit (for quick energy, or luring animals). Similar items may be substituted to customize individual kits.

**Tents.** These portable shelters, usually made of canvas or tanned animal skin, provide shelter from the elements for weary travelers. They're easy to erect and light to carry. Here a few of the most popular small tents, suitable for one or two occupants:

- *Bell Tent*. This is one of the simplest tents, consisting of a single sheet of fabric arranged around a pole to form a cone. Ropes attached to stakes surrounding the bottom of the tent are pulled to stretch the fabric tight. Though quick to construct and easy to transport, bell tents don't provide much protection against strong winds.
- *Wedge Tent*. Also known as an A-frame tent or a wall tent, the wedge tent is built

on a frame consisting of two vertical poles with a horizontal pole secured between them. The fabric is laid across the horizontal pole, then stretched with ropes attached to stakes. The wedge tent is somewhat sturdier than the bell tent, although like that tent, it provides only modest protection against severe weather.

- *Pyramid Tent*. Combining elements of both the bell and wedge tents, the pyramid tent frame is made of four vertical poles arranged in a square, with horizontal poles attached between them. A longer pole rises from the center of the square. The fabric extends from the center pole to form four slanting walls, secured with stakes. The sturdy pyramid tent resists light to moderate winds.
- *Bundle Tent*. Particularly useful in cold climates, the bundle tent consists of from six to eight ribs about five feet long, connected to each other by the tent covering. The covering consists of two layers of skin from a furry animal, such as a bear or caribou. The layers are arranged fur-side out, creating a pocket of air for extra insulation. The tent opens like an umbrella to form a domed shape or folds into a bundle.

**Traps.** These finely-crafted metal traps can be set up in a matter of minutes. Two general types are available; both come in *small* (rabbit), *medium* (wolf), and *large* (bear) varieties. A character using either type of trap adds a +1 bonus to his set snares proficiency checks.

- *Enclosing Trap:* This type of trap resembles a box. It catches animals alive. Lured by edible bait or a shiny object, the animal enters the box and steps on a trigger which causes the front of the box to snap shut.
- *Killing Trap:* A killing traps has two metal jaws lined with sharp points. A small platform, which holds a lure, rests in between the jaws. The slightest pressure on the platform causes the jaws to snap shut, killing the animal.

**Tinderbox, Waterproof.** This waterproof box contains flint and steel, along with a small supply of wood shavings for kindling. The box keeps the contents dry during a rainstorm or when submerged underwater. Once per round, a character can attempt to start a fire using these materials. A roll of 1 or 2 on a 1d8 is necessary to start a fire in normal, dry conditions. A 1 on a 1d8 is necessary if the area is damp; the DM may require more difficult rolls (for instance, a 1 on 1d12) in wet terrain, or may rule that a fire can't be started at all.

**Weaponblack**. When rangers or thieves apply this oily paste to their weapons or armor, it makes the metallic surfaces non-reflective and nearly invisible. Modify their base chance to hide in shadows by +5%. A coat of weaponblack lasts until the character engages in melee combat, at which time enough of the substance flakes away to negate any camouflaging advantage. The substance is flammable; if lighted, a sword coated with the paste will become the equivalent of a *flametongue* for 2-5 rounds, and will also inflict 1d4 points of heat damage upon the wielder unless he is magically protected. A vial of weaponblack contains 1 application. This substance is uncommon and only available through shady under-the-counter dealing.

## Weapons

**Flail, Grain.** This consists of a leather strap two or three feet long that connects a wooden handle to a block of wood about a foot long. Farmers use the grain flail to thresh wheat, barley, and other grassy crops. It also makes a good bludgeoning weapon.

**Hatchet.** This one-handed woodsman's axe has a broad blade, a smooth wooden handle for a good grip, and its own leather scabbard for the head, which can be strapped to the wearer's belt. The hatchet is useful for chopping wood and serves as an excellent melee weapon.

**Ice Pick.** This special type of metal awl is used to break holes in frozen lakes for ice fishing and to chip away ice chunks when building snow houses. (Note, however, that the snow blade, or iuak, described below, is the primary tool for such a job.) Consisting of a bone or wood handle and a sharp metal point about six inches long, an ice pick also can be used as an impaling weapon.

**Snow Blade.** Also called an *iuak*, the snow blade resembles a machete made of bone, about two feet long and six inches wide. The end is flat rather than pointed. Mainly used by arctic rangers to slice blocks of snow to make shelters, the snow blade also doubles as a weapon.

**Machete.** Farmers in tropical regions use this 3-foot-long flat blade to chop cane and clear undergrowth. Wielded like a sword, it can inflict serious damage. The price of a machete includes a canvas sheath.

**Ritiik.** This 6-foot-long weapon consists of a wooden shaft with a point and a hook on the same end. Primarily used by primitive tribes of arctic and tundra regions for hunting bear and other large game, the ritiik is thrust, not thrown. When the point pierces the animal, the user jerks and twists the shaft to embed the hook.

**Scythe.** A curved blade attached to a 5-foot wooden pole, this farm tool is used to cut grain at harvest and also doubles as a weapon. A user wields the scythe by holding the short wooden bars on the end opposite the blade. The scythe is always used as a two-handed weapon.

### Table 57: Clothing, Transport, and Misc. Equipment

| Item | Cost | Weight (lb.) |
|---|---|---|
| Aba** | | |
| Common | 9 sp | 3 |
| Embroidered | 20 gp | 3 |
| Arctic coat** | 10 gp | 5 |
| Boots, Waterproofed | 4 gp | 2 |
| Breathing Tube | 2 sp | * |
| Camouflage Paint Kit | 50 gp | 1 |

| | | |
|---|---|---|
| Chain Leash | 6 gp | 1 |
| Dog Sled | 30 gp | 40 |
| Falconry Gauntlet | 5 sp | 1 |
| Falconry Training Equipment | 10 gp | 1 |
| Fishing Tackle | 2 gp | 1 |
| Healer's Kit | 25 gp | 1 |
| Insect Repellant | 5 gp | * |
| Kayak (& paddle) | 35 gp | 50 |
| Poncho, Rain | 6 gp | 2 |
| Scent Lure | 3 gp | * |
| Sleeping Bag | 3 gp | 8 |
| Snowshoes | 2 gp | 1 |
| Sun Goggles | 1 gp | * |
| Sunburn Ointment | 2 gp | * |
| Survival Kit | 10 gp | * |
| Tents | | |
| Bell | 4 gp | 10 |
| Bundle | 20 gp | 12 |
| Pyramid | 15 gp | 15 |
| Wedge | 5 gp | 10 |
| Tinderbox, Waterproof | 8 sp | * |
| Trap | | |
| Enclosing*** | 3/7/12 gp | 3/8/15 |
| Killing*** | 2/5/10 gp | 5/10/20 |
| Water Sled | 35 gp | 30 |
| Weaponblack**** | 2 gp | * |
| Wilderness Harness | 2 gp | 1 |

* Weight is inconsequential (a few ounces).
** Price is double to triple this amount unless bought in a desert setting.
*** Prices and weights are for small, medium, and large sizes, respectively.
**** Rare. Only available under-the-counter.

## Table 58: Weapons

| Item | Cost (gp) | Wt. (lb.) | Size | Type | Speed Factor | Damage S-M | L |
|---|---|---|---|---|---|---|---|
| Flail, Grain | 3 | 3 | M | B | 6 | 1d4+1 | 1d4 |
| Hatchet | 2 | 3 | S | S | 4 | 1d4+1 | 1d4+1 |
| Ice Pick | 1 | 1'2 | S | P | 2 | 1d4 | 1d3 |
| Knife, Harness* | - | - | S | P/S | 2 | 1-2 | 1 |
| Machete | 30 | 4 | M | S | 8 | 1d8 | 1d8 |
| Ritiik | 10 | 6 | L | P | 8 | 1d6+1 | 1d8+1 |
| Scythe | 5 | 8 | M | P/S | 8 | 1d6+1 | 1d8 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Snow Blade (iuak) | 10 | 3 | M | S | 4 | 1d4 | 1d6 |

**Optional Weapons from The Complete Fighter**

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Belaying Pin | 2 cp | 2 | S | B | 4 | 1d3 | 1d3 |
| Gaff/Hook | | | | | | | |
| Attached | 2 gp | 2 | S | P | 4 | 1d4 | 1d3 |
| Held | 5 cp | 2 | S | P | 4 | 1d4 | 1d3 |
| Main-Gauche | 3 gp | 2 | S | P/S | 2 | 1d4 | 1d3 |
| Stiletto | 5 sp | 1/2 | S | P | 2 | 1d3 | 1d2 |
| Sword | | | | | | | |
| Cutlass | 12 gp | 4 | M | S | 5 | 1d6 | 1d8 |
| Rapier | 15 gp | 4 | M | P | 4 | 1d6+1 | 1d8+1 |
| Sabre | 15 gp | 5 | M | P | 4 | 1d6+1 | 1d8+1 |

*The harness knife's cost is included as part of the cost of the wilderness harness (Table 57). The knife itself weighs only a few ounces.

**Optional Weapon Notes**

**Belaying Pin:** A short wooden rod used on ships (rigging lines are tied to them). This can be used as an improvised club. If using related proficiencies, the belaying pin is related to club and mace.
**Gaff/Hook:** This is a metal hook with a metal or wooden crossbar at the base. "Attached" means the hook has been used to replace a hand.
**Main-Gauche:** A large-bladed dagger with a basket hilt, used as a secondary weapon in a two-weapon fighting style. Gives +1 to disarm attempts. Hilt gives +1 to parry and the effect of an iron gauntlet when punching.
**Stiletto:** A narrow-bladed knife, with a sharpened point only. Has a non-magical +2 bonus against ring mail, chain mail, and plate mail. Knife proficiency covers the stiletto.
**Cutlass:** Short heavy slashing sword, sharp along one edge, with a basket hilt (+1 to parry, punch as iron gauntlet). If using related proficiencies, related to dagger, knife, and short sword.
**Rapier:** Long-bladed sword, with point only, requires its own proficiency. A basket hilt can be added for 2 gp (+1 to parry, +1 lb., punch as iron gauntlet). If using related proficiencies, this is related to sabre.
**Sabre:** A light slashing sword. Can be fitted with a basket hilt for 2 gp (+1 parry, +1 lb., punch as iron gauntlet). If using related proficiencies, this is related to rapier.

# Chapter 8: Role-Playing

Each ranger is a unique individual with his own feelings, motivations, and personal history. Because there are an endless number of possibilities for ranger personalities, step-by-step guidelines for generating them are not practical, nor are they particularly desirable. Strong characters have constantly evolving personalities, reflecting their

experiences as well as their players' inclinations. Just about anything goes, so long as the DM approves and the resulting character is fun to play.

Look over the topics in this chapter and consider how they relate to your character. Ask yourself how he become a ranger in the first place. Where does he come from? What drives him? What makes him feel angry, happy, fulfilled? How does he spend his free time? As you answer these and other questions, your mental image of the character should begin to sharpen. Before you know it, he'll be as familiar as an old friend.

## Demographics

The total number of rangers is difficult to determine. Because of their independent nature and tendency to avoid civilized society, rangers aren't likely to cooperate with a formal census. Additionally, many rangers reside in the most remote regions of the world, making a population count impractical if not impossible.

Still, it's safe to say that rangers are among the less numerous of the character classes, if for no other reason than the demanding ability score requirements limit their number. It's a good bet that there are fewer rangers than bards. They're perhaps more common than paladins. Beyond these generalities, it's anybody's guess.

Terrain preferences are a little easier to ascertain. Most rangers prefer forests, hills, and plains, thanks to the flourishing animal life and comfortable climates. Rugged mountains, and jungles attract the more adventurous rangers, while only the hardiest rangers make their home in the harsh lands of the desert and arctic. As a rough guideline, assume that about 40% of all rangers have Forest as their primary terrain, about 15% have Hill, another 10% or so each have Jungle, Mountain, or Plain, and the rest are more or less equally divided among Swamp, Desert, Arctic, and Aquatic.

## Race

Unless the demi-rangers described in Chapter 4 are allowed in your campaign, rangers must be human, elf, or half-elf. Roughly 70% of all rangers are human, 10% are elves, and 20% are half-elves. Even in demi-ranger campaigns, less than 1% of the ranger population are dwarves, gnomes, or halflings.

## Gender

Gender plays no part in determining one's aptitude for becoming a ranger. About half the ranger population is male, and the other half, female, reflecting the percentages in the general population.

## Social Background

No particular social background predominates in the ranger population. Lower, middle, and upper class rangers are more or less equally represented, with a slight bias toward the lower classes at low levels because these are closest to the land.

Certain kits also tend to favor certain social classes. Feralans and Greenwood Rangers tend to come from lower economic backgrounds, while Falconers, Sea Rangers, and

Wardens often come from wealthier families. Social class, however, is only one element that influences a ranger's personality. A Guardian with a lower class background who has worked his way up might behave little differently than one with middle class origins.

### Family

More relevant to the ranger's choice of career is the size of his family and his role within it. Because his duties place him into a life of relative isolation, the best candidates for rangers are those with few family ties. Orphans and late children are disproportionately represented in the ranger population, as are those who have been disowned or cast out by their families.

### Age

There are no rigid age requirements for rangers. However, few adolescents are capable of commanding the respect due a ranger, while many older individuals have trouble managing the rigors of the wild. Consequently, the majority of rangers fall between the ages of 18-60.

### Alignment

All rangers are of good alignment, and the number of lawful good, neutral good, and chaotic good rangers are approximately equal. The more independent and isolated a ranger, the less likely he'll be lawful good. Lawful good rangers are often drawn to the Guardian, Justifier, and Warden kits. The Pathfinder and Explorer kits tend to have more than their share of neutral good rangers. Chaotic good rangers are generally associated with the Feralan and Mountain Man kits.

## Becoming a Ranger

Unlike many other character classes, rangers have no clear career paths. Wizards may be taught in magic academies and clerics may be recruited by a church, but no structured training centers exist for rangers. There are guilds for thieves and worldwide hierarchies for druids, but rangers stubbornly resist organizations of any kind. Since the ranger class stresses self-reliance and independence, it's not surprising that the circumstances under which they acquire their skills are as varied as the rangers themselves. Here are some of the most common ways to become a ranger, along with a few kits typically associated with them. Of course, the standard ranger might have any of these.

### Apprenticeship

An elderly ranger may wish to make sure that his territory will be in good hands after his death. Rather than award conservatorship of the territory to another ranger or a local government, he may instead decide to recruit an apprentice. The elder not only teaches the ways of the wilderness to the young man or woman, but also passes along his values, ensuring that his philosophy will live on. Friends or family members of the elder make

ideal candidates for apprentices, as do orphans and human followers.

*Suggested Kits:* Falconer, Forest Runner, Greenwood Ranger, Guardian, Pathfinder, Sea Ranger, Seeker.

### Self-Determination

Individuals attracted to this character class may take it upon themselves to master the necessary skills without a formal apprenticeship. Such an individual may be motivated by curiosity (he's fascinated by nature and longs to learn what books can't teach), a compelling event (an army of orcs makes a surprise attack against his village from an unpatrolled forest; he vows to guard the forest to prevent a recurrence), or a restless urge to explore the world (he feels smothered by the secure but boring life his parents have planned for him).

A self-determined ranger often takes a circuitous route to learning his craft. He may begin by petitioning his lord or king to allow him to accompany military personnel on wilderness excursions, learning from observation how soldiers survive in the field and track their enemies. He may offer to keep house or work for a sage or hedge wizard in exchange for private lessons in botany and other natural sciences. A few years as a neophyte in a nature-oriented church may give him access to priestly magic. And a surreptitious partnership or adoption by a notorious thief may teach him the knack of hiding in shadows and moving silently.

*Suggested Kits:* Explorer, Forest Runner, Guardian, Justifier, Pathfinder, Sea Ranger, Seeker, Stalker.

### Conscription

Occasionally, a king or other official requires a ranger to explore, settle, or administer a recently annexed territory. A replacement may be needed for a ranger who has retired or died. If a suitable candidate isn't available, the most suitable young man or woman may be drafted. Generous authorities may reward the draftee's family with a monthly stipend in exchange for the cooperation of their son or daughter. More often, however, the authorities offer no remuneration, expecting some type of service from all citizens; recruitment as a ranger is generally preferable to the risky life of a soldier or dull routine of a bureaucrat.

Conscripted rangers often receive first-class training, perhaps at the hands of elder or retired rangers. Some countries have special units of border runners or scouts, which can provide a training ground for the potential ranger. Terms of services range from several years in most cases to a few decades in extremely militaristic societies. Though many choose to re-enlist when their service terms expire, most conscripted rangers eventually part company with the established rulers and continue their careers as free agents.

*Suggested Kits:* Justifier, Giant Killer, Pathfinder, Sea Ranger, Warden, Stalker.

### Happenstance

A common way for a young character to become a ranger is though circumstances beyond his control. The following are typical. A youth who makes his way to an

uninhabited island after his ship sinks has to master the skills of a ranger in order to survive. The lone survivor of a pioneer family slaughtered by grizzly bears wanders for years in the wilderness, becoming a ranger in the process. A youth captured by slavers escapes into the wilderness and eventually learns ranger skills. He returns much later as an accomplished ranger with a mission to destroy or drive out the band of slavers who imprisoned him.

*Suggested Kits:* Beastmaster, Explorer, Feralan, Guardian, Mountain Man, Pathfinder.

### Divine Intervention

For purposes of their own, the gods may choose a mortal to receive the skills of a ranger. If the gods see a need for a protector of a favored tract of land, or desire an advocate for threatened animals, they may seek out a youth with the prerequisite physical skills, mental agility, and moral attitude. If the youth is open to their offer--generally, the gods won't bother with an unreceptive candidate--he will be guided through a lengthy series of quests and training exercises to develop the skills necessary to become a ranger. In some cases, the gods may grant him the skills directly.

*Suggested Kits:* Beastmaster, Greenwood Ranger, Guardian, Justifier, Mountain Man, Sea Ranger, Seeker.

### Social Misfit

Society has no use for some of its citizens, shunning them because of their appearance, race, social standing, or nonconformist philosophies. Outcast youths often find solace in the wilderness. Animals, they discover, are far less judgmental than humans. In time, those with strong wills and a knack for survival may become rangers through sheer tenacity.

*Suggested Kits:* Feralan, Greenwood Ranger, Guardian, Mountain Man, Stalker.

## Common Traits: the Classic Ranger

Perhaps the most important aspect of creating a three-dimensional character is determining his core traits, the values and principles upon which he bases his philosophy. A character with specific values tends to be more consistent in his reactions. And while few real-world people are wholly consistent, the more consistently a character behaves, the more lifelike he'll appear in the context of a game.

While no two rangers are exactly alike in their outlook, all share a set of common traits which form the foundation of their personality. These traits are described in general terms below, and are not intended to straitjacket a good role-player. A player doesn't necessarily have to incorporate all of these traits into his character, but he should think carefully before setting them aside. In a sense, these traits are as crucial to defining the ranger character class as his ability scores.

### Strong Ethics

Rangers have firm values that impel them to promote goodness and justice.

Regardless of whether he's lawful good, neutral good, or chaotic good, a ranger has definite ideas about the difference between right and wrong. He behaves honestly, and most rangers believe in altruism and service. Selfishness and greed are antithetical to the ranger. He champions the powerless and fights for the weak. In many cases, a ranger's respect for life extends to animals as well as humans. Though in essence rangers are warriors, most have no fondness for war. Even when fighting for a cause in which he believes, the ranger looks forward to the end of the conflict and the natural healing process promised by peace.

### Love of Nature

A ranger is as much a creature of the wilderness as a lion or wild horse. Many rangers find urban life suffocating and would no more make their homes in a city than volunteer for a prison sentence. A typical ranger prefers songbirds to orchestras, flowers to jewelry, and forests to grand castles. Most rangers are sophisticated enough to handle themselves well in urban settings, but they generally can't wait to finish their business and leave.

### Solitary

By virtue of his duties and disposition, the ranger spends a lot of time alone. Most rangers come to enjoy the solitary life, and have no particular need for the company of other people. In most cases, animals satisfy a ranger's desire for companionship.

On the positive side, the ranger's penchant for solitude encourages him to be self-reliant and independent. On the negative side, rangers may come across as remote and detached, even antisocial. While a ranger may be perfectly capable of social etiquette, his companions may believe that he's not especially interested in fostering lasting friendships.

### Taciturn

By observing wild animals, many rangers have learned the importance of keeping their emotions in check. A juvenile wolf who charges impulsively is certain to scare away his prey. A young lioness who makes unprovoked, pointless attacks against the pride leader may find herself ostracized and alone. Consequently, rangers often conceal their feelings from friends and strangers alike, revealing little about themselves in actions or words. For all but the ranger's closest companions, it's often difficult to tell if he's happy or sad, angry or forgiving, troubled or content.

Though rangers certainly experience emotions as deeply as anyone else, many suffer in silence when wounded, and grieve in private at the loss of a beloved animal or comrade. A ranger's companions invariably find him to be a dependable, competent, and trustworthy professional. But as a person, he often remains an impenetrable enigma.

### Devout

Many rangers are deeply and privately spiritual, perceiving their access to spells and their appreciation of nature as gifts from a greater power. Whether a ranger worships

nature itself as a unifying force or follows an established religion, he combines his love of nature with his faith to form the foundation of his moral code. Such rangers regularly reaffirm their commitment through moments of quiet reflection. (See Chapter 9 for more about rangers and religion.)

## Daily Life

When a ranger is not adventuring, he still has plenty to do to keep busy. Some of the more common ranger activities are described below.

Most of a ranger's daily routine occurs off stage; that is, neither the player nor the DM need keep a detailed record of what a ranger does between adventures. However, a creative DM may use elements of a ranger's routine as the basis for an adventure--while patrolling his territory, a ranger intercepts a goblin who turns out to be a scout for an advancing army; or as a springboard for a ranger to acquire a new follower--a bear rescued from poachers takes a liking to the ranger. A ranger's routine might also generate encounters to introduce him to important NPCs--the ranger provides first aid to a hunter who turns out to be a powerful official in a prosperous kingdom; or gain him experience--the ranger earns experience points by fighting a small forest fire.

Of course, not every ranger regularly engages in all of these activities. A ranger occupying an arctic territory doesn't have to worry much about forest fires, while a Warden probably spends more of his time enforcing laws than a Greenwood Ranger or Feralan. Still, the activities described here should give you a good idea of how a typical ranger fills his day.

### Patrolling

The ranger spends much of his free time patrolling his territory. He may follow the same route every day, or he may wander wherever his fancy takes him. He keeps an eye out for signs of trouble, such as eroded fields or withered plants, and makes contact with other sentient residents, listening to their problems or engaging in small talk. Some rangers ride mounts, particularly if they have a lot of ground to cover, but most prefer to patrol on foot, which enables them to traverse obstacles more easily, as well as minimizing the chance of drawing attention to themselves. Though patrolling is necessary to keep abreast of the condition of their territories, rangers also patrol for the sheer pleasure of basking in the open air and savoring nature's splendor.

### Monitoring Strangers

A ranger is ever-watchful for strangers in his territory. Followers or other contacts may alert him to the presence of strangers, or he may become aware of them himself by noticing disturbances in the terrain or observing them directly.

In most cases, a ranger monitors strangers discretely, watching them from the cover of trees or shadows, or requesting his followers to make regular reports of their activities. Usually, a ranger can ascertain the intention of strangers without ever making direct contact with them. Most turn out to be harmless travelers or hunters who pose no threat to the ranger or his territory, and the ranger leaves them alone.

If a stranger's motives are more ambiguous--for instance, if he's chopping down trees or hunting animals beyond his needs--the ranger will confront him, politely but firmly inquiring about his intentions. Generally, the abrupt appearance of an intimidating ranger, particularly if he's accompanied by a bear or two, elicits immediate cooperation. If the stranger explains himself satisfactorily, the ranger departs, perhaps implying that he'll be back if the stranger doesn't keep his nose clean. Should the stranger resist the ranger's authority, the ranger may take whatever actions he deems necessary to ensure compliance, using violence as a last resort.

However, physical confrontations are rare. More commonly, strangers require directions, medical care, or advice. A ranger is usually willing to help, especially if his assistance facilitates their leaving his territory more quickly. If the strangers are lost, the ranger will point out the best route leading to their desired destination. In some cases, he'll volunteer to guide them. Most rangers have a rudimentary knowledge of first aid, and can bind sprained ankles, splint bones, and attempt to resuscitate for drowning victims. A ranger can explain which plants are edible and which are poisonous. He can direct strangers to sources of fresh water, orchards of ripe fruit, and safe campsites.

In return, the ranger may well insist that strangers clean up after themselves, avoid disturbing local habitats, and preserve the natural beauty of the environment. Those who violate the ranger's trust can expect a brisk escort out of his territory.

## Trailblazing

A ranger who occupies an undeveloped wilderness must spend a fair amount of time making and maintaining trails. Some of these trails may be permanent roads or paths, usable by anyone traversing the ranger's territory. Other trails may be known only to the ranger, concealed by dense woods or similar terrain. The ranger and his followers use these concealed trails to get from place to place while monitoring the movement of strangers. Although animals in their native habitats are efficient trailmakers, the ranger may improve their trails by making the footing safer, or linking feeding grounds, watering holes, grazing pastures, and lairs.

An effective trail system requires a thorough understanding of the land, including the precise location of streams, hills, and other significant terrain features. A ranger occupying a small territory may be able to hold this information in his head. For larger regions, the ranger may need to keep maps. In this case, a conscientious ranger will regularly review and update his maps, adding new features and looking for discrepancies.

Constructing a new trail begins with clearing debris and smoothing the ground. This may involve cutting trees, pulling stumps, and filling in holes. If a road passes though a valley or ravine, the ranger may have to dig ditches to direct rainwater away from the trail. He may then need to plant grasses along the roadside to prevent soil from washing into the ditches.

Trail maintenance is an ongoing chore, requiring weeding in the spring and ice removal in the winter. In exceptionally harsh climates, the ranger may have to build snow fences, which are constructions of wood or stone that run parallel to a trail. During blizzards, blowing snow piles up along the fence instead of covering the trail.

## Wildlife Management

A dutiful ranger looks after the interests of the wildlife in his territory. He tracks down poachers and unprincipled hunters, relocates creatures that have been displaced by natural disasters, and cares for young animals whose parents have been killed. He notes fluctuations in animal populations and tries to determine if an excess of predators (or prey) is only a temporary adjustment to current conditions, or if it foreshadows a more serious problem. A sudden drop in the number of songbirds or frogs, for instance, may indicate that the insects they eat have been poisoned by some outside source.

## Conservation

A ranger is dedicated to the preservation of his environment. He uses timber, water, and other natural resources judiciously and encourages others to do the same. If he cuts a tree, he replaces it with a new seedling. If he raises herd animals, he keeps them moving so as not to overgraze a pasture. If he farms, he rotates his crops so as not to exhaust the soil, replacing the nutrients with natural fertilizers.

Unfortunately, the ranger must continually struggle against the carelessness and greed of those who don't share his concerns. They strip the land of timber and minerals, and level entire forests to build new cities. For commerce or sport, they hunt scarce species to extinction. They relentlessly farm the same acreage until the soil can no longer support crops, and dump raw sewage and other waste products into lakes and rivers until the water is no longer fit to drink.

The ranger employs several methods to counter this selfishness and indifference. He educates travelers passing through his territory, demonstrating the importance of proper waste disposal and the danger of smoldering camp fires. He negotiates with local villages to regulate mining and farming, and to set aside virgin forests and jungles as protected sanctuaries. In extreme situations, a ranger may resort to guerilla tactics, such as sabotaging oppressive and ruinous activities.

A ranger must also be constantly vigilant for natural disasters. As prevention is the key to effective disaster management, a ranger remains alert for the earliest signs of trouble, taking immediate steps to intervene before the problem becomes a full-blown catastrophe.

Here are some the most common natural disasters a ranger might have to face:

**Insects/Disease.** Infestations of beetles, locusts, aphids, and other insects can strip forests and pastures in a matter of days or weeks. Molds and rusts can ravage woodlands if unchecked. Old trees, which aren't as resistant to disease as younger ones, are particularly vulnerable. To prevent the spread of destructive insects and fungi, rangers remove and dispose of infested plants as quickly as possible.

**Flood.** An excess of precipitation, sudden snowmelt, or high winds producing strong coastal waves may result in flooding. Floods can wash away valuable topsoil, destroy trees and buildings, and drown the unprepared. Rangers reduce the severity of river flooding by planting and maintaining the trees and grasses in elevated lands. This vegetation controls runoff and absorbs melted snow, preventing it from running off into rivers and causing the water to rise over the embankments. Ambitious rangers with leadership skills will sometimes coordinate the local population to assist him building levees to contain rivers prone to flooding. This must be handled with care, as such rivers

can silt up, causing worse problems later.

Seacoast floods, on the other hand, are almost impossible to prevent. A ranger's best strategy for dealing with them is to become familiar with the weather patterns that precede them. With sufficient warning, a ranger can warn others to seek protection in the highlands until the storm subsides.

**Earthquake.** Violent shifting of the earth's inner layers may produce earthquakes, which can occur anywhere in the world. Earthquakes can indirectly cause flooding and fires, but the biggest danger comes from avalanches, falling rocks, trees, mudslides, and collapsing buildings.

As with seacoast floods, there's not much a ranger can do to prevent earthquakes, but he can learn to recognize the signs that precede them. Unusual animal behavior (such as the agitated prancing of small mammals), spontaneous geyser eruptions, and clusters of small tremors often indicate an impending major earthquake. While the warnings may not come long in advance, a forewarned ranger can spread the word to head for plains or open fields, which may be safer havens in the event of a major earthquake.

**Drought.** Higher than average temperatures and a lack of rainfall may result in a drought. When water is scarce, rivers dry up, vegetation withers, and animals suffer from dehydration.

Rangers can't accurately predict when droughts will occur. However, in regions of irregular rainfall, he can check tree rings, which give an excellent indicator of rain received in previous seasons. Thick rings occur in wet years, thin rings in dry years. Since wet periods tend to alternate with dry periods, studying the rings can help the ranger anticipate the next drought. A ranger can't offset the overall effects of a drought, but he can reduce the local impact of the drought on marginal habitats by storing water, and encouraging others to do the same.

**Fire.** Fires are perhaps the most devastating of all natural disasters. A fire not only wipes out trees and vegetation, it also kills animals and pollutes lakes and rivers with ash. Travelers who carelessly burn trash or toss unwanted torches into the brush are a common source of fires. While lightning strikes are a primary cause of forest fires, some fires are intentionally set by enemies.

Rangers occupying forests or other territories susceptible to fire constantly watch for smoke. Tall mountains make the best vantage point, but where mountains are unavailable or where scaling them frequently is impractical, rangers may construct lookout towers--simple platforms supported by long poles and nearby trees. A rope or wood ladder gives the ranger access to the tower.

Fighting fires isn't easy, nor is it something one ranger can effectively do alone. Because fires spread so rapidly, particularly in dry seasons, a ranger's chance of stopping a fire decreases with every moment it's allowed to burn. Water or dirt can be used to smother small fires. If a ranger has prepared for help beforehand, he can coordinate the building of a fireline--an area cleared of all vegetation and other combustible material. This helps contain larger fires, but an adequate fireline usually requires the efforts of many individuals working as a team. Once a fire is extinguished, a close watch must still be kept for many days, lest a smoldering limb start the fire blazing once again.

## Law Enforcement

Certain rangers, such as Wardens and Sea Rangers, may be charged with enforcing the laws of the local ruler. They arrest and punish poachers, patrol the lands they guard, and sometimes negotiate land use agreements with farmers, loggers, and others. If a royal decree protects a particular animal species, the ranger may be charged with enforcing it. Some rangers have the authority to act as judge and jury, allowing them to try cases on the spot and pass sentences as they see fit. Fines may be levied for minor infractions, such as trespassing, while more severe crimes, such as killing an animal from the king=s private stock or picking fruit from the king's tree, may be punishable by death. In such cases, the ranger will have a charter or royal writ from the ruler.

## The Ranger's Personality

After considering the ranger's background, core traits, and routine duties, let's focus on his personality. The purpose of this section is to help players and DMs determine how ranger characters may behave in a campaign--for instance, how he responds to NPCs, interacts with other PCs, and reacts in combat situations. There are several courses to consider.

To begin with, you can consult the previous volumes in the *Complete Handbook* series. The first four books *The Complete Warrior, Priest, Wizard,* and *Thief* provide lists of archetypes drawn from literature, film, and other fictional and mythological sources. In these books, players are encouraged to adopt the Folk Hero, the Vigilante, or other archetypes as models for their characters' personalities. Many of these archetypes can also be adapted to ranger characters; the archetypes in *The Complete Fighter's Handbook* are especially applicable.

*The Complete Bard's Handbook* features a series of tables containing traits associated with intellect, interests, and other personality components. The key traits listed on these tables can be picked or determined randomly. The tables can be used for rangers as well as bards (or for that matter, any other character).

You can also refer to the kit descriptions in Chapter 4 of this book, many of which suggest traits associated with a particular ranger type. Players can use the descriptions as springboards for working out the details of their rangers' personalties.

Another way to shape a character's personality is to come up with a single word that summarizes his identity. This word--which we'll call the *defining characteristic*--describes the essential nature of the character and how he comes across to others. While a character's personality is comprised of many elements, the defining characteristic is the most dominant, the trait from which all other personality components arise.

If basing a personality on a single word seems restrictive or artificial, think about how you describe people in your own life. A particular teacher may be *crabby*, a close friend may be *funny*, a favorite game designer may be *eccentric*. Defining characteristics may also spring to mind for fictional characters; consider the *noble* Sir Galahad, the *brilliant* Sherlock Holmes, the *stingy* Ebenezer Scrooge. The defining characteristic forms an overall impression. The details come afterwards.

There's no best method for choosing a defining characteristic. Whatever word seems appropriate to you is good enough, so long as it brings the character into focus and feels right. To get you started, a sample list of defining characteristics appropriate for rangers is given below. The descriptions are intentionally vague, since personal interpretations

are more important than rigid definitions. After all, it's *your* character!

You'll know if you've chosen a good defining characteristic if you can immediately begin to visualize how the ranger will respond in various situations. For instance, an *arrogant* ranger may enter a deserted castle without hesitation, certain that he can contend with whatever dangers wait inside. In combat, he may fight aggressively and enthusiastically, each blow accompanied by a declaration of his own magnificence. If defeated, the arrogant ranger may sulk for days, his ego taking longer to heal than his fleshly wounds. Of course, it's not necessary to think through every situation before it occurs--having your character react spontaneously is a big part of what makes role-playing fun--but deciding on a primary characteristic can be a lot of help in getting him off the ground.

If you like, you can choose secondary traits that complement the defining characteristic. These secondary traits, called *corollary characteristics*, add dimension to the character; in combination with the defining characteristic they help define a unique individual. The entries below list several corollary characteristic suggestions for each defining characteristic. Choose one or two that appeal to you, or make up your own. Any corollary characteristics are fine, so long as they don't contradict the defining characteristic; an *arrogant* ranger might also be *proud* and but it's unlikely he'd be *shy*, too.

Some kits work with certain defining characteristics better than others, and each entry below lists a few recommendations. However, don't feel restricted by them. You can use any defining characteristic with any kit that feels right to you. Likewise, you can mix and match the various corollary characteristics, or ignore them altogether. You may also use the defining characteristics in conjunction with the archetypes from the first four *Complete Handbooks* or to supplement the trait tables from the *Complete Bard*. Regardless of your approach, the goal remains the same--to create ranger personalties that are believable and interesting.

## List of Defining Characteristics

### Altruistic

A selfless humanitarian who puts the welfare of others before his own, the Altruistic ranger tirelessly fights for the common good. Unhampered by jealousy or self-interest, he commands respect from friends and foes alike. He shows mercy to his opponents, compassion to the dispossessed, and unwavering loyalty to his friends.

*Corollary Characteristics:* Kind, honest, reserved, introverted, reverent, courteous.

*Suggested Kits:* Beastmaster, Greenwood Ranger, Guardian, Seeker, Warden.

### Analytical

An agile mind and eclectic interests mark the Analytical ranger. He loves knowledge and relishes every opportunity to ponder the mysteries of nature. New cultures, unusual creatures, and scholarly strangers fascinate him. He respects intellectual prowess more than physical skills, and may seek to negotiate with a potential opponent rather than engage in combat.

*Corollary Characteristics:* Ponderous, meticulous, dignified, thoughtful, cautious, dispassionate.

*Suggested Kits:* Explorer, Seeker, Stalker.

**Arrogant**

An arrogant ranger believes he can do no wrong. He views indecision as weakness and compromise as cowardice. He glories in the memory of his accomplishments, which typically have been both numerous and impressive. If there are stronger, smarter, or more skilled rangers than himself, he is unaware of them--or at least, he chooses not to acknowledge them.

*Corollary Characteristics:* Haughty, confident, patronizing, energetic, extroverted, optimistic.

*Suggested Kits:* Falconer, Forest Runner, Giant Killer, Mountain Man, Warden.

**Boisterous**

A boisterous ranger has little patience with social etiquette. He says what he thinks and behaves as he pleases, and may be oblivious to how his actions might offend others. A man of action, he likes to get to the point, avoiding what he considers to be time-wasting conversation and endless planning. Beneath it all, there often beats a heart of purest gold.

*Corollary Characteristics:* Brash, impulsive, lusty, spontaneous, intimidating, vulgar.

*Suggested Kits:* Feralan, Forest Runner, Giant Killer, Mountain Man, Pathfinder.

**Distrustful**

Usually as a result of limited contact with other people, the distrustful ranger remains emotionally distant from strangers and comrades alike. He may be cordial and cooperative, but he rarely gets close to anyone other than his animal followers. He is awkward in social situations, uncomfortable in large groups, and suspicious of friendly overtures. The reason is usually hidden in his past.

*Corollary Characteristics:* Suspicious, paranoid, cold, reflective, lonely, moody.

*Suggested Kits:* Beastmaster, Falconer, Feralan, Forest Runner, Mountain Man.

**Inspiring**

The inspiring ranger radiates authority and confidence, making him a natural leader. He instinctively takes charge in times of crisis, displaying bold initiative when others hesitate to act. His companions depend on his decisiveness and common sense, and he rarely lets them down. Always, he is the first to the battlefield and the last to leave.

*Corollary Characteristics:* Flamboyant, fearless, cheerful, driven, virtuous, honorable.

*Suggested Kits:* Explorer, Forest Runner, Justifier, Sea Ranger, Warden.

**Laconic**

The laconic ranger is a soft-spoken, thorough professional. He says little, sees much, and lets others go their own way as he goes his. He takes quiet pleasure in a job well done, and avoids needless confrontation with lazy, the foolish, and the incompetent (though he might remark with shrewd humor upon their foibles). He nearly always lends his neighbor a helping hand.

*Corrollary Characteristics:* Steady, thoughtful, pithy, keen, practical, skilled, canny.

*Suggested Kits:* Falconer, Guardian, Justifier, Pathfinder.

**Melancholy**

The melancholy ranger shoulders the weight of the world. Plagued with self-doubt and tormented by the injustice of a seemingly indifferent universe, he is preoccupied with his own misery and prone to deep depression. Ironically, though he may perceive himself as a failure, he may actually be quite accomplished. Whatever success he experiences, however, doesn't seem to bring him much pleasure.

*Corollary Characteristics:* Brooding, quiet, cynical, tentative, impulsive, neurotic.

*Suggested Kits:* Guardian, Greenwood Ranger, Justifier, Warden, Seeker.

**Merry**

The merry ranger is full of the joy of life. He spreads springtime and sunlight wherever he goes, regardless of how bleak the situation may be. Always ready with a tale, a story, or a practical joke to break the tension, he puts the counsel of the eternal doom-sayer to shame. Though he may, in fact, have serious problems of his own, these never discourage him for long, nor does he inflict them on his companions.

*Corrollary Characteristics:* Bright, flippant, vibrant, honest, buoyant, optimistic.

*Suggested Kits:* Forest Runner, Mountain Man, Pathfinder, Sea Ranger.

**Mysterious**

The mysterious ranger envelops himself in an aura of secrecy, keeping even the most pedestrian details of his background hidden from his companions. He seldom speaks, and when he does, his words may be ambiguous or laden with cryptic overtones. Though he dutifully fulfills his role within a party, he minimizes his contact with his comrades. For no apparent reason, he may disappear for days at a time, then reappear as unexpectedly as he departed. He may whisper poetry to his followers, make bizarre notations on the trunks of trees, or brew sweet-smelling soup which he dumps on the ground rather than drink, all without explanation. His strange behavior may be due to religious reasons, cultural requirements, or merely a desire to keep his companions at arm's length.

*Corollary Characteristics:* Eccentric, threatening, somber, distant, taciturn, studious.

*Suggested Kits:* Feralan, Pathfinder, Seeker, Stalker.

**Nurturing**

The nurturing ranger serves as a caretaker and counselor, supporting his companions and followers in times of stress. He comforts the troubled, reassures the doubtful, and soothes the anxious. He has a kind word for all and strives to bring out the best in his friends by bolstering their self-esteem. He may leave leadership roles to others, preferring to work in the background, or a loss of leadership or sudden crisis may bring him to the fore.

*Corollary Characteristics:* Diplomatic, inquisitive, philosophic, humble, passive, empathetic.

*Suggested Kits:* Falconer, Guardian, Greenwood Ranger, Seeker.

**Obsessed**

A single, all-consuming goal motivates the obsessed ranger to the exclusion of all

else. Typical obsessions include destroying a species enemy, revenge on an overlord who illegally annexed his territory, or locating a animal believed to be extinct. Though an obsessed ranger may function effectively within his party, the party=s objectives are always secondary to his own. Often, such a character will mature out of the obsession as the campaign continues.

*Corollary Characteristics:* Irritable, grim, passionate, anxious, determined, tireless.

*Suggested Kits:* Explorer, Giant Killer, Justifier, Sea Ranger.

## Experience

As explained in Chapter 2 of the *DUNGEON MASTER Guide*, rangers gain experience much like other warriors. Table 59 summarizes their standard experience awards.

### Table 59: Ranger Experience

| Action | XP |
|---|---|
| Per hit die of creatures defeated | 10/level |
| Monster experience | Typ* |
| Other group experience | Typ* |

*** Typ** = Typical share of experience, as described in the *DMG*.

Table 59 is fine as far as it goes, but for those using the guidelines in this book, it may not go far enough. If the DM decides that a little more detail is needed when determining experience awards for rangers, he may decide to use Table 60 to award experience points instead DM.

### Table 60: Optional Individual Experience Awards

| Action | XP |
|---|---|
| Per spell level cast to overcome foes or problems, or further ethos* | 100 |
| Per successful use of special ability (class or kit) | 100 |
| Per Hit Die of creatures defeated | 10/level |
| Per Hit Die of species enemy defeated | 20/level** |
| Follower, per trick or task trained | 100 |
| Monster experience | Typ*** |
| Other group experience | Typ*** |

* Like priests, rangers gain experience for using spells to promote their philosophies and principles. A ranger who's accepted the responsibility of protecting a forest would not gain experience for using *charm person* or *mammal* to coerce an woodcutter into finding some tasty fruit, but he would gain experience for using the spell to ensure the

woodcutter helps him put out an uncontrolled fire in the forest.

** The ranger receives double the normal amount of experience points when defeating a species enemy (20/level). In addition he receives a 1,000 experience point bonus for defeating the long-range plans of a species enemy.

*** **Typ** = Typical share of experience, as described in the *DMG*.

# Chapter 9: Rangers and Religion

Most rangers are privately religious, convinced that there are powers at work in the world much greater than themselves. Though different rangers may worship in different ways, all regard the embodiment of their devotion with awe and respect, and try to abide by the ideals it represents.

## Aspects of Faith

Rangers manifest their faith in a number of ways:

### Inner Peace

A ranger's devotion gives him a sense of purpose, a feeling that his life has a purpose. Even though his role may seem at times to be minor, he feels that he has a definite place in the scheme of things.

### Code of Behavior

A ranger's beliefs give structure to his life by providing a set of principles for him to follow. Being of good alignment, rangers tend to adopt beliefs that encourage honesty, compassion, and selflessness.

### Access to Spells

In practical terms, the access to spells enjoyed by the high level ranger is one of the most immediate and visible results of a life of service. Much like a druid, the ranger receives his spells as a consequence of his beliefs. Though prayer or meditation, the ranger asks for the spells he wishes to memorize, and in most cases, his requests are granted.

Unlike the druid and other priests, the ranger's access to spells is limited. A priest, after all, devotes much energy to the service of his faith, while a ranger's other activities and duties place great demands on his time. For this reason, the ranger is able to acquire spells only when he reaches 8th level, and then has only minor access to the plant and animal spheres. The ranger can fill his spell slots with any spells of the appropriate level listed for those spheres. Some kits may have expanded or restricted spell use.

## Types of Faith

Many rangers venerate nature itself. Others develop private faiths, more follow recognized religions that are based on established traditions and doctrines. Rangers aren't necessarily affiliated with churches or monasteries; in fact, rangers generally avoid formal religious organizations, preferring to worship alone or with a small group of trusted followers. Certainly the travels of most rangers often take them far from the centers of organized religion. As a result, a ranger's worship may differ from that of a priest, even if they technically share the same faith.

Regardless of how a ranger practices his faith, there will be some power that is the beneficiary of his devotion. Most rangers worship the divine in nature; monotheistic rangers worship one particular god, while polytheistic rangers may worship several. A few base their faith on an individual philosophy. All of these approaches provide support to their disciples, as well as access to the spells available to the a ranger. In game terms, they all function identically.

## Nature

Many rangers choose nature itself as the focus of their devotion. Nature worshipers revere nature as a process and a source of life; whether it was designed by a greater intelligence or arose from the interaction of primal forces is largely irrelevant. Ethics and morals are derived from observing the natural order, and the perception of the majesty of the natural world and its relationship to the ranger is a closely personal one. The natural life force of the world can be felt by the ranger who becomes attuned to it. Any ranger may be drawn to the worship of nature. For some rangers, particularly those with few ties to the civilized world (such as Beastmasters, Feralan, Greenwood Rangers, and Mountain Men), the pull is especially strong.

## Gods

Gods are supernatural beings considered by their worshipers to be the supreme sources of might and authority. Often, a god embodies a particular principal that is manifested or promoted in the material world.

The total number of gods is impossible to know, as are the number and identities of the rangers who worship them. These factors will vary from campaign world to campaign world. DM's who design customized pantheons for their own campaigns should consider including gods specifically intended for rangers. Gods concerned with agriculture, animals, plants, birth, fertility, geology, weather, and hunting are appropriate, providing they're of good alignment. One place to go for ideas is *The Complete Priest's Handbook*, which contains many suggestions for adding religions to a campaign, and dozens of sample priesthoods.

Rangers with gods worship them in a variety of ways. Some may erect simple shrines to their deities that complement the natural features of their primary terrain. For instance, a ranger whose primary terrain is Forest might plant a private grove. An Arctic ranger might build a towering ice pillar.

Religious practices for the same deity may also vary from ranger to ranger, depending on their primary terrain. Prior to an important hunt, a Desert ranger might immerse his

hands in the sand, a Forest ranger might conduct a spirited dance under a tall tree, and a Plains ranger might snap an arrow in two to attract the god's attention (a smooth break may be interpreted as an omen of a favorable hunt, while jagged edges may indicate that the god discourages hunting at that particular time).

### Philosophy

A belief system derived from intellectual concepts rather than supernatural forces or the natural world may also be the basis for a ranger's religion. The sheer intensity of the believers' devotion is sufficient to attract the magical energy necessary to cast spells.

Worshipers of philosophic faiths tend to concentrate in small sects in isolated areas of the world. For example, the Iulutiun rangers of the Great Glacier, for example, follow an animistic philosophy called *qukoku*, which holds that all creatures share a life essence called *eaas*. The teachings of *qukoku* maintain that all creatures are morally equivalent, and that animals and men share the same emotions and intellect, which their *eaas* compels them to express in different ways. (For more about the Iulutiuns and *qukoku*, see the FORGOTTEN REALMS® FR14 *Great Glacier* sourcebook.)

## Expressions of Faith

Regardless of whether a ranger worships nature, gods, or a philosophy, he is assumed to engage in various practices to affirm his faith. Some of these practices may be formally established; for instance, a particular group of disciples may be required to kneel before the setting sun every day. Other practices may be self-imposed; a ranger may decide for himself that the best way to express his devotion is to refrain from violence during nights with a full moon. Once a player establishes a practice as routine for the ranger, the player and DM can assume the character continues it "off stage" unless campaign events dictate otherwise.

It's up to the DM, in conjunction with the player, to decide what, if any practices a ranger should follow in order to remain true to his faith. Typical practices might include any of the following:

**Meditation.** Having private moments of quiet reflection and communion is a common practice. These may take the form of the soft verbal recitation of sacred verse, spoken at the same time every day, to periods of silent meditation, performed whenever the ranger gets a chance. Observing particular phenomena, such as a shooting star, or experiencing certain events, such as acquiring a new follower, may inspire special periods of this type.

**Offerings.** The ranger make regular offerings of food or treasure. Offerings may be given to the underprivileged, cast into the sea, or buried in the ground. Small offerings, such as a scrap of meat or a few copper pieces, usually suffice.

**Symbol Display.** The ranger may declare his devotion to the world by displaying the symbol of his faith. The symbol may be a distinctive article of clothing, a brooch or pendant, a tattoo, or a tiny mark made on a tree or stone wherever the ranger spends the night. The ranger might mark his animal followers with the deity's symbol. The symbol may be engraved in a collar or bracelet, shaved into the animal's fur, or notched in the animal's horn.

**Pilgrimage.** The ranger may make a periodic journey to a sacred location, such as a temple, mountain peak, or holy village. The pilgrimage may take place on a particular date (say, the first day of spring) or whenever he gets the chance within a particular timeframe (he must make the pilgrimage once a year).

**Taboos.** Some faiths may impose strict prohibitions on the ranger's behavior. For example, the ranger may not be allowed to eat meat, wear head coverings, or start more than one fire in the same day.

Players and DMs may also make up their own religious requirements. Remember that a ranger might follow practices unlike other disciples of the same faith; just because most worshipers of a nature deity make shrines out of polished stone doesn't mean that a ranger can't build a shrine out of deer bones. Care should be taken to ensure that the practices don't conflict with the requirements of the ranger's character kit (it's unreasonable to expect a Sea Ranger to make an annual pilgrimage to the middle of a desert).

Most importantly, any routine practices should be simple enough that they don't distract from the campaign or tie up an undue amount of the ranger's time and effort. A ranger who has to come up with a weekly offering of 500 gp or must spend four hours per day in solitude won't be welcome in very many parties.

Once the practices are established, the ranger is expected to follow them. Should a ranger fail to uphold the requirements of the religion, or intentionally violate them, he may lose the use of his spells for a brief period, he may become ill, or one or more of his followers may desert him. The DM determines the penalty based on the severity of the ranger's negligence. In most cases, a warning should be enough (which the ranger may experience as a dream or vision), but continued abuse may call for a more severe response.

## Rangers and Druids

Rangers have much in common with druids. For instance, both classes are predominantly oriented toward nature. Both receive spells in similar ways; in fact, both of the ranger's spheres are shared with druids. Both strive to live up to the tenets of a higher power. They are natural allies against raiders, evil humanoids, and others who would despoil and ruin the land.

Some rangers won't form anything other than casual relationships with druids. They may work with them on projects of mutual interest and occasionally call on them for guidance or advice, but otherwise the rangers go their own way, oblivious to how druids exercise their faith and not particularly concerned with what goes on in their places of worship. In special circumstances, however, rangers and druids may establish more formal alliances, especially when a druid becomes a ranger's follower.

Any ranger may acquire a low-level druid as a follower, and may do so for a variety of reasons. If the ranger is skilled in areas in which the druid is deficient, the druid may seek him out as a teacher. The druid's superior may instruct him to serve a ranger as part of a penance, or to serve as a go-between for a network of wilderness protectors that exchanges information and favors. Or like other human followers, the druid may be drawn by the ranger's reputation, hoping for a working relationship that will allow the projects of both to prosper.

Secretive and mysterious, a druid may never let on as to why he's chosen to follow a

ranger. He may simply show up, tag along, obey orders, then abruptly disappear a few weeks later. His initial appearance may be equally cryptic; a ranger who believes he's acquired a lizard or raccoon follower may be shocked to discover that the animal is, in fact, a shapechanged druid.

Likewise, a low-level ranger may become a follower of a druid. Though many druids are reluctant to take on such strong-willed characters, open-minded druids are often receptive to rangers with a thirst for nature lore and a commitment to conservation.

Most of the time, however, rangers and druids operate independently. On occasion, they may find themselves competing for dominance of the same territory. A novice ranger who wishes to move into a region occupied by a druid may be wise to petition for permission, even though such permission is rarely required by law. Failure to do so may result in lasting resentment at best, open hostility at worst. Should the ranger act courteously and respectfully, permission is usually granted.

Conversely, an initiate assigned to a ranger's territory would do well to request an audience with the ranger before settling in. Most rangers will appreciate the gesture, which minimizes the likelihood of misunderstandings or conflicts. A ranger probably won't attempt to drive away a druid who doesn't bother to make contact--assuming that the druid otherwise behaves himself--but relations between them may remain strained indefinitely.

Because their outlooks are so similar, rangers and druids can usually share the same territory without any trouble, though their paths may seldom cross. Druids tend to keep to themselves even more than rangers. They are less likely than rangers to involve themselves in the affairs of men. Since they're of neutral alignment, druids aren't particularly interested in promoting the ranger's conception of justice. Rangers tend to work more openly, druids more deviously.

Rangers and druids may informally agree to divide the responsibilities of their territory. The ranger may agree to deal with human and demihuman travelers, while the druid handles the problems of the native animals. They may join forces to contend with a natural disaster, only to part company when the danger has passed.

## Rangers and Clerics

Low-level clerics may become followers of rangers for many of the same reasons as druids. Not all clerics make suitable followers. The cleric must be of good alignment and should be several experience levels lower than the ranger. Since most rangers are human or half-elven, clerics of these races are the most likely to sign on, though a ranger will rarely reject a follower solely on account of race. Gender considerations usually aren't important, but a cleric with a strict upbringing may hesitate to follow a ranger of the opposite sex.

The faith of a clerical follower should be compatible with that of the ranger. This doesn't mean that the faiths must be identical--an inquisitive cleric might want to follow a ranger solely to study the nuances of an unusual religion--but the goals of the faiths can't be diametrically opposed. For instance, if the cleric believes that anyone who prays to inanimate objects is a heathen, he won't follow a ranger who worships mountains.

A cleric serves the ranger in the same way as other followers--assisting him in combat, performing routine chores, and offering advice. In turn, the ranger benefits from

the cleric's priestly skills and loyalty. The cleric may be able to assist with some of the ranger's religious requirements; for example, the cleric might handle the blessing of new followers, or come up with the daily offering of food or treasure. If they share the same faith, the cleric may teach the ranger new ways to worship, as well as engaging him in enlightening conversations concerning all things spiritual.

As with all followers, a cleric will remain in the company of a ranger as long as the relationship is mutually beneficial. When the cleric reaches the end of his penance or learns what he wants to know, he may express his desire to leave. A gracious ranger will grant this request, either dismissing or releasing the cleric at the earliest opportunity. Should the cleric prove to be a nuisance--or worse, if the ranger finds the cleric's religious practices to be unacceptable--the latter may be dismissed without explanation.

Conversely, a ranger may find it advantageous to serve as a temporary follower of a cleric. He may seek out a cleric because an obligation requires him to spend a period of time working for a church, or because he wishes to learn more about that religion in a structured setting. Alternately, a ranger may volunteer to protect a clerical stronghold, or his deity may have commanded him to become a follower to show his dedication. Regardless of his motivation, a ranger usually serves as a follower for a limited period of time, seldom exceeding a few months. He typically begins his term of service early in his career, usually before reaching 3rd level. When his term ends, however, he may continue an informal relationship with that particular church for a much longer period.

Clerics of 8th level or higher who establish large places of worship may accept ranger followers. Some clerics may have gender, racial, or kit preferences for their followers, but usually they'll accept any ranger whose faith is compatible with their own and who demonstrates a sincere commitment to serve. Once accepted, the ranger is expected to obey his clerical superiors and adhere to their traditions. The ranger may be required, for instance, to pay a weekly offering for the upkeep of the fortification, take a vow of chastity, or wear a distinctive cloak or other garment. He may also be expected to perform any number of special duties. Typical duties might include:

- Performing routine maintenance on the stronghold. This may include repairing damage, sweeping floors, polishing metalwork, cleaning latrines, and so on.
- Constructing a wilderness shrine or temple. Usually, this is performed under the supervision of a superior. The ranger handles most of the manual labor.
- Recopying faded sacred texts on fresh parchments. Often the language will be unfamiliar to the ranger, as some clerics believe that copying foreign script enhances the disciplinary benefits of the practice.
- Supervising the fortification's herd animals. This includes feeding, watering, administering to sick animals, and cleaning barns and stables.
- Tending the church's gardens and harvesting the crops.
- Protecting the stronghold against monsters and enemy armies.

A ranger can expect to be disciplined if he refuses to obey his superiors or becomes derelict in his duties. For minor infractions, he may be confined to his quarters or given additional chores. Major infractions may result in beatings or even a banishment from the fortification. In extreme cases, the ranger's superiors may be able to exert their influence to permanently separate the ranger from their religion, causing him to lose all associated privileges and benefits.

In the context of a game, a ranger's term as a clerical follower may take place

between adventures, or it may be incorporated into a campaign, possibly as a springboard for an expedition involving the entire party (the ranger must complete a quest for his cleric, and recruits other companions to help him).

A ranger's term as a clerical follower may have a variety of consequences, for weal or woe. On the good side, he may make some powerful new contacts and learn some new skills. He may even acquire a new follower or two of his own (a low-level cleric or fighter decides to accompany the ranger when he leaves). On the other hand, the ranger may become burdened with new duties to perform (in exchange for his training, his clerical superiors now expect him to offer extra donations every month in their honor). At any time, he may be unexpectedly summoned to the clerical stronghold to help train novices or defend against attackers.

# Chapter 10: Forgatherings

Though they generally avoid organizations and communal events, many rangers participate in informal get-togethers called *forgatherings* or moots. At forgatherings, rangers can exchange ideas, barter for supplies, and participate in contests of skill, as well as catch up on gossip and blow off steam. Attendance at forgatherings is by no means mandatory, but most rangers look forward to the opportunity to spend a few days socializing with others who share the same general philosophy and professional challenges.

These are often times of much merriment and celebration. Old friends are greeted warmly and new rangers are initiated, sometimes with raucous practical joking. There are food and fun for all, and tests of skill and prowess to pass the time and take each other's measure.

## Attending a Forgathering

A ranger can go through his entire life without ever hearing about a forgathering, let alone attending one. But chances are that sooner or later, he'll hear a rumor about an upcoming forgathering, or receive an invitation from another ranger. He may also notice strange symbols etched on trees or stones, intended as guideposts to lead attendees to the forgathering site (depending on how secret is the location of the meeting, a ranger might need the trail sign proficiency to translate the symbols).

In most cases, forgathering attendance requires no prior arrangements. These gatherings are by their nature informal, and they are rarely interrupted by serious business except under the most unusual circumstances. Any ranger who shows up is usually welcome; rangers who bring extra meat, fruit, or wine to share are welcomed with open arms. Attendees are expected to supply their own bedding, tents, and food. First-timers may be required to perform extra chores, such as guard duty or trash disposal.

A ranger may bring non-ranger companions with him as guests, providing the guests keep to themselves and stay out of the way. The ranger is responsible for his guests' behavior; should they cause trouble or make nuisances of themselves, both the ranger and his guests will be summarily ejected. It's unlikely that ranger will be welcome at any

future forgatherings unless things are smoothed over.

## Types, Sites, and Dates

There are as many types of forgatherings as there are rangers. Some are held in well-traveled forests, others in remote deserts. Some attract only specific kit types, such as Mountain Men or Sea Rangers, while others are primarily intended for specific races, such as elves. In general, however, most forgatherings are open to any ranger who cares to come.

Though some established forgatherings occasionally change locations and dates, most are held in the same place and at the same time every year for the convenience of the attendees. Any open wilderness area, reasonably isolated, can serve as a forgathering site. Forests, mountains, and plains are preferred, as they give the easiest access to the greatest number of rangers. Because travel can be difficult in the winter, and summer can bring uncomfortably hot temperatures, forgatherings are usually held in late spring or early fall. Most forgatherings last from two to three days, but some drag on for several weeks or until the last few diehards call it quits and head for home.

Specifics about individual forgatherings are hard to come by, since rangers tend to keep the details to themselves. Brief descriptions follow, the pieced-together bits and pieces of information that have trickled out over the years regarding a few of the best-attended and longest-lived meetings: feel free to add to them and adapt them to your campaign world.

### Equinox Festival

One of the most important annual meetings is the gathering at this festival, held during the six days following the first full moon after the autumn equinox. Rangers of every type and specialty can be found here, though standard rangers outnumber all the others. The site shifts every other year, alternating between a heavily forested area and a plains region, far from any civilized settlement. The organizers announce next year's site at the end of the current festival. As this is primarily a trade fair, rangers bring a wide variety of goods to sell, and haggle with each other long into the night. Prices tend to be high, but so does the quality.

### Glass Eye Concourse

This is one of the wildest and least structured forgatherings, attracting Mountain Men by the dozens, along with a few rowdy Giant Killers, Pathfinders, and Forest Runners. The name derives from the person who organized the first of these forgatherings, a rowdy Mountain Man who lost an eye in a drunken sharpshooting contest. Held near the base of a tall mountain in mid-spring, the Glass Eye Concourse features a weekend of physical contests, lewd jokes, and lots and lots of cheap ale.

### High Tide Assembly

In contrast to most forgatherings, the High Tide Assembly is downright sedate,

emphasizing philosophic discussion and formal lectures. This forgathering takes place during the first high tide of spring on a quiet seashore. The Assembly lasts for three days. Seekers, Sea Rangers, and Explorers are the primary attendees. By tradition, the forgathering climaxes with a wild boar hunt. Following a traditional feast, the bones of the wild boars are tossed into the sea, to the accompaniment of triumphant cheers and whistles.

### Solstice Jamboree

Most often held in a central plains location, the Solstice Jamboree attracts all types of rangers, as well as a number of bards and druids. The event lasts for six days, beginning on the first day of the summer solstice. Lavish banquets, featuring exotic meats and rich candies are held three times daily, and general good fellowship is encouraged. This is an important event, for much serious business is discussed on the side. Comrades who died the previous year are honored on the last day of the forgathering with poetry recitations and silent meditations.

## Physical Layout

Most forgathering sites have few permanent features or structures. Upon their arrival, attendees construct any necessary buildings or fixtures, and take them down when the forgathering ends. Forgathering fixtures are simple but functional, with building materials consisting usually of wood, stones, and mud. Here are a few features common to most sites:

**Sleeping Area.** The driest and clearest patch of ground makes the best sleeping area. Attendees pitch their tents or lay out their sleeping bags in lines, spaced well apart. In colder climates, the sleeping area is located where the sun (whatever there is of it) can warm the earth before nightfall. In warmer climates, shady locations are preferred.

**Dining Area.** A typical dining area consists of a few benches or logs for sitting on, some stone barbecue pits, and a simple lean-to for storage. The optimum location for the dining area is several hundred feet from the sleeping area, positioned so that breezes don't carry the cookfire smoke in the direction of resting rangers. A stream nearby for washing up is also desirable, if available.

**Fire Pit.** A pit for burning waste is constructed near the dining area, preferably away from trees or brush to minimize the chance of a fire getting out of control. It's located where the prevailing breezes don't carry the smell of burning garbage toward the sleeping or dining areas.

**Barn.** A barn, stable, or pen is constructed to house the rangers' animal followers for the duration of the forgathering. Large forgatherings may require several pens and stables to accommodate a variety of species. Rangers are responsible for the feeding and grooming of their animals, and are also held accountable for their animals' behavior; it's considered a grievous breech of etiquette for a lion follower of one ranger to eat the goat follower of another ranger.

**Chapel.** The forgathering chapel may be as simple as a stone platform, or as elaborate as a full-sized cabin with a podium and wooden pews. Religious symbols are not exhibited here, so that the chapel may accommodate worshipers of diverse beliefs. Most

often, the chapel is isolated from the main forgathering site, erected in a nearby woodland or other quiet location.

**Campfire.** The communal campfire, typically constructed in a central location, serves as the focal point of the forgathering. The campfire burns all night and day, continually tended and fed deadfall logs. At any hour, rangers can be found crowding around the camp fire, roasting meat and exchanging stories.

## Activities and Events

As forgatherings are primarily intended as social events, rarely are there fixed agendas or schedules. Activities tend to develop spontaneously, continue as long as the rangers show an interest, and end when the participants have had enough. Following are a few of the activities and events most likely to occur:

**Trading**.

Trading goes on virtually non-stop at most forgatherings, ranging from private transactions between individuals to dozens of rangers peddling their wares in what amounts to an open air market. Merchandise includes both the common (rope, saddles, boots) and the unusual (chainlink leashes, camouflage paint, homemade wine). Weapons and maps are especially in demand, particularly bows and quarterstaves with hand-carved designs, and maps of exotic territories that detail the newest trails. Rangers pay for their purchases in fur, food, and trinkets as well as gold pieces.

Magical items are occasionally available, but many rangers are more inclined to loan them to needy comrades rather than sell them outright. Rangers who borrow magical items are expected to return them at the next forgathering. Being men and women of integrity, the borrowers rarely fail to honor their agreements.

**News and Gossip.**

Information flows freely at forgatherings, and most rangers are eager to learn about the trials and tribulations their comrades have experienced in the previous year. They hear of marriages, births, and deaths, as well as followers acquired and abandoned. They learn which expeditions resulted in new discoveries and which ended in disaster. Rumors abound of lost civilizations, hidden treasures, and gruesome monsters. An attentive ranger may hear about employment opportunities or new hunting grounds. If he's lucky, an unattached ranger may make contact with a potential mate.

**Training.**

The typical forgathering attracts rangers with a wide range of skills. Often, they're willing to give instruction to novices for a small fee or as a gesture of friendship. If he locates a willing teacher, a ranger may be able to pick up hunting or tracking tips, acquire cooking secrets from a master chef, or learn how to construct emergency shelters from an elder woodsman. (The optional training rules in Chapter 8 of the *DUNGEON MASTER Guide* can be used to allow rangers to acquire new skills as a result of their forgathering experiences.)

**Contests.**

No forgathering would be complete without games and contests for rangers to demonstrate their skills and compete for prizes. Conservative forgatherings feature debates, target shooting, and knotting matches (where contestants see who can untangle complex knots in the shortest time). The Glass Eye Concourse and similarly rowdy forgatherings feature contests of a more physical nature, such as head-slamming (contestants butt heads as hard as they can until one passes out), dagger juggling (often done blindfolded), and bear wrestling.

Mountain Men in particular have a tradition of rather intense competition. For example, Mountain Men enjoy a bizarre drinking contest where bitter roots, fish scales, rotten vegetables, and other distasteful substances are mixed with water; whoever consumes the most of this vile brew is declared the winner.

Other contests common to forgatherings include horse races, rabbit hunts, and mock battles using swords and spears bound with thick layers of cloth. Winners are awarded silver pendants, hiking boots, or other prizes donated by the more affluent attendees. If donations aren't available, each participant puts a few coins in a pot before a contest begins; whoever wins claims the pot. Wagering is rampant for all types of contests, with rangers betting everything from animal pelts and dried meat, to arrowheads and leather gloves.

# Appendix: AD&D 1st Edition Ranger

## Class Description

Rangers are a sub-class of fighter who are adept at woodcraft, tracking, scouting, infiltration, and spying. All rangers must be of good alignment, although they can be lawful good, chaotic good, or neutral good. A ranger must have a Strength score of at least 13, Intelligence of at least 13, Wisdom of at least 14, and Constitution of at least 14. If the ranger has ability scores of greater than 15 in Strength, Intelligence, *and* Wisdom, he gains the benefit of adding 10% to experience points awarded by the referee.

Unlike other members of the fighter group, rangers have eight-sided Hit Dice (d8) but at first level they get 2, rather then 1, Hit Dice. It should also be noted that rangers get 11 Hit Dice rather than the 9 of other fighter-types. Table 61 shows the experience points needed for each level, along with the associated titles. Table 62 lists the number of attacks per round a ranger can make at various levels.

### Table 61: Experience Levels (1st Edition)

| Level | XP Needed | Hit Dice (d8) | Level Title |
|---|---|---|---|
| 1 | 0 | 2 | Runner |
| 2 | 2,251 | 3 | Strider |
| 3 | 4,501 | 4 | Scout |
| 4 | 10,001 | 5 | Courser |
| 5 | 20,001 | 6 | Tracker |
| 6 | 40,001 | 7 | Guide |

| | | | |
|---|---|---|---|
| 7 | 90,001 | 8 | Pathfinder |
| 8 | 150,001 | 9 | Ranger |
| 9 | 225,001 | 10 | Ranger Knight |
| 10* | 325,001 | 11 | Ranger Lord |
| 11 | 650,001 | 11+2 | Ranger Lord (11th level) |
| 12** | 975,001 | 11+4 | Range Lord (12th level) |

* Rangers gain 2 hit points per level after the 10th.
** 325,000 experience points per level for each additional level above the 12th.

### Table 62: Attacks Per Round (1st Edition)

| Level | Attacks/Round* |
|---|---|
| 1-7 | 1/1 round |
| 8-14 | 3/2 rounds |
| 15+ | 2/1 round |

* This applies to any thrusting or striking weapon.

## Special Abilities

In addition to considerable prowess as fighters, rangers have druidic and magical spell capabilities when they attain high levels. Thus, they are very formidable opponents, for they have other abilities and benefits as well.

When fighting humanoid-type creatures of the "giant class," listed hereafter, rangers add 1 hit point for each level of experience they have attained to the points of damage scored when they hit in melee combat. Giant class creatures are listed on Table 66. **Example:** a 5th level ranger hits a bugbear in melee combat, and the damage done to the opponent will be according to the ranger's weapon type, modified by his Strength, and +5 (for his or her experience level) because the opponent is a bugbear (a "giant class" humanoid).

Rangers surprise opponents when rolling 1-3 on 1d6 and are themselves surprised only when rolling 1 on 1d6.

Tracking is possible both outdoors and underground (in dungeons and similar settings). Underground, the ranger must have observed the creature to be tracked within 3 turns (30 minutes) of the commencement of tracking, and the ranger must begin tracking at a place where the creature was observed. Table 63 lists the ranger's chance to track creatures underground in various situations.

### Table 63: Underground Tracking Chances

| Creature's Action | Chance to Track |
|---|---|
| Going along a normal passage or room | 65% |
| Passes through normal door or uses stairs | 55% |
| Goes through a trap door | 45% |
| Goes up or down a chimney or | |

| | |
|---|---|
| through a concealed door | 35% |
| Passes through a secret door | 25% |

Outdoors, a ranger has a base 10%, plus 10% per level, chance of following a creature (1st: 20%, 2nd: 30%, etc). Table 64 shows the modifications to the base chance.

### Table 64: Outdoor Tracking Modifiers

| Situation | Modifier |
|---|---|
| For each creature above 1 in the party being tracked | +2% |
| For every 24 hours that have elapsed | -10% |
| For each hour of preparation | -25% |

At 8th level, rangers gain limited druidic spell ability. Additional spells are added through 17th level. At 9th level, rangers gain limited magic-user spell ability, as with druidic spell ability (see Table 65). Rangers can't read druid, cleric, or magic-user spells from magical scrolls in any event.

### Table 65: Spell Progression (1st Edition)

| | Spell Level | | | | |
|---|---|---|---|---|---|
| **Ranger** | | **Druidic** | | **Magic-User**** | |
| **Level** | **1** | **2** | **3** | **1** | **2** |
| 8 | 1 | - | - | - | - |
| 9 | 1 | - | - | 1 | - |
| 10 | 2 | - | - | 1 | - |
| 11 | 2 | - | - | 2 | - |
| 12 | 2 | 1 | - | 2 | - |
| 13 | 2 | 1 | - | 2 | 1 |
| 14 | 2 | 2 | - | 2 | 1 |
| 15 | 2 | 2 | - | 2 | 1 |
| 16 | 2 | 2 | 1 | 2 | 2 |
| 17* | 2 | 2 | 2 | 2 | 2 |

*Maximum spell ability
**The ranger must check which spells he can learn, just as if he was a magic-user.

At 10th level (Ranger Lord), rangers are able to employ all non-written magical items which pertain to *clairaudience*, *clairvoyance*, *ESP*, and *telepathy*.

Also at 10th level, each ranger attracts 2-24 (2d12) followers. Note that these henchmen once lost can never be replaced, although mercenaries can be hired, of course. These followers are determined by the DM who then informs the ranger.

## Special Restrictions

Any change to non-good alignment immediately strips the ranger of all benefits, and

the character becomes a fighter, with eight-sided Hit Dice ever after. He can never again regain ranger status.

Rangers may not hire men-at-arms, servants, aides, or henchmen until they attain 8th level or higher.

No more than three rangers may ever operate together at any time.

Rangers may own only those goods and treasures which they can carry on their person and/or place upon their mount. All excess must be donated to a worthy communal or institutional cause (but never to another player character).

Rangers do not attract a body of mercenaries to serve them, but when (and if) rangers construct strongholds, they conform to the fighter class in other respects.

The following is a list of "giant class" creatures for which the ranger receives his special combat bonus.

### Table 66: Giant Class Creatures

| | |
|---|---|
| bugbear | kobold |
| cyclops | meazel |
| cyclopskin | norker |
| dune stalker | ogre/merrow |
| ettin | ogre mage |
| giant (all) | ogrillion |
| giant-kin (all) | orc/orog |
| gibberling | quaggoth |
| gnoll/flind | spriggan |
| goblin | tasloi |
| grimlock | troll/scrag (all) |
| hobgoblin/kaolinth | xvart |

### Optional Rule (from *Unearthed Arcana*)
### The Ranger's Weapons

By the time a ranger gains a fourth weapon proficiency at 4th level, the character's weapons must include:

- a bow (of any sort) or light crossbow*
- a dagger or knife
- a spear or an axe
- a sword (any type)

* This choice must be made at 1st level.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Paladin's Handbook

**by Rick Swan**

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## Table of Contents

**Introduction**

**Chapter 1: Character Creation**
Paladin Requirements
Level Advancement

Armor and Weapons
Clerical Magic

**Chapter 2: Paladin Abilities**
Detect Evil Intent
Saving-Throw Bonus
Immunity to Disease
Cure Diseases
Laying On Hands
Aura of Protection
Holy Sword
Turning Undead
Bonded Mount
Clerical Spells

**Chapter 3: Ethos**
Strictures
Edicts
Virtues
Code of Ennoblement
Violations and Penalties

**Chapter 4: Paladin Kits**
Acquiring Kits
DM Decisions
Kit Subsections
- True Paladin
- Chevalier
- Divinate
- Envoy
- Equerry
- Errant
- Expatriate
- Ghosthunter
- Inquisitor
- Medician
- Militarist
- Skyrider
- Squire
- Votary
- Wyrmslayer

Abandoning Kits
Creating New Kits
Demihumans as Demipaladins
Dual-Classed Paladins

**Chapter 5: Proficiencies**
Compiled Proficiencies
Clarifications and Modifications
New Proficiencies
Chapter 6: Equipment
Standard Equipment
Badges, Standards, and Crests
Additional Equipment
New Magical Equipment

**Chapter 7: Role-Playing**
Demographics
Becoming a Paladin
Routine Activities
A Day in the Life
Courtly Love
Economics
The Paladin's Personality
Strongholds
Privileged Relationships
Experience

**Chapter 8: Faith**
Campaign Models
Alternatives to Churches
Guidelines for Religious Edicts
Types of Edicts

**Chapter 9: Orders**
Standard Information
Most Noble Order of the Radiant Heart
Radiant Heart Auxiliary
Ancient and Revered Order of the Thorn
Distinguished Order of the Crystal Dawn
Righteous Order of the Iron Dragon
Order of the Divine Hand

**Appendix: Bibliography**

**Appendix: Original AD&D® Game Paladins**
**Paladin Character Record Sheets**

**Paladin Kit Sheet**
**Tables**
1: Class Qualifications
2: Pregenerated Ability Scores

3: Experience Levels
4: Total Proficiency Slots
5: Saving Throws
6: Paladin Attacks Per Round
7: Two-Weapon Attack Roll Penalties
8: Paladin Spell Progression
9: Paladin Spells
10: Turning Undead (Paladin)
11: Degrees of Evil
12: Level Progression of Special Powers
13: Bonded Mounts
14: Fealty Combinations
15: Penalties for Enchanted Paladins
16: XP for Equerry Bonded Mount
17: Ghosthunter Abilities
18: Turning Undead (Ghosthunter)
19: Frequency of Dispel Evil Magic
20: Militarist Honors
21: Skyrider Mounted Missile Fire
22: Votary Spell Progression
23: Nonweapon Proficiencies
24: Barding Construction Times
25: Miscellaneous Equipment
26: Job Applicant's Reaction
27: Staff Sizes for Strongholds
28: Paladin Experience
29: Optional Experience Awards
30: Experience Levels (1st Edition)
31: Attacks Per Round (1st Edition)
32: Spell Progression (1st Edition)

## Introduction

*To ride abroad redressing human wrongs,*
*To speak no slander, no, nor listen to it,*
*To honor his own word as if his god's,*
*To lead sweet lives in purest chastity,*
*To love one maiden only [...]*
*And worship her by years of noble deeds....*

——credo of the Knights of the Round Table
(Alfred, Lord Tennyson, *The Idylls of the King*)

What comes to mind when you think of the paladin? For many of us, his image is indelibly linked to that of the medieval knight, the supreme hero of the Middle Ages.

Clad in shining armor, his lance gleaming in the morning sun, the knight is the quintessence of gallantry, the champion of the powerless, and the personification of courage—at least as we remember him from history.

Though *The Complete Paladin's Handbook* encompasses aspects of the historical knight, it casts a much wider net. While you'll find the horse soldiers who served the lords of the feudal age, you'll also meet riders of unicorns, killers of dragons, and nemeses of the undead; men and women who ride majestic war horses and wield magical swords; and worshippers of ancient religions and followers of arcane philosophies, some serving powerful churches and monarchies, others answering only to their own consciences.

This book focuses on the paladin's motivations, special abilities, and unique restrictions—that is, all of the elements that distinguish him from other character types and make him so challenging to play. We probe the paladin's personality, unravel his emotions, and try to understand what makes him tick; look at his role in an adventuring party and in society as a whole; and examine what his religion demands of him and what he expects from himself. Along the way, we discuss more than a dozen new character kits, show you how to design a code of behavior for your paladin, and describe new proficiencies and equipment.

For your convenience, this book compiles and summarizes all of the relevant rules from the *DUNGEON MASTER™ Guide* (abbreviated *DMG* in the text) and *Player's Handbook* (abbreviated *PH*). It also includes a new set of character sheets in the back of the book, designed to record virtually every detail about a paladin character.

Keep in mind that all of this material is *optional*. Every idea must have the approval of the DM™ before it can be incorporated into a campaign.

All of the material in this book uses the AD&D® 2nd Edition rules. Players using the original AD&D *PH* and *DMG* should *carefully* adapt this handbook to the campaign. For reference, the appendix of this book summarizes original AD&D paladin rules.

The *Unearthed Arcana* book, a supplement to the original AD&D rules, declared the paladin to be a sub-class of the cavalier. In the AD&D 2nd Edition game, this no longer applies. The paladin remains tied to the fighter group, with the cavalier, in a streamlined form, reworked as a character kit in *The Complete Fighter's Handbook*.

Many concepts in The Complete Paladin's Handbook draw heavily on the proficiency rules introduced in the AD&D 2nd Edition *PH*. We strongly recommend you use proficiencies in your campaign and review the rules before proceeding.

## The Roots of the Paladin

The life of the historical knight was less romantic than fictional accounts would have us believe. The word *cniht* was first used to describe the sons of French peasants who arrived in England following the Norman conquest in 1066. Crude in manner and appearance, the *cniht* soldiers attracted attention because of their expensive armor and horsemanship, a skill held in high regard. Despite these advantages, the cniht were still second-class citizens, a notch above peasants but decidedly inferior to the aristocracy.

With feudalism the status of the *cniht* (eventually Anglicized to *knights*) improved dramatically. The feudal era began when wealthy lords gave small pieces of land to groups of peasants in exchange for their labor, and struggling land-owners signed over

their property to a lord in return for protection. The relationship was secured by a bond of honor and a clear understanding of their mutual responsibilities. In time, all parties in feudal relationships became part of the nobility, and feudal offers were extended only to those of acceptable stature.

As a lord's holdings grew, so did his need for skilled warriors to defend against foreign invaders. Knights made ideal candidates. In the feudal tradition, lords secured their services by offering them property, grand estates including much farmland, many buildings, and even the peasants who provided the labor. As the knights acquired wealth, they also gained prestige, becoming a distinct and honored social class that was usually restricted to the sons of aristocrats.

The status of the knights solidified in the 11th century when the church, prompted by self-interest and a genuine desire to promote order in an increasingly anarchic society, gave its official sanction. Knighthood was declared a sacred calling, and the ordainment of new knights became a holy ritual. With this new accreditation came new responsibilities, formally defined in the code of chivalry, a set of principles based on religious ideals. While continuing in the lower ranks of the privileged class, the knight now symbolized the highest standards of moral behavior and was admired by peasants and royalty alike.

Though the knight commanded respect, he was rarely envied. His life was dangerous and brutal, marked by incessant confrontations and the constant threat of humiliation. Rather than adventuring for honor or pleasure, most engaged in a constant struggle for income, desperately seeking any and all opportunities to earn an honest living. The rigid chivalric code, which made abstract principles of loyalty more important than life itself, resulted in a death sentence for most knights. Few lived beyond age 30. Those who survived often spent their remaining years penniless and broken, depending on the charity of a society that had all but forgotten them.

# Chapter 1: Character Creation

This chapter compiles all of the statistics, adjustments, and level progressions from the *PH* and *DMG* pertaining to the paladin. Although no two paladins are exactly alike, all of them have these fundamentals in common.

## Paladin Requirements

It takes an exceptional character to become a paladin, as reflected in the class qualifications listed in Table 1.

### Table 1: Class Qualifications

**Ability Requirements**

| | |
|---|---|
| Strength | 12 |
| Constitution | 9 |
| Wisdom | 13 |

Charisma 17

**Prime Requisites**
Strength
Charisma

**Races Allowed**
Human

**Alignments Allowed**
Lawful good

A player who tries to generate a paladin by using Method I, described in Chapter 1 of the *PH*, may be rolling dice all day. Although the odds improve slightly when using Methods II-IV, only Methods V and VI give a reasonable, albeit slim, chance of producing the necessary numbers.

Although the strict ability requirements may frustrate a player wanting to create a paladin character, they're necessary to regulate play balance. Paladins are among the game's most formidable characters. If they were as easy to roll up as, say, warriors or mages, the surplus of powerful characters would make it difficult, perhaps impossible, for the DM to come up with encounters challenging enough for all members of a party. A DM may also have other reasons for limiting the paladin population—for instance, the campaign world may discourage the development of paladins—or may restrict the number of paladins simply to enhance their mystique.

But if your DM is open to paladin player-characters, you might consider using Table 2 instead of dice rolls to generate the required ability scores. Roll 1d12 and use the indicated statistics.

**Table 2: Pregenerated Ability Scores**

| D12 | Str | Dex | Con | Int | Wis | Cha |
|---|---|---|---|---|---|---|
| 1 | 12 | 8 | 16 | 10 | 15 | 17 |
| 2 | 17 | 10 | 10 | 9 | 14 | 17 |
| 3 | 12 | 9 | 12 | 10 | 16 | 18 |
| 4 | 15 | 13 | 15 | 11 | 14 | 17 |
| 5 | 14 | 16 | 9 | 15 | 18 | 17 |
| 6 | 12 | 11 | 11 | 9 | 13 | 18 |
| 7 | 18* | 12 | 12 | 12 | 14 | 17 |
| 8 | 13 | 11 | 14 | 10 | 17 | 18 |
| 9 | 16 | 10 | 11 | 11 | 16 | 17 |
| 10 | 13 | 14 | 13 | 9 | 13 | 17 |
| 11 | 15 | 12 | 17 | 14 | 15 | 18 |
| 12 | 14 | 15 | 10 | 13 | 13 | 17 |

* Roll percentile dice for exceptional Strength.

## Level Advancement

Paladins advance in level and hit points at the same rate as fighters. For each level up to 9, they gain 1d10 hit points. They receive 3 extra hit points at level 10 and beyond. Table 3 summarizes the paladin's level advancements, along with the corresponding THAC0 scores.

Keep two adjustments in mind:

• Paladins whose Strength and Charisma scores equal or exceed 16 earn a 10% bonus to all earned experienced points. A paladin must have a 16 or more in *both* of these abilities to qualify for the bonus.

• Unusually high Constitution scores award hit point adjustments. A paladin with a Constitution of 17 receives a +3 bonus per hit die, and a score of 18 grants a +4 bonus.

### Table 3: Experience Levels

| Level | XP Needed | Hit Dice (d10) | THAC0 |
|---|---|---|---|
| 1 | 0 | 1 | 20 |
| 2 | 2,250 | 2 | 19 |
| 3 | 4,500 | 3 | 18 |
| 4 | 9,000 | 4 | 17 |
| 5 | 18,000 | 5 | 16 |
| 6 | 36,000 | 6 | 15 |
| 7 | 75,000 | 7 | 14 |
| 8 | 150,000 | 8 | 13 |
| 9 | 300,000 | 9 | 12 |
| 10 | 600,000 | 9+3 | 11 |
| 11 | 900,000 | 9+6 | 10 |
| 12 | 1,200,000 | 9+9 | 9 |
| 13 | 1,500,000 | 9+12 | 8 |
| 14 | 1,800,000 | 9+15 | 7 |
| 15 | 2,100,000 | 9+18 | 6 |
| 16 | 2,400,000 | 9+21 | 5 |
| 17 | 2,700,000 | 9+24 | 4 |
| 18 | 3,000,000 | 9+27 | 3 |
| 19 | 3,300,000 | 9+30 | 2 |
| 20 | 3,600,000 | 9+33 | 1 |

Advancing in level, a paladin gets new proficiency slots, as shown on Table 4. Remember that a paladin suffers a –2 penalty when using a weapon without the required proficiency.

### Table 4: Total Proficiency Slots

| Level | Weapon | Nonweapon |
|---|---|---|
| 1-2 | 4 | 3 |

| | | |
|---|---|---|
| 3-5 | 5 | 4 |
| 6-8 | 6 | 5 |
| 9-11 | 7 | 6 |
| 12-14 | 8 | 7 |
| 15-17 | 9 | 8 |
| 18-20 | 10 | 9 |

Table 5 summarizes the saving throws applicable to each level. Unlike other characters, paladins receive a +2 bonus to all saving throws. For convenience, the paladin's modified throws are given in parentheses; for example, a 1st-level paladin must roll a 12 or better to avoid the effects of paralyzation.

### Table 5: Saving Throws

| Level | PPDM | RSW | PP | Breath | Spell |
|---|---|---|---|---|---|
| 1-2 | 14 (12) | 16 (14) | 15 (13) | 17 (15) | 17 (15) |
| 3-4 | 13 (11) | 15 (13) | 14 (12) | 16 (14) | 16 (14) |
| 5-6 | 11 (9) | 13 (11) | 12 (10) | 13 (11) | 14 (12) |
| 7-8 | 10 (8) | 12 (10) | 11 (9) | 12 (10) | 13 (11) |
| 9-10 | 8 (6) | 10 (8) | 9 (7) | 9 (7) | 11 (9) |
| 11-12 | 7 (5) | 9 (7) | 8 (6) | 8 (6) | 10 (8) |
| 13-14 | 5 (3) | 7 (5) | 6 (4) | 5 (3) | 8 (6) |
| 15-16 | 4 (2) | 6 (4) | 5 (3) | 4 (2) | 7 (5) |
| 17+ | 3 (1) | 5 (3) | 4 (2) | 4 (2) | 6 (4) |

**Abbreviations**
PPDM = Paralyzation, Poison, or Death Magic
RSW = Rod, Staff, or Wand
PP = Petrification or Polymorph
Breath = Breath Weapon

## Armor and Weapons

As members of the warrior group, paladins can wear any type of armor. Regardless of the armor worn, paladins suffer no penalties to any of their special abilities.

Paladins can also wield any of the weapons listed in Chapter 6 of the *PH*. As they increase in level, they can make more than one attack per round, as shown in Table 6.

### Table 6: Paladin Attacks Per Round

| Level | Attacks/Round |
|---|---|
| 1-6 | 1/round |
| 7-12 | 3/2 rounds |
| 13+ | 2/round |

A paladin may fight with two weapons at the same time, holding one in each hand,

providing the second weapon is smaller and lighter than the main weapon, and that he avoids using a shield. With these qualifications, the paladin may make an additional attack each round with the second weapon. However, fighting with two weapons simultaneously gives a penalty on both attack rolls. The base penalty is –2 for the main weapon and –4 for the second weapon. The paladin's Reaction Adjustment, based on Dexterity, modifies both penalties, though neither may be modified above 0. Table 7 summarizes these penalties.

**Table 7:**
**Two-Weapon Attack Roll Penalties**

| Dex. | Main Weapon Penalty | Second Weapon Penalty |
|---|---|---|
| 1 | –8 | –10 |
| 2 | –6 | –8 |
| 3 | –5 | –7 |
| 4 | –4 | –6 |
| 5 | –3 | –5 |
| 6-15 | –2 | –4 |
| 16 | –1 | –3 |
| 17-18 | 0 | –2 |

## Clerical Magic

At 9th level, a paladin becomes eligible to cast clerical spells. Table 8 shows the number of spells a paladin receives at each level. The table also indicates the spell level cast. For example, if a 13th-level paladin casts the 2nd-level *slow poison* spell, the effects persist for 5 hours; the spell's duration is 1 hour/level and, as shown on Table 8, a 13th-level paladin casts it at 5th level. A paladin's spells never rise beyond 9th level.

Paladins only have access to spells of the Combat, Divination, Healing, and Protective spheres. For reference, Table 9 lists all spells from the *PH* available to paladins. The following restrictions also apply:

• Paladins don't get bonus spells for high Wisdom scores.

• Paladins can't use priestly magical items, nor can they cast spells from clerical or druidical scrolls. However, they may use any magical items intended for the warrior group, even if priests use them too.

**Table 8: Paladin Spell Progression**

| Paladin Level | Casting Level | Priest Spell Levels 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|
| 9 | 1 | 1 | - | - | - |
| 10 | 2 | 2 | - | - | - |
| 11 | 3 | 2 | 1 | - | - |
| 12 | 4 | 2 | 2 | - | - |
| 13 | 5 | 2 | 2 | 1 | - |

| | | | | | |
|---|---|---|---|---|---|
| 14 | 6 | 3 | 2 | 1 | - |
| 15 | 7 | 3 | 2 | 1 | 1 |
| 16 | 8 | 3 | 3 | 2 | 1 |
| 17-18 | 9 | 3 | 3 | 3 | 1 |
| 19 | 9 | 3 | 3 | 3 | 2 |
| 20 | 9 | 3 | 3 | 3 | 3 |

## Table 9: Paladin Spells

| Level | Name | Sphere |
|---|---|---|
| 1 | Cure Light Wounds | Healing |
| 1 | Detect Magic | Divination |
| 1 | Detect Poison | Divination |
| 1 | Endure Cold/Endure Heat | Protection |
| 1 | Magical Stone | Combat |
| 1 | Protection from Evil | Protection |
| 1 | Sanctuary | Protection |
| 1 | *Detect Snares and Pits** | Divination |
| 1 | *Locate Animals and Plants* | Divination |
| 1 | *Shillelagh** | Combat |
| 2 | Augury | Divination |
| 2 | Chant | Combat |
| 2 | Detect Charm | Divination |
| 2 | Find Traps | Divination |
| 2 | Know Alignment | Divination |
| 2 | Resist Fire/Resist Cold | Protection |
| 2 | Slow Poison | Healing |
| 2 | Speak with Animals | Divination |
| 2 | Spiritual Hammer | Combat |
| 2 | Withdraw | Protection |
| 2 | *Barkskin** | Protection |
| 3 | Dispel Magic | Protection |
| 3 | Locate Objects | Divination |
| 3 | Magical Vestment | Protection |
| 3 | Negative Plane Protection | Protection |
| 3 | Prayer | Combat |
| 3 | Remove Curse | Protection |
| 3 | Remove Paralysis | Protection |
| 3 | Speak with Dead | Divination |
| 3 | *Protection from Fire** | Protection |
| 4 | Cure Serious Wounds | Healing |
| 4 | Detect Lie | Divination |
| 4 | Divination | Divination |
| 4 | Neutralize Poison | Healing |
| 4 | Protection from Evil, 10' Radius | Protection |
| 4 | Spell Immunity | Protection |

| | | |
|---|---|---|
| 4 | Tongues | Divination |
| 4 | *Protect. from Lightning** | Protection |
| 4 | *Reflecting Pool** | Divination |
| 4 | *Repel Insects* | Protection |

* Italicized entries were classified as druidic spells in the original AD&D® rules. Paladins using the 1st Edition may not choose any of these spells.

**Optional spell restriction:** At the DM's discretion, AD&D® 2nd Edition paladins may be forbidden to cast the italicized spells on Table 9.

At 3rd level, a paladin gains the ability to turn undead. The number and type of undead turned depends on the paladin's level, as per Table 10.

A paladin turns undead just like a priest of two levels lower than the paladin. The player rolls 1d20 and consults the relevant column of Table 10. A result equal to or greater than the listed number indicates success. A "T" means the attempt succeeds automatically; no roll is necessary. A "D" means the targeted undead are destroyed. Turning attempts can't be made against categories of undead indicated by a dash. A successful roll, or a "T" or "D" notation, affects 2-12 (2d6) undead. Only one die-roll is made per turning attempt, regardless of the composition of the undead group.

Use the same die result on all applicable columns of Table 61. (See Chapter 2 for more about this ability.)

## Table 10:
## Turning Undead (Paladin)

| **Paladin** | **Category of Undead** | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** |
| 3 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - | - | - | - |
| 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - | - | - |
| 5 | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - | - |
| 6 | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - |
| 7 | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - |
| 8 | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - |
| 9 | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - |
| 10 | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - |
| 11 | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 |
| 12-13 | D* | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 |
| 14-15 | D* | D* | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 |
| 16+ | D* | D* | D* | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 |

**Key to Categories**

1: Skeleton (or 1 HD undead)
2: Zombie
3: Ghoul (or 2 HD undead)
4: Shadow (or 4 HD undead)

5: Wight (or 5 HD undead)
6: Ghast
7: Wraith (or 6 HD undead)
8: Mummy (or 7 HD undead)
9: Spectre (or 8 HD undead)
10: Vampire (or 9 HD undead)
11: Ghost (or 10 HD undead)
12: Lich (or 11+ HD undead)
13: Special undead, including one-of-a-kind creatures, free-willed undead of the Negative Plane, outer planes undead, and certain greater and lesser deities.
* An additional 2d4 creatures of this type are turned.

# Chapter 2: Paladin Abilities

All paladins have innate abilities that set them apart from other character classes. These are granted powers resulting from the paladins' strong faith. In this chapter, we examine each of these abilities in detail, discussing their applications, limitations, and special rules.

## Detect Evil Intent

The paladin, so thoroughly aligned with the forces of good, can experience the mere *presence* of evil as a physical sensation. Although similar to the *detect evil* spell, the paladin's sensitivity to evil essentially functions as a sixth sense. But, like the spell, this ability doesn't work automatically. The player must make it clear that the paladin is attempting to detect evil; only then will the DM reveal the relevant information.

### Use and Limitations

Unlike other senses, the detection of evil works only when the paladin concentrates for one full round, remaining still and taking no other actions. Often, paladins close their eyes, lower their head, and clear their minds by focusing on their own breathing. Some paladins extend their palms, touch their foreheads with their fingers, or sweep their hands slowly in front of them. Details of the concentration routine vary from paladin to paladin, and each is free to come up with a unique routine. Once settled on a routine, the paladin should always execute it the same way.

If attacked, distracted, or otherwise disturbed while concentrating, the paladin fails to detect evil. He may try again in subsequent rounds.

The paladin may target an individual or group up to 60 feet distant, in an area about 10 feet wide, or a location where an individual or group might be hiding, such as a clump of bushes or a concealed alcove. The paladin must face the indicated individual, group, or location, but need not see the target. If blindfolded or in thick fog, for example, the paladin can target an individual by voice or movement, or just take a guess. In a shadowed corridor, the paladin's detect-evil ability can determine if anyone—or anything—with strong evil intent lurks in the darkness.

## Eligible Targets

A paladin can detect evil radiated by characters and monsters; undead created by evil magic; Negative Plane influences; evil artifacts; certain enchanted swords; and other intelligent objects that radiate evil. The ability can't detect cursed objects or traps, nor does it work on creatures of Animal intelligence or less (Intelligence 0 or 1), such as centipedes or carnivorous plants.

The paladin's sensitivity to evil responds to the target's intention to commit an evil act. The ability doesn't reveal the precise nature of the intended act, nor does it reveal the target's actual alignment. Characters who are strongly aligned, who do not stray from their faith, and are of at least 9th level might radiate evil if intent upon appropriate actions. For instance, if the paladin uses this ability on a suspicious nonplayer character, the paladin may sense that the NPC radiates evil, but not that the NPC is neutral evil, or that the NPC plans to ambush and kill the paladin. If an NPC recently murdered a passerby, the paladin might pick up evil emanations from the NPC but cannot determine the nature of the crime. Creatures such as the rakshasa, who disguise themselves with illusions, may conceal their appearances but not their evil intentions.

A high-level character unshakably committed to an evil alignment may radiate evil even when not specifically planning an evil act or thinking evil thoughts. Powerful evil monsters, such as red dragons and hill giants, also radiate evil uncontrollably. A paladin can always detect the presence of these types of evil beings, unless unusual conditions are in effect. For instance, in some evil strongholds or planes, *everything* reads evil, effectively negating the paladin's evil-sensing ability.

Subject creatures may not make saving throws to resist a paladin's attempt to sense evil. However, *undetectable alignment* and similar spells cast on a target temporarily prevent the paladin from sensing the target's evil emanations. But as soon as the spell ends, the paladin is free to make another attempt.

A paladin can't detect an evil presence through 3 feet or more of wood, 1 foot or more of stone, or 1 inch or more of metal. A thin coat of lead also prevents the use of this ability. A paladin perceives such barriers as nonspecific obstructions, without knowing their composition or widths.

## Interpreting the Results

If an attempt at sensing evil fails, or if there's no evil present, the paladin feels nothing out of the ordinary. If evil is present, the paladin might experience an unmistakable physical sensation. Though the type of sensation varies among paladins, a given paladin always has the same reaction. Typical reactions include tingling in the fingertips, a warm flush, a cold chill, or a dull throb behind the eyes; the DM can make up sensations. Usually the sensation lasts only a moment.

If the paladin scans a crowd of people, tingling fingers won't pinpoint the character responsible for the evil emanations. If scanning a pool of murky water, throbbing eyes won't reveal the number or species of evil creatures lurking below the surface. However, the paladin may determine the degree of evil from the intensity of the sensation. Table 11 lists four general degrees and examples of sources. Two ways that a paladin might

experience the corresponding sensations also appear. In an encounter, the DM describes only the sensation when a paladin successfully detects evil; the player must interpret the meaning of the sensation.

At the DM's option, the paladin may discover the general nature of the evil as well as its degree. A pickpocket may radiate an expectant evil, a vampire's evil may be malignant. The DM may use the sensations suggested in Table 11 to indicate the nature of evil (the paladin experiences an expectant evil as an itch on his fingertips), or may employ a different set of sensations (a warmth in the chest indicates expectant evil).

### Table 11: Degrees of Evil

| Degree | Typical Sources | Sensations |
|---|---|---|
| Faint | Pickpocket; nonevil bully | Slight itch on tips of fingers; light throb behind eyes |
| Moderate | Mugger; skeleton created by evil cleric; imp; typical orc | Tiny pinpricks along fingers; dull pounding behind eyes |
| Strong | Mass murderer; ghoul; vampire | Pinpricks over entire surface of hands; intense pounding hurts eyes |
| Over-whelming | Venerable red dragon; lich; vampire mage | Sharp pain in hands; agonizing headache |

Ambiguous situations produce ambiguous results. If a vampire waits behind a 3-inch-thick stone wall fortified with 2 feet of wood, a paladin may detect a moderate or strong sensation of evil, rather than an overwhelming one. If a murderer hides behind a window with a coat of flaking lead paint, a paladin may detect a moderate instead of a strong sensation.

If the DM can't decide which category in Table 11 to use, it's acceptable to give the paladin mixed signals. If a vicious mugger hides in a closet, but plans to surrender rather than fight if discovered, a paladin may detect both faint and moderate sensations (fingertip itches alternating with pinpricks).

## Saving-Throw Bonus

As detailed in Chapter 3, a paladin's ethos compels him to put his life on the line far more often than other characters. While companions may hesitate, a paladin will fight to the last enemy, volunteer for near-suicidal missions, and face death to defend a principle.

To compensate for these risks, a paladin's faith grants increased immunity to poisons, death magic, and similar hazards. This immunity is manifested as a permanent +2 bonus to all saving throws. The bonuses take effect at 1st level. Table 5 in Chapter 1

summarizes the paladin's saving throws.

These bonuses do *not* apply to a paladin's ability checks. A paladin with a Strength of 16 attempts a Strength check at 16, not 18. However, the paladin does benefit from the saving-throw bonuses available to other characters, such as those awarded for high Dexterity and Wisdom scores (shown on Tables 2 and 5 in the *PH*) and magical armor.

## Immunity to Disease

A paladin has complete immunity to all forms of organic disease. This immunity includes diseases from rat, otyugh, and neo-otyugh bites, as well as nonlethal but disabling maladies like measles and earaches. A paladin never catches a cold or suffers from tooth decay, and is unaffected by parasitic monsters such as green slime, violet fungi, gas spores, phycomids, and rot grubs. His wounds never become infected. The process occurs instantly, automatically, and painlessly; the paladin isn't even aware of exposure to a disease.

A paladin's disease resistance is divinely given and can't be transferred to another character. A magical blood transfusion, for instance, would not grant disease immunity to the recipient. Nor are a paladin's progeny automatically immune to diseases, unless they become paladins themselves.

A paladin experiences the normal consequences of the following:

**Physical trauma**. All wounds inflict normal damage. A paladin is as susceptible to concussions, broken limbs, and exhaustion as any other character, and also suffers the normal effects of extreme temperature, such as sunburn, heatstroke, and frostbite.

**Poison**. A paladin is vulnerable to nearly all types of ingested, injected, and inhaled toxins. These include irritants (acids, mercury), organic toxins (poison mushrooms, snake venom, crystal ooze), nerve poisons (belladonna, arsenic), and poisonous gases (vapors that stop the heart or inhibit breathing). The paladin can become intoxicated by drinking too much alcohol, and may experience allergic reactions to pollen, dust, or other substances, but does not suffer from virus-based or bacteria-based toxins, such as the saliva of a rabid dog or bat.

**Curses and magical diseases**. Lycanthropy, mummy rot, and similar afflictions are curses and not diseases. A paladin suffers the normal effects. (See the *PH*, page 27, and the *DMG*, page 131, for details.)

Note that paladins are immune to the *cause disease* spell. The DM may decide that very powerful diseases, like mummy rot, may override the paladin's natural immunity, but could be cured by the paladin's *cure disease* ability.

**Effects of aging**. A paladin ages at the normal human rate. Age brings the ability penalties given on Table 12, Chapter 1 of the *PH*, and also the normal debilitations associated with aging. For instance, even though the paladin's teeth resist bacterial decay, they may still fall out as a result of enamel erosion. A paladin whose body wears out dies, at the same age as a normal human.

**Psychological disorders**. A paladin is as prone as anyone else to hallucinations, nightmares, memory loss, insanity, and similar mental and emotional disorders, providing the disorder isn't a consequence of a disease (such as a fever-induced delirium).

### Table 12: Level Progression of Powers

| Paladin Level | Cure Diseases* | Laying On Hands** | Other |
|---|---|---|---|
| 1 | 1 | 2 | - |
| 2 | 1 | 4 | - |
| 3 | 1 | 6 | Turn undead |
| 4 | 1 | 8 | Bonded mount |
| 5 | 1 | 10 | - |
| 6 | 2 | 12 | - |
| 7 | 2 | 14 | - |
| 8 | 2 | 16 | - |
| 9 | 2 | 18 | Priest spells |
| 10 | 2 | 20 | - |
| 11 | 3 | 22 | - |
| 12 | 3 | 24 | - |
| 13 | 3 | 26 | - |
| 14 | 3 | 28 | - |
| 15 | 3 | 30 | - |
| 16 | 4 | 32 | - |
| 17 | 4 | 34 | - |
| 18 | 4 | 36 | - |
| 19 | 4 | 38 | - |
| 20 | 4 | 40 | - |

* Times per week.
** Hit points restored.

## Cure Diseases

A paladin is not only immune to natural diseases, but can cure such diseases in others. This requires no materials or rituals, merely a touch of the victim with a finger, usually on the forehead, cheek, or hand. Only a moment's contact is necessary, so long as skin touches skin. The cure occurs automatically. The victim may be any human, humanoid, demihuman, or natural animal. A paladin can't cure lycanthropes, undead, or creatures of extraplanar or supernatural origin.

A paladin can use this ability once per week for each five levels of experience (see Table 12). A victim receives no additional benefits from being cured for the same disease more than once; multiple applications won't accelerate recovery or heal damage. However, should the victim succumb to the same disease at some point in the future, a paladin may cure him again.

A paladin may cure any disease. He can't use this ability to heal physical trauma, cure lycanthropy (or most other curses), or neutralize poisons. Mummy *rot* can be cured with this power. Diseases from *wishes*, artifacts, gods, or similar sources, however, might not be curable.

### Recovery

The victim's recovery begins immediately after the paladin touches him. Recovery time varies from a few minutes to 10 days, depending on the severity of the disease and how long the victim has been suffering. A victim cured of a mild cold or a toothache may recover in a turn. A victim with advanced pneumonia or smallpox may require the full 10 days. The DM decides the recovery period based on these parameters.

A cured victim doesn't automatically recover hit points lost as a result of the disease, but ceases to lose additional hit points. Hit points are recovered at a normal rate, abetted by rest, medicinal or magical treatments, and possibly the paladin's ability of *laying on hands* (see below). Though the curing alleviates disabling symptoms of the disease (such as headaches associated with a fever or blurred vision from an eye infection), it doesn't correct any physical consequences (such as pockmarks or weight loss).

## Laying On Hands

A paladin can restore lost hit points to himself, another character, or a natural animal with the *laying on hands* ability. To use this ability, the paladin briefly presses both palms against the damaged character or creature—usually against the temple or chest, but any surface of the body will do. Touching the skin directly isn't necessary. The paladin may be gloved or the subject may be wearing clothing, so long as the paladin presses hard enough for the recipient to feel the pressure.

Laying on hands works automatically, restoring a number of hit points equal to twice the paladin's experience level (see Table 12). A paladin can use this ability only once per day, and only on a single character or creature. The following restrictions also apply:

• The recipient can't recover more hit points than he normally has. If a 6th-level paladin lays hands on a character who's lost a total of 3 hit points, the character recovers exactly 3 hit points and no more. Though the paladin could theoretically restore 12 hit points, the excess are "lost" in this case.

• The recipient must still be alive. Laying on hands can't bring dead characters back to life.

• Laying on hands doesn't cure diseases—that requires a different paladin power (discussed earlier). However, laying on hands may restore hit points lost to disease or poison. (Note that laying on hands doesn't negate poison or lengthen its onset time; the *neutralize poison* and *slow poison* spells cause these effects.)

• If the paladin is unconscious or immobile, a companion can't pick up the paladin's hands and heal himself or anyone else. Laying on hands requires the paladin's willful participation.

• Laying on hands won't work unless the paladin employs both hands at the same time. Before using this ability, he must sheath his sword, put down his bag, or take whatever other actions are necessary to free his hands. If he's disabled—for

example, if he's lost an arm in an accident—he may petition the gods to allow him to heal with a single hand. Assuming the paladin has served honorably, the gods probably grant his request.

## Aura of Protection

An invisible aura of protection continuously surrounds a paladin. The aura extends 10 feet in all directions, enveloping anyone and anything within its boundaries. The aura persists even when the paladin is asleep or unconscious, dissipating only when the paladin dies. However, it doesn't extend through walls, doors, or any physical barrier.

The magical aura has a disrupting and disturbing effect on evil opponents, causing them to make all attack rolls at a –1 penalty. Affected opponents include:

• Monsters and characters whose alignments are lawful evil, neutral evil, and chaotic evil.

• Extraplanar, conjured, and summoned evil entities, or those summoned by evil spellcasters.

• Monsters and characters who have been charmed by evil casters or otherwise have been compelled to commit evil acts.

Only evil opponents within the radius of the aura suffer the attack penalty. The aura affects a large opponent if even a portion of its body occupies the aura's radius. When an evil opponent moves out of the aura, the penalty no longer applies, but as soon as the opponent re-enters the aura, the penalty again takes effect.

An evil opponent within the aura suffers the –1 penalty when directing attacks against the paladin, other characters or creatures within the aura, or characters or creatures outside the aura. The penalty applies to all physical attacks made by an evil opponent, but not magical attacks. Because the aura disrupts living creatures and not inanimate objects, missile attacks made outside the aura's radius aren't penalized; an ogre who throws a rock at a paladin from a distance of 11 feet makes a normal attack roll.

Special considerations include these:

• Evil opponents experience the paladin's aura of protection as an unpleasant physical sensation, such as mild nausea, a prickling of the skin, a tightening of the throat, or a sudden chill. Because the sensation is so pronounced, evil opponents can almost always identify a paladin as the source, even if the paladin is disguised. Non-evil creatures and characters don't experience these sensations. Consequently, they may not be sure when they move in and out of the aura's range. Nor does the paladin feel anything unusual when an evil opponent enters the aura; therefore, the aura in no way helps to detect evil.

• A paladin may benefit from a *protection from evil* spell, even though the aura mimics many of the spell's properties. *Protection from evil* also blocks attempts at exercising mental control and prevents bodily contact by extraplanar and conjured creatures. The spell and the aura function simultaneously for the spell's duration, with the paladin receiving the benefits of both. However, the attack penalties aren't cumulative; evil creatures suffer a –2 penalty to their attack rolls, not –3.

• The aura of protection gives the paladin obvious advantages in melee combat. But though a paladin may be inclined to gather companions around during a battle so that they may also benefit from the aura, this isn't always a good idea. Strategic movement can be difficult when several people struggle to remain in a confined area, and a 10-foot radius doesn't allow much freedom. A cluster of characters also makes a good target for enemy missile attacks as well as spell attacks affecting large areas.

## Holy Sword

A holy sword is a special type of consecrated weapon that provides a paladin with unique benefits. Though the *sword +5, Holy Avenger* (described in the Appendix of the *DMG*) is one of the more common examples, others exist as well. A few are described in Chapter 6 of this book.

Aside from their exceptional craftsmanship, holy swords are often indistinguishable from ordinary magical weapons. A paladin may not become aware of the sword's special powers until he uses it. In some cases, a paladin may be able to identify a holy sword by its cryptic inscription (which may require the Ancient Languages proficiency or a friendly mage's *read magic* spell to translate). A skilled weaponsmith or sage may also recognize a holy sword. Occasionally, a holy sword will glow when touched by a paladin, or the paladin's arm may tingle when he picks it up.

Holy swords are hard to come by, and a paladin rarely finds more than one in his entire career. Usually, a paladin acquires a holy sword under difficult or extraordinary circumstances. A holy sword may be part of a venerable red dragon's treasure horde, concealed in a cave atop a high mountain. A paladin may hear rumors of a holy sword buried in a desert ruins; in fact, the ruins contain a map that shows the actual location of the holy sword, embedded in a glacier in an arctic wilderness. If a paladin reaches a high level without acquiring a holy sword, his deity might direct him to one in a temple on the ocean floor or a treasure chest on a remote island. In any case, the DM should treat the acquisition of a holy sword as a significant campaign event, and design the circumstances of its discovery accordingly.

When unsheathed and held by a paladin, every holy sword projects a *circle of power* 10 feet in diameter. The paladin's hand serves as the center of the circle. The circle moves with the paladin and persists as long as he grips the sword. The sword projects the circle even if a glove, gauntlet, or bandage covers the paladin's hand.

**Note:** The first sentence in the paragraph regarding the paladin's holy sword in Chapter 3 of the PH (page 27) should read: "A paladin using a *holy sword* projects a circle of power 10 feet in diameter when the sword is unsheathed and held."

Within its range, the circle of power dispels all hostile magic of a level less than or equal to the paladin's experience level and creates a magic resistance of 50%. Specifically:

• All evil opponents within the circle are unable to cast spells, including monsters and characters of evil alignment; extraplanar, conjured, and summoned evil entities; and monsters and characters who have been charmed or controlled by evil casters. The circle neutralizes a spell the instant it's cast. Opponents may not make saving throws to resist the circle of power.

• Evil opponents have normal use of their spell and spell-like abilities once they leave the range of the circle. However, the paladin remains immune to their spells, even when cast from outside the circle. An evil wizard can cast a *fireball* spell at a paladin, but the *fireball* dissipates as soon as it enters the circle. An evil spellcaster's attempts to mentally probe or control a paladin (with spells such as *ESP* and *magic jar*) will also fail.

• Magical items created by evil magic won't work within the circle. Physical properties remain unchanged, however; a *sword +1* may still be wielded as a normal sword. Outside the circle, magical items function normally, but the paladin remains immune to their effects.

The following restrictions also apply:

• The paladin is always vulnerable to magic from opponents whose level exceeds his own. The paladin has the normal chances of avoiding the affects of these magical attacks.

• The circle functions only as long as the paladin grips the holy sword. Should he sheathe or drop it, he immediately becomes vulnerable to evil magic.

• The paladin must be conscious and in control of his own actions for the holy sword to project a circle of power. A holy sword doesn't dispel magic in the grip of a comatose or sleeping paladin.

• An evil spellcaster may temporarily negate the magic of a holy sword, including its power to project a circle of protection, by casting *dispel magic* directly on the weapon. The holy sword may resist the spell with a successful saving throw vs. spell, using the paladin's saving-throw number. If the throw fails, the holy sword's magic is inert for 1-4 rounds.

• A paladin is still subject to indirect effects of evil magic. If an evil spellcaster uses a *lighting bolt* spell to cause an avalanche, the paladin risks damage from falling boulders.

Certain holy swords may have additional benefits and limitations. A *Holy Avenger*, for instance, inflicts +10 points of damage on chaotic evil opponents. Each holy sword described in Chapter 6 has its own special properties. In designing holy swords, the DM may use the standard benefits and limits described above, perhaps adding a +1 to +5 bonus on attack and damage rolls against certain kinds of evil opponents.

## Turning Undead

By tapping into the powerful forces generated by his faith, the paladin can become a living conduit of lawful good energy. He may focus this energy to terrify undead or blast them out of existence.

A paladin gains the ability to turn undead at 3rd level. As shown on Table 10 in Chapter 1, a paladin turns undead at two levels lower than a cleric; that is, a 3rd-level paladin turns undead as a 1st-level cleric. Otherwise, a paladin has the same restrictions as a cleric:

• A turning attempt counts as an action and takes one combat round to execute. The attempt occurs during the paladin's turn, determined by the order of initiative.

• A paladin can make only one attempt to turn a particular group of undead. In general, a group consists of all undead that the paladin can see, within a reasonable range (as determined by the DM). If a paladin successfully turns five of a group of seven skeletons, he can't make a second attempt on the remaining two. Another priest or paladin, however, may make try to turn them.

Two or more paladins (or priests) can attempt to simultaneously turn the same group of undead. If a particular undead suffers more than one penalty, apply the most effective result. For instance, if a skeleton suffers a "T" result from a paladin and a "D" result from a priest, apply the "D" result.

• The paladin's hands must be free, and he must be able to speak; he can't turn undead by simply standing in place. The attempt should be accompanied by a dramatic gesture (the paladin sweeps his arms before him, or extends both palms towards the undead, then squeezes his hands into fists) or phrase (such as "Disperse and dispel!" or "Fall before the power of righteousness!"). The exact gesure or phrase is up to the paladin.

What happens to an undead when it is turned? A "D" result destroys it, instantly and

permanently. The DM determines the physical effects—the flashier, the better. A skeleton crumbles to dust. A crimson flame envelopes a ghoul, then disappears. A spectre screams as it is sucked through an invisible portal the size of a pinhole. A vampire melts into a steaming puddle.

The effects of a "T" result depend whether the undead is bound by the orders of another or has free will. A bound undead, such as a skeleton, retreats, hugs the wall, or otherwise gets out of the way of the paladin and his companions. If free-willed, the undead tries to flee. If unable to escape, it circles at a distance, coming no closer to the paladin than 10 feet. Once turned, the undead may hiss or claw the air, but it will take no direct action against the paladin, even if the paladin turns away. Should he move within 10 feet of the undead, the paladin violates the turning, and the undead attacks normally.

## Bonded Mount

Perhaps the paladin's greatest asset is the bonded mount, usually a heavy war horse of exceptional strength, courage, and intelligence that serves its master with steadfast devotion. The bond is partly instinctual, partly divine; many believe that the gods bring them together to insure the paladin has a companion as noble as himself. Once joined, the mount remains loyal so long as the paladin stays true to his principles.

A paladin becomes eligible to receive a bonded mount at 4th level. The mount may appear any time thereafter. Because the mount's arrival marks a major event in the paladin's career, the DM may wish to delay its appearance. For instance, if a 4th-level paladin is about to embark on a lengthy exploration of an underground civilization, the DM may postpone the mount's appearance until the paladin surfaces. In all cases, the DM determines when and how the mount appears.

A paladin may never have more than one bonded mount at a time. Further, he can have no more than one mount in the same decade. If the mount dies or is otherwise lost, the paladin won't become eligible for a replacement until 10 years after the day he acquired his original mount.

Most bonded mounts are war horses, but other creatures can also become mounts. Table 13 lists some of the possibilities. The DM may augment Table 13 with other creatures, so long as they are suitable for riding, reasonably intelligent, and of good or neutral alignment.

The player may suggest the type of mount he prefers for his paladin character, but the DM makes the final choice. The DM may roll on Table 13 or select a particular creature. Regardless of the method used, remember that only the strongest, smartest, and bravest creatures become bonded mounts. To qualify as a bonded mount, most creatures must meet certain statistic requirements. These are recommendations, not rigid rules; the DM may modify them as desired.

**Hit Points.** Most mounts have at least 6 hit points per hit die. A heavy war horse, for instance, has 21-27 hit points.

**Intelligence.** A species' listed Intelligence must be at least Animal (1). However, the Intelligence of the mount may differ from the listed Intelligence of the species:

• If a mount's species normally has Animal Intelligence, the mount itself has an Intelligence score of Semi- (4). For example, the war horse species has an Intelligence of 1, but a war horse bonded mount has an Intelligence of 4.

• If the mount's species normally has an Intelligence score of Semi- or higher, the mount itself has +2 over the highest typical score. The *Monstrous Manual* shows an Intelligence range of 2-4 for the griffon; a griffon bonded mount has an Intelligence of 6.

**Morale.** A species' listed Morale must be at least Unsteady (5-7). The Morale of a mount may exceed that of its species:

• If a mount's species normally has Unsteady or Average morale, the mount has a Morale of 11 (Steady).

• If the mount's species has a range of Morale scores, the mount has the highest possible score. The griffon has a Morale range of 11-12; a griffon bonded mount has a Morale of 12.

**Upgraded mounts.** The DM may improve any species of bonded mount by adding 2+2 HD to its hit dice base and 3 to its movement base. An upgraded heavy war horse bonded mount has 5+5 HD and a movement rate of 18.

**Level Restrictions**

To maintain balance, the DM should consider restricting a low-level paladin's choice of bonded mounts. For instance, the DM may decide that a paladin can't acquire a bonded mount other than a war horse until he reaches 7th level, or an aerial mount before 10th level.

Alternately, a DM may restrict *all* paladins to the following choices:

• A paladin may only have a land-based mount whose hit dice are less than or equal to the paladin's experience level.

• A paladin may only have a flying mount whose hit dice are no more than half the paladin's experience level.

Using these guidelines, a 7th-level paladin could have a 3+3 HD hippogriff as a bonded mount, but not a 7 HD griffon. If an unacceptable choice comes up on Table 13, roll again or choose an acceptable mount.

**Campaign Restrictions**

The DM should select bonded mounts with the rest of the party in mind, as well as the parameters of the campaign. A griffon mount may be disruptive if the paladin's companions all ride horses, particularly if the griffon has a taste for horseflesh. A hippocampus won't be much fun if the campaign rarely takes the party near water. Again, disregard any inappropriate outcome on Table 13 and make a new roll or choose something else.

**Species Preference**

Bonding requires the voluntary participation of the mount, and some species may have their own ideas about what constitutes a suitable companion. Unicorns, for instance, will only accompany female paladins, while light war horses may be reluctant to bond with overweight riders. If a match doesn't work, try a different combination.

**Character Kits**

Certain character kits may have specific mount requirements that take precedence over other considerations. See Chapter 4 for details.

### Table 13: Bonded Mounts

| D100 Roll | Mount |
|---|---|
| 01-77 | War horse* |
| 78-79 | Griffon |
| 80-81 | Unicorn** |
| 82-83 | Pegasus |
| 84-85 | Hippogriff |
| 86-87 | Giant eagle |
| 88-89 | Dire wolf |
| 90-91 | Elephant or oliphant |
| 92-93 | Great cat (lion or tiger) |
| 94-95 | Giant lizard |
| 96-97 | Aquatic (hippocampus, sea horse, sea lion, small whale, or dolphin) |
| 98-00 | DM's choice |

* The paladin's standard war horse.
** Female paladins only.

### Paladin's War Horse

The paladin's standard war horse is an unusually hardy steed, slightly larger than a heavy war horse and more heavily muscled. Its shaggy coat and thick hide provides it with natural armor. Powerful legs enable it to move at the speed of a medium war horse. It has a carrying capacity of 300, an encumbered (half-speed) capacity of 450, and an encumbered (one-third movement) capacity of 600.

**Paladin's standard war horse:** Int low (7); AL N; AC 5; MV 18; HD 5+5; THAC0 15; #AT 3; Dmg 1d3/1d8/1d8; SZ L; ML 12; XP 270.

### Acquiring a Mount

Usually, an opportunity to acquire a bonded mount occurs within a few months after a paladin reaches 4th level and declares himself receptive. The DM decides the exact time and the circumstances, working the mount's appearance into the flow of the campaign. The acquisition of a mount should be dramatic; after all, it is a landmark of a paladin's career. Some possibilities:

**Dream.** The paladin may experience a dream, induced by the gods, where he sees a mount in a specific location. He may dream of a wounded war horse on a battlefield, surrounded by the corpses of lizard men. A unicorn may lie comatose in a field of crimson flowers, overcome by the petals' anaesthetic fragrance. The dream may be a premonition of an event yet to come or an image of a situation that has already occurred. The paladin may experience the dream with increasing regularity over several weeks. The dream may become more vivid near the source. Eventually, he encounters a scene exactly as portrayed in the dream. By overcoming a final obstacle, such as fighting off predators

from the wounded horse or finding an antidote for the comatose unicorn, the paladin unites with the bonded mount.

**Reward.** A paladin may receive a mount as a reward for an exceptional act of heroism. If he saves a village from a family of red dragons or single-handedly turns back an advancing army of orcs, the grateful community may present him with their finest war horse. A paladin honoring his faith by building a temple at the peak of a high mountain may slip and fall; as he plummets into the abyss, a griffon swoops from the cloud and rescues him, a gift sent by the gods.

**Quest.** The paladin may hear of the whereabouts of a potential mount and decide to track it down. The information may come from a befriended sage, a rumor overheard at an inn, or a mysterious document found in an abandoned castle. He may spend weeks or months pursuing the lead, only to discover one or more obstacles preventing him from bonding with the mount. The mount may be guarded by a monster, in the custody of an evil monarch, or for sale at an auction at an astronomical price. A spirited mount may resist capture, leading the paladin on a wild chase through treacherous terrain.

**Magic.** A magical ceremony may evoke the appearance of a bonded mount. A paladin may learn the details of such a ceremony from an arcane parchment or a helpful mage. A giant eagle trapped in a diamond may be freed if bathed in a leprechaun's tears. A painting of a war horse on a cave wall may come to life if the paladin burns a special incense. If he gathers the scattered bones of a griffon and casts them into the sea, a living griffon may arise from the water, ready to serve.

### Recognizing a Bonded Mount

Though a mount always knows when bonding has occurred, it may not be immediately obvious to the paladin. The DM shouldn't announce to the paladin that he's just bonded with a mount, but instead describe the behavior of the mount and let the paladin come to his own conclusions. Here are a few signs the paladin might look for:

• The mount seems unusually bright. A war horse immediately comes when called. A hippogriff fetches on command.

• The mount seems unusually brave, fearlessly fighting alongside the paladin against formidable opponents or intervening when a monster attempts an ambush.

• The mount seems unusually loyal and affectionate. A horse trots placidly behind the paladin wherever he goes, stopping when he stops, moving when he moves. A unicorn rests its head in the paladin's lap.

After observing such actions for a day or two, even the dullest paladin should conclude that he's acquired a bonded mount. To alleviate lingering doubts, a friendly spellcaster may verify the bonding by casting *speak with animals* or a similar spell.

### Routine Care

In general, a bonded mount has the same needs as a normal steed. For the most part, it can care for itself, grazing or hunting when hungry, and drinking when thirsty. Unless ordered otherwise, a bonded mount rests when the paladin rests.

Occasionally, the mount may have to count on the paladin for routine care. In the absence of a suitable pasture or hunting grounds, the paladin will have to provide food. In

a dry desert, the paladin may have to share his water. Mounts often need regular doses of salt to replace the salt lost from sweating. Sick or wounded mounts may need medical attention.

Some mounts, horses in particular, require daily grooming to stay healthy. The mount's coat must be brushed, then wiped down with a soft cloth. Its hooves must be thoroughly examined for cracks, imbedded stones, and other abnormalities that could cause serious damage if left unattended. All mounts appreciate expressions of affection, such as tasty snacks, soft words, and soothing touches.

## Special Traits

All bonded mounts, regardless of their species, have the following traits in common:

**Faithful service.** A bonded mount's loyalty is unshakable. It obeys the paladin's commands without hesitation, assuming it understands them. When the paladin is on foot, the mount remains at his side, following wherever he goes unless ordered to stay put.

On the battlefield, the mount remains with the paladin, even in the face of impending death. A bonded mount will never abandon the paladin to save itself; in game terms, the mount is considered to have Fearless (20) Morale when fighting beside or defending the paladin.

A bonded mount is indifferent to the paladin's companions, unless it has been specifically trained to protect them or respond to their commands. Should a companion approach the paladin in what the mount perceives as a threatening manner, the mount may snort or stamp its hooves as a warning, or even attempt to push the companion away. Once reassured by the paladin, the mount withdraws, though it may keep a wary eye on the companion. The mount responds to nonplayer characters in the same way, ignoring nonhostile NPCs who keep their distance, reacting strongly to those who appear to pose a threat.

**Comes when called.** A bonded mount comes immediately to the paladin's side when summoned. The mount responds to a shout, whistle, hand gesture, or any audible or physical signal of the paladin's choice. The paladin must demonstrate the signal to the mount only once; the mount unfailingly responds to the signal ever after.

**Handling.** The paladin can always calm an excited or agitated bonded mount. The Animal Handling proficiency isn't required.

**Riding.** A paladin requires neither the airborne nor the land-based riding proficiency to ride his bonded mount. Additionally, the paladin can perform all of the feats associated with the proficiency that applies to his mount's species. Feats normally requiring proficiency checks (described in Chapter 5 of the *PH*) instead require Riding checks. For land-based mounts, make the Riding check against the paladin's Wisdom score, modified by +3. For airborne mounts, the Riding check equals the paladin's Wisdom –2. (These modifiers are identical to the standard check modifiers given on Table 37 in the *PH*.)

Unless trained otherwise, a bonded mount allows only the paladin to ride it, bucking and snorting furiously if anyone else makes an attempt. A soothing word from the paladin prevents the mount from actually harming an unwanted rider.

**Combat.** A bonded mount aggressively defends its paladin against attacks, biting and kicking until the attacker withdraws. The mount also attacks any target indicated by the paladin, continuing its attacks until the paladin orders it to stop.

## Training

A bonded mount can perform all of the actions discussed in "Special Traits." A paladin may also wish to train the mount to perform additional tricks and tasks. Tricks are simple actions performed in response to specific commands; such actions require no independent decision-making from the mount. Tasks are more complex actions which may require multiple steps and a bit of improvisation. Because of its rapport with its paladin, a bonded mount can master an impressive repertoire of tricks and tasks, and can learn more efficiently than other animals.

The Animal Training proficiency isn't necessary to train a bonded mount, though the procedure is similar. The paladin tells the DM which trick or task he wants to teach. If the DM approves, the paladin begins the training. It takes 1-2 weeks to teach a trick to a bonded mount, and 2-5 (1d4+1) weeks to teach it a task. At the end of the training period, the paladin makes a Wisdom check (using his own Wisdom score, not the mount's). If the check succeeds, the mount has learned the trick or task. If the check fails, the paladin may try again, investing another 1-2 weeks of training for a trick, or 2-5 weeks for a task. When the training period ends, he makes a second Wisdom check. If this check fails, the mount is incapable of learning that particular trick or task. A bonded mount can learn 9-20 (1d12+8) tricks and tasks, in any combination.

A paladin can use the Animal Training proficiency to train other animals while training his mount. He can train three animals, including the mount, at the same time.

A paladin must regularly work with the mount to teach it a trick or task. The exact time spent is less important than working with the mount every day. If the paladin falls behind—for instance, if he skips a training session several days in a row—the DM may rule that he must start the training again, beginning a new period of 1-2 or 2-5 weeks.

Several examples of tricks and tasks suitable for bonded mounts are described below. A paladin isn't confined to this list; he may attempt to teach his mount any task or trick he can think of, so long as the mount is physically and mentally capable of performing it and the DM approves.

A mount executes most tricks and tasks automatically; die-rolls or success checks aren't needed. The DM may ask for an ability check if the outcome is uncertain (for instance, a mount successfully walks a plank spanning a deep chasm if it makes a Dexterity check). Alternately, the DM may assign a percentile chance of success (the mount has a 30% chance of safely crossing the chasm). The DM adjudicates all combat-related tricks and tasks like any other combat action, using attack and damage rolls as necessary.

**Exceptionally intelligent mounts.** Mounts who can communicate with spoken language and whose Intelligence scores are comparable with those of humans need no training. Such creatures perform any tricks or tasks their paladins ask them, within reason.

### Sample Tricks

**Speak.** The mount neighs, growls, or makes some other predetermined sound on command.

**Pack Animal.** Normally, bonded mounts resist being used as pack animals. Some are

only comfortable carrying human riders; others feel that hauling equipment is beneath their dignity. Once a mount masters this trick, however, it effortlessly shifts between carrying riders and gear. To avoid chafing and sores, a mount usually requires a pack saddle when carrying gear. The cost of a pack saddle for a horse is 5 gp. The cost of pack saddles for other species ranges from 5-15 gp, depending on the animal's size and the DM's decision.

**Pursue.** Normally, a mount breaks off its attacks when an aggressor withdraws. When taught to pursue, the mount chases a retreating enemy. If the mount catches the enemy, it resumes its attacks. The mount may pursue indefinitely, returning when the enemy has been defeated or has escaped, or it may be taught to return at the paladin's command.

**Stay.** The mount stands still until the paladin gives it permission to move.

**Sample Tasks**

**Rescue.** If the paladin falls unconscious on the battlefield, the mount drags him to safety, either to a predetermined location, such as the paladin's campsite, or to the nearest safe location.

**Strategic attacks.** In a combat encounter, the mount makes its own decisions regarding strategy and choice of targets. The mount may temporarily leave the paladin to lure away a charging monster, or it may attack an enemy that the paladin doesn't see (such as one about to plunge a knife into the paladin's back).

**Guard duty.** The mount stands guard at a campsite or other location, watching for intruders. Should the mount spot an intruder, it reacts as directed by the paladin. It may alert a sleeping paladin (or other designated character) by nudging him awake, crying out, or attacking.

As some mounts may not be able to distinguish between friendly and hostile intruders, the mount will most likely react if *any* person or creature enters the guarded area. To improve the mount's value as a guard, the paladin may teach it to respond to a specific type of intruder (say, anyone riding a horse, or any ogre). Recognizing a specific type of intruder is considered a distinct trick, requiring a separate training period. In other words, the mount must first learn the *task* of guard duty, then any number of *tricks* to recognize specific types of intruders.

**Search.** The follower can search for a particular type of item in a general location and, if it finds it, return the item to the paladin. Suitable items include gems, weapons, bundles, flasks, or parchments. Suitable locations include a small cave, a shallow valley, or the interior of a building. The paladin must show the mount a sample of the sought object, the more specific, the better. (If the paladin wants a particular weapon from an armory, he must show the mount a close copy.) The paladin must also designate the area to be searched. The mount won't search indefinitely, usually returning within an hour if it can't find the item.

If the circumstances of the search are unusually difficult, the DM may call for ability checks. For instance, if the mount searches an armory for a particular golden sword, but the building contains dozens of similar swords, the DM may require the mount to make an Intelligence check. The mount locates the correct sword only if the Intelligence check succeeds.

A mount may also be taught to locate specific people. However, a mount can't locate

a person that it hasn't been taught to recognize. The mount must first learn the *task* of searching, then any number of *tricks* to recognize specific individuals. A bonded mount can *always* recognize its paladin; no special training is required.

### Bonded Mounts as Nonplayer Characters

Because bonded mounts are living, breathing entities with thoughts and feelings of their own, the DM should consider running them as nonplayer characters. Like a human or demihuman NPC, a bonded mount has a distinct personality. It may be stubborn or bold, complacent or curious, foolhardy or cautious. It may have an aversion to bearded strangers, a fear of water, a fondness for apples. Exceptionally intelligent mounts may communicate with head shakes, foot stomps, or a spoken language, letting them serve as confidantes and advisors.

### Parting Company

Under normal circumstances, a bonded mount serves its paladin for no more than 10 years. During this time, the paladin may voluntarily dismiss the mount if it becomes crippled or ill, if the paladin's journeys take him to a terrain inhospitable to the mount, or for any other reason of the paladin's choice. The mount instinctively knows when the paladin dismisses it, and responds by dutifully wandering away. The DM should stage this parting as a significant event similar to the mount's arrival.

If the paladin returns to the area where he dismissed the mount and calls out for it, the mount may return. A dismissed mount returns if all of the following conditions exist:

- The mount is alive and ambulatory.
- The mount hasn't left the area and can hear the paladin's call.
- Ten years haven't yet passed since the day the paladin originally acquired the mount.
- The paladin hasn't acquired a new, conventional mount in the interim.
- The DM approves of the return.

A bonded mount abandons its paladin for either of the following reasons:

- Ten years have passed since the mount originally bonded with the paladin. Many steeds, particularly horses, are too old for a life of adventure at this age. Others, like unicorns, become restless for new experiences.

After a decade of service, the paladin may voluntarily dismiss his mount. Otherwise, the mount simply disappears at the earliest opportunity. A paladin in good standing then becomes eligible for a new bonded mount. The opportunity may arise within the next few months, under the guidelines described in the "Acquiring a Mount" section above. The new mount may be a different species from the previous mount.

- If the paladin is stripped of his special abilities as a consequence of violating his ethos (see Chapter 3), the bonded mount loses its allegiance to the paladin and escapes at the earliest opportunity. Once stripped of his abilities, a former paladin can never again acquire bonded mounts.

## Clerical Spells

A paladin acquires spells through prayer, just like a priest. Assuming the paladin has adhered to the tenets of his faith, the deity or greater power usually grants the requested spells. After receiving spells, a paladin uses them the same way as a priest, employing identical components, casting times, and effects. See Chapter 8 for more about paladins and their faiths.

# Chapter 3: Ethos

The set of principles that structures a paladin's life and regulates his behavior is called an *ethos*. While an ethos may encompass the written laws of society, its scope is much broader, incorporating spiritual edicts and moral absolutes to form an ethical ideal. A paladin's ethos defines his attitudes, shapes his personality, and influences virtually every decision he'll ever make.

Though a guiding ideology is certainly not unique to paladins, the paladin's ethos differs from that of other character classes in two significant ways. First, the paladin's ethos is complex, comprising a long list of general guidelines and specific rules. Second, the paladin's ethos is uncompromising, requiring absolute dedication. Violations have severe consequences, ranging from reprimands to suspensions of privileges. Extreme violations may result in a complete loss of status and permanent removal of all his special abilities.

Still, the paladin considers his ethos a privilege, not a burden. To him, all conduct has a moral quality. Every action is a choice between right and wrong. With justifiable pride, he considers himself an embodiment of the highest standards of human behavior.

We begin with the three general components of the paladin's ethos: *strictures* (formal rules), *edicts* (commands from authorities), and *virtues* (behavioral values). The final section explains how a paladin may violate his ethos, and suggests suitable punishments and atonements.

## Strictures

The most important elements of a paladin's ethos are his *strictures*, a set of inviolable rules from the *PH* that the paladin must follow at all times. The paladin's strictures are as inflexible as his ability requirements; they are part of what defines a character as a paladin and distinguishes him from other classes.

### Lawful Good Alignment

Every paladin must be lawful good. The moment he abandons the conditions of this alignment is the moment he stops being a paladin.

At the heart of a lawful good alignment is the belief in a system of laws that promotes the welfare of all members of a society, ensures their safety, and guarantees justice. So long as the laws are just and applied fairly to all people, it doesn't matter to the paladin whether they originate from a democracy or a dictator.

Though all lawful good systems adhere to the same general principles, specific laws may be different. One society may allow a wife to have two husbands, another may

enforce strict monogamy. Gambling may be tolerated in one system, forbidden in another. A paladin respects the laws of other lawful good cultures and will not seek to impose his own values on their citizens.

However, a paladin will not honor a law that runs contrary to his alignment. A government may believe that unregulated gambling provides a harmless diversion, but a paladin may determine that the policy has resulted in devastating poverty and despair. In the paladin's mind, the government is guilty of a lawless act by promoting an exploitative and destructive enterprise. In response, the paladin may encourage citizens to refrain from gambling, or he may work to change the law.

Particularly abhorrent practices, such as slavery and torture, may force the paladin to take direct action. It doesn't matter if these practices are culturally acceptable or sanctioned by well-meaning officials. The paladin's sense of justice compels him to intervene and alleviate as much suffering as he can. Note, though, that time constraints, inadequate resources, and other commitments may limit his involvement. While a paladin might wish for a cultural revolution in a society that tolerates cannibalism, he may have to content himself with rescuing a few victims before circumstances force him to leave the area.

When will a paladin take a life? A paladin kills whenever necessary to promote the greater good, or to protect himself, his companions, or anyone whom he's vowed to defend. In times of war, he strikes down the enemies of his ruler or church. He does not interfere with a legal execution, so long as the punishment fits the crime.

Otherwise, a paladin avoids killing whenever possible. He does not kill a person who is merely suspected of a crime, nor does a paladin necessarily kill someone he perceives to be a threat unless he has tangible evidence or certain knowledge of evildoing. He never kills for treasure or personal gain. He never knowingly kills a lawful good being.

Though paladins believe in the sanctity of innocent life, most kill animals and other nonaligned creatures in certain situations. A paladin may kill animals for food. He will kill a monster that endangers humans, even if the monster is motivated by instinct, not evil. While some paladins avoid hunting for sport, others may hunt to sharpen their combat and tracking skills.

## Magical Item Limit

The paladin's limited access to spells also extends to the number of magical items he may possess. Under no circumstances may a paladin retain more than 10 magical items, regardless of his level, kit, or status.

Paladins are limited not only to the number of magical items, but also the type. Specifically, a paladin can have the following:

**One suit of magical armor.** This excludes all pieces of normal armor that have been temporarily enchanted, as well as accessories such as a *cloak of protection*, *a helm of protection*, or *boots of speed* (all of which count against the paladin's miscellaneous item limit). A single piece of magical armor, such a chest plate, counts as a full suit for limitation purposes.

**One magical shield.**

**Four magical weapons.** This excludes all normal weapons temporarily affected by *enchanted weapon* or similar spells, but includes *holy swords*. A quiver or case of arrows

or bolts counts as one item. Individual arrows and bolts are counted as one item if they have special magical properties, such as *arrows of direction* and *arrows of slaying*.

**Four miscellaneous magical items.** This category includes rings, rods, staves, gems, and scrolls. A *bag of beans*, a set of *ioun stones*, and a *deck of many things* each count as one item. A magical potion counts as one item, regardless of the number of doses. Items temporarily enchanted by spells are excluded.

To ensure that a paladin stays within his limit, it's important to clarify who owns each of the party's magical items. In general, a paladin won't use a magical item unless it's his. It doesn't matter who actually carries the item; if a paladin has claimed ownership, it belongs to him. A paladin may loan items to his companions, but so long as he retains ownership, loaned items count against his limit.

Conversely, if a paladin has 10 items, he won't borrow items from other characters. A paladin won't look for ambiguities to exploit; he remains true to the spirit as well as the letter of these rules.

Of course, a paladin may not know that an item is magical when he acquires it. But as soon as he becomes aware of its special properties, he's obligated to give it away or to get rid of another item to remain within his limit.

A paladin may voluntarily rid himself of a magical item if he finds a more desirable one. For instance, he may give up an *arrow of direction* if he discovers a *javelin of lightning*.

Excess magical items may be given to other lawful good characters, donated to the paladin's religious institution, or simply discarded. Since excess items technically don't belong to the paladin (he won't claim ownership), they may not be sold or traded, even if the paladin intends to funnel the profits to a worthy cause.

## Wealth Limits

A paladin has no interest in wealth for its own sake. He seeks spiritual rather than material satisfaction, derived from serving his faith and his government to the best of his ability. To a paladin, the pleasures of ownership are fleeting, superficial, and ultimately debasing. The rewards of duty are lasting and deep.

Still, the paladin realizes that a certain amount of money is necessary to survive. Rather than forego money altogether, he retains enough wealth to meet his worldly obligations and sustain a modest lifestyle.

A paladin doesn't expect handouts, nor does he rely on the generosity of strangers or his companions. He feels responsible to pay his own way and takes pride in his self-sufficiency. He earns income from treasure, rewards, and fees, the same as anyone else. Unlike most other characters, however, the paladin operates under strict guidelines as to how he can spend his money and how much he can save.

### Budgeting

A paladin requires funds to cover the following expenses:

**Food.** A paladin is responsible for feeding himself and his steed. To hold down costs, the paladin might hunt his own game, and may gather fruits, nuts and vegetables from the wilderness.

**Weapons, armor, and clothing.** This includes the costs of purchase, upkeep, repair,

and replacement. A paladin seldom skimps in this area, spending as much as his funds will allow to secure the highest-quality equipment.

**Tack and harness.** As with weapons and armor, many paladins splurge to buy the best, especially for bonded mounts.

**Lodging.** When sleeping outdoors isn't practical, paladins seek out the least expensive inns.

**Taxes and licenses.** The paladin must make all payments required by his liege. He must also pay all foreign tolls and fees levied during his travels.

**Training costs.** A paladin may pay a tutor for training, providing the tutor is of lawful good alignment and the paladin has permission from his patron. (See Chapter 7 for more about training procedures.)

**Miscellaneous provisions.** Including medicines, lantern oil, clothing, bedding, and grooming supplies. Many paladins prefer to forage, improvise, or manufacture these items instead of buying them outright, in order to save money.

**Salaries.** Fair salaries are required for all servitors and henchmen.

**Stronghold expenses.** A paladin pays all costs associated with the construction and maintenance of his stronghold.

**Strongholds**

In addition to his contingency fund, a paladin may also maintain a separate fund to save for a stronghold. As explained in Chapter 7, construction prices vary wildly, though all are expensive. A paladin may have to save for years, even decades, to accumulate enough wealth to build a stronghold. A wise paladin, then, begins his stronghold fund as soon as possible; 1st level isn't too early to start saving.

Once a paladin establishes a stronghold, he acquires a universe of new expenses, particularly those involving personnel and maintenance. The paladin must adjust his monthly budget accordingly. He may also wish to build up his contingency fund to cover two or three months' worth of overhead.

An established stronghold typically falls into one of three economic categories, each of which has a particular impact on the paladin's finances:

*Subsidized*. The stronghold has no significant agricultural or manufacturing base. Any crops or goods produced at the stronghold are insufficient to pay the stronghold's maintenance costs and employees. The paladin must make up the difference out of his own pocket, which raises his monthly financial obligations dramatically.

It's not unusual for a paladin to subsidize a new stronghold until it gets up and running. With careful management and a little luck, a stronghold becomes self-sustaining within a few months or, at most, a few years. Some paladins, however, subsidize their strongholds indefinitely, usually for one of two reasons:

• The stronghold was never designed to generate income, functioning instead as a military stronghold, training center, hospital, or religious sanctuary. Such a stronghold requires the commitment of a paladin with considerable resources.

• The stronghold was designed to generate income, but due to misfortune or incompetent management, never succeeded. Should the paladin decide to cut his losses and abandon the stronghold, he must first see to the well-being of his faithful employees, giving them adequate severance pay and doing what he can to find them new jobs.

*Self-sustaining*. The stronghold pays its own way through the sale of crops, goods, or services. The paladin needn't subsidize the operation in any way, nor does he have to

worry about the proper disposal of excess profits (there aren't any). This is the ideal arrangement for most paladins.

*Profit-making*. The stronghold generates regular and dependable profits from the sale of crops, goods, or services. The paladin uses these profits to expand his holdings (to provide jobs for more people or to further glorify his deity, never for personal gain) or to increase his donations to his church or other worthy causes. A profit-making stronghold usually requires extra time and attention from the paladin, or the services of skilled managers.

**Excess Funds**

All of a paladin's excess funds must be forfeited. This includes all money remaining after he pays his regular expenses, as well as any money not specifically allocated to a savings fund for building a stronghold. He may keep a contingency fund equal to two or three times his normal monthly budget (including maintenance costs and employee salaries for his stronghold) but no more. He may *not* stockpile money to buy gifts, leave to his heirs, or pay a friend's expenses.

What does a paladin do with the excess? He has three options:

• *Refuse it*. If an appreciative community offers him a sack of gems for destroying a vampire, he politely declines. ("Your gratitude is more than sufficient.") If he discovers a treasure chest filled with pearls, gold pieces, and a book of poetry, he takes the book and leaves the rest (and he's likely to give the book to a friend or a library after he's finished reading it).

• *Donate it to the church*. This does *not* count as a regular tithing (see the Tithing section below), as it's not considered part of his income.

• *Donate it to another worthy institution of lawful good alignment*. Suitable recipients include hospitals, libraries, and orphanages. Research facilities, military organizations, and governmental operations are acceptable only if the paladin is certain that the money will be spent on lawful good projects.

Within these guidelines, a paladin may dispose of his excess funds as he wishes. He may donate treasure to a hospital on one occasion, and refuse a monetary reward for rescuing a kidnapped prince on another. However, he may *never* give his excess funds to another player character, or to any nonplayer character or creature controlled by a player.

Remember, too, that just because a paladin declines a reward for rescuing a prince doesn't mean his fellow party members can't accept it. If a paladin kills an evil dragon, then walks away from its treasure hoard, his companions are still free to help themselves.

**Loans**

A paladin falling on hard times or confronted with unanticipated expenses may arrange for a loan from a lawful good character or institution. While borrowing money may be a humiliating experience, it's rarely an ethos violation unless the paladin borrows money he doesn't need or doesn't intend to repay.

In general, a paladin may borrow only small amounts of money (say, an amount equivalent to his monthly budget). He may also borrow the minimum amount required for an emergency; an opportunity to buy a treasure map leading to a *holy sword* doesn't qualify, but medicine to treat a dying companion might. Borrowing money to pay the monthly operating expenses of a stronghold is allowed, but only if necessary to keep

lawful good workers employed or to make vital repairs. (A leaking roof can wait; a crumbled wall probably can't.) A paladin should strive to repay his debts as quickly as possible.

Repeated borrowing is discouraged, and chronic debt should be considered an ethos violation. If a paladin borrows money for several consecutive months, he might lose his stronghold, his bonded mount, or any other obligation that's costing him more than he can afford.

### Tithing

A paladin must give 10% of all his income to a lawful good institution. This 10% is called a *tithe*. In most cases, a paladin tithes to his church or other religious organization. If he doesn't belong to a church or operates independently (as in the case of the Expatriate character kit described in Chapter 4), he may designate any lawful good organization, such as a hospital or university, as the recipient of his tithes. A paladin has no say in how his tithes are spent, though the money typically goes towards the institution's maintenance, recruitment, equipment, and education costs. A paladin usually tithes to the same institution for his entire career.

A paladin's first tithe usually comes out of his starting funds of 5d4 x 10 gp. After that, he must tithe from all sources of income, including rewards, treasure, wages, and profits generated from his stronghold. When he acquires a gem or magical item, he owes his designated institution 10% of the item's value (as determined by the DM), payable at the earliest opportunity. If he finds a diamond worth 500 gp, he owes 50 gp; if the gem is lost or stolen, he still owes 50 gp (the institution isn't penalized for the paladin's carelessness).

Tithes are due only on funds the paladin actually claims for himself. If he walks away from a treasure or refuses a reward, no tithes are necessary.

It's the paladin's responsibility to get his tithes to his institution as soon as possible. A monthly payment will suffice in most cases, with the paladin turning in 10% of all the income he's acquired in the previous four weeks. If a monthly payment is impossible or impractical—for instance, if the paladin is on a mission halfway around the world, or if he's a prisoner of war—he may make other arrangements, providing he offers a satisfactory explanation. A paladin may personally present his tithings to his institution or he may deliver them by messenger.

Tithes carried by the paladin but not yet delivered are still considered to be the property of the institution. A starving paladin who has no other funds aside from 10 gp of tithes may *not* spend his tithes on food, unless he first petitions his deity for permission. If he's behaved responsibly—say, if he used his last gold piece to pay for treatment of a dying child—permission is usually granted, with the understanding that the tithes must be replaced.

### Alignment of Associates

A paladin is known by the company he keeps. Ideally, a paladin associates only with good-aligned companions. Relationships with neutral characters may be tolerated in limited circumstances, but prolonged contact may result in an ethos violation. *Any*

association with an evil-aligned character can be construed as an evil act. In general, a paladin bears responsibility for the actions of his associates, even those taken without his knowledge or consent.

**Hirelings.** Without exception, all of a paladin's men-at-arms and stronghold employees must be lawful good. The paladin should do his best to determine their alignment before he hires them. Should a hireling commit an evil act or otherwise reveal himself to be of an alignment other than lawful good, the paladin has no recourse but to fire him and, if necessary, turn him over to the proper authorities for prosecution.

In some cases, a paladin shares responsibility for the evil actions of his hirelings. For instance, a paladin's stable master commits murder. The paladin may not be legally liable, but he may be considered an accomplice in an ethical sense. Although the authorities may not prosecute the paladin, he may still suffer a punishment for violating his ethos, particularly if he was remiss in investigating the stable master's background prior to his employment. As always, it's up to the DM to determine if an ethos violation has been committed.

**Henchmen.** A paladin accepts only lawful good characters as henchmen. As with a hireling, the paladin should make every effort to determine a potential henchman's alignment before an alliance develops. The paladin must immediately dismiss a henchman who commits an evil act.

**Good characters.** In an adventuring party, a paladin naturally gravitates to other lawful good player characters, making them his confidants and closest companions. Rarely, however, can a paladin choose the composition of his party, as fate often throws together characters of vastly different outlooks. A paladin cooperates with a party so long as the majority of the characters are good-aligned; a majority of neutral characters or the presence of even a single evil character may present problems.

A paladin can maintain a comfortable partnership with a neutral good characters, despite his reservations about the neutral good character's indifference to social structures. However, the neutral good character must be working strictly in the interests of good. A paladin is less at ease with chaotic good characters, owing to their independent nature and lack of respect for authority. But a paladin will work with chaotic good characters so long as their behavior complies with his goals.

**Neutral characters.** Next to good characters, some paladins feel most comfortable with lawful neutral characters, admiring them for their sense of duty and loyalty to their government. This, of course, presumes the lawful neutral characters serve reasonably benevolent governments, not despots or slave traders.

A paladin will cooperate with a party that contains a minority of lawful neutral or true neutral characters. But he most likely keeps neutral characters at arm's length, resisting their gestures of friendship. Instead, he tries to serve as an example to the neutral characters, hoping to convince them through words and deeds that a commitment to good results in a richer, fuller life. So long as neutral characters refrain from committing evil acts, a paladin continues to work with them.

A paladin won't join a party consisting entirely of neutral characters, unless the stakes are exceptionally high. He may, for instance, work with a neutral party to retrieve a holy artifact, rescue his king, or save his church from destruction. For less momentous undertakings, such as treasure hunts or reconnaissance expeditions, the paladin should excuse himself. (If a party mostly consists of neutral PCs, the DM should explain the

general nature of a new adventure to a player with a paladin PC. The player should have the option of gracefully bowing out of the adventure or choosing another character.)

**Evil characters.** Because he is duty-bound to suppress evil, a paladin won't tolerate an evil PC. He may take the evil PC into custody, physically restrain him, or demand his expulsion from the party. If all else fails, the paladin severs his ties with the party and go his own way. In any event, inaction is unacceptable.

A paladin finds it difficult, if not impossible, to avoid contact with evil NPCs. They're everywhere: walking down a street, dining at an inn, shopping at a bazaar. A paladin's ethos doesn't compel him to attack or even confront all evil NPCs; in many cases, hostile confrontations could be counterproductive, particularly if such an action distracts the paladin from a more important mission, or if it triggers retaliation from the NPC's companions against innocent bystanders.

Time and circumstances permitting, a paladin may question evil NPCs, follow them, or make inquiries about them. None of these actions violate a paladin's ethos when used in moderation. (However, spying and similar actions should be a last resort, because they connote deception). A paladin walks on shaky ground, however, the moment he begins an association with an evil NPC that could be perceived as friendly or compliant.

## Edicts

*Edicts* include commands, instructions, and traditions the paladin has pledged to obey, usually imposed by the paladin's patron. The paladin must follow his edicts to the letter; he takes them as seriously as any other element of his ethos.

A paladin doesn't choose which edicts to follow. Rather, he pledges to follow any and all edicts issued by specified sources. The paladin chooses his sources when he begins his career. Additionally, the DM may make recommendations or require specific sources.

Edict sources may be chosen from the list below. Usually, a paladin's background will suggest appropriate choices. For instance, a paladin whose parents expect him to adhere to their traditions may swear to follow all edicts from his father and mother.

The DM determines the nature of all edicts. He also decides how they apply and when they occur. At the DM's direction, a source may issue a set of edicts at the outset of a paladin's career. Alternately, a source may wait to issue edicts until a particular event occurs (such as the acquisition of a stronghold or a declaration of war). At any time, a source may issue new edicts, modify old edicts, or suspend standing edicts. It's possible that a source may *never* issue an edict. In any case, it's up to the paladin to keep track of his edicts and follow them exactly.

Occasionally, edicts from different sources may conflict. For instance, a paladin's church might issue an edict that clashes with an edict from his government. In most cases, religious edicts take priority over edicts from other sources. In *all* cases, **a paladin's strictures and core principles have priority over strictures issued by any social institution.** For more about conflicting edicts, see Chapter 8.

### Religion and Philosophy

If the paladin belongs to an organized religion, the church will probably be the major source of edicts. Church edicts encompass spiritual obligations, behavior restrictions, and

service requirements. Philosophies, too, may have their own edicts, imposed by the architects of the philosophy or by the paladin himself. A deity may also issue edicts to the paladin directly, appearing in a dream or as an avatar. Chapter 8 discusses religious and philosophic edicts in detail.

**Government**

A paladin who has pledged fealty to his government must follow its edicts. Some examples:

- Perform military service.
- Donate the use of his stronghold for any legitimate government purpose (housing soldiers, entertaining government guests, storing supplies, and so on).
- Pay a one-time tax or fee.
- Temporarily loan a stronghold hireling.
- Guard a particular item or person. The paladin assumes complete responsibility for the safety of the item or person.
- Undertake a *cavalcade*, a long journey for the purpose of escorting dignitaries, delivering messages, or scouting new territory.
- Represent the government in a jousting match or other contest of skill at a tournament.
- Appear at a state banquet or other ceremonial function.

**Mentor**

Paladins who have no ties to an organized religion often choose to follow the edicts of a mentor. A mentor can be any teacher, sage, or elder whom the paladin respects; often, the mentor is the paladin's ethical role model or the person who tutored him in philosophy. A group or organization can also qualify as a mentor. Possible edicts:

- Take regularly scheduled tests that measure intelligence or integrity. For instance, the mentor may engage the paladin in probing philosophic discussions on the nature of evil or the obligations of friendship.
- Care for the mentor in his old age.
- Pass along the mentor's ideas to a young acolyte of the mentor's choice. (In effect, the paladin becomes a mentor to someone else.)

**Culture**

Unless they contradict the principles of his government or religion, a paladin may choose to follow edicts from his culture. Cultural edicts arise from the long-standing traditions of a particular tribe, region, or race, and as such, they rarely change. Examples include:

- Marry by a certain age.
- Always bow from the waist or curtsy to strangers and elders.
- Hold the lives of animals to be equal to those of men. A paladin following this edict never eats meat, never hunts for sport or food, and only kills an animal to protect himself or those he's sworn to defend.

**Family**

Family edicts derive from tradition, obligations to relatives, and the wishes of

particular family members. Edicts may be issued by the paladin's parents or grandparents, or by a consensus of all living family members.

Won't all paladins automatically choose to follow the edicts of their families? Not necessarily. A paladin's family may not be of good alignment. The paladin may be an orphan and have no knowledge of his family. Sympathetic families may not wish to burden the paladin with their problems. If a paladin has not vowed to follow the edicts of his family, his obligations to them are no different from his obligations to anyone else. Typical family edicts include:

- Visit the family burial ground once per year on a designated day.
- Uphold a tradition never to harm a particular animal. (For example, if a bear sacrificed itself to save the paladin's infant sister from a dragon, the paladin may vow never to harm bears.)
- Donate a fixed percentage of all income to the family.

## Virtues

*Virtues* are traits exemplifying the highest standards of morality, decency, and duty. They comprise the paladin's personal code. Although not specifically detailed in the *PH* definition of a paladin, a paladin's virtues are implied by his strictures as well as his outlook, role, and personality. Just as a paladin must obey his strictures, he must also remain true to his virtues.

Though most paladins adhere to all of the virtues described below, exceptions are possible. For instance, a paladin from a primitive society may be so unfamiliar with civilized etiquette that including *courtesy* as part of his ethos would be unreasonable. All adjustments must be cleared by the DM at the outset of a paladin's career.

There are no rules for adjudicating virtue violations. The DM is advised to err in favor of the paladin when the player makes honest mistakes. Conversely, the player should graciously accept the DM's rulings and, in the spirit of the paladin, avoid looking for loopholes to take advantage of the DM's good will. The entries below include examples of how virtues might influence the paladin's behavior in the context of a game.

### Fealty

In feudal times, fealty referred to the relationship between a warrior and his lord. A warrior swore allegiance to a lord in exchange for protection, support, and property. The lord, in turn, could count on the warrior for military duty and other services. Both the lord and the warrior scrupulously honored this agreement. *Perfidy*, the breaking of the promise by either party, was considered a treacherous breach of faith.

This book takes a broader view of fealty, defining it as loyalty not only to a lord but to any lawful good government, religion, or philosophy. For convenience, we refer to the recipient of a paladin's loyalty as the *patron*.

Regardless of who—or what—functions as the patron, fealty gives the paladin a sense of belonging to something greater than himself. Fealty also sets the criteria for a paladin's moral code; in essence, the patron establishes the difference between right and wrong, good and evil. However, although the patron provides the basic moral code, it is ultimately the paladin who is responsible for and bears the consequences of his actions.

**About the Categories**

Let's take a closer look at the three categories of fealty patrons:

**Religion.** A religion is a set of beliefs centering on one or more omnipotent deities with supernatural powers. The patron is usually a church representing an established religion, but can be a deity.

**Government.** This can be any individual or governing body with the absolute power to make laws and declare war. In most campaigns, the patron is usually a monarch.

**Philosophy.** A philosophy is a system of ideas that explains the nature of the universe, exclusive of supernatural beings. The patron may be an established philosophy developed by scholars, or a unique philosophy developed by the paladin himself. (Chapter 8 discusses the definition of a philosophy in more detail, including the differences between philosophies and religions.) For the purposes of fealty, religion and philosophy are mutually exclusive; a paladin can't pledge fealty to both.

**Choices of Patrons**

Every paladin must pledge fealty to *something*. As a minimum, he must pledge fealty to either a religion or philosophy; this faith is what grants him the special powers described in Chapter 2. Beyond this requirement, patrons should derive logically from the paladin's background and outlook. In most campaigns, the proper patrons will be self-evident. For instance:

• If a paladin follows the tenets of a lawful good religion and serves in the military of a lawful good ruler, he probably swears fealty to both his church and government.

• If a paladin comes from a rigid theocratic culture (a society ruled exclusively by priests) or serves no feudal lord, he probably pledges fealty to the church alone.

• If a lawful good monarchy has no formal relationship with an established religion, the paladin might pledge fealty to a ruler and a philosophy, and not to a church.

• If a paladin operates independently and has no ties to a government or church, he'll probably pledge fealty to a philosophy.

For reference, Table 14 lists all possible fealty combinations. A paladin may pledge fealty to any of the Permitted combinations (assuming the DM approves). He may *not* pledge fealty to any of the Forbidden combinations. The ways in which governments, religions, and philosophies interact are discussed at length in Chapter 8.

**Table 14: Fealty Combinations**

| Combination | Permitted/Forbidden |
|---|---|
| Government, religion, and philosophy | Forbidden* |
| Government and religion | Permitted |
| Government and philosophy | Permitted |
| Religion and philosophy | Forbidden* |
| Government alone | Forbidden** |
| Religion alone | Permitted |
| Philosophy alone | Permitted |

* For the purposes of fealty, religion and philosophy are mutually exclusive.

** Every paladin must pledge fealty to either a religion or philosophy, which serves as the source of his special powers (described in Chapter 2).

**Obligations of Fealty**

Once a paladin pledges fealty to a particular patron, he's bound to that patron indefinitely. Should his king engage in evil activities, or his church become corrupt, the paladin may be forced to pledge fealty to another patron; the Expatriate kit (see Chapter 4) describes one possible consequence. Normally, however, a paladin's patrons never change.

The responsibilities associated with fealty vary with the patron. Monarchs, for instance, may require their paladins perform military service. Churches may expect their paladins to follow rigid rules of behavior. The "Edicts" section elsewhere in this chapter discuses such requirements in detail. In general, however, fealty requires the paladin to:

- Faithfully serve the patron regardless of personal adversity.
- Promote the principles and ideals of the patron.
- Honor and respect the representatives and symbols of the patron.
- Sacrifice his life for the patron if necessary.

Examples:

- *Sir Geffen, who has declared fealty to his king, learns that his homeland has declared war against Dryston, a neighboring state. Geffen is distressed by the news. Many of his schoolmates now live in Dryston, and so does his brother-in-law. Nevertheless, Geffen vows to engage all soldiers of Dryston as enemies, regardless of who they might be.*

- *In a distant village, Sir Geffen hovers on the edge of death, struggling to recover from serious wounds inflicted by a red dragon. A compassionate farmer offers to take Geffen to a medical specialist. Geffen accepts, and the farmer loads him in his wagon. An hour into their journey, the wagon passes a herald carrying the banner of Geffen's homeland. Geffen demands that the cart stop, then insists that the driver lift him to his feet. Reluctantly, the driver does as he's told. With his last ounce of strength, Geffen raises his hand to salute the flag.*

## Courtesy

To a paladin, courtesy involves more than merely following rules of etiquette. It's also an attitude, a way of presenting himself to the world. A paladin carries himself proudly, maintains self-control, and accepts ill-mannered behavior with grace. He follows social customs to the best of his ability. He is polite and deferential to friends and strangers alike.

Additionally, the paladin must:

- Consider the feelings of others and take care not to offend them. A paladin always demonstrates proper manners (shaking hands with friends, expressing gratitude for favors). He also keeps himself immaculately groomed (bathing regularly, wearing clean clothes).

- Speak tactfully and kindly. A paladin never knowingly insults or slanders another person, even his greatest enemy. If others engage in insults or slander, the paladin walks

away.

• Behave with dignity. A paladin refrains from emotional outbursts, excessive eating and drinking, foul language, and other boorish acts.

Examples:

• *Sir Geffen asks a grizzled innkeeper for directions. "My information ain't free," snarls the innkeeper. "Especially for the likes of you." The innkeeper spits in Sir Geffen's face, then glares at him, daring him to respond. Sir Geffen politely thanks the innkeeper for his time, discreetly wiping the spittle from his cheek as he turns to leave.*

• *After a long day spent slogging through a muddy swamp, Sir Geffen's companions can't wait to make camp and get to bed. Sir Geffen, however, stays up for hours, combing dried mud from his hair and cleaning the grime from his armor.*

## Honesty

A paladin always tells the truth as he knows it. He may decline to speak or choose to withhold information, but he will never intentionally mislead anyone, even his enemies. He may ask permission not to answer a direct question, but if pressed, he'll tell the truth (however, he may frame his answers in such a way as to withhold vital information). Though a paladin doesn't make promises lightly, once he gives his word, he always keeps it.

Examples:

• *Sir Geffen has been captured by an evil army. The commander demands to know the whereabouts of the paladin's companions. Sir Geffen says nothing.*

*"My spies inform me that your colleagues plan to arrive at King Relhane's castle by dawn tomorrow," says the commander. "Is this true?"*

*The commander's information is accurate, but Geffen remains silent.*

*"If you say nothing, I will conclude that I'm correct."*

*"You may conclude whatever you wish," says Geffen.*

• *Prevost, a young companion of Sir Geffen, asks about his performance on the battlefield yesterday. Sir Geffen believes that Prevost fought ineptly. "With your permission," says Geffen, "I prefer not to answer."*

*"Please," insists Prevost. "I want to know."*

*Geffen looks him in the eyes. "Very well. You allowed an opponent to escape. You dropped your sword at a crucial moment. Your performance was poor."*

*Prevost glowers at Geffen, then angrily stomps away.*

## Valor

A paladin demonstrates unyielding courage in the face of adversity. No danger is too great to prevent him from fulfilling a promise or completing a mission. His commitment is stronger than his fear of pain, hardship, or even death.

A paladin's valor is particularly evident on the battlefield. He regards war as a noble enterprise, and combat as an opportunity to glorify the institution he represents. A paladin attacks an enemy without hesitation, continuing to fight until the enemy withdraws or is defeated. Whenever possible, a paladin chooses the most formidable enemy—a powerful monster, a giant, a dragon, or the leader of an army—as his primary opponent. In general,

a paladin prefers melee to missile combat, so he can engage his opponent face to face.

Examples:

• *A moment ago, Sir Geffen and his companions were riding peacefully through a shaded valley when they were ambushed by a brutish hill giant. The giant snatched young Fredrin from his horse and is now waving him in the air like a trophy.*

*"I claim this youth as my slave!" thunders the giant. "If you want him back, send your best man to fight!"*

*Without hesitation, Sir Geffen rides forward.*

• *Locked in battle with an army of ogres, Sir Geffen's party is suffering mounting casualties. "Withdraw!" shouts Bordu, a friend of Geffen. "We will regroup and fight another day!"*

*Sir Geffen's companions scramble from the battlefield, but Geffen lingers behind. "Come with us!" cries Bordu. "You can't win!"*

*"Perhaps not," says Geffen, steeling himself for a phalanx of charging ogres. "But I shall cover your withdrawal as long as I can."*

At the DM's discretion, a paladin can withdraw with honor if outnumbered by more than 2:1 in hit dice. If the paladin belongs to an elite organization, the DM might allow the paladin to withdraw if he faces odds of more than 3:1. If the player suspects such a situation exists, he may ask the DM whether a withdrawal with honor is possible. With the DM's permission, the paladin may withdraw without violating his ethos.

## Honor

An honorable paladin conducts himself with integrity regardless of circumstance. He behaves in a morally sound manner even when he's by himself or when no one else will know of his actions. It's an admirable act to comfort a dying friend, but an act of honor to comfort a dying enemy.

Honor also involves respect, not just for the paladin's peers and superiors, but for anyone sharing the paladin's commitment to goodness and justice. The paladin shows mercy to the repentant, and refuses to inflict undue suffering even on the vilest evildoer.

Additionally, an honorable paladin:

• Defers to the judgment of all lawful good characters of superior social class, rank, and level.

• Acknowledges the dignity of all lawful good people, regardless of their race, class, or economic status, by treating them with courtesy and respect.

• Accepts all challenges to duel or fight given by those of comparable status and power. (A challenge from an arrogant youngster or a drunken warrior may go unheeded).

• Dies before compromising his principles, betraying his liege or faith, or abandoning a protected charge.

Examples:

• *After a lengthy battle, the king of the lizard men lies bleeding at Sir Geffen's feet. "I beg you," gasps the lizard king, "Let me live." Sir Geffen reflects. The lizard king is old and broken. He can no longer be considered a threat. And he has fought honorably.*

*Sir Geffen sheathes his sword. He motions for his aides to haul the lizard king away. The king will spend his remaining years in prison.*

• *Sir Geffen has been captured by a cult of evil clerics. Bound with chains, Sir Geffen stares into the eyes of a cleric who holds a blade to his throat. "Renounce your blasphemous faith," hisses the cleric, "and I will spare your life."*

*"Renounce yours, and I will spare you!" says Sir Geffen.*

### Other Virtues

Fealty, courtesy, honesty, valor, and honor will likely be a part of every paladin's ethos. Other virtues may also be added, subject to the DM's approval. Some possibilities:

**Humility.** The paladin remains humble in spirit and action. He rejects adulation and declines awards. Tributes embarrass him; the knowledge of a job well done suffices as thanks. He speaks modestly of his deeds, if at all, grateful for the opportunity to fulfill his moral obligations.

**Generosity.** The paladin gladly shares his meager funds and possessions with anyone in need. If he owns two swords and a elderly hunter has none, the paladin offers one as a gift. He will give his last crust of bread to a hungry child, even if he must go without food for the rest of the day. He is also generous of spirit, always willing to lend an ear to a troubled companion or acknowledge a friend's accomplishments with lavish praise.

**Chastity.** The paladin avoids even the appearance of impropriety, remaining pure in word, deed, and thought.

**Celibacy.** In addition to remaining chaste, the paladin vows never to marry.

**Industry.** The paladin engages in productive activity at all times. He works diligently and hard until he completes the job at hand. When not working, he studies, exercises, or practices his combat skills. He considers leisure activities, small talk, and vacations to be time-wasting folly.

## Code of Ennoblement

Feudal tradition required newly knighted soldiers to swear allegiance to a set of principles that embodied religious ideals and service to the king. The oath constituted a sacred promise, securing the knight's loyalty to church and state.

At the DM's option, a paladin may take a similar oath, swearing to a "Code of Ennoblement" that enumerates the strictures, virtues, and edicts he is obliged to uphold. The code defines the paladin's ethos, spelling out exactly what the patron expects of him.

The paladin swears to a Code of Ennoblement when he begins his career, usually as part of a formal ceremony (see the "Becoming a Paladin" section of Chapter 7 for suggestions). Typically, a monarch, church official, or mentor administers the code; the paladin candidate repeats the words as the official recites them. Alternately, the paladin can compose his own oath and recite it in private, addressing his words to a deity, an ancestor's memory ("I swear on the spirit of my father") or a universal force ("I pledge to the glory of the natural world").

Because different paladins may not adhere to precisely the same principles—they may, for instance, follow different edicts—each may swear to his own version of the code. Alternately, the DM may standardize the code for all paladins in the campaign. The exact wording of a code isn't important, so long as it includes these elements:

**Name and homeland.** The paladin should state his name and where he's from. He

may also mention any notable ancestors. ("I, Sharlyn of Northmoon, daughter of Princess Ahrilla, granddaughter of Parvis the Wanderer.")

**Strictures.** At the DM's option, or the player's insistence, the code may list every one of the paladin's strictures. However, because *all* paladins must follow *all* strictures, it's not necessary to recite them one by one. A general phrase ("I swear to uphold the sacred strictures") suffices.

**Fealty patron.** The code should indicate to whom (or what) the paladin has sworn allegiance, as explained in the Fealty section above.

**Virtues.** The five principal virtues—fealty, courtesy, honesty, valor, and honor—should be mentioned by name, unless the DM has a good reason for excluding one or more of them. Add any new virtues agreed upon by the DM and the player. It's not necessary to spell out the responsibilities of each virtue, so long as both the player and DM have read and understand the descriptions in this chapter. Any modifications to these descriptions should be made clear before the oath is administered.

**Edicts.** Recite the relevant sources of edicts, not the edicts themselves. Specific edicts may be mentioned at the player's request or the DM's option.

Ordinarily, the terms of a paladin's code never change. In extreme circumstances—for instance, if economic hardship makes it difficult for him to keep up his tithes—the paladin may petition his king or church for an exemption. The paladin must seek an audience with whoever originally administered the oath (or a suitable substitute), then plead his case.

Exemptions are rarely granted, unless new conditions make it impossible for the paladin to remain true to his ethos (if his church has become evil, the paladin can't be expected to continue his tithes). Officials may have severe misgivings about a paladin who even *requests* for an exemption, and may impose a modest penalty to encourage the paladin to stop whining and shape up. See the "Minor Violations" section below for suitable penalties.

## Sample Code

Here is a sample Code of Ennoblement to use as a template. Feel free to embellish and customize it as you see fit.

*I, *, do hereby pledge to honor the strictures of this sacred heritage ** and promise by my faith to be loyal to ***, maintaining my devotion against all persons without deception or forethought. Further, I vow to promote and uphold the principles of **** and to solemnly and faithfully follow the edicts of *****. I take this pledge freely, without coercion or expectation of reward, sworn by my hand on this saintly relic ****** and in blessed memory of those who have given their lives to this noble cause.*

* Insert the paladin's name and home ("Arlon of Shallowbrook.").

** This phrase implies allegiance to the strictures required of all paladins. It isn't necessary to recite them by name.

*** Insert the paladin's fealty patrons. In this example, Arlon swears fealty to his monarch and religion ("King Bronman of Entland and the Holy Church of Enlightenment.").

**** Insert the five principal virtues. (Arlon will adhere to them all, as outlined in this chapter. Because of his strict upbringing, he'll also follow the virtue of chastity: "Fealty, courtesy, honesty, valor, honor, and chastity.")

***** Insert the edict sources. (Arlon names his fealty patrons, and because he's promised to obey the edicts of his parents, he also mentions his family: "My king, my church, and my family.")

****** Some ceremonies require the paladin to place his hand on a sacred relic, such as a holy text or the monarch's sword. If relics aren't included in the paladin's ceremony, leave out this phrase.

## Violations and Penalties

When a paladin violates his ethos—that is, when he violates any stricture, virtue, or edict he has sworn to uphold—he suffers a penalty. This penalty is in addition to any punishments required by applicable laws or local customs. For instance, if a paladin robs a merchant, he suffers an ethos penalty *and* he may also be imprisoned.

Two methods are provided for determining ethos violations and penalties. The Standard Method, derived from a strict reading of the *Player's Handbook* rules, is the easiest to referee, but generates the harshest penalties. The Alternative Method is easier on the players, but requires more effort from the DM. Whichever method you prefer, it's best to stick with it throughout the entire campaign.

In all cases, the DM has the final word on whether a violation has occurred. At the DM's discretion, he may allow the paladin to appeal his decision. If the paladin argues convincingly that his actions didn't violate his ethos, the DM may suspend the penalty.

If the paladin's violation isn't especially severe, the DM has the option of letting him off with a warning. If the paladin picks up a new magical item and already has 10, the DM might remind him of the relevant stricture, giving him the chance to put the item down before he claims ownership. One warning, however, is plenty; if the paladin commits the same act a second time, a penalty should be applied immediately.

The DM may bypass both the Standard and Alternate Methods, instead considering each ethos violation on its own merits and assessing any penalty that seems appropriate. A willful and deliberate evil action results in the irrevocable loss of the paladin's status. Lesser violations should result in minor penalties, such as the temporary loss of one or more of the paladin's abilities. A suitable quest, the clerical *atonement* spell, or both may be used as penance for lesser violations.

### Standard Method

This method weighs the severity of an ethos violation purely in terms of alignment. The DM decides if a violation is chaotic or evil, and then applies the appropriate penalty.

#### Chaotic Violations

Chaotic acts include violations that are inadvertent, impulsive, and relatively benign. The violation cannot have directly or indirectly resulted in physical harm to any non-evil person. Examples:

- A moment of panic.

• Opposing the judgment of officials from his government or church. If the paladin refuses a just edict, the violation becomes evil.

• Failure to display proper courtesy to an elder or peer.

• Arrogance.

• Telling a "white lie" or couching the truth. If the lie results in harm to another person, the violation become evil.

**Penalty:** If a paladin knowingly commits any chaotic violation of his ethos, he must seek out a lawful good cleric of 9th level or higher. A cleric of the paladin's faith is preferable but not mandatory. The paladin must locate the cleric as soon as possible. An undue delay—say, of more than a few weeks—changes the violation to an evil one.

Once the paladin locates a cleric, he must make a full confession of his transgression and ask for forgiveness. The cleric will prescribe an appropriate penance. The paladin must execute the penance immediately; failure to do so constitutes a further violation. Typical penance's include:

• 1-4 weeks laboring at a monastery or church.

• A day or two in complete isolation, where the paladin does nothing but contemplate the wrongness of his action.

• Completion of a modest task (such as retrieving a medicinal herb from a mountain top or ridding the monastery basement of a snake infestation).

**Evil Violations**

Evil violations include intentional acts of theft, treason, cowardice, betrayal, greed, cheating, and blasphemy. Any ethos violation resulting in deliberate physical harm to a lawful good character is considered evil.

**Penalty:** Even a single evil violation results in the immediate and irrevocable loss of the paladin's status. He forfeits all benefits, powers, and privileges associated with the paladin class, none of which may be restored by magic or any other means. From that point on, the character exists as a fighter; he keeps the same level and adjusts his experience points as necessary. Because he wasn't a fighter at the beginning of his career, he isn't eligible for weapon specialization.

**Magically Influenced Actions**

The DM may excuse chaotic acts performed by an enchanted or magically controlled paladin. Optionally, he may impose a small penalty, such as those in "Self-Administered Penalties," on p. 43.

If a paladin commits an evil act while enchanted or controlled by magic, he immediately loses his paladin status and becomes a fighter as described above. However, because the evil act wasn't intentional, the status loss is temporary. To regain his status, the character must complete a dangerous quest or important mission on behalf of his government, church, or mentor. Possibilities include recovering an artifact in another plane of existence, accumulating enough treasure to build a spectacular monastery, or singlehandedly slaying an evil dragon. The character acquires no experience points as long as he remains a fighter. If the character completes his mission, he becomes a paladin again. He has the same level and number of experience points that he did when he lost his status.

A character who doesn't wish to undertake such a grueling mission may abandon his

paladinhood altogether and remain a fighter. From that point on, he acquires experience points and attains new levels the same as any other fighter. Once he abandons his paladinhood, he may never regain it.

## Alternate Method

This method gives the DM more latitude in determining the severity of ethos violations and also allows for a variety of penalties. To determine the severity of a violation, the DM must consider the paladin's intention, the consequences of the action, and who is affected.

Ethos violations fall into four general categories of increasing severity. Categories 1 and 2 include minor violations affecting non-evil characters other than the paladin's peers and superiors. Most violations belonging to Categories 1 and 2 are thoughtless, selfish, and insensitive actions which may not be evil in a strict sense. Deliberate or unambiguously evil actions belong in Categories 3 and 4. Additionally, *all* ethos violations involving an official of the paladin's government or church, or any organization or person to whom he's pledged fealty, belong to Category 3 or 4.

As these categories are necessarily broad, each includes several examples to help the DM make his decisions. Several possible penalties are also given. The DM should choose a penalty that fits the crime. He's also free to make up his own penalties based on these samples.

### Category 1: Incidental Violations

This category includes accidental, inadvertent, and careless violations with insignificant consequences. The paladin doesn't benefit from this type of violation in any way. Nor do these violations jeopardize the safety of any non-evil person, either directly or indirectly. Examples include:

• Hesitating before entering a dark room. If the paladin is too fearful to enter at all, this becomes at least at Category 2 violation (higher, if his reluctance results in harm to a companion).

• Failing to return a friendly stranger's greeting. If the paladin's indiscretion is due to arrogance rather than a simple mistake, this becomes a Category 2 violation. Likewise, this belongs to Category 2 if the stranger takes offense.

• Brushing against a stranger's dinner table and knocking a pitcher of ale into his lap.

Sample penalties include:

• Apologize to anyone slighted by his actions, as well as to anyone observing the indiscretion.

• Champion the slighted person in an upcoming tournament.

• Meditate for an hour each night for the next 1-2 weeks, contemplating the wrongness of the action.

### Category 2: Grave Violations

This category includes serious violations of trust and judgment, including accidental or careless acts that might jeopardize the safety of non-evil characters. It also includes intentional acts that offend, disappoint, or mislead non-evil characters, but don't jeopardize their safety. (Intentional acts that jeopardize the safety of others belong to

Category 3). Examples include:

• Failing to keep armor or weapons in optimum condition.

• Neglecting personal hygiene.

• Lying to a vendor about the quality of his merchandise. If the paladin lies to take advantage of the vendor—for instance, to make the vendor more cooperative or to get a better price—this becomes a Category 3 violation.

• Lose or misplace a small trinket carried for a companion.

Sample penalties include:

• Seek out a high-level lawful good cleric and complete a penance (as described in the "Chaotic Violations" section above).

• Forfeit a small sum to a charity (perhaps 2d10 gp or a day of work).

• Pay double or triple all tithes for the next 1d4 months.

• Temporarily lose the ability to cast spells, detect the presence of evil, remain immune to disease, radiate an aura of protection, or cure diseases. The loss persists for 1d4 weeks.

• Earn only half of the normal number of experience points for the next 1-10 weeks.

**Category 3: Extreme Violations**

This category covers acts that call into question the paladin's commitment to his ethos, such as intentional acts that jeopardize the safety of non-evil characters. Examples include:

• Delaying the execution of an edict, or failing to satisfactorily complete an edict.

• Informing travelers that the road ahead is safe, declining to mention the rumors of bandits.

• Inadvertently inflicting great harm on the patron's cause, such as failure to protect an artifact or important official.

• Avarice, usury, or preoccupation with worldly goods.

• Failing to aid a dying person.

• Panicking and retreating from a battle.

Sample penalties include:

• Forfeit his stronghold and all other property holdings.

• Permanently lose the ability to cast spells (or the spells of a particular sphere) until appropriate atonement is made.

• Permanently lose one of the following abilities: detect presence of evil, disease immunity, aura of protection, or laying on hands to cure disease until appropriate atonement is made.

• The bonded mount leaves, never to return. The paladin never acquires a replacement.

**Category 4: Execrable Violations**

This category includes the most intolerable and unforgivable ethos violations, the worst deeds a paladin can commit. Any direct violation of a stricture or edict belongs here, as do violations that result in physical harm to any lawful good character. This category also includes any violation affecting an official of the paladin's government or church. Examples include:

• Refusing or ignoring a just edict.

• Habitual cowardice.
• Committing an act of blasphemy.
• Betrayal of the patron.
• Concealing funds, hoarding more than 10 magical items, or purposely neglecting to tithe.

There is but one penalty here:

• The paladin immediately loses his status, as described in the "Evil Violations" section above. Heinous crimes against the monarch may merit execution. Crimes against the church may result in a vengeful deity striking the paladin dead with a lightning bolt or causing the earth to swallow him up. (If in doubt, roll 1d20. On a roll of 1, the deity kills the blasphemous paladin; otherwise he is just subject to institutional penalties.)

**Magically Influenced Actions**

If paladin commits an evil act while enchanted or controlled by magic or psionics, the DM determines the category of the violation, then applies a penalty from Table 15.

### Table 15: Penalties for Enchanted Paladins (Alternate Method)

| Violation Category | Penalty |
|---|---|
| 1 | Apply normal Category 1 penalty or forego penalty entirely |
| 2 | Apply Category 1 penalty |
| 3 | Apply Category 2 penalty |
| 4 | Paladin temporarily becomes a fighter (as described in the "Magically Influenced Actions" section of the Standard Method) |

### Ceremony of Disgrace

At the DM's option, a paladin guilty of an ethos violation may have to submit to a Ceremony of Disgrace in addition to a penalty. Usually, Ceremonies of Disgrace accompany punishments for heinous crimes involving government or church officials (defined as "Evil Violations" in the Standard Method, and Category 3 and 4 Violations in the Alternate Method), but they may be used for lesser violations as well.

A typical Ceremony of Disgrace requires the guilty paladin to appear before one or more representatives of his government or church. The more serious the crime, the higher the station of the presiding official; a low-level bureaucrat may suffice for a Category 2 violation, but the king himself may choose to oversee the ceremony for a Category 4 violation. To compound the paladin's shame, a Ceremony of Disgrace is often held before an audience in the town square or other public forum with the accused paladin standing on a raised platform for all to see.

The ceremony begins with the presiding official declaring the paladin's crime. The official chastises the paladin for betraying his Code of Ennoblement, then announces the penalty. For a minor violation, the paladin may ask for one of the paladin's non-magical weapons. The official destroys the weapon by throwing it into a fire or snapping off the blade.

For a heinous violation, more elaborate humiliations may be involved. In addition to destroying one of the paladin's weapons, the official may demand that the paladin hand over each piece of his armor. The official flings each piece into a fire or has an aide pound the pieces with a mallet, rendering them useless. The official may then slap the paladin's face, douse him with a bucket of offal, or roughly shear the hair from his head until only a stubble remains. Finally, the official strips the paladin of his name; the paladin must call himself by a new name from that point on.

Throughout the ceremony, the paladin must remain silent. Speaking during a Ceremony of Disgrace may be considered an ethos violation in itself, requiring an additional penalty.

### Self-Administered Penalties

Occasionally, a paladin may commit an ethos violation that the DM considers irrelevant. The paladin might think lustful thoughts about an attractive hireling, mutter an insult under his breath about a hated foe, or accidentally eat a soup containing chicken broth when he's vowed to be vegetarian. While all of these examples might technically be ethos violations, they're so trivial that the DM will probably overlook them (assuming he's aware of them in the first place).

But even when the DM overlooks a trivial violation, a truly conscientious paladin player may insist on a penalty anyway. In such cases, the paladin is free to punish himself and choose his own penalty; the DM may veto a penalty he deems too severe. Typical self-imposed penalties might include:

- Apologies to the affected parties, with assurances the offensive act will never be committed again.
- A vow of silence for the next 1-2 days.
- Becoming consumed with guilt and self-loathing for the next 1-2 days, during which time he makes all combat rolls and ability checks at a –1 penalty.
- A special tithing, donation, or service for which the paladin accepts no return.

### Anti-Paladins

What better nemesis for a paladin than his direct opposite, an "anti-paladin" that embodies the forces of evil? As the mirror image of a normal paladin, an anti-paladin might be able to detect the presence of good, generate a aura of protection against good creatures, and wield an "unholy" sword.

Though DMs may experiment with any type of character they like, we discourage the use of anti-paladins. Good and evil are not merely mirror images of each other. Just as the forces of evil have their unique champions, the paladin is intended as a unique champion of good. The paladin originates from a tradition of dynamic balance, in which the forces of good are few and elite and in which forces of evil are numerous and of lesser quality. Allowing anti-paladins blurs this basic relationship.

## Chapter 4: Paladin Kits

Kits are collections of proficiencies, benefits, and hindrances that distinguish one

character of the same class from another. A kit also provides information about the character's personality, background, and roles. It's not necessary to use kits, but they make characters more fun to play and add color and depth to a campaign.

## Acquiring Kits

A player chooses a kit for the paladin as part of the character creation process. A paladin may have only one kit.

To create a new paladin, begin by determining his ability scores (*PH*, Chapter 1). Then choose his character kit, recording the pertinent information on the character sheet. The sheets at the end of this book are designed for paladin character kits; permission is granted to copy these pages for personal use. Use the kit information to determine other aspects of the character, such as proficiencies (*PH*, Chapter 5, and Chapter 5 of this book) and equipment (*PH*, Chapter 6, and Chapter 6 of this book).

You can incorporate any character kit into an existing campaign, provided the DM approves. A kit should be compatible with the paladin's personal history, background, and established personality traits. For example, the Chevalier kit might be a logical choice for a paladin who has devoted himself to serving a monarch. However, the Skyrider kit would be a poor choice for a paladin who has a fear of flying.

## DM Decisions

Before players create their characters, the DM should examine each of the kits and consider the following questions:

**Is this kit appropriate to the campaign world?** The DM may exclude any kit that doesn't fit into the campaign. In a campaign world dominated by a single religion, the DM may deem the Votary kit inappropriate. The Militarist kit may not be relevant in a world with few organized armies. Before players create their characters, the DM should tell them which are forbidden.

**Do the players need additional information about the kit?** Any campaign details that may influence the choice of a kit should be revealed to the players. For example, if the local queen has canceled all privileges for diplomats, a player might avoid the Envoy kit.

**Are there changes in any kit?** The DM is free to make adjustments in the kit descriptions. He may decide, for example, that all Divinates must belong to a particular religion, or that all Wyrmslayers must take Blind-fighting as one of their initial proficiencies. All changes should be explained to the players before they create their characters.

## Kit Subsections

All paladin kits include the following:

**Description:** This section describes the duties, cultural background, manner, and appearance of characters associated with this kit.

**Requirements:** Ability score minimums and other special requirements are listed here. Characters can't take the kit if they don't meet these qualifications. "Standard"

means there are no special requirements.

**Ministration:** This identifies the paladin's immediate superiors. There are five possibilities:

*Church*. The paladin answers to the elders or dignitaries of an organized faith. Usually, the paladin's immediate superior is a high-ranking priest.

*Government*. The paladin works for a king, monarchy, or other government body or official. Usually, the paladin's immediate superior is a military officer, often another paladin of higher level.

*Mentor*. The paladin takes orders from a family member, teacher, elder, or any other individual not formally associated with a government or church.

*Independent*. The paladin makes his own decisions. He answers to his deity or to his own conscience. He may choose to follow the tenets of a church or promote the causes of a government, but since he doesn't work for them he isn't required to obey their edicts.

*Any*. There are no ministration recommendations for this kit. The paladin may take orders from whatever authority, if any, is appropriate to his culture and background.

**Role:** The character's function in society and in a campaign is detailed here. His motivations, personality, and beliefs are examined, along with his relationships with other people, his reasons for joining an adventuring party, and his function within a party. Note that the personality traits don't necessarily apply to every character associated with this kit. Players may shape the personalities of their characters based on these suggestions, or they may disregard them entirely and create their own personalities.

**Symbol:** This section suggests one or more symbols to represent members of this kit. Some governments or religions may require a character to display his symbol in a particular fashion, such as embroidering it on his clothing or inscribing it on his shield. Otherwise, a paladin may display his symbol as he wishes, or he may choose not to do so. Players are also free to use symbols other than those suggested.

**Secondary Skills:** If you use the rules for secondary skills from Chapter 5 of the *Player's Handbook*, the character is restricted to the choice of skills listed in this section.

**Weapon Proficiencies:** If you use the weapon proficiency rules, a kit may specify the character's options. *Any* means he can take any weapon proficiency he likes (most paladins, regardless of kit, will choose proficiencies in the lance and some type of sword). In other cases, he may choose from a *recommended* list. *Required* means that the character *must* take the indicated weapon.

**Nonweapon Proficiencies:** Although nonweapon proficiency rules are technically optional, they're strongly recommended when using the paladin kits. If you're using secondary skills, don't use nonweapon proficiencies, and vice versa.

Some nonweapon proficiencies are listed as *bonuses*. A character gets these proficiencies free of charge; they cost no proficiency slots.

The paladin must take any *required* proficiencies as soon as he can, spending the necessary slots. He may also choose from among a list of *recommended* proficiencies. If he takes a recommended proficiency, he spends the normal number of slots. It's a good idea for a beginning character to spend all or most of his initial slots on recommended proficiencies, though he's not required to do so.

The character is barred from taking any proficiencies listed as *forbidden*.

An asterisk (*) indicates a new proficiency described in Chapter 5.

**Armor/Equipment:** Equipment requirements and recommendations are given here.

Unless indicated otherwise, a character must buy the required equipment, including weapons, from his initial funds. *Standard* means that the character has no specific requirements; see Chapter 7 for suggestions.

Like all members of the warrior group, a paladin begins with 50-200 (5d4x10) gp. He may buy his equipment from these funds after he donates 10% to his religious institution. If he lacks the funds to buy all of his required equipment, he should buy as much as he can, then pick up the rest as soon as he gets the money. All subsequent income is subject to tithing before the remainder can be spent.

**Bonded Mount:** The suggested species of bonded mount is given here.

**Special Benefits:** Many kits grant special benefits. Typical benefits include improved abilities, rights in particular situations, and reaction bonuses. All benefits are received free of charge, and don't count against the normal limitations of the paladin class.

**Special Hindrances:** To balance their special benefits, kits also carry special hindrances. Hindrances include reaction penalties, cultural restrictions, or ability limitations. All special hindrances are in addition to disadvantages normally associated with the paladin class.

### Reaction Adjustment Reminder

Many of the special benefits and hindrances are given as reaction adjustments. A reaction bonus is expressed as a plus, such as +1. A reaction penalty is expressed as a minus, like –2. When rolling for encounter reactions (on Table 59 in the *DMG*), make sure to *subtract* the bonuses and *add* the penalties. For example, if a character has a +1 reaction bonus, *subtract* 1 from the 2d10 roll—don't add it.

## List of Kits

### True Paladin

**Description:** This is the typical paladin described in the *Player's Handbook*. An embodiment of lawful good, he represents the loftiest standards of heroism and righteousness. He is a superb rider, a master of mounted combat, and a fearless fighter. The True Paladin lives to promote his ideals; he seeks to join others who share his commitment to good.

*Note:* Because the True Paladin has few background requirements and special rules, this kit makes a good choice for players who want to create paladin characters with a minimum of fuss. The True Paladin can serve as a standard archetype for virtually any campaign.

**Requirements:** Standard.

**Ministration:** Any. To simplify the character creation process, it's recommended that a lawful good deity serve as patron, and that he has few, if any, formal ties to a government or organized church. The True Paladin may be an orphan whose abilities were granted by a benevolent deity. Alternately, he may be of humble origin, trained by a Mentor who later died or disappeared.

**Role:** The True Paladin is pious and forthright, sworn to uphold a just code of behavior and determined to rid the world of evil. He serves as the conscience of his party,

setting an example of high moral standards and nudging them back on track when they stray from their mission. He respects all lawful good authorities and defers to the elders of his faith.

**Symbol:** Any.

**Secondary Skills:** Armorer, Farmer, Groom, Hunter, Leather Worker, Scribe, Trapper/Furrier, Weaponsmith, Woodworker/Carpenter.

**Weapon Proficiencies:** *Required:* Lance (any). *Recommended:* Sword (any), dagger, battle axe, horseman's flail, horseman's mace, horseman's pick, war hammer.

**Nonweapon Proficiencies:** *Required:* The True Paladin must have the Land-based Riding proficiency by 4th level. *Recommended:* Armorer, Endurance, Etiquette, Heraldry, Jousting*, Law*, Local History, Oratory*, Weaponsmithing.

**Armor/Equipment:** *Required:* Weapon (any), shield (any), and armor (at least chain; must upgrade to plate as soon as he can afford it). A paladin without a horse and tack should acquire them as soon as is practical.

**Bonded Mount:** Any war horse.

**Special Benefits:** None.

**Special Hindrances:** None.

## Chevalier

**Description:** A gentleman warrior, the Chevalier epitomizes honor, courage, and loyalty. Modeled on the knights of the feudal age, the Chevalier serves his king (or other ruler) as a soldier in the royal military of a powerful kingdom. While primarily a fighting man, the Chevalier also performs ceremonial duties, household chores, and any other functions necessary to promote the liege's interests and secure the welfare of the state.

**Requirements:** In addition to the standard paladin qualifications, a Chevalier must meet at least one of the following requirements:

- He must be the son of a Chevalier, nobleman, or aristocrat.
- He must be wealthy enough to "buy" his way into paladinhood by turning over a valuable property or large treasure to his church or state.
- He must have an ability score of 15 or more in Strength, Constitution, or Wisdom.

**Ministration:** Government. In a theocracy, a Chevalier may take orders from the church.

**Role:** A Chevalier's training begins at childhood and continues throughout his career. He acquires new duties and responsibilities as he rises through the ranks. Typically, a Chevalier begins as an aide to a more experienced paladin, undertakes missions for his liege as he grows in stature, and eventually aquires a stronghold of his own.

Because Chevaliers of all ranks are considered part of the aristocracy, they command the respect afforded other members of the noble class. Tradition demands that Chevaliers remain apart from society; consequently, Chevaliers seldom socialize with anyone other than paladins. Fully aware of their privileged status, Chevaliers carry themselves with pride. They maintain an immaculate appearance, are unfailingly courteous, and behave with dignity in all situations.

A Chevalier of any level may join an adventuring party, assuming the party's goals agree with those of the state. The Chevalier's companions will find him the consummate professional. As a friend, however, he may leave much to be desired; a Chevalier often

impresses others as vain and pretentious. More comfortable with taking orders than giving them, a Chevalier rarely volunteers for leadership roles, though he dutifully assumes command if asked or assigned.

**Symbol:** The Chevalier employs the same symbol as his liege, often a crown, an animal associated with royalty (such as a lion or eagle), or a military emblem (crossed lances or a fist clutching a sword).

**Secondary Skills:** Armorer, Groom, Weaponsmith.

**Weapon Proficiencies:** *Required:* Sword (any) and lance (any). *Recommended:* Dagger, battle axe, horseman's flail, horseman's mace, horseman's pick, war hammer.

**Nonweapon Proficiencies:** *Recommended:* Armorer, Blind-fighting, Bureaucracy*, Etiquette, Heraldry, Jousting*, Languages (Ancient or Modern), Law*, Local History, Oratory*, Weaponsmithing.

**Armor/Equipment:** Usually, a Chevalier must buy his own equipment. At a minimum, he must purchase a mount (at least a riding horse, until he acquires a bonded mount), sword, lance, and armor (no less than chain mail). On occasion, a liege supplies this equipment for free; in such cases, the liege often charges a monthly maintenance fee (1-4 gp).

**Bonded Mount:** Any war horse. Airborne mounts are possible but uncommon.

**Special Benefits:**

*Chain of Command:* Chevaliers adhere to rigid chains of command. Any high-level Chevalier can give commands to lower-level Chevaliers from the same kingdom. The lower-level Chevaliers must follow these orders as if they were given by the liege. Typical commands include loaning weapons and mounts, delivering messages, and securing supplies.

*Sanctuary:* A Chevalier may request sanctuary in any stronghold in his kingdom, or in any lawful good kingdom with diplomatic or political ties to the Chevalier's kingdom. By custom, the owner of the stronghold must provide the Chevalier with shelter, food, and water for up to three days; the offer extends to a number of companions equal to the Chevalier's level (a 4th-level Chevalier may request sanctuary for himself and four others).

**Special Hindrances:**

*Chain of Command:* The chain of command works both ways. A low-level Chevalier must execute all of the commands of a higher-level Chevalier, as described in the Special Benefits section.

*Extra Responsibilities:* As part of a complex bureaucracy, the Chevalier has more responsibilities than most other paladins. He must attend state functions, participate in royal festivals, and represent his liege at tournaments. He may be required to train young warriors, file monthly reports of his activities, and officiate at dubbing ceremonies for new Chevaliers. In general, the larger the kingdom, the more demands on the Chevalier.

*State Enemies:* A liege makes many enemies over the course of his career. By definition, enemies of the liege are also enemies of his Chevaliers. A Chevalier may be subject to kidnapping and assassination attempts by foes he's never met, who attack the Chevalier to avenge themselves against the liege.

## Chevalier Ranks

Here is a typical career path for the Chevalier. The ranks are for game purposes only and don't necessary correspond to any historical definitions.

*Page.* At 0 level, a Chevalier candidate becomes a servant on his liege's staff. He lives in the liege's stronghold or the stronghold of a military officer or noble. The page learns academic fundamentals (including history, etiquette, and religion), along with basic hunting and riding skills.

*Valet.* At 1st level, the page becomes a valet, assigned as an apprentice to a high-ranking paladin (usually, a Chevalier of at least 5th level). The valet acts as personal aide both on the battlefield and at home. He studies combat techniques, advanced riding skills, and theology. Should he decide to permanently assume the role of an aide, he becomes a Squire (see the Squire kit for details).

*Stronghold Knight.* Also known as a household knight, the valet assumes this position at 2nd level. He works primarily in his liege's stronghold, performing guard duty, custodial chores, and occasional staff supervision. He may go to war or undertake quests and missions on his liege's behalf.

*Protector.* A Chevalier reaches this rank at 3rd level, when he gains the power to turn undead. The protector may be sent into the field more frequently, though he still lives in his liege's stronghold and his superiors still closely monitor his actions.

*Warder.* At 4th level, the Chevalier becomes a warder. His liege becomes increasingly comfortable sending him on missions to distant lands. Supervision continues to decrease.

*Guardian.* At 5th level, the Chevalier becomes a guardian, experienced enough to supervise a valet.

*Grand Knight.* A Chevalier attains this rank at 6th level and may represent his liege on diplomatic missions. While still technically a member of the liege's stronghold, a grand knight is routinely granted permission to leave the stronghold for long periods of time.

*Bachelor.* To qualify for this rank, the Chevalier must have reached 7th level *and* have acquired a plot of land large enough for a stronghold. At this rank, the Chevalier becomes eligible to maintain a small home outside his liege's stronghold. Usually, a Chevalier must be at bachelor level to receive permission to marry.

*Banneret.* The Chevalier must be at least 9th level *and* must have established his own stronghold. The stronghold serves as the banneret's home base. He may maintain a small staff of his own by this point.

*Lord.* This is a royal title awarded by the liege to a Chevalier of at least 10th level who has successfully maintained a stronghold for a long period (typically, 5-10 years). In most cases, the stronghold must be profitable (thus benefiting his liege through taxes or levies), have withstood at least one enemy assault (to demonstrate the Chevalier's leadership skills), and employ at least 10 staff members and soldiers (to demonstrate the Chevalier's management skills).

## Divinate

**Description:** Devoutly religious, Divinates serve as the military branch of their church and consider themselves soldiers of their gods. Their religious discipline imbues them with a clear sense of purpose; promoting the principles of their faith is not only

morally correct, but a sacred duty.

**Requirements:** Standard. A Divinate must be a member of an organized religion. Usually, the church elders raise and train the Divinate from childhood.

**Ministration:** Church.

**Role:** Divinates were originally responsible for accompanying disciples of the church on religious pilgrimages, fighting off bandits and monsters that lay in wait. In time, church elders decided that *all* evils were potential threats to their disciples, and sent Divinates into the world to eliminate them. To a Divinate, evil is an affront to his faith; destroying an agent of evil is a holy act.

Though the Divinate becomes a raging avenger when confronting evil, he is otherwise thoughtful and compassionate. He sees himself as an advocate of the common man, a source of solace to the downtrodden and disadvantaged. A Divinate may insist that the party share its treasure with destitute families and impoverished communities. He may offer temporary employment to a pauper too proud to accept charity. He conducts impromptu prayer services in makeshift chapels, and officiates at the christenings and burials of peasants. Though completely devoted to his faith, a Divinate respects all lawful good religions and has little interest in proselytizing.

**Symbol:** A Divinate proudly displays the symbol of his church on his shield, coat of arms, mount barding, and clothing. Typical symbols include a rising sun, holy symbol, blooming flower, star, or the like, often with weapons below or behind the symbol.

**Secondary Skills:** Leather Worker, Mason, Scribe Tailor/Weaver, Weaponsmith, Woodworker/Carver.

**Weapon Proficiencies:** Any.

**Nonweapon Proficiencies:** *Required:* Religion. *Recommended:* Artistic Ability, Etiquette, Healing, Languages (Ancient and Modern), Reading/Writing, Poetry.

**Armor/Equipment:** Standard.

**Bonded Mount:** Any.

**Special Benefits:**

*Extra Sphere:* In addition to the Combat, Divination, Healing, and Protective spheres, a Divinate may also learn spells from one of the following spheres: Charm, Guardian, or Sun. He chooses this sphere at 1st level; once chosen, the extra sphere never changes. The extra sphere has no effect on the number or level of spells he can learn.

*Religious Stronghold:* If a Divinate chooses to build a stronghold, it must be a monastery or other religious edifice. If the Divinate has faithfully served his church and has never committed a serious ethos violation, the church elders may officially sanction his stronghold, contributing resources and labor to reduce construction costs to half the normal price (the Divinate is still responsible for purchasing or otherwise obtaining the land). Typically, official sanction is not given to a Divinate until he reaches 12th level, so as not to offend the clerics who also seek sanctions for their strongholds.

**Special Hindrances:**

*Extra Tithes:* A Divinate must donate 20% of all income to his church. Additionally, his church requires a *minimum* monthly contribution, usually 1-10 gp (as determined by the DM). Therefore, every month he must donate either 20% of his income or his minimum contribution, whichever is greater. Failure to do so is considered an ethos violation of his tithing stricture.

*Meditation:* A Divinate must mediate for one full hour every day to cleanse his spirit,

preferably when he rises or just before he goes to sleep. If he is interrupted or distracted for more than two consecutive rounds, he must start over. A Divinate who neglects to meditate cannot cast spells the following day.

## Envoy

**Description:** Skilled in diplomacy as well as combat, an Envoy serves as an official representative of his government in other countries. Though he uses force when necessary to achieve his goals, he prefers compromise to hostility. He seeks friendly alliances with good-aligned governments, common ground with neutral societies, and a quick and efficient end to evil cultures.

**Requirements:** An Envoy must have a minimum Intelligence score of 12.

**Ministration:** Government.

**Role:** An envoy's duties range from the routine to the life-threatening. One month, he may be asked to deliver a banquet invitation to a friendly monarch. The next, he may be required to open hostage negotiations with a tribe of cannibals. He represents his country in treaty discussions, files reports about foreign military activities, and ventures into unexplored territories to scout for new trade routes. Although an Envoy rarely has the authority to make decisions on his own, his superiors take his recommendations seriously.

The Envoy prides himself on his sensible, practical approach to problems. He is thoughtful, analytical, and appeasing, the logical choice for negotiator in an adventuring party. He is the voice of reason, hesitant to engage in drawn-out, bloody wars before exploring less extreme options. Rather than engaging an evil regime on the battlefield, an Envoy prefers to work behind the scenes, perhaps engineering a political revolution or quietly dispatching the tyrannical leaders.

**Symbol:** Owl, raven, scales of justice, scepter.

**Secondary Skills:** Groom, Limner/Painter, Scribe, Trader/Barterer.

**Weapon Proficiencies:** An Envoy spends less time practicing weapons than he does learning other skills. He may have only *two* weapon proficiencies in his entire career. He acquires his proficiencies at 1st level, choosing any weapons he likes.

**Nonweapon Proficiencies:** *Bonus:* Etiquette. *Required:* Bureaucracy*. *Recommended:* Artistic Ability, Dancing, Gaming, Heraldry, Law*, Local History, Oratory*, Reading/Writing.

**Armor/Equipment:** Standard. Because an Envoy comes in regular contact with dignitaries and officials, it's important that he make a good impression. He must purchase all of the formal attire listed in the Clothing and Special Items section of Chapter 6 as soon as he can afford them.

**Bonded Mount:** Any.

**Special Benefits:**

*Reaction Bonus:* A master of persuasion, an Envoy receives a +2 modifier on reaction rolls from all NPCs, including those of evil alignment.

*Diplomatic Privileges:* An Envoy enjoys all of the following privileges in any country with which his government has established diplomatic relations:

• The host country must provide food and shelter for the Envoy as long as necessary for him to complete official business. The host country is *not* required to extend

this privilege to any of the Envoy's companions other than his immediate family, though many host countries will do so as a matter of courtesy. If the Envoy is merely passing through the host country and has no official business there, the host country is not obliged to provide food and shelter; but again, many will do so out of courtesy.

• The host country must guarantee the Envoy's safety in time of war, or provide a military escort to return the paladin to his homeland.

• The Envoy is usually immune to arrest and prosecution. However, should the paladin commit a crime, he may be asked to leave the host country. In extreme situations, the host country may sever diplomatic ties with the Envoy's homeland, likely resulting in dire consequences for the Envoy when he reports to his unhappy superiors.

• The Envoy may not be taxed by the host country, regardless of how long he stays.

• The Envoy has complete freedom to practice his religion.

• Officials of the host country may not demand to see the Envoy's private correspondence with his homeland.

**Special Hindrances:**

A Envoy's position and responsibilities often puts his life at risk. He makes a tempting target for assassins and kidnappers from rival governments, and a likely hostage in times of war. Even the most innocuous insult or slightest breach of protocol may be considered a grievous offense, punishable by both the affronted government and the Envoy's own superiors. As a gesture of good faith, an Envoy may be required to enter a hostile village alone and unarmed. Rather than eliminate an evil NPC, an Envoy may be asked to arrest him unharmed, then return him to the proper authorities for prosecution.

## Equerry

**Description:** The Equerry is a master horseman with a natural affinity for mounts of all species. She and her steed are inseparable companions, their special bond transcending mere friendship.

**Requirements:** An Equerry must have a minimum Wisdom score of 14.

**Ministration:** Any.

**Role:** An Equerry often serves as a cavalryman, scout, or guide. Whatever her duties, she remains with her mount; she's reluctant to enter underground passages or any other site that her mount can't easily traverse. She prefers to sleep near her mount, staying in an inn or hospice only if no alternative is available. The mount's life means more to the Equerry than her own; without a second thought, she would give the mount her last drop of water or her last crumbs of food.

Because an Equerry spends so much time with her mount, her companions may perceive her as shy or humorless. But an Equerry enjoys human company too; with a little coaxing, she's usually open to conversation and recreation. An aggressive fighter and shrewd tactician, the Equerry makes a valuable addition to any adventuring party.

**Symbol:** Any symbol suggesting a horse or other mount.

**Secondary Skills:** Groom, Hunter.

**Weapon Proficiencies:** An Equerry begins with only three weapon proficiency slots. One of these slots must be assigned to lance (any).

**Nonweapon Proficiencies:** *Required:* Riding (either Airborne or Land-based, depending on her choice of bonded mount). *Recommended:* Animal Handling, Animal

Training, Hunting.

**Armor/Equipment:** Standard. As soon as she can afford it, the Equerry should buy full barding for her mount (preferably leather).

**Bonded Mount:** An Equerry can choose the species of mount he prefers. Although a male Equerry can't choose a unicorn, he can choose virtually any other type of mount within reason.

Two options are open to the Equerry:

1. She may choose her mount at the beginning of her career, if the mount has 4 HD or less. She acquires the mount under the conditions described in Chapter 2; unlike other paladins, the Equerry may receive her bonded mount at 1st level.

2. If she prefers a mount with more than 4 HD, she may set aside up to half of her assigned experience points (XP) until she's saved a number of points equal to the amount required in Table 16. For instance, if the Equerry wants a griffon mount, she must set aside 64,000 XP. When she's saved 64,000 XP, she can seek or call for a griffon under the conditions described in Chapter 2.

### Table 16: XP for Equerry Bonded Mount

| Mount's Hit Dice | XP Equivalent | THAC0 |
|---|---|---|
| 1 | 0 | 19 |
| 2 | 2,000 | 19 |
| 3 | 4,000 | 17 |
| 4 | 8,000 | 17 |
| 5 | 16,000 | 15 |
| 6 | 32,000 | 15 |
| 7 | 64,000 | 13 |
| 8 | 125,000 | 13 |
| 9 | 250,000 | 11 |
| 10 | 500,000 | 11 |
| 11 | 750,000 | 9 |
| 12 | 1,000,000 | 9 |
| 13 | 1,250,000 | 7 |
| 14 | 1,500,000 | 7 |
| 15 | 1,750,000 | 5 |
| 16 | 2,000,000 | 5 |

*Improved Mount Abilities.* Regardless of the species of her mount, the Equerry can improve the mount's abilities by assigning it up to half of her earned experienced points. As shown on Table 16, as the mount receives XP from the Equerry, it gains new Hit Dice. For example, assume the Equerry has received a light war horse (2 HD) as her bonded mount. The first 2,000 XP added to the horse don't affect its abilities. When the total added reaches 4,000 XP, the horse gains an additional Hit Die, becoming, in effect, a 3 HD creature.

As a bonded mount's HD increase, its abilities improve in the following ways:

• When the mount gains its first bonus die, it becomes lawful good. Its Intelligence

score is also permanently boosted by +2.

• The mount fights on the Monster Attack Table as a monster equal to its Hit Dice. Table 16 reproduces this information from the *Dungeon Master's Guide*.

A mount can gain a total of 10 HD over its starting total, up to a maximum of 16 HD. Investing 1,000,000 XP in a light war horse raises it to a maximum of 12 HD; investing 2,000,000 XP in a griffon raises it to 16 HD. Should the mount be killed, the assigned XP are lost; note, however, that *wishes* and similar powerful magic can revive slain mounts.

*Saving Throw Bonus.* The mount makes saving throws as a fighter of a level equal to its current hit dice; that is, it uses the unmodified numbers on Table 5 in Chapter 1 of this book (a light war horse raised to 12 HD needs to roll a 7 or better to avoid the effects of paralyzation). When the Equerry rides the mount, however, the mount receives the paladin's standard +2 bonus (a mounted 12 HD war horse saves at 5 or better against paralyzation). Further, if a spell or other magical attack would affect both the mount and the Equerry, the mount automatically saves if the rider saves.

**Special Benefits:**

*Inspection.* An Equerry can recognize the relative value of all horses, pegasi, griffons, and other mounts. If an Equerry spends at least 5 rounds visually inspecting a mount and makes a successful Wisdom check, she can determine if it has low value (one-third or fewer than the mount's maximum possible hit points), average value (half the maximum possible hit points), or high value (two-thirds or better of the maximum possible hit points). Any mount an Equerry selects will have +2 hit points per hit die (up to the maximum number of hit points available).

**Special Hindrances:**

*Ethos Violations.* An Equerry violates her ethos if she allows mistreatment of any kind to befall a creature of the same species as her bonded mount.

The Equerry also violates her ethos if she becomes separated from her bonded mount, voluntarily or involuntarily, for more than a week. In addition to applicable ethos violation penalties, the Equerry suffers a –2 penalty to all of her attack rolls, saving throws, and proficiency checks until she reunites with her mount.

Selling or willfully slaying the bonded mount constitutes an evil act, resulting in the permanent loss of the Equerry status, along with all special kit and paladin abilities.

*Mourning.* If her mount dies for any reason other than natural causes, the Equerry suffers a –2 penalty to all attack rolls, saving throws, and proficiency checks for a minimum of one week. These penalties persist until the Equerry completes a quest (determined by the DM) to avenge the mount's death.

## Errant

**Description:** The Errant is an independent warrior who roams the countryside searching for adventure and offering his assistance to any good beings in need. Though he technically owes fealty to a government or church, he has few, if any, formal obligations. His superiors have granted him an indefinite leave of absence to pursue his own interests and make his own way.

An Errant may be granted independence because his government no longer has a need for a standing army, or because his church elders have encouraged him to explore the world outside their jurisdiction and report what he discovers. Most often, however,

governments and churches grant independence for economic reasons. An Errant assumes responsibility for his own equipment and funds, freeing official treasuries for more pressing expenditures.

**Requirements:** Standard.

**Ministration:** Although he may have pledged fealty to a government or a church, an Errant essentially functions as an independent fighter.

**Role:** An Errant is often amiable, cooperative, and eager to ally himself with any party or individual of lawful good intention. His destiny, he believes, is with the gods, and he readily agrees to undertake all good missions that come his way, providing they promise adventure and don't compromise his principles.

Between adventures, an Errant is preoccupied with earning a living. Tournaments provide the best opportunities for income. Because an Errant doesn't depend on government or church sponsorship, he can keep his winnings for training (aside from his tithe).

When tournaments are scarce, an Errant may work as a mercenary for any lawful good government or church. The Errant receives no benefits from this arrangement, other than those specified in his contract. A typical contract includes the following terms:

• *Length of service.* This is often defined in quarter-year periods. Typically, an Errant serves no less than six months, and no more than a year. The Errant pledges temporary fealty to his employer during this time; all obligations to the employer end when the contract expires.

• *Salary.* An Errant is usually paid every quarter-year period, with the first period's payment made in advance. He usually earns 30-50 gp per period, depending on his experience, reputation, and special skills. Without the backing of a government or church, an Errant commands less of a salary than other mercenary paladins (see Chapter 8).

• *Theater of operations.* An Errant is not required to fight for his employer outside of a specified area.

• *Financial obligations.* An Errant furnishes all of his own equipment and assumes responsibility for his own food and supplies. The employer arranges transportation to and from the battlefield if the Errant has no mount of his own. An Errant is *not* allowed to use a loaned mount in battle, unless he agrees in advance to make restitution in case the mount is wounded or killed.

• *Division of spoils.* All hostages, weapons, land, and other spoils of war claimed by the Errant become the property of the employer. A benevolent employer may give the Errant a monetary bonus for such spoils, though the employer is under no obligation to do so.

• *Loaning of services.* While under contract, the employer may loan the services of an Errant to another lawful good liege, a church, or an adventuring party. The employer claims 50% of all treasure or salary obtained by the loaned Errant (because the Errant must also tithe from this money, he forfeits a total of 60% of his income).

**Symbol:** An Errant displays the same symbol as his church or government, or he can design a unique, personal one. Personal symbols might include his initials, a profile of a favorite animal, or a numeral (the age a parent died, the number of siblings in his family, or the day of his birth).

**Secondary Skills:** Farmer, Fisher, Groom, Hunter, Trapper/Furrier.

**Weapon Proficiencies:** *Bonus:* The Errant receives a free specialization in the jousting lance. *Required:* Sword (any).

**Nonweapon Proficiencies:** *Bonus:* Jousting*. *Recommended:* Animal Handling, Bowyer/Fletcher, Endurance, Etiquette, Fire-building, Fishing, Hunting, Mountaineering, Riding (Airborne and Land-based), Survival.

**Armor/Equipment:** At the outset of his career, an Errant receives only 25-100 (5d4¥5) gp. In addition to his weapons, armor, and mount, an Errant must also buy a jousting lance or a lance cup (see Chapter 6) as soon as possible.

**Bonded Mount:** Any.

**Special Benefits:**

Usually, an Errant continues to follow the laws of his government and the tenets of his faith. However, his superiors rarely issue any direct edicts, allowing the Errant to choose his own allies, go where he pleases, and make his own decisions. He seldom has to fight wars, attend state functions, or train novice warriors.

An Errant's superiors expect him to make reports of his activities once a year or so, but this requirement is flexible. An Errant may miss his report date by several months before his superiors consider penalizing him, and even then, the penalty may be suspended if the Errant offers a reasonable excuse.

**Special Hindrances:**

Although an Errant has few of the responsibilities of fealty, neither does he have any of the advantages. He must be totally self-supporting, supplying his own mounts, weapons, shelter, and clothing. He can't count on his church or government for emergency funds, nor can he ask for bodyguards or troops. For a stronghold, he must acquire land through conquest or purchase, as grants, charters, and benefices aren't available.

## Expatriate

**Description:** Like the Errant, the Expatriate has no permanent home, wandering from place to place in search of adventure and acceptance. However, the Expatriate is a nomad by circumstance, not choice. A warrior in exile, the Expatriate has renounced his allegiance to the officials or institution that originally granted him his paladinhood. His government or church may have become corrupt, his superiors may have betrayed their commitment to lawful good principles, or he have may have been dismissed for political reasons. In any case, his disillusionment is complete. He now makes his own decisions.

There are two points in his career when a paladin may become an Expatriate:

1. He may become an Expatriate at 1st level, taking this kit just as he would any other. Presumably, the character was unaware of the corrupt nature of his government or church while being trained, discovering the truth shortly after taking his Oath of Ennoblement. Alternately, a political coup may have occurred early in the character's career, replacing a lawful good regime with an evil one.

2. A character with another paladin kit may abandon it when his superiors betray him or some other dramatic event occurs that prompts him to renounce his fealty. The character may either become a standard paladin (described in the "Abandoning Kits" section later in this chapter) or—with the DM's approval—he may become an Expatriate, retaining his current level (a 3rd-level Errant who renounces his fealty becomes a 3rd-

level Expatriate). The new Expatriate keeps all of his equipment and proficiencies, but drops the Special Benefits and Hindrances associated with his previous kit; he acquires the Special Benefits and Hindrances of the Expatriate kit instead.

**Requirements:** Standard.

**Ministration:** Independent.

**Role:** Though still lawful good, an Expatriate distrusts most formal institutions, including lawful good governments and organized religions. He obeys the dictates of his conscience and his deity only, remaining skeptical of all self-proclaimed and elected authorities. Though courteous and respectful, he no longer automatically follows the orders those holding positions of power. He weighs each request against his own principles, agreeing to a mission or favor only if completely convinced of its merit.

Expatriates are often moody, cynical, and bitter. An Expatriate may feel his good name has been permanently tarnished, a condition he struggles to correct by volunteering for demanding, even dangerous, missions. He remains loyal to his lawful good comrades but resists close friendships. He has little patience with most neutral characters, finding their lack of commitment insipid and contemptible. He crushes his enemies without remorse.

Few governments or churches trust Expatriates enough to hire them as mercenaries. Therefore, Expatriates must rely on treasure or tournament winnings to make a living.

**Symbol:** If an Expatriate carries a symbol of his former government or church, he defaces it with slashes or scratches to proclaim his independence.

**Secondary Skills:** Armorer, Farmer, Fisher, Forester, Groom, Hunter, Leather Worker, Miner, Scribe, Trapper/Furrier, Weaponsmith, Woodworker/Carver.

**Weapon Proficiencies:** Any.

**Nonweapon Proficiencies:** Any.

**Armor/Equipment:** Standard.

**Bonded Mount:** Any.

**Special Benefits:**

*Self-Reliance:* An Expatriate comes and goes as he pleases, subservient to no one. He has no edicts to follow, other than those imposed by his deity or his own principles.

*Reaction Bonus:* An Expatriate remains a hero to the peasants and other oppressed people of his homeland, who admire him for his integrity and sterling character; from all those not associated with the officials of his former government or church, he receives a +2 modifier to his reaction rolls. To commoners of other lands familiar with his reputation, he also receives a +2 reaction modifier. Additionally, he will be given food and shelter from all commoners whose modified reaction is Friendly. This courtesy extends to any companions, so long as he vouches for them.

**Special Hindrances:**

*Self-Reliance:* Independence also has its drawbacks. As with the Errant, the Expatriate has no government or church to provide loans, supplies, or support. He may build a stronghold if he saves enough money, but he isn't eligible for property grants, charters, or benefices.

*Reaction Penalty:* Elite NPCs are reluctant to associate too closely with an Expatriate, fearing they might invite the wrath of the Expatriate's former government or church. Therefore, sensing the Expatriate's discomfort and distrust, all characters in positions of power suffer a –2 modifier to their reaction rolls.

*Fugitive Status:* Officials of the Expatriate's original government or church consider him an embarrassment at best, a traitor at worst. An Expatriate is constantly hunted and harassed by his ex-employers, who may seek to punish, arrest, or even execute him.

## Ghosthunter

**Description:** The Ghosthunter is obsessed with finding and destroying evil undead, including ghosts, spectres, liches, and vampires. To further his goals, the Ghosthunter's deity has provided him with special powers to vanquish his nemeses and resist their evil magic.

**Requirements:** Standard.

**Ministration:** Any; Independent most common.

**Role:** A Ghosthunter allies with any acceptable adventuring party that seems likely to encounter his hated foes. Given the opportunity, a Ghosthunter will explore every crypt, cemetery, and abandoned castle to search for undead, attacking relentlessly until the last of them fall or the party leader orders him to withdraw. While a Ghosthunter shares all paladins' hatred of evil, destroying undead is his primary objective.

A singleminded Ghosthunter may try the patience of his most sympathetic companion. Often withdrawn and grim, he prefers solitude to socializing. His reticence makes him a poor leader, as he often has difficulty focusing on the party's overall mission. A Ghosthunter may resist following orders if he disagrees with his party's strategy (if he can so do without violating his ethos) and strike out on his own ceaseless hunt for undead.

**Symbol:** Gravestone, broken scythe.

**Secondary Skills:** Hunter, Mason, Miner, Scribe, Weaponsmith.

**Weapon Proficiencies:** Any.

**Nonweapon Proficiencies:** *Recommended:* Ancient History, Blind-fighting, Languages (Ancient), Local History, Spellcraft, Tracking.

**Armor/Equipment:** Standard.

**Bonded Mount:** Any.

**Special Benefits:**

*Dispel Evil:* At 5th level, a Ghosthunter acquires the innate ability to cast *dispel evil* once per day. The spell requires no components, but otherwise operates the same as the 5th-level priest spell of that name. The number of times he can cast this spell increases as he advances in level (see Table 17).

*Paralysis Immunity:* Ghosthunters of all levels have a 95% immunity to paralysis caused by undead. Additionally, all Ghosthunters have the innate ability to cast *remove paralysis*. The spell requires no components, but is otherwise identical to the 3rd-level priest spell of the same name. The number of times he can cast this spell increases as he advances in level (see Table 17).

### Table 17: Ghosthunter Abilities

| Level | Dispel Evil* | Remove Paralysis* |
|---|---|---|
| 1-4 | - | 3 |
| 5-9 | 1 | 4 |

| | | |
|---|---|---|
| 10-14 | 2 | 5 |
| 15-19 | 3 | 6 |
| 20+ | 4 | 7 |

* Times per day.

*Improved Ability to Turn Undead:* A Ghosthunter turns undead as a cleric of the same level (as shown in Table 18).

*Holy Sword Availability:* The Ghosthunter's deity might give the Ghosthunter an opportunity to acquire a *sword +3 Purifier* (see Chapter 6) at some point before he reaches 6th level. The DM determines the circumstances, as per the guidelines in Chapter 2; remember that availability does *not* guarantee acquisition.

**Special Hindrances:**

The Ghosthunter has fewer of the special abilities normally associated with paladins (described in Chapter 2):

- He can't restore hit points by laying on hands.
- He can't learn or cast priest spells.
- He has no magical immunity to diseases.
- He can't cure diseases in others.

### Table 18: Turning Undead (Ghosthunter)

| Ghosthunter | Category of Undead | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** |
| 1 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - | - | - | - |
| 2 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - | - | - |
| 3 | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - | - |
| 4 | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - | - |
| 5 | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - | - |
| 6 | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - | - |
| 7 | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - | - |
| 8 | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 | - |
| 9 | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 | 20 |
| 10-11 | D* | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 | 19 |
| 12-13 | D* | D* | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 | 16 |
| 14+ | D* | D* | D* | D* | D* | D | D | T | T | 4 | 7 | 10 | 13 |

**Key to Undead Categories**

1: Skeleton (or 1 HD undead)
2: Zombie
3: Ghoul (or 2 HD undead)
4: Shadow (or 4 HD undead)
5: Wight (or 5 HD undead)
6: Ghast
7: Wraith (or 6 HD undead)
8: Mummy (or 7 HD undead)
9: Spectre (or 8 HD undead)

10: Vampire (or 9 HD undead)
11: Ghost (or 10 HD undead)
12: Lich (or 11+ HD undead)
13: Special undead, including one-of-a-kind creatures, free-willed undead of the Negative Plane, outer planes undead, and certain Greater and Lesser powers (baatezu, tanar'ri, etc.).

* An additional 2d4 creatures of this type are turned.

## Inquisitor

**Description:** The Inquisitor has devoted his life to finding and eliminating practitioners of evil magic. A scholar as well as a warrior, he is unyielding in his efforts to thwart the clerics and wizards who have aligned with the forces of darkness.

**Requirements:** An Inquisitor must have a minimum Intelligence score of 11.

**Ministration:** Any.

**Role:** To an Inquisitor, magic is a sacred force, and he detests those who use it for evil. An evil spellcaster who refuses to renounce his corrupt ways invites the Inquisitor's wrath.

The typical Inquisitor is intense and analytical, more interested in quiet reflection than small talk. Though private by nature, an Inquisitor establishes deep friendship in those he comes to trust, particularly good-aligned wizards and clerics.

**Symbol:** Open book, candle, flaming brazier.

**Secondary Skills:** Groom, Limner/Painter, Scribe, Weaponsmith, Woodworker/Carpenter.

**Weapon Proficiencies:** Any.

**Nonweapon Proficiencies:** *Required:* Spellcraft, Religion. *Recommended:* Astrology, Languages (Ancient and Modern), Reading/Writing.

**Armor/Equipment:** Standard.

**Bonded Mount:** Any.

**Special Benefits:**

*Detect Evil Magic:* An Inquisitor can detect magic radiating from any being, object, or location enchanted by an evil being. This ability functions at will, subject to the same limitations and restrictions as his ability to *detect evil intent*, described in Chapter 2. He may also perceive the intensity of the magic (faint, moderate, strong, overwhelming); the sensations are like those listed in Table 11 in Chapter 2. A protective spell cast by an evil necromancer upon himself could be detected in this manner, as could a magical trap set by an evil priest.

*Dispel Evil Magic:* At 3rd level, an Inquisitor acquires the ability to cast *dispel magic*. The spell requires no verbal or somatic components, but affects only evil spells and spell-like effects. The spell has a base success chance of 100% and is cast at the level of the Inquisitor. Aside from these qualifications, it operates exactly like the third-level priest spell. The number of times he can cast this spell increases as he advances in level (see Table 19).

*Immunity to Illusions:* An Inquisitor has an 80% plus 1%/level immunity to illusion spells of all levels. This immunity has a limit of 95%. (A 12th-level Inquisitor as a 92% immunity; a 16th-level Inquisitor has a 95% immunity.)

### Table 19: Frequency of Dispel Evil Magic

| Level | Dispel Evil Magic* |
|---|---|
| 1-2 | - |
| 3-5 | 1 |
| 6-8 | 2 |
| 9-11 | 3 |
| 12-14 | 4 |
| 15-17 | 5 |
| 18+ | 6 |

* Times per day.

*Immunity to Possession and Mental Control:* Inquisitors of all levels have a 90% immunity to all possession and mental-control spells, including *charm, domination, hold person, hypnotism, magic jar*, and *suggestion.*

**Special Hindrances:**

An Inquisitor has fewer of the special abilities normally associated with paladins (described in Chapter 2):

- He can't restore hit points by laying on hands.
- He can't ever learn or cast priest spells.
- He can't turn undead.
- He can't cure diseases in others, though he himself is immune to all forms of disease.

## Medician

**Description:** The Medician seeks to treat the sick, alleviate suffering, and save lives. Much of her training has been devoted to medical arts, and she follows a religion whose deities promote healing and compassion. On the battlefield, she is as likely to be found comforting a wounded comrade as engaging an enemy in swordplay. Though as much an enemy of evil as any paladin, the Medician has decided that she can best uphold her principles by fighting injury and disease.

**Requirements:** The Medician must have an Intelligence score of at least 10.

**Ministration:** Any.

**Role:** A Medician candidate undergoes rigorous training in a variety of demanding courses, including herbalism, anatomy, and diagnostics. After completing her academic studies, she must spend at least a year as an apprentice to an experienced medical practitioner. Because of the length of her training, a candidate rarely becomes a 1st-level Medician before she reaches her early-to-mid twenties.

A Medician assumes the role of healer whether at home or in the field with an adventuring party. She brews antidotes for poisons, sets broken bones, applies poultices to festering wounds, and stays up all night with ailing mounts. In her free time, the Medician experiments with new treatments, develops new diagnostic techniques, and compiles notes of past cases to share with other healers.

A Medician will never abandon or neglect wounded, diseased, or suffering lawful good characters (or creatures). Should no lawful good patients require attention, most Medicians will apply their skills to neutral characters and creatures. However, only in extraordinary circumstances will a Medician knowingly treat an evil character or creature.

**Symbol:** A holy symbol with a heart, open hand, silhouette of an infant, cross, or drop of blood.

**Secondary Skills:** Farmer, Groom, Scribe.

**Weapon Proficiencies:** The Medician spends so much time with academic studies that her combat skills invariably suffer. Therefore, the Medician has only *one* weapon proficiency at 1st level; this slot must be spent on either lance (any), battle axe, or sword (any). She receives a second weapon proficiency at 3rd level and a third at 6th level; she receives a total of three weapon proficiencies for her entire career. She may chose any weapon to fill her second and third slots.

**Nonweapon Proficiencies:** *Bonus:* Diagnostics*, Healing. *Limit:* Because her mastery of the healing arts comes at the expense of other skills, a Medician may acquire no more than three proficiencies beyond her bonuses. She has only a single proficiency slot to spend at 1st level, another at 3rd level, and a final slot at 6th level. *Recommended:* Ancient History, Animal Handling, Animal Lore, Animal Training, Heraldry, Herbalism, Languages (Ancient or Modern), Reading/Writing, Religion, Riding (Airborne or Land-based). *Forbidden:* Blind-fighting, Bowyer/Fletcher, Jousting*, Weaponsmithing.

**Armor/Equipment:** In addition to her standard equipment, the Medician must purchase and maintain a set of healing equipment. A typical set includes needles for stitching wounds, cloth bandages, tourniquets, splints, sterilizing ointments, and a selection of non-magical potions and herbs (for soothing headaches, settling stomachs, and reducing fevers; these items don't heal damage). The initial cost of a kit is 50 gp. At least once a month, the Medician must replenish her kit either by buying new supplies (1-4 gp) or scavenging them (which takes 1-4 days). Until the Medician replenishes her kit, she can't take advantage of any of the proficiency bonuses listed in the Special Benefits section. The kit weighs 1 lb.

**Bonded Mount:** Any.

**Special Benefits:**

A Medician has all of the following proficiency bonuses:

• A +1 bonus to all Diagnostics proficiency checks. (If the Medician acquires the Herbalism proficiency, she has an additional +3 bonus; this brings the total Diagnostics bonus to +4. See Chapter 5 for the Diagnostics proficiency.)

• A +1 bonus for all Healing proficiency checks. A successful check enables her to restore 1d4 points of damage if applied within three rounds of wounding (instead of 1-3 points within one round).

• If under the care of a Medician, a patient recovers 1 additional hit point per day (2 points per day if the patient travels, and 4 points per day if the patient rests).

• If a Medician spends five consecutive rounds caring for a poisoned patient, the patient receives a +4 bonus to his saving throw (made at the end of five rounds). If the care is interrupted, the patient saves normally.

**Special Hindrances:**

Once per year, a Medician must suspend all normal activities and spend 2-5 (1d4+1)

consecutive weeks at a university, hospital, monastery, or any other lawful good institution that offers both religious and medical training. During this period, the Medician refreshes her skills through prayer and study. Failure to comply results in the loss of all proficiency bonuses listed in the Special Benefits section. As a punishment from her deity, the Medician also loses her disease immunity and the ability to heal by laying on hands. She regains all benefits and special abilities as soon as she completes a 2-5 week stay.

## Militarist

**Description:** The Militarist is a battlefield virtuoso. War is a sacred act, he believes, and a chance for spiritual redemption. By defeating enemies in combat, he pays tribute to his gods and secures his place in the afterlife.

**Requirements:** A Militarist must have a minimum score of 12 in both Dexterity and Constitution.

**Ministration:** Government or Church.

**Role:** Typically, a Militarist serves as an officer in an army or other military organization. In wartime, he commands forces in the field, or engages in specialized operations, involving reconnaissance, rescue, or sabotage. He works alone or with a select group of elite soldiers. In peacetime, he protects his liege's stronghold, supervises training of recruits, and sharpens his fighting skills. He stands ready to travel to any part of the world to defend the interests of his government or church.

A Militarist commands the respect of nobles and peasants alike. Often, his reputation approaches legendary status; citizens line the streets and cheer when a renowned Militarist passes through their village. Militarists tend to bask in such adulation, pausing to exchange a few words with starstruck adolescents or kiss the hands of swooning maidens. They also enjoy the trappings of their station, eager to accept awards for military excellence and rarely refusing invitations to royal affairs.

In combat, the Militarist naturally assumes a leadership role. His companions will find him to be a shrewd and fearless commander who relishes every opportunity to engage the enemy. Off the battlefield, the Militarist tends to withdraw, maintaining a professional but distant relationship with his comrades. He has little interest in non-military activities, spending most of his free time discussing strategy and tactics with like-minded warriors, or brushing up on his combat techniques.

**Symbol:** Any symbol with military connotations, such as a weapon or a clenched fist.

**Secondary Skills:** Armorer, Weaponsmith.

**Weapon Proficiencies:** The Militarist must select one of the following to be called his *preferred weapon:* sword (any), lance (any), battle axe, horseman's flail, horseman's mace, horseman's pick. *Recommended:* Any sword, any lance, battle axe, dagger, horseman's flail, horseman's mace, horseman's pick. Because Militarists prefer mounted combat, they rarely become proficient with bows, slings, and other missile weapons difficult to use on horseback.

**Nonweapon Proficiencies:** Because the Militarist concentrates on military skills, he can substitute weapon proficiencies for nonweapon proficiencies (but not vice versa). He must expend half of his nonweapon proficiencies in this fashion. *Bonus:* Land-based Riding. *Recommended:* Armorer, Blind-fighting, Endurance, Jousting*, Weaponsmithing.

**Armor/Equipment:** Standard. A Militarist prefers plate armor, but will settle for chain mail if that's all he can afford. However, as soon as his economic condition improves, he *must* buy plate armor. A Militarist proudly displays all military ribbons, medals, and commendations on his clothing and shield.

**Bonded Mount:** Any war horse.

**Special Benefits:**

*Mounted Combat Bonus:* A superb rider, a mounted Militarist makes attacks as if he were one level higher; a 3rd-level Militarist, for instance, attacks as if he were 4th level. He attacks as if two levels higher when riding his bonded mount. At 19th level, he attacks at one level higher regardless of his mount. A 20th-level Militarist isn't eligible for these bonuses.

When making an attack with his preferred weapon, the Militarist has a +1 damage bonus. Damage bonuses don't apply in jousts or other tournament competitions where the intent is to dismount or disarm, not inflict damage. They do apply to nonlethal attempts to subdue an opponent.

*Reaction Bonus:* The Militarist receives a +2 reaction roll from all good and neutral characters of his own culture. Evil characters respond normally.

*Honors:* As he advances in level, the Militarist receives the honors listed in Table 20. The honors presume loyal service and no significant ethos violations. The DM may withhold any honor he feels the Militarist doesn't deserve.

### Table 20: Militarist Honors

| Level | Honor |
|---|---|
| 2 | Ceremonial banquet in Militarist's honor |
| 3 | Receives a special crest for his helmet (see Chapter 6) |
| 5 | Receives a ceremonial coif (see Chapter 6) |
| 7 | Eligible to receive interest-free loans of up to 500 gp from his government or church (the DM may adjust the loan amount) |
| 9 | Land grant from his church of government (size and location determined by the DM) |
| 10 | Church or government officials screen Militarist's potential hirelings; all such employees are guaranteed lawful good (the Militarist retains the option to hire; he must also negotiate salaries and other conditions of employment) |

**Special Hindrances:**

*Regular Training:* The Militarist must spend at least one hour per day practicing his combat and riding skills. If he neglects to practice, he loses his mounted combat bonuses (see Special Benefits) for the following day. The DM may exempt the Militarist from this training requirement if he's spent an hour that day (60 rounds) in actual combat.

*Regular Reports.* A Militarist must return to his home base at least once every six months to report to his government or church officials. The report includes the status of current military operations, observations of enemy activity, and any information requested by his superiors. The Militarist may be excused from making a report if he makes prior arrangements. Otherwise, failure to report constitutes an ethos violation.

## Skyrider

**Description:** The Skyrider is a warrior of the air. Carried by his airborne mount, he soars through the clouds with the grace of an eagle and the precision of an arrow in flight. He serves as a defender of both the skyways and the earth.

The Skyrider owes his skills to his unusual relationship with his mount. In certain wilderness societies, tribal elders select the brightest and strongest children to be Skyrider candidates. The elders match each child with a young flying mount. The child and mount are encouraged to share much time training, playing, even sleeping together. Within a few years, their bond is so strong that the mount responds to the rider almost intuitively.

**Requirements:** Standard. Most Skyriders come from wilderness areas where flying mounts are more practical than land mounts. Flying mounts can monitor stretches of open countryside easier than ground mounts, and have less trouble navigating mountains and other hostile terrain.

**Ministration:** Any, with Mentor and Independent the most common.

**Role:** Though Skyriders make excellent scouts and explorers, they're particularly useful as soldiers. Their flying mounts enable them to move quickly to distant locations, irrespective of rivers, chasms, or other obstacles. They can target enemies on the ground, breech stronghold walls, and swoop around enemy forces to attack from behind. They can undertake reconnaissance missions to determine the size of enemy armies and monitor their movement.

In peacetime, a Skyrider can take advantage of his bird's-eye view to look for virgin farmland and new trade routes. He can also watch for natural disasters, such as forest fires and floods. Some teach themselves to track tornadoes and hurricanes, warning those in a storm's path to take shelter. A Skyrider can deliver supplies to isolated villages, rescue trapped explorers, and visit distant islands without a ship.

A Skyrider fulfills many of these same functions in an adventuring party, scouting ahead for signs of trouble, attacking enemies from the air, and crossing hostile terrain to deliver messages and goods. Because a Skyrider often prefers the company of his mount to that of other people, his companions may find him cold and aloof.

**Symbol:** Any symbol that suggests flight, such as a pair of wings or the profile of a bird.

**Secondary Skills:** Farmer, Forester, Hunter.

**Weapon Proficiencies:** Any. Because Skyriders don't suffer the normal mounted missile fire penalties (see the Special Benefits section below), many choose proficiencies in the longbow, crossbow, or sling.

**Nonweapon Proficiencies:** *Bonus:* Airborne Riding. *Recommended:* Direction Sense, Hunting, Tracking, Weather Sense. *Forbidden:* Jousting*.

**Armor/Equipment:** Standard. Usually, the Skyrider must purchase high-quality, customized tack for his flying mount to ensure maximum comfort and maneuverability. Depending on the size and species of the mount, customized tack (including bit, bridle, halter, and saddles) costs 20-40 gp. The Skyrider should also consider full barding for his mount (preferably leather).

**Bonded Mount:** Griffon, giant eagle, pegasus, hippogriff, or any other type of flying mount indigenous to the Skyrider's homeland. The Skyrider acquires his bonded mount at 1st level.

**Special Benefits:**

*Combat and Proficiency Bonuses:* When airborne, all nonmissile attacks made by either the bonded mount or the Skyrider receive a +1 modifier to hit. This includes attacks made against ground or airborne targets, along with all situations covered in the Aerial Combat rules in Chapter 9 of the *DMG*. For missile combat, use the modifiers in Table 21.

### Table 21: Skyrider Mounted Missile Fire

| Mount's Current Movement | Modifier |
|---|---|
| Hovering, less than 1/2 normal rate | +1 |
| 1/2 to 3/4 normal rate | 0 |
| Greater than 3/4 normal rate | –2 |

Additionally, the Skyrider receives a +2 bonus to Airborne Riding proficiency checks for feats involving his bonded mount.

*Longer Relationship:* Under normal conditions, a bonded mount remains with its Skyrider for 15 years.

*Faster Training:* The Skyrider can teach his bonded mount a trick in 2-5 (1d4+1) days, a task in 1-2 weeks. Like other bonded mounts, the Skyrider's mount can learn 9-20 tricks and tasks, in any combination.

*Telepathic Communication:* When the Skyrider reaches 12th level, he gains the ability to communicate telepathically with his bonded mount, sending and receiving mental messages at will. This ability's range is 10 times the Skyrider's level, in feet.

**Special Hindrances:**

*Mourning:* When the Skyrider loses his bonded mount, he feels the loss intensely. If the bonded mount was lost because of the Skyrider's actions—for instance, the Skyrider's carelessness resulted in the mount's death, or the mount left because the Skyrider was stripped of his paladinhood—the Skyrider mourns for 2-5 (1d4+1) months. If the bonded mount served its full 15 years, or the Skyrider voluntarily releases it, the Skyrider mourns for 2d4 weeks. During the mourning period, the Skyrider suffers a –2 penalty to all attack, ability, and proficiency rolls.

## Squire

**Description:** Historically, a Squire functioned as an apprentice, serving his master both at home and on the battlefield while honing his skills. When his training ended, the Squire became a paladin himself, sometimes continuing the cycle by taking on a Squire of his own.

Occasionally, however, Squires made a career of service. By choice or circumstance, the Squire has spent his life as an aide to a high-ranking paladin, an elder of his church, or a government official. Although never quite attaining the status of other paladins, the career Squire—the type described in this kit—commands respect for his loyalty and devotion to duty.

**Requirements:** There are no rigid requirements for a Squire, but the player should consider why the character would opt for this kit, which offers less status than a full

paladin but demands the same adherence to an ethos. Some possibilities include:

• The character doesn't want all the responsibilities associated with a full paladin.

• The character lacks the noble blood required of full paladins in his culture.

• The character's paladin ancestor committed an ethos violation so severe that his descendants were forbidden to become full paladins.

The player may also name the master his Squire will serve. The master is usually a high-level paladin, but can also be an aristocrat, a military officer, or a church dignitary. The master may be another PC, but this isn't recommended, as complications may arise if the PC master is unavailable for a particular adventure or drops out of the campaign.

Preferably, the player should select an NPC paladin to be the Squire's master, approved of and controlled by the DM. For convenience and expediency, the NPC operates "offstage"—that is, he rarely, if ever, makes an actual appearance in the campaign. The master may be infirm, permanently confined to bed in his stronghold, or perhaps his duties have indefinitely taken him to the other side of the world. Squire and master communicate through messengers or intermediaries, or they may arrange meetings between adventures. Alternately, the master may be dead; rather than finding a new master, the Squire dedicates the rest of his career to the master's memory. In any case, the Squire carries out the master's wishes, looks after his interests, and represents him in quests and adventures.

**Ministration:** A Squire takes orders from his master. If the master is dead, the Squire obeys the master's heir.

**Role:** A Squire performs household chores, cares for horses, and maintains weapons. If he has the appropriate skills, he may also cook meals, repair clothing, or do leatherwork. These functions may be part of his regular duties, or he may take it upon himself to help out; Squires are eager to pitch in when there's work to be done.

Despite their reputation for dedication and hard work, Squires lack the stature of other paladins. They are rarely invited to state banquets or other formal functions, except as waiters or chefs. They never become high-ranking military officers, nor are they eligible for the honors available to other paladins. (If a Chevalier and a Squire are equally responsible for defeating an enemy army, the Chevalier may receive a festival in his honor and a gift of a golden spurs; the Squire may have to settle for a pat on the back.) While commoners respect the Squire, open admiration is rare; unfairly or not, many believe that career Squires have some deficiency that prevents them from becoming full-fledged paladins.

A Squire's party finds him a tireless worker and supportive companion. He graciously volunteers his aid to whomever needs it; he's always willing to repair a torn tunic for a comrade who can't sew, groom the horse of a friend who's too tired to do it himself, or teach a novice the way to hold a shield. He avoids leadership roles, deferring to those in authority positions, but follows orders to the letter. No job is too menial, no request too trivial.

**Symbol:** The Squire adopts the same symbol as his master.

**Secondary Skills:** Armorer, Groom, Tailor/Weaver, Weaponsmith, Woodworker/Carpenter.

**Weapon Proficiencies:** Any.

**Nonweapon Proficiencies:** *Recommended:* Armorer, Blacksmithing, Brewing, Carpentry, Cobbling, Cooking, Etiquette, Leatherworking, Seamstress/Tailor,

Weaponsmithing, Weaving.

**Armor/Equipment:** Standard. The master will usually supply all basic equipment at no charge, including a suit of chain mail, a short sword, a lance, a dagger, a mount (usually a riding horse or light war horse), and tack. Unless the Squire loses equipment through carelessness or ineptitude, the master will also supply replacements.

**Bonded Mount:** Mounts of higher intelligence, such as unicorns or pegasi, are rarely drawn to Squires, nor are unusually strong war horses, such as greater or standard paladin mounts. Medium war horses, light war horses, and riding horses are the most likely mounts.

**Special Benefits:**

*Punishment Buffer:* Technically, the master is responsible for the Squire's actions. Therefore, if a Squire commits a crime or some other indiscretion, the master may share the punishment or speak on the Squire's behalf to have the punishment suspended. In game terms, the DM has the option of reducing or setting aside punishments when the Squire commits minor ethos violations. For instance, if the Squire accidently insults an aristocrat, the DM may let him off with a warning rather than have him perform a penance (offstage, the master has taken the punishment for the Squire, apologized on his behalf, or bargained for a reduced punishment). The Squire takes full responsibility for all serious ethos violations; the master can't—or won't—help him.

*Economic Advantages:* The master not only supplies his Squire with basic equipment, he also pays him a regular stipend, typically 5-10 gp per month. (The Squire must tithe from this stipend as he would any other income.) The master may also be able to supply other needed equipment for free or at a reduced cost, and loan money with little or no interest.

**Special Hindrances:**

*No Privileged Relationships.* A Squire has no special access to officials, sages, and other elite characters, unless his master paves the way.

*Subservience:* A Squire can't marry, undertake a long trip, or make any other major decision without his master's permission. The master decides where the Squire's tithes go, how much treasure he may keep, and if a particular mission is worth the Squire's time. If the master is dead, the Squire must pray to the master's spirit; the master's answer will come in a dream, or as decided by the DM.

The Squire may also be required to meet regularly with the master—say, at least once a year. Failure to show up constitutes an ethos violation. If the master is dead, the Squire must visit his grave and commune with his spirit.

Additionally, a Squire must obey the orders of *all* paladins, not just his master, including those whose levels are lower than his.

*No Strongholds.* In most cultures, law and tradition prevent Squires from building strongholds or holding real estate. The DM may make an exception for a high-level Squire (at least 15th level) who demonstrates outstanding service (he saves the king's life or rescues a kidnapped prince). Even then, a Squire is most likely to be a trustee or regent.

## Votary

**Description:** Like Divinates, the devoutly religious Votaries function as soldiers of

their church. But Votaries are far more militant, considering devotees of "false" religions as the epitome of evil. Additionally, Votaries follow an unusually strict ethos that includes vows of poverty and chastity.

**Requirements:** Standard.

**Ministration:** Church. A Votary rarely pledges fealty to a government, unless the government is subservient to her church.

**Role:** The typical Votary is grim, self-obsessed, and quick to judge. She believes her church is the only true one and is suspicious of all other religions. She behaves with stony civility to priests of other lawful faiths and open skepticism to priests of neutral faiths. Followers of evil faiths, she believes fervently, deserve nothing less than death.

The Votary maintains an ascetic, ordered life. She owns few personal possessions, avoids strong drink, and even declines to eat heavily seasoned food. She disapproves of gaming, dancing, and other entertainment as childish distractions. Concern for personal grooming is a distasteful affectation (and not a requirement of the Votary's ethos). Some votaries leave their hair uncombed and beards shaggy "as the deity intended," devoting only as much effort to personal hygiene as necessary for good health and minimal courtesy. Whereas a Votary is as susceptible to courtly love as any other paladin (see Chapter 7), she would *never* consider approaching the person she desires; her passion would likely manifest as guilt and shame.

Many commoners admire the Votary for her dedication and discipline, but some see her as an intimidating, even frightening, fanatic. Her humorless outlook and self-righteousness attitude tend to discourage close friendships.

**Symbol:** A Votary displays the holy symbol of her church *only* on her shield. She never carries a flag or banner except on official business, nor will she attach her symbol to her armor, mount barding, or other possessions; she considers such displays gaudy and vulgar.

**Secondary Skills:** Groom, Hunter, Scribe.

**Weapon Proficiencies:** Any.

**Nonweapon Proficiencies:** *Recommended:* Ancient History, Endurance, Healing, Languages (Ancient and Modern), Religion, Tracking. *Forbidden:* Brewing, Cooking, Dancing, Etiquette*, Gaming, Jousting*, Musical Instrument, Poetry*, Pottery, Singing.

**Armor/Equipment:** A Votary owns no possessions aside from her weapons, armor, and the minimal gear and supplies necessary to carry out her missions. She never purchases the formal attire described in the Clothing and Special Items section of Chapter 6, nor will she decorate her armor or clothing with jewels, gold trim, or ornaments.

**Bonded Mount:** Any.

**Special Benefits:**

*More Spells:* Because of her intense devotion to his deity, the Votary has more spells than other paladins and learns them when she reaches 6th level. Table 22 details the spell progression.

### Table 22 : Votary Spell Progression

| Votary | Casting | Priest Spell Levels | | | |
|---|---|---|---|---|---|
| Level | Level | 1 | 2 | 3 | 4 |
| 6 | 1 | 1 | - | - | - |
| 7 | 2 | 2 | - | - | - |

| | | | | | |
|---|---|---|---|---|---|
| 8 | 3 | 2 | 1 | - | - |
| 9 | 4 | 3 | 2 | - | - |
| 10 | 5 | 3 | 2 | 1 | - |
| 11 | 6 | 4 | 2 | 1 | - |
| 12 | 7 | 4 | 2 | 2 | - |
| 13 | 8 | 4 | 2 | 2 | 1 |
| 14 | 9 | 4 | 3 | 2 | 1 |
| 15 | 9 | 4 | 4 | 2 | 1 |
| 16 | 9 | 4 | 4 | 3 | 1 |
| 17 | 9 | 4 | 4 | 3 | 2 |
| 18 | 9 | 4 | 4 | 3 | 3 |
| 19 | 9 | 4 | 4 | 4 | 3 |
| 20 | 9 | 4 | 4 | 4 | 4 |

*Hated Faith:* The Votary earns a combat bonus when fighting enemies of a particular evil faith. The evil faith must be designated at the outset of her career; only a single faith may designated, and once chosen it will never change. Acceptable choices include faiths of a particular being (such as an ogre religion) or region (a religion indigenous to a particular jungle or mountain range). A Votary earn a +4 bonus to her attack rolls when fighting priests or followers of the hated faith. The Votary must recognize the priests and followers of the hated faith in order to receive the bonus, identifying them by symbols, gestures, garb, or rituals.

**Special Hindrances:**

*Reaction Penalty:* A Votary displays obvious enmity toward priests of other faiths. Lawful good priests of faiths other than the Votary's suffer a –2 penalty to their reaction rolls; their reaction can be no better than Indifferent. Neutral priests suffer a –4 penalty; their reaction can be no better than Cautious.

*Extra Tithes:* A Votary must donate 50% of all income to her church.

*Celibacy:* The Votary must incorporate a vow of celibacy into her ethos.

*No Strongholds or Hirelings:* By choice, a Votary never builds a stronghold; instead, she lives in a church, monastery, or temple. Nor does she hire henchmen or other hirelings, a wasteful expense.

## Wyrmslayer

**Description:** The Wyrmslayer is the sworn enemy of evil dragons and has devoted his life to their destruction. Battle-hardened and fiercely determined, the Wyrmslayer roams the world in search of the hated creatures. Even the mightiest evil dragons tremble at the approach of a Wyrmslayer, as few humans pose a greater threat.

Only a select few qualify to become Wyrmslayers, with the final choice up to the gods. If a candidate meets the basic physical requirements, he declares his intention to become a Wyrmslayer before he takes his Oath of Ennoblement. As part of his oath, he pledges to destroy all evil dragons, singling out a particular species as his *principal foe*. The principal foe can be a black, blue, green, red, white, or any other evil species prominent in the campaign world. Once a candidate names his principal foe, it remains the same for the rest of his career.

After completing his oath, the candidate becomes a standard 1st-level paladin (as described in the *PH*). That night, a lawful good deity appears to him in a vision, giving him a quest to demonstrate his courage. Typical quests include:

- Retrieving an egg from the nest of a principal foe.
- Finding and destroying the lair of a principal foe.
- Singlehandedly defending a village from an attack by a principal foe.

The quest must be completed within a specified time limit, usually 1-2 years. If the paladin fails to complete the quest, he remains a standard paladin forever after; he can never become a Wyrmslayer, nor may he choose another kit. If he completes the quest, the deity grants him the special attributes described below; the paladin is then a Wyrmslayer. The Wyrmslayer retains the same level he had as a standard paladin; that is, if the paladin had risen to 2nd level before completing his quest, he becomes a 2nd-level Wyrmslayer.

**Requirements:** A Wyrmslayer must have a minimum Strength of 14, Dexterity of 10, and Constitution of 10.

**Ministration:** Any.

**Role:** Just as the Ghosthunter is obsessed with destroying undead, so is the Wyrmslayer obsessed with killing evil dragons. Nomadic and restless, the Wyrmslayer spends most of his time searching for his nemeses. Even Wyrmslayers formally affiliated with governments or churches have unusual freedom of movement; their superiors know that Wyrmslayers function best when left alone.

Though preferring to operate by themselves, Wyrmslayers will join adventuring parties if their travels take them through dragon territory. A Wyrmslayer fulfills his fealty obligations as well as any paladin, yet he may withdraw and brood if he goes too long without engaging his principal enemy. His eagerness to battle evil dragons impresses some as courageous, others as foolhardy. No one, however, doubts his resolve.

**Symbol:** Dragon profile, skull, claw, or wing; crossed lances.

**Secondary Skills:** Armorer, Forester, Hunter, Weaponsmith.

**Weapon Proficiencies:** *Bonus:* Any one of the weapons from the restricted list. *Restricted:* A Wyrmslayer may be proficient in the following weapons only, all of which inflict high damage to large targets: heavy horse lance, medium horse lance, awl pike, bardiche, glaive-guisarme, spetum, long sword, two-handed sword, trident.

**Nonweapon Proficiencies:** *Bonus:* Animal Lore (only as applied to his principal foe; he cannot imitate its call; if the Wyrmslayer spends a slot, he acquires the Animal Lore proficiency described in the *PH*). *Recommended:* Armorer, Direction Sense, Endurance, Healing, Hunting, Mountaineering, Riding (Airborne or Land-based), Survival, Tracking, Weaponsmithing.

**Armor/Equipment:** A Wyrmslayer must have at least plate mail armor, preferably full plate. He must also have a shield, at least medium in size.

When a paladin completes his quest and becomes a full-fledged Wyrmslayer, his deity enchants his shield to magically protect the Wyrmslayer against dragon breath. If the Wyrmslayer makes a successful saving throw vs. breath weapon, the breath weapon causes no damage. If the throw fails, the Wyrmslayer suffers half damage. The magic functions *only* when the Wyrmslayer wields that shield; it functions as a normal shield when wielded by other characters. The enchanted shield counts against the Wyrmslayer's magical item limit.

**Bonded Mount:** Either a standard paladin war horse or a flying mount.

**Special Benefits:**

*Dragon Languages:* A Wyrmslayer can speak and understand the languages of all evil dragons.

*Fear Immunity:* A Wyrmslayer is immune to the fear aura of his principal foe. He gains a +4 bonus to his saving throws to avoid the effects of fear from all other species of evil dragons. His bonded mount shares this immunity, but normal mounts do not.

*Damage Bonus:* When a Wyrmslayer makes a successful weapon attack against his principal foe, he receives a damage bonus equal to his level. For example, if a 6th-level Wyrmslayer hits his principal foe with a long sword, the foe suffers 1d12+6 points of damage. If a Wyrmslayer makes a successful attack against an evil dragon other than his principal foe, he receives a +1 damage bonus. A bonded mount inflicts double damage against the Wyrmslayer's principal foe and receives a +1 damage bonus against evil dragons other than the principal foe.

*Special Reward:* If the Wyrmslayer is primarily responsible for killing, banishing, or otherwise eliminating a principal foe of Wyrm or Greater Wyrm level, his deity arranges for him to receive a special reward. The DM determines if the Wyrmslayer is eligible for the reward; for instance, the Wyrmslayer may earn the reward if he inflicted most of the damage leading to the foe's death, or if he tricked the foe into entering another plane of existence from which return is impossible. Typical rewards:

1. A grant of land large enough for a stronghold.

2. Donation of all labor and materials to build a stronghold.

3. Revelation of the principal foe's secret treasure horde, containing a fortune in gold and gems (which, of course, the Wyrmslayer donates to a charitable institution).

4. A magical gift, such as:

• Immunity to the spells of his principal foe. If the Wyrmslayer makes a successful saving throw, he suffers no damage from these spells. If he fails his throw, he suffers half damage.

• Transformation of a normal sword into a *holy sword*.

• Permanent access to an extra priest spell sphere. The Wyrmslayer picks the sphere of his choice, or the DM provides options. The extra access doesn't affect the number or level of spells the Wyrmslayer can learn.

• Permanent transformation of the bonded mount into a young silver dragon (or any lawful good dragon of the DM's choice; the DM may also determine the dragon's age). The silver dragon serves out the rest of the mount's term; if the original mount had served seven years, the dragon will serve three more. The dragon follows all the rules for bonded mounts described in Chapter 2. However, it's not necessary to train the dragon, as it carries out instructions with the same facility as any loyal, intelligent follower.

**Special Hindrances:**

*Reaction Penalty.* Because he is unable to conceal his hatred, the Wyrmslayer suffers a –4 penalty to all encounter reactions with his principal foe.

*Combat Compulsion.* The Wyrmslayer seeks out his principal foe in combat situations, choosing it as the target of his attacks in preference all other potential opponents. If the party encounters a horde of goblins and a black dragon, and the dragon is the Wyrmslayer's principal foe, the Wyrmslayer attacks the dragon and leaves the

goblins to his comrades. If the Wyrmslayer spots his foe's prints in the mud or hears rumors of his foe in a nearby forest, he feels compelled to track it down unless his companions forcibly restrain him or convince him of the inappropriateness of his actions.

The Wyrmslayer's compulsion doesn't necessarily interfere with his good judgment or responsibilities to his companions. If his principal foe tumbles into a fiery chasm, the Wyrmslayer won't leap in. If a comrade needs him, the Wyrmslayer interrupts his combat with the principal foe to help out, resuming his attacks against the principal foe when his comrade is safe.

*Inability to Turn Undead.* The Wyrmslayer has no power over any undead beings.

## Abandoning Kits

A character must stay with the same kit for his entire career; he can't exchange it for a different one. However, he can abandon the kit at any time, continuing as a standard paladin described in the *PH* without any of the benefits or hindrances associated with a particular kit.

There are many reasons why a player might want to abandon a kit. Maybe he feels limited by the kit restrictions (he wants more freedom than is allowed by the Squire). Or perhaps recent campaign events make the kit less fun to play (the king wants all his Chevaliers to stay home for the rest of the year to guard the castle). Whatever the reason, the DM should honor a player's request to abandon his kit. If the DM wants to work the abandonment into an adventure, the change may occur gradually. If the change doesn't significantly affect the campaign's storyline, the change may occur immediately.

When a character abandons a kit, he loses all of the kit's bonuses, benefits, penalties, and hindrances. The nonweapon proficiencies associated with the kit, including requirements and recommendations, no longer apply. Bonus proficiencies, however, aren't forfeited. Instead, they are set aside (written down but not used) until the character acquires new nonweapon proficiency slots. The new slots must be spent paying for the former bonus proficiencies; the player may buy these proficiencies in any order. The player must pay for all former bonus proficiencies before he can choose any new nonweapon proficiencies.

Should the character acquire new weapon proficiency slots, they may be spent on weapon proficiencies of the player's choice. The character may use any weapons normally available to the paladin.

## Creating New Kits

Ambitious players may design entirely new kits, using the examples in this chapter as guidelines. Before going to the trouble of designing a kit from scratch, check the exiting kits and see if any can be modified to fit the type you have in mind. If not, copy the Paladin Kit Record Sheet in the back of this book, fill out the description, then write down all the information needed in each section. Refer to the Kit Subsections descriptions at the beginning of this chapter if necessary.

When you've finished with the Record Sheet, let your DM look it over. He may veto some ideas or suggest different ones to make sure that characters taking the new kit aren't too powerful or that the kit doesn't duplicate concepts from existing kits. The DM may

make additional adjustments after he sees how the kit works in the context of a campaign.

Need some ideas? Consider these:

**Almsman.** A treasure hunter and philanthropist, he acquires money for needy charities and distributes funds to the underprivileged.

**Cursed Paladin.** This unfortunate must wrestle with the consequences of a vile curse or hex placed upon his family, ever seeking a way to break it with the least harm to others.

**Elemental Paladin.** Instead of acquiring a bonded mount, he can summon a free-willed elemental once per week for an hour.

**Foreteller.** He has an uncanny knack of seeing into the future and better access to spells of the Divination Sphere.

**Gallant.** A charming aesthete who finds truth and beauty in poetry, art, and romance.

**Outlander.** One of the few surviving paladins of a lost kingdom, he attempts to pursue a life of service in a world that neither understands nor trusts him.

**Pacifist.** He opposes war and violence in all forms, and advocates peaceful solutions to conflicts. He seeks alternatives to killing evil characters and creatures.

**Seaguard.** A ship-riding paladin, he is a defender of the sea and all its inhabitants. Seaguards often lead units of marines.

## Demihumans as Demipaladins

According to the *PH*, only humans can be paladins. But, using the rules in this book, a DM may allow paladin-like characters of other races in an AD&D® campaign. Lacking the necessary qualities to become paladins in the truest sense, these other races are subject to specific limitations and are known as demipaladins.

A demipaladin is a fighter/cleric who gains paladin-like powers from his deity after completing special quests for his church. A demipaladin may be a dwarf, gnome, elf, half-elf, or halfling. Any character desiring to become a demipaladin must be lawful good from the character's generation and have all the ability-score requirements of paladins. The character is allowed to gain a 10% bonus on experience in his fighter or cleric class if his Strength or Wisdom score (respectively) is 16 or better (Charisma, of course, must be 17 or better). The character must also adhere to all ethos requirements, such as strictures, edicts, and so on, from the start of play.

The character attacks as per his fighter level, makes saving throws as either a fighter or cleric (whichever class produces the better score), and gains weapon and nonweapon proficiency slots for both of his classes as he gains levels. Experience is divided between the fighter and cleric classes as per the usual rules. Cleric spells are gained as normal, though the spells the demipaladin may use are restricted to those listed in this supplement. A demipaladin turns undead as per his cleric level. The level limits for demihuman fighter and cleric classes are as given in the *DMG*, pages 14-15 (see Table 7 therein), so a demipaladin has definite disadvantages at higher levels compared to a human paladin.

Each demipaladin must take a kit as described in this text. The DM should rule on the appropriateness of each kit to the campaign setting and available equipment and mounts (e.g., a halfling could be a skyrider if a very small pegasus is found, but not a wyrmslayer if no dragons are in the area). New kits, as noted later, may be created and taken.

The power-gaining quests given to the demipaladin must be undertaken immediately whenever the character gains the ability to cast spells from a clerical level above the first—e.g., at 3rd level when second-level spells are gained, at 5th level when third-level spells are gained, etc. The nature of each quest must be determined by the DM, but each should be challenging and full of peril. Some quests may require the demipaladin to complete the tasks unaided or else assume a major leadership or combat role if helped by other adventuring companions. Such companions must be lawful good, though not necessarily of the demipaladin's race and religion.

If a quest is successfully completed, the demipaladin gains a single paladin-like power of the DM's choice, taken from the following: ability to use paladin magical items (such as *holy swords*); detection of evil intent; +2 saving-throw bonus; immunity to disease; ability to cure disease; ability to lay on hands; aura of protection; bonded mount. Racial level limits will restrict the number of special powers gained; e.g., halfling demipaladins, who can achieve only the 8th level of ability as clerics, would thus gain only three such special powers (at 3rd, 5th, and 7th levels).

New demipaladin kits, specifically tailored to the natures of demihumans, may be designed. Some suggestions include:

**Elven Trooper:** A mounted guardsman, the trooper accompanies elven royalty on fairy rides—solemn processions made through elven territory—as well as patrolling the kingdom's boundaries by himself or undertaking royal quests.

**Half-Elven Herald:** This is the official messenger of a human or elven government (often to a country of the other race), usually delivering documents to dignitaries, issuing public decrees, and locating recruits for royal quests.

**Halfling Sheriff:** The sheriff is a law-enforcement agent with authority to make arrests, pass sentences, and otherwise ensure the safety of a halfling settlement.

**Dwarven Forgelighter:** A forgelighter devotes his life to taking back dwarven kingdoms and cities that were lost to other races (e.g., humans, orcs, derro, etc.) by warfare or treachery, re-establishing the colonies and defending them until they are self-sustaining again.

## Dual-Classed Paladins

Paladins may be dual-classed. They have access to any character kit the DM allows in the campaign. To change from a paladin to another class, the paladin must have a minimum score of 15 in Strength, Constitution, and Wisdom (he already has an acceptably high Charisma score). He must have a score of 17 or better in the prime requisites of the new class.

Note that a paladin wishing to become dual-classed can't dual-class with any of the warrior classes, nor with thieves (due to alignment restrictions) or wizards (wizards can't wear armor). In most cases, the cleric is the only viable option for a dual-classed paladin.

A character from another class who wants to convert to a paladin must have a minimum score of 15 in the prime requisites and a score of 17 or better in Strength, Dexterity, Wisdom, and Charisma. A character of any lawful good class other than a warrior may convert to a paladin.

# Chapter 5: Proficiencies

We strongly recommend using nonweapon proficiencies in your campaign, particularly if you're incorporating the character kits from Chapter 4. This chapter lists all of the paladin's nonweapon proficiencies from the *PH*, describes a few new proficiencies, and clarifies some old ones.

## Compiled Proficiencies

All of the nonweapon proficiencies associated with the Warrior, Priest, and General groups are available to the paladin. Table 23 compiles these proficiencies, along with the new paladin proficiencies discussed in this chapter. Table 23 also lists the slot costs for each proficiency. Paladins may acquire proficiencies from the Wizard and Rogue groups by spending one slot beyond the listed cost.

### Table 23: Nonweapon Proficiencies

| Proficiency | Slots | Rel. Ability | Mod. |
|---|---|---|---|
| Agriculture | 1 | Int | 0 |
| *Ancient History* | 1 | Int | –1 |
| Animal Handling* | 1 | Wis | –1 |
| Animal Lore* | 1 | Int | 0 |
| *Animal Training** | 1 | Wis | 0 |
| Armorer* | 2 | Int | –2 |
| *Artistic Ability* | 1 | Wis | 0 |
| Astrology | 2 | Int | 0 |
| Blacksmithing | 1 | Str | 0 |
| Blind-fighting | 2 | NA | NA |
| Bowyer/Fletcher | 1 | Dex | –1 |
| Brewing* | 1 | Int | 0 |
| **Bureaucracy** | 2 | Int | 0 |
| Carpentry | 1 | Str | 0 |
| Charioteering | 1 | Dex | +2 |
| Cobbling | 1 | Dex | 0 |
| Cooking | 1 | Int | 0 |
| Dancing | 1 | Dex | 0 |
| **Diagnostics** | 1 | Wis | –1 |
| Direction Sense | 1 | Wis | +1 |
| Endurance | 2 | Con | 0 |
| Engineering | 2 | Int | –3 |
| Etiquette | 1 | Cha | 0 |
| Fire-building | 1 | Wis | –1 |
| Fishing* | 1 | Wis | –1 |
| Gaming* | 1 | Cha | 0 |
| Healing* | 2 | Wis | –2 |
| Heraldry | 1 | Int | 0 |
| Herbalism | 2 | Int | –2 |

| | | | |
|---|---|---|---|
| Hunting* | 1 | Wis | –1 |
| **Jousting** | 1 | Dex | +2 |
| *Languages, Ancient* | 1 | Int | 0 |
| *Languages, Modern* | 1 | Int | 0 |
| **Law** | 1 | Wis | 0 |
| Leatherworking | 1 | Int | 0 |
| *Local History* | 1 | Cha | 0 |
| Mining | 2 | Wis | –3 |
| Mountaineering | 1 | NA | NA |
| *Musical Instrument* | 1 | Dex | –1 |
| Navigation | 1 | Int | –2 |
| **Oratory** | 1 | Cha | 0 |
| **Poetry** | 1 | Int | –2 |
| Pottery | 1 | Dex | –2 |
| *Reading/Writing* | 1 | Int | +1 |
| *Religion* | 1 | Wis | 0 |
| *Riding, Airborne** | 2 | Wis | –2 |
| *Riding, Land** | 1 | Wis | +3 |
| Rope Use | 1 | Dex | 0 |
| Running | 1 | Con | –6 |
| Seamanship | 1 | Dex | +1 |
| Seamstress/Tailor | 1 | Dex | –1 |
| Set Snares | 1 | Dex | –1 |
| Singing | 1 | Cha | 0 |
| Spellcraft | 1 | Int | –2 |
| Stonemasonry | 1 | Str | –2 |
| *Survival* | 2 | Int | 0 |
| Swimming | 1 | Str | 0 |
| Tracking | 2 | Wis | 0 |
| Weaponsmithing | 3 | Int | –3 |
| Weather Sense | 1 | Wis | –1 |
| Weaving | 1 | Int | –1 |

* These proficiencies have special applications for paladins, explained in the "Clarifications and Modifications" section.

**Bold-faced** entries indicate new proficiencies.

*Italicized* proficiencies require the player to select a specific area of specialization. For instance, a character with the Musical Instrument proficiency must specialize in one particular instrument. Each additional slot spent enables him to specialize in another instrument.

NA = Not applicable.

## Clarifications and Modifications

The following information supplements the proficiency descriptions given in Chapter 5 of the *PH*. Whenever a proficiency bonus is indicated, the bonus is added to the normal

check modifier. For example, when a paladin receives a +2 bonus for using the animal training proficiency to train his bonded mount, the modifier is increased from the normal 0 to +2.

**Animal Handling:** As explained in Chapter 2, a paladin can soothe his bonded mount automatically; the Animal Handling proficiency isn't necessary. The proficiency may be used normally to calm other animals of the same species as the bonded mount, as well as other pack animals and beasts of burden.

**Animal Lore:** Although this proficiency allows a character to imitate animal sounds, this ability neither helps nor hinders the paladin when summoning his bonded mount.

**Animal Training:** A paladin doesn't need the Animal Training proficiency to teach tricks and tasks to his bonded mount. However, if he has this proficiency in the same species as the bonded mount, he earns a +2 bonus to his checks when training the bonded mount. The bonus applies to the bonded mount only, not to other animals of the same species. Should the paladin acquire a different bonded mount, he earns the bonus only if he has the Animal Training proficiency in the same species as the new mount.

**Armorer:** This proficiency also allows characters to construct barding for mounts, presuming the availability of materials and facilities. Table 24 gives the time required to make barding for war horses, and mounts of comparable size. For smaller or larger mounts, the DM should adjust the times accordingly. Elephant barding might require an extra week or two; barding for a small mule might take a week less. Subtract two weeks for all types of half barding.

### Table 24:
### Barding Construction Times

| Barding Type | AC | Time (weeks)* |
|---|---|---|
| Leather, Padded | 6 | 4 |
| Scale, Brigandine, Ring, Studded Leather | 5 | 8 |
| Chain | 4 | 10 |
| Banded, Splint | 3 | 14 |
| Plate | 2 | 16 |
| Field Plate | 1 | 18 |
| Full Plate | 0 | 20 |

As with character armor, barding may be flawed. After creating the barding, the DM secretly makes a proficiency check. If the check fails but is within 4 of a successful result, the character believes the armor is normal, until in combat it functions as 1 AC worse (flawed chain barding has an effective AC of 5). Flawed armor breaks on a natural roll of 19 or 20 in melee combat; the animal's AC then worsens by 4, though it can't be reduced below AC 10 (if flawed leather barding breaks, it has an effective AC of 9). As long as a mount wears broken armor, its movement rate is halved, and it suffers a –4 penalty to its attack rolls. A character can remove broken armor from a mount in 2-8 (2d4) rounds.

Because barding must be fitted exactly, a set of barding styled for one mount won't work for any other animal, even of the same species.

**Brewing:** A paladin whose ethos forbids partaking of strong drink isn't likely to have

this proficiency. A paladin with a more liberal ethos may use this proficiency to prepare drinks for others, even if he declines to partake himself.

**Fishing:** A paladin whose ethos demands reverence for life in all forms should refrain from fishing for recreation. However, he may still fish for food.

**Healing:** A paladin's ability to heal by laying on hands (see Chapter 2) operates independently of this proficiency. A paladin with the Healing proficiency may use it instead of or in addition to laying hands on a damaged character. For example, a 2nd-level paladin with the healing proficiency could lay on hands to heal 4 points of damage, then use his healing proficiency to heal an additional 1d3 points.

**Hunting:** A paladin whose ethos restricts any type of unnecessary killing will refuse to hunt merely for sport. Unless he has religious or cultural objections to eating meat, he hunts for food. Further, he stalks and kills dangerous animals that pose a threat to himself, his companions, or other innocent people.

**Gaming:** A paladin whose ethos includes moral objections to gambling will not engage in games of chance. Using this proficiency to cheat is a serious ethos violation.

**Riding, Airborne and Land-based:** When riding his bonded mount, a paladin automatically has all of the benefits of the relevant Riding proficiency; he doesn't need the proficiency itself (see Chapter 3). But if he *has* the Riding proficiency, he gains a +2 bonus when making all associated checks with his mount. For instance, if he has a war horse bonded mount and the Land-based Riding proficiency, he earns a +2 bonus when attempting to vault into the saddle when the mount is moving. If he has a pegasus bonded mount and the Airborne Riding proficiency, he suffers a –2 penalty (instead of –4) when making checks to see if he falls from his saddle after suffering damage. The bonuses apply only when riding the bonded mount. When riding a creature of the same species as the bonded mount, use the normal Riding proficiency rules.

## New Proficiencies

All paladins are eligible to acquire these proficiencies, regardless of their character kits, providing they spend the points listed on Table 23. Characters belonging to the Crossover Groups listed at the end of each description may buy the proficiency at the indicated cost. Groups not listed may buy the proficiency by spending one additional point beyond the listed cost. All of these are nonweapon proficiencies except Jousting.

### Bureaucracy

This proficiency encompasses a working knowledge of governmental protocol and the skills necessary to navigate bureaucratic organizations. A character with this proficiency knows which official to approach and the best time to approach him (a tax collector's aide may have better access to information than the tax collector himself; a city clerk may be less harried and more helpful at the beginning of the month than at the end). He knows where government records are kept and the procedures for examining them. He knows how to circumvent sluggish or uncooperative bureaucrats. He obtains permits and other government documentation in half the normal time. No proficiency checks are needed for any of these functions.

A character can also use Bureaucracy to turn the system against someone else. A

successful proficiency check doubles the amount of time to make a government decision, causes a permit to be issued under the wrong name, or temporary misplaces an important document. A paladin must be careful with this ability, to avoid breaking the law and violating his ethos.

The Bureaucracy proficiency covers the governmental organizations in a particular region, usually the character's homeland. He may spend additional slots to expand the proficiency to other regions. Official organizations include government councils, regulatory boards, and church hierarchies. The proficiency is only effective when dealing with organizations of 10 or more members.

*Crossover Groups:* Priest, Rogue.

## Diagnostics

Both the Healing and Diagnostics proficiencies aid victims of trauma and disease. But while the Healing proficiency can be used to restore lost hit points, Diagnostics is mainly concerned with determining the cause of the damage and the prognosis; Diagnostics alone will *not* heal damage.

With a successful proficiency check, a character becomes aware all of the following information applicable to a particular patient:

• If the patient has suffered physical damage, the character can determine the extent of the damage, though he may not be able to ascertain the exact cause (if a victim was attacked by a tiger, the character will know that the victim was clawed by a large animal, but not necessarily the species). The character can recommend treatments and offer prognoses, as with victims of diseases.

• If the patient has been poisoned, the character knows the antidote (if one exists) and how to prepare it. Note that even if the character knows how to prepare an antidote, he may not have access to the necessary ingredients.

• The character knows the name of the disease, its cause, how long the patient has had it, and the optimum treatment. If the patient is treated as specified, he suffers the mildest form of the disease and its shortest duration. If the patient declines treatment, or the treatment doesn't work, the character can determine the patient's prognosis with reasonable accuracy. ("The patient will recover by the end of the month." "The patient will become permanently blind if not treated within a year.") The character may diagnose both natural and magical diseases.

• When examining a corpse, the character can determine how the victim died and approximately how long it's been dead. If the victim died of unnatural causes, the character will only be able to determine the general circumstances of the death. For example, if an evil wizard incinerated the victim with a *fireball*, a successful diagnostics check might reveal that the victim burned to death very rapidly as a result of some type of magic, but not that it was affected by a *fireball*.

A character with this proficiency may diagnose himself or any other character, or animals, except for supernatural creatures (such as a ghost or skeleton) and creatures from another plane of existence (like a xorn or aerial servant). He may attempt to diagnose an individual or creature only once.

If a character also has the Healing proficiency, he may modify all Diagnostic checks by +1.

*Crossover Groups:* Priest.

## Jousting

This proficiency includes the combat skills necessary for a successful joust, as well as the manners, behavior, and flair needed to impress an audience. To take this proficiency, a character must first have a weapon specialization in the jousting lance.

A character with this proficiency modifies his attack rolls in a jousting match by +2 (see the "Routine Activities" section of Chapter 7 for jousting rules). The use of this proficiency presumes that the character has an adequate lance, shield, and mount.

Should a character win a match, his stylish performance favorably impresses the audience. Audience members with a special interest in the match (such as royalty, gamblers, or potential paramours) who later encounter the jouster modify their reaction rolls by +2. If he wins several matches in a tournament, the bonus doesn't rise above +2. If he later loses a match or two in the same tournament, he still earns the bonus. However, if the jouster has an especially disastrous day—say, if he follows a winning joust with a long string of losses—the audience may dismiss the win as a fluke, and the DM may cancel the bonus.

*Crossover Groups:* Warrior.

## Law

A character with this proficiency is thoroughly familiar with the legal system of his homeland (or any other region of his choice). He knows which laws are rigorously enforced (illegal gambling may be tolerated in one region, aggressively prosecuted in another), and routine legal procedures (such as how to file suit against a debtor). Understanding nuances of the law, such as interpreting fine points of a contract, require proficiency checks.

A successful proficiency check also allows the character to conduct a strong defense when he or a companion stands accused of a crime. If the judge is fair-minded and the evidence of the crime is ambiguous, a successful check will sway the verdict in the defendant's favor; either he receives the smallest possible sentence or fine, or is completely vindicated. However, if the evidence clearly calls for a conviction or the judge is corrupt, a successful proficiency check won't help.

A character may spend additional slots to know the legal systems of other regions. Alternately, he may spend slots to acquire expertise in a particular area of the law, such as tax codes or property rights. Expertise assumes a broad understanding of the chosen area, requiring checks only in extreme instances.

*Crossover Groups:* Warrior, Priest.

## Law and Paladins

A paladin with the Law proficiency won't defend anyone he believes to be guilty, including his own companions. Though a paladin won't knowingly break the law, he may take advantage of this proficiency to defend himself if wrongly accused of a crime; a failed defense may result in his conviction.

## Oratory

Through inspiring speech and sheer force of personality, a character with this proficiency can influence the opinion of a crowd. Any size crowd may be influenced, so long as they speak the same language as the orator, and can see and hear him clearly.

To use this proficiency, the orator must address the crowd on one specific topic. For instance, he may attempt to persuade them to rise up against a local despot, leave town because of an impending danger (a monster on the outskirts of town, an advancing evil army), or help search for a missing child.

Before the orator speaks, the DM must determine the size of the crowd, their level, and their general attitude toward the orator and the topic he's addressing. For small crowds—say, less than five members—determine levels and attitudes individually. Break larger crowds into groups; decide an average level and attitude for each group. Use Table 59 in Chapter 11 of the *DMG* to access attitudes about the topic; the crowd may be Friendly, Indifferent, Cautious, Threatened, or Hostile.

Before any rolls are made, or the orator begins speaking, the player tells the DM if the orator will be attempting to adjust the crowd's opinion one level up or down on Table 59. The orator then speaks to the crowd; he must speak uninterrupted for at least 10 rounds.

When the orator finishes speaking, roll the Oratory proficiency check. If the check succeeds, make an Intelligence check for each individual in a small crowd, or for each small group in a large crowd. Modify these rolls by a –1 penalty for each 1 by which the orator made the Oratory check. For instance, if the Orator needed a 10 to succeed and rolled a 5, each Intelligence check takes a –5 penalty.

Individuals or small groups who fail their throws have their opinions about the topic adjusted one level on Table 59 in the *DMG*. An Indifferent opinion may become Friendly or Cautious, a Cautious opinion may become Indifferent or Threatening. However, all audience members who fail their rolls have their opinions adjusted the same way. The opinions of those who succeed in their rolls remain unchanged by the character's Oratory; however, practically speaking, peer pressure can produce the same results. The DM may override any die roll that produces inappropriate results; for example, an NPC in the crowd who has a long-standing feud with the orator may be unswayed, regardless of the orator's eloquence.

A character may use this proficiency only once on a given crowd. Should the composition of the crowd change to include many new members, the character may make another oratory attempt, providing he speaks on a different topic.

Note that this proficiency elicits only modest changes in attitude. If a crowd feels Indifferent towards a despot, an orator may be able to stir up some ambiguous feelings about him, but he won't be able to convince them to immediately storm the despot's castle. If the crowd is suspicious of a particular religion, the orator may persuade them to be more tolerant, but he shouldn't expect any spontaneous conversions.

*Crossover Groups:* Warrior, Priest.

## Poetry

A character taking this proficiency specializes in either lyric or narrative poetry. Lyric

poetry expresses thoughts and feelings, and includes ballads, sonnets, odes, and hymns. Narrative poetry tells stories in verse, some true, some fictional. A character spending two slots may specialize in both forms.

The proficiency enables the character to judge the quality of poetry in his specialty. He also knows a sizeable repertoire of poems and can recite them with spellbinding skill. No proficiency checks are required for these applications.

The character can also compose poems in his speciality; a successful check means the poem is of exceptional quality. If the character has the Reading/Writing proficiency, he can record his poems.

*Crossover Groups:* General.

### Poetry for Paladins

With permission from the DM, a paladin with the Poetry proficiency may offer a composition to his church (or other designated recipient) instead of a tithe. The paladin must inform the church a month in advance if he intends to offer a composition; either lyric or narrative poetry is acceptable. If the church (that is, the DM) disapproves, the paladin must pay his normal tithe. If the church approves, the paladin may present a composition when his tithe is normally due.

The composition must be presented at the church or to a church official at a pre-arranged location. The paladin then makes a Poetry proficiency check. If the check fails, the composition is deemed unworthy; the normal tithe must be paid immediately. If the check succeeds, the DM determines the value of the composition; the value is equal to 3d20 gp. If the value is greater than or equal to the normal tithe, no tithe is required that month. The paladin doesn't receive any "change" if the value is more than his tithe; the excess value is forfeited.

If the value is less than the tithe, the paladin subtracts the value from the tithe, then pays the difference (if the paladin owes 20 gp and the value of the composition is 15 gp, he must pay
5 gp). A paladin may exercise this option as often as he likes.

# Chapter 6: Equipment

Paladins take their equipment seriously, and seek to own the best that money can buy. Not only does their equipment reflect the honor of their station; for some it symbolizes their principles.

• The shield represents the paladin's vow to uphold his ethos.

• The sword represents the two constituencies he's sworn to defend—one edge of the sword represents the privileged class, the other the common people.

• Armor represents loyalty to the state. Just as his armor protects his body, so must he protect his monarch.

• The helmet represents loyalty to the religion. Just as his helmet protects his head, so must he protect his church.

• Clothing, well-crafted and immaculately clean, represents purity of spirit.

## Standard Equipment

Following is a list of standard equipment owned (or at least desired) by most paladins. Usually, paladins purchase this equipment with their own funds. A frugal paladin tries to maintain his possessions in top condition so he seldom has to invest in replacements.

## Armor

All types of armor are available to the paladin. Given a choice, most prefer the protection and prestige of full plate. However, because of the expense of plate armor, some opt for banded or splint, while others settle for the cheaper and readily available chain mail. Leather, studded leather, and padded—including magical versions—are generally avoided, as these armor types tend to be associated with characters of lesser status. A discriminating paladin may prefer to wear ordinary scale mail rather *studded leather +2*.

In a typical medieval campaign world, paladins favor three armor types: hauberk/helmet combinations, chain, and plate.

**Hauberk and helmet.** Destitute paladins, those from primitive cultures, or those just beginning their careers sometimes wear only a chain mail hauberk (a single piece that covers the chest) and a helmet. The paladin often supervises the construction of the hauberk or makes it himself, coiling wire around a rod, then cutting it down the side to make rings. He flattens the rings with a hammer, them rivets them together in the shape of a knee-length coat with a hood to cover the head. The helmet is usually round or cone-shaped, open in the front. The hauberk-helmet combination is cheaper than chain mail, but less protective, with an Armor Class of 7.

**Chain mail.** A hauberk supplemented with leggings and arm coverings becomes a complete set of chain mail (AC 5). A visor may be added to the helmet to protect the face. While inexpensive and relatively light, chain mail has its drawbacks. The weight of chain mail is distributed unevenly on the body, straining the shoulders in particular. Even the strongest paladin will feel fatigued after wearing chain mail for more than a day. At the DM's option, any character wearing chain mail for more than 24 hours straight suffers a –2 penalty to all attack rolls until he removes it and rests for a few hours.

At least once a week, iron chain mail must be oiled and polished, a process that can take the better part of an afternoon. Failure to properly care for chain mail results in rust (and a reduction of one level of AC for each month of neglect).

**Plate.** Plate mail (AC 3) adds a breast plate, back plate, and strips of metal to areas of the body underprotected by chain mail, such as the knees and elbows. Metal sheets called *pauldrons* protect the spaces between the arms and the chest. *Epaulieres* (shoulder guards) protect the upper body; *gauntlets* (metal gloves) protect the hands.

High-level paladins occasionally decorate plate mail with gold or silver trim and fasten small jewels to the helmet or the backs of the gauntlets. These extravagances are generally compatible with the paladin's ethos, so long as they're intended to reflect the paladin's station and aren't used to flaunt wealth. Heraldic symbols may be etched or painted on any section of the armor.

Plate mail requires polishing and oiling, but because it consists of solid sections rather than tiny rings, it's more resistant to rust. Though heavier than chain mail, plate mail fits

better and is more comfortable, making fatigue less a factor. The illustration in this chapter identifies various pieces of a paladin's plate mail armor, along with the basic pieces of mount barding.

## Shield

Most paladins carry medium shields, which offer maximum protection against front and flank attacks and are light enough to be carried on horseback. Made of wood and covered in thick leather, the shield is shaped like a triangle with a round top and pointed bottom. Its surface curves inward. The shield extends about 4-5 feet from top to bottom and hangs from the paladin's neck by a strap. He grips it in his left hand (or right hand, if he's left-handed) with a second strap secured to the shield's inner surface.

Some paladins carry oblong, rectangular, round or even pentagonal shields. Shields may be decorated with gold or silver trim, dotted with precious jewels, emblazoned with heraldic symbols, or painted in bright colors.

## Weapons

A paladin may master any weapon, but most feel unarmed without a sword (long, two-handed, bastard, or short, in that order of preference), a lance (medium or heavy, depending on the size of the mount), and a dagger. A paladin typically keeps his sword in a wooden scabbard covered in leather, strapped to the left side of his belt (or to the right side if left-handed). The dagger hangs from his belt on the opposite side of his scabbard.

Other weapons favored by paladins include the horseman's flail, horseman's mace, horseman's pick, battle axe, and scimitar. Paladins tend to avoid using missile weapons, as they're difficult to use effectively on horseback.

A jousting lance, though desirable, may be too expensive. Instead, a paladin may opt for a lance cup, a blunted cap of wood that fits over the end of an ordinary lance, making it suitable for tournaments. Lance cups, however, are notoriously undependable; there is a 5% chance per joust (roll 1 on 1d20) that the cup will detach and fall off. When this occurs, the officials interrupt the joust and the contestants must start over. A jouster who repeatedly loses his lance cup may risk disqualification from the tournament.

## Clothing and Special Items

When choosing clothes, the paladin strives for both utility and elegance. He favors bold colors (blue, red, green and violet) and, when he can afford them, rich fabrics (silk and velvet in particular). Because a paladin is often judged by his appearance, spending money on formal attire usually isn't considered an ethos violation.

An ideal wardrobe, which may be acquired a piece at a time over the course of a paladin's career, consists of the following:

- Two loose-fitting silk or linen shirts with full sleeves.
- Two pairs breeches or trousers, made of wool, cotton, or linen, tailored to fit tightly to the legs (loose-fitting breeches tend to be associated with peasants and commoners). The breeches are usually ankle-length and brightly colored.
- Armor lining (made of soft leather or padded fabric, worn beneath chain mail to

prevent chafing.

• Two pairs of cotton undergarments.

• Two pairs of silken hose and garters.

• A pair of riding boots.

• A pair of leather shoes, usually pointed at the toes and fastened at the ankle with straps and buckles.

• Two knee-length tunics, usually sleeveless, slipped over the head. Tunics may be decorated with colorful patterns of stripes and circles, and possibly feathers or small gems.

• A surcoat (outer tunic), either sleeveless or head. The surcoat is usually lined with rabbit, squirrel, or other light fur, and padded at the shoulders. Tassels, ribbons, and brocade are common.

• A lightweight mantle (a sleeveless coat made from an oval piece of cloth) for the spring and summer, made of cotton or silk. The garment is rectangular or semicircular in shape, wrapped around the body, and secured at the neck with a chain or buckle.

• A heavy winter mantle lined with beaver, fox, or other thick fur.

• A full cape made of wool, cotton, or lambskin, fastened around the neck with a chain or leather strap. High-level paladins may prefer a silken cape in black, blue, red, or violet, lined with red or black velvet.

• A wide leather belt with a metal buckle.

• A wool, cotton, or felt cap.

• A ceremonial coif (a tight-fitting cap covering the hair and ears, tied beneath the chin) made of linen or silk, and decorated with embroidery, feathers, or golden lace. A ceremonial coif is often required for state banquets and other formal occasions. The equivalent for females is called a *wimple*.

A conscientious paladin should also consider including the following items as part of his standard gear. These are in addition to lanterns, rope, and other equipment necessary for long trips or specific quests.

• Two cotton or woolen towels (one for washing, one to use as a mat for eating).

• Formal dinnerware, including eating utensils, a cup, a plate, and a goblet. Because paladins may have to furnish their own service at formal events, they should buy quality items made of silver, crystal, and porcelain.

• Complete tack for the mount, including bit, bridle, harness, horseshoes, saddle, and full barding.

• Two heavy blankets, one used for a bed, the other to cover the mount at night.

• A mirror (necessary for grooming).

### Formal Attire for Female Paladins

Female paladins are free to wear all of the above clothing (assuming no cultural reasons to the contrary). For formal occasions, a female paladin may instead wear a floor-length tunic called a *kirtle*, which fits snugly above the hips and billows around the legs. A surcoat and cloak may be worn as outer garments. Females may also wear hose above the knee, secured by garters or tied with ribbons. Footwear is similar for males and females, though the kirtles conceal all but the toes.

### Badges, Standards, and Crests

Paladins often embellish their armor, clothing, weapons, and shields to identify them on the battlefield, indicate rank, or symbolize allegiance to a king or church. Monarchs sometime present embellishments to recognize outstanding military service. Embellishments representing the family name may be handed down from parent to child. As a rule, embellishments can't be purchased; they must be awarded or earned. Some examples:

**Badge.** This is an emblem representing the paladin's homeland, family, or order (see Chapter 9). A badge may be a physical object, such as pin or a medal, or it may be a small design embroidered in a tunic or engraved on a shield. Typical badge symbols include humans with animal heads, a flower or plant with a crown, or a weapon with wings.

**Standard.** A standard is a flag with a Y-shaped end, attached to a pole or staff. The standard bears the colors, heraldic symbols, or insignia of the paladin's government or church. A standard becomes a *banner* when the end is cut off to form a square. A smaller version of the standard, called a *pennon*, may be attached to the end of a lance.

**Crest.** A crest may be a bundle of short leather strips, one or more feathers, a wooden carving, a tassel, or any other small object attached to a paladin's helmet. The crest is usually the same color as the paladin's shield. Crests are often worn in tournaments to help observers tell one paladin from another, though many paladins wear their crests all the time. A crest may also be added to the halter of a war horse. An abstraction of the crest may be displayed on a shield or standard.

## Additional Equipment

**Canon.** The canon is the sacred text of the character's faith. It included prayers, guidelines for behavior, historical summaries, expectations of the deity, and other theological material. A canon is *not* a spell book, nor does it possess any magical qualities.

Because a canon can be very expensive, characters can sometimes make arrangements with their church to purchase a copy on installment, adding a few extra gold pieces to their monthly tithe to pay it off. Generous churches may loan their followers a copy of the canon indefinitely. However, should the canon become lost or destroyed, the character may be responsible for the replacement cost.

**Coat of arms.** This term usually refers to the shield bearing the paladin's heraldic symbols, or to the symbols alone. But it's also the name for a specific article of clothing. A coat of arms is a white tunic worn over the armor, emblazoned with the paladin's insignia. The coat identifies the paladin and also protects him from the heat of the sun, which can be unbearable when wearing uncovered armor.

**Cosmetic kit.** Helpful when preparing for formal affairs, a typical cosmetic kit includes a vial of sheep fat to make the skin glisten, powdered rouges to tint the cheeks white or pink, lightly perfumed talc for the body, and a depilatory salve to smooth the face.

**Horse grooming kit.** For efficient and thorough horse grooming, the kit includes a currycomb (a brush with stiff bristles to remove dirt from the coat), a shedding blade (a

flexible, serrated blade to remove loose body hair), a body brush (for dirt removal from the legs, fetlocks, and other areas where a currycomb is inappropriate), hoof picks (to remove pebbles and debris from the hooves), and a mane and tail comb (to clean and tease the hair).

Similar kits exist for griffons and other mounts.

**Mantling.** Resembling tufts of feathers or fans of leaves, mantling consists of cotton or linen strips lined with thin layers of metal. Mantling attaches to the sides of a helmet and shields the wearer's eyes from the bright sun. It also prevents rust and helps deflect weapon attacks. (If an opponent attempts a called shot against a character wearing a mantling, he suffers a –5 penalty to his attack roll instead of a –4 penalty; see Chapter 9 in the *DMG* for more about called shots.) Mantling is often painted the same color as the wearer's shield.

**Sachet.** This is a small bag containing a mixture of flower petals, herbs, and spices that adds a pleasant scent to a character's clothing (nice when no deodorant is around). A sachet can be placed in a closet or trunk, or carried in a pocket.

**Spurs.** With spurs, the rider can control his mount with less effort and give commands with a slight motion of his foot. The best spurs—those that avoid damage to the horse—have blunt, wheel-shaped *rowels* instead of points. *Dressage spurs* have sharp, curved points, slightly angled toward the rider to prevent accidental scrapes. Spurs with gold or silver plating are available at 5-10 times the listed price.

### Table 25: Miscellaneous Equipment

| Item | Cost | Weight (lb.) |
|---|---|---|
| Armor lining | 5 gp | 5 |
| Canon* | 50-500 gp | 1-5 |
| Cape | | |
| Wool | 7 sp | 4 |
| Silk and velvet | 50 gp | 2 |
| Chain mail (hauberk and helmet only) | 50 gp | 35 |
| Coat of arms | 8 sp | ** |
| Coif, ceremonial | 2 gp | ** |
| Cosmetics kit | 7 sp | ** |
| Dinnerware, formal*** | 15 gp | 1 |
| Horse grooming kit | 1 gp | 1 |
| Mantle | | |
| Spring | 1 gp | ** |
| Winter* | 10-30 gp | 1-5 |
| Mantling | 2 sp | ** |
| Lance cup | 1 sp | ** |
| Sachet* | 1-3 gp | ** |
| Spurs | 1 gp | ** |
| Surcoat, fur* | 20-40 gp | 5-10 |

* Canon prices and weights depend on the book's size and binding. Garment prices and

weights vary according to the type of fur used. Sachet prices depend on the contents; exotic mixtures are more expensive.

** Weight is inconsequential (a few ounces).

*** Includes silver-plated utensils, a crystal goblet, and a porcelain plate with gold trim.

## New Magical Equipment

**Barding of aerial excellence:** This resembles a normal set of chain barding for a horse, elephant, or other species of land mount. When worn by a bonded mount, the *barding* sprouts metallic wings approximately twice as long as the length of the mount; a command word from the bonded mount's paladin triggers this effect. The metal wings enable the mount to fly at a speed equal to its normal ground speed, at Maneuverability Class C. Further, the *barding of aerial excellence* imbues the mount with the necessary flying skill; it can fly as if the wings were part of its body.

A paladin without the airborne riding proficiency makes attacks at a –2 penalty when riding a mount with the *barding of aerial excellence*. To avoid being unseated, he must make Dexterity checks as determined by the DM. A paladin with the airborne riding proficiency makes normal attacks.

The wings last for 1-4 hours; the mount senses when the wings are about to disappear, giving it time to safely land. The *barding of aerial excellence* can sprout wings once per day; otherwise, it functions as normal barding. It also functions as normal barding on animals other than bonded mounts.

**Bridle of calming:** This leather bridle, designed to fit a specific species of mount, makes the mount immune to all types of magical *fear*. For morale purposes, the *bridle of calming* gives the mount a effective moral rating of Fearless (19-20). A *bridle of calming* may be used on both bonded and normal mounts.

**Crest of summoning:** When attached to the paladin's helmet. the *crest of summoning* enables the paladin to mentally summon his bonded mount at a radius equal to 10 miles per level of the paladin (a 6th-level paladin can summon his bonded mount within a 60-mile radius). If the bonded mount has been captured or is disabled, the *crest* causes a dull throb behind the paladin's eyes, indicating that the mount is unable to respond; however, the crest won't indicate the location of the mount.

**Oil of tempering:** When this oil is applied to entire suit of chain or other metallic armor, the armor's AC is improved by 1 for 24 hours; for example, chain mail armor (AC 5) will have an effective AC of 4. The AC can't be improved beyond AC 0. It takes 1-2 hours to completely coat a suit of armor with *oil of tempering*.

**Sheath of security:** Less than a foot long, this leather sheath appears to the perfect size for a dagger. In fact, a pointed weapon of any size—such as sword, spear, or lance—may be carried in the *sheath of security*. When the tip of the weapon is placed in the sheath, the entire weapon shrinks to the size of a normal dagger. The sheath holds the shrunken weapon tightly; the weapon can only be removed when a command word is spoken, or when affected by *knock* or a similar spell. The weapon retains its shrunken size until the tip leaves the sheath. It then expands to its normal size.

**Tithing bag:** This is a small purse made of black velvet, closed with a drawstring. Any coins, gems, or treasure placed in the bag are instantaneously teleported to the character's church or other charitable institution. The character keeps a small chip of

stone, wood, or glass from the designated institution in the bottom of the bag to indicate the destination. It otherwise has a capacity of 20 gp. A *tithing bag* functions for lawful good characters only.

**Tunic of comfort:** This light cloth garment may be worn over chain mail or other uncomfortable armor. The *tunic of comfort* distributes the weight of the armor evenly over the body, enabling the character to wear his armor indefinitely without chafing or fatigue.

### Holy Swords

Each of these *holy swords* has all the special characteristics discussed in Chapter 2, in addition to the specific benefits given in their individual descriptions. The bonuses (+3, +4, and so on) apply to both attack and damage rolls. In the hands of any character other than a paladin, all of these *holy swords* perform as *swords +2*.

**Sword +3 purifier.** When a paladin holds this weapon in front of him, he turns undead as a cleric of equal level; a 3rd-level paladin turns undead with the same effectiveness as a 3rd-level cleric (use Table 19 in Chapter 4). The paladin must be of 3rd level or higher to turn undead, with or without this sword. Ghosthunters receive no turning bonus.

The sword provides two benefits to paladins of all levels: a +5 bonus against all undead; and +2 bonus to saving throws against undead magical attacks, including a ghoul's paralyzing touch and a vampire's *charm*.

**Sword +4 divine protector.** This sword alerts the paladin to the presence of evil by generating a soft hum that only he can hear. The sword detects evil within a 60-foot-radius of the paladin, but does not indicate the direction or intensity of the source. The hum is automatic, so long as the sword remains on the paladin's person. The hum is loud enough to awaken the paladin from a normal sleep, alert him to an ambush, or warn him of an evil character behind his back. Otherwise, the sword has all of the benefits and limitations of the paladin's detect evil intent ability, described in Chapter 2.

Additionally, if the paladin spends one full round swinging this sword over his head, all evil creatures and characters within a 60-foot-radius hear a disturbing sirenlike sound, audible only to them. Any affected creature or character who fails to save vs. paralyzation will continue to hear the siren ringing in his ears for the next 2-5 (1d4+1) rounds, with similar effects as a *deafness* spell (unable to hear any sounds, –1 penalty to surprise rolls, and a 20% chance of miscasting spells with verbal components).

**Sword +4 invigorator.** If the paladin heals a damaged creature or character by laying on hands, then touches him with this sword, the amount of recovered hit points increases by half. For instance, if a 6th-level paladin has just restored 12 hit points by laying on hands, the sword restores an additional 6 points.

**Sword +5 hallowed redeemer.** Not only does this sword project a 10-foot-diameter circle of power, it also causes all evil characters and creatures within the area of effect to succumb to the effects of a *fear* spell. The *fear* effects may be avoided by a successful saving throw vs. spell.

# Chapter 7: Role-Playing

What is a paladin like as a person? His statistics and special abilities distinguish him from other characters, but are his feelings and motivations different? What does he do with his time? Where does he get his money? And how do you get to *be* a paladin, anyway?

Because no two paladins are alike, there are no fixed answers to these questions, just as there are no fixed rules for designing personalities. As you look over the topics in this chapter, consider how they apply to your paladin character. Think about where he came from and what he wants from life, what makes him happy or miserable. Focus on the basics, and don't worry too much about details. Remember that a paladin's personality isn't set in concrete, but will grow and change as he responds to new experiences.

## Demographics

It's fair to say that most campaigns have fewer paladins than any other character class. In part, this is due to the character generation rules. Unless the DM allows players to use Table 2 in Chapter 1, it's difficult to roll up the ability requirement numbers in the first place; it's hard enough to roll a 17 for Charisma, let alone the minimums for Strength, Constitution, and Wisdom. But remember, there's a reason for those numbers. Only the strongest, wisest, and most committed persons meet the demands of paladinhood, and the dice automatically weed out unqualified candidates.

The paladin's rigid ethos also keeps the population down. Where other characters may commit questionable acts without penalty, even a single violation of his ethos can cost the paladin his identity; one careless act, and he's back to fighter status. (To emphasize this point, the DM might arrange for a novice paladin to meet a fighter NPC who's suffered just such an indignity.) And let's not forget paladins' high mortality rate. Any character whose morals compel him to accept all challenges, fight to the last opponent, and die for a principle is unlikely to live to a ripe old age. In fact, many regard an elderly paladin as a curiosity; either he's an exceptionally skilled warrior or he's been extremely lucky.

A conscientious DM, then, should restrict the number of paladins in his campaign, both as PCs and NPCs. Most parties can handle one or two paladins without compromising realism or play balance. Encounters with NPC paladins will probably be rare, limited to tournaments, royal gatherings, and war zones in most adventures. If the party regularly meets, say, twice as many paladins as rangers or druids, reconsider the cast of characters.

Parties comprised of nothing but paladins are possible if the DM is comfortable with high-level encounters (with so many special abilities, a party of paladins requires tougher-than-usual challenges), and if he comes up with a plausible reason for bringing so many PC paladins together. An emergency meeting of The Most Ancient and Revered Order of the Thorn or some other order (see Chapter 9) makes a good starting point for an all-paladin campaign and may also suggest springboards for adventures. (An order member has committed an evil act and the PC paladins must bring him to justice; the order sends the PCs to a distant land to retrieve medicinal herbs for an dying High Officer.)

### Homeland

Most paladins come from urban areas large enough to sustain an organized military, support a large church, or serve as a government base. As a matter of convenience, governments and churches seeking new paladins tend to draw from the immediate area rather than recruit in the hinterlands.

A candidate with an outstanding reputation inevitably comes to the attention of a recruiter, regardless of where he lives. Still, unfamiliarity with government protocol and discomfort in formal situations generally excludes candidates from rural areas. More likely, residents of remote areas who wish to become paladins will seek out mentors or small independent churches, often becoming Errants or Skyriders instead of Chevaliers or Divinates.

Once a character becomes a paladin, he won't necessarily remain in his own country. Unless he's assigned to the kingdom's standing army or appointed to a permanent bureaucratic position, he probably spends a good deal of his time in distant lands, representing his superiors on various quests and missions. A paladin's ties to his homeland may diminish as his career progresses; as he increases in level and experience, his superiors feel less of a need to monitor his activities. Paladins able to build strongholds often declare their independence by settling far from their old homes.

## Age

Paladins have a lot to learn. They usually begin to train in childhood, well before age 10. A typical 1st-level paladin is 16-18 years old (see, however, the Medician, page 58).

Because their ethos requirements channel them into lives of conflict and danger, paladins die young. Paladins over 30 are rare, and it's nearly impossible to find one in his 40s. Paladins who reach 50 or 60 usually retire—some because of family obligations, others to attend to their strongholds. Often they retire at the insistence of their superiors, who find aging paladins more useful as teachers or administrators than soldiers.

## Social Background

Most paladins have an aristocratic or noble background, coming from the upper ranks of their homeland's social class. A paladin's parents tend to be accomplished scholars, decorated soldiers, or respected bureaucrats, usually well-connected and affluent. Because of their educational and cultural advantages, children of privileged citizens best represent their government and church.

In practical terms, upper class candidates can better meet the economic demands of paladinhood. In many cases, new paladins must provide their own horses, armor, and weapons. These expenses, added to maintenance costs and tithing requirements, are often beyond the means of middle and lower class candidates. Would-be paladins of lesser resources must usually find patrons to foot the bills, or secure sponsorship from their governments or churches.

Regardless of his background, a candidate is typically treated as a member of the nobility once he becomes a paladin. The general populace respects him as a symbol of society's highest ideals. The aristocracy regards him as an honored colleague, if not quite an equal.

## Women as Paladins

Even in the historical feudal era, women fulfilled some of the knight's military functions (see p. 86). In service of their king or church, women often donned armor and wielded swords. They fought with the skill of the best male soldiers, defending their strongholds from siege, even leading troops on the battlefield. Female paladins may be uncommon, but they're not unknown.

## Marriage

Relatively few paladins marry. Because of their fealty responsibilities, most postpone marriage until their mid-to-late 20s, an age few of them actually reach. Financial obligations also make them hesitate. It's difficult to raise a family with so many demands on their already meager resources; how can a paladin choose between tithing and feeding a hungry child? Finally, some religions forbid marriage outright, demanding that celibacy be included as part of their paladins' ethos. For these reasons, rarely do more than 10-20% of the paladins in any campaign world ever take a spouse.

Though paladins are generally free to choose their mates from any social class, there are advantages to marrying into the aristocracy. A mate from the upper class solidifies the paladin's reputation in the eyes of both the general public and the power elite. A privileged marriage increases the paladin's access to rulers and officials, making them more likely to lend money and grant favors. A marriage of partners from different countries can strengthen the political bonds between their governments. And there may be practical advantages—an affluent spouse often comes with a sizeable dowry, which can give a considerable boost to the paladin's stronghold fund.

Marrying an aristocrat, however, is not without drawbacks. The paladin may be obligated to his spouse's family in addition to his own. Periodically, he may have to serve in the military of his spouse's government. Many times, a paladin is required to turn over a dower to his spouse, amounting to a third or more of his holdings. Though the spouse doesn't formally acquire the dower until the paladin's death, the spouse still claims it; the paladin can't sell, rent or improve any part of the dower without the spouse's permission.

Because a marriage vow is a promise, a paladin won't consider divorce, nor will most churches consider granting one. However, if the spouse is guilty of committing evil acts, the spouse is usually *required* to divorce, as associating with an evil character—even a husband or wife—is an ethos violation.

## Historical Role of Women

Women had it rough in feudal times. They could own land and hold administrative positions, but for the most part women lived in total subservience to men. Unmarried women were not allowed to travel without their fathers' permissions, and were chaperoned even on routine shopping trips. If an unmarried woman's father died, she often became a ward of the state. Her legal guardian, appointed by the king, assumed control of the woman's property, using her livestock and other personal possessions as he saw fit until she married.

Custom demanded that married women remain submissive to their husbands, with their responsibilities confined to household supervision and raising children. A married woman could not sell property without her husband's consent, nor could she be heard in a court of law unless her husband accompanied her. Widows were often required to return home and live with their parents. In especially harsh monarchies, a widow could be forced to remarry, with the king's court choosing the groom.

Though upper-class women had about the same access to education as men, the subject matter differed significantly. Where men received training in hunting, economics, and horsemanship, women studied poetry, languages, and needlework. Daughters of high-ranking officials were often sent to convents for their education, remaining there for the rest of their lives if they didn't marry.

Most women, regardless of class or status, married in their early teens. They had children as soon and as often as possible, irrespective of the considerable risk associated with childbirth. Women were often grandmothers by age 30.

Women married to knights had more authority and a bit more respect than most of their peers, particularly if their husbands owned strongholds. When duty called the knight away, his wife took over the daily operations of the stronghold, making all decisions regarding finances, staff, and maintenance. A knight's wife could also petition to speak to the highest officials of the government or church. An audience was usually granted, if only as a courtesy to the husband. Tradition and law limited the wife's influence, however, and she was rarely taken as seriously as a man.

## Becoming a Paladin

Becoming a paladin requires intense training, strict discipline, and total commitment. Though most paladins acquire their skills under the auspices of their government or church, there are no established career paths or mandatory instructional techniques. Following are some of the most common ways to become a paladin, along with a few kits typically associated with them.

### Religious Patronage

Churches secure paladin candidates at an early age, usually 8-10 years old. High-level clerics, trained as recruiters, quietly observe their congregations, looking for vigorous and intelligent children from pious families. When the recruiters agree on a potential candidate, they approach the parents and request that they relinquish custody of their child to the church. If the parents decline, the recruiters pass on the candidate and continue their search. While some churches may override the parents' decision, most abide by the family's wishes, believing that effective training is impossible without the parents' support.

If the family agrees—most do, as they consider the offer a high honor—the child becomes a ward of the church. The candidate moves into a dormitory of a church-operated school, frequently located in a distant, isolated region to minimize distraction. Paladin candidates are often taught side by side with clerical acolytes, studying religious history, and ethical philosophy along with such fundamentals as reading, writing, and etiquette. Candidates also engage in rigorous exercise and weapon practice.

Within a few years, the students are separated, with paladin candidates focusing on horsemanship and combat skills, and the clerical acolytes concentrating on spellcasting and church doctrine. Paladin candidates may also receive advanced training in medicine, language, and other academic subjects. Somewhere between the age of 15 and 17, depending on his progress and aptitude, a candidate is subjected to a series of tests, ranging from oral exams to evaluate his understanding of the paladin's ethos, to confrontations with undead opponents to display his courage and combat skills. A candidate who passes all his tests is then eligible to become a full paladin.

*Suggested Kits:* Divinate, Inquisitor, Medician, Votary.

### Divine Intervention

The gods may choose a mortal to become a paladin for reasons of their own. Alternately, a qualified mortal may petition the gods for paladin status. A suitable candidate must meet all of the physical and mental requirements for paladinhood, and must also demonstrate unshakable faith. Neither age nor social status is critical, though younger candidates of underprivileged classes are generally preferred. The gods will guide the candidate through a long series of quests and training exercises to ensure that he develops the necessary skills. On occasion, the gods may grant paladin powers to the candidate directly, foregoing training of any kind.

*Suggested Kits:* Errant, Ghosthunter, Inquisitor, Wyrmslayer.

### Government Sponsorship

Recruiters representing large monarchies are constantly on the lookout for young paladin candidates, needed to replace retiring paladins or paladins killed in action. The recruiters largely depend on referrals from their contacts in the aristocracy, but also consider petitions from upper and middle class families without formal ties to the government. Because recruits must begin their training at an early age, candidates may be as young as five or six years old.

The recruiters thoroughly investigate the background of all potential candidates, conducting extensive interviews with the candidates' friends and family, and observing the candidates at work and play. Candidates must be physically sound, emotionally stable, intuitive, and well-behaved, qualities that an experienced recruiter can recognize even in the youngest child. For every hundred candidates evaluated, no more than two or three make the grade.

A candidate's initial training begins at home. With supervision and support from government tutors, the candidate learns to read and write, and receives basic instruction in etiquette and religion. He exercises for several hours each day, and learns to ride and care for a small horse.

At age 7 or 8, the candidate moves into the household of a nobleman, lord, or retired paladin where his training proceeds in earnest. He perfects his riding skills, learns to use weapons (practicing with undersized wooden replicas), and plays chess and other simple war games that teach strategy. He attends formal state functions to learn protocol, and is taught to respect and obey his superiors. Occasionally he joins soldiers on routine military excursions, helping to care for their horses and observing how they conduct

themselves in the field.

In his early teenage years, the candidate becomes a full-time squire to a practicing paladin. To mark the occasion, the candidate is sometimes awarded spurs in the same design as the master's; the candidate's spurs are silver, the master's are plated in gold. Under the master's supervision, the candidate learns swordsmanship and mounted combat techniques. The master provides daily instruction on ethics and philosophy, detailing every nuance of the paladin's ethos. He may also send the candidate on a quest to test his character, such as plucking a feather from a harpy or retrieving a scale from a dragon turtle.

Most importantly, the candidate accompanies his master on the battlefield and fights at his side. Despite his inexperience, a candidate is expected to hold to the same standards as a regular paladin, sacrificing his life if necessary to protect his master or defend his monarch. Consequently, many candidates fail to survive their apprenticeship. Those who persevere for three to five years are eligible to become full paladins.

*Suggested Kits:* Chevalier, Envoy, Militarist, Squire.

### Supportive Mentor

Characters without connections to churches or governments may seek out mentors to teach them the skills of a paladin. Suitable mentors include benevolent sages, reclusive clerics, and elderly paladins. Most live solitary lives on the fringes of society, free of obligations to the church or state. Many have devised unique philosophies that substitute for formal religions. A potential student is probably expected to learn and follow the mentor's faith, no matter how arcane.

Because a mentor seldom accepts more than one student at a time, the neophyte paladin benefits from individualized attention, often completing training within four or five years. Despite its brevity, the training period is intense and demanding, concentrating on weapon mastery, horsemanship, and ethics. The student must also swear allegiance to the mentor's values, which duplicate the essential components of a paladin's ethos. The mentor declares the student ready for paladinhood when he completes a final test, which may require the student to defeat the mentor in mock combat or fulfill a quest that the mentor himself was never able to complete.

*Suggested Kits:* Errant, Inquisitor, Skyrider, Wyrmslayer.

### Inherited Title

In some cultures, a lawful good child of a paladin is automatically eligible to become a paladin himself. The child's consent is usually irrelevant; a dutiful offspring follows his parent's wishes without much fuss. The parent oversees the child's training, which begins in the family stronghold. The child learns manners and discipline by tending to livestock, serving meals, and assisting the staff. Later, the parent teaches the child to ride and wield a lance, with supplementary instruction in swordsmanship, etiquette, and religion. He may also enroll the child at a royal academy or church school to complete his education. Should the parent die before the child becomes eligible for paladinhood, the church or government assumes responsibility for continuing the child's training, a gesture made in appreciation of the parent's lifetime of service.

*Suggested Kits:* Chevalier, Divinate, Squire, Votary.

## Confirmation Ceremony

When a candidate is ready to assume the role of a paladin, the momentous occasion is usually marked by a formal ceremony. The administering official may be a government representative, a church dignitary, the candidate's mentor or parent, or an avatar of the gods. As dictated by tradition and the paladin's preference, a ceremony may be public, held before a large audience in the town square, or private, performed in an official's chamber or a remote outdoor locale. Most ceremonies incorporate the paladin's Code of Ennoblement, discussed in Chapter 3. Other details are up to the DM; he is free to adapt or modify any of the ceremonies described below, or make up his own.

Confirmation ceremonies can also make good springboards for adventures. The DM might consider enlivening a ceremony with one or more of the following events:

- The administering official fails to show up. (Has he been kidnapped or worse?)
- An evil wizard stages a destructive intrusion.
- An old friend of the candidate makes a surprise appearance, bringing an urgent message (an uprising in a neighboring kingdom, the discovery of an ancient civilization).
- A cleric's incantation, the manipulation of an ancient artifact, or the shadow of an eclipse opens a portal to another plane of existence.

**Ordainment by Dubbing:** The simplest confirmation ceremony requires the candidate to kneel before the administering official, who holds a ceremonial sword over the candidate's head. After the candidate recites his Code of Ennoblement, the official taps the sword on the candidate's neck or shoulders, then pronounces him a paladin. The new paladin rises, embraces the official, then quietly departs.

**Sacrament of the Sword:** On the day of the ceremony, the candidate rises before dawn and bathes in a stream, cleansing his body and, symbolically, his spirit. He dons a white robe, representing his piousness, tied tightly at the waste with a thin sash, a reminder of the discomfort all agents of faith must endure. Surrounded by his family, invited guests, and representatives of his church and government, the candidate faces the rising sun and recites his Code of Ennoblement. The administering official presents him with a sword made of crystal or glass, symbolizing the fragile boundary separating good from evil. The official then slaps the new paladin on both sides of his face or strikes a blow against his chest, an emphatic reminder always to follow his oath.

**Feast Day:** Associated with paladins who are trained by the church, the Feast Day ceremony begins two days before the actual confirmation. The candidate spends 48 hours alone in a dark chapel, offering prayers to her deity and subsisting on nothing but bread and water. At the end of this period, the administering official opens the doors and windows to bathe the chapel in sunshine.

One by one, the candidate's teachers, family members, and guests file inside. The candidate greets them individually, thanking them for their support during her training. After all have arrived, the candidate takes a seat in front of the congregation. The official gives a sermon about the significance of this great day, then the candidate kneels before him and swears to the Code of Ennoblement. The official touches the candidate's shoulders with a ceremonial sword and kisses her forehead. The new paladin leaves the

church to the sound of applause, then rides through the town so that everyone can see her. The day climaxes with a great feast, filled with songs, dances, and games.

**Rite of the Seven Lambs:** The candidate joins six paladins in an open meadow. The paladins bring seven lambs, all of them sick or wounded through natural causes. One of the paladins, serving as the administering official, reads prayers and leads the candidate through his Code of Ennoblement. Each paladin then lays hands on one of the lambs, healing it. The new paladin lays hands on the final lamb. Clippings from the healthy lambs are placed in a cloth bag, which is given to the new paladin to commemorate the occasion.

**Convocation of the Blessed Waters:** Prior to the ceremony, the administrating official obtains a suit of armor from a paladin who died in battle. The official retains the helmet, then submerges the rest of the armor into a stream or lake, symbolically imbuing the water with the spirit of the deceased paladin. The candidate washes her ceremonial costume in the blessed stream; a typical costume consists of a linen shirt, a crimson or purple tunic, silk stockings, leather shoes with silver ornaments, and a golden robe embroidered with images of eagles and lions. The candidate allows the wet costume to dry in the sun.

On the day of the ceremony, the candidate dons the costume and meets the official near the blessed stream. The official and the candidate stand on a velvet carpet, surrounded by dignitaries and invited guests. After reciting the Oath of Ennoblement, the candidate kneels and drinks from the stream. The official presents the candidate with the helmet of the deceased paladin, completing the ceremony. The new paladin joins her guests for a modest meal under the open sky.

## Routine Activities

Even when a paladin isn't fulfilling an edict, waging war, or embarking on a quest, he still has plenty to keep him busy. Some common activities are described below. Of course, not all paladins engage in all of these activities. A Chevalier probably spends more time enforcing laws than an Errant. A Votary may set aside several days a week to recruit new members to his church, whereas Divinates may be forbidden by their faith to engage in *any* type of proselytizing.

Although neither the player nor the DM is obliged to keep track of a paladin's activities between campaigns, some of his routine duties may lead to adventures. While on a reconnaissance patrol, the paladin might discover a meeting of ogres, preparing to join forces to storm the king's stronghold. A paladin's desire to improve his riding skills could lead to a search for a legendary horseman. A proselytizing expedition may stir up trouble with a rival church. Victory at a tournament could result in the defeated opponent seeking a deadly revenge.

### Enforce Laws

Obliged to eliminate evil, a paladin is always on the lookout for lawbreakers, intervening whenever he sees a crime in progress. Overtly evil acts often meet with swift retribution; the paladin simply slays the culprit outright. In societies where even the vilest crimes must be tried in a court of law, paladins refrain from taking justice into their own

hands, instead turning the suspect over to the proper authorities for prosecution.

Law enforcement involves more than thwarting criminals. A paladin breaks up rowdy crowds before riots ensue and escorts drunks to their homes. She disposes of illegal weapons and other contraband. She intercepts spooked horses, treats accident victims, and reunites lost children with their parents. She may even clean up illegally dumped trash.

While most paladins enforce the law as a matter of principle, some are formally deputized by their lieges to serve as local police. Deputized paladins are assigned regular patrol hours, usually after dark when most crimes occur. The paladins patrol designated areas on foot or horseback, monitoring strangers, questioning suspicious characters, and keeping an eye out for trouble. They may be authorized to make arrests, levy fines, or even perform on-the-spot executions. Deputized paladins usually have jurisdiction only within the borders of their community or kingdom, though they may demand extradition of wanted criminals who have sought refuge in other lands.

### Encourage Morality

A paladin takes advantage of every opportunity to encourage and promote ethical behavior. He reinforces lawful good behavior by acknowledging the good deeds of ordinary citizens, expressing his appreciation in private meetings or public ceremonies. He gives lectures, participates in debates, and organizes discussion groups, all meant to persuade others of the benefits of a moral life. He presents himself as a role model to youngsters, dazzling them with stories of his exploits and expounding on the glories of a career spent in service to the government or church. A paladin also makes himself available for counseling, offering advice to the troubled and guidance to the confused.

### Training

A paladin continuously trains his mind and body, focusing on military skills. He jousts against stuffed dummies using a technique called *quintain* (see the illustration on page 92). He duels against multiple opponents with swords wrapped in cloth. He familiarizes himself with all types of weapons, including those improvised from rocks, branches, and other natural items; with practice, a paladin can construct a usable sling from a length of cloth and a leather strip in a matter of minutes.

Most paladins undergo a daily routine of physical exercise. Wearing full armor, a paladin may hike up a mountainside while carrying a sheep or calf. With a weight secured to his back, he may attempt to swim the length of a lake. He scales walls, climbs ropes, wrestles other warriors, and stages cross-country races.

His regimen also includes mental exercise. He may memorize lengthy passages from sacred scriptures or translate poetry into different languages. He may dissect animal cadavers to study anatomy or raise a garden to learn botany. A friendly ranger may teach him how to track animal; an experienced seaman may teach him how to navigate a ship.

### Maintenance

A paladin maintains her equipment in first-class condition. She keeps her shield and

armor polished and free of corrosion. Dents are tapped out, scratches are buffed clean, tarnishes are refinished. Blades are straightened, hardened by fire, then resharpened on grindstones. Clothing, too, receives meticulous attention. A paladin usually hand-washes her garments in cold water, squeezing (rather than wringing) them out before hanging them in the sun to dry. She soaks her undergarments and shirts in a barrel filled with soda and wood ash, then pounds them on a rock. Coats and capes may be freshened with steam by placing them in an enclosed room containing a pot of boiling water. Saddles, boots, belts, and other leather items must be oiled and polished.

## Courtly Duties

A paladin's impeccable manners, striking appearance, and sterling reputation makes him a highly desirable guest for banquets, receptions, and other formal functions. Some accept as many invitations as their schedules allow, particularly those from colleagues and dignitaries. Refusal might be interpreted as an insult.

Often, his attendance amounts to little more than window dressing, his superiors taking advantage of the occasion to display him like a trophy. A paladin endures these events with grace, retelling his war stories to pampered lords and ladies while listening to their dreary comments.

A paladin often represents his superiors at functions in other lands. He gives eulogies at funerals and witnesses christenings. He attends the weddings, birthday parties, and confirmation ceremonies of foreign aristocrats. He may also deliver documents and messages that are too important to trust to heralds.

## Military Duties

Even when not at war, a paladin with military responsibilities has a lot to do. If occupying a stronghold, he must prepare for enemy attacks by fortifying the walls with metal braces, widening moats, and digging trenches. Ample supplies of food, water, ammunition, and medicine must be secured. He may conduct drills to ensure that his troops respond swiftly and in a coordinated fashion to surprise assaults. He consults with engineers and tacticians to determine which sides of the stronghold are most vulnerable. He rehearses bowmen to fire arrows blindly, in case of an attack made under cover of fog or during a moonless night.

In the field, the paladin conducts reconnaissance patrols into enemy territory to gather information. He leads his troops on practice exercises to get them used to moving through swamps, deserts, and other hostile terrain. He may also conduct military experiments with animals, using cooperative elephants as pack animals, trained banderlogs as infantrymen, and *charmed* bulettes as assault weapons.

## Tournaments

A tournament a series of formal games that gives paladins and other warriors the chance to practice their combat skills, impress the citizenry (therby boosting their reputation), and perhaps even earn a little money. Though designed as entertainment, tournaments are not without risk. A bad performance may cost the paladin her honor. A

disastrous performance may cost her life.

Rulers and affluent landowners sponsor tournaments to amuse their colleagues and raise community morale. Tournaments also give them the chance to flaunt their wealth in a socially acceptable manner. Messengers and heralds are hired to spread the word about upcoming tournaments, which often attract participants from hundreds of miles away.

A carnival-like atmosphere prevails on the day of a tournament. Colorful banners flutter over sprawling bleachers packed with spectators. Soldiers stroll the grounds in gleaming armor. The aroma of roast pork and steaming vegetables wafts through the air. Merchants peddle paladin dolls and other gaudy mementos. Grandmothers gossip, children frolic, and gamblers place discrete wagers.

Tournament events include sword duels, archery contests, and—always of primary interest—jousting matches. In a typical joust, two paladins mount their horses on opposite ends of an open field, then raise their shields and lances. On a trumpet blast from the referee, they charge. Each attempts to dislodge the other from his horse. If neither succeeds, they return to their starting positions and try again. The winner faces another opponent in the next round. Whoever fells the most opponents during the day wins the contest.

Victory brings honor to both the paladin and the liege he represents. The paladin may also win a modest prize. Defeat, however, means disgrace, and a deliberately poor performance is considered an ethos violation. If the paladin has chosen a lady or other person to champion, victory ensures a favorable impression (modify the reaction roll by at least +1). Defeat brings humiliation, and the championed person may shun the paladin forever after (modify the reaction roll by at least –1; in any case, the reaction won't be better than Indifferent). If a poor performance insults the championed person, this might be considered an ethos violation.

Though contestants use blunted lances and are advised to behave like gentlemen, jousts often result in serious and sometimes fatal damage. Even a blunted lance can strike a deadly blow, particularly when delivered by a paladin on a war horse charging at top speed. Occasionally, a paladin knocked from his mount will catch his spur in a stirrup; the confused mount may drag the hapless paladin to his death. A losing contestant may not take defeat gracefully, attacking the winner with a sword or club. Such attacks have been known to trigger full-scale riots, resulting in dozens of casualties before soldiers manage to disperse the crowd.

## A Day in the Life

Here's what a typical day might be like for two different paladins: a Chevalier named Sir Jounville, who works in his king's stronghold, and Madeline of Blackfern, a Divinate who lives in a monastery.

### Sir Jounville (Stronghold Paladin)

Sir Jounville rises about an hour before dawn, awakening in his private quarters in the stronghold cellar. He washes in a ceramic basin of cold water, then dresses in a waist-length tunic with full sleeves, a short-sleeved tunic lined with fox fur, a loose mantle secured at the neck with a silver chain, linen hosiery, and leather boots. He visits the

stronghold chapel for the morning prayer, then stops at the kitchen for a quick breakfast of bread and ale.

Jounville reports to the steward's quarters for a brief meeting to review the events of the day ahead. The steward reminds him of an important banquet that evening, a birthday celebration for the king's niece. Jounville assures the steward that he'll be prompt.

Jounville joins three companions in the bailey for morning exercise, focusing today on weight lifting and archery practice. Meanwhile, other residents of the stronghold have risen and are beginning to fill the bailey. Maidens embroider tablecloths for the royal family, cooks roast mutton for the evening feast, and children play noisily with horseshoes and tops.

After two hours of exercise, Jounville walks to the stables to see if the groomsman has fitted his horse with new shoes. With winter approaching, Jounville wants to make sure the shoes have *calkins*, metallic points that enable the horse to grip the frozen ground. The groomsman has finished the work, and Jounville examines each shoe carefully, checking for rough edges, proper weight, and tight nail heads. Satisfied, Jounville thanks the groomsman for a job well done.

The time approaches for Jounville's guard duty. He returns to his quarters to don his chain mail armor and retrieve his shield, sword, longbow, and arrows. At the kitchen, he picks up a herring pie flavored with pepper and cinnamon that he'll eat later.

He climbs the ladder to the bastion tower and settles behind a narrow arrow slit. He peers through the slit, surveying the wide field that borders the stronghold's north wall. All is quiet. Sir Northram, whom Jounville is relieving, reports no disturbances on his watch.

For the next eight hours, Jounville stares silently through the slit, bow in hand, pausing only briefly in mid-afternoon to eat his herring pie. His watch is uneventful.

At five o'clock, Sir Inniss arrives to relieve Jounville. Jounville visits the chapel for an afternoon prayer, then goes back to his quarters to prepare for the banquet. He puts on fresh tunics and hosiery, powders his mantle with talc, and buffs his shoes. He also polishes his shield and sword; the king likes for his paladins to bring their combat gear to impress the guests.

The banquet begins exactly at seven. About 70 guests are present, including the king and his retinue, various aristocrats and clergymen, and six of the king's paladins, including Jounville. Jounville takes his seat at the furthest end of the table; guests of high status, such as the king's family and church dignitaries, sit near the center. A servant brings Jounville his table service, consisting of iron tableware, a *manchet* (a slab of stale bread, used as a plate), a glass goblet, and a *mazer* (a soup bowl trimmed in silver).

Following a benediction and introduction of the guests of honor, servants bring platters heaped with food. The main course includes *blankmanger* (chicken and rice seasoned with sugar and almonds), *mortrews* (dumplings made of fish, bread crumbs, and eggs), glazed onions and peas, mustard and wine sauces, and stewed fruit. Jounville follows meticulous rules of etiquette, careful to wipe his spoon after each use and to take small portions.

The meal lasts for two hours. Servants bring water bowls for the guests to wash their hands, then clear the tables. The guests retire to the ballroom for entertainment. Bards and jesters sing songs and tell stories, while the younger guests join hands and dance in a circle. Elder guests play backgammon or chess and catch up on local gossip. Jounville

circulates, engaging in polite small talk. Near the end of the evening, Jounville recites a poem composed especially for the occasion, accompanied by a bard who plays the lute.

The entertainment will last until the early hours of the morning. But at 11 o'clock, Jounville approaches an aide and requests permission to be excused. Jounville retires to his quarters, offering a final evening prayer before settling into bed.

### Madeline of Blackfern (Church Paladin)

Madeline of Blackfern, a paladin-in-residence at the Heart's Hope Monastery, begins her daily routine at midnight when she's awakened by the peal of bells from the prayer tower. Madeline rises, puts on a cloth mantle, leather slippers, and a prayer cap, then joins her fellow paladins in the chapel. Madeline recites a long prayer, then goes to the stables to feed and water the monastery's horses, part of her assigned duties. Except for the prayer, Madeline is expected to observe total silence.

Her chores complete, Madeline returns to bed. The bells awaken her again at five. She dresses again, walks silently to the chapel, and listens to the morning sermon. She fills the next two hours with exercise, meditation, and household tasks. A bell signals breakfast, the main meal of the day. Madeline provides her own dishes and tableware, as do all residents of the monastery. Breakfast consists of beef, mutton, bread, and fruit, simply prepared. Leftovers are distributed to poor families in the area.

After breakfast, Madeline receives her orders for the day. Madeline will spend two hours kneading bread dough in the main kitchen, two hours assisting the monastery's blacksmith to forge horseshoes, and the remaining daylight hours patrolling the grounds on foot. Prayer services will be given approximately every three hours, as signaled by the bells. Except for emergencies or pre-approved communications, Madeline is expected to remain silent all day.

At eight o'clock, Madeline eats an evening meal of bread and vegetables in the dining hall. She feeds and waters the horses again, then meets with her superior to confess any sins she may have committed during the previous 24 hours. She admits to coveting her friend's new sandals. For penance, the superior orders her to help her friend sweep the stables. Madeline returns to her quarters, kneels at her bed for a final prayer, then catches a few hours of sleep before the bells awaken her at midnight.

## Courtly Love

Some poets and philosophers of the feudal era believed that true romance (or "courtly love") could only exist outside the bonds of matrimony. Marriage, they felt, substituted obligation and duty for honest emotion. (A DM's campaign, however, can allow for romance and marriage to go hand-in-hand.) For the paladin, courtly love may be defined as a yearning of the spirit, a passion that is never fulfilled.

The object of a paladin's courtly love (whom we'll call the beloved) represents all that is good and pure. She is less a person than a romantic ideal, like a character in a poem or a dream. Often, the beloved is an unobtainable, unapproachable person, such as the spouse of a friend or the offspring of a monarch. The paladin may have never even met her, merely watched her from afar.

Whether the beloved returns the paladin's affection, or even knows of it, is irrelevant.

Often, the paladin keeps his feelings a secret, believing himself spiritually inferior to his beloved and unwilling to burden her with his wretched attentions. In any case, the paladin remains utterly devoted to the beloved, pledging eternal fidelity and shunning all others.

### Rules for Courtly Love

A DM may permit PC paladins to experience courtly love. Courtly love adds a dimension of romantic tragedy to the paladin's life, consuming him with the exquisite agony of unfulfilled passion.

Any paladin PC may succumb to courtly love. A paladin typically fixates on his beloved early in his career, say, any time before he reaches 5th level. He usually remains true to his beloved for the rest of his life.

Courtly love persists regardless of changes in the paladin's circumstances or those of the beloved. He stays in love with her even if he marries (if courtly love transcends marriage, which might otherwise be seen as an ethos violation), the beloved marries (which can actually enhance courtly love's tragic overtones), or the beloved dies (courtly love for the truly inaccessible is perhaps the "purest" love of all). A paladin will never have more than a single beloved at the same time, nor will he ever abandon one beloved for another.

The paladin's beloved can be any attractive NPC of the opposite gender, preferably of high Charisma (at least 15 or so) and lawful good alignment. Ideal beloveds include characters of high social or economic status (aristocrats, government officials, high-level paladins, and affluent landowners), princes and princesses, celebrities (renowned poets, scholars, and mages), and the spouses of kings and queens (a situation not without peril, as Sir Galahad learned too late).

Courtly love should arise naturally from the events in the campaign. The paladin may first lay eyes on his beloved across the room at a formal banquet or spot her in the audience at a jousting tournament. She may be among the survivors he rescues from a sinking ship. Or she may simply approach him for directions to the nearest inn, smile in thanks, then mount her horse and ride away. A fleeting glance or a chance meeting is all that's required for the paladin to become hopelessly smitten.

A paladin himself may choose his own beloved and declare his love. This declaration is equivalent to an ethos vow; the paladin must remain true to his beloved from that moment onward. Alternately, the DM may force the issue by observing the paladin's behavior. If the paladin seems unusually attracted to a particular NPC—asking about her, staring longingly at her, fawning over her—the DM should point out that the paladin is exhibiting early signs of courtly love. If the paladin persists, the DM may declare that the NPC has become the paladin's beloved. If he likes, the DM may require the paladin to make a Charisma check. If the check fails, courtly love exists. If the check succeeds, the paladin has resisted courtly love for the time being. If the paladin continues to fawn over the NPC, the DM may require another Charisma check at a later time.

**Behavior:** Courtly love involves the beloved only indirectly. Rarely will a paladin confront his beloved with his feelings. For the most part, he keeps his obsession to himself, resigned to worshipping his beloved from afar. He expresses his devotion symbolically, tries to learn as much about her as he can, and luxuriates in any opportunity to bask in her presence. In a campaign, a paladin might demonstrate courtly love in any

of the following ways:

• He composes songs and poems in the beloved's honor.

• He champions the beloved at a tournament.

• He arranges for anonymous gifts to be delivered to the beloved.

• He attaches a lock of the beloved's hair to his shield, or places a scrap of material from her dress under his armor, next to his heart.

• If he hears anyone speak dishonorably about his beloved, he challenges them to retract the statement or fight a duel to the death.

• He arranges for an invitation to a banquet or party where his beloved will be. (And most likely, he spends the night on the opposite side of the room, too embarrassed to speak to her or even go near her.)

• He interviews at length anyone who has information about his beloved, no matter how trivial.

• He goes out of his way to visit places of significance to his beloved (the town of her birth, her school, a favorite lake).

**Penalties and bonuses:** Although expressions of courtly love mainly involve role-playing, the DM may wish to impose penalties and bonuses in certain situations. For instance, any of the following circumstance may fuel the paladin with so much joy that he benefits from a +1 or +2 bonus to ability checks, attack rolls, or damage rolls, for anywhere from a few hours to a few days. The DM decides the nature of the bonuses and their duration, depending on the intensity of the circumstance that triggered them.

• The beloved innocently smiles at the paladin from across a room.

• The beloved sends a thank-you note for a gift.

• The beloved congratulates the paladin on an outstanding performance at a tournament.

• At a party or banquet, the beloved approaches the paladin and engages him in a brief conversation about nothing in particular.

• The beloved gives the paladin her handkerchief or glove.

Conversely, a painful experience may result in overwhelming heartbreak, longing, or despair, persisting for a few hours or several days, as determined by the DM. During that time, the paladin may suffer penalties of –1 or –2 to ability checks, attack rolls, or damage rolls. Triggering situations may include:

• A lock of hair, a scrap of cloth, or other memento of the beloved is lost or stolen.

• The beloved spurns or ignores the paladin at a banquet or party.

• The paladin champions the beloved at a tournament, but loses his match.

• The beloved announces her engagement to someone else.

• The beloved is injured or becomes ill.

**Ethos penalties:** A vow of courtly love is as binding as any component of a paladin's ethos. Should a paladin betray his beloved by speaking badly of her, breaking a promise to her, snubbing her gestures of friendship, or—worst of all—succumbing to the charms of another, he has committed an ethos violation. The DM should select an appropriate punishment from the suggestions in Chapter 3.

**Covert romance:** On occasion, the beloved may reciprocate the paladin's affections. If so, the couple may embark on a romance. They may express their love openly, but more likely, they'll choose to keep their relationship secret. Covert lovers take pains to arrange clandestine meetings, avoid signing letters to each other, and exchange

nondescript gifts so as not to attract attention.

The discovery of an illicit romance may result in severe consequences for both the beloved and the paladin. The beloved's family might object to their affair, or differences in their status make their romance socially unacceptable. To keep the couple apart, the beloved's family may relocate to a distant land. The family may demand restitution to compensate for their humiliation. A secret affair may constitute an ethos violation for the paladin, particularly if he's covering up his activities or romancing a person engaged to someone else (the paladin's feelings may be so strong that he's willing to suffer an ethos penalty just to be near his beloved).

Should the paladin wed his beloved, all benefits, penalties, and other conditions associated with courtly love will gradually disappear, replaced with the more stable and less volatile feelings associated with marriage. The reappearance of courtly love for a married paladin can be considered a major ethos violation.

## Economics

Many paladins live in a state of near poverty. Their ethos limits the amount of money they can save, while living expenses, church tithings, and stronghold costs put heavy demands on whatever meager funds they manage to acquire. Most paladins have neither the time, resources, nor aptitude to make a living as craftsmen or merchants. Business ventures, other than those associated with their strongholds, are often impractical or forbidden. Paladins from affluent backgrounds rarely benefit from their families' wealth; their ethos restricts them from accepting large allowances or handouts, and strict inheritance laws usually turn most of the holdings over to the state when the parents die. Adding to their difficulties, most governments and churches require paladins to buy and maintain their own mounts and equipment, believing they'll take better care of these items if they owns them outright.

So where does a paladin get his money? Aside from treasure and rewards, here are a few of the most common sources:

### Stipend

Though paladins are expected to serve their government out of loyalty rather than an expectation of financial reward, many monarchies give their paladins a small monthly stipend, rarely exceeding 10 gp per month. The paladin is expected to buy all of his equipment, clothing, and supplies, though the government may provide him food and a place to live. As the paladin becomes more experienced, the stipend may increase modestly, perhaps 1-2 gp per level. In most cases, the stipend ends when the paladin builds his own stronghold.

Stipends generally aren't available to free-lance paladins, paladins who have pledged fealty to mentors instead of governments, or paladins who work primarily or exclusively for churches. Churches may provide room and board, but give cash only in emergencies. Cash given by a church usually works as a loan, which the paladin is expected to repay as soon as possible.

### Mercenary

When his government or church is at peace, a paladin may hire out as a mercenary to friendly monarchies or other employers. The paladin's superiors negotiate the terms, including the length of service, expected duties, and remuneration. Ironically, a paladin can earn much more as a mercenary than as a soldier on salary to his government; monthly wages in excess of 100 gp are common. However, the paladin may be obliged to pay as much as 90% of his wage to his superiors, in recompense for the loan of his services.

### Mortgage

A paladin may raise money by securing a loan from his government or church, using his stronghold or other property as collateral. Collateral requirements and repayment terms are usually strict. The required collateral may be as much as 100 times the amount of the loan. Monthly payments may be equal to 10-20% of the amount loaned, paid for a minimum of one year. A paladin may also secure a loan based on a pledge of future service as a soldier, teacher, or laborer. Moneylenders are usually agreeable to such arrangements, knowing that a paladin always keeps his word.

### Hostage Ransom

In times of war, a paladin may capture enemy soldiers or dignitaries, then demand ransom for their return. Hostage footsoldiers or household staff seldom bring high ransoms—if any—but a dignitary or other important person can command a fortune (a "king's ransom"). If he works for a government or church, the paladin's superiors usually demand a large portion of all ransoms. Ransoming prisoners is not considered an ethos violation, so long as the prisoners are of good or neutral alignment; evil-aligned prisoners are usually slain or turned over to the authorities for disposition.

### Tournament Ransom

In addition to winning small monetary awards in tournaments, paladins may earn money by ransoming their opponents. Certain tournaments require defeated opponents to flee the field, taking refuge in nearby forests or mountains. The victors may pursue. If the victors locate and capture the losers within an allotted time period (say, by sunset), the losers must pay the victors a ransom for their release. A typical ransom ranges from 1-10 gp, though ransoms for high-level opponents may be two or three times that amount. A paladin's superiors usually skim off a high percentage of all ransoms.

## The Paladin's Personality

The defining characteristic, a single word that summarizes a character's personality, describes the essential nature of the character and how he comes across to others. A character's personality comprises many elements, but the defining characteristic is the dominant trait from which all other personality components arise. A defining characteristic can be chosen for paladins (or any other character, for that matter). Several

possibilities listed below should get you started.

How to choose a defining characteristic? There's no best way, but you'll know you're on the right track if a particular characteristic fits your conception of the character. For instance, if you picture your paladin charging boldly into battle, slaughtering his enemies without remorse, his defining characteristic could be Vengeful. If you see him as withdrawn and brooding, he might be Tormented. The descriptions below are intentionally vague to encourage personal interpretation.

You may also select secondary traits to compliment the defining characteristic. Each entry below lists a number of options. Choose one or two that appeal to you, or make up your own. Any secondary traits are fine, so long as they don't contradict the defining characteristic; a Vengeful paladin might be Brutal but he's unlikely to be Shy.

Defining characteristics work with some kits better than others. Each entry lists a few suggestions, but don't feel restricted by them. Use any defining characteristic with any kit that feels right to you. You can also mix and match the various corollary characteristics, or ignore them altogether.

Previous volumes in the *Complete Handbook* series include lists of archetypes drawn from literature, film, and other fictional and mythological sources. Many of these archetypes can be adapted to paladin characters. *The Complete Bard's Handbook* features a series of tables to determine personality traits randomly for bards or any other character.

## Defining Characteristics

### Aggressive

The aggressive paladin speaks with his sword. Uneasy in social situations and impatient with negotiation, he is most comfortable on the battlefield. He relishes combat, particularly hand-to-hand encounters with enemies formidable enough to put up a good fight. A forceful personality who often wears his emotions on his sleeve, he makes a spirited companion and a dangerous opponent.

*Secondary Traits:* Heroic, impulsive, haughty, wise-cracking, abrasive, inspiring.
*Suggested Kits:* Chevalier, Inquisitor, Militarist, Wyrmslayer.

### Cynical

While as devoted to her ethos as any other paladin, the cynical paladin sees the pursuit of justice as admirable but ultimately futile. Greed, selfishness, and hatred seem to predominate in the world. Compassion and selflessness are hard to find. Advocates of good are hopelessly outnumbered. The cynical paladin fights tirelessly for her principles, but can't shake the feeling that her work may be in vain. To her, optimism is touching but naive, despondency a perfectly understandable reaction to a callous world.

*Secondary Traits:* Angry, quick-witted, reflective, soft-hearted, brooding, helpful.
*Suggested Kits:* Expatriate, Ghosthunter, Votary, Wyrmslayer.

### Genteel

The genteel paladin is a man of taste, more at home at a formal ball than a bloody battlefield. While his military skills are has finely honed as those of any paladin, he views combat as an unpleasant necessity; enemies should be dispatched as quickly as possible,

preferably with flair and style. He owns the finest clothes and equipment he can afford, and spends as much time on personal grooming as others do practicing weapon skills. He is preoccupied with courtly etiquette and elegant living, looking forward to the day when he can retire to his stronghold and live out the remainder of his life as a proper gentleman.

*Secondary Traits:* Conceited, prudish, romantic, intellectual, precise, opinionated.

*Suggested Kits:* Chevalier, Envoy, Equerry, Squire.

**Inquisitive**

The inquisitive paladin has an unquenchable thirst for knowledge. Outgoing and amiable, his interests know no limits; he's as fascinated by the rice-growing techniques of elven farmers as the mating rituals of ankhegs. His curiosity often frustrates his companions, who may be eager to resume their travels while he lingers behind, discussing doctrine with a local priest or engrossed by a newborn bluebird pecking its way from its shell.

*Secondary Traits:* Carefree, shallow, talkative, wise, distracted, warm, studious.

*Suggested Kits:* Divinate, Envoy, Errant, Squire.

**Optimistic**

Relentlessly cheerful and unflaggingly confident, the optimistic paladin could not imagine a better life for herself. She is utterly convinced of the righteousness of her cause, and looks forward to each day as a new opportunity to bring more goodness into the world. She delights in the companionship of others. Her comrades find her a source of inspiration and a beacon of hope in times of despair.

*Secondary Traits:* Nurturing, compassionate, extroverted, compliant, humorous, relaxed, warm.

*Suggested Kits:* Errant, Inquisitor, Skyrider, Squire.

**Philosophic**

The philosophic paladin is drawn to the pleasures of the mind, preferring a poetry reading to a jousting match, a science text to a glass of fine wine. He enjoys scholarly debates on religion and history, and is fascinated by new cultures. His aptitude for intellectual analysis makes him an excellent tactician and valued advisor. Rarely impulsive, his actions are measured and deliberate, born of logic rather than emotion.

*Secondary Traits:* Thoughtful, cold, hesitant, dispassionate, meticulous, curious.

*Suggested Kits:* Chevalier, Divinate, Errant, Medician.

**Prudent**

The prudent paladin acts with deliberation and foresight, believing that fortune smiles on the cautious. He weighs his words before speaking and is loathe to undertake a mission without careful planning. He is impressed by logic, unmoved by emotion. His rational, dispassionate approach to problem-solving makes him a superb tactician and arbitrator, though some find him cold, even calculating. His level head tempers his private affairs; he manages his stronghold well, avoids debt, and rarely succumbs to temptation.

*Secondary Traits:* Shrewd, insightful, unfriendly, arrogant, keen-witted, reflective.

*Suggested Kits:* Ghosthunter, Inquisitor, Militarist, Wyrmslayer.

**Secretive**

For reasons of his own, the secretive paladin reveals little about his background, motivations, or personality, even to his closest companions. He may wear a hood or visor at all times to conceal his features, dress in black or other dark colors, and cover or remove any heraldic symbols from his equipment. He keeps to himself, seldom speaking unless absolutely necessary; he may even wear a scarf around his mouth to muffle his voice. Though he faithfully fulfills his obligations to his party, he keeps his companions at arm's length. There are many possible reasons for his behavior. He may be a fugitive from the law, unjustly accused of a crime, or a renegade from a government allied with evil. He may be doing penance for an ethos violation. Or "he" may be a woman, compelled to hide her sex because of social customs that restrict females from becoming paladins.

*Secondary Traits:* Quiet, studious, eccentric, impulsive, threatening, nervous.

*Suggested Kits:* Expatriate, Ghosthunter, Inquisitor, Wyrmslayer.

**Tormented**

The tormented paladin lives in the shadow of insecurity and self-doubt. She holds herself to impossibly high standards, sometimes measuring her deeds against those of renowned paladins of history or legend, never considering that those deeds may have been fictional or exaggerated. At her core, the tormented paladin feels unworthy to serve her government or church, this despite her unimpeachable ethics and flawless performance on the battlefield. She scoffs at praise, resists assurance from her friends, and continually berates herself for perceived mistakes.

*Secondary Traits:* Kind, sullen, analytical, shy, humble, sorrowful

*Suggested Kits:* Chevalier, Divinate, Expatriate, Divinate, Squire.

**Vengeful**

A passionate hatred of evil fuels the vengeful paladin, who crushes his opponents with savage fury. Often, he's motivated by revenge; perhaps he saw his parents slaughtered by drunken ogres, or his village burned to the ground by an evil warlord. In any case, he seems intent on singlehandedly eliminating evil from the face of the planet.

*Secondary Traits:* Unapproachable, moody, bitter, bold, inspiring, violent.

*Suggested Kits:* Chevalier, Expatriate, Ghosthunter, Skyrider, Wyrmslayer.

## Training Rules for Paladins

A paladin may seek training from a lawful good cleric or another paladin. The instructor must be at least one level higher the trainee, and skilled in the area he's attempting to teach. The instructor must also pass a Wisdom and Charisma check to verify his patience, insight, and authority.

The paladin must pay for his training. The DM determines the fee, based on the difficulty of the subject and the instructor's reputation. Fees of 50-100 gp per week are typical, but may be raised or lowed as the DM sees fit. If the instructor has been furnished by the paladin's government or church, the paladin may be eligible for a

reduced fee. In some cases, the fee may be waived, or exchanged for a promise of service.

To determine the training time, subtract the instructor's Wisdom from 19; the result is the minimum number of weeks required. At the end of this period, the paladin makes an Intelligence or Wisdom check (whichever is higher). If he passes the check, the training has been successful. If he fails the check, he must spend another week training. He then makes another check, with a –1 bonus. He may continue to make checks, with each additional week resulting in an additional –1 bonus.

## Strongholds

Like fighters and rangers, paladins may establish and maintain castles, forts, temples, and other types of strongholds. But a paladin's stronghold is more than a residence. It serves as a monument to his principles, a tribute to his deity, and a symbol of his lifetime of service. It can function as a military base, administrative office, religious sanctuary, prison, treasure house, or training center. It may also generate a modest income from agricultural products, taxes, or rents.

A paladin may acquire land at any point in his career, but he must be at least 9th level before he can establish a stronghold. Paladins of lower levels lack reputation and contacts, and rarely have the monetary resources needed for construction costs and upkeep.

Even at 9th level, however, a paladin should proceed with caution. A stronghold requires an enormous commitment of time and money. Often, a paladin must oversee a staff of workers and a garrison of soldiers, most of them expecting regular salaries. A paladin may face staggering costs for routine maintenance, which he dare not neglect—a shabby building reflects badly on his reputation and may also be a punishable violation of his ethos (see Chapter 3).

If a paladin decides to take the plunge, he must determine the location of his intended stronghold, its size and design, and its purpose. Will it be his main home or an occasional residence? Is the generation of income a primary consideration? Will the general public have access, or will it be open only to a select few? How much can he afford to invest? Are the officials of his government and church supportive or discouraging? Will they help with manpower, loans, or supplies?

There is no fixed procedure for establishing a stronghold, but the following steps are usually involved. For more information, particularly regarding costs and layouts, consult DMGR2 *The Castle Guide*.

### Permission

If a paladin has strong ties to a government or church, he must petition the proper officials for permission to build a stronghold. In most cases, the officials want to know the paladin's plans in detail, particularly the proposed stronghold's size, design, and function. The officials may demand an accounting of the paladin's economic status, including his net worth, projected income, and current debts.

If the paladin has a solid reputation and answers their questions satisfactorily, the officials usually grant permission, contingent on a few conditions. For instance, the

paladin may have to agree to live in the stronghold for a minimum number of months per year or pay an annual maintenance tax (in addition to his normal tithing requirements). He may be held personally responsible for the debts of all workers in his employ. Further, the officials may demand the right to use his stronghold for military purposes in times of war. Finally, they may insist on a signed statement that permanently turns the stronghold over to them should the paladin violate the conditions of their agreement.

## Land Acquisition

Paladins usually acquire the land for their strongholds through grants or charters awarded by government or church officials. A *charter* allows the paladin to administer the land more or less as he sees fit, with the officials retaining ownership. Chartered land often lies outside the jurisdiction of the government or church, meaning that the paladin may have to defend against ownership challenges from other claimants.

Monarchs sometimes award property in the form of a *benefice*; that is, the paladin manages the property as he sees fit in exchange for a promise of military service. Though the monarchy technically retains ownership of the property, the paladin keeps all the money from farming and other profit-making endeavors. The charter remains valid as long as the paladin meets his military obligations. Additionally, the monarchy agrees to provide soldiers to help defend the stronghold, and to refrain from interfering in the paladin's management decisions.

A *grant* transfers legal ownership directly and unequivocally to the paladin. The best grant is an outright gift, given to recognize a noteworthy career, or as a reward for a military victory or some other act of exceptional service. A *homestead grant* gives ownership of a piece of land to the paladin after he's lived and worked there for a predetermined period (typically, 5-10 years). When a monarch awards a grant, he also specifies what will happen to the land when the paladin dies. A *reversion* arrangement returns the property to the king (or to whomever the land previously belonged). A *perpetuity grant* entitles the paladin to name an heir to inherit his land, usually his successor.

In the case of charters and grants, a paladin usually takes whatever land he can get. A paladin wanting more say in the type and size of his land should consider other options. He may, for instance, petition his liege for ownership of a conquered land; that is, a portion of a territory confiscated from an enemy army or a property liberated from a heretical priesthood. Affluent or well-connected paladins may buy their land or negotiate a lease, paying a fixed sum each month that goes toward the purchase price. Land values vary wildly, but a paladin can expect to pay from 50-200 gold pieces per acre for undeveloped property in a good climate within reasonable distance of a civilized community.

A paladin may also be responsible for a *regency* or *trust*, a locale that he neither owns nor occupies. As directed by his government or church, the paladin oversees the locale and makes all management decisions, including hiring employees and maintaining defenses.

## Site Location

Paladins should choose the site of their strongholds with an eye towards defensive advantages, convenience, and hidden costs. A stronghold in a valley is more difficult to defend that one at the top of a hill. Access to a river makes a moat easier to fill. Forests provide lumber for buildings and fruit for nourishment. Land in a city may be more expensive than in a small village, but labor and materials may be easier to procure. If the paladin wants to farm, or if he eventually plans to expand, he should buy as much land as he needs at the outset, rather than waiting until he builds his stronghold and drives up the value of the adjacent property.

Paladins lacking the resources to buy land or the patience to wait for a grant may wish to settle in an unclaimed wilderness. If the paladin has strong ties to a government or church, he may be required to claim such land for his superiors. However, if the land is sufficiently remote and has no obvious military or economic value, the claim may just be a formality; his superiors may let him have it without any conditions. Of course, if the paladin has no ties to a government or church, he may be eligible to claim the land for himself.

Though wilderness strongholds bring independence, they also bring problems. Should an enemy army lay siege, the paladin can't turn to his government for help. He's on his own to defend against monsters and claim-jumpers. He may have a hard time finding medicine, food, and other supplies. Damage from forest fires and other natural disasters may be difficult to contain.

## Design

Stronghold designs range from small fortresses (essentially, fortified houses) to ornate castles with multiple buildings and elaborate defenses. Budgetary and ethical considerations, however, usually restrict paladins to modest layouts. If a paladin wants to spend more than 150,000 gp or so on a stronghold (see "Time and Money" below), he must petition his deity for permission. If the paladin's intentions are honorable—for instance, if the stronghold is intended to honor the deity or to provide jobs for destitute peasants—permission will probably be granted. Because of his commitment to austerity (discussed in Chapter 3), a paladin will *never* establish a dominion or empire.

Whenever practical, a paladin's stronghold includes the following components:

**Bailey.** This is an open courtyard surrounded by a protective wall. The bailey is usually circular or rectangular, although the exact shape depends on the terrain.

**Keep.** The stronghold's primary structure, a keep is a rectangular or cylindrical building with thick stone walls, rising 50-80 feet high. The keep is the main residence of the paladin, his family, and his closest aides. It also serves as a storage area and as emergency housing for workers and soldiers should intruders breech the stronghold wall.

Other stronghold buildings may include warehouses, barracks, barns, and workshops. These buildings are made of wood or stone, ranging in size from 20 feet ¥ 20 feet to 40 feet ¥ 80 feet. Most are ground level; a few may have two stories. The buildings may be arranged in small clusters or linked by covered passageways to form one continuous structure.

**Moat.** This is a ditch filled with water or mud that encircles the stronghold wall. To deter intruders, a moat should be at least 10 feet wide and 10 feet deep.

**Protective Wall.** Typically, the outer wall of the stronghold is 15-50 feet tall and at

least 10 feet thick. The wall is made of stone, often reinforced with sections of metal or wood. A protruding entryway, called a *barbican*, consists of two stone towers, about 20-30 feet high and spaced 20-40 feet apart. A wooden gate reinforced with metal bars sits between the towers. A small building called a *gatehouse* may be positioned next to the gate; gatehouse guards monitor the comings and goings of stronghold visitors. To allow passage over the moat, the guards lower a drawbridge, consisting of a broad wooden platform connected by chains to a crank. The entry may be further protected by a sliding metal lattice called a *portcullis*, raised and lowered by pulleys and ropes.

An open parapet called a *battlement* rises from the outer wall. Defenders of the stronghold stand behind the battlement to protect themselves from enemy missiles. Some battlements extend over the protective wall, allowing defenders to hurl stones or splash hot oil on invaders through holes in the floor.

**Temple.** Next to the keep, the temple (or shrine, cathedral, or church, as appropriate to the paladin's faith) is the stronghold's most imposing structure. The temple is usually made of stone, cylindrical or rectangular in shape, and adjacent or directly attached to the keep. Paladins prefer ornate temples, and any surplus funds in the budget usually go towards additional furnishings, decorations, and architectural flourishes. Rock gardens and friezes are typical; statuary, fountains, and ornamental roofs are less common but highly desirable.

**Towers.** Several stone towers stand along the walls, each about 30 feet or so tall. Square towers are less sturdy and more costly than round towers, but are easier to build. Soldiers stand on the tower roofs, protected by parapets, and throw spears and rocks at invaders. From inside the tower, they fire arrows through narrow slits in the walls.

## Time and Money

Paladin strongholds aren't cheap. The costs of three configurations are listed below; the prices include labor but exclude the land.

**Small.** A fortified tower (which serves as a keep) enclosed by a protective wall, along with one or two small storage buildings and worker dormitories. Cost: 40,000-60,000 gp.

**Medium.** A modest villa or fort consisting of a 50-foot keep, surrounded by a moat and a protective wall, with a small temple, one or two stone towers, and a few auxiliary buildings. Cost: 80,000-120,000 gp.

**Large.** A modest castle, including an 80-foot keep, an attached temple, a 50-foot protective wall (with a battlement), a moat, three or more towers, and several auxiliary buildings (barns, worker dormitories, storehouses). Cost: 130,000-170,000 gp.

Ornate designs (including high-quality materials or works of art), difficult working conditions (a lack of adequate workers or excessive rain), and unexpected setbacks (a wall collapses or a rot mold infects the local lumber supply) can increase the price from 50-100%. On the other hand, a good break can lower costs. For instance, a sympathetic monarch may donate labor, or a mine owner may make a deal on stone purchased in quantity. In any case, the DM has the final say on construction costs, as well as any circumstances that affect the final price.

To estimate the number of days required to build a stronghold, divide the total cost of the stronghold by 1,000 and multiply the result by 1d4. For example, building a castle costing 100,000 gp takes 100-400 days. Keep in mind, however, that a production

schedule seldom proceeds without interruption. Supply shortages, bad weather, sick and injured workers, and monster attacks can double or even triple the time required. Even a modest castle may take several years to complete.

## Staff

Running even the smallest stronghold requires more attention than the paladin alone can supply. A loyal staff—composed of workers, soldiers, and a few trained specialists—is necessary to handle the stronghold's day-to-day operations and provide a strong defense.

Securing a staff is especially complicated for a paladin, since he doesn't attract a body of followers like other fighters. Further, a paladin may hire only persons of lawful good alignment, limiting the pool of potential hirelings.

Because of these restrictions, a paladin may be tempted to skimp on his staff. But he does so at great risk. The stronghold may fall into disrepair without a sufficient number of workers, devaluing the property and inviting reprimands from the paladin's liege or church. An inadequate defense encourages raids from bandits, monsters, and hostile armies. Without a skilled steward, the paladin must supervise the stronghold's daily routines.

A paladin may begin his search for employees by making inquiries in local inns, posting notices, and asking for referrals from other landlords. Though interest may be limited at first, the number of applicants is likely to increase as word spreads of the paladin's reputation for honesty and generosity. In general, a suitable candidate for a particular job may show up every week or so; a paladin can expect to spend at least two or three months to hire a staff of 12.

It's up to the paladin to screen all applicants, weeding out incompetent workers and potential troublemakers. Most important, he must ascertain each applicant's alignment by asking pointed questions (Have you ever been arrested? Have you ever been reprimanded by your church?), requesting references (military service records and recommendations from previous employers), and conducting simple tests of honesty (the paladin leaves a gold coin on the floor, then leaves the room; will the applicant pocket the coin or return it?). If the paladin doubts the applicant's alignment for any reason, it's in his best interests to reject the applicant on the spot. If an employee later reveals an alignment other than lawful good, the paladin must dismiss him; additionally, the paladin may face penalties for violating his ethos (see Chapter 3).

If convinced of the applicant's integrity and skills, the paladin then makes a formal offer, spelling out the duties of the job, the salary, all benefits, opportunities for promotion, and the term of employment. If the terms are agreeable to the applicant, he accepts the job. Alternately, the DM may roll secretly for the applicant's reaction on Table 26. If the interview went exceptionally well for both parties, modify the roll by +1. If the paladin made an unusually generous offer, modify the roll by another +1.

### Table 26: Job Applicant's Reaction

| D10 Roll | Reaction |
|---|---|

| | |
|---|---|
| 1 | The applicant flatly refuses the offer. |
| 2 | The applicant asks for a 1d10 x 10% increase in the offered salary (or asks for a comparable perk). If the paladin declines, the applicant turns down the job. If the paladin agrees, roll again. |
| 3 | The applicant asks for a 1d10 x 10% increase in the offered salary (or asks for a comparable perk). If the paladin refuses, the applicant accepts the job anyway. |
| 4-5 | The applicant asks for 1-2 weeks to consider the offer. If the job remains open after this time, roll again. |
| 6-10 | The applicant accepts the offer. |

How big a staff is needed? That depends on the size of the stronghold, the type of operation (farm workers are needed if the stronghold produces crops), and its location (more soldiers may be necessary in hostile territory). The paladin must also consider his financial health; workers won't stick around if he can't meet the monthly payroll. It may take a bit of trial and error before the paladin settles on the optimum size and composition of his staff. Table 27 lists suggested staff sizes for small, medium, and large strongholds.

### Table 27: Staff Sizes for Strongholds

| Position | Small | Medium | Large |
|---|---|---|---|
| Chaplain | 1 | 1-2 | 1-3 |
| Engineer | - | 1 | 1-2 |
| Guard Captain | - | 1 | 1-3 |
| Soldiers | 2-10 | 10-50 | 50-70 |
| Stable Master | - | 1 | 1-3 |
| Steward | 1 | 1 | 1-2 |
| Laborers | 2-10 | 10-20 | 10-50 |
| Artillerist | - | - | 1-2 |
| Chamberlain | - | 1 | 1-4 |
| Physician | - | - | 1-2 |
| Scribe | - | - | 1-2 |
| Weaponsmith | - | 1 | 1-4 |

Following are descriptions for the positions listed in Table 27, along with class and level recommendations. A suggested monthly salary is also given; the paladin must also supply room and board.

**Chaplain.** A cleric who shares the paladin's faith, the chaplain takes responsibility for the stronghold's religious needs. He conducts church services, consoles the ailing and the distraught, and provides spiritual guidance. Some chaplains ensure that tithings are collected and properly distributed. (3rd- to 5th-level cleric; 100-500 gp, depending on experience and duties.)

**Engineer.** The engineer handles repairs, supervises new construction, and maintains equipment. He anticipates structural problems and suggests ways the paladin might improve his property. In time, a good engineer should pay for himself. (2nd- to 4th-level wizard with Engineering proficiency; 100-200 gp.)

**Guard captain.** This is the commander of the paladin's armed forces, usually a combat veteran with some administrative experience. Generally, it's to the paladin's advantage to hire the highest-level captain he can afford. However, a paladin with a small contingent of soldiers may not need an exceptionally experienced (and expensive) guard captain. (3rd- to 5th-level fighter; 300-500 gp.)

**Soldiers.** These include archers (0- to 1st-level fighters; 4 gp), cavalry men (1st- to 2nd-level fighters; 5-10 gp), and foot soldiers (0- to 1st-level fighters; 1-2 gp). Typically, soldiers comprise the bulk of a paladin's paid staff; a minimum of 50 soldiers is usually necessary to defend a large castle.

**Stable master.** The caretaker of the paladin's horses and stable. He sees that the animals are fed, watered, groomed, and exercised. He also cares for sick and injured mounts. The paladin still cares for his bonded mount personally. (1st- to 2nd-level fighter; 10-30 gp.)

**Steward.** This is an administrator in charge of food preparation, cleaning, and general household management. (Wizard, warrior, or cleric of at least 1st level; 100-200 gp.)

**Laborers.** These are workers trained as harvesters, herdsmen, gardeners, stonecutters, cooks, seamstresses, and groundskeepers. (0-level fighters; 1-4 gp.)

The paladin may also wish to consider filling the following positions. None of these are vital for small strongholds, but may be necessary if the paladin operates a large castle or if his holdings expand.

**Artillerist.** If the stronghold uses siege weapons or similarly complex devices for defense, the artillerist is responsible for their maintenance and operation. (2nd- to 5th-level fighter; 100-400 gp)

**Chamberlain.** An assistant to the steward, the chamberlain cares for the wardrobe and living quarters of the paladin and his closest aides. He also sees to the needs of guests and may assist with cleaning and food preparation. (0- to 1st-level fighter or cleric; 5-20 gp.)

**Physician.** A medical practitioner who cares for wounded and sick employees. (1st- to 3rd-level cleric; 100-200 gp.)

**Scribe.** A clerk in charge of the stronghold's bookwork, including accounting and tax logs, tithing records, inventories, payrolls, and official communications. (1st- or 2nd-level cleric with the Reading/Writing proficiency; 10-50 gp.)

**Weaponsmith.** This person is responsible for the repair and upkeep of the stronghold's weaponry. If the paladin furnishes the necessary materials, a weaponsmith can often design and forge weapons from scratch. (1st- or 2nd-level warrior; 100-200 gp.)

## Privileged Relationships

Because of their sterling reputations, paladins can often get an audience with officials of their government and church. Affluent citizens, renowned sages, and other influential nonplayer characters in the paladin's territory also extend this courtesy, as do elite NPCs the paladin meets on his travels. As soon as the paladin requests to see him, the influential character usually arranges a meeting as soon as possible. A meeting doesn't guarantee that the NPC will help the paladin or even be sympathetic to his plight. However, the paladin can reasonably expect a fair hearing.

If the paladin is sincere and convincing, an elite NPC is inclined to respond

positively. At the DM's discretion, paladins earn a +2 bonus when encountering good or neutral elite NPCs with whom they have an established relationship, and a +1 bonus for good and neutral elite NPCs the paladin is meeting for the first time. Evil NPCs, likely to be unmoved, receive no special bonuses to their reaction rolls.

## Experience

Chapter 2 of the *DMG* explains how paladins gain experience. Table 28 summarizes these standard experience awards. If you'd like experience awards to better reflect the guidelines in this book, use Table 29 instead.

### Table 28: Paladin Experience

| Action | XP |
|---|---|
| Per hit die of creatures defeated | 10/level |
| Monster experience | Typ* |
| Other group experience | Typ* |

* Typ = Typical share of experience, as described in the *DMG*.

### Table 29: Optional Experience Awards

| Action | XP |
|---|---|
| Per spell level cast to overcome foes or problems | 25 |
| Per character changed to lawful good alignment by paladin's direct influence* | 50/level |
| Per hit die of creatures defeated | 10/level |
| Per spell level cast to further ethos** | 50 |
| Monster experience | Typ*** |
| Other group experience | Typ*** |
| Accepted as member of an order | 500**** |
| Becomes High Officer of an order | 500**** |

* The changed character must have originally been lawful neutral, neutral good, true neutral, or chaotic good. The paladin must be the primary factor in the change. The award for a 0-level character is 25 XP.

** Paladins gain experience for using spells to promote their philosophies and principles, just like priests. Therefore, a paladin who uses *spiritual hammer* to destroy an ogre would gain this experience bonus because he eliminated a source of evil.

*** Typ = Typical share of experience, as described in the *DMG*, pp. 45-48.

**** See Chapter 9, p. 116. These are minimum awards, which may be significantly increased for membership in high-status orders.'

# Chapter 8: Faith

All paladins have an abiding faith that serves as a moral compass and foundation for their ethical principles. Although most follow established religions, others draw spiritual sustenance from non-traditional philosophies and even natural forces. All paladins, however, believe in something: Their faith provides them with not only their spells, but also their special powers.

This chapter looks at the medieval relationship between paladins and the church, as well as some alternatives to the historical model. It also examines the paladin's duties and responsibilities to his faith, along with the penalties imposed for violating religious edicts.

## Campaign Models

In an AD&D® campaign, virtually any type of relationship between church and state is permitted. One kingdom may adhere to the feudal model. In another, the church may claim exclusive sovereignty. It's important for all characters to understand the balance of power in their world, but it's absolutely vital to the paladin, as it affects his behavior, loyalty, and ethos.

Following are three general types of church-state relationships. Each describes the roles of religion and government; specifically, who makes and enforces the laws of the land, and what role the paladin assumes in the official hierarchy. The "Fealty Notes" section suggests answers to these questions:

• If a paladin comes from this type of society, to whom does he pledge fealty? (Chapter 3 discusses the general responsibilities of fealty.)

• If the paladin has pledged fealty to both the church and state, whom does he obey when religious and secular laws conflict?

The DM has the final decision about which avenues of faith are open to the paladin, as well as the relationship between the paladin's faith and his government. Some, all, or none of these examples may work in a campaign; the DM may develop other models equally valid and useful.

### Co-Dominant Rule

A co-dominant society more or less follows the feudal model, where government and religion share the burden of law enforcement and administrative duties. The government handles matters pertaining to foreign affairs, economics, and property rights, while the church regulates morality and social law. In all cases, however, the monarchy and church leaders work closely together to protect their mutual interests. Neither institutes a new policy without consulting the other. Consequently, government and church laws rarely conflict.

The government reinforces the authority of the church by declaring it the official state religion. Other faiths may be tolerated, but not sanctioned; only the state religion has the power to shape government policy. The monarchy seeks the opinion of the church in all critical decisions, including diplomatic appointments, declarations of war, and territorial annexations. A high-ranking priest of the state church always serves as an official advisor, usually in the capacity of Lord Chaplain, Curate, or High Patriarch.

The church, in turn, reinforces the authority of the state by promoting the concept of

divine right. Essentially, this doctrine declares that monarches serve at the pleasure of the gods; neither the approval nor consent of the citizenry is required. Because the monarch in effect answers only to the gods, divine right virtually guarantees the loyalty of his subjects.

The church can remove a monarch at will, merely by rescinding divine approval. Rescission may result from a major policy disagreement, immoral behavior, or unlawful activities. Divine approval may also be withdrawn to punish an arrogant, ailing, or uncooperative king. However, the church uses this power only as a last resort. Because disruptions often trigger social unrest, even civil wars, it is in the best interests of both the government and state church to cooperate and maintain continuity.

A paladin from a co-dominant society usually serves in the military branch of either the government or church, depending on where he was trained and who most needs his services. In the government military, he answers to a ranking officer, usually a high-level warrior (who may be another paladin). In a church military, he usually follows the orders of a high-level priest, or a higher-level paladin entrusted with the prosecution of military affairs. In societies where the church and government share a military, a paladin typically serves under a high-level warrior, who in turn may answer to an administrative board containing both government and church representatives.

**Fealty notes:** A paladin who serves in a co-dominant society probably pledges fealty to both government and church. Because religious and secular laws are compatible, he should experience few problems with conflicting edicts. A church official will never intentionally issue an edict that conflicts with government policy, nor will a government official purposely give an order that violates church doctrine.

If edicts inadvertently conflict, the paladin can usually avoid violating his ethos if he obeys his church, even if he declines an order from his government. For instance, if a government official orders a paladin to undertake a military exercise on a day the church has set aside for meditation and prayer, the paladin may decline the official's order without fear of retribution.

### Secularism

A secular society maintains a strict separation between church and state. While religious practices may be tolerated, even encouraged, church officials have no direct say in government policy. The church may serve as an informal advisor to the government in matters pertaining to morality and behavior, but the government is under no obligation to pass such recommendations into law. Because a secular government doesn't need endorsement from the church, rulers don't depend on divine right for authority. Secular governments range from totalitarianism, where the state exerts total control over its people, to democracies, where the people elect their representatives.

Although the church may issue its own edicts, these edicts apply only the followers of that particular faith. The church may punish its followers for violating religions edicts, but only if the punishments don't interfere with the rights guaranteed to all citizens under the laws of the state. A church, for instance, may excommunicate a blasphemous follower, but it may not imprison or execute him (unless the state has sanctioned such punishments).

In some secular societies, the government refuses to recognize the church's power of

excommunication. If the gods want to excommunicate somebody, they do it themselves instead of relying on human intermediaries. A man lives as moral a life as he can; after he dies, the gods pass judgment on the fate of his spirit. Membership in a church has little bearing on the gods' decision.

A paladin serving a secular government likely works in a military or diplomatic capacity, and adheres to a rigid command hierarchy. A high-ranking warrior or paladin serves as his immediate commander. But as a good soldier and loyal citizen, he is expected to follow the orders of all superior officers and government officials.

**Fealty notes:** A paladin from a secular society probably pledges fealty to his government. He may also pledge fealty to a church if he likes. However, when government and religious policies conflict, he is expected to follow the edicts of his government, even if it means disobeying an edict from his church. (With two exceptions—a direct command from a deity *always* overrides orders from a government; further, a paladin will never follow a government edict that conflicts with his core principles—his principles always take priority over social institutions.).

If a paladin doesn't pledge fealty to a church, he *must* pledge fealty to a philosophy or force (see "Alternatives to Churches" below). If a command from a teacher or mentor conflicts with government policy, he must give priority to the edicts from his government. However, a direct command from a deity always take precedence over government obligations.

## Theocracy

In a theocratic society, the clergy assumes all leadership roles. In essence, the church functions as the government, claiming absolute authority in all civil, legal, and ethical matters. Laws come directly from the gods, interpreted and regulated by the priesthood. To maintain order and ensure continuity, a theocracy recognizes only the state religion. Other religions may be driven underground at best, declared blasphemous and illegal at worst.

As in a secular government, paladins serving a theocracy probably work as soldiers, though some may function as ambassadors, diplomats, or evangelists. Most theocratic hierarchies consider paladins to be lay brethren or acolytes, minor religious dignitaries with formal responsibilities to the church but without the status or authority of official clergymen.

A paladin serving a theocracy always answers to a priest. A novice paladin may be assigned a "shepherd," a priest of 1st or 2nd level who constantly shadows the paladin, monitoring his activities, and reporting any discrepancies to his superiors. A *curate* (an administrator of at least 5th level in charge of several congregations in a small town or city district) oversees low-level paladins, whereas a *primate* (a priest of at least 10th level, responsible for a city or section of a kingdom) may supervise high-level paladins.

**Fealty notes:** A paladin from a theocratic society need only pledge fealty to the church; pledging fealty to the government isn't necessary, because the church is the government. Pledging fealty to his family, a mentor, or other source is allowable, but edicts of the church always take priority. (Again, direct commands from a deity override orders from church officials.)

### Additional Considerations

The three relationships described above presume that both the church and government are of lawful good alignment. In *no* case will a paladin pledge fealty to a neutral or evil organization or individual. In a secular society with an evil government, he may pledge fealty to a lawful good religion, but not to the government itself. In a neutral theocracy, he must either pledge fealty to an underground or illegal lawful good religion—one independent of the theocratic rulers—or he must separate from his society, looking elsewhere for a government to serve.

Keep in mind, too, that many variants are possible within these broad descriptions. While a secular government may not officially recognize a church, a secular ruler may maintain an informal relationship with a powerful or highly charismatic religious leader. Through friendly persuasion or sheer force of personality, the religious leader may coerce the secular ruler into passing laws promoting religious doctrine. Although the government and state church may theoretically exert equal influence in a co-dominant society, power struggles among the religious elite may render the church impotent, letting government leaders do as they please.

A wise paladin keeps abreast of changes in the political landscape, lest he inadvertently find himself serving a neutral or evil master. A corrupt official may take over the government of a co-dominant society; while the state church may remain lawful good, the government may become neutral or worse. An Errant returning to his theocratic homeland from the field may discover that a cadre of evil clerics has replaced the lawful good hierarchy of the state church.

### Renouncing Fealty

Once a paladin discovers that his church or government has become neutral or evil, he may immediately renounce his pledge of fealty without penalty. From that point on, he is not obligated to follow their edicts. He must discard symbols representing a renounced church or government. He must also give up equipment that the church or government has loaned or given to him.

A paladin who renounces his church must *immediately* pledge fealty to one of the following:

- A new lawful good church.
- A lawful good philosophy.
- The set of principles represented by the renounced church before it became neutral or evil.

A paladin who renounces his government has several options:

- He may continue serving in the same society. However, he is now obligated to obey only the edicts of his faith (and any other nongovernmental individuals or institutions to which he has pledged fealty).
- He may relocate to a different land, pledging fealty to a new lawful good government.
- He may become an Expatriate (see Chapter 4).

## Alternatives to Churches

Whereas most paladins pledge fealty to churches, others may opt to serve a *sect*. Like churches, sects are religious organizations that worship one or more gods, but they tend to be smaller and more secretive.

Most sects usually begin as an outgrowth of an established church. A sect leader and his followers separate from the church due to disagreements with church leaders or because of a contradictory interpretation of religion doctrine. If a sect flourishes and grows, it may eventually become a church itself.

Some sects organize themselves around a single leader who has developed his own set of religious principles. These may not have any formal ties to an organized faith; in fact, some do not recognize the authority of other religious leaders. They often spring up spontaneously, lasting no more than a single generation.

Some paladins avoid associations with any type of organized religion, instead choosing to venerate a philosophy, a belief system based on intellectual concepts rather than supernatural entities. Any philosophy serves as an acceptable alternative to an organized religion, so long as it meets these qualifications:

- It presents a logical and self-consistent interpretation of the universe.
- It demands lawful good behavior of followers.
- It's broad enough to form the basis of the paladin's ethos.

Paladins who follow a philosophy may worship privately or in small sects. Meditation may substitute for prayer. A hill blanketed in violets may function as a shrine. A book of poetry may take the place of a holy text.

Regardless of whether a paladin has faith in a religion or philosophy all work the same way in the context of the game. A paladin's devotion is sufficiently intense to attract the magical energy necessary to cast spells and give him his special powers. As with a lawful good religion, a lawful good philosophy requires strict adherence to a set of lawful good principles, characterized by the strictures and virtues of the paladin's ethos.

## Guidelines for Religious Edicts

Generally, a paladin's religion (or philosophy) imposes more edicts than his government, family, or any other sources discussed in Chapter 3. Whereas a government may be concerned with defense, economics, and order, a religion may be concerned with all of these things, *plus* morality, worship, and spiritual salvation.

To remain true to his ethos, a paladin may have to juggle edicts from a variety of sources. Generally, edicts from his religion and government take precedence over those from his family and culture. When governmental and religious edicts conflict, use "Campaign Models" in this chapter to help prioritize them.

Because faith takes many forms, there are no fixed rules for determining which religious edicts are appropriate for a particular paladin. It's up to DM to make these decisions, based on the prevalence of religion in his campaign, the paladin's background, and the paladin's kit.

The DM may use the following guidelines to help decide the type, number, and severity of religious edicts. Remember, these are generalizations. They may not apply to every campaign nor to every paladin.

- More edicts are associated with an organized religion than a philosophy.

• A theocracy issues more religious edicts than a co-dominant society.

• The larger the organization, the more edicts it issues. A large church may have officials who do nothing but amend old edicts and draft new ones. Large churches have more interests to protect, more disciples to regulate, and more enemies to fear.

• A paladin who lives in a monastery or other church-owned building has more edicts to follow than a paladin who lives in his monarch's castle or his own stronghold.

## Types of Edicts

Below are three categories of religious edicts, along with several representative examples. The DM is encouraged to supplement these lists with edicts of his own. Though the number of edicts varies according to doctrine and circumstance, it's a rare paladin who isn't required to follow at least one or two edicts from *each* category.

### Expressions of Faith

Most paladins, regardless of whether they follow a religion or philosophy, must perform certain rites to affirm their faith. Church officials may establish some of them; for instance, a paladin may be required to pray before every meal. Others may be self-imposed; for instance, a paladin may dedicate each battle to the spirit of his murdered brother. Other examples:

**Prayer:** The most common type of religious expression, prayer takes many forms. A prayer may be a verbal recitation from a sacred text, several minutes of silent meditation, or a fresh verse composed anew each morning. A paladin may be required to pray at a particular time every day (at sunrise or before bed), whenever he gets a chance (such as once a week), or only when a certain event occurs (the death of a companion or a falling star).

**Rituals:** A ritual comprises a fixed sequence of actions, performed at a specific time (the first day of spring, the paladin's birthday) or to recognize a particular event (the defeat of an enemy, the acquisition of a bonded mount). An endless variety of rituals is possible: tossing a gem into a volcano, building a shrine with a specific number of stones, bathing in a stream with a perfumed soap, immersing a sword in an enemy's ashes.

**Proselytizing:** Some churches require their paladins to proselytize, spreading the word about their faith and recruiting new converts (an especially strict church might impose a recruitment quota, requiring a paladin to bring in a minimum number of converts every year). Alternately, the paladin may invite curious agnostics to attend religious services or engage skeptics in philosophic dialogues. He may also (in the absence of suitable clerics) give religious instruction to acolytes, lead prayer services, and assist with sermons.

**Symbol:** To demonstrate his devotion, the paladin may be obliged to display the symbol of his faith on his shield, armor, or banner. He may also wear a piece of jewelry, such as a ring or pendant, inscribed with the symbol.

**Pilgrimage:** The paladin may have to make pilgrimages to a temple, saint's tomb, mountain peak, cemetery, or other sacred location. Once he arrives, he may be required to say a prayer, present an offering, or spend the night in meditation. A pilgrimage may be made on a specific date (a holy holiday or the date of a founder's death) or within a

particular period (once a year or any time before he attains a new level).

## Service

The paladin may be expected to perform a variety of military, ceremonial, and household duties. These duties supplement the routine responsibilities required of all paladins, as described in Chapter 7. Examples:

**Eliminate enemies of the faith:** All paladins are expected to defend their faith against the forces of evil. As a minimum, the paladin must protect his church, monastery, or temple from enemy attacks, and must also seek out and destroy all evil characters and creatures.

Beyond these basic requirements, the paladin's responsibilities depend on exactly how his faith defines evil. While most faiths accept the standard definition (that is, the definition in the *PH*), some define evil more narrowly. It's possible, for instance, for a church to condemn a particular neutral religion as blasphemous, in which case a paladin may be obliged to destroy the followers of the neutral religion as if they were evil (the Votary, described in Chapter 4, is one example). Conversely, a liberal church may require its paladins to eliminate only chaotic evil characters and creatures; other evil adversaries may be destroyed, imprisoned, or even tolerated, as decided by the individual paladin.

**Healing:** In many religions, a paladin's extraordinary healing powers are valued not only for their practical applications, but also for their sacred implications. Each healing may be a holy sacrament, proof of the deity's compassion.

As a requirement of such a faith, a paladin may have to perform elaborate healing ceremonies. For example, the paladin may don a golden ritual gown, then lay hands on an ailing peasant while priestly acolytes chant and sing.

In certain primitive religions, priests believe that evil spirits cause illness. The mere presence of a paladin helps frighten the spirits away. In practice, a paladin may stay with an infirm patient for days, even weeks, until the illness passes.

A paladin may also be obliged to assist at the beginning and end of life when a cleric isn't available. During the delivery of a child, a paladin's words comfort the mother while his touch blesses the new baby with good health. When a high-ranking priest or important member of the congregation nears death, the paladin remains at his bedside, acting as a symbolic escort into the next world.

## Behavior

Faiths impose behavioral edicts to instill discipline, address the perceived desires of a deity, or keep their followers submissive. Some behavioral edicts persist merely as tradition, their meaning no longer understood. Examples include:

- No facial hair. Heads must be shaven bald (females included) or tonsured.
- Fast for 1–4 days per month. (The DM may impose a –1 penalty on all ability checks or combat rolls during this time.)
- Must wear certain clothing (a cap or other head covering, sandals instead of boots, a knotted belt, a particular color).
- No violent acts in a church burial ground.
- Must leave a portion of food remaining on his plate and a sip of drink in his cup at

the end of a meal (to symbolize temperance).

- May not touch a corpse.
- Must always sleep in a particular way.
- May not use curative powers on animals.
- May fight on a holy day only in self-defense.

## Historical Role of the Church

Compared to his medieval counterpart, the knight of the 10th century was almost unrecognizable. More outlaw than hero, the pre-feudal knight gloried in barbarism, ignoring written law in favor of vigilantism. The monarchy, weakened by infighting and indifference, could do little to control them. While peasants came to resent and even fear the knights, they lacked the resources to impose order. Anarchy loomed.

Uneasy about the knights' increasing power, the church abdicated its passive status and resolved to take action. This decision was made for two reasons. First, the church stood for peace and order, principles the knights openly mocked. To live up to these sacred ideals, the church had no choice but to assert its authority. Second were practical considerations. The church depended on peasant tithes and rental property for income. For its economic survival, the church had to find a way to suppress knightly greed.

The church initiated its ambitious campaign in the late 10th century by proclaiming the "Peace of God." Taken literally, the Peace of God renewed the church's commitment to protecting the lives and property of all people. Implicit in the proclamation, however, was the notion that those who threatened to disrupt the social order were enemies not only of the state, but of God himself. Although no enemies were identified, the proclamation was obviously aimed at the knights.

To enforce the Peace of God, church dignitaries organized a series of ceremonial affirmations. Held in public forums to guarantee large audiences and maximum exposure, the dignitaries invited nobles, aristocrats, military officials, and the knights themselves to pledge a peace-keeping oath. The ceremonies were conducted with much pomp and solemnity, including the presentation of sacred relics and special prayers to reaffirm God's omnipotence. Further, the church warned that anyone who failed to uphold the Peace of God would be excommunicated. It was a threat not taken lightly. Even the most seditious knights feared an afterlife in Purgatory—or worse.

The church undertook the second phase of its campaign in the early 11th century by issuing the "Truce of God." Unlike the previous proclamation, the Truce was specifically directed to the knights, spelling out in no uncertain terms the behavior expected of them in order to remain true to their faith. Knights were forbidden to attack the clergy under any circumstances, nor were they allowed to commit violent acts against peasants. They were required to fast on holy days and refrain from fighting on the weekends. Fearing divine retribution, the knights grudgingly complied.

By the middle 11th century, the church had succeeded in convincing the knights that they were soldiers of God. As such, they were duty-bound to defend the church and promote its interests. Reluctantly but irrevocably, the knights adjusted, abandoning their independence for their new role as divine servants. They accepted special blessings, participated in sacred rituals, and distinguished themselves on the field of battle. Once scorned, knights were now respected and admired.

But the benefits gained by the knights paled before those acquired by the church. Not only had the church built an army of loyal warriors, it had become a formidable political force. As the church grew in wealth and power, the distinctions between religion and government gradually blurred. Clerical leaders came to influence every facet of government. This uneasy alliance persisted for much of the Middle Ages.

# Chapter 9: Orders

Orders are honorary organizations whose members are distinguished by careers of exceptional service. As invitations to join are extended only to a select few, most paladins view membership as a profound privilege and great accolades.

Whereas some orders exist merely as social clubs, providing fellowship in an informal atmosphere, others perform a variety of civic activities, such as charity drives and educational programs. Regardless of its function, each order maintains its own membership qualifications, hierarchies, and bylaws.

Orders are entirely optional. A DM is never required to include a particular order in his campaign, nor is a paladin character ever obligated to join. In any case, treat an invitation as a major event. The DM should not devalue the prestige of membership by offering invitations casually or as prizes for routine performance; typically, a paladin receives an invitation only once in his life.

Several sample orders are described below. A campaign may include any, all, or just one of them. The DM is free to modify or adapt the descriptions as he sees fit, or invent new orders of his own.

The standard information below applies to all orders; the individual entries that follow include supplemental material. Additionally, each entry lists an emblem and a motto. A candidate repeats the motto when he accepts membership; most orders recite the motto to open and close their meetings.

## Standard Information

### Requirements

Generally, a paladin is eligible to become a member of an order regardless of his religion, homeland, or kit. However, an order rarely offers membership to paladins lower than 9th level (with the exception of the Radiant Heart Auxiliary, on page 117). The higher the level, the better the chance for an invitation.

A paladin may petition a particular order for membership, or a current member may extend an invitation. In either case, an active member of the order must agree to sponsor the candidate. The sponsor must be at least one level higher than the candidate and must be familiar with the candidate's reputation and achievements. The sponsor formally presents the candidate to a meeting of the entire membership, who will spend the next full year mulling over his petition. During that time, active members may observe the candidate in the field and interview his superiors.

At the next annual meeting, the membership votes on the candidate. If a majority prevail, he's invited to join. Following an initiation ceremony—which may include prayer services, feasts, and contests—the candidate vows fealty to the order. The candidate

promises:

• To uphold the laws of the order and obey the dictates of the High Officers.

• To attend all meetings, unless unavoidably detained or his absences are excused in advance. Except for emergencies, meetings are held no more than once or twice a year, usually in a High Officer's stronghold, a building loaned by a friendly monarch, or an open field.

• To provide aid to any member who asks.

• To display the order's emblem on his coat of arms, shield, or banner, as determined by the order.

## Organization

An order consists of a variable number of chapters. Each chapter elects its own officials (called High Officers), sets its own meetings, and establishes its own bylaws. The High Officers of all chapters hold a special meeting once every two or three years to exchange information and review policy. The number and titles of the High Officers vary from order to order, as do the qualifications for holding office.

## Benefits

When accepted as a member of any order, a paladin earns a bonus of 500 experience points. This is a one-time bonus; should he become a member of another order, he doesn't get an extra 500 points. If he becomes a High Officer, he earns another 500 points (another one-time bonus).

A member of any order may add an honorific title before his name. The DM should choose titles appropriate to his campaign world. Typical titles include Sir or Lady, His or Her Excellency, Master or Mistress, the Most Worthy, and the Most Revered. A High Officer may also add the title of his office after his name. For instance, a High Officer of the Most Noble Order of the Radiant Heart might be called Sir Terran of Homewood, Prelate of the Radiant Heart.

When displaying his emblem, a member receives a +1 bonus to his reaction rolls from all lawful and neutral NPCs, familiar with his order.

## Dismissal

A paladin who violates any of the conditions of his vow to the order is immediately and permanently dismissed. He loses all benefits of the order, must turn in his emblem, and may never again become a member of that or any other order. At the DM's option, any ethos violation may also qualify as grounds for dismissal.

A paladin may appeal his dismissal to the High Officers. If the paladin committed a minor or inadvertent violation, the High Officers may overturn the dismissal or suspend his membership for a year or two; he loses all benefits of the order during that time. When his suspension ends, the High Officers review his performance, then submit his application to the entire membership. On a majority vote, the paladin again becomes an active member.

## Most Noble Order of the Radiant Heart

The most prestigious of all orders, the Radiant Heart commands respect from the highest ranks of the aristocracy, who regard its members regarded as dignitaries in their own right. The Radiant Heart honors not only distinguished service, but what is perhaps the most remarkable accomplishment of any paladin—a long life. Primarily a social organization, the Radiant Heart holds a lavish feast every spring, held in the castle of a grateful monarch who donates both the labor and the food. In their free time, members counsel younger paladins, serve as government advisors, and officiate at tournaments.

**Requirements:** A candidate must be at least 40 years old and have the Etiquette proficiency. He must have two sponsors: a member of the royalty of his homeland and an active member of the order.

**Organization:** A chapter has 25 members. The order considers a new candidate only when one of the members dies or voluntarily steps down.

A chapter's High Officers consist of three Prelates, each of 15th level or higher. A Prelate must also have been a member in good standing for no less than 10 years. The Prelates make decisions by consensus, with suggestions from a lieutenant called the Chancellor (a paladin of at least 12th level, also considered a High Officer). When a Prelate dies or retires, the Chancellor takes his place. The Prelates then appoint a new Chancellor. All High Officers wear a tattoo of the order's emblem on their left wrist.

**Emblem:** A stylized outline of a heart.

**Motto:** "The courage of one can change the destiny of many."

**Benefits:** A Radiant Heart member has unlimited access to all lawful good government and church officials, as well as all lawful good aristocrats, land owners, and other elite characters. He receives a +3 bonus to his reaction rolls from all lawful and neutral NPCs instead of the normal +1 bonus. When he dies, the order assumes financial responsibility for his survivors, assuring them a comfortable income for the rest of their lives. The order supplies these funds from their personal treasuries, or makes arrangements with sympathetic monarchs.

**Dismissal:** A member who violates his vow to the order, or commits an act heinous enough to cost him his paladinhood, is beheaded. Should the member flee, the order hunts him down.

## Radiant Heart Auxiliary

This is the junior wing of the Most Noble Order of the Radiant Heart, organized to honor outstanding young paladins. Like the Most Noble Order, the Auxiliary is a social organization, though its members may occasionally be called upon to serve or assist their sponsors.

**Requirements:** A candidate must be at least 4th level. He must be sponsored by an active member of the Most Noble Order. Two Prelates must approve his membership.

**Organization:** Each Most Noble Order chapter has its own Auxiliary, consisting of no more than 40 members (15-20 is typical). A Chairman, elected from the ranks, conducts the Auxiliary's meetings; the Chairman is not considered a High Officer.

A paladin serves as a member of the Auxiliary for a five-year term. At the end of that

period, he may renew his membership for another five years with the unanimous vote of all current Auxiliary members and the approval of two Prelates. Alternately, he may voluntarily retire to make himself eligible for another order. If he has achieved 9th level and meets the eligibility requirements, he may be considered for full membership in the Most Noble Order. A paladin is not eligible for membership in any order so long as he is an active member of the Auxiliary.

**Emblem:** A heart symbol, similar to that of the Most Noble Order, enclosed in a circle. The symbol is embroidered on a sash or painted on a shield.

**Motto:** "A loyal heart and a faithful spirit."

**Benefits:** An Auxiliary member does *not* receive the 500 experience point bonus, nor is he allowed to add an honorific title before his name; these benefits are reserved for order members only. However, he does receive the +1 bonus to his reaction rolls when he displays his emblem.

**Dismissal:** Standard.

## Ancient and Revered Order of the Thorn

Second in prestige only to the Order of the Radiant Heart, the Order of the Thorn recognizes service to a church. Membership is extended to those demonstrating exemplary courage in defense of religious principles or church property. Largely an honorary organization, members have no responsibilities other than counseling their congregations and helping church leaders interpret religious doctrine.

**Requirements:** A candidate must have two sponsors: an official of his church (a priest of 8th level or higher), and an active member of the order. Once accepted into the order, a member must tithe an extra 10% of his income to the church that sponsored him. This in addition to his normal tithe.

**Organization:** Each chapter has 12 members, and will consider new candidates only when an active member dies or steps down. A chapter has a single High Officer, called a Rector, nominated by a committee of church leaders, then approved by a vote of the membership. To acknowledge his position, the Rector wears a velvet sash around his neck bearing the order's symbol.

**Emblem:** A long-stemmed rose.

**Motto:** "Faith is the mother of duty and the father of truth."

**Benefits:** A Thorn member receives a +2 bonus to his reaction rolls from all lawful and neutral NPCs instead of the normal +1 bonus. Each member has a private prayer cell in his church, used for reflection and meditation. When he dies, his helmet, sword, and coat of arms are placed in the cell as a memorial.

**Dismissal:** Standard.

## Distinguished Order of the Crystal Dawn

An elite organization of land-owners, the Order of Crystal Dawn recognizes business acumen and successful resource management. It provides investment advice and low-interest loans to its members, and serves the community with charity drives and financial counseling.

Members of the order, having demonstrated financial responsibility throughout their careers, are no longer bound by the paladin's stricture that forbids the accumulation of wealth. However, members are still expected to use their wealth for lawful good purposes, and are not allowed to acquire material possessions merely for the pleasure of ownership.

**Requirements:** A candidate must have a minimum Intelligence score of 10. He must also have built a stronghold and held it for a decade; the stronghold must have generated a profit for no less than seven of the 10 years. The value of his stronghold and property must be at least 200,000 gp. Finally, he must pay an initiation fee of at least 5,000 gp; he may pay a higher fee if he likes (the higher the fee, the higher his endowment; see "Benefits"). A paladin may save money for the fee without violating his ethos.

**Organization:** A chapter, consisting of 20 to 40 members, is governed by seven High Officers known as Regents. Replacement Regents come from the rank and file, elected by a vote of the active Regents. To qualify as a Regent, a member must have the Law proficiency, and the net worth of his stronghold and property must have doubled since he joined the order. The oldest Regent, called the Senior Regent, chairs the meetings.

The Regents handle the investment of the initiation funds and distribute endowment income to eligible members. They also provide counseling, at no charge, to any lawful good person in financial trouble. Though Regents are forbidden to make loans to anyone other than members of the order, they may arrange loans with established moneylenders and negotiate repayment plans with creditors.

The Regents also mediate in legal disputes among paladins. Any paladin may petition the Regents for a hearing, regardless of whether he's a member of the order. The disputing parties must agree in advance to abide by the Regents' decision. The Regents' decisions are considered legally binding by most lawful good governments.

All Regents have their names inscribed on a commemorative plaque, prominently displayed on the stronghold wall of the order's Senior Regent.

**Emblem:** A golden rising sun.

**Motto:** "Peace from prosperity."

**Benefits:** By exchanging contacts and information, members can usually find sources of goods and services costing 10-50% less than normal. After five years in the order, a member becomes eligible for an annual endowment, generated from the investments of his initiation fee made by the Regents. The endowment ranges from 20-50% of the fee (1d4+1 times 10%), paid every year. For instance, if a member paid a 5,000 gp initiation fee, he earns an annual endowment ranging from 1,000 to 2,500 gp. The member must tithe from his endowment. Most members use the remainder to improve their strongholds, add to their property, or make charitable donations.

**Dismissal:** A paladin dismissed from the order loses his endowment and forfeits his initiation fee.

## Righteous Order of the Iron Dragon

This order honors outstanding military service. Its members have distinguished themselves through heroism in combat and gallantry on the battlefield. While members have no formal responsibilities, the High Officers occasionally rally them to fight as an

elite force in emergencies.

**Requirements:** Paladins of the Militarist kit are automatically eligible for membership when they reach 9th level. Otherwise. a paladin must have demonstrated meritorious military achievement beyond the call of duty, such as:

• Serving in an organized military for at least 10 consecutive years, fighting in at least two major wars during that period.

• Being responsible for routing or defeating an enemy army.

• Rescuing a hostage king or noble.

• Dying in battle (membership is awarded posthumously unless *raise dead* was used).

**Organization:** A chapter consists of 15 to 50 members, averaging about 30. One Grand Commander and three Lieutenant Commanders serve as the High Officers. Any member of the chapter can become a Lieutenant Commander by issuing a formal challenge to a current Lieutenant Commander. A Lieutenant Commander must accept all such challenges. A member can make one challenge each year or at each meeting (whichever occurs more frequently).

The challenge consists of a series of contests, pitting the Lieutenant against the challenging member. The specifics of a challenge vary from chapter to chapter, but usually include a jousting match, a riding competition (including stunts and races), and a duel with blunted swords. If the Lieutenant wins the majority of the contests, he retains his position; the defeated member can never again make a challenge to any Lieutenant. If the challenger wins, he becomes a Lieutenant; the Lieutenant becomes a regular member of the order. A defeated Lieutenant can never again seek an office.

The Grand Commander selects his own successor from among his Lieutenants. Should the Grand Commander die unexpectedly, the Lieutenants engage in a series of round-robin contests to decide who becomes the replacement. To replace the promoted Lieutenant—or to replace a Lieutenant who dies or steps down—the Grand Commander promotes a member from the rank and file, usually the eldest or the most experienced member.

The Grand Commander wears a golden bracelet with the order's emblem. The Lieutenant Commanders wear similar bracelets made of silver. All members wear blue ribbons emblazoned with the emblem. For each year of membership, a red band is added to the ribbon. When a member has earned 10 red bands, a white ribbon replaces the blue ribbon. Thereafter, a member earns a golden band for every year of service. If he receives 10 golden bands, the Grand Commander presents him with a copper bracelet with the order's emblem, proclaiming him a Senior Member (an honorary title, not a High Officer).

**Emblem:** The silhouette of a dragon's head, colored dark gray, on a field of red.

**Motto:** "Peace through strength."

**Benefits:** The order provides its members with personal armor, weapons, and equipment at no charge. The order also supplies war horses if necessary. The DM may veto any excessive requests. Magical items usually aren't available.

**Dismissal:** In addition to the standard grounds for dismissal, even a single instance of cowardice in battle results in immediate expulsion.

## Order of the Divine Hand

This order recognizes excellence in the medical arts. It members are dedicated healers who exploit their order's prestige to elicit contributions from wealthy patrons. The members use the funds to build and staff hospitals throughout the world, particularly in rural areas otherwise lacking in medical care. Members oversee these hospitals, priding themselves on offering free services to all, regardless of social rank or religious orientation. The only patients turned away are those of evil alignment.

**Requirements:** All paladins of the Medician kit are automatically eligible for membership when they reach 9th level. Paladins of other kits are eligible once they reach 9th level and have acquired both the Healing and Diagnostics proficiencies.

**Organization:** Chapters include anywhere from 20 to 80 members, with most having about 30. Each chapter has a single High Officer, called the Registrar, usually the oldest or most experienced member. The entire membership votes on a new Register when the old one retires or dies.

The Registrar's primary responsibility is assigning members to the order's various hospitals and strongholds. A member must serve as a consultant to a hospital for at least one month a year; failure or refusal constitutes grounds for dismissal. A typical hospital consists of an administrator (usually a priest or paladin of levels 3-5) and 6-20 healers, nurses, technicians, and attendants (an assortment of priests, fighters, and wizards of lawful good alignment, usually of levels 1-3). The Registrar also oversees the financial affairs of the hospitals, soliciting funds as necessary from benevolent patrons. The Registrar wears a white cloak with the order's emblem.

**Emblem:** A serpent coiled around a staff.

**Motto:** "There is no kindness more pure than the touch of a healer's hand."

**Benefits:** A member receives all non-magical medical supplies (bandages, salves, and so on) at no charge. A member also has open access to any of the order's hospitals. Drawing on the hospital's resources and the expertise of other members, he has a base 70% chance of finding an antidote for any natural poison, providing he spends at least 2-5 (1d4+1) days doing research. The DM may adjust the chance up to 95% or down to 10%, depending on the severity of the affliction and skill of the researcher.

**Dismissal:** Standard.

# Appendix: Bibliography

Although not all characters in the following works exactly fit the description of the paladin given in this supplement, all of these works provide much of interest to those role-playing paladin characters in the AD&D® game.

### Traditional Stories

Bulfinch, Thomas. *The Age of Chivalry*. See especially the stories of Sir Galahad in the King Arthur stories, and those of Roland, Oliver, and Olgier the Dane.

Other tales of interest include *Sir Gawaine and the Green Knight* and the legends of Joan of Arc and El Cid.

### Fiction Sources

Anderson, Poul. *Three Hearts and Three Lions*. This book contains the best model for the paladin class, retelling the story of Olgier the Dane (as Holger Carlson), and including a classic battle with a troll.

Cooper, James Fenimore. *The Deerslayer*. The hero, Natty Bumppo, is an excellent role model for paladins.

Moon, Elizabeth. Deed of Paksenarrion trilogy (*Sheepfarmer's Daughter, Divided Alliance, Oath of Gold*). This presents a fine treatment of the making of a paladin-like heroine named Paksenarrion.

Moorcock, Michael. *The Eternal Champion* and the Runestaff cycle (*The Jewel in the Skull, The Mad God's Amulet, Sword of the Dawn, The Runestaff*). Some of the characters in these books serve admirably well as paladins, particularly Jonathan Daker, Dorian Hawkmoon, and the Knight of Jet and Gold.

Mundy, Talbot. Tros of Samothrace series (*Lud of London, Avenging Liafall, The Praetor's Dungeon*) and its sequels (*The Purple Pirate, Queen Cleopatra*). This series presents an excellent example of a lawful good hero in a Roman world that is neutral at best.

Novak, Kate, and Jeff Grubb. Finder's Stone trilogy (*Azure Bonds, The Wyvern's Spur, Song of the Saurials*). Dragonbait, the paladin hero of this AD&D® game-based series, is nonhuman, a lizardlike being called a saurial.

Scott, Sir Walter. *Ivanhoe*. This is a classic story of knighthood.

Weis, Margaret, and Tracy Hickman. DRAGONLANCE® Chronicles (*Dragons of Autumn Twilight, Dragons of Winter Night, Dragons of Spring Dawning*). Though not a true paladin, the hero Sturm in this AD&D game-based series had strong paladin-like beliefs and characteristics.

### Film and Video

Among the best movies to watch for information on role-playing paladins are the following:

*El Cid* (1961), with Charleton Heston and Sophia Loren.
*Excalibur* (1981), with Nicol Williamson and Nigel Terry.
*Joan of Arc* (1948), with Ingrid Bergman and Jose Ferrer.
*Ivanhoe* (1952), with Robert Taylor and Elizabeth Taylor.
*The Magic Sword* (1962), with Gary Lockwood and Basil Rathbone.
*Sleeping Beauty* (1959), animated, Walt Disney.

# Appendix: Original AD&D Game Paladin

## Class Description

A paladin character is a fighter sub-class, but unlike normal fighters, all paladins must begin as lawful good in alignment and always remain lawful good or absolutely lose all of the special powers given them. They have both fighting abilities and limited spell powers (at high levels). To become a paladin, a character must be human, have a Strength score of at least 12, Intelligence of at least 9, Wisdom of at least 13, Constitution of at least 9, and Charisma of at least 17. If a paladin has both Strength and Wisdom in excess

of 15, he or she adds 10% to the experience points awarded by the DM.

Law and good deeds are the meat and drink of paladins. If they ever knowingly perform an act which is chaotic in nature, they must seek a high-level (7th or above) cleric of lawful good alignment, confess the sin, and do penance as prescribed by the cleric. If a paladin should ever knowingly and willingly perform an evil act, he or she loses the status of paladinhood immediately and irrevocably. All benefits are then lost, and no deed or magic can restore the character to paladinhood. He or she is forever after a fighter.

Table 30 shows the experience points needed for each level, along with the associated titles. Table 31 lists the number of attacks per round a paladin can make at various levels.

### Table 30: Experience Levels

| Level | XP Needed | Hit Dice (d10) | Level Title |
|---|---|---|---|
| 1 | 0 | 1 | Gallant |
| 2 | 2,751 | 2 | Keeper |
| 3 | 5,501 | 3 | Protector |
| 4 | 12,001 | 4 | Defender |
| 5 | 24,001 | 5 | Warder |
| 6 | 45,001 | 6 | Guardian |
| 7 | 95,001 | 7 | Chevalier |
| 8 | 175,001 | 8 | Justiciar |
| 9* | 350,001 | 9 | Paladin |
| 10 | 700,001 | 9+3 | Paladin (10th level) |
| 11** | 1,050,001 | 9+6 | Paladin (11th level) |

* Paladins gain 3 hit points per level after the 10th.

** 350,000 experience points per level for each additional level above 11th.

### Table 31: Attacks Per Round

| Level | Attacks/Round* |
|---|---|
| 1-6 | 1/1 round |
| 7-12 | 3/2 rounds |
| 13+ | 2/1 round |

* This applies to any thrusting or striking weapon. It excludes melee combat with monsters of less than one hit die (d8) and unexceptional (0-level) humans and semi-humans—i.e., all creatures with less than one eight-sided hit die. All of these creatures entitle a fighter to attack once for each of his or her experience levels.

## Special Benefits

A paladin can *detect evil* at up to 60 feet distant, as often as desired, but only when he is concentrating on determining the presence of evil and seeking to detect it in the right

general direction.

A paladin makes all saving throws with a +2 bonus.

A paladin has immunity to all forms of disease.

By laying on hands, a paladin can *heal wounds* on himself or another character. This ability heals 2 points of damage per level of experience the paladin has obtained. Laying on hands can performed once per day.

A paladin can *cure diseases* of any sort. This can be done once per week for each five levels of experience the paladin has attained, i.e. at levels 1-5 one disease per week, at levels 6-10 two diseases, at levels 11-15 three diseases, etc.

*Protection from evil* continually emanates in a 10-foot radius around the paladin.

At 3rd level, the paladin gains the power to affect undead and devils and demons as if he were a 1st-level cleric. This power goes upwards with each level of experience the paladin gains; so at 4th level the effect is that of a 2nd-level cleric, at 5th it is that of a 3rd-level cleric, etc.

At 4th level, or at any time thereafter, the paladin may call for his war horse. This creature is an intelligent heavy war horse, with 5+5 hit dice (5d8 plus 5 hit points), AC 5, and the speed of a medium war horse (18"). It will magically appear, but only one such animal is available every 10 years. If the first is lost, the paladin must wait until the end of the period for another.

If a paladin has a "holy sword" (a special magical sword which your referee is aware of and will explain if the opportunity arises), he or she projects a circle of power 10 feet in diameter when the weapon is unsheathed and held. This power *dispels magic* at the level of magic use equal to the experience level of the paladin.

At 9th level paladins gain the ability to employ cleric spells (see Table 32). They many never use scrolls of spells, however, except those normally usable by fighters.

### Table 32: Spell Progression (1st Edition)

| Paladin | Clerical Spell Level | | | |
|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** |
| 9 | 1 | - | - | - |
| 10 | 2 | - | - | - |
| 11 | 2 | 1 | - | - |
| 12 | 2 | 2 | - | - |
| 13 | 2 | 2 | 1 | - |
| 14 | 3 | 2 | 1 | - |
| 15 | 3 | 2 | 1 | 1 |
| 16 | 3 | 3 | 1 | 1 |
| 17 | 3 | 3 | 2 | 1 |
| 18 | 3 | 3 | 3 | 1 |
| 19 | 3 | 3 | 3 | 2 |
| 20* | 3 | 3 | 3 | 3 |

* Maximum spell ability

## Special Restrictions

A paladin may never retain more than 10 magical items. These may never exceed one suit of armor, one shield, four weapons (including daggers, swords, etc.; such items as magical bows and arrows are considered one weapon), and four miscellaneous items.

A paladin will never retain wealth, keeping only sufficient treasures to support himself in a modest manner, pay henchmen, men-at-arms, and servitors, and to construct or maintain a small castle. Excess wealth is given away.

An immediate tithe (10%) of all income—treasure, wages, or whatever—must be given to a charitable religious institution (not a clerical player character) of lawful good alignment selected by the paladin.

A paladin will have henchmen of lawful good alignment and none other. He will associate only with characters and creatures of good alignment. A paladin may join a company of adventurers that contains non-evil neutrals only on a single expedition basis, and only if some end which will further the cause of good is undertaken.

If possible, a paladin takes service or form an alliance with lawful good characters, whether player characters or not, who are clerics or fighters of noble status.

A paladin does not attract a body of men-at-arms to service as do regular fighters.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Wizard's Handbook

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**Introduction**

**Chapter 1: Schools of Magic**
To Specialize or Not to Specialize?
- Ability Scores
- 1st-Level Bonus Spell
- Personality and Background of the PC
- Access to Mentors
- Party Composition
- Player Preference
- Chance to Learn Spells
- Short Adventure vs. Long Campaign

About the Schools
- Abjuration
- Alteration
- Conjuration/Summoning
- Enchantment/Charm
- Greater Divination
- Illusion
- Invocation/Evocation
- Necromancy

Abandoning a School
- Mages
- Specialists

A Word About Minor Schools
- Lesser Divination
- New Minor Schools

**Chapter 2: Creating New Schools**

The Basics of Creating Schools

Type of Magic
- Priests vs. Wizards
- Categories of Effects
- Defining the Effects of a New School
- How It All Works
- Name of the School
- Name of the Specialist
- Spells
- Basic Spells
- Adapting Existing Spells
- Ideas for New Spells
- Checking for Duplication
- Checking for Play Balance
- Determining Effects and Levels
- Casting Times
- Components
- Allowed Races
- Ability Requirements
- Clothing
- Experience Levels and SpellProgression
- Hit Points
- Languages
- Oppositional Schools
- Ethos

**Chapter 3: Wizard Kits**

Kits and Character Creation

Kits and Schools of Magic

DM& Choices
The Wizard Kits
A Note About Reaction Adjustments
The Kits
Academician
Amazon Sorceress
Anagakok
Militant Wizard
Mystic
Patrician
Peasant Wizard
Savage Wizard
Witch
Wu Jen
Recording Kits on the Character Sheet
Modifying the Kits
Creating New Kits
Wizard Kit Creation Sheet
Suggestions for New Kits

**Chapter 4: Role-Playing**
Wizard Personalities
The Altruist
The Brooder
The Commander
The Counselor
The Intimidator
The Mercenary
The Mystery Man
The Neophyte
The Obsessive
The Showman
Changing Personality Types
Ideas for New Personality Types
Character Background
Wizardly Careers
Teacher
Administrator
Advisor
Trader
Physician
Treasure Hunter
Entertainer
Lecturer
Author
Fortune Teller

Alchemist
Wizard Adventures
The Novice Wizard
The Outcast Wizard
Magic's Good Name
Assisting the Citizenry
The Scholarly Quest
Out of Retirement
Magic in the Campaign World
Worlds With Excessive Amounts of Magic
Worlds With Typical Amounts of Magic
Worlds With Low Amounts of Magic
Worlds With No Magic
Campaign Variations
The All-Wizard Campaign
The Single Wizard Kit Campaign
The Restricted School Campaign
The Restricted Level Campaign

**Chapter 5: Combat and the Wizard**
The Spell Arsenal
The Wizard's Advantages
Spell Categories
Defensive Spells
Offensive Spells
Reconnaissance Spells
Special Spells
A Mix of Spells
Weapon Restriction

**Chapter 6: Casting Spells in Unusual Conditions**
Casting Spells Underwater
Spells That Are Ineffective Underwater
Spells That Are Modified When Cast Underwater
Casting Spells in Other Planes
The Ethereal Planes
The Inner Planes
The Astral Plane
The Outer Planes
Casting Spells When the Caster is Impaired
Impaired Vision
Impaired Hearing
Impaired Speech
Impaired Movement
Impaired Concentration

## Chapter 7: Advanced Procedures


Levels Above 20th
- Spells Above 9th-Level

Spell Commentary
- 1st Level
- 2nd Level
- 3rd Level
- 4th Level
- 5th Level
- 7th Level
- 8th Level
- 9th Level

More About Adjudicating Illusions
- Complexity/Non-Living Objects
- Complexity/Living Objects
- Magical Effects and Special Attacks
- Flaws
- Revealed Illusions
- Intelligence
- The Illusion-Casting Subject
- Summary of Modifiers

Spell Research
- Defining A New Spell
- Spell Components
- Cost of Research
- The Wizard's Library
- Initial Preparation
- Research Time and Chance of Success
- Example of Research

Researching Existing Spells
- Limiting the Success Chance
- More About Magical Item Research


## Chapter 8: New Spells


Spell Descriptions

Spell Components
- Material Components
- Verbal and Somatic Components

First-Level Spells

Second-Level Spells

Third-Level Spells

Fourth-Level Spells

Fifth-Level Spells

Sixth-Level Spells

Seventh-Level Spell

Eighth-Level Spells

## Chapter 9: Wizardly Lists

Twenty-five Helpful Familiars
Five Unusual Sources for Spells
Nine Magical Items That Have Not Yet Been Invented
Five Debilitating Afflictions
Nine Principles of Conduct for Academy Graduates
Six Common Alchemical Processes
Eleven Useful Additions to a Wizard'sLaboratory
Four Prerequisites for Admission to anAcademy of Magic
Nineteen Courses in a TypicalAcademy Curriculum
Nine Organizations for Wizards
400 Fantastic Materials
Five Incredible Locations
Twelve New Magical Items

## Tables

Table 1: Minimum Spells for a New School
Table 2: Suggested Maximum Damage of Spells By Level
Table 3: Random Determination of Spell Components
Table 4: Magic Schools and Types ofEffects
Table 5: Ability Check Bonuses for Academicians
Table 6: Oppositional Schools for Militant Wizards
Table 7: Savage Wizard Omen Results
Table 8: Effects of Witch's Curse
Table 9: Selected Oriental Weapons for the Wu Jen
Table 10: Chance of Random Effects of Alteration Spells in Outer Planes
Table 11: Random Effects of Altered Shapes in the Outer Planes
Table 12: Wizard Experience Levels Beyond 20th
Table 13: Wizard Spell Progression Beyond 20th Level
Table 14: Summary of Possible Modifiers for Saving Throws vs. Illusions
Table 15: Library Values Necessary for Spell Research
Table 16: Chromatic Orb Effects
Table 17: Summoned Familiars
Table 18: Conjuritis Results
Table 19: Random Generation of Fantastic Materials
Table 20: Results from the Garden of Jertulth

## Maps and Play Aids

School Creation Sheet
Wizard Kit Creation Sheet
Figure 1: Oppositional Schools
Map 1: The Island of Ghothar
Map 2: The Sphere of B'naa

# Introduction

No concept is more fundamental to the ADVANCED DUNGEONS & DRAGONS® 2nd Edition game than magic. And no character class better personifies the art of magic than its primary practitioner, the wizard. No class is more challenging, few are as elegant, and in the hands of a creative player, none is as fascinating. The AD&D® 2nd Edition *Player's Handbook* and *DUNGEON MASTER® Guide* explained all of the basic information necessary for playing wizard characters. In this book, we'll expand on that information, adding more details and options and offering a few new variations. For instance, we'll be taking a close look at all the schools of magic, examining their advantages and disadvantages, their requirements and benefits, and the types of characters that are best suited for particular specializations. Since the schools of magic aren't limited to those presented in the *Player's Handbook*, we'll show you how to create your own schools from scratch.

We'll discuss ways to personalize your wizard characters and describe entire campaigns centered on wizardly concerns. If you've been bemoaning the lack of spells for certain specialists, such as diviners and necromancers, worry no more -- we've added plenty of new spells just for them.

For the Dungeon Master, we'll offer some tips to help fine-tune his skills as a referee, covering such topics as the adjudication of illusions and how to establish guidelines for magical research. We'll explain how spells are cast underwater and in other planes of existence. And for players and DMs alike, we'll take a close look at combat and how it relates to wizards.

Think of this book as a smorgasbord of ideas. Everything here is optional. Pick and choose whatever's most appealing, make changes to suit your campaign, and experiment with variations of your own design. It's your game and your world -- we're here to help you make it as entertaining as it can be.

Throughout this book, we've used male pronouns as a matter of convenience. This is not intended to exclude females -- in all cases, read "his" as "his or her," and "he" as "he or she. " For those of you using *The Complete Wizard* in conjunction with the original AD&D game instead of the AD&D 2nd Edition game, this supplement mentions many page numbers from the *Player's Handbook* and the *DUNGEON MASTER Guide*. The page numbers cited refer to the AD&D 2nd Edition books. Those players using the old books will have to ignore these page references, but in most cases, you can find the relevant material by consulting the indexes or contents pages of the original books.

# Chapter 1: Schools of Magic

In this chapter, we'll take a close look at the various schools of magic, analyzing their strengths and weaknesses, examining their spells, and sizing up their specialists. We'll also look at the minor schools and explore the implications of abandoning a school. The schools of magic add many interesting possibilities to a campaign. But not every wizard

is destined to be a specialist, and not every player wants to play a specialist character. So let's begin with a basic question

## To Specialize or Not to Specialize?

The most crucial decision a beginning wizard must make is whether to specialize in a school of magic or instead opt for the life of a mage. Each has its advantages and disadvantages. For instance, the mage has a chance to learn any new spell he encounters, but the specialist's opportunities are more limited -- he cannot learn spells from schools that are in opposition to his own. The specialist has stricter racial and ability requirements than the mage, but he also has better saving throw bonuses.

The choice to specialize can have profound effects on a wizard's role in the game, and players should think carefully before committing their characters to a school of magic. Following are a few points to consider.

### Ability Scores

A wizard must meet certain ability requirements to become a specialist. For instance, a wizard with a Dexterity of 15 can't become an illusionist. But even if low ability scores haven't eliminated all of the specialization choices, the player should still look at his character's Intelligence score and see how it affects his chance of learning spells. An Intelligence of 9 means that the character will have a 50 percent chance to learn spells of his speciality based on the normal 35 percent chance to learn a new spell for an Intelligence of 9 (Table 4 on page 16 of the *Player's Handbook* ) plus a 15 percent bonus for being a specialist.

An Intelligence of 17 means that the character will have a 90 percent chance to learn spells of his specialty (the normal 75 percent chance for an Intelligence of 17 plus a 15 percent bonus for being a specialist). Notice that the 15 percent bonus helps the character with the lower Intelligence more than it does the character with the higher Intelligence; the bonus boosts the Intelligence 9 character's chance from 35 to 50, an increase of more than 40 percent, while the Intelligence 17 character's chance is increased from 75 to 90, which is a boost of only 20 percent.

Clearly, the lower the Intelligence of a wizard, the more specialization helps to increase his chance of learning spells. This is somewhat offset by the specialist's limitations to which spells he can learn (he can't learn spells from oppositional schools), but over the course of a campaign, a low Intelligence wizard stands a good chance of learning more spells by specializing

### 1st-Level Bonus Spell

A 1st-level specialist begins with two spells, but a 1st-level mage begins with only one. This difference is inconsequential over the course of a long campaign, but it can be significant if playing a short adventure with low-level characters

### Personality and Background of the Player Character

Some aspect of the player character's personality might suggest whether he's best suited for the life of a mage or that of a specialist. An impulsive, overeager character might lack the patience for the studious life of a specialist. Conversely, a thoughtful, scholarly character might find the life of a mage too confining. A character who comes from a long line of mages might want to continue the family tradition. A character whose brother was killed by an evil specialist NPC might want to study the same school to prepare himself for a confrontation with the murderer

### Access to Mentors

Does the wizard character have easy access to a mentor of his preferred school? Is the mentor in ill health, is his city under siege, or is his future otherwise in question? Although there are ways to learn spells without a mentor (or magic academy), the wizard may want to think carefully before committing to a specialization if he can't depend on the availability of his mentor (or academy) for consultation and further training.

### Party Composition

If the character's party already includes one or more mages, the wizard might choose a specialization to give the party a wider variety of character types. If the party is small, it might be less risky to become a mage so that the character has access to spells of all the schools. Are there other player-character wizards with spell books they'd be willing to share? Would a specialist or a mage have a better chance of learning those spells? (If one PC wizard is a conjurer, his spell book probably won't be useful to a PC wizard who wants to be a diviner.)

### Player Preference

A player might want to run a wizard of a particular specialty just because he's never tried it before, and that's as good a reason as any to choose a specialist over a mage

### Chance to Learn Spells

Consider the opportunities that mages and specialists have to learn new spells, perhaps the most compelling difference between them. As illustration, compare a mage with an Intelligence of 9 and an illusionist with an Intelligence of 9. The mage has a 35 percent chance of learning each new spell he encounters, regardless of its school. The illusionist has a 50 percent chance of learning illusionist spells, a 20 percent chance of learning alteration, divination, enchantment/charm, and conjuration/summoning spells (this percentage reflects the 15 percent penalty for learning spells from other schools). The illusionist has no chance of learning spells from the schools of invocation/evocation, abjuration, or necromancy, since these schools are in opposition to the school of illusion.

Assume that in a typical adventure, the mage and the illusionist each have the opportunity to learn 16 new spells from discovered spell books, NPC wizards, and other sources. Also assume that of these 16 spells, two are from each of the eight schools. The mage has a 35 percent chance of learning each of these spells, meaning that he is likely to

learn five or six of them. The illusionist is denied the chance to learn six of them (from the oppositional schools); he has a 50 percent chance of learning two of them (meaning he is likely to learn one of the two), and a 20 percent chance of learning eight of them (meaning he is likely to learn two spells). In this example, the mage learns six spells, while the illusionist learns only three.

It doesn't improve for specialists with higher Intelligence scores; at Intelligence 16, for instance, a mage will learn about 12 of the 16 spells, while the illusionist will learn approximately eight of them.

Of course, the specialist receives a bonus spell when he advances a level, and the differences are less severe for certain specialties (diviners, for instance, are denied access to only one school). But over the course of a typical campaign, a mage will likely learn far more spells than a specialist

## Short Adventure vs. Long Campaign

Since there is no meaningful difference between a mage and a specialist in their abilities to cast the spells they know, wouldn't the wise player always choose to play a mage? Not necessarily. In the long run, the specialist's experience bonus, saving throw bonuses, and acquired powers (see the listings in the school descriptions below) make him a far more formidable opponent than the mage. Additionally, the limits on the number of spells a wizard can use and know mean that the specialist will eventually catch up to the mage in these areas.

One guideline for deciding between a mage and a specialist might be to consider a mage if playing a short adventure. But for a lengthy campaign, a specialist is probably the best bet; not only will he prove to be a more effective party member, but a character with focused goals and aptitudes will be more interesting to play

## About the Schools

Following are details about specialists for each school of magic. Each includes the following information:

**Description:** This section explains the general effects created by spells from the school, along with how the magical energy is channelled.

**Specialist Name:** The common name for a specialist of this school.

**Allowed Races:** Only humans, gnomes, elves, and half-elves can be specialists, and not all races are able to specialize in every school. This entry indicates which races are eligible to specialize in a particular school.

**Ability Requirements:** Though all schools require a minimum Intelligence of 9, each has an additional minimum requirement in another ability and is listed here.

**Saving Throw Modifiers:** Because of their familiarity with the arcane arts, specialists are able to resist the effects of certain forms of magic. Additionally, their opponents are less able to resist certain spells cast by specialists rather than non-specialists. These are listed here.

**Bonus Spells and Acquired Powers:** These are the special abilities and extra spells that specialists automatically receive when they reach high levels. (The use of acquired powers is an option only; at the DM's discretion, he can eliminate them from his

campaign, or even develop others for high-level specialists. )

**Oppositional Schools:** The specialist is unable to learn spells from these schools. He is also forbidden to use magical items that duplicate the effects of schools in opposition to his own school.

**Spell Analysis:** This section discusses the spells available to the school, including their general types and their overall usefulness to the wizard. For convenience, spells are divided into three categories: Low (1st-3rd level), Medium (4th-6th level), and High (7th-9th level). The most versatile and powerful spells are designated as the "Most Desirable" for each of these categories.

**Ethos:** This section details the wizard's relationship to society, his goals and values, his overall philosophy, how he spends his time, and his likely role in an adventuring party. Since certain types of people tend to veer toward the same fields of study, some personality descriptions common to specialists of the school are also included.

Note that these are general guidelines only, and any number of exceptions are possible, but they can be used to help the player shape his character's personality or help him decide which school seems most appropriate for the character he has in mind

## Abjuration

**Description:** Spells of this school focus magical energies to provide protection. This protection can take a number of forms, including warding off specific types of weapons or creatures and discouraging or dispelling enemies. The school also includes a variety of spells involving avoidance and repellence. Abjuration spells concentrate on eliminating or hindering sources of potential harm rather than repairing damage.

**Specialist Name:** Abjurer.

**Allowed Races:** Only humans can be abjurers. It's speculated that the natural magical resistance of elves, half-elves, and gnomes prevents them from mastering abjuration spells.

**Ability Requirements:** A wizard must have strong intuition and exceptional willpower to master abjuration spells as reflected in a high Wisdom score. Specialists in this school must have a minimum Wisdom of 15.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against an abjuration spell cast by an abjurer. An abjurer adds a +1 bonus when saving against abjuration spells.

**Bonus Spells and Acquired Powers:** An abjurer can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of abjuration; thus, a 1st-level abjurer can memorize two spells. When an abjurer reaches 17th level, he acquires immunity to all forms of *hold* spells and adds a +1 bonus when saving against poison, paralyzation, and death magic. When an abjurer reaches 20th level, his mastery of magical protective forces has become so powerful that his Armor Class is raised from 10 to 9. He is still forbidden to wear armor.

**Oppositional Schools:** An abjurer cannot learn spells from the schools of alteration and illusion.

**Spell Analysis:** The abjurer has a limited number of spells from which to choose, particularly in the lower levels. This lack of options makes low-level abjurers among the weakest of beginning wizards. To compensate, he should acquire a few low-level spells

from other available schools as early in his career as possible. Offensive spells-- that is, spells that inflict damage-- from the school of alteration are especially good choices, such as *burning hands*, *shocking grasp*, *strength*, and *Melf's minute meteors*. As he reaches higher levels of ability and is able to take advantage of the more powerful abjuration spells available to him, an abjurer should become less dependent on spells from other schools.

There are three general types of abjuration spells: protective, dispelling, and dismissal. Protective spells include those that offer protection from creatures (such as *protection from evil*), those that protect against weapons (such as *protection from normal missiles*), and those that protect against certain types of magic (such as *minor globe of invulnerability*). Dispelling spells cause the elimination of specific magical effects, such as *dispel magic* and *remove curse*. Dismissal spells cause the removal of certain creatures, such as *dismissal* and *banishment*.

Since the most effective abjurations are those offering the greatest protection, it seems that the dismissal spells are the most desirable-- after all, they get rid of the attacker altogether. However, dismissal spells are effective only against very specific types of attackers, such as *banishment 's* dismissal of extraplanar creatures. Unless the wizard anticipates encountering the type of creature affected, a *dismissal* spell won't be helpful. Since protection spells usually affect only a single individual, the best all-purpose abjurations are the dispelling spells; *dispel magic* for instance, employed against a magic-wielding enemy protects not only the caster, but the entire party.

The abjurer is at a disadvantage when attacking. There are very few abjuration spells that inflict damage either directly or indirectly. But in terms of defensive capabilities, the abjurer is second to none. When a party is exploring potentially dangerous territory, the abjurer makes an ideal point man, placing him in an excellent position to create defenses against attackers. The abjurer, like all wizards, has a poor Armor Class, making him extremely vulnerable to damage. A comrade with a lot of hit points and a low AC should accompany the abjurer near the front of the party, ready to intercept attacks and act as the abjurer's bodyguard.

Abjurers also operate well in conjunction with other wizards. While the abjurer casts magical defenses, a fellow wizard can concentrate on creating magical offenses. When traveling, abjurers make good guards for helpless NPCs, such as small children and elderly citizens. Does the party have a treasure map, a valuable gem, or other prized possession? With his repertoire of protective spells, the abjurer may be the best person to carry them.

**Most Desirable Spells:** Low-Level: *Dispel magic* is not only the best of the low-level abjuration spells, it should be a part of any wizard's arsenal (excluding, of course, those specialists to whom abjuration is forbidden). *Dispel magic* can effectively disarm many opponents, and it can also negate harmful or potentially harmful magical devices. Abjurers would do well to acquire this spell early in their careers. *Protection from evil* is another useful spell, considering how often a typical party encounters evil creatures and evil NPCs. Of the two 3rd-level protection spells, an abjurer will likely find *protection from evil, 10' radius* to be more helpful than *protection from normal missiles*, since he will probably have more opportunities to use the former than the latter. Note that *protection from normal missiles* can be extremely helpful when traveling through primitive areas where the inhabitants are more likely to use rocks and spears than swords

and maces.

Medium-Level: *Fire trap* not only offers superb protection, it's one of the few abjuration spells capable of inflicting damage. Avoidance has the twin advantages of being reversible and permanent. *Anti-magic shell* is generally preferable to *globe of invulnerability*; not only does it last longer, it's stronger and takes less time to cast.

High-Level: *Spell turning* and *Serten's spell immunity* are extremely powerful spells that should be useful in any hostile environment. In most situations, *prismatic sphere* is the best high-level abjuration spell; it not only provides a variety of defenses, it is also capable of blinding most opponents and inflicting a sizeable amount of damage.

**Ethos:** Concerned with protection, abjurists have a deep reverence for life and are attracted to philosophies stressing compassion and selflessness. Accordingly, most abjurers are of good alignment. Evil-aligned abjurers are often toadies of an intimidating evil warrior or in the service of a more powerful wizard of another school. Abjurers tend to be thoughtful, orderly, gentle-natured, and soft-spoken, going out of their way not to attract attention.

Of all the wizards, abjurers seem to have the strongest family ties. Abjurers take comfort in the security of marriage and often choose their mates at an early age; many abjurers have ten or more offspring. Owing to their mastery of protective forces, abjurers tend to live to a ripe old age; it's not unusual to find abjurers well into their eighties in adventuring parties.

Abjurers make their homes anywhere, but prefer small villages to large cities. Because of their kind hearts and generous spirits, abjurers are held in high esteem by society in general. Abjurers commonly earn a living as guides, bodyguards, merchants, and teachers

## Alteration

**Description:** Spells of this school enable the caster to channel magical energies to cause direct and specific change in an existing object, creature, or condition. Alterations can affect a subject's form (*polymorph other*), weight (*feather fall*), abilities (*strength*), location (*teleport without error*), or even his physical well-being (*death fog*).

**Specialist Name:** Transmuter.

**Allowed Races:** Only a caster with human blood can channel the magical energies necessary for alteration spells. Hence, only humans and half-elves can become transmuters.

**Ability Requirements:** Because alteration spells have somewhat more complex somatic components than spells from other schools, a wizard needs a Dexterity score of at least 15 to become a transmuter.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against an alteration spell cast by a transmuter. A transmuter adds a +1 bonus when saving against alteration spells cast by others.

**Bonus Spells and Acquired Powers:** A transmuter can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of alteration. When a transmuter reaches 17th level, he receives one extra non- weapon wizard proficiency of his choice; this is in addition to the number of non-weapon proficiencies he is normally allowed. When he reaches 20th level, he receives another extra non-weapon wizard proficiency. If the wizard already has all of the non-weapon

wizard proficiencies available to him when he reaches level 17 (or level 20), he may take a general non-weapon proficiency instead.

**Oppositional Schools:** A transmuter can't learn spells from the schools of abjuration and necromancy.

**Spell Analysis:** No school has a wider variety of spells than the school of alteration, making the transmuter the most versatile of all the specialists. The available spells can be assigned to six general groups:

1. Defensive Spells. This group of protective spells offers defensive capabilities rivaling those of the abjuration school. This group includes spells that limit an opponent's ability to attack, such as *fog cloud, solid fog, slow,* and *darkness, 15' radius,* and also spells that provide direct protection to the caster and his party, such as *stoneskin* and *Leomund's tiny hut*.

2. Offensive Spells. This group includes spells such as *strength* and *haste* which increase the party's chance to inflict damage, and spells such as *Melf's minute meteors* and *death fog* which inflict damage directly.

3. Mobility Spells. This group includes *fly, blink, passwall,* and *teleport* and other spells that improve the caster's ability to move from place to place.

4. Security Spells. This group enables the caster to protect objects and places, and includes spells such as *wizard lock, guards and wards,* and *Leomund's secret chest*.

5. Talent Spells. This group gives the caster (or a person of the caster's choice) a temporary talent, usually one that duplicates a special ability of another creature or race. Such spells include *infravision, water breathing,* and *tongues*.

6. Special Spells. This group encompasses a wide range of spells that don't fit into into any of the previous categories, such as *magic mouth, mending, message,* and *fool's gold*.

Because of the variety of spells available, a transmuter can assume a number of different roles in an adventuring party. For instance, a transmuter who knows a number of offensive spells can battle effectively alongside a party's warriors. A transmuter who knows a few mobility spells in addition to some offensive spells makes an especially impressive combatant (imagine a *flying* transmuter soaring to the top of a tree, then casting *Melf's minute meteors* at an unsuspecting enemy). With a supply of defensive spells, a transmuter can assume many of the functions of an abjurer. A transmuter with *spider climb, deeppockets,* and *knock* is a good substitution for a thief; add *polymorph self* and *passwall,* and you'd be hard-pressed to find a better spy. The transmuter always runs the risk of being overwhelmed by the sheer volume of available spells and making haphazard or ill-informed decisions about which spells he learns and memorizes. Therefore, he must take care to balance his spell choices with the needs of his party.

**Most Desirable Spells:**

Low-Level: Of the 1st-level spells, *burning hands* is a nice choice for an offensive spell since it has a longer range than *shocking grasp* and does more damage at higher levels. *Chromatic orb* is a better choice yet. With its reversible option, *enlarge* gives the transmuter a wealth of options and is particularly useful in combat since it affects damage rolls. *Fog cloud* and *pyrotechnics* both have two different forms, essentially giving the transmuter two spells for the price of one. *Fly* expands the transmuter's strategic options and is perhaps the best all-around low-level alteration spell. Both *slow* and *haste* can influence melee combat dramatically, since a number of subjects are affected at the same time.

Medium-Level: *Polymorph self* and *polymorph other* can disguise friendly characters, intimidate enemies, and in the case of *polymorph other*, greatly enhance the party's chance of combat success, since the subject's Armor Class and attack routines can be improved by the spell. *Death fog* and *disintegrate* are powerful offensive spells, and *teleport* is a first-rate mobility spell. Of the medium-level spells, there are none better than *Tenser's transformation*, assuming the transmuter has a dagger or staff at hand to take advantage of his increased attack effectiveness, and *Mordenkainen's lucubration*, which gives the transmuter access to any 1st-level through 5th-level spell used in the previous 24 hours.

High-Level: *Incendiary cloud* is a terrific offensive spell, and *shape change* and *time stop* are both helpful in a variety of situations. The most useful high- level spell is probably *polymorph any object*, since it can duplicate the effects of many other spells, including *polymorph other, transmute rock to mud,* and *stone to flesh*.

**Ethos:** Wizards drawn to the specialty of alteration are typically curious, sharp-minded, and deeply analytical. Fascinated by putting things together and taking them apart again, they are natural tinkerers, more interested in objects than in people.

Transmuters generally aren't prone to profound philosophic insights, as their minds are more attuned to how things work than how a society functions. To a transmuter, a person is essentially a complicated, difficult-to-understand machine. They are obsessive collectors, excellent scholars, and clear thinkers. According to a transmuter, the only constant in the universe is change; concepts of good and evil are relative, dependent on existing conditions, and seldom permanent. Forces of good and evil are constantly at work on neutrality, but since good causes less disruption than evil, good is preferable. Consequently, many transmuters are of good alignments.

Eager to explore the world around them, transmuters are willing members of adventuring parties. They are loyal followers but reluctant leaders, since they have trouble making decisions based on instinct alone. Although loyal to their friends, they seldom establish close relationships. Married transmuters are few.

Transmuters are most comfortable in large cities where they have access to a variety of supplies, consultants, and other resources for their studies. Most societies welcome transmuters, generally considering them to be emotionally distant but harmless eccentrics. Transmuters commonly earn their livings as teachers, advisors, inventors, and manufacturers of medicines, potions, and other preparations

## Conjuration/Summoning

**Description:** This school includes two different types of magic, though both involve bringing in matter from another place. Conjuration spells produce various forms of non-living matter. Summoning spells entice or compel creatures to come to the caster, as well as allowing the caster to channel forces from other planes. Since the casting techniques and ability requirements are the same for both types of magic, conjuration and summoning are considered two parts of the same school.

**Specialist Name:** Conjurer. A specialist who has learned only summoning spells sometimes calls himself a summoner, but this is merely a matter of semantics and has no bearing on the specialist's abilities, restrictions, or effectiveness.

**Allowed Races:** A wizard must have human blood to be a conjurer. Therefore,

humans and half-elves can specialize in this school, but elves cannnot.

**Ability Requirements:** A wizard must have exceptional stamina to spend a lifetime casting conjuration and summoning spells, since he is at times tapping into his own life force in order to create conjured matter or lure summoned creatures. Therefore, a wizard must have a Constitution score of at least 15 to specialize in this school.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against a conjuration or summoning spell cast by a conjurer. A conjurer adds a +1 bonus when saving against conjuration spells or attacks from creatures or forces created by summoning spells.

**Bonus Spells and Acquired Powers:** A conjurer can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of conjuration/summoning. When a conjurer reaches 17th level, he no longer requires any material components to cast conjuration and summoning spells. When a conjurer reaches 20th level, he gains the ability to instantly dispel creatures conjured by an opponent who has used a *monster summoning* spell or its equivalent. The conjurer can dispel up to 10 Hit Dice worth of creatures with this ability; only creatures with 5 HD or fewer are affected (therefore, the conjurer could dispel two 5 HD creatures or ten 1 HD creatures, but not a 6 HD creature). The conjurer can use this ability up to three times per day by pointing at the creatures to be affected and concentrating.

**Oppositional Schools:** A conjurer cannot learn spells from the schools of greater divination and invocation/evocation.

**Spell Analysis:** Although the conjurer doesn't have an excessive number of specialty spells from which to choose, spells of the conjuration/summoning school are among the most potent of all, comparable only to the school of necromancy in sheer power.

Though useful in a wide variety of situations, conjuration/summoning spells are particularly effective in combat, since the majority of them are capable of inflicting damage.

Generally, conjuration spells such as *Melf's acid arrow* inflict damage directly, while summoning spells, such as *monster summoning*, use an intermediary force or monster to attack opponents. Direct attacks have the advantage of immediacy; *Melf's acid arrow,* for instance, is sent directly at its target. Indirect attacks using an intermediary have the advantage of versatility; giant rats summoned by *monster summoning I* can be directed to attack the stationary Opponent No. 1, then can be ordered to run down the fleeing Opponent No. 2.

Many summoning attacks require the continual participation of the conjurer; he can't control his summoned creatures if he can't communicate with them. This is especially crucial with spells such as *conjure elemental,* where the summoned creature will turn on the conjurer if the conjurer breaks his concentration.

Conjurers who learn a large number of spells to summon creatures are better in large parties; the more companions he has, the more protection he has available if a need arises for his comrades to run interference, helping to ensure that his concentration remains unbroken. When traveling, such conjurers should remain in the center of the party, traditionally the safest spot. As members of smaller parties, conjurers are more effective knowing a variety of conjuration/summoning spells, particularly those that inflict damage directly; a conjurer with only one or two companions may find it difficult-- and dangerous-- to cast *conjure elemental*.

**Most Desirable Spells:**

Low-Level: *Melf's acid arrow, summon swarm*, and *flame arrow* are excellent offensive spells, but *monster summoning I* is the prize -- a clever conjurer should find numerous uses for, say, eight giant rats.

Medium-Level: The monster summoning spells are the best. *Conjure elemental, Mordenkainen's faithful hound*, and *summon shadow* can turn the tide in just about any battle with low or medium level opponents.

High-Level: This group includes what most wizards consider to be the most prized spell of any school, *wish*. *Limited wish* is nearly as potent.

Because DMs vary widely in how they handle wishes, players with conjurer characters might want to discuss with their DM his parameters for adjudicating these types of spells. (See the Spell Commentary section in Chapter 7 for more about *wishes*.) In addition to wishes, high-level conjuration/summoning spells offer the conjurer some extremely powerful offensive spells. The all-around best in combat are *power word, kill; prismatic sphere*; and the *monster summoning* spells.

**Ethos:** Because of the great power they wield, most conjurers are utterly convinced that their specialty is superior to all others. Illusion and divination are trivial, alteration and invocation are inconsequential, abjuration and enchantment are too weak, and necromancy is too repulsive. Though tending toward smugness and arrogance, conjurers are also confident, courageous, and bright.

Conjurers tend to rely on summoned creatures to perform difficult tasks for them; hence, many conjurers grow flabby as the years pass. Many consider conjurers to be downright lazy.

Conjurers recognize the importance of keeping evil in check, and most are of good alignment. Evil conjurers flourish, however, particularly those who maintain contact with evil entities summoned from other planes of existence.

Conjurers speak their minds freely and have little patience for the opinions of those they consider to be inferior; it takes a leader of proven worth and unyielding strength to earn the respect of a conjurer. In an adventuring party, conjurers tend to prefer action to discussion, and attacking to negotiating. Conjurers relish every opportunity for combat in order to demonstrate their power.

Since conjurers have little interest in associating with common people, they prefer to live in isolated areas of the countryside. Most consider children a nuisance, so even the few conjurers who marry typically remain childless by choice.

Aside from magical research, conjurers shun all activities that would normally constitute a career or occupation. When funds are low, conjurers can always summon creatures to fetch treasure for them

## Enchantment/Charm

**Description:** Similar to the school of conjuration/summoning, this school encompasses two general types of spells. Both types imbue their subjects with magical energy to create specific effects. *Charm* spells induce changes or influence the behavior of creatures, usually altering their subject's mental or emotional states. Enchantment spells invest non-living objects with magical powers. Neither *charm* nor *enchantment* spells have any effect on their subject's physical form.

**Specialist Name:** Enchanter.

**Allowed Races:** Humans, half-elves, and elves can all become enchanters.

**Ability Requirements:** Since influencing the will of others is in part a manifestation of the caster's personal charm, a wizard must have a Charisma of at least 16 to specialize as an enchanter.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against an enchantment/charm spell cast by an enchanter. An enchanter adds a +1 bonus when saving against enchantment/charm spells.

**Bonus Spells and Acquired Powers:** An enchanter can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of enchantment/charm. When an enchanter reaches 17th level, he acquires immunity to all forms of *charm* spells. When an enchanter reaches 20th level, he gains the ability to cast a special free action spell once per day. The enchanter can cast this spell on himself or any creature he touches. No material components are required for this spell and the casting time is 1; the enchanter merely touches the subject to be affected and concentrates. When enchanted with *free action*, the subject is able to move and attack normally for one hour, even under the influence of a spell that impedes movement such as *web* or *slow*. The spell negates the effects of *hold* spells. Underwater, the subject moves at normal surface speed and inflicts full damage with weapons, provided that the weapon is wielded and not hurled.

**Oppositional Schools:** An enchanter cannot learn spells from the schools of invocation/evocation and necromancy.

**Spell Analysis:** The enchanter has a moderate number of spells from which to choose, most of them emphasizing defensive rather than offensive effects. Not only can this school of spells be divided into charms and enchantments, the spells can also be divided into those that affect only a single person or object, and those capable of affecting a group.

Generally, the group-affecting spells are more useful to the enchanter, but he must consider their ranges and durations when deciding which spells to learn and memorize. For instance, both *ray of enfeeblement* and *Tasha's uncontrollable hideous laughter* are 2nd-level enchantment/charm spells that inflict penalties on the attack and damage rolls of opponents. *Ray of enfeeblement* affects only one creature, while *Tasha's laughter* affects all those within a 30-foot cube. But note that even though *Tasha's laughter* inflicts a higher damage penalty, it lasts only a single round (although the effects essentially carry over into the next round). *Ray of enfeeblement* lasts 1 round/level; when cast at higher levels, this spell can be extremely debilitating. And though the 60-yard range of *Tasha's laughter* makes the range of ray of enfeeblement look dismal by comparison (10 yards + 5 yards/level), note that at higher levels, the range of *ray of enfeeblement* increases dramatically, while the range of *Tasha's laughter* stays the same.

The shortcoming of the enchantment/charm catalog is the lack of offensive spells. Only a handful of them are capable of inflicting damage. This usually defines the enchanter's role in an adventuring party as defensive. As with the abjurer, it should be noted that with his low AC, the enchanter is extremely vulnerable to attacks. A bodyguard with a high AC or a lot of hit points is more of a necessity than a luxury for an enchanter. Unlike an abjurer, whose defensive spells operate more or less automatically, the enchanter's defensive spells often require him to take an additional action after they

are successfully cast. A *hypnotized* victim, for instance, needs to be told what to do, as does a subject affected by *suggestion*. *Charmed* creatures may simply stand and stare unless directed otherwise by the caster. Clearly, the most effective enchanters are those who are creative, quick-thinking, and vigilant.

**Most Desirable Spells:**

Low-Level: Nearly all of the low- level enchantment/charm spells are defensive. The best are those that allow the enchanter the most latitude in the number of creatures he can affect, such as *hypnotism, sleep, scare,* and *Tasha's uncontrollable hideous laughter*. Though it affects only one creature, *suggestion* can be an extremely useful spell in the hands of a creative caster; with a duration of 1 hour + 1 hour/level, it's also among the longest-lasting low-level spells. Medium-Level: *Enchanted weapon* is one of the few offensive spells available in this school, a valuable addition to any enchanter's repertoire. *Charm monster* and *hold monster* have the advantage of being able to affect a variety of opponents. *Magic mirror* effectively substitutes for a *crystal ball* and other scrying devices. *Mass suggestion* and *eyebite* have the most possibilities of all the medium-level spells in the hands of a creative caster.

High-Level: Unfortunately, few high-level enchantment/charm spells are available to the enchanter. For their variety of uses, *antipathy-sympathy, binding*, and *mass charm* are the best all-purpose spells. In lieu of a conjurer, *demand* essentially functions as a conjuration spell.

**Ethos:** With their high Charisma, enchanters tend to be the most physically attractive and personable of all the specialists. They are sensitive, passionate, and caring. They believe in the sanctity of life and share the druid's love of nature. Most enchanters see themselves as protectors of the helpless and advocates of the weak, but there are some who see their mastery of enchantment magic as evidence of their inevitable ascendance in the world. Notably, there are ample numbers of good and evil enchanters, but few neutral ones.

Enchanters are commonly the voice of reason in adventuring parties. They are often able to devise options and solutions that have eluded their companions. They are excellent team-players, superb negotiators, and shrewd bargainers. They enjoy fine arts and good conversation, and are fascinated by magic in all its forms. It is not unusual for an enchanter to acquire dozens of close friends. Though deeply romantic, enchanters often marry late in life, as they are reluctant to settle down with just one person.

Fond of the simple life, enchanters usually live in modest homes in small villages. They spend much of their time tinkering with magical potions and devices, commonly earning money as counselors, teachers, and farmers

## Greater Divination

**Description:** This school includes a variety of spells that reveal information that would otherwise remain hidden or secret. Greater divination spells reveal the existence of specific items, creatures, or conditions, as well as information about the past, present, and future. This school also includes spells that contact creatures from other planes of existence, but do not induce direct action from those creatures.

**Specialist Name:** Diviner.

**Allowed Races:** Elves, half-elves, and humans are all eligible to specialize as diviners.

(Note that Table 22 on page 31 of the *Player's Handbook* is incorrect-- gnomes cannot be diviners.)

**Ability Requirements:** A wizard must have a strong intuition and exceptional willpower to master divination spells, reflected in a high Wisdom score. Specialists in this school must have a minimum Wisdom score of 16.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against a divination spell cast by a diviner. A diviner adds a +1 bonus when saving against divination spells or any magical devices that duplicate these effects.

**Bonus Spells and Acquired Powers:** A diviner can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of divination.

When a diviner reaches 17th level, he acquires immunity to all forms of scrying spells, such as *ESP* and *know alignment*, as well as immunity against magical items that duplicate these effects. An opponent using *ESP* on a 17th level diviner has no more success than if he were attempting to read the mind of a stone. An opponent using *clairaudience* on an unseen 17th level diviner neither receives information nor becomes aware of the diviner's presence.

When a diviner reaches 19th level, he receives the ability to cast a special *find traps* spell three times per day. The spell has an area of effect equal to a 10-foot-path up to a range of 30 yards. To cast the spell, the diviner must merely point in the desired direction and concentrate; no verbal or material components are required. Similar to the 2nd-level priest spell, *find traps* reveals the existence of all normally concealed magical and mechanical traps, including alarms, glyphs, and similar spells and devices. The diviner learns the general nature of the trap (magical or mechanical) but not its exact effect or how to disarm it.

When a diviner reaches 20th level, he receives the ability to cast a special *divination* spell once per day. To cast the spell, the diviner must concentrate for one full turn; no verbal or material components are required. Similar to the 4th-level priest spell, *divination* reveals a useful piece of advice concerning a specific goal, event, or activity that will occur within the next seven days. The revelation may take the form of an omen, a short phrase, or a cryptic verse, but it always reveals specific advice. In all cases, the DM controls the type of information revealed and whether additional *divinations* will supply additional information. The base chance for a correct *divination* is 80 percent, adjusted by the DM for unusual circumstances or extreme requests (such as a diviner trying to learn the exact location of a powerful artifact). If the dice roll fails, the diviner knows that the spell failed, unless specific magic yielding false information is at work.

**Oppositional Schools:** The diviner is denied access to the school of conjuration/summoning.

**Spell Analysis:** The variety of spells available to the diviner is more restricted than any other school or specialist. Offensive spells -- that is, those that inflict damage on opponents either directly or indirectly -- are nonexistent for this school. Defensive spells that either inhibit an enemy's attack ability or provide direct protection for the diviner and his companions are likewise unavailable. This doesn't mean that the diviner is useless on the battlefield; it means that his strength lies elsewhere.

As a gatherer of information, the diviner is without peer. A diviner can anticipate unexpected dangers, can separate the truth from lies, and is exceptionally effective as a

spy. He can bolster his party's defenses by alerting them to the presence of normally undetectable opponents. Although the repertoire of divination spells is relatively small, the diviner has access to more schools than any other specialist.

There are two general groups of greater divination spells. One group includes spells that reveal information about a specific object or creature, such as *ESP* and *locate object*. A second group reveals information about any type of object or creature within the range of the spell; this group includes *detect invisibility* and *clairvoyance*.

**Most Desirable Spells:**

Low-Level: All 1st-level through 4th-level divination spells are part of the lesser divination school, and are available to all schools. These are discussed in more detail in the Lesser Divination section below. However, a well-rounded diviner will have *detect magic, read magic,* and *ESP* included in his repertoire; *know alignment* and *clairvoyance* are also important basic divination spells.

Medium-Level: All of the medium-level divination spells are strong, with *legend lore* and *true seeing* likely to get the most use. *Contact other plane* is a valuable spell if the diviner's party lacks a conjurer or other wizard capable of contacting extraplanar creatures.

High-Level: With only a handful of high-level greater divination spells, the diviner has few choices. Note that *foresight* is one of the few divination spells that offers the diviner protection from harm.

**Ethos:** Diviners are perhaps the wisest of all wizards. Their investigations into the world around them and their perusal of events of the past and the future empower them with a base of knowledge and insight rivaled only by the most learned scholars. A diviner typically possesses a striking insight into the workings of men's minds; few are better judges of character than diviners.

Diviners tend to be cautious and deliberate in their actions. Because their divinations have taught them that men are prone to hiding their true feelings and motivations, many diviners are suspicious and distrustful, sometimes to the point of cynicism. Those diviners who allow distrust and cynicism to overwhelm them tend to be of evil alignment. Those who accept man's ambiguous character as a part of the natural order tend to be of neutral alignment. Those who maintain faith in man's innate goodness tend to be of good alignment.

Diviners are not predisposed to the adventuring life, and accept such a career only reluctantly. They are not natural combatants; in fact, wizards lacking in physical prowess are drawn to divination more than any other specialty. Still, diviners make valuable additions to adventuring parties; their judgement, cunning, and plain common sense are welcome commodities. A party must take care to provide protection for diviners since they usually lack any significant ability to defend themselves.

Diviners are loners at heart and do not make close friends easily. They rarely raise large families. Diviners of good alignment generally harbor no ill feelings against other people, and will usually assist them when asked. Still, they prefer to live alone in remote areas where they can conduct their research and investigation undisturbed. Stone towers on cliff sides or atop high hills are ideal residences for diviners. Though they show little interest in material possessions, diviners earn money by charging for their services as seers, fortune-tellers, and finders of lost objects and persons

## Illusion

**Description:** Spells from the school of illusion bend reality to create apparent changes in the environment, in the caster, or in other persons or creatures. These spells do not cause real changes as alteration spells do, but instead alter the way that creatures and persons perceive reality. This school includes both illusion and phantasm spells (the differences are discussed in the Spell Analysis section below).

**Specialist Name:** Illusionist.

**Allowed Races:** Humans and gnomes are eligible to become illusionists. It's not clear why elves and half-elves are unable to specialize in this school, though some speculate that the same inborn magical resistance that helps make them immune to charm spells also limits their ability to focus the magical energy needed to create illusions.

**Ability Requirements:** The somatic components of most medium-level and high-level illusions require precise physical manipulations. Therefore, to specialize as an illusionist, a wizard must have a minimum Dexterity score of 16.

**Saving Throw Modifiers:** Illusionists add a +1 bonus when rolling saving throws against any type of illusion. Opponents suffer a -1 penalty when rolling saving throws against illusion/phantasm spells cast by an illusionist. These modifiers are only used against illusions where saving throws are applicable.

**Bonus Spells and Acquired Powers:** An illusionist can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of illusion.

When an illusionist reaches 18th level, he adds a +1 bonus when saving against illusions cast by non-illusionists. (Since this is in addition to his natural +1 modifier, his saving throw bonus against these attack forms effectively becomes +2.)

When an illusionist reaches 20th level, he acquires the ability to cast a special *dispel illusion* spell three times per day. The spell has a range of 30 yards and a casting time of 1. To cast this spell, the illusionist merely points at the subject and concentrates; no somatic or material components are required. This spell enables the illusionist to dispel any type of *phantasmal force*, including those augmented by *audible glamer*; however, *dispel illusion* is effective only on *phantasmal force* spells cast by non-illusionists.

*Dispel illusion* has a base chance of success of 50 percent. For each level of experience that the illusionist exceeds the caster of the *phantasmal force*, the chance of success is increased by 5 percent. For each level the caster exceeds the illusionist, the chance is reduced by 5 percent. (For instance, if a 20th-level illusionist attempts to dispel a *phantasmal force* created by a 15th-level mage, the illusionist's chance of success is 75 percent.) If an illusionist casts *dispel illusion* at a subject that isn't an illusion, there is no effect, but the attempt counts against the illusionist's daily limit of *dispel illusion* spells.

**Oppositional Schools:** An illusionist cannot learn spells from the schools of necromancy, invocation/evocation, and abjuration.

**Spell Analysis:** Spells of this school can be grouped into two general categories: illusions and phantasms. Illusions are spells that simulate reality, creating artificial conditions of light, color, sound, and scent. *Audible glamer* is an example of an illusion that simulates sound. In general, the lower-level illusions are of limited use in combat situations, providing neither direct protection from damage nor the ability to inflict damage on opponents. Though most illusions create only the appearance of reality, some

high-level spells tap extradimensional forces to create illusions with physical substance, capable of inflicting damage and otherwise interacting with the real world. Shadow monsters is an example of a quasi-real illusion. These are the most useful types of illusion spells in combat, as they can create illusionary creatures to attack opponents and execute an assortment of other tactical actions. Another type of illusion focuses extradimensional forces to alter the physical form of the caster. *Wraithform* is an example. These are especially good defensive spells, as they protect the caster from a variety of attack forms.

Phantasms are the second general group of illusion spells. Phantasms directly manipulate the perception of their victims. Phantasms do not create images, they induce responses. *Spook* is an example of a phantasm that induces the response of fear. Phantasms are also good defensive spells, more so than illusions that alter the caster's form, since they can affect a number of opponents within a given range.

Because spells from the school of illusion are mainly concerned with the creation of images and are of limited use on the battlefield, many feel that illusionists are the weakest of all the specialists. In a broad sense, however, no school provides a wizard with more options, since in most cases, illusion spells are limited only by the caster's imagination. For instance, consider the 1st-level illusion spell *phantasmal force*. A dull-witted wizard might consider this a useless spell; after all, its illusions have only visual components. A silent monster might scare away a nervous bandit, but what else can you do with it? Plenty, answers the creative illusionist, and the effects aren't confined to the battlefield. Here are some examples:

- The party is being pursued by a hoard of orcs. The wizard uses *phantasmal force* to create the illusion of a wall of bramble bushes behind the party to slow down the pursuers. Alternately, he creates a swarm of wasps, a cloud of ominous green gas, or a pool of quicksand to slow them down.
- The hungry party wants to catch some fish for the evening meal. They have lines and hooks, but no bait. The wizard uses *phantasmal force* to create a colorful, sparkling lure.
- The party wishes to lure an enemy into a cave for an ambush. The wizard uses *phantasmal force* to create the illusion of great treasure just inside the cave and -- in goes the greedy enemy.
- The wizard has met a beautiful damsel whom he wishes to impress. He takes her to a secluded woodland and uses *phantasmal force* to create the illusion of a patch of beautiful wild flowers.

**Most Desirable Spells:**

Low-Level: *Phantasmal force, ventriloquism, improved phantasmal force,* and *spectral force* are the most versatile low- level illusionist spells when wielded by a creative caster. *Spook, invisibility, wraithform,* and *invisibility, 10' radius* are excellent defensive spells.

Medium-Level: With access to 4th-level and higher spells, the illusionist becomes a strong combatant, as he can take advantage of powerful, quasi-real illusions such as *phantasmal killer, shadow monsters, demi-shadow monsters, shadow magic, demi-shadow magic,* and *shades*. The options for the creative illusionist also expand, with access to the complex creations possible with *minor creation, advanced illusion, major creation, permanent illusion,* and *programmed illusion*.

High-Level: Unfortunately, the number of spells available to the illusionist drops

dramatically at higher levels. *Shadow walk* is invaluable if the wizard anticipates travel to the plane of shadow; in certain situations, it also functions as an effective banishment spell. *Mass invisibility* can mean the difference between victory and defeat in combat involving a large number of participants. *Simulacrum* has the most possibilities of all the creation illusions, while *weird* can be the most deadly of all the offensive illusion spells.

**Ethos:** Illusionists tend to be flamboyant, outgoing, and self-assured. Remarkably creative, they enjoy art, literature, poetry, and music, and many are accomplished artists in their own rights. Though their aptitude for scholarly pursuits is as high as any other specialist, illusionists tend to spend less time involved in research, preferring the company of people to the isolation of the laboratory.

Illusionists have sharp minds, but they are not particularly deep thinkers. Pragmatic by nature, they accept the impermanence of all things, believing that any attempt at developing an all- encompassing philosophy to explain the meaning of existence is ultimately futile and therefore a waste of time. Illusionists tend to be of good and neutral alignments, since wizards inclined toward evil usually opt for a specialization they perceive as being more powerful.

Because of their forceful personalities and sharp minds, illusionists make good leaders of an adventuring party, but they also make equally good lieutenants and strategists. Because low-level and medium-level illusionists usually lack defensive spells, a party must provide bodyguards or other protection to keep them healthy; such illusionists are best kept in the center of the party when traveling.

Illusionists enjoy the hustle and bustle of urban life, and usually maintain well-furnished homes in the heart of a city. They usually have a host of friends and acquaintances, and are loyal and loving spouses. Illusionists earn a living as entertainers, artists, mercenaries, teachers, and shopkeepers

## Invocation/Evocation

**Description:** This school includes two types of spells, both of which use magical energy to create specific effects by bringing forth special forces that the caster shapes into constructs of energy or constructs of matter. Evocation spells use the natural magical forces of the planes. Invocation spells call on the intervention of powerful extradimensional beings.

**Specialist Name:** Invoker.

**Allowed Races:** Only humans are able to incorporate the complimentary energies necessary to master the spells of this school. Therefore, only humans are eligible to become invokers.

**Ability Requirements:** Because of the powerful energies involved, a lifetime of casting invocation/evocation spells is extremely stressful to a wizard's health. A minimum Constitution of 16 is necessary to specialize as an invoker.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against an invocation/evocation spell cast by an invoker. An invoker adds a +1 bonus when saving against invocation/evocation spells.

**Bonus Spells and Acquired Powers:** An invoker can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of invocation/evocation. When an invoker reaches 17th level, he gains an additional +1

bonus when saving against invocation/evocation spells or against magical devices duplicating the effects of these spells. With his natural saving throw modifier, this effectively raises his bonus to +2. When an invoker reaches 20th level, he gains another +1 bonus when saving against invocation/evocation spells, effectively raising his bonus to +3.

**Oppositional Schools:** The invoker is denied access to spells from the schools of enchantment/charm and conjuration/summoning.

**Spell Analysis:** This school offers the specialist a range of spells of staggering power. In fact, no school has a wider variety of offensive spells available at all levels.

The high-level offensive evocation spells are nothing short of devastating; a single *meteor swarm* for instance, can inflict up to 160 hit points of damage. Accordingly, an invoker can be thought of as the wizardly equivalent of the mightiest fighter; when armed with a repertoire of invocation/evocation spells, the invoker is easily among the game's most powerful characters.

The invoker also has access to a number of potent defensive spells. Some of these provide protection against specific types of attacks, such as *shield* and *fire shield*, while others offer protection by hindering the actions of all enemies within the range of the spell, such as *wall of fog* and *shout*. Generally, the spells hindering enemy actions will prove to be more useful than spells protecting against a specific type of attack, unless the invoker suspects that he will be encountering specific types of monsters. For instance, if fire lizards roam the land, it's prudent to memorize *fire shield.*

A wise invoker realizes that the strongest spells are not necessarily the best ones. For instance, assume that a 10th-level invoker and his party are about to venture into an unknown area where large numbers of hostile creatures are rumored to live. Though the creatures are numerous, they're also rumored to be low-level, perhaps no more than 3 HD each. The invoker has both *lightning bolt* and *Melf's minute meteors* in his spell book -- which of the two will be the most helpful? The damage caused by a single *lightning bolt* exceeds that of *minute meteors*, but the *lightning bolt* can be used only once, while *minute meteors* enables the invoker to make up to ten attacks. A typical 3 HD monster has about 12 hit points. Undoubtedly, the lightning bolt will wipe out a 3 HD monster, but much of the lightning bolt's power is likely to wasted. With luck, the minute meteors will disable numerous 3 HD monsters.

It is wise to memorize powerful single-shot offensive spells (such as *lightning bolt* and *fireball*) when the party expects to encounter high-level monsters, and to memorize multiple-shot spells (such as *chain lightning* and *Melf's minute meteors*) capable of disabling a number of opponents when low-level monsters are expected.

Though the invoker wields great power, it's important to remember that his Armor Class is no better than that of any other specialist. An invoker armed with *lightning bolt, fireball,* and a range of other formidable offensive spells is still vulnerable to attacks. A party who repeatedly sends their invoker on dangerous assignments alone or an invoker who consistently volunteers for such assignments is tempting fate; a single trap or successfully executed ambush can easily mean the end of his life.

**Most Desirable Spells:**

Low-Level: *Magic missile* is the most potent 1st-level offensive spell. *Fireball, lightning bolt,* and *Melf's minute meteors* are killers, perhaps the best low-level offensive spells of any school. *Wall of fog* and *web* are the best low-level offensive spells.

Medium-Level: There are three medium-level spells whose multiple forms make them particularly attractive; interestingly, they all are all cold-based spells. These include *ice storms* (two forms), *wall of ice* (three forms), and *Otiluke's freezing sphere* (three forms). *Dream* is a similarly attractive spell, since the invoker also gains access to its reverse, *nightmare*. *Shout, wall of iron,* and *Tenser's transformation* are all effective as both offensive and defensive spells. *Cloudkill* and *chain lightning* are excellent additions to any invoker's arsenal.

High-Level: *Limited wish* is limited only by the imagination of the caster and the parameters set by the DM (see the discussion of wish spells in Chapter 7 for more information). *Binding,* with its six different forms, is a terrific defensive spell. All but the mightiest of opponents will yield to an invoker armed with one or more of the following: *Bigby's clenched fist, incendiary cloud, Bigby's crushing hand, energy drain,* and *meteor swarm*.

**Ethos:** The school of evocation/invocation attracts the most serious-minded, intense, and determined wizards. Most are single-mindedly devoted to the mastery of their craft. Invokers of good alignment devote themselves to using their skills to promote goodness and eliminate evil, willing to sacrifice their lives if necessary. For evil-aligned invokers, the magic of invocation is the key to their ascendancy; to them, good is weakness and evil is strength. Because specialists of this school are men and women of extreme philosophies, invokers of neutral alignment are rare.

Invokers are natural leaders: fearless, inspiring, and authoritative. Their courage on the battlefield is without peer, and they perform as aggressors alongside the most able fighters. Since they are introspective, soft-spoken, and emotionally distant, invokers seldom establish strong personal relationships.

Invokers will live anywhere they can maintain their privacy. Common people willingly leave them alone, fearing their power and even regarding them as dangerous, and invokers do little to dispel this reputation. They shun material possessions, needing only enough funds to finance their research. They primarily earn money as teachers, though they will occasionally sign on as members of adventuring parties in order to find treasure

## Necromancy

**Description:** This powerful school involves spells dealing with death and the dead. These spells drain vitality from living creatures and restore life functions to unliving creatures. Bones, blood, spirits, and apparitions are all associated with the magical energies shaped and controlled by the specialists of this school.

**Specialist Name:** Necromancer.

**Allowed Races:** As in the school of invocation/evocation, only the spirits of humans incorporate the energies necessary to master the spells of necromancy. Therefore, only humans are eligible to become necromancers.

**Ability Requirements:** Since only the most enlightened, strong-willed, and intuitive wizards can become specialists of this school, necromancers must have a minimum Wisdom of 16.

**Saving Throw Modifiers:** All opponents modify their saving throws by -1 when attempting to save against a necromancy spell cast by a necromancer, or against an attack

from an undead creature either created or controlled by a necromancer. A necromancer adds a +1 bonus when saving against necromancy spells, or against any attacks made by undead creatures.

**Bonus Spells and Acquired Powers:** A necromancer can memorize an extra spell at each spell level, providing that at least one of the memorized spells is from the school of necromancy. When a necromancer reaches 17th level, he adds another +1 bonus when saving against necromancy spells or against any attacks made by undead creatures. With his natural +1 bonus, this effectively raises his saving throw bonus to +2.

When a necromancer reaches 20th level, he gains the ability to cast a special form of *speak with dead* once per day. To cast the spell, the necromancer must merely point to the subject and concentrate for one round; no verbal or material components are necessary. The spell enables the necromancer to ask questions of a single dead creature and receive answers according to the knowledge of that creature. The creature can not have died more than 100 years ago, and the caster must be able to converse in a language that the dead creature formerly used. The necromancer can converse with the dead creature for one full turn and can ask up to four questions.

Regardless of the creature's level or alignment, it receives no saving throw against this spell. However, the creature will be as evasive as possible, tending to give brief and sometimes cryptic answers.

Additionally, the creature's knowledge is usually confined to what it knew in life (it cannot convey information about what may have happened to it after its death).

**Oppositional Schools:** The necromancer cannot learn spells from the schools of illusion and enchantment/charm.

**Spell Analysis:** Though the school of necromancy has a relatively small number of spells, they are among the most potent available to any of the specialists. In terms of sheer power, the necromantic spells compare to those from the school of invocation/evocation.

Necromantic spells can be sorted into three general groups. One group includes spells that imbue the caster or a person of the caster's choice with special abilities similar to the effects of certain enchantment and alteration spells. *Chill touch, enervation, death spell,* and *finger of death* are examples of this type of spell. The majority of this group are extremely powerful offensive spells; *death spell* and *finger of death* in particular are effective against a wide range of opponents. A necromancer armed with a repertoire of these spells bolsters his party's offensive capabilities considerably. *Reincarnation* can be considered part of this group, since it imbues the subject with a special ability; namely, a second chance at life.

A second group of necromancy spells includes those that create creatures or physical forces to fight on the caster's behalf. *Spectral hand* and *animate dead* are examples. *Summon shadow* is also included in this group, although in this case, an actual creature is summoned rather than created. Since these spells enhance the caster's ability to inflict damage on opponents, they can be considered offensive spells.

A third group of necromancy spells enables the caster to affect the actions of other creatures, usually undead. *Hold undead, contagion,* and *control undead* are examples. Since these spells inhibit the attack capabilities of the affected creatures, they can be considered defensive spells, although in the case of *control undead*, the affected creatures can also be used to attack enemies.

The majority of the necromancer's spells probably won't come from just one of these groups. More likely, he will acquire a number of spells from each of these groups over the course of his career. Though all of the necromancy spells are extremely powerful, in most cases, the offensive spells are his best choices, since their power has no parallel in spells from other schools (for instance, it would probably take a 9th-level wish to duplicate the effects of a 6th-level *death spell*).

The necromancer doesn't exhibit much magical strength until he reaches the higher levels. A low-level necromancer of 6th level or lower might contribute little to a party's defensive or offensive capabilities. A low-level necromancer requires extra protection from his companions; he must also adopt a realistic attitude about his effectiveness in combat and avoid taking unnecessary risks. However, once the necromancer gains access to the middle-level and higher-level spells (at 6th-level and above), his capabilities increase at a rapid rate. He needs only to live long enough to get there.

**Most Desirable Spells:**

Low-Level: The low-level spells are somewhat weak, although *chill touch, spectral hand,* and *vampiric touch* are all good offensive spells. *Hold undead* and *detect undead* will be invaluable if the wizard or his party will be venturing into catacombs, burial grounds, or other places where such creatures are likely to be encountered.

Medium-Level: All of the spells in this group are exceptionally strong. *Magic jar* and *reincarnation* are unique in their utilities, their powers comparable only to that of a *wish*. *Death spell, enervation, summon shadow, animate dead,* and *contagion* all have a variety of uses on the battlefield.

High-Level: There are only a few high-level necromancy spells, but all of them are extremely potent. *Control undead, finger of death,* and *energy drain* can make the mightiest opponents tremble. Wizards planning to employ *clone* should carefully consider the time it takes to use; though the casting time is only a single turn, it can take up to eight months for the clone to grow.

**Ethos:** The necromancer exhibits a fascination with life and death that borders on the obsessive. He is typically brooding, humorless, and withdrawn. Casual acquaintances consider him to be cold and hostile, but those who befriend the necromancer may come to know him as a caring, complex individual whose emotions run deep. The necromancer can be a valued and trustworthy companion, but he is also prone to bouts of depression so extreme that it becomes difficult for him to interact with others to any meaningful degree.

Continual exposure to forces associated with undead creatures can have a corrupting effect on wizards with even the slightest inclinations toward evil. Consequently, the number of evil-aligned necromancers is rumored to far outweigh the number of those of good alignment. Neutral necromancers are virtually non-existent; in general, a necromancer either has a will strong enough to resist the lure of darkness, or he submits to the corruption and devotes himself to a life of evil.

Befriending a necromancer will try the patience of even the most understanding character. Since necromancers prefer solitude to companionship, and silence to conversation, it is little wonder that few of them have spouses; the best mate for a necromancer is another necromancer.

In spite of their reticence, most good- aligned necromancers are unshakable in their determination to confront and extinguish evil and will join like-minded individuals to undertake these types of missions. Understandably, necromancers make poor leaders, but

they are valuable additions to adventuring parties. Not only do necromancers wield unmatched power, their familiarity with the world's dark forces makes them virtually fearless. On the other hand, much to a leader's chagrin, a necromancer does not always follow orders automatically; a necromancer who disagrees with his party's strategy may simply strike out on his own.

Necromancers live as far from civilized regions as they can, establishing residences in ancient castles, deep caverns, or even abandoned crypts. They spend most of their time engaged in arcane research, reading, studying, and writing.

Necromancers seldom have careers, though they occasionally earn money as teachers and mercenaries. High-level necromancers simply order undead creatures to fetch them treasure when funds are low

## Abandoning a School

With the DM's permission, it is possible for a wizard to abandon a specialty, but the restrictions and penalties for doing so are severe

### Mages

Mages cannot abandon their careers to become specialists. Once a wizard decides to become a mage, he must remain so for the duration of his career

### Specialists

Any specialist can abandon his school, but only to become a mage. A specialist cannot become a specialist from a different school. A specialist's decision to abandon his school to become a mage is permanent -- under no circumstances can he again become a specialist of his original school. A specialist keeps all of the spell bonuses that he had prior to his conversion, but receives no more bonus spells after he abandons his school to become a mage. He loses all saving throw bonuses at the time of his conversion (for instance, he no longer receives a +1 bonus when making saving throws against spells of his former specialty that are cast by other wizards).

Once he abandons his school, a former specialist's chances of learning new spells are affected as follows:

- When attempting to learn a spell of his former specialty, he no longer receives a bonus (e.g., an illusionist who abandons his school no longer receives a +15 percent bonus when attempting to learn illusion spells).
- When attempting to learn spells from other schools, he still suffers a penalty (e.g., an illusionist who abandons his school still has a -15 percent penalty when attempting to learn spells from the schools of alteration, greater divination, enchantment/charm, and conjuration/summoning).
- When attempting to learn spells from schools in opposition to his former specialty, his chance is computed according to the following formula:

Percent chance = 1/2 (base chance to learn a spell -15 percent)

For instance, a former necromancer with an Intelligence of 13 wants to learn an illusion spell. Since necromancy is one of the schools that was in opposition to his former school, his chance to learn the spell is 1/2 (55-15), which equals 20 percent.

## A Word About Minor Schools

### Lesser Divination

The divination spells of 4th-level and below are collectively known as the school of lesser divination. Lesser divination is considered to be a minor school of magic; that is, wizards can't become specialists in lesser divination.

The term "minor" is used informally in this context. It means that specialists from any school are allowed to learn and use these spells. Many of the lesser divination spells, such as *detect magic* and *read magic* are basic to the practice of magic. Others, such as *identify, ESP*, and *know alignment* are vital to the basic repertoire of any specialist. Without access to the spells of lesser divination, a wizard's ability to function would be frustratingly limited, particularly at the lower levels.

At first glance, the existence of the school of lesser divination would seem to reduce the role of the diviner; after all, no other school allows all specialists such easy access to their low-level spells. However, an examination of the requirements for all schools shows that only the conjurer has greater divination as an opposition school; every other specialist has access to the low-level divination spells. In practice, the existence of the minor school of lesser divination serves only to give the conjurer access to the low-level divination spells.

Although all specialists can learn lesser divination spells, they cannot learn them any more easily or effectively than they can learn spells from schools other than their own. All non-diviners learn lesser divination spells at a penalty of -15 percent on the Intelligence Table (Table 4, page 16 *PHB*); for instance, either a conjurer or an illusionist with an Intelligence of 15 has a 50 percent chance of learning any given lesser divination spell.

All lesser divination spells are also considered to be part of the school of greater divination. Therefore, a diviner has a 15 percent bonus on the Intelligence Table to learn lesser divination spells; for instance, a diviner with an Intelligence of 15 has an 80 percent chance of learning any lesser divination spell.

### New Minor Schools

Do other minor schools of magic exist? That's a decision for the DM. Depending on the DM's style and the parameters of his campaign, he could select a small group of spells and assign them to a minor school. For instance, a minor school of lesser illusions could include all illusions of 1st-level through 3rd-level. A minor school of lesser abjuration/necromancy could include all abjuration and necromancy spells of 1st level.

To add color to the campaign rule, the DM might want to create a historical explanation for the existence of any new minor schools. It's possible, for instance, that the minor school of lesser illusions was created by the administration of an academy of magic to accommodate students who lacked the aptitude to become full-fledged

illusionists. The minor school of abjuration/necromancy might have been developed by an ancient clan of good-aligned wizards to help protect them from attacks by a rival band of abjurers allied with a force of undead.

All wizards, regardless of their specialty, should have access to the spells of any minor school. If he wishes, the DM may assign bonuses and penalties to the various specialists' chances of learning the spells of a related minor school. Some possibilities follow.

- A specialist has a 15 percent (or 30 percent) bonus, a non-specialist has a 15 percent (or 30 percent) penalty.
- A specialist has a 30 percent bonus, a non-specialist has a 30 percent penalty.
- Both the specialist and the non-specialist have 15 percent (or 30 percent) bonuses.

Careful judgement should always be exercised when adding new minor schools. Remember that the more access characters have to magic, the more powerful they become. And the more powerful the characters are, the harder it is for the DM to maintain play balance. In general, the following two guidelines should apply:

- A minor school should include only a handful of low-level spells, none of them higher than 4th-level. Four or five 1st-level spells, two or three 2nd-level spells, one or two 3rd-level spells, and one or two 4th-level spells are sufficient.
- A campaign should include no more than two minor schools. (Note than in almost every campaign, one of the two minor schools will be lesser divination.)

# Chapter 2: Creating New Schools

The *Player's Handbook* lists eight different greater schools of magic, but more are possible. Additional schools can expand a player's options, add color to the campaign, and allow the DM to put his own mark on the game. Designing new magic schools is one of the DM's toughest jobs, but it can also be one of the most rewarding.

This chapter presents a step-by-step procedure for creating schools of magic from scratch. We'll demonstrate the process by creating a brand new school right before your eyes the school of metamorphics.

At the end of this book is a blank planning sheet. This may be copied to help you design your own new schools

## The Basics of Creating Schools

Before creating a school, following are a few general guidelines to keep in mind.

*New schools should be unique.* A new magic school should not overlap any of the existing schools. Since the eight major schools cover a lot of ground and there are already hundreds of spells in the AD&D® game, this is not as easy as it sounds. Not only should the DM avoid new magic schools whose spells duplicate the effects of existing spells, he should also avoid trespassing on the priest's territory. For instance, a school of magic focusing on healing spells isn't a good idea, since it conflicts with one of the priest's special areas.

*A new school shouldn't be too powerful.* The existence of a school whose spells can destroy dragons, level cities, and render the caster invulnerable makes it extremely difficult for the DM to maintain play balance. It's next to impossible for the DM to invent

suitable challenges for wizards wielding that much power, ultimately making the game boring for all. The school of necromancy is about as powerful as any school should be.

*A new school shouldn't be too weak.* On the other hand, players won't be interested in a school that doesn't offer them a measure of power comparable to what's available in the existing schools. The school of greater divination is about as weak as any school should be.

*A new school must be described precisely.* Magical effects are difficult enough to adjudicate when their definitions are detailed and specific. When they're indefinite and ambiguous, it's nearly impossible to make consistent rulings and avoid frustrating players

## Type of Magic

The first step in designing a new school is to decide what type of magical energy will be wielded by the specialist and how that energy will manifest itself. The type of magic must be general enough to encompass a variety of spells and effects, but it also must be specific enough to differentiate it from existing schools.

Before examining the specifics, consider the differences between the magic of wizards and the magic of priests. Though some duplication exists-- both have access to necromantic and summoning spells, for instance-- the way they acquire spells is strikingly different

### Priests vs. Wizards

Priests are granted the use of spells by deities of specific mythoi. Each deity has authority over particular groups of concepts, forces, and things, and these groups are called spheres. A priest's allegiance to his deity gives him access to certain spheres of magic that reflect the deity's special interests. Consequently, the magic of each sphere tends to be quite specific; spells from the sun sphere, for instance, deal primarily with light and darkness, while spells from the healing sphere deal primarily with curing.

Unlike the priest, a wizard isn't bound to a particular deity, and therefore does not depend on a deity for his magical abilities. A wizard learns and masters his spells in much the same way that a professor learns and masters a particular science. This is why the wizard class is a function of Intelligence. Wizardly schools focus on general categories of magical energy and effects and encompass a wide variety of spells.

To preserve the integrity of these differences between wizard magic and priest magic, any new wizard school should avoid focusing on magical effects stemming from one particular condition or thing. Instead, the school should be concerned with the manipulation of general energies and forces

### Categories of Effects

Confused? Consider the following.

Just as electrical energy or mechanical energy can be harnessed to accomplish specific tasks, it is also possible to channel magical energy to accomplish specific results. But while electrical and mechanical energies are limited by physics and other natural sciences, magical energy knows no such mundane boundaries. Magical energies can be

channeled to produce any of the following list of effects.

**Transformation:** When this type of effect is produced, an object or condition is changed to give it different physical properties or new special abilities.

**Creation:** When this type of effect is produced, an object or condition is created that did not previously exist.

**Requisitioning:** When this type of effect is produced, an existing object or condition is summoned from a different location.

**Paranaturalism:** This type of effect involves the manipulation of forces and phenomena that exist beyond the confines of the material world and the laws governing it. (This can also be considered a catch-all category that includes effects not covered in other categories.)

All of the existing schools of magic can be assigned to these categories.

The schools of alteration, enchantment/charm, and abjuration all involve Transformation.

The schools of illusion and invocation/evocation involve Creation.

Conjuration/summoning involves Requisitioning.

Divination and necromancy involve Paranaturalism.

Although some overlapping occurs (for instance, magical energies that Requisition existing objects may Transform them as well), all magic schools channel magical energies to produce the effects defined in these four categories.

What differentiates one school from another is the type of effects produced. For example, both illusion and invocation/evocation channel magical energy for Creation. However, illusions create unreal objects and conditions; invocations create objects and conditions that cause direct physical effects

## Defining the Effects of a New School

To begin the design of a new school, the DM must first define the type of effects it produces. Any definition is likely to be vague. But at this stage, it should be. Unlike the intentionally specific priestly sphere, a wizardly school must be general enough to accommodate a large variety of spells.

Use the steps that follow.

1. Choose one type of channelled magical energy from the four categories described above: Transformation, Creation, Requisitioning, or Paranaturalism. If you know what type of school you plan to design, the choice of category probably will be obvious. If you do not yet have any ideas about your school, pick any of the categories-- it's a good place to start. (If your choice of categories seems less appropriate as your school develops, you can always pick another.)

2. Define what specific type of effects these channelled energies will produce. If it is a Transformation school, what types of things or conditions will be transformed? If it is a Paranaturalism school, what type of paranatural energies or forces will be involved.

3. Ensure that the definition of the new school does not resemble the definitions of existing schools too closely. Compare them with the school descriptions in Chapter 1.

## How It All Works

To illustrate this procedure, a new school is created here. First, one of the categories of channelled energy is chosen. The school will involve changing one type of item into another, so the choice is the Transformation category.

Next, we define the type of Transformation effects the school will produce. This definition needs to be as clear as possible; writing down the definition in a sentence or two will put it on the right track. Our school will feature spells that cause an object or condition to change into a different but related object or condition. That description is vague, but good enough to get started.

Is this school sufficiently different from existing schools? Our school sounds very similar to the school of alteration, so it needs some adjustments. Since many of the alteration spells imbue a creature with special abilities, such as *water breathing* and *fly*, we can decide that the spells from our school will deal with physical transformations only. Further, all of our physical transformations will be permanent (subject to the usual limitations, such as cancellation by *dispel magic*).

Throughout the remainder of this chapter, we'll continue to develop this school as a demonstration

## Name of the School

Once you have an idea for a school, it needs a name. If an obvious name doesn't suggest itself, as it did for the school of illusion, check a thesaurus for synonymous words or evocative phrases. Fantasy literature is another good source for names.

Since our new school deals with change, we checked the thesaurus for synonyms and found *metamorphosis*, a word that is descriptive, has a nice scholarly ring to it, and even sounds a little mystical. We'll christen it the school of *metamorphics*.

## Name of the Specialist

Specialists usually derive their names from the names of their schools by changing the suffix. Thus, from *abjuration* comes the *abjurer*, and from *illusion* comes the *illusionist*. Most of the time, this technique is satisfactory.

However, some schools simply do not lend themselves to wizardly-sounding names. For instance, the word *alterer* is clumsy, so the school of alteration has opted for the less awkward *transmuter* for the name of their specialist. We have a similar problem with our school of metamorphics-- both *metamorphist* and *metamorpher* are clumsy. Returning to the thesaurus, we find the word *transfigure*. We can call our specialist a *transfigurist*.

## Spells

The most important part of creating a new school is designing new spells that are different enough to set it apart from existing schools. There must be enough new spells to provide the user a reasonable variety of options. At the same time, duplication of existing spells should be avoided. Minor variations of existing spells should also be avoided. The spell selection should be attractive enough so that novice wizards will consider specializing in it, but not so powerful that the school overwhelms all others

## Basic Spells

A new school does not need an extensive number of spells immediately. Beginning with a core of basic spells is best, adding new spells as required by the campaign and the players.

An acceptable core of basic spells includes the number of spells for each level given in Table 1. Note that this is approximately the number of spells for the schools of greater divination and necromancy given in the *Player's Handbook*. If the DM is unable to invent this number of spells, he should concentrate on designing spells to fill the lower levels (levels 1-3) so his lower-level specialists can begin their careers

### Table 1: Minimum Spells for A New School

| Level | No. of Spells |
|---|---|
| 1st | 3 |
| 2nd | 3 |
| 3rd | 2 |
| 4th | 2 |
| 5th | 2 |
| 6th | 2 |
| 7th | 1 |
| 8th | 1 |
| 9th | 1 |

## Adapting Existing Spells

Before attempting to design new spells, first look at the existing spells for other schools. Notice that a number of spells listed in the *Player's Handbook* belong to more than one school; *rainbow pattern*, for instance, belongs to the schools of alteration and illusion, while *limited wish* belongs to conjuration/summoning and invocation/evocation. Do any of the *PH* spells (or any of the new spells listed in Chapter 8 of this book) seem appropriate for your new school? The alteration spells *transmute rock to mud* and *transmute water to dust* are perfect for our school of metamorphics-- they both cause one substance to change to another, they both cause physical changes, and in both cases the effects are permanent.

There are other likely candidates from the *PH* spells for our school, but using an excessive number of duplicate spells (more than two or three) compromises the individuality of a new school.

## Ideas for New Spells

The DM and players will need to brainstorm for ideas that will eventually be developed to fill in the basic spell list. Although the DM makes the final decisions when designing spells for a new school, the contributions and ideas of the players are important. Fantasy literature is another good source of ideas, as are the abilities of

magical monsters and functions of magical devices. The DM and his players might also discuss encounters or battles from previous adventures and decide what types of spells would have been useful for the wizards.

The DM (with the assistance of the players) should then assign a spell name to each idea and decide the general effects of the potential spells. The names of the spells should be brief and descriptive. The effects can be approximate at this point-- they'll be refined later. We do not have the space here to develop a full range of spells for our metamorphics school, but here are three potential spells we'll use as examples:

*Evaporate:* This spell changes liquids into gases.

*Blood to dust:* This spell changes an opponent's blood to dust, instantly killing him.

*Improved armor:* This spell changes a companion's armor to a better Armor Class

## Checking for Duplication

Each potential spell should be checked against the spells in the *Player's Handbook* to see if it already exists. Considering that the *PH* lists hundreds of spells, re-inventing an existing spell is easy. A DM need not be obsessive about this; a large number of existing spells inflict damage or add bonuses and penalties to saving throws. As long as the new spell has a unique twist of its own, it can be deemed acceptable.

Of our examples, we notice that *blood to dust* is superficially similar to the 7th-level *finger of death* spell, since they both instantly take a victim's life. But the methods of achieving this effect are distinctly different; *blood to dust* changes the victim's blood to an inert substance, while *finger of death* snuffs out the victim's life force. Further, *blood to dust* is only effective on victims with blood in their veins. *Blood to dust* is different enough to stand on its own.

## Checking for Play Balance

After checking them against existing spells, all potential spells of a new school must be considered for play balance. Imagine that the wizard employs a particular spell every day-- will constant use have any significant long-term effects on the balance of the game?

Consider our potential metamorphic spells. *Evaporate* won't have any profound effects on the game, assuming it has reasonable limitations (for instance, evaporating an entire ocean should be prohibited). At best, *blood to dust* means one less opponent per day.

But *improved armor* presents a problem. Since our metamorphic spells are permanent, wouldn't a transfigurist immediately improve all of his party's armor as much as he could? Is this fair? We can't make the effects temporary, or we're violating the definition of our school. Let's throw out *improved armor* and invent another spell later.

## Determining Effects and Levels

Once the inappropriate spells have been discarded, we need to define and describe the specific effects of the remaining spells, then assign them to levels. The description of a spell should cover its typical uses, but it is unnecessary-- and realistically, impossible-- to deal with every possible application. More importantly, the description should cover the spell's limitations in detail; not only do precise limitations make spells easier to

adjudicate, they are easier to assign to levels.

Here are some points to consider when assigning limitations to spells:

*How many subjects can be affected by the spell?* Generally, the more subjects affected, the higher the level of the spell (compare *invisibility* to *mass invisibility*, and *charm person* to *mass charm*).

*What type of subjects can be affected by the spell?* Subjects can be low-level or high-level (or low HD and high HD). They can also have specific characteristics (such as the subjects of *detect invisibility*), or they can be general types with no specific characteristics (such as the subjects of *charm monster*). Usually, higher-level spells are able to affect high-level (or high HD) subjects that have no specific characteristics--*finger of death* is a good example.

*Are victims allowed a saving throw to avoid the effects of the spell?* Disallowing a saving throw for a spell that would normally have one usually boosts it to a higher level. For instance, the 5th-level *cone of cold* allows a saving throw to reduce a victim's damage by half. If such a throw were not allowed, the spell would be significantly more dangerous and would belong in a higher level.

*If the spell causes damage, what is the maximum?* It would be grossly inappropriate for any 1st-level spell to inflict 100 hit points of damage. Similarly, a 9th-level spell should be capable of inflicting a significant amount of damage. Table 2 suggests the maximum amount of damage a spell of a particular level should be allowed to inflict on a single enemy. These figures are general guidelines only, and can be altered by any number of variables. For instance, if a hypothetical 3rd-level *flying sword* spell has only a 10 percent chance of hitting its target, its maximum amount of damage could be justifiably higher than 3-18 hit points.

Remember that the inflicted damage of certain spells may vary according to the caster's level; for instance, fireball causes 1d6 hit points of damage per level of the caster. (Table 2 gives the damage for a spell cast at its base level; if our hypothetical *flying sword* spell is 3rd-level, but can be cast at higher levels to inflict more damage, Table 2 indicates the maximum amount of damage it can cause when cast at its lowest level. )

**Table 2: Suggested Maximum Damage of Spells by Level**

| Level | Maximum Damage of Spell (in hp) |
|---|---|
| 1st | 2-5 (1d4 +1) |
| 2nd | 2-8 (2d4) |
| 3rd | 3-18 (3d6) |
| 4th | 8-20 (4d4 +4) |
| 5th | 10-25 (5d4 +5) |
| 6th | 6-36 (6d6) |
| 7th | 10-60 (10d6) * |
| 8th-9th | 10-80 (10d8) * |

* Spells of 7th-level through 9th- level are differentiated by the number of subjects destroyed and special restrictions on death. For instance, a 7th-level spell might destroy

only a single subject, while a 9th-level spell could destroy several. A 7th-level spell might allow a saving throw, while a 9th-level spell might not. A 7th-level spell might allow *resurrection* attempts, a 9th-level spell might not.

*If the spell causes damage, do victims get a saving throw?* Of the spells in the *Player's Handbook*, many of them allow the victim to make a saving throw in order to reduce or eliminate the potential damage. Though it is unnecessary to allow saving throws in every case, this is a good way to add balance to what otherwise might be an especially dangerous spell. There are three options to consider.

**1. No saving throw.** This option maximizes a spell's lethality.

**2. Half damage.** This option means that the character suffers half-damage if his saving throw is successful. This is less lethal than a spell with no saving throw, but more lethal than the following option.

**3. Negate.** This option means that the character suffers no damage if his saving throw is successful. This is the least lethal option of all.

Note that saving throws need not always be saving throws vs. spells; consider different types of saving throws for spells of higher levels (in every case, however, only one type of saving throw should be allowed). A saving throw vs. spells is always an option, no matter what the level of spell, but here are some alternatives:

- For spells of 3rd-level and 4th-level, use save vs. rods.
- For spells of 5th-level and 6th-level, use save vs. paralyzation.
- For spells of 7th-level, 8th-level, and 9th-level, use save vs. death.

*If the spell is defensive, does it inhibit the enemy's ability to attack, or does it offer direct protection from damage?* Generally, spells that defend against a specific type of damage (such as *protection from normal missiles*) are less powerful than spells that protect against a general category of damage (such as *minor globe of invulnerability*), and spells that protect the caster or subjects of the caster's choice (such as *protection from evil*) are less powerful than spells that inhibit the enemy's ability to attack (such as *wall of fog*). The highest-level defensive spells tend to be those that get rid of the attacker (such as *dismissal* and *imprisonment*.)

If a DM has designed a defensive spell that he wants to modify so he can assign it to a higher level, he can do one or more of the following:

- Increase the types of damage against which it protects. (To assign the spell to a lower level, decrease the types of damage.)
- Increase the number of subjects the spell protects, usually by increasing the area of effect. (For a lower level, decrease the area of effect, or have the spell provide protection for only the caster.)
- Increase the number of opponents whose attack abilities are reduced. Again, this is usually accomplished by increasing the area of effect. (For a lower level, decrease the area of effect.)
- Increase the power of the spell so it eliminates the attacker altogether.

*Does the spell increase or decrease a subject's saving throw modifier?* Penalties and bonuses to the subject's saving throw alter the effectiveness of a spell. Consider again our hypothetical 3rd-level *flying sword* spell. Assume that it inflicts 1-10 hit points of damage

on subjects when used at night, and that a saving throw negates the damage. If the subject is allowed a +2 bonus, it might be more appropriate to assign *flying sword* to 2nd-level. Conversely, if no saving throw is allowed at all, the spell might belong at 4th-level.

*Is the effect of the spell permanent?* Spells whose effects are temporary are less powerful than those whose effects are permanent. (Remember that few spells are literally permanent, since *dispel magic* negates their effects in most cases. A *limited wish* or *wish* can negate almost any spell. )

*What are the spell's duration, range, and area of effect?* Longer durations, ranges, and areas of effect translate into more powerful spells. Adjusting these elements is a good way to modify a spell to assign it to a higher or lower level. For instance, if *flying sword* persists for only one round/level and has a range of 30 yards, it belongs in a lower level than if it persisted for one turn/level and had a range of 100 yards.

There are no minimum or maximum requirements for durations, ranges, or areas of effect, as long as the DM stays within the bounds of reason. For instance, a range of 1 mile/level sounds ridiculously high for *any* 1st-level spell. A good place to start for establishing durations, ranges, and areas of effect is 1 round/level (duration), 10 yards/level (range), and a 10-foot cube or one creature/level (area of effect). Remember that these are general guidelines only, and are not appropriate for every type of spell. Many spells have an effective range of 0, meaning they affect only the caster. Others affect only a touched subject. Those spells whose effects are permanent until negated have no set duration. For some spells, such as *extension*, area of effect is irrelevant.

When the DM has finished defining the effects of a new spell and has assigned it to a level, the spell should be compared to the existing spells of that level. If the new spell is clearly weaker or excessively more powerful than spells from the same level, the DM should either assign it to a different level or make adjustments as suggested above to make it comparable. In general, the illusion and divination spells are the least powerful, and the necromancy and invocation spells are the most powerful; a new spell should be checked against these first.

Let's return to our two new spells for the school of metamorphics. *Evaporation* causes a quantity of water or other inorganic liquid to instantly turn to vapor, just as if the sun had evaporated it. It will not inflict any direct damage (evaporating the blood or other organic liquids of a creature is forbidden). *Evaporation* is difficult to perceive as providing meaningful defense for a party. Evaporation is destined to be a low-level spell, probably 1st-level.

Range? Most 1st-level spells have a range of 30-60 yards; since evaporation is relatively weak, we will give it a higher range of 60 yards.

Area of effect? Most 1st-level spells affect an area of 10-30 yards (or 10-30 foot-radius, or 10-30 foot cube). In this case, we will give *evaporation* an area of effect of a 20-foot cube + 10-foot cube/level. (This makes the spell more powerful as the wizard increases in level.)

Checking our 1st-level evaporation spell against the existing 1st-level spells in the *PH* shows no major discrepancies. The definition of evaporation still needs more tightening.

We need to determine whether it affects liquids concealed in containers, rain, quicksand, and lava, and other limitations it has.

Looking at *blood to dust*, it belongs in a higher level because it causes death. We will decide that blood to dust causes all of the blood of a single victim to turn to dust, instantly killing it. It is certainly not as powerful as a 9th-level spell (the 9th-level *power word, kill* can destroy several creatures at once); let's place it at 7th level and give it a range of 60 yards (comparable to other 7th-level spells). Checking the existing 7th-level spells, we discover *finger of death*, a spell not unlike *blood to dust*. *Finger of death* is more powerful, since it can destroy any creature, even those without blood, but it also allows a saving throw. To balance *blood to dust* against other 7th-level spells, let's say that victims of *blood to dust* are not allowed saving throws. Further, undead, monsters from other planes, and monsters with more than 4 HD will be immune to *blood to dust*. With further adjustments (Can the affected subject be resurrected or raised? Can the corpse be animated to become a zombie?), we'll have a powerful but balanced 7th-level spell for the school of metamorphics

## Casting Times

All spells must state their casting times. A guideline is to make the casting time equal to the level of the spell (a 7th-level spell has a casting time of 7), but casting times of one or more rounds are also common. Complex spells might have casting times of one or more turns. Avoid short casting times for high-level spells and excessively long casting times for all but the most powerful spells.

We'll give our 1st-level evaporation spell a casting time of 1 and our 7th-level *blood to dust* a casting time of 1 round

## Components

Every spell has one or more components. There are two ways to determine the components for a new spell:

1. Locate existing spells from the *Player's Handbook* that are similar to the new spell and assign similar components. For instance, *finger of death* is similar to our new *blood to dust* spell, so we'll decide that *blood to dust* has verbal and somatic components.
2. Assign the components randomly. If this sounds too arbitrary, consider that the components of a particular spell were likely determined by the wizard who originally researched it. A common assumption is that two wizards working independently could discover the same spell; it is unlikely that they used exactly the same components. For our *evaporation* spell, we'll use verbal, somatic, and material components, the most common combination.

Instead of choosing a specific set of components for a new spell, you can determine them randomly by rolling 1d20 on Table 3. If you get a result that contradicts the conditions under which the spell is cast, roll again

**Table 3:**
**Random Determination of Spell Components**

| d20 Roll | Components |
|---|---|
| 1-14 | V, S, M |
| 15-17 | V, S |
| 18-19 | V, M |
| 20 | V |

3. Consider the level of the spell and assign components accordingly. Requiring all three components makes a spell harder to cast. Reducing a spell's components to make it easier to cast might be a reason to create a higher level version of a low level spell.

4. Still can't decide? When in doubt, require all three components; most existing spells use all of them.

As for the precise nature of these components, be guided by common sense and imagination. Material components should relate to the effect of the spell. Check existing spells for component ideas and comparisons. We'll decide our *evaporation* spell's material component will be a drop of water

## Allowed Races

Not all races can become specialists of all schools. Usually, these limitations are due to a particular race's body chemistry, mental or emotional predisposition, magical resistance, or cultural restrictions. The history of the DM's campaign world might also suggest limitations.

If the DM imposes racial restrictions on a new school, he should present justification for them. For instance, gnomes are restricted from specializing in our school of metamorphics. The reason? A thousand years ago in our campaign world, a brotherhood of transfigurist gnomes accidently developed a metamorphics spell that permanently transformed a city of gnomes into a field weeds. The gods were so upset by this carelessness that the transfigurist specialty has been forbidden to gnomes ever since.

## Ability Requirements

All characters must have an Intelligence score of at least 9 to become a wizard. A new school might require a higher Intelligence score for specialization, but only in the rarest circumstances should it be higher than 13.

All specializations require a minimum score in a secondary ability. This minimum score should be at least 12, but no higher than 16. Wisdom, Constitution, and Dexterity are the most common secondary ability requirements, but Charisma and Strength are also possible. Remember that setting the ability requirements high will keep the number of specialists low, and vice versa.

Because some of the somatic components for metamorphic spells require precise execution, we will set a minimum Dexterity score of 15 for specialists in the school of metamorphics

## Clothing

Though none of the schools described in Chapter 1 have any specific dress requirements, a new school might require (or strongly suggest) that its specialists wear distinctive garb to indicate their status.

Not all specialists of a school would necessarily adhere to this dress code. Perhaps only graduates of a particular academy would wear distinctive garb. Perhaps only 1st-level specialists would wear it. Perhaps it is worn only by high level specialists as a symbol of achievement. All such distinctions are the decision of the DM. Caution is advised-- obvious identifying garb can be a red flag to enemies who wish to wipe out the members of a particular school.

Dress requirements are not restricted to items of clothing. Rings, pendants, anklets, and bracelets are all possibilities. Likewise, certain colors might symbolize graduates of a school, while other colors might be forbidden.

For our metamorphics school, we will require that 1st-level transfigurists wear a red arm band to identify them as beginners. When a transfigurist reaches 10th level, he is allowed-- but not required-- to wear a red cloak to symbolize his competence

### Table 4: Magic Schools and Types of Effects

| School | Type of Effect |
|---|---|
| Alteration | Transformation |
| Enchantment/Charm | Transformation |
| Abjuration | Transformation |
| Illusion | Creation |
| Invocation/Evocation | Creation |
| Conjuration/Summoning | Requisitioning |
| Divination | Paranaturalism |
| Necromany | Paranaturalism |

## Experience Levels and Spell Progression

All existing schools use the experience level progression and spell progression given on Tables 20 and 21 on page 30 of the *Player's Handbook*. New schools should use these, too. It is possible to devise new tables from scratch, but this creates considerable work for the DM, adding unnecessary complications and an increased chance of an unbalanced campaign. In any case, specialists should not be allowed to progress more quickly than the *Player's Handbook* tables allow

## Hit Points

All existing schools use 4-sided dice to determine their specialists' hit points. The power wielded by a specialist, especially in the higher levels, more than compensates for his relatively low number of hit points. If the specialist is too weak, consider creating more spells, adjusting the current spells to make them stronger, or giving him access to spells from more schools

## Languages

All specialists use Table 4 on page 16 of the *Player's Handbook* to determine the number of languages they can learn (in addition to their native tongue). Certain types of specialists may be able to exceed these limits. Eligible specialists might include those with exceptionally strong academic backgrounds or those who devote a large amount of their spare time studying new tongues.

The types of effects created by a particular wizard might also suggest an extraordinary aptitude for languages; for example, wizards specializing in Transformation magic might not seem to have any particular affinity for languages, but those specializing in Creation might (since they're involved in producing conditions that didn't previously exist, which could include communication skills).

If a new specialist is to have exceptional language skills, keep the following guidelines in mind.

- A new specialist should not be able to acquire more than one language over the limits given in the *Player's Handbook*. For instance, a specialist with an Intelligence of 9 should not be able to learn more than three languages.
- The DM should consider limiting extra languages to high-level specialists; level 15 or higher is suggested, but the DM has the final decision. (In other words, our specialist with an Intelligence of 9 cannot learn his third language until he reaches level 15.)
- Learning the extra language should never be automatic. The DM should oblige the specialist to locate a suitable tutor, devote several hours a day to studying difficult texts, or invent some other requirement that emphasizes role-playing. For the transfigurist, nothing about his specialty suggests an exceptional aptitude for languages, so he'll be restricted to the language limits given in the *Player's Handbook*.

## Oppositional Schools

Each school lies in opposition to one to three of the existing schools of magic. The specialist of the new school will be unable to learn spells from the schools that lie in opposition to his school.

The first step in determining oppositional schools is to decide which existing school most closely resembles the new school. In some cases, this is obvious; for instance, our new school of metamorphics is most like the school of alteration. For less obvious cases, you can eliminate most of the possibilities by recalling which type of magic your new school is derived from (see the Types of Magic section above). A new school will most closely resemble an existing school derived from the same type of magic (see Table 4); for instance, if your new school produces Creation effects, it most closely resembles either the school of illusion or invocation/evocation. Once the choices have been narrowed to two or three schools, it should be easy to pick the school most like your new school. If necessary, try comparing your new spells to the existing spells in the *Player's Handbook* .

When you've decided which existing school most closely resembles your new school, consult the opposition diagram (Diagram 1). The school that lies directly opposite this school is the oppositional school. The school of metamorphics most closely resembles the school of alteration. The school directly across from alteration on Diagram 1 is abjuration. Therefore, abjuration is the school that is in opposition to metamorphics.

One to three oppositional schools may be assigned to a new school. If the new school is relatively weak (the weak school of greater divination has only a single oppositional school), only one opposition school may be needed. If your new school is relatively powerful, it is appropriate to assign it as many as three oppositional schools.

Look again at Diagram 1. The schools on either side of the oppositional school are also options for oppositional schools. For instance, additional oppositional schools for illusion are invocation/evocation and abjuration. If it's appropriate for your school to have three oppositional schools, choose these three.

Most likely, your new school will be neither extremely weak nor extremely powerful. In this case, consider giving it two oppositional schools. One should be the initial oppositional school, and the other can be either of the adjacent schools. To decide between the adjacent schools, choose randomly or choose the one that seems less compatible with your new school.

We must choose the oppositional schools for our new school of metamorphics. Since it is neither exceptionally weak or powerful, we will assign it two oppositional schools.

We decided previously that the school of metamorphics most closely resembles the school of alteration. According to Diagram 1, the oppositional school of alteration is abjuration; therefore, the oppositional school of metamorphics is also abjuration.

According to Diagram 1, the adjacent oppositional schools for abjuration-- and likewise, for metamorphics-- are conjuration/summoning and necromancy. We need to choose one of them for our other oppositional school. Either conjuration/summoning or necromancy would be appropriate, but since the school of alteration already has abjuration and necromancy for its oppositional schools, we will choose the other combination. Therefore, the opposition schools for metamorphics are abjuration and conjuration/summoning.

Admittedly, the choice of the second and third oppositional schools is somewhat arbitrary, but remember that we not only strive for balance, but also for schools with unique advantages and restrictions. The DM always has the option to invent a rationale for the existence of specific oppositional schools. For instance, the energies employed by conjuration/summoning and abjuration magic might induce agonizing headaches in a transfigurist, making it impossible for him to learn spells from those schools

## Ethos

The final step in designing a new school is creating a unique ethos. This step is optional, but it adds color to the school and makes it more interesting for the players.

An ethos also serves as a springboard for determining the personality of specialist characters. An ethos can be anything from a simple outline to a detailed profile. Following are some questions to consider when designing an ethos for a new school.

*Do the specialists of the school adhere to any particular philosophy? Do they share any particular goals?* Such philosophies and goals are often derived from the nature of

the magic studied by the specialist. For instance, specialists from the school of metamorphics study spells dealing with change. Continual exposure to the transience of all things might lead transfigurists to be skeptical about the existence of absolutes--a transfigurist, then, might believe that concepts such as "right" and "wrong" are relative to specific situations.

*Are evil-aligned characters more drawn to this school than good-aligned characters (or vice versa)?* In most cases, wizards of all alignments can be specialists in any school, but a new school might discourage certain alignments and encourage others. Likewise, certain magical academies might accept students of specific alignments only.

If a school does not promote harm to any living creature, or promotes healing, safety, comfort, or compassion, then it probably excludes evil alignments. If it promotes cruelty or self-interest, the school probably excludes good alignments. If a school promotes no particular philosophy, it probably includes specialists of all alignments.

If a school advocates logical thinking and adherence to strict behavioral norms, and discourages excessive self-expression, it probably leans toward lawful alignments. If it encourages creative thinking, freedom of expression, and spontaneous actions, it leans toward chaotic alignments (this is particularly true if it also encourages defiance of written laws to achieve individual goals). If the school takes no particular position on the specialist's relationship with his culture and society, it probably includes lawful, neutral, and chaotic specialists. (The school of metamorphics takes no particular positions on these issues, therefore it is open to specialists of all alignments. Note that this attitude about alignments is also consistent with the school's general philosophy of skepticism about absolutes described above.)

*Are any particular personality types drawn to the study of this school? Do they tend to share any common eccentricities? Common likes or dislikes? Would anything about your new school tend to discourage certain types of people or attract others?* The school of metamorphics attracts students with a natural interest in the world around them. Since its spells change one thing into another, most students will be interested in how things work and how things are put together-- in short, metamorphics students are analytical, curious, and creative.

*What's the relationship of the specialist to other members of his party?* Usually, the type of spells available to a specialist will suggest his role in the campaign. If the specialist has a lot of offensive spells, he will likely be on the front lines when the party goes to battle. A specialist with a lot of defensive or reconnaissance spells might be a good spy or investigator. Although we haven't yet devised many spells for our transfigurists, it looks like neither offensive nor defensive spells will predominate. Therefore, it seems likely that a transfigurist will leave the bulk of the fighting to others in his party.

*Do specialists of this school tend to have a lot of friends? Are they likely to have spouses and families?* This depends on the specialist's philosophy, goals, and personality. Unless the specialist is extreme in one of these areas-- for instance, if he is obsessive about the study of magic, or if his field is considered repulsive or frightening (such as the school of necromancy)-- he is likely to have an average number of friends and an average chance at a successful marriage. (Since transfigurists have no extreme traits, we will assume that they have a fair number of friends and are as likely as anyone to marry and raise a family.)

*Where do these specialists prefer to live?* As mentioned previously, certain schools tend to attract certain types of people. If a school's specialists tend to be outgoing and affable, they probably prefer to live in an urban area. If they're brooding and anti-social, or if they're conducting potentially dangerous research, they probably live in an isolated area. Usually, a specific location won't suggest itself-- specialists tend to live just about anywhere. We will make this the case with transfigurists.

*How do the specialists spend most of their time?* Reclusive types will stay close to home, usually lost in research, reading, or writing. Curious types are more inclined to explore the world, eager to meet people and experience new situations. In most cases, there will not be obvious pastimes applicable to all specialists of a school. This will be the case with transfigurists. They spend some of their time doing research at home and a fair amount of time out in the world exploring and socializing.

*How do the specialists typically earn a living?* Common occupations for wizards include teaching, counseling, researching, and advising. However, the spells available to a particular specialist might suggest additional careers. The metamorphics spells do not suggest any particular occupation, so transfigurists probably pursue the common wizard occupations.

# Chapter 3: Wizard Kits

In Chapter 1, we discussed at length the schools of magic described in the *Player's Handbook*. In Chapter 2, we explained how to design new schools. Specialization in a school is an excellent way to individualize a wizard character, but it is not the only way.

In this chapter, we'll show you how to further individualize a wizard character by choosing a wizard kit. A kit is a collection of skills, proficiencies, advantages, and disadvantages used to help define a wizard's personality and background as well as his role in the campaign

## Kits and Character Creation

Wizard kits are entirely optional-- a wizard character can easily get along without one. But a player who wishes to add detail to his wizard should choose a kit when the character is first created. Only one wizard kit can be chosen for a character.

It is possible to incorporate these rules into existing campaigns, providing the players and the DM can agree on which kits are appropriate. A kit must be compatible with a character's past actions, his background, and his established personality traits. For instance, if a diviner has been played as a thoughtful man of reason with a history of preferring negotiation to combat, and the player has made it clear that his character is from a sophisticated urban culture, it doesn't make sense to assign him the Savage Wizard kit.

Once a particular kit has been assigned to a character, it cannot be changed. However, the character can later abandon it if he wishes, giving up all benefits and hindrances. Bonus proficiencies (see below) are not forfeited. Instead, such proficiencies are no longer considered to be bonuses. The former bonus proficiencies are set aside until the character acquires new proficiency slots; at that time, the new proficiency slots are filled by the former bonus proficiencies.

When designing a new character, first determine the character's ability scores, race, specialization, and alignment.

Once these elements have been decided, choose a kit for the new character. After choosing the kit and recording the information on the character sheet, continue with the character's proficiencies, money and equipment, and other pertinent information.

## Kits and Schools of Magic

Kits are culturally-based. Generally, any kit can be assigned to a specialist from any school. An Amazon-- one of several kits described below-- might be a necromancer or an illusionist, while a Mystic-- another type of kit-- could be a diviner or an abjurer.

However, there are occasional exceptions. Diviners, for instance, require a high Wisdom score, but the Savage Wizard-- a kit associated with the more primitive parts of the world-- usually lacks the necessary intuition and insight to specialize in the school of greater divination. Likewise, there are also some schools that favor certain kits.

All excluded schools and preferred schools are noted in each kit description. But these are only suggestions-- a Savage Wizard diviner is perfectly acceptable if the DM rules that such a character is allowable in his campaign.

Unless the DM determines otherwise, all kits are available to mages

## DM™ Choices

Before allowing players to choose kits for their characters, the DM should look at each kit and consider several factors.

*Is this kit appropriate to the campaign?* Not all kits make sense for every campaign. If it is established that Amazons do not exist in the DM's campaign world, he should not allow players to choose the Amazon kit. The DM should tell the players which kits he will allow and which are forbidden before they create their characters.

*Do the players need more information about a kit?* The DM might want to furnish the players with additional background information about a particular kit. For instance, he might tell them that in his world, the Savage Wizards all live on the jungle peninsula of Blackroot and have had little-- if any-- contact with other civilizations.

*Are there any changes in the kit?* The DM is free to make changes in the proficiencies, hindrances, and any other components of the kits to make them compatible with his campaign world. The players should be informed of any such changes before they choose kits for their characters.

## The Wizard Kits

Each wizard kit consists of a variety of elements.

**Description:** This section explains the cultural background, appearance, and manner of characters associated with this kit. It also lists any requirements necessary for characters taking the kit; for instance, characters taking the Amazon Sorceress kit must be female. Suggestions are also given for how a character might abandon the kit.

**Preferred Schools:** This lists which specialists are most appropriate to the kit. As explained in the *Kits and Schools of Magic* section above, there are many exceptions, and

these should be considered suggestions only.

Chapter 1 outlined an ethos for each school, suggesting philosophies, attitudes, and personality traits for each specialist. When designing a character, the player should compare the personality traits and attitudes of the character's school with those of his kit. If a conflict arises, the player can choose whichever traits and attitudes he prefers, or whichever seem to make the most sense for his character. For instance, according to the abjurer's ethos in Chapter 1, an abjurer tends to be gentle and soft-spoken. However, a player who chooses the Amazon Sorceress kit may decide that his Amazon Sorceress abjurer is out-going and boisterous, as is appropriate to the Amazonian culture of his campaign world. With the DM's permission, an out-going, boisterous Amazon Sorceress abjurer is perfectly acceptable.

In general, a character's cultural background will have more influence on his personality than his school. Therefore, if a player cannot decide between the personality traits associated with his school's ethos and the traits associated with his character's kit, he should give more emphasis to the kit traits.

**Barred Schools:** This entry explains which schools are inappropriate for the kit. Though the DM is free to make exceptions, it is usually not a good idea to assign a kit to a specialist from a barred school.

**Role:** This section describes the role of a particular wizard in his society and in his campaign. For instance, an Amazon Sorceress has a different cultural role than a Witch, even if both are enchanters.

**Secondary Skills:** If you're using the Secondary Skills rules from the AD&D® 2nd Edition game rules, then a kit may require a character to take a specific skill instead of choosing or rolling randomly for it. (When choosing kits for characters, we suggest you use the Weapon and Nonweapon Proficiency rules instead of the Secondary Skills rules.)

**Weapon Proficiencies:** If you are using the Weapon Proficiency rules from the AD&D 2nd Edition game, this entry indicates which Weapon Proficiency is required for characters taking this kit. In some cases, a specific Weapon Proficiency is required; in other cases, a Weapon Proficiency can be chosen from among a list of recommended proficiencies.

**Nonweapon Proficiencies:** If you are using the Nonweapon Proficiency rules, this entry indicates whether specific Nonweapon Proficiencies are required for characters taking this kit. However, unlike Weapon Proficiencies, the Nonweapon Proficiencies are bonuses. If a kit requires that the character must have Astrology, then the character gets that proficiency free, above and beyond the slots he is normally granted. Even if such proficiencies belong to groups other than the Wizard or General groups, the character still gets them as bonuses at no charge.

If the kit grants a Nonweapon Proficiency that the wizard already has because of his specialization, the character receives instead one extra free Nonweapon Proficiency slot. He may spend this free slot on any specialization of his choice.

Some Nonweapon Proficiencies are recommended, not required. In such cases, the character is not required to take the proficiency if he does not want it. If he takes a recommended proficiency, he spends the normal number of his available proficiency slots.

Table 38 on page 55 of the *Player's Handbook* lists Nonweapon Proficiency crossovers for various groups. The crossover groups that apply to mages and illusionists

also apply to specialists from all other schools; that is, any specialist selecting a Nonweapon Proficiency from the Wizard or General groups shown on Table 37 (page 54-55 of the *PH*) spends the listed number of proficiency slots. When any specialist selects a proficiency from any other category, he must spend one additional slot beyond the number listed (exceptions are given in the Nonweapon Proficiencies entries for the various kits).

**Equipment:** Some wizard types tend to use specific equipment. Others have limitations or restrictions on the way they acquire or use equipment. This entry details the equipment employed by characters using this kit. (In no case is a wizard allowed to purchase armor.)

**Special Benefits:** Most kits grant special benefits to characters. Often, these benefits are defined as special reaction bonuses when encountering certain classes of society, or as special rights in specific cultures.

**Special Hindrances:** Each kit carries certain disadvantages to hinder the wizard. Often, these are reaction penalties or cultural restrictions.

**Wealth Options:** Some wizard types have special rules regarding their wealth. Usually, these rules specify differences in the amount of money received when the character is created and limitations on how the money can be spent.

**Races:** If a kit is not available to particular races, this will be noted here. Unless the DM makes exceptions for his campaign, humans can choose any of the kits.

### A Note About Reaction Adjustments

Several of the wizard kits receive reaction bonuses and penalties as part of their special benefits and special hindrances. As noted in the *Player's Handbook* (page 18), characters with very high or very low Charisma receive "reaction adjustments. " A character with high Charisma gets a bonus (expressed as a plus, such as +3), while a character with low Charisma gets a penalty (expressed as a minus, such as -3).

When rolling 2d10 for encounter reactions (see page 103 in the *Dungeon Master's Guide*), do not add the bonus or subtract the penalty from the die roll. If the character has a Charisma of 16, thus receiving a +5 reaction adjustment, subtract that number from the die roll-- do not add it. Otherwise, the more Charisma a character has, the worse the reaction of the NPCs

## The Kits

### Academician

**Description:** The Academician is a learned scholar whose love of knowledge is matched only by his preoccupation with research. He is fascinated by magic in all its forms and enjoys nothing more than poring over arcane texts and experimenting with exotic magical devices.

The Academician spends so much time involved in intellectual pursuits that he tends to neglect his physical skills. He is not a particularly good fighter and avoids combat when he can, preferring negotiation and parley to violence. Still, he recognizes the necessity of combat in certain instances, and will fight valiantly when required.

Academicians can be found in virtually any culture, but they are most likely to come from large urban areas that provide ready access to libraries, museums, laboratories, and other resources.

A character must have a minimum Intelligence of 13 and a minimum Wisdom of 11 to become an Academician.

There are no special rules for abandoning this kit. An Academician who becomes disillusioned with the academic life or loses interest in intellectual pursuits can choose to neglect his studies or research, but he is free to resume them at any time.

**Preferred Schools:** The Academician is intrigued by all the schools of magic, but is especially drawn to schools with a wide range of spells, including alteration, illusion, and invocation/evocation.

**Barred Schools:** There are no barred schools for the Academician.

**Role:** In his homeland, the Academician is a respected member of society, valued for his skills as a teacher and advisor as well as for his seemingly endless store of knowledge on a variety of subjects. Most likely, he will fill similar roles in a campaign.

In spite of his somewhat sedentary background, the Academician welcomes the chance to join an adventuring party. For him, it is an unparalleled opportunity to experience new cultures, acquire new devices, and acquire first-hand information about people, places, and creatures he may have only read about.

**Secondary Skills:** Required: Scribe.

**Weapon Proficiencies:** Required (the player may choose from the following): Dagger, Dart, Knife, or Sling.

**Nonweapon Proficiencies:** Bonus Proficiency: Reading/Writing. Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern); (Wizard) Ancient History, Astrology, Herbalism, Languages (Ancient), Spellcraft; (Priest) Local History.

**Special Benefits:** The Academician receives both of the following benefits:

1. Academicians maintain an extensive correspondence with scholars throughout the world. Additionally, an Academician's reputation as a man of wisdom often precedes him. When encountering an NPC who is familiar with his reputation, who turns out to be one of his correspondents, who fancies himself an intellectual, or who is an author, researcher, teacher, journalist, or fellow scholar, the Academician receives a +3 reaction bonus.

2. The Academician receives a bonus to all Intelligence Checks and Wisdom Checks. The DM has two options for assigning this bonus. He may simply give the Academician a flat +1 to his Intelligence and Wisdom Checks, or he can consult Table 5, which takes the Academician's age and race into account; as the Academician ages, his bonuses increase. Once a method for assigning these bonuses is chosen, it cannot be changed later.

**Special Hindrances:** Academicians lack the training and instinct to make good hand-to-hand fighters. When attacking with any type of melee weapon, the Academician always has a -1 penalty to hit on his first blow. Subsequent blows-- when the Academician has had an opportunity to size up his opponent and adjust his attacks accordingly-- are made without this penalty. However, if the Academician attacks a different opponent, his first blow against his new victim is also made at -1.

Academicians tend to be know-it-alls, and unhesitatingly offer their opinions even on matters they know little about. Whenever the party needs to make a decision, the

Academician should offer his opinion; for effective role-playing, the player should have his player speak his mind with unshakable confidence. If other player characters disagree, the Academician might lecture them on the error of their ways, welcome the opportunity for a spirited argument, or roll his eyes at his companion's blatant display of ignorance.

**Wealth Options:** The Academician receives the normal (1d4 +1) x 10 gp as starting money.

**Races:** No restrictions

### Table 5: Ability Check Bonuses for Academicians

| Race | Age | Intelligence Check Bonus | Wisdom Check Bonus |
|---|---|---|---|
| Elf | 100-175 | +1 | 0 |
| | 176-233 | +2 | +1 |
| | 234-350 | +3 | +2 |
| | 351+ | +4 | +3 |
| Gnome | 60-100 | +1 | 0 |
| | 101-133 | +2 | +1 |
| | 134-200 | +2 | +2 |
| | 201+ | +3 | +2 |
| Half-Elf | 15-62 | +1 | 0 |
| | 63-83 | +2 | +1 |
| | 84-125 | +2 | +2 |
| | 126+ | +3 | +2 |
| Human | 15-45 | +1 | 0 |
| | 46-60 | +1 | +1 |
| | 61-90 | +2 | +1 |
| | 91+ | +2 | +2 |

## Amazon Sorceress

**Description:** Amazons belong to matriarchal societies that thrive in a world otherwise dominated by males. Women occupy all important positions in Amazon societies-- they are the rulers, artisans, soldiers, and scholars.

Most Amazon societies have existed unchanged for thousands of years, living in relative isolation from the rest of the word, but others have more recent origins. Some were established by disgruntled women who tired of their subservient roles in male-dominated cultures and decided to rule themselves, while others were created by deities sympathetic to the plight of women.

Men are second-class citizens in Amazon cultures, occupying positions of menial servitude to their female superiors. In some societies, men are kept as slaves, treated only marginally better than domestic animals. Still others have eliminated men entirely.

Amazons from totally male-free societies make occasional forays into neighboring communities to fraternize with men. Others perpetuate their civilization by being extremely friendly with male adventurers passing through their territory; when the Amazons tire of their company, the adventurers are sent on their way or killed.

An Amazon society may be as small as a single village or large enough to fill an entire continent. Because they are continually under siege from male-dominated civilizations, Amazons have mastered the art of war. Traditionally, Amazons are superior horse

breeders and riders, excelling with spears, bows, and other weapons that can be wielded from horseback.

A character must be female to be an Amazon. There are no other requirements.

To abandon this kit, the character must renounce her Amazon citizenship, most likely because she has grown to identify more closely with a different culture.

**Preferred Schools:** Amazons with high Constitution tend to be drawn to the schools of conjuration/summoning and invocation/evocation; both are especially useful on the battlefield. Diviners are also common, as they make excellent administrative advisors and counselors.

**Barred Schools:** Amazons shun the dark forces associated with the school of necromancy. Because of its perceived uselessness in combat, they also avoid the school of illusion.

**Role:** Most Amazons are warriors, but the few wizards among them are held in high regard, as is any person who has mastered a difficult art. Amazon Sorceresses typically serve as seers, advisors, counselors, and administrators. Because of their formidable power, Amazon Sorceresses especially invokers and conjurers-- are always welcome on the battlefield.

In male-dominated cultures, the Amazon is regarded as a curiosity at best. She is stared at, whispered about, and sometimes openly ridiculed. Well-meaning women who have accepted subservience as a cultural norm may try to convince the Amazon to change her unnatural ways, while chauvinistic men, seeing her as a threat to their masculinity, may feel compelled to dominate her in any number of ways. Even open-minded citizens will likely be suspicious of a female with such unusual attitudes.

Among her peers in an adventuring party, the Amazon Sorceress will prove to be a courageous fighter and a capable spell caster. Although the other player-characters may harbor some prejudices of their own about the role of females, the DM should discourage any overt discrimination; once she has proven herself in tough situations, the Amazon should be accepted as an equal in all regards.

**Secondary Skills:** Required: Groom.

**Weapon Proficiency:** Required: None. Recommended: Spear or long bow. This is contrary to the weapons usually allowed wizards, but is typical for Amazon cultures.

**Nonweapon Proficiencies:** Bonus Proficiencies: Riding (Land-based), Animal Training. Recommended: (General) Animal Handling; (Warrior) Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking.

**Equipment:** When an Amazon character is first created, she must buy her weapons from among the following choices only: bow (any type), dagger/dirk, javelin, knife, spear. Once she has adventured elsewhere in the world, she may purchase other types of weapons.

**Special Benefits:** Male opponents who have never encountered the formidable Amazon women tend to underestimate them. Therefore, the first time such a male encounters an Amazon in combat, the Amazon receives a +3 bonus to hit and +3 to damage on her first blow only. These bonuses reflect the fact that the opponent is taken off guard by such an able female.

This bonus is not applicable in every situation. The DM should consider the following guidelines when ruling on the Amazon Sorceress's bonus.

- The bonus does not apply to opponents of 5th level or higher. Such opponents are

too seasoned to be surprised in this manner.

- The bonus does not apply to opponents from cultures where females are accepted as equals and female warriors are common.
- The bonus does not apply to opponents who have fighting females as comrades, who have faced fighting women before, or who have seen the Amazon use her bonus on someone else.
- The bonus does not always apply to player characters. The DM might ask a quick, guarded question of the player to learn whether his character would underestimate a female opponent.

Regardless of whether the Amazon's first blow hits or misses her intended victim, the victim will never be subject to the bonus again; the bonus can be used only once per victim.

**Special Hindrances:** The Amazon suffers a -3 reaction roll adjustment from NPCs from male- dominated societies. This reaction adjustment no longer applies once characters come to know and respect her. Likewise, player characters need not respond with hostility toward their Amazon companion unless they want to do so for role-playing purposes.

**Wealth Options:** The Amazon Sorceress receives the normal (1d4 + 1) x 10 gp as starting money.

**Races:** Most Amazons are human, but other races are acceptable, with the adjustments that follow.

- Half-elves: Substitute either short bow or spear for the required Weapon Proficiency.
- Gnomes: Substitute throwing axe or short sword for the required Weapon Proficiency, use ponies for mounts, and substitute Tracking and Survival for the bonus Nonweapon Proficiencies.
- Elves: Substitute Endurance and Set Snares for the bonus Nonweapon Proficiencies.

## Anagakok

**Description:** The Anagakok is a wizard from a primitive society that occupies one of the world's most extreme climates. Primarily concerned with survival, the Anagakok uses his magical skills to help his fellow tribesmen locate food, plan for dangerous shifts in the weather, and protect them from hostile creatures and rival tribes who are in competition for the same limited resources. An Anagakok also brings good fortune to his tribe; many believe he is possessed by a guardian spirit (though there is no actual evidence of this).

The Anagakok is known by a variety of names which depend on his society of origin; other names for an Anagakok include Magian, Phylacterist, Veronican, Scarabor, and Obeahist.

Although an Anagakok can originate from any number of hostile environments, two are considered in this discussion. The first is the Anagakok from a climate where the temperature never rises above 0 degrees F., whom we call the Frigid Climate Anagakok. The second is the Anagakok from a climate where the temperature never falls below 100 degrees F., whom we call the Torrid Climate Anagakok.

To be an Anagakok, a wizard must have a Constitution of at least 13. Female Anagakok are as common as males.

Though an Anagakok can renounce his heritage and sever ties with his society, he cannot renounce this kit; the traits of an Anagakok are inborn and permanent.

**Preferred Schools:** The preferred schools of the Anagakok are abjuration, alteration, enchantment/charm, invocation/evocation, and greater divination.

**Barred Schools:** Anagakok are barred from the schools of illusion and necromancy because of their spells' relative uselessness for surviving in hostile environments.

**Role:** The Anagakok is serious-minded, even-tempered, and soft-spoken. Though unfamiliar with societies and cultures other than his own, he adapts quickly and is fascinated by technology in all its forms.

In a campaign, an Anagakok tends to assume responsibility for the safety of his companions; their security is always foremost in his mind. Though the Anagakok are not natural leaders (such roles are usually reserved for the strongest warriors in their tribes) they are superb and fearless combatants, quick to volunteer for the most dangerous missions.

**Secondary Skills:** Required (choose one of the following, based on the Anagakok's background): Fisher, Forester, Hunter, Navigator, Trapper/Furrier.

**Weapon Proficiency:** Required (choose one of the following, based on the Anagakok's background): Bow (any), dagger, harpoon, javelin, knife, sling, trident.

**Nonweapon Proficiencies:** Bonus: Endurance, Survival, Weather Sense. Recommended: (General) Direction Sense, Fire-building, Riding (Land-based), Rope Use, Swimming; (Wizard) Astrology; (Warrior, all cost single slots) Animal Lore, Hunting, Mountaineering, Running, Set Snares.

**Equipment:** A beginning Anagakok can buy weapons only from those listed in the Weapon Proficiency entry above. He can buy only equipment that would normally be available in his home society; the DM has the right to veto any initial purchase.

An Anagakok must spend all his initial money. Any money not spent is lost.

**Special Benefits:** An Anagakok can find food in even the most barren of environments. In a 24-hour period, an Anagakok can find enough food to feed himself and a number of people equal to his level (for instance, a 4th-level Anagakok can find enough food to feed himself and four others every day).

Once per week, an Anagakok can cast a special *good fortune* spell on himself and a number of people equal to his level; the effect of *good fortune* lasts for a number of turns equal to his level (for instance, a 4th-level Anagakok can cast *good fortune* on himself and four others, and the effect lasts for four turns). All opponents have a -1 penalty on their chance to hit when attacking those under the effect of *good fortune*. This ability is innate; an Anagakok is not required to memorize *good fortune*, nor does it count against his daily spell limit. To cast the spell, an Anagakok must merely concentrate for 1 round and point to the subjects to be affected; no verbal or material components are required.

Additionally, an Anagakok has natural immunities to environmental extremes based on his background. A Frigid Climate Anagakok suffers no penalties, damage, or other restrictions in environments of extreme cold. A Torrid Climate Anagakok suffers no penalties, damage, or other restrictions in environments of extreme heat. These immunities apply to natural conditions only; for instance, a Frigid Climate Anagakok suffers normal damage from *cone of cold* and other cold-based spells, while a Torrid

Climate Anagakok suffers normal damage from *fireball* and other heat-based spells.

**Special Hindrances:** Exposure to harsh climates gives the Anagakok an unusual appearance, such as a tough, leathery skin for the Torrid Climate Anagakok, and a head-to-toe covering of short, coarse hair for the Frigid Climate Anagakok. Because of his appearance and strange manner, an Anagakok suffers a -2 reaction penalty from all NPCs unfamiliar with the Anagakok's culture.

Just as their backgrounds provide them with natural immunities to certain environmental extremes, all Anagakok suffer penalties when exposed to environments radically different from those in which they were born. A Frigid Climate Anagakok suffers a -1 penalty to all attack rolls, damage rolls, Ability Checks, and saving throws in environments with temperatures above 100 degrees F. A Torrid Climate Anagakok suffers a -1 penalty to all attack rolls, damage rolls, Ability Checks, and saving throws in environments with temperatures below 0 degrees F.

**Wealth Options:** A beginning Anagakok receives only (1d4 +1) x 8 gp as starting money.

**Races:** No restrictions.

**Notes:** Players and DMs are encouraged to invent their own types of Anagakok from other extreme environments. An Anagakok who lives in the bottom of an active volcano, in the depths of the ocean, or on an island continually battered by hurricane winds are all possibilities. Use the examples above to develop appropriate bonuses and penalties for each type of Anagakok based on his background.

## Militant Wizard

**Description**: The Militant Wizard is skilled in both magical and military arts, making him an extremely formidable opponent. They can come from aggressive, warmongering cultures bent on the conquest of weaker nations, or from cultures continually under siege from their more warlike neighbors, making military preparedness vital to their defense. In any case, the Militant Wizard considers a trained body as important as a trained mind, and prides himself on keeping his combat skills as sharp as his magical talents.

A character must have a Strength of at least 13 to be a Militant Wizard. Though male Militant Wizards will be more common, female Militant Wizards are allowable as well, unless the DM's world specifically forbids them.

Abandoning this kit is difficult. A Militant Wizard must abstain from using both of the weapons he has chosen for his Weapon Proficiencies for three full experience levels. Once he reaches the third experience level, he loses the use of his two Weapon Proficiencies. If he then renounces his citizenship from his home culture, he can successfully abandon this kit.

For example, consider a 5th-level Militant Wizard with Weapon Proficiencies in short sword and long bow. If he abstains from using both of these weapons (and the corresponding Weapon Proficiencies), he loses his Weapon Proficiencies in short sword and long bow when he reaches 8th level. If he then renounces his citizenship from his home culture, he can abandon this kit. If he uses these weapons before reaching 8th level, he must begin again, abstaining for an additional three levels of experience (for instance, if he uses his long bow Weapon Proficiency when at 7th level, he'll have to abstain until he reaches 10th level in order to abandon this kit.)

**Preferred Schools:** Militant Wizards prefer schools with an excess of offensive and defensive spells, such as abjuration, alteration, conjuration/summoning, invocation/evocation, and necromancy.

**Barred Schools:** Militant Wizards are barred from specializing in the schools of enchantment/charm and illusion, as their cultures tend to consider them relatively useless in combat. Though greater divination has uses on the battlefield, particularly in the area of reconnaissance, Militant Wizards are discouraged, but not barred, from divination specialization.

**Role:** Militant Wizards are among the most honored and respected citizens in their societies, since their powerful magic makes them exceptionally able soldiers. Depending on his background, the Militant Wizard may be a brutal, savage killer, wallowing in the violence of the battlefield, or he may be a heroic warrior, fighting with honor and taking lives only when necessary.

A Militant Wizard might have a variety of reasons for joining an adventuring party. Perhaps he shares the party's goal of defeating a force of evil, or he might be seeking treasure to finance his own army at home. He might wish to study the fighting techniques of other cultures, or he might hire on as a mercenary.

Whatever his reasons, the Militant Wizard's fighting skills should greatly benefit any party. He makes an excellent leader, but he is also capable of following orders to the letter, assuming the orders are issued by a commander he respects. The Militant Wizard tends to prefer action to inaction and combat to negotiation. He is skeptical of scholarly and philosophic types, and is unlikely to form close relationships with such characters.

**Secondary Skills:** No particular Secondary Skill is recommended or required. He receives his Secondary Skill either by choosing or rolling randomly, whatever method is normal for the campaign.

**Weapon Proficiency:** Required (choose one from of the following): Battle axe, bow (any), crossbow (any), dagger, javelin, sling, spear, sword (any), warhammer. These are different from the weapons normally associated with wizards, but they are common for Militant Wizards. Also, see the Special Benefits section below.

**Nonweapon Proficiency:** Bonus: (Warrior) Endurance. Recommended: (General) Animal Handling, Direction Sense, Riding (Land-based), Swimming;(Wizard) Languages (Ancient); (Warrior; these take 2 slots only) Blind- fighting, Tracking, (Warrior; these take 1 slot only) Mountaineering, Running, Set Snares.

**Equipment:** The Militant Wizard may buy any equipment he chooses, keeping whatever money he might not use.

**Special Benefits:** The Militant Wizard receives a bonus Weapon Proficiency free of charge; this is in addition to his normal Weapon Proficiency. This bonus Weapon Proficiency does not use any of the wizard's proficiency slots, but he must choose it from the weapons listed in the Weapon Proficiency entry above. Additionally, a Militant Wizard can acquire any of the Warrior's Nonweapon Proficiencies given on Table 37 on page 55 of the *Player's Handbook* at the listed number of slots; for instance, if a Militant Wizard wants the Animal Lore proficiency, it costs him only 1 slot instead of the normal 2 for a wizard.

**Special Hindrances:** Because a Militant Wizard devotes so much of his time and energy to the mastery of military skills, he is limited in his access to spells from various schools. Table 6 lists the oppositional schools for Militant Wizards of each specialty; the

Militant Wizard is forbidden to learn spells from these schools.

### Table 6: Oppositional Schools for Militant Wizards

| Specialist | Oppositional Schools |
|---|---|
| Abjurer | Illusion<br>Alteration<br>Greater Divin. |
| Conjurer | Alteration<br>Greater Divin.<br>Invoc./Evoc. |
| Diviner | Conj./Summ.<br>Abjuration |
| Invoker | Illusion<br>Enchant. /Charm<br>Conj./Summ. |
| Necromancer | Enchant. /Charm<br>Illusion<br>Alteration |
| Transmuter | Necromancy<br>Abjuration<br>Conj. /Summ. |

Militant Wizard mages are likewise limited. The DM may decide which of the following limitations affects Militant Wizard mages in his campaign (choose only one limitation).

1. The Militant Wizard mage is forbidden to learn 8th-level and 9th-level spells from any school.
2. The Militant Wizard mage learns spells as if his Intelligence were two points lower than he actually has, as indicated on Table 4, page 16 of the *Player's Handbook*. This limitation also affects the number of languages he can learn, the highest level of spells he can cast, the maximum number of spells per level he can know, and his spell immunity. For instance, if this limitation is in effect for a Militant Wizard mage with an Intelligence score of 15, he can only know three languages, can cast spells of no higher than 6th-level, has a 55 percent chance to learn a new spell, and has a maximum of nine spells per level that he can know.
3. The Militant Wizard mage can learn spells from only five schools. To determine which schools are unavailable to him, roll 1d8 three times, where 1 = abjuration, 2 = conjuration/summoning, 3 = greater divination, 4 = enchantment/charm, 5 = illusion, 6 = invocation/evocation, 7 = necromancy, and 8 = alteration. If the same result occurs twice,

roll again.

**Wealth Options:** The Militant Wizard receives the standard (1d4 + 1) x 10 starting money.

**Races:** No restrictions

## Mystic

**Description:** Thoughtful, reserved, and extremely introspective, the Mystic is devoted to self-enlightenment and sees the study of magic as the key to spiritual awareness. The Mystic enjoys nothing more than spending long hours contemplating the mysteries of the universe and attempting to become more in touch with his inner self. The Mystic is not necessarily a student of religion or philosophy; he seeks an awareness that can only be found intuitively.

The Mystic is by no means a reluctant magic-user. In fact, the Mystic believes that the casting of each spell and the acquisition of each new magical technique brings him closer to perfect awareness. The mental discipline necessary for the mastery of magic is the perfect compliment to self-knowledge.

The Mystic can come from any culture, but he is usually from a society that places a high value on philosophy, art, and scholarship. His is most likely to join an adventuring party for the opportunity to broaden his outlook, discover new things about himself, and use magic in new, enlightening ways.

To be a Mystic, a wizard must have a Wisdom score of at least 13.

There are no special rules for abandonment of this kit. If the Mystic grows weary of the contemplative life or feels that he has reached a pinnacle of self- awareness, he can simply leave this kit behind.

**Preferred Schools:** The Mystic prefers the schools of illusion, divination, and enchantment/charm.

**Barred Schools:** Because the Mystic is predisposed against magic that harms other living things, he is barred from specializing in the schools of necromancy, invocation/evocation, and conjuration/summoning. He is not prevented from learning spells from these schools-- he simply prefers to limit his association with them.

**Role:** In many societies, the Mystic is considered to be little more than a crackpot, an eccentric with an utter lack of ambition who serves no useful purpose. In more enlightened cultures, the Mystic is seen as a seeker of truth, a sensitive soul engaged in an inspiring spiritual journey.

In a campaign, the Mystic is quiet and non-aggressive. His very presence is soothing to the party, and he always has a word of comfort or encouragement for his companions. The Mystic avoids combat whenever possible, but courageously rises to the occasion when his comrades are threatened. Only in the most extreme circumstances will the Mystic intentionally take a life; however, he will kill if necessary to preserve his own life or the life of a companion.

**Secondary Skills:** The Mystic must take one of the following as his Secondary Skill (player's choice, based on the Mystic's background): Farmer, Forester, Groom, Mason, Scribe, Tailor/Weaver, Woodworker.

**Weapon Proficiency:** Required (the player chooses one of the following): Dagger, dart, or sling.

**Nonweapon Proficiencies:** Bonus: Astrology, Religion. Recommended: (General) Agriculture, Artistic Ability, Carpentry, Etiquette, Languages (Modern), Leatherworking, Pottery, Seamstress/Tailor, Stonemasonry, Weaving; (Wizard) Ancient History, Herbalism, Languages (Ancient), Reading/Writing, Spellcraft.

**Equipment:** The Mystic may buy only the weapon associated with his Weapon Proficiency. As his adventuring career progresses, he can buy (and use) only daggers, darts, knives, and slings. He must spend all of his starting money; any leftover gold is lost.

**Special Benefits:** The Mystic receives one of the following special abilities from the list below. The special ability is chosen when the character is first created and can never be changed.

1. Once per week, the Mystic can *feign death* as per the 3rd-level wizard spell; he can use this ability only on himself. The Mystic can *feign death* for up to 24 hours, awakening at any time. To use this ability, the Mystic must merely concentrate for 1 round; no components are necessary.

2. Once per week, the Mystic can transform his consciousness into a ghostly *spirit form*, leaving his physical body behind. The *spirit form* has the appearance of a misty cloud in the shape of the caster. The *spirit form* cannot attack, speak, or cast spells, but it can fly at a movement rate of 24 (Maneuverability Class B) and can pass through the smallest opening or tiniest crack. The Mystic's *spirit form* can travel an unlimited distance from his physical body as long as it remains in the same plane of existence. The spirit form is invulnerable to all attack forms, but *dispel magic* or a similar spell causes the *spirit form* to instantly return to its body.

While in *spirit form*, the Mystic's physical body remains comatose. The body is subject to all regular attacks and suffers damage normally. The *spirit form* can remain away from the body for up to 24 hours, but once it returns to its body, the Mystic revives and cannot use his spirit form for another week.

To use his *spirit form*, the Mystic must merely concentrate for 1 round; no components are necessary.

3. Once per week, the Mystic can use a special *levitate self* ability for one hour. Once initiated, the Mystic can use this ability to levitate himself straight up in the air at a rate of 10 yards per round. He can stop, hover, descend, and ascend at will, though horizontal movement is not empowered by this ability (however, the Mystic could push himself along a wall to move laterally). While levitating, the Mystic can carry as much weight as he can normally. Unlike the *levitation* spell, the Mystic using *levitate self* suffers no attack roll penalties when attempting to use missile weapons.

To use this ability, the Mystic must merely concentrate for 1 round; no components are required. As soon as a levitating Mystic touches the ground, his use of this ability is over; he can use it again in another week.

**Special Hindrances:** A Mystic must spend two consecutive hours per day meditating. These two hours must always occur at the same time of day; the player can decide which hours are devoted to meditation, but once decided, the time period can never change (typical meditation times are the first two hours of dawn, the first two hours after sunset, or from midnight to 2 a. m. ). If the Mystic neglects to perform his meditation, is unable to perform it, or is interrupted more than once (for more than a total of 1 minute), the following day he is able to cast only the number of spells allowed to a wizard one level

lower than his actual level. For instance, if a 4th-level Mystic is unable to meditate on Day 1, on Day 2 he will be able to cast only as many spells as a 3rd-level wizard.

**Wealth Options:** The Mystic receives only (1d4 + 1) x 5 gp as starting money.

**Races:** No limitations

## Patrician

**Description:** The Patrician is a wizard of noble birth, a member of his culture's aristocracy. Born into a life of wealth and privilege, the Patrician considers himself an arbiter of good taste and a connoisseur of the finer things in life. He looks down his nose at working men and women, as well as all others he considers to be inconsequential rabble. If anything, his mastery of magic makes him even more arrogant than other members of the ruling class, since he sees his talent as clear proof of his superiority over common folk.

The Patrician may join an adventuring party out of a sense of duty to his country or to promote the common good-- in spite of their snobbery, good-aligned Patricians have strong moral codes. A Patrician might have grown weary of his pampered life and sought an adventuring party to add a touch of excitement to his otherwise dreary existence. Alternately, his parents might have ordered him to join a party to teach him humility.

There are no special requirements to be a Patrician. The majority are male, but noblewomen are also included in this category (although such a character would more correctly be called a Noblewoman or Aristocrat).

To abandon this kit, the Patrician must renounce his birthright. He will forever after be ostracized by all the nobility from his homeland and may even be disowned and disinherited by his family.

**Preferred Schools:** The Patrician can specialize in any school, but prefers those that he perceives as most powerful, such as conjuration/summoning, alteration, and invocation/evocation.

**Barred Schools:** The Patrician will not specialize in necromancy, a school he considers disgusting and repulsive.

**Role:** The Patrician prefers the company of nobles and other members of the upper class. Most Patricians are wealthy and have no need to earn money, but many still serve their societies as administrators, counselors, and ambassadors. Since they have access to the the finest teachers and universities, Patricians are extremely well-educated and expert in a variety of areas.

Fellow player characters will rightfully perceive the Patrician to be an arrogant, condescending snob. On the positive side, the Patrician is also well-mannered and courteous, even to those he considers to be his social inferiors. Male Patricians can be extremely chivalrous to members of the opposite sex, regardless of whether they like it or not. The Patrician is generally cooperative with the party, though he will balk at any suggestion that compromises his sense of dignity (for instance, he will never enter a filthy cavern or search the bodies of slain enemies without squawking). His first-rate education and extensive travels make him an excellent source of information.

**Secondary Skills:** Required (the player must choose one of the following): Bowyer, Gambler, Groom, Jeweler, Limner/Painter, Scribe.

**Weapon Proficiency:** Required (the player must choose one of the following):

dagger, knife.

**Nonweapon Proficiencies:** Bonus: (General) Etiquette, Heraldry, Riding (Land-based). Recommended: (General) Dancing, Languages (Modern), Riding (Land-based), Singing; (Wizard) Ancient History, Languages (Ancient), Reading/Writing, Religion; (Rogue, double slots) Ancient History, Appraising, Gaming, Local History, Musical Instrument; (Priest, double slots) Languages (Ancient).

**Equipment:** A beginning Patrician must buy all of the following items: horse (must be at least a riding horse), riding saddle, bit and bridle, horseshoes and shoeing, halter, and saddle blanket. He can spend the rest of his money as he wishes.

**Special Benefits:** The Patrician begins with more starting money than other wizards (see the Wealth Options entry below). Additionally, he receives a +3 reaction modifier from any noble from his own culture, and a +2 reaction modifier from nobles from other cultures. When traveling, a Patrician can demand shelter from any fellow noblemen from his own culture. Such shelter is offered free of charge and is made available for the Patrician and up to two persons per experience level of the Patrician (for instance, a 3rd-level Patrician can demand shelter for himself and six others).

**Special Hindrances:** When making purchases, the Patrician accepts nothing but the best, whether it be a meal, a room for the night, a weapon, or even a chest to carry his possessions. Any time he buys any item, the Patrician must pay 10 to 100 percent more than the listed price in the *Player's Handbook*. The DM will decide the price paid by the Patrician, which may vary from item to item, depending on the quality of merchandise in a particular locale. For instance, the best meal in Village A might sell for 7 sp, while the best meal in Village B might sell for 10 sp. In all cases, the Patrician will settle for no less than the most expensive item available; he always pays at least 10 percent more than the listed price.

If a Patrician lacks the funds to buy high-quality items, he can settle for cheaper goods, but he no longer receives his reaction bonus in that particular encounter or community; NPCs simply do not believe that he is a noble. For instance, if a Patrician settles for a standard 5 sp meal at an inn, all of the NPCs in the inn react to him normally, ignoring his insistence that he's a nobleman. Word will quickly spread throughout the community that an amusing fellow is pretending to be a nobleman, and soon all of the NPCs in the community will react to him normally. If a Patrician settles for shabby accoutrements, such as a normal sword or average saddle, all NPCs will react to him normally until he replaces them with more expensive items.

Just as the Patrician can demand shelter from other noblemen, so can they demand shelter from him. Note that this can get to be an expensive proposition if the NPC noblemen stay for any length of time.

**Wealth Options:** The Patrician receives an extra 150 gp in addition to the standard (1d4 + 1) x 10 gp.

**Races:** No restrictions. However, if a particular race doesn't recognize or allow socio-economic stratifications in the DM's campaign world, that race will not have Patricians

## Peasant Wizard

**Description:** The Peasant Wizard is a spell caster of modest means whose exceptional skills and matchless courage have made him a champion of the masses. Though his

talents have set him apart and made him a legend in his homeland, he will never forget his roots. An advocate of the commoner, the Peasant Wizard devotes himself to the promotion of equality and justice. The Peasant Wizard is the most frequently encountered of all the wizards. There are no additional ability requirements for the Peasant Wizard. No special rules exist for abandoning this kit.

**Preferred Schools:** There are no preferred schools for the Peasant Wizard, though illusionists, abjurers, and invokers are among the most frequently encountered.

**Barred Schools:** There are no barred schools for the Peasant Wizard; however, there are fewer necromancers and diviners than any other specialist.

**Role:** The Peasant Wizard fights on behalf of the common people. He considers himself protector of the helpless, actively opposing any action from the party that threatens or exploits the peasants. For instance, he won't allow his party to recruit peasants for combat support unless they fully understand the risks involved. When a companion of the Peasant Wizard bargains with a common man for goods or services, the Peasant Wizard makes sure his companion pays the common man a fair price. When the party recovers a treasure, the Peasant Wizard demands that the local citizens receive their fair share if they helped the party in any way or if the treasure was recovered on their land.

The Peasant Wizard sees the wealthy classes as a primary reason for the commoners' miseries, so he has little respect or patience for noblemen and the wealthy. Aside from the occasional insult, the Peasant Wizard is likely to avoid associating with any Patricians in his party.

**Secondary Skills:** The player may choose his Peasant Wizard's secondary skill. The DM might consider limiting this choice to skills that are useful to peasants such as swimming; it is unlikely (but not impossible) that a peasant wizard could learn heraldry or etiquette.

**Weapon Proficiency:** Required (player's choice): Bow (any), dagger, knife, spear, dart, sling.

**Nonweapon Proficiency:** Bonus (one of the following, player's choice: Agriculture, Fishing. Recommended: (General) Animal Handling, Blacksmithing, Carpentry, Cobbling, Cooking, Direction Sense, Fire-building, Leatherworking, Pottery, Riding (Land-based), Stonemasonry, Weather Sense, Weaving.

**Equipment:** The Peasant Wizard can spend his money on anything he likes, within the limitations described in the Special Hindrances entry below.

**Special Benefits:** When in his homeland, the Peasant Wizard will always be given food and shelter at no charge from his fellow commoners. This courtesy extends to the Peasant Wizard's companions, as long as he vouches for them. The Peasant Wizard does not receive this benefit in lands other than his own, but he always receives a +2 reaction modifier from peasants in any culture.

**Special Hindrances:** Aside from weapons, a Peasant Wizard may own only one item worth as much as 15 gp. Aside from this item, all of his other items must be valued at 10 gp or less. The total value of all his possessions, including money but excluding weapons, can never exceed 75 gp. Any treasure or possessions in excess of this limit must be donated to some worthy cause.

**Wealth Options:** The Peasant Wizard receives only (1d4 + 1) x 5 gp for starting money.

**Races:** No restrictions.

## Savage Wizard

**Description:** The Savage Wizard is the spell caster of a remote tribe, culturally and technologically primitive by the standards of the rest of the world. Although these tribes commonly maintain functional civilizations for thousands of years, their traditions, dress, and customs are so simple that most outsiders consider them unsophisticated brutes.

There are a variety of Savage tribes around the world, ranging from pacifistic societies of farmers and herders to bloodthirsty headhunters and barbarians. All, however, are sharply attuned to the natural world, sharing a deep respect for animal and plant life and an innate understanding of the mysteries of nature.

To be a Savage Wizard, a character must have a minimum Strength score of 11 and a minimum Constitution score of 13.

To abandon this kit, a character must renounce his membership with his tribe and become a citizen of a different culture. Since tribal roots run deep, a dramatic change such as this should be slow in coming; a Savage Wizard must have advanced at least five levels since leaving his tribe and experiencing adventures in the outside world before cutting ties with his tribe.

**Preferred Schools:** Because their Constitutions tend to be exceptionally high, Savage Wizards excel in the schools of conjuration/summoning and invocation/evocation.

**Barred Schools:** Savage Wizards lack the natural aptitude for mastering the schools of abjuration and enchantment/charm.

**Role:** Most tribesmen are dazzled and impressed by magic, so the Savage Wizard typically holds a position of great power in his tribe. If not the actual ruler, the Savage Wizard is a respected teacher or tribal counselor. Depending on the nature of the tribe, the Savage Wizard is known by a variety of names, among them Witch Doctor, Mundunugu, Wangateur, and Isangoma.

The Savage Wizard's power can sometimes work against him, particularly if his tribe is exceptionally superstitious or if an ambitious tribesman schemes to usurp the wizard's leadership role. If the tribe becomes convinced that the wizard is consorting with demons or otherwise stirring up dark forces better left alone, they may expel the wizard from the tribe with the threat of execution if he returns. This is one way that a Savage Wizard might link up with an adventuring party.

In a campaign, the Savage Wizard takes the role of an outsider, baffled and intimidated by the mysteries of the "civilized" world. Products of technology, such as oil lanterns and crossbows, both fascinate and frighten him. While he is at home in the darkest jungles or most treacherous mountains, he is extremely uncomfortable in cities and towns. If the Savage Wizard is from a relatively pacifistic tribe, he might serve as the conscience of his party, questioning their eagerness to kill, their obsession with wealth, their selfishness, and their inequitable system of justice.

**Secondary Skills:** The Savage Wizard's Secondary Skill should be based on the primary occupation of his tribe; that is, if his tribe is mostly fishermen, his Secondary Skill should be Fishing. Other likely skills include Forester, Groom, Hunter, and Trapper/Furrier.

**Weapon Proficiency:** Required (one of the following, representing his tribe's weapon

of choice): spear, blowgun, dagger, knife, or sling. Regardless of whether the Savage Wizard eventually becomes familiar with new weapons, he is likely to prefer his tribal weapon throughout his adventuring career.

**Nonweapon Proficiencies:** (General) Direction Sense or Weather Sense (player choice); (Warrior) Endurance or Survival. Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land- based), Rope Use, Swimming; (Warrior, double slots) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking; (Priest, double slots) Healing, Local History; (Rogue, double slots) Jumping, Tightrope Walking, Tumbling; (Wizard) Herbalism, Religion. A Savage Wizard cannot take Etiquette or Heraldry when first created.

**Equipment:** The only weapon the Savage Wizard can purchase initially is his tribal weapon (see Weapon Proficiency). He must spend all of his remaining gold when he is created; he may not keep any unspent gold. He can purchase only equipment that would normally be available to his tribe; for instance, his tribe probably has herbs, nuts, fishing nets, and rafts available, but they are unlikely to have chains, lanterns, hourglasses, or magnifying glasses. The DM has the final word as to what equipment is available to any particular Savage Wizard.

**Special Benefits:** The Savage Wizard receives one of the following special abilities from the list below. The special ability is chosen when the character is first created and can never be changed.

1. The Savage Wizard can manufacture a protective talisman once per week. The talisman is a small pouch of herbs hung on a leather cord which is worn around the subject's neck. The talisman gives *protection from evil* to the wearer, identical to the effects of the 1st-level wizard spell. The talisman offers continual protection for a full day, after which time the herbs disintegrate. *Dispel magic* or a similar spell permanently cancels the magic of that particular talisman. The Savage Wizard requires no less than one hour to manufacture a talisman.

2. Once per week, the Savage Wizard can construct a small replicant of any single victim of his choice. The replicant is about 6 inches tall, made of clay, and crudely resembles the form of the victim. It must also contain a lock of hair, a fingernail, or other small piece of organic material from the victim. A Savage Wizard requires one hour to manufacture a replicant.

Whenever the Savage Wizard cuts a piece from the replicant, sticks a pin in it, or otherwise "attacks" it, the replicant suffers 1-4 hit points of damage. The victim who is represented by the replicant suffers an identical amount of damage, regardless of the distance between the replicant and the victim (however, the victim must be on the same plane of existence as the replicant). Every type of damage on the replicant inflicts 1-4 hit points of damage; therefore, the Savage Wizard must take care not to destroy the replicant, for burning, crushing, or throwing the replicant into a pool of quicksand still inflicts only 1-4 hit points of damage. The replicant disintegrates when any of the following conditions are met:

- The replicant has suffered 10 hit points (or more) of damage.
- *Dispel magic* or a similar spell is cast on the replicant.
- A week passes since the replicant's creation.

3. Once per week, the Savage Wizard is able to forecast the general fortunes of some

major undertaking by interpreting an omen from observing the natural conditions around him. To be receptive to an omen, the wizard must do nothing but concentrate for one uninterrupted turn; if his concentration is broken, he cannot attempt to interpret an omen for another week. After the turn of concentration, he studies his surroundings for an omen-- a rippling pond, a gathering of clouds, a swarm of insects, or the veins in a leaf are all possible sources of omens.

A wizard usually consults an omen before starting a journey, engaging in a major battle, or embarking on some other significant task. If the DM has knowledge about the proposed action, the omen should reveal the appropriate information; for instance, if the party is considering exploring an abandoned building, but the DM knows it contains a spectre, the result should be an ill omen. In situations where the DM has no information on which to base his judgement, roll 1d10 and consult Table 7.

**Table 7: Savage Wizard Omen Results**

| d10 Roll | Result |
|---|---|
| 1-2 | Ill Omen: The party should not undertake the task this day. If they ignore the omen, all party members will suffer a -1 penalty on "to hit" and saving throw rolls for the rest of the day, their chance for encounters will be doubled, and a -3 reaction modifier will be applied to all encounters |
| 3-4 | Great Danger Exists: If the party proceeds, their chance for encounters is doubled for the rest of the day and a –3 reaction modifier applies to all encounters. Opponents have a +1 applied to their chance to hit |
| 5-7 | Neutral Omen: The information is vague. No special modifiers apply |
| 8-9 | Favorable Omen: The party members' movement rate is increased by 50% for the rest of the day, and opponents have a -1 applied to their chance to hit |
| 10 | Auspicious Omen: All effects of a Favorable Omen apply; additionally, all party members gain a +1 on all saving throws made for the rest of the day |

**Special Hindrances:** The Savage Wizard's strange appearance and manners make strangers wary of him. Therefore, he suffers a -2 reaction adjustment from all NPCs not from his own tribe (PCs can react as they wish, but they should quickly become accustomed to the Savage and accept him as an equal.)

**Wealth Options:** The Savage Wizard begins with only (1d4 +1) x 5 gp. As the campaign progresses, the Savage will have the opportunity to acquire more treasure, and it is up to the player whether he appreciates its value or rejects it as a worthless. (For instance, a Savage might accept gold but have a superstitious belief that requires him to reject gems.)

**Races:** No restrictions.

## Witch

**Description:** The Witch is a wizard whose powerful magical abilities are extraplanar in origin. Though wizards typically learn the basics of spellcasting at magic academies or from learned mentors, Witches learn magical skills from entities and their minions from other planes of existence, or from other Witches.

Occasionally, these extraplanar entities contact youthful humans or demihumans for magical instruction; other times, humans and demihumans seek out the entities through arcane rituals and petition them for instruction. The entities agree to such instruction for a variety of reasons-- some hope to train their students to eventually become emissaries; some hope to use them as conduits for various forces; some hope to seduce them as consorts; and some simply share their magical secrets for their own amusement.

Whatever the motives of the extraplanar entities, they exude a powerful directing influence over their students. However, a few Witches with particularly strong wills are able to maintain their own drives while using their magical skills to further their own goals. Such Witches face a life-long struggle with the forces who relentlessly strive to direct their spirits.

The requirements for becoming a Witch are higher than for any other kit. Because her training is more demanding than that received by most other wizards, she must have a minimum Intelligence and Wisdom of 13. To resist the corruption inherent from contact with extraplanar entities, she must have a minimum Constitution of 13. The vast majority of Witches are female, but male Witches are also possible, commonly called Warlocks.

The Witch kit cannot be abandoned. If a Witch manages to sever all ties with the entities responsible for her instruction (usually requiring the power of a *wish* or its equivalent), she loses two experience levels. If she still wishes to pursue a magical career, she must relearn the experience levels that she lost.

**Preferred Schools:** The most appropriate school for Witches is enchantment/charm. Conjuration/summoning and necromancy are also good choices.

**Barred Schools:** There are no barred schools for Witches.

**Role:** Regardless of her actual alignment, all but her closest friends are likely to presume that a Witch is in collaboration with extraplanar spirits, and will shun her accordingly. There are few places where a Witch is welcome, and for the most part, a Witch will need to conceal her identity when traveling to assure her safety.

A Witch's player character companions need not have such fears or prejudices against her, especially after she proves herself in life-and-death situations. However, there might always be a veil of suspicion between the Witch and her companions, as if they cannot quite bring themselves to trust her completely. Any player characters with suspicious natures, particularly those with primitive or unsophisticated backgrounds, may never fully warm up to a Witch and will avoid being alone with her, sometimes even accusing her of betraying the party or bringing them bad luck. (The DM is free to encourage this type of role-playing, but not to the point of disrupting the campaign. If this distrust becomes problematic, the DM might remind the PC leader of the party that the Witch is indeed a good-aligned character and it is his job to promote good will among his companions.)

Although a Witch learns her magical techniques from extraplanar entities, once on her own, she learns her spells in much the same way as any other wizard. Still, her techniques for casting spells may differ significantly from the standard methods. The casting times,

ranges, and effects of her spells are no different from the same spells used by other wizards, but she may use different verbal, somatic, or material components, as well as meditation. These differences should make her seem even more threatening to outsiders, as well as making her seem more remote to the other player characters.

**Secondary Skills:** Required: None. Recommended: Scribe.

**Weapon Proficiency:** The Witch is not allowed an initial Weapon Proficiency, nor can she acquire a Weapon Proficiency as she advances in level.

**Nonweapon Proficiency:** Bonus Proficiencies: Herbalism, Spellcasting. Recommended: (General) Artistic Ability, Brewing, Cooking, Languages (Modern), Weather Sense; (Wizard) Ancient History, Astrology, Languages (Ancient), Reading/Writing, Religion; (Priest, double slot) Healing.

**Equipment:** When a Witch is first created, she must buy her weapons from among the following choices: Dagger or dirk, knife, sling, staff sling. Additionally, the Witch can choose up to 1,500 gp worth of magical items from Table 89 (Potions and Oils), Table 91 (Rings), Table 92 (Rods), Table 93 (Staves), Table 94 (Wands), and Tables 95- 103 (Miscellaneous Magic) on pages 135-139 of the *Dungeon Master's Guide*. These items are free-- she doesn't have to pay for them (but she cannot keep any of the leftover 1,500 gp).

**Special Benefits:** When a Witch is initially created, she automatically gains the spells *detect magic* and *read magic*; these spells are in addition to any spells she normally receives. As a Witch increases in level, she automatically gains the following abilities. These are all naturally acquired abilities, and do not count against the number of spells she can know or use. All of the following abilities can be used once per week.

**3rd Level:** The Witch acquires the ability to *secure familiar*. This is identical to the 1st-level wizard spell *find familiar*, except that a Witch does not need to burn 1,000 gp worth of incense and herbs in a brass brazier. Instead, the Witch must merely concentrate for one turn. If a suitable familiar is within 1 mile per level of the Witch, it will arrive within 1d10 hours. A Witch can have only one familiar at a time.

**5th Level:** The Witch acquires the ability to *brew calmative*. Assuming she has access to the proper ingredients (usually available in any forest), the Witch can brew one dose of an elixir that has the effect of a *sleep* spell when a victim comes in contact with it. One dose is sufficient to coat a sword or any other single weapon. The elixir has no effect on victims with more than 8 HD; victims can resist the effects of the elixir with a successful saving throw.

The Witch requires one hour to brew the elixir. The elixir loses its potency after 24 hours.

**7th Level:** The Witch acquires the ability to *brew poison*. With the proper ingredients, available in most forests, she can brew one dose of Class L contact poison sufficient to coat a single weapon. The Witch requires one hour to brew the poison. It loses its potency in 24 hours.

**9th Level:** The Witch acquires the ability to *beguile* any single person or monster (assuming the person is no higher than 8th-level or the monster has no more than 8 HD). *Beguile* is identical to the 4th-level wizard spell charm monster and the 1st-level wizard spell *charm person*, except that the victim is not allowed a saving throw. To cast *beguile*, the Witch must merely point at the victim and concentrate for 1 round; there are no verbal or material components.

**11th Level:** The Witch acquires the ability to *brew flying ointment*. Assuming she has access to the proper ingredients (usually available in any forest), the Witch can brew one dose of an ointment which, when rubbed on the skin, gives the recipient the ability to fly, as per the 3rd-level wizard spell *fly*. The dose is sufficient to affect one human-sized subject; the effects persist until the ointment loses its potency 24 hours after it is brewed. The Witch requires one hour to brew the ointment.

**13th Level:** The Witch acquires the ability to inflict a *witch's curse* on any single person or creature. This is exactly identical to the 4th-level wizard spell *bestow curse*, except that its effect is automatic; the victim is not allowed a saving throw. The effect of the curse persists for 24 hours unless the curse is dispelled by a *remove curse*, *wish*, or similar spell. To cast the spell, the Witch must merely point at the victim and concentrate for 1 round; no verbal or material components are required. To determine the effects of *witch's curse*, roll 1d8 and consult Table 8.

### Table 8: Effects of Witch's Curse

| d8 Roll | Result |
|---|---|
| 1-3 | One ability of the victim is lowered by 3 points. Determine which ability is lowered by rolling<br>1d6:<br>1 = Strength<br>2 = Dexterity<br>3 = Constitution<br>4 = Intelligence<br>5 = Wisdom<br>6 = Charisma |
| 4-5 | The victim's "to hit" and damage rolls are reduced by 4 points |
| 6 | The victim becomes blind, as per the 2nd-level wizard spell blindness. The effect persists for 24 hours or until the *witch's curse* is dispelled. |
| 7 | The victim loses 1 hit point per hour for the next 24 hours. These lost hit points cannot be recovered by normal or magical means until the *witch's curse* ends in 24 hours or unless the curse is dispelled. If the victim is reduced to 0 hit points or less within 24 hours of receiving the curse, or before the curse is dispelled, he dies. |
| 8 | The victim immediately lapses into a state of *temporal stasis*, as per the 9th-level wizard spell. The effect persists unless the curse is dispelled. Otherwise, at the end of 24 hours, the victim is reduced to 0 hit points and dies. |

**Special Hindrances:** Because of their non-conventional training, Witches do not earn bonuses to their experience for high ability scores. Witches cannot be multi-classed or dual-classed.

Generally, outsiders are terrified of Witches. Unless an NPC is exceptionally open-

minded or has extremely high Intelligence or Wisdom (13 or more in either ability), the Witch receives a -3 reaction roll. If the NPC is uneducated, comes from an extremely superstitious or unsophisticated culture, or has low Intelligence and Wisdom (under 10 for both), the Witch receives a -5 reaction roll. Additionally, if a Witch lingers in a superstitious or culturally unsophisticated community for more than a day, she runs the risk of facing a mob of hostile citizens bent on running her out of town, imprisoning her, torturing her, or executing her. (The DM decides the size of the mob, their intentions, and the likelihood of their accosting the Witch. As a rule of thumb, assume a 20 percent chance of a 4d6-member mob forming in a hostile community if the Witch stays for a day. This chance increases by 20 percent for every additional day the Witch remains; the size of the mob increases by 2d6 members.)

The Witch must periodically struggle with the extraplanar forces striving to direct her. The forces are so powerful that they cannot be dispelled; all the Witch can do is endure them. When undergoing these internal struggles, the Witch suffers penalties to her combat abilities and saving throws.

The DM has three options for determining the frequency and intensity of these penalties, depending on the needs of his campaign and how much bookkeeping he is willing to undertake:

1. The Witch suffers a -2 penalty to her attack rolls and a -2 penalty to her saving throws on any night with a full moon and the three nights before and after the full moon (the penalties apply to a 12 hour period from about 6 p. m. to 6 a. m. ). On most worlds, a full moon will occur about once per month; if the moon of the DM's world has a shorter or longer cycle, increase or decrease the number of nights the Witch is affected; she should be affected about seven nights out of 4 weeks. If there are several moons, the Witch is affected by only one of them.

2. There is a 25 percent chance per day that the Witch will be subjected to an internal struggle with extraplanar forces. The DM determines this at the beginning of the day; the Witch is aware of the result. Throughout that night (a 12-hour period lasting from about 6 p. m. to 6 a. m.), the Witch suffers a -2 penalty to her attack rolls and a -2 penalty to her saving throws.

3. The Witch struggles with the extraplanar forces every night. For a 12- hour period lasting from about 6 p. m. to 6 a. m. , she suffers a -1 penalty to her attack throws; there is no penalty to her saving throws.

**Wealth Options:** The Witch receives the standard (1d4+1) x 10 gp as starting money.

**Races:** No racial restrictions.

**Note:** The Witch is among the most complex of all the kits, and many of the details are left up to the player's discretion. For instance, he may wish to design specific daily rituals for his Witch, or he may wish to expand on the Witch's relationship with the entities who originally trained her. What exactly are they? Where are they? Can the Witch contact them for favors? What exactly happens if the forces succeed in controlling the Witch? Does her alignment change? Her abilities? Her relationship to the party? There are many possible variations on the Witch kit, and the DM is encouraged to experiment, as long as he avoids the temptation to make her excessively powerful, and keeps in mind the potential disruptions in his campaign.

## Wu Jen

**Description:** The Wu Jen is a wizard from cultures based on medieval oriental civilizations. He is a sorcerer of mysterious power and uncertain fealty. Unlike the oriental samurai, the Wu Jen seldom answers to a lord or master. His primary allegiance is to himself and to his craft.

The Wu Jen seldom lives among the masses, preferring instead to dwell in the wilderness where he can contemplate the secrets of nature without interruption. Living the life of a hermit, the Wu Jen concentrates on purifying his body and mind, thus making him more receptive to the supernatural forces of the world.

To be a Wu Jen, a wizard must have an Intelligence of at least 13. He cannot be of lawful alignment, but may still be good, evil, or neutral. The Wu Jen kit cannot be abandoned.

**Preferred Schools:** Wu Jen prefer the schools of conjuration/summoning, alteration, and invocation/evocation.

**Barred Schools:** There are no barred schools for the Wu Jen.

**Role:** Unless the campaign has an eastern setting, the DM, in conjunction with the player, should invent a plausible explanation for the Wu Jen's appearance so far from home. Perhaps the Wu Jen is on a religious pilgrimage. Perhaps a magical device or spell transported the Wu Jen to the western world, either intentionally or unintentionally. Or perhaps the Wu Jen is on a decade-long quest for knowledge or self-awareness, and his travels have brought him to the other player characters.

Whatever the reason, the Wu Jen should add a touch of oriental intrigue and exotic culture to a western-based party. His fellow player characters should find the Wu Jen's habits strange and fascinating. For instance, a Wu Jen prefers to record his spells on scrolls instead of in spell books. Perhaps he prays to the sun for an hour each day at dawn, or maybe he eats only roots and berries. A Wu Jen keeps his emotions hidden, and his motives are equally difficult to discern. It is unlikely that the Wu Jen shares the party's goals and moral code; if he agrees to join the party, it is probably due to his intellectual curiosity.

The DM is within his rights to forbid Wu Jen from the campaign. Before a player selects this kit, he must check with the DM to make sure that Wu Jen are allowed.

**Secondary Skills:** Required: Scribe.

**Weapon Proficiency:** Required (choose one of the following): Blowgun, short bow, dagger, dart, sling. Alternately, the Wu Jen can choose from the selection of oriental weapons listed in Table 9. The Wu Jen has an automatic and permanent +1 bonus to hit whenever using the weapon he has chosen for his Weapon Proficiency.

**Nonweapon Proficiencies:** Bonus Proficiencies: Etiquette, Artistic Ability (Painting, Calligraphy, or Origami). Recommended: (General) Riding (Land-based), Cooking, Dancing, Singing; (Wizard) Astrology, Herbalism, Spellcraft; (Priest, double slot) Musical Instrument; (Rogue, double slot) Blind-fighting, Gaming, Juggling, Tumbling.

**Equipment:** The Wu Jen must buy all weapons from the choices listed in the Weapon Proficiency entry above. He may have no more than 10 gp remaining when he has finished purchasing his equipment.

**Special Benefits:** When a Wu Jen reaches 4th level, he gains the power to summon massive magical energies that allow him to cast any one spell that is three or more levels lower than his level at maximum effect. The spell automatically has maximum range, (if

desired), duration, and effect. Thus, a 4th-level Wu Jen can cast a 1st-level spell at maximum effect. A Wu Jen can use this ability once per day.

**Special Hindrances:** The Wu Jen operates under special taboos that do not affect other characters. Though the taboos may seem trivial or even ridiculous to other characters, the Wu Jen takes them quite seriously-- violating a taboo causes the Wu Jen to lose levels of ability, lose spells, become ill, or even die (the DM decides the exact penalty). A 1st-level Wu Jen has one taboo and gains an additional taboo every five levels thereafter (at 6th level, 11th level, and so on). The DM selects the taboos. Some suggestions follow; the Wu Jen:

- Can't eat meat or animal products (including milk, eggs, and cheese).
- Can't sleep within 20 yards of a member of the opposite sex.
- Can't wear a certain color.
- Can't carry gold (or other precious metal) on his person.
- Can't bathe or must bathe frequently.
- Can't cut his hair or fingernails.
- Can't intentionally take the life of an insect.
- Can't drink alcoholic beverages.
- Can't sit facing the north (or other direction).
- Can't speak after sunset (except to cast spells).

**Wealth Options:** The Wu Jen starts with the normal (1d4+1) x 10 gp.

**Races:** Normally, a Wu Jen must be human. The DM may make exceptions in his campaign, elves and half-elves being the most likely choices.

**Note:** For more detailed information about the Wu Jen, along with additional spells, weapons, and proficiencies, see *Oriental Adventures*. The DM may need to make some adjustments to adapt the descriptions and statistics to AD&D® 2nd Edition rules

### Table 9: Selected Oriental Weapons for the Wu Jen

| | | Weight | | | Speed | Damage | |
|---|---|---|---|---|---|---|---|
| **Name** | **Cost** | **in lbs.** | **Size** | **Type*** | **Factor** | **S-M** | **L** |
| Bo Stick | 2cp | 4 | L | B | 3 | 1-6 | 1-4 |
| Boku-toh | 6cp | 3 | M | B | 4 | 1-4 | 1-2 |
| Jitte | 10cp | 2 | S | B | 2 | 1-4 | 1-2 |
| Shuriken | 10cp | 1** | S | P | - | 1-6 | 1-4 |

* B = Bludgeoning weapon, P = Piercing weapon.
** Ten large shurikens weigh a total of 1 pound.

Description of Weapons
Bo stick: A staff of hard wood that is very difficult to break and is normally 6-7 feet in length.
Boku-toh: A wooden replica of a short sword, usually used for practice since it cannot cut or slash. Used aggressively, it can cause bludgeoning damage.
Jitte: A tapered iron bar with a short hook near the handle. Although the hook is not sharp enough to cut or pierce, the jitte can be used to strike blows.
Shuriken: A small throwing weapon in the shape of a star with needle-like projections.

They are thrown by hand and easily concealed in folds of clothing. A large-star shuriken has a fire rate of 3, a short range of 5 yards, a medium range of 10 yards, and a long range of 20 yards.

## Recording Kits on the Character Sheet

To record a wizard kit on character record sheets, follow these steps:

1. In the space where the character's school is recorded, add the name of his wizard kit.
2. When recording the character's Nonweapon Proficiencies, add the bonus proficiencies the character receives from his wizard kit. Mark the bonus proficiencies with an asterisk to indicate that they are free.
3. Make notes about the character's special benefits and hindrances and other pertinent information in any available space on the sheet

### Modifying the Kits

The DM is encouraged to modify the kits to more accurately represent the history, cultures, and events of his campaign world.

However, he should not violate the nature of the kit; males should not be allowed to be members of the Amazon kit, nor should Patricians be allowed to be necromancers. Common sense must prevail. However, if there are no oriental or eastern-styled cultures in his world, the DM is free to disallow the Wu Jen kit. Similarly, if a natural disaster wiped out all traces of Amazon society in his world, he can disallow the Amazon kit

## Creating New Kits

Using the kits above as guidelines, many new kits can be created. If the DM has a certain type of wizard that he would like in his world, he should design a Wizard Kit for that personality. To design a Wizard Kit, the DM should consider the following questions about the wizard and his role in the campaign.

**Description:** What's this wizard like? Is he drawn from a specific literary, mythological, or historical source? Are there any special requirements for a character who wishes to be this type of wizard?

**Role:** What place does this wizard have in the campaign? How is he regarded by his own culture? By other cultures? Is there a particular attitude or outlook he needs to belong to this Wizard Kit?

What kinds of activities does this wizard tend to perform in a campaign-- is he a bold man of action? A withdrawn scholar? An impulsive show-off? What is his relationship with the other characters-- is he friendly, distanced, wary, impassive?

**Preferred and Barred Schools:** Are there certain types of specialties that seem especially appropriate to the wizards described in your kit? If so, note them as preferred schools. Are there other specialists that seem particularly inappropriate to your kit? Note them as barred schools.

**Secondary Skills:** If using the Secondary Skills system, you need to decide if this Wizard Kit requires such a skill. If there isn't a particular secondary skill or skills common to all wizards of this type, then do not require a secondary skill. But if all

members of a Wizard Kit share the same skill-- or one of a small number of skills-- then you might require it of all characters who take this kit.

**Weapon Proficiencies:** Often, certain types of wizards tend to favor certain types of weapons. Others select their weapons from a wide range of choices. If the wizard described in your kit seems to prefer one or two weapons more than others, note this in the kit. Keep in mind, however, that all wizards share certain weapon restrictions-- see Chapter 5.

**Nonweapon Proficiencies:** As with weapon proficiencies, many wizards tend to have certain skills in common. For instance, it would be hard to imagine a Patrician who wasn't skilled in Etiquette. Therefore, one or two nonweapon proficiency slots can be given free of charge to characters taking this kit. If appropriate, the proficiencies can come from the Priest, Rogue, and Warrior listings. Normally, the cost in slots for non-wizard proficiences would be higher, but this can be ignored when kits are being given free.

**Equipment:** If a wizard is known for using certain types of equipment, require that such a character have this equipment before the campaign begins. If some but not all wizards of this type use the same equipment, then it needn't be required; instead, simply list it as recommended equipment.

**Special Benefits:** Although not necessary, most Wizard Kits should have some special benefit. Any kind of benefit is acceptable, but it should relate to the way this wizard operates in fiction, mythology, or similar source material. Possible benefits could include:

- Bonuses to reaction rolls, particularly from certain categories of people. Bonuses on wizard proficiency uses, especially in specifically defined situations.
- Bonuses to hit and/or damage, especially against certain categories of enemies, or in special circumstances.
- Special resistances, such as an immunity or bonus to saving throws against specific magical attacks or types of magic.
- Special rights in the culture in which the character normally travels (such as immunity from prosecution or free lodging on demand).

**Special Hindrances:** One or more special hindrances should be imposed which limit the character as much as his special benefits help him. Possible hindrances include:

- Penalties to reaction rolls, especially from certain categories of people.
- Penalties to hit and/or damage, particularly against certain categories or enemies, or in special circumstances.
- Restrictions from learning certain nonweapon proficiencies.
- Special restrictions in the culture in which the characters normally travel (for instance, the wizard is prohibited from owning property or is punished excessively for certain crimes).

**Wealth Options:** Does the wizard have less or more starting gold than other characters? Are there any restrictions as to how his starting gold must be spent?

**Races:** Note any variations for wizards of specific races. Are any races barred from the kit? Does any race receive special benefits, proficiencies, or hindrances when taking this kit?

**Notes:** If there are any additional details about the kit, explain them fully. You can also adapt kits to other classes by adjusting the skills, weapons, proficiencies, benefits,

and hindrances. A campaign might include Academician Priests or Patrician Warriors

## Wizard Kit Creation Sheet

At the end of this book is a blank Kit Creation Sheet. Copies of this sheet may be made to help you design new kits. The DM or players can design new kits appropriate to the character types they would like to play. However, if a player designs his own kit, he should check all details of the kit with his DM. The DM may make changes, or he may disallow the kit altogether

### Suggestions for New Kits

Here are a few ideas that might be developed into new kits:
Dragon Master (a wizard with a special affinity for dragons and the magic they use)
Outlaw Wizard (a wizard who is rightly or wrongly wanted by the law)
Spiritualist (a wizard with a special interest in ghosts, spirits, and extraplanar phenomena)
Nomad (a rootless wizard with no permanent homeland)

# Chapter 4: Role-Playing

Your wizard character now has a specialty, an interesting variety of low-level spells, a nice set of proficiencies, and a kit from the previous chapter.

Ready to adventure? Not quite. There's more to role-playing a wizard than casting spells, checking proficiencies, and swinging a staff at the bad guys. In this chapter, we present suggestions for role-playing techniques that will help your character come to life

## Wizard Personalities

No two wizards are alike. They may have the same specialties, the same spells, even the same backgrounds, yet each has his own set of quirks, flaws, goals, and interests that make him a unique personality.

This chapter provides descriptions of different wizard personalities drawn from fantasy literature and mythology. Players should look at them all and see if any of the descriptions fit their conceptions of their characters.

Each player should think about what his character would be like if he actually existed-- would he be bold or cautious? Greedy or generous? Considerate or selfish? Thoughtful? Impulsive? Flamboyant?

If any of the personality types listed seem right for your character, feel free to use the description as a basis for making role-playing decisions about a PC's actions and goals. The descriptions can also be used to help decide how a PC interacts with NPCs and with other members of his party. If none of these descriptions seem exactly right for your character, perhaps one or more of them will inspire you to create a new personality type.

Each personality description below includes the following information:

**Character Description:** This section describes the character's general attitudes,

motivations, and outlook, and how he is most likely to function in a typical campaign. In some cases, suggestions are given as to what types of players might find this particular personality type the most enjoyable to play.

**Best Suited For:** Some personality types are more appropriate for certain alignments than others, and some are more appropriate for certain kits than others. This information is provided here.

These are only recommendations, not hard and fast rules, and using alignments and kits other than the ones suggested might require some imaginative rationale on the part of the DM and the player. For instance, an Entertainer/Savage Wizard could exist, but he will probably be rare in a typical campaign world. Novice players are advised to remain within the alignment and kit recommendations in this section.

**In Combat Situations:** Each personality type approaches combat situations in a slightly different fashion. Some might charge straight ahead with their weapons swinging, while others might hold back to size up the enemy before committing to a course of action. Some might cast their strongest spells first, others might hold them in reserve. This section details each personality type's combat style.

**In Role-Playing Situations:** This section explains how the character is likely to react when encountering NPCs. These suggestions should be used as guidelines when role-playing conversations, including interrogations, interviews, and small talk. This section will also give an idea how the character might interact with the other player characters.

### The Altruist

**Character Description:** The Altruist is a selfless humanitarian, his actions fueled by a passion for justice. The Altruist regards his magical skills as a special gift to be used to promote the common good, and he devotes his life to the welfare of others. He is admired by the oppressed, scorned by oppressors, and respected by all. Because his goals are simple and his values are unambiguous, this personality type is a particularly easy one to play. It is a good choice for characters of beginning players. Experienced players, however, may find him a bit boring, and the DM should be aware that an entire party of Altruists can lead to a lifeless campaign.

**Best Suited For:** Any kit is appropriate for the Altruist. Obviously, this type of character should be of good alignment, lawful good being the most frequently encountered.

**In Combat Situations:** The Altruist is a courageous, aggressive combatant. He is as selfless on the battlefield as he is in all other walks of life; if an Altruist has a single *protection from evil* spell, he will cast it on the most vulnerable member of his party, using it on himself only if he's absolutely certain that all of his companions are safe. He attacks honorably and with mercy, accepting the surrender of his opponents whenever possible. He assumes leadership roles if necessary, though he seldom seeks them.

**In Role-Playing Situations:** The Altruist is polite, even-tempered, and thoughtful. He has little patience for liars and cheaters, and NPCs who exploit the helpless are especially repugnant to him. Most NPCs, except those of evil alignment, admire and respect the Altruist's strong moral code, but some NPCs may see him as self-righteous and pompous.

## The Brooder

**Character Description:** The Brooder is tormented with self-doubt; he worries about his relationship with the rest of the universe, where he fits in with the rest of mankind, and the meaning of his own existence. He may dwell for days on the ramifications of some seemingly insignificant action. If he makes a wrong decision or a decision he perceives as being wrong, he may become consumed with self-loathing, spiraling into a deep depression that can persist for weeks. Holding himself to impossibly high standards, the Brooder is continually disappointed with his performance as a wizard, a citizen, and as a human being.

Obsessed with perfection, the Brooder tends to be an extremely skilled spell caster and combatant. His mind is sharp and his actions are precise and correct. Although he usually succeeds at whatever he attempts, his accomplishments seem to bring him little fulfillment or joy.

Not surprisingly, the Brooder's outlook on life is dismal. He believes the struggle between good and evil can never be won; it will continue to claim victims on both sides for all eternity. Friendship is valued but transient; a friend today can be an enemy tomorrow. Acts of courage and selflessness are admirable but ultimately futile. Existence is a tragic joke-- men are only puppets in the hands of incomprehensibly cruel gods.

Because the Brooder seldom voices his opinions, this personality is a good choice for players who tend to be quiet. Conversely, the Brooder is a nice change of pace for players who normally take charge.

**Best Suited For:** Because the Brooder tends to reject moral absolutes, he gravitates toward neutral alignments, particularly neutral good and chaotic neutral. The Brooder can use any kit, but the Academician, the Mystic, and the Wu Jen are especially good choices.

**In Combat Situations:** The Brooder is an excellent fighter. Cowardice is unknown to him; since he doesn't believe his own life is particularly precious, he fights as if he has nothing to lose. He is calm and clear-thinking in times of crisis, using his spells to their maximum effectiveness. If necessary, he will unhesitatingly risk his life for a friend.

If the Brooder is preoccupied with a past mistake or a depressing philosophical revelation, he may be slow to join a battle. Likewise, if the Brooder is in a state of mind where the differences between good and evil seem especially ambiguous, he may decline to participate in a fight. Usually the Brooder can be roused to battle by a firm request from the party leader or the gentle urgings from a trusted companion. Even in the depths of despair, the Brooder will not stand idle and allow harm to come to his companions.

**In Role-Playing Situations:** In most encounters with NPCs, the Brooder will remain quiet and distracted, leaving most of the talking to his companions. He is loathe to offer his opinion, and seldom cares to hear the opinions of others. Most of the time, he is

simply apathetic. Most NPCs perceive the Brooder to be emotionless and preoccupied, and keep their distance. Sensitive NPCs might feel sorry for him.

The Brooder's attitude can be extremely frustrating to his fellow player characters. Since he keeps to himself most of the time, usually his companions will only be able to guess what he's thinking or feeling.

Some PCs may attempt to befriend him. Kindness and patience will eventually break through a Brooder's shell. Although he may not show it, the Brooder feels friendship deeply, and may even share his deepest thoughts with a companion who has been kind and caring

## The Commander

**Character Description:** The Commander is a natural leader who exudes authority. This may be due to his upbringing, his training, his innate tendencies, his birth order (these types tend to be first-born), or any combination of these factors, but whatever the reasons, taking charge comes automatically to the Commander. He is decisive, imposing, and inspiring.

The safety of his companions is of paramount importance to the Commander, and he feels personally responsible for their actions. The Commander is not always the leader of his party-- he understands that a leader cannot function without able followers-- but he always tends to act like one, issuing orders, taking charge, and showing initiative whenever others are slow to act.

Players selecting this type of character should be prepared to make most of the decisions for the group. If a player is uncomfortable with this role, he would do better to choose a different personality type.

**Best Suited For:** Lawful and neutral are the most appropriate alignments for Commanders. Characters of evil alignment might demonstrate good leadership, but are too self-centered to fit the nature of this personality. Chaotic characters usually lack the necessary discipline needed for leadership.

A Commander can take the Amazon, Anagakok, Militant Wizard, Patrician, Peasant Wizard, Savage Wizard, or Wu Jen kit. Academicians tend to be too analytical and Mystics are too self-absorbed. Most Witches will have difficulty gaining the complete trust of their parties, though Witch Commanders are certainly feasible.

**In Combat Situations:** A Commander is a master tactician and superb strategist. In combat, his mind is constantly at work, looking for weaknesses in an enemy's defense, weighing attack options, considering the best positions for friendly forces, and deciding when to withdraw and when to press ahead. Even if someone else is actually in charge, the Commander inevitably will be issuing orders and attempting to boost his party's morale.

**In Role-Playing Situations:** Unless he is outranked or asked to refrain, the Commander will presume to speak for the group in NPC encounters. He will negotiate a group rate for the party at an inn, and speak to the local authorities about recruiting extra men for an anticipated battle. Depending on his manner, NPCs may see the Commander

as either arrogant or accommodating, but they will always be impressed with his self-confidence

## The Counselor

**Character Description:** The Counselor is a learned man of calm self-assurance who typically serves as an advisor to rulers, administrators, military men, and adventurers.

A Counselor is typically older than other adventurers and is usually more experienced, but could also be a younger character with a special talent for understanding human nature or a natural empathy.

A man of integrity and great dignity, he is respected not only for his knowledge, but also his insight into human behavior. He believes in moderation and justice, and has a helping hand and kind word for all.

The Counselor is a good choice for players who like to play thoughtful, even-tempered characters who are more apt to be advisors than leaders. Since novice and low-level characters lack the experience for this personality type, mid-level and high-level characters (especially those with high Wisdom scores) are the best choices to be Counselors.

**Best Suited For:** Because a Counselor's relationship with others is based on trust, characters of good alignments are best suited for this personality type, especially lawful good characters. Chaotic good characters can function as Counselors as well, although this type of Counselor will be guided more by his own personal philosophies than by any accepted standards of law and moral values. Neutral characters tend to be too selfish; it is unlikely that other characters would turn to them for advice. Evil Counselors are not likely to be accepted in a party whose members are mostly good and/or lawful.

Any kit can be adapted to this personality type. The Academician is a logical choice, but the Mystic and Wu Jen also make good Counselors (the Wu Jen has much eastern wisdom to offer, while the Mystic is eager to share his insights into the human condition).

**In Combat Situations:** The Counselor is a veteran of many battles, but because he is likely to be of advanced years, he is not the best physical combatant. He most likely will remain in a protected position, probably near the back of the party or in a good vantage point from which to cast spells.

The Counselor is also an excellent negotiator. Whenever possible, he will try to seek common ground with an aggressor in an attempt to avoid combat. The Counselor seldom takes the role of a military leader, but usually functions as the leader's chief advisor and consultant.

**In Role-Playing Situations:** All but the most mean-spirited and evil-hearted NPCs will respect the Counselor for his wisdom and compassion. The Counselor will never turn his back on a person in trouble, and is forever making the problems of others his own. At the same time, the Counselor is a shrewd judge of character and is usually the first to spot a charlatan or a duplicitous NPC.

In a campaign, the Counselor is everybody's best friend. He always has time to hear his companions' problems, no matter how trivial, and serves as a source of both comfort

and sage advice

## The Intimidator

**Character Description:** Many believe that the wizard is the most powerful of all mortals-- the Intimidator is convinced of it. Radiating power and confidence, the Intimidator faces all challenges head on. There's no opponent too tough and no obstacle too difficult for him. His access to magic makes him superior to all others-- at least *he* believes this to be fact. His reaction to common people-- that is, people who cannot cast spells-- ranges from sympathy to impatience, but as long as they acknowledge his superiority, he can tolerate them.

Usually, this amount of confidence evolves over many years, so most Intimidators are mid-level or high-level wizards. But an especially powerful or an especially arrogant lower-level wizard might easily be an Intimidator.

An inflated ego alone is not enough-- this personality type is primarily intended for wizards who are in fact more powerful than their contemporaries. To qualify as an Intimidator, a wizard should have higher than normal scores in at least two abilities other than Intelligence (for instance, a wizard with Strength and Charisma scores of 12 or more would be a good candidate for an Intimidator). However, even if a character lacks exceptional abilities, he might still be an Intimidator if he has a reputation as a no-nonsense aggressor and has the personality to match.

**Best Suited For:** The Intimidator is suited to any alignment, though characters of neutral and chaotic alignments might make better egomaniacs; neutral good, neutral evil, chaotic good, and chaotic neutral are all appropriate choices.

Any kits that suggest aggressive, grim characters are good for the Intimidator, with the Savage Wizard and the Militant Wizard being obvious choices. More passive types, such as the Mystic and Academician, are less appropriate for the Intimidator.

**In Combat Situations:** The Intimidator loves nothing more than a good fight. He is a shrewd, dangerous opponent bent on extinguishing every one of his enemies.

Although he does not attack recklessly, the Intimidator prefers to face off with the most formidable opponent on the battlefield. Where some wizards might use *fireball* to frighten a group of opponents by sailing it over their heads, the Intimidator would scare them by firing it directly at their leader, incinerating him.

**In Role-Playing Situations:** The Intimidator is accustomed to getting his way. If reason fails, he will threaten, frighten, or otherwise intimidate NPCs to get their cooperation, unless a player character companion intervenes.

The Intimidator is a man of few words. He knows that a snarl or a stare can be a much more effective way to coerce uncooperative NPCs than long speeches or kind words. Needless to say, the Intimidator is not especially adept at delicate negotiations.

In a campaign, all player characters will respect the Intimidator, but he's likely to associate only with player characters he sees as peers, such as high-level warriors and other wizards. The Intimidator will tend to be patronizing and condescending to the rest of the party, treating them as well-meaning children, incompetent bumblers, or outright

irritants

## The Mercenary

**Character Description:** The Mercenary sees the adventuring life as a means to further his personal wealth. He may accept a job with a party at a set salary or might agree to take a fixed share of any treasure the party finds. Any interest he has in the party's goals are secondary to his pocketbook.

Not all Mercenaries are interested in money. Some may be interested in acquiring souvenirs for their personal collections, while others may wish to hoard magical devices or fatten their spells books. In all cases, however, the Mercenary's first interest is in himself.

A Mercenary is not necessarily a criminal or a thief-- he prides himself in his professionalism and has no shame about his interest in wealth and material possessions. Since his motivations are straightforward, the Mercenary is a good personality type for novice players.

**Best Suited For:** The Mercenary is best suited for neutral alignments, particularly neutral good and lawful neutral. Lawful good characters are less inclined to exploit others for personal gain, while evil characters are more likely to turn to criminal activities to increase their wealth. This personality type is suitable for any kit.

**In Combat Situations:** The Mercenary is a good, professional combatant. He takes orders well, offers strategic suggestions when asked, and fights valiantly alongside his companions. However, he will not volunteer for dangerous missions, nor will he unnecessarily risk his neck unless he gets extra pay or there's a chance of recovering an especially desirable treasure.

**In Role-Playing Situations:** The Mercenary tends to let the other player characters do most of the negotiating and interacting with NPCs. He may take a more active role if he suspects an NPC has information about a treasure or about any of his other personal interests. Otherwise, there are no restrictions for the Mercenary-- he can be humorous and personable, introverted and serious, or arrogant and obnoxious, as determined by the player

## The Mystery Man

**Character Description:** The Mystery Man is a genuine enigma. Surrounded in a veil of secrecy, his motivations, his goals, and the details of his background are kept hidden from even his closest companions. He favors dark clothing and speaks only when necessary; his words are often cryptic or vague, suggesting that the Mystery Man knows far more than he chooses to reveal.

No one is certain why the Mystery Man behaves as he does. Perhaps it is due to an oath to an ancestor, or perhaps it is a neurotic compulsion. Whatever the reason, the Mystery Man is clearly determined to operate on his own terms. Consequently, the Mystery Man is a good personality type for players who feel comfortable with offbeat

characters.

**Best Suited For:** The Mystery Man is perfectly suited for neutral alignments, especially neutral good and lawful neutral, but any alignments are possible. The Mystery Man's reason for maintaining his veil of secrecy might suggest an appropriate alignment. For instance, if he has taken an oath to avenge the death of his spouse, he might be lawful good. If his magical aptitude makes him feel like an outcast from society, but he still identifies with order and organization, he might be lawful neutral. If he conceals his identity because he is an escaped criminal, he might be lawful or neutral evil.

Any of the kits can be adapted to the Mystery Man.

**In Combat Situations:** Typically, the Mystery Man listens impassively to the orders of his leaders, then fights as he chooses. The Mystery Man can be counted on to do the unexpected; as a battle gets underway, he may suddenly vanish, then abruptly appear in the midst of an opposing force. He might use *control undead* to command undead creatures to lift him to their shoulders and carry him into battle. He might *summon shadow* for a whispered conversation, dismiss the shadow, then use *light* to make himself glow while he attacks an opponent.

While his fighting style is eccentric, it is startlingly effective. Opponents are usually baffled by the Mystery Man's tactics or are intimidated by his manner and appearance. For these reasons, the Mystery Man is a first-rate combatant.

**In Role-Playing Situations:** The very presence of the Mystery Man is enough to make many NPCs uncomfortable. While he usually lets his companions do most of the talking, NPCs often are so intimidated by the Mystery Man that they are quick to cooperate just to get rid of him. Many NPCs of the opposite sex find that the Mystery Man's veil of secrecy makes him intriguing and extremely attractive. While polite and considerate to his companions, the Mystery Man has no interest in socializing with them.

## The Neophyte

**Character Description:** The Neophyte is a young, low-level wizard: an inexperienced novice anxious to begin his life as an adventurer and excited about the prospects ahead.

However, the Neophyte's eagerness is more than matched by his naivete. He has seen little of the world outside of his homeland; when encountering new cultures or experiencing new situations, he may be confused and intimidated or curious and impulsive. Since he tends to overestimate his abilities and underestimate dangers, he constantly gets himself into trouble. Still, his cheerful outlook and youthful enthusiasm endear the Neophyte to his companions, and he is a welcome member of any party, even if his friends usually have their hands full looking after him.

Hopefully, the Neophyte will not be naive forever. With experience comes wisdom, and with wisdom comes sophistication. As a campaign progresses, the Neophyte should temper his impulsiveness with caution and his brashness with maturity. Therefore, this personality type is only a temporary one-- at some point, the character will abandon the role of the Neophyte and grow into a different personality. The road from innocence to maturity is a fascinating one, making the Neophyte an excellent choice for novice

wizards and beginning role-players.

**Best Suited For**: The entire range of neutral and good alignments are open to the Neophyte. Characters with evil alignments should be avoided-- they aren't trusting or naive enough to make enjoyable Neophyte characters.

Since all wizards begin their careers as novices, any kit suits the Neophyte, although the serious-minded Wu Jen and Academician are less likely to exhibit the Neophyte's enthusiasm and impulsiveness.

**In Combat Situations:** The Neophyte has probably experienced little combat in his life, especially the life-threatening variety. Although understandably nervous, he is also determined to do his best and prove to his comrades that he is not just a child who needs to be protected. Unfortunately, this attitude often results in inappropriate and ineffective tactics; the Neophyte is likely to charge his opponents head-on, regardless of their size or strength, or fire missile weapons at anything that moves. He might seem to cast spells at random, sometimes squandering his most powerful magic on relatively defenseless foes. As an inexperienced spell caster, he is not familiar with sophisticated casting techniques; for instance, when faced with a charging wolf pack, he's more likely to use *magic missile* on a single wolf instead of casting it on a nearby cliff-face to cause an avalanche, thus destroying the entire pack.

Assuming his companions can keep him from accidentally killing himself, the Neophyte gradually learns from experience, becoming a more skillful combatant as he matures. Eager to learn, a Neophyte will make a good student to a more experienced comrade. An older and wiser PC wizard might wish to take a Neophyte under his wing to show him the ways of the world.

**In Role-Playing Situations:** Generally, the Neophyte does not know how to act around NPCs, particularly those older than him. He might be shy and say nothing, or he might blurt out something inappropriate. Figures of authority intimidate him, smooth-talkers take advantage of him, and attractive members of the opposite sex reduce him to a blathering, stammering idiot.

The Neophyte tends to accept people on face value; he never guesses that a friendly stranger might be picking his pocket. Friendly, personable NPCs will find the Neophyte charming and amusing; impatient, businesslike NPCs will find him exasperating and annoying

## The Obsessive

**Character Description:** The Obsessive is motivated by a single, all-consuming goal. This goal might be learning a particular spell, locating a long-lost mentor, acquiring a particular magical item or artifact, or avenging the death of a loved one. The goal might also be completely unrealistic, such as ridding the world of all evil, or filling his spell books with the formulas of every known spell.

The Obsessive focuses on the resolution of his goal to the exclusion of all else. He views his association with an adventuring party as a means to an end; for instance, he might join an adventuring party if he learns that they are journeying to a faraway

kingdom where he believes an artifact might be located. The Obsessive cooperates with an adventuring party only to the extent that their goals don't conflict with his.

If his goal is realistic, it is unlikely that a character will remain an Obsessive forever. A player selecting this personality type might want to choose a second personality type for his character once he reaches his goal. This second personality type might also suggest a goal for the Obsessive. For instance, if a character is a Commander at heart, he might become an Obsessive if he is consumed with finding an evil NPC responsible for killing all of his men. When he brings the NPC to justice, the Obsessive reverts to Commander.

**Best Suited For:** Characters of any alignment can be Obsessives, though certain obsessions are more appropriate for certain alignments. For instance, an Obsessive bent on avenging his daughter's murder probably has a strong sense of justice; he's probably of lawful alignment. A greedy Obsessive who seeks a legendary fortune in gold could be of a neutral alignment, possibly neutral evil.

Any kit can be used for the Obsessive.

**In Combat Situations:** The Obsessive tends to be a brutal, savage fighter, since he sees opponents as another obstacle between him and his goal; he wants them out of the way as quickly as possible. Negotiation makes him impatient; he would rather blast his adversaries to bits with a *fireball* than waste time talking. That does not mean that the Obsessive takes unnecessary risks-- after all, he cannot reach his goal if he's dead-- but he is prone to recklessness and can easily endanger his companions if he is not kept in check by a firm leader.

**In Role-Playing Situations:** In all cases, the Obsessive is more concerned with his personal goal than the goal of the party. He'll question NPCs intently for information about his goal, and if they have nothing to offer, he will seek out other NPCs to interview. If the party leader convinces him that he is operating to the detriment of the party's goals as well as his own, the Obsessive will restrain himself, but this will probably be only temporary.

In a campaign, the Obsessive is self-absorbed and humorless. He will talk incessantly to his companions about his own goal, but his eyes will glaze over when they share their problems or opinions with him. The Obsessive's attitude does nothing to endear him to his companions, but depending on the nature of his goal, they may feel sympathy or compassion for him

## The Showman

**Character Description:** No one enjoys being a wizard more than the Showman. He delights in dazzling friends and foes alike with surprising, dramatic magical effects. Nothing stirs the heart of a Showman more than learning a new magical effect or putting a new twist on an old spell. He sees magic as a fine art, comparable to sculpting, composing, and painting. He has more appreciation for a well-executed cantrip than for a mundanely-cast 9th-level spell.

The Showman casts spells with a flair. He considers both opponents and allies as

potential audiences. If a spell requires a short phrase for its verbal component, he'll incorporate the phrase in a song or poem. If a spell requires him to point at a subject, he will use a series of elaborate and dramatic gestures to arrive at pointing his finger. His alteration spells are strikingly imaginative; his illusions are breathtaking works of art. Nothing frustrates a Showman more than having to use a spell in the same way twice, especially if his audience of friends or foes has seen it previously.

The Showman's flamboyance is easily matched by his ego. He wallows in the approval of others; applause is like music to him, a compliment is like food to a starving man. However, even the most casual criticism can send him sulking and an insult can devastate him.

Most often, the Showman is cheerful and upbeat. Most people find him great fun to be around, and no one can argue that his approach to magic is genuinely entertaining. This is a good character type for players who want to introduce more humor and playfulness into a campaign.

**Best Suited For:** The spontaneity typical of the chaotic alignments makes them good choices for the Showman, but good and evil alignments are appropriate (the good-aligned Showman loves to share his skills with others and bring smiles to their faces; the evil-aligned Showman enjoys frightening and intimidating them). The Showman is not likely to be drawn to the cautious and self-centered neutral alignments.

The Showman is best suited for the Amazon, Peasant Wizard, Witch, and Wu Jen kits. The Academician tends to be too cerebral, the Anagakok and the Militant Wizard too serious, the Savage Wizard too unsophisticated, the Mystic too introspective, and the Patrician too stuffy.

**In Combat Situations:** The Showman relishes combat, since it gives him a perfect opportunity to show off his spells. Needless to say, the Showman will always go for the most spectacular, dramatic, and dazzling effects-- if he wants to scare away an opponent with *phantasmal force*, why create a simple ogre or troll when he can create a multi-headed werewolf with purple tentacles and 10-inch golden fangs? Unfortunately, his flair for the dramatic sometimes finds him squandering his higher-levels spells unnecessarily, such as in using *lightning bolt* when the less-spectacular *magic missile* would be just as effective.

**In Role-Playing Situations:** Since the Showman views all new acquaintances as potential audiences, he enjoys meeting people from all walks of life. The Showman is especially fond of members of the opposite sex, and will often go to great lengths to impress and dazzle them, sometimes at the expense of the business at hand. Most NPCs see the Showman as endearing and charming, but some find his attention-getting antics obnoxious.

Among his companions, the Showman is appreciated for his pleasant attitude and positive outlook. He is always able to boost morale with a clever trick or entertaining demonstration. At times, PC leaders might have a problem impressing the Showman with the seriousness of a situation or getting him to focus on an important task, but flattery or indulgence usually get the Showman's cooperation

## Changing Personality Types

Players are encouraged to alter the above personality types in any way they see fit. Characteristics of one personality can be combined with characteristics of another to create brand new types (Brooding Commanders are possible, as are Obsessive Mystery Men). The DM is also free to modify the personality types and make suggestions to his players. As always, the DM has the right to forbid the players from choosing extreme personalities for their characters; for instance, the DM might decide that Mercenaries are too disruptive to his campaign and suggest an alternative to his players.

Sometimes, a player might wish to change his character's personality. Maybe the character has matured and outgrown his old personality type. Or maybe the character has reached a turning point in his life that has forced him to change his outlook or rethink his philosophy.

Since the personality types are not governed by a strict set of rules, players can change them whenever appropriate. However, such changes should be rare, and typically should mark a major turning point in his life; a player should not change his character's personality just for the sake of trying something new. A personality change should develop naturally out of the events of the campaign, perhaps as a result of a catastrophic event; for instance, an Altruist might become a Brooder because a friend or family member was brutally murdered by a hoard of pillaging orcs.

Following are some ways such changes might occur.

The Altruist may become disillusioned when a formerly trusted companion sells him out or when he realizes that his good intentions are unappreciated by the commoners he has vowed to defend. This Altruist might then become a Brooder. If his altruism turns to cynicism, he might decide to become a Mercenary.

The Brooder may experience an enlightening event that gives him a more positive attitude; for instance, he could earn the admiration of a child or he could fall in love. Since he is sensitive and introspective by nature, a former Brooder could become a Counselor.

The Commander could become fed up with the constant responsibility for the others in his party, or the burden of command could begin to overwhelm him. Depending on his disposition, he could become a Brooder, a Counselor, an Altruist, or even an Intimidator. Regardless of his change (unless he is consumed with bitterness or completely amoral) he'll still have leadership tendencies and likely will find the urge to give orders impossible to resist.

The Counselor isn't likely to change, since his personality type is associated with maturity and experience. He could temporarily become a Commander if no one else was available, but most other personalities are so contrary to his nature that he would find it difficult to change himself.

The Intimidator is not likely to change much, either. Possibly, falling in love or experiencing some other dramatically positive experience could soften him enough to make him consider changing his outlook. In time, a reformed Intimidator could become a Counselor, or he could eventually assume the duties of a Commander.

The Mercenary could easily become an Obsessive if he becomes consumed with acquiring an impossibly large amount of treasure or locating an artifact that does not exist. Exposure to the world's impoverished and neglected might encourage him to

change his ways and become an Altruist.

The Mystery Man could become just about any other personality type (except a Neophyte) once he decides to abandon his veil of secrecy.

The Neophyte will eventually become more mature and lose his youthful naivete. His experiences in the campaign will probably suggest a new personality for him. (Note that it is extremely unlikely that a character will change from his current personality into a Neophyte; that would probably require the character to lose his memory and become young again.)

The Obsessive will not change unless he gives up his obsession, in which case he will likely become a Brooder. If he reaches his goal, he could become nearly any personality type.

The Showman might be forced to assume more responsibility and become a Commander, or he could become disillusioned with constantly trying to win the approval of others and become a Brooder. If he begins charging money for his performances, he might be tempted to become a Mercenary. A Showman bent on developing the ultimate magical effect might risk becoming an Obsessive.

## Ideas for New Personality Types

The personality types are not confined to the ones suggested above. Here are a few other possibilities:

- The Sidekick (a trusted companion and assistant to a player character).
- The Compromiser (a superb negotiator, dedicated to preserving harmony and good relations among his companions).
- The Coward (a reluctant fighter, frightened of everything and always expecting the worst).
- The Carefree Wanderer (a happy-go-lucky wayfarer).
- The Sneak (a wizard who loves to trick people and take advantage of their naivete).
- The Chronicler (a historian devoted to making a permanent, detailed record of his party's activities)

## Character Background

When a player has selected a personality type for his character, he can individualize him further by making decisions about his appearance, his interests, his family, and other details about his background. This information does not need to be recorded on the character sheet, but the player is certainly allowed to do so. The more a player knows about his character, the more he will seem like a real person and be more fun to play. Here are just a few of the many details to consider.

**Name:** Some wizards prefer exotic names that add to their reputations as men of mystery. Such a name is sometimes a modification of the wizard's real name, such as "Brindon" for a wizard whose real name is "Benbrindon Swule. " Alternately, a wizard might make up a new name for himself; for instance, Benbrindon Swule might decide to call himself "Antra," an arcane term meaning "Champion of the Dawn. " Many wizards

also add an adjective to their names to declare their importance to the world, such as "Brindon the Dark" or "Antra the Magnificent. "

**Age:** Think about the wizard's age and how it might influence his outlook and attitudes. Older wizards tend to be wiser and slower, while younger wizards are more energetic and impulsive. Wizards frequently have long careers; human wizards can be active well into their 80s and beyond. However, it is unusual for a novice wizard to be younger than 20 or so, since magical training can take many years.

**Physical Appearance:** What does the wizard look like? How tall is he? How much does he weigh? What color are his hair and eyes? Does he have any interesting birthmarks? Scars? How did he get them?

**Mannerisms:** Often a wizard has a unique physical quirk, eccentric behavior, or habitual expression that sets him apart from the crowd. Does the wizard rub his chin when he's thinking? Does he always sleep on his back? Does he pick his teeth with his fingernail?

**Beliefs:** Is the wizard religious? Is his outlook on life generally positive, or is he a pessimist by nature? Is he superstitious? Does he have any phobias?

**Birthplace and Nationality:** The wizard's birthplace reflects his cultural heritage, which in turn influences the way he looks at the world. Is he upper class (or the equivalent)? Middle class? Born in poverty?

**Family:** What were the wizard's parents like? Did they encourage him to be a wizard, or are they ashamed of his avocation? Was the wizard an orphan (and if so, has he learned why he was abandoned)? Does he have brothers and sisters? Is he still close to them? If not, what happened?

**Birthright:** Does the wizard have a special birthright, such as a family heirloom or a share of the family holdings? Does he stand to inherit this birthright when he reaches a certain age or achieves a certain goal?

**Education:** Where did the wizard receive his magical training? Did he attend a prestigious academy? Was he taught by a mentor? Several mentors? Is he on good terms with them, or are they estranged? If so, what happened?

**Career:** Unless the wizard is independently wealthy, depends on the kindness of strangers, or lives like a hermit, he probably has some way to earn a living. In many cases, a wizard's school of specialization will suggest a career; for instance, a diviner could probably earn a good living as a fortune teller. Otherwise, the character can pick any career or vocation that seems reasonable and doesn't contradict his upbringing. (See the following section for suggestions.)

**Clothing:** You can tell a lot about a person by the way he dresses. A wizard favoring

dark robes suggests a conservative personality, while a wizard wearing glittering shirts and multi-colored trousers is probably as flamboyant as his clothing.

**Likes and Dislikes:** Does the wizard have a favorite food? A favorite drink? Does he like music, books, or art? What types? What does he do for fun? Is he a sportsman? A gambler? A collector?

## Wizardly Careers

Owing to their wide range of abilities, the professions available to wizards are almost without limit. Below are a few of the most common careers. Each career includes the names of specialists and kits which are commonly associated with it-- but note that these are general guidelines only, and there are likely to be exceptions in many campaigns.

### Teacher

A wizard opting for a career as a teacher could be either an instructor at a magical academy (full-time or part-time), a professor at a regular college, or a private tutor. The wizard's background might suggest his academic field; history, mathematics, and any of the sciences are likely possiblities.

Suggested Kits: Academician, Patrician, Wu Jen

Suggested Specialties: Invoker, Abjurer, Transmuter, Enchanter

### Administrator

Frequently, the local wizard is one of the most learned men in his geographic area. If he has earned the trust of the citizenry, he may be asked to serve as a government administrator. Wizards are more likely to be administrators of small villages than large cities, since the needs of a small village are not likely to be as demanding, leaving the wizard plenty of free time to pursue his research.

Suggested Kits: Academician, Amazon Sorceress, Militant Wizard, Patrician

Suggested Specialties: Diviner, Abjurer, Transmuter

### Advisor

Noted for their wisdom and insight, wizards are sometimes retained by monarchs as personal advisors. Diviners are especially sought for these positions.

Suggested Kits: Academician, Amazon Sorceress, Mystic

Suggested Specialties: Conjurer, Enchanter, Transmuter, Diviner

### Trader

A wizard's quest for hard-to-find components for his spells and his research can take him to cities and villages around the world. A career as a tradesman can be a natural outgrowth of these travels. Wizard traders are most likely to deal in precious gems, potions, and various collector's items. A wizard may also earn a living as a broker in spell

components, dealing exclusively with other wizards.
Suggested Kits: Anagakok, Militant Wizard, Peasant Wizard, Savage Wizard
Suggested Specialties: Transmuter, Enchanter, Abjurer

### Physician

Although the healing arts are more typically associated with priests, wizards also have been known to work in the field of medicine, thanks to their talents for manufacturing potions of healing and other healthful elixirs. Wealthy noblemen have been known to hire wizards as their personal physicians.
Suggested Kits: Academician, Anagakok, Witch
Suggested Specialists: Enchanter, Abjurer, Necromancer

### Treasure Hunter

A wizard who spends his days as a member of an adventuring party has ample opportunity to discover treasures and earn rewards. Exceptionally talented wizards may receive a weekly or monthly retainer from an adventuring party in addition to a share of any treasure discovered or rewards earned. Such wizards have no need for formal careers, assuming their services are in demand or the missions they undertake are successful.
Suggested Kits: Amazon Sorceress, Anagakok, Militant Wizard, Savage Wizard
Suggested Specialists: Conjurer, Illusionist, Necromancer, Invoker

### Entertainer

A wizard with a flair for the dramatic can earn a decent-- if irregular-- living as a professional entertainer. Opportunities include private shows for noblemen, annual celebrations, and street performances after which the wizard passes the hat for donations. Enterprising wizards sometimes rent halls and stage shows, charging admission from entertainment-starved citizens.
Suggested Kits: Peasant Wizard, Witch
Suggested Specialists: Illusionist, Conjurer

### Lecturer

To earn a living as a lecturer, a wizard must have the engaging personality of an entertainter as well as the knowledge of a scholar. Such a wizard may travel from city to city, giving lectures in his field of expertise at the invitation of academies, royal courts, and private organizations. Lecturers with reputations as compelling speakers sometimes rent halls and charge admission.
Suggested Kits: Academician, Patrician, Mystic
Suggested Specialties: Conjurer, Enchanter, Transmuter, Diviner

### Author

Experienced wizards sometimes record their research procedures, tips for successful

spellcasting, or techniques for magical item creation in detailed manuscripts. Depending on the reputation of the wizard, such tomes can command hefty sums. Rarely are more than a few copies of any such manuscript produced, but each copy may fetch thousands of gold pieces for the author. Some wizards also have made names for themselves as authors of history, mathematics, and philosophy texts.

Suggested Kits: Academician, Patrician, Mystic

Suggested Specialists: Conjurer, Enchanter, Diviner

### Fortune Teller

Diviners can take advantage of their skills by charging for their fortune telling services. While it is common for kings and other noblemen to retain the services of an astrologer, palm reader, or other type of fortune teller, some wizards set up shop on their own, charging a fee to anyone in need of their talents. Unscrupulous wizards have been known to sell their services as fortune tellers to superstitious peasants, even though these wizards may lack any actual ability in this area.

Suggested Kits: Amazon Sorceress, Mystic, Witch, Wu Jen

Suggested Specialists: Enchanter, Diviner, Conjurer

### Alchemist

Many wizards with a flair for research and laboratory technique become successful alchemists. Most of their work is non-magical in nature, creating fertilizers, perfumes, cough medicines, tooth powders, and food coloring for modest fees. Magical potions, while requiring more skill and effort, are also sold, although few commoners can afford such expensive creations.

Suggested Kits: Academician, Witch, Wu Jen

Suggested Specialists: Transmuter, Invoker, Enchanter, Necromancer

## Wizard Adventures

Occasionally, the DM might wish to slant some of his campaign's adventures toward his wizard player characters. To do so, he needs to devise a way to bring the wizard characters into the adventure without excluding the other player characters. Following are several suggestions that can be used as springboards for this sort of adventure

### The Novice Wizard

A low-level wizard who has just graduated from an academy of magic (or has just ended his apprenticeship with a mentor) is often sent into the world to complete a mission or quest. The mission serves as his final exam; its completion proves to the novice's superiors that he has successfully mastered his magical skills and is ready to take his place as a full-fledged wizard. Failure means that the novice requires additional training.

There are all types of suitable missions. For instance, the novice's superiors might ask him to journey into an uncharted jungle to retrieve the blossom of a rare flower. They might ask him to explore the ruins of an ancient castle to search for a long-lost spell

book, or travel to a small village and drive off a hoard of invading monsters. Since most mentors encourage their apprentice wizards to seek help (it teaches them the importance of cooperation), the wizard might recruit his player character companions to aid him.

### The Outcast Wizard

In many societies, the practice of magic is considered blasphemous. Ordinary citizens shun and despise all wizards, considering them to be disciples of supernatural forces. In extreme cases, those suspected of being wizards are imprisoned or even executed.

A player character wizard may have been operating secretly in such a society, fearing the worst if his true skills were revealed. The wizard would welcome the chance to join a party preparing to embark on any type of adventure, if it were to take him far away from his homeland. Alternately, a party might encounter a wizard who was forced to leave home when his skills were discovered by his countrymen or his family.

### Magic's Good Name

In a world where magic has a bad reputation, a PC wizard might want to join an adventuring party to prove that magic can be used as a force of good. If the party's mission is successful and the wizard is at least partly responsible, magic might once again be accepted as a respectable and honorable profession.

There are any number of situations incorporating this idea:

- The PC wizard wants to confront an influential ruler in a distant land who is responsible for spreading propaganda about the inherent evil of magic. The ruler might be an evil wizard, bent on stirring up support from the populace to stamp out rival wizards. He could also be of good alignment, but a bad experience with magic as a youth left him prejudiced against all wizards.
- The PC wizard wants to learn how many wizards still exist in the world. Perhaps many wizards have gone into hiding, and the PC wizard is determined to find out what has happened to them.
- The PC wizard wants to discover how many young people are interested in learning magical skills. Perhaps the PC wizard wishes to establish a magical academy of his own, or perhaps he wishes to find a young novice with whom he can share his knowledge. Are such students difficult to find? If so, why? Will the PC wizard face resistance from the family of a potential student? From the local authorities? What must the PC wizard do to prove that his intentions are honorable?
- The PC wizard wants to verify rumors that a violent feud has erupted between two organizations of wizards in a distant land, thus sullying the reputations of wizards everywhere. The rival wizard groups might be of different alignments, members of oppositional schools, or from different races. Their feud might be over a contested piece of land or a landmark-- such as a tower or cemetery-- or one group might have religious objections to the type of spells used by the other group. Settling their disagreements can be used as a springboard for new adventures.

### Assisting the Citizenry

Many wizards serve as administrators, advisors, or teachers, or hold other positions of responsibility in their communities. The local citizens are likely to barrage such wizards with a constant stream of requests for favors and assistance. Most of these requests will be trivial and easily addressed, but others might require the PC wizard to recruit the help of his player character companions.

Sometimes, a seemingly innocuous request ("Something's been into my crops-- I think it's a bunch of kids. Could you stop them?") might lead the PC wizard to believe that more is happening than meets the eye. He might summon his companions to help him investigate, and their discoveries could be the beginning of a long campaign. (The party discovers clawed footprints among the damaged crops. The footprints lead to a nearby forest, then abruptly vanish. What's going on?).

### The Scholarly Quest

A wizard player character engaged in magical research might require a particular component that exists only in a hard-to-reach part of the world. If the journey promises to be dangerous, the wizard might ask his friends to accompany him. Alternately, if a PC wizard encounters a party going in the same direction, he might agree to assist them on their mission in exchange for safe passage to the location of his sought component. After recovering the component, the wizard might have become close enough to the other PCs to voluntarily continue on their mission with them. Or maybe the other PCs got the wizard out of a tough spot and the wizard feels obligated to return the favor by completing the mission with them.

The party's mission might coincide with something the wizard PC wants. For instance, the party might be embarking on a mission to stop a notorious evil wizard. The evil wizard might possess a magical device the PC wizard has coveted for a long time. The PC wizard could agree to help the party in exchange for the magical device.

### Out of Retirement

An elderly wizard might grow weary of his sedentary existence and welcome any opportunity to add some excitement to his life. Such a wizard would eagerly join any party of player characters if the party's mission promised to be exciting and didn't violate the wizard's personal values (a PC wizard of good alignment is unlikely to join an evil party about to embark on a murder spree unless he is pretending to be evil in order to stop them).

Since a party can always use an extra wizard, a group of player characters might coax an old PC wizard out of retirement to help them on a mission. The PC wizard might be enticed by a monetary reward, the lure of adventure, or the possibility of settling an old debt (perhaps the party believes they will be facing an old nemesis of the PC wizard). The PC wizard also might agree to help them out of a sense of loyalty to his former companions

## Magic in the Campaign World

Whether designing a campaign or establishing the parameters of a single adventure, the DM will find it helpful to understand the prevalence of magic in his world. Is magic relatively common-- are wizards encountered as frequently as any other character type-- or is magic extremely rare, with practitioners relegated to rumors and legend? Deciding how much magic exists involves not just the number of wizards and magical items, but also the prevalence of spells, magical monsters, and magical effects in general.

Here are a few of the questions the DM should consider when deciding how magic fits into his world:

**How common are wizards?** The frequency with which wizards are encountered gives a good indication of how often a party is likely to encounter magical items and spell books. Obviously, if magic is uncommon, magical items are especially valuable.

**How available are academies and mentors?** A world with little magic provides would-be wizards with few opportunities to learn their crafts. Advancement through the various levels of skill is likely to be slow. Certain specialties may not be available at all. Conversely, a world where magic is relatively common should have a variety of specialists of all levels among its population.

**How are wizards accepted among the general population?** Are wizards feared or respected? Revered or despised? A predominance of magic does not guarantee that the general population feels comfortable with wizards; though familiarity can foster acceptance, it can also breed prejudice and resentment.

**Is there a relationship between magic and political power?** Wizards usually wield more power than any other group in a society. Have the wizards used their power for political gain? Are they commonly found as rulers and administrators? Does the general population reject the idea of wizard rulers (wizards are too strange or too frightening) or do they embrace it (wizards are smart and deserve to run the government)?

**How integrated are wizards in the rest of society? Do wizards live openly, or must they keep their abilities secret?** Are wizards able to walk down the street unmolested, or do they invariably draw a crowd of curious on-lookers or hostile townsmen who regard them as a threat? Do they live in a special area of town, or can they make their homes anywhere they wish? Do they associate only with other wizards, do they mingle freely with people from all walks of life, or do they prefer a solitary existence?

There are no fixed rules for the amount of magic available in a campaign world, as long as the DM strives for consistency and balance. Following are some general guidelines for several different types of campaigns.

## Worlds With Excessive Amounts of Magic

In worlds where magic is relatively common, the non-wizard is sometimes the outsider. Wizards are the most frequently encountered character class and typically hold all positions of power. Wizards of good alignments consider themselves caretakers of the non-wizard population; wizards of evil alignments see the non-wizards as an exploitable

resource.

Kingdoms controlled by evil wizards often clash with one another. They also frequently wage war on kingdoms controlled by good wizards. The awesome power wielded in these conflicts can easily devastate the entire world. (Think of such conflicts as the wizardly equivalent of nuclear war.)

Mentors and academies of magic are common, as are wizards of all schools and levels. Novices tend to rise quickly in ability, and high-level wizards are in abundance. Magical items and magical monsters abound. There may be a large number of priests as well, since they are also magic-users, but an abundance of wizards does not guarantee that a world has an abundance of priests. (Priests get their magical abilities from the gods, who may be as generous or as stingy with their gifts as the DM wants.)

Worlds where magic is prevalent are invariably populated by a large number of powerful characters. The DM will probably have his hands full trying to maintain play balance, devising challenging adventures for his player characters, and prevent non-wizard player characters from feeling overwhelmed or insignificant. For these reasons, it is suggested that only experienced DMs attempt to stage adventures in a magic-heavy campaign world. Creating a world where magic is taken for granted can be difficult, but for DMs and players up to the challenge, it can be a fascinating alternative

## Worlds With Typical Amounts of Magic

"Typical" in this sense means the amount of magic present within the limits of an average AD&D® campaign world. In such worlds, magic is known to exist, but real wizards are regarded with awe and perhaps a little suspicion. Average people may be baffled by magic and others may be afraid of it, but all are impressed by its power.

Wizards are uncommon, especially those of higher levels. Novices wishing to master a particular school of magic may have to work hard to find a suitable mentor or academy. In some areas of the world, certain specialists may not even exist. Spell books, magical items, and magical monsters are relatively rare; finding one will probably be a major event in the life of any character.

To avoid violating the unique nature of magic in this type of world, the DM must be careful to set limits on the availability of magical items, spell books, and magical effects in general. He also may wish to limit the number of magic-users by deciding whether PCs can be multi-class or dual class characters with wizard or priest spells. In a campaign where such restrictions are in force, evil wizards will not need to be quite as powerful to be effective against a typical party. Without such restrictions, there are likely to be more magic-users in a party, meaning that evil wizards will need to be of higher levels to be effective opponents.

## Worlds With Low Amounts of Magic

Not surprisingly, wizards are rare commodities in worlds where little magic exists. Most people have never seen a real wizard. In some of these societies, wizards are confined to myths and legend. A player character wizard will likely be restricted to low levels, and advancement will be difficult. In fact, it may be impossible for a wizard to reach higher levels of ability-- such spells may simply not exist. Magical items are

extremely rare, if they exist at all. Magical monsters are equally rare, but those encountered are especially formidable, wielding powers unheard of by a typical adventuring party.

## Worlds With No Magic

By means of a portal, a magical device or artifact, or divine intervention, an adventuring party might find themselves on a world where magic does not exist. Alternately, a player character may find himself transported from a world where magic is common to a world with no magic. Aside from the PC wizards in the party, such a world has no wizards at all. There are also no magical items, spell books, magical monsters, or magical effects of any kind. Such a world will have a number of interesting ramifications for wizard characters, as well as for the party as a whole.

- There is no way to recharge rods and other magical items.
- There is no way for a wizard to learn new spells.
- Magical research is impossible.
- Magical potions no longer exist (aside from those the characters brought with them).

How would such a world react to a wizard? As an analogy, imagine how people of our world would react to the news that an actual wizard walked the planet. Some would beseech him for favors, while others would seek to exploit him. Some would see him as a hero, while others would see him as a physical manifestation of their religious beliefs. Governments might attempt to recruit him as a weapon against enemies. Scholars might seek to study him. Unsophisticated people, fearful of his power, might try to capture or kill him.

Obviously, a world without magic is radically different from the typical AD&D® campaign world, but it can be a refreshing change for the DM and a stimulating challenge for players with wizard PCs. There are many interesting themes to explore in this type of campaign world, but the action is also likely to be more subdued without magical monsters and evil wizards for opponents.

## Campaign Variations

Following are a few off-beat suggestions for using wizards and magic in a campaign. The DM is free to modify, combine, and vary these suggestions as he sees fit

## The All-Wizard Campaign

In this type of campaign, most of the player characters are wizards. Other classes are allowed, but they are usually restricted to one character from each class. (That is, a party can have no more than one warrior, one priest, and one rogue-- the rest are wizards.)

To begin this type of campaign, the DM can encourage players to take PC wizards by fostering an atmosphere where NPCs have a special admiration for wizards or where magic is an especially revered field of study. Alternately, the DM can simply require the players to use wizard characters. All wizard kits are allowed in this type of

campaign, as are multi-class and dual-class characters as long as one of the class choices is wizard. The DM is forewarned that he will have to be especially creative to invent adversaries of sufficient power to provide acceptable challenges for a party of wizards.

### The Single Wizard Kit Campaign

The DM might decide that all magic in his world stems from a particular culture; therefore, all wizards must have the same kit. This includes player character wizards and well as NPC wizards of all alignments. Among the kits especially appropriate for this type of campaign are the Amazon, the Anagakok, and the Wu Jen. If the DM wishes, player characters of all classes might be required to take the same kit, but this is not necessary for an interesting campaign.

How this type of campaign affects the existence of magical items and magical monsters is the decision of the DM, but there are likely to be fewer of both (see *Worlds With Low Amounts of Magic* in the Magic in the Campaign World section above). In a campaign where all magic comes from an Amazon culture, all magical items will have their origin in that culture. Dragons, for instance, may exist throughout the world, but all of them trace a common ancestry to a land dominated by Amazons.

### The Restricted School Campaign

In this type of campaign, certain schools of magic do not exist. For instance, in a world where the school of illusion does not exist, wizards do not have access to *phantasmal force*, *minor creation*, or any other illusion spells, nor are they allowed to specialize as illusionists. Researching these types of spells is also forbidden. If a spell belongs to two schools, then the spell is still available if it belongs to a school that still exists. For instance, in a world where the school of illusion does not exist, *rainbow pattern* is available since it also belongs to the school of alteration.

Whether magical items that duplicate the effects of non-existent schools are available is the DM's decision, but for consistency, it makes sense to forbid them. Another good idea is to give wizards access to the spells from the school of lesser divination-- it is very difficult to function as a wizard without them.

As another variation, the DM might consider having more than one non-existent school in his campaign world. (Schools in direct opposition to one another, as shown in Figure 1 in Chapter 2, are good choices to eliminate. For instance, if the school of illusion is nonexistent, then the school of necromancy might not exist either). In an especially restrictive world, perhaps only one school of magic exists; if only the school of illusion exists in the DM's world, then all wizards must be illusionists and have access only to illusion spells-- spells from any other school do not exist.

### The Restricted Level Campaign

Similar to the Restricted School Campaign, in this variation, high-level magic does not exist. For instance, the DM might decide that no spells of 6th level or higher exist. Therefore, a wizard has access to spells of 1st level through 5th level only, and he is unable to research higher-level spells. As with the Restricted School Campaign, the DM

decides whether magical devices duplicating the effects of higher-level spells exist.

# Chapter 5: Combat and the Wizard

This chapter tells the wizard how to make the most of his magical abilities in combat. It also includes some tips for effective strategy and planning, along with advice on weapon selection.

## The Spell Arsenal

### The Wizard's Advantages

In combat, there are two important advantages a wizard has over the non-magicusing members of his party:

1. The wizard is an extremely versatile opponent; high-level wizards are likely to be the most versatile characters in an adventuring party.

2. While the abilities of most other characters tend to confine them to specific roles, the wizard can adapt his skills to new situations by selecting the appropriate spells from his spell books (assuming that the wizard has access to a variety of spells). For instance, a high-level warrior has the same skills today that he did yesterday.

But a high-level wizard begins each day anew, memorizing a selection of spells from his spell books that may be radically different from those he memorized the day before. With the right spells, a wizard can be a master of reconnaissance one day and an engineer of destruction the next. But if a wizard has a large selection of spells in his spell books, how does he know which ones will be most helpful on any particular day? Some wizards, of course, will simply load up with their most powerful spells and hope for the best. But a shrewd wizard will look closely at his spells and analyze their primary functions to decide which are the most appropriate to a particular situation.

## Spell Categories

A helpful way for a wizard to analyze his arsenal is by assigning his spells to various categories. The following system uses six categories based on a spell's use in combat situations. The categories include:

**Defensive 1.** This category of spells provides protection from harm. It includes spells that make the subject more difficult to hit, increase his resistance to damage, and shield him from various types of opponents. Usually, a wizard casts this type of spell on himself or on his allies.

**Defensive 2.** This category of spells hinders an opponent's ability to attack without directly causing damage to the opponent. It includes various *charm, hold*, and blinding spells, along with spells that add penalties to an opponent's attack rolls. Usually, a wizard

casts this type of spell directly on one or more of his opponents.

**Offensive 1.** This category of spells increases the chance to inflict damage on an opponent. It includes spells that give bonuses to attack and damage rolls, as well as those that increase strength. It does not include spells that directly inflict damage. Usually, a wizard casts this type of spell on himself or his allies.

**Offensive 2.** This category of spells directly inflicts damage on opponents. It includes spells that cause an opponent to lose hit points, such as *chill touch* and *lightning bolt*, spells that cause creatures to lose levels of ability, such as *energy drain*, and spells that cause damage to specific creatures, such as *transmute water to dust*. Usually, a wizard casts this type of spell on one or more of his opponents, although exceptions include spells that create or summon entities to fight on the caster's behalf, such as *monster summoning*.

**Reconnaissance.** This category reveals information about opponents or provides warnings about their actions.

**Special.** This catch-all category includes spells that have no specific offensive, defensive, or reconnaissance use in combat.

How do you decide which spells belong to which categories? It is not an exact science, but rather a generalization based on a spell's most common use in combat situations. For instance, *fireball* can be used to destroy inanimate objects, but in combat situations, it is usually used to inflict damage on an opponent; therefore, it is an Offensive spell -- Offensive 2, to be exact. *Light* is helpful for finding the way in a dark cavern, but in combat, it can be used to blind opponents to reduce their attack rolls, making it a Defensive spell-- more precisely, a Defensive 2 spell. (For quick reference, it may be helpful to note each spell's category next to its name on the character sheet.)

If a spell seems to fit into more than one category, that is to be expected. Remember, the point is not to draw rigid boundaries, but to learn to think in terms of a spell's function as opposed to its level or flashy name. As an illustration, here are categorizations of some 1st- and 2nd-level spells from the *Player's Handbook*.

**Defensive 1:** *Protection from evil, armor, shield, mirror image, invisibilty, blur*

**Defensive 2:** *Color spray, enlarge, light, grease, shocking grasp, taunt, wall of fog, deafness*

**Offensive 1:** *Spectral hand, strength*

**Offensive 2:** *Burning hands, shocking grasp, chill touch, flaming sphere, stinking cloud*

**Reconnaissance:** *Alarm, comprehend languages, message, detect undead, ESP*

**Special:** *Dancing lights, erase, hold portal, jump, mending, spider climb, wizard mark*

The various categories are discussed in detail in the following sections. Players should use the information to help them assign their spells to categories, which in turn will enable them to choose the best spells for their wizards to memorize in a particular situation

## Defensive Spells

Defensive spells provide protection from specific or general types of attacks in the following ways:

- By acting as a shield or barrier (*protection from normal missiles*)
- By decreasing an opponent's attack capability (*slow*)
- By giving temporary immunity (*stoneskin*)
- By removing the subject from a dangerous situation (*teleport*)
- By sending away the opponent (*dismissal*)
- By reducing the amount of damage suffered (*armor*)

The school of abjuration offers the greatest variety of Defensive spells, but Defensive spells are also available in every other school. Some particularly effective Defensive spells are offered in the schools of alteration (*gaze reflection* and *wraithform*), enchantment/charm (*sleep* and *hold person*), and illusion (*hypnotic pattern* and *mislead*).

Spells in the Defensive 1 category are typically cast on the wizard or on his companions to provide direct protection from attacks; *globe of invulnerability, invisibility,* and *protection from evil* are examples of Defensive 1 spells. Spells in the Defensive 2 category are typically cast on one or more opponents to hinder their ability to attack or prevent them from attacking altogether; *fumble, ray of enfeeblement*, and *binding* are examples of Defensive 2 spells.

In general, Defensive 2 spells offer more protection than Defensive 1 spells, since they effectively protect the entire party. For instance, a wizard protecting himself with the Defensive 1 *globe of invulnerability* spell may be safe from an attacking opponent, but the opponent is free to attack the wizard's companions. However, an opponent affected by the Defensive 2 *sleep* spell cannot attack anybody in the party.

Following are some general situations in which a wizard will find Defensive spells particularly useful:

*The party has only a few members or has only low-level members.* The wizard's inability to use armor is his most vulnerable characteristic. A wizard must either count on his companions for protection or provide it for himself. In small parties, there probably are not enough members to provide bodyguards for the wizard. A small party will also have their hands full in combat situations, and probably will not have the time or the resources to look after a wizard. Likewise, a party of low-level characters lacking high-quality armor or other protective devices may have to depend on their wizard to provide protection for them.

*The party has taken an excessive amount of damage.* A party that has lost a lot of hit points is not in a position to take chances, especially if they anticipate trouble. A wizard armed with Defensive spells can help the party through any tough times ahead.

*The party includes other player character wizards who lack Defensive spells.* If the party does not know what type of dangers it may face, a good idea is to have as many different types of spells available as possible. It is helpful if the wizard arms himself with a healthy supply of Defensive spells if his fellow magic-using companions do not have them or choose not to use them.

*The wizard anticipates being alone.* If the wizard expects to be alone on guard duty or investigating a dangerous locale by himself, operating as a spy, or otherwise functioning without the company of others, he is safest with a supply of Defensive spells to compensate for his lack of armor.

*The party anticipates encountering a specific type of enemy.* Many Defensive spells offer protection against a specific type of attack. If the party believes it will be encountering a particular type of opponent, the wizard should arm himself accordingly. (For instance, if the party anticipates encountering an evil wizard, Defensive spells such as *dispel magic* and *Serten's spell immunity* would be wise choices.)

## Offensive Spells

Offensive spells increase the ability of the caster (or persons of the caster's choice) to inflict damage, or directly inflict damage on opponents in the following ways:

- By attacking specific targets (*magic missile*)
- By attacking all opponents within a designated area (*cloudkill*)
- By summoning surrogates capable of attacking (*monster summoning*)

Schools offering a variety of Offensive spells include conjuration/summoning (*flame arrow* and *Evard's black tentacles*,) invocation/evocation (*fireball* and *death fog*), and necromancy (*spectral hand* and *death spell*.

Spells in the Offensive 1 category are typically cast on either the wizard or on his companions to increase their ability to attack or inflict damage; strength, spectral hand, and enchanted weapon are examples of Offensive 1 spells.

Spells in the Offensive 2 category are typically cast on one or more opponents to inflict damage directly, effectively functioning as weapons for the wizard; *flaming sphere, shocking grasp*, and *finger of death* are examples of Offensive 2 spells.

In general, Offensive 2 spells are more effective than Offensive 1 spells, since they inflict damage directly. For instance, a wizard successfully casting an Offensive 1 strength spell on himself must still strike an opponent to inflict damage; a successfully cast *fireball* inflicts damage immediately. Following are some general situations in which a wizard will find Offensive spells particularly useful:

*The party is large or has a number of high-level members.* Again, the main consideration is the vulnerability of the armor-less wizard. In larger parties, there are

likely to be enough members to supply the wizard with a bodyguard or two (note that this does not mean a bodyguard in the literal sense, but rather a designated member to help protect the wizard from attacks). Likewise, if the party has several high-level members with a lot of hit points and high-quality armor, they will not be as dependent on the wizard for protective spells. A wizard who does not need a lot of Defensive spells is free to arm himself with a high number of Offensive spells.

*The party has few warriors*. While unusual, it is not impossible for a party to be completely composed of wizards, priests, and rogues. In such a case, a wizard with an arsenal of Offensive spells can make an acceptable substitute for a warrior. But note that even the best-armed wizard must still contend with a low Armor Class, meaning he will still need to rely on one or more of his companions for protection.

*The party is making its last stand.* When a party is facing its final challenge at the climax of an adventure (presuming the party realizes they have reached the climax of an adventure) or is making a life-and-death stand against an opponent of awesome power, they may need all of the offensive capabilities they can muster. If the wizard genuinely feels he has nothing to lose (or if the wizard is willing to sacrifice his life to achieve the party's goals), he may wish to arm himself with as many Offensive spells as possible to maximize his party's chance of success.

*The party anticipates facing an onslaught of enemies*. A party may also need heavy offensive capabilities if they anticipate facing a large number of enemies (such as a battlefield filled with hundreds of orcs and goblins) or a few enemies with a lot of power (such as a cadre of giants). Again, unless the wizard is willing to lay down his life for the cause, the party should take the wizard's vulnerability into account when planning their strategy.

*The party includes other player character wizards who lack Offensive spells.* This principle applies to the use of Offensive spells as well as Defensive spells. If the first wizard in a party has nothing but Defensive spells, and the second wizard has a variety of both Offensive and Defensive spells, it makes sense for the second wizard to arm himself with Offensive spells (unless one of the situations described above suggests a different strategy).

**Reconnaissance Spells**

Reconnaissance spells neither inflict damage nor provide protection, but they serve a vital function in combat by furnishing crucial information in the following ways:

- By revealing the presence of enemies (*detect evil*)
- By revealing enemy motivations (*ESP*)
- By revealing enemy actions (*clairvoyance*)
- By revealing future events (*foresight*)
- By revealing past events (*legend lore*)
- By employing supernatural guidance (*vision*)

Obviously, most Reconnaissance spells come from the school of greater divination, but other schools have them as well, including abjuration (*alarm*), alteration (*comprehend languages* and *wizard eye*), and illusion (*magic mirror*). Following are some general situations in which a wizard will find Reconnaissance spells particularly useful:

*The party is entering an unknown area.* The more a party knows about the potential dangers of a previously unexplored castle, jungle, or stretch of enemy-occupied terrain, the better they can cope with whatever they meet. A quick survey of the territory by a wizard using *clairvoyance, detect evil,* or similar spells can be an effective deterrent against ambushes and other unexpected surprises.

*The party is unsure of the enemy's motivations.* Not all NPCs are enemies (maybe they are hostile because they assume the PCs are the bad guys), and not all enemies are bent on destroying the party (maybe they are trying to get back to their leader as quickly as possible and the PCs are in their way). A wizard using *ESP, know alignment,* or similar spells can clarify the motives of NPCs, possibly allowing the party to avoid combat entirely.

*The party needs a lookout or a volunteer for guard duty.* A wizard armed with spells such as *clairaudience, clairvoyance, foresight,* and *wizard eye* makes an excellent lookout. He can also serve as a party's communications officer in combat, keeping track of his companion's actions, tracking the actions of the enemy, and becoming alerted to companions in need of assistance.

*The party needs a spy.* The wizard who knows a variety of Reconnaissance spells makes a perfect spy, either acting by himself (in which case he should ensure that his chances of being discovered are small, since he has no armor) or in conjunction with a companion who can serve as his bodyguard. Unlike rogues or invisible characters, who are also good candidates for spying missions, a wizard using *clairaudience, ESP,* and similar spells can gain a lot of information from relatively safe distances.

## Special Spells

Special spells are those that have limited use in combat. They do not offer protection, inflict damage, or reveal information. Such spells assist the party in these ways:

- By making repairs (*mending*)
- By labelling personal possessions (*wizard mark*)
- By changing appearances (*alter self* and *fool's gold*)
- By creating various illusionary effects *(illusionary wall* and *minor creation*)

Though nearly all schools have their share of Special spells, the school of illusion has a surplus of them, which is one reason why the illusionist is considered by many to be the least useful specialist in combat.

This does not mean that Special spells are completely useless on the battlefield. As with all types of magic, clever wizards will invariably find a variety of uses for Special spells. For instance, the Special spell *dancing lights* does not cause blindness or inflict

damage, but cast at the right time, it could be used to distract an opponent, rendering him momentarily unable to attack. In general, however, Special spells are the worst choices for a wizard anticipating combat.

## A Mix of Spells

In the examples above, we suggested a number of situations where it is to the wizard's best advantage to arm himself with an arsenal of spells from a particular category. In some situations, however, a wizard might be better arming himself with a few spells from each category. Here are a few examples:

*The party is beginning a new adventure*. When embarking on a new adventure or a new episode of an ongoing campaign, it is unlikely that the party will know exactly what obstacles or dangers they will face. In these cases, a wizard armed with a mix of Defensive, Offensive, Reconnaissance, and Special spells will be able to handle a variety of situations. As the adventure progresses and the party accumulates more information, the wizard can adjust his spell mix accordingly, perhaps concentrating on Defensive or Reconnaissance spells as the situation dictates.

*The party has only a single wizard.* In this case, the party might have to rely on the wizard to assume a variety of roles-- for instance, he may be expected to provide magical protection for the party (requiring Defensive spells) as well as ferreting out information about its opponents (requiring Reconnaissance spells). Of course, the more duties a wizard assumes, the less effective he can be at any one of them, but sometimes such a situation is unavoidable. The party has a large number of powerful characters in a variety of classes. The more power a party has at its disposal, and the more that power is dispersed among a large number of characters, the less dependent they will be on any one party member. In this case, a wizard's arsenal of spells is not as crucial. If the party has a number of strong warriors for offensive and defensive actions (as well as an extra warrior or two to serve as bodyguards for the wizard), has some rogues for spies, and has a magical scrying device, it is not vital for a wizard to concentrate exclusively on Defensive, Offensive, or Reconnaissance spells.

*The wizard has no choice.* If the wizard is just beginning his career, he probably does not have a lot of spells in his spell books. Likewise, if he has only Defensive spells in his spell book, he obviously cannot choose from the various categories.

## Weapon Restriction

Wizards are severely limited in the weapons they can use. Little if any of their formal training is devoted to combat, and they usually are unable to devote the time and effort necessary to master such skills. Consequently, their weapon choices are confined to those that are easy to learn and simple to use. As a general rule, the DM should confine wizards to the following weapons:

Blowgun

Barbed dart

Needle
Dagger or dirk
Dart
Knife
Quarterstaff
Sling
Sling bullet
Sling stone
Staff sling

These restrictions apply to magical weapons of similar types as well. For instance, just as a wizard is denied the use of a two-handed sword, he is denied the use of a *two-handed sword +1*.

In certain situations, the DM may allow a wizard to use a weapon other than those listed above. However, the DM is cautioned to make exceptions to the wizard's weapon restrictions with care, to avoid unbalancing the game and violating the special nature of the wizard.

Here are a few situations where the DM might consider making exceptions to the wizard's weapon restrictions:

**The wizard's kit allows for different weapons.** The Anagakok kit, for instance, allows for tridents and harpoons, while the Amazon kit allows for spears and long bows. If the DM gives permission for players to pick one of these kits, or another kit with weapons other than those listed above, he should also allow him to use the kit's weapons. However, the DM is within his rights to forbid the use of any weapon-- if he decides harpoons are unavailable in his campaign world, then even an Anagakok cannot use them.

**Instruction in the use of a particular weapon was part of the wizard's training.** Just as certain kits allow certain weapons, certain cultures might require all of its citizens to master certain weapons. A warlike culture, for instance, might insist that all of its male citizens are to be trained in the use of swords and spears, and wizards are not excluded. The player must establish these type of background details at the beginning of his character's career -- they cannot suddenly be brought into play in the middle of a campaign ("Did I forget to mention that my character's father trained him to use a club?"). As always, the DM can veto any background suggestions that he considers unacceptable in his campaign.

## Chapter 6: Casting Spells In Unusual Conditions

A wizard's adventures can take him to all kinds of exotic locations. But if he finds himself battling foes beneath the ocean's surface or exploring a mysterious locale in an alternate plane of existence, he will discover that his spells are operating a little differently than usual. This chapter explains the differences.

Spell casting abilities can also be affected by sensory changes, such as a temporary loss of vision, an impaired ability to speak, and impaired movement. These problems, as

well as how a wizard's spells are affected when cast under less than optimum conditions and how he might compensate for these differences, will be discussed in this chapter.

## Casting Spells Underwater

Assuming that the wizard can find a way to breathe underwater for extended periods (such as a *water breathing* spell or potion), most of his spells will function normally underwater, with identical casting times, ranges, components, and effects. There are, however, a number of exceptions, detailed below. Rather than being frustrated by these changes, the wise wizard will study them carefully and use them to his advantage

### Spells That Are Ineffective Underwater

The following spells cannot be cast or will not function underwater. All spells are from the *Player's Handbook* except those labeled NS (for New Spell) which are found in Chapter 8 of this book. Spells marked with an asterisk ( * ) will function normally when cast within the bounds of an *airy water* spell.

**1st Level**

*affect normal fires**
*burning hands**
*jump**
*mount*
*wall of fog**

**2nd Level**

*flaming sphere**
*fog cloud **
*pyrotechnics**
*summon swarm*
*whispering wind**

**3rd Level**

*fireball*
*flame arrow**
*gust of wind*
*illusionary script**
*Melf's minute meteors*
*wind wall*

**4th Level**

*fire aura* (NS)
*fire charm*
*fire shield ** (only the flame shield version of this spell is forbidden; the chill shield version functions normally)
*fire trap*

*shout* *
*solid fog* *
*wall of fire*
*wind breath* (NS)

**5th Level**
*cloudkill* *
*distance distortion*

**6th Level**
*control weather*
*death fog* *
*guards and wards* *
*lower water*

**7th Level**
*delayed blast fireball*

**8th Level**
*incendiary cloud*

**9th Level**
*meteor swarm*

## Spells That Are Modified When Cast Underwater

The following spells are altered as described when cast underwater. All spells are from the *Player's Handbook*, except those labeled NS (for New Spell) which are found in Chapter 8 of this book

**1st Level**
*Chromatic Orb* (NS): The heat, fire, and stinking cloud effects are unavailable underwater.

**2nd Level**
*Filter* (NS): Instead of filtering vapors, filter eliminates poisons in the water.

*Ice Knife* (NS): Because of water resistance, an ice knife cast underwater can strike targets only within 10 yards. It causes a maximum of 1-4 hit points of damage.

*Melf's Acid Arrow*: The acid from this arrow lasts only a single round before it is washed away by surrounding water.

**3rd Level**
*Fly*: This spell enables the subject to swim effortlessly at any depth and in any direction, even if the subject is encumbered or is normally too heavy to float. The

maximum speed is 9.

*Lightning Bolt:* Instead of a stroke, the electrical discharge takes the form of a sphere with a 20-yard radius, centering on the point where a stroke would have occurred if the spell had been cast above water. All those within the sphere suffer 1d6 hit points of damage per level of the caster; the maximum damage is 10-60 (10d6) hit points. A successful saving throw reduces this damage to half (round fractions down).

*Monster Summoning I:* Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

*Phantom Steed:* A phantom steed created underwater is a hippocampi with a black forebody and silver-gray scales. These steeds do not gain the special traveling or flying abilities of the regular *phantom steeds*, but they do gain the movement rate of 4 per level of the spell caster (to a maximum movement rate of 48). Otherwise, they are similar to the steed created by the spell.

**4th Level**

*Ice Storm*: The hail stones created by this spell will be as large as normal, but their downward force is greatly reduced, inflicting only 1-10 hit points of damage before floating toward the surface. The sleet variation of this spell is useless underwater, since all of the sleet melts as soon as it is created.

*Monster Summoning II:* Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

*Wall of Ice*: A *wall of ice* can be formed underwater, but it immediately floats to the surface and bobs in the water like an ice floe. This renders the *ice plane* and hemisphere variations useless. The *ice sheet* variation of this spell inflicts no damage underwater.

**5th Level**

*Conjure Elemental:* Air elementals and fire elementals cannot be conjured underwater. Earth elementals must remain on the floor of the sea, lake, or river from which they are conjured. While unable to leave the floor, they can still attack creatures or assault constructions that are resting on or are imbedded in the floor. Water elementals can be conjured normally.

*Monster Summoning III*: Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

*Transmute Rock to Mud:* This spell operates underwater as it does elsewhere, except

that the mud immediately begins to dissipate. If cast on the ocean floor (or the floor of any other body of water), only extremely heavy creatures who are unable to swim are in any danger of sinking into the mud.

**6th Level**

*Chain Lightning*: Underwater, this acts as a *lightning bolt* of twice the normal size (either a forked bolt up to 20 feet wide and 80 feet long, or a single bolt 10 feet wide and 160 feet long. However, it strikes only a single object and inflicts only 1d6 hp of damage for every level of the caster (save vs. spells for half damage). It will not arc to other targets.

*Conjure Animals:* Only creatures that can breathe and function underwater can be conjured.

*Monster Summoning IV:* Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

*Otluke's Freezing Sphere:* The *frigid globe* variation of this spell can be extremely dangerous to the caster when cast underwater. The globe of absolute zero matter will instantly freeze the water around the caster into a block of ice of a volume equal to 50 cubic feet per level of the caster. The entombed wizard will immediately float to the surface. Unless he receives assistance or is able to free himself, he will immediately begin to suffocate.

*Part Water:* This spell can be used to form a "tunnel" through water-filled areas, no wider than 10 feet in diameter. The "tunnel" contains air, enabling creatures inside it to breathe normally.

*Transmute Water to Dust:* Casting this spell underwater causes a "hole" to open in a previously water-filled area. The size of the "hole" is up to 10 cubic feet per level of the caster. Assuming there is sufficient surrounding water-- that is, if the spell was not cast on or near the surface of the water-- the unaffected water will rush in, inflicting 1 hit point of damage per level of the caster to all within (no saving throw).

**7th Level**

*Monster Summoning V:* Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

*Mordenkainen's Magnificent Mansion:* At the caster's option, the mansion can be filled with water, or the influx of water can be prevented, keeping the mansion's interior tidy and dry.

**8th Level**

*Monster Summoning VI:* Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the Monstrous Compendium. )

*Sink:* This spell places the subject a specified number of feet beneath the floor of the lake, ocean, or sea. The magic of the containment will radiate through the water to the surface.

**9th Level**

*Monster Summoning VII:* Only creatures that can breathe and function underwater can be summoned. (If available, the DM should use the appropriate Aquatic Monster Summoning table in the *Monstrous Compendium*.)

## Casting Spells in Other Planes

As described on page 132 of the *Dungeon Master's Guide*, the AD&D® game world consists of many planes of existence aside from the familiar Prime Material plane. Just as physical laws operate differently in these planes, so do the effects of magic and the ways in which spells are cast. General guidelines for using wizardly magic in the various planes are given below. (If planning a campaign in one or more of the other planes of existence, or if a DM is interested in additional information about the planes, consult the *Manual of the Planes*.)

### The Ethereal Planes

From the wizard's perspective, the key features of the Ethereal planes include the following:

- The effects of time occur 10 times slower than on the Prime Material plane. For instance, for every 10 turns that pass on the Ethereal planes, only a single turn has passed. Therefore, the subjective time for the wizard to memorize and cast spells is 10 times as long as the actual time required.
- The thick soup of ethereal matter restricts clear vision to about 100 yards.
- Because of the semi-solid nature of the ethereal matter, spells that create restraining effects, such as *web* and *wall of stone*, are easily circumvented by the victim-- he must only move the ethereal matter out of the way. Restraining spells that inflict damage, such as *wall of fire*, are equally easy to circumvent, but still cause harm to the victim.

The schools of magic are affected as follows:

**Abjuration:** Spells of 5th level and above will not function.
**Alteration:** All spells of this school function normally, subject to the special laws of the Ethereal planes.

**Conjuration/Summoning:** Entities from the Prime Material, Astral, and outer planes cannot be summoned. *Leomund's secret chest* places the conjured chest in a location in the Ethereal plane different from that of the caster.

**Divination:** These spells function only if the wizard is in the area between the Prime Material plane and the Ethereal planes (called the Border Ethereal) and is casting the spells into one of the adjacent planes. For instance, *detect magic* will not work in the Ethereal plane, but it functions normally if cast from the Border Ethereal into the Ethereal planes. *Contact other plane,* however, functions everywhere in the Ethereal planes.

**Enchantment/Charm:** All spells of this school function normally, subject to the special laws of the Ethereal planes.

**Invocation/Evocation: All** spells of this school function normally, subject to the special laws of the Ethereal planes, except that materials created by evocation spells are made of ethereal matter and have the properties of that matter. *Bigby's forceful hand*, for instance, will not stop an opponent.

**Illusion/Phantasm:** All spells of this school function normally, subject to the special laws of the Ethereal planes. However, illusionary images and items do not disappear at the end of the spell's duration, or when the wizard stops concentrating, or when the illusion is touched. Instead, the images and items gradually fade away. *Invisibility*, *change self*, and *fear* are not subject to fading and function normally.

**Necromancy:** All spells of this school function normally, subject to the special laws of the Ethereal planes.

**Magical Items:** Pluses on weapons are reduced by one to attack and damage rolls (a *sword +2* effectively becomes a *sword +1* ). Armor and protective devices are likewise reduced by one plus. Magical items that duplicate specific types of spells operate under the same restrictions as described above.

## The Inner Planes

From the Wizard's perpective, the key features of the Inner planes include the following:

- Spells that rely on elemental forces can be modified to affect all other elemental types, though each modification must be researched separately. For instance, a spell that affects water can be used to similarly affect earth or fire, so that a *wall of water* may appear or *create air* can be cast. To determine if a modified spell can be cast, the wizard must roll against his Intelligence as if learning a new spell. If the roll fails, the wizard cannot make another attempt for one full day (as measured on the Prime Material plane). These modified spells can be used only in the inner planes.
- Modified spells apply only when modifying one elemental spell to another. Positive and negative energies are not eligible. For instance, a wizard cannot create a *wall of negative energy*.
- In the plane of Fire, all material created by spells (such as water and ice) is immeadiately affected by the extreme heat. For instance, the ice created by *ice storm* immediately melts.
- In the plane of Water, spells are affected as described in the *Casting Spells Underwater* section above.
- In the Energy planes, matter created by spells is destroyed one round affect its

creation. Spells that inflict variable amounts of damage in the plane of Positive Energy, and minimum damage in the plane of Negative Energy. Spells that inflict damage over a period of several rounds function for only one round.

The schools of magic are affected as follows:

**Abjuration:** All spells of this school function normally, subject to the special laws of the inner planes, except where noted in the spell description. Spells affecting extra-dimensional creatures *do not* affect creatures native to the inner planes. When the *anti-magic shell* is used in the inner planes, all magical protections are removed from within that sphere, removing any protection the user may have to survive in that plane.

**Alteration:** These spells are the most likely to be modified as described above. A *lower water* spell, for instance, can be modified to *lower fire* in the plane of Fire, and *airy water* could be modified to *airy fire*. Here are a few special cases:

- *Transmute rock to mud* can function as *transform element to para-element*; earth becomes ooze or magma, fire becomes magma or smoke, air becomes smoke or ice, and water becomes ice or ooze. Each type of transmutation must be researched separately.
- *Transmute water to dust* can be modified to *transform element to negative quasi-element*; elemental water becomes ash, air becomes vacuum, fire becomes ash, and earth becomes dust.
- *Astral spell* will not work in the inner planes.

**Conjuration/Summoning:** Usually, spells summoning a particular type of elemental creature summon that being only in its native plane. These spells do not guarantee control over the summoned elemental, but the elemental is not immediately hostile to the caster. Spells summoning animals, monsters, or other Prime Material creatures instead summon the elemental versions of these creatures. Elemental creatures have the same appearance and abilities as their Prime Material counterparts, but are elementals of that type found in that inner plane (except that the Positive and Negative planes have no elemental types).

Spells that contact beings in the Astral and outer planes do not function in the inner planes.

**Divination:** These spells function normally. Those that call on an entity function only if that entity is native to the inner planes or Ethereal planes.

**Enchantment/Charm:** These spells function normally. *Hold person* and *charm* spells work only against humanoid elementals.

**Illusion/Phantasm:** These spells function normally.

**Invocation/Evocation:** Usually, invocation spells function only if the entity's domain is in the same plane as the wizard. Evocation spells dealing with elemental forces can be modified to call upon any elemental force. These include spells that create items of fire, lightning, ice (but not cold), winds, clouds, fog, and flames. For instance, a *fireball* can be modified into a *lightning ball* or *earth ball*, and *lightning bolt* can be modified into *fire bolt* or *air bolt*; in all cases, the range and damage remain the same. Note that spells such as *cone of cold* and *wall of iron* cannot be modified, since they have no actual elemental basis.

**Necromancy:** Beneficial necromantic spells restore hit points, abilities, levels, or life. Harmful necromantic spells deprive victims of these quantities. Beneficial necromantic spells will not function in the Negative plane, while harmful spells automatically succeed

and inflict maximum damage. Beneficial spells restore the minimum number of hp in the negative quasi-planes, and those spells that require a saving throw or are based upon Constitution automatically fail; harmful spells automatically succeed and inflict maximum damage. Beneficial spells automatically succeed and operate to their maximum ability in the positive quasi-planes; harmful spells inflict minimum damage and saving throws of 2 or greater automatically succeed against these spells. Beneficial spells in the Positive Material plane automatically succeed and operate to their maximum ability; harmful spells automatically fail.

**Magical Items:** Weapon pluses are reduced by two to attack and damage rolls (a *sword +3* effectively becomes a *sword +1* ). Exceptions include those with pluses against particular elemental creatures and those that draw their power from elemental planes, such as energy draining swords. Armor and protective devices are likewise reduced by two pluses. Magical items that duplicate specific types of spells operate under the same restrictions as described above

## The Astral Plane

From the wizard's perspective, the key features of the Astral plane include the following:

- Items or matter created by spells are affected by the plane's weightless environment. For instance, water forms into circular balls; when touched, these liquid balls flow over the victim in a light film. Liquids that inflict damage, such as acid, inflict twice their normal damage, and victims covered in liquid film cannot speak without letting the liquid into their lungs and drowning in 1-4 rounds. Victims covered in liquid cannot use spells with verbal components (unless they are affected by *water breathing* or a similar spell or device that allows them to breathe underwater). The liquid can be removed by extensive toweling, entering a plane where gravity exists, or spinning the victim fast enough so that the liquid is flung from his body.
- Fires burn in circular flames without consuming their fuel sources. *Wall of stone* and other *wall* spells, along with other spells that create surfaces, generate hollow spheres with radii of 10 feet plus 2 1/2 feet per level of the caster, regardless of the listed area of effect. Temperature is poorly conducted in the Astral plane, so spells generating heat and cold do not affect those outside the spell area.
- A wizard cannot move or dodge while casting spells; if already moving, he must continue moving with the same speed and in the same direction as the previous round in order to cast the spell.
- Spells that require access to the Ethereal or inner planes will not function.

The schools of magic are affected as follows:

**Abjuration:** These spells work normally, except that they cannot affect the fabric of the Astral plane itself; the plane cannot be dispelled or held back. *Dispel magic* affects astrally projected travelers by casting them back to their original bodies; it has no effect if cast against the plane or against silver cords.

**Alteration:** Alteration spells that contact the Ethereal and inner planes or make use of

extradimensional space will not work, such as *vanish* and *rope trick*.

Objects animated by alteration spells have an Intelligence of 0 for movement purposes, but they can attack creatures adjacent to them. Spells that modify movement function only in situations where that movement is permitted in the Astral plane. For instance, *fly* only works in balls of air, *jump* only works if the subject can push against solid objects, and *slow* and *haste* affect only muscular movement (likewise affecting combat) but have no affect on mental concentration movement. Alteration spells that control or modify conditions operate only if the conditions already exist; wizards cannot call these conditions into existence.

**Conjuration/Summoning:** Conjuration/Summoning spells of 5th level or higher do not function unless linked with abjuration magic (for instance, a spell belongs to both the conjuration and abjuration schools). Summoning cantrips will not operate, but conjuration cantrips will. Spells that call for the direct intervention of an entity will not work unless the entity is a native of the Astral plane.

**Enchantment/Charm:** Spells cannot call into being creatures from other planes. Spells that manipulate or call into being extradimensional space in the Astral plane do not function, such as *deeppockets*.

**Divination:** Because of the inherent magic of the Astral plane, *detect magic* causes the entire plane to radiate magic; there is only a 5% chance for detecting a specific magic radiation against this background. Spells such as true seeing and devices such as the gem of seeing reveal the fully infinite nature of the Astral plane, an experience that can overwhelm the viewer. The chance of being overwhelmed is 100% minus 5% per level of the viewer. Those overwhelmed are immobilized for the duration of the spell or for 1-6 true turns if viewing through a device.

**Illusion/Phantasm:** Illusionary spells and phantasm spells with an illusionary component function normally, but phantasm spells without an illusionary component will not function. For instance, *phantom steed* will not work because the spell has no illusionary component, but *phantasmal force* can be cast, since it has an illusionary component.

**Invocation/Evocation:** These spells function normally, except as modified by the physical laws of the Astral plane (see the explanation of the effects of a weightless environment above). The spells created by the archmage Bigby function differently when cast against creatures that are moving by mental concentration (those moving physically--such as by pushing off objects-- are affected normally).

- *Interposing hand*: Those of lesser Intelligence than the caster are stopped, others are slowed in movement by 50%.
- *Forceful hand*: If the caster has a higher Intelligence than the affected creature, the caster controls the speed and direction of the creature. Equal or greater Intelligences result in no movement.
- *Grasping hand:* This operates the same as the interposing hand if the caster's Intelligence is equal or less than that of the victim, but it repels the victim as a double strength forceful hand if the caster has higher Intelligence.
- *Clenched fist* and *crushing hand* function normally.

**Necromancy:** These spells function normally. However, a *clone* created on the Astral plane requires 1,000 years to grow for every day it would take to grow on the Prime Material plane. Therefore, if a *clone* needed two months to grow on the Prime Material

plane, the same clone would require 60,000 years to grow on the Astral plane.

**Magical Items:** Weapons are reduced by one plus to their attack and damage rolls (a *sword +2* effectively becomes a *sword +1*). Exceptions include those with pluses against astral creatures. Armor and protective devices are likewise reduced by one plus. Magical items that duplicate specific types of spells operate under the same restrictions as described above.

Normal potions in normal vials have the viscosity of syrup and tend to cling to the sides of the vials; such potions require 1-4 rounds to consume with a 5% chance that the drinker chokes (no damage, but the drinker loses the effects of the potion). Drinking potions from wineskins or soft flasks avoids this difficulty and allows normal consumption.

Magical items that tap into extradimensional space or the Ethereal or inner planes do not function in the Astral plane, nor do items that call upon powers from those planes.

## The Outer Planes

From the wizard's perspective, the key features of the outer planes include the following:

- Spells that require access to powers and creatures in the inner planes and Prime Material planes do not function (unless otherwise noted below).
- Cantrips will not function.
- Creatures and phenomena native to the outer planes are unaffected by Prime Material planar spells that summon, communicate, control, or prevent entry. Comparable spells exist for each plane, but they must be learned by the wizard in that plane; *animal growth* for animals of Elysium is an example. These are not considered modifications of existing spells, but different spells altogether.

The schools of magic are affected as follows:

**Abjuration:** These spells are useless against beings native to the plane the wizard is in (for instance, *protection from evil* has no effect on the evil occupants of the Nine Hells). However, *dispel magic* disrupts spells cast by creatures native to the outer planes.

**Alteration:** The Chaos planes (Happy Hunting Grounds to Tarterus, inclusive) have a random effect on alteration spells that create matter (such as *fog cloud*) or change matter into other shapes (the various *polymorph* spells). The chance of a random effect depends on the plane (see Table 10).

### Table 10: Chance of Random Effects of Alteration Spells in Outer Planes

| Plane | Chance of Random Effect |
|---|---|
| Happy Hunting Grounds | 20% |
| Tarterus | 20% |
| Olympus | 40% |
| Abyss | 40% |
| Gladsheim | 60% |

| | |
|---|---|
| Pandemonium | 60% |
| Limbo | 80% |

Created matter subject to a random effect has its appearance altered; for instance, a *fog cloud* might be blue in color or sparkle like diamonds. The change does not affect the properties of the matter. The DM determines the nature of the change.

The random effect for a spell that alters the shape of matter is that the spell may not function at all, or that it may function in an unintended matter. Roll 1d100 on Table 11 if such a random effect is indicated.

### Table 11: Random Effects of Altered Shapes in the Outer Planes

| d100 Roll | Effect |
|---|---|
| 1-10 | Target does not change in appearance or properties. |
| 11-30 | Target changes in appearance (as determined by DM), but retains all the properties of the original. |
| 31-50 | Target does not change in appearance, but gains the properties of the new form. |
| 51-70 | Target changes to resemble some nearby random object or creature, but retains the abilities of its original form. |
| 71-90 | Target changes to resemble some nearby random object or creature, and gains the abilities of that object or creature. |
| 91-00 | Target changes in form and function into something not in the immediate area. (DMs are encouraged to be fiendish.) |

**Conjuration/Summoning:** Non-native beings cannot be summoned unless they are in adjacent planes or planar layers. Creatures native to the plane can be called upon, but they are not controlled by the wizard; any tasks given such creatures must be negotiated. Protective spells that are effective in the Prime Material plane do not function against native creatures.

*Find familiar* will bring an imp, quasit, brownie, or pseudo-dragon. The DM is free to add other suitable candidates or to modify the appearance (but not the abilities) of these familiars.

**Enchantment/Charm:** Spells directed toward specific creatures (such as *charm person*) will not function against their outer planar equivalents. Planes other than the one occupied by the wizard cannot be accessed, though extradimensional space can be (so spells such as *deeppockets* function normally, but spells such as *shadow walk* will not). *Magic jar* or any similar spell that leaves the caster's original body unoccupied creates the risk of that body being occupied by a native of the other planes (see the Necromancy entry below for details).

**Divination:** Spells that detect or identify mainly respond to the alignment of the plane,

overwhelming the alignment of any beings in the plane. For instance, if a good warrior is in the Nine Hells, *know alignment* is overwhelmed by the plane's evil nature and will not reveal that the warrior is good. However, a detect good will reveal the warrior's goodness.

**Illusion/Phantasm:** These spells function normally, though the caster should keep in mind that many of the powerful beings inhabiting these planes are immune to illusionary attacks and effects. However, spells that rely on *demi-shadow magic* and *shadow magic* function at half strength and half effects. *Shadow monsters*, for instance, creates creatures with half the standard hit points that inflict half the standard damage when attacking; shadow magic inflicts only half damage and effects.

**Invocation/Evocation:** These function normally, although they may be changed due to prevailing conditions in a particular plane. Generally, these changes are similar to those experienced in the inner planes. For instance, a *wall of ice* will begin to melt immediately in the heat of the Nine Hells.

**Necromancy:** These spells have no effect on the natives of the planes. *Reincarnation* causes revived individuals to be of the same alignment as the plane; for instance, a PC reincarnated in the Nine Hells will be evil. Spells that involve a body uninhabited by a spirit, such as magic jar, have a 1 percent chance per day per depth of layer of being inhabited by native spirits. For instance, a character who died on the eighth layer of the Nine Hells has an 8 percent chance per day of his body being occupied unless it is raised, while a body on the 100th level of the Abyss has a 100 percent chance of being occupied on the first day). The spirits will not voluntarily release the body (a *limited wish* or spells of similar power will dispel them).

**Magical Items:** Weapons are reduced by one plus for each plane they are taken through; this applies only when moving from plane to plane, not when moving through planar layers. If a weapon becomes non-magical, all special abilities are lost. These penalties do not apply to weapons designed to affect particular creatures of the outer planes. Armor and other protective devices are similarly affected. All other magical items suffer the same limitations as the spells they mimic. Magical items that reach into extradimensional space function normally, but those that draw power from the inner planes or access the Ethereal planes do not function.

## Casting Spells When the Caster is Impaired

### Impaired Vision

A wizard's vision can be permanently or temporarily impaired as a result of blindness (magical or natural), disease, poison, or physical damage. Vision is also impaired in darkness.

The ability to see is not crucial in the casting of many spells. For instance, *mirror image*, *monster summoning*, *tongues*, and *comprehend languages* (when used to translate spoken words) do not require the wizard to be looking at anything in particular, and can therefore be cast with impaired vision. However, spells such as *read magic*, *detect invisibility*, and *comprehend languages* (when used to translate written words) that require the wizard to be looking at a particular object or location cannot be cast with impaired vision.

Impaired vision has no effect on spells the wizard casts on himself, such as *change self*

or *armor*. Likewise, impaired vision has no effect when the wizard is attempting a touch spell (such as *protection from evil*) on a willing subject, presuming the wizard is close enough to the subject to touch him. However, if a wizard attempts to use a touch spell on an unwilling subject, the wizard must make a successful attack roll with a -4 penalty (this assumes that the wizard is close enough to his intended subject to touch him). As with all attacks, the DM can modify this roll if the victim is unprepared for the attack or is unaware of it. If the roll succeeds, the wizard touches the subject and the normal spell effect occurs.

Spells that are cast on a specific person, place, or thing from a distance, such as *charm person* or *magic missile*, cannot be cast by wizards with impaired vision. A wizard cannot simply blast a *magic missile* in a general direction and hope for the best-- the spell does not operate that way. Knowing the exact destination of these types of spells is a vital element of their execution.

Spells that are cast over a general area can be cast by wizards with impaired vision, although their effects may not be as precise as they would be if the wizard could see. For instance, a wizard with impaired vision could cast *flaming sphere* in front of himself and direct it to move straight ahead toward an area where he hears a group of screeching goblins. But if the goblins scatter at the approach of the *flaming sphere*, the wizard will not be able to accurately direct its movement to run them down.

This limitation also holds true for illusion spells that create illusionary images, such as *phantasmal force*; at best, the illusionist is making a rough estimate as to the location of his illusion, and any adjustments he makes to the illusion (such as moving it or having it respond to the actions of other characters) is unlikely to be more than an educated guess.

Additionally, the vision-impaired wizard is creating visual illusions from memory, and the results might not always be as precise as they would be if the wizard could see. In general, the more complex the illusion cast by a vision-impaired wizard, the more easily the illusion will be disbelieved by an opponent; the DM is free to add as much as a +4 bonus to the saving throws of opponents attempting to disbelieve such illusions (see pages 81-82 of the *Player's Handbook* for details on adjudicating illusions, and the section on illusions in Chapter 7 of this book).

Vision-impaired wizards can use their familiars for information about their surroundings, thus enabling them to cast spells with more accuracy and precision. *Wizard eye* and similar spells can help a vision-impaired wizard to "see." *Infravision* is not always useful in these situations, since it works to enhance the wizard's natural vision (although *infravision* helps if the wizard's vision is impaired because of darkness, and not because of disease or damage). The non-weapon proficiency Blind Fighting is equally ineffective for the vision-impaired wizard.

### Impaired Hearing

A wizard's hearing can be permanently or temporarily impaired as a result of deafness (magical or natural), disease, poison, or physical damage (such as repeated exposure to loud noises). Unlike the vision-impaired wizard, the hearing-impaired wizard has only modest limitations on his spell casting abilities.

Although most spells have a verbal component, it is not necessary for the wizard to clearly hear the words or sounds he utters to cast a spell. These sounds serve to release

magical energies which in turn trigger specific reactions; as long as the wizard utters the correct sequence of sounds, it makes no difference if he actually hears the sounds himself. Note that a *silence* spell prevents the casting of any spells with verbal components, since *silence* prevents the sounds uttered by the wizard.

Spells that require the wizard to hear, such as *comprehend languages* (when used to translate speech), are ineffective for hearing-impaired wizards. Spells that create sounds, such as *alarm*, are able to be cast, but the impaired wizard will not hear the effects.

Hearing-impaired wizards casting illusions with audible elements may encounter the same problems as vision-impaired wizards. The audible elements of such illusions will have to be educated guesses, based on the wizard's memory of actual sounds. As with illusions cast by sight-impaired wizards, the more complex the illusion cast by a hearing-impaired wizard, the more easily the audible element of the illusion will be disbelieved by an opponent. The DM is free to add as much as a +4 bonus to the saving throws of opponents attempting to disbelieve such illusions. A hearing-impaired wizard cannot use his familiar to serve as surrogate "ears" to enable him to cast such spells with more precision or accuracy

## Impaired Speech

A wizard's ability to speak can be impaired as a result of disease, magic (such as a *silence* spell), or physical damage. A gagged wizard will also be unable to speak. No spell with a verbal component can be cast by a wizard with impaired speech; he must be able to enunciate each phrase or sound of a spell's verbal component clearly and distinctly for the spell to be successful. *Ventriloquism* cannot substitute for an impaired-speech wizard's voice when he attempts to speak a spell's verbal component; *ventriloquism* is useless to a speech-impaired wizard, since it is an extension of sounds the wizard is normally able to make.

Similarly, an impaired-speech wizard cannot use his familiar to speak verbal components, including those familiars capable of speech, since spells only operate if the wizard himself utters their verbal components.

However, an impaired-speech wizard can use the spell *vocalize* to allow him to cast spells that normally require a verbal component. Casting these spells must take place within the duration of the *vocalize* spell. (For more about vocalize, see Chapter 9. ) According to the *Player's Handbook* (pages 85-86), the use of components is an optional rule. If components aren't used for spell casting in your campaign, it is assumed that the caster must be able to speak in order to cast any spell (see the first paragraph in the Casting Spells section on page 85 of the *PH* ). *Vocalize* can still help a speech-impaired wizard if the components rules are not in use; otherwise, all of the rules for speech-impaired wizards apply.

## Impaired Movement

Many spells require somatic components (gestures or movements). If the wizard is unable to move his hands (because of damage, a magical effect, or physical restraint) he may be unable to cast a spell that requires hand movements. If a spell specifically requires hand movements, the wizard isn't allowed to substitute another method. He

cannot just wiggle his ears or rock his head in place of the required hand movements, nor can he use a familiar or other character (or animated object) to act as his surrogate to execute them. If a single finger is the requirement for a somatic component (for instance, if the wizard needs to point at the target of his spell), then he needs only one free hand to cast the spell; otherwise, either hand (or any finger) will suffice.

Note that a movement-impaired wizard also might have difficulty with spells requiring material components. If the wizard has his hands tied, he may not be able to reach the necessary material components inside his back pack or mingled with other items in a deep pocket in his robe. Even if he manages to fish them out, certain spells may require him to manipulate the material components in a certain way (he might be required to rub the components together or hold them flat in his hand; *protection from evil* requires the caster to trace a three-foot-diameter circle on the ground with powdered silver). If he cannot manipulate the material components as required, the spell will not work. When a wizard acquires a new spell, the DM should clarify its casting procedures.

Remember that the use of components is an optional rule. If components are not used for spell casting in your campaign, assume that the caster must have both arms free in order to cast any spell (see the Casting Spells section on page 85 of the *PH* ). Any combination of hand movements and gestures will suffice.

### Impaired Concentration

The successful casting of a spell requires intense, uninterrupted concentration from the caster. If the caster's concentration is interrupted by an attack, a sudden noise, or any other distraction, the spell is lost.

In certain situations, the caster may have trouble focusing or sustaining his concentration. He may be suffering from an extreme headache or other illness. He may be dizzy, fatigued, or otherwise disoriented. Or he may have had a little too much wine and is feeling the after-effects. In such cases, the DM can rule that the wizard is unable to cast spells as effectively as he normally would. In extreme cases-- for instance, if the wizard's headache is so severe that he is unable to stand or open his eyes-- the DM might rule that the wizard is completely unable to cast spells until his condition improves.

In less extreme cases, the DM can require the wizard to make a successful Intelligence Check before attempting to cast any spell to see if he can muster the necessary degree of concentration. After the wizard announces which spell he will attempt to cast, the player rolls 1d20. If the result is less than or equal to the wizard's Intelligence, the spell is cast normally. If the result is greater than the wizard's Intelligence, the spell is lost.

The DM might wish to add a penalty or bonus to these Intelligence Checks. For instance, if the wizard is disoriented as a result of falling out of a tree and landing on his head, the DM might require a -2 modifier to his Intelligence Checks prior to casting his spells.

## Chapter 7: Advanced Procedures

This chapter offers a variety of suggestions for experienced wizards to help them make more of their magical skills. Included are suggestions for spell research, advice on adjudicating illusions, and some creative casting techniques for putting new twists on old

spells

## Levels Above 20th

The *Player's Handbook* lists experience levels and spell progressions only for wizards up to 20th level, but there is no rule that specifically restricts wizards from advancing to 21st level and beyond. There are, however, practical reasons for restricting advancement into unusually high levels. Not only is it difficult for the DM to design meaningful challenges for these characters, players quickly become bored with characters whose powers and abilities rival those of the gods. A good policy is to enforce mandatory retirement of characters once they reach 20th level; pages 20-21 of the *Dungeon Master's Guide* explain how this is done.

Ambitious DMs and curious players are free to explore the campaign possibilities of the upper levels if they so desire. Table 12 gives the experience point requirements and Hit Dice for wizards of levels 21 through 32 (this table is an extension of Table 20 on page 30 of the *Player's Handbook*). A wizard must earn 365,000 experience points per level to achieve each level beyond 32. After 10th level, wizards earn 1 hit point per level, and they no longer gain additional hit point bonuses for high Constitution scores.

Table 13 gives the spell progression for wizards of levels 21 through 32 (this table is an extension of Table 21 of the *PH* ). For 33rd level, add one each 5th-, 6th-, and 7th-level spell; for 34th level, add one each 1st-, 2nd-, 3rd-, and 4th-level spell; for 35th level, add one each 8th- and 9th-level spell; and for levels beyond 36th, repeat this progression.

### Table 12: Wizard Experience Levels Beyond 20th

| Level | Mage/Specialist | Hit Dice (d4) |
|---|---|---|
| 21 | 4,125,000 | 10+11 |
| 22 | 4,500,000 | 10+12 |
| 23 | 4,875,000 | 10+13 |
| 24 | 5,250,000 | 10+14 |
| 25 | 5,625,000 | 10+15 |
| 26 | 6,000,000 | 10+16 |
| 27 | 6,375,000 | 10+17 |
| 28 | 6,750,000 | 10+18 |
| 29 | 7,125,000 | 10+19 |
| 30 | 7,500,000 | 10+20 |
| 31 | 7,875,000 | 10+21 |
| 32 | 8,250,000 | 10+22 |

### Table 13: Wizard Spell Progression Beyond 20th Level

| Wizard Level | Spell Level | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 21 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 2 |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| 22 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 3 |
| 23 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 |
| 24 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 |
| 25 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 |
| 26 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 |
| 27 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 5 |
| 28 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 |
| 29 | 7 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 6 |
| 30 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 6 | 6 |
| 31 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 6 | 6 |
| 32 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | 7 |

## Spells Above 9th-Level

There are no spells higher than 9th-level, and there never should be. Including higher-level spells would not only greatly imbalance the game, it would also give characters access to magic reserved exclusively for gods.

DMs contemplating the idea of designing 10th-level or higher spells in spite of this advice should first consider the implications of *wish*, generally considered to be the most powerful of all the spells. To be worthy of its superior ranking, any 10th-level spell would have to be significantly stronger than a *wish*, and if the game is to retain its integrity, that's a mighty tall order.

In a high-level campaign, the DM might decide that his characters do not have access to an adequate number of high-level spells. Rather than fuss with 10th-level spells, the DM is encouraged to add to the list of 9th-level spells (see the section on Spells in Chapter 2 for suggestions)

## Spell Commentary

Part of the fun of playing a wizard is developing new applications for spells through experimentation and improvisation. However, the creative use of many spells may not be immediately obvious. If a wizard always uses his spells in the same old ways, he is not taking full advantage of them.

The following list features some unusual applications for a variety of spells from all levels. Players can also use these suggestions for inspiration when inventing new uses for other spells in their arsenals. Additionally, clarifications of several of the game's more esoteric spells are provided, which can be used by the DM to help adjudicate their effects

## 1st Level

### Cantrip

The simple effects created by cantrips have unlimited potential in the hands of a clever caster. Some examples:

- A wizard is resting in an inn when he is awakened by the sound of a burglar entering through the window. The wizard casts *cantrip* to create wracking moans and cries emanating from inside a closet. Believing the room to be haunted, the

terrified burglar may flee.

- A wizard is searching a dark castle when he discovers a dusty book lying on a desk. He remembers that similar books were trapped to explode in a ball of fire when touched; such books were marked with a skull on the front cover. The wizard casts *cantrip*, creating a small breeze to blow the dust away from the book, revealing the skull on the cover.
- A wizard traveling through a jungle is accosted by a band of cannibals. The wizard casts *cantrip* to create a puff of colored smoke. The intimidated cannibals, suspecting that the wizard wields powerful magic, decide to leave him alone.
- The companion of a wizard is about to engage a dangerous opponent in a duel. The wizard casts *cantrip* to cause a slight itch on the opponent's face. The opponent is distracted, giving the wizard's companion a momentary advantage.
- A menacing warrior stands before the party. The wizard casts *cantrip* to create a banana peel in front of the warrior. The warrior takes one step and falls on his face.

**Enlarge**

Much is made in the spell description in the *Player's Handbook* of changing the size of creatures, but wizards often overlook the usefulness of enlarge to change the size of objects. For instance, if the party is being pursued through a narrow passage or hallway, casting *enlarge* on a stone or other object behind the party can effectively block the passage and prevent the enemy's advancement. Similarly, if the party is faced with a locked or stuck door, the reverse spell, *reduce*, might be able to shrink the door just enough to allow the party to get through.

**Mending**

In addition to the uses for mending listed in the spell description, this spell can also be used to repair a leaky boat, a torn document, a broken wagon axle, or a cut rope (but it won't link the ends of two different ropes to make a single rope).

## 2nd Level

**Invisibility**

Wizards should keep in mind that *invisibility* is an illusion, a condition of artificial reality-- it's not an enchantment that causes the caster (or creature of the caster's choice) to literally disappear. As such, *invisibility* is subject to all of the advantages and limitations of illusionary magic. Following are the most pertinent points:

- The *invisible* character can always see himself; in effect, he automatically disbelieves the illusion.
- The caster cannot tell with certainty which observers have successfully disbelieved his illusion of *invisibility* ; he can only be sure by observing their reactions.
- All objects on the *invisible* subject's person are also invisible. However, the DM might wish to impose limitations, since it might not make sense for a 30-foot pole carried by an *invisible* character to also be entirely *invisible*. The DM might assume, for instance, that the illusion extends to a 1-foot or 2-foot radius around the affected subject; hence, all objects in contact with the subject that are within this area are also *invisible*. If such a limitation is imposed, then an object extending

beyond this range (such as the 30-foot pole) is entirely visible; partially invisible objects aren't allowed.

- Not every creature with fewer than 10 Hit Dice is excluded from noticing an *invisible* character. Creatures with excellent hearing or those with a sensitive sense of smell have a chance of detecting an *invisible* character. The DM should take such heightened senses into account when determining which creatures are allowed saving throws.
- Opponents do not automatically get a chance to detect the presence of an *invisible* creature. They must first have reason to believe an *invisible* creature is among them. For instance, a creature might have abruptly disappeared, or the opponents might hear a mysterious sound or notice footprints in soft ground. If one opponent successfully sees an *invisible* creature, he can alert his companions to the creature's presence, at which time they are allowed saving throws to detect the creatures if they haven't made such throws already. (For more about the limits of illusions, see the "More About Adjudicating Illusions" section that follows. )

**Misdirection**

This spell can be used to misdirect the results of non-weapon proficiencies that impart knowledge. Examples of non-weapon proficiencies affected by *misdirection* include Ancient History, Animal Lore, Appraising, Astrology, Direction Sense, and Herbalism. If the subject of misdirection fails his saving throw, he receives incorrect information from the use of his proficiency. For instance, *misdirected* Animal Lore will convince the subject that a vicious creature is harmless, while *misdirected* Appraising will convince him that a valuable gem is worthless.

**Web**

This spell can be used as a makeshift net to prevent damage to falling characters, assuming there are suitable projections or surfaces available to anchor the web. A *web* of at least 5 feet of thickness protects a falling character from damage regardless of the height from which he falls

## 3rd Level

**Hold Person**

The name of this spell should not be taken literally. *Hold person* makes its victims rigid-- if they're falling, for instance, it cannot "freeze" them in mid-fall and suspend them in the air. (However, see the hold monster entry below.)

**Item**

Use this spell on a weapon if the party is on the verge of being captured. In its cloth-like state, the shrunken weapon can be concealed up the caster's sleeve or it can be tucked underneath his belt or in his trousers. The wizard can later use the enlarged weapon to surprise his captors or, if the wizard's hands are bound, he may be able to use the weapon to cut himself free. Similarly, the spell can be used to conceal a grappling hook or a thief's pick. (The wizard should be careful where he hides a shrunken weapon; if a shrunken long sword is tucked inside his pants and is enlarged before it is removed, the

result could be extremely painful.)

**Melf's Minute Meteors**

One of the most frequently overlooked functions of *Melf's minute meteors* (or any flame-producing spell, such as *fireball*) is its ability to ignite combustible materials. In the right situations, this ability is capable of producing a startling amount of damage, rivaling and often exceeding the damage caused by spells of much higher levels.

**Tongues**

This spell can be quite useful to the wizard for discreetly communicating with other characters, but only if he understands exactly how it works. *Tongues* acts as a selective translator, not as a universal translator-- that is, not everyone in the spell's area of effect understands the translated language.

For instance, imagine that a wizard can speak only common. All other members of his party also speak only common. The party encounters a group of two dwarves and one gnome; the dwarves speak only dwarvish, the gnome speaks only gnomish. The wizard casts *tongues* and speaks to the gnome; the gnome automatically understands what the wizard says, but the dwarves and the other party members do not--as far as they can tell, the wizard is speaking gnomish. Assuming the wizard is of sufficiently high level (he can speak one additional tongue for every three levels of experience) and the spell's duration has not yet expired, he can also address the dwarves. Both dwarves will understand the wizard, but the gnome and the rest of the party will not.

If a dwarf and a gnome begin chattering at the wizard at the same time, and the wizard is of sufficiently high level and the spell's duration hasn't expired, the wizard can understand them both. The other party members, however, will hear nothing but babble

## 4th Level

**Dig**

This is a very helpful spell when dealing with large, uncontrollable fires that are spreading in a field or other open area. To stop the advance of a spreading fire, *dig* can be used to create a firebreak--a ditch of broken soil devoid of combustible material. A fire reaching a firebreak will stop advancing, eventually burning itself out. If the fire is too large to stop, the wizard can protect himself and his companions by using *dig* to surround themselves with a firebreak and remain inside it while the fire rages around them. The wizard must take care to make the firebreak large enough to protect himself and his companions from heat damage, which typically affects those within 5 feet of the flames.

**Fumble**

This spell can cause a lot of grief to opponents in precarious positions. *Fumble* cast on a character clinging to the side of a cliff might cause him to fall. If cast on a character moving hand over hand across a rope bridge, the character might lose his grip and fall. If such a character fails his saving throw, he plunges from the cliff or releases the rope. If he succeeds in his saving throw, he hesitates, but doesn't fall.

**Otiluke's Resilient Sphere**

The *sphere* is an intact bubble filled with air. Therefore, a creature or object enclosed in the sphere will bob like a cork on the surface of an ocean or other body of water. If the *sphere* contains more weight than air, the *sphere* will gradually sink, but it could be pushed or carried by water-breathing creatures with sufficient strength. If a water-breathing character wants to explore a dark, underwater cavern, the *sphere* could be cast around a burning fire. The protected fire could then be carried underwater and would continue to burn until the air supply in the *sphere* was exhausted. (The carrier should take precautions to prevent being burned--in most cases, heavy gloves would probably do the trick).

## 5th Level

### Hold Monster

Since this spell immobilizes victims and prevents them from moving under their own power, it is a very effective way to bring down flying creatures. *Hold monster* cast on a creature hovering overhead will not only cause it to fall to the ground, it also might suffer a significant amount of damage when it hits (1d6 hit points of damage per every 10 feet fallen).

### Telekinesis

This spell can be used to scoop up slimes, jellies, and other semiliquid creatures in jugs or similar containers. If the containers are sealed, *telekinesis* can be used to position the containers over an opponent's head, then tipped to dump their contents. Such containers could also be filled with poison, acid, or other damaging substances

## 7th-Level

### Limited Wish

As with *wish* (see the discussion below), the DM should decide the limitations of *limited wish* before his wizards have an opportunity to use it, preferably before the campaign begins. Here are some suggestions for what a limited wish can accomplish. The DM is free to alter these suggestions as he sees fit.

- A *limited wish* can heal damage for the caster or any single character of the caster's choice. A good range is 20-35 hit points (5d4 + 15) of healing. If a *limited wish* is used to heal damage in this way, it cannot be used to restore life; that is, it cannot affect any creature who has been reduced to 0 hit points.
- A *limited wish* can temporarily restore life to any creature or person who was reduced to 0 hit points or less within the previous 24 hours. The *limited wish* restores the subject to exactly 1 hit point. Success is not automatic; the subject is required to make a resurrection survival check. However, the effect lasts for only a limited time (1-4 hours is a good range). At the end of this time, the creature reverts to the number of hit points he had before the *limited wish* was cast (0 hit points or less).
- A *limited wish* can inflict damage on any single character. A good range is 20-40 (5d4 + 15) hit points of damage. The victim can save vs. spell for half damage.
- A *limited wish* can duplicate the effects of any spell of 7th-level of less.

- A *limited wish* can change the outcome of any action the wizard took within the past 24 hours, as long as the change is reasonably minor. For instance, the wizard could wish to search the body of an opponent he defeated earlier that day, but he could not wish to single-handedly have fought and defeated an entire army. All of the general restrictions that apply to wish (see below) also apply to *limited wish*. The suggestions regarding the selection of appropriate durations, casting times, and areas of effect also apply.

## 8th Level

**Sink**

This spell is a terrific way to help a character who is on the verge of falling off the edge of a cliff or losing his grip when hanging from the edge of a building. While the subject clings to the cliff, the wizard casts *sink*. If the spell is successfully cast, the subject becomes stuck to the cliff and won't fall. However, the spell expires in four turns, at which time the subject risks falling.

## 9th Level

**Wish**

Since it can theoretically have any effect, no spell is more difficult for the DM to adjudicate than *wish*. The DM can save himself a lot of headaches if he decides the limits of wish before his campaign begins. The DM is not obligated to discuss the ramifications of wishes with his players before a campaign begins. In fairness, however, he should be willing to give his players a general idea of his approach. While it is impossible to anticipate every conceivable use of a *wish*, there are a few key areas the DM should consider:

- How far can a *wish* move a character from one place to another? How many characters or creatures can be affected? Must the conjurer have first-hand knowledge of the destination?
- What types of items can a *wish* create? How much treasure? Are such creations permanent?
- How many creatures can a single *wish* bring back to life?
- How many creatures can a single *wish* destroy? Could a wish automatically destroy, for instance, a 20th-level wizard? How about a dragon? Are there alternatives to eliminating creatures other than *wishing* them dead?

Following are some guidelines for what *wishes* can accomplish. As always, the DM is free to alter these suggestions in any way he sees fit. Suggestions noted with an asterisk (*) typically require a penalty for the caster. The nature of the penalty is up to the DM; possibilities include 2d4 days of bed rest, a temporary loss of 1-4 Strength points, a permanent loss of 1 Constitution point, damage of 2d10 hit points, or any combination of these penalties.

- A *wish* can create a random amount of treasure for the caster. A good range is 1,000 - 10,000 gp (1d10 x 1,000). The treasure can include gold pieces, jewelry, gems, items, or any combination desired by the caster within the randomly determined monetary value. Magical items are excluded (they require a separate

*wish*).

- A *wish* can heal damage for the caster, his companions, or any characters or creatures of the caster's choice. A good range is 45-70 hit points (5d6 + 40) healed. These recovered hit points can be spread among as many characters as the caster desires; for instance, if a *wish* heals 50 hit points, the caster could heal 20 hit points of his own damage and heal 10 hit points for three of his companions. If a *wish* is used to heal damage in this way, it cannot be used to restore life; that is, it cannot affect any creature who has been reduced to 0 hit points.
- * A *wish* can restore life to any creature who was reduced to 0 hit points or less within the previous 24 hours. The *wish* restores the subject to exactly 1 hit point. Success is not automatic; the subject is required to make a resurrection survival check.
- * A *wish* can destroy any single creature of 10 HD or less, or any character of 10th level or less within the caster's visual range. The affected creature or character is allowed a saving throw vs. death magic; if the check is successful, the creature is unaffected. (Be careful with this--in many cases, it is a better idea to advance the spellcaster to a future time period in which the target creature no longer exists, as described on page 197 of the *Player's Handbook*).
- A *wish* can *teleport without error* the caster and up to a dozen companions to any location. The caster must have been to the location previously. The location can be in any plane of existence.
- * A *wish* can permanently add one point to any ability score of the caster or any person of the caster's choice, as long as the score is not raised above 16. It takes 10 *wishes* to permanently raise any ability score each point beyond 16. (For instance, it takes 20 *wishes* to raise a character's Strength from 16 to 18.)
- A *wish* can temporarily raise an ability to 18 for 1-6 hours.
- A *wish* can duplicate the effects of any other spell.

What can't a *wish* do? Aside from the restrictions above, a *wish* should never grant experience points or extra levels to a character. Nor should *wishes* be able to duplicate artifacts or create extremely potent magical items (a *potion of invisibility* might be acceptable, but a *sword +4* might not). The DM retains the right to disallow any wish he believes is too potent. He can also bestow an interpretation of the *wish* that follows the literal instructions of the wizard, and not the wizard's intended meaning (greed and gross manipulation of the rules should not be rewarded).

Examples:

- If the wizard *wishes* for an entire castle of his own, the DM might have the castle appear in mid-air, then crash to the ground in a heap of rubble.
- If the wizard *wishes* "to never again suffer damage from bladed weapons," the DM might turn him into a stone statue.
- If the wizard *wishes* for a dragon to vanish, the dragon might pop out of sight, then abruptly reappear in another location, perhaps a few yards from the dragon's original position.
- If the wizard *wishes* for a fortune in gold, the DM might teleport this fortune from a king's private treasure vault. The king will then send his best men to arrest the thieving wizard.

The DM is responsible for determining the components, duration, casting time, and area of effect each time a *wish* is to be cast. The DM should first determine what effect the wizard intends to achieve with his *wish*, then decide the components, casting time, and so forth, basing his decisions on his limitations for *wishes* in his campaign. The elements should be logical and reasonable. Here are some guidelines:

**Components:** *Wishes* have only verbal components. Keep them simple. A short, spoken phrase is usually sufficient.

**Duration:** In most cases, the effects of a *wish* will be permanent. The DM should decide in advance if there are any exceptions.

**Casting Time:** If the *wish* mimics the function of another spell, use that spell's casting time as a guideline, perhaps making it a little longer if the wish effect is significantly more powerful than the mimicked spell. For instance, if a *wish* is used to *teleport* a party (as described above), note that the *teleport without error* spell has a casting time of 1. Since the *wish* has a more powerful effect, a casting time of 4 or 5 for a teleporting *wish* is appropriate. When in doubt, use the casting times for other 9th-level spells as guidelines, or use a casting time of 1 round.

**Area of Effect:** In most cases, common sense will determine the area of effect. For instance, if a *wish* is to be used to heal damage, the affected persons should be within sight of the caster. The DM can be reasonably generous with areas of effect. If the caster *wishes* for 5,000 gp to be deposited in a chest 1,000 miles away, that is within reason. As an example of how all of these elements might be determined, imagine that the wizard *wishes* to *teleport* himself and his party to the wizard's home town. The DM determines the elements of the spell as follows:

Verbal Component: Speak the name of the desired location.

Duration: Instantaneous.

Casting Time: 1 round.

Area of Effect: All characters within a 20-yard radius of the caster.

## More About Adjudicating Illusions

Whether an NPC is able to disbelieve a PC wizard's illusion or whether a PC is able to disbelieve an NPC illusion is ultimately up to the DM. The DM should allow a saving throw against an illusion if the subject has any reason at all to doubt the existence of what he is experiencing. To account for the degree of realism in a given illusion, as well as any information available to the subject about the perceived illusion, the DM should modify the subject's saving throws with appropriate bonuses and penalties.

How does a DM make these decisions? There are a number of factors that can be considered to help determine bonuses and penalties for saving throws. It's unrealistic to expect the DM to meticulously evaluate every aspect of an illusion before he decides on the modifiers, but the following can be used as general guidelines

### Complexity--Non-Living Objects

The most important element in determining an illusion's believability is its complexity. The more complex the illusion, the more difficult it is for the caster to get all the details

right, and the more likely it is for a subject to notice a mistake. There are more details to a fire-breathing dragon than there are to a stationary boulder, so it is no surprise that a subject would be more likely to disbelieve the illusionary dragon than he would the illusionary rock.

An illusion can be a re-creation of a non-living (inanimate) or a living (animate) object. These need to be treated in different ways.

In general, the complexity of non-living objects depends on size (a pebble vs. a boulder), number (a single boulder vs. a dozen boulders scattered over an area), and appearance (a smooth gray boulder vs. a sparkling, multi-colored gem). External forces affecting the object also affect its complexity (wind blowing pebbles along the ground or an avalanche of boulders tumbling down a hill).

If the illusion has an excessive number of sensory elements, the subject's saving throw may receive a positive modifier. What constitutes an excessive number of elements? A single color or texture (for instance, a smooth gray boulder) is not excessive. Multiple colors and textures (a pile of various types of gems or minerals) or several different sensory elements (a field of variously colored flowers that have a variety of fragrances) could be considered excessive, as could the illusion of motion, such as boulders tumbling down a hill.

These factors are not necessarily cumulative; in fact, only in the most exceptional cases would an illusion of non-living objects result in a saving throw modifier of more than +2.

Examples:

- An illusion of a single blue diamond. Saving throw modifier: 0. Nothing about this illusion is particularly difficult since it is a single, stationary item.
- An illusion of ten thousand sparkling blue diamonds tumbling in an avalanche down a hillside. Saving throw: +2. There are a large number of items, they're sparkling, and they're in motion. The comparatively high saving throw bonus is also justified by the extremely unusual effect--a character might accept an avalanche of boulders, but an avalanche of diamonds is likely to arouse suspicion.

### Complexity--Living Objects

Generally, the higher the Hit Dice or level of the illusionary creature, the more complex it is to convincingly create and the more likely it is for a subject to disbelieve. An illusion of an ant is easier to create than the illusion of a dragon. This also applies to illusionary NPCs--a 15th-level warrior is harder to create than a peasant with 3 hit points. Similarly, the more creatures included in the illusion, the harder it is to create; an illusion of 20 peasants would be more difficult than a single peasant.

Illusions of active creatures are more difficult to create than illusions of relatively inactive creatures. If the illusionary creature is executing a simple action, such as standing still, polishing its sword, or grazing in the grass, no special modifier for the subject's saving throw may be required. However, if the illusionary creature is executing a complex series of actions, such as singing a song while dancing and juggling, or attacking with two weapons while shouting a war cry, a modifier may be in order.

If the illusionary creature is a generic monster or NPC--that is, it is a "typical" orc or NPC warrior--there is no need for a special modifier for the subject's saving throw.

However, if the illusionary creature is a specific, one-of-a-kind monster or NPC that the subject is familiar with--such as a friend of the subject, or the subject's pet dog--the subject should receive a special modifier.

As with the modifiers for inanimate objects, these factors are not necessarily cumulative. Only in exceptional cases would an illusion result in a saving throw modifier of more than +3.

Examples:

- An illusion of a single orc standing still, polishing his sword. Saving throw modifier: 0. Nothing is particularly difficult about creating an illusion of a single, low HD creature engaged in a relatively simple action.
- An illusion of King Sluz, the famous orc ruler, brandishing his five-pronged trident, screeching a war cry, and leading a squad of six snarling orc soldiers. Saving throw modifier: +3. The modifier assumes the subject is familiar with King Sluz. Casting a believable illusion of a well-known NPC is always extremely difficult, particularly when he is executing a complex action and is accompanied by other creatures.

## Magical Effects and Special Attacks

Magic is common in most AD&D® campaign worlds, so opponents are not necessarily suspicious of extraordinary effects that appear to defy natural laws. However, in certain instances, illusions that incorporate magical effects or special attacks will require saving throw modifiers. In general, a wizard cannot create excessively bizarre magical effects in his illusion without arousing the suspicion of the subject, adding a saving throw modifier of as much as +2.

Example:

- An illusion of a pile of sticks that abruptly bursts into flames. Saving throw modifier: 0. This is not an unusual magical effect.
- An illusion of a pile of sticks that bursts into green flames; the flames then change into a miniature replica of a purple castle with frog's legs; the castle tap dances, and finally turns into a pumpkin with the subject's face before disappearing in a puff of pink smoke, and the sticks are unburned. Saving throw modifier: +2. This is downright bizarre, easily justifying the higher modifier.

## Flaws

Illusions are seldom perfect, and wary subjects will always be alerted to an image's illusionary nature by its imperfections. For instance, if a wizard uses a spell such as *phantasmal force* to create an illusionary creature, the creature might lack one or more obvious sensory elements, such as sound, aroma, or body temperature, which can be a dead giveaway that the creature is only an illusion. In extreme cases, the subject's saving throw can be modified by as much as +4. If the wizard is using a better spell, such as improved *phantasmal force*, any sensory elements lacking in the illusion will not be as obvious, and the subject's saving throw rarely will be modified by more than +2.

Examples:

- An illusion of a bee. Saving throw modifier: +1 (*phantasmal force*), 0 (*improved*

*phantasmal force*) . The illusionary bee won't buzz in a lower-level illusion, but it will in the higher-level spell.

- An illusion of a hissing fire lizard covered with filth. Saving throw modifier: +4 (*phantasmal force*), +1 (*improved phantasmal force*). The lower-level illusion won't be able to duplicate the lizard's hiss, body heat, or the smell of the filth. The higher-level spell will do a better job, but the modifier assumes that at least one of these elements is imperfect or missing.

## Revealed Illusions

As explained on page 84 of the *Player's Handbook*, if one subject successfully disbelieves an illusion and informs another subject of the illusion, the second subject receives a modifier to his saving throw. The amount of this modifier depends on the reliability of the informant and the magnitude of the illusion. If the informant in unreliable and the illusion is formidable (for instance, an illusion of a deadly monster), the subject might ignore the informant entirely; in this case, no special saving throw modifier applies. If the informant is reliable (the subject's commander or friend), and the illusion is relatively minor (such as the image of a small fire), the subject's saving throw can be modified by as much as +4

## Intelligence

It makes sense that a highly intelligent wizard would be able to create more effective illusions. It also makes sense that subjects with low intelligence would be less likely to disbelieve an illusion. Therefore, if the caster's Intelligence is exceptionally high (18 or more), the subject's saving throw might be modified by -1. If the subject's Intelligence is exceptionally low (7 or less), his saving throw might be modified by -1. A -2 modifier is possible if both the caster's Intelligence is high and the subject's Intelligence is low.

Remember also that characters with exceptionally high Intelligence are automatically immune to low-level illusions. These immunities are summarized on Table 4 of the *Player's Handbook*.

## The Illusion-Casting Subject

Characters and creatures who can cast illusions themselves are much harder to fool. If the subject is an illusionist NPC or a creature with illusion-casting abilities, he receives a +1 bonus to his saving throw

## Summary of Modifiers

For quick reference, Table 14 summarizes all of the situations described above, giving a range of possible modifiers to the subject's saving throw. Again, these are sugggestions only, not hard and fast rules, and the DM is free to tinker with them as he sees fit. These modifiers are not necessarily cumulative; in fact, modifying any saving throw for disbelieving illusions by +4 is unusual, while modifying a throw by +6 (or more) should occur only in the most exceptional circumstances

### Table 14: Summary of Possible Modifiers for Saving Throws vs. Illusions

| Factors of Illusion | Modifier Range for Subject |
|---|---|
| Complexity (use one of the following): | |
| Non-living | 0 to +2 |
| Living | 0 to +3 |
| Magical effects | 0 to +2 |
| Flaws (use one of the following): | |
| *phantasmal force* or similar spell | 0 to +2 |
| *improved phantasmal force* or similar spell | 0 to +4 |
| Intelligence of caster and subject | -2 to 0 |
| Illusion-casting subject | +1 to 0 |

## Spell Research

Wizards can research new spells by following the rules on pages 43-44 of the *Dungeon Master's Guide*. Most of the details are left to the DM so he can customize spell research according to the needs of his campaign. If a DM is having trouble devising a useable system or is not exactly sure how to proceed, some suggested rules are given below. These rules apply to researching new spells; rules for researching existing spells can be found at the end of this section. Again, all of these rules are optional--the DM can make any adjustments or additions that seem reasonable to him

## Defining a New Spell

The first step in researching a spell is defining exactly what the spell is intended to accomplish. The player begins by making a rough draft of the proposed spell, including its effects, school, range, duration, and area of effect. The DM will then adjust these elements, making sure the proposed spell does not duplicate the effects of an existing spell, or is not a minor variation of an existing spell. The DM, working with the player, will establish the spell's casting time, saving throw, and, most importantly, its level. (For help with determining the elements of a new spell, see the Spells section in Chapter 2.)

Every proposed spell is not automatically acceptable. The DM can veto a proposed spell for any of the following reasons:

- The player character already knows the maximum number of spells of the proposed spell's level. (This is allowable if the optional Researching Extra Wizard Spells rule on page 44 of the *DMG* is being used.)
- The proposed spell is not of a level allowed by the player character's Intelligence, as per Table 4 of the *Player's Handbook*. (For instance, a wizard with an Intelligence of 9 cannot cast 4th-level spells. Therefore, he cannot research them.)
- The proposed spell belongs to a school in opposition to the player character's school.
- The player proposes to research a spell of 10th-level or higher. (No spell can exceed 9th- level.)

## Spell Components

If the DM is using the optional rules for spell components (page 44 of the *Dungeon Master's Guide*), the components for the proposed spell should be established before the research begins. If the spell is of a relatively low level, the components should be fairly simple, but higher-level spells might require unusually obscure components, such as the cloak of a spectre, the freshly-clipped toenail of a troll, or a handful of dust from the Abyss. (The quest for a needed component makes for an excellent adventure springboard.) In any case, the wizard must have all necessary components in hand before he can begin his research

## Cost of Research

Page 44 of the *DMG* gives a general range of costs for researching new spells (100-1,000 gp per spell level, plus 1,000-10,000 gp for a laboratory). Following is an alternate way to establish research costs.

There are two categories of expenses required for research: the Basic Investment, and the Operational Cost.

The Basic Investment is a one-time expenditure, representing the funds spent to buy the scrolls and books needed, as well as the funds necessary to assemble a suitable laboratory.

The library costs for each spell level are summarized in Table 15. There are two ways a wizard can avoid the Basic Investment for a library.

1. The wizard already has a suitable library of his own (see the Wizard's Library section below).

2. The wizard has access to a large library, such as those existing in major cities or in academies of magic. (The DM decides if a library of acceptable size is available to the wizard).

The Basic Investment for a laboratory is 1,000-6,000 (1d6 x 1000) gp. The DM determines the cost of the laboratory, either by rolling randomly or setting a specific price. As with the library, there are two ways a wizard can avoid paying the Basic Investment for a laboratory:

1. The wizard has purchased a laboratory previously. Once a wizard purchases a lab, it becomes a permanent part of his possessions. He never has to buy another one unless, of

course, it blew up in a lab accident or is otherwise destroyed.

2. The wizard has access to a laboratory in a major city or at a magical academy. A city or academy that has a suitable library will usually have a suitable laboratory, but the decision belongs to the DM. The DM might also require the wizard to pay a modest weekly rental fee--say, 20-120 (2d6 x 10) gp--for the use of the lab.

The Operational Cost is an ongoing expense necessary to sustain the research. The Operational Cost must be paid every week and mainly represents the price of additional books, supplies, and scrolls. The weekly Operational Cost is equal to 200-1,200 (2d6 x 100) gp. The DM determines the Operational Cost, either by rolling randomly or choosing a fixed price. There is no way for a wizard to avoid paying the weekly Operational Cost

## The Wizard's Library

Before a wizard can begin research on any spell, he must have a sizeable library of arcane books and scrolls. The size of the library is expressed in terms of its value. The value of the library necessary for each spell level is summarized in Table 15

### Table 15: Library Values Necessary for Spell Research

| GP Value of Library | Can Research Spells of This Level |
|---|---|
| 2,000 | 1st |
| 4,000 | 2nd |
| 8,000 | 3rd |
| 14,000 | 4th |
| 22,000 | 5th |
| 32,000 | 6th |
| 44,000 | 7th |
| 58,000 | 8th |
| 74,000 | 9th |

For instance, before a wizard can begin researching a 4th-level spell, he must have access to a library worth at least 14,000 gp. If he has no books at all in his library (perhaps because he has never researched a spell before), he must spend 14,000 gp on books before he can begin. If he has a library of lesser value (for instance, if his library is worth 4,000 gp), he must spend whatever money is necessary to increase the value of his library to the appropriate level. (If he has a 4,000 gp library, he must spend an additional 10,000 gp before he can research a 4th-level spell.)

For the most part, books that are suitable for research are hard to find. If a wizard is assembling his library prior to research, assume that it takes 5-10 (1d6 + 4) weeks of searching to locate 1,000 gp worth of books.

Books can sometimes be purchased in the bookshops of any major city or from NPC book collectors. A fortunate wizard may stumble upon such books during his adventures

and keep them as he would any other discovered treasure; these books, of course, don't cost him any money. The quest for a particular book can be the basis for an entire adventure. (The DM determines the value of any discovered books.)

For the purposes of spell research, whether a library is of suitable size depends on its value, not its actual number of books. However, as a point of interest, assume that the cost of a single research book varies between 100-1,000 (1d10 x 100) gp. Therefore, a library suitable for researching 4th-level spells is valued at 14,000 gp and contains 14-140 books.

Once a wizard has assembled a library of sufficient value, he can begin research, but he still must pay the weekly Operational Costs. The Operational Costs correspond to the purchase of additional books and supplies. Half these Operational Costs can be considered to be new tomes. Therefore, over the course of his research, the wizard's library will increase in value. For instance, assume that a wizard with a 14,000 gp library has a weekly Operational Cost of 400 gp to research a 4th-level spell. After he has researched for four weeks, he'll have spent a total of 1,600 gp in Operational Costs and his library will have increased in value 800 gp. (Buying books with Operational Cost funds is assumed to be part of the research process and requires no extra time.)

As his research progresses, a wizard can opt to spend more than the minimum amount of money required for his Operational Costs in order to buy additional books to increase his chances of successfully researching his spell. The effects of these additional expenditures are explained in the Research Time and Chance of Success section below.

When a wizard spends money on library books, whether spent as part of the Basic Investment or as Operational Costs, the books then become part of his permanent library. Therefore, once he has assembled a library valued at 14,000 gp, he will never need to make another Basic Investment in library books when he wants to research 4th-level spells. Once he has assembled a library valued at 74,000 gp, he can research spells of any level without ever making another Basic Investment in books. Clearly, a wizard's library is one of his most precious possessions. The prudent wizard will go to great lengths to keep his library safe and protected.

### Initial Preparation

After the Basic Investment is made (or avoided, if the wizard already owns or has access to a suitable library), the wizard must spend preparation time before the actual research begins. This initial preparation involves basic reading and reviewing of notes; in addition, the wizard must prepare himself mentally and physically for the grueling task ahead. This initial preparation lasts a number of weeks equal to the level of the proposed spell, plus one. Therefore, a wizard attempting to research a 5th-level spell must spend six weeks in initial preparation

### Research Time and Chance of Success

According to page 44 of the *Dungeon Master's Guide*, a wizard can check to see if he has successfully researched a spell after he has spent the minimum number of weeks required in research. The success check is the same as his chance for learning any new spell. Though this is a simple, straightforward method for checking success, it does not

consider the researcher's experience level (a more experienced wizard would probably be more successful at researching spells than a less experienced wizard) or the level of the spell (a high-level spell would be more difficult to research than a lower-level spell). Nor does it consider any extra funds the wizard is willing to invest to increase his chances of success.

Following is an alternate method of checking for research success. While more complicated, it produces results that the DM might find more realistic.

The minimum amount of time needed to research a spell is two weeks per spell level; for instance, a minimum of eight weeks is required to research a 4th-level spell. During this time, the wizard is poring over old texts, cross-checking references, taking notes, and conducting experiments.

It is essential that the wizard is free from interruption during his research. Since 10-12 hours per day of intensive study are required, a wizard engaged in research is precluded from participating in adventures or any other time-consuming activity. If a wizard's study is interrupted, the DM can rule that the research has suffered a set-back, requiring an additional amount of research time before success can be checked.

While engaged in research, the wizard must pay the required Operational Cost every week. If he runs out of funds, he must interrupt his research to earn more money before he can resume. At the DM's discretion, this interruption might also require that the research time be lengthened. If the wizard's research is interrupted for an extended period--say, a week or more--the DM might require the wizard to start his research all over again. When the minimum research period is over, the wizard can check to see if he has discovered his spell. If he fails to discover it, he can continue with his research and check again every week thereafter.

The following formula is used to check for a successful discovery:

Success chance = {10% (base chance) + researcher's Intelligence + researcher's experience level} -(level of spell being researched x 2)

As an example, assume that a 7th-level wizard with an Intelligence of 10 is researching a 3rd-level spell. His success chance is equal to 10 percent (base chance) + 10 (his Intelligence) + 7 (his experience level)-6 (the level of the spell, multiplied by 2). Therefore, his chance of success is 21 percent. If the DM rolls 21 or less on percentile dice, the wizard has learned the new spell and can add it to his spell books; the new spell is then treated like a normal spell for all purposes. If the wizard fails the check, he can continue his research and check for success again in another week. (Note that this chance of success is somewhat lower than it would be if the wizard were trying to learn an existing spell. But this is logical since the uncertain nature of a new spell makes learning more difficult.)

The wizard can increase his chance of success by spending more than the required amount of money for his weekly Operational Costs. For every extra 2,000 gp he spends per week (this is in addition to his weekly Operational Costs), his base chance increases by 10 percent. The base chance of 10 percent can be increased to a maximum of 50 percent in this way (the wizard can spend as much as 8,000 extra gp per week). In our example above, if the wizard had spent an extra 8,000 gp, his chance of success would have been 61 percent (50 + 10 + 7-6). The extra expenditure applies to the current week

only--if he wants to increase his chance again next week, he'll have to spend extra money again

### Example of Research

Following is a step-by-step example of spell research. In this example, an 8th-level wizard with an Intelligence of 12 is attempting to research a 3rd-level spell. This is his first attempt at researching a spell. He has no library or laboratory, but he has plenty of money. The DM has decided that no special components are necessary to research this spell.

1. The wizard has no lab, so the DM determines that the wizard must spend 1,000 gp to establish a suitable lab.
2. The wizard has no library, so he spends 8,000 gp over the next eight weeks locating the appropriate books. (The wizard must have an 8,000 gp library to research a 3rd-level spell.)
3. The DM establishes the Operating Costs to research this spell at 500 gp per week.
4. The wizard spends four weeks of preparation time before beginning his research. (The preparation time is the number of weeks equal to the level of the spell plus 1.)
5. The wizard begins his research. He spends six consecutive, uninterrupted weeks in research, the minimum number required to research a 3rd-level spell. During this period, he invests 3,000 gp in Operating Costs (500 gp for six weeks). At the end of six weeks, he's ready to check whether his research has been successful. Note that the value of his library has grown to 9,500 gp during this period.
6. The DM determines that the wizard's chance of success is equal to 10 (the base chance) + 12 (the wizard's Intelligence) + 8 (the wizard's level)-6 (the level of the spell, multiplied by 2), which is 24 percent. The DM rolls percentile dice, and the result is 66. The check fails. (If the wizard gives up at this point, he won't be able to learn the proposed spell unless he starts from scratch at some point in the future; in the meantime, he can console himself with the fact that he has acquired a nice library.)
7. The wizard continues his research for another week. He spends the required 500 gp for his Operating Costs, but also spends an additional 4,000 gp to raise his success chance by 20 percent (the cost is 2,000 gp per 10 percent boost). The increased investment affects the percentage chance for this week only.
8. At the end of the week, the DM checks again to see if the wizard has been successful. This time, the wizard's chance of success is 44 percent (the 20 percent increase represents the additional investment of 4,000 gp). The roll is 34, so the wizard is successful--he can add the new spell to his spell book.

If the check had failed again, the wizard could continue the research for as many weeks as he is willing, until either his patience or his money run out. He must pay the Operational Costs each week.

## Researching Existing Spells

In addition to researching new spells, a wizard can research existing spells (those listed in the *Player's Handbook* and--if the DM allows them--the new spells from Chapter 8 of this book). Since it makes sense that information about existing spells is easier to

find than information about spells that do not yet exist, it is easier for a wizard to research them.

To account for this difference, make the following adjustments in the above procedures when a wizard is researching an existing spell:

1. The Operational Cost is reduced to 100-600 (1d6 x 100) gp per week.
2. The base chance of success is increased from 10 percent to 30 percent.

The lab costs, library costs, preparation time, and minimum number of weeks for researching existing spells are the same as research of new spells. The cost of increasing the base chance is also the same (2,000 gp per 10 percent increase), as is the total amount that can be spent (8,000 gp). Notice, however, that spending the 8,000 gp maximum increases the base chance to 70 percent (20 points higher than the 50 percent limit when researching new spells.)

### Limiting the Success Chance

Notice that a wizard's chance of successfully researching a spell could exceed 100 percent, particularly when a high-level wizard is researching an existing low-level spell. Although automatic success is certainly in the spirit of the game (according to Table 4 of the *Player's Handbook*, all wizards of 19th level and above have a 100 percent chance of learning new spells), some DMs might prefer to eliminate any chance of automatic success. If so, we suggest requiring that all wizards must roll for success, even if their calculated chance exceeds 100 percent; a roll of 95 or higher is treated as failure.

## More About Magical Item Research

Magical item research is discussed in detail on pages 84-88 of the *Dungeon Master's Guide* and needs little elaboration here. However, a few points are worth mentioning:

**Laboratories:** The laboratory requirements for researching magical items are different than those for researching spells. Spell research requires shelving, easels, writing tools, files, and similar supplies, while item research requires test tubes, beakers, burners, chemicals, and other equipment.

Consequently, a wizard who invested in a spell research laboratory will still need to buy equipment to research an item. For example, assume that a wizard just spent 5,000 gp on a laboratory for spell research, and now wants to research a new potion. The basic cost for an alchemical laboratory is 2,000 gp (see page 87 of the *DMG*). Since the 5,000 gp laboratory is useless for potion research, the wizard must spend 2,000 gp for alchemical equipment.

**Libraries:** Just as a wizard's spell research lab is relatively useless for item research, so is his spell research library. However, a sizeable library of magical tomes probably contains short-cuts, hints, and formulas that will help the wizard in his item research. At the DM's discretion, access to a sizeable library (say, with a value of at least 74,000 gp) can increase a wizard's chance of success by as much as 10 percent. Access to a library doesn't change the amount of time it takes to research and create an item, nor does it change the amount of money that must be spent.

**Specialist Bonus:** If a specialist is researching an item that duplicates an effect of a

spell from his school, his chance of success can be increased by as much as 10 percent. If the DM uses this rule, he should also deny a specialist the chance to research an item that duplicates a spell effect from any of the specialist's oppositional schools. The researcher's school has no effect on the amount of research time required, nor does it affect the amount of money that must be spent.

# Chapter 8: New Spells

This chapter includes a variety of new spells that can be used to supplement the choices provided in the *Player's Handbook*. These spells expand the options for the schools of abjuration, divination, and necromancy, thus making these specializations more attractive to player characters

## Spell Descriptions

The game statistics listed for the spells below follow the guidelines on page 129 of the *Player's Handbook*. All of these spells are acquired, memorized, and recorded in spell books as described on page 41 of the *Dungeon Master's Guide* and page 81 of the *Player's Handbook*.

## Spell Components

### Material Components

In accordance with the listings in the *Player's Handbook*, material components are given below for the spells that require them. The DM must decide the precise amounts of these materials, as well as any other details about them. For instance, *color spray* requires a "pinch" of colored sand--the DM decides what exactly constitutes a "pinch." Likewise, *dancing lights* requires a glowworm--must the glowworm be alive, or can it be a preserved specimen? Less fussy DMs can allow their wizards as much latitude as they wish with material components, as long as they meet the general requirements of the spell description

### Verbal and Somatic Components

The DM makes the decision regarding precise verbal and somatic components for any spell, although suggestions from players should be considered; specific verbal and somantic components are not required, but they add color to the game by giving players a clearer idea of exactly what procedures must occur in order for their PC wizards to cast spells. Requiring specific components can also make for some challenging game situations. For example, if a wizard is gagged, he may be prevented from casting spells with spoken verbal components. Similarly, a wizard with his hands bound behind him may have problems casting a spell whose somatic component requires specific hand gestures. (See Chapter 6 for more information about impaired casters and spell components.) Verbal components can be single words, brief phrases, snatches of poetry,

chants, or nonsense syllables. They can be spoken, whispered, shouted, or sung. Verbal components can also be groans, grunts, coughs, whistles, or any other vocally-produced sound.

Often, the verbal component will relate to the effect of the spell. For instance, the verbal component for *feather fall* might be the whispered word "float," while a low, eerie moan might work for *detect undead*. *Dimension door* might be the spoken word "open," while the verbal component for *gust of wind* might be a slow exhalation of air. Somatic components can be any type of physical gesture. For some spells, merely touching or pointing at the target or subject is sufficient. More elaborate gestures are suitable for higher-level spells. In many cases, the somatic component will relate to the spell's effect. For instance, the somatic component for *audible glamer* might require the caster to put his hand to his ear as if he were listening. Rapidly rubbing the hands together might suffice for *chill touch*, while wiggling the fingers like a spider might serve as the somatic component for *web*.

## First-Level Spells

### Copy (**Evocation**)

Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: One object
Saving Throw: Special

*Copy* enables the caster to make a perfect copy of a map, letter, or any other written or drawn document. The caster must have a blank parchment or a book with blank pages of sufficient size to hold the *copy*. The caster holds the blank object over the object to be copied, then casts the spell; the *copy* immediately appears on the formerly blank object. The *copy* is permanent and is a perfect duplicate of the original.

*Copy* can also be used to copy spells from a new spell book into the caster's spell book, assuming the caster's spell book is of sufficient size to contain the new spells. The caster must first roll to see if he can learn the new spells; if so, he can cast *copy* to instantly copy them into his spell book.

The material components for this spell are a piece of blank parchment (or a book with blank pages, as described above), and a drop of black ink

### Chromatic Orb (**Alteration, Evocation**)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1
Area of Effect: One creature
Saving Throw: Neg.

This spell causes a 4-inch-diameter sphere to appear in the caster's hand. Within the limits described below, the sphere can appear in a variety of colors; each color indicates a different special power. The caster can hurl the sphere at an opponent up to 30 yards away, providing there are no barriers between the caster and the target. If the target is no more than 10 yards away, the caster's to hit roll is made with a +3 bonus. If the target is 10-20 yards away, the caster's roll is made with a +2 bonus. If the target is 20-30 yards away, the caster's roll is made with a +1 bonus.

If the *chromatic orb* misses its target, it dissipates without effect. If the target creature makes a successful saving throw, the chromatic orb is also ineffective. Otherwise, the color of the *orb* determines the amount of damage inflicted and its special power, as summarized on Table 16; details about the special powers are listed below. The caster can create a single *orb* of any color listed for his level or lower; for instance, a 3rd-level wizard can create an orange, red, or white *orb*. The material component for this spell is a gem of the appropriate hue or any diamond. The gem must have a value of at least 50 gp.

*Light* from the *orb* causes the victim to become surrounded by light to a radius of 20 feet, as if affected by a light spell. The effect lasts for 1 round, during which time the victim makes his attack rolls and saving throws at a -4 penalty, and his AC is penalized by 4.

*Heat* from the *orb* is intense enough to melt 1 cubic yard of ice. The victim suffers a loss of 1 point of Strength and 1 point of Dexterity (or for victims without these attributes, -1 to hit and a penalty of 1 to AC) for 1 round.

*Fire* from the *orb* ignites all combustible materials within 3 feet of the victim.

*Blindness* from the *orb* causes the victim to become blind as per the spell. The effect lasts for 1 round/level of the caster.

*Stinking cloud* from the *orb* surrounds the victim in a 5-foot-radius noxious cloud. The victim must save vs. poison or will be reeling and unable to attack until he leaves the area of the vapors. *Magnetism* from the *orb* has an effect only if the victim is wearing armor made from iron. The iron armor becomes magically magnetized for 3-12 (3d4) rounds. Other iron objects within 3 feet of the caster will stick tight to the magnetized armor; only *dispel magic* or a similar spell can release the stuck items. At the end of the spell's duration, the stuck items are released.

*Paralysis* from the *orb* causes the victim to become paralyzed for 6-20 (2d8 + 4) rounds; a successful saving throw vs. paralyzation halves the number of rounds.

*Petrification* from the *orb* turns the victim to stone. If the victim successfully saves vs. petrification, he avoids turning to stone and instead is slowed (as per the spell) for 2-8 (2d4) rounds. *Death* from the *orb* causes the victim to die. If the victim successfully saves. vs death magic, he avoids death and instead is paralyzed for 2-5 (1d4 +1) rounds.

### Table 16: Chromatic Orb Effects

| Level of Caster | Color of Orb Generated | Hit Points of Damage | Special Power |
|---|---|---|---|
| 1st | White | 1-4 | Light |

| | | | |
|---|---|---|---|
| 2nd | Red | 1-6 | Heat |
| 3rd | Orange | 1-8 | Fire |
| 4th | Yellow | 1-10 | Blindness |
| 5th | Green | 1-12 | Stinking Cloud |
| 6th | Turquoise | 2-8 | Magnetism |
| 7th | Blue | 2-16 | Paralysis |
| 8th | Violet | *slow* | Petrification |
| 9th | Black | *paralysis* | Death |

**Corpse Visage** (**Illusion, Necromancy**)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: Neg

This spell transforms the caster's face or the face of any creature touched by the caster into the horrifying visage of a rotting corpse. The effect of this illusion is so startling that when it is viewed by opponents, the wizard's party adds a modifier of +2 to their surprise roll. Creatures with low Intelligence or higher (Intelligence of 5 or greater) and with 1 Hit Die or less (or who are 1st level or lower) must make a successful saving throw when first viewing *corpse visage* or flee in terror for 1-4 rounds.

*Corpse visage* does not distinguish between friend and foe, and all who view it are subject to its effects. If the spell is cast upon an unwilling victim, the victim is allowed a saving throw to avoid the effect.

The material component is a rag or piece of cloth taken from a corpse. The cloth must be prepared by dotting it with paints of assorted colors.

**Detect Disease** (**Divination**)

Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: 1 creature or object
Saving Throw: None

*Detect disease* reveals to the wizard whether a subject creature or object carries a disease, whether normal or magical. Additionally, there is a 10 percent chance per level of the caster that he is able to identify the exact type of disease.

The material component for this spell is a twig or small branch from any tree

**Divining Rod** (**Divination, Enchantment**)

Range: 60 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell enables the caster to enchant the branch of a ginkgo or fruit tree to locate a common item that is hidden from view. Unlike *locate object*, the caster does not need to have a specific mental image of a particular item; rather, he only needs to state the name of the general type of item he wishes to locate, such as buried treasure, edible plants, or fresh water. However, *divining rod* will not locate invisible or magical items, nor will it locate items protected by *obscure item* or a similar spell.

Once the branch is enchanted, the caster holds the branch with both hands. If the desired item is within the range of the spell, the enchanted branch points in the direction of the item and gently pulls the caster along. The spell is not blocked by lead or any other substance. However, if an impenetrable obstacle is reached, such as the ground or a wall, the branch presses against it and stops. If there is no item matching the description within the spell range, the branch does not react, although the caster can move about and continue to search.

The material component for this spell is the branch from a ginkgo tree or a fruit tree, such as peach, apple, or lemon. The branch must be shaped like the letter Y, so that the caster can grasp a fork of the branch in each hand.

### Protection from Hunger and Thirst (**Abjuration**)

Range: Touch
Components: S, M
Duration: 1 day/level
Casting Time: 1
Area of Effect: One creature
Saving Throw: None

When *protection from hunger and thirst* is cast, the recipient requires no food, water, or nourishment of any kind for the duration of the spell. The recipient can be the caster or anyone he touches. Each day the caster (or the subject of the caster's choice) is under the effect of the spell, he is fully nourished as if he had eaten and drunk normally. At the end of the spell's duration, the subject is no more hungry or thirsty than he was when the spell was originally cast.

The material components for this spell are a small piece of dried meat and a cup of water.

## Second-Level Spells

### Choke (**Necromancy, Conjuration/Summoning**)

Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: 1/2

By means of *choke*, the caster causes a pair of ghostly hands to appear around the throat of a single victim. The victim must be a human, demihuman, or humanoid, and must be within 30 yards of the caster. The hands will choke and strangle the affected victim for the duration of the spell; each round, the victim suffers 1-4 hit points of damage from the choking hands. If the victim makes a successful saving throw, he suffers half-damage each round.

*Choke* can be negated by *dispel magic* or a similar spell; the victim cannot wrench the ethereal hands away from his neck. The victim makes all attack rolls at a -2 penalty while affected by *choke*.

The material component for this spell is a handkerchief or similarly-sized piece of cloth that has been tied in a knot

**Death Recall** (**Necromancy, Divination**)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One corpse
Saving Throw: None

This spell enables the caster to visualize the final minutes of the life of any creature or person that died within the previous 24 hours. When the caster touches the subject's corpse, the caster goes into a trance. The caster then has a vision of the final 10 minutes of the subject's life as seen by the subject himself. The vision ends with the last scene the subject saw before he died, at which time the caster awakens from his trance and the spell is over.

The material component for this spell is a fragment from a shattered mirror

**Detect Life** (**Divination**)

Range: 10 feet/level
Components: V, S, M
Duration: 5 rounds
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

By use of this spell, the caster can determine if a creature is alive, including creatures in a coma or trance, or under the influence of *feign death*. Any form of mental protection prevents the effectiveness of this spell, as does any thickness of metal. An inch of stone or wood is treated as 10 feet of open space for the purpose of determining whether the spell functions.

The material components for this spell are a holy symbol and a hair from the head of a newborn animal

**Filter** (**Abjuration**)

Range: Touch
Components: V, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: 10-foot radius sphere around creature touched
Saving throw: None

This spell creates an invisible globe of protection that filters out all noxious elements from poisonous vapors; therefore, a creature protected by *filter* takes no damage and suffers no penalties from poison gas of any kind, including those created magically (such as *stinking cloud*). The exceptions are poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon); in these cases, the creature protected by filter suffers half-damage.

The material components for this spell are a strand of spider web and a scrap of cotton cloth approximately one inch square

**Ghoul Touch** (**Necromancy**)

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: One person
Saving Throw: Special

When this spell is in effect, the caster's touch causes any single human, dwarf, gnome, half-elf, or halfling to become rigid for 3-8 (1d6 +2) rounds unless the victim makes a successful saving throw vs. paralyzation. Additionally, the paralyzed victim exudes a carrion stench in a 10-foot radius that causes retching and nausea. Those within this area who fail to save vs. poison will make their attacks with a -2 penalty until the spell reaches the end of its duration.

The material component for this spell is a small scrap of cloth taken from the clothing of a ghoul or a pinch of earth from a ghoul's lair.

**Ice Knife** (**Evocation**)

Range: Special
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Neg

This spell fires a dagger of ice at the target. The caster makes a normal attack roll as if attacking with a missile weapon, factoring in the range from the attacker to the target (the *ice knife* has a long range of 30 yards, a medium range of 20 yards, and a short range of 10 yards). A successful hit causes 2-8 (2d4) hit points of damage. If the *ice knife* misses its target, consult the rules for grenade-like missiles on pages 62-63 of the *Dungeon Master's Guide* to determine where it lands.

When an *ice knife* strikes a solid object or a creature, the knife shatters, releasing a wave of numbing cold. All creatures within a 5-foot radius must make a successful saving throw vs. paralyzation or suffer 1-4 hit points of cold damage and become numb for 1-3 rounds. Numbed creatures have their movement rates reduced by half and their chance to hit reduced by 2. Proximity to major sources of heat, such as a roaring bonfire, improves a creature's saving throw by +2.

An *ice knife* that misses or is lost cannot be picked up by the caster (or anyone else) and thrown again. If the *ice knife* is touched, it instantly shatters, releasing a wave of cold as described above. If a lost *ice knife* is not touched, it melts away in a pool of water 1 round after it was originally created; this melting occurs regardless of the environmental temperature.

The material components for this spell are a drop of water from melted snow and a tiny silver dagger.

**Vocalize** (**Alteration**)

Range: Touch
Components: S, M
Duration: 5 rounds
Casting Time: 1 round
Area of Effect: One spell-casting creature
Saving Throw: None

This spell allows the recipient to cast spells that normally require a verbal component without the caster needing to make a sound. Such spells must be cast within the duration of the *vocalize* spell. This spell is also useful in situations where quiet is desired, or when the recipient is under the influence of a silence spell.

*Vocalize* does not negate a silence spell, but merely offsets it for the purpose of spell casting; if a spell caster under the effect of *vocalize* casts a spell that has some audible effect, that sound will be masked for as long as *silence* remains in force. *Vocalize* does not affect normal vocal communication.

The material component for this spell is a small golden bell without a clapper

## Third-Level Spells

### Bone Club (**Enchantment, Necromancy**)

Range: 0
Components: V, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One bone
Saving Throw: None

A wizard can use this spell to enchant a bone, causing it to become a magical club. This magical weapon acts as a *club +4* against undead, inflicting 5-10 (1d6 +4) hit points of damage, and a *club +1* against all other opponents, inflicting 2-7 (1d6 + 1) hit points of damage. The bone can be from any animal, providing the bone normally could be wielded as a club; for instance, a human femur could be enchanted by this spell, but a skull could not. At the end of the spell's duration, the *bone club* reverts to a normal bone.

If the proficiency rules are being used, characters with a weapon proficiency with a club also have a profiency with a *bone club*. Those wielding a *bone club* without the club profiency suffer the penalties described on page 52 of the *Player's Handbook*.

The material components for this spell are an appropriately-sized bone and a pinch of dirt from a grave

### Delay Death (**Enchantment, Necromancy**)

Range: 30 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell enables one person or creature to postpone death. If *delay death* is cast before the indicated creature or person reaches 0 hit points, he is able to fight, cast spells, communicate, and take all other normal actions until he reaches -10 hit points. However, from the time he reaches 0 hit points until he is reduced to -10 hit points, the affected person or creature makes all attack rolls and saving throws at a -2 penalty, and his movement rate is reduced by half.

When the subject reaches -10 hit points, he is dead and *delay death* is no longer in effect. Note that the spell has a limited duration; if the spell expires after the affected subject has reached 0 hit points but before he has been reduced to -10 hit points, the subject dies instantly. A deceased subject previously under the effect of *delay death* can be raised normally by raise dead and similar spells.

The material component for this spell is a chip from a tombstone or a sliver of wood from a coffin

### Hovering Skull (*Necromancy*)

Range: Special
Components: V, S
Duration: 2 rounds/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell creates a glowing human skull with sharp fangs. The skull hovers about a foot above the caster's shoulder; as the caster moves, the skull hovers along with him. If the caster stops moving and concentrates, he can mentally command the *hovering skull* to move in any direction within a 30- foot radius.

The caster can see through the skull's eyes as if they were his own; for instance, *the hovering skull* could be ordered to investigate a dark cave or peek over a high wall. Additionally, the caster can order the *hovering skull* to attack victims with its razor-sharp teeth. If the caster's concentration is interrupted while controlling the skull, the skull immediately drops to the ground (but it takes no damage). If the caster resumes concentration, he can continue to command the skull. The *hovering skull* has the same statistics as the caster, except the skull has 3 hit points and inflicts 1-6 hit points of damage with its bite. Attacks directed at the skull do not harm the caster, nor does damage directed at the caster affect the skull.

The material component for this spell is the tooth from a human skull.

**Invisible Mail** (**Evocation, Abjuration**)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

A variation of the *armor* spell, this spell enables the caster to cover his body with an invisible suit of plate mail to temporarily raise his AC to 3. Its effects are not cumulative with other armor or magical protection (a character cannot improve his AC better than 3 through use of this spell), but Dexterity bonuses still apply.

For each level of the caster, the *invisible mail* absorbs 1 hit point of damage that would normally hit AC 3; however, the *invisible mail* offers no protection against magical weapons or attacks. When the *invisible mail* has absorbed as many hit points of damage as the wizard has levels of experience, the invisible mail disappears. The *invisible mail* does not hinder movement, nor does it add weight or encumbrance. It does not interfere with spell casting.

Example: A wizard with a normal AC of 10 has shielded himself with *invisible mail*. The first opponent attacks with a normal dagger; the attack is made against the AC 3 of the *invisible mail*. The attack is successful, causing 2 hit points of damage, but this damage is absorbed by the *invisible mail* and the wizard is unharmed. A second attack is

made with a *sword +1*. The invisible armor offers no protection against this magical weapon, so the attack is made against the wizard's normal AC of 10.

The material component is a small fragment of plate mail.

**Iron Mind** (**Abjuration**)

Range: Touch
Components: S, M
Duration: 1 hour
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

The person or creature affected by *iron mind* is immune to all charm and hold spells for a full hour. Additionally, he automatically disbelieves all illusions cast by 3rd-level wizards (or their equivalent) or lower.

The material component for this spell is a small chunk of iron ore or any small item made of solid iron, such as a nail.

**Pain Touch** (**Divination**)

Range: Touch
Components: V, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

*Pain touch* enables the caster to touch an opponent in such a way as to induce extreme pain. The spell works if the caster touches any exposed part of an opponent's body. The caster must be within arm's length of the opponent for the spell to work. The spell requires a normal attack roll.

The pain causes no damage, but for the next 1-4 rounds, the victim will be -2 on his chance to hit and his AC is worsened by 2. The caster can cast the spell and touch the victim in the same round. *Pain touch* is only effective on human, demihuman, and humanoid opponents.

The material components for this spell are a needle and the finger from a scorched glove.

**Snapping Teeth** (**Conjuration, Alteration**)

Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 1 creature or object

Saving Throw: None

By means of this spell, the caster causes a set of teeth to appear on a person or object; the teeth appear in the exact location touched by the caster. The *snapping teeth* are contained in a mouth-like orifice about 6 inches in diameter and are capable of snapping at victims within 1 foot. A person or creature with the *snapping teeth* can cause them to snap at will, effectively giving him an extra attack per round. A normal attack roll is made, and a successful hit inflicts 1-4 hit points of damage. Note that the victim must be within range of the teeth and that normal facing considerations must be accounted for (for instance, *snapping teeth* in the back of a person's head can only attack victims that are behind the person).

*Snapping teeth* can also be placed on a non-living object, such as a tree or a door. In such cases, the *snapping teeth* are invisible until they make an attack. The *snapping teeth* will attack any victim that comes within 1 foot; they attack as a 4 HD monster, and each successful hit causes 1-4 hit points of damage. These attacks are automatic and are not controlled by the caster. Attacks cannot be directed against the *snapping teeth,* but *dispel magic* causes them to vanish.

The material component for this spell is a tooth from any carnivorous animal, such as a wolf, shark, or serpent.

## Fourth-Level Spells

### Duplicate (**Conjuration**)

Range: Touch
Components: S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: One object
Saving Throw: None

This spell creates an exact copy of any single item the caster touches. The item to be copied must fit inside a 20-foot cube. The spell has no effect on living creatures, including undead, nor will it copy magical items. The *duplicated* item is identical to the original in every way--for instance, a duplicated sword can be wielded to inflict damage as a normal sword--but detect magic can reveal its true nature and *dispel magic* can cause it to disappear. The *duplicated* object exists for 1 hour/level of the caster, at which time it vanishes; *permanency* does not affect duplicated items.

The material component for this spell is a pinch of coal dust.

### Fire Aura (**Abjuration**)

Range: 0
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 4

Area of Effect: Caster
Saving Throw: Special

By means of this spell, the caster surrounds his body with an aura of magical green fire. The *fire aura* extends 1 foot from the caster's body and provides illumination in a 10-foot radius. The *fire aura* provides complete immunity to all forms of fire, both natural and magical; the flames can be extinguished only by *dispel magic* or a similar spell. Those touching the *fire aura* suffer 2-8 (2d4) hit points of damage; additionally, if the touched victim fails to make his saving throw, his body is set afire with green flames.

The flames persist for 2-8 (2d4) rounds and can be extinguished only by *dispel magic* or a similar spell. Each round the victim is engulfed in these flames, he suffers an additional 1-6 hit points of damage; the victim's attack rolls are made with a -2 penalty during this time.

The material components for this spell are a scrap of singed paper and a piece of flint

**Halo of Eyes** (**Abjuration, Conjuration**)

Range: 0
Components: V, M
Duration: 1 turn/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

*Halo of eyes* creates a halo of functional eyeballs that sits atop the caster's head, enabling the caster to see in all directions at the same time. Additionally, these magical eyes all have infravison to a distance of 60 yards. The caster can see opponents on all sides of him, providing they are not *invisible*, and therefore can never by struck from behind or suffer a penalty for a back attack. Under normal conditions, the caster cannot be surprised. Attacks cannot be directed against the magical eyeballs, but their vision is obscured by *blindness* and other magical and natural effects that would hinder the wizard's normal sight.

The material components for this spell are the feather of an eagle and an eyelash from the corpse of any creature.

**Otiluke's Dispelling Screen** (**Evocation, Abjuration**)

Range: 5 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: 20-foot square
Saving Throw: None

This spell creates a shimmering screen of violet energy in any shape the caster desires. Any creature passing through the screen is affected by *dispel magic* with the same level

of effectiveness as that spell cast by the wizard.

The material components for this spells are a sheet of fine lead crystal and a chysolite gemstone worth 1,000 gp (both vanish after the spell is cast).

### Wind Breath (Evocation)

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Cone 60 yards long and 30 yards wide at the base
Saving Throw: 1/2

A variation of *gust of wind*, this spell allows the caster to fill his lungs with air and expel a powerful wind. The strength of this wind is about 5 miles per hour for every level of the caster. Those outside the area of effect do not notice the tremendous winds, though objects may be blown out of the spell's area into their path. The DM should determine the precise effects of the *wind breath* using the following parameters as guidelines.

If the *wind breath* is 30-50 miles per hour, there is a 10 percent chance that small boats capsize, a 1 percent chance that ships capsize, and a 10 percent chance that a man is knocked down. There is a 20 percent chance that branches snap, light articles are blown away, and tents and sails tear. Creatures caught in the cone of the wind breath suffer 1 hit points of damage from blown sand and grit.

If the *wind breath* is 50-70 miles per hour, there is a 70 percent chance that small boats capsize, a 20 percent chance that ships capsize, and a 50 percent chance that a man is knocked down. Trees bend and there is a 70 percent chance that branches snap, and a 20 percent chance that a trunk snaps. Medium-sized articles are blown away, and there is a 50 percent chance that tents and sails are torn, and a 40 percent chance that shacks are blown down. Creatures caught in the cone of the *wind breath* suffer 1-4 hit points of damage from sand and grit. Flying creatures are blown back 10-40 (10d4) feet.)

If the *wind breath* is 70 miles per hour or more, there is a 100 percent chance that small boats capsize, a 70 percent chance that ships capsize, and a 70 percent chance that a man is knocked down and blown 10-40 (10d4) feet to suffer 1-6 hit points of damage per 10 feet blown. There is a 70 percent chance that tree trunks snap, and a 100 percent chance that branches are ripped from trees. Heavy articles are blown away, medium articles are ripped from fastenings, and tents and sails have a 70 percent chance of being destroyed. There is a 20 percent chance that common buildings are blown down and a 60 percent chance that shacks are flattened. Creatures caught in the cone of the *wind breath* suffer 1-8 hit points of damage from blown objects. Flying creatures are blown back 50-100 (40+10d6) feet.

The material component for this spell is a handmade silk fan with a value of at least 1 gp.

## Fifth-Level Spells

### Force Shapechange (Necromancy)

Range: 10 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One creature/level
Saving Throw: 1/2

With this spell, the caster can force any shapechanger or magic-wielder using any form of a *shapechanging* spell to instantly revert to his true form (or his most common form). To use the spell, the caster points at creatures he knows or believes to be shapechangers. If the creatures are indeed shapechangers, they must make a successful saving throw or immediately revert to their true form and suffer 3-30 (3d10) hit points of damage from the wracking pain caused by the forced change. The change takes a full round, during which time a victim can take no other actions. If the saving throw was successful, the victim does not change form, but still suffers half damage (2d10/2).

The material components for this spell are a hair from the hide of any lycanthrope and a live butterfly, released when the verbal component is uttered.

### Invulnerability to Normal Weapons (**Abjuration**)

Range: 0
Components: V, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 5-foot radius
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by non-magical blunt weapons, edged weapons, or missile weapons. The caster can use these weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material components for this spell are a piece of a broken non-magical weapon and a scale from a dragon

### Know Value (**Divination**)

Range: 10 yards
Components: V, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: 10-foot cube
Saving Throw: None

*Know value* enables the caster to know the total value of all coins, gems, and jewelry

within the area of effect, within the limits that follow.

The items must be clearly visible. They cannot be concealed on people, hidden in a chest, or buried in the ground. The items must also be contained within an area no larger than a 10-foot cube, and this area can be no farther than 10 yards from the caster.

Further, *know value* will only reveal the value of 75% of the total number of objects in a treasure pile, up to a maximum of 10 pieces; the DM determines which pieces the spell affects, and the caster does not know which particular pieces have been appraised. The spell does not detect the presence or value of magical items, and it ignores the value of personal property, such as clothing, weapons, and other equipment. *Know value* does not reveal the number or nature of any type of hidden objects.

The material components for this spell are a copper piece and a phony gem

**Mordenkainen's Private Sanctum** (**Alteration, Abjuration**)

Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 2 turns
Area of Effect: One room
Saving Throw: None

With this spell, privacy is ensured in a room of up to 1600 square feet (40 feet x 40 feet, or the equivalent). From the outside, the windows of the room appear to be dark and cloudy, preventing those with normal vision, infravision, or any other type of vision from seeing inside. Those inside the room can see out the windows as they normally would. No sounds of any kind can escape from the room. Scrying attempts, such as *ESP*, *clairaudience*, *clairvoyance*, and *crystal balls* cannot penetrate the room, and a *wizard eye* cannot enter. The caster can leave the room without affecting the spell.

The material components for this spell are a thin sheet of lead, a piece of opaque glass, a wad of cotton or cloth, and a pinch of powdered chrysolite.

**Mummy Rot** (**Necromancy**)

Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: One victim
Saving Throw: Special

This spell allows the caster to attack with a rotting touch similar to that of a mummy. If the caster touches a human, demihuman, or humanoid victim, the victim immediately loses 2-12 (2d6) hit points and is infected with a rotting disease which is fatal in 1-6 months. For each month the rot progresses, the victim permanently loses 2 points of Charisma. While infected, the victim recovers lost hit points at 10 percent of his normal rate.

The rotting disease can be cured only with a *cure disease* spell; *cure wounds* has no effect. A *regenerate* spell will restore damage but will not otherwise affect the course of the disease. If a victim makes a successful saving throw, he is not infected, but he still suffers 2-12 hit points of damage.

The material components for this spell are a piece of rotten fruit and a piece of a mummy's cloth wrapping.

### Rary's Telepathic Bond (Divination, Alteration)

Range: 20 yards
Components: V, S, M
Duration: 2 turns per level
Casting Time: 1 round
Area of Effect: Two or more creatures
Saving Throw: None

With this spell, the caster forms a telepathic bond between two or more creatures with Intelligence of 6 or higher. The bond can be established only between willing creatures who are within 20 yards of each other. The creatures need not speak the same language to communicate via the bond. The bond can be placed upon one creature for every three levels of the caster; therefore, a 9th-level caster can forge a bond among three creatures. The bonded creatures can remain in mental contact as long as they remain on the same plane of existence. If either creature enters a different plane, the spell is terminated.

*Rary's telepathic bond* can be cast only once to affect a single pair of subjects. However, if the caster is able to cast the spell twice, the same subjects can be affected again. Example: A wizard can cast *telepathic bond* twice. The first casting links Subject A to Subject B. The second casting can affect Subject A again, linking him with Subject C.

The material components for this spell are two pieces of eggshell; the pieces must be from the eggs of two different species of egg-laying creature.

### Throbbing Bones (Necromancy)

Range: 10 yards
Components: V, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: 1/2

This spell causes the bones of the affected creature to throb and pulsate inside his body. The spell can be cast upon any single living creature or person within the caster's range, providing the creature has a physical form and has bones inside its body; for instance, *throbbing bones* will not affect insects, ghosts, or worms.

For the duration of the spell, the affected creature's AC is worsened by 2, its movement rate is halved, and all its attacks are made with a -2 penalty. Additionally, it

suffers 1-4 hit points of damage per round; this damage is halved if the creature makes a successful saving throw. However, a successful saving throw has no affect on the movement, attack, and AC penalties.

The material components for this spell are both pieces of a small bone that has been snapped in half

### Wall of Bones (**Conjuration, Necromancy**)

Range: 60 yards
Components: V, S, M
Duration: 1 turn
Casting Time: 1 round
Area of Effect: 10-foot square/level;96-inch thickness/level
Saving Throw: None

This spell causes a *wall of bones* to erupt from the earth in whatever shape the caster desires within the limits of the area of effect. The wall is a random construction of bones from many types of creatures. The wall need not be vertical, but it must rest upon a firm foundation or it will collapse. Since the wall has many small openings and gaps, it provides only 50 percent cover. Missiles can easily be fired from behind the wall, and creatures of small size (less than 4 feet tall) can wriggle through openings in the wall at the rate of 10 feet per round. However, the wall has many sharp edges and creatures wriggling through it suffer 1-8 hit points of damage per 10 feet traveled.

If the spell is cast in an area occupied by creatures, the *wall of bones* appears everywhere except where the creatures stand. Creatures in the affected area suffer an immediate 2-16 (2d8) hit points of damage when the wall appears. The wall can be smashed by creatures wielding blunt weapons with a Strength of 18 or greater. Every 10 hit points of damage causes a 5 foot x 5 foot x 6 inch section of the wall to collapse. The *wall of bones* is unaffected by *animate dead*.

The material component for this spell is the branch of a withered tree taken from a cemetery

## Sixth-Level Spells

### Blackmantle (**Necromancy, Enchantment**)

Range: 60 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 15-foot radius
Saving Throw: Neg
.

*Blackmantle* creates a shimmering aura around all creatures within the affected area that negates all healing and regeneration, both natural and magical. For instance, a *potion of healing* has no effect on a creature under the influence of *blackmantle*, a troll cannot

regenerate lost hit points, and *cure light wounds* is useless.

*Blackmantle* is negated for any target creatures who make successful saving throws. Otherwise, it persists for 1 turn per level of the caster. If the creatures are still alive at the end of the spell's duration, any active curative forces will operate normally; for instance, a *ring of regeneration* will resume its function. However, consuming a *potion of healing* or applying a *staff of curing* while *blackmantle* is in effect will have no affect when *blackmantle* wears off, since these types of magic work instantly. In such cases, the dose of *potion of healing* and the charge from a *staff of curing* are not only wasted, but the aura generated by *blackmantle* actually negates the *potion of healing* or the *staff of curing*, rendering it useless. If a *potion of healing* or *staff of healing* is applied after the spell wears off, the healing magic works normally.

The material component for this spell is a small mummified animal, such as a mouse or a toad

## Dead Man's Eyes (**Necromancy**)

Range: Special
Components: S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

*Dead Man's Eyes* causes the whites of the caster's eyes to turn black and his pupils to reshape themselves into small white skulls. The caster can affect one victim per round, providing the victim is within 3 feet of the caster and meets his gaze. Victims are affected as follows:

- Victims with 2 Hit Dice or fewer (or victims of level 2 or lower) instantly die. No saving throw is allowed.
- Victims with 2+ to 5 Hit Dice (or victims of level 3-5) instantly die unless they save vs. death magic at a -2 penalty. Those who succeed in their saving throws suffer 2-12 (2d6) hit points.
- Victims with 5+ Hit Dice or more (or victims of level 6 or greater) suffer 2-12 (2d6) hit points of damage unless they save vs. death magic.

If the caster's gaze is reflected back on him (by a mirror, calm water, etc.), he must make a saving throw vs. spells or suffer the same effects as a 5+ Hit Dice victim. At the end of the spell's duration, there is a 5 percent chance that the caster will become blind for the next 5-10 (1d6 + 4 hours).

The material components for this spell are two eyeball-sized glass marbles. The marbles must be the same color as the caster's eyes

## Dragon Scales (**Abjuration**)

Range: Touch
Components: V, S, M
Duration: 1 turn/level

Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell causes the body of the caster (or any single person or creature touched by the caster) to become completely covered with dragon scales, effectively raising the subject's Armor Class by 2 for the duration of the spell; this modification is in addition to the subject's normal AC (for instance, if the subject's AC is 6, *dragon scales* raises it to 4).

The color of the *dragon scales* is the same as that of the scale used as the spell's material component; however, the color has no bearing on the effect of the spell. *Dragon scales* also temporarily reduces the subject's Charisma by 2 points.

The material component of a spell is a scale from any dragon.

### Invulnerability to Magical Weapons (**Abjuration**)

Range: 0
Components: V, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 5-foot radius
Saving Throw: None

This spell creates an immobile, faintly shimmering magical sphere around the caster that cannot be penetrated by magical blunt, edged, or missile weapons; all such weapons are harmlessly deflected (missile weapons strike the sphere, then immediately fall to the ground). However, the sphere offers no protection against magically-created creatures (such as golems) or from creatures whose attacks are magically based (such as the gaze of a medusa). The sphere offers no protection against spells such as *magic missile*, or spells that simulate the effects of weapons.

The caster can use magical weapons from inside the sphere to attack opponents normally. Spells can also be cast through the sphere. The sphere can be negated by *dispel magic*.

The material component for this spell is a piece of a broken magical weapon.

### Tentacles (**Conjuration, Alteration**)

Range: 0
Components: V, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

By means of this spell, the caster causes two 10-foot-long greenish tentacles to grow from his body. One tentacle grows on each side of the caster's body, centered between his

armpit and his thigh. The caster can use the tentacles as normal appendages to grasp tools, use weapons, or help with climbing.

Each tentacle can make an attack, effectively giving the caster two extra attacks per round; a tentacle can strike to inflict 1-6 hit points of damage, or it can wield a sword, dagger, or other weapon (at the same ability of the caster). The flexible tentacles can easily reach victims on any side of the caster's body.

If an unarmed tentacle makes a successful strike against a victim who is man-sized or smaller (less than 7 feet tall), it also grabs and holds the victim to inflict an automatic 2-8 (2d4) hit points of damage in every subsequent round. To free himself, the victim must sever the tentacle; there is no way to loosen the grip other than severing the member, killing the caster, or negating the spell with *dispel magic*. A tentacle is severed if it takes 10 hit points of damage; damage directed at the tentacle has no adverse effects on the caster.

A caster with two intact *tentacles* adds a 40 percent bonus modifier to his climbing success rate (see page 122 of the *Player's Handbook*, ) and adds a 20 percent modifier if he has only one intact tentacle.

The material component for this spell is a dried tentacle from a small octopus

## Seventh-Level Spell

### Zombie Double (**Necromancy**)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell creates a ju-ju zombie duplicate of the caster. The *zombie double* has the same memories, consciousness, and alignment as the caster; essentially, the caster now exists in two bodies simultaneously. In all other respects, the *zombie double* is the same as a normal ju-ju zombie (AC 6; MV 9; HD 3+12; #AT 1; Dmg 3-12; SA strike as a 6 HD monster; SD immune to all mind-affecting spells, including illusions; immune to *sleep, charm, hold, death magic, magic missiles,* electricity, poisons, and cold-based spells; edged and cleaving weapons inflict normal damage while blunt and piercing weapons inflict half- damage; magical and normal fire inflicts half-damage); THAC0 16.

The *zombie double* cannot cast spells, but it can use any weapons that the caster can use. It is also able to climb walls as a thief (92 percent). The *zombie double* can be turned as a spectre. If it strays more than 30 yards from the caster, the *zombie double* becomes inactive and collapses to the ground; it becomes active again the instant the caster moves within 30 yards.

The material components for this spell are a bit of wax from a black candle and a lock of hair from the caster

## Eighth-Level Spells

**Defoliate** (**Necromancy**)

Range: 30 yards
Components: S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 50-foot square/level
Saving Throw: None

By means of this spell, the caster causes all vegetation within the affected area to wither and die, crumbling into black ashes. All vegetation is affected, from the tallest tree to the tiniest blade of grass. Intelligent plant life, such as treants, are also destroyed. The power of a *wish* or its equivalent is required to restore the destroyed vegetation; otherwise, nothing can grow in the *defoliated* area for a full year. Note that since *defoliate* causes plants to crumble to ash, there is no danger of a creature being struck by a toppling tree; however, creatures hiding in trees will find themselves plummeting to the ground when this spell is cast.

The material components for this spell are the petal from a withered flower and a sliver of charred wood.

**Fear Ward** (**Abjuration**)

Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: 5 foot radius
Saving Throw: None

*Fear ward* creates an aura around the caster that makes him immune to all forms of fear, including that caused by dragons. Additionally, *fear ward* protects the caster from attacks by all forms of undead; the spell is equally effective against physical and magical attacks. *Dispel magic* has no effect on *fear ward*, but a *wish* will negate it.

The material components for this spell are the fangs of a spider and a hair from the head of a ghoul.

**Shadow Form** (**Necromancy**)
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

By means of this spell, the caster temporarily changes himself into a shadow. The

caster gains the movement rate, Armor Class, hit dice, and all abilities of a shadow. His chilling touch (requiring a normal attack roll) inflicts 2-5 (1d4+1) hit points of damage on his victims as well as draining one point of Strength. Lost Strength returns in 2-8 (2d4) turns after being touched. If a human or demihuman victim is reduced to 0 hit points or 0 Strength by the caster in shadow form, the victim has lost all of his life force and is immediately drawn into the Negative Material Plane where he will forever after exist as a shadow.

All of the caster's weapons and equipment stay with him, but he is unable to use them while in *shadow form*. He is also unable to cast spells while in *shadow form*, but he is immune to *sleep, charm,* and *hold* spells, and is unaffected by cold-based attacks. He is 90 percent undetectable in all but the brightest of surroundings. Unlike normal shadows, a wizard in shadow form cannot be turned by priests. At the end of the spell's duration, there is a 5% chance that the caster will permanently remain as a shadow. Nothing short of a *wish* can return the caster to his normal form.

The material components for this spell are the shroud from a corpse at least 100 years old and a black glass marble.

# Chapter 9: Wizardly Lists

This chapter contains a potpourri of ideas, items, and rule variations that can be incorporated into existing campaigns or used as springboards for new adventures

## Twenty-five Helpful Familiars

As explained in the 1st-level *find familiar* spell, summoned familiars are not restricted to the choices listed in the spell description. To expand the number of possibilities, substitute Table 17 below for the list on page 134 of the *PH.* If the find familiar spell is successful, the DM rolls percentile dice and consults this table to determine the results.

All details of the spell still apply as stated; if the roll indicates a creature not commonly found in the immediate area, the DM can roll again or simply choose a more appropriate creature from the list. The DM can also substitute different small animals suitable to the area; for instance, the DM might substitute a duck for a crow, a mink for a raccoon, or a bluebird for a raven. (In general, summoned creatures should have 1-4 hit points and, if able to make attacks, should be able to inflict no more than 1 or 2 hit points of damage per round. Armor Classes for creatures of this size range from 6-8.)

### Table 17: Summoned Familiars

| d100 Roll | Familiar |
|---|---|
| 1-3 | Bat |
| 4-10 | Cat |
| 11-14 | Chipmunk |
| 15-18 | Crow |
| 19-22 | Dog |
| 23-24 | Fox |
| 25-26 | Gull |

| | |
|---|---|
| 27-30 | Hawk |
| 31-33 | Hare |
| 34-37 | Lizard |
| 38-40 | Monkey |
| 41-42 | Mouse |
| 43-44 | Otter |
| 45-46 | Owl |
| 47-48 | Parrot |
| 49-50 | Raccoon |
| 51-52 | Rat |
| 53-54 | Rooster |
| 55-57 | Raven |
| 58-59 | Skunk |
| 60-61 | Snake |
| 62-63 | Squirrel |
| 64-66 | Toad |
| 67-70 | Weasel |
| 71-74 | Wolverine |
| 75-00 | No familiar available within spell range |

## Five Unusual Sources For Spells

When a wizard learns a new spell, he usually acquires it from a teacher, a discovered spell book, another wizard, or his own research. But there are many more ways to learn new spells--some of the more unusual possibilities are listed below (in all cases, the wizard must successfully learn a new spell once it is revealed to him)

### 1. Dragons

Most dragons are masters of magic. A friendly dragon might teach a wizard a new spell as a reward for helping him or as a bribe to leave him alone.

The DM should note that the magic of dragons is significantly different from the magic normally wielded by wizards, so it is unlikely that a wizard could learn to cast a spell in the same manner as a dragon; however, a dragon of exceptional intelligence might know the formula for a spell useable by humans (or know where to find it) and reveal the information to a wizard

### 2. Monuments

Ancient obelisks, monoliths, and other structures are occasionally inscribed with the formulas of spells. Locating such a monument can be an adventure in itself. For instance, a wizard who died thousands of years ago may be entombed in a pyramid in the heart of an unexplored jungle; prior to his death, the wizard inscribed the formulas of his spells on the walls of his tomb so he could have access to them in the afterlife

### 3. Other Planes

The alternate planes of existence are filled with an unending variety of weird phenomena, strange landmarks, and bizarre entities. A wizard might find a magic formula spelled out in giant runes stretched across an entire plane of the Abyss. Or he might stumble across a horde of ape-like creatures in the plane of Elysium chanting the formula of a spell. The inhabitants of the elemental plane of Fire might know the secrets of a variety of fire-related spells, while the occupants of the elemental plane of Earth might be willing to share the formulas for earth-related spells in exchange for a favor

### 4. Summoned Creatures

A creature summoned as a result of *invisible stalker*, *monster summoning*, or a similar spell might negotiate for his freedom by offering to teach the caster a spell or show him where to find a spell formula. If the summoned creature is exceptionally knowledgeable, it might be able to dictate a formula to the wizard; it might even be able to cause a spell formula to magically appear in his spell book (in which case, the wizard has his normal chance to learn it; if he fails, the spell formula disappears).

### 5. Gems, Crystals, and Mirrors

Magic-using creatures from other planes of existence sometimes use gems, crystals, or mirrors as substitutes for spell books to record the formulas of their spells. Although wizards from the prime material plane are ordinarily unable to use such items to record their own spells, a DM might allow that a wizard could stumble across such a gem or mirror; if the wizard studied the item, a cloud of mist might materialize inside it, containing the symbols of a spell formula

## Nine Magical Items That Have Not Yet Been Invented

If your wizard is interested in researching new magical items and is looking for an unusual project, he might consider one of the choices listed below. All of these items have been proposed by wizards over the years, but none has yet been successfully researched. The DM and the player must establish the exact effects for these items as well as the details of the research. Keep in mind that if the research was easy, some other wizard would surely have completed it by now

### 1. Seeds of Wealth

These are seeds that grow trees that bear gems instead of fruit

### 2. Portable Bridge

This is a bridge that can be folded up and carried in a pocket. When unfolded, the bridge can span a river or chasm without the use of pillars or other supports. The *portable*

*bridge* is as strong as a bridge made of stone

### 3. Iron Heart

This is a mechanical heart capable of replacing a damaged or aging human heart. No surgery is required; the mechanical heart is merely placed on the recipient's chest and it is absorbed into his body. Presumably, the mechanical heart would increase the owner's endurance and resistance to disease

### 4. Paper of Writing

Any words that the user speaks or thinks will magically appear in writing on this paper

### 5. Scope of Seeing

This is a portable viewing scope with unlimited range. No physical barriers block the view of a person using the *scope of seeing*. The scope enables the user to observe the details of the sun, the moon, and distant worlds. It also allows the user to see completely through the earth to observe locations on the opposite side

### 6. Liquid Iron

When kept inside a container, this substance remains liquid. When poured from the container, the liquid turns to iron. Before the iron hardens, it can be formed into any number of useful items

### 7. Cold Fire

This type of fire looks the same as normal fire, but it generates no heat. Cold fire would be useful for torches in cramped quarters, and also would be a safe light source for homes, since there would be no danger of accidental fires.

### 8. Dark Fire

The antithesis of cold fire, dark fire generates heat the same as normal fire, but it produces no light. With flames as black as shadows, dark fire would be useful in making campfires for soldiers or other travelers who did not wish their location to be revealed by bright flames

### 9. Mirror of Recall

Staring into this device enables the user to recall with precise detail any book he has read or any sight or conversation he has ever experienced

## Five Debilitating Afflictions

Following are several afflictions that affect only wizards. These afflictions can occur as a result of a curse, a side-effect of magical research, or a penalty from a wish. Assume that an affliction can strike at any time--short of a wish, there is no way a wizard can inoculate himself to prevent the onset of these afflictions.

Unlike some organic diseases, suffering from one of these afflictions does not render a caster immune to future bouts with one of these conditions. A spell caster who survives one of these diseases is equally as likely to suffer the disease again in the future as a caster who has never contracted the disease.

The DM can use these afflictions to temporarily handicap a powerful PC wizard or to liven up a dreary stretch of a campaign. Unless indicated otherwise, all afflictions can be cured by *cure disease* or a similar spell. Unless the DM decides that a particular affliction was a result of a magical attack or effect, *dispel magic* will not help.

### 1. Bertrek's Amnesia

**Description:** The wizard afflicted with Bertrek's Amnesia has trouble remembering all of the details of his memorized spells. Just as he attempts to cast the spell, he suddenly forgets a crucial element of its formula, and the spell fails to work. The onset of Bertrek's Amnesia is usually preceded by a day or two of mild headaches. The mild headaches persist as long as the wizard is afflicted with this condition.

**Susceptibility:** Bertrek's Amnesia can strike any wizard, but it seems to affect wizards with Intelligence scores of 14 or less.

**Prognosis:** A full day of bed rest usually cures this condition, presuming the wizard refrains from casting spells, studying texts, or engaging in other strenuous mental activities. Without rest, the affliction can persist indefinitely.

**DM's Notes:** When a wizard is afflicted with Bertrek's Amnesia, he must make an Intelligence Check when attempting to cast a spell. If the check is successful, the spell is cast normally. If he fails the check, the spell is lost in a fizzle of useless energy and is wiped clean from the memory of the caster until it can be rememorized.

After every full day of rest, the DM rolls 1d20 to see if the wizard is cured; if the roll is less than or equal to the wizard's Intelligence score, the wizard is cured. Otherwise, the wizard is automatically cured after he has been afflicted for 2-8 (2d4) days

### 2. Chronic Incandescence

**Description:** The wizard afflicted with chronic incandescence continually radiates light from his body. The glow is bright enough to penetrate any thickness of clothing and extends to a radius of 20 feet. The glow persists regardless of whether the wizard is resting, casting spells, or performing other actions.

The onset of chronic incandescence is usually preceded by a day or two of sporadic glowing, particularly while the wizard is asleep.

**Susceptibility:** Chronic incandescence can strike any wizard.

**Prognosis:** *Darkness* cast on the afflicted wizard sometimes cancels this condition. *Dispel magic* has also been known to work. Otherwise, the affliction usually passes within a few days.

**DM's Notes:** A wizard with this affliction glows as if affected by a 1st-level *light*

spell. This does not affect his ability to cast spells, but he will find it difficult to hide from enemies. *Cure disease* and similar spells have no effect on chronic incandescence. If *darkness, 15' radius* is cast on the afflicted wizard, he can make a save vs. magic; if he fails the check, his condition is negated. Likewise, if he fails a check against *dispel magic*, his condition is cancelled. These spells can only be attempted once each on an afflicted wizard. The afflicted wizard cannot cast these spells on himself. If these spells are unavailable, or if he successfully saves in both cases, the condition disappears in 1-4 days

### 3. Conjuritis

**Description:** A wizard afflicted with conjuritis produces bizarre and unexpected effects when attempting to cast any conjuration or summoning spell. Usually, there is no warning of the onset of this affliction.

**Susceptibility:** Conjurers are the most likely wizards to be affected, but any wizard who knows one or more conjuration/summoning spells can be stricken with conjuritis.

**Prognosis:** Conjuritis is difficult to treat. *Dispel magic* has no effect on conjuritis, nor does *cure disease* or similar spells. Fortunately, conjuritis eventually clears up after running its course.

**DM's Notes:** When a wizard afflicted with conjuritis attempts to cast any conjuration/summoning spell, the DM rolls 1d20 and consults Table 18 for the result of the spell

### Table 18: Conjuritis Results

| d20 Roll | Result of Conj. /Summ. Spell |
|---|---|
| 1 | The immediate area is filled with the sounds of thunder, while lightning flashes overhead. The thunder and lightning persist for 1-4 rounds, but have no effects on the characters or their abilities. |
| 2 | A plush toy animal 10-40 feet high appears in an area in front of the caster. The toy animal can be a rabbit, a dragon, a cow, or any creature of the DM's choice. The toy animal crumbles to dust immediately if it is touched or disturbed in any way. |
| 3 | Dozens of mushrooms of various sizes suddenly pop up everywhere within a 10-40 foot radius of the caster (this occurs even if the caster is indoors). Each mushroom has an image of the caster's smiling face on its cap. As soon as any of the mushrooms are touched, all of them crumble into dust. |
| 4 | The area within a 10-40 foot radius of the caster fills with multi-colored soap bubbles. On the side of each bubble is an image of the caster's smiling face. |

| | |
|---|---|
| 5 | The temperature within a 10-40 foot radius of the caster suddenly rises or drops (DM's choice) 20 degrees Fahrenheit. The change persists for 1-4 rounds, then the area reverts to its previous temperature. |
| 6 | The immediate area fills with the sounds of human shrieks and screams. There is no apparent source of the sounds. The screams persist for 1-4 rounds, then fade away. |
| 7 | The caster's flesh turns purple (or green or blue or any other color or combination of the DM's choice). The effect persists for 1-4 rounds, then the caster's flesh reverts to its normal color. |
| 8 | The area within a 50-foot radius of the caster is filled with a thin mist, light green in color (or light purple or light orange, or any other color of the DM's choice). The mist smells of cinnamon (or mint or rotten fish or any other aroma of the DM's choice). The mist dissipates in 1-4 rounds. |
| 9 | The area within a 50-foot radius of the caster abruptly turns pitch black, as if it were affected by a *darkness* spell. If the area was already dark, it abruptly becomes bright, as if affected by a *light* spell. This effect persists for 1-4 rounds. |
| 10 | An image of whatever the caster was attempting to conjure appears 10 feet in front of the caster, hovers in mid-air for a few seconds, then disappears. If the caster was attempting a spell that did not conjure or summon an item or creature, the hovering image is of the caster. |
| 11-20 | The caster's spell works normally. |

A wizard probably will not know that he has conjuritis until he first experiences an unexpected result from a conjuration/summoning spell; (that is, when he first receives one of the results numbered 1-10 on Table 18.) After he experiences this first unexpected result, there are two ways he can be cured.

1. As soon as the wizard casts two consecutive conjuration/summoning spells with normal results (that is, the DM rolls 11-20 on Table 18), he is cured of the affliction.
2. As soon the wizard casts four normal conjuration/summoning spells (a result of 11-20 on Table 18), he is cured of the affliction; these spells need not be consecutive

### 4. Barlow's Blacksickness

**Description:** An extremely dangerous disease, blacksickness causes the afflicted wizard to weaken every time he attempts to cast a necromancy spell. In extreme cases, afflicted wizards have died from this disease. The affliction is accompanied by stomach cramps, blurred vision, and nightmares. Its onset is usually preceded by several days of nausea.

**Susceptibility:** Barlow's blacksickness primarily affects necromancers. It can also strike any wizard who knows and uses necromancy spells.

**Prognosis:** This is a difficult affliction to treat. Strangely, the very act of casting the spells associated with the disease also seems to help cure it. Otherwise, the affliction can linger anywhere from a few days to several weeks.

**DM's Notes:** A wizard afflicted with blacksickness risks suffering damage whenever he casts a necromancy spell. When an afflicted wizard casts a necromancy spell, he must make a Constitution Check, with the level of the spell used as a negative modifier. (For instance, if the wizard has a Constitution of 13 and casts a 4th-level necromancy spell, he adds 4 to his 1d20 roll when he makes his Constitution Check. ) If he passes the check, there are no ill effects. If he fails the check, he suffers 1-4 hit points of damage. Regardless of whether he fails his Constitution Check, the spell is cast normally.

There are two additional side-effects of blacksickness.

1. If the afflicted wizard suffers 6-10 hit points of damage in the same day as a result of failing Constitution Checks required for casting necromancy spells, he will experience wracking nightmares when he sleeps that night. Throughout the following day, he will experience blurred vision and stomach cramps, and will make all attack rolls at a -2 penalty. *Cure disease* or similar spells have no effect on this condition.

2. If the afflicted wizard suffers 11 or more hit points of damage in the same day as a result of failing Constitution Checks required for casting necromancy spells, he will immediately collapse. He will be unable to cast spells, engage in combat, or undertake any other strenuous activities for the next 24 hours. (He can still walk without assistance, but his movement rate is halved.)

*Cure disease*, *dispel magic*, and similar spells have no effect on blacksickness. Aside from a wish, there are two known cures.

1. The DM secretly rolls 2d6. This is the number of necromancy spells the afflicted wizard must cast in order to purge his system of the blacksickness. The necromancy spells can be of any level; for instance, if the wizard needs to cast four spells, they could all be 1st-level spells, they could all be 9th-level spells, or they could be any combination of necromancy spells from any level. Each time a necromancy spell is cast, the afflicted wizard must still make a Constitution Check and suffer the effects as described above. (Obviously, the wizard's health is safer if he refrains from casting more than one or two necromancy spells in the same day.)

The DM does not reveal to the wizard the total number of spells he needs to cast to cure himself--instead, the DM should tell the wizard that he's gradually getting better after he casts each necromancy spell. The DM can tell the wizard that he is cured after he has cast the last required spell, then has cast one subsequent necromancy spell that gives him no ill effects.

2. Blacksickness persists for 4-32 (4d8) days. The DM should determine the length of the affliction at its outset, but not reveal the information to the wizard. If the wizard has not yet cured himself, the affliction is over at the end of this period.

## 5. Immaterialism

**Description:** The wizard afflicted with immaterialism gradually fades away until his body is transparent, making him appear as if he were made of glass. In this condition, he is unable to fight, cast spells, or perform any other ordinary actions. The onset of immaterialism is preceded by a gradual lightening of the victim's skin color.

**Susceptibility:** Immaterialism usually strikes illusionists, but any wizard who knows or uses illusionist spells can be a victim.

**Prognosis:** If treated early, immaterialism can usually be cured with cure disease or a similar spell. However, the condition becomes harder to treat as it progresses. Untreated, immaterialism can last for several weeks.

**DM's Notes:** Immaterialism progresses over three distinct stages, each with different symptoms. The affliction can be cured at any stage.

1. In Stage One, the afflicted wizard's skin turns white, as if it had been bleached. He suffers a -1 penalty to his Charisma, but there are no other ill effects. At this stage, immaterialism can be cured with *cure disease* or a similar spell; no saving throw is required. Otherwise, Stage One persists for 2-8 (2d4) days.

2. In Stage Two, the afflicted wizard's skin remains white, but his body has the consistency of firm gelatin. He continues to suffer the -1 penalty to his Charisma. His natural Armor Class is also increased to 7. Because of this improved AC, some afflicted wizards allow their condition to advance to Stage Two before attempting a cure. At this stage, immaterialism can be cured with *cure disease*, but the afflicted wizard must make a saving throw vs. spells; if the wizard succeeds in his saving throw, he resists *cure disease* and remains afflicted with immaterialism. Untreated, Stage Two persists for 2-8 (2d4) days.

3. In Stage Three, the wizard and all of his gear become insubstantial; he appears as if he were made of glass, but he has no substance. The afflicted wizard cannot cast spells, engage in combat, or take any other action aside from moving and speaking. He has a -4 penalty to his Charisma. However, the wizard is affected only by magical or special attacks, including weapons of +1 or better (such attacks are made against the wizard's normal AC). The afflicted wizard is able to pass through small holes or other narrow openings as long as Stage Three persists. At this stage, immaterialism cannot be cured with *cure disease* or any other spell short of a *wish*. Stage Three persists for 2-8 (2d4) days

## Nine Principles of Conduct For Academy Graduates

As a condition of graduation in many magical academies, a new wizard is obligated to promise to uphold the academy's principles of conduct. A sampling of these principles are listed below.

Not all academies subscribe to all of these principles, while others might include principles other than the ones given here. Further, these principles primarily apply to academies who accept students of good and lawful alignments; the principles of evil and lawless academies will probably be significantly different from these. The DM must decide which principles apply to specific academies and what penalties--if any--might apply to a graduate who violates them.

1. The wizard will operate discreetly. He will reveal the secrets of his teachings to no one.

2. The wizard will operate within the laws of his country.

3. The wizard will meet all of his expenses from his own funds. He will not accept charity.

4. The wizard will live in seclusion. He will strive to minimize his social contact with

non-wizards.

5. The wizard will minimize his contact with kings, princes, and other rulers.

6. The wizard's home will include at least one room reserved exclusively for research and study.

7. The wizard will be patient. He will persevere in the face of adversity.

8. The wizard will not attempt to circumvent accepted magical procedures.

9. The wizard will strive to add to the existing body of magical knowledge through original research.

## Six Common Alchemical Processes

While the creation of potions and other magical substances often involves a complex series of laboratory techniques, there are a number of basic processes common to most experiments.

### 1. Calcination

This is the process of reducing substances (usually minerals and metals) to ash by first crushing or grinding them to powder, then subjecting them to high heat.

### 2. Sublimation

This is the process of heating a solid substance until it is vaporized, then quickly cooling the vapor to return it to a solid form.

### 3. Distillation

This is the process of boiling a liquid until it turns to vapor, then cooling the vapor until it condenses back into a liquid, thus purifying the liquid.

### 4. Absorption/Adsorption

This is a method for purifying gases or liquids by exposing them to charcoal particles or other filtering substances; the impurities are attracted to the particles, thus purifying the gas or liquid. If the impurities are actually taken inside the particles, then absorption has taken place. If the impurities remain on the surface of the particles, then adsorption has occurred.

### 5. Flame Test

This is a method of identifying unknown substances by holding them in a hot flame. The color of the flame indicates the nature of the substance; for instance, a green flame indicates the presence of copper.

### 6. Chromatography

This is a simple method for analyzing certain types of unknown substances. The substance is first dissolved in water or other liquid. A sample of the liquid then is poured into a glass tube lined with filter paper, and a solvent is added. Because the components of the substance move through the filter at different speeds, each will appear as a different colored band in the tube.

## Eleven Useful Additions to a Wizard's Laboratory

A wizard's laboratory typically includes a variety of books, crucibles, flasks, jars, tripods, herbs, and even a skeleton or two. Following are several less common but extremely useful items that might be found in an especially well-furnished laboratory. The cost of each item is given in parentheses,

### 1. Granite Table Top

This is an ordinary desk with a top made of polished granite or quartzite to resist staining and damage from acids and other potent substances. (150 gp)

### 2. Glass Mask

This is a face mask made of glass designed to protect the wizard from inhaling poisonous fumes and to protect his face from splashed chemicals. (10 gp)

### 3. Alchemist's Globe

This 3-foot-diameter glass globe separates into two sections. When assembled, the sections form a tight seal that prevents air from entering. Items and substances can be locked inside the globe to isolate them from outside conditions. Small and large globes are available. (150-250 gp)

### 4. Athanor

A small furnace consisting of an oven and a deep pan of sifted ashes. Substances to be heated are placed in a sealed container and covered in ashes for slow, even heating. (80 gp)

### 5. Descensory Furnace

This is a medium-sized furnace primarily used for heating liquids. The liquid is poured down a funnel on the top which runs into a container in the belly of the furnace. (100 gp)

### 6. Heat Bath

This is a small furnace holding a deep pan of water containing metal rings to hold variously sized flasks and tubes. The substance to be dissolved is placed in a glass tube, which in turn is placed in an appropriately-sized ring in the pan. The furnace gradually

heats the water and thus the substance. (75 gp)

### 7. Dung Bed

This item consists of a box made of glass or other non-flammable material with a tight-fitting lid. The box is filled with hot dung or clean, dry sand. Treated substances are placed in the dung bed to keep them warm. (25 gp)

### 8. Analytical Balance

An extremely precise scale for weighing solid materials, the balance is sensitive enough to distinguish a blank piece of paper from a paper with writing on it. To keep it dust-free, the balance is covered with a glass case. (400 gp)

### 9. Burette

This is a thick tube with a valve on one end used to measure liquids precisely. (1 gp)

### 10. Filter Paper

This is a specially treated paper that filters solids from liquids. A funnel is lined with the paper, then the liquid to be filtered is poured in the funnel. Solid material will not pass through the paper. (1 gp/10 sheets)

### 11. Hand Centrifuge

This is a machine consisting of several rings for holding test tubes with a hand pump on the top. Test tubes filled with liquids are placed in the rings, then the wizard rapidly works the pump, causing the tubes to spin in a circle. The spinning causes the heavier substances in the tubes to sink to the bottom, while the lighter substances remain near the top of the tube. (100 gp)

## Four Prerequisites For Admission to an Academy of Magic

While some wizards are self-taught and some acquire their skills from a private tutor, many wizards learn the art of magic at a training academy. Most large cities have such academies; some specializing in a particular school of magic, while others offer training in all of the schools. Usually, there are a minimum of three requirements for admission to an academy.

### 1. Sponsorship

All applicants to an academy must be recommended by a sponsor known by one or more of the faculty members. Exceptions are made if an applicant is an orphan or demonstrates extraordinary aptitude, but in these cases, a faculty member must agree to

sponsor the applicant; the faculty sponsor is then personally held responsible for the applicant's failure or success.

### 2. Personal Interview

Because training a wizard requires a major investment of time and effort, academies screen their applicants carefully to make certain that a prospective student is sufficiently dedicated to persevere through years of rigorous education. Typically, a panel of faculty members interviews each applicant individually, quizzing him at length about his background, his interests, and his reasons for wanting to become a wizard. The panel then votes in secret; a single negative vote results in the rejection of the applicant.

### 3. Entrance Examination

Following a prospective student's successful interview, he is given a battery of examinations to measure his aptitude in a variety of academic areas. The student must demonstrate a basic competence in philosophy, literature, and history, and exceptional skills in writing, science, and mathematics. He must also pass a physical examination to make sure he is in good health.

### 4. Tuition Fees

If a prospective student passes his entrance examinations, he must then make arrangements with the academy administration to pay tuition fees. The tuition fee ranges from 5-20 gp per day, depending on the academy's reputation. The tuition can be paid daily, weekly, or monthly, but it must be paid in advance. Failure to pay tuition results in immediate suspension, unless the student has made previous arrangements with the administration.

The tuition covers the cost of books, laboratory fees, faculty salaries, and room and board, but it does not include expenses for spell components, research materials, or damage caused by the student in his research. Occasionally, scholarships are available for unusually promising students.

After a student is admitted to an academy, he must undergo a probationary period lasting a minimum of six months. During this time, the student's classroom performance is evaluated on a weekly basis and his behavior both on and off campus is closely monitored. If the student is not performing adequately in the opinion of any faculty member or adminstrator, he may be dimissed from the academy. Except in the most extreme circumstances, he is not eligible to apply for readmission. No amount of the tuition paid prior to his dismissal is refundable.

## Nineteen Courses in a Typical Academy Curriculum

The course of study varies from academy to academy, but most include the classes described below. Usually, all of these classes are required to graduate, but the DM might decide to vary them according to the needs of a specific student or the educational philosophy of a particular faculty. The length of time necessary to graduate also varies

from school to school, depending on the student's aptitude, the intensity of the training, and the quality of the faculty, but generally, four to six years of full-time study are required to graduate from an accredited academy. This period can be lengthened by as much as two to four additional years if the student specializes in a particular school.

A student usually takes four to six courses per quarter, with each quarter lasting three months. A minor course, such as Survey of Literature, might last only a single quarter, while a major course, such as Spell Tutorial, might be taken every quarter until the student graduates. An average course lasts one to two hours per day, four to six days per week.

The curriculum of a typical academy of magic includes the following courses.

**1. Physical Training:** Various exercises and activities to improve physical fitness, with an emphasis on dexterity training for manipulation of spell components.

**2. Philosophy of Magic:** The study of logical methods of thinking with applications to practical problems of spell use. Exploration of metaphysics, theory of knowledge, and ethics.

**3. Basic Astrology:** The relationship of the stars, planets, and other heavenly bodies to magical processes. Topics include lunar phases, astral movement, and the influence of deities.

**4. Spell Theory:** How spells function; spell interaction with physical laws.

**5. Fundamentals of Meditation:** Basic techniques for reaching higher levels of intellectual perception. Topics include transcendence, self-actualization, and dream analysis.

**6. Language Instruction:** Grammar, phonetics, and conversational idioms of human, humanoid, and demihuman languages.

**7. History of Magic:** Overview of wizards and magic throughout the ages with an emphasis on historical breakthroughs in spell research.

**8. Magic and Society:** The wizard as viewed from a cultural perspective. A survey of societal relationships and cross- cultural comparisons of wizards around the world(s).

**9. Power Thinking:** Emphasis on increasing the student's understanding of thinking as a process to increase the strength of his cognitive skills. Topics include creativity, memory, concentration, and problem solving.

**10. Survey of Literature:** An introduction to the study of magic literature, with an emphasis on analysis. A broad range of authors from a variety of cultures and historical periods are examined in detail.

**11. Library Instruction:** A survey of research techniques, including classification

systems, spell indexing, basic reference books, and assembling a personal library.

**12. Fundamentals of Spell Transcription:** Topics include penmanship techniques, paper and ink selection, proper structure, revision, basic calligraphy, and proofreading.

**13. Principles of Casting:** An introduction to basic casting techniques of low-level spells. Includes component theory, spell design, and safety procedures. Instruction for specific schools of magic are available for prospective specialists.

**14. Spell Tutorial:** An individualized course tailored to meet the needs of individual students. Students can concentrate on improving skills in specific schools of magic or explore techniques from all schools.

**15. Spell Seminar:** A discussion group addressing topics of special interest to students, with an emphasis on problem areas. Students are expected to conduct demonstrations for the group, with criticism periods to follow.

**16. Spell Practicum:** Addressing low-level spells, the practicum provides students with the opportunity to practice their skills in both a laboratory setting and in the field. Emphasis is on creative application.

**17. Formula Analysis:** Theory of spell formulas, emphasizing techniques applicable to original research. Topics include elementary spell functions, tabular and graphical presentation, variability, and metaphysical equations. Basic alchemical principles are covered in subsequent sessions of this course.

**18. Laboratory Techniques:** Practical application of the principles covered in Formula Analysis. Topics include herbalism, alchemical reactions, natural and unnatural metabolism, and basic scientific procedures (all alchemical processes described earlier in this chapter).

**19. Introduction to 1st-Level Magic:** 1st-level spell instruction. Includes casting techniques, practical applications, and general theory. Individualized instruction available.

## Nine Organizations For Wizards

Wizards are most comfortable in the company of their fellow practitioners, especially those with whom they share common interests, and often form their own associations and organizations. A few such groups are listed below. The DM is encouraged to design variations of these groups; for instance, a Necromancy Syndicate, a variation of the Diviners Syndicate, might exist in a particular DM's campaign world.

Each organization's description includes the following information:

**Description:** The purpose of the group.

**Membership:** The types of wizards belonging to the group.

**New Member Requirements:** Conditions a prospective member is expected to meet

in order to join the group. Usually, this consists of paying an entrance fee or being sponsored by a current member.

**Annual Dues:** The fee that a member must pay each year to remain an active member.

**Benefits:** The advantages of being a member.

### The Brotherhood of Alchemy

**Description:** This group consists of wizards whose primary interest is alchemical research, particularly the research of new magical potions. The group compiles and exchanges information about their current projects, with the implicit understanding that such information will not be shared with outsiders. Violation of this rule results in immediate expulsion from the Brotherhood.

**Membership:** The bulk of the members are transmuters, though a few enchanters and invokers are also included.

**New Member Requirements:** New members must pay an entrance fee of 100 gp and show evidence of original magical item research within the last year.

**Annual Dues:** 20 gp

**Benefits:** The Brotherhood can help its members obtain hard-to-find research supplies and laboratory equipment. They can also offer assistance to members who have reached a dead end in their research.

### Legal Defense Front

**Description:** This group provides legal defense to wizards unjustly accused of criminal activity. Their services include legal representation, financial support, and personal counseling.

**Membership:** Any wizard of lawful good alignment can be a member.

**New Member Requirements:** A new member must be sponsored by a current member and must pay an entrance fee of 200 gp. The entrance fee may be waived on a majority vote.

**Annual Dues:** 50 gp

**Benefits:** If a member is accused of a crime, the Front will provide 1,000 gp or more toward his defense. The Front can also provide expert witnesses and legal representation if necessary. Their counseling service advises members about the acceptance of magic-users in various cities and cultures, giving special attention to places where magic-users are routinely persecuted and imprisoned for minor infractions of the law.

### The Silver Swan Club

**Description:** Primarily a social organization for unmarried wizards, the Silver Swan Club holds regular dances, picnics, and other social events for its members. The highlight of the year is the annual Harvest Moon Festival, when the club stages an all-night party in a rented castle.

**Membership:** All wizards are welcome, but the membership comprises mainly young, low-level wizards.

**New Member Requirements:** A new member pays an entrance fee of 20 gp.

**Annual Dues:** 5 gp

**Benefits:** The club provides its members with excellent opportunities to meet potential friends and mates.

### Wizards' Liberation Society

**Description:** This organization seeks to further the interests of wizards through political pressure on local and national governments. Their methods include negotiation, demonstrations, and one-on-one lobbying. Some factions are rumored to use violence to underscore their messages.

**Membership:** All wizards are eligible.

**New Member Requirements:** A new member must be sponsored by a current member and pay an entrance fee of 50 gp. The fee is waived if the prospective member has exploitable political connections (for instance, if he is related to a government official).

**Annual Dues:** 10 gp

**Benefits:** The Society can exert considerable influence on governments to adopt laws beneficial to wizards. The Society can also put its members in contact with government officials and assist them in working with government bureaucracies.

### Foes of the Wand

**Description:** This is an organization of purists who adamantly oppose the use of magical wands or any other magical devices. Such devices are perceived to be a threat to the craft of magic; only the use of spells is acceptable to the Foes of the Wand. If a member is ever caught using a magical item, he is immediately expelled.

**Membership:** All wizards are eligible, but the membership is primarily composed of older mages of higher levels.

**New Member Requirements:** The only requirement for a prospective member is the donation of a magical item to the Foes. The Foes then destroy the item in a solemn ceremony, after which the prospective member vows never to use a magical item again.

**Annual Dues:** None

**Benefits:** Once per year, each member can exchange a magical item for a spell of comparable power. The magical item is destroyed, then the Foes allow the member to copy one spell (of their choice, not the member's) from their spell books.

### Diviners Syndicate

**Description:** More of a business than a fraternal organization, the Diviners Syndicate sells advice, predictions, and omen interpretations to members of the aristocracy. Their fees are expensive, but because the syndicate pools the talents of a sizeable number of skilled wizards, their advice and predictions are extremely accurate.

**Membership:** Only diviners of eighth lever or higher are eligible.

**New Member Requirements:** The prospective member must pay an entrance fee of 500 gp and bring at least one new client to the syndicate.

**Annual Dues:** There are no annual dues. However, to remain in good standing, a

member must spend a minimum of eight weeks per year working exclusively for the syndicate.

**Benefits:** Members in good standing split the syndicate's profits at the end of the year. A member's annual share is usually 5,000-30,000 (1d6 x 5,000) gp.

### Center for Monster Control

**Description:** This organization compiles information about magical monsters and makes this information available to its members at no charge.

**Membership:** All wizards who have first-hand knowledge of magical monsters are eligible.

**New Member Requirements:** A new member must pay an entrance fee of 10 gp. Additionally, the prospective member must have first-hand knowledge of a magical monster or a monster wielding magical powers (such knowledge is usually acquired as a result of a battle). The membership votes on whether the prospective member's knowledge is of sufficient usefulness to the organization to allow him membership.

**Annual Dues:** None if the member attends all bi-monthly meetings. The member may be assessed a fine if too many meetings are missed without good reason.

**Benefits:** The organization supplies information to its members about magical monsters, including their abilities, their weaknesses, and suggested strategies for defeating or avoiding them.

### League of Extraplanar Travelers

**Description:** Similar to the Center for Monster Control, this organization compiles information about alternate planes of existence and makes this information available to its members at no charge.

**Membership:** All wizards who have visited one or more alternate planes of existence are eligible.

**New Member Requirements:** A new member must pay an entrance fee of 20 gp. Additionally, the prospective member must have proof of a visit to at least one alternate plane of existence. The membership votes on whether the prospective member's knowledge of that plane is of sufficient usefulness to the organization to allow him membership.

**Annual Dues:** None if the member attends all bi-monthly meetings. A fine may be assessed if a member misses too many meetings without good reason.

**Benefits:** The organization supplies information to its members about the alternate planes, including inhabitants, physical laws, and how spell casting is affected (the DM should consult Chapter 6 for details about magic in other planes--the league has all of this information available to its members).

### Fellowship of Sages

**Description:** This is an organization of sages who are expert in a wide variety of subjects. The sages charge for their advice, giving a percentage of their fees to the Fellowship for its upkeep.

**Membership:** All types of wizards belong to the fellowship, each with one or more areas of expertise.

**New Member Requirements:** A prospective member must pay an entrance fee of 100 gp, plus he must have a nonweapon proficiency in one or more of the fields of study listed on Table 61 of the *Dungeon Master's Guide*. If the wizard is a recognized authority in one of the fields of study not available as a nonweapon proficiency in the DM's campaign, he can still be admitted to the fellowship with the DM's permission.

**Annual Dues:** None. However, each member must provide 15 percent of the fees he charges for his sage advice to the fellowship.

**Benefits:** As long as a member spends a minimum of eight weeks per year working exclusively for the syndicate, he has access to the advice of the other members at no charge. If he fails to spend the minimum of eight weeks per year, he must pay their normal fees. Advice is given according to the rules for sages on pages 106-107 of the *DMG*. However, the chances listed on Table 61 (page 107 of the *DMG* ) of finding a sage in the fellowship who is expert in a given field are doubled; for instance, there is a 20 percent chance of finding an expert in alchemy. When using the Sage Modifiers table (Table 62 of the *DMG* ), assume that a fellowship sage always has access to a complete library.

## 400 Fantastic Materials

Occasionally, the DM will need to introduce a fantastic magical material into his campaign. Such a material might be required as an ingredient for a PC wizard's magical research (especially if the DM is using the fantastical approach to magical fabrication described on page 84 of the Dungeon Master's Guide), it might be the focal point of a quest, or it might be a necessary component to remove a curse.

If the DM has no specific material in mind, he can generate one by rolling 1d20 two times on Table 19. The first die roll selects an element from Category A; the second die roll selects an element from Category B. The selected elements become part of this phrase: "The (Category A) of a (Category B). " For instance, if the first die roll is 3 and the second die roll is 5, the fantastic material is "the breath of a butterfly."

If he desires, the DM can simply pick elements from each category to form specific materials. He can also substitute similar elements for the choices in Category B. For instance, he might substitute "bumblebee" for "butterfly" (so the example above becomes "the breath of a bumblebee") or "diamond" for "stone."

If random rolls produce results that seem inappropriate or frivolous (such as "the breath of a stone"), the DM can roll again for either category or substitute any category choice he wishes. Unless the DM has a specific meaning in mind, the players must discover the precise meaning of a fantastic material or the means to produce or locate it. Discovering the meaning of a fantastic material can easily become the premise for a new adventure.

### Table 19: Random Generation of Fantastic Materials

| D20 Roll | Category A | Category B |
|---|---|---|
| 1 | song | stone |

| | | |
|---|---|---|
| 2 | dream | flower |
| 3 | breath | meadow |
| 4 | memory | child |
| 5 | heart's desire | butterfly |
| 6 | teardrop | mountain |
| 7 | strength | grain of sand |
| 8 | smile | snowflake |
| 9 | blessing | flickering candle |
| 10 | touch | widow |
| 11 | courage | eagle |
| 12 | scent | tombstone |
| 13 | whisper | dragon |
| 14 | kiss | skeleton |
| 15 | shadow | mermaid |
| 16 | wisdom | river |
| 17 | secret | unicorn |
| 18 | sorrow | goddess |
| 19 | epitaph | giant |
| 20 | gratitude | city |

## Five Incredible Locations

There are a vast number of magical places that are rumored to exist throughout the world; a few of them are listed below. Whether they actually exist remains to be discovered (and is up to the discretion of the DM), but the search for any one of them could be used as the basis for an adventure or a springboard for a campaign

### The Island of Ghothar

This island is the former stronghold of the master conjurer Ghothar. Ghothar mysteriously vanished several centuries ago, and left the bulk of his magical treasures secured in a chamber in the deepest recesses of his island. Not only is the treasure cache rumored to be of incomparable value, it is also said to include one of Ghothar's spell books, containing the formulas for many high-level conjuration spells.

The Island of Ghothar is enchanted to continually drift in random directions at speeds up to 25 miles per hour. There have been no confirmed sightings in over a century, meaning that the island conceivably could have drifted anywhere in the world

**About the Island**

Refer to Map 1.

The island resembles a cylinder about 50 yards in diameter and about 165 yards tall. Nearly three-fourths of it is submerged, meaning that only about 35 yards of the island is above sea level. The island is made of granite; the granite is permanently surrounded with a *wall of force*, making it virtually invulnerable to damage.

The island is divided into five levels, each about 25 yards tall from top to bottom (except for Level 1, which corresponds to the surface of the island). The floors are solid

granite nearly 10 feet thick, permanently covered with *wall of force*.

The only passageways between levels are the magical portals located at various points on the floors (see map). The portals are 5-foot-diameter rings made of black and white pearls imbedded in the granite. The portals are completely airtight. When a creature or person touches the granite area inside the ring of pearls, the creature or person is instantly transported to a specific location on the island. The destination of each portal is indicated in the Map Key

**Map Key**

**Level 1:** This is the surface of the island, the only portion that is visible above sea level. There is a portal on the center of the island. Those stepping on the portal are instantly transported to a random area in Level 2, abruptly finding themselves underwater.

**Level 2:** This level is completely filled with sea water. There are two 10-foot-diameter openings on either side of this level leading to the open sea. Depending on where in the world the island happens to be, this level could contain various forms of dangerous sea life who have taken shelter here; such sea life might include sharks, giant eels, or giant octopi.

**2a. Portal:** Those stepping on this portal are instantly transported to the top of the island (to the area marked with an X on the Level 1 map).

**2b. Portal:** Those stepping on this portal are instantly transported to the floor of Level 3 (to the area on the Level 3 map marked with an X).

**2c. Portal:** Those stepping on this portal are instantly transported to the floor of Level 4 (to the area on the Level 4 map marked with an X).

**Level 3:** This level is completely filled with a noxious yellow gas that smells like dead fish. The gas is so dense that normal vision is reduced to 10 feet. Characters entering this level must save vs. poison; those who fail suffer 1-2 hit points of damage per round of exposure to the gas.

**3a. Portal:** Those stepping on this portal are instantly transported to a random area in Level 2, finding themselves suddenly underwater.

**3b. Portal:** Those stepping on this portal are instantly transported to the top of the island (to the area marked with an X on the Level 1 map).

**3c. Portal:** Those stepping on this portal are instantly transported to the floor of Level 4 (to the area on the Level 4 map marked with an X. )

**Level 4: This** level has floor-to-ceiling walls of granite that divide the level into various sections. The walls are one foot thick and are permanently covered with *wall of force*.

**4a, 4b, 4c. Fake Portals:** These circles of pearls resemble the portals found on other levels of the island, but they are not portals. Instead, when any character steps on one of these fake portals, he activates a special *monster summoning III* spell. The spell instantly summons 1d4 3rd-level monsters (selected by the DM from his 3rd-level encounter tables). The summoned monsters appear near the ring's perimeter and attack everyone in sight. If the monsters are killed, they disappear; otherwise, they fight for 2-8 (2d4) rounds, after which time they vanish. There is no effect if the monsters step inside one of

the fake portals. The monsters will avoid the real portal (4d).

**4d. Portal:** Those stepping on this portal are instantly transported to the floor of Level 5 (to the area on the Level 5 map marked with an X. )

**Level 5:** This is Ghothar's treasure cache. The exact composition of the treasure is the decision of the DM, but a suggested cache includes a spell book with a dozen conjuration/summoning spells of various levels, five magical items, and an assortment of gold and gems worth 20,000 gp. (Rumors abound that Ghothar found the secret of eternal life and still exists in an alternate plane of existence; if this is true, Ghothar might return someday to restock his cache with a different assortment of treasure. He might also change the traps in his island, especially if his previous treasure has been stolen.)

Those stepping on the portal on this level are instantly transported to the top of the island (to the area marked with an X on the Level 1 map).

## The Sphere of B'naa

The Sphere of B'naa is located in a cavern beneath one of the world's highest peaks. Its precise location is not known. The sphere was created eons ago by a consort of wizards led by a high-level mage named B'naa. The sphere supplied transport for the wizards to alternate planes of existence. Because of the magic involved in creating and sustaining the sphere, it is extremely difficult to use and virtually impossible to use by non-wizards

### About the Spheres

Refer to Map 2.

The sphere is located in an immense cavern at the end of a 200 yard long passage winding deep inside the earth beneath an ancient, towering mountain range. The sphere consists of several layers (like an onion), each about 20 feet thick. The layers are separated from one another by bands of shimmering white light. The portal to the alternate planes lies in the center of the sphere; to get to the portal, a person must pass through each layer.

Once the magical requirement for a layer has been met, characters may pass through the layer of shimmering light to the next layer. If any character passes back through a light layer that he has already passed through, the magical condition must be met again in order to re-enter that light layer. Characters may pass freely toward the outer spheres (for example, from layer 4 to layer 3).

Each layer is permanently enchanted with special features representing the various levels of wizard magic; for instance, the first layer of the sphere represents 1st-level wizard magic, the second layer represents 2nd-level wizard magic, and so on. If the proper level of spell is cast on a layer, its features change dramatically; these spells can either be cast on the layer itself or on any subject inside the layer. Magical items that duplicate the effects of spells do nothing to change the features of the plane, nor do priest spells. The effects are explained in detail in the Map Key.

### Map Key

**Layer 1:** This layer is filled with brightly blinking lights of all colors. Those in contact

with this layer must save vs. spells or become blinded for the next 2-8 (2d4) rounds. If any 1st-level wizard spell is cast at the layer or at a character inside the layer, the layer instantly fills with *dancing lights* and characters no longer risk being blinded. The *dancing lights* persist for one turn, after which the layer reverts to its original features.

**Layer 2:** This layer is filled with greenish-yellow fog that obscures all sight, normal and infravision, beyond two feet. Those in contact with this layer suffer 1-4 hit points of damage per round (save for half-damage). If any 2nd-level wizard spell is cast at the layer or at a character inside the layer, the fog instantly becomes harmless, similar to the fog produced by *fog cloud*, and characters no longer risk suffering damage. The harmless *fog cloud* persists for one turn, after which the layer reverts to its original features.

**Layer 3:** This layer is dark and empty, but a powerful *gust of wind* of about 30 m.p.h. blows from the inner wall toward the outer wall, rendering man-sized creatures unable to proceed to Layer 4. If any 3rd-level wizard spell is cast at the layer or at a character inside the layer, the wind subsides to a gentle breeze and characters can proceed normally. The gentle breeze persists for one turn, after which the strong wind begins to blow again.

**Layer 4:** This layer is filled with roaring red flames similar to those produced by a *fire trap*. Those in contact with this layer must save vs. spells or suffer 5-8 (1d4+4) hit points of damage (save for half damage). If any 4th-level wizard spell is cast at the layer or at a character inside the layer, the flames turn green and no longer generate heat; characters suffer no damage from the green flames. The green flames persist for one turn, after which the layer is again filled with roaring red flames.

**Layer 5:** This layer is solid granite, similar to that produced by *wall of stone*. If any 5th-level wizard spell is cast at the layer, the granite disappears, revealing the bands of shimmering white light that border the final layer (Layer 6) of the sphere. The granite reappears in one turn.

**Layer 6:** This is a 20-foot-diameter hollow sphere containing a structure made of shimmering white light. The structure rests at ground level (relative to the cavern that the entire sphere lies within). The shimmering structure has four openings, all leading to a central area containing a golden chair. A character can walk to the chair through one of the openings, sit down, and instantly be transported to another plane of existence.

**Opening A:** If a character walks through this opening, he will be transported instantly to the Ethereal planes when he sits in the golden chair. He will be transported to any specific location in the Ethereal planes he has in mind; otherwise, he will be transported to a random location in the Ethereal planes.

**Opening B:** If a character walks through this opening, he will be transported instantly to the inner planes when he sits in the golden chair. He will be transported to any specific location in the inner planes he has in mind; otherwise, he will be transported to a random location in a randomly chosen inner plane.

**Opening C:** If a character walks through this opening, he will be transported instantly to the outer planes when he sits in the golden chair. He will be transported to any specific location in the outer planes he has in mind; otherwise, he will be transported to a random location in a randomly chosen outer plane.

**Opening D:** If a character walks through this opening, he will be transported instantly to the Astral plane when he sits in the golden chair. He will be transported to any specific location in the Astral plane he has in mind; otherwise, he will be transported to a random location in the Astral plane.

## The Sage Tree

The Sage Tree is a huge oak tree about 10 feet in diameter and over 100 feet tall. It grows somewhere in one of the world's densest forests. The Sage Tree contains the spirits of a dozen of the wisest scholars who ever lived. After the scholars died, the gods of good rewarded their devotion to pure knowledge by placing their spirits in this oak so they could engage in philosophic discussions for all eternity.

If a wizard locates this oak (recognizable by a slight pulsation near its trunk that resembles a heart beat), he can ask it any question as if he were consulting a wise sage for information (the wizard can ask any question relating to the fields of study listed on Table 61 of the *DUNGEON MASTER Guide*). The Sage Tree will only respond to wizards of lawful good alignment, and it will answer only one question per day.

If these requirements are met, two to five (1d4 + 1) human faces will sprout from the tree in an area five to ten feet above the base of the trunk. The faces appear to be carved from wood. One of the faces will politely ask the wizard to repeat the question, then another face will offer an answer. Immediately, a second face will offer a different answer. If there are additional faces, they too will offer different answers.

After all of the faces have offered their answers, they will ignore the wizard and engage in a heated argument as to who is wrong and who is right. The argument will continue for at least 2-8 (2d4) rounds, during which time the argument will drift off into topics completely unrelated to the wizard's question. At some point in the argument, one of the heads will abruptly ask the wizard for his opinion to settle their argument--the head will ask for the wizard's opinion on a subject totally unrelated to the wizards' original question. Typical questions asked by a head might include:

- If a star falls from the sky and lands in the ocean, should the star still be considered part of the heavens, or has it now become part of the earth?
- If a large animal kills a smaller animal for sport, should it be held accountable for its actions?
- If two men share equally in a business and one of them dies, should the widow of the dead man receive his share of the profits, even if she does not participate in the business herself?
- Are a wizard's skills more important than those of a craftsman? Than those of an artist?
- In what ways is a dragon the equal of a man?

If the wizard refuses to answer the head's question, all of the heads withdraw into the

tree trunk and disappear. They cannot be summoned again for another 24 hours.

If the wizard makes a reasonable effort to answer the head's question (the DM decides if the wizard has made a reasonable effort), the heads will nod in agreement, saying they will discuss the issue further at another time. One of the heads will then ask the wizard to repeat his original question. The heads will consult briefly with each other, then one of them will answer the question. To determine if the heads have arrived at the correct answer, the DM should roll 1d20. On a roll of 18 or less, the heads have answered correctly. On a roll of 19 or 20, the heads have answered incorrectly. The DM should create an incorrect answer that will be believable and consistent with what they players already know about the adventure.

After the heads answer the wizard's question, they bid him farewell and withdraw back inside the tree. The heads will not answer another question until 24 hours have passed.

If the tree is cut down or otherwise destroyed, the essences of the sages will be transported to another tree somewhere else in the world. As with the previous tree, the new Sage Tree will be recognizable by a slight pulsation near its trunk

## The Garden of Jertulth

This in a clearing in an uncharted jungle; its precise location is not known. The garden is only about 10 feet by 10 feet square, but its enchantment is so strong that it radiates magic for a radius of one mile.

The garden appears to be a normal bed of wild flowers of various types. However, if a non-magical weapon is buried in the garden beneath three feet of soil and left undisturbed for a year and a day, there is a good chance that it will change into a magical weapon. No more than two weapons can be buried in the garden at the same time; if more than two weapons are buried, the enchantment will not work and the weapons will be unaffected.

If a weapon is removed from the garden before a year and a day have passed, the magic is negated; the weapon must be buried again, and another year and a day must pass before the enchantment takes hold. If a weapon remains buried in the garden for a year and a day, roll 1d20 and consult Table 20 for the result.

### Table 20: Results from the Garden of Jertulth

| D20 Roll | Result |
|---|---|
| 1-3 | The weapon is unaffected. |
| 4-6 | The weapon has become a *weapon +1*. |
| 7-10 | The weapon has become a *weapon +2*. |
| 11-12 | The weapon has become a *weapon +3*. |
| 13 | The weapon has become a *weapon +4*. |

14-15 The weapon has become a *weapon +1, +2 vs. magic-using and enchanted creatures*. This weapon always provides a +1 bonus. The +2 bonus takes effect when the sword is employed against wizards, spell-casting monsters, and conjured, gated, or summoned creatures. (The +2 bonus will not operate against a creature magically empowered by an item that casts spells, such as a *ring of spell storing*.

16 The weapon has become a *weapon +3*. However, 2-8 (2d4) days after it is taken from the garden, the weapon loses its enchantment and reverts to its non-magical form. *Permanency* or a similar spell cannot prevent the weapon from losing its enchantment, although a *wish* could.

17 The weapon has become a *weapon +3*. However, 2-8 (2d4) days after it is taken from the garden, the weapon disintegrates into dust. This enchantment is so powerful that nothing short of a *wish* can prevent the weapon from disintegrating; however, if a *wish* is cast on the weapon, it will lose its +3 bonus and revert to a normal weapon.

18 The weapon has become a *weapon +1, cursed*. It performs in all respects as a +1 weapon, but when it is used to attack an enemy, the sword will weld itself to the welder's hand and force him to fight until the enemy or the wielder is slain. After its first use, the wielder can never rid himself of the cursed weapon--it will always appear in his hand whenever an opponent is faced. The wielder can be freed of the weapon by *remove curse, limited wish, wish,* or a similar spell.

19 The weapon has become a *weapon -2, cursed*. The weapon gives off a magical aura and performs well in practice, but when it is used against an opponent in combat, it lowers its wielder's attack rolls by 2. Only by careful observation can this lowering be detected. All damage scored is reduced by 2 hit points, but a successful hit will always inflict at least 1 hit point of damage. As with the, *weapon +1, cursed* the weapon -2, cursed will always appear in the hands of the wielder and force him to fight until the enemy or the wielder is slain. The wielder can be freed of the weapon only by a *limited wish* or a *wish*.

20 The weapon has turned to dust.

## The Shadow Trees

This is a grove of spindly, leafless trees growing somewhere in a dark jungle. The trees have black bark, and their uppermost branches always sway as if being blown by a breeze; they sway even in the absence of wind.

On nights with a clear sky and a full moon, the shadows of the branches spell out one or more omens and warnings on the ground. The omens appear as shadowy runes of any number of ancient languages; a wizard can translate the runes with *comprehend languages* or a similar spell. The omens and warnings are always 100 percent accurate, though their phrasing may be ambiguous. Rumors tell that once per year, the shadow

trees spell out the formula of a wizard spell of a random level which can be translated by *comprehend languages, read magic*, or a similar spell

## Twelve New Magical Items

If the DM wishes to determine the discovery of the following items at random, he can use the magical item tables on pages 135-139 of the *DUNGEON MASTER Guide*. Each item below belongs to a particular table; when a DM's Choice result is rolled on the appropriate table, the DM can use the indicated item as one of his options. For instance, the *potion of elasticity* listed below belongs to Table 89 (page 135, *DMG* ). If a 20 is rolled, the DM can use the *potion of elasticity* as an option for the DM's Choice

## Potion of Elasticity

A character consuming one dose of this potion is able to stretch his legs, arms, neck, or any other appendage up to a distance in feet equal to twice his Constitution score; for instance, a character with a Constitution of 15 can stretch up to 30 feet. A character can stretch only one appendage at a time; for instance, he can stretch one arm, one finger, or his neck. Whenever he stretches any appendage, he must make a Constitution Check; if he fails, the stress of the stretch causes 1d6 hit points of damage. The potion lasts for 1-4 turns; during this time, the character can make as many stretches as he likes, as long as he checks for damage for each stretch.

Add to: Table 89 (page 135, *DMG* ).

XP Value: 300

## Candle of Everburning

This resembles a normal wax candle about 6 inches tall. However, once the candle is lit, the flame can be extinguished only by the spoken command of whomever is holding it. Otherwise, the flame continues to burn; it will burn underwater, in any alternate plane of existence, or in the strongest of winds. *Dispel magic* and similar spells have no effect on the flame. The *candle of everburning* can burn for 24 hours before all of its wax melts away.

Add to: Table 101 (page 138, *DMG* ).

XP Value: 300

## Medallion of Steadiness

This is a silver medallion of a horse's head. While wearing it, a character can never be thrown from his mount, whether a horse, a dragon, or any other creature suitable for riding.

Add to: Table 96 (page 137, *DMG* ).

XP Value: 1,000

## Dragon Slippers

These slippers are made of green silk. The magic of the *dragon slippers* is activated if the wearer concentrates and speaks the word "change." If activated, the *dragon slippers* cause the wearer to appear as a 20-foot dragon with bright yellow scales, a barbed tail, and long green fangs; the wearer does not gain any of the abilities of a dragon. While the illusion is in effect, the wearer retains his normal abilities and statistics. The effect lasts for one hour, but can be canceled any time by the command of the wearer.

Add to: Table 98 (page 138, *DMG* ).

XP Value: 3,000

### Parchment of Monster Holding

This 1-foot-square piece of parchment can hold any monster summoned by a *monster summoning I* spell. The wizard unfolds the parchment and lays it before himself prior to casting the spell. If the spell is successfully cast, the summoned monster is immediately absorbed into the parchment, appearing there as a colored image. The caster can then refold the parchment and carry it with him, holding the summoned monster indefinitely. When the parchment is unfolded and laid on the ground, and the wizard speaks a command word, the monster appears, remaining active for the normal duration of the *monster summoning I* spell. Any single parchment of monster holding can be used only once; after the monster is released, the parchment crumbles to dust. The parchment also crumbles if it is torn or defaced in any way.

Add to: Table 104 (page 139, *DMG* ).

XP Value: 150

### Singing Skull

This item resembles a small human skull, about 3 inches in diameter, made of ivory. Once per day, the owner can command the skull to sing. The *singing skull* sings eerie, depressing tunes for one hour (or less, as ordered by the skull 's owner). All those within 50 feet of the *singing skull* must make a successful saving throw vs. spells or suffer the effects of a fear spell. The owner of the *singing skull* is immune to its effects.

Add to: Table 103 (page 139, *DMG* ).

XP Value: 2,000

### Airboat

This appears to be a canoe made of stone and measures 3 feet tall, 12 feet long, and 4 feet wide. Inside are five evenly spaced stone planks, each capable of seating two human-sized passengers. A plank on one end of the canoe is marked with a star symbol in the center. The *airboat* is also fitted with two sets of stone oars that fit in ridges carved in both sides of the craft.

The *airboat* responds to the mental orders of its commander (the character sitting on the plank with the star symbol). Only a wizard or priest can serve as an *airboat* commander.

The *airboat* can move in any direction in any medium. While moving, the *airboat* is surrounded by an aura of light that allows all of its passengers to breathe normally, even

when traveling through water or airless space. The aura surrounds the craft to a distance of 10 feet.

The *airboat* has a movement rate of 40. It can move only if it is being rowed with at least one set of the stone oars. If only one set is used, the craft has a maximum movement rate of 20; if both sets are used, the craft has a maximum speed of 40. A single character can operate two oars, or two characters can sit side by side on a plank, each operating an oar. To move at maximum speed, the rowers must complete a stroke every two seconds; if the stroking rate is less than this, the maximum speed decreases proportionately. For instance, if one set of oars is stroking once every four seconds, the *airboat* has a maximum movement rate of 10.

The commander must remain seated on the star plank. He can take no actions other than commanding the craft. If he moves from his seat, attempts to operate the oars, or takes any other action, the *airboat* stops moving. Similarly, if his concentration is interruped, the craft stops. If it stops moving while in the air, it hovers in place. The *airboat* can hover in place for only 1 turn, after which it sinks gently to the ground. If it stops moving while on water, the boat simply drifts.

Add to: Table 104 (page 139, *DMG* ).

XP Value: 20,000

### Ring of Resistance to Breath Weapons

This ring gives the wearer complete immunity to all breath weapon attacks from creatures other than dragons; the wearer suffers half damage from dragon breath.

Add to: Table 91 (page 136, *DMG* ).

XP Value: 5,000

### Collapsing Spell Book

This resembles an ordinary traveling spell book, except that it can be folded over and over until it is a square one inch on each side. The book can be unfolded when its owner wishes to consult it, then folded back into its small size for easy carrying.

Add to: Table 95 (page 137, *DMG* ).

XP Value: 1,500

### Spoon of Mixing

This spoon increases the chance of successfully combining potions to create a new effect. When combining potions as per the rules on page 141 of the *DUNGEON MASTER Guide*, the percentile dice roll on Table 111 is modified by +10 when using the *spoon of mixing*. Treat all results greater than 00 as 00. Note that by using the *spoon of mixing*, there is no chance that the combined potions will cereate an explosion, a lethal poison, or a mild poison.

Add to: Table 102 (page 138, *DMG*. )

XP Value: 1,500

## Pen of Excellence

A *pen of excellence* grants the user the following abilities:

- He can write at twice his normal speed (particularly helpful for wizards copying new spells into their spell books).
- He can draw accurate pictures of anything he sees with the precision of the finest artist.
- If the user has a sample of another person's handwriting, he can create a perfect forgery of that handwriting. Any type of ink can be used with a pen of excellence.

Add to: Table 102 (page 138, *DMG* ).

XP Value: 1,200

## Bracelet of Scaly Command

This coral bracelet enables the wearer to control water-dwelling creatures with animal intelligence or lower (mainly fishes and reptiles). The creatures must be within a half-mile radius of the caster in order to be controlled, and they must be within 30 feet of each other. The number of creatures that can be affected is a function of Hit Dice. The spell affects 1-10 Hit Dice of monsters. Monsters with 5+3 Hit Dice or more are unaffected.

The center of the area of effect is determined by the spellcaster. The creatures with the fewest Hit Dice are affected first, and partial effects are ignored. The caster does not have to be in the water to command the creatures.

This control lasts for 2-12 (2d6) turns and cannot be dispelled. No saving throw is allowed against the magic of the *bracelet*. The wearer can use this ability once per week.

Add to: Table 96 (page 137, DMG ).

XP Value: 2,500

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Priest's Handbook

**by Aaron Allston**

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## Table of Contents:

**Introduction**

**Priests, Gods, and the World**
Creation
Propagation
Characteristics of the Gods
Humans, Humanoids, Animals, Plants
Fall From Grace
The Challenge
The Future
The Pantheon
Events

Forces and Philosophies
**Mythic History Creation Sheet**

**Designing Faiths**
God, Force, or Philosophy
Ethos and Requirements of the Faith
- Goals and Purposes
- Alignment
- Minimum Ability Scores
- Races Allowed
- Experience and Spell Progression
- Gender Requirements
- Nonweapon and Weapon Proficiencies

Duties of the Priest
- Devotions
- Guidance
- Marriage
- Missions
- Omen-Reading
- Vigilance

Rights of the Priesthood
- Church Trial
- Coronation
- Other Confirmations
- Tithes
- Separation From the Faith
- Rule
- The State Religion

Restrictions on the Priest
- Armor
- Celibacy
- Chastity
- Clothing
- Contamination
- Hit Points
- Magical Items
- Mutilation
- Weapons

Spheres of Influence
Granted Powers
- High Powers
- Medium Powers
- Low Powers
- Other Powers

Followers and Believers
What Are They?
Who Are They, and How Do They Know to Arrive?
How Many and How Strong
Are They?
How Much Control Does the Priest Have?
What If They Die Or Gain
Experience?
What If The Priest-Character
Is Scum?
Role of the Faith
Relations With Other Faiths
Relations With the
Aristocracy
Relations With the People
Relations With Foreign Faiths
Rites and the Calendar
Hierarchy of the Faith
Experience Levels and the Hierarchy
PC Priests and the Hierarchy
Finances of the PC's Temple
Non-Priests Working For the Faith
PCs, Forces and Philosophies
**Faith Design Sheet**

**Sample Priesthoods**
Priesthoods
Agriculture
Ancestors
Animals
Arts
Birth, Children
Community
Competition
Crafts
Culture (Bringing Of)
Darkness, Night
Dawn
Death
Disease
Divinity of Mankind
(Philosophy)
Druid
Earth
Elemental Forces (Force)
Everything

Evil (Philosophy)
Fate, Destiny
Fertility
Fire
Fortune, Luck
Good (Philosophy)
Guardianship
Healing
Hunting
Justice, Revenge
Life-Death-Rebirth Cycle
(Force)
Light
Lightning
Literature, Poetry
Love
Magic
Marriage
Messengers
Metalwork
Mischief, Trickery
Moon
Music, Dance
Nature
Oceans, Rivers
Oracles, Prophecy
Peace
Prosperity
Race
Redemption
Rulership, Kingship
Seasons
Sites
Sky, Weather
Strength
Sun
Thunder
Time
Trade
Vegetation
War
Wind
Wisdom
Combining Traits in One
Priesthood
Multiple Priest Classes

Revised Priest Classes
Multi-Class Characters

**Priest Kits**
Kits and the Priest Classes
Kits and Character Creation
The Priest Kits
Amazon Priestess
Barbarian/Berserker Priest
Fighting-Monk
Nobleman Priest
Outlaw Priest
Pacifist Priest
Peasant Priest
Prophet Priest
Savage Priest
Scholar Priest
Recording Kits on the Character Sheet
Multi-Class and Dual-Class Characters
Abandoning Kits
Modifying and Creating Kits

**Role-Playing**
Priest Personalities
The Crusader
The Earnest Novice
The Hypocrite
The Motivator
The Philosopher
The Politician
The Proselytizer
The Sage Counselor
Changing Personality Types
All Sense and No Brains
Priest Adventures
Advisor of the Faithful
Agent of the Priesthood
Defender of the Faith
Defender of the Faithful
Martyr for a Cause
Servant of the God
Rites and Role-Playing
Atonement
Calendar Ceremonies
Communion

Confirmation of Adulthood
Confirmation of Birth
Fast
Feast
Funeral
Libation
Meditation
Mysteries
Naming
Prayer
Purification
Sacrifice
Priests and Punishment
Minor Offenses
Inappropriate Weapon and Armor Use
Betrayal of Goals
Divine Retributions
Society's Punishments
When Priests Renounce Their Faith
When Gods Bestow Spells
Priestly Followers
Toning Down the Cleric

**Equipment and Combat**
Priestly Items
The Canon
Holy Symbol
Holy Water
Priestly Vestments
New Weapons
New Weapons List
New Weapons Descriptions
Unarmed Combat
Attacking Without Killing
Knowing Punching, Wrestling, Martial Arts
Martial Arts Results
Specializing in Punching
Specializing in Wrestling
Specializing in Martial Arts
More Than One Style
Continuing Specialization

**Bibliography**

# Introduction

Since the creation of the ADVANCED DUNGEONS & DRAGONS® game system, the cleric has been one of the most popular character classes. He has been a happy bridge between warriors and mages: Capable of armoring up and wielding heavy weapons, capable of casting useful magics, he was a very versatile adventurer and the favorite choice of countless players.

With the release of the AD&D® 2nd Edition game, none of that has changed. The cleric is the same magic-hurling, mace-wielding hero that he always was. And in *The Complete Priest's Handbook* , we're going to see to it that he's even more than that.

In this supplement, we're going to elaborate on what the priest (including the cleric) *is* to the campaign, to the setting's civilization, and to the adventuring party.

We'll be providing guidelines for the DM to work up the cleric's faith: The god or philosophy he serves, the rules and mores he follows, the duties he practices, the restrictions he suffers, the powers he possesses, and the relations he and the others of his faith have with the followers of other faiths.

We'll show you how to work up priests devoted to specific mythoi. The druid, from the AD&D® 2nd Edition *Player's Handbook*, is one example; this supplement describes many, many more, and provides rules for the DM to create new priesthoods of his own design.

We'll talk about priestly orders. Some priesthoods have soldierly orders, scholarly orders, missionary orders, oracular orders, and many other types. If your priest character belongs to a faith with several orders, he may choose one of them, which will give him special abilities and duties beyond those of ordinary priests.

We'll talk about role-playing the priest character. Certainly, priest characters don't have to have the same sort of identical personality (the kindly father-confessor with the bloody mace in his hand) which many players imagine them all to have.

We'll describe whole campaigns devoted to priests: How to run them, how to give them a purpose, how to determine what goals and interests are most appropriate.

And we'll talk about the sort of equipment that priests use in their devotions and adventures, including weapons, armor, holy symbols, priestly vestments, and other items.

*The Complete Priest's Handbook* is equally useful if you're a Dungeon Master or a player. It will add depth to the campaign world and the range of NPCs for Dungeon Masters, and add detail to the abilities, backgrounds, and responsibilities of player-character priests.

* * *

In the text, for reasons of simplicity, we normally use masculine nouns and pronouns inclusively. When we say "god," "priest," or "man," we're normally also implying "goddess," "priestess," and "woman."

In order to be able to use this supplement, you must use the Weapon and Nonweapon Proficiencies rules from the AD&D® 2nd Edition game. If you're not yet familiar with them, you ought to read them before continuing in this rulebook.

A special note for those of you who are using this *Complete Priest's Handbook* with your original AD&D® game instead of the new edition: This supplement mentions a lot of page numbers from the *Player's Handbook* and the *DMG*. The page numbers cited are for

the newest edition, not the original; they won't be correct for those of you using the old books.

## Priests, Gods, and the World

This chapter is for DMs who want to design the mythic history of their campaign world(s). It's not prohibited for the campaign's players to read this . . . but not all of them will find it useful. Players may wish to skip on to the third chapter, "Sample Priesthoods."

One of the first things the DM can do to add color and detail to his campaign world is to work up that world's *mythic history*. Such a history will help establish, in his mind and those of his players, the relationships between the gods, and between gods and men. It will help set the tone of the campaign and the attitude of the player-characters' culture. It will give the players some idea of what their characters expect from their gods and their future. And once it's done, the DM can then elaborate on it and decide how each individual god relates to other gods and to the sentient races of the world.

In this chapter, we'll discuss some of the common themes that run through myths; the DM can use these topics as a framework for his own mythic history.

## Creation

The first place to start is the creation of the universe and the world.

In most creation stories, there was usually some disinteresting, stable condition in effect at the dawn of time. It might have been a formless void, or darkness, or unending ice and snow.

Then, we have the first great being, the one who brings about creation of the world. Note that this great being doesn't have to be the god who is now dominant in the campaign world. The myths are packed with tales of gods who created their worlds, became oppressive, and were then cast down by other gods, even their own children, who now rule in their place.

Nor does the creation have to have been a deliberate event. It might have been an accident; the god could have been dreaming and his dreams became reality.

The creator could be a tremendous monster, one which began the process of creating the world, but was overthrown before it finished making the world to its own satisfaction . . . and one which, legends say, will return some day to finish the job.

It could be a simple creature, one not necessarily deserving of worship, which shapes the world simply by acting as the animal it is. As one example, if the original state of the universe were a giant block of salt, this creature could be a giant cow which licks it into the shape of the world.

In some mythologies, the great being that shapes the world stays around after that task is done; he or she might be the principal deity of the world. More often, that great being perishes, or is cast down by descendants, or settles for a lesser role once creation is accomplished.

### Basic Astronomy

What is the shape of the world and the universe once they are created? What are suns, moons, planets and stars?

The entire universe could be a single huge world, with a dome overhead which holds the stars and confines the sun(s) and moon(s). The world could be a disk, a sphere, a bowl, or an unending surface continuing in all directions to infinity.

The sun and moon could be glowing chariots, or bright gods continually flying across the sky (perhaps as a service to the world, perhaps because they're being chased). They could be worlds unto themselves, and the player-characters might someday have the opportunity to visit and walk the bright surface of the sun in search of adventure. They could be the great, glowing eyes of the most powerful deity. They could be gigantic, fiercely-burning lamps created by the craftsman-god, lamps which circle the world on some giant mechanism. (Perhaps, instead of circling the world, they just shut off each day when the time is due; the sun just turns off, and the moons just turn on.) They could even be suns and moons as we understand them, though some of the charm of fantasy lies precisely in making such things *different* from our cold, modern explanations of them.

The planets and stars could be holes in the dome of the sky, suggesting that there is a great brightness beyond. They could be decorations placed in the sky by the gods. They could be worlds unto themselves. They could be glowing creatures forced to trace paths through the sky every night. They could be the suns of distant worlds.

And, of course, the DM can choose for all these astronomic bodies to be one thing, but for the prevailing belief of the people to be different, an incorrect belief; nothing says that the world's deities want the humans and demihumans to know the truth.

### Effects of Terrain on Creation

In the real world, the terrain of the human culture to which a mythology belonged often had a strong effect on the myths. Norse mythology started with a huge abyss filled with ice, for instance.

If one race's religion is dominant in the campaign world, the DM should decide whether or not their creation-story has a setting like the land where that race originated.

In a fantasy world, this situation could come about from one of two reasons:

The gods, having emerged from a particular type of terrain, would find similar terrain in the mortal world to be their favorite land for creating new races, exploring, and interacting with humans; or

The sentient races might have erroneously re-interpreted the story of the world's creation as a reflection of the terrain in which they live, and the legend is simply wrong.

## Propagation

Once creation of the world and universe are established, the DM can move on to the propagation of the gods. In other words, once the setting is in place, the cast of gods gets larger and larger.

Naturally, the DM can always do this the other way around. Perhaps all the gods were in place before they decided to create the world. There's nothing wrong with this choice; it's simply backward from the way the best-known Earth mythologies operated.

Regardless, unless the DM is creating a monotheistic faith (one dedicated to only one

deity), he must now begin creating the other gods of the faith.

These gods could be children of the first great being. They could be that being's creations instead. They could be representations of natural forces brought to awareness and life by the catalyst of Creation. They could emerge from some less wholesome process (for example, they could be created by the decay of the body of the first great being, or could merely spring forth whole from its corpse: One god from the bones, one from the brain, one from the heart, etc.).

Each god should have some special *attribute* , an area where he or she is dominant. Some can have several attributes. Such attributes include Thought, Strength, War, Love, Craftsmanship, Earth, Sea, Sky, Sailing, Farming, Hunting, and many, many others. Any activity that is important to humans (or demihumans) can be an attribute for a god.

Not all these gods need to have been "first-generation," or born to/created by that first great being. Obviously, some should be. But they, too, can create or become parents to other gods.

In some mythoi, the god of a particularly important attribute will have children who bear lesser forms of that attribute. For instance, the god of Love might have children who represent Passion, Marriage, Infatuation, and Unrequited Love. The god of Sleep might have children who represent Dreams and Nightmares. The god of Intellect might have children who represent Memory, Poetry, Song, and Riddles or Puzzles.

## Characteristics of the Gods

The DM can create as many gods for his pantheon as his imagination will allow him. He doesn't have to work up an extensive set of legends about every god; even in the real world, many gods of various mythologies were scarcely more than a name and an attribute. As his campaign continues, the DM can flesh out the descriptions of these gods to his heart's content.

Some of the traits which characterize the gods, and can be defined by the DM for each god or pantheon, include:

**Immortality:** Are the gods immortal? In most pantheons, the gods are certainly *ageless*; that is, they do not grow old. But in some, they are not just ageless, they also cannot be killed; regardless of how severely they might be wounded, with time they will always fully recover from injury. In others, the gods can be killed by sufficient force. For example, in the Greek myths, the gods are undying, while in the Norse myths the gods face eventual certain death at the battle of Ragnarok.

**Indestructibility:** As a further level of what was just described, some gods which are immortal are also described as indestructible. No force on heaven or Earth can hurt them (except by hurting their feelings, by betraying them). This is sometimes the trait of the greatest god of a pantheon, and is usually the trait of the only god of a monotheistic religion (one which believes in only one god).

**Influence on the World:** How much influence does the god have on the mortal world, the world of animals, the world of plants? With some gods, there is very little of such influence. A god whose attribute is the unchanging stars, for instance, might exert a little influence on the sailors who navigate by stars, but could have very little effect on anyone or anything else. On the other hand, gods relating to powerful human emotions or preoccupations (such as love, war, creativity, and so forth) might exert a great deal of

influence on the world, especially if it is said that every application of his attribute requires the god's help or permission. For instance, if it requires the aid or permission of the god/goddess of childbirth for every human birth to take place, then that deity is exerting a profound effect on the world.

**Interest in the World:** Additionally, some gods are very interested in what goes on in the mortal world, while others are entirely disinterested. Naturally, those who are interested are more prone to meddle in mortal affairs than those who aren't. In fact, gods who are disinterested in the world might punish characters who are bold enough to call upon them.

**Intentions Toward the World:** Finally, there's the question of what the god's intentions are toward the world . . . especially toward the sentient races of the world. Some gods are content just to pursue their attributes and make sure they are properly worshipped and recognized. Others may have more far-reaching plans. This is especially true of evil gods, who wish to bring about the destruction of races, other gods, or the entire world; it is also true of ambitious gods, who wish to cast down the ruling gods, take their place, and reshape the world to their own liking.

**Inhibitions:** Some gods and pantheons had limitations placed upon them. These might have been limitations placed by some greater power of the universe, or merely enforced by the greatest of the gods. Often, these inhibitions dictate how much aid or hindrance the gods can offer to mortals, whether or not they can help their favorite men and beasts directly or indirectly, etc.

### Example

As an example of how a familiar god matches these characteristics, let's look at the Greek goddess Aphrodite.

She was immortal, as were most or all of the Greek gods. She certainly was *not* indestructible, and was in fact once wounded in battle by the Argive hero Diomedes.

She had a very profound influence on the world, for it was she who put all varieties of the emotion of love in the breasts of man and beast. Even the other gods, with the exception of Hestia, Athena, and Artemis, were regularly affected by her power.

Her interest in the world was limited to a couple of areas: Making sure that all humankind respected her (which generally meant that all humans knew love at one time or another, and thus did not deny her); and making sure her special favorites, such as her mortal son Aeneas, survived and prospered. Other than that, she appeared to have no special intentions toward the world.

Aphrodite had a couple of inhibitions restricting her: First, she and all the Olympians were subject to a higher destiny, which not even Zeus could thwart. Second, physically, she and most other gods could be hurt or even defeated in battle by the mightiest Greek heroes. Third, the god-king Zeus obviously preferred for gods to help their favorites indirectly rather than by showing up in person. All these inhibitions affected the way Aphrodite and the other Olympians related to their favorite "player-characters."

## Humans, Humanoids, Animals, Plants

At some point in the history of the gods, they probably created all living things. (It's

possible for the flora and fauna of the world to have been created by some other factor. For example, they might have just *been* there when the great ice-cap melted. But it's a more common element of the story that the gods created them.)

This creation process might have involved an accident; for instance, the greatest god sneezed, and blew fully-formed living things all over the world.

More commonly, it's a deliberate process, and the gods or one particular god methodically created all the living things known to man.

When working up this aspect of the story for his own campaign world, the DM can use this to help define the way the gods look upon specific forms of life. Was Man created so the gods would have something entertaining to watch? To fulfill a higher destiny? So that his brightest and best might one day add to the ranks of the lesser gods, or accompany the gods on one last, great battle? This kind of decision helps define man's view of the gods and their requirements of mankind.

It can also be used to define mankind's opinions on certain matters. If, for instance, animals in general were created to serve Man, then Man might have little regard for them, except as pets and beasts of burden. However, if each god created one or more animals to serve as totems for the god, then Man might have a lot more respect for certain animals.

If the story of creation says that one sex of the sentient races was created subordinate to the others, then there will be a crushing social pressure to keep that sex "in its place." If the story of creation does no such thing, then any such attitudes will be have been created by mortals and may vary from place to place. Additionally, with the added complication of *several* sentient races around (humans, elves, dwarves, etc.), the DM can make this decision several times and choose a different approach each time. Perhaps, on his world, dwarves are strongly male-dominated, elves are female-dominated, and humans are more or less equal? Any such arrangement is possible.

Note, however, that when one sex is oppressed, players are less likely to want to play members of that sex. Few players want their escapism to involve this sort of prejudice directed at them.

## Fall From Grace

In some stories, humans or sentient races in general start out with an exalted relationship with their deities and then fall out of the deities' favor. In Greek myth, for example, the humans were well-beloved of the gods until the god Prometheus gave them the secret of using fire, which they had lacked until then; this so offended Zeus that he afflicted mankind with all sorts of ills.

This sort of thing could be a characteristic of your campaign world's story; or, mankind might never have had a closer relationship with its gods.

## The Challenge

In many faiths, the gods, deliberately or not, visit a challenge on the humans. One of the commonest challenges involves the afterlife. In many faiths, the better one

lives one's life, the better the afterlife to which he progresses. The usual sorts of afterlives tend to fall into one of the following categories; in some faiths, a character might face the possibility of reaching more than one of these choices, depending on his actions in life.

**Oblivion:** No afterlife at all, this is when the human's spirit perishes and becomes nothingness.

**Torture:** An afterlife where torture, either permanent or temporary (until the spirit repents, recants, or otherwise improves) is the order of the day.

**Boredom:** An afterlife where there's nothing to do, nothing to see, nothing to entertain.

**Rebirth:** An afterlife which involves rebirth in the physical world and the living of a new mortal life.

**Pleasure**: An afterlife where the things man most loves in life are visited upon him in abundance.

**Ascension:** An afterlife where the best of the best are granted great powers, making them heralds and messengers of the gods . . . or even gods themselves.

In such faiths, humans usually have a good idea of what it takes to get into these specific afterlives. To get into the "good" ones may require strict adherence to a certain life-style, or may require that the human somehow impress the gods with his deeds or personality, or may merely require that the gods like the character . . .which is not something the character can necessarily bring about deliberately.

Other challenges are possible: Humankind as a whole might be challenged to achieve a certain level of civilization by a certain time, to achieve a certain level of artistic or philosophic ability, to defeat a certain spirit of evil, to evolve to a certain enlightened state, etc.

## The Future

Some, but not all, faiths make predictions for the future. Sometimes they're grim, such as the Norse belief in Ragnarok, the destruction of the gods and man. They could also be happy and cheerful . . . though this isn't usually the case in a world involving great heroes.

The DM, when deciding whether or not to "predict the future" for his world, should try to figure out what this choice will do to the attitudes of his intelligent races.
A future which is bleak and gloomy will sometimes make the campaign bleak and gloomy. The characters can hope for success and glory in the short-term, but certain death awaits them, and they can't count on the world being there "when they get back." This sort of approach does make for the greatest of heroism, though. It's the greatest hero who strives on knowing that ultimately he must fail, yet fights for his goals anyway.

A future which is happy and bright will sometimes make the campaign a little more goofy and irresponsible. Characters, believing that whatever their mistake, they'll be preserved or rewarded, may behave in a foolish manner. Acts of bravery are often nothing of the sort; they're just short-term sacrifices in anticipation of a long-term reward. This is not to say that such a campaign can't be rewarding . . . it's just harder for it to be serious.

A future which is neither doomed nor excessively happy will tend to have less of an effect on the player-characters. For instance, if holy writings say that a thousand years in

the future, the gods will "start over" and reshape the world, populating it with the survivors from the last world and the best spirits in the halls of the afterlife, that's all very interesting . . . but its effects on the current campaign are minimal. On the other hand, if this reshaping is supposed to take place in only ten years, or one, it becomes *very* interesting to the PCs. They'll work very hard to make sure that they're either among the survivors from this world, or among the brighter spirits of the afterlife, so they can experience the new world.

Of course, the DM doesn't *have* to specify future events for his campaign. It's often better if he doesn't, because it makes for more uncertainty in the minds of the PCs.

## The Pantheon

Once the DM has created the individual gods, he ought to relate them to one another # that is, establish how they feel about one another. This can affect how their mortal followers, especially priesthoods, feel about one another and work together.

These relationships don't have to be very detailed. It's quite sufficient to say that one god loves another, hates another, likes another, dislikes, respects, holds in contempt, whatever. Then, simply apply that sentiment to the priesthoods of the gods.

And when that sentiment is applied to mortals, it can turn out to be greater or less than the emotion actually felt by the gods in question.

For instance, let us say that two gods dislike one another. Their respective priests may dislike one another with similar intensity. On the other hand, they *might not dislike one another at all*. They might, in fact, recognize that their gods have certain foibles (human-like failings of personality), and might look upon those foibles with amusement and affection but without following them themselves.

However, these priesthoods instead *might loathe one another*. They could hate one another with an intensity which far surpasses that of the gods in question. They could, in fact, start wars on the earth because of their hatred for one another.

So, for many gods, the DM may wish to decide how the gods feel about one another, and then may choose a slightly different view of how their priests react to one another.

## Events

Once all the principal characters (i.e., gods) are in place, the DM can create the *events* of the faith.

The creation of the world was one such event; it described "characters" (gods) acting or interacting, and something happening. The fall from grace of the sentient races was another: How did that happen? But these shouldn't be the only events known to the believers. What else has happened?

Do the gods mate with mortals to produce heroic characters who go on adventures? If so, then the conception of these heroes and their adventures in life are all events of the faith. (Note: If this process is still going on, some of the campaign's player-characters could be the mortal children of the world's gods.)

How do specific gods get along together? Having determined that, the DM can next determine why. If two gods hate each other, why? Did one steal from the other, or

embarrass him? That's an event.

Have the gods ever warred on one another? If so, that was certainly an event.

The DM can create as few or as many events as he wishes; the more there are, the richer his campaign setting will be for it.

## Forces and Philosophies

The mystical history of the world is somewhat different if it is driven by a *force* or a *philosophy*.

As we'll discuss in more detail next chapter, a *force* is a mystical power which strongly affects the world . . . but which probably is not a sentient being like gods are. It has drives, it has a goal, but it probably does not have a mind.

On the other hand, a *philosophy* is a compelling idea or set of ideas which can capture the imagination and influence the actions of communities or whole civilizations. It might exert enough popular appeal that it can support magical powers for priest-philosophers. But it is still not precisely a god, for it has no independent mind.

If your campaign world is driven by a force or philosophy, its mystical history is going to be somewhat different. It will mostly be a history of men or other sentient races and their relationships with the force or philosophy: How they came to recognize it or create it, how they came to believe in it, how they introduced it to others, and so forth.

In short, the DM won't have to create an entire separate history as he would have to do for distinct pantheons of gods. He will, however, have to decide for himself what effects these forces or philosophies have had on the human and humanoid histories of his world, and take these factors into account for every part of those histories.

## Mythic History Creation Sheet

The DM can photocopy and fill in the following sheet to give him a starting-place for the creation of his world's mythic history. The sheet follows the order of subjects from this chapter.

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In this chapter, we discussed creation of the *history* of the campaign's gods. In the next chapter, we'll talk about individual faiths, how they're put together, and what effect they have on priest-characters.

# Designing Faiths

This chapter is for DMs who want to design detailed faiths and cults for their campaign worlds. It's not prohibited for the campaign's players to read this . . . but not all of them will find it useful. Players may wish to skip on to the next chapter, "Sample Priesthoods."

As the *Player's Handbook* points out (page 34, first column), "In the simplest version of the AD&D®game, clerics serve religions that can be generally described as 'good' or

'evil.' Nothing more needs to be said about it; the game will play perfectly well at this point."

That's true enough. But DMs who work to make their campaign settings into interesting, detailed backgrounds for the campaign, won't be satisfied with that simple approach. A big part of the color of any fiction setting, including campaign settings, is the relationship of the supernatural world to the "real" world . . . and gods, with priests as ambassadors to the human world, form a big part of that supernatural element.

So, eventually, most DMs will want to work up at least the basic details of who the gods are in his campaign world, how they relate to one another, and what their goals are (especially those pertaining to the mortal world). This, in turn, will let them enhance the role of cleric, druid and other priest player-characters in the campaign . . . and that's what this chapter is all about.

In this chapter, you'll learn how to create specific faiths (related to specific gods, natural forces, and philosophies); how to create the priests of these specific mythoi; and how to relate the gods together into a full-sized pantheon for your game world. In the next chapter, you'll find many examples of this priesthood creation process.

## God, Force, or Philosophy

For each faith you establish in your campaign world, you have to decide what it is that's being worshipped and venerated: A God, a Force, or a Philosophy.

A **God** is a powerful being, usually of human or greater intelligence, usually desiring to impose its will or characteristics upon the world. A god is often devoted to a single attribute or set of attributes (e.g., warfare, love, agriculture, marriage, etc.) and so most of his interactions with the world will deal with the god's promotion of that attribute among humankind. Gods do not have to be anthropomorphic (i.e., manlike in form or personality characteristics), and so one faith's god is often another faith's monster. However, most of the gods worshipped by player-characters are likely to be anthropomorphic and not monstrous.

A **Force** is some sort of natural (or unnatural) process which influences the world. It isn't necessarily intelligent, but it is magically powerful . . . and humans who accept the dictates and goals of this force can become its priests and use spells based on that magical power. Some Forces which can be so worshipped include Entropy, Nature, the Life-Death-Rebirth Cycle, and Magic. Druids tend to be priests of the Force of Nature, instead of specific Gods of Nature. (There are exceptions to that generalization, of course.)

A **Philosophy** is an idea, or set of ideas, which (in these magical worlds) is so compelling that it attracts magical energy and faith to it, much as a Force does. Philosophies are usually created by man or other sentient races, spread throughout cultures, and gain such widespread acceptance and belief that they do become much like Forces. When no one believes in a Philosophy any longer, it can generate no magical power and support no priests, so the priests' duty is to embody its attributes and to teach the philosophy so that it will never die. Sample philosophies include Oneness With Nature, Peace, the Divinity of Mankind, the Sanctity of Life, Nihilism, and so on.

In the AD&D® game, the God, Force, and Philosophy are identical in the way they are treated by the game mechanics. All three provide spells and powers to their priests. All three demand personal requirements and services of their priests and of their non-priest

followers. And all three, to a lesser or greater degree, shape the world, both through their own powers and through their agents, the priests.

## Ethos and Requirements of the Faith

Each faith requires certain codes of behavior, beliefs, and even abilities of its followers and of its priests. When creating a faith, you have to decide what those requirements are and how they're to be implemented in your campaign.

### Goals and Purposes

First, what are the goals and purposes of the god (or force or philosophy), and therefore of the faith?

Often, that's self-evident, because it's usually tied to the attribute of the god, or the explanation of the force or philosophy.

For example, if the faith's god is a God of Love, then the goals and purposes of the faith will probably include:

**Promotion of Love**, which might include the helping along of lovers, opposition to those who interfere in the development of romantic relationships, punishment of those who defy the god and refuse to love, etc. This could also include "social services" to the community, through the god's temples: Counseling to young lovers, for instance.

**Promotion of the God**, which includes the building of temples or churches, carrying the word of the god to those who have not heard it, and keeping the stories of the god ever-present in the ears of the population.

**Opposition of Enemies**, which means subtle or direct opposition to enemy gods and their followers; obviously, a god of Love is likely to be opposed to a god of Hatred, Misanthropy, Misogyny, etc.

Those are some basic goals, but you obviously aren't limited to goals which are that direct and simple.

For instance, a god may represent only a small part of his attribute. A God of War does not have to be just a god of all types and elements of warfare. He could be the God of the Chaos of War, the God of Intelligent Warfare, the God of Naval Warfare (in which he might share traits with a god of Oceans), the God of the Sword (in which case he might share traits with a god of Metalworking), and so forth. If you choose, you can always make a god's personal attribute more specialized, and can choose more specialized goals for the faith based on that choice.

In addition, a god isn't defined just by his attribute. In the campaign history, he also has a personal history, likes and dislikes, relationships with other gods, and ambitions, all of which can provide more goals for the faith.

As one example, Zeus, the king of the gods of Greek mythology, had many attributes and associations. He was the king of the gods, a sky-god, a god whose emblem and weapon was the lightning bolt, a god of Wisdom (he had swallowed and absorbed the wisdom-goddess Metis, mother of Athena), a god of oracles (though he was eventually supplanted by Apollo in this role, he had a major oracle at the city of Dodona), a protector of fugitives, a lover of many goddesses and women . . . In short, he had many characteristics and attributes, and in an AD&D® game campaign his priesthood would

embody and promote most or all of them.

## Alignment

A faith will often demand that its priests belong to a specific alignment or a limited range of alignments. The DM determines this, usually basing the choice on the attributes and character of the god, force or philosophy in question.

But don't be too restrictive in this regard. Even if, personally, you're opposed to War, the God of War and his followers don't have to be Chaotic/Evil.

## Alignment Guidelines for the Priesthood

Here are some general guidelines to go by:

The first, and most important, note is this: The gods usually do not insist that their priests be of *identical* alignment to the god. The alignment may not be so dissimilar that the priest cannot serve the god, but it does not have to be identical.

If the faith does not promote any sort of harm to living beings, or promotes benefits to living beings, then it probably excludes Evil alignments among the priesthood. If the faith allows for harm to living beings but does not promote wanton cruelty, then it can include Good, Neutral, and Evil priests. If the faith does promote cruelty, then it probably excludes Good alignments among its priests.

If the faith demands ordered thinking, strict obedience to laws, and unquestioning acceptance of policy, then it leans toward Lawful behavior. (Now, every faith requires rituals and devotions of its priests, but this *isn't* the same thing, and doesn't require any alignment choice.) If the faith demands more free-willed and spontaneous behavior, defiance of social conventions or restrictions, and so forth, then it leans toward Chaotic behavior. If it promotes neither approach strongly, then it can probably include Lawful, Neutral, and Chaotic choices.

Here are some sample choices:

**God of Love:** This type of faith usually promotes no harm to living beings, and promotes the benefits of love; it often promotes free-willed and spontaneous behavior, but not strongly. Therefore, its priests will probably be required to be Good, and may be of Lawful, Neutral, or Chaotic alignments, though the tendency is toward Chaotic. However, if the god is a god of passionate affairs and selfish love, regardless of who gets hurt, and if he promotes revenge on romantic competitors and ex-lovers, then the faith could well include Evil and Neutral priests, thus giving its priesthood the full range of alignment choices.

**God of War:** This faith generally allows for harm to living beings without promoting wanton cruelty; and warfare runs the gamut from carefully-reasoned strategy to wild, bloodthirsty battlefield chaos. Therefore, the faith probably places no restriction on the alignment of its priests. However, a specific god can be devoted to one aspect of war. For example, a god who promotes the bloody destruction of all enemies, including sacrifice of prisoners and innocents, will probably have an Evil priesthood. A god who is the god of military planning will probably have a Lawful, or Lawful and Neutral, priesthood.

## Alignments of the Worshippers

Most faiths define various acts and types of behavior as evil and demand that their followers not perform those acts. Some few make those same definitions and demand that their followers do perform them. Almost no faiths demand that their followers belong specifically to Lawful or Chaotic alignments.

Therefore, most faiths require of their (non-priest) worshippers that they be anything but Evil. A very few faiths require instead that their worshippers be any sort of Evil (Lawful/Evil, Neutral/Evil, or Chaotic/Evil).

## Ability Scores

Most priesthoods demand some sort of minimum ability scores of their priests.

The prime characteristic of priests is Wisdom. To be a priest of any sort whatsoever, the character must have at least a wisdom of 9. Some priesthoods will require that the wisdom score be higher, though usually not higher than 13.

Generally, if the priest's Wisdom is 16 or better, he gets a +10% bonus to his earned experience.

Many priesthoods will require a second prime requisite. For example, priests of a god of War may have to have a certain Strength score, while priests of a god of Magic might have to have a certain Intelligence score. Usually, this second prime requisite must have a score of at least 12; up to 15 is not an excessive requirement.

In such cases, the DM may decide that the character, if he has *either* the Wisdom score or the other Prime Requisite at a score of 16, gets a +5% bonus to earned experience, but if he has *both*, he gets a +10% bonus.

In the next chapter, you'll find numerous examples of such priesthoods and recommended minimum ability scores for them.

## Races Allowed

The DM may wish to limit certain priesthoods to certain races.

This is almost always a choice based on the history of his own campaign world. There is no game-related reason why most races can't have priests for any god, force or philosophy; but there are often campaign-related reasons why a certain race can't belong to a certain priesthood.

For example, if the halflings of a specific campaign world are pacifists, they'll be excluded from priesthood in the faith of the war-god. If dwarves are pragmatic, unromantic sorts who arrange all their marriages and don't conduct affairs of the heart, they'll be excluded from priesthood in the faith of the love-god.

In the next chapter, we provide numerous examples of priesthoods of specific mythoi. With each, there's a recommendation for allowed races. These recommendations are based on the most common and popular conceptions of these races, and the DM is free to change them for his specific campaign.

Players beware: When the *Complete Priest's Handbook* says one thing about allowed races, and the DM says another, the DM is always right.

## Experience and Spell Progression

It would be possible to come up with an Experience Levels Chart and Spell Progression Chart for every priesthood of specific mythoi, but it would also be crazy; there's no reason to have the extra complication in your campaign.

All new priesthoods introduced in the next chapter use the Cleric experience progression and the basic Priest spell progression, both from page 33 of the *Player's Handbook*. If your DM, when creating a new priesthood, decides that it is observably less powerful than the Cleric or the priesthoods written here, he can choose to use the Druid experience progression, which allows for faster acquisition of experience levels.

### Gender Requirements

In the worlds of the AD&D® game, most priesthoods should allow both priests and priestesses. However, in fantasy worlds and the real world, some faiths have required that all their priesthood be of just one sex. If there is such a restriction on a given priesthood, the DM will make note of it and tell the players.

### Nonweapon and Weapon Proficiencies

Various priesthoods will require priests to know certain skills (nonweapon proficiencies) and be able to wield certain weapons (weapon proficiencies). For example, a priest of the god of Agriculture must know the Agriculture proficiency, while a priest of the god of Fire must know Fire-Building.

Every priesthood should require one nonweapon proficiency of its priests and priestesses; it's a sign of their devotion. It's permissible, but not recommended, for them to require more than one.

A priesthood *may* require one or more weapon proficiencies of its priests and priestesses, but we don't recommend this for most priesthoods. Many faiths allow their priests so few weapon choices anyway that it's pointless to *require* they be taken. An exception is when a god is noted for wielding a specific weapon; for instance, it's quite reasonable to require Weapon Proficiency in War-Hammer for priests of the god Thor, whose principal weapon and symbol was the hammer.

## Duties of the Priest

Now, we get to a topic which adds a lot of color to the priesthood and the campaign world.

All priesthoods have certain duties to perform, duties to the god and duties to the community or civilization. The DM needs to decide what each priesthood's duties are, and will often be able to use those duties to tie the priest character in to specific adventures and role-playing situations.

Following are some sample ideas for priestly duties. The DM can use as few or as many of these as he wants when designing a new priesthood; he can also invent new ones to suit his campaign.

### Devotions

These are ordinary prayers and rituals which the priest conducts on a regular basis. They might include the saying of prayers at specific times of the day, upon observation of specific incidents or natural phenomena, and so forth.

The DM can decide what these are and when they're undertaken, but the campaign shouldn't devote a lot of time to them; it's annoying and disconcerting to interrupt the adventure every so often so that the priests can pull out their holy symbols, kneel to the sun, and lead the faithful in prayer. Just knowing that they do this sort of thing on a regular basis is enough for most players.

## Guidance

In most civilizations, priests are supposed to act as counselors to everyone in need of advice. (This is one reason that Wisdom is a prime requisite.)

Therefore, the priest character should not be surprised when he finds NPCs seeking him out and consulting him on troubling moral and ethical problems. These are good role-playing opportunities; they are often leads to specific adventures; and, with especially knotty problems, they can be difficult puzzles for the players to solve, all without using their swords and maces.

Often, priests are posted to specific noble leaders in order to be their personal advisors. Naturally, this is only done when those noble leaders desire it, are willing to allow it, or (because of the priesthood's political strength) cannot afford to refuse it. This is a way to establish some sort of bond between new player-characters: The priest player-character could be assigned as advisor to the noble player-character.

## Marriage

In many human cultures, only the priest can perform marriages, so the DM may wish for this to be a duty of priests in his campaign.

The DM will need to decide for his campaign whether or not marriages require the ministrations of priests, and might make a different choice for each sentient races. If humans require priests for marriage, do dwarves? (Perhaps they use advocates and notaries instead.) Do elves? (Perhaps their marriages are officiated by bards, who write songs commemorating the event as a sort of "marriage certificate.") Do halflings? (Perhaps they prefer ceremonies presided over by sheriffs or judges.)

Also, the DM can always decide that priests of certain faiths cannot perform marriages. What, for example, does the god of weaponmaking have to do with marriage? On the other hand, it's equally appropriate for priests of *any* god to be able to perform marriages. This is especially true if, in the campaign, marriage constitutes permission or recognition from "higher forces," and any god, including those with attributes unrelated to marriage, may bless a marriage.

## Missions

The duties of priesthood often involve going on missions important to the welfare of the god or the priesthood in general.

One of the most common missions involves going somewhere and trying to convert the local population to worship of the priest's god. Usually, this involves religious education and what amount to social services; sometimes, it involves conquering that culture and ruthlessly suppressing all signs of its old religion.

Other, more exciting missions can involve recovery of artifacts, transportation of persons or goods (such as temple money) through dangerous territory, interpretation of phenomena in distant places, and holy war with the followers of another god.

It's important for the DM to remember that the god himself isn't the only one who sends priests out on missions. For most missions, it's the upper ranks of the priesthood who do the assigning, and priests are supposed to follow the orders of their superiors. So it's possible for any priesthood to have a "bad egg," a priest who issues orders which are contradictory to the tenets of the faith or designed to promote only his personal power. This should, however, be a very rare campaign event, unless the campaign revolves around uncovering and purging a corrupt element of the sect.

## Omen-Reading

In some campaigns, priests will be charged with the duty of reading omens for the future.

If a campaign's priests have that duty, the DM has to decide how they do it, what it is they're actually doing, and who they're doing it for.

### How They Do It

Omen-Reading always requires some sort of ritual, usually a public one.

The priests may sacrifice animals and examine their entrails for clues to the future. They may read tea-leaves. They may inhale dangerous fumes and prophesy while under their influence. They may listen to whispering in the trees, babbling of brooks, or the singing of birds and interpret that noise. They may enter meditative states and wait for inspiration from the gods. Each cult could do it a different way, and the DM can choose the method which he feels will add the most appropriate color to the cult in question.

### What They're Doing

Then, the DM has to figure out what it is the priests are actually doing when prophesying. Here are some choices:

**They're Receiving the Word of Their God:** The priests are actually receiving some inspiration from their deity. Naturally, such omens are usually clouded in imprecise terminology and symbolism, so that it's easy for the recipient of an omen to misinterpret the results.

**They're Following Ritual Interpretation:** The priests have a set of techniques of interpretation which they follow rigidly. These techniques may or may not have any basis in campaign reality; they might have been granted by the god, or created through ignorance.

**They're Analyzing Based On Their Knowledge:** The priests aren't actually prophesying at all, but supplying answers based on their understanding of the situation and of the ways of the world. If they are then pretending that their answers come from a

higher source, they are obviously being dishonest; only a corrupt branch of a priesthood will do this. However, it's possible for such a method to be very accurate, especially if it concerns itself mostly with questions of warfare and human nature.

**They're Telling the Audience What It Wants to Hear:** The priests are acting primarily as cheerleaders and telling the people precisely what they want to hear: That they'll win the war, they're always right, they've done no wrong, love conquers all. Again, priests acting in this manner are being dishonest to their flocks, but it will often be difficult to convince the flocks of that.

**They're Working for Gain:** Some very corrupt sects or branches of sects manipulate their answers to gain in power or money. This usually takes one of two methods.

In the first, the priests supply answers which favor their purposes. If representatives of one city ask, "When we attack our enemies, will we prevail?" the priests then decide whom they want to win that war. If they want the attackers to win, they answer "Yes." Then, the attackers will be encouraged by the reply, and the defenders discouraged, which weighs the war in the attackers' favor. If they want the defenders to win, they answer "No," with precisely the opposite effect; the discouraged attackers might not even launch the attack.

In the second, the priests accept bribes in order to put their god's stamp of approval on the activities of certain men. For instance, a king might secretly pay the priests a lavish amount, then publicly approach the oracle and ask, "Shall I not execute the traitor so-and-so now without benefit of trial?" or "Should I marry so-and-so against her wishes?" or any other such question. The answer he receives, of course, will be the one he paid to get, and because the god has "made his wishes known," the citizens will probably not dispute the choice.

In both these approaches, the god may eventually notice that one branch of his priesthood is corrupt, and set about correcting matters, either through his own intervention or by alerting other branches of the priesthood. On the other hand, a particularly disinterested god might never notice.

## But Are They Right?

As part of deciding what they're doing, the DM has to decide how often they're right.

The priests will often be right if they're receiving the word of their god; this word may be misinterpreted, but it's always *correct*.

They could have any sort of accuracy the DM decides if they're following some pattern of ritual interpretation; perhaps the ritual is effective, perhaps it is not.

If they're analyzing the situation based on their current knowledge, then their accuracy depends mostly in their interpretive abilities; a priesthood might have enough knowledge of the world and human nature to be able to supply consistently-correct answers to supplicants.

If they're telling the audience what it wants to hear, they could be very accurate for a time, especially if they're prophesying for a warlike state which is on the rise and mostly asking about upcoming victories. Eventually, however, the tides of fate will turn and the prophecies will become unreliable, which will disillusion the populace.

If they're working for gain, they could be very successful for quite a while. Eventually, though, the scandal will break, and the population will learn the truth . . . which could be very bad for those greedy prophets.

## Who It's For

Finally, the DM has to decide who is able to receive these prophecies. Here are some typical choices:

**Anyone:** Anyone who asks a question will receive some sort of reply.

**Anyone With the Means:** Some temples require a sacrifice of animals or wealth in order for the supplicant to receive a prophecy. (This isn't necessarily a sign of corruption; it's often just a means of ensuring the temple's upkeep and the faith's continuing secular, or worldly, power.)

**Nobles Only:** In this arrangement, only members of noble houses can ask questions of the oracle.

The DM can also make more peculiar choices for specific oracles. An oracle might only be for slaves, for adventurers, for people who have at least once travelled to a specific holy site, for people of specific alignments, for members of one race, etc.

## Vigilance

Finally, priests have to be vigilant against powers or elements which threaten their faith or their followers.

These powers and elements don't usually take the direct approach, such as attacks by armies or monsters. The priest needs to be vigilant against more subtle intrusions, including:

**The Agent Provocateur:** This is someone who falsely joins the priesthood, spends a long time becoming a trusted member or even a leader of it, and then persuades members of the faith to perform actions which will get the faith into trouble. For example, in times when the priesthood is in conflict with another faith, the Agent Provocateur might encourage outright war with that faith. When a conflict with the local rulers could be sorted out by calm diplomacy, the Agent Provocateur will instead recommend or issue ultimatums and demands. And, naturally, the Agent will keep his true masters apprised of the priesthood's secret movements and activities at all times.

**Corruption in Specific Orders:** Sometimes priests go bad and use the priesthood for their own gain. In addition to methods mentioned above, they may also secretly defy requirements of their priesthood, steal temple funds, use their duties of guidance to influence others to profit these priests, etc. No such corruption goes unnoticed forever, but the unwillingness of people to believe that they've put their faith in crooks and thieves can ensure that this corruption can go on for a long, long time.

**Libels:** At times, members of rival priesthoods will persuade their followers that other priesthoods perform acts which are profane and evil. In a culture where religious prejudice is a strong factor, this is often easy to do. For instance, it might prove simple to convince one's flock that the priests of a more despised faith are kidnapping young women (only women of the libeller's faith, of course) to serve as unwilling temple concubines, then killing them. It's especially easy to do when the libeller secretly arranges for the kidnapping and murder of several young women in his own faith. When this sort of thing goes on, it's vital that the priests of the accused faith prove the truth. They can't do it just by giving local authorities a tour of their temple to show there are no unwilling concubines here -- and even if they do, a particularly clever enemy will have

concealed the body of one of the kidnapped girls there for the authorities to find! It requires capture of the killers and demonstration that they were serving someone else . . . all of which is a good basis for a priest-oriented adventure.

Obviously, it's the duty of faithful priests to combat all these situations these when they're noticed. However, it's a characteristic of the greatest priest-heroes to notice these trends *well ahead of the time that they become critical* , and to deal with them early in their development, before they can result in serious harm to the priesthood.

For the DM, this is a good way to give the PC priest an opportunity for rapid advancement in his priesthood: If he's the first to notice such a trend and is able to spearhead the movement to correct it, he will be well-regarded by his peers. This is also a good way to establish that an NPC priest is a hero of his faith, if he, in the past, has thwarted such situations.

## Rights of the Priesthood

At the DM's discretion, priesthoods can have special rights and powers, too. These rights usually depend on the amount of influence the priesthood wields in the campaign setting; a minor priesthood may not enjoy any of these benefits, while a dominant one could have all of them.

### Church Trial

In some cultures, the secular (non-priestly) authorities cannot put priests on trial for any sort of crime. That doesn't mean a priest can perform a crime and laugh at the law, however: Most priestly orders police themselves, and will try (or punish without trial) transgressions.

Priestly orders don't ordinarily flaunt this power in order to defy secular authorities. When priests commit crimes, priesthoods usually punish them. Exceptions occur when the priest was acting at the priesthood's behest, particularly when the god requires actions which are against the law of the land. In these cases, the priest sometimes goes unpunished; sometimes he receives a "slap on the wrist" punishment to quiet the secular authorities.

The DM, not the player, gets to decide whether priests have the right to church trial.

### Coronation

The most powerful priesthood in a given land will probably have the right to crown kings when they ascend the throne. The DM has to decide whether this is merely an honor bestowed on the priesthood, or whether it is a right which the priesthood can use to influence the throne.

If it's the former, then the chief priest is accorded the right to officiate at the coronation ceremony. However, if the priest refused to officiate, the crowning will take place anyway; the king can choose another priesthood for the honor, or he can be crowned without the priesthood's sanction.

If it's the latter, then the priesthood can deny someone the right to take the throne by refusing to crown him. This is a very powerful right, and through it the priesthood can

exert considerable influence on the nation.

That's not to say that, by refusing to crown a certain candidate, the priesthood can stage a bloodless coup and choose the king.

Let's assume a priesthood does such a thing and refuses the chief candidate for the throne, then spreads the word they will support a certain other candidate.

The refused candidate may decide to mount a war against the priesthood. The new candidate, if crowned, may find that none of the other nobles in the nation support his kingship. All of this can result in a bloody civil war which could tear the nation apart and wreck the priesthood's power.

Therefore, when the priesthood decides to exercise this power, it does tend to make compromises, to negotiate secretly with the parties involved, to plan things carefully so that trouble is kept to a minimum. Only the most arrogant of priesthoods would try to take for itself the full right to choose the king . . . and such priesthoods are likely to lead their nation into war or chaos.

## Other Confirmations

It could be that confirmations other than coronation are the special province of one priesthood. For example, in one nation, any priest might perform marriages for commoners, but only the priests of a specific god might perform marriages for nobles.

This would give that priesthood great power, because by collectively deciding or refusing to marry certain couples, this priesthood has the power to influence which families unite and which do not.

Again, abuse of this right could lead to harm, but careful application of it would allow the priesthood to affect the growth and development of the nation.

## Tithes

Some priesthoods, the most powerful ones in a culture, are able to demand *tithes* of their followers. A tithe is an amount of money, often represented as a fraction of the money-earner's regular wage, which the follower is required to pay to the priesthood. Theoretically, it is used for upkeep of churches and temples, purchase of supplies and equipment for the priests, etc. Some priesthoods also use these moneys for influence with the government; a very few corrupt priests dip into it for personal gain.

In an AD&D® game campaign, only the religion of a monotheistic state, or the state religion, will be able legally to demand tithes of its followers. Such tithes will usually run from 5% to 15% of the character's income, with 10% being most common.

Priesthoods of other faiths will ask their followers to tithe a like amount. Naturally, not all their followers will tithe and so such religions bring in less tithed income than those who can demand it.

Player-character priests don't get to see that money; it is recorded by church accountants, stored in church treasures, and distributed or spent by superior priests.

## Separation from the Faith

Some priesthoods can exert considerable influence on their followers by being able to

separate them from the faith. If, for instance, all followers are promised a certain role in the afterlife, and separation from the faith would deny them that role (and replace it with something far more frightening or ghastly), then the followers of the faith are likely to obey the priesthood.

Naturally, most priesthoods visit this punishment only on those followers who most flagrantly defy the requirements of the faith. Just as naturally, the occasional corrupt priest would threaten followers with this punishment unless they are blindly, absolutely obedient to him.

However, this punishment doesn't work so well in a culture which worships many gods and which has a separate, independent priesthood for each god. If you threaten a follower of the war-god with separation, he might be just as happy to switch over to worship of the sea-god. This is a balancing factor which helps keep down abuse of this right in many cultures. However, monotheistic cultures (those which worship only one god) don't have this balancing factor; they have to rely on the honesty of the priesthood.

## Rule

Some cultures are *theocracies* , which means they are ruled by their priestly classes. Naturally, in such a culture, one priesthood will be dominant; the culture may worship only one god, or may tolerate other worships but be mainly devoted to one specific god.

In a theocracy, the nation may be ruled by a board of priests from the state religion, but it's more common for it to be ruled by a single king who is also a priest and the head of his priesthood. Such an arrangement may be benevolent, with a wise cleric ruling the land; or it may be particularly nasty, with a power-mad priest or the priest of an evil god in charge.

Many "lost worlds" (i.e., nations hidden away from the rest of the world, secluded in a lost valley or cavern or other distant place) are theocracies ruled by evil priests; adventurer-heroes stumbling into such cultures often find themselves having to stir up revolution and cast down these rulers so that justice can return to these lands.

## The State Religion

For any culture, the DM will have to decide if there is a State Religion. The State Religion is the official faith of the nation, as sanctioned by the government.

Its priesthood will have the following rights: Right to church trial, right to coronation (though not necessarily the right to deny coronation to the chief candidate), right to demand tithes. If the culture is monotheistic, the State Religion will also have the right to separate offenders from the faith. The DM can assign other rights to the State Religion as he sees fit.

State Religions are not limited to big nations. Any independent city or city-state could have its own state religion. Thus, cities mere miles apart might have different state religions. This could cause trouble if both are monotheistic, or both belong to enemy priesthoods; on the other hand, the priesthoods could be neutral or friendly to one another, causing no such trouble.

However, a nation does not have to have a state religion. In fact, the most powerful faith in a nation will not necessarily be a state religion; it will just exert considerable

influence.

## Restrictions on the Priest

Priesthoods are also restricted, usually by decree of the god himself. Below are examples of many typical sorts of restrictions: Note that most priesthoods will only have a *few* of these restrictions, and each faith may employ different ones.

Gods make these requirements of their priesthoods for four principal reasons: Commemoration, Function, Philosophy, and Sacrifice.

*Commemoration* means that the action is a reminder of some important event from the history of the faith. For example, the cross and crucifix are symbols of the Crucifixion.

*Function* means that if the requirement is not met, the priest cannot for some reason function as a priest. For instance, if, in a specific campaign world, clerical magic will not work if the caster has consumed alcohol, then the priesthood will have a requirement that its priests not drink.

*Philosophy* means that the choice is bound up with other elements of the faith. If certain creatures are held to be unholy, unclean, or otherwise taboo, for instance, there will be many secondary requirements derived from that thought. A priest wouldn't be able to wear armor made from its hide or eat its meat. To be buried in or with its skin might even result in involuntary separation from the faith!

*Sacrifice* means that the god requires this behavior to test the mettle of his followers. Those who can't make the sacrifice are obviously not cut out to be his priests.

At his discretion, the DM can make any of these requirements apply to the worshippers of the god in addition to the priesthood. Especially appropriate are restrictions involving Contamination (see below).

### Armor

Priests may be limited in the types of armor they wear. Some sample limitations:

May not wear non-metal armor
May not wear metal armor
May not wear magical armor
May not wear *any* armor
May not use shields
May not use certain types of shields
May only wear armor made by priests of the same faith

Any of these restrictions could be made for any of the four reasons given above. If metal armor disrupts clerical magic, then it could not be worn by priests. If the religion's philosophy forbids harm to animals, then leather armor may be forbidden. And so on.

Armor restrictions don't just reflect the god's attributes or prohibitions; they help define the combat roles of priests in the campaign. A priest who can wear full metal armor is more likely to be a combat force in the campaign than one who can't.

You can be more sure that a player who picks a priest-type which is limited to less efficient armor is a player who wants to role-play a priest, rather than one who merely

wants to play a fighting machine who is efficient in both combat and magic.

## Celibacy

Though in modern times the terms Celibacy and Chastity have become confused, here we're only using the older meaning of the word Celibacy: The state of being unmarried. Priests who are required to be celibate must remain unmarried. A DM must decide individually for each celibate priesthood if its priests must also remain chaste (see below).

A priesthood could require celibacy as a sacrifice to the god, because it was philosophically opposed to the state of marriage, or for many other reasons. The fighting priesthood of a war-god might require its priests to stay celibate so that they won't be distracted by thoughts of home and family while engaged in warfare.

## Chastity

Chastity involves not engaging in sexual relations. A priest could be celibate but not chaste; one could even be chaste but not celibate, though that would be pretty strange.

Priesthoods require chastity as a sacrifice to the god, or when its priests are supposed in some way to be spouses of the god (either in a symbolic or genuine sense).

In some faiths, chastity is required of its priests except for during specific events or times of the year. For instance, priests of an agricultural deity might be required to remain chaste except during the planting season, when chastity is revoked in order to magically "encourage" the fertility of the fields.

## Clothing

Priests are often required to wear distinctive costumes proclaiming their status. They may only have to do so during the performance of their official functions, or might have to wear their priestly vestments during all waking hours.

Such items don't have to be full costumes. A priest might be only required to wear the specific holy symbol of his faith; otherwise, he could wear what he wished.

In some faiths, priests cannot wear certain types of clothing. Historically, some priest-kings of earth-goddess were forbidden to wear clothes with knots in them; if they wore textile garments, they had to have ragged, unknotted hems.

Priests might also be required to conceal certain parts of their bodies by clothing. Beyond restrictions imposed by society for modesty's sake, priests might have to conceal other parts not considered immodest by the general population.

## Contamination

Many faiths regard certain items or substances as unholy, unclean, or taboo. Its priests are not permitted to handle such things. If they come in contact with them accidentally, they must undergo holy rituals of purifications to cleanse themselves of the taint.

Some sample items or substances include:

Animals (specific animals or whole classes of animals)
Blood
Gems or Jewels (specific types)
Iron
Plants (specific plants or whole classes of plants)
Water (from specific bodies of water)

## Hit Points

Clerics and Druids receive 8-sided dice for hit point progression (see *Player'sHandbook*, Chapter Two). The cleric does a lot of fighting, and the druid has a very demanding existence, living as he does in the wilderness; both need to have comparatively high hit point totals.

The DM can, if he wishes, make any priesthood of a specific mythos take six-sided dice for hit points (like rogues) or even four-sided dice (like wizards). But this is only appropriate for priestly orders which are not very demanding physically.

Most priesthoods should have eight-sided dice for hit points. If a DM decides that a priesthood will have less robust dice, then he must compensate the priesthood with enhanced access to spells and (especially) numerous Granted Powers (discussed below).

*A priesthood should only receive six-sided dice* if it has medium to poor combat abilities, and belongs to a deity with very few physical demands.

For example, a god of dawn has no intrinsic orientation toward combat, and "dawn" does not imply any specific physical demands.

*A priesthood should only receive four-sided dice* if it has poor combat abilities, and belongs to a deity whose attribute implies soft living.

For example, a god of peace or love could have priests with little or no combat abilities and with four-sided dice. However, it's *important* to note that this does not *have* to be the case . . . It is only the case when the DM insists upon it. Priests of the god of peace could be pacifists, but still be good at combat . . . which they may only employ in self-defense. A god of love noted for weapons use, as Eros was noted for his archery, could have priests who specialized in that weapon, and would *not* have to be stuck with a measly 1d4 for hit points.

## Magical Items

Priests are already limited to using magical items usable by all classes or by priests only. But they might also be further restricted by their faiths.

For example, priests of a specific faith might be required to use only magical items made by priests of their order, or might be required to use no magical items whatsoever.

## Mutilation

Occasionally, a priesthood will demand a sacrifice of mutilation of its priesthood. This is most common among evil priesthoods, but could theoretically occur with any priesthood, regardless of alignment.

For example, devotees of a blind god of prophecy might be forced to blind themselves.

(However, it would be more appropriate for them merely to have a Clothing restriction that required them to wear blindfolds when performing official duties.)

When this sort of thing does take place, the priesthood is often compensated for its loss: The god often grants them an extra power (as described below, under "Powers of the Priest"). A priesthood required to be blind, for example, might have an extra power of analysis, identification or prophecy.

### Weapons

Many priesthoods require their priests to use only a certain category of weapons. Some only restrict them *from* using a certain narrow category of weapons. Some require their priests to use no weapons at all. Commonly, a god identified with a certain type of weapon will require his priests to use that weapon and a certain number of similar or related weapons.

The DM should assign the priesthood a weapons restriction based on two choices.

First, weapons restrictions reinforce the special attributes and character of the worshipped god; limiting priests of the god of Death to sickle-like weapons certainly establishes flavor for them.

Second, weapons restrictions, like armor restrictions, help define the combat roles of priests in the campaign. If a priest is limited to daggers and creampuffs, he's not going to be the campaign's combat monster, so magic and his priestly duties will be much more important to the character.

Many examples of this are given in the next chapter, "Sample Priesthoods."

## Spheres of Influence

As you'll recall (from the **DMG**, pages 33, 34), priest spells are divided into categories called *spheres of influence*. Each spell belongs to one of 16 categories. Those categories include:

All, Animal, Astral, Charm, Combat, Creation, Divination, Elemental, Guardian, Healing, Necromantic, Plant, Protection, Summoning, Sun, and Weather.

Priests can't cast spells from all spheres of influence. Any specific priesthood can have *major access* to one or several spheres, and thus eventually learn to cast spells of any level from that sphere, and can have *minor access* to one or several other spheres, and learn to cast spells from only 1st through 3rd level in that sphere.

When designing a new priesthood, the DM decides which spheres of influence the priesthood has.

All priesthoods should have major access to the All sphere. Beyond that, the DM should choose a number of spheres, and the access to each, based on the attributes of the god being served, and on how combat-efficient the priest is already.

If a priesthood currently has access to good armor and a wide range of weapons, the DM should limit the range of spells available to them. If, however, the priests do not have access to mighty engines of war, the DM may want them to have a greater ability with magic, reflected by access to more spheres, and major access to a greater proportion of them.

Priests should have Major access to just about any sphere that has any bearing on the

primary attribute of their god, and at least Minor access to spheres which have a lesser relationship to their god. (For instance, priests of a God of War who is noted for his protectiveness might have minor, or even major, access to the Guardian and Protection spheres.)

Here are some rules of thumb to go by when assigning Spheres of Influence to specific priesthoods:

### The Priesthood Has Good Combat Abilities

If a priesthood is allowed to use metal armors and a good range of weapons, we consider that it has good combat abilities. Therefore, it should have less effective magic, including:

*Major Access To:* The "All" Sphere, and two other Spheres.
*Minor Access To:* Two Spheres.

### The Priesthood Has Medium Combat Abilities

If a priesthood is allowed to use metal armors but restricted to a poor range of weapons, or is not allowed to use metal armors but has access to a good range of weapons, we consider that it has medium combat abilities. It should have a more average access to magic, including:

*Major Access To:* The "All" Sphere, and four other Spheres.
*Minor Access To:* Four Spheres.

### The Priesthood Has Poor Combat Abilities

If the priesthood is not allowed to use metal armors (or even *any* armors) and has access to a poor range of weapons, we say that it has poor combat abilities. It should have an enhanced access to magic, including:

*Major Access To:* The "All" Sphere, and six other Spheres.
*Minor Access To:* Six Spheres.

### Some Definitions

"A good range of weapons" is not a very precise definition, but it's harder to be more precise; what is and is not considered a good range varies with each individual DM. In general, if the priesthood is allowed access to five or more different types of weapons (a bow isn't that different from a crossbow for our purposes, but a mace is different from a spear), or if the priesthood is limited to a few efficient and high-damage (1d8 and better) weapons (such as swords), we say that it has a *good* range of available weapons.

"A poor range of weapons" is just as imprecise. In general, if the priesthood is allowed access to four or fewer different types of weapons, or has access to a greater number of weapons which do no more than 1d6+1 damage, we say that it has a *poor* range of available weapons.

If a priesthood doesn't allow the priest access to the full number of spheres appropriate to that type of priesthood, then the DM should supplement the priesthood with extra Granted Powers. For instance, if a priesthood has Good Combat Abilities but is designed with major access to the All sphere and *only* one other sphere, and minor access to two spheres, then the priesthood is receiving less abilities than it should; it should be given some minor Granted Power to compensate.

Now, this valiant effort to keep combat abilities and magical abilities balanced is substantially thwarted by the original Cleric class himself. The Cleric has major access to 12 Spheres, minor access to one, and the ability to wear metal armors. In short, he is more powerful than just about any more restrictive priesthood.

If the players in a campaign are likely not to take priests of specific mythoi simply because the original Cleric class is more powerful, the DM may wish to revise the Cleric in his campaign. For more on this, see "Toning Down the Cleric" in the Role-Playing chapter.

## Granted Powers

Many types of priests also have special Granted Powers. The basic Cleric, for instance, can turn undead. The Druid starts out with bonuses to specific saving throws and speaks an additional specific language, and gains other granted powers as he gains in levels.

The DM should add at least one Granted Power to the abilities of a priest of a specific mythos; this gives the priest more individual flavor and character. The DM could add several, if this specific priest-class is weak compared to other priests.

Additionally, as with the Druid, the DM can arrange things so that the priest acquires new Granted Powers at certain experience levels, instead of receiving all of them at first level.

Granted Powers come in three levels: High Powers, Medium Powers, and Low Powers.

As with all the priest's special abilities, Granted Powers should be chosen for the priest based on the attributes of the worshipped god. It's not inappropriate to give a water-breathing ability to the priest of an ocean-god, but is quite inappropriate for the priest of a god of the desert winds.

Some Granted Powers may be used any time the priest wishes and when circumstances allow. For example, normal clerics can try to Turn Undead as many times in a day as they wish (but it can only work when they're facing undead, naturally). Other Granted Powers may only be used a certain number of times per day. When the DM first adds a Granted Power to the listing of a priest's abilities, he must define how often and under what conditions the Granted Power may work.

### High Powers

High Powers are those which are of great use in situations which arise frequently in the campaign. Here are some examples of High Powers appropriate to various types of priests:

#### Charm/Fascination

This power works just like the third-level Wizard spell *suggestion*, except that the priest does not have to use material components to the spell.

The DM may define this Power as working one of two ways. Either it can be used in combat (in which case it can be used against only one target at a time), or it cannot be used in combat (in which it can be used against a number of targets equal in HD to two times the Priest's experience level).

In either case, the Priest can use the ability three times per day. If the target makes his saving throw, he may choose to reject the suggestion, but will not recognize that priestly magic was being used against him.

This power is most appropriate to priests of the gods of love, mischief and trickery, music, and peace, but can be given to any priesthood which has an influential position in the society.

### Immunities

This power gives the priest an automatically-successful saving throw against certain types of damage, attacks, or broad classes of spells.

Examples of appropriate categories for immunity:

Certain types of priests might have automatically successful saves against **all Evocation spells.** This is a very powerful ability; it means the priest will automatically take half damage from most damaging spells. (Those spells which don't allow a saving throw are not stopped or affected by this immunity.)

Others might have automatic success against all **Enchantment/Charm spells.** This is equally powerful; it means that the priest will be completely unaffected by most spells of this sort, as well as other powers such as the vampire's hypnotic gaze.

Immunities may be taken against any one wizardly **School of Magic,** against any one priestly **Sphere of Influence,** or against all **Poisons,** as a High Power. There are other, lesser, immunities, discussed below.

Immunities can work *against* a character, though. Immunity to **all priestly Necromantic spells** means that the character does not benefit as much from Healing spells. He automatically makes his saving throw against them, whether he wishes to or not, and so gets only half the healing value of the spell.

The Immunity must be appropriate to the attributes of the god being served. The priest of a god of healing might have an Immunity to all poisons, while the priest of the god of love might have an Immunity to Enchantment/Charm spells.

The most important thing to remember about Immunity is that it isn't complete protection. It merely gives the character an automatically-successful Saving Throw. In most cases, this means that he will still take half damage from the attack or spell.

There is no limit on the number of times per day a character can use this ability; whenever he is struck with the appropriate attack, his Immunity helps protect him.

### Inspire Fear

This power is similar to the wizard's fourth-level *fear* spell, though the cleric does not have to use material components.

A priest with this power can use it twice per day.

This power is most appropriate to priests of gods with dark or fearsome aspects: Death, for example.

### Shapechanging

This power is very similar to the druid's shapechanging Granted Power, not to the ninth-level wizard spell; read the description of that power in the *Player's Handbook*.

The power can be used three times per day; it is the DM's decision whether the priest can change into three different types of animal, each once per day, or only into one specific type of animal three times per day.

This power, though it would seem to be most appropriate to priests of gods of nature, is actually appropriate for any priesthood . . . if the god in question has an animal symbol or totem. For instance, if the god of the sky has as his symbol the eagle, it's appropriate for his priests to have this power and turn into an eagle three times per day.

### Turning Undead

This is identical to the cleric's ability. It is most appropriate to priests of the gods of birth, dawn, fertility, fire, good, guardianship, healing, light, love, magic, and the sun. There is no limit to the number of times per day a priest can use this ability.

## Medium Powers

Medium Powers are those which are of some usefulness in situations which arise frequently in the campaign, or are of great use in situations which only arise occasionally. Here are some examples of Medium Powers:

### Defiance of Restriction or Obstacle

With this power, the priest can simply ignore some aspect of the physical world which normally slows, impedes, or prevents passage.

For example:

The priest of a nature god might be able to ignore heavy underbrush: He can travel through the thickest undergrowth as fast as he could normally walk, while other humans are slowed or even stopped completely.

The priest of the god of winter or the north wind might not find ice slippery; he could move at a normal rate across the slipperiest frozen rivers or glaciers with no chance of falling.

The priest of a god of wind might be able to walk into the fiercest headwind without being slowed.

The priest of the god of mischief might be able to climb walls and hillsides at his normal walking-speed, and without the need to make a roll for success.

There is no limit to the number of times per day a priest can use this ability.

### Immunities

You read about Immunities above, under "High Powers." The Medium Powers

immunities are not so strong. A single immunity will give a priest an automatically-successful saving throw against:

A narrow category of spells (for example, all Fire spells of the Evocation school);

A narrow category of special powers (all Paralysis, including Hold spells and ghoulish paralysis; or all Energy Drains; or all dragon-breath powers); or

A narrow category of poisons (all snake venoms, for example).

Again, each type of Immunity is appropriate to a different type of priest. Priests of the god of Fire could be immune to Fire spells. Priests of the god of Earth, whose symbol is often the snake, could be immune to all snake venoms.

And, again, Immunity isn't complete protection; it just gives the character an automatically-successful Saving Throw.

### Incite Berserker Rage

This power allows a priest to inspire a fighter (anyone belonging to the warrior class) to a state like berserker rage. The warrior must be willing to have this war-blessing bestowed upon him.

It takes one round for a priest to incite a single warrior to berserker rage; the rage last six turns. A priest can use this power on any number of warriors per day, one at a time. A warrior may only be incited to berserker rage once per day; even if a different priest tries it on him, it cannot incite a warrior to a second rage in the same day.

The rage isn't identical to the abilities of the true berserker (see the description for the berserker in *The Complete Fighter's Handbook).* However, it does give the warrior a +2 to hit and damage for the duration of the rage. While enraged, the warrior cannot flee from a fight; he cannot leave the field of battle until no enemies face him. Once he does leave the field of battle, he can choose whether or not he will emerge from the rage or sustain it; a warrior would sustain it if he felt that another fight was likely to take place soon. When he emerges from the rage, the warrior takes no extra damage or ill effects.

This power is most appropriate to priests of the god of war.

### Language and Communication

The priest with this power gains one extra language *per experience level* he gains. This power is often granted only after a certain experience level is attained; for example, with the druid, this power is granted at 3rd level.

If nonweapon proficiency rules are used, then the priest gains one *extra* nonweapon proficiency slot each level, and must use that slot to acquire a language.

The types of languages learned with this power should be restricted by the DM. Priests of the gods of nature are limited to learning the languages of woodland creatures, while priests of the gods of the earth are limited to learning the languages of serpents, dragons, and other cthonian reptiles; priests of the gods of the sky are limited to the languages of birds and other aerial creatures, while priests of the gods of the seas are limited to the languages of sea-dwelling creatures.

The number of languages learned with this power may likewise be limited. Six to ten extra languages learned this way is a practical limit.

If the campaign is using the optional weapon and nonweapon proficiency rules, then priests might, instead of being limited to languages, receive proficiency slots limited to

certain categories of languages, weapon proficiencies, and nonweapon proficiencies pertinent to their faith.

*Example:* The priest of a specific war-god might, at third level, start receiving one extra weapon proficiency slot every experience level up to 12th.

### Laying On of Hands

This power is identical to the paladin's ability; the priest can, once per day, heal himself or another for 2 hit points per experience level.

This constitutes a little extra healing ability. It's most appropriate to priests of the god of healing. It's also appropriate to priests who don't have access to healing spells, but who should have a little bit of healing ability anyway.

A *reversed* version of the power, where the priest lays on his hands and inflicts 2 points of damage per experience level, or 1 point of damage per level if the victim makes a saving throw, is appropriate for priests of the god of disease. A priest cannot have a healing Laying On of Hands that is also *reversible* to a harmful Laying On of Hands; it must be defined as either healing or harmful.

### Prophecy

With this power, the priest can sometimes see visions of the future. A priest with the Prophecy power can use it two different ways.

First, the priest may sink into a meditative trance and try to receive visions of the future. This trance lasts ten turns; if the priest is interrupted before the ten turns are done (struck with a weapon, shouted at by someone within six feet of him, or knocked over), the trance is prematurely broken and the priest gets no vision.

Second, visions may just come to the priest, at the DM's discretion. When the priest is hit with such a vision, for a single combat round he no longer perceives the real world; he sees, hears and experiences nothing but his vision.

The priest receives no vision of the future if the DM doesn't have one for him to see. Therefore, the priest who deliberately sinks into a receptive trance gets absolutely no vision if the DM doesn't want him to see one. Therefore, this power is only partly an ability which gives the priest an advantage of future sight; it's primarily a tool for the DM to give the priest clues about the future, clues which guide the adventure without giving the priest an overwhelming advantage in the campaign.

The visions which the priest receives should be short and easy to misinterpret. They may be highly symbolic; if he sees a rat fighting a serpent to the death, the animals may represent mighty armies which bear those creatures on their flags, or may represent two characters with traits similar to those animals.

Also, the DM must decide whether, in his campaign, prophetic visions are *changeable* or *unchangeable*. If they're changeable, then the priest will sometimes see events which can be prevented. This tells him which way the winds of fate are currently blowing, but he knows that enough effort can change the future he sees. If they're unchangeable, then nothing he can do will alter this vision; however, it's still possible that the vision is deceptive and not exactly what he thinks it is. (For instance, when he sees his best friend plummeting to his death from a clifftop, he may actually be seeing his friend's twin or doppleganger dying in this manner.)

This is a particularly tricky power to use within the scope of the campaign. Always remember that it's a tool for the DM to give a slight advantage to the character and to guide the story, and not a weapon for the priest character to use against the DM or the story. The priest character can't sink into a trance, receive no vision, and then immediately sink into another one and expect to receive a vision then. The endowing of visions is strictly at the DM's pleasure, just as, in the campaign, visions are granted to characters strictly at the god's pleasure.

This power is most appropriate to priests of the god of prophecy. However, it's appropriate to priests of any god. In Greek mythology, for example, there were famous prophetic temples devoted to the gods Zeus (a god of the sky, lightning, oaks, and wisdom), Apollo (a god of light, the sun, and music), and Gaea (the ancient earth-goddess).

There is no limit on the number of times per day this power may be used. A character can try to entrance himself several times per day, though this is usually fruitless and annoying. However, the DM can supply a priest-character with visions any number of times per day. To keep prophecy from becoming a dominant part of the campaign, it's best to limit the number of visions received, through either of the two methods, to once or twice per *month*.

## Low Powers

Low Powers are those which are of some usefulness in situations which arise occasionally in the campaign, or are of great usefulness in situations which hardly ever arise. Here are some examples of Low Powers:

### Analysis, Detection, Identification

With this power, the priest can identify a category of persons, places, or things. He must be within 10' of the object in order to identify it correctly; he does not have to see it, and the object can be hidden. In some cases, it could even be buried.

If the DM designs it as part of the ability, the priest can also *analyze* the object and get additional details about it. The type of information brought about by this analysis varies from object to object, as we'll discuss below.

Here are some examples:

A priest of the god of **healing** could identify and analyze injury and illness. He could look at an injury and see not just where it hurts, but also if it is infected or poisoned, how long ago it was inflicted, etc. He could look at a sick person and determine which disease afflicts him, what stage of advancement the disease is in, and what the sick person's chances of recovery are.

A priest of the god of **good** could *detect evil* , as per the first-level Priest spell; analysis would let him know whether the evil were lawful, neutral, or chaotic in orientation.

A priest of the god of **goldsmithing** could *detect gold* , including refined gold that has been hidden or unmined gold still under the earth.

Some of these powers of identification and analysis are especially useful, such as those which duplicate *detect good, detect evil* , and *detect magic* spells. These may only be used three times per day. Other powers may be used any number of times per day. These powers are not automatic; the priest must concentrate for a full round in order to use this

power.

### Immunities

As a Low Power, Immunity can act in one of two ways.

A granted Immunity can give the priest an automatically-successful saving throw against one specific type of poison or magic spell. For example, a priest could automatically save against cobra venom, or against the *fireball* spell.

Alternatively, such an Immunity could give the priest a +2 bonus to Saving Throws against a narrow category of spells; a narrow category of special powers; or a narrow category of poisons. These are the same categories the Medium Power immunities are broken down into; the difference here is that the Low Power immunity only grants a +2 bonus to saves vs. those attacks, instead of providing an automatically successful saving throw.

Therefore, a Low Power immunity could give a priest automatic success against the *charm* spell; a different one could give the priest automatic success against the paralysis brought on by the ghoul's touch; a different one could provide a +2 bonus to all saving throws vs. all enchantment spells; another one would provide a +2 bonus to all saving throws vs. any sort of paralysis ability or spell.

### Language and Communication

As a Low Power, the priest receives one extra language appropriate to the priesthood. If the campaign uses the nonweapon proficiency rules, this power consists of an extra nonweapon proficiency slot which must be used to take one specific extra language.

### Soothing Word

With this power, the priest can remove the effects of the *fear* spell or can sway the attitude of a hostile crowd or mob.

The priest can use this power three times per day. A single use can either: Dispel one application of the *fear* spell on one victim; eliminate one warrior's berserker rage; or momentarily calm down a number of characters or monsters (equal to 2x the priest's experience level in hit dice; therefore an 8th level priest could momentarily calm 16 HD of angry mob, for instance).

This power is primarily useful for getting the attention of an angry group of people and allowing the priest to address them. The combination of the *soothing word* , the respect that many cultures have for their priests, and the speaking abilities of many priests can often defuse an angry mob.

As described above, this power is most appropriate to priests of the gods of healing, love, music, peace, and wisdom.

If the DM limits this power still further, it becomes appropriate to other classes of priest. For instance, if the *soothing word* only works on animals, it becomes appropriate for priests of the gods of animal protection, the earth, fertility, and hunting. If it only works on dwarves, it is appropriate for priests of the god of the dwarven race.

### Other Powers

Just about any spell can be adapted to a priest's Granted Power.

## Which Spells Can Be Used

Priest Granted Powers may not be derived from every spell on the books. Some wizard schools and priest spheres are not permitted for adaptation to granted powers. Normally, when a spell belongs to two schools or spheres, where one is permitted and the other is not, the spell can still be adapted to a granted power; but some exceptions are noted below.

Priest Granted Powers may be derived from wizard spells of the schools of Abjuration, Alteration, Charm, Greater Divination, Invocation, Lesser Divination, and Necromancy. They may also be derived from priest spells from the spheres of All, Animal, Charm, Creation, Divination, Guardian, Healing, Plant, Protection, Sun, and Weather.

Priest Granted Powers may *not* be derived from wizard spells of the schools of Conjuration, Summoning, or Conjuration/Summoning; from Enchantment (spells listed as Enchantment/Charm are permissible, but those listed as belonging to Enchantment and any other school are not; for instance, *Leomund's Secure Shelter* , usable by Alteration and Enchantment, is not allowed); from Illusion or Illusion/Phantasm; from Evocation (if a spell can belong to the school of Evocation, it cannot be taken as a granted power even if it can be used by other schools; for instance, *Melf's Minute Meteors*, usable by evocation and alteration, cannot be taken as a granted power).

Neither may they be derived from priest spells of the spheres of Astral, Combat (even if a spell belongs to Combat and one other sphere, as *shillelagh* belongs to Combat and Plant, it cannot be used to make a Granted Power), Elemental, Necromantic, or Summoning.

Note that priest spells are listed with wizard-school designations and with spheres of influence (for example, *Animal Friendship* is shown as an Enchantment/Charm school and of the Animal sphere). When making granted powers from priest spells, ignore the wizardly school and pay attention only to the sphere of influence.

## Maximum Levels

Granted Powers may not be derived from wizard spells of fifth level or higher, or from priest spells of fourth level or higher.

## Limitations on Use

The DM must determine limitations on the use of the Granted Power. (There's no call for a priest to be using his power all the time, every day.)

If it's a power which is very useful in a lot of situations (for example, a healing ability), it should be usable once, twice, or three times per day. The more useful it is, the less a priest should be able to use it; thus, a healing power would be usable once per day, while a detection ability might be usable three times per day.

The DM can also choose for the power to take considerable time to use; special powers should take a minimum of one round to use; more commonly, they should take a complete turn.

### High, Medium, or Low

Once the DM knows which spell the power is derived from and how often and easily it may be used, he can decide whether it is a High, Medium, or Low Power.

High Powers are those which frequently can dramatically affect the course of a combat or otherwise affect an adventure. The examples of High Powers listed above (charms, major immunities, the ability to inspire fear, shapechange, or turn undead) can all have dramatic and powerful effects on an adventure in progress.

Medium Powers are those which frequently give an advantage to the priest, or which occasionally will dramatically affect the course of a combat or adventure. The examples of Medium Powers listed above (defiance of obstacles, medium immunities, inciting berserker rages, enhanced language abilities, laying on of hands, and prophecy) all do these things.

Low Powers are those which only occasionally give an advantage to a priest, but which are also very much in character for the priest and his god. The examples of Low Powers listed above (detection and analysis, minor immunities, minor enhancements to language abilities, soothing word) all meet that definition.

So, when a DM creates a new granted power, he must decide which of these three sets of criteria the power meets, and define the power as High, Medium, or Low.

In any case, this definition is only a rule-of-thumb guideline to how powerful the granted power is. It helps the DM when he's assigning powers to priests of specific mythoi. For instance, if he has created a description of a priesthood and decides that it's just almost powerful enough, and only needs a little bonus (a Low Power) to make it just right, he'll be able to choose from his list of available Low Powers and can ignore his listings of High and Medium Powers, which would make that priesthood too powerful.

## Followers and Believers

At a certain level, priests receive *followers* and *believers* , men and women of the same faith who serve the priests.

To receive their followers and believers, priests must achieve a certain experience level (8th or above, with 9th as the most common level). Soon after (the same experience level or during the next-higher level), the priests must assume the duties of a church leader by building a church or temple (whatever is appropriate to the faith) and ministering over a specific geographic area. At that time, their followers begin showing up, and arrive over a period of several weeks.

### What Are They?

Followers and Believers are non-player characters who are supposed to help promote the priest's faith. But *what* they are in terms of character classes, levels, and duties varies from faith to faith.

The DM decides what character classes the followers belong to (based on the needs and orientations of the player-character priests and the beliefs he promotes).

For example, let us say that the priest serves the God of Strength. The followers are

likely to be all Warriors and Priests of the same god.

If the priest serves the God of Mischief, the followers are likely to be primarily Rogues and priests of the same god. There may be some Warriors and Wizards among the followers, men and women who are particular admirers of this god and his attributes as they pertain to combat and magic.

If the priest serves the God of Agriculture, the followers could be Normal Men and Women who don't belong to a specific class, with a few priests of the same god among them.

Now, it could be that the priest player-character is trying to create a specialized *order* within the more generalized faith. A priest of the God of Everything might want to create a militant order. Though the broad worship of the god includes every subject and attribute possible, this priest is devoted to the god's warrior-aspect. Therefore, with the permission of the elders of his faith (and, by inference, the permission of the DM), all this priest's followers would be warriors and some priests, probably at higher than first level, whose mission is to bring war to the enemy and then religious enlightenment to the conquered.

This sort of thinking is to be encouraged among player-characters. A player who's thinking of creating a specific religious order is thinking in character and within the scope of the campaign rather than just thinking about how to acquire more spells and magical items.

## Who Are They, and How Do They Know to Arrive?

The answers to these questions vary from faith to faith. The DM has at least three ways to approach this:

(1) The followers are local people who are already worshippers of the priest's god. When they hear that there will be a new priest of that god in their area, they arrive and offer him their services.

(2) The followers already belong to another church or temple of the same faith. When the PC announces his intent to build his own temple, his faith's superiors send him followers and believers to help him.

(3) The god subtly inspires people from near and far to journey to the new temple and offer their services to the priest.

## How Many and How Strong Are They?

As a general rule of thumb, the priest should receive anywhere from 10 to 100 experience levels worth of followers, with the average being around 30. The DM should decide how many levels of followers show up rather than having the priest-character roll a die.

These followers can all be of the same level, or can be of different experience levels. Zero-experience characters (i.e., normal men and women) count as 0-level characters. No follower can be of higher level than three levels below the priest (thus, an 8th-level priest cannot have a follower higher than 5th level).

Here are some examples of arrangements of followers that different types of priests can have. With each arrangement, we're presuming 30 levels' worth of followers.

The priest-leader of a militant order could have 24 first-level fighters, one second-level

fighter, and two second-level priests.

The priest-leader dedicated to the common man could have 56 normal men and women, and two first-level priests.

The priest-leader who is part of a bureaucratic hierarchy could have five fifth-level priests and five first-level priests.

The priest-leader of a temple which is supposed to guide, protect, and teach a community could have one fifth-level priest, one second-level priest, three first-level priests, ten first-level warriors, two second-level warriors, and sixteen normal men and women.

The DM can assign even more esoteric followers to a priest. The priest of a woods-god might have nymphs and centaurs among his followers, in which case the HD of the monster corresponds to its level (a 2HD monster corresponds to a second-level character, while a 2d6+2HD monster corresponds to a third-level character).

All these followers constitute priests, warriors, and workers (the normal men and women) belonging to or assigned to the priest's temple or church. Their entire job is serving the temple or church; they are housed, fed, and sometimes paid by the temple or church. They aren't the "flock" or whatever you choose to call the populace of the area the priest is supposed to serve.

## How Much Control Does the Priest Have?

The priest's command over these followers varies from faith to faith. A player-character priest cannot assume that he has a tyrant's powers of life and death over this followers and believers. The DM decides what sort of command the priest has over them based on the nature of the campaign's culture and on the dictates of the faith.

In a normal faith, the priest will be able to order his followers to work and effort like any employer (and, in a medieval or fantasy setting, employers have more power over their employees than in contemporary society). He can advise them and (if he chooses) put considerable pressure on them regarding the people they associate with or even marry.

## Punishments

When he is displeased with their actions or performances, he can punish them by restricting their activities and movements, applying corporal punishments (beatings which may not reduce them below three-fourths their starting hit points), and assigning them particularly nasty tasks and duties. If their offenses are sufficiently great, he can fire then from service in his church or temple, or even separate them from the faith (as described earlier in this chapter).

Customarily, he cannot incarcerate them for any great length of time (i.e., over a week), seriously injure them (perform any punishments which reduce them below three-fourths their starting hit points), kill them (killing them and restoring them to life is still forbidden), or use harmful magic on them, including magic which denies them free choice.

Spells which are normally forbidden for purposes of punishment or even "guidance" include *create light wounds, magical stone, shillelagh, charm person or mammal,*

*enthrall, flame blade, heat metal, produce flame, spiritual hammer, call lightning* (except when used to frighten instead of damage), *cause blindness or deafness, cause disease, curse, summon insects* (except when used to frighten instead of damage), *cause serious wounds, poison, produce fire, cause critical wounds, flame strike, insect plague, quest* (except when the target willingly undertakes the quest to atone for his misdeeds), *spike stones, wall of fire, fire seeds, harm, creeping doom, earthquake, fire storm, wither, energy drain, destruction , or symbol.*

Spells like *command, entangle, cause fear, hold person ,* and *confusion* are permissible, because they last only a short time, or do not change a character's belief about any subject.

However, in evil faiths, the priest may be able to order the execution of followers for anything which displeases him. In particularly bureaucratic faiths, a priest may not be able to assign any punishment without a process of trial and conviction, or without permission from a higher-ranking priest at the faith's main temple or church. The DM will decide whether or not a particular faith has these characteristics . . . but most don't.

## Important Followers

The DM should create many of these followers as fully-developed NPCs, including names, personalities, ability scores, equipment, etc.

When a large group of followers are "identical" in class and level (for example, if you have sixteen Normal Men and Women), one or two should be singled out and fully developed. When followers are already more individual (for instance, if you only have two second-level priests or one fifth-level fighter), such followers should be fully developed.

When possible, it's a good idea to role-play the arrival of such characters within the temple, the better to give the priest PC an idea of what his followers are like.

All of this work will make the temple and its inhabitants more immediate and real to the priest character (and the other player-characters).

## What If They Die or Gain Experience?

When followers die, they are replaced by whatever means brought them to the temple in the first place. A new local will volunteer his service, or the church hierarchy will send a replacement, or the god will inspire a new NPC to volunteer his service.

It's all right for followers to gain in experience. A soldier who defends his temple from attackers can be expected to gain experience points; a follower who accompanies his priest on adventures can, too.

Only followers who have been given individual names and personalities should gain in experience. An anonymous first-level fighter guard can be expected to remain so; but a named character could rise through levels and become guard-lieutenant, guard-captain, personal bodyguard to the priest, etc.

Named followers gain experience at normal rates based on what they do in their adventures. The only limits placed on all this personal growth are these: No follower can be higher than three experience levels below the level of the priest; and the levels of all followers of a specific temple or church cannot add up to more than 100.

If a group of followers becomes so experienced that it adds up to more than 100 levels, the DM can take steps to reduce the number of levels. For instance, a senior guard-captain may leave the temple when offered captaincy of a guard-unit in another temple (one closer to his family, one more prestigious, etc.). He'd be replaced by a captain of lower level, thus adjusting the available experience levels downward.

Whenever a follower dies or leaves, he is replaced by a follower who was at the experience level the original character held when he first became a follower.

For instance, let us say that a temple starts with a third-level wizard who acts as the priest's advisor. Through adventuring, this wizard rises to sixth level, and then is killed in an adventure. He will be replaced by a third-level wizard.

If a guard-captain rises from second to sixth level in the course of adventuring, and then leaves for service elsewhere, he'll be replaced by a second-level fighter. This doesn't mean that the new fighter is the guard-captain. The priest may prefer for some other follower, who is higher than second-level, to be the new guard-captain. But the replacement character always arrives at the experience level the original character held *when he first became a follower*.

## What If The Priest-Character Is Scum?

Inevitably, some campaign priests, including some player-character priests, will see their followers as a resource to be exploited and abandoned for the priest's amusement. For example, a priest might seduce and cruelly abandon attractive followers, or might send soldierly followers into certain-death situations in order to enhance his own glory.

If the faith is not an evil one, the priest is not following the dictates of his faith and will eventually suffer for it. The first few followers who perish or feel compelled to leave will be replaced normally. After twenty experience levels' worth of followers have left in this manner, however, the other temples of the faith and the local population will "catch on" and the priest will find replacements slowing.

At that point, the priest will receive one experience level of replacement follower for every two he loses. (This doesn't even count experience levels gained by followers through adventuring. If a second-level guard-captain rises to sixth level and then is wasted in this manner, he'll be replaced by a soldier half his *original* experience level, i.e. a first-level fighter.)

If the priest loses another twenty levels through neglect or maliciousness, he will receive one experience level of replacement follower for every five he loses. If he loses another ten levels through neglect or maliciousness, he will receive one experience level of replacement follower for every ten he loses. If he loses any more through his misbehavior, they are not replaced.

That isn't the only result of evil behavior. The higher-ranking priests of the faith will launch an investigation, assigning a priest of level equal to the offending priest to his temple to conduct the investigation. If it is this priest's conclusion that the priest has behaved badly, he could find himself punished; he could have his temple taken away and could even lose experience levels (if his god is offended by his misbehavior and decides to punish him).

Also, the other followers and the flock could become disillusioned. Surviving followers could leave or even betray the priest. The local population could gradually

cease to attend the priest's church, and seek their spiritual fulfillment elsewhere.

How long does all this take? That's a role-playing consideration. A priest can be corrupt and hide his behavior from the faith and from his following for years. If he does "waste" followers, but does so at a very slow rate, it could be years or decades before the population catches on. If he's overt, and flaunts his corruption or wastes his followers at a more advanced rate, he could find himself in trouble mere weeks or months after first attracting his followers.

However, if the faith is an evil one, such behavior is normal. Wasted followers will be replaced normally. (They are not, however, likely to be *loyal* followers, and may conspire to eliminate and replace the priest.)

## Role of the Faith

The DM must decide what role an individual faith has within the campaign's culture. This role breaks down into four parts:

How the faith relates to other faiths;
How the faith relates to the aristocracy;
How the faith relates to the people; and
How the faith relates to foreign faiths.

### Relations With Other Faiths

Most fantasy cultures tends to fall into one of the following categories:

Monotheistic By Demand
Monotheistic By Dogma
Pantheistic, Chief Faith Dominant By Charisma
Pantheistic, Chief Faith Dominant By Strength
Pantheistic, No Chief Faith

Here's what those terms mean within a campaign.

**Monotheistic By Demand:** The faith's god acknowledges that there are other gods, but demands that everyone worship him or her alone and not those other gods. If a culture is Monotheistic By Demand, it means that this one faith is the only one legally permitted within the culture. This faith is able to demand a tithe (discussed earlier in this chapter) of its followers.

**Monotheistic By Dogma:** Whether it is true or not, the faith claims that there is only one god or goddess and that everyone must worship that one being. If a culture is Monotheistic By Dogma, only the one faith is permitted within the culture. Typically, the worshippers are sufficiently inflexible in their belief that they often participate in religious wars in order to extend the domination of their own faith or suppress faiths they consider dangerous or heretical. This faith is able to demand a tithe of its followers.

**Pantheistic, Chief Faith Dominant By Charisma:** This culture concedes that there are several gods with individual faiths or cults associated with them. One, however, is the special favorite of the population, because they consider that god's attribute, personality, or blessings superior to any other god's. Most citizens of the culture worship this chief

god and any other gods they choose. In this type of culture, the dominant faith typically asks but is unable to demand a tithe of its followers.

**Pantheistic, Chief Faith Dominant By Strength:** This culture concedes that there are several gods with individual faiths or cults associated with them. One, however, is supreme in power, either because it has a strong hold on the culture's ruling aristocracy or because the chief god has a power or promises rewards that make his worship necessary. (For example, even in a culture where many gods are worshipped, the god who decides how each person's afterlife is to be spent could be the dominant god; or the king of the gods, who rules the god of the afterlife, could instead be dominant.) In this type of culture, the dominant faith is able to demand a tithe of its followers.

**Pantheistic, No Chief Faith:** This culture concedes that there are several gods with individual faiths or cults associated with them. Though individual cults may be stronger or weaker than each other, none is dominant throughout the culture. Each faith can only ask, not demand, a tithe of its worshippers. Within the culture, individual *communities* may have dominant gods; and within those individual communities only, the chief god's worship will correspond to one of the "Pantheistic, Chief Faith Dominant By Charisma" or "Pantheistic, Chief Faith Dominant By Strength" categories. Some cities will not have dominant gods, or may have two or more dominant gods who have joint worship here but not elsewhere. All the gods worshipped within the culture will be perceived to belong to the same family, or pantheon, of gods.

### Relations With the Aristocracy

Once the DM makes the decision about the sort of hold the faith has on the culture, he can decide what sort of relations the faith has on the country's rulers. This was discussed earlier in this chapter, under the heading "Rights of the Priesthood."

### Relations With the People

Then, the DM can determine what sort of relationship the faith has with the population. All faiths exert some control over the flock, by helping interpret or define what the flock believes; some faiths exert more power, some less. Some abuse that power, and some don't. Some faiths rule the people, while others *are* the people.

The DM needs to ask himself these questions:

### Is There A Priestly Caste?

That is, is Priest the full-time job of the priest, making priesthood something a little distant from ordinary humanity; or do most priests only act as priests part-time, having other occupations most of the time, and making priesthood something that any ordinary person can attain?

Just because Priest is a character class in the AD&D® game doesn't mean that the campaign culture has a priestly caste. In a specific culture, a character could be a blacksmith and also priest of the god of metalwork, or a soldier and also priest of the god of the sun, or a scribe and also priest of the god of death. The character's profession does not have to have any bearing on his priestly role . . . though it would be inappropriate to be a soldier and a priest of the god of peace, for instance.

In such an arrangement, the character lives in his home, works to make his living, and is an everyday fellow. On occasion, he puts on his priestly vestments and attends to his priestly duties (performing marriages, arranging and performing rituals, giving guidance to those who ask it of him, praying to the god for favors). Most of these events take place at the god's temple or church, but most of the faith's priests do not live there; only priests with no other quarters, and followers of the chief priest, would live there. (A priest could live in his own home while his followers lived in the temple!) With this sort of arrangement, priests are very definitely men and women of the people. They are not supported by tithes (though tithes probably led to the building of the temple), and just about anyone in the culture can become a priest.

However, if priests are a distinct caste in the society, then priesthood is (in addition to everything else) a *job*. It is the priest's principal occupation. Most priests live in the temple or in properties owned by the faith. It may be considerably more difficult to become a priest; someone intending to become a priest may have to go through years of education and enlightenment before becoming a priest. (This isn't all that important from a campaign perspective; player-character priests still start out at first level, but with the understanding that they've gone through all this teaching and training before they enter the campaign.)

### Can The Faith Inflict Serious Punishments On Non-Believers?

This is a reflection of the faith's political power in the campaign culture. Does the faith have the power to inflict punishment on those who do not follow the faith's principals? Can they imprison, interrogate, or even torture or execute non-believers or worshippers of other faiths?

If they can, they're a very powerful faith in the culture, and one which can guide the culture into periods of religious terror (whenever they try to purge the land of heretics, or to conceal elimination of political enemies by pretending they're heretics and purging them) or into all-out wars with cultures of different faiths.

Giving a faith this right in a campaign means that there's always the danger of religious persecution in the campaign. If it's the campaign's main setting where a faith has this power, the player-characters may find themselves hired to oppose or even to help such an effort of persecution. If it's a foreign power, the heroes may find themselves helping fugitives escape that land, or may even face the oncoming juggernaut of an army when that faith decides it's time for a holy war.

### Is The Faith Indigenous To This Population?

Did the faith in question spring from this culture, or was it introduced to this culture by immigration or war?

If it sprang from this culture, that's fine.

However, if it was introduced into this culture and supplanted an earlier faith, the DM has the opportunity to introduce some interesting story elements because of friction between the two faiths.

If the new faith conquered and eliminated the old faith almost completely, then there will be hidden, secret sects of the old faith still in existence . . . sects which plan to re-establish the preeminence of their god.

If the new faith has dominated and absorbed the old faith without destroying it, you can deal with changes to the culture resulting from that absorption. What if, in the old culture, female priestesses and their goddesses were dominant, while in the new faith male gods and their priests are in power? Or, what if the reverse is true? Or, what if the old faith oppressed one gender and the new faith treats them as equals? In any case, there will be ongoing struggles, especially struggles of politics and traditions, where believers in the old faith try to keep things traditional and familiar while believers in the new faith try to impose their own beliefs on the population.

As a variant of that, a campaign setting, or even an entire campaign, can be built around a missionary situation, where priests of one faith have been introduced into a setting where a different faith reigns . . . and have appeared with the intent of converting the local population to their beliefs. This is especially interesting where missionaries of a more sophisticated culture are sent to a more primitive region.

The priests of the new, intruding faith are sent with the purposes of educating the "natives," challenging and defeating their priests (if any), and converting the native population to the new belief. The priests might have to oppose soldiers of their own land, who are raiding and exploiting the natives, or may cooperate with them for the glory and profit of their own temples, depending on whether the DM considers this a "good" or a "bad" faith and cause.

In such a setting, player-characters could take on any number of tasks. They could be the new priests, spreading the new faith. They could be enemies of the new priests (perhaps they're priests of another faith altogether!) working to defeat the missionary efforts of the new priests. They could be warriors or foreign defenders of the native population, fighting the soldiers who steal the native culture's treasures and take natives as slaves. They could be those exploitative soldiers. In as complicated a situation as this one is, there are many opportunities for adventure . . . and for tough ethical questions for the DM to introduce into the campaign.

### What Secondary Roles Does The Faith Fill?

The DM also needs to decide if a faith fills one or more cultural niches which are not intrinsically religious.

For example, a faith could be the principal educator of a society. Each temple would then also serve as a school, and all priests would have nonweapon proficiencies which allowed them to teach subjects or preserve knowledge. A faith with this privilege will be a powerful one in the culture, because it influences the thinking of each new generation.

A faith might have a secondary function as a shelterer of travellers. Each temple would have a wing or annex which was a sort of hotel for travellers, with many of the brothers and sisters of the faith "running the hotel." This makes this faith a principal waystation for rumors, and the church would be the first place that people would turn to for news.

The faith of the god of Wisdom might be the only one which could supply judges and advocates in trials. The faith of the god of Strength might supply all judges and marshals to athletic events. Perhaps only priests of the god of metalwork can mint coins.

It's extra work to introduce these small cultural elements into a campaign setting, but they add a depth of detail to a campaign for the DM who is willing to do that extra work.

### Relations With Foreign Faiths

Once he's decided how the campaign's chief culture is arranged, the DM can make the same decisions about all the other, foreign, cultures in his world.

Then, if he wishes, he can add still more detail to the religious fabric of his campaign setting by defining how different cultures regard one another's religious practices.

Some cultures avidly welcome the introduction of new religious elements into their own. Pantheistic cultures, especially those which have no dominant faith, are likely to welcome worship of each foreign god that is encountered.

Some cultures violently oppose such an introduction. For example, a culture might be pantheistic, worshipping many gods, and yet still believe that its pantheon is the only true pantheon . . . and that all foreign gods and foreign pantheons are lies or demons.

Foreign cultures often worship some of the same gods as the campaign's principal culture, but do so under different names, with different rites, and believing in different stories about those gods. A tolerant culture will welcome new interpretations of their gods. An intolerant one will, at best, seek to educate the foreign culture to "correct its misunderstandings"; at worst, it will insist that the foreign land be conquered and forcibly "corrected."

This, then, is another way to add detail and texture to a campaign: By deciding how foreign faiths regard one another, and what effect that regard has on the cultures involved. These effects range all the way from increased trade and exchange of knowledge through war, conquest, and even genocide.

## Rites and the Calendar

Most faiths have regular rites and rituals tied in to the calendar. This is discussed more fully in the "Role-Playing" chapter later in this supplement.

## Hierarchy of the Faith

Most faiths have a definite organization, with more experienced priests leading less experienced ones. In some faiths, bribery and corruption can allow a less experienced priest to gain power and influence over more experienced ones, but this is uncommon.

In the AD&D® game, most faiths are organized based on the experience levels of their priests. The higher in level a priest is, the higher he may be in the faith's organization.

But the DM needs to note a couple of important facts.

First, most NPC priests start at first level and never rise any higher than second. The player-character priest, who gains levels throughout a career that is mostly characterized by *adventure* is an exception to the usual rule.

Second, the PC priest, with his (comparatively) meteoric rise through levels, may not wish to or may not be able to enjoy the benefits and responsibilities of most priests. Many priest PCs will wish to forego the duties of running a temple and stay on the road, acting as a mobile agent for their faith. This is a viable option for a priest in a campaign.

More on this subject is discussed in the "Role-Playing" chapter.

### Experience Levels and Hierarchy

Below is the usual arrangement of priesthoods in a campaign. First is the organizational structure which NPC priests usually follow; then, we'll talk about player-characters and their place in the structure.

### Level Zero (Normal Men and Women)

A "level-zero" priest is someone who has just been accepted into a priestly order and is receiving his initial training. Player-characters do not have to start out at zero-level; the only zero-level priests that the PCs will ever encounter will be NPCs undergoing training.

### Level One-Level Two

First-level priests are typically assigned as aids, clerks, and assistants to higher-level priests, and keep that assignment through second experience level. During this time, the low-level priests will be getting practical field experience in the execution of their duties, in the way the priesthood works with the population, and in the way the priesthood's organization works in the real world.

Most first-level priests are assigned to priests of third to fifth level, but some few (especially very capable ones) will be assigned to much more powerful priests.

### Level Three-Level Five

At third level, the priest will be assigned to a single community (a village, a small town, a broad tract of land containing many scattered farms, or a single small neighborhood in a large city).

If he asks for one, and the faith's leaders (i.e., the DM) agree that he needs one, he will be assigned a first-level priest as an assistant. This priest isn't a follower in the same fashion as the followers he receives at a higher level, and might wish to be re-posted elsewhere if his superior is unlikable or difficult. (However, if this assignee is still with the priest when that priest reaches eighth or ninth level, the DM might decide for him to become one of the priest's official followers.) If he doesn't ask for a subordinate priest, he won't receive one.

The priest is assigned a small building to serve him as a temple or church. (This is not the same as a stronghold.) The priest is supposed to finance repairs to the building, food and supplies for himself and any assistants, and salaries for any servants he chooses to hire through tithes and donations. Half of all tithes and donations are sent on to the superiors, and the rest go to the priest's own temple for these purposes. If the priest doesn't receive enough tithes and donations, the faith will probably not help him; his mission is to inspire his flock, and inadequate tithes and donations are merely evidence that he needs to work harder at it.

### Level Six-Level Seven

At around sixth level, if the priest has done a good job of maintaining his church and seeing to the needs of his flock, he may be given a more important assignment. He could become the chief priest of a large town (one with more than one church; the third-level priests operating those churches would report to him), or the central church authority over

several villages.

He may keep any subordinate he has had previously. He will automatically be assigned two additional first-level priests as subordinates. Again, they do not precisely constitute "followers," though those specific characters could become followers when the priest reaches the appropriate level.

If the priest's work does not merit a better posting, he won't lose his experience levels or his subordinate, but he'll be stuck in the little church that he has been operating all this time. When a priest reaches sixth or seventh level and is still the priest of a one-horse town, it's often a sign that he is not held in high regard by his superiors. It may merely be a sign that there are too many priests in the priesthood and advancement is slow.

Naturally, a higher-level priest can ask to be posted to or remain posted to such a small community. Some people will snicker at his lack of ambition while others will admire his dedication and his care for the common man.

### Level Eight-Level Nine

At around eighth or ninth level, again assuming that the priest has done well in his priestly career so far, he will be allowed to build a stronghold. The faith will finance half its cost, and it remains the property of the faith when the priest retires his post.

However, the stronghold is semi-autonomous; the priest's superiors seldom interfere in its operations. They might interfere, especially by sending another priest to investigate, if they receive rumors of incompetence, greed, or trouble from the stronghold. Otherwise, the priest is free to operate it much as he pleases.

The priest's assigned area may remain the same. He might continue to be chief priest over a large town or collection of villages. At his request and with his superiors' permission, or solely at his superiors' wish, he may instead build his stronghold in some other place: In a frontier where he is supposed to defend the peace, in a wilderness area where he and his subordinates are supposed to work undisturbed by the secular world, etc.

At this same time, the priest will receive his followers, as we have discussed earlier this chapter. The followers manage the stronghold and its duties under the priest's administration. As discussed earlier, the levels, classes and goals of these followers will depend on the attributes of the faith and on the specific goals of the priest for his stronghold. If it's to be a military post manned by holy warriors, the followers will mostly be capable fighters; if it's to be an educational monastery, most of the followers will be Normal Men and Women or first-level priests with appropriate scholastic talents.

During this time, the priest's progress and efficiency will be carefully measured by his superiors, who are considering what role the priest will play in the higher-level politics of the faith.

### Level Ten-Level Twelve

Sometime between tenth and twelfth levels, the priest may find himself promoted to prominence over a much larger area; he will be administering a bigger chunk of the religious "map." Priests of numerous cities and regions in his vicinity (at least a fifty-mile radius) will be reporting to him, and of course he will still be reporting to his superiors. By twelfth level, he may be the high priest over an entire nation (assuming that the faith

spans several nations, as many faiths do).

He does not, however, receive any more followers.

### Level Thirteen-Level Fifteen

The most powerful of a faith's leaders belong to these experience levels: The high priest of the faith and his immediate advisors. If the DM wishes, politics or the god's preference alone may decide who the high priest is, and the high priest might then not have to be the highest-level priest of the faith. The faith's high priest might be chosen by vote or omen, and could be a thirteenth-level priest while all his immediate advisors are of higher level.

### Level Sixteen-Level Twenty

These experience levels don't have any effect on the priest's ranking within his faith. They are reflections of additional knowledge that he has learned . . . but don't grant any additional benefits within the structure of the faith.

## PC Priests and the Hierarchy

Now, just how do player-character priests relate to this whole organization? Many campaigns are set "on the road;" the player-characters spend much of their time travelling from place to place in search of adventure, and it's hard to keep a church-bound priest active in such a campaign. So, here's how to keep the priest in the campaign.

In a campaign, it's often not appropriate for **first and second level priests** to be assigned as scribes to some small-time village priest. If the DM wants to avoid this, he can assign the character to a third-level priest (especially a physically harmless one, who won't contribute much combat ability to a PC party) who travels. This third-level priest may be a friend and travelling companion of one of the PCs, or may be an unusual priest who prefers to train his subordinates by life on the road.

When the PC reaches **third level** and is supposed to be assigned his own village, he may instead be given a special mission which will keep him on the road and with the other PCs. For instance, if the PC party typically encounters new monsters or magic, the faith may want the PC priest to stay with them to benefit himself (and the faith as a whole) with these new experiences and knowledges. The PC priest could keep this assignment all the way from **third to seventh levels.**

At **eighth or ninth level,** when the PC is supposed to be "settling down" and building a stronghold, he should do so. The DM should work up a whole series of adventures centered around the stronghold, its construction and defense. After the stronghold is built and settled with followers, if the PC priest wants to remain on the road with his allies, he should be able to do so. He must leave most of his followers at the church to operate it, and should take no more than two followers with him. Naturally, the stronghold was built and organized with this in mind, and the priest will still have to return to the stronghold a few times per year in order to sign important papers and set new policies . . . but for the rest of the year he's doing the temple's business on the road.

This can remain the situation for the rest of the priest's career in the campaign. Alternately, as the priest reaches higher levels, the DM may wish to orient the campaign around him and the concerns of his faith; we discuss this in the "Role-Playing" chapter.

## Finances of the PC's Temple

We mentioned tithes and donations above, and there's always a temptation to provide some sort of lengthy and involved money-management scheme for the campaign, so that the DM can keep track of every copper piece that flows through the temple coffers.

But that doesn't contribute to the spirit of adventure that AD&D® game campaigns are supposed to promote. So we're going to provide you with a much simpler system for keeping up with a temple's tithes and donations.

## The First Temple Assignment

When the priest character is first assigned a temple or church, the DM decides, entirely arbitrarily, whether the faithful who attend that temple contribute enough for the priest to lead a mean, average, or comfortable existence.

"Mean" indicates that he gets barely enough to eat and cannot afford repairs or salaries for servants; "Average" means that he and one subordinate get an ample diet and can afford one servant; "Comfortable" means that the temple can house more than just its one or two priests (it can, for example, house one or two horses per priest) and can afford two or more servants per priest.

Then, the DM decides whether or not this economic condition is one that will change with the priest's management. If the local population isn't contributing as much as it could, the new priest might be able to inspire them to a better performance. If the last priest was a very charismatic leader, then perhaps the new priest will start out with a Comfortable or Average existence but then see it start to slip away.

Then, from time to time, the DM can confront the priest with situations which can affect his standing.

**Example:** An unpopular man seeks sanctuary in the priest's church; if the priest denies sanctuary, he'll be more popular with the locals, but will not have done his priestly duty; if he provides sanctuary, he'll have done his duty, but will see contributions slip or dry up altogether.

**Example:** A young man of the area asks the priest's advice on a difficult problem: Should he marry the girl of his choice, and alienate his father, or acquiesce to his father's arranged marriage, and wed the wealthy girl he does not love? If the priest answers one or the other, it has no effect on his standing in the community. But if he can suggest and implement a plan which will allow the youth to marry his love, keep his father's affection, and not alienate the family of the spurned girl, the priest's standing will be improved, and so will the economics of his temple.

## Later Assignments

As the priest is given larger and more important postings and assignments, the DM should assign him to temples which are always compromises for him. The DM decides how many men and women these temples have on their staffs, what the standard of living

is for the temple-dwellers (usually modest, though not uncomfortable, etc.). And these temples simply do not receive enough from tithes and donations normally to live up to all his expectations, much less to build up a large treasury of available coins.

**Example:** If the priest dreams of having a body of soldiers decked out in full plate and riding trained warhorses, what he has is a squadron of foot soldiers in chain.

**Example:** If the priest wants to live a luxurious existence, with expensive furnishings and many servants and a hedonistic lifestyle, what he gets is dull stone walls, used furnishings, and one scruffy servant (or none).

In all situations like this, the priest must either:

(1) Re-structure the temple's budget, which results in shortages elsewhere in the temple's existence (taking from the kitchen to pay the armory results in poorer food and worse cooking; taking from the armory to redecorate makes for brighter and less-defensible temples; taking from the repair fund to improve the kitchen makes for better meals and buildings which start to fall apart; etc.);

(2) Finance the changes from his adventuring treasures (which means that the priest will find it hard to save up a "retirement fund" of any consequence); or

(3) Tap into the monies which are supposed to be sent on to the higher ranks of the faith (which will work for a time, perhaps a very long time, but will eventually result in a temple investigation . . . which is very bad for the faith as a whole, as it causes disillusionment among the populace when the true facts emerge).

### Notes on Economics

By presenting temple economics as choices of lifestyle ethics, rather than numbers on a column-sheet, the DM encourages role-playing within his campaign and doesn't have to devote a lot of time to keeping track of silver pieces.

### Non-Priests Working For the Faith

One last note about levels of priests within the faith: There are many non-priest characters who belong to the administrative organization of any faith in a campaign world.

Most are Normal Men and Women who work in individual temples, as servants, messengers, grooms, and sometimes as teachers, scribes, and consultants.

Many are warriors hired to protect temples in dangerous areas, to act as bodyguards for travelling priests, and to train priests in the finer points of combat.

Some are mages, bards, and even thieves hired as consultants and specialists.

## PCs, Forces and Philosophies

Some players will eventually ask themselves, "If the gods are sentient but forces and philosophies are not, then if I become priest of a force or philosophy, I don't have some god dictating what I can and can't do. I can do anything I want to."

The DM needs to step on this sort of foolishness when it crops up. Though forces and philosophies are not sentient beings, they can still enforce their ethos and tenets on their

priests.

For example, if a priest of the Philosophy of Good does evil things, the natural power of the philosophy will abandon him (denying him all his priestly until he repents, makes amends, and again follows the restrictions of the priesthood).

## Sample Priesthoods

The next chapter contains more than sixty individual priest classes. Each has been built according to the guidelines discussed in this chapter, and can be introduced as written or with modifications into most DMs' campaigns.

## Faith Design Sheet

On page *39* is the Faith Design Sheet, a worksheet which will help the DM design his own faiths. You can use any of the Sample Priesthoods from the next chapter as a template, or create a faith from the ground up.

The Faith Design Sheet is arranged to follow, more or less in order, the subjects of this chapter.

# Sample Priesthoods

Here, we're providing examples of what we described in such detail in the previous chapter.

In the pages that follow, you'll find more than sixty priesthoods. Each of these priesthoods constitutes a complete character class of the "priest of a specific mythos" type. The *druid* presented in the *Player's Handbook* is one type of a priest of a specific mythos, and is written up there in greater detail than the priesthoods presented here. But each of these priesthoods can be fine-tuned by your DM and adapted more fully to the campaign world.

Each of these priesthoods follows the normal Priest rules (*Player's Handbook*, page 33) for experience level progression and spell progression. Most follow the normal Priestly eight-sided dice progression for hit points; those which don't will be singled out in the text.

For each of these priesthoods, your DM will ultimately have to supply the campaign-specific details of what the deity's name is, what his family and relationships are, what his history is, etc. However, players don't have to know all these details in order to create priest characters; just use the priesthood class descriptions below, and, when options are provided (for skills, requirements, powers, etc.), the players can ask the DM which options they should take.

This section supplements the material from the "Weapons Allowed" chart from the *Player's Handbook*, page 34.

## Priesthoods

Below are the priest character classes. The description of each is arranged in this

fashion:

## Sample Faith Writeup

We start out with a quick explanation of the god's attribute. The first paragraphs talk about what the god's goals may be, what his priest's goals will be.

Next, we discuss what kinds of variations there may be to his attribute. (Example: A god of the arts may be devoted to only one specific kind of art -- painting, for instance).

Sometimes these variations on the god's attribute might change your opinion of what the god's nature and alignment are. (Example: A god of death might be a frightening Grim Reaper sort of deity, or might be a gentle god of a cheerful sort of afterlife.)

We also describe the gender that gods of this attribute usually belong to. *This isn't a limitation for your campaign.* Any attribute shown below can be represented by a god or goddess, or even by a sexless deity. However, in real-world mythologies, various godly attributes are usually represented by one sex or the other, and so here we describe which one that is.

We also talk about the other types of priests this priesthood is on especially good terms with. (Just because a priesthood isn't mentioned here doesn't mean that there is bad feeling between them, however.)

**Alignment:** This paragraph describes the usual alignment of such a god, and the alignment choices available to his priests.

**Minimum Ability Scores:** This text explains what minimum ability scores (always Wisdom, and often one other) the priest must possess to be a priest in the first place.

**Races Allowed:** This paragraph describes which player-character races may belong to this priesthood.

**Nonweapon and Weapon Proficiencies:** This paragraph describes which nonweapon and weapon proficiencies a priest must have, and which additional nonweapon proficiencies are recommended for him. The proficiencies required of the priest must be taken from the normal proficiency slots he starts play with; he does not receive *extra* slots with which to take these proficiencies. Also listed here are the "Nonweapon Proficiency Group Crossovers" for this specific priest-class (see Table 38, *Player's Handbook*, page 55 for more on the Proficiency Group Crossovers).

**Duties of the Priest:** This talks about the duties typically demanded of this sort of priest. Almost all priests are supposed to provide Guidance to the flock; generally, that guidance is related to the god's attribute. (In other words, members of the flock come to the priest of the god of love for questions of love, to the priest of the god of justice on questions of revenge, etc.) All priests except for the priests of the god of Death can perform the marriage ceremony, and this is a duty most don't mind performing. Many priesthoods have other duties as well.

**Weapon and Armor Restrictions:** Here, we talk about which weapons and armor the priest can and cannot use. Mentioned in these paragraphs are some weapons which do not appear in the *Player's Handbook*. The belaying pin, bo stick, cestus, chain, daikyu, lasso, main-gauche, net, nunchaku, sai, shuriken, stiletto, and swords such as cutlass, katana, rapier, sabre, and wakizashi appear in *The Complete Fighter's Handbook*. The bill, lasso, maul, net, nunchaku, and scythe appear later in this supplement, in the "Equipment" chapter (note that the bill is the same as the gaff/hook from *The Complete Fighter's*

*Handbook*; "gaff" and "hook" are its nautical names). Of the armors mentioned, banded mail, brigandine, bronze plate mail, chain mail, field plate, full plate, plate mail, ring mail, scale mail, splint mail, and studded leather constitute metal armor (not all of them are all-metal, but all of them have metal elements); hide armor, leather armor, and padded armor constitute non-metal armor.

**Other Limitations:** Here, we discuss other limitations and restrictions which are typically placed on this type of priest.

**Spheres of Influence:** This paragraph describes the priest's access to spells of different spheres of influence. You'll remember from the previous chapter that priesthoods which have Good Combat Abilities tend to get three major accesses (including All) and two minor, that those which have Medium Combat Abilities tend to get five major accesses (including All) and four minor, and that those which have Poor Combat Abilities tend to get seven major accesses (including All) and six minor. In the examples below, not all priesthoods follow those guidelines *exactly*; some have one major access to few and a couple of minor accesses to many, for instance. But if a priesthood comes up notably short on the number of spheres it can access, it is given extra Granted Powers.

**Powers:** This paragraph talks about which Granted Powers the priest receives, and when this occurs during the course of his career. Most priesthoods have at least one; some have several. Unless the text says otherwise, each Granted Power is available to the priest at first experience level; some, specifically listed, will become available at other levels.

**Followers and Strongholds:** Here, we talk about how many followers the priest receives, what they are, when he receives them, and when he is allowed to build his own stronghold. We also describe how many and which of his followers can take with him when adventuring "on the road." Normally, most of the followers are supposed to stay at the priest's temple and operate it for him; in spite of many priest-PCs' preferences, the priest can't just bring along all his followers with him on every adventure. The numbers given here are for the maximum number of followers the priest can take with him on adventures; naturally, he can always take fewer.

**Possible Symbols:** This is a set of recommendations for the symbols that the priesthood uses. Usually, they're representations of the god's attribute. They are also used upon the priesthood's Holy Symbol.

**Notes:** Finally, if there are any further items important to the description of this character class, we place them in this paragraph.

## Important Notes

Most godly attributes (Love, War, Agriculture, etc.) don't specifically say that they are enemies of Evil. This just means that these attributes are not of themselves distinctly opposed to Evil; some have no relationship with Evil whatsoever (for example, Agriculture). You can assume, unless the text lists Evil among the friends of an attribute, or says that priests of this other god can be evil, that the priests of the other god don't care for the Philosophy of Evil.

We haven't included a paragraph which discusses the rights the priesthood has in the culture. That's because we don't know what sort of culture the DM will be placing the priesthood within. The DM determines what special rights the priesthood has; special

rights, as discussed last chapter, include Church Trial, Coronation, Other Confirmations, Tithes, Separation from the Faith, Rule, and being the State Religion.

Also, the guidelines we're providing in this chapter are based on the most common views of these sorts of gods, priests, and races. Any campaign may have a different view of these topics, and so the DM may change these limitations and requirements to suit his campaign. Especially prone to re-interpretation are: races allowed, proficiencies required or forbidden, rights, weapon and armor restrictions, other limitations, and spheres of influence.

## Agriculture

Agriculture concerns Man harvesting Nature. The god has shown man how to plant, grow, reap, and utilize crops; man, in turn, worships the god as thanks for this bounty. The gods of agriculture is different from the other gods of nature and natural forces in that he represents the elements of growing that man utilizes and can control.

The priesthood of this god is principally interested in making sure that mankind continues to appreciate the agricultural god. An angry god of this sort can decide that crops fail, either on a local level or even worldwide, resulting in mass starvation and (eventually, if the god is not appeased) a destruction of civilization; man would return to a hunter-gatherer culture, living in small nomadic tribes and following herds of beasts, if this were to take place.

A god of Agriculture doesn't have to be the god of all agriculture. He could be the god of a specific crop (especially wheat, barley, corn, vines, olives, and other principal crops) or of a specific, lesser attribute of agriculture (sowing, reaping, brewing, etc.).

Most agricultural deities are female.

The priests of this god are on good terms with Druids and the priests of Community, Earth, Fertility, Fire, Life-Death-Rebirth Cycle, Nature, Seasons, and Vegetation.

**Alignment:** The deity is true neutral. His priests may be true neutral or neutral good; most are neutral good. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 11, Constitution 12. Wisdom or Constitution 16 means +5% experience; Wisdom *and* Constitution 16 means +10% experience.

**Races Allowed:** Gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Agriculture. Nonweapon Proficiencies Recommended: Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Observation of annual celebrations at the start of winter and start of spring. Vigilance against any threat to the community's ability to grow its food, including magical blights and droughts brought on by evil magicians or priests, artifacts or enemy gods.

**Weapon and Armor Restrictions:** Weapons Permitted: Bill, flails (both), hand-throwing axe, scythe, sickle. Armor Permitted: All non-magical non-metal armor, all non-magical (non-metal) shields. Oriental Campaigns: Also nunchaku. All together, these constitute Poor combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Creation, Divination, Plant, and Summoning (can only use *wall of thorns* , *weather summoning* , and *creeping doom* from

this sphere). Minor Access to Animal, Healing, Protection, Sun, and Weather. This does not give the priest all the spheres indicated for a priest with Poor Combat Abilities, so he'll also have more than one Granted Power.

**Powers:** *Analysis, Detection, Identification* (as described in the Designing Faiths chapter) of any sort of domesticated grain or garden plant; the priest can look at a field and tell what's being grown, how far along it is in the harvest year, what the state of the crop is (healthy, diseased, drought problems, etc.), and even what species is growing it (this can be handy when the party is sneaking up on the dwelling of an unknown monster and there is a garden nearby, for instance). *Create Food & Water*: The Priest can cast this spell once per day in addition to all other spells that he can cast. *Immunity:* The Priest is immune to the harmful effects of spoiled vegetable or fruit substances; he will never be laid low by normal food poisoning. (He's not immune to deliberate poisoning of food, or of food poisoning in meats.) *At 8th Level:* The Priest can cast the *heroes' feast* spell once per day in addition to all other spells that he can cast.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, one third-level priest, one second-level priest, and ten first-level priests, all of the same god, plus one second-level warrior and eight first-level warriors to act as guards. The priest may take the following on adventures: Three priests and two warriors of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must act as a central source of information about agricultural techniques for the farmers of the area; the priests must not turn away farmers who come for advice.

**Possible Symbols:** Sickle, scythe, sheaf of wheat.

**Notes:** The weapons chosen for this priesthood are those which have some bearing in agriculture.

### Ancestors

This is a god devoted to man's communion with and honoring of his dead ancestors. As such, this is a god of civilization and learning, even of courtesy.

The priests of this god keep the deeds of ancestors and heroes in the minds of the population. They commune with and honor the dead, and are also devoted to learning from them # not just reading their writings, but communicating with them magically, even exploring alternate planes to understand the meaning of life and death.

They are also devoted to the protection of new generations, whom they teach to appreciate the previous generations of this race.

This priesthood places a high value on truth.

Priests of the god of ancestors *hate* the undead, regarding them as a mockery of true and noble death. These priests seek to eradicate the undead whenever encountered.

Lesser gods of this attribute would be devoted to subsets of the broad field of Ancestors. Such subsets include: Ancestors of a particular race, of a particular city, of a particular extended clan; all male ancestors, all female ancestors, all warrior ancestors, all scholar ancestors, etc. It would be appropriate for a civic deity (see **Community**, below) also to be a god of the city's ancestors, for instance.

Ancestor deities are not inclined toward either sex.

The priests of this god are on good terms with the priests of Birth/Children, Community, Divinity of Mankind, Fate/Destiny, Race, and Sites. The priests of this god

dislike the priests of Disease.

**Alignment:** The deity is neutral good. His priests may be chaotic good, neutral good, or lawful good. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 12. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Local History. Nonweapon Proficiencies Recommended: Reading/Writing, Heraldry, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Education: These priests must teach new generations the value of veneration of ancestors, and are therefore also repositories of a lot of historical knowledge. Missions: To investigate old mysteries, find out what really *did* happen to famous ancestors who disappeared or perished mysteriously, sort out the truth from old legends of the city's heroes, etc. Prophecy: Listening to the omens whispered by the dead.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, dagger/dirk, dart, knife, quarterstaff. Armor Permitted: None; no shields. Oriental Campaigns: Also bo stick. All together, these constitute Poor combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Astral, Creation, Divination, Guardian, Necromantic, Protection. Minor Access to Charm, Healing. This does not give the priest all the minor accesses to spheres indicated for a priest with Poor combat abilities, so he'll also have some Granted Powers.

**Powers:** *Detection* (as described in the Designing Faiths chapter) of graves and undead. The priest can detect graves where remains lie, and the presence of undead, within 60'; he can tell the difference between the truly dead and the undead, but has no other analytical ability (i.e., he cannot tell that the undead detected is a vampire); through wooden or thin stone walls, he can only detect them at a distance of 30', and through thick stone or the earth can only detect them at 10' distance. (Therefore, when he walks over a grave, he will only detect its presence if it is 10' or less down.) *Immunity* (as described in the Designing Faiths chapter) to the charm abilities of undead creatures such as the vampire. Turn undead (same as the Cleric ability). *At 8th level: Prophecy* (as described in the Designing Faiths chapter); the priest cannot actively try to prophesy; when receiving prophecies, he is hearing the voices of the dead advising him.

**Followers and Strongholds:** The followers are received at 8th level, and consist of five third-level priests and fifteen first-level priests, all of the same priesthood. The priest may take the following on adventures: Five priests, no more than two of whom may be chosen from the third-level priests. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must also act as a genealogical library for the surrounding communities, and will constantly be visited by scholars looking for information on families and ancestry (or who come with information to contribute).

**Possible Symbols:** Tree.

### Animals

This god is the protector of animals. He could intend to protect animals from all harm,

and thus be the enemy of all hunters, rangers, and carnivores of all descriptions. Most often he's primarily interested in keeping animal species intact, not allowing them to be hunted to extinction, etc., and thus allows a reasonable amount of hunting and trapping to take place.

The priests of this god also work hard to keep excess hunting and trapping in check, and to remind the flock that the god will avenge abuses. Typically, this god is content to be counted as one of many gods and almost never insists on being the primary deity worshipped by the flock.

A lesser type of animal-god is one who is the protector of a single species or group of species. Such a deity might be the lion-god, or the god of all felines, or the god of elephants, or the god of porpoises and dolphins. In a primitive society, all members of a nomadic tribe might worship the god of the herd animal the tribe hunts (bison, for example).

Animal deities are often male.

The priests of this god are on good terms with Druids and the priests of Earth, Fertility, Hunting, Life-Death-Rebirth Cycle, Nature, Oceans/Rivers (only if priesthood has some association with aquatic animals), and Race (Elven).

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 9, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Animal Handling. Nonweapon Proficiencies Recommended: Animal Training, Riding (either or both), Reading/Writing, Religion, Animal Lore, Tracking. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Vigilance: Protection of animal life against unnecessary slaughter, especially by humans and other sentient races. Missions: Acts of war against those who do harm to the animal world or to the priest's totem animal. (Normal and recreational hunters do not incur this sort of attack, but those who hunt or trap in mass quantities and threaten the survival of whole species in an area *do*.)

**Weapon and Armor Restrictions:** Weapons Permitted: Bill, cestus, club, dagger/dirk, knife, mace, main-gauche, stiletto, swords (all), warhammer. Armor Permitted: all non-metal armor; no shields. Oriental Campaigns: Also katana, sai, wakizashi. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Animal, Charm, Divination, Protection. Minor Access to Combat, Creation, Healing, Plant.

**Powers:** *Identification* (as described in the Designing Faiths chapter) of any natural monster or animal the priest sees. (A "natural" monster or animal is one which exists as a species, within an ecological niche, spawns and rears its young, and has so existed as a species for at least five years. Newly-created animal species, fiends, constructs, and similar monsters do not fall into this category; when the priest sees them, he will only be able to identify them if he has encountered them before.) *Language/Communication* (as

described in the Designing Faiths chapter): The priest can communicate with three specific animal species (for example, lion, raven, wolf) *or* one category of animals (for example, all felines, all canines); the DM decides which ones based on the god's attributes, but if the god's attributes do not dictate specific choices the DM can give the choice to the player. *Soothing Word* (as described in the Designing Faiths chapter, but only usable on "natural" monsters or animals). *At 5th Level: Shapechanging* (as described in the Designing Faiths chapter; again, the DM decides which shape or shapes are changed into according to the god's attributes, or can give the choice to the player).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, one third-level priest, and twelve first-level priests, all of the same order, plus one third-level ranger and seven first-level rangers. The priest may take the following on adventures: Three priests and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. The temple acts as an animal hospice, a "hospital" for sick or injured animals brought in by the rangers; many scholars also visit these strongholds in order to learn, from the rangers, more about animals and monsters in their natural habitat.

**Possible Symbols:** Any animal; claws.

**Notes:** The weapons allowed for this priesthood were chosen for their similarity to animal attacks. That's why there are lots of weapons with piercing and slashing attacks, but no ranged weapons or cleaving attacks.

### Arts

This god celebrates the arts, particularly the visual arts (such as painting and sculpture).

The priests of this god are devoted to encouraging the visual arts of every sentient race; and though they seem to be devoted to a non-violent cause, they have to learn so many different types of magic (especially Divination, to learn, and Creation, to create), they are very powerful magically, even in combat situations.

Lesser gods of this attribute would be devoted to specific arts: A God of Sculpture, for example.

Gods of the arts are equally likely to be of either sex.

The priests of this god are on good terms with the priests of Community, Crafts, Culture, Divinity of Mankind, Light, Literature/Poetry, Metalwork, Music/Dance, and Sun.

**Alignment:** The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 13, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Artistic Ability (DM can choose which art form, or can let player choose). Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Encouragement of people, even those not in

the flock, who exhibit artistic abilities. Participation in semiannual events where artists' works are displayed (in shows, or before the local rulers, or in displays in the marketplace). Punishment of those who defile or destroy great works of art. Vigilance: Art often shocks the sensibilities of those who do not appreciate certain of its forms, so these priests must be vigilant against censorship.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all). Armor Permitted: None; no shields. Oriental Campaigns: Also daikyu. All together, these constitute Poor combat abilities.

**Other Limitations:** Priests of the Arts gain only 6-sided hit dice, not 8-sided.

**Spheres of Influence:** Major Access to All, Astral, Creation, Divination, Elemental, Plant, Protection, Sun. Minor Access to Healing, Necromantic. This gives the priest one extra major access and four too few minor accesses, for a priest with Poor Combat Abilities; this is nearly balanced, but he'll also have some Granted Powers.

**Powers:** *Identification* of and *Immunity* vs. (as described in the Designing Faiths chapter) certain spells. Because of the priest's superior insight into creativity and art, he is Immune (receives an automatically-successful saving throw) to all first-level wizard Illusion spells for which a saving throw is possible, and gets a +2 saving throw vs. all other Illusion spells for which a saving throw is possible (he can't make a saving throw against someone else's *invisibility*, for instance). Additionally, even when he fails a saving throw or a saving throw doesn't apply, he can still tell when the following spells are being used (if he can see the area affected by the spell): *change self , spook , Leomund's trap , fear , hallucinatory terrain , and vacancy*. This ability does not allow the priest to tell which spell is being used. Also, this does not make the priest immune to the effects of the spell (for example, he'll still be scared by *spook* ), but he'll know it was an illusion.

**Followers and Strongholds:** The followers are received at 8th level, and consist of five third-level priests and five first-level priests, all of the same order, plus twenty Normal Men and Women with artistic Nonweapon Proficiencies. The priest may take the following on adventures: Four priests (no more than two of whom may be third-level) and four Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 8th level. The priest must act as a patron of the arts for the surrounding area, and must work to make his stronghold a center for the teaching of those who show artistic promise.

**Possible Symbols:** Chisel, pallet, paint brush.

**Notes:** The bow, the only weapon allowed for these priests, was chosen because it is a symbol representing inspiration.

### Birth, Children

This god's interest is in the safe and successful birthing of children and, subsequently, their protection and nurturing.

His priests take those interests to heart, and, because of the god's protective aspects, tend to learn fairly powerful combat magics.

One lesser god of this attribute would be the god of Youth, representing children and youths of all ages from birth to the verge of adulthood.

Gods of birth, children, and youth tend to be female.

The priests of this god are on good terms with the priests of Ancestors, Community,

Fertility, Healing, Love, Marriage, and Race. The priests of this god dislike the priests of Death, Disease.

**Alignment:** The deity is neutral good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Non weapon Proficiencies Required: Healing. Non weapon Proficiencies Recommended: Herbalism, Reading/Writing, Religion. Weapon Proficiencies Required: None. Non weapon Proficiency Group Cross overs: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Education: Teaching medicine, especially the arts of midwifery, to the flock. Vigilance, in some areas of the world, against the type of monsters who prey on babies and children: Dark elves, who sometimes steal human children and leave *changelings* (baby dark elves) in their place to be raised in their steads; or night-spirits who snatch away the breath of babies and kill them (treat as vampires).

**Weapon and Armor Restrictions:** Weapons Permitted: Lasso, net. Armor Permitted: None; no shields. All together, these constitute Poor combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Astral, Charm, Creation, Elemental, Healing, Protection, Summoning, Sun. Minor Access to Animal, Combat, Divination, Guardian, Necromantic. This priesthood has two extra major accesses and is only short one minor access; therefore, it is far superior in magical power.

**Powers:** *Turn undead* (same as the Cleric ability); the priests of this faith, which is symbolic of life, are therefore enemies of and have some power over the undead.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests, all of the same order, plus one third-level paladin and seven first-level fighters to act as guards and soldiers. The priest may take the following on adventures: Two priests and two fighters of his choice, and the paladin. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must act as a maternity hospital for the local community, and may turn away no woman who is close to having her child.

**Possible Symbols:** Cradle.

**Notes:** This is a nonviolent order, which is why no damaging weapons were included in its choices.

## Community

When a god's principal interest is in one city (its growth, defense, and prosperity), he's called a god of community or, more commonly, a *civic deity*.

The priests of the civic deity are responsible for making sure that the god receives worship from the city's inhabitants, and promote all sorts of plans and efforts to improve the city: Civic improvement plans, improvement of the city walls and army, etc.

One god may be the civic deity of several cities, or each city could have its own, lesser god.

The DM may not wish for there to be so many gods in his campaign world. If this is the case, then a civic deity should also (and primarily) be the god of some other attribute,

and would be a given city's civic deity in addition. For example, in Greek mythology, Athena was primarily the goddess of wisdom, and had secondary attributes as a goddess of war, of crafts, and of the city of Athens.

Civic deities are just as commonly male as female.

The priests of this god are on good terms with the priests of Agriculture, Ancestors, Arts, Birth/Children, Death, Guardianship, Marriage, Messengers, Peace, Prosperity, Race, Rulership/Kingship, Sites, Trade, and War.

**Alignment:** A deity whose sole attribute is that he is the protector/patron of a single community has an alignment appropriate to that community. Most are true neutral; their interest is in the survival of the community by any means, whether by law, chaos, good, or evil. Their priests may be of any alignment, but evil priests gather in one cult, neutral priests in another, and good priests in a third; at the DM's discretion, they don't have to get along. The flock may be of any alignment. The DM can decide that a particular civic deity is neutral good, in which case there will be no evil priests or flock; or that he is neutral evil, in which case there will be no good priests or flock.

**Minimum Ability Scores:** Wisdom 10, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans. If a community has only one type of sentient race inhabiting it (or is principally devoted to one race), then the priests may be only of that race; if the population consists of several types of sentient races, then the priests of the community god may be of any race.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Local History. Nonweapon Proficiencies Recommended: Etiquette, Heraldry, Ancient History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Education: The priest must preserve the history of the city, teach it to the young of his flock, and never let it be forgotten. Vigilance: Against any threat to his city. This is why priests of community deities often wander the wider world: They are acting as an intelligence network for the city, keeping their ears open for any hint of threat or danger to the city from outside.

**Weapon and Armor Restrictions:** Weapons Permitted: Dagger/dirk, knife, and any two from the following list (the DM decides based on which weapons are most representative of the city in question; at least one weapon should be in the 1d8 or greater damage range): Battle axe, bows (all), crossbow, flails (both), harpoon, lance, mace, morning star, net, polearm, quarterstaff, spear, sword/bastard, sword/cutlass, sword/long, sword/rapier, sword/sabre, sword/short, sword/two-handed, trident, warhammer. Armor Permitted: All armor and shields. Oriental Campaigns: Also added to choices list: Bo stick, daikyu, katana. All together, these constitute Good combat abilities.

**Other Limitations:** Priests of a civic deity must always wear clothing indicating their priestly status when appearing in public.

**Spheres of Influence:** Major Access to All, Creation, Healing.

Minor Access to Combat, Protection. These choices don't give the priest access to very many spells, so this priesthood will have good Granted Powers. Note that the DM may wish to substitute some other choice for the Major Access to Creation and the Minor Access to Combat if the civic deity that he has created has secondary attributes not reflected in this listing.

**Powers:** *Incite Berserker Rage* (as per the Designing Faiths chapter). *Soothing Word* (as per the Designing Faiths chapter). *Turn Undead* (the Community is a gathering of the living, and so priests of this sect are no friends to the undead).

**Followers and Strongholds:** The followers are received at 7th level, and consist of three third-level priests and six first-level priests, of the same order, and one third-level fighter and twelve first-level fighters to act as guards. The priest may take the following on adventures: Two priests and three fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must be built within the city, and it must act as a library specializing in the history of the city and the arts and literature created by important artists and writers from the city.

**Possible Symbols:** Whatever is used as the symbol for the community also serves as the symbol for this priesthood; if the civic symbol is a lion, so is the god's.

## Competition

This is the god of competition, especially of athletic competition. This god stresses fairness, impartiality, and truth in his followers. He is also a proponent of health, exercise, and physical self-improvement.

His priests follow the same goals, and support these goals by conducting regular athletic exercises and games, and by acting as impartial judges for those games.

Gods of lesser parts of the Competition attribute might be gods of specific events; for example, to be the god of Boxing or Wrestling might be a very honorable thing. It would be far less dramatic to be the god of the Broad Jump or the god of Synchronized Swimming, however.

Gods of competition are usually male.

The priests of this god are on good terms with the priests of the Divinity of Mankind, Fortune/Luck, Justice/Revenge, Peace, and Strength.

**Alignment:** The deity is lawful good; so must be his priests. The flock, who tend to turn to the god only in times or events of competition, may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Intelligence 10. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Endurance. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Gaming. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Judgement: Priests of this god are asked to be judges at all athletic events, to help ensure fairness in the sport. (A given event won't necessarily have *only* priests of this god as judges, but the later rounds of events, and especially the finals, will be judged only by these priests.) Vigilance: Against unfairness. Priests of this god loathe unfairness and dishonesty above all other human traits. This isn't just unfairness in the sports arena: They also oppose unjust rule. Additionally, when two forces of basically equal honor and righteousness clash, these priests, if they choose to become involved, tend to support the weaker side, the underdog.

**Weapon and Armor Restrictions**: Weapons Permitted: Bows (all), crossbow, dagger/dirk, hand/throwing axe, javelin, knife, lance, spear, sword (DM chooses *one* sword type from following list; choice should be the type of sword most commonly used

in organized competitions in the campaign culture: Bastard, cutlass, khopesh, long, rapier, sabre, short, two-handed). Armor Permitted: All non-magical armor and non-magical shields. Oriental Campaigns: Also daikyu; katana would automatically be the sword choice. All together, these constitute Good combat abilities.

**Other Limitations:** A priest of the god of competition may use magical items in normal combat and warfare *but* he may not use them in competition matches, and he may not use them in challenge matches with enemies unless he declares their presence to the enemy in question. If he violates this rule, he offends his god; this is an "inappropriate weapon and armor use" from the "Priests and Punishment" section of the "Role-Playing" chapter, later in this book.

**Spheres of Influence:** Major Access to All, Divination, Elemental. Minor Access to Combat, Healing.

**Powers:** *Analysis, Detection, Identification* (as per the Designing Faiths chapter) of cheating in athletic competition and challenge fights. If the competition is set up with rules in advance, the priest of this sect, if he is watching the fight or competition from within 60', will always be able to detect when the rules are broken, and be able to tell whether it was deliberate or accidental; they are also 100% accurate when telling whether someone stepped out of a boundary, telling who reached the finish line first, etc. (This power is the principal reason that these priests are always asked to judge events.) *Bless*: The priest can cast this spell three times per day in addition to all other spells he can cast. At eighth level, he can cast it six times per day in addition to all other spells he can cast.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests, of the same order. The priest may take the following on adventures: Three priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must include athletic fields, and youthful athletes from the local communities must be admitted regularly so that they might use those fields.

**Possible Symbols:** Laurel wreath.

### Crafts

This god represents the crafting and creation of all sorts of non-metal goods: Wooden art objects, furniture, textiles, clothing, leather goods, glassware, porcelain ware, and so forth. He may also be the god of engineering and stonemasonry.

This god's priests try to support and aid young craftsmen, to encourage the exchange of ideas and techniques between different cities and different guilds, and to improve the state of sophistication of all crafts and related arts.

Lesser gods of this attribute would be gods of specific craftsman arts. One might be the God of Woodworking; one might be the God of Leatherworking.

Gods of crafts are equally likely to be male or female.

The priests of this god are on good terms with the priests of Arts, Community, Culture, Divinity of Mankind, Light, Literature/Poetry, Metalwork, Music/Dance, Race (Dwarven), Race (Elven), Sun, and Trade.

**Alignment:** The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10, Dexterity 12. Wisdom or Dexterity 16 means +5% experience; Wisdom *and* Dexterity 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Any one from this list # Carpentry, Cobbling, Engineering, Leatherworking, Pottery, Seamstress/Tailor, Stonemasonry, Weaving, Appraising, Gem Cutting, Bowyer/Fletcher. Nonweapon Proficiencies Recommended:Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

**Duties of the Priest:** Guidance, Marriage. Education: Teaching of craftsmanship to the flock; promotion of all sorts of craftsmanship in the community and society. Must participate in semiannual events where crafts are displayed and promoted (before the throne or in market). Investigation: These priests are keen on history and seek to re-discover lost craftsman techniques and arts; this often leads them into old ruins and lost cities on expeditions of discovery. Vigilance against any enemy, ruler or private enterprise who seeks to suppress learning, especially of craftsman learning. (However, these priests encourage competitive thinking between guilds, or between the craftsmen of different cities; though this results in hard feelings sometimes, it does advance the state of craftsmanship.)

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), club, crossbow, quarterstaff, sling, staff sling. Armor Permitted: All non-metal armor, all shields. Oriental Campaigns: Also bo stick, daikyu, nunchaku. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Creation, Divination, Healing. Minor Access to Combat, Elemental, Guardian, Plant, Protection, Sun. This priesthood has one too few major accesses, and two extra minor accesses; we'll consider it balanced.

**Powers:** *Analysis* (as per the Designing Faiths chapter) of workmanship quality in crafted goods. The priest will be able to tell whether a crafted good is of poor, average or superior quality. This gives him a +2 to his Appraising proficiency check if he has that nonweapon proficiency, but does not give him the ability to rate crafted goods as to their gold piece value of he does not have that nonweapon proficiency. *Detect Secret Doors* (same as Elf ability: Success on roll of 1 on 1d6 when passing within 10', 1-2 on 1d6 to find secret doors and 1-3 on 1d6 to find concealed portals when actively searching; elven priests of this order have success on a roll of 1-2 when passing within 10', 1-3 to find secret doors and 1-4 to find concealed portals when actively searching).

**Followers and Strongholds:** The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same order, one third-level fighter and two second-level fighters to act as guards, and twenty Normal Men and Women, each with a craft-related Nonweapon Proficiency. The priest may take the following on adventures: Three priests, only one of whom may be third-level); plus two fighters, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must provide workshops for its craftsmen, including the Normal Men and Women.

**Possible Symbols:** Loom, Pottery Wheel, Drop-Spindle, Needle.

**Notes:** The weapons chosen for this priesthood were chosen because they are weapons

that can be made by craftsmen instead of smiths, especially by woodcraftsmen.

### Culture (Bringing Of)

This god's interest is in the education and "improvement" of other cultures... especially those considered "lesser" cultures by the principal culture of the campaign.

The priests of this god are charged with the education of the population in whatever subjects the god espouses. If the god wants everyone to be literate, the priests teach Reading/Writing, free of charge, to as many students as they can teach at a time.

However, if the god is simply of the opinion that one whole culture is the best culture of all, then his priests are charged with turning every other culture into this best culture. Consequently, the priesthood invades other nations, peacefully if possible, setting up missions and trying to convert the population wholesale to the worship of this god, and to the cultural behavior of the god's favorite civilization.

When peaceful intrusion is not possible, the priesthood agitates for war with the other civilization; if the civilization can be conquered, they move in to convert is population by force. In these situations, we see mass destruction of the temples and sanctuaries of the "lesser" gods of this culture, elimination of their priesthoods, and ruthless suppression of the cultural elements which the culture-god's priesthood wants to change.

Not all culture-gods have to be racist or contemptuous of other cultures. Sometimes they're just education-minded gods who want to bestow *godly* cultural elements on the human population; in such cases, the priesthood is not one that proposes war or holds inquisitions to suppress other sects.

Culture-gods are most likely to be male.

The priests of this god are on good terms with the priests of Arts, Crafts, Literature/Poetry, Marriage, Metalwork, Music/Dance, Race, Rulership/Kingship, Trade, and War.

**Alignment:** The deity is lawful neutral. His priests can be of any lawful alignment. The lawful evil priests' sect is separate from the sect of lawful good and lawful neutral priests. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Ancient History, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Missions: Conquest of new lands and education of the conquered population in the one true way to think and behave. Vigilance: The priests must be ever alert to the sign that old, bad ways and customs are re-emerging in the conquered population (or, if conquest was not involved, in the flock).

**Weapon and Armor Restrictions:** Weapons Permitted: Dagger/dirk, javelin, knife, lance, polearm, spear, stiletto. Armor Permitted: All armor; no shields. All together, we consider that this priesthood has Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination. Minor Access to Combat, Creation.

**Powers:** *Inspire Fear* (as per the Designing Faiths chapter). *Soothing Word* (as per the

Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests, of the same order, and one fifth-level fighter and five second-level fighters to act as soldiers. The priest may take the following on adventures: Two priests and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Book, Quill, Scroll.

### Darkness, Night

This god is a god of some forces that humans fear. However, this doesn't mean the god is evil. Generally, he's not. He's just the embodiment of darkness, including all its benefits and all its dangers. The god of Darkness and Night would be the god of sleep, of dreams, of nightmares, and of nocturnal predators; some of these traits are considered good, some ill.

The priests of this god are interested in making sure that man regards Darkness and Night with a reverential awe # making sure that the sentient humanoid races appreciate the virtues of night while still respecting or fearing its more frightening aspects. These priests tend to be more aloof from the common man than priests of many other gods.

Lesser gods of this attribute would be gods of only one of these factors. One might be the god of Sleep, and another the god of Nightmares. In these cases, the DM can choose to vary the god's alignment; the god of Sleep, much beloved of men, could be lawful good, while the god of Nightmares, hated by men, could be chaotic evil.

Gods of darkness or night are most likely to be female.

The priests of this god are on good terms with the priests of Dawn, Death, Elemental Forces, Hunting, Light, Magic, Moon, Oracles/Prophecy, and Sun. Some DMs may be surprised that the gods of Darkness and Night are not listed here as being opposed to those of light and sun. It's because they don't have to be; in Greek mythology, for instance, the sun-god, moon-goddess, and dawn-goddess were all siblings who never opposed one another. Naturally, the individual DM can decide for his campaign that the deities of darkness and light, moon and sun are enemies.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 11, Intelligence 11. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), crossbow, dagger/dirk, dart, knife, stiletto, sword/rapier, sword/short. Armor Permitted: All non-metal armor; no shields. Oriental Campaigns: Also shuriken. All together, we consider this priesthood to have Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination, Necromantic, Summoning, Sun. Minor Access to Animal, Elemental, Guardian, Protection. This priesthood has one extra major access.

**Powers:** *Infravision* (same as the Elf ability; an elven or half-elven priest of this faith has Infravision of doubled range, to 120'). True neutral and neutral good priests can *turn undead*; neutral evil priests can *control undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and twelve first-level priests of the same order, and one third-level fighter and six first-level fighters to act as guards. The priest may take the following on adventures: Three priests, only one of whom may be third-level; plus three fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Black banner, owl, wolf.

### Dawn

The god of dawn represents the border between Night and Day, Darkness and Light, Moon and Sun. He's a friend of mankind, a bringer of inspiration, an enemy of dark things.

The priests of this god work mostly to keep the flock appreciating the god's virtues. These priests, like their allies, the priests of the god of the Sun, are also enemies of the undead.

Deities of the dawn are mostly likely to be female.

The priests of this god are on good terms with the priests of Darkness/Night, Elemental Forces, Fire, Healing, Hunting, Light, Magic, Moon, Oracles/Prophecy, and Sun.

**Alignment:** The deity is lawful good. Priests may be of any good alignment; the flock may be of any good or neutral alignment.

**Minimum Ability Scores:** Wisdom 10, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Direction Sense. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Vigilance against evil creatures of the night, especially undead.

**Weapon and Armor Restrictions**: Weapons Permitted: Bows (all). Armor Permitted: None; no shields. Oriental Campaigns: Also daikyu. All together, these constitute Poor combat abilities.

**Other Limitations:** Priests of the god of Dawn earn 6-sided, not 8-sided, dice for hit points.

**Spheres of Influence:** Major Access to All, Charm, Divination, Elemental (only spells involving heat, fire, or air; earth and water spells may not be used), Healing, Summoning, Sun. Minor Access to Animal, Creation, Necromantic, Plant, Protection, Weather.

Powers: *Charm/Fascination* (as per the Designing Faiths chapter, cannot be used in combat). *Immunity* (as per the Designing Faiths chapter) to experience level drain from undead creatures. *Turn Undead* (same as the Cleric ability). *At 10th level, chariot of*

*Sustarre*; the priest can use this spell once per day in addition to his other spells.

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus one third-level mage and two first-level mages to act as consultants and one third-level ranger and two first-level rangers to act as guards and soldiers. The priest may take the following on adventures: Three priests, one mage, and one ranger of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Chariot; pattern of rosy colors.

**Notes:** The bow was chosen as this order's only weapon because it is representative of light (shafts of light being equivalent to arrow-shafts).

## Death

The God of Death is, naturally, a terrifying figure whom man regards as an enemy, an unavoidable doom.

But this doesn't mean that death-gods are evil. Most, in fact, are true neutral. A death-god can be the King of the Land of the Dead, the Grim Reaper who cuts down the living, or the Guide of the Souls who helps the departed spirit on to its reward or next existence.

Priests of the death-god are often agents who must "help" people on to the afterlife, especially if such people have successfully thwarted Death in the past. This duty may take the form of assassination, or of mercy-killing. In some campaigns, spirits sometimes escape the afterlife and return to the land of the living; the death-god's priests must hunt them down and capture them for return to their proper place.

Death-gods are equally likely to be male or female.

The priests of this god are on good terms with the priests of Ancestors, Community, Darkness/Night, Disease, Justice/Revenge, Life-Death-Rebirth Cycle, and Time. Priests of this god are sometimes (at individual DM discretion) allies of the priests of the philosophy of Evil, but this is actually not common, regardless of how scary the god of Death might be. The priests of this god dislike the priests of Fertility and Healing, and (at the DM's discretion) Strength.

**Alignment:** The deity is usually completely neutral. His priests may be of *any* alignment: Some will be evil-doers who serve him by sending souls to him as fast as possible, while others could be good priests guiding their followers to their inevitable destiny. The flock can be of any alignment, but the evil ones will specifically be followers of evil priests.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: Scythe. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance. Vigilance against any being which is unnaturally keeping Death at bay. The key word here is *unnaturally*, meaning in defiance of the gods. Wizards using *potions of longevity* are okay, until they reach an age of three hundred or so, at which time these priests become their enemies. Healers who cure injury and disease are accepted, unless they stumble onto some technique or magic that allows them to imbue immortality. Even priests who can *resurrect* or *reincarnate* are acceptable,

because if the gods didn't want them to be able to, they wouldn't have given them the ability to do this.

**Weapon and Armor Restrictions:** Weapons Permitted: Battle axe (usually styled as a headman's axe), dagger/dirk, knife, lasso (often tied in the fashion of a noose), scythe, sickle, stiletto, sword/khopesh, sword/short. Armor Permitted: None; no shields. All together, these constitute Medium combat abilities.

**Other Limitations:** Priests of the god of Death must remain celibate. They need not remain chaste.

**Spheres of Influence:** Major Access to All, Astral, Charm, Divination, Protection. Minor Access to Guardian, Necromantic, Sun, Weather. Option: Evil priests can substitute major access to Healing for major access to Protection, but can only use the reversed versions of the Healing spells.

**Powers:** *Inspire Fear* (Designing Faiths chapter). *Command Undead* (same as the evil Cleric ability). The priest of the Death-god does *not* have to be evil in order to use this power. This is a rare exception to the rule that only evil priests can command undead.

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus special agents whose class is determined by the specific aspect of the god; these agents consist of one fifth-level character, two third-level characters, and four first-level characters. If this is a fearsome, terrifying god of death, these agents will be thieves who act as assassins. If it is a god of the collection of the dead, one who escorts the dead souls to their final rewards, the agents will be specialist wizards: Necromancers. If it is a god of rulership, one who presides over the afterworld, they will be fighters. The priest may take the following on adventures: Two priests and three agents of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols**: Gates, Gravestone, Scissors, Scythe, Shroud, Skull.

### Disease

This is an evil god which dislikes mankind and other sentient races. It creates new and ever-more-terrifying illnesses to inflict upon the sentient races.

The priests of this god spread illness and ignorance. They carry infected victims and rats infested with disease-bearing insects to new ports. Through their actions, they deny their victims an honorable death and can sometimes topple entire civilizations. This is not a character class for PCs to take unless the campaign is very unusual.

Lesser gods of disease would be gods of specific ailments. It's entirely appropriate, for instance, for the Black Plague to have its own representative god.

Gods of disease are just as likely to be male as female.

The priests of this god are on good terms with the priests of Death and Evil. The priests of this god dislike the priests of Birth/Children, Fire, Healing, and Strength.

**Alignment:** The deity is neutral evil. So must be his priests and their flock.

**Minimum Ability Scores:** Wisdom 9, Constitution 15. Wisdom or Constitution 16 means +5% experience; Wisdom *and* Constitution 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Herbalism. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Ancient History. Weapon Proficiencies Required: None. Nonweapon Proficiency Group

Crossovers: Priest, General.

**Duties of the Priest:** Missions: To bring illness to communities which are too healthy and joyous.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), dart, scourge, scythe, sickle, whip. Armor Permitted: All non-magical armor, all non-magical shields. All together, these constitute Medium combat abilities.

**Other Limitations:** Priests of the god of Disease must remain celibate and chaste.

**Spheres of Influence:** Major Access to All, Animal, Healing (reversed forms of spells only), Summoning, Weather. Minor Access to Combat, Divination, Necromantic (reversed forms of spells only), Protection (reversed forms of spells only, where applicable).

**Powers:** *Immunity* (as per the Designing Faiths chapter) to all diseases. *Laying On of Hands* (same as the Paladin ability, but reversed -- it does damage, rather than curing damage).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, and ten first-level fighters. The priest may take the following on adventures: Three priests (only one of whom can be third-level) and three fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. In most cultures, to keep the priesthood safe from the wrath of the people, the priests will have to keep the location of the stronghold secret; it must either be built in the wilderness, or may be built in a community if it is disguised as some other facility (for example, the front rooms may ironically be a healer's guild, while the back rooms are where the real temple activities take place).

**Possible Symbols:** Mice, Rats.

### Divinity of Mankind (Philosophy)

This is not a god, but a philosophy, and one so compelling that it generates magical energy which priests of the philosophy can tap like a true god's priests are granted energies by the god.

This philosophy states that mankind (specifically, the human race, including half-elves reared among humans, but excluding dwarves, elves, gnomes, halflings) is nearly a divine being, and should do as much as he can to achieve perfection # physical, mental, and emotional perfection, always and in all ways. The philosophy encourages men to strive for the physical ideal and to learn as much as possible of the world.

So that's the idea that the priests promote. They cooperate in all sorts of educational, artistic, and competitive enterprises, seek to counsel people in every aspect of living their lives, and provide sanctuaries for people to meditate on the priesthood's teachings.

The priests of this philosophy are on good terms with the priests of Ancestors, Arts, Competition, Crafts, Literature/Poetry, Metalwork, Music/Dance, Good, Love, Race (Human), Strength, and Wisdom. The priests of this philosophy dislike the priests of Evil.

**Alignment:** The philosophy is true neutral. Priests may be lawful good or lawful neutral. The flock may be of any Good or Neutral alignment.

**Minimum Ability Scores:** Wisdom 12, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

**Races Allowed:** Half-elves, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Encouragement of the flock (and of mankind in general) always to improve itself spiritually and physically.

**Weapon and Armor Restrictions:** Weapons Permitted: Dagger/dirk, knife, stiletto, swords (all). Armor Permitted: All armor, all shields. Oriental Campaigns: Also katana, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Healing. Minor Access to Combat, Creation, Divination, Protection. This priesthood has two extra minor accesses and so will not have especially strong Granted Powers.

**Powers:** *Soothing Word* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one third-level priest and seven first-level priests of the same order, one third-level paladin and seven first-level paladins, and one third-level and seven first-level bards. The priest may take the following on adventures: Two priests, two paladins, and two bards of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must include large discussion rooms or halls, where priests and those interested in debating the subject may convene and discuss their philosophy, and meditation chambers where visitors may meditate in peace.

**Possible Symbols:** Human silhouette.

### Druid

The Druid, too, is a priest of a specific mythos. It has been worked up in more detail than the priests presented here, but is still counted one of their number. The Druid priesthood has much in common with those of the gods of Agriculture, Animals, Earth, Fertility, Life-Death-Rebirth Cycle, Nature, and Vegetation.

### Earth

This deity is the manifestation of the world in all its aspects. He's not just a god of growing things, plants and animals; he also represents weather, volcanoes, earthquakes, flood, and many other powerful natural forces. Many earth-gods are also makers of monsters.

This god's priests are a vigorous sect who insist that everyone worship the god, for without the god all creatures on the face of the world could not exist.

Lesser gods of this attribute would represent only one aspect of the earth. One might be a god of earthquakes, one a god of stony mountains, one a god of caves and caverns. The gods of Agriculture, Animals, Nature and Vegetation can also be considered lesser gods of the Earth attribute.

Lesser gods are as likely to be male as female, but the comprehensive god of all the earth is probably female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Animals, Fertility, Life-Death-Rebirth Cycle, Nature, Seasons, Sky/Weather, and

Vegetation.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Any one from the following list--Agriculture, Brewing, Mining, Stonemasonry. Nonweapon Proficiencies Recommended: Ancient History, Ancient Languages, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, dagger/dirk, knife, mace, maul, morning star, picks (all), scythe, sickle, sling, staff sling, stiletto, warhammer. Armor Permitted: All non-magical non-metal armor, all non-magical non-metal shields. Oriental Campaigns: Also nunchaku. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Creation, Elemental (the priest may only use spells dealing with dust, stone, rock, mud, and earth, plus *transmute metal to wood* ), Plant, Summoning. Minor Access to Animal, Divination, Healing, Protection.

**Powers:** *Detect grade or slope* in passage on 1-5 on 1d6 (same as Dwarf ability; dwarf-priests and gnome-priests of this faith will detect slopes automatically when they try). Determine *approximate depth underground* on 1-3 on 1d6 (same as Dwarf ability; dwarf-priests and gnome-priests of this faith succeed on a 1-5 on 1d6). *Immunity* (as per the Designing Faiths chapter) to all snake venoms.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus one third-level fighter and seven first-level fighters to act as guards. The priest may take the following on adventures: Three priests (only one of whom can be third-level), plus two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Snakes; stones.

**Notes:** The weapons chosen for this order come in three types: Agricultural/harvesting type weapons (such as the scythe), those which sometimes use stones (such as slings, or primitive maces and axes), and those which simply suggest heavy beating, pounding, or the earth (picks and mauls, for example).

### Elemental Forces (Force)

This force is a representation of all pure, natural power, including forces of nature (such as waterfalls) and magical energies.

The priests of this force learn as much as they can of magic and try to pass that learning along. They also don't like to see natural forces extensively channelled by man; they often destroy dams, for instance.

Because they are devoted to powerful natural forces, priests of this force tend to be magically powerful.

Lesser attributes of the Elemental Forces could be represented by actual gods. The

gods of Darkness, Fire, Light, and Lightning might be considered lesser gods of this attribute.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Fertility, Fire, Light, Lightning, Love, Magic, Seasons, Sky/Weather, Sun, Thunder, and Time.

**Alignment:** The forces being worshipped and protected are chaotic in nature, so all its priests must be chaotic; they may be chaotic good, chaotic neutral, or chaotic evil. Each branch has its own cult, so good priests don't have to be friends with evil ones. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10, Intelligence 13. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Spellcraft. Nonweapon Proficiencies Recommended: Fire-building, Astrology, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

**Duties of the Priest:** Guidance, Marriage. Education: These priests help in the education of the flock in both priestly doings and magical learning. Missions: These priests often go on voyages to observe phenomena and learn more about the forces that bring them about. Vigilance against any beings that might interrupt, divert, or channel great natural forces for those beings' own gain.

**Weapon and Armor Restrictions:** Weapons Permitted: Battle axe, bows (all), cestus, club, hand/throwing axe, harpoon, javelin, mace, net, picks (all), scourge, scythe, sickle, spear, trident. Armor Permitted: All armor and shields. Oriental Campaigns: Also daikyu. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Combat, Elemental. Minor Access to Creation, Sun, Weather. This priesthood has access to many powerful spells and to one extra minor access, so it will not have much in the way of Granted Powers.

**Powers:** *Immunity* (as per the Designing Faiths chapter-- +2 to all saving throws) to all priest spells of the Elemental sphere.

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same priesthood, plus one third-level mage and two first-level mages to act as consultants, and five first-level fighters to act as guards. The priest may take the following on adventures: Two priests, one mage, and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Part of the stronghold must be a library devoted to elemental magics and the elemental planes, and scholars interested in these subjects will visit the stronghold in order to learn from the library or contribute to it.

**Possible Symbols:** Fire, Lightning.

### Everything

This deity represents all godly attributes. He is usually the god of a monotheistic culture, and is either (a) the creator of all the world and the only true god in existence, or (b) a powerful god who demands that everyone accept him as the only real god and intends to demote all other gods to the status of lesser demons, devils, or servants-beings.

Priests of this god seek to convert all the world to the worship of this god. They persuade whole populations that all other gods are false, or lesser beings. They sometimes agitate for and initiate wars so that conquered populations may be reeducated in this doctrine. In such times, they are much like priests of Culture.

This god is just as likely to be male as female. If male, he'll probably have some sort of sky aspect; if female, she'll have an earth aspect.

The priests of this god can, at the DM's discretion, be on good terms with the priests of the philosophies of the Divinity of Mankind and Good, for these are philosophies and not gods. The priests of this god dislike the priests of all other gods, and also hate priests of the philosophy of Evil.

**Alignment:** The deity is lawful good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Religion. Non-weapon Proficiencies Recommended: Reading/Writing, Ancient History. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Missions of conversion and education in populations which don't belief in this god's supremacy. Vigilance against evil and decadence.

**Weapon and Armor Restrictions:** Weapons Permitted: Belaying pin, club, flails (both), mace, mancatcher, maul, morning star, net, quarterstaff, sling, warhammer. Armor Permitted: All armor and shields. Oriental Campaigns: Also bo stick, chain, nunchaku. All together, these constitute Good combat abilities.

**Other Limitations:** Priests of the God of Everything must wear their priestly vestments whenever they appear in public.

**Spheres of Influence:** Major Access to All, Creation, Healing. Minor Access to Divination, Protection.

**Powers:** *Soothing Word* (as per the Designing Faiths chapter). *Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one third-level priest and two first-level priests of the same priesthood, plus one fifth-level fighter, two third-level fighters, and twelve first-level fighters to act as soldiers, plus four Normal Men and Women with the Reading/Writing nonweapon proficiencies to act as scribes and recorders. The priest may take the following on adventures: One priest, three fighters, and two Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Staff, Sceptre.

**Notes:** This priestly order is very similar to clerics (though with reduced magic); if you decide to remove clerics from your campaign, based on the advice from the Role-Playing chapter, you may wish to recommend that players who still want to play clerics take this priest-class instead.

### Evil (Philosophy)

All evil thoughts and deeds generate negative energies, and priests of the Philosophy of

Evil can tap into those energies, much as a "real" priest receives energies from his god.

The goal of these priests is to spread as much evil as possible throughout the universe. They especially delight in causing suffering among the sentient races (humans, elves, dwarves, etc.). They kidnap, torture, murder, steal, humiliate, and degrade in the name of their philosophy.

The priests of this philosophy are on good terms with the priests of Disease. They are sometimes (at the DM's discretion, based on the nature of his campaign) allies of the priests of Death and Mischief/Trickery. The priests of this philosophy dislike the priests of Divinity of Mankind, Everything, Fortune/Luck, Good, Healing, Love, Redemption, and Wisdom.

**Alignment:** This philosophy is evil, and its priests may be of any evil alignment (chaotic evil, neutral evil, lawful evil). All belong to the same sect, so the lawful, neutral, and chaotic priests have to cooperate. Members of the flock may be of any evil alignment.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Missions: These priests are dedicating to spreading evil and misery across the world, and their whole lives are spent in missions against happiness, goodness, contentment, and beauty. Vigilance against the doings of any good priests, especially priests of the Philosophy of Good.

**Weapon and Armor Restrictions:** Weapons Permitted: Bill, crossbow, dagger/dirk, dart, knife, net, picks (all), polearm, scourge, scythe, sickle, stiletto, sword/long, sword/rapier, sword/sabre, sword/short, whip. Armor Permitted: All armor and shields. Oriental Campaigns: Also katana, shuriken, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Necromantic. Minor Access to Animal, Protection (may only use reversed forms of the spells).

**Powers:** The priest can cast the *detect good* spell (the reversed *detect evil* ) three times per day in addition to all other spells. *Inspire Fear* (as per the Designing Faiths chapter). *Control Undead* (same as the evil Cleric ability).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same order, plus one fifth-level fighter, three third-level fighters, and six first-level fighters to act as soldiers, and one third-level thief and two first-level thieves to act as special agents; all will be of the exact same alignment as the priest they follow. The priest may take the following on adventures: Two priests, two fighters, and one thief of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Temples of Evil typically have torture chambers and dangerous, trapped dungeons as part of their construction, but this is a tendency, not a requirement of the order.

**Possible Symbols:** Skeleton.

**Notes:** It is easy to make this into the priesthood of a specific *god* of evil. You don't

need to change any of the requirements and abilities of the priest; the only difference is that the priest of a god of evil will receive orders from the deity all the time, instead of being always able to cook up his own schemes of destruction.

### Fate, Destiny

This god cautions the mortal races to accept whatever fate that the gods or even a higher Destiny have in store for them. This is the god of acceptance, of resignation, of coping without struggling.

Priests of this faith believe that everything that happens is predestined. They preach a doctrine of acceptance of the will of the gods, including gods other than their own. When two gods are in opposition, these priests do not interfere in the mortal doings resulting from that struggle (unless one of the gods is the god of fate/destiny, in which case they support him); but when a single god is pursuing a goal and mortal beings are trying to oppose him, these priests work on behalf of the god and against the mortals. This takes place even when the god is evil; these priests take the side of gods against mortals regardless of the god's motives. In short, this is a very strange priesthood, one that is philosophical but joyless.

Lesser gods of this attribute might be gods of specific future events: The war that destroys all the gods, for instance. Such gods will strive to make sure that the events they represent do take place, and their priests will dutifully help.

The god of this attribute is as likely to be male as female.

The priests of this god are on good terms with the priests of Ancestors, Fortune/Luck, Oracles/Prophecy, and Time.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 13. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Ancient History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance (doctrine of acceptance of the will of the gods). Missions against those who defy the gods. Vigilance against those who defy the gods.

**Weapon and Armor Restrictions:** Weapons Permitted: Dagger/dirk, knife, lasso, mancatcher, net. Armor Permitted: All armor and shields. Oriental Campaigns: Also chain. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Divination, Guardian, Protection, Summoning. Minor Access to Combat, Necromantic, Sun, and Weather.

**Powers:** The priest can cast the *commune* spell once per month, even at first level, in addition to all other spells (obviously, at first level, he can only ask one question per application of the spell). *Soothing Word* (Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and 16 first-level priests of the same priesthood. The priest may take the following on adventures: Three priests (only one of them may be third-level) of his choice. The priesthood will pay for half of the cost of

stronghold construction at 8th level.

**Possible Symbols:** Book, Pen/Stylus, Chains.

**Notes:** This order uses the net and lasso because those weapons represent the inevitability of fate and destiny.

### Fertility

This god represents the fertility of beasts, crops, and sentient races. He represents new generations of each species, defiance of death, and sexuality.

Priests of this god conduct rituals which are supposed to interest the god in the fertility of the celebrants, their fields and animals. Through the rituals of the priests, childless couples pray for children, farmers pray for good crops, ranchers and animal handlers pray for their herds to grow fast and strong. In addition to routine prayers, the priests conduct great, semiannual celebrations (usually at the start of the planting and the harvesting season).

Lesser gods of this attribute would be gods of the fertility of specific species or groups of living things; one might be the god of cattle fertility, one of human fertility, one of elf fertility, one of wheat fertility. The god of Agriculture could be considered a deity of one specific part of the fertility attribute.

Fertility gods are as likely to be male as female. Those representing animal life are more likely to be male, those representing plant life more likely to be female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Animals, Birth/Children, Earth, Elemental Forces, Life-Death-Rebirth Cycle, Nature, Seasons, Sky/Weather, and Vegetation. The priests of this god dislike the priests of Death.

**Alignment**: The deity is true neutral. The priests may be true neutral or neutral good. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Herbalism. Non-weapon Proficiencies Recommended: Agriculture, Animal Handling, Brewing, Dancing, Musical Instrument, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. These priests are bound to conduct ceremonies which celebrate and promote fertility in all living beings; these ceremonies occur at the start of spring and at harvest-time, and in some places are characterized by orgiastic behavior. Vigilance against the doings of the priests of death, whom they regard with suspicion and dislike.

**Weapon and Armor Restrictions:** Weapons Permitted: Javelin, polearm, spear. Armor Permitted: Hide armor and leather armor (normal or magical), all non-metal shields. All together, these constitute Medium combat abilities.

**Other Limitations:** Priests of the god of Fertility *are not allowed* to remain chaste.

**Spheres of Influence:** Major Access to All, Healing, Necromantic, Plant, Summoning. Minor Access to Animal, Charm, Creation, Divination, Protection, Weather. This priesthood has two extra minor accesses; it will not have very strong Granted Powers.

**Powers:** *Charm/Fascination* (as per the Designing Faiths chapter, but never in combat, and only once per day). *Incite Berserker Rage* (as per the Designing Faiths chapter). *Language/Communication* (as per the Designing Faiths chapter): The priest may choose one species of animal with whom he can communicate, from the following list: Cattle, goats, horses, rabbits, sheep, snakes. (This does not give him any control over the animal; he may merely talk with it.)

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same alignment, plus fifteen first-level fighters. These fighters act as guards during the more somber of the god's rituals but participate in the more chaotic rituals. The priest may take the following on adventures: One priest (it may not be the fifth-level priest) and six fighters. In some sects, the fighters are all women of any chaotic alignment, and they are called *maenads*. For others, the DM can substitute intelligent wood-beings such as satyrs, centaurs, dryads, and nymphs, up to 10 HD of them, and they can accompany the priest on woodland adventures. (Nymphs are identical to dryads with these exceptions: They are not bound to specific trees, and can voyage in any forested realm; and when they *charm* victims, there is no chance that the victims will disappear forever; after a day in the company of the nymph, the victim can choose to stay as long as he and the nymph collectively wish, or to leave whenever he wants.) The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Bull, Corn, Cow, Goat, Pine-cone, Ram, Snake, Wheat.

### Fire

This god is the deity of fire in all its aspects: The spark of civilization, the cleanser of sickness and evil, the terrifying natural force, the special gift of the gods to man, the principal force behind some sorts of magic.

The priesthood is devoted to celebrating fire and honoring the god of this most useful gift. They make burnt sacrifices to the god and learn as much as they can of fire-magic.

Lesser gods of this attribute will be gods of just one aspect of fire. One might be a god of forest-fires, one a god of the fires used by metalworkers and pottery-makers, one a god of the hearth-fire that represents home and shelter.

Fire-gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Dawn, Elemental Forces, Justice/Revenge, Light, Lightning, Magic, Metalwork, Race (Dwarf), and Sun. They are not that fond of, but also not *enemies* of, the priests of Oceans/Rivers. The priests of this god dislike the priests of Disease.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10, Intelligence 10. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Fire-building. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Bill, dagger/dirk, knife, stiletto, swords (all). Armor Permitted: All metal armor, all metal shields. Oriental Campaigns: Also chain, katana, shuriken, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Elemental (the priest may only use the spells whose names include the words Fire, Flame, Heat, Pyrotechnics, and the spell *chariot of Sustarre* ), Sun. Minor Access to Charm, Divination, Healing, Necromantic, Protection, Weather. This priesthood receives extra minor accesses because its two major accesses are limited in significant ways: Its Elemental sphere is limited to fire-spells and the Sun sphere has only six spells to start with.

**Powers:** *Defiance of Restriction/Obstacle* (as per the Designing Faiths chapter): The priest can pass unharmed through any *wall of fire* spell. *Immunity* (as per the Designing Faiths chapter): The priest gets a +2 saving throw vs. all priest spells of the Elemental sphere and vs. all wizard spells of the Alteration and Evocation schools with the words *fire, burning, flaming, pyrotechnics*, and *incendiary*.

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus five first-level fighters to act as guards, one third-level mage and two first-level mages acting as consultants, and ten Normal Men and Women, half with Reading/Writing proficiency and half with Fire-Starting proficiency, who act as temple functionaries. The priest may take the following on adventures: Two priests (only one of whom may be third-level), two fighters, one mage, and two Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Torch.

### Fortune, Luck

This is a god of the good fortune and good luck that all sentient beings hope will come their way. This is not a god of bad luck or ill fortune.

The priests of this god are practical, common-sense people. They'll help the flock pray for luck. But they also recognize that a lot of luck is self-made. They try to analyze the situations of supplicants who seem to have bad luck all the time, and suggest ways for them to change their lives so that good luck is more likely to shine on them. They even meddle to give luck a little push; they'll contrive so that two people who can help each other accomplish a mutual goal will meet, for example.

Lesser gods of this attribute will be gods of one particular type of luck. The most popular gods of this type would be gods of gambling luck or luck with romantic affairs.

Gods of luck are most likely to be female.

The priests of this god are on good terms with the priests of Competition, Fate/Destiny, Mischief/Trickery, and Trade. The priests of this god dislike the priests of Evil.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Gaming, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

**Duties of the Priest:** Guidance, Marriage. Missions to bring luck to the unlucky: Priests are often required to go to communities and places which seem to be suffering a series of bad-luck events and improve matters there. (Some priests of this sect adopt a "fairy godmother" attitude and try to improve peoples' lot through mischievous meddling.) Vigilance against the deeds of priests of disease or the philosophy of evil, who are always bringing bad fortune to the people.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, lasso, net, quarterstaff, sling, staff sling. Armor Permitted: None; no shields. Oriental Campaigns: Also bo stick. All together, these constitute Poor combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination, Elemental, Healing, Protection, Summoning. Minor Access to Animal, Creation, Guardian, Plant, Sun, Weather.

**Powers**: *Charm/Fascination* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 7th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Three priests (only one of whom may be third level) of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level.

**Possible Symbols:** Cornucopia, Rudder, Wheel of Fortune.

**Notes:** This order's weapon choices reflect "weapons of opportunity," the sort of weapons characters can make from things found on the road. A priest of this order doesn't have to find his weapons on the road, but the weapons permitted him are the sort of things he could make from found items.

### Good (Philosophy)

Just as evil thoughts and deeds create evil energies (see Evil, p. 57), good thoughts and deeds create good energies, resulting in priests of the philosophy of Good.

The goal of these priests is to counter the spread of evil throughout the universe. They work primarily to anticipate the deeds of evil beings, head them off, and counter them whenever possible. They may or may not believe in Law; some of them, chaotic good priests, break all sorts of laws and restrictions of society in order to realize their good intentions.

The priests of this philosophy are on good terms with the priests of Divinity of Mankind, Everything, Peace, Race, Redemption, and Wisdom. The priests of this philosophy especially dislike the priests of Evil.

**Alignment:** This philosophy is good. Its priest may be of any good alignment (chaotic good, neutral good, and lawful good); they all belong to the same sect, so the chaotics, neutrals, and lawfuls must all get along together. The flock may be of any good alignment.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Missions: Priests of this philosophy spend most of their lives in ongoing missions against priests of the philosophy of evil, not to mention the plots of evil men, priests of the god of disease, etc.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), dagger/dirk, hand/throwing axe, javelin, knife, lasso, polearm, spear, staff sling, stiletto, swords (all). Armor Permitted: All armor and shields. Oriental Campaigns: Also daikyu, katana, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Healing, Protection. Minor Access to Charm, Divination.

**Powers:** The priest can cast the *detect evil* spell three times per day in addition to all other spells. *Turn Undead* (same as the Cleric ability). *Permanent +1 to hit and damage* vs. all evil enemies, above and beyond all other bonuses.

**Followers and Strongholds:** The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same order, plus one fifth-level paladin, three third-level paladins, and six first-level paladins to act as soldiers, and one third-level mage and two first-level mages to act as special agents; the priests and mages will be of the exact same alignment as the priest they follow, while the paladins will automatically be lawful good. The priest may take the following on adventures: One priest, two paladins, and one mage of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Such strongholds are often built with hospitals and libraries as part of their construction, but this is not a requirement of the order.

**Possible Symbols:** Ray of light, Ankh.

## Guardianship

This god is the protector of causes and endangered individuals. He's an appropriate deity for bodyguards, other guardsmen, martyrs, and heroes who espouse lost causes.

Priests of this god meddle in politics, stand up for noble causes, aggravate kings and viziers, supply troops to the underdogs of certain fights and wars, and often provide bodyguards for famous public figures (especially those who are championing causes) who need them. (This is a great way to get priest-PCs into interesting adventures.)

Whether or not this god is more likely to be male or female depends on the culture; if there are few women warriors, then the god is probably male, while if women are often warriors, the god is just as likely to be female as male.

The priests of this god are on good terms with the priests of Community, Healing, Strength, and War.

**Alignment:** The deity is neutral good; at the DM's discretion, he may be chaotic good or lawful good. His priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies**: Nonweapon Proficiencies Required: Set Snares. Nonweapon Proficiencies Recommended: Riding Land-Based, Healing, Reading/Writing, Religion, Blind-fighting. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Missions: A priest of this god is almost always on some sort of mission, a simple one -- to protect a specific person, place, or thing. The priest might have chosen his current mission, or might have been assigned to it by his priesthood. That mission might change between adventures, but he's almost always on one. Note: Priests of this sort do not maintain temples for small communities; they spend most of their time on mission. Only when they reach eighth level do they build their own temples and send subordinate priests out on missions.

**Weapon and Armor Restrictions**: Weapons Permitted: Battle axe, dagger/dirk, javelin, knife, polearm, spear, swords (all). Armor Permitted: All armor and shields. Oriental Campaigns: Also katana, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Necromantic, Protection. Minor Access to Guardian, Healing.

**Powers:** *Infravision* (same as the elf ability; an elven or half-elven priest of this faith has Infravision of doubled range, to 120'). *Laying On of Hands* (same as the Paladin ability).

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus five third-level fighters to act as temple guards. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and two fighters. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold *must* be built in the fashion of a castle or fortress, even if it is in a city: It must be constructed so that it can easily repel invasion.

**Possible Symbols:** Crossed Swords; Crossed Polearms; Shield.

**Notes:** This priesthood represents a god who is a defender, not an aggressor; therefore, the priesthood can use or make no ranged weapon attacks. The priests may not even throw their spears, javelins, daggers or knives.

## Healing

This god is the champion of doctors, medicine and other healing functions. He cures the sick and passes on his healing knowledge to his mortal doctor/priests. He is the enemy of disease and injury, and no admirer of war.

The priesthood is devoted to healing and are not allowed by their order to turn away a patient in need; if they can help him, they must.

Lesser gods of this attribute are gods of specific types of healing. One might be a god of combat injuries, one a god who heals illnesses of the mind. The god of childbirth could be considered a lesser god of healing.

Healing gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Birth/Children, Dawn, Guardianship, Light, Love, Peace, and Sun. The priests of this god dislike the priests of

Death, Disease, and Evil.

**Alignment**: The deity is lawful good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10, Intelligence 10. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Healing. Nonweapon Proficiencies Recommended: Herbalism, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest**: Guidance, Marriage. Curing the sick and injured. Education: Teaching the flock, indeed anyone who is interested, the arts of medicine, sanitation, and healing. Missions to sickness-infested lands to help in the healing process. Vigilance against the activities of the priests of the god of disease.

**Weapon and Armor Restrictions:** Weapons Permitted: Lasso, mancatcher, net, quarterstaff. Armor Permitted: All non-metal armor; no shields. Oriental Campaigns: Also bo stick. All together, these constitute Poor combat abilities.

**Other Limitations:** Priests of the god of Healing must wear a symbol indicating their calling whenever they appear in public. They may not ever deliberately take sentient life. (If they do, it constitutes a "betrayal of goals" from the "Priests and Punishment" section of the "Role-Playing" chapter.)

**Spheres of Influence:** Major Access to All, Creation, Divination, Healing, Necromantic, Protection, Summoning. Minor Access to Animal, Charm, Guardian, Plant, Sun, Weather.

**Powers:** *Immunity* (as per the Designing Faiths chapter) to all poisons and diseases, but the priest only gets a +2 to his saving throw. *Laying On of Hands* (same as the Paladin ability). Soothing Word (Designing Faiths chapter). *Turn Undead* (same as the Cleric ability). *At 3rd Level: Analysis, Identification* (as per the Designing Faiths chapter) of diseases and poisons; on a Intelligence check (which the DM may modify according to the commonness or rarity of the ailment), the priest will know what sort of disease or poison afflicts his patient.

**Followers and Strongholds:** The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same priesthood, plus thirty Normal Men and Women, all of whom must have the Healing nonweapon proficiency, who act as chirurgeons (doctors) and nurses. The priest may take the following on adventures: Two priests (only one of whom may be third-level) and two Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must act as a hospital for the nearest community, and may turn away no patient who has suffered a life-threatening injury or disease.

**Possible Symbols:** Snakes, Staff.

**Notes:** Priests of this order are supposed to use nondamaging weapons. However, since the staff is their symbol, many of them end up learning how to use one as a weapon, and the god gives his assent to this knowledge by not punishing them for using the staff in a damaging way.

## Hunting

This god is a patron of the hunter, and is a provider of foods and furs; thus he is a god much loved of woodsmen. Though he hunts animals and encourages his flock to do likewise, he is usually a wise hunter; like the god of Animals, he is often a patron of animals and their protector from needless destruction at the hands of too-greedy hunters and poachers.

The god's priests, too, are hunters, and their mission is to teach the flock sound principles of hunting: Not killing mothers with young, not depopulating the wilderness of whole species, etc.

An alternate aspect of the god would be a god of Fishing.

The god of hunting is as likely to be male as female.

The priests of this god are on good terms with the priests of Animals, Darkness/Night, Light, Moon, and Sun.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10, Dexterity 12. Wisdom or Dexterity 16 means +5% experience; Wisdom *and* Dexterity 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Hunting. Non-weapon Proficiencies Recommended: Direction Sense, Fishing, Reading/Writing, Religion, Animal Lore, Mountaineering, Running, Set Snares, Survival, Tracking. Weapon Proficiencies Required: Bow. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Blowgun, bows (all), crossbow, harpoon, javelin, lasso, net, sling, spear, trident. Armor Permitted: All non-metal armor; no shields. Oriental Campaigns: Also daikyu. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Divination, Guardian, Protection, Summoning. Minor Access to Animal, Healing, Plant, Weather.

**Powers:** Permanent +2 to hit with bows, above and beyond all other bonuses.

**Followers and Strongholds:** The followers are received at 9th level, and consist of one third-level priest and two first-level priests of the same priesthood, plus one fifth-level ranger, three third-level rangers, and six first-level rangers to act as "forest rangers," and ten Normal Men and Women, all of whom have the Veterinarian nonweapon proficiency. (This proficiency doesn't appear in the *Player's Handbook*. It is identical to the Healing proficiency, except it can only be used to heal animals and monsters.) The priest may take the following on adventures: One priest and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. The stronghold can be built in a city or in the wilderness, but must work principally to protect the animal-life of the surrounding wilderness. (This does not mean to stop hunters if the hunting is carried out at a level that does not threaten the animal population. But any factor which does endanger animal species -- such as drought, excess hunting, deforestation, etc. -- will bring on the wrath of the priesthood.)

**Possible Symbols:** Bow and arrow crossed.

**Notes:** The harpoon and trident may only be used by priests whose god includes

attributes of the sea or fishing. If the god is devoted to land-hunting, the priests cannot use the harpoon or trident.

### Justice, Revenge

This god brings revenge on those who deserve it, rights wrongs, punishes the wicked, and avenges those who cannot avenge themselves.

Normally, the god acts through his priests. Priests of this god are approached by those who have been wronged, and must learn what they can of the situation, decide who's right and who's wrong, and take steps to punish the guilty party. They must make the punishment fit the crime (a theft does not warrant the killing of the thief in most cases, for instance).

Since these priests are often approached to punish those whom ordinary laws can't touch (for instance, to punish a rich man who can bribe his way out of any charge or punishment), they frequently have to perform their missions secretly, so that the local authorities cannot learn of them. These vigilante priests are not appreciated by local governments.

Lesser gods of this attribute could be devoted to only one kind of crime or revenge. One might be the god of the Revenge of Spurned Lovers. One might be a god of Lawful Trials, and must always go through the legal system. One might be the god who punishes those who forswear themselves, and another a god who punishes those who kill their own kin.

The deity of revenge is more likely to be female than male.

The priests of this god are on good terms with the priests of Competition, Death, Fire, and War. (Individual DMs might consider this priesthood to belong to Good or Evil camps. But Good sects consider this one to be too "tainted" to be truly good, while Evil sects don't like the fact that this sect punishes the wicked.) The priests of this god dislike the priests of Peace.

**Alignment:** The deity is lawful neutral. His priests may be of any alignment but lawful good. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Tracking. Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Missions to achieve justice when justice has been thwarted. Vigilance: The priests must keep their ears open and keep track of those who try to avoid the consequences of their actions.

**Weapon and Armor Restrictions:** Weapons Permitted: Dagger/dirk, knife, lasso, scythe, sickle, spear, stiletto, sword/bastard, sword/khopesh, sword/long, sword/rapier, sword/sabre, sword/short. Armor Permitted: All armor and shields. Oriental Campaigns: Also katana, sai, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** Priests of this god may not refuse to investigate when the story of an injustice is brought to them (unless they've already investigated this same complaint). To do so is to constitute a "betrayal of goals" from the "Priests and Punishment" section

of the "Role-Playing" chapter. To investigate, find that there has been an injustice, and then to refuse to act on it is a similar betrayal. However, it is not a betrayal to discover an injustice and then take the time to make sure the priest has enough influence and force to effect revenge; he does not have to effect revenge *immediately*.

**Spheres of Influence:** Major Access to All, Divination, Necromantic. Minor Access to Elemental, Guardian.

**Powers:** The priest, even at first level, can cast the *detect lies* spell three times per day in addition to all other spells. *At 3rd Level: Inspire Fear* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 9th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level fighter, one third-level mage, one third-level illusionist, one third-level thief, and one third-level bard who act as consultants. The priest may take the following on adventures: Three priests (only one of whom may be third-level), the fighter, the mage, the illusionist, the thief, and the bard. The priesthood will pay for half of the cost of stronghold construction at 9th level. In the construction of the stronghold, its builders must include a courtroom and an execution chamber or field (the method of execution is up to the priests).

**Possible Symbols:** Scales (of Justice); Headsman's Axe.

### Life-Death-Rebirth Cycle (Force)

This cycle is most likely to exist in campaigns which *don't* have gods of birth, death, fertility and rebirth. In campaigns which do feature such gods, the forces of fertility and death are opposed, while in campaigns where this cycle is the primary force, fertility and death are part of the overall cycle. Therefore, if the DM has gods of death and fertility in his campaign, he may not have this cycle; if he has this cycle, he may not have those gods.

Followers of this force believe that living things are born, live, and die, and then reincarnate in a continuing cycle. Perhaps the cycle is endless; perhaps its purpose is to give the soul of the living thing enough experience that he can achieve a greater level of being.

In campaigns where this cycle does exist, it provides enough magical energy for its priests to cast spells. The priests' duties include education of the flock in the beliefs of the cycle, comforting the flock with the knowledge that death is merely a point in the cycle and not the end, and protection of the world from forces which might disrupt the cycle. Because undead beings have been removed or removed themselves from this natural cycle, the priests are their sworn enemies.

The priests of this force are on good terms with Druids and the priests of Agriculture, Animals, Death, Earth, Fertility, Nature, Seasons, Sky/Weather, and Vegetation.

**Alignment:** This force is true neutral in alignment; its priests must also be true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Herbalism, Reading/Writing, Animal Handling. Weapon Proficiencies Required: None. Nonweapon Proficiency Group

Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. These priests conduct ceremonies at summer and winter solstice, spring and autumn equinox, in celebration of the cycle. Vigilance against any beings who wish to tamper with this cycle (i.e., priests of the philosophy of evil, or, if appropriate, against mad gods of death who won't rest until everything is dead forever); vigilance against despoilers of nature.

**Weapon and Armor Restrictions:** Weapons Permitted: Dagger/dirk, knife, scythe, sickle. Armor Permitted: All non-metal armor; no shields. Oriental Campaigns: Also nunchaku. All together, these constitute Poor combat abilities.

**Other Limitations:** Priests of this sect may not eat animal flesh; they are vegetarian. To violate this limitation is a minor offense from the "Priests and Punishment" section of the "Role-Playing" chapter.

**Spheres of Influence:** Major Access to All, Divination, Healing, Necromantic (Special Note: These priests cannot use resurrection spell; they use reincarnate instead), Plant, Summoning, Weather. Minor Access to Animal, Charm, Creation, Elemental, Protection, Sun.

**Powers:** *Incite Berserker Rage* (as per the Designing Faiths chapter). *Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Three priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Unbroken circle; snake swallowing its tail.

### Light

This is the god of all forms of light: Sunlight, moonlight, firelight, etc. The god is a friend of life, a patron of magic, a proponent of logical thought, and an enemy of the undead.

The priesthood of the god is devoted to celebrating these aspects of the god and to promoting positive forces such as healing.

Lesser gods of this attribute would be gods of one aspect of light. One god might be the god of Reason, another the god of Inspiration, etc.

This deity is as likely to be male as female.

The priests of this god are on good terms with the priests of Arts, Crafts, Darkness/Night, Dawn, Elemental Forces, Fire, Healing, Hunting, Literature/Poetry, Magic, Metalwork, Moon, Music/Dance, Oracles/Prophecy, and Sun.

**Alignment:** The deity is neutral good. His priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 12, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies**: Nonweapon Proficiencies Required: Direction Sense. Nonweapon Proficiencies Recommended: Healing, Navigation, Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

**Duties of the Priest:** Guidance, Marriage. Vigilance against dark, evil forces such as

undead.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), crossbow, dagger/dirk, dart, javelin, knife, sling, spear. Armor Permitted: All non-metal armor; no shields. Oriental Campaigns: Also daikyu, shuriken. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination, Healing, Sun. Minor Access to Animal, Creation, Necromantic, Plant.

**Powers:** *Infravision* (same as the elf ability; an elven or half-elven priest of this faith has Infravision of doubled range, to 120'). *Turn Undead* (same as the Cleric ability). *At 3rd Level: Laying On of Hands* (same as the Paladin ability). *At 5th level: Charm/Fascination* (as per the Designing Faiths chapter). *At 9th level: Prophecy* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus one third-level mage and two first-level mages to act as consultants and one third-level fighter and two first-level fighters to act as guards. The priest may take the following on adventures: Three priests (only one of whom can be third-level), one mage, and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Light-rays.

**Notes:** The weapons chosen for the sun-god's priest are all weapons which can be used at range, representing the god's ability to strike from afar with inspiration... or stroke.

### Lightning

This is a bold, powerful, primitive god whose aspect is the thunderbolt. He represents the destructive power of the sky and is a favorite god of warriors. Because lightning sometimes hits trees and sets them ablaze, he has some minor associations with fire and trees (especially oaks). He is also a god of storms.

However, the god himself is little concerned with the doings of mortals; he has no objection to them worshipping him, and does grant some of his power to his priests, but otherwise does not meddle much in mortal affairs.

His priests promote worship of the lightning-god for his power and his indomitability. They encourage worshippers to emulate the god and his strength.

The lightning-god is male.

The priests of this god are on good terms with the priests of Elemental Forces, Fire, Nature, Race (Dwarf), Sky/Weather, Strength, and (especially) Thunder.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10, Strength 12. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

**Races Allowed:** Dwarves, half-elves, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: Warhammer *or* Hand/Throwing Axe (player choice).

Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Battle axe, dagger/dirk, dart, hand/throwing axe, javelin, knife, spear, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Elemental (the priest may only use the spells whose names include the words Air, Wind, Fire, Flame, Heat, Pyrotechnics, and the spell *chariot of Sustarre* ), Weather. Minor Access to Divination, Plant.

**Powers:** The priest can cast a *call lightning* spell once per day, in addition to all other spells, even at 1st level (of course, at 1st level, the spell lasts only 1 turn and does 2d8 damage). *Inspire Fear* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same priesthood, and one fifth-level warrior, two third-level warriors, and four first-level warriors. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and two warriors of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Bolt of Lightning; Double-Bitted (Battle) Axe.

### Literature, Poetry

This god is very much like the deity of arts (see Arts, above), but concerns himself with reading, writing, recitation, the chronicling of history, and the teaching of youth. Lesser gods of this attribute would involve themselves with only one of the above aspects.

The god's priesthood is primarily interested in the education of the young in reading and writing, and the promotion and support of writers and poets in their culture.

The god of literature and poetry is as likely to be male as female.

The priests of this god are on good terms with the priests of Arts, Community, Crafts, Culture, Divinity of Mankind, Light, Metalwork, Music/Dance, Sun, and Wisdom.

**Alignment:** The deity is neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Artistic Ability (Composition), Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Education: These priests must encourage and support members of their flock (or of the general population) who show signs of talent with prose or poetry. Vigilance: Literature and Poetry often offend those who do not understand them or those who disagree with the attitudes expressed in those works of art, and so these priests must be vigilant against the very human forces of censorship and repression.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), dart. Armor

Permitted: None; no shields. Oriental Campaigns: Also daikyu. All together, this constitutes Poor combat abilities.

**Other Limitations:** These priests receive six-sided dice for hit points, not eight-sided.

**Spheres of Influence:** Major Access to All, Charm, Creation, Divination, Protection, Summoning, Sun. Minor Access to Animal, Elemental, Guardian, Healing, Necromantic, Plant.

**Powers:** *Charm/Fascination* (as per the Designing Faiths chapter). *Language/Communication* (as per the Designing Faiths chapter): Every level from 1st to 8th, the priest receives one extra language which he may choose (if you prefer, he receives an extra nonweapon proficiency slot which may only be used for languages); the languages chosen may only be those of sentient humanoid races. *Soothing Word* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level fighter and two first-level fighters to act as guards, and twenty Normal Men and Women, each of whom has either Reading/Writing or an appropriate Artistic Ability nonweapon proficiency. The priest may take the following on adventures: Three priests (only one of whom may be third-level), one fighter, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must act as a meeting-place for writers and poets to exchange ideas; therefore it must be built with meeting rooms or even lecture halls dedicated to these, instead of priestly, doings.

**Possible Symbols:** Books, Scrolls, Pens.

## Love

This god is the patron of love in all its aspects: Romantic love, desire, affection, lust, infatuation, the love between husband and wife, the love shared between close friends, and so on.

Priests of the god of love are charged with promoting love whenever possible -- especially by removing obstacles to it. When star-crossed youths wish to marry, priests of this sect interfere to convince their families of the rightness of it. When a marriage collapses under the weight of distrust or disinterest, the priests try to counsel the spouses into a reconciliation. When one of the faithful falls in love with someone who doesn't reciprocate that love, the priests use every means at their disposal (from trickery to *charm* spells) to make the disinterested party fall in love with the more devout character.

Lesser gods of this attribute will be gods of only one of the above aspects. One god might be the god of Desire, another the god of Romance, a third the god of Infatuations.

A god of all the aspects of love is likely to be female. A god of just one of the aspects is as likely to be male as female.

The priests of this god are on good terms with the priests of Birth/Children, Divinity of Mankind, Elemental Forces, Healing, Marriage, and Peace. The priests of this god dislike the priests of Evil.

**Alignment:** The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be chaotic good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Non weapon Pro fi ciencies Required: Herbalism. Non weapon Proficiencies Recommended: Reading/Writing, Religion, Dancing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Vigilance: Priests of this sect believe in marriages of love, not of convenience or politics, and so conspire to keep young lovers together when those lovers might be parted by their families' wishes or by the prejudices and responsibilities of their social classes.

**Weapon and Armor Restrictions:** Weapons Permitted: Bow (short), club, lasso, mancatcher, net. Armor Permitted: None; no shields. Oriental Campaigns: Also daikyu. All together, these constitute Poor combat abilities.

**Other Limitations:** Priests of this sect receive four-sided dice for hit points, not eight-sided. Also, unless (at DM's discretion) this god is a deity of pure and platonic relationships, a priest of this sect may be unmarried when he enters the priesthood (1st level) but must have been wed by the time he reaches 8th experience level # to do otherwise is to deny the god his due, and constitutes a betrayal of goals from the "Priests and Punishment" section of the "Role-Playing" chapter.

**Spheres of Influence:** Major Access to All, Animal, Charm, Healing, Necromantic, Protection, Summoning. Minor Access to Creation, Divination, Guardian, Plant, Sun, and Weather.

**Powers:** *Charm/Fascination* (as per the Designing Faiths chapter). *Incite Berserker Rage* (as per the Designing Faiths chapter). *Inspire Fear* (as per the Designing Faiths chapter). *Soothing Word* (as per the Designing Faiths chapter). *Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level mage and two first-level mages who act as consultants, one third-level fighter and two first-level fighters who act as guards, and ten Normal Men and Women, each with a Nonweapon Proficiency which is of use to the temple's functions (Etiquette, Local History, and Reading/Writing especially). The priest may take the following on adventures: Three priests (only one of whom may be third-level), one mage, one fighter, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold *must* act as a sanctuary for young lovers who come here fleeing the retribution of angry families. For this reason, these strongholds are often built with secret chambers and quarters for those who take sanctuary.

**Possible Symbols:** Girdle (the woman's belt of the ancient world, not the modern accoutrement).

**Notes:** The weapons chosen for this order were chosen based on the appearance of these weapons in stories about mythological love-gods, or because of their usefulness in capturing mates.

## Magic

This god is the patron of magic in all its forms. At the DM's discretion, he could be the source of all magical energies used by the world's mages; or, he could just be the god responsible for teaching the most important spells and rituals to mortal mages. Either way, he is as beloved of mages as of any other class of characters.

Priests of this god, in addition to encouraging worship of the god, act as scholars of magic. They help preserve libraries of magical information and encourage correspondence and the exchange of ideas (and spells) between mages.

Every school of magic or priest sphere of influence could have its own, lesser god: There could be a god of Necromancy, a god of Enchantment, etc.

Gods of magic are as likely to be male as female.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Elemental Forces, Fire, Healing, Light, Moon, Oracles/Prophecy, and Sun.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Intelligence 13. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Elves, half-elves, humans.

**Nonweapon and Weapon Proficiencies**: Nonweapon Proficiencies Required: Spellcraft. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Ancient Languages. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

**Duties of the Priest:** Guidance, Marriage. Education: These priests cooperate with magicians to educate in the ways of magic.

**Weapon and Armor Restrictions**: Weapons Permitted: Belaying pin, dagger/dirk, dart, knife, quarterstaff, sling. Armor Permitted: None; no shields. Oriental Campaigns: Also shuriken. All together, these constitute Poor combat abilities.

**Other Limitations:** Priests of this sect receive four-sided dice for hit points, not eight-sided.

**Spheres of Influence:** Major Access to All, Astral, Charm, Divination, Elemental, Healing, Protection, Summoning. Minor Access to Animal, Guardian, Necromantic, Plant, Sun, Weather. This priesthood has an extra major access, which helps make up for its reduced hit points.

**Powers:** *Inspire Fear* (as per the Designing Faiths chapter). *Language/Communication* (as per the Designing Faiths chapter); from 1st level to 8th, the priest receives one extra language per level (or one extra nonweapon proficiency slot which may only be used for languages); the priest may choose the language of any sentient race known to him, or may choose to communicate with any animal species, with each of these choices. *Turn Undead* (same as the Cleric ability; if evil, Control Undead instead). *At 3rd level: Infravision* (same as the elf ability; an elven or half-elven priest of this faith has Infravision of doubled range, to 120'). *At 8th level: Shapechanging* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 9th level, and consist of three third-level priests and six first-level priests of the same order, plus one fifth-level mage who acts as consultant, and one third-level fighter and seven first-level fighters to act as guards. The priest may take the following on adventures: Three priests (only one of

whom may be third-level), one mage, and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Brazier, Book.

**Notes:** This priest is close in aspect to mages, so the weapons permitted him are similar to those permitted to mages.

### Marriage

This god is a deity of the bond of matrimony. Whether marriage is considered to be a holy alliance or merely an important contract, this god represents marriage in all its aspects: Affection, love, jealousy, argument, home, children, development, and compromise.

The priesthood of this god promotes marriage as a way of life. They approve of lovers, but not lovers *staying* lovers without ever being wed. They act as "marriage counselors" for any couple who asks their help in working out marital problems.

The god of marriage is as likely to be male as female.

The priests of this god are on good terms with the priests of Birth/Children, Community, Culture, Love, and Race.

**Alignment:** The deity is neutral good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies**: Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Local History, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, lasso, mace, net, quarterstaff, warhammer. Armor Permitted: All non-magical armor, all non-magical shields. Oriental Campaigns: Also bo stick. All together, these constitute Medium combat abilities.

**Other Limitations:** Priests of this sect must be married by the time they are fourth level; otherwise they are guilty of betrayal of the god's goals, as described in the "Priests and Punishment" section of the "Role-Playing" chapter.

**Spheres of Influence:** Major Access to All, Charm, Divination, Healing, Protection. Minor Access to Combat, Elemental, Guardian, Sun.

**Powers:** *Laying On of Hands* (same as the Paladin ability). *Soothing Word* (Designing Faiths chapter). *Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Three priests (only one of whom may be third-level) of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must be built with a large hall or chapel where very large weddings may take place.

**Possible Symbols:** Finger-Ring, Short Length of Cord.

**Notes:** The weapons chosen for this order represent capturing, as in capturing one's mate, and weapons often used in the sudden defense of one's home.

## Messengers

This god is the messenger of the gods. When the rulers of the gods want an order conveyed to lesser gods, it is given to this deity.

And so this god's priests are also messengers. They are trained in diplomacy and are often charged with the duty of conveying important messages (whether letters, verbal messages, codes, or threats) from one person to another... usually from one ruler or nobleman to another. The priests take great pride in their role as neutral conveyers of information, and for the reputation for accuracy and honesty they enjoy.

This god is also a favorite god of heralds, spies, and bards, all of whom have to perform messenger-duties at one time or another.

Messenger-gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Community, Mischief/Trickery, Peace, Rulership, Trade, and War.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Charisma 10. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Reading/Writing. Nonweapon Proficiencies Recommended: Etiquette, Heraldry, Modern Languages, Navigation, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Missions: These priests are often asked by rulers and required by their temples to go on missions of communication, where they are supposed to convey important letters or verbal messages to others. Often, they are asked to act as negotiators between two warring groups or nations.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, javelin, mace, maul, polearm, quarterstaff, spear, trident. Armor Permitted: All non-metal armor and all shields. Oriental Campaigns: Also bo stick, sai. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination, Protection, Sun. Minor Access to Elemental, Guardian, Necromantic, Plant.

**Powers:** *Language/Communication* (as per the Designing Faiths chapter): From 1st level to 8th, each level the priest receives one additional language (or a nonweapon proficiency slot which may only be used for languages); the language chosen must be of a sentient humanoid race. *Soothing Word* (as per the Designing Faiths chapter). At 8th level: *Charm/Fascination* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of five third-level priests and five first-level priests of the same order (most act as messengers, too), one third-level bard and one third-level thief (who act as fact-finders and agents), and eight Normal Men and Women, all of whom have the Reading/Writing nonweapon proficiency. The priest may take the following on adventures: Two priests, the bard, the thief, and two Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must be

built with a large library, where the accumulated correspondence and diplomatic writing of the order accumulates.

**Possible Symbols:** Winged Creatures, Wings.

**Notes:** When on duty, priests of this order must always carry sceptres, staves, poles, or banners/flags on poles indicating their status. When carrying messages in their official capacity, these priests carry no obvious weapons at all. However, they can use a sceptre as a club and a staff or pole as a quarterstaff if they are attacked.

## Metalwork

This god is the forger of weapons and armor, and also the craftsman of gold and silver treasures. He is worshipped by metal-craftsmen across the world, and sometimes visits inspirations for beautiful metal goods upon lucky craftsmen.

The priests of the god try to advance the art of metalwork at the mortal level. They do this by acquiring as much information as they can about smithcrafting and other metalwork, collecting it in libraries, and distributing it to students and metalworking apprentices.

Lesser gods of this attribute will be gods of specific types of metalworking. One might be the god of armoring, another the god of swordmaking.

The god of metalworking is male.

The priests of this god are on good terms with the priests of Arts, Crafts, Divinity of Mankind, Fire, Literature/Poetry, Music/Dance, Race (Dwarf), Strength, and War.

**Alignment:** The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 10, Constitution 12. Wisdom or Constitution 16 means +5% experience; Wisdom *and* Constitution 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Any one from the following list -- Artistic Ability (Jewelwright, Goldsmith, Silversmith), Blacksmithing, Armorer, Weaponsmithing. Nonweapon Proficiencies Recommended: Any of the others from the above list, plus Fire-building, Reading/Writing, Religion. Weapon Proficiencies Required: Warhammer. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Education: Teaching of metalworking to the flock; promotion of weaponmaking, armor-making, goldsmithing, jewelry-making, and all other sorts of metalwork in the community and society. Must participate in semiannual events where metal goods of all sorts are displayed and promoted (before the throne or in market). Investigation: These priests seek to re-discover lost metalwork techniques; this often leads them into ancient sites on expeditions of discovery. These priests also encourage competitive thinking between guilds, or between the metalworkers of different cities.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, mace, maul, morning star, warhammer, whip. Armor Permitted: All metal armor; all shields. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Elemental (the priest may only use the spells whose names include the words Fire, Flame, Heat, Pyrotechnics, and the spell *chariot of Sustarre* ), Sun. Minor Access to Combat, Divination.

**Powers:** *Analysis* (as per the Designing Faiths chapter) of workmanship quality in metal goods. The priest will be able to tell whether a metal craft-good is of poor, average or superior quality. This gives him a +2 to his Appraising proficiency check if he has that nonweapon proficiency, but does not give him the ability to rate crafted goods as to their gold piece value of he does not have that nonweapon proficiency. *Defiance of Restriction/Obstacle* (as per the Designing Faiths chapter): The priest can pass unharmed through the *wall of fire* spell. *Inspire Fear* (as per the Designing Faiths chapter). Permanent +2 to hit and damage with Warhammer, above and beyond all other bonuses.

**Followers and Strongholds:** The followers are received at 7th level, and consist of two third-level priest and four first-level priests of the same order, one third-level fighter and seven first-level fighters to act as temple guards, and twenty Normal Men and Women, each of whom has an appropriate and helpful nonweapon proficiency (especially Blacksmithing, Fire-building, Mining, and Reading/Writing). The priest may take the following on adventures: One priest, one fighter, and four Normal Men and Women of his choice. The priesthood will pay for half of the cost of stronghold construction at 7th level. The stronghold must be built with numerous smithies and workshops, enough at least for the priests who do metalwork, as well as the temple's Normal Men and Women.

**Possible Symbols:** Anvil, Hammer.

### Mischief, Trickery

This god delights in trickery for trickery's sake. He loves fooling people, animals, other gods # to show them how much more clever he is, just to see the looks on their faces, for just about any reason.

Naturally, this god is the favorite of rogues, especially thieves. But don't think that he's a god of cowards: To pull off the best tricks and plots, his followers must be brave indeed. However, many cowardly rogues do worship this god anyway, in admiration of his ability to get out of rough spots without resorting to combat.

His priests, in addition to extolling this god's virtues, also love demonstrating cleverness. Some perform harmless pranks for comic relief. Others become polished military tacticians for armies. Others learn nonweapon proficiencies that let them become proficient trapsters or stage magicians.

To be a priest of this god, a character does not have to be nasty or mean to others. The priest might demonstrate his cleverness through sleight of hand or by executing clever plots that straighten out problems rather than cause them. On the other hand, some priests of this god are just sly troublemakers who create problems for everyone. That's a choice left to the player of this type of priest.

The god of mischief is male.

The priests of this god are on good terms with the priests of Fortune/Luck, Messengers, Race (Gnome), Race (Halfling), Trade, War, and Wisdom. Priests of this god are sometimes allies of the priests of the philosophy of Evil; this decision is up to the DM, based on how he perceives his campaign world. The priests of this god dislike the priests of Strength.

**Alignment:** The deity is chaotic neutral. The priests may be chaotic evil, chaotic

neutral, chaotic good, neutral evil, neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Disguise. Nonweapon Proficiencies Recommended: Dancing, Etiquette, Modern Languages, Reading/Writing, Religion, Forgery, Reading Lips, Set Snares, Ventriloquism. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

**Duties of the Priest:** Guidance, Marriage, Missions: Priests often choose to go on adventures where they will have the opportunity to participate in some great plot or caper; it can be a deadly serious mission, so long as the priest gets to be involved in intricate planning and clever tactics. Vigilance against forces (mostly of society) that make people too responsible too young, that mature them too quickly.

**Weapon and Armor Restrictions:** Weapons Permitted: Blowgun, bows (all), crossbow, dagger/dirk, javelin, knife, lasso, net, quarterstaff, spear, stiletto, sword/bastard, sword/long, sword/rapier, sword/sabre, sword/short. Armor Permitted: All non-magical non-metal armor; no shields. Oriental Campaigns: Also bo stick, chain, daikyu, sai, shuriken, wakizashi. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to Charm, Divination, Protection, Summoning. Minor Access to Animal, Elemental, Guardian, Plant.

**Powers:** *Charm/Fascination* (as per the Designing Faiths chapter). *Detect Secret Doors* (same as Elf ability: Success on roll of 1 on 1d6 when passing within 10', 1-2 on 1d6 to find secret doors and 1-3 on 1d6 to find concealed portals when actively searching; elven priests of this order have success on a roll of 1-2 when passing within 10', 1-3 to find secret doors and 1-4 to find concealed portals when actively searching). *At 8th level: Shapechanging* (as per the Designing Faiths chapter; DM chooses the three animal forms, or can allow the player to make the choice).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one third-level priest and seven first-level priests of the same order, one fifth-level thief and one fifth-level bard (who act as assistant mischief-makers and accompany the priest everywhere), and one third-level fighter and seven first-level fighters who act as guards. The priest may take the following on adventures: One priest, the thief, the bard, and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Fox.

### Moon

This deity is a god of inspiration, magic, and mystery, and is closely related to the god of Darkness (see above).

His priests celebrate the magics and light granted by the moon.

In a fantasy setting, there could be numerous gods of the moon... one for each of several moons the planet possesses.

Most moon-gods are female.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Hunting, Light, Magic, Oracles/Prophecy, and Sun.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10. Wisdom 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Navigation. Nonweapon Proficiencies Recommended: Astrology, Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Education: These priests help in the promotion and teaching of magic. These priests must participate in celebrations of the god, which take place once each moon (different temples may celebrate on the full moon or the new moon, at the DM's option).

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), dagger/dirk, dart, javelin, knife, sling, spear. Armor Permitted: All non-metal armor; any shield that is circular or crescent-shaped. Oriental Campaigns: Also daikyu, katana, shuriken. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination, Summoning, Sun. Minor Access to Animal, Elemental, Healing, Necromantic.

**Powers:** *Charm/Fascination* (as per the Designing Faiths chapter). *Infravision* (same as the elf ability; an elven or half-elven priest of this faith has Infravision of doubled range, to 120'). At 5th level: *Inspire Fear* (as per the Designing Faiths chapter). *At 10th level, chariot of Sustarre*; the priest can use this spell once per day in addition to his other spells.

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, one third-level mage and two first-level mages who act as consultants, and one third-level fighter and two first-level fighters who act as guards. The priest may take the following on adventures: Two priests, one mage, and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Chariot, Moon (in any phase but new).

**Notes:** The bow, chosen as the weapon for this order, represents the inspiration of light-shafts.

### Music, Dance

This god represents the performing arts -- vocal and instrumental music, traditional and interpretive dance, even stage tragedy and comedy. He is closely related to the gods of arts and of literature/poetry, and is the favorite god of bards.

His priests are devoted to the advancement of music and dance in the population. They organize events where music is played, dances are performed, and plays are enacted. Sometimes they tour as part of theatrical companies, among bards and other performers. Their quest is to bring light to others through the performing arts.

Lesser gods of this attribute concentrate on only one of his aspects. One god might be

the deity of vocal music, another the deity of wild, frantic dances, another the god of ballet.

A god who encompasses all the aspects of music and dance is probably going to be male. Gods of individual aspects are more likely to be female.

The priests of this god are on good terms with the priests of Arts, Community, Crafts, Culture, Divinity of Mankind, Light, Literature/Poetry, Metalwork, and Sun.

**Alignment:** The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 12 and *either* Charisma or Dexterity 14. If Wisdom or second ability is 16, character gets +5% experience. If Wisdom *and* second ability are both 16, character gets +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Any one from the following list # Dancing, Singing, Musical Instrument. Nonweapon Proficiencies Recommended: Any of the others from the list above, plus Artistic Ability/Composition, Ancient History, Local History, Reading/Writing, Religion, Juggling, Jumping, Tumbling. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

**Duties of the Priest:** Guidance, Marriage. Education: These priests must encourage and support members of their flock (or the general population) who show signs of talent with dance or music.

**Weapon and Armor Restrictions:** Weapons Permitted: Dagger/dirk, javelin, knife, lasso, quarterstaff, spear, stiletto, sword/long, sword/rapier, sword/sabre. Armor Permitted: None; no shields. Oriental Campaigns: Also bo stick, chain, katana. All together, these constitute Medium combat abilities.

**Other Limitations:** Priests of this sect receive six-sided dice for hit points, not eight-sided.

**Spheres of Influence:** Major Access to All, Animal, Charm, Summoning, Sun. Minor Access to Divination, Elemental, Healing, Plant.

**Powers:** *Charm/Fascination* (as per the Designing Faiths chapter). *Soothing Word* (as per the Designing Faiths chapter, but at 5th level can use the power six times per day instead of three). *Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 7th level, and consist of three third-level priests and six first-level priests of the same order, plus five first-level fighters to act as temple guards and twenty Normal Men and Women, each of whom has a Nonweapon Proficiency appropriate to the temple (Artistic Ability, Dancing, Singing, Musical Instrument). The priest may take the following on adventures: Three priests (only one of whom may be third-level), two fighters, four Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 7th level. One of the elements of the stronghold must be a hall, including a stage, where musicians and dancers from the surrounding area may congregate to practice their arts.

**Possible Symbols:** Any musical instrument.

**Notes:** The weapons permitted to this priesthood are the weapons best suited to inclusion in dances.

## Nature

This deity is related to the gods of agriculture and fertility. He's most similar to the gods of the Earth, but is less concerned with earthly powers (like volcanoes) and more with weather and its effects on all living things.

The priesthood teaches the population to worship the deity of nature, and to fear him. It stresses the fact that man is a small, insignificant thing next to the grandeur of nature and must recognize that the sentient species are just elements, ingredients, of nature. This philosophy doesn't sit well with most of the sentient species, except the elves, who are in accord with it.

Nature-gods may be male or female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Animals, Death, Earth, Fertility, Life-Death-Rebirth Cycle, Lightning, Race (Elf), Seasons, Sky/Weather, Thunder, and Vegetation.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Agriculture. Nonweapon Proficiencies Recommended: Animal Handling, Fire-building, Fishing, Weather Sense, Healing, Herbalism, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Vigilance against any forces, gods, or mortals that threaten nature: If a god of fire has gotten too happy and is burning up great tracts of plain or forest during an overlong summer, if a mortal civilization is destroying wilderness by exploiting it or expanding into it, priests of the god of nature are commanded (by their temple or by their god) to go forth and do something about it.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, scythe, sickle. Armor Permitted: All armor and shields. Oriental Campaigns: Also nunchaku. All together, these constitute Medium combat abilities.

**Other Limitations:** Temples operated by these priests must be built outside city walls. Such priests can sleep within city walls (especially when travelling, when the city is under siege, etc.), but his permanent residence must be outside the city limits. To have permanent residence elsewhere is a minor offense, as described in the "Role-Playing" chapter under "Priests and Punishment."

**Spheres of Influence:** Major Access to All, Animal, Elemental, Plant, Protection. Minor Access to Divination, Healing, Sun, Weather.

**Powers:** *Analysis, Identification* (as per the Designing Faiths chapter): The priest has no special detection powers, but when he sees a plant or animal he can identify its species and whether or not it is normal for this area. He can only identify non-magical animals and plants; those with any magical powers, including breath weapons, are beyond his power. *Turn Undead* (same as the Cleric ability). *At 5th level: Inspire Fear* (as per the Designing Faiths chapter). *At 8th level: Shapechanging* (as per the Designing Faiths chapter); the DM can decide whether the priest can turn into one animal or three, and what species he may turn into. He may opt to let the player make that choice.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus two third-level rangers and four first-level rangers to act as guards. The priest may take the following on adventures: Two priests and two rangers of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Mistletoe.

### Oceans, Rivers

This god is a god of large bodies of water. He doesn't concern himself much with mortal doings; sailors pray to him for mercy, and he shows them mercy when he feels like it, and shows them death when he prefers. He is also a storm-god, the deity of storms upon the sea, and sailors fear him.

His priests pray to him for good winds and good harvests of the sea, and make sacrifices to him to keep him happy and calm. They also use their powers to save the creatures of the sea, especially creatures such as mermen and dolphins, from needless death at the hands of overzealous fishermen. They are also great explorers of the sea, and when a priest of the ocean-god decides to hide from other men, only another priest of the same order or an experienced mage can find him in his underwater haven.

Lesser gods will be gods of individual rivers, lakes, and seas. In some lands, each of the continent's thousands of rivers will be the domain of a lesser god or goddess.

Sea-gods are just as likely to be male as female.

The priests of this god are on good terms with the priests of Animals (aquatic animals only) and Sky/Weather.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Swimming. Nonweapon Proficiencies Recommended: Fishing, Rope Use, Seamanship, Weather Sense, Navigation, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Belaying pin, bill, harpoon, javelin, net, scourge, spear, sword/cutlass, trident. Armor Permitted: None; all shields permitted. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Animal, Divination, Elemental, Weather. Minor Access to Charm, Combat, Plant, Protection. Special Notes: Within his Animal sphere, the priest can only cast spells dealing with sea animals; he can only make friends with, become invisible to, charm, speak with, hold, or summon sea-life, and cannot use the insect-related spells at all. Within his Elemental sphere, the priest can only use spells with the word "water" in the name; he can also use the *earthquake* and *transmute rock to mud* spells; additionally, he can take a spell identical to the 6th-level *conjure fire elemental* spell which conjures water elementals instead.

**Powers**: The priest can cast the *water breathing* spell on himself only, once per day, in addition to all other spells; at eighth level, the duration of the spell when cast on himself

becomes 24 hours, and he is then able to cast an extra *water breathing* on others (as per the normal rules for the spell) in addition to all other spells; the *water breathing* spell he casts on himself may not be dispelled , and at 8th level automatically renews itself at the end of the 24-hour period if the priest is still underwater and asleep, unconscious, etc. *Determine approximate depth underwater* on 1-4 on 1d6 (similar to the Dwarf ability concerning depth underground). *Infravision* (same as the elf ability, but only works underwater; an elven or half-elven priest of this faith has Infravision of doubled range, to 120', only underwater). *At 5th level: Language/Communication* (as per the Designing Faiths chapter); from 5th to 8th levels, the priest receives one extra language or communication (or nonweapon pro ficiency slot usable only for languages) which can only be taken for aquatic beings (aquatic elves, porpoises, mermen, etc.). *At 8th level: Shapechanging* (as per the Designing Faiths chapter); the DM may choose for this to be one animal or three, and which animals it is (or can give those choices to the player), but they must be marine animals.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests from the same order, plus five mermen and mermaids (total). (The DM may substitute any other intelligent aquatic race, as appropriate, anywhere from 5 to 10 total HD of them: aquatic elves, water-nymphs, etc.) The priest may take the following on adventures: Two priests of his choice. On waterborne adventures, he can take three of the mermen and mermaids (or up to 6 HD of the substituted aquatic races). The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Dolphin, Fish, Octopus, Trident, Ship, Wave.

**Notes:** The weapons usable by this priesthood are the weapons of sailors and sea-gods.

### Oracles, Prophecy

This is a god who delivers broad statements about the future to his followers. He's distinct from the god of Fate/Destiny in that he doesn't preach a doctrine of acceptance; he just passes on the visions he has of the future, and lets his followers and those who beg his visions act on them accordingly.

Priests of this god act as intermediaries between the oracular god and visitors who come to receive his prophecies. See the paragraph below on Followers and Strongholds for more on this.

The oracular god is as likely to be male as female.

The priests of this god are on good terms with the priests of Darkness/Night, Dawn, Fate/Destiny, Light, Magic, Moon, Sun, and Wisdom.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 9, Charisma 11. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Astrology. Nonweapon Proficiencies Recommended: Ancient History, Ancient Languages, Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage, Omen-Reading. Missions: Having passed

on a prophecy, the priest may choose to accompany those who received the prophecy. The priest may just want to see how reality matches the vision he received; however, if the prophecy included options, visions of different ways the situation could resolve itself, the priest may be tagging along to help the preferred outcome take place.

**Weapon and Armor Restrictions:** Weapons Permitted: Choose two from the following list (DM chooses based on other attributes or characteristics of the oracular god): Bows (all), crossbow, dagger/dirk, dart, hand/throwing axe, harpoon, javelin, knife, lasso, net, sling, spear, staff sling, stiletto, whip. Armor Permitted: None; no shields. Oriental Campaigns: Also included among choices are daikyu, shuriken. All together, these constitute Poor combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Divination, Elemental, Healing, Summoning. Minor Access to Charm, Creation, Necromantic, Sun.

**Powers:** *Language/Communication* (as per the Designing Faiths chapter); from 1st level to 8th, the priest receives one extra language per level (or one extra nonweapon proficiency slot which may only be used for taking languages); these languages may only be those of sentient humanoids. *Prophecy* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus five second-level fighters who act as guards. The priest may take the following on adventures: Three priests (not including the fifth-level priest, and may only include one third-level priest) and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level. Part of the stronghold must be an oracular chamber or area where visitors may meet with the priests and receive oracles; the temple may charge a fee of money or goods for this service, so the stronghold must also have large, commodious storerooms for these goods.

**Possible Symbols:** Bow, Brazier.

### Peace

This god is devoted to the cause of peace. He prefers for all conflicts to be settled non-violently.

His priests, in turn, work to keep things peaceful. They intercede between nations which are on the brink of war. They suggest compromises and nonviolent ways of settling important issues. They do their best to keep things calm and civil.

Remember, though, when role-playing such priests, that they don't have to be played as stupid. Nor do they have to presume that every fight can be avoided; when it's obvious that a situation will descend into violence regardless of their best efforts, they don't have to continually badger other players into not fighting. They *do* have to try to preserve peace when it *can* be preserved, and to prevent unnecessary violence when possible. A player who takes a peace-priest character would do well to become party spokesman; this will allow him to do all the party's negotiations and thus head off combat situations on a more frequent voice.

A god of peace is as likely to be male as female.

The priests of this god are on good terms with the priests of Community, Competition, Good, Healing, Love, Messengers, Prosperity, Race (Halfling), and Rulership/Kingship. The priests of this god dislike the priests of Justice/Revenge and War.

**Alignment:** The deity is lawful good. The priests may only be lawful good. The flock may not be chaotic or evil, but may be of any alignment not including those elements.

**Minimum Ability Scores:** Wisdom 10, Charisma 12. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

Nonweapon and Weapon Proficiencies: Nonweapon Proficiencies Required: Etiquette. Non-weapon Proficiencies Recommended: Modern Languages, Singing, Local History, Musical Instrument, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Missions: The priest often accompanies parties of war or groups of adventurers to try to bring about peaceful solutions to as many situations as possible. (Note to the DM: You don't want this priest as a player-character in your campaign unless most of the other players, too, prefer peaceful resolutions to various situations. If they prefer fighting things out, they'll resent the priest of peace and it will result in major annoyances in your campaign.) Vigilance against forces or individuals who seem to stir up trouble continually and needlessly.

**Weapon and Armor Restrictions:** Weapons Permitted: Lasso, net. Armor Permitted: All non-magical armor and shields. All together, these constitute Medium combat abilities.

**Other Limitations:** Priests of this sect receive six-sided dice for hit points, not eight-sided. Whenever they appear in public they must wear clothing or badges which display their status as priests of the god of peace.

**Spheres of Influence:** Major Access to All, Charm, Creation, Divination, Protection. Minor Access to Animal, Guardian, Healing, Necromantic.

**Powers:** *Charm/Fascination* (as per the Designing Faiths chapter). *Language/Communication* (as per the Designing Faiths chapter); from 1st level to 4th, the priest receives one extra language per level (or one extra nonweapon proficiency slot which may only be used for languages); the language chosen must be that of a sentient humanoid race. *Soothing Word* (Designing Faiths chapter). *At 5th level: Laying On of Hands* (same as the Paladin ability).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Two priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Dove, Olive Branch.

## Prosperity

This is a god of riches and wealth. He may be a god of rich treasures from under the ground, or of riches of herds, or of any sort of prosperity.

The god's priests spend a lot of time dabbling in trade and teaching the children of noble families how to manage their money wisely, to build businesses from the ground up, to improve their communities through the careful, studied application of money. They are not priests of greed and avarice, though the occasional priest will end up being a greedy man.

The god of prosperity is male.

The priests of this god are on good terms with the priests of Community, Peace, Race

(Halfling), and Trade.

**Alignment:** The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 11. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Appraising. Non-weapon Proficiencies Recommended: Mining, Modern Languages, Reading/Writing, Religion, Gaming, Gem Cutting. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Rogue.

**Duties of the Priest:** Guidance, Marriage. (Note: The priests of this sect do not encourage members of their flock to marry for love if it means alienating the families and living in poverty.)

**Weapon and Armor Restrictions:** Weapons Permitted: Bill, harpoon, javelin, lasso, mancatcher, net, picks (all), spear, trident. Armor Permitted: All non-magical armor and non-magical shields. Oriental Campaigns: Also chain. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Animal, Creation, Plant, Summoning. Minor Access to Guardian, Healing, Necromantic, Protection.

**Powers:** *Detection* (as per the Designing Faiths chapter) of treasure and objects of value; the priest can detect treasure when he is within 10' of it, even when it is concealed (5' if it is behind a thin wall, or 2' if it is behind a heavy wall or buried); however, he cannot divine its direction through this power, and must move around to get a fix on the treasure. The power does not tell him what sort of treasure it is, and even if it's of a type he does not desire (such as a small bag of coins) it will alert him to the treasure's presence. The power is next to useless when the character is among allies (their coin-pouches will set it off), so he must walk alone to be able to use it. *Determine approximate depth underground* on 1-3 on 1d6 (same as Dwarf ability; dwarf-priests and gnome-priests of this faith succeed on a 1-5 on 1d6).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, two third-level priests, and four first-level priests of the same order, plus one fifth-level fighter (bodyguard), one fifth-level bard (the priest's personal bard), and ten Normal Men and Women (good-looking, high-charisma men and women with no perceivable skills or source of income who are attracted to the priests of fortune and luck). The priest may take the following on adventures: Two priests, the fighter, the bard, and all the Normal Men and Women. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Bull, Chest.

**Notes:** The weapons chosen for this priesthood were chosen based on association with the earth, as the source of precious metals, and those which can grab, capture, harvest the bounty of the seas, etc.

## Race

This god is the mentor of a specific sentient race (dwarf, elf, gnome, halfling, and

human, and even half-elf if there enough half-elves that they are recognized as being an actual species). Usually, the god is the one who, in the legends, created the race in question -- or at least nurtured and educated the race in difficult years.

Naturally, there is a separate race-god for each race.

The gods' priesthoods are dedicated to staving off threats against the race, persuading members of the race to achieve their maximum potential and destiny, and to preventing members of the race from betraying the race (or, for that matter, the world, or all life on the world).

A race-god is as likely to be male as female.

The priests of this god are on good terms with the priests of Ancestors, Birth/Children, Community, Culture, Good, and Marriage. Also: (Dwarves) Crafts, Fire, Lightning, Metalwork, Thunder. (Elves) Animals, Crafts, Nature, Race/Half-Elven. (Gnomes) Mischief/Trickery. (Half-Elves) Race/Elven, Race/Human. (Halflings) Mischief/Trickery, Peace, Prosperity. (Humans) Divinity of Mankind, Race/Half-Elven.

**Alignment:** The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 12. Wisdom 16 means +10% experience.

**Races Allowed:** Only dwarves can be priests of the god of the dwarven race, only elves can be priests of the god of the elven race, etc. The only exception to this pattern is the half-elf. A half-elf can be a priest of the god of the elven race, of the god of the human race, or of the god of the half-elven race (assuming that the DM even *has* a god of the half-elven race). If a half-elf is the priest of the god of the elven race, he follows all the guidelines (in this priest description) for those priests instead of half-elven priests; if he is the priest of the god of the human race, he follows all the guidelines for those priests instead of half-elven priests.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Ancient History. Nonweapon Proficiencies Recommended: Local History, Reading/Writing, Religion, (Dwarves) Blacksmithing, Armorer, Mountaineering, Weaponsmithing, (Elves) Animal Handling, Animal Lore, Bowyer/Fletcher, Dancing, Running, Tracking, (Humans) Riding Land-Based, Navigation, Heraldry. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Vigilance against enemies of the race and their plots.

**Weapon and Armor Restrictions:** Naturally, Weapon and Armor Restrictions vary from race to race. Broken down by race, they include:

*Dwarves:* Weapons Permitted: Battle axe, club, crossbow, flails (both), hand/throwing axe, mace, maul, morning star, picks (all), warhammer. Armor Permitted: All armor and all shields. All together, these constitute Good combat abilities.

*Elves:* Weapons Permitted: Bows (all), dagger/dirk, javelin, knife, lance, quarterstaff, spear, sword/short, sword/long. Armor Permitted: All non-metal armor; *any metal armor made by elven craftsmen*; all shields. Oriental Campaigns: Also bo stick, daikyu. All together, these constitute Good combat abilities.

*Gnomes:* Weapons Permitted: Bows (all)/short, crossbow/light, hand/throwing axe, javelin, sling. Armor Permitted: All armor and shields. All together, these constitute

Good combat abilities.

*Half-Elves:* Weapons Permitted: Bows (all), dagger/dirk, knife, lance, lasso, swords (all). Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

*Halflings:* Weapons Permitted: Club, dagger/dirk, dart, hand/throwing axe, javelin, knife, sling, staff sling. Armor Permitted: All armor; no shields. All together, these constitute Medium combat abilities.

*Humans:* Weapons Permitted: Bows (all), dagger/dirk, knife, lance, spear, sword/long. Armor Permitted: All non-magical armor and shields. All together, these constitute Good combat abilities.

**Other Limitations:** Whenever they appear in public, these priests must wear clothing or badges which indicate their status as priests of the race. Important Note: There is no limitation on whom these racial priests can heal. A dwarf-race priest can heal anyone he chooses -- humans, half-elves, gnomes, halflings, even elves. Of course, racial prejudice might prompt the priest to deny healing to those of another race... but that's his individual choice, not a requirement of his faith.

**Spheres of Influence:**

*Dwarves:* Major Access to All, Combat, Protection. Minor Access to Divination, Healing.

*Elves:* Major Access to All, Plant, Summoning. Minor Access to Healing, Sun. The DM may, at his sole discretion, substitute Major Access to Animal sphere for the Major Access to Summoning sphere; alternatively, he may give the player the option of choosing Animal or Summoning.

*Gnomes:* Major Access to All, Plant, Protection. Minor Access to Divination, Healing.

*Half-Elves:* Major Access to All, Healing, and player's choice of one from the following list: Animal, Plant, Protection, or Summoning. Minor Access to Divination, Necromantic.

*Halflings:* Major Access to All, Creation, Divination, Guardian, Pro tection. Minor Access to Charm, Healing, Necromantic, Sun.

*Humans:* Major Access to All, Divination, Healing. Minor Access to Necromantic, Sun.

**Powers:** *Incite Berserker Rage* (as per the Designing Faiths chapter). *Inspire Fear* (as per the Designing Faiths chapter). *Soothing Word* (as per the Designing Faiths chapter). *At 5th level: Laying On of Hands* (same as the Paladin ability). *At 8th level: Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 8th level. The priesthood will pay for half of the cost of stronghold construction at 8th level.

For *Dwarf* priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level dwarf-fighters who act as bodyguards; and twenty first-level dwarf-fighters, each with a Nonweapon Proficiency appropriate to the temple (blacksmithing and mining especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For *Elf* priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level elf-fighters who act as bodyguards; and ten first-level elf-fighters, each with a Nonweapon Proficiency

appropriate to the temple (animal lore, bowyer/fletcher, hunting, set snares, and tracking especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For *Gnome* priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level gnome-fighters who act as bodyguards; and ten first-level gnome-fighters, each with a Nonweapon Proficiency appropriate to the temple (mining, set snares, and tracking especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For *Half-Elf* priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level half-elf-fighters who act as bodyguards; and ten first-level half-elf-fighters, each with a Nonweapon Proficiency appropriate to the temple (reading/writing especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For *Halfling* priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level halfling-fighters who act as bodyguards; and ten first-level halfling-fighters, each with a Nonweapon Proficiency appropriate to the temple (agriculture and reading/writing especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

For *Human* priests, the followers consist of: One fifth-level priest, one third-level priest, and two first-level priests of the same order; two fifth-level human fighters who act as bodyguards; and ten first-level human fighters, each with a Nonweapon Proficiency appropriate to the temple (ancient history, local history, and reading/writing especially). The priest may take the following on adventures: Two priests and two first-level fighters of his choice, and his fifth-level bodyguards.

**Possible Symbols:** (Dwarf) Axe, Warhammer, Anvil; (Elf) Tree, Bow; (Gnome) Throwing Axe; (Half-Elf) Crossed Bow & Sword; (Halfling) Low Hill With Windows; (Human) Crossed Sword & Shield or Spear & Shield.

**Notes:** The DM can create many more racial priesthoods based on the above examples, to reflect variations within races. He could have a racial priesthood for the Aquatic Elf, similar to that of the Elf but using the weapons which the priests of oceans and rivers can use. He could have another for the desert-dwelling human where sabres, horse-back riding, desert survival and no armor are the order of the day.

The DM should be careful when letting race-oriented priests in his campaign. It's not difficult for new or inexperienced players to misinterpret this class as a priesthood of prejudice, which is not the intent at all. These priests are supposed to support and celebrate the virtues of their own race, but not to be nasty to other races, contribute to stereotypes about them, exalt in jokes about them, etc. There may be priests like that in any order, but they should be NPCs who are not liked or appreciated by their fellows.

### Redemption

This god takes the stand that all opponents to a specific cause are evil and must be converted, redeemed... or destroyed. There could be more than one god of redemption, one for each different cause sufficiently important to warrant one. In this respect, they are

much like the gods of Culture (and their priests much like priests of the gods of Culture), but are primarily soldiers for their cause.

The god of redemption is male.

The priests of this god are on good terms with the priests of Good. The priests of this god dislike the priests of Evil.

**Alignment:** The deity is neutral good. The priests may be any sort of good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies**: Nonweapon Proficiencies Required: Religion. Non-weapon Proficiencies Recommended: Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Missions: These priests are often dispatched on missions to persuade sinners and evildoers to repent their misdeeds. Therefore, on adventures, these priests prefer to capture the chief evil-doers alive and give them the opportunity to recant and make reparations. When the evildoers are unwilling to do so, the priests are perfectly willing to let normal or even vigilante justice take its course.

**Weapon and Armor Restrictions:** Weapons Permitted: Lasso, mancatcher, naul, net, polearms, scourge, whip. Armor Permitted: All armor; no shields. All together, these constitute Good combat abilities.

**Other Limitations:** Priests of this sect must always wear clothes or badges indicating their priesthood when appearing in public.

**Spheres of Influence:** Major Access to All, Charm, Combat. Minor Access to Divination, Healing.

**Powers:** *Inspire Fear* (as per the Designing Faiths chapter). *At 5th level: Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 9th level, and consist of three 3rd-level priests and six 1st-level priests of the same order, plus five 3rd-level fighters who act as guards. The priest may take the following on adventures: Three priests (only one of which may be third-level) and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Silhouette of kneeling supplicant.

### Rulership, Kingship

This god is a god of authentication: He bestows his blessings on the kings of various cities or countries so that all will know the god supports that king and his family. Usually, the god provides the king with some artifact indicating his approval... and magically takes back the artifact when he withdraws his approval. (The artifact is usually a crown or a sceptre; these are two near-universal symbols of kingship.)

The god's priests are advisors to kings. They analyze politics and make recommendations. They intensively research the genealogy and history of the king's families, the better to authenticate his hold on the throne. At their god's behest, they may participate in the overthrow of a king. Many of these priests do travel, in order to acquire more information about the king or to head off plots against him.

In a male-dominated society, this deity will be male. In a female-dominated society,

this deity will be female. In a more equal society, the god may be of either sex.

The priests of this god are on good terms with the priests of Community, Culture, Messengers, Peace, and War.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10, Charisma 11. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Etiquette. Non-weapon Proficiencies Recommended: Heraldry, Ancient History, Ancient Languages, Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Missions: When a ruler sees opportunities to strengthen his throne or eliminate problems that might endanger his throne, he often asks for priests of this sect to accompany the adventurers he dispatches; the local temples usually cooperate and provide adventurer priests to accompany those parties. Vigilance: These priests are required to stay alert against forces which threaten the local thrones. This includes foreign intrigue and even internal problems; if a local king has become corrupt and tyrannical, and the local population is edging toward rebellion, these priests may put pressure on the king to shape up... or may even oppose or depose him, so that the throne will remain strong under a new, better ruler.

**Weapon and Armor Restrictions:** Weapons Permitted: One type of bludgeoning weapon (the DM chooses one from the following list, choosing the preferred bludgeoning weapon of the culture: Club, flails (both), mace, morning star, warhammer), and one type of sword (DM chooses one type from following list, choosing the preferred sword of the culture: Bastard, cutlass, khopesh, long, rapier, sabre, short, or two-handed). Armor Permitted: All metal armor, all shields. Oriental Campaigns: Also katana and wakizashi added to the list of sword choices. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Elemental. Minor Access to Healing, Protection.

**Powers:** *Soothing Word* (as per the Designing Faiths chapter). *Incite Berserker Rage* (as per the Designing Faiths chapter). *At 8th level: Inspire Fear* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 9th level, and consist of one fifth-level priest, one third-level priest, and two first-level priests of the same order, plus three third-level fighters and six first-level fighters to act as guards; each fighter must have one of the following Nonweapon Proficiencies: etiquette or heraldry. The priest may take the following on adventures: Two priests and three fighters (only one of whom may be third-level) of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Crown, Sceptre.

### Seasons

This god celebrates the changing seasons, and so is related to the gods of agriculture

and time. His priests maintain the calendar and are often find astronomers.

Lesser gods of this attribute would be gods of individual seasons: the god of spring, the god of summer, the god of winter, and (where applicable) the god of autumn (not all regions recognize an autumn season).

The gods of seasons are usually female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Elemental Forces, Fertility, Life-Death-Rebirth Cycle, Nature, Sky/Weather, Time, and Vegetation.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10. Wisdom 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Astrology, Agriculture, Navigation, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, quarterstaff, maul, polearms, scythe, sickle. Armor Permitted: All non-metal armor; no shields. Oriental Campaigns: Also bo stick, nunchaku. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Creation, Elemental, Protection, Weather. Minor Access to Animal, Divination, Healing, Plant.

**Powers:** *Immunity* (as per the Designing Faiths chapter, automatically successful saving throws) vs. all priest spells of the elemental sphere, and all wizard spells with coldness and heat (not fire!) as one of their components or effects.

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and eleven first-level priests of the same order, plus ten first-level fighters who act as guards. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and four fighters. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols**: (Spring) Sapling, (Summer) Sheaf of Wheat, (Autumn) Leaf, (Winter) Leafless Tree, (Entire Year) All of the Above.

### Sites

These gods are much like gods of communities, but the sites they represent don't have to be occupied. A site-god could be the deity of a mountain, a cave, a plain, or a valley. These are usually minor gods, one god to a site. Generally, the sites are famous *because* they are the dwellings of gods; however, the gods seldom let themselves be seen.

Priests of these gods are protectors of the sites, and all living things which dwell there. Because of this, the priests seldom leave those sites, and so this is not usually a good choice for a player-character. Only when the site is threatened by distant powers is the priest allowed to leave the site for adventures.

Site gods are as likely to be male as female.

The priests of this god are on good terms with the priests of Ancestors and

Community.

**Alignment:** A deity who is the patron of a single site will probably be true neutral; his interest is in the survival and veneration of the site, with little interest in the doings of men. Their priests may be of any neutral alignment, but neutral evil priests gather in one cult, while true neutral and neutral good priests gather in a second; they won't be friendly to one another. The flock may be of any alignment. The DM can decide that a particular site deity is neutral good, in which case there will be no evil priests or flock; or that he is neutral evil, in which case there will be no good priests or flock.

**Minimum Ability Scores:** Wisdom 12, Strength 10. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Local History. Nonweapon Proficiencies Recommended: Religion, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Marriage. Missions: If the site is threatened, the priest will be dispatched to help straighten out the situation.

**Weapon and Armor Restrictions:** Weapons Permitted: One lesser weapon from the following list (Club, dagger/dirk, hand/throwing axe, javelin, light crossbow, mace, short bow, warhammer) and one greater weapon from the following list (Battle axe, heavy crossbow, long bow, morning star, polearm, quarterstaff, spear, sword/long). (The DM makes this choice based on the history and attributes of the holy site; often, the choices will be paired, such as dagger and long sword or throwing axe and battle axe.) Armor Permitted: All non-magical armor and shields. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Healing, Protection. Minor Access to Animal, Plant.

**Powers:** *Inspire Fear* (as per the Designing Faiths chapter); this power is granted by the god to help the priest keep the site clear of those who would harm or despoil it.

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus one fifth-level fighter, two third-level fighters and four first-level fighters who act as guards for the site and the chief priest. The priest may take the following on adventures: Three priests (only two of whom can be third-level) and one fighter of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** A silhouette representing the site; if it's a mountain, it would be the silhouette of the mountain, for instance.

### Sky, Weather

This is a god of the atmosphere in all its manifestations, from the most clear and still to the most stormy and tumultuous. It is this god that determines how much rain will reach the soil; it is this god that occasionally goes a little crazy and storms until all the living things in the area are terrified. He is a wild and powerful god, and a very necessary one.

His priests primarily work to ensure that he receives the worship that he is due. Beyond that, they may do much as they please, serving individual communities or adventuring as

they choose.

Lesser gods of the sky attribute simply embody one aspect of the sky or weather. The gods of Lightning, Thunder, and Wind described in this section can be considered lesser sky- and weather-gods.

The sky-god is almost always male.

The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Elemental Forces, Fertility, Life-Death-Rebirth Cycle, Lightning, Nature, Oceans/Rivers, Seasons, Thunder, Vegetation, and Wind.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10, Constitution 12. Wisdom or Constitution 16 means +5% experience; Wisdom *and* Constitution 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Religion, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Battle axe, bows (all), club, hand/throwing axe, javelin, spear, warhammer. Armor Permitted: All non-metal armor, all shields. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Astral, Elemental (the priest can only use spells with the words Water, Air, and Wind in their names, and the spell *chariot of Sustarre* ), Protection, Weather. Minor Access to Combat, Divination, Plant, Sun.

**Powers:** Inspire Fear (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Any three priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Dome, Cloud, Raincloud.

### Strength

This god celebrates physical strength, and nothing but strength.

His priests promote physical fitness, contests of strength (such as weight-throws and wrestling, in association with priests of the god of competition) and war.

The strength-god is male.

The priests of this god are on good terms with the priests of Competition, Divinity of Mankind, Guardianship, Lightning, Metalwork, Thunder, and War. The priests of this god dislike the priests of Death, Disease, and Mischief/Trickery.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment. don't like priests of the god of disease, which is a god of weakness.

**Minimum Ability Scores:** Wisdom 9, Strength 15. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

**Races Allowed:** Dwarves, elves, half-elves, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Endurance. Nonweapon Proficiencies Recommended: Reading/Writing, Religion, Charioteering. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Missions: The priest is not required to, but is almost always allowed to go on adventures where he will be able to display his personal strength and demonstrate the attributes of his god.

**Weapon and Armor Restrictions:** Weapons Permitted: Battle axe, cestus, club, mace, maul, morning star, picks (all), polearm, sword/two-handed, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Combat, Healing. Minor Access to Elemental, Necromantic.

**Powers:** *Immunity* (as per the Designing Faiths chapter); the priest is immune to undead life-draining and paralysis, and to the spells *chill touch, energy drain, enervation, ray of enfeeblement,* and *vampiric touch*. *Turn Undead* (same as the Cleric ability). *At 5th level: Incite Berserker Rage* (as per the Designing Faiths chapter). *At 8th level: Inspire Fear* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus one fifth-level fighter, two third-level fighters, and four first-level fighters, all with a Strength score of 16. The priest may take the following on adventures: Three priests (only one of whom may be third-level) and four fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Human Silhouette Holding Up Mountain or Temple.

### Sun

This god is a god of magic, healing, inspiration, and life, sometimes of madness and heatstroke. He is an enemy of dark creatures, especially the undead.

The priesthood of this god exists to promote all those traits among the flock, and to celebrate the daily blessing that the sun-god shines down upon the world.

The sun-god is usually male.

The priests of this god are on good terms with the priests of Arts, Crafts, Darkness/Night, Dawn, Elemental Forces, Fire, Healing, Hunting, Light, Literature/Poetry, Magic, Metalwork, Moon, Music/Dance, and Oracles/Prophecy.

Alignment: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but tends to be neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 12, Intelligence 12. Wisdom or Intelligence 16 means +5% experience; Wisdom *and* Intelligence 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Healing. Non-weapon Proficiencies Recommended: Herbalism, Navigation, Reading/Writing, Religion, Spellcraft. Weapon Proficiencies Required: None.

Nonweapon Proficiency Group Crossovers: Priest, General, Wizard.

**Duties of the Priest**: Guidance, Marriage. Education: Priests of this sect promote the study of magic. Vigilance: The sun-god is a god of observation, of keen eyesight, of vigilance in general. Therefore, all his priests are commanded to keep their eyes open and learn as much as possible about what is going around them at all times. What they do with that knowledge, outside the context of helping their temple and preserving the worship of the god, is up to them.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), crossbow, dagger/dirk, dart, javelin, knife, spear. Armor Permitted: All metal armor and all shields. Oriental Campaigns: Also daikyu, shuriken. All together, these constitute Medium combat abilities.

**Other Limitations**: None.

**Spheres of Influence:** Major Access to All, Divination, Healing, Necromantic, Sun. Minor Access to Charm, Elemental (the priest can only use spells with the words fire, flame, heat, and pyrotechnics in the names), Plant, Protection.

**Powers:** *Detect Secret Doors* (same as Elf ability: Success on roll of 1 on 1d6 when passing within 10', 1-2 on 1d6 to find secret doors and 1-3 on 1d6 to find concealed portals when actively searching; elven priests of this order have success on a roll of 1-2 when passing within 10', 1-3 to find secret doors and 1-4 to find concealed portals when actively searching). *Infravision* (same as the elf ability; an elven or half-elven priest of this faith has Infravision of doubled range, to 120'). *Turn Undead* (same as the Cleric ability). *At 5th level: Laying On of Hands* (same as the Paladin ability). *At 8th level: Prophecy* (Designing Faiths chapter). *At 10th level, chariot of Sustarre*; the priest can use this spell once per day in addition to his other spells.

**Followers and Strongholds:** The followers are received at 9th level, and consist of three third-level priests and six first-level priests of the same order, plus one third-level fighter and two first-level fighters to act as guards, one third-level mage and two first-level mages to act as consultants, one third-level bard and two first-level bards to act as personal bards. The priest may take the following on adventures: Three priests (only one of whom may be third-level), plus one fighter, one mage, and one bard of his choice. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Sun (With or Without Rays); Chariot.

**Notes:** The weapons permitted for this order are those which strike from afar, like the inspiration (or heatstroke) of the sun.

## Thunder

The thunder-god is very similar to the lightning-god; in campaigns where they both exist, they will probably be related, even brothers. He represents the fearsomeness of nature, natural forces at their most frightening, and so is a god of terror and fear as well. Like the lightning-god, he is also a god of storms.

Also as with the lightning-god, the thunder-god is not very concerned with the affairs of mortals; he lets them worship him and grants power to his priests, but otherwise doesn't interfere much in mortal affairs. His priests promote worship of his power and fearsomeness, especially as traits which the followers wish to use against their enemies.

The thunder-god is male.

The priests of this god are on good terms with the priests of Elemental Forces,

Lightning (especially), Nature, Race (Dwarven), Sky/Weather, and Strength.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 10, Strength 12. Wisdom or Strength 16 mean +5% experience; Wisdom *and* Strength 16 mean +10% experience.

**Races Allowed: Dwarves**, elves, gnomes, half-elves, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Reading/Writing, Religion. Weapon Proficiencies Required: Warhammer. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest**: Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, mace, maul, morning star, warhammer. Armor Permitted: All armor and shields. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Combat, Weather. Minor Access to Divination, Protection.

**Powers:** *Incite Berserker Rage* (as per the Designing Faiths chapter). *At 5th level: Inspire Fear* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus three third-level fighters and six first-level fighters to act as guards. The priest may take the following on adventures: Two priests and two fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Warhammer; Warhammer Across Mountain.

### Time

This god is the deity of the march of time. He represents inevitability -- not destiny based on the will of individual gods, but the inevitability of change brought on by time.

His priests preach the philosophy of patience to the flock, and help all the members of the flock adapt themselves to their changing bodies, lifestyles, and needs as they go through life.

The time-god is male.

The priests of this god are on good terms with the priests of Death, Elemental Forces, Fate/Destiny, Seasons, and Wisdom.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Ancient History. Nonweapon Proficiencies Recommended: Local History, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Scythe, sickle. Armor

Permitted: All non-magical armor; no shields. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Astral, Divination, Healing, Necromantic. Minor Access to Plant, Protection, Sun, and Weather.

**Powers:** *Identification* (as per the Designing Faiths chapter) of the current time and day; regardless of how long the priest has been underground, unconscious, or otherwise unable to observe the passage of time, he'll know roughly what time it is (within the hour) and exactly what day of the year it is. *At 3rd level: Laying On of Hands* (same as the Paladin ability). *At 5th level: Turn Undead* (same as the Cleric ability).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, five third-level priests, and ten first-level priests of the same order. The priest may take the following on adventures: Two priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Hourglass, Scythe.

### Trade

This god loves bargaining, and loves characters who bargain well. He also promotes the exchange of ideas between cultures through trade. And these, too, are the traits of his priests, who try to keep trade routes between nations open, free from excessive taxes, and mutually profitable.

The god of trade also likes the god of mischief and trickery, and he is a suitable deity for the worship of thieves and bards.

The trade-god is male.

The priests of this god are on good terms with the priests of Community, Crafts, Culture, Fortune/Luck, Messengers, Mischief/Trickery, and Prosperity.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 12, Charisma 13. Wisdom or Charisma 16 means +5% experience; Wisdom *and* Charisma 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, hafllings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Appraising. Nonweapon Proficiencies Recommended: Etiquette, Modern Languages, Riding Land-Based, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Bill, dagger/dirk, dart, hand/throwing axe, javelin, knife, main-gauche, stiletto, sword/rapier, sword/sabre, sword/short. Armor Permitted: All non-metal armor; no shields. Oriental Campaigns: Also shuriken, wakizashi. All together, these constitute Medium combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination, Guardian, Protection. Minor Access to Combat, Healing, Sun, Weather.

**Powers:** *Immunity* (automatically successful saving throw, as per the Designing Faiths chapter) vs. all spells with the word charm in the name. *Language/Communication* (as

per the Designing Faiths chapter); from 1st level to 4th, the priest receives one extra language per level (or one extra nonweapon proficiency slot which can only be used for languages); the languages chosen must be those of sentient humanoids. *Soothing Word* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of three third-level priests and six first-level priests of the same order, plus three second-level bards and two second-level thieves to act as agents (eyes and ears) and one fifth-level fighter (to act as guard). The priest may take the following on adventures: Two priests, one bard, and one thief of his choice, and the fighter. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Ships, Coins.

## Vegetation

This is a god of nature who is devoted specifically to plant-life. He is an admirer of vast forests and plains and all sorts of plant growth, especially that which is wild and not fettered or trimmed or tamed by mankind.

Priests of the god try to make sure that there are always tracts of wilderness in abundance for the god to admire. They work hard to keep civilization from making inroads too deep into wilderness. They do this by spreading tales of the forest as a deep and dangerous place. They often sneak around in the wilderness using their spells on travelling city-folk, or stock the forest with dangerous animals, in order to reinforce this impression. They do not impede those who know the forest (elves, gnomes, rangers, hunters, trappers, woodsmen), but will terrorize innocents and city-soft travellers.

Vegetation-gods are as likely to be male as female.

The priests of this god are on good terms with Druids and the priests of Agriculture, Earth, Fertility, Life-Death-Rebirth Cycle, Nature, Seasons, and Sky/Weather.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 9. Wisdom 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Herbalism. Non-weapon Proficiencies Recommended: Agriculture, Reading/Writing, Religion, Mountaineering, Survival, Tracking. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Club, quarterstaff, scythe, sickle. Armor Permitted: No armor; all wooden shields (no metal or leather). Oriental Campaigns: Also nunchaku. All together, these constitute Poor combat abilities.

**Other Limitations:** Priests of this sect may not wear leathers or furs in their clothing.

**Spheres of Influence:** Major Access to All, Divination, Healing, Plant, Protection, Summoning, Weather. Minor Access to Animal, Combat, Creation, Guardian, Necromantic, Sun.

**Powers:** *Analysis*, *Identification* (as per the Designing Faiths chapter); the priest can identify plants of any sort with perfect accuracy. *Defiance of Obstacle* (as per the Designing Faiths chapter); the priest can pass through overgrown areas like the druid, but can do so at 1st level.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and sixteen first-level priests of the same order. The priest may take the following on adventures: Two priests of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Single plant of any sort (except domestic grains).

### War

This god is the deity of combat and warfare. He exists only to promote and participate in bloody battle.

Each nation has priests of this god, and in each nation the priests constitute a separate cult; they do not cooperate with one another in times of war, especially when their armies are opposed. They help train new warriors, teach battlefield tactics, and make records of the most valiant fights of any war or battle.

In painful times of peace, these individual sects may cooperate with one another. However, they usually only do so to conspire and start up another war.

Lesser gods of war will be gods of some secondary aspect. One might be the god of Berserker Rages, another the god of Battlefield Terror, another the god of Confusion, another the god of Tactics, another the god of Cavalry... and so on.

The chief war-god is male, but lesser war-gods are as likely to be female as male.

The priests of this god are on good terms with the priests of Community, Culture, Guardianship, Justice/Revenge, Messengers, Metalwork, Mischief/Trickery, and Rulership/Kingship. The priests of this god dislike the priests of Peace.

**Alignment:** The deity is true neutral. The priests may be neutral evil, true neutral, or neutral good; evil priests have their own sect and the other priests don't have to tolerate them. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 9, Strength 13. Wisdom or Strength 16 means +5% experience; Wisdom *and* Strength 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Blind-fighting. Nonweapon Proficiencies Recommended: Animal Training, Heraldry, Riding Land-Based, Healing, Reading/Writing, Religion, Armorer, Bowyer/Fletcher, Charioteering, Hunting, Running, Tracking. Weapon Proficiencies Required: No specific weapon required, but priest must choose one weapon from the list of weapons available (below) and *specialize in that weapon according to normal weapon specialization rules.* He is the only priest who can take any weapon specialization. Nonweapon Proficiency Group Crossovers: Priest, General, Warrior.

**Duties of the Priest:** Guidance, Marriage. Missions: The priests want to and are required to accompany armies on the march of war. At every war, priests of this sect will be in attendance on the officers and rulers of both sides. Vigilance: The priests of this sect must keep their eyes open against complacency and the tide of philosophies of peacefulness; if a land is too peaceful for too long, they must shake things up and get a war, even a small one, going.

**Weapon and Armor Restrictions:** Weapons Permitted: Battle axe, bows (all), dagger/dirk, knife, lance, mace, maul, polearm, spear, swords (all), warhammer. Armor Permitted: All armor and shields. Oriental Campaigns: Also katana, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to Combat, Healing. Minor Access to Necromantic, Protection.

**Powers:** *Incite Berserker Rage* (as per the Designing Faiths chapter). *At 5th level: Inspire Fear* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests and six first-level priests of the same order, plus two fifth-level fighters who act as guards. The priest may take the following on adventures: Three priests of his choice, and one fighter. The priesthood will pay for half of the cost of stronghold construction at 8th level. The stronghold must include a large armory chamber.

**Possible Symbols:** Sword Across Banner; Polearms In Formation.

### Wind

This god is related to the god of sky and weather, but he is devoted only to winds. Sailors, especially, pray to these gods, praying for good winds to take them in the direction they wish to go. Wind-gods are playful and sometimes malicious, and may choose to blow ships wildly off-course.

The priesthood of the god of winds makes these prayers for friendly winds, and tries to make sure that the wind-god gets his due of worship; but these priests otherwise are left much to their own devices, and many are adventurers and hero-sailors.

Lesser wind-gods will be gods representing specific types of winds: The cold north wind, the balmy southern wind, the terrifying typhoon or hurricane, the incredibly destructive tornado.

Wind-gods are male.

The priests of this god are on good terms with the priests of Sky/Weather.

**Alignment:** The deity is true neutral. The priests may be true neutral or neutral good; most are true neutral. The flock may be of any alignment.

**Minimum Ability Scores:** Wisdom 9, Dexterity 12. Wisdom or Dexterity 16 means +5% experience; Wisdom *and* Dexterity 16 means +10% experience.

**Races Allowed:** Elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Weather Sense. Nonweapon Proficiencies Recommended: Riding Airborne, Reading/Writing, Religion. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage.

**Weapon and Armor Restrictions:** Weapons Permitted: Blowgun, bows (all), crossbow, dagger/dirk, dart, hand/throwing axe, javelin, knife, lasso, mace, net, scourge, sling, spear, staff sling, whip. Armor Permitted: All armor; no shields. Oriental Campaigns: Also chain, daikyu, shuriken. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Elemental (the priest can only use the spells *dust devil, air walk, chariot of Sustarre,* and *wind walk* ), Protection, Weather. Minor Access to Divination, Guardian. The priest gets an extra major access to make up for the severe limitation imposed on his Elemental sphere access.

**Powers:** *At 3rd level: Shapechanging* (as per the Designing Faiths chapter), into one bird form of the DM's choice (the DM may allow the player to choose the bird form, if the DM so wishes). *At 8th level:* The priest can cast one *aerial servant* spell per day, in addition to all his other spells.

**Followers and Strongholds:** The followers are received at 8th level, and consist of one fifth-level priest, three third-level priests, and six first-level priests of the same order, plus ten first-level fighters to serve as guards. The priest may take the following on adventures: Any three priests and four fighters of his choice. The priesthood will pay for half of the cost of stronghold construction at 8th level.

**Possible Symbols:** Birds; Sails Filled With Wind.

### Wisdom

This is a god of common sense. Wisdom is distinct from, though normally compatible with, formal education and conventional learning; but it is not the same. It consists merely of having sense enough to know what it otherwise takes experience or an education to learn. The learned man knows from experience when his words will provoke a fight; the wise man knows it intuitively, instinctively.

The priests of this god promote sensible solutions and actions on the part of the flock. They suggest compromises and alternatives. They plan future events. The look for trouble in upcoming events and try to head it off. But this isn't a god of peace, and so the priests of wisdom will often be advisors to military officers, helping them plan effective strategies.

The god of wisdom will be female.

The priests of this god are on good terms with the priests of Divinity of Mankind, Good, Literature/Poetry, Mischief/Trickery, Oracles/Prophecy, and Time. The priests of this god dislike the priests of Evil, whom they do not consider sensible.

**Alignment**: The deity is good; at the DM's discretion, he may be chaotic good, neutral good, or lawful good, but is probably neutral good. Regardless of his alignment, his priests may be of any good alignment. The flock may be of any neutral or good alignment.

**Minimum Ability Scores:** Wisdom 13. Wisdom 16 means +10% experience.

**Races Allowed:** Dwarves, elves, gnomes, half-elves, halflings, humans.

**Nonweapon and Weapon Proficiencies:** Nonweapon Proficiencies Required: Religion. Nonweapon Proficiencies Recommended: Modern Languages, Ancient History, Ancient Languages, Local History, Reading/Writing. Weapon Proficiencies Required: None. Nonweapon Proficiency Group Crossovers: Priest, General.

**Duties of the Priest:** Guidance, Marriage. Education: Priests of this sect believe in education for its own sake, and work to provide teaching to all the flock and even the general population (when possible). Vigilance: These priests try to act as advisors to rulers, in order to keep them from making decisions in a too-hasty or foolish fashion. Local rulers often *do* give them posts as advisors.

**Weapon and Armor Restrictions:** Weapons Permitted: Bows (all), dagger/dirk, javelin, knife, picks (all), quarterstaff, spear, sword/long, sword/short. Armor Permitted: All armor and shields. Oriental Campaigns: Also bo stick, daikyu, katana, nunchaku, sai, wakizashi. All together, these constitute Good combat abilities.

**Other Limitations:** None.

**Spheres of Influence:** Major Access to All, Charm, Divination. Minor Access to Healing, Sun.

**Powers:** *Immunity* (as per the Designing Faiths chapter) to *confusion* and *feeblemind* spells. *Soothing Word* (as per the Designing Faiths chapter). *At 5th level: Inspire Fear* (as per the Designing Faiths chapter). *At 8th level: Prophecy* (as per the Designing Faiths chapter).

**Followers and Strongholds:** The followers are received at 9th level, and consist of two third-level priests and four first-level priests of the same order, plus one fifth-level fighter, one third-level fighter, and two second-level fighters to act as guards, and one third-level mage, one third-level bard, one second-level thief, and one second-level illusionist to act as consultants. The priest may take the following on adventures: Two priests (only one of whom may be third-level, plus two fighters of his choice, and two from the following list: mage, bard, thief, and illusionist. The priesthood will pay for half of the cost of stronghold construction at 9th level.

**Possible Symbols:** Owl, Raven, Vulture.

## Combining Traits in One Priesthood

It may be that one god has several different attributes. In real-world mythologies, many, many gods possessed many different traits all at the same time.

Which leads to the question: When one god possesses several attributes, which priest class do you use for his priests?

There are two ways to answer that.

### Multiple Priest Classes

One way to do this is to let the god simultaneously have several appropriate priesthoods. They would actually constitute a single "priesthood" with several different "orders" in it, each order dedicated primarily to one of the god's attributes.

That way, if a specific god (let's call him Kyros the Storm-Shaker) is a god of both War and Sky, two characters becoming his priests could do so in different ways. One character can become a priest of the war-god; another is a priest of the sky-god. But they belong to the priesthood of Kyros, each serving the god in a different way.

Let's take an example from real-world mythology. In Greek myth, the god Zeus was a deity of many, many different attributes. These were some of those attributes:

Fertility
Lightning
Oracles/Prophecy
Rulership/Kingship
Sky/Weather
Strength
Wisdom

Therefore, in a campaign where Zeus is a god, a character created to be a priest of Zeus could be any one of those seven types of priests.

In your own campaign, you can define any god as having two or more attributes, and therefore two or more different classes of priests can serve that god.

That's the simple way to do this.

## Revised Priest Classes

The hard way to do this is to create an entirely new priest-class. Use the Faith Design Sheet from the previous chapter to work such a thing up.

First, look over the priest class rules for all the classes related to the attributes you want the god to contain. Then, choose the elements from each you like. Remember to balance your choices of the priest's combat abilities with those of his available spheres of influence so that he will not end up significantly stronger or weaker than any other priest class.

Let's create such a class as an example. Let's say the goddess Melebeth is the goddess of Love, but in the city of Askarth she is also the civic deity and is known as "The Girder-On" because she is said to arm the city's warriors for combat; she is therefore a goddess of Love, Community, and War. What does her priesthood look like?

### Alignment

The goddess of Community is probably true neutral, but may be of any alignment. The goddess of Love is any sort of good alignment, and the goddess of War is any sort of Neutral alignment. Therefore, our combined Community/Love/War goddess averages out to be neutral good. Her priests should also be neutral good.

### Minimum Ability Scores

The goddess of Community requires W10, Ch12. The goddess of Love requires W10, Ch13. The goddess of War requires W9, S13. Wisdom and Charisma are obviously the leaders here; the priests of this goddess must have Wisdom 10, Charisma 13, and receive +5% experience if either ability is 16 or better, or +10% if both abilities are 16 or better.

### Races Allowed

None of the three priest classes (Community, Love, War) excludes any race. Therefore, this combined class allows priests who are dwarves, elves, gnomes, half-elves, halflings, and humans.

### Nonweapon and Weapon Proficiencies

Community requires Local History. Love requires Herbalism. War requires Blind-Fighting. None of these seems to apply especially appropriately to this combined goddess; since she was originally a goddess of Love, with the other attributes added in this one city, the default should be Herbalism.

Taking the most appropriate Nonweapon Proficiencies Recommended, we get Heraldry, Reading/Writing, Religion, Riding Land-Based, Healing, Blind-Fighting, and Local History.

Most of the three original classes require no specific Weapon Proficiencies, so we'll follow that pattern here.

Nonweapon Proficiency Group Crossovers are obviously Priest, General, and Warrior.

## Duties of the Priest

Taking the duties from the three types of priesthoods which are most appropriate to this combined class, we get:

Guidance, Marriage.

Education in the history of the city.

Vigilance: Trying to preserve the opportunities for romantic love-matches and marriages in the community, but also recommending marriages which will ally strong families and benefit the city.

Missions of defense when the city is threatened by attackers.

## Weapon and Armor Restrictions

The Community goddess' priests can use dagger and knife, and two weapons representing the city. The Love goddess' priests can use bow (small), club, lasso, mancatcher, and net. The War goddess' priests can use battle axe, dagger/dirk, knife, lance, mace, maul, polearm, spear, swords (all), warhammer.

These are three pretty incompatible sets of permitted weapons. But since this combined-attribute goddess will be using weapons mainly to defend her city, we can eliminate the comparatively weak weapons of the pure love-goddess; let us settle on the weapons of the Community goddess' priesthood. This will include dagger and knife, and (for the city of Ashkarth) bows (any) and long sword.

As for armor: The Community goddess' priests could use all armor and shields, the Love Goddess' priests could use no armor or shields, and the War Goddess' priests could use all armor and shields. It sounds, by weight of numbers, as though the priests should be able to use all armor and shields. Between the superior armor and the two good weapons they can use, these priests have Good combat abilities. This means they will have very limited magic.

## Other Limitations

Priests of the civic goddess must always wear priestly garments in public; priests of the love goddess get four-sided hit dice and must be wed by the time they reach 8th level; priests of the war-goddess have no other limitations.

The combined-goddess' priests should retain the limitation of wearing priestly garments whenever they're in public; these priests are still priests of a civic deity, after all.

And since the goddess is still a deity of love, the marriage restriction should remain.

But since this goddess is a fighter, let's drop the four-sided hit dice limitation; priests of this priesthood receive eight-sided hit dice like most fighting priests.

## Spheres of Influence

The priests of the community-goddess get: Major Access to All, Creation, Healing. Minor Access to Combat, Protection.

The priests of the love-goddess get: Major Access to All, Animal, Charm, Healing, Necromantic, Protection, Summoning. Minor Access to Creation, Divination, Guardian, Plant, Sun, and Weather.

The priests of the war-goddess get: Major Access to Combat, Healing. Minor Access to Necromantic, Protection.

Since this priesthood, as we decided above, has Good Combat Abilities, the priesthood will have Major Access to the All sphere and two other spheres, and Minor Access to two spheres. Let's choose the most appropriate ones.

Therefore, the priests of this combined-trait goddess get: Major Access to All, Charm, Healing. Minor Access to Combat, Protection.

### Powers

Priests of the community-goddess get *Incite Berserker Rage*, *Soothing Word*, and *Turn Undead*.

Priests of the love-goddess get *Charm/Fascination*, *Incite Berserker Rage*, *Inspire Fear*, *Soothing Word*, and *Turn Undead*; these priests received extra powers partly because they had only four-sided hit dice, a condition that the priests of this combined goddess do not share.

Priests of the war-goddess get *Incite Berserker Rage*; *At 5th level: Inspire Fear*.

Taking the common threads from these three goddesses, we decide that priests of the combined-attribute goddess receive:

*Incite Berserker Rage*, *Turn Undead*, and, at *5th level*, *Inspire Fear*.

### Followers and Strongholds

The goddesses of Community and Love both get their followers at 7th level, the goddess of War at 8th, so we'll settle on 7th level, and also at 7th level the priesthood will pay for half of the stronghold constructions.

The goddess of community gets 15 levels of priests and 15 levels of fighters.

The goddess of love gets 15 levels of priests, five levels of mage/consultants, five levels of fighter/guards, and five levels of Normal Men and Women with appropriate Nonweapon Proficiencies.

The goddess of war gets 20 levels of priests and 10 levels of fighter/guards.

Averaging this out somewhat, the priest of our combined-aspect goddess should get 15 levels of priests (three third-level priests and six first-level priests), 10 levels of fighters (two third-level fighters and four first-level fighters to act as guards), and five levels of mage/consultants (one third-level mage and two first-level mages). On adventures, he can take three priests (as usual, only one can be third-level; the remaining two third-level priests run the temple in the character's absence), three fighters (ditto), and one mage of his choice.

## Multi-Class Characters

It's possible for demihumans to be multi-class combinations including the priest character classes above.

On the chart of the *Player's Handbook*, page 44, showing the possible multi-class combinations, substitute the word "priest" wherever you see "cleric." Those are the possible combinations.

The only limit the character possesses on which type of priest he may be is the racial limitation posed for each priest-class above. If a priest-class says that elves can't belong to it, then obviously an elf can't be a multi-class fighter/priest of that type of priesthood.

Multi-class priest characters follow all the rules for multi-class characters, from pages 44 and 45 of the *Player's Handbook*.

# Priest Kits

In the last chapter, you were confronted with over sixty different priest character classes to choose from. Certainly, that range of choices will make it easy for your to individualize your priest character -- to make him different from the rest of the campaign's clerics.

In this chapter, we'll make that even easier.

You can further customize your priest by taking a *priest kit* for him. A *kit* is a collection of skills, proficiencies, restrictions, benefits and hindrances which give the priest more background and personality, further define his role in the campaign and in the campaign's cultures, and give him advantages and disadvantages to make him more colorful.

## Kits and the Priest Classes

A kit is more of a cultural description than anything else. Therefore, *most* kits are allowed to priests of *most* faiths. There are exceptions, of course; for example, a priest of the god of Peace may not take the Fighting-Monk kit. Wherever such an exception occurs, it will be mentioned in the text.

## Kits and Character Creation

No priest character *has* to take any priest-kit. It's not necessary, it's not required: It's just a way of adding detail to the character.

A priest character may only take one priest-kit. He should take it when he is first created. In campaigns which began before you got *The Complete Priest Handbook*, the DM should allow characters to take priest-kits, but only ones which are appropriate to the characters' actions and deeds so far. (For example, if a character has been a perfectly ordinary priest until now, he should not take the Outlaw Priest kit; it's not appropriate.)

Once a character has taken a Priest Kit, he cannot change it to another Priest Kit. He can, however, eventually *abandon* it (see "Abandoning Kits" later in this chapter); having abandoned a kit, he will not be able to take another one.

If you want to inject the choice of the Priest Kit into the character creation process, you'll first want to determine your character's Ability Scores ( *Player's Handbook*

Chapter 1), Race (Chapter 2), Class (Cleric or Druid from Chapter 3 of the *Player's Handbook*, or one of the priest classes from the previous chapter of this book), and Alignment (Chapter 4).

It's at this point that you choose your priest kit.

After that's done, and the information recorded on your character sheet, you can proceed to Proficiencies (Chapter 5), Money and Equipment (Chapter 6), etc.

## The Priest Kits

Each priest kit consists of the following elements:

**Description:** This paragraph talks about what this type of priest is to the culture. It also lists any requirements necessary for the character to take the kit; for instance, to be a Savage Priest, the character must have been born among or adopted by a savage tribe.

**Barred:** This paragraph details which priest classes (plus cleric and druid) may *not* take this priest kit.

**Role:** This kit describes the role of this priest in his society and campaign. For example, an Outlaw Priest of the God of Love would have a very different campaign role than the Amazon Priestess of the same god.

**Secondary Skills:** If you're using the Secondary Skills rules from the AD&D® 2nd Edition game rule books, then your kit may require your priest to take a specific skill instead of choosing or random-rolling his Secondary Skill. However, even more so than *in The Complete Fighter's Handbook*, we're recommending that you use the Weapon and Nonweapon Proficiency rules instead of the Secondary Skill rules.

**Weapon Proficiencies:** The priest-kit could require the priest to take a specific weapon proficiency. This is one of the factors that makes it impossible for some priest classes to take some priest kits; obviously, no priest class which cannot use a weapon required by a kit could take that kit.

**Nonweapon Proficiencies:** A given priest kit may require the priest to have a specific nonweapon proficiencies; however, unlike the situation above with Weapon Proficiencies, these are *bonuses*. If a kit requires that the character know Riding (Horse), then the character gets that proficiency free, above and beyond the slots he is normally granted. Some proficiencies might be granted from other than the Priest or General groups, but this doesn't matter; if a proficiency is given free, then it is free.

If the Priest Kit grants a proficiency that the priest has already had granted to him because of his specific priesthood, the character, instead of receiving that proficiency again, receives one extra free nonweapon proficiency slot which he may spend as he pleases.

Some proficiencies will merely be recommended, not required. When this is the case, the proficiency is *not* given to the character, and the character doesn't have to take it if he doesn't want to. If the character decides to take this nonweapon proficiency, he uses up the appropriate number of his available nonweapon proficiency slots.

**Equipment:** Some priest kits limit the way their priests acquire or use certain types of equipment; when there is such a limitation, this paragraph will deal with it.

**Special Benefits:** Most priest kits include special benefits that the priest-character receives. Often, they're defined as special reaction bonuses among certain classes of

society, special rights in certain cultures, etc.

**Special Hindrances:** Likewise, each priest kit carries certain disadvantages which hinder the priest. Outlaw priests are sought by their own orders and perhaps the authorities, for example.

**Wealth Options:** Some priest kits have special rules regarding their wealth. Generally, these rules don't affect the amount of gold he'll have when he is created (with all clerics and priests, this amounts to 3d6x10gp). However, different priest-kits have variations on the way the money is to be spent. Some insist that it all be spent at the beginning, and the remainder of starting gold returned to the priest's superiors. Others let the priest "keep the change;" still others have limits on the amount that can be spent initially.

**Races:** If a particular priest-kit discriminates among the demihuman races (for example, if an elf can't take a specific kit), that will be noted here.

## DM Choices

Before allowing his players to choose kits for their priests, the DM should look over the priest-kits and make some decisions.

For each Priest Kit, the DM has to choose:

(1) If he will even allow this Kit in his campaign. (It could be that the kit is inappropriate. If there are no Amazons in his world, he shouldn't allow the Amazon priest-kit.)

(2) What additional information he needs to give the players about each Kit. (DMs will probably want to elaborate on the priest-kits to fit them better into his campaign.)

(3) What changes he might wish to make to each Kit. (If, for example, our conception of the Barbarian doesn't match the DM's, he might wish to change the benefits, hindrances, or other factors to match his conception.)

## An Important Note

Several Priest Kits get reaction bonuses and penalties as part of their Special Benefits and Special Hindrances.

In the AD&D®game, when a character has a very high or low charisma, he gets what is called a "reaction adjustment." (See the *Player's Handbook*, page 18.) When the character has a high charisma and receives a bonus, it's expressed as a plus: For example, +2. When he has a low charisma and receives a penalty, it's expressed as a minus: For instance, -3.

But here's a special warning: When you roll the 2d10 for Encounter Reactions (see the *Dungeon Master's Guide*, page 103, *don't add the bonus* (+) *or subtract the penalty* (-) from the die roll. Do it the other way around: Subtract the bonus (+) and add the penalty (-). If the character has a Charisma of 16, and thus gets a +5 reaction adjustment, you *subtract* that number from the 2d10 die roll. Otherwise the more charismatic or appealing a PC is, the more vigorously all the NPCs and monsters would dislike him!

## Amazon Priestess

**Description:** Amazons are women warriors in a world where most cultures are male-dominated or ruled more or less equally by men and women. The Amazon civilization is

different from the cultures of the rest of the world in that women occupy all the most important occupations and positions in their society; men are either second-class citizens, or are all kept as slaves, or are exiled from the culture altogether. Amazons continually have to defend themselves from the efforts of surrounding civilizations to "return them to normal," and therefore they are very good at war.

Such civilizations often have one or two specific patron gods. (The deity does not have to be female; in classical mythology, for instance, the Amazons' patron was Ares, the very male god of war.)

The priestesses of this god interpret the god's will for the Amazons, fight alongside them in times of combat, perform the usual service of guidance (and even marriage, if this is still a function of this specific Amazon society); and sometimes travel through the outer world in an effort to learn what they can of the world of men--in order to protect themselves from it, or to educate themselves and the outer-worlders to reduce misunderstandings between the cultures.

There are no special ability-score requirements to be an Amazon.

To abandon this kit, the character would have to renounce her Amazon citizenship... meaning that she would have to identify herself more strongly with another culture.

**Barred:** The DM will decide which gods act as patrons for the Amazon civilization; most Amazon priestesses will serve those specific gods. However, not all Amazon priestesses *have* to serve those specific gods. An Amazon culture could have as its patron the gods of War and Moon, for instance, but a specific Amazon priestess could serve another god. (Since each attribute has its own role to play in any civilization, few gods are really inappropriate.) Note, though, that no Amazon priestess can serve the gods of Disease or Peace. Also, since Amazon warriors must know the use of the spear and long bow, an Amazon priestess who cannot use those weapons will be looked down upon, and won't command the respect of priestesses who can. Therefore, an Amazon will command less respect *unless she is a priestess of one of the following gods*: Community, Competition, Elemental Forces, Good, Hunting, Light, Mischief/Trickery, Moon, Oracles/Prophecy, Race (Human), Sky/Weather, Sun, War, Wind, Wisdom.

**Role:** Among the Amazons, the priestess-types listed immediately above are as highly-regarded as the warrior, and the warrior is the most-admired type of Amazon. Outside the Amazon lands, among male-dominated civilizations, the priestess is looked on as an even more unnatural sort of unnatural woman. In cultures where men and women are approximately equal in influence, the Amazon is looked on as a curiosity, and may even (at the DM's discretion) be looked down on as a representative of a race that hasn't yet come to the conclusion that neither gender should oppress the other.

Among player-character adventurers, the Amazon-priestess is likely to prove herself to be a doughty fighter and an effective spellcaster. If the priestess character starts out suffering a bit of discrimination when she's introduced into the campaign, that may be normal according to the culture but the DM shouldn't encourage this attitude, especially after she's proven herself in dangerous situations. Even if the campaign's main culture is discriminatory, the PCs should demonstrate a little more flexibility in their attitudes based on their adventuring experiences.

**Secondary Skills:** Required: Groom.

**Weapon Proficiencies:** Required: None. Recommended: Spear, long bow; if possible, various axes and swords.

**Nonweapon Proficiencies:** Bonus Proficiencies: Riding (Land-Based), Animal Training. Recommended: (General) Animal Handling, (Warrior) Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking.

**Equipment:** When an Amazon character is first created, she must buy her armor from among the following choices only: Shield, leather, padded, studded leather, brigandine, scale mail, hide, banded mail, bronze plate mail. Once she has adventured elsewhere in the world, she may purchase other types of armor according to her priest-class limitations.

**Special Benefits:** Male opponents from cultures where women fighters tend to be rare will be amused, rather than cautious, the first time they confront an Amazon. Therefore, in a fight where such a warrior runs up against an Amazon for the first time, the Amazon gets a +3 to hit and +3 damage on her *first blow only*. This reflects the fact that her opponent's guard is down.

This bonus doesn't work on any Warrior character of fifth level or higher, or a character of any other class at 8th level or higher; in spite of any prejudices he might bear, this character is too seasoned an adventurer to let his guard down that way.

At the DM's discretion, he can give a wary, suspicious NPC an Intelligence check; on a successful check, he will see the attack coming and deny the Amazon the bonus.

The bonus won't work on any male fighter who comes from a culture where women do regularly fight, or who has had fighting-women comrades or faced fighting-women opponents before, or even who has seen the Amazon hit someone else with this bonus earlier.

It doesn't work on player-characters unless the player is role-playing honestly enough to admit that his character would underestimate the Amazon.

Once the Amazon hits a character with this bonus, the target (if he survives) will never fall for it again. It can only be used successfully once per victim, ever. But if the Amazon misses a target with this blow, she continues to receive it against this target until she hits him once.

**Special Hindrances:** The Amazon receives a -3 reaction roll adjustment from NPCs from male-dominated societies. Player-characters do not have to demonstrate this hostility unless they want to do so for role-playing purposes, and even then it should fade as they come to respect her.

**Wealth Options:** The Amazon gets the ordinary 3d6x10 gp as starting money.

**Races:** None are excluded. Humans, elvish, and half-elvish Amazons are most appropriate. Dwarves would substitute battle axe and warhammer for their weapons and swine for their preferred mounts. Gnomes would substitute throwing axe and short sword, and would ride ponies, and would have Tracking and Survival as their Bonus Nonweapon Proficiencies. Halflings would substitute javelin and sling for their weapons, and Endurance and Set Snares for their Bonus Nonweapon Proficiencies.

### Barbarian/Berserker Priest

**Description:** This priest is the priest of a culture halfway between what we think of as civilized and savage. His people live at the very edge of or beyond the borders of the edges of the campaign's main civilization. They tend to be very warlike, fighting battles with neighboring tribes and with intruding imperial troops. Their fighters aren't soldiers; they are warriors, and tend to be deadlier in one-on-one fighting but poorer at formation

combat than those of the "civilized" nations. These warriors may, in fact, be berserkers (see *The Complete Fighter Handbook*). They are still more in touch with nature and the world than the people of civilized lands. They may have very different customs from civilized folk.

Priests of this community perform the same functions as priests of civilized lands. However, barbarians have more respect for the gods than civilized folk, and priests also are well-respected. Kings and war-chiefs of their culture listen to their counsel. In their culture, those who disagree with them do not insult them or their guidance, and it is forbidden for a warrior to attack a priest of his culture (though defending himself from attack is all right... if he can prove that it was defense, not aggression).

There are no ability requirements to be a priest of a barbarian or berserker tribe. The warriors of the tribe must have Strength 15, and priests will be most impressive if they can approximate or match that score... but it's not a requirement of the kit.

As with the Amazon, abandonment of this kit means that the character renounces his allegiance to his tribe or clan and accepts citizenship in some other culture. This means that he must now perform his priestly duties in the fashion of the priests of that culture.

**Barred:** Barbarian tribes tend to have one or two patron gods, and most of their priests will serve those gods. These tend to be gods of natural forces (Agriculture, Animals, Darkness/Night, Earth, Elemental Forces, Fertility, Hunting, Lightning, Metalwork, Nature, Sky/Weather, Thunder) or other barbarian attributes (Strength, War). Gods of the "softer" attributes (Arts, Love, Music, etc.) would be represented but their priests would be much rarer. No priesthood is barred among the barbarians, however scarce.

**Role:** In the campaign, the barbarian priest is a spooky, dangerous figure. Like barbarian warriors, he'll be grim and a little alien to his allies from civilized lands. First and foremost, he's a defender of his people, and he'll most often be found wandering in lands other than his own because of some quest set him by the gods or some mystery he's encountered that requires him to travel in order to solve it. When he finds his own tribesmen captured or enslaved in the outer world, which might be a common occurrence, he must do his utmost to free them and return them to his own land, which can imperil other goals he and his player-character allies have . . . but as a leader and protector of his culture, this is a duty he cannot refuse. (If he were to do so, the god would take it as a betrayal of goals; see the Role-Playing chapter.)

**Secondary Skills:** The main occupation of the barbarian's tribe determines what sort of secondary skill he knows. If the tribe raises and sells horses, then the Groom secondary skill will be known by all tribesmen. Ask the DM what the tribe's main occupation is and that will determine the required Secondary Skill.

**Weapon Proficiencies:** Required: None. Recommended: Battle axe, sword/bastard, bow (any), sling, warhammer. Naturally, the priesthood may limit the priest's choice of weapons and not allow him to learn all these.

**Nonweapon Proficiencies:** Bonus Proficiency: Endurance. Recommended: (General) Animal Handling, Animal Training, Direction Sense, Fire-Building, Riding (Land-Based), Weather Sense, Blind-Fighting, Hunting, Mountaineering, Running, Set Snares, Survival, Tracking, Herbalism, Jumping. (Some of these are outside the priest's Nonweapon Proficiency Group Crossovers and will cost twice the listed slots if taken; see the description of the priest class, and the chart at the bottom of the *Player's Handbook*, page 55, for more details.) The DM may require this priest to take a

proficiency in the tribal specialty (Fishing, Agriculture, etc.).

**Equipment:** With his starting gold, the barbarian priest cannot buy armor heavier than splint mail, banded mail, or bronze plate mail. Once he has adventured in the outer world, he can buy any type of armor his priestly requirements allow him to use. With his starting gold, he can buy only weapons appropriate to his tribe (usually battle axe, bows, club, dagger/dirk, footman's flail, mace, or pick, hand/throwing axe, sling, spear, and swords); naturally, priestly restrictions may prevent him from taking some of these, depending on which god he serves.

**Special Benefits:** Barbarians are imposing and dangerous-looking. This tends to make others respect them or at least wish not to make enemies of them. Therefore, barbarian/berserker priests receive a +1 reaction adjustment bonus when encountering NPCs. This becomes a +3 among members of his own culture.

If the priest's culture has many Berserker warriors, as per *The Complete Fighter's Handbook*, the priest has an additional special ability. Berserkers normally take ten rounds to go berserk; in the presence of one of their own priests, then can do it in five. Additionally, if the priest, as part of his priestly class, has the *incite berserker rage* granted power, then berserkers of his culture in his presence can go berserk in *one round*. The priest is not required to use his power for this to take place; it just happens.

**Special Hindrances:** The barbarian/berserker priest has a problem in civilized lands: He doesn't respect the authorities and they have learned to be cautious of him. (This sort of priest keeps freeing his enslaved brethren, and, even if he worships a god known to this culture, he does so in a different way that the locals consider wrong.) Therefore, the barbarian/berserker priest receives a -3 reaction adjustment penalty when encountering NPCs in positions of power: Rulers, government officials, etc.

**Wealth Options:** No special requirements; this priest gets the usual 3d6x10 gp as starting money.

**Races:** There are no special restrictions here. Each individual DM has to decide whether or not his demihumans can live in what are considered barbarian cultures. If they can, then they will have priests among them.

### Fighting-Monk

**Description:** This priest belongs to an order devoted in large part to the study of fighting styles, especially barehanded martial arts. These monks live and study in monasteries devoted to their orders. If, for example, they are priests of the god of War, these monks do not live and study in ordinary temples of that god; they have their own secluded monastery away from the normal temples.

These monks do not confine their war-training to the monasteries, however. They travel the wide world in order to learn the secrets of life, the world, magic and the gods. As an order, they sometimes volunteer their services to rulers in times of war, and act as elite forces against the enemy.

These monks are most appropriate for an oriental-flavored campaign and the DM may wish to decide that they cannot be used in his campaign. Before you create a Fighting-Monk character, consult your DM and ask if he is allowing the Fighting-Monk kit in his campaign.

In order to be a fighting-monk, the character must have a Dexterity of 12 or more.

If a fighting-monk wants to abandon this kit, he must go through a difficult process in

order to do so. He must not use any of his unarmed combat techniques for three whole experience levels' worth of time. Once he's reached that third experience level, he has forgotten his unarmed combat techniques and may resume the wearing of armor; and, if he renounced some of his spheres of influence when he became a fighting-monk, may now resume those lost spheres.

As an example, a fighting-monk priest at 5th level decides to renounce his allegiance to the fighting-monk order. He adventures normally, still not wearing armor but otherwise performing as a normal priest of his priest-class. He abstains from using his unarmed combat techniques. At 8th level, he has abandoned his fighting techniques and may once again wear the armor appropriate to his priest-class.

If a character forgets himself and uses unarmed combat techniques during this process, he must "start over." It will be three experience levels from his *current* level, from the time he made the slip, until he can resume his priest-class.

**Barred:** A priest of any priesthood which starts out with Poor Fighting Abilities is barred from this choice.

**Role:** In the campaign, this priest is the philosophical warrior whose principal duty is self-enlightenment. He is less concerned with the ordinary priestly duties (such as guidance, marriage, community service) than those priests, but will still perform them; he just won't go out of his way to look for them, nor will he normally volunteer for them (NPCs must ask his help in these matters). Such characters are usually wanderers, which help make them appropriate for adventuring parties. They do periodically return to their monasteries, to pass on the learning they have acquired on the road, and to brush up on their fighting-skills; the rest of the time they spend out in the world.

**Secondary Skills:** This priest may choose or random-roll his secondary skill, if you are using the secondary skills system in addition to the weapon/nonweapon proficiencies system.

**Weapon Proficiencies:** Required: See under "Special Benefits," below. Otherwise, the priest may take any weapon proficiencies which his specific priest class allows him; he may not take any the class does not allow him.

**Nonweapon Proficiencies:** Bonus Proficiency: Tumbling. Recommended: Riding (Land-Based), Artistic Ability (any), Dancing, Reading/Writing, Religion.

**Equipment:** See "Special Hindrances," below.

**Special Benefits:** The principal benefit of being a Fighting-Monk is that the character receives *two free weapon proficiency slots* which he must use to take Specialization in one of the three styles of Unarmed Combat (Punching, Wrestling, or Martial Arts). These were described in greater detail in *The Complete Fighter's Handbook*, but that information also appears here, in the "Equipment and Combat" chapter. The Fighting-Monk is the only priest who can specialize in an Unarmed Combat style. He can specialize in any or all of the three styles, but he may only specialize in one of them at first experience level.

As a second benefit, regardless of what it says for the priest's class, the Fighting-Monk has a Nonweapon Proficiency Group Crossover with *all five* Proficiency Groups (General, Priest, Rogue, Warrior, Wizard). No proficiency he takes will cost double the usual number of slots.

The last of the Fighting-Monk's benefits is this: He doesn't have to spend all his starting Weapon Proficiency slots at first level. He can save his unspent proficiencies,

and they do not "go away." Later, he can spend them at a rate of one proficiency per experience level to improve his martial arts or buy new martial arts.

**Special Hindrances:** This priest cannot wear any sort of armor. Additionally, if he's a priest-class with Medium Combat Abilities, he must "give up" some of his Spheres of Influence. He may have no more than *three* Major Accesses (one of which must be All) and two Minor Accesses. The player may choose from the accesses he currently has which ones the character loses and which he keeps.

Additionally, the priest may never own more things (weapons, treasure, money, etc.) than he can carry on his back.

**Wealth Options:** The Fighting-Monk gets the usual 3d6x10 gp as starting money.

**Races:** No special limitations. Humans, elves and half-elves seem visually more suited to this kit than dwarves, gnomes, and halflings, but the DM can allow those races to take this kit if he so chooses.

### Nobleman Priest

**Description:** This priest was a member of a noble family and entered a priesthood. But even as a priest he keeps his opinions about the superiority of the ruling classes and his tastes for the finer things in life; he doesn't abandon his love of good food, good furnishings, comfort, the arts, intellectual stimulation, and so forth.

The Nobleman Priest prefers the company of nobles and is often appointed as an advisor to a noble family, a ruler, an important local governor, etc. He has less concern for the lives and welfare of commoners. When pressed, he will perform any and all priestly duties for commoners, but he usually seeks to avoid these duties; when he is a low-level character, he'll keep himself away from common folk as much as possible in order to avoid these inconveniences, and when he is higher-level he will assign a subordinate or a follower to attend their needs.

The Nobleman Priest is not necessarily evil or a bad person. In fact, he often adheres to a code of chivalric behavior much like a knight's. But he does have strong social prejudices which color his thinking.

Important note: A nobleman can become a priest and not take the Nobleman Priest kit. This sort of priest lives more frugally, like other priests, and does not have to have a disdain for the lower social classes; Nobleman Priests do not count him among their ranks.

There are no special requirements to be a Nobleman Priest.

If a Nobleman Priest player-character ever decides that he is wrong in his attitudes (which can occur in especially dramatic fashion if he is affected by the self-sacrifice of a commoner who has saved him, or if he falls in love with a character of the common social classes), he may choose to abandon this kit. If he does this, he will be ostracized by most of the nobles who were previously counted as his friends (the DM can have one or two more broad-minded nobles still count him a friend, and the player-characters can make up their own minds on the subject); he may even be exiled from his own family. As with any kit abandonment, he loses all other benefits and hindrances of the kit.

**Barred:** None.

**Role**: In the campaign, the Nobleman Priest is an aggravating snob (though he might not be aware of his snobbery). He is a fun role to play, but he'd better have some redeeming features if the other PCs are to continue to associate with him. If he does have

redeeming features, it's very likely that some PCs will try to "reform" him to their own way of thinking.

**Secondary Skills:** Nobleman Priests may choose or random-roll their Secondary Skill.

**Weapon Proficiencies:** Required: None. Recommended: Long sword, bastard sword, lance, flails (all), maces (all), if allowed by the priest's actual priest class.

**Nonweapon Proficiencies:** Bonus Proficiencies: (General) Etiquette, Heraldry, Riding (Land-Based). Recommended: (General) Animal Training, Dancing, (Warrior, double slots unless the priest class has a nonweapon proficiency group crossover including the Warrior group) Gaming, Hunting, (Priest) Local History, Musical Instrument, Reading/Writing.

**Equipment:** The Nobleman Priest may spend his gold as he chooses # but he has certain minimum standards he cannot violate. Before starting play, he must buy:

(1) A suit of armor (if he is permitted to by his priest-class . . . and, unless his class limits him to lesser armor, he cannot buy armor less protective than brigandine or scale mail).

(2) At least one weapon larger than a dagger (again, if his priest-class so permits him).

(3) A horse (at least a riding horse), riding saddle, bit & bridle, horseshoes and shoeing, halter and saddle blanket.

**Special Benefits:** The Nobleman Priest starts with more gold than other priests; see below under Wealth Options.

The Nobleman Priest receives a +3 reaction from any noble of his own culture, and a +2 from nobles of other cultures. The DM can ignore this if there is a cultural hatred between those people and the priest's culture or the priest's god.

When travelling, he can demand shelter from anyone in his own land; he can demand shelter for two people multiplied by the priest's experience level (if he's eighth level, he can demand shelter for himself and a retinue of fifteen more people).

**Special Hindrances:** The Nobleman Priest is expected to live well. If he has enough money to do so, he may only buy high-quality goods, and so must spend at least two times the minimum necessary money for anything he buys. If a basic long sword costs 15 gp, he won't buy one worth less than 30 gp; the extra money goes into quality, engraving, etc. (He can't save money by having a friend or follower buy cheaper things for him; he's just not satisfied with anything less than good-quality merchandise.)

If the priest is broke and cannot spend this extra money, he can then settle for lesser goods . . . but the other nobles of his culture, if they see him with shabby accoutrements, will mock him, and he does not get his reaction bonus until once again all his goods are high-quality goods. In fact, if his gear and possessions look sufficiently shabby (DM's discretion), people may not believe him to be a nobleman at all, and may refuse him the shelter he could ordinarily demand. (This happens most often if a nobleman priest is robbed of all his clothes and goods and left to fend for himself.)

As he can demand shelter of others, other Nobleman Priests can demand shelter of him. This can be expensive if they decide to stay for awhile. This is also a good way for the DM to bleed extra money from the priest if he seems to have too much.

**Wealth Options:** The Nobleman Priest begins play with more gold than other priests. He gets 225 gp plus the standard 3d6x10 gp. But he must spend a good portion of that on the Equipment required of him. If the priest abandons this kit, that money doesn't magically "go away," but as part of his social ostracization the character should suffer

some sort of financial loss, equal to at least 225 gp, as determined by the DM. (Perhaps a malicious ex-friend destroys some of his property; perhaps a petty-minded business acquaintance betrays him on a business deal.)

**Races:** This kit has no special requirements for race. The DM may decide that not all races have the same kind of social snobbery that humans do, in which case that race could not take this kit.

### Outlaw Priest

**Description:** This priest has decided to become part of some sort of outlaw community and serve that community's religious needs. The trouble is, for the character to take this kit, this group or community must be sufficiently outlawed that the priesthood in question does not approve of it. Alternatively, the priest may have decided that the god's priesthood is not serving him in an appropriate way, and he will have decided to create his own priestly order serving the same god. In this case, too, the regular priesthood does not approve of him. In either case, the priest must believe that he is still serving the god in a fashion that the god approves of. (The DM, obviously, must agree.)

Friar Tuck, the cleric who tended to Robin Hood's Merry Men, is the classic example of this type of priest.

This priest, in the pursuit of his duties, is opposed by other priests serving the same god. In addition, if he's identified himself with an outlaw or pirate band, he'll be wanted by the authorities as a member of that band.

There are no special ability-score requirements to be an Outlaw Priest.

A priest abandons this kit by leaving the outlaw band or opposing/disbanding the new religious order, whichever is pertinent. Additionally, by role-playing in the campaign, he must answer all the charges pressed against him by the authorities (he might do this by being tried and going to prison for a time, or paying reparations, or accepting tasks of penance from his temple); if he does not, he will continue to be opposed by his temple and wanted by the authorities.

**Barred:** Priests of the gods of Community may not take this kit. Priests of no Philosophy or Force may take this kit. (They can associate themselves with pirate or outlaw bands, but there is no censure within their orders because of it, and therefore no disadvantage to belonging to such a band.)

**Role:** This sort of priest has one of two roles, depending on the situation.

(1) With the first situation mentioned above, the priest has joined an outlaw or pirate band. In the campaign, then, he's the rogue priest who has decided that the band deserves his priestly guidance, and that this is more important than the demands of his priestly order. The priest either agrees with the band's outlaw activities or ignores them; his concern is that they receive the blessings of his god. Perhaps, too, he thinks that they'll be a more ethical group with him around; he may be present to keep them from performing acts of brutality or rapine, which they might undertake were he not present.

(2) In the second situation mentioned above, the priest is a rogue visionary who thinks that he must serve his god in a way not approved of by the normal priesthood. This character is probably someone who went through the temple's normal priestly training, decided that there was something wrong or lacking in it, and set out to found his own order. A classic example of this is the situation where a priesthood has become corrupt and lazy, and a reformer priest has appeared to try to return the worship of the god to its

former honorable state; the corrupt priests naturally wish to maintain the *status quo*.

**Secondary Skills:** The priest can choose his own secondary skill. If he's part of a pirate band, he may wish to choose Sailor, Shipwright or Navigator. If he's part of a landbound outlaw band, he might choose Forester, Hunter, or Trapper/Furrier. He may decide on none of these and make a decision based on his life before he entered the priesthood.

**Weapon Proficiencies:** Required: None. Recommended: If Pirate, cutlass*, belaying pin*, bill. If Outlaw, weapon choices appropriate for the outlaw band. (The "*" symbol refers to weapons introduced in *The Complete Fighter's Handbook*.)

**Nonweapon Proficiencies:** Bonus Proficiency: Religion.

Recommended Proficiencies (Pirate Priest): Pirate's Bonus Proficiencies: (General) Rope Use, Seamanship, Swimming, Weather Sense, (Warrior, double slots unless priest-class dictates otherwise) Navigation, (Priest) Engineering (for shipbuilding), Reading/Writing (for mapmaking), (Rogue, double slots unless priest-class dictates otherwise) Appraising, Set Snares (in association with Rope Use skill), Tightrope Walking, Tumbling, (Wizard, double slots unless priest-class dictates otherwise) Engineering (for shipbuilding), Reading/Writing (for mapmaking).

Recommended Proficiencies (Outlaw Priest): (General) Direction Sense, Fire-Building, Riding (Land-Based), (Warrior, double slots unless priest-class dictates otherwise) Animal Lore, Bowyer/Fletcher, Endurance, Hunting, Running, Set Snares, Survival, Tracking, (Priest) Healing, Herbalism, Local History, (Rogue, double slots unless priest-class dictates otherwise) Disguise.

**Equipment:** No restrictions. Within the context of the campaign, if this is a pirate or outlaw band, it's a bad idea to wear metal armor (banded, brigandine, bronze plate, chain, field plate, full plate, plate mail, and ring mail). Metal armor drags pirates down to their deaths when they fall overboard; and it's noisy when worn by outlaws trying to ambush their prey. But this is just a factor the DM needs to remember, not a restriction on the kit.

**Special Benefits:** The main benefit of this kit is that the priest does not have any superiors. He takes orders from no superior religious authority (unless the god himself chooses to issue some).

**Special Hindrances:** The outlaw priest is opposed by the normal priestly order serving his god. When they hear of his plans, they try to thwart them (break up religious meetings, disrupt building of his temple, etc.). This priest never gets to build a temple at cut-rate prices; he must always spend the whole amount to build his temple. (If he ever abandons his kit, the regular priesthood may accept his temple as one belonging to the priesthood, but will never recompense him half the money it took to build it.) If the outlaw priest is part of an outlaw or pirate band, he is sought by the same authorities that seek that band, and will pay the same penalties under the law as they do if he is caught.

**Wealth Options:** Outlaw priests get the standard 3d6x10 gp for starting gold.

**Races:** No special restrictions.

### Pacifist Priest

**Description:** This priest is devoted to the cause of peace. He is a champion of passive resistance, of achieving one's ends without resorting to violence of any kind.

There are no special requirements to be a priest of this sort. Nor are there special rules for abandonment of the kit, if the character eventually feels that he needs to be wielding

force to achieve his ends.

**Barred:** Priests of the following gods, forces and philosophies may not be Pacifist Priests: Disease, Evil, Justice/Revenge, War.

**Role:** In a campaign, this priest can be a real aggravation to the more combat-oriented player-characters. Therefore, the DM should allow this priest in only the following situations:

(1) When he's an NPC, so that the DM doesn't have to work to contrive to keep him with the party all the time (they'll have an easier time of abandoning him if they wish);

(2) When he's part of a specific quest or mission (i.e., they must accompany him and guard him throughout the quest or it will automatically fail); or

(3) When all the PCs are pacifists (this would be a very unusual campaign or quest, indeed...).

Note, though, that just because the priest demands peacefulness of all around him, his allies don't have to obey. However, it is inevitable that in combat situations the player of the pacifist priest will feel left out (he can't fight); additionally, he'll feel compelled by his philosophy to argue with the other PCs, to chide them for their violence, which will get on their nerves. Therefore, the DM should keep such quests short, so that the pacifist priest doesn't drive the other characters to the point that they'll kill him.

**Secondary Skills:** This priest may choose or random-roll his secondary skill. It may not be Armorer, Hunter, or Trapper/Furrier (if he rolls one of these up randomly, he may re-roll).

**Weapon Proficiencies:** The Pacifist Priest may not know any Weapon Proficiency except bow and dart, and may know them only if his true priest-class allows them. The priest may only use these weapons in competition, as described below under "Special Hindrances." The priest still receives all his Weapon Proficiency slots, and if he ever abandons this kit may "spend" them at a rate of two slots every experience level.

**Nonweapon Proficiencies:** Bonus Proficiency: Etiquette. Recommended: Languages (Modern), Languages (Ancient), Ancient History, Singing, Musical Instrument, Reading/Writing.

**Equipment:** This priest may not buy any armor, and may not buy any weapon except dagger or knife (for eating only), and bow and dart (if he has proficiency with them).

**Special Benefits:** This priest is a very compelling personality. He receives a +2 to his Charisma score (his Charisma cannot exceed 18 from this bonus), and, in addition to any reaction bonus that his heightened Charisma gives him, he receives a +2 reaction from anyone who is not utterly opposed to his philosophy. (Beings opposed to his philosophy include priests and devoted adherents of the gods, forces and philosophies mentioned above under "Barred," and certain warlike nonhuman races like orcs, ogres and trolls.)

**Special Hindrances:** This priest may never wear armor, and may never use weapons, spells or any other tactics to harm a human, demihuman, nonhuman, or monster. If he ever violates this decree, his *god* will not punish him (because the pacifist's oath is one he took for himself, not for his god), but his own guilt will deprive him of all magic spells for the span of one month. (If the DM wishes, if the priest is a follower of the god of Peace, the god can instead punish him as a "Betrayal of Goals" from the **Role-Playing** chapter.) Naturally, if he later abandons the kit, he can resume the wearing of armor and use of weapons according to his priest-class.

**Wealth Options:** This priest gets the usual 3d6x10 gp.

**Races:** No special limitations.

### Peasant Priest

**Description:** The Peasant Priest is the antithesis of the Nobleman Priest above. He's a champion of the common man, and prefers serving the commoner to any association with nobles. He has taken a vow of poverty; he believes he should sacrifice his worldly goods to the glory of his deity.

Note that the Peasant Priest need not have been born a peasant; he could have been born a nobleman and later abandoned that lifestyle and the privileges of his class.

There are no ability-score requirements to be a Peasant Priest.

There are no special rules for abandonment of this kit.

**Barred:** Priests of the following gods, forces, and philosophies may not take this kit: Evil, Good, Prosperity.

**Role:** In the campaign, the Peasant Priest devotes himself to the needs of the common man. If he's part of an adventuring party, he won't support any plans which endanger or exploit the peasants or serfs, and will try to recommend plans which advantage them. (For example, if the party wants to use the locals to help lure the dragon out of its cave, so that the locals will be the first ones flamed and eaten, the priest will object. But if the locals are to be along as support troops, and have information and chances of success and survival at least equal to the player-characters', he won't have any such objection.) He'll insist that treasures be shared with the locals of the area where the treasure was found. (Assuming that the treasure is split into even shares among party members, he'll insist that the local peasant community receive two shares, for example.) In a greedy or tight-fisted party, the party might refuse his requests, which doesn't mean the priest has to attack them or steal from them... but this will inevitably result in the priest becoming disillusioned with the party.

**Secondary Skills:** The player may choose his priest's secondary skill.

**Weapon Proficiencies:** The player may choose his character's weapon proficiencies, subject to the limitations of the priest's actual priest-class. The DM may insist that the character start out the campaign only with proficiencies appropriate to a peasant, such as short sword, spear, bow, footman's weapons and the like; long swords (and bigger blades), horseman's weapons, exotic polearms, lances, tridents and the like are not. This should only be a restriction when the character is first created; afterwards, he can learn any weapon his priest-class allows him.

**Nonweapon Proficiencies:** Bonus Proficiencies: Agriculture *or* Fishing (player choice), Weather Sense *or* Animal Lore (player choice). Recommended: Any of the General proficiencies.

**Equipment:** The Peasant Priest has restrictions on the way he spends his money. Other than weapons, with which he has no monetary limitation, he may own only one object worth as much as 15 gp, and other than that one object may own nothing worth more than 10 gp. He may never own more than 75 gp worth of (non-weapon) property at any one time. If he receives money or gifts which put him above that limit, he must give away money and possessions until once again he is within the 75 gp limitation.

**Special Benefits:** The Peasant Priest always has shelter when he's in his own community; his own people will shelter him even from the land's rightful authorities. Among peasants of other communities, he cannot count on this benefit, but he receives a

+2 reaction adjustment from all peasants.

**Special Hindrances:** The Peasant Hero's great limitation is described above under "Equipment."

**Wealth Options:** The Peasant Priest gets the standard 3d6x10 gp starting money. Of the money he receives, no more than 75 gp may be spent on goods other than weapons.

**Races:** No special limitation.

### Prophet Priest

**Description:** A prophet is one who receives signs, dreams, or clues about the future from his god. Priests of the god of prophecy are prophets, but they aren't the *only* prophets. Priests of other gods can receive and pass along prophecies. However, since this is rarer, the DM has the right to approve or disapprove any character taking this Priest Kit.

To be a Prophet Priest, the character must have a Wisdom of 15 or better.

A character may not abandon this kit. As long as he is a priest, he is a Prophet Priest.

**Barred:** Priests of the god of Prophecy may not take this kit. All other priests may. (Priests of philosophies or forces don't receive their prophecies from a god; their prophecies are more like psychic impressions.)

**Role:** In the campaign, the Prophet Priest is partly a tool for the DM; the DM can use the character to supply clues and even red herrings to the characters. His is often a thankless job, and he is often a bit alienated from the normal folk (see "Special Hindrances" below).

**Secondary Skills:** The priest may choose his own secondary skill.

**Weapon Proficiencies:** Required: None. Recommended: Any that the priest's actual priest-class permits.

**Nonweapon Proficiencies:** Bonus Proficiency: Weather Sense. Recommended: None special.

**Equipment:** No special restrictions.

**Special Benefits:** The character receives the Medium Granted Power "Prophecy" from the Designing Faiths chapter. However, it's more limited than the Prophecy which is granted to priests of the god of Prophecy. With this power, priests may receive visions from the god at any time the DM decides, but may only deliberately sink into a trance in order to receive a vision once per day.

**Special Hindrances:** It's not normal for anyone but priests of the god of Prophecy to be prophets. Therefore, normal people are a little edgy around other prophets, and react to them at a -2 reaction adjustment. (This adjustment may never result in a reaction worse than Cautious, however.)

**Wealth Options:** This priest receives the normal 3d6x10 gp starting gold.

**Races:** No special limitations.

### Savage Priest

**Description:** This is a shaman of a savage tribe. This character is a member of the tribe. The tribe itself is a technologically and culturally primitive one (by the standards and in the opinions of more "civilized" cultures), but is also one which is attuned to the natural forces of the world. The Savage Priest interprets the will of his god and acts as an

advisor or leader to the members of his tribe.

This character might be an animal-totem shaman who assigns all the tribal warriors their animal totems. He might be the witch-doctor who insists on the deaths of the adventurers from the outside world. Take a priestess of a nature-god and give her the Savage Priestess kit, and you end up with something very like a nymph. Whether the Savage Priest is good or evil, filthy or clean-limbed depends on the nature of the tribe itself; the DM decides what the tribe is like.

To be a Savage Priest, a character must have a minimum Strength score of 11 and a minimum Constitution score of 13.

In abandoning this kit, the character is renouncing his membership with the tribe and accepting citizenship in some other culture. This frequently happens with Savage Priests who join adventuring parties, stay with them in travels through the world, and learn so much of the outside world that they no longer feel like part of their tribe.

**Barred:** Priests of the following god and philosophies may not take this kit: Disease, Divinity of Mankind, Evil, Good.

Priests of the following gods are *most* appropriate to this kit: Animals, Earth, Elemental Forces, Fire, Hunting, Nature, Sky/Weather, Vegetation.

**Role:** In a campaign, this character usually plays the role of the primitive who finds his world-view shattered by his experiences in the outer world... but who might teach his "civilized" companions something about simple truth and justice as he adventures with them. The DM should insist that the character role-play his tribal origins in the first four or five experience levels, until the character is more used to the outside world; this priest will be baffled by "high-technology" inventions (iron and steel weapons, boats made out of more than a single log, hourglasses, anything more sophisticated than the tools of his tribe), by civilized morals and ethics, and especially by the strangeness and unfairness of the laws of civilized men.

**Secondary Skills:** The Savage Priest character must take Fisher, Forester, Groom, Hunter, or Trapper/Furrier as his Secondary Skill (player choice, based on the activities of his character's tribe).

**Weapon Proficiencies:** The Savage Priest is limited to the weapons his actual priest-class permits him, and is further limited (when he is first created) to the following set of proficiencies: blowgun, long bow, short bow, club, dagger, javelin, knife, sling, spear. After he has adventured in the outer world, the character may learn other proficiencies.

**Nonweapon Proficiencies:** Bonus Proficiencies: (General) Direction Sense *or* Weather Sense (player choice), (Warrior) Endurance *or* Survival (player choice). Recommended: (General) Animal Handling, Animal Training, Fire-Building, Fishing, Riding (Land-based), Rope Use, Swimming, (Warrior, double slots unless the priest-class dictates otherwise) Animal Lore, Bowyer/Fletcher, Hunting, Mountaineering, Running, Set Snares, Tracking, (Priest) Healing, Herbalism, Local History, Religion, (Rogue, double slots unless the priest-class dictates otherwise) Jumping, Tightrope Walking, Tumbling, (Wizard, double slots unless the priest-class dictates otherwise) Herbalism. The Savage may *not* take Etiquette or Heraldry when first created.

**Equipment:** The Savage Priest, with his starting gold, may buy no armor other than leather armor and shield, and may buy no weapon not listed above under "Weapon Proficiencies." He must spend all his gold when he is created, or lose any "change" he has left over.

If you have *The Complete Fighter's Handbook*, use the Equipment rules for the Savage Warrior Kit instead.

**Special Benefits:** The Savage Priest has a special *Detect Magic* ability, resembling the spell of the same name, which he may use once per day per experience level he has (i.e., a 5th-level savage could use his ability five times per day). The rules for this power are:

*Detect Magic*. The Savage Priest is in tune with nature and can feel when there is something magical in the vicinity. As with the first-level Priest spell, he has a 10% chance per experience level to determine the sphere of the magic.

**Special Hindrances:** The Savage Priest is imposing and strange, and he worships his gods "all wrong" (i.e., civilized folk and priests recognize that his rites are different, unlike theirs). Therefore, he suffers a -2 reaction adjustment from all civilized folk (NPCs, that is; PCs can decide for themselves how they react to him).

**Wealth Options:** The Savage starts out with only 3d6x5 gp. After the campaign starts, he will encounter money, and the player may decide either that he likes the stuff or rejects it as a stupid city-human idea.

**Races:** No special limitations.

### Scholar Priest

**Description:** This character is a researcher. He's most at home when he's poring over books, scrolls, papyri, clay tablets and other old writings. He's not forbidden from fighting, but is more likely to try to straighten out a bad situation with reason, personal charisma, or even trickery than with a weapon. His life is dedicated to the assimilation of knowledge (and, usually, the transmission of that knowledge to new generations).

A scholar priest must have an Intelligence ability score of 13 or better.

This kit cannot be abandoned. A scholar can break off correspondence with other scholars, can choose not to teach, can decide not to do any studying or writing for as long as he likes, but he can always re-enter the academic world.

**Barred**: Priests of the following gods, forces and philosophies cannot take this kit: Competition, Fertility, Life-Death-Rebirth Cycle, Strength, and War.

Priests of the following types are most appropriate for this kit: Arts, Crafts, Culture, Divinity of Mankind, Literature/Poetry, Music/Dance, and Wisdom.

**Role:** In the campaign, this priest is motivated by his desire for knowledge. He'll often be tempted by adventures where he's likely to be able to learn something. If an adventuring party is going to a ruin where a famous library once stood, he'll eagerly join on the faint hope that some scrap of that library still survives. He'll be part of expeditions to visit famous sites or ancient beings who might tell him stories of the past or solve old mysteries. He might be part of an adventure just so that he can chronicle it and preserve its events in history.

**Secondary Skills:** The Scholar Priest must take Scribe as his secondary skill.

**Weapon Proficiencies:** Required: None. Recommended: Any appropriate to the priest's actual priest-class. Note: See "Special Benefits," below.

Nonweapon Proficiencies: Bonus Proficiency: Reading/Writing. Recommended: (General) Artistic Ability, Etiquette, Heraldry, Languages (Modern), (Priest) Ancient History, Astrology, Languages (Ancient), Local History.

**Equipment:** The scholar-priest must always have writing material, quill and ink with him. If ever he loses them, he must regain or replace them as soon as possible, and in the

meantime will be recording his experiences in any fashion he can find. Other than that, this kit makes no demands on the way he spends his money.

**Special Benefits:** The Scholar Priest can "spend" any of his Weapon Proficiency slots on Nonweapon Proficiencies instead. He doesn't have to; he can adhere to the normal pattern of proficiency choice that is appropriate to his priest-class. But if he wishes he may turn Weapon Proficiency slots into Nonweapon slots and thereby become a very skilled character. Also, the Scholar receives a +3 reaction bonus from other scholars, admirers of scholastic concerns, writers, journalists, and people who imagine that they are scholars. Because of this, when the party thinks it is in a situation when no one is willing to help, it may turn out that the mousy clerk, antagonistic king or homely witch they met is an admirer of or even correspondent with the Scholar Priest and will help them.

**Special Hindrances:** Many scholars are egotistical, and debates between scholars can become very heated and personal. Whenever the DM rolls a reaction check from another scholar, he should first roll 1d6. On a 1, the player-character scholar gets a *-6* reaction adjustment instead of a +3, because at some time in the past (or even the present) he argued or disagreed with this scholar's pet opinion and offended him completely.

**Wealth Options:** The Scholar Priest gets the standard 3d6x10 gp starting gold.

**Races:** No special limitations.

## Recording Kits on the Character Sheet

To record your priest kit on your character record sheet, do the following:

(1) When you write down the character's priest-class, also add the name of his priest kit there. If the character were a priest of the Norse god of thunder and also a peasant priest, you'd write "Priest of Thor/Peasant Priest."

(2) Where you write down the character's nonweapon proficiencies, add the ones you got free from the priest kit, and put an asterisk beside them to indicate that they are free proficiencies provided by the kit.

(3) Wherever you have space for notes, mark down the character's special benefits and hindrances, and any other facts you want to remember.

## Multi-Class and Dual-Class Characters

Any multi-class priest can take one of the Priest Kits above. However, he can only take one kit, total. If he has several character classes, he can't take a separate kit for each class.

The same is true of dual-class characters. If a character begins play as a priest and takes one of the kits above, and then later changes to another class, he does not have to abandon the kit. However, he still may only have one kit. Also, if he chooses to abandon the kit when he changes class, he may not then take on a kit from the new class. The character may only have had one kit, ever, as long as he is played.

## Abandoning Kits

A character created with a Priest Kit might, later in his adventuring career, decide that he has to abandon it. For instance, a Pacifist Priest might be crushed when his inaction

resulted in the death of a friend, and might decide to abandon his pacifistic stance.

The player must tell the DM that he wishes his character to abandon the kit. If this choice is the result of some traumatic event, as in the example above, the character may simply wish to declare his intent. If the choice is a gradual one, the DM may want to work it into the storyline.

The priest abandoning his kit will have to role-play out his decision and its consequences. He'll announce his decision . . . and he must suffer the reactions of his allies (and the other members of his order!), whether good or ill.

He will give up all the kit's bonuses and hindrances. The character does not give up any bonus proficiencies, but they are no longer "bonuses." The character must "pay" for them by spending the next proficiency slots he receives on them.

Once he's abandoned a Priest Kit, the character may not take another Priest Kit to replace it. At this point, he's a normal priest of his specific mythos for the rest of his playing life.

## Modifying and Creating Kits

The DM should alter the kits above in order to fit them better into his campaign world.

For instance, if there are no Savage races to which the PCs could belong, the DM should disallow the Savage Priest kit.

If you'd like to create all-new Priest Kits, refer to the kit creation rules in The Complete Fighter's Handbook.

# Role-Playing

There's more to role-playing priests than bashing miscreants, casting spells, waving holy symbols and making earnest pronouncements. In this chapter, we're going to talk about the differences between priests, even priests of the same orders, and about how they relate to the campaign world and their deities.

## Priest Personalities

No two priests are alike in their goals, desires, quirks, and prejudices. It doesn't matter if they belong to the same priest-class, have the same Priest Kit, are at the same experience level and have rolled the same hit points . . . they're going to be different people.

Below are descriptions of several common type of priest characters. All of these personalities are drawn from priest character stereotypes common to the movies and fiction. Novice role-players should read through these descriptions and, if they wish, adopt one of these personality types for their priest characters or at least let these descriptions inspire them to work out the details of their characters' personalities. Experienced role-players, to whom the creation of personalities is second nature, should skip on to "Priest Adventures."

### The Crusader

The Crusader is a priest with a mission. What that mission is, is up to the player and the DM; he may wish to convert the heathens, to restore a temple to its original glory, to clean up a corrupt priesthood, to crush the enemies of his faith, to destroy a powerful clan, or to gain special rights or privileges for (or merely a lifting of bad or prejudicial laws from) his people.

This is not such a bad thing when the Crusader's goals correspond to the goals of the adventuring party. That's easy to sustain for a multi-episode adventure. But when the other player-character heroes' attention turns to some other matter or enemy, the Crusader is less willing to go along. He may continue on with them for a time, but his attention always turns back to his personal crusade.

The Crusader is best suited to lawful alignments (lawful good, lawful neutral, lawful evil). He tends to be humorless, but certainly doesn't have to be stupid.

In combat situations, the Crusader is a straightforward fighter, all according to the limitations of his priestly class. But if the enemy is related to his Crusade, he'll become the fiercest and most energetic of fighters, sometimes taking dangerous risks and going all-out to rid himself of this most personal enemies.

In role-playing situations, he doesn't have to be a boring idiot who talks about nothing but his quest. He can have other goals and interests, too. But the further away he is from his personal crusade, and the less he is able to promote his goals, the more of his attention they will take up in his mind.

### The Earnest Novice

This priest is a young fellow who has newly achieved his priestly rank. (Yes, all first-level priests are appropriate for this personality . . . but not all of them *have* to take it. Other first-level priests can be a little more sophisticated or world-wise than this fellow.)

The Earnest Novice is naive. He's easily tricked by smooth, polished liars. He is pure in his beliefs, especially those related to his priestly order. He serves as an inspiration for others; no matter how battered he is by life, he seems always just to stand back up and keep on going.

This character is best suited to the range of good alignments (lawful good, neutral good, chaotic good).

In combat situations, this character is prone to be a bit simple. He has very primitive combat tactics, such as "run at the enemy and hit him," or "stand where you are and shoot him;" such things as flanking maneuvers, feints, false retreats, and other military maneuvers are beyond his comprehension.

In role-playing situations, this character expresses cheerful optimism and, usually, a lack of understanding about the way the "real world" (that is, the campaign world) works. It doesn't occur to him to slip a waiter a bribe to get better service: That would be monstrously unfair and unprofessional! The ideas that a colleague might be corrupt, that a judge might render a decision based on how he felt that morning, that a beautiful young lady might not be absolutely virtuous are all alien to him. He'll accept them when his nose is rubbed in them . . . but they'll never occur to him naturally.

Most players who take this personality eventually abandon it; it's nearly impossible to play a character as remaining entirely innocent of the world through adventure after adventure. See "Changing Personality Types" below for more on this.

## The Hypocrite

This priest is a smooth talker and an advocate of all the goals of his priesthood and all the virtuous behaviors there are. But, deep down, he doesn't believe in them. He's fooled his superiors in the priestly order, he's probably fooled his adventuring companions, he's certainly fooled his flock . . . but he himself knows the truth.

This is a pretty villainous personality type; when a hypocrite priest isn't a villain, he's merely weak-willed. Either way, such characters are rare among player-character heroes. And they never get away with it forever.

Here are some examples of this character's typical behavior:

He generously gifts coins to city beggars and earns their praise. But on the side, out of sight, he trafficks in stolen goods, perhaps including objects stolen from temples of his order, and uses the respect accorded to priests to smuggle his stolen goods through city gates and inspection lines.

When a beautiful young member of the flock comes tearfully to him with problems, he arranges to see her privately to counsel her. Alone with the troubled young lady, he will seduce her, then abandon her, blackmailing her with the besmirching of her reputation to keep his own reputation clean. And should she, in her grief, decide to commit suicide, he'll be the most anguished of mourners at her funeral (perhaps he will officiate) . . . and then begin to work on the young lady's better-looking friends the same way.

When sinners come to him after doing evil, they'll always find absolution . . . for a hefty price in gold pieces. Such sinners are almost always repeat offenders, and so they are also repeat spenders.

Obviously, this sort of personality is best-suited to non-player characters. But it is always an option for, and can be a challenge to, player-characters as well.

The Hypocrite is limited to lawful neutral, lawful evil, true neutral, and neutral evil character alignments.

In combat situations, the Hypocrite will tend to behave like the priest he's supposed to be. If he can find reason to get out of the way of combat, he will: For instance, if an ally is injured, the Hypocrite will drop behind the lines to heal or doctor him. The Hypocrite is also prone to directing the actions of his teammates in such a way that they take all the risks. If one of them is killed or injured, of course, he will appear to agonize over it.

In role-playing situations, the Hypocrite will be the smoothest and most concerned character around. However, his player will need to communicate, in private consultation with the DM or through secret notes, the Hypocrite's true motives and plans.

Eventually the other characters will catch on, and ultimately they will expose or even kill him. It's up to the player then to decide what the Hypocrite will do (assuming he survives): He could change his name and start over again elsewhere, or pretend to reform and become a little more sophisticated in his tactics, or he could even reform and change personality types.

## The Motivator

This character is like a grown-up version of the Earnest Novice. He knows what the world is all about, but he intends to do his temple's business and see to it that his god's

goals are met, with no complaints and no back-talk. He's a combination of cheerleader and drill sergeant. He leads by example, and he usually leads. He gets to know the minds of his companions and plays upon their own goals and desires to get his accomplished. This doesn't make him a villain like the Hypocrite; he probably intends this to be to everyone's benefit.

Like the Crusader, he performs best when he's headed in the direction of his personal goal; unlike the Crusader, he doesn't have just one goal that dominates his life, and can add the other player-characters' goals to their own. (But if he does take on someone else's goal, you can be sure that he'll be unceasing and maybe unbearable in trying to motivate that character toward that goal. He won't let the other character abandon the goal. He jut never gives up.)

This character is suited to any alignment. Obviously, if he's lawful good, his goals will be the goals of his god and his society; if he's chaotic evil, his goals will be his own, and very destructive ones, too.

In combat situations, the Motivator charges into the thick of things and tries to whip up his allies into a combat frenzy. He gravitates to the center of the skirmish line, and if he's fit for it will try to take on the biggest and baddest opponents.

In role-playing situations, he'll be a vigorous font of advice and helpfulness. He tends to be abrupt of speech and firmly set in his opinions (i.e., stubborn), but he's usually a good friend to have around.

### The Philosopher

This character tries to fit each of his adventures and encounters into the grand scheme of the meaning of life. He's not a very exciting personality, being more thoughtful and reserved than the dynamic Motivator or energetic Earnest Novice. He often adopts a "Let's wait and see what happens" or "Maybe it was meant to be" attitude. He seldom initiates combat or aggression, but this doesn't make him a pacifist; once he gets into combat, he can be as formidable an opponent as any priest of his class.

The Philosopher is best suited to lawful and neutral alignments (lawful good, lawful neutral, lawful evil, neutral good, true neutral, neutral evil).

In combat situations, the Philosopher will often hang back for a round or so to gauge the situation and analyze things. In doing so, he may see something the other characters have missed (more enemies creeping out of a secret panel, an exit tunnel that would allow them to escape, or the stealthy motions of an enemy thief creeping around behind one of the heroes). But he won't hesitate long, particularly when it could mean life or death to his friends.

In role-playing situations, he tends to be very analytical, choosing his words carefully, thinking all the while.

### The Politician

This is an ambitious priest. He wants to have political power within the community, within the temple, or both. This doesn't mean he's bad; he may be acquiring power because he believes he can wield it better than others and make the world a better place. But he goes out of his way to gather favors, advise powerful people (and to do so well!),

to acquire treasure so that he can build great temples and influence the masses, etc.

The Politician has a weakness, though. Regardless of his motivations, he sometimes blinds himself to the truth so that he can continue acquiring power and influence. If two cities or countries are on the verge of war, and that war would benefit him and his power base, he might advocate that war be declared, and blind himself to the suffering this will cause among the people who have to do the fighting. If a woman comes to him with the classic dilemma where she is being told by her family to marry one man when she loves another, the Politician will first consider the influence he might gain from these respective matches first, and considers the lovers' and families' feelings second. He may not even realize this . . . but his advice will always be tinged with self-interest.

This is also a challenging role to play, especially if the character really is good at heart and is just concealing from himself the harm of his course of action. Eventually, the DM should confront him with the results of his selfishness: Perhaps one of his plans or pieces of advice results in tragedy, and the accusations of the PCs or NPCs who see through his motives convince him that he's been on the wrong path. When this happens, the Politician might wish to change to another personality type. On the other hand, sometimes the Politician is never caught at it, or never admits his culpability to himself, and just continues rising up the ladder of power and influence.

The Politician is best suited to lawful and neutral alignments (lawful good, lawful neutral, lawful evil, neutral good, true neutral, neutral evil). If he's Good, he'll probably eventually understand the damage he has done and can do. If he's Neutral, he won't go out of his way to harm people, but will not be truly touched by it when harm does occur. If he's Evil, this harm is merely another benefit of the job.

In combat situations, the Politician is like any other priest of his specific priest-class. However, if there's an important person around to impress, he may fight more vigorously or risk himself to save that person.

In role-playing situations, the Politician is continually ferreting out rumors and news, analyzing information, learning the personalities of important people, and looking at all situations and adventures in terms of the power and prestige they can bring him.

### The Proselytizer

This priest's primary motivation involves converting worshippers of other gods to worship of his god. Nothing else matters. If someone is not according due to his god, that someone is going to experience a religious conversion attempt. (This doesn't mean that the Proselytizer necessarily believes his god to be the only god. In a land where many gods are worshipped, this is an uncommon belief. But if he finds someone who worships several gods but excludes his deity, the Proselytizer goes on the job.)

Proselytizers can be of any alignment, but most are dutiful priests of good alignment (lawful good, neutral good, and chaotic good).

In combat situations, the Proselytizer acts as any other adventurer. He might be more gullible when it comes to an enemy who pretends interest in his deity and professes a desire to be converted, but this will only occasionally take place in the campaign. (The enemy would have to know him and his motivations pretty well to make this attempt.)

But in role-playing situations, the Proselytizer talks about little other than his god, his temple, and his personal adventures in service to his god and his temple. He can be quite

insufferable at times, in fact.

Ultimately, his adventures may convince him that there are other things to life than the ongoing conversion of non-believers; at this time, his player may choose for the character to take on a new, different personality. But even then, the character is likely to remain a bit more interested in religious conversions than other examples of his new personality are.

### The Sage Counselor

This priest is primarily interested in acquiring wisdom and passing it on. He likes to help people. And since he's a priest, people often come to him with their troubles; he's always willing to advise them. (Depending on his experience and personal wisdom, he could be quite good at it, too.)

This personality is best suited to lawful good and neutral good alignments. (A chaotic good priest could also try to be a sage counselor, but his advice is likely to be more dramatic and less well-reasoned than that of the other alignments.)

In combat situations, the Sage Counselor is likely to try to persuade the enemy to surrender, to run away, or just to be reasonable. This doesn't mean that he's stupid, though. Confronted with danger, he can hit just as hard and defend himself and his friends just as fiercely.

In role-playing situations, the Sage Counselor goes out of his way to help people; if he sees a sad face and has some time available to him, he'll gravitate to the stricken person, kindly ask if he can help, and end up wrapped again in some other person's troubles. Incidentally, this is a great way to get the character involved on new adventures: The DM need merely run a tearful NPC past the priest, and another adventure is on its way.

## Changing Personality Types

Sometimes, as mentioned above, it becomes necessary for a player to re-think his character's personality. Perhaps the character has outgrown that personality. (The Earnest Novice must eventually grow up, for instance.) Perhaps dramatic events have forced the character to re-think his goals and attitudes. (This often happens to the Crusader and the Politician.)

Since these Personality Types are not part of an official rule or game mechanic, the player can change them as he chooses. He shouldn't change his character's personality just because he's bored with it, though: Events in the campaign should be the factors which influence this change. Here are some ways it can come about.

The **Crusader** might achieve his life-long goal, or lead one party too many into death and disaster and realize that all he's doing is hurting people. In this case, he could become embittered and turn into a Hypocrite, playing on his good reputation, or could tone his approach down and become a Motivator, or could achieve a measure of wisdom and become a Sage Counselor.

The **Earnest Novice** could wise up and realize that the world is a more complicated and unfathomable place than he thought. If he becomes disillusioned by this, he could turn into a Hypocrite. If he simply matures a bit, he'd be a Motivator. If he acquires a specific goal, he could become a Crusader, Politician or Proselytizer. And if he simply

acquires a bit of wisdom or perspective, he could become a Philosopher or Sage Counselor.

The **Hypocrite** could change his personality if he is confronted by the harm he causes and cares at all about it. (If he doesn't care, he won't change.) If he does change, he's likely to become a Crusader (trying to expose and eliminate other Hypocrites), a Politician (so he can gain enough power to weed Hypocrites out of his order), or even a Sage Counselor (who can possibly anticipate the tactics of other charismatic users).

The **Motivator** could run out of energy; after too many years of battering himself against the brick wall of an uncaring world, he might tire out. In this case, he's likely to become a more sedate Philosopher or Sage Counselor. He could conceivably become embittered and become a Hypocrite.

The **Philosopher** isn't likely to change. His personality comes with maturity, not before it. If he does change, it will probably be because he's grown tired of being dull and undramatic, and he's likely to become a Motivator, one anxious for adventure, combat and life in general.

The **Politician** will probably change only if he perceives that he's doing more than good (and if he minds that). In this case, he'll probably shy away from real responsibility in the future and become a Philosopher.

The **Proselytizer** is likely to realize that he is not serving his god best simply by converting others to that god's worship. He's likely then to become a Crusader, so that he can avidly pursue one of his god's specific goals; a Motivator, so that he can bring energy to other priests of his order; or a Politician, so that he can improve the stature of his god's worship through reorganization of the priesthood.

The **Sage Counselor**, like the Philosopher, isn't likely to change; this is a personality that is acquired with experience.

## All Sense and No Brains

And now we're faced with one of the commonest questions about clerics and druids: How do you role-play a character who has a high Wisdom score and a low Intelligence score? How do you play all sense and no brains within an AD&D® game campaign?

Intelligence deals more with reasoning power, calculating ability, and memory retention. Wisdom deals with common sense, understanding of human nature, and judgement.

So when you're role-playing a character with a low Intelligence and a high Wisdom, try to break down the situations they face into the elements which the character's Intelligence and Wisdom would analyze.

*Example: The characters have come to a rickety bridge which spans a gorge. They need to cross the gorge, but the bridge looks dangerous. Should they cross?*

*The character's Intelligence will evaluate the bridge's chances of holding up while they cross over. The character will look at the state of the wood, ropes, nails, how much and where it sags, where it's rotted through, and so on, and then will try to calculate the answer to this question: Will the bridge hold up if the characters cross over? If the character thinks it will, then his reply, regardless of the group's current situation and time available, is Yes: They should cross. If the character thinks it won't, then his reply will be No: They shouldn't.*

*The character's Wisdom will compare the risk to their need and situation. The risk is that the bridge will collapse and kill someone, perhaps a party member dear to everyone. What is their current situation? If the party has little time and is being pursued by a superior enemy force, then the risk is necessary, more or less regardless of what the Intelligence thinks of the bridge's chances; the character will say Yes, they must try to cross now. If the party has a good deal of time, then the risk is not necessary; regardless of how safe the Intelligence thinks the bridge is, Wisdom says not to risk it. A human life is not worth it.*

This is the kind of decision-making process the character can undertake if he wishes to role-play a high-Wisdom, low-Intelligence character in a campaign . . . and obviously it can lead to great arguments between them and their high-Intelligence, low-Wisdom counterparts.

## Priest Adventures

The DM may want to slant some of his campaign's adventures specifically to his priest player-characters. It's not hard to do that; he has only to build the adventure around one or more of the priest's duties or responsibilities.

The priest-oriented plot device we use to motivate the priest to action is called a *Hook*. To design an adventure around the priest character, the DM has to provide a hook that will bring the priest into the adventure, and do so in such a way that the adventure doesn't exclude the other player-characters.

The hook must address the priest in one of his priestly roles or duties. Below we present a variety of hooks and approaches to this sort of adventure.

### Advisor of the Faithful

The priest provides guidance to the flock. Followers of the temple come to him for advice, and he's supposed to give it.

That advice can't be correct all the time, especially when the faithful come to him with no-win situations. When it goes wrong, the priest will probably feel guilty. When it goes disastrously wrong, and the injured party comes to the priest for help, the priest will probably be willing (if not anxious) to clean the situation up.

As an example of this hook, let's say a doting father comes to the priest with this story: His son has come to him and asked for money so that he can buy weapons and armor. His son has heard of a bandit encampment where there is much treasure to be found. The son is sure that with the right weapons and armor and a little luck he can sneak into the camp when most of the bandits are gone, defeat the guards, and make off with the treasure. The father doesn't know where the encampment is; his son won't tell him. The son is a good fighter and knows what he's talking about; on the other hand, he is youthful and a bit overconfident. The father asks "Should I give my son the money for this equipment?"

If the priest says Yes, the father does so. The son tries the raid but is captured after killing several bandits. The bandits send back his bloody, broken sword from their mystery encampment, with a ransom demand which the father (and even the PCs) cannot match.

If the priest says No, the father follows his advice. The son tries it anyway, and is

captured because he was under-equipped; no bandits died. Again, the son is ransomed beyond the father's means.

If the priest says "Maybe, but my friends and I would like to get in on it," the father will take him to talk to the son. The son will sound agreeable to the proposition, but will sneak off at first opportunity. He doesn't want anyone else horning in on his adventure. And because he had to charge off prematurely, he doesn't know enough about the bandit encampment and is caught up in snares set around its perimeter. Here, again, he's captured and ransomed.

In either of these three cases, the father comes back to the priest to say, in effect, "Your lousy advice got my son captured, and I can't ransom him! Please save him!" Which the priest will be inclined to do . . . and he'll probably want to have his friends, the other PCs, along with him.

Incidentally, we don't recommend that you face your PCs with no-win situations such as the one above very often. It wouldn't be fair to do this time and time again; the players would (correctly) assume that they could never do anything right unless the DM arbitrarily wanted them to.

## Agent of the Priesthood

When the priest is a low-level character, still near the bottom of the totem pole of the priesthood's hierarchy, his superiors will frequently send him on missions. A mission could be nothing more than "Take this letter over to the priest Aclastion in the next village," or it could be "There's supposed to be some horrible monster menacing our temple in the next village; do you suppose you could round up some of your more violent friends and go over there and destroy it for us?"

In the latter case, you have a situation where the priest character is the center of attention, and has ample reason and opportunity to invite his non-priest friends in on the action.

## Defender of the Faith

When the followers of one faith make war on the followers of another, the priests get involved in the action. Since these wars tend to take place between entire cultures, the player-character priest will probably be an ally of the other player-characters. In this case, his temple superiors are likely to ask him to round up some capable allies and go on dangerous missions into enemy territories, or to hold a crucial mountain pass during a military campaign.

## Defender of the Faithful

You read about Libels in the **Designing Faiths** chapter, under "Duties of the Priest," under "Vigilance." (If you didn't, you should now.)

When the faithful are threatened by such a libel, the priest must work against it; if he doesn't, or if he fails, his people will suffer more prejudice and be in more danger from people who believe the libel. (There will be enough who still believe the libel if it is proved false; if the characters *can't* prove it false, there will be many more believers still.)

In order to bring the other player-characters in on such a situation, try this technique: One fine day, the priest finds another priest (of the same temple) dead in his chambers. The dead man has been murdered, torn limb from limb. His chambers were barred shut from the inside; a thief could not have picked the bars. In the priest's hand is part of a page from his journal, and the rest of the journal is missing. The scrap of paper, written in his hand, is part of a longer chronicle: "in mortal danger. When the {insert the name of an enemy temple} summon the thing, it will kill him and we will be blamed. I know they work from the Citadel of Arbright, but could find out no more; I think perhaps they heard me as I listened to their talk. It is time for me to tell -- " There the passage ends, obviously when the priest was interrupted by his murderer.

This puts the priest-character and his temple in a delicate situation. Obviously, the enemy temple will summon up some sort of monster to kill some person, probably an important person, and the priest's temple will get the blame. Obviously, the summoned thing, whatever sort of monster it is, can penetrate locked chambers without violating the locks and bars.

The priest and his temple have to know more. But the authorities will not allow them to search the Citadel of Arbright, home of a powerful local family, on this flimsy and perhaps fabricated evidence. Therefore, the priest must sneak in, find out what is to be found out, and escape. He'll need the help of his friends . . .

And what they do find out, of course, is that the Clan Arbright is aiding the enemy temple. They together have found a way to summon an outer-planar creature into sealed chambers, and they plan to do this some night when the High Priest of the player-character's temple is closeted with the king. The being will kill the king and leave the high priest to take the blame, resulting in damage, perhaps permanent damage, to the faith . . . unless the priest-PC and his friends can thwart the plan.

### Martyr for a Cause

The priest's god or the rules of the priestly order might force the priest to undertake some actions that the local authorities just don't understand or approve of. (See below, under "Society's Punishments," for more on this.) If the priesthood is not protected against prosecution by the secular (non-priestly) authorities, then the priest might find himself on trial for any illegal action performed in the god's name.

Gods usually don't appear in court as defense witnesses. Therefore, the priest-PC must defend himself through legal means without the benefit of divine testimony. If he's convicted, he might have to escape jail to avoid execution; he might even choose to accept execution in order to dramatize the injustice of his plight. Or, the court might sentence him to some suicidal mission to atone for the crime he committed. He isn't required by the court to go on the mission alone, but no NPC adventurers want to march with him into certain doom. Thus the priest character is again brought into an adventure because of his faith, and his friends the other PCs, if they truly are his friends, will accompany him on this quest.

### Servant of the God

The god himself will sometimes send the PC on missions. Often, he will appear to the

PC when he is alone, or will appear to him in dreams, and make his wish known: "You will travel to the wild lands of the Sylvan Curtain and there find the artifact known as the Eagle-Spear. Find it; take it from our enemies, who hold it; bring it back and install it in your temple . . . "

When he investigates the Sylvan Curtain and the Eagle-Spear, the priest will find that it's certain death to go there alone. He needs adventurers of all descriptions and abilities to help him if he's to pull off this adventure successfully . . .

## Rites and Role-Playing

In a lot of campaigns, it's easy to ignore one of the priest's foremost functions: He's also the officiator at lots of rites, rituals, celebrations and ceremonies.

Every faith will have its own rituals and other special events; careful, judicious use of these will add a lot of detail and flavor to a campaign.

The DM *shouldn't* sit down and work up a lot of rituals for each priesthood in his campaign, and then keep them juggling around in his mind until they emerge, one by one, during adventures. But what he *should* do is bring individual ceremonies and priestly events into his campaign as adventure and story hooks.

For example:

"Jeriash, your party arrives in the city on October 30th. Now, you could head on from there the next day, but November 1st is Vine Day, which commemorates your goddess stopping her work for the year, winter setting in, wine-making ceremonies, and so forth; it sort of behooves you to volunteer your help at the local temple for that event . . . "

The Vine Day celebration, a Mardi Gras-like costumed parade featuring wine-drinking excesses, is a good opportunity to inject some color into the current storyline, but that isn't all it has to be. The DM could wrap an entire story around it; for example, imagine trying to capture a group of ghouls as they roam these streets strewn with drunken, costumed celebrants.

Though the DM shouldn't work up all a priesthood's usual ceremonies in advance, whenever he does create one, he should make note of it. If he doesn't, and the right time of year rolls around again, the players will inevitably remember it and wonder why Vine Day isn't being celebrated this year . . .

Following are descriptions of a number of different types of rituals. Each of these can be adapted to the characteristics of different faiths and different gods. Not all cultures and not all gods will feature each of these types of rituals; the DM should decide which apply to which gods and to which societies.

### Atonement

When the flock sins, or acts against the wishes of the god, the faith usually has a way for the sinner to reenter the god's good graces. This is an act of atonement. Usually, the bigger the sin, the more extravagant the act of atonement must be.

The first part of this process is usually the confession , a formal meeting of sinner and priest where the sinner confesses his deed. This puts the priest in the position of having to evaluate that sin and then charge the sinner with a course of action which will remove the stain of sin.

Remember that each different god will have different ideas of what constitutes sin. To the god of Love, for instance, the greatest sin is denial of love (particularly, growing old without having loved) or interfering in love (messing up someone else's romance).

Too, you must remember that in a pantheistic society (one which worships many gods), it is not usually a sin to do one god's will at the expense of another. If one culture worships both a god of Peace and a god of War, fomenting a war is *not* a sin directed at the God of Peace; it's a boon to the God of War.

To just about any god, an insult to the god (including verbal insults or desecration of a temple) is considered a sin.

Typical ceremonies of atonement include fasts and meditations where the sinner asks forgiveness of the god. More extensive sins require some sort of sacrifice (such as donation of a cherished object to the god's temple) or an act of expiation (the sinner doing his best to straighten out the bad situation he caused).

## Calendar Ceremonies

Lots of gods have ceremonies based around the calendar, especially agricultural gods. Communities may have celebrations for:

The day that marks the start of spring;
The day when planting begins;
The day when harvesting starts;
The beginning of the grape-stomping season;
The official start of winter;
The day that the first trade-ship of the year is launched;
The day that some heroic figure, a worshipper of the god, is commemorated;
The day of thanks for the god's bounty;
The day commemorating some ancient tragedy;
The day of the dead (just before or after the night that the ghosts walk the streets);
The day commemorating some great battle in which the god participated;
?And so on.

## Communion

This is a ceremony where the participants try to commune with the god, to invoke a little of his spirit, to briefly become more like the god.

Here, too, each god will have a very different ceremony. Communion with the god of Competition will take the form of athletic games. Communion with the god of Prosperity will be a great, enormous feast. Communion with the god of Kingship will be a private little coronation where each household leader is acknowledged as the head of the household. Communion with the god of Peace will be a quiet meditation. Communion with the god of Love or Fertility is left as an exercise for your imagination.

## Confirmation of Adulthood

The DM needs to decide when youths are considered to reach adulthood in the culture, and then it's possible to have Confirmations of Adulthood.

In a culture, this will be handled one of two ways.

Each youth could have a private ceremony on his birthday. Alternatively, all youths born in the same year could be confirmed on one specific day of the calendar.

Either way, in the ceremony, the priest will acknowledge the youth as an adult, and this will be marked by allowing the youth some activity which only adults can perform in the culture (for example, carrying weapons in public, wearing some garment reserved for adults, receiving a sword, etc.).

### Confirmation of Birth

With this ceremony, the priest visits the newborn child and, in a simple ceremony, asks the god's blessings upon the child. This is always done in the presence of witnesses, because it's important in the culture for others to witness that the child has been born and that specific people (the parents) acknowledge the child as theirs. This becomes important regarding questions of inheritance or the succession of the titles of leadership.

### Fast

This is a quiet sort of ceremony; the participants do not eat, usually for the period of a day, as a sacrifice to the god or a commemoration of some historical time of want.

### Feast

The feast can be as small or great a feast as the DM cares to allow, and can celebrate just about anything within the faith. Feasts should be one of the most common sorts of celebrations within the faith, and a great feast is a convenient place to introduce all sorts of adventure elements (challenges from enemies, assassination attempts, mysterious clues left in the soup, etc.).

### Funeral

Interment of the dead is also a common ceremony. Note that funerals don't have to be solemn affairs; all this depends on what the culture thinks happens to the departed spirit and how the culture feels about it. The funeral could be a time of mourning, a cheerful celebration of the departed person's life, a drinking-binge so that the mourners can forget their grief, and so on.

In any case, the ceremony can have several parts.

There is the Wake, which takes place before the funeral, where participants sit overnight with the body, exchange stories of the dead person's deeds, and (in some settings) protect the body from violation at the hands of evil spirits, who might try to inhabit and reanimate it, or to steal the not-yet-departed soul.

There is the Farewell, where the participants speak to the corpse of the departed and wish him well on his voyage; often, they present him with small gifts and tokens of their friendship.

There is the Interment, where the body is laid to rest, usually with the presents and a variety of the person's belongings. In some cultures of a type we consider cruel, the

person's slaves and perhaps even his wife will also be laid to rest, even if they aren't dead yet. (Alternatively, the body may be burned, again depending on the culture's views.)

There is the Commemoration, where the mourners exchange stories of the dead person; this could be a very solemn or a very merry event. In any case, it's likely to accompany a feast for the weary, hungry mourners and participants.

## Libation

Libation is the dedication of a little of one's drink to the gods. Every time a glass is refilled, the character pours a little to his god, either onto the ground or into a basin dedicated to the god.

## Meditation

This consists of sitting, in private or with other participants, and trying to achieve a peaceful state of exalted awareness.

## Mysteries

These are involved ceremonies which usually celebrate gods of nature or rebirth. Celebrated annually or semi-annually, they tend to have several elements and can go on for a full day or more, not counting the rituals which precede the actual celebration of the mysteries. Usually, the pattern is something like this:

In the days before the actual celebration, the participants go through *purification*. These rituals of purification involve fasting, ritual baths, and abstinence from physical pleasures.

On the day of the celebration, the participants dress in clothing appropriate to the ceremony, usually in featureless clothing of white (or a color preferred by the god), usually barefoot. They assemble at the temple of the god, and perform the *oath-taking*. A high priest administers the oath, where every participant swears that he will keep what he has seen a secret, and never discuss it with one who is not also an initiate into the mysteries. The participant swears in the god's name, and could suffer the god's punishment if he breaks his oath.

Next, there is the *procession.* All the priests and participants proceed in a parade to a site that is holy to the god. This is often a cavern or a very secluded glade, because there it is possible to keep the celebration hidden from the eyes of non-initiates. The procession is led by ranking priests, followed by lesser priests in charge of sacrifices, followed by musicians who play during the procession. Then come priestesses, who carry small caskets (or draw carts bearing those caskets); the caskets contain artifacts sacred to the god. (These artifacts aren't necessarily, or even usually, powerful magical items desired by greedy adventurers. They're more ordinary items: The rock sacred to the god, the fossilized stone showing the god's footprint, the bone from the feast in which the god participated, the statue the god himself blessed, the cast-off weapon used by the god in some famous event, and so on.) Then, there are more functionary priests: Priests in charge of the upcoming feast, priests who lead sacrificial animals (if sacrifice is a part of this culture's worship), and priests who act as sergeants-at-arms (they carry non-lethal

weapons such as staffs and use them to keep the disorderly orderly). Finally, the faithful (non-priest) followers come.

Once the procession reaches the sacred site, there may be a *sacred meal*. Sacrificial animals will be sacrificed and cooked, and then the feast eaten. The character of the meal depends on the character of the god: It could be stern and somber for a severe god, wild and orgiastic for a more free-spirited god. The sacred meal ends after nightfall.

Then, the three most important elements of the mysteries begin. They all take place at night.

First is the *recitation* , a series of songs or chants concerning the god, his deeds, his promises to the faithful, his demands on the faithful. The recitation sets the mood for the rest of the ceremonies; the listening followers are supposed to be reverential, at least, and the priests with the staves are still around to keep order and quell (or get rid of) troublemakers. Troublemakers tend to be rare.

Second, there is the *display*. The sacred objects carried in those caskets are displayed for the faithful. Since they actually are magical objects sacred to the god, they tend to inspire the faithful with the essence of the god.

Third, there is the *performance*. *Priests* trained as actors perform a play which commemorates the most famous of the god's stories, especially the one which most closely deals with the god's demands on and relations with his worshippers. Regardless of the quality of this play, it is performed at the end of a lengthy process of worship where the followers are exposed to many powerful forces of the faith, and the onlookers are all elevated to a state of rapture during the performance.

At the end, there is the *rebirth*. Once the performance has ceased, the lights are doused and the faithful are led in pitch darkness from the area where the play was performed. Once they arrive at the point of departure, where the procession home will begin, the torches or lamps are again lit, and among the faithful this journey in darkness is much like being born again.

Mysteries are an experience for the spirit, not the mind; this is not an educational event, but one which is intended to bring the followers closer to the nature of their god. Even in a culture which worships many gods, only a very few will have mysteries as part of their worship.

For the DM, the mysteries are an opportunity to introduce dramatic events into the story. During the mysteries, it is appropriate for the god to appear to one of his PC followers and charge that character with an important mission, for instance. Or it could be that during the celebration of the mysteries, one character will receive some sudden insight (a gift from the god) into some event which has been puzzling or confounding the player-characters for some time.

## Naming

This ceremony is often a part of the Confirmation of Birth event: The child is given his name before witnesses. In some cultures, though, the child might be given a use-name when he is born, and won't be given his true name (or will choose his true name) years later, when he is old enough to understand its significance. It may be that in this culture the character's true name is supposed to be kept a secret, and the child tells it only to one priest, so that the god might know it.

### Prayer

Prayer is one of the most common of rituals; it involves asking the blessing of the god, often through the recital of an ancient or famous prayer or part of a holy text.

Note that not all cultures demand that prayer be performed from a kneeling position or a pose of obsequience. Vigorous warrior cultures might perform their prayers standing erect and facing the skies, for example.

### Purification

When a person comes in contact with some contamination (a taboo substance), he must be purified. In some cultures, whenever a person has killed another honorably, though he is not considered to have sinned, he must be purified of the killing. This ceremony involves a ritual bathing or washing of the hands (or other contaminated part) under the supervision of a priest, who invokes the god's blessing during the washing.

### Sacrifice

In some cultures, animals are sacrificed to the glory of the god. One god may demand that the whole animal be destroyed; another will demand that the animal be killed for it and some part of it destroyed for him, but that the rest of the beast can be used as the worshippers see fit.

Obviously, human sacrifice is something demanded only by the most evil or unsympathetic of gods.

## Priests and Punishment

Priests are servants of their gods, and therefore can't just do anything they want whenever they want. The DM must keep an eye on the activities of priest characters (including clerics and druids), and if the priest violates some tenet or commandment of his god, the DM should see to it that the god punishes the priest.

It's easy to be unfair when doing this, though, so the DM also has to keep an eye on *himself*. It's all too easy to say, "You should have *known* that your god doesn't want you to wear red; I've said repeatedly that his favorite color is blue!" That's not justification for a punishment of the priest, unless the DM has explicitly stated that the god's priests must always wear blue or face divine consequences.

### Minor Offenses

Minor offenses which the god punishes include such things as:

Making a joke about the god (and even then, it must offend the god; some gods have a sense of humor);

Failing to perform all required priestly duties in a day (for example, "not having the time" to listen to the problems of one of the faithful and offer guidance); and

Becoming annoyed with the god's demands.

The god punishes such minor offenses by withholding some of the priest's spells on the following day.

### Inappropriate Weapon and Armor Use

If a priest violates his order's restrictions on weapon and armor use, the god will punish him for it. There are two different types of violation of this restriction, and a different punishment for each.

If the priest deliberately violates the restriction because he wants to (for instance, if he puts on a set of metal armor when he isn't supposed to), this is a willful disobedience and makes the god very angry. He immediately does 2-12 (2d6) points of damage to the priest and takes away all the spells he granted to the priest today, and doesn't let the priest have any more for 1-6 (1d6) days. Even then, the priest must undergo rituals of purification and undertake an act of atonement if he's to have spells again.

If the priest violates the restriction for the best of reasons (for instance, if a gargoyle is strangling his friend, and he must use a forbidden weapon in order to be able to harm the creature), the god does 1-3 (1d3) points of damage to the priest (*after the fight is done*) and, if the priest does not undertake a ritual of purification at his earliest opportunity, will take away the priest's spells on the next day.

### Betrayal of Goals

If the priest deliberately violates the goals of the god, then he's in real trouble. For instance, if a priest of the god of war advocates peace when war is in the offing, or if a priest of the god of love tells young lovers to wise up and forget about romance, then the god will definitely be offended.

The first time this happens, the god will give the priest an unmistakable warning. This could be a heart attack, costing 50% of the priest's current hit points. It could be a portentous destruction of a statue of the god while the priest is present. It could be an earthquake or other warning. The warning doesn't have to be *immediately* after the betrayal, but will be soon after.

The second time this happens, the god will appear to the priest. It doesn't have to be in person, right then; it might be in a dream, the night following the betrayal. The god will sternly ask the character his motives and order him to return to proper worship.

The third time this happens, the god will immediately reduce the character to 1 hit point and change his character class. The priest will become an ordinary fighter at an experience level two lower than the priest's level (minimum first level); his normal hit point total and possessions will be unaffected. Until the character undergoes a severe ritual of atonement, the god will despise the character and plague him with little ills, diseases, and enemies. Once the character atones for the deed, the god forgives him . . . but the character will still be a fighter.

Sometimes, a god might deliberately confront the character with a test of the character's faith. For example: Part of the god's worship demands that anyone who tramples his sacred flowers be blinded. Then, the god befuddles the priest's wife or daughter, and that character stumbles across the sacred flowers where only the priest can see it. If he conceals the sin, he's punished. If, regretfully, he prepares to carry out the

punishment, the god will be pleased. The god might interrupt the punishment, or wait until it has been carried out and then restore sight to the priest's loved one.

## Divine Retributions

It could be that the priest will betray more than the god's usual dictates. The priest might turn on the god, betraying him utterly. This can happen when another deity, an enemy god, persuades the priest to serve him instead, and persuades the priest to steal some important artifact from the god or reveal some critical information about the god.

When this happens, the god will punish the priest (assuming he survives the betrayal, which most gods will).

The minimum punishment the priest can expect is the character class change described above.

A medium punishment the god will bestow is instant death.

A greater punishment from the god involves the ruin of the character. The god can kill or merely take away the character's family and loved ones, curse him with afflictions such as blindness and lameness, see to it that all his enemies find out about his weaknesses, give extra power and weapons to his enemies, force the priest's loved ones to betray *him*, and so on. This doesn't happen all at once, but every episode for the rest of the character's life introduces some new, horrible calamity until the character is mercifully killed or kills himself. In any case, the character is no longer a viable one to play and the player should dispose of him as quickly as possible.

At the ultimate level, the god performs the greater punishment above, and then tortures the character's spirit forever in the afterlife.

Note that this punishment isn't just for priests. If a non-priest betrays the god in the same fashion, the god will visit the same sort of punishment on the character.

## Society's Punishments

Unless the priesthood is the State Religion, priests are not immune to the law for their deeds.

If, for example, the priest of the god of Justice and Revenge hears about some great injustice, wanders over to the offender's house and kills the offender, then he's guilty of murder. There's no question. He'll be arrested, tried, and (the efforts of his priesthood notwithstanding) probably convicted; the only thing that could save him would be a declaration from the god, which is usually not forthcoming.

Therefore, when priests decide to do something which is illegal in the culture, they should do so circumspectly. If they wish to accomplish the desires of their god when those wishes are illegal, they'll have to do so in a fashion which protects them.

## When Priests Renounce Their Faith

It's possible for a priest to renounce his faith # to declare that he is no longer a priest of a particular god. When that happens, he has one of two choices.

He can stop belonging to the priest-class and start over as a rogue, wizard, or priest of another god, according to the rules for dual-class characters. Naturally, he loses all his

granted powers.

If his priesthood had Good Combat Abilities, he can lose one experience level and become a fighter; if Medium Combat Abilities, he can lose two levels and become a fighter; if Poor Combat Abilities, he can start over as a fighter according to the rules for dual-class characters. He'll never again be a priest.

## When Gods Bestow Spells

Another effect of the fact that priests are servants of their gods is this: The god doesn't have to give his priest the spells the priest wants.

In most situations, when the priest prays for his spells, he gets the ones he desires. But if the god and DM wish, he could get different spells on some occasions.

There are two usual causes for this to happen:

If the god is displeased with the priest for some minor infraction, he might give the priest spells which dictate the priests' actions for the day. A fighting-priest might emerge from his meditation with only healing spells on hand, for instance, a clear sign that the god wants him to act in a supporting role today.

Or, if the god knows of a specific opponent that the priest will be fighting today, he might give the priest spells appropriate to defeating that enemy.

In neither case will the god send a telegram explaining why he's done what he's done. The priest has to accept what the god hands him that day, and has to do so without knowing why.

## Priestly Followers

It's good to remember that the priest's followers, the ones who come to him around 8th level, are not mere spear-carriers or meat for the monsters. They haven't shown up so that they can be thrown to the jaws of dragons in order to give the priest more time to get away. They've shown up to serve the god and the priest.

That's why, in the **Designing Faiths** chapter, we talked about giving them names and personalities, and likewise talked about the priest getting fewer and fewer replacements if he wastes the followers he has.

Once again, this is a sign that the priest cannot act with utter impunity. He is dependent on the good will of his god, and his god will not look kindly on a priest who brings about the deaths of other followers of the god. The god who says, "Yes, my son, kill off my other followers so that you can have more gold" is a foolish god indeed.

### Toning Down the Cleric

The cleric class is a very powerful one. He has access to sixteen Spheres of Influence (more than *any* other priest-class), good armor, and fair weapons. It's been a sign of the cleric's advantages that he is the preferred character class of many, many campaigns.

If this ultra-efficient character is too powerful in your own campaign, you might prefer to alter him. If you want to do this, tell all the cleric players well ahead of time and give them the option to convert their clerics to priests of specific mythoi provided in the **Sample Priesthoods** chapter.

Then, establish the following rules about the Cleric class:

(1) Keep his weapon and armor limitations exactly as they are.

(2) Establish that the Cleric has Major Access to only three spheres (one must be All; the other two are player's choice) and Minor Access to two spheres (player's choice). The player must choose his four sphere options when the Cleric is first created (or converted); it may not be changed afterwards. Each Cleric may choose a different set of spheres.

Naturally, you should only do this if you personally feel that the cleric class is too powerful in your campaign. If you don't, don't change him.

# Equipment and Combat

In this chapter, we'll talk about some of the gear that the priest carries and uses in the performance of his duties, and also about new weapons and combat styles used by some priests.

## Priestly Items

The most common and important tools of the priest (as far as his culture is concerned, anyway) aren't his weapons and armor. They are the actual symbols of his priesthood.

Not all of these symbols are useful in combat situations, but they're appropriate for role-playing the priest. Let's discuss them briefly.

### The Canon

Many faiths have a *canon* , or holy book. This work was written at some time in the distant past, either by the god or by a believer obeying the word of the god. This book usually describes important events of the past in which the god participated, explains the requirements the god makes on his followers, and explains the god's philosophy, goals, and concerns.

If the faith has a canon, then the priest will wish to have one. Books are expensive commodities: Assuming that it's a mere 200 sheets (400 pages) in length, according to the costs in the *Player's Handbook*, you're talking about 400 gp in paper alone (2 gp per sheet); binding will cost another 50 gp, for a total of 450. Sometime between 3rd and 5th level, the priest should have saved or accumulated enough money to commission a copy of the canon; perhaps, if he is lucky, someone will gift him with one, or he will inherit one. Regardless, a priest who reaches 6th level without having acquired a copy of the canon will be viewed with some suspicion by commoners and his fellow priests, who will question his devotion.

The priest should carry the cannon wherever he travels, and if it is stolen should make every effort to recover it. The canon is not a magical work, and does not act as a Holy Symbol when used to confront vampires or similar monsters.

Not all faiths do have an individual, written canon. Some faiths share a common canon. Some transmit their canon orally; it is not written down anywhere. Some have none at all.

### Holy Symbol

Most faiths have a holy symbol, some sign which serves as a representation for the god and his faith. This symbol is usually duplicated in wood, glass, or precious metals and carried by priests of the god. Ordinary followers of the god also can carry the holy symbol.

Every priest player should know what his holy symbol looks like. The DM can either decide, or let the player of the priest design it. (If he does allow the player to do so, the design of the symbol is still subject to the DM's approval.)

It's easy to create symbols for most deities, and there are suggestions for symbols for all the gods represented in the **Sample Priesthoods** chapter.

### Holy Water

Holy water, that bane of vampires and many other monsters, is created in the following way:

In a temple of the god, three priests of second level or higher stand over an empty water-basin and perform a ritual of prayer. They pray for the god's blessing and protection for an entire hour. At the end of that time, they each cast a spell, and do so simultaneously: One casts *create water* , the second casts *protection from evil*, and the third casts *purify food & drink*. Half a gallon of holy water is created.

(The *create water* spell can create up to four gallons of water, but the *protection from evil* and *purify food & drink* used this way can only create half a gallon of holy water. Therefore, for every two extra priests, one to cast each of those two spells, an extra half-gallon can be created. Nine priests together can create four gallons.)

The tremendous expenditure of magic and the time involved are the reasons why a single dose of holy water costs 25 gp to the adventurer. Obviously, any three priests can create holy water "for free" so long as they are second level or higher and are priests of the same god.

Holy symbols are enchanted in the same way. Each enchantment takes an hour, requires three priests (substituting *sanctuary* for *create water*), and requires a material component: Some object carved with the god's symbol.

### Priestly Vestments

As mentioned in the **Designing Faiths** chapter, each priesthood has its own distinctive costume, and priests normally wear these priestly vestments whenever they perform their official duties. Some must wear them whenever they appear in public.

It adds color to a campaign when the players know what these vestments look like. If the DM doesn't wish to design the priestly vestments for all the priest player-characters, he should allow the players to do so (subject to his final approval).

## New Weapons

Several new weapons are mentioned at various times in this supplement. Below, we'll describe them.

## New Weapons List

| Item | Cost | Weight | Size | Type+ | | Speed Factor | Damage | |
|---|---|---|---|---|---|---|---|---|
| | | (lbs.) | | | | | S-M | L |
| Bill* | 5cp | 2 | S | P | | 2 | 1d4 | 1d8 |
| Lasso** | 5sp | 3 | L | - | | 10 | -- | -- |
| Maul** | 5gp | 10 | L | B | | 9 | 2d4 | 1d10 |
| Net** | 5gp | 10 | M | - | | 10 | -- | -- |
| Nunchaku* | 1gp | 3 | M | B | | 3 | 1d6 | 1d6 |
| Scythe** | 5gp | 8 | M | P/S | | 8 | 1d6+1 | 1d8 |

- * This weapon is intended for one-handed use, and may not be used two-handed. In the case of nunchaku, two-handed flourishes are common, but blows are struck with one hand only at a time.
- ** This weapon is intended for two-handed use only.
- + The "Type" category is divided into Bludgeoning (B), Piercing (P), and Slashing (S). This indicates the type of attack made, which may alter the weapon's effectivness against different types of armor. See the optional rule in the *Player's Handbook*, page 90.

## New Weapons Descriptions

The **Bill** is a short hook on a short cross-handle, and is a weapon derived from the sort of hook used to spear and haul in fish or to carry sides of meat around.

The **Lasso** is a rope with a loop at the end; it's thrown at targets, and on a successful hit the loop settles around the target. The wielder can then pull the rope taut and seriously inconvenience his target. Extensive rules for the lasso appear in *The Complete Fighter's Handbook*.

The **Maul** is a polearm with a heavy bludgeoning head at the end. It is therefore a Bludgeoning weapon, and is appropriate for the use of clerics and specific priests who aren't allowed to use bladed weapons. When a priesthood allows the use of polearms, this includes the maul (and the mancatcher, for that matter); but when maul alone is listed, the priest cannot use the other polearms.

The **Net** is a weighted combat net on the end of a rope. Like the lasso, it is thrown to spread over a target; if it hits, it can be pulled closed, and the trailing rope used to pull the victim around. Also like the lasso, extensive rules for this weapon's use appear in *The Complete Fighter's Handbook*.

The **Nunchaku** is an oriental weapon and only suitable for oriental-based campaigns. It consists of two wooden handles connected by a short chain or short length of cord. It was originally derived from an agricultural implement, which is why so many priests of nature-oriented gods can use it.

The **Scythe** is a large, curving blade that is sharp only on the underside of the blade (the concave edge); the blade is attached to a twisted pole some 5-6' in length. The wielder uses the weapon two-handed. The scythe is a harvesting tool used by farmers to cut down their grain; as a weapon, it is symbolic of gods of agriculture, time, and death.

# Unarmed Combat

The following material is reproduced in part from *The Complete Fighter's Handbook* , so that players of Fighting-Monks will have access to the rules for martial arts combat.

## Attacking Without Killing

Before proceeding, you should familiarize yourself with the "Attacking Without Killing" rules from the *Player's Handbook*, pages 97-98.

## Knowing Punching, Wrestling, Martial Arts

As you saw in the *Player's Handbook*, *everybody* knows how to punch and wrestle. Any character, from the doughtiest warrior to the spindliest scholar, knows hot to twist someone's arm or punch him in the jaw. (Naturally, such factors as strength, dexterity and experience level have a remarkable effect on how often one hits and how much damage one does.)

Martial Arts are another matter. By "Martial Arts," we mean generic unarmed combat. This isn't karate, kung fu or tae kwan do: It's movie-style martial arts with no basis in real-world fighting styles.

A character may only know Martial Arts if the DM declares that this style is available for characters to learn. In many campaigns, it won't be. In most oriental campaigns, it will be. In campaigns where the occidental and oriental worlds have a lot of contact with one another, it could easily be.

To know Martial Arts at its basic level, the character must spend one Weapon Proficiency slot on Martial Arts. That's all it takes. Once he's spent that proficiency slot, he can use Martial Arts in the same way that other people use Punching and Wrestling, as we'll describe immediately below.

## Martial Arts Results

At its basic level, Martial Arts skill is used just like Punching and Wrestling. Martial Arts combat occurs when a character attacks with his bare hands, feet, and even head. No weapons are used. (A character can hold a weapon in one hand and nothing in the other, attacking with his weapon one round and with his Martial Arts skill in the next.)

When attacking with Martial Arts skill, the character makes a normal attack roll against the normal Armor Class of the target. (If the attacking character has armor on, he does suffer the "Armor Modifiers For Wrestling" from Table 57 on page 97 of the *Player's Handbook*.) Any other normal modifiers are applied to the attack roll (from the attacker's Strength bonus, for example).

If the attack roll is successful, the attacker consults the table below for the result of the attack. If, for instance, the character rolls a 13 to hit, the result is a Body-Punch, doing 1 point of damage (plus the character's damage bonus from Strength, if any).

## Martial Arts Results Table

| Attack Roll | Martial Arts Maneuver | Damage | %KO |
|---|---|---|---|
| 20+ | Head Punch | 3 | 15 |
| 19 | High Kick | 2 | 10 |
| 18 | Vitals-Kick | 2 | 8 |
| 17 | Vitals-Punch | 2 | 5 |
| 16 | Head Bash | 2 | 5 |
| 15 | Side Kick | 1 | 3 |
| 14 | Elbow Shot | 1 | 1 |
| 13 | Body-Punch | 1 | 2 |
| 12 | Low Kick | 1 | 1 |
| 11 | Graze | 0 | 1 |
| 10 | Body-Punch | 1 | 2 |
| 9 | Low Kick | 1 | 1 |
| 8 | Body-Punch | 1 | 2 |
| 7 | Knee-Shot | 1 | 3 |
| 6 | Side Kick | 1 | 5 |
| 5 | Head Bash | 2 | 10 |
| 4 | Vitals-Punch | 2 | 10 |
| 3 | Vitals-Kick | 2 | 15 |
| 2 | High Kick | 2 | 20 |
| 1* | Head Punch | 3 | 30 |

* Or less

## Descriptions of the Maneuvers

**Body-Punch:** This is a straightforward punch into the target's stomach or chest.

**Elbow Shot:** With this maneuver, the attacker plants his elbow into the target's chest, side, or stomach.

**Graze:** This could have started out as any sort of maneuver, but it merely grazed the target; it wasn't landed firmly.

**Low Kick:** The attacker kicks the target in the leg or thigh.

**Head Bash:** The attacker slams his forehead into the target's face, which is a stout maneuver.

**Head Punch:** This is a good, strong blow with the fist to the enemy's head, particularly his jaw.

**High Kick:** The attacker kicks the target in the upper body somewhere: Stomach, chest, back, or shoulder.

**Knee-Shot:** The attacker brings his knee up into the target's stomach or thigh.

**Side Kick:** With this maneuver, the attacker has time to prepare and launch a very powerful sideways kick (which may be at the end of a cinematic leap).

**Vitals-Kick:** The attacker kicks his target at some vulnerable point: Groin, kidney, neck, solar plexus, etc.

**Vitals-Punch:** The attacker puts his fist into one of the vulnerable points mentioned immediately above.

## Specializing in Punching

Any priest can specialize in Punching (or Wrestling, or Martial Arts). Of all the types of priests, though, only the Fighting-Monk can specialize in more than one unarmed combat style. The DM may decide for his own campaign that Priests other than the Fighting-Monk may not specialized in any unarmed combat, or that certain types of priests (for example, of the god of peace) may not.

In order to do specialize in Punching, the Priest must devote a Weapon Proficiency slot to Punching. When he does, he gets the following benefits:

He gains a +1 bonus to all his attack rolls with Punching;

He gains a +1 bonus to all damage with Punching; and

He gains a +1 *chart bonus* with all Punching attacks.

The chart bonus is a reflection of the character's superior accuracy with Punching. When the Fighter-Monk rolls and successfully hits, as you know, the roll itself determines which maneuver was made.

But on a successful hit, the Punching Specialist can modify that result. If he has a *chart bonus* of +1, he can choose the maneuver one higher or one lower on the chart.

*Example: The fighter-monk Toshi punches an orc. He rolls a 18 to hit, and this turns out to be a successful hit. On the "Punching and Wrestling Results" chart, we see that this is a Rabbit Punch. But Toshi is a Punching Specialist with a chart bonus of +1. He can choose instead for the result to be a Wild Swing (which does less damage and has an inferior chance of accomplishing a knockout) or a Kidney Punch (which does the same damage but has a superior chance of accomplishing a knockout). He changes the maneuver from a Rabbit Punch to a Kidney Punch.*

Only if a character Specializes in Punching and thus has a *chart bonus* can he affect his punch results in this manner.

### Specializing in Wrestling

The same rules given for Specializing in Punching also apply to Wrestling. If a Priest spends one Weapon Proficiency slot on Wrestling, he is a Wrestling Specialist:

He gains a +1 bonus to all his attack rolls with Wrestling;

He gains a +1 bonus to all damage with Wrestling (that is, all his maneuvers will do 2 points of damage plus his Strength bonus, and continued holds cause cumulatively 1 more point of damage for each round they are held); and

He gains a +1 chart bonus with all Wrestling attacks.

So if, for instance, he rolls a 9 to hit, and that hits, his result would normally be a Leg lock. If he chooses, he can change it to an Elbow smash or a Headlock.

### Specializing in Martial Arts

The same rules given for Specializing in Punching and Wrestling also apply to Martial Arts, with one exception. No character knows Martial Arts automatically. Therefore, the character must first spend one Weapon Proficiency slot to know Martial Arts in the first place, and then must spend one more to become a Martial Arts Specialist.

As usual, when the character becomes a Martial Arts Specialist:

He gains a +1 bonus to all his attack rolls with Martial Arts;

He gains a +1 bonus to all damage with Martial Arts; and

He gains a +1 chart bonus with all Martial Arts attacks.

So if he rolls a 15 to hit, and the attack hits, he has performed a Side Kick. If he uses his +1 chart bonus, he can change that into an Elbow Shot or a Head Bash. He'll probably choose to change it to a Head Bash, for the improved damage and improved chance of KO.

## More Than One Style

Only a Fighting-Monk can specialize in more than one unarmed combat style. A Fighting-Monk can only specialize in one of the three unarmed combat styles when he is first created. After first level, however, he may specialize in the other two.

As described in the writeup of the Fighting-Monk kit, the character can save some of his Weapon Proficiencies.

For example, at first level, he could specialize in Martial Arts, then spend another slot at second level to specialize in Wrestling, then another at third level to specialize in Punching.

However, if he first specializes in Punching or Wrestling, he cannot specialize in Martial Arts at the next experience level. He can only spend one slot per experience level, meaning that he'll first gain proficiency with Martial Arts at one level, then specialize at the next level.

Usually, the character, if he wants to specialize in more than one style, will take either Martial Arts or Punching, not both, and then take Wrestling. Martial Arts and Punching overlap one another somewhat, but Wrestling is useful when the character is being held.

## Continuing Specialization

This is an option only for Fighting-Monks (and Warrior characters); other Priests *may not do this*.

If a Fighting-Monk continues to devote Weapon Proficiency slots to an unarmed combat style *after he is already specializing in it*, he gets the following benefits.

For each additional slot devoted to his art, as before:

He gains a +1 bonus to all his attack rolls with his combat style;

He gains a +1 bonus to all damage with his combat style; and

He gains a +1 chart bonus with all attacks in that combat style. With chart bonuses of +2 or more, the character can choose any maneuver within the range of maneuvers covered by his chart bonus (see the example below).

A Fighting-Monk, once he has specialized in a fighting style, can only devote one Weapon Proficiency slot to that style *per experience level*. Therefore, a first-level Fighting-Monk could specialize in Martial Arts by devoting two slots to it. He could not devote another slot to it until second level, and then could not devote another slot until third level, and so on.

Let's use that character as an example.

*Example: Toshi the Fighting-Monk specializes in Martial Arts at first level, adds one proficiency slot to it at second level, and another at third level.*

*At third level, he has a +3 bonus to attack rolls with Martial Arts, a +3 to damage*

*rolls with Martial Arts, and a +3 chart bonus.*

*Let's say he rolls a 17 to hit someone, and that the attack does hit. This would normally be a Vitals-Punch. But he has a +3 chart bonus. He can choose for the maneuver to be a Head Punch, a High Kick, a Vitals-Kick, the Vitals-Punch that was rolled, a Head Bash, a Side Kick, or an Elbow Shot. Assuming that he takes the punishing Head Punch, he'll do 3 points for the maneuver, +3 points from the damage bonus he gets for specializing, and any bonus his Strength grants him.*

* * *

That, in brief, is the way Martial Arts works for the fighting-monk. You are encouraged to read the Combat chapter of *The Complete Fighter's Handbook* for more rules and guidelines on the use of unarmed combat in the game.

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# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Druid's Handbook

**by David Pulver**

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## Table of Contents

**Introduction**

**Chapter 1:**
**Druid Characters**
Druidic Organization

The Essential Druid
Druidic Branches
Branch Portraits
  Arctic Druid
  Desert Druid
  Gray Druid
  Forest Druid
  Jungle Druid
  Mountain Druid
  Plains Druid
  Swamp Druid
Multi- and Dual-Class Druids
Agriculture: Expanded Rules

**Chapter 2:**
**Druid Kits**
Using Kits
A Look at Druid Kits
  Adviser
  Avenger
  Beastfriend
  Guardian
  Hivemaster
  Lost Druid
  Natural Philosopher
  Outlaw
  Pacifist
  Savage
  Shapeshifter
  Totemic Druid
  Village Druid
  Wanderer
Abandoning Kits
Modifying and Creating Kits

**Chapter 3:**
**The Druidic Order**
The Circles
High-level Druids
The Shadow Circle
Creating a
  Druidic History

**Chapter 4:**
**Role-playing Druids**
Druidic Faith

The Neutral Alignment
A Druid's Responsibilities
Character Strategy
Relations with Others
Personality Types
  Diplomat
  Gardener
  Idealist
  Mysterious Figure
  Nurturer
  Rustic
  Traditionalist
  Fanatic
  Misanthrope
Druid Campaigns

**Chapter 5:**
**Druidic Magic**
New Spells
  First-level
  Second-level
  Third-level
  Fourth-level
  Fifth-level
  Sixth-level
  Seventh-level
New Magical Items
Herbal Magic

**Chapter 6:**
**Sacred Groves**
Features of a Sacred Grove
Stewardship
Sanctifying and Awakening
  a Grove
Magical Sacred Groves
Defiled and Cursed Groves
Standing Stones

**Appendixes:**
A: AD&D®Original
    Edition Druids
B: Bibliography

**Druid Character**
  **Record Sheet**

**Druid Kit Record Sheet**

**Tables:**

1: Farm Rating
2: Farm Random Events
3: Lesser Grove Powers
4: Greater Grove Powers
5: Properties of Cursed Groves
6: Powers of Standing Stones
7: Original Druid Experience Points
8: Original Hierophant Experience Points
9: Elemental Conjurings
10: Druidic Spells by Class and Level

# Introduction

Mysterious guardian of a sacred grove, wise counselor to monarchs, cunning master of many shapes, friend of animals, and terrible defender of unspoiled Nature: This is the druid of the Advanced Dungeons & Dragons® game.

Although the priests of the Celtic tribes of Western Europe in the time of Rome called themselves druids, the druids of the AD&D® game are not Celtic priests, nor do they practice the bloody rites that made the ancient druids infamous in the eyes of Rome. Rather, these druids more closely resemble creatures of Victorian romance and modern fantasy, Merlin figures who revere Nature and wield power over plants, animals, the weather, and the elements.

This book is designed to illuminate the many abilities of druids and show how the neutral and "unaligned" druid can best adventure with a party of predominantly good characters. It also reveals what a druid does when not adventuring and demonstrates how a druid can become the center of a new and exciting campaign.

*The Complete Druid's Handbook* adds numerous options to the druid class from the *Player's Handbook*, including druids from regions other than the woodlands, and introduces many specialized druid kits. Also included are new spells and magical items, as well as rules for a druid's sacred grove.

Those using this book with the AD&D Original Edition game should know that page references correspond with the AD&D 2nd Edition *Player's Handbook (PH)* and *Dungeon Master® Guide (DMG).* The original druid class appears here as an appendix, with some material from the AD&D Original Edition reference book *Unearthed Arcana.*

# Chapter 1: Druid Characters

The traditional druid is a guardian of the woodlands. Nature, however, is vast and diverse; thus the druids detailed in this book might live their lives protecting jungle rain forests, arctic tundra, or even the subterranean Underdark. As a result, several distinct branches of druid are presented here, each essentially a new subclass built around the

basic concept of the druid class. As a player, choose your druidic branch right after deciding to play a druid character.

## Druidic Organization

The basic druid as described in the *PH* is referred to here as the "forest druid." The names of the other branches reflect their geographic specialty: arctic druids, desert druids, and so on.

Members of all the branches of the druidic order have the same alignment--true neutral--and worship Nature. They share one ethos and owe at least nominal allegiance to the world's Grand Druid. But, as befits the infinite diversity of Nature, every branch differs in details and approach to its mission. The granted powers and spells that Nature finds appropriate for a druid in one region are often inappropriate for a druid from a very different climate and terrain.

For instance, while the forest druids described in the *PH* have major access to the Plant sphere of priest spells, the branch of desert druids has only minor access to that sphere, reflecting the less abundant plant life in the desert. Similarly, while a forest druid's ability to pass through overgrowth is very useful in the woods, it has much less utility for a desert druid. Instead, the branch of desert druids has granted powers enabling them to survive in arid country.

Some rivalry exists between the different branches of druids. On most worlds, the forest druids belong to the dominant branch. However, on a few worlds (such as one in the midst of an ice age) another branch might wield the most power. For more details on rivalry between branches, see Chapter 3: The Druidic Order.

The Dungeon Master can restrict some branches to nonplayer characters (NPCs) or even prohibit them to suit the background or direction of a campaign. For example, the Dungeon Master (DM) might decide that the gray druids of the Underdark would make exciting adversaries for the characters. Since having player characters (PCs) as gray druids would water down the impact of the gray druids as foes, the DM can prohibit players from choosing that branch. Later in the campaign, after the party has encountered the gray druids, the DM might open the branch to players.

Similarly, some druid branches simply may not seem very logical or useful in certain campaigns. A wise DM would discourage players from selecting the arctic branch for their druid characters in a campaign set in a jungle.

## The Essential Druid

Some characteristics and limitations apply to *all* branches of the druidic order. The following section expands on the rules for druid characters in the *PH* (pgs. 35B38).

### Alignment and Ethos

All druids are of neutral alignment and share an ethos devoted to protecting the wilderness and maintaining natural cycles and a balance between good and evil (*PH*, pgs. 37, 47). For a detailed discussion of the neutral alignment and the beliefs of druids, refer to Chapter 4: Role-playing Druids.

## Experience and Hit Dice

All druids must use the druid column of Table 23: Priest Experience Levels (*PH*, p. 33). Druids, like other members of the priest group, use eight-sided Hit Dice (HD), gaining one die per level from 1st through 9th level. After 9th level, druids receive an additional 2 hit points per level, but gain no special bonus for high Constitution.

## Proficiencies and Crossovers

Druids gain proficiencies just like other priests (*PH*, p. 50), starting with two weapon and four nonweapon proficiencies.

It is strongly recommended that you, the player, use the optional nonweapon proficiency rules when creating druid characters with this book. The various branches of druids (and the druid kits described later) make extensive use of the nonweapon proficiency system to differentiate among types of druids.

Note that druid nonweapon proficiencies come from the general, priest, and warrior groups. Druids have access to the warrior group (even though many other priests do not) because it contains many of the proficiencies associated with outdoor skills the druid needs to operate in the wilderness.

## Money and Equipment

Druids start with 3d6-10 gp, which they can use to purchase equipment. All but a few coins (less than 1 gp) must be spent prior to entering play.

If using the optional druid kit rules described later in this book, both the initial money and the equipment allowed might vary depending on the kit.

## Magical Items

Druids use all magical items normally permitted to priests, with the exception of written items (books and scrolls) and those types of armor and weapons that are normally forbidden them. (The weapons and armor permitted to members of each branch and kit do vary, but they remain similar to those allowed to druids in the *PH*.)

Thus, a druid who finds magical chain mail may not wear it, since druids must use only nonmetallic armor. Similarly, a druid cannot wield a magical mace, since maces are not among the permitted druidic arms.

## The Secret Language

All druids can speak a secret language in addition to other tongues they know. Using the optional proficiency system, the secret language does not require a proficiency slot.

*The secret language of the druids has its roots in British tradition. A language called Thari, derived from Celtic roots, apparently was spoken as a secret tongue throughout the British Isles by a small number of traveling folk such as tinkers and bards. It later*

*was adopted by some Gypsy clans in addition to Romany, their own Indic language. Thari may predate the Dark Ages, and some claim fluency in it even today. Certain researchers seeking the roots of Thari as a language distinct from Gaelic have linked its origins to both ancient Celtic craft guilds and to the historical druids. If the DM wants to name the druids' secret language, Thari possesses some historical relevance.*

Not only can druids use the secret language to provide passwords, they can speak this private tongue when they wish to baffle nondruidic eavesdroppers. It is a precise tool for discussing Nature; a druid can say "dense, old-growth pine forest" in one word rather than a whole phrase.

The secret language has a specialized and detailed vocabulary limited to dealing with Nature and natural events; beyond this sphere, it is very basic. A druid could use the secret language to talk about the health of a person, animal, or plant; discuss the weather; or give detailed directions through the wilderness. The language also can describe druidic spells, ceremonies, powers, and any natural and supernatural creatures known to the druids. However, it contains no words for sophisticated human emotions, for most tools or artifacts (beyond those used for hunting, farming, or fishing), or for weapons and armor (other than items druids use). The language also contains few words that refer to concepts peculiar to sentient beings, like *property, justice, theft,* or *war*. Tense distinctions blur in this secret tongue; usually the concepts druids express bear a certain immediacy or timelessness.

Finally, the secret language of the druids remains a purely spoken tongue. A few simple runes or marks (symbolizing *danger, safe water, safe trail,* and so on) exist for marking paths and leaving messages, but the language cannot communicate actual sentences and complex ideas in writing.

Here's an example of how the secret language works in practice. Suppose two druids are discussing a magical item and want to converse entirely in the secret language, using no words borrowed from other tongues. One druid wishes to say:

> This magical long sword was a gift to Melinda, wife to King Rupert, from Rupert's court wizard Drufus. The mage gave it the power to throw lightning bolts. But then King Rupert grew jealous of Melinda. He had her executed and took the blade for himself. After Rupert died, the sword was left buried in the dungeons under his castle.

In the secret language, the story might come out something like this:

> This magic scimitar was for the Tall Golden Female, mate of the Man-Leader, from the Wielder of Magic from the Vale of the White Eagles. He put the call lightning power in it. But the Man-Leader wanted it. He killed the Tall Golden Female and took it for himself. He died. The scimitar stayed in the cave under his big stone man-den.

See the difference? There's no word for *long sword*, so our druid has substituted "scimitar." (All druidic weapons have names.) The idea of a *gift* is described in more basic terms. In addition, the concept of naming has no place in this Nature-oriented language; people and creatures are known by description, status, or place of origin.

*Wizard* becomes the more generic "wielder of magic." *Lightning*, a natural

phenomenon, has an equivalent in the secret language. But the secret language cannot convey a human emotion such as Rupert's *jealousy*, so the druid has had to substitute less precise phrasing. Similarly, the private tongue does not cover *execution* or *murder*, so the druid used the more generic "killed." Finally, no druidic term corresponds to *dungeon* or *castle*, so the druid has had to use other words—"cave under his big stone man-den"--to convey that image. Of course, a druid not worried about being overheard might mix the secret language and normal speech in a single sentence.

The secret language helps bind the worldwide druidic order together. Druids from different circles (See Chapter 3: The Druidic Order) or branches all speak the same secret language. However, they may have developed their own regional accents or dialects. These could enable a listener to identify the region the druid comes from, or provide a clue to the speaker's branch.

In a Spelljammer® or Planescape® campaign and through the use of certain spells and magical items, druids from different worlds can meet. The DM should decide whether their secret languages resemble each other enough to allow communication.

Finally, the druid's secret language, while private, is not supernatural--theoretically, others can learn it. However, because the tongue provides druids with code phrases or passwords, they simply *will not* teach it to nondruids. The great druid of the region will punish any who break with this tradition.

## Shapechanging

Characters belonging to almost all druidic branches (discussed later in this chapter) can shapechange into various animal forms upon reaching 7th level. For more than the following guidelines, consult the description of a particular branch's granted powers.

Normally, the druid can assume only a limited number of shapes each day, depending on the character's branch; the choice of branch usually restricts the types of forms the druid can assume.

Shifting shape takes one round, during which the druid cannot take other actions. The druid can remain in the new shape indefinitely--the duration of a form ends only when the druid turns back to the original shape or assumes another one. A druid can shift from one shape to another without returning to human form first.

Upon assuming a new form, the druid heals 10% to 60% (1d6-10) of all damage. (Round fractions down.) For example, a druid who has suffered 15 points of damage rolls a 3 on a d6. Therefore, the character regains 30%-15 hp, or 4.5 hp. This value becomes 4 hit points after rounding.

The animal form a druid assumes can vary from the size of a bullfrog or small bird to that of a black bear. Unless noted otherwise, the druid can assume only the form of a normal (real-world) animal in normal proportions. A druid in animal form takes on all the beast's physical characteristics movement rate, abilities, Armor Class (AC), number of attacks, and damage per attack. The druid retains original hit point and saving throw values.

The druid's clothing and one item held in each hand also become part of the new body; these reappear when the druid resumes normal shape. Generally, a druid in animal form cannot use such items, but in particularly challenging campaigns, the DM may allow protective devices, such as a *ring of protection*, to function normally.

A shapechanged druid radiates strong Alteration magic.

### Turning Undead

No druid has the granted power to turn undead. Such creatures are not of the living world--the only world that concerns druids--so members of this class have no control over them.

### Higher-level Druids

The worldwide organization of the druids allows for the existence of only a limited number of 12th- or higher-level druids, assigning them special titles, servants, and responsibilities. Druids who gain enough experience to reach 12th level can advance only if they find a vacancy within the Order's ranks or wrest a position from another druid through the challenge. (See Chapter 3: The Druidic Order.)

Only one 15th-level druid exists in any campaign world: the Grand Druid, chief of all druids in the world. The Grand Druid can come from any branch, though on many worlds this position requires a member of the usually dominant forest druids. A Grand Druid who retires and continues to gain experience can become a hierophant druid, of which a world can have any number.

The rules for druids of 12th and higher levels described in the *PH* on pgs. 37-38 apply to all druidic branches. For more details on the hierarchy of druids and the special responsibilities of higher-level characters, see Chapter 3: The Druidic Order.

## Druidic Branches

Each branch within the druidic order operates, effectively, as a separate priest class under the standard druid rules. Here's how the pages that follow describe the characteristics of each branch:

**Minimum Ability Scores.** The druidic prime requisites of Wisdom 12 and Charisma 15, or slightly modified scores, serve as the minimum ability scores necessary for a character to choose a particular branch.

**Races Allowed.** Standard (forest) druids are usually humans or half-elves, but members of other races can choose some druidic branches. (Details on these options appear in *The Complete Book of Humanoids*.) A number in parenthesis shows the maximum level these characters normally reach; they can achieve higher levels only with high ability scores, as stated in the *DMG*, pgs. 14-15.

*The Complete Book of Humanoids* offers four new races for use as druid PCs: alaghi, centaurs, saurials, and swanmays. Other nonhumans can become druids, at the DM's option, though details on these characters should be carefully worked out within the guidelines of *The Complete Book of Humanoids*. Possible allowable races include:

**Dryads.** A dryad is quite shy and unable to travel far from her home tree. Unusual circumstances might allow a dryad PC to become a druid and travel within a large forest using magical items that link her with her home tree, but it remains unlikely that the dryad will advance beyond 4th level in ability. DRAGON® Magazine (#109, "Hooves

and Green Hair") has suggested that half-dryads (born of a union of human male and dryad) might reach 7th level or higher. Dryads and half-dryads always become forest druids.

**Elves.** The AD&D Original Edition *Unearthed Arcana* reference book allowed elves to become druids. Only sylvan elves may achieve druidhood, perhaps in remote areas such as lost islands or other worlds. Sylvan elf druids can reach 12th level (like regular clerics) and can take the Herbalist kit from *The Complete Book of Elves* (pgs. 83-84). They always fall under the forest druid branch. Interested players might develop a druidlike priest kit for an elf, such as the halfling's Leaftender. Though drow cannot become druids, half-drow (like all half-elves) can; these almost always become gray druids.

**Giant-kin**. Firbolgs and voadkyn, described in *The Complete Book of Humanoids*, might become forest druids in certain remote regions of a campaign. They could reach the 7th level of ability. Again, players could develop a druidlike priest kit for this race.

**Halflings.** The AD&D Original Edition game allowed halflings to reach the 6th level of ability as NPCs; *Unearthed Arcana* allowed halfling druid PCs to reach higher levels. In the AD&D 2nd Edition *Complete Book of Gnomes and Halflings* (pgs. 119-120), halfling priests gained the Leaftender kit, which strongly resembles the druid class. Leaftender priests normally may achieve 8th level. If halflings become true druids, they can reach 8th level, too, usually in the forest or plains branches.

**Lizard Men.** A civilized group of lizard men on a world in the Spelljammer setting might have druids among them. Though some lizard men aboard the ship Spelljammer (detailed in *The Legend of Spelljammer* boxed set) achieved high levels of clerical ability, most lizard man druids would not advance beyond 7th level. These beings become jungle or swamp druids.

**Satyrs.** As a rule, satyrs concern themselves too much with having fun to bother with the serious side of a druid's life. Satyr druid PCs should not gain levels above 4th. An article in DRAGON Magazine issue #109, "Hooves and Green Hair," allowed half-satyrs (born of human women and satyrs) to reach 6th level or higher. Satyrs and half-satyrs always belong to the forest druid branch.

**Armor and Weapons Permitted**. Most druids wear natural armor (leather) and use wooden shields. Other armors, especially metallic kinds, are forbidden to all druids.

Most of the weapons permitted to druids of a particular branch resemble tools used in herding, hunting, and farming, or hold symbolic meaning to the druid. For instance, the curved scimitar and khopesh represent both the sickle used in the harvest and the crescent moon, which stands for birth, death, and rebirth in the cycle of Nature.

The standard druid can use the following weapons: club, sickle, dart, spear, dagger, scimitar, sling, and staff (*optional:* scythe).

Use of metallic weapons and tools usually remains unrestricted, but local availability can prove a problem, especially in areas like the arctic tundra. Nonmetallic materials can make effective weapons, with the following modifiers (compared to similar metallic items):

*Bone:* 30% cost; 50% weight; -1 damage; -1 to attack roll.
*Stone:* 50% cost; 75% weight; -1 damage; -2 to attack roll.
*Wood:* 10% cost; 50% weight; -2 damage; -3 to attack roll.

The damage modifier reduces the damage normally done by the weapon, with a minimum of 1 point of damage. The attack roll modifier does not apply to missile weapons, as the attack roll reflects the character's aim and is not a function of the material used to make the weapon. Damage modifiers do apply to missile weapons, however.

Enchanted nonmetallic weapons must overcome the negative modifiers, too; thus a *bone dagger +1* works just as well as a normal steel dagger.

Whenever a nonmetallic weapon inflicts maximum damage in combat, it has a 1 in 20 chance of breaking and becoming useless. (The DM rolls a d20.)

**Nonweapon and Weapon Proficiencies.** A druid of a particular branch must have certain proficiencies *required* by the branch. *Recommended* proficiencies are only strong suggestions. If the DM permits the optional druid kits from the next chapter, select the druid's proficiencies only after you, the player, have chosen a kit, since kits have their own proficiency requirements.

If the DM prefers to use secondary skills rather than nonweapon proficiencies, choose appropriate druidic skills from Table 36 in the *PH*, p. 53.

*The* scythe *is a weapon available to many druidic branches. Its large curved blade, sharp only on its inner edge, attaches to a handle 5 to 6 feet long. A harvesting tool used to reap grain, the scythe costs 5 gp and weighs 8 lbs. This medium-sized (M) weapon must be used two-handed. It causes piercing/slashing (P/S) damage with speed factor 8. A scythe inflicts 1d6+1 points of damage vs. small or medium-sized opponents, or 1d8 vs. large opponents.*

**Spheres of Influence.** Each branch allows its members access to different clerical spell spheres. (An asterisk indicates a sphere to which branch members have only minor access.) Druids gain bonus spells for high Wisdom.

**Granted Powers**. A druid has a wider variety of granted powers than a standard cleric, an advantage balanced by a druid's more limited sphere selection and inferior armor.

**Special Limitation.** Some branches suffer from unusual disadvantages. For example, heat debilitates an arctic druid.

**Holy Symbol and Grove.** Many branches of druids use plants as holy symbols and spell components mistletoe, for instance, symbolizes the forest druid. In habitats where mistletoe is not available (such as deserts or arctic regions), druids use other symbols.

Forest druids worship in groves of ancient trees, which have become sanctuaries, meeting places, and sites of power for them. Alternate worship sites can replace groves for branches whose primary terrain does not foster tree growth. (See Chapter 6: Sacred Groves.)

## Branch Portraits

The following section of this chapter describes the various branches of druids that might exist in a campaign world. The DM may freely create other branches as desired, such as wildspace druids (from unusual worlds in the Spelljammer campaign), aquatic druids (tending ocean life on the continental shelves), aerial druids (living on semisolid cloud islands), and so on. Note that kits function within and in addition to branches.

## Arctic Druid

**Description:** Arctic druids feel at home on the frozen polar tundra or on the slopes of snowcapped mountains and ancient glaciers. They even venture at times across lifeless ice fields to assist lost animals. If an Ice Age took place in the distant past, arctic druids may very well claim to belong to the oldest druidic branch, tracing their ancestry all the way back to the days when humans huddled within caves.

Glydo, a typical arctic druid, (illustrated above) concerns himself more with animals than with plants. Guardian of caribou herds, penguins, auks, seals, polar bears, and other arctic and subarctic animals, he relentlessly pursues those who exploit animals out of desire for profit. However, he faithfully befriends hunters and trappers who respect the land and take from it no more than they need.

**Minimum Ability Scores:** Wisdom 12, Constitution 13, Charisma 15.

**Races Allowed**: Human, half-elf. *Optional*--alaghi (11).

**Armor and Weapons Permitted:** Leather armor, wooden shield; club, dagger, dart, harpoon, knife, sling, spear, staff. Arctic druids can use metallic weapons if they find them, but mining is extremely rare in arctic areas, making such items rare as well.

**Weapon Proficiencies:** *Recommended*-- knife, harpoon, spear.

**Nonweapon Proficiencies:** *Required*-- (general) fire-building, weather sense; (warrior) survival (arctic); *Recommended*-- (general) animal handling, animal training, direction sense, fishing, swimming; (priest) ancient history, healing; (warrior) endurance, hunting, mountaineering, tracking.

**Spheres of Influence:** All, Animal, Divination*, Elemental, Healing, Plant*, Weather. (The arctic druid's minor access to the Plant sphere reflects the less abundant plant life in arctic climes.)

**Granted Powers:** An arctic druid like Glydo has the following granted powers:

- Receives a +2 bonus to all saving throws vs. cold-based attacks.
- Learns the languages of intelligent monsters whose natural habitats are tundra, arctic, and subarctic regions. The arctic druid gains one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.). Such languages include those spoken by ettins, frost giants, ice toads, selkies, werebears, white dragons, winter wolves, verbeeg, yeti, and others.
- Ignores the effects of freezing weather upon himself at 3rd level.
- Identifies with perfect accuracy arctic plants and animals, thin ice (ice that would give way under the weight of a person or a sled), and pure water at 3rd level.
- Passes over ice and snow without leaving a trail and can move over such terrain at full movement rate at 3rd level.
- Shapechanges up to three times a day at 7th level. The druid can assume the form of a land mammal, marine mammal, or bird that dwells in arctic and subarctic climates: a caribou, penguin, polar bear, seal, reindeer, snowy owl, wolf, wolverine, and so on. The druid can't take the same animal's shape more than once each day.

Special Limitation: An arctic druid is used to a cold climate and suffers a -1 penalty to attack rolls, saving throws, and ability checks in environments with temperatures above 80 degrees Fahrenheit.

**Holy Symbol and Grove:** Glydo, as an arctic druid, uses as his holy symbol a bone of an arctic animal that has been carved into the shape of a knife, whistle, flute, or other instrument. If the druid dwells beyond the arctic tree line, he chooses as his "grove"--usually near a glacier--an ancient cave whose walls are covered with prehistoric paintings of animals.

## Desert Druid

The deserts prove as inhospitable to most normal plant and animal life as the arctic regions. However, deserts remain vital to the worldwide order of druids.

Desert druids such as Otaq (pictured on p. 11) are either members of native nomad tribes or hermits who have moved to the desert to escape civilization. Valued for their abilities to heal sick animals (and people) and to find or create pure water, they normally remain on good terms with desert nomads. Although desert druids revere all the flora and fauna of a desert, from cacti and scorpions to vultures and camels, they most fiercely protect the few fertile oases, which house their sacred groves.

Desert druids also may reside in semidesert areas, hot scrub lands, and chaparral. Unless a DM sets a campaign in actual desert land, this branch best suits an NPC the party may encounter traveling through the wastes. Many desert druids live as hermits, not fond of disturbances, and can be short tempered or downright eccentric. However, no one can top their knowledge of their own desert area. If a party seeks something in the trackless wastes or finds itself lost, facing a sandstorm, or running out of food or water, a chance encounter with a desert druid like Otaq may spell salvation.

**Minimum Ability Scores:** Wisdom 12, Constitution 12, Charisma 15.

**Races Allowed:** Human.

**Armor and Weapons Permitted:** Leather armor, wooden shield; club, sickle, dart, spear, dagger, khopesh, scimitar, sling, short bow, staff.

**Weapon Proficiencies:** *Recommended*-- scimitar, short bow, staff.

**Nonweapon Proficiencies:** *Required*-- (general) direction sense, weather sense; (warrior) survival (desert). *Recommended*-- (general) riding (land-based); (priest) healing, local history; (warrior) endurance, tracking.

**Spheres of Influence:** All, Animal, Divination*, Elemental (air, earth, fire), Elemental* (water), Healing, Plant*, Weather.

**Granted Powers:** A desert druid like Otaq has the following granted powers:

- Receives a +2 bonus to all saving throws vs. fire or electrical attacks.
- Goes without water for one day per level without suffering thirst. Regaining use of this power requires the druid to have resumed a normal intake of water for a time equal to the days of deprivation.
- Learns the languages of desert-dwelling intelligent creatures (brass dragons, dragonnes, lamias, thri-kreen, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Infallibly identifies desert plants and animals and pure water at 3rd level.
- Sees through nonmagical mirages at 3rd level and gains a +4 on any roll to save against illusions cast within a desert.
- Crosses sands and dunes on foot without leaving a trail and at full movement rate at 3rd level.

- Senses the distance, direction, and size of the nearest natural water source (well, spring, oasis, sea, etc.) if one lies within 1 mile per level. This power, gained at 3rd level, is usable once per day.
- Shapechanges up to three times per day at 7th level, once each into a normal mammal, reptile, and bird. The druid can shapechange only into animals whose natural habitat is the desert. Common desert-dwelling animals include camels, eagles, hawks, lizards, mice, rats, snakes, and vultures. Otherwise, this power functions identically to that described in the *PH*, p. 37.

**Special Limitation:** None.

**Holy Symbol and Grove:** A desert druid's grove normally lies within a beautiful oasis in the deep desert. Branch members use as their holy symbol a vial of water from a sacred oasis, filled under a full moon.

## Gray Druid

The rare gray druids inhabit and tend the shadowy realms of the hidden life that exists without sunlight--fungi, molds, and slimes--and the nocturnal creatures that dwell in lightless, subterranean realms. Gray druids are more closely associated with the earth than with other elements of Nature. While many of them live in underground caves or ruins (especially in the Underdark), they are found any place fungal life grows abundantly, either above or below ground.

Gray druids tend to oppose dungeon delvers, especially dwarves, who they believe defile and exploit the underground environment. They have very good relations with deep gnomes and passable relations with drow, who they feel show more appreciation of the beauty of the Underdark than most dwarves or men.

But the gray druids don't always oppose surface dwellers. Suppose a maze of caverns has developed a complex ecology: fungi, slimes, rust monsters, subterranean lizards, purple worms, and so on. Then an evil wizard and his ogres move in and begin "clearing" the caverns, destroying the monsters in preparation to establish an underground stronghold. In this situation, the gray druid Rybna (pictured on p. 11) might recruit a party of adventurers--not to loot the caverns (though the PCs may take the wizard's treasure) but to defeat the wizard's forces--and in so doing, save the local ecology from destruction.

**Minimum Ability Scores:** Wisdom 12, Charisma 15.

**Races Allowed:** Human, half-elf (drow).

**Armor and Weapons Permitted:** Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, sling, staff.

**Weapon Proficiencies:** *Recommended*--dart, scimitar.

**Nonweapon Proficiencies:** *Required*-- (general) direction sense; (priest) herbalism; (warrior) blind-fighting. *Recommended*-- (general) animal training, fishing; (priest) ancient history, healing.

**Spheres of Influence:** All, Animal, Divination*, Elemental (earth, water), Elemental* (air, fire), Healing, Plant, Weather*.

**Granted Powers:** A gray druid like Rybna has the following granted powers:

- Identifies with perfect accuracy pure water, fungi, subterranean animals, and all slimes, puddings, jellies and molds (including monster types) at 3rd level.

- Learns the languages of subterranean creatures (orcs, goblins, troglodytes, xorn, etc.), gaining one extra proficiency slot every three levels (at 3rd, 6th, etc.) for this purpose.
- Controls fungi, jellies, molds, oozes, puddings, and slimes (nonintelligent or of animal Intelligence) at 7th level. The druid can use this power once per day to control 1 Hit Die of creatures per level. It affects only a 30-yard radius around the druid. For instance, Rybna, a 10th-level druid, could control two 5 HD slimes or one 10 HD pudding. The creatures receive no saving throw, but remain controlled only as long as they stay within 30 yards of the druid. An uncontrolled creature reverts to its normal behavior patterns. A gray druid like Rybna will not send a controlled monster to its death unless by doing so she can protect the subterranean ecology. This power does not animate a stationary entity or grant it any new abilities. (Rybna could command a shrieker to shriek or be silent or move, but not to sing or speak.) Control lasts for one turn per level of the druid.
- Shapechanges into a normal reptile, a normal mammal, or a nonpoisonous giant spider at 7th level; the druid can assume each form once per day. The druid can change only into a reptile or mammal that dwells underground, such as a mole, badger, tunnel snake, etc. The ability is otherwise identical to druidic shapechanging in the *PH*.

**Special Limitation:** Gray druid Animal sphere spells affect only animals native to subterranean environments. So, Rybna could cast *animal friendship* on a rat, a huge spider, or a badger, but not on a wolf or horse.

A gray druid has a -2 penalty on saving throws against spells creating bright light, such as continual light.

Due to long enmity, dwarves react to gray druids at -2. (The reverse is also true.)

**Holy Symbol and Grove:** Gray druids use a puffball mushroom grown and harvested in complete darkness as their holy symbol. They usually take part of an underground cavern--a thriving subterranean ecosystem--for a grove.

## Forest Druid

The forest druid--the druid described in the *PH*--serves as the guardian of both the great forests of the wilderness and the smaller woodlands and orchards that lie next to cultivated fields in flat lands, rolling plains, or wooded hills. Forest druids hold trees (especially ash and oak) sacred and never destroy woodlands or crops, no matter what the situation (although a druid could act to change the *nature* of a wood enchanted with evil, for instance, without destroying it). The forest druid acts as a living bridge between the wilderness and those humans--such as hunters, loggers and trappers--who dwell on its borders.

As the player, you can choose to role-play one of two kinds of forest druids: one from a temperate deciduous forest, or one from a subarctic conifer forest. The former type is better known and more numerous on most worlds; though conifer forests grow to vast sizes, they exist within often hostile environments and lack the great variety in wildlife of warmer forests.

For quick reference, the information on the temperate-forest druid branch is repeated here, along with suggested proficiencies. Unless otherwise noted, information applies to

both temperate- and cold-forest druids.

**Minimum Ability Scores:** Wisdom 12, Charisma 15.

**Races Allowed:** Human, half-elf. *Optional*--alaghi (11), centaur (14), saurial (9), swanmay (12). (Only humans, half-elves, alaghi, and centaurs can become cold-forest druids.)

**Armor and Weapons Permitted:** Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, scythe, sling, staff.

**Weapon Proficiencies:** *Recommended*--any two of the above weapons.

**Nonweapon Proficiencies:** *Recommended*-- (general) animal training; (priest) healing, herbalism; (warrior) animal lore, survival (forest), tracking.

**Spheres of Influence:** All, Animal, Divination*, Elemental, Healing, Plant, Weather.

**Granted Powers:** The forest druid has the following granted powers:

- Receives a +2 bonus to all saving throws vs. fire or electrical attacks.
- Learns the languages of woodland creatures (centaurs, dryads, elves, satyrs, gnomes, dragons, giants, lizard men, manticores, nixies, pixies, sprites, treants, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.). (The languages of cold-forest druids include those of the giant lynx, giant owl, pine treants, and cold-dwelling groups of centaurs, elves, gnolls, gnomes, etc.)
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Passes through overgrown areas at 3rd level without leaving a trail and at full movement rate. For instance, the temperate-forest druid Garon (pictured above) can move with ease through dense thorn bushes, briar patches, pine trees, tangled jungle vines, and so on. He also is immune to poison ivy, poison oak, and similar irritating plants. When using this power, Garon must be on foot, not riding an animal.
- Has immunity to *charm* spells cast by woodland creatures such as dryads at 7th level. The druid's immunity does not extend to *charm* spells cast by creatures who merely happen to be living in or passing through a forest, such as a woods-dwelling human mage or vampire.
- Shapechanges into a normal, real-world reptile, bird, or mammal up to three times per day at 7th level, exactly as described in the *PH*. Each animal form (reptile, bird, or mammal) can be used only once per day. The druid cannot assume giant forms.

Special Limitation: See "Holy Symbol and Grove."

**Holy Symbol and Grove:** The grove of a forest druid is just that: a stand of hallowed trees. Druids of this branch--such as Gatha, a cold-forest druid (illustrated on p. 15)--use mistletoe as a holy symbol. For full effectiveness, Gatha must gather the mistletoe by the light of the full moon using a golden or silver sickle specially made for this task. If a spell requires a holy symbol and Gatha only has mistletoe harvested by other means, halve the damage and area of effect (if any) and add +2 to the target's saving throw (if applicable).

### Jungle Druid

The protectors of tropical rain forests, jungle druids usually grow up in tribes, as jungle pests, vegetation, and climate discourage farming, herding, and city-building. Because most tribal members live closely attuned to the natural world, jungle druids have a greater likelihood of involving themselves directly in the affairs of humans than other druids might. In fact, a jungle druid like Sima (pictured on p. 15) usually holds a position of power and respect, wielding great political authority.

However, jungle druids do not associate themselves with a particular tribe or people, as do most tribal priests or witch doctors. Instead, they adopt a neutral position, mediating intertribal feuds and handling relations between human tribes and jungle-dwelling humanoids, demihumans, or intelligent monsters. In some cases, a great druid becomes a virtual "king of the jungle," wielding power over a coalition of several tribes, nonhumans, and animals.

**Minimum Ability Scores:** Wisdom 12, Charisma 15.

**Races Allowed:** Human. *Optional*--saurial (9).

**Armor and Weapons Permitted:** No armor, wooden shield; blowgun, club, dart, knife, spear, staff.

**Weapon Proficiencies:** *Recommended*-- blowgun, knife.

**Nonweapon Proficiencies:** *Required*-- (priest) healing, herbalism. *Recommended*-- (general) animal taming, weather sense; (priest) local history; (warrior) survival (jungle), tracking.

**Spheres of Influence:** All, Animal, Divination*, Elemental, Healing, Plant, Weather.

**Granted Powers:** The jungle druid has the following granted powers:

- Passes through overgrown areas, such as thick jungle, without leaving a trail and at full movement rate.
- Learns the languages of tropical forest and swamp creatures (couatl, lizard men, naga, tasloi, yuan-ti, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Shapechanges into a normal (not giant) reptile, bird, or mammal up to three times per day at 7th level. The druid can use each animal form (reptile, bird, or mammal) only once per day and can choose from only those animals that make their normal habitat within jungles or tropical swamps.

**Special Limitation:** None.

**Holy Symbol and Grove:** The jungle druid uses a tom-tom (jungle drum) as a holy symbol. Constructing a replacement takes two weeks. The grove is usually a circle of trees, often near a waterfall.

### Mountain Druid

The mountain druid dwells in areas of rugged hills, alpine forests, and peaks and rocks above the tree line. Members of this branch, such as Dansil (illustrated on p. 19), wield over their environments a power gained from the element of earth and especially from stone. They also draw power from the weather, especially storms and clouds. Dansil and his fellows protect mountains and alpine flora and fauna from those who would exploit them. This role frequently brings them into conflict with miners, especially

dwarves. Mountain druids often ally themselves with storm and stone giants, which further angers dwarves.

**Minimum Ability Scores:** Strength 9, Wisdom 12, Charisma 15.

**Races Allowed:** Human, half-elf.

**Armor and Weapons Permitted:** Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, sling, staff.

**Weapon Proficiencies:** *Recommended*--club, sling, spear.

**Nonweapon Proficiencies:** *Required*-- (warrior) mountaineering, survival (mountain). *Recommended*--(general) animal training; (priest) healing, herbalism; (warrior) animal lore.

**Spheres of Influence:** All, Animal, Divination*, Elemental (earth, air), Elemental* (fire, water) Healing, Plant, Weather.

**Granted Powers:** The mountain druid has the following granted powers:

- Receives a +4 bonus to all saving throws vs. electrical attacks and to mountaineering proficiency checks.
- Gains a modifier of +3 to experience level when determining the effects of a spell from the Elemental (earth or air) or Weather spheres cast while in the mountains.
- For instance, say Dansil, a 5th-level mountain druid, cast the Weather spell *obscurement* while in his mountain environs. That spell, which has effects normally lasting 20 rounds (four rounds per level), has an adjusted duration of 32 rounds, as though Dansil were 8th level. Modify its normal area of effect of 50 feet - 50 feet (10 feet - 10 feet per level) to 80 feet - 80 feet.
- Senses avalanches, volcanic eruptions, and rockfalls one turn before they happen when the player rolls 1 to 5 on 1d6. This ability also enables the druid to detect deadfall traps and falling blocks on a roll of 1 to 3 on 1d6.
- Learns the languages of mountain-dwelling sentient creatures (such as dwarves, red dragons, stone or storm giants, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Shapechanges into a normal, real-world reptile, bird, or mammal up to three times per day at 7th level, exactly as described in the *PH*. Each animal form (reptile, bird, or mammal, excluding giant forms) can be used only once per day.

**Special Limitation:** None.

**Holy Symbol and Grove:** The mountain druid uses an eagle feather as a holy symbol. The grove of a druid (such as Dansil) usually lies in the higher elevations, often a glade near a beautiful waterfall on a slope or an ancient circle of standing stones on a peak.

## Plains Druid

The plains druid lives on open grasslands with few or no trees: temperate prairies and pampas, hot veldts and savannas, cool steppes, and the like. Yalla is such a druid. (See illustration next page.) She often finds herself in the company of nomadic hunters and herders. Her powers and interests resemble those of a forest druid, but she has a closer interest in the weather and the health of great herds roaming her lands than in trees

and crops. Second only to the forest branch, plains druids remain among the most common and best known of all druids.

**Minimum Ability Scores:** Wisdom 12, Charisma 15.

**Races Allowed:** Human, half-elf. *Optional*--centaur (14).

**Armor and Weapons Permitted:** Leather armor, wooden shield; club, sickle, dart, spear, dagger, scimitar, scythe, sling, staff.

**Weapon Proficiencies:** *Recommended*--club, sling, spear.

**Nonweapon Proficiencies:** *Required*-- (general) riding (land-based), weather sense; (warrior) animal lore, tracking. *Recommended*--(general) animal handling, animal training; (priest) healing; (warrior) endurance, hunting, survival (plains/steppes).

**Spheres of Influence:** All, Animal, Divination*, Elemental (air, earth, fire), Elemental* (water), Healing, Plant, Weather.

**Granted Powers:** Yalla, a typical plains druid, possesses these granted powers:

- Receives a +2 bonus to all saving throws vs. fire and electrical attacks (due to this branch's need to fight such natural dangers as prairie fires, lightning strikes, etc.).
- Has a +4 bonus to any animal handling, animal lore, or animal training proficiency checks concerning plains-dwelling herd beasts or riding animals.
- Learns the languages of plains-dwelling sentient creatures (such as centaurs), gaining an extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.).
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Speaks with any land animals that humans can ride, as well as plains-dwelling herd animals, at 3rd level as though she had cast a *speak with animals* spell.
- Shapechanges into a normal, real-world reptile, bird, or mammal common to the plains up to three times per day at 7th level, exactly as described in the *PH*. Yalla can use each animal form (reptile, bird, and mammal) only once per day and cannot assume giant forms.

**Special Limitation:** None.

**Holy Symbol and Grove:** Plains druids typically wear their holy symbol: a diadem or arm band woven from prairie grass under a full moon. They often choose as their grove a circle of standing stones on the open grass.

### Swamp Druid

The swamp druid's role centers around guarding marshes, fens, bogs, wetlands, and swamps, as well as the abundant plant and animal life within them. Willoo, an average swamp druid (pictured next page), resembles a normal forest druid, but his particular habitat makes him less socially acceptable. He opposes anyone who would drain his swamp in the name of "progress," even if such land were needed for farming or urban construction. Swamp druids often live as hermits; the more sociable among them sometimes serve as priests for outlaws hiding in the swamps or for lizard men who lack their own shamans.

**Minimum Ability Scores:** Wisdom 12, Charisma 12.

**Races Allowed:** Human. *Optional*--saurial (9).

**Armor and Weapons Permitted:** Leather armor, wooden shield; club, dagger, dart,

khopesh, scimitar, scythe, sickle, sling, spear, staff.

**Weapon Proficiencies:** *Recommended*--any two of the above.

**Nonweapon Proficiencies:** *Required*-- (general) swimming; (priest) herbalism; (warrior) survival (swamp). *Recommended*-- (general) seamanship (for small boats), weather sense; (priest) healing, local history; (warrior) animal lore.

**Spheres of Influence:** All, Animal, Divination*, Elemental (earth, water), Elemental* (air, fire), Healing, Plant, Weather.

**Granted Powers:** A swamp druid has the following granted powers:

- Has an immunity to insect-transmitted diseases common to swamps, such as malaria, and a +2 bonus on saving throws vs. any other diseases.
- Receives a +1 reaction adjustment from normal animals that live in swamps (such as crocodiles) and from monsters whose habitat is a swamp or marsh for instance, black dragons, bullywugs, and lizard men.
- Learns the languages of intelligent humanoids and monsters that inhabit the swamp (black dragons, bullywugs, lizard men, shambling mounds, will o' wisps, etc.), gaining one extra proficiency slot for this purpose every three levels (at 3rd, 6th, etc.). (Note that to "speak" with a will o' wisp, a swamp druid needs a light source, such as a hooded lantern, to signal with.)
- Identifies plants, animals, and pure water with perfect accuracy at 3rd level.
- Passes through overgrown areas and mud at the full movement rate without leaving a trail at 3rd level. The swamp druid can use this power to cross quicksand without sinking.
- Uses the *animal friendship* spell (which usually affects only normal or giant animals) at 5th level to influence semi-intelligent swamp-dwelling monsters or those of animal Intelligence. The effects on such monsters, including catoblepas, hydra, lernaean hydra, and pyrohydra, remain those of *animal friendship*. The druid has to want to befriend the monster, not use it as sword-fodder.
- Shapechanges into a normal reptile, bird, or mammal up to three times per day at 7th level. The druid can assume only the form of real-world creatures that live in swamps or wetlands (crocodile, frog, marsh bird, snake, etc.). The druid can adopt each animal form (reptile, bird, or mammal) once per day.
- Casts an *insect plague* (as the spell) once per day at 7th level. This power works only when the druid is within the boundaries of a swamp or marsh.

**Special Limitation:** Willoo's clothes, like those of most swamp druids, frequently look caked with mud and often drip with swamp water. He always has a faint odor of the swamp about him. His lack of cleanliness gives him a -1 penalty to reaction adjustment from most people and a -3 penalty regarding upper-class individuals, such as gentry or nobles.

**Holy Symbol and Grove:** The grove usually lies deep within a marsh or swamp--a stand of beautiful mangroves, weeping willows, swamp oak, or the like. Many groves are actually islands, sometimes guarded by natural traps such as quicksand. A swamp druid uses as a holy symbol a vial of water from a sacred swamp grove.

## Multi- and Dual-Class Druids

This section elaborates on the options for players who wish to role-play multi- or

dual-class druids. The choices and descriptions are culled from a variety of sources, including the *PH* and *DMG*.

## Multi-Class Druids

Only half-elves can be multi-class druids. Multi-class druids must abide by the weapon, shield, and armor restrictions of their branches. The *PH* (pgs. 22, 44) mentions the half-elf's options of druid/fighter, druid/ranger, druid/mage, and druid/fighter/mage. (Some earlier printings incorrectly cite only the druid/fighter combination on p. 44.)

**Druid/Fighter.** The core AD&D rules permit the druid/fighter.

**Druid/Ranger.** The core AD&D rules permit the druid/ranger. *The Complete Ranger's Handbook*, p. 79, gives guidelines for playing such characters: A Nature deity of good alignment must exist whose specialty priests are all druids. This priesthood must ally with a group of rangers. Any half-elf druid/ranger must obey the level limits for demihumans (*DMG*, p. 15), making it unlikely for the character to compete for high levels of druidic power. The druid/ranger's multiple interests antagonize conservative druids, and the character usually suffers from divided loyalties. (Create a similar character with fewer problems by giving a druid/fighter the Avenger or Beastfriend kit, described in the next chapter.)

**Druid/Mage and Druid/Fighter/Mage.** The core AD&D rules permit the druid/mage and druid/fighter/mage. While these combinations exist, they remain rare and require the DM's permission. They cannot wear armor or use shields, and must limit their weapons to those permitted to druids.

## Dual-Class Druids

All normal rules for dual-class characters apply to druids. The druid's restriction to neutral alignment limits the options to bard/druid, fighter/druid, wizard/druid, and thief/druid. Some druids prefer to see the upper ranks of the Order filled by "pure" druids those who have devoted their lives solely to the Order. Dual-class characters sometimes face prejudice from other druids.

**Fighter/druids.** Often acting as wandering guardians of Nature and country folk (much like neutral rangers), fighter/druids also can become hermit-knights, living away from society and defending a particular grove with their lives. Fighters who become druids often do so because they seek spiritual growth, because they have grown disgusted with the world of man, or occasionally as penance for a particular misdeed.

Druids who become fighters, on the other hand, want to take a more direct approach to defending the wilderness; others seek to attune themselves to Nature by mastering their own bodies using eastern-style fighting arts, often becoming rather enigmatic Zenlike warrior-mystics.

**Wizard/druids.** Looked upon with deep suspicion by most other druids, wizard/druids generally find themselves stereotyped as untrustworthy or scheming. Conservative elements within the druidic order often attempt to block wizard/druids from reaching 12th level. If they fail, they deliberately encourage rising druids to challenge the dual-class character to a duel in preference to other targets.

Wizards usually become druids for philosophical reasons: either a fear that unrestrained use of magical or divine forces threatens the cosmic balance, or a desire to learn the druidic arts to better understand the workings of Nature. Druids who study wizardry most often see this magic as another part of Nature to study and master.

**Thief/druids.** Such combinations appear rarely, since the city serves as the optimum home base for the thief. As with wizard/druids, people tend to distrust thief/druids. A druid who becomes a thief usually does so after becoming disillusioned with the druidic order. A thief becomes a druid usually as the result of highly unusual circumstances an outlaw flees to the wilderness to escape pursuit only to befriend a local druid, come to love Nature, and decide to adopt a new way of life.

**High-level Dual-Class Druids.** A dual-class character who achieved a high level as a fighter or wizard before becoming a druid has an edge in the challenge a druid faces to advance beyond 11th level. For fairness, the Order generally bans such player characters from initiating challenges; they can gain experience levels above 11th only to fill a vacancy.

DMs with a taste for political intrigue may permit an exception if the character receives special dispensation from the druidic order. This means a dual-class druid must have a sponsor: in theory, a higher-level druid who attests to the character's fairness and commitment to the Order. In practice, the sponsor is often a druid who wants a dangerous rival removed and believes the dual-class character has a good chance of doing so! In the case of wizard/druids, however, the Order often (but not always) forbids wizard spells during the challenge.

A peculiar situation can occur if a character has achieved 12th to 15th level as a druid, then adopts another class. In effect, such characters have "dropped out" of the Order. Although inactive as druids, they retain their former Hit Dice and hit points. When they wish to use their druidic powers again (after achieving one level more in the new class than their druid level), they must challenge an incumbent for the high-level druidic position they once held.

A dual-class character who loses the challenge must drop a level, as usual but then may face another challenge and another, until the player character eventually wins a position or falls to 11th level. As a result of this danger, dual-class player characters usually prefer to switch classes before reaching 12th level or after exceeding 15th level.

## Agriculture: Expanded Rules

The DM may use this expansion of the agriculture proficiency when druid characters assist a small village facing tough times or if a PC takes up farming. These rules can figure the prosperity of an entire village if the DM groups area farms together and uses the proficiency rating of the village leader or druid with Tables 1 and 2. Before applying the following rules, the DM must decide how many people the farm in question is designed to support.

A medieval farm needs a manager with the agriculture proficiency. At optimum level, a farm has one worker per every two people it supports. A farm with more workers may produce a slight surplus; if it has fewer workers, it will yield less, since the crew would have more chores than hands. Children between ages 7 and 11 count as half a worker each, and those 12 and older each count as another full worker.

## How Did the Farm Perform?

To quickly determine the success of a farm (or garden or village) for the year, the DM looks at the number of people it can support. For instance, a family farm might produce enough to support six people. If the family has five members, the farm shows a profit. With six, the farm merely scrapes by. A family of seven is starting to get hungry.

## Figuring Farm Profitability

DMs wanting more precise details about a farm's performance can follow these steps:

1. Determine Proficiency Base. Every year the DM rolls 1d6 and adds the result to the farmer's Intelligence score. Then, the DM locates the farmer's adjusted agriculture proficiency rating (base score) on Table 1.

**Table 1: Farm Rating**

| Base Score | Farm Profitability |
|---|---|
| 1-5 | Disastrous year |
| 6-10 | Poor yield |
| 11-16 | Average harvest |
| 17 and up | Bumper crop |

2. Apply the Worker Modifier. The number of farm workers modifies the base proficiency score. For each 10% by which the farm crew falls below its optimum number of workers, the DM applies a -1 penalty to the base score in Table 1. If the farm has 20% more workers than optimum, the DM adds a +1 bonus to the base score in Table 1. (Having more workers gives no extra bonus.)

3. Figure the Random Events Modifier. As any farmer would tell you, what makes the farming life interesting is Nature's eternal cussedness: random events. The DM should roll on Table 2 to see what's in store for the farm, then apply the random events modifier to the adjusted base score.

**Table 2: Farm Random Events**

| d20 | Event | Check Modifier |
|---|---|---|
| 1 | Ruinous weather | -6 |
| 2-3 | Bad weather | -4 |
| 4-6 | Animal disease | -2 |
| 7-8 | Building damaged | -2 |
| 9 | Predators | -1 |
| 10 | Poachers or bandits | -1 |
| 11-14 | No bad news | 0 |
| 15-17 | Used good seed | +1 |
| 18-19 | Good weather | +2 |

Note that often the actions of the farmers (or PCs helping them) and available priestly or druidic spells can reduce the penalty from random events. See the descriptions below:

- Ruinous weather may include flooding or a long drought. A successful weather sense proficiency check by the farmer halves the penalty. (The farmer had advance warning and prepared for the weather.) If the farmer knows a druid to use the *control weather* spell, the DM can negate the penalty.
- Bad weather might mean an early frost, a slight drought, or excessive rain. The weather sense proficiency and *control weather* work as in "ruinous weather," above.
- A disease breaks out among the farm's domestic creatures. A successful healing proficiency check (one try) by the farmer halves the penalty; the *cure disease* spell negates this penalty.
- Building damage may result from a severe storm, fire, or other disaster. The penalty applies only if the farmer cannot afford to fix things, and continues to apply every year until repairs are made. Paying 10 gp for every person the farm supports "repairs" each penalty point.
- Predators, poachers, or bandits repeatedly steal food or animals. If PCs negotiate with, drive off, or destroy the menace(s), the penalty does not apply.
- A special roll means something unusual occurs. Perhaps a wizard war or a dragon devastates the farm--apply -10 to all checks this year! If a god's avatar stops by and blesses the crops, apply +5 to farm rolls.

Note: A *plant growth* spell can add 20% to 50% to a farm's annual yield (*PH*, p. 212).

**4. Find the Farm's Profitability.** After applying the worker and random events modifiers to the base proficiency score, the DM determines profitability using Table 1. A disastrous year means the farm produces 50% less than it should. A poor harvest yields 20% less than normal. An average year means the farm produces at capacity. Finally, a bumper crop comes to 20% above normal yield. (Normal yield is the amount required to feed those the farm supports.)

## The Harvest's Cash Value

DMs also can measure farm productivity in cash terms. The value of the harvest equals the number of people the farm can support times 36 gp (the minimum annual cost of living for a person in squalid conditions--*DMG*, p. 34). The DM subtracts the yearly cost of living of the farmer and workers from the harvest value, leaving the farm's profit. With this information, the DM can see if any families are starving and how much aid would get them back on their feet.

Determining a farm's profitability can provide role-playing opportunities for druids in a party. The guidelines of many branches and kits require druids to offer aid to farms and villages in need. In the course of helping, the druid can stumble on a number of adventure hooks. DMs can even design whole campaigns around a party's effort to get a farming village back on its feet.

# Chapter 2: Druid Kits

A *kit* is a collection of proficiencies, restrictions, hindrances, and benefits intended to make a druid more colorful. A kit helps you, the player, create a detailed personality and background for your PC, which makes the character fit easily into the DM's campaign.

## Using Kits

A druid kit works with the basic *PH* druid or with any of the branches described in the previous chapter. Thus, a desert druid could be a Savage (coming from a primitive desert tribe), a Wanderer (traveling the desert wastes), a Guardian (protecting a certain oasis), or some other kit.

### Branch and Kit

When building your druid character, choose the branch first, as it has specific ability score requirements. After that, pick from any of the applicable kits. However, make sure you have enough proficiency slots to take the weapon and nonweapon proficiencies required by both the branch and the kit--although in many cases branch/kit proficiency requirements overlap.

### DM Restrictions

Prior to letting players select kits, the DM should examine each kit and decide whether it fits the overall campaign. The DM might want to restrict some kits to NPCs or prohibit others altogether.

The DM also may wish to make changes or add material to some kits, to better match the conditions of a particular campaign. Take the Savage druid, for instance. If the campaign already features a primitive tribe of, say, pearl divers, the DM might adjust the Savage kit to fit established details of that tribe's cultural background for instance, the DM might make swimming a required or bonus proficiency.

### Reaction Bonuses and Penalties

Druid kits occasionally receive reaction bonuses or penalties as part of their special benefits and hindrances. A reaction adjustment due to either the druid kit's requirements or an extreme Charisma score (*PH*, p. 18) is expressed as a bonus (+1, +2, etc.) or a penalty (-1, -2, etc.).

When rolling 2d10 for encounter reactions (Table 59, *DMG*, p. 103), the DM must subtract the bonus or *add* the penalty--not the other way around. For instance, the druid Snapdragon has a combined +7 reaction adjustment bonus for her high Charisma and her druid kit. The DM then subtracts 7 from the 2d10 encounter reaction roll to reflect the bonus, due to the way Table 59 in the *DMG* is designed.

### Kits and the Character Record Sheet

To record a druid kit on your character record sheet (pgs. 125-127), take the following steps:

- Add the name of the druid kit following the druid's branch. For instance, a druid with the Hivemaster kit and the plains druid branch would be written as: plains druid (Hivemaster).
- When recording the character's proficiencies, put an asterisk next to those the character received free through the druid kit. This will help you and your DM remember how many proficiencies the character is due.
- Where you have space (on the back of your character sheet or on a separate piece of paper), write down the kit's special benefits, hindrances, and any other features you wish to recall quickly. You also can use the space provided on a copy of the druid character sheets.

## A Look at Druid Kits

This section provides a short explanation of the structure of kit entries. The entries themselves follow in alphabetical order.

### Kit Structure

Each kit entry begins with a description discussing the nature of the kit and listing any special requirements a character needs to take it. (For instance, to live as a Savage druid, the character must have been born into--or adopted by--a primitive tribe.) This description introduces an archetype character designed to demonstrate general attributes of the kit, *not* to serve as a character you, the player, have to role-play in a campaign. A character of either gender can take any kit.

The kit entries also include the following sections:

**Role.** Role-playing suggestions are offered, as druids of varying kits can play widely different roles in a campaign.

**Branch Restrictions.** If a member of a specific druidic branch cannot take this kit, that restriction is noted.

**Weapon Proficiencies.** A druid with the kit in question should take *recommended* proficiencies but must take *required* ones.

**Secondary Skills.** If your DM uses the rules for secondary skills, you may choose from Table 36 (*PH*, p. 53) or select one of the choices listed here, in addition to those skills appropriate to the character's druidic branch.

**Nonweapon Proficiencies.** A given druid kit usually requires the character to choose certain nonweapon proficiencies. Sometimes a proficiency merely is *recommended*--the character doesn't have to take it. Often kits offer a bonus proficiency, which does not use up a proficiency slot. Druids can take both priest and warrior proficiencies at normal cost (*PH*, pgs. 54-55).

**Equipment.** A few druid kits limit the type and amount of equipment the character can start with, acquire, or use.

**Special Benefits.** This paragraph details additional abilities of druids with this kit.

**Special Hindrances.** This section discusses any kit's restrictions, limitations, or

disadvantages.

**Wealth** Options. Usually the character starts with the priest's standard 3d6x10 gp.

## Adviser

As a druid, your character can act as (or work to become) counselor to a ruler--perhaps a local knight or a high king. Think of Merlin, whom older tales cast as a druid.

An Adviser like the druid Elam (pictured above) tries to make himself indispensable to his lord. The class's well-known neutrality makes a ruler perceive his advice as nonpartisan, while the druid's high Charisma almost guarantees that the lord listens to his counsel. Elam can use his "eyes in the wilderness" (described in Chapter 4: Role-playing Druids) to provide his master with timely and vital information.

At the same time, the druid subtly manipulates his master to serve his own ends. For example, Elam might encourage his lord to hunt in a beautiful forest the druid wishes to protect. Why? Because Elam knows the lord is a jealous man. Once he sees the beautiful forest and its fine animals, the lord will pass a law making the forest a royal game preserve. As a result, the lord's foresters will keep poachers away and prevent peasants from cutting the trees down. The ruler and his courtiers will hunt there only once or twice a year'not enough to threaten the animals seriously.

For similar reasons, a druidic Adviser like Elam might take over part of the education of the lord's children, ostensibly to teach them herb lore, history, survival, and similar skills. Actually, he uses the opportunity to instill in them a respect for Nature and the neutral world view--and perhaps encourage them to become druids when they grow up.

**Role:** As an Adviser, Elam is a man of subtlety and mystery. He rarely speaks unless he has something important to say, and he always thinks carefully before he says it. While not a fixture at his lord's court, he keeps an eye on things from a distance, often using animals to observe the ruler. He tends to pop up when most needed or least expected, stay a day or a month, then vanish into the wilds.

Always hungry for information, Elam often roams the land disguised as a common traveler (or, at high level, in animal form), listening to the gossip of peasants, traders, and innkeepers to better serve his own interests and those of his lord. As a PC, he carefully considers the purpose and long-term ramifications of each adventure and insists on careful preparation and information gathering before taking action.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*--staff.

**Secondary Skills:** Scribe.

**Nonweapon Proficiencies:** *Bonus*--etiquette. *Recommended*--(general) heraldry, weather sense; (priest) healing, local history, spellcraft; (rogue, double slot) reading lips; (rogue, one slot, per "Special Benefits") disguise.

**Equipment:** The Adviser need not spend all starting money on equipment, but can retain any leftover coinage.

**Special Benefits:** As an Adviser, Elam can purchase the rogue's disguise proficiency at normal rather than double cost. He stays free at the ruler's stronghold (no cost of living), and has the ear of the ruler.

The DM should establish an NPC ruler for the druid to advise. Help the DM develop

a reason why the ruler trusts the PC, beyond his druidic background. Perhaps Elam is a relative (a cousin and younger son who failed to inherit and so joined the druidic order), or the apprentice of a (recently deceased) older druid who used to tutor the lord. For play balance, the DM should place a 1st-level player character as only one of several counselors to a lord of a small domain--perhaps a knightly manor or a barony. (If you, the player, really want to role-play an Adviser to a king, make it an exiled king trying to regain his crown.) It's up to the PC to increase the lord's influence.

**Special Hindrances:** People of the lord's domain (and immediate neighbors) easily recognize Elam as the court druid. If the lord favors him or if the populace knows him to give good advice, many will ask him to intercede for them with the lord. In addition, he may become a target for his lord's enemies or jealous rival courtiers.

On the other hand, if Elam fails to please his master, he will find himself in disfavor at court: He suffers a minimum -2 reaction penalty from the lord and court--possibly from all in the region (if his bad advice led to a spectacular failure, like defeat on the battlefield). Depending on the lord's temper, an Adviser who has fallen into disfavor may face exile or worse until he makes amends.

**Wealth Options:** 3d6x10 gp.

## Avenger

The Avenger druid has seen Nature suffer great wrongs. Take the case of the druid Torrens. (See illustration.) He had hoped to live as a Guardian or Village Druid (listed later in this chapter). However, during his training, forces defiled the area under his protection and slew his mentor. Maybe he feels he was too gentle, too weak. It doesn't matter. He won't let it happen again.

Torrens the Avenger no longer holds the defensive. Instead, he roams the world seeking wrongs to right and foes to fight. And whether his opponent is a brutal king cutting down an ancient forest to build a fleet of war galleys, or an evil vampire menacing a peaceful halfling village, the Avenger acts to stop him. Permanently.

**Role:** This druid is a grim, strong, and silent warrior of the wilds. Torrens has little time for anything but his mission, although he's as patient as a spider when it serves his plans. A loner, he avoids love or friendship, fearing either could compromise his mission; if he associates with a party of adventurers, he treats them as allies, but not as friends.

The Avenger rarely speaks more than absolutely necessary to humans and most demihumans (although he may talk to animals or sylvan races like wood elves). He doesn't bother to explain or justify his actions. The Avenger dislikes remaining in one place, and frequently moves on after finishing a particular job.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*-- scimitar, spear.

**Secondary Skills:** Hunting, weaponsmith.

**Nonweapon Proficiencies:** *Bonus*-- tracking. *Recommended*--(general) animal training; (priest) herbalism; (warrior) animal lore, endurance, set snares, survival.

**Equipment:** The druid should spend his initial allotment of gold pieces entirely on equipment, for he loses any unspent starting money in excess of 1 gp.

**Special Benefits:** The Avenger receives an additional *free* weapon proficiency slot to use for any proficiency his branch allows.

**Special Hindrances:** The druid's grim and silent demeanor gives the character a -1 penalty to reaction adjustment from people in encounters. Torrens, like all Avengers, cannot have henchmen, hirelings, mercenaries, or servants until he reaches 13th level. He can have any amount of treasure, but cannot own more treasure and equipment than he can carry on his back--any excess must go to a worthy cause.

**Wealth Options:** 3d6x10 gp.

## Beastfriend

A deep--perhaps instinctive--knowledge of the habits, actions, and behavior of animals comes naturally to a Beastfriend. Lasell, a typical Beastfriend character (pictured on the next page) feels quite protective of animals and fiercely punishes those who inflict unnecessary harm upon them. She has nothing against people hunting for food (which, after all, animals also do) but considers hunting for sport repugnant and the use of animals in gladiatorial games a horrible crime.

**Role:** A Beastfriend like Lasell spends most of her time in the company of animals. In fact, she lives so much of her life around animals that sometimes she lacks social graces among humans. Many Beastfriends are gruff and hostile, preferring the company of honest natural creatures to deceitful humans, demihumans, and humanoids; others like people, but feel shy or tongue-tied around them and sometimes behave with poor manners. Lasell, like most with her kit, usually travels with one or more animal companions to whom she feels especially devoted.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*-- staff.

**Secondary Skills:** Groom, hunter.

**Nonweapon Proficiencies:** *Bonus*-- animal lore. *Recommended*--(general) animal handling, animal training, riding (land-based), riding (airborne); (priest) healing.

**Equipment:** The druid should spend her initial allotment of gold pieces entirely on equipment, as she loses any unspent starting money in excess of 1 gp.

**Special Benefits:** If Lasell, as a Beastfriend, carefully but fearlessly approaches a tamed or untamed animal, she can try to modify the beast's reaction. The druid can affect only natural animals--that is, those found in the real world (bears, wolves, snakes, etc.), as well as giant or magically enlarged versions of normal animals. When dealing with a nonhostile or domestic animal, the druid can approach and befriend it automatically. Wild beasts or animals trained to fight (like attack dogs or war horses) get a saving throw vs. rods to resist the druid at a minimum penalty of -1. An additional -1 penalty applies for every four full levels the druid has achieved: -2 at 4th level, -3 at 8th, etc. (The druid's power is not magical, though.) If the animal fails to save, the druid may choose to shift its reaction one category either direction on Table 56 (*DMG*, p. 103).

The Beastfriend receives a +4 bonus on animal lore, animal training, and animal handling proficiency checks. If she does not have the actual proficiency, she can function as if she did, without the +4 bonus.

If Lasell, as a Beastfriend, casts an Animal sphere spell on an animal, the subject saves against it at a -2 penalty.

Thanks to her knowledge of animals, a Beastfriend can recognize a lycanthrope (whether in human or animal form) on a successful animal lore check. The Beastfriend

notes subtle differences in the behavior of a lycanthrope in animal form compared to a normal animal; she also notices subliminal clues in the movement and behavior of a lycanthrope in human form that point to its animal nature. The Beastfriend may make her one check only after she has been in the lycanthrope's presence for a round.

**Special Hindrances:** A Beastfriend does everything she can to help and treat a hurt animal or free an abused one and will kill an animal only to put a dying beast out of its misery. A Beastfriend who has come to know an animal may not harm it, allow others to hurt it, or send it suicidally into harm's way. In general, the Beastfriend does not recruit animals specifically as bodyguards; rather, she accumulates friends and pets, who may choose to do favors for her, such as scouting or defending her. In return, the druid feeds and shelters them, heals their injuries, and rescues them from captivity.

As with all Beastfriends, Lasell's lack of social grace prevents her from learning the etiquette proficiency and gives her a -1 penalty to encounter reactions with those of her own race (except another with her kit).

**Wealth Options:** 3d6x8 gp. Beastfriends have little interest in civilized matters such as money, and seldom venture into towns.

## Guardian

Some druids establish themselves as the guardians of a particular place--the habitat of an endangered species, a stand of ancient trees, the lair of a dryad, or a sacred grove. Often the druid watches over a sacred grove with magical powers that others try to exploit for selfish or evil purposes.

The DM should decide the extent of the Guardian's responsibility--usually one druid protects no more than a few acres of wilderness--and establish why the area needs special druidic attention. For instance, a mountaintop might serve as the nesting place of a rare breed of hawks prized by nobles as hunting falcons, forcing the druid to continually guard against those who want to steal the chicks or eggs.

A druid with the Guardian kit may act as the protector of several places in a lifetime. Say the druidic order places Wazir, a low-level Guardian druid, in charge of a nonmagical grove. If he fulfills his charge (and rises to at least 3rd level), the Order may grant him the responsibility of a magical grove, while a lower-level druid takes over his old position.

In order to abandon this kit, a Guardian like Wazir has to find someone else (usually a druid of similar level) to take over his guardianship. He must abandon the kit involuntarily if someone destroys or irreparably desecrates his grove. In this case, the Guardian might become a Lost Druid or devote his life to revenge as an Avenger.

**Role:** A Guardian lives deep in the wilderness, away from humanity. Like most Guardians, Wazir normally feels wary of strangers, suspecting that they come to exploit or threaten the site he defends.

Some Guardians can become fiercely protective: If Wazir were to witness the near-extinction of a particular species of plant or animal, the last few examples of which now live only in his grove, he could grow into an angry and ruthless protector. Such druids may strike out without warning to frighten off or kill intruders or even may make pacts with local monsters to protect the grove.

Other Guardians are simply shy hermits who welcome good-intentioned visitors.

Perhaps Wazir lives as a lonely, dedicated sentinel; he misses human contact, but his strong sense of duty prevents him from leaving his post undefended.

Frequently, a Guardian goes years without seeing another human; Wazir may have as his only friends just the animal or nonhuman residents of his protectorate. As a result, he may seem eccentric or awkward relating to humans--even other druids.

**Branch Restrictions:** None.

**Weapon Proficiencies:** Recommended-- staff.

**Secondary Skills:** Hunter.

**Nonweapon Proficiencies:** *Bonus*--local history (of his guardianship). *Recommended*-- (priest) herbalism, ancient history, religion; (warrior) animal lore, set snares.

**Equipment:** The druid should spend his initial allotment of gold pieces entirely on equipment, as he loses any unspent starting money in excess of 1 gp.

**Special Benefits:** The druid receives a +1 bonus on saving throws and attack rolls when fighting to protect his guardianship. Enemies suffer a -2 penalty to saving throws while they remain in this protectorate.

As a Guardian, Wazir receives the respect of other druids (+1 reaction adjustment) in his circle. (See Chapter 3: The Druidic Order for more on circles.)

Although not all Guardians serve as warders of sacred or magical groves, some receive this responsibility. (For details on these special sites, see Chapter 6: Sacred Groves.) A low-level druid character should watch over a grove with no more than one lesser power. In addition, the DM must come up with a good reason why a magical grove falls into the hands of a low-level druid; perhaps the original Guardian, the PC's mentor, met with an unexpected fate while still grooming the character to take over.

Whenever a grove has any special abilities, the DM always should take care to limit the power they give the druid. For instance, a grove containing a magical pear tree with unique golden-hued fruit that gives the eater the effect of a *treasure finding* potion could unbalance a campaign. Perhaps the tree produces only one such magical pear a year--the remaining fruit is normal, although exceptionally succulent. When the special fruit ripens, the druid must turn it over to a messenger from the great druid.

**Special Hindrances:** The druid needs to guard a site containing something others eventually will want. The DM should encourage the player to have the character devote some time to defending the place, setting up magical or normal traps, checking with animal spies, and so on.

If the druid, such as Wazir, fails in his guardianship, he becomes seriously depressed. He suffers a -1 penalty on all attack rolls, saving throws, and ability and proficiency checks until he recovers from his loss. He also loses standing in the Order (-2 reaction penalty from other druids in the region, instead of the previous +1 bonus). Wazir cannot recover from this depression until 1d4+1 years pass *and* he performs some action to atone for his failure.

For instance, if a dragon destroyed the ancient stand of elder trees Wazir guarded, he must either defeat the dragon or find a way to restore the forest to life.

**Wealth Options:** 3d6x10 gp.

### Hivemaster

The Hivemaster druid lives to foster insectoid and arachnid life wherever it exists. Most low-level Hivemasters, such as Cagua (pictured on the next page) work as beekeepers or the like.

**Role:** Hivemasters appear somewhat enigmatic. Many attempt to instill insectoid virtues in their followers, such as patience, hard work, and close cooperation. Some higher-level Hivemasters even attempt to influence human societies to adopt a communal pattern modeled on that of hive insects. Others--often styling themselves Webmasters--take on the patient, deadly personas of predator arachnids or insects such as dragonflies or spiders, ruthlessly hunting down (or lying in wait to trap) the enemies of the druidic order. A Hivemaster--s grove usually centers around the dwelling place of the creature for which the druid has the greatest affinity--a forest covered with spider webs, a field with beehives, etc.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*-- scimitar, staff.

**Secondary Skills:** Farmer, woodworker/carpenter.

**Nonweapon Proficiencies:** *Recommended*--(general) agriculture; (warrior) animal lore, endurance, set snares.

**Equipment:** The druid should spend her initial allotment of gold pieces entirely on equipment, as she loses any unspent starting money in excess of 1 gp.

**Special Benefits:** A Hivemaster receives a +4 bonus to saving throws against stings or bites of poisonous insects or arachnids, including giant versions.

The druid also gains a +4 bonus on agriculture, animal training, and animal lore proficiency checks concerning insects or arachnids, and can apply the animal training proficiency to giant insects and arachnids.

A Hivemaster like Cagua may pass harmlessly through spider webs of all sorts, including webs created by the *web* spell. When she casts a *summon insects*, *giant insect*, *creeping doom*, or *insect plague* spell, the player increases her effective level by three.

Upon reaching 7th level, the druid gains the ability to shapechange into a giant insect or arachnid type once per day. She can take the form of a nonpoisonous giant ant, giant centipede, giant spider, or giant wasp. The Hivemaster may assume this insectoid form instead of one of her other shapechanging choices (bird, mammal, or reptile). For example, Cagua may choose to avoid the bird form today in favor of the insectoid form, but tomorrow she may decide not to shapechange into reptile form. The druid still can assume only three forms per day, just like the normal druidic shapechanging ability. Note: Gray druids with the Hivemaster kit may assume the insectoid form instead of any one of their usual shapechanging choices: mammal, reptile, or nonpoisonous giant spider.

**Special Hindrances:** The Hivemaster's *animal friendship, speak with animals*, and *summon animals* spells allow her to summon or communicate with only insects, giant insects, or arachnids. Hivemasters receive a -3 penalty when using animal proficiencies (animal lore, animal training, etc.) on creatures that are not insects or arachnids.

**Wealth Options:** 3d6-10 gp.

## Lost Druid

The strangest members of the druidic order, Lost Druids find that many other druids no longer consider them kin. The Lost Druids come from lands that have been

maliciously destroyed--forests burned to the ground, swamps drained, mountains ruined by mining, and so on. Rather than try to rebuild or move on, a Lost Druid such as Struma (pictured next page) allows his heart to darken from brooding on the devastation and embraces strange magic to seek revenge.

Under extreme stress (and the DM's discretion), a druid may renounce a particular kit forever and become a Lost Druid. Druids of 2nd or higher level lose one level as a result of the change but suffer no other penalties. Note that this is an exception to the rule on abandoning kits (p. 42), so the DM may wish to restrict it to NPCs.

**Role:** Lost Druids always feel bitter. Sometimes they go insane, their hearts filled with an insatiable, often impossible, desire for vengeance against those who destroyed their land. For instance, say Struma became a Lost Druid when he found his forest destroyed by orcs. He may attempt to plot the downfall of the entire orcish race and the death of every last orc. Most Lost Druids live solitary existences, but sometimes they group together, often within the sinister Shadow Circle. (See Chapter 3: The Druidic Order.)

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*-- scimitar, staff.

**Secondary Skills:** Hunter, weaponsmith.

**Nonweapon Proficiencies:** *Recommended*--(priest) herbalism, spellcraft; (warrior) animal lore, endurance, set snares, survival.

**Equipment:** A Lost Druid such as Struma should spend his initial allotment of gold pieces entirely on equipment, as he loses any unspent starting money in excess of 1 gp.

**Special Benefits:** The druid gains minor access to the Necromancy spell sphere. Upon reaching 6th level, he gains an additional power, the ability to animate dead animals. Treat this power as the priest spell *animate dead*; however, the druid may use it only once per day, and it affects 1 HD of normal (real-world) animals per level of the druid.

**Special Hindrances:** The Lost Druid cast only the *reversed* versions of *heal* or *cure* spells.

As a Lost Druid, Struma may never attain Grand Druid status, and thus may not progress past it to hierophant rank. A character of Grand Druid or hierophant rank may not become a Lost Druid.

All rangers and druids with other kits react to Lost Druids at a -4 penalty, usually with a mixture of pity and fear. (Other Lost Druids have only a -2 penalty to encounter reactions.) Most druids consider Lost Druids enemies and attempt to hunt, slay, or imprison them.

**Wealth Options:** 3d6x10 gp.

### Natural Philosopher

From youth, the unbridled curiosity of Natural Philosophers has lent them a fascination about everything from the characteristics of plants and animals to the workings of natural forces like lightning and weather, in addition to the ancient history of the druidic order. Besides the usual ability score requirements, a druid needs at least Intelligence 15 for this kit.

**Role:** Xenia, a typical Natural Philosopher, delights in the study of new plants and

animals. She thinks nothing of venturing into a haunted forest to observe a rare circle of toadstools or visiting a dragon's den to observe firsthand the miracle of a hatching. She rarely interferes with her subject of study, preferring to observe and sketch rather than bring home specimens.

Natural Philosophers often undertake adventures out of sheer curiosity. This becomes a good role for an NPC druid: Xenia (as either a doddering old sage or a brash young student) hires a party to accompany her on a dangerous scientific expedition to visit a living island spotted in a sahuagin-controlled ocean. A party also might accompany her to study the ecology of the salamander on the Elemental Plane of Fire or to check out a rumor that a previously extinct species of giant owl now lives in the woods by a lich's castle.

**Branch Restrictions:** Arctic and jungle druids cannot take this kit, as their harsh home terrain forces them to devote their time to mere survival, not scientific pursuits.

**Weapon Proficiencies:** *Recommended*-- staff.

**Secondary Skills:** Hunter, navigator, scribe.

**Nonweapon Proficiencies:** *Bonus*-- ancient history. *Recommended*--(general) artistic ability, languages (modern), weather sense; (priest) herbalism, languages (ancient), reading/writing; (warrior) animal lore.

**Equipment:** The druid should spend her initial allotment of gold pieces entirely on equipment, as she loses any unspent starting money in excess of 1 gp.

**Special Benefits:** The Natural Philosopher may use weapon proficiency slots for nonweapon proficiencies. This allows Xenia to devote multiple slots to a single proficiency (such as animal lore, herbalism, or weather sense), making her an expert in zoology, botany, or meteorology.

**Special Hindrances:** Remember to reflect in your role-playing the Natural Philosopher's insatiable curiosity. For instance, Xenia would rather study a new monster than kill it or run away. She finds puzzles and riddles irresistible and risks even her life to find the answers.

**Wealth Options:** 3d6x10 gp.

## Outlaw

In a region where evil forces have triumphed and hold a position of authority, good people who resist have turned outlaw. From their exile in the wilderness, these folk conduct guerrilla warfare against the cruel victors in the fashion of Robin Hood and his Merry Men. Since the balance has swung so far to the side of evil, the druid may freely act as a military commander in the struggle to overthrow the oppressors. In some situations, the druidic order itself may be outlawed; then the Outlaw druid faces threats like widespread persecution of druid followers and burning of sacred groves.

**Role:** Because an outlaw band often fights in the wilderness (ambushing enemies along forest roads or defending against patrols), the druid's powers and skills naturally come to the forefront. One such Outlaw druid is Mackay. (See illustration on this page.) Outside combat, he proves excellent at gathering information and using his priestly curative powers. Depending on the nature and alignment of those in the group, you can role-play the Outlaw druid as just another party member or as the band's spiritual (or actual) leader.

**Weapon Proficiencies:** Recommended-- scimitar, sling, staff.

**Secondary Skills:** Farmer, forester, hunter, weaponsmith.

**Nonweapon Proficiencies:** *Bonus*--set snares. *Recommended*--(general) animal training, brewing, rope use, singing, weather sense; (priest) healing, herbalism, local history, religion; (rogue, double slot) disguise; (warrior) animal lore, tracking.

**Equipment:** The druid should spend his initial allotment of gold pieces entirely on equipment, as he loses any unspent starting money in excess of 1 gp.

**Special Benefits:** None.

**Special Hindrances:** Local authorities are always hunting for Outlaws like Mackay. Capture means imprisonment--or worse.

**Wealth Options:** 3d6x10 gp.

## Pacifist

The Pacifist druid believes in the sanctity of all life, but especially that of creatures with animal Intelligence or higher.

**Role:** The restrictions on the druid's actions (below) make this a challenging role to play, and one that works best within a party of good-aligned adventurers. To give the player of a Pacifist druid a chance to shine, the DM should design adventures in which the character can help negotiate a diplomatic settlement of a crisis between neighboring lords or where party members sometimes can win over opponents by negotiation or moral persuasion.

For example, suppose a tribe of goblins menaces human lands. The DM alone knows that the goblins actually were displaced from their old caverns by an evil vampire and would return home if someone destroyed the vampire. A scenario like this gives a clever Pacifist druid, such as Lark (above) a chance to talk to the goblins, discover why they intruded into human land, then convince the party to ally with them against the vampire.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*-- staff.

**Secondary Skills:** Farmer, groom.

**Nonweapon Proficiencies:** *Bonus*-- healing. *Recommended*--(general) brewing, cooking; (priest) herbalism, religion, spellcraft; (warrior) animal lore, survival.

**Equipment:** A Pacifist like Lark can purchase no weapons except darts or a staff. She should spend her entire initial allotment of gold pieces on equipment, as she loses unspent starting money in excess of 1 gp.

**Special Benefits:** The Pacifist druid can use some or all of her weapon proficiency slots to buy nonweapon proficiencies.

Pacifists such as Lark have the ability to speak soothing words to ease tempers and calm savage beasts. This power can remove the effects of a *fear* spell, calm an enraged animal, or pacify a hostile crowd. Lark can use this power a number of times per day equal to her experience level. Using soothing words accomplishes one of the following:

- Negates one *fear* spell (or similar monster ability) on a single victim;
- Halts a single creature's berserker rage; or
- Temporarily calms down a number of animals, characters, or monsters (whose combined levels or Hit Dice total no more than twice the druid's level). A calmed group usually remains calm for 1d4+1 rounds, as long as others refrain from

hostile action against them, their allies, or their property. During this time, the druid or others can attempt to escape or to negotiate a resolution to the situation.

**Special Hindrances:** You, the player, must role-play this druid as a strict pacifist. A character like Lark does not totally oppose others who do harm when necessary--after all, animals kill for food. However, she never injures a person or animal herself. In addition, she encourages her companions to use the minimum required force during encounters: to ask foes to surrender before attacking them, let retreating enemies flee if she thinks they won't be a menace again, and so on.

Use of herbal brews or magic that does not permanently harm enemies is perfectly appropriate. For instance, Lark can *entangle* foes, turn them into trees, use sleeping poison, etc. However, she absolutely refuses to let harm come to captives or innocents under her care; in fact, she uses her powers and risks her life to protect them.

The Pacifist druid's code against violence does not extend to evil undead. These creatures are already dead but need help finding their rest; in other words, the druid will destroy them.

Like all Pacifists, Lark eats only vegetarian meals. (You, the player, decide whether your Pacifist character eats fish.) She won't prevent others from eating meat, but usually expresses disapproval.

High-level Pacifists find themselves disadvantaged when attempting to advance a level, as winning a druidic challenge usually requires violent behavior. However, if Lark wanted to even up her chances in the challenge, she either could get her opponent to agree to a nonviolent contest, or she could win using harmless tricks or magic.

Finally, the player cannot roll or choose the following secondary skills: armorer, hunter, trapper/furrier, or weaponsmith.

**Wealth Options:** 3d6x10 gp.

## Savage

This druid lives in primitive Stone Age tribe, usually in a rain forest. Haro, a typical Savage druid (pictured on the next page), differs from a savage priest, shaman, or witch doctor in that he belongs to the worldwide druidic order and, of course, to a druidic branch. Some Savage druids work and live among primitive tribes as missionaries from more civilized cultures.

**Role:** Rather than associate with a particular tribe--as do most shamans or witch doctors--the Savage druid adopts a neutral position, mediating intertribal feuds and handling relations between human tribes and neighboring humanoids, demihumans, or intelligent monsters. Most Savages live as hermits in the wild, although if Haro gains high rank, he could control a coalition of tribespeople, nonhumans, and animals.

If Haro joins a party in more civilized lands, he occupies the role of outsider and observer. The Savage character should act puzzled by some aspects of more advanced civilization, impressed, amused, or disgusted by others. The Savage druid's reaction to big cities is unlikely to be favorable!

**Branch Restrictions:** None.

**Weapon Proficiencies:** Savage druids are restricted to a choice of blowgun, club, dagger, harpoon, knife, spear, or staff. After adventuring in civilized lands (advancing at least one level doing so), they can learn other weapon proficiencies.

**Secondary Skills:** Hunter.

**Nonweapon Proficiencies:** *Bonus*--fire-building, survival. *Recommended*--(general) direction sense, fishing, swimming, weather sense; (priest) healing, herbalism, local history, musical instrument; (warrior) animal lore, endurance, mountaineering, running, set snares, tracking.

**Equipment:** The Savage druid can buy no armor (though he may acquire a wooden shield) and can buy only those weapons listed above under "Weapon Proficiencies." He should spend his entire initial allotment of gold pieces on equipment, as he loses any unspent starting money in excess of 1 gp.

**Special Benefits:** The Savage druid's body is covered with ceremonial scars and tattoos. These eliminate the need to use the holy symbol of Haro's branch when casting spells--his tattoos and other markings are as effective as holy symbols other druids use.

**Special Hindrances:** Haro, like most Savage druids, has an unusual and imposing appearance. While he could alter his primitive dress easily, his strange accent, weathered appearance, tattoos, and scars mark him as a foreigner when he travels in civilized lands. These alien features give him a -2 reaction penalty among civilized NPCs; players can decide how their PCs react.

**Wealth Options:** 3d6x5 gp. Savage druids begin adventuring unfamiliar with money; all their starting wealth is actually an equivalent value in goods.

## Shapeshifter

Shapeshifter druids master their shapechanging powers at a lower experience level than other druids. This ability takes a special gift (perhaps a taint of lycanthropic or silver dragon blood in the druid's family tree) and intense training. But, those who persevere, such as Rimi (pictured on the next page) gain unusual metamorphic powers.

**Role:** Shapeshifters have mercurial personalities. Although by no means chaotic, they are quick to anger, and easily moved to joy or tears. Rimi, like many Shapeshifter druids, makes an excellent spy or messenger and stands a good chance of being picked as a servant to a high-level druid, an archdruid, or a great druid.

**Branch Restrictions:** Only forest, plains, and mountain druids can take this kit, as druids in other branches have limits on their shapechanging powers.

**Weapon Proficiencies:** *Recommended*-- staff.

**Secondary Skills:** Hunter, groom.

**Nonweapon Proficiencies:** *Bonus*-- animal lore. *Recommended*--(priest) spellcraft; (warrior) endurance, survival, tracking.

**Equipment**: The druid should spend her initial allotment of gold pieces entirely on equipment, as she loses any unspent starting money in excess of 1 gp.

**Special Benefits:** As a Shapeshifter, Rimi gains her branch's shapechanging power at 1st level rather than at 7th level. However, until she reaches 7th level, the druid can assume only the form of natural creatures whose Hit Dice total no greater than half her level. (A 1st-level Shapeshifter only assumes the form of a creature with 1/2 HD or less.) Rimi can shapechange *twice as often* as her branch normally allows, which doubles the number of changes she can make daily. (Forest Shapeshifters, then, can change to animal, reptile, and bird form, each twice per day.) However, using this power more than the normal three times per day may have dangerous consequences. (See "Special

Hindrances.")

At 7th level, Rimi the Shapeshifter can transform a portion of her body. Instead of turning into a reptile, she can give herself a snake's fangs, which she can use in an attack to cause 1d2 bite damage plus poison. Rather than turning into a bird, she can transform her arms into a bird's wings and fly at a movement rate of 21. Short of transforming into a bear (or other mammal), she can sprout a bear's claws from her fingers and make two attacks causing 1d3 points of damage each, plus Strength bonus. Each of these actions counts as one change for the day.

**Special Hindrances:** A Shapeshifter regains hit points only when resuming her human form, and then recovers only 1d4 hp. If the druid has 0 hp or fewer, she regains none with her human shape.

If Rimi uses her Shapeshifter power more than three times per day, she must make a saving throw vs. spell after each extra use. A failure locks her into her current form until the next day, when she can attempt a new saving throw. However, for each failed save, the druid's next one bears a -1 penalty. If Rimi fails three saving throws in succession, she keeps her current animal form permanently, as if she had been reincarnated as that creature. Only a *polymorph any object*, *limited wish*, or *wish* can turn her back to human or another form.

**Wealth Options:** 3d6x5 gp. Shapeshifters spend too much time in animal form to concern themselves with money.

## Totemic Druid

The Totemic Druid closely identifies with a particular species of mammal, reptile, or bird. While Vanier, a typical Totemic Druid, stops short of worshiping his totem animal, he believes that particular animal represents his spirit. The Totemic Druid picks a normal (real-world) wild mammal, reptile, or bird as his totem. This creature cannot be larger than a bear or smaller than a mouse. Some common choices include the black bear, bobcat, eagle, owl, wolf, rattlesnake, and beaver. In addition, Vanier's totem animal must correspond to his branch; if Vanier belongs to the desert druid branch, he can select as his totem only an animal that normally lives in the desert.

**Role:** Totemic Druids tend to adopt characteristics associated with their totem animal. They feel especially protective of their totem animal in the wild and want to befriend the creatures. As a Totemic Druid, Vanier acts to promote the interests of the totem species and its individual members.

Even if his totem is traditional prey (a deer, for example), Vanier never hunts the animal himself, nor does he eat its meat. While he usually does not try to ban hunting of his totem (except in the case of endangered species), he opposes cruel or wasteful hunting practices.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*-- staff.

**Secondary Skills:** Groom, hunter.

**Nonweapon Proficiencies:** *Bonus*-- tracking. *Recommended*--(general) animal handling, animal training; (priest) healing, herbalism; (warrior) animal lore, survival.

Note that Totemic Druids have a reduced number of proficiency slots. (See "Special Hindrances.")

**Equipment:** The druid should spend his initial allotment of gold pieces entirely on equipment, as he loses any unspent starting money in excess of 1 gp.

**Special Benefits:** A Totemic Druid like Vanier can shapechange into the form of his totem animal a number of times per day equal to his experience level divided by three (rounded down), plus one. So, a 3rd- to 5th-level Totemic Druid can change twice per day, a 6th- to 8th-level druid can change three times per day, and so on. This ability functions as normal druidic shapechanging, except that the druid does not regain hit points when shapechanging into or out of the totem form; the druid's spirit remains so closely bound with the totem that he fully experiences any damage the animal form took. The Totemic Druid can use this shapechanging ability *in addition* to his shapechanging granted powers.

A Totemic Druid can communicate freely with normal or giant examples of the totem animal species (as with the *speak with animals spell*). He receives a +4 bonus to any healing, animal training, animal lore, or animal handling proficiency checks related to the totem. A druid who doesn't have one of these proficiencies may behave as though he did when dealing with his totem animal, but does not apply the +4 bonus.

**Special Hindrances:** A Totemic Druid has one fewer nonweapon proficiency slot than normal, as a result of spending so much time in animal form. So, Vanier would start with three slots rather than four.

**Wealth Options:** 3d6x5 gp. Totemic Druids, like Shapeshifters, have a less pressing need for money due to the amount of time they spend in animal form.

### Village Druid

Kabil the Village Druid (next page) associates himself closely with a single rustic village or hamlet. As he gains experience, his influence can extend to cover a shire, barony, or entire region. However, his focus remains rural. A Village Druid always hopes to see ordinary folk live in harmony with Nature.

As a Village Druid, Kabil's aim is twofold: to keep people from exploiting Nature (by short-sighted agricultural practices, etc.) and to defend and protect villagers who follow the proper druidic path. Thus, although he will not stand idly by to see the wilderness threatened, his more vital interest lies with the local crops, domestic animals, and his own followers. Kabil uses his skills and magic to protect all living things within his village from foes, disease, drought, forest fires, or natural disasters.

**Role:** A Village Druid normally replaces a conventional priest or cleric in villages where most inhabitants subscribe to the druidic ethos. As well as offering protection and guidance, the druid leads the citizenry in ceremonies to observe births (of humans and animals), deaths, marriages, harvests, the changing of the seasons, and so on. (See Chapter 4: Role-playing Druids for details.)

This kit suits PCs when the DM decides to set the campaign in a rural area under a threat or perhaps near unexplored ruins.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Required*--sickle or scythe. *Recommended*--staff.

**Secondary Skills:** Farmer, forester, groom.

**Nonweapon Proficiencies:** *Bonus*-- agriculture. *Recommended*--(general) animal training, brewing, rope use, weather sense; (priest) healing, herbalism, local history,

religion.

**Equipment:** The druid should spend his initial allotment of gold pieces entirely upon equipment, as he loses all unspent starting money in excess of 1 gp.

**Special Benefits:** With the DM, decide which village a druid like Kabil protects; the druid lives in or near this village.

Locals respect Kabil highly and provide him with information about happenings in the area. He receives a +2 reaction bonus from people and domestic animals in the village--as long as he remains diligent about his duties. In addition, the villagers support Kabil at a middle-class lifestyle (*DMG*, p. 34). This hospitality, rather than tithes, represents the generosity of a grateful people willing to provide their Village Druid with the best of everything he needs to live in their midst.

**Special Hindrances:** As a Village Druid, Kabil doesn't have a lot of free time. Locals ask him for help with all their problems, ranging from bandit raids to a child lost in the woods. In addition, the druid must spend at least one day each week attending to village matters: listening to grievances, mediating disputes, finding lost livestock, tending animals, offering advice on crops, curing diseases, delivering babies, etc. If he misses a week, his reaction bonus drops by 1 point (minimum 0) and his income declines a step (from middle class to poor to squalid) as people become less hospitable. The druid can avoid these penalties if he arranges with someone else (another druid or a ranger) to look after the village in his absence.

Kabil's villagers also expect him to protect them from serious harm. If he fails or if no one sees him at least making an honest effort the DM may reduce or eliminate his reaction bonus and benefits for as long as the villagers likely would feel resentful. Role-playing can win back a Village Druid's lost respect; Kabil can regain his lost reaction bonus and benefits quickly by doing a great deed to benefit the village, or slowly by simply completing his duties diligently for several months.

**Wealth Options:** 3d6x10 gp.

## Wanderer

While most druids eventually settle in a specific locale, Wanderers travel widely, delighting in Nature's infinite variety of life. They typically have a better idea of the "big picture" in the world than other druids and usually remain on good terms with local bards and rangers. Druidic leaders often use Wanderers as messengers or missionaries.

**Role:** Wanderers like Fife (right), more gregarious than most druids, enjoy meeting and talking with people--especially rural folk. Although Fife acts carefree, this genial nature masks a keen mind and a strong interest in everything going on around her. Many Wanderers have animal companions.

**Branch Restrictions:** None.

**Weapon Proficiencies:** *Recommended*-- staff, one other weapon.

**Secondary Skills:** Hunter, navigator.

Nonweapon Proficiencies: *Bonus*-- direction sense. *Recommended*--(general) animal training, singing, weather sense; (priest) healing, herbalism, religion; (warrior) mountaineering, running, survival, tracking.

**Equipment:** The druid should spend her initial allotment of gold pieces entirely on equipment, as she loses all unspent starting money in excess of 1 gp.

**Special Benefits:** A Wanderer like Fife receives a +1 reaction adjustment bonus from bards, rangers and traveling folk such as tinkers and Gypsies.

When traveling over long distances, Fife covers ground at a one-third faster rate than a normal traveler would--that is, if a normal person can walk 24 miles in a day without force-marching, the druid can walk 32 miles with the same exertion. Fife, like all Wanderers, simply feels more accustomed to walking long distances than most--plus, she knows short cuts and secret trails. (This heightened speed is cumulative with the ability of many druids 3rd level and higher to travel through overgrowth or other difficult terrain without penalty.)

With a Wanderer guide, a party can increase travel time by one-sixth; thus, an unencumbered party led by a Wanderer would travel 28 miles in a day, not 24.

**Special Hindrances:** Constantly on the move, a Wanderer never allows herself to be burdened. Fife cannot have retainers, hirelings, mercenaries, or even servants until she reaches 12th level (but animal companions can travel with her). The druid cannot possess more treasure than she can carry; she either converts the excess into a portable form (gems, etc.) or donates it to a worthy cause, such as the druidic order.

**Wealth Options:** 3d6x10 gp.

## Abandoning Kits

A character who started with a druid kit later may desire to abandon it. There should be a good campaign reason for this decision. For example, an Adviser whose lord has died or whose schemes have been thwarted repeatedly might decide to give up politics in favor of more personal involvement with Nature. Or, an Outlaw who has won a pardon has no reason to remain an Outlaw.

Discuss the question of abandoning the current kit with your DM. If this decision hinges on a specific event that happened to the *character*, change the druid's kit as soon as it's convenient. If, on the other hand, you have simply grown tired of *playing* a certain kit, the DM should come up with a scenario whose story line presents the character with a good reason for abandoning the kit.

Suppose, for instance, that you have been role-playing an Avenger--a druid who became an Avenger because orcs destroyed his forest. It can become boring to play a character whose sole goal is vengeance. Here are some possibilities for retiring the kit:

- The DM arranges a scenario in which the Avenger destroys the orc leader, then realizes he has sated his thirst for revenge.
- The DM sets up an adventure in which the Avenger chances upon a village threatened by marauding monsters. After saving the villagers, he decides to devote his time to continuing to protect them, rather than hunting down his one-time foes.
- The DM designs a story in which the Avenger, in his obsessive thirst for vengeance, comes close to harming innocent people or wildlife. As a result, the Avenger decides to alter his approach to life.

The player whose druid character abandons a kit must role-play the decision and any consequences that arise from it. The druid gives up all the kit's benefits and hindrances. The PC does not lose any bonus proficiencies (marked with asterisks), but they are no longer bonuses. The former Avenger in the above example must pay for them as soon as

possible by spending the next proficiency slots he gains on them.

## Modifying and Creating Kits

You and your DM may change the kits to customize them for your own campaign world, or even restrict the availability of some kits to NPCs. Similarly, feel free to create totally new kits. For guidelines on doing so, refer to the kit creation rules in *The Complete Fighter's Handbook* (*PH*, pgs. 37-38). However, make sure that no kit is more powerful than any in this book.

# Chapter 3: The Druidic Order

The druidic order--often simply called the Order--can be thought of as a federation of regional priesthoods that form a loosely organized worldwide faith, all of whose members worship Nature and follow a similar ethical philosophy.

Druids divide up their world into regions, here called *domains*. A domain is a well-defined geographic area bounded by mountain ranges, rivers, seas, or deserts-- druids normally divide a good-sized continent into three or four domains. Druidic regions do not rely on national borders, or on racial or ethnic groups; a domain can encompass several countries, races, and peoples.

For example, in a fantasy world based on our Earth, one European domain might include England, Ireland, Scotland, Wales, and the Channel Islands; a second could consist of Western Europe (west of the Rhine and north of the Alps and Pyrenees, bounded by the North Sea and the English Channel to the north and the Bay of Biscay to the west); a third might contain Southern Europe (south of the Alps and bounded by the Mediterranean Sea and Danube River); another would include the Iberian peninsula.

North America could be divided into an Atlantic domain (east of the Mississippi River and south of the St. Lawrence River and Great Lakes), a Pacific domain (west of the Rocky Mountains), a Central domain (between the two domains above, roughly south of the Missouri River), a Caribbean domain, a Southern domain (south of the Rio Grande and east of the Rockies), and a Northern domain (all of North America roughly north of the Missouri and Ohio rivers and east of the Rocky Mountains).

## The Circles

All druids dwelling within the bounds of a domain are organized into a *circle*. Circles typically are named for the geographic area their domain occupies, but sometimes they bear other names, harking back to their founders or the gods the druids worship (if they worship deities rather than Nature itself). For instance, druids might have formed "The Dragon Isles Circle" or "The Circle of Danu."

The members of a circle hold themselves responsible for the well-being of the wilderness and the continuation of the orderly cycles of Nature within their domain. This doesn't mean a circle remains unconcerned about what occurs in other domains--forming circles is just the druidic order's way of recognizing that those druids who live in a particular region can best serve to protect it, and should therefore hold formal

responsibility for the domain.

Circles operate within a very loose structure. They use no large temples or abbeys, for rarely do more than a few druids live together. When they do, their dwelling places are usually less than ostentatious: small cottages or huts of the style of local hunters or farmers. All druids within the circle acknowledge a single great druid as their leader and recognize this figure's moral authority. The great druid gives the circle's members great freedom compared to most other religious leaders. The druids adhere to a rather informal hierarchical structure and require their initiates to hold true to the basic ethos of the druidic order and respect higher-ranking druids.

A few traditions described in this chapter have grown up to govern the harmonious workings of a circle: initiations, the challenge, the ban, the moot, and selection of acolytes. All druids, from the humblest initiate to the great druid, may freely follow their own interpretation of druidic beliefs and act however they believe best serves Nature.

## Druidic Demographics

A typical domain (one that has seen no persecution of druids but includes other priestly faiths as well) contains, on average, one druid for every 10 square miles of rural farmland or 400 square miles of lightly inhabited wilderness or steppe. Druids dwelling in rural areas usually are initiates (1st to 8th level, generally). Those in the wilderness usually have reached higher experience levels, frequently 7th to 11th level. A circle may include a maximum of nine 12th-level druids, three 13th-level druids, and one 14th-level druid. Often circles have no higher-level druids at all.

Below 12th level, the number of druids of a given experience level stands at about double the population of the next level up. So, a typical circle may include 18 initiates of 11th level, 36 initiates of 10th level, etc., all the way down to some 18,000 1st-level initiates. The entire circle thus consists of more than 36,000 druids. A domain might feature one druid per 500 to 1,000 citizens, although this statistic gives a distorted picture, since druids are concentrated in some locales and rare in others.

## Circles and Branches

Chapter 1: Druid Characters examined the different branches of the Order: forest druids, desert druids, and so on. A given circle normally covers a domain vast enough to include members from several, but usually not all, branches. A domain with a temperate climate might contain a circle composed of forest, swamp, and mountain druids. In contrast, a circle in a tropical domain with flat terrain would consist of jungle, plains, desert, and swamp druids.

All druids should possess an equivalent number of advantages and disadvantages regardless of branch. However, equality is never guaranteed. In most fantasy worlds, the forest druids exercise the most influence. Due to the resources of the woodlands and humanity's desire to clear them for use as farms, forest druids often consider their problems the most pressing. The Order's priorities frequently reflect this stance; circles dominated by forest druids try to make sure that a member of that branch ends up as Grand Druid, the leader of the druidic order. As jungle druids and swamp druids share many of the forest druids' concerns, they often become allies.

A well-balanced druid sees each branch as part of a single tree, all equally important. Unfortunately, though, not all druids have this vision. Members of the informal forest-plains-swamp-jungle coalition sometimes look down upon desert and arctic druids due to the relative infertility of their habitats. Sometimes druids fall too deeply in love with their own particular part of the world--forest druids who see trees as the be-all and end-all of Nature may hold arctic, desert, and gray druids to be inferior. The victims of such prejudice, in turn, can come to resent the forest branch. Great druids from the few circles dominated by arctic or desert druids often ally to try to keep a forest druid from becoming Grand Druid-- although more often than not, they fail.

### Initiates

Initiates constitute the 1st- to 11th-level druids within a circle. Their experience level determines their role in the circle.

A typical 1st- or 2nd-level initiate (an NPC) often works part time as a Village Druid. This initiate keeps up a rural occupation (beekeeper, farmer, herder, etc.) while studying under a higher-level druid mentor. The exceptions to this stereotype are rare individuals (PCs). An average person finds it tough to recognize beginning druids, since most seem just like other peasants.

Initiates between 3rd and 6th level have achieved most of their granted powers, with the exception of shapechanging. The cornerstones of the druidic order, they frequently devote their full time to their faith. They normally live in stone, wood, or mud-brick cottages and act as the protectors of a small tract of wilderness--a wood or river valley--or of a village or group of hamlets. Most druids of this status have the Village Druid or Guardian kit, and those who choose to protect a village usually have become respected community leaders.

Initiates between 7th and 11th level have received all their branch's granted powers. Such druids live simply but have widened their areas of influence, perhaps becoming the guardians of entire forests or mountains, or of all the villages in a barony. These druids often dwell near a sacred grove surrounded by a few acres of virgin wilderness a sanctuary for rare and magical plants, animals, and supernatural creatures. This natural setting may be magically defended as well. Temporal rulers of the area respect (or fear) druids of such level.

## High-level Druids

Only a limited number of druids in a given circle can reach the *inner circle*--nine of druid rank, three archdruids, and a single great druid. A character cannot replace one of these druids without having sufficient experience. In addition, a vacancy must open up, or the rising druid must defeat one of the current higher-level characters the druidic challenge to assume a new rank.

Some tension exists between druids of the inner circle, since they remain constantly aware that a subordinate may be preparing a challenge. Unlike clerics, who normally settle down by this point, high-level druids continue adventuring as part of their duties and to stay in shape to fend off challengers.

## Druids

Upon reaching 12th level, a character receives the official title *druid*, of which a circle never has more than nine. (Lower-level characters, though called "druids" by most, are technically "initiates.") A druid's role in the circle resembles that of a 7th- to 11th-level initiate, with some exceptions.

At 12th level, a druid has gained access to the *commune with nature* spell and should use it along with other druidic resources to aggressively root out emergent threats to the wilderness within a domain. Druids attend the High Council of the Moot (described later this chapter) and always act based on the needs of the circle as a whole. The circle's great druid at times asks 12th-level druids for advice and sends them on missions for the good of the circle.

But the life of a druid involves more than just adventuring--serving as a mentor takes up much of a druid's time, too. Selecting young people to train as druidic candidates constitutes a major responsibility of those who reach druid rank. Each year druids (and other inner circle members) pick the single most worthy of their advanced students to initiate into the Order as 1st-level druids. (For more on initiations, see Chapter 4: Role-playing Druids.)

## Archdruids

A 13th-level druid is called an *archdruid*. Each circle can have only three archdruids and, as with the druid rank, advancement requires either filling a vacancy or winning a challenge against a seated archdruid.

An archdruid's role resembles that of a druid, with two differences. Archdruids concern themselves more with maintaining the balance of Nature, making sure no one alignment or ethos comes to utterly dominate the domain. Also, archdruids spend time training to step into the role of the great druid. To accomplish both these goals, they devote much time to travel, ensuring their familiarity with the geography--human, natural, and magical--throughout the domain.

**The Moot.** The three archdruids share the druid's responsibility for initiating newcomers to the Order. In addition, they each have the right to summon a moot: a gathering of the entire circle, traditionally held at the solstices and equinoxes. By ancient custom, moots are called four times a year at these set dates, once by each archdruid and once (usually in spring) by the great druid. A moot on a nontraditional date means the summoner sees something so deeply amiss in the domain that the entire circle must discuss it as soon as possible.

These gatherings enable the circle to celebrate the changing of the seasons, to gossip and socialize, to exchange information on the state of the domain, and to fight druidic challenges before an audience. Druids at a moot perform ceremonies to celebrate Nature, honor their dead, marry a couple within the Order, and initiate new 1st-level druids. Along with these ceremonial duties, small groups at moots disappear together into the wilds to talk quietly while searching for herbs or mistletoe.

The climax of any such gathering is the High Council of the Moot; the circle's nine druids, three archdruids, and great druid meet in a secret location to discuss the state of the domain and make plans to rally the circle against a particular problem, if necessary.

Sometimes an ambassador from a neighboring circle (usually a character of at least druid rank) or an emissary of the Grand Druid attends a council. These personages bring news and greetings--and sometimes requests for help. After the High Council, the great druid (or an archdruid) addresses the entire moot, answers questions, and takes advice.

To call a moot, an archdruid (or the great druid) sends messengers out across the domain to spread the word to druids of all branches. All members of the circle above 7th level must attend or explain the absence. Members of 3rd to 6th level may come, but usually do so only if their journeys bring them to the vicinity or if they have business with others there. Those of 1st or 2nd level may attend a moot only with the permission of a member of the inner circle.

The moot is scheduled to begin two weeks after the summoner dispatches the announcements, giving all druids in the circle enough time to settle their business and arrive. Such a gathering generally takes place at a sacred grove under the stewardship of the summoner. Though most moots last about four days, the meeting cannot end until the summoning archdruid or the great druid dissolves it.

Bards, elves, rangers, swanmays, and other sylvan folk often are invited to a moot, but its location remains a secret to others. In troubled times, elves, rangers, friendly beasts, or forest creatures may patrol the moot and take trespassers prisoner.

If the domain's circle is on good terms with the land's rangers, a spring or autumnal moot may take place in conjunction with a rangers' forgathering. (See Chapter 10: Forgatherings in *The Complete Ranger's Handbook*.) However, like rangers, druids prefer to keep their gatherings to themselves, and such cooperation usually results from personal friendships between the great druid and notable rangers--or signals a desperate alliance against a greater foe.

## Great Druids

As stated earlier, the *great druid* leads a circle. Like other inner circle members, the great druid usually has won the position through the challenge and has to maintain the ascendancy by defeating other challengers. However, some great druids become so respected (or feared!) that subordinate archdruids forgo challenging them, instead preferring to enter the service of the Grand Druid or wait until the great druid advances in level.

All druids within a circle know the name of their great druid--even if they have never met in person--because this figure wields a certain amount of power over their lives. The DM should decide how strongly the great druid influences the members of the circle. For instance, a great druid who is loved, respected, or feared holds more sway over NPC druids than would a weak or unpopular leader. While PCs remain free to pursue their own goals, opposing the policy of a strong great druid means a character has little chance of receiving support from superior druids. Supporting the leader's policy, on the other hand, can win lesser druids praise and aid from the top.

Turmoil can erupt within a circle governed by a weak or unpopular great druid, as the ranking archdruids vie for the head post or ignore the leader's advice to follow their own paths. Player characters may get occasional assistance from inner circle druids in this scenario, but for the most part, individuals all go their own way.

The great druid has the same power to initiate druidic candidates and summon a

moot as archdruids. In addition, this figure has the job of maintaining harmonious relations among all the druids of the circle--preventing factional battles and infighting, other than what is allowed through the challenge. To do so, the great druid has one special tool: the ban.

**The Ban.** The great druid can impose a strong, nonviolent sanction upon those who have offended the circle. All must shun someone placed under the ban; no druid in the circle will aid, speak to, or associate with the target of the ban. When an entire town or village suffers the ban, no druid may enter that area or speak to or aid any resident. Some druidic allies volunteer to follow the custom of the ban as well. For instance, a clan of sprites or centaurs on good terms with a circle may receive word of a ban and choose to honor it.

The great druid has the right to pronounce a ban on any druid in the circle. A ban also can cover nondruids, whole communities, or druids visiting from other domains (except the Grand Druid and personal servants), to demonstrate the circle's displeasure.

To pronounce the ban, the great druid stands up during a moot and announces to the group the reasons to impose the ban. Then the subject of the ban--if present--answers the accusations before the assembly. Finally, the High Council of the Moot votes on the matter openly, usually at sunset. If a majority of the council votes in favor of the ban, it passes. If not, the great druid should start keeping an eye on the circle's archdruids--the opposition to the ban likely reflects an impending challenge.

A ban punishes a druid for violating the tenets of the druidic order or reprimands a character whose actions, while within the bounds of the druidic ethos, nevertheless were contrary to the Order's interests. For instance, suppose an angry druid massacred the inhabitants of a human hamlet because they would not turn over two hunters who slew a stag in the druid's sacred grove. The druid acted within the bounds of the druidic ethos, but the great druid might call the character's indiscriminate vengeance out of proportion to the crime, adding that the slaughter has threatened to make local commoners hate and fear all druids in the circle. So, the great druid imposes the ban, both as a punishment and as incentive for the character to change.

Nondruid individuals are less likely to fall victim to a ban--usually the great druid finds that direct action against the offender proves more effective. However, if the people of an area depend on druids rather than other priests for healing and religious ceremonies, a ban sends them a message of disapproval. And sometimes a ban can serve as a symbolic gesture against a subject too powerful or influential to confront directly--a baron or king, for instance.

A ban generally lasts 10 summers. However, the inner circle can vote to lift a ban early or (once the time is up) to extend it. The shunning does not extend outside the domain, so banned druids usually choose to go into exile--the result the great druid probably intended in the first place.

**The Challenge.** The traditions of the Order prohibit an inner circle from including more than nine druids, three archdruids, and one great druid. If a character gains enough experience to achieve official druid level but finds no vacancy in the inner circle, the only way to advance involves ceremonial combat: the druidic challenge.

The challenge remains one of the oldest druidic traditions. It purges the weak and complacent, ensuring that the highest ranks of the druidic order remain filled with strong and cunning individuals. The masters of the druidic order are not politicians, but men and

women of action. They believe that the challenge, by bringing ambition into the open, allows them to by-pass some of the worst excesses of hypocrisy and behind-the-scenes power plays found in other religions.

A circle's great druid expects at any time to face a challenge from one of the archdruids, while the archdruids keep an eye on rising druids. Those of druid rank, in turn, look out for ambitious 11th-level initiates. This system puts a constant strain on the Order's upper ranks: It's hard to stay on good terms with folk who want your job and eventually will challenge you to a battle to gain it. As a result, most friendships and alliances form among druids of equal level or among characters several levels apart.

All inner circle druids do their best to appear strong, to avoid looking like easy targets. Many actively adventure to enhance their reputations and gain power through acquiring magical items and experience. Others simply try to remain popular among the other members of the Order. If an inner circle member takes an unpopular or controversial stance, fellow druids may decide to encourage the ambitious to aim for that particular target; the replacement would likely prove more cordial.

The challenge operates under prearranged rules: Characters who violate the letter of the rules will fail to advance in level, just as if they had suffered defeat. Always a one-on-one battle, the challenge does not allow even servants or animal companions of the combatants to participate.

First, the two parties must agree upon the time of the duel--if they can't agree, it will take place at the next moot. Druids consider it impolite to set a challenge outside of a moot, although it's still done.

Second, the challenge needs a witness--a druid whose level equals or exceeds the challenger's. Hierophant druids (described later in this chapter) work well as witnesses, as do druids or archdruids visiting from different circles or from the Grand Druid's entourage. This individual must witness the terms of the challenge and make sure the combatants obey the rules. The great druid of the circle always names the witness, even if the challenge involves that very leader.

Third, the terms by which the battle will be fought are set out by mutual agreement. Once agreed upon and witnessed, the terms may not change. If neither side can agree on the terms, the witness selects them and proclaims the duel an all-out battle until one druid surrenders or becomes incapacitated.

Terms to discuss include:

- The size of the battlefield. Until the duel ends, leaving the bounds of the area means conceding defeat. Usually the space is no more than a dozen yards across, to ensure the battle does not take too long.
- Whether to allow weapons, magical items, granted powers, and spells. (Note: Nondruidic spells *cannot* be used.) Most contests involve full use of weapons and spells, although many commonly disallow magical items. Some memorable duels have permitted *only* granted powers--no spells or weapons. The combatants used only the claws and fangs of their different animal forms. A few challenges have forbidden all weapons and magic--they became simple wrestling matches.
- Whether to alter the normal battle-oriented conditions of the duel. Although rare, methods less stringent than actual combat have been honored, especially between two friendly rivals. Such unorthodox formats include a race, a scavenger hunt, a competition to defeat a particular monster, a drinking contest (the first druid to

fail three Constitution rolls loses), or even a game of hide and seek.

The challenge begins with the witness's invocation, asking Nature (or a druidic deity) to watch over the duel. This means that challengers who defeat foes through cheating will find themselves unable to gain a level after all, and incumbents who cheat automatically lose the level. Once the witness concludes the invocation, the druids enter the battlefield from opposite ends, and the contest begins.

**Appointment of Acolytes.** Great druids, archdruids, and druids have the traditional right to select initiates as their servants. The number and level of these retainers depends on the level and position of the inner circle member. (See the *PH*, p. 37, for details.) The chosen initiates are called *acolytes*.

Acolytes, chosen from the high-ranking druid's own circle, are restricted to serving only certain inner circle members (again, based on their experience level). The appointing druid must determine which eligible initiates will serve him.

An inner circle druid usually approaches a favored initiate quietly and offers an acolyte position. The initiate then decides whether to accept the post. While serving as an acolyte holds honor, it also entails a loss of freedom. Therefore, the decision depends on factors such as the reputation of the inner circle member.

An acolyte swears an oath of service: to be loyal and obedient, to listen and learn, to keep no secrets from one's master, but to guard the master's secrets. An acolyte who breaks this oath faces the wrath of the high-ranking druid. In addition, unless the acolyte can prove the master's commands violated the spirit of the druidic ethos, the servant usually becomes subjected to the ban.

The advantage of serving as an acolyte is that the character wins the patronage, and perhaps the friendship, of a powerful druid. The position enhances the initiate's prestige in the eyes of the entire circle. Furthermore, acolytes injured or wronged by an enemy can expect assistance from their master.

The disadvantage? The character-- always at the beck and call of a master-- loses personal freedom. An acolyte fulfills all the normal duties of a loyal retainer but, most importantly, acts as an emissary and representative of the inner circle druid. As high-level druids cannot be everywhere at once, acolytes often go on long journeys to do their master's bidding. Whether the mission involves finding a reclusive swamp-dwelling initiate to notify of the next moot's date and location or delivering a stinging ultimatum to a dwarven king to shut down his mines or face the circle's wrath, acolytes can expect to visit a lot of interesting--though sometimes unpleasant--places.

An acolyte's term of service lasts until the master's experience level changes or until the acolyte advances a level. In the latter case, the acolyte leaves service, and the inner circle member must select a replacement.

## The Grand Druid

Above all others within the Order stands the figure of the *Grand Druid*, the highest-ranking (although not the highest-level) druid in the world. The Grand Druid, a 15th-level character, attains this position through a selection process rather than by the challenge. Since only one person can hold the title of Grand Druid, each world can have only one 15th-level druid at a time.

**Duties of the Grand Druid**. First and foremost, the Grand Druid acts as a politician,

responsible for keeping harmony between the great druids of each domain and between the various druidic branches.

The Grand Druid also rallies the circles against the rare global threat to Nature or the cosmic balance. This always proves a difficult task, as many circles fiercely cherish their autonomy, believing each one should remain self-sufficient and not meddle in other domains' affairs. Few circles willingly send contingents off to aid other circles unless they feel absolutely certain that the threat will menace their own domain as well. To make matters worse, the inflated pride of many circles prevents them from accepting help from "foreign" druids. As a result, often only one thing can convince the Order a threat warrants a combined effort: the destruction of an entire circle. Fortunately, such occurrences are few and far between.

The Grand Druid and entourage (detailed below) spend most of their time visiting different regions and speaking to the great druids, archdruids, druids, and, rarely, lowly initiates. In particular, this leader serves as a diplomat and peacemaker, who mediates disputes between druids of neighboring circles and struggles involving members of the mysterious Shadow Circle (described later in this chapter).

Normally the circles act with autonomy. However, if a circle appears in great disarray--for instance, an enemy has killed most of its members or forced them into hiding--the Grand Druid may try to rally the circle or recruit aid from other domains. If a circle has been effectively destroyed, the Grand Druid might decide to rebuild it from scratch. After selecting a rising archdruid from a neighboring circle to step in as the new great druid, the Grand Druid helps recruit volunteers from nearby domains to replenish the circle. Often this assignment proves difficult and dangerous; whatever destroyed the previous circle probably still lurks nearby, ready to pounce on the new circle that, while wary, will remain understrength for some time.

**Servants of the Grand Druid.** Like other inner circle druids, the Grand Druid has personal servants: an entourage of nine druids of various levels. These druids no longer owe allegiance to their original circles but are subject only to the Grand Druid. All druids consider it a high honor to serve the leader of the Order, an honor that bears great responsibility but gives a druid prestige and influence far beyond others of similar level. Assuming a vacancy arises--and service involves enough danger that openings occur reasonably often--a druid of any level can seek out the Grand Druid and petition to become a retainer. This relationship lasts as long as both sides wish--often many years--and can end by mutual agreement at any time.

Three archdruids, often called the Emissaries, always serve the head of the Order. They act as the Grand Druid's personal agents--their leader's eyes, hands, and voice. To aid them in their duty, they receive four additional spell levels (one 4th-level spell, two 2nd-level spells, etc.), usable as they see fit. To keep the Grand Druid informed on the operations of the circles in every land, they roam the world, visiting the various circles as well as other places of interest to their master. The arrival of an Emissary often coincides with the ascendance of a new great druid. While conveying the respects of the head of the Order, the archdruid takes the new leader's measure and reports back to the Grand Druid. These servants also visit a circle in response to a great druid's request for aid.

Traveling Emissaries normally find themselves welcomed, for their visits give circles a chance to learn news from far-off lands. An Emissary also may offer counsel about a menace or carry a request for help to the Grand Druid or neighboring circles.

But Emissaries also must remain on the alert for problems within a circle that the great druid has failed to adequately handle--such as widespread conflicts between druids or corruption in the ranks. In such cases, it is the Emissary's solemn duty to take action to remedy the problem or, lacking sufficient power, to report it the Grand Druid. For this reason, some circles-- particularly those secretly dominated by the ruthless Shadow Circle--regard the arrival of an Emissary with deep suspicion. In their role as agents of the Grand Druid, these archdruids sometimes resemble spies. More than one Emissary has met a mysterious end while visiting a supposedly friendly circle.

Besides the Emissaries, a Grand Druid has six other servants. These druids, usually of 7th to 11th level, come from a variety of branches but have all proven their dedication to the Order. Many Grand Druids have been known to take on the occasional lower-level druid, either because they feel the need for a fresher viewpoint or because they sense a special worthiness in a particular individual. These six druids of mixed level act as servants, counselors, bodyguards, and useful agents.

**Selection of the Grand Druid.** One of the duties each Grand Druid must perform is appointing a successor, always an acting great druid. After serving usually a minimum of four years, a Grand Druid steps down to allow the chosen successor to assume the mantle of leadership.

In theory, selecting a new Grand Druid is solely up to the last Grand Druid. In practice, druidic order politics plays a major role. For instance, if the forest druids have held the position of Grand Druid for several generations, they may come to consider it "their right" to do so. However, in the name of fairness and harmony, druids from other branches may lobby to convince the current Grand Druid to pick a successor from a different branch. On the other hand, choosing a Grand Druid from a minority branch could alienate large segments of the druidic order's membership, even with an extremely competent Grand Druid.

As a result, when a Grand Druid begins getting on in years, the impending choice of successor becomes the subject of much gossip, speculation, lobbying, and intrigue by archdruids, great druids, and hierophant druids. For instance, a great druid afraid of being passed over for the position in favor of a rival may encourage a powerful, ambitious archdruid to challenge that rival, hoping to put the favorite out of the running before the Grand Druid can finalize the succession.

## Hierophant Druids

The *hierophants* make up a unique part of the druidic order. Some even go so far as to say they *are* the Order, and that the other ranks represent mere practice for hierophant status. Check p. 38 of the *PH* for details on achieving the rank of hierophant (pictured on the next page) and the powers that go with it.

Hierophant druids live as free agents. They are encouraged to respect the Grand Druid, but need not obey the druidic leader's mandates nor operate within the borders of any circle. Although a few settle down in particular groves, many become famous wanderers, some even visiting other planes or (by spelljamming) distant worlds. They often travel about in disguise, using their appearance-alteration powers. Wherever they go and whatever they do, they always aim to promote the ethos and values of the druidic order.

Unlike lesser druids, hierophants typically have a global perspective and agenda. They concern themselves with the rise and fall of empires, the migrations of peoples, the growth or extinction of species, and the role of each race in the destiny of the world. Some devote their lives to a particular cause, such as reclaiming the forests of a continent infected by evil, or acting as the personal nemesis of a being whose actions threaten the world's balance.

Hierophants are notorious behind-the-scenes manipulators. They use their long life spans to weave subtle schemes with far-reaching plots that might take decades to hatch, but which--they believe--ultimately will benefit their cause. The 17th-level druidic ability to hibernate enables most of them to appear effectively immortal: some hierophants will hatch the initial elements of a scheme, go into hibernation, then awaken decades later, unaged, to bring the next stage into play. Such druids might become patrons of gifted families of adventurers, recruiting the latest generation when they need heroes.

The existence of hierophant druids tends to make great druids and Grand Druids very nervous, for they represent a power beyond their control--and sometimes beyond their ken. Whether any hierophant druids belong to the Shadow Circle is not known.

## The Shadow Circle

The druidic order tolerates a wide range of philosophies under the umbrella of its loosely organized structure. The variety of different branches demonstrates this scope. So does the existence of the Shadow Circle.

A secret society of druids within the larger druidic order, the Shadow Circle accepts members who see Nature as a hostile, cleansing force that ensures the survival of the fittest. According to their philosophy, civilization--especially the building of towns and cities--has weakened humankind and many demihuman races.

### Methods

The Shadow Circle sees barbarian humans and more primitive races as inherently more vital than civilized peoples. Thus, the Shadow Circle often allies itself with barbarian tribes or hostile humanoids such as orcs, giants, and goblins, especially those who choose to live in forests or mountains in the wilds. They deliberately encourage people to abandon civilization's "decadence" and return to the more natural existence of hunting and gathering.

But while their intentions are neutral, the methods of Shadow Circle members tend to promote chaos and evil. They behave as they do not due to an evil nature--their enemies include powerful evil empires as well as good kingdoms. Rather, they feel their cruel activities work toward the best interests of evolution and of Nature itself. For instance, the Shadow Circle may provide magical assistance to barbarian hordes trying to sack a city or lead humanoid tribes in raids against human or dwarven towns.

Sometimes the Shadow Circle even assists the cause of good. For instance, members would consider an evil city-state based around slavery a fair target, and they would feel as eager as any lawful good paladin to support a slave revolt in the hopes of toppling the city. The difference? The Shadow Circle would encourage the slaves in revolt to burn the city to the ground and then settle down as farmers, hunters, or outlaws in the countryside.

Lower-ranking members of the Shadow Circle often wage campaigns of terror against small settlements, usually working behind the scenes. Their favorite puppets are intelligent monsters like evil lycanthropes.

## Membership

The members of the Shadow Circle keep their allegiance secret from other druids while maintaining their parallel "circle" rankings. An archdruid in the Shadow Circle is also an archdruid in a mainstream circle, for example. Shadow Circle druids of 11th level or higher follow the normal druidic practice of advancing in level through the challenge; in fact, Shadow Circle druids encourage each other to challenge nonmembers in mainstream circle hierarchy, thereby increasing their number among inner circle members. These duels almost invariably turn quite bloody.

An arc of the Shadow Circle exists in any domain where druids live, and its members may come from any druidic branch. Typically only one in five initiates--but as many as one in three 12th-level or higher druids--secretly belongs to the Shadow Circle. A great druid usually is not a member, but one never can tell for sure. In some troubled domains--particularly those in which druids face persecution and the wilderness displays signs of wanton destruction from human cities--*most* of the druids may join the Shadow Circle!

Shadow Circle druids adopt secret names to conceal their identities from each other. When they meet, they do so while shapechanged or wearing masks carved to represent predators native to the domain. This secrecy is important. Although the Shadow Circle ethos corresponds to that of the Order, most druids disdain the group's methods--and therefore, its members.

A known Shadow Circle initiate faces the enmity of other druids--and possibly the ban, for refusing to recant--as well as the ire of local authorities. Lower-level druids constantly challenge exposed Shadow Circle druids 12th level and higher, seeking to depose--and possibly destroy--offenders.

In turn, the Shadow Circle often tries to cause trouble within the druidic order. For instance, in order to recruit disaffected druids into their midst, group members covertly encourage rivalry between druidic branches (such as the jealousy between the dominant forest druids and the members of less influential branches). Characters may learn of the Shadow Circle when they discover a plot to ferment such trouble between druids from rival branches.

Note that these are the methods of a group of extremist druids, not evil ones. Their anti-civilization feelings do not alter their neutral alignment.

**Shadowmaster.** The highest-level druid in the Shadow Circle--usually an archdruid or druid--takes command of the group as the Shadowmaster. If two or more druids of equal level seek the post, they generally duel to the death, though one combatant--usually the younger--could agree to serve under the other. Unlike the semiautonomous mainstream circles, the Shadow Circle maintains strict discipline over its various far-flung arcs. The Shadowmaster exercises absolute authority over the membership.

**Inner Circle.** Under the Shadowmaster are the members of the inner circle, which consists of all the druidic order's Shadow Circle druids (12th level) and archdruids (13th level). (The Shadowmaster remains apart from the inner circle.) Together, the

Shadowmaster and the inner circle make policy and direct the initiates. Only the Shadowmaster knows the real names of members of the inner circle--the identities of even these high-ranking members remain unknown to each other.

The 1st- through 10th-level initiates within this secret society, unlike the more independent initiates of mainstream circles, are expected to obey all orders from inner circle members and the Shadowmaster. Failure means punishment--death.

**Shadowed Ones.** Initiates who have reached 11th level have special status in the Shadow Circle. These initiates are known as "Shadowed Ones," the Shadowmaster's special tools. In particular, they act as enforcers and assassins for the secret group, hunting those who have disobeyed their fearsome leader or have been expelled from the mysterious society. The Shadowmaster sometimes encourages Shadowed Ones to serve as ambassadors to arcs of the Shadow Circle operating in other domains. Shadowed Ones automatically advance to the inner circle in this secret group when they achieve 12th level in their mainstream circle.

## Shadowclave

Members of the Shadow Circle work in secret, pretending to be mainstream druids. For example, they attend all druidic moots. But every season each arc of the Shadow Circle also holds its own secret meeting--the Shadowclave--in the dark of the moon. The meeting lasts three nights, during which the membership celebrates its own version of traditional druidic ceremonies and receives new orders from the Shadowmaster and inner circle. Prisoners the Shadow Circle has taken throughout the season--along with disloyal or disobedient members--are kept alive until the Shadowclave. There, the inner circle tortures and publicly executes them, to remind the membership of what happens to traitors and enemies of the Shadow Circle.

## Recruitment

The Shadow Circle does not take volunteers--it finds new members on its own. Recruitment, by invitation only, is in the hands of the Shadowmaster and the inner circle, always on the lookout for druids who seem ready to embrace the ruthless Shadow Circle philosophy.

For example, if a druid massacres a party of travelers who ventured into a sacred grove, the Shadow Circle soon comes looking for this prospective candidate. Another good possibility is a character who has destroyed a village whose peasants dared to clear a wood for use as farmland.

A Shadowed One spies on the potential member for a few weeks or months, often using animal spies as additional eyes. If the druid's deeds and words seem in sympathy with the Shadow Circle's goals, the character receives a visit from this Shadowed One (or a pair for a candidate 11th level or higher) before the next Shadowclave. The Shadowed One explains the group's purposes, inviting the newcomer to join. Of course, druids who refuse--or even waver--coincidentally turn up dead shortly thereafter.

Candidates who agree to join are blindfolded, given a mask, and taken to the Shadowclave. There the Shadowmaster gives each a secret name. After receiving their sworn allegiance, the Shadowmaster formally welcomes the new members into the

Shadow Circle and commands them to perform some symbolic but dangerous task to prove their ruthlessness and dedication. (The difficulty of the assignment depends on the character's experience level.)

This kind of mission usually involves assassinating a specific enemy of the Shadow Circle, such as a noble or priest in a city the group has targeted for destruction. However, the task might be physically much simpler-- say, poisoning a town well. The Shadowed One who recruited the druid will follow along (secretly), ready to slay a newcomer who shows weakness, risks capture, or tries to betray the group. Those who succeed, the Shadow Circle embraces as full members.

## Creating a Druidic History

The druidic order and hierarchy presented here are designed to work as a default or base system. Many circles of druids have their own customs, and on many worlds the druidic order has its own unique history that shapes its structure.

The DM always should understand the history of the druidic order before beginning a campaign involving druids. A typical Order, like the one this chapter has detailed, is an ancient organization whose origin has become lost in the dim reaches of the past.

But that doesn't have to be the case. Instead, the druidic order may have an origin alive in history or myth. This background should explain where the first druids came from, why they worship Nature (or a specific Nature deity), why they protect the wild, and their purpose in standing at the crossroads between good and evil. The druidic origins might reflect true history, a legend whose truth remains uncertain, or a mixture of both. In any case, the origin tale must have a profound effect on how druids see themselves in the campaign.

As an example of how the druidic order springs from a more detailed history, three very different possible beginnings for the druidic order are sketched out below.

### The Exiles

*The secret founders of the druids were the crew of a spelljamming vessel, long-ago exiles from a world that would not accept their neutrality following the final triumph of evil--or good. (Exile was preferable to the fate of the members of the vanquished alignment, however.) The present druidic order traces its legacy to these ancient castaways.*

*As victims of an unbalanced world, the exiles and their descendants and followers vowed to preserve the volatile relationship between good and evil in their adopted home. They can see this balance best illustrated by the forces of Nature. In addition to their normal druidic duties, the members of the Order remain on guard against invasion from their ancestors' home world.*

### The New Faith

*The druids belong to a relatively new faith, founded less than twenty years ago by a charismatic Nature priest. This amazing leader also preached that the older gods constitute only one small aspect of great Nature.*

*Active missionary work, the charisma of this founder, and the simplicity of the Order's beliefs draws more and more converts to druidism every day from the old, tired, polytheistic religions. But the largest rival religion considers druidism a threat; its priests have convinced the region's rulers to begin persecution of the "godless, troublemaking" druids.*

### The Myth of the Great War

*Almost two thousand years ago a terrible war broke out between the two mighty guilds of wizards--one good and one evil--that controlled great empires. Wizards on both sides vowed to fight until they were utterly triumphant, seeking to purge their rivals from the earth. With fearsome magic and dragon armies they battled for centuries, neither side winning final victory.*

*In the process of their warfare, the wizards wrought vast devastation on the world--forests blazed up, islands sank into the sea, entire races became extinct. Eventually, the great goddess of Nature awakened from her sleep to witness the savage conflict. Shocked by the destruction, the Goddess sent a vision to a single human: the woman who would become the first Grand Druid.*

*Through the vision, this chosen figure saw that she must found a druidic order to preserve the fragile remains of her world's ecology. With the guidance of her goddess, the Order grew in strength until finally it had the power to intervene in the wizard war. The force of young druids pooled their powers and together vanquished the members of both battling guilds, transforming the combatants into innocent wild beasts. Once the former wizards--now unable to fathom the concept of good versus evil--slithered, bounded, loped, and crawled off into their ruined habitats, the Order began to heal the world.*

*Since then, the druidic order continually works to prevent such destruction from ever occurring again. Druids pledge to make sure the wars of good and evil no longer mar the precious earth. But, the Order also has bitter enemies in the ancient remnants of the guilds of warring wizards--those good and evil mages who luckily escaped the fate of their fellows. Each guild claims it had been on the verge of victory and would have won, had druids not interfered.*

Each of these backgrounds--or one that you, the player might create with your DM--provides the druids of a world with a history, a purpose, and some idea of who their enemies might be. Add more details to these options as desired, to explain the Order's triumphs and failures, the history of its relation to other faiths, and perhaps the attempts of factions within the druidic order to deviate from its original purpose.

## Chapter 4: Role-playing Druids

So, now that you have learned about the druidic order and selected your branch and kit, you think you're ready to assume the challenge of role-playing this colorful class? Well, there's still a lot more to know about druids. For example:

- What is a druid's world view like?
- How can a druid fit into a normal adventure?

- How does one role-play the neutral alignment?
- How do members of the Order relate to others?
- What are some typical druidic duties?
- Can druids become the center of entire campaigns?
- What strategies do druids follow as champions of Nature and the balance?
- How can a player make a specific druid stand out?

This chapter gives you, the player, hints for making your character really come alive.

## Druidic Faith

Druids fit into the hierarchy of a worldwide Order that espouses a well-defined ethos yet grants each member considerable freedom of action. This liberty makes druids much more diverse than many other priest classes--reflected in the different druidic branches and kits--as they pursue their shared goals in their own ways.

Druids serve the force of Nature and its inherent natural cycles, such as that of birth, growth, death, and rebirth (*PH*, p. 37). Though some druids do choose to worship Nature embodied in a particular god, Nature, as a force, has no specific form or personality. (*The Complete Priest's Handbook*, on p. 11, defines a force as a process, natural or unnatural, that influences the world.)

The processes of Nature generate magical power its worshipers can tap. Failure to perform the ceremonies and follow the tenets of druidism leads a druid to fall out of touch with Nature and lose spell access, just as other unfaithful priests do.

### Druids Who Worship Gods

Not all druids worship Nature as a force. Some see it personified by a great deity of Nature, often either formless or possessing many forms.

The most common manifestation of a druidic Nature deity is that of the Great Goddess--Chauntea and the Earthmother in the Forgotten Realms® setting or Beory in the World of Greyhawk® setting, for example. The Great Goddess embodies Nature through multiple avatars that represent her different aspects: a virgin warrior-huntress, an adult mother, and an ancient crone.

The Great Goddess sometimes has a Consort (often appearing as an antlered huntsman), the subordinate lord of the hunt, death, and animals. Followers frequently worship both Goddess and Consort as a single power rather than as two deities.

### Life after Death

Since they see the universe as a cycle or series of cycles, druids tend to believe the life force of a person (especially one who follows the druidic faith) is reborn again and again. A being's reincarnation will not remember a former life but may possess a similar personality.

All druids believe a person's soul may be reincarnated into an animal instead of a sentient being--yet another reason they revere all the world's creatures.

Are the druids correct? That depends on the nature of the DM's universe.

### Nature and the Gods

Druids differ in their attitudes toward non-Nature gods. Before beginning a new campaign, it's important for you and your DM to establish a circle's position toward other gods. Some possible beliefs include:

**Nature as Supreme.** These druids consider Nature a force beyond mere gods. Other faiths do exist, but they are mere aspects of the greater whole. To worship one of them means celebrating just a fragment of Nature (like the thunder, the ocean or death) rather than the whole, as druids do.

Most druids in AD&D game worlds use this approach. They believe their own faith is somewhat superior, but do not actively oppose other faiths and may ally themselves with the worshipers of natural, agricultural, or elemental deities.

**Nature as Progenitor.** Followers of this philosophy see Nature as an integral part of a pantheon of gods. In this case, druids identify the other gods as "children of Nature," perhaps born in some mythic way. For instance, the druids may teach that, in the time before the world, first came formless chaos, and out of it emerged Nature. From Nature was born the Great Goddess, who married the Sky and gave birth to many children: all the other gods.

**Nature by Another Name.** Druids may identify Nature as one aspect of an existing god--usually a powerful and primal earth or natural deity. For instance, if the DM wants druids in a fantasy world involving the gods of Greek myth, Nature may be worshiped as the great earth goddess Gaia without causing other changes in druidic behavior. This belief pattern enables the druids to participate directly in a pantheon of deities.

**Nature is All.** Other gods do not exist! Druids who hold this belief see other priests either as deluded or worshiping Nature under a different name. Unless the druids are right, (in which case, no other class of priest would function in the campaign!) this philosophy leads them to have a rather close-minded and inflexible faith. Druids may live apart from mainstream society as hermits or work as missionaries to recruit people to the "one true faith." Quite possibly, believers in other faiths would take a dim view of such druids, as no one likes to hear their beliefs called lies!

**The Gods Threaten Nature.** Other gods are acknowledged as powerful entities, but the druids consider them *unnatural*-- interlopers from the outer planes or beings and philosophies created by the belief of foolish mortals. Followers of aggressive, proselytizing religions that actively seek converts and start religious wars become dangers to the natural order. Druids with this belief tend to act hostile to those of most other faiths, considering them instruments of "outside influences" that threaten the balance of Nature!

**Nature as Equal with Other Forces.** These druids believe that other primal forces exist on the same level as Nature, such as Magic or Entropy. The priests of these forces may become either rivals or allies to druids.

## The Neutral Alignment

True neutral, the most misunderstood of all alignments, often causes problems for players. One common mistake is for neutral characters, such as druids, to seek a balance by deliberately acting chaotic evil one day and lawful good the next. Such behavior

makes characters unpredictable, and the cumulative effect promotes chaos more than anything else.

Druids consider each alignment equally valid in a cosmic sense. They try to remain nonjudgmental and uncommitted to any specific moral, legal, or philosophical system beyond the basic tenets of the druidic order. Because a druid's main charges--plants, animals, and the health of the planetary ecology--essentially lack alignment or ethos, the character feels free to use almost any means necessary to protect them.

Chapter 4 of the *Player's Handbook* discusses alignments in a general sense; the druidic order works to maintain the natural balance among these alignments. (See "Keeper of the Balance" later in this chapter.) However, druids do realize that most individuals actions--including their own--will not prove significant to the cosmic balance. The druid sees the friction between alignments as the driving force in the world. Although most druids personally may *prefer* to live among good people, they recognize that the existence of evil keeps intelligent beings from stagnating.

Despite their neutral status, druids don't resent being pulled into the struggle between alignments. Neutral individuals do *not* lack interest, ambition, or passion--they value their own well-being and that of friends and loved ones. They may struggle passionately on behalf of themselves and others, as well as feel a compassion blanketing everything that makes up the Nature they swear to protect. Never doubt that druids will act for their own goals and the Order's.

For example, the druid Rebecca has no philosophical objection to helping a group of lawful good paladins and clerics defeat an evil dragon--if they can demonstrate a good reason. She won't agree to kill the dragon merely "because it is evil." But, she might help if the dragon had harmed or threatened her friends or a forest or village under her protection. She might also offer assistance simply because she realizes the danger of living near a powerful and unpredictably evil creature inclined to wreak havoc upon the natural surroundings. Finally, she might join the party in return for a pledge that the members aid her in protecting a wilderness area from those who would exploit it--or in order to get treasure and magical items to do the job on her own.

Clearly, playing a druid true to alignment is no easy task. The character must consider carefully all the variables in a situation before acting. Remember that, when faced with a tough decision, a druid usually stands behind the solution that best serves Nature *in the long run.* So, Rebecca could have an equally valid reason to join a band of evil adventurers hunting a lawful good dragon as she has to join a good party hunting an evil dragon. Although a gold or silver dragon is unlikely to threaten Rebecca or her sacred grove, she might wish to use its treasure to purchase equipment to fight a greater threat or win the trust of an evil party she can use for her own ends.

Of course, druids understand that others may not take so pragmatic a view. Rebecca knows a party of adventurers wouldn't be pleased to find she has stymied its efforts. Alignment struggles constitute just another aspect of Nature, so Rebecca would never seek to stop the members of a party from continuing the struggle unless she deems it harmful to her own interests or those of the force she worships and safeguards.

A druid allied with a party of adventurers usually goes along with the party's actions unless they threaten trees, crops, wild plants, and other things the druid holds sacred. At the same time, the character needs a reason for joining a party--often something as simple as a desire to gain the experience and power needed to become a more effective guardian

of Nature.

Druids tend to react nonjudgmentally toward other races. With the possible exception of undead, they feel that every race and species has its place in the world. For instance, a druid recognizes most orcs as evil and cruel. The character might not enjoy the company of orcs, but doesn't consider this feeling an excuse to exterminate the entire race. Conflict between orcs and humans is the way of the world, some druids say. They point out that orcs live a harsher existence than humans, often dwelling in the deadly subterranean world. And, while the average human may be less cruel than the average orc, mankind is capable of greater evil through superior organization and civilization.

Druids who stray from their alignment or cease to follow the tenets of the Order lose major sphere spell access and granted powers until they make atonement. In addition, the circle's great druid may place any subordinate druid under the ban as a temporal punishment for such violations.

## A Druid's Responsibilities

The beliefs and ethics of druids cover two main areas: keeping the balance between the alignments and serving as guardians of Nature. When role-playing a druid character, keep in mind that the character's behavior should reflect the importance of these duties.

### Keeper of the Balance

Druids have seen that a balance between the forces of good and evil, law and chaos, best fosters the continuance of life from one generation to the next. This druidic duty is not so much a personal matter as the ethical responsibility of the entire Order.

Only an event or threat of considerable magnitude can cause the balance to tilt toward one alignment or another--a matter that could affect the destiny of nations. Deciding that a menace of this degree exists and how best to handle it is traditionally left to those of archdruid or higher rank, or the High Council of the Moot. However, lesser druid PCs may decide they know better and take action on their own!

Remember, keeping a balance doesn't spell stagnation. Druids view a slight shift in the balance--like the ascendancy of one alignment--to be as natural as a change in the weather. An individual druid may prefer a period of good (or of law) just as one might prefer a warm summer day. But autumn and winter remain just as necessary--in a world of eternal summer, the autumn harvest never comes.

But druids also believe in free will, and with free will comes the danger that the balance will tilt too far in one direction. Many druids believe--rightly or wrongly-- that powerful beings (gods and extraplanar entities) manipulate mortals for just such an end: to see their own alignment or faith permanently triumphant.

When druids perceive the balance tilting too far in any direction, the Order becomes concerned. Some individual members may profess that the balance will swing back by itself, regardless of the actions of mankind. Such druids contentedly sit back and let events pass without taking action. A druid with this belief would not make an interesting PC, although such a mindset gives the DM a good excuse to have senior druids refuse to aid the player character!

But most druids do not share this belief. The majority see human and demihuman

races in general and the druidic order in particular as pivotal to maintaining the cosmic balance. They look at the cycles of the world as driven by the actions and machinations of mankind (and other intelligent races) and believe that, as individuals play their part in the great cycle, they can also upset it.

This means that, when the cosmic balance is obviously in danger of being tilted in favor of one alignment or faith, druids will ally themselves (openly or covertly) with the opposing side. Normally an archdruid or great druid makes this decision and devotes all energies to rallying the circle against the threat. Sometimes a circle of druids becomes divided about the situation: Is it serious enough to warrant intervention? The circle leaves it up to individual druids to decide whether to offer assistance. However, keep in mind that druids who frequently refuse to aid their circle's cause will find themselves unable to attract help from senior druids when they need it.

Although the balance could swing too far in any direction, DMs should set their campaigns at times when *evil* has grown alarmingly in strength, for such periods allow druid PCs to become heroes. With the balance threatened by the power of evil, most druids find themselves in the position to serve the cause of good willingly. This motivation is good for the game, as it provides plenty of adventure for good-aligned PCs while giving druids a chance to fight by their sides.

Similarly, in a game featuring the PCs as rebels or outlaws against authority, the balance may have swung in favor of inflexible law. In such a case, druids may side with the forces of chaos--good, neutral, and maybe even evil--in the struggle of liberty against oppression.

### Defense of the Wilderness

The second major responsibility of druid characters is to defend the wilderness and its wildlife. Players sometimes feel uncertain as to the limits of a druid's concern for Nature, especially in regard to how druids treat those who make a living hunting or farming.

Since all druids are charged with protecting natural wilderness, trees, wild plants, wild animals, and crops, they also protect the people who follow druidic beliefs, such as peasants and hunters living in harmony with Nature. (See the Guardian and Village Druid kits, Chapter 2.)

Druids realize all creatures have basic needs for food, shelter, and self-defense. Humans must hunt animals for food and must clear trees to farm and build houses. These actions constitute a necessary part of the natural cycle. But druids do not tolerate unnecessary destruction or exploitation of Nature. Sensing violations, a druid investigates the motives of the people involved, weighing them against the risk to the land. Then the druid decides whether to take action.

**Protecting Animals.** Only a very few druids (like those with the Pacifist kit) oppose hunting or raising animals for food, skins, or fur. In fact, many druids hunt animals for food and clothing themselves. They do frown upon killing animals simply for sport, over-hunting (or over-trapping) a region, and treating animals with excessive cruelty. And most druids do not even take this feeling to extremes. They know that feudal nobles, for instance, enjoy the hunt; few such hunters are cruel killers, and their game ends up on the lord's tables.

Druids oppose trapping or hunting beasts to use their fur or other body parts for frivolous reasons. A hunter may kill a single wolf and take its pelt to make a wolfskin cloak, according to druidic philosophy. If the hunter kills a couple wolves every year and sells their pelts, a druid may or may not be upset, depending on the prevalence of wolves in the area. But if a hunter regularly traps dozens of wolves and makes a fortune selling their pelts to local merchants, a druid will become angry and take action.

Even more than trapping for food or fur, druids hate to see animals captured for use in events like bear baiting, bullfighting, or other such "sports." Druids always try to stop these spectacles and free the animals. They may wreak terrible vengeance on those who capture wild beasts for sport or operate the arenas where animals are forced to fight.

**Protecting Trees and Woodlands.** Druids have nothing against most forms of farming, even if it means clearing woodlands or draining swamps to create new fields. Although druids feel a special reverence for trees, crops are plants too, and civilized races have a right to practice agriculture.

The druid may object to destroying a wilderness area for a farm extension that is strictly for profit. For instance, clearing a forest for a large plantation to grow cash crops--especially ones intended for pleasure, such as tobacco--would raise a druid's ire.

A druid also will oppose farming that requires the destruction of ancient wilderness areas, large spreads of land, or any region that serves as a sanctuary for rare, endangered, or magical plants and animals. Most importantly, no druid ever tolerates the destruction of a sacred grove! Druids also discourage farming practices that harm the soil and selfish irrigation schemes (dams, aqueducts, etc.) intended to parch one region to slake another's thirst.

Druids sometimes tolerate logging or clearing land to mine useful minerals like salt, copper, tin, and iron. After all, they use manufactured items themselves. Whether to accept such land use depends on the motives and need of those involved and the nature of the region in question, just as with farming.

Cutting down a forest to build houses is one thing--especially if the builder makes some effort at replanting. Using the wood to build a fleet of warships to satisfy the ambitions of a tyrant is much less likely to find sympathy with the druid. On the other hand, if the proposed fleet will oppose the invasion force of a king whose conquests threaten to tip the balance of good and evil, some druids may justify the forest's loss.

**Cleansing Nature.** Some acts defile the very essence of Nature and require immediate opposition. For instance, the magical forced transformation of a large forest into a bizarre, otherplanar landscape instantly draws the enmity of the circle. If a sacred grove falls under a curse, druids will work to lift it and reclaim the land.

A more common perversion of Nature is the undead. The fact that no druidic branch has the power to turn or control undead does *not* mean druids tolerate them. Rather, the druid's lack of power over the living dead reflects the absolute aversion this class has toward them. Things exist in a natural cycle: birth, growth, death, rebirth. The undead break this cycle--worse, they are the enemies of life. Therefore, most druids see the undead as abominations to stamp out to restore the proper workings of Nature.

Yet, druids do not actively hunt undead. This is primarily because undead rarely directly invade a druid's sphere of interest. However, if a vampire starts menacing a peaceful village, a banshee begins stalking the moors, or a lich introduces a reign of terror to the wilderness, a druid may intervene. Because druids lack the key powers

necessary to fight undead (although their elemental magic can prove useful), they will ally with a good-aligned party also interested in wiping out the undead.

**Defending Croplands and Farmers.** A druid feels an obligation to protect farmers who worship Nature and to safeguard fields and livestock. For details, see the Village Druid kit (Chapter 2) and the "festivals" section in this chapter.

## Eyes in the Wilderness

Defending an entire tract of wilderness and safeguarding the balance of forces within it spells a *lot* of work for one druid. (In addition, sometimes druids are asked to give reports on their section of the domain at moots.) Clearly, to do a good job, the druid needs reliable sources of information and early knowledge of possible threats.

Druids' own powers do go a long way in keeping them aware of the goings-on in and near their area. The ability to pass without a trace and blend into the woods allows druids to maintain watch on anyone entering the wild. Even better is their shapechange power. Druids risk detection when using it, but very few people--unless they know they have a druidic enemy--ever would suspect that a spy lurks in the form of the mangy hound munching a bone under the lord's table or the cat hiding under the bed. To infiltrate a foe's stronghold, druids often assume the shape of a domestic animal, allowing themselves to be bought at market or given as a gift--although those shapechanging into an edible animal should take care to avoid the stew pot!

At high levels, the ability to cast *speak with plants* or *stone tell* proves very useful. If the druid is looking for general information, good recipients for such a spell include trees or standing stones at crossroads, at wells, or near town or castle gates.

**Animal Aides.** Still, druids can be in only one place at a time. In addition to their own powers, they also use animal resources. *Speak with animals* gives druids an ability enemies always regret underestimating.

Druids rely on animals mostly in the wild: a spread of furry, feathered, and scaly "spies" all over the land to keep watch on the movements of friends and enemies alike. Normally, small, inconspicuous animals work best--especially birds, with their excellent mobility, aerial vantage point, and good eyesight. Rodents, from squirrels to mice, rarely get noticed. Domestic animals constitute another good choice due to their intelligence. They have the added bonus of being able to tell the druid about the activities inside a building.

To this end, a druid who can speak with animals should use every opportunity to insinuate these aides into important areas, such as the lord's stronghold--perhaps a character can even covertly cast *animal friendship* (or better, *charm person* or *mammal*) on a foe's animals. Some individuals may protect their servants from *charm*, but few think to check domestic animals.

One problem with using animals kept inside a building involves the difficulty of staying in touch with them. Animal helpers should have an opportunity to slip out to meet the druid (like a cat that is put out at night) or should remain in magical contact with the druid. (See the *animal spy* spell in Chapter 5: Druidic Magic.) With this logistical problem solved, domestic animal spies can prove exceedingly effective. People may search high and low to discover a traitor, never dreaming that traitor is actually a falcon, pet dog, or war horse!

Animals have a limitation, though: They often don't understand what they see and hear and sometimes can't determine what is worth reporting. A dog can recognize certain people and usually has a general idea what its owners are doing, but it cannot understand speech. A mouse or bat probably cannot tell one person from another. Animals can tell druids of unusual events, like the passage of a large body of men. They can warn druids when people have entered or left buildings or mention when a new monster appears. But, for detailed and reliable intelligence, the druid needs just that: intelligent spies. To this end, all druids should make use of the eyes and ears of other inhabitants of the wilderness.

**Human and Demihuman Assets.** Druids who have lived in an area for a long time should cultivate friendly contacts among the surrounding manors and villages. If the people openly follow druidism, they generally inform the druid of unusual happenings as a matter of course. Otherwise, druids try to place one "agent" in each village or castle in their area; low-ranking servants often have reason to go into the wilds every now and then (chopping firewood, grazing the animals, etc.), giving them an excuse to secretly meet the druid. Some druids befriend children for this purpose, since no one will miss them when they go out to play, nor will most people suspect children of passing information.

Druids try to keep in touch with a friend at every roadside and village inn within their territory. This source isn't necessarily the innkeeper: Someone less obvious, like a servant or stablekeeper, works better. Since adventurers and other interesting travelers usually stop at inns, the source can update druids on newcomers.

The druid must contact these aides regularly to advise them of the sort of information they should look for and receive their news. Just as important as having agents is having a means of collecting updates from them, after all. The 2nd-level *messenger* spell suits this purpose ideally. Innkeepers and the like tend to stay terribly busy, so providing them with a trained messenger animal (often a bird) can ensure periodic reports. If the agent (or druid) cannot read or write, the pair can arrange a simple code: a red ribbon on the bird's foot means, "Come immediately," a blue ribbon means, "Interesting strangers staying at the inn."

A druid's agents almost never work professionally as spies, and few know much about the druid's doings (helpful, if an enemy questions them). Most are just ordinary (0-level) men and women. Druids don't have to reveal their identity to these contacts--they just use their natural charm (Charisma of 15 or better) to appear as romantic, mysterious figures who will pay well if kept informed of local gossip. Just as often, druids recruit from among those who are in their debt. For instance, a druid who used magic to save a child from disease might recruit the grateful mother as another set of eyes. Also, druids utilize members of families that have followed the druidic faith for generations (often in secret). Finally, druids do not hesitate to use *charm person* or *mammal* to create excellent involuntary spies when necessary!

Besides these local folk, druids should also strive to be on good terms with travelers like tinkers, Gypsies, bards, merchants, entertainers, and rangers. These people, often the first to bear news from the next county, always know what the neighbors are talking about. Being on "good terms" usually requires making friends with a few prominent members of these groups and offering magical assistance at times.

**Sylvan Creatures.** Elves, satyrs, dryads, treants, sylphs, and similar native creatures

represent a priceless resource every druid should cultivate to the utmost. Their special powers and ability to blend into the wilderness make them excellent scouts. In addition, their goals usually parallel those of the druid--the protection of the woodlands and wilderness--so their information likely will prove timely and reliable. A character tends to receive a more regular flow of gossip by befriending *particular* sylvan beings--make friends with Shaylara the Pixie rather than just staying on good terms with a "band of pixies." To foster this comradeship, the druid should often visit the dwellings of local pixies, sprites, elves, and the like, and always stand ready to offer help, such as magical *cures* or protection from adventurers or monsters.

**Humanoids and Evil Monsters.** Druid characters should not forget that their neutral alignment enables them to make use of all sorts of information sources. Those who live near a monster and stay on speaking terms with it sometimes receive a messenger with information from the creature--which undoubtedly hopes for a favor or bribe. This relationship generally requires that the druid first win the monster's trust: by providing food in a harsh winter, using magic to heal injuries, etc.

However, druids must use the stick along with the carrot--most evil creatures prove truly helpful only after the character demonstrates the fury of druidic wrath! Even so, humanoids and monsters usually feel happy to alert the druid if something mysterious is making them uneasy--or if *good* forces are infiltrating the wilderness.

Remember, evil creatures are notorious liars: They will tell the druid only what suits them. A tribe of forest-dwelling goblins attacked and routed by two high-level rangers and a paladin might warn the druid of these intruders--after changing some details of their encounter with ". . . dozens of human warriors! We got many, but they were too much powerful. We see them chop down tree . . ." *Caveat emptor*.

## Druidic Ceremonies

Besides protecting the wilderness and maintaining the cosmic balance, druidic responsibilities include worshiping Nature through the appropriate ceremonies. This duty also involves casting spells and presiding over rites, many of which involve the use of the druids' secret language. (See Chapter 1.) Other ceremonies benefit the druid's flock--those rural folk who worship Nature (or a Nature deity) and follow the druidic ethos. The exact rituals vary from circle to circle and branch to branch, but all druids practice the common ones, including:

**Prayers**. Druids almost always pray in the form of poems or songs celebrating the beauty and power of Nature and the druid's role in it. These poems are valued as much for the beauty of their language and imagery as for their ritual value; dual-class bard/druids created some of the most memorable ones. A druid should create new prayers after personal inspiration. Many prayers celebrate a specific aspect of Nature, such as the beginning of spring, and are sung, chanted, or spoken only certain days.

**Wild Dancing.** The ceremonies of druids--especially younger initiates--often involve dancing. The movements, rarely formal or ritualized, are wild, impulsive, individual, and ecstatic--a spontaneous celebration of Nature's energy. Druids may dance while praying to regain spells; although in motion, the druid remains in deep communion with the powers of Nature during the dance, as oblivious to the rest of the world as if deep in study.

**Holy Days.** Like other priests, druids offer brief prayers one or more times a day, but they also have holidays in which they devote the entire day (or night) to sacred ceremonies. Druids typically spend two full days every month observing the holy days of their particular branch and of the Order as a whole. Minor celebrations usually take place in accordance with the lunar calendar; on the highly important first days of the full moon and new moon, most druids hold daylong or nightlong rites, either on their own or in the company of other druids.

Even more important are those ceremonies held four times a year to celebrate the changing of the seasons. At such times, an archdruid or the great druid summons most druids in the circle together for a great moot. Initiations and challenges often, but not always, occur at these times.

**Festivals.** Festivals are holy days celebrated not just by druids but by the entire community. If a village or tribe openly follows the druidic philosophy, some or all the seasonal rites include a joyous public festival. Druids praise Nature and bless the village, livestock, and crops. Then, with the locals, they sing, dance, and make merry for the rest of the day around a tree or Maypole in the village green.

Following the day of celebration, the assemblage builds bonfires on the hills to ward off evil, enjoys performances by visiting bards, and watches locals dressed as animals dance to ensure good hunting. Springtime rites, the most important, end with the casting of *plant growth* on the fields to guarantee their fertility come harvest time.

Private rites involving only the druids usually follow a festival--often late at night.

**Appeasement.** Druids, while they do not always object to replacing wilderness with cropland, insist on performing a ceremony before any land is cleared. These rites, designed to appease, comfort, and lay to rest the spirits of the trees and plants about to be cut down, normally require a druid's presence for half a day per acre of wilderness slated for clearing. In some cases, a druid high enough in level casts a *commune with nature* spell to determine if permitting the destruction is the right thing to do.

A druid unable to perform the rites before the clearing of the land begins will become very upset. At the DM's discretion, this lack of appeasement also may lead to the appearance of creatures such as treants, who seek to avenge the destruction.

**Rites of Passage.** A young person coming of age usually undergoes a rite of passage into adulthood. A druid living among the local folk administers this usually secret rite, which may involve anything from a spiritual revelation to a painful ordeal, depending on the culture.

For example, the druid, after invoking a blessing, might lead the candidate into the deep woods, then leave the adolescent to find the way home. Along the way, the druid may appear in shapechanged forms to act as a guide. Candidates who make it out of the woods (very likely, unless they ignore or mistreat their animal guides) are considered adults from that day forward. If they guess that the druid had been watching over them in animal form, they may find their destiny lies in a druidic career.

**Marriages.** Druids perform marriage ceremonies for locals under their spiritual care, usually simple affairs in a druid's grove or village green. There, the man and woman share vows to love, respect, and protect one another, with the druid serving as witness. Following the vows comes an exchange of tokens, prayers for the couple's health and fertility, and finally a party and feast.

Druids themselves, rarely celibate, usually choose to marry and raise children. Some

circles prefer their druids to limit their choice to "suitable" mates: druids or bards, and perhaps elves, dryads, or sylphs. Independent rural folk like tinkers, rangers, Gypsies, or foresters also constitute good choices. Love can be blind, but a druid generally prefers a mate of neutral alignment, from a rural background, who follows the druidic faith.

**Funerals.** Most druids bury their dead (although some prefer cremation), returning the body of a loved one to the earth near a sacred grove. Mourners celebrate the deceased through poems and prayers, and a hired bard may offer additional memorials in song. Finally, the presiding druid blesses the departed spirit and--since most druids believe in reincarnation--prays for its safe rebirth. Friends and family then hold a wake to remember the departed person through song, dance, and merrymaking.

**Initiations.** Worthy aspirants seeking to enter the druidic order must be initiated by an inner circle member. The initiation takes place at a moot or in a sacred grove on a holy day. The candidate, after being purified with holy water, takes the druidic oath: a promise to preserve the balance of the world, to follow the druidic ethos, to respect the freedom of other druids in and beyond the circle, to act as a guardian of Nature (or the deity that personifies Nature to the Order), and to live true to the druidic order and keep its secrets safe.

## Character Strategy

Exactly *how* do druids go about fulfilling the responsibilities discussed above? In role-playing terms, there are some interesting strategies you, the player, can use to make the most of your druid character's potential.

Suppose the druid Dannay wished to preserve an old wood, but the local baron and his peasants want it cut down, claiming they need the land to plant crops to keep from going hungry. What does the druid do?

### Find the Root of the Problem

First, Dannay must determine the truth of the situation--what lies behind the decision to chop down the wood? Are the peasants really in need or just greedy? Is their lord simply attempting to increase his own income? Why are the peasants likely to starve? Is there any other land to plant?

After investigating, Dannay decides the peasants do have a legitimate need to develop the old wood. Next, he considers the threatened trees themselves. Is the woodland ancient? (Druids prefer to preserve the eldest trees.) Does it harbor species of rare animals or plants? Will its destruction displace sylvan races? Is this forest one of the few unspoiled areas left in the region? Does a sacred grove lie within the forest? All these, particularly the last, constitute good reasons for a druid to take a stand opposing the destruction of the wood.

Assume that, for one of these reasons, Dannay finds this wood of ancient oak worth preserving. In most cases he first seeks a peaceful compromise.

### Negotiate a Solution

For instance, if the area possesses no other available land, Dannay might show the

peasants that expansion isn't necessary. Say the peasants' problem is that their current crops don't yield enough to feed them and cover their tithes. Dannay might offer his services as an adviser if the lord agrees to lower the peasants' taxes. If the baron refuses--or already levies merely reasonable taxes--the druid could try to help directly.

How should Dannay help? As an expert in agriculture, he can suggest techniques to increase the yield of the peasants' current crops so they don't require expansion. Or he might make a bargain: In exchange for the peasants agreeing not to encroach on the wood, he will use druidic magic to cure (or prevent) disease among their animals, or heal sick villagers and livestock. High-level druids could promise to control the weather to extend the growing season or to prevent droughts or floods. Most useful of all, a druid with access to the 3rd-level spell *plant growth* can increase the prosperity of any farm dramatically.

But suppose the idea of a compromise does not meet with favor. Maybe the peasants have a priest of their own who already provides this sort of magical aid. Perhaps they follow a religion that distrusts druids. Maybe the baron has determined to expand his land at all costs--or perhaps he just doesn't like a druid telling him what to do! In any event, Dannay may have to turn to harsher measures. Exactly what he does depends on his assessment of the strength and character of the opposition and the importance of the wilds in question.

Several options make themselves available when negotiation fails. Many call for the druid, short of destroying an enemy, to break that enemy's morale instead.

### Ultimatum

Dannay could simply announce to the peasants and lord, "Violate my wood, and you will regret it." This threat may work for prestigious druids; it also may prove successful if backed up with a flashy demonstration, like a *wall of thorns* around a portion of the threatened wood or a *call lightning* spell in the midst of the speech.

The DM should judge the effect of the ultimatum depending on the alignment of the NPCs involved, how desperately they want the land, and the reputation and actions of the druid. Most likely the lord and peasants will not be so easily cowed, and Dannay will have to turn to direct action.

### Harassment

The druid could choose to use passive, nonviolent resistance to prevent the leveling of the wood. Suppose a party of lumberjacks enters to begin work. Dannay could have enchanted plants entangle or snare them, order chipmunks and squirrels to steal their food, cast *summon insects* to harass them, make them lose their way using *obscurement*, summon rain and wind down on them, and so on.

Strong, determined loggers may succeed in clearing a few acres despite Nature's torment. But, what will they do when, upon waking the next day, they see all their work undone thanks to a *hallucinatory forest* spell? If they are wise, they'll turn around and head for home!

### Fear

Alternately, Dannay might try to convince the locals that the wood is haunted; he wants them to stay out just for their own safety. Even if the wood was previously safe, the druid may convince the peasants that their intentions to cut it down have awakened ancient wood spirits ready to rise against any intruders.

Careful use of spells like *faerie fire* and *dust devil* can simulate ghosts; *obscurement* makes mysterious mists; *control temperature, 10' radius* creates eerie chills; and druids also can call up packs of howling wolves or flocks of bats. Props like an erected gallows with a human skull or two lying around in the wood strike terror into the hearts of peasants and common soldiers alike.

Naturally, some people will suspect Dannay is behind this, especially if he tried negotiating with the locals and lord earlier. So, some druids simply use fear tactics *before* attempting a compromise!

### Hit-and-Run

A ruthless druid facing a determined foe may combine fear with violent actions, such as killing intruders and leaving their bodies for others to find or just allowing the victims to vanish without a trace. This technique can prove very effective, especially when the deaths are mysterious and not directly traceable to the druid's magic. But Dannay should be wary of doing the job too well: Misleading the natives into believing that murderous undead roam the wood, for instance, may lead them to call upon outsider paladins or clerics to purge the area.

### Defense

Dannay may decide merely to defend his land aggressively, attacking anyone who enters the wood. Druids frequently resort to a defensive stance when fear or harassment fail. The character aims to convince intruders exploitation is too costly to be worthwhile. The druid's tactics resemble a more violent form of harassment. In particular, Dannay would mobilize native creatures (using *animal friendship* and sometimes *animal growth* spells) to attack intruders and--if he has time--would set lethal traps, such as pits and deadfalls. The druid also may recruit allies, perhaps other druids or monsters who could lose their lairs to the axe.

Like many good generals, Dannay himself often stays back from the fighting, instead setting up magical traps and sending animals and plants into battle. Normally a druid would risk himself to save an animal, but in this case he is battling not just for one creature, but for an entire habitat. Dannay knows he must spare his own life so he can continue to preserve the lives of others.

### War

Usually as a last resort, the druid may choose to carry the fight to the enemy's castle or village. Typically, only a high-level druid has the ability to do this. And remember, Dannay has no obligation to use "honorable" tactics. If he has chosen to fight, it is because he believes his opponents have failed to compromise.

A druid's actions in war may range from subtle tricks, like stealing some or all the local plow animals and war horses, to something direct but nonviolent, like shapechanging into a bird, sneaking into the offending lord's bedchamber, and taking his first-born hostage for his good behavior. Or, Dannay could use spells like *call lightning, conjure fire elemental, creeping doom*, or *earthquake* to wreak destruction. Even low-level spells like *produce flame* can easily set fire to a peasant's cottage or a field of grain.

Please note that Dannay will direct his every action solely against those who cause the problem. If a greedy baron represents the threat to the wood, the druid targets the baron. If the problem lies with the peasants, he tries to intimidate them or drive them away. A druid never engages in wanton violence for its own sake.

When a PC druid uses any of these strategies, the DM should work out the response of the factions opposing the druid's interests. For instance, perhaps the baron sends up to three village work parties daily into the wood, each of which can clear one acre of forest if allowed to work unimpeded. If the druid decides to harass them or frighten them off, the DM should refer to the rules for morale and NPC reactions (*DMG*, pgs. 69-72, 114-115) and make morale checks any time the druid succeeds with an action the DM deems would frustrate, impede, or frighten them. If a work party fails enough checks, the workers either get nothing done that day or return home, too scared to come back. Perhaps soldiers or the lord's mage escort the next work parties. If Dannay succeeds in dealing with this new threat, the DM may wish to check the *baron's* morale. Failing this check, the baron may negotiate.

## Revenge

A druid who has failed to stop the defilement of Nature often seeks vengeance, for one of three reasons. First, the druid removes his foe to make sure the defilement doesn't happen again. Second, a druid's act of revenge sends a message to others. And third, as most druids are human, they can succumb to anger and feelings of injustice as easily as anyone else.

Vengeful druids must consider this question carefully: Who is the intended object of revenge? For example, a druid may immediately target as foes trappers massacring winter wolf cubs for their fur. But, upon investigation, the druid discovers that the trappers are merely poor yeomen or peasants simply trying to earn money to support their families. The real enemies become the gentleman furriers who grow rich off the sale of the pelts, and the lords and ladies who demand winter wolf fur as this year's high fashion. The druid should take revenge on these people.

A character seeking vengeance will wait patiently and make careful plans. This behavior sometimes makes them seem cold-blooded, but the druid has a long memory--a foe who appears too strong today may prove weaker tomorrow.

Druids prefer subtle forms of vengeance. If a wicked sheriff were responsible for the destruction of a druid's grove, the druid might try to frame the sheriff for treason against his lord rather than risk a direct attack. For the sheriff to be executed as a traitor would be a fitting revenge!

Some druids enjoy irony. Suppose a noble cleared an ancient forest to set up a vineyard. After the first pressing, a druid might sneak into the wine cellar and spoil the vintage.

A druid carefully considers the consequences of an act of vengeance and works them into the overall plan. For instance, if a king's sheriff were the druid's enemy, the druid would not try to destroy the sheriff without knowing what would happen afterward. In particular, the druid would not try to destroy an enemy who might be replaced with an even worse foe. Instead, the druid might take vengeance in a different form--perhaps by kidnaping the sheriff's infant to raise as a druid who one day would prove a foe to the sheriff.

## Relations with Others

Here's how relations often stand between druids and the people and monsters that live in or near the wild.

### Woodcutters and Hunters

Druids act much as game wardens do, letting woodcutters know which trees they may cut and which they must leave standing, and telling hunters which species they may hunt and which are protected.

Sometimes these folk resent or even disobey such orders, but most druids temper their restrictions with reason and balance punishment with reward. People who live or work in the wild and follow a druid's laws remain under druidic protection. Druids use their spells when necessary to cure injury or sickness in hunters' families, prevent starvation among woodcutters in harsh times, and so on. Those who don't follow druidic rules cannot expect help, even in cases of dire need.

### Local Animals

Druids try to get to know most wild animals within a few miles of home, learning their daily habits, the locations of their lairs, and so on. A druid makes a point of keeping track of animals that are pregnant, weak, or sick, and usually aids (or puts down) diseased, mad, or injured local creatures. However, a druid does not interfere with normal cycles of predators and prey. Think of this attitude as that of forest rangers or game wardens: Protecting species holds greater importance than safeguarding individuals. Still, druids often befriend a few local animals, whom they respect and protect as they would human companions. Animals frequently serve as a busy druid's eyes and ears.

### Sylvan and Faerie Creatures

Druids respect certain creatures as sentient embodiments of the "spirit" of Nature. Forest druids, in particular, would risk their lives to protect sylvan or faerie beings and would oppose other humans to protect the wilderness where they live. In return, these creatures often give druids official standing in their communities, perhaps as ambassadors to human realms. A druid might receive an invitation to speak at a sylvan or faerie council to offer a "human viewpoint," although only rarely would humans extend the same courtesy.

## Outlaws, Fugitives, and Bandits

Folk living away from society sometimes find themselves operating in the same wilderness areas as druids. As druids know their woods intimately, they can become vital allies--and bitter enemies, for they know exactly where outlaws hide and can lead pursuers to them if they choose. Thus, any outlaws exist on the druids' sufferance.

Druids usually prefer to avoid becoming involved with criminals. They sometimes shelter individual fugitives and, rarely, offer assistance to entire bands of outlaws whose activities further druidic goals and show proper respect toward Nature. Druids' actions generally depend on the situation.

For instance, a character wishing to discourage farmers or loggers from making inroads into a forest might consider an alliance with bandits, while one on good terms with neighboring villagers and nobility would seek to drive them away or reveal their location to the law. But most often, the druid remains uninvolved, acting only to protect the wilderness from threats.

## Local Monsters

Druids usually stay on good or neutral terms with local monsters, opposing them only if they threaten the entire area or the druid personally. For instance, a beholder that uses a woodland cave as its sanctuary makes a fine neighbor for a druid; one that tries to enslave large numbers of sylvan folk to conquer a nearby elven kingdom means trouble and should be eliminated before it engulfs the forest in a devastating war.

In general, the druid will act more favorably to creatures that "belong" in an area. A green dragon, a native of woodlands just as much as an elf or bear, finds it only natural to prey on elves and men. A druid has no argument with this tendency. After all, the humans and elves can always send a knight to slay the dragon.

Most druids make an effort to stay on speaking terms with intelligent monsters, good, evil, or neutral. The druid may do occasional favors for a creature on a *quid pro quo* basis. For example, the druid might volunteer to heal a sick or injured monster; the druid wants something in return, like a promise that the beast will refrain from attacking a certain village, will free its captives, or will aid the druid in battle.

## Evil Humanoids

The druid knows these evil humanoid races make up a natural part of the world and have a right to struggle for existence. As a result, druids will not act against orcs, goblins, or the like simply because of their race or "evil" nature. In fact, in the eyes of the druids, these races represent less of a threat to the wilderness than do humans or dwarves: Few humanoids organize beyond the tribal level, they rarely build big cities above ground, and they prefer hunting and gathering to extensive farming.

A few druids--especially Shadow Circle members--ally with native humanoids to protect the wilderness against encroachment or to aid weaker tribes being persecuted for no good reason. However, they make these agreements with care and in utmost secrecy, for they realize the humanoids' evil nature makes them treacherous comrades. Moreover, if word of such an alliance got out, it could damage the druidic order's reputation among

humans and elves.

Evil humanoids hold the druids in fairly high regard--some tribes always release druid captives. While these races couldn't care less for the sanctity of Nature or the welfare of animals, most humanoids respect Nature's mighty power and its servants.

## Rangers and Elves

The ranger class and the elven race resemble each other in that both consist of good aligned beings dwelling in the wild, protecting it from evil forces. Elves and rangers sometimes argue with druids over how best to guide the sylvan peoples and maintain the guardianship of the forests, but this is usually a friendly disagreement. If an area has a particularly effective ranger presence, druids may agree to divide up responsibility for its guardianship: Rangers handle human and demihuman affairs, while druids take care of sylvan creatures and the problems of native animals and plants. Such informal arrangements, however, often prove subject to swift change.

Druids consider it a courtesy for a ranger of equivalent or lower level to ask permission to operate in an area they occupy and usually resent those who neglect this courtesy. If a ranger does ask permission, a druid generally feels pleased to cooperate.

Occasionally druids find elven or ranger actions one-sided, impetuous, or insufficiently ruthless to the job at hand. On the other hand, some elven council chambers and ranger gatherings ring with the accusation that druids would give as much credence to the word of an orc or a green dragon as they do an elf or a treant. Those outside the Order fear the overly cunning druidic stratagems do not have the best interests of the elven nations at heart. But despite the occasional suspicion, many friendships grow up between druids and rangers or elves, and each group respects the other as protectors of the wild.

## Gnomes and Halflings

Druids generally get along with the small folk and help them when the need arises. In turn, a majority of gnomes and halflings (even those that do not follow the druidic religion) respect druid characters.

Most gnomes and halflings follow an ethos compatible with druidic beliefs: Live in harmony with the environment and rarely take from it more than needed. Moreover, druids see them as practical people who, though inclined toward good, rarely develop the fanatical opposition to "evil" the druids have seen in some humans, elves, and dwarves.

## Dwarves

The dwarven affinity with the earth primarily extends to unliving stone and metal, while the druids prize living trees and animals. As a result, druids and dwarves have very different philosophical outlooks.

It doesn't help relations when dwarves cut down forests and dig ugly mine shafts in green mountainsides in their quest for the coal and firewood needed to feed their hungry forges. Nor do dwarves enjoy seeing druids favor elves and advocate a "live and let live" policy with the dwarves' arch-foes, the goblin races. The result? Druids and dwarves

remain on poor terms and have harsh words for each other when they meet.

## Personality Types

You've now read how typical druids act in a variety of situations. But every druid--just like every other PC or significant NPC--should be different, with unique habits and personality traits. Chapter 2: Druid Kits illustrated the "role" of each kit and how a druid with a certain kit usually behaves. But not every druid of the same branch and kit acts the same way. To expand on this idea, a half-dozen common personality archetypes for druids follow.

Please note that using these personality types is totally optional--feel free to make up your own! This section, while intended for use primarily by novice role-players, can prove quite useful for experienced players who feel temporarily stumped for role-playing ideas or for DMs wanting a quick personality for an NPC druid.

### Diplomat

The diplomat serves Nature best by resolving conflicts between intelligent beings through negotiation; wars must be avoided, as fields and forests burn regardless of which side wins. The fabled druidic neutrality makes these characters the clear choice for settling disputes, especially between human and nonhuman races.

For instance, if a heated dispute between wood elves and sylvan centaurs threatened to flare into war, the character might step in as a peacemaker, discover the root of the conflict, and arrange a just compromise. Or, the druid could act as an ambassador for a kingdom of sylvan folk, representing them in a human court.

In role-playing, the diplomat behaves with fairness and empathy. He always tries to see someone else's point of view, whether that someone else is an angry green dragon or a frivolous pixie, a proud knight or a hard-working farmer. But this fairness often masks an adamantine core of ruthless pragmatism. The character prefers solutions that benefit an entire region--including animals and plants--rather than a single faction. The diplomat isn't necessarily a pacifist--he may fight if talking fails or to enforce a peace he's brokered--but he prefers that a velvet glove mask the iron fist. Even so, the character generally takes the long view and values the harmony of the whole over the good of the individual.

This personality type works especially well with the Adviser, Pacifist, and Wanderer druid kits. It doesn't fit the Avenger or Guardian, but it can work with any other druid kits. The diplomat is best suited to an all-druid campaign, since other classes prefer fighting to talking. However, a peacemaking role can lead to adventure and intrigue (providing roles for bards, thieves, illusionists, and other characters skilled in subtlety), especially if--as often happens--a third party or warlike faction secretly works to foment wars or quarrels. And trying to mediate a dispute between an angry green dragon and a human baron can prove both exciting and dangerous!

### Gardener

The gardener views the world as a garden: It needs loving care and someone to cut

down the weeds. The character remains very much aware of her responsibilities as a druid. A deep love for the land--with all its animals and people--drives her to take decisive action to nurture and protect it.

A gardener believes a druid should actively intervene to promote the goals of the druidic order. She won't isolate herself in a grove in the wilderness. On the other hand, she usually stays in a particular region or country, feeling a close kinship to her own land, and knowing that she cannot take responsibility for the entire world.

The gardener sees combat as a job that sometimes has to be done: Avoid the unnecessary battles, but win the necessary ones. She uses her head when she fights, trying whatever tricks and tactics might give her an edge. However, she does not believe the ends justify the means and will not resort to strategies that go against the druidic ethos or her own conscience.

The character will see other people's points of view. Nevertheless, she lives devoted to the druidic ethos and actively carries the fight against anyone who threatens the land she holds dear.

The gardener personality is common among druids. It suits the Adviser, Savage, Wanderer, and Village Druid kits, but avoid using it with the Guardian kit--a gardener doesn't limit her attention to just one area.

### Idealist

An idealist character--usually a young initiate--feels convinced that Nature needs saving, and he's the one to do it. Always optimistic, he sometimes bites off more than he can chew. He prefers to seek simple solutions to complex problems.

The idealist is usually pure of heart, meaning he doesn't lie or cheat and has few vices. While he seems fond of saying "Nature doesn't lie," he has yet to learn that many people do. Perhaps for that reason, people find it relatively easy to trick this character. However, if he realizes he's been manipulated or if he discovers corruption in someone he considered honest, his temper will flare in a fierce fit of anger.

In combat, the idealist rarely uses sophisticated tactics. He prefers to wield flashy spells, but will fight with physical weapons if necessary.

A young idealist usually doesn't feel ready to settle down, so sedentary kits like the Guardian or Village Druid don't work for him. He does not possess the bitterness of an Avenger and lacks the discipline of a Natural Philosopher and the subtlety of a good Adviser. The best kits for him are Beastfriend, Shapeshifter, or Wanderer.

### Mysterious Figure

The mysterious figure is a druid with an enigmatic nature. She tends to appear and disappear regularly--show up, take swift action, vanish suddenly, and appear again when least expected and most needed.

The mysterious figure normally has a personal mission to fulfill: a wrong to right, an archenemy to defeat, or a balance to redress. Often she has returned from exile, escaped death, or overcome some other personal tragedy, and uses her secretiveness to surprise and confound foes.

The mysterious figure travels regularly, often going about in disguise or in animal

shape. She makes many friends in unlikely places, but reveals her real identity or purposes only to her closest companions. Her fondness for drama leads her to save her best spells for a grand entrance or for the crucial moment where she casts aside her disguise.

Some druids with this personality have a quirky sense of humor. For instance, the druid may shapeshift into an animal before joining a party, becoming "adopted" as a pet before revealing her true form (if she does reveal it). This mischief works best for an NPC among PCs, or vice versa.

But for all her showmanship, the mysterious figure remains a careful and cunning strategist. She always makes sure she has a few tricks up her sleeve that even her friends don't know about. If she has a flaw, it is an unwillingness to share with others the details of her plans.

The mysterious figure works well as an Adviser, Outlaw, Shapeshifter, or Wanderer. Avoid pairing this personality with the Guardian or Village Druid kits.

### Nurturer

The nurturer always seeks to help those around him, whether the beneficiary is a plant, beast, or human; he feels especially drawn to the suffering of others. Unlike the gardener, the character concerns himself more with individuals than with communities or members of a particular alignment. The character may work as a professional healer, but also may take a more active role. For instance, he might go adventuring to seek and rescue captives and victims of oppression. Whatever his reason for joining a party, he cannot resist a genuine cry for help.

The character does well providing emotional support to others, and people frequently turn to him with their troubles. He often proves a tower of strength in a crisis, rarely losing his courage. In combat, the character prefers to take a defensive role, protecting others and healing the injured. The character, while not a pacifist, remains reluctant to engage in violence, except to defend those under his care.

The nurturer comes as close to a good alignment as any other druid personality archetype. However, he does provide care without regard to the victim's alignment. Also, unlike most good characters, this druid gives as high a priority to the suffering of beasts as to the plight of humans.

### Rustic

This druid champions the common people. She prefers a roadside inn to a noble's castle and would rather visit a village fair than a knightly tournament. Depending on whether she likes to stay in one place or move around, she'll usually have either the Outlaw, Village Druid, Avenger, or Wanderer kits. She has no interest in wealth--what she earns or finds she either gives to the needy or devotes to projects aimed at improving people's lives.

The rustic won't take any actions she believes would endanger or exploit peasants; she always tries to suggest plans by which the party's actions might benefit the commoners. For instance, instead of rescuing a noble from a band of orcs, she'd prefer to take action against a robber baron who has been oppressing his tenants. Afterward, she'll

try to make sure the peasants reclaim some of the treasure their greedy overlord took from them.

If the character witnesses any kind of oppression of the common people, she becomes angry and wants to do something about it. If possible, she'll try to fix the situation--overthrow the evil baron, free the slaves, etc. If she doesn't believe she can win, she--ll usually try to make some gesture to help the victims, perhaps by giving agricultural advice, suggesting means of passive resistance, curing disease, donating money, or even helping a single family escape to a better life. Then she'll vow to come back and do more when she gains the power to help. In short, the rustic believes in treating all fairly, regardless of social class.

### Traditionalist

The traditionalist takes pride in the old ways and opposes change for the sake of change. This mindset applies to alterations in land use, shifts in the structure of the druidic order, and fluctuations in the pattern of daily life in the character's region.

The traditionalist's philosophy means the druid vehemently opposes destroying the wilderness to replace it with crops, towns, or mines. Of course, he stands equally against radical druids like Shadow Circle members, who advocate the destruction of towns or cities. (However, some clever Shadow Circle members use a traditionalist facade.)

Traditionalist druids usually think things were better in the past and talk incessantly about how the present doesn't match ancient glories. They take pride in the history and accomplishments of the druidic order and usually have the ancient history nonweapon proficiency. A traditionalist believes unshakably in the basic tenets of druidism, such as protecting the wilderness and maintaining the balance of Nature, as well as protecting druidic customs, such as the challenge. Often the character takes an active interest in druidic politics to make sure that suitably tradition-minded druids find their way to high-ranking positions.

Almost any druid kit suits a traditionalist personality, provided the Order has an ancient history. On the other hand, say the DM decides that druids have developed the powers of the Shapeshifter kit only recently. In such a campaign, a traditionalist would avoid that kit.

### Fanatic

A character with this personality has a drive to accomplish a particular self-appointed mission. All his personal efforts must go toward its fulfillment; he feels guilty if he has to devote time to other activities.

A fanatic believes the ends justify the means. Anyone and anything could become a sacrifice to the cause. One can inject fanaticism into any druid character by exaggerating the normal behavior of his branch or kit. Possible fanatics include the characters below:

- Druids with the Avenger kit may seek revenge for the defilement of a particular area of wilderness.
- Village Druids may act fanatically in defense of their villages, seeing all outsiders as potential threats and ruthlessly destroying anyone who harms "my people."

- Guardian druids can have a fanatical bent toward preserving the area under their protection. They have been heard to say things like, "You may travel through my forest, but if you cut even one living branch for firewood, damage one single leaf, or kill the smallest animal, you will regret it!"
- Druids with any kit may act like fanatics about duties to the Order, taking extreme actions against anyone who harms the wilderness. This kind of druid often adopts the viewpoint of the Shadow Circle.

The fanatic archetype does not normally suit a PC, but this personality can make an interesting NPC. In particular, fanatics make good rivals for more moderate druids, who work to rein in the excesses of extremists to maintain the Order's good name.

### Misanthrope

The misanthrope doesn't like the company of people. Usually she considers mankind bad for Nature. A misanthrope may have had a particularly bad experience that soured her on mankind. Depending on her kit, she may prefer the company of animals or the solitude of the wilds.

In role-playing, the misanthrope generally assumes the worst of people. She may not act hostile, but it takes a lot of effort from the party to encourage friendliness. By her very nature, she tends toward dour, pessimistic behavior. She trusts no humans, and few demihumans or humanoids.

The misanthrope's unselfish love of Nature partially redeems her hostility; characters who display a similar affection for animals or the wild find her a true friend. Even so, deeds, not words, are the only things that can win her friendship.

The misanthrope has trouble verbalizing feelings--even if she likes or approves of someone, she won't say so. She'll simply offer her assistance. If she dislikes someone, or if something makes her angry, she's likely to turn her back and leave without a word.

In combat, she doesn't bluff and rarely utters a threat more than once. If she must use violence to protect herself or something she cares for, she'll strike without warning.

A misanthrope doesn't fit in with a party of human adventurers, but she makes a good NPC, especially if the party has a particular reason to seek her friendship.

This personality type works well with Beastfriends, Guardians, Shapeshifters, and Totemic Druids. It can fit Avengers, Natural Philosophers, and Wanderers, but does not suit Advisers, Savages, or Village Druids.

## Druid Campaigns

So far this chapter has dealt with ways to role-play druid characters in normal AD&D campaigns. But it's quite possible to use this information to run an adventure focusing on druids alone. A DM could handle such a campaign one of several ways.

### All or Mostly Druids?

The DM of a druid-centered campaign can choose to restrict players to druid characters only. This setup works best with fewer than four players. On the other hand, druid-centered campaigns involving many players can benefit from the presence of one or

two appropriate nondruid characters. The DM may allow bards, rangers, and those clerics, mages, or fighters with Peasant or Outlaw kits. (See *The Complete Priest's Handbook*, *The Complete Wizard's Handbook*, and *The Complete Fighter's Handbook*.)

After DMs choose to run an all-druid campaign, they must next decide whether to have a party of druids from a variety of branches or from only one.

**Single-Branch Campaigns.** Some campaigns center around druids in a single circle and the doings of those native to the area. Most PCs will represent the same branch: that of the area's dominant terrain. For example, campaigns set in mountainous terrain feature mostly mountain druids; if the campaign were set in the Underdark, most of the characters would be gray druids.

This campaign gives the PCs a strong sense of identity and creates a united party, since all its members have similar goals. It also allows the DM to focus on interdruid politics (such as the rise of the Shadow Circle or the rivalry between various druidic branches). A single-branch campaign involving an unusual branch (like the arctic druids) gives the DM an opportunity to run a change-of-pace adventure set in a different environment. PCs can venture to remote locations, meet members of little-known cultures, and encounter monsters they otherwise would rarely happen upon.

On the down side, although players can distinguish the characters from each other by giving them each different kits, players still may wish for more variety within the party. Try making some of the characters druids from associated branches; for instance, if the adventure takes place near a forest on a mountainside, some of the characters resemble a mix of both the forest and mountain druid branches.

**Multibranch Campaigns.** In a campaign involving only druids, the DM may encourage players to choose characters from different branches. The advantage of this arrangement? It provides a strong variety of characters--especially since they also may have different druid kits. However, a disadvantage is the difficulty of explaining why a jungle druid and an arctic druid want to adventure together in the first place.

One way to get around this problem requires bringing the PCs together for a reason. Perhaps the characters each represent their particular region in a quest the Grand Druid has launched to help fight a world-shaking problem. This scenario gives them the single-branch campaign's sense of shared mission, but more variety.

And, there could be any number of reasons why this special group of beginning characters was selected. Pick one of the following justifications:

- The Grand Druid chose them because they fit an ancient prophecy.
- The upper ranks of the druids are too conservative (or filled with untrustworthy agents of the Shadow Circle), and only these members of the younger generation see the true threat facing the world.
- There are few druids left--a growing evil wiped out most of the Order's upper ranks. (A very nasty situation indeed!)

A more serious problem in game balance for multibranch campaigns lies in the fact that each branch works best in a single terrain type: the desert druid operates best in the desert; the gray druid has optimal powers only in the underworld, and so on. As a result, a multibranch druid campaign needs to involve a fair bit of traveling; if the characters stay in the forest or the dungeon all the time, the player of an arctic or swamp druid will feel useless! Forcing the characters to travel widely, fighting an evil that recurs in several guises, can make for an exciting adventure involving all the characters.

For example, in a campaign with the goal of defeating the followers of a chaotic evil god corrupting Nature, the first adventure might take the party to a swamp that had been defiled into a place of horror. The druids would deal with toxic water, mutant giant insects, will o' wisps, black dragons, and other swamp monsters. A clue then can lead them to an adventure in the frozen arctic, where the PCs hear of a blizzard without end and the creatures that lurk within it. With this kind of approach, every branch of druid has a chance to shine.

### Guardians of the Wild

In this campaign, the druids must defend a tract of wilderness from those who wish to exploit it. To make this story stronger, develop druid characters with a personal stake in the area. For example, the region could hold an ancient grove in which a PC was initiated into the druidic order. Or maybe it serves as home to a tribe of sylvan beings who have befriended a character.

An interesting problem develops if the druids discover that the individuals cutting down their wood or draining their swamp have a very good reason to do so. As a result, the druids--and players--find themselves faced with a more complex moral dilemma than simply, "Run those exploiters off the land." They must look behind the problem to get at its heart.

This campaign suits players who enjoy diplomacy and politics, and generally works best with relatively high-level druids. This scenario lets the characters explore a key element of the druid's ethos: the need to see everyone's point of view, then judge which path best serves druidic interests.

For instance, suppose the druids learn of a problem in the area when hundreds of migrant laborers--mostly poor folk with no farms of their own--descend like locusts on the characters' ancient forest, chopping down trees and bearing them away. Worse, several species of rare animals live near here, and the logging threatens to destroy their home.

Where did these laborers come from? The party learns they work for a nation of dwarves living nearby. These mountain dwarves, having exhausted their supply of coal, had to turn to wood to keep the forges burning. They pay the poor human laborers in gold for every log they bring in. Already the dwarves' own mountain stands denuded of trees. The druids' verdant preserve seems the only nearby source of firewood.

The migrant laborers have more immediate concerns than the dangers of exfoliation. A lean harvest this year has meant little work, and without the dwarves' bounty, the humans risk starvation. As long as the dwarves pay, they will be able to buy food for the winter. . .

But what made the dwarves decide to expand their activities so much that they exhausted their coal resources?

War. The mountain dwarves are forging weapons for a small elven kingdom two day's journey away, struggling against an alliance of migrating bugbear and ogre tribes. Except for the royal guard, these elves--caught by surprise--lacked proper armor and weapons to withstand the onslaught. The dwarves didn't want to get involved, but agreed to forge the elves fine long swords, armor, and arrowheads in exchange for a share of the valuable emerald deposits located within the elven kingdom.

The DM could stop here and decide to call the bugbears and ogres the villains. But perhaps things are not quite that simple. What started the bugbear-ogre migration? Perhaps a powerful dragon drove them from their land; now they have become refugees themselves, wishing to settle in empty areas within the elven wood. However, the elves refused (not desiring such rude neighbors).

A campaign of this sort gives druids many options. The characters could merely drive the woodcutters from the forest--but terrorizing them may spur the dwarves to hire adventurers to deal with the druids! The party could play it sneaky--help the elves win a quick victory by destroying the ogre-bugbear alliance. (The druids slay the bugbear chieftain, but make it look like a rival ogre chief did it.) Or, the solution could prove complex, if the druids decide to try negotiating a peace treaty between the elves and the bugbear-ogre alliance. If the DM works out the personalities and goals of the major figures, each of the druids' actions could carry its own set of consequences.

## The Evil Woods

In the center of a once beautiful sylvan forest lies a place of power--a grove at one time sacred to the druids. Unfortunately, its defenders were not as strong as they thought and, in a weak moment, allowed a dreadful evil to creep into the land. These forces captured and defiled the sacred grove; now darkness has fallen over the ancient woods.

Nature itself has felt the corrupting power of this evil. Flocks of vampire bats, clusters of stirges, and clouds of stinging insects darken the skies. Bugbears and goblins roam the outskirts of the wood, but even they do not venture into the interior, which rumor calls home to horrors beyond imagining: flesh-eating treants, cannibal elves, undead animals, and dark unicorns with poisoned horns. All these creatures manifest the terrible cancer emanating from the once sacred grove, which now bears a terrible curse--a curse that is spreading . . .

This campaign will prove a challenge for any druidic party. The evil forces include a mix of standard woodland monsters like bugbears and green dragons, and twisted, evil versions of normally good or neutral sylvan beings like dryads and elves. The druids--possibly allied with good-aligned adventurers--do not know exactly what evil corrupted the sacred grove, so they have to move carefully at first, scouting the forest. The cursed woods resembles a dungeon: The farther the characters penetrate, the more deadly it becomes, with the power that destroyed the original Guardians waiting, spiderlike, in the center of the sacred grove.

## Druid Mini-Adventures

Try these druid-centered adventures.

- The druid is approached by a female bard who loves a Shapeshifter druid. While she worked in town, he spent too long in the form of a bear and became trapped in that shape. Worse, hunters captured him and sold him to an arena, where handlers will force him to fight other animals (or humans) to the death. The games begin in a week. The bard beseeches the PC--the nearest druid--to help her free her love.
- A dryad heard that a group of pixies is tormenting a green dragon--playing tricks

on it while invisible, stealing trinkets, and the like. The dragon can't find the ones responsible, and the dryad fears its rage will devastate the wood. Someone must tell the pixies to stop--and calm the dragon down.

- While hunting a stag in the forest, the king's youngest son was killed by a great wolf. The grief-maddened monarch has decreed that every wolf in the wood must die, enticing hunters with a bounty of 50 gp for each pelt. What should the druid do?
- A young elf and a human ranger love each other, but their parents do not approve. They run away to the woods, begging the druid to marry them. But the angry parents are not far behind . . .
- A strange blight is afflicting the forest, turning leaves a luminous white. The druid must discover this disease's secrets before all greenery disappears from the forest.
- Someone has stolen a sylph's egg! She left it only an hour to visit her nymph friend. Now, heartbroken, she asks the local druid for help. Suspects or witnesses in this forest whodunit include a flighty pseudo-dragon, a pool of nixies, a jealous aerial servant, and a drunken satyr.

## Against the Shadows

The Shadow Circle can spark adventures rife with intrigue, betrayal, and druid vs. druid conflict. Composing such an adventure requires a good understanding of the local druidic hierarchy. The DM should sketch out the personalities of the domain's NPC druids, then secretly decide which (if any) belong to the Shadow Circle. PCs can glean some information about the NPCs but will not know their secret allegiances.

Here are some adventure ideas:

**The Horde.** A rumor now circulating says druids from the Shadow Circle have set up a secret meeting with chieftains of nearby orc or barbarian tribes. Obviously they plan to mount an assault on one or more human towns or cities--but when, how, and where will they strike? As druids opposed to Shadow Circle policies, the PCs may try to find out what is going on so they can sound the alarm or nip the plan in the bud--but getting anyone to believe word of an impending invasion may prove difficult without concrete evidence, for few know the truth about the Shadow Circle.

If infiltrating the secret society seems like too great a challenge, the characters could kidnap an orc leader for questioning. And this step might be only the beginning; the PCs might learn that Shadow Circle druids have found a secret weapon--a dragon or a magical war machine . . .

**The Invitation.** The DM can send a Shadowed One to recruit a PC druid who has been especially ruthless. This isn't good news for most PCs: Few want to become the obedient pawns of the faceless, secretive organization's inner circle. However, those who refuse must foil the dreaded Shadowed Ones intending to kill uncooperative druids.

**The Traitor.** One of the PCs--a druid loyal to the Order--learns that one of the three archdruids in the domain belongs to the Shadow Circle. This inner circle member has hired assassins to kill the circle's great druid next month, rather than have to face the leader in a duel. Unfortunately, the PC's informant mysteriously dies before revealing the traitorous archdruid's identity. Can the PC uncover the traitor in time to prevent the

Shadow Circle's victory?

The characters may want to talk to those who know the three suspects and examine each archdruid's behavior for any hint of allegiance to the Shadow Circle. Of course, the real traitor may speed up the Shadow Circle's agenda if the PCs are discovered--or try to do away with the investigators!

**The Defector.** A druid defecting from the Shadow Circle has important information about the sinister organization's plans, but she will talk only to the Grand Druid, whom she knows stands outside the group. Her defection has not gone unnoticed--the dread Shadowed Ones plot her death--so the PCs must protect her on her way to an Emissary of the Grand Druid. They will face magical, monstrous, and personal attacks, as well as treachery from those they *thought* were allies.

# Chapter 5: Druidic Magic

As detailed in Chapter 3 of the *Player's Handbook* (p. 35), druids have access to priest spells in certain spheres and can use a variety of enchanted weapons, armor, and other magical items. This chapter expands the magic available to player characters in the druid class, adding many spells and magical items along with the new field of herbal magic.

## New Spells

Druids have major access to spells in the following spheres of influence: All, Animal, Elemental, Healing, Plant, Weather; they have minor access to the Divination sphere. (Note any sphere restrictions due to kit or branch.) As druids concern themselves with plants, animals, and natural phenomena more than most priests, they specialize in casting Nature-oriented spells.

Characters of any priest class have the potential to use these spells if they have access to the relevant spheres. However, DMs may make this magic available only to the druid class, on the grounds that these spells represent secret lore of the Order.

### Optional Sphere Expansions

Some existing Nature-related spells remain unavailable to druids due to sphere restrictions. To offer these spells to druids, DMs may expand the selection of spells accessible through certain spheres of magic:

- *Call woodland beings* becomes part of the Animal sphere.
- *Commune with nature* becomes part of both the Animal and Plant spheres.
- *Insect plague* becomes part of the Animal sphere.
- *Reincarnate* becomes part of the Animal sphere.

An expansion does not remove a spell from a sphere that already contains it, but merely makes the spell accessible from an additional sphere or spheres.

### First-level Spells

**Beastmask** (Illusion/Phantasm)

Sphere: Animal
Range: Touch
Components: V, S, M
Duration: 12 hours
Casting Time: 4
Area of Effect: 1 creature
Saving Throw: Neg.

*Beastmask* may affect any single person or animal, or characters may cast it on themselves. It allows the subject to take on the illusory form of a single animal species--but only that species of animal can perceive the illusion. The subject may not assume an animal form more than twice or less than one-quarter the character's size.

The almost perfect illusion the spell creates deceives the animal's sight, hearing, smell, and touch. For instance, once a character casts a "bear" illusion on a subject, bears believe that subject to be a bear, while to humans, other races, and other creatures, the subject remains the same.

Characters normally use *beastmask* to travel among or hunt a particular species. This spell lets a druid assume the guise of a caribou to move among a herd without causing them to panic. A character also could avoid being attacked by a pack of dire wolves by wearing a wolf's "mask."

*Beastmask* does not allow communication with the animal species, though it can be used with animal communication spells.

The material component is a miniature wooden mask carved to look like the animal.

**Puffball** (Alteration)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 2 rounds/level of caster
Casting Time: 4
Area of Effect: 1 mushroom, etc.
Saving Throw: Special

A character who casts *puffball* on a normal mushroom, truffle, or toadstool (up to 6 inches in diameter) transforms the fungus into a magical puffball, which the character may drop or throw. The DM should decide what type of roll, if any, is required to hit the target (Strength, Dexterity, etc.) See the *DMG*, pgs. 62-63, for rules on grenadelike missiles.

The puffball bursts upon landing, releasing a cloud of spores 10 feet in diameter. Those caught in the spore cloud must save vs. poison or suffer an attack of coughing and choking. Victims can make no attacks and lose all Dexterity bonuses to Armor Class and saving throws. The cloud dissipates in 1d3+1 rounds; residual effects still afflict characters one round after they escape the cloud or it fades.

The spell's effects do not affect undead or similar nonbreathing creatures. If no one throws (or drops) the missile by the time its duration expires, the enchantment is lost.

The caster sprinkles the material component--a pinch of ground puffball--over the fungus to be enchanted.

**Whisperward** (Alteration)

Sphere: Guardian, Weather
Range: Touch
Components: V, S, M
Duration: Permanent until triggered
Casting Time: 4
Area of Effect: 1 item
Saving Throw: None

*Whisperward* can be cast on any single item, portal, or closure (such as a book, door, or lid). It may ward up to a 30-foot radius.

The character keys the ward to become activated (like a *magic mouth* spell) under specific conditions--such as when a certain individual enters the area or opens the warded closure. When the ward is triggered, a soft whispering breeze blows across the caster's face. The caster must stay within 1 mile per experience level of the ward to receive the warning.

The material component is the priest's holy symbol.

## Second-level Spells

**Animal Spy** (Divination)

Sphere: Animal
Range: 10 yards
Components: V, S
Duration: 1 turn/2 levels of caster
Casting Time: 5
Area of Effect: 1 animal
Saving Throw: Wizard familiars may save vs. spell to negate.

Only a normal (real-world) animal or a giant version of a normal animal species may become an animal spy. This spell enables the caster to share the animal's senses--see through the animal's eyes, hear with its ears, smell with its nose, and so on. The animal is completely unaware of the spell's effect, unless the druid warns the beast before casting. *Animal spy* grants no control over the creature. However, most casters will use it on a trained animal or one befriended via the *animal friendship* spell.

For the duration of the spell, the caster remains in a trance, unable to move or use human senses. This consequence can prove dangerous; for instance, characters attacked while using the spell cannot feel injuries to their bodies. However, at the start of any round, the caster may choose to return the animal's senses to the creature and resume

control of the human body. This decision ends the spell immediately. The spell also ends if the animal travels more than 100 yards away per level of the caster.

**Beastspite** (Enchantment/Charm)

Sphere: Animal
Range: 10 yards
Components: V, S
Duration: 1 hour/level of caster
Casting Time: 5
Area of Effect: 1 person
Saving Throw: Neg.

*Beastspite* afflicts a single person with a magical aura that induces one species of animal to hate and fear the character. The character becomes loathed by any species of normal (real-world) animal. While this range excludes monsters, it includes giant animals of the same real-world species. (For example, if *beastspite* causes bats to hate the subject, giant bats will react similarly.)

When the character comes within 30 yards of an animal from the target species, the creature will make warning signals (barks, growls, etc.). Its further reaction depends on the animal's nature.

- Aggressive animals, including all predators and most trained guard animals, attack the spell recipient.
- Nonaggressive beasts shun the character, fleeing or attacking if approached.
- Owners can restrain their domesticated animals, but the beasts show obvious distress and may become very hostile if the character tries to touch them.
- If the subject was riding when the spell took effect, the mount tries to throw off the character. The subject must make a riding proficiency check each round to stay astride and to avoid a fall if thrown off.
- An animal extremely loyal to the subject, such as a pet dog, a creature influenced by an *animal friendship* spell, a wizard's familiar, or a paladin's war horse does not become utterly hostile to its owner. Instead it notices something "wrong" about the character and acts unusually nervous.

**Fortifying Stew** (Necromancy)

Sphere: Healing
Range: Touch
Components: V, S, M
Duration: Stew retains enchantment 1 turn
Casting Time: 5
Area of Effect: 1 bowl of stew, etc./level
Saving Throw: None

Any bowl of broth, porridge, or stew the priest has concocted can become subject to *fortifying stew*. A character can enchant one bowl of stew (about 8 ounces) per

experience level. Someone must consume the enchanted meal within one turn of the casting.

Anyone partaking of an entire bowlful reaps magical benefits. First, the diner gains nourishment for an entire day from the single meal. In addition, for two hours plus one round per the caster's level, the character receives 1d4+1 temporary hit points. Any damage suffered comes off the extra hit points first. The effects of multiple helpings of *fortifying stew* are not cumulative.

For example, Snapdragon, a 7th-level druid, cooks a meaty broth, casts *fortifying stew* on it, and eats the bowlful. A roll of 2 gives her 3 extra hit points. When the spell's effects wear off just over three hours, she loses these extra points. If she suffers 5 points of damage in the meantime, she actually loses only 2 hp of her own, since 3 hp came off the extra hit points.

The material component is a vial of stock made of the first fruit of the harvest.

**Gift of Speech** (Enchantment/Charm)

Sphere: Animal
Range: 10 yards/level of caster
Components: V, S, M
Duration: 1 turn/level of caster
Casting Time: 5
Area of Effect: 1 animal
Saving Throw: None

The *gift of speech* spell grants a normal animal (or a giant version of a normal animal) the ability to speak any *one* of the languages the caster knows, whichever the caster chooses, along with the ability to understand words and simple concepts expressed in that language. The affected animal's reactions do not change, nor does its Intelligence increase. The spell has no effect if cast on a creature with an Intelligence score of less than 1.

The material component of this spell is the priest;s holy symbol.

## Third-level Spells

**Pass Without Trace, 10' Radius** (Enchantment/Charm)

Sphere: Plant
Range: 0
Components: V, S, M
Duration: 1 turn/level of caster
Casting Time: 1 round
Area of Effect: Radius 10 feet around caster
Saving Throw: None

Identical in function to *pass without trace, pass without trace, 10' radius* affects everyone within 10 feet of the caster. The effect moves with the caster, so creatures must

stay within 10 feet of the caster to continue to avoid leaving tracks. A creature who leaves the area of effect can then be tracked normally. Creatures moving into the area of effect after casting are unaffected.

The material component is a sprig of pine burned to ash. Upon casting the spell, the character scatters the powder in a circle.

**Shape Wood** (Alteration)

Sphere: Plant
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 9 cubic feet+1 cubic foot/level
Saving Throw: None

By means of *shape wood*, the caster can reform wood. For example, the character can cast it upon any appropriate-sized piece of wood to fashion a wooden weapon, make a rough door, or even create a crude figurine.

The spell also allows the caster to reshape an existing wooden door, perhaps to escape imprisonment. Again, the volume of the wooden object must be appropriate to the desired result and fit in the area of effect.

While a character might form a wooden coffer from a tree stump or a door from a wooden wall, the result does not bear high-quality detail. If a shaping has moving parts, there is a 30% chance they do not work.

The alteration endures permanently, at least until the wood rots or is physically destroyed. The caster blows the material component, a pinch of fine sawdust, over the wooden subject of the spell.

## Fourth-level Spells

**Detect Animal Attacker** (Divination)

Sphere: Animal
Range: Touch
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: 1 creature
Saving Throw: None

Depending on how it is cast, *detect animal attacker* gives the druid a visual image either of a creature that injured an animal or of an animal that attacked any victim.

While casting the spell upon any victim of an attack by a natural animal (a victim whose body still bears the marks of claws, fangs, or other natural weapons), the druid touches the victim's wound. This brief touch gives the caster a fleeting vision of the

animal that caused the injuries as it looked at the time of the attack.

Likewise, a druid casting the spell upon an injured real-world animal can touch its wound and receive a vision of the person, monster, or animal that harmed it.

Even if the caster receives a vision of an unfamiliar attacker, the character usually can get an idea of its size, primary attack method, and alignment. (The druid senses good, evil, or neutrality.)

In addition, if the creature still lives and fails a saving throw vs. spell, the caster senses its current position, location, and direction of travel.

*Detect animal attacker* works only within one hour per level of the caster after the victim receives the injury in question. The spell is effective regardless of whether the attack proved fatal.

The material component is the priest's holy symbol.

**Earthmaw** (Alteration)

Sphere: Elemental (earth)
Range: 50 yards
Components: V, S, M
Duration: 1 round
Casting Time: 7
Area of Effect: 10-foot diameter circle
Saving Throw: Neg.

*Earthmaw* causes a patch of ground 10 feet in diameter to open and form a gigantic mouth with stalactite teeth. The mouth springs forth on a short serpentine neck, much like a water weird, and attacks once in a direction the caster dictates. Then it retracts into the earth and closes solidly. The site of an *earthmaw* spell appears as if the ground has been tilled recently.

The mouth can attack one large creature, two man-sized creatures, or four small-sized creatures within 10 feet of its outer edge. It can strike multiple creatures only if they remain clustered within a 10-foot diameter circle adjacent to the maw.

The *earthmaw* attacks as a monster with Hit Dice equal to the caster's level. Creatures standing on the site of the maw suffer a +3 penalty to Armor Class for purposes of this attack only. Creatures standing next to the maw suffer no AC penalty.

A successful hit inflicts 1d4 points of damage per level of the caster. An *unmodified* roll of 19 or 20 means the maw has swallowed the victim whole, burying the character 2d4 feet below ground. Victims can be dug out manually, with appropriate spells (such as *dig*), or with magical items (such as a *spade of colossal excavation*). A creature trapped underground will suffocate unless freed within a number of rounds equal to one-third its Constitution score.

*Earthmaw* may be cast on any area of loose or packed earth, sand, or vegetation-covered soil. It may be cast indoors on an earthen surface: for example, on the dirt floor of a barn or basement, but not on the marble floor of a home or temple. It may not be cast on an area containing a tree, any portion of a building, or any type of pavement.

An object present on the site of the maw (such as a campfire or a tent, etc.) counts as a creature of that object's size in attacks.

The material component is a tooth from any predatory creature.

**Hunger** (Alteration)

Sphere: Animal, Plant
Range: 10 yards
Components: V, S, M
Duration: 1 day/level of caster
Casting Time: 7
Area of Effect: 1 person
Saving Throw: Neg.

Those affected by *hunger* no longer gain sustenance from food. No matter how much they eat, they still feel hungry. If the spell did not end, victims eventually would starve, visibly wasting away.

After one day under the spell's effect, victims' concentration suffers (due to their preoccupation with their constant hungry feeling), causing them to suffer a -2 penalty to all ability and proficiency checks. On the eighth day without food, victims who have been maintaining normal activity levels lose 1 Strength point; on the ninth day, they lose 1 Constitution point. This alternating pattern continues until one of the character's ability scores falls to 3; at this point, the character becomes comatose. If a score reaches 0 before the *hunger* spell ends, the recipient dies. The victim regains lost points after the spell ends at a rate of 1 Strength and 1 Constitution point per day.

When casting the spell, the character secretly whispers a particular type of food; by eating the specified food, the victim breaks the spell. It must be a single, natural food (such as lamb, honey, or an apple) but can be exotic (dragon meat) as long as the caster has tasted it personally at some point.

*Hunger* cannot be dispelled, but can be broken by the *remove curse* spell. Failing all else, a sufferer must wait to find relief until the spell's duration elapses.

The spell's material component is a pinch of the food that can end the spell.

**Knurl** (Alteration)

Sphere: Plant
Range: 5 yards/level of caster
Components: V, S, M
Duration: 1 turn/level of caster
Casting Time: 7
Area of Effect: 1 person
Saving Throw: Neg.

Casting a *knurl* spell transforms a creature's arm into a tree branch of the same thickness, covered with bark and twigs. The new limb possesses neither elbow nor wrist joints not even a hand. The "arm" remains attached to the shoulder. The spell's recipient can use it as a club but not to manipulate tools, weapons, or spell components.

The caster chooses which of the recipient's arms to affect. A character could use

multiple *knurl* spells to transform both arms of a humanoid. The arm is treated for all purposes as a tree branch: It becomes subject to fire, wood-altering spells, and tree diseases. *Dispel magic* ends the spell's effects.

The material component is a small twig.

**Needlestorm** (Alteration)

Sphere: Plant
Range: 60 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 7
Area of Effect: 1 tree or plant
Saving Throw: Save vs. spell for half damage

A favorite of cold-forest and desert druids, *needlestorm* causes the spines on any pine tree or similar needle-bearing plant to spray out in a deadly barrage. The shower of needles has a radius of approximately 1 foot for every 2 feet of the subject plant's height.

Everyone within this area suffers one attack, which inflicts 1d12 points of damage for every three full levels the caster has achieved. Thus, a spruce tree enchanted by a 7th-level character attacks with a THAC0 of 16 and inflicts 2d12 points of damage.

The material component is a spine from a needle-bearing tree or plant.

## Fifth-level Spells

**Cloudscape** (Alteration)

Sphere: Weather
Range: 120 yards
Components: V, S
Duration: 3 turns/level of caster
Casting Time: 8
Area of Effect: 1,000 cubic feet/level of caster
Saving Throw: None

A character can cast *cloudscape* on a single cloud or part of a cloud bank, usually from a nearby mountaintop or while flying. It causes 1,000 cubic feet of cloud per level of the caster to become solid enough to support any weight. The solidified clouds remain airborne and feel like a thick carpet.

A creature that falls onto the magically strengthened cloud sustains falling damage per the *PH*, p. 104. An animal or individual that flies into the solidified cloud falls, stunned, for a round and must make a successful Dexterity check to recover. If a creature is flying through a cloud at the moment it becomes solidified, it may make a saving throw vs. petrification. Those who succeed escape the cloud in time. Creatures that fail the save become trapped as the cloud solidifies around them. However, as the cloud is porous, they can continue to breathe until the spell's duration elapses.

The solidified cloud itself continues to drift with the wind as usual. While the caster cannot use this particular spell to propel the cloud at all, a *control winds* spell can summon a great gust of air to turn the cloudscape into a unique flying conveyance easily enough.

**Nature's Charm** (Enchantment/Charm)

Sphere: Elemental (earth, water)
Range: Touch
Components: V, S, M
Duration: 2 hours/level of caster
Casting Time: 1 round
Area of Effect: 15-foot radius/level of caster
Saving Throw: Creatures native to the area of effect are not affected.

*Nature's charm* causes a particular place to exert a special fascination beyond mere beauty to anyone entering the area except the spellcaster.

This spell must target a site of notable natural splendor that possesses both edible plants and fresh water. The spot may not be larger than the spell's area of effect. For instance, a 12th-level druid could cast this spell on a forest glade up to 360 feet across, with flowers and fruit-bearing trees centered around a waterfall.

Anyone coming upon the enchanted region must save vs. spell; those who fail invariably make up excuses to remain there long after they should have left. They say they want only to bathe, rest, admire the beauty a bit longer, eat the berries or fruit, paint a picture of the area, or defend the spot jealously from others.

Whatever the reason, those who fall victim to the enchantment forcefully resist all attempts to make them leave until the spell's duration ends.

The spell's material component is the druid's holy symbol.

**Strengthen Stone** (Alteration)

Sphere: Elemental (earth)
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: 1 building or wall
Saving Throw: None

*Strengthen stone* can reinforce any stone construction (house, tower, wall segment, aqueduct, etc.), against physical damage. The DM adds +4 to the structure's saving throw against any kind of damage, from siege engines to natural earthquakes. The stone object gains a saving throw vs. the *earthquake* spell. (See the *PH*, p. 233.) The spell may be cast only once on any stone object.

If a character casts this spell on a stone golem or other animated stone being (like one created by animate rock), the creature receives a -1 bonus to its Armor Class and

adds a +1 bonus to its saving throws for the duration of the spell. Strengthen stone has no effect on earth elementals or galeb duhr.

The material component, a diamond chip worth at least 500 gp, must be crushed and sprinkled on the construction.

**Thornwrack** (Alteration)

Sphere: Plant
Range: Touch
Components: V, S
Duration: 1 thorn/level of caster
Casting Time: 8
Area of Effect: 1 person
Saving Throw: Neg.

*Thornwrack* causes long, painful thorns to grow out of the spell recipient's flesh, piercing the skin from the inside. One thorn appears each round, inflicting 1d3 points of damage, until all the thorns have appeared. When the number of thorns exceeds the subject's experience level or HD, a victim still conscious becomes immobilized by the pain, unable to take any action.

One round after the last thorn erupts from the victim's flesh, the first one disappears. The thorns continue receding at a rate of one per turn. Immobilized subjects can move again once the number of thorns falls below their HD or experience level. For instance, say the body of a 4th-level character has seven thorns. After four turns had passed, only three thorns would remain, so the victim would no longer be immobile.

*Cure* spells can restore hit points but do not eliminate the thorns. *Dispel magic* will end the spell but prevents existing thorns from receding. A *heal* spell cancels the *thornwrack*, eliminates all existing thorns, and cures all damage. Without the benefit of magical remedies, the spell ends when the last thorn has receded.

## Sixth-level Spells

**Earthwrack** (Alteration)

Sphere: Necromantic, Plant
Range: 20 yards/level of caster
Components: V, S, M
Duration: 2d4+10 years
Casting Time: 1 round
Area of Effect: 30-foot radius/level of caster
Saving Throw: None

This spell causes an area of soil to become barren and blighted. Healthy plants wither and die within 1d4 days of casting. No seed planted there will grow for the duration of the spell. Plant-based creatures entering the despoiled area can see the ruin and feel an intense "wrongness" within the soil. Each round they remain within the area,

they suffer 1d4 points of damage.

The blight can be cured using a *limited wish*, a *wish*, or by casting a *remove curse* spell (at the 12th level of experience) and a plant growth spell simultaneously.

Most druids consider *earthwrack* an abomination, although some Shadow Circle druids use it as last-ditch "scorched earth" vengeance against an unruly hamlet.

The material component is the priest's holy symbol.

**Ivy Siege** (Enchantment)

Sphere: Plant
Range: 90 yards
Components: V, S, M
Duration: 6 turns
Casting Time: 9
Area of Effect: 1 building or similar structure
Saving Throw: Special

The *ivy siege* spell must be cast upon a stone or brick building constructed upon the earth; flying castles and the like remain unaffected. Immediately after casting, ivy begins to grow at a fantastic rate, climbing from the ground up the building's walls. At the end of one turn, the ivy has climbed the walls. At the end of the second turn, green creepers have covered the structure. On the third turn, the ivy has deepened to a black-green and begins to squeeze the building.

Starting on the third turn and every turn thereafter, the building must make a saving throw vs. siege damage, as if attacked by a small catapult (*DMG*, p. 76). Two cubic feet of the building crumbles away for each point by which the saving throw misses each turn. This cycle continues until the spell's duration expires or the building is destroyed. The ivy rots away instantly at the spell's end.

A druid can cast only one *ivy siege* per building at a time. After the ivy has rotted away, the druid may cast the spell on the same building again. However, multiple druids can cast several *ivy siege* spells on the same building. In the case of a large, interconnected series of buildings (like a castle), each casting affects only a single tower, keep, or wall segment, to a maximum of 1,000 cubic feet per level of the caster.

The DM may choose to prohibit arctic and desert druids from using this spell if they are not familiar with ivy.

The material component is an ivy leaf.

## Seventh-level Spells

**Tree Spirit** (Necromancy)

Sphere: Plant
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 turn

Area of Effect: 1 tree
Saving Throw: None

*Tree spirit* permanently links the soul of the caster with a tree, usually chosen carefully for its health, vigor, and remote environment. Casting this spell joins the life force of the druid with that of the tree; as long as the tree lives, the caster ages at one-tenth the normal rate. (Because the spell causes the tree to devote all its energy to maintaining health rather than growth, it always remains exactly the size it was at the time of casting.) Moreover, the caster's spirit merges with the tree at the character's death. No form of reincarnation or resurrection (except a *wish*) on the character's body will work unless it lies within 10 feet of the tree.

One year after the caster dies, the druid's spirit animates the tree as a treant. (DMs should roll up treant statistics for the tree at the time the spell is cast, to determine the tree's Armor Class, Hit Dice, etc.) The chosen tree must be of treant height; the exact size determines the size of the new treant, which possesses the caster's memories and personality but has no granted powers or spellcasting ability. It must communicate as a treant.

The DM decides whether to consider this treant an NPC or allow the player to control it. (DMs should use the guidelines that apply to PCs who become lycanthropes or undead.)

However, when a druid uses *tree spirit* to link with a tree, the character suffers any physical damage inflicted on the tree. For instance, if someone hacks at the tree with an axe and causes 4 points of damage, the caster also loses 4 hit points; the druid knows the tree has been harmed, but does not know the nature of the injury.

If the tree dies but does not sustain enough damage to kill the caster, the character feels stunned for 1d6 rounds and must make a successful system shock roll to avoid death. Spells that heal the druid do not affect the tree.

Damage to the caster does not affect the tree, as the extra energy the tree expends on strength and health makes any damage the player sustains negligible to the tree. However, it's usually in the druid's best interest to have an animal friend or two guard the tree.

In addition, the druid should choose the tree carefully; if the surrounding land is cleared for construction work or lumber before the druid's prolonged life span finally ends, the character is in trouble.

Casting *tree spirit* first requires a full month's preparation. The druid lives near the tree during this time of prayer and mediation. Then the character conducts a private bonding ceremony at the height of a solstice. This spell often is cast by ancient druids, who wish to preserve their wisdom or make sure their groves remain defended even after their death.

**Unwilling Wood** (Enchantment/Charm)

Sphere: Plant
Range: 5 yards/level of caster
Components: V, S, M
Duration: Permanent

Casting Time: 1 round
Area of Effect: 10-yard radius
Saving Throw: Special

A caster can transform one or more living creatures within a 10-yard radius into *unwilling wood*, causing them to sprout roots, branches, and leaves. The victims become trees of a type native to the region and of the characters' age before the transformation. The spell works only if cast on beings occupying ground that could support a tree; recipients flying or suspended in water at the time of casting remain unaffected.

This spell can mutate a number of creatures equal in total Hit Dice (or levels) to the caster's level within the area of effect, of course. If this area holds a group of creatures with Hit Dice (or levels) totaling a number greater than the caster's experience level, the character may decide the order in which the creatures become affected.

For instance, say a 14th-level druid casts *unwilling wood* into a target area containing a giant with 12 Hit Dice and two 3rd-level warriors. The druid can transform either the giant or two warriors, but not all three. "Leftover" Hit Dice or levels are lost.

Each creature affected may attempt to save vs. polymorph. The spell mutates all those failing their saving throw, along with any items they carry. A new tree has a height of 5 feet per level (or Hit Die) of the victim. The effect is permanent; a person transformed into a tree ages as a tree and dies as a tree. However, affected characters retain awareness, memories, personality, and intelligence. Only damage severe enough to kill the tree can kill an *unwilling wood* victim.

Tree-characters can return to normal if a spellcaster of greater level than the original caster uses *remove curse*. The original caster can release a transformed entity at will.

The material components are a bit of tree root and the priest's holy symbol.

## New Magical Items

Druid characters can use the magical items generally permitted priests except written ones, such as scrolls or books. They can wear magical armor only when it is natural, such as wooden shields. Any magical weapon a druid uses must be of a type permitted to priests, as well as by the character's druidic kit and branch.

This section contains new magical items that fit the druid's role of Nature priest, keeper of the balance, and dweller in the country. In addition, a small number of the items are designed for use against druids.

Although this listing contains some powerful items, many are fairly low-key. Items like the *bountiful spade*, or *seeds of plenty* represent the kind of magical item a high-level character would create as a gift for a favored farmer or lord. Druids might offer cursed items like the *necklace of beast speech* to someone as punishment for wronging the Order or the land.

### Creating Magical Items

The normal rules for priests creating magical items (*DMG* pgs. 83-88) apply to druids as well. In almost all cases, gathering the rare, unique, or impossible components and combining them properly remains more important than purchasing expensive

materials; quest and ritual take precedence over the depth of the druid's purse.

The personal touch is vital: Druids must make the vessels for enchantment using their nonweapon proficiencies. Characters needn't be expert artisans, but they cannot create a magical scimitar merely by enchanting a weapon someone else has made. As a result, a druid who completes an arduous series of tasks to collect the necessary components may not actually have to spend any money to build the item, although major magical items require components easily worth the 1,000 to 10,000 gp noted in the *DMG* (p. 87).

Priest characters must spend up to three weeks meditating, fasting, and purifying themselves before they can enchant an item. Druids must begin this process at a sacred time, like an equinox, for the enchantment to have any chance of success. Druids purify the vessel and pray for its consecration not at an altar, but at their grove.

## Potions

**Potion of Plant Health.** This potion vitalizes a living plant when poured upon its roots. It cures the plant's illnesses and keeps it free from natural parasites and disease for a year. During this time, the plant grows 50% better than normal, and 10% better than normal the next year. Edible fruit, berries, or sap from the plant taste unusually succulent, while flowering plants bloom exceptionally well. If a vegetable monster such as a treant or shambling mound drinks this potion, treat it as a *potion of extra-healing.* XP value: 400.

**Sap of the Eldest Tree.** Usually found in an earthen flask, this potion resembles thick corn or maple syrup. Characters who drink the sap (or bake it in a cake and eat it) will not age a day for the next 10 years! However, unlike a *longevity* potion, it does not make the drinker any younger. A person must consume the entire potion to gain the full benefit; if five characters share the syrup, each stops aging for two years. Additional doses are not cumulative--later imbibings supplant earlier ones. XP value: 500.

## Wands and Staves

**Wand of Shape Binding.** Characters often use this item *against* druids. When hit by its multicolored beam (projected up to 80 feet), beings with the ability to shapechange or polymorph must save vs. wands at a -3 penalty. Victims who fail cannot voluntarily alter shape for 2d10 turns. Attempts to shift shape using spells, magical items, or innate powers result in failure. A use of this rechargeable wand consumes one charge per 4 HD or levels of the subject. XP value: 800.

**Wanderer's Staff.** This resembles a stout oaken staff, which radiates magic and, in fact, functions as a *quarterstaff +1*. However, its primary power is locomotion. If carried as a walking stick, users hiking at a steady pace do not tire or need sleep. Any time spent walking counts as sleep for the purpose of resting the character. If desired, the character can walk night and day, taking only brief breaks for food, drink, etc. XP value: 2,000.

## Rings

**Ring of the Hierophant.** Only druids can utilize this ring, which enables characters to speak the language of elementals. This, the ring's lesser power, uses up no charges.

More impressively, a druid wearing the ring may shapechange into an elemental. Druids in elemental form retain their own hit points and saving throws, but otherwise possess the characteristics of a 12 HD elemental. The transformation functions just like a druid's shapechanging power this rechargeable ring even restores hit points when the druid changes back. However, transformations last only for a maximum of one hour. Each elemental form (air, fire, earth, and water) may be assumed only once per month. XP value: 4,000.

## Weapons

**Lunar Sickle.** This weapon, a sickle crafted from silver and bound to the moon, may have been forged for druids as a symbol of the cyclic nature of time. The sickle boasts its greatest strength during the waxing moon. It has a +2 bonus from the new moon to half moon, a +3 bonus from the half moon to full moon, and +4 during the full moon. When the moon begins to wane, the *lunar sickle* drops to a +1 bonus. During the dark of the moon it loses all magical bonuses; until the new moon rises, it no longer affects creatures that can be hit only by magical weapons. XP value: 1,500.

**Sickle of the Harvest.** This sickle appears to be a normal farm implement, albeit of superior quality. If used in combat, it functions as a +1 weapon. However, its real power is as a magical harvesting tool.

Anyone who grasps the sickle and speaks in the secret language of the druids can order the sickle to harvest a field on its own. When so commanded, the sickle takes to the air and harvests up to half an acre of grain per turn. It can accept precise orders, such as, "Cut down all stalks of ripe grain within a mile, save for Farmer Dowd's field."

The sickle continues working until: three hours pass; its owner orders it to stop; or it moves a mile from its owner. Characters can also halt the sickle by destroying it or snatching it out of the air. Anyone trying to grab the sickle must make a successful attack roll against AC -4. Those who fail suffer 1d6+1 points of damage; success means a character grabs it and stops the harvesting.

Treat attacks on the sickle as attacks against a *sword of dancing*; the sickle, while physically unstoppable, can be affected by failing a saving roll against a spell such as *fireball, lightning bolt*, or *transmute metal to wood*.
XP value: 1,300.

**Heartwood Cudgel.** This club, made from the heartwood of an oak, is a *club +1--club +2* in a druid's hands. XP value: 500.

**Mistletoe Dart.** The body and tip of this dart are fashioned from enchanted mistletoe. Magical armor, shields, or rings give no bonus protection against it; for example, a person wearing *chain mail +4* would have AC 5, not AC 1. Darts, while not innately poisonous, can be coated with any venom. Characters usually find these darts in groups of 2 to 8 (2d4). XP value: 50 each.

## Armor

**Antlered Helm.** This metal-reinforced leather helm, adorned with a stag's antlers, allows the wearer to run like a deer, with a base movement rate of 18. Moreover, stags and deer see, hear, and smell wearers of an *antlered helm* as if they were stags, and react accordingly. This power makes the item very useful for hunting. XP value: 800.

## Miscellaneous Magic

**Bountiful Spade.** Characters who use this enchanted farm implement to turn over the earth prior to planting a field receive a +3 bonus on their agriculture proficiency check for that year. XP value: 500.

**Cloak of the Beasts.** This plain brown cloak bears patches of many different animal skins. A character who speaks a word of command while wearing it instantly becomes transformed into a random animal for 1d6 hours. The cloak and the person's other clothing become part of the new form.

The type of animal varies with each use of the cloak's power--roll 1d100 on the *reincarnate* spell table (*PH,* p. 235), rerolling any nonanimal result. The nature of the change is identical to a druidic shapechange, except that wearers have no control over which animal form they take on and cannot change back until the enchantment wears off.

Upon returning to normal, the wearer regains 10% to 60% of any lost hit points (10d6). The cloak cannot be used again until 12 hours pass. XP value: 1,000.

**Druid's Yoke**. While this item looks like an ox yoke, it is small enough to fit a donkey or human. Worn by an animal, it offers no benefit. If fastened onto a human, demihuman, or humanoid, it transforms the wearer into a full-sized ox; the yoke expands to fit. The ox retains the wearer's mind, but cannot speak or use spells and becomes vulnerable to magic that affects normal animals. The effect lasts as long as the yoke stays on the wearer can't remove it, but a friendly humanoid can. A character reverts back to normal immediately after the yoke comes off. Wearers killed in ox form die; their bodies revert back to humanoid form once the yoke is removed.
XP value: 2,000.

**Herbmaster's Pouch.** This small bag of finely woven grass keeps herbs--including herbal magical ingredients--as fresh as if newly harvested. The -2 penalty for using preserved herbs to create magical herbal brews does not apply to ingredients kept in an *herbmaster's pouch*. XP value: 500.

**Necklace of Beast Speech.** This gold choker bears the image of a particular beast. To determine what kind, roll on the *reincarnate* table (*PH*, p. 235), rerolling any result that's not an animal.

Anyone who dons the device loses all power of speech, except with the animal species on the necklace. The character cannot remove the choker without a wish spell; a carefully worded wish might allow a wearer to retain the necklace and beast speech and

regain human speech. XP value: 0.

**Seeds of the Hedge.** Usually found in a leather bag or pouch, these seeds resemble flower or grass seeds. A pinch of *hedge seed* sprinkled on earth or grass instantly causes a thorny hedge to grow. The user can decide to make this 10-foot - 10-foot - 5-foot hedge 5 feet long, 5 feet high, or 5 feet wide.

Creatures caught in the hedge's growth or trying to break through the hedge suffer 8 points of damage plus additional points equal to their Armor Class (excluding Dexterity adjustments). It takes two turns to safely cut through each 5-foot thickness. Normal fire does not harm it, but magical fire sets it ablaze in one turn, creating a temporary *wall of fire* effect (as if cast by a 9th-level wizard) of the same size. One bag of seeds sows three hedges. XP value: 600.

**Seeds of Plenty.** An ample sack holds magical seeds of the crop most important to local farmers enough to sow a single large field. The only thing unusual about the seed is that it radiates magic (noticeable if a character checks). Fields sown with this seed produce superior crops: exceptionally large plants that prove resistant to disease.

*Seeds of plenty* double a normal harvest, increasing a typical farm family's income 50% to 100% for the year. Furthermore, products made from the crop are superior. Porridge or bread made from a grain harvest prove especially tasty and nutritious; clothes made from flax crops have exceptionally high quality; and so on. For this reason, a known sack of *seeds of plenty* sells for up to 2,000 gp.
XP value: 200 per sack.

**Seeds of Doom.** A sack holding these seeds appears identical to one filled with *seeds of plenty*. However, sowing a field with these seeds leads to disaster. The night after the planting, a dense field of noxious weeds springs up, each weed 5 to 7 feet high. Anyone less than giant size passing through the weeds can move only 10 feet per round. One turn after spending any time in the weeds, those not fully covered in armor (generally, anyone not wearing plate mail or better) must save vs. poison. Those who fail instantly develop a painful rash that lasts 2d6 days (-2 penalty to all attack rolls, as well as attribute and proficiency checks; -4 penalty if wearing armor or tight clothing).

Weeds set ablaze do burn, producing a foul stench that lasts 2d6 turns (equivalent to a *stinking cloud* spell over the field) and leaves a residual unpleasant smell for 2d6 days. Furthermore, the black ash left behind poisons the field so nothing will grow there for 2d6 years. Uprooting the weeds manually requires 100 people working for a week, due to the weeds' fast growth. XP value: 0.

**Serpent Seeds**. Normally available in a packet of 1d3 seeds, a *serpent seed* springs up into a 20-foot tree one round after being planted in an inch of dirt, watered, and told to grow in the druids' secret language. A serpent tree has no branches; its limbs are 1d8 brown serpents with green eyes, barklike skin, and wooden fangs dripping with poisonous white sap.

While the tree cannot move, its branches can reach out up to 20 feet and follow the druid's orders. Each serpent-branch's bite is poisonous. A person who fails to save vs. poison becomes incapacitated within one turn; the character does not die, but slowly

becomes transformed into a "serpent of the tree," a nonpoisonous version of the branch-snakes.

Despite its barky appearance, this new creature resembles nonpoisonous snakes of the region in appetite and attacks. While serpents of the tree are not attached to the serpent tree, they remain subject to the druid's orders, just like the tree itself.

A victim can be restored with a *cure serious wounds* or *heal* spell administered within one day of the bite. On the second day, the transformation to a serpent of the tree is nearly complete; only a *wish* can return the victim to normal then.

The serpent tree remains permanently where planted and stays loyal to its maker as long as it exists. XP value: 1,000 per seed.

Serpent tree: Int Low (5); AL N; AC 6; MV 0; HD 6+6; THAC0 15; #AT 1/limb; Dmg 1d4/limb; SA poison changes victims into serpents of the tree; ML 8; SZ H; XP 875.

Serpent of the tree: Int Animal (1); AL N; AC 5; MV 15; HD 2+1; THAC0 19; #AT 1; Dmg 1; ML 8; SZ S (5 ft.); XP 90.

**Stone of Lost Ways.** This pebble might be mistaken for any other magical stone. However, those who carry it through trackless wilderness (not following a road or path) increase their chances of becoming hopelessly lost. Having a character with a *stone of lost ways* in a party adds 20% to the group's chance of becoming lost, in any terrain. (See Table 81 in the *DMG*, p. 128.) Furthermore, two checks instead of the normal one are needed, one for each half-day's travel. The stone affects only characters traveling on the ground. XP value: 0.

**Swarm Queen's Crown.** This dread item resembles a gold tiara set with a piece of amber encasing an insect--usually a queen bee. The crown has a value of 2,000 gp.

With a command word, a user's body mutates into a human-shaped mass of stinging, venomous wasps, bees, and spiders: a miniature, living *creeping doom*. The user's new "body" contains 10 insects per hit point. For example, a character with 10 hit points becomes a mass of 100 insects.

The user attacks by touching someone (a normal attack roll). After a hit, the user decides how many insects sting or bite the victim. Either 10, 20, or 30 insects may swarm over a victim per attack; for every 10 insects that hit, the victim loses 1d10 hit points, and the wearer of the crown loses 1 hp--each insect dies after its attack. So, a character may inflict up to 3d10 points of damage per attack at the cost of 3 hp.

While in insect form, the user has a move of 3, but can climb walls and ceilings. The user cannot employ any weapons, spells, magical items, tools, or armor. The swarm, which has AC 0, suffers no damage from piercing weapons (P), 1 point of damage from slashing weapons (S), and half damage from bludgeoning weapons (B). Magical bonuses and fire inflict full damage. Every point of damage to the wearer kills 10 insects. The user remains transformed as long as desired, but the crown can be used only once per day. XP value: 4,000.

**Treeship.** A living tree shaped like a currach (*PH,* p. 71), a *treeship* unites the magic of druids and the craftsmanship of elves. The mast is a magical tree, from which hang

branchlike rigging and leaf-sails. The roots form the hull's ribs, covered by thick bark instead of hide. A ship carries up to eight people and 5 tons of cargo. While the vessel cannot sail by itself, a crew finds it quite seaworthy and swift (seaworthiness 80%, base move 3/6, emergency move 12).

*Treeships* can sail only in freshwater lakes, rivers, and seas; salt water poisons them within a week. When beached on grass or soil (not sand) for more than a week, they grow additional roots into the soil and require 1d6 days of pruning to become seaworthy again. XP value: 6,000.

## Herbal Magic

A character with the herbalist proficiency may use herbs as an adjunct to the healing skill, as explained in Chapter 5 of the *PH* (p. 59). However, some druids possess exceptional herb lore, which enables them to produce magical herbal brews. Druids who devote at least three slots to the herbalism proficiency can create these brews.

An *herbal brew* is a concoction of several herbs (and sometimes fungi or tree bark) that produces exotic effects. The name of a brew does not refer to the herbs in it, but to its effects. Herbal brews require no magical plants; power comes from the combination of herbs and the secret techniques herbalist druids use in each stage of preparation.

### Locating the Herbs

Finding an herbal brew's ingredients requires first locating the right place to look. The druid must search in the proper terrain for the time indicated in the brew's listing (starting on p. 105). Then, make an herbalism proficiency check, applying the brew's search modifier and a -4 penalty for snow-covered ground or darkness, if applicable.

Success means the druid locates enough herbs to produce one brew; failure means the character finds none. In either case, additional searches may be made, though a druid really should search only once per square mile of appropriate terrain. Repeated searches of an area carry a cumulative -2 penalty--there may be nothing there to find!

### Some Common Herbs

Druids find these herbs especially useful in their magic. Others may be included, real or unique to your own campaign world.

| | |
|---|---|
| Angelica root | Mustard seed |
| Anise seed | Myrrh gum |
| Cassia buds | Peppermint leaf |
| Chamomile flowers | Poppy seeds |
| Cloves | Sage leaf |
| Damiana leaf | Sarsaparilla root |
| Elder flowers | Thyme leaf |
| Gentian root | Valerian root |
| Marjoram leaf | Yerba mate leaf |

## Preserving Herbal Ingredients

Most herbs work best while fresh, but druids may wish to store some for future use rather than immediately turning them into brews. Preserving ingredients by drying, powdering, and packing the herbs takes six hours per set of ingredients (enough for one brew) and requires a successful herbalism check.

The DM makes this roll, informing the player whether the ingredients have spoiled only when the druid tries to use them in a brew. A successful roll ensures the herbs stay fresh while in a waterproof container. Failure indicates they will spoil in 1d6 days.

## Making an Herbal Brew

To create an herbal brew, the druid must have the appropriate ingredients, either fresh or preserved. The brewing process requires a quiet place that fosters deep concentration. It involves both physical work (chopping and cleaning herbs, mixing the ingredients in proper portions, steaming them, etc.) and ritual gestures and prayer. As with granted powers and spells, if the druid has not remained faithful to the Order, the herbs fail to take on their magical properties.

After preparing the concoction as long as the brew's description requires, the druid rolls another herbalism proficiency check, using the modifiers shown. In addition, a -2 modifier applies if the druid used preserved rather than fresh herbs. A successful check means the druid creates the brew. Failure means the druid ruins the ingredients; a roll of 19 or 20 always fails.

A druid with several sets of ingredients for the same herbal brew may mix multiple batches at the same time. If the final proficiency check succeeds, the druid concocts all the batches; if it fails, the ingredients all go to waste.

## Types of Herbal Brews

The next several pages offer descriptions of various herbal brews. Feel free to create new ones for your own druid characters.

Each brew entry includes these details:

**Terrain** tells where to find ingredients for the brew, as well as any special notes (gather only at night, etc.).

**Search Time/Modifier** indicates how many hours a druid must search for the brew's ingredients and offers a modifier to the herbalism proficiency check that determines whether the druid finds them.

**Preparation Time/Modifier** suggests how many hours it takes the druid to prepare the brew and offers a modifier to the herbalism proficiency check needed for successful brewing.

**Application** tells how to apply the brew: either as a tea, ointment, poultice, or vapor.

A *tea* consists of a mix of broken or crushed dried herbs infused into water. The rules for drinking potions apply to herbal teas, which keep indefinitely in dry form.

An *ointment* is a brew mixed with lard, beeswax, lanolin, or another similar base and rubbed onto skin. Treat it as a magical oil.

A *poultice* consists of a damp herbal brew bandaged onto a wound or area of skin. The contents of the poultice soaks into the skin gradually. Applying a poultice takes two rounds; it can be applied only to an unresisting or grappled subject.

A *vapor*, a mixture intended to be inhaled rather than drunk, usually affects an area. The dry ingredients must be stirred into boiling water so the brew's recipient can breathe in the steam. Administration requires two rounds and a source of hot water.

**Effects** describes what the brew does.

**Save** explains what kind of saving throw, if any, can resist the brew's effects. Most saving throws are against poison even if a brew is not actually deadly.

**Crawlbane**

**Terrain:** Swamp and deep forest
**Search Time/Modifier:** 6/-1
**Preparation Time/Modifier:** 2/-1
**Application:** Ointment
**Effects:** This ointment strongly repels insects. Anyone covered head to foot in it remains unaffected by normal insects, even those summoned by spells such as *creeping doom* and *insect plague*. Giant insects still may attack the character, but do so at a -3 penalty, due to their revulsion.
**Save:** None

**Darkweed**

**Terrain:** Desert oasis
**Search Time/Modifier:** 6/-2
**Preparation Time/Modifier:** 10/-4
**Application:** Ointment
**Effects:** A character who smears this ointment over both eyes becomes blind within two rounds. However, the character can see invisible, astral, ethereal, or illusory objects as if they were real and fully visible.
**Save:** Neg. if save vs. spell

**Deathmock**

**Terrain:** Mountain slopes
**Search Time/Modifier:** 4/-3
**Preparation Time/Modifier:** 6/-3
**Application:** Tea
**Effects:** *Deathmock* causes drinkers to fall into a cataleptic trance; characters display muscle rigidity and do not appear to breathe or have a heartbeat. While injuries cause them little bleeding, they otherwise suffer normal damage. Those under the influence of this tea sleep for 2d4 days, during which time they need no food or water. They need only one-twentieth the air unaffected people do and can survive freezing temperature.
**Save:** Neg. if save vs. poison

**Fiendflower**

**Terrain:** Deep forest or jungle
**Search Time/Modifier:** 12/-4

**Preparation Time/Modifier:** 8/-3
**Application:** Tea
**Effects:** Characters who drink this bitter tea see horrifying visions that drive them temporarily mad. After 1d20 turns, drinkers suffer an episode of 2d6 minutes, during which they turn enraged, violent, and homicidal; such a PC should be played by the DM. Afterward, drinkers cannot recall what happened during the episode, which recurs once per day (at irregular intervals) for the next 2d4 days. A *neutralize poison* spell ends *fiendflower's* effects.
**Save:** Neg. if save vs. spell

**Ghostroot**
**Terrain:** Old graveyards at night
**Search Time/Modifier:** 8/-4
**Preparation Time/Modifier:** 4/-6
**Application:** Vapor
**Effects:** This mixture's luminous vapors repel undead. Any undead attempting to draw near must save vs. spell. Failure prevents them from approaching within 10 feet of the steaming brew. Success allows them to ignore its effects; once they save, they remain immune to the brew for the rest of the day. The vapors last for one turn.
**Save:** Neg. if save vs. spell

**Nevermind**
**Terrain:** Forest clearings or caverns
**Search Time/Modifier:** 8/-3
**Preparation Time/Modifier:** 8/-7
**Application:** Tea
**Effects:** Characters develop amnesia one minute after drinking this tea, permanently forgetting all events since they last slept.
**Save:** Neg. if save vs. spell

**Hushthorn**
**Terrain:** Forests at night
**Search Time/Modifier:** 4/-3
Preparation Time/Modifier: 4/-3
**Application:** Tea
**Effects:** This tea causes drinkers to fall into a deep, natural sleep, from which they cannot be awakened for 2d10+13 hours.
**Save:** Neg. if save vs. poison

**Snakesalve**
**Terrain:** Jungle
**Search Time/Modifier:** 6/-1
**Preparation Time/Modifier:** 2/-1
**Application:** Poultice
**Effects:** If applied to a living snake-bite victim, this poultice neutralizes the poison.
**Save:** None

**Springberry**

**Terrain:** Moonlit spring meadows
**Search Time/Modifier:** 8/-3
**Preparation Time/Modifier:** 8/-7
**Application:** Tea
**Effects:** Within an hour of drinking the tea, characters fall in love with the first person of the opposite sex they see. The drinkers, while not *charmed*, act besotted and devote all efforts to wooing their love. The effects last for 2d4 days unless a player rolled a 20 on the save; in that case they are permanent.
**Save:** Neg. if save vs. spell

**Wintersalve**

**Terrain:** Mountain slopes or tundra
**Search Time/Modifier:** 6/-3
**Preparation Time/Modifier:** 6/-3
**Application:** Ointment
**Effects:** This ointment, when smeared over exposed body parts, provides the same protection against cold that a heavy fur coat would, but without the encumbrance. Combined with winter clothing, it allows for survival below zero and gives a +1 bonus to saving throws against cold-based attacks.
**Save:** None

# Chapter 6: Sacred Groves

When not adventuring, druids prefer to live near a *sacred grove* and worship there as well. While the term "sacred grove" usually calls to mind a stand of trees within a forest, here it refers to any sacred place where druids worship Nature. All sacred groves are places of great natural beauty--and sometimes magical power. Areas with a history of druidic veneration tend to acquire wondrous abilities from their prolonged contact with druidic magic and rites.

Sometimes several druids share a single sacred grove. This arrangement enables them to take turns adventuring or traveling, leaving someone always on hand to protect and tend the grove. Druids occupying a sacred grove singly have to arrange for its safety before departing: setting various wards and traps, or arranging for allies to protect it in the druid's absence.

## Features of a Sacred Grove

Each branch of the druidic order prefers certain sites for sacred groves. These include the woodland groves of the forest druids, the oases of the desert druid, the fungus-rich caves of the gray druid, and so on. In nearly every case, the overriding requirement is that the sacred grove possess a natural splendor. This splendor may range from the stark grandeur of a ring of standing stones atop a hill on a windswept moor to the gardenlike beauty of a tended forest glade.

A sacred grove is typically between 60 feet and 360 feet across (6d6 - 10 feet).

Besides the expected grass, undergrowth, bushes, trees, or other local features, desirable groves share certain elements.

### Distinct Boundaries

Sacred groves reveal themselves readily to those who know what to look for. A grove's boundary markers often result from the efforts of generations of druids. For example, the trees in a woodland grove may form concentric circles, the outermost layer reserved for the largest, most ancient trees.

Often the trees in a sacred grove are of an unusual size or a type distinct from others in the wood. For example, a sacred grove in a birch forest might have many oaks. Their branches may even entwine to form natural arches to welcome visitors. In more open terrains, sacred groves may surround themselves with high, thorny hedges or even a river. Some groves have artificial borders, such as an outer ring of standing stones. A few are small islands.

### A Clearing

A quiet place of meditation blanketed with soft moss or grass lies in the center of the grove. Druids prefer groves carpeted with soft ground cover that encourages dancing over a floor of simple dirt or stone.

### Source of Water

A spring, well, brook, or pool (often fed by a waterfall) provides the grove with pure, drinkable water. Druids use this water in their rituals and in their day-to-day life as well. Some druids prefer still water to a brook or spring, since the quiet water is less distracting during meditation and can prove useful in divination.

### Central Feature

A commanding structure--perhaps the source of water--acts as a natural altar in the grove or as a focus for worship. Other common central features include a single great tree, a standing stone, or a fairy ring (a circle of toadstools or other fungi). These and other features sometimes possess magical powers, detailed in a later section.

Native Animals

An owl lives in a grove's great tree, a snake dwells under a stone--the druid is never really alone in a sacred grove. The place feels alive in every sense, and druids usually befriend a grove's inhabitants.

### Living Quarters

While the druid and any servants or family members rarely live within the sacred grove proper, home lies not far away. A forest druid, for instance, generally has a stone, log, or sod cottage within a mile of the grove, with a vegetable and herb garden, and perhaps a few domestic animals.

## Stewardship

Although druids do not claim to "own" sacred groves, they take responsibility for them very seriously. The druid associated with a grove normally goes by the title of steward, keeper, or caretaker. Stewardship of a sacred grove is traditional: Keepers always designate their successors.

## Guards and Wards

The steward of a sacred grove is first and foremost responsible for the grove's safety, especially if the grove has "awakened" with magical powers (explained later in this chapter) or if beings such as dryads live there. Therefore, druids devote considerable effort to protecting a sacred grove--in some cases, through secrecy. Only a few trustworthy people and creatures know the grove's location. A druid obscures the pathway to the grove, while *hallucinatory forest* spells and better-cleared false trails twist away from it, leading a searcher astray.

More active defenses include pits covered with branches and leaves (perhaps sharp stakes, poisonous spiders, or snakes). Druids of at least 5th level use the *snare* spell liberally, as its defenses remain fixed until triggered. Using *plant growth* to set up permanent dense barriers around the grove is a very good strategy, especially if a druid plans to lace the obvious paths through these barriers with traps and snares, leaving only one or two concealed "safe" passages.

If enemies are on their way, the druid should strive to prevent them from using fire to damage the grove. Controlling weather to create a rainstorm before foes even reach the grove keeps the enemy miserable and stops the grass, bushes, and wood from igniting. Of course, one of the best ways a druid can defend a grove is to discover potential enemies and strike before they even reach the sacred natural site. (See "Eyes in the Wilderness," Chapter 4.)

## Tending the Grove

While safeguarding the grove remains most important, stewards must not neglect regular care. This day-to-day work involves tending the plants and animals in the grove, talking to them, and dealing with illnesses or parasites that might appear. In addition, if a druid prefers a gardenlike appearance to a wild one, the steward cleans up loose branches, prunes trees and bushes, and so on. Druids should devote 12 days per month to this job, or about three days per week. If a druid fails in this duty, the DM can assume the sacred grove's health and appearance deteriorates (as does the magic of awakened groves, lesser powers first). Deterioration is immediately obvious to any visiting druid.

Several druids may use the same sacred grove as a place of worship, sharing the work detailed above, but only one is its steward; the others usually consider themselves the sacred grove's tenders. By tradition, if the keeper dies or retires, one of the tenders takes over the stewardship.

It is considered a crime for one druid in the Order to forcibly displace another from a stewardship. Such an incident, when reported to the great druid, constitutes grounds for

the ban. In response, several druids will join together to expel the offender from the grove, finding a more suitable replacement--the original steward, if that druid did not die in the grove's defense.

An exception is allowed when a druid's negligence results in the deterioration or defilement of a sacred grove. In this case, an inner circle druid or the great druid appoints a new keeper for the grove. It becomes that druid's responsibility to reclaim the grove, by force if necessary, from its inept steward.

## Grove Law

Druids, far stricter about protecting their sacred groves than any other wilderness area, have established a law to safeguard these special sites. The following points make up the law of the grove, upheld by all except the steward and those with special dispensation from the steward:

- No trees or plants within the grove may be harmed, cut, or pruned. No one may pick or cut branches, berries, nuts, or fruit, either; visitors can eat or otherwise use only that which has fallen to the ground.
- No one may fight within the grove.
- No bird or animal within a sacred grove may be harmed. If a hunted creature flees into the grove, hunters must break off the chase; they cannot shoot at the beast from outside the grove once it enters.
- No one may fish in the waters of a grove, nor foul these waters in any way.
- None may light a fire within a grove's bounds--not even tinder or a pipe.

The maximum penalty for violating the law of the grove is death, though a druid may apply a lesser penalty in certain cases. The punishment for violating these rules--or for more serious defilement of a sacred grove--depends on the offender's motives, the damage, and the druid's inclination. If a cruel wizard damaged a sacred grove with a *fireball* in an attack on the steward, the druid would think death a proper punishment--preferably death by fire. On the other hand, if a careless toddler did the same damage by accidentally setting fire to the grove, the druid seeks a more suitable punishment: kidnaping the child to raise as a druid. Thus the child devotes a lifetime to atonement.

Note that there is no law against folk entering the grove. While some druids keep visitors away, others welcome people and animals who come to admire the grove or worship, and even shelter needy travelers. Similarly, the steward may allow visitors to collect fallen deadwood, fruits, nuts, and berries. Since druids usually can speak with the animals, plants, and (sometimes) stones in their grove, they can determine easily how a person acquired suspicious bounty.

## Becoming a Steward

A druid player character can acquire stewardship of a sacred grove in four ways:

First, the keeper of a grove might nominate the PC to become the successor to the stewardship. This tactic allows the PC to take over when the existing steward dies, disappears, or decides not to care for the grove any longer. The successor must have the current steward's trust and respect, and usually has spent time worshiping in the grove and tending it under supervision. Most of all, the nominee must prove worthy to defend

the grove. If the grove has magic, the character should have reached at least 7th level to deserve consideration. However, young sacred groves lacking magic often receive the protection of lower-level druids.

Second, a player character can find an abandoned sacred grove and reclaim it. Sometimes a powerful monster or other foe eliminates both the steward of a sacred grove *and* the chosen successor. Such groves often are cursed, haunted by undead, or frequented by local monsters. But a druid who overcomes these obstacles and reclaims the grove proves worthy of the stewardship.

Third, a stewardship may come with a title, although this practice varies from circle to circle. For instance, a circle may award the responsibility for certain sacred groves to its archdruids or great druid, and--unlike a normal grove--this stewardship changes hands as new druids assume the high ranks. At the DM's discretion, the world might even hold a wondrous "high sacred grove"-- the responsibility of the Grand Druid.

Fourth, a PC can find a virgin grove site and sanctify it. Virgin groves match the physical requirements listed earlier for a sacred grove, but have no magical powers and have never been tended. Finding such a spot is simply a matter of the druid's knowledge of local geography. A virgin grove rarely has clear boundaries, so the druid may make "improvements," such as planting a circle of trees or erecting standing stones to mark the new grove's borders.

## Sanctifying and Awakening a Grove

Druids may wish to consecrate a sacred grove, perhaps awaken it to its magical properties. To this end, they must find a suitable natural site with the features described earlier.

After preparing a site, the druid performs a ritual to sanctify it. This ceremony, a blessing and invocation of Nature--takes a day of uninterrupted prayer. Once sanctified, a site becomes a sacred grove--a living shrine to Nature, where druids can perform their rites.

As druids worship there over the years, a sacred grove tends to absorb power from the rituals, becoming a holier place. If druids consistently venerate a grove, it may awaken to the magical powers described earlier. Venerating a grove means that druids (not necessarily just the one who sanctified it) pray and meditate there on a regular basis. Furthermore, the druid appointed the grove's steward must faithfully tend it.

A sanctified sacred grove actively visited and tended for seven years has a chance to gain magical powers. This time need not be contiguous--that is, a sacred grove can be active for five years, then abandoned, then active for another two years. After the seven years have passed, the DM begins rolling 1d10 each spring. On a roll of 10, the grove "awakens." Awakened groves gain the basic powers of a lesser sacred grove and a special ability (Table 3).

Sacred groves with a long history of druidic use become the most potent, their power slowly increasing over the ages as a result of continued exposure to druidic magic. For every seven years an awakened grove remains active, it has a further 10% chance of gaining additional powers, to a maximum of six powers. Roll on Table 3 at each success, rerolling duplicated powers.

A lesser magical sacred grove becomes a greater grove only through millennia of use

by druids or direct divine intervention. DMs may assume a 10% chance of gaining greater grove status (and 1d4 such powers) per thousand years of veneration by druids.

## Magical Sacred Groves

Not all sacred groves have magical powers, but many of them do. A grove may have been innately magical since the creation of the world or have gained its magic through an unusual event, such as a visit by a deity, the birth of a unicorn, or a dryad or nymph's long-time residence in the grove. Lesser Magical Groves

An enchanted lesser sacred grove always radiates magic, although never good or evil. It has the following properties:

- Druids entering the grove feel a watching presence and a sense of power. For every three rounds they spend within its boundaries they learn one power of the sacred grove, through a vision or intuition.
- All druids receive a +1 bonus to saving throws vs. spell, death magic, and wands while within a lesser magical grove. The grove's steward receives a +2 bonus.
- All in the grove are rendered immune to magical *fear* while within it.
- *Dig* spells never work within a grove.
- Natural (nonmagical) lightning never strikes trees or beings in the grove.
- Evil enchanted creatures cannot enter the grove unless it has been defiled. (See "Defiled and Cursed Groves" in this chapter.)

In addition to these abilities, lesser magical sacred groves may possess other powers. To quickly create a grove the PCs might stumble upon while adventuring, the DM first decides how many lesser powers the grove has (chooses or rolls 2d4-2). Then, the DM selects the powers from Table 3 or rolls 1d10 to pick from the table randomly. (Descriptions of the powers follow.)

**Table 3: Lesser Grove Powers**

| d10 | Power |
|---|---|
| 1 | Awakened plants |
| 2 | Bountiful |
| 3 | Control temperature |
| 4 | Faerie fire |
| 5 | Healing |
| 6 | Prophecy |
| 7 | Protective aura |
| 8 | Still winds |
| 9 | Sweet water |
| 10 | Special |

**Awakened Plants.** The grove's magic has "awakened" 1d3 10-foot-square patches of weeds, creepers, or bushes with semi-intelligence, 4 Hit Dice, AC 10, and the ability to attack as an *entangle* spell. They will act to protect themselves and defend the grove.

**Bountiful.** If the sacred grove contains plants that produce edible fruit, nuts, or berries, 3d6+20 enchanted examples sprout each spring along with the usual crop. The

magic fruit, nuts, or berries--the largest and most healthy of their species--confer the benefits of a *goodberry* spell's products on the characters who eat them. Once picked, no more will grow until the following year.

**Control Temperature.** Any Nature worshiper in the grove may make a grove's temperature rise or fall within 30 degrees. This ability, possible once per day, affects the entire grove. Arctic or desert groves commonly feature this power, which enables those in the grove to survive brief climatic extremes, especially combined with the power to still winds (below).

**Faerie Fire.** A Nature worshiper (even a nonpriest) may cause a *faerie fire* luminance to appear, centered on the character or upon any of the trees, rocks, or standing stones in the grove. The *faerie fire,* which lasts one turn per level of the caller, can be summoned once per person in a given day. *Faerie fire* that druids call endures for two turns per level of the druid and can flicker about the grove at will. When a druid casts a *faerie fire* spell within the grove, its duration triples.

**Healing.** Beings of neutral alignment or those allied to the druid may heal wounds at twice the rate of natural healing while in the magical sacred grove. Healing-related spells produce the maximum benefits; for instance, *cure light wounds* restores 8 points of damage.

**Prophecy.** A druid who spends the night sleeping in the grove may receive a magical portent in a dream concerning the past, present, or future. The nature of the prophecy remains the DM's decision, but it should never contain more information than would come to light using a properly cast *commune with nature* spell. The portent usually warns of danger or hints at a task Nature wishes the druid to perform.

**Protective Aura.** Any creature but a druid, dryad, or nymph who sees the grove must save vs. spell. Those who fail perceive the grove as nothing other than a normal clearing (or the like) until they are led into it. The sacred grove also generates a continual protective field similar to *protection from evil, 10' radius,* except it covers the entire grove and has the powers of both *protection from evil* and *protection from good* spells.

**Still Winds.** Worshipers of Nature in the sacred grove (even nonpriests) can cause winds to calm for up to one turn per level, as long as they concentrate on maintaining this power. Triple the duration when a druid invokes it. This power, possible once per day, is quite common in desert, mountain, and arctic groves, as it protects the sacred grove and those in it from sandstorms, tornadoes, or snowstorms, and the like.

**Sweet Water.** Water from a source within the grove or dew gathered from the grass in the area has the properties of *sweet water,* but loses these special properties as soon as it is removed from the site.

**Special.** The DM can create a power associated with the branch or kit of the druid that sanctified this grove. For instance, the grove of a Hivemaster might contain a wasp's nest or beehive from which a druid could call an *insect plague* once per day, while a swamp druid's grove could feature a patch of firm ground that turns suddenly to quicksandlike mud (as in a *rock to mud* spell).

### Greater Magical Groves

A greater magical sacred grove possesses exceptional enchantments. Each domain includes fewer than a score of such groves, most of which fall under the control of druids

of 12th or higher level.

A greater grove has all the basic powers of the lesser grove, mentioned earlier. In addition, druids who sleep overnight in the grove before praying for spells receive an extra spell. Thus, a druid who chooses two 1st- and one 2nd-level spell receives another 1st- or 2nd-level spell of the DM's choice.

A greater magical sacred grove has 2d4 lesser grove powers (rolled on Table 3) and 1d4 greater grove powers (rolled on Table 4). Descriptions of the greater powers follow.

**Table 4: Greater Grove Powers**

| d12 | Power |
|---|---|
| 1 | Awakened tree |
| 2 | Beast speech |
| 3 | Concealment |
| 4 | Earthpower |
| 5 | Know alignment |
| 6 | Peaceful |
| 7 | Reincarnation |
| 8 | Waters of life |
| 9 | Scrying pool |
| 10 | Magic fruit |
| 11 | Forbiddance |
| 12 | Special |

**Awakened Tree.** A large, ancient tree living in the grove gains Intelligence and Wisdom (2d6+6), the spellcasting ability of a 3rd-level druid, and the power of speech. It can use any two of its branches at once like arms. It speaks--in a deep, slow voice--in the secret language of the druids. In combat, treat it as a treant created by the *liveoak* spell. Roots bind it to the earth like a normal tree.

**Beast Speech.** Any normal or giant animal with an Intelligence score between animal and low can speak and understand the secret language of the druids for as long as it remains within the sacred grove. The animal's Intelligence does not increase. Also, casting *animal summoning* calls a 50% greater number (or Hit Dice) of animals than usual.

**Concealment.** All mobile beings (not normal plants) within the grove when this power is invoked become *invisible* for three turns per level of the druid or until they leave the grove. This power, possible once a day, ceases to conceal anyone who attacks.

**Earthpower.** When druids in the sacred grove cast a Plant or Earth Elemental sphere spell within its boundaries, they double the spell's duration, area of effect, and range.

**Know Alignment.** A druid may know the alignment of others in the sacred grove by concentrating one round. (The druid and subject must remain in the grove during this time.) This spell-like power can be used any number of times. Nonpriest worshipers of Nature can use this power after two rounds of concentration (and two successful Wisdom checks), but can make only one attempt.

**Peaceful.** Anyone entering this grove may notice odd sights, like predators and prey playing together. Those who make a successful attack against another within this grove

must make a saving throw vs. wands. Attackers who fail suffer all the damage themselves; the wounds they meant to inflict appear on their own bodies. If they save, they suffer only half damage.

**Reincarnation.** If a druid's ashes or remains are buried in the sacred grove, the character becomes *reincarnated* (per the priest spell). The new incarnation appears within a mile of the grove in 1d6 days.

**Waters of Life.** Any source of water within the grove has unusual healing properties. Anyone bathing in the water (maximum of once per day per person) gains the benefit of simultaneous *neutralize poison, cure disease*, and *cure serious wounds* spells. The water loses all special properties outside the grove's boundaries, however, so characters cannot use it as a *healing* potion.

**Scrying Pool.** A source of still water within the grove, such as a pool or well, may be used for divination. Once per day a druid can command the pool or well to act as a *reflecting pool* cast at the druid's level.

**Magic Fruit.** The grove has a tree whose fruit or berries have a magical effect when eaten. In a given year, 1d6 fruits ripen, each with a distinct appearance to set it apart from common fruit--lustrous golden apples, for example. The magic fruit's effects are equivalent to one of the following:

- *Potion of animal control*
- *Potion of heroism*
- *Potion of longevity*
- *Potion of treasure finding*
- *Philter of love*
- *Philter of glibness.*

**Forbiddance.** A druid can invoke the *forbiddance* power (per the spell) to cover the boundaries of the grove. The effects can be called up only once per day and, once called, last one hour per level of the druid.

**Special.** The DM should devise a power associated with the branch or kit of the first steward of the greater magical sacred grove.

## Defiled and Cursed Groves

Some sacred groves tell a tragic story: Their plants have been dug up, trees burned or chopped down, water sources fouled, or standing stones overturned and broken. Perhaps their clearings once served as altars to other priests in the worship of strange gods. Such groves have been defiled, stripped of all their powers until druids reclaim them (described below).

Other events may result in a still worse fate--a grove becoming cursed. For instance:

- A terrible event takes place within the grove's boundaries: Someone reads a cursed scroll, a deity's avatar passes through, a druid dies violently, or another highly charged event takes place.
- The grove is deliberately defiled but not destroyed. When plants begin to grow back, the grove may retain some twisted vestige of its original power.
- If the druid who sanctified the grove strays badly from the neutral alignment, abandons the Order, or takes up the path of the Lost Druids, the grove's beauty and powers may become warped--perhaps as a warning to the erring steward.

To determine what curse has struck a particular sacred grove, the DM may roll on Table 5. A druid who discovers a cursed grove nearly always tries to find a way to lift the curse and ultimately resanctify the land. Some typical curses are described below.

**Table 5: Properties of Cursed Groves**

| d6 | Property |
|---|---|
| 1 | Entrancing |
| 2 | Poisoned ground |
| 3 | Haunted |
| 4 | Perpetual season |
| 5 | Hungry trees |
| 6 | Special |

**Entrancing.** This curse can apply to any grove containing a source of water or plants bearing fruit, nuts, or berries. Those who eat natural fruits of the grove or drink its water must save vs. spell or become charmed: They refuse to leave the grove, claiming they must defend this beautiful place. They resist forcefully if anyone tries to harm the grove or take them from it. The charm is broken if those it has entranced leave the grove, or it can wear off, per the *charm person* spell.

**Poisoned Ground.** A terrible poison lives within the ground, although the plants in the grove are immune. Those who touch the vegetation (including grass) with bare skin must save vs. poison each round of contact or suffer 1d6 points of damage. Characters who eat fruits, etc., from the grove must save vs. poison or die.

**Haunted.** The life forces of people who die in a haunted grove or within a mile of its boundaries are drawn into one of the grove's trees or standing stones. The trunks of the trees or the surfaces of the stones contain twisted images of the dead trapped within. While trapped, these souls cannot be raised, resurrected, or reincarnated.

To defend itself, the grove can summon any of its prisoners' spirits as ghosts or banshees (described in the *Monstrous Manual* ™). Each summoning takes two rounds, but only one ghost or banshee can exist at any time. Resanctifying the grove (described below) ends the curse and frees the trapped spirits, who now may be reincarnated, raised, or resurrected. Destroying the grove before resanctifying releases all the trapped spirits as malevolent ghosts or banshees to haunt the region henceforth.

**Perpetual Season.** The grove, locked into a single season, never experiences a change in climate. Though a grove locked into winter isn't ever popular, a grove of perpetual spring or summer may seem like a blessing. While winter blizzards rage outside, the day is warm and sunny within a grove of perpetual summer; grass is always green, trees always leafy, and flowers ever blossoming. Nevertheless, druids consider this redundant setting horribly unnatural.

**Hungry Trees.** The trees in this grove have been animated by a hunger for flesh. Treat the 2d8 hungry trees of this cursed grove as evil treants. Masquerading as normal trees, they suddenly attack anyone entering the grove. They never cross its borders unless attacked from outside the grove, though; in that case, they re-enter the grove after defeating (and consuming) foes.

### Reclaiming Cursed or Defiled Groves

Druids whose sacred grove becomes defiled or destroyed must perform a ritual of atonement, plus find and punish the guilty party. Failing deprives druids of all granted powers and major access to priestly spheres.

The first step in reclaiming a defiled grove involves repairing any damage it has sustained: planting new trees, restoring damaged standing stones, and so on. Then, a druid must perform an uninterrupted daylong ceremony within the grove to ask for the renewed blessings of Nature.

Reclaiming a cursed grove poses additional difficulties. After performing the above steps, the druid must complete a task to balance the forces behind the curse. The nature of the task is up to the DM, but it usually involves a dangerous quest in a real or symbolic attempt to "undo" the curse, punish those who caused it, or make amends for the act that led to it. After concluding the task, the druid must return to the grove to invoke Nature and cast a *remove curse* spell.

## Standing Stones

Standing stones are large, shaped stones that rise from the ground to towering heights. In some cases, their presence in a forest, on a bleak moor, or atop a lonely hill automatically qualifies an area as a sacred grove, even if it lacks other natural beauty. Druids may have erected the standing stones, or they may mark a holy place that predates the druids' arrival in the area-- perhaps a site sacred to prehuman peoples (elves, for instance) or prehistoric tribes.

Though sometimes stones stand alone, they more often join together to form various arrangements. A single standing stone is called a *megalith*--either a shaped slab or a more natural, tapering *obelisk*. Two shaped stones placed upright with a third laid across their tops constitutes a *trilithon*. Several megaliths or trilithons frequently form patterns, usually circles or horseshoe shapes.

Individual stones may weigh 5 to 25 tons each and stand 10 to 30 feet tall. A large circle may take a generation to build, unless powerful earth magic or suitable monsters (treants, earth elementals, or giants) help in the construction. Because druids possess the necessary magic, they often create these monuments for their sacred groves.

Standing stones fall into one of two categories: magical and nonmagical.

### Nonmagical Standing Stones

Many standing stones have no innate magical properties, although they may have been built by magic. In "awakened" groves, these nonmagical stones may share in the general magic of the grove. The DM decides on the purpose, type, and number of stones.

**Boundary Markers.** Stones can simply mark the grove's borders, a common practice when a circle of trees is inappropriate. Mountain druids, in particular, use stone circles to mark borders.

**Natural Observatory.** The stones might serve as a primitive astronomical calculator (as in the case of Stonehenge), their positions marking eclipses, equinoxes, and other important solar and lunar dates whose exact times remain important for religious reasons

and for maintaining the agricultural calendar. Usually one such astronomical circle of stones exists in every major druidic domain. Creating such a circle requires two proficiencies: astrology and engineering. In some cases, these circles are relics left behind to mark the visits (and predict the eventual returns) of spelljamming space druids.

**Monuments.** The lives of particularly notable historical figures can merit great megalith memorials. Sometimes treasure or a body lies buried under the stone. In rare instances, although the stone has no magic, the body beneath it rests in magical suspended animation--think of King Arthur, waiting for Merlin to awaken him.

## Magical Standing Stones

Magical standing stones can serve any of the nonmagical variety's purposes. Lesser magical sacred groves containing standing stones possess a 10% chance of having one with magical powers. This chance increases to 20% for groves with five or more stones, and 30% for groves with 25 or more stones. Standing stones within greater groves have triple the chance of being magical.

Standing stones may become magical through association with druidic rites, divine intervention, or via the normal process used to create druidic magical items. DMs deciding that a stone has magic either pick its powers from those described below or roll on Table 6. Add a +1 bonus to rolls for standing stones that help form a trilithon.

**Table 6: Powers of Standing Stones**

| d4 | Power |
|---|---|
| 1 | Petrified entity |
| 2 | Stone guardian |
| 3 | Peaceful stones |
| 4 | Speaking stones |
| 5 | Trilithon gate |

**Petrified Entity.** The magical stone is actually a huge being--often a giant or titan--that has been so weathered and overgrown with moss or ivy over the years its original humanoid form is no longer discernable. It radiates magic and may return to life if a *dispel magic* or *stone to flesh* spell succeeds. Depending on its alignment and the reason it became petrified, the creature may feel either grateful or hostile to its rescuer. A petrified entity usually points to the work of dual-class wizard/druid.

**Stone Guardian.** Once per day, the steward of the grove can order the stone to come to life for one turn per level of the druid. The animated stone fights as a 16 HD earth elemental, but if it leaves the grove it reverts to a normal stone and may not be reanimated until returned to the grove--a herculean task, since it weighs several tons! If injured, the magical stone heals at a rate of 1 hit point per turn--within the grove only.

**Peaceful Stones.** The standing stones exert a calming influence on the earth. No *earthquake* spells may succeed within a radius that measures (in feet from the center of the stone or cluster) a distance equal to the number of stones in the circle. Since no earthquakes or volcanic eruptions occur in this area, peaceful stones often stand near volcanoes or faults. Removing them could spell disaster for nearby forests and towns!

**Speaking Stones.** Any druid can cause any standing stones in the grove to speak, per the stone tell spell. Characters can use this power as often as desired, but the stones speak for no more than three rounds per day. Stewards use this power to learn whether intruders have visited the grove while they were away; druids who find a strange grove could use it to become familiar with the grove's history and keepers (if any).

**Trilithon Gate.** Characters passing under the stones may emerge from any other sacred grove in the world that also has a trilithon gate, no matter how distant. Those who have a particular gate in mind reach it; otherwise, characters come through a random gate. Anyone can travel via trilithon gate only once per day; it is impossible to go through and return again immediately.

# Appendix A: AD&D® Original Edition Druids

*The following represents a summation of information on druids from the AD&D Original Edition* Player's Handbook *and the* Unearthed Arcana *reference book. Some of these rules may not coincide with the rules for druids in the AD&D 2nd Edition game.*

The druid is a subclass of the cleric, a neutral priest of nature who views good and evil, law and chaos, as necessary and vital balancing forces. Druids hold trees (especially ash and oak) sacred, venerate the sun(s) and the moon(s), and serve as protectors of forests, wild plants, crops, and--to a lesser extent--animals and the human followers of their religion. They never destroy woodlands or crops, no matter what the situation (although druids could act to change the *nature* of an evil enchanted wood, for instance, without destroying it). Similarly, they avoid slaying wild or domestic animals, except as necessary for self-preservation and sustenance. However, druids rarely risk their lives to prevent damage to woodlands or animals--instead, they favor retribution after the fact, in a manner, time, and place of their own choosing.

To become a druid, a character must have a minimum Wisdom of 12 and Charisma of 15; if both these scores exceed 15, the druid gains a 10% bonus on earned experience. Human, elven, half-elven, and halfling PCs may be druids, although halflings and some types of elves are subject to level restrictions.

Druids fight and save as clerics, but get a +2 bonus to save vs. fire or vs. electrical attacks. They can wear only leather armor and use only wooden shields. Their weapon options are limited to club, dagger, dart, hammer, khopesh, scimitar, scythe, sickle, sling, spear, and staff.

A druid can use those magical items permitted to clerics, except for written items (books and scrolls) and weapons and armor forbidden to their class.

## General Abilities

All druids speak their own secret language. Upon reaching 3rd level, and each level thereafter, a druid gains the language of one of the following creatures: centaur, dryad, elf, gnome, green dragon, hill giant, lizard man, manticore, nixie, pixie, satyr, sprite, treant.

Druids gain powers as they rise in level.

**At 3rd level:**

- Identify plant type.
- Identify animal type.
- Identify pure water.
- Pass through overgrown areas without leaving a trail and at the normal movement rate.

**At 7th level:** (in addition to above)

- Immune to *charm* spells.
- Shapechange into a bird, reptile, and animal, each form once per day.

**Table 7: Original Druid Experience Points**

| Experience Points | Experience Level | Accumulated hp | Qty./ Land | Level Title |
|---|---|---|---|---|
| 0-2,000 | 1 | 1 | any | Aspirant |
| 2,001-4,000 | 2 | 2 | any | Ovate |
| 4,001-7,500 | 3 | 3 | any | Initiate of the 1st circle |
| 7,501-12,500 | 4 | 4 | any | Initiate of the 2nd circle |
| 12,501-20,000 | 5 | 5 | any | Initiate of the 3rd circle |
| 20,001-35,000 | 6 | 6 | any | Initiate of the 4th circle |
| 35,001-60,000 | 7 | 7 | any | Initiate of the 5th circle |
| 60,001-90,000 | 8 | 8 | any | Initiate of the 6th circle |
| 90,001-125,000 | 9 | 9 | any | Initiate of the 7th circle |
| 125,001-200,000 | 10 | 10 | any | Initiate of the 8th circle |
| 200,001-300,000 | 11 | 11 | any | Initiate of the 9th circle |
| 300,001-750,000 | 12 | 12 | 9 | Druid |
| 750,001-1,500,000 | 13 | 13 | 3 | Archdruid |
| 1,500,001-3,000,000 | 14 | 14 | 1 | Great Druid |
| 3,000,001-3,500,000 | 15 | 15 | * | The Grand Druid |

* Only one Grand Druid governs all the lands of the world.

**Table 8: Original Hierophant Experience Points**

| Experience Points | Experience Level | Accumulated hp | Level Title |
|---|---|---|---|
| 1-500,000 | 16 | 15+1 | Hierophant Druid |
| 500,001-1,000,000 | 17 | 15+2 | Hierophant Initiate |
| 1,000,001-1,500,000 | 18 | 15+3 | Hierophant Adept |
| 1,500,001-2,000,000 | 19 | 15+4 | Hierophant Master |
| 2,000,001-2,500,000 | 20 | 15+5 | Numinous Hierophant |
| 2,500,001-3,000,000 | 21 | 15+6 | Mystic Hierophant |
| 3,000,001-3,500,000 | 22 | 15+7 | Arcane Hierophant |
| 3,500,001 and up | 23 | 15+8 | Hierophant of the Cabal |

## High-level Druids

The number of druids above 11th level in a given land is limited. (See Table 7.)

**Druid.** A land can have only nine 12th-level Druids; when druids earn enough experience to achieve 12th level, they gain this level's powers only if the land presently has fewer than nine 12th-level Druids. A character also could gain the level by defeating one of the land's nine Druids in magical or hand-to-hand combat. Losers that survive must drop just enough experience points to place them at the beginning of the next lower level (11th).

**Archdruid, Great Druid.** The same procedure applies when a 12th-level Druid gains enough experience to become an Archdruid, and when an Archdruid reaches Great Druid level. There are only three positions for Archdruids in a given region, and only one Great Druid.

**Grand Druid.** Ranking above the Great Druids stands a single Grand Druid, the ultimate overseer of all a world's druids. Besides knowing six spells of each level, the Grand Druid has the ability to cast up to six spell levels (as one additional spell or in any combination that totals six levels--one 6th-level spell, six 1st-level spells, one 4th- and one 2nd-level spell, etc.).

**Hierophant.** The Grand Druid has an essentially political job, and most adventurers eventually tire of it. After attaining 500,000 experience points as a Grand Druid, the character may appoint any worthy Great Druid with 1,500,001 or more experience points as the successor. The former Grand Druid then rises to the 16th experience level, becoming a Hierophant.

As a Hierophant, the character relinquishes the Grand Druid's six bonus spell levels and, furthermore, loses all but 1 experience point (yet remains at 16th level). The character then begins counting experience points again and progressing using Table 8 (next page).

**Attendants.** Each 12th- or higher-level druid acquires an entourage of devoted lower-level druids. The least experienced 12th-level druid has three 1st-level aspirants, the next has three 2nd-level ovates, and so on. The most experienced has as followers three initiates of the 7th circle. Three 10th-level initiates of the 8th circle always serve Archdruids, while three 11th-level initiates of the 9th circle attend the Great Druid.

The Grand Druid is attended by nine druids unattached to any specific land. Any character of at least Druid level may seek out the Grand Druid and offer service. Three of these servants, Archdruids, roam the world as the Grand Druid’s personal agents and messengers. Each has four additional spell levels, as explained above.

## Hierophant Abilities

No bonus spells are awarded to Hierophants (as above for the Grand Druid and attendants), but they do receive additional, cumulative spell-like powers.

At 16th level:

- Immune to all natural animal or vegetable poisons, including those of monsters, but not mineral or gaseous poisons.
- Blessed with extra longevity equal to experience level times 10 years. For instance, a 16th-level druid lives 160 extra years.
- Maintains vigorous health (prime of life) regardless of actual age.
- Alters appearance at will in only one-tenth of a round. Hierophants can alter their facial and body features to those of any human or humanoid, change their height

and weight by up to 50%, and alter their apparent age to anything from child to old. This nonmagical power cannot be detected except by *true seeing* or similar magic.

At 17th level:

- Hibernate for a number of years equal to experience level times 10. For instance, a 17th-level druid can hibernate 170 years in suspended animation (without aging).
- Enter the Plane of Elemental Earth.
- Conjure water elemental.

At 18th level:

- Enter the Plane of Elemental Fire.
- Conjure air elemental.

At 19th level:

- Enter the Plane of Elemental Water.
- Conjure magma/smoke para-elemental.

At 20th level:

- Enter the Plane of Elemental Air.
- Conjure ice/ooze para-elementals.

At 21st level:

- Enter the para-elemental planes.

At 22nd level:

- Enter the Plane of Shadow.

At 23rd level:

- Enter any of the Inner Planes.
- Roam the Inner Plane probability lines (the 7th dimension).
- Enter the Plane of Concordant Opposition.

**Entering Other Planes.** It takes the druid one round to shift into a plane (or back to the Prime Material Plane), but the character can stay there as long as desired. The ability to enter a plane also confers the ability to survive there. So, a druid who can enter the Plane of Elemental Water will not drown during the visit, one entering the Plane of Elemental Fire will not burn, etc.

**Conjuring Elementals.** This ability works like a *conjure fire elemental* spell, but it calls for a percentile dice roll when the druid makes a conjuration attempt. If the roll is equal to or less than the character's experience level, use Table 9 to choose which elemental creature appears. Otherwise, roll on Table 9 to see what the druid summoned.

**Table 9: Elemental Conjurings**

**Fire:**

| | |
|---|---|
| 01-85 | 16 HD fire elemental |
| 86-94 | 1d3+1 salamanders |
| 95-98 | efreeti |
| 99-00 | 21-24 HD fire elemental |

**Earth:**

| | |
|---|---|
| 01-85 | 16 HD earth elemental |

86-94 1d3+1 xorn
95-98 dao
99-00 21-24 HD earth elemental

**Water:**
01-85 16 HD water elemental
86-94 1d6+6 tritons (5th-8th level) riding hippocampi
95-98 marid
99-00 21-24 HD water elemental

**Air:**
01-85 16 HD air elemental
86-94 1d3+1 invisible stalkers
95-98 djinni
99-00 21-24 HD air elemental

**Para-elemental, any:**
01-85 16 HD para-elemental
86-95 Special*
96-00 21-24 HD para-elemental

* Special: Choose 1d4+4 lava children, 1d4+4 winter wolves, 1d4+20 mud-men, 1d4+20 vapor rats, or similar creatures associated with the appropriate para-element.

A single entity, when conjured, has as many extra hit points added to its total as the druid has levels; it may not exceed its maximum hit points, though.

All conjured creatures serve the Hierophant selflessly and obediently, regardless of their alignment and temperament.

**Table 10: Druidic Spells by Class and Level**

| **Druid Level** | **Spell Level** | | | | | | |
|---|---|---|---|---|---|---|---|
| | **1** | **2** | **3** | **4** | **5** | **6** | **7** |
| 1 | 2 | - | - | - | - | - | - |
| 2 | 2 | 1 | - | - | - | - | - |
| 3 | 3 | 2 | 1 | - | - | - | - |
| 4 | 4 | 2 | 2 | - | - | - | - |
| 5 | 4 | 3 | 2 | - | - | - | - |
| 6 | 4 | 3 | 2 | 1 | - | - | - |
| 7 | 4 | 4 | 3 | 1 | - | - | - |
| 8 | 4 | 4 | 3 | 2 | - | - | - |
| 9 | 5 | 4 | 3 | 2 | 1 | - | - |
| 10 | 5 | 4 | 3 | 3 | 2 | - | - |
| 11 | 5 | 5 | 3 | 3 | 2 | 1 | - |
| 12 | 5 | 5 | 4 | 4 | 3 | 2 | 1 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 13 | 6 | 5 | 5 | 5 | 4 | 3 | 2 |
| 14 | 6 | 6 | 6 | 6 | 5 | 4 | 3 |
| 15+ | 6 | 6 | 6 | 6 | 6 | 6 | 6 |

## Druidic Spells

Druids use mistletoe as their religious symbol when casting spells, though holly and oak leaves both hold lesser mystic power for them as well.

All druidic spells with a material component assume the caster uses greater mistletoe. Druids seek the mistletoe themselves on Midsummer's Eve, cut it with a gold or silver sickle, and catch the cuttings in a golden bowl before they touch the ground. Lesser mistletoe results when druids harvest the plant themselves in any other fashion. Borrowed mistletoe is any mistletoe not cut personally by the druid casting the spell.

If a druid does not use greater mistletoe, the effectiveness of the character's spell is reduced as follows:

- Lesser mistletoe: 75% duration*.
- Borrowed mistletoe: 75% range*, 50% duration**.
- Holly: 75% range*, 50% duration**, 75% area of effect*.
- Oak leaves: 50% range**, 50% duration**, 50% area of effect**.

* or +1 bonus to saving throw if category not applicable.
** or +2 bonus to saving throw if category not applicable.

1st-level spells: *Animal friendship, ceremony, detect balance, detect magic, detect poison, detect snares and pits, entangle, faerie fire, invisibility to animals, locate animals, pass without trace, precipitation, predict weather, purify water, shillelagh, speak with animals.*

2nd-level spells: *Barkskin, charm person or mammal, create water, cure light wounds, feign death, fire trap, flame blade, goodberry, heat metal, locate plants, obscurement, produce flame, reflecting pool, slow poison, trip, warp wood.*

3rd-level spells: *Call lightning, cloudburst, cure disease, hold animal, know alignment, neutralize poison, plant growth, protection from fire, pyrotechnics, snare, spike growth, starshine, stone shape, summon insects, tree, water breathing.*

4th-level spells: *Animal summoning I, call woodland beings, control temperature, 10' radius, cure serious wounds, dispel magic, hallucinatory forest, hold plant, plant door, produce fire, protection from lightning, repel insects, speak with plants.*

5th-level spells: *Animal growth, animal summoning II, anti-plant shell, commune with nature, control winds, insect plague, moonbeam, pass plant, spike stones, sticks to snakes, transmute rock to mud, wall of fire.*

6th-level spells: *Animal summoning III, anti-animal shell, conjure fire elemental, cure critical wounds, feeblemind, fire seeds, liveoak, transport via plants, transmute water to dust, turn wood, wall of thorns, weather summoning.*

7th-level spells: *Animate rock, changestaff, chariot of sustarre, confusion, conjure earth elemental, control weather, creeping doom, finger of death, fire storm, reincarnate, sunray, transmute metal to wood.*

# Appendix B

A good many works of modern fantasy fiction deal with druids or druidlike figures who act to magically preserve and protect Nature. Some of the best are listed below, but many more Arthurian (Merlin was a druid!) or Celtic-inspired fantasies await in bookstores and libraries.

## Novels and Series

*The Mists of Avalon*, Marion Zimmer Bradley. The story of King Arthur, Merlin, and Morgan le Fay told from Morgan's point of view. Beautifully written.

*The Dreamstone*, C. J. Cherryh. Arafel, the last of the Sidhe and immortal protectress of the wood, makes a good model for an eccentric Guardian druid. Sequel: *The Tree of Swords and Jewels.*

*Moonheart*, Charles De Lint. This novel has a modern setting, but its compelling tale of bards, druids, shamans, and the meeting of Celtic and Amerind magic has relevance to any fantasy campaign--as do most of De Lint's other novels (especially *Greenmantle*).

*The Chronicles of Thomas Covenant the Unbeliever* series, Steven R. Donaldson. An outcast from our world becomes drawn reluctantly into a struggle to save the magical Land from evil. The forces rallied in defense of the Land hold ideas usable in a druidic campaign. Also relevant is the theme of protecting a world against a corrupting evil.

*Moon of Gomrath*, Alan Garner. This tale, regarding the return of "wild magic" to England, contains useful enchantments.

*Mythago Wood*, Robert Holdstock. This award-winner full of powerful images brims with druidic magic and ancient mystery in England's woods. The Mythago Wood is the archetypal primal forest; mythagos themselves would make an exciting mystery encounter--and an interesting alternative to avatars. Sequel: *Lavondyss*.

*Druid*, Morgan Llywelyn. Clearly, this novel is superior historical fantasy.

*Nausicaa and the Valley of the Wind*, Hayao Miyazaki. Nausicaa, the heroine of this excellent science-fantasy comic (and movie), resembles a gray druid with the Hivemaster

kit.

*Moonshae and Druidhome trilogies*, Douglas Niles. These six books center around a druid who worships the Earthmother in the Forgotten Realms setting.

*The Forest of Forever*, Thomas Burnett Swann. This is one of several novels by Swann that focuses on sylvan folk, dryads, and the like within an ancient setting.

*Lord of the Rings*, J. R. R. Tolkein. The encounters with the Old Forest, Tom Bombadil, Radagast, and Treebeard contain many ideas usable within a druidic campaign. Some think Gandalf resembles a druid far more than a wizard.

*The Seedbearers* trilogy, Peter Valentine. This series postulates a druid migration to Great Britain following the sinking of Atlantis. Its action continues up to Rome's destruction of the druids.

## Game Supplements

*Halls of the High King* (FA1), Ed Greenwood. This Forgotten Realms adventure contains information on druidic groves in the Realms, including their unique "moonwells."

*Celts Campaign Sourcebook* (HR3), Graeme Davis. This book provides rules on how the very different Celtic druids of ancient Britain, Gaul, and Ireland can work within a historical fantasy AD&D game. It has a useful bibliography on historical druids.

# ADVANCED DUNGEONS & DRAGONS®
## 2nd Edition Player's Handbook Rules Supplement

# The Complete Thief's Handbook

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**Introduction**
The Purpose of the *Complete Thief's Handbook*
The Role of the Thief
Thieves and the Law

**Chapter 1: Role-Playing Thieves**

Setting
Social Background
Motivation
Sample Archetypes
Demihumans
Other Nonhuman Races

Demihumans, Cities, and Guilds
*Code of the Professional*

**Chapter 2: Proficiencies**

New Proficiencies
Alertness
Animal Noise
Begging
Boating
Endurance
Fast-Talking
Fortune Telling
Herbalism
Hunting
Information Gathering
Intimidation
Locksmithing
Looting
Navigation
Observation
Reading/Writing
Survival
Tracking
Trailing
Voice Mimicry
Demihumans and Nonweapon Proficiencies

**Chapter 3: Thief Kits**

Kits and Thief Types
Kits and the Thief Classes
Kits and Character Creation
The Thief Kits
Thief Kits and Thieving Skills
Acrobat
Adventurer
Assassin
Bandit
Beggar
Bounty Hunter
Buccaneer
  Learning the Ropes
  Losing and Regaining Balance
  Optional Rule: Dodging
Burglar

Cutpurse
Fence
Investigator
Scout
Smuggler
Spy
Swashbuckler
Swindler
Thug
Troubleshooter
Recording Kits on the Character Sheet
Thief Types and Multi-Class Characters
Thief Types and Dual-Class Characters
Creating New Kits
The Thief Kit Creation Sheet
The "Lone Wolf": Unique Thieves
*Thief Kit Creation Sheet*
"Bluehand" Ajathar, Lone Wolf
Adventure Suggestion
Glossary of Thief Slang

**Chapter 4: Thieves' Guild**

What is a Thieves' Guild Anyway
Developing the Thieves' Guild
Benefits of Guild Membership
  Training
  Equipment
  Information
  Fencing
  Specialist Help
Responsibilities of Guild Membership
  Secrecy
  Providing Information
  Limited Territory
  Other Duties
  The Recalcitrant PC Thief
Activities of Thieves' Guilds
  Protection Rackets
  Smuggling
  Forgery and Coin Clipping
  Entertainments
  Lawful Operations
Thieves' Guilds in the Campaign World
  Size and Wealth of Communities
  Social Alignment

- Special Social Factors
- Divided Alignments
- Racial Divisions
- Religious Factors
- Historical Factors

Thieves' Guilds and Other Groups

Thieves and the Law
- Persecution
- Hassle
- Opposition
- Tolerance
- Corruption
- Complex/Mix

Thieves and Merchants
- Warfare
- Opposition
- Standoff
- Submission
- Infiltration
- Complex/Mix

Thieves and Other Guilds
- Craft Guilds
- Adventuring Guilds
- Thieves and Assassins
- Thieves and Beggars
- Thieves and Bards

Guildmasters and Guild Structures

Guild Organizations
- Centralist
- Cohesive
- Fractionated
- Oppositional
- Anarchic
- Complex/Mix

Guild Leaders
- Guildmaster
- Council
- Democracy
- Leaderless
- Complex/Mix
- Special

Guild Rulership
- Weak/Strong
- Cruel/Just
- Despotic/Populist

Designing a Thieves' Guild

Using the Tables
Guild Background
Social Alignment
Special Social Factors
Size of Community
Wealth of Community
Attitudes of the Law
Relationship with Merchants
Relationships with other Guilds
Guild Rulership
Guildmembers and the Rest
Experience Levels of Thieves
Multi-classed Thieves
Non-Thief Guildmembers
Fleshing out Guildmembers
Alignment
Prime Requisite
Senior Thieves
Junior Thieves
A Final Record
Guild Dues
Normal Resources
Special Resources
Major Activities
The Guildhouse
Thieves' Guild of Mallain
Unusual Guilds
The Traveling Guild
Piratical Guilds
The Guild of Honorable Gentlemen
The Good-Aligned Guild
Player-Character Guildmasters
Determining Guildmembers
Guild Income
Levels of Operations
The Long Arm of the Law
Guild Morale
New Followers
Special Events and Occurrences
Blueprint Profiles
Guildmaster Septien Selfareine, the "White Lily"
Guildmaster Tulmara Zir Bharann, "Cruelty's Mask"
Quartermaster Marmel Raveiz
Durdlan Silverpalm, Master Fence

**Chapter 5: Tools of the Trade**

Equipment for the Thief's Skills
Skill Modifiers
Picking Pockets
  Arm Sling
  Mini-Blade
Opening Locks
  Improvised Lockpicks
  Acid
  Chisels
  Cutters, Files and hacksaws
  Magnifying Glass/Lens
  Oil and Funnel
  Time Scales
Finding and Removing Traps
  Lockpicks
Moving Silently
  Silenced Armor
  Strapping
Hiding in Shadows
  Camouflage Clothing
  Charcoal
  Plant Dyes
  Weaponblack
Detecting Noise
Climbing Walls
  Climbing Daggers
  Grapples
  Special Function Arrows
  Spikes and Line
Miscellaneous Equipment
Burglary and Theft
  Glass Cutter
  Housebreaker's Harness
  Keymaking Set
  Limewood Strips
  Sharkskin
  Skeleton Key
  Tar Paper
  Wax Pad
Evasions
  Aniseed
  Caltrops
  Catstink
  Dog Pepper
  Hand Lamp

Hollow Boots
Marbles
Self-Protection and Combat
Blinding Powder
Death Knife
Folding Bow
Pin Ring
Sword Stick
Wrist Sheath
The Joy of Sticks
Blade Pole
Blade Pole
Climbing Pole
Hooked Pole
Mirror Pole
Miscellany
False Scabbard
Hand Warming Lamp
Marked Cards and Biased Dice
Water Shoes
Cost and Availability of Equipment
Magical Items for Thieves
Detection Resistance
Description of Magical Items
Misc. Magic: Clothing and Jewelry
Misc. Magic: Other Sneaky Stuff
Weapons

**Chapter 6: The Arts of Deception: Classic Cons**

Short-Change Swindles
Gambling
Quackery
Forgery and Counterfeiting
Jewelry Swindles
Robbing the Robbers

**Chapter 7: New Rules for Thieves**

Advanced Locks and Traps
Modifying Checks
Building Better Locks
Multiple Locks
Lockpicking/Trap Removing Noise
Animal Assistants

The Thief's Fetch
Poison and Sedatives
Poison Antidotes
Campaigns without Nonweapon Proficiencies
Healing Proficiency and Poison
Antidote Effects
Producing Antidotes
Mugging—the Thief's KO
Armor and Acrobatic Proficiencies
Armor and Thief Skills

## Chapter 8: The Thief Campaign

Cultural Considerations
Social Campaign Environment
Social Overview of Thieves
Detailed and Varied NPCs
Unique Buildings and Structures
A Well-Defined Economic System
Interesting Objects D'Art and Other Treasures
Well-Defined Legal System
Counter-Thief Tactics
Background of Interesting Conflicts
Challenges to Thief Character Class Abilities
The Thieves' Guild
Basic Storylines for Thief Campaigns
The Great Artifact
The Mysterious Client
Role Reversal
Foul Betrayal
The Spy
Playing In and Running the Thief Campaign
Wizards Working With Thieves
Levels of Magic in the Thieves' Campaign
Multi- or Dual classed Thieves
Henchmen and Hirelings of Thieves
Dens and Hideouts
Selected Tables

## List of Tables

1: Nonweapon Proficiencies-Thieves
2: Suggested Begging Modifiers
3: Fast-Talking Modifiers
4: Thieving Skill, Thief Kit Modifiers
5: Urlar's Skill Adjustments

6: Aljahar's Experience Table and Spells
7-27: Thieves' Guild Creation Tables
28: Silenced Armor (Elfin Chain) Effect on Skill
29: Grappling Success
30: Special Function Arrows
31: Purchasing Thief Equipment
32: Magical Items for Thieves
33: Potions and Oils
34: Misc. Magic: Clothing and Jewelry
35: Other Sneaky Stuff
36: Magic Weapons
37: Effects of Armor on Acrobatic Proficiencies
38: Effects of Armor on Thief Skills

# Introduction

The world of the thief is a world of darkness and stealth, hidden from the eyes of respectable folk, yet often under the scrutiny of the zealous enforcers of the law. It is a world of courage and fear, of bravado and cowardice, of violence and treachery.

Yet it is also a world of color and laughter, lively parties and bustling markets. The thief, more than any other character class, practices his arts among his fellow men (or halflings, or elves, or whatever). He seeks the gatherings of population, the confluence of wealth and avarice, where treasures are there for the taking.

To be sure, many a thief has proven his worth time and again in the darkest reaches of a forgotten dungeon, among the snowy peaks of the bleakest of wild vistas, or within the halls of a fortress or military camp. Quests into the wild contain as much appeal for the thief as they do for other characters. In fact, should the prospect of treasure appear significant enough, many a thief will lead the way in encouraging his companions to embark on such a mission.

But when the adventurers return to the sheltering walls of their homes, wherever these may be, and rejoin the population, the thief is best equipped to find adventure there. And when such adventure is discovered, it is thiefly skills that are most often called into play.

## The Purpose of the *Complete Thief's Handbook*

This book provides information of use to players of thief characters, and to DMs running campaigns including thieves. The emphasis lies heavily upon a campaign where many Pcs are thieves, but there is no reason provisions in this book cannot be employed by groups with but a single thief among them.

None of the information here changes any existing AD&D® 2nd Edition rule. Instead, the idea is to amplify and detail those rules for players who are interested in playing thief characters. Indeed, it is possible and in fact quite easy to play a thief character without the information herein.

However, the player who wishes to develop his player character thief in a unique fashion, or who seeks aid in deepening and broadening the character's personality, goals,

and motivations, will find helpful suggestions and ideas in the *Complete Thief's Handbook*.

But the book is a guide for DMs as well. Information on organizing thieves' guilds, for example, is essential to any ongoing thief campaign. If no guild is present, consistent information on other societal sanctions needs to be determined by the DM—and the information must be available to players as well.

Consequently, no portion of this book is prohibited to player viewing, nor is any part of it irrelevant to the activities of a good DM.

New rules and procedures only become official campaign rules in a campaign where the DM so declares. Players who wish to employ some of these materials can certainly ask the DM to use them, but as always, the Dungeon Master has the last word.

## The Role of the Thief

The skulking burglar pilfering through the night is perhaps the most common picture of the thief. Neither players nor Dungeon Masters should blind themselves to other possibilities, some of them more useful (and socially acceptable) than common theft.

The thief character kits introduced in Chapter 3 provide a variety of thief types. These are not new character classes by any means, but the kits can help players define thieves in one of several areas of specialty. Some of these include:

**The Spy**, long a noble practitioner of the thiefly skills. Indeed, lockpicking, moving silently, hiding in shadows, and the like are all skills of prime importance to the Spy.

**The Scout** can do for an adventuring party what skirmishing troops do for an army: he is a fast, lightly armored individual who can utilize stealth and speed to study terrain and watch for ambush. Thief-scouts and rangers in combination make splendid reconnaissance bands.

Other kits include the **Troubleshooter** (the dungeon-crawling thief**), Acrobats, Beggars, Bounty Hunters, Swindlers**, and many more.

Typical thiefly personalities are also provided, allowing players to create detailed PCs based upon these archetypes, but also providing useful pieces of imaginative roleplaying information for many long-lived, high-level PCs.

Chapter 2 describes additional nonweapon proficiencies of particular use to thief characters. New equipment types, both magical and mundane, are introduced in later chapters. And a few new rules cover areas of concern to thieves—lethal and non-lethal poisons, for example, and how to determine the quality of workmanship used to build a lock or trap.

A section on running a thief campaign provides players, and most particularly DMs, with suggestions and guidelines on ways to tailor the campaign toward the thief PCs' areas of interest and expertise.

Whatever area of the book yields the most use, players and DMs alike who wish to expand the domain of the thief in their campaign world should find many things of interest between these covers.

## Thieves and the Law

*Geraldor slipped through the alley, his black cloak masking his progress through the*

*filthy passage. Reassuring himself that he was not pursued, he stepped boldly onto the Golden Way. With a nervous gesture he smoothed his oily black hair and attempted to stroke his wispy mustache.*

*Sighing, Geraldor realized that any attempt to look like a gentleman was doomed to failure. He hoped his guildmaster's plan was intact.*

*And there before him was the Highgate! Geraldor's heart pounded as he examined the brawny men at arms, four in number, manning the post. As the only public route into the city's Golden Quarter—home of all the wealthiest merchants, most powerful lords, and influential ambassadors in all the land—the Highgate was usually guarded well.*

*But not tonight. Geraldor recognized the giant, hulking form of Morto, sergeant-at-arms of the city watch. As Geraldor had expected—nay, hoped—Morto commanded the detachment at the Highgate.*

*With a barely concealed nod of recognition, Geraldor stalked to the gate and stood impatiently as Morto made a pretense of examining his "pass." In reality, this crudely forged slip would fool no one with any capacity for comprehending script.*

*But Morto's reading ability was not the issue tonight. Instead, the guard's loyalty to the guildmaster was the force behind Morto's curt nod and his gesture ushering Geraldor through the Highgate. Geraldor fairly skipped through the great stone arch. He had entered the Golden Quarter!*

*Now his movements took on the shadowy aspect of the master thief at work. Though he remained alert, he knew that the major obstacle had been passed at the gate. The hefty bribes offered to Morto and his associates had paved the way to riches. It only remained for Geraldor to haul those riches away.*

*The wiry thief found the mansion that had been selected by the guildmaster. Family and servants all slept, and they had no dog. In a matter of minutes Geraldor had collected the lady's gems. He spent several more minutes seeking the strongbox, finally discovering it in a small, luxurious sitting room. He picked the lock and pulled out only the most valuable coinage, platinum and gold, before soundlessly slipping toward the exit.*

*In the house he saw magnificent silver candelabra, a huge and obviously enchanted sword, and other wonders. All of these he disdained as too bulky for his current mission. After all, Geraldor was a professional!*

*Scarcely suppressing an urge to whistle, Geraldor sauntered back along the Golden Way. He would pass through the Highgate again and immediately disappear into the clustered neighborhoods that crowded both banks of the muddy river.*

*He saw Morto at the guardpost and nodded casually, passing under the great stone arch again on his way out of the Golden Quarter. Only then did he notice something wrong: Morto stood mute, with his hands shackled before him.*

*At that same instant a heavy gauntlet fell upon Geraldor's shoulder and a massive arm propelled him into the stone wall of the gatehouse.*

*"What have we here?" growled an unfamiliar voice. Terrified, Geraldor saw that it issued from beneath the shiny cap of a watch captain.*

*"J-just going home, m-my lord!" he stammered, wriggling in a futile attempt to break away.*

*The captain laughed, having already found and discarded Geraldor's fake pass. The man's gloved hands continued to poke through Geraldor's clothes and pouches,*

*retrieving object after object, often with a low chuckle.*

*"The lady Allorana's diadem, I see—perhaps she loaned it to you!" The captain roared with hilarity, joined by the guffaws of a full company of guardsmen that Geraldor now saw in the shadows.*

*Then the captain's voice lowered as his hand tightened around Geraldor's throat. "Now, thief, you will find out what the laws are in our town. And you will have time to learn them while you rot in gaol!"*

From even before the time, thousands of years ago, when the Code of Hammurabi first defined the legal system of a body of government, and extending to the present day, societies have created procedures for defining personal possessions. An inherent part of this definition includes the penalties due those who violate these procedures. Odd as it may sound, thieves cannot exist without some kind of legal framework.

And from the time in any culture when personal possessions come into being, there have been those who seek to remove the possessions of others and make them their own. It is for players of characters who attempt this perilous exchange of wealth, and to their Dungeon Masters, that this tome is intended.

Of course, some thievery occurs under the guise of authority, and as such falls beyond the scope of this book. Tax collectors, for example, may steal from those who regard such claims as thievery. So do conquerors. But these are not AD&D® thieves. While they may approach the category of bandits, their "theft" demands more fighting skill and aggression than stealth.

By far the more common type of thievery, and the one that generally comes to mind when discussing the character type, is the furtive pilfering described in the incident above. Poor Geraldor has suffered the fate known to many of these wrongdoers as he is taken by the long arm of the law. But if that law did not exist, then Geraldor's task would become meaningless.

This point is one that should be well remembered by those who play thieves as well as those who run the campaigns. Regardless of how chaotic the setting, a structure at least vaguely approximating a legal system is necessary before the thief can really begin to ply his trade.

## Chapter 1:Role-Playing Thieves

Thieves are perhaps the most fascinating and diverse class of player-characters in the AD&D® game—or at least they can be, if played properly. The thief has a certain innate, charming flair, which the *Player's Handbook* describes: "Thieves are people who feel that the world (and everyone in it) somehow owes them a living. They get by day by day, living in the highest style they can afford and doing as little work as possible . . ."

This is an accurate description of many thieves, but not all; and there are many exceptions. You will find that the character—that is, the personality—of your thief character will be very important, vital to making the thief a living, breathing person. It makes them more fun to play, too.

Personality, then, is the topic of this chapter. It comes before the chapters of technical information on kits, new abilities and so forth, because we believe that when you are designing a thief character, perhaps even more so than with other classes, personality

considerations should come first. Who is this character? Where is he from? Why is he a thief—has he stolen bread crumbs all his life just to survive, or is he an idle fop who moonlights as a burglar just for thrills?

After asking yourself such questions, and answering them, you will then be better able to proceed into the technical details. Your character will exist in your mind, and the task will then be just a matter of translating that vision into working game terms.

There are three basic things to consider when putting together your thief's background and personality: setting, social background, and motivations.

## Setting

Where is the character from? This will have an effect on what sorts of skills the thief may have picked up. City, countryside, and wilderness are all possible settings; or the thief may have been a wanderer all of his life.

**City:** Any place where people gather in large numbers, there will be those who live off the sweat and toil of others. Besides politicians, thieves are often among this group. A city background will open many possibilities of specialization for your thief. Because a city is a complicated web of many people, each person tends to have more specialized functions. This is true for thieves as well as normal, respectable citizens.

Note that thieves in cities, especially those who have very specialized skills and abilities, are most likely connected with a thieves' guild; or, if they are not, they will surely run afoul of one sooner or later. If your thief hails from an urban center, be sure to figure out what his relationship to the local thieves' guild (or, in some places, guilds) is.

**Countryside:** A few thieves are able to make a living in a single populated, rural area. They tend to be quite different from their city-dwelling cousins—pickpocketing, for instance, is probably not going to be practiced much without the shelter and anonymity of the urban crowds. Extortion, banditry, burglary, and various similar thefts are more typical means of making a living from the peasants and their rulers in the countryside. Fences also may work the countryside, selling wares that may have been stolen in distant cities.

Thieves' guilds often have an active hand in populated rural regions, though it is not as firm as in the cities.

**Wilderness:** Thieves are, by definition, those who garner their living from others, so few are to be found making their permanent abode in the wilderness, far from human settlement. Those who do are usually bandits, with a stronghold set up somewhere secure, from which they can make raids on nearby settlements or trade routes. In AD&D fantasy settings, there are also innumerable possibilities for thieves who survive by taking liberties in their relationships with the local non-humans.

While few thieves' guilds would claim any wilderness as "territory," thieves from these regions are typically affiliated with one or another organized band of miscreants. These bandit groups don't have the organization or sophistication of the urban guilds, but they are still formidable, and their rivalries may run as deep as any among the big city guilds.

A great many demihuman thieves originally hail from a wilderness setting, although they do not necessarily fit the "bandit" mold common among humans. (See the section on demihumans, below, for more information.)

**Wandering:** Finally, some thieves have never called any place "home." They travel town and village, city and wilderness, wherever they think fortune might grant them better opportunities. Charlatans, those who make their living by duping others with all sorts of fraud, are often wanderers: They will stay in one place as long as there's money to be made, but they hope to be long gone, preying on others' gullibility, before their scams are uncovered.

## Social Background

After you have chosen a setting for your character, you should decide his social background. At the start this need only be done in a general way: select a poor (or unknown), middle, wealthy or noble class background. This background will have important effects on what resources are available to the character. Also be sure to consider how it relates to the thief's motivation (below).

**Poor/unknown:** Most thieves are from a poor background. Most people would just as well make an honest living, if they can. For some in the lower classes, however, there is simply no such opportunity, and so crime becomes a means of survival. The vast majority of such criminals spend their lives as petty thieves, picking pockets, mugging people foolish enough to walk the streets at night alone, perhaps even planning and executing a burglary. These poverty-born thieves form the backbone of most thieves' guilds. The guild regulates their activities as well as it can, and uses it as a pool, from which are drawn the most talented and promising. Because skill and cunning are the ultimate determining factors, many a famous thief—whether in esteem or power among guild comrades, or outside of the underworld—rose from the most humble beginnings.

An "unknown" background usually fits in with the poorer classes. This means the character was an orphan, and does not know his ancestry; his parents may have been criminals, middle-class artisans, or even wealthy merchants or nobles. Dickens' Oliver Twist is a classic example of a thief of unknown ancestry. For all practical purposes, the character is one of the poor people, like everyone with whom he grew up. However, a hook in the campaign may be the search for, or accidental discovery of, a character's ancestry.

Player characters from a poor background may, at the DM's option, have a smaller amount of starting money than they would otherwise (perhaps 2d4 x 10 gp). If a player character is part of a guild, however, he has probably been accepted as someone who shows promise, and the guild may provide standard equipment and money for its apprentice—the equivalent of the usual 2d6 x 10 gp.

**Middle:** A few thieves may hail from the middle classes, perhaps from families of artisans and petty merchants. Such characters are less likely to be stealing for survival, though desperate financial straits may bring people to seek illegal solutions, which could tie into a whole net of crime.

Imagine, for instance, a locksmith who needs money to support his ailing mother. The landlord threatens eviction, and so forth; in desperation, the locksmith turns to the thieves' guild for a quick, easy, high-interest loan. As the family gets more and more entangled by their debts, the guild decides to accept as partial payment the locksmith's daughter (and apprentice), to become an apprentice thief.

But greed is a more typical motivation. Many swindlers come from the middle class;

they decided that there are better profits to be made through dishonesty than hard work.

Thieves of middle-class origin usually have standard initial funds.

**Wealthy/Noble:** Still fewer thieves are from affluent families. This is partly because people with ample funds have little motivation to pick pockets; but even more, it is because thievery is very much socially unacceptable at this level. There are exceptions, of course. Wealthy privateers, raiding the trade lanes of rival nations for glory and plunder, may enjoy a high and respected profile for a time. And wealthy families of crime lords are a different matter entirely.

In any case, a thief from a wealthy family is expected to distinguish himself in some way or other—flamboyance, daring, audacity, charm—even if he hides his identity during his roguish endeavors. Otherwise, what is the point of risking life and reputation?

This question might be asked of any character, of course. And so we turn to the topic of motivations.

## Motivation

Why is the thief what he is? You can ask this question even before you know specifically what his area of expertise or technical interest is. A person primarily motivated by greed could be a troubleshooter or a cat burglar, for instance, provided the job pays well.

We suggest six basic motivations: fame (or infamy), greed, justice, loyalty, survival, and whim. These are of course generalizations, and any particular character probably has motivations more complex than one of these simple descriptions. Also, characters often have more than one motivation, and different motivations can apply to different situations.

This may sound so convoluted that you may wonder why we should even approach the issue. It is useful to choose a basic motivation, however, as the basis for role-playing. As you play the character, more motivations will arise—and old ones may vanish. In this way a character may come to life.

A character who starts with the greed motivation may, in the course of his adventures, encounter a great deal of injustice wrought by the rulers of the land. He may even trace his own selfishness to the perverted values of the rulers. As he organizes his activities to oppose the rulers, then, his motivation may subtly swing towards justice. It is unlikely, however, that he would be so "converted" as to lose entirely the greed that drove him for so long. New conflicts and role-playing opportunities may arise within the character between his greed and his new-found sense of justice.

Be sure to keep your character's motivations in mind when you select his alignment. The description below of each general motivation includes a word on appropriate, related alignments. Note also that as the character develops in play and motivation shifts, alignment too may undergo change. (For a thorough discussion of alignment changes, see the AD&D® 2nd Edition *Player's Handbook*, p. 49, and the *Dungeon Master's Guide*, pp. 28-29.)

The motivation description may also include suggestions on thief kits appropriate to this motivation. The thief kits are fully detailed in Chapter 3.

**Fame/Infamy:** The fabled charm of a thief's life attracts many an adventurer in search of glory. In our own real world, many thieves have achieved great fame, and in

literature even more such figures abound. Infamy surely accompanies the career of many a successful thief; for some it may even be their ultimate goal. If this is the case with your character, you must be certain to bring it out while role-playing. Every action should be considered in terms of how it may increase the world's knowledge of the thief's amazing exploits.

**Greed:** The simplest and perhaps most stereotypical motive behind the thief's life is greed. Combining greed with sloth, the thief shuns "real" work, and lightens his load by lightening others' purses. Or, the character simply loves wealth, but is unable to get it through acceptable channels.

Characters with greed as their primary motivation surely would not be of good alignment. Although even good thieves may have a certain element of greed, it would not be the biggest factor shaping their lives.

**Justice:** This is a rare and peculiar motivation, since thieves are generally considered to be anything but good. The classic example of the thief motivated by justice is Robin Hood—at least as popularly portrayed, if not in historical reality. Such a character must arise in a region or nation where injustice rules, though it need not do so officially. For instance, in one town the rulers may be blatantly evil and corrupt; a thief motivated by justice may devote himself to fighting those rulers.

Characters motivated by justice will probably be of good, lawful neutral, or true neutral alignments. Remember that each alignment has its own idea of what constitutes "justice"; to a true neutral thief, for instance, justice means maintaining the balances between good and evil, law and chaos.

**Loyalty:** Some connection in the character's past has drawn him onto the road of the thief, and he follows it faithfully out of loyalty or debt to that past. For instance, one character might have been born into a family of crimelords; he became a thief as a matter of family loyalty. Another thief may have been an orphan, sheltered and raised by the thieves' guild. Even though his moral sensibilities may lead him to question his benefactors' and even his own behavior, his loyalty and gratitude for the life and opportunity they gave him may (at least for the moment) outweigh his doubts.

Loyalty is most appropriate as the primary motivation of lawful characters. The conflicts of loyalty versus moral imperatives may lead to some very interesting role-playing.

**Survival:** Many thieves from the lower strata of society engage in theft and the like for the simple purpose of survival. Player-character adventurers are prone to garner more wealth than they need for mere survival, so (unless the Dungeon Master works diligently to keep them poor) they might need a new motivation after a few successful adventures. Probably a secondary motivation (such as greed, or even justice) would come to the fore and become primary.

Thieves who steal for survival usually don't have lawful alignments, though lawful evil is possible.

**Whim:** Some thieves engage in their activities for the sheer thrill of it. They can survive (materially) without it, they don't need or desire the money as such, and they are indifferent to fame. They simply desire to steal, to deceive people, to pull off the most impossible heist or scam—this grants them supreme pleasure. Whim-motivated thieves range from the ennui-stricken rich man's son to the compulsive shoplifter whose desire to steal may push him to the very edge of sanity.

This motivation is most appropriate for chaotic alignments.

## Sample Archetypes

By combining assorted settings, social backgrounds and motivations, you can create a worldful of distinct thieves. Another way of making a character is to start with a whole concept of what sort of thief he is, rather than building him from the individual blocks we described above.

But where do you get such a concept? History, folklore and literature all provide colorful examples of thieves. From these you can abstract a model, an archetype, on which you base your beginning character. Like the elements we described above, these archetypes are rough and general. Through effective role-playing you will expand your thief into a more detailed, interesting, and believable character.

Below are a number of sample archetypes that you may have encountered in books, movies, and so forth. Experienced role-players will probably find that thieves they've played in the past are similar to one of these archetypes, or are a fusion of two or more.

Remember that these archetypes, like the background options presented above, are meant to inspire role-playing, not to limit it. The personality you create should provide the basis of your character, but it would be wrong to define every possible choice beforehand. Part of the pleasure of role-playing is seeing your characters change and grow; like real people, they should be full of surprises, ready to adapt and change with new situations.

**The Artist:** This thief is searching for "the perfect crime." He chooses jobs for their challenge and aesthetic pleasure, not strictly for their payoff in wealth.

A drunken duke who is stumbling down an alley late at night, heavily laden with jewels and gold, would be of little interest as a target for the Artist. In fact, the Artist would be offended if someone were to suggest that he perform such a ludicrously easy theft, since it would be so far "below" the Artist's caliber.

However, the Artist might take advantage of the situation if it might play into a bigger, grander scheme. For instance, he might play the part of a "Good Samaritan," escorting the foolish noble to his residence, and thereby gaining the duke's confidence. This gives the Artist special privileges, not the least of which is the duke's unquestioning trust. (After all, how could the Artist have been a thief if he escorted the duke safely home, rather than mugging him?) From this position, then, the Artist may plan a truly exceptional theft, the sort that would stir up an extraordinary amount of public interest, but could go unsolved for decades.

The Artist is usually found in an urban setting or, less frequently, wandering. His family was surely above the poverty level, and probably even wealthy; theft for the Artist is chiefly a pastime, though it may have also become a source of livelihood. He is egotistical, motivated by whim or a desire for fame—if not fame for himself, than for his crimes, since he probably will remain anonymous.

**Desperado:** For some reason or another, this character is running from the law—or, perhaps even worse, the unwritten law of the underworld. In any case, he is ready and willing to do whatever is necessary, however drastic, to preserve his life—he knows all too well how soon its end may be. Delicacy and rational forethought are not the forte of the Desperado. This is the sort of character that, when discovered pickpocketing, might

knife his target, lest his face be identified.

The Desperado character may be of any social background, although poor is most likely. His motivation is simple survival, and he may be found in any setting. You must be certain that you know what circumstances have led to his desperation. Desperadoes are often short-lived; either whatever's chasing them catches up and gets them, or (rarely) they eliminate the threat and are able to shift to a less high-strung lifestyle. The Desperado either dies or changes to something else . . . though surely his old habits die hard.

**Folk Hero:** When the system itself is unjust, those labeled "criminals" are sometimes in fact the good guys. The Folk Hero will not sit idly by while tyrants rule. He musters all his charisma and roguish skills, and leads the fight to right wrongs and, if he can, topple the evil regime. Robin Hood is a Folk Hero of great fame. According to legend he stole from the wealthy nobles and clergy, and gave the money to the poor, overtaxed peasants.

Robin Hood was of noble lineage, and his band did their work in the countryside, but a Folk Hero could operate in any setting and be of any social background. Imagine, for instance, a thief from the lower classes who lives in a city ruled by an evil tyrant. He and his compatriots devote themselves to the freeing of maltreated slaves and falsely convicted prisoners, smuggling them to safety beyond the evil kingdom's borders. The chief motivation of the Folk Hero is, of course, justice (or at least so it must appear to the public eye).

**Kleptomaniac:** The kleptomaniac is a character with a compulsion, perhaps entirely uncontrollable, to steal. This compulsion might be at odds with the rest of the character's personality; interesting role-playing may arise as the character has an internal conflict between his driving desire to steal and a guilty conscience that never stops telling him how wrong and evil his actions are. This character may be of any background and setting. His motivation might be classified (very loosely) as whim, since it lacks a rational reason.

**Mobster:** This character was literally raised in crime. Perhaps he hails from a family of elite criminals, leaders of organized crime. Over the years they have developed their own codes of behavior and a twisted sense of honor. A mobster is found in the city, and may be of any background. (Crime families may have considerable wealth, but if their illegal activities are well known, or at least the topic for common rumors, they may have considerably lower esteem in the eyes of good citizens than those of comparable yet honestly-earned wealth.) His primary motivation is usually greed or loyalty, and his alignment is most often lawful neutral or lawful evil. Characters of this sort often make up the backbone of the more powerful thieves' guilds.

**The Professional:** Thievery is simply a job for this character. He is often aloof from other, "lesser" thieves: He has little tolerance for flamboyant fools, like the Artist and Trickster; Desperadoes and Kleptomaniacs, desperate and obsessed, are sloppy and crude in comparison to his refined talents and balanced temperament; Folk Heroes are just silly. The Vigilante is a dangerous foe for the Professional, in part because he is incomprehensible to him. The Mobster would seem to be the Professional's kindred spirit, but they are too tightly bound (in the Professional's opinion) by honor and family loyalty and such trash. The Professional is bound to no absolute codes, except perhaps a contract and a clean, efficient theft. He has honor and honesty inasmuch as it is necessary to maintain his reputation for dependability.

The Professional's motivation is hard to pinpoint. Clearly it is neither justice nor

loyalty; and he knows that greed, whim and the lust for fame can cloud judgement and lead to fatal sloppiness. Perhaps then "survival" would be the best description of the Professional's motive; though any Professional worth his salt does better than merely survive. Of all the archetypes, he is perhaps most likely to have a businesslike, middle-class background, though any of the others is possible. The Professional is usually based in a city, or wanders, and his services are usually for hire. He may be associated with a guild, but would prefer to be as independent as possible—other people's involvement in his work is more often hindrance than help.

**Street Urchin/Victim of Circumstances:** This thief grew up in an impoverished, harsh environment. There he learned that if you need something you have to take it, because no one will give it to you. People may tell him that stealing is wrong, but he cannot believe it—to him, stealing has always meant survival. He long ago lost any sense of regret for his actions. He was driven to a life of crime so long ago that it seems to him the only life possible.

This character invariably knows his setting (typically a city) inside and out, and probably has many useful connections. His social background is always lower class or unknown. Street Urchins that continue the thief's life may develop into a different archetype as they grow older; the Professional, for instance, may blossom from such a solitary young thief.

**Trickster:** This is a thrillseeker, a character who delights in pulling off the most outrageous and amazing scams. Deception and pranks are his food and drink; flirting with danger grants him an incomparable thrill. Thieves, such as Reynard the Fox, are often portrayed this way in fairy and folk tales.

In role-playing, you may wish to make a Trickster thief more complicated. Why does he seem so light and frivolous? Does he hide something beneath it all? Is he in fact driven, obsessed with proving himself the most clever of all? Such a character could even become dangerous to those around him if his insecurities were brought out and played upon. What if people are impressed by his antics? What if they manage to outwit his pranks, or don't find them amusing? Does he need attention, or is the thrill alone enough to satisfy him? Might the trickster be cowed into quiet humility, or pushed into rage or frustration?

**Vigilante:** The Vigilante is a loner, a curious sort of thief whose life is preoccupied with defeating the schemes of criminals. He finds the law too restrictive, or unenforced, and so he goes outside it to bring about his vision of justice. Ironically, the Vigilante trains himself in the very skills of the thieves he opposes; he comes to know their ways and their minds as though he were one of them.

Though he fights on the side of law, the law does not often appreciate the Vigilante. He is unsupervised, unpredictable—and therefore dangerous. This is especially true in the case of locales where the leadership is a bit on the shady side itself, perhaps riddled with bribery, graft, connections with crime, and other such corruption. The Vigilante leads a dangerous life, for he can have many powerful enemies.

On the other hand, the Vigilante may attain a revered status similar to that of a Folk Hero, if his successes become popular knowledge. Popularity might do little to ward off a powerful thieves' guild, but it can cow the more fearful of public officials into tacit approval of his extralegal exploits.

A Vigilante will, of course, not be part of a thieves' guild—that is his antithesis. He

may, however, be part of some secret society devoted to justice. Such a society may consist entirely of Vigilante-type thieves, or it could include adventurers of many diverse classes.

The Vigilante may be of any social background. He might work in any setting, but the city is most common. His primary motivation is usually justice, but one could imagine it being fame, loyalty (perhaps to comrades or relatives killed or ruined by criminals), or possibly even whim.

Some comic books do a great job of illustrating the complex psychologies found in characters of the Vigilante archetype. They make excellent inspirational reading.

## Demihumans

Another factor to consider when you create the personality of your thief is race. Thieves are one of the two AD&D® game classes that are open to any race (the other is fighter), so there's a great deal of racial diversity among the ranks.

Humans are assumed to be the norm throughout this book, but we'll include the occasional note when special conditions or rules apply to nonhuman thieves.

Below, for instance, we have some observations on the behavior of thieves of the various demihuman races. These suggestions are mere guidelines, generalizations; it is by no means required that PC thieves should conform to these models. PCs are exceptional in many ways, after all, not the least of which is personality. These predispositions, as you might call them, may nonetheless be useful as a starting point for conceptualizing your demihuman thief.

Reference is made below to the types of "thief kits" that the various races are likely to take; thief kits are fully explained in Chapter 3, starting on p. 22.

### Dwarf

Many dwarven thieves are not stealers, as such; but rather experts in mechanical things, such as locks, traps and so on, that are used to thwart thieves. The dwarven thief, then, is often an installer of such items, or an advisor on security matters. And, naturally, knowledge of how to put something together is also useful for taking it apart . . .

The kit most favored by dwarven thieves is, naturally, the troubleshooter. Here he can make use of his knowledge and skills without engaging in the dishonorable activity of genuine theft. If you want to check how secure your jewels actually are, or whether your prison is in fact inescapable, a dwarven troubleshooter is probably the best way to find out.

Bounty hunters also are found in the ranks of dwarven thieves. They may serve the kings under the mountains, bringing back scoundrels and criminals who have somehow escaped dwarven justice—and such characters are the only bounty hunters permitted to be of lawful alignment. Other dwarven bounty hunters specialize as repossessors. They use the full range of thieves' skills to recover stolen items; and they are careful to take nothing else, thereby keeping their honor and reputation impeccable.

It may be dangerous to call either of these sorts of dwarves a thief—a grave insult in dwarven culture, in which tradition absolutely prohibits one dwarf from stealing from another. Theft within a dwarven community is punishable by banishment at the very

least, and sometimes death.

The prohibition does not extend to stealing from other races, however (especially goblins), but stealing is still less than honorable and a known thief is usually viewed with caution and suspicion by his neighbors.

Dwarven thieves living outside the dwarven world either became tired of that suspicion, or were expelled from their homes for theft or another transgression. They still tend to retain a great deal of honor and the professional attitude characteristic of their race; a former criminal may even have learned from his crimes and youthful excesses, and could be a very reliable companion. A very dangerous few, however, have abandoned their racial legacy, and become treacherous and unpredictable.

Any dwarf found in a thieves' guild can be assumed to be an outcast from dwarven society.

## Elf

Elven thieves are sometimes characterized as eavesdroppers or spies. Elven culture has shown relatively little interest in personal, material property; with their incredibly long lifespans, they are more aware than most of the transitory nature of things.

But while material things come and go, knowledge is eternal, and it is what the elven thief covets above all. With their higher chances for finding secret doors, and superior senses in general, elves are excellent at gathering information. Of the various thief kits, they are most likely to become spies. An elf raised in a larger human community might be inclined to take the investigator kit, but this is a rare situation. The adventurer kit is also popular, especially for the elven thief who wishes to traverse the world in search of exotic knowledge. (Note that multi-class thieves cannot take a kit, however.)

Elves are careful with preparations; they can have patience that amazes other races. They like to do research before a mission is undertaken, whether it be a relatively simple burglary or a dive into a deep dungeon to track some precious artifact.

Because of their heritage, elves are more likely than other thieves to recognize the value of archaic or obscure items, such as books and artwork. (If you are using the nonweapon proficiency system, you might let an elf check information gathering or a similar proficiency to identify or estimate the value of such an object.) An elf is also more likely to know where to fence the item—although he would probably want to keep it for himself.

When elves do desire material goods, they are sure to be beautiful and innovative ones. Elves take a special interest in items that are long-lasting and of intellectual value (art, rare books, etc.).

Though enthralled by knowledge, elves are not overly secretive. They find information exciting, and may delight in sharing it with their friends.

Finally, elves are dependable. You can usually expect an elf to behave as a professional (though he might not be recognized as such) or a reliable guildsman (though elves prefer to be independent of such organizations).

## Gnome

"Prankster" and "thrillseeker" are words that best describe the gnomish thief. He takes

delight in stealing, not out of greed but because it is like an exciting game—a trial of puzzles and challenges, with a valuable prize if you succeed. Thievery is recreation rather than a profession—but the reader knows well how devoted and involved people can become with their games and recreation!

Gnomes are fond of burglary, though wall-climbing is difficult on account of their small stature. They may be infallible "box-men" (experts at lock-opening and trap-disarmament), having technical expertise comparable to dwarves', but being more willing to put it to larcenous use.

Some have compared gnomish thieves to pack rats: Show one something shiny and interesting, and he'll likely be so overcome by curiosity that he'll drop everything in eagerness to discover a way to put the object of interest in his own little paws.

Bulky treasures, such as coins or awkward items that must be fenced, are avoided by gnomes. They are collectors, hobbyists who like to admire their trophies: gems, jewelry and (perhaps favorite of all) fascinating magical devices.

Also, gnomes love to put their magic items to clever use. They delight more than any other race in practical jokes. They may make themselves a nuisance to fellow adventurers and thieving partners; but, though embarrassing or amusing, such pranks are harmless. And at heart, a gnome, well-treated, is a most loyal and reliable adventuring companion.

### Half-elf

Half-elves live between two worlds—and perhaps this gives them a special affinity for thievery, taking the best that both have to offer.

Some half-elves favor the world of one parent or the other, if raised and accepted by that parent's society. But many more are wanderers, never quite feeling at home or accepted in either society.

By seeing and understanding two diverse cultural viewpoints, half-elves are acutely aware of peoples' differences in point of view—and how to capitalize on those differences. This helps develop a well-honed ability to shade the truth and, combined with the elven affinity for knowledge, makes half-elves excellent swindlers. Targets are sometimes further impressed by a half-elf's exotic appearance (pointed ears, lithe build, and so forth).

It is very easy, for instance, for a half-elf to enter a new town, find a likely target, discover what that person needs or desires, and then appear at the target's doorstep with a fake for sale. A half-elf swindler will milk a town or area for however much it's worth, and move on when things get a little too hot. Between towns he may link up with adventurers for protection (and perhaps con *them*, too), but eventually he'll move on when he has found new territory.

Many half-elves are loners and wanderers, which is not conducive to guild affiliation. The ties of a half-elf thief to a guild are loose, at best, unless the character has been raised in the guild structure and well-indoctrinated into its mentality.

### Halfling

Sometimes portrayed as consummate burglars, halfling thieves are really motivated by curiosity. The average halfling is content to lead a simple, safe, comfortable life. But

the thief longs to see and experience the world beyond the hills and burrows of his home shire.

"Adventurer" is probably still too strong a word, for even halfling thieves have their race's characteristic shy caution, plus a healthy dislike for danger, discomfort, and uncertainty. Halflings make careful preparations whenever possible, and use their skills of self-concealment liberally. Careful scouting is always a must, and frontal assaults (whether in combat or robbery) anathema.

Many halflings have remarkably little interest in money, which can be burdensome (especially for a small person). They'll take a good amount of loot, certainly—at least enough for a pleasant period of ease and comfort before work is made mandatory—but they are hardly motivated by greed.

Of great puzzlement to sages is the question: Where do halflings get their extraordinary talent for thieves' skills? There is precious little locksmithing or metalwork found in their culture, and thievery amongst the halflings themselves is virtually unheard of—yet the halfling thief has an amazing knack for almost all thieves' skills.

Coupling this knack and the attitudes just described, plus a fierce loyalty for their friends, the halfling thief is understandably in high demand for adventuring expeditions.

## Other Nonhuman Races

As the *Dungeon Master's Guide* mentions (p. 15), it is possible to design new character races for your campaign. Some of these characters likely will end up joining the thief class.

The races most commonly adapted for characters are humanoid—ogres, orcs, and half-breeds of those races; goblins, kobolds, and possibly even hobgoblins or bugbears. As thieves, these characters favor the kits of highwaymen (that is, bandits) and thugs—they prefer armed robbery, where no great deal of finesse, delicacy, or dexterity is required.

## Demihumans, Cities and Guilds

The entries above describe demihumans who were raised among their own kind, and have picked up most of their race's cultural trappings. Some demihumans, however, are found in other settings, such as human cities. Most such demihumans still originally lived among their own people, but some campaigns may include second- or even third-generation displaced demihumans. This particularly happens in large cities, where there may be ghettoes of demihumans, or where thieves' guilds have purposely raised demihumans in their midst to take advantage of their races' special abilities and benefits, while suppressing natural and cultural inclinations (dwarven honor, halfling peacefulness, half-elven wanderlust, and so on).

Ghetto-born demihumans undoubtedly still exhibit some stamp of their "homeland," but the tendencies are weaker. In fact, a guild-raised demihuman's personality might hardly be recognized for what it is, if the conditioning was done well. (There could even be such oddities as a claustrophobic dwarf or a repressed elf.)

Interesting role-playing could arise from an alienated, city-born demihuman thief breaking away from the guild that was the only parent he knew, and trying to find himself

in the unfamiliar lands of his ancestors.

## Code of the Professional

*Do you think that a city, an army, or bandits, or thieves, or any other group that attempted any action in common, could accomplish anything if they wronged one another?*

*--Plato's Republic, Book I*

One of the things that distinguishes a "professional" thief from the more common, vulgar variety is his understanding, like Plato's, of the delicate balance of justice that even thieves must maintain among themselves to be successful.

Many thieves wish to be regarded as professionals. It is a privileged status, indicating success and the respect of the underworld. It can be an asset for business, bringing more and more lucrative jobs. Even in places not claimed as territory by guilds, there are circles of professional thieves, form the elite of the underworld.

The most basic qualification of a professional is that he is recognized as such by other professionals. This recognition is not easy to gain. A thief must build a reputation for excellence, reliability, and honor among his business partners.

A would-be professional also needs to hang out in the "right spots", taverns and such establishments, particular places where the professional clique gathers. There they relax, share information, and make contacts and arrangements for professional cooperation with other thieves.

Attitude is the first element to be adopted by the aspiring professional. The professional attitude says thieving is a business, and should be conducted as neither more nor less than one. The professional is not contemptuous of his victims; they simply failed to protect their property adequately, and suffered the economic consequences.

Professionals develop an unwritten code of conduct, guidelines for behavior. Its exact contents vary from place to place; the only universal rule seems to be the prohibition of "squealing." A typical "code" is as follows, with its elements listed in order of importance:

1. A professional thief does not "squeal": If captures by authorities in the course or as a consequence of a job, he must not reveal the identities of his partners, fences, informants, or other professional contacts.

2. A professional thief will honestly report how much money or valuables are taken in a job; he will not "burn" his partners.

3. A mob of professional thieves will share their score equally among themselves, or according to the contribution of each to the job, arranged and agreed upon beforehand.

4. A professional thief will share some of his earnings with other professional thieves who have been incarcerated (to help pay fines, bribe officials, etc.).

5. If a professional thief has valuable information (e.g., attractive targets, location of traps, and the activities of the town watch), he will share it with other professionals.

6. Professional thieves will help one another, even in spite of personal differences or enmity between them.

As stated above, not all of these rules are recognized in each circle of professional thieves; but some sense of honor is vital to the attitude and behavior that mark a professional and gain him the recognition as a "good burglar." The penalty for breaking the professional code can be at least as severe as breaking the law. A few transgression may be overlooked by the criminal community, but a pattern of consistent disregard for the code will cause a character's reputation to deteriorate. Other thiees will not invite the character to be a partner in jobs; silence and cold stares will greet him at his favorite social establishments; and fences may even refuse to purchase the goods he acquires. He also runs the risk of former associates squealing on him.

In the worst situation—say, a thief burns his partners, squeals on them, and then skips town for some foreign port—the offending thief could not only be expect his professional reputation to be ruined, but he had better keep an eye over his shoulder, watching for assassins and bounty hunters hired by his former associates, or by their friends or families.

On the other hand, there are considerable benefits for the thief who adheres to the code. He will gain the respect and trust of his associates. He is not immune from dishonorable thieves, who may try to burn him or squeal on him; but he will have the support and approval of others in exacting revenge on those who wrong him. Also, if he is captured and imprisoned by authorities, he can expect the privilege of the fix; the guild contacts (or less formal contacts) may arrange his release through bribes or favors. Even if the professional does not have access to the money needed, other thieves, knowing that he'd do the same for them, will pitch in until the necessary amount has been gathered.

# Chapter 2: Proficiencies

The use of nonweapon proficiencies in your campaign is highly recommended, especially if you are going to make use of the thief kits that we present in this book. Proficiencies are the best way to quantify the various talents that distinguish one thief kit from another.

This chapter is entirely devoted to nonweapon proficiencies. It includes a reference table with a complete list of proficiencies available to thieves, including several that are new. The new proficiencies are described below.

**Table 1: NONWEAPON PROFICIENCIES—THIEVES**

| GENERAL **PROFICIENCIES*** | THIEF **PROFICIENCIES*** | NEW THIEF **PROFICIENCIES**** |
|---|---|---|
| Agriculture | Ancient History | Alertness*** |
| Animal Handling | Appraising | Animal Noise |

| | | |
|---|---|---|
| Animal Training | Blind-fighting | Astrology |
| Artistic Ability | Disguise | Begging |
| Blacksmithing | Forgery | Boating*** |
| Brewing | Gaming | Endurance |
| Carpentry | Gem Cutting | Fast-talking |
| Cobbling | Juggling | Fortune Telling |
| Cooking | Jumping | Herbalism |
| Dancing | Local History | Hunting |
| Direction Sense | Musical Instrument | Information Gathering |
| Etiquette | Reading Lips | Intimidation |
| Fire-building | Set Snares | Locksmithing |
| Fishing | Tightrope Walking | Looting |
| Heraldry | Tumbling | Navigation |
| Languages, Modern | Ventriloquism | Observation*** |
| Leatherworking | Reading/Writing | |
| Mining | Religion | |
| Pottery | Survival | |
| Riding, Airborne | Tracking | |
| Riding, Land-based | Trailing | |
| Rope Use | Voice Mimicry | |
| Seamanship | | |
| Seamstress/Tailor | | |
| Singing | | |
| Stonemasonry | | |
| Swimming | | |
| Weather Sense | | |
| Weaving | | |

* Proficiencies listed in this column are fully described in the AD&D® 2nd Edition *Player's Handbook*, pp. 56-65.

** These new proficiencies for thieves are described in the text of this chapter.

*** If the DM so wishes, these may be considered general proficiencies, available to characters of any class without additional nonweapon proficiency slot cost.

## New Proficiencies

Each description below starts with the following information: the name of the proficiency, the number of slots required for its selection, the relevant character statistic (e.g., Intelligence), the check modifier for using the proficiency, and the thief kit(s) for which this proficiency is appropriate (i.e., required or recommended).

Thieves of any kit may choose any of these new proficiencies. However, if the kit is not listed as appropriate in the proficiency's description, then an additional proficiency slot beyond the number listed is required, just as if the proficiency were restricted to another class (cf. *Player's Handbook*, p. 54). This is why a "# of slots required" is always

listed, even though a given proficiency may not cost any slots to thieves who take certain kits.

**Alertness**

1 slot, Wisdom, +1 modifier.
*Required:* Burglar.
*Recommended:* All.

A character with this proficiency is able to instinctively notice and recognize signs of a disturbance in the immediate vicinity, reducing by 1 in 6 the character's chance of being surprised whenever he makes a successful proficiency check.

**Animal Noise**

1 slot, Wisdom, -1 modifier.
*Recommended:* Bandit, Bounty Hunter, Smuggler.

A character with this proficiency is capable of imitating noises made by various animals. A successful proficiency check means that only magic can distinguish the noise from that of the actual animal being imitated. A failed die roll means that the sound varies from the correct noise in some slight way.

If the die roll fails, this does not mean that all creatures hearing the noise know that the sound is fake. While creatures and humanoids that are very familiar with the noise know this automatically, other creatures or characters in earshot may require Wisdom checks to determine if they detect the fake.

Bandits and Smugglers often use this ability for communication on the job, almost as a variant dialect of thieves' cant.

**Begging**
1 slot, Charisma, special modifiers.
*Required:* Beggar.
*Recommended:* Assassin, Bounty Hunter, Burglar, Cutpurse, Spy.

This proficiency serves two functions. First, it allows the character to pose convincingly as a beggar; success is automatic, so no proficiency check needs to be made. This function is used most by Assassins, Bounty Hunters and Spies in the pursuit of their assignments.

A character can also use begging to procure a very minimal daily income. (Many Cutpurses are in fact beggars who aren't getting enough—and vice versa.) Success requires first that there be people to beg from—people with money to give. A character in an abandoned castle or a recently pillaged village are virtually assured of failure.

The following modifiers are suggested to the DM as guidelines. They do not consider the wealth of a locale, just the population density. Impoverished regions might have greater negative modifiers—but then, so might affluent areas with traditions of stinginess.

**Table 2: SUGGESTED BEGGING MODIFIERS**

| Locale | Modifier |
|---|---|
| Uninhabited/ Wilderness | Automatic Failure |
| Countryside | -7 |
| Hamlet, Village | -5 |
| Town | -2 |
| City | 0 |

If a proficiency check is successful, then a character is able to panhandle enough money, goods or services that day to meet his basic needs (a little food and drink, a place to sleep).

The DM may also use the proficiency check for specific single actions—e.g., a character in disguise as a beggar accosts a specific NPC.

The begging proficiency may not be used to force player characters to give money away; players are always free to decide if and how generous their characters are in response to supplications.

**Boating**
1 slot, Wisdom, +1 modifier.
*Recommended:* Adventurer, Bounty Hunter, Smuggler.

A character with boating proficiency is needed to guide a boat down a rapid stream or to reduce the dangers of capsizing a canoe or kayak. In addition, a character with boating proficiency can insure that a boat is propelled at its maximum speed.

Note that this proficiency is distinct from Navigation and Seamanship, which apply to ships on oceans, seas, or at least large lakes, rather than small craft on smaller lakes and rivers.

**Endurance**
2 slots, Constitution, 0 modifier.
*Recommended:* Thug.

This proficiency is normally restricted to warriors. Its description is on p. 58 of the *Player's Handbook*.

**Fast-Talking**
1 slot, Charisma, special modifier.
*Required:* Swindler.
*Recommended:* Acrobat, Adventurer, Fence, Investigator, Smuggler, Troubleshooter.

Fast-talk is the art of distraction and conning. If a successful proficiency check is made, the fast-talker is able to get away with whatever scam he is attempting. Modifiers are based on the Intelligence and Wisdom of the target, as shown on Table 3. The DM may also introduce modifiers according to the difficulty or plausibility of what the character is attempting.

**Table 3: FAST-TALKING MODIFIERS**

| Target's Intel. | Modifier | Target's Wisdom | Modifier |
|---|---|---|---|
| 3 or less | n/a | 3 | -5 |
| 4-5 | -3 | 4-5 | -3 |
| 6-8 | -1 | 6-8 | -1 |
| 9-12 | 0 | 9-12 | 0 |
| 13-15 | +1 | 13-15 | +1 |
| 16-17 | +2 | 16-17 | +3 |
| 18 | +3 | 18 | +5 |
| 19 | +5 | 19+ | n/a |
| 20 | n/a | | |

Modifiers are cumulative. Targets of Intelligence 3 or less are so dim that attempts to fast-talk them fail automatically because they can't follow what's being said. (Creatures that are so stupid are easy to fool in other ways, however.) Targets with Intelligence of 20 or more or Wisdom of 19 or more are impervious to fast-talking.

*Example:* Julina the Silent, spy extraordinaire, is discovered by guards as she sneaks around the emperor's palace. She quickly decides to fast-talk them into believing that she is the mistress of the Steward of the palace and she just got lost in the labyrinthine halls. Unknown to Julina, the Steward is an elderly, faithfully and happily-married gentleman; and it is possible that the guards know of this reputation. The DM assumes the guards to have average Intelligence and Wisdom (no modifier), but he adds a -3 modifier because Julina's story contradicts the Steward's reputation. A 1d20 roll of 7 is less than 10 (Julina's Charisma of 13, with the -3 modifier), so she succeeds. The guards buy her story, and suggest that she go where she belongs immediately. If she failed they would call her bluff—and perhaps escort her straight to the door of the Steward and his wife!

**Fortune Telling**
2 slots, Charisma, +2 modifier (see below).
*Recommended:* Swindler.

This nonweapon proficiency covers knowledge of a variety of methods of divination—all of them fake. The thief with Fortune Telling is familiar with numerous devices and methods, such as tarot cards, palm reading, interpreting the flight of sparrows or the arrangement of a sacrificed animal's entrails, and so forth—or at least the thief is familiar enough with these practices to make it appear that he's an authentic soothsayer. (If fortune telling can make accurate predictions in the DM's campaign, this proficiency does not necessarily enable the thief to do so; it confers no magical powers.) The thief makes up the prediction he wishes to tell.

A successful proficiency check indicates that the thief's customer or client believes the fortune he was told to be authentic. If the check fails, the sham is discovered in some way, or the prediction is simply not believed. If the DM wishes, the same modifiers described for fast-talking (above) may be used, based on the Intelligence and Wisdom of the subject and the believability of the fortune predicted.

*Optional Rule:* If a natural 1 (or another number secretly chosen by the Dungeon Master before the die is rolled) comes up, the event that the thief predicted actually comes true!

**Herbalism**
2 slots, Intelligence, -2 modifier.
*Recommended:* Assassin, Bounty Hunter.

A knowledge of herbs, particularly those with poisonous qualities, is of value to Assassins and Bounty Hunters. And Scouts often learn the types and properties of plants in their wilderness journeys. This proficiency is normally restricted to priests and wizards. Its description is on p. 59 of the *Player's Handbook*. See also p. 26 of this book for information on the use of this proficiency with the assassin thief kit.

**Hunting**
1 slot, Wisdom, -1 modifier.
*Recommended:* Bounty Hunter.

This proficiency is normally restricted to warriors. Its description is on p. 59 of the *Player's Handbook.*

**Information Gathering**
1 slot, Intelligence, special modifiers.
*Required:* Beggar, Fence, Investigator, Spy.
*Recommended:* Adventurer, Assassin, Bounty Hunter, Burglar, Cutpurse, Smuggler, Swindler, Troubleshooter.

This proficiency represents the ability to gather information from the underworld, most commonly about roguish "jobs" and characters. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating among the lowlife of an area; and with a successful proficiency check, specific information about a person or place can be gathered. (The DM must decide how specific the information is.)

The following modifiers may adjust the proficiency check:

Characters' reaction adjustments (based on Charisma) should benefit or penalize the roll, assuming contact with people is involved in the search.

Thieves' guild members receive a bonus of +2, because they are assumed to have more and better-informed contacts than freelancers. Also, their "territory" (below) is considered to be that of the guild, not just their own area of operation.

Since this proficiency depends on a network of informants and contacts, the thief will be at a disadvantage trying to use it in an area other than his own territory. "Territory" refers to his regular base of operations—a town, one neighborhood of a city, or even a whole province or countryside. Outside this territory the thief does not hear rumors automatically (a normal proficiency roll is required), and gathering specific information suffers a penalty of at least -3. The DM may make it greater in truly foreign areas (e.g., a thief of Waterdeep trying to gather information in Calimshan), due to great differences in language, culture or race.

Finally, any time a proficiency check is required for information gathering, a small investment of money for drinks, bribes, and so forth must be made, or an additional penalty of -3 is imposed. A total of 1d10 gp is typical, and it is lost whether or not the desired information is found. (If the information is still unknown, the character can continue his search the next day, spending more money and making another proficiency check.) The DM is free to increase the cost of using this proficiency if it suits the campaign.

*Examples:*

1. Urlar is hanging around the local tavern in his neighborhood when he hears rumors of a dragon to the north, recently slain as it raided a village. The dragon's cave and treasures are as yet undiscovered. But some bragging adventurers are said to have found a map to them. Urlar's contacts provide this information to him automatically, while another PC would need to approach people, talk with them, and probably buy them several drinks in order to learn of the map and treasure.

2. His greed sparked, Urlar wants to know who these adventurers are, so that he can steal their map and find the dragon's hoard for himself. This requires a couple of drinks (a 2 gp investment); and the proficiency check has a -1 penalty because of Urlar's low Charisma (7). Urlar's Intelligence is 10, so he needs to roll a 9 or lower to find out who the adventurers are. If they are not very well known, he may need to make additional checks to track them down (find where they are staying, what temples they visit, or whatever).

3. Julina the Silent is hired as a spy to infiltrate the emperor's palace. She needs to find an easy way in—a sewer, service exit, or the like. She has an expense account from her employers for bribes. Her Intelligence is 14 and her modifiers are: +1 (for Charisma 13 reaction adjustment), +2 (thieves' guild member), and -3 (for this not being her home territory); so she must roll 14 or lower on 1d20 to get the information she needs.

It's best to role-play information searches whenever possible.

**Intimidation**

1 slot, ability special, special modifier.
*Required:* Thug.
*Recommended:* Bandit, Bounty Hunter, Buccaneer.

This is a talent for bending people to your will by scaring the living daylights out of them. NPCs who are intimidated are quite likely to do what they're told, out of fear. On the negative side, they are also very likely to harbor much resentment against the character that intimidates them. The NPCs will keep their resentment hidden—until the first chance to avenge their pride arises.

Intimidation may be attempted with one of two abilities: Strength or Charisma. If Strength is used, the thief is threatening immediate, personal bodily harm. If Charisma is used, the intimidation consists of more subtle threats, which need not be physical. If successful, the NPC is convinced that the thief is ready and capable of making his life miserable—if not immediately, then in the near future.

Player characters are never forced to submit to intimidation, as this would detract from the players' freedom to role-play.

**Locksmithing**
1 slot, Dexterity, 0 modifier.
*Recommended:* Troubleshooter, dwarf and gnome thieves.

This is the specialized skill of making locks. It is treated like other "craft" proficiencies when checking for success. Also, thieves with this proficiency gain a 10% bonus to their lockpicking skill, because they are intimately familiar with the internal structure and working of so many locks.

Besides troubleshooters, dwarf and gnome thieves of any kit can take the locksmithing proficiency to fill one slot, because of the tradition of craftsmanship and mechanical things in their cultural heritages.

**Looting**
1 slot, Dexterity, 0 modifier.
*Required:* Burglar.
*Recommended:* Adventurer, Bandit, Buccaneer, Thug.

This proficiency represents a knack for grabbing the best loot in the shortest time. For instance, a cat burglar breaks into a room in a wealthy mansion. He has about two minutes to fill his backpack, so that he can escape before guards are summoned by magical alarms. If his proficiency check succeeds, he is able to recognize and stuff into his pack the most valuable combination of items that is feasible, given his limitations of time and space.

**Navigation**
1 slot, Intelligence, -2 modifier.
*Required:* Buccaneer.
*Recommended:* Smuggler.

This proficiency is normally restricted to priests, warriors, and wizards. Its description is on p. 61 of the *Player's Handbook*.

**Observation**
1 slot, Intelligence, 0 modifier.
*Required:* Beggar, Cutpurse, Investigator, Spy, Swindler, Troubleshooter.
*Recommended:* Assassin, Bounty Hunter, Burglar, Fence, Smuggler.

Characters with this proficiency have cultivated exceptionally acute powers of observation. The DM may ask for a proficiency check (or secretly roll it himself) anytime there is something subtly askew; he may also allow characters with observation to increase their chance of finding secret or concealed doors by 1 in 6. The proficiency covers all the senses.

*Example:* Julina is questioning a man who claims to be a craftsman who has worked on the palace; she is searching for the most discreet entrance. The DM secretly rolls an observation proficiency check; it is successful. "You notice," he tells her, "that his hands are in beautiful condition, entirely lacking callouses." From this observation, Julina may

deduce that the man is actually just posing as a craftsman; he may be a con man taking advantage of a few free drinks or coins, or he could even be a spy for her enemies.

**Reading/Writing**
1 slot, Intelligence, +1 modifier.
*Recommended:* Investigator, Spy.

This proficiency is normally restricted to priests and wizards. Its description is on p. 61 of the *Player's Handbook.*

**Survival**
2 slots, Intelligence, 0 modifier.
*Required:* Bandit.
*Recommended:* Bounty Hunter.

This proficiency is normally restricted to warriors. Its description is on p. 63 of the *Player's Handbook.*

**Tracking**
2 slots, Wisdom, 0 modifier.
*Required:* Bounty Hunter.
*Recommended:* Assassin.

This proficiency is normally restricted to warriors. Its description is on p. 64 of the *Player's Handbook.*

**Trailing**
1 slot, Dexterity, special modifiers.
*Required:* Assassin, Cutpurse.
*Recommended:* Beggar, Bounty Hunter, Investigator, Spy, Thug, Troubleshooter.

Trailing resembles tracking, except tracking is associated chiefly with the wilderness, and trailing typically is used in major urban centers (i.e., cities and large towns). It is the talent of tailing someone—of keeping a certain distance or even catching up to them, though they may be attempting to blend into a crowd, or at least get lost in the confusion of a street full of people.

A proficiency check is first made to see if the thief is able to trail without being noticed. If the person followed has the alertness proficiency, then the thief suffers a -5 penalty.

If the thief is noticed, the person being followed may attempt to evade. To keep from losing the trail, the thief must make another proficiency check. A modifier from -3 to +3 (varying from first time in a foreign city to the thief's home neighborhood) may be used, if the DM so chooses, to reflect how well the thief knows the area. Warn the player beforehand if you will apply modifiers (though you needn't tell exactly what they are).

The DM should feel free to use situational modifiers on these rolls. For example, if a

street is relatively clear, the thief should get -1 or -2 on an attempt to follow unnoticed, but +1 or +2 if he has been seen and is chasing after his subject. The opposite numbers could be used for exceptionally crowded situations, or at night.

For any Trailing proficiency roll, a -3 penalty applies if the person followed has the Trailing proficiency as well (and, presumably, knows better how to foil the tricks of his own trade).

*Example:* Julina is trailing an NPC through the Imperial capital, because she suspects that he is spying for a rival employer and has information that would be valuable for her. It is nighttime, on a nearly deserted street. The DM informs Julina of this, and says that she'll have trouble going unnoticed (-2 modifier on her first roll, he rules, but does not tell her); but if her quarry does spot her, he'll be easier to chase (+2). The DM also decides that Julina has been in the capital on this job long enough that she's fairly familiar with the streets and alleys, so she will not suffer a penalty on that account. However, unbeknownst to Julina, the spy she follows has both alertness (-5 modifier) and trailing proficiencies (-3 modifier). This means that her first roll has an adjustment of -10; if it fails, the second will have an adjustment of -6. Julina's Dexterity is 17. She needs to roll 7 or lower on her first roll, but gets a 13 and fails. "The man has spotted you," says the Dungeon Master. "He speeds up and ducks around a corner, into an alley." Julina follows; to keep from losing him, she needs to get an 11 or lower. She rolls an 11, just barely making it. "The alley is empty—you are about to rush through to the next street, but through a window you spot a flash of red, like the man's coat, and hear footsteps up a staircase in the building to your right."

**Voice Mimicry**
2 slots, Charisma, special modifiers.
*Recommended:* Assassin, Spy.

Voice mimicry is the art of convincingly imitating the voices of other people. It is a very demanding skill, needing intense training of and practice with the vocal cords. For this reason it requires two nonweapon proficiency slots.

A character with voice mimicry is able to imitate any accent he has heard. Success is automatic unless people who themselves speak in that accent are his listeners; in such a case, a proficiency roll is required (with a +2 modifier).

More difficult is the imitation of a specific person's voice. To do this, the thief must, of course, be familiar with the voice. A proficiency check is needed to determine if the imitation is detected; modifiers depend on how well the listeners know the voice that is being mimicked. Success is of course certain if the listener is a stranger, someone who has never heard the original voice. To fool an acquaintance, there is no modifier; while fooling a friend of the subject is at -2, a close friend -5, and someone extremely close (e.g., parent or spouse—someone who has had close contact with the person for years) is at -7.

This ability is often used in conjunction with the disguise proficiency. Which proficiency must be checked first depends on whether the character is seen or heard. If the disguise first is successful, there is a +5 modifier to the voice mimicry—the listeners have already accepted the appearance, so they are less likely to doubt the voice. If the disguise fails, it doesn't matter how good the voice imitation is. If the voice is

successfully mimicked first, it gives a +1 modifier to the disguise check.

## Demihumans and Nonweapon Proficiencies

Each demihuman race has its own culture and crafts, and these may be quantified by nonweapon proficiencies. Below is listed each nonhuman AD&D® character race, along with the nonweapon proficiencies that are most highly recommended because they reflect the demihumans' heritage.

Note that these proficiencies are merely recommended, for the sake of characterization. Players are not required to choose from these lists for their demihuman thieves; nor do they receive any as bonus nonweapon proficiencies. If a proficiency is not recommended for the demihuman thief's kit or class, it costs another proficiency slot, just as it would for any other character.

*Optional Rule:* A demihuman using a recommended proficiency may get a bonus of +1 on any proficiency check he may be required to roll.

Nonweapon proficiency recommendations are listed by category (General, Thief, etc.).

### Dwarves

*General:* Artistic Ability, Blacksmithing, Brewing, Direction Sense, Fire-Building, Mining, Pottery, Rope Use, Stonemasonry.

*Thief:* Ancient History, Appraising, Blind-fighting, Gem Cutting, Set Snares.

*Priest:* Engineering.

*Warrior:* Armorer, Endurance, Mountaineering, Survival (Hills, Mountains), Weaponsmith.

*New:* Intimidation, Locksmithing.

### Elves and Half-Elves

*General:* Animal Handling, Artistic Ability, Dancing, Direction Sense, Etiquette, Leatherworking, Rope Use, Seamstress/Tailor, Singing, Weather Sense, Weaving.

*Thief:* Ancient History, Gaming, Jumping, Local History, Musical Instrument, Set Snares, Tightrope Walking, Tumbling.

*Priest:* Healing.

*Warrior:* Animal Lore, Bowyer/Fletcher, Hunting, Survival (Woodland), Tracking.

*Wizard:* Ancient Languages, Astrology, Herbalism, Reading/Writing, Spellcraft.

*New:* Alertness, Animal Noise, Observation.

Because of their mixed heritage, half-elves may have the full diversity of their human parent, or they may be inclined to take proficiencies like those of other elves (above). It probably depends on who raised the half-elf thief and where. If the optional demi-human proficiency bonus for recommended proficiencies is used, half-elves should receive it when they use the elven-recommended proficiencies listed above, regardless of where they were raised.

**Gnomes**

*General:* Artistic Ability, Blacksmithing, Brewing, Carpentry, Cobbling, Mining, Pottery, Rope Use, Stonemasonry.
*Thief:* Ancient History, Appraising, Disguise, Forgery, Gaming, Gem Cutting, Juggling, Local History, Set Snares, Ventriloquism.
*Priest:* Ancient Languages, Engineering, Herbalism.
*Warrior:* Survival (hills, woodlands).
*Wizard:* Spellcraft.
*New:* Animal Noise, Locksmithing.

**Halflings**

*General:* Agriculture, Brewing, Carpentry, Cobbling, Cooking, Leatherworking, Pottery, Seamstress/Tailor, Weaving.
*Thief:* Forgery, Gaming, Juggling, Local History, Musical Instrument, Set Snares, Tumbling.
*Priest:* Healing, Herbalism.
*Warrior:* Bowyer/Fletcher.
*New:* Alertness, Animal Noise, Begging, Fast-Talking, Fortune Telling, Observation, Trailing.

# Chapter 3: Thief Kits

Are you tired of playing plain, old, pick-a-few-pockets-and-open-a-few-locks thieves, even if AD&D® 2nd Edition makes them slightly more interesting than their predecessors? Do you want still more interest, more variety—but don't want to worry about working out all the details yourself? Then the thief kits may be just the thing for you.

Here we will show you how to create and play all sorts of thieves. They are presented in kits. Each kit defines a particular type of thief—his characteristics, abilities, and limitations. You are also invited to design your own kits, and we include suggestions on how you might do this.

## Kits and Thief Types

Each type of thief described in this chapter is defined by means of a kit. A kit is made up of the following elements, following the style of the warrior kits in the AD&D® 2nd Edition *Complete Fighter's Manual:*

*Description:* The kit explains the thief type, describing the typical appearance, manner, cultural background, and use of the character in a campaign. It also lists any requirements necessary for a character to take the kit.

*Role:* Many of these thief types arise in particular social contexts. A Fence, for instance, exists because other thieves need to market stolen goods. The kit will therefore

describe the role of the Fence in his society, and may suggest how he might function in relation to the rest of the fantasy adventure campaign.

Under "Role" you will also find notes on the personalities or backgrounds typical for thieves of this kit. This reflects our earlier discussion of "role-playing thieves," where we examined setting, social background and motivations, and presented a few thief archetypes.

*Secondary Skills:* If you have chosen to use the Secondary Skills rules from AD&D® 2nd Edition (see *Player's Handbook*, p. 53), then your kit may require your thief to take a specific skill, or choose from a limited range of choices. You might not be able to choose or roll randomly from among all the secondary skills listed in the *Player's Handbook*.

*Weapon Proficiencies:* If you're using the weapon proficiency rules from AD&D® 2nd Edition, then your kit could require your thief to take specific weapon proficiencies. Or, he might have to choose one from a limited range; the Bandit, for instance, is required to take one bludgeoning weapon.

Some kits (Assassins, for example) are permitted a wider range of weapons than normal thieves. This, too, is noted under weapon proficiencies.

Unlike nonweapon proficiencies, below, weapon proficiencies required for a thief kit are NOT bonuses unless otherwise specified. They must be taken to fill the weapon proficiency slots normally given to a first level thief.

*Nonweapon Proficiencies:* If you have chosen to use the nonweapon proficiency rules from AD&D® 2nd Edition, then you will find useful the information in each kit on what proficiencies are required or recommended for that sort of thief. The Bounty Hunter, for instance, is required to take the tracking proficiency; and a number of other proficiencies related to wilderness survival and tracking down people are recommended.

Note that required proficiencies are bonuses, given in addition to the nonweapon proficiency choices that you may make as usual. Sometimes a bonus proficiency will come from a group other than the General or Thief groups, but (since it is a bonus anyway) it doesn't matter how many extra slots it would otherwise be required to occupy.

When a proficiency is only recommended in a thief kit, it is not given automatically to the character. If the character decides to take a recommended nonweapon proficiency, it is chosen to fill one of the thief's open slots. Beginning thieves should have no more than one nonweapon proficiency that is not among those recommended or required for their kit.

So let us suppose we have a bounty hunter named Baltrin. As a first level thief, Baltrin starts with three nonweapon proficiency slots. In addition, for choosing the Bounty Hunter kit, he gets Tracking as a bonus proficiency. Two of his three nonweapon proficiency slots must be spent on proficiencies that are recommended for his kit; he chooses alertness and riding (land-based). His final slot may be filled with any one-slot proficiency that he desires. The player chooses carpentry, deciding that Baltrin came from a family of carpenters.

A number of new nonweapon proficiencies are mentioned in these kits. See Chapter 2, "Proficiencies," for a complete listing of thief nonweapon proficiencies and complete descriptions of those which are new.

It is not recommended that you use both secondary skills and nonweapon proficiencies. We strongly recommend that you use the nonweapon proficiency rules if you are going to use these new guidelines for thief types; they give the thieves much more color and definition, and make for a more interesting and versatile campaign.

*Skill Progression:* This section of each thief kit suggests which of the traditional thieves' skills (picking pockets, etc.) are most valuable to that sort of thief. It is recommended that characters rise fastest in those skills, since they are the ones that are likely to get the most practice. These are meant as suggestions—the choice of how to allot skill improvements ought to remain in the hands of the player.

*Equipment:* Some thief types tend to make use of certain forms of equipment, either from preference or need; or they may be limited in what equipment they can carry. We will note such situations. A Beggar, for instance, can't beg very well if he's dressed in resplendent finery, with gilded armor and bejeweled weapons.

These equipment listings aren't really restrictions. Rather, they reflect what time and trial have proven to be most advantageous for a thief of this or that variety. If the character is fulfilling his role, the equipment will make sense; and the DM is encouraged to assist in pointing out the value of the suggested equipment when a character experiments with other things.

*Special Benefits:* Most thief types have some special benefits that the others don't. These may be straightforward special abilities. Often, however, they reflect the thief's relationship to his society; they may be defined as special reaction bonuses, special privileges in certain cultures or regions, and so forth. A Fence, for instance, gets better reactions from other thieves (especially if they want him as a business partner), and also has less trouble than other characters in finding thieves willing to hire out their skills.

*Special Hindrances:* Similarly, each thief type has certain disadvantages which hinder him, such as the reaction penalties of Beggars.

*Races:* In the previous chapter we discussed nonhuman thieves in general. Each kit was written with the human character in mind. In a sense, demihuman thieves of each race are a kit unto themselves, because of their nonhuman heritage. However, it is certainly possible for demihumans to take one of these kits (pending the Dungeon Master's approval, of course). Before putting too much effort into a non-human character, be sure to approve the race/kit mix with your DM. He might not appreciate dwarf pirates, for instance.

Under the heading "Races", we note in each kit special considerations for nonhuman thieves: races recommended (or the opposite) for that kit, and any special modifications that might apply if a nonhuman character is used.

## An Important Note

In the following sections, several thief kits include reaction bonuses and penalties as part of their special benefits and special hindrances. A word of caution needs to

accompany them.

In the AD&D® game, when a character is very charismatic, he gets what is called a "reaction adjustment." (See the *Player's Handbook*, p. 18.) When the character has a high Charisma and receives a bonus, it's expressed as a plus; +2, for instance. When he has a low Charisma and receives a penalty, it's expressed as a minus; -3, for example.

However, when you roll the 2d10 for encounter reactions (see the *Dungeon Master's Guide*, p. 103), don't add the bonus (+) or subtract the penalty (-) from the die roll. Do it the other way around. If the character has a Charisma of 16, and thus gets a +5 reaction adjustment, you subtract that number from the 2d10 roll. (Otherwise the NPCs would be reacting even more badly because the character was charismatic!)

## Kits and the Thief Classes

These thief kits are designed to accompany the thief class; although, as you will see, they stretch the definition of what a "thief" is. They are not appropriate for bards.

### Kits and Character Creation

There are three rules governing the thief kits:

1. A character may only take one thief kit.

2. You can only take a thief kit for your character when you first create that character.

(This rule has one exception: If DM and players decide to integrate these rules with an existing campaign, and both DM and players can agree on which thief kit would be appropriate for each existing character, then you may use these rules to add a thief kit to existing characters.)

3. Once you've selected a thief kit, you cannot change it.

(Note, however, that with the flexible way that thieves advance, you can do a lot to make your thief look as if its kit has been changed. For instance, a Fence may be stuck in the wilderness and not be able to follow his "vocation" for years. But even so, he could not switch to a new kit, such as Scout.)

Before choosing a thief kit, you will already have determined the character's: ability scores (AD&D *Player's Handbook*, Chapter 1), race (Chapter 2), class (presumably thief), and alignment (Chapter 4). You might also have decided upon a host of background factors, as discussed elsewhere in this book.

You are then ready to choose your thief kit. In fleshing your character out along with the thief kit, you will probably encounter the various other stages of character creation, such as proficiencies (Chapter 5 of the *Player's Handbook*, and Chapter 2 of this volume), money and equipment (*Player's Handbook*, Chapter 6), and so forth.

## The Thief Kits

Following are several types of thieves represented by thief kits. Before allowing his players to choose kits for their characters, the DM should review each kit and make notes for himself about them.

For each thief kit, the DM must determine:

1. If he will even allow this kit in his campaign.

2. What additional information he needs to give the players about each kit.

3. What changes he might wish to make to each kit.

Let's take the Beggar kit as an example. In most fantasy campaigns this kit would be acceptable, at least in concept; although it is not inconceivable that one state might be so benign as to provide for all its needy—or so harsh as to keep them off the streets forcibly.

Assuming the DM says that yes, the Beggar kit will exist in his campaign, he needs to decide which details are specific to the Beggars of his world. What causes people to be Beggars? In a predominantly lawful evil society, for example, there may be a class of people that is systematically oppressed. (This sort of society, by the way, is a perfect setting for thief player characters, whose campaign goal can be to overthrow the oppressive system.) The DM should inform the players of all these details specific to his campaign.

Finally, after the DM has decided on all the details, he should go back through the thief kits as they are presented here and adjust them as he sees fit.

## Thief Kits and Thieving Skills (Optional Rules)

Because of their specializations, thieves of the various kits differ in their aptitudes for various standard thieves' skills. A Spy, for instance, would need to be better (or at least would have more practice) at detecting noise than a Fence. To reflect the predispositions of the various kits, use Table 4 for beginning thieves. This table is just like Tables 27 and 28 (Thieving Skill Racial Adjustments and Thieving Skill Dexterity Adjustments) in the *Player's Handbook*, and is cumulative with any bonuses or penalties derived from those tables.

After the adjustments have been totaled, the thief may distribute his discretionary points. There normally are 60 discretionary points to distribute (see *Player's Handbook*, p. 38). Some thief kits may not have as many discretionary points to distribute as beginning characters. The Assassin, for instance, gets only 40 points instead of 60.

**Table 4: THIEVING SKILL THIEF KIT ADJUSTMENTS**

| | Ability | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **Thief Kit** | **Pick Pockets**[1] | **Open Locks** | **F/R Traps**[2] | **Move Sil.** | **Hide in Shadows** | **Detect Noise** | **Climb Walls** | **Read Lang.** |
| Acrobat | +5% | -5% | -5% | +5% | — | — | +5% | — |
| Adventure | — | — | — | — | — | — | — | — |
| Assassin | —[3] | — | +5% | — | — | — | — | -5% |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Bandit | -5% | — | +10% | —[4] | +5% | — | -5% | -5% |
| Beggar | +10% | -5% | -5% | — | +5% | — | — | -5% |
| Bounty Hunter | —[3] | — | +5% | — | — | — | -5% | — |
| Buccaneer | -5% | — | — | — | — | — | — | +5% |
| Burglar | -5% | +5% | — | — | — | — | +5% | -5% |
| Cutpurse | +10% | — | — | — | — | — | -5% | -5% |
| Fence | — | +5% | +5% | -5% | -5% | — | -5% | +5% |
| Investigator | -5% | — | — | — | — | +5% | — | — |
| Smuggler | -5% | -5% | — | +5% | +5% | +5% | -5% | — |
| Spy | — | — | — | — | — | — | — | — |
| Swindler | — | -5% | — | — | — | — | — | 5% |
| Thug | — | — | — | — | — | — | — | — |
| Trouble-shooter | -10% | +5% | +5% | — | — | — | — | — |

**NOTES TO TABLE 4**

1. Includes similar feats of manual dexterity, such as legerdemain and slipping poison (see also note 3, below).

2. This ability may also be used in the placement of traps.

3. Assassins and Bounty Hunters are adept at slipping foreign substances (poison, sedative, etc.) into the food or drink of their targets. Success in such a feat of manual dexterity is determined by a pick pockets roll, and the Assassin or Bounty Hunter gets +5% on the roll. This special bonus does not apply, however, to pickpocketing or other tasks covered by this ability.

4. In the wilderness, the bandit gets +5% to this ability.

*Example:* Urlar is a beginning gnome thief with a Dexterity of 17. He decides to adopt the Burglar kit. Using Tables 26, 27 and 28 from the *Player's Handbook* and Table 4, above, Urlar computes his skills as shown in Table 5.

**Table 5: URLAR'S SKILL ADJUSTMENTS**

| Skill | Base Score | Racial Adj. | Dexterity Adj. | Kit Adj. | TOTAL BASE SKILL |
|---|---|---|---|---|---|
| Pick Pockets | 15% | 0% | +5% | -5% | 15% |
| Open Locks | 10% | +5% | +10% | +5% | 30% |
| Find/Remove Traps | 5% | +10% | 0% | 0% | 15% |
| Move Silently | 10% | +5% | +5% | 0% | 20% |
| Hide in Shadows | 5% | +5% | +5% | 0% | 15% |
| Detect Noise | 15% | +10% | 0% | 0% | 25% |
| Climb Walls | 60% | -15% | 0% | +5% | 50% |
| Read Languages | 0% | 0% | 0% | -5% | -5% |

Urlar now may distribute an additional 60 discretionary percentage points among the

total base scores, with no more than 30 such points being assigned to any single skill, as explained in Chapter Three of the *Player's Handbook*.

**Acrobat**

*Description:* Acrobats are related to bards, as both ostensibly have the profession of entertaining others. Some would say they do this to avoid "real" work. And both characters are wont to support themselves by unorthodox means when there's a slump in their "regular" business.

Because of the physical demands of their vocation, Acrobats must have minimum scores of 12 in Strength and 14 in Dexterity.

*Role:* Even Acrobats who are not inclined toward larcenous behavior are rarely looked up to by the rest of their society. People who become Acrobats or actors often were born into the middle class, though their status actually becomes lower. The middle class delights most in the entertainments. The lower classes are usually too busy struggling to survive, and may be tied to their land or profession in the manner of serfs. The nobility and wealthy people are "above" the crude entertainment of the crowd; and even if they might see a circus on occasion, it would be socially impermissible to join it.

Except in unusual circumstances, then, Acrobats will come from the middle class. A player character might be different, if a player wishes, but he will need a plausible explanation of the situation. Because of the social disgrace, it is likely that any entertainer from wealthy or noble class will be disowned.

But then, many people who seek employment as entertainers didn't leave their previous lives out of choice, anyway. A noble-born Acrobat was probably disowned (or worse) before he took up that profession, and might even have assumed a new identity. Acrobats from other backgrounds may have histories, too —things to hide, and enemies to fear. One thing they like about the circus is that nobody presumes to remove anyone else's mask or make-up.

The circus may indeed get its own history. Run by a competent swindler, a circus may make piles of money from gullible spectators. It could bring in even more by having its own Cutpurses, who are permitted to work the crowds so long as they give a percentage of their take to the circus management.

Acrobats are almost always wanderers. A small town quickly tires of its entertainers, so they must move on to the next, where their tricks and displays may be considered new and impressive.

*Secondary Skills:* Any.

*Weapon Proficiencies:* Acrobats may use any weapon normally permitted to thieves. Note, however, that they will usually avoid those that are heavy and cumbersome (see "Equipment" below).

*Nonweapon Proficiencies:* Required: None. Recommended: Alertness, Disguise, Fast-Talking, Juggling, Musical Instrument, Riding, Rope Use, Ventriloquism.

*Skill Progression:* Among the basic thieves' skills, climbing walls is the one most applicable to the Acrobat's overt profession. Their lightness of step leads to excellence in moving silently, so this skill also is likely to improve rapidly. Finally, many an Acrobat supplements his circus income by picking the pockets of the audience when he is not actually performing.

*Equipment:* In order to make use of their Acrobatic skills, Acrobats favor the least and lightest equipment possible. If the optional encumbrance rules (*Player's Handbook*, pp. 76-79) are used, Acrobats should not be permitted more than light encumbrance. Acrobats may encumber themselves more in special situations (e.g., carrying a wounded comrade to safety, hauling a great hoard of treasure), but they will invariably seek to divest themselves of the excess weight at the first opportunity.

*Special Benefits:* The abilities of jumping, tumbling, and tightrope walking are so crucial to this kit that the Acrobat should be able to have them as special abilities even if the DM has chosen not to use the nonweapon proficiency system. Further, because of their intense training with these skills, Acrobats should get a bonus of +1 whenever a proficiency check is required. This bonus is +2 if the Acrobat is wearing no armor (and, under the optional encumbrance rules, is unencumbered).

*Special Hindrances:* None.

*Races:* The shorter races—halflings, gnomes, and particularly dwarves—often have difficulty with Acrobatic feats, on account of their body size and build. Dwarves, in addition, rarely have a temperament that would endear them to a circus show; though one can easily imagine cheerful halflings and mischievous gnomes entertaining a crowd.

Dwarf characters, then, ought not to take this kit. Halflings and gnomes may, if they so desire, but they do not gain the bonuses listed under "Special Benefits" for jumping and tightrope walking. (They do receive the tumbling bonus.)

**Adventurer**

*Description:* The Adventurer is the jack-of-all-trades, the prototypical dungeon-delving thief. The Adventurer is not so much a thief as a character who takes advantage of the general thiefly skills on professional adventures into dungeon and wilderness. The Adventurer thief kit has no requirements beyond those of the thief class itself.

*Role:* Adventurer-kit thieves usually serve in parties of brave adventurers of various classes. Their special skills are vital in supporting any successful expedition into wilderness or dungeon. The professional Adventurer is, furthermore, preferred by many adventuring parties, because he is much less likely than other thieves to betray or steal from his own companions. The successful Adventurer knows the value of trust and cooperation, while many a "street thief" has been raised on duplicity and (sometimes literal) backstabbing.

Many Adventurers are neutral or lawful. Few are evil, and almost none that are chaotic evil can survive for long, let alone prosper in his ways.

Adventurers may be part of a thieves' guild for easy access to equipment and training. They tend to be independent, however, and dislike guilds that have demands beyond a simple membership fee.

*Secondary Skills:* Any.

*Weapon Proficiencies:* Any.

*Nonweapon Proficiencies:* Required: None. Recommended: Player's choice; among those that may be selected are Alertness, Boating, Fast-talking, Gather Intelligence, and Looting.

*Skill Progression*: Adventurer thieves tend to spread their skill improvements as evenly as possible, to allow them to deal with the many different challenges the

adventuring life presents. If there is any concentration, it is usually on opening locks or finding and removing traps, since these skills are probably used most often.

*Equipment:* Adventurers are typically very gadget-oriented, delighting in new ways to bypass monsters and raid their lairs. They also may have a good bit of money, from successful ventures, to reinvest in equipment.

*Special Benefits:* None.

*Special Hindrances:* None.

*Races:* Any.

**Assassin**

*Description:* In any reasonably corrupt culture, there are those who wish to eliminate someone whose very existence stands in the way of their plans. To serve them there are Assassins: trained killers whose services are for hire.

In the AD&D® 2nd Edition *Players' Handbook*, the idea of an assassin, a hired killer, has been divorced from any particular character class. Indeed, a character can be any class and still be an assassin; this thief kit simply shows how a thief can be converted into an efficient, discreet killer. Characters of other classes still can (and often will) be assassins, so it would be best not to let down one's guard . . .

Assassins must have the following minimum ability scores: Strength 12, Dexterity 12, and Intelligence 11.

*Role:* Thugs and Bounty Hunters may be seen as close relatives of the Assassin. It is important, then, to understand their differences, and what makes their roles distinct. Thugs typically serve as crude muscle, using bullying and intimidation. The Assassin, on the other hand, thrives on anonymity, on surprise—on his victim not even realizing that he is a target until it is much too late. A clever Assassin might never be seen by his victim. Here, too, the Assassin differs from the Bounty Hunter, for the hunter often seeks his quarry alive, and typically must bring back his prey (or the corpse thereof) as proof of his project's success.

Most Assassins are of evil alignment. However, it is conceivable that one might be of a neutral (but not good) alignment. Player-character Assassins, if they are permitted in the campaign, best fit this rare neutral description. A PC might be the agent of some monarch, paid to arrange the discreet demise of those who threaten the kingdom's safety. While this certainly is not good (in the moral sense), the character might regard it as a justifiable evil because of the deaths the action prevents by obstructing rebellion, invasion, or whatever.

Many Assassin thieves belong to guilds. The guilds use them to serve their own needs, and act as an intermediary for outsiders who wish to take out a contract on someone's life.

*Secondary Skills:* Any.

*Weapon Proficiencies:* Because of their specialization in the art of killing, Assassins, unlike thieves of other kits, are permitted the use of any weapon. An Assassin often selects one favored weapon, such as a garotte or serrated dagger (or even something exotic, such as blowgun darts with an exotic insect poison from a distant jungle), to use for his killings. If the Assassin achieves infamy, the marks of this weapon may become known as a sort of "calling card."

*Nonweapon Proficiencies:* Required: Trailing, Disguise. Recommended: Alertness, Begging, Gather Intelligence, Herbalism, Land-Based Riding, Observation, Tracking, Voice Mimicry.

*Skill Progression:* Assassins favor the skills of move silently, hide in shadows, detect noise and climb walls. They also make occasional use of the pick pockets skill—not for lifting purses, but for similarly delicate tasks, such as slipping poison unnoticed into a target's goblet of wine.

*Equipment:* Assassins are familiar with and make frequent use of a wide array of deadly devices. See Chapter 5 (page 90) for details on all sorts of special items, such as blade boots, death knives, folding bows, and so forth. Equipment to help their preferred skills (see "Skill Progression" above), such as clawed shoes and gloves and camouflaged clothing, is also popular.

If the DM permits, poison is also available and frequently used by the Assassin. The Assassin may purchase poison (expensive and usually illegal), or attempt to manufacture or extract it himself (which can be dangerous as well; see the special section on poison in Chapter 7 for more information).

*Special Benefits:* Because of their training and experience with the use of poisons, Assassins also can identify poisons used by others. The base chance of doing so is the Assassin's level multiplied by 5%.

Assassins with intelligence of 13-15 get a +5% bonus on the attempt; 16-17, a +10% bonus; and 18, +15%. Further adjustments depend on how the Assassin attempts the identification: sight, smell, taste, or symptoms.

Sight means examination of the poison or poisoned article. Many poisons have a distinctive appearance, or they may have a corrosive or discoloring effect on metals, foods, etc. Identification by sight has a -20% modifier. Its advantage is that the Assassin needn't worry about poisoning himself in the process.

A poison may also be identified by its odor. This carries a -15% penalty. Furthermore, if it is an ingested or contact poison, there is a 10% chance that the Assassin will be affected by the poison, though at half strength (i.e., no effect if the saving throw is successful, and if it's not, normal save damage is applied—see the *Dungeon Master's Guide*, p. 73).

Taste is a fairly reliable, if dangerous, method of identifying a poison. It carries a -5% penalty. After dabbing a tiny bit on his tongue, the Assassin spits it out. There is still a chance that the poison will affect the Assassin: 25% for injected poison, 75% for ingested, and 100% for contact. The poison's effects, if any, are half strength (see above).

The most certain way of identifying a poison is by its symptom (no penalty on the attempt). The drawback of this method is of course that you need a poisoned character to examine.

An Assassin with herbalism proficiency gets a +5% identification bonus because of his knowledge of toxins extracted from plants. An Assassin with healing proficiency gets a +10% bonus in any case. These bonuses are not cumulative.

An attempt to identify a poison takes one round; be sure to keep track of time elapsed and the onset time of the poison. If one method of identification fails, the next may be tried. If none of the four produce an answer then the poison will remain a mystery to that Assassin. (The Assassin could attempt identification again after he's gained an experience level, but this is not normally of any help.)

Identification of a poison also means knowledge of its antidote (if one exists); it does not mean that the antidote is available, however. An Assassin with herbalism proficiency may attempt to make an antidote from scratch (see special rules, p. 113).

*Special Hindrances:* Because of the time they spend on weapons and poisons, Assassins advance more slowly in thieves' skills than thieves of other kits. They start with only 40 discretionary points to allocate at 1st level, and with each level gained they receive only 20 points to distribute among the skills.

Assassins are generally feared and shunned. Therefore an Assassin suffers a -4 reaction penalty with non-evil NPCs who are aware of his profession.

*Races:* In theory, any race could have Assassins. The DM may wish to forbid elven, gnome and halfling Assassins, however, since this profession is quite antithetical to their cultures.

**Bandit**

*Description:* Travel is rarely a safe affair in the medieval fantasy setting, whether one traverses the forbidding wilderness or the pastoral countryside. Beside the dangers of nature and fantastic menaces, such as dragons and giants, there are humans who prey on their journeying kin. Almost every stretch of road near civilization is claimed by one or more bands of highwaymen, and even the far wilderness may hide the strongholds of robbers.

Bandits must be strong and hardy to withstand the harsh forces of nature, the people who seek their destruction, and even each other. Thieves must have minimum scores of 10, then, in both Strength and Constitution to be eligible for the Bandit kit.

*Role:* Bandits are often vicious characters, desperate, cunning, and cruel. They are prone to fight or even betray each other, but two things keep them bound in groups: the utter necessity of cooperation in order to survive the perils of the wilderness (let alone to be successful robbers), and the strength of whoever has established himself as leader among them by force and cunning.

Some leaders manage to weld together very large groups of Bandits. In some AD&D® worlds, such as the WORLD OF GREYHAWK® Fantasy Setting, there are even kingdoms of Bandits. Such things are rare, however, since few leaders have the Strength or Charisma to bind many of these thieves; or even if they do, the mob will rarely stay together beyond the leader's demise.

Bandits do not belong to guilds, as such. A large group of them, or a network of cooperating groups, may be considered analogous to a guild, however—providing some training, intimidating nonmembers who operate in their "territory" (including humanoids and the like), and so forth. A few Bandit groups may actually have connections to a big city guild, though such ties would probably be very loose (perhaps occasional cooperation, rather than subservience).

Bandits rarely have pleasant reasons for pursuing their lifestyles. Most have a history better left behind, and many have a price (or three) on their heads in some place or another. The average Bandit would be better off outside the wilderness, but with enemies and authorities elsewhere, it is the closest available thing to a sanctuary.

Bandits can expect less than mercy at the hands of the law. As if Banditry itself wasn't punishable, most of these thieves already have a few major crimes under their belt.

But, like a city guild, Bandits can work out arrangements with local military and civilian authorities. In exchange for bribes and a cut of the take, Bandits may garner information on rich targets and how best to avoid the punitive expeditions that may periodically be sent against them.

*Secondary Skills:* Bowyer/Fletcher, Farmer, Fisher, Forester, Gambler, Groom, Hunter, Leather worker, Tailor/Weaver, Teamster/Freighter, Trader/Barterer, Trapper/Furrier, Weaponsmith, Woodworker/Carpenter.

*Skill Progression:* The skills favored by Bandits are those useful for scouting and preparing ambushes—specifically, climb walls (for tree-climbing), move silently, and hide in shadows. Find/remove traps also tends to develop with a Bandit's knowledge of snares, pits and so forth, which may be employed on occasion to waylay travelers.

*Weapon Proficiencies*: Bandits are particularly partial to heavy, brutal, bludgeoning weapons. For this reason they may use the following cudgel-like weapons in addition to those normally permitted to thieves: flail, mace, morning star and warhammer. At least one of the Bandit's initial weapon proficiency slots must be filled by a bludgeoning weapon. Bandits must also take proficiency in the knife. They not only use this for fighting (some among them regard knife-fighting as a spectator sport), but as practical equipment for wilderness survival. Since this fills the two weapon proficiencies open to a thief, the Bandit is granted a third initial weapon proficiency slot, to fill with the weapon of his choice (from among those permitted to thieves).

*Nonweapon Proficiencies:* Required: Survival (choose appropriate terrain). Recommended: Alertness, Animal Handling/Training, Animal Noise, Fire-building, Intimidation, Looting, Riding, Rope Use, Set Snares, Swimming.

*Equipment:* A Bandit should be well-equipped for wilderness survival. Vital items include provisions, backpack and pouches, flint and steel (which are more reliable than a magnifying glass for starting fires—especially at night!), tinder, a blanket, and a knife.

Less vital, but often of use, are climbing equipment (crampons, pitons, etc.), fishing gear (hooks, line, net), light sources (candle, lantern, torch), rope, sewing needle and thread, sacks for loot, a signal whistle, spyglass, small tent, thieves' picks, and a whetstone (so you can sharpen your knife when there's nothing else to do).

Some Bandits, finally, like to have trained animals (dogs, falcons, pigeons) for hunting or message-carrying. To make effective use of such an animal, animal handling proficiency is needed.

*Special Benefits*: Because of their adeptness at ambushing, Bandits gain +1 on their attempt to surprise in a wilderness setting.

*Special Hindrances*: Bandits are generally despised by other characters: Normal people hate and fear highwaymen, and other types of thieves tend to look at them with scorn, as outcasts and crude robbers. For this reason, any Bandit who is recognized as such suffers a -2 reaction penalty among non-Bandit NPCs.

*Races:* Bandits are a motley group, and any race may be found among them—even races with a tradition of antipathy, although such characters are likely to fight each other as much as the band's targets. Humanoid and part-humanoid characters in particular favor the Bandit kit. Demihuman characters who join Bandit groups with other races are probably outcasts from among their own people.

**Beggar**

*Description:* Circumstances have reduced some unfortunates to such a level of poverty and helplessness that the only possible way that they can survive is by imploring their fellow beings to give them whatever meager scraps can be spared. At least, so the Beggar would wish it to appear.

For a great many Beggars this is the truth; misfortune or disability have dealt them sore blows, and they must rely on the charity of individuals and a few institutions, such as beneficent churches, for subsistence.

But there is another class of Beggar, which is really a particularly insidious variety of swindler or con artist. This character is usually perfectly able-bodied, but has taken up begging as a career, supplemented by minor theft (pickpocketing and the like) and the gathering and selling of information to interested parties. It is with this sort of Beggar that this kit is chiefly concerned.

The Beggar has no requirements beyond those of the thief class.

*Role:* Thieves of this kit, professional Beggars, were usually raised into their role. This of course means a lower (indeed, lowest in many places!) class background, and meager financial resources at best. The Beggar has other resources, however: connections, street smarts, a sharp eye, and diverse skills for cajoling passers-by out of their spare cash.

Effective begging requires consummate skills of acting and disguise, so that the Beggar can present himself in the manner most likely to garner the sympathy and cash of the people he accosts.

As a matter of survival, the Beggar needs diverse sources of income. Few can avoid starvation solely by the charity of strangers in the street. They are also dealers in gossip and information (such as the movement and activities of wealthy personages), with ears ever open for any tidbit of knowledge that may help fill their stomachs with food. Beggars will also gladly hire themselves out as messengers or spies.

Beggars also are known to cooperate with other varieties of thieves, especially Cutpurses. A favorite ruse is for one or more Beggars to accost a wealthy-looking person. While they distract him with their pitiful (and more often than not, futile) pleas for assistance, a slick Cutpurse relieves the victim of his purse. Shares of the score are divided among Beggars and Cutpurse.

Many Beggars are affiliates of the local thieves' guild, surprisingly enough. The guild makes use of them as messengers and informants. It also may have a sort of protection racket going with them: Beggars must share their score with the local guild in exchange for protection from thieves of the guild itself, as well as "freelancers" and rival guildsmen. Guild-affiliated Beggars also may gain some measure of protection from the local constabulary—a useful thing if local law prohibits panhandling.

*Secondary Skills: Usually* (90%) none; begging itself is assumed to have been the character's trade or profession. If a Beggar does have any secondary skills, it should be assumed that for some reason or other he lost his means of employment. He may have been thrown out of his trade guild, for instance; or could have been maimed so that he could no longer perform tasks as he did in the past.

*Weapon Proficiencies:* Beggars begin with familiarity only with simple, inexpensive weapons. The knife is a favorite, being inexpensive, easy to use, and easy to conceal. Beginning thieves with the Beggar kit should select their two proficient weapons from

among the following: club, dagger, dart, knife, sling, or staff.

*Nonweapon Proficiencies:* Required: Begging, Disguise, Information Gathering, Observation. Recommended: Alertness, Singing, Trailing. As mentioned under Secondary Skills, above, a Beggar with marketable skills (e.g., crafts or trades) should have some reason in his background why he is no longer able to support himself through them.

*Skill Progression:* Beggars become most proficient in picking pockets (to supplement begging income), and moving silently, hiding in shadows, and detecting noise (useful for gathering information and tailing people). They tend to be worst at opening locks and finding or removing traps, since these skills require technical training that is not easily available.

*Equipment:* The basic equipment of a Beggar is a wooden bowl or cup in which passers-by may place alms. More sophisticated Beggars have false crutches, make-up and the like to make themselves seem as desperate and poverty-stricken as possible.

Some Beggars have children with them (rented from the true parents, or borrowed in return for a share of the day's income, if they are not the Beggar's own) to arouse still more sympathy.

A more sophisticated sort of Beggar offers a service of some kind—singing a song, or playing a simple instrument—in exchange for food, drink, or a few coins.

Few Beggars can afford to purchase armor; and even if they could, they would not want to wear it, since it would suggest that they are wealthier than they would like to appear.

Beggars who rise above their circumstances may of course equip themselves as they see fit, although then they will no longer be accepted by other Beggars as one of their kind. A Beggar who appears well-off could suffer penalties, at the DM's discretion, at the following proficiencies: begging (because the character doesn't look impoverished), information gathering (because other Beggars will distrust him), and even trailing (because the thief might not blend in as well with the city's masses).

*Special Benefits:* The most valuable benefits of the Beggar kit are the large number of bonus nonweapon proficiencies. These should be granted to a character even if the campaign at large does not make use of nonweapon proficiency rules.

*Special Hindrances:* Beggars are scorned by most of society. Even characters who share their wealth with Beggars tend to feel a sort of disgust or condescension, though they may try to hide it. Other thieves, however, recognize the talents and value of Beggars. For this reason, Beggars suffer -2 on reaction rolls with NPCs who aren't thieves.

Furthermore, because of their impoverished background, Beggars start the game with only 3d4 gold pieces.

*Races:* Beggars may be of any race. In regions with a lot of bigotry, where demihumans have difficulty finding legitimate employment, Beggars are commonly demihuman. Most nonhuman Beggars were forced into their position by unfortunate circumstances—they were not born into it.

**Bounty Hunter**

*Description:* The Bounty Hunter is a ruthless mercenary, worshipping little besides

the price on his target's head, recognizing few laws save the contractual distinction between "kill" and "capture." He may be found serving the state, capturing criminals and bringing them to justice; or he may serve the shadowy lords of the underworld, avenging the twisted honor found among thieves and criminals. Pursuit of his quarry may take him through a thousand hostile environments, to foreign lands, even to alien planes. He is a hunter of men.

The Bounty Hunter's vocation is rigorous and demanding at every level: physical, psychological, even moral. It requires a sure hand and a stable mind. To be a Bounty Hunter, a thief must have minimum scores of 11 in every ability except Charisma. One thing that doesn't really matter to a tough, independent thief like this is whether or not people like him.

A further requirement is that the Bounty Hunter be of a non-lawful alignment. The reasons for this are discussed below.

*Role:* It is important to draw a distinction between the Bounty Hunter and the Assassin, for their vocations are similar.

The Assassin is most often part of a larger network or organization—either a society of Assassins for hire, or a guild or crime family, or even a government. The Assassin is retained by that organization to discreetly eliminate its enemies; he is strictly a killer. The Assassin also is a predominantly urban figure, though his missions may take him out of that setting on occasion. Most organizations that have Assassins would deny their existence, because of the highly illegal and unpopular nature of their activities.

The Bounty Hunter, by contrast, is a loner. He may be solicited directly by an employer, but more often he simply learns of a price offered for the body (living or dead) of some person and goes after him.

While the Assassin requires secrecy and anonymity, the Bounty Hunter thrives on infamy. Fear leads his prey to make mistakes, and each such mistake brings the Bounty Hunter one step closer to success. While an Assassin is often hired to kill relatively normal, often unsuspecting people, the Bounty Hunter is tracking fugitives—people who know who's after them, and are therefore exceptionally desperate and dangerous.

Pursuit of such people may lead the Bounty Hunter to literally any place, even to other planes of existence (if the prospective reward will make the venture worthwhile), and so the Bounty Hunter becomes adept at survival and tracking in all manner of hostile environments.

Bounty Hunters do not track only fugitives. They may be hired to perform such tasks as kidnapping, freeing kidnapped persons, or (especially at lower levels, when they are still developing their skills) recovering stolen property.

The law and authorities do not always look kindly upon Bounty Hunters, though they will permit their existence so that they, too, may benefit from the manhunters' expertise. For the same reason, thieves' guilds tolerate the Bounty Hunters, despite the fact that almost no Hunter would ever join their ranks.

*Secondary Skills:* Any.

*Weapon Proficiencies:* The Bounty Hunter is permitted the use of any weapon. As part of his persona and fearsome public image, a Bounty Hunter will often gain proficiency in a rare or bizarre weapon, such as the khopesh sword or man-catcher. Non-thief weapons take up two of the Bounty Hunter's weapon proficiency slots, but he is granted a bonus slot at 1st level.

*Example:* Borg Tartan takes the Bounty Hunter thief kit. This means he has 3 initial weapon proficiency slots. Two he fills with a nonthief weapon, two-handed sword, and in the third he takes the hand crossbow.

*Nonweapon Proficiencies:* Required: Tracking. Recommended: Alertness, Animal Handling/Training, Animal Noise, Boating, Direction Sense, Fire-building, Gather Intelligence, Herbalism, Hunting, Intimidation, Observation, Riding, Set Snares, Survival, Trailing.

*Skill Progression:* Bounty Hunters make frequent use of almost all thief skills, except perhaps pick pockets.

Note that "pick pockets" includes all sorts of delicate feats of manual dexterity, such as slipping poison or a "mickey" into a drink. Deadly poisoning is more frequently the province of the Assassin, but a carefully placed, powerful sedative may save a Bounty Hunter a great deal of trouble. (To have access to sedatives or understand their use, a Bounty Hunter must have herbalism proficiency.)

*Equipment:* Besides the usual range of thiefly equipment, Bounty Hunters take interest in items for killing and capturing their prey. Special items from the equipment chapter, such as blade boots, death knives, folding bows, and the like, are sometimes taken as favorite weapons. A rope for holding live prisoners is, of course, vital, and it may also be used for setting snares. Blinding powder and incapacitating poisons (paralytic ones or those that make their victim ill and helpless) may also have value.

Bounty Hunters make little use of deadly poisons—that is more the province of the stealthy Assassin. If a Bounty Hunter is out to kill a fugitive, he probably won't be worrying about how messy it will be.

*Special Benefits:* None.

*Special Hindrances:* None.

*Races:* Members of any race could become Bounty Hunters. Among the nonhumans, however, those of mixed blood (e.g., half-elves) favor it most, since they are often outsiders, loners not accepted by either side of their ancestry.

**Buccaneer**

*Description:* Buccaneers are thieves of the high seas, plying the trade lanes in search of prey. They intermix with and complement their piratical warrior cousins...to the extent that any of these scoundrels can be said to complement anything.

A hardy Constitution (no less than 10) is required to survive long months at sea and be a Buccaneer.

*Role:* Buccaneers closely resemble their land-dwelling cousins, Bandits. They, too, are desperate and cruel, fiendishly cunning, and likely to have a lot of internal squabbles.

Like Bandits, Buccaneers cooperate for survival and success. They also have sordid pasts—pasts which will often bind them together. Many a pirate ship used to be put to legitimate use, but its crew rose in mutiny, took the ship, killed everyone not party to the act, and turned to piracy.

Mutiny and piracy are both punishable by death, and on the high seas the warship or merchantman of any state will gladly carry out that sentence, if given a chance. Buccaneers will therefore fight to the death, against all odds, rather than face capture and inevitable summary execution.

Buccaneers do not belong to guilds; although, like Bandits, a ship of them may be considered a nonstandard guild of sorts. Sometimes groups of pirate and Buccaneer ships will even make alliances, and cooperate to raid richly-laden (and therefore well-defended) merchantmen. There may also be rivalry among pirate groups—especially when one of them carries a healthy cargo of booty that has not yet been hidden in a safe sanctuary.

Buccaneers like to have secret sanctuaries, probably in a secret cove or on a tiny island. There they rest between raids, store treasure and provisions, and plan their activities. Such sanctuaries will have the best protection available to the Buccaneers, possibly including magical defenses.

Related to but distinct from Buccaneers are Privateers. These are "legitimate" Buccaneers. Privateers have received the sanction of some nation to practice piracy on the merchantmen of another nation. Well known historical examples of this include the Privateers of Elizabethan England, captained by such illustrious personages as Sir Francis Drake. These daring "sea dogs" raided gold-laden Spanish galleons as they returned from the New World.

While Privateers are sanctioned by one nation, those on whom they prey certainly regard them as pirates and will treat them as such if they are captured.

A group of NPC Buccaneers should include not just thieves but a healthy number of warriors with the pirate kit, and perhaps a swashbuckler or two as well. Even a renegade mage might be found among them. (Privateers are even more likely to have the services of a wizard, especially one with talents in the manipulation of water and wind.)

*Secondary Skills:* Gambler, Limner/Painter, Navigator, Sailor, Shipwright, Tailor/Weaver, Teamster/Freighter, Trader/Barterer, Woodworker/Carpenter.

*Skill Progression:* Buccaneers make much less use of the traditional thief skills than thieves of other kits. Climbing around the rigging of their ships requires some wall-climbing skill, and the delicate step needed to work high above the deck may carry over into excellence at moving silently. Finally, Buccaneers favor the read languages skill—they like to be extraordinarily adept at deciphering the strange, secret codes adorning maps, codes that may tell a sly captain the location of a rival's buried treasure.

*Weapon Proficiencies:* The DM may wish to make classic Buccaneer weapons, such as the cutlass, available to thieves of this kit.

*Nonweapon Proficiencies:* Required: Navigation, Seamanship, Swimming. Recommended: Alertness, Direction Sense, Fishing, Gambling, Intimidation, Looting, Rope Use, Tightrope Walking, Weather Sense.

*Equipment:* Buccaneers dress themselves as sailors (with weapons, of course), and carry about the same equipment when at sea. Also, like sailors, they will avoid armor—it gets in the way of climbing around the rigging (double penalties on climbing rolls), and also presents a problem for someone unfortunate enough to find himself overboard.

*Special Benefits:* Because of their familiarity with ropes, much used in the nautical arts, Buccaneers gain a bonus of +5% on climbing rolls if ropes are involved—+10% if they are ropes on a ship. (Note that the total chance of success with a thief skill, including all positive and negative modifiers, cannot exceed 95%.)

Always be sure to consider the various climbing modifiers, explained on pp. 122-123 of the *Player's Handbook*.

Buccaneers also can fight from a rope (usually on a ship), so long as the feet and one

hand can grasp it, and they are much better at this than other types of characters. They get +1 on attack and saving throw rolls in rope combat, +2 on such rolls in shipboard rope combat. Note that these adjustments should be added to all the other modifiers—which are usually negative. For instance, a climbing character would normally get a -2 penalty on attacks; so the Buccaneer's +2 bonus merely negates this.

Use common sense when applying the saving throw bonus for a Buccaneer in rope combat; while it would apply to dodging a lightning bolt, it would not apply to saving against a charm or hold spell.

For more information on shipboard combat, see "Learning the Ropes" below.

Special Hindrances: As their expertise lies in rope-climbing, Buccaneers suffer a penalty of -10% when they attempt to climb without one.

*Races:* Almost all Buccaneers are human, since few demihumans and humanoids are known as seafarers. The occasional half-elf might be found among a Buccaneer crew, or, even more rarely, a half-breed or full-blooded aquatic elf. For such an elf to leave his own people would indicate a turbulent past indeed.

## Learning the Ropes (Optional Rules)

Buccaneers often find themselves fighting among the ropes and masts of their ships. This section of optional rules is intended to help simulate the difficulty and excitement of such a scenario. It may also be used in other situations of rope combat.

The basic modifiers in climbing combat are as follows:

* A climbing character loses all Armor Class bonuses for Dexterity and shield.
* A climbing character suffers a -2 penalty on attack, damage, and saving throw rolls.
* A character attacking from above gains a +2 bonus on his attack roll.
* A character attacking from below suffers a -2 penalty on his attack roll.

Other modifiers that often come into play are:

* An off-balance defender is attacked with a bonus of +2. See below for more information on balance and rope combat.
* A rear attack (e.g., against a character trying to climb up a rope—but NOT a Buccaneer climbing and dodging at the same time, as explained below) gains a +2 bonus.

Buccaneers additionally gain a +1 on rope combat attacks (+2 if shipboard), and may be given the option of dodging (explained below), thanks to their facility and frequent practice with rope climbing.

NPC sailors, also familiar with seaborne rope climbing, should, for the purpose of these rules, have a base climbing percentage of 65%. This percentage does NOT apply to other sorts of climbing (walls, mountains, etc.); in such areas a sailor is assumed to be untrained and should be treated as such.

Remember that modifiers are cumulative!

### Losing and Regaining Balance

Any character engaged in combat on ropes runs the risk of losing his balance.

A character who is struck by a weapon, or attempts to climb in the course of combat, must make a climbing check or lose his balance.

Lost balance means that the next round the character must either fall voluntarily or

attempt to regain his balance. In either case, the character can perform no other action. A successful climbing check means that the character has regained his balance. A failure means the character has fallen (and, of course, may suffer falling damage). Don't forget, all attacks against an off-balance character are at +2.

**Optional Rule: Dodging**

Thieves with the Buccaneer kit may choose to spend a round in rope combat dodging. When doing so, the thief may not attack, but he may move at half his normal rope-climbing speed. If a successful climbing check is made, the Buccaneer is able to add his Dexterity bonus to his Armor Class for that round of combat. If unsuccessful, the thief will be off-balance the next round; he must spend it regaining his balance (see below), and attacks against him are at +2.

*Example:* While plying the sea lanes, a ship carrying the Buccaneer Daljo assaults a merchantman whose crew refuses the Buccaneers' demand for their cargo and puts up a surprising amount of resistance. Daljo and his men board the vessel, and he finds himself fighting high above the deck, facing an ugly sailor armed with a long, curved dagger. Daljo himself wields a cutlass. Neither combatant is wearing armor.

The modifiers for this melee are as follows: Neither gets a Dexterity bonus; since they are both unarmored, they both have AC 10. The sailor's attack modifiers are -2 for climbing, but +2 for attacking from above, so they balance out to zero. Daljo has -2 for climbing, +3 for being a Buccaneer climbing ropes on a ship, and -2 for attacking from below, for a total penalty of -1.

In one round of combat, suppose Daljo is struck by the sailor's knife. He must roll his climbing percentage to avoid losing his balance. His base percentage is 75%; but thanks to his kit and the situation he gets a +10% bonus. If an 85 or lower is rolled, Daljo hangs on in spite of the situation.

But suppose he is unsuccessful: Daljo has lost his balance. The next round his action is to attempt to regain it (the only alternative is to drop to the deck), which he succeeds in doing, while the sailor strikes with a +2 bonus. If Daljo is struck again, he will have to make another climbing check lest he lose another round of attacks or even plummet to the deck below.

If the combat continues to go poorly, Daljo should probably dodge blows while retreating down the rope. The sailor has the advantage when above him, but once Daljo has returned safely to the deck, he can fight on an even footing again. If the sailor does not follow him down, however, he should not go too far—lest the sailor try to cut the rope above him!

**Burglar**

*Description:* The consummate Burglar is an expert at breaking and entering the most difficult buildings, bypassing walls, locks, traps and guardians, grabbing the best loot, and escaping unnoticed as stealthily as he arrived.

The cat Burglar requires a minimum Strength of 10 and Dexterity of 13.

*Role:* In many ways, the cat Burglar is the stereotypical professional thief. He probably uses more of the traditional thief skills, and more frequently, than any other kit.

Even within the ranks of Burglars, thieves often specialize even further. Some specialize by skills. A "box-man," for instance, is an expert at opening locks, especially safes and well-protected chests. A cat Burglar or second-story thief specializes in climbing walls (which can be a remarkably effective protection, especially if ground-level entrances have people around them). Teams of Burglars who specialize by skill often find the most success.

Other Burglars specialize by target. Jewel thieves in particular are the elite among Burglars; the protection found around the objects of their attention demands that their skills and cleverness be honed to perfection.

Burglars of any background may be found. Even thrillseekers of the privileged classes may take up jewel Burglary as a challenging, profitable, and exciting pastime.

Almost all successful Burglars have some sort of guild affiliation. In order to get rid of the loot they take, they of course need a fence (especially if their score is distinctive—e.g., fabulous gems, valuable artwork). Guilds provide the Burglar with innumerable benefits: fencing of even the most distinctive items, connections with potential "business" partners, access to specialized equipment, and, not least of all, protection. A guild can arrange the fix (to free an imprisoned Burglar), and provide deterrence, protecting its Burglars from other guilds and powerful criminals—people who don't take kindly to being robbed themselves, and are more likely to make hasty decisions about a suspect character's guilt or innocence.

*Secondary Skills:* Any.

*Weapon Proficiencies:* Better Burglars do not bring weapons with them on a job; it only means more serious penalties if they are caught—either legal penalties, or more immediate ones like a jumpy victim panicking and attacking them. On some jobs, however (e.g., stealing from dangerous criminals) a Burglar is wise to have means of self-defense. Small, quiet, concealable weapons are naturally favored, though a Burglar may choose proficiency in any weapon among those normally permitted to thieves.

*Nonweapon Proficiencies:* Required: Alertness, Looting. Recommended: Begging, Gather Intelligence, Jumping, Observation, Rope Use, Tightrope Walking, Tumbling.

*Skill Progression: The* vital skills of a Burglar are open locks, find/remove traps, move silently, hide in shadows, detect noise and climb walls. As mentioned before, a Burglar may concentrate particularly on one of these, but he would probably then want to be as evenly excellent as possible in the others.

*Equipment:* Burglars love to use specialized hardware to increase their chances of success. For a thorough examination of some specialty items available, and their effects on thief skills, consult the equipment chapter later in this book.

*Special Benefits:* None.

*Special Hindrances:* None.

*Races:* Members of any race may be Burglars, and it is a favorite kit. Non-human thieves often specialize in areas that offer excellent racial bonuses. For instance, dwarves may specialize in lockpicking and trap detection. And elves may specialize in reconnaissance (they sneak around and report on the presence and nature of obstacles).

**The Specialist Burglar**

A broad, general range of skills is often what adventurers choose, but for the urban

Burglar, specialization is the way to go. There are a number of reasons for this.

A specialized thief is simply more marketable. People in the underworld want someone excellent for a job. That may mean a high-level generalized thief, one who has been in the business long enough to be good at everything. But it's not easy for a thief to reach that level. Therefore, by concentrating on one skill, a relatively low-level thief may compete with a thief many levels higher for jobs of a certain type.

Suppose, for instance, we have a "box-man"—actually a woman—named Annelise. By concentrating as many points as possible in her open locks skill, she can have a score of 85% at only 4th level (this does not include modifiers for race, Dexterity, armor or kit). Since she can put no more than half of what she earns at each level into any one skill, she distributes her remaining points more or less evenly among the other skills. She would probably neglect pick pockets and read languages, however, since they usually are not useful to a Burglar.

Compare this to a "generalist" thief, which adventurers tend to be: On Table 19 of the *Dungeon Master's Guide* (Thief Average Ability Table), you can see that Annelise's level of lockpicking skill would not be attained before 14th level.

Now imagine that a mob of jewel thieves is preparing for a job. They have diverse skills—except that they are lousy at lock-picking. They need to bring a box-man into their mob. Who would they choose? Well, first off, a 14th-level thief is pretty bloody rare.

And even if one were available and willing to work with less-experienced thieves, he would probably demand a larger share of the take. Otherwise it would not be worth his time: He has uniformly good skills, and could probably commit this robbery on his own. A job with which he would need assistance is probably well out of the range of these thieves.

Annelise, then, is a pretty attractive option. She might be able to climb little better than a fish, but that's the cat Burglar's expertise; after he's mounted the building, he can lower a rope for the less sure-footed. By offering Annelise a reasonable share of the loot, the other Burglars are almost assured that their difficult lock will be opened.

**Cutpurse**

*Description:* This is probably the most common sort of thief—the pickpocket or shoplifter who engages in small-time larceny, usually at a level of meager subsistence. He often supplements his income by working as an informant for the powerful figures of the underworld (or anyone else who's willing to pay).

The Cutpurse has no requirements beyond those of the thief class.

*Role:* The Cutpurse is near the bottom of the underworld hierarchy. His activities are not as risky as those of other thieves, but are they are not as profitable either.

Many Cutpurses are "freelancers," not associated with any thieves' guild. Guilds, normally harsh on non-member thieves who operate in their territory, pay little attention to Cutpurses. The profit and benefits that would accrue from their membership would not outweigh the trouble of trying to bring them into line. For this reason many chaotic thieves, who may dislike the structure and limitations of guild membership, choose the Cutpurse kit.

Cutpurses are not always uncooperative, however. Some do join guilds, which they

serve primarily as informants and tipsters, ears on the streets, catching gossip and scoping out prospective targets that can then be assigned to other thieves.

Cutpurses who don't belong to a guild often form their own little mob. Such a small mob usually develops a standard modus operandi (way of operating), and they use the same scam on every target. They may also design special, elaborate plans for lifting a particularly heavy purse. Cutpurses also may enlist the assistance of thieves of other kits in their operations (see the Beggar kit, above, for an example).

Suppose, for instance, that one thief has the job of accosting an affluent-looking stranger, whom the Cutpurses have guessed to be an out-of-town merchant. This first thief presents himself as a street-vendor. While he tries to sell the merchant a hot pastry, a second thief comes by carrying a large load (perhaps a basket full of dirty sheets), which he "accidentally" drops on or around the merchant. In the chaos that ensues, the first two thieves appear to help the merchant, picking up the fallen items and apologizing profusely; while a third Cutpurse does the actual job of relieving the merchant of his cash.

Like beggars, most Cutpurses are of lower-class background and are born into their station.

*Secondary Skills:* Usually (90%) none.

*Weapon Proficiencies:* Small, concealable weapons are ideal for Cutpurses, though they are not formally restricted any more than thieves in general.

*Nonweapon Proficiencies:* Required: Observation, Trailing, Recommended: Alertness, Begging, Gather Intelligence, Trailing.

*Skill Progression:* Cutpurses naturally specialize in picking pockets. Beyond this, they typically favor moving silently and hiding in shadows, as these may increase their pickpocketing talents.

*Equipment:* A few special items to aid in picking pockets are noted in the equipment chapter (p. 90). If thieves have connections, they may be able to purchase such items.

*Special Benefits:* The effective pickpocket is one who can choose his target carefully. He must learn to ascertain the nature of a prospective victim. How dangerous will the attempt be? What could the target do in response? And does the chance of financial reward out weigh the risks involved?

In game terms, this means that the Cutpurse has the ability to guess the class and level of another character. If the pickpocket makes a successful observation proficiency check, he can accurately determine the target's character class.

Another proficiency check can be made to determine the approximate level of the character. The DM should roll this check secretly. If the check fails, the difference between the number rolled and the number needed for success is how far off the character's estimate is.

Sometimes a Cutpurse will "check out" a character who is in disguise. When this happens, the Cutpurse suffers a penalty of -5 on his proficiency check.

*Example:* Gorgar the Cutpurse is eyeing an opulent-looking foreigner. Gorgar succeeds in his first observation check, and determines that the man is a wizard. This could be dangerous, he thinks, and he tries to guess how powerful the wizard is.

Gorgar needs to roll a 13 or lower for a successful observation check. The DM rolls the dice secretly for him, and gets a 16. This means that Gorgar's estimate will be 3 levels off.

The wizard is in fact 4th level. The DM decides that, because of the mage's rich dress, Gorgar overestimates the character's level. "You guess that the wizard is around 7th level," says the DM. (Note that characters don't speak in terms of character levels; the thief would have information in less precise terms; but speaking about levels is clearer for communication among players.)

If the DM wished, he could have determined randomly if Gorgar over- or underestimated (e.g., roll 1d6; 1-3: over, 4-6 under).

*Special Hindrances:* The main hindrance to Cutpurses is that thieves of other kits look down on them, considering them small-time thieves, just half a step above Beggars. This is something the DM should bring out in role-playing—Cutpurse thieves will have difficulty commanding a lot of respect in the underworld.

*Races:* Cutpurses may come from any race. Half-elves and halflings particularly favor this kit; as do, to a lesser extent, elves.

**Fence**

*Description:* The Fence is a black marketeer, a seller of stolen or otherwise illegal goods. He is almost always found in a city setting, where there are large numbers of people to serve as customers as well as prey for the thieves who supply him.

A good Fence needs a sharp mind to appraise people as well as goods, and to stay ahead of the law. To take this kit, therefore, a thief needs a minimum Intelligence of 12.

*Role:* The Fence is the linchpin in the complicated web of the black market. Thieves sell their illicit acquisitions to the Fence, for some amount of money below their actual value. The Fence then resells the "hot" goods on the black market. If the city in which he operates is large and the goods are minor enough (not the crown jewels of the local royalty), they may be sold directly to local buyers. If the Fence thinks they're "too hot," though, he will probably arrange to have them smuggled and sold elsewhere.

Power for Fences is rarely measured in terms of character level. Instead, it is a matter of the breadth of the Fence's network and the reliability of his contacts. Of course, to acquire or retain an extensive network, a Fence needs much cunning and experience—which may coincidentally result in a high character level.

The most powerful Fences keep their identities secret, and may never see their clients, neither thieves nor buyers. They coordinate things from behind the scenes, and have minor Fences to serve as intermediaries. Even a close contact may never have seen the face of a great Fence—at least, not knowingly. A Fence may secretly play the role of an underling in his own network—or even that of a rival or freelancer!

This may all start to sound familiar to those who know something about thieves' guilds. The networks of a powerful Fence look increasingly like the structure of a thieves' guild. This is no coincidence. Those who are knowledgeable in these matters speculate that the thieves' guild was originally, and in many respects still is, a black market network made into a formal entity.

Fences may be of any social background, though wealthy and noble Fences are rare. Certainly those that do exist diligently keep their identities well-hidden, for obvious reasons. The stakes must be high to claim the attention of the socially and financially elevated.

For example, a rich merchant may deal with stolen jewelry on the side. Or a baron

may be the secret mastermind behind a network of thieves smuggling and selling contraband. The real world offers other examples—such as petty dictators who do not only accept bribes and turn a blind eye to drug smugglers but are in fact a drug lord themselves!

The black market network transfers information as well as goods. Fences are probably the best-informed figures of the underworld. For this reason they gain "gather intelligence" as a bonus nonweapon proficiency. (They also receive "appraising" as a bonus proficiency, since it is vital to their vocation.)

*Secondary Skills:* Gambler, Jeweler, Scribe, Teamster/Freighter, Trader/Barterer.

*Weapon Proficiencies:* Any.

*Nonweapon Proficiencies:* Required: Appraising, Gather Intelligence. Recommended: Alertness, Fast-talking, Forgery, Gem Cutting, Local History, Observation.

*Skill Progression:* Less powerful Fences (that is, those lower in the network hierarchy, with fewer contacts) may need to make use of thiefly skills. Picking pockets may provide a little income when business is slow; its use for sleight-of-hand may also have value (though it is dangerous to cheat clients). Opening locks and finding and removing traps are useful skills for inspecting merchandise. It is not unknown for Burglars, unable to open a strongbox, to simply cart off the whole thing and hope their Fence can get it open. Read languages is also sometimes useful in examining merchandise. The stealth skills (move silently, etc.) have some value on the street; Fences who have direct contact with their clients may put some time into cultivating them, but more powerful Fences often neglect them.

*Equipment:* Most Fences own equipment for examining merchandise, to determine if the goods are counterfeit or what their value might be. A magnifying lens, for instance, may be of use here.

*Special Benefits:* Because of his contacts, a Fence is probably the best person for locating and hiring thieves and smugglers, especially in territory not claimed by a guild.

Also, Fences generally command a lot of respect from the underworld in their home territory. Unless a thief has a serious vendetta, he will probably court a Fence's favor for business reasons. Fences receive a bonus of +3 on reactions with NPC thieves if their profession is recognized.

*Special Hindrances:* Fences are relatively prominent in the underworld. And, unlike freelance burglars and smugglers who can move from place to place, the Fences' black market network requires a stable home locale, so that they can stay in touch with their contacts. (The DM may wish to keep PCs from being active Fences because of this; the Fence's life is much more business than adventure.) This also means that the local authorities may be aware of a Fence's identity and activities. These authorities may periodically harass a minor Fence, or demand bribes, or may shake him up for information every once in a while.

*Races:* Fences may be of any race. Some demihuman Fences prefer to deal only in certain goods. Dwarf and gnome Fences, for instance, are known as shrewd appraisers of stolen gems and jewelry.

**Investigator**

*Description:* Though Investigators are listed as thieves, they are usually in fact the

antithesis of criminals. Investigators are enforcers of law and order, the people who know the skills of the thief intimately so that they can combat him.

*Role:* Investigators can play a number of roles. They may be private, their services for sale. Or they may be employed by a government or organization. In each case their skills and activities are similar, but their roles and attitudes may be divergent.

An Investigator may be a vigilante, obsessed with uncovering crime wherever it may be hiding, and stopping it. Or he may be the "private eye," a mercenary sort, or retained by an individual or organization, and may be willing to sidestep laws to better serve his client.

Some Investigators are of course in the employ of some government. This does not necessarily identify them as good, however. An Investigator may be portrayed as a sort of "good guy cop," if it suits the campaign. But if the players are running thieves (especially folk hero types), the Investigator could be sinister and evil, a perfect foil to the PC thieves' capers.

The relationship between Investigator thieves and guilds is not usually that of allies. An Investigator might be employed by a guild, however; though usually a Spy, or perhaps a Troubleshooter, would do the guild's "investigating."

In fact, an Investigator might not even realize that he is employed by a guild, if his ostensible employer is a "front" business. Interesting cloak-and-dagger-style adventures could be built around an Investigator discovering, in the course of his work, that the shadow he is following actually lurks behind his own employer.

And of course, Investigators ostensibly employed by the government, like other magistrates and officials, sometimes "go bad," and are bought off by a guild, either for information, or in exchange for a blind eye turned toward guild activities.

*Secondary Skills: Any* are possible, though it is not unusual for an Investigator to have spent his entire adult life in this profession. Among the most useful secondary skills for this kit are armorer, gambler, jeweler, limner/painter, scribe, trader/barterer, and weaponsmith.

*Weapon Proficiencies:* Investigators are permitted the normal range of weapons open to thieves. They will normally carry two weapons, at least one of them concealed (knife, dagger, or something similarly small, perhaps in a wrist sheath).

*Nonweapon Proficiencies:* Required: Information Gathering, Observation. Recommended: Alertness, Appraising, Disguise, Fast-Talking, Heraldry, Intimidation, Local History, Modern Languages, Reading Lips, Religion, Trailing.

*Skill Progression:* A balance of generalized skills serves Investigators well. Picking pockets is less important, of course, although you must remember that it may be useful for sleight-of-hand, which may serve an Investigator. Read language skills are a must for deciphering clues; some criminals write important information in obscure languages or secret codes, and being able to decipher it may mean success or failure for the Investigator. Other skills (lockpicking, trap detection and disarmament, and so on) are useful for penetrating and examining the hideouts and houses of suspects.

*Equipment:* A lot of the technological devices available to the modern Investigator (such as fingerprinting techniques, searches of computer databases for information, and so forth) would of course not be available in the medieval fantasy setting. Still, it may be possible to duplicate some of the effects of such devices with magical items; or the DM can make liberal use of anachronism. Suppose Investigators are able to dust for

fingerprints, for example. A magical device that identifies fingerprints might also exist, allowing the Investigator to learn whose prints he has dusted.

*Special Benefits:* None.

*Special Hindrances:* None.

*Races:* Investigators may be of any race, though they probably should be of the dominant race in their area of operation. A dwarf would probably be best at doing investigative work in the dwarf-dominated quarter of a large city, for instance. This means that most Investigators would be human (a reasonable enough assumption, since human governments would be the ones to use them most frequently). Operations that investigate guilds with many nonhuman members could of course make much use of nonhuman Investigators.

**Scout**

*Description:* A Scout is a thief, usually solitary, who operates in a wilderness setting. Besides working as a guide, spy, or saboteur for hire in the wilderness, many Scouts are involved in such illicit activities as poaching.

The Scout kit has no requirements beyond those of the thief class.

*Role:* One might say that Scouts are to thieves as rangers are to fighters—but they avoid the strict "silly ethics" of the ranger class. Scouts are not prohibited from being good—and in fact they are, on the whole, a good deal more dependable than thieves in general—but they have a cutthroat streak that can be dangerous and unpredictable. However, their rugged individualism and harsh practical judgement often endears them to adventurers, and many are found among such steadfast, daring companions.

Unlike Bandits (who also operate chiefly in the wilderness), the Scout usually shuns the company of other thieves, including guilds. The guilds, in turn, care little about Scouts. Their poaching and small-time thievery is seen as insignificant in the eyes of the great crime figures, especially when compared to the trouble and expense that would be required to identify and to track down the elusive Scouts, to punish them or force them to join guild ranks. If a Scout is a guild member, either it is a voluntary arrangement (whereby the Scout benefits from access to special equipment and training) or he has spent enough "professional time" in the city or other explicitly guild-controlled territory that he was "persuaded" to join.

Of the many Scouts not belonging to a guild, some have a single, consistent employer. The rest are freelance or mercenary, serving themselves or whatever employers may come along, taking the best pay they can find. Or, if there's nothing else, they steal and poach to support themselves.

Several organizations employ Scouts regularly, sometimes on a permanent basis. The military, in particular, does so; reliable Scouts, trained for reconnaissance and sabotage, are vital to any successful military operation. And the key to having reliable Scouts is to have well-trained and (most of all) happy Scouts. A common grunt soldier can be bullied into line and, if need be, forced out into battle by the spearheads of the rank behind him—but the Scout's modus operandi is to explore alone. Maltreated Scouts have more opportunities to desert or, worse yet, betray vital information to the enemy than anyone else in an army.

Military Scouts are carefully nurtured and well-nourished. They get decent pay,

excellent equipment, and the best training available for their special and important activities. The training of military Scouts is at least as intense and comprehensive as that of a thieves' guild. (Sometimes, after retiring from the army, military Scouts go on to become the most illustrious and prosperous burglars and assassins of the underworld.)

A few other groups that may employ Scouts are secret societies and other paramilitary groups, thieves' guilds that have operations across the wilderness (Scouts may bolster the ranks of a smuggling party, for example), and agencies that are set up to connect clients with guides. Such agencies are normally found on the edge of vast wilderness areas that are being colonized; such areas, with frequent exploration by people unfamiliar with the region, have enough demand for guides that an agency can prosper on its percentage of the guide's fee.

As mentioned before, poaching is also an activity typical of the Scout. Animals may be protected by royal decree, written law, or the monopoly of a hunters' or furriers' guild. In medieval times, for instance, hunting was typically reserved for the noble classes. A commoner caught slaying one of "the king's deer" could be punished by death.

But when demand exceeds supply, there may be great incentive for the criminal killing and capture of animals. They may be sought for their meat, valuable pelts, ivory, feathers, magical purposes (e.g., eye of newt), or other esoteric ends. Thousands of animals in our world have been killed because some body part was believed to be an aphrodisiac. In the fantasy milieu, there may be real magical qualities, and the hunter or poacher's quarry may be fantastic. The horn of the unicorns, for instance, may be ground into powder and administered with liquid as a poison antidote.

*Secondary Skills:* Bowyer/Fletcher, Farmer, Fisher, Forester, Gambler, Groom, Hunter, Teamster/Freighter, Trader/Barterer, Trapper/Furrier, Woodworker/Carpenter.

*Weapon Proficiencies:* Scouts have the normal range of weapon proficiencies permitted to thieves.

*Nonweapon Proficiencies:* Required: Alertness, Direction Sense, Tracking. Recommended: Alertness, Animal Handling/Training, Animal Lore, Animal Noise, Boating, Fire-building, Fishing, Heraldry, Herbalism, Hunting, Mountaineering, Observation, Riding, Rope Use, Set Snares, Survival, Swimming, Weather Sense.

*Skill Progression:* Stealth skills are those favored most by the Scout, and members of this kit have highly trained senses. Therefore it would make sense for these skills to improve most rapidly: move silently, hide in shadows, and hear noise. Climb walls also may see considerable use (though not from climbing walls, per se, but trees, cliffs, and so forth).

*Equipment:* No self-respecting Scout will permit himself to go without a basic assortment of wilderness survival gear: adequate clothing, rations, fire-starting materials, etc. Special gear to assist climbing, hiding, and moving undetected are also favored, as well as devices for hindering or diverting pursuers. (What worth is a Scout's knowledge if he never reports back to his employer?) For a full array of items, refer to Chapter 5, "Tools of the Trade."

*Special Benefits:* Due to their extensive wilderness experience and expertise, Scouts gain +10% on two thief skills when in the wilderness: silent movement and hiding in shadows. Scouts also have an increased chance (1 in 6 better) to surprise opponents in the wilderness, because of their stealthiness and careful attunement with their environment.

*Special Hindrances:* While Scouts are intimately familiar with the wilderness, they

are not so comfortable in urban settings. In the city, consequently, the Scout suffers a -5% penalty on all thieves' skills.

*Races:* The Scout kit is a good choice for many demihuman rogues, since those races often already have an aptitude for wilderness adventuring. You may wish to give demihuman Scouts a particular orientation according to their race. Elves for instance, as natural forest dwellers, may have +15% when hiding in shadows and moving silently in forested wilderness, and +5% in other wilderness settings. For a dwarf, the special bonus may apply to hills or mountains, and so forth.

**Smuggler**

*Description:* A Smuggler is a specialist in the illicit movement of goods, either goods that are themselves illegal (e.g., stolen) or whose movement is illegal (in some countries, for example, it may be illegal to move gold bullion; or a Smuggler might secretly move cargo to avoid paying taxes on it). The Smuggler needs a host of practical skills to evade authorities, as well as connections in diverse places to acquire and unload his merchandise on the black market.

*Role:* The Smuggler plays a vital role in the underworld, moving goods from place to place. Without the Smuggler, Fences could only sell to local buyers, which would mean they couldn't deal in exceptionally valuable goods. This would greatly cut the profitability of theft. Guilds themselves might not even be able to function, at least not on a large scale.

There are two general methods of protecting contraband from discovery: Either you hide the goods within the transportation, or you hide the means of transportation itself. An example of the former would be a wagon or boat built with a false floor, beneath which the cargo is hidden. Hidden transportation would include sneaking oneself over the city wall late at night, with a pack full of stolen loot to be taken to a distant Fence; or, perhaps, a simple boat traveling late at night.

Plans for hidden transportation may become elaborate. The trick is to be small and fast. Small makes it more difficult to find you; fast makes it likely that you can get through or, at least, get away, even if you are discovered. Sometimes the best smuggling routes go through treacherous territory or difficult terrain. This means that a Smuggler must be flexible. For instance, he may arrange to bring a canoe or even smaller craft to traverse a swamp or area of many small lakes and streams, portaging when necessary and leaving the canoe behind (and hidden, of course) when he has passed the natural obstacles.

If the Smugglers will pass through dangerous territory (plagued by bandits, humanoids or monsters, for instance), it is best to work out some means of protection: Either bring along a couple of thugs or mercenaries for the difficult parts, or pay "protection money" to the dangerous parties. Most bandits or humanoids, and even intelligent monsters, would be perfectly happy to let Smugglers through in return for a cut of their merchandise.

Or they may tell the Smugglers that they can pass safely through, and then renege on the deal.

For such a situation, it is best for the Smuggler to have some powerful muscle behind him—like a guild. A great many Smugglers are part of guilds. Guilds that operate in

more than one urban center, or in the countryside, usually employ a number of Smugglers just to move people and items within their own networks. They may also have Smugglers who specialize in dealing with other guilds; such Smugglers should have a high Charisma, because they must serve as diplomats as well as businessmen. Finally, there are freelance Smugglers. They may operate between guilds, between guilds and freelance fences, or, on rare occasion, solely among freelance fences.

Remember that a Smuggler operates between fences; he rarely, if ever, deals directly with thieves or non-"wholesale" customers. The fence or guild works out deals with prospective buyer fences, and then hires the Smuggler to make the delivery.

*Secondary Skills:* Farmer, Fisher, Forester, Gambler, Groom, Hunter, Jeweler, Navigator, Sailor, Teamster/Freighter, Trader/Barterer, Trapper/Furrier.

*Weapon Proficiencies:* Smugglers have the normal range of weapons open to thieves, and are not required to take proficiences with any in particular.

*Nonweapon Proficiencies:* Required: None. Recommended: Alertness, Animal Handling/Training, Animal Noise, Appraising, Boating, Direction Sense, Disguise, Fast-talking, Forgery, Gather Intelligence, Navigation, Observation, Rope Use, Seamanship, Swimming.

*Skill Progression:* Detecting noise is probably the most useful of the traditional thieves' skills for the Smuggler. After that, hiding in shadows and silent movement probably see a lot of use. Pickpocketing would be least utilized in smuggling.

*Equipment:* Two items are essential to the Smuggler's vocation: means of transportation, and means of protecting the contraband from discovery.

Transportation is usually very basic: wagon or horse for land, boat for water, and so forth. More elaborate smuggling plans in the fantasy setting may include air transportation—imagine a Smuggler who secrets stolen gems out of a city, late on moonless nights, by griffon!

Items from the "Evasions" section of the chapter on equipment (p. 90) are of great use to the Smuggler. Marbles (if the surface is right) or caltrops can do much to hamper pursuers, and aniseed or dog pepper can throw dogs off the trail.

*Special Benefits:* Smugglers must be exceptionally alert; they therefore get a +1 bonus to their surprise roll.

*Special Hindrances:* None.

*Races:* While demihumans are not prohibited from being smugglers, there are few that have any reason to be. Any player who wishes to have a demi-human smuggler should be sure to detail his character background so as to justify the kit.

**Spy**

*Description:* The Spy is a gatherer of information. At the lowest level, he is a common informant, an eavesdropper with his ears open for salable information. The expert Spy is hired by guilds and governments to infiltrate opponents' buildings and ranks to find vital, secret knowledge.

To take the Spy kit, a thief must have a minimum Intelligence of 11.

*Role:* Spies are vital in supporting any large organization such as a guild or government. Information is the key to success, whether thieves are preparing for a burglary or a nation is preparing for war, and the Spy's role is to provide that information.

Most Spies are in the permanent service of one such organization. A small number may be double (or triple) agents, but that is very risky. A few are freelance, and their main problem is this: to find employment, they must be known; but if they're known, they have difficulty being successful.

Spies may come from any background. A large percentage, in fact, are from the lower classes, close in touch with the word on the street and all the secret channels of society. A smaller number of elite Spies exist, either in permanent positions (e.g., a count who reports word on his liege's troop movements to a rival kingdom, or a treacherous castle steward). Most of these characters would not be of the Spy rogue kit, since spying is secondary; the focus of their life is (or at least was) something else.

But there are also talented individuals ready to go anywhere, risk any danger, and encounter a lot of excitement on the way to finding the knowledge they seek. They excel at infiltration, in finding information, not just in selling what they know. Exciting Spies, and player characters, are usually of this sort.

The standard penalty for spying (if the crime is beyond the low levels of spreading rumors, eavesdropping, and scoping out potential burglary targets) is death, and Spies from one nation to another can hardly expect anything in the line of "diplomatic immunity."

*Secondary Skills:* Any.

*Weapon Proficiencies:* The normal range of weapons open for thieves' proficiencies applies to Spies as well, and they are not required to take any in particular. A Spy can use nonthief weapons (for the purpose of disguises), but cannot take proficiency in them.

*Example:* To help impersonate a castle guard, a Spy carries a halberd. He could use it combat, but he would suffer a nonproficiency penalty. To increase his chances of success, he would probably switch to a different, familiar weapon—even a dagger or knife—unless circumstances prohibit it (e.g., people around him would be surprised to see him not using the halberd, and might thereby see through the disguise).

*Nonweapon Proficiencies:* Required: Disguise, Gather Intelligence, Observation. Recommended: Alertness, Begging, Etiquette, Forgery, Heraldry, Local History, Reading/Writing, Reading Lips, Trailing.

*Skill Progression:* An effective Spy usually needs a fairly even distribution of thief skills, since his vocation can bring him into any number of diverse situations.

*Equipment:* Spies in the medieval setting don't have all the fancy gadgetry of their modern counterparts. They may equip themselves liberally with what is available, however, such as boots with hidden compartments in the soles, thieves' equipment, and so forth. See the later chapter on equipment for a host of ideas.

*Special Benefits:* None.

*Special Hindrances:* None.

*Races:* Elves and half-elves, with their love for knowledge, are especially predisposed toward this kit. However, the problem that all demihuman Spies face is the difficulty of appearing disguised as a member of another race. They therefore risk having a rather limited range of professional assignments.

**Swashbuckler**

*Description:* Part acrobat, part swordsman, part wit, and entirely roguish —this is the

Swashbuckler. He is a sophisticated city-dweller, the epitome of charm and grace.

Both the warrior and thief classes have Swashbucklers (see the *Complete Fighter's Handbook* for details on the warrior Swashbuckler), but they have certain differences. These differences serve, among other purposes, as an example of how the Dungeon Master may modify appropriate kits from one class and apply them to another.

To be a Swashbuckler, a thief must have minimum scores of 13 in Strength, Dexterity, Intelligence and Charisma.

*Role:* This is a happy-go-lucky thief, with ready wit and flashing rapier. His home is the city, where he can shine amidst the squalor. He is generally less interested than his warrior counterpart in poking people with his rapier, and is more involved and concerned with his wild theatrics and amazing displays of acrobatic skills. More often than not he also finds himself, justly or not, on the wrong side of the law.

The Swashbuckler is almost never aligned with thieves' guilds; he prefers to be "freelance." Swashbucklers who journey outside the cities may align themselves with bandits or pirates, however, and with their charisma and skill, they frequently assume leadership. Such responsibility ill suits the Swashbuckler, however; the details of organizing and leading a large group will invariably set him packing in short order.

Most Swashbucklers come from a wealthy or aristocratic background. Their skills of stealth and acrobatics came not from survival needs, but whim. This motivation typically remains the driving force behind the Swashbuckler's career. Most of these young rakes retire when they get older and must assume responsibilities in the communities (family, noble title, business, and so forth). Many a Swashbuckler has kept up his activities, however, in secret; his moonlighting may even be developed (usually purposely) to a point of distinguishable alter-egos. The daytime character may be a foppish dandy, gruff businessman, or airhead noblewoman. At night the Swashbuckler emerges: a cunning, dashing, adventurous character.

What are the goals of the Swashbuckler? For the young ones, it is usually just thrills: a chance to break into the impenetrable castle, to replace the Queen's necklace with a fake, to outwit the guildmaster of thieves . . . A few have more serious goals (and these are the ones who tend to keep up their habit). A Swashbuckler may be a vigilante, charming and witty, but driven by an obsession for justice. His enemies may be criminals or, in an unjust society (where the aristocratic Swashbuckler's alter-ego may be an unwilling part of the apparatus of oppression), the authorities themselves.

*Secondary Skills:* Most often (80% of the time, say) a Swashbuckler has no secondary skills, since he usually is from a rich, foppish background. Perhaps he has the skills of gambler or groom (aristocratic animals, of course), or hunter (again, aristocratic hunting, not survival; a Swashbuckler may know a great deal about fox hunting, for instance, but not how to catch a rabbit, let alone skin one). Scribe would also be possible as a secondary skill—to indicate literacy and some general education, not a profession.

*Weapon Proficiencies:* The Swashbuckler receives an extra weapon proficiency slot which must be devoted to a weapon among the following: stiletto, main-gauche, rapier, and sabre. (These new weapons are described in the equipment chapter.) With this, the Swashbuckler's "weapon of choice," the thief is able to fight with the THACO of a fighter of his experience level. Throughout his career, he must devote half of his weapon proficiencies to these weapons, until he has mastered the use of (i.e., gained proficiency in) every one.

*Nonweapon Proficiencies:* Required: Etiquette, Tumbling. Recommended: Alertness, Blind-fighting, Disguise, Fast-talking, Intimidation, Jumping, Navigation (if seaborne; costs 2 slots), Riding, Tightrope walking, Trailing.

*Skill Progression:* Swashbucklers would tend to have fairly balanced thief skills. This includes pickpocketing, though that talent is more often utilized in the form of sleight of hand.

*Equipment:* The Swashbuckler must buy his weapon of choice, but other than that may spend his gold however he pleases.

*Special Benefits:* The Swashbuckler is permitted a special combat maneuver when using his weapon of choice: disarmament. To disarm an opponent, the Swashbuckler must declare his intention to do so before initiative is rolled. He then suffers a +1 penalty to his initiative roll, and a -4 penalty on his roll to hit.

If the Swashbuckler's attack is successful, he will (normally) cause his enemy's weapon to go flying out of his hand.

Roll 2d6. The number rolled is the number of feet away the weapon landed. Another roll of 1d6 determines the direction the weapon goes, relative to the disarmed character:

1—Straight ahead
2—Ahead, right
3—Behind, right
4—Straight behind
5—Behind, left
6—Behind, right

Besides weapons, disarmament can be attempted against magic wands or other such devices held in one hand.

Items worn (like jewelry) or held in two hands (including two-handed weapons) may not be affected by a thief Swashbuckler with the disarm maneuver.

Finally, being such a romantic figure, the Swashbuckler gains, as an additional special benefit, a +2 reaction adjustment with members of the opposite sex.

*Special Hindrances:* Trouble seeks out the Swashbuckler. This is something that the DM will have to play very carefully if the Swashbuckler is to be balanced with the other thief kits. When there's another Swashbuckler around—thief or warrior—intent on proving that he is the finest swordsman in the world, it's the PC Swashbuckler he seeks out and challenges (often in the middle of some illicit activities). When there is a lovely lady (or handsome young man, as appropriate) in distress, she or he will naturally cross the Swashbuckler's path, and pull him into the tangle. When the thief is practicing burglary on his uncle's mansion, the old man decides to return early from his journey. Life conspires to make things difficult for the Swashbuckler, and the DM should always throw just a little more good-natured bad luck at this thief type than at any other.

*Races:* Any demihuman who'd look elegant in foppish dress, wielding a narrow blade, will work fine as a Swashbuckler, especially elves, half-elves and halflings (half-elves most of all). Dwarves and gnomes are not entirely inappropriate, but are likely to have to defend their honor (with duels) in the face of numerous jokes about their curious looks.

**Swindler**

*Description:* This is the master of deception; while burglars and pickpockets profit through stealth, and bandits and thugs garner their earnings through force, the Swindler relies on his wits. Other thieves take their booty; the Swindler cons his victim into giving it freely.

A minimum Charisma of 12 is required of a thief to take this kit.

*Role:* There are numerous names for the Swindler—confidence artist, con man, mountebank, quack, etc.—and the scams he employs are even greater in number.

Each con artist is unique, and develops his own mode of operation. One will specialize in selling bogus items, like medicines; while another may prepare long, elaborate scams to net the wealth of the affluent.

Swindlers must either operate in a large city, where there are many potential victims (and even then they usually target visitors to the city, especially foreigners); or they must be wanderers, ready to move on to a new place when they've made too many enemies or too much of the local populous has gotten wise to their devices.

For this and other reasons, Swindlers do not usually join thieves' guilds on a permanent basis. Out of wise deference to the "local boys," however, a Swindler that begins to operate in guild territory will make friendly overtures to it, and perhaps offer a share in his take. A most daring Swindler may even try to con the guild . . .

*Secondary Skills:* Any. Most often Gambler or Trader/Barterer.

*Weapon Proficiencies:* The Swindler is permitted the normal range of weapons open to thieves.

*Nonweapon Proficiencies:* Required: Fast-talking. Recommended: Alertness, Appraising, Artistic Ability, Dancing, Disguise, Etiquette, Forgery, Fortune Telling, Gaming, Local History, Observation, Singing, Ventriloquism.

*Skill Progression:* The thieves' skills of a Swindler usually are used in preparation for a con. It is often handy for the Swindler to do some secret scouting, for instance, to observe his victim's habits. For all of this, the stealth skills (move silently, etc.) are invaluable. Reading languages is also of more use to the Swindler than to thieves of many other kits.

*Equipment:* A Swindler may use special equipment as props for his scams (e.g., tarot cards for a sham fortune teller; pen, ink and paper for forgery; and so forth), but the specific needs vary among characters, according to their plans and objectives.

*Special Benefits:* None.

*Special Hindrances:* None.

*Races:* Half-elves make particularly good Swindlers. Other demi-humans may be Swindlers as well, though they are not found as frequently.

**Thug**

*Description:* The Thug is the most violent sort of thief. Assassins are killers, certainly, but they depend on refinement and subtlety. Bounty hunters also are willing to use violence, but are relatively restrained as well. The Thug, on the other hand, comes as close to the warrior class as any Thief Kit.

Because of the kit's emphasis on physique and physical prowess, a Thug must have a

minimum ability scores of 12 in strength and constitution. In designing the character's description, a Thug should be as physically imposing as possible. Furthermore, his intelligence may be no higher than 12.

Thugs are usually male, but this may be otherwise in your campaign (particularly if your world sports an Amazon tradition).

*Role:* Historically, the "Thugee" were actually a cult group of murderers found in India. The term "Thug" has come to mean, however, any brutal sort of thief, such as an armed robber, hijacker, or goon (the latter specifically indicating a guild-associated Thug, an enforcer), or perhaps a kidnapper (though bounty hunters are probably better at that activity).

If one compared a guild to the human body, surely Thugs would be the muscle—the large, powerful muscles. Thugs function as enforcers, intimidating common people (especially in racketeering schemes), bodyguarding important guildsmen, and carrying out the guild's threats of violence often enough to keep people suitably afraid.

In fact, outside of the thieves' guild, the Thug really does not have a place. Most Thugs haven't the wit to become accomplished burglars or even pickpockets on their own, let alone swindlers, spies or fences. Even begging might be denied them on account of their imposing physique: A plea for alms from a huge, muscular man tends to look more like a demand backed up by a thinly-veiled threat. The guild pays them well and gives them a satisfying job: They usually need just to scare the living daylights out of people, and not even face real combat.

The few Thugs who are not guild-affiliated will be found as armed robbers or (if they are more intelligent) kidnappers or hijackers.

*Secondary skills:* Most often none (the ultimate "unskilled" labor, or perhaps Sailor.

*Weapon Proficiencies:* Thugs are permitted an extra weapon proficiency slot at first level. They may choose non-thief weapons, but to gain proficiency in one requires an extra slot.

*Nonweapon Proficiencies:* Required: Intimidation. Recommended: Player's choice; among those that may be selected are Alertness, Endurance, Looting and Trailing.

*Skill Progression:* There is no uniform preference among Thugs for the distribution of points among their thieves' skills. Note, however, that they start out with fewer points to distribute than other rogues (see Special Hindrances, below).

*Equipment:* The Thug's equipment usually consists of the biggest, most intimidating weapon available. Otherwise, it's a matter of common sense according to the job. A kidnapper, for example, could make good use of a rope to bind his victim.

*Special Benefits:* Because they are better trained in combat than other thieves, Thugs receive +1 on their "to hit" rolls.

*Special Hindrances:* Thugs spend much of their early career learning about weapons and their use, and their initial training in the traditional thief skills suffers as a consequence. To compensate for the extra weapon proficiency slot and combat bonus, a thief of the Thug kit has only 40 points to distribute initially among his thief skills (although he can still put up to 30 of them in a single ability, if he so chooses).

*Races:* Humanoids and half-humanoids are particularly fond of this kit, as it emphasizes force over stealth. One has more difficulty imagining demi-human Thugs; dwarves might have the temperament, but the Thug personality doesn't suit their culture, and their small stature would might make them look somewhat silly as guild enforcers

(which is not to say that they would be ineffective—they'd simply bash anyone who made thoughtless or snide comments about their height).

**Troubleshooter**

*Description:* The Troubleshooter, like the investigator, is often aligned against other thieves. He has all the skills of the thief, but puts them to a different use: He works chiefly as a security consultant, playing the part of the thief in order to test the worthiness of his clients' defenses.

*Role:* The Troubleshooter's professional role is rather narrowly defined, but this is to the rogues' liking. More than one has been known to moonlight in other, possibly illicit activities. They may range from legitimate recovery of stolen goods through genuine burglary.

As a "security consultant," a thief of this sort has a legitimate reason for his thieving skills and equipment; and the temptation for many is to use them. For this reason, officials often keep a suspicious eye on well-known Troubleshooters. More sophisticated governments may even require that they have some sort of license.

Troubleshooters are rarely guild members, naturally enough, unless they have been bought off in exchange for information on the clients they've served. Of course, few such Troubleshooters will survive long; if they give a place's security their "seal of approval," and then it is broken into with ease, the Troubleshooter's reputation will be shot, and he can expect to have more than a little suspicion placed on his shoulders.

*Secondary Skills:* Any. Often has technical or engineering-type skills, however, such as Armorer, Mason, Miner, Navigator, Weaponsmith, or Woodworker/Carpenter.

*Weapon Proficiencies:* Troubleshooters are permitted the normal weapons open to thieves.

*Nonweapon Proficiencies:* Required: Observation. Recommended: Player's choice; among those that may be selected are Alertness, Fast-talking, Gather Intelligence, Locksmithing, and Trailing.

*Skill Progression:* Picking pockets and reading languages are not of much value to the Troubleshooter, but he will probably seek a fairly even distribution among the other thief skills.

*Equipment:* Any Troubleshooter worth his wages will augment his thiefly talents with the best available equipment. Remember, he wants to try his absolute best to break down his client's defense—as does his client—so he'll use whatever devices will increase his chances. Also, a wealthy client could even be persuaded to help the Troubleshooter acquire hard-to-find thief equipment.

*Special Benefits and Hindrances:* Troubleshooters have an uncanny knack for . . . well, for troubleshooting. If there's a glitch somewhere in a security system, the Troubleshooter always seems to run into it.

In a way, the Troubleshooter is a living manifestation of "Murphy's Law": "If anything can go wrong, it will." The Troubleshooter thief, of course, capitalizes on this professionally. His job is to find everything that can go wrong, so it can be fixed.

While everything going wrong has its ironic professional advantage, the downside is of course that the things that go wrong often do so to the Troubleshooter's personal disadvantage.

This is difficult to quantify, to define as a game mechanic. Instead, the DM is encouraged to bring it in at his discretion during play, for maximum excitement and role-playing fun. Fill the character's life with astronomically improbable events and bizarre coincidences.

The DM is by and large left on his own to "wing it" with this special benefit/hindrance, but there are two questions for him to ask himself before he brings it into play: Would this further the plot of the adventure? Would it be fun? At least the second question should be answered "yes," and it is best if both are.

Furthermore, the rule to follow in deciding the specifics is: Everything should be balanced. For every freakish mishap that works in the Troubleshooter's favor, there should be a complementary one that works to his disadvantage.

*Races:* Dwarves, with their affinity for the mechanical and their lawful tendencies (and their dour stoicism in the face of all misfortune, however ludicrous), are the demi-humans most inclined to take this kit.

Some gnomes also may be found as Troubleshooters; the special benefit/hindrance of this kit suits the pranksters well—but their employers would best be on guard for practical jokes perpetrated in the course of the assignment. The goal of any gnome Troubleshooter should be to turn all his mishaps into assets or amusement, if not both.

## Recording Kits on the Character Sheet

It's really no problem to record your Thief Kit on your character record sheet. Where you normally write down the character's class, add also his Thief Kit name. For instance, if your thief takes the cutpurse kit, you would write "Thief/Cutpurse."

Where you normally write his nonweapon proficiencies, add the ones (if any) you got free from the Thief Kit, and designate them with asterisks to indicate their bonus status. Wherever you have space for notes, mark down the character's special benefits, hindrances, and other facts you want to remember.

## Thief Types and Multi-Class Characters

The Advanced Thief Types options are designed to add depth to a thief character. But if the character is already multi-classed (as are many demi-humans; e.g., a halfling fighter/thief), he doesn't really need any more depth. Therefore only single-class thieves can take one of the Thief Kits described above.

However, with the flexibility available to thieves in the 2nd edition AD&D® game, especially with nonweapon proficiency rules, you can very closely simulate a kit by carefully choosing proficiencies and allotting points among thief skills. The character won't get the special benefits of the kit (e.g., the bonus nonweapon proficiencies), but to outward appearances, the character will be that type of thief.

For instance, suppose a halfling fighter/thief wishes to be a fence. If the Secondary Skills system is being used, he should take one of those listed in the fence kit—Trader/Barterer, let's say.

As a first level thief, he receives 4 nonweapon proficiencies (if they are used) and selects them from the required and recommended proficiencies of the kit. The required ones are Appraising and Information Gathering. Note that these proficiencies are NOT

bonuses, because the halfling is not actually taking the kit. His other two slots should be filled from the recommended list; fast-talking and observation proficiencies, perhaps.

If you do all this, and have your DM's permission, within the context of your campaign this halfling will be considered a fence. That is, he fills the role of a fence in the campaign world, and is regarded as such by other figures of the underworld. Only you and the DM know that he doesn't have all the benefits of a true fence.

## Thief Types and Dual-Class Characters

The same is not true of dual-class characters.

If a human character starts off as a thief, he may take any of the Thief Kits above. If, later, he decides to change classes according to the normal Dual-Class Benefits and Restrictions rules, he doesn't lose any of the benefits or hindrances of the kit he chose; he is still that sort of thief.

If a character starts off as some other character class and then, later, switches to one of the thief classes, he can choose a Thief Kit at that time, though the DM may insist that certain campaign events take place in order to allow him to do this.

For instance, let us suppose that a human fighter decides, later in life, to become a thief, and he wants to be an Acrobat. There's nothing wrong with that, but the DM should insist that the next several adventures deal with the transformation. The character could join a circus, perhaps, where he could be taught the tricks of the trade. Adventures should be built around this setting, and should somehow involve other player-characters in the campaign as well.

To better simulate the wait involved for the character to learn his new trade, the DM is within his rights to insist that the character not receive his Thief Kit until he's reached second experience level in his new class.

## Creating New Kits

If there's a special type of thief that the DM would like to have in his world, he can design a new Thief Kit for that thief-type.

To design a Thief Kit, you must answer the following questions about this sort of thief and its role in your campaign.

*Description:* What is this thief type? What literary, mythological or historical source is he drawn from? What special requirements are there if a character wishes to be one?

*Role:* What is this thief type to be in the campaign? How does his culture regard him? How does his subculture, the underworld, regard him? Is there a special sort of outlook he needs to have to belong to this thief type? And what does this thief tend to do in a campaign? Reading the earlier chapter on role-playing thieves may give you some more ideas for this section.

*Legal Issues:* What legal penalties, if any, are there in your campaign for the activities with which this sort of thief is involved? A little bit of historical or literary research may help you get ideas, or you can just make things up to suit your campaign.

*Secondary Skills:* If you're using the Secondary Skills system, you need to determine if this thief type requires such a skill. If no one secondary skill, or limited range of secondary skills, should be common to all thieves of this type, then don't require a

secondary skill. But if all members of a thief type seem to have a particular skill or one of a small number of skills, then you should limit the choice of characters who select the kit to that skill or skills.

*Weapon Proficiencies:* Some thief types gravitate toward specific weapon types, or are more open-ended than other thieves in the range of weapons that they may choose. If this is the case with the thief type you are simulating, then make note of it in the kit.

*Nonweapon Proficiencies:* Most thief types seem to have certain skills in common. It would be silly to have an Acrobat without jumping, tumbling and tightrope walking, for example. So you may assign up to two proficiency slots to be given free to the character. If it's appropriate, the proficiencies may come from listings not appropriate to thieves (the Priest, Warrior and Wizard listings). Though normally the cost in slots for non-thief proficiencies would be higher, it doesn't matter if the proficiencies are being given for free. See the chapter on Proficiencies for more information and new proficiencies from which to choose.

*Skill Progression:* Which of the traditional thieves' skills are most important to this sort of character, such that the character should concentrate his experience on them?

*Equipment:* If a thief type is known for having specific types of equipment, require of the thief that he have such equipment when he enters the campaign. If a thief seems to prefer a specific type of equipment, but it's not so widespread a choice that you don't feel like requiring it of the character, simply list the types of equipment that the thief prefers and recommend the character take them.

*Special Benefits:* Every thief type could have some special benefit, but it's not absolutely necessary. It's up to you to choose what that benefit is, but it should fit in with the way this thief appears to function in fiction, folklore, or wherever he comes from. Types of benefits include: Bonuses to reaction rolls (especially from certain categories of people), bonuses on thief skill use (especially in certain situation), and special abilities.

*Special Hindrances:* You should also provide a special hindrance (or hindrances) which limit the character about as much as his benefits help him, especially if you have given him a Special Benefit. Such hindrances can include: Penalties to reaction rolls (especially from certain categories of people), inability to learn specific weapon or nonweapon proficiencies; special vulnerabilities in combat or to certain magic; or special restrictions in the culture in which the character normally lives.

*Races:* If there are variations to the kit based on the character's race, note them here. Some races can't take a specific kit; some will have different proficiencies, benefits and hindrances attached to them.

*Notes:* If you have any additional notes about the Thief Kits pertinent to your campaign (such as which players you'd prefer for specific kits, for example), put them here.

## The Thief Kit Creation Sheet

Following is the Thief Kit Creation Sheet. If you wish to design a new thief kit, just photocopy the sheet and design your new kit upon it. When you're showing the Thief Kits above to your players, also include the new kits that you have designed yourself.

## The "Lone Wolf":

## Unique Thieves

Most thieves go through a period of training and apprenticeship, as do legitimate tradesmen. They are taught by an established, experienced thief, who was taught by a thief before him. This goes back untold generations, to the earliest thieves who developed skills on their own and then shared them with partners and apprentices. Over the years the skills and techniques have been formalized and perfected, especially under the normalizing influence of the large and powerful guilds that have arisen.

But not every thief is molded in this way. There are always others, known as "lone wolves," who developed outside the "system" of the established underworld. They discovered and developed their larcenous abilities without the aid of a mentor.

Many lone wolves resemble normal thieves so closely that they may be treated as the very same thing, as far as class, abilities and restrictions go.

However, in some cases a lone wolf may turn out very different—perhaps different enough to be considered a class unto himself. To design such a character, you may use the optional rules, "Creating a New Class," in Chapter Three of the *Dungeon Master's Guide*.

The emphasis of such a character should still be on thieve's skills, but it may be that not all of the traditional skills are present. And the character may have other unusual abilities as well, cultivated to assist in his roguish endeavors.

Imagine, for instance, a self-taught pickpocket. He may have Pick Pockets, Move Silently and Hide in Shadows, and perhaps Climb Walls (to help get himself over fences or whatever when he is pursued by an observant and angry victim). But he could have no other thief skills; for his thieving lifestyle there was no need for them.

Note how this would be different from a traditional thief specialized in pickpocketing (as in, for example, the cutpurse kit): Even though he specializes in the course of his career, the cutpurse received a core training that included all the thief traditional skills—a liberal arts education in larceny, if you will.

Lone wolves often lead dangerous lives. They must be very self-reliant, and they have to find their own contacts for scoping out jobs and fencing stolen goods. As "freelancers" they run a constant and most serious risk of running afoul of monopolistic thieves' guilds.

Guilds are often wary of lone wolves, who are more likely than "established" thieves, with trusted contacts and reliable references, to be spies for authorities or rival guilds. The lone wolf is also regarded by guildsmen with a mix of curiosity and contempt—and sometimes even admiration, if his odd mix of abilities proves particularly useful "in the field."

A lone wolf, as we said, may be a character class unto himself. Most such classes never have more than one member, and when he dies his unique combination of skills is forgotten; the class ceases to be. On rare occasion a lone wolf may take an apprentice or two, and the class may be perpetuated in this manner. (If you are using the 1st edition AD&D® game, you may suppose that the Assassin class arose in this manner.)

Guilds who have accepted lone wolves into their ranks may ask the thief to take on apprentices—but two things usually prevent this: One, conservative guildmembers typically see the lone wolf's unorthodox methods as a threat (because they are not understood), or as inferior to the traditional way of doing things; and two, lone wolves, used to doing things by themselves, are reluctant to share their secrets. An example

follows:

**"Bluehand" Ajathar, Lone Wolf**

This is an example of a "lone wolf" thief, created with the character creation system in Chapter Three of the *Dungeon Master's Guide*.

Ajathar was originally apprenticed to an illusionist. He never completed his formal training, however. His master, Zalabom the Magnificent, was outspoken on a number of religious and political issues. One day his words went too far against the popular grain, and a mob dragged him from his tower, stoned him to death, and set fire to the building after looting it. Young Ajathar narrowly escaped with his life and a couple of texts of illusion magic.

Homeless and hungry, Ajathar had to steal for a living. Assisted by what few illusions he could muster, he became a burglar—and a surprisingly proficient one, considering that he was self-taught. As his burglary skills improved, so did his understanding of the magical arts of deception.

He took as his symbol, his trademark to be left at each "job," an illusionary blue hand. The illusion would fade after a few days—but its discovery came to invariably bring panic to the heart of anyone who discovered it in his house. Sometimes Ajathar would not take a thing, but only leave the hand as a warning, a taunt, a mockery of a house's easily-penetrated defenses.

Eventually Ajathar moved on. His native town, where Zalabom was killed, was neither affluent nor an exciting place for a daring young entrepreneur. "Bluehand" may therefore be found anywhere that the DM should wish to relocate him.

One peculiarity of Ajathar's character is his strict adherence to the alignment of True Neutrality. The lesson he gained from Zalabom's death is that extremism and fanaticism in any form are dangerous and to be avoided. Both the illusionist and the bloodthirsty crowd are, to Ajathar's mind in hindsight, repulsive. Any apprentice that Bluehand might train would have to be True Neutral as well.

Following are the elements of unique class, along with the multiplier of each (see DMG, Tables Eleven to Eighteen): Fight as thief (-1); Saving throws as thief (0); 1d4 hit dice type (+0.5); No armor permitted—interferes with spellcasting as well as thief skills (-1); Weapons: any (0); +1 hp per level beyond 9th (+0.5); 6 initial proficiency slots (+1.5), select as if a normal thief of the cat burglar kit; Climb walls (+1); Find/remove traps (+1); Open locks (+1); Move silently (+1); Hide in shadows (+1); Use Illusion/Phantasm mage spells (+3); Must be of True Neutral alignment (-1); TOTAL MODIFIER: +7.5.

**Table 6: AJATHAR'S EXPERIENCE TABLE & SPELLS**

**Illusion/Phantasm Spells**

| Level | Experience | Hit Dice | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 2 | 1,500 | 2d4 | 2 | | | | | | | | |
| 3 | 3,000 | 3d4 | 2 | 1 | | | | | | | |
| 4 | 6,000 | 4d4 | 2 | 2 | | | | | | | |
| 5 | 15,000 | 5d4 | 3 | 2 | | | | | | | |
| 6 | 30,000 | 6d4 | 3 | 2 | 1 | | | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 7 | 60,000 | 7d4 | 3 | 2 | 2 | | |
| 8 | 112,500 | 8d4 | 3 | 3 | 2 | | |
| 9 | 210,000 | 9d4 | 3 | 3 | 2 | 1 | |
| 10 | 435,000 | 9d4+1 | 3 | 3 | 2 | 2 | |
| 11 | 660,000 | 9d4+2 | 3 | 3 | 3 | 2 | |
| 12 | 885,000 | 9d4+3 | 3 | 3 | 3 | 2 | 1 |

+225,000 XP per level thereafter
+1 hp per level thereafter
Spell progression continues with the same pattern, up to a maximum of three spells per level, up to 9th level (if the character's intelligence permits it).

*Thief Skills:* Bluehand has the skills Climb Walls, Find/Remove Traps, Open Locks, Move Silently and Hide in Shadows. His base chance of success with any of these abilities is determined by Table 19, Thief Average Ability Table, in the *Dungeon Master's Guide*.

*Spell Casting:* Without a regular mentor, Bluehand's development of his illusionist talent was stunted. He advances in spell use much more slowly than a true mage of comparable level, and may only use spells from the Illusion/Phantasm school of magic. He must check to see if he can learn a spell, and must study spells in order to cast them, just like a mage. He does not receive spells automatically when he gains a new level; he must find or steal books or scrolls with new spells, or must hire an illusionist to share them with him.

### Adventure Suggestion

A mysterious lone wolf, freelance thief has struck the characters' neighborhood, leaving his trademark blue hand symbol at the scene of each crime. He is very successful, and has overshadowed many of the local guild's best thieves, on their own territory. The player characters (presumably connected with the guild) are commanded by their guildmaster to track down this unauthorized thief, either to coerce him to join the guild or to leave the city, or if necessary, eliminate him.

The thief is, of course, "Bluehand" Ajathar. The characters may be very surprised to find themselves up against this strange, illusion-casting thief. Ajathar's description and level should be fleshed out suitably to challenge the character party.

## Glossary of Thief Slang

*Box-Man:* Strictly speaking, a thief specialized in cracking safes.

*Burn:* To underreport the take in a job to one's partners. "Luigi burned us. He told us there were only three diamonds, and kept two for himself."

*Cannon:* Pickpocket, cutpurse.

*Contraband:* Illegal goods (stolen or prohibited by local law).

*Fencing:* Selling stolen goods. "We stole the duke's jewels and fenced them later the same night."

*The Fix:* Ties with corrupt officials to have criminal charges "fixed"—that is, thrown out. This will usually require bribes or favors.

*General Subscription:* Money collected from the local underworld to free a captured thief by bribing officials.

*Hit Man:* Assassin; an "executioner" for crime bosses, paid to kill their enemies.

*Lone Wolf:* A solitary, independent thief. He is probably self-taught and not allied with a guild.

*Made-Guy:* A burglar who is in good standing with the local thieves' guild; a guildsman.

*Mark:* The target of a confidence game. "We have to bring the mark to the Burnt Goose Tavern."

*Mob:* A group of thieves.

*Pennyweighter:* a thief who operates by replacing valuable items (especially jewelry) with worthless ones.

*Piece Man:* Someone who trades knowledge on where stolen property can be sold.

*Pigeon:*Victim of a con or swindle.

*Pigeon Plucker:* swindler, con artist.

*Racket:* Any sort of larceny, from pickpocketing and burglary through embezzlement.

*Rootin':* Committing crimes.

*Roper:* Someone who pulls in a mark for a con.

*Rounder:* A good, professional burglar.

*Score:* Loot from a theft. "We got a good score from the duke."

*Squeal:* To identify one's partners to the local authorities, usually in return for a lighter penalty for one's own crimes.

*Tipster:* Someone who has knowledge to share with burglars about good targets.

# Chapter 4: Thieves' Guild

## What is a Thieves' Guild anyway?

This is going to be answered in heaps of useful detail in this section. But it's useful to have a basic working idea to start with. A thieves' guild is a grouping of thieves who agree to work together, in at least some ways. Often because of external threat and danger, it makes better sense for them to cooperate a little. This group typically has a leader—a guildmaster—or maybe a small ruling council. It has laws by which members must abide; there can be many of these, or few. A guild will usually only exist in a reasonably-sized town or city, where there is enough work for thieves. It will usually also have a central meeting-place, almost always secret; this is usually referred to as the guild house. Finally, it's also usually true that the large majority of these thieves are not of good alignment—they tend towards neutrality at least, if not towards actual evil.

## Developing the Thieves' Guild

This chapter sets out to understand first what benefits a PC thief will derive from membership in a thieves' guild, and what responsibilities and duties he will have in return. This is a good place to start, for two reasons. First, it briefs the DM on luring the PC into guild membership so that instead of being onerous, it becomes interesting and rewarding. Dragooning a PC thief into guild membership isn't as good as the lure of the

carrot (with the threat of the stick in the background . . .). Second, in looking at the "rights and responsibilities" guild members have, many of the functions of the thieves' guild—its *raisons d'etre*—become clear in the process. This helps to show why such guilds exist.

This matter—what thieves' guilds do—is developed further in the next major section. The activities of the guild are divided into core functions—what almost all guilds will do—and secondary ones. Secondary functions may be carried out or wholly avoided, depending on the guild in question. These various activities are laid out for the DM here to make guild-designing easier later on. Players may also get ideas for sneaky and nefarious behaviors for their PCs here. Many "secondary functions" will relate to the specialized thief kits presented earlier. This section does not make explicit use of these kits, since different DMs will wish to handle these differently. However, developing specialist NPCs to fulfill these specialized activities is greatly facilitated by using the kits.

Next, the relation of a thieves' guild with other groups is considered. These can vary from minimal to very highly organized indeed. The DM is briefed on major associations (with merchants, the law, other guilds) and the general social background to thief activities.

Immediately before the section on designing guilds, there is the crucial issue of the power at the top of the guild. This is usually the Guildmaster—or maybe a small group of dominant thieves, a ruling council. The personalities involved here will have a major effect on the personality of the guild, and need careful design by the DM.

An extensive design section, complete with play-aid record sheets, is then provided to enable the DM to develop a thieves' guild for the major urban setting(s) in his campaign. This section uses a flexible approach to guild design. That is, there are tables which can be used for random determination of aspects of guilds, and dice-rolling alone will generate workable guild structures. However, the DM is encouraged to use a guided-semirandom approach, tailoring or omitting certain dice rolls and choosing design options which produce the most suitable and pleasing overall picture. This also covers the possibility that there is no formal thieves' guild, with design options for very loose affiliations or even relative anarchy!

An example, the thieves' guild of Mallain, shows how to use the design system. This example takes an apparently contradictory set of dice rolls, and shows how to resolve them; the result is that the intrigues and tensions in the resulting Guild structure can be a focus for adventures for any PCs. The Guild becomes far more than just an anonymous body a thief PC pays dues to!

A short section on unusual thieves' guilds (travellers on the road and others such) is followed by a valuable DM resource, a section on handling PC Guildmasters. The straightforward system laid out here handles guild income, hassles, arrests, trials and tribulations, followers arriving and leaving, morale, and the day-to-day business of running a thieves' guild. This should make life a lot easier for the DM!

A small number of selected "blueprint profiles" for major NPCs within a guild follow; the DM can use these unchanged in game play or modify them as he wishes.

## Benefits of Guild Membership

"What do I get out of it?" is a reasonable enough query from a player with a PC thief when told his character must join a guild, or if it is strongly suggested as a wise option by the DM. By answering the question, many of the functions of the thieves' guild which benefit its members become clear. Below are detailed the most common benefits gained, although these will vary from guild to guild, with an example of one additional benefit typical only of membership in a certain kind of guild—a highly organized and resourceful one!

It is not the case that every guild will provide all the benefits listed below, but certainly almost all guilds will provide training, access to necessary equipment, and the like.

**Training**

The *Dungeon Master's Guide* gives training (to gain experience levels) as an option for DMs. There is much to recommend training as a necessity for level gains. Having a PC train with a master, mentor, or tutor—probably with others of his profession around—allows many, many things to happen naturally without their obviously being spoonfed by the DM. Rumors and news can be caught up on. Hints and tips (e.g., concerning the usefulness of some of the new equipment items reviewed elsewhere) can be exchanged. New friends and contacts can be made. Intrigues and scams can be plotted, gossiped about, and initiated; employment can be offered; schisms and factions within the guild can become a focus for adventuring. All this is just for starters. Training is a natural way for the DM to enrich the game in all sorts of ways.

Second, while certain skill gains can be seen as the result of practice, this does not apply to all the advances experience brings. New weapon and nonweapon proficiencies are the most obvious example. How can a thief who has never used a short sword, for example (because he has not previously been proficient with it), suddenly develop a proficiency in its use without training? This is obviously wholly unrealistic. How can a thief learn an Etiquette proficiency, enabling him to pull scams on the rich and haughty more easily, without a tutor to coach him in upper-crust, high society ways? He sure can't learn Etiquette from a dungeon crawl or wilderness hike! Likewise, if the player chooses to pile most of the 30 ``skill points'' gained for a level into one or two skills only, the PC could well need a specialist tutor to coach him in these skills—a good way to bring in one or two of the specialist thief kits as NPCs, too.

So, training is an important element of the game, and the thieves' guild is the place where the PC thief will have the best chance of finding a tutor to train him. He may have to wait a week or two, or maybe a little longer if the DM wishes this, but by and large the guild will go to some lengths to make tutors available.

**Equipment**

This is a major advantage for a thieves' guild member. It goes without saying that many items of use to a thief are hardly available on the open market in almost any society! Armor and weapons can be had, and likewise straightforward items such as ropes, iron spikes, crowbars, and the like. But where does the thief get lockpicks, tiger's claws, razor rings, silenced armor, and suchlike? From the thieves' guild, of course.

In addition to being a source of equipment for sale (and possibly even for loan), here is an obvious chance for role-playing possibilities. The "blueprint profile" for the Thieves Quartermaster (later in this chapter) shows how a simple trip to buy some new lockpicks at the guild can be turned into an encounter with a very resourceful and entertaining NPC, one the player of the thief PC won't forget!

In some powerful guilds, magical items may be available for exchange (for other magical items, obviously ones of superior value!) or even possibly for loan (with a fat deposit securing the item). Loaning allows thief PCs to enjoy having a magical item without the DM letting them have it permanently! It should go without saying that absconding with the item will lead to relentless and murderous pursuits until the item is returned.

**Information**

The thieves' guild will make it its business to know about many things which are of interest to its members, and that can mean just about anything, so a few examples are given here:

*Security:* The blueprints for sewer networks (allowing ingress and egress through manhole covers), times of changing guards at major guarded buildings (the Treasury, the Mint, etc.), times of watch patrols (in rich residential areas), the nature and positions of guards (warriors, dogs, etc.) and traps in key buildings, and the like.

*Commercial:* Who is richer than he looks (and why and how), arrivals and departures of valuable cargoes and items, where certain valuables are cached, hidden, disguised; and more in this vein.

*Friends and Enemies:* This will depend in a big way on the relationship of the guild with other associations, dealt with later. Sometimes such information will be given to a novice thief for obvious reasons; "do not rob merchants X, Y, Z or else. Understand?" (reasons—X and Y pay protection money and Z is actually Deputy Guildmaster; the novice might be told some of this). But other possibilities include which corrupt officers of the law are in the pockets of the guild (and therefore should not be dealt with too harshly during a robbery), which servants of the rich are very happy to talk for what magnitude of bribe, which barmen in the rough taverns in the docks will help thieves (e.g., by putting a little something in someone's drink so they can be "helped home" by the thief later), and so on.

*General Information:* This is a catch-all category. To take but one possible illustrative example: a guild might keep records of legal punishments for various thiefly crimes in neighboring (maybe even distant) locations ("Over there? Not if you value your hands, brother!"). These may not always be accurate and up-to-date, of course.

What the guild knows, who within the guild knows it, and whether they will tell what they know obviously depends on how "hot" the information is, the seniority of the person inquiring, and other factors. These complications don't need our attention now; the important thing is the basic idea here, that the guild is a vital information source. And, to anticipate the responsibilities guild members have to the guild, this is a two-way process. The thief will be expected to report certain information to the guild seniors! This is dealt

with later.

**Fencing**

This is an often-overlooked aspect of the thieves' guild. A PC thief may steal all kinds of things which he hasn't any idea about, so far as their price goes. He didn't find the hidden safe in the merchant's house, so out he comes with a bag containing a jade statuette of a cat (actually imitation jade so it's mostly worthless), a crystal vase (exceptional elfin work, worth a fair sum), a crude wooden idol (an antique, and thus worth far more than the thief thinks), and more . . . Indeed, in the absence of any special nonweapon proficiencies (such as Gem-cutting and the like) the thief may often have little idea how much nonmonetary treasures he has stolen are worth. Even with the Appraising proficiency, the thief's estimates may often be wrong, and a fair proportion of items too unusual or singular for the thief to be sure anyway. This is one area where the fence can help the thief.

A resourceful thieves' guild will have members who can accurately value different sorts of items, and will also have contacts with certain specialists who aren't actually thieves but who also aren't terribly ethical either. They can handle real rarities. The Fence thief kit gives a basic design option for fences, and the blueprint profile section (later in this chapter) also details a highly experienced and versatile fence who can be used straight off the page (as it were) or developed by the DM for use in his campaign.

A special case is that of magical treasure. A simple *detect magic* spell from a mage-thief specialist in the guild, working with the fence, can tell a thief that the nice gold signet ring he filched from the drunk fighter is a magic item, worth far, far more than its value as gold. The same NPC can tell the thief (from an *identify* spell) that the ring is a *ring of protection +2*, worth thousands. This only needs a 1st-level magic-user with the fence, but it's a priceless service for the thief!

The other role for the fence, obviously, is that the thief gets "hot" property off his hands quickly. It will probably be out of town very fast, to be sold in some distant location where its illicit nature will not be suspected. Obviously, fences never pay more than a fraction of the market price for goods; but a fraction may still be a fair sum, and the thief runs no risk of being apprehended.

**Specialist Help**

Obviously, the fence is a form of specialist help, but the guild can also act to put members in touch with specialists to help them with certain ventures in more direct ways.

First, certain guild members will be specialists in themselves—expert lockpickers with exceptional Open Locks skill levels and others such. Multi-class thieves are also important people for many jobs—a mage-thief with such spells as *invisibility, levitate,* and *knock* (to consider but second-level spells) is of obvious value. Having one accompany a thief on a robbery increases the chances for success considerably, but even if this isn't possible, a simple *invisibility* spell precast on the hopeful robber gives an important edge for sneaking past guards and the like.

Then again, other adventurers might be called upon. Depending on the guild's relations with other bodies, a cleric (with *find traps,* among other spells) would be a most

useful accomplice for many tasks. If the DM's campaign world has a deity which is an obvious patron for thieves (such as Olidammara of Oerth, or Mask of the Forgotten Realms), clerics of such a deity might well have very cordial relations with a thieves' guild. This is considered in more detail below.

The guild can thus act as a clearing-house, with names and meeting places to assist a PC thief hoping to pull a job but needing help. Again, whether these contacts actually agree to help will depend on many things—notably the reputation of the PC thief! However, the fact that they are there at all can be helpful for the PC thief, possibly for his friends as well, and can be very useful indeed if the thief PC wants to pull some job away from the rest of his usual adventuring group, when he must have some such extra help for success.

Of course, a thief may simply need the assistance of others of his own kind for some job he has planned. This may be a simple decoy person to help with pickpocketing in the streets, or an eagle-eyed lookout for a warehouse job. Either way, the guildhouse may be a better bet than hanging around dubious taverns and hostelries. The flipside of this, of course, is that an impoverished PC can hang around the guildhouse touting for offers of work himself!

Finally, a well-organized guild will even be able to help its members if they get into serious difficulties. A jailer may be bribed, a magistrate bribed or blackmailed, a man of law paid to plead the thief's case in the courts (if the judge or magistrate cannot be bribed). If the captured thief is very senior in the Guild, even a commando-style "liberation" may be possible! Such actions will leave the thief indebted to his guild for some time to come . . .

So, these are the main functions of the thieves' guild, as far as a PC thief entering the guild can see them. There are certainly other things the guild will do, and we'll look at them in due course. Before that, let's look at the other side of the coin—the responsibilities the thief has to the guild. For all the advantages, what does the guildmember have to pay one way or another?

## Responsibilities of Guild Membership

### Guild Dues

The most obvious responsibility is that the guild member must pay dues to the guild. These will be variable. One guild may include training costs in the basic dues, which will then be fairly high; another guild might not, charging for training as and when the guild member needs it, so their basic dues will be that much lower. Of course, if the DM doesn't use training rules in his game then this element will be absent. When the DM comes to design a thieves' guild using the system outlined later, this is a important element to consider!

In addition to a basic membership due, the guild may insist on taking a certain percentage cut of the rewards the guild member gains from his thieving activities. Here, it is likely that there will be a ``basic rate" for normal operations, with guild seniors considering special cases individually. For example, if the guild provided the thief with certain important information which made a big difference (and indeed without which a robbery would have been unsuccessful), the guild may take a larger slice of the goodies

than normal. What cut the guild takes will again be variable. Some guilds may discount the yearly dues (possibly in part) from later cuts from income.

**Secrecy**

This is just as important as paying dues. The guild member will be expected to keep the identity of the guildmaster (if he knows it), the guildhouse, and planned guild activities secret from outsiders. He must never inform on a guild member.

In a guild dominated by a lawfully-aligned guildmaster or group, secrecy may be the most important of all commitments the guildmember has to make. Some form of oath of loyalty is very likely to be demanded of the novice in almost any thieves' guild.

**Providing Information**

There are two quite specific ways in which a thief will be expected to supply his seniors within the guild with information. First, information concerning his own plans; second, general information possibly of value to guild members.

A thief will be expected to keep the guild informed about important ventures he has planned. This does not include dungeon-bashing, wilderness adventures, and the like! Rather, robberies and break-ins which may net particularly good rewards or strike at "sensitive" targets (such as a temple, or the warehouse of a notable merchant), particularly nefarious crimes such as kidnapping, and major scams are examples of crimes which a thief will always be expected to notify the guild seniors or guildmaster of. Many guilds will insist that such major crimes can only be committed with the guildmaster's permission. This is especially likely to be true with a strong guild, and in a lawful or repressive society where such actions may stir up a hornet's nest of trouble for the guild.

Feeding back general information to the guild will also keep a thief in good standing with his fellows. A thief casing a joint for a later break-in might see an unusual number of guards around in the courtyard of an adjacent building as some crates are being taken inside from a wagon, and one crate splits slightly at the top revealing the glint of gold or ivory in the bright sun . . . The thief knows that he cannot organize a robbery over there as well as in the place he's casing already, so he reports the pleasant view to the guild. Doing so will certainly keep the thief in good favor. The thief will be expected to provide such information should he come across it, but the guildmaster might well reward particularly helpful guild members, mark them for promotion, give them a sinecure role in some other guild job, pay a small percentage of the guild take to the helpful informant, and the like.

*Snitches:* These can be of special importance to a thieves' guild. Basically, a snitch is someone paid to provide "inside information." A snitch can be a corrupt officer of the law, a valet or servant of a rich man (or at a club of some kind), a nightwatchman, and so on.

A few guilds might insist that only the very senior guild members can have their own snitches; juniors must turn over promising contacts who could be developed into snitches to the guild. More likely, though, is that individual members can have their own snitches who are regarded as sacrosanct by other guild members. A guildsman does not tamper

with another thief's pet snitch! This is obviously going to be easiest if the identities of the snitches are actually commonly known within the guild—how can you not poach a snitch if you don't know who is one, after all? But, because some thieves may be very nervous about this, the identity of certain really important snitches may be kept secret. The guild will protect them by warning thieves away from the key snitches indirectly (e.g., with an edict that no one is to try to "make friends" with the staff of such-and-such an establishment). This does not make the identity of the snitch known, but serves to warn other thieves away.

**Limited Territory**

The thief will almost certainly be told that certain areas and activities are definitely off-limits. This is likeliest to apply to major crimes and big heists when junior thieves are the hopeful plotters (the guild is unlikely to allow such inexperienced people the chance to bring the wrath of the law down on everyone's head). But territorial restrictions may be just as important.

The simplest form of this is that certain thieves will have their "own patch". Pickpockets are the most clear-cut example. A notably busy thoroughfare, one where merchants and (especially) foreigners throng, is a patch which a skilled group of pickpockets will fight determinedly to keep as their own, exclusive territory. Protection rackets are another obvious case of a demarcated territory where other guild members do not stick their noses in. These will include warehouses and offices and homes which are off-limits to burglars, because their owners pay a sum to the guild to avoid being robbed.

A more complex example of this is where sub-guilds control definite sections of a city and expect that only their own people are usually allowed any activity at all within that section. Exceptions are allowed only after careful consideration by the leader(s) of this group. This situation may happen if a guildmaster is weak and the second-rankers start carving out territory for themselves, but it might arise for simple reasons of historical accident (in a walled city with major internal divisions, gates between town quarters, and so on—the City of Greyhawk is an example). At its most extreme, a city might in effect (if not in name) have several thieves' guilds, each controlling one section or quarter of the city, with the boss of each splinter faction meeting with the others at regular times to try to co-ordinate efforts and defuse tensions.

**Other Duties**

Depending on the individual guild, the thief may have other responsibilities. These can vary considerably, but some of the more common cases are detailed here.

*Training*: The thief may only be allowed to train apprentices of his own with the knowledge and permission of the guild, and the guild will probably want a cut of the training fee. Some guilds will regulate the allocating of apprentices to trainers. In busy times when the guild is expanding, middling-level thieves may have to give up a certain amount of time, demanded by the guild, to train new apprentices.

*Legwork:* Especially with apprentices and low-level thieves, the guild may require them to do some of the tedious day-to-day legwork, at least as backup reserves. This can involve collecting money from the victims of protection rackets, collecting and carrying

bags of small change from illegal street gambling, acting as a messenger boy, keeping a part-watch on a warehouse, and so on. This shouldn't be too oppressive, but a sudden need for extra help on the part of the guild is a nice plot device for keeping a thief PC in town and maybe having him see things, and meet people, that widen the scope of his future adventuring.

### The Recalcitrant PC Thief

A player may decide that he doesn't want to have his thief PC join any guild; this may be especially likely with Chaotic characters (and Chaotic players!). It's best not to pressure the player in this case, but as his thief PC gains experience he will inevitably tread on the toes of the thieves' guild (e.g., by robbing someone they have an "understanding" with). The guild will sooner or later have to take action against the PC thief. They will warn him first, and stress the benefits of joining (as explained above). Eventually he will have to join up, or ship out. There is also the matter of training, of course; if he doesn't get this from the guild, where else can he come by it?

Some players may worry that their thief PCs may have their freedom of action massively curtailed, or their alignment may be compromised (especially if the PC is of Good alignment), or their PC may simply be ripped off. These are legitimate worries, and some players may want to be reassured about them. The DM should be able to lure all but the most uncooperative player into guild membership without any strong-arm tactics, and then the full plethora of the guild's nefarious activities can be unfolded . . .

## Activities of Thieves' Guilds

There are certain obvious core activities of thieves which will always be a staple of guild goings-on, but there are also more uncommon activities which not all guilds will have dealings with. Looking at the range of possible guild activities is done here for two reasons. First, it is a useful precursor to guild design, to come later. Second, it is a natural lead-in to the issue of relations which exist between thieves' guilds and other groups. Since these are often based on mutual interests and spheres of activity, it makes sense to consider these interests and activities first, to make sense of the associations to be reviewed later!

Importantly, the activities reviewed here do not involve all the thieves of the Guild. If PC Guildmembers find some activities run by a guild objectionable (e.g., because they are good-aligned), they shouldn't be forced to do so. The idea here is simply to give an idea of the range of activities which guilds may be involved with on more than an occasional basis.

### Core Activities

These are the bread-and-butter activities of thieves. Virtually any guild will have these as everyday activities. That is, guild members will regularly indulge in them and they will provide much of the "bread and butter" income for most thieves (especially lower-level thieves).

Pickpocketing, burglary, robbery, street theft, street gambling, and mugging are the

most obvious core activities. There's little need to say much more about them here. Almost all players will have had their thieves indulge in such behaviors, and will be familiar with them. Standard AD&D® game rules, and many equipment items and Thief Kits presented in this volume, give exhaustive detail about them.

### Other Activities

The DM can look upon the listing here as a menu from which choices can be made later on when designing a thieves' guild. The list isn't exhaustive; devious DMs can no doubt add to it for unusual guilds in a campaign setting. The activities here are ones which will involve the guild as a body, or many of its members, on a systematic basis. In turn, this will affect the nature of the guild significantly. Obviously, many of the activities listed below may involve specialists, and the thieves' kits outlined earlier can be very useful in many cases.

### Protection Rackets

Thieves and merchants may possibly come to some negotiated understanding, in certain cities and towns. The thieves will agree not to burgle particular establishments (warehouses and private homes)—that is, those which belong to the merchants who pay a fee for this privilege. Merchants who don't pay will be fair game for future robbery, and may be specifically targeted.

This kind of agreement will always be negotiated by the guild seniors, and guild members will be told in no uncertain terms that certain places are strictly off-limits in the future. Such agreements are most likely in places where the thieves' guild is strong, the rule of law is fairly weak (or corrupt), and where the guildmaster is a lawful-aligned individual.

A notable consequence of such agreements is that if a freelance thief burgles a property which is owned by a merchant who pays the local thieves' guild, that thief can expect the thieves' guild of the town to make determined efforts to find him and administer summary justice. This may be harsher than the penalties prescribed by the law! Also, the traditional meaning of the term "protection racket"—"pay up or we break your legs"—is not exactly what is implied here, although thieves denied payment by a merchant might resort to the threat of violence to drive away the merchant's customers, staff, and the like. Only a guild dominated by evil and top-heavy with thugs will be likely to use actual violence, in most cases.

### Smuggling

This is most likely to be an organized activity in a port, or possibly in a major inland trade city built on a nexus of trade roads. In the case of a port, there is a possibility that thieves might also be allied with pirates, both through smuggling and through getting messages to the pirates regarding the sailing times, cargoes, and protection of sailing vessels leaving the port. The smuggling can be of any prohibited item or items, and in troubled lands the smuggling of weapons can be particularly lucrative.

Subtle variants on this theme are possible. Consider a thieves' guild which has good

connections with the rulers, in a weak country ruled by evil. The country might officially outlaw slavery (for fear of offending neighboring countries which are not ruled by evil), while the thieves actually carry this on as a subterfuge activity, smuggling slaves into and perhaps through the country. This is done with the full knowledge and connivance of the rulers, who take a percentage of the profits. Selling the slaves to another, more distant, evil land could raise plenty of funds for the thieves and the rulers. In time, this evil land could flourish and become strong on the profits of its wicked trade.

**Forgery and Coin Clipping**

A strong thieves' guild may regulate the activities of forgers and "clippers", to keep the proportion of forgeries and clippings within reasonable limits. If there are too many forgeries floating around, the value of coin will sharply deteriorate, to no one's benefit (including the thieves). Clipping is simply the art of shaving fine slivers from the edges of coins and using the salvaged metal for subsequent coin-forging or for other purposes. A shaved-off margin of some 5% from the original is usually fairly undetectable, but coins may be clipped several times during their lifetime! In advanced societies in the campaign world, the dies used to make coins may have milled or marked edges to prevent clipping.

**Entertainments**

This is a catchall term for a fairly wide range of dubious behavior. Some examples of systematic operations which a thieves' guild might run are listed below.

*Gambling:* Thieves might well run casinos and similar establishments. These provide a source of income, a good meeting-place for underworld people, and the opportunity to rip off large sums of money from patrons who are rich, drunk, stupid or usually all three. Organized crime will be strongly involved in these operations.

*Good Time Girls:* Nothing much needs to be said about this, save that thieves often act as the "gentleman companions" of these girls. There is a much shorter word to describe this, of course.

*Bawds:* A bawd is a character who knows the seamier side of life, and makes an in-demand "tourist guide" for the rich and bored (or the foreigner) who seek to stimulate their jaded appetites in the seedy parts of town. Bawds will often be freelancers, but they may hand over a certain percentage of their clients to muggers and other thieves. This type of activity might well involve the thieves' guild, even though the bawds themselves do their own work independently, and will frequently be Chaotic Evil in alignment.

**Lawful Operations**

A thieves' guild might actually turn to actions which do not conflict with the rule of law for several reasons. First, it might have many lawful members (this is implausible except in a very lawful society). Second, it might have strong contacts with some outside group which makes some lawful operation a special case—having good relations with merchants could lead to the protection scenario detailed below. Third, it might just be good public relations. The guild does some "legal work" to maintain a veneer of public

respectability while blaming its really nefarious activities (kidnapping, drug smuggling, etc.) on rogue elements outside the guild. It might also be a temporary diversion to keep the heat off when the guild has over-reached itself or been blamed for some particularly spectacular heist or wicked crime. Surprisingly, there are lots of reasons why poachers may turn gamekeeper for a while. Two examples are:

*Security testing:* Thieves might be employed to test defenses of a secure area. Who better, after all? Gemcutters and jewelers, pawnbrokers, and rich merchants who keep a lot of money around are obvious potential customers. Equally obviously, they won't approach the thieves' guild unless they already have some understanding with them. They will also top up the defenses after the thieves have tested the first set, even if the thieves say the defenses are very sound (or maybe especially if they claim this!).

Of course, if freelance good-aligned (or lawful-aligned) specialists in such work are available as independents, they will be the most likely to carry out this work. A thieves' guild is likely to go to great lengths to get these people to join the guild, or else to eliminate them!

*Transportation:* Sometimes, someone wishes to move something (a fabulously valuable gem, a religious icon, etc.) from one place to another by normal means (e.g., not teleporting) and is fearful that it may be stolen en route. Thieves are employed to create decoys and diversions and to smuggle the object in secrecy. Since thieves are masters of concealment, and also know a thing or two about stealing things in transit, their skills will be put to good use here. In the case of a really important item being transported, a thief might be asked to submit to a spell such as quest/geas to ensure his cooperation.

## Thieves' Guilds in the Campaign World

A thieves' guild doesn't exist in a vacuum. It will be strongly influenced by the society which it is part of. Considering this is an important backdrop to the more specific matter of how a thieves' guild gets on with other associations and groups.

### Size and Wealth of Communities

A first simple point is that a thieves' guild has to have enough work to support it! A small hamlet of 50 or so peasant farmers, most of whom are desperately poor, wouldn't support a single cutpurse, let alone a thieves' guild. A busy working town along a trade route, though, might well attract several thieves, even if the actual population was fairly low. If the village relied on monies passing through the place (coaching inns, hospitality, markets, etc.), it would be much richer in terms of money available for the thieves to filch than a place with the same population but dependent on the turnip harvest! In the design process, some specific rules for determining how many thieves various communities can support are given.

### Social Alignment

The other factor which will always be of importance in determining the nature of a thieves' guild is the dominant social alignment (see the *Dungeon Master's Guide*, Chapter Four). Usually this will be reflected in the alignment of the rulers too, but this may not

always be so: the possibility of a "divided alignment" society is discussed after the social alignments have been considered. Also, the following descriptions are tendencies, not absolutes. The final paragraphs on Special Social Factors shows how, for example, two Lawful Good societies dominated by different religions could have a very different view on thieves!

**Lawful Good**

Thievery will be strongly disapproved of—thieving is by definition unlawful, and few thieves are good. The penalties for thievery will be harsh, but will usually involve banishment, confiscation of goods, and long sentences of socially useful labor rather than death, mutilation (e.g., amputation of a hand) or such other cruel treatment. Lawful good rulers may go to some lengths to extirpate thieves' guilds, and lawful good people will certainly inform on thieves. There will be a strong sense of civic duty among such people to report any observations suggestive of thievery to the authorities. Tip for thieves: Find somewhere else.

**Neutral Good**

Thievery will not be disapproved of in the same way as in a lawful society, but thieves are rarely good, and neutral good societies are unlikely to have much regard for them. However, punishment for thievery may not be so severe, and the rulers may feel there are better things to do, and more important social priorities, than persecuting thieves. Assassins, for example, will be rated a much more important target for the authorities.

However, while the authorities (and society generally) may tolerate a certain level of thievery, there is likely to be a "threshold level" above which thieving will no longer be tolerated. Over-powerful thieves may be deemed a major social evil, and neutral good societies may be less fussy about the means (neutral) taken to achieve the ends (good). Do not forget that a viable interpretation of the neutral good philosophy is "war on evil without remittance or mercy," such that only direly evil ends will be eschewed in the prosecution of good! Certainly, plants, spies, moles within guilds—all may be used by the authorities against over-powerful thieves. Tip for thieves: Keep a low profile and you can get away with it, but otherwise—watch out!

**Chaotic Good**

Such societies do not often have effective, strong law enforcement, because the people prize personal freedom as a primary virtue. For this reason, thieves' guilds can grow strong in a Chaotic Good society. Even if the will is there to do something about the thieves, the means may not be adequate to the task.

The attitudes of ordinary people will be complex here. Some may regard thieves in a heroic light, as individualists and nonconformists, and be positively disposed to them. Others will regard thieves as taking the fruits of the labors of others away, and that this curtails personal freedoms—the undeservedly poor have not the freedom they should have. Reactions will tend to be individualistic (as with most Chaotic societies) and

somewhat unpredictable. Tip for thieves: Stick around!

**Lawful Neutral**

This may be the most intolerant of all societies. Thievery is the very antithesis of law, and punishments for transgression are likely to be harsher and more cruel and unforgiving (e.g., amputation of a hand, a long sentence of forced labor) than in a Lawful Good society. Lawful Neutral rulers are likely to be rather stern, and worst of all, law enforcers are likely to be as numerous and unbribable here as anywhere. The only bonus for the thief is that Lawful Neutral societies are appallingly bureaucratic and its civil servants lacking in imagination and initiative.

Lawful Neutral citizens will snitch on a thief at the drop of a hat and, moreover, will do so out of a sense of real civic duty. Tip for the thief: Very dangerous, but definitely outsmartable. Faked papers and the like go a long way, and fast talking helps a great deal.

**Neutral**

Absolute Neutral rulers tend to be rare, except in countries which border on extreme alignment societies. Here, performing some kind of balancing act may be the only way to survive. Such rulers will probably ignore thievery unless it gets out of hand; they will have too much else to worry about. When it does get out of hand, their instinct will be to take whatever steps are necessary to restore the balance—more militia, more watch, more nightwatchmen and lamplighters in the streets, and so on. They will be highly pragmatic in their response.

While pure Neutral rulers may be rare, ordinary people will often be of this alignment. This reflects the fact that they aren't clearly of any other alignment: They're just pragmatic, doing what they need to get by day to day. Most medieval societies were hardly rich; even the "middle class" (until the 15th century in Europe) had a standard of living which could barely be termed comfortable. Survival is the name of the game, and clearly demarcated principles often go to the wall under such circumstances. The resulting blurred alignment can often be summarized as Neutral. Neutrals will tend to regard thievery as something they can't do a great deal about; thieves are mysterious, dangerous people with secret organizations. Neutrals look the other way; they don't want to get involved. Corruption can operate on a wide scale—it can even become a staple of commercial exchange. Tip for thieves: Good pickings!

**Chaotic Neutral**

Almost no societies, save for disorganized anarchies and some frontier lands, are dominated by this alignment. A Chaotic Neutral ruler is unlikely to survive for any time at all—ruled by whim and caprice, his subjects will likely rise up to put an end to such arbitrary rule.

Such societies, or ones comprised of Chaotic Neutral people, will likely not care a fig about thievery. Gambling, corruption, bawdery, muggings, and lowlife are likely to flourish in such societies, and thieves may grow very strong organizing such activities. Tip for thieves: Excellent pickings, and a strong guild can effectively rule such a society

behind the scenes.

### Lawful Evil

While, like all Lawful societies, Lawful Evil will not care for unlawful acts, Lawful Evil accepts what is necessary to maintain the strong in power. Fear rules here. If a Lawful Evil ruler uses thieves to backstab (literally!) his enemies, so be it. The ordinary people will cower if a thief swaggers around—providing that thief has the muscle to back any threats he makes. Thieves' guilds in such lands may be very strong, but they must have an emphasis on the brutal and thuggish to survive. Assassins will be stronger than thieves here, and the two may work closely together. Tip for thieves: Walk loudly and carry a big stick.

### Neutral Evil

Neutral Evil is uncaring and unconcerned. Such people—rulers or ordinary folk—are out for what they can get. How one gets what one has in life doesn't matter at all. Neutral Evil folk are often cleverer than Lawful Evil ones, being more flexible and less respecting of a dumb "superior" just because he is in a position to push people around. They are also better organized by far than Chaotic Evil people. Neutral Evil is a flexible, smart, highly dangerous alignment.

Thieves have excellent chances here, but they will have to watch their own backs more than in any other society. Rival thieves' guilds may be particularly likely here. Since there is no stricture other than "don't get caught", competing guilds and gang wars are highly likely. Tip for thieves: Good prospects for the pragmatic amoralist.

### Chaotic Evil

Such societies are likely always to be in ferment, since the arbitrary cruelty of the rulers will drive even a passive population to revolt before long. Only Chaotic Evil societies with a powerful clerical group, demonic presence, etc., will have the sheer force needed to tyrannize for any length of time.

At all levels of a Chaotic Evil society, backstabbing and intrigue, treachery and betrayal, is the basic coin of exchange. The strong take what they want however they like, and the rest are ground into the dirt. Since organization and cooperation are minimal, a thieves' guild where the members don't spend all their time backstabbing each other can grow to dominate behind the scenes very swiftly. Tip for thieves: Trust nobody, sell your granny into slavery, and have magic items allowing a fast exit.

## Special Social Factors

There are many possible unusual social factors which will be an important backdrop to the role of thieves and their guilds in society. A few examples only are given here, since the possibilities are almost infinite.

### Divided Alignments

Some societies exist where the alignment of the ruler(s) is sharply different from the general social alignment. For example, a lawful evil dictator might rule over a society mostly comprised of freedom-loving chaotics, enslaved by military might. Here, while the agents of law enforcement would have a very punitive attitude towards thieves, the common population might regard them as heroes, possibly giving shelter to a thief on the run, or at the least not giving the thief away.

**Racial Divisions**

Possibly the strongest antipathy between the races in many AD&D® campaigns is between elves and dwarves. This can strongly affect guild structures. In the worst case, a city might have an elven guild and a dwarven guild, both vying for humans to join their side, and with other races tending to ally one way or the other (gnomes might join dwarves, and halflings side with elves, for example). The antipathy of the two might override even alignment factors. This could break out into open warfare between the factions, or a long-running guerilla war could be the result.

**Religious Factors**

Not all societies with the same dominant alignment need have the same attitude toward thieves. One Lawful Good society might be dominated by priests of a god stressing mercy, forgiveness, and humility; another might be dominated by priests of a stern warrior god stressing protection, strength, and the need for justice to prevail in all circumstances. Their attitudes to thieves would be significantly different, to say the least!

**Historical Factors**

Thieves may be especially notorious (or maybe especially famous!) in a society for some unique historical reason. The people may speak of how brave Edrain the master thief backstabbed the wicked tyrant Baron Higsel and brought about the downfall of an evil tyranny. Hence thieves are somewhat better tolerated than elsewhere. Or they may speak of how evil Edrain the treacherous backstabber foully slew the greatly loved and wise Baron Higsel, the best ruler in the history of the land, and since this time thieves are deemed especially wicked, base, treacherous fellows and death is an automatic punishment for them! These are extremes, but the DM can easily envisage many variants on this kind of unique background.

All these general social backgrounds can easily merge into personal obsessions or idiosyncracies of rulers, in dictatorial countries. There are many idiosyncratic reasons why a particular leader might have an especially punitive or lenient (less likely!) attitude to thieves than the general social alignment might suggest, but there should always be a good reason why. For example, a paladin ruler of a city-state might be unusually lenient toward thieves because a (Neutral Good) thief companion saved his life more than once in their adventuring days. Unlikely, admittedly, but possible! Such oddities should be thought up individually by the DM so that they fit with the campaign setting and history.

## Thieves' Guilds and Other Groups

Here, we'll look at the general pattern of relationships which can hold between the thieves' guild and other social groups of importance—the law, merchants and their fellows, other guilds, and the like. The important word is "general." The broad patterns outlined will be used later in the guild design section. They are presented now for the DM to think about in advance.

The two most important relationships thieves' guilds have will be with the people they steal most from (merchants) and the people doing their best to stop them (the officers of the law). Several possible types of relationships are outlined with each group. These are dominating themes only; checking the Complex/Mix entry at the end of each group will suggest many variations on the dominant themes.

### Thieves and the Law

The alignment of the rulers of society will have a dominating effect on this relationship. However, there will be other factors of importance, too. Here is a simple example: A lawful good state is at war with a powerful, evil neighbor. Almost all of the country's resources will go into the war effort—and able-bodied men and women who might otherwise be law enforcers putting down thieves will be fighting in battles instead. Thus, thieves will find life much easier than usual in such a land. From the patterns below, some will obviously tend to align with certain alignments, and this will be reflected in the guild design process later. But nothing is ever cut and dried, and 100% predictable!

#### Persecution

Typical of lawful and non-good societies, officers of the law are vigilant against thieves and their guilds. They are not easily bribeable, and there may be rewards (money, medals, etc.) for watch officers arresting many thieves or busting a guild. Penalties for thievery are usually harsh. There will be very few corrupt officers of the law. Busting a captured thief from prison will be very difficult—prisons and gaols will be strongly built, heavily guarded, and tough to get into (cue for an exciting adventure here!).

#### Hassle

The law comes down fairly heavily on thieves, and penalties for thievery are moderately harsh. However, officers of the law may feel they have better things to do than deal with thieves (e.g., in a rough-and-tumble port city), and with petty thievery in particular, a thief may get away with handing over the spoils, paying a spot fine, and getting a gauntleted hand across the back of the head. In an odd way, the thieves may even have a sneaking regard for the law: the law is firm, but fair and not arbitrary or excessively harsh, and the thieves feel they are up against an enemy worthy of their skills.

#### Opposition

This is perhaps the commonest state of affairs. The officers of the law do their best to prosecute the law. However, a small number are corrupt, they don't have enough manpower, they know their chances of recovering stolen property are very low and this adversely affects morale and motivation, and so on. The lawmen aren't uncaring, they're just somewhat disillusioned and their morale isn't so good. They will perk up and make a determined effort to find out who has pulled a big heist when one takes place, and if thieves resort to real violence they will really come looking for them. Otherwise, they just go through the motions. One or two bright and enthusiastic younger officers may resent the cynicism and world-weariness of their elders, but not for long; they soon capitulate to the prevailing attitudes.

Many thieves with experience in such places have a proverb which (there are several versions) runs along the lines of, "if you get round the corner you're a free man"—that is, get away from any watch officer in the street with your pilfered gains and you won't exactly be chased with real determination.

**Tolerance**

The picture here might seem to be similar to opposition, but the law is still weaker in dealing with thieves. This may be for a variety of reasons. Under-funding and under-manning may be especially important. Significant corruption may be present (especially higher up the scale). The society may be chaotic or anarchic. There may be a reason why thievery is not a major worry (a weak thieves' guild, major external threats to a city-state so that most able-bodied men are in a fighting militia, a very rough port where serious assaults and worse are a much bigger headache than thieves, etc.).

In such situations, the law not only doesn't do anything about all but the most serious thiefly crimes, but officers of the law may even get testy and irritated with people who complain about them too much, especially if they are foreigners!

**Corruption**

Here, bribes and backhanders are paid to officers of the law on a regular and major basis. Not all lawmen may be corrupt, but a thief with serious financial resources can manage to avoid being charged with almost anything. If somehow he ends up in prison, he will be smuggled out somehow. Law officers may actually be members of the thieves' guild, cooperating with smuggling, protection rackets, and the like.

There is a tendency to overplay this, and to make it too obvious to PCs. Corrupt law enforcers aren't going to advertise the fact, even in a corrupt society, save for the most stupidly sociopathic. Corruption may be extensive, but will still be significantly behind the scenes, making it more deadly for the unfortunate outsider who blunders into it. Lawfully-aligned PCs can arouse the ire (and even the violent attentions) of corrupt officers of the law they attempt to "assist" with their work!

**Complex/Mix**

This covers a variety of more detailed or subtle relationships. An obvious example is

an opposition within the forces of law, which can be exploited by thief PCs (or by a DM with lawful PCs too). For example, in one city the dominant relationship between thieves and law officers is corruption. Senior officers, and many of the watchmen, are corrupt, and readily take bribes. A small number of decent but disillusioned juniors have tried to get firm evidence to nail their superiors and try to eradicate the corruption, but they haven't been able to manage this yet. Objective evidence hasn't been accumulated, and witnesses are too scared to talk. There is concern that even some of the judges and magistrates are in the pockets of criminal bosses or the Guildmaster of thieves. Cue for lawful and/or good PCs to help out in a dangerous urban jungle of intrigue and treachery...

Relationships may also be mixed. Thus, in one city ward, the commander of the ward watch may be an iron-willed, ultra-lawful, dominating man who drills his men to persecute thieves night and day. In another, richer ward at the far end of the city, the inexperienced new junior leader is a follower of a kindly, somewhat impractical faith, and does not think that crime deserves stern punishment unless violence is involved. His men don't respect him, though, because of his inexperience. Morale is falling, and an increasing number of watchmen leave public service or else just don't care about enforcing the law any more. One city, two radically different sets of possibilities for thieves. There may be major tensions within a guild, as the thieves from the "tough end" of town start trying their luck uptown!

Many possibilities exist in the Complex/Mix end of the spectrum. The other themes can be mixed and varied to create many possibilities themselves. The only limit is the DM's imagination.

## Thieves and Merchants

The overall wealth of a society will have an important influence on this relationship. In a poor society, merchants will not be likely to be rich, and they will not be able to afford any regular thievery. They will not be able to bear such losses without going bankrupt. Here, merchants will fight tooth and nail to minimize the depredations of thieves. In richer lands, a little "stock loss" (among other things) can be tolerated rather better.

Alignment will somewhat modify this. In chaotic and/or evil societies which are rich, merchants may be very greedy, and may take many measures against thieves out of a love of money, not out of a need to survive. There may also be an important element of pride in a society which stresses individualism (chaotic) rather than one where merchants form groups, ally with each other, and try to regulate business practices (lawful). Over-proud merchants may resent monies or goods being stolen not primarily because of the loss of value—it may be negligible—but because of the loss of face. This can be an important factor in merchants putting pressure on authorities to suppress thieves, and in their hiring PCs for sums which exceed the value of their stolen goods!

### Warfare

The merchants hate and fear the thieves. They go to extreme lengths to protect their property, and many able-bodied folk get jobs as nightwatchmen. Even ordinary

warehouses have traps and many secret hidey-holes, wall safes and the like, and some have magical traps as well. Merchants often have bodyguards, and they won't pay protection monies. They may even band together to form mutual "insurance policies" to help each other. The merchants exert all their political clout to get the authorities to suppress thieves. Even small-scale pilferage will result in an offender being dragged off to face the sternest justice the merchant's advocate can plead for.

Under these circumstances, the thieves' guild may react in a number of ways. It may turn to other forms of crime. It may turn to imported help to crack the merchants (more thugs for protection racketeering, more thieves for daring robberies recruited from a friendly guild from a nearby town). It may use methods such as abductions and blackmail to force its way back into a position of strength. A really powerful guild will effectively "declare war" on the merchants if it thinks that forcing a few to cave in will lead to other merchants giving in also. Many options exist. This situation is a real struggle of wills, and the life of a thief will be dangerous—but never dull.

**Opposition**

Somewhat like the state of affairs described above, but the merchants don't go to such lengths to protect themselves or keep thieves off their backs. They don't like thieves, they don't accept them as a part of society or a tolerable evil, but they don't go overboard about them either. Such merchants are fairly stoutly resistant to any attempt at coercion or blackmail, and they use their influence with the powers-that-be to keep life tough for thieves.

**Standoff**

This is a fairly common state of affairs. The merchants don't like thieves, but they are somewhat fatalistic about them. A strong element of pragmatism influences their attitudes. If it loses them less to pay protection money than to suffer the thievery they would otherwise have to tolerate, they will pay up. This is a major difference from the oppositional state, where merchants will actually suffer extra loss rather than connive with thieves.

Merchants in a standoff will do what they can to get by. Unless thievery gets wildly out of hand, they won't get up in arms, and they will pay off thieves, or accept a certain level of theft, as they must.

**Submission**

This is a rare case. Here, the merchants are running scared. Coercion is rife; merchants pay a lot of money to avoid being robbed or having their homes burned down. Their profits may be almost all eaten away by this. The law is of little help, usually because it is corrupt, maybe because it is ineffectual. Thieves will have many spies in the midst of the merchants. This is an unstable state of affairs; it cannot persist long. Either the commercial life of the society falls apart, or the picture changes—often to Infiltration as described below.

### Infiltration

Here, thieves have so many dealings with merchants that they actually start to get involved in commerce directly. This often happens as a natural evolution from either a standoff or a submission relationship. Thieves start to become merchants. They may have been spies in merchants employ before, they may "take over" the businesses of merchants they have bankrupted or driven off, or they may enter businesses their talents suit them for (e.g., as locksmiths, gem-cutters, moneylenders, pawnbrokers, and the like).

This has several attractions for the thief. First, additional income can be produced. Second, the business can be a simple exploitation of a skill or proficiency the thief already has. Third, it can provide a good cover for a thief. Fourth, there may be a more nefarious motive or two ("Ah, sir wants a combination lock which will be absolutely thief-proof! I have just the thing . . ."; why shouldn't a locksmith have the best lockpicks in town when apprehended by the constables down a dark alleyway at night?

At its most extreme, thieves can actually come to dominate commercial life, or at least to play a major role in it. Organized crime becomes big business. The thieves may even become important figures in society, and have political power. The City of Greyhawk is one notable example of this.

### Complex/Mix

Again, examples of complicated or tense, oppositional relationships can easily be developed by the DM from the examples above. One group of merchants could be trying desperately to fend off thievery, while a second faction argues for accommodating thieves and paying them off. This leads to a major schism, with the more principled merchants accusing the pragmatists of collusion with crime; insults start to fly, then a few fists, then somebody's warehouse suffers a small fire . . . Involving the PCs in what will fast become a triangular conflict (two sets of merchants at each other's throats with the thieves gleefully picking up the spoils from anyone they can get at) leads to endless adventure possibilities.

## Thieves and Other Guilds

There are two guilds which are most important here: Assassins and beggars. These are dealt with separately below, as are bards. All the other guilds are dealt with in groups, below.

### Craft Guilds

These are the myriad guilds of gemcutters, barbers and dentists, butchers and bakers, and so on. Thieves will not have dealings of note with many of them, but there are one or two exceptions. Pawnbrokers are an obvious possible "front" for thieves and fences, likewise moneylenders (with their safes and secure chests and the like). Thieves may thus cooperate with many such, and minimize robberies of the rest! Guilds which take young apprentices may be paid small sums for handing over to the thieves youngsters who seem to be highly dexterous and capable of developing into thieves, given suitable training. In

special instances (e.g., thieves allied with seafaring smugglers), other alliances (e.g., with the seamen's guild) may be of note.

If there are unusual thief-craftsmen alliances (or oppositions), the DM should script them individually; they will need individual rationales, which should be explained and noted!

**Adventuring Guilds**

In some cases there may be an unusual reason why thieves are strongly opposed to (or allied with) an adventuring guild (including temples, etc.) in a city. The most notable example is a cordial alliance with clerics of a deity favoring thieves (e.g., Erevan Ilesere for half-elven and elven thieves, or Olidamarra, in Oerth; or Mask in Faerun). If some particular type of multi-class thief is common in a city for some reason, then there will obviously tend to be a stronger link between the two relevant guilds than usual. For example, if mage-thieves are common, then the Guild of Wizardry will take a definite interest in the activities of thieves. Under such conditions, the mages will probably not attract unwanted attention from light-fingered thieves (although few sane thieves try stealing from mages anyway).

But other possibilities exist. Consider a burgeoning frontier town, which is close to wild hills and forests with bountiful resources. Furs, gold from prospectors, meat from hunted animals, even some gems from a small mine; all these and more pour into the town, which grows rich and attracts many new settlers. Unfortunately, it attracts humanoids and bandits (as external threats) and many thugs and foreign cut-throats and evil thieves (as opposed to the neutral-aligned indigenous thieves). The rulers of the town grow fearful . . .

A twin alliance springs up to defend the town by stealth and cunning. Rangers patrol the distant countryside to give advance warning of marauding humanoids or bandits. Within the city, the thieves use their skills to tip off the powers-that-be about unsavory types arriving from outside, conspiring robbers and thugs, and the like (and may deal with a few of them themselves). Bandits beyond the town have spies inside it; the thieves tip the rangers off about this, and pass on intercepted messages. The thieves trade a magical shield (which they cannot use) they got from one of the thugs they dealt with to the rangers (who can use it). The rangers hand over a magical shortsword they took from a hobgoblin leader in return. Half-elven thieves and rangers share a drink together in an elven tavern, sharing the latest dwarf jokes. The two groups then save money by a joint bulk purchase of leather armor, and so it goes on . . .

Having an unusual, unexpected alliance like this spices up any adventure locale. It's well worth a DM's time to devise such a backdrop, to make a town or city unusual and particularly memorable.

**Thieves and Assassins**

Assassins are not a separate character class (in AD&D® 2nd Edition rules). They are simply people who are awfully good at killing other people. But the skills of the thief are valuable for this, above the natural skills of any other character class, because they are skills of stealth and sneaking about undetected. Many assassins will be thieves, multi-

class thieves, or characters who began their adventuring life as thieves but then changed to another character class.

The assassin kit earlier in this volume adds detail to this natural affinity. Going further, the multi-class thief is probably the strongest option for assassins. Combining the skills of the thief with spells such as *invisibility, jump, knock, levitate, rope trick*, and *sleep*, just to consider a few low-level spells, makes for a potent assassin indeed. The fighter/mage/thief has all these advantages, of course, plus the bonus of additional hit points, and is thus an especially attractive option, although progress is slow.

So, given that many assassins are likely to be thieves, there will always be a fairly strong link between the two guilds. Cool relationships are possible if the thieves have "gone respectable" (become merchants themselves, etc.), or if the assassins are especially evil, ruthless sorts under a truly heinous guildmaster. Not unusually, though, the two will have at least moderately friendly relations. Information is quite likely to be exchanged between the two guilds, the guild seniors may meet occasionally to fraternize and discuss prospects, thieves may be paid to do spying groundwork for an assassin setting up a kill, apprentices of one guild who may be suited better to the tasks of the other may be exchanged; there are many ways the guilds can cooperate.

**Thieves and Beggars**

Beggars can be excellent spies. Their presence anywhere outside of the higher-class areas of cities and towns will go unmentioned, if they are seen at all. Beggars ply their trade everywhere, and some of them may just be sleeping off the effects of drink. If one is hunched up against packing boxes by a warehouse, so what? Anyway, no one wants to get too close to beggars. They have an unpleasant range of startlingly contagious diseases, and approaching them is an open invitation to lice to infest your person—just for starters. And, of course, beggars are harmless (in the sense that they are too feeble, dim-witted, drunk, etc., to cause anyone any harm). For all these reasons, well-trained beggars are a real boon to the enterprising thief. They can get into places where other people would look suspicious, they often go unnoticed, and they don't have a lot to do apart from keep their eyes peeled. Just the people to have hanging around the places a thief intends to rob. After the job, the grateful beggars can be given a little percentage of the take.

Beggary can even be semi-professional, in large cities in particular. Dominant beggars control lucrative patches of territory, where they know that pickings are richest. Fit and able-bodied people, their senses undulled by illness or drink, can pose as beggars for a better living (in a rich city) than they can make by honest means (e.g., as farm laborers). Such people would make excellent spies. A Guild of Beggars is by no means unlikely in many city settings. And, since children make very appealing beggars as they look soulfully up from their sad little eyes and beg for a penny for a poor orphan, such a guild will find and train such rapscallions. The more talented (dexterous and/or intelligent) ones may well be sold on to the thieves' guild, for a consideration, to become apprentice thieves.

**Thieves and Bards**

Although thieves and bards are both rogues, they have no need of extensive contacts. While bardic colleges train bards in some rogue skills which thieves also possess, this is really to be seen as part of the jack-of-all-trades range of talents the bard possesses. Bards don't think like thieves, and they don't behave like them. Perhaps the closest these two groups come to direct dealings is when a neutral evil bard becomes an assassin and the assassins' guild has good relations with the thieves' guild!

## Guildmasters and Guild Structures

How a thieves' guild is organized, and how it is led, is crucial to the success of thieves in any town or city. Usually, unless there is at least some honor among thieves, life will be very hard for them!

### Guild Organizations

Five basic patterns are suggested here. These will be used in later guild design. They aren't exhaustive, and some clearly shade into others. But these patterns are perhaps the commonest, and any DM can develop them to suit his campaign. One factor which isn't considered here, but which will be looked at in guild design, is how many solo operators, non-guild members, are around. This will affect the strength of the guild, but won't affect its style of organization so much.

How a guild is actually led will be dealt with straight after this section, but for now we'll assume that all guilds are led/ruled by a guildmaster. This won't always be so, but using this convention saves a lot of tediously repeated qualifiers.

#### Centralist

This is a strongly organized guild, where all guild members have a powerful primary loyalty to the guildmaster. Loyalty is mostly high, the guildmaster is usually a powerful and dominant figure, and the guild house is a major meeting place. Thieves from such a guild will work with a notable degree of co-ordination.

#### Cohesive

Again, there is a fairly strong central organization and authority. The guild is a unified body and its rules are readily accepted by all. However, there is room for some "local latitude." This may take the form of senior thieves below the guildmaster being able to make a few important decisions about affairs on their own patch (own quarter of the city, etc.), or the central rulership deliberately restricting the use of its authority in some cases, and so on.

#### Fractionated

In this case, there is a central thieves' guild still. However, individual figures within the guild have taken power unto themselves in important ways. Local thief leaders may insist on almost complete discretion to do what they want in their areas, while agreeing

not to intrude on other local leaders' territory. Power struggles within the guild will be commonplace under these circumstances.

### Oppositional

The guild has been burst asunder by tensions within it, and there may well be several competing guilds in the same town or city. This can happen because the guildmaster is weak, because of ambitious young Turks seceding from the guild, or for special reasons of many sorts (e.g., racial enmity between a guild of dwarven thieves, and one of elven and half-elven thieves, in the same town).

Relations between the different sub-guilds can vary considerably. If there is still the shell of a central guild, then the different guilds may be on fair terms still. However, at another extreme, the tensions and oppositions can degenerate into street warfare and gang assaults.

If there are, in effect, several guilds, then the DM will have to determine the organization and leadership of each one separately.

### Anarchic

There is no guild organization to speak of, although there may be the remnants of a once-strong guild or perhaps a young, slowly developing guild. However, the large majority of thieves work as unregulated individuals. This may lead to a dog-eat-dog outlook with lots of backstabbing, both metaphorical and literal. However, it's equally possible that thieves get by with individual one-to-one agreements, helping each other out as and when the need arises (this may be especially likely in a Chaotic Good society with an anarchic guild, for example). Anarchy doesn't preclude enlightened self-interest and cooperation; it just tends to preclude this happening on a systematic and organized basis.

### Complex/Mix

As usual, this covers a range of options. There may be a facade of one organization, whereas behind the scenes a quite different organization presides. It may seem that anarchy rules among the thieves of one town, but many are secretly organized behind the scenes. Or, a guild might seem to be centralist whereas in fact local leaders are hiding much of their activity from others, so that the guild is in reality fractionated. A complex situation could exist whereby the guild looks centralist at first sight, then looks fractionated (as above), and then is seen to be part of each (a couple of the strongest local leaders are secretly allied to carve up more territory while other leaders are fractionated)—a really complex option. Ample scope for DMs to develop intrigues and onion-skin puzzles here!

## Guild Leaders

Clearly, how a guild is organized will influence how it is ruled (and vice versa). This is taken into account in the rules for designing and developing guilds. At this stage, we'll just consider the commonest patterns of leadership, which again can be developed by the

DM as he wishes.

**Guildmaster**

This is by far the commonest style of leadership; the single leader. His style of leadership may vary considerably, of course. He may be a stern, harsh despot, ruling by force and fear. He can also be a kindly despot, a firm but wise ruler. He might also be a weak, querulous, but kindly leader—rather ineffectual, having lost his old strength and daring, but still smart enough to eliminate young pretenders to his rulership when he sees them preparing a bid for power. Styles of leadership will be looked at right after this section.

**Council**

The guild is ruled by a number of individuals, usually fairly small, who act as a central conclave, Praesidium, ruling council, or under any one of a variety of titles. This is often the equivalent of an oligarchy in government—a self-perpetuating elite, who appoint replacements from senior ranks as and when necessary to maintain or expand their number.

**Democracy**

Rather unusually, the rulers of the guild are elected by the guild members. This does not mean that these rulers need be weaklings, or afraid of using their powers sternly and firmly when they need to (imagine a ruler elected for a 10-year term for example!). The "elections" may be the source of notable corruption, bribery, fixing, and vote-rigging of all sorts. The devious DM can imagine dozens of ways of embroiling PCs in the kind of scandals and scams such a state of affairs will throw up!

**Leaderless**

This is mostly a temporary state of affairs, when the guildmaster has just died, the ruling council been arrested, and the like. However, in a very few guilds this may be a permanent state of affairs. Here, the guild will carry on only a few of the usual functions, and will primarily act only as a practical resource. Thus, the guild house will be somewhere to find a trainer, buy equipment, and gossip with fellow thieves. Guild dues will not be excessive, and they will be paid for reasons of pragmatism. However, regulation of thiefly activities will be minimal or non-existent.

A leaderless guild is ripe for a coup, of course, and again this be a good option for the DM!

**Complex/Mix**

In this context, this means some kind of power struggle in most cases. A guildmaster may have had an ultimatum put to him by powerful seniors within the guild—accept a ruling council or else. Likewise, an ambitious and smart thief may be trying to take over a

democratic guild and install himself as the undisputed leader.

**Special**

Because the ruler(s) of the guild are of such major importance, many DMs will be prepared to put some extra effort into designing them in some detail. For those who don't want to have to go to the trouble, the blueprint profiles (later in this chapter) can be used for guildmasters. For the more industrious, why settle for the usual option of (say) a human or half-elf guildmaster with the usual high skills and appropriate magic items, or the sourpuss old dwarf with his smelly leather armor who is the secret behind-the-scenes master thief? Guild design does include such natural racial possibilities, but there are other, more exotic, options.

The DM will always want to design these cases individually, but a few examples won't go amiss—these can be ripped off with or without DM development, or used as a spur to DM imagination.

*Dragon:* A dragon makes an excellent guildmaster. Some can *polymorph self* into human (half-elf, etc.) form as a natural ability, others can use the spell of the same name, others still might have a magical item permitting this change of appearance. Dragons are vain and love treasure, so what more natural than a stream of junior thieves bringing pretty treasures to the "guildmaster" as a tithe? The guildmaster can also, of course, have many charmed servants from *charm person* spells.

*Deepearth Creature:* Drow and Illithid are the best candidates. Appearance can be disguised with an illusion spell, the use of a mask (imagine cowled, masked thieves protecting their identities in a council meeting—a very sensible set of precautions), a *hat of disguise*, or in other ways. The guildmaster could aim at gaining wealth, power, information, all for nefarious purposes which PCs should want to stop. Combatting such a guildmaster (or even a ruling council) is an excellent introduction to deepearthing, a pleasure no player should be denied.

*Extraplanar Creature:* Denizens from evil planes make excellent guildmasters. They like having power, gaining information, and wealth isn't something they are wholly indifferent to. Plus they have lots of time on their hands to indulge themselves by being a thieves' guildmaster. Their powers of disguise and concealment make it easy to maintain the pretense of humanoid form.

*Intelligent Monster:* A troll as guildmaster is not terribly likely. But how about a beholder? efreet? rakshasa (a particularly good choice)? a faerie dragon using its many spells? There are many possibilities!

If the DM decides on a special guild ruler, there are several questions which he needs to consider:

* Can the ruler pass itself off as a normal race? This will usually be important for retaining the loyalties of guildmembers. A spell, magical item, innate power, or plausible reason for seclusion will be needed.

* How did the creature get to the top? Either it must have thief skills, or be able to simulate these (with spells, magical items such as *gauntlets of dexterity*, etc.), if it has worked its way up through the ranks. Or, it must have been able to replace someone at the top of the guild (through assassination, etc.).

* Why does this creature want to be guildmaster? The possible reasons are money (tithes), information (thief spy reports), power, amusing itself (a faerie dragon, or an evil denizen with a few decades to kill), and the like.

If the DM is prepared to think through such issues, then a special ruler type can be great fun.

## Guild Rulership

It's vital to know what style of rulership the guildmaster brings to the guild. This section covers styles of rulership, and can be applied to guilds which are ruled in other ways (by councils, etc.).

### Weak/Strong

This is an obvious distinction. A guildmaster can be strong and authoritative, so that his commands and rules are obeyed (willingly or otherwise). Or he may be weak, with his edicts increasingly challenged by his underlings. Factors such as Charisma, experience level, notable achievements, age, and the like will affect the guildmaster's perceived strength. The most important, however, is likely to be the general perception of the force the guildmaster has up his sleeve.

### Cruel/Just

This is of most importance within the guild. The guildmaster may be cruel, handing down stiff (and sometimes arbitrary) punishments for infringements of guild rules. He may punish any signs of over-ambition among juniors very sternly. A cruel guildmaster rules his guild by fear of what he does—this is crucially different from a strong guildmaster, who may rule in part by fear of what he could do if opposed. A just guildmaster is the opposite of this, but is not weak. That is, he is known to act swiftly and decisively to oppose any enemies within the guild, and to enforce important guild rules and rulings. However, his punishments are seen as fair and justified ("he's harsh but he's fair"). While the opposite of cruel would, strictly, be "kindly," nice guys do not get to be guildmasters.

### Despotic/Populist

This is a rather high-sounding term for a simple dichotomy. A despotic guildmaster is one who decides on rules, punishments, policies, and important guild matters for himself. He does not consult others (much), and while he may listen to advice from his juniors he doesn't take any notice of it—he listens, he does not attend. However, this does not mean that the guildmaster is a tyrant, nor that he is cruel or even necessarily strong (a weak despot is in real trouble, however). It means that the guildmaster thinks that he knows best, and this doesn't imply wickedness or cruelty. The guildmaster may be very intelligent, wise, and far-seeing. Also, just because the guildmaster is a despot doesn't mean that the guildmembers don't like this state of affairs—a truly smart guildmaster will gain the loyalty of the guildmembers through his wisdom and the way his rulings clearly

benefit the guild.

A populist guildmaster is one who goes to some lengths to listen to all (or most) opinions within the guild. He is ready to listen to advice, and may delegate some of his authority and decision-making to others within the guild. Again, this need not necessarily make the guildmaster popular. A common problem for a populist guildmaster is that he will be perceived as weak, especially if the affairs of the guild are not in good order. He may leave himself wide open to backstabbing (quite literally).

These styles of guildmaster rulership can be combined to generate individual styles, such as strong-cruel-despotic and (at the other extreme) weak-fair-populist, and all points inbetween. Combining these should be fairly straightforward for the DM, but the developed case of The Thieves' Guild of Mallain (page 76) gives an example of how to combine these different elements into an overall picture for a guildmaster's style of leadership.

## Designing a Thieves' Guild

### Introduction

This section covers the design of a thieves' guild. As you flesh out the details of your own guild, you'll want to record them on paper for reference during play. Following the details of the system, a worked-out example is given to show how to build up a well-detailed, atmospheric guild from the bare bones of the tables.

This section is also not just for the DM. Players can be asked by a DM to do some work for him! A player can roll up a guild for the DM to use in some other setting, or some distant city (which the PCs will visit some time later after the DM has tweaked the players' dice rolls a little!). Also, a DM can allow a player to roll up details of a guild which the PC is about to take over as guildmaster, if he trusts the player enough! There is also a special section on PC guildmasters later on.

### Using the Tables

There are quite a lot of tables on the following pages. This shouldn't be intimidating; the system is detailed, not overly complicated.

Using the tables which follow can be done in more than one way. Random dice-rolling is OK, and will not give silly combinations of results. Sometimes odd-appearing combinations result, but these can often be a spur to DM creativity and generate the most interesting guilds! The DM may also ignore the dice-rolling and deliberately select results from the tables which he feels will fit his campaign needs.

The system which follows is detailed, as noted. This for DMs who like lots of detail! For those who don't, the best bet may be to combine the dice-roll and deliberate-design approaches; use dice rolls, and alter one or two when the DM especially wants some result or wants to maximize consistency. Or can't be bothered to do all the dice-rolling! Also, a few sections of design do not use tables.

Lastly, the tables mostly have suggested modifiers for basic d20 rolls. For example, the attitude of the law is determined on a d20 roll which is modified by social alignment (more hostile for Lawful societies, etc.). It is quite impossible to list all the possible

modifiers for each table. This would eat up masses of space and no system can foresee all possible modifiers anyway, so only the key modifiers have been listed in each instance. The DM can easily add further modifiers as he sees fit, to reflect special circumstances.

## What Isn't Covered

Some of the idiosyncratic guild details aren't covered here. For example, any oaths of fealty the thief may have to pledge, and the exact rules and constitution (if one exists) of the guild isn't covered here. If a DM wants this kind of depth of detail, he will surely want to write such details for himself.

Also, infrequent reference is made to any of the kits, proficiencies, or magic items introduced in this book. This is deliberate, ensuring that DMs who wish to be cautious about introducing such new elements are not prevented from being able to use the design system.

In summary, all the really important stuff you are going to need is here, and for any frills you want to add—go ahead!

## Guild Background

First, we need to establish the background of the guild. Such details of the guild as size, rulership, and the like will be affected by social factors, alignment, and so on. Therefore, this background is developed first. In this way, later dice rolls for aspects of the guild can be given modifiers for previously established background.

Many of the tables to follow will refer to background elements already detailed in the previous section, so the DM will know what brief entries mean. This obviously aids the process of DM selection, if dice-rolling is not being used.

### Social Alignment

This is an optional step. In some game settings, communities will have definite dominant social alignments (see WORLD OF GREYHAWK® Fantasy Game Setting). Sometimes, while a specific alignment cannot be stated, a general trend (for example, to good rather than evil) can be given. Social alignment along the good-neutral-evil, and lawful-neutral-chaotic axes, should be recorded if the DM is happy that he knows them.

If the alignment is divided, the alignment of the rulers should be used for later dice roll modifiers, but the fact that the common people are different should also be noted.

### Special Social Factors

These include racial divisions, religious persecution of thieves, unique historical factors, and the like. The DM should note any of these which are important. Since such factors will always be unique, there is no way the design system here can accommodate them. The DM will have to ascribe modifiers to certain dice rolls for these factors as he sees fit!

### Size of Community

The DM should have a reasonable idea of how many people live in the town or city where the thieves' guild is located. Most sourcepacks give such figures, and if the DM has designed his own campaign world then he should ascribe a suitable figure. For DMs uncertain about this, in medieval times only capital cities in Europe had a six-figure total of inhabitants, and many villages and hamlets had but a few score. Prosperous major towns would have in the order of 4-10,000 or so, and important cities perhaps 20-60,000 (depending on which century is taken for reference). There is no need for the DM to be ultra-accurate, but population will greatly affect the number of thieves in the guild, so the DM should record this.

**Wealth of Community**

No absolute figures are given here, because different DMs will work on different absolute scales—some campaigns are money-poor, others almost swim in gold. So, Table 7 uses relative divisions of wealth. A simple d20 roll on this table will determine the effective wealth of the community the guild is located in. There are many modifiers to this dice roll, and these are shown directly below the table.

**Table 7:**
**WEALTH OF COMMUNITY WITH THIEVES' GUILD**

| **d20 Rol** | **Relative Wealth of Community** |
|---|---|
| 1 | Very Poor (subsistence)* |
| 2-5 | Poor |
| 6-9 | Fair |
| 10-14 | Average |
| 15-17 | Comfortable |
| 18-19 | Wealthy |
| 20+ | Rich |

* Maximum population around 1,000.

Modifiers to d20 Roll:
Capital City: +5, never less than Average
Major Town: +3
Port: +3
On Major Inland Trade Route: +2
Purely Agricultural Economy: -2
Population of 500 or Below: -1

What is important to remember here is that this dice roll does not actually indicate how wealthy the average citizen is. What the dice roll indicates is how much money is whizzing about which is up for grabs (literally). Thus, in a port a lot of trade passes

through, much money changes hands, and the passing-through trade (and wealthy merchants) makes the city much richer in effect than the average income would suggest. The effective wealth level is another important factor in determining how many thieves will be guildmembers in the city.

**Attitudes of the Law**

This is a major factor affecting any thieves' guild. Roll d20 on Table 8 to determine the attitude of the militia, watch, police force, etc., in the city or town where the thieves' guild is located. Modifiers to this d20 roll are listed below the table as before.

**Table 8:**
**LEGAL ATTITUDES**

| **d20 Roll** | **Attitudes of the Law** |
|---|---|
| 1-3 | Persecution |
| 4-7 | Hassle |
| 8-11 | Opposition |
| 12-13 | Complex/Mix |
| 14-17 | Tolerance |
| 18-20 | Corruption |

Modifiers to d20 Roll:
Lawful social alignment: -2
Chaotic social alignment: +2
Good social alignment: Reroll 1s and 20s
Evil social alignment: -1

**Relationship with Merchants**

This will also have a slight effect on the number of thieves in the guild; the easier it is to extort the goodies from merchants, the more light-fingered thugs will sign up to be part of the organization responsible for extracting the shiny gold stuff from them! Roll on Table 9 to determine the relationship the thieves have with the merchants.

**Table 9:**
**MERCHANTS' ATTITUDES TOWARD THIEVES**

| **d20 Roll** | **Merchants' dominant attitude to thieves** |
|---|---|
| 1-2 | Warfare |
| 3-6 | Opposition |
| 7-13 | Standoff |
| 14-15 | Complex/Mix |
| 16 | Submission |

17-19 Infiltration
20 Submission

Modifiers to d20 Roll:
Lawful social alignment: -2
Chaotic social alignment: +1
Society is Poor (or worse): -4
Society is Wealthy: +1
Society is Rich: +2 (but a roll of 1 still means Warfare!)
Law is tolerant of thieves: +1
Law is corrupt: +2

**Relationships with other Guilds**

Table 10 is provided for DMs who need for some reason to determine, at random, the relationship between thieves and the guilds they are most likely to cooperate with: assassins, beggars, and bards. It is strongly suggested to the DM that these relationships should be scripted, rather than dice-rolled, but if a DM needs to develop a guild and its background quickly a dice roll will do the job. Separate d20 rolls should be used for each guild.

**Table 10:**
**THIEVES AND OTHER GUILDS**

| **d20 Roll** | **Relationship of Thieves Guild with** | | |
|---|---|---|---|
| | **Assassins** | **Beggars** | **Bards** |
| 1-2 | Hostile | Hostile | Hostile |
| 3-4 | Indifferent | Hostile | Indifferent |
| 5-6 | Indifferent | Indifferent | Indifferent |
| 7-8 | Indifferent | Neutral | Indifferent |
| 9-10 | Neutral | Neutral | Indifferent |
| 11-12 | Neutral | Favorable | Neutral |
| 13-14 | Neutral | Favorable | Neutral |
| 15-16 | Favorable | Co-operative | Neutral |
| 17-18 | Favorable | Co-operative | Neutral |
| 19 | Co-operative | Close | Favorable |
| 20 | Close | Close | Co-operative |

Modifiers to d20 Rolls:
Law attitude is persecutory or hassling: +1 to assassins/beggars
Social alignment is good: -2 to assassins, +1 to beggars
Social alignment is evil: +2 to assassins

A Hostile result doesn't mean open aggression unless the DM wants a running feud as a storyline! For example, if hostility exists between thieves and assassins this is most

unlikely to explode into open aggression (unless, say, an assassin has slain the thieves' guildmaster). Indifferent means the groups have few dealings; Neutral differs in that the two groups have more dealings, maybe for practical reasons, although they have neither fondness nor enmity for each other. Favorable means that the two guilds get on well enough, though they may not always trust each other too well! Cooperative means that the groups enjoy a good relationship, may plan together, and that a fair level of trust exists between guildmembers. Close means that the two guilds work closely together, exchanging information, helping with common-interest tasks, with one guild even prepared to help the other if it is under threat or attack (at least until the bodies start to drop!).

## Details of the Guild

Having established these background details, it's down to the nitty-gritty. The first, crucial, determination is how many thieves there are in the city or town where the guild is. This is not necessarily the same number as are in the guild, but working out how many light-fingered gents (or ladies) are about town is a necessary precursor to that.

Table 11 does not use a d20 roll. Instead, it is a matrix from which the DM only needs to read off one figure. If the DM knows the population of the town/city, and the wealth level, a single read-off gives the range for the number of thieves. After each dice roll indicated in a column, a bracketed figure is given—this is a (rounded) average which the DM can use if he hasn't the time to roll dice on the table.

Totals from Table 11 are not cumulative, save for populations of over 10,000 (where the "per extra . . ." number, or a multiple, is added to the "5,001-10,000" number).

We now know how many thieves there are in the town or city, but how many are actually in the guild? This depends in large part on the rulership of the guild, which should now be determined.

**Table 11:**
**THIEVES IN TOWNS AND CITIES**

| **Population** | **Economic Level** | | | | | | |
|---|---|---|---|---|---|---|---|
| | **Very Poor** | **Poor** | **Fair** | **Average** | **Comfortable** | **Wealthy** | **Rich** |
| Up to 5000 | 0 | 1d2-1(1) | 1d2-1(1) | 1d2-1(1) | 1d3-1(1) | 1d3-1 | 1d3 |
| 501-1000 | 1d2-1(1) | 1d3-1(1) | 1d3-1(1) | 1d3(2) | 1d3(2) | 1d4(3) | 1d4+1(4) |
| 1001-2000 | n/a | 1d3(2) | 1d4(3) | 1d3+1(3) | 1d4+1(4) | 1d3+2(4) | 1d4+1(5) |
| 2001-5000 | n/a | 1d4+1(4) | 1d6+1(5) | 1d6+2(6) | 1d6+3(7) | 1d8+3(8) | 2d6+2(9) |
| 5001-10,000 | n/a | 1d6+2(6) | 1d10+2(8) | 2d6+2(9) | 2d8+2(11) | 2d10+2(13) | 4d6+2(15) |
| Per extra 5,000* | n/a | 1d4+1(4) | 1d6+1(5) | 1d6+2(6) | 1d6+3(7) | 1d8+3(8) | 2d6+2(9) |

*Modifiers to totals rolled*. Add the following percentages to the total rolled, rounding fractions over one-half upward:

Social alignment is chaotic: +10%
Attitude of law is tolerant or corrupt: +10%
Merchants are infiltrated or in submission: +10%

* Or fraction above 2,000.

**Guild Rulership**

A roll on Table 12 determines the nature of rulership of the guild. The DM wishing to select, rather than roll, this rulership might want to look through the following section to look at the effects of rulership on the guild before making his choice.

**Table 12: GUILD RULERSHIP**

| **d20 Roll** | **Guild Leadership** |
|---|---|
| 1-13 | Guildmaster |
| 14 | Complex/Mix |
| 15 | Democracy |
| 16-19 | Council (d3+2 members) |
| 20* | Reroll on Table 13 |

*Natural 20 (regardless of modifiers) only.

Modifiers to die roll:
Social alignment is lawful: -1
Social alignment is chaotic: +2

**Table 13:**
**UNUSUAL GUILD RULERSHIP**

| **d20 RollGuild** | **Leadership** |
|---|---|
| 1-2 | Leaderless |
| 3-8 | Complex/mix |
| 9-10 | Special Guildmaster (dragon,etc.) |
| 11-12 | Special Council (concealed Drow, etc.) |
| 13-20 | Reroll on Table 12, ignoring any roll of 20 |

At this stage, the DM can also determine the rulership style of the ruler(s). Table 14 can be used for all cases in which the guild has a guildmaster, and also for council leadership. It is not suitable for democratic guilds, where there is no real rulership as such. On Table 14, three d20 rolls are needed.

**Table 14: RULERSHIP STYLE**

| **Strong-Weak** | | **Cruel-Just** | **Despotic-Populist** | | |
|---|---|---|---|---|---|
| **d20 Roll** | **Rulership** | **d20 Roll** | **Rulership** | **d20 Roll** | **Rulership** |
| **1-5** | **Strong** | **1-4** | **Cruel** | **1-4** | **Despotic** |
| **6-12** | **Fairly Strong** | **5-11** | **Fairly Cruel** | **5-10** | **Fairly Despotic** |
| **13-17** | **Fairly Weak** | **12-16** | **Fairly Just** | **11-16** | **Fairly Populist** |
| **18-20** | **Weak** | **17-20** | **Just** | **17-20** | **Populist** |
| **Modifiers to die roll** | | **Modifiers to die roll** | | **Modifiers to die roll** | |

–1 if social alignment lawful
-1 if social alignment lawful
+1 if social alignment lawful
+2 if social alignment chaotic
+1 if social alignment chaotic
-2 if social alignment evil+1 if social alignment good
-1 if wealth level poor or fair
+2 if social alignment good
-1 if socia1 alignment evil
-1 if rulership style weak
-1 if rulership style strong
-4 (-2) if rulership style cruel (fairly cruel)

The final step is to determine guild organization, and this is done with a single d20 roll on Table 15. Some of the results from this table may need particularly careful thought, because some odd-looking results can emerge. The DM can crop out such oddities if he wishes.

**Table 15: GUILD ORGANIZATION**

| **d20 Roll** | **Guild Organization** |
|---|---|
| 1-6 | Centralist |
| 7-12 | Cohesive |
| 13 | Complex/Mix |
| 14-17 | Fractionated |
| 18-19 | Oppositional |
| 20 | Anarchic |

Modifiers to dice roll:
-2 if social alignment lawful
+1 if social alignment chaotic
+2 (+1) if Guild rulership is weak (fairly weak)
-1 if Guild rulership is strong
+2 if Guild is Leaderless

A major shake-up of what the DM has rolled may be indicated if a dice roll indicating Oppositional or Anarchic guild organization is rolled on this table. Oppositional means there are competing, small guilds (and Fractionated means there are sub-guilds within the guild); Anarchic, that there is no real guild at all. The worked example later shows that the combination of such results that at first seem at-odds (e.g., guild rulership by a single guildmaster) is actually workable, although the overall picture which emerges may be a strange one!

Some results may need re-rolling, however. The one notable case is the Oppositional structure if the absolute number of thieves in town is small. You can't really have a plausible collection of competing guilds with only six thieves in town, for example (but maybe two very small gangs could exist, after all . . .)

The final step is to determine how many of the thieves in the town or city are actually members of the guild.

## Guildmembers and The Rest

The base percentage of thieves who will be members of the thieves' guild is 75%. The following modifiers are applied to this number:

+10% if social alignment is lawful
-20% is social alignment is chaotic
+10% if the attitude of law is persecutory
+10% if merchants are submissive or infiltrated
+10% (+5%) if guild rulership is strong (fairly strong)
-10% (-5%) if guild rulership is weak
(fairly weak)

What of the other thieves (assuming there are any)? What is the attitude of the guild to the residual freelancers? Table 16 gives a die roll for determining this attitude, which may also be taken to reflect the guild's attitude to outsiders who stray onto its patch. Thus, a guild which is punitive to indigenous non-guildmembers ("join up or we'll cut your hands off") will likely be hostile to outsiders as well.

**Table 16: GUILD ATTITUDES TOWARDS GUILDLESS THIEVES**

| **d20 Roll** | **Dominant attitude** |
|---|---|
| 1-5 | Hostility and persecution |
| 6-10 | Hostility |
| 11-15 | Neutrality |
| 16-18 | Co-operation |
| 19-20 | Special relationship |

Hostility means that the guildmembers will make it very clear to a non-guildmember working in the guild's territory that he isn't welcome. They may rough up the offender, send him threatening messages, play an unpleasant and only half-joking practical joke on him, and the like. The message is, join up (or get out of town), or else. If Persecution is added to this, the offender will be given an even starker choice: Join up or die. Neutrality means that the guildmembers may try to persuade non-guildmembers to join up, but they will tend to stress the benefits to all concerned rather than using threats. A determined freelancer will probably be left to go his own way by such thieves, but they will certainly not assist him or have any fellow-feeling for him. The guild will not sell equipment or offer training to the freelancer, except perhaps at exorbitant prices. If a guild is neutral to foreign thieves, it may allow them to work on the guild's patch providing that only small-scale operations are involved and a fee is paid to the guild.

Cooperation suggests that freelancers may work with the guildmembers, maybe on a special-case basis. The guild may take the attitude that if these people won't join, it's better to keep them friendly. Equipment and training is charged at a premium, though. Special Relationship suggests some unusually close link between guildmembers and outsiders. The example of the Thieves' Guild of Mallain gives an example of how this can be scripted by the DM.

## Experience Levels of Thieves

Table 17 below shows the experience-level ranges of thieves as a function of how many there are in a guild. More populous guilds, which will always tend to be in major cities and towns, and rich places, are the ones which will attract more experienced thieves to them.

Table 17 should be used as follows. In the left-hand column is shown the number of thieves (this is the total number in town, not just in the guild). The next five columns show dice rolls which need to be made for the five highest-level thieves in town. The following column shows numbers, and levels, for the middle-echelon thieves; those above the level of apprentice, but not members of the senior ranks. All remaining thieves will be first-level apprentices.

The seniors should be taken as the top echelon of the guild. The highest level rolled will be the guildmaster (if there is one), or the most powerful guild-affiliated thief. The other seniors can be used to make up a ruling council (if there is one), or used for key positions such as accountant, quartermaster, deputy guildmaster, subguild-master (for one quarter of town), or others. The number of seniors can be slightly increased (at the lowest experience level) for really sizeable guilds. Freelancers will come equally from the middle-echelon and apprentice levels. If the DM wants any middle—to high-level freelancers, these should be scripted as individualized NPCs and not the result of any dice roll! It is important to separate out guildmembers and freelancers at this stage in the thief listing the DM makes.

## Experience Levels: A Note

The levels from Table 17 will be low to medium, except for guildmasters of major guilds. This is designed to be suitable for campaigns which are not top-heavy with over-powered, high-level characters. If you have PCs running around at 15th level, or even higher, and you want a thieves' guild as a source of enemies, you will need to up the levels somewhat. You could always consider resting these PCs and playing at more reasonable levels, of course.

**Table 17: EXPERIENCE LEVELS OF THIEVES**

| No. of | Seniors | | | | | Middle Echelon |
|---|---|---|---|---|---|---|
| **Thieves** | **A** | **B** | **C** | **D** | **E** | |
| 1-5* | 1d3 | 1d2 | 1d2 | — | — | n/a |
| 6-10 | d4+1 | d4 | d4 | — | — | 2xd2 |
| 11-15 | d4+2 | d3+1 | d3+1 | d2+1 | d2+1 | 3xd2 |
| 16-20 | d4+3 | d3+2 | d3+2 | d3+2 | d2+2 | 2x(d2+1),5xd2 |
| 21-25 | d6+3 | d4+2 | d4+2 | d4+1 | d2+2 | 5xd3, 5xd2 |
| 26-30 | d8+3 | d6+3 | d4+3 | d4+2 | d4+1 | 4x(d3+1), 4xd3, 6xd2 |
| 31-40 | d6+5 | d6+4 | d4+4 | d6+2 | d4+2 | 4x(d4+1), 5x(d3+1), 8xd2 |
| 41-50 | d6+6 | d6+4 | d6+4 | d4+4 | d6+2 | 6x(d4+1), 8x(d3+1), 12xd2 |
| 51-75 | d6+8 | d6+6 | d6+5 | d6+4 | d6+3 | 8x(d4+1), 12x(d3+1), 15xd2 |
| 76-100 | d8+8 | d6+7 | d6+5 | d6+4 | d6+3 | 15x(d4 +1), 20xd4, 30xd3 |

| | | | | | | |
|---|---|---|---|---|---|---|
| 101+ | d10+8 | d6+8 | d6+6 | d6+5 | d6+4 | 10% are d6+1, 10% are d4+1, 25% are d4, 25% are d3 |

**Multi-classed thieves**

Table 17 will do for determining single-classed thieves, but dwarves and elves in particular may be likely to be multi-classed. To determine this, the DM needs to know how many thieves are nonhuman.

Rolling on Table 18 will determine the race of each thief in the guild. One roll is made for each thief (freelancers can be determined at this stage too). This table is a generic one, and assumes a definite human dominance (which most campaign locations will have). However, this is obviously unsuitable for determining, say, the composition of the thieves' guild of the core community of an elven heartland, where virtually all the thieves will be elves or half-elves. In such cases, the DM can bypass Table 18 and just decide race on a per-capita basis. For example, if 70% of the inhabitants are elves, then for each thief a roll of 1-7 on d10 will indicate that he is an elf. Modifiers can also be used; for example, if elves dominate dwarves in a mixed society, a dice roll modifier of -5 could be applied to the dice roll on Table 18.

**Table 18: THIEF RACES**

| **d100 Roll** | **Thief Race** |
|---|---|
| 01-06 | Elf |
| 07-14 | Half-elf |
| 15-44 | Human |
| 45-50 | Gnome |
| 51-58 | Halfling |
| 59-62 | Human, dual-class |
| 63-93 | Human |
| 94-99 | Dwarf |
| 00 | Special (natural 00 only)* |

Table 19 contains sub-tables which can be used to determine whether the thief is multi-classed (nonhuman) or if the thief is dual-classed (human).

Given the race and possible multi-class nature of each thief, the final step is to adjust the levels from Table 17 for multi-and dual-class thieves.

For multi-classed nonhuman thieves, reduce the thief level by 1d2 from the original dice roll from Table 17 if the character has two classes, and by 1d2+1 levels if the character is a triple-classed fighter/mage/thief. No reductions can take an NPC below 1st level, of course. The character will have the same level in his other classes, if this is possible (in some cases it may not be; e.g., a multi-class character cannot usually be a 2nd-level thief/2nd-level mage. Check the XPs needed for progress in each class!).

With dual-class human characters, experience gained in the "old" class will be 1d4 levels lower than that gained as a thief (but never below 2nd level). The thief level rolled from Table 17 is not adjusted in this case.

This all looks fairly horrendous. In fact, it is fairly simple, albeit a little time-

consuming (but if you want a complete picture of a guild, it does take time). The example of the Thieves' Guild of Mallain (later in this chapter) shows that rolling up thieves is a fairly simple business, despite all these tables!

**Table 19: THIEF CLASSES**

**Dwarves**

| **d20 Roll** | **Character Classes** |
|---|---|
| 1-8 | Fighter/thief |
| 9-20 | Thief only |

**Elves**

| **d20 Roll** | **Character Classes** |
|---|---|
| 1-6 | Mage/thief |
| 7-8 | Fighter/thief |
| 9-10 | Fighter/mage/thief |
| 11-20 | Thief only |

**Half-elves**

| **d20 Roll** | **Character Classes** |
|---|---|
| 1-4 | Mage/thief |
| 5-7 | Fighter/thief |
| 8-10 | Fighter/mage/thief |
| 11-20 | Thief only |

**Gnomes**

| **d20 Roll** | **Character Classes** |
|---|---|
| 1-4 | Fighter/thief |
| 5-8 | Illusionist/thief |
| 9-20 | Thief only |

**Halflings**

| **d20 Roll** | **Character Classes** |
|---|---|
| 1-5 | Fighter/thief |
| 6-20 | Thief only |

**Humans**

| **d20 Roll** | **Previous Character Class** |
|---|---|
| 1-12 | Fighter |
| 13 | Ranger |

| | |
|---|---|
| 14-15 | Mage |
| 16 | Specialist wizard |
| 17-18 | Cleric |
| 19-20 | Bard |

For humans, some classes are not included as options for previous experience. It is inconceivable that a fallen paladin could demean himself to thievery, likewise that an ex-druid could so totally alter his entire framework of thought. If the DM wants such an exotic possibility, there would have to be a truly extraordinary reason for it.

**Non-Thief Guildmembers**

The guild may well have very close affiliations with a small number of NPCs—especially tough fighters—who may be honorary "guildmembers." These men may guard the guildhouse, go on planned jobs as look-outs and muscle, provide the muscle to enforce protection rackets, act as bodyguards, and the like. However, they will not usually be full members of the guild. The DM should design such NPCs as the need arises.

**Fleshing out Guildmembers**

You now have a bare-bones list of guildmembers and other thieves in the town. How far you go beyond this point depends on how much extra information you need for the campaign.

**Alignment**

This is worth determining for all thieves in the guild, because it will have a powerful effect on the way the guild operates, on guild intrigues, and so on. The alignment of the guildmaster and the top senior thieves should always be selected by the DM to fit the needs of the campaign. The rulership style dice rolls should be strongly suggestive of certain options in any event. A fairly strong, cruel, and fairly despotic guildmaster looks like a good candidate for neutral evil, whereas a fairly strong, just, and populist member of a ruling council would be closer to chaotic good.

For other thieves (juniors and members of the middle echelons) a dice roll on Table 20 can be used to determine alignment. This table is biased away from lawfulness and towards neutrality, which is probably an accurate reflection of most thieves. However, if the DM wants more goody-goody types or lawfuls then these options can be fudged into the table in place of (or via) the "Dominant social alignment" entry.

**Table 20: NPC THIEF ALIGNMENTS**

| **d20 Roll** | **Thief Alignment** |
|---|---|
| 1 | Neutral Good |
| 2-3 | Chaotic Good |
| 4 | Lawful Neutral |

| | |
|---|---|
| 5-10 | Neutral |
| 11-12 | Dominant social alignment |
| 13-14 | Chaotic Neutral |
| 15-16 | Lawful Evil |
| 17-19 | Neutral Evil |
| 20 | Chaotic Evil |

Modifiers to dice roll:
+2 if social alignment is evil
-2 if social alignment is good (But a natural roll of "20" still means Chaotic Evil)

**Note:** For "dominant social alignment," if the DM is uncertain, take neutral. If dominant social alignment is lawful good, take neutral good (1-4 on 1d6) or lawful neutral (5-6 on d6) instead.

**Prime Requisite**

All thieves will have Dexterity of at least 9. You can roll NPC thief Dexterity on 8+1d10, adding +1 for characters of 4th or higher level and +2 for characters of 8th or higher level. Elves and halflings gain +1 to Dexterity scores. It is strongly recommended that no scores above 18 be allowed, and certainly absurd scores like 20+ should be reduced to 18. Other ability scores are discussed below. Dexterity scores should be recorded for all thieves, since it affects AC and their skills.

**Senior Thieves**

Such thieves—including the guildmaster!—should be designed with a little more detail. The following points can e kept in mind when adding some detail to their basic profiles:

*Physical Factors:* Simple details like age, height, weight, and appearance can be determined. Senior thieves can be taken to be 25+1d20 years if a random determination is needed. Sex can be determined randomly also.

*Exceptional Ability Scores:* Thieves of high or medium level should have fair abilities to have survived so long. Allow a flat 1-in-4 chance for each non-Dex ability to be rolled on 2d4+10 and record exceptional (15+) scores.

*Magic Items:* Senior thieves will certainly have magic items suitable for thieves. Different campaigns vary hugely in the amount of magic knocking around. A good guide is to sneak a look at thief PCs (and NPCs) in campaigns you think are well-run, and/or the blueprint profiles given later, and take hints from these about the nature and number of magic items possessed. When in doubt, always be stingy. Magic can be added to a magic-weak campaign; it's hard to retrieve it when too much is floating about.

*Guild Position:* Non-guildmasters will still likely be important and occupy key positions (especially if council members). A shrewd guildmaster, for example, will keep the second-rankers happy with important things to do. Quartermaster, deputy guildmaster, chief of blackmail, chief of espionage, liaison officer (with other guilds), and many other options can be written in here.

*Other Stuff:* Personal idiosyncrasies are always a nice, characterizing touch. Cover identities are also important; what face does the thief present to the public? Does he have a trade, is he a merchant, is he perhaps the Constable of the Watch or a trusted tax official?

The most important case, obviously, is the guildmaster himself (or the ruling council). Such an NPC must be individually designed by the DM to suit the campaign. The blueprint profiles which follow the guild design section give a couple of examples of fully fleshed-out mid-to-high-level guildmasters, and these can be used by the DM as they are or as an indication of how to go about designing a guildmaster NPC.

### Junior Thieves

These will not need the kind of detailing the seniors will, unless the DM is determined to have complete details of everything! Race, class, prime requisite, and level will be sufficient to begin with, especially for mere 1st- or 2nd-level apprentice types. The addition of names should round off these basic details.

### A Final Record

Now that the initial die rolls for numbers and levels of thieves have been rounded off (and modified) by race, and dual/multi-class options, the basic details for the guild thieves can be determined—summaries of guild seniors, minor magic items for juniors, the odd exceptional ability score, hit points if the DM has rolled these up, and the like.

## Cash and Carry

Having populated the guild, the final step is to take care of a few practical details.

### Guild Dues

Guildmembers have to pay fees to belong to the guild, and they may also have to pay cuts of their take on jobs which are "licensed by" the guild. The DM should fix these levels to suit his campaign. For guild dues, a sum equal to about one month's living expenses for the thief PC is reasonable. This sum will increase with the gaining of experience levels, which is reasonable. Guildmembers get cheaper training, and training is longer and more expensive at higher levels, so higher dues reflect this. Fixing a cut needs to be done on a case-by-case basis. If the guild has tipped off the thief with a lot of information important to pulling a robbery, it could well ask for a quarter or even a third or more of the take, for example.

The dues and other payments due should be recorded by the DM, together with a brief note on what the PC thief gets in the way of special benefits for his dues.

### Normal Resources

A roll on Table 21 can be used to determine the availability of standard, non-magical equipment items. This reflects how well the Guild is equipped with illegal items, or

equipment which is of dubious legality (and which may be illegal in highly lawful societies). Add +1 to the dice roll for every 10 thieves in the guild to a maximum of +4 for a guild with 40 or more thieves.

**Table 21:**
**AVAILABILITY OF RESOURCES**

| **d20 Roll** | **Equipment Availability** |
|---|---|
| 1-5 | Poor |
| 6-10 | Fair |
| 11-17 | Average |
| 18-20 | Good |

A roll indicating Poor means that illegal items (as shown in Table 31) cost 50-80% (40+{d4x10}) more than usual, and are at least 50% likely not to be available at any given time. Items which are noted in Table 31 as being rare will be almost impossible to obtain. A thief wanting an illegal item which is "out of stock" can only try again after a gap of 2 weeks to see if fresh supplies have been obtained. If the availability of resources is Fair, the item costs 10-40% more than usual and there is a 30% chance that it is unavailable, but the thief can make a weekly check.

A roll indicating Average allows items to be had for the usual price, with only a 15% chance that an item is unavailable (a check for fresh deliveries being made weekly). If the roll shows Good availability, prices are 10% below normal, and items are only 5% likely to be unavailable at any time (check for fresh deliveries weekly).

These rules, especially on availability, can be readily tweaked by the DM as desired. If the DM wishes to deny the thief some equipment item, then it simply isn't there, for example. Conversely, the DM may wish to rule that there are always lockpicks available, since these are so essential for very basic thief skills (picking locks, and maybe finding and removing certain types of traps).

### Special Resources

No table is given for randomly determining these special resources, because they require careful attention and thought on the part of the DM. From the list below, the DM should select a small number (or none, for a small guild) which will suit the campaign. This list is only a partial one, and the DM can add similar special resources:

*Tame Mage:* The guild has a helpful mage on tap, who casts spells to help thieves (but doesn't take risks). If the guild has a mage/thief or two, this mage is of higher level, and may train these mage/thieves.

*Tame Cleric:* A rarer instance, but possible if the cleric is very chaotic, a renegade, etc. In some specific mythoi this might not be a rare case at all (for example, clerics of Mask in Faerun).

*Expert Fence:* The guild works regularly with, or has, a fence with truly exceptional knowledge, information networks, and/or the ability to ship hot goods out of the country fast.

*Government Snitch:* The guild's man in City Hall. Very helpful in telling the Guild

about the shipment of government goods, the Mint, secrets of political NPCs for blackmail, and lots more.

*Merchant Snitch:* The guild's man in the warehouses, docks, etc. Not a nightwatchman, but someone much more important—a harbormaster, Commander of the Night Watch, etc. Can supply the guild with watch hours, incoming and stored cargo lists, and much more.

*A Friend at Court:* A person with the ear of the King/Queen/Baron/Royal Physician/Courtesan/Bimbo Princess. Subtly different from a government snitch, and more suited to a swashbuckling rogue campaign or guild.

*Friends in other Guild(s):* The guild has very cordial relations with the thieves' guild in a major city, even the capital, for reasons of blood relation, old friendships and co-adventuring, etc.

These special resources clearly open up all kinds of adventure possibilities. Getting a message to the important NPC is a standard option, obtaining a reward for them is another (e.g., the tame mage wants that nice wand of lightning his enemy has and could the guild steal it for him?), rescuing them from imprisonment is a third. Subtler possibilities could include finding out who has found out about the guild's Government Snitch and is blackmailing him for a fortune, and the like.

**Major Activities**

Here, the DM should determine and make a record of the secondary activities which are important to the guild. These include (but aren't limited to) protection rackets, smuggling, kidnapping, slavery, forgery, clipping, "entertainments," and similar fun and games reviewed earlier. The DM should determine which activities the guild is strongly involved with to suit the social alignment, the campaign, and the nature of the guild rulers. For example, a strong-cruel-despotic neutral evil guildmaster is a lot more likely to get the guild involved with slavery and kidnapping than a just, populist good-aligned guildmaster. Some DMs may also wish to exclude certain activities such as slavery or kidnapping because players of good-aligned thieves might not want their characters part of such activities. However, it is up to the PCs to do something about such evil goings-on if they cannot accept them—a spur to their creativity and scheming.

**The Guildhouse**

This is going to be of major importance to almost all thieves' guilds, and there are four important points relating to it:

*Location and Cover:* Where is the guildhouse, and what does it look like upfront? The DM must choose a location and cover suitable to the town or city, and the nature of the guild. It could be a fortified large building among warehouses or down by the docks, an underground cellar complex below the private home of a senior thief, entered via the sewers, or the basements and cellars of a tavern in a shady part of town. A small guild may only meet in the back room of a shady tavern, of course, but any significant guild needs somewhere fairly secret and strong.

*Contents:* What's in the guildhouse? Is equipment kept hidden there or does the quartermaster carry it with him (unlikely unless he has a bag of holding)? Are there

hidey-holes? How many exits are there (there will usually be several)?

*Guards:* Who protects the guildhouse? Can reinforcements be summoned quickly? If there is a building which is a front for the place (e.g., a tavern above the cellars of the guildhouse below), can extra help (hefty fighters) be had quickly?

*Traps and Protections:* The guildhouse will almost certainly have magical and mechanical traps—the entrance may be a very strong door, with a couple of locks (and only guildmembers have keys). Down a passage, a secret door may be placed to allow entrance—following the passage leads into very unpleasant traps. Magical traps may have been paid for, or placed by mage/thieves. Mechanical traps will be of many kinds, but will often use disabling/paralyzing attacks just in case a novice makes a mistake and takes the wrong turn somewhere!

Bearing all these points in mind, the DM should design the guildhouse, drawing floorplans and maps.

## The Thieves' Guild of Mallain

### An Example of Guild Design

Our DM is scripting the thieves' guild for the large town (or small city) of Mallain. The DM knows some basic social facts about this place, having placed it on the map in his campaign world, and records these facts for future reference. The issue of weak rulership is something the DM had decided in advance, likewise the fact that Mallain is in a civilized area of the country, and on a major inland trade route. The DM determines the population at somewhere around 17,000 (not too large, not too small!) and decides that 5% are halflings and 5% are half-elves; there are no full elves, and a smattering of dwarves and gnomes. The DM considers that there is a slight tendency toward lawfulness in the community, but not a strong one, so the overall social alignment is recorded as neutral.

How wealthy is Mallain? The DM rolls a 7 on Table 7. To this is added +2, because the town is on a major trade route. The DM adds a further +2, since Mallain is a large town, if not a major one. This gives an adjusted total of 11, so the wealth level is average.

The attitude of the law is resolved on Table 8, and a dice roll of 17 indicates tolerance. Why? One clear reason sticks out a mile: under-manning. The DM has already recorded that the ruler of the land is weak, and his militia is small in this safe, secure land. There simply isn't the manpower to go around chasing the thieves.

The attitude of merchants is resolved on Table 9. A roll of 14, modified to 15 by the tolerance of the law, indicates a complex/mix. The DM isn't sure enough of how to script a complexity here; he isn't clear enough in his own mind about the details of Mallain. So he opts for a mix, and makes two more dice rolls on the same table to see what the mix is (adding +1 to each roll for the tolerance of the law). He rolls 12 (13, with a +1), which indicates a standoff; his second roll is 1, and even with a +1 modifier this indicates warfare! How to synthesize this into a whole? The DM reasons that most merchants are described by a standoff—they put up with the thieves in a fairly resigned way. A minority, though, are furious about thieving for some reason; maybe they have suffered particularly heavy losses. This place isn't rich, after all. They try hard to persuade the ineffectual militia to do something about the thieves.

Deciding on thieves and other guilds, the DM does not roll on Table 10 for assassins and beggars. The DM isn't happy handling assassins, so he decides there aren't any in town, obviating the need for a dice roll. With beggars, the DM wants to choose Close Cooperation, details of which he records. This is a plot element he wants to exploit later on. If the beggars spy on the merchants, facilitating robberies in a place of only average wealth, it could help explain why some of the merchants are at the end of their tether, too. Matters are beginning to come together fairly nicely, but there is lots still to do. How about bards? The DM rolls a 1, hostility! Very odd, and at this stage the DM just records this without thinking about why. He decides to come back to this problem later.

From Table 11, the DM makes an initial recording of how many thieves live and work in Mallain. The population is 17,000. The DM rolls in the "5001-10,000" row, and twice in the "Per extra 5,000" row, in the Average (wealth) column. These rolls are 2d6+2, and 1d6+2 (twice) respectively—a total of 4d6+6. This is rolled as a total of 19, but the DM adds 10% to this because the law is tolerant, for a total of 21. They need not all be guildmembers, of course; the DM needs to know about the guild rulership to determine this. Recording the figure of 21, the DM moves on.

A roll of 5 on Table 12 shows that the guild is ruled by a guildmaster. From Table 14, the die rolls produce a picture of what this guildmaster is like. A first roll of 18 shows he is weak. A second roll of 12, reduced to 11 because of this weakness, makes him fairly cruel. A final roll of 12, reduced to 10 because of this cruelty, makes him fairly despotic. In summary: Weak, fairly cruel, fairly despotic. A rather pathetic creature, all told. This comes to the rescue of the DM when he rolls on Table 15 and comes up with a 20—Anarchy!

The DM is taken aback. There is a guild here, with a guildmaster, and now he is plunged into a real complication. He is about to re-roll the dice, but spends a minute or two in imaginative reverie. Perhaps, after all, this is workable. An old, feeble, weak, guildmaster has lost his authority. He has resorted to cruelty and despotism to try to hold on to his guildmaster status, but lacks the strength even to do this effectively. Guildmembers have drifted away in open contempt, but have not yet formed a separate guild (that would be Opposition, not Anarchy). They don't have the heart to kill the old thief, either (guildmasters appoint their own successors, the DM decides, so he'd have to be killed).

The DM rolls on Table 16 before all this has sunk in—if there isn't a guild, how can it have relations with outsiders and freelancers? But the roll of 19, Special Relationship, stimulates some further thoughts in the DM's head.

The DM decides that the guildmaster has managed to hang on to a small rump of the guild—1d6, he decides, and rolls just 4. Later on, he will select these as being primarily senior and compatible with the guildmaster's alignment. There is no need for the standard percentile roll to determine the percentage in the guild, because this is a special and very unusual circumstance. The other 16 thieves all work independently, maybe allying with each other in small groups for the odd job now and then. Perhaps a lack of coordination among them means that some targets are hit too often, which wouldn't happen if the guild was coordinating matters properly. Maybe this is why some merchants are so desperate that they want warfare declared on the thieves—this makes very good sense. It also explains why the law is tolerant—they know it's going to be hard to track down and deal with any central organization which really cuts the mustard in Mallain, and the DM adds

this detail to his notes.

The "Special Relationship" is that holding between the rump of the guild, and the freelancers still in town. To complete the picture, though, the DM rolls another d20—giving a result of 6, hostility. This is the attitude of all the thieves of Mallain (or most of them!) to outsiders from beyond the town, to complete the picture.

The DM now has to determine the levels of the thieves in Mallain. There are 21 thieves in the town, and from Table 17 the DM determines the levels of the seniors as 8th, 6th, 4th (two), and 3rd. From the 5xd3 and 5xd2 rolls, another two 3rd-level and four 2nd-level are added. The remaining 10 thieves will all be apprentices. The DM records these figures on some rough paper.

From Tables 18, 19, and 20 the DM makes die rolls to detail these thieves. There are 5% half-elves and 5% halflings in Mallain, but no full elves or gnomes, so the DM decides in advance to replace any elf rolled up with a half-elf, and any gnome with a halfling. Two thieves were not rolled randomly; the 8th-level human guildmaster, and the 6th-level half-elven thief the DM wants to use as a plot element to advance the theme of anarchy within the guild.

The half-elf is a dashing, romantic rogue-figure who is the focus of the opposition to the ailing old guildmaster. He has musicianship skills, and a brother who is a bard—hence one reason for the guildmaster's hostility to bards (this detail is added to the record sheet). This DM sees this character as very chaotic, and one who doesn't wish to be guildmaster. But the old guildmaster hates his charisma, youthfulness, and character, and has always blocked his progress. Now he sees him as the enemy who has drawn away the other thieves—a special relationship indeed, a very tempestuous and intrigue-ridden state of affairs. Added to this is the fact that the half-elf doesn't want to be guildmaster, but the juniors who have deserted the guild are begging him to lead them in a coup against the old guard. He alone has the experience and charisma to do this. The DM has been watching a few Errol Flynn movies of late. However, while Evlarel the half-elf is chaotic good, the old guildmaster is Neutral—it is too obvious and unsubtle to make him evil, which would submerge many of the intrigues into a simplistic good-versus-evil battle. But most of those staying loyal are evil—if they have to be eliminated, the DM prefers them to be evil than to encourage his PCs to attack and kill neutrals.

After this flight of fancy the DM comes back to earth. The guild is in a state of uproar and anarchy, but there are still some practical details to attend to. Guild dues still have to be decided—these will be the old rates, which applied when the guild was not torn asunder, but they are useful as a guide to what the reformed guild (if it does reform) will accept. (The DM notes them in brackets.) A similar consideration applies to normal resources, but the DM also notes the present availability (poor) by way of an update. Special resources are important—the DM determines that the thieves' guild has a government snitch, a personal friend of the guildmaster, and this stool-pigeon is used to prime the military to arrest the hapless half-elf, driving him further underground, and making him an even more elusive and mysterious figure. The war between old Halradur and Evlarel gets hotter by the moment.

As for major activities, the DM decides that in such a fairly boring town as Mallain there is no scope for anything especially unusual. The declining guildmaster would not have had the strength of will to maintain any really nefarious activities. Individual thieves may kidnap, but the guild doesn't organize such actions. The guildhouse is located in the

cellars of a local tavern, the DM decides; the Baron of Beef, run by one of the few thieves left who stays loyal to Halradur. This isn't a particularly creative design element, but the DM knows that matters are likely to be all-change in Mallain soon, and so can't be bothered to think up anything especially unusual. The tavern will make a good location for a final shoot-out in any event.

What began as a short exercise in rolling up a thieves' guild has now turned into a powerful intrigue which could cast a long shadow over most aspects of life in this town. The central struggle between an old guildmaster, with a small evil coterie, and desperate young thieves looking to a reluctant new leader is going to enmesh the unwary PCs as soon as they enter the place!

## Unusual Guilds

The guild design system gives a wealth of detail on the traditional (in the AD&D® game) town or city thieves' guild. However, there are other possible guild structures which can be used by the DM in the campaign world. These are unlikely to be suitable for PC thieves (in most cases), but they add diversity and spice to any campaign.

### The Traveling Guild

A group of traveling thieves, who work as a body and are effectively a guild on the road, makes an interesting encounter. Three variants on this theme include:

*Gypsy Folk:* This group travels in horse-drawn wagons. The community is just that—complete with many sniffling children, goats, snarling dogs, a few chickens kept for eggs, and lots else. In towns, the gypsies sell dried herbs and pressed flowers, and the wise woman of the group may read fortunes (using the Fortune Telling/Astrology proficiencies if appropriate). The gypsies will be extremely loyal to each other, and will usually be of Neutral (or chaotic neutral) alignment. If such folk are a common sight on the roads of the land, then the gypsy people may have extended clans related by intermarriage, so that if any violence is done to one of them an entire horde can be assembled to track down and punish the offender.

*River Folk:* A variant on the gypsy theme is to have a group (or groups) of traveling folk who work the waterways of the country. These people will almost certainly have merchant interests, or convey cargoes for others; thieving would not be an adequate income for them. They will supplement their income with thievery in and around the rougher ports, usually inland or estuarine. They are significantly more likely to be of evil alignments than are road-travelers. In the campaign world of Oerth (Greyhawk), the Rhennee folk are a good example of such river folk.

*The Circus:* This is a somewhat hackneyed theme, but should always be used in a campaign at some time. Thieves can make up the bulk of a traveling circus, which comes to towns and cities and cheerfully robs them. If the circus has monsters on show, then there is a rationale for having other character classes along for the ride who help the thieves and give the NPC band some diversity. Thus, clerics can be on hand to *snake charm* and *speak with animals* while mages could *charm monsters* or *speak with monsters* (if of high enough level; arguably a 12th-level mage has lots better to do than traipse around with a circus). Thieves with specialist skills such as acrobats, cat burglars,

etc., will fit well into such a group.

Players with any degree of gaming experience will have learned to keep well away from circuses. Old tricks such as having evil, high-level NPCs *polymorphed* into monsters or animals are well-known to such devotees of the game. So, it may be more enterprising to use some other group of entertainers, such as a traveling troupe of actors and musicians. They can perform the equivalent of passion plays, act and sing charming ethnic curiosities (especially elves), sing madrigals, and the like. A group of light-fingered expert thief choir elves could make for a lot of fun (they look so sweet and innocent, how could anyone suspect them?).

**Piratical Guilds**

Also travelers in some fashion, a guild of thieves who spend most of their time engaged in piracy is a complex and shifting structure requiring careful thought by the DM. There will obviously not be any form of guildhouse for such thieves, although a small number of secret guild hidey-holes (caves in the cliffs, deserted coves, desolate gull-haunted islands) could exist where spare equipment and vital emergency supplies might be placed at strategic locations. guildmasters could exist, but much more likely is a loosely-affiliated structure where several senior thieves, maintaining their positions by force in most cases, are equipotent. They might well all call themselves guildmaster! Such a guild would have a very strong tendency towards chaotic alignments, and a nearly-equal tendency towards evil.

Some type of organization and regularity would have to be imposed to make this a guild at all. Meetings half-yearly, with a quorum for votes and decisions to have any binding quality at all, would be a possibility. These could take place in the major piratical port, perhaps a town or city of unparalleled iniquity (what a place to send some PCs to track down the wicked pirates and stop their evil trade in pressganging/slavery/drug smuggling, etc.). Certainly, some mechanism for obtaining equipment and training (at the least) must exist.

For a notably more structured and stable rulership of a piratical-type operation (slaving), see the adventure module *A1-4, Scourge of the Slavelords*.

**The Guild of Honorable Gentlemen**

As a really unusual guild, which could exist in parallel with the established thieves guild in a large city, this is a splendid option.

The members are aristocrats, men of learning, education, and exalted social position (preferably by birth). They are refined, dignified gentlemen of impeccable manners and superior Charisma. They are a small group, and they thieve for the excitement of it all. They are bored with their life of sybaritic self-indulgent possibilities, easy comforts, and gold-digging members of the opposite sex. They steal for the thrill of it.

What motivates these people is a challenge to their skill. They steal things not because they are valuable or important, but because they are there to be stolen (which doesn't mean that they are valueless or banal—they usually aren't). The Emerald of Kummkqvaat will be stolen by such a thief not because it's worth a fortune, but because it is believed to be impossible to steal it.

Such thieves will usually be of notably high level, and they will tend to have exceptional Intelligence and Charisma scores. They will very rarely be Evil, and will also tend away from Chaotic alignment. For these reasons, they can become excellent mentors for a PC thief if this is appropriate to the campaign—for example, a PC thief can come across one of them at work, or find evidence of the person's true identity as a renowned master thief.

### The Good-Aligned Guild

This is a rarity. It has to be. Remember the *Player's Handbook* definition of a rogue; someone who feels "that the world (and everyone in it) owes them a living." Thieves are "the epitome of roguishness." Most thieves want to do as little work as possible and live as well as possible off the efforts of others. This is not exactly a definition of good alignment. The major problem with a good-aligned guild is simple: The large majority of thieves are not of good alignment. If a good-aligned guild comes into being (e.g., a good-aligned guildmaster comes to power) then many, if not most, thieves will actively seek a non-good (preferably neutral) guild if the guildmaster seeks to impose the values of good on them.

What the intelligent good-aligned guildmaster will do is not to impose or accentuate the values of good within the guild. Rather, he will quietly squeeze evil thieves out, put them at risk, and try to make sure that evil activities (slavery, etc.) are downgraded or made to fail. Eliminating evil is much smarter than trying to establish good.

However some good-aligned guilds can certainly exist in the campaign world. A classic example is the "freedom fighter" guild, a guild which stresses the values of chaotic good, in a Lawful Evil country or state. Such a guild will attract thieves of CG, NG, and CN alignments, and pure Neutrals will go along as usual. Even chaotic evil thieves might join, hating the repressive lawfulness of the state (especially if the guild rulers have the sense to play up Chaos and freedom in their pitch). Such a guild is one with the classic Robin Hood (robbin' hoods?) spirit. It could exist "underground" in an evil land such as the Scarlet Brotherhood lands (in Oerth) or Thay in the Forgotten Realms (FR6, *Dreams of the Red Wizards*), a secret urban organization with underground, hidden meeting-places and fearful helpers in high places—a superb setting for intrigue. A rural equivalent, with scout-type thieves allied with tough rangers and others combining their skills to chip at the edges of a strong evil state, is another example, more suited to players who like lots of combat and tactical skirmish gaming than political intrigues and tense urban chases and the like.

Other good-aligned guild possibilities exist, certainly, but require more careful thought by the DM. They are possible in a fractionated or oppositional guild structure, in a country where the good/evil division mirrors or parallels some other (e.g., good-aligned elves and predominantly evil-aligned humans), and possibly in super-goody-goody nations where they exist as security consultants and the like (but how do they accumulate their experience points for practicing their skills in earnest?).

## Player-Character Guildmasters

This section is for DMs who have a PC in a campaign who has become a Guildmaster

of Thieves. Holding a similar position (e.g., the most powerful member of a ruling council) can be handled with minor modifications of the system outlined here for determining guild numbers, activities, economics, brushes with the law, and similar events in the everyday story of thieving folk.

**Determining Guildmembers**

This can be done in three ways. First, the tables in the *Player's Handbook* can be used (with tweaking to reduce the proportion of non-humans if this is too large for your campaign). Second, you can use tables (71, 12, 13) earlier in this book (the 11-15 row is suggested from Table 17). Or you can use one of the systems, and introduce a few pet, individually scripted NPC thieves of your own into the results from the dice rolls. In particular, you may wish to design the deputy (assistant) guildmaster since this will be an NPC the PC will need to lean on a lot.

**Guild Income**

Table 22 below lists economic modifiers for societies of different wealth. These modifiers should be applied to all monetary sums referred to later—guild dues, cuts from planned jobs, and the like.

**Table 22:**
**MODIFIERS TO GUILD INCOME**

| Social Wealth | Modifier |
|---|---|
| Very Poor | x 0.25 |
| Poor | x 0.5 |
| Fair | x 0.75 |
| Average | none |
| Comfortable | x 1.2 |
| Wealthy | x 1.5 |
| Rich | x 2.0 |

The income the guild receives will come from two sources; guild dues, and the cut the guild takes from planned robberies, burglaries, heists, and the like. The system given here is a simple one for calculating month-by-month income; some optional extras are documented later.

*Dues:* These will be fixed as a yearly sum, payable anywhere from monthly to semi-annually (the thieves will prefer the latter). A reasonable base sum to work from is 30 gp per level as a yearly due, to a maximum of around 300 gp/year (for thieves of 10th or higher level). The guildmaster can take 5% of these dues as a personal fee, and his assistant will take the same (these two do not pay fees, nor do members of a ruling council unless democratically elected). The guildmaster can take up to 15%, but for every 1% above the 5% standard the morale of the guildmembers drops by -1. Extorting over 15% leads to immediate revolt! The rest of the income goes to the expenses of running the guild (bribes, buying equipment, paying fines, etc.).

*Cuts: The* guild is entitled to exact a levy on robberies and burglaries which it has

some role in planning. The guildmaster doesn't have to plan these activities; his right- (and left-) hand men take the leading role in this. The levy can be taken as a base 10% (this is pretty much standardized. If a PC guildmaster wants to extort more, every extra 1% leads to a decline of -1 in morale; over -10 leads to immediate revolt). Of this 10%, the guildmaster gets 10%, as does his assistant—that is, 1% of the gross.

Table 23 shows how much money is gained per 10 thief-levels by a guild from this kind of guild-guided activity. The standard economic multiplier is used, and the dice roll result is multiplied by the total number of experience levels of guild operatives, divided by 10 (the guildmaster and his assistant, and any guildmembers not actively thieving, are excluded). So, a guild with six 3rd-level, six 2nd-level, and eight 1st-level thieves gets 4 dice rolls (total levels= 18 + 12 + 8 = 38. Fractions below one-half are rounded down, others up). Table 23 gives the gross; the guild gets 8% of this, the guildmaster and his assistant 1% each.

**Table 23:**
**GUILD MONTHLY INCOME**
**d20**

| Roll | Income per 10 Thief-levels |
|---|---|
| 1-2 | 5d6 gp |
| 3-5 | 5d8 gp |
| 6-9 | 5d10 gp |
| 10-11 | 8d10 gp |
| 12-15 | 2d6 x 10 gp |
| 16-18 | 3d6 x 10 gp |
| 19 | 4d6 x 10 gp |
| 20 | 6d6 x 10 gp |
| 21 | 6d10 x 10 gp |
| 22 | 10d10 x 10 gp |
| 23+ | 12d12 x 10 gp |

**Modifiers to Dice Roll**

-2 if the attitude of the law is persecutory
-1 if the attitude of the law is hassling
+1 if the law is corrupt or tolerant
-1 if the merchants attitude is one of warfare
+2 if the merchants are submissive or infiltrated

**Income Multipliers (see below)**

Easygoing operations: x 0.5
Routine operations: x 0.8
Average operations: x 1.0
Pushy operations: x 1.5
Aggressive operations: x 2.0

**Levels of Operations**

These are referred to in the multipliers following Table 23, above. They refer to the

following instructions given by the guildmaster:

*Easygoing:* Guildmembers take life very easy. No morale modifiers.

*Routine:* Guildmembers take life fairly easy, but keep their hands in. A +1 modifier applies to morale for the first month (after this some of them get bored and touchy).

*Average:* The standard level of operations, no effects on morale.

*Pushy:* The guildmembers are pushed into doing some extra jobs here and there, and grand, ambitious activities are eagerly pursued. This gives +1 to morale for the first month (excitement), but -1 per month after the first if sustained, cumulative to a maximum of -4).

*Aggressive:* Guildmembers are told by the guildmaster to steal anything which isn't bolted to the floor. This has an immediate effect on morale of -2, to which -1 is added per month (cumulative) to a maximum of -10; at this point, a revolt is automatically triggered.

The more active the guild is, the more likely thieves are to be apprehended by the law, however!

The sums of money gained by the guildmaster this way will not be great, unless the guild is a large one, the community is rich, and/or the guildmaster uses aggressive thieving tactics. This is likely to be ale money for guildmaster-level thieves, so other activities must be used to generate income. These will need planning by the player in consultation with the DM. Reference should be made to the *Player's Handbook* when considering the money side—how much shopkeepers can afford to pay as protection money, for example. These sums are usually lower than most players think! Making sure the target one strikes at is rich is a shrewd step in any thiefly activity.

**The Long Arm of the Law**

A monthly roll is made on Table 24 to determine whether there has been a confrontation with the law.

**Table 24:**
**CONFRONTATIONS WITH THE LAW I**

| **d20 Roll** | **Result** |
|---|---|
| 1-16 | No confrontation |
| 17-20 | Confrontation |

**Modifiers to Dice Roll**

+4 if attitude of law is persecutory
+2 if attitude of law is hassling
-2 if attitude of law is tolerant
-4 if attitude of law is corrupt
-3 if activity of guild is easygoing
-1 if activity of guild is routine
+2 if activity of guild is pushy

+5 if activity of guild is aggressive
+1 for each group of 10 thieves (round up) past the first 10 (maximum modifier +5)

Note that when rolling on the table above, a roll of natural 20 means a confrontation with the law, no matter what the modifiers may be.

If a confrontation arises, roll on Table 25 to determine the nature of the confrontation. Apply the same modifiers to the dice roll as for Table 24, except for the last one (the number of thieves modifier). Also, natural rolls of 1 and 20 are not subjected to modifiers on Table 25.

**Table 25:**
**CONFRONTATIONS WITH**
**THE LAW II**

**d20**

| **Roll** | **Result** |
|---|---|
| 1 | Arrest of 1 thief (1st-level apprentice) |
| 2-5 | Arrest of 1 thief (level 1d2) |
| 6-9 | Arrest of 1d2 thieves (1st-level apprentices) |
| 10-15 | Arrest of 1d2 thieves (level 1d2) |
| 16-18 | Arrest of 1d2+1 thieves (levels 1d3) |
| 19 | Arrest of 1d3+1 thieves (levels 1d3) |
| 20 | Reroll, but thieves are killed |
| 21-23 | Arrest of 1d2+3 thieves, rolled at random from the active guildmember list |
| 24+ | As above, but there is a 50% chance for each thief of being killed |

Any arrest of three or more thieves will reduce the morale of guildmembers by -1.

Clearly, it is useful if a guild can manage to corrupt the law somewhere along the line. It is up to the player of a PC guildmaster to set about corrupting the law, if it isn't corrupt already, and up to the DM to determine at what point the corruption has gone far enough to apply dice modifiers in the tables above.

*Arrested Thieves:* Different campaign worlds, and countries within the same campaign world, have very different legal systems and degrees of punishment. If the guildmaster wants to try and get his followers back by paying their fine, this is acceptable unless the DM rules otherwise (e.g., the country is Lawful Neutral and very punitive, the attitude of the law is persecutory or hassling, etc.). The fine payable is variable. The base fine is 30 gp, but modifiers can readily be applied. If the thief is of 3rd or higher level, double the fine (he probably has a record). If the guild's activity level was pushy, double the fine. If the guild's activity level was aggressive, multiply the fine by five. Finally, roll 1d4 and multiply the fine by this figure to get a final sum.

This is a fair shorthand rule which many DMs will want to detail further for themselves, but for an averagely active guild in an average sort of game milieu (if there is such a thing) an average fine of 75 gp, or 150 gp for a seasoned criminal, is not so much to pay. The guild can afford to pay half the fine (part of running expenses) up to 250gp, but the guildmaster has to fork out the rest from his personal wealth. A guildmaster who gets a thief out of jail by paying the fine, or by busting him out, gains the confidence of his followers, who add +1 to their morale for the next month. On the other hand, if the

guild suffers a loss of several (3 or more) members there may be a morale drop of -1 or more (but the DM may waive this for large guilds).

**Guild Morale**

Unless there are special reasons to the contrary, the base morale for guildmembers will be 15 to begin with. If morale falls below this level, a morale check is called for. Failing the check means that 1d2 thieves leave the guild, to become freelancers elsewhere. This number can be modified. For each 2 points that morale falls below 14, add 1 extra deserter. If the 2d10 roll is 19 or 20 (natural; this is but a 3% chance), add an extra 1d4 deserters. Do not add alignment modifiers (for the PC) to these morale checks; standard morale checks (Table 16, *Player's Handbook*) give bonuses for being lawful/good and this is extremely implausible with thieves!

As an alternative, rather than leaving the guild, the thieves may put their grievances to the guildmaster, if a secret check against the guildmaster's Charisma is successful. They may ask for lower dues or cuts from their income, more resources from the guild, or as the DM determines. This is a fair step, if morale has fallen due to ill-fortune (arrests and other problems) rather than to the guildmaster having been reckless or careless.

If morale falls to 5 or lower, however, the guildmaster will be the subject of an open revolt and attempted putsch (and, at the DM's discretion, this may happen sooner if the PC is being cruel, arbitrary, reckless, or otherwise abusing his position).

**New Followers**

New followers may arrive, and a monthly check should be made for this. The chance is 10% for each 10 (or part thereof) thieves already in the guild—for example, a guild with 27 thieves has a 30% chance each month of attracting a new follower. Modifiers to this base percentage chance are shown in Table 26.

**Table 26:**
**MODIFIERS TO FOLLOWERS DICE ROLL**

Morale, per point above 15: +10%
Morale, per point below 10: -10%
Guildmaster's Charisma: +2% per point above 12
Society is Rich: +10%
Society is Wealthy: +5%
Society is Poor: -5%
Society is Very Poor: -20%

Whatever the final percentage chances, no more than two new thieves will arrive in any single month. New arrivals are 1st-level apprentices, with the usual chance for being nonhuman and possibly multi-classed. The DM may allow greater chances for new recruits if the guildmaster goes on a recruiting drive after the guild has been weakened by arrests or some similar misfortune.

**Special Events and Occurrences**

These are the annoying unforeseen happenings which make life far from boring for any guildmaster. Allow a flat 1 in 6 chance per month of one event (rolled from Table 27) to take place. The DM must be prepared to do some necessary work fleshing out the event, and may add his own occurrences to those in the table. If an event is irrelevant, then no special event occurs that month.

**Table 27:**
**SPECIAL EVENTS IN THIEVES' GUILDS**

| d20 Roll | Special Event |
|---|---|
| 1 | Senior Thief from next town defects to your guild, asking for protection, brings minor magic item gift |
| 2 | Randomly selected guildmember kidnapped by evil adventurers, ransom note dispatched |
| 3 | Freak success with burglary: Guild gets extra income (d6 x 100 gp) but a good fence is needed |
| 4 | Junior thief manages to acquire a "Police Snitch" |
| 5 | Deputy Guildmaster is diseased/ cursed/kidnapped/caught by the authorities |
| 6 | 1d3 dumb thugs offer services to the guild for a "retainer"; these fighters may be loyal, or are they stool-pigeons for some other organization? |
| 7 | Powerful NPC (a mage, perhaps) commissions tough break-in and burglary from the guild |
| 8 | Guildhouse is located by the authorities; 50% chance a junior thief finds this out before the raid. DM must do much work here! |
| 9 | Local assassins guild requests simple manpower help with a "little job" (that turns out to not so little . . .) |
| 10 | NPC specialist of some kind (mage/ thief, quartermaster, brilliant cat burglar) arrives and applies for guild membership |

| | |
|---|---|
| 11 | Randomly selected junior guildmember suffers accident which leaves him unable to thieve |
| 12 | Guildhouse is burgled!!! Brilliant NPC outsider gets away with valuables (as recorded)! |
| 13 | A mid-level thief, plus an apprentice, disappear; have they been kidnapped (no ransom), murdered, eaten by alligators in the sewers, *polymorphed*, plane shifted or suffered some worse fate? |
| 14 | Failed assassination attempt is made against guildmaster—by whom? |
| 15 | Thieves accidentally (or in panic) kill guards when committing robbery—attitude of the law will be persecutory (maybe gaining reinforcements) for next month |
| 16 | Novice thief leaves guild (family moving, marries girl/boy from next village, etc.) |
| 17 | Relations with Beggars' guild worsen (if good) or improve (if bad)—actions of junior thieves (as determined by DM) are instrumental in this |
| 18 | Burglary turns up magic item unusable by any guildmaster (for example, a clerical item)—the guild needs to trade it to get its value (with a temple) |
| 19 | 1d3 thieves beaten up and robbed returning from a burglary, reduce guild income by 25% this month |
| 20 | PC's identity as guildmaster is known to an outsider, who attempts to blackmail the PC (he has some physical evidence to back his blackmailing) |

## Blueprint Profiles

It's time to meet a select body of august personages from diverse thieves' guilds. The NPCs here are presented with fine-grain detail, and they can be used in several ways. They can be used by any DM as "off the rack" NPCs ready for play, they can be slightly

modified to suit the DM's ongoing campaign, or they can be used as an inspiration for the DM to devise his own NPCs along the same lines. These NPCs are also characters who will hold dominant positions in any thieves guild.

To give these NPCs a rounded, full character, each has been given a history and location within one of TSR's game worlds; Oerth, the world of Greyhawk, or Faerun, also known as the Forgotten Realms. If the DM does not wish to use these histories and locations, he can change them as he wishes, relocating the NPCs as desired.

*Stats:* Thief skill values listed include all bonuses from dexterity, race, non-use of armor, and magical items, as appropriate.

### Guildmaster Septien Selfareine, the "White Lily"

AC 1 (*cloak of displacement, ring of protection +3, boots of striding and springing*); T 10/ M 9; hp 32; #AT 1; Dmg by weapon type; Str 9, Int 17, Wis 16, Dex 17, Con 9, Cha 16; THAC0 see below; AL CG; SA quadruple damage on backstab, thief skills, *sword of dancing*, spells; SD thief skills, magical items (listed below), spells. Languages spoken: Common, no align languages, elven, gnome, halfling, thieves cant. Thief skills: PP 60, OL 80, FRT 75, MS 85, HS 80, DN 40, CW 70, RL 30. Experience Point Total: 212,465 (in each class).

**Spells usually memorized:** *charm person, feather fall, protection from evil, sleep, forget, invisibility, knock, dispel magic, fly, spectral force, dimension door, wizard eye, teleport*.

**Weapon Proficiencies:** dagger, longsword, short bow, shortsword.

**Nonweapon Proficiencies:** artistic ability (Wis; composition), disguise (Cha; double proficiency, checks at +1), etiquette (Cha), musicianship (Dex; stringed keyboard instruments).

**Combat Stats:** Melee: Base THAC0 16. Uses *shortsword +2, +4 versus dwarves* (THAC0 13/11, Dmg 1d6+2 (+4)/ 1d8+2). Also has *longsword of dancing*, THAC0 14 if hand-held, 16 if used in nondominant hand, 15 descending to 12 if used as a dancing weapon; Dmg 1d8 +1 to +4/1d12 +1 to +4.

**Combat Stats:** Missiles: Base THAC0 14. Uses *shortbow +1* (THAC0 12, ROF 2, Dmg 1d6+1) and has 15 *arrows +2* (THAC0 10, Dmg 1d6+3).

**Additional Magic Items:** *amulet of proof versus detection and location, periapt of proof versus poison +4, Nolzur's marvellous pigments (6 jars), rings of chameleon power and water walking, wand of secret door and trap location (52 charges).*

**Physical Details:** Age 37 (human equivalent approximately 28), height 5'11", weight 131 lbs, silver-blond hair, light blue eyes, very clear and somewhat pale skin, high cheekbones, long and slender limbs.

**Key Idiosyncrasies:** Septien has an infamous "ego signature," as explained below. He also has a real loathing of dwarves, and his shortsword is his most treasured magical item. He does not attempt to expel dwarves from his guild, but they do not advance easily, and Septien has even shopped one or two to the law by anonymous tip-offs.

**Cover:** Septien is a well-known and appreciated musician who gives well-attended public performances of his playing on harpsichord-like instruments.

**Guild and Leadership:** The Gryrax Guild has a complex/mix structure; the guildmaster co-rules with a ruling council of three. Septien's style of guildmastering is slightly weak (he shares power), just, and fairly populist (the council attends to general feelings within the guild and Septien listens to them).

**History:** Septien Selfareine is Guildmaster in Gryrax of the Principality of Ulek, of Oerth (in the World of Greyhawk). His identity as guildmaster is known only to the three members of the ruling council of this guild; he is known to everyone else as "White Lily." This pseudonym comes from a weakness he has for leaving a fresh white lily at the scene of his audacious burglaries.

Septien was born the illegitimate son of a minor female elven noble in Celene, where such a birth is no stigma. The half-elf's quick wits and skill soon brought him private training in magic from his doting mother, and he began adventuring early in life. The evils of the Pomarj, so close to Celene, offered ample opportunity for a mage to gain experience and prosper. But Septien's light-fingered talents found employment in the tolerant, liberal capital of Celene as well.

Septien made happy progress as mage and thief, all the while cultivating his social graces and musicianship. It took the ravages of a broken love affair with a haughty grey elf ballerina to drive Septien first to drink and then to exile. Septien grew lazy, fat, and depressed in the lands of Ulek, until the day his second love entered his life—the White Lily Diamond. Found in the Kron Hills, bought by the Prince of Ulek and exhibited at the Gryrax Palace of Culture, the heavily-guarded diamond was irresistible. Septien brought off a daring robbery, and left a flower behind; the origins of his name. He privately sold the gem back to the Prince for 25,000 gp, a fraction of its value, later. Septien does not want riches. He does not steal for the wealth. He steals for the joy of being skilled and smart enough to get away with it.

Septien avoided joining the thieves' guild for some years, but bumped into the acting guildmaster when the two decided to rob the same place at the same time. Septien was just putting his flower in place when the second thief arrived! The old guildmaster had just died, and to have the famous White Lily as guildmaster was a decision which unified the squabbling and divided membership and ruling council. Septien was drafted in, and somewhat regrets this. In truth, there is little burden on him, since the council makes all the day-to-day decisions and his freedom of action is little curtailed. But Septien regrets the day his identity was discovered. On the other hand, his increasing success as a musician (he is much in demand for concerts and as an accompanist) brings him good fees, public acclaim, and a steady rate of arrival of hopeful females at his secluded town house. There is word of his being made a Court Companion, the formal title given to an adviser to the Prince, who is thought to seek his views on elven and cultural affairs.

**Septien in Game Play:** As "White Lily," Septien is the classic mystery figure. PCs may have a wild range of adventures trying to find him, stop his robberies, foil his schemes, etc. Putting PCs up against an enemy who will only wish to outsmart them, and will never kill unless he is forced to, will make a nice change of atmosphere. A medium-level thief needing training in Ulek might find that only Septien can train him, and part of the guildmaster's terms might be that the PC will have to find him first! Given his concerts, his liking for female company, and his activity as a mage (although he is not a member of the Mages guild of Ulek), there are several ways in which PCs can meet Septien while, at the same time, hunting the infamous White Lily!

**Tactical Notes:** With his amulet, Septien is almost impossible to scry. Adding his *ring of chameleon* power to his thief skills makes this no easier. His major advantage is his amazing ability to get into and out of places, and with spells such as *wizard eye* he does his best to scry places in advance. *Nolzur's marvellous pigments* are ideal for getting into places (hey presto! a door!) if Septien's half-elf skill and wand don't find the secret doors.

Septien does not use aggressive, damaging evocation-type spells and the like if at all possible. He prefers subtlety and guile, and a spell such as *spectral force* to cover his escapes (using *teleport* to his villa in dire necessity). Septien is not strong and has few hit points, and so he will avoid melee combat if possible. If he must fight, unleashing his *longsword of dancing* while he fights with his magical shortsword can make him quite formidable. However, his *cloak of displacement* makes it virtually certain that he will be able to escape at least a first blow in melee, and he often takes advantage of this to *teleport* (or *dimension door* if he has this spell memorized, having scried in advance with *wizard eye*) away. His magical boots also enable him to make fast escapes.

**Guildmaster Tulmara**
**Zir Bharann,**
**"Cruelty's Mask"**

AC -5 (*bracers of defense AC3, ring of protection +2, cloak of the bat*); MV 12 (15 as bat); T 16; hp 62; #AT 1; Dmg by weapon type (+6 with *gauntlets of ogre* power in melee); Str 9 (18[00] with *gauntlets of ogre power*), Int 16, Wis 12, Dex 18, Con 15, Cha 15; THAC0 see below; AL NE; SA quintuple damage on backstab, thief abilities, *cloak of the bat*; SD thief skills, *necklace of adaptation, cloak of the bat, rod of alertness, ring of free action*. Languages spoken: Common, Thieves Cant. Thief skills: PP 25, OL 95, FRT 95, MS 95, HS 95, DN 90, CW 95, RL 65. Experience Point Total: 1,432,155.

**Weapon Proficiencies:** dagger, hand crossbow, longsword, quarterstaff, short bow, short sword.

**Nonweapon Proficiencies:** Appraising (Int), Disguise (Cha), Jumping (Str), Lip Reading (Int; double proficiency, +1 to checks), Rope Use (Dex), Tightrope Walking (Dex).

**Combat Stats:** Melee: Base THAC0 13. Usually uses gauntlets of ogre power together with longsword +2, +4 versus Good-aligned creatures in dominant (right) hand; gives THAC0 8, 6 versus Good enemies; Dmg 1d8+8 (+10)/ 1d12+8 (+10). Also possesses dagger of venom used in secondary hand; THAC0 11**,** dmg 1d4+7 (+9)/1d3+7 (+9) plus special (lethal poison).

**Combat** Stats: Missiles: Base THAC0 10; uses *short bow +1* (THAC0 9; ROF 2; ranges 5/10/15; Dmg 1d6+1) and also has normal hand crossbow (THAC0 10, ROF 1; ranges 2/4/ 6; Dmg 1d3/ 1d2).

**Additional Magic Items:** *Bag of holding (250 cu. ft. capacity), censer of summoning hostile air elementals, oil of etherealness*, other minor magical potions (*ESP, healing*, etc.) as desired by the DM.

**Physical Details:** Age 38, height 5'5", weight 107 lbs., short-cut curly black hair, very dark brown eyes, tanned olive skin, dark complexion, ear-lobes virtually absent.

**Key Idiosyncrasies:** Tulmara suffers periodic blackouts, about once a month, each

lasting 1d8 hours. She is wholly amnesic for what happens during this time. In her conscious personality, her most striking feature is her dead-eyed, emotionless mask of a face when listening to others.

**Cover:** Tulmara is well-known as a merchant, dealing in staple commodities. Cloths, foodstuffs, and livestock are her major business interests. She has many people working for her and is rarely seen herself; this is not unusual in her homeland.

**Guild and Leadership:** The Zazesspur thieves' guild has a traditional single-guildmaster leadership. Tulmara's rule is strong, cruel, and despotic.

**History:** Tulmara Zir Bharann is Guildmaster of thieves in the city of Zazesspur, one of the "Big Four" cities of Tethyr in Faerun (see FR3, *Empires of the Sands*, for some further details on Zazesspur). She rules tyrannically over a large guild in this trade city, with some 140 thieves who are full-time members of the guild.

Tulmara was born into opulence. The Bharann family is one of the older, more important ones in Zazesspur, and Tulmara received an extensive training in commerce and merchant life when young. Her naturally greedy and selfish temperament was exacerbated by being spoiled as an only child, and made more strident by this early coaching in personal greed. Her physical brutality, however, is something of an oddball characteristic, perhaps a throwback to her great-great-grandfather. Old Sulmair Bharann suffered fits of maniacal violence, but Tulmara's brutishness is more coldly controlled. Her gauntlets of ogre power aid her considerably in this respect; if she strikes or flails someone, they know they've been hit! Importantly, Tulmara has never picked a pocket in her life. Such vulgar street crime is beneath her.

Soon after poisoning her parents to advance her inheritance, Tulmara began thieving. From her commercial work, she learned of the activities of other merchants, and began to plan and execute robberies of their premises. Expanding into blackmail and kidnapping, she was recruited into the thieves' guild by an early paramour, Arkail Rhassan. These two became rising stars in the guild, arranging for the old guildmaster to have an "accident" and then taking over the Guild themselves. The Guild prospered, and became wealthy; the junior thieves and apprentices, subjected to harsh discipline, could accept it if the rewards were good. And they were.

Arkail was killed, murdered by an assassin; Tulmara has not been able to find out why (it was on the orders of the Shadow Thieves of Amn, who feared the rise of the Zazesspur Guild). Since this time, Tulmara has become more withdrawn and harsh, more cruel and evil, and more paranoid; the killing destroyed what little humanity remained in her. Now she strengthens the guild, and indulges herself in a few big heists, to pass the time; her heart is empty, her zest for life almost wholly gone. Her odd nickname in certain quarters—"Cruelty's Mask"—comes from a middling-rank guild member who knew of her cult sympathies (see below), contrasting them with the lifeless persona and deadpan facial expression of his Guildmaster.

Tulmara is a devotee of Loviatar, and attends secret ceremonies and rituals of that faith. She rules her guild absolutely, and she rules it through fear. She respects only force and power in other people; intelligence, wisdom, and other gentler qualities are held for nothing. She has the force to back her cruel edicts, and while the Guild juniors suffer—and no few flee the land—the fear of her is so widespread that she stays in control of her guild, at least for the time being.

In Zazesspur, there are some notable political intrigues involving royalists of various

persuasion (see *Empires of the Sands*). Tulmara doesn't get involved in this; and allied with her guild's predominant preying on outsiders and foreigners, this has allowed the Zazesspur guild (and Tulmara) to grow strong and powerful without the authorities getting too fearful.

**Tulmara in Game Play:** Tulmara makes for excellent intrigue adventures, and is a good nemesis figure if crossed (paranoids always fit the bill on this count). It may take the PCs many adventures even to realize she is at the center of activities they are fighting against. It should be very hard to find her, even harder to pin her down and overcome her. PCs might be terrorized by Tulmara's servants, hired to recover someone kidnapped by her, paid to act as bodyguards or couriers who are later attacked by thieves instructed by Tulmara, and the like. Tulmara strikes ruthlessly at those who thwart her, and since the scope of her operations is very wide, she can be thwarted in many ways!

The key element is always to make PCs work hard to get closer to the identity of their nemesis. Tulmara's identity as guildmaster is known to few, and the familiar working up the ladder from apprentices or thugs, to middle-rank people, and then closing in on the heart of the operation should be the PCs' goal. Even then, gaining any proof of Tulmara's activities should be very difficult.

**Tactical Notes:** Tulmara's own lair is protected by her *rod of alertness* (used as a magical alarm) and by her *censer of summoning hostile air elementals* which is used as a trap (opening a certain door causes a lever to fall, oil to pour along a narrow channel and be set alight, and then the oil runs into the censer, lighting it). Other magical alarms (*magic mouths* and the like) and numerous mechanical traps are present. A permanent *stinking cloud* in a corridor leading direct to her personal chamber can be bypassed by her with the magical necklace she wears, but could be a problem for PCs! Tulmara favors the use of many secret doors in her personal lair, below her private villa.

In combat, Tulmara always uses the sneak backstab when she can, but is not scared to slug it out toe-to-toe even with a plate-clad warrior. With her armor class and her magical gauntlets, she is a fearsome fighter. Her escape routes (notably *oil of etherealness* and her magical cloak) are important, likewise her protections against certain attack forms (the *ring of free action* makes her immune to *hold* spells, the *necklace of adaptation* protects against gases, and so on). Tulmara often spies on people in the form of a bat, and the powerful webs she can cast from her cloak of the bat don't affect her (*ring of free action*). Tulmara has a fortune stashed away in various business premises, and can summon up a bunch of thugs to attack her enemies at very short notice, both guildmembers and hired mercenaries.

### Quartermaster
### Marmel Raveiz

AC 7 (unarmored) or 4 (*leather armor +1*); MV 12; M 4/ T 8; hp 26; #AT 1; Dmg by weapon type -1 (usually 1d4+1/ 1d3+1 with dagger +2); Str 7, Int 17, Wis 14, Dex 17, Con 11, Cha 10; THAC0 18 (16 with *dagger +2*); AL N; SA triple damage on backstab, thief skills, spells; SD thief skills, *ring of blinking, ring of immunity to enchantment* (see below), spells. Languages spoken: Common, thieves cant. Thief skills: PP 45, OL 45, FRT 30, MS 40, HS 40, DN 45, CW 70, RL 70 (skill values not adjusted for armorless state). Experience Point Total: 12,045 (as mage), 94,130 (as thief).

**Spell books** (usually memorized spells in bold): *cantrip, charm person, **detect magic**, friends, **hypnotism, identify**, message, protection from evil, spider climb, unseen servant; alter self, detect invisibility, **ESP**, forget, invisibility, **know alignment**, magic mouth, rope trick, scare, wizard lock.*

**Weapon Proficiencies:** dagger, longsword, quarterstaff, one unlearned.

**Nonweapon Proficiencies:** Appraising (Int; triple proficiency, all checks at +2), forgery (Dex; DM may use Int for detecting other people's forgeries), heraldry.

**Additional Magic Items:** *bags of holding (2 x 250 cu. ft., one of 150 cu. ft., one of 70 cu. ft.), wand of identification with 44 charges* (see below).

**Physical Details:** Age 41, height 5'8", weight 132 lbs., long and lank stringy fair hair, green-blue eyes, weathered pale skin, slightly hooked nose, long fingers with knobby, large knuckles.

**Key Idiosyncrasies:** Marmel has a paranoid belief pertaining to servants of a long-dead master seeking him out to kill him, as explained below. More mundanely, he has an inordinate fondness for humbugs and will cheerfully suck his way through a large bag of them given the chance. As a result, most of his teeth have fallen out, and his speech contains many breezily gumless sibilants.

**Cover:** None; Marmel spends his time in hiding; see below.

**Guild and Leadership:** The Monmurg thieves' guild has a complex/mix structure—specifically, it has a ruling council (of 4) elected by allegedly democratic elections from the guild membership for 7-year terms. The leadership style of this council is strong, just, and populist. Marmel isn't much affected by all this, because he doesn't get involved in guild politics and council members (of whatever persuasion) appreciate his loyalty and usefulness to the guild.

**History:** Marmel Raveiz is quartermaster of the thieves' guild in Monmurg, capital city of the Hold of the Sea Princes in Oerth (see World of Greyhawk for some additional details). He keeps the magical items the guild possesses as a group, stocks of specialist thief equipment, and ledgers and accounts of the guild (membership dues and the like). These are all retained in his *bags of holding*. Marmel is not an expert fence, although he may use his Appraising proficiency to purchase and check items for the guild.

Marmel began life as an apprentice to a Furyondian mage, and had to suffer ill-treatment as the mage developed an insidious form of insanity. His master refused to allow Marmel to make his own way in the world, but the unfortunate apprentice got his chance when the mage was forced to accompany a Furyondian naval foray against some of the declining piratical force of the Sea Princes. Their ship was sunk, and Marmel took the opportunity to kill his hateful and cruel master, grab a couple of travelling spell books with low-level spells, and *levitate* to safety. The pirates decided to capture him rather than shoot him down, their own flying mage bringing down the unhappy apprentice, and Marmel became a reluctant pirate.

As piracy declined in the Sea Prince's lands, Marmel stayed with bad company in the form of thieves. His magic helped them, and they trained him. Marmel got safety and obscurity, staying in the guild house, in return for learning the skills of the thief. Marmel was very fearful that his old master might have been raised; his mage's guild might come looking for him; the old mage's relatives might come for him; in short, obscurity suited Marmel perfectly. It even overcame his fear of going robbing by night, and Marmel began an adventuring life anew as a thief, not wanting to work further as a mage, lest

those he feared would be looking for a hapless young mage should find him and punish him for killing his master.

Marmel is not now an active, adventuring thief. He is too valuable to the guild to be allowed to risk this. Happily, he has retired to a life of quartermastering. He maintains and administers the finances of the guild, and shepherds supplies and magical items for use by guild members. The availability of supplies is always good, due to Marmel's lines of supply and meticulous checks on his stocks. He also evaluates items brought in to the guild house by thieves, who must pay a 10% flat tithe of all earnings to the guild. Marmel's tripled Appraising proficiency makes him highly valuable in this respect. He routinely uses detect magic on anything which looks even remotely interesting. He can use an identify spell, and also has a wand of identification (duplicates the effects of an identify spell, with no Con loss to the mage) if several items turn up at once and the "owner" is in a hurry for any reason (he is reluctant to use his wand, since he can't recharge it, and charges 150 gp per charge for this service). If he is curious or suspicious about a guild member, or a seller to the guild, he will use investigative spells (or hypnotism) to learn more.

Marmel is a gentle enough soul, rather other-worldly at times. He likes a spot of haggling, although it's almost impossible to get the better of him. He has a strange fondness for heraldry, and may purchase items with unusual heraldic design for himself. He has a modest fortune from his own thieving days, and is paid a good salary by the guild. He rarely leaves the guild house, and when he does it is in the guise of a merchant's clerk (often accompanied by a guildmember who has a cover identity as a merchant).

**Marmel in Game Play:** Meeting Marmel is obviously easiest for guildmembers. They pay their tithes to him (10 gp per year for an apprentice, 50 gp per level per year from others to a maximum of 500 gp), may bring items to him to be valued, and come to him for supplies, or even the loan of magical items. Non-guildmembers can meet him for the sale or exchange of items, come across him at a sale of heraldic items, in an antique shop, or even possibly for training (for thief PCs)—at a very steep price!

A major role for any quartermaster is as a source of supplies. The DM can use a quartermaster to introduce new equipment items (the guild needs cash and the quartermaster is on a sales drive). "Hot" magic items (e.g., a sword with a non-erasable and unique design feature) can be sold to the quartermaster. New magic items could be had for sale (rarely), or exchange (more likely), or even borrowed for a security deposit. The DM should arrange these practicalities as he sees fit. You don't need tables of random determinations; you should use a quartermaster to bring in pet ideas, items you think are nifty, as you want to. Marmel has placed a *magic mouth* on each of his bags of holding, of course, so that if anyone other than him even touches them the magic mouth will scream out, "Get your paws off!." Of course, maybe after all these years a relative of the Furyondian mage wants to know where the apprentice who killed his uncle (say) has gone with those spell books, and the PCs are hired to do the job. Who would expect to find him in a thieves' guild??

**Tactical Notes:** Marmel is protected against undue influence. His *ring of immunity to enchantment* makes him immune to enchantment/charm spells of 4th level or below. His *ring of blinking* helps to protect him. Marmel isn't much of a fighter, and the guild will usually have some bodyguards with him in the event of major transactions or trips into the outside world. Marmel does not take his *bags of holding* outside the guildhouse with

him!

**Durdlan Silverpalm,**
**Master Fence**

AC 4 (dwarf-sized *leather armor +2*); MV 9; T 5; hp 28; #AT 1; Dmg by weapon type +1 (usually 2d4+2/ d6+3 with *broadsword +1*); Str 16, Int 15, Wis 11, Dex 16, Con 16, Cha 11; THAC0 18 (17 with magical sword); AL N; SA triple damage on backstab, thief skills; SD thief skills, 60' infravision, *rings of mind shielding and invisibility*. Languages spoken: Common, dwarf, gnome. Thief skills: PP 40, OL 40, FRT 50, MS 15 (95+*), HS 30, DN 45, CW 50, RL 15. Experience Point Total: 19,620.

**Weapon Proficiencies:** dagger, broad sword, quarterstaff.

**Nonweapon Proficiencies:** Appraising (Int; double proficiency, checks made with +1 bonus), Forgery Detection (use Int), Gather Information (Int).

**Additional Magic Item:** *Boots of elvenkind**.

**Physical Details:** Age 144 (human equivalent 52); height 4'4"; weight 162 lbs; long wavy black hair, thick beard plaited with gold threading, very large hands with thick, sausage-like fingers, strikingly bad breath.

**Key Idiosyncrasies:** Durdlan has an amazing number of pet animals and is very fond of them. He does use them to smuggle things inside and to send messages with, but he also simply likes animals a great deal. In cages in his back yard, attic, etc., he has pigeons, ferrets, guinea pigs, chickens (Durdlan likes omelettes), hamsters, a sleek black rat named Nasher which does tumbling tricks, small black rock lizards, and a pair of small flightless birds from Nesme which are brightly colored and awesomely stupid. Nasher is often in Durdlan's waistcoat pocket or in the kitchen hunting scraps (PCs are warned not to eat any of Durdlan's omelettes or anything else prepared here). Durdlan also has a horrible collection of pottery and ceramic halflings in a large glass-fronted display cabinet.

**Cover:** Durdlan has a primary cover and a secondary cover; this is a complex business, explained fully below.

**Guild and Leadership:** The thieves' guild of Mirabar is ruled by a single guildmaster, whose style of rulership is strong, moderately cruel, and moderately despotic. Durdlan operates independently of the guild, and is a consultant to them, so this doesn't unduly trouble him.

**History:** Durdlan Silverpalm is a fence who works closely with the thieves' guild of Mirabar in the northwest of Faerun (see FR5, *The Savage Frontier*, for details). The guild here is small—some 25-40 thieves at any given time will be in this large city—but trade through Durdlan is brisk. Durdlan owns a couple of moneylender and pawnbroker shops, and lives in a small terraced house in a street of granite houses all occupied by dwarves (there are some 4,000 dwarves in Mirabar). His primary cover is as a moneylender, and his family has long been engaged in this trade, hence their surname. Other family members are moneylenders, pawnbrokers, and locksmiths, and Durdlan has a share in several of these, including his brother Glengar's famous Rig-A-Mortice locksmith's shop. Durdlan thus has a primary cover as a moneylending small businessman.

Durdlan also has a secondary cover, a screen cover. He has been seen in disreputable company in Mirabar once too often in his 144 years, and the wily dwarf realizes that he

cannot escape the scrutiny of the law all the time. So, Durdlan runs a small numbers racket (illegal and unlicensed gambling) betting on various events—rat races (literally), ship sailing rates and arrival times and the like. The authorities thus know that Durdlan is a bad sort, but believe that he is just a small-time gambler and thus don't bother him much. Durdlan's screen cover (a petty crook to cover for his real big-time crook identity) works perfectly. The thieves Durdlan meets now and then in back alleys (seen by the agents of the authorities) also see the dwarf in the reinforced cellars of his home—unseen by the authorities. There, they bring goods for sale and trade.

Durdlan's primary specialty is gemstones and jewelry. Appraising such items, Durdlan is 95% likely to have an accurate estimate of their value. His secondary specialty is barbarian relics and icons—items of antique nature, religious significance, or exceptional workmanship. With such items, from the Uthgardt barbarians of the north, Durdlan is 90% likely to estimate their value correctly. With all other items a standard Appraising test (Int+1, roll 16 or below) is made. When he is wrong, allow him an Int test. If this is made, he knows his estimate is uncertain and he will state a value some 50% of his original estimate. An incorrect estimate will be from 10-40% above the true value or 10-50% below it (perceived value= 50% of actual value, plus dice roll x10%. A roll of 0 is taken as zero).

Durdlan offers a percentage of the true value of a hot item to his supplier. This is usually approximately 30-50%, depending on the "hotness" of the item, its absolute value (it is harder to sell very pricey items in many cases), the Charisma of the seller (no more than +4% for this), and the like. If the DM is very uncertain, simply offer 30+1d20%.

Durdlan can dispose of hot property fast because he has connections with many merchant families in Mirabar who aren't too fussy about where their secret treasures come from. Indeed, the strongly competitive nature of these families means that they are often eager to have better relics and treasures than other families, or even to steal their rivals treasures and enjoy them in illicit secrecy. One of Durdlan's favorite memories is of selling a sapphire and emerald brooch from Evereska to five different families, for ever-increasing profit margins, within the space of a single year, as each family in turn commissioned thieves to steal the item from their neighbors. Durdlan made sure that when the brooch was secretly held by one family, the next rival along the social line got to hear of it.

Durdlan has many friends in the dwarven merchant community who regularly dispatch wagon trains to Luskan on the coast. These caravans rarely get thoroughly searched; the guards have scruples which are alcohol—soluble provided a few gold coins are put their way. This access to a major coastal port (where again the customs guards can easily be bought off) gives Durdlan the chance to sell his goods for export, where their identity as stolen goods will not be known.

Durdlan is also ready, for a fat fee, to trade in human cargoes. That is, he will conceal people in his home (locking them into a cellar), and smuggle them out of Mirabar (usually in barrels or boxes bound for Luskan). Durdlan is believed to have helped one or two assassins in this way in his time.

**Durdlan in Game Play:** Durdlan has only a handful of contacts from the thieves' guild, almost all dwarves. He never trusts elves (he denies vehemently that his *boots of elvenkind* are anything of the sort, claiming they are boots of silent dwarfcraft) and he avoids direct contact with almost anyone, working through intermediaries. He will try to

stay invisible during a meeting if he can. He certainly doesn't like the location of his home being known.

Durdlan is a fine fence to sell many items to, and he rarely attempts to swindle his customers. He is the person to see for a fast escape from the city. He is also a moneylender, of course, and can be encountered in that guise. His love of animals or bizarre fondness for ceramic halflings could also be exploited to bring him into contact with PCs (not necessarily as a fence).

Durdlan also has connections; in wealthy merchant families, the thieves' guild, other merchants, the dwarven community, an assassin or two, and amongst officers, guards, and similar men who will look the other way if enough gold is put in their pockets. If Durdlan can't do something for a paying customer, the odds are that he knows a man who can. This makes him a very versatile walking game mechanic for any DM.

# Chapter 5: Tools of the Trade

## Equipment for the Thief's Skills

*Zondervan leaned away from the thick oaken door regretfully. "I can't hear a word of what's being said in there," he said miserably. His mentor Raimen smiled at him and reached into the voluminous folds of his robe. Hardly the time for a conjuring trick, the miserable apprentice thought. But Raimen swiftly flourished a polished bronze hemisphere topped with a cone, the open surface of the hemisphere wrapped about with a thin metal mesh. With only the hint of a flourish, he placed the end of the cone to his right ear and leaned closer to the door, gently placing the mesh-covered surface to the wood. A smile with just the slightest hint of smugness beamed from the older thief's face.*

*"Try again," Raimen urged his apprentice. Zondervan craned his neck closer and placed the cone against his own ear. Now he could hear the Guildmaster's voice—faintly, to be sure, but the words were clear enough . . .*

*"Just one thing, Master," Zondervan said in a newly-respectful tone on the way to the Footpad for an ale, "what is the wire mesh for?"*

*"To keep the ear seekers out, of course." Raimen said mildly. "The Guildmaster is very fond of using them as a defense against snoopers."*

*"But—but before you gave me the listening cone I . . . I tried to listen anyway, I placed my ear against the door . . .," cried the apprentice, suddenly aghast.*

*"Indeed you did," Raimen replied coolly. "Better nip off and see the clerics for a* cure disease *spell. I get ten per cent of their fees in such cases, you know. See you later, I trust . . ."*

A wide variety of special equipment items are available for thieves if they know where to look for them. This chapter details many such items. Many of these will be specific to particular thief skills and are listed for each skill. The use of lockpicks with the Open Locks skill is an obvious example. there are also many miscellaneous items which thieves are particularly likely to find useful in their work, and there is a full listing of these items also. A tabular summary of likely prices and encumbrance values can be

found at the end of this chapter.

All this isn't to say that only thieves should be allowed to use the items detailed here, of course. In some cases, other characters cannot use these items effectively. Lockpicks are useless for picking locks in the hands of anyone but a thief, for this skill is specifically (and exclusively) a thief skill. many other items do not necessarily have such restricted use. For example, the use of tar paper (see below for a full detailing of this) could potentially be useful for characters other than thieves. But such an item is particularly likely to be encountered in the subculture of thieves, and to be used by them when going about their nefarious activities. Also, taking a lively interest in equipment items which assist stealth, concealment, silent break-ins to places where you shouldn't be, and suchlike is naturally part of the role-playing of thieves. Brave, hardy warriors and pious priests really shouldn't be interested in such matters!

In the full equipment listing below, it is entirely for the DM to determine whether certain items may or may not be available in the campaign world. For example, as noted in the *Player's Handbook*, combination locks may well not exist in a world based on medieval times, and thus the use of a small listening cone to assist in opening such locks would be irrelevant in such a game world. Then again, certain items may well be available but not openly so. Only from shadowy, illegal sources and suppliers will such items as lockpicks be available. Availability of many items will depend on the nature of the society the thief operates within, as detailed in the chapter on Guilds.

Since the items detailed below are not included in the *Player's Handbook*, they can be introduced to PC thieves in different ways. Going on a job with an NPC thief who uses one or two specialty items is one way of educating a PC thief. A second possibility is regular attendance at the informal "seminars" of the Thieves' Guild—make that PC go back to high school! A third possibility is during training; part of a thief's training by a higher-level thief may include being told about a small number of items relevant to thief skills. If the PC is allocating a large slice of his 30 percentage points for improving one skill (often the case), then information about 1d3 items relevant to the use of that skill and also 1d2 miscellaneous items can be regarded as part of what the PC is paying for during his training. A fourth and final possibility—an entertaining one—is that the PC hears about such items from popular stories and tales concerning a legendary master thief NPC in the campaign world, or even from overhearing some officers of the law discussing such matters at the next table in the tavern!!

## Skill Modifiers

Many equipment items detailed below will be stated to give a modifier to the chance for success for a skill check. The skill modifiers should be treated as suggestions only, although for game balance it's probably best not to give bonus modifiers to a thief much greater than those suggested. In any event, a central rule which always operates is that the maximum chance for success after all modifiers are applied (for race, dexterity, conditions, equipment, etc.) is 95%; a "natural" roll of 96-00 on d100 always fails!

You might also wish to allow an analogous 1% chance for success—a natural 01 always succeeds, regardless of modifiers. The poor 1st-level thief trying to pick a masterful-quality lock in the dark with improvised lockpicks rolls—01! He's done it! The lock clicks open . . .

In some cases, different items of equipment may each add to some chance for success when climbing walls, opening locks, etc. In the case of nonmagical items, a general rule should be that no more than a total of +20 can be added to any chance for success in such a skill test, no matter how many items are employed to assist the thief's natural talent. The DM may also not allow additive modifiers if items have a similar function. An obvious case would be the use of climbing daggers and spikes for assisting the climb walls skill; the thief could not add the individual modifiers for these two equipment items together and claim an extra bonus, since they both do the same thing (although they have important, individual, additional uses).

## Picking Pockets

This skill is usually practiced by simple manual dexterity and swiftness. Even so, there is a small number of simple items which can help the thief in this art.

### Arm Sling

This is simply a cloth sling; the thief wears it to appear as if he has a broken or injured arm, and speedily withdraws his hand from it for the pocket-picking attempt.

This actually reduces the chances of picking pockets by 5%, but the payoff is that the chances for being discovered are halved (but a natural 00 on d100 always means discovery). This reflects the fact that people simply do not expect to see a man with a broken arm picking pockets and the expectation determines the perception. The use of this unusual strategy is only useful—but it is really useful here—when the priority is not to be discovered, rather than to be sure of success. A thief working in a city where he is not a guild member, or one where legal penalties for picking pockets are very harsh, might favor the use of this ruse.

A thief obviously cannot use this ruse for an extended period of time in the same place (save possibly by posing as a beggar). There is a limit to how long an arm can plausibly need for healing, after all.

### Mini-Blade

This is a generic term for a very small (and usually very sharp) blade which can be held (with care!) between the fingers or in the "edge of the hand". A very sharp coin-edge, filed down, can be used in this way, and has the advantage of being readily available. A more sophisticated (and rarer) version is the razor ring, a hollow signet ring with a flip-top and a very sharp blade within.

The mini-blade is used to cut a soft container—most obviously a purse or pouch—so that the thief can get at what's inside it. It is the most effective technique for getting at coins, gems, etc., inside a purse with drawn and tied strings. With a mini-blade the thief only has to make a simple pick pockets roll to effect the larceny. If the thief has, instead, to try to open the purse strings and then extract what's inside because he has no mini-blade, this needs two pick pockets rolls for success (one to open the purse, one to get at the goodies)—and two rolls for being observed, as well!

# Opening Locks

## Lockpicks

These are essential for the thief to use this skill at anything like his "natural" ability level. It is these items which are listed in the *Player's Handbook* as Thieves' Picks, costing 30 gp. They are usually short lengths of rigid wire and flat, narrow plates of iron or steel, especially designed and made for dealing with locks, and there will be a dozen or so to a set. They will be supplied either on a ring (like keys) or in a cloth or leather wallet which unrolls. These items will never be freely available on the open market.

## Improvised Lockpicks

Lockpicks are made for the job, but it is possible for a resourceful thief to improvise a lockpick from a length of wire, a hairpin or hat pin, or some similar ready-to-hand item. Obviously, this will never be anywhere as good as the specially-crafted item, but it's better than nothing. As stated in the *Player's Handbook*, a penalty of anywhere from -5 to -60 can be applied to the use of such improvised lockpicks. The following suggestions are given for the DM to select within this range.

To create improvised lockpicks the thief must make an Intelligence check, modified (positively!) by his experience level—reflecting the resourcefulness greater experience brings. If this check is successful, the improvised items can be used with a penalty of -5 to -30 (1d6x5) to the open locks roll. If the modified Intelligence check is failed, the thief can bodge up something, but it is a feeble effort—the penalty is -35 to -60 (1d6x5, +30) for the Open Locks attempt. Locks which are of Masterful quality, however, cannot be opened with improvised lockpicks (unless the DM allows the 01=success rule here).

**Critical Failure:** When opening locks, either with lock picks or with improvised lock picks, the DM may rule that on a skill check roll of 96-99 the tool snaps but can be wangled out of the lock if a Dexterity check is made; on a roll of 00 the snapped tool is wedged in the lock and cannot be removed (save for disassembling the whole lock!).

**Special Rule, Combination Locks:** The DM may wish to allow the existence of these complex locks in his campaign world. If he does, then such locks are always of Superior or Masterful quality. As an optional rule, a thief who makes a successful detect noise roll when trying to open such locks can halve the usual negative modifier to his skill for such formidable locks, as he is able to detect the sound of tumblers falling!

## Acid

If a thief is faced with a lock which his best efforts cannot pick open, metal-eating acid is one alternative. Such acids will eat through locks if the locks fail a saving throw (for metal) vs. acid (this save is 13). If the save is made, the lock cannot be opened, but it will be ruined (and unopenable!) if a second save (metal vs. acid) is failed. Use of such acid is difficult and avoided by most thieves, for various reasons.

Use of metal-eating acids is difficult because only acids of great strength will do the job effectively. The DM should greatly restrict the availability of such acid; acids of the strength of black dragon acid and thessalhydra acid (possibly also giant slug spittle) are among the few known effective metal-eaters. Thus, availability is very low (and cost very

high).

Thieves usually avoid such acids in any event. First, the acid is very hazardous to carry. While it may be contained in glass containers (and possibly ceramic), such vessels are fragile. Imagine falling down a pit and hearing the sound of breaking glass as double-strength acid begins to seep through clothing and over one's back . . .

Second, if the acid does not do the job it may ruin the lock and any hope of opening it in another way, as described. Third, it is a calumny on the professional reputation of a thief to have to resort to such means as acids!

### Chisels

A thief may attempt to force a lock open with a lock chisel and a small hammer. This is not really a highly skilled activity, and the DM might consider extending this to non-thieves. The base chance for success is equal to the open doors percentage (which is Strength-based, of course). A thief may add one-fifth of his open locks chance to this base chance—knowing something about locks does give a slight advantage here. Obviously, forcing a lock is a noisy activity and any hope of subtlety and surprise evaporates with the first blow.

### Cutters, Files and Hacksaws

These instruments may have to be resorted to if a thief cannot pick a lock, but thinks he has the time to try these desperately slow methods for bypassing the lock. With a file or hacksaw blade the thief can try to saw through the lock apparatus; a pair of small wire cutters may also be useful for disabling some part of the internal mechanism. Usually, only reasonably small locks can be cut through in this way. It may also be possible for the thief to cut around a lock with a hacksaw blade.

Again, use of such instruments is often fairly noisy (although nowhere near as noisy as using a lock chisel). The main drawback to cutting through or around locks is that it takes a very, very long time.  in most cases the attempt will be certain to succeed, unless there are special circumstances—e.g., the thief has only one small rusty file and the lock is a huge combination lock device!

### Magnifying Glass/Lens

At the DM's discretion, using such an item to inspect a lock may add 5% to a thief's chance to open the lock. This only applies if the thief has some element of the lock apparatus exposed to his view—if he can see something of the inner workings of the lock.

### Oil and Funnel

Some locks may grow rusty with age and disuse, and be harder to pick than new locks of the same quality of make would be. Seasoned thieves know only too well that the locks of doors in dungeons are all too often of this sort. The DM may apply modifiers (-5,-10, etc.) to the open locks chance for such doors as he sees fit.  rusted and even fairly dirty locks may have a little light oil applied to their insides, usually with the use of a

long-necked funnel (and maybe with a short length of rubbery tubing on the end of that). The negative modifier may itself be negated, in whole or in part, by such lubrication. It takes 1 round to apply the oil and 5-10 (d6+4) rounds for the oil to have its effect on the mechanism.

Of course, using oil to lubricate a lock helps the thief to open it silently. If the DM wants to make a silent movement check for lock-picking, it should be made at +10 if oil is used. Oil is also useful when it comes to rusty door hinges in this context.

### Time Scales

Picking a lock takes 1d10 rounds, as stated in the *Player's Handbook*. If the thief has no lockpicks or is using improvised lockpicks, this duration becomes 1d20 rounds.

Other ways of bypassing locks take rather longer. Using a lock chisel and hammer takes one turn; metal-eating acid takes 3d6 rounds; cutting around a lock takes 2d6 turns (assuming that the door is a wooden one of average thickness); cutting through a lock takes 3d6 turns. The DM may roll randomly for time needed, or may select a value within the range shown which reflects the quality and size of the lock. Size will most affect acid and cutting round a lock, whereas quality will affect cutting through a lock, as regards time needed.

## Finding and Removing Traps

Because the nature of traps can vary, a wide range of equipment might conceivably be helpful on different occasions; a magnifying glass, for example, might help with concealed traps. There are many items for which a DM might allow a +5% modifier to the find/remove traps roll. This needs a DM decision on a case-by-case basis. There is one exception: lockpicks, which are important in a wide range of cases.

### Lockpicks

These may be considered as necessary for discovering small traps which are affixed to locks. Without them, the thief cannot use his find traps skill nor his remove traps skill for dealing with such traps. Improvised lockpicks have a -30 penalty to both skill rolls. The kind of traps involved here are small poisoned needles inside drawers or coffers; spring-triggered poison dart traps inside containers; and so on.

## Moving Silently

### Footpads

These useful equipment items have even had a type of robber named after them, of course. Footpads can be improvised from rags or cloth tied to the feet, or built into footwear—the latter obviously negates any risk of cloth falling off!

Footpads are not considered standard equipment worn by the thief because of the disadvantage they have. Their advantage is that they add +5 to the chance for moving silently; the corresponding disadvantage is that footpads reduce traction, and so their use adds a -5 penalty modifier to any climb walls roll the thief has to make while wearing

them. Cat burglars are advised to use detachable footpads which can be donned after getting over the wall on the way in!

As an aside, the normal, unmodified move silently chance assumes that the thief is wearing normal, everyday footwear. If for some reason he is wearing hob-nailed boots or the like the DM may readily apply a penalty modifier of -10, -20 or so to any attempt to move silently.

## Silenced Armor

A special form of silenced elfin chain is available to the thief. Such armor has each individual link of chain armor wrapped in thin leather or light cloth binding. This to some extent "silences" the armor, at the cost of increasing its encumbrance by one-third above that of normal elfin chain. It is also fiendishly expensive, costing more than plate mail. Of course, it is even rarer than ordinary elfin chain itself. Finding a craftsman and persuading him to make such a suit of armor could be a challenging adventure in itself for a thief. The total profile for silenced elfin chain is shown in Table 28 below.

**Table 28:**
**SILENCED ARMOR (ELFIN CHAIN)**
**EFFECT ON SKILL**

| | |
|---|---|
| Pick Pockets | -25 |
| Open Locks | -5 |
| Find/Remove Traps | -5 |
| Move Silently | — |
| Hide in Shadows | -10 |
| Detect Noise | — |
| Climb Walls | -25 |
| Read Languages | — |

Bonuses for moving silently and hearing noise above those which apply for normal elfin chain are somewhat offset by penalties to picking pockets and climbing walls. Silenced elfin chain is particularly useful to a thief for whom subterfuge and sneaking around unobserved are very important, but who suspects that there is a high probability of combat at some stage during his mission!

## Strapping

A thief may use lengths of strapping—usually of stiff, hardened leather—to improve his chances of moving silently if these would otherwise be reduced by such factors as squeaky floorboards (but not otherwise). These straps will usually be 30 to 36 inches or so in length, and they help distribute the thief's weight over a wider area. Their use negates any negative modifier arising from squeaky floorboards, but the thief has to pick up the strips and move them before him as he walks along. This reduces his movement rate to only one-half of that which normally applies for attempting to move silently—i.e., one-sixth of normal walking move rate!

## Hiding in Shadows

As the *Player's Handbook* explains, this ability is not literally just the knack of hiding in areas of shadow while not moving. It also covers hiding in bushes, shrubs, behind drapes, in alcoves—anywhere where there is a chance of skulking about immobile in some location which offers cover and the hope of staying unseen. Considering appropriate equipment needs to be considered in this light.

### Camouflage Clothing

There may be exceptional variants on this—for example, if a thief knows that he needs to hide in shadows amongst the crimson curtains of a lady's boudoir he might use a crimson set of clothing. Apart from such singular special cases, there are two general types of camouflage clothing the thief will find useful in various situations.

**Darksuit**: This comprises black or very deep blue clothes, usually fairly voluminous robes or what might be termed a "utility suit." Such clothing will usually be lightweight so it can be carried about easily, and worn under normal clothing if needs be. It will always include significant facial covering. If such a suit is worn, it will add +5% to a hide in shadows chance in any area which is shadowy, has a light level equal to dusk or early dawn, or equivalent.

**Woodland Suit:** This has a similar basic design to a darksuit but is made of light clothing dyed in irregular patterns of greens and browns. It adds +5% to the hide in shadows chance when the thief attempts to conceal himself in any suitable outdoors setting such as woodland, a field, or the garden of a town house.

### Charcoal

Even wearing a darksuit, the glint of moonlight on a pallid white face can give a thief away. Blacking up the face (and neck) with charcoal adds a further 2% to the hide in shadows chance for concealment in shadows, dim light, etc. Burnt cork and soot are alternatives. The thief should not forget to blacken the backs of his hands either!

### Plant Dyes

Analogous to the use of charcoal in dim lighting, a thief can use plant dyes (crushed leaves, berries, certain oily barks, etc.) to disguise his exposed face and hands and add a further +2% to his hide in shadows chance in suitable outdoor settings. Such plant materials are usually rather sticky and smelly, however!

### Weaponblack

One common problem for the thief attempting to hide in shadows is the glint of a steel weapon in moonlight, torchlight, and the like. The way to avoid this is to use weaponblack, a thick, oil-based emulsion. Weaponblack can be coated on to any metal surface and renders it almost completely matte black and reflection-free. If the DM

wishes, use of weaponblack can give the thief a +5% bonus to hide in shadows. A superior rule, though, is that use of this substance saves the thief having to make a second hide in shadows roll if he draws a weapon while hiding, or saves him from any penalty modifier if he has a weapon already drawn when he attempts to hide in shadows initially.

Once the weapon has actually struck a blow, the weaponblack will be wiped off. Because it is oil-based, it is also highly flammable. If ignited it will burn brightly, turning the weapon into the equivalent of a *flametongue* (although it does not count as a magical weapon) for 1d4+1 rounds. if the thief is not protected from fire (e.g., with a *ring of fire resistance*) he suffers 1d4 points of damage per round while holding the weapon.

## Detecting Noise

### Listening Cones

The simplest versions of this item are cones of bronze or brass or some similar material, with the wide end placed against the surface through which the thief wishes to hear and the narrow end placed against his ear. Such listening cones add +5 to the chances for detecting noise. A generous DM may allow a thief to improvise such an item from the humble wine glass. As noted, with such a hollow cone it is wise to use mesh over the broad end to exclude ear seekers!

If such an item is used for a combination lock (listening for tumblers falling to assist the open locks roll), the thief may well need a special miniaturized cone to assist him. The proto-stethoscope may be born here . . .

## Climbing Walls

### Clawed Gloves and Shoes

Clawed gloves will be familiar to Oriental Adventures players as tiger's claws, but the DM may allow their availability in any fantasy campaign. Clawed overshoes, similar in design to clawed gloves, also existed and may be permitted (although they are a lot less common). The overshoes are slipped over the thief's normal footwear. The thief uses these clawed items for extra grip on small nooks and crannies of whatever surface he is climbing, so the bonus to the climb walls roll depends on the type of surface being climbed.

On very smooth surfaces where almost no nooks and crannies exist, clawed gloves and boots will not add anything to the climb walls chance for a thief. For smooth/cracked surfaces, clawed gloves add +5% to the climb walls chance, boots add +5% also, the two together add +10%. For any other type of surface, clawed gloves add +10%, clawed boots add +10%, and the combination adds +20% to the climb walls roll. Rates of movement are not altered.

The use of clawed gloves reduces silent movement rolls by -5%, the use of clawed boots by -10%, and the combination by -15%, if the thief is attempting to move silently during his climb (e.g., trying to evade detection by guards atop a parapet).

Clawed gloves can be used as a melee weapon—no weapon proficiency is required for their use. A successful hit inflicts 1 additional point of damage to that normally delivered by a fist blow. Clawed overshoes may similarly be used as a weapon, adding damage to a kick attack, if the DM allows such attack options in melee.

## Climbing Daggers

Daggers have been used to aid climbing by thieves for generations, so it is to be expected that a more specialized form has been developed for this task. Climbing daggers have relatively short blades (some 6 to 8 inches long) which are stiff, strong, flat, and very sharp. This allows the dagger to be inserted into wood or between bricks with greater ease than an ordinary dagger. They can be used in all surfaces other than very smooth ones. The handle is also flat and quite broad, and usually bound with leather strips or thick string to give the hands a good grip, or even to allow feet easy purchase when the dagger is used as a step. Also, in place of a normal pommel is a broad, smooth iron ring. This allows a rope to pass through, or it can be attached to one of the straps of a housebreaker's harness (see *Miscellaneous Equipment*, below).

Climbing daggers may add +10% to wall climbing chances at the DM's option, although their main use is with a housebreaker's harness. They may be used in combat, but because of their very different design from that of a normal dagger a separate weapon proficiency is required for their use and damage caused is but 1d3/1d2.

## Grapples

Grappling irons are relatively heavy iron tools, usually with three or four separate hooks branching from the end. The tool is attached to a length of rope for climbing. The hook is designed to be thrown and to catch on protrusions and thus support the rope and climber(s). The thief may throw the grappling iron vertically up to one-third his Strength score, rounded up and multiplied by 10 (in feet). Throwing a grapple takes one round; reeling in the rope and retrieving the iron for another attempt after a failure takes 1d4 rounds. The chance for success when throwing a grappling iron (a d100 roll is used) is shown in Table 29 below:

**Table 29: GRAPPLING SUCCESS**

| Grapple Target | Miss | Catch and Slip | Catch |
|---|---|---|---|
| Stone Parapet | 01-72 | 73-78 | 79-00 |
| Stone Wall Top | 01-83 | 84-89 | 90-00 |
| Tree Branches | 01-66 | 67-70 | 71-00 |
| Rocky Ledge | 01-88 | 89-93 | 94-00 |
| Wooden Wall | 01-70 | 71-74 | 75-00 |

The DM can adjudicate more uncommon instances from this table. A "catch and slip" result means that the grapple seems to have caught solidly, but will slip free after 1d6 rounds of supporting any load. If the thief pulls on a grapple for that many rounds he can dislodge the grapple, whereas a "catch" result means the grapple is securely fastened. If possible, thieves should test the grapple by pulling on it for six rounds before climbing!

Climbing a wall using a grappling hook and rope adds +40% to the normal climb walls chance.

**Noise:** Grapples make a moderately loud sound when they land. In conditions of near silence, a successful grapple landing can be heard as much as 400 yards away (depending on the size of the grapple, etc.); an unsuccessful throw (with the clang as the grapple lands on the ground) up to 800 yards away. Obviously, these are ideal instances and in most cases the effective range will be considerably lower. Whatever range is deemed appropriate by the DM, a padded grapple—one with sacking or some similarly heavy but coarse cloth covering almost all of the surface of the iron—will reduce it by half.

**Surprise!:** While this chapter is not concerned with counter-measures, one instance is irresistible: the cruel DM should be advised that shards of glass set into walls will sever the rope of a grappling line in 2d6 rounds. Broken glass is best set into the tops of walls, of course. A really brutal DM may allow a thief near the top of the wall a Dexterity check to avoid falling as the rope severs, success meaning that his hands are now impaled on savagely sharp wedges of glass which are coated in dust and filth, probably giving him blood poisoning if he lives long enough to worry about it.

## Special Function Arrows

Throwing grapples is by no means the most efficient way of attaching a rope to a wall, battlement or similar structure. Greater range is ensured by the use of arrows, and many special arrowheads have been developed to help the thief's chances with such operations.

Two distinct methods are used with special function arrows. The first is known as the one-rope method. The rope is simply affixed to the arrow, and when the arrow has found its mark the thief merely climbs directly up the rope. This method is simple, but the rope attached must be strong enough to bear the thief's weight, and this considerably reduces the effective range of the bow (and incurs penalties of -2 to hit and damage rolls if the arrow is used in combat for any reason). It also means that the bow shot, being less accurate and powerful, is less likely to provide a good purchase on the target.

The second method is the two-rope method. Here, a light string is threaded through a loop attached to the arrow, and both ends of the string are kept by the thief. The string is light enough not to affect the flight of the arrow. When the arrow has struck the target, a stout rope is attached to one end of the string and the string pulled through to play out the rope, thread it through the loop, and extend it fully in place of the string. This method is obviously more time consuming than the one-rope method; it takes one round to play out 20 feet of rope in this manner. Twice the length of rope is needed, of course, since the rope goes from the thief to the target and back. this method is more likely to obtain a firm fixing of the arrow into the target.

Either of these two methods can be used with any of the special function arrows below, with the single exception stated. Table 30 gives rules for their usage.

**Wood Biter:** This has a broad, flat head with backward-facing barbs. It is specifically designed to give a good grip when shot into wooden surfaces.

**Stone Biter:** The stone biter has a narrow, heavy head of metal, with small ridges rather than barbs. Careful craftsmanship is needed to produce these arrows, with high-quality metal being used and the arrow sharpened to the greatest possible extent. It is designed to give a grip when shot into stone, but will only work on relatively soft stone such as sandstone or brick.

**Stone Biter (Adamantine):** This is as the above arrow, save that adamantine is used in its manufacture. This makes the arrow capable of biting into all but the hardest stone surfaces, but also makes it **extremely expensive.**

**Minor Grapple:** This has a small, three-pointed grappling hook as its head, perhaps some 3 inches in total width. This is usually shot through a window, over a palisade, etc., in much the same way as a conventional grappling iron is thrown.

**Major Grapple:** The major grapple is a far more complex piece of apparatus than the minor grapple, and because of its method of use it can only be employed with the one-rope method (see above). The head of this arrow at first appears to be a fairly long arrowhead of normal width. Its true function is shown only when fired. The rope must be securely fixed at one end by the thief, and as the major grapple arrow closes in on its target and reaches as far as the rope will allow, the sudden tension pulls at the head of the arrow, which opens out into a large three-pointed grappling hook. This is some 6 to 8 inches in width, fully the equal of most ordinary grappling irons. The major grapple has better aerodynamics than the minor grapple and a better chance of gripping, but a considerably reduced range.

Table 30 shows modifiers to dice rolls on Table 29 made when using a special function arrow.

**Table 30:**
**SPECIAL FUNCTION ARROWS**

| **Arrow Type** | **Special Effects** |
|---|---|
| Wood Biter | +15 for Tree Branches and Wooden Walls |
| Stone Biter | +10 for Stone Parapet and Stone Wall Top, +5 to Wooden Wall |
| Stone Biter (Adamantine) | +20 for Stone Parapet and Stone Wall Top, +5 to Wooden Wall |
| Minor Grapple | +10 to Stone Parapet, Tree Branches; +5 to all others |
| Major Grapple | +15 to Stone Parapet, Tree Branches; +10 to Rocky Ledge, Wooden Wall; +5 to Stone Wall Top |

**Other Rules**

One-rope method: halve all bow ranges, -5 to all modifiers above save for major grapple.

## Spikes and Line

To be effective, climbing spikes need to be used together with a line. Hammering in a spike takes 1d4 rounds with a small hammer; spikes cannot usually be hammered into

very smooth surfaces (or they will not take, etc.), with the exception of an ice wall (where spikes offer the only hope of climbing safely). Hammering spikes into surfaces can usually be heard a long way away—even up to a mile in silent, windless, outdoor conditions.

Usually spikes are used as an insurance policy against falls—if a character hammers in a spike, ropes himself to it, climbs 20 feet above this with the rope tied to his waist, and falls he will only fall 40 feet (20 feet down to the spike and a further 20 feet taking up the slack of the rope). A spike used to arrest a fall in this way has a chance of coming loose, though! This chance is 10% per character supported on the climbing line (15% per character for ice wall ascension).

## Miscellaneous Equipment

Many more equipment items are detailed here, which may be used by thieves going about their business. Virtually none of these are restricted to usage by thieves only. as before, thieves are the most likely characters to use them or to know where to find those that are not legally available. The DM can determine which items may be available in his campaign, how PC thieves may become aware of them and the like, as with the previously described items.

The miscellaneous items have been grouped into various categories depending on their main application. This is sometimes just for convenience, and some items have several potential uses, so the list is worth perusing carefully. There is a final catchall miscellany, preceded by a section devoted to the several uses thieves can find for modified poles and staves!

## Burglary and Theft

### Crowbar

This is a simple all-purpose tool which can be used for forcing windows open, levering open chests with locks which refuse to be picked, and for similar purposes. At the DM's option, use of a crowbar adds +10 to any bend bars roll the thief has to make when trying to force open some portal. A crowbar is usually a metal rod 3 to 4 feet in length, with one end slightly crooked and often with a snake-tongue division in it. The DM may allow a thief to use a crowbar as a weapon, although a weapon proficiency slot would have to be used to avoid a non-proficiency penalty in its usage. Damage is d6+1 versus S/M creatures, d6 versus large opponents if the thief has proficiency. Otherwise, it inflicts damage as a club.

### Glass Cutter

This very simple instrument is usually a small diamond set into a suitable handle, or even one set into a ring. The diamond must be cut to a fine point, and if used in a ring a hinged top should be used to protect the gem. Such a tool will cut through glass fairly quickly. Attempting an entry through a window is always superior in principle to attempting to force a door, since windows cannot be as physically tough as doors and are less likely to be locked; but if they are locked, a glass cutter is highly useful.

The efficiency of this item is considerably increased if used together with Tar Paper (see below).

## Housebreaker's Harness

This is a vital piece of equipment for the serious cat-burglar or housebreaker. Known in thieves' cant as a "spider," it is made of linked leather straps, one around each thigh, one running around the waist, and one over each shoulder. The straps link together to form a tight harness, which can be worn over clothing or leather armor. Attached to the harness are up to eight or so more straps, of varying lengths up to 2 feet. At the ends of these straps are small metal rings, upon which many different devices can be affixed; tools can be hung, climbing daggers fixed, and suchlike. The principal uses of the harness are as follows:

(i) If the thief is climbing a wall using a rope, the rope can be run through one or more of the rings of the harness removing any chance of falling from letting go of the rope.

(ii) Once the thief has reached the point where he hopes to effect a break-in, two of the straps can be fixed to either side of him (usually with climbing daggers, or perhaps with wedges in a window frame, etc). This provides the thief with a firm base and allows him the free use of his hands to open a lock, cut glass, check for traps, and for similar actions.

Imaginative thieves will be able to think up many other uses for this handy and versatile piece of equipment.

## Keymaking Set

This expensive item allows a thief to make duplicates of keys he holds in his possession or from impressions of keys made using a wax pad (available as a separate item; see below). The keymaking set is a number of molds, files, small blades, metal-working instruments and the like. It also uses a small oil-burning apparatus for softening and molding metal, so its use is usually restricted to a safe, secure lair where the thief will not be disturbed. Duplicating a key takes 1d4 hours, depending on the size and intricacy of the original. A skeleton key (see below) cannot be duplicated with a keymaking set.

The keymaking set permits the manufacture of poor-to fair-quality soft-metal replicas of keys, which are rough in appearance and do not resemble the work of a professional. the duplicate key will open the same locks as the original if the thief makes a successful Dexterity test (the DM should roll this in secret). If the thief made his duplicate from a wax pad impression, there is a penalty of +2 to this dice roll. The thief always thinks his duplicate is a successful piece of workmanship, of course. Only when it is actually tried on the appropriate lock(s) will the thief find out for sure.

The keymaking set does not preempt the role of locksmiths or their skill. Professional locksmiths will duplicate keys with a 99% chance of success and have superior tools to the keymaking set described here. Each locksmith's set of tools are individually crafted and modified to suit the locksmith and are too complex for thieves who are not themselves locksmiths to employ.

## Limewood Strips

These are strips of wood, usually around 4 to 6 inches long and an inch or so high, and very thin. They are also very tough, however, being made of very resilient wood (like limewood, although other, similar woods can be used) and often coated on one or both sides with a very thin coat of toughening varnish. Limewood strips are slipped between a door and its door frame so that the thief can raise a latch on the other side of the door and open it normally (possibly after picking a lock). A normal latch can be opened, but a bar is too strong for a limewood strip to lift.

## Sharkskin

Sharkskin is made from thick cloth, into which are sewn hundreds of tiny curved and barbed hooks, rather like miniature fishing hooks. These hooks are very sharply curved, and are all sewn with the hooks lying in the same direction. Thus, when stroked in one direction the cloth feels perfectly smooth, but in the other it grips tightly and even tears skin or cloth. Sharkskin is so called, fairly obviously, because it resembles the skin of a shark, which is coated in hooked scales.

Sharkskin can be used as a form of hanging board; a square of the material affixed to a surface with hooks pointing downward can be used to keep tools and such in place. Items can simply be pressed down on the surface of the sharkskin, and they will effectively stick to it. This is most useful for a thief climbing a wall and has utility in other circumstances. Sharkskin-coated gloves can be used to assist in climbing walls, in which case they can be treated as clawed gloves (see above) in all respects.

## Skeleton Key

These were not considered earlier under the pick locks skill because the DM will almost certainly wish to restrict the availability of these items drastically, if they are allowed in the campaign world at all.

A skeleton key is one which is capable of opening many locks of several different types, in its most versatile form. The very best designs will open virtually any lock, but it is certain that the DM will not want any PC thief acquiring such an item! Rather, four ways of dealing with skeleton keys are suggested here.

First, any individual skeleton key may open locks of up to a certain complexity level. Skeleton keys may be of good, excellent, or superior quality (wretched and poor don't warrant them), and a skeleton key of any particular level of quality can open all locks with a quality the same as, or lower than, that of the skeleton key itself.

Second, a skeleton key can be treated as being equivalent to a thief of a certain level; this can be determined by the DM to suit the level of play in the campaign world. If a purely random determination is required, level 7-14 (6+d8) may be used. The open locks chance can be taken as 20%, plus 5% per thief level.

Third, a skeleton key can be treated as a "master key"—that is, it can open all the locks in some particular area (such as all the non-residential rooms in the east wing of the vampire's castle). In this instance it is really only a glorified substitute for a bunch of keys, although it saves time having just one key to use. A more interesting variant on this

theme is to have a skeleton key which can open all the locks commissioned from a particular locksmith (in the last few years, perhaps). If the locksmith was well thought of and often hired, there could be adventures built around just finding out which locations he had built the locks for, let alone going around opening them all!

Fourth, a skeleton key can be rated as a minor magical item, and removed from the realm of mundane equipment, if the DM wishes to restrict the availability of such a key without banishing it from game play. In this case, rating the key as equal in skill to a high-level thief and/or adding major bonuses to pick locks skill for locks up to masterful quality is the best way to use the key.

Finally, note that a skeleton key may open a particular lock, but it does not disarm any trap(s) attached to the lock or portal unless the original key would do so.

### Tar Paper

This is simply any kind of heavy paper or (more usually) cloth which has been soaked in tar, honey, treacle, or anything suitably sticky. The thief usually uses it by slapping it on a window before breaking the glass in a window-pane. The sticky surface keeps all the fragments together as the glass breaks. Noise is considerably reduced, both from cushioning the impact of a hammer on glass and by preventing broken glass from scattering all over the floor beyond the window. If there is someone within fairly close listening distance, the DM may make a secret move silently roll for the thief when using this stratagem.

Tar paper can also be used with a glass cutter (see above), being affixed to the center of the area of glass to be cut out, so that it can be simply pulled out when the cutter has done its work.

### Wax Pad

This is a small block of wax usually kept in a rigid container to keep it in one piece—the equivalent of a large snuff-box will do nicely. The thief uses the wax to record an impression of a key he wants to have duplicated later. Obviously, the thief can only do this if he has access to a key, at least for a short time, and if he doesn't wish to take a chance on borrowing the key for a while. From the wax impression, the thief can have a locksmith make a duplicate of the original key, or attempt to make one himself using a keymaking set, if he has one.

With very soft wax, which may need heat-softening on the spot, the thief may even be able to make a wax impression of such items as heavy seals, which may be capable of being duplicated later—but an expert will be needed for this kind of duplication/forgery!

### Evasions

Thieves often have reason to evade detection or pursuit. Some of their skills (hiding in shadows, moving silently) are tailored toward this end. Equipment detailed here includes further aids to evasion, items to assist in avoiding detection, and even an item or two to enable the thief to whistle innocently if he is found and apprehended at the scene of the crime.

## Aniseed

Aniseed is a simple plant-derived natural flavoring. A small quantity of aniseed extract can be used by a thief to ruin any effort to have dogs track his scent, if bloodhounds (or similar) are used by pursuers. Dropping a vial of aniseed down at a suitable place (e.g., by the bank of a stream the thief crosses, by the base of a wall he traverses, even at a crossroads) will ensure that the dogs' sense of smell is utterly ruined for 1d4+1 hours if they reach the spot where the aniseed has been dropped. A saving throw vs. poison will enable a trained dog to evade the aniseed to some extent, but the sense of smell is still lost for 1d4+1 turns. A spell such as *neutralize poison* or *slow poison* cast on an affected dog will eliminate the effect but the dog will still have to pick up the trail further along, somehow, to continue tracking. The effect of aniseed on any other kind of trained tracking animal is up to the DM, but aniseed should have a detrimental effect on almost anything's sense of smell.

## Caltrops

These actually come in different shapes and sizes, but the basic form is that of a metal ball with four to six spikes or prongs set into it. When a caltrop is thrown to the ground it always lands with one spike standing more or less upright. A thief may throw small caltrops to the ground to slow down pursuers. Caltrops cannot be used as missile weapons, however.

The effect of caltrops depends on how many are thrown down by the thief. The base number is 10 thrown down in an area of 25 square feet. Anyone entering the area must make a saving throw vs. paralyzation. A successful save means that the character has stepped on one, suffering 1d4 points of damage, and must halt movement. If half the number of caltrops is used (only five in a 25-foot area), the save is made at +4; for every extra five dropped in such an area, the save is made at an additional -2 (up to -6 in total). A character moving at less than one-third his normal movement rate doesn't need to make a save. A fresh saving throw must be made for each 5-foot section entered in which caltrops have been dropped.

If a pursuer steps on a caltrop, it must be removed before the pursuer can continue. This takes one round. Also, the pursuer must make a second save vs. paralyzation to see if he is temporarily lamed. If the save is made, pursuit can continue normally. If the save is failed, the pursuer can only move at one-third normal rate for 24 hours (or until the damage is magically healed).

An ingenious thief can even improvise caltrops—in one infamous instance, from a sack of potatoes found in the kitchen of a house being burgled and a small bag of nails carried by the thief in question. Modifiers to the saving throws of potential victims can be allowed for such improvised versions!

Note: For players and DMs with *Unearthed Arcana*, the rules above are based on the entry for tetsu-bishi in *Oriental Adventures*, which has somewhat superior rules to those in the *Unearthed Arcana* entry for caltrops.

## Catstink

Even the best-trained dog (watchdog or tracking dog) finds it impossible to avoid being distracted when there are cats about. This is exploited by the few alchemists who have the recipe for the manufacture of catstink. These few are well-paid by thieves' guilds for their work, blending various liquids obtained from diverse parts of cats with a few secret ingredients to produce a thick, foul-smelling, brown-yellow liquid, catstink.

Catstink is specifically blended to drive any dog to distraction, allowing the thief to get past watchdogs as they frantically try to locate the cat which they can smell so pungently. Dogs who can smell catstink will not do anything other than try to get at the source of the smell, no matter how highly trained. Spells (*slow*, *neutralize poison*) are only useful if the dog is wholly removed from the smell. Even then the effect of the spell will not be evident until one turn has elapsed and the dog returns to normal.

Catstink can also be used to delay dogs tracking a thief as he attempts to make an escape, in much the same way as aniseed is used, albeit much more effectively (and much more expensively). The smell of catstink can be picked up by dogs up to 200 yards away, or even as far as half a mile if they are downwind of it.

## Dog Pepper

This may be dropped on the floor, like aniseed, to put dogs off the scent when pursuing a thief. It is less effective than aniseed, however, the pursuing dog being allowed a saving throw vs. poison to avoid the effect of the dog pepper absolutely. If the save is failed, though, the dog is unable to continue pursuit for 1d4+1 turns.

Dog pepper may more usefully be scattered into the air, a small packet holding enough to fill a 10-foot cube. The pepper will hang in the air for 1d4 rounds after being flung into it. A dog entering the area during this time gets no saving throw to avoid the effect of the pepper. If dog pepper is thrown right into a dog's face, the unfortunate animal gets no saving throw and becomes hysterical for an hour, during which time it is totally uncontrollable.

## Hand Lamp

This is usually a small metal pot about the size of a night-light candle. It has a hinged flip-up lid with a mirror on the inside; a silver mirror is often used, so the item is not cheap. The mirror directs the light, and the lid also works as a snuffer when closed. The lamp provides enough light for the thief to work by (e.g., when trying to pick a lock in a dark place), while not shedding enough to give the thief away (hopefully). Certainly, the dim, focused light is unlikely to be visible at all further than some 20 feet from the thief, and even within this range it is very, very dim.

## Hollow Boots

These come in various forms, but a common design is one with swivelling heels. The heel of the boot is grasped and twisted firmly toward the inside surface. The heel swivels and reveals a small, hollow compartment within the boot. These compartments are very small, and will typically only hold one gem of moderate size or up to four small ones.

The design of the boot is such that there is not an externally visible built-up heel, but nonetheless a thief wearing these boots suffers a -5 penalty to any move silently rolls he has to make.

### Marbles

The use of these is an old chestnut, but perennially popular with thieves, not least because of their effectiveness. A small bag of marbles (a general term for small spheres of glass, metal, etc.) unleashed over a stone floor to roll around forces any pursuers to slow to half normal movement rate or be forced to make a Dexterity test. If this test is failed the pursuer slips up and has to spend a full round getting up again. Because marbles roll around a lot, a small bag (30 or so) will cover a 10' x 30' (or equivalent) area. Small stones and pebbles can only be substituted for marbles if they have been polished, filed, etc., so that they are almost perfectly round—a time-consuming business.

## Self-Protection and Combat

The equipment detailed here offers sneaky combat options for thieves, which any character with any real decency and sense of honor would usually eschew. Since by definition some of these items subvert normal combat options, the DM should feel free to modify and/or restrict the availability of items he feels unsuited to his campaign. the concealed weapons listed, at the least, should definitely be made available to thieves who are members of Assassins' Guilds.

### Blinding Powder

This is a general term for any powder which is highly abrasive, irritating to the eyes, and disabling to the victim as a result. Powdered stone, pepper, dust soaked in onion juice, and strong ammonium salts—blinding powder can be made from many ingredients.

Blinding powder is only useful if it is thrown right into the eyes of a victim. This counts as a called shot (*Dungeon Master's Guide*, p.58) with an additional (doubled) penalty, for a total of -8 on the attack roll. the Dexterity bonus of the person throwing the powder applies to the attack roll. Further, the base AC of the target ignores any armor or shield used, save for the use of a helmet or helm; magical protection such as *bracers of defense* or a *ring of protection* protect the target, as does Dexterity (unless the attack has an element of surprise).

If blinding powder strikes a victim the effects are the same as those of the *stinking cloud* spell save that they last for 2d4+2 rounds and no saving throw is allowed. If the victim can wash his eyes with plenty of water, the effect will only last for one round after the eyes are washed. Although blinding powder can contain some unpleasant ingredients, it has no permanently damaging effects on the eyes.

### Death Knife

This sinister instrument can appear to be a bladeless knife, but it is more often disguised as something more innocent such as a case for a comb or spectacles or quill

pen, a tool of some sort, etc. The disguise will not fool any close inspection, however. The blade of the knife is within a barrel inside the handle and is spring-loaded. The knife is triggered by pressing a catch on the handle; the blade shoots forward with considerable force. The weapon does the same damage as a normal dagger, although one point of damage is added for a first strike when the blade is triggered.

The obvious advantage of the death knife is its capacity for surprise. Since it doesn't look like a weapon until the blade is sprung, a victim can be taken totally off guard by its use. If the target does not realize a blow is coming and the thief manages to get the weapon close to the body of the victim so that a lunge can be made with it, any strike is treated as a backstab, with standard hit and damage bonuses, given the surprise element. A backstab is not always literally a stab in the back!

An envenomed death knife in the hands of a skilled assassin is an extremely dangerous weapon, and the DM may wish to rule that since the blade has to be concealed for some time before a strike there is a 25% (or higher) chance that the poison will have dripped from the blade before the assassin strikes with it.

### Folding Bow

Bows are very useful for thieves, but are very hard to conceal because of their size and shape. A folding bow solves this problem, dividing neatly in half when unstrung, making it a much more suitable size and allowing concealment—for example, in a thigh sheath. Only short bows have folding-bow equivalents.

The joint in the middle of the bow weakens it, however, reducing the effective ranges to S 4, M 8, L 13, and also making it -1 on damage rolls (but any hit causes at least one point of damage).

### Pin Ring

This simple weapon is a ring with a flip-up lid, below which is a needle capable of delivering a dose of poison (or knock-out drug, etc.) to the target. The most primitive version of this will have the pin simply sitting in a small reservoir of liquid drug or toxin. Since administration of the poison/drug is rather haphazard here, the victim receives a bonus of +2 to any saving throw against its effects. Subtler and more refined designs have a needle capable of drawing up liquid from a reservoir, so that only a normal saving throw (or even one with a -2 penalty) applies. The DM should decide which to allow in the campaign (both can exist at the same time, of course).

An attack with a pin ring is a called shot (with a -4 penalty to the attack roll) because it must strike exposed flesh—the pin will not administer poison through any significant thickness of clothing. A strike to the neck is the time-honored way of making sure the toxin gets into the bloodstream quickly. The DM may rule in unusual cases that no called shot is needed (e.g., the thief surprises a victim in his bath) or that the pin ring cannot be effective at all (e.g., the victim is clad from head to toe in field plate).

### Sword Stick

This is simply a long, slender, rapier-like blade concealed within what appears to be a

simple walking stick or cane. The long and thin blade requires a weapon proficiency slot to be used most effectively. Swashbucklers are particularly fond of this weapon. Damage done by the blade is as per a short sword. It takes one round to draw the blade from the sword stick and ready it for use. The main use of the weapon, obviously, is the possibility of smuggling it into places where weapons are not permitted.

It is highly doubtful whether anything like a sword stick existed in medieval times, but this weapon definitely adds some style and dash to a campaign. Since it does less damage than most swords (and requires a weapon proficiency) the DM should consider allowing it in his game.

### Wrist Sheath

This small leather sheath is made to hold a knife or dagger, and is strapped to the forearm (below the sleeve of a garment) so that the weapon can be flipped to the hand by an arm movement and the blade readied for action. A dexterous thief can work a blade into his hand by arm movements disguised in the context of changing posture while sitting in a chair, or similar, seemingly innocuous moves. Again, the obvious advantage is that of concealment.

Variants on this theme are drop sheaths, which are usually sewn into leather jackets or similar articles of clothing. Here, release of the dagger from the sheath can be triggered by mechanical means (pressing a jacket sleeve stud, etc.) or by muscular stimuli triggering pressure pads (tensing the biceps firmly against the fist of the other arm, etc.).

## The Joy of Sticks

This section details several uses for poles, staves, or stout sticks, many of which can obviously be improvised as and when necessary. PC thieves might, however, prefer suitably modified poles ready to hand in case of urgent need!

### Blade Pole

This is a substitute for a polearm, but is not used as a combat weapon. Rather, a small blade is wedged into one end of a pole, and this is used for cutting objects at a distance. The most notable use for the blade pole is in cutting trip wires (e.g., at a distance if the thief is unsure whether traps may be triggered).

### Climbing Pole

This has to be a stout, strong pole, 10 feet long or so, to be of any real use. It has notches cut into it at regular intervals (approximately every 2 feet) to enable the thief to climb using it. It must be set at a suitable angle against the wall, or else it cannot be employed. Thieves will not often have use for such an item, but it has its uses for dealing with very slippery or smooth surfaces, walls made with broken glass shards in the mortar, and similar unusual cases.

### Hooked Pole

A strong hook is set into the end of the pole, which has several uses. The first is to yank discovered trip wires, if this is what the thief wishes to do, although a blade pole is usually superior for dealing with such problems. The more common use, though, is to use the hook to catch on objects so they can be retrieved. Depending on the size of the hook, anything from a key ring or small jewelry casket (hooked through the catch) to a rich man's joint of beef can be purloined by the thief. At the DM's option, a skill check (a pick pockets roll) may be required for success. In medieval England, fishing through windows with hooked poles was so common that a subclass of thief who made a living in this way was commonly known and called "the hooker."

### Mirror Pole

This uses mirrors at both ends of the pole, set at a suitable angle so that the thief can peer, periscope-like, around corners using the instrument.

## Miscellany

### Blade Boots

This exotic title is a catchall for specially modified boots which have concealed blades within them. The blades have to be small, of course; they are usually little bigger than modern-day razor blades. They are usually concealed in secret compartments in the heels of boots (see Hollow Boots above), but slender blades can even be hidden in the soles of boots. Such blades are of little use as weapons, but can be used to slit pouches and purses, to cut ropes, and for similar tasks.

### False Scabbard

Thieves can employ stout scabbards which are slightly longer than the swords which fit into them, leaving a length of scabbard at the end which is a separate, hollow compartment. Usually, this can be accessed via a sliding panel at the end of the scabbard.

This hollow compartment can be used to conceal a great many kinds of things, either to smuggle them in (poisons, dog pepper, blinding powder, etc.) or smuggle them out (gems and such). Some are so well-designed that the compartment can be entered from above or below, so that the thief can use the false scabbard as a snorkel (or, more correctly, as an underwater breathing tube) if he has to stay concealed in the water for any reason.

### Hand Warming Lamp

This small lamp is oil-burning, with a reservoir of oil and a small wick sunk into an earthenware shell. It is used by the thief to warm his hands, by cupping them around it, if cold would otherwise impair his talents (try picking a lock with frozen fingers in a cold clime!). Virtually no light is produced, the aim simply being to warm the hands. The simplest version of this is a corked earthenware sphere which can be filled with hot oil before the thief sets off on his work, to be drawn from a pocket and held in the hands

when needed.

### Marked Cards and Biased Dice

These are standard trappings for any self-respecting swindler. There are no rules for gambling in AD&D® 2nd Edition, however, so the DM has two options. First, he can write his own. Second, the simple rule-of-thumb rules suggested here can be used.

If the Gaming proficiency is being used, use of suitably marked cards or biased dice allows a -1 modifier to the d20 check (remember that proficiencies work when low dice rolls are made).

If the game is actually being played out and the Gaming proficiency not used, then the thief PC is allowed (in effect) to replace any one card drawn or die thrown if he has the suitable prop and if a Dexterity test is made. Thus, if the PC is playing blackjack and has drawn a king and a five, the effect of using marked cards is simulated by allowing a redraw on one card, if the player wishes to do so (in this case, the five, in all likelihood). When rolling the Dexterity test, if the d20 roll is 18+ the thief has been seen cheating (even if he makes the Dexterity test successfully). For obvious reasons, the DM should roll this test in secret!

### Water Shoes

These belong most correctly in Kara-Tur, land of *Oriental Adventures* and ninja, but they could exist in any fantasy setting.

Water shoes are simply large, wickerwork basketlike devices which are worn over the feet (and come to mid-calf height). The thief balances in an upright position and propels himself across the water with a paddle or oar. The DM may insist on a move silently check at some stage. If anything happens to startle the thief (such as an arrow whizzing past his head or some monster rising up in the water), a Dexterity test may be called for to avoid falling over into the water.

## Cost and Availability of Equipment

In Table 31 below, the cost, weight, and legality of equipment items are listed. These are listed in the same order they appear in the preceding text. A few don't appear; there are no prices for the poles (which can be rigged up from equipment listed in the *Player's Handbook* anyway), for example. Cost and weight are as per the *Player's Handbook* format and clothing items have weights listed for them but are also denoted by the letter "C." They add nothing to encumbrance if worn normally.

Legality of the items is important. Items are listed as L (legal; freely available on the open market), S (shady; available in more liberal countries and in dodgy back-street shops under the counter), and I (illegal; from a thieves' guild only). Some items get a split classification, e.g., "L/S." This may be because they are borderline, or because they are legal for some narrow, specific occupational usage only (and there may be restrictions on their sale).

Finally, items marked with two asterisks (**) may be hard to obtain even if not illegal, for various reasons. They may need rare craftsmen to make, basic ingredients may

be hard to find (e.g., black dragon acid!), and such. The item description should make clear why an availability problem may exist. The DM should determine availability rather than using a random roll.

**Table 31:**
**PURCHASING THIEF EQUIPMENT**

| Item | Legality | Cost | Weight |
|---|---|---|---|
| Arm Sling | L | 3 cp | |
| Mini-Blade | L | 5 cp | * |
| Razor Ring (iron) | S/I | 2 gp | * |
| Razor Ring (silver) | S/I | 10 gp | * |
| Thieves Pick | I | 30 gp | 1 |
| Acid, Metaleating, 1 vial** | L | 50 gp | |
| (Lock) Chisels, set of 3 | L | 2 gp | 1 |
| Hacksaw (equivalent) | L | 3 gp | 1 |
| Hacksaw Blade | L | 6 sp | * |
| Metal File | L | 5 sp | |
| Wire Cutters | L/S | 1 gp | |
| Funnel, small | L | 3 cp | |
| Footpad's Boots | I | 8 gp | 3 C |
| Silenced Armor** | S | 750 gp+ | 50 |
| Leather straps (pair) | L | 3 sp | 1 |
| Darksuit | S | 30 gp | 5 |
| Woodland Suit | L/S | 35 gp | 5 |
| Charcoal, bundle | L | 2 cp | |
| Weaponblack (vial) | S | 2 gp | |
| Listening Cone (brass) | L | 2 gp | |
| Clawed Gloves** | I | 20 gp | 1 C |
| Clawed Overshoes | I | 15 gp | 1 C |
| Climbing Dagger | L | 5 gp | 1 |
| Grappling Iron | L | 3 gp | 2 |
| Arrow, wood biter | L | 8 sp | * |
| Arrow, stone biter | L | 1 gp | * |
| Arrow, stone biter, adamantine | L | 7 gp | * |
| Arrow, minor grapple | L/S | 6 gp | |
| Arrow, major grapple | L/S | 10 gp | 1 |
| Climbing Spikes, iron (10) | L | 5 sp | 4 |
| Crowbar | L | 6 sp | 4 |
| Glass-cutter (handled) | L/I | 120 gp | 1 |
| Housebreaker's Harness** | I | 25 gp | 2 |
| Keymaking Set | I | 60 gp | 6 |
| Limewood (as bark strips, 10) | L | 3 cp | * |
| Sharkskin (per sq. ft.) | L/S | 12 gp | 1 |
| Skeleton Key | I | var. | |

| | | | |
|---|---|---|---|
| Wax, block | L | 3 cp | |
| Aniseed, vial | L | 2 sp | * |
| Caltrops (10) | L/S | 3 gp | 1 |
| Catstink, vial** | S/I | 40 gp | |
| Dog Pepper, packet | S | 1 sp | * |
| Hand Lamp (with silvered mirror) | L/S | 10 gp | 1 |
| Hollow Boots | I | 15 gp | 3 C |
| Marbles, bag (30) | L | 2 cp | |
| Blinding Powder | var. | var. | * |
| Death Knife** | S/I | 12 gp | 1 |
| Folding Bow | L/S | 45 gp | 2 |
| Pin Ring (iron) | S/I | 2 gp | * |
| Pin Ring (silver) | S/I | 10 gp | * |
| Sword Stick** | L/S | 25 gp | 4 |
| Wrist Sheath | S | 3 sp | |
| Blade Boots | I | 15 gp | 3 C |
| False Scabbard** | L/S | 12 gp | 1-2 |
| Hand-Warming Lamp | L | 2 sp | |
| Marked Cards, Deck** | I | 5 gp | |
| Biased Dice, bone, box of 4 | I | 5 gp | |
| Biased Dice, ivory, box of 4 | I | 20 gp | |
| Water Shoes, pair | S/I | 5 gp | 1 |

## Magical Items for Thieves

When possible, the DM should select the magical items he will give out in his campaign. Sometimes, though, a fast and random selection may be needed. In this case, if the DM rolls 99 or 00 on Table 88 of the *Dungeon Master's Guide* (p. 135), he should not roll for a magical weapon, but make a simple d20 roll on Table 32 below.

The items shown in the later tables fall into three categories:

(i) Items restricted to use by thieves only. These are indicated by (T) following the title of the item in the tables.

(ii) Items which do not have to be restricted to thieves only, but which have more than one effect, with at least some of their effects being of value for thieves alone. That is, thieves will benefit far more from these items than other characters. These are indicated by (T*) following the title of the item in the tables. The DM may well wish to rule that these items can only be used by thieves in his campaign.

(iii) Items which can be used by nonthieves as well as thieves, but which are clearly important for such typical thief activities as spying, stealing, snooping, sneaking and such.

As a general note, most of the items in this section are of relatively low power. This should allow DMs to introduce one or two such items into even a fairly low-magic campaign with no fear of upsetting game balance.

**Table 32:**

**MAGICAL ITEMS FOR THIEVES**
**d20**

| Roll | Category | Table |
|---|---|---|
| 1-7 | Potions and oils | 33 |
| 8-11 | Miscellaneous Magic: Clothing and Jewelry | 34 |
| 12-15 | Miscellaneous Magic:Other Sneaky Stuff | 35 |
| 16-19 | Weapons | 36 |
| 20 | Special (see below) | |

For each of the later tables 33 through 36, a simple d6 roll is used to determine the nature of the item found. None of these later tables has any subtables to worry about.

## Detection Resistance

Many of the items listed below were designed to enable the thief to avoid detection, to prevent his ill-gotten gains from being discovered, and such. Clearly, the avoidance of detection by simple low-level magical spells is highly important to many thieves. As a consequence, some of the thief magical items are enchanted with detection resistance, requiring any spellcaster using a divination spell (such as *detect magic, detect invisibility* in appropriate cases, etc.) effectively to overcome 50% magic resistance so far as the detection goes. It also protects the thief against discovery by creatures able to detect invisible (allow a flat 50% chance of automatic nondetection in cases where such creatures have no spellcaster level). This detection resistance does not give the thief any general magic resistance, of course!

"XP Value" entries are experience point awards which apply for making the item. An entry of "U" means that the item is unique and cannot readily be magically made, since the original was made by unknown means.

**Table 33: POTIONS AND OILS**

| d6 Roll | Item | XP Value |
|---|---|---|
| 1 | *Essence of Darkness* (T*) | 300 |
| 2 | *Oil of Slickness* (T) | 350 |
| 3 | *Master Thievery* (T) | 500 |
| 4 | *Perception* (T*) | 300 |
| 5 | *Sleep Breathing* | 250 |
| 6 | *Thievery* (T) | 350 |

**Table 34:**
**MISCELLANEOUS MAGIC:**
**CLOTHING AND JEWELRY**

| d6 Roll | Item | XP Value |
|---|---|---|
| 1 | *Amulet of Dramatic Death* (T) | U |
| 2 | *Boots of Balance* (T*) | 1,000 |
| 3 | *Gloves of Evasion* (T*) | 1,000 |

| | | |
|---|---|---|
| 4 | *Mantle of the Mundane* (T*) | 1,500 |
| 5 | *Robe of Vanishing* (T) | 2,000 |
| 6 | *Shadowcloak* (T*) | 3,000 |

**Table 35:**
**MISCELLANEOUS MAGIC:**
**OTHER SNEAKY STUFF**

| **d6** | | **XP** |
|---|---|---|
| **Roll** | **Item** | **Value** |
| 1 | *Bag of Vanishing* (T) | 5,000 |
| 2 | *Boxes of Delightful Transport* | 2,500 |
| 3 | *Dust of Trail Dispersion* (T*) | 500 |
| 4 | *Lens of Remote Viewing* (T) | 1,000 |
| 5 | *Lens of Valuation* (T) | 1,000 |
| 6 | *Tallin's Tightrope* | 1,250 |

**Table 36: MAGIC WEAPONS**

| **d6** | | **XP** |
|---|---|---|
| **Roll** | **Item** | **Value** |
| 1 | *Crossbow of Angling* | 750 |
| 2 | *Dagger of Impaling* (T) | 300 |
| 3 | *Dagger of Resource* (T) | 500 |
| 4 | *Dagger of Sounding* (T) | 300 |
| 5 | *Scabbard of Poison* | 500 |
| 6 | *Shortsword of Backstabbing* (T*) | 700 |

## Description of Magical Items

### Potions and Oils

**Essence of Darkness:** This pure black oily fluid must be kept in tough, light-proof containers, since it is destroyed after one turn in bright sunlight or one hour exposed to daylight. Essence of darkness is pure, concentrated, liquefied darkness itself. It can be used in a number of ways:

(i) When a dose is swallowed it makes the imbiber's entire body, including hair, teeth, and even the whites of the eyes, pure matte black in color. This can enhance a thief's chance of hiding in shadows as shown below.

(ii) Similarly, if one dose is diluted in a gallon or so of warm water, the essence creates a powerful black dye. A gallon of this diluted form can be used to dye clothes and even armor and weapons; one gallon of the dye is sufficient to treat the clothes and equipment of one character. The dye takes one turn to mix and soak into the items and one turn to dry. This process also affects the chances for successful hiding in shadows.

| | |
|---|---|
| Body only (wearing normal clothes) | +5% |
| Body only (wearing no clothes) | +25% |
| Clothes only | +20% |
| Both body and clothes | +40% |

These bonuses only apply when the thief is trying to hide in darkened areas, obviously; that is, to "traditional" hiding in shadows. Detection resistance operates on a thief using essence of darkness to hide in this way.

(iii) *Essence of darkness* is unstable and if a vial is struck by a crushing blow it will explode into darkness 15' radius. A single dose of the magical essence will create a darkness 5' radius if so struck. This property has been exploited by making small glass or ceramic globes filled with the liquid which are then thrown forcefully onto hard surfaces to create "darkness bombs." At the DM's option, a thief who has ingested the essence or applied it to his clothing might similarly become the center of a darkness 5' radius effect if struck a severe blow (50% of remaining hit points, with a 12 hit point minimum for the effect to operate) with a blunt weapon.

The effects of *essence of darkness* last for six hours plus 1d6 turns, if used externally; if ingested, it has the same duration as a standard potion. Each bottle or vial of the essence found usually contains sufficient fluid for 1d4+4 doses.

**Oil of Slickness:** The consistency of this magical substance is variable; sometimes it is found as a small vial of very viscous oil, sometimes as a pot of thin, creamy white salve. It is applied by rubbing into the skin of the hands (taking one round). When rubbed in, it improves the speed and coordination of the hands so that all manually-based thieving skills (pick pockets, open locks, find/remove traps) are improved by 10%. A vial or pot of this oil (or salve) usually contains 1d4+4 applications. The effect lasts for 1d4+4 turns. The bonuses to the ability scores cannot be claimed by any thief who is wearing gauntlets or gloves of any kind, including magical ones!

**Potion of Master Thievery:** This potion gives the thief a temporary increase in levels if he has fewer than 13 levels of experience. The number of levels gained depend on the thief's level, as shown below.

| **Level of Imbiber** | **Levels bestowed** | **Added hit dice** | **Increase in each skill** |
|---|---|---|---|
| 1st-3rd | 5 | 5d6 | +20% |
| 4th-6th | 4 | 4d6+1 | +16% |
| 7th-9th | 3 | 3d6+2 | +12% |
| 10th-12th | 2 | 2d6+3 | +8% |

The thief acts as if he were at the experience level bestowed by the magic of the potion. Damage sustained is taken first from magically gained temporary extra hit points. So far as thieving skills are concerned, the potion affects these all equally by the increase shown. The effects of this potion last for 5d6 rounds.

**Potion of Perception:** This enhances the senses of the imbiber to a great degree, with numerous effects:

(i) A thief gains a 10% bonus to his open locks and remove traps skills.

(ii) A thief gains a 20% bonus to his find traps and hear noise skills.

(iii) A character's chance for being surprised is halved (usually this means a +1 or +2 on the die).

(iv) A character's chance for detecting secret or concealed doors is doubled. This may also be applied to detecting hidden or concealed objects if the DM wishes to use an Intelligence check for this; a bonus of +4 applies to such an ability check. A corresponding bonus of -4 applies to any observation proficiency check.

(v) A character has a 25% chance of automatically detecting invisible or detecting illusions (from spells or spell-like effects below 5th level) as such.

However, this enhancement also makes the imbiber vulnerable to gaze attacks and weapons and also sound-based attacks (such as a *shout* spell or the roaring of an androsphinx) and all saving throws made against such attacks are at -2. The effects of the potion last for 1d4+4 turns.

**Potion of Sleep Breathing:** This potion allows the imbiber to breathe a colorless, odorless cloud of sleep-inducing gas up to three times within an hour after drinking it. This cloud is effectively a 20' x 20' x 20' cube. Within the cloud, creatures are affected as if struck by a *sleep* spell, the effects of which are exactly duplicated by the cloud. If the thief does not breathe out a cloud in this way within an hour after drinking the potion, he must save versus spells or fall into a deep, comatose sleep himself for 1d4+4 turns. This potion is obviously of great value for the thief in dealing with numbers of low-level and peripheral guards when he is trespassing, breaking and entering, etc.

**Potion of Thievery:** Similar to, but weaker than, the *potion of master thievery*, this potion also grants the thief drinking it temporary increases in levels, hit dice, and skills, if he is of 9th or lower level prior to drinking it, as shown below.

| Level of Imbiber | Levels bestowed | Added hit dice | Increase in each skill |
|---|---|---|---|
| 1st-3rd | 3 | 3d6 | +12% |
| 4th-6th | 2 | 2d6+1 | +8% |
| 7th-9th | 1 | 1d6+2 | +4% |

As with the *potion of master thievery*, the individual acts in all respects as a thief of the higher level gained after drinking the potion, with the increase in thieving skills being equally spread across all categories by the bonus shown. Damage sustained is taken from additional temporary hit points gained first. The effects of the potion last for 1d4+4 turns.

## Miscellaneous Magic: Clothing and Jewelry

**Amulet of Dramatic Death:** Only a few of these prized items exist, each created for a high-level thief in the service of two powerful spellcasters, a mage and an illusionist, who combined their skills to create them. There are six amulets known, which differ in only one respect; all have the following common properties.

The amulet is activated when the wearer suffers one particular attack form (and only that attack form) which would be sufficient to kill or wholly disable the wearer (e.g., by *petrification*). At this point the magic of the amulet is activated. Damage sustained from

the killing attack is wholly negated, and a special attack (such as *petrification*) likewise negated. The thief is at once made invisible. Lastly, a powerful programmed illusion is brought into operation so that the amulet-wearer appears to have been slain or disabled by the attack. This programmed illusion is both complete and dramatic—e.g., an amulet protecting against magical fire will show the victim of *fireball* attack as a burned corpse, complete with the smell of roasted flesh. Only direct, tactile checks or a powerful *divination* spell will reveal the illusion for what it is. The amulet will function only once per day. Roll 1d6 on the table below to determine the single attack form which is protected against by the amulet.

| **d6 Roll** | **Specific Protection** |
|---|---|
| 1 | Magical fire (including red dragon breath, etc.) |
| 2 | Lightning and Electrical attacks |
| 3 | Cold-based attacks |
| 4 | Petrification |
| 5 | Edged Weapons |
| 6 | Blunt Weapons |

**Boots of Balance:** The wearer of these soft, low-heeled supple leather boots is endowed with a magically enhanced sense of balance. This has the following important effects:

(i) A thief wearing the boots gains a +10% bonus to all move silently rolls and also to all climb walls rolls.

(ii) The Dexterity of any character wearing the boots is increased by one point for all purposes where the hands are not involved. Thus, a thief cannot claim a bonus to skills such as open locks, but a bonus to Armor Class may apply, and likewise a bonus applies to Dexterity checks in certain situations (e.g., to avoid a fall).

(iii) The wearer gains the tightrope walking proficiency; if this is already possessed, a -4 bonus modifier applies to all proficiency check die rolls when wearing the boots.

A wearer of *boots of balance* cannot also claim a further bonus for moving silently from mundane aids (such as the use of leather strapping to cross creaky floorboards). Also, the bonuses gained from *boots of balance* cannot be added to the bonus gained if the wearer also uses *gauntlets of dexterity.*

**Gloves of Evasion:** These gloves are made of exceptionally supple, thin calfskin, and when put on they blend with the skin and become virtually undetectable (and are detection resistant). A thief wearing them gains a +10% bonus to open locks skill and can undo almost any knot automatically in one round. Any character wearing the gloves gains a proficiency in escapology, being able to manipulate his hands in such a way that he can escape from manacles, chains, irons or similar restraints if a Dexterity check (with a +2 bonus if the character is a thief) is made.

**Mantle of the Mundane:** This very ordinary, even shabby, brown or grey cloak makes its wearer appear utterly unmemorable. It gives a 5% bonus to hide in shadows in all circumstances and makes the wearer 80% undetectable if in a crowd (detection resistance applies here also). It also makes the wearer almost impossible to recognize after having been seen—very useful in avoiding identification after a crime. Unless a

witness (and it must be an eye witness) makes a check against one-fourth of his Intelligence the wearer of the mantle will have appeared so mundane and boring in appearance that the witness will be unable to relate him to the thief (regardless of whether the thief is wearing the mantle the next time the witness sees him).

**Robe of Vanishing:** This simple and innocent-looking robe is a boon for a thief needing to elude pursuers quickly. The thief only needs to grasp the hems of the robe and clutch it very tightly about him and he will simply seem to vanish, although the thief will just have been affected as per a *rope trick* spell (no rope is visible, of course) and also made invisible. detection resistance applies to the extradimensional space created. The *rope trick* effect will last for up to six turns but the invisibility created is of the normal sort (permanent until some offensive action is undertaken). Wise thieves will make sure that other magical aids to escape (notably a *potion of flying*) are on hand to maximize the value of this robe. The robe can be used up to three times per day to create its magical effects.

**Shadowcloak:** This large, cowled cloak is made from pure black velvet. When worn by a thief it improves hide in shadows chances by 25% and makes a thief 50% likely to be invisible in near-darkness (even to infravision, ultravision, etc.). It can also be used to cast *darkness, darkness 15' radius*, and *continual darkness* once each per day (at 12th level of magic use). Finally, once per day the wearer can actually transform into a shadow (cf. *Monstrous Compendium I*) for up to 12 turns, becoming a shadow in all respects save for mental ones (thus, the wearer cannot be damaged by nonmagical weapons, undead take the wearer for a shadow and ignore him, etc.). Saves against light-based attacks (e.g., a *light* spell cast into the eyes) are always made at -2 by the wearer of a *shadowcloak*.

If a cleric successfully makes a turning attempt against the wearer in shadowform, the cloak wearer is permitted a saving throw (this is at -4 if the cleric is actually able to damn/destroy shadows). If the save fails, the wearer suffers 1d6 points of damage per level of the cleric and the *shadowcloak* is destroyed. If the save is made, the character takes half damage and must flee in fear from the cleric at maximum rate for one turn.

## Miscellaneous Magic: Other Sneaky Stuff

**Bag of Vanishing:** This appears to be a simple pouch capable of carrying some 2-3 lbs. or so. In fact, it operates as a bag of holding capable of carrying up to 50 lbs. weight while having an encumbrance of only 3 lbs. Further, the *bag of vanishing* can have its drawstrings tugged tightly once per day and it will simply disappear for six turns; the equivalent of a rope trick spell will operate on the bag (although it will stay with its owner) and it will also have detection resistance operating upon it.

This bag is invaluable for smuggling, as should be obvious. The only problem is that each time the rope trick function is used there is a 5% chance that the contents will vanish into the Ethereal Plane and the bag will be empty when it is checked later.

**Boxes of Delightful Transports:** These wooden boxes are 6-inch cubes, and come in identical pairs (often decorated with great attention to detail). When a nonliving object of

suitable size is placed in one and the lid closed and a command word spoken, the object will disappear, only to reappear (effectively teleported) in the matching box. This function operates up to three times per day.

While *boxes of delightful transports* are obviously very useful, they have certain limitations. It is not possible for the object-teleport to cross any planar barriers. And, while the distance between the boxes is not important in affecting the teleport range, there is always a 5% chance that the object dispatched will not reach its destination, instead appearing at some random location 10d10 miles away. Thus, dispatch of valuables is not recommended. The boxes are more often used to send messages, which can always be sent in duplicate (which gives very high chances for at least one successful dispatch).

The major limitation on use of these boxes, though, is that no enchanted object can be teleported using them. Even the placing of a simple *Nystul's Magic Aura* spell on an object will prevent its being teleported using these boxes. Hence, magical items such as rings, potions, amulets and other such things, small enough to fit into one of these boxes, cannot be teleported to a distant location.

**Dust of Trail Dispersion:** A generous pinch of this magical dust, when scattered over the beginning or origin of a trail (such as at the bottom of a wall surrounding a house the thief has burgled, at the point he reaches the ground) will prevent its being followed by all normal sensory means (rangers, bloodhounds, etc.). The dust is usually found in a small box, or packets, with one "find" usually being sufficient for 1d4+4 uses.

**Lens of Remote Viewing:** These small, clear gems (the term "lens" is a slight misnomer here) appear to be worthless quartz, but in fact possess a powerful dweomer. If the owner attunes himself to a *lens of remote viewing* (a process which takes four hours of meditation), he can then "see" through the lens whatever scene is happening in front of the lens and within its field of vision, wherever the lens may later be. There is no range limit, save that no perception across the planes is possible. No auditory information is detected through the lens, and no spells can be cast through it. A *lens of remote viewing* is also detection resistant. At any one time, any thief may be attuned with a number of such lenses not exceeding one-half his Intelligence score (round fractions down). These items are usually found singly, and are of obvious value in spying.

**Lens of Valuation:** This highly-prized item consists of a lens some 3 inches in diameter with a handle some 6 inches long. The lens allows the viewer to estimate the true worth of any nonmagical object to within 5%, on studying it for five rounds or longer. Of course, this will be an average price, and special conditions of supply or demand may make this valuation wildly inaccurate.

Merchants usually go to considerable lengths to prevent any *lens of valuation* from being used on their goods! In the thieving community, it is most sought-after by fences, who can widen their operations in a major way if they possess this item.

**Tallin's Tightrope:** This modified *rope of climbing* will only snake forward at an angle of up to 45 degrees upward or downward, but it also enables its owner and up to five man-sized or smaller creatures touched by its owner to walk upon it as if they had the

tightrope walking proficiency, with a +4 bonus to any proficiency checks required. Anyone not touched by the rope owner attempting to walk on it will suffer a -4 penalty to any saves or checks made while on the rope. In all other ways, this item is identical to a normal *rope of climbing*.

## Weapons

**Crossbow of Angling:** This appears to be a quite normal light crossbow, although it has a thick wrist strap attached which is of unusual design and toughness. On command it can fire bolts with special properties up to three times per day. The magical bolt fired counts as a *+2 bolt* for determination of attack rolls (and damage if appropriate). When fired, this special bolt is trailed by a pencil-thin snaking line of faint blue light (which radiates magic fairly strongly) which connects it to the crossbow. When the bolt impacts, the head expands into a small claw which embeds itself in the target, such that the bolt grips it strongly. By the use of a second command word the crossbow user can "reel in" the target, the thin "cord" of magical energy shrinking to drag the target to the archer.

The speed at which the target is retrieved depends on its weight, friction, etc.; the maximum speed is 60 feet per round. The DM may need to exercise his judgement in most cases. If the target is heavier than the archer or is immovable or braced in some way, then the crossbowman may actually be dragged to the target rather than the reverse applying. This can be exploited, of course, to pull a thief up to a ceiling or up a wall. The magical cord is AC -2 and takes 15 points of damage (nonmagical weapons do no damage) to destroy.

**Dagger of Impaling:** These daggers are +2 to hit and damage, and on a natural roll of 20 (and also of 19 if this is sufficient to score a hit) on a backstab attack they impale the target, inflicting an additional 1d4+2/1d3+2 points of damage and also staying in the wound, where they cause an additional 1d4+2/1d3+2 points of damage each round until removed.

**Dagger of Resource:** These daggers usually have handles of ebony or ivory, or some similarly valuable and exotic substance, and have 1d3+1 small studs in the cross guards. The dagger has attack and damage bonuses, but it also has additional tools located within it, and depressing one of the studs will cause the corresponding item to spring from the hilt of the dagger, ready for use (only one tool at a time can be used). These bonuses and tools depend on the number of studs in the weapon, as shown below:

| **No. of studs** | **Hit/ damage bonus** | **Tools avail.** | **Description of tools** |
|---|---|---|---|
| 2 | +4 | 2 | Lock picks adding +5% to Open Locks rolls, plus tool for removing stones from horses hooves' |
| 3 | +3 | 3 | As above, plus *Lens of Detection* (see DMG p.173) |

| | | | |
|---|---|---|---|
| 4 | +2 | 4 | As above, plus *Gem of Brightness* with 3d10 charges |

**Dagger of Sounding:** This oddly-designed dagger is +1 for attack and damage determination, but it has a peculiar, hollow bronze bulb at the end of its pommel. If this is gently tapped against a hollow surface, it gives a resounding ring quite different from the dull tone emitted if struck against solid stone. Tapping it gently against walls allows the thief a 5 in 6 chance for finding a secret door, rising to 11 in 12 if the thief is elven or half-elven. Also, the thief can search for secret doors at twice the normal rate when using this dagger. In other cases, the thief is 80% likely to be able to determine successfully the approximate thickness and nature of the material the dagger is used to sound.

**Scabbard of Poison:** These scabbards have reservoirs in which poison can be stored, and when a blade is placed in the scabbard and then drawn, the venom will automatically and magically be drawn from the reservoir to coat the blade. The venom will be wiped from the blade after one successful hit on a target, or evaporate after 2d4 rounds in any event. Any venom can be used, for the dweomer gives the venom virulence against whatever creature is struck. The scabbard holds enough poison for six doses, but must be manually refilled when empty. 25% of these scabbards are the right size for long swords, 25% suitable for short swords, and 50% for daggers. All restrictions which apply to the use of poison weapons apply here, of course, and only evil characters would routinely use such a device.

**Short sword of Backstabbing:** In the hands of any character this is a +2 magical weapon, but in the hands of a thief it is especially potent. When a thief makes a backstab attempt with this short sword, it allows him to attack as if four levels higher than his actual experience level, with corresponding improvements in THAC0, attack rolls, and damage multiplier on a successful hit.

## Special Results

If the DM rolls a "Special" result from Table 32, then a unique item should be developed for the thief. This takes careful work by the DM to design the item, and also to determine a suitable history for it. Multi-property items in the listings above (such as the *potion of perception, boots of balance, amulet of dramatic death,* etc.) can be taken as inspirations. A specially-designed item should have several functions, none of exceptional strength, and with an emphasis on protection and nondetection rather than strong offensive potential.

A history for the item is well worth the effort. One obvious possibility is that someone, sometime, will come to try and get the item back! Certain NPCs may be hunting the previous wearer/user of the item, and while they do not have a description of the previous user they know what the item looks like. Perhaps they have been hired to do away with that previous user. So, when they see it on the person of the PC . . . The history of the item can have great potential for adventure locked within it, which the DM doesn't need to exploit immediately. Also, the player whose character gets the item should not be told the history of the item; that's something he will have to find out for

himself and, again, there may be adventures locked within this search. This is especially true if command words are needed to activate certain properties.

Don't make too much of such items, or other players may feel their characters are being put in the shade and overshadowed by all the attention the thief is getting. But a unique item, something the thief knows he is the only person on Oerth (or Krynn or in the Forgotten Realms) to have, adds color and character to any adventuring party!

# Chapter 6: The Arts of Deception: Classic Cons

*The old rogue slurped his ale noisily, complaining to the bartender, "The thieves these days, they've lost the art of it all. Like a bloody bunch of bandit half-orcs: Their idea of an elegant theft is a rich victim bashed neatly on the head, so his fancy clothes don't get scuffed so much and can be fenced more dear." The young bartender raised his eyebrows, a little wary but curious about what the wizened old coot had to say. "Now, in my day, the thief we all looked up to was one whose only weapons were his wits and a steady, speedy hand. It would be hours before his victim even knew'd he was robbed, and then he couldn't be sure who done it.*

*"There was this one guy, Willie—Cool Willie, they called him, 'cause he never lost his cool. He know'd ALL the scams . . . "*

Since day one, there have been people eager to get a free ride, to swindle others out of anything they can. These people, it has been observed, are typically the best targets for the swindler. After all, how likely are you to report a con man, when the reason he succeeded was that you thought you were taking advantage of him? Playing off other peoples' greed is the key to a successful swindling career, on whatever scale it is performed.

An astute swindler is always on the lookout for opportunities for a good racket. Some of these situations and scams have been nearly immortalized, and are classics: Not only does it seem everyone knows them, but everyone still uses them—and they still work. An excellent book filled with real-life anecdotes of classic cons is *The Compleat Swindler*, by Ralph Hancock with Henry Chafetz (New York: Macmillan, 1968).

What follows is a sampling of scams for the novice pigeon plucker.

## Short-Change Swindles

On the simple level, you have the short-change swindle. This is something you do to merchants—or merchants do to you! Through fast-talk, distraction and sleight-of-hand, you trick them into giving you as change more money than you paid them.

The story at the end of this chapter illustrates the short-change swindle.

## Gambling

Gambling is a finer racket. Gambling is irresistible to many people, and the swindler loves to take advantage of this weakness. Every sort of gambling—dice, coin-matching, the shell game, races and gladiatorial contests (the fantasy equivalent of modern organized sports)—presents an opportunity for the swindler to make a load of silver. A

swindler needs gambling proficiency to work any of the following scams, and any other character who makes a gambling proficiency check will probably be wise to the swindler's tricks.

**Dice Games:** Dice-throwing developed in ancient times, and has remained popular since (even into RPGs). An astute gambler understands the odds of winning in any dice game, such as craps, and a skilled swindler knows how to rig the game in his favor. Loaded dice (with imperceptibly rounded faces, or weighted pips, and so forth) are one way, but the true master can even throw dice so that they will land as he wishes. To do this trick, a swindler must make a successful pick pockets roll, at -40%, for each die.

**Coin Matching:** Coin matching is a simple, age-old game, appearing in various forms since the days of the pharaohs, and is simple to run a scam around.

The favorite variation for two swindlers working a sucker is "odd man wins"; Three coins are tossed, or revealed simultaneously (like the rock-paper-scissors game). If two are heads or tails, and the other is the opposite, the holder of the odd coin wins. If all three are the same, no one wins.

To set this up as a scam, there should be two swindlers. One plays the steerer, gaining the confidence of the pigeon, while the other pretends to be a foolish stranger. The steerer conspires with the real target, ostensibly to swindle the money of the stranger, his true partner. In the course of the game, the steerer winds up with all the money.

Of course, he's not able simply to share it with the pigeon, since they've supposedly just pulled a fast one on the foolish stranger. They have instead agreed beforehand to meet somewhere and share the spoils. Of course, the steerer never shows up to share and the would-be con artist is left penniless. Furthermore, since he was duped on account of his own greed, trying to do what was done to him, he'll probably swallow his chagrin and never report the incident to the local authorities!

**The Shell Game:** The shell game is another age-old classic. The swindler sets up at some event, like a circus, fair, or even a busy street corner. He has a single pea and three shells, which he rearranges. It is a test of observation, he says: Anyone who can identify which shell covers the pea, after they've been shifted around, will win whatever he bet. If he guesses wrong, he loses his money.

Someone takes on the challenge, and wins! Of course, this is an accomplice of the shell man (known as a "capper"). The crowd thinks the swindler is playing honestly. Then a real target places his bet. He, too, will win. The swindler will nurse the target's self-confidence to raise the stakes, and then (mysteriously!) the victim's powers of observation will decline, and he'll fail to spot the right shell! This of course is done through sleight-of-hand. (To do it unnoticed, the thief needs to make a successful pick pockets roll.)

## Quackery

Quackery is the realm of the mountebank, the seller of "snake oil" and all manner of exotic potions, unguents and charms, each supposed to be a medical wonder, but usually worthless (if not actually dangerous to its user). Even in a world where magic is real, quacks can make brisk profits from those who cannot tell a real potion from fake.

## Forgery and Counterfeiting

Forgery may also be a swindler's calling, including counterfeiting. Interestingly, forgery was not a serious crime in the middle ages; barter took precedence above coinage or credit notes, and it's hard to counterfeit a bushel of wheat or forge livestock.

As the Renaissance came, however, and banking developed, so did the forger's art—and the punishments became serious. As late as the first half of the 19th century in England, men and women were hanged for the crime of forging one-pound notes.

The value of forgery, therefore, and the risks involved, will depend on the nature of commerce and trade in your campaign.

## Jewelry Swindles

For the well-trained rogue, jewelry swindles can be both the most lucrative and the easiest, because it is so difficult for the untrained eye to identify or to judge the value of a precious stone. Besides dealing in paste and glass fakes, jewelry swindlers may pass off a lesser stone as something more valuable (e.g., quartz for diamond), or pay someone (especially naive but treasure-laden adventurers) for a diamond as if it were quartz. A nimble-fingered rogue may also replace fake jewels for real ones, and the owner may never know the difference!

Sly NPC jewel swindlers are a great way for DMs to relieve characters lacking gem cutting proficiency of their cash and jewels (provided they don't spew out at the start, "The dragon's treasure includes 12 opals at 1,000 gp each").

*"How much d'I owe ya?" asked the old rogue, upon finishing ale and tale.*

*"Four coppers," said the bartender.*

*The rogue fished in his pockets. "Hmm," he said. "All I have is this gold piece. Have ya got change?"*

*"Believe I do," said the bartender, taking the gold coin and putting out an electrum coin, four silvers, and six coppers in change.*

*"Say, why don't you get me a slab of cheese for the road?" asked the rogue, sliding over two coppers for it.*

*While the bartender retrieved the cheese from beneath the counter, the rogue opened his pouch to put the remaining coppers inside. "Well look here! Guess I had a silver after all!" he declared. He moved his hand toward the others, palming his new-found silver and hiding the electrum beneath the other coins, while appearing just to set the new silver coin with the rest. "Say," he tells the bartender. "I'd be hatin' to take all yer change like that. Why dontcha gimme an electrum for these five silvers?"*

*"Sure," said the bartender, handing him an electrum. The old rogue turned toward the door. "Wait!" said the bartender. "Ye left an electrum coin here with the silver!"*

*"So I did! Thank you. Honesty's a difficult quality to find these days! Well, to keep you with enough change, why don't I just give you this silver"—he then produced the coin he had palmed—"and you give me back the gold piece?"*

*"All right," said the bartender. "Have a nice day, then!"*

*As he walked down the street from the tavern, five silvers richer, the old rogue permitted himself a grin and a little skip of delight. All these years, and Cool Willie hadn't lost his touch.*

## Robbing the Robbers

Thieves as a class are people who enjoy toeing the line, when it comes to risk-taking. Some renegade thieves take it a step further, often a step too far, and dare to steal from other thieves, or even thieves' guilds.

It's dangerous activity, but it does have certain advantages. Foremost, the guilds and thieves can't very well report thefts to the authorities (assuming they don't control those authorities through bribes or blackmail).

And, of course, authorities permit the theft of stolen items when its purpose is recovery, to return the goods to the original owner, as bounty hunters do.

Sanction and some degree of protection might also be gained from a rival guild. Mob wars provide many opportunities for the daring thief, willing to run around in the crossfire, scoring loot. The trick is not to be identified as stealing from the wrong people (i.e., the guild that wins in the end).

Perhaps the biggest advantage of all, and the reason that thieves will brave the risks, is the enormous wealth that can be concentrated in the hands of a single criminal, especially an important officer of the guild.

But there's no shortage of risks. First off, intelligent thieves understand themselves and, by extension, other thieves. Each thief needs to be a troubleshooter, in a way, designing protection for himself and his possessions, and making sure that it's proof at least against any thief of his skill or less. This means that in stealing from another thief, you can expect a fairly difficult job.

Sometimes, however, a thief may be surprisingly flippant about not protecting his wealth. The people who can get away with this are incredibly powerful crime lords, with vast wealth and myriad connections. They have the resources to find anyone who dares to steal from them and deliver a fitting punishment. Among such punishments, a simple assassination is very mild and humane.

Understand that the underworld is often harsher on thieves than the established authorities. The underworld does not presume innocence; and sweet revenge is more important to a wronged crime lord (and his ego and ruthless reputation) than the recovery of any but the most precious property.

# Chapter 7: New Rules for Thieves

This section introduces rules of advanced complexity that players and DMs may wish to use in the campaign. While they are recommended for use in a gaming environment where thieves are common, they are not exclusively limited to the thief character.

As an exception to this generality, those optional rules that modify specific thief activities are, of course, useable only by thieves.

New rules are provided for lock and trap construction, removal, and modification; for specific animal training, tricks common and useful to thieves; to amplify the poison rules presented in the AD&D® 2nd Edition *Dungeon Master's Guide*; to allow thieves to possibly knock out a victim with a surprise blow from the rear; and to detail the encumbrance effects when armored characters attempt to perform acrobatics.

# Advanced Locks and Traps

The game works perfectly well under the assumption that a lock is a lock, regardless of its make or mechanism. Traps generally earn greater detail ("a poison needle flicks out of the panel beside the lock," for example), but even so, the actual workings of the device are not usually described.

However, locks and traps are in fact found in great variety, and while many might provide little challenge to the skilled thief, some will prove daunting even to the most experienced veteran. A device can be listed with a modifier of + or - up to 30%, reflecting the ease or difficulty with which a thief might pick the lock or find and remove a trap. The modifier is applied to the thief's chance of success with the obstacle; a –30 lock, for example, lowers the thief's chances of picking it by 30%. If his normal percentage is 65%, then his chance with this lock is only 35%.

## Describing Types

The more detail the DM can provide regarding the obstacle facing the thief, the greater the player's options in facing it.

Locks can include simple latches, keyhole locks with a single or multiple tumblers, puzzles that involve performing several procedures in a set sequence (pushing a stone, turning a handle, and pulling outward, for example).

Traps have many more varieties. Generally a moving part, such as a cage, block, blade, needle, sluice gate, or trapdoor, is triggered by the act of a character—a step on a surface, or a pull on a handle, for example.

A good trap design will include at least some vague description of how the two elements are connected. Levers, springs (both leaf and coil), pivots, bellows, deadweights, block and tackle, and hinges are all elements used in trap design.

## Modifying Checks

The major considerations for determining the difficulty of a trap are the skill of the locksmith or trap maker, the materials used for the job, and the purpose of the lock or trap. Some examples for locks are listed:

| | |
|---|---|
| +15% | Typical latch on small house, guest room of an inn, storage closet, etc. |
| 0 | Lock on a merchant's house, weapons locker, wine cellar of a large inn, etc. |
| –15% | Door to a cell or keep, security checkpoint within a dungeon, lock on a gem cutter's shop or moneychanger's house. |
| -30% | Lock on a major vault or most intricately designed cell door |

These guidelines should be used by the DM to establish a variety of challenges in the campaign setting. The many varieties of traps are too great to list, but the same principle of modification applies.

The new equipment listed in Chapter 5 includes a variety of aids for just such delicate work. By utilizing greater detail in the description of a lock or trap, more opportunities

for the use of this equipment will arise.

## Building Better Locks

A character with locksmith proficiency can try to build a superior lock, but only if the proper materials are available. In most cases this means an iron or steel lock, though special considerations can be adjudicated by the DM. The locksmith must make a proficiency check for the lock. A roll of 1 or less indicates a lock of superior craftsmanship. Subtract 1 from the die roll for every proficiency slot *beyond the first* spent on the locksmith skill. For example, a craftsman with three slots of locksmith skill creates a superior lock on a roll of 1, 2, or 3.

The modification for such a specific lock is determined by rolling 1d10, resulting in a 1-10% modifier. Each improved lock will be at least as good as the one before it, however, so re-roll results that are lower than the modifier for a previous lock made by that same smith. When the locksmith makes locks with a 10% modifier, he is allowed to roll 2d10. When he reaches 20%, he receives 3d10, but is no longer guaranteed to beat his previous high roll. He does get to roll 3d10 until he gets a result of 20 or greater, however.

For example, a locksmith builds a superior lock and rolls a 7% modifier. On his next superior lock, he rolls and discards a 6, 3, and 5, before rolling a 10. He keeps the 10, since that is the first roll to equal or beat his previous high of 7. On his next superior lock, he rolls 2d10, using the first adjusted roll of 10 or higher. If he eventually gets a 20, he rolls 3d10 until he gets a result of 20 or greater. All his subsequent superior locks, then, will gain at least 20% modifiers, with the occasional one perhaps as high as 30%.

## Multiple Locks

A simpler way to make a room or chest more secure against thieves is simply to protect it with more than one lock. Iron-bound chests with two or three built-in locks were not uncommon in rich treasure vaults. Certainly a powerful and suspicious wizard would not entrust his spellbooks to a cabinet with only a single lock.

## Lockpicking/Trap Removing Noise

A thief attempting to open a lock or remove a trap with complete stealth can try to do so. He suffers a -10% chance to his ability rating, but will perform the task quietly on any roll except 01-10%. In the latter case the lock or trap makes a sharp click, snap, or other sound, audible to anyone within earshot.

If a thief fails a silent attempt, he cannot try to open the same lock normally.

## Animal Assistants

A thief with an exceptional ability at animal handling and training can sometimes train creatures to assist him in his profession. This section discusses three possible creature assistants: dogs, ferrets, and monkeys. Other types can be used given the

approval of the DM; develop and define the abilities of the animal using these three as examples.

All animal training acts described below are useable with the standard proficiency rules. The main additions are specific tasks that can be learned by these creatures.

When an animal learns one of the specific tasks below, its chance of performing the task are determined by the proficiency of its trainer. The proficiency check required of the animal is the same as for its trainer. For example, a ferret is trained to fetch gems by a character with three slots of animal handling proficiency and a Wisdom of 15. He needs a proficiency check of 17 or less to train the ferret for the task. The ferret, consequently, needs a roll of 17 or less to fetch the gems properly.

Players should record the stats for animals on the PC character sheet. List the tasks each animal has been trained for, recording this proficiency number beside the notation.

At the DM's option, some animals may have such exceptional intelligence, or strength, or speed, that their ratings are granted a +1 or, rarely, a +2 modifier to specific tasks.

Dogs can serve primarily as protectors, requiring little training before they become alert and aggressive watchdogs.

Dogs can also be trained to track a character or other animal. The dog requires some scent information about the object being tracked and a general location of the trail. A proficiency check is made to find the trail. Another check must be made every 1-4 turns, and also whenever the trail takes an unusual turn (through water, along tree limbs, etc). Dogs specially bred for this (including many hounds) gain a +1 or +2 to this particular ability.

Dogs can sometimes be trained to perform the "Thief's Fetch" trick, below. Generally, small and nimble dogs are used for this task.

Ferrets can fit through openings as narrow as 2", and thus have an ability to go places other animals cannot. Ferrets can be taught the "Thief's Fetch" trick to acquire gems, coins, or other small objects.

Monkeys are the most adaptable of these animals. A monkey can be trained to be selective in its fetching. Gateways, high windows, and other obstacles can easily be traversed by a monkey. A monkey will fight to defend itself if cornered or seized.

Monkey: AC 7; MV 12(9 climbing); HD1/2; THAC0 20; Dmg 1-4

## The Thief's Fetch

Animals can be trained to retrieve specific types of items from a general area such as a room or yard. Specific objects include coins, gems, jewelry such as chains or bracelets, or even items of food and drink. Additional training sessions can train the animal to perform its task with stealth.

The animal can be sent by gesture in a specific direction. It will seek for some time in the area indicated, finally returning to its master. Generally, the animal will spend 1d8 turns on the search. However, additional training sessions can add another 1d8 turns to this duration.

If an animal is discovered or frightened during this task, it will attempt to flee to its master. It can be trained to flee in a different direction, or even to attack, if a good trainer takes the time to do so.

## Poison and Sedatives

The DMG provides detailed rules on poison types and effects. The following rules add several types of non-lethal poisons, introduce poison gases, and describe some poison antidotes.

Sedatives are ingested poisons that disable, rather than injure, a character. A sedative can be administered in food or drink, with different rates and effects:

| Method | Onset | Weakness | Duration |
|---|---|---|---|
| Eaten | 4-40 min. | 1-6 min. | 2-12 hours |
| Drunk | 2-12 min. | 1-6 min. | 1-4 hours |

Sedatives are treated as regular poisons, except that their first effect is a period of weakness when all ability scores and the character's movement rate are reduced to half. This lasts 1d6 rounds, after which the character saves vs. poison. Failure renders him unconscious. Success means that the weakness lasts for another hour. The character then saves each hour, with the weakness remaining until a successful save is made.

Poison Gases are rare, expensive, and highly dangerous. A typical dose is a clay or glass jar weighing 5 pounds. If the jar is shattered or opened, gas fills a 10' x 10' x 10' cube. It disperses after one round unless contained on all sides. The gas lasts for 2d6 turns in an enclosed room; 2d6 rounds in a room with at least one open door, window, arrow slit, etc.

It might be possible for creative players to create larger doses of poison gas, but such lethal devices are left to the DM's discretion.

Poison gases generally have the effects of poison type D, taking effect after one or two minutes, inflicting 30 points of damage (2d6 with a successful save). The damage is inflicted each turn the character breathes the gas.

An extremely lethal poison gas is reputed to exist, similar to poison type J (onset in 1d4 minutes, causes *death* or 20 points of damage with save).

Unlike injected or ingested poisons, however, poison gas does not remain in a character's system after death. Thus, attempts to raise characters who have perished this way do not have to contend with the venom in the character's system.

## Poison Antidotes (Optional Rule)

In AD&D® 2nd Edition rules, a character with healing proficiency is able to aid poisoned individuals. This is described in Chapter Five of the *Player's Handbook*. We reproduce those rules here with additional options, including ones for those campaigns that are not using nonweapon proficiency rules.

### Campaigns without Nonweapon Proficiencies

Treat rangers, characters with forester secondary skills, and thieves with the kits assassin, bounty hunter, and scout as having herbalism proficiency; treat clerics and paladins as having healing proficiency; and treat druids as having both.

## Healing Proficiency and Poison

The basic healing proficiency rules for poison, from the *Player's Handbook*, are as follows.

A character with healing proficiency can attempt to aid a poisoned individual, provided the poison entered through a wound. If the poisoned character can be tended immediately (the round after the character is poisoned) and the care continues for the next five rounds, the victim gains a +2 to his saving throw (delay his saving throw until the last round of tending). No proficiency check is required, but the poisoned character must be tended to immediately (normally by sacrificing any other action by the proficient character) and cannot do anything himself. If the care and rest are interrupted, the poisoned character must immediately roll a normal saving throw for the poison. This result is unalterable by normal means (i.e., more healing doesn't help). Only characters with both healing and herbalism proficiencies can attempt the same treatment for poisons the victim has swallowed or touched (the character uses his healing to diagnose the poison and his herbalist knowledge to prepare a purgative.)

Note that these rules concern antidotes only obliquely, through the herbalism proficiency in instances of ingestive and contact poisoning.

## Antidote Effects

Antidotes can be manufactured for most poisons. To use an antidote you must match it with its poison (see the assassin kit), or just administer an antidote and hope that by chance it is the right one. (The DM may permit the existence of some antidotes that counter more than one poison, e.g., both types A and B injected.) An antidote will take effect if administered immediately or at least before the toxin's onset time. It then either negates the poison entirely (if the poisoned character made his saving throw in the first place) or reduces its effect to saving throw level.

## Producing Antidotes

Most of the time an antidote has not been prepared in advance, and a character with herbalism proficiency will attempt to produce an antidote from scratch.

Doing this presupposes an assortment of herbs, mosses, and such necessary materials, already selected and close at hand (e.g., gathered, dried and stored in a pouch). If the herbalist needs to gather the materials as well (and there are materials around to be gathered—not the case in most dungeons), at least half an hour is required to do so. When materials are available, putting together and administering an antidote takes 1d6+4 (5-10) minutes.

If time for gathering materials and making the antidote turns out to be greater than the poison's onset time, the efforts are in vain. If not, a proficiency check must be made to

determine the antidote's success or failure. The check suffers a -10 penalty if the poison has not been identified. If the check is successful, the antidote takes effect.

For example, the assassin Therius is adventuring with his companion, Orlene, when she is struck by a poisoned blade. The opponent is swiftly dispatched and Therius turns his attention to her wound. Orlene, meanwhile, has failed her saving throw. The DM knows that the poison is Type O, injected, with an onset time of 20 minutes; he notes this information secretly. One minute has already gone to finishing combat. If the poison is not successfully treated, Orlene will be left paralyzed for nine hours.

Therius is a 7th level thief (assassin kit) with herbalism proficiency and Intelligence 14; he does have a kit of useful herbs with him just for such emergencies as this.

He first sets out to identify the poison. His base chance is 35% (7th level) + 5% (Int 14) = 40%. This is his chance of learning from Orlene's symptoms. He rolls a 48 on percentile dice and fails. His next attempt is by sight, examining the slain opponent's blade, with a 20% chance of success. This also fails. Concerned about time (three minutes have already ticked by), Therius puts a dab on his tongue. He needs to roll 35 or lower . . . and gets a 26! He spits out the poison, recognizing it as type O. The DM doesn't bother to see if the poison affects Therius, since a paralytic poison at half strength would have no effect.

Therius works to produce an antidote with the materials in his pouch. This takes him six minutes. He then makes a proficiency check, needing a 12 or lower (because herbalism has a -2 modifier—see *Player's Handbook*, Chapter Five) for success. He rolls a 13—failure! Nine minutes have ticked by. He hurriedly attempts again to concoct the antidote. This time it takes a full 10 minutes . . . Therius rolls a 9 this time, however, so he succeeds just in the nick of time.

The antidote totally halts the paralytic poison, since that is what the result of a successful saving throw would have been.

## Mugging—the Thief's KO

A thief can attempt to knock out a victim under certain circumstances by striking from behind with a blunt instrument. In order to be eligible for a mugging attack, a target must be eligible for a *backstab*, as explained in Chapter Three of the *Player's Handbook*. In addition to all restrictions governing a backstab, a thief cannot mug a victim more than twice as tall as the thief.

The eligible thief character simply makes a mugging attack instead of a normal backstab. The thief gains his +4 backstab bonus and the victim loses shield and Dexterity bonuses. If helmets are detailed in the campaign, the victim has AC 10 unless the head is protected.

If the thief scores a hit, the victim must make a saving throw versus petrification or fall unconscious for 2d8 rounds. Modify the saving throw by the difference in level or hit dice between the mugger and the victim.

For example, Pwill the thief (T9) sneaks up behind the ogre sentry (4 HD). Pwill's blow is successful, so the ogre saves as a level 4 warrior. Normally he would save on a 12 or better, but the difference in Pwill's level (9) and the ogre's HD (4) modifies his necessary save to 17. However, the DM rolls a 19 for the ogre, so Pwill's attempt only makes the sentry mad. And loud.

## Armor and Acrobatic Proficiencies

This system of modifiers for armor other than the usual leather may be used for non-thief characters as well as those thieves who may be found wearing heavier protection.

Elfin chain mail is light and thin and can be worn under normal clothing. All other types of armor except simple leather are stiff or bulky, and can only be covered by a full body cloak.

**Jumping:** For an acrobat wearing armor and attempting a jumping maneuver other than pole vaulting, compute the height or length of the jump as described in the Player's Handbook, Chapter Five. Then adjust this distance according to the armor of the character, as shown on Table 37. Should the resulting total be less than zero, the character fails the acrobatic feat entirely (probably by tripping and landing flat on his face).

Pole vaulting is a different matter. To successfully get off the ground in armor bulkier than leather requires a proficiency check, adjusted, as indicated on Table 37, according to the pole vaulter's armor. In addition, a pole vaulter with armor heavier or bulkier than studded or padded can vault no higher than the height of the pole.

**Tightrope Walking:** Adjustments listed on Table 37 indicate the penalties associated with each sort of armor if it is worn while tightrope walking. The DM should also take into account how heavy the character and all his armor, weapons and equipment are, and whether the rope or beam or other surface on which the character walks is capable of supporting such weight.

**Tumbling:** Defensive and offensive tumbling maneuvers are limited by the use of armor. As the *Player's Handbook* states (Chapter Five), a character with tumbling proficiency can improve his armor class by 4 against attacks directed solely at him in any round of combat, provided he has the initiative and forgoes all attacks that round. The row "Tumbling—Defensive" on Table 37 indicates what AC bonus, if any, the character can get when he is wearing various sorts of armor. When in unarmed combat, a character with tumbling proficiency is also normally able to improve his attack roll by 2. The bonus, if any, that the character has when in armor is shown in the row "Tumbling—Attack."

The third function of tumbling proficiency is the ability to avoid falling damage. If the character makes a successful proficiency check, he takes only half damage from falls of 60 feet or less, and none from falls of 10 feet or less. Modifiers to this proficiency check are listed in the row "Tumbling—Falling."

**Table 37:**
**EFFECTS OF ARMOR ON ACROBATIC PROFICIENCIES**

| Skill | No Armor | Elfin Chain | Studded orPadded | Hide | Ring or Chain | Brigandine or Splint | Scale or Banded | Plate Mail | Plate Armor |
|---|---|---|---|---|---|---|---|---|---|
| Broad jump, Running | +1' | — | -1/2' | -3' | -5' | -7' | -10' | -15' | -20' |
| High jump, Running | +1' | -1/2' | -1' | -2' | -4' | -8' | -10' | -20' | -18' |
| Broad jump, | | | | | | | | | |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Standing | +1/2' | — | -1/2' | -2' | -3' | -4' | -5' | -7' | -10' |
| High jump, Standing | +1/4' | — | -1/2' | -1' | -2' | -21/2' | -2 1/2' | -3' | -3' |
| Pole vaulting | — | -1' | -1' | -3' | -5' | -8' | -10' | -12' | -15' |
| Tightrope Walking | — | -1 | -1 | -3 | -5 | -6 | -8 | -10 | -12 |
| Tumbling | | | | | | | | | |
| Defensive | +4 | +4 | +3 | +1 | +2 | +1 | 0 | 0 | 0 |
| Attack | +2 | +2 | +2 | 0 | +1 | +1 | 0 | 0 | 0 |
| Falling | — | -1 | — | -3 | -5 | -6 | -8 | -10 | -12 |

General Notes: Leather armor is taken to be the standard, with no positive or negative adjustment to thief skills. No dexterity bonuses apply to thief functions (though penalties do) when wearing armor other than simple leather.

1. This category applies when wearing *bracers of defense* or a cloak, but no large protective devices.
2. Includes bronze plate mail.
3. Encompasses both field plate and full plate armor.
4. (Table 38) Assumes that armor worn is covered by another garment. Elfin chain mail is light and thin, and can be worn under normal clothing. All other types of armor except simple leather are stiff or bulky, and can only be covered by a full body cloak.

## Armor and Thief Skills

Rogues traditionally wear no more than leather armor, since garb any more bulky greatly hinders the traditional abilities of thieves. The *Player's Handbook* notes the benefits or penalties of wearing no armor, elfin chain, and studded or padded leather armor, since these options are also available to thieves. In some instances thieves will be found wearing still other sorts of armor. Multi-classed demihumans and dual-classed humans, for instance, may have fighter or cleric as one of their classes, and may therefore be permitted any sort of armor whatsoever.

Thieves using the disguise proficiency also should be permitted to wear armor not normally used by their class, to aid the deception. (Otherwise it becomes obvious that anyone in leather armor who refuses to don chain mail must be an assassin or spy.)

For this reason we offer expanded rules to cover the effects of the heavier and bulkier armor types on thieves' skills. Table 38 lists the adjustments accorded to each armor type.

**Table 38:**
**EFFECTS OF ARMOR ON THIEF SKILLS**

| Skill | No Armor | Elfin Chain | Studded or Padded | Hide | Ring or Chain | Brigandine or Splint | Scale or Banded | Plate Mail | Plate Armor |
|---|---|---|---|---|---|---|---|---|---|
| Pick Pockets | +5% | - 20% | -30% | -60% | -40% | -40% | -50% | -75% | -95% |
| Open Lock | — | -5% | -10% | -50% | -15% | -15 | -20% | -40% | -80% |
| Find/Remove Traps | — | -5% | -10% | -50% | -15% | -25% | -20% | -40% | -80% |
| Move Silently | +10% | -10% | -20% | -30% | -40% | -40% | -60% | -80% | -95% |

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Hide in Shadows | +5% | -10% | -20% | -20% | -30% | -30% | -50% | -75% | -95% |
| Hear Noise | — | -5% | -10% | -10% | -20% | -25% | -30% | -50% | -70% |
| Climb Walls | +10% | -20% | -30% | -60% | -40% | -50% | -90% | -95% | -95% |
| Read Languages | — | — | — | — | — | — | — | — | — |

Notes 1-4: See Table 37.

No skill can have a chance of success (including all adjustments) greater than 95%. However, a character can always have a 1% chance of success, even when trying to pick pockets in full plate armor.

Option: Some DMs may permit thieves to wear any available armor. For most thieves, however (especially at low levels), it isn't worthwhile to wear bulkier armor because the penalties cripple thiefly skills. A rogue could favor bulk anyway, but DMs should emphasize (a) if the player wants a fighting machine he should play a fighter, (b) the thief can't gain experience and increase skill in thieving abilities that he doesn't use.

# Chapter 8: The Thief Campaign

*Terrak, the Master, looked through the hazy air of the hideout. The acrid scent of charcoal smoke mingled with the sweat dripping freely from his assembled thieves. Indeed, the air in the attic remained always fetid, for even on a cool night such as this they dared not open any passage to the outside. So precarious was their position in the city, so firm was the Black Duke's grip on the populace, that any hint of their presence here would bring swift and brutal reprisal.*

*For the hundredth time, Terrak examined the members of his small band. They were brave men and women, and he trusted them all. They were bound to him not by any bonds of love—though he knew they respected him—but instead by a common, flaming hatred. He wondered, again, if such a ragged assemblage could actually be a threat to one as mighty as the Duke. But then he sighed, knowing they had no choice.*

*Straight across from him, Terrak saw Ardina, the weaver. The old woman practiced her trade skillfully during the day, and none suspected that her bottles of dye, or her carefully wrapped bundles of cloth, were used to smuggle the gains of the band around the city, and even to locations beyond the high wall. Even now the band gathered in the attic of her shop, since she had risked her cover and her life to provide them this temporary hideout.*

*Wistfully, Terrak remembered the guildhall, built with the profits of his long labors, and even the sweat of his own brow. The building had contained secret passages, hidden compartments, deadly traps, and easily defensible combat stations. But it had all gone up in smoke when the Black Duke's enforcers had attacked. Terrak's eyes misted as he thought of Serana, his beautiful, young Serana, calling to him with her last words before the flames had taken her, had taken so many of them.*

*But the Master Thief hardened his mind and his plans. Indeed, it had been those same precautions, the secret doors and the hidden compartments, that had allowed this small remnant of his band to escape. Now they gathered here, dry kindling awaiting the spark that would ignite the flames of their revenge.*

*Terrak turned to an old man beside him. "And so, Rorden, the Duke's treasury awaits us now?"*

*The man nodded his balding head. Terrak reminded himself that the man was not as old as he looked. The Duke, however, had seized Rorden's wife for use as a concubine many years earlier. By threatening her with death, the ruler had forced the talented Rorden to keep his books and provide him with information. Now, the Duke's threat to claim the man's daughter for a similar fate had finally driven Rorden to fight against his brutal lord.*

*"Indeed, Master." Rorden spread a piece of parchment on the floor. "You see here the layout of the Duke's mansion. I have marked the secret passage to the vault, though I could not gain the key to the lock. I am sorry, but the Duke keeps it on a key around his neck."*

*Terrak waved away the man's apology. Once they found the lock, he knew Xeno could open it. Indeed, the lockpicker even now instinctively flexed his fingers and licked his lips. Xeno, too, had lost his woman in the Duke's raid. Terrak knew he would perform with skill on this night.*

*"And the painting?" asked Terrak, carefully watching the other members of his band. He saw Rocko flex unconsciously, grasping the stump of his right arm with his left hand. Rocko had lost his hand as a mere boy, when the Duke's watchmen had caught him stealing bacon in the marketplace. Rocko was brave, but not terribly bright. He, of all of them, had expressed the most misgivings about the plan to steal the piece of art along with the Duke's treasury of gems.*

*"Remember, the Duke is ruled by his vanity above all else," Terrak reminded them, directing his measured stare at the unflinching Rocko. "That painting of himself, the work he paid thousands of gold pieces for that it may hang in his great hall, serves as a symbol of his vanity. It has left a bitter taste in the mouths of the entire city. Its theft will put a large dent in the Duke's armor of rulership!" (At least, I hope it will!), Terrak concluded silently.*

*"Now, the challenges," the Master Thief continued. He looked at Kyrin, to his left.*

*"I will have the wagon ready," the girl answered solemnly. She had been just old enough to understand her loss when her parents had died in the inferno of the guildhouse. Terrak knew that she spoke the truth.*

*"Here are the magic mouths." Terrak gestured at the parchment as Rorden nodded.*

*"My spell of silence will be ready," nodded another thief, a thin and wiry man of indeterminate age. Only the golden sheen of his blond hair suggested his true race. The half-elf was a skilled thief, but at times his talents as a magic-user were even more valuable to the band.*

*"These walls are oiled to prevent scaling," explained Rorden, gesturing around the periphery of the courtyard.*

*A snicker came from a young woman across the room, and Terrak allowed himself a slight smile of his own. The Black Duke would need more than slippery walls to stop Bria the acrobat and her grappling hook. "Just remember to drop a rope for the rest of us," reminded the Master.*

*"And finally, the guards," pointed Rorden. "They are commanded by Puroch, whose loyalty the Duke extorts by holding his family at knifepoint."*

*"The family is now safe in hiding?" asked Terrak, looking at the old weaverwoman.*

*She nodded with a toothless grin. "Puroch will join us now."*

*Terrak looked again at his small, capable band. He knew them all, understood their*

*strengths and their weaknesses. He would not betray them, and he knew they would not betray him.*

*"We cannot hope that the theft of a painting and a few gems will bring the power of this duke crashing down," he said softly. "But if, by this theft, we can force the entire city to see him for the madman he is—and his madness will be plain to all when he discovers the defaced painting hanging above the outer gate of his mansion!—we can do him great harm."*

*"And too, we can pave the road to our return. Soon, my loyal comrades, we will become the influential guild that we were once before!"*

## Elements of the Thief Campaign

The thief campaign resembles any other AD&D® game campaign in many respects: There must be a challenge for the PCs to face, the challenge must be balanced to the strength of the characters, and the rewards must be enjoyable enough to keep everyone having a good time—but not so abundant as to drastically inflate the finances of your campaign world.

But it is in the specifics of play that some of these campaign aspects can take on unique and entertaining features when applied to a campaign involving many thief characters.

This section explores some of these features, providing detail to DMs and also players.

### Cultural Considerations

The cultural overview of the campaign setting is an important consideration for the adventuring careers of all PCs, none more so than the thief. Some cultures have a strong and deep-running tradition of thievery while others will be quite foreign to the concept.

Generally, the more primitive a civilization, the less the likelihood of a strong thief element within it. Savage tribesmen or aborigines, of course, have few possessions that a thief would deem worth stealing. While characters from these backgrounds might covet the possessions of other cultures, their methods of acquisition will be less subtle than those of a ``civilized'' thief.

Of course, nothing prohibits a character from a savage or barbarian background from joining the thief class. Ideally, the character will have the opportunity to learn a little about his chosen trade before he meets up with an experienced city watch patrol.

Rural cultures, too, will be less likely to provide interesting settings for thief adventures than will urban locales. Thief characters can of course learn their trades in small town or country settings, but unless they have a steady stream of travelers passing through from which to select their victims, such thieves will have difficulty maintaining a career of any long duration.

But perhaps an even more significant cultural consideration is the view of that culture towards personal property and an honest day's labor. It is in this context that a city, with a strong class of merchants, an important economic system, and a reliance upon trade, becomes the ideal setting for the thief's activities.

The culture of such a bustling city cannot help but give rise to laws and law enforcers,

to objects of value, and to interesting inhabitants. All of these items, as they relate to the thief's activities and opportunities, are discussed below.

## The Social Campaign Environment

Thieves, more than any other character class, must interact with NPCs in order to utilize the full capabilities of their class. Unlike the fighter or the magic user, who can face an opponent from the safety of spell or missile range, or in the heat of melee combat, the thief must often communicate with his enemies, staying alive as much by his wits as by his strength.

It is incumbent upon the DM, of course, to provide the necessary environments for his players' enjoyment. For thief characters, and particularly in a campaign with numerous thief-types, this means the creation of numerous NPCs, detailed sufficiently for smooth interaction with the PCs, and a society or culture with enough features to provide motivation and ambition to thieves and to allow plenty of room for adventure.

Some of the significant features of such a campaign include:

## The Social Overview of Thieves

How does this society view thieves? Are they vigorously exterminated wherever they can be found? Are they encouraged to leave town by the closest available gate? Or are they an integral part of the city's infrastructure, contributing to its economic life every bit as directly (if not, perhaps, as constructively) as the trading of merchants?

The answers to these questions determine, to a great extent, what kind of status a thief might hold in the society. Of course, status is almost always enhanced by wealth, but a wealthy thief, in many societies, is still regarded as mere scum, however cleansed and sanitized he may be on the surface.

In areas where thieves are vigorously persecuted, thief characters will have to operate almost entirely underground. Even the location of such a major establishment of the thieves guild will be a carefully guarded secret. The guild headquarters might move around frequently, changing locations at the first hint of detection.

Thieves in these types of societies will probably need to have several alternate hideouts lined up, ready for use at a moment's notice. The number of thieves working together, whether in a guild or a more informal band, will be small. Paranoia among the members will be common, and even the hint of betrayal will likely meet with gruesome consequences.

Indeed, thieves in societies that strive to root them out will often be forced to resort to a cover occupation or identity, simply to maintain appearances with neighbors, casual acquaintances, and even curious members of the city watch. The development of the cover can involve as much time and detail as player and DM want to spend. In this type of culture, a thief's success at his cover can affect his fortunes every bit as much as his performance on the job.

While a cover provides a thief character with an inherent professional weakness, it can also provide wonderful opportunities for roleplaying. Additionally, a thief who works to preserve a cover might find himself working in an area that is normally closed to thieves. This entails a corresponding increase in the likelihood of encountering lucrative

targets for theft. Also, there will often be a relative lack of competition from other thieves in such an environment.

Conversely, societies where thieves are at least tolerated, and those where thieves are accorded rank of some status, present thief player characters with other challenges. Because of the notoriously chaotic nature of the class, thieves are constantly adjusting the status of members within their ranks. Thieves who would succeed must struggle to stand out from the masses. Where every street has its cutpurses and every neighborhood its petty boss, the thief PC will find himself in the midst of savage competition. He will nearly always be forced to choose sides. Although this selection can include the choice of independent operations, of course, most thieves look upon those who are not declared friends as undeclared enemies. Competition from other thieves and thief organizations becomes a major conflict for these characters.

## Detailed and Varied Non-Player Characters

Obviously, NPCs are a major part of any social campaign environment. For a campaign with major roles for thieves, this must be one of the primary areas of DM concern.

Details are important, as always. Because of the number of NPCs needed, DMs will probably want to develop a convenient shorthand procedure for keeping track of all these characters. It is not necessary, for example, to include stats and proficiencies and equipment for each shopowner and innkeeper in the player character orbit. Often a name for the character and a one or two word personality description will suffice to give the DM all he needs to roleplay the NPC in an interesting and consistent manner. (Remember, if the innkeeper is "greedy and bigoted" the first time the PCs encounter him, he is likely to be that way next time as well.)

Of course, NPCs who might logically be expected to enter combat with the PCs (guards, rival thieves, thugs, bullies, etc.) will need to be detailed with the relevant combat information. Other NPCs who fill the roles of the potential targets for PC thievery (merchants, nobles, dandies, caravaners, fences, influential criminals and thieves, etc.) will need additional information on valuables possessed, how those goods are secured—including notes on locks, traps, secret compartments, and the like—as well as enough combat information to allow the DM to quickly adjudicate an encounter should matters come to blows.

Chapter Twelve of the AD&D® 2nd Edition DMG includes valuable information on defining the personalities of NPCs (pg.114) and on creating fast, realistic characters when needed (pgs.115-117).

The DM, after working out an easy way of recording his NPCs, must then keep this information close at hand where it can be easily referenced. He is then ready for any encounters the characters might decide to find.

A variety of NPCs is every bit as important as the detail used to record them. In all campaigns, the player characters will interact with folks from all walks of life—in a thief campaign such interaction is common and expected.

Some of the NPCs will need to be peers of the PCs—fellow thieves and rogues inhabiting the same area. These NPCs can serve as rivals, temporary helpers, sources of information, and even sort of a measuring scale for the PC's successes.

Thieves will often develop contacts with NPCs even lower in status than the thieves themselves. These characters can include beggars, urchins and orphans, harlots, and other low-life types. A stable of these NPCs can provide the PCs with a ready source of information ("Here's a copper, kid—go and count the guards outside the storehouse for me!"), as well as providing a touch of believability to the campaign background. These low-life NPCs will, of course, have the same variety of personalities and abilities as other NPCs. Because the PCs represent persons of power to them, however, player character actions can have a great rebounding effect in their relations. For example, a thief that always shares a (however small) portion of his take with the gang of urchins constantly roaming the neighborhood will find those urchins to be useful lookouts and helpful, willing sources of information. The thief who spends his time cursing and kicking the youngsters away from his abode may just find them leading an elite unit of the city watch straight to his door.

Potential targets for robbery include a whole vast realm of NPCs: wealthy merchants, powerful nobles, influential foreigners, even thieves and other adventurers who have enjoyed a certain amount of financial success in their endeavors. A variety of characters is essential here because this gives the PCs the opportunity to determine for themselves what will be the site of the next furtive operation.

Here your group might try pacing the gaming sessions to give the players complete freedom of choice, while not burdening the DM with the task of detailing every mansion, noble house, and merchant shop in town. Simply use the expedient of closing a gaming session with the PC planning meeting for the next operation. Then, when the target for the theft has been selected, the DM has the next week (or next few hours, depending on how often you play) to prepare a detailed layout of the setting.

No campaign is complete without at least one, or ideally several, strong villains to serve as antagonists for the player characters. Villains, of course, do not have to be criminals or other low-life types. They can be nobles, government officials, law enforcement officials or magistrates, foreign ambassadors, powerful wizards or sinister clerics—in short, all types of characters can make good villains in a thief campaign. And don't overlook the grandmaster of the thieves guild or some other powerful criminal who might be a rival of the PCs; these kinds of long-running feuds can kindle the fires of many an extended campaign adventure.

Whoever the DM picks as a central villain for the campaign, a few general principles apply. The villain must be a powerful character—one who can inspire fear, or at least grudging respect, in the PCs. Power can be expressed in financial resources (an estate, fortress, collection of treasures, etc.), authority (such as a troop of guards or command of the city watch), personal abilities (such as magic powers, magical artifacts, combat skill and weaponry, or sheer intelligence or charisma), or, ideally, some combination of all these characteristics. Certainly in order to seem formidable, a villain's power must exceed the combined power of the PCs.

Scenes involving the villain should be paced and staged carefully—the PCs probably will not find him in a back alley rolling drunks. (If they do, that should tell them something about the drunk!) Villains, being powerful and influential individuals, are not stupid. When they are encountered, they will usually be surrounded by their lackeys and henchmen (some of these can be quite stupid, at the DM's option).

In fact, the villain's lackeys should be common antagonists of the player characters

throughout the campaign. It is well worth a DM's time to develop some of these henchmen as detailed NPCs—minor villains in their own right. What is the Sheriff of Nottingham without his loyal house guards, after all?

Any villain worth his black mustache will have one or two escape routes planned from every location where he is likely to be encountered. These will only be used in emergencies, of course, but can serve an important campaign function in that, as a villain escapes from near-certain death time after time, the players will develop their own motivation in wishing to go after him and end the conflict once and for all. This resolution, ideally occurring after many gaming sessions, then becomes a major triumph in the PCs' careers. Of course, if they blow it, the last battle can make a glorious final chapter in a PC career . . .

A final category of NPCs, impossible to overlook in the thief campaign, are those characters entrusted with the enforcement of law, or justice, or power—whatever prevails in your campaign environment. Even should you have created an anarchistic society, people will take steps to protect their belongings and some of these steps usually involve big, tough fighters.

It is interesting and enjoyable to have several of these characters become very well-developed NPCs in the campaign. The gruff sergeant-major of the city watch, for example, might have a few stern words for the PCs each time they are apprehended. A villainous thug in charge of a platoon of mercenary guards might develop a personal grudge against the PCs that can grow into a major campaign storyline. Even a severe magistrate can be a recurring character, especially if PC lawbreakers are coerced into helping the forces of justice in exchange for their freedom, lives, or whatever.

The DM need not go overboard on details for these NPCs. After all, having 100 NPCs in the campaign isn't much use if the DM has to shuffle 100 pieces of paper every time a player character asks a question. It is best to work out to your own satisfaction the level of detail required for consistent, enjoyable play, while allowing a brief enough format that the DM does not become overwhelmed with recordkeeping and NPC creation.

## Unique Buildings and Structures

Whether these are temples, fortresses, vaults, inns, palaces, or mansions, the buildings in a thiefly environment should be well detailed. Determine, as much as possible, details such as window placement, even on higher floors.

Features of construction can be important; a brick wall may prove easier to climb than a surface of smooth plaster. Are there trees or clinging vines near the walls? Are the grounds well-maintained? (Many a thief has failed a move silently check because the leaves rustled beneath his feet!)

Add entertaining features to your buildings such as balconies, atriums, wide stairways with railings, chandeliers, swimming pools, secret passages, and so on. Hanging draperies can make wonderful emergency transportation, and a wine cellar, icehouse, or other specialized room can also be put to interesting use.

Experiment with unusual settings as well—just because your thieves adventure in a social environment doesn't mean that you can't put a dungeon under a noble's manor, or a hidden cavern leading to and from the lair of a rival band of thieves. After the PCs have plundered several houses, you might offer a tower or a pyramid for a change of pace.

Insomuch as a great portion of a thief's career might be spent skulking about the buildings of the campaign world, it is well worth the DM's time to prepare them carefully and imaginatively.

## A Well-Defined Economic System

This can be as simple as consistent observation of the prices and costs listed in the Players Handbook, or as complicated and involved as a DM cares to make it. Because so many thieves measure their accomplishments in financial terms, however, some sort of consistent measure of worth is extremely important.

Another consideration within the economic system is the effect of theft on the items being re-sold. Certainly a jeweled tiara can be appraised at 1,000 gp. However, if word of its theft has traveled far and wide, PC thieves might have difficulty getting someone to pay half the listed amount.

Other aspects of economics often overlooked in a campaign can be very relevant for thieves. Bribes are often necessary in order to gain information or to persuade a guard to look the other way—keep rigorous track of this cost of doing business! Protection money might be offered by victims; conversely, if a merchant is paying protection money to someone else (a thieves guild, for example), those being paid will leave no stone unturned in seeking the one who has flaunted their warnings.

All such extra costs and hidden consequences should be determined by the DM, at least to the extent of their impact upon the campaign environment. It can be left up to the PCs to discover for themselves how these little extras can impact (perhaps even shorten!) their illicit careers.

## Interesting Objects D'Art and Other Treasures

A well-defined cultural store of valuable objects always gives a thief something to think about, and can provide some wonderful impetus for roleplaying. ("I simply must have that last Van Hoot original!") These items add a great deal of color and life to a campaign, encouraging players and the DM alike to think in terms other than simply the gp value of a treasure. Indeed, a valuable art object may be worth far more than its base value to a collector. By the same token, such an object might be recognized far and wide as stolen property—a complication that can make disposal of the goods an adventure in its own right.

Part of this campaign aspect involves establishing a consistent economic system for the world, of course, as mentioned above. But taking the time to specify treasures and their worth within that economic system carries the concept to a level of detail that greatly enhances any campaign—but particularly one involving many thieves and their illicit activities.

Objects can be classified by type and artist, most obviously, but also by such things as materials (especially in the area of gems and jewelry), intricacy of design, and size.

It doesn't so much matter *what* you choose to invent and define here. It is more important for the DM to create enough detail about some area that the most treasured pieces are known to one and all, and enough other facts about the art to allow PC thieves to make proper value judgements.

Of course, establishing an artistic level of a culture is an ingredient of any campaign. Thieves, however, are more apt to become involved in the gaining and losing of such items than are characters of other classes, and because of this the thief campaign calls for a little extra attention to be paid here.

Whether these objects are paintings, statues, jewelry or gemwork, tapestries or rugs, ornate crystal, or religious icons, a well-defined set of existing treasures helps a thief put his own acquisitions and losses into context. Dungeon Masters will find the time spent creating a detailed cultural and artistic background for the campaign well spent.

Player character thieves will doubtless find one or two more things that just might cause them to lick their chops.

## Well-Defined Legal System

This does not mean that your campaign has to have a law-and-order basis with plenty of tough penalties for thieves, and a gung-ho team of watchmen and sheriffs to see that unlawful perpetrators are quickly apprehended.

Instead, a well-defined legal system in a campaign means that the DM must give careful thought to the role of law and order in the campaign culture. It is far more important for penalties to be consistent than for them to be harsh.

Once the DM has established a consistent legal structure for the society, a working knowledge of that structure should be communicated to the players.

In any event, the laws of a society will usually be formed to reflect the standards and expectations of the majority (or at least the most influential portion) of the populace.

As always, game balance is important here as well. Societies with harsh penalties for thievery tend to discourage such nefarious activities. Because of the risk involved, potential gains should be correspondingly higher than in locations with more easy-going magistrates.

A few words about specific penalties: While the death penalty for lawbreakers is not an unrealistic sanction in a medieval-based society—and, indeed, many a nail-biter of a rescue has pulled a character from the shadows of the gallows, headsman's axe, or whatever—it is not the most enjoyable thing to roleplay.

Far better to have a character who has gotten himself in deep trouble be subjected to leverage from the law, perhaps being coerced to betray his companions or spy upon a powerful rival thief in exchange for his freedom and pardon. This way the sanction is a device propelling the character into another adventure instead of a one-way ticket out of the campaign.

## Counter-Thief Tactics

This is an area all too often neglected in campaign and city design. It reflects the truism that people who have been robbed, or who know they are susceptible to robbery, will take steps to guard their belongings.

Counter-thief tactics include structural features such as locks, walls, traps and alarms; NPCs such as guards, judges and investigators; magical procedures for locating lost objects or protecting items of value; and any other steps property-owners and societies might take to hamper the activities of thieves among them.

The degree of counter-thief tactics employed in a campaign can be a useful balancing tool for the DM, as well as a source of endless challenge and adventure for the PCs. As with any roleplaying game situation, the degree of challenge should be compatible with the amount of reward offered. Not every small strongbox in a city will have magical locks and a full-time patrol of high-level guards.

However, the protections employed by a society to counter thievery will also relate directly to the amount of thievery to be expected. In places where robberies are common but wealth is valued, those who have the wealth will take vigorous steps to protect it.

Such protections do not all have to be of the common nature—extra guards, a trap built into the lock, etc. Some NPCs will certainly hide their loot in unexpected locations—the nightmare of many a cat-burglar. Another occasionally employed tactic is the substitution of some worthless object for the real thing. A nasty twist on this latter case has the thief actually stealing something harmful to himself or others. For example, the thief who has just poisoned his guildmaster with what he thought was a *potion of eternal youth* finds himself in a very awkward situation indeed.

## Background of Interesting Conflicts

A thief campaign can probably run for a long time on the central conflict of "Haves vs. the Have-nots". Players and DMs alike will find a lot more flavor and depth in a setting with a little broader background of conflict, however.

Conflicts appropriate to a thief campaign are little different from those that should liven up any campaign. Every social setting will have tension between the various legs of the power structure, whether these are ruling houses, political parties, or even different members of the same ruling family.

Conflict between different classes or social strata is another common point of tension in society. The rich might seek to dominate the poorer folk, who strive in their own right to gain a share of the good life. In a mercantile society there might be a middle class of merchants and artisans who seek to insulate their privileges from those less fortunate, while at the same time striving for financial betterment for themselves and their families.

Religious conflict is a common feature of campaigns, particularly appropriate in worlds with a wide pantheon of varied gods. Thieves and others can often be employed by the clerics of different temples in order to spy upon, pilfer, or sabotage the centers of rival religions.

Conflicts among thieves themselves, and obviously between the law and breakers of the law, should be standard features of the campaign. The conflict between a thieves' guild and independent (usually player character) thieves has become a cliche, but it still creates a tense background for a thief's activities. Just try to establish that this is not the only conflict around which the campaign is based.

Conflicts, as always, are most effective when they can be personalized. In a religious conflict, for example, detail the influential clerics on each side. If a thief PC encounters a challenge from an NPC thief working in the same territory, give that NPC a face and a personality. When conflicts are personalized, player characters develop a natural motivation and enthusiasm for their resolution.

## Challenges To Thief Character Class Abilities

Finally, the thief campaign should ideally include a multiplicity of opportunities for thieves to employ their own unique talents. Most significantly, this means many opportunities to pick locks, to find and remove traps, to climb sheer surfaces, and so on.

The DM should additionally tailor the challenges to the specific type of adventure suitable to the thief or thieves in the campaign. A character with great proficiency in disguise, for example, should have opportunities to use a cover identity, or to find work as a spy.

By successfully creating challenges that match the particular strengths of the player characters (of all classes), the PCs have a chance to carve out a solid niche for themselves in the campaign world.

### The Thieves' Guild

Whether or not to place a guild in your campaign setting is a decision central to the gaming careers of your thief player characters. Guilds can provide many interesting conflicts, and also require a certain amount of DM commitment in order to exist believably in a campaign world.

Consequently, the creation of a guild is not a decision to be taken lightly. Of course, they are more or less standard in many gaming environments, and if everyone in the campaign expects there to be a thieves guild, there probably should be a guild.

Thieves guilds can provide many opportunities for adventure, as detailed in Chapter 4: Thieves Guilds. Many of the ideas there can be used in creating a guild for your own campaign environment.

Remember also, should you decide not to have a guild in your own campaign world, that the absence of a guild does not mean there aren't plenty of thieves running around out there, looking for their share of the spoils and working actively to defend their "turf."

## Basic Storylines For Thief Campaigns

Perhaps the player character thieves will be content at the start of a campaign to plunder this noble mansion and that opulent gallery, staying one or two steps ahead of the city watch. Such campaigns require little planning beyond the next gaming session for the DM, and work well with players who can only attend occasional gaming sessions.

However, the repetition of objectives and motivations can prevent players from exploring the full possibilities of their characters and the game. Even if each mission involves a different setting, new monsters, and unique, challenging traps and NPCs, players and DMs alike may find themselves wanting more.

The addition of a basic storyline can add a theme tying the campaign together, giving the player characters a cause higher than mere plunder for their exploits. Storylines allow for greater development of NPCs, and also provide the PCs with more opportunities for interactive roleplaying (as opposed to combat and other physical encounters).

Several suggested storylines are presented here. Many dungeon masters prefer to create their own, and this is encouraged. The examples are brief enough that each campaign's will be specifically tailored for a unique fit.

## The Great Artifact

This is the type of story that gets the old thieves talking late into the night, sipping their mugs and reminiscing wistfully about the big job that they never quite got around to.

The great artifact is a unique object, a one of a kind wand or gem or statue or anything else of tremendous worth. It is famed for its power (like a magic item) or its symbolic value (like the crown jewels of a proud government) or perhaps simply for its mindboggling worth financially (the mint or gold repository of a powerful city-state, perhaps). Occasionally, an artifact will combine features of all these types, and more. Objects labelled as "artifacts" in the AD&D® game system usually fall into this category.

Whatever its nature, some generalities about the theft of the great artifact apply. Its worth is fabulous. Although it may not be sought by *everyone*, there are plenty who would give anything to own it.

The great artifact's acquisition should be a process requiring many gaming sessions. Perhaps several additional quests are required before the theft of the artifact can even begin—a key must be obtained before the magically warded chest can be opened, for example.

The protections of the artifact should be many, and their effectiveness should increase the closer the PCs get to their goal. These barriers should ideally include obstacles to the mental, as well as the physical, abilities of the characters. Often a great deal of planning and coordination can be required of a band of thieves, in order to pull off the theft everyone thought was impossible.

Indeed, there might be a body of lore surrounding the artifact. Player characters willing to do their homework might be able to find survivors of previous expeditions, or at least hear tales handed down from earlier years. Such cautionary tales, of course, may contain more fiction than fact. They may also be couched in obscure language (as, for example: "Beware the witching moon when the hog walks upon the water"), containing a meaning that only becomes clear when certain conditions come to pass.

The quest for the great artifact does not have to end with its acquisition, by the way. Once its removal becomes public knowledge, any object of such great value becomes the focus of attention for bounty hunters, master thieves, and whoever had the object stolen to begin with. Especially in the case of potent magic, the PCs might find themselves holding onto a lot more than they bargained for.

## The Mysterious Client

The mysterious client is usually an NPC. He or she can be a player character, however, if that player is briefed by the DM privately beforehand.

However the client is played, the role is that of a person (or perhaps a deity) who contacts the main group of PCs and asks them to perform some task worthy of their thiefly abilities.

This storyline is easy to start because the client can always direct the PCs toward the first encounter. The most important feature here is for the DM to surround the client with an air of mystery. Perhaps the characters never see the client's face, or learn his or her name. Maybe all of their communications are in writing, and they are allowed no information as to where the client can be found.

Mysterious clients can be drawn from any and all character classes, or even from the ranks of monsters. A powerful and intelligent monster that cannot mingle freely with humans might seek thieves to perform some of its business. In the ultimate extreme, of course, the client turns out to be a powerful god or other extraplanar being, and the PCs are involved in really big time trouble before they know what's happening.

The task required of the thieves by the client can include theft, of course. Other possibilities include the search for a lost object, often requiring investigative work as well as stealth; the gaining of information by requiring the characters to serve as spies or scouts; or other even more nefarious tasks invented by the client or the DM.

## Role Reversal

An interesting challenge to player characters, and particularly *thief* player characters, is the task of protecting some object from an imminent theft. This story can be combined with the mysterious client plotline to create another twist.

The PCs can be assigned to move the object somewhere, guarding it on the way, or simply to protect it where it is. The challenge arises from anticipating the plans of whatever thieves might be inclined to make the attempt.

Generally, the PCs will be tested with one or two easy probes before the real challenges occur. The guardianship role can easily be extended through several gaming sessions, as more and more vigorous attempts to acquire the loot are mounted.

This storyline is not as well suited for a longrunning campaign as are some of the others. However, characters who spend most of their time attempting to obtain items of value might find the change of perspective interesting.

## Foul Betrayal

This storyline is best combined with one of the others. It fits well in the thief subculture and can be wrapped around any significant non-player character in the campaign. It provides PCs with strong motivation and can dramatically shake up a campaign that starts to run too smoothly.

The NPC who betrays them should be an important figure in the campaign, and one who is fairly well known to the player characters. He can be their employer, or a respected neighbor, or even a mentor or family member to one of the PCs. Ideally, in one of the latter cases, the NPC has a deep and compelling motivation for the betrayal. Most characters, even including thieves, would not be too likely to sell their brother or grandmother down the road for a small profit.

The betrayal should be set up carefully by the DM. Perhaps one or two clues might indicate the NPC's true nature, but only if the players are exceptionally alert. The betrayal itself should not be the end of the story, however; the PCs should have a long and difficult road to follow in their quest for an accounting.

The betrayal situation works best in campaigns where there are many well-detailed NPCs. If it is used capriciously in a setting with few NPCs, players may become inclined to distrust *every* NPC introduced to the game. This is frustrating for players and DM alike.

### The Spy

This plotline works most effectively for small groups of player characters, or even individuals. More complex evolutions can involve large groups, all cooperating on an intelligence-gathering mission, but these are harder to run and more confusing to play.

Perhaps more than any other, a spying storyline allows the DM to draw upon a vast store of novels, films, and other media. Plotlines involving spies, even when set outside the fantasy area, can often be converted into challenging roleplaying situations. Substitute a *crystal ball* for satellite reconnaissance, *clairaudience* for a phone tap, and a *flying carpet* for a helicopter, and you will be able to reproduce many a modern thriller in an AD&D® game setting and format.

The spy storyline offers another advantage to many players in that it serves as a non-evil alternative for thief player characters. Of course, spies can be evil, but a spy may also be motivated by grander ambitions than perhaps the common thief. A character or group sent to infiltrate the ranks of a menacing warlord or bandit king can perform great service for the good of society if they can succeed in their mission.

## Playing In And Running the Thief Campaign

One of the great strengths of the AD&D® game and its attendant campaign worlds is the diversity of character types that will be present, both as NPCs and generally as PCs. The mixture of combat, stealth, sorcery, and spiritual abilities all add to the whole in ways that can help keep the game fresh and imaginative even after many years of play.

However, this should in no way inhibit players with similar interests from creating PCs of the same class. Indeed, there are many situations where such groups make ideal adventuring parties—a small group of captains commanding several companies of soldiers upon a mission of conquest, for example, might all be fighters.

Nowhere does this specialization lend itself so well to a campaign setting as when a band of thieves gather to embark upon missions of stealth. The presence of a fighter, with his heavy boots and clanking armor, can be a serious hindrance to such a group. Characters of all other classes will find sheer surfaces to be serious obstacles, even as the thieves are already scrambling down the far side. And indeed, no character can move so quietly, or remain hidden so effectively, as can a thief.

The tactics discussed in this section do not imply that a campaign must be populated exclusively with player character thieves. Players who wish to run characters of other classes should be able to do so, and the DM should be sure to provide appropriate challenges to all characters. However, if most PCs choose to play thief characters, a variety of adventure opportunities beckon. Additionally, interesting roles and activities for other character classes are easy to generate.

### Wizards Working With Thieves

Of all the other classes, wizards might best perform with a band of thieves. They have no metal armor or heavy weapons to make noise, and spells such as levitate and silence can provide cover for themselves, and even enhance the abilities of the thieves. Magic users can be found in all alignments, and many have no particular moral qualms about

engaging in theft and other illicit activities.

Wizards can provide a variety of useful services to thieves as well. Even at low levels, spells such as *sleep, charm person, spider climb,* and *Tenser's floating disk* offer obvious possibilities on a mission of thievery.

Many a thief guild has one or more wizards of low to medium level in its employ, even occasionally among its leadership. Of course, extremely high level wizards generally grow beyond the need for such companionship. High level wizards associated with thieves generally treat the latter as if they were slightly odiferous servants.

## Levels of Magic in the Thieves' Campaign

Like any good campaign, the level of magic in use is a function of the players' and DM's desires, the cultural setting, and perhaps to an extent the experience levels of the PCs. Much of this decision should be based on the magical capabilities of the PCs (whether or not the thieves have a wizard working with them, for example) and the degree of reward to be gained by overcoming magical challenges.

In general, most challenges to thief PC missions should be found in forms the characters can cope with: mechanical traps instead of magical ones, for example, provide a better gaming obstacle to thieves.

However, a DM can certainly employ magical traps to protect things he doesn't want the PCs to get their hands on. Also, such traps add an element of tension to a mission that helps keep everyone on their toes. A mission of thievery involving an intrusion into the lair of some powerful wizard should *always* have an air of magical, mysterious danger.

## Multi- or Dual-Classed Thieves

Thieves who can also perform the tasks of one or more other character classes also offer clear advantages when accompanying a mission. The fighter/thief, for example, will find many opportunities to wield his sword and perhaps a shield while his stealthy comrades go about their work.

However, thief characters who also exhibit knowledge of another character class will sometimes undergo the scorn and mistrust of their more "pure" comrades. Very rarely will a thief/wizard or thief/cleric rise to a position of prominence in a thieves guild. Fighter/thieves are subject to less prejudice, perhaps because their abilities are clearly understandable to thieves. Fighter/thieves are nonetheless considered by most thieves to be of somewhat lower status than themselves.

## Henchmen and Hirelings of Thieves

Though thief characters often function as lone wolves, or in small, stealthy groups, they will often have need of the skills, or sometimes simply the reinforcing numbers, of others. Since thiefly activities generally flourish in urban environments, there is usually no shortage of NPCs for the characters to meet and use and henchmen or hirelings.

Hirelings are particularly easy to come by, and can include craftsman and merchants as well as those of the adventuring classes.

Hirelings, however, are not generally trusted with the knowledge of a guild or

hideout. They will be contacted in their own place of residence or work, their information or services gained there, and then they will be left by the mysterious thief who disappears into the alleys and backstreets. Even when hirelings are used on a mission, they will often be joined at a rendezvous outside the guild, and left there when the mission is over.

This is not a hard and fast rule, however. Particularly in cases where a guild location is well known, or where hirelings are necessary to the functioning of the guild—there aren't enough PCs and henchmen to maintain a watch, for example—a hireling will be brought into the lair. Of course, generally some effort will be expended describing to the hireling the consequences of his betraying the great amount of trust that has just been shown him. Indeed, in large thieves guilds it is unrealistic to assume that most members will be PCs or the henchmen of those PCs.

Henchmen, of course, are another matter. They will generally be trusted to know almost everything the PC knows. As with any PC, some henchmen might be gained from the ranks of hirelings who have served loyally and bravely through the years.

Ideally, however, the player and DM should give some thought to interesting backgrounds for other henchmen, based specifically on the player character's background. This is especially important if the character adventures in the same city or nation where he spent his childhood and youth. It is likely that *some* contacts would have been made during that period—contacts that now offer the potential of valuable help to the aggressive young thief.

In the tangled world of the thief, such longrunning relationships are often the best way to develop a trustworthy companion. Players and DMs should combine to define a henchmen character drawn from a PC's background. Such a character should not be too powerful, but should be given a few useful abilities. If the henchmen is of an adventuring class, he should be of lower level than the player character.

## Dens and Hideouts

Of course, the guildhouse is the most common type of thieves' den, but nearly all thieves will require some sort of secret lair from which to conduct their illicit activities. Dens and guildhouses will vary by size, in relationship to the number of thieves living or working there; and by obscurity, appropriate to the level of secrecy the guild needs to maintain in the community.

Some societies expect thieves to flourish in their midst, and among these cities the guild will often be a large, perhaps even prominent building. Of course, it is not likely to have a sign posted, describing the building's nature, but a few discreet inquiries will usually allow one to discover the guildhall. Its location will certainly be known to the city watch or other law enforcers. Indeed, sometimes a watch captain or lord-mayor might allow a thieves guild to function in a known location simply to keep better tabs on it.

But more often the guildhall's location will be a secret, guarded jealously and ruthlessly by the guild. Likewise, a den or hideout serving as a shelter for a small group of thieves will have a discreet and carefully protected location.

Privacy can be found underground, of course. Subterranean thieves lairs offer the advantage that their presence is easily concealed from the outside world. However, many humans and demi-humans (excluding dwarves, of course) dislike the chilly, damp nature of underground living quarters. Thieves who risk their lives to gain objects of value are

not likely to hide their wealth and themselves away in a hole in the ground.

Additionally, the underground lair presents problems in construction. Large amounts of dirt must be hauled away, much labor is required in order to create a lair of any size. Both considerations add major difficulties to the secrecy of lair construction. A wizard with a *dig* spell, on the other hand, can make the excavation a whole lot easier, but doesn't solve the problem of dirt disposal.

The easiest type of lair to set up is found in some already existing structure, or perhaps group of structures. A long row of town houses, for example, might be interconnected into a single, convoluted guildhouse. Or the attic of some merchant's shop can be taken by a small band to use as a hideout until they can get something better. Of course, if the merchant doesn't know about the thieves, chances of discovery increase dramatically. The best hideouts are buildings inhabited only by thieves, or by thieves and those who are in league with them.

In some cities it will be necessary for the hideout to maintain some kind of cover. Perhaps it is enough that the neighbors think it abandoned. Maintaining this appearance requires diligence on the part of the thieves, however, for a pattern of noise or light detected from the "abandoned" house will be sure to arouse suspicions.

If a cover is necessary, often a cooperative merchant or craftsman will labor in part of the house, maintaining the pretense of a place of business. Such a worker might even be a thief, but unless he can put forth a reasonable appearance of knowing his cover occupation, the craftsman and the hideout can both be in danger.

Guildhouses and dens may also be maintained as private residences. Such locales are not so likely to be visited by strangers as are cover locations in places of business. However, the residents of the house will probably be known to the neighbors, at least by sight. Large numbers of strangers may give rise to suspicion.

The hideout should ideally have several entrances, at least one of which is a block or two away from the actual den. A large guildhouse will have several such access points, usually connected via underground passages or secret corridors passing through surrounding buildings.

Thus, in a secret guild, the number of people entering and leaving the hall will not be visible to neighbors or other observers. Indeed, if an access route is sufficiently torturous, a visitor can be brought into the guild without being shown the building's exact location. He might know nothing more than that the guild is within several blocks of a certain alley where he stepped through a secret trapdoor in the ground.

A major guildhall will also have several built-in traps to deter unwelcome intruders. If enough thieves man the lair (more than a dozen or so), a full-time watch will be maintained.

Only the most permanent of thieves' dens will have a built-in vault or storage chamber for the loot. When such a chamber exists it is only used for the temporary storage of objects that cannot quickly be fenced. Thieves know only to well that such storage sites are all too easily penetrated. It is much more likely that the thieves will maintain their hoard in some other, nearby but secret location. Of course, thieves who are very brazen about their activities, or very confident that they face no competition in a given locale, may well keep large amounts of valuables in their guildhall. Such a hoard might even be a source of pride to the guild, a sort of challenge to the unwary.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Bard's Handbook

**by Blake Mobley**

## Table of Contents

**Introduction**
Optional Rules
The Other Complete Books
How to Use This Handbook

**Chapter One:**
**Character Creation**
Qualifications
Core Abilities
Generating Ability Scores

**Chapter Two:**
**Bard Kits**
Kit Subsections
List of Kits
- True Bard
- Blade
- Charlatan
- Gallant
- Gypsy-bard
- Herald
- Jester
- Jongleur
- Loremaster
- Meistersinger
- Riddlemaster
- Skald
- Thespian

Creating New Kits
Acquiring, Dropping, and Changing Kits

**Chapter Three:**
**Demi-, Multi-, and Dual-Classed Bards**
Demihumans as Bards
Demihuman Kits

Dwarven Chanter
Elven Minstrel
Gnome Professor
Halfling Whistler
Multi-Classed Bards
Dual-Classed Bards

**Chapter Four: Proficiencies**
New Proficiencies
Compiled Proficiencies

**Chapter Five: Bard Abilities**
Pick Pockets
Detect Noise
Climb Walls
Reading, Writing, and Speaking

**Chapter Six: Magic**
Spell Books
Musical Components
New Spells
Alter Instrument
Sound Bubble
Silence 15' Radius
Improved Magic Mouth
Instant Audience
Wall of Sound
Conjure Cabinet
Magical Items
New Magical Items
Old Magical Items
New Twists on Old Items

**Chapter Seven: Music Throughout History**
Instruments
Musical Proficiency
Cost and Weight
Glossary of Musical Instruments
Glossary of Sound
Fundamentals of Music
Common Musical Terms
Musical Items

Types of Songs
Sample Songs

**Chapter Eight:**
**Role-Playing Bards**
A Bard's Mind Isn't Barred
Experience
Reputation
    Following a Performer
    Local Reputation
    Benefits of a Good Reputation
The Performer
    The Effect on Role-Playing
    Defining Your Bard's Personality
    Performances

**Chapter Nine:**
**Comrades**
Bard Colleges
    Common Events
Patrons
    Initial Patrons
    Gaining and Losing Patrons
Followers

**Appendix: Original AD&D® Game**

**Bard Character Record Sheet**

**Bard Kit Record Sheet**

**Index**

## Tables

1: THE COMPLETE PHBR LINE
2: CLASS QUALIFICATIONS
3: ARMOR ALLOWED
4: EXPERIENCE LEVELS
5: LEVEL IMPROVEMENTS
6: SPELL PROGRESSION
7: BASE THIEF ABILITIES
8: BARD AVERAGE THIEF SKILLS

9: THIEF SKILL ADJUSTMENTS
10: ILLEGAL ARMOR ADJUSTMENT
11: PREGENERATED ABILITY SCORES
12: LEGEND LORE RESULTS
13: DEMI-BARDS
14: NONWEAPON PROFICIENCIES
15: DETECT NOISE MODIFIERS
16: CLIMBING MODIFIERS
17: BARD CLIMBING RATES
18: VERBAL COMPONENT
19: ERAS
20: MUSICAL INSTRUMENTS
21: BARD EXPERIENCE
22: COMPLETE BARD EXPERIENCE
23: INITIAL REPUTATION
24: REPUTATION LADDER
25: REPUTATION MODIFIERS
26: FAME AND INFAMY
27: PRECEDING REPUTATION
28: BARD TRAITS
29: HOURLY STREET-SIDE INCOME
30: BOOKED INCOME
31: CARNIVAL SHARES
32: NIGHTLY ATTENDANCE9PER PERFORMER
33: NUMBER OF PATRONS
34: TYPE OF PATRON
35: FOLLOWERS BY KIT

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## Introduction

In every area and every region throughout the world, traveling musicians wandered throughout the land. They moved from town to town, making a living by plying their trade as artists of sound and motion. In the AD&D® game, adventurers who do this are called *bards*.

Historically, bards were the poet-musicians of the Celtic peoples living in the British Isles (the Irish, Welsh, and Scots). Bards composed music, sang songs, and entertained their masters. Usually they worked for noblemen and spent their time honoring these noblemen and their families in song and music. Bards often accompanied their songs on the *crwth*, a type of lyre. Since their music wasn't written down, most of it has vanished.

During the early Middle Ages, bards had considerable political power and influence in the royal houses. However, in 1284 A.D., Edward I conquered Wales; the resulting turmoil reduced the importance of bards. Noblemen had more pressing concerns, and bards were left to fend for themselves. A few lingered on, into the 17th and 18th centuries in Ireland and Scotland as folk singers and musicians, but they eventually vanished along with their music.

During the 19th century, a determined effort was made to revive the bardic tradition. Folk music gatherings took place in and near Wales. These neo-bardic activities caught on among the public, and today the annual Eisteddfod folk festival is a popular and growing event in this region of the world.

Thus, bards have shown a cunning knack to survive through the ages. In one form or another, bards have been around for nearly 1,000 years. Besides the Eisteddfod festival, the bard has been immortalized in the genre of fantasy. Now you have a chance to continue the bardic tradition. This book covers not only the traditional bard, but expands the class with new and unique character kits. All of these kits involve some form of live entertainment, as all bards are entertainers at heart. Nearly half of these kits entertain through music in one form or another: poetry, song, instruments, etc. But some present such diverse new kits as the Blade, who entertains through creative weapon displays, knife throwing, and sword swallowing. Read on and enjoy.

## Optional Rules

Within this book are many new rules, bard kits, suggestions on role-playing, details of

instruments, and new proficiencies. This information adds to the rules presented in the *Player's Handbook* .

It is important to note that this book is a supplement to the *Player's Handbook*. All of the rules presented here are optional. As a player, you must have your *Dungeon Master's* consent before using any of these new rules.

*The Complete Bard's Handbook* is a book of supplemental rules for adding depth, spice, and life to the bard character class. However, even if your Dungeon Master should decide that none of the rules within this book can used in his campaign, you can still gain a lot by reading the pages that follow. Most of the important tables from the *Player's Handbook* (*e.g.*, level advancement, bard abilities, etc.) are compressed into one convenient section within this book. It is also possible to mimic most of the new bard kits within the existing bard class. This book answers many questions about bardic abilities and presents an extensive list of instruments available to medieval bards, along with illustrations. And, finally, this book has a lot of good information to help gamers to better role-play their bard characters.

## The Other Complete Books

*The Complete Bard's Handbook* is the seventh book of the PHBR series. If you find this book useful in your gaming, you may want to look into the other PHBRs.

**Table 1: THE COMPLETE PHBR LINE**

| Designator | Topic | Stock # |
|---|---|---|
| PHBR1 | Fighter's | 2110 |
| PHBR2 | Thief's | 2111 |
| PHBR3 | Priest's | 2113 |
| PHBR4 | Wizard's | 2115 |
| PHBR5 | Psionics | 2117 |
| PHBR6 | Dwarves | 2124 |

All of these books contain much information that can enhance your bard. Some of the more useful information is listed below.

**The Complete Fighter's Handbook:** The "Character Creation" section provides an in-depth look into the armorer proficiency. Those bard kits able to wear non-standard armor will find this topic particularly interesting. Weapon quality and its effects on combat are also discussed. The "Role-Playing" section provides a list of warrior personalities, some of which could be adopted by bard characters. Since some bards are adept with numerous weapons, the section on combat rules applies to certain bards (particularly the expanded weapon proficiency rules, which allow a character to learn multiple weapons while expending only a few proficiency slots). Fighting styles, martial arts, and other odd combat rules are also presented here. Even jousting tournaments are covered (ideal for the Gallant kit). Within the "Equipment" section is a sizable collection of new weapons, new armor, and new magical items.

**The Complete Thief's Handbook:** As you might expect, this handbook has a great deal of useful information for the bard class. Within are more useful rules than can be

listed here. However, general topics you may find helpful include the following: role-playing thieves, new proficiencies, guilds (construction, maintenance, and types), thief tools, thief equipment, new magical items, classic cons (especially good for the Charlatan), new thief rules, and a description of the thief-based campaign.

**The Complete Priest's Handbook:** There is little information in this handbook that is pertinent to the bard character class.

**The Complete Wizard's Handbook:** Chapter 4 discusses campaign worlds with varying levels of magic. Chapter 5 covers wizards and combat. Chapter 6 describes spell casting under water, spell functioning on various planes, and impaired casting. Chapter 7 presents a commentary on new applications for old spells, adjudicating illusions, spell research, and magical item research. Chapter 8 gives all-new spells ranging from 1st to 8th level. Finally, Chapter 9 contains a number of useful wizardly lists.

**The Complete Psionics Handbook:** There are two useful elements within this book. Most important are the wild talents in Chapter 1. It is possible for a bard to have a few wild psionic talents (the process for determining this is given in Chapter 1). If a wild talent is discovered, the bard player will find the rest of this book invaluable, as it contains all the information needed to run a psionically endowed bard. Also, note that all player character Gypsy-bards are wild talents. The psionics book also contains a number of challenging psionic monsters.

## How to Use This Handbook

How players use this handbook depends upon their skill level, seriousness about the bard character class, and their relationship with their Dungeon Master.

Skilled players who are serious about role-playing bard characters will want to read this book closely. Those who are not as serious will find the (in the front of this book) and the index (in the back) to be invaluable in locating topics of interest.

A new bard character record sheet is located at the back of this handbook. It has been custom-tailored to the bard character class. You will find spaces to place every detail of your bard. Furthermore, the sheet has been laid out with numerous helpful notes, comments, and formats to provide you with a plethora of information without referring to the rule books. You may photocopy the sheet for your own personal use.

For those of you who wish to create new bard kits, a handy kit creation sheet is also bound into the back of this book. This may also be photo copied for personal use.

It is not necessary for you to read this book from cover to cover unless you wish to be the ultimate bard role-player. Instead, locate the section you wish to explore in greater detail and read it to your own satisfaction.

A major effort has been made to make this handbook complete, as its title states. Many of the rules specific to bards in both the *Player's Handbook* and *DUNGEON MASTER Guide* have been complied and condensed within this handbook. Also contained herein is the information needed to generate a bard and maintain him during level advancements. The commonly asked questions about standard bards have been attended to, along with rules clarifications where needed. The bard class has also been fully defined for all to see. The fine points of the class have been examined, illuminated, and made more accessible. Finally, there are many added details concerning role-playing,

including the bard personality, reputation, and role as a performer.

# Chapter 1: Character Creation

Now it is time to begin creating your own bard player character. Before you decide whether he is flippant and cavalier or stately and pondering, whether he is skilled at playing the lyre and reciting lyrics or spinning tales of long-lost heroes, first you must generate and record his fundamental character statistics.

This section includes the basic information needed to generate a bard. The following information is a comprehensive summary of the Rogue and Bard sections found in the *Player's Handbook*. It is assumed that any player using this book is intimately familiar with the *Player's Handbook*; thus, space is not spent here upon background and role-playing information. For a general discussion of these topics, refer to the Rogue and Bard sections found in Chapter 3 of the *Player's Handbook*. Of course, *The Complete Bard's Handbook* would hardly be complete without discussing such subjects. Refer to the "Role-Playing Bards" section of this book for a detailed examination of these topics.

## Qualifications

Generating ability scores high enough to qualify for the bard class is difficult. In fact, it is unlikely unless your DM allows one of the alternative dice-rolling methods described in Chapter 1 of the *Player's Handbook*. A complete discussion on generating bard player characters (along with pre-generated bards) using all six dice-rolling methods is presented at the end of this section.

To be a bard or not to be a bard, these are the qualifications (see Table 2).

**Table 2: CLASS QUALIFICATIONS**

**Ability Requirements:**

Dexterity 12
Intelligence 13
Charisma 15

**Prime Requisites*:** Dexterity, Charisma
**Races Allowed:** Human, Half-elf
**Alignments Allowed:** Any Neutral
(LN, NG, N, NE, CN)

*Bards with a 16 or better in both Dexterity and Charisma gain a 10% bonus to their

awarded experience points.

## Core Abilities

Bards can wear any armor providing Armor Class 5 (chain mail) or worse. Other forms of armor are simply too constraining, heavy, and awkward for true entertainers to wear. Likewise, bards cannot employ shields, as these get in the way of activities such as playing instruments or performing sleight-of-hand tricks. Carrying a lute around in the dungeon is hard enough without worrying about a large metal shield banging around and getting in the way.

**Table 3: ARMOR ALLOWED**

| Armor | Cost AC | Weight (gp) | (lb) |
|---|---|---|---|
| Leather Armor | 8 | 5 | 15 |
| Padded Armor | 8 | 4 | 10 |
| Studded Leather | 7 | 20 | 25 |
| Ring Mail | 7 | 100 | 30 |
| Hide Armor | 6 | 15 | 30 |
| Brigandine Armor | 6 | 120 | 35 |
| Scale Mail | 6 | 120 | 40 |
| Chain Mail | 5 | 75 | 40 |

Although bards fight as rogues and calculate their THAC0s accordingly, they are allowed to use any weapon. Cost, weight, damage, and other relevant statistics for all weapons are found in Chapter 6 of the *Player's Handbook*.

All rogues (including bards) use Table 25 of the *Player's Handbook* to determine level and hit dice based upon experience points. As noted in the expanded reprint of this table, a six-sided die is used to determine hit point increases for bards of level 1 through 10 (plus any Constitution adjustments).

After 10th level, bards gain 2 hit points per level advanced. A hit die is no longer rolled and Constitution adjustments no longer apply.

**Table 4: EXPERIENCE LEVELS**

| Level | XP Needed | Hit Dice (d6) | THAC0 |
|---|---|---|---|
| 1 | 0 | 1 | 20 |
| 2 | 1,250 | 2 | 20 |
| 3 | 2,500 | 3 | 19 |
| 4 | 5,000 | 4 | 19 |
| 5 | 10,000 | 5 | 18 |
| 6 | 20,000 | 6 | 18 |

| | | | |
|---|---|---|---|
| 7 | 40,000 | 7 | 17 |
| 8 | 70,000 | 8 | 17 |
| 9 | 110,000 | 9 | 16 |
| 10 | 160,000 | 10 | 16 |
| 11 | 220,000 | 10+2 | 15 |
| 12 | 440,000 | 10+4 | 15 |
| 13 | 660,000 | 10+6 | 14 |
| 14 | 880,000 | 10+8 | 14 |
| 15 | 1,100,000 | 10+10 | 13 |
| 16 | 1,320,000 | 10+12 | 13 |
| 17 | 1,540,000 | 10+14 | 12 |
| 18 | 1,760,000 | 10+16 | 12 |
| 19 | 1,980,000 | 10+18 | 11 |
| 20 | 2,200,000 | 10+20 | 11 |

Proficiency and saving throw numbers are listed in the Table 5 to complete the information for level advancement. If a bard uses a weapon with which he isn't proficient, a -3 attack roll penalty is incurred.

**Table 5: LEVEL IMPROVEMENTS**

| **Prof.** | | | **Saving Throws** | | | | |
|---|---|---|---|---|---|---|---|
| **Level** | **W** | **N/W** | **PPDM** | **RSW** | **PP** | **BW** | **S** |
| 1 | 2 | 3 | 13 | 14 | 12 | 16 | 15 |
| 2 | 2 | 3 | 13 | 14 | 12 | 16 | 15 |
| 3 | 2 | 3 | 13 | 14 | 12 | 16 | 15 |
| 4 | 3 | 4 | 13 | 14 | 12 | 16 | 15 |
| 5 | 3 | 4 | 12 | 12 | 11 | 15 | 13 |
| 6 | 3 | 4 | 12 | 12 | 11 | 15 | 13 |
| 7 | 3 | 4 | 12 | 12 | 11 | 15 | 13 |
| 8 | 4 | 5 | 12 | 12 | 11 | 15 | 13 |
| 9 | 4 | 5 | 11 | 10 | 10 | 14 | 11 |
| 10 | 4 | 5 | 11 | 10 | 10 | 14 | 11 |
| 11 | 4 | 5 | 11 | 10 | 10 | 14 | 11 |
| 12 | 5 | 6 | 11 | 10 | 10 | 14 | 11 |
| 13 | 5 | 6 | 10 | 8 | 9 | 13 | 9 |
| 14 | 5 | 6 | 10 | 8 | 9 | 13 | 9 |
| 15 | 5 | 6 | 10 | 8 | 9 | 13 | 9 |
| 16 | 6 | 7 | 10 | 8 | 9 | 13 | 9 |
| 17 | 6 | 7 | 9 | 6 | 8 | 12 | 7 |
| 18 | 6 | 7 | 9 | 6 | 8 | 12 | 7 |
| 19 | 6 | 7 | 9 | 6 | 8 | 12 | 7 |
| 20 | 7 | 8 | 9 | 6 | 8 | 12 | 7 |
| 21 | 7 | 8 | 8 | 4 | 4 | 11 | 5 |

**Proficiency Abbreviations:**

W: Weapon Proficiency slots

N/W: Nonweapon Proficiency slots

**Saving Throw Abbreviations:**

PPDM: Paralyzation, Poison, or Death Magic

RSW: Rod, Staff, or Wand

PP: Petrification or Polymorph

BW: Breath Weapon

S: Spell

In addition to their many special abilities, bards dabble in wizardry. They gain no spells until 2nd level and they progress through the spell levels slower than true wizards. However, they are very adept learners, so their casting level is equal to their experience level. Thus, although a bard gains his first spell at 2nd level, he casts that spell as a 2nd-level spellcaster. For example, if the 2nd-level bard memorized *affect normal fires*, it would last for four rounds when cast (two rounds/level).

**Table 6: SPELL PROGRESSION**

| **Bard** | **Spell Level** | | | | | |
|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** |
| 1 | -- | -- | -- | -- | -- | -- |
| 2 | 1 | -- | -- | -- | -- | -- |
| 3 | 2 | -- | -- | -- | -- | -- |
| 4 | 2 | 1 | -- | -- | -- | -- |
| 5 | 3 | 1 | -- | -- | -- | -- |
| 6 | 3 | 2 | -- | -- | -- | -- |
| 7 | 3 | 2 | 1 | -- | -- | -- |
| 8 | 3 | 3 | 1 | -- | -- | -- |
| 9 | 3 | 3 | 2 | -- | -- | -- |
| 10 | 3 | 3 | 2 | 1 | -- | -- |
| 11 | 3 | 3 | 3 | 1 | -- | -- |
| 12 | 3 | 3 | 3 | 2 | -- | -- |
| 13 | 3 | 3 | 3 | 2 | 1 | -- |
| 14 | 3 | 3 | 3 | 3 | 1 | -- |
| 15 | 3 | 3 | 3 | 3 | 2 | -- |
| 16 | 4 | 3 | 3 | 3 | 2 | 1 |
| 17 | 4 | 4 | 3 | 3 | 3 | 1 |
| 18 | 4 | 4 | 4 | 3 | 3 | 2 |
| 19 | 4 | 4 | 4 | 4 | 3 | 2 |
| 20 | 4 | 4 | 4 | 4 | 4 | 3 |

Besides just dabbling in wizardry, 10th-level bards have the powerful ability to use any written magical item, whether it is a scroll, book, map, or other written form. This skill is not limited by normal class restrictions. Thus, bards can use clerical scrolls, wizard scrolls, and even magical books restricted to other classes.

Since all bards are dabblers and not devotees of the magical arts, their understanding of written magic is imperfect. There is a 15% chance that they use the work incorrectly. The consequences of incorrect use is up to the DM, but they are almost certain to be unpleasant. (It is common for a bard's allies to flee in panic when he begins to read such items.)

Bards are most renowned for their communication and entertainment talents. To enhance these skills, they pick up a number of thief skills. Of course, when times are lean, many bards ply these abilities in less-than-honorable manners.

All four of these skills are treated as the equivalent thief skills. Skill bases are listed below.

**Table 7: BASE THIEF ABILITIES**

| Pick Pockets | Detect Noise | Climb Walls | Read Languages |
|---|---|---|---|
| 10% | 20% | 50% | 5% |

The player also gets 20 points to distribute among the four skills at 1st level and 15 additional points every time the bard advances in level. If these points are distributed so as to gradually equalize the skills, the bard might advance each level as indicated on Table 8.

**Table 8: BARD AVERAGE THIEF SKILLS**

| Level | Pick Pockets | Detect Noise | Climb Walls | Read Lang. |
|---|---|---|---|---|
| 1 | 16 | 25 | 53 | 11 |
| 2 | 20 | 28 | 56 | 16 |
| 3 | 24 | 33 | 58 | 20 |
| 4 | 29 | 36 | 60 | 25 |
| 5 | 33 | 40 | 63 | 29 |
| 6 | 37 | 44 | 65 | 34 |
| 7 | 41 | 48 | 68 | 38 |
| 8 | 46 | 52 | 70 | 42 |
| 9 | 50 | 56 | 72 | 47 |
| 10 | 54 | 59 | 75 | 52 |
| 11 | 59 | 63 | 77 | 56 |
| 12 | 63 | 67 | 79 | 61 |
| 13 | 67 | 71 | 82 | 65 |
| 14 | 71 | 75 | 84 | 70 |
| 15 | 76 | 78 | 87 | 74 |
| 16 | 80 | 82 | 89 | 79 |
| 17 | 84 | 86 | 91 | 84 |
| 18 | 88 | 90 | 94 | 88 |
| 19 | 93 | 94 | 95 | 93 |
| 20 | 95 | 95 | 95 | 95 |

As with all rogues, a bard's thief abilities are adjusted by race, Dexterity, and armor worn.

**Table 9: THIEF SKILL ADJUSTMENTS**

| Race | Pick Pockets | Detect Noise | Climb Walls | Read Lang. |
|---|---|---|---|---|
| Human | - | - | - | - |
| Half-elf | +10% | - | - | - |
| Dwarf | - | - | -10% | -5% |
| Elf | +5% | +5% | - | - |
| Gnome | - | +5% | - | - |
| Halfling | +5% | +5% | -15% | -5% |

**Dexterity Adjustments**

| Dex | Pick Pockets | Detect Noise | Climb Walls | Read Lang. |
|---|---|---|---|---|
| 9 | -15% | - | - | - |
| 10 | -10% | - | - | - |
| 11 | -5% | - | - | - |
| 12 | - | - | - | - |
| 13-15 | - | - | - | - |
| 16 | - | - | - | - |
| 17 | +5% | - | - | - |
| 18 | +10% | - | - | - |
| 19 | +15% | - | - | - |

**Kit Adjustments**

| Kit | Pick Pockets | Detect Noise | Climb Walls | Read Lang. |
|---|---|---|---|---|
| True Bard | - | - | - | - |
| Blade | - | +5% | +5% | -5% |
| Charlatan | +5% | - | - | +5% |
| Gallant | -25% | - | -5% | +5% |
| Gypsy | +10% | +5% | -10% | -5% |
| Herald | -5% | +10% | -10% | +5% |
| Jester | +10% | -5% | - | -10% |
| Jongleur | +5% | - | +15% | -5% |
| Loremaster | -5% | +5% | -10% | +15% |
| Meistersinger | -10% | +10% | - | -10% |
| Riddlemaster | - | +5% | +5% | +5% |
| Skald | - | +5% | - | -25% |
| Thespian | +5% | +5% | - | +5% |

**Demi-Bards**

| Demi-Bard | Pick Pockets | Detect Noise | Climb Walls | Read Lang. |
|---|---|---|---|---|
| Dwarf Chanter | -5% | - | +5% | - |
| Elf Minstrel | - | - | - | - |
| Gnome Prof. | -5% | - | - | +10% |
| Half. Whistler | - | +10% | - | - |

| Type of Armor | Pick Pockets | Detect Noise | Climb Walls | Read Lang. |
|---|---|---|---|---|
| None* | +5% | - | +10% | - |
| Leather | - | - | - | - |
| Padded | -30% | -10% | -30% | - |
| Studded Leath | -30% | -10% | -30% | - |
| Ring Mail | -25% | -10% | -25% | - |
| Brigandine | -20% | -10% | -25% | - |
| Scale Mail | -25% | -15% | -40% | - |
| Hide Armor | -30% | -5% | -30% | - |
| Chain Mail | -25% | -10% | -25% | - |
| Elven Chain | -20% | -5% | -20% | - |

*Includes small magical items, such as rings, bracers, and cloaks, but not large or bulky devices.

If you compare these armor adjustments to the "Effects of Armor on Thief Skills" table in *The Complete Thief's Handbook*, you see that bards have a special advantage when using ring mail, brigandine, scale mail, hide armor, and chain mail. Since bards often wear such armor while thieves do not, bards are more comfortable and familiar with the workings of these armor types. Thus, bards suffer only about half the skill penalties that thieves suffer if wearing the same armor.

If your DM allows a bard to put on any form of armor normally disallowed to the class (as suggested by certain kits, for purposes of disguise, out of necessity, or for the sake of entertainment), the penalties are identical to those for a thief in similar armor.

**Table 10: ILLEGAL ARMOR ADJUSTMENT**

| Armor Type | Pick Pockets | Hear Noise | Climb Walls | Read Lang. |
|---|---|---|---|---|
| Splint Mail | -40% | -25% | -50% | - |
| Banded Armor | -50% | -30% | -90% | - |
| Plate Mail | -75% | -50% | -95% | - |
| Bronze Plate | -75% | -50% | -95% | - |
| Field Plate | -95% | -70% | -95% | - |
| Full Plate | -95% | -70% | -95% | - |

At 9th level, bards attract 10d6 0-level followers who arrive as soon as the bard secures a stronghold.

The above information defines the standard bard character class. This core is common to all bards no matter what setting, history, personality, or bard kit is used. As such, it does not include the special kit abilities or personality aspects that make a character stand out. This type of information is found in the chapter on character kits later in this book.

The experienced player will note that many of the bard's special abilities listed in the *Player's Handbook* are missing in the above treatment. That is because the standard bard, as detailed in the *Player's Handbook*, is considered a complete kit unto itself. It is called the True Bard kit. This kit combines the core information above with the kit approach of this book to define the bard as it appears in the *Player's Handbook* .

## Generating Ability Scores

Chapter 1 of the *Player's Handbook* presents six die rolling methods for generating player characters. Ability scores have been pre-generated below that qualify for the bard using all six of these methods. The probability of generating a qualifying bard with each method is also provided. Note that it is very difficult to generate a bard by the standard method (method I). Only by using one of the alternative methods do you have a good chance to roll up a bard.

If these alternative methods are used, method VI will practically guarantee a qualifying character. Methods IV and V are also likely to succeed. Although methods II and III are less likely to result in a qualifying bard, they are still better than method I. However, if your DM does not allow for these alternative methods, do not badger him. After all, it is his right to select the rules used in his campaign. This will make the bard much more special when a qualifying character is finally rolled.

**Table 11:**
**PREGENERATED ABILITY SCORES**

**Method I**

| Sample Bard # | Str | Dex | Con | Int | Wis | Cha |
|---|---|---|---|---|---|---|
| 1 | 10 | 13 | 11 | 13 | 10 | 15 |
| 2 | 11 | 13 | 14 | 13 | 14 | 16 |
| 3 | 9 | 13 | 15 | 13 | 8 | 16 |
| 4 | 7 | 12 | 6 | 16 | 11 | 15 |
| 5 | 12 | 14 | 8 | 13 | 6 | 17 |
| 6 | 11 | 12 | 11 | 13 | 7 | 16 |

**Method II (almost 5%)**

| Sample Bard # | Str | Dex | Con | Int | Wis | Cha |
|---|---|---|---|---|---|---|
| 1 | 12 | 15 | 14 | 16 | 13 | 16 |
| 2 | 10 | 13 | 13 | 15 | 16 | 15 |
| 3 | 9 | 12 | 13 | 13 | 12 | 15 |

| | | | | | | |
|---|---|---|---|---|---|---|
| 4 | 15 | 12 | 14 | 13 | 14 | 15 |
| 5 | 14 | 12 | 12 | 13 | 11 | 16 |
| 6 | 9 | 16 | 17 | 14 | 14 | 15 |

**Method III (slightly over 29%)**
**Sample**

| **Bard #** | **3d6 Rolls** |
|---|---|
| 1 | 17, 13, 13, 10, 9, 8 |
| 2 | 15, 14, 13, 11, 8, 6 |
| 3 | 17, 16, 12, 11, 9, 6 |
| 4 | 16, 14, 14, 13, 12, 11 |
| 5 | 18, 15, 13, 13, 11, 11 |
| 6 | 16, 13, 13, 10, 8, 7 |

**Method IV (slightly under 66%)**

**Sample**

| **Bard #** | **Six Best 3d6 Rolls** |
|---|---|
| 1 | 15, 14, 14, 13, 11, 11 |
| 2 | 18, 16, 14, 14, 13, 12 |
| 3 | 15, 14, 14, 13, 11, 11 |
| 4 | 15, 15, 13, 13, 13, 11 |
| 5 | 15, 15, 14, 13, 12, 11 |
| 6 | 15, 14, 13, 13, 13, 11 |

**Method V (slightly under 75%)**

**Sample**

| **Bard #** | **4d6 Rolls, Drop Low d6** |
|---|---|
| 1 | 17, 15, 14, 12, 10, 9 |
| 2 | 17, 16, 13, 13, 11, 10 |
| 3 | 18, 15, 13, 13, 12, 10 |
| 4 | 16, 15, 13, 12, 12, 10 |
| 5 | 15, 14, 13, 11, 10, 9 |
| 6 | 15, 14, 12, 11, 11, 6 |

**Method VI (slightly under 98%)**

**Sample 8 Pts Per Ability,**

| **Bard #** | **Add 7d6 As Desired** |
|---|---|
| 1 | 16, 14, 12, 11, 9, 9 |
| 2 | 17, 14, 13, 11, 10, 8 |
| 3 | 18, 13, 13, 12, 10, 9 |
| 4 | 17, 15, 13, 13, 11, 10 |
| 5 | 15, 14, 12, 12, 9, 8 |
| 6 | 16, 13, 12, 11, 11, 9 |

All of the above statistics qualify for a bard player character. If it is agreeable to you and your Dungeon Master, you may simply roll 1d6 and consult any of the above tables your DM allows for a quick way to generate your bard's ability scores. If your DM allows all six methods, you can even roll a first d6 to select the table, then a second d6 to select the actual ability scores.

Method I and II require ability scores to be recorded in the order rolled. This has been done for you. Since methods III and up allow the player to assign the scores as desired, these scores have been organized from high to low for your convenience. Method VI is unusual. Every ability starts with a base score of 8. The player then rolls 7d6 and adds the results to the base 8 in any order or combination. However, the full count of a die must be added entirely to one ability. If this causes the ability to raise above 18, then the die cannot be used on that ability.

# Chapter 2: Bard Kits

Kits can be thought of as subclasses of the bard character class. They all represent bard characters, but each is unique enough to warrant individual treatment by those players who enjoy examining the finer points of the bard class.

All of the bard kits are set up the same way. There are ten possible subsections to each kit that flesh out the kit and delineate its unique aspects. The details of these subsections are described below.

If the word "Standard" is listed under any subsection, it means that the information that would normally go in that section is identical to the standard information for the True Bard. Actually, every kit's subsections should be thought of as having the "Standard" default. If any question ever arises as to the limits or extensions of a kit, the True Bard kit should be consulted.

## Kit Subsections

**Specialty:** That kit's entertainment form.

**Qualifications:** Qualifications will limit or extend allowed race, alignment, and ability scores for the particular kit.

**Introduction:** This section presents a colorful, first-person example of the kit. Listen to the NPC as he chats with you about himself and his kind.

**Description:** This section describes the kit and distinguishes this particular type of bard from the others.

**Role:** Role explains the role that this type of bard plays within a party and in society as a whole.

**Secondary Skills:** Secondary skills is an optional rule found in Chapter 5 of the *Player's Handbook*. If this rule is used, only skills listed in this subsection of the kit can be selected by characters who adopt this kit.

Weapon Proficiencies: A character can become proficient only in the weapons listed

in this subsection.

**Nonweapon Proficiencies:** Although nonweapon proficiencies are an optional rule, it is strongly recommended that they be used if bard kits are allowed into the game. They have been carefully selected to give each kit a unique feel.

*Bonuses:* Each bard kit has four bonus proficiencies. These proficiencies are gained without expending any proficiency slots. It is strongly suggested that at least half of a bard's proficiency slots be spent in one of three ways: gaining proficiencies from among those on the "Suggested" list, gaining additional topics (see the chapter on proficiencies) to proficiencies on the Bonus or Suggested lists, or in improving proficiencies on either list.

**Armor/Equipment:** Armor restrictions or extensions are listed here. Sometimes special comments will be made about equipment, such as typical dress, identifying colors, special tools, and so on.

**Special Benefits:** Each bard kit has four special benefits. These benefits set the kit off from all other character classes and kits. The character should take on a different role-playing feel because of the kit's descriptive information.

**Special Hindrances:** Special hindrances or limitations are placed on certain kits. Hindrances are listed here only if they do not fall into any subsection listed earlier.

**Notes:** On rare occasions, this subsection is used to list special notes that don't fit into any of the earlier subsections.

## List of Kits

All of the bard kits are listed on the following pages. The first kit is that of the True Bard, as presented in the *Player's Handbook*. This kit establishes a base from which all the other kits are built. The other kits are arranged in alphabetical order. A section on multi-classed bards follows. It contains an additional four kits, but these are restricted to demihumans.

### True Bard

**Specialty:** Jack-of-all-trades.

**Qualifications:** Standard ability scores (Dexterity of 12, Intelligence of 13, and Charisma of 15).

**Introduction:** This is a typical bard right out of the *Player's Handbook*. No introductions are needed.

**Description:** Bards are described in the *Player's Handbook*. They are the epitome of the jack-of-all-trades, able to wield all weapons, don most types of armor, cast a good number of wizard spells, and employ four of the eight thief skills. Bards are very versatile, but they are masters of no craft.

As with all bards, True Bards are entertainers. They can sing, play instruments, create and recite poetry, and spin tall tales. In fact, a bard's skill at these art forms is such that he can inspire and rally allies and even negate the effects of hostile songs and sounds.

Bards are always able to read and write their native language. They know much about local history, and they can relate legends pertaining to many of the powerful magical items they encounter in their travels.

Bards are tremendous listeners, readers, and searchers. They eagerly listen to any news and stories that folk are willing to tell. If there's anything available for a bard to learn, he'll learn it as soon as he can.

**Role:** Bards are excellent characters to play in small gaming groups. Their varied skills enable them to fill in for many more-specialized characters. For example, a bard could serve as a small group's wizard and thief. They are great survivalists, as they can almost always find some skill to help them out of any predicament they fall into.

**Secondary Skills:** True Bards may select any secondary skill.

**Weapon Proficiencies:** Bards are unrestricted as to weaponry, but they rarely carry around bulky weapons, even if they are proficient with them. A bard seen carrying a two-handed sword or halberd is likely to arouse suspicions about his intentions. A bard with an elegant bow across his back, however, does not draw as much attention. A finely crafted weapon even adds a touch of class to the bard's appearance.

**Nonweapon Proficiencies:** *Bonuses:* Singing, Musical Instrument, Reading/Writing (native tongue), Local History.

Other proficiencies may be selected as desired. For every additional proficiency slot spent in the musical instrument proficiency, bards not only increase their ability, but they also gain the use of two more instruments. A bard initially knows how to play one instrument (of the player's choosing). If a second proficiency slot is used for musical instruments, the bard can now accompany himself on three instruments.

**Armor/Equipment:** The bard can use any weapon. He can wear any armor up to, and including, chain mail, but he cannot use a shield. True Bards generally wear bright, cheerful colors, sometimes wearing plumed hats to complete the ensemble. Their instruments, clothing, and other equipment are all kept in top condition.

**Special Benefits:** *Influence Reactions:* When performing for an audience, the bard can attempt to alter the mood of his listeners. Such an audience must not be attacking or preparing for an immediate attack. The bard must be singing, chanting, spinning a tale, reciting a powerful oratory, or playing a tune on an instrument with which he is proficient. The intended effect of the performance is determined by the bard's player; he may want to make the audience friendlier or more hostile, for instance. After a length of time (1d10 rounds is suggested), all NPCs able to hear the performance (regardless of whether or not they are paying attention) must roll a saving throw vs. paralyzation. For small groups, roll individual saving throws. For large groups, the DM may split the audience into groups of ten or so and roll a separate saving throw for each group. There is a -1 penalty to the saving throw for every three levels of experience of the bard. Those failing the roll have their reactions adjusted one level (from friendly to indifferent, for example) in the desired direction—consult Table 59: Encounter Reactions, in the *DMG*. Those whose saving throws succeed have their reactions adjusted one level in the direction opposite from that intended by the bard.

*Rally Allies:* To use this ability, the bard must know the nature of the upcoming combat. A bard can't rally allies if there is no obvious opponent. Rallying allies is done is much the same manner as influencing reactions. The bard sings heroic songs or weaves inspiring tales about how his comrades will overcome their foes and win the day. Such

heroic recitals always take at least three rounds, and the audience must be in close proximity to the bard for the effects to occur (within a 10-foot radius per level of the bard). When complete, all the affected allies automatically receive one of the following three benefits (as decided by the bard's player): +1 to attack rolls, +1 to saving throws, or +2 to morale. The chosen effect lasts one round per level of the bard. The effects can be renewed by the bard, even during the same encounter, but combatants have to return to within the bard's radius and listen to his tales for another three rounds. It is impossible to rally allies who are actively battling opponents.

Note that the benefit applies only to the specific encounter that the bard sings about. It does not apply to a ranger who hears the tale, rides off on his horse to warn the rear guard, and is then ambushed by wandering bandits.

*Counter Song:* Another powerful use of story, song, or tale when voiced by a bard is that of counter song. This is the intricate art of canceling the effects of hostile sound, whether it be songs, chants, wails, or even commands and suggestions from magical spells. In order to sing the proper counter song or chant the proper counter poem, a bard must concentrate intensely. He may perform no additional actions other than a slow (half speed) walk. If he is struck by an attack or fails a saving throw, his attempt is ruined. The exertion is such that only one counter song may be attempted per encounter or battle.

Success of the counter song is realized only if the bard rolls a successful saving throw vs. spell. If this is successful, the hostile sounds have no effects within 30 feet of the bard. If the saving throw fails, the bard's attempt is fruitless and the hostile sounds have their standard effects (applicable saving throws and other defenses still apply).

Counter singing does not prevent hostile spellcasters from reading scrolls, using magical item command words, or casting spells (even spells with verbal components). Counter singing does prevent all other hostile sounds from functioning, including spell effects that require the caster to speak (e.g., *command, quest, suggestion, tongues*, etc.).

*Legend Lore:* One of the most useful abilities of the bard is his knowledge of famous magical items and uncanny knack for figuring out how they function. To perform legend lore, the bard must scrutinize the item closely. This does not necessarily require actually handling the item, but it must be fully visible to the bard.

Scrutiny takes 1d10 rounds, after which a percentile roll is made. The bard has a 5% chance per level of knowing something about the item. The exact information revealed is up to the DM. The bard draws upon history, rumors, and clues based on the item's construction to gain this information. Typical information revealed includes the item's history, maker, name, and other less technical aspects. Information such as the number of pluses, exact command words, etc., are rarely learned. This type of specific information is left for spells, such as *identify, commune, limited wish*, and so on.

A good optional rule is to give some very specific information to the bard player if the roll is equal to or less than the bard's level. Furthermore, if the roll is 01, the bard should know almost everything there is to know about the item.

If the DM allows it, the following table may be used as a fast optional method to determine what is known about an item that was successfully examined by a bard. To use this table, the bard must first succeed with the legend lore percentile roll. If this roll succeeds, the player should roll on the following table once per level of the bard. Results that come up more than once are not rerolled; the bard simply knows a lot about this aspect of the item. After rolling, give the DM some time to come up with a suitable

background and history. Few items are detailed with this type of information. After all, bards tend to be more curious about the legends and lore that lie behind an item's powers than most others.

**Table 12: LEGEND LORE RESULTS**

| 3d6 Roll | Information Gained |
|---|---|
| 3 | How many charges/uses left |
| 4 | Whether item is intelligent |
| 5 | Whether items is cursed/evil |
| 6 | Value on the open market |
| 7 | Name |
| 8 | Famous past owners |
| 9 | Age of item |
| 10 | What race created it |
| 11 | Where it was made |
| 12 | Who crafted it |
| 13 | Alignment of owners |
| 14 | Who can use it |
| 15 | General effects |
| 16 | How to activate it |
| 17 | Item type (as per *DMG* ) |
| 18 | Let player read *DMG* entry |

**Special Hindrances:** None.

## Blade

**Specialty:** Assassin/Spy/Weapon Master.

**Qualifications:** Blades must have a Dexterity of 13 or more, an Intelligence of at least 13, and a Charisma of 15 or more.

**Introduction:** *So you want to know about Blades, eh? Well, keep out of the way and I can show you about myself and those like me. My name's Dark and I'm a Blade. I take my name from the black garb that I wear at all times. I'm actually not exceptional in this, as all Blades dress in dark clothing. But the name has stuck, and I like it.*

*I currently work for a small carnival that travels around the mid-Flanaess, entertaining the local crowds and thrilling the women. My tricks are similar to those of most Blades. I perform sword dances, swallow sabers, put on weapon displays, and perform feats of knife throwing. Most crowds are especially enthralled when I strap Tatanna, a young-looking elf maiden, to a wooden plank, blindfold myself, step back 12 paces, then encircle her body in a wall of knives.*

*Entertaining fools is only my surface career. On the last day of a performance, a half dozen of my fellow performers and I stage the real entertainment-at least from my point of view. We slip into the upper class section of town and relieve some pompous wealthy dupe of his family fortune.*

*Although these "side shows" are very profitable, they still don't give me the old thrill*

*that I used to get. Thus, I've turned to a more daring hobby-assassination. I'm not a "Blade for hire," and I absolutely hate those mindless, ruthless killers. What I do is feel out a town to discover who's oppressing the populace the most. Once I've found the biggest bully in town, I slip into his residence, spy on him, and plan his untimely demise. Then I perform my greatest solo act. I slip into the fellow's bedroom, poison him, cast* sound bubble*, wake him, and then share in his last few moments of life.*

**Description:** Blades are master artisans with bladed weapons. Everyone has seen a Blade in action at fairs and carnivals. They are the knife throwers who pop balloons while blindfolded and swallow slender sabers such as those used by lawless pirates on the high seas.

Blades also perform amazing displays of weapon skill and control as they flash various weapons all about their bodies with deadly precision. Oriental Blades are perhaps the most skilled at this particular art form. Using weapons such as the three-piece rod, nunchaku, or the katana, Oriental Blades put on amazing displays of rapid weapon movement, including offensive and defensive spins, katas, and ritual dances. Occidental Blades are also impressive, as they rapidly spin short swords, quarterstaves, or sickles about them.

Besides rapid displays of weapon skill, Blades also perform slow, elegant dances, involving incredibly precise movement and timing. These dances include thrusts, lunges, leaps, graceful arcs, etc.

If there is a showy way to wield, throw, or perform with a weapon, a Blade knows how to do it better than anyone.

**Role:** Blades have great reputations as the most deadly weapon masters in the land. This is generally far from the truth. Any warrior is more skilled than most Blades at successfully attacking opponents. Blades don't understand offensive and defensive weapon maneuvers, nor do they know the locations of vital body parts. Blades can be effective in many combat situations, however, as they use flash and flare to enhance their attacks.

Imagine what an orc would think if it was trapped in a cavern with only two exits and a man blocking each. One man (a warrior) wears plate mail and is calmly holding a long sword; the other (a Blade) is dressed in solid black studded leather armor and is grasping a halberd. Both men advance upon the hapless orc, but the Blade begins rotating his halberd in an ever-quickening offensive spin, demonstrating masterful control of his weapon. Which opponent will the orc choose?

Blades are valuable aids to any party, as their amazing displays can have significant effects upon the resolve and morale of opponents.

For every Blade who leads an adventurous life, there is another who serves in the role of assassin. Blades make perfect killers, as they know how to climb walls, cast wizard spells, and use any weapon they choose. Furthermore, Blades can use their performing personae to gather information and even get themselves invited to perform within the homes of their victims.

**Secondary Skills:** Armorer, Bowyer/Fletcher, Gambler, Weaponsmith.

**Weapon Proficiencies:** At least half of a Blade's weapon proficiency slots must be selected from the following: sword (any), dagger, knife. Blades are also limited to expending but one slot on a purely missile weapon (one that cannot be used in melee combat). This does not include such weapons as spears or hand axes, which can be

thrown or used in melee.

**Nonweapon Proficiencies:** *Bonuses:* Reading/Writing (native tongue), Local History, Blind-fighting, Juggling. *Suggested:* Blacksmithing, Bowyer/Fletcher, Disguise, Poetry, Weaponsmithing.

**Armor/Equipment:** To complement their entertainment image as mysterious and fearsome men, Blades often dress in black garb, even going so far as to wear masks, facial wraps, or black headgear. Their weapons are always kept in perfect condition and highly polished for maximum effect during a performance. A man dressed in solid black, flashing gleaming silver blades, is truly an awesome sight.

**Special Benefits:**

*Weapons Display:* For this ability to have an effect, the Blade must whirl a non-missile weapon about his body. The observer must be close enough to the Blade to see the display (*e.g.*, a *darkness* spell negates the effect). The display has no effect upon those already engaged in close combat, as they are too busy to pay attention to the show. Also, Weapons Display works only on those of Low (5) or better Intelligence, who can either use weapons or have seen them used. (It is impossible to impress green slime by twirling a dagger in your fingers.) Likewise, a highly intelligent creature that has never seen a weapon used will also be unintimidated by the Blade's display.

By whirling a melee or hurled weapon about, a Blade can affect the morale and courage of others. Such a display of skill, precision, and deadly grace lowers opponents' morale by 2 (but it does not require an immediate morale check) and inspires allies, giving a +1 bonus to allies' attack rolls.

The display must occur for a full round without interruption. During this time, any successful attack upon the Blade, or failed saving throw by the Blade, disrupts the display.

Weapons Display may be used only once per encounter; the display lasts for one round per level of the Blade.

This ability requires a lot of room; it cannot be done in a narrow corridor. Specifically, the Blade must be able to stand with his arms extended while holding out the weapon and be able to move his arms in all directions without contacting any obstructions.

*Handle Weapon:* Blades train and perform with weapons in both hands. Although all thieves are allowed to attack with two weapons (see Chapter 9 of the *PHB*), Blades suffer no penalty to their main weapon and only a -2 penalty to the attack roll with their secondary weapon.

Blades are considered to be ambidextrous. They can shoot a bow equally well with either their left or right hand, they can wield a sword in either hand, and they can throw daggers with either hand-all with no penalties.

When a Blade tries to catch small weapons that are thrown at him, the attack roll (see the juggling proficiency) is made using the Blade's level as a bonus.

*Trick Throw:* Although this ability is called "trick throw," it functions the same for both missile weapons and hurled weapons. Trick throw enables a Blade to perform called shots (as per Chapter 9 in the *DMG*). The usual -4 attack roll penalty is lessened by 1 for every five experience levels of the Blade (round fractions up). Thus 1st- through 5th-level Blades suffer only a -3 penalty, 6th- through 10th-level Blades suffer only a -2 penalty, and so on.

Because Blades throw weapons blindfolded, they extend the blind-fighting proficiency to include hurled weapons and missile weapons (to a maximum range of 30 feet).

*Defensive/Offensive Spin:* Defensive and offensive spins are elements of a good weapon display. They have other uses as well.

A defensive spin is a specialized form of parrying (see Chapter 9 of the *PHB* ) in which the Blade whirls his weapon to create a deadly shell about his body. A Blade may not attack during any round in which he is performing a defensive spin. The Blade's Armor Class is lowered by half the Blade's level (round fractions up) during this maneuver. In addition, any creature that makes a melee attack on the Blade must roll a successful saving throw vs. paralyzation or suffer damage equal to half the Blade's level (round fractions up; the damage is limited to the weapon's maximum damage, including any bonuses of the weapon). A defensive spin may be used only once per combat; it lasts for a maximum number of rounds equal to the Blade's Constitution. A successful hit upon the Blade disrupts his concentration and ends the defensive spin.

An offensive spin is a much more threatening maneuver. The Blade creates a fearsome-looking display of skill directed at a specific opponent. The spin must last for the entire round, during which the Blade does not attack (nor does he receive any Armor Class adjustment, as he would for a defensive spin). On the next round, the Blade makes a normal attack roll. If this hits, the victim must roll a successful morale check or it will try to stay at least ten feet from the Blade (going off to attack other members of the Blade's party or fleeing in terror if the Blade is the only available opponent). Offensive spins may be attempted only once on a particular creature. Furthermore, the Blade cannot have been damaged by that creature prior to the offensive spin attack (a creature won't fear someone it has already injured). This is a difficult condition to fulfill, as the creature gets a free round to attack while the Blade is the first round of the offensive spin. Offensive spins function only against creatures of Low (5) or better Intelligence.

If the Blade's spin is interrupted (either voluntarily or by a successful attack), the Blade does not get an attack that round.

**Special Hindrances:** Unlike many other bards, Blades do not gain the 10th-level ability to use all forms of written magical items. Blades study weapons, not scrolls, maps, and books.

**Notes:** Although Blades do not receive a single bonus to damage or attack rolls, and they fight as rogues, they are still some of the flashiest combatants you'll ever meet or play.

## Charlatan

**Specialty:** Trickster/Con Artist.

**Qualifications:** Standard ability scores. Charlatans live off the fat of the land, bending all the rules and hopping through loopholes in the law. It is completely against the personality of the Charlatan to be lawful. Charlatans are limited to NG, N, NE, or CN alignments. Gnomes may become Charlatans and advance up to 6th level.

**Introduction:** *My real name is Tiel, but most of the fools who fall into my traps call me Tori. I know exactly how to get what I want from others. Especially those who are*

*overconfident, weak, or emotional.*

*People often believe what they want to believe, and I take advantage of this. I know how to swindle these simple-minded fools and make them feel good about it.*

*I have many disguises with which to cloak my activities. My favorite is that of a cleric of Tyr. Of course, none of my ruses has ever been uncovered, and it's a good thing. There's a saying: "There are two types of Charlatans-those who are good and those who are dead."*

*I usually don't stay in one place for very long; it's not safe. By the time the poor fool I've tricked has figured out what happened, I'm long gone.*

*Once, I agreed to watch over the castle of a good "friend," the rapacious Sir John of Canters, while he went off on a quest. I sold the castle and made off with all the loot before he returned. For now, I am performing sleight-of-hand tricks for mere pocket coins until I meet another "friend." Perhaps tomorrow I will be a powerful mage or a war hero.*

*I thrive in cities and towns where victims are plentiful and easy to manipulate. Lately, I have been considering the possibility of posing as a thief. Why? So I can accompany a party of adventures in a quest and collect my "share" of the treasure.*

**Description:** Charlatans are masters at manipulating people. Using their high Intelligence and understanding of human nature, Charlatans prey upon the foolish, overconfident, and greedy people around them.

Charlatans often seem bold and boisterous, but they always maintain self-control. The profession of swindling others and making them feel good about it is an age-old practice and none are better at it than Charlatans.

The Charlatan's profession has its downside, too. When a Charlatan's facade is pierced, he is in grave danger, for no one likes to be conned. Then the Charlatan's quick feet may serve him better than his quick wit.

**Role:** Charlatans are wanderers. They go from town to town, switching from one identity to another, always a step ahead of the last person they swindled. In large cities, Charlatans may be able to live out most of their lives moving from one quarter to the next. When times are tough and no great con comes to mind, Charlatans sometimes perform sleight-of-hand tricks just to get by. Charlatans also have a knack for acquiring jobs that allow them to bluff their way through each day. Charlatans can sometimes be found masquerading as priests, healers, sages, diplomats, powerful mages, and retired heroes.

As player characters, Charlatans are most useful in town-based campaigns or when traveling across inhabited country. Their talents often support the entire party with food, shelter, and minor luxuries. Unfortunately, many of their talents have little use when exploring ruins or wilderness areas. However, they often pose as wizards, warriors, thieves, and sometimes even priests. As NPCs, Charlatans really come into their own.

**Secondary Skills:** Charlatans can have any secondary skill. However, well over half of all Charlatans are gamblers, jewelers, or limner/painters, for these skills help fill their coin purses in lean times.

**Weapon Proficiencies:** Charlatans must take dagger, short sword, or long sword as one of their initial weapon proficiencies, as these weapons are used in so many roles that they shouldn't be passed over. At least every second weapon proficiency gained must be one of these three until they are all selected.

A Charlatan selects the rest of his weapons to fill the needs of various roles. For example, if Charlatan decides to masquerade as a powerful warrior, he arms himself with a heavy combat weapon (a two-handed sword, polearm, long bow, or a battle axe) and spends a proficiency slot learning it. This way he can appear to be a skilled and tough fighter. The Charlatan always uses his proficient weapon in dire situations. If an encounter is less threatening, the Charlatan uses one of the other weapons so as to appear to be a well-rounded fighter (the -3 non-proficiency penalty is easier to hide when attacking monsters with poor Armor Classes).

**Nonweapon Proficiencies:** *Bonuses:* Acting, Disguise, Forgery, Gaming. *Suggested:* Appraising, Astrology, Healing, Herbalism, Juggling, Reading Lips, Religion, Rope Use, Singing, Ventriloquism.

**Armor/Equipment:** A Charlatan is allowed to wear any type of armor if a role requires it. Thus, a Charlatan masquerading as a paladin can wear plate mail and carry a shield. But a Charlatan is a finesse character; heavy, bulky armor goes against the grain of his personality. No Charlatan will maintain a role that requires him to wear non-bard armor for more than a few weeks.

**Special Benefits:**

*Charm:* Charlatans are aware of their unique charm and flair. They have learned to use this gift to sway the reactions of others. However, such charm must be carefully tailored to a specific audience. Charlatans can affect only a small group of people, no larger in number than their current level.

To be charmed, a group must be in average to high spirits. (You can't charm a merchant who's just been robbed.) The Charlatan must mingle among the intended group and chat for at least 1d10 rounds. After this time, those in the group roll a saving throw vs. paralyzation with a penalty of -1 per three levels of the Charlatan. Those who succeed are unimpressed with the Charlatan and may even find him to be an irritation. If they succeed on a natural 20, they see through the Charlatan's facade.

Those who fail have been caught up in the Charlatan's tales and find him to be a most remarkable person. The effects of the charm are identical to the wizard spell of the same name. However, it is not magical in any way, and future saving throws are not made based on Intelligence and time. Rather, every time the Charlatan stresses the relationship-by calling for a favor, or requesting delicate information-the paralyzation saving throw is rerolled. The DM can give bonuses or penalties depending on how much stress the request puts on the relationship.

*Masquerade:* The ability of masquerading requires much study, time, and effort on the part of the Charlatan. This enables a Charlatan to appear to have a specific skill. This is not a disguise, as the proficiency of that name. Rather, it is the ability to appear proficient at the chosen skill. The character picks up the language ('buzz words'), professional mannerisms, and general techniques to help him in his endeavor.

Unlike the True Bard, the Charlatan only appears to be a jack-of-all trades. He does not study skills to use them, but for the sake of conning others into believing he has them.

The use of this ability is resolved by the DM in much the same manner as an illusion spell. If the performance is not overly suspicious and the characters watching have no reason to disbelieve the bard's ability, then the attempt appears genuine. Otherwise, a saving throw vs. paralyzation is rolled with a -1 penalty per three levels of the Charlatan. Those who succeed realize that the Charlatan is a fraud.

A Charlatan can use his masquerade ability to fake any nonweapon proficiency or secondary skill. Furthermore, if the Charlatan rolls a successful Intelligence check with a -10 penalty, he actually functions as if he really knows the skill or proficiency (for this one check only). Thus, a Charlatan can actually succeed just enough to keep skeptics satisfied.

For example, if Tiel is masquerading as a cleric, she can claim to know the healing proficiency even though she doesn't really have it. Unless those she heals are suspicious, they will believe that the attempts are genuine (if they are suspicious, roll as described two paragraphs prior to this one). First Tiel's player rolls an Intelligence check with a -10 penalty. If that roll succeeds, she next rolls a healing proficiency check. If this check also succeeds, the patient is healed of 1d3 points of damage. If the Intelligence check fails, everyone watching rolls a saving throw vs. paralyzation (with a -1 penalty per three levels of the Charlatan) to notice that the Charlatan is a fraud. If the Intelligence check succeeds but the healing check fails, the patient and onlookers notice only that a valid attempt was made but it just didn't help.

Each time Tiel masquerades as a healer, an Intelligence check is rolled with a -10 penalty. If the check succeeds, a successful healing proficiency check will actually heal 1d3 points of damage.

*Detect Fakery:* Because Charlatans are so skilled at faking their personalities, lying, and concealing their feelings and reactions, they can see right through false personae and verbal trickery when others attempt them. As the old saying goes, "You can't con a con man." Any time a Charlatan player requests it, he can try to determine if someone is lying, operating under false pretenses (including a masquerade), or swindling him. A Charisma check is rolled. Success means the Charlatan realizes the deception.

Furthermore, a Charisma check with a -10 penalty enables the Charlatan to determine a person's alignment. This requires that the Charlatan speak with and observe the individual for 1d10 rounds.

*Swindling:* Major cons, such as duping a king into believing that you are a highly respected sage, drawing him into your inner confidence, and then relieving him of the crown jewels, should be done only through role-playing. However, Charlatans hone such skills by constantly performing minor swindles and tricks. These are far too numerous and insignificant to role-play every time. Swindling covers this aspect of a Charlatan's skill repertoire.

By performing various cons, sleight-of-hand, and other deceptions, a Charlatan is often able to walk away from a merchant with far more than a fair deal. The same is true of any common outlay of coins, such as buying meals at a tavern, paying for a room at an inn, and purchasing ordinary items. In instances like these, the Charlatan makes a pick pockets roll. If successful, the cost of the item is reduced to the percentage rolled; this is what the Charlatan pays. If the roll fails by more than the Charlatan's Charisma, the con is seen through. Swindle rolls above 95 are always detected by the victim.

For example, Tiel tries to swindle a barkeeper for a 10-gp glass of imported wine (Tiel has only six gold coins left). Tiel's pick pockets roll is a 53 and she has a Charisma of 16. She rolls a 25 and swindles her way into paying only two gold and one electrum for the wine (25% of the original cost). If she had rolled a 54-69 the barkeeper would have noticed the error and politely requested the remainder of the money. On a 70 or above the barkeeper would not only have noticed the error, but he would have realized

that Tiel tried to swindle him (with unpleasant consequences for Tiel).

Swindling rolls should not be used for amounts in excess of 10 gp per level of the Charlatan. Such grand swindles require full role-playing.

**Special Hindrances:** None.

## Gallant

**Specialty:** Romantic Warrior (cavalier).

**Qualifications:** Standard ability scores. Gallants cannot be neutral evil. Most Gallants are neutral good.

**Introduction:** *Life as a Gallant? Well, take it from me, Sir Gladiel, that life and love are one and the same. I and my squire, Thorp, have been traveling the Dale Lands since we met some four years ago. Always I am enriched by the charming young ladies I encounter. Between them and the innocent children, I don't see how any man can claim that we live in evil times.*

*For the past seven months I've been following the jousting circuit established by his royal highness, Duke Mark of Gunwar Keep. It's been a splendid round of competition. So far I've only won three of my 27 matches, but nearly two dozen of the fairer sex will whisper my name for years to come, for I have entranced them with my honest charm and pure heart.*

*Unfortunately, there are few men left these days who believe in love for love's sake, who protect the innocent, and who strive for moral purity. Even paladins are too caught up in their own righteousness to live life properly.*

*It seems that no one realizes that happiness is the goal of life. Winning and losing is unimportant. All that matters is that you are happy and that your actions do not deprive others of happiness.*

**Description:** There is no character as pure and romantic as the Gallant. He travels the lands on the wings of romance and true love, stealing the hearts of the young and lightening the spirits of the elderly. A Gallant seems to be blessed with a grace and charm not given to others of his race.

Gallants are often mistaken for paladins or cavaliers. They dress and act much like heroic warriors. But they are not driven by blood lust or the desire to slay monsters for the sake of destroying evil. Gallants are romantics at heart. They defend beauty, innocence, and love.

Yet the ways of love and romance cause many a famous Gallant to end his life in tragedy. Shakespeare's Romeo would be such a Gallant.

**Role:** Gallants travel the lands in search of beauty and true love. Their romantic outlook is such that they can always imagine a purer life just over the next ridge. Thus, they never stay in one place for long. Because of this, most Gallants own a horse to travel the lands.

The pastime of many Gallants is the medieval tournament. Here the skills of jousting, dueling, archery, and other combat practices are honed. Such tournaments draw crowds of young men and women before which the Gallants may perform. Although the warrior classes usually win these tournaments, Gallants often win the hearts of the onlookers and steal the day's glory away from the victorious warriors. Of course, this causes a lot of

friction between Gallants and jealous warriors.

When a Gallant goes on an adventure, it is likely the result of some promise to a fair maiden, to retrieve an item of beauty and love, or for some other romantic cause. In these situations, the Gallant adopts the role of a heroic fighter and charges forward regardless of the dangers that lie ahead.

**Secondary Skills:** A Gallant should pick his secondary skill from one of the following: Armorer, Bowyer/Fletcher, Groom, Hunter, Leather Worker, Weaponsmith.

**Weapon Proficiencies:** Gallants must select the jousting lance for use in tournaments. Being the romantic fighters that they are, it is important that Gallants always keep their weapons in perfect order and well polished.

**Nonweapon Proficiencies:** *Bonuses:* Dancing, Etiquette, Languages (Ancient), Poetry. *Suggested:* Animal Training, Armorer, Artistic Ability, Blacksmithing, Blind-fighting, Bowyer/Fletcher, Languages (Modern), Leatherworking, Musical Instrument, Riding (Land-Based), Reading/Writing, Singing, Weaponsmithing.

**Armor/Equipment:** Gallants are allowed to wear any form of armor, even those not normally allowed to the core bard. However, Gallants are more interested in quality and appearance than in the armor's actual protection. They will don a gleaming suit of chain mail instead of a dented suit of plate mail. A suit of *studded leather +1* is more appealing to them than the gleaming chain, but *padded leather +4* is even better (i.e., the bigger the magical bonus the better, regardless of the armor type). However, of all forms of armor, elven chain mail is most prized by the Gallant.

The same logic holds true for all of their equipment.

**Special Benefits:**

*Essence of Purity:* Because Gallants are so infused with love, beauty, and the aspirations of a romantic, they seem to hang onto life when others would allow it to slip away. Thus, Gallants gain a bonus of 1 hit point each level (in addition to any Constitution bonuses). Furthermore, if a Gallant fails a saving throw that will result in his death, the saving throw is rerolled for a second chance.

Even when a Gallant is slain, he does not immediately drop over dead. Rather, he lingers on long enough to recite one final tragic poem for those who will listen. If the Gallant is slain in combat while defending love, innocence, or beauty (including members of the opposite sex), the Gallant hangs on and fights for another 1d4 rounds or until struck for additional damage equal to his level. Then he recites his poem and dies.

*The Code of the Gallant:* Gallants all live by a code of ethics that has slowly evolved over the years. If a Gallant is true to this code, he gains an inner confidence and peace that results in a +2 bonus that can be applied to either his attack roll, damage roll, Armor Class, or saving throw each round. During the round, the Gallant player may decide to use the +2 bonus at any time before rolling the dice that will be adjusted. Once the bonus is used in a round, it is not available again until next round. The bonus cannot be split into two +1 modifiers.

If a Gallant breaks this code, he loses the +2 bonus until the infraction is remedied. Further, he must seek out a priest who will listen to his transgressions and cast atonement upon him (such priests will often require some form of penance).

**The Code of the Gallant**

The Gallant will ...

... defend lovers, the innocent, and those of the opposite sex and aid them in times of need (unless they are enemies or hostile).

... never marry nor solemnly vow to love only one person.

... never retreat from combat until allies of the opposite sex have done so first (unless they are fellow Gallants).

... never overstay his welcome at any place.

... spend at least half of his money on the innocent or romance.

... own only what he can carry with him.

*Romantic Appeal:* The romantic appeal of a Gallant is so strong that non-hostile encounter reactions are adjusted one level in a more friendly direction unless a successful saving throw vs. paralyzation is rolled with a -1 penalty per three levels of the Gallant. However, if the encounter includes mixed genders, those of the same sex as the Gallant will actually be adjusted one level in the opposite direction if they succeed on their saving throw (as jealousy rears its ugly head).

*Poetic Charm:* A Gallant who directs his attention to one person of the opposite sex can attempt to win that person's heart. This requires the Gallant to perform many subtle acts of wit and charm. Among these acts must be the recital of at least one poem concerning the person. The entire effort takes a minimum of 1d10 turns, after which the person rolls a saving throw vs. paralyzation with a -1 penalty per three levels of the Gallant. Failure means that the person is affected as if the Gallant cast a *charm* spell on him or her.

The effect is not magical and doesn't wear off over time, unless the Gallant exploits or treats the person badly. Each such abuse results in another saving throw being rolled to break the Gallant's charm. The Dungeon Master may apply adjustments based on the situation. For example, if a Gallant asks a princess to tell him where the king's treasure is hidden, she will gain a saving throw adjusted by the degree of loyalty she has to her father. Striking the princess (something greatly out of character for a Gallant) to gain this information is likely to result in at least a +5 bonus to break free of the Gallant's charm.

**Special Hindrances:** A Gallant is a wanderer who never builds a stronghold. Nor does he attract followers at 9th level. At 5th level, however, a Gallant gains a squire (a 1st-level fighter). This squire is absolutely devoted to the Gallant, maintains his equipment in top order, and accompanies him on all of his quests. If a Gallant's squire is slain, a new squire arrives as soon as the Gallant acquires two more experience levels.

## Gypsy-bard

**Specialty:** Dance/Instruments/Singing.

**Qualifications:** Standard ability scores. Gypsy-bards cannot be lawful neutral. Elves can become Gypsy-bards able to advance to the 9th level.

**Introduction:** *I'm known as Madraime, and I'm a Gypsy lady. Oh, I'm not what most people would call a typical Gypsy. Within the society of gypsies, there are many different types of individuals. I am what is known as a Gypsy-bard, performing-Gypsy, or dancing-girl.*

*I travel with my father's caravan, performing for the locals of a region as we pass through. When I'm not singing and dancing for the outsiders, I often entertain those of my caravan in the evening hours. There is nothing as lovely as spending an evening among my own kind, dancing, singing, and enjoying the company of those who understand the world.*

*Like all Gypsies, I realize that humans, elves, dwarves, and others were meant to lead lives of inner discovery, peaceful joy, and association with nature. I know that many people distrust Gypsies, calling us thieves and worse. This occurs because we Gypsies are misunderstood. Our beliefs are so pure and so natural that they are hard for outsiders to understand.*

*For example, as a Gypsy, I understand that ownership of an item exists only so long as the item is not ignored or forgotten. If I lay down my magical dagger, walk away, and one of my brothers should find it, the dagger is then his. If I want it back I must trade him something in exchange.*

*How can anyone claim to own something that they aren't using or aren't holding? What gives a king the right to say that he owns the land of a country? The land was there before he or his family ever lived, and it will be there long after they are all dead. Likewise, how can a farmer claim that he owns the sheep that feed upon the land? These sheep exist because they eat the fruit of the land, and the land belongs to no one. The ways of outsiders are very odd indeed.*

*We Gypsies are a peaceful folk who wish only to travel upon the good earth, laugh, sing, and live the ways of life.*

**Description:** This kit defines the role of the bard in Gypsy life. Gypsies can be treated as a coherent society or as any group with a nomadic lifestyle.

Gypsies are often called "forest nomads." They travel the lands in caravans comprising carts, wagons, horses, and the Gypsy folk. These people are well known for their strange Gypsy music and dances. Some caravans survive by entertaining the communities they encounter. Not all gypsies are bards; the Gypsy-bard is only one type of character that fills the ranks of a Gypsy band.

Gypsy ways are strange to others and poorly understood by most. They do not recognize the existence of private property. The fruits of the land belong to all. If there is not enough to go around, it is easy enough to pack the wagons and move along. Likewise, Gypsies use only what they need and do not seek wealth or possessions for their own sake, or for the influence or power that they bring. They do not have a king or queen, although sometimes they will lay claim to these titles to gain advantage in bartering (when outsiders believe this, the Gypsies take it as proof of their gullibility and stupidity).

Gypsy-bards have an entire collection of unconventional concepts that make up their philosophy of life:

- Gypsy-bards are free thinkers. For example, many do not marry, seeking companionship only for as long as both parties agree to the arrangement.
- Gypsy-bards love nature.
- Many Gypsy-bards don't worship deities (although certain deities may look over them). Instead, they worship the concepts of nature, free will, and life.
- Gypsy-bards draw their energies from their free will, their brethren, and from their natural surroundings.
- A Gypsy-bard is loyal to and protects his friends, but friendship must be earned,

and it is not gained easily.
- Possession and ownership are the same.
- Money is useless unless it brings you pleasure; trade is a better form of commerce.
- You should always dress and act naturally and comfortably.
- The rigid customs and beliefs of non-Gypsies are foolish and should be ignored.

Only a fellow Gypsy truly understands the Gypsy way of life. Others wrongly classify Gypsies as thieves, beggars, carnival people, nomads, or any number of other erroneous names. If a label must be used, the most accurate is "free-men."

**Role:** Gypsy-bards wander the land, experiencing life as they go. They travel until they find something of interest: a beautiful glade, an interesting village, an audience to sing and dance before, or someone who wants to trade with them. Then they establish a temporary camp and remain until their need to see more of the world overpowers their desire to stay.

An adventuring Gypsy-bard may be on a personal quest to locate some special animal or flower for the "Gypsy queen," or he could simply be out to experience the great wonders that appear along the adventuring path. In any event, a Gypsy-bard always has a purpose and philosophy to his adventuring, even if it is "to wander for the sake of wandering."

**Secondary Skills:** Forester, Gambler, Groom, Hunter, Jeweler, Teamster/Freighter, Trader/Barterer.

**Weapon Proficiencies:** Gypsy-bards must take either dagger or knife, and their first sword (if any is ever taken) must be either the khopesh or scimitar. Gypsy-bards cannot become proficient in the following weapons: battle axe, lance (any), polearm (any), trident, two-handed sword, bastard sword, or warhammer. All other weapons are available to them.

**Nonweapon Proficiencies:** *Bonuses:* Dancing, Direction Sense, Languages (modern-Gypsy), Musical Instrument (tambourine, violin, mandolin). *Suggested:* Ancient History, Astrology, Cooking, Craft Instrument, Disguise, Fire-Building, Gaming, Herbalism, Hunting, Juggling, Singing, Spellcraft, Survival, Tracking, Ventriloquism, Weather Sense.

**Armor/Equipment:** Gypsy-bards can wear only leather, padded, studded leather, hide, or elven chain mail. The other types are too noisy, bulky, and are considered to be impure and unnatural.

Both male and female Gypsy-bards love to wear gaudy jewelry. Their garments are typically loose-fitting and comfortable.

**Special Benefits:**

*Animal Rapport:* Gypsy-bards are nearly druidical in their ability to associate with animals. They automatically gain the proficiencies of animal handling, animal lore, animal training, and riding (land-based). Furthermore, their training and riding skills extend to any animal with which they become familiar.

At 5th, 10th and 15th levels, Gypsy-bards gain the ability to cause certain spell-like effects, each once per day. At 5th level, they are able to cause the effects of *animal friendship* by speaking kindly in the secret language of their own (Gypsy dialect). At 10th level, they can concentrate and gain the benefits of a *locate animals or plants* spell.

Finally, at 15th level, they gain the *speak with animals* ability.

*Allure of the Gypsies:* Certain Gypsy songs and dances are very alluring and can have powerful influences over those who willingly listen or take part. For such performances to function, a group of at least three Gypsy-bards must be performing together, or the audience must be willingly participating.

These performances take at least 1d10 turns. The effect of such performances can be identical to any one spell of the enchantment/charm school (as determined by the dance). However, at least one of the main performers must be high enough level to cast the spell. It is not required that the performer have the spell memorized, but he must have personal knowledge of it (in his spell books; roll a successful "chance to learn spell" check). The spell range, duration, and other effects that vary by caster level are determined by the eligible performer's level, as if he actually cast the desired spell.

*Fortune Telling:* By using any magical item suited for scrying or divining the future, such as a *crystal ball* or *medallion of ESP*, a Gypsy-bard can gain the benefits of an *augury* spell. Each day, the Gypsy-bard can ask one question per five levels of experience (rounded up). Note that Gypsy-bards can even tell fortunes by using magical scrying items that are not otherwise usable by them. For example, *crystal balls* are usable only by wizards, and not even a Gypsy-bard can gain the typical benefits of the ball. However, by looking into one and concentrating, a Gypsy-bard can ask one *augury* --style yes/no question per five levels, during that day.

Besides items suited for scrying and divining the future, Gypsy-bards are able to perform the same feat with a *deck of many things*. Additionally, when a *deck of many things* is used by the Gypsy-bard for this purpose, the cards turned never affect him for good or bad. Drawing the void or the donjon card will not cause the deck to vanish. However, the deck still functions normally when used for purposes other than the augury.

*Psionics:* An unusually large number of Gypsy-bards are psionic. If the optional psionics rules are used (see *The Complete Psionics Handbook*), all player character Gypsy-bards should be wild talent psionics. Psionic talents are determined by whatever method the DM prefers.

**Special Hindrances:** A Gypsy-bard's climb walls ability works best when climbing trees. They are not skilled at climbing cliffs, building walls, or cave walls; they suffer a 25% penalty when scaling these surfaces.

## Herald

**Specialty:** Linguist/Orator.

**Qualifications:** Standard ability scores. Demihumans can become Heralds of up to 6th level.

**Introduction:** *Hello, my name is Bard, James Bard, and I'm a Herald working for His Majesty, the king.*

*My duties are of the utmost importance to the king and to the continued vitality of the kingdom, for I am secretly in charge of the King's private men-at-arms and personal bodyguards. If the king's life is in danger, I am responsible for ensuring his safety.*

*My public image is one of party-goer, ladies' man, and general royal busybody. I frequent all the best parties in town. The king often ensures that I am invited. At these*

*functions, I meet important people and use my fantastic communication skills and intellect to uncover potential plots against the throne.*

*When I'm not partying, the public finds me at the castle gate. When a party comes to the castle, I use my knowledge to identify their Herald or banner and call out their name, such as: "Duke Amenga and entourage from Castle Peledge." This is a useful service, but my real purpose is to identify these visitors, assess their potential threat to the king, and act accordingly.*

*Enough talk, I must be off to chat with that strange-looking man entering the gates over there.*

**Description:** Heralds make their living by uncovering hidden truths. If a royal family has a closely guarded secret, a Herald will undoubtedly discover it. In the struggle for land and power among kingdoms, the Herald is a key force. A good Herald knows who is plotting against his king and why.

Heralds are confident and well-versed in matters of social etiquette. They often gather their information at royal events, such as balls and other celebrations. They are often mistaken for nobility; thus, they can easily make their way past guards. Heralds dress in the latest and most expensive fashions of the day. They prefer silk and bright colors. Members of the opposite sex are often attracted to Heralds by their self-confident manner and slight arrogance.

One thing is certain, Heralds are some of the most competent communicators around. They can speak dozens of languages, understand sophisticated words, locate a person's home village by his dialect, and can read almost everything they get their hands on.

**Role:** There are two types of Heralds. One travels from place to place, relating current events across the land. They sell their tales of travel and the news they learn to those who will listen. Most medieval commoners cannot read or write, so it is up to such Heralds to relate local events.

The other type of Herald secretly serves a king. It is the royal Herald's duty to uncover plots against the king and royal family. The royal Herald is quick witted and fast talking. Heralds of this stature often have a reputation that precedes them. They are recognized and feared by their foes. Thus, they must occasionally deal with assassination attempts at inconvenient times (for instance, a *delayed blast fireball* under the bed). Royal courts often employ them to preside over jousting tournaments, announce the arrival of important foreign envoys, and for personal counsel.

Heralds turn to the adventuring life for several reasons. Primary among them are the fantastic stories that can be related from such ventures. "News" has a very broad meaning in the campaign world, and tales of a daring band of heroes braving unknown horrors not only qualifies, but often draws a larger crowd than local gossip.

The royal Herald might be sent by his king on an undercover fact-finding mission-for instance, to investigate a rumor that Zhentil Keep is secretly funding an orc uprising in the south. Often, a Herald's communication skills will prove invaluable on such quests.

**Secondary Skills:** Groom, Hunter, Jeweler, Limner/Painter, Scribe.

**Weapon Proficiencies:** Heralds are not restricted in this area.

**Nonweapon Proficiencies:** *Bonuses:* Etiquette, Heraldry, Local History, Reading/Writing. *Suggested:* Languages (ancient or modern), Musical Instrument (horn family). At least half of a Herald's nonweapon proficiencies must be spent in learning languages.

**Armor/Equipment:** Standard.

**Special Benefits:**

*Identify Rumors:* Heralds are always aware of their surroundings and have picked up the skills necessary to stay atop local events. Any time rumors are generated for player characters, Heralds learn twice as many as a normal character. Heralds are also able to determine the validity of a rumor. A Charisma check is rolled; if it succeeds, the Herald knows whether the rumor is true or false. Even if a rumor table isn't included in a given adventure, the Dungeon Master should make up at least one rumor per three levels of the Herald and inform him of the rumors at the adventure's onset.

*Local Lore:* After snooping about an inhabited area, a Herald is able to learn who the important people are, what most of the buildings are used for, the quality of certain establishments, *etc*. It takes a Herald one day per 1,000 inhabitants to gain a good information base. Of course, a Herald could concentrate on a specific quarter of town or neighborhood and accomplish the task much faster.

Once a Herald is done scouting, he can recall the name of an important official if he rolls a successful Intelligence check. If the check is successful with a -2 penalty, he can identify the person on sight. This roll can also be used if the Herald player wants to know other local lore, such as where to go for the best food in town, what neighborhoods are dangerous at night, what time the city watch rotates, or which local sage is said to be most reliable. If the check is a 20, the Herald believes he knows the desired information, but the Dungeon Master actually makes up some false tale for the player.

This ability must be carefully judged by the Dungeon Master. Penalties should be applied based upon the information's local significance. It is unlikely that a Herald will know the name of a typical citizen in a large city (a -10 penalty might be appropriate). However, the name of the king's horse is likely a well-known fact (no penalty).

*Basal Communication:* As stated above, Heralds are master linguists. In fact, they can often communicate with races that are of low Intelligence or better and have a spoken language, even if the Herald does not speak that language. The Herald incorporates bits and pieces of fundamental root languages, certain universal gestures, and common expressions to get his meaning across. For the Herald to perform such difficult communication, the "listener" must be within ten feet, clearly visible, and there must be no distractions (including combat).

Success is determined by succeeding with a read languages roll (even though the communication is rarely in written form). A separate roll is needed to send or receive ideas. Thus, it is possible for a Herald to understand a being, but be unable to communicate his own ideas (or vice versa).

*Persuade Crowd:* A Herald can affect the mood of a crowd by telling them true (or slightly altered) local rumors and news. The Herald must be able to speak the crowd's language to use this ability. To determine a crowd's mood or opinion on a given topic, use Table 59 in the *DMG* .

After 1d10 minutes, those listening to the Herald's words are allowed a saving throw vs. paralyzation, with a -1 penalty per three levels of the Herald. Those who fail have their reactions adjusted one level in favor of the Herald's opinion. Those who succeed have their reactions adjusted one level in the opposite direction.

A Herald could attempt to persuade a crowd not to eat at the Skinned Dog Tavern until dragon eggs are back on the menu, to cast stones at the cruel teamster Tornack, or to

go and plunder the local granaries. Of course, reactions can be altered only one level by this method. For example, if everyone is indifferent to the fact that Tornack whips his horses cruelly, the Herald will at most persuade them to be cautious about using the teamster's wagons to haul their goods.

**Special Hindrances:** None.

## Jester

**Specialty:** Pantomime/Acting/Dancing/Jokes.

**Qualifications:** Standard ability scores, except that Dexterity must be at least 14. Jesters must be of any chaotic alignment, since no mind attuned to law and order could possibly sustain such an odd personality. Gnomes may advance to 15th level as Jesters, while halflings cannot rise above 8th level.

**Introduction:** *My name is Marigold the Mirthful, and I am proud to be called a Jester, for I am one of the greatest fools in all the kingdom. Being a fool is not all bad, for who else can poke fun at the most powerful people around without meeting the gallows or worse?*

*Indeed, I lead the perfect life. The king puts me up in a fantastic little room at the top of the East Tower. When the morning sun comes through my little window, I rise and don my charming gear. Then I spring and dance down the 40-foot-long spiral staircase to the main hall. All the while, my costume bells are jingling and I can hear the moans and groans as the court wakes from my passing. Next, I tumble down all the castle's halls and awaken the rest of the royal patrons.*

*Unless there are foreign envoys to be entertained at noon, I am off until evening. I wander about, keeping the young folk happy and feeding the chickens and the castle's two war dogs. Then I usually find a comfortable willow tree and lie down for a short nap.*

*Most evenings, the king invites me in to entertain him, his family, and his guests. I dance about, act foolish, juggle a bit, perform some minor acrobatics, pretend to get burnt by the fireplace, and tell jokes that I made up while lying under the willow tree.*

*So you see, I live in the king's castle and actually do little or no work. What a lucky life! Of course, the real fun occurs when foreigners arrive. I always make sure they leave the king's court with fewer goods than they came in with. I would hate to see them lug all that gold, silver, and jewelry clear back to their homelands.*

**Description:** Jesters are known by many names: fools, clowns, jokers, buffoons, etc. The Jester kit covers them all. Jesters are comedians at heart. They love to have a good time and enjoy sharing their mirth and merriment with others (even when they aren't welcomed). Most people enjoy having a Jester about, as they raise morale, entertain, and make great scapegoats when problems arise.

Jesters are flamboyant, outrageous, and ridiculous. Many sages believe that Jesters live in a constant state of borderline insanity. It is known that they live for attention and feel relaxed only when they are the focus of events.

**Role:** Jesters are often hired by noblemen for entertainment. They dance, prance, and jump about while the more civilized look on and laugh at the fools. More often than not, these noblemen are paying the price for their entertainment, as the Jester is liable to make off with a piece of gold for every laugh he hears. Other Jesters serve as clowns in

traveling carnivals or circuses. And of course every community has its local fool.

Jesters rarely take up the adventuring life. (PC Jesters are the obvious exceptions.) Their motivations for doing so will have to be carefully constructed to maintain realism. A Jester may be sentenced to escort a group of heroes on a dangerous quest as punishment for a joke about the king's nose (throwing him in jail would hardly be appropriate). A Jester might be assigned to accompany a band on a grim and deadly adventure, to combat the gloom and dread that will be encountered. Whatever the reason, having a Jester in the party will certainly result in more than one good laugh.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Jesters spend most of their lives entertaining others by playing the role of a fool or clown. Large weapons do not fit into this role. Thus Jesters may become proficient only in the blowgun, hand crossbow, dagger, dart, hand axe, javelin, knife, quarterstaff, scourge, sling, short sword, and whip.

**Nonweapon Proficiencies:** *Bonuses:* Acting, Dancing, Juggling, Tumbling. *Suggested:* Crowd Working, Disguise, Jumping, Musical Instrument, Poetry, Singing, Ventriloquism.

**Armor/Equipment:** Jesters may wear only the following types of armor: leather, padded, studded leather, or elven chain mail. Other types of armor do not fit the image of fools.

Jesters almost always act and dress in the most outlandish manner. Even when danger is imminent, Jesters still hop around in their flashy suits with tassels and foppish hats.

**Special Benefits:**

*Fool's Luck:* It is amazing to most that Jesters can survive in any situation. They are careless, foolish, and given to whimsical decisions. It is fool's luck that has saved many a Jester's life.

Jesters receive a +1 bonus (+5% on percentile rolls) to most die rolls. This includes saving throws, initiative, surprise, proficiency checks, thief skill checks, ability checks, and ability sub-checks (*e.g.*, bend bars/lift gates, resurrection survival, and so on). The fool's luck also adds a +1 bonus to the Jester's Armor Class.

About the only die rolls that the fool's luck ability doesn't affect are attack rolls, damage rolls, initial character generation rolls, and Hit Die rolls.

*Jesting:* Jesting is the art of projecting meaning and mood through the use of body motions. By jesting (or gesturing), a Jester may communicate a single sentence each round to anyone who rolls a successful Wisdom check with a -5 penalty. Such communication is totally silent and does not rely upon a shared language. The Jester must use his entire body for the communication; thus, he must be fully visible and within 30 feet for communication to take place.

Jesting may be done to taunt or tease. Such jesting affects only those who are within 30 feet of the Jester and who are able to fully view him. This form of jesting causes those being jested at to roll a saving throw vs. paralyzation, with a -1 penalty per three levels of the Jester. Those who fail must immediately try to physically strike the Jester for as long as the jesting continues. The effect ends when the jesting ends. Combat strategy is ignored by those who are affected. They recklessly pass by more dangerous targets in an attempt to attack the Jester. Jesting is thus a wonderful way to break the ranks of enemy forces.

*Joking:* The practice of creating and telling jokes has been elevated to an art form by

the Jester; this skill can be used for many special purposes. Jokes are told in an attempt to alter encounter reactions. For any form of joke to function, the Jester must speak a language known by the recipient of the joke. Furthermore, the Jester must be within easy verbal range of the recipient.

Such jokes require 1d10 rounds to tell, after which the audience must roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Jester. Those who fail have their reactions adjusted one level in the direction desired by the Jester. However, those who succeed take the joke the wrong way and have their reactions adjusted one level in the opposite direction.

Finally, a joke told at just the right moment can dispel the effects of fear. Such a joke requires a round to tell and enables all those affected by fear (normal or magical) to roll a second saving throw to avoid the fear (note that those affected by the fear do not immediately run away, but remain until the joke is told). If no first saving throw was allowed, then the saving throw is rolled vs. spell.

*A Jester's Mind:* Jesters are immune to attacks that cause insanity. Jesters also gain a saving throw bonus equal to their level vs. wizard spells of the enchantment/charm school and priest spells of the charm sphere. (A saving throw of 1 always fails, however.)

Furthermore, any attempt to read a Jester's mind has a percentage chance equal to the Jester's level of causing confusion in the mind reader (treat as if under the effect of a confusion spell).

**Special Hindrances:** None.

**Notes:** Jesters can be a lot of fun if properly played with the right gaming group. However, this character kit can be devastating to an overly serious campaign. It is strongly suggested that both DMs and players discuss the ramifications of the kit and how it will fit into the game if allowed.

## Jongleur

**Specialty:** Juggler/Acrobat.

**Qualifications:** Jongleurs must have a Dexterity of 14 or more (other ability scores, standard). Gnomes can advance to the 9th level as Jongleurs. Halflings can attain 12th level.

**Introduction:** *Yes, I am a Jongleur. My stage name is Jonclaur the Jongleur, and that will do for now. I travel across the Flanaess with a small carnival band. I believe you have already met one of my companions, Dark. He's good with knives and swords, but his personality matches his name a little too much for me.*

*When our troupe puts on a show, I tend to draw the largest and most consistent audience. In particular, families and village thieves enjoy watching my act. Families watch because my juggling, pole vaulting, acrobatics, and tightrope walking amazes them (and occasionally fills them with concern when my act looks particularly hazardous). The thieves come to study my actions. Many thieves can pole vault, walk tightropes, and perform various feats of acrobatics, but none have my skill. In a way, it's a form of research for them.*

*And it is true, though I hate to admit it, that my talents are occasionally put to less-than-honorable uses. On one of the last few days of our show, a large part of our troupe*

*often stages some complex burglary. My skills are often invaluable. I can vault across moats or into upper story windows that are protected by walls coated with contact poison. If a mansion is guarded by dogs, I use a crossbow to fire a line from a nearby building, then walk across it. Of course, I rarely keep my share of this booty. Instead, I usually donate it to the local orphanage or poorhouse.*

*Well, nice chatting with you, but I must get back. My second act is about to begin.*

**Description:** Jongleurs are loosely based upon the French entertainers of the same name. They are masters at manipulating small items with their hands. They can catch and juggle almost anything. On top of this they are skilled acrobats, able to traverse tightropes, turn flips, polevault, and perform any number of acrobatic feats. Their agility provides them with great defensive resources.

**Role:** As entertainers, most Jongleurs are typically found accompanying carnivals or circuses. A troupe of Jongleurs can put on a remarkable show all by themselves. They often perform in taverns or clubs, using their arts to draw in the crowd and captivate them long enough for the barkeeper (as well as the Jongleurs) to drain the crowd's purses. Of course, a few free-lancers work the streets out of greed or need.

Jongleurs are useful adventuring allies; their skills are invaluable when the going gets tough. They are able to squeeze into places where nobody else can go without the aid of magic. Finally, their skill at avoiding certain traps makes them excellent scouts.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Jongleurs can use all hurled weapons. A hurled weapon is any weapon that can be thrown (this does not include bows, blowguns, or other missile weapons that are fired or shot). Otherwise, Jongleurs are restricted to the following weapons: polearms, quarterstaff, sling, staff sling, and whip. All of these weapons can be used in their performances. For example, they can juggle daggers, pole vault with polearms, and balance with spears or quarterstaves.

**Nonweapon Proficiencies:** *Bonuses:* Juggling, Jumping, Tightrope Walking, Tumbling. *Suggested:* Direction Sense, Endurance, Poetry, Rope Use, Running.

**Armor/Equipment:** If a Jongleur wears any type of armor other than leather, studded leather, padded, or elven chain mail, he cannot use any of the following special benefits. All other forms of armor are simply too restrictive or bulky for the Jongleur to properly perform.

Jongleurs tend to dress in rather flashy colors. However, they don't take this to the extremes that Jesters do. They avoid large capes, robes, and other garments that can catch or tangle during movement. Of course, this does not mean that a Jongleur is going to wear a flaming red suit that sparkles in the dimmest of lights when exploring ancient ruins. They prefer flash and fanfare, but they aren't stupid.

**Special Benefits:**

*Extended Proficiencies:* Because Jongleurs are extremely skilled at all forms of juggling and acrobatics, they gain certain special benefits to their bonus proficiencies.

Juggling:

- The Jongleur adds his level to the attack roll when trying to catch small items.
- Missile or hurled weapons too large to catch can be deflected by using the juggling proficiency.

Jumping:

- The Jongleur doubles his level for all jumping calculations.
- The character can use poles up to 20 feet longer than himself.
- Vaults can be made with a 15-foot run. The pole need not be dropped if a second proficiency check is successful.

Tightrope Walking:

- All penalties are halved, dropping fractions (*i.e.*, -5 for one-inch surfaces, -2 for two- to six-inch surfaces, and -2 attack roll penalty).
- Use of a balancing rod provides a +4 bonus.

Tumbling:

- The +4 Armor Class bonus applies during any round in which initiative is won, even if the Jongleur opts to attack later that round.
- No proficiency check is required to reduce falling damage. However, a successful proficiency check doubles the falling distances (*i.e.*, no damage up to 20 feet and only half damage up to 120 feet).

*Dodge:* Jongleurs are amazingly agile and have very quick reflexes. This enables them to jump free of many potentially harmful situations if a successful saving throw vs. paralyzation is rolled. The only bonus allowed to the save is the defensive bonus for high Dexterity.

If the attempted dodge fails, the Jongleur suffers the full effects of the danger. No other saving throw can be rolled to avoid the threat, as the dodge takes the place of all other saving throws. The benefit of dodging is that all harm is completely avoided, whereas many successful saving throws result in half damage. Of course, the Jongleur player can opt to skip the dodge attempt in favor of any normally allowed saving throws.

Dodging does not affect missile weapons or hurled weapons, personal spells (those that affect only one person) directed specifically at the Jongleur, or spells that have no physical effect to dodge (such as *hold person* ).

Situations that can be avoided include falls (into pits, through illusionary floors, down sliding stairways traps, etc.), being struck from above (by ceiling blocks, rocks, piercers, collapses, *etc.*), area-effect spells that can be dodged (*lightning bolt, web, fireball, etc.*), and any other situation that the Dungeon Master feels could be avoided by a sudden agile leap (possibly breath weapons). Of course, if a jump to safety is impossible, the Jongleur cannot attempt a dodge. Note that Jongleurs are also able to climb walls and might avoid certain situations by clinging to a wall.

*Entertain Crowd:* By juggling, performing flips, or displaying his acrobatic talents, a Jongleur can influence the reactions of an audience. This ability is similar to the True Bard's influence reactions ability.

As with that ability, the crowd cannot be attacking or about to attack. The Jongleur must perform for 1d10 rounds, after which all non-player characters viewing the performance must roll saving throws vs. paralyzation (split large audiences into groups of 10 and roll one saving throw for each group). The saving throw is rolled with a -1 penalty per three levels of the bard (round down). Those failing have their reactions adjusted one level in a more friendly direction, as per Table 59 in the *DMG* .

Unlike True Bards, Jongleurs cannot attempt to worsen the reactions of a crowd (it is very difficult to juggle or walk a tightrope in an offensive manner). However, if the crowd saves with a natural 1, the onlookers disapprove of the Jongleur and their reactions actually worsen by one level.

**Special Hindrances:** Jongleurs do not gain the 10th-level ability to use any written magical item.

## Loremaster

**Specialty:** Chronicler/Historian.

**Qualifications:** Lore masters must have an Intelligence and Wisdom of 14 or more (other ability scores are standard). Elves can advance up to 12th level as Lore masters.

**Introduction:** *You want to know about history, lost civilizations, and other fascinating topics? Well, let me introduce myself, I'm Ashlan, a gray elf and self-proclaimed Lore master.*

*I guess I've been poring over old tomes, exploring ancient ruins, and searching for lost civilizations for the past 150 years or so. And I've learned many important things. Did you know that, in ages past, the entire inland plains were covered with a vast forest of pinon and pine trees? Humans were scarce back then and elves ruled the land. Oh, that must have been a beautiful time! Then there came the great goblin wars, when all goblinkind rose up in anger after being pushed far below ground. They were lead by Trogundak, perhaps the largest and most evil troll shaman who ever lived.*

*But I forget myself. You want to know about me and not the past. Well, I'm called a recluse by most of the villagers around here. This is actually far from the truth. I love people, all people. I love to study about their past history in an attempt to understand them better than they understand themselves. Then I try to teach them about their past and educate them so they won't commit the mistakes of their forefathers all over again.*

*I guess I do seem a bit odd to the average soul, seeing as how I'm always poking around cemeteries, old churches, ruins, and private libraries. Most people can't figure me out. Some think I'm a cleric, others believe me to be a simple hermit, and there are those who call me sage or wizard. It is true that I can speak over half a dozen languages, but I'm just a Lore master, that's all.*

*Remember, study your past; it can be the most powerful tool you have.*

**Description:** Lore masters are romantically entranced by the past. They believe in the circular nature of history and relate the lessons of ancient times to the problems of the present to help guide their people along the path to the future. As Lore masters proceed through life, they record the events of their own times for posterity.

Lore masters love to relate the lessons of history to those who will listen. However, they are often viewed as being more reclusive and eccentric than wizards. Their preoccupation with old tomes, arcane lore, ancient languages, and lost civilizations dominates their lives, when they aren't putting on an oratorical performance. From their research, Lore masters gain unique wisdom and insight, allowing them to identify certain magical items, understand ancient writings and languages, gain special benefits in the arcane lore of magic, and incite crowds to action.

**Role:** There is a fine line between Lore master and sage. So fine that many Lore

masters call themselves sages and are rarely questioned about it. However, true sages are knowledge specialists who concentrate their efforts into mastering a specific field such as mushrooms, elven swords, and so on. Lore masters are fond of any aspect of history that makes a good story.

Many Lore masters are travelers who wander the lands searching for great historical tales and facts to relate to crowds. In order to gain the substance of their tales, Lore masters often take up adventuring. Unlike many other adventurers, Lore masters are not simply seeking gold or magic. Rather, they are searching for a new legend or tale. Lore masters are the first to open old tomes, read the runes on passage walls, and record the general events of an adventure.

**Secondary Skills:** Limner/Painter, Navigator, Scribe (better than a third of all Lore masters are scribes.)

**Weapon Proficiencies:** Due to their great interest in knowledge and their concentration on the past, Lore masters bother to learn only the lightest and simplest of weapons. They are limited to selecting weapon proficiencies for blowgun, dagger, dart, hand crossbow, knife, quarterstaff, sling, and staff sling.

**Nonweapon Proficiencies:** *Bonuses:* Ancient History, Languages (ancient), Navigation, Reading/Writing. *Suggested:* Animal Lore, Artistic Ability, Astrology, Direction Sense, Engineering, Etiquette, Heraldry, Languages (modern), Local History, Musical Instrument, Religion, Spellcraft, Weather Sense.

**Armor/Equipment:** Lore masters spend their time studying arcane tomes and ancient civilizations. They do not bother to practice the use of heavy armor. Thus Lore masters can use only leather armor.

Lore masters generally dress and act much like wizards.

**Special Benefits:**

*Legend Lore:* Lore masters gain the same legend lore ability as True Bards. This ability works in similar fashion, with the following exception: All of the optional rules suggested for the True Bard's legend lore ability are required for the Lore master.

*Arcane Lore:* Through their devoted study of the past, Lore masters come across numerous texts on the arcane lore of magic. They read all of these, hoping that some great tale will be uncovered. Lore masters eventually gain a fundamental understanding of many strange magical items not normally usable by the bard class. Thus, Lore masters can attempt to use any magical item. A Wisdom check is rolled; if it is successful, the Lore master successfully uses the magical item in question. This does not mean that the Lore master fully understands the operation of the item, only that his attempt to use it in this particular way is successful.

Lore masters also pore over scrolls and spell books whenever they get the chance. This enhances their understanding of magical spells so much that they memorize and cast spells as if they were one level higher. Thus, a 1st-level Lore master casts spells the same way as a 2nd-level True Bard.

*Persuasion:* Usually Lore masters recite their collections of historical fables and legends to a crowd simply to entertain and educate. Although these oral performances are wonderful to hear, they do not necessarily have any direct impact upon the crowd.

When a Lore master wishes to affect the mood or actions of an audience, he uses his great skills of verbal persuasion, oratory, and rhetoric. He might relate the legend of the horrible massacre of Tothar Keep by lizard men in an attempt to incite the crowd to hate

and despise lizard men.

Using such persuasion takes at least 1d10 rounds. All who are listening to and can understand the Lore master must roll a saving throw vs. paralyzation with a -1 penalty for every three levels of the Lore master. Those who fail have their reactions adjusted one level up or down (as desired by the Lore master). Those who succeed are not inspired by the tale, and those few who roll a natural 20 strongly disagree with the tale and have their reactions adjusted one level in the opposite direction.

*Etymology:* Lore masters can make their read languages attempt twice if the language in question is an ancient one (a language no longer spoken). They can also use their read languages ability to decipher runes, glyphs, pictograms, ideograms, or any other form of ancient visual communication.

Even though a Lore master cannot be proficient in a newly encountered ancient language, if he makes his Ancient Languages proficiency check, he understands the basics of the ancient language. Elementary use of the language is gained, allowing for written or even spoken communication at one-tenth the normal rate.

**Special Hindrances:** None.

## Meistersinger

**Specialty:** Pied Piper/Animal Charmer.

**Qualifications:** Standard ability scores. Elves can become Meistersingers and reach 15th level.

**Introduction:** *Welcome to Great Wood. My name is Shellana and I will be guiding you through this beautiful forest. I've lived here for as long as I can remember. My father is a ranger who patrols the forest and my mother maintains a small cottage for us all.*

*My dearest friends are Simbiom, a red barn owl, and Moshma, a jet black panther. They accompany me wherever I go. And where is that? Well, I don't really have a job as most people would define it. I often help the rangers who patrol the Great Wood. They are concerned with the security of some kingdom or other and want to keep the forest free of spies and evil monsters. I help them by reporting any strange people or creatures I encounter.*

*But my real goal is to keep the forest and its animals safe from the encroachment of "civilization." Greedy furriers and loggers and wasteful travelers are my enemies. I have freed countless animals from live traps, have broken numerous logging saws, and have scared off several dozen city folk this year.*

*I secretly work with the druids. Together we have kept the forest and its creatures relatively safe from harm. But our jobs grow more and more difficult as new villages keep popping up near the forest's edge. And with that said, I must go and plant some more trees before Simbiom eats all of my nuts.*

**Description:** Meistersingers wander the woodlands, mountains, and deserts, seeking out those who will listen to their songs. Unlike other bards, Meistersingers rarely perform for humankind. They tailor their music to the tunes of nature. Their audiences are the birds, the bees, and the behemoths.

Meistersingers have wandered unsettled lands since the dawn of mankind. Loremasters tell tales about how the ancient dryads and nymphs would find lost human

children and teach them the ways of the forest. Others were taken in by druids. Over the years, these children of nature have evolved into a definable class of character--the Meistersinger. Whether these tales are true or not, Meistersingers do exist.

The concerns of Meistersingers center around nature, especially animals. Lawful neutral, true neutral, and chaotic neutral Meistersingers see themselves as one with nature (although each views the structure of nature differently). They protect animals as humans protect those of their society. Neutral good Meistersingers look upon animals as innocent children who should be isolated and protected from the harsh and uncaring realms of civilization. Neutral evil Meistersingers see animals as subjects to be controlled and exploited. They use animals as some lords use slaves. True neutral Meistersingers are closest to druids in the way they look upon animals.

**Role:** Meistersingers are the mortal enemies of ruthless and profiteering hunters, trappers, and fishermen. They believe such activities should occur only when the game is needed for survival and no part of the animal is wasted.

Forests, deserts, and mountains are the typical arena for the adventuring Meistersinger. Rarely does a Meistersinger adventure any where unless animals are somehow involved--as mounts, as companions, or perhaps as captives who need to be set free.

**Secondary Skills:** Farmer, Forester, Groom, Hunter, Teamster/Freighter, Trapper/Furrier.

**Weapon Proficiencies:** The following weapons are forbidden to the Meistersinger: harpoon, lances, mancatcher, polearms, and trident.

As a hunter and woodsman, a Meistersinger must maintain a variety of weapons: those that are purely for melee, those that are purely missile weapons, and those that can be used in both melee and missile combat (hurled weapons). At 1st level, a Meistersinger must select one melee and one missile weapon. Each additional weapon proficiency slot must be spent in the following repetitive sequence: hurled, melee, missile.

**Nonweapon Proficiencies:** *Bonuses:* Animal Lore, Musical Instrument, Singing, Survival. *Suggested:* Agriculture, Animal Training, Blacksmithing, Craft Instrument, Dancing, Direction Sense, Fire-Building, Fishing, Herbalism, Hunting, Mountaineering, Riding (airborne), Riding (land-based), Rope Use, Set Snares, Swimming, Tracking, Weather Sense.

**Armor/Equipment:** Standard.

**Special Benefits:**

*Song of Companionship:* At 1st, 5th, and 10th levels, a Meistersinger can play the Song of Companionship, which lasts for 2d12 hours.

The DM and player should select six naturally occurring wild animals (not domesticated or fantasy-based) appropriate to the current terrain. A d6 is then rolled and the selected animal emerges from the nearby woods or over the next hill. The animal is a faithful companion to the Meistersinger from that day onward.

The Meistersinger and animal can communicate simple thoughts and desires. Such communication must be in the form of music or song by the Meistersinger, and a growl, caw, hiss, or some other appropriate sound by the animal. Others cannot understand the communication. The companion has hit points equal to those of the Meistersinger at his current level. The companion's hit points do not increase as the Meistersinger rises in level.

The companion gained at 1st level should be tiny or small (as per the "Size" entry in the *Monstrous Compendia* ). The animal transfers its primary sensory power onto the Meistersinger. This is much like the *find familiar* spell, but it is not identical and does not take the place of that spell.

The 5th-level companion should be small or medium in size. The Meistersinger gains the ability to *polymorph* his arms and head into those of this companion, for purposes of unarmed combat. Attacks are made using the Meis ter singer's THAC0, but successful attacks cause damage equal to that of the animal's natural weaponry. The Meis ter singer also receives multiple attacks, if the animal is entitled to them.

The 10th-level companion should be medium or large. The Meistersinger gains the ability to *shape change* (as the 9th-level wizard spell) into this companion's form once per day.

A Meistersinger's companions are his best friends. If one is slain, the mental strain of the loss forces the Meistersinger to roll a successful system shock check or die. (Likewise, if the Meistersinger is slain, the companion animals must roll system shock checks, at 80% + 1% per hit die.) If the check is successful, the Meistersinger goes into deep mourning for 101 days, during which he does not adventure. A Meistersinger can call for one replacement companion each time he advances in level (he is not required to call for a replacement). The replacement is the same size as the lost companion and confers the same abilities upon the Meistersinger.

*Song of Sanction:* This song envelops the Meistersinger, creating a nearly magical barrier of good will around him. Any attacking animal or monster must roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Meistersinger or ignore the Meistersinger and those within one foot per level of him for as long as the song is played. The effect of the song is ended if the Meistersinger attempts to move or if anyone in the protected area attacks (including offensive spell use).

*Animal Charm:* Meistersingers know a number of songs that have special charm-like effects upon animals (including giant animals).

If the Meistersinger concentrates, he can attempt to charm one animal within view by his singing. Only an animal of Hit Dice equal to or less than the Meistersinger's level can be affected. Furthermore, the total Hit Dice of all such charmed animals accompanying the Meistersinger cannot exceed twice the Meistersinger's level.

The song takes 1d10 rounds, but the animal is held temporarily spellbound during the performance, as long as no hostile advances are made upon it by the Meistersinger or his allies. After 1d10 rounds, the monster rolls a saving throw vs. paralyzation with a -1 penalty per three levels of the Meistersinger. If it fails, it is under the effects of a *charm* spell. If it succeeds, it is unaffected and acts normally. If the roll was a natural 20, the animal is enraged and immediately attacks the Meistersinger.

*Influence Reactions:* Meistersingers can attempt to influence the reactions of animals that aren't attacking and that allow the Meistersinger to play for them. This ability is handled exactly as the True Bard's influence reactions ability (except that it affects only animals).

*Special Hindrances:* Meistersingers do not gain followers, nor do they build typical strongholds. Their animal companions serve as their followers, and they tend to build several small cottages or huts throughout the lands they patrol.

## Riddlemaster

**Specialty:** Riddler/Intellect.

**Qualifications:** Riddlemasters must have an Intelligence of 15 or more. Their other ability scores are standard. Gnomes can rise to become 8th-level Riddlemasters. Halflings can advance up to 9th level.

**Introduction:** *Yes, I am Retean, the Riddlemaster, mastermind of enigmas and games. I can solve any riddle and complete any puzzle. Pay the price and watch me twice.*

*As a Riddlemaster, my mind is constantly in motion. I'm wiser than most clerics, and smarter than most sages. Always thinking, always plotting, always alert.*

*When I encounter someone, I analyze him, evaluate his value to myself, and act accordingly. When I enter a tavern I don't just grab the nearest chair. Instead, I scan the room, select the most advantageous seat, and then evaluate the fare as I decide what to have. None of my decisions are made without deliberate, conscious thought.*

*Yet, I can be entertaining as well. I love to pose questions and riddles. For example:*

If the world were round,
And you stood on the ground,
How many places could you stand . . .
Walk south 20 leagues, east 20 leagues, north 20 leagues
and end up hand in hand.

*The answer is not the north pole, but "One." True, the North Pole is the only place where you can do this, but I asked, "how many places," not which places.*

*And now, as I have summed up your worth to me, I must be off to a new challenge.*

**Description:** Riddles, rhymes, and puzzles are the medium of the Riddlemaster. These characters look upon life as an intricate and challenging puzzle to be solved. Their seemingly strange ways cause many a commoner to label them crazy (much like the Jester). However, Riddlemasters are exceptionally intelligent, and their minds work on a level above that of the common man.

Riddlemasters devote their entire intellect to maximizing favorable outcomes for themselves and their friends. Some believe that Riddlemasters are just extraordinarily lucky, but this is not the case. Riddlemasters are always considering the environment around them, being sure to stand in the most favorable places, socializing with the most advantageous people, asking the best questions, and so on. They seek to develop the supreme mind.

To flaunt their skills, Riddlemasters often speak in riddles or rhymes, causing others to stop and think in order to understand them. Riddlemasters love to pose questions, in the form of riddles, to everyday people. These riddles are carefully constructed and often conceal lessons or observations that apply to the Riddlemasters' audience.

**Role:** Each Riddlemaster applies his intellect in a different way. Evil Riddlemasters seek to demean and put down others in order to rise above them. Good Riddlemasters make their way through society attempting to educate the "less fortunate." Others simply travel around, enjoying the sport of poking fun at others while advancing their own intellectual understanding.

Traveling Riddlemasters are most common, as their unique ways often irritate others, forcing them to maintain a mobile lifestyle. Adventuring Riddlemasters enjoy the

supreme tests of judgment and intelligence that must be passed in order to survive perilous quests. Besides this, their input on decisions is nearly invaluable. Of course, some party members may find their manner difficult to put up with.

**Secondary Skills:** Few Riddlemasters have a secondary skill, as they have spent their time in intellectual pursuits. Those who do are most likely Gamblers, Jewelers, or Trader/Barterers.

**Weapon Proficiencies:** Riddlemasters enjoy finesse weapons over those that require simple brawn. They can become proficient in the blowgun, bow, crossbow, dagger, dart, hand axe, javelin, knife, quarterstaff, sling, spear, staff sling, short sword, or whip.

**Nonweapon Proficiencies:** *Bonuses:* Artistic Ability (riddles), Languages (modern), Poetry, Reading/Writing. *Suggested:* Appraising, Blind-fighting, Direction Sense, Gaming, Heraldry, Musical Instrument, Navigation, Reading Lips, Singing, Weather Sense, Ventriloquism.

**Armor/Equipment:** Standard.

**Special Benefits:**

*Probable Path:* Riddlemasters can use their great intellects to make analytical decisions. When a decision must be made concerning multiple options (*e.g.*, which hallway to proceed down, which door to open first, which opponent to attack first in order to achieve some goal, etc.), the Riddlemaster can use his intellect to help make the decision. In such cases, the DM secretly rolls an Intelligence check for the Riddlemaster, with a penalty equal to the number of previous probable path decisions made that day (representing mental fatigue). If the roll succeeds, the DM tells the player all significant clues that the Riddlemaster might know or observe. If there are no clues, no information is gained-- Riddlemasters aren't lucky, they're just very intelligent.

If the roll is a natural 20, the information gained is misleading.

Unless a given situation changes somehow, using this ability multiple times in the same situation gives identical results.

*Riddles/Puzzles:* If any adventure includes an actual riddle or puzzle that the players must solve, the player of the Riddlemaster can make twice as many attempts to solve the riddle or puzzle as is normally allowed. For example, an adventure might include an encounter in which the party runs into a sphinx. The sphinx may demand the answer to a riddle in exchange for safe passage. In this situation, if the Riddlemaster gives the answer, the player can actually make two guesses, and if either is correct, the sphinx is satisfied.

The same thing applies if the party comes across a room with a tiled floor that must be crossed in a specific sequence. The Riddlemaster is allowed to make one free mistake. Only on his second mistake does the character suffer any hazardous consequences.

If a problem has a time limit, the Riddlemaster has twice the allotted time to solve it.

A special use of solving riddles and puzzles occurs when a Riddlemaster attempts to understand a newly discovered spell. The Riddlemaster has a +10% bonus to his roll to learn spells (to a maximum of 95%).

Furthermore, the Riddlemaster gains the ability to use any written magical item at 8th level, instead of 10th level.

*Common Sense:* To signify the common sense a Riddlemaster has at his disposal, Riddlemasters gain certain benefits. Although these benefits are similar to those of the Jester kit, they are not luck, but rather a result of intellectual calculations made by the

Riddlemaster.

- The Riddlemaster has a +1 adjustment to his Armor Class.
- A Riddlemaster receives a +1 (or 5%) bonus to many die rolls, including saving throws, individual initiative, attacks rolls, damage rolls, proficiency checks, thief skill checks, ability checks, and all ability-based rolls (bend bards, system shock, etc. ), except for resurrection survival.

The only die rolls that common sense doesn't affect are surprise, initial character generation rolls, hit die rolls, resurrection survival, and monster damage rolls.

*Riddling and Rhyming:* By chanting certain riddles and rhymes, a Riddlemaster can influence an audience's reactions. This ability functions in all ways as the True Bard's influence reactions ability.

**Special Hindrances:** None.

## Skald

**Specialty:** Viking Poet/Warrior.

**Qualifications:** Standard ability scores. Dwarves can advance up to the 12th level as Skalds.

**Introduction:**

I'm Herak the Skald
and I am quite bald,
but I have lots of gold,
as I am quite bold.

*It needs a little work, but I can get to that latter. Welcome! Come in by the fire and I'll tell you a bit about my clan.*

*Being a Viking, I'm a great warrior and belong to the mightiest clan of raiders ever assembled. When we go on our great forays, it is I, Herak, who records our deeds for all to hear. But that is only part of my role as a Skald. When combat is fierce, I often chant one of the great war songs of my forefathers. These songs have great power, and more than once have I turned the tide of battle in our favor.*

*When my clan isn't at war or on a raid, I work on ballads, poems, and chants. It is our tradition that the clan's elder Skald pass on those songs that establish the clan's worth to the upcoming Skalds. To these are added the greatest tales of the current clansmen. In this way, all our descendants will know how great they are. They can retell these tales, sing the ballads, and thus establish their place among the clans.*

*Being a Skald is a wonderful life. There is nothing to match rowing a longboat across a mist-shrouded bay early in the morning, in preparation for a raid on some enemy village. Everyone is silent, the only sound is the creaking of oars and soft slap of the water, and you can hear the chatter of teeth due to the cold and nerves. We eventually slip up onto land, enter the village, then I shout out a mighty chant and the fun begins.*

**Description:** Skalds are honored and respected members of their clans. These great poets memorize the feats of each raid and battle, setting them down in the form of poetry.

Every war party loves to have a Skald in its midst. This assures that their great deeds and mighty skills will be honored in the Skald's next recital, and thereafter immortalized for all time. Members of most bands treat Skalds with utmost respect and courtesy. It is

well known that the foolish warrior who maligns a Skald will soon hear his name slandered in innumerable ballads across the land.

Poems are the form in which Skalds honor others and themselves. Poems are also used to relate the oral history of the clan. Significant ballads are passed down from one generation to another via the Skald's talents. In this way, the lessons and deeds of the past are related to those of the present so they can be passed into the future.

**Role:** Skalds are often supported and protected by clan nobles and kings who love to hear of great duels and mighty wars. When events are unfolded in the form of poetry, it makes the telling all the more inspiring. Such men would hear Skalds relate tales of their family's glory to visitors.

Skalds rarely perform together unless they have entered into a poetic duel.

Adventuring Skalds are common. Every Skald is easily caught up in the fervor and majesty of adventure, danger, and combat. Great quests also serve as source material for their ballads and poems.

**Secondary Skills:** Armorer, Bowyer/Fletcher, Hunter, Leather worker, Weaponsmith.

**Weapon Proficiencies:** An initial proficiency slot must be spent on either the broad sword, hand axe, battle axe, or spear. At least half of the Skald's weapon proficiencies must be spent on these weapons (until they are all selected).

**Nonweapon Proficiencies:** *Bonuses:* Ancient History, Local History, Poetry, Singing. *Suggested:* Armorer, Blacksmithing, Blind-fighting, Bowyer/Fletcher, Crowd Working, Etiquette, Hunting, Leatherworking, Musical Instrument, Weaponsmithing.

See "Special Hindrances" concerning the reading/writing proficiency.

**Armor/Equipment:** Skalds lean toward warrior skills more than most bards. Because of this, they can wear any form of armor up to bronze plate, and they can even use shields.

**Special Benefits:**

*War Chant:* By chanting a war song, a Skald can inspire allies as they go forward into combat. For the chant to have an effect, the Skald must begin chanting at least three rounds before combat begins, otherwise his allies are too caught up in the events about them to benefit from this ability.

Such chanting has an effective range of ten feet per level of the Skald. The effects end as soon as the Skald receives his first wound. If the Skald does not enter the fray (and avoids being wounded), the effects end in a number of rounds equal to the Skald's level.

At 1st level, the Skald can choose only one of the following six effects per battle; at 3rd level two effects are chosen, three at 6th, four at 9th, *etc*. The Skald player chooses the effects, and can change them from one battle to the next.

Chanting can elevate spirits, remove concerns about danger, keep men's minds focused on combat, and fill friendly forces with a sense of being larger than life. Translated into game terms, this results in the following six possible effects for the members of the Skald's party:

- Bonus hit points equal to the Skald's Hit Dice.
- A morale bonus of 1 for every six levels of the Skald (rounded up).
- A +1 bonus to all attack rolls.
- A +1 bonus to all damage rolls.
- A +1 bonus to all saving throws.

- A -1 bonus to everyone's Armor Class.

*Influence Reactions:* If a Skald spends 1d10 rounds singing ballads, he can attempt to improve the reactions of an audience. Everyone able to clearly hear and understand the Skald must roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Skald. Those who fail have their reactions to the Skald improved by one level. Those who succeed do not find the Skald's ballad to be particularly moving. Those who succeed on a natural 20 find the song to be offensive and their reactions worsen one level.

*Battle Chant:* Skalds are a bit more combative than most bards. This provides them with certain combat advantages. The Skald fights with a +1 attack roll bonus any time he is singing or chanting during combat, even a soft chant under his breath. In addition, the Skald gains a +1 damage bonus when using a broadsword, axe (any type), or spear while he is chanting, provided that he has proficiency with the weapon. These bonuses almost always apply, unless the bard is silenced, under water, *etc.*

*Legend Lore:* Skalds love legends about war and combat. Legend lore works the same for Skalds as it does for True Bards, except that Skalds can perform legend lore only upon magical items having to do with war or combat (*e.g.*, weapons, armor, *strength potions, etc.*).

**Special Hindrances:** *The* Skald's society does not have a written language. Because of this, Skalds cannot take the reading/writing proficiency when created. Furthermore, they do not get the read languages ability at 3rd level if they stay in their home society. However, both of these limits are lifted once the Skald comes into contact with a culture that reads and writes. He can then pick up the reading/writing proficiency at twice the normal cost and gains the read languages ability at a 0% base (*i.e.*, he must put points into the skill or he has a zero chance for success).

Skalds do not gain the use any written magical item ability at 10th level.

Spells are also nearly unknown in the Skald's society, and they are viewed with suspicion in any event. Thus, Skalds cannot learn any spells until they encounter a spellcasting culture. Once contact has been made, the Skald can begin casting spells when he gains his next level. At this time he is considered a 2nd-level spellcaster (providing he is at least 3rd level by this time). His spellcasting level increases by 1 every time he gains a level thereafter.

If your campaign does not have a Viking culture, but a player still wishes to play a Skald, assume that the character left his distant homeland and has journeyed to the existing campaign setting. This character can take reading/writing proficiency when he gains his next level, provided he has the proficiency slots available. He gains the ability to cast spells as outlined above.

**Notes:** The *Vikings Campaign Sourcebook* is a good resource to be used in conjunction with Skald bards.

## Thespian

**Specialty:** Actor/Mime.
**Qualifications:** Standard ability scores.
**Introduction:** *I am Glateela the Thespian. I would like to invite you to the*

*performance of the "Green Dragon and Golden Knight," given this weeks' end in the Old King's Theater. I will be playing Maiden Zephnia.*

*I have played various roles on the Old King's stage for the past four years. Acting is a wonderful occupation. I'm always busy learning parts, performing, and teaching the young children. When I'm not performing, some courtly gentleman or other has me over for blackroot tea. I'm on a first-name basis with the city mayor, all of the ranking constables, and even the Duke knows me.*

*What few people realize is that I'm sister to the infamous wanderer Hanalacious, and we often adventure together. Hanalacious is actually a warrior. Her reputation as a bard is a result of my dressing up as her double and acting the part. In this way, the legend of Hanalacious grows with a speed that would be impossible for any single human.*

*Unknown even to Hana is the fact that I occasionally play other off-stage roles. This is the real thrill of being a Thespian. You can be anyone you want if you are good enough.*

*Hope to see you this weekend. And if you whisper a word of my secret to anyone, you'd best beware of everyone you meet, for one of them will be me in disguise and I will silence your loose tongue forever.*

**Description:** Of all the various types of bards, Thespians put the most time and energy into performances. Thespians are actors. They display their talents in plays, skits, and dramatic productions. Some even perform in streets or village squares. When a Thespian isn't acting, he is likely writing scripts or reading for upcoming parts.

Thespians are somewhat like, yet unlike, Charlatans. Where Charlatans act to deceive, Thespians act to make others believe. Because of their similar methods, Thespians have some skills in common with Charlatans.

**Role:** Thespians rarely travel from town to town unless they are on an acting tour. Even if they are on tour, they often return to their established home. Most Thespians belong to the local actor's guild and take part in regularly scheduled performances.

Occasionally, Thespians are secretly hired to serve as spies, or temporarily fill in for a missing person. The great Thespian Hanalacious once filled in as the Lord Mayor of the Free City of Greyhawk for over a month while the real mayor was away on secret errands.

The adventuring Thespian is a rare person (player characters represent almost all of them). Such Thespians are often out for "field research." After all, if you want to play the part of a mighty warrior, what better practice than to go dungeoneering? Other Thespians adventure for the thrill of it all. They look upon such activity as taking a part in the "Grand Play of Life." Such Thespians often go to any length to mold the adventure into a dramatic production with themselves as the stars-often to the chagrin of their fellow party members.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Since they are actors, Thespians spend a lot of time practicing with all types of weapons, in order to make their plays more realistic. This produces a unique situation. Thespians understand the showy stage methods for using most weapons, but they rarely practice with any one weapon long enough to become truly proficient at it.

As a result, 1st-level Thespians are proficient only with the dagger. At 2nd level they become proficient with the knife, and at 5th level Thespians gain their final weapon

proficiency--the short sword.

This restriction is partially offset by the fact that a Thespian suffers only a -2 nonproficiency penalty (equal to that of warriors) on all other weapons because of practicing with these weapons during rehearsals.

**Nonweapon Proficiencies:** *Bonuses:* Acting, Disguise, Languages (modern), Reading/Writing. *Suggested:* Artistic Ability, Crowd Working, Dancing, Etiquette, Jumping, Languages (ancient), Musical Instrument, Poetry, Reading Lips, Seamstress/Tailor, Singing, Tumbling, Ventriloquism, Weaving.

**Armor/Equipment:** Again, Thespians are actors and don all forms of armor for their various roles. This sets them apart from the norm. As a result, they can wear any form of armor and even carry shields. However, they incur a +1 Armor Class penalty when wearing armor that is not standard for the bard character class (their understanding of these armor types is imperfect). Thespians have no real understanding of shields; though they can carry shields, they gain no Armor Class bonus for the effort.

**Special Benefits:**

*General Acting:* Thespians are masterful actors. Using this ability, they can act as if a light blow was fatal, pretend to faint, or exaggerate their abilities. These skills are required on stage, but are also very useful during adventures.

Once, Hanalacious's band came upon a camp of six ogres. Realizing that they were outmatched, Hana leapt forward to meet the charging ogres. She acted as if the first strike against her was a fatal blow. The ogres believed this and charged on to attack the rest of the band. With the time that Hana had bought herself, she managed to unpack her fireball scroll and succeeded in roasting the ogres and saving the day.

Hana's finest performance occurred in the famous dungeons of the Greyhawk ruins. Here, she came upon Farcluun, a great red dragon. During the next four hours, Hanalacious was involved in the most dangerous role she ever played. When she saw the great wyrm, she quickly disguised herself as Zagig Yragerne, the original founder of Greyhawk Castle. Entering the cavern of Farcluun, Hana played up her knowledge, wisdom, and magical prowess. In the end, she cowed Farcluun and actually had the dragon huddled in a corner with threats of turning its life's treasure trove into an ant hill.

Acting functions in much the same way as illusion spells. If the audience believes the act, then it works without question. If the audience is skeptical, they are allowed to roll a saving throw vs. spell with a -1 penalty for every three levels of the Thespian. If the saving throw succeeds, they realize that the Thespian is acting; otherwise, they accept the act.

Of course, acts can go only so far. It is impossible to act as if you are lifting a 700-pound boulder over your head unless you have the aid of magic (or a Strength of 20 or more).

*Spell Acting:* Any Thespian who has taken the spellcraft proficiency can act as if he can cast powerful spells. To put on such a performance, the Thespian must be easily viewed by all who will be affected. The Thespian then stands up, chants arcane words, gestures, and tosses "magical" powder about. During the spell acting, the Thespian directs his attention and gestures toward the intended targets of the spell. After one round, the targets must roll a successful morale check or flee in terror.

If the Thespian actually casts a flashy spell during the act (*e.g., burning hands*), the morale check is made with a penalty equal to the spell's level. Imagine what you would

think if a wizard's hands sprouted flame while he chanted and made gestures of doom in your direction.

*Influence Reactions:* Thespians can influence the reactions of those they meet by trying to act in an appealing manner. After 1d10 rounds of such a performance, those associating with the Thespian roll a saving throw vs. paralyzation with a -1 penalty per three levels of the Thespian. If they fail the saving throw, their initial reactions are altered one level in the direction that the Thespian desires. If the saving throw succeeds, the audience realizes that the Thespian is acting and their reactions are adjusted one level in the opposite direction.

*Observe Motions:* As actors, Thespians are trained to observe the motions of others. Usually they use this skill to see cues from fellow actors during a performance. This ability also enables them to predict the movements of opponents during combat.

In any round that a Thespian wins initiative, he gains a +2 bonus to his Armor Class and saving throws and a +1 bonus to attack rolls.

**Special Hindrances:** None.

## Creating New Kits

Although the list of kits given in this handbook is large, it isn't all-inclusive. There are many other bard kits that DMs and players can come up with.

Before designing a new kit, first examine the existing kits to see if one of them can be modified to fill your needs. If not, make a photocopy of the Bard Kit Record Sheet located in the back of this handbook. Fill it out with the description of your new kit. The information that should be listed under each section is described in detail at the beginning of this chapter. Refer to it for assistance.

After you have created a new kit, present it to your Dungeon Master for approval. Often, he will wish to adjust certain aspects of the new kit for balance. Once the kit is complete and ready for use, the Dungeon Master still might adjust it in the future, based on how well it works in play.

Here is a helpful list of additional bard kits that you may wish to create on your own.

- Historical Bard--Druid historian
- Dervish--Arabian Dancer/Healer
- Muse--Singing Healer
- Scop--Anglo-Saxon Minstrel
- Entrancer--Spell Dancer
- Troubadour--Thief/Illusionist
- Poet--Courtier/Romeo
- Rustic--Folk Singer
- Rhythmist--Instrumental Dancer
- Savage--Medicine Man
- Sleuth—Spy
- Legionnaire--Cavalier

## Acquiring, Dropping, and Changing Kits

Bard kits should be taken only when the character is first created. The one exception might occur when this handbook is first introduced into a campaign. In this case, the Dungeon Master may allow certain existing bards to be converted to the kits that most resemble the manner in which they have been played in the past. However, note that such a transfer will have to be adjudicated by the Dungeon Master.

If a player decides to drop a bard kit, he should meet with his Dungeon Master to discuss the manner in which the transition should occur. When a kit is dropped, the character becomes a core bard (not a True Bard), and that character cannot regain his old kit. This has the following effects upon the character:

- Future weapon proficiency slots can be spent on any weapon desired.
- The bard's four bonus proficiencies must either be dropped or all future nonweapon proficiency slots must be spent paying for them before any new nonweapon proficiencies can be selected.
- The character no longer needs to pay attention to his old kit's suggested nonweapon proficiencies.
- The character can wear any armor normally allowed to the core bard, but cannot use any other type of armor (including shields).
- All special benefits are lost.
- All special hindrances are ignored.

It is possible for a bard to change kits, but only in one very limited manner. First, the bard's existing kit must be dropped. Then, if the bard wants, he may gain a new kit, but it must be the True Bard kit. The process for gaining the True Bard kit goes as follows.

- Once the bard's old bonus nonweapon proficiencies are either dropped or paid for, the next available proficiency slots must be spent gaining singing, musical instrument, reading/writing (native tongue), and local history.
- As the bard gains the next four levels, he gains one of the True Bard's special benefits at each new level. The specific benefit gained is determined by the player.

# Chapter 3: Demi-, Multi- and Dual-Classed Bards

## Demihumans as Bards

As per the *Player's Handbook*, only humans and half-elves can become bards. Even this book doesn't allow dwarves, elves, gnomes, and halflings to become bards in the true sense of the word. However, each of these races has a strong tradition in the performing arts. Dwarven chanters are legendary, as are the great elven minstrels. Gnome professors and halfling whistlers are also well-known.

Unlike humans and half-elves, those playing demihumans must take a bard kit if they

are to run bard player characters. If the kit system is not used, dwarves, elves, gnomes, and halflings cannot be bards. Since these races cannot be true bards, they are referred to as demi-bards. Only a few kits are open to these races, but each race has a kit that is available only to members of that race (indicated by italic type in the following tabele).

**Table 13: DEMI-BARDS**

| **Race** | **Maximum** |
|---|---|
| Kit | Level |
| **Dwarves*** | |
| Chanter | 15 |
| Herald | 6 |
| Skald | 12 |
| **Elves** | |
| Gypsy | 9 |
| Herald | 6 |
| Loremaster | 12 |
| Meistersinger | 15 |
| Minstrel | 15 |
| **Gnomes**** | |
| Charlatan | 6 |
| Herald | 6 |
| Professor | 15 |
| Jester | 15 |
| Jongleur | 9 |
| Riddlemaster | 8 |
| **Halflings*** | |
| Herald | 6 |
| Jester | 8 |
| Jongleur | 12 |
| Riddlemaster | 9 |
| Whistler | 15 |

* *Counter Spell:* Dwarves and halflings are extremely nonmagical. These two demi-bards are not allowed to cast spells. They also fail to receive the 10th-level bard ability to use any written magical item.

However, as demi-bards, these two races possess the curiosity of all bards. This leads them to study the workings of magic (*i.e.*, dwarf and halfling demi-bards must take the spellcraft proficiency). Although this doesn't result in the acquisition of magical powers, it enables them to gain special resistances to spells they understand.

If a halfling or dwarf is able to find a spell and learn it (*i.e.*, succeed with their "chance to learn spells" roll), they become highly resistant to the effects of that spell. Of course, these two races can learn to resist only spells of the same level as bards are

typically able to cast. Thus, a 2nd-level dwarf or halfling demi-bard can learn how to resist the effects of all 1st-level spells that he has learned (as per Table 6: Spell Progression). Of course, the demi-bard is still limited to the number of spells he can learn to counter. This limit is set by his "Maximum # of Spells per level" (an aspect of Intelligence).

When a dwarf or halfling demi-bard is subjected to a learned spell's effects, he can roll his "chance to learn spells" in an attempt to thwart the spell's effects. This roll is in addition to all other saving throws normally allowed. This does not cancel the spell; it simply prevents it from having any effect upon the dwarf or halfling demi-bard.

** *Illusions:* Gnomes have a hard time understanding and casting the more practical and substantial spells. They prefer spells that create illusions, flashy colors, and other wondrous effects. Because of this, gnome demi-bards do not gain the full range of spells normally allowed to bards. Instead, they must select and use spells as if they were illusionists. However, they still use Table 6: Spell Progression, to determine the number of spells they cast at a given level.

## Demihuman Kits

Following are four kits available only to demihumans. These kits cannot be selected by humans. However, half-elves can select the Minstrel kit, advancing up to 12th level.

### Dwarven Chanter

**Specialty:** Chanter/Time Lord.

**Qualifications:** Chanters must have a Constitution of 13 or more. However, they have no Intelligence qualification (unlike most bards). Only dwarves can become Chanters and they are limited to 15th level in advancement.

**Description:** Many times have other races attempted to analyze the phenomenal success of the dwarven race; their uncanny ability to survive incredible hardship, their dogged nature, the immense amount of work they perform, and their successful military campaigns. Always the analysis comes up short.

Much of the success of the dwarven race can be attributed to their Chanters. Throughout the ages, these special dwarves have passed along the secrets of their kind. They have learned the many mining, forging, marching, and war chants of their elders. Other races dismiss these chants as simple entertainment, but it is the power of the dwarven Chanter that has built the steel in the dwarven spine. If a skilled Chanter is present, dwarves can mine through solid granite for months without growing bored or lax.

Some chants are purely vocal, but many require the use of a percussion instrument to keep the rhythm steady. Chanters often employ drums, gongs, gourds, and so on.

**Role:** The secret of chanting has been kept hidden from outsiders. Thus, Chanters are heavily guarded and highly regarded within the dwarven kingdom. Of all dwarven

organizations, the Chanter's College is one of the most powerful. Even kings have been overruled in the past by mighty Chanters threatening to cease their rhythmic songs. Without the Chanters, the dwarven communities would slow to a crawl and their underworld enemies would push them from their homes.

Adventuring Chanters are a great boon to any party and are even more useful in large-scale battles. They are the pace-setters and the very heartbeat of those around them.

**Secondary Skills:** Armorer, Jeweler, Mason, Miner, Weaponsmith.

**Weapon Proficiencies:** Chanters often use their weapons to beat upon an instrument, a rock, or even the ground. Because of this, they generally become proficient only in blunt weapons or stick-like weapons.

The following weapons are available to Chanters: club, flails (all), maces (all), javelin, morning star, quarterstaff, sling, spear, staff sling, and the warhammer.

**Nonweapon Proficiencies:** *Bonuses:* Crowd Working, Musical Instrument, Chanting, Spellcraft. *Suggested:* Ancient History, Appraising, Armorer, Blacksmithing, Cobbling, Craft Instrument, Engineering, Gem Cutting, Languages (ancient), Languages (modern), Local History, Mining, Mountaineering, Pottery, Stonemasonry, Weaponsmithing.

**Armor/Equipment:** Chanters can wear any armor except for plate; plate mail, bronze plate, field plate, and full plate are all forbidden. They cannot employ shields.

**Special Benefits:**

*Counter Chant:* Like all dwarven demi-bards, dwarven Chanters gain the counter spell ability defined earlier. In order to counter a spell, a Chanter must voice the proper counter chant.

In addition to the typical counter spell ability, Chanters can actually "attack" certain spells. A Chanter can walk up to a wall of force (assuming he has previously learned the spell), begin counter chanting, and if he succeeds with his "chance to learn spells" roll, he actually cancels the entire spell for a number of rounds equal to his level. If the roll is equal to or less than the dwarf's level, the cancellation is permanent.

*War Chant:* Dwarven war chants are legendary. There is nothing quite so powerful and terrifying as watching a mass of heavily armed and grim-looking dwarves advancing and chanting. Their deep voices, all booming in unison, often destroy enemy morale and put fear into the heart of many a brave foe.

When a Chanter starts a war chant, he can affect up to ten dwarves per level or one non-dwarf per level. To be affected, the recipients must join in the chant (it doesn't matter if they have ever heard it or not). After 1d10 rounds of chanting, the power of the chant begins to take effect. A chanting band gains a +1 bonus to initiative, a +2 bonus to resist surprise, and a +2 bonus to all morale checks. Those combating a chanting group suffer a -1 initiative penalty and a -2 penalty to all morale checks. The bonuses for a member of the Chanter's party last for as long as both the individual and the Chanter are chanting; the penalties for the opponents last as long as the Chanter keeps up the chant.

*Timing Chant:* The real power of the Chanter is the numerous timing chants he knows. These chants function similarly to war chants in that they take 1d10 rounds to take effect, and last while both the Chanter and affected are chanting. But the results are quite different.

There are four common timing chants: one each for mining, forging, marching, and general labor. The purpose of each chant is to increase productivity, soothe the mind, prevent boredom, stave off sleep, and support resolve. All timing chants must be

accompanied by a percussion instrument.

Timing chants by Chanters increase speed or production by 5% per level of the Chanter. A top-level (15th) Chanter can get 75% more work out of a group than it would normally produce.

Of course, such rapid work does take a physical toll, even if the mind is willing. Each hour that a person works under the effects of a timing chant, he must roll a Constitution check. A failed check results in the loss of 1d4 hit points. This damage is temporary and is recoverable at the rate of 1 point per hour of rest or sleep. Anyone reduced to 0 hit points in this way falls over from exhaustion; death results unless a Constitution check succeeds.

*Trance:* Obviously, if a mining crew's Chanter falls over from lack of sleep or exhaustion, the timing chant will cease. For this reason, Chanters have learned to place themselves into a self-induced trance. This takes 1d10 turns of uninterrupted meditation, during which the Chanter grumbles the words to some ancient meditative script. Once in a trance state, the Chanter will begin some set activity: chanting, combat, marching, working, studying, *etc*.

The trance state causes the Chanter to shut down all of his being (mind and body) that is not needed for the activity at hand. An entranced Chanter can maintain this set activity until a predetermined circumstance occurs. For example, the Chanter may have said to himself, "Awake when there are no more goblins on the field of battle," "Awake when we reach the Kingdom of Thorbardin," or "Awake after 1,000 strikes of the great drum."

Trances are not lightly entered, as they are very dangerous to the character. During a trance state, the Chanter does not drink, eat, rest, or sleep. Every time that one of these activities should normally occur, the entranced Chanter must roll a Constitution check. A failed check results in the loss of hit points: 1d8 for drink, 1d3 for food, 1d4 for rest, and 1d8 for sleep. Furthermore, the only known way to interrupt a trance before the predetermined circumstance occurs is to reduce the Chanter to 0 hit points (*i.e.*, knock him unconscious or kill him).

Damage resulting from food and water deprivation must be healed as if it were combat damage, but damage resulting from lack of rest or sleep is temporary and can be regained at the rate of 1 point per hour of rest or sleep. If reduced to 0 hit points by sleep or rest deprivation, the entranced Chanter falls unconscious; death results unless a Constitution check succeeds. However, if all damage is a result of food and water deprivation, the Chanter dies regardless of the check result.

**Special Hindrances:** Like all dwarven demi-bards, Chanters do not gain the bard's spell abilities. Nor do they gain the 10th-level bard ability to use any written magical item.

## Elven Minstrel

**Specialty:** Elven Spell Singer.

**Qualifications:** Only elves and half-elves can become Minstrels. Elves can advance up to 15th level as Minstrels, while half-elves are limited to 12th level.

**Description:** Of all musicians in the world, none can play as purely as an elf. Minstrels spend their entire lives seeking musical perfection. Of course, the definition of

perfection differs from one culture to the next. Elves believe that music should be simple, pure, beautiful, and natural. Furthermore, those who listen should become lost in the music, and their spirits should transcend their bodies to ride upon the sweet flow of glittering notes.

Elves are a very magical race, and this is especially true of Minstrels. It is said that Minstrels cast spells by the simple strumming of an instrument.

**Role:** Within elven society, Minstrels are regarded as nobles. Minstrel groups perform during annual festivals for the enjoyment of all, and kings invite them to dine in exchange for an evening's song. Outside their own culture, elven Minstrels are looked upon with envy, distrust, and some fear.

Elven Minstrels occasionally adventure out into the world. Some seek life-experience to heighten the quality of their music. Others simply wander, relishing the sensation of freedom that inspires their songs. A few Minstrels seek to purge themselves of some impure act or event.

**Secondary Skills:** Minstrels train to be great musicians all their lives. They do not spend the time necessary to learn a secondary skill. Thus, Minstrels have no secondary skills.

**Weapon Proficiencies:** Elven Minstrels are limited to the following weapon proficiencies: blowgun, bow (any), dagger, dart, hand axe, javelin, knife, quarterstaff, sling, spear, staff sling, long and short swords, and the trident.

**Nonweapon Proficiencies:** Bonuses: Musical Instrument, Reading/Writing, Singing, Spellcraft. Suggested: Ancient History, Artistic Ability, Craft Instrument, Etiquette, Heraldry, Local History, Poetry.

**Armor/Equipment:** Minstrels can wear only leather armor, padded armor, or elven chain mail. Even studded leather is considered too harsh for a Minstrel to don.

**Special Benefits:**

*Special Resistance:* Elven Minstrels gain a +2 saving throw bonus against all magical effects based on music. If the attack does not allow a saving throw, they receive a normal saving throw, anyway.

*Spell Singing:* Minstrels are some of the few beings still in existence who know the ancient art of spell singing. Some sages claim that magic was originally released into the Prime Material plane by an ancient master musician. These sages maintain that music is the true catalyst for ultimate sorcery. Whether this is true or not, it is a fact that elven Minstrels cast spells through their music.

Minstrels cannot cast spells in the typical manner. When a spell calls for a somatic component, they must play an instrument. Likewise, they must sing when a spell requires a verbal component.

Material components must be carried on the Minstrel's person in a specially prepared bag (made from deer leather). The Minstrel need not reach into the bag or manipulate the material components. When the spell is cast, the components simply vanish from within the bag. If the bag does not contain the required components, the spell does not function.

Not all instruments can be used for spell singing. First of all, if a spell requires a verbal component (singing), only those instruments that leave the Minstrel's mouth free can be used. This eliminates most of the wind instruments. If the spell requires a somatic component, the instrument must support numerous, complex hand manipulations (as is true of any stringed instrument). This eliminates gongs, cymbals, drums, and most of the

percussion family. Thus, elven Minstrels typically carry stringed instruments. Keyboard instruments would work but are generally too bulky to carry around.

Spells that normally emanate from the caster's hands instead radiate from the spell singer's instrument. Thus, *burning hands* produces its 120-degree arc of flame from the instrument (and not the Minstrel's hands).

Spell singing is in all other ways just like typical spell casting.

*Influence Reactions:* This ability works just like the True Bard's ability of the same name. However, a Minstrel can sing or play an instrument in an attempt to influence reactions. And, if the Minstrel does both, he can adjust the reactions by two levels instead of the typical one. This is not cumulative with the crowd working proficiency or the bard's reputation.

*Counter Song:* The last special benefit of the Minstrel is identical to the True Bard's counter song ability in every way.

**Special Hindrances:** Without an instrument, Minstrels cannot cast spells that require somatic components.

## Gnome Professor

**Specialty:** Lecturer.

**Qualifications:** The standard qualifications for Intelligence and Charisma are switched for gnome Professors (*i.e.*, they must have a minimum Intelligence of 15 and Charisma of 13). Prime Requisites also change to Intelligence and Charisma. Only gnomes can become Professors, and they can advance up to 15th level.

**Description:** Professors are an odd sort; other races have a hard time deciding whether these strange gnomes are geniuses or fools. Half of their speeches and inventions seem revolutionary. The rest of their speeches sound like endless babbling, and most their inventions are death traps that injure more gnomes than they help.

Professors are eccentric gnomes who love to tinker with things: chemicals, gears, pulleys, magic, and so on. For a Professor, gaining knowledge for its own sake is wasteful. Only when it is being used to develop "things of consequence" is knowledge worthwhile. Professors often say, "If the textbooks don't make sense, throw 'em away and approach the problem experimentally."

Above all, Professors feel that they have an obligation to educate the ignorant and provide them with mechanical wonders to help elevate their standard of living.

**Role:** Professors are held in high regard within gnome society. Every gnome loves to sit in on one of their frequent lectures or to have a Professor over for tea. Yet, when Professors get that odd glint in their eyes and start experimenting, even their brethren know to run for their little lives.

Adventuring Professors are often intense and fanatically greedy for knowledge. Those who are dangerous threats to other gnomes are actively encouraged to go out and help "educate" the other races. But there are certain Professors who truly possess some small spark of genius within them. These Professors often realize the potential knowledge and practical experience that adventuring can provide, and they set out to explore the world.

**Secondary Skills:** Professors can have any secondary skill.

**Weapon Proficiencies:** Professors are very eccentric and love complex devices with multiple moving parts. This personality trait is evident in the type of weapons they select.

Professors can become proficient in the following weapons: arquebus, blowgun, bow, crossbow, harpoon, mancatcher, scourge, sling, staff sling, and whip.

**Nonweapon Proficiencies:** *Bonuses:* Ancient History, Languages (ancient), Languages (modern), Reading/Writing. *Suggested:* Agriculture, Animal Lore, Appraising, Astrology, Brewing, Cooking, Direction Sense, Engineering, Etiquette, Fire-Building, Gem Cutting, Heraldry, Herbalism, Local History, Musical Instrument, Navigation, Religion, Rope Use, Spellcraft, Weather Sense, Whistling/Humming.

**Armor/Equipment:** Professors are not overly concerned about the practicality of wearing good armor. They tend to wear something comfortable unless they are experimenting with armor functionality.

Professors wear only leather, studded leather, or padded armor on a regular basis. However, each month, a Professor can experiment with one type of armor (even shields) for up to 1d10 days. When experimenting and wearing other armor, the Professor suffers a +1 Armor Class penalty and loses all Dexterity defense adjustments.

**Special Benefits:**

*Legend Lore:* This ability is exactly like the True Bard's ability of the same name.

*Profess:* All Professors give frequent speeches to anyone who will listen. Although this can be entertaining and occasionally educational, such lectures have little direct impact upon play. However, if a Professor is able to examine a situation and evaluate it, he sometimes comes up with a great plan. The act of revealing such a plan is known as "professing."

When a Professor examines a given situation for 1d10 rounds, he is able to determine several good plans to deal with the situation. If the Professor communicates (professes) this information to his comrades, and they heed the information, certain benefits result.

After professing a course of action, the Professor player is able to hand out a number of bonuses equal to the Professor's level. These bonuses can be applied to any die roll (prior to the roll) that the Professor designates, as long as the affected individual is following the Professor's suggested course of action. (If the roll is being made on percentage dice, the bonus is 5%, otherwise a +1 bonus results).

As an example, imagine that an adventuring party has spied through a keyhole into a room. The gnome Professor, Nowtal, asks if he can have a look. After examining the orc-infested room for six rounds (a 6 was rolled on the 1d10), Nowtal comes up with a plan. The player then role-plays his character, informing the other players of the plan: "Torcan, you slip around to the side door and jump into the room in an attempt to startle the orcs, then Larcon Heavy-Hand can charge the main door in hopes of breaking it down for a surprise rear attack. During the commotion, Lefty will slip over to that chest and attempt to make away with any interesting contents."

As the party proceeds with the plan, Nowtal's player hands out a +1 bonus on Torcan's attempt to surprise the orcs. He also boosts Larcon's bend bars attempt (to increase his chance to break down the bolted door by 5%). Since Nowtal is only 3rd level, he has only one more bonus to hand out. He could use it to improve Larcon or Torcan's attack roll, increase damage, etc. Instead he gives it to the thief, Lefty. However, Lefty's player has decided to backstab an orc instead of dashing over to the chest. Thus, the DM rules that Lefty isn't following the Professor's plan and Nowtal's player will have to use his last bonus somewhere else. Just then, an orc shaman casts a fireball from a necklace of missiles and the last bonus is used to help Larcon with his saving throw.

Note that these bonuses last only for one die roll. These single bonuses cannot be combined into a +2 (10%) or better bonus.

*Mechanically Inclined:* Of all known devices, Professors love those with multiple moving parts more than any other.

Since Professors are mechanically inclined, they can find and remove traps. The chance to succeed at this progresses just as the "find/remove traps" skill on Table 19: Thief Average Ability Table, in the *DMG*. Since Professors approach traps from a purely mechanical standpoint, they receive no racial, Dexterity, or armor adjustments to this roll.

This same percentage chance can be used to help solve other mechanical problems-much like having a "mechanical proficiency." For example, if the party comes upon a futuristic device, such as steam-driven bellows, the Professor can examine it in an attempt to understand how it works. If the roll succeeds, the DM should inform the player that his character understands the device. Through role-playing, the player can then tell the rest of the party how to operate it.

*Invention:* A Professor's most useful ability, and his most dangerous, is that of invention. Professors love to invent odd gadgets, such as sword hilts with screw-on blades that can be used as short, long, broad, bastard, or two-handed swords. Another invention might be a wagon pulled by draft horses located in the center of the wagon. This protects the animals from attack and allows the teamster to feed them as they walk.

A Professor's chance to succeed with an invention is based upon his "mechanical proficiency" (see previous paragraphs). From that base chance, the DM must assess the difficulty of an invention and apply a modifier (usually in the range of -25% to +25%). If the proper tools, raw materials, and time are available, a successful roll indicates that the invention works. If the roll is below the Professor's level, the invention is a great success. However, if the roll fails, the invention either has some major flaw or is a total flop. If the failed roll is a 95% or higher, the failure results in an injury, as determined by the Dungeon Master. A roll of 100 indicates that a fatality results unless the victim rolls a successful saving throw vs. paralyzation.

**Special Hindrances:** Unlike typical bards, gnomes are not eligible to learn and cast spells from any school of magic. Instead, they are restricted to the spell selection available to illusionists. This is further explained in the "Illusion" note found earlier in the "Demi-Bard" section.

## Halfling Whistler

**Specialty:** Wanderer.

**Qualifications:** Whistlers must have a Wisdom of 13 or better. However, qualifying Intelligence is lowered to 10. Prime requisites for Whistlers are Wisdom and Charisma.

Halflings are the only race able to become Whistlers. They are limited to 15th level.

**Description:** Much like dwarven Chanters, halfling Whistlers are the unheralded heroes of the halfling race. Halflings belong to the general category of nature-sensitive races and professions. Because halflings hate to kill forest animals for food or butcher farm pets, they live by using their knack for agriculture.

Their success is largely due to the existence of halfling Whistlers. Although almost any halfling can whistle up a tune, true Whistlers are extremely rare. Each halfling

community has but one or two.

Whistlers are extremely attuned to the natural environment about them. In particular, they love forest animals and all types of plant life. The very tunes of a skilled Whistler can help a garden overcome drought or blight. Whistlers can also communicate with birds to help prevent insect swarms from wiping out a village's food supply.

When Whistlers aren't tending gardens and crops, they can be found performing for the locals. Nearly every day, a comfortable crowd forms in some grassy section of the community for an evening's entertainment. Some just sit on the grass and listen to the Whistlers' tunes, while others dance about, laugh, and make merry.

**Role:** Whistlers are an odd mix of a farmer, forest wanderer, and entertainer. Although they are loved by everyone in the community, most of them seem a bit reclusive, often living on the edge of town or even in a small burrow just within the forest's edge. In truth, they aren't reclusive-they are simply maintaining their unique link with nature.

**Secondary Skills:** Farmer, Forester, Fisher, Leather Worker, Tailor/Weaver, Trapper/Furrier (but see below).

**Weapon Proficiencies:** Like all halflings, Whistlers love missile weapons, particularly those that can be thrown. At least half of a Whistler's weapons must be types that can be hurled.

Whistlers can select from among the following weapons: blowgun, short bow (either type), club, light crossbow, dagger, dart, footman's mace, hand axe, harpoon, javelin, knife, quarterstaff, sling, spear, staff sling, short sword, or war hammer.

In addition to these, Whistlers can take a special weapon proficiency: rock pitching. All halflings are skilled at pitching rocks, but Whistlers are especially renowned. A "good" rock can be pitched with the exact same effect as a dart, except that a Whistler gains a +1 damage bonus if he hits.

Of course, rocks cause blunt damage (not puncture damage as do darts). Only good rocks that are specially selected by the Whistler gain the above advantage. If just any old rock is being pitched, damage is reduced to 1 (plus any Strength adjustment) and long range becomes 3 (not 4). Good rocks have been worn round in swift rivers. Most rubble, cave rocks, and the broken rocks found in old dungeons are not good rocks. Whistlers usually carry a supply of 2d4 good rocks (thrown rocks that hit their targets can be recovered; those that miss are lost).

**Nonweapon Proficiencies:** *Bonuses:* Agriculture, Dancing, Spellcraft, Whistling/Humming. *Suggested:* Animal Lore, Astrology, Brewing, Cooking, Crowd Working, Direction Sense, Fire-Building, Fishing, Herbalism, Hunting, Leatherworking, Mountaineering, Musical Instrument, Poetry, Rope Use, Singing, Set Snares, Survival, Swimming, Tracking, Weather Sense.

Whistlers generally use fishing, hunting, set snares, and other such skills for the benefit of nature. They learn these skills so they can scare game away from sport hunters, spring snares and traps set by greedy furriers, and so on. Using nature when necessary is acceptable, but it should never be abused. A Whistler will resort to hunting and fishing only if there is no other way to avoid starvation.

**Armor/Equipment:** Whistlers wear only padded armor. They don't like the thought of wearing leather armor, as some animal had to die for it, and they find other types of armor too restricting and unnatural.

**Special Benefits:**

*Influence Reactions:* Although Whistlers use a different form of music, namely whistling and humming, their ability to influence reactions functions exactly like the True Bard's ability of the same name.

*Counter Tune:* As noted earlier in the demihuman bard section, halfling demi-bards don't cast spells. Rather, they gain a special counter spell ability. Whistlers implement this ability by humming or whistling the proper counter tune. A counter tune must be whistled to counter a spell that has a verbal component; otherwise, the counter tune must be hummed.

Counter tune functions just like counter spell in all other ways.

*Chattering:* Whistling is a wonderful way to express one's mood, but Whistlers take this form of basic communication a bit further. By "chattering," a process of whistling, trilling, and emitting an occasional squeak, Whistlers are able to communicate. They can carry on complex conversations with other chatterers and are even able to communicate with some animals.

Whistlers can communicate with any naturally occurring animal that can squeak, chirp, or whistle. Such communication is on a fundamental level. Basic information can be exchanged, as well as mood, feelings, etc. For example, a Whistler could chatter with a squirrel and learn that it has a lot of nuts hidden in a nearby oak tree. Whistling with a bird might enable the Whistler to learn if it has seen any large monsters (but not if it has seen five ettin or other specific information).

Whistlers often find a forest friend that accompanies them on some of their less dangerous adventures. Ferrets and foxes are particularly fond of adventuring with Whistlers.

*Stormwhistle:* The phrase "whistle up a storm" was coined when a ranger once witnessed a halfling (actually a Whistler) standing out in the middle of a drought-struck potato field. To the ranger's amazement, the little fellow stuck his hands into his pockets and starting whistling. Puzzled, the ranger crouched behind a large birch and watched. An hour later, the sky had clouded over and it started to rain. After the rain was coming down quite heavily, the ranger glimpsed a satisfied-looking halfling strolling away.

It is true that halflings can't cast wizard spells. However, Whistlers are able to cast certain clerical spells. They do not receive these spells like clerics. In fact, the source of these spells is somewhat of a mystery. Most Whistlers agree that they are granted by Mother Nature herself.

In any event, Whistlers gain the ability to cast each of the following spells once per day. The usual components for these spells are ignored; the Whistler need only whistle to cast the spell. Whistlers gain the following spells at the listed levels:

1st level: *pass without trace*
3rd level: *obscurement*
5th level: *plant growth*
7th level: *speak with plants*
9th level: *control winds*
11th level: *weather summoning*
13th level: *control* weather
15th level: *entangle*

**Special Hindrances:** As with all halfling demi-bards, Whistlers do not gain the bard ability to cast wizard spells, nor do they gain the 10th-level bard ability to use any written magical item.

## Multi-Classed Bards

As noted in Chapter 3 of the *Player's Handbook* under the discussion of multi-class benefits and restrictions, no multi-classed bards combination were listed. Now that this book is out, it is time to introduce bard multi-class combinations. Note that multi-class options are not open to human characters.

All of the standard demihuman races and their allowable bard multi-classes are listed below. For added flavor, multi-class combinations have been defined for specific kits. If the kits are not used in your campaign, only those combinations that include the True Bard can be used.

Entries such as "Fighter/Chanter * Skald" are a shorthand way of saying "Fighter/Chanter or Fighter/Skald."

**Dwarf**
Fighter/Chanter * Skald

**Elf**
Mage/Minstrel
Thief/Gypsy

**Gnome**
Illusionist/Professor
Thief/Professor * Jongleur

**Half-Elf**
Fighter/True * Blade * Gallant * Skald
Ranger/True * Meistersinger
Mage/Loremaster * Riddlemaster
Cleric/True
Druid/Meistersinger
Thief/True * Gypsy * Jongleur * Thespian

**Halfling**
Thief/Jongleur

## Dual-Classed Bards

Only humans can be dual-classed. Dual-classed humans can use any kit that the Dungeon Master allows in his campaign.

In order to switch from the bard to another character class, the character must have a

15 or better in both Dexterity and Charisma and a 17 or better in the prime requisite of the new class.

If the character is of another class and wishes to pick up the bard class, he must have a 15 or better in the prime requisite of his other class and a 17 or better in both Dexterity and Charisma.

# Chapter 4: Proficiencies

Following their jack-of-all-trades reputation, bards can learn proficiencies from the general, rogue, warrior, and wizard proficiency groups. Only those proficiencies in the priest group cost an additional slot to gain. However, because most proficiencies fall into more than one group, a lot of proficiencies listed in the priest group are also available to the bard under another group. In fact, of all the proficiencies listed in Chapter 5 of the *Player's Handbook*, only one, healing, is not in one of the bard's proficiency groups. Thus only healing requires the bard to spend an additional slot to acquire (three total).

## Compiled Proficiencies

The following table has been compiled in order to assist bard players in selecting their nonweapon proficiencies. **Bold-faced** proficiencies are new proficiencies found only in this book. They are expanded upon later.

*Italicized* proficiencies require the player to record a specific topic or area that the proficiency covers. For example, the survival proficiency must be specified for a particular environment (*e.g.*, arctic, woodland, desert, steppe, mountain, or tropical). If woodland is chosen, the proficiency is to be recorded as "Survival (Woodland)." Each additional proficiency slot used can either improve the proficiency for a specific topic or it can be used to gain another topic, such as "Survival (Woodland, Steppe)."

**Table 14: NONWEAPON PROFICIENCIES**

| Proficiency | Slots Req'd. | Ability | Relevant Mod. |
|---|---|---|---|
| **Acting** | 1 | Cha | -1 |
| Agriculture | 1 | Int | +0 |
| *Ancient History* | 1 | Int | -1 |
| Animal Handling | 1 | Wis | -1 |
| Animal Lore | 1 | Int | +0 |
| *Animal Training* | 1 | Wis | +0 |
| Appraising | 1 | Int | +0 |
| Armorer | 2 | Int | -2 |
| *Artistic Ability* | 1 | Wis | +0 |
| Astrology | 2 | Int | +0 |
| Blacksmithing | 1 | Str | +0 |

| | | | |
|---|---|---|---|
| Blind-fighting | 2 | NA | NA |
| Bowyer/Fletcher | 1 | Dex | -1 |
| Brewing | 1 | Int | +0 |
| Carpentry | 1 | Str | +0 |
| **Chanting** | 1 | Cha | +2 |
| Charioteering | 1 | Dex | +2 |
| Cobbling | 1 | Dex | +0 |
| Cooking | 1 | Int | +0 |
| **Craft Instrument** | 2 | Dex | -2 |
| **Crowd Working** | 1 | Cha | +0 |
| Dancing | 1 | Dex | +0 |
| Direction Sense | 1 | Wis | +1 |
| Disguise | 1 | Cha | -1 |
| Endurance | 2 | Con | +0 |
| Engineering | 2 | Int | -3 |
| Etiquette | 1 | Cha | +0 |
| Fire-Building | 1 | Wis | -1 |
| Fishing | 1 | Wis | -1 |
| Forgery | 1 | Dex | -1 |
| Gaming | 1 | Cha | +0 |
| Gem Cutting | 2 | Dex | -2 |
| Healing | 3* | Wis | -2 |
| Heraldry | 1 | Int | +0 |
| Herbalism | 2 | Int | -2 |
| Hunting | 1 | Wis | -1 |
| Juggling | 1 | Dex | -1 |
| Jumping | 1 | Str | +0 |
| *Languages, Ancient* | 1 | Int | +0 |
| *Languages, Modern* | 1 | Int | +0 |
| Leatherworking | 1 | Int | +0 |
| *Local History* | 1 | Cha | +0 |
| Mining | 2 | Wis | -3 |
| Mountaineering | 1 | NA | NA |
| *Musical Instrument* | 1 | Dex | -1 |
| Navigation | 1 | Int | -2 |
| Poetry | 1 | Int | -2 |
| Pottery | 1 | Dex | -2 |
| Reading Lips | 2 | Int | -2 |
| *Reading/Writing* | 1 | Int | +1 |
| *Religion* | 1 | Wis | +0 |
| *Riding, Airborne* | 2 | Wis | -2 |
| *Riding, Land-based* | 1 | Wis | +3 |
| Rope Use | 1 | Dex | +0 |
| Running | 1 | Con | -6 |
| Seamanship | 1 | Dex | +1 |
| Seamstress/Tailor | 1 | Dex | -1 |

| | | | |
|---|---|---|---|
| Set Snares | 1 | Dex | -1 |
| Singing | 1 | Cha | +0 |
| Spellcraft | 1 | Int | -2 |
| Stonemasonry | 1 | Str | -2 |
| *Survival* | 2 | Int | +0 |
| Swimming | 1 | Str | +0 |
| Tightrope Walking | 1 | Dex | +0 |
| Tracking | 2 | Wis | +0 |
| Tumbling | 1 | Dex | +0 |
| Ventriloquism | 1 | Int | -2 |
| Weaponsmithing | 3 | Int | -3 |
| Weather Sense | 1 | Wis | -1 |
| Weaving | 1 | Int | -1 |
| **Whistling/Humming** | 1 | Dex | +2 |

* Healing is not within a bard's proficiency group, thus it takes three slots to learn instead of two as listed in the *Player's Handbook* .

## New Proficiencies

### Acting

Acting enables a character to skillfully portray various roles. Acting is most often used as a form of entertainment; it can also be useful in aiding a disguise. If both acting and disguise are known, the proficiency check for either is made with a +1 bonus.

Proficiency checks are required only if the actor must portray a particularly difficult character or is attempting an "ad lib" role (*i.e.*, a nonrehearsed role or on short notice).

### Chanting

The character is an accomplished chanter and can use this ability to help fellow workers or soldiers keep pace. Proficiency checks are used to determine the effectiveness of the chanting.

On a successful proficiency check, those who can hear the chanter become slightly hypnotized by the rhythmic sound, causing the time spent on arduous, repetitive tasks to pass quickly. The DM can, at his option, adjust results for forced marching, rowing, digging, and other such tasks accordingly.

### Craft Instrument

Those who take this proficiency must specify whether they are skilled at crafting wind, stringed, percussion, or keyboard instruments. It takes an additional proficiency slot to gain one of the other skills. Three additional slots allow the character to take the title "master craftsman" as he is able to craft instruments of all forms.

A craftsman must buy materials equal to a quarter of the instrument's sale value. It

then takes 1d6 days to craft a wind or percussion instrument, 2d8 days to form a stringed instrument, and 3d10 days to create a keyboard instrument. These times assume that the craftsman is spending 10 hours a day working on the instrument. If craftsman tools (cost 25 gp, weight 5 pounds) are not available, all times are doubled.

The quality of an instrument is determined by a final proficiency check. Failure results in an instrument of poor quality, while success indicates good quality. A natural 20 indicates that the instrument is nonfunctional, while a natural 1 results in a masterpiece worth twice the normal value.

Simple repairs take only 1d4 hours and require no proficiency check unless the proper tools are not available. However, repairing severe damage requires 1d8 hours and a check is mandatory for success.

### Crowd Working

Almost every bard is familiar with the ways of a crowd. However, those who take crowd working learn all the tricks of the trade. Such bards are skilled at observing crowds and adjusting their performances accordingly.

Any bard who is using a special ability to adjust the encounter reactions of a crowd (*e.g.,* influence reactions) can make a crowd working proficiency check. If this check is successful, the bard can alter the reactions of the crowd by two levels instead of the typical one.

If the bard or his group is soliciting money from a crowd, a successful proficiency check indicates that the bard is particularly appealing and the crowd willingly donates twice as much money as it normally would (or conditions improve one category if using the performance rules earlier in this handbook).

### Poetry

Proficiency in poetry includes the skills of reciting poetry and judging its quality. It also indicates that the character has a repertoire of poems memorized for recital at any time. No proficiency check is required for a normal recital.

If the character can read and write, original poems can be written. A successful proficiency check indicates that the poem is of above average quality.

### Whistling/Humming

Almost anyone can whistle or hum. Those who take this proficiency are exceptional whistlers and hummers. They can produce tunes as captivating as most songs. A person with this proficiency is a true master whistler and hummer.

It is so easy to learn a new tune to whistle or hum that characters with this proficiency can learn numerous tunes. In fact, if a proficiency check is made, a whistler or hummer knows any particular tune in question. In addition, a character with both this proficiency and the animal lore proficiency can mimic any bird call he has heard.

However, most adventurers do not take whistling just for the entertainment value. Instead, they are looking for its uses in communication. This communication is possible only among those who know this proficiency. If both characters succeed with their

proficiency checks, a single concept can be communicated. Some examples are "Go around to the side door," "I hear them coming," "Slowly reach out now, the guard doesn't see you."

# Chapter 5: Bard Abilities

This section examines most of the core bard's common abilities. These include pick pockets, detect noise, climb walls, read languages, and the bard's 10th-level ability to use any written magical item.

The first four of these abilities are collectively known as a bard's "thief skills," as they mimic the thief skills of the same name. As stated in the *Player's Handbook* under the section on the thief class, thief skills cannot be raised above 95%, no matter what modifiers are applied.

## Pick Pockets

The ability to pick pockets extends far beyond reaching into a victim's coat pocket and removing its contents. It has many other applications, as listed below. Some of these applications can be reversed and are indicated below. For example, "Redo" is the opposite of "Undo."

- Undo/Redo: A bard can untie, unstring, unclasp, unbuckle, unbutton, etc., an item without being noticed.
- Palm/Place: Palming enables a bard's hand to be held naturally while looking empty, but it actually contains some item: cards, a dagger, a scroll, silverware, coins (up to 10 + 2/level), gems (up to 5 + 1/level), etc.
- Lift/Drop: Lifting is the art of removing small items from others' pockets, sleeves, girdles, packs, *etc*., without the victims noticing.
- Strip/Garb: If a bard removes any accessible item (small or large) from a sleeping person (swords, boots, hat, and so on) without waking the victim, he is stripping items from the victim.
- Sleight of Hand: This is a general category that enables a bard to transfer an item from one hand to another, make the item seem alive, make it vanish and reappear, cause it to appear behind another's ear, and so on.
- Adjust Items: This skill enables a bard to make subtle adjustments without being noticed. For example, a bard could slip a peg from hole 1 of some game into hole 2.
- Exchange: Exchange enables a bard to reach into a pile of coins and remove more than he places there or to drop in a gold but remove a platinum.
- Slit: Slitting is the art of cutting through straps or cutting holes in bags, garments, purses, pouches, *etc*., without being noticed.

Most of these pick pockets functions can be reversed. So doing requires a successful pick pockets roll. An example follows.

While enjoying a fancy dinner party, the bard, Rembam, may wish to frame the good cleric Baldwin as a thief. To do so he might undo Madam Morgava's necklace, lift it from her, then drop it in Baldwin's pocket (this process requires three pick pockets rolls).

Later Rembam could alter the topic of discussion to that of jewelry, causing Madam Morgava to notice her missing necklace. As soon as a large stir is made, Rembam might exclaim, "I noticed the good cleric here was doting over your person earlier. Perhaps we should ask him to empty his pockets."

**Success/Failure/Detection:** If a bard rolls equal to or below his pick pockets score, he succeeds in the attempt. If he rolls above his pick pockets score, he fails. However, success and failure are separate from being detected. A bard's attempt to lift a gem from a merchant's pocket might be detected regardless of whether the bard succeeds in his attempt.

Detection is determined by subtracting three times the victim's (or observer's) level from 100. If the bard's roll is equal to or above this number, his attempt is detected (regardless of the attempt's success or failure).

## Detect Noise

Bards are attentive to every sound or noise, no matter how small or seemingly insignificant, including faint sounds that most others miss.

The rules listed in the *Player's Handbook* under the thief and bard classes (as well as in the *DUNGEON MASTER Guide* under "Listening" in Chapter 15) state that a listener may attempt to pick up faint sounds any time he wants, simply by standing still and listening for one round. Any head gear (hat, helmet, etc.) must be removed and there cannot be any noise in the immediate vicinity (*i.e.*, party members must be quiet). The check is made secretly by the Dungeon Master. Success means that the listener picks up some noise. Additional checks can be made in which the listener can attempt to discern one of the following (per check):

- number of beings
- race
- nature of beings
- exact direction
- movement
- bits of conversation
- distance to beings

Once a check fails, no more information can be gained unless conditions change considerably (and favorably).

If you would like to add greater detail to your character's chance to hear noise, consider using Table 15.

**Table 15: DETECT NOISE MODIFIERS**
(Optional)

| Situation | Modifier |
|---|---|
| *Distance (indoor/outdoor)** | |
| Up to 5 feet/yards | +10% |
| Up to 25 feet/yards | ---- |
| Up to 50 feet/yards | -10% |
| Up to 100 feet/yards | -25% |
| Up to 150 feet/yards | -50% |
| Up to 200 feet/yards | -75% |
| Up to 300 feet/yards | -100% |
| | |
| *Ear Covering* | |
| Cap | -10% |
| Scarf/Cloth | -10% |
| Hat | -25% |
| Leather helmet | -50% |
| Metal helmet | -75% |
| | |
| *Sound Obstructions* | |
| Closed door | -50% |
| Ear pressed to door | -20% |
| Bend in corridor | -10% |
| Curtains | -15% |
| | |
| *Sound Volume* | |
| Whisper | -25% |
| Personal conversation | ---- |
| Speaking to an audience | +10% |
| Shouting | +25% |
| Yelling | +50% |

*Distances are measured in feet indoors and in yards outdoors.

## Climb Walls

There is an entire section in the *Player's Handbook* devoted to this skill. It is found in Chapter 14: Time and Movement. It is important to note that bards perform just like thieves when it comes to climbing walls. Any climbing walls comment that applies to thieves also applies to bards. For example, in the *Player's Handbook,* thieves are given a number of special climbing benefits, which all apply to bards as well.

Although most adventurers can climb rocky cliffs and steep slopes, rogues (including bards) are far superior to others in this ability. They not only succeed more often than others, but they can climb even the most difficult surfaces without the aid of special gear (called free climbing). Rogues are the only characters who can climb rough, smooth, and very smooth surfaces without the use of ropes or other equipment. And they are the only characters able to climb very smooth surfaces when they are slightly slippery.

For your convenience, all climb walls rules that apply to bards have been compiled and are listed here in an easy-to-use format.

**Mountaineering Proficiency:** Every proficiency slot spent on mountaineering (including the initial slot) increases a bard's climb walls score by 10%. The bard is not required to use climbing gear in order to gain this benefit. It is a permanent increase that applies in all situations.

**Table 16: CLIMBING MODIFIERS**

| Situation | Modifier |
|---|---|
| *Miscellaneous* | |
| Rope and wall* | +55% |
| Encumbrance** | -5% |
| Climber below half hp | -10% |
| *Rappelling down a surface* | |
| Bottom of rope is held | +50% |
| Bottom of rope is not held | +30% |
| *Surface condition* | |
| Abundant handholds (brush, trees, ledges) | +40% |
| Sloped inward | +25% |
| Slightly slippery (wet or crumbling) | -25% |
| Slippery (icy, slimy) | -40% |

*Assisted Climbs (Using Climbing Tools)****

| Armor Type | Assisted Bonus | Total Modifier |
|---|---|---|
| No Armor***** | - | +10% |
| Leather Armor | - | - |
| Padded Armor | +25% | -5% |
| Studded Leather | +25% | -5% |
| Ring Mail | +10% | -15% |
| Brigandine | - | -25% |
| Scale Mail | +30% | -15% |
| Hide Armor | +25% | -5% |
| Chain Mail | +10% | -15% |
| Elven Chain | +15% | -5% |
| Splint Mail | - | -25% |
| Banded Armor | +65% | -25% |
| Plate Mail | +45% | -50% |
| Bronze Plate | +45% | -50% |
| Field Plate | +45% | -50% |
| Full Plate | +45% | -50% |

*This bonus applies when the character can brace his feet against the wall and use the rope to assist in the climb.

**This penalty is cumulative for each encumbrance category worse than unencumbered (*e.g.*, a moderately encumbered bard would suffer a -10% penalty).

***The armor adjustments to a bard's climb walls percentage, given on Tables 9 and 10 in the "Creation" section, apply to bards performing free climbs (i.e., climbs in which pitons, rope, and so on aren't used, which is the norm for rogues). When a bard uses climbing tools, he is performing an assisted climb. Assisted climbers suffer less severe armor penalties, as ropes can be coiled about and attached to their armor, and they are able to lean out from the wall more, making the bulkiness of their armor less significant.

The "Assisted Bonus" column can be used by players who want to record only their free climbing percentage (*i.e.*, their climbing walls score has been adjusted as per Table 9 or 10 in the "Creation" section). The "Total Modifier" column lists the result of combining the armor penalty with the assisted climb bonus.

As an example, studded leather normally causes a -30% climbing penalty. If tools are used, a bonus of 25% is added, making the penalty for assisted climbing in studded leather only -5%.

****Includes small magical items such as rings, bracers, cloaks, but no large or bulky devices.

**Climbing Checks:** A climbing check must be made any time a bard tries to climb more than 10 feet. According to the *Player's Handbook* (Chapter 14: Time and Movement), an initial check is made to see if the bard is able to even attempt the climb. If this check fails, the wall is too difficult and another attempt can be made only if the bard's chance to succeed increases (*i.e.*, a rope is tossed down) or he moves to a significantly different new location (half a mile or more along a cliff).

Another check is not required unless the bard climbs more than 100 feet or takes more than a turn (ten rounds) to climb. The reason for this is that the first check assumes that the bard is scouting out the wall (or cliff), picking the best route. If the check is successful, he has found such a route and can climb the surface safely.

*Optional Rule:* It should take one turn to scout out a surface. If the surface cannot be seen or scouted for some reason, the bard must simply start climbing and hope for the best. In such cases, a climb walls check is made; if it fails, the bard falls. To determine how high he had climbed, roll a percentile die and that is the fraction of the climb that had been completed before the fall.

For example, if Aldwin is adventuring in a large underground cavern and decides to climb a wall, he spends a turn examining what he can see (say 15 feet in torch light). He then rolls his climb walls check. If successful, he sees an obvious route and can climb up to 15 feet without mishap. If he decides to climb the other 50 feet of this 65-foot-high wall, he must roll a second check (it is impossible to scout in the middle of a climb). He rolls and fails; now the DM rolls a percentile of 98. Aldwin almost reaches the top before he falls. The DM decides that the damage should be 6d6 as Aldwin essentially falls 60 feet.

**Falling:** As always, falling damage is 1d6 per 10 feet. A fall of 40 feet causes 4d6 damage.

If a climber is climbing assisted (using tools), he cannot fall clear to the ground. If pitons or spikes are being driven into a wall and rope is attached between them and a climber, the climber will fall only until the slack between him and the piton is taken up.

Thus, if the climber attaches 20 feet of rope to the piton, climbs 10 feet up, and then falls, he would fall 30 feet (10 feet down to the piton plus the 20 feet of slack) and suffer 3d6 points of damage (the DM might decide to allow a saving throw vs. paralyzation for half damage, since the rope takes up some of the shock).

Pitons and spikes are not completely reliable and pull out 15% of the time.

Characters can also rope themselves together. If a roped character falls, any character directly tied to him must immediately roll a climbing check. Success stops the fall, failure means that they are both falling. If more than one person is falling, a -10% penalty results for every falling character in addition to the first one (*e.g.*, if three characters are falling the penalty would be -20%).

**Climbing Rates:** To determine how fast a bard climbs, look for the type of surface and the surface condition on the following table. Multiply the resulting number by the character's current movement rate. That is the number of feet per round the bard can travel in any direction (up, down, sideways, or diagonal). This rate is twice as fast as nonrogues can travel.

**Table 17: BARD CLIMBING RATES**

| Type of Surface | Dry | Slightly Slippery | Slippery |
|---|---|---|---|
| Very smooth | 1/2 | 1/4 | - |
| Smooth, cracked | 1 | 2/3 | 1/2 |
| Rough | 2 | 2/3 | 1/2 |
| Rough w/ledges | 2 | 1 | 2/3 |
| Ice wall | - | - | 1/2 |
| Tree | 8 | 6 | 4 |
| Sloping wall | 6 | 4 | 2 |
| Rope and wall | 4 | 2 | 1 |
| Rappelling | 10 | 10 | 10 |

**Combat While Climbing:** Combat is both difficult and dangerous while climbing. Spells can be cast only if the bard is in a steady, braced position. If the spell has a material component, the bard must have one hand free. Somatic components require the use of both hands (*i.e.*, the bard must be able to steady himself with rope and legs alone).

The following additional adjustments occur while climbing:

- Dexterity and shield Armor Class bonuses are lost.
- Most attacks against a climber are made with the +2 rear attack bonus.
- Climbers suffer a -2 penalty to attack, damage, and saving rolls.
- Attacking from above results in a +2 attack roll bonus and attacking from below results in a -2 attack roll penalty. These two adjustments apply to climbers and nonclimbers alike.
- Two-handed weapons are rarely usable by climbers.

- If struck for any amount of damage while climbing, an immediate climbing check must be rolled. A free-climbing character falls if this roll fails, while an assisted climber loses his balance for a round (he can't attack, suffers an additional -2 penalty to saving throws, and opponents gain an additional +2 bonus to their attack rolls).

All adjustments are cumulative. Thus, an ogre standing atop a cliff gains a +6 to attack if Aldwin has lost his balance on his assisted climb (+2 because Aldwin is below the ogre, +2 because Aldwin's back is exposed as he is facing the cliff, and +2 because he is off balance).

## Reading, Writing, and Speaking

This section clarifies the differences and similarities between the multiple ways in which a bard can attempt to read, write, and speak languages. In particular the following will be examined: the thief ability read languages; the proficiencies of reading/writing, ancient languages, and modern languages; the spell *read magic*; and the 10th-level bard ability to use any written magical item. Each has its own specific functions, but the various uses overlap.

The thief ability to read languages enables any rogue, including the bard subclass, to attempt to read any material (other languages, maps, ideograms, *etc*.) that the character isn't proficient in reading. This skill does not enable a thief to read writings that others can read only by using a *read magic* spell (*i.e.*, magical writings cannot be read with the read languages ability). The thief's ability to read languages does not impart the ability to write or speak a language.

All three of the language-oriented proficiencies require the player to record a specific language when the proficiency is first learned. Additional proficiency slots can be spent to gain additional languages, which must also be specified and recorded. Characters automatically succeed when using these three proficiencies (*i.e.*, no proficiency check is rolled) under most circumstances. Only when the proficiency is used in extreme cases, such as reading a very old document or speaking odd dialects, is a proficiency check rolled.

The proficiency reading/writing enables a character to both read and write a specific language-no proficiency check is rolled and there is no need to roll against read languages. Only a "modern" language can be selected as the topic of this proficiency, and only if the character already knows how to speak the language. (A modern language is any language that is currently being used in the character's known campaign world. If a language is not modern, it is always "ancient.")

The modern languages proficiency enables a character to speak a specific language, but not read or write it.

Ancient languages is a unique proficiency that combines the functions of the above two proficiencies with respect to ancient languages. When an ancient language is specified for this proficiency, the player must decide whether the character is fluent in the language (knows how to speak it) or if the character is literate in the language (can read and write it)--both are not immediately gained. If both skills are desired, an additional

proficiency slot must be spent on the same language.

The spell *read magic* enables a caster to read, but not write or speak, any writing that is magical. It doesn't matter what language it is written in or who wrote it, only that it is magical. Once read, the caster can read it at any later time without the use of the spell. If the writing isn't magical, this spell has absolutely no effect.

The bard's 10th-level ability to use any written magical item (with a 15% chance of using it incorrectly) is a very special case. By the 10th level, bards have finally learned enough magical symbols and signs that they are able to puzzle through them without the use of *read magic*, *read languages*, or any other aid. However, a bard does not exactly understand the effects of an item until he first uses it. Up until that time, he has only a vague idea as to the item's general use (*e.g.*, the bard might know that a *flame strike* scroll contains an offensive fire spell). He must read the scroll and activate its magic to learn the exact nature of the scroll.

Note that at 10th level the bard can ignore class restrictions for all magical items of a written nature.

# Chapter 6: Magic

## Spell Books

Unlike wizards, bards do not engage in the systematic study of magic or the pursuit of specific spells. In spite of this, most bards pick up some magical knowledge in the course of their travels. However, understanding the meaning of a spell is a difficult task. Spell books are not filled with lines of neatly written text. Instead, they contain arcane formulae, strange symbols, notes, comments, odd runes, *etc*. Understanding them is difficult, as spells aren't "read" like normal writing; they are "solved" like complex mathematical equations, and impressed upon the mind by an act of will.

Only those able to cast spells can attempt to unlock their secrets and tap the energies needed to cast them. The only way to do this is for the spellcaster to successfully roll under his "chance to learn spells" score, which is a function of Intelligence. Once understood, no further attempts to solve a given spell need to be made as long as the spell book is available for study. Note that a spellcaster cannot understand a spell of a level higher than he can currently cast.

## Musical Components

Most bards are almost magically skilled at some form of musical expression. If you are seeking a way to more closely incorporate this talent with a bard's magical abilities, you may want to consider the option of using music as the verbal component to spells. Then, instead of speaking arcane words to invoke a spell, the bard sings a song, recites poetry, or plays a tune.

Of course, as with all optional rules, you must first obtain your Dungeon Master's

approval. If this option is taken, a bard can perform some form of music in place of a spell's verbal component. However, once this option is agreed upon for your bard, he can no longer speak words to cast spells requiring verbal components. He must always resort to music. Only one of the three musical mediums (singing, poetry, or instrumental) works for any particular bard (until 10th level). Demi-bards have different options available to them. The musical options for bards and demi-bards are given in Table 18.

**Table 18: VERBAL COMPONENT SUBSTITUTES**

| **Kit** | **Musical Substitute** |
|---|---|
| True | Singing or Instrumental* |
| Blade | Poetry |
| Charlatan | Singing |
| Gallant | Poetry |
| Gypsy | Instrumental |
| Herald | Instrumental |
| Jester | Poetry, Singing, or Instrumental* |
| Jongleur | Poetry |
| Loremaster | Instrumental |
| Meistersinger | Instrumental |
| Riddlemaster | Poetry |
| Skald | Singing |
| Thespian | Singing |
| | |
| *Demi-Bards* | |
| Chanter | Chanting |
| Minstrel | Special** |
| Professor | Whistling or Instrumental* |
| Whistler | Whistling |

*The bard must select only one of these options. This choice is binding and cannot be altered at a later time.

**Minstrels are a special case. Refer to their kit description.

## New Spells

### Alter Instrument

**(Alteration)**
Level: 1
Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 1
Area of Effect: 1 instrument
Saving Throw: None

By using this spell, the caster can transform one musical instrument into another of similar size and equal value. Any hand-held instrument can be altered into any other hand-held instrument. However, in order to obtain a large instrument, such as a base harp, organ, or any other instrument that is too large or heavy to be easily carried, the spellcaster must start with an equally large instrument.

In any event, the value of the new instrument is identical to the original. A golden recorder will generate a silver plated lute, a child's drum will generate a nonfunctional lyre, *etc*.

Bards use this spell to save both money and equipment carried. It is a lot cheaper to buy a single instrument and alter it when another is needed than to buy every instrument that might be required. This also saves a lot of space in one's backpack.

If the instrument the bard wishes to alter is being carried or played by another character, a successful attack roll against the opponent's Armor Class must be made in order to touch the instrument.

## Sound Bubble
**(Abjuration, Evocation)**

Level: 1
Range: 0
Components: V, S, M
Duration: 10 rounds + 1 round/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

When this spell is cast, an invisible bubble springs into existence. It can either be centered on and mobile with the caster or cast on an area. The mobile bubble has a radius of 10 feet, while the area bubble has a radius of 5 feet per caster level. The bubble has only one effect: sound can't pass through it. Thus sound generated within the bubble can't be heard by those on the outside and vice versa.

Bards often use this spell to enhance the quality and effect of their performances. It also functions nicely when a bard wishes to use one of his talents in a dungeon or other limited setting in which noise is sure to draw unwanted attention.

Besides its entertainment functions, *sound bubble* is also useful in many of the same situations in which *silence* is used.

The material component of the spell is a blown egg shell or a soap bubble.

## Silence 15' Radius
**(Alteration)**

Level: 2

Range: 60 yards
Components: V, S
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: 15-foot-radius sphere
Saving Throw: None

Upon casting this spell, complete silence prevails in the affected area. All sound is stopped: conversation is impossible, spells with verbal components cannot be cast, and no noise issues from or enters the area. The spell can be cast into the air or upon an object, but the effect is stationary unless cast on a mobile object or creature. The spell lasts two rounds for each level of the experience of the caster. If the spell is centered on a creature, the effect then radiates from the creature and moves as it moves. An unwilling creature receives a saving throw vs. spell. If successful, the spell effect is centered about one foot behind the position of the creature at the instant of casting (the effect does not move with the creature in this case). This spell provides a defense against sound-based attacks, such as harpy singing, a *horn of blasting*, *etc.*

## Improved Magic Mouth
**(Alteration)**

Level: 3
Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 1 object
Saving Throw: None

This spell works in all ways like the 2nd-level wizard spell *magic mouth*, except as follows.

When this spell is cast, the mouth is endowed with the bard's current knowledge, Intelligence, and personality. When the predetermined event occurs that activates the mouth, it converses as if the bard were actually there. For example, the mouth might say, "Who goes there?" and wait for a reply. If the visitors announce their names, it could go on to say, "Tarnak, please proceed to the music room, while the rest wait in the sitting room."

The mouth lasts until the conversation is over.

Although the mouth can be set to activate due to a visual stimulus (*i.e.*, activate if anyone wearing a green feather approaches the castle gate), once triggered, it reacts only to sounds and speech. Also note that the mouth and the bard are not linked in any way. Once cast, the mouth's knowledge is set and will never change. Thus, if a bard is extremely angry at Tarnak when he casts an *improved magic mouth*, the mouth will remain in a state of anger, even if the bard and Tarnak have reconciled.

## Instant Audience

**(Conjuration)**
Level: 3
Range: 30 yards
Components: V, S, M
Duration: Up to 4 hours
Casting Time: 2
Area of Effect: 1 room or area within range
Saving Throw: None

When this spell is cast, audience members are magically conjured. Each round 1d4 people enter the room or area in a normal manner. (They actually appear just outside the room when no one is looking.) This continues for a number of rounds equal to the caster's level.

The audience contains a combination of races, gender, and social class appropriate to the occasion.

Instant audience members act in every way like any other members of the audience. They walk around during intermission, talk, eat snacks, and so on. However, they always evade questions about their past, their history, or current events, as they have no past, no history, and have no idea as to what is going on in the world outside of the room.

Instant audience members are strictly noncombative and never attack or cast spells (although they can be bullies or braggarts if that is appropriate). If one suffers even a single point of damage, he instantly vanishes along with all of his items (including items no longer on his body, such as clothes that he hung in the linen closet).

Once the performance ends, instant audience members leave in an appropriate manner and vanish as soon as they are out of view.

If the audience is treated in an inappropriate way (as determined by the DM), the spell instantly ends. For example, an audience could be summoned to watch a combat, but if the audience is used as a human shield, it vanishes.

The material components are a small collection of the items carried by the appropriate audience (a gold coin, a piece of fine fabric, a snuff box, *etc*.). These are tossed into a bag that contains at least one live mouse. The mouse is not destroyed, but vanishes during the spell to reappear somewhere in the room after the spell ends.

## Wall of Sound

**(Evocation)**

Level: 3
Range: 60 yards
Components: V, S, M
Duration: Concentration + 1 round/level
Casting Time: 3
Area of Effect: Special

Saving Throw: None

The *wall of sound* spell brings forth an immobile, shimmering curtain of violently disturbed air. The wall is made up of a number of 10'x10' sections equal to the caster's level. These sections can be arranged as desired as long as the resulting wall all lies in one plane ( i.e., it must be flat) that stands up vertically.

One side of the wall, selected by the caster, produces a voluminous roar that completely disrupts all communication, command words, verbal spell components, and any other form of organized sound within 30 feet. In addition, those within 10 feet are deafened for 1d4 turns if they fail a saving throw vs. spell.

On the other side of the wall, a loud roar can be heard, but communication is possible by shouting, and verbal components and command words function normally.

Anyone passing through the wall suffers 1d8 points of damage and is permanently deafened unless he rolls a successful saving throw vs. spell. Deafened creatures suffer a -1 penalty to surprise rolls, a +1 penalty to their initiative rolls, and they are 20% likely to miscast spells with a verbal component.

A *silence 15' radius* spell cast by a higher level caster specifically for this purpose will dispel the wall; the wall otherwise destroys all *silence* spells that come into contact with it.

The material component is a piece of slate and a finger nail clipping.

## Conjure Cabinet
**(Conjuration)**

Level: 4
Range: 10 feet
Components: V, S
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This is a very special spell created specifically for the bard class. Before this spell can be used, the bard must have a special cabinet made. It must be of the highest quality, worth at least 1,000 gold pieces. It can be any size up to 4 feet wide by 4 feet deep by 8 feet high.

Once the cabinet is made, this spell must be cast upon it and the cabinet must be named. At any later date, the bard can cast this spell and the cabinet temporarily teleports to the bard's current location. The cabinet carries with it any contents that are of a performing nature usable by the bard. (For example, it might contain musical instruments, cleaning tools, a playing stool, *etc*., for a True Bard. It might be lined with throwing daggers, rapiers {for sword swallowing}, and blindfolds for a Blade).

When the cabinet teleports to the bard, a percentile die must be rolled. On a 01-04, it appears 2d20 feet in the air and falls, destroying itself (but its contents are recoverable). On a roll of 99-00, it teleports into the ground and is destroyed. Otherwise, it is safe.

The cabinet remains for the duration of the spell or until the bard speaks the cabinet's name. It then teleports safely back to its previous location, along with any carried items of a performing nature usable by the bard.

A bard may have only one such cabinet at a time. The teleport will not carry the cabinet to another plane. If items of a nonperforming nature are left in the cabinet, then the cabinet will not teleport.

## Magical Items

As is the nature of bards, they meddle in everything, including magical items created by the great wizards of past and present. Below you will find a list of new magical items, old magical items, and new ways to use old magical items.

### New Magical Items

**Case of Compression:** When empty, this musical instrument case appears as any other such case. However, when touched to any instrument normally carried in a case, it transforms so that it perfectly fits the instrument. When the case is closed with the instrument inside, it shrinks until it easily fits in the palm of the hand. The reduced case weighs only a pound. When the case is opened, it returns itself and its instrument to full size.

About 10% of these cases are cursed; such cases devour the instrument 25% of the time.

**Gourd of Travel:** By shaking this gourd and saying the command word, the bard is able to teleport himself and one other to any known place. A *gourd of travel* does not allow for travel between planes.

A *gourd of travel* has 1d10 seeds within it, which produce the rattling sound that causes the gourd to function. Every time the gourd is used, one of these seeds vanishes. When the last seed vanishes, the gourd becomes a nonmagical item.

**Harp of Healing:** When this magical harp is played within 10 feet of wounded creatures, it heals each creature by one point per hour of playing. However, once the music stops or a new player takes over, further playing is useless unless new wounds are received.

After eight hours of continuous playing, a bard must begin to make successful Constitution rolls once an hour or he misplays the harp and healing ends.

**Horn of Amplification:** This horn is not hollow as one would expect. Rather, it is solid and resembles the horn of a rhinoceros. It is used by touching its base to the forehead. It magically attaches and conveys its special power. At this time, the one wearing the horn has his voice amplified from two to ten times in volume. The exact increase is up to the character using the horn. The horn has no other function. It can be removed by anyone who lightly pulls on it.

This horn increases the range of all songs, jokes, rhymes, and other forms of verbal communication proportionately (*e.g.*, an amplification of five increases the range by five

times the normal distance).

The character can also yell. A yell causes 2d10 points of damage to everyone except the user within a range of 5 feet times the amplification (*e.g.*, setting 2 has a 10-foot range, setting 5 has a 25-foot range, etc.). A successful saving throw vs. petrification reduces damage by half. Only one yell per encounter can be attempted.

Each time the horn is used, there is a 1% chance that it permanently affixes to the user's forehead and loses all magical ability. It can then be used as a weapon for head butts, causing 1d3 points of damage. However, the oddity of having a horn growing from the character's head results in a -2 Charisma penalty. A wish must be used to remove the horn.

**Horn of Baubles:** When this instrument is blown, one 5'x5'x5' cube of useless baubles spews out of it per level of the blower. Although this is usually rather comical, it can be dangerous in a limited space.

The instrument can be safely blown once every hour. If blown more frequently, there is a 10% cumulative chance that the horn backfires, sucking the blower into it and spewing him out as a collection of useless baubles. It is impossible to resurrect or reincarnate a creature in this state, although a *wish* can be used to recover the victim.

**Lyre of Wounding:** This cursed item appears normal in every way until it is first played. When the musician's fingers strike its strings, they sever the tips of his fingers. Roll 1d6 for the number of fingers that the musician loses: 1-4 the number of lost fingers, 5 all fingers and the thumb, and 6 escaped unscathed. Each finger lost causes 1d2 points of damage, but the musician should not be lowered below 1 hit point due to lost fingers.

Each lost finger causes the musician's proficiency at playing musical instruments to suffer a penalty of -2. Other proficiencies and activities requiring manual dexterity are likewise reduced, at the DM's discretion. Lost digits can be regenerated magically.

As with cursed swords, whenever the musician decides to play, the lyre leaps into his hands; magically altering the form of the instrument does not abate its curse.

**Periapt of Proof Against Sound:** This small periapt is indistinguishable from other gems. The character who has this periapt gains extra resistance to any sound-based attack or influence. If a saving throw is normally allowed, the periapt provides an extra bonus to the saving throw. The level of the bonus depends upon the quality of the periapt, as follows:

| **D100** | **Save Bonus** |
|---|---|
| 01-40 | +1 |
| 41-60 | +2 |
| 61-75 | +3 |
| 76-90 | +4 |
| 91-95 | +5 |
| 96-00 | +1, 5' radius |

If no saving throw is usually allowed, the periapt provides a normal saving throw vs. spell against the sound. A *periapt of proof against sound* affects all hostile sounds, including harpy singing, sirens, screams or shrieks that cause damage or fear, all musical influences (including bard abilities), spells that rely upon verbal communication to affect their victims (*e.g., command, suggestion, etc.*), and so on. However, the periapt has no

effect upon communication, such as, "Kill that stupid bard!," verbal components for spells, magical item command words, or any other sound that does not directly affect the individual who has the periapt.

**Pick of Strumming:** This magical pick enables the user to play any stringed instrument that is normally plucked with fingers or a pick. This includes harps, lutes, mandolins, etc. The person grasping the pick can play any song he has ever heard. The pick's magic is so great that all functions of the instrument are instantly mastered. Thus, the bard automatically knows the proper grips to use on the lute, how to hold the harp, how to adjust the strings of the mandolin, *etc*. His skill level rivals that of a master musician proficient in the instrument's use.

Also, a bard who uses this pick to play the lyre of wounding does not suffer any severed fingers.

**Recorder of Recording:** This recorder has two magical functions. If, after a song is played on it, the bard says, "Play it again when X happens," the recorder will magically play the entire song over again any time condition X occurs (*e.g.*, "When Tarnak comes within 20 feet.").

The other magical function is activated by speaking the word, "record," before playing a song. At any later time, the bard can say, "play back," and the recorder produces all sounds that it recorded within 30 feet during the song. Furthermore, these sounds are played back as if the recorder hadn't been making any noise at the time.

The recorder does not reproduce special sound-based attacks of any sort.

**Zither of Speed:** This zither appears to be a normal musical instrument. However, if it is played in a rapid tempo and the musician says, "Adagietto," all allies within 30 feet are affected as if under the influence of a *haste* spell.

If the zither is played slowly and "Adagissimo" is spoken, all foes within 30 feet are affected as if under a *slow* spell (no saving throw). The effects last as long as the bard concentrates upon the music or until he plays the zither at a moderate tempo and says, "Andante." If he moves, defends himself, suffers damage, rolls for a saving throw, or performs any other action, his concentration is broken.

A *zither of speed* functions only once per day. Furthermore, for every successive day in a row that its magic is used, there is a 10% cumulative chance that one of its strings breaks, rendering the item useless unless it can be repaired.

## Old Magical Items

The following magical items are all located in the *Dungeon Master's Guide*; they are particularly suited to or favored by bards. *Italicized* entries are cursed or are items that bards find particularly distasteful.

**Potions**
Philter of Glibness
*Philter of Stammering and Stuttering*
Ventriloquism
Rods
Beguiling

Rulership
Splendor

**Miscellaneous Magic (Noninstrumental)**
*Boots of Dancing*
Helm of Comprehending Languages and Reading Magic
Sheet of Smallness
Tome of Leadership and Influence

**Miscellaneous Magic (Musical Instruments)**
*Chime of Hunger*
Chime of Interruption
Chime of Opening
*Drums of Deafening*
Drums of Panic
Harp of Charming
*Harp of Discord*
Horn of Blasting
*Horn of Bubbles*
Horn of Collapsing
Horn of Fog
Horn of Goodness (Evil)
Horn of Valhalla
Lyre of Building
Pipes of Haunting
*Pipes of Pain*
Pipes of Sounding
Pipes of the Sewers

**Weapons and Armor**
Armor of Command
Elven Chain Mail
Sword of Dancing

## New Twists on Old Items
(Optional Rules)

This optional section contains suggested special effects that occur when various bard kits use the instruments and other magical items listed above. All of these suggestions are optional, but will make for a lot of added flavor and fun in your campaign.

Because bards are so musically inclined, their understanding of all musical instruments, including magical items, is such that they gain certain special benefits. This is also true of several other magical items that are specially related to bards.

**Elven Minstrels:** Because these special demi-bards understand the union of magic and music better than anyone, they gain a special benefit. Any time a hazardous magical effect based on music occurs, an elven Minstrel gains a +2 bonus to the saving throw.

Success indicates that the hazardous effect is avoided. If no saving throw is allowed, this allows one at the normal chance for success.

**Philter of Glibness:** If a Charlatan imbibes this potion, even *detect lie* will have only a 5% chance to note any "stretching of the truth."

**Philter of Stammering and Stuttering:** This potion functions as a *philter of glibness* or *persuasiveness* when imbibed by a Jester and has no ill effects.

**Boots of Dancing:** These boots have no effect upon a Jester.

**Helm of Comprehending Languages and Reading Magic:** When worn by a bard, this helm grants the ability to understand 95% of strange writings and 90% of magical writings. If the bard is 10th level or higher, the chance to understand magical writings rises to 95%.

**Tome of Leadership and Influence:** When this is read by a bard, the character increases by one level. His experience points become equal to the minimum required to attain the new level.

Unless stated otherwise, the following notes apply only to bard kits that have Musical Instrument listed as a bonus proficiency. Those kits that have Musical Instrument listed as a suggested proficiency are also affected, but only if the bard in question is proficient with the particular instrument.

**Chime of Hunger:** When struck by a bard, this chime's cursed powers radiate out 60 feet + 10 feet per level of the bard.

**Chime of Interruption:** When this is used by a bard, affected spellcasters must roll their saving throws with a -1 penalty per three levels of the bard. Elven Minstrels disrupt any spell that they can themselves cast.

**Chime of Opening:** Bards can attempt to destroy locks, lids, doors, valves, and portals with this chime (in addition to its normal functions). The chance to destroy is equal to 5% per level of the bard. Thus a 6th-level bard would have a 30% chance to destroy such an item. The maximum chance is 95%. Of course, if the bard doesn't want to destroy the item, he can use the chime normally.

**Drums of Deafening:** These drums are a pair of kettle drums, but bards can invoke the magic in each drum separately. If the left drum is struck, it causes those within 10 feet to be stunned for 2d4 rounds. If the right drum is struck, it causes all within 70 feet to be permanently deafened (a *heal* spell or similar magic is needed to regain hearing). Dwarven Chanters can double all areas of effect.

**Drums of Panic:** If these drums are struck by a bard, the radius of the inner "safe zone" can be reduced to any desired measurement. Affected creatures suffer a saving throw penalty of -1 penalty per three levels of the bard.

**Harp of Charming:** Once per turn a bard is able to cause the harp to cast a *command* spell as a caster equal to the bard's level.

**Harp of Discord:** Unfortunately for bards, their greater musical talents cause the effects of this instrument to last for 2d4+2 rounds after the music stops. Jesters cause the effect to last for 2d4 turns.

**Horn of Blasting:** Bards are better able to play this instrument, so that there is only a 5% cumulative chance per day that the horn will explode. Furthermore, the listed "2% cumulative chance of the instrument self-destructing" is reduced to 1%.

**Horn of Bubbles:** Bards are actually able to use this cursed magical item to their advantage (once they determine what the horn is). When properly blown by a bard, the horn emits a cone of bubbles 30 feet long with a 30-foot diameter end. Anyone caught in the bubbles is effectively blinded for 2d10 rounds unless he rolls a successful saving throw vs. breath weapon. However, there is a 5% chance that the horn backfires and sucks the bard through it, emitting him as a mass of bubbles. Once all of the bubbles pop (taking 2d10 rounds), the bard is irrevocably dead. Jesters have only a 1% chance of being turned to bubbles.

**Horn of Collapsing:** Bards have only a 5% chance of sounding the horn improperly. Dwarven Chanters never use this instrument improperly once they know the command word.

**Horn of Fog:** When this horn is blown, bards are able to create the typical fog, or they can create a region of magical rain. Rain can be very useful as a source of water, to put out fires, or to fill the bottom of a room with water. The rain will accumulate 1 inch of water per round in a 10-foot square.

**Horn of Goodness (Evil):** Unfortunately for many bards, sounding this instrument might produce an alignment change. There is a 50% chance that the bard becomes neutral evil, otherwise he becomes neutral good. If the bard is already one of these two alignments, the horn functions normally.

**Horn of the Tritons:** Bards are able to sound this horn even though it isn't normally usable by rogues. Meistersingers and halfling Whistlers are able to use this magical horn twice per day.

**Horn of Valhalla:** At 5th level bards can sound the brass horn, at 10th level the bronze horn, and at 15th level the iron horn. Skalds can play any of these horns without penalty.

**Lyre of Building:** A bard can negate the effects of a *horn of blasting*, a *disintegrate* spell, or the effect of up to three rounds of attack from a ram or similar siege item. This works once per day for every three levels of the bard. When the lyre is used to perform work, a bard is able to achieve the work of 100 men + 10 men per level of the bard. If a bard should happen to fail the false chord check, a saving throw vs. paralyzation is also allowed. Success indicates that the bard recovered from his mistake without mishap.

**Pipes of Haunting:** When these powerful pipes are blown by a bard, those who fail their saving throws vs. spell are affected as if subject to a *fear* spell. Those who succeed on the roll still suffer the -2 penalty to morale checks and a -1 penalty to surprise rolls. The bard can choose to use the pipes normally.

**Pipes of Pain:** Because of the musical skills of bards, all within 60 feet are subject to the magic of these pipes when played by a bard. Saving throws are rolled with a -1 penalty per three levels of the bard.

**Pipes of Sounding:** Bards are able to generate any sound with these pipes, up to and including the volume of eight yelling men. The only limit is that the sound can't imitate any form of understandable verbal communication. Charlatans, however, can generate understandable communication.

**Pipes of the Sewers:** When played by bards, these pipes actually teleport the rats from some unknown location. Thus, a bard can summon rats even if he is in an area completely devoid of rats. Meistersingers can select whether giant or normal rats arrive, and have a +10% bonus to any control rolls.

**Armor of Command:** Bards wearing this armor are able to speak one *command* a day with the effects of the first level priest spell, *command* .

**Sword of Dancing:** Bards can release a *sword of dancing* on any round in which its plus isn't a 1 (*e.g.*, round 2,3,4,6,7,8, *etc*.). Blades of 5th level or higher can release the weapon after the first round; it will fight on its own for a number of rounds equal to the Blade's level before returning for one round.

# Chapter 7: Music

## Throughout History

This section contains a short, nonfantasy look at the history of music from the Dark Ages through the Renaissance period. This examination concentrates upon western culture, which is the primary basis for the AD&D® game.

Music was not always the sophisticated production that we of the 20th century are used to hearing. Although it has played a part in the life of the human race since before recorded history, modern music took many years to develop.

Before the time of the Christian church, music was rarely written down. With such sparse information, it is hard to decipher what the songs of the ancients were like. However, it is likely that they were very simple rhythms that were pounded out with sticks or simple percussion instruments.

Eventually reeds or canes were used to form the first woodwinds and a new musical sound emerged. But we still don't know what the music of this early era sounded like.

It wasn't until the 800s that music was being regularly recorded in western civilizations. Even then, it was only the monks of the Christian church who were writing it down. Thus, our records of these early songs are somewhat slanted. Music throughout most of the Dark Ages (up until A.D. 1100) consisted mainly of simple tunes that were played or sung in unison, thus they were pure melody *(i.e.*, no accompaniment). They were primarily used either to help pass time during work or to sing during religious ceremonies.

This Dark Age music was based on the modal scale, as opposed to the keyed scale of modern times. Dark Age music was likely borrowed from the Greeks and Romans. Although simple, it could be very elegant and beautifully expressive.

Near the end of the Dark Ages, musicians were combining several melodic lines. At first this was performed by mirroring a tune at a different pitch, but soon the added lines were taking on a form of their own, becoming a melody in their own right. This development was immeasurably enhanced when a system for writing down music developed around A.D. 900.

Around A.D. 1100, examples of written music begin appearing outside the Christian church. Songs and dances were written by and performed by public entertainers (like many of the bard kits included in this book). From the mid-14th century on, secular music was being composed and performed by professional musicians. However, such professionals were mainly employed by the church and a few nobles.

At the same time, music began to take on a more complicated form. Accompaniments and advanced multiple melodies (polyphonics) were being used. This spurred an increased demand for public entertainment and noblemen began taking a major interest in music. It became a matter of honor and pride for a nobleman to support a professional musician at his court.

During the Renaissance, the cry for secular music increased dramatically, with master compositions appearing around A.D. 1500. These compositions included both instrumental and vocal parts. Yet, even then, most composers wrote primarily for the church or wealthy noblemen.

Music continued to evolve through the baroque period (A. D. 1600-1750), classical period (A. D. 1750-1827), and on into the modern era, but these are beyond the scope of the AD&D® game.

## Instruments

Most bards would not be caught dead without at least one musical instrument upon their person or near at hand. Many of their special abilities rely upon the use of an instrument. Instruments are also used as status symbols, trade symbols, and as part of the bard's personal garb. Some instruments take on a life of their own, gaining more fame than the bards who play them.

Musical instruments are very rare, expensive, and complicated devices. Only a master craftsmen would even think of constructing a lyre or herald's trumpet, let alone a pipe organ. Bards not only understand how these rare and complex devices work, they can use them to produce beautiful sounds. By simply working the strings and keys of these devices, bards can bring a crowd to tears or have them leaping for joy (all this without even using their kit's special benefits).

Most bardic colleges agree that the instruments of the time should be divide into four general categories: wind, stringed, percussion, and keyboard. Common instruments within each of these categories follow in Table 20 (as well as an "Other" category for several instruments that do not fall into the four general categories). After each instrument is a one-letter code that identifies the time period during which this instrument was developed and used; these periods coincide with the following dates.

**Table 19: ERAS**

| Code | Era | Time Span |
|---|---|---|
| A | Ancient World | prior to A. D. 450 |
| D | Dark Ages | A. D. 450"1100 |
| M | Middle Ages | A. D. 1100"1450 |
| R | Renaissance | A. D. 1450"1600 |

### Musical Proficiency

There are now well over 50 musical instruments for bard players to choose from.

Although such a large selection is nice, players might wonder if they have to spend a proficiency slot for each instrument they wish their bards to master. Fortunately, the answer is "no."

The instruments in Table 20 have been broken down into convenient categories and grouped appropriately into an indented outline format. A number in parenthesis appears after each level that contains subentries. This is the number of proficiency slots that must be spent in order to gain proficiency in all instruments indented beneath that level. For example, for five proficiency slots, a character can become proficient in all wind instruments; for only three slots he can limit himself to becoming proficient in all instruments in the flute family. Those instruments that don't have a number next to them cost a single slot to gain.

Note that proficiency in an instrument or category includes not only those instruments listed, but any others in his campaign world that fall into the same category. Thus, if a bard spends two slots to gain proficiency in bagpipes, he isn't limited to just the dudy and zampogna. He knows how to play any bagpipe that exists in his campaign world.

## Cost and Weight

Note that some category names, such as "Bagpipes," are also the names of specific instruments. These categories have a gold piece cost and weight in pounds listed next to them so you can buy the instrument of that name. However, purchasing a generic bagpipe does not mean that you have both a dudy and zampogna--you have only a generic bagpipe.

## Glossary of Musical Instruments

The following section describes some of the aforementioned musical instruments.

**AEolian harp:** Named after the Greek god of winds, this instrument is played by the wind. AEolian harps resemble flat boxes with strings.

**Alphorn:** An alphorn is a 6- to 12-foot-long, "J"-shaped, Swiss horn used to call cattle, among other things.

**Bagpipe:** This ancient instrument was used throughout the world: Rome, Northumberland, Scotland, Ireland, Brittany, France, Italy, Spain, Portugal, Norway, Finland, Poland, Russia, Greece, Persia, China, India, and the Balkan countries.

**Balalaika:** This is a three-string Russian triangular guitar. It comes in various sizes, the largest resting upon the ground when played.

**Bells:** These are sometimes attached to clothing to accentuate rhythm in dance.

**Bones:** A simple instrument in which two pieces of bone are clacked together.

**Castanets:** This Spanish instrument consists of two small, hollow-shaped pieces of wood. Castanets are worn on the finger and thumb. Like bones, they are clacked together.

**Cembalo:** This was the old Italian name for dulcimer (but it was later used to refer to the harpsichord).

**Chitarrone:** This double-necked lute is very large, often six feet long, and has 20 wires. It was also called the Roman theorbo.

**Citole:** This instrument was invented in Italy. It has a flat body, a short neck, four brass or steel strings, and is plucked with a quill. By 1550 this was known as the cittern.

**Cittern:** A member of the guitar family, the cittern is shaped like a fig, with a flat back, fretted fingerboard, and wire strings (usually four pairs). It is a descendant of the Medieval citole. The bass cittern is also called the pandora.

**Clappers:** Two pieces of hard material (wood, bone, metal, *etc.*) struck together are called clappers. They have existed for thousands of years in all parts of world (as spoons, bones, *etc.*).

**Clarsach:** An ancient small harp of the Scottish highlands.

**Clavecin:** French harpsichord.

**Claves:** When these short, round sticks of hardwood are used, the hollow of one's hand acts as a resonating cavity for sound amplification.

**Clavicembalo:** This is the Italian harpsichord and is often abbreviated as "cembalo." The word derives from latin "clavis"-a key, and "cembalo"-a dulcimer, which describes the instrument-it's a keyed dulcimer.

**Clavichord:** This keyboard instrument is small, often just an oblong box placed on the table. It can have its own legs and stand on the floor, but this was a later development. Sound is made when a small piece of metal hits a string, producing a soft, quiet tone.

**Clogs:** Wooden shoes.

**Cornett:** The cornett (not cornet) is a woodwind with a cupped mouthpiece (like that of a trumpet) that comes in three sizes: treble, small treble, and tenor. It is shaped either as a straight tube or as a tube curved like an S.

**Crumhorn:** This double-reed woodwind comes in all sizes: trebles, tenors, and basses.

**Cymbals:** These are brass dishes that are slammed together.

**Drums:** Drums have existed for thousands of years. The many types have one thing in common: a skin or membrane stretched tightly over some kind of hollow vessel. The membrane is beaten with sticks or the hands.

The exception is the friction drum, which has its skin pierced by a stick or string that is rubbed or pulled, causing the skin to vibrate.

*Kettledrums* are metal bowls with parchment stretched over them.

*Side drums* are wooden or metal cylinders with skin over each end. The lower end has string or gut, called snares, stretched over it that causes the drum to rattle when it is beaten.

*Bass drums* are very large, double-headed drums from two to three feet in diameter and of equal length.

*Gong drums* are like bass drums but they have only one head (membrane).

*Bongos* are two small drums that sit side by side.

*Tom-toms* are small Oriental drums with pigskin heads stretched over a bowl-shaped shell.

*Cylinder drums* are a type of base drum that is beaten at both ends.

The *changgo* is a Korean two-headed lap drum.

*Talking drums* are used to send messages.

*Slit drums* can be made by hollowing out a tree or log through a long narrow slit. The wood is then beaten to produce the sound.

**Dulcimer:** Used in Hungary, Rumania, and Czechoslovakia, the dulcimer is a

shallow, closed box over which are strung wires that are struck with a wooden hammer. In Hungary and Rumania this is called a cimbalom, and in Greece, a santouri.

**Fanfare trumpet:** This is often hung with a heraldic banner and used for state and ceremonial purposes.

**Fiddle:** There are two types of fiddles: folk (or spiked) fiddles and medieval fiddles. A spiked fiddle is a type of bowed lute and either has a long neck (typical of Africa, Asia, and the Middle East) or a short neck as found in Europe. Most spiked fiddles have one to three strings.

Medieval fiddles were replaced by the viol family and usually had three to five strings with both flat and rounded backs.

Fipple flute: This type of flute is held vertically and is winded from the end.

**Flute:** There are two types of flutes: the vertically winded fipple flute and the horizontally held transverse flute. The transverse is made of wood or metal stopped at one end. The player blows in a side hole, with notes made by closing holes along the flute's body.

**Gemshorn:** This is an ancient type of recorder made of chamois or goat horn.

**Gittern:** A medieval guitar.

**Glokenspiel:** This originated in Germany and was used in war bands.

**Gong:** A gong is a large metal plate that is struck with a mallet.

**Harmonica:** This instrument originated in Asia and China around 1100 B.C.

**Harp:** The harp is an ancient instrument. It consists of a sound box near the player and numerous strings that are each plucked to produce a specific tone.

**Harpsichord:** This is much like a keyboarded psaltery in that its keys cause the string to be plucked.

**Horns:** Horns have existed all over the world throughout recorded history. The earliest form was the animal horn or large sea shell. Most are end-blown, but some side-blown horns exist. Metal horns arose in the 14th century and were made of brass, copper, and occasionally silver. They were slender tubes 6 to 12 feet long, often coiled in several circles with a flared bell.

**Hurdy gurdy:** This mechanical instrument resembles a viola with a handle to crank. Cranking it causes a wheel to revolve under its four to six strings like an endless bow. A small keyboard is used to silence certain strings.

**Jew's harp:** This instrument is called a feugdtromp (child's trumpet) by the Dutch. It has no connection to the Jewish religion. It is a bottle-shaped wire frame with metal tongue held in teeth, allowing the mouth cavity to alter the sound it produces.

**Kazoo:** Although considered a humorous instrument today, the kazoo is of ancient origin.

**Kit:** A small violin.

**Koto:** The most famous Japanese instrument is the 13-stringed Japanese zither known as the koto. The instrument is played on the ground or while resting on a low table.

**Lira da braccio, lira da gamba:** These are Italian stringed instruments. The lira da braccio has seven strings and is played like a violin. The lira da gamba is a bass instrument held between the knees and has 11 to 16 strings.

**Lur:** The lur is an ancient trumpet of Scandinavian origin. It is made in pairs twisting in opposite directions to resemble horns or the tusks of an animal.

**Lute:** The lute is of Persian-Arabian origin and came to Europe at the time of the

crusades. The body resembles a pear split lengthwise. Thus, it has a curved back, a flat belly, and a fretted neck. It ranges in size from the large chitarrone and theorbo to the small mandora.

**Lyre:** The lyre has existed since 3000 BC. It has four components: a sound box, two arms, and a crossbar. Strings run from the cross bar down across the sound box.

**Mandoline or mandolin:** A lute-shaped, small stringed instrument.

**Metallophone:** This resembles a xylophone, but it has metal bars that are beaten with small hammers.

**Nakers:** These are small kettledrums of Arabian origin that came west during the crusades. They are made of metal or wooden bowls covered with skin and are used in pairs like bongos.

**Nightingale:** This toy whistle of glass is lowered into water to emit a bubbling sound not unlike the nightingale ( i.e., the bird).

**Ocarina:** This vessel flute is globular or pear-shaped with a mouthpiece on one side and holes cut in its body. The holes are opened and closed with the fingers.

**Organ:** An organ has pipes connected to a wind supply that is controlled by a keyboard. There are two types of organ pipes: flue pipes and reed pipes. Flue pipes produce sound like a whistle-flute. Reed pipes contain a thin strip of metal that vibrates. Organ pipes range from lengths of a few inches to 64 feet.

If an organ is keyed with the hands it is called a "manual," if played with the feet it is a "pedal boards."

**Pandora or Bandora:** This is the bass cittern; it has a flat back with wire strings and frets. It usually has three pronounced ridges, making it easy to identify.

**Panpipes:** Panpipes are simply a set of whistle-flutes supposedly invented by the god Pan.

**Posthorn:** A posthorn was used to announce the arrival of a mail coach. Most were straight, although a few were coiled.

**Psaltery:** This type of dulcimer has a square or triangular box over which are strings. It is held on the lap or against the chest and plucked.

**Rackett:** This is an early double-reed woodwind.

**Rattle:** A rattle can be made of a gourd, clay, wood, or leather, and it is filled with pellets.

**Rebec:** This is the stringed ancestor of the violin family. The rebec evolved from the Arabian fiddle but has a rounded back, unlike the fiddle. The body is pear shaped and has three strings. The rebec is played on the shoulder or against the chest.

**Recorder:** Also known as the English flute, the recorder is blown at the end. It has eight holes with which to alter the produced sound.

**Sansa:** The sansa is African in origin and has a metal or cane tongue attached to a wooden board or box. It is also called the thumb piano.

**Scraper:** When you scrape a stick over a series of notches in wood or bone, you have a basic scraper.

**Serpent:** This woodwind is shaped like a pronounced S.

**Shamisen (samisen):** This Japanese long-necked lute has a square wooden body. Its belly and bottom are made of cat skin and it has frets with three strings that are plucked hard.

**Shawm:** This early double-reed is an outdoor instrument that produces a loud

buzzing sound.

**Sheng:** This is a Chinese mouth organ.

**Sistrum:** The sistrum is an open, U-shaped rattle that contains metal discs or other objects that rattle when shaken.

**Sitar:** This three- to seven-stringed Indian lute was invented in Persia.

**Stamping stick:** One of the oldest known instruments is the stamping stick. It is simply a length of hollow wood or bamboo that is beaten on the ground. It was often used to beat grain or other food into pulp while providing simple music during work.

**Tabor:** This early side (snare) drum is usually slung from the waist. Smaller versions can be played with just the left hand while the bard plays a small whistle flute in the other hand.

**Tambourine:** The tambourine likely originated in Rome. It is a shallow wooden hoop parchment stretched over a frame that is struck with knuckles or rubbed with the thumb. The hoop has imbedded metal plates that jingle when shaken.

**Tam-tam:** Bronze gong of Chinese origin.

**Theorbo:** A double-necked instrument.

**Triangle:** A triangle is a steel bar bent into a triangle that is struck with a metal rod.

**Trumpet:** The Medieval trumpet was nonvalved and was played from the side or end.

**Violin:** This instrument evolved from the fiddle, rebec, and lira da braccio.

**Viols and Viol family:** These instruments produce a soft sound; they resemble violins. However, their shoulders slope, their backs are flat, their sound holes are C-shaped, they have broader necks, and they have six strings, not four.

**Wood block:** A Chinese percussion instrument made of a hollow wooden block that is struck with a stick.

**Zither:** The zither has a flat box that is strung with strings of metal or gut. It is plucked while resting on a table.

**Xylophone:** This consists of hardwood blocks that are hit with a mallet.

## Glossary of Sound

Although a degree in music isn't required to play a bard character, it often increases realism if such players know a few basics. This way they can role-play their characters with an air of authority, understanding, and authenticity. For this reason, a few common terms associated with many forms of music are defined below. By briefly studying this mini-glossary, you can breathe some new life into the vocabulary of your bard.

## Fundamentals of Music

**Accent:** To stress or emphasize a note.

| *Type* | *Stressed by* |
|---|---|
| Dynamic | Volume |
| Tonic | Pitch |

| | |
|---|---|
| Agogic | Value (see *Value* ) |

**Beat:** Unit of measure that sets the tempo. Beats are measured by tapping one's foot, the stroke of the conductor's baton, etc.

**Compass:** The range of a voice or instrument.

**Dynamics:** The gradations of loudness or softness with which music is performed.

| *Term* | *Meaning* |
|---|---|
| Pianissimo | very soft |
| Piano | soft |
| Mezzo piano | moderately soft |
| Mezzo forte | moderately loud |
| Forte | loud |
| Fortissimo | very loud |
| Forte piano | loud, then soft |
| Sforzando, sforzato | sharply accented |
| Forzando, forzato | sharply accented |
| Crescendo | gradually louder |
| Decrescendo | gradually softer |
| Diminuendo | gradually softer |

**Form:** Musical structure and how the musical elements are put together. The basic elements are individual pitches (notes), how they sound together (harmony), and how much time they take up in relation to one another (rhythm).

**Frequency:** Sound wave crests per second, which determines pitch.

**Intonation:** A performer's accuracy with respect to pitch.

**Measure or bar:** The base grouping of beats (usually there are 2, 3, or 4 beats per measure).

**Melody:** A group of musical tones in sequence making up a meaningful whole.

**Meter:** The number of beats per measure and the type of note that defines a beat. Common meters are 2/2 (two beats based on half notes), 2/4 (two beats based on quarter notes), 3/4 (three beats based on quarter notes), and 4/4 (four beats based on quarter notes).

**Motion:** The musical pattern created by successive notes. The motion might rise and fall smoothly or jump around.

**Pitch:** The highness or lowness of a musical tone. Pitch is determined by a note's frequency.

**Range:** The entire series of notes (from lowest to highest) that a voice or instrument can produce.

**Rhythm:** The movement of musical tones with respect to time. Rhythm combines the aspects of tempo (speed) and value (length of notes).

**Style:** The manner in which music is treated. A few of the numerous stylistic directives and their meanings are listed below.

| *Style* | *Meaning* |
|---|---|
| Affabile | smoothly and graceful |
| Affettuoso | tenderly with feeling |
| Agilmente | lightly and smoothly |
| Agitato | restlessly, in an excited manner |

| | |
|---|---|
| Angstlich | fearfully, in an anxious manner |
| Animato | lively, in a spirited manner |
| Appasionato | with intense feeling |
| Brillante | in a showy, brilliant manner |
| Brusco | abruptly, with harsh accents |

**Tempo:** The speed at which a piece is played or sung.

| *Tempos* | *Order of Speed* |
|---|---|
| Adagissimo | Very slow |
| Largo | |
| Lento | |
| Adagio | |
| Adagietto | |
| Andante or Moderato | Moderate |
| Andantino | |
| Allegretto | |
| Allegro | |
| Presto | Very fast |
| *Changing Tempos* | *Meaning* |
| Allentando | Slow down |
| Ritardando | Gradually slow down |
| Rallentando | Gradually slow down |
| Allargando | Slow down and play louder |
| Rubato | Free tempo |
| Accelerando | Gradually speed up |
| Calcando | Speed up |

**Tone:** Any sound of definite pitch. Also refers to the quality of sound.
**Value:** The duration of a note.
**Voice Range:** Range of voice. Each bard can be classified as one of the following:

| *Voice* | *Range* |
|---|---|
| Soprano | Highest female range |
| Mezzo soprano | Mid female range |
| Alto | Lowest female range, highest male range |
| Tenor | High male range |
| Baritone | Mid male range |
| Bass | Lowest male range |

**Volume:** Loudness.

## Common Musical Terms

**Accompaniment:** Musical material that supports the main melody or voice-part.
**Arrangement:** Rewriting of a composition for a new medium (instrument, voice,

group).

**Concert:** A public performance of music other than opera or church music.

**Conducting:** The art of directing a group of musical performers.

Conservatory or College: A school that specializes in musical instruction.

**Debut:** First public performance of a musician.

**Encore:** Audience's appeal for an additional performance.

**Movement:** A major section in a song.

**Notation:** A system for writing down music using notes.

**Musical Groups:**

*Group Composition:*

| *Group* | *Components* |
|---|---|
| Band | Brass, woodwind, & percussion |
| Choir | Group of singers |
| Chorus | Large choir having more than one singer per part |
| Ensemble | Any group of performers |
| Orchestra | Stringed, brass, woodwind, and percussion |

*Group Size:*

| *Name* | *Number of voices or instruments* |
|---|---|
| Solo | 1 |
| Recital | 1 or 2 |
| Duet | 2 |
| Trio | 3 |
| Quartet | 4 |
| Quintet | 5 |
| Sextet | 6 |
| Septet | 7 |
| Octet | 8 |
| Nonet | 9 |

**Part:** The music written for a single type of instrument.

**Passage:** Any short section of a musical composition.

**Score:** The written notes to be performed by all instruments or voices.

**Tuning:** Adjusting an instrument so it produces the proper sounds.

## Musical Items

**Baton:** The slender stick used by conductors to direct a performance.

**Metronome:** A device that produces regularly timed beats.

**Mute:** A device that muffles the sound of an instrument.

**Plectrum:** General name for any device used to pluck the strings of a musical instrument.

**Podium:** Raised platform on which the conductor stands.

## Types of Songs

**Air de cour:** A short song of several stanzas for one or more voices accompanied by lute or harpsichord.

**Anthem:** A short choral piece based on a religious text or source.

**Arabesque:** A short imaginative piece.

**Aria:** An elaborate solo song generally with instrumental accompaniment.

**Arioso:** A style of recitative that is more song-like and expressive than ordinary recitative.

**Aubade:** A piece of instrumental music played in the morning as opposed to the serenade, which is played in the evening.

**Ayre:** An English solo song accompanied by the lute, theorbo, or bass viol (and occasionally by two singers).

**Bagatelle:** A short piece for a keyboard instrument.

**Ballad:** A solo song that tells a story in simple verse. The same music is repeated for each stanza.

**Bandinerie:** A fast, dancelike piece.

**Canon or Fugue:** A musical composition in which a melody in one voice-part is imitated by other voice-parts that are slightly offset (*e.g.*, row, row, row your boat).

**Carol, Noel, or Weihnachtslied:** A song sung in honor of a holiday (*e.g.*, Christmas songs).

**Chant:** Usually refers to the music of churches.

**Fa-la:** An English song sung in nonsense syllables *(e.g.*, falala, fa la la).

**Fanfare:** A tune used to announce someone's arrival, the start of a parade, the start of a jousting tournament, etc.

**Folk music:** Music that is learned by word of mouth.

**Hymn:** Any song that expresses praise or love of a deity.

**Improvisation:** Composing a song or theme as it is being performed.

**Jig:** A lively dance.

**Lai:** A form of music and poetry developed in France in the 13th Century.

**Lament:** A composition that mourns someone's death.

**Lullaby:** A cradle song used by mothers to lull their babies to sleep.

**Lyric:** Means "songlike." Often used to describe instrumental pieces that are short and expressive.

**Medley:** A group of familiar tunes played one after another and loosely linked together.

**National anthem:** A song adopted by a kingdom as its official song.

**Ode:** A musical setting of a poem written in honor of a person or special occasion.

**Opera:** A play in which the characters sing rather than speak.

**Parody:** An exaggerated imitation of a composition, often to make fun of it.

**Program music:** A general term for music that tells a story.

**Psalm:** A musical composition based on the text from the book of Psalms.

**Recitative:** A style of singing that closely resembles speech, with little change in pitch and rhythm.

**Round:** A vocal composition with three or more parts that enter one after another,

repeating the same words (*e.g.*, canons and fugues).

**Serenade:** A love song sung during the evening below a beloved's window.

**Shanty:** A work song sung by sailors to help keep time during jobs that require teamwork.

**Swan song:** A term used for a person's final work before his death.

## Sample Songs

The following are a few sample songs to whet your appetite. If you would like to write your own songs for your bard to sing, it is suggested that you get a book of old, traditional folk songs, and replace existing words with those of your own choosing.

**Bonnie George Campbell (Scottish ballad)**

1. Hie upon Hielands, and laigh upon Tay,
Bonnie George Campbell rode out on a day.
He saddled, he bridled, and gallant rode he,
And hame cam his guid horse, but never cam he.

2. Out cam his mother, dear, greeting fu sair,
And out cam his bonnie bryde, riving her hair.
The meadow lies green, the corn is unshorn,
But bonnie George Campbell will never return.

3. Saddled and bridled and booted rode he,
A plume in his helmet, a sword at his knee.
But toom cam his saddle, all bloody to see,
Oh, hame cam his guid horse, but never cam he!

**My Gentle Harp (Irish love song)**

1. My gentle harp, once more I waken
the sweetness of thy slumb'ring strain,
In tears our last farewell was taken,
And now in tears we meet again.
Yet even then while peace was singing
Her halcyon song o'er land and sea,
Though joy and hope to others bringing,
She only brought new tears to thee.

2. Then who can ask for notes of pleasure,
My drooping harp, from chords like thine?
Alas, the lark's gay morning measure
As ill would suit the swan's decline.
Or how shall I, who love, who bless thee,

Invoke thy breath for freedom's strains,
When e'en the wreaths in which I dress thee,
Are sadly mixed, half flowers, half chains?

**Skye Boat Song (Scottish ballad)**

1. Loud the winds howl, loud the waves roar
Thunder clouds rend the air;
Baffled our foe's stand on the shore,
Follow they will not dare.

2. Though the waves leap, soft shall ye sleep,
Ocean's a royal bed;
Rock'd in the deep, Flora will keep
watch by your weary head.

3.Many's the lad fought on that day,
Well the claymore could wield
When the night came, silently lay
Dead on Culloden's field.

4. Burn'd our homes, exile and death
Scatter the loyal men;
Yet, e'er the sword cool in the sheath,
Charlie will come again.

*Chorus:*
Speed, bonnie boat, like a bird on the wing,
"Onward!" the sailors cry.
"Carry the lad that's born to be king
Over the sea to Skye!"

**The Minstrel Boy (Irish song of valor)**

1. The minstrel boy to the war is gone,
In the ranks of death you'll find him;
His father's sword he has girded on,
And his wild harp slung behind him.
"Land of song!" said the warrior bard,
"Though all the world betrays thee,
One sword, at least, thy rights shall guard,
One faithful harp shall praise thee."

2. The minstrel fell, but the foeman's chain
Could not bring that proud soul under;
The harp he lov'd ne'er spoke again,

For he tore its chords a sunder;
And said, "No chain shall sully thee,
Thou soul of love and bravery
Thy songs were made for the pure and free,
They shall never sound in slavery."

# Chapter 8: Role-Playing Bards

## A Bard's Mind Isn't Barred

Welcome to the mind of a bard. To play a bard, you must think like a bard. He is a dreamer, a romantic, and a part-time philosopher. A bard wants to be a master of all skills. He wants to try everything, know everything, and be everything. Unfortunately, most bards are mortal. The constraints of mortality keep a bard moving from one profession and activity to the next. He fears that if he spends too much time in one place or doing one thing, he will miss out on something else.

Pragmatists claim that bards suffer from "green pasture syndrome." This syndrome gets its name from cows. They constantly poke their heads over or through fences in an attempt to eat the grass on the other side. Farmers laugh at their livestock because the grass in their own pasture is often greener than the grass on the other side. But the cows have green pasture syndrome and always seem to think that things are better somewhere else.

Bards are easily excited about new developments, upcoming events, and change in general. If things aren't changing, they become bored very quickly. Thus, bards are not ones to hold down long-time jobs. When they do take jobs, they work at them at a breakneck pace at first. Then, as the job becomes routine, their pace slows and they spend more time pondering the future and where it will take them next.

All of this is also true for adventuring bards. They want to get going, attack now, stop listening at every door, rush forward and meet life head on. Bards don't always select the most effective spells or the most advantageous proficiencies. Instead, they select the most dramatic, the most fun, those that can be used in unique situations. A flashy spell, such as *color spray*, is always preferable to a boring one, such as *hold portal* or *sleep* .

Bards love crowds and love to be around people. They tend to have many acquaintances but few close friends. Some bards actually push away those who try to get too close. A binding friendship or relationship is like a root: It attempts to plant the bard in one place and lock him into the relationship. This is far more than just undesirable to most bards-it is downright frightening. Bards enjoy their freedom and don't want anything to jeopardize it.

Of all the character classes, none are as carefree and lighthearted as bards. These characters rarely own more than they can carry. To bards, all the world is their home and their imagination is the only limit to their aspirations. Although they can be profoundly moved by others' plights, bards recover quickly from any sadness they might feel. Often they deal with problems by leaving them behind and traveling on to some greener pasture.

If you are going to play a bard, remember at least this one rule of thumb: Your character's main goal is to, "move on and experience all that there is."

## Experience

According to the *Dungeon Master's Guide* (Chapter 2: Experience), bards gain experience for the following reasons:

**Table 21: BARD EXPERIENCE**

| XP | Reason |
|---|---|
| 200 | Per successful use of a special ability |
| 2 | Per gold piece value of treasure obtained |
| 5 | Per hit die of creatures defeated |
| Typ* | Monster experience |
| Typ* | Other group experience |

* "Typ" stands for a typical share of experience.

All of the above reasons are self-explanatory except for "successful use of a special ability." A bard's special abilities include his thief skills, his ability to read any written magical item, and his special benefits.

If you would like to tailor experience awards to better reflect the experiences of the bard class, the following is suggested.

**Table 22: COMPLETE BARD EXPERIENCE**

| XP | Reason |
|---|---|
| 100 | Per successful use of a thief ability |
| 200 | Per successful use of 10th-level ability to read any written magical device |
| 150 | Per successful use of a special benefit |
| 25 | Per spell level cast to overcome foes or problems |
| 100 | For each significant performance of the bard's entertaining talents |
| 500 | For each major performance of the bard's entertaining talents |
| 1 | Per gold piece value of treasure obtained |
| 5 | Per hit die of creatures defeated |
| Typ* | Monster experience |
| Typ* | Other group experience |

* "Typ" stands for a typical share of experience.

## Reputation

So how good is a bard's performance? It depends partly upon his skill and level, but most importantly, upon his reputation. The songs of a famous skald hailing from the icy north are met with great anticipation and acceptance. An infamous blade known for his many assassinations draws just as large a crowd to his daring performances of weaponry.

Reputation is an intangible aspect of any bard. As the bard travels the path of life, his reputation can grow into that of a great singing hero, it can be slandered so everyone thinks the bard is a cowardly oaf, or the bard's reputation can become an infamous cloak with which to frighten watchmen and thrill the crowds.

When you first generate your character, his reputation is based upon that of his family. From there, events and the way the bard is role-played continually adjust his reputation. Read on for the events that define a bard's reputation.

## Following a Performer

A bard's reputation is a variable that can change in an instant. Furthermore, reputation varies from one village or town to the next. A bard's initial reputation applies to his home town only. This is the center of the bard's reputation.

Let's follow the development of the great Hanalacious's reputation. She put on her first public performance in Greyhawk City at the age of 16. First impressions are extremely important and vary uncontrollably depending upon the mood of the audience, season, local events, *etc*. After her first performance, Hana became a "noted" member of the entertaining class.

To determine Hana's initial reputation, the following table was consulted.

**Table 23: INITIAL REPUTATION**

| 2d4 Roll | Index | Title |
|---|---|---|
| 2 | 0 | Unsung |
| 3 | 1 | Accepted |
| 4 | 2 | Known |
| 5 | 3 | Noted |
| 6 | 4 | Good standing |
| 7 | 5 | Liked |
| 8 | 6 | Well-known |

Hanalacious was pleased with her initial reputation, but she had aspirations of greatness. She looked upon those great bards who were her teachers, and she envied the reputations they had built for themselves. Some were popular, some were celebrated, a few were even acclaimed by the citizens of Greyhawk, but Hana wanted to attain a revered reputation for herself.

**Table 24: REPUTATION LADDER**

| Index | Title |
|---|---|
| 0 | Unsung |

| | |
|---|---|
| 1 | Accepted |
| 2 | Known |
| 3 | Noted |
| 4 | Good standing |
| 5 | Liked |
| 6 | Well-known |
| 7 | Admired |
| 8 | Prominent |
| 9 | Distinguished |
| 10 | Popular |
| 11 | Reputable |
| 12 | Honored |
| 13 | Celebrated |
| 14 | Illustrious |
| 15 | Eminent |
| 16 | Acclaimed |
| 17 | Prestigious |
| 18 | Famous/Infamous |
| 19 | Renowned |
| 20 | Revered |

Reaching for a revered reputation would be a long and delicate process for Hanalacious. She would have to watch her every action and word, being careful to avoid entanglements with the law, yet helping those in need. Of course, all this would mean nothing if she didn't also put on frequent performances of her musical talents.

Hana made a list of all the things that could both help and hinder her climb to fame on the ladder in Table 24. Among them she included the following:

**Table 25: REPUTATION MODIFIERS**

*Last performance was:*

| | |
|---|---|
| within the week | +1 |
| over a week ago | +0 |
| over a month ago | -1 |
| over 3 months ago | -2 |
| over 6 months ago | -3 |
| over 9 months ago | -4 |
| over a year ago | -5 |

*Each attempt to publicly influence reactions*

| | |
|---|---|
| that succeeds | +2 |
| fails but no reaction adjustment | -1 |
| fails and worsens reactions | -3 |

*Money spent on local appearance/reputation:*

| | |
|---|---|
| 0% of income | -2 |
| 10% of income | +0 |
| 25% of income | +1 |
| 50% of income | +2 |
| 75% of income | +3 |
| 90% of income | +4 |
| Completed a local adventure | +1 |
| Fulfilled a local quest | +2 |
| Blamed for a violent crime | -2 |
| Convicted of a violent crime | -5 |
| DM's option | +/-5 |

Hanalacious realized that there are two types of reputable performers, both of whom draw large crowds: those who are famous and those who are infamous. The famous person is looked upon as a public hero, upholder of good, and a generally law-abiding citizen. The infamous performer is well known as a courser, a romantic thief who lives above the law and leads a high-paced, romantic life (*e.g.*, Robin Hood).

Of course, Hana decided to walk the path to infamy, realizing that there is a huge gap between an infamous performer and a violent bully, ruthless thug, or evil villain.

Again, Hana made a list of those actions that gained a person the reputation of being infamous as opposed to those that gained a person fame.

**Table 26: FAME AND INFAMY**

**Fame Scale:**

| | |
|---|---|
| Calmed a violent situation | +2 |
| Made a hostile person look foolish | +1 |
| Turned a crowd's mood against evil | +3 |
| Prevented a crime from occurring | +2 |
| Upheld a good person's reputation | +1 |
| Upheld what's right vs. adversaries | +1 |

**Infamy Scale:**

| | |
|---|---|
| Blamed for a nonviolent crime | +1 |
| Avoided imprisonment | +2 |
| Escaped imprisonment | +3 |
| Make town watch look foolish | +1 |
| Created a political scandal | +3 |

For a bard trying to become infamous, performing acts on the infamy list improve the chances for building his reputation, while performing acts on the fame scale decrease these chances. The opposite is true for a bard who is attempting to become famous.

A bard's reputation is adjusted only in two situations: when he increases in level, and when he puts on a significant public performance (in which case it is checked just as the performance begins).

A d20 is rolled and any modifiers from the preceding three tables are applied to it only if their total is negative (if the net total modifier ends up being positive, it is simply

ignored).

If the result of the d20, adjusted by a possible negative modifier, is greater than or equal to the bard's current reputation, then the reputation increases one category. If the net result is a negative number, the bard's reputation is lowered by this amount (thus a net result of -3 would lower the bard's reputation by three places on Table 24). If the roll falls in between, nothing happens. However, no matter what, a natural roll of 20 always increases the bard's reputation by 1 and a natural roll of 1 always decreases it by at least 1 (more if there are negative modifiers).

No matter what the roll, all reputation modifiers reset afterward, and the bard once again has a net 0 adjustment.

Eventually, Hanalacious became infamously acclaimed (16) in Greyhawk City, but she felt stilted by performing for the same crowd over and over gain. What she wanted was a fresh audience; one that had heard of her infamous reputation, but that hadn't been to any of her performances. Thus, she contacted the bard college, known as the Society of the Silver Lute, in the nearby town of Hardby. She had several of the college's members advertise that the Infamous Hanalacious would soon be performing for the public.

Two weeks later, Hana arrived in Hardby. She was pleased to note that her reputation had somewhat preceded her. She wasn't acclaimed (16) like she was in Greyhawk City, but she was treated as an illustrious (14) personality. Of course, the distance from her established Greyhawk City base was responsible for the slight decline. Table 24 shows the decline in reputation as a bard moves away from his base, where he has an established reputation.

**Table 27: PRECEDING REPUTATION**

| **Distance from base** | **Reputation Decline** |
|---|---|
| 1 town or 25 miles | -2 |
| 2 towns or 50 miles | -4 |
| 3 towns or 100 miles | -6 |
| 4 towns or 150 miles | -8 |
| 5 towns or 200 miles | -10 |
| Farther | No reputation |

## Local Reputation

As noted earlier, a bard's initial reputation applies to his home town only. This reputation increases and decreases based upon reputation modifiers. Furthermore, the decision whether to become infamous or famous must be made. This selection determines how certain events affect the bard's reputation.

When a bard enters another village, town, or city, his reputation should be determined for that area. This is done by consulting Taable 27. The bard's closest established reputation is used as a base. An established reputation is defined as a place in which the bard has put on some form of entertainment performance. The closest established reputation is then adjusted by distance.

For example, if the nearest established reputation is two towns away, the bard's local

reputation is four levels lower. If the bard wishes to establish a local reputation, he simply puts on a public performance or series of performances (spread out over no more than a year's time). Each performance costs the bard 100 gp per 1,000 citizens in the town (*i.e.*, 1 silver piece per person). The bard then becomes an established performer in the community.

Once a reputation is established, it is never again influenced by other established reputations. Thus, after Hanalacious's big performance in Hardby, her reputation in Greyhawk City has no impact upon her reputation in Hardby. She thus has an independent, established reputation in both cities. Hana's player should write down the two city names and note Hana's reputation next to each name.

### Benefits of a Good Reputation

Reputation is treated much like a special proficiency, although no proficiency slots are (or can be) spent on it. When a situation arises in which the bard's reputation should be considered, 1d20 is rolled-this is called a reputation check. Any roll equal to or less than the bard's reputation level is considered a success. However, no such roll should ever replace role-playing. In fact, the bard player should role-play any situation before a reputation check is made. The Dungeon Master should then assign an adjustment to the reputation check based upon the role-playing.

If a bard is attempting to alter encounter reactions (*i.e.*, influence reactions or some similar ability), a successful reputation check indicates that the bard can adjust the reactions by two levels instead of the typical one.

A reputation can be used as an invisible key. A successful reputation check can get a bard into private parties or functions even when the bard isn't on the guest registry. A reputable bard will also find it easy to get a seat at the most prominent banquet hall in town, even if there is a long line and the bard failed to make a reservation.

Dealing with prominent public figures is also easier with a good reputation. A city's mayor is more likely to invite a reputable person to dinner than a commoner. Reputation can also be used to help smooth out deals, such as the price required to rent the public theater for a weekend's performance.

Many other uses of reputation exist and should be adjudicated by the Dungeon Master.

## The Performer

So what is it that makes bards such fantastic entertainers? Why is a bard with a 15 proficiency in musical instrument any better than a fighter, priest, or wizard with a 15? What makes bards so special? The answer to these questions and other questions are found in this section.

Unlike all the other character classes, bards are performers. This is a special trait common to all bards. There is no die roll bonus associated with this trait, it isn't listed under any kit's special benefits, and it isn't a proficiency.

Being a true performer is so fundamental to the bard character class that it isn't listed

at all. Instead, this fact influences almost every aspect of the character class. It is because of their performing nature that bards gain special abilities with music, song, poems, juggling, and so on (based upon the kit). Being performers is as fundamental to the bard class as being combatants is to the warrior class. It is the one element common to all the bard kits, the element that defines the essence of being a bard.

Back to the example of musical instrument proficiency. It is true that a warrior with a proficiency of 16 in musical instruments is able to play more precisely and more accurately than a bard with a 15 or less. However, playing music technically correct is only half the picture. Since bards are performers, they understand numerous hidden aspects relating to music. They are more in tune with their audience and adapt their performances appropriately. Bards are more aware of mood, feeling, tone, and the dramatic effects of stretching the music beyond the technicalities of precise playing.

A warrior who is a master musician (proficiency 20) can play the most complicated piece of music exactly as written. Moreover, every time he plays the piece, it sounds just as it did the last time. But a bard with only a 15 proficiency can entertain audiences far more successfully. Every performance is custom tailored to the occasion and the audience. The bard takes the liberty of interpreting the song and won't simply repeat it.

## The Effect on Role-Playing

As a role-player, if you can capture this performing aspect of the bard class, you will have captured the essence of your character. Everything should center around this aspect. The spells you choose should not always be chosen to maximize your character's effectiveness in combat. Rather, they should make the most dramatic impact upon those around him (including the adventuring party). Your bard lives to perform.

Likewise, when you select your bard's weapons, clothing, items, proficiencies, friends, allies, enemies, *etc*., you should try to examine these choices from a performer's point of view.

What weapon will compliment your bard's role as a performer, both on the stage and off? What color should his cape be? Which proficiencies will make him a more effective performer or a more memorable personality? Which spells produce effects in line with your bard's persona? How can these spells be used to build up the reputation of your bard? These are the questions to ask yourself.

Playing a bard can be a lot of fun. Play up the details. Add flavor to the game. Immerse the other players in the fantasy of the game. You should always play heavy on description and mood. For example, it isn't the success or failure of an attack that matters, it's the way in which it is made.

As a player you are succeeding at your job if your fellow role-players know the color of your bard's boots, what kind of weapon he wields, the name of his favorite song (better yet, the words to it), the material components to his most-used spells, the lesser details of his personality, his vocal range, *etc*. If they know your bard as if he were a real person, then you are a true bard role-player.

To establish such a realistic character, you must have a very solid mental image of your bard's appearance, personality, and mannerisms. For believability, these aspects must be predetermined, consistent, and you must portray them reliably.

Some role-players are skilled at establishing such a solidly defined character. Often

they base the bard upon a character in a movie or book that they know. Others spend hours mentally developing their bard and getting to know him as a friend. Some generate pages of notes to help them out. You can use any method you like and the following section should help you out with this process.

### Defining Your Bard's Personality

Most of the other Complete Handbooks present sample personality types. It can be very useful to read over these sections to help you define your character's personality. Although such descriptions are colorful and useful, they just begin to establish the many facets that you should define for a bard.

Generating complete examples of individual bard personalities would take pages of text and would result in only a dozen options for you to choose from. For this reason, personality types are not presented in this handbook. Rather, the following section contains many traits of a character's personality, along with several examples of each trait.

Although examples under each trait are numbered, you should only roll randomly if you are having a hard time selecting an appropriate trait. Also note that randomly rolling every trait will likely result in combinations that make little sense or are unplayable. So go through and carefully select your character's traits. Keep in mind his kit, alignment, race, other traits, and all other elements that you have already defined.

Note that the examples under each trait are not exhaustive. Feel free to select any other descriptive term that could define the trait. You can also select one or more traits within a specific category if they aren't contradictory. Also, note that the following list of traits is far from complete. Selecting the following traits will help define your bard's persona and is a good start, but you should expand these descriptive terms in your own mind or on paper. Examine your character as a whole, then fill in the gaps and add some extra details.

## Table 28: BARD TRAITS

**Personality**

*Rationality*
1 Neurotic
2 Normal
3 Slightly insane
4 Stable
5 Unstable
6 Very stable

*Mannerism*
1 Careless
2 Curious/Inquisitive
3 Fanatical/Obsessive

4 Perceptive
5 Precise/Exacting
6 Relaxed
7 Retiring
8 Somber
9 Studious
10 Suspicious/Cautious

*Self-Esteem*
1 Egoist/Arrogant
2 Humble
3 Modest
4 Proper
5 Proud/Haughty
6 Servile/Obsequious

*Philosophy*
1 Altruist
2 Benevolent
3 Extroverted
4 Hedonist
5 Introverted
6 Malevolent
7 Optimist
8 Pessimist

*Intellect*
1 Active
2 Anti-intellectual
3 Average
4 Brilliant
5 Flighty
6 Dull
7 Ponderous
8 Scheming

*Bravery*
1 Brave
2 Calculating
3 Craven
4 Fearless
5 Foolhardy
6 Normal

*Morals*
1 Aesthetic

2 Amoral
3 Depraved
4 Immoral
5 Lustful
6 Lusty
7 Normal
8 Perverted
9 Sadistic
10 Virtuous

*Piety*
1 Average
2 Iconoclastic
3 Impious
4 Irreligious
5 Irreverent
6 Martyr/ Zealot
7 Pious
8 Profane
9 Reverent
10 Saintly

*Motivation*
1 Driven
2 Energetic
3 Lazy
4 Motivated
5 Normal
6 Slothful

**Interests**

*Hobbies*
1 Altruism
2 Athletics
3 Community service
4 Dancing
5 Exotic animals
6 Fishing
7 Foods & Preparation
8 Gambling
9 Handicrafts
10 History
11 Horticulture
12 Hunting
13 Husbandry

14 Legends
15 Nature
16 None
17 Politics
18 Religion
19 Smoking & Pipes
20 Wines & Spirits

*Loves*
1 Armor
2 Artwork
3 Books & Scrolls
4 Coins & Tokens
5 Knives & Daggers
6 Minerals & Gems
7 Ornaments & Jewelry
8 Porcelain, China, & Crystal
9 Shields & Weapons
10 Swords
11 Trophies & Skins
12 Weapons

*Fears*
1 Caves
2 Enclosed places
3 Crowds
4 Dark
5 Dying
6 Heights
7 Horses
8 Insects
9 Loneliness
10 Pain
11 Poison
12 Priests
13 Sight of own blood
14 Snakes
15 Spiders
16 Torture
17 Traps
18 Undead
19 Water
20 Wizards

*Hates*

1 Authority
2 Bad food
3 Beggars
4 Braggarts
5 Bullies
6 Greed
7 Guards
8 Heretics
9 Laws
10 Lower class
11 Farmers
12 Priests
13 Rival clan
14 Selfishness
15 Stupidity
16 Thieves
17 Big cities
18 Upper class
19 Warriors
20 Wizards

**Relationships**

*Allies*

1 Baker
2 Beggars
3 Blacksmith
4 Constable
5 Foreigner
6 Innkeeper
7 King
8 Local college
9 Mayor
10 Merchant
11 Prince
12 Princess
13 Sage
14 Sheriff
15 Slave master
16 Tavern master
17 Thief
18 Thieves' Guild
19 Warrior
20 Wizard

*Foes*

1 Beggars
2 Criminals
3 Dragons
4 Dwarves
5 Elves
6 Gnomes
7 Half-elves
8 Half-races
9 Halflings
10 Highwaymen
11 Humans
12 Lizard men
13 Lower class
14 Nonhumans
15 Planar beings
16 Ruffians
17 Thieves
18 Underworlders
19 Upper class
20 Use ally list

*Manner*
1 Abrasive
2 Antagonistic
3 Blustering
4 Capricious/Mischievous
5 Compassionate/Sensitive
6 Courteous
7 Diplomatic
8 Forceful
9 Foul/Barbaric
10 Helpful/Kindly
11 Hostile
12 Opinionated/Contrary
13 Overbearing
14 Practical joker/Prankster
15 Rash
16 Rude
17 Trusting
18 Vengeful
19 Violent/War-like
20 Well-spoken

*Mood/Disposition*
1 Aloof
2 Cheerful

3 Cruel/Callous
4 Easygoing
5 Even-tempered
6 Forgiving
7 Hard-hearted
8 Harsh
9 Hot-tempered
10 Pleasant
11 Moody
12 Silly
13 Peaceful
14 Reserved
15 Scheming
16 Soft-hearted
17 Solitary/Secretive
18 Taciturn
19 Unfeeling/Insensitive
20 Unforgiving

*Honesty*
1 Average
2 Deceitful
3 Liar
4 Scrupulous
5 Truthful
6 Very honorable

**Appearance/Possessions**

*General*
1 Dandyish
2 Dignified
3 Foppish
4 Imposing
5 Slob
6 Spartan
7 Stately
8 Typical

*Quantity*
1 Above Average
2 Abundant
3 Average
4 Exceptional
5 Few
6 Scant

*Quality*

1 Cheap
2 Durable
3 Garish
4 Functional
5 High
6 Junk
7 Kingly
8 Low
9 Practical
10 Trash

*Personal Habits*

1 Disheveled
2 Immaculate
3 Nonchalant
4 Organized
5 Perfectionist
6 Prim and proper
7 Scatterbrained
8 Sloppy

*State of Clothing*

1 Clean
2 Dirty
3 Immaculate
4 Ragged
5 Rough
6 Unkempt

*Thrift*

1 Ascetic
2 Average
3 Charitable
4 Covetous
5 Generous
6 Greedy
7 Miserly
8 Spendthrift
9 Thrifty
10 Wastrel

## Performances

Now that you have your bard fully defined, it is time to put on a show. Bards perform in every situation, from street shows to elaborate performances in the town's grand theater. This section contains the information you and your Dungeon Master need to determine the cost, turnout, and income from such performances.

In several places in this section, a proficiency check is asked for without the exact proficiency being specified. The actual proficiency depends upon the type of performance. If the bard is playing an instrument, use the musical instrument proficiency; if he is juggling knives, use the juggling proficiency; and if he is singing, use the singing proficiency. Thus, the proficiency check matches the performance being given.

## Street-side Performances

Street-side performances include any situation in which the bard plays for a changing audience in a public place. Bards can try playing on the sides of streets, in front of public buildings, in the town bazaar, *etc*.

All a bard needs to perform street-side is a coin collection device (a box, cup, or open knapsack), his performing implements, and some time.

In some towns and villages, the law considers street-side performers to be beggars and vagrants. In such towns a permit containing a wax seal set with the appropriate official's ring must be carried or the performer is likely to end up paying twice the amount he made and possibly spending a night in the town dungeon. The typical fee for such a document is 1 gp. The document is good as long as it lasts (which is usually 1d8 days, due to the fragile nature of the wax).

The big danger or thrill (depending upon point of view) of performing street side lies in the performer's exposure. Thieves consider street-side performers to be easy pickings; even beggars have been known to loot a bard's takings. On occasion a gang of ruffians will attack the performer in an attempt to gain his valuables (instruments are well worth such a risk).

Performing street side for money is considered a desperate act; a bard with a reputation of 10 or above loses two places on the ladder during any week in which he gives such a performance.

The income gained from a street-side performance is figured by rolling both a proficiency check and a reputation check. The number of successful rolls (0 {both fail}, 1, or 2 {both succeed}) is checked against the conditions, as determined by the Dungeon Master, on Table 29. The bard's total income from the performance is determined by multiplying the hourly income (found in Table 29) by the number of hours the bard performs that day. New checks are needed for each day's performance.

**Table 29: HOURLY STREET-SIDE INCOME**

| | **Successful Checks** | | |
|---|---|---|---|
| **Conditions** | **0** | **1** | **2** |
| Horrid | 0 | 1 cp | 1d2 cp |
| Poor | 0 | 1d2 cp | 1d4 cp |
| Fair | 1 cp | 1d4 cp | 1d8 cp |
| Good | 1d4 cp | 1d2 sp | 1d4 sp |

| | | | |
|---|---|---|---|
| Excellent | 1d10 cp | 1d4 sp | 1d8 sp |
| Fabulous | 1d4 sp | 1d8 sp | 1d4 gp |

## Booked Performances

A booking is an arrangement in which a bard entertains the crowd of some private business (usually a tavern). The tavern master and bard come to some prearranged agreement as to the income, hours, and type of entertainment. The bard (and his assistants if any) simply show up and perform. The tavern master always has a place set aside for the performer. Perhaps a small stage, a corner of the tavern floor, or even some old keyboard instrument.

Typically, it is the bard's responsibility to bring all the instruments required for his performance. Other than that, the bard has no set expenses. Drinks are usually on the house as long as the bard doesn't select the more expensive items. However, it is considered professional to tip the bar maids and wenches heavily when they bring a performer drinks (it sets a good example for the customers).

Few cities have any legal limitations on booked performances.

Although a booked performer is a bit more protected from snatch-and-run thieves, the danger from bar fights and brawls is almost as bad. It is unlikely that the bard will lose money in such situations, but his body and instruments can be severely damaged.

Bookings are considered a good starting place for bards. Such performances satisfy the requirement for a bard to perform locally in a town in order to maintain his reputation. However, highly reputable bards (13 or higher) suffer a -1 reputation adjustment for giving a booked performance in any but the most lavish surroundings.

The method of payment varies widely from tavern to tavern and from low to high social level. The tendency is for the tavern master to pay the bard a set salary once a night, week, or month. On top of this, wise tavern masters also allow bards to put out a collection bowl. This ensures that the bard gives his all during the performance.

Collection bowls gain money at the street-side performance rate specified on Table 29. The salaried income should be determined randomly on Table 30. The bard can then adjust this random result by one in any direction if he rolls a successful reputation check or a proficiency check, or by two if he succeeds with both checks.

**Table 30: BOOKED INCOME**

| D8 Roll | Salary |
|---|---|
| 1 | Free room |
| 2 | A free meal |
| 3 | Room and board |
| 4 | Double the collection bowl contents |
| 5 | 5 electrum per night |
| 6 | 5 gold per night |
| 7 | 2d8 gold |
| 8 | 2d12 gold |

## Carnivals

The term carnival is used here to include any circus, carnival, caravan, or other traveling form of entertainment. All of these groups arrive at most towns from time to time. During the local harvest season, circuses often arrive to join in the celebration and festivities. Holidays are often targeted by carnival bands. Occasionally the governing body of a large city actually contracts for a carnival as part of a fund raising drive.

Carnival bands are complex and expensive operations to run, and they include multiple performers. It is easiest for a bard to join in an existing carnival, but if he wants to start his own he has to invest some time and money. The base list of needed assets includes at least one wagon (though a one-wagon carnival is unlikely to see much success), horses or oxen to pull it, entertaining implements, portable performance area (a stage, tents, *etc.*), several high-quality performers, and the necessary support crew (teamster, cook, carpenter, *etc.*). Total outlay of gold for such an operation is in the thousands of gold pieces.

It is illegal in most towns and villages for a carnival to simply set up tents and begin performing (unless it is well outside of the town walls). Legal permission ranges from simple verbal approval to purchasing a carnival or circus permit from the town. Such permits typically cost 50 gold per tent, stage, or performing area and are generally good for one week.

The dangers a carnival faces are much the same as those faced by a traveling merchant: highway robbery, pirates (during water transport), and monster raids are common. Even within the walls of a town, a carnival is far from safe. Thieves and beggars are attracted to carnivals like flies. Although these lowlifes typically play the crowd, they aren't against making off with a valuable instrument or the carnival strong box. Even more dangerous are the rival carnivals and performers who are in competition for the same audience. Such groups occasionally resort to practical jokes, vandalism, employing bullies, or even hiring assassins to drive off the competition.

Performing in a carnival is considered quite reputable and satisfies the performance criteria of reputation up to and including a reputation of 17. If a more reputable bard performs for any but the most elite carnivals, he will suffer a -1 adjustment to his local reputation.

Carnival performers are given free room and board while on the road (typically some blankets and a mat to throw in, under, or around the wagon or tents at night and relatively good food from the traveling cook). On top of this, they make wages. The normal arrangement is that each performing night's income is divided up as follows: 50% to the carnival master and 50% to the crew. The crew's half of the money is not split evenly. Each member is assigned a number of shares. Typical shares are as follows:

**Table 31: CARNIVAL SHARES**

| **Position** | **Shares of Crew Income** |
|---|---|
| Performers | 3 + (# of successful checks)* |
| Cook | 4 |
| Carpenter | 3 |
| Teamster | 2 |
| Stage Hands | 1 |
| Guards | Level (generally 1-4) |

*Roll one proficiency check and one reputation check; the number of successful checks is used on this table and on Table 32 as well.

The night's total income is equal to the total number of attendees (attendees plus patrons) times the carnival fee.

Each performer draws in a number of attendees based upon a reputation and proficiency check. (These attendees are in addition to applicable patrons--see page 117 for more about patrons.) The number drawn by each performer should be checked separately (for simplicity, DMs may use the "1" column on Table 32 for all NPC performers). Roll both a proficiency check and a reputation check, then consult the following table to determine how many attendees that performer drew into the carnival. Note that this doesn't mean that this is the number that the performer entertains, as attendees drawn in by other performers wander around and observe all the acts.

The typical fee for a night at the carnival is one electrum piece per person (except infants, who are admitted for free). If this carnival's entrance fee is higher or lower, the Dungeon Master will take this into account when he determines the nightly conditions for the purposes of Table 32 (higher fees effectively improve the conditions, lower fees worsen the conditions).

**Table 32: NIGHTLY ATTENDANCE PER PERFORMER**

| | **Successful Checks** | | |
|---|---|---|---|
| **Conditions** | **0** | **1** | **2** |
| Horrid | 1d4 | 2d4 | 3d4 |
| Poor | 1d6 | 2d6 | 3d6 |
| Fair | 1d8 | 2d8 | 3d8 |
| Good | 1d10 | 2d10 | 3d10 |
| Excellent | 1d12 | 2d12 | 3d12 |
| Fabulous | 1d20 | 2d20 | 3d20 |

## Shows and Productions

Shows and productions are the big time for performers. These include any performance that takes place in an established building or place where the audience shows up specifically for the performance and nothing else. Some examples include plays and recitals given at the local theater or opera house, concerts at the local music hall, and productions put on at local bard colleges. Such a performance is either a regularly scheduled event or is accompanied by a lot of promotion and advertising.

The cost of putting on a show or production is large. Costs include advertising, facility rental, stage hands, performer's fees, *etc*. A typical outlay is 1d4 silver pieces times the maximum possible crowd (this is usually equal to the available seating).

Shows and performances are usually outside the domain of city laws. Even if there are fees, the owner of the facility is generally responsible for payment (typically an

additional silver piece per audience member).

A nice side benefit to such extravagant performances is the unlikely event of victimization. The only crooks who dare mess with such events are high-ranking master thieves or a fully planned hit by the local thieves' guild, though these are very rare occurrences.

It is considered an honor to perform in shows or productions. This satisfies performance requirements for any reputation level and actually boosts reputations of 10 or less by +1. However, it is rare for any performer below a 10 reputation to be invited to perform at such events. The standard auditions eliminate all but the best performers.

Of all performances, productions provide the greatest for potential income, but they are also the most risky. As with carnivals, the net nightly income is equal to the number of attendees times the admittance fee. Typical admittance fees to productions are 1 gold piece, although really elaborate performances put on in extravagant theaters can range up to a platinum piece or more.

Before the actual number of attendees is determined, the maximum possible number must be found. If the performance is to take place within a building, the maximum equals the building's seating capacity. Otherwise, some reasonable number will have to be settled upon between Dungeon Master and the involved players.

Once the maximum possible crowd is determined, each performer rolls both a reputation check and a proficiency check. Take the total number of successful checks from all performers and divide this by the number of checks that were rolled. This gives a number between 0 and 1, inclusive. Multiply this number by the maximum possible crowd to determine how many people actually show up.

If every performer succeeds at both checks, then the maximum possible crowd shows up. If only half of the checks succeed, then the number of attendees is only half the maximum. If 25% succeed, then 25% show up, etc. On top of this, bards have their applicable patrons show up.

Half of the net income (attendance fees minus production costs) goes to the facility's owner and the other half is divided among the performers and stage hands using the carnival's share system.

# Chapter 9: Comrades

Bards have many comrades throughout their lives. As they climb the ranks of fame toward a great reputation, they rely heavily upon the various bard colleges. These institutions contain fellow performers great and small. Bards meet those who serve as teachers, critics, peers, and friends within the bard colleges.

A bard who proves to be a good entertainer gains a pool of patrons who go out of their way to attend his performances and occasionally help him out. If a bard survives long enough, he eventually gains devoted followers.

## Bard Colleges

Bards often associate with one another, especially those who hold similar views and

practice similar forms of entertainment. If such a group becomes established, it is known as a college. Colleges are to bards what guilds are to most other characters. These are places in which skills, philosophies, beliefs, and talents are pooled together. However, colleges are too unique to be given the generic label of "guild."

Membership in most guilds is a permanent matter or at least a long-term one. If a thief joins the local thieves' guild, he is likely going to remain there until something drastic happens. This is not so with bards joining bard colleges.

Bards float from one college to the next. When they are visiting a particular city or village, they look up the local college and partake in its functions. Then when the bard's mood changes, he parts with that college and proceeds on his merry way. Colleges serve as a form of specialty inn-members come and stay for a while, then move on.

From one month to the next, the entire membership of a given college can change. As would be expected, this demands that bard colleges be set up in a very loose format. Most colleges have a set of rules posted in some easily accessible location (often just inside the entry way). These rules are amended, repealed, and redrafted as often as membership turnover causes a shift in philosophy.

The functions of a college are determined by the current members. Most meetings are called on an informal basis; those who show up partake in the discussion, practice, or seminar. Such meetings can evolve into a regular event (for a short while), fragment into smaller groups, or simply end in lieu of more exciting events.

Authority is treated as is everything else-in a very nonchalant way. If the current ranking member of the college is a neutral evil bard, authority is determined by age, power, and underhanded tricks. If a lawful neutral bard is in control, authority is governed strictly by a set of written laws and proceedings. Of course, as one leader departs the college and another comes into power, the rules and methods of determining authority are likely to change. A common saying among bards is, "If you don't like the way a college is run, wait a minute and it'll change."

## Common Events

There are numerous events that occur at any college. A few of the most common are performances, practices, debates, dress rehearsals, collecting dues, seminars, discussions, gatherings, and general meetings

Performances are given by one or more bards. These range from vocal solos to dancing duets to an entire cast of actors putting on a play. Some performances are restricted to audiences made up of friends or college members. Others are open to the public and help fund the college. Every decent college has a stage or other performance area, but many performances take place at the local theater or in the village square.

All bards are performers of one sort or another, and no performer can elevate his talents by study alone. Practice literally makes perfect for the skills of a bard. Thus numerous practices are held at the college. Here, bards can play before peers, gain the advice of a master, learn the latest techniques for stringing a harp, and so on. If optional training rules are used, college is where most bards train.

Since bards are romantic philosophers at heart, it is no small wonder that debates frequently crop up. Subjects range from the proper way to pluck a mandolin to the best philosophical alignment to hold when going through life. Although debate is defined as a controlled discussion in which two or more sides air their views, it is not uncommon for

such debates to boil into heated arguments ending when one side or another draws its weapons and threatens violence.

Before any professional production, a dress rehearsal must take place. This bridges the gap between practices and actual performances. The intent is to run through the entire performance without an audience or only a specially selected audience. This enables the bards to judge the length of the performance and make any last minute alterations. Occasionally, dress rehearsals are used as test performances before a small sample audience. The purpose of this is to determine if the subject matter is too volatile for the target audience.

Dues are usually collected as soon as a bard first enters a college. Typical dues are an electrum piece plus 25% of all income the bard makes while associating with the college (50% if the college is used to put on the performance). If a bard doesn't perform or draws in only small crowds, he will be asked to leave or contribute a platinum piece each week (his decision).

High-level bards often make money at colleges by planning seminars and other events and charging a cover fee (usually a few silver pieces). Seminars are events in which a small panel of bards (usually 1 to 3) presents information on some predetermined topic. Seminars are learning events; those who attend expect to have fun, learn something useful, and get a chance to ask questions of the masters. Seminar audiences should always be at least two levels below those of the panel. Thus, a bard must be at least 3rd level to put on a seminar.

Discussions are simply planned events in which a small- to medium-sized group (3-10) of bards get together and discuss a topic. The subject can be professional (acting techniques, how to clean instruments), relaxing (reminiscing about the good old days), or philosophical (discussing the lifestyle of the pixie). Discussions are very loose in format, and no one is necessarily in charge.

Gatherings are some of the most cherished events of a college. A gathering is rarely a planned formal event. Rather, it occurs when several bards begin talking about the same topic, such as the proper tempo for an epic poem. In other words, gatherings are acquaintance meetings. Stories are swapped, tales told, rumors shared, and laughs had by all. Occasionally a gathering is planned, such as an early brunch or late evening ball.

Finally, no college would be complete without the general college meeting. These are formal events held for the sole purpose of discussing the college, its policies, future, and other functions. Some college meetings are mandatory; a fine (1 sp) or penalty must be paid by those who do not show. Common topics include assigning personnel to cleaning and cooking details, discussing methods for advertising college performances, voting on whether or not to perform at a local duke's wedding, and so on.

## Patrons

As a bard's reputation grows, he begins to attract patrons. These people go out of their way to attend the bard's performances. Some even take up traveling with the bard on short performing tours. Such devoted patrons often serve the bard as stage hands.

Patrons should not be confused with followers. Patrons are more interested in a bard's performances than in the bard as an individual. They are caught up with the bard's artistic

talents. Some will travel miles to attend as many performances as possible, others donate silver and gold to ensure that their favorite performer can support his career. Devoted patrons love his performances so much that they are willing to help him out in order to get him on stage more often. Patrons are a valuable commodity to bards and are always treated with care.

## Initial Patrons

Acquiring, gaining, and losing patrons is based upon the optional reputation system presented in this handbook. If this system isn't used, substitute the bard's level for his reputation.

Once a bard becomes well-known (reputation 6) he gains his first patrons. To determine how many patrons the bard initially gains, roll 1d20 a number of times equal to the bard's maximum number of henchmen (a function of Charisma). Every result equal to or below the bard's reputation indicates that one more patron is acquired.

Note that patrons are not henchmen and do not count against this number.

## Gaining and Losing Patrons

The number of a bard's patrons fluctuates as the bard's reputation changes. Any time the bard's reputation increases, more patrons can be gained. The bard rolls 1d20 in an attempt to roll equal to or below his new reputation. He can keep rolling until he fails. The number of consecutive rolls equal to or below his new reputation is the number of new patrons gained. However, the number of a bard's patrons is limited by his maximum number of henchmen and by his level, as shown on Table 33. The number next to the bard's level is multiplied by the bard's maximum number of henchmen (see Table 6 in the *PHB* ) to determine the bard's maximum number of patrons.

**Table 33: NUMBER OF PATRONS**

| Bard's Level | Maximum # of Henchmen Times: |
|---|---|
| 1-4 | 1 |
| 5-9 | 2 |
| 10-14 | 3 |
| 15-19 | 4 |
| 20+ | 5 |

If a bard's reputation ever drops, he must check to see if any of his patrons leave him. This is done by rolling once for each patron. Any roll above the bard's new reputation indicates that the patron has lost his infatuation with the bard and is no longer a patron. A natural roll of 20 indicates that the patron is very upset with the bard and will have nothing more to do with him.

If you want to add even more detail to your bard's patrons, you can roll on the

following table for each one.

**Table 34: TYPE OF PATRON**

| 1d20 Roll | Type of Patron | Description |
|---|---|---|
| 1-10 | Fan | Attends every local performance. |
| 11-12 | Diehard | Attends every performance within 100 miles and insists on paying 1d4 times what others pay. |
| 13-14 | Booster | Attends all local performances and brings 1d6 friends along. |
| 15 | Enthusiast | Will serve as a stage hand without charge in exchange for free admittance. |
| 16 | Supporter | Roll 1d12; in that many months the supporter will donate 1d10 times the bard's level, in gold, to the bard. |
| 17 | Zealot | Zealots follow the bard around to every performance. Some have been known to secretly shadow the bard wherever he goes, even on dangerous quests (from which they seldom return). |
| 18 | Defender | Defenders are zealots who have taken it upon themselves to protect the bard, serving as body guards. |
| 19 | Extremist | Extremists attempt to mimic the bard as much as possible. They dress like him, act like him, learn his habits, and will even attempt to steal authentic items from him. Some extremists even attempt to befriend the bard's friends and lovers. |
| 20 | Fanatic | Fanatics are extremists, but if the bard ever rolls that a fanatic drops from the ranks of his patrons, the fanatic is 25% likely to attempt to assassinate the bard. |

## Followers

As stated in the *Player's Handbook*, the True Bard can attract 10d6 0-level soldiers at the 9th level, if he builds a stronghold. These followers arrive over a period of time and are not automatically replaced if lost in battle.

The above information is correct for the True Bard. Of the other kits, only the Skald and some Heralds receive such followers. The other kits receive followers as indicated below.

**Table 35: FOLLOWERS BY KIT**

| Kit | Followers |
|---|---|
| True | 10d6 0-level warriors |
| Blade | 3d6 (use Table 31 in the *PHB*) |
| Charlatan | 1d6 1st-level Charlatans |
| Gallant | 3d4 0-level warriors and 1 3rd-level squire |
| Gypsy-bard(1) | 3d6 gypsies (50% thieves, 20% fighters, 20% fighter/thieves, 5% thief/mages, 4% thief/mages and 1% special {fighter/mage/thief, |
| ranger, | bard, druid, bear, *etc.*}) |
| Herald(2) | 10d6 0-level warriors or 1d4 2nd-level warriors and 1d6 3rd-level |
| thieves Jester | No followers |
| Jongleur | 3d6 (use Table 31 in the *PHB*) |
| Loremaster(3) | 1d6 1st-level wizards |
| Meistersinger(4) | Up to 3 animal companions |
| Riddlemaster | No followers |
| Skald | 10d6 0-level warriors |
| Thespian(4) | 2d12 0-level actors |

1. To attract these followers, a 9th-level (or higher) Gypsy-bard must first purchase a wagon and two carts.

2. A Herald has two options. If he decides to build a stronghold of his own, he attracts 10d6 0-level warriors. However, if the herald is serving a lord as his agent, the lord donates a section of his fortress to the herald, along with 1d4 2nd-level warriors and 1d6 3rd-level thieves.

3. Loremasters do not build typical strongholds. Instead, they acquire a tower in the corner of some nobleman's keep, or a house in the scholarly quarter of town.

4. Meistersingers do not build typical strongholds. They construct a number of hidden cottages instead.

5. These actors do not have a class and do not gain levels. They pay for all of their own expenses and bring in an additional 1d6 gold each per month for the thespian.

## Appendix: Original Bards Table

| Exp. Level | Experience Points | 6-Sided Dice for Accum. hp | Level Title | Druid Spells 12345 | College | Addl. Lang. Known | Charm % | LL*** % |
|---|---|---|---|---|---|---|---|---|
| **1** | 0-2,000 | 0* | Rhymer | 1""""" | (Probationer) | 0** | 5% | 0% |
| **2** | 2,001-4,000 | 1 | Lyrist | 2""""" | Fochlucan | 0 | 20% | 5% |
| **3** | 4,001-8,000 | 2 | Sonneteer | 3""""" | Fochlucan | 0 | 22% | 7% |
| **4** | 8,001-16,000 | 3 | Skald | 31""""" | Fochlucan | 1 | 24% | 10% |
| **5** | 16,001-25,000 | 4 | Racaraide | 32""""" | MacFuirmidh | 0 | 30% | 13% |
| **6** | 25,001-40,000 | 5 | Jongleur | 33""""" | MacFuirmidh | 1 | 32% | 16% |
| **7** | 40,001-60,000 | 6 | Troubadour | 331"""" | MacFuirmidh | 1 | 34% | 20% |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| **8** | 60,001-85,000 | 7 | Minstrel | 332"" | Doss | 0 | 40% | 25% |
| **9** | 85,001-110,000 | 8 | Muse | 333"" | Doss | 1 | 42% | 30% |
| **10** | 110,001-150,000 | 9 | Lorist | 3331" | Doss | 1 | 44% | 35% |
| **11** | 150,001-200,000 | 10 | Bard | 3332" | Canaith | 0 | 50% | 40% |
| **12** | 200,001-400,000 | 10 + 1 | Master Bard | 3333" | Canaith | 1 | 53% | 45% |
| **13** | 400,001-600,000 | 10 + 2 | M. Bard 13th | 33331 | Canaith | 1 | 56% | 50% |
| **14** | 600,001-800,000 | 10 + 3 | M. Bard 14th | 33332 | Cli | 0 | 60% | 55% |
| **15** | 800,001-1,000,000 | 10 + 4 | M. Bard15th | 33333 | Cli | 1 | 63% | 60% |
| **16** | 1,000,000-1,200,000 | 10 + 5 | M. Bard 16th | 43333 | Cli | 1 | 66% | 65% |
| **17** | 1,200,001-1,400,000 | 10 + 6 | M. Bard 17th | 44333 | Anstruth | 0 | 70% | 70% |
| **18** | 1,400,001-1,600,000 | 10 + 7 | M. Bard 18th | 44433 | Anstruth | 1 | 73% | 75% |
| **19** | 1,600,001-1,800,000 | 10 + 8 | M. Bard 19th | 54443 | Anstruth | 1 | 76% | 80% |
| **20** | 1,800,001-2,000,000 | 10 + 9 | M. Bard 20th | 54444 | Ollamh | 1 | 80% | 85% |
| **21** | 2,000,001-2,200,000 | 10 + 10 | M. Bard 21st | 55444 | Ollamh | 1 | 84% | 90% |
| **22** | 2,200,001-3,000,000 | 10 + 11 | M. Bard 22nd | 55544 | Ollamh | 1 | 88% | 95% |
| **23** | 3,000,001-up | 10 + 12 | M. Bard 23rd | 55555 | Magna Alumnae | 1 | 95% | 99% |

* The bard has as many Hit Dice as he has previously earned as a fighter (plus the possible addition of those earned as a thief, if that class level exceeds the class level of fighter). All bard Hit Dice (and additional hit points) are additions to existing Hit Dice-none are lost for becoming a bard.

** The character may already know languages from his previous experience.

***Stands for "Legend Lore and Item Knowledge"

## Notes Regarding the Original Bards Table

- Experience points are strictly those gained as a bard. All previously earned experience points are not considered here.
- Experience level is that of the bard class only. There is no level beyond the 23rd. The bard gains druidic powers as a druid of the same level would, and he learns and casts spells exactly as a druid of the same level, but he does not progress beyond the 12th level of druid ability until the 23rd level (at which time he casts spells at the 13th level of ability). Bards can read scroll that contain druidic spells.
- At first level, the bard has as many Hit Dice as he has previously earned as a fighter (plus the possible addition of those earned as a thief if that class exceeds the class level of fighter). All bard Hit Dice (and additional hit points) are additions to existing Hit Dice-none are lost for becoming a bard.
- College is an important distinction to a bard; he will not associate with a bard of a lesser college. The exceptions to this rule are the *Magna Alumnae*, who will happily aid (by advice and suggestion) any bard of any level.
- The bard need not study to learn the additional languages indicated on the table-this process is subsumed as previous work.
- Charm percentage is the chance the bard has of successfully casting a *charm person* (or *charm monster*) spell with his music. It does not negate any immunities or saving throws vs. magic.

- Legend lore and item knowledge percentage shows the chance a bard has of knowing something about a legendary person, place, or thing, or of knowing what a particular magical item is. The latter ability is limited to weapons, armor, potions, scrolls, and those items of magical nature that the bard can employ or which bear magical inscriptions. All bards know runes, glyphs, characters, symbols, *etc*. Naturally, any knowledge gained by the bard while in his former classes is retained at all levels.

**Class Description**

As this character class subsumes the functions of two other classes-fighters and thieves-and tops them off with magical abilities, it is often not allowed by Dungeon Masters. Even though this presentation is greatly modified from the original bard class, it is offered as supplemental to the system, and the DM will be the final arbiter as to the inclusion of bards in the campaign.

A bard must have scores of 15 or better in the following abilities: Strength, Wisdom, Dexterity, and Charisma. He must also have an Intelligence score of at least 12 and a Constitution score of at least 10. The character must be either a human or a half-elf.

Bards begin play as fighters and must remain exclusively so until they have achieved at least the 5th level of experience. Anytime thereafter, and in any event prior to attaining the 8th level, they must change to the thief class. Sometime between 5th and 9th level, bards must leave the thief class and become a druid-at this time, they are actually bards under druidic tutelage. Bards must fulfill the requirements in *all* the above classes before progressing to the **Original Bards Table**. They must always remain Neutral, but they may be Good, Chaotic, Evil, or Lawful if they wish.

A bard always engages in combat at the level he attained as a fighter. Likewise, he is able to function as a thief of the level attained. All saving throws are made on the most favorable table, with the actual bard level considered to be that of a druid. He must always have a stringed instrument.

The bard's poetic ability raises the morale of associated creatures by 10%. It likewise can inspire ferocity in battle, so attack rolls gain a +1 bonus. Both effects require two rounds to inspire the desired effect, and they last for one turn. Note that the bard can engage in combat while engaged in this ability, but he cannot sing or cast spells.

A bard's singing and playing negates the song effects of harpies and similar attacks that rely upon song. It negates the sound of shriekers, who are soothed by the sound of the bard's instrument.

When the bard plays his instrument, creatures (not in the bard's party) within 4" of the bard must roll successful saving throws vs. spell or sit entranced while the bard performs. Even those creatures who are not charmed by the bard will still stop and listen for one round. Charmed creatures are subject to a suggestion (as the spell), and if the bard implants the suggestion in his song, the charmed creatures must roll a successful saving throw vs. spell with a -2 penalty or be subject to the full impact of the suggestion. Those who save are totally free of the bard's *charm* effect. Each creature is susceptible to this ability once per day. Loud noise or physical attack will negate the charm, but not the suggestion.

Due to his training, a bard has knowledge of many legendary and magical items after the 1st level of experience, and this knowledge improves with advancement. If some

legendary knowledge is appropriate and the dice score indicates that the bard has knowledge in that area, then his ability will deliver information similar to the magic-user spell, *legend lore*. Without actually touching an item, the bard also has a like chance of determining its magical properties and alignment. This latter ability is limited to armor, miscellaneous weapons, miscellaneous magical items (if usable by a druid, fighter, or thief-unless inscribed with magical writing, in which case the bard can read what is written at the least), potions, rings, rods *et al*. (if usable by a druid, fighter, or thief), and scrolls. Artifacts and relics are not considered "miscellaneous magical items."

Bards are able to use magical items that are permitted to druids, fighters, and thieves. Magical books/librams/tomes that pertain to the same are also beneficial (or baneful) to bards, and these items can raise fighting or thieving abilities beyond the norm. (If a writing is baneful, treat the bard as the least favorable of his classes.) Miscellaneous magical items of a musical nature are superior when employed by a bard, such as *drums of panic* (-1 to saving throws), a *horn of blasting* (50% greater damage), a *lyre of building* (the effects are doubled), and *pipes of the sewer* (twice the number of rats in half the usual time).

Bards may wear leather or magical chain mail only and may not use shields. They may use any type of club, dagger, dart, javelin, sling, scimitar, spear, or staff. They may also use a bastard, long, or short sword. They may employ oil, but never poison (unless they are Neutral Evil in alignment).

Bards will never serve as a henchman for longer than one to four months. They are unable to employ henchmen other than druids, fighters, or thieves of human, half-elf, or elf stock. It is possible for a bard to attract one henchman upon attaining 5th level, two at 8th level, three at 11th level, four at 14th level, five at 17th level, six at 20th level, and any number of them at 23rd level (subject to the bard's Charisma). Only bards of 23rd level may settle down and construct a stronghold of any sort.

**Note:** If bards are permitted in your campaign, there is a possibility that the DM will also include certain magical items that are usable only by bards.

# ADVANCED DUNGEONS & DRAGONS®
**2nd Edition Player's Handbook Rules Supplement**

# The Complete Ninja's Handbook

**By Aaron Allston**

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## Table of Contents

**Introduction**
**Chapter 1: The Ninja Class**
Ninja and Rogue

Ninja Experience Levels
Ninja Class Requirements
Alignment
Weapons and Armor
Thieving Skills
Ninja's Followers
Nonweapon Proficiencies
Starting Money
Multiclass Ninja
Dual-class Ninja
Other Character Creation Notes
**Chapter 2: Ninja Kits**
Kit Descriptions
Ninja Kits
Stealer-In
Shadow Warrior
Intruder
Consort
Pathfinder
Lone Wolf
Spirit Warrior
Ninja Spells
First-Level Spells
Second-Level Spells
Third-Level Spells
Fourth-Level Spells
Fifth-Level Spells
Sixth-Level Spells
**Chapter 3: Shinobi, Spies, and Killers**
Shinobi
Shinobi Fighter
Shinobi Ranger
Shinobi Mage
Shinobi Illusionist
Shinobi Priest
Shinobi Thief
Shinobi Bard
Spies
The Foreign Service
Ninja Kits and the Spy
What the Spy Does
Demihuman Spies
Killers
Restrictions
Killer Kits
**Chapter 4: Proficiencies and Martial Arts**

Weapon Proficiencies
Weapon Specialization and Weapon Groups
Nonweapon Proficiencies
Nonweapon Proficiencies from the Player's Handbook
New Nonweapon Proficiencies
New Nonweapon Proficiency Descriptions
Martial Arts
Martial Arts Results
Specializing in Martial Arts
Mixed Campaigns
Advanced Martial Arts (Optional)
Prerequisites to Learning Martial Arts
Finding a Master
Training Under the Master
Learning the Style
Pre-Campaign Learning
Multiple Styles
Style Characteristics
Creating a New Style: Basics
Creating a New Style: Weapons
Creating a New Style: Special Maneuvers
Armed and Armored Opponents
Stunning and Incapacitating
Hit Locations
**Chapter 5: Tools of the Trade**
Weapons
Entangling Attacks
Prone and Entangled Opponents
Weapon List
Missile Weapon Ranges
Armor
Miscellaneous Equipment
Weapon Modifications
Magical and Special Treasures
Miscellaneous Magic
Magical Weapons
**Chapter 6: Country and Clan**
Land of the Ninja
The Ninja Clan
**Chapter 7: Playing the Ninja**
Ninja in the Outer World
Ninja in a Non-Ninja Party

An All-Ninja Party
Playing The Lone Wolf
**Chapter 8: Campaigning the Ninja**
Secrecy Within the Campaign
The Character Mix
Ninja Adventures
Ninja Kits in the Campaign
Ninja Clan Resources
Spy Campaigns
**Chapter 9: Examples**
Examples of Ninja Characters
Examples of Ninja Clans
Other Ninja-Type Organizations

## Tables

1: Rogue Experience Levels
2: Ninja Thieving Skill Base Scores
3: Thieving Skill Dexterity Adjustments
4: Backstab Damage Multipliers
5: Thieving Skill Armor Adjustments
6: Clan Status
7: Spirit Warrior Spell Progression
8: Spirit Warrior Experience Levels
9: Shinobi Thief Base Scores
10: Shinobi Bard Base Scores
11: Proficiency Costs
12: Nonweapon Proficiency Groups
13: Broad and Tight Weapon Groups
14: Enamor Proficiency Results
15: Escape Proficiency Penalties
16: Martial Arts Results
17: Common Martial Arts Styles
18: Martial Style Combinations
19: Special Maneuvers
20: Ch'i Attacks
21: Penalties and Bonuses Vs. Armored Opponents
22: Penalties Vs. Armed Opponents
23: Martial Arts Hit Locations
24: Weapon List
25: Missile Weapon Ranges
26: Miscellaneous Equipment
27: Weapon Modifications
28: Ninja Clan Alignments
29: Clan Member Alignments
30: Ninja Clan Resources

# Introduction

What is a ninja? Everywhere you turn, you find a different definition, especially in the movies. Is the ninja a cruel supernatural assassin with godlike powers of invisibility, illusion, and teleportation? A modern, feeling Oriental man with family, job responsibilities, and an interesting double life? A stone-faced westerner who miraculously inherits the duties of an ancient ninja clan tradition when his adopted brother is slain? A martial arts practitioner celebrating hundreds of years of unbroken tradition?

In the AD&D® game, the ninja is a highly trained spy who is expert in matters of intrusion, sabotage, and elimination. He is part of a tight-knit clan whose profession and goals he shares. Some ninja are generalists, equally at home in matters of stealth and combat. Some are specialists, becoming adept at social skills, magic, or interaction with nature.

They're all exotic, secretive, and dangerous—just the thing for the player who's tired of stand-up fighters, clean-cut clerics, and nearsighted scholar-mages.

Ninja have been here before, in the pages of DRAGON® Magazine and the *Oriental Adventures* supplement. Now they return, slinking into the game's shadows in their night-suits, learning the balance of weapons and tools made a little unfamiliar by adaptation to AD&D® 2nd Edition rules. We've missed them, and it's high time to welcome them back.

*The Complete Ninja's Handbook* is a supplement to the *Player's Handbook*. It consists of optional rules that are intended to round out and add color to a campaign.

The key word here is "optional." No DM is required to introduce any of these rules into his campaign simply because they're in print. Likewise, any DM should feel perfectly at ease plundering these guidelines for rules and options he likes, whether or not he introduces ninja characters into the campaign. Ultimately, the DM, not this rulebook, is the final authority on what appears in the campaign.

## Arrangement of the Sourcebook

Chapter 1: The Ninja Class provides character class information for the ninja.

Chapter 2: Ninja Kits details kits that allow you to further customize ninja characters.

Chapter 3: Shinobi, Spies, and Killers introduces kits to create shinobi (adjunct members of ninja clans), spies (characters built with the ninja rules but employed by non-Oriental organizations, and killers (NPCs built with the rules of the ninja class).

Chapter 4: Proficiencies and Martial Arts details the roles of certain proficiencies used by ninja, adds new proficiencies, and expands on martial arts and weapon proficiency rules.

Chapter 5: Tools of the Trade describes weapons and armor available to the ninja character.

Chapter 6: Country and Clan discusses the role of the ninja character within his culture.

Chapter 7: Playing the Ninja provides information and tactics for the player who

intends to play a ninja character.

Chapter 8: Campaigning the Ninja talks about secrecy, missions, duties to clan, and other details, and gives hints for placing the ninja in existing campaigns.

Chapter 9: Examples is full of easily customized ninja characters.

Players should familiarize themselves with chapters 1 and 2, and at least glance through chapters 3-7. Players should not read Chapter 9 unless their DM invites them to do so.

The Dungeon Master should become familiar with chapters 1, 4, 5, and 8. These should give the DM a good idea of what to expect of a ninja PC in the campaign.

# CHAPTER 1
# The Ninja Class

In seventh century Japan, Prince Shotoku Taishi won a war against an enemy named Moriya. The prince's success rested on information brought to him by a spy named Otomo-no-Saijin, whom Shotoku Taishi honored with the name Shinobi, meaning "stealer in." It is probably from this incident that the use of the term shinobi has come to refer to highly trained, clan-based Japanese spies.

(In Japanese and Chinese, there may be two or more ways to pronounce the same written characters. An alternate pronunciation for shinobi is ninja.)

Japanese techniques of military intelligence, heavily influenced by espionage advisors from China and Sun Tzu's classic manual The Art of War, developed over a period of several hundred years.

During the Kamakura era, from the late twelfth to early fourteenth centuries, many samurai and their families fell out of favor with the court. Some of these families fled to distant Iga and Koga provinces and settled there in reduced circumstances to make their living as farmers. Among them were experts in military intelligence, who began selling their expertise to daimyo, Japanese feudal lords. It was in this setting that the modern idea of the ninja—an agent with espionage skills for hire but whose loyalty belongs first to his own clan—truly took hold.

In their isolated villages, the ninja clans developed specific espionage and combat techniques. These are collectively referred to as ninjutsu, though that term is also used to refer to only their unarmed and weapon combat techniques.

Spies and ninja found many opportunities for employment in the great anarchic periods of the twelfth to sixteenth centuries. In the more stable Tokugawa shogunate of the seventeenth through nineteenth centuries, they were used less often, and it is reasonable to assume that their numbers declined. Some modern historians believe that the last of the true ninja died during World War II (or earlier), while others believe that the modern combat and espionage techniques now being taught under the name ninjutsu are genuine, linear descendants of the real ninja skills.

## Ninja and Rogue

The ninja character class, like the thief and the bard classes, belongs to the rogue

group. However, the ninja's similarity to other rogues lies not in temperament (ninja do not believe that the world owes them a living, and are not known as carefree, happy-go-lucky people) but in skills. (Ninja are proficient in matters of stealth, intrusion, and investigation.)

Like other rogues, ninja combine traits from several character classes. They have many of the skills of the thief and some of the combat options of the fighter. A few are able to learn some magical spells.

### Table 1: Rogue Experience Levels

| Level | Ninja | Hit Dice (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,250 | 2 |
| 3 | 2,500 | 3 |
| 4 | 5,000 | 4 |
| 5 | 10,000 | 5 |
| 6 | 20,000 | 6 |
| 7 | 40,000 | 7 |
| 8 | 70,000 | 8 |
| 9 | 110,000 | 9 |
| 10 | 160,000 | 10 |
| 11 | 220,000 | 10+2 |
| 12 | 440,000 | 10+4 |
| 13 | 660,000 | 10+6 |
| 14 | 880,000 | 10+8 |
| 15 | 1,100,000 | 10+10 |
| 16 | 1,320,000 | 10+12 |
| 17 | 1,540,000 | 10+14 |
| 18 | 1,760,000 | 10+16 |
| 19 | 1,980,000 | 10+18 |
| 20 | 2,200,000 | 10+20 |

## Ninja Experience Levels

Ninja earn experience levels as other rogues do. Table 25 from the Player's Handbook is reproduced on page 5.

One type of ninja, the Spirit Warrior (see Chapter 2) may learn magic spells and must earn more experience points to gain levels.

Ninja of experience levels 1–5 are genin, the lowest-ranking ninja. Those of experience levels 6 through 9 are chunin, the middle management of the ninja clan—sometimes getting their hands dirty and sometimes hobnobbing with the upper ranks. Those of experience level 10 and above are jonin, the upper management of the clan.

## Ninja Class Requirements

### Ability Requirements

Dexterity 13
Intelligence 10

**Prime Requisite**

Dexterity

**Races Allowed**

Human
Dwarf
Halfling

The ninja must have a Dexterity score of at least 13 (reflecting intensive training from childhood in ninja arts) and an Intelligence score of at least 10.

The ninja PC, regardless of race, must have been raised from youth by a human ninja clan. There are no demihuman ninja clans, and the DM and players will have to be very creative to account for a ninja clan's fostering of a dwarf or halfling. For exceptions to this requirement, see the section on "Spies" in Chapter 3.

The DM has the right to decide whether a player can run a ninja character. Ninja bring new levels of secrecy and intrigue into a campaign. The DM who does not wish to complicate the campaign to this extent may forbid the use of ninja PCs.

### Alignment

Technically, a ninja may be of any alignment. However, each ninja belongs to a clan (see Chapter 6), and each clan's members are restricted to a range of alignments. A player might be able to choose the character's clan but cannot then choose an alignment inappropriate for that clan.

The standard ninja clan allows its members to be of any lawful or neutral alignment (LG, LN, LE, NG, N, NE). The "lawful" aspect of the alignment applies to the rules of conduct of the clan, not those of the society or the nation.

### Weapons and Armor

The ninja can use any weapon, giving a much wider range of choices than a thief has. Armor choices are limited to leather, padded, studded leather, ring mail, brigandine, scale male, hide armor, and chain mail. The ninja can use a shield and fights as a rogue.

To avoid any adverse effect, ninja avoid wearing armor heavier than leather when they plan to use their thieving skills.

## Thieving Skills

Like other rogues, ninja can learn thieving skills. They are not as proficient in most of these skills as thieves are, but a ninja who becomes very experienced and specializes in two or three thieving skills can achieve great proficiency.

Table 2 shows the base scores for ninja thieving skills.

To these base scores, apply appropriate bonuses and penalties for Dexterity (Table 3, reproduced here from Table 28 in the *Player's Handbook*), for race (below), and for

armor worn (Table 5, replaces Table 29 from the *Player's Handbook* and is compatible with Table 38 in *The Complete Thief's Handbook*).

### Table 2: Ninja Thieving Skill Base Scores

| Skill | Base Score |
|---|---|
| Pick Pockets | 0% |
| Open Locks | 0% |
| Find/Remove Traps | 0% |
| Move Silently | 20% |
| Hide in Shadows | 20% |
| Detect Noise | 10% |
| Climb Walls | 40% |
| Read Languages | 0% |

• Dwarf: +10% Open Locks, +15% Find/Remove Traps, –10% Climb Walls, –5% Read Languages

• Halfling +5% Pick Pockets, +5% Open Locks, +5% Find/Remove Traps, +10% Move Silently, +15% Hide in Shadows, +5% Detect Noise, –15% Climb Walls, –5% Read Languages

Ninja receive extra training in their thieving skills as their careers progress. Each ninja at 1st level receives 60 discretionary percentage points to add to the base scores. (The ninja may put no more than 30 points into any one skill.) At each additional experience level, he receives another 30 points to distribute (and may put no more than 15 points into a skill).

As with the thief, the ninja cannot raise any skill above 95%, including all adjustments for Dexterity, race, and armor.

### Backstab

The ninja has the same backstab ability as the thief.

### Table 3: Thieving Skill Dexterity Adjustments

| Dexterity | Pick Pockets | Open Locks | Find/ Remove Traps | Move Silently | Hide in Shadows |
|---|---|---|---|---|---|
| 13–15 | — | — | — | — | — |
| 16 | — | +5% | — | — | — |
| 17 | +5% | +10% | — | +5% | +5% |
| 18 | +10% | +15% | +5% | +10% | +10% |
| 19 | +15% | +20% | +10% | +15% | +15% |

### Table 4: Backstab Damage Multipliers

| Ninja's Level | Damage Multiplier |
|---|---|
| 1–4 | x2 |
| 5–8 | x3 |
| 9–12 | x4 |
| 13+ | x5 |

## Clan Signs

Instead of thieves' cant, ninja know clan signs.

Clan signs form a language of hand-signs and written ideograms. Clan signs can convey entire sentences and complex sets of instructions. However, clan signs are not sophisticated enough to convey poetry, and do not include technical terminology unrelated to the ninja. (Topics such as philosophy, physics, and so forth are best left to normal spoken tongues.)

Each ninja clan knows its own secret set of clan signs. A member of one clan cannot understand the hand-signs or written symbols of another. The nonweapon proficiency Detect Signing (see Chapter 4) allows a character to detect when other clans' signs are being used, though the proficiency does not provide an interpretation of the signs' meaning.

## Table 5: Thieving Skill Armor Adjustments

| | No Armor | Leather | Elfin Chain | Studded/ Padded | Ring/ Hide | Brigandine/ Chain | Scale/ Splint | Banded | Shield |
|---|---|---|---|---|---|---|---|---|---|
| PP | +5% | — | –20% | –30% | –60% | –40% | –40% | –50% | –60% |
| OL | — | — | –5% | –10% | –50% | –15% | –15% | –20% | –20% |
| F/RT | — | — | –5% | –10% | –50% | –15% | –25% | –20% | –20% |
| MS | +10% | — | –10% | –20% | –30% | –40% | –40% | –60% | –10% |
| HS | +5% | — | –10% | –20% | –20% | –30% | –30% | –50% | — |
| DN | — | — | –5% | –10% | –10% | –20% | –25% | –30% | –10% |
| CW | +10% | — | –20% | –30% | –60% | –40% | –50% | –90% | –30% |
| RL | — | — | — | — | — | — | — | — | — |

*These numbers for the shield are all cumulative with other modifiers. Thus, climbing walls in chain mail with a shield yields
a –70% adjustment.
**This adjustment applies only if the character is tyring to pick pockets with the hand carrying the shield.
***This adjustment applies only to removing traps, not to finding them.

## Use Scrolls

The ninja does not automatically receive the thief's ability to use scrolls. However, the Spirit Warrior ninja kit (see Chapter 2) does impart this ability.

## Ninja's Followers

Ninja do not typically build citadels the way fighters and other classes do.

At 10th level, the ninja achieves the rank of jonin, a group leader within the clan. The clan leader assigns the jonin 2d6 followers who are members of the clan.

All followers are related by blood to the PC ninja. Some may be distant cousins never previously met, but many will be close cousins and the ninja's own younger brothers, sisters, and perhaps even sons and daughters.

Half of the followers (round up) will be of the ninja character class. The other half will be of other character classes bearing shinobi kits. (See Chapter 3.)

The DM rolls 1d6 to determine the experience level of each follower.

The ninja PC is responsible for teaching followers to be better, more effective ninja and shinobi. It's important to remember that the ninja PC has as many responsibilities to these followers as they have to him. They're members of his own family, so the PC should not risk their lives unnecessarily—only under the same circumstances he would expect his life to be risked by his superiors. (See "When a Follower Dies.")

With these followers, the ninja PC can begin to contribute more to the goals of the family. The ninja will now have to plan missions more carefully, deciding whether to undertake a mission alone, send one or more followers, or lead a number of followers in the assignment.

None of this precludes the PC from taking followers along when adventuring with other PCs. In fact, it's appropriate for the ninja PC to take one or more followers along on nonclan adventures to give them experience in the real world.

### When a Follower Dies

If a follower dies while obeying the orders of the PC, the clan lord will gather information and the testimony of witnesses. A clan lord who determines that the ninja was unnecessarily careless with the follower's life may punish the PC by taking all followers away until the PC demonstrates more sense. If the PC has been grievously negligent, demotion and permanent loss of all followers is a likely punishment.

Whenever a follower dies, the DM should make reaction rolls for all other followers present. Use Table 59: Encounter Reactions, from the *Dungeon Master® Guide*, under the "Friendly" column. If the PC was careless with the life of his follower, the DM should apply a +4 modifier to the roll and use the "Threatening" column. On any result of "Hostile," the ninja follower making the roll decides that the PC callously sent his minion to certain death, thus offending the family honor. This follower attacks the PC on the spot, fighting to the death. If the follower survives, he will be the PC's enemy forever.

## Nonweapon Proficiencies

The ninja PC receives initial weapon and nonweapon proficiency slots and earns additional slots as a rogue.

The ninja character class has the following nonweapon proficiency group crossovers: Rogue, Warrior, General. The ninja who selects nonweapon proficiencies from these

groups pays the listed number of slots. Proficiencies selected from other groups cost one extra slot per proficiency.

## Starting Money

Ninja receive the same starting money as other rogues: 2d6 x 10 gp. This rule is in effect regardless of the relative wealth of the ninja clan. Very poor clans save up enough money to give their agents an adequate stake, while rich ones choose not to spoil their members with excess funding.

## Multiclass Ninja

Demihuman ninja cannot be multiclassed. Even if the DM decides to ignore the character race restrictions on the ninja class—in order to have elf ninja or some other combination appropriate to the campaign—such ninja should still always be single-class characters.

## Dual-Class Ninja

It is not recommended that the DM allow dual-class ninja. Ninja have such a rich range of opportunities that allowing the dual-class option is overkill. However, if the DM is determined to allow dual-class ninja, here are the guidelines to use.

If the campaign uses ninja kits, characters switching to the ninja class can take only the Stealer-In or Shadow Warrior kit.

Ninja Class Becoming Another Class: A ninja clan will not allow one of its members to start out as a ninja and then switch to another class. Only the Lone Wolf ninja (see Chapter 2) can switch to another class.

Another Class Becoming Ninja Class: This can happen in one of two ways.

— The PC starts out as a shinobi (see Chapter 3) in a ninja clan and decides to switch to the ninja class. The clan leader will discourage this, but generally will not forbid it.

— A PC from outside the clan has become good friends with a ninja and asks to be taught the secrets of the ninja class. The ninja clan lord must be convinced tht the PC is sincere and loyal. The PC will be put through a variety of tests to determine his loyalty before being adopted into the clan. Not all the tests will be obvious ones, such as risking one's life to save a clan member or turning down a bribe from a member of another clan.

If the ninja candidate fails to convince the clan lord of his loyalty, the clan must eliminate him because he knows their secret. Naturally, the friend who sponsored the PC candidate will be assigned this task as a test of his own loyalty.

## Other Character Creation Notes

Players also need to decide their characters' names and determine their status in society.

### Status

On Table 6, players roll to determine the social status of their characters' clans. From highest to lowest status they are: samurai, farmer, artisan, merchant, nonperson.

The PC's clan status has little effect on his usefulness in a campaign. A ninja will always pretend to be of the social class appropriate to the current mission.

The DM may assign the PC's social class, particularly if the DM has already assigned the PC ninja to a clan. In a campaign where the players won't automatically stampede for the highest social status, the DM may allow the players to choose social classes for their PCs.

### Table 6: Clan Status

| 1d20 | Result |
|---|---|
| 1–2 | Nonperson (animal renderers, actors, prostitutes, etc.) |
| 3–6 | Merchant |
| 7–10 | Artisan |
| 11–18 | Farmer |
| 19–20 | Samurai |

### Names

A PC of the artisan, merchant, or farmer social class chooses a given names only. Such characters refer to themselves by appending their village, shop, or farm name to the given name. For example, Ai of Misasa village would be known as Misasa no Ai.

A character of the samurai social class chooses a family name and a given name. Most Oriental names are presented family name first.

The family name is not necessarily the same as the clan name. Only the close family of the clan lord bear the clan name as family name. The DM, rather than the player, should choose the name of the PC's clan.

# CHAPTER 2
# Ninja Kits

By using kits in a campaign, the DM can encourage players to further develop their characters and distinguish them from one another. A kit's package of requirements, bonuses, and penalties help to define the character more specifically than the broad archetypes of the *Player's Handbook*. Two characters belonging to the same class but taking different kits may have abilities and orientations almost as distinctive as characters belonging to different classes.

Kits are entirely optional; the DM does not have to use them in the campaign.

## Kit Descriptions

In this chapter, each kit is described in the following way:

**Qualifications:** Some kits require the character to have abilities beyond the ordinary demands of the character class.

**Description and Role:** This ninja is described in terms of his areas of specialty and prominence.

**Secondary Skills:** If the campaign uses secondary skills, the ninja must take the required skills listed here rather than choosing a different skill or rolling randomly.

**Weapon Proficiencies:** Some ninja receive bonus weapon proficiency slots devoted to specific weapons. Some are required to spend their normal allotment of weapon proficiency slots on specific weapons. Some are prohibited from spending weapon proficiency slots on certain weapons. Special ninja weapons are described in Chapter 5.

**Nonweapon Proficiencies:** Likewise, some nonweapon proficiency choices are granted as bonuses while others are required or prohibited. New nonweapon proficiencies introduced in this book are marked with an asterisk (*) and are described in Chapter 4.

**Special Benefits:** Many kits provide the ninja with additional options and benefits not granted to other ninja.

**Special Hindrances:** Most kits also impose additional restrictions on the ninja character. These restrictions may be added clan obligations or limits on abilities.

## Ninja Kits

All of the ninja kits are listed on the following pages. Additional kits for characters related to the ninja appear in Chapter 3.

### Stealer-In

**Qualifications:** None beyond normal ninja requirements.

**Description and Role:** This is the basic ninja. If your campaign uses kits but none of the more specialized ones appeal to you, use this one. This kit is identical to the basic ninja character class.

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* Ninja-to.

**Nonweapon Proficiencies:** *Required:* Blind-fighting.

**Special Benefits:** None.

**Special Hindrances:** None.

### Shadow Warrior

**Qualifications:** The Shadow Warrior must have a Strength score of 13 or better. This kit is available to only humans, dwarves, and half-elves.

**Description and Role:** The Shadow Warrior has more fighting abilities but weaker thief skills than the average ninja. The Shadow Warrior is more adept with weapons than other ninja and is able to convincingly disguise himself as a fighter.

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* Ninja-to.

**Nonweapon Proficiencies:** *Required:* Running.

**Special Benefits:** In a campaign that uses weapon proficiency rules, the Shadow Warrior can specialize in weapons and martial arts, but is much more limited in this than a fighter.

The Shadow Warrior may specialize in one weapon at 5th level, a second weapon at 9th level, and a third weapon at 13th level. (This follows the rate of improvement with the backstab ability.) He may not specialize in more than three weapons (or two weapons plus one martial art). He does not get the additional attacks per round of a weapons specialist (from Table 35: Specialist Attacks Per Round, in the Player's Handbook), nor receive any extra attacks per round like a fighter.

**Special Hindrances:** The Shadow Warrior can learn thieving skills but is not as good at them as other ninja. All his thieving skills begin at 0%, and he receives only 30 discretionary points at 1st level. The Shadow Warrior earns subsequent discretionary points at the same rate as other ninja (30 at each additional level).

## Intruder

**Qualifications:** The Intruder must have an Intelligence score of 13 or better.

**Description and Role:** This ninja's skills are optimized for espionage, particularly intrusion into dangerous sites.

**Secondary Skills:** Scribe.

**Weapon Proficiencies:** *Required:* Ninja-to.

**Nonweapon Proficiencies:** *Required:* Reading/Writing; Recommended: Quick Study*, Information Gathering.

**Special Benefits:** The Intruder can use all Intelligence-based Rogue and General nonweapon proficiencies that she possesses as though her Intelligence score were 2 points higher than it is. (Thus, if her Intelligence is 14 and she has Appraising proficiency, her skill is a 16.) Even with this bonus, however, the Intruder's proficiency cannot have a score higher than 18.

**Special Hindrances:** Unlike other ninja, who are occasionally called on to perform missions for the clan, the Intruder is always on duty. She is required to perform missions two or three times as often as other ninja, and even when not on a mission, she must report constantly on her movements and the activities of her allies. She is often placed in a position of juggling clan obligations with obligations to friends. A player should choose this kit only for a ninja with especially close ties to the clan (and only if the DM is willing to utilize the clan to that extent).

## Consort

**Qualifications:** The Consort must have a Charisma score of 14 or better. Charisma is not mere physical beauty. A Consort needs the ability to be charming and to arrest the attention of onlookers.

**Description and Role:** This ninja's skills have been optimized for social interaction. A Consort achieves mission goals through romance or seduction. Both male and female characters may take the Consort kit, but female Consort ninja have a special name in Oriental cultures: kunoichi.

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* None.

**Nonweapon Proficiencies:** *Required:* Acting, Etiquette, Enamor*; Recommended: Disguise.

**Special Benefits:** The Consort can use all Charisma-based Rogue and General nonweapon proficiencies as though his Charisma score were 2 points higher than it is. (If his Charisma is 15 and he has Etiquette proficiency, his skill is a 17.) Even with the bonus, however, his proficiency cannot have a score higher than 18.

**Special Hindrances:** This ninja must spend months in false identities wherein he consorts (so to speak) with NPCs being spied on. Though most of these missions can be presumed to take place outside normal campaign activities, the Consort is in constant danger of being recognized later by people he has known during these missions.

Periodically, the DM should decide if one of these previous victims shows up to complicate matters. The NPC does not automatically recognize the ninja, particularly with Disguise proficiency complicating things, but the ninja may find it necessary to take extraordinary steps in order to limit contact with the character.

### Pathfinder

**Qualifications:** None beyond normal ninja requirements. This kit is available to humans, half-elves, and halflings.

**Description and Role:** Pathfinder ninja possesses special wilderness experience and abilities.

**Secondary Skills:** Forester, Hunter, Trapper/Furrier (choose one).

**Weapon Proficiencies:** *Required:* Half-bow (hankyu), ninja-to.

**Nonweapon Proficiencies:** *Bonus:* Tracking. *Required:* Hunting.

**Special Benefits:** The Pathfinder receives extra bonuses to Tracking proficiency: +1 at 5th level, another +1 at 9th level, and another +1 at 13th level.

**Special Hindrances:** This ninja gathers no followers.

### Lone Wolf

**Qualifications:** None beyond normal ninja requirements.

**Description and Role:** The Lone Wolf ninja has no clan. Either he has disgraced himself before the clan and been exiled (or escaped before being killed), or his clan was wiped out by an enemy clan. Most Lone Wolf ninja wander the world, selling their skills to a variety of employers and trying to keep a step ahead of their enemies. They usually pretend to be thieves or warriors.

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* Ninja-to.

**Nonweapon Proficiencies:** *Required:* Survival.

**Special Benefits:** Because the Lone Wolf ninja has no clan obligations, he is not required to follow the dictates of a clan superior.

**Special Hindrances:** This ninja cannot call on the resources of a clan and will never have followers.

The Lone Wolf ninja begins play opposed by a powerful campaign enemy, normally an entire clan, that will haunt him throughout his career. If he is an exile, the enemy is his own clan. If he is the survivor of a massacre, his enemy is the clan that destroyed his.

Initially, a Lone Wolf will be far too weak to eliminate this enemy, but he is obligated to try to remove the threat once he's achieved a high enough level, learned enough

information, and gained the help of other powerful adventurers. He might renew ties with his clan or even assume its leadership, or destroy the clan that has haunted him throughout his career.

Guidelines for use of the Lone Wolf's campaign enemy appear in Chapter 7.

### Spirit Warrior

**Qualifications:** The Spirit Warrior must have an Intelligence score of 13 or better. This kit is available to humans and half-elves only.

**Description and Role:** The Spirit Warrior ninja possesses some magical abilities. Such characters can, at high experience levels, pass themselves off as low-level illusionists. Because of their magical powers, high-level Spirit Warriors sometimes accomplish missions that create superstitious dread in the average person and go down in local legends.

If you are updating ninja characters from the original Oriental Adventures game book, you'll want to use the Spirit Warrior kit for characters you feel must retain the extraordinary abilities provided by those rules.

**Secondary Skills:** Scribe.

**Weapon Proficiencies:** *Required:* Dagger or knife.

**Nonweapon Proficiencies:** *Required:* Reading/Writing, Spellcraft.

**Special Benefits:** The Spirit Warrior has access to proficiencies from the Wizard proficiency group without cost penalties.

At 5th level, the Spirit Warrior can walk across short distances of smooth water. In a single day, she can cross 10 yards of water per five experience levels (thus a 15th-level Spirit Warrior ninja can cross 30 yards of water), moving at a rate of 10 yards per round at a Movement Rate of 1). If the ninja is injured while walking on water, her concentration is broken and she falls in. If the ninja carries so much weight that her normal (land) walking rate would be 6 or less, she cannot walk on water regardless of her level.

At 9th level, the Spirit Warrior ninja may begin learning Illusionist spells. She may learn spells of the Illusion school only, plus the special ninja spells described later in this chapter. She learns spells at the same rate paladins do:

### Table 7: Spirit Warrior Spell Progression

| Ninja | Casting | Illusionist Spell Level | | | |
|---|---|---|---|---|---|
| Level | Level | 1 | 2 | 3 | 4 |
| 9 | 1 | 1 | — | — | — |
| 10 | 2 | 2 | — | — | — |
| 11 | 3 | 2 | 1 | — | — |
| 12 | 4 | 2 | 2 | — | — |
| 13 | 5 | 2 | 2 | 1 | — |
| 14 | 6 | 3 | 2 | 1 | — |
| 15 | 7 | 3 | 2 | 1 | 1 |
| 16 | 8 | 3 | 3 | 1 | 1 |
| 17 | 9 | 3 | 3 | 2 | 1 |

| | | | | | |
|---|---|---|---|---|---|
| 18 | 9 | 3 | 3 | 3 | 1 |
| 19 | 9 | 3 | 3 | 3 | 2 |
| 20* | 9 | 3 | 3 | 3 | 3 |

* Maximum Spell Ability

The Spirit Warrior also receives a thief's ability to read scrolls.

At 13th level, this ninja gains her ultimate power, the ability to pass through walls. She must spend three rounds concentrating and preparing before entering the wall. During this time she can take no other actions; if attacked or disturbed while concentrating, she loses the use of this power for the day. The power to walk through walls lasts for one round per the ninja's experience level. The Spirit Warrior moves 1 foot per round (1 foot per experience level). If the ninja is not completely through the obstacle at the end of the round, she dies inside it (so it is a good idea to be sure of the thickness of a wall before attempting to walk through it).

**Special Hindrances:** The Spirit Warrior has a limited selection of weapons. She may use only dagger, knife, tanto, yoroi-toshi, short sword, ninja-to, staff, dart, blowgun, or sling. The Spirit Warrior may wear only leather or padded armor and may not carry a shield.

The Spirit Warrior must earn the same amount of experience as a wizard but rolls six-sided dice for hit points and receives additional bonus hit points from 11th level up.

### Table 8: Spirit Warrior Experience Levels

| Level | XP Cost | Hit Dice (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 2,500 | 2 |
| 3 | 5,000 | 3 |
| 4 | 10,000 | 4 |
| 5 | 20,000 | 5 |
| 6 | 40,000 | 6 |
| 7 | 60,000 | 7 |
| 8 | 90,000 | 8 |
| 9 | 135,000 | 9 |
| 10 | 250,000 | 10 |
| 11 | 375,000 | 10+2 |
| 12 | 750,000 | 10+4 |
| 13 | 1,125,000 | 10+6 |
| 14 | 1,500,000 | 10+8 |
| 15 | 1,875,000 | 10+10 |
| 16 | 2,250,000 | 10+12 |
| 17 | 2,625,000 | 10+14 |
| 18 | 3,000,000 | 10+16 |
| 19 | 3,375,000 | 10+18 |
| 20 | 3,750,000 | 10+20 |

## Ninja Spells

The Spirit Warrior ninja is able to learn some wizard spells. So can the Shinobi Mage and Shinobi Illusionist, described in the next chapter.

The following spells are known only by members of ninja clans. The Spirit Warrior can learn spells of the Illusion school only. The Shinobi Illusionist can learn all spells except those of Invocation/Evocation, Necromancy, and Abjuration. The Shinobi Mage can learn all spells.

Ninja spells are unlike most other types of spells because the only components they require are kuji-kiri finger exercises. These stylized hand manipulations, used by the ninja to enhance meditation, are usually performed from a kneeling position.

## First-Level Spells

### Face-Blur (Illusion)

Range: 0
Components: S
Duration: 1 hour/level
Casting Time: 4 rounds
Area of Effect: One creature
Saving Throw: none

The ninja casts this spell on himself or on another. It may be cast only on a willing target, who gets no saving throw.

The spell alters the target's features slightly, making them unremarkable—neither handsome nor ugly. The gaze of any witness slides right off the features of a ninja affected by this spell.

A person who is keenly and alertly looking at the faces of everyone he sees—such as a dedicated guard scanning a crowd to find someone who has just disappeared into it—gets a saving throw against the effects of the spell. If the observer makes his saving throw, he sees the ninja's actual features instead of the nondescript face. Immunity to the spell lasts the length of the spell duration, but the spell itself is not dispelled and will work on people who have not made their saving throws. The person who successfully saves against this spell has no idea that a spell is in effect; he does not see the false features fade away and feels no hint of magic.

This spell's success depends on the ninja's maintaining a mental attitude of dullness and boredom. When a ninja deliberately does something interesting while wearing this spell—if he attacks someone, saves a life, or robs a merchant—the spell ends and every witness can see his true features.

This spell can be canceled by a dispel magic spell.

### False Tracks (Illusion)

Range: 0
Components: S
Duration: 1 turn/level

Casting Time: 1 round
Area of Effect: the caster
Saving Throw: None

For the duration of this spell, the ninja leaves tracks appropriate to a common normal animal (herd beast, deer, fox, etc.). The ninja chooses the species when the spell is cast. His footprints will be those of an animal, moving at whatever pace the ninja maintains. (If the ninja is running, he leaves behind the running footprints of the animal.) If bits of the ninja's clothing become snagged on underbrush, they will appear to be bits of animal hide. However, if the ninja drops an item of equipment or a garment, this spell will not conceal its nature.

No saving throw is allowed. However, the spell can be removed by casting a dispel magic spell. If such a spell is cast on any part of the trail the ninja has left behind, the entire spell is canceled and all tracks revert to normal.

The effects of this spell are entirely illusory. When the spell duration ends, all affected footprints revert to normal.

Ninja use this spell to elude pursuers. When someone a ninja wishes to ambush is hunting a specific type of animal, the ninja will leave tracks of that animal for the quarry to follow.

### Find Direction (Divination)

Range: 0
Components: S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By performing kuji-kiri finger exercises, the ninja obtains a momentary understanding of her current direction. This can be very helpful when she has become lost.

The ninja understands the actual direction in relation to true north, south, east, and west; the presence lodestones will not affect the spell. The spell works underground, in darkness, when the ninja is upside down, and in any sort of disorienting circumstance.

### Lesser Distraction (Illusion)

Range: 5 feet/level
Components: S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Neg.

With this spell, the caster causes the victim to hear a faint noise or see something

indistinct out of the corner of his eye. The caster must decide if the illusion will be auditory or visual but cannot choose to further define the distraction. It will be a sound, but not a footstep or a low moan. Or it will be a glimpse of something, but not of a person.

The victim who does not successfully save vs. spell believes the sight or sound to originate from a direction of the spellcaster's choice. (The spellcaster cannot choose distance. A victim can be made to believe that he heard a sound behind him, but not that it was something moving 30 feet behind him. He can be made to think that he saw motion off to his right, but not that it was something moving at the top of a wall 50 feet from him.)

The victim is free to act as he chooses on the illusion. He may ignore it or may be moved by duty or curiosity to investigate.

Because the illusion is quick and not detailed, the victim has a –4 penalty to his chance to save. If he fails the saving throw, he believes the sight or sound to be real but does not know what made it. If he makes the saving throw, he assumes that he was "seeing things" or "hearing things" and does not act on the distraction. Even if he makes his saving throw, he does not know that he was the target of a spell.

This spell is used by ninja attempting an escape or infiltration. It is designed to encourage a guard to leave his post for a moment.

## Second-Level Spells

### Deepen Shadows (Illusion)

Range: 0 or 6 yards (see below)
Components: S
Duration: 1 hour/level
Casting Time: 5 rounds
Area of Effect: One 10'x10' area/spellcasting level
Saving Throw: None

This spell slowly, inconspicuously darkens the room where the ninja is. The change is gradual, taking five rounds (five minutes). With a successful saving throw at a –4 penalty, someone inside the room can notice that it is getting darker, but this observation does not affect the spell's progress.

When the spell is completed, the room is as full of shadow and darkness as possible without arousing suspicion. If it is daylight outside, it will seem that a cloud has passed over the sun. If it is nighttime, the candles and fire seem to have burned low. The dimming of the light does not appear at all menacing to people in the area, though a *detect magic* spell will reveal the presence of the deepen shadows spell.

The caster receives a +2% bonus per experience level to her hide in shadows roll within the effect of the deepen shadows spell. Only the caster receives this bonus, because only she has complete understanding of the way the shadows fall.

This spell is useful to a ninja who cannot use her ability to hide in shadows because the area is too bright. The shadows created by this spell can help ninja to escape, to infiltrate, to pull sleight-of-hand switches, etc.

If the casting ninja is in a portal or doorway between rooms, she may choose which room is darkened by this spell.

If the ninja is of sufficient level that she could cover more than the area of the room she occupies, the excess area is lost unless there is an open portal between the ninja's room and an adjacent room, and the ninja's spell can affect enough area to cover both rooms completely.

If the ninja is not of sufficient level to affect the entire area of a room, the spell automatically fails.

*Example: As a 10th-level Spirit Warrior, Noriko casts magic as a 2nd-level spellcaster and thus can cover a 10'x20' area with her deepen shadows spell. However, she is standing in a 20'x20' room and so cannot cover the entire area. If she attempts to cast her spell here, the casting will fail.*

### Featherfoot (Alteration)

*Reversible*

Range: Touch
Components: S
Duration: 1 turn
Casting Time: 5 rounds/level
Area of Effect: One creature
Saving Throw: None

The person affected by this spell gains the magical ability to move quietly and weightlessly at a normal walking pace or slower. If he tries to go any faster, the effect of the spell is lost.

While the spell is in effect, the character gains +30% to his move silently roll. (If he does not possess this skill, for the duration of the spell he performs as though he does possess the skill with a score of 30%.)

The person affected by this spell does not leave any footprints, nor does he set off weight- or pressure-based traps.

The reverse of this spell, leadfoot, affects one creature. The victim is allowed a saving throw to avoid being affected by the spell.

The victim of a leadfoot spell moves loudly and heavily. He cannot move silently or hide in shadows, and automatically sets off any pressure-based traps he steps on. (No roll is necessary.)

A leadfooted character inside the area of a silence spell moves normally; he can be heard if he fails to make a move silently roll.

## Third-Level Spells

### Age to Destruction
### Alteration/Necromancy)

Range: 2 feet/level

Components: S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 1 object (3 cubic feet)
Saving Throw: Neg.

With this spell, the ninja can age any nonliving material (of a maximum volume of 3 cubic feet) by about 100 years. An object affected by the spell may make a normal saving throw vs. disintegration (see the Dungeon Master Guide, Chapter 6) to avoid the spell's effect.

An object that fails its saving throw suffers the ravages of a hundred years of aging, on the inside. On the outside it appears normal, but a little more weathered than before. Stone items are affected very little, but wood rots, metal rusts or corrodes through, and other materials suffer similar results. The next time an object affected by this spell is picked up or otherwise used, it crumbles into ruin. If the object is already under strain when the spell is cast on it, it gives way immediately.

This spell allows a spellcaster to sabotage crucial objects or pieces of equipment: a ladder rung, a wooden step, the sword of an enemy, etc. A fleeing ninja can use this spell to drop a portcullis, booby trap the stairway she has just descended, or destroy a weapon about to be wielded against her. It will not allow the character to sink a boat; the keel exceeds the spell's volume limitations. (However, a hull patch that does not exceed the volume limitation could be destroyed by the spell.)

This spell does not affect living creatures. It will not cancel the effects of a potion of longevity. If cast on such a potion, the spell permanently renders the potion useless. A potion of longevity is the only item that does not receive a saving throw against this spell.

### Detect the Living (Divination)

Range: 0
Components: S
Duration: 3 turns
Casting Time: 1 round
Area of Effect: 60 feet + 10 feet/level
Saving Throw: None

This spell acts much like a detect undead spell but allows the ninja to detect the presence of living beings.

The spell works on living beings belonging to animal species with half a hit die or more of hit points. Thus the spell will not detect members of very small animal species or any plant species.

The spell's area of effect extends in a path 10 feet wide and 60 feet long (plus 10 feet longer per spellcasting level of the ninja) in the direction the caster is facing. Scanning a direction requires one round, and the caster must be motionless except for the somatic element of his spell (kuji-kiri finger exercises). When the spell is successful, the caster sees a glow in the direction of the life-form; no one else can see the glow. The spell indicates direction only; it does not give specific location or distance.

This spell can detect living beings through walls and obstacles but is blocked by 1 foot of solid stone, 1 yard of wood or loose earth, or a thin coating of metal. The spell does not indicate the type (species or level) of creature detected, only that such a being is present.

Ninja use this spell to detect someone hiding behind a paper room divider or a false wall. They can then attack through the wall to surprise their prey. Such attacks, when they are successful, are startling and sometimes deadly, but even when aided by a detect the living spell, a ninja striking in this way suffers a –4 penalty to his attack roll.

### Greater Distraction (Illusion)

Range: 10 feet/level
Components: S
Duration: 1 turn/levels
Casting Time: 3
Area of Effect: One creature
Saving Throw: Neg.

With this spell, the caster causes the victim to become distracted by a sensation. The caster decides what the sensation will be before he casts the spell. Typical sensations include itching, the feeling that one's hands are grubby, or the need to answer nature's call.

If the victim fails the saving throw, the sensation will not stop distracting him until he deals with it (by scratching the itch, washing his hands, etc.) or until the spell duration ends. Once either of these conditions is met, the distracting sensation ends. If the victim makes the save, he feels the sensation momentarily but it goes away almost immediately. The victim is never aware that a spell was cast on him, whether he saves or not.

This is another spell used by intruding ninja to maneuver guards or intended targets out of position.

## Fourth-Level Spells

### Improved Featherfoot (Alteration)

Range: Touch
Components: S
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell improves on the 2nd-level featherfoot spell by additionally allowing the ninja to walk across still or gently moving water surfaces (the water of a pond or a slow river, for example).

Such travel leaves the bottoms of the ninja's feet wet, so she must take care to leave no trail after leaving the water.

### Improved Mirror Image (Illusion/Phantasm)

Range: 0
Components: S
Duration: 3 rounds/level
Casting Time: 2 rounds
Area of Effect: 30-foot radius
Saving Throw: None

This spell works much like the 2nd-level wizard spell mirror image, with some important differences.

The mirror images appear in the vicinity of the caster, but they can move up to 30 feet away. Although the images must face the same target or enemy (whichever one the spellcaster is facing), they do not have to perform exactly the same actions. They can draw different weapons or appear to choose different tactics in combat.

When struck in combat, these images collapse as if injured or killed, feeling solid to the person attacking them. Only at the start of the next combat round do "injured" images disappear.

Like the images created by a mirror image spell, these visions can do no actual damage. If they attack an enemy in combat, all their attacks seem to miss until they are struck or the spell duration ends.

To determine how many images appear, the DM rolls 1d4 and adds 1 for every three levels of the ninja's spellcasting experience.

## Fifth-Level Spells

### Shadow-Form (Illusion/Phantasm)

Range: Unlimited
Components: S
Duration: One hour or until struck
Casting Time: 5 rounds
Area of Effect: One creature
Saving Throw: None

With this spell, the ninja creates a transparent duplicate of himself. The duplicate, or shadow-form, appears adjacent to the spellcaster. It wears all the clothing and carries all the equipment that were in the ninja's possession when he cast the spell, leaving him unclothed and unarmed; the clothing and equipment are not transparent.

For the duration of the spell, the ninja controls the shadow-form's actions and sees through its eyes. It is an extension of him and possesses all of his physical and mental skills but not his magical abilities. (In other words, it moves, sounds, and fights just as he does but cannot cast spells.) The ninja sees through both sets of eyes at once. When the shadow-form is waiting or resting, the ninja can take actions on his own, but he cannot make both his real body and his shadow-form act at the same time.

If the shadow-form is hit in combat or struck with a *dispel magic* spell, it disappears—leaving behind all the clothing and equipment it was carrying. Also left behind is a handful of leaves inside the clothes, all that remains of the insubstantial body.

Spirit Warriors and spellcasting shinobi use this spell to perform particularly frightening short-term assignments. The shadow-form may be sent off to attack someone, to deliver a message, to scout a dangerous area, or to undertake any sort of action in which the ninja cannot afford to be caught. Usually the spellcaster dresses in a ninja night-suit before casting this spell, so that it is not readily obvious that the person within the clothing is transparent. When the shadow-form wears a night-suit and moves around in the dark, it is difficult to see that it is not a physical being.

## Sixth-Level Spells

### Sense Treason (Divination)

Range: special
Components: S
Duration: Instantaneous
Casting Time: 5 rounds
Area of Effect: the caster
Saving Throw: None

With this spell, a shinobi spellcaster can determine that the clan has been deliberately betrayed.

The DM determines what constitutes such betrayal, but the spell normally reacts when a clan member has deliberately taken an action that puts his own welfare above the clan's.

However, the spellcaster cannot determine the identity of the betrayer or reveal details of that betrayal. The spell has no range, so the traitor could be anyone in the clan.

The spell does not react to exiles, outcasts, or clan members the spellcaster believes to be dead.

This is a spell used most often by Shinobi Mage advisors to clan leaders. Though it is necessary to know about such betrayals in order to protect the clan, this spell can be as much a curse as it is a blessing, because it makes the clan lord and his advisors paranoid.

# CHAPTER 3
# Shinobi, Spies, and Killers

It's possible to have ninja-like characters who don't belong to the ninja character class, and to use the ninja character class rules without playing Oriental ninja characters. This chapter describes how.

## Shinobi

No ninja clan is made up solely of ninja. At most, half the people belonging to a ninja clan will be of the ninja character class. That means the other half are normal (zero-level) humans or, more commonly, representatives of other character classes. In the AD&D® game, we call these clan members shinobi.

In the Japanese language, the words ninja and shinobi have similar meanings. They are two different pronunciations for the same written word. In The Complete Ninja's Handbook, however, we make an artificial distinction between ninja and shinobi.

Here, ninja are people of the ninja character class who belong to a ninja clan. Shinobi are people of other character classes who belong to a ninja clan.

Shinobi are not ninja and cannot take ninja kits. Instead, they have their own kits. A shinobi who is a fighter must take the Shinobi Fighter kit; a shinobi who is a wizard must take the Shinobi Mage or Shinobi Illusionist kit.

With the DM's permission, players of non-ninja character classes may belong to ninja clans and take appropriate shinobi kits.

Shinobi have the same clan obligations as ninja. (See Chapter 6.)

### Shinobi Fighter

**Qualifications:** This kit is available to human, dwarf, and half-elf fighters (not paladins or rangers).

**Description and Role:** This character is a fighter belonging to a ninja clan. He is ordinarily not chosen for stealth-based missions but accompanies ninja on assignments where heavy-duty fighting is required (often in the company of ninja with the Shadow Warrior kit). In addition, the Shinobi Fighter may adventure out in the world the way other ninja do, so long as he does not reveal his ninja clan associations.

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* Ninja-to, daikyu (Oriental long bow) or hankyu (half bow).

**Nonweapon Proficiencies:** *Required:* Blind-fighting.

**Special Benefits:** The Shinobi Fighter is able to learn a few thieving skills. At 1st level he can move silently, hide in shadows, and climb walls with base scores of 10% each (modified by all racial bonuses and penalties). With each subsequent experience level, the Shinobi Fighter gets 10 discretionary points to divide among the three thieving skills.

**Special Hindrances:** None.

### Shinobi Ranger

**Qualifications:** This kit is available to human and half-elf rangers only.

**Description and Role:** The Shinobi Ranger is the clan wilderness specialist. However, this character's primary concern is neither protecting the wilderness nor making her livelihood there. The Shinobi Ranger's skills are used to scout enemies and lead clan members through the wilderness so they can perform missions successfully.

**Secondary Skills:** Trapper/Furrier.

**Weapon Proficiencies:** *Required:* Hankyu (half-bow).

**Nonweapon Proficiencies:** *Required:* Running.

**Special Benefits:** Like the Shinobi Fighter, the Shinobi Ranger can learn thieving skills. Her skills are move silently, hide in shadows, and detect noise, with the same base scores and progression as a Shinobi Fighter.

**Special Hindrances:** None.

### Shinobi Mage

**Qualifications:** This kit is available to human and half-elf wizards only, with minimum Intelligence scores of 12.

**Description and Role:** All ninja clans need members with more magical knowledge than the Spirit Warrior possesses. The Shinobi Mage is a normal generalist wizard who has a little bit of ninja training. Because his training has been divided between magic and ninjutsu, he is not quite as accomplished a wizard as those who do not belong to ninja clans.

The Shinobi Mage is often appointed as an advisor to the clan leader.

**Secondary Skills:** Scribe.

**Weapon Proficiencies:** *Required:* None.

**Nonweapon Proficiencies:** *Required:* Reading/Writing.

**Special Benefits:** The Shinobi Mage is able to learn a few thieving skills, receiving move silently, detect noise, and read languages at 1st level. Subsequently, he progresses in these skills in the same way as a Shinobi Fighter. The Shinobi Mage can also learn to use the ninja-to, but proficiency in this weapon requires two slots; he is not required to learn the ninja-to.

**Special Hindrances:** Because his training is divided between the study of magic and the practice of ninja skills, the Shinobi Mage cannot attain the same mastery of magic as a normal mage. To determine the Spell Level limit, Chance to Learn Spell, and Maximum Number of Spells per Level (all from the *Player's Handbook*, Table 4), treat the Shinobi Mage as having an Intelligence score 2 points lower than it actually is. (Thus a Shinobi Mage with an Intelligence score of 17 learns spells as though he had an Intelligence score of 15.)

*Note:* The followers of a Shinobi Mage are always Shinobi Mages, Shinobi Illusionists, and Spirit Warriors.

### Shinobi Illusionist

**Qualifications:** This kit is available to human illusionists only.

**Description and Role:** The Shinobi Illusionist has much in common with the Spirit Warrior ninja but chooses to concentrate more on magical skills than physical skills. This shinobi's special powers of illusion give the clan greater versatility and help embellish the frightening reputation of the ninja.

**Secondary Skills:** Scribe.

**Weapon Proficiencies:** *Required:* None.

**Nonweapon Proficiencies:** *Required:* Reading/Writing.

**Special Benefits:** In addition to those spells available to normal illusionists, the Shinobi Illusionist can learn some of the ninja spells described in the previous chapter. This shinobi is also able to learn a few thieving skills (move silently, hide in shadows,

read languages) at the progression rate described for the Shinobi Fighter. Like a Shinobi Mage, the Shinobi Illusionist can also learn to use the ninja-to.

**Special Hindrances:** Because her training is divided between magic and ninjutsu, the Shinobi illusionist cannot attain the same mastery of magic as a normal wizard. When consulting Table 4 in the Player's Handbook, treat the Shinobi Illusionist as having an Intelligence score 1 point lower than it actually is.

**Note:** The followers of a Shinobi Illusionist are all Shinobi Illusionists, Shinobi Mages, and Spirit Warriors.

### Shinobi Priest

**Qualifications:** This kit is available to human, dwarf, and half-elf clerics.

**Description and Role:** Although such characters are rare, there is nothing to keep a ninja clan from producing a cleric. A Shinobi Cleric must fulfill all normal clerical duties for his order, and additionally—and secretly—perform those services for his ninja clan.

The Shinobi Cleric will never receive a calling to the priesthood of any god whose worship would cause a division of loyalty between his clerical order and the ninja clan.

**Secondary Skills:** Scribe.

**Weapon Proficiencies:** No bonuses, requirements, or prohibitions.

**Nonweapon Proficiencies:** *Required:* Reading/Writing.

**Special Benefits:** The Shinobi Cleric can use any weapon allowed to other clerics and can use one-handed bladed weapons as well. This shinobi can also learn thieving skills as a Shinobi Fighter.

**Special Hindrances:** The Shinobi Cleric cannot use any armor providing better defense than scale mail or hide armor (though he may wear magical versions of these armors).

**Note:** Shinobi priests of specific mythoi can also be built using this kit.

### Shinobi Thief

**Qualifications:** This kit is available to humans, dwarves, half-elves, and halfling thieves.

**Description and Role:** In a ninja clan, the character who wants to have a good balance between fighting and thief skills becomes a ninja. The Shinobi Thief is a specialist in thieving skills, as dedicated to them as a graybeard scholar is to reading musty scrolls by candlelight. The Shinobi Thief's fighting skills are not on a par with that of the ninja or the ordinary thief, but his thief skills are superior.

The Shinobi Thief often works on missions side by side with true ninja and is a welcome brother-in-arms. In missions requiring several party members, the Shinobi Thief is the intrusion specialist, the one relied on for finding and removing traps and other security devices.

**Secondary Skills:** None required.

**Weapon Proficiencies:** Required: Ninja-to.

**Nonweapon Proficiencies:** No bonuses, requirements, or prohibitions.

**Special Benefits:** The Shinobi Thief starts out with thieving skills superior to those of a regular thief.

### Table 9: Shinobi Thief Base Scores

| Skill | Base Score |
|---|---|
| Pick Pockets | 20% |
| Open Locks | 15% |
| Find/Remove Traps | 15% |
| Move Silently | 20% |
| Hide in Shadows | 20% |
| Detect Noise | 20% |
| Climb Walls | 65% |
| Read Languages | 5% |

Like a regular thief, the Shinobi Thief receives 60 discretionary points at 1st level (no more than 30 points may be added to any one skill) and receives 30 points at each additional experience level. (No more than 15 points may be added to any one skill.)

Special Hindrances: The Shinobi Thief can wear only padded or leather armor, and can use only the same weapons as wizards (dagger, knife, staff, dart, sling). Like a wizard, the Shinobi Thief uses a four-sided die to roll for hit points.

## Shinobi Bard

Qualifications: This kit is available to humans and half-elf bards only.

Description and Role: The Shinobi Bard is specially trained to entertain people and to lend magical knowledge to a ninja mission. She is often paired with Intruder and Consort ninja, whose abilities are most suited to interacting with other people.

The Shinobi Bard is weaker in spellcraft than an ordinary bard but is somewhat better at thieving skills.

She is often called on to strike up a song or put on a show to distract people while her brethren carry out the quiet and sneaky parts of a mission. For this reason, a player who wants to be where the action is should not take this type of character, while a PC who likes being the center of crowd attention while his allies are doing the dirty work would have a good time in this role.

**Secondary Skills:** Scribe.

**Weapon Proficiencies:** No bonuses, requirements, or prohibitions.

**Nonweapon Proficiencies:** *Required:* Reading/Writing.

**Special Benefits:** The Shinobi Bard has a wider range of thief skills and generally higher starting values than an ordinary bard.

### Table 10: Shinobi Bard Base Scores

| Skill | Base Score |
|---|---|
| Pick Pockets | 10% |
| Open Locks | 5% |
| Find/Remove Traps | 5% |
| Move Silently | 5% |

| | |
|---|---|
| Hide in Shadows | 5% |
| Detect Noise | 30% |
| Climb Walls | 50% |
| Read Languages | 10% |

Subsequent progression of thieving skills follows the normal bard class.

**Special Hindrances:** The Shinobi Bard learns bard spells at a slower rate than ordinary bards. Treat her as though she were two experience levels lower when determining spell progression. Thus, a Shinobi Bard learns her first spell at 4th level.

## Spies

Naturally, not all cultures can have ninja clans. However, other cultures can have characters similar to ninja.

These characters are built with the ninja character class guidelines, but we call them spies.

Not every campaign setting should have characters of the spy (ninja) class; a setting should have spies only if the DM allows. Certainly, every culture can have rogues who perform espionage tasks, but for a culture to produce specialized spies belonging to their own character class, it must:

• Be considered culturally advanced and sophisticated compared to the cultural average for the world, and

• Have a tradition of attempting to resolve problems with cunning, guile, pressure, blackmail, trickery, and even treachery (in addition to that familiar old standby, war).

### The Foreign Service

Spies belong to the Foreign Service, a branch of the government whose specific task is to manage international relations. The Foreign Service's main task is to operate a corp of ambassadors and negotiators, but intelligence work also falls under its umbrella.

Unlike the ninja, the spy was probably not born to a family of spies. He or she was noticed by the Foreign Service during adolescence or early adulthood and recruited into the service.

However, in most ways the service is like a ninja clan. It is ruled by a powerful, autocratic leader. It has a goal, an alignment, a range of resources, a set of allies, a number of enemies. It demands loyalty of its agents and punishes betrayal. It sends its members out on life-or-death missions.

### Ninja Kits and the Spy

All ninja kits are available to the spy except for the Lone Wolf kit.

The Stealer-In, or basic spy, is actually uncommon. Spies prefer to specialize.

The Shadow Warrior, or fighting spy, is common but is almost always used in association with other spies. A Shadow Warrior spy is seldom sent on a solo mission or as the leader of a mission.

The Intruder is the most common sort of spy, and the type tapped most often to lead a

group or to undertake a solo mission.

The Consort spy is also very common, and is second most likely to lead a group or undertake a solo mission. When a mission leader is sent into an area, a Consort spy may already be in place, maintaining a cover identity established years earlier.

The Pathfinder spy is uncommon; spy missions tend to be more urban.

The Spirit Warrior spy is often used as a mission specialist, seldom as a mission leader.

### What the Spy Does

Chapter 8 includes notes on campaigning spy characters.

The spy goes on missions much like the ninja, but these missions relate more to national security than clan concerns. The spy is more prevalent in campaigns set in western cultures, and is perhaps most appropriate to campaigns settings somewhat like the European Renaissance.

### Demihuman Spies

Whereas ninja clans are always human clans, an intelligence agency employing spies can belong solely to another race. Because dwarves and halflings can be ninja, predominantly dwarf and halfling spy organizations can exist.

## Killers

Another type of character derived from the ninja character class is the killer. This variant NPC is a murderer who needs ninja abilities to get to his target.

Any culture can produce killer organizations. Killers with the Eliminator kit are best suited to the same types of cultures that produce spies, while those with the Punisher and Ravager kits most often appear in cultures considered foreign and exotic.

### Restrictions

Player characters cannot belong to the killer (ninja) class. These rules are included for the DM who wants to create extremely dangerous opponents for his PCs.

Killer Kits

There are three kits available for killers: Eliminator, Punisher, and Ravager.

### Eliminator

**Qualifications:** NPCs with good alignments cannot be Eliminators. The Eliminator must have an Intelligence score of 13 or better.

**Description and Role:** The Eliminator is a loner who assassinates high-profile, carefully protected targets. Eliminators are solitary hunters; they work in groups only when they feel it is impossible to get to the target alone.

Each Eliminator specializes in one specific technique of elimination, performing

assassinations with the same type of weapon every time. Highly egotistical Eliminators choose uncommon or unusual weapons as their "signatures."

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* None.

**Nonweapon Proficiencies:** *Required:* None.

**Special Benefits:** In a campaign that uses weapon proficiency rules, the Eliminator can specialize in weapons but is much more limited than a fighter.

The Eliminator may specialize in one weapon at 5th level, a second weapon at 9th level, and a third weapon at 13th level. He may not specialize in more than three weapons (or two weapons plus one martial art). He does not get the additional attacks per round of a weapons specialist (from Table 35 in the *Player's Handbook*), nor receive extra attacks per round based on level advancement like a fighter.

**Special Hindrances:** There are two types of Eliminator: free-lancers, who contract for killings on a mission-by-mission basis with many employers, and those belonging to criminal organizations.

Both types of Eliminator exist mainly as skillful opponents for the PCs. The most suspenseful sort of adventure involves PCs (perhaps some of them are spies) assigned to protect the target of an Eliminator.

Eliminators belonging to criminal organizations suffer the same clan obligations as ninja. (See Chapter 6.)

### Punisher

**Qualifications:** NPC only.

**Description and Role:** The Punisher belongs to an organization with a goal. The goal itself might not be evil, but the way the organization attempts to reach its goal—through a program of murder and terror—certainly is.

For example, two covert groups might have the same goal: to force a group of occupying invaders to withdraw.

One group, consisting of spies, would try to accomplish this goal by sabotaging enemy missions, planting spies within the enemy forces, subverting enemy leaders, and thwarting the enemy's military operations through superior intelligence.

A group consisting of Punishers, however, would not hesitate to send in agents to murder enemy leaders and their families.

Some Punisher societies are priestly orders following the dictates of evil gods. Such an organization is led by clerics or priests of the god, but most of the group's dirty work is carried out by killers with the Punisher kit.

Every Punisher organization has a signature weapon that its members use so that everyone will know that victims were killed by the organization. When a Punisher is initiated into the organization, a small symbol in the likeness of this weapon is tattooed in an inconspicuous place on his body.

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* Proficiency with the organization's signature weapon.

**Nonweapon Proficiencies:** *Required:* None.

**Special Benefits:** Members of the organization receive +2 to hit with the precise

weapon used as the symbol of the order.

**Special Hindrances:** Punishers suffer the same clan obligations as ninja. (See Chapter 6.)

### Ravager

**Qualifications:** A Ravager must be an NPC with a Constitution score of at least 13.

**Description and Role:** Ravagers have the same goals and methods as Punishers, but Ravagers do not have signature weapons. Instead, they consume dangerous potions before going on their missions. These potions make them fearless and unusually hard to defeat in combat.

**Secondary Skills:** None required.

**Weapon Proficiencies:** *Required:* None.

**Nonweapon Proficiencies:** *Required:* Endurance.

**Special Benefits:** The Ravager who partakes of the organization's potion before the mission starts receives several benefits. See the Ravager potion under "Miscellaneous Equipment" in Chapter 5.

**Special Hindrances:** The only types of armor a Ravager can wear are leather or padded armor plus shield. Ravagers suffer the same clan obligations as ninja. (See Chapter 6.)

In this chapter, we'll discuss weapon and nonweapon proficiencies and the combat styles of Oriental martial arts.

# CHAPTER 4
# Proficiencies and Martial Arts

## Weapon Proficiencies

These rules are adapted from the ones introduced in *The Complete Fighter's Handbook*.

Under the rules in Chapter 5 of the *Player's Handbook*, a DM can decide to use weapon proficiencies in his campaign. When using these rules, a character does not know how to wield a weapon well unless he spends a weapon proficiency slot on it. If he has proficiency with a weapon, he uses it normally; if he does not have proficiency, he suffers an attack roll penalty whenever he tries to use the weapon. (The penalty is –2 for warrior characters, –5 for wizards, and –3 for priests and rogues.)

With the new rules given here, a character can devote extra weapon proficiency slots to become proficient with an entire group of weapons.

There are two types of weapons groups: tight groups and broad groups. A tight group, usually consisting of three to eight weapons, includes weapons very closely related in function and effect (for example, fencing blades). A broad group, consisting of several tight groups, includes weapons that are more loosely related in function and effect (for example, all blades).

Table 11 shows the cost of purchasing proficiency with different categories of weapons.

## Table 11: Proficiency Costs

| Cost | For Proficiency With |
|---|---|
| 1 slot | One weapon |
| 2 slots | Tight group of weapons |
| 3 slots | Broad group of weapons |

## Broad and Tight Weapon Groups

Ninja characters can purchase weapon proficiencies in the broad and tight groups listed in the sidebar on pages 32 and 33.

You'll notice there's a little overlap between some of the groups; many weapons can found in more than one group. Both the medieval thief who is proficient with short blades and the Renaissance dandy who knows only fencing weapons are likely to be proficient with the dagger, for example. However, the PC who purchases several tight groups with overlapping sets of weapons receives no proficiency slot cost reduction.

These broad categories are very close to the related weapon groups from Chapter 5 of the *Player's Handbook*. The DM can use these categories as related groups. This helps determine whether or not a combatant gets the full attack roll penalty when he uses a weapon unfamiliar to him, or whether he receives only half the penalty for using a weapon similar to one with which he has proficiency.

## Table 13: Broad and Tight Weapon Groups

**Broad Group:** Arrow-Firing Missile Weapons
**Tight Group:** Bows
- Daikyu*
- Hankyu*
- Long bow
- Long bow, composite
- Pellet bow*
- Short bow
- Tight Group: Crossbows
- Cho-ko-nu (repeating crossbow)*
- Hand crossbow
- Light crossbow

**Broad Group:** Blades
**Tight Group:** Fencing Blades
- Dagger/Dirk
- Knife/Stiletto
- Main-gauche (CFH)
- Rapier (CFH)
- Sabre (CFH)

**Tight Group:** Long Blades
- Bastard sword
- No-daichi*
- Tetsu-to*
- Two-handed sword

**Tight Group:** Medium Blades
- Broad sword

Cutlass
- Katana/Bokken*
- Khopesh
- Long sword*
- Ninja-to*
- Scimitar

**Tight Group:** Oriental Blades
- Katana/Bokken*
- Ninja-to*
- No-daichi*
- Tetsu-to*
- Tanto/Yoroi-toshi*
- Wakizashi*

**Tight Group:** Short Blades
- Chopsticks*
- Dagger/Dirk
- Gaff/Hook (CFH)
- Knife/Stiletto
- Main-gauche (CFH)
- Parang*
- Short sword*
- Shuriken, large star*
- Nekode*
- Tanto/Yoroi-toshi*
- Wakizashi*

**Broad Group:** Chain/Rope Weapons

**Tight Group:** Chain Weapons
- Kau sin ke*
- Kusarigama*
- Manriki-gusari*
- Three-section staff*

**Tight Group:** Lash Weapons
- Scourge
- Whip*

**Tight Group:** Rope Weapons
- Bola
- Kawanaga*
- Kyogetsu-shogi*

Lasso* (not part of a tight group)
Net (not part of a tight group)

**Broad Group:** Cleaving/Crushing Weapons
**Tight Group:** Axes
Battle axe*
Hand/Throwing axe*
**Tight Group:** Clubbing Weapons
Club
Footman's mace
Hanbo*
Horseman's mace
Jo*
Kiseru*
Morning star
Tonfa*
War hammer
**Tight Group:** Flails
Footman's flail
Horseman's flail
**Tight Group:** Karate Weapons
Kama*
Nunchaku*
Quarterstaff/Bo*
Sai/Jitte*
Tonfa*
**Tight Group:** Picks
Fang*
Footman's pick
Horseman's pick
**Tight Groups:** Sickles
Kama*
Sickle
Scythe
**Tight Group:** Staves
Kumade*
Lajatang*
Quarterstaff/Bo*
Tetsu-bo*
Gunsen (war fan)*
(not part of a tight group)
Siangkam* (not part of a tight group)

**Broad Group:** Pole Weapons
**Tight Group:** Bladed Poles
Bardiche

Bec de corbin
Bill-guisarme
Fauchard
Fauchard-fork
Glaive
Glaive-guisarme
Guisarme
Guisarme-voulge
Halberd*
Hook fauchard
Lajatang*
Lucern hammer
Man catcher*
Military fork
Nagimaki*
Naginata*
Partisan
Ranseur
Sang kauw*
Sode garami*
Spetum
Trident*
Voulge

**Tight Group:** Lances
Heavy horse lance
Light horse lance*
Jousting lance
Medium horse lance

**Tight Group:** Spears
Awl pike
Chijiriki*
Harpoon
Javelin
Long spear (CFH)
Shakujo yari*
Spear
Trident
Uchi-ne*

**Broad Group:** Small Throwing Weapons

**Tight Group:** Bladed Throwing Weapons
Dagger (thrown)
Knife (thrown)
Stiletto (thrown)

**Tight Group:** Grenades
Eggshell grenades*

Nage teppo*

**Tight Group:** Shuriken
Bo shuriken*
Small shuriken*
Large star shuriken*
Dart (not part of a tight group)
Tetsu-bishi* (not part of a tight group)

**Tight Group:** Blown Weapons
Blowgun*
Fukimi-bari*
Metsubishi*
Needle*

**Tight Group:** Primitive Firearms
Arquebus

**Tight Group:** Slings
Sling*
Staff sling*

* Appears on weapon lists in this supplement.
CFH: Introduced in *The Complete Fighter's Handbook*.

### Weapon Specialization and Weapon Groups

It is not possible to specialize in an entire group of weapons except by spending an additional weapon proficiency slot on every weapon in the group. You cannot, for example, spend two proficiency slots to have weapon familiarity with the Oriental Blades tight group, and then an extra proficiency slot to specialize in every weapon in the group. You would need to spend one additional slot each for katana/bokken, ninja-to, no-daichi, tetsu-to, tanto/yoroi-toshi, and wakizashi, for a total of eight weapon proficiency slots.

## Nonweapon Proficiencies

As you'll recall from Chapter 1, ninja purchase nonweapon proficiencies from the General, Rogue, and Warrior groups without penalty, and from the Wizard and Priest groups with the standard penalties. Ninja with the Spirit Warrior kit can take proficiencies from the Wizard group without penalty.

### Table 12: Nonweapon Proficiency Groups

| Proficiency | # of Slots Required | Relevant Ability | Check Modifier |
|---|---|---|---|
| **General** | | | |
| City Familiarity | 1 | Intelligence | 0 |
| **Warrior** | | | |
| Style Analysis | 1 | Intelligence | –1 |

**Rogue**

| | | | | |
|---|---|---|---|---|
| Acting | 1 | | Charisma | –1 |
| Assimilation | 1 | | Intelligence | 0 |
| Detect Signing | 1 | | Intelligence | +1 |
| Enamor | | 1 | Charisma | –2 |
| Escape | 2 | | Dexterity | 0 |
| Feign/Detect Sleep | 1 | | Intelligence | 0 |
| Giant Kite Flying | 1 | | Dexterity | –3 |
| Hold Breath | 1 | | Constitution | 0 |
| Information Gathering | 1 | | Intelligence | Var |
| Night Vision | 1 | | Wisdom | –2 |
| Observation | 1 | | Intelligence | 0 |
| Toxicology | 2 | | Intelligence | 0 |
| Quick Study | 2 | | Varies | –3 |
| Underclass | 1 | | Wisdom | 0 |
| Voice Mimicry | | 2 | Charisma | Var |
| Water Walking | | 1 | Dexterity | –1 |

## Nonweapon Proficiencies from the *Player's Handbook*

Some nonweapon proficiencies are appropriate to all ninja characters. These include:

**General Group:** Artistic Ability, Cooking, Dancing, Direction Sense, Etiquette, Fire-building, Heraldry, Languages (Modern), Riding (Land-based), Rope Use, Singing; (from *The Complete Book of Dwarves*) Alertness, Locksmithing, Slow Respiration.

**Priest Group:** (with appropriate penalty) Engineering, Healing, Reading/Writing.

**Rogue Group:** Blind-fighting, Disguise, Forgery, Gaming, Juggling, Jumping, Musical Instrument, Reading Lips, Set Snares, Tightrope Walking, Tumbling, Ventriloquism; (from *The Complete Thief's Handbook*) Alertness, Information Gathering, Observation; (from *The Complete Bard's Handbook*) Acting.

**Warrior Group:** Running, Tracking.

**Wizard Group:** (with appropriate penalty) Languages (Ancient), Reading/Writing.

**Psionicist:** (from *The Complete Psionics Handbook*, with appropriate penalty) Hypnosis.

## New Nonweapon Proficiencies

Ninja know several nonweapon proficiencies that have not appeared in earlier *Player's Handbook* supplements. Many of these proficiencies are appropriate to other character classes as well as ninja.

### New Nonweapon Proficiency Descriptions

**Acting:** This proficiency, originally presented in *The Complete Bard's Handbook*, allows a character to skillfully portray another person. Although acting is usually considered a form of entertainment, it can be useful in helping the ninja accomplish mission goals. If the ninja has both the Acting and Disguise proficiencies, the proficiency

check for either is made with a +1 bonus.

Proficiency checks for Acting are required only if the actor must portray a particularly difficult character or is attempting to ad lib a role (a nonrehearsed role or a performance on short notice).

**Assimilation:** The character with this proficiency is able to study a different culture well enough to pretend to be a member of it. Assimilation allows the character to pick up cultural mannerisms (common rituals, expressions of speech, taboos, etc.). It is distinct from Acting but helpful to that proficiency. A character who has both Acting and Assimilation proficiency receives a +1 bonus to checks with either proficiency when portraying a member of another culture. (This is not cumulative with the Acting/Disguise bonus; if a character has all three proficiencies, she does not receive a +2 bonus.)

**City Familiarity (specific city):** A character with this proficiency is unusually knowledgeable about one specific community, chosen when the proficiency is purchased. City Familiarity gives the character a good knowledge of the important political and financial figures in the community, an understanding of which families (and criminal organizations) are most important and how they relate to one another and a good grasp of the city's main streets and byways. The character needs no skill check to call on this information. When the character wants more detailed information—such as the precise layout of streets when he's running away from city guards, the name of the number-two man in a specific crime organization, or the knowledge of which politicians are cheapest to bribe—the character must make a proficiency check with a difficulty modifier determined by the DM.

A character can must have lived in a city for at least three months before he can purchase the City Familiarity proficiency and—except for the town in which he grew up—he can do so only with DM permission.

**Detect Signing:** This proficiency allows a character to realize when ninja from other clans are communicating using their own clan signs. The character who makes a Detect Signing roll recognizes seemingly meaningless symbols as writing and ordinary speech as having special meaning, although she just will not know the content of the communication.

At the DM's discretion, a Detect Signing roll made by 2 or more will allow the character to recognize when other sorts of subtle communication are being used, such as thieves' cant.

If a character makes her Detect Signing roll by 6 or better, she can recognize one word or symbol in a specific communication and understand its meaning. The DM chooses which word the character recognizes. (This is an opportunity for the DM to pass an intriguing clue on to the ninja character.)

**Enamor:** This proficiency allows a ninja to trick an NPC into falling in love with him or her. It is more than the skill of knowing which flowers to send or garments to wear. Enamor proficiency allows the ninja to study his target like a thief studies a vault, looking for weak points to exploit.

Standard use of the Enamor proficiency takes a week of constant contact for a susceptible victim, a month or more for a more difficult target. The DM can allow bonuses to the proficiency roll for a PC who is thorough and clever in his research into the victim's psyche and who takes extra time, and can assign penalties to one who spends too little time or makes wrong assumptions.

At the end of the contact period, the DM rolls the Enamor proficiency for the ninja and compares the results with those listed in Table 14.

**Table 14: Enamor Proficiency Results**

| | |
|---|---|
| Ninja Lost by 4+ | The victim has been (accidentally) insulted during the romantic pursuit. The victim may attack the ninja, may arrange to have the ninja assaulted, may pretend to be seduced in order to cause the ninja some great harm later, etc. |
| Ninja Lost by 2–3 | The victim is not interested in the ninja and may become irritated with continued pursuit. |
| Ninja Lost by 1 | The victim is flattered but not convinced. The ninja can start over with a –2 penalty to his Enamor check, or can abandon pursuit, perhaps leaving behind some hard feelings. |
| Even Roll | The victim is flattered but not convinced. The ninja can start over or can abandon pursuit with no hard feelings. |
| Ninja Won by 1 | The victim is flattered but not convinced. The ninja can start over with a +1 bonus to his Enamor check, or can abandon pursuit with no hard feelings. |
| Ninja Won by 2–3 | The victim is infatuated by the ninja but will not change ethics, goals, or loyalties. |
| Ninja Won by 4–6 | The victim is in love with ninja and will help ninja in any way that does not violate important ethics and loyalties. |
| Ninja Won by 7+ | The victim is madly in love with the ninja and will abandon all ethics, goals, and loyalties. |

The DM, at his discretion, can additionally make a Wisdom check for the victim. If the victim makes the Wisdom check by more than the ninja made his Enamor proficiency check, the results are as for an Even Roll.

Ironically, the more complete the ninja's success, the more dangerous the situation becomes. A victim who is madly in love may do everything the ninja wishes, including betraying state secrets and turning traitor, but expects the character with Enamor proficiency to be just as much in love. The victim becomes dangerously jealous of potential rivals (seeing anyone remotely suitable as a potential rival) and could become murderous if he realizes he has been duped.

The relationship built by use of the Enamor proficiency need not be a romantic one. Depending on the situation, the relationship might be a friendship or the winning of someone's loyalty away from an enemy.

Although nothing prevents good-aligned characters from learning the Enamor proficiency, the first time they ruin a life with it may be the last time they use it.

**Escape:** This nonweapon proficiency allows a character to slip out of ropes and other types of bindings.

When a character is bound or tied, the DM assigns a penalty based on the type and circumstance of the binding. Table 15 shows standard penalties for a variety of situations. The character with Escape proficiency can try to use his skill in order to free himself. He

rolls his proficiency and applies the appropriate penalties. If the roll is successful, he can untie himself.

### Table 15: Escape Proficiency Penalties

| Binding Type | Penalty (Cumulative) |
|---|---|
| Standard rope | 0 |
| Rawhide, dry | –2 |
| Rawhide, soaked and shrunken | –4 |
| Wire | –3 |
| Fingers individually tied/taped | –4 |

| Circumstance | Penalty (Cumulative) |
|---|---|
| Binding character takes extra time/attention | –2 |
| Binding character takes little time/attention | +2 |
| Binding character is a thief or ninja | –3 |
| Binding character makes find/remove traps roll | –2* |
| Character with this proficiency tries to untie another character | +4 |
| Bound character with this proficiency tries to untie another character | –4 |

* The DM may assign a penalty equal to the number by which the binding character makes his find/remove traps roll divided by five. (For example, if the character has a 50% chance but rolls a 30, he has made the roll by 20. The penalty is a –4.)

*Example: Ichiro the ninja is bound back-to-back with his fighter friend Olaf. Ichiro has been bound with standard rope, but the character tying him spent extra time on the task and individually tied the ninja's fingers.Ichiro receives a penalty of –6 against his Dexterity –1 roll of 16. The ninja rolls an 11 and fails.*

Ichiro then tries to free Olaf. The penalty is the same, but he's trying to untie another person while he himself is bound, resulting in an additional –4 penalty for a total of –10. The ninja manages to roll a 6 and successfully frees his ally.

Escape proficiency does not allow the character to undo locks or escape other sorts of traps. Those tasks require the open locks and find/remove traps skills.

**Feign/Detect Sleep:** People who pretend to be sleeping seldom do it right. However, most people don't know how to tell the fakers from those really asleep. Characters with this proficiency are trained to feign sleep accurately and to determine when others are feigning sleep.

This skill is of special use to ninja on guard duty and those infiltrating a secure site. A ninja will use this skill when listening to seemingly sleeping guards and guests. If he detects one who is breathing wrong, he can take steps to capture or silence the faker. Likewise, a ninja can use this skill to convince an intruder that he is truly asleep, so that he can creep up on the intruder from behind when his back is turned.

Acting proficiency can convey the ability to feign sleep, but the Acting check is made

at a –4 penalty instead of the standard –1.

**Giant Kite Flying:** This proficiency is of use only to characters who intend to fly the unusual items called hito washi (human eagle) and yami doko (man-sized kite). It is an expensive skill and difficult to master, so there are very few practitioners. Without this proficiency, a character trying to use a giant kite is certain to crash and do himself great harm, if not kill himself. Even with this proficiency, the character is very likely to do so.

**Hold Breath:** This proficiency helps a character hold her breath for extended periods of time. (See the rules in the *Player's Handbook*, Chapter 14, for the amount of time a character can normally hold her breath.)

With Hold Breath proficiency, a character can hold her breath for half her Constitution score in rounds (rounded up). If the character is exerting herself, this time is halved (again rounding up). When attempting to hold her breath beyond this time, the character rolls the usual Constitution check each round. The first check has no penalty, but each subsequent check takes a cumulative –1 penalty. Once a check is failed, the character must breathe; if she cannot reach air, she dies.

**Information Gathering:** This proficiency, introduced in *The Complete Thief's Handbook*, represents the ability to gather information from the underworld, most commonly about roguish activities and personalities. A character with this proficiency, in appropriate circumstances, will be aware of any major rumors circulating among the lowlife of an area. With a successful proficiency check, he can gather specific information about a person or place. (The DM must decide how specific the information is.)

The following modifiers may adjust the proficiency check:

• Other characters' reaction adjustments (based on Charisma) benefit or penalize the roll.

• Thieves' guild members receive a bonus of +2; they have more contacts (and better-informed ones) than free-lancers.

• A character outside his own territory—usually his home city—suffers a –3 penalty to his check. This penalty can be worsened in territories very different from the character's, due to differences in language, culture or race.

Whenever a proficiency check is required for Information Gathering, the character must invest a small amount of money for bribes to avoid an additional –3 penalty. A total of 1d10 gp is typical for bribes, and is lost whether or not the desired information is learned. The character can continue his Information Gathering the next day, spending more money and making another proficiency check. The DM is free to increase the cost of using this proficiency as suits the situation or campaign.

**Night Vision:** This proficiency improves a character's ability to see in low-light conditions. It is not equal to infravision but is still useful.

To use his Night Vision, the character must spend five rounds in the type of light he will be moving or waiting in. Until he has spent that amount of time in the dark, this proficiency just does not work. (However, the character can be doing other things while letting his eyes adjust, so long as these other tasks do not expose him to varying light conditions.)

Once his eyes have adjusted, the character can use his Night Vision at any time. Whenever he looks at something, he must make a Night Vision proficiency check. With a successful check, the character's Visibility Ranges (from the *Player's Handbook*, Chapter

13) are doubled in the following conditions: Fog (dense or blizzard), Fog (moderate), Night (full moon), Night (no moon), Twilight. Thus, a character under a full moon at night would be able to spot movement at 200 feet rather than at 100 feet.

If the character with this proficiency is exposed to a change in illumination—such as by having a fireball go off within 500 feet or by having a torch or lamp waved in his face—his eyes are dazzled. His Night Vision is gone and cannot be regained until the character has again spent five rounds letting his eyes adjust.

**Observation:** This proficiency, introduced in *The Complete Thief's Handbook*, gives characters exceptionally acute powers of observation with all five senses. The DM may ask for a proficiency check (or secretly roll one) whenever there is a subtle clue that the character might otherwise overlook. The DM may also allow characters with Observation proficiency to increase their chance of finding secret or concealed doors by 1 in 6.

**Quick Study:** This proficiency allows a ninja to temporarily learn enough about a skill, a job, or an area of scholarship to pass as someone who belongs to a related profession.

When using this proficiency, the ninja spends one week (eight hours a day) studying the skill she wishes to learn. At the end of the week, the character has a working knowledge of the field studied. Over the next several days, she will be able to pass as a practitioner of that skill, though not as an expert.

When she has completed his study and must utilize the skill, the character makes a normal proficiency check with an additional –3 penalty. One week after the character has completed her study, she suffers a –2 penalty because she has forgotten some details of the skill. Each week thereafter, she takes another cumulative –2 penalty.

This proficiency will not allow a character to demonstrate an expert level of ability with the skill being simulated. If the character undertakes a task that, in the DM's estimation, calls for an especially broad or deep knowledge of the subject, the DM can decide that the character cannot perform the task. The character can then make a normal Intelligence check; success means that she realizes that she's in over her head and cannot succeed.

It is not possible to spend extra nonweapon proficiency slots on Quick Study to improve the roll. However, it is possible to buy the proficiency more than once in order to study two skills per mission.

**Style Analysis:** This specialized proficiency gives the character knowledge about (not skill in) armed and unarmed combat. After watching someone fight for at least one round, a character with this proficiency can make a Style Analysis check to learn some facts about his subject's fighting style.

If the character makes his check by the given amount, he learns the facts following that number.

| | |
|---|---|
| 0 | The general style used (e.g., karate, kenjutsu, fencing, etc.). |
| 2 | How good the practitioner is (e.g., a basic student, an expert, a grand master of the style, etc.). |
| 4 | Which school of the style is being used (e.g., Odo family sumo wrestling). |
| 6 | Superficial or transitory weaknesses that the practitioner is currently exhibiting (such as favoring an injured leg). The character with Style Analysis receives a +2 on all attack rolls when fighting the practitioner (unless the practitioner switches |

styles). The +2 wears off after one day.

8 Who the practitioner's teacher probably was (e.g., Odo Kusuke).

10 General weaknesses in the practitioner's learning (such as a tendency to favor left-side attacks over right-side ones). The character with Style Analysis receives a +2 on all attack rolls when fighting the practitioner. The +2 wears off after one year.

Naturally, there are limits to what the character can learn even at the best levels of success. For example, he cannot learn the true identity of a teacher who is not commonly known, though he might be able to identify a style as being the same as another character's, thus inferring a common teacher.

**Toxicology:** In the hands of the ninja, proficiency in Herbalism is bent toward knowledge of knockout drugs and poisons. A Toxicologist knows more about such drugs than an Herbalist with a similar Intelligence score (hence the lack of penalty), but will not know anything about other types of chemical compounds.

**Underclass:** This proficiency imparts an understanding of the way the underclass—the combination of poorer classes and criminal elements—works in a society. The character with this proficiency can roll an Underclass check to learn things about the underworld of any community he visits. The DM should assign time and check penalties based on cultural differences and the sensitivity of the information the character seeks. Attempting to buy an illegal weapon would take about an hour and result in a check penalty of 0 or –1. Looking for the secret hideout of the local master of crime might take weeks and would impose a penalty of –8 or worse.

**Voice Mimicry:** This proficiency, introduced in *The Complete Thief's Handbook*, is the art of convincingly imitating the voices of others. It is a demanding skill, requiring intense training of the vocal cords.

A character with Voice Mimicry proficiency can imitate any accent she has heard. Success is automatic, but if people who themselves speak in that accent are the character's listeners, a proficiency roll is required (with a +2 modifier).

To imitate a specific person's voice, the character must be familiar with that voice. A proficiency check determines if the imitation is detected, with modifiers based on the listeners' knowledge of the voice being mimicked. Success is certain if the listener has never heard the original voice. There is no modifier to fool an acquaintance of the original speaker, but the roll to fool a friend of the subject is penalized at –2. The penalty is –5 to fool a close friend of the subject, and –7 to fool someone who has had close contact with the person for years (a parent or spouse).

When Voice Mimicry proficiency is used in conjunction with the Disguise proficiency, the decision on which proficiency to check first depends on whether the character is first seen or heard. If the Disguise proficiency check is rolled first and is successful, the subsequent Voice Mimicry check receives a +5 modifier. (The listeners have already accepted the character's appearance, so they are less likely to doubt the voice.) If the Disguise check fails, it doesn't matter how good the Voice Mimicry is. If the Voice Mimicry check is rolled first and is successful, the subsequent Disguise check receives a +1 modifier.

**Water Walking:** This proficiency allows the character to correctly use mizugumo, the special pontoons that ninja use to walk across still water surfaces. The ninja must make a proficiency check each round. An unsuccessful check means the ninja falls into

the water with a big splash.

## Martial Arts

In a normal AD&D® game campaign setting, all characters know how to punch and wrestle. (See the *Player's Handbook*, Chapter 9.)

In a campaign based in an Oriental setting, the characters do not know mere punching and wrestling; they know martial arts.

These rules, introduced in *The Complete Fighter's Handbook*, allow your character to be proficient (or even a specialist) in eastern-style martial arts. These rules work like the existing punching and wrestling rules, but constitute a whole new set of maneuvers and tactics a skilled character can use in combat.

The martial arts described here aren't any specific real-world fighting style; they're a combination of generic martial-arts maneuvers.

### Martial Arts Results

Martial arts combat occurs when a character attacks with his bare hands, feet, or even head. No weapons are used, although a character holding a weapon in only one hand can attack with his weapon in one round and with his martial arts skill in the next.

The damage from any bare-handed martial arts attack is broken into two parts: 25% of the damage from the attack is normal damage; the remaining 75% is temporary damage. (See the *Player's Handbook*, Chapter 9, for a discussion of temporary damage.)

A character with martial arts skill makes a normal attack roll against the normal Armor Class of the target. (An armored attacker suffers the penalties from Table 57: Armor Modifiers for Wrestling, in the *Player's Handbook*.)

If the attack roll is successful, consult Table 16, using the original, unmodified die roll to determine the martial arts maneuver accomplished. The attacker may add any bonus for Strength to the damage done by the blow.

If, for example, the character rolls a 13 to hit, the result is a vitals punch doing 2 hp damage (plus the attacker's Strength bonus for damage).

Table 16 replaces the Martial Arts Results Table in *The Complete Fighter's Handbook*. It is arranged so that better blows result in more damage.

### Table 16: Martial Arts Results

| Attack Roll | Martial Arts Maneuver | Damage |
|---|---|---|
| 19—20 | Head Kick | 4 |
| 17–18 | Head Punch | 3 |
| 15–16 | Vitals Kick | 3 |
| 13–14 | Vitals Punch | 2 |
| 11–12 | High Kick | 2 |
| 9–10 | Side Kick | 2 |
| 6–8 | Body Punch | 1 |
| 3–5 | Low Kick | 1 |

| | | |
|---|---|---|
| 1–2 | Graze | 0 |

In an Oriental campaign, do not use the "%KO" column that appears with the equivalent table in *The Complete Fighter's Handbook*. Instead, knockout chances are covered by the Advanced Martial Arts rules under "Stunning and Incapacitating."

## Specializing in Martial Arts

Characters can specialize in martial arts by spending a weapon proficiency slot on the skill. Ninja, shinobi, and other fighters can specialize in martial arts regardless of restrictions on weapon specialization based on class or kit. No character is required to specialize in martial arts.

Note: Campaigns using the Advanced Martial Arts rules (described later) should not also use these specialization rules.

A martial arts specialist gains the following benefits:

- +1 bonus to all attack rolls with martial arts;
- +1 bonus to all damage with martial arts;
- +1 chart bonus with all martial arts attacks;
- One additional martial arts attack per combat round. The character may not hold anything in either hand to gain this benefit; and
- The character may pull the attack, not causing any damage, and may also refuse to do the +1 hp damage bonus for specialization.

It is possible for some types of ninja or other characters to continue to improve their martial arts abilities beyond the values given previously. This option is available to only single-class fighters, fighting-monks (from *The Complete Priest's Handbook*), and ninja with the Shadow Warrior kit.

A character who continues to devote weapon proficiency slots to martial arts after the initial specialization gets the following benefits. For each additional slot devoted to martial arts, the character gains:

- +1 bonus to all martial arts attack rolls;
- +1 bonus to all martial arts damage; and
- +1 chart bonus with all martial arts attacks.

The chart bonus allows the character to affect the location of the attack. When a martial arts specialist makes an attack, he can accept the location indicated in the middle column of Table 16, or adjust it up or down the chart by a number of lines equal to the chart bonus. For example, if a martial arts specialist hits with a roll of 14, the indicated blow is a vitals punch. By using the +1 chart bonus, the martial artist can change that blow into a vitals kick for more damage, or a high kick if some other effect is desired.

## Mixed Campaigns

In campaigns based around an Oriental culture, characters start play knowing martial arts.

In campaigns based around a more mainstream or western culture, characters start play knowing punching and wrestling.

In campaigns featuring characters from a mixture of backgrounds, each character

should start play with the type of unarmed combat appropriate to his culture. The character, if given an opportunity, can later learn an unarmed combat style originating in a different culture, and even specialize in it.

It takes a long time to learn a combat style. For game purposes, consider that it takes a year of average effort and devotion to learn martial arts at the basic (proficient) level and four years of average effort and devotion (plus reaching the 4th experience level or above) to specialize in martial arts, the equivalent of a black belt.

Any character can specialize in one unarmed combat style (punching, wrestling, martial arts). Single-class warriors can specialize in more than one.

## Advanced Martial Arts (Optional)

These rules are adapted from guidelines originally presented in Oriental Adventures. The DM is not required to allow the use of these rules, but they can expand character options and make for more colorful campaigns.

### Prerequisites to Learning Martial Arts

Learning an advanced martial art is like learning any other proficiency, with some important exceptions.

Martial arts styles are powerful abilities that require the expenditure of many proficiency slots to learn well. It takes only one slot to learn a specific art at its basic level, but it can take a character's entire stock of slots to learn an art at a very advanced level.

A character can learn any element of an advanced martial art by expending either a weapon proficiency slot or a nonweapon proficiency slot on it. A character learning a lot of martial arts elements could end up spending many weapon proficiencies and nonweapon proficiencies on it.

A character wishing to learn advanced martial arts must first know basic martial arts. Characters originating in an Oriental culture are assumed to have proficiency in basic martial arts, but foreigners must spend a proficiency slot to learn basic martial arts before entering advanced study.

Once that condition is met, the character must find a master to study under. A ninja receives training from childhood in the clan's special maneuvers and weapons but must seek out a master on his own if he desires to go beyond his clan's specialties. A Lone Wolf ninja who desires further training must also find a master to study with.

### Finding a Master

Finding a master is not necessarily an easy task. Many masters regard their skills as valuable secrets to be taught to only a select few. Many a style has disappeared because the master refused to reveal his art. Most masters do not advertise or even display their skill. They feel that to do so would be proud and boastful, characteristics that are undesirable in a master (and, incidentally, may incur the wrath of the gods). For many, the ultimate goal of training is to avoid having to use one's skills. Others feel that their art can be learned only in the most tranquil and secluded surroundings, deep in mountain

forests and the like. Such men seldom appear in civilized lands.

Politics are another reason masters can be hard to find. Conquered peoples may be forbidden to practice their arts lest they become troublesome and rebellious. Powerful temples (often the center of such training) may be destroyed by nervous emperors, warlords, or daimyos. The master and his students are forced to scatter with the winds and many disappear without a trace. In such cases, they may join or form secret societies, clandestinely meeting on rare occasions to train.

Not all masters are such recluses, or the skills of martial arts would long since have died away. A large town or city may have a school run by a master. If his skill is well known, potential students will travel great distances to study under him. As characters adventure in the campaign, they will undoubtedly hear of these schools or may even learn the whereabouts of one of the more secretive masters of the martial arts.

## Training Under the Master

After a character has been accepted by a master, the DM should determine the depth of the master's knowledge of his style.

**Basics:** A master automatically knows the basics of his style (which provide the Armor Class and other basic elements).

**Maneuvers:** The DM determines how many special maneuvers are available in the style (see Table 16) and rolls the smallest die that is equal to or greater than this number. The result is the number of maneuvers the master is proficient in. Masters are under the same restriction as characters for the order in which they learn special maneuvers, as discussed later.

**Weapons:** The DM determines how many weapons (if any) are used by the style, then rolls the smallest die that is equal to or greater than this number. (If the style uses five weapons, the DM rolls 1d6.) The number rolled is the number of style weapons the master is proficient in (and can teach).

Once these facts are determined, the master's abilities are known, and these are the only things the master can teach. The master never increases in knowledge unless the DM rules that special circumstances dictate otherwise.

## Learning the Style

Once the character has been accepted by a master, he must remain and study under him for at least one month.

At the end of this time, the character spends one proficiency slot and gains the basics of the style (Armor Class, number of attacks, and basic damage). He does not gain any of the special maneuvers or weapons that may be taught by the style.

After the initial month's training, the character does not need to remain with the master constantly; he is free to travel and adventure. However, he must practice his style for at least one hour a day and must spend an average of six hours per week working with his master. There can be some variance in his schedule, so long as the character spends 24 hours of study with his master per month. Characters who do not fulfill this obligation cannot add special maneuvers and weapons.

To learn the special maneuvers and weapons of a particular style, the character must

spend additional proficiency slots. For each proficiency slot expended, the character can add one special maneuver or weapon proficiency from the style. This does not mean the character instantly knows how to perform the maneuver or use the weapon, but assumes that he has been practicing prior to gaining the maneuver or weapon proficiency.

No more than two proficiency slots can be expended on a single martial arts style per experience level.

Special maneuvers must be learned in order of difficulty. All difficulty 1 maneuvers (see Table 19) must be learned before the character can progress to difficulty 2 maneuvers, and so forth.

When a character has learned all the knowledge the master possesses, there is no point in continuing to study under this master. The character can now go off in search of another master—one who knows more about the style or one who teaches a different style.

### Pre-Campaign Learning

The DM can allow the character to have learned some advanced martial arts before entering play in the campaign.

In such a case, the DM allows the player to purchase those elements of the martial art he will allow at the start of play. However, whatever the character buys is the limit of what his master could teach him. Once the character enters play, he will have to find a new master if he wants to further his martial arts training.

## Multiple Styles

Player characters can learn more than one style of martial arts at a time. This requires the character to find more than one master, have sufficient available proficiency slots, and possess great dedication.

When fighting, the character with multiple styles can change his style from round to round. When using one style, he gains all the abilities he possesses of that style, but no abilities of any other style he knows. He can use only the special maneuvers of the style he is currently using (unless they are special bonuses that are constantly in effect).

### Style Characteristics

Under these rules, the martial arts are classified by six different characteristics. Items 1-4 are called the basics.

1. Number of Attacks
2. Damage
3. Armor Class
4. Principal Attack Form
5. Special Maneuvers
6. Allowed Weapons

A combination of these six characteristics is called a style. There can be as many styles as there are possible combinations of these elements. Each style is different and must be learned separately.

Styles are often given descriptive or poetic names, based on how the style works, its appearance when used, or the source of its inspiration. There are animal names (Snake Style, Monkey Style, Tiger Style, etc.), poetic names (Eight Drunken Fairies), and descriptive names (Empty Hand, Springing Legs, Nine Fists, etc.).

In addition, styles are identified by the way they are used. Some are highly defensive, relying on the inner power of the user to overcome the opponent. Others are aggressive, stressing form and channeled power in hard and sudden attacks.

Table 17 lists some common styles and their characteristics.

## Explanation of the Chart

**#AT:** Add this bonus to the character's number of attacks per round when using this martial arts style—but only unarmed. If the character uses the style with a weapon, he receives only his normal number of attacks per round.

**Dmg:** This is the base damage done when using the style unarmed.

**AC Mod:** Add this bonus to the character's Armor Class when using the style. The bonus applies whether or not the character wears armor. It represents his ability to dodge and block attacks that someone with lesser training cannot counter. In some circumstances, however, the AC bonus doesn't help; see "Unarmed vs. Armor" later this chapter.

**Principal Attack:** This is the usual attack form of the style. When the Principal Attack of the style is "foot," a majority of attacks made with the style will be kicks. However, the style may include any other sort of attack.

**Special Maneuvers:** These special maneuvers, described later, are associated with the style. Each special maneuver costs one weapon proficiency slot to learn.

**Weapons Allowed:** The listed weapons may be used in combination with the special maneuvers of the style. For example, if a karate practitioner knows the iron fist maneuver and has knowledge of kama use, he can perform the iron fist maneuver with his kama. It costs one weapon proficiency slot to learn to use one entire tight group of allowed weapons with the special maneuvers of a martial arts style.

### Table 17: Common Martial Arts Styles

| Name | #AT | Dmg | AC Mod | Principal Attack | Special Maneuvers | Weapons Allowed (Tight Groups) |
|---|---|---|---|---|---|---|
| Aikijutsu | +1 | 1pt | –3 | Body | Lock 1,2,3<br>Block 1,2,3,4<br>Movement 1,3<br>Throw 1,2,3,4<br>Mental 1,2,3,4,5 | Staves<br>Fencing<br>Blades, Oriental<br>Blades, Medium Blades |
| Atemi | +1 | 1d4 | –1 | Hand/Foot | Block 1,2 | Clubbing |

| | | | | | | |
|---|---|---|---|---|---|---|
| Weapons, Staves | | | | | | |
| | | | | | Movement 1<br>Push 3<br>Strike 1<br>Vital Area 1,2,3 | |
| Jujutsu Blades, Oriental | +1 | 1d2 | –2 | Body | Lock 1,2,3,4 | Fencing |
| Medium Blades | | | | | Throw 1,2,3,4 | Blades, |
| | | | | | Movement 1,3<br>Vital Area 1,2<br>Mental 1,2,3 | |
| Karate Weapons | +1 | 1d4 | –1 | Hand | Strike 1,2,3 | Karate |
| | | | | | Kick 1<br>Block 1,2<br>Movement 1<br>Mental 1,4 | |
| Kung fu Group of | +1 | 1d3 | –2 | Hand | Lock 1 | Any Tight |
| Melee | | | | | Strike 1,2<br>Kick 2<br>Block 1,2,3,4<br>Mental 4,6 | Weapons |
| Ninjutsu Oriental | +1 | 1d2 | –2 | Legs | Kick 1,3 | Short Blades, |
| Chain Weapons, | | | | | Lock 1,3 | Blades, |
| Weapons | | | | | Movement 1,2,4 | Rope |
| | | | | | Strike 1<br>Throw 1,2<br>Block 1,3,4<br>Mental 2,4 | |
| Sumo | +1 | 1d2 | –2 | Hand | Lock 2 | None |
| | | | | | Movement 3<br>Push 1,2<br>Throw 1,3<br>Block 1 | |
| Tae Kwon Do Blades, Staves, | +1 | 1d4 | –1 | Foot | Kick 1,2,3 | Medium |
| Weapons | | | | | Strike 1 | Clubbing |
| | | | | | Throw 4<br>Block 1,2<br>Movement 4 | |

## Explanation of the Styles

All the styles listed in Table 17 are real-world martial arts.

**Aikijutsu:** This Japanese style dates back several centuries; it is one of the foundations of modern aikido. Though it includes more aggressive blows and techniques than aikido, it is still more a defensive than offensive style, principally concerned with throws and evasion. In some schools, sword and staff techniques are taught.

**Atemi:** This art was derived from the much older Chinese *ch'uan-fa* arts by the warrior caste of Japan. A technique for attacking vital points of the opponent, its usefulness faded as the Japanese sword arts developed. To the modern martial arts student, *"atemi"* is a generic term for certain types of blows.

**Jujutsu:** This art was systemized from earlier fighting styles in the sixteenth century. Though the modern form, judo, is principally thought of as a wrestling art, older jujutsu forms included more strikes, chokes, and even weapon techniques. It was a fall-back art for the warrior temporarily separated from his principal weapons.

**Karate:** This style, under the name of *te* ("hand"), was developed in Okinawa over a period of many centuries. This process was accelerated after the 17th-century conquest of Okinawa by Japan and subsequent laws banning weapons and martial arts. Te's development incorporated use of ordinary farming implements, such as the threshing nunchaku and scythelike kama, which were not banned. *Karate* ("empty hand") was not popularized in Japan until the 20th century, but it is not too much of a stretch to assume that a Japan-like fantasy culture will have a style like karate.

**Kung fu:** Systemized study of the fighting arts dates back into the mists of history in China, but legend attributes much of the origin of Chinese martial arts to Bodhidharma, a Buddhist monk from India. In the sixth century of the common era, it is said, he came to Shao-lin temple in China and taught his Indian style of boxing, which became the basis for many of the kung fu styles.

**Ninjutsu:** The martial art style of the ninja developed gradually in parallel to the ninja's espionage art. It is a deceptive style with hard and soft elements, a style in which it is as important to be able to throw down an opponent and run away as it is to damage him. A character proficient in Style Analysis can make a nonweapon proficiency check to determine that a ninja is using ninjutsu. It is therefore useful for a practitioner of ninjutsu also to know some other style, such as karate, at least at a basic level. That way, if forced into unarmed combat when in the presence of friends who are not ninja, the ninja character is less likely to give himself away.

**Sumo:** One of the most ancient forms of Japanese combat, sumo wrestling's origins vanish into Japanese mythology. Legend attributes the first sumo match to a fight between a mortal hero and a demigod. A more historical account describes a type of sumo match taking place in the first century of the common era. Though the goal of modern sumo calls for the opponents to try to push one another out of a ring, older forms included hand strikes, kicks, and head butts. The modern form still includes a painful and distracting slapping technique.

**Tae Kwon Do:** This Korean martial art was originally derived from Chinese techniques and systemized in the seventh century of the modern era. It is a hard style,

emphasizing punching and kicking.

Naturally, it is a gross oversimplification to lump all styles of kung fu, or karate, or most of the other styles described here under one set of maneuvers. A DM who knows enough about a martial arts style to object to the way it has been presented here is free to develop his own set of guidelines for it, using the rules presented next.

## Creating a New Style: Basics

In addition to the styles listed previously, the DM can create new styles for use in his campaign. These should be styles unique to the campaign world—some common, some mysterious and little known.

The DM creates a style by choosing its general characteristics, special maneuvers, and allowed weapons.

### Hard, Soft, or Hard/Soft

The DM first decides whether the style is hard, soft, or a combination of the two.

Hard styles emphasize the use of the muscles and bones for power. They usually use direct movements and are generally offensive, stressing the attack.

Soft styles rely more on the inner power of the character to provide the necessary energy, although they too require conditioning of the muscles. Their movements are more fluid and circular and are generally considered more defensive. These movements divert the attacker, using his own force against him, responding only after the enemy has committed himself. The training is more mentally oriented, showing the student how to focus and use his inner power.

Styles that combine both hard and soft aspects attempt to use the best practices from each. Circular and gentle defensive movements are combined with swift and direct attacks. Physical training is balanced with mental training.

### Principal Method

Next, the DM must choose the principal method, the fighting method most commonly used by the style. When a character attacks, he uses the principal method of the style more often than not.

Each principal method describes the most common means of attack. Those with kicking method use many kicks; those with throwing rely on grappling and leverage, etc.

However, every style incorporates moves from other methods, because reliance on a single form would certainly mean defeat.

### Martial Style Combinations (Basics)

Table 18 lists all the different choices available for creating the basics of a style. As the DM makes selections, his choices determine the Armor Class, number of attacks, damage, and principal attack form used most commonly by the style.

### Table 18: Martial Style Combinations

| Form | #AT Mod | AC Mod | Dmg Mod |
|---|---|---|---|
| Hard | +1 | –1 | 2 |
| Soft | +1 | –3 | 0 |
| Hard/Soft | +1 | –2 | 1 |

| Principal Method | Dmg Mod | Principal Attack |
|---|---|---|
| Block | 1 | Hand |
| Kick | 2 | Foot |
| Lock | 1 | Body |
| Movement | 1 | Legs |
| Push | 1 | Hand |
| Strike | 2 | Hand |
| Throw | 1 | Body |
| Vital Area | 2 | Hand/Foot |
| Weapon | By Weapon | Hand/Arm |

**Form/Principal Method:** The DM must select one form and one principal method for each style.

**#AT Mod:** All martial arts styles add 1 to the number of attacks per round the character can perform when fighting unarmed. If he uses the martial arts style with a weapon, he receives only his usual number of attacks.

**AC Mod:** Add this modifier to the character's Armor Class.

**Dmg Mod:** Total the Dmg Mod from the form and the principal method. Round this number up to the nearest die size used in the game. Thus, a total Dmg Mod of 5 equals 1d6; a total of 4 equals 1d4. This die roll constitutes the basic amount of damage done when fighting unarmed in the style.

**Principal Attack:** This part of the body is most commonly used with the listed principal method. Kicking relies on the feet, while throwing makes use of the whole body. So long as a character has the listed body part unbound or free to move, the character can still attack effectively with that principal method.

### Examples of Martial Arts

The basics of the martial arts described earlier were built this way:

**Aikijutsu:** Soft: #AT +1, AC –3, Dmg Mod 0). Throw: Dmg Mod 1, Body.

**Atemi:** Hard: #AT +1, AC –1, Dmg Mod 2. Vital Area: Dmg Mod 2, Hand/Foot.

**Jujutsu:** Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Lock: Dmg Mod 1, Body.

**Karate:** Hard: #AT +1, AC –1, Dmg Mod 2). Strike: Dmg Mod 2, Hand.

**Kung fu:** Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Strike: Dmg Mod 2, Hand.

**Ninjutsu:** Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Movement: Dmg Mod 1, Legs.

**Sumo Wrestling:** Hard/Soft: #AT +1, AC –2, Dmg Mod 1. Push: Dmg Mod 1, Hand.

**Tae Kwon Do:** Hard: #AT +1, AC –1, Dmg Mod 2. Kick: Dmg Mod 2, Foot.

## Creating a New Style: Weapons

Most styles incorporate the use of melee weapons. However, not all styles use all weapons. The weapons that can be used with a style are listed in the "Weapons Allowed" section of Table 17.

In order to use a weapon with a martial arts style, a character must spend a weapon proficiency slot on the tight group that includes that weapon. Earlier, the character must have spent a slot for proficiency with the weapon if he wants use the weapon tight group with his martial arts style.

When the character spends his proficiency slot to use the tight group of weapons with his style, he can use any weapon he knows from the group with any special maneuver that permits it. The description of each special maneuver indicates the weapons that can be used with that maneuver

When the character uses a weapon with a special maneuver, he may choose whether he uses the damage for the maneuver or the damage for the weapon. Normally he chooses the one that is higher. In addition, he receives any benefits from the special maneuver. Additionally, on the rare occasions when it matters, the character using a weapon with his martial arts style gains any benefits arising from the size of the weapon and may suffer penalties for the speed factor of the weapon.

The special maneuvers listed under "Principal Method: Weapon" can be used only with weapons.

## Creating a New Style: Special Maneuvers

Special maneuvers are actions and abilities that require intensive study and skill to learn. In return, they give the user greater-than-normal results. Some maneuvers are actions that the character can attempt during the course of a fight (flying kick, one finger push, etc.). Others are constant abilities that, once learned, are always in effect (ironskin, blind-fighting, etc.).

Combat maneuvers are risky; failure often leaves the character in an exposed or dangerous position. A combat maneuver costs the character one or more of his attacks for the melee round. A movement maneuver counts as movement, preventing the character from making any attack that round (unless the maneuver notes otherwise).

### Table 19: Special Maneuvers

| Maneuver | Effects |
|---|---|
| **Principal Method: Block** | |
| 1. Basic Parry | Blocks 1 melee attack |
| 2. Parry All | Costs 2 attacks; blocks all melee attacks |
| 3. Grappling Block | Blocks 1 melee attack; pins weapon |
| 4. Arrow Parry | Costs 2 attacks; blocks all missile attacks |
| **Principal Method: Kick** | |
| 1. Circle Kick | Add 1d2 hp to basic damage |
| 2. Flying Kick | Leap; add 1d4 hp to basic damage |
| 3. Backward Kick | Kick person behind; basic damage |
| **Principal Method: Lock** | |

| | |
|---|---|
| 1. Choke Hold | Takes +1 round; victim passes out |
| 2. Locking Block | Pins weapon/limb; +4 to hit with other attacks |
| 3. Incapacitator | Add 1d4 hp to basic damage; limb useless |
| 4. Immobilizing | Victim immobilized |
| **Principal Method: Movement** | |
| 1. Feint | Costs extra attack; +3 to hit |
| 2. Prone Fighting | Suffer no kneel/sit/prone penalties |
| 3. Immovability | Save vs. paralyzation to not budge |
| 4. Leap | Leap great distances |
| 5. Speed | Check Dexterity; result/4 extra attacks |
| 6. Slow Resistance | Immune to slow spells |
| **Principal Method: Push** | |
| 1. Concentrated Push | Push foe 1'/level; knockdown if push over 3' |
| 2. Sticking Touch | While touching, +2 to hit, –2 to AC |
| 3. One Finger Push | Concentrated push at range |
| **Principal Method: Strike** | |
| 1. Iron Fist | 1d6 hp damage plus Strength bonuses with blows |
| 2. Crushing Blow | Break inanimate objects; 1 attack/round |
| 3. Eagle Claw | 1d8 hp damage plus Strength bonuses; 1 attack/round |
| **Principal Method: Throw** | |
| 1. Fall | Take half damage from falls |
| 2. Instant Stand | Stand quickly (negates 1-round penalty) |
| 3. Hurl | Throw target 1d4'; add 1d4 hp damage |
| 4. Great Throw | Throw target 1'/level; x2 base damage |
| **Principal Method: Vital Area** | |
| 1. Pain Touch | Victim –2 to hit, +2 to AC, for 1d3 rounds |
| 2. Stunning Touch | Save or be stunned for 1d4 rounds |
| 3. Paralyzing Touch | Save at –2 or be paralyzed for 2d4 rounds |
| 4. Distance Death | Pain, stunning, paralyzation, or x2 base damage at range |
| **Principal Method: Weapon** | |
| 1. Weapon Breaker | Automatically breaks normal weapons |
| 2. Steel Cloth | Wield 6'–10' cloth as normal spear |
| **Mental and Physical Training** | |
| 1. Meditation | 1 hour meditation=2 hours sleep |
| 2. All-Around Sight | Aware of attacks from all around |
| 3. Mental Resistance | +2 on saving throws against mental attacks |
| 4. Ch'i Attacks | Can hit as if a magical weapon |
| 5. Blind Fighting | Only –1 when fighting in darkness |
| 6. Ironskin | –2 to AC when not wearing armor |
| 7. Levitation Float | 5'/round/experience level |

## Principal Method Lists

Each special maneuver belongs to a list corresponding to one of the principal methods of fighting. For example, the principal method Kick has one set of special maneuvers,

while that of Weapons has another.

In addition to the maneuvers grouped under the principal method, there is the additional category of Mental and Physical Training. These special maneuvers can be learned in any style through the practice and discipline of the training.

## Number of Maneuvers In a Style

The DM determines the number of special maneuvers taught by the style. He can choose any maneuver from any of the lists, with one restriction: There cannot be more maneuvers from any list than there are from the list corresponding to the principal method of the style.

There should be no fewer than six special maneuvers in a martial arts style, and more than 15 is not recommended; the style becomes too unwieldy and characters have little chance of learning a majority of the special maneuvers.

When choosing maneuvers from one of the principal method lists, the DM does not have to choose a consecutive sequence starting at the #1 maneuver and progressing numerically from there. For example, when choosing from the Mental and Physical Training group, he might choose #1, #3, #5, and #6 for his martial arts style.

## Order of Learning Maneuvers

The special maneuvers of each method are ranked according to the difficulty of each maneuver. The lower the number of the maneuver, the easier it is to learn and execute.

Characters must learn available maneuvers from a principal method list in the order in which they are presented.

*Example: Kazuhiro is studying ninjutsu, which incorporates the special maneuvers Kick 1 (circle kick) and Kick 3 (backward kick). Before learning the backward kick, Kaz must learn the circle kick. (He does not have to learn Kick 2, the flying kick, and cannot learn it, unless he studies a different martial arts that includes this maneuver.)*

This restriction still allows characters learning the same martial art to develop very personal, individual forms of the art.

For example, Akira has decided to concentrate on the principal method of ninjutsu, learning all the movement maneuvers before learning anything else.

Koichi, however decides to learn all the basics first, picking up the maneuvers rated "1" before progressing on to any rated "2." Koichi will not have the movement expertise of Akira but will have a much better grounding in the overall art.

## Principal Method: Block

**Basic Parry:** The basic parry maneuver prevents melee attacks from hitting the martial artist. It does not work against missile attacks.

A character can perform the basic parry if he has not used both his martial arts attacks for that round. Even if his opponent has initiative, the martial artist can announce that he's using one of his attacks to parry. The martial artist rolls an attack against his opponent, taking into account all normal adjustments to his opponent's AC and the "Unarmed vs.

Armor" conditions described later this chapter. If the attack hits, the martial artist has parried the first blow struck at him this round by his opponent.

**When the Attack Roll Fails:** The incoming attack hits.

**Weapons Allowed:** Any. Characters using sai or jitte weapons receive a +2 bonus to hit with the basic parry maneuver.

**Parry All:** The parry all maneuver is a more advanced form of the basic parry. It requires two of the character's attacks for the round (the total number of attacks for most characters). With this expenditure, the martial artist gets to roll a block against every melee attack aimed at her this round, so long as she is aware of the attacks. She makes a separate attack roll against each oncoming blow.

**When the Attack Roll Fails:** The opponent's blow hits.

**Weapons Allowed:** Any. Characters using sai or jitte weapons receive a +2 bonus to hit with the parry all maneuver.

**Grappling Block:** With this advanced maneuver, the martial artist parries an incoming weapon attack and is able to grab the weapon, making it harder for the attacker to use it against him. If the martial artist is unarmed, the grappling block requires both his hands to perform; if he is armed, it requires his weapon hand.

The grappling block takes one of the martial artist's attacks, just like the basic parry. If it is successful, the martial artist and the attacker both have a grip on the weapon. The grip is never a dangerous one for the martial artist. For example, the grappling block allows the unarmed martial artist to clap the blade of a sword-wielding opponent between his palms, preventing it from striking.

In order to strike the martial artist with the weapon, the attacker must get it free. To do this, the attacker rolls 1d20 and compares the number rolled to his Strength score. If the attacker succeeds in his Strength check, he recovers his weapon. If he loses his roll by 4 or more, he loses his weapon (it is now in the martial artist's hand). Any other result leaves the two combatants still grappling for the weapon. The attacker may make as many Strength checks per round as he has attacks available, and can release the weapon voluntarily at any time.

The martial artist can make further attacks on his opponent with a +2 to his chance to hit, if the grappling block maneuver has left his principal body part free to make the attack. For example, if he used a chain to catch his opponent's attack, and his principal attack method is the kick, he can attack with a leg. But if he used a two-handed sword to catch his opponent's attack and his principal attack method is a fist strike, he has no hands free to attack. Additionally, any other character making an attack against either of the two combatants grappling for the weapon gets +2 to hit.

**When the Attack Roll Fails:** The martial artist has managed to foul his own weapon on that of his opponent. If his opponent can then make a normal attack roll against him—requiring no time and not costing him an attack—the opponent yanks his weapon free, leaving the character disarmed.

**Weapons Allowed:** Any. Characters using chain or rope weapons receive a +2 bonus to hit with the grappling block maneuver.

**Arrow Parry:** With this maneuver, the martial artist is able to parry thrown and missile weapons. This maneuver requires two attacks for the round and applies to all attacks that the martial artist is aware of.

**When the Attack Roll Fails:** The weapon strikes the martial artist.

**Weapons Allowed:** Any. Characters using shields receive a +2 bonus to hit with the arrow parry maneuver.

### Principal Method: Kick

**Circle Kick:** In this dramatic kick, the attacker builds up power and momentum by spinning in a complete circle before landing the kick (usually on the upper body). The maneuver can also be performed as a snap or thrust kick.

A successful kick (requiring a normal attack roll) adds 1d2 hp to the character's normal martial arts damage.

**When the Attack Roll Fails:** As she tries to recover his balance, the martial artist loses the next attack she would ordinarily be allowed. Her Armor Class is worsened by 2 points until the next round.

**Weapons Allowed:** None.

**Flying Kick:** This spectacular kick requires at least 5 feet of running space. The character leaps high into the air (4–6 feet upward, 5–12 feet forward) and leads with a powerful kick to the head or upper body. If the kick connects, the character adds 1d4 hp to the normal martial arts damage.

**When the Attack Roll Fails:** The attacker falls to the ground adjacent to the intended target and must spend one round getting back to his feet (unless he knows the prone fighting or instant stand maneuvers).

**Weapons Allowed:** None.

**Backward Kick:** This seemingly innocuous kick is extremely difficult to master. The character attempts a normal attack at any creature directly behind him, either kicking his foot forward and straight up (like a Radio City Music Hall Rockette), with his toe ending up behind his own head to connect with the enemy, or lashing out straight backward. He does not have to turn around and face his attacker. The kick does normal damage.

**When the Attack Roll Fails:** The attacker suffers no ill effects.

**Weapons Allowed:** None.

### Principal Method: Lock

Locking is the art of gripping an opponent in a way that prevents him from acting: twisting an arm so the joint is locked, applying pressure to choke off breathing and blood flow, etc.

**Choke Hold:** This maneuver teaches the correct way of applying pressure to render an opponent unconscious. To initiate a choke hold, the martial artist must make a successful attack roll. For the maneuver to work as intended, the martial artist must maintain the choke hold until the end of the next melee round. During that time he can take no other action and cannot attack again; he is entirely occupied in gripping and holding his opponent. The opponent can attempt to escape by making a successful attack roll with a –2 penalty. The escape attempt can be tried as many times as the opponent has attacks for the round.

If the opponent fails to escape, he falls unconscious at the end of that round and remains unconscious for 1d3 rounds. During the time the choke hold is in effect, the opponent cannot cry out for help or cast spells requiring verbal components.

**When the Attack Roll Fails:** The attacker suffers no ill effects.

**Weapons Allowed:** Chain weapons, rope weapons, lash weapons, axes (using shafts),

clubbing weapons, flails, karate weapons (using shafts), picks (using shafts), sickles, staves, bladed poles (using shafts), and spears (using shafts) tight groups.

**Locking Block:** This action can be attempted instead of a normal attack. It can be used against unarmed fighters or attackers using melee weapons.

The martial artist makes a normal attack roll. If successful, the attacker has trapped her opponent's weapon, arm, or leg in a scissors arm-lock; the trapped element cannot be used to make attacks. In addition, so long as the opponent is so trapped, the attacker can make other attacks (using the feet only) with a +4 to her chance to hit. The opponent can break the lock by expending an attack and making a normal attack roll for success. This attempt to break free does no damage. The locking block maneuver also causes no damage.

**When the Attack Roll Fails:** When used against an unarmed opponent, an unsuccessful locking block causes no ill effects except for the loss of an attack. However, when used against a weapon, an unsuccessful locking block results in damage to the martial artist: In attempting to make the block, the character is hit by the weapon. She takes normal damage for the weapon, not modified by the Strength bonus of the weapon wielder.

**Weapons Allowed:** medium blades, oriental blades, short blades, chain weapons, rope weapons, lash weapons, axes, clubbing weapons, flails, karate weapons, picks, sickles, staves, and spears tight groups. Characters using sai or jitte weapons receive a +2 bonus to hit with the locking block maneuver.

**Incapacitator:** By gripping the opponent and twisting his joints, the martial artist can render one finger, arm, or leg useless for 24 hours and cause 1d4 hp damage in addition to his normal martial arts damage.

If the incapacitator's attack roll is successful, the maneuver does the damage noted above and the opponent must make a saving throw vs. paralyzation. If he fails the saving throw, the appropriate limb is rendered useless. If he makes the saving throw, the damage remains but there is no paralysis.

Application of a cure wounds or remove paralysis spell will eliminate the paralyzing effects of this attack.

**When the Attack Roll Fails:** The martial artist suffers no ill effects.

**Weapons Allowed:** chain weapons, rope weapons, lash weapons, clubbing weapons, karate weapons, staves, and spears (using shaft) tight groups.

**Immobilizing:** With one hand the martial artist grips and holds an opponent in such a way that the opponent cannot take any action. The martial artist is still able to make attacks (using either his feet or his other hand), and even apply an immobilizing lock on another opponent. A successful attack roll must be made to initiate the immobilization, but the attack does no damage. Immobilized characters can attempt to escape by spending a melee attack to break the hold. However, the chance of success is modified by –6 to the die roll.

**When the Attack Roll Fails:** The martial artist suffers a –4 modifier on his next attack.

**Weapons Allowed:** chain weapons, rope weapons, and lash weapons tight groups.

### Principal Method: Movement

This method requires training to control and position the martial artist's own body—

posture, stance, and reflexes. From this method, students learn the importance of speed, sudden changes of direction, and footwork. It is seldom very offensive, but when combined with other styles creates a dangerous and deadly fighter.

**Feint:** The martial artist begins an attack in one direction and at the last moment changes it to another direction. Or he begins an attack but does not follow through, in order to draw his opponent off balance or make the opponent commit to a futile defense.

The martial artist makes a regular attack but adds the feint, which costs an extra attack and gives him a +3 to hit.

When the Attack Roll Fails: The martial artist's attack does not hit, but he suffers no other ill effects.

**Weapons Allowed:** Any.

**Prone Fighting:** Prepared for any circumstance, the martial artist who knows this special maneuver is able to fight effectively even sitting, kneeling, prone, or supine. This special maneuver requires no time and is always in effect; it applies any time the character is knocked from her feet or falls down. However, the character can perform no other special maneuver (except instant stand) when on the ground. She can still use her weapons and the basic damage from her martial arts style, and suffers no Armor Class penalty for being on the ground.

A character without this skill who fights from the ground is easier to hit than a standing character. Attacks against a kneeling character receive a +1 to hit; against a sitting character, +2 to hit; against a character who is flat on the ground, +4 to hit. The character who is down suffers equivalent penalties to hit when attacking someone who is standing: –1 to hit if the attacker is kneeling, –2 if he is sitting, –4 if he is lying flat. The character who knows prone fighting suffers none of these penalties.

**Weapons Allowed:** Any. Fighters are even trained to use two-handed and long weapons effectively from positions on the ground.

**Immovability:** By carefully positioning his feet and learning to tense and relax various muscles, the martial artist can avoid being knocked down, lifted, or thrown off his feet. Any time an attack would result in one of these consequences, the character is automatically allowed a saving throw vs. paralyzation. If the save is successful, the character remains standing.

**Weapons Allowed:** Any. The character using immovability does not attack with these weapons, but uses them to brace himself. They confer no bonus to his immovability.

**Leap:** The martial artist is able to perform extraordinary feats of springing and leaping by channeling his ch'i, or inner power, mentally making himself as light as a feather.

From a standing start, the character can leap 4 feet into the air and 3 feet forward, plus 1 foot up and forward for each experience level the character possesses. (Thus a 10th-level character with this special maneuver could leap 14 feet into the air and 13 feet forward.) He can also flip in midair to automatically change his facing.

Standing-start leaps do not take an entire melee round, costing instead only one attack allowed during the round. Thus a character could flip over an opponent, land behind him, and execute an attack from the rear with his next melee attack.

From a running start, the character can leap 8 feet upward and 10 feet forward plus 1 foot up and forward for each experience level the character possesses. The character must

have room to run at least 10 feet before making such a leap.

With either a standing start or running start leap, the character must make a normal attack roll vs. AC 10 to land safely. If the roll is successful, the leap is successful.

**When the Attack Roll Fails:** The character leaps the full distance but falls to the ground on landing. See the prone fighting maneuver described earlier for penalties to fighting from the ground.

**Weapons Allowed:** The character can carry any weapon when using the leap maneuver.

**Speed:** The martial artist has developed lightning-fast reflexes and powerful muscles. Once per day, the character can make a Dexterity check. For every four points by which she makes the roll (round fractions to the nearest whole number), she receives one extra attack, which may be used with weapons or martial arts. Such extra attacks last only one round.

*Example: Tamako has the speed ability and a Dexterity score of 13. In the midst of a deadly battle, she makes a Dexterity check and rolls a 4. Her check succeeds by 9 points. The result (rounded) of 9 divided by 4 is 2. In this round only, Tamako gets two extra attacks.*

This special maneuver is difficult and tiring. Once the battle is done, the martial artist must rest one turn per extra attack she has made, or be reduced to half her normal movement until she is able to rest.

**Weapons Allowed:** Any.

**Slow Resistance:** Having developed his body and disciplined his mind, the martial artist is automatically immune to slow effects. This condition is in effect all the time; it does not have to be activated like a combat maneuver.

**Weapons Allowed:** Not applicable.

### Principal Method: Push

Pushing is a soft form of combat, relying on the character's understanding of the forces of motion. Many pushing techniques turn the opponent's own force against him, deflecting his attack, throwing him off balance, or knocking him backward with a single touch. Learning this art takes great mental discipline but does not require great strength.

**Concentrated Push:** The character focuses his inner energy into his hands, giving great results even from a gentle push. On a successful attack roll, the opponent is knocked back 1 foot per level of the martial artist. If the distance is greater than 3 feet, the opponent must make a successful saving throw vs. paralyzation to remain on his feet. If the opponent hits a solid object, he suffers damage as if he had fallen the same distance. Those who know the immovability maneuver can resist being knocked back.

**When the Attack Roll Fails:** For the remainder of the round, all of the martial artist's opponents get a +2 bonus to their attack rolls.

**Weapons Allowed:** clubbing weapons, staves, bladed poles (using shaft), pole spears (using shaft), and spears (using shaft) tight groups.

**Sticking Touch:** The martial artist has so attuned her sense of touch that by lightly placing her hand on an opponent she can follow that person's every move. A normal attack roll must be made, and the touch does no damage. However, so long as the martial

artist remains in contact, she gains +2 on all subsequent attack rolls and her Armor Class improves by 2, because she is able to feel the impending moves of her opponent before they happen.

The touch can be broken only by the opponent moving in a way or at a speed beyond the abilities of the character. Thus, an opponent who knows the leap maneuver can use it to break contact. However, if both combatants know that maneuver, the martial artist can automatically choose to leap at the same time as her opponent, keeping the contact unbroken (unless the opponent's leap is longer than the character's).

**When the Attack Roll Fails:** The touch does not "stick."

**Weapons Allowed:** None; this is an unarmed maneuver only.

**One Finger Push:** This skill requires long and difficult practice. It is said that the student first learns to push a suspended heavy bell with the touch of a single finger. He concentrates then on touching it more and more lightly while making the bell swing even more. Finally, he reaches the point where he can make the bell move without actually touching it. His inner power extends out from his finger and pushes the bell. At this point he has mastered the one finger push.

One finger push gives the martial artist the power of concentrated push without having to touch the target. The character simply concentrates and points his finger at the opponent. The range is equal to 1 foot per character experience level. One finger push requires great concentration and is the only action that can be taken in the melee round regardless of the number of attacks the character can normally make. A normal attack roll must be made. If successful, the opponent is affected as if hit by a concentrated push.

**When the Attack Roll Fails:** The one finger push does not take effect.

**Weapons Allowed:** None; this is an unarmed maneuver only.

### Principal Method: Strike

**Iron Fist:** Through various toughening exercises, the martial artist hardens his hands so much that they feel like steel. The character does 1d6 hp damage from each attack (plus bonuses for Strength) if the principal attack uses the hands. If the principal attack is not the hands, the character does 1d6 hp damage on only one attack per melee round.

**When the Attack Roll Fails:** The blow does not land.

**Weapons Allowed:** Any melee weapon.

**Crushing Blow:** The martial artist is able to shatter or break hard objects-wood, ceramics, and masonry, but not metal—with a blow of the hand. The character can break a half-inch of wood or a quarter-inch of brittle stone per experience level. The DM can modify this based on the shape, hardness, and age of the object. If used against a living target, the character causes normal damage plus hit points equal to half his experience level (rounded down); Strength damage bonuses do not apply. (*Example: An 11th-level character who normally does 1d4 hp damage with his martial arts attack would do 1d4+5 hp damage per crushing blow*.)

The crushing blow requires great concentration and is the only action the character can take in a round regardless of the number of attacks normally allowed. In all cases a normal attack roll must be made. The DM must determine the number needed to hit a stationary object (assigning AC based on its hardness).

**When the Attack Roll Fails:** If the martial artist attempts to strike a hard object (such as stone) and the attack roll fails, he seriously injures his hand, suffering damage

equal to what he would do on a normal attack. The hand is unusable for 24 hours, even if healed before that time has elapsed.

**Weapons Allowed:** None.

**Eagle Claw:** Through physical exercise and concentration, the martial artist can summon immense crushing strength into his hands. On a successful attack roll, he can shatter objects (snap spear shafts, crush stones, etc.), crush metal items, and cause 1d8 hp damage (plus damage bonuses for Strength) per attack. This ability requires great concentration and is the only action the character can take during the round.

**When the Attack Roll Fails:** The attacker does not damage anything but suffers no ill effects.

**Weapons Allowed:** None.

### Principal Method: Throw

**Fall:** The martial arts student learns to fall and roll correctly, taking the impact of the fall on the safest areas of the body. Once learned, this maneuver is constantly in effect. Thereafter, the character suffers only half normal damage from any fall (if she is conscious and able to move).

**Weapons Allowed:** The character can carry any weapon when performing this maneuver.

**Instant Stand:** After learning to fall, the student learns how to gain her feet quickly, either by rolling up to a standing position or using an acrobatic jump. Normally, one round is required for a character to gain her feet, but a character knowing this maneuver can regain her feet automatically instead of making an attack. She may then perform other actions in the round if she has attacks available.

**Weapons Allowed:** The character can carry any weapon when performing this maneuver.

**Hurl:** This type of throw relies a great deal on strength and less on leverage. The martial artist can attempt to pick up an opponent and throw him to the ground 1d4 feet away. The attack adds 1d4 hp to the basic damage of the martial arts style. The attacker must make a successful attack roll for the hurl maneuver to work.

**When the Attack Roll Fails:** The attacker loses all remaining attacks for the round and automatically loses initiative for the next round.

**Weapons Allowed:** None.

**Great Throw:** Using leverage and his opponent's momentum, the martial artist is able to throw his enemy a great distance. The character must make a normal attack roll. If the opponent is stationary, the character can throw him 1 foot per experience level of the martial artist. If the opponent is charging, the distance thrown is 6 feet plus 1 foot per experience level of the martial artist. The opponent suffers double normal damage for the martial arts style.

**When the Attack Roll Fails:** The opponent counters the move and knocks the martial artist off his feet; the character automatically loses initiative the next round.

**Weapons Allowed:** chain weapons, rope weapons, lash weapons, staves, bladed poles (using shaft), pole spears (using shaft), and spears (using shaft) tight groups.

### Principal Method: Vital Area

This method relies on a blow for effect, much like a strike or kick. However, the

strength of the blow is not as important as the location where it lands. The vital area method teaches the martial artist where and how to strike at the weak spots on his opponent's body—throat, ears, foot, nerve points, and other places.

Because the training requires a knowledge of anatomy, the special maneuvers listed can be used against only human and humanoid opponents, unless the practitioner has bought a nonweapon proficiency related to the anatomy of a category of monsters (dragons, equines, etc.).

**Pain Touch:** Simply be pressing his finger against specific points of the body, the martial artist can cause great pain in his opponent. This can be done in place of a normal attack. The touch causes no damage, but if the attack roll is successful, the opponent feels as though he were on fire. Thereafter, he will suffer a –2 penalty to attack rolls and a +2 penalty to his AC. The effect lasts for 1d3 rounds.

**When the Attack Roll Fails:** There is no adverse effect on the opponent, and the attacker suffers no ill effects.

**Weapons Allowed:** Clubbing weapons tight group.

**Stunning Touch:** With a light slap of the fingers in the correct place, the martial artist can stun and daze her opponent. This can be done in place of a normal attack and causes no damage. The attacker must make a normal attack roll. If the attack is successful, the opponent is allowed a saving throw vs. paralyzation. The opponent who fails to save is stunned for 1d4 rounds, unable to take any action.

**When the Attack Roll Fails:** If the attack roll fails or the opponent makes the saving throw, the attack has no effect.

**Weapons Allowed:** Clubbing weapons tight group.

**Paralyzing Touch:** By placing pressure on specific nerve junctions, the martial artist can paralyze her opponent, leaving him unable to move for 2d4 rounds. The character must make a normal attack roll, but the attack does no other damage. The opponent is allowed a saving throw vs. paralyzation at a –2 penalty.

**When the Attack Roll Fails:** If the attack fails or the opponent makes a successful saving throw, no damage is done.

**Weapons Allowed:** Clubbing weapons tight group.

**Distance Death:** Also known as the dim mak attack or "death touch," this ultimate skill of the vital area method requires great practice and concentration. To learn this maneuver, the martial artist must practice at a pool of water, driving his finger at the surface without touching it. As he does so, he concentrates on his ch'i power, trying to extend it from his fingertip. When he can hear the echo of his thrust rebound from the water, he has mastered the maneuver.

Distance death requires great concentration and is the only action the character can make during a melee round. It has a range of 1 foot per experience level of the character.

To use this maneuver, the martial artist must make a normal attack roll. If the attack is successful, the character can choose to apply one of the following effects:

**Pain:** The opponent is not allowed a saving throw. The effect is identical to pain touch.

**Stunning:** The opponent is allowed a saving throw vs. paralyzation with a –2 penalty. The effect is identical to stunning touch.

**Paralyzation:** The opponent is allowed a saving throw vs. paralyzation, with a –4 penalty. The effect is identical to paralyzing touch.

**Double Damage:** The character does two times the basic damage for his martial arts style. No saving throw is allowed.

**When the Attack Roll Fails:** No special effects occur. The opponent takes no damage.

**Weapons Allowed:** None.

### Principal Method: Weapon

The martial arts often include training in a number of standard and unusual weapons. The maneuvers described below can be applied only when using weapons. They are exclusive to practitioners of the martial arts.

**Weapon Breaker:** Just as martial arts weapons are designed to catch and deflect the weapons of others, they are also capable of breaking them. The breaking action is a swift blow or twist with the weapon. The martial artist must be wielding a martial arts weapon and can use this maneuver only against melee weapons, not against unarmed fighters.

The character must make a normal attack roll. If the roll is successful, the opponent's weapon is broken (magical weapons are unharmed). This maneuver does no damage to living creatures or monsters.

**When the Attack Roll Fails:** The weapon is unharmed.

**Weapons Allowed:** Any melee weapon.

**Steel Cloth:** With this maneuver, the martial artist need never be without a weapon. If the character has a 6–10 foot piece of cloth, she can whirl it and snap it tight, keeping it in constant motion and giving it the rigidity of a spear.

The cloth is treated as a spear. If you own *The Complete Fighter's Handbook*, the cloth's length determines what type of spear it is. If it is 6–8 feet, it is a normal spear; above 8 feet, it is a long spear. Note that the steel cloth cannot be thrown. The instant it leaves the attacker's hands, it becomes a normal piece of cloth.

This maneuver is automatically successful. The martial artist does not need to make any sort of roll to turn a cloth into a weapon.

**Weapons Allowed:** One 6–10 foot length of cloth, or rope weapons tight group.

### Mental and Physical Training

The following abilities are gained by the martial artist in the course of training. They reflect superb control over mind and body. They do not belong to the categories of principal methods as they can be learned by practitioners of any method or style.

**Meditation:** This ability allows the martial artist to enter a mental state in which he can focus and regain his energies. For each hour the character spends in uninterrupted meditation, he gets as much rest as two hours of sleep. While meditating, the character is oblivious to hunger, thirst, heat, and cold (but he can still take damage from heat- and cold-based attacks). He remains conscious and aware of his surroundings, and suffers no penalties on surprise or initiative die rolls.

**All-Around Sight:** The martial artist's training makes him more attuned to his immediate surroundings. He is able to detect opponents on all sides, provided they are not invisible. The character can never be struck from behind or suffer a penalty from a back attack. This maneuver is constantly in effect.

**Mental Resistance:** The mental exercises and ordeals of the martial artist's training have toughened and strengthened her will. She receives a +2 on all saving throws against

mental attacks, including charm, illusion, and hold spells. This ability is constantly in effect.

**Ch'i Attacks:** With this ability, the martial artist summons his ch'i (life force energy) and can use unarmed martial arts attacks to hit monsters that could otherwise be hit only by magic. See Table 20. This ability is constantly in effect.

### Table 20: Ch'i Attacks

| XP Level | Character Hits As A |
|---|---|
| 1–4 | magical weapon |
| 5–9 | +1 magical weapon |
| 10–14 | +2 magical weapon |
| 15–19 | +3 magical weapon |
| 20 | +4 magical weapon |

**Blind-fighting:** Under his master's guidance, the martial artist has trained for long periods while wearing a blindfold or in darkened rooms, gaining the ability to detect foes with senses other than sight. The character suffers only a –1 penalty when fighting in darkness, when blinded, or when faced by invisible opponents. However, any of these in combination with a silence spell renders the character effectively blind. This ability is constantly in effect.

**Ironskin:** Rigorous physical training has toughened the martial artist's muscles to the strength of iron. The Armor Class of the character is improved by 2, but only when he is not wearing any other type of armor.

**Levitation:** This is perhaps the rarest of all the martial arts maneuvers because it requires the utmost concentration and mental discipline. Daily the martial artist practices at making her body feel lighter, using mental power to negate her own weight. Finally, the character succeeds in overcoming all her weight and can levitate for a number of rounds equal to her experience level. This maneuver requires one turn of concentration before it takes effect. Thereafter the character can move up, down, or sideways at a rate of 5 feet per round. She can take no actions while levitating and will fall to the ground if her concentration is broken. On completion of the levitation, the character must rest for one round before taking any other action.

## Armed and Armored Opponents

A character who knows martial arts is formidable but still suffers some penalties when facing an armed or armored opponent.

**Unarmed vs. Armor**

Not all martial arts skills are entirely effective against armored opponents. Table 21 shows which martial arts abilities suffer penalties against various types of armor. Compare the maneuver to the type of armor; the result is the penalty to hit.

If a maneuver is not listed on Table 21, it suffers no penalty against an armored opponent

**Unarmed vs. Weapons**

Likewise, unarmed characters fighting armed characters suffer penalties because they must cope with their enemies' greater striking range.

When an unarmed character fights an opponent with a melee weapon, give the unarmed character a penalty based on the length of the weapon he faces.

Above "Large," it becomes progressively easier for an unarmed fighter to slip within the enemy's effective range, hence the decreasing penalties.

### Table 21: Penalties and Bonuses Vs. Armored Opponents

| Maneuver | Leather*, Padded, Hide, Monsters** | All Chain and Mail Armors, Brigandine | Full Plate, Field Plate |
|---|---|---|---|
| Kick | | | |
| Circle Kick | — | –1 | –3 |
| Flying Kick | –1 | –2 | –3 |
| Backward Kick | — | –1 | –3 |
| Lock | | | |
| Choke Hold | –2 | –3 | –5 |
| Locking Block | –1 | –1 | –1 |
| Incapacitator | –1 | –2 | –4 |
| Immobilizing | +1 | +2 | +3 |
| Push | | | |
| Concentrated Push | — | –1 | –2 |
| Sticking Touch | — | +1 | +2 |
| Strike | | | |
| Iron Fist | — | — | –2 |
| Crushing Blow | –1 | –2 | –3 |
| Eagle Claw | –2 | –3 | –4 |
| Throw | | | |
| Hurl | –1 | +1 | +3 |
| Great Throw | –1 | –2 | –4 |
| Vital Area | | | |
| Pain Touch | –3 | –4 | –5 |
| Stunning Touch | –2 | –4 | –4 |
| Paralyzing Touch | –2 | –3 | –4 |
| Distance Death | — | –2 | –3 |
| Weapon | | | |
| Steel Cloth | –1 | –3 | –5 |

* Includes studded leather

** All monsters with an AC of 7 or better due to tough hide

### Table 22: Penalties Vs. Armed Opponents

| Opponent's Weapon | Penalty to Hit |
|---|---|
| Small (S) | –1 |
| Medium (M) | –2 |
| Large (L) | –4 |
| Giant (G) | –3 |
| Huge (H) | –1 |

## Stunning and Incapacitating

In addition to the basic abilities and the special maneuvers associated with martial arts styles, all styles have a chance of stunning or incapacitating a man-sized opponent.

Whenever the martial artist rolls an unmodified 20 on his attack roll, the opponent must make a saving throw vs. paralyzation. If the saving throw is successful, the opponent is not stunned or incapacitated (although he does take normal damage from the attack). If the saving throw fails, the opponent is either incapacitated or stunned. Compare the hit dice or level of the opponent to the die roll. If the number rolled is less than the hit dice or level of the target, the opponent is stunned for 1d6 rounds. If the number is greater than this, the opponent is incapacitated for 1d3 hours.

### Hit Locations

Players who like to visualize where their characters' blows are landing can use a variant of the Martial Arts Results Table (presented earlier).

Each time the character attacks with martial arts, he makes a die roll and consults Table 23 to determine the location of the blow. The principal method of the martial art determines the type of roll.

### Table 23: Martial Arts Hit Locations

| Principal Method | Die Roll |
|---|---|
| Block | N/A |
| Kick | 1d20 |
| Lock | 3d6 |
| Movement | N/A |
| Push | 1d10+6 |
| Strike | 2d6+6 |
| Throw | N/A |
| Vital Area | 2d6+6 |
| Weapon | 3d6 |

| Roll | Hit Location |
|---|---|
| 18–20 | Head |
| 17 | Throat |
| 16 | Shoulder |

| | |
|---|---|
| 15 | Upper Arm |
| 14 | Elbow |
| 13 | Lower Arm |
| 12 | Wrist/Hand |
| 10–11 | Chest/Back |
| 9 | Stomach |
| 8 | Groin |
| 7 | Thigh |
| 6 | Upper Leg |
| 5 | Knee |
| 4 | Lower Leg |
| 1–3 | Foot |

The hit location does not affect the damage or effect of the attack; it is for visualization purposes only.

# CHAPTER 5
# Tools of the Trade

Oriental cultures feature many weapons not commonly found in western cultures, and the ninja uses tools that are uncommon even within his own culture. This chapter describes many of the weapons and gadgets that the presence of ninja will bring to a campaign.

## Weapons

Some of the weapons are new to the AD&D® game, while others appeared previously in the *Player's Handbook*. The reason some weapons are repeated here is to show players which "normal" weapons are also available in Oriental cultures. A hand axe may have a different configuration and a different name in an Oriental setting, but it has the same weapon statistics as its cousin from a western setting.

### Entangling Attacks

When attacking with a weapon that makes an entangling attack (as noted in many of the weapon descriptions), the attacker must specify that he's aiming for either his opponent's upper body or lower body. If the attack roll succeeds, one end of the weapon wraps around that part of the body and pins it, at least for a moment.

If the upper body is entangled, the opponent cannot make attacks that require use of the arms. If the lower body is entangled, the opponent cannot make attacks that require use of the legs, nor can he move from that spot.

To break free of an entangling weapon, the opponent must make a successful saving throw vs. paralyzation in place of his next attack in combat. The weapon takes no damage. If he is unsuccessful, he remains entangled but can try again to break free on his next available attack.

Once an attacker has made an entangling attack, he can make other attacks on the same. If the attack was made against the opponent's lower body, the attacker can spend his next attack to yank the opponent's feet out from under him, throwing him to the ground. Also, if the attacker's entangling weapon has an attacking part at both ends, as do many of the weapons described in this chapter, he can make subsequent attacks against the target with the weapon's other end.

### Prone and Entangled Opponents

A character who is entangled is easier to hit; all attacks made against him get a +2 bonus to the attack roll.

When a character is on the ground, he is also easier to hit; all attacks made against him get a +2 bonus to the attack roll.

The poor character who is both entangled and on the ground suffers doubly; the bonuses are cumulative, and his attacker gets a +4 bonus to the attack roll.

### Table 24: Weapon List

| Item | Cost | Weight (lbs.) | Size | Type | Speed Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Axe, battle | 5 gp | 7 | M | S | 7 | 1d8 | 1d8 |
| Axe, hand *3* | 1 gp | 5 | M | S | 4 | 1d6 | 1d4 |
| Blowgun | 5 gp | 2 | L | — | 5 | — | — |
| Dart | 1 sp | 6 | S | P | — | 1d3 | 1d2 |
| Needle | 2 cp | 6 | S | P | — | 1 | 1 |
| Bo (staff) & Bow | 5 cp | 4 | L | B | 4 | 1d6 | 1d6 |
| Arrow, armor piercer *2* | 6 sp/12 | 6 | M | P | — | 1d4+1 | 1d4 |
| Arrow, flight | 3 sp/12 | 6 | M | P | — | 1d6 | 1d6 |
| Arrow, frog crotch | 3 sp/12 | 6 | M | S | — | 1d6 | 1d3 |
| Arrow, humming bulb | | 6 sp/12 | | 6 | M | P | — |
| 1d2 | 1d2 | | | | | | |
| Arrow, sheaf (leaf-head) | 6 sp/12 | 6 | M | P | — | 1d8 | 1d6 |
| Daikyu (great bow) | 100 gp | 3 | L | — | 7 | — | — |
| Hankyu (half bow) | 75 gp | 2 | M | — | 6 | — | — |
| Pellet bow | 20 gp | 2 | M | — | 7 | — | — |
| Chopsticks | 1 cp | 6 | S | P | 1 | 1 hp | 1 hp |
| Club | — | 3 | M | B | 4 | 1d6 | 1d3 |
| Crossbow | | | | | | | |
| Chu-ko-nu (repeater) | 100 gp | 12 | M | — | 10 | — | — |
| Light crossbow | 35 gp | 7 | S | — | 7 | — | — |
| Light quarrel | 1 sp | 6 | M | P | — | 1d4 | 1d4 |
| Dagger *3* | 2 gp | 1 | S | P | 2 | 1d4 | 1d3 |
| Dart, thrown | 5 sp | ½ | S | P | 2 | 1d3 | 1d2 |
| Fang | 5 gp | 3 | M | P | 6 | 1d6 | 1d4 |
| Fukimi-bari (mouth darts) | 1 sp | 6 | S | P | 1 | 1d2 | 1d2 |
| Gunsen (war fan) | 5 gp | 1 | S | B | 5 | 1d3 | 1d2 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Hanbo (half staff) | 5 cp | 1 | S | B | 2 | 1d4 | 1d2 |
| Jitte | 2 gp | 1 | S | B | 3 | 1d4 | 1d2 |
| Jo (stick) | 1 sp | 1 | M | B | 4 | 1d6 | 1d3 |
| Kama (sickle) | 2 gp | 2 | S | S | 3 | 1d6 | 1d4 |
| Kau sin ke (whipping chain)*3* | 5 gp | 4 | L | B | 7 | 1d8 | 1d6 |
| Kawanaga (grapnel) *1, 3* | 1 gp | 1 | L | B/P | 6 | 1d3 | 1d2 |
| Kiseru (pipe) | 1 gp | 1 | S | B | 3 | 1d4 | 1d2 |
| Kusari-gama (chain-sickle) *1, 3, 7* | 3 gp | 3 | L | B/S | 6 | 1d6 | 1d4 |
| Kyogetsu-shogi (cord-and-dagger)*1,3* | 2 gp | 1 | L | B/S | 6 | 1d4 | 1d4 |
| Lance, light horse *4* | 6 gp | 5 | L | P | 6 | 1d6 | 1d8 |
| Lasso *1* | 1 sp | 2 | L | — | 7 | — | — |
| Manriki-gusari (chain) *1, 3, 7* | 5 sp | 3 | L | B | 5 | 1d4+1 | 1d4 |
| Metsubishi (blinding powders) | 1 sp | 1 | S | — | 3 | — | — |
| Nage teppo (grenades) | | 5 gp | | ½ | | B | 9 |
| 1d6 1d6 | | | | | | | |
| Needle | 1 sp | 6 | S | P | 1 | 1 | 1 |
| Nekode (climbing claws) | 1 gp | ½ | S | S | 1 | 1d4 | 1d3 |
| Nunchaku (threshing flail) | 1 gp | 3 | M | B | 3 | 1d6 | 1d6 |
| Polearm | | | S | B | 9 | 1d6 | 1d6 |
| Kumade (rake) *7* | 2 gp | 4 | L | B/P | 7 | 1d4 | 1d3 |
| Lajatang *7* | 5 gp | 6 | L | S/P | 7 | 1d10 | 1d10 |
| Man catcher *7* | | 30 gp | | 8 | L | — | 7 |
| 1d2 1d2 | | | | | | | |
| Nagimaki (horseman's halberd) *5, 7* | 5 gp | 6 | L | S/P | 6 | 1d6 | 1d8 |
| Naginata (halberd) *5, 7* | | 8 gp | | 10 | L | S/P | 8 |
| 1d8 1d10 | | | | | | | |
| Sai (short trident) | 5 sp | 2 | S | P/B | 3 | 1d4 | 1d2 |
| Shuriken (throwing star) | | | | | | | |
| spike | 3 sp | 6 | S | P | 2 | 1d4 | 1d3 |
| large star *3* | 5 sp | ½ | S | P | 2 | 1d6 | 1d4 |
| small star | 3 sp | 6 | S | P | 2 | 1d4 | 1d4 |
| Siangkam | 1 gp | 1 | S | P | 2 | 1d4+1 | 1d4 |
| Sling | 5 cp | 6 | S | — | 6 | — | — |
| bullet | 1 cp | ½ | S | B | — | 1d4 | 1d6+1 |
| stone | — | ½ | S | B | — | 1d4 | 1d4 |
| Sling, staff | 2 sp | 2 | M | — | 11 | — | — |
| bullet | 1 cp | ½ | S | B | — | 2d4 | 1d6+2 |
| stone | — | ½ | S | B | — | 1d8 | 2d4 |
| Sode garami (sleeve entangler) *1, 7* | 5 gp | 5 | L | B | 7 | 1d4 | 1d3 |
| Spear | | | | | | | |
| Chijiriki (chain spear )*1, 3, 5* | 8 sp | 6 | L | B/P | 7 | — | — |
| one-handed | | | | | | 1d6 | 1d8 |
| two-handed | | | | | | 1d8+1 | 2d6 |
| Sang kauw (two-headed spear) *5* | 2 gp | 10 | L | P | 7 | | |
| one-handed | | | | | | 1d8 | 1d6 |
| two-handed | | | | | | 2d6 | 1d8+1 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Shakujo yari (staff spear) *3* | 16 sp | 6 | M | P | 6 | | |
| one-handed | | | | | | 1d6 | 1d8 |
| two-handed | | | | | | 1d8+1 | 2d6 |
| Trident *3* | 15 gp | 5 | L | P | 7 | | |
| one-handed | | | | | | 1d6+1 | 3d4 |
| two-handed | | | | | | 1d8 | 2d8 |
| Yari (spear) *3, 5* | 3 gp | 8 | L | P | 8 | | |
| one-handed | | | | | | 1d8 | 1d8+1 |
| two-handed | | | | | | 2d6 | 3d6 |
| Sword | | | | | | | |
| Bokken (wooden sword) | 10 gp | 6 | M | B | 4 | | |
| one-handed | | | | | | 1d4 | 1d2 |
| two-handed | | | | | | 1d6 | 1d3 |
| Broad sword (darn den) | 10 gp | 4 | M | S | 5 | 2d4 | 1d6+1 |
| Katana (samurai long sword) | 100 gp | 6 | M | S/P | 4 | | |
| one-handed | | | | | | 1d10 | 1d12 |
| two-handed | | | | | | 2d6 | 2d6 |
| Long sword | 15 gp | 4 | M | S | 5 | 1d8 | 1d12 |
| Ninja-to (ninja sword) | 12 gp | 5 | M | S/P | 4 | | |
| 1d8 1d6 | | | | | | | |
| No-daichi (two-handed sword) | 750 gp | 15 | L | S | 10 | 1d10 | 3d6 |
| Parang (chopping blade) | 3 gp | 5 | M | S | 5 | 1d8 | 1d8 |
| Short sword | 10 gp | 3 | M | P | 3 | 1d6 | 1d8 |
| Tetsu-to (iron sword) *7* | 35 gp | 15 | L | S | 15 | 1d12 | 3d6 |
| Wakizashi (samurai short sword) | 50 gp | 3 | S | S/P | 3 | 1d8 | 1d8 |
| Tanto (dagger) *3* | 3 gp | 1 | S | S/P | 2 | 1d4 | 1d3 |
| Tetsu-bishi (caltrops) | 3 gp | 6 | S | P | 3 | 1d4 | 1d4 |
| Tetsu-bo (iron staff) *7* | 2 gp | 7 | L | B | 7 | 1d8 | 1d8 |
| Three-section staff *7* | 10 gp | 5 | L | B | 6 | 1d6 | 1d4 |
| Tonfa (handle) | 5 cp | 1 | S | B | 3 | 1d6 | 1d4 |
| Uchi-ne (short javelin) *3* | 2 gp | 1 | S | P | 3 | 1d4 | 1d4 |
| Whip *1* | 1 sp | 2 | M | — | 8 | 1d2 | 1 |
| Yoroi-Toshi *2, 3* | 5 gp | 1 | S | P | 2 | 1d4 | 1d4 |

The "Type" category indicates bludgeoning (B), piercing (P), and slashing (S) weapons. The type of attack may alter the weapon's effectiveness against various types of armor. See the optional rule in the *Player's Handbook*, Chapter 9.

*1* May be used to make entangling attacks.
*2* +2 to hit vs. all metal armor because of its armor-piercing properties.
*3* May be thrown or wielded in hand-to-hand combat.
*4* Inflicts double damage when used from the back of a charging mount.
*5* Inflicts double damage when firmly set to receive a charge.
*6* These items weigh little individually. Ten of these weigh 1 lb.
*7* Intended for two-handed use only.

## Weapon Descriptions

**Arrows:** Arrows for use with the daikyu (great bow) or hankyu (half bow) come in a number of different shapes and styles.

Armor piercer arrows have a narrow spike-head and are designed to punch through different types of armor. They receive a +2 bonus to the attack roll when fired at metal armor.

Flight arrows are the most common sort of arrow, with a wedge-shaped head that is useful in both combat and hunting.

Frog crotch arrows have heads that form a V, the inner edge of which is sharp. These arrows are used to cut standards and armor cords, and inflict terrible wounds on anything caught between the jaws. To successfully use the cutting action, the archer must successfully hit a specific point. The DM assigns attack-roll penalties for difficult targets.

Humming bulb arrows are fitted with carved wooden heads that whistle loudly when fired. The sound can be heard up to one mile away. This type of arrow is normally used for signaling, but the bulb can also be fitted with oil-soaked cloth or straw and used as a fire arrow. When used this way, it causes an additional 1d3 hp damage from the impact and flame. It also starts fires in flammable materials unless put out quickly.

Sheaf arrows are fitted with broad heads designed to cause great injury. These arrowheads are often carved or pierced with artistic designs, making them works of art.

**Axes:** Oriental equivalents for the common western battle and hand/throwing axes are readily available.

**Blowgun:** Many ninja use blowguns, as light weapons or as distractions. Evil ninja may use blowguns as a means to deliver poisons. A blowgun dart is larger and heavier, and does more damage than a blowgun needle. The needle is less expensive but just as good at carrying poisons.

Blowguns can also be used as breathing tubes for swimming underwater.

Special reinforced blowguns are available. A blowgun costing 6 gp can also be used as a jo stick; a 7-gp blowgun can be used as a jo stick or the scabbard for a sword.

**Bo (staff):** This Oriental equivalent of the quarterstaff is normally 6–7 feet long. Its hard wood makes it difficult to cut or break.

**Bokken (wooden sword):** This is a wooden copy of the katana, designed to simulate that sword's weight and other characteristics. It is used to practice swordsmanship since it does not cause cutting injuries. Wielded aggressively, however, it can cause injury from the force of the blow. The bokken requires sword proficiency, not club proficiency; it shares a weapon proficiency with the katana.

**Bow:** See Arrows (various types), daikyu, hankyu, and pellet bow.

**Chijiriki (chain spear):** A length of weighted chain is added to the butt end of a normal spear. This weapon can be used as a normal spear, or the butt-chain can be swung out, entangling the opponent.

**Chopsticks:** Chopsticks can be used as a weapon in case of emergency. They are not very effective but are better than nothing, and they are commonly available.

**Chu-ko-nu (repeating light crossbow):** This crossbow is capable of firing several bolts before it must be reloaded. It is similar to the western light crossbow, but mounted on top is a magazine that can hold up to 10 light quarrels. The cocking and reloading action is worked by a single lever, pushed forward and then pulled back. This allows a faster rate of fire than normal. Up to two quarrels can be reloaded in the magazine per

round. Thus, five rounds are required to completely reload the chu-ko-nu. A character cannot fire and reload in the same round. The chu-ko-nu is heavier than a normal light crossbow and has a shorter range. (See Table 25.)

**Club:** Improvised clubs are as easy to make in the Orient as in western campaigns. Clubs are not commonly manufactured for combat use, so they are not available for sale. See instead the jo and hanbo.

**Crossbow:** Standard light crossbows are available in the Orient. See also the chu-ko-nu.

**Dagger:** Ordinary daggers are available in Oriental settings.

**Daikyu (great bow):** This is the largest type of bow found in an Oriental setting. In some ways, it is similar to the western long bow. It is 7 feet long and bent at the ends for greater power. Unlike most bows, the grip is closer to the bottom, not centered. This allows the bow to be fired from horseback and kneeling positions.

**Dart, thrown:** Ordinary darts are available in Oriental settings. Many ninja like them for their lightness and ease of concealment.

**Fang:** This heavy iron weapon is similar to a large-animal goad. It is about the length of a short sword. One end is sharp, with a heavy hooked point below it.

**Fukimi-bari (mouth darts):** These small darts are held in the mouth and blown into the face of an opponent as a surprise attack. Up to 10 of them can be carried in the mouth. They can be fired singly or all at once. When fired singly, a normal attack roll is made for each dart; a successful hit does 1d2 hp damage. When fired in bursts, the die equal to twice the number of darts fired is rolled to determine the damage. Thus, if four darts are fired at once, 1d8 is rolled to determine the damage.

Obviously, since the darts are carried in the mouth, they cannot be poisoned (unless the ninja is willing to suffer the effects of the poison as well). Furthermore, the darts have a very poor range and are almost never effective against any type of armor; wielders of this weapon suffer a –6 penalty to the attack roll when firing at an armored target. However, these darts do have the advantage of surprise and distraction because they are a hidden weapon.

**Gunsen (war fan):** This iron fan's main use is defensive, counting as a small shield. However, it can also be used to strike blows. It is normally considered a fallback weapon.

**Hanbo (half staff):** This 2-3 foot stick is used as a weapon; practitioners often carry one in each hand. The statistics for the hanbo are used when a sword sheath is used as a weapon. (See ninja-to.)

**Hankyu (half bow):** This is the small Oriental bow, often used by ninja.

**Jitte:** This tapered iron bar has a short hook projecting near the handle. It is not sharp. The jitte is used to block attacks and catch weapons. It can also be used to strike blows. The jitte shares a weapon proficiency with the sai.

**Jo (stick):** This stick weapon is about 4 feet long, between the bo and hanbo in size. It can be used one-handed and in pairs. The jo is a favorite weapon of ninja because it is innocuous; it is also called the shinobi-zue.

**Kama (sickle):** This straight-bladed sickle is a farmer's tool that can also be used as a weapon to great effect. Ninja like this weapon because it can be carried without arousing suspicion. The damage values given for it are for a freshly sharpened weapon. After use in the field for several hours, a kama will be considerably duller, and may, at the DM's discretion, have reduced values for damage.

**Katana (samurai long sword):** This single-edged, slightly curved sword ends in a chisel point. It is perhaps one of the finest types of sword made, noted for its superior construction and design. Great care is taken in making the katana, and the forging and construction of it is considered a rare and valuable art. The weaponsmith must labor long hours to achieve the correct temper of the blade. When correctly made, the blade is light, well balanced, strong, flexible, and resilient. The quality of the metal and forging allows the blade to be ground to a razor-sharp edge. In addition, such blades are often beautifully decorated with etched designs, prayers, or family lineages. Equal attention is given to the hilt, guard, and scabbard of the weapon. Katanas may have individual names, reflecting deeds of glory in which they have been used.

For the samurai character, the katana is more than just a sword. It is part of his honor and the honor of his family. It is his personal weapon, not to be used by others. To touch the scabbard of the sheathed katana is to insult the samurai. To draw the blade without permission is a graver insult. A single katana may have been in the same family for generations, becoming a treasured heirloom. To lose such a weapon is a shameful disgrace that can be swept clean only by the recovery of the weapon and the punishment of those who have taken it. Many samurai have given their lives to recover a family weapon.

The value of a katana can vary greatly depending on the quality of workmanship and the history of the weapon. The price listed in Table 24 is for an average weapon. Others may be of greater or lesser value, depending on the quality and artistic workmanship of the weapon.

**Kau sin ke (whipping chain):** This weapon consists of four to six short iron bars connected by several links of chain. Its origins can be traced to the agricultural flail. Used properly, it can be a deadly weapon; the iron bars can wrap around shields to land crushing blows. However, because it is not as flexible as a normal chain or rope weapon, it cannot be used to make entangling attacks.

**Kawanaga (grapnel):** This a length of rope, with a grappling hook at one end and a weight at the other, is both a tool and a weapon. It can be used as a weapon by swinging the hook or the weight at an opponent. The grappling hook can also be used for climbing, and the rope can be used to entangle an opponent. This type of weapon is popular with ninja because it has several uses and is easily concealed.

**Kiseru (pipe):** This is a tobacco pipe made of metal. Its innocent appearance disguises its use as a clubbing weapon. It is popular with peasants and monks because it is cheap and easy to make and does not appear to be dangerous. It can also be used for smoking.

**Kumade (rake):** This dual-purpose tool consists of a spear-length wooden shaft with a rake head fitted at one end. By setting the rake prongs in a crack, ledge, or sill, a ninja can climb up the shaft. The kumade can also be used as a weapon. Because the kumade has multiple uses and can be carried without arousing suspicion, it is a common item for ninja to use.

**Kusari-gama (chain-sickle):** This variation on the kama (sickle) was designed specifically for combat. It is a kama with a length of weighted chain attached to the butt end of the handle. The kusari-gama can be used in several ways: The user can attack with the kama in hand, he can club and entangle with the weighted chain, or he can whirl the kama at the end of the chain. This weapon is relatively easy to make and is favored by

both peasants and ninja.

**Kyogetsu-shogi:** This is a simple length of rope with a sharp hooked blade at one end and a heavy iron ring at the other. Its uses are similar to those of a standard chain weapon. The rope can be swung to attack with the blade or weight, snapped around the feet or arms to entangle, thrown to entangle, or held while striking with the blade. Although the rope is far easier to cut or break than a chain, the weapon is often used by ninja because it is almost silent. It is easy to conceal and can be worn as a belt or under a sash.

**Lajatang:** This rare weapon is most often found in the hands of a martial artist skilled in its use. It consists of a 3–5 foot shaft with a crescent blade fitted at each end. Some individual weapons have smaller barbs projecting downward from the outer edges of the crescent. The weapon is held with two hands, much like a bo.

**Lance, light horse:** This is the normal sort of lance available to horsemen in an Oriental campaign.

**Lasso:** This weapon does no damage in game terms but can entangle a target. It is used to unhorse riders and pull humanoid targets off their feet. When a lasso wielder attacks a horseman riding past, a successful attack roll automatically unseats the rider. A lasso attack made against the upper body of a humanoid on foot will pull the target off its feet on a roll of 1 on 1d4 if the target weighs no more than half what the attacker weighs, or on a roll of 1 on 1d8 if the target weighs up the attacker's weight.

**Man catcher:** This is a two-pronged polearm. Each prong is curved to encircle a humanoid creature of man size. Creatures larger or smaller than human size by 50% or more are unaffected by this weapon. The Oriental man catcher, unlike the western version, has spikes and sharpened edges to damage the opponent and prevent the use of hands and arms.

The victim of a man catcher loses all shield and Dexterity bonuses. Furthermore, the opponent can be pulled and pushed with the weapon. This pushing and pulling automatically causes 1d2 hp damage per round. There is a 25% chance for the opponent to be pulled off his feet, to either a kneeling or prone position.

Anyone caught in a man catcher can break out by making a successful roll to bend bars. Repeated attempts can be made, but the victim takes 1d4 hp damage unless heavy gloves or gauntlets are worn. Characters other than the one caught may rescue the victim by chopping through the weapon's haft (6 points of cutting damage required).

Commonly, the man catcher's wielder will capture an opponent with the weapon, then jerk the victim off his feet or horse, pressing the pole down to pin his neck to the ground. In such a situation, the captive is virtually helpless.

**Manriki-gusari (chain):** This simple length of chain with weights at each end can be whirled quickly, striking with hard blows from the weights. One end can be swung out to entangle an opponent, or the entire weapon can be thrown, entangling and causing damage at the same time. The manriki-gusari is popular in areas where the lord has forbidden the use or wearing of other weapons, or when secrecy is required. It can easily be worn as a belt or hidden under a sash. It is often used by ninja because it has a great number of uses.

**Metsubishi (blinding powders):** A small wooden device, similar to a short blowgun (1–2 feet long), is used to blow a puff of powder into an opponent's face. It has a mouthpiece at one end, a chamber for holding the powder, and a small tube at the other

end. The most common powders are peppers, ashes, and dust, described under "Miscellaneous Equipment." This weapon is often used by ninja for distraction and escape, and by city constables when attempting to capture a criminal.

**Long sword:** Several varieties of long sword are available in Oriental settings, chiefly the straight-bladed sword from which the katana evolved.

**Nage teppo (grenades):** These small grenadelike weapons are popular with ninja. The version detailed in Table 24 explodes on contact with a target. Other sorts of grenades are described later under "Miscellaneous Equipment."

**Nagimaki (horseman's halberd):** This shortened version of the naginata is used primarily by horsemen. It consists of a 4-6 foot shaft capped by a curved swordlike blade.

**Naginata (halberd):** This lightweight but strong polearm is 6–8 feet long and ends in a curved swordlike blade. It is used as a standard polearm. The naginata is often the preferred weapon of women; many female samurai and ninja become proficient with this weapon.

**Needle:** Although hardly an effective weapon, needles are occasionally carried by ninja for distraction or surprise. Like the fukimi-bari, they are carried in the mouth and fired by spitting or blowing (using the tongue as a blowpipe). Up to 20 needles can be carried in the mouth. The needles can be fired singly or all at once. When fired singly, a normal attack roll is made for each needle with a successful hit doing 1 hp damage. When fired in bursts, the die equal to the number of needles fired is rolled to determine the damage. Thus, if all 20 needles are fired at once, roll 1d20 to determine the damage.

Because needles are carried in the mouth, they cannot be poisoned (unless the ninja is willing to sacrifice herself to complete the mission). As with fukimi-bari, needles have a very poor range and are almost never effective against any type of armor. They suffer the same –6 attack-roll penalty when firing at an armored target.

**Nekode (climbing claws):** This dual-purpose ninja tool is a pair of straps or gloves fitted with spikes in the palm. By hammering the spikes into cracks in a wall or cliff to give a better grip, the user of nekode receives a +10% bonus to his climb walls skill.

Nekode can also be used to claw an opponent for small amounts of damage. While wearing nekode, a character can still wield other weapons without penalty. Nekode are usually worn only when needed, because they easily identify the user as a ninja.

**Ninja-to (ninja sword):** This is the ninja's standard sword. It is approximately the length of a short sword, making it easier to conceal on the body. The blade of the ninja-to is straight and of lower quality than that of a katana. However, in keeping with the ninja's methods, the sword and scabbard have multiple uses, which vary from ninja to ninja. Some of these uses include secret compartments in the hilt of the sword or tip of the scabbard for carrying powders, poisons, or daggers.

The scabbard is normally longer than the sword and open at both ends, allowing it to serve as a blowgun or breathing tube. The stiff, strong scabbard can also be used as a hanbo or the rung of a ladder. See the blowgun for the cost of this sort of scabbard.

Strong silk cord may be wrapped around the scabbard, to be unwound for climbing. Other devices can be attached or hidden within this weapon as the DM allows. See "Weapon Modifications" later in this chapter.

**No-daichi (two-handed sword):** This is the equivalent of the western two-handed sword. It is constructed more like the katana or ancestral long sword, having a narrow, slightly curved or straight blade and a minimal circular or octagonal guard, but has all the

characteristics of its western equivalent.

**Nunchaku (threshing flail):** This martial arts weapon is derived from the common agricultural flail. It consists of two lengths of hard wood or iron connected by a short chain or cord. The nunchaku can be used to parry attacks, club an opponent, or catch weapons. It is easily concealed.

**Parang (chopping blade):** The parang is both a tool and a weapon—a heavy-bladed machete capable of delivering chopping blows of great force. It is commonly found in the hands of primitive tribesmen, who use it for everything and are seldom found without it.

**Pellet bow:** Although almost identical in construction and use to a normal bow, the pellet bow has a small pocket in the bowstring for holding a stone or pellet of lead or clay. The pellet can be fired with more force than from a sling (giving the weapon extra range, though not extra damage). Pellet bows use sling ammunition: sling stones and sling bullets.

**Polearm:** See kumade, lajatang, man catcher, nagimaki, and naginata.

**Sai (short trident):** This weapon is almost identical to the jitte, and it is used in the same manner. The only difference between the two weapons is that the sai has two forward-projecting tines instead of one. The sai shares a weapon proficiency with the jitte.

**Sang kauw (two-headed spear):** This weapon comes in two forms. The basic form is a double-headed spear with a loop handle in the center, from which projects a dagger or crescent. The weapon is used with one hand to parry and attack. Its other form is almost identical; a small buckler is fitted in the center with the dagger blade projecting from it. When the second form is used, the character is considered to be using a small shield (for calculating Armor Class).

**Shakujo yari (staff spear):** This is a spear concealed within a sheath to look like a staff. It can be used as a bo when the sheath is in place. The shakujo yari can be carried on secret missions or when the character desires to look relatively defenseless.

**Short sword:** Many varieties of short sword are available in Oriental settings. Some are better-made parangs; others include the darn dien, a Chinese rapier (longer than the western short sword, but with a lighter blade).

**Shuriken (throwing star):** This small throwing weapon comes in many sizes and shapes. Three varieties are described here and detailed in Tables 24 and 25.

All shuriken are thrown by hand and have a limited range. They are easily hidden in folds of clothing or tucked into sashes. Spike shuriken can even be worn in the hair.

Spike shuriken look like large pins, tapering to a sharp point.

Large star shuriken are larger. They may also be gripped in the fist, with one sharpened point projecting between the fingers, and used as a punching weapon.

Small star shuriken have three or more razor-edged points, ensuring that at least one point will strike the opponent (if a successful attack roll is made).

**Siangkam:** This weapon hardly appears useful at all. It looks like a metal-shafted arrow with a small wooden handle replacing the feathers. It is normally used in pairs, one for each hand. The siangkam can be used to jab, thrust, slash, and parry. It cannot be thrown effectively, even though it has the appearance of an arrow.

**Sling:** Ordinary and staff slings are available in Oriental settings.

**Sode garami (sleeve entangler):** This highly specialized weapon is used to catch and entangle an opponent without causing great harm. It is normally made as a pole and

crossbar set with a large number of spikes and hooks. On a successful hit, it hooks and catches the clothing of the opponent, who is allowed a saving throw vs. paralyzation to escape. If the saving throw is unsuccessful, the character is entangled. When used specifically to catch an opponent, the sode garami does no damage. However, forceful blows can also be struck with the weapon, resulting in the same effect and the damage listed on Table 24. This weapon is often carried by palace guards or city constables.

**Spear:** See chijiriki, sang kauw, shakujo yari, trident, and yari.

**Sword:** See bokken, katana, long sword, ninja-to, no-daichi, parang, short sword, tetsu-to, and wakizashi.

**Tanto (dagger):** This dagger is made in the same style as the katana and wakizashi (curved blade, small or nonexistent hand guard). It shares a weapon proficiency with the yoroi-toshi.

**Tetsu-bishi (caltrops):** This are small caltrops, not melee or thrown weapons. Each is a ball or four-sided diamond of spikes, designed so that no matter how it lands at least one spike is pointing upward. They are used to stop or slow the movement of men and animals by making the ground extremely dangerous to walk on.

Because of the way tetsu-bishi are designed, they cannot be thrown at an opponent for any good effect. Rather, they are cast on the ground at the feet of an opponent when the wielder is being pursued. They are greatly favored by ninja since they increase the chance for a quick and unpursued escape.

When using tetsu-bishi, the character must state how many he will use and how much area he will cover. The base amount is 10 tetsu-bishi cast down in a 5'x5' area (25 square feet). Anyone entering the area must make a saving throw vs. paralyzation. A successful save means the character has avoided stepping on any of the tetsu-bishi. An unsuccessful save indicates the character has stepped on one tetsu-bishi (suffering 1d4 hp damage) and must halt his movement. If half the amount of tetsu-bishi are used in the same area, the opponent gains a +4 on his saving throw. For every five tetsu-bishi greater than the base 10 tetsu-bishi used in the given area, the opponent's saving throw is reduced by 2 and the opponent suffers an additional 1 hp damage (up to +6 hp damage). If the opponent is moving at greater than half his normal Movement Rate, he suffers a –2 penalty to the saving throw. One check must be made for every 5-square-foot section entered. However, characters who move cautiously (one third their normal Movement Rate) are not required to make any saving throws.

If a character (or creature) steps on a tetsu-bishi, he suffers the damage done by the weapon. If he does not stop and remove the weapon before continuing movement, he suffers the same damage for every 10 feet he moves. Removing tetsu-bishi requires one round.

In addition, each time he takes damage from tetsu-bishi, the character must make a second saving throw vs. paralyzation to see if he is temporarily lamed. If he fails the save, the character can move at only one third his normal Movement Rate, due to pain and discomfort. This restriction lasts for 24 hours or until the damage heals, whichever comes first.

**Tetsu-bo (iron staff):** This is a bo with at least half its length sheathed in studded iron strips. It is often used by travelers because it can also serve as a walking stick.

**Tetsu-to (iron sword):** This odd weapon is basically an iron bar shaped in the fashion of a two-handed Oriental sword. It is a heavy weapon used for strength training,

not combat, and is very slow to use. (It suffers a –3 attack-roll penalty because of its awkwardness.) However, when the tetsu-to does hit in combat, it does a lot of damage.

**Three-section staff:** This weapon is another derivative of the agricultural flail. It is made of three 2–3 foot sections of hard wood connected by short stretches of chain. It can be used to strike an opponent, block an attack, or catch and break a weapon.

**Tonfa (handle):** This is a hardwood rod with a small handle sticking out off-center from the side. The entire length is about 2–3 feet. It was originally the handle of a millstone. With this weapon, a trained fighter can block, catch weapons, break weapons, and attack effectively. The tonfa is often used in areas where normal weapons are outlawed.

**Trident:** Oriental versions of the trident are available.

**Uchi-ne:** This is a short, heavy javelin that looks like an oversized arrow. It can be thrown effectively for short distances or used for thrusting and jabbing. The uchi-ne is often carried by nobles when traveling.

**Wakizashi:** This is a short sword, similar in design and construction to the katana. Like the katana, the wakizashi may be named for some past deed or event. It holds almost as important a place in the samurai's honor as his katana. Those rules and guidelines concerning the katana and its care also apply to the wakizashi when it is part of a matched set.

The wakizashi and the katana are normally worn as a pair by samurai characters. This pair is known as daisho, or "long and short." In many lands, the two-weapon combination is a sign of samurai status. Anyone other than a samurai who wears the long and short swords together is subject to arrest or immediate execution.

**Whip:** To inflict damage, the whip must strike exposed or lightly covered flesh. Heavy clothing, thick hair, or fur gives considerable protection until torn away by repeated lashing. The type of armor determines how long it takes the whip to begin doing damage. With heavy clothing, damage begins on the third successful blow; thick hair or fur, on the second; padded armor, on the fourth; leather armor, on the fifth; hide armor, on the sixth. The whip can do no harm through armor heavier than that. Thick hide, such as that of an elephant or rhinoceros, will allow a slight sting at best, with no real damage inflicted.

However, the whip can also be used to entangle a target, and is often more effectively used in this way than for causing damage.

**Yari (spear):** This is the common Oriental spear, similar to the western spear.

**Yoroi-toshi:** This weapon is shaped like the tanto but is designed a bit differently. Its tip, rather than blade, is reinforced and sharpened. This makes the weapon good for piercing armor, and the yoroi-toshi gets a +2 bonus when striking against metal armor. The yoroi-toshi shares a weapon proficiency with the tanto.

### Table 25: Missile Weapon Ranges

| Weapon | — Range (tens of yards) — | | | |
|---|---|---|---|---|
| **Name** | **ROF** | **S** | **M** | **L** |
| Axe, hand | 1 | 1 | 2 | 3 |
| Blowgun dart | 2/1 | 1 | 2 | 3 |
| Blowgun needle | 2/1 | 1 | 2 | 3 |

| | | | | | |
|---|---|---|---|---|---|
| Bow, Daikyu | 2/1 | 7 | 14 | 21 | |
| Bow, Hankyu | 2/1 | 5 | 10 | 15 | |
| Bow, Pellet | 1 | 6 | 12 | 18 | |
| Crossbow, Chu-ko-nu | 3/2 | 2 | 4 | 6 | |
| Crossbow, Heavy | ½ | 8 | 16 | 24 | |
| Crossbow, Light | 1 | 6 | 12 | 18 | |
| Dagger, thrown | | 2/1 | 1 | 2 | 3 |
| Dart, thrown | 3/1 | 1 | 2 | 4 | |
| Fukimi-bari (mouth dart) | 1 | 3' | — | — | |
| Javelin, thrown | | 1 | 2 | 4 | 6 |
| Kawanaga, thrown | 1 | 1 | 2 | 3 | |
| Kusari-gama, thrown | 1 | 1 | 2 | 3 | |
| Kyogetsu-shogi, thrown | 1 | 1 | 2 | 3 | |
| Manriki-gusari, thrown | 1 | 1 | 2 | 3 | |
| Metsubishi, blown* | 1/3 | 3' | — | — | |
| Nage teppo, thrown | 1 | 1 | 2 | 3 | |
| Needle, blown* | 1 | 3' | — | — | |
| Shuriken, spike, thrown | 2 | 1 | — | — | |
| Shuriken, large star, thrown | 3 | ½ | 1 | 2 | |
| Shuriken, small star, thrown | 4 | ½ | 1 | 2 | |
| Sling bullet | 1 | 5 | 10 | 20 | |
| Sling stone | 1 | 4 | 8 | 16 | |
| Staff sling bullet | | ½ | - | 3–6 | 9 |
| Staff sling stone | | ½ | — | 3–6 | 9 |
| Spear, chijiriki, thrown | 1 | 1 | 2 | 3 | |
| Spear, trident, thrown | 1 | 1 | 2 | 3 | |
| Spear, yari, thrown | 1 | 1 | 2 | 3 | |
| Tanto, thrown | 2/1 | 1 | 2 | 3 | |
| Tetsu-bishi, thrown* | 1 | 5' | 10' | 20' | |
| Uchi-ne, thrown | 1 | 1 | 2 | 3 | |
| Yoroi-Toshi, thrown | 1 | 1 | 2 | 3 | |

* This weapon has a very limited range, measured in feet rather than the normal tens of yards value.

## Armor

Banded armor, chain mail, hide armor, leather armor, padded armor, ring mail, scale mail, splinted mail, and studded leather armor are all available in Oriental campaigns, as are bucklers, medium shields, and large shields.

Such campaigns do feature a few types of armor not found in mainstream fantasy settings:

| Type | Cost | Wgt (lb.) |
|---|---|---|
| Gunsen (war fan) | 5 gp | 1 |
| Kote (armor sleeves) | 2 gp | 2 |

Gunsen, described earlier under Weapons, are iron war fans. They are used to deflect blows and can also be used to strike them.

Kote are armored sleeves connected by a band of leather or cloth across the shoulders. The sleeves extend from the shoulders to the backs of the hands. They are normally made of mail; some have small metal plates sewn onto them. They can be plain or highly decorated. Kote can be worn inconspicuously under robes and in combination with other pieces of armor.

Both gunsen and kote are used like shields, reducing a character's Armor Class by 1 when used. However, only one Armor Class bonus from shield, gunsen, and kote applies to the character's Armor Class; he cannot get a –3 bonus to Armor Class for carrying all three.

## Miscellaneous Equipment

Ninja make use of many specialized gadgets and weapons to perform their missions.

### Table 26: Miscellaneous Equipment

| Item | Cost | Weight (lbs.) | |
|---|---|---|---|
| Clothing, ninja night-suit | 5 gp | 2 | |
| Clothing, tear-away, common | 2 gp | 1 | |
| Clothing, tear-away, good | 5 gp | 1 | |
| Clothing, tear-away, fine | 30 gp | 1 | |
| Eggshell grenade, dust | | 2 gp | 1/10 |
| Eggshell grenade, flash powder | | 25 gp | 1/10 |
| Eggshell grenade, pepper | 5 gp | 1/10 | |
| Eggshell grenade, smoke | 25 gp | 1/10 | |
| Hito washi (human eagle) | 75 gp | 50 | |
| Kama ikada (raft) | 20 gp | 20 | |
| Ladder, folding (per 10 feet) | 5 gp | 10 | |
| Mizugumo (foot pontoons, pair) | 50 gp | 6 | |
| Powder, ash | — | 1/10 | |
| Powder, dust | — | 1/10 | |
| Powder, pepper | 1 cp | 1/10 | |
| Ravager potion | | 250 gp | 1 |
| Rope, light (50 feet) | 10 gp | 8 | |
| Shinobi-bune (ninja boat) | 30 gp | 30 | |
| Thirst pills (per 5) | 10 gp | 1/10 | |
| Vaulting pole | 5 gp | 5 | |
| Yami doko (man-sized kite) | 100 gp | 40 | |

### Description of Equipment

**Clothing, ninja night-suit:** This is the outfit worn by ninja on intrusion missions. It consists of close-fitting trousers and tunic, split-toed footwear, gloves, and a hood.

Each ninja night-suit is designed to blend into a specific background. When worn

against the correct background, the night-suit gives the wearer +10% to his hide in shadows roll.

The standard night-suit is black with a hint of red. It provides its hide in shadows bonus when the character is in the equivalent of "night, full moon" or "night, no moon" lighting, as described in Chapter 13 of the Player's Handbook. In short, if the light is worse than twilight, the night-suit provides its benefits. The reddish tinge to the night-suit makes it harder to detect blood on the costume, which in turn makes it harder for a witness to determine that a ninja has been injured.

The wilderness night-suit is a camouflage pattern of brown and green. It provides its hide in shadows bonus when the character is surrounded by foliage—typically, in the woods—regardless of lighting conditions.

The arctic night-suit is white. It provides its hide in shadows bonus when the character is in snow or dense fog. The character can make his hide in shadows roll in such circumstances even when there are no shadows, if he remains still.

Other types of night-suits can be specially made for special circumstances. If a team must break into a palace where everything is decorated in red, it makes sense for the members to wear night-suits in the same color.

**Note:** Ninja do not commonly wear night-suits under their normal clothing or carry them around on ordinary missions. The possibility that someone will search a ninja or his baggage and find the telltale costume is too great. Night-suits are worn only when ninja are leaving a safe house for a specific intrusion mission and then returning to a safe house where they can change back into normal clothing. A 1st-level ninja automatically receive one standard black night-suit in addition to his starting gold.

**Clothing, tear-away:** This is a set of clothing worn by ninja as a disguise. Each set consists of a robe, or tunic/trousers combination, or dress, or other principal elements of an ensemble. These items look in every way like a normal set of clothing but are lightweight (1 lb. for the whole outfit) and can be torn off with a simple movement (no Strength roll necessary). Such clothing is ideal for a quick change into another costume or into the ninja night-suit.

**Eggshell grenades:** These weapons consist of an irritating or concealing ingredient sealed in an eggshell, a paper packet, a nutshell, or some other container that is small and easy to break. The grenades do not explode, but burst when thrown against the ground or into the face of an opponent. There are four standard types of eggshell grenades:

**Dust:** This grenade is thrown into the face of an opponent. All targets are treated as AC 6. (Eggshell grenades ignore the AC value of armor but must hit the upper chest or face area of an opponent.) On a successful attack roll, the grenade bursts in a cloud of dust. The opponent gets a saving throw vs. poison. If he makes the roll, he is unaffected (though covered by a light layer of dust). If he fails the roll, he is blinded for 1d6 rounds.

**Flash powder:** When this grenade is thrown into a fire, it explodes in a brilliant flash of light, blinding everyone who is looking in that direction. The blindness lasts 1d3 rounds. If the DM does not know where a character is looking, that character must make a saving throw vs. petrification. If the character is more than 10 feet away from the fire, he gets a +2 bonus to the roll; more than 20 feet away, a +4 bonus. Maximum range for the effect of the flash powder grenade is 30 feet.

**Pepper:** This grenade is thrown into the face of an opponent just like a dust grenade. If the attack roll is successful, the pepper gets into the character's eyes and up his nose.

The affected character must make a saving throw vs. poison. If he fails the roll, he is incapacitated for 1d6 rounds due to choking and sneezing.

**Smoke:** This grenade can be thrown against the ground or into a fire. When thrown against the ground, it creates a smoky area equivalent to light fog in a 5-foot radius. (If the ninja has his back to a forest or other escape route and has enemies to his front, he may throw a smoke grenade in front of him to give him a moment of distraction, allowing him a round to flee and make a hide in shadows roll.) When thrown into a fire, a smoke grenade creates a smoky area equivalent to dense fog in a 10-foot radius.

All eggshell grenades are fragile. If a character carrying these items falls 10 feet or more and suffers damage, the player must roll 16 or better on a saving throw vs. crushing blow (as a bone or ivory object) for each grenade carried (Dungeon Master Guide, Chapter 6). If the roll fails, the grenade bursts and is useless, but unless it was being carried near the character's face, it will do no harm.

**Hito washi (human eagle):** This is a primitive sort of hang glider made of wood, bamboo, paper, and fabric. Medieval aeronautics being a crude science, hito washi are unreliable and dangerous.

The ninja straps himself into the hito washi and launches from a high place (an altitude of at least 100 feet). Immediately on launching, the character must make a Giant Kite Flying proficiency check. If he fails, he falls straight to the ground and takes normal falling damage for that distance. (The character is unable to benefit from any proficiency or talent that keeps him from falling, as he is strapped rigid into a framework and unable to twist his body to avoid or mitigate the damage.)

If the character survives the liftoff, he can fly the hito washi in the direction he was pointed when he took off. For every 20 feet forward he travels, he loses 1 foot of altitude. (He can lose more altitude if he chooses.)

Every time the character maneuvers to change direction, he must make another Giant Kite Flying proficiency check or immediately crash to the ground, taking normal falling damage for the full distance he descended from the time he took off. A successful roll means he has changed to the correct direction.

Landing follows the same rules as changing direction. When the ground is close enough, the ninja maneuvers to land, but a failed roll means he crashes into the ground and takes full damage for the entire distance of his descent from the time he first took off.

The hito washi is used by ninja who have no better flight spells or magical items available and who must make an aerial intrusion. Ninja sometimes launch from portable towers to get over the walls of a citadel or encampment, or may launch from a nearby hilltop or mountain.

**Kama ikada (raft):** This is a small one-man raft that ninja can carry around with ease. It is normally used in conjunction with a collapsible pole such as the vaulting pole (described later). The kama ikada can carry 300 lbs. worth of characters and equipment.

**Ladder, folding:** This is a hinged ladder or rope ladder with hooks at one end. It is used by ninja for quick escapes or covert intrusions (especially important when the ninja party is escorting a character who does not have ninja climbing abilities).

**Mizugumo (foot pontoons):** These inflatable bladders have straps to hold them on the feet. A highly trained ninja (for example, one who possesses the Water Walking proficiency) can use them to walk across still bodies of water. The character walks at a rate of 10 yards per round. His chance for success is affected by his encumbrance. A

ninja on mizugumo can carry 20 lbs. of gear at his normal chance of success, but suffers a –2 penalty to his proficiency roll for every additional 20 lbs. he carries.

Because mizugumo are not widely recognized and look innocuous when not in use, ninja can often smuggle them into secure areas and then use them to cross water barriers such as moats or superheated ponds.

**Powders:** These are doses of ammunition for metsubishi. They come in three types: Ash, dust, and pepper. Dust and pepper behave just like dust and pepper eggshell grenades; ash behaves just like dust eggshell grenades.

**Ravager potion:** This is a preparation taken by NPCs with the Ravager kit (described in Chapter 3). It is a slow-acting potion, taking effect half an hour after being drunk and ending 1d3 hours later. While under the potion's influence, a character receives the following bonuses and penalties:

- He is immune to sleep and charm spells.
- He possesses two additional hit points per experience level (up to 10 levels).
- He receives a –2 modifier to individual initiative. If everyone allied with the character has drunk the potion, as is often the case, the modifier also applies to group initiative.
- He receives a –2 bonus to Armor Class.

At the end of the potion's effect, all benefits wear off, and the character must make a Constitution check. If he fails the check, he collapses in a coma for 3d6 hours. If the character has sustained enough damage that the sudden loss of the extra hit points brings him down to zero hit points or fewer, he dies (no saving throw).

**Rope, light:** This rope made of silk, horsehair, or human woman's hair is favored by ninja for its light weight.

**Shinobi-bune (ninja boat):** This small canoelike boat is used by ninja on covert missions. It is light and collapsible, hence easy to carry. The standard shinobi-bune can carry about 300 lbs. and includes a paddle for propulsion.

**Thirst pills:** Thirst pills are nonmagical medicine. The ingredients include only normal herbs and other plant products, but making up the pills requires great skill. The pills must then age for several years before they reach their full effectiveness.

When taken once per day, in a dose of five pills, the pills prevent the user from feeling the ill effects of thirst. This can be useful when the character is making long forced marches or is trapped in a situation where she cannot or must not drink.

However, the character still suffers from dehydration—she just cannot feel the effects. The effect of the pills wears off at the end of five days. If the character is not able to drink at least a quart of fluid at that time, she begins to die of thirst. Until she gets at least a quart of liquid, she must make a saving throw vs. paralyzation every hour or die of dehydration.

**Vaulting pole:** This collapsible pole is used for vaulting over obstacles (or for other purposes). Under normal circumstances, the pole is about 6 feet long. The wielder can telescope it out to 15 feet and lock it into place at the new length. Rules for pole vaulting appear under the Jumping proficiency in the *Player's Handbook*, Chapter 5.

**Yami doko (man-sized kite):** This kite is large enough to carry a full-sized human aloft but differs from the hito washi in several important ways.

The yami doko is launched and flown from the ground like a kite. When it is launched, it requires a character with the Giant Kite Flying proficiency to be on the

ground directing its flight, and that character must make one proficiency check for every 50 feet of altitude the kite gains, with the same results for failure as the hito washi suffers. When the controller decides to land the kite, it requires only one proficiency check to bring it down from whatever altitude it has attained.

Once the yami doko is successfully launched, its rider can cut free and glide away, flying it much as a hito washi. To do this successfully, he too must have Giant Kite Flying proficiency. The act of cutting free requires one proficiency check, as does each maneuver and attempt to land, as described for the hito washi. Note, however, that the yami doko's rate of descent is greater than that of the hito washi. For every 10 feet forward the yami doko moves, it loses 1 foot of altitude.

Yami doko are easy to spot, even when painted black, on nights with any moonlight. Use normal rules for visibility ranges (*Player's Handbook*, Chapter 13). Consequently, yami doko are most often used on moonless nights.

## Weapon Modifications

Ninja often pay to have normal weapons modified for special uses, or ordinary items modified to include weapons. The cost of such modifications is applied to the weapon being modified. (See Table 27.)

### Table 27: Weapon Modifications

| Modification | Cost (gp) | Weight Added |
|---|---|---|
| Chain in compartment | 5 gp | 3 lbs. |
| Pop-out knife blade | 20 gp | ½ lb. |
| Pop-out spear head | 30 gp | 2 lbs. |
| Secret compartment | 3 gp | 0 lbs. |

These modifications can be detected with the same chance any character has to detect a secret door, but only when a character is actively looking for changes in the standard item.

**Chain in compartment:** With this modification, part of the weapon is hollowed out and a manriki-gusari installed in the compartment. When the weapon bearer pulls off the compartment's cap, the chain spills out, remaining attached at one end to the weapon, with the cap acting as the chain weight. The weapon may then be used in its normal fashion or as a manriki-gusari (except that it cannot be thrown).

To accommodate a manriki-gusari compartment, the weapon or item must be at least equal to a spear in thickness and must have about 2 feet of length available to be hollowed and reinforced. (A dagger is too short to be equipped with a manriki-gusari compartment.)

Commonly, staff and stick weapons receive this modification, but other gear is suitable for chain compartments: the forearm portion of a set of kote, the area behind the grip of a buckler, a false book, etc.

**Pop-out knife blade:** With this modification, the wielder of the weapon can press a secret switch and pop out a spring-loaded knife blade. The blade has characteristics

identical to the common knife (Type P/S, Speed Factor 2, Damage 1d3 vs. S-M and 1d2 vs. L).

To accommodate a pop-out knife blade, the weapon or item must be at least equal to a knife hilt in thickness and must have about 6 inches of length available to be hollowed and reinforced. Normal daggers do have enough room for this modification.

The spring doesn't pop the blade out with enough force to make its emergence an attack; the blade must lock into place before it can be used. But for twice the cost listed, the blade can pop out with enough force to act as an attack.

**Pop-out spear head:** This modification is identical to the pop-out knife blade, except the weapon emerging is a narrow spear head, with characteristics identical to the normal spear (Type P, Speed Factor 6, Damage 1d6 vs. S-M, 1d8 vs. L).

To accommodate a pop-out spear head, the weapon or item must be at least equal to a spear haft in thickness and must have about 18 inches of length available to be hollowed and reinforced. Many sticks, staves, and batons can be modified in this way.

The hidden blade does not pop out with enough force to make its emergence an attack; it must lock into place before it can be used. But for twice the cost listed, the spear head can be modified to pop into place with enough force to act as an attack.

**Secret compartment:** This modification creates a secret compartment within the object being modified.

The standard secret compartment modification requires that the weapon or item have an area at least equal to a spear in thickness and about 2 feet of length available to be hollowed and reinforced. This provides a secret compartment large enough to hold about 3 lbs. of small weapons, scrolls, or other small items.

It is possible to create smaller or larger compartments as well. A knife hilt could hold about half a pound of gear, for instance. Smaller compartments cost the same as standard compartments because of the difficulty of working in smaller areas.

Larger areas hold more gear. For every additional 3 lbs. of gear the compartment is to hold, the modification costs +100% of the original cost.

## Magical and Special Treasures

Many magical items and other special treasures are found only in Oriental settings.

The DM can use the magical item tables (Tables 88–110) from the *Dungeon Master Guide* with little modification.

## Miscellaneous Magic

Whenever the DM rolls up an item on one of the standard miscellaneous magic tables (Tables 95–104 in the *Dungeon Master Guide*) and finds that it does not suit the setting, he can substitute one of the following items instead.

*Book of One Art*
*Book of One Maneuver*
*Book of One Weapon*
*Dragon Fog Globe*
*Dust of Creaking*

*Feather Tabi*
*Invisible Ink*
*Painter In a Box*
*Talking Paper*
*Yami Doko of Takeichi*

**Books:** A book from this list could instead be a set of scrolls or a series of tablets, as the DM chooses.

**Book of One Art:** This item does not perform any magical functions. A detect magic spell cast on it reveals the presence of magic, but that magical energy comes entirely from the veneration bestowed on the volume by generations of students.

The *Book of One Art* contains all information necessary to learn every element of a specific martial arts style. (The DM decides before a character obtains such a book which style it describes.) It does not instantly bestow any part of that art on a character. Instead, it acts as a martial arts master who knows the entire art. A character with this book can learn an art at the usual rate and through the usual expenditure of proficiencies, but without the necessity of seeking out a martial arts master.

**Book of One Maneuver:** This magical volume contains knowledge of one special maneuver. (See the rules for "Advanced Martial Arts" from Chapter 4.) If a character is a student of a martial art that allows the use of this maneuver, reading the book will grant him knowledge of that special maneuver (if he does not already know it). After the student reads the book, all the pages become blank and the book will never function again. If a character is not a student of a martial art that allows the maneuver, or already knows the maneuver described in the book, both he and the book are unaffected if he reads it.

**Book of One Weapon:** This magical volume contains knowledge on the use of one specific weapon. (The DM decides must decide which weapon it describes.) A character reading the book receives a weapon proficiency with the specific weapon, whereupon the enchantment vanishes from the book.

If the character is not already proficient with the weapon, he obtains basic proficiency. In addition, if he is a practitioner of a martial art that permits use of this weapon (see "Advanced Martial Arts" in Chapter 4), the character receives the ability to use the weapon with the art if he does not already possess that knowledge.

If the character already possesses proficiency with the weapon, he becomes specialized in that weapon (if he is capable of weapon specialization). In addition, if he is a practitioner of a martial art that permits use of the weapon, the character receives the ability to use the weapon with the art if he does not already possess that knowledge.

If the character does already possess proficiency with the weapon but is not capable of specialization, or if the character is unable to use the weapon described by the book, he gains nothing from reading it, and the book's magic does not vanish.

**Dragon Fog Globe:** The Oriental dragon is an immortal, beneficent creature associated with the sea and rainfall, and this magical item reflects these associations. The *dragon fog globe* is a delicate glass globe filled with smoke, the breath of an Oriental dragon. When the globe is shattered, the smoke inside spill outs, increasing in area and density, slowly following the patterns of the wind and contours of the land until it occupies an area one mile in diameter and 20 feet high.

This creeping fog is the equivalent of natural dense fog and moves into place so slowly and naturally that it seems to be perfectly ordinary ground fog. A detect magic spell will reveal its magical nature, but a dispel magic spell will not affect it; this fog is the captured spirit of an immortal being, after all.

Ninja love these very rare *dragon fog globes*, which help them accomplish difficult missions.

**Dust of Creaking:** This is a small amount of dust normally found in a small silk purse. Such a purse will contain 2d6 doses of the dust.

One dose of dust can be spread over a 10'x20' area of ground or flooring. Thereafter, for the next 24 hours or until it is swept or washed away, the dust will creaked on if stepped on, exactly as would an especially creaky wooden floor.

This dust is often used by powerful leaders to give them advance warning of an intruder.

**Feather Tabi:** This is a magical pair of split-toed boots of the sort worn by ninja. The enchantment on these tabi prevents the wearer from transferring much pressure to whatever he walks on. This gives the character a +10% bonus to move silently rolls and prevents her from setting off pressure-based traps, triggers, or other items (such as dust of creaking).

**Invisible Ink:** *Invisible ink* comes in a small bottle or other container holding 2d20 doses, each good for the writing of a message up to one page in length.

The message, when written, is completely visible. However, the next word the writer speaks over the message becomes its "control word." When the writer speaks the word, the letters vanish, and no chemical method will reveal them. Thereafter, when anyone speaks the control word over the paper, the message reappears. It will disappear again if the word is spoken again. The ink will disappear a total of 10 times; thereafter, it reappears and will not disappear again.

Messages created with *invisible ink* cannot be read by a *read languages* spell. A *detect magic* spell will reveal faint traces of magic. A *dispel magic* spell cast on such a message will make the letters go away forever if they are currently invisible, or fix them in place, never to disappear again, if they are currently visible.

Ninja and other sneaky characters use invisible ink to send messages to confidants. The bearer of the message may be carrying the control word (in his memory; it is not written down), or the recipient of the message may already know it.

Tricky users of this ink might write a message in it, say the control word to make the message disappear, then write another message in the same ink and use the same control word. Thereafter, until the ink runs out of magic, saying the control word will cause the two messages to "trade places" on the surface of the parchment or paper. Once the ink runs out of magic, both messages appear, making the letter unreadable.

**Painter in a Box:** This is an intricate miniature diorama contained in a beautiful lacquered box about 1'x2'x6". When opened out, the diorama reveals a small (12 inch) puppet painter with paints, brushes, and a canvas scaled to his size. The wielder of the painter in a box orients the miniature painter toward some scene or view, then speaks the command word associated with the box.

Over a period of only one round, the puppet paints an accurate reproduction of the scene it sees before it.

This item is a valuable tool to a ninja who needs to sketch troop layouts or the faces

of lords attending a conference of conspirators. It is also a good way to produce charming little presents for someone whom the character wants to impress.

The painter in a box can be used 2d6 times before it runs out of magical canvases. These canvases cannot be restocked.

**Talking Paper:** A set of *talking paper* consists of two identical pieces of expensive paper at least 2'x3'. Whatever is said in the presence of one piece of paper is magically reproduced in the vibration of the other. If a character can sneak one piece of the paper into a room, he can sit in the presence of the other piece and hear whatever is said in that room.

The paper will transmit anything said (and any other noise made) within 20 feet of it, if the noise does not originate beyond an intervening wall or barrier. The matching paper will pick up and reproduce that noise if the papers are within 10 miles of each other.

Both pieces of paper must be stretched rigid on frames. For this reason, and because of the need to keep the item inconspicuous, talking paper is often embellished with a beautiful painting or calligraphed proverb, which is presented to the intended victim of the espionage.

The piece of paper that is placed with the person being spied on is called the "listening" piece, and the piece kept by the spy is called the "talking" piece. But those names are not precise, because both pieces of paper act as listeners and talkers. Anything said in the presence of the talking piece can be heard by someone in the presence of the listening piece. For this reason, the talking piece is usually placed in a room where no one is allowed to speak.

A detect magic spell will reveal the presence of an enchantment on the paper. Talking paper is very rare.

**Yami Doko of Takeichi:** Named after the wizard who created it, this man-sized kite is capable of far more than the ordinary yami doko.

The *yami doko of Takeichi* provides its rider and operator with a +3 bonus to Giant Kite Flying proficiency checks, or it can be flown by anyone with a default proficiency score of 12. It loses altitude at a much reduced rate: –1 foot of altitude for every 50 feet traveled. It weighs only 20 lbs. and collapses down into its own backpack case with one round of effort.

## Magical Weapons

The following magical weapons are especially suited to Oriental campaigns. Any of them can be modified according to the Intelligent Weapon rules in Appendix 3 of the *Dungeon Master Guide*.

**Weapon List**

*Arrow, Shouting Humming Bulb*
*Bo, Barrier*
*Chu-ko-nu, Self-loading*
*Fukimi-bari, Loyal*
*Gunsen of Blinding*
*Gunsen of Summoning*
*Kama of Revealing*

*Katana, Blinding*
*Katana, Honor*
*Kawanaga, Crawling*
*Kiseru of Smoke*
*Nekode, Monkey Paw*
*Serpent-Chain*
*Shaping Stick*
*Shuriken, Hunting*
*Shuriken, Sawing*
*Tetsu-bishi, Explosive*
*Tetsu-bo, Earthquake*

## Weapon Descriptions

**Arrow, Shouting Humming Bulb:** This object looks like a normal humming bulb arrow. However, it is not carved to shriek or whistle while flying. Its user can speak over it before firing it, and it will repeat what it is told in a voice equivalent to a man's shout. First, the user tells the arrow how many times it wants the statement repeated—for example, "Three times I tell you" means "Repeat this three times." Then, he makes a simple statement of 10 words or less, which the arrow will repeat. The arrow shouts out the statement once while it is in the air. After it has hit its target, it repeats the statement once per round until the number of times has been reached (up to a maximum of 100 times).

There is a 1-in-10 chance that the arrow will break when it hits its target, and it is easy to break by anyone meaning to do so. Once broken, the arrow will no longer repeat its statement.

This item is a good diversionary weapon. It can make guards believe that someone has penetrated their walls or make hunters believe that their quarry has gotten past them.

**Bo, Barrier:** This weapon looks like an ordinary bo staff. However, when it is twirled and its command word spoken, the wielder can release the weapon and it will continue whirling in midair. It continues to whirl for 10 rounds, behaving in many ways like the priest spell blade barrier. Any creature attempting to pass through the bo barrier suffers 4d6 hp damage, with no saving throw allowed. The wielder of the bo can decide whether the plane of rotation is horizontal, vertical, or at some angle in between. The barrier is 7 feet in diameter, so it is best used to block a narrow door or hallway. Once the 10-round duration has expired, the bo returns to the hand of its wielder, flying to that character at a Movement Rate of 24.

**Chu-ko-nu, Self-loading:** This enchanted repeating crossbow cocks itself, giving it a firing rate of two shots per round.

**Fukimi-bari, Loyal:** These enchanted mouth-darts look out for their owner in an interesting way. Poison spread on these fukimi-bari will not affect the owner when the fukimi-bari are held in the mouth. When held in anyone else's mouth, the poison on them acts normally. A batch of such fukimi-bari are tied to a command word chosen by the wizard who creates them. When a character speaks the command word before putting the fukimi-bari in his mouth, the darts treat him as their owner.

**Gunsen of Blinding:** These war-fans are polished to a magical shine; they glow brilliantly even in darkness. For this reason, ninja use them only infrequently, and carry

them inside sealed bags when they are not in use. Once per round, the wielder can turn the glow on an enemy's face. The wielder must make a normal attack roll but treats all enemies as though they were AC 6. An enemy who is hit must save vs. petrification (with a +2 bonus if wearing a helmet). Success means he is unaffected, but failure means he is blinded for 1d3 rounds. The wielder of a *gunsen of blinding* is in some danger himself. On any natural roll of 1, he accidentally blinds himself for 1d3 rounds (no saving throw possible). An enemy can use a mirror or highly polished shield to reflect the glow of a gunsen of blinding against the wielder.

**Gunsen of Summoning:** This war-fan is enameled with a beautiful illustration of one type of monster or animal. When its command word is spoken, the gunsen casts a variant *monster summoning III* spell, calling forth one example of the type of creature represented in enamel.

There are rumors of the existence of gunsen of summoning enchanted with *monster summoning IV* or even more powerful summoning spells. Regardless of the power level, though, the gunsen will summon forth only one creature.

The magical function of the *gunsen of summoning* can be used once per day. It can be used as a normal gunsen at any time.

**Kama of Revealing:** This weapon has powers related to its original purpose. To use its magical functions, the wielder hurls the kama at a grain field. The kama goes to work, flying on its own volition, cutting down the grain in the field (to a height of 6 inches) at a rate of 400 square feet (equivalent to a 20'x20' area) per round. It continues to do this until its wielder calls it back or an area of 1,000,000 square feet has been cut down.

The *kama of revealing* can be used in this way once per week. The rest of the time, it can be used as a normal kama. While the threshing power can certainly be destructive to the local economy, in times of danger it can reveal small armies hiding out in nearby fields, and at harvesting time it can save one community a lot of work.

**Katana, Blinding:** This sword has a blade so polished that it can be used to blind an opponent. The rules for its use are identical to those for the *gunsen of blinding*. Wakizashi and tanto blades can also be enchanted in this way.

**Katana, Honor:** An *honor sword* is the katana representing a family or clan. In a fantasy setting, honor swords are almost always created using the rules for intelligent weapons, and they are always the object of desire or avarice. The family that loses its honor sword will do everything it can (within the range of its ethics) to retrieve the sword. This could mean that the finder will be hunted by vengeful family members or by family representatives willing to pay him a fabulous amount. If all the members of the blade's original family are dead, someone else is most certainly hunting the sword: the slayers of the family, ruthless masters who want to learn the secrets possessed by the mind in the blade, etc. *Honor swords* can be wakizashi as well, or daisho (katana/wakizashi pairs).

**Kawanaga, Crawling:** This weapon looks like an ordinary kawanaga except for one important difference. Instead of a grappling hook, there is an articulated metal hand at one end. The hand understands simple commands (such as "Hold on to what you are now touching and don't let go") and has a 90% climb walls thief skill. Crawling kawanaga built with the intelligent weapons rules could follow much more involved commands.

*Crawling kawanaga* have no move silently skill, so they are not quiet when crawling up walls.

The metal hand is the enchanted part of the weapon. If the rope is cut, the hand will still function.

**Kiseru of Smoke:** This pipe instantly emits a large cloud of dark smoke when its command word is spoken. The smoke is equal to dense fog and fills an area up to 30 feet in diameter; it lasts for five rounds. The smoke itself is nonmagical and so cannot be dispelled.

The *kiseru of smoke* can issue its smoke cloud twice per day.

**Nekode, Monkey Paw:** These nekode are very reliable, giving their user a 99% climb walls skill roll while worn.

**Serpent-Chain:** This is a manriki-gusari with a difference. When thrown to entangle, it grips with the strength of a snake spirit, making it especially hard to break out of (a –3 penalty to the saving throw vs. paralyzation). Once it is cast free, or when commanded by its wielder, the serpent-chain crawls back to its wielder with the speed of a serpent (MV 9).

**Shaping Stick:** This magical device is a tool kit of weapons. In its normal form, it appears to be a bo (staff), but the wielder who knows its command word can make it take different configurations. At his command, it can turn into a three-section staff, a pair of jo, or a pair of hanbo. A repetition of the command word returns the weapon to bo form. No matter what form the *shaping stick* takes, it fights as a +2 magical weapon.

**Shuriken, Hunting:** These magical throwing stars have a +2 bonus to hit and damage and a much-improved range (10, or 100 yards, treated as Short range; there is no Medium or Long range). In addition, if a *hunting shuriken* is touched with an object belonging to a character just before it is thrown, and that character is within range, the shuriken will fly unerringly to that character and strike him (no roll needed to hit).

**Shuriken, Sawing:** These throwing stars behave normally if thrown at living targets but have a special effect if thrown against inanimate object. When thrown at a nonliving target, a sawing shuriken will hover in place, spinning like a buzz saw blade, and gradually cut its way through that substance. The *sawing shuriken* cuts a notch through five square inches of wood, one square inch of soft stone, or a half-inch square of hard stone or soft metal per round; it will not affect harder substances. After 10 rounds, the shuriken stops sawing and cannot be used again that way for a full day. These weapons are of great use when the character needs to get through a doorway, soft metal bars or chain links, or another obstacle he cannot otherwise affect.

*Sawing shuriken* are roughly as quiet as a circular saw; this is not a stealthy tool to use.

**Tetsu-bishi, Explosive:** These items look like normal tetsu-bishi but are enchanted to explode when stepped on by living creatures. The explosion does 1d8 hp damage to the victim, and the saving throw vs. paralyzation to avoid being lamed is made at a –4 penalty. The victim must then pull out the fragments of the explosive device or take an additional 1d4 hp damage for every 10 feet walked.

**Tetsu-bo, Earthquake:** This iron-shod staff acts as a +1 weapon when used against normal targets, but has a special power when hammered against the ground or floor: It causes a very strong but localized earthquake. The blow does 3d6 hp damage to the surface it hits. The resulting earthquake affects everything within a 60-foot radius. Every wall in that area must make a saving throw vs. crushing blow, with failure resulting in collapse of the wall. Every person in the area takes 1d6 hp damage (saving throw vs.

petrification for half damage) and falls down (making the same saving throw prevents this result). However, the wielder of the earthquake tetsu-bo does not suffer these effects.

The earthquake power of this weapon can be used only once per week.

# CHAPTER 6
# Country and Clan

## Land of the Ninja

The historic ninja appeared in medieval Japan hundreds of years ago. The ninja we are familiar with from fiction and film are distinctly Japanese—even non-Japanese ninja in bad films seem to follow Japanese traditions—and would seem very much out of place if they arose in a fantasy campaign that resembled Viking Sweden or Moorish Spain.

In short, when settling ninja in a campaign, the DM should place them in a nation that substantially resembles medieval Japan, preferably in a larger setting that resembles the Orient of several hundred years ago. This does not, however, restrict ninja from traveling to other lands and cultures.

## Classes of Society

Class divisions of the Japanese people varied from one time period to the next. In the Tokugawa period (17th-19th centuries), the population of Japan was divided into several distinct classes. In descending order of importance they were: samurai, farmers, artisans, merchants/traders, and outcasts (the eta or "untouchables").

In designing a culture for ninja characters, the DM should include the basic traits of a rigid class structure, an obsession with duty and protocol, and a heavy military presence.

### The Samurai Class

The word "samurai" basically means "servant" or "retainer." In spite of the lowly sound of the name, though, the samurai were the warrior class of Japan—the master class. Technically, though, they were all servants of the emperor, hence the name.

The samurai class was the only portion of the population allowed to wear the daisho, or two-sword combination (katana and wakizashi). They were encouraged to live sober and frugal lives, though not all were adept at this. Samurai made up only 6%–7% of the nation's population.

Even within the samurai class, there were divisions of rank. In descending order of importance, they included:

**Emperor:** The emperor was descended (as legend would have it) from the goddess of the sun and was theoretically the ruler of all Japan. In reality, though, some emperors were rulers and some were puppets of the shogun.

**Shogun:** The shogun was the military dictator of Japan, subordinate to the will of the emperor. In some periods, the shogun was the de facto ruler of the nation, keeping the puppet emperor firmly under his thumb.

**Daimyo:** These lords were given rulership of large areas of land by the emperor or

shogun. Daimyo, like the barons of medieval England, tried to be as independent as possible, often waging war on one another or challenging the current holder of the throne for the title of emperor. Daimyo maintained their own castles, but in various periods had to send hostages to stay in the care of the emperor or shogun. In some periods, daimyo had to spend one year out of two living in the capital, and had to leave their families in the capital when they returned to their own holdings. The richest daimyo governed lands producing more than a million koku per year; the poorest, lands producing about 10,000 koku per year. (A koku equals five bushels of rice, worth about 25 gp in game terms.)

**Samurai:** Samurai filled many roles in Japanese society, as warriors and military commanders, as bureaucrats and ministers, as bodyguards and inspectors, as town leaders and policemen. They lived in the castles of their lords or in towns near the castles. Those who administered lands lived in the town or village of that region. In AD&D® game terms, particularly powerful or favored samurai got annual salaries of up to 200,000 gp and a couple of acres to build their homes on. More typical valued samurai received around 50,000 gp and one acre, while the most common samurai received only about 25 gp annually and lived communally with others at their economic level. (These lowest samurai, often the policemen of their communities, tended to supplement their income through acceptance of gifts. This is akin to bribery but was not censured except when the samurai demonstrated excessive greed.)

It is important to remember that the word samurai refers to a social class and not a profession. Roughly half the samurai class was made up of women, some of whom were trained in combat, particularly with the naginata.

**Ronin:** This was an odd class of samurai. These men had no lord and received no salary, but retained the rights of the samurai out of hereditary position or for some other reason. (Some ronin were normal samurai enduring a temporary sentence of exile for a crime.) Many served as soldiers or bodyguards; some were teachers.

## The Farmer Class

Most people in medieval Japan belonged to the farmer class. The support of the entire nation was on their shoulders, but they were looked down on by the samurai and by townspeople, who regarded them as illiterate rubes.

Farmers lived a difficult life, paying taxes amounting to around 50% of their annual production. Some tided themselves over in rough periods by selling their daughters to brothels in the towns. This was not a shameful fate for the daughters, cultural attitudes being different from the west, but was still not the course most of them would have preferred.

At various times, farmers were not allowed to carry weapons, to sell their land, or even (in the most restrictive periods) to leave their land.

## The Artisan and Merchant Classes

Artisans were, for the most part, townsfolk who provided services and goods to the government and for sale. Some craft professions included:

| | |
|---|---|
| Blacksmith | Sawyer |
| Carpenter | Sculptor |
| Cooper | Shingler |

| | |
|---|---|
| Dyer | Silversmith |
| Lacquerer | Spinner |
| Matmaker | Stonemason |
| Miller | Sword sharpener |
| Paperer | Thatcher |
| Plasterer | Tiler |
| Potter | Weaver |
| Sake brewer | Wood worker |

Merchants included the traders and money-changers necessary to handle transactions between people in different regions who used different systems of coinage. Because of the Japanese contempt for greed and its results, the government classed merchants below farmers and artisans when it officially structured Japanese society. However, the merchant class gradually gained in power and wealth, by and large employing the artisans and unofficially becoming more powerful and higher in status than the farmers.

Merchants and artisans, unlike farmers, were allowed to carry a single sword.

### Nonpersons

People in this lowest of categories, the eta, included exiles, who would reenter the class systems once they were allowed to return home; entertainers (including actors and prostitutes); and beggars. Certain people, such as those who handled the dead, could theoretically reenter the class systems once they left their professions. But the eta inherited professions that the Japanese considered repugnant (particularly those dealing with animal carcasses) and therefore could never become part of ordinary Japanese society.

### Outside the Class System

Several groups of professions remained outside the class structure described above.

Some privileged professions, ranking high in society, included priests, poets, and doctors. Many were allowed to wear single swords and were accorded respect deriving from their celebrity rather than their class.

## Loyalty and Obedience

In medieval Japanese culture, a character owed first loyalty to his or her lord, second to his or her parents. A woman owed her third loyalty to her spouse and her fourth to her firstborn son.

In the samurai class, unquestioning obedience to one's lord was the norm. This did not mean, however, that all samurai were completely loyal to their lords.

In the DM's campaign, a Japan-like culture will have similar emphasis on the loyalty a character owes to his lord and clan over other considerations. Western culture promotes self-advancement and individuality over conformity, so the introduction of this element will strongly reinforce to the players that this is a very different setting.

## The Role of Women

Female ninja, called kunoichi, were often very important elements in ninja missions. Kunoichi, like women samurai, were sometimes trained in combat, and any female ninja in an AD&D® game is certain to be among those so trained.

In a game campaign it's not inappropriate to have a higher proportion of female samurai and ninja in important combat and governing roles. Female warriors of considerable skill and influence are a mainstay of Oriental legends and modern cinema.

## The Ninja Clan

Every ninja (except the Lone Wolf) and shinobi belongs to a ninja clan. Every character who is not technically an Oriental ninja but who is built with the ninja character class rules belongs to an organization with an unusual goal and some distinctive techniques it uses to achieve that goal.

The choice of that clan or organization, as much as anything else, defines a ninja character's role in a campaign.

Before the DM can assign a PC ninja to a clan, or allow him to choose his own clan, he must know which clans are part of the campaign setting and what ninja clans are like.

To design a ninja clan or similar organization, the DM must determine the following information.

### Name

A ninja clan usually bear the name of its major family. If the most powerful family in the ninja clan is the Isobe family, the ninja clan will probably be called the Isobe clan.

This does not mean that the clan is widely known to be a ninja clan. Publicly, the Isobe clan may govern a large district and rule many other allied and related families. Members of the Isobe family and its most closely allied families will know that it is a ninja clan; families more loosely allied may not. The mysterious ninja clan operating in the district will be referred to by its nickname.

### Nickname

Many ninja clans also bear intriguing nicknames, often based on local geography or the clan's exploits. A ninja clan based on a tall, black mountain, could be the Black Mountain ninja or the Long Shadow ninja. An NPC clan famous for its poisons might be the Venom ninja or the Serpent ninja. Those known for their intrusion skills might be the Need-No-Doors ninja.

### Known For

Each clan will have a particular skill for which it is known, at least among its own members, and perhaps among other ninja and those in position to hire ninja.

Ruler

The clan or organization leader should have a name, personality, and background. The PC ninja is ultimately responsible to this character, so the clan ruler is one of the

most important people in the PC ninja's life.

### Symbol

Every ninja clan should have a distinctive symbol. Ninja of the clan do not wear the symbol on their ninja night-suits or carry it on ordinary missions. They display the symbol only when they intend to advertise the clan's involvement in a mission. For example, a ninja might leave a medallion or cloth patch bearing the clan's symbol on an enemy's pillow while he sleeps, in order to warn the potential victim that the ninja clan can penetrate his defenses whenever they wish.

Typical representative symbols appear with the sample clans in Chapter 9.

### Territory

This is where the clan lives and the area on which it exerts a substantial influence. Small clans will live in some out-of-the-way place (such as a mountaintop) and exert influence on a small area (typically one village not too far away), while large clans may occupy a regional capital and influence the entire region.

Exerting an influence on an area is not the same as ruling it. A ninja clan might effectively rule the villages nearest its stronghold, but if it is located in a large city, it will probably exert the same degree of influence as would a powerful thieves' guild.

### History

The DM should develop the history and background of the ninja clan. Some details that the history should include are:

Why the clan became a ninja clan. Most were military service clans with many members who were spies and tacticians. When the clan fell out of favor with the current ruler, its leaders ordered a retreat to some inaccessible place in order to survive. The clan then made their living selling spy services and evolved into a ninja clan.

Which wars the clan participated in, and on which side. Whenever there are wars, ninja clans are hired to perform espionage missions. Deciding which side this clan helped during the various wars in a campaign allows you to determine something about the clan's nature. Does the clan work for whoever pays best? Does it stick with one or two ruling houses regardless of whether those houses are right or wrong? Does it always side with the underdog? (If so, see Poor and Dirt-Poor under "Resources.")

Who were the famous ninja of the clan. Even if the clan ninja are not well known outside the family, the clan's history will always provide tales of members whom today's ninja must live up to. The DM should develop a detail or two about some of the clan's famous members of the past: "Shigeru, who developed the use of the springboard to an art form, and killed the daimyo by bouncing over the imperial palace's wall and releasing one perfectly placed dart; Miyoko of the Three Faces, who could change identities faster than you and I can change our minds."

### Goal

A clan or organization might pursue some lofty aim, be interested mostly in self-protection, or be motivated by purely selfish goals. Sample goals include:

Destroy a Rival Clan
Support a specific ruler/daimyo
Keep an Evil Monster From Waking Up
Keep Foreigners From Becoming Powerful in the Homeland
Promote the Worship of a Specific God
Spy for the Nation to Protect It

The DM must be very careful in the choice of a goal for the ninja clan. It should not be too whimsical ("Promote the Spread of a Revolutionary Style of Artwork"). If the DM intends to assign a PC to this clan, (rather than letting the player choose his ninja character's clan), the clan's goals should not be directly opposed to the character's nature unless the DM wants to put the character in conflict with the clan. Such conflict can result in an unhappy, frustrated player.

## Alignment

A ninja clan should have an alignment just as a character does. This alignment reflects the clan's tactics and practices, as well as the way the clan is regarded by those who know of its existence.

Lawful-Chaotic Axis. For ninja clans and similar organizations, a choice of "lawful" does not generally mean "law-abiding." Ninja clans practice outside the law of the land. Non-ninja criminal organizations certainly do.

The choice of "lawful" vs. "chaotic" relies more on whether the clan or organization follows a set of honorable and known rules of behavior.

Imagine a ninja clan that lives near a well-traveled road, upon which its members often perform acts of banditry. If the bandit-ninja give their victims a chance to surrender before attacking, and treat prisoners honorably (ransoming them honestly and not harming them), the clan is probably lawful. If they sometimes attack from ambush and behave in a more civilized manner at other times, without any predictable pattern, they are chaotic. If clan members do the honorable thing only when it is in their best interest, they are neutral.

A lawful clan is more likely to have interesting traditions relating to prisoners, such as the right to challenge the clan champion to ritual combat and go free if victorious.

A neutral clan is likely to have more self-serving traditions. A prisoner sentenced to death might be able to challenge a clan champion to combat. If he kills the champion, he will be allowed to join the clan but must remain with it forever rather than be killed.

A chaotic clan can have traditions that are entertaining but pointless. Prisoners might be run through an obstacle course, climbing ropes and running through booby-trapped buildings, just to see how fast they get through. Prisoners who are successful would get no reward greater than a good meal, the event having no bearing on their imprisonment.

Good-Evil Axis. Interestingly, whether an organization counts as good or evil has little to do with its goal. For example, promoting the worship of a specific god sounds like a good aim. But if the god is one who demands the ritual murder of anyone who

stands in his way, the clan should be considered evil. Likewise, destroying a nation's ruling family might be considered an evil aim. But if the family at one time in the past was bad, and the nation lives under a curse until the family is destroyed, then the goal falls somewhere between neutral and good.

Remember that morally ambiguous questions like these make life more interesting for the PC who is a member of the clan. (What if a ninja falls in love with someone and then discovers that this person is secretly a member of the family destined for destruction?)

The DM can ask several questions when deciding whether a clan is good, neutral, or evil: What does the clan do with hostages? What do ninja on a mission do to guards who get in the way? (If the standing order is "Kill anyone who sees you," the clan is probably evil. If the standing order is "Incapacitate if possible; kill if you have to," the clan is more likely to be good.) What do ninja on a mission do to sleeping people in the rooms they pass through? Does the clan take revenge for actions against it? Is this revenge taken only for major insults or also for minor slights? Is the revenge visited on innocents or only on the person responsible for the insult? What about the clan's attitudes toward its own members? Does it casually sacrifice its ninja (an evil clan), do so only when the return is greater than the loss (a neutral clan), or do so only when there is no other choice (a good clan)? The answers to these questions should be weighed when deciding whether a clan or organization is good, neutral, or evil.

Usual Alignment Choices. In general, the alignments of ninja clans will break down like this:

### Table 28: Ninja Clan Alignments

| Alignment | Percentage | d20 Roll |
|---|---|---|
| Lawful-Good | 5% | 1 |
| Lawful-Neutral | 25% | 2-6 |
| Lawful-Evil | 25% | 7-11 |
| Neutral-Good | 5% | 12 |
| True Neutral | 15% | 13-15 |
| Neutral-Evil | 5% | 16 |
| Chaotic-Good | 5% | 17 |
| Chaotic-Neutral | 10% | 18–19 |
| Chaotic-Evil | 5% | 20 |

If you're doing a quick design on a ninja clan and don't care what its alignment is, roll 1d20 and check Table 28.

### Table 29: Clan Member Alignments

| If the Clan Alignment Is: | Allowed Alignments Include: |
|---|---|
| Lawful/Good | All but NE, CE, LE |
| Lawful/Neutral | All |
| Lawful/Evil | All but LG, NG, CG |
| Neutral/Good | LG, LN, NG, N, CG |
| True Neutral | LN, NG, N, NE, CN |
| Neutral/Evil | LE, N, NE, CE |

| | |
|---|---|
| Chaotic/Good | LG, NG, N, CN, CG |
| Chaotic/Neutral | All but LG and LE |
| Chaotic/Evil | LE, N, NE, CN, CE |

## Range of Alignments

Not every member of a ninja clan must have the same alignment as the clan. Most clans permit a wide range of alignments in their members. The question is: How wide a range?

Lawful clans, surprisingly, are more likely to permit members of all alignments, because they are more likely to keep faith with family tradition (and, inevitably, there will have been family members of opposing alignments in the family history). Because Oriental philosophy involves themes of self-enlightenment, a lawful clan will generously allow members of other alignments the opportunity to learn how to correct their behavior. However, clan members of non-lawful alignments are more likely to be closely watched.

Neutral clans tend to act in their own self-interest, and so are likely to deal harshly with the family members who cause trouble for the family. Neutral clans might allow opposed alignments, but not members whose alignments are strongly opposed to the clan alignment or goals.

Chaotic clans are unlikely to have formulated an established policy on member alignments. They are more likely than neutral clans, but less likely than lawful clans, to have members with opposed alignments.

Good clans do not allow evil members, nor do evil clans allow good members. Neutral clans allow members of both good and evil persuasion.

See Table 29 for an overview of clan alignments and the allowable alignments for individual members.

The DM must decide how the clan deals with alignment dissenters. Does it banish them or kill them? Either way, having developed an alignment opposed to the clan alignment is one good origin for a character with the Lone Wolf kit.

## Races

In a ninja clan, most members are humans, with an occasional halfling or dwarf. Such demihumans (which are often foundlings or changelings) are raised as part of the clan, and often receive special training to take full advantage of their small size. There are no all-dwarf or all-halfling clans.

In a more unusual sort of organization, such as a secretive clerical society or a spy network, members of other races, using shinobi kits, are allowed.

## Size

Ninja clans can be quite large or very small.

A large clan will have one lord and one or two other leaders of high rank called jonin. Beneath them will be 50 or 60 chunin, or middlemen, each of whom rules a family including 30 or so genin (bottom-ranking ninja) and 30 or 40 other family members (most of whom are non-adventuring types or low-level characters possessing one of the shinobi

kits).

A small clan will be about the size of a chunin family from one of the larger clans: two or three jonin, including the clan lord; three to five chunin; around 20 genin; 30 or 40 other family members.

Some small clans have low numbers because they are in decline, their population depleted by warfare or failed missions. Some may have standards so demanding and rigorous that dangerous training and banishments keep the numbers low.

Even the largest of ninja clans simply cannot afford to launch a mission in which dozens of its members get killed. When such things happen, it's usually because:

• A powerful ruler hired ninja from lots of clans for a mission and has thrown them away on a difficult target. No one ninja clan will be destroyed because of the mission's failure.

• The clan is a huge one, possibly one that teaches its secrets to students from non-ninja families, and consequently has more ninja of inferior training to throw away on such missions. Or,

• This is the do-or-die adventure for the clan, the mission in which its ultimate goal will be accomplished or the family will perish.

Other types of organizations—the types described in Chapter 3—also tend to fall within the size ranges described here. The intelligence division of a large western empire can be quite sizeable, while that of a smaller nation or principality, or the private intelligence team of a specific nobleman, will be much smaller.

## Resources

It's not important to know the exact nature of a clan's resources—how many pieces of gold there are in the treasury, how many swords in the armory. What is important is knowing what sort of resources the clan has for various types of missions. For each type of mission, the DM should decide the level of financial support the clan will provide.

**Major/Critical Operations:** These missions are crucial to the clan's goal. Such missions include final confrontations with enemy clans, operations to retrieve priceless artifacts, attempts to prevent the assassination of the clan leader, etc.

**Important/Profitable Operations:** These missions help accomplish a clan's goals; failing in three or four of them is like failing in one major or critical operation.

**Typical Operations:** These are standard missions; each one successfully completed helps the clan achieve its goals, but no single mission is likely to determine the fate of the clan. Most missions performed by a clan fall into this category.

**Minor Operations:** These missions are of little consequence to the clan (loose threads to tie up, sloppiness from a previous mission to clean up, etc.).

**Nonmission Requests:** Requests for resources may be made by clan members who are not currently on clan missions (such as when a ninja PC asks for weapons or information about someone he is investigating in order to help his fellow PCs).

For each type of mission, the DM assigns the clan's usual expenditure of resources. Such expenditures can be Lavish, Good, Adequate, or Inadequate.

Lavish expenditures include equipment (loaned, not given, to the character) of any nonmagical sort, delivered very quickly after being requested; equipment (loaned) of lesser magical or more rare varieties delivered as soon as another ninja can acquire it;

enough money for the PC to maintain the illusion that he is a very wealthy person; the employ of many common hirelings for assault missions or to make up the character's retinue.

Good expenditures include equipment of any nonmagical sort (with a limit of two or three special or rare items per mission) delivered fairly quickly after being requested (from a day to a week after the request); enough money for the PC to maintain the illusion that he is of the noble class; the employ of one to three hirelings to assist in assaults or to aid the character in his endeavors.

Adequate expenditures assume a mission budget of around 100 gp. If the ninja needs more than this, he must steal or otherwise acquire the extra resources himself.

Inadequate expenditures equal a mission budget of around 10 gp. If more is needed, the ninja is on his own.

See Table 30 for an overview of clan wealth categories, mission types, and resources expended.

A clan can be of one financial category but provide resources as though it were from a lower category if the clan leader is notoriously tight with his money.

A clan can also have variations in these recommended expenditures based on internal policies. For example, a clan or organization with a firm policy against the use of resources on nonclan activities will provide Inadequate resources for nonmission activities even if the clan is fantastically rich.

### Table 30: Ninja Clan Resources

| Wealth of Clan | Type of Mission | Resources Expanded |
|---|---|---|
| Fantastically Rich | Major/Critical | Lavish |
| | Important/Profitable | Lavish |
| | Typical | Good |
| | Minor | Good |
| | Nonmission | Good |
| Wealthy | Major/Critical | Lavish |
| | Important/Profitable | Good |
| | Typical | Adequate |
| | Minor | Adequate |
| | Nonmission | Adequate |
| Average | Major/Critical | Good |
| | Important/Profitable | Adequate |
| | Typical | Adequate |
| | Minor | Adequate |
| | Nonmission | Inadequate |
| Poor | Major/Critical | Good |
| | Important/Profitable | Adequate |
| | Typical | Inadequate |
| | Minor | Inadequate |
| | Nonmission | Inadequate |
| Dirt-Poor | Major/Critical | Adequate |
| | Important/Profitable | Inadequate |

| | |
|---|---|
| Typical | Inadequate |
| Minor | Inadequate |
| Nonmission | Inadequate |

## Clan Status

Most ninja clans belong to the farmer class. Some are artisan or craftsman clans. A few have retained samurai status, which is of considerable benefit to a clan member. He is accorded the rights pertaining to a samurai and his cover identity cannot be penetrated. A family belonging to the "nonperson" class may be publicly known as a ninja clan and would probably live in a remote, easily defended, place.

## Allies

Ninja clans are often allied with other families—sometimes officially, sometimes secretly. The DM should decide which families the clan counts among its friends, and whether the ninja clan is superior, equal, or subordinate in the relationship.

Sometimes the ninja clan will be the sponsor and ruler of a smaller family; sometimes the relationship will be one of genuine friendship and alliance between clans that count themselves as equals; sometimes the ninja clan will be beholden to a more powerful clan.

## Enemies

Likewise, ninja clans often have longstanding enmities with other families and organizations. The DM should establish at least one enemy family for each ninja clan; many clans have lots of enemies.

For each enemy, the DM should also decide whether the goal of the clan dispute is competition or extermination.

When it is competition, the two clans are in a protracted rivalry. They may be competing for the same clients for their services, or they may simply want to show one another up. When members of the two clans encounter one another, they endeavor to embarrass each other at every opportunity. This rivalry should not escalate into duels or degenerate into practical jokes. The two clans might maneuver one another into tricky situations, such as by pretending to want an "important" mission and allowing the other family to win the contract, only to reveal that the mission is dangerous and unprofitable—or silly and pointless.

When the goal is extermination, there is blood hatred between the clans. When members of one clan encounter those of another, they try to kill each other. These attempts may be honorable attacks and duels, or wicked attempts at assassination, depending on the alignment of the feuding clans and the individual ninja involved.

## Demands

Each ninja clan imposes certain demands on its members, including ninja PCs.

Demands almost all clans make of their members include:

**Silence.** The ninja must never admit that he is a ninja. If the character's clan is known

to be a ninja clan, he may not even acknowledge that he belongs to that clan. There are exceptions: The ninja can ask the clan leader if he might be allowed to acknowledge his true class and nature to an ally, especially when that ally's help is crucial and will best be served if he knows the truth. But such permission is rare. If a character admits to someone outside the clan that he is a ninja, he places that person above his clan in importance (to the clan's way of thinking, anyway). The clan, if it finds out, may decide to eliminate the person who is now in the know, as well as eliminate the ninja with the big mouth.

**Missions.** The clan can order the ninja character to embark on missions. Refusal to carry out a mission is considered betrayal of the clan. And, yes, a clan leader who doesn't like one of his clan members might try to get rid of that member by sending him on mission after deadly mission.

Demands some clans make of their members include:

**Choice of Spouse.** The clan leader, not the ninja, chooses whom the ninja will marry. Usually, the spouse is another clan member or someone from an allied clan, chosen for political suitability and for the potential of strengthening the clan. Love matches are rare, and the worst thing a ninja could do would be to tell the clan leader that he or she is in love with someone specific. The clan leader will automatically choose someone else to be the ninja's mate, because romantic love is considered a dangerous thing that has led to the downfall of many a good warrior.

This whole situation is a great opportunity for role-playing in a campaign. However, players in a campaign making this demand should play ninja only if they can role-play a cultural attitude very different their own, or if they don't care whom their characters marry.

**Delivery of Treasures.** The ninja is required to submit all accumulated treasure to a superior member of his clan for evaluation. He must arrange a meeting with his superior every three months, and immediately after any rich haul (if possible).

The clan will select those items and coinage it needs and take them away from the character without compensation. Typically, the clan takes about half the magical and other special items the character acquires. Any items that remain after this "tax" belong to the character and are not subject to confiscation later. The more money the ninja clan has, the less likely it is to take any of the character's. But a ninja from a poor family may be required to hand over 50%–75% of all his treasure profits so that the clan will have operating capital for other ninja and other missions.

If the ninja character withholds any treasure and the clan later find out about this betrayal, the ninja will be suitably punished.

**Cost-Accounting.** The ninja character must keep an accurate accounting of all his mission expenditures, right down to the last copper piece (or campaign equivalent).

Of course, the DM can make up any other demands he sees fit for a clan to impose.

Examples of several types of ninja clans appear in Chapter 9.

## The PC and the Clan

Ultimately, the DM determines which clan a PC ninja belongs to. Typically, he does this by:

1. Creating several ninja clans to serve as background details for the campaign

setting.

2. Deciding which ninja clans PCs can come from.

3A. Letting the player do a rough design of his ninja character and then deciding which clan that PC best suits; or

3B. Giving the player details of the available clans and allowing him to choose a clan for his character, then making sure he designs a PC ninja suited to it.

Details of what the PC does for his clan appear in Chapter 8.

# CHAPTER 7
# Playing the Ninja

Because the ninja is so secretive, role-playing this type of character involves an unusual amount of work for the player. At the very least, the character must keep secret from the outer world the fact that he is a ninja. He may also try to keep that secret from his party mates and close friends. Even in a party made up entirely of ninja and shinobi from his own clan, the character might have secret orders from the clan lord, directives that no others may share.

## Ninja in the Outer World

Most of a ninja PC's life takes place away from the clan. The ninja is off in the world, exploring new lands, establishing identities in distant cities, and performing missions to benefit the clan.

The ninja character is usually among people who don't know his secret. Here, expressed as advice to the ninja character, are some ways to maintain a secret identity.

### Don't Impress People

It is easy to impress people with your ninja skills. The problem with this is that people remember being impressed. The more people who remember unusual things about you, the greater the chance they will add stray facts together to reach a conclusion you don't wish them to reach.

It's especially foolish to demonstrate traits that do not belong to your cover identity. If you are pretending to be a normal fighter do not offer to pick a lock. If you are pretending to be a common thief, do not ever wear chain mail or any armor too heavy for practitioners of that profession.

Don't demonstrate the full level of your experience. You are at your most dangerous when enemies underestimate you. Even if you are a veteran ninja with many years of experience, pretend to be a green warrior. Once you have established this background, don't ever let on that it is not true. The temptation to do so can be great, especially when it becomes possible to impress a potential lover through tales of your prowess.

### Go Without Your Ninja Tools and Weapons

This sounds like a cruel punishment—when you have spent so many years learning

the basic skills of the ninja profession, why should you not have its potent tools readily at hand?

But remember this: If you are captured, you may be searched. Tools such as the ninja-to, nekode, metsubishi, and many others are clear evidence that you are a ninja. Even cunningly disguised tools can be found. But tools that are not present cannot be found.

Therefore, you should carry your ninja tools only when you wear the ninja night-suit and are on a stealth mission. At other times, use gear that it similar but not so telling: Carry a wakizashi instead of a ninja-to, a kawanaga instead of nekode, and so forth.

If you plan to be on the road for several weeks or months, it is best not to carry any ninja gear. The opportunities for discovery are too great. When you visit cities where your clan has set up contacts and safe houses, you can borrow gear for specific missions.

## Establish a Safe House or Cache

When you plan to be in a city or castle for an extended period of time, you can set up a safe house or cache for ninja tools and weapons.

Depending on the size of your ninja clan, there may already be a contact and a safe house in the city or castle you are sent to visit. It is no great task for you to ask your clan lord to send some of your gear to that contact. This is not a safe or automatic process. Your gear will be handed over to a low-ranking ninja of the clan, who will deliver it to its destination, putting him in great danger of discovery and death. This ninja is your brother or cousin, so such requests should not be made trivially.

If there is no contact already established in the place to which you are headed, you can prearrange to have your gear delivered to a specific rendezvous, at the same risk to personnel and material as above.

After you reach the new site but before your rendezvous is to take place, you should establish a cache, a secret place to leave your ninja gear where its discovery will not compromise you. (It is against all common sense to set up your cache beneath your bed.)

Ideally, a cache should be in some place that is easily visited by anyone; the fewer people who can visit it, the shorter the list of suspects if the cache is discovered. In this public place, the cache should be well hidden and difficult to approach casually. Here are some possibilities:

- A barrel in the back of an easily accessible but seldom-visited storeroom
- An old crack in a wall a dozen feet up
- Beneath the floorboards of an abandoned temple
- A box covered with a shallow layer of earth in an overgrown field
- A porcelain jar submerged in an untended pool

Remember to leave inconspicuous signs, visible from a distance, to assure you that your cache has remained undisturbed since your last visit. Someone may have found your cache, then returned everything to its original condition, alerted the local lords, and arranged to ambush whoever comes to get the equipment.

For example, if your cache is in a storeroom barrel, you could place a spot of glue on the seal of the barrel. When you visit, glance casually at the spot; if it is broken, you can be certain the cache has been found and that you should not try to retrieve your gear. If your cache is in a crack in a wall, you can dust the surface of the wall below and above with a little soot, which will certainly be disturbed if someone has been there.

These techniques can save your life.

## Once Established, You Become a Safe House

Do not forget that once you are set up in a new identity, you become a safe house for other ninja of your clan. From time to time, allied ninja passing through your region or coming to the same city or castle to set up identities will seek out your help. You are obliged to provide reasonable amounts of help at the ninja's request. Of course, you are obliged to provide even unreasonable help at your clan lord's request.

## Spy On Your Friends

You should honor a true friend with true friendship, but you should also know your nonclan friends better than they know you. You must learn all you can about them. Find out what their interests are, what their true identities are, who their lovers are, what their letters say, why they carry the mementos and other items of sentiment they do, and what truly drives them.

To a young ninja, this may sound like a cruel betrayal of people who intend you no harm and may have saved your life. In a sense, it is. But there are compelling reasons to take this course.

First, it may reveal enemies. Despite your instincts, it may be that an ally is your enemy—and not even because of a personal reason. He may be on a secret mission that would thwart your own mission, or may have a longstanding grudge against another ninja of your clan.

Second, you can often do your friends good by knowing all there is to know about them. In spying on a friend, you may discover some secret need he dares not express, or someone else may be investigating him, pointing to an enemy he did not know about. So long as your friends remain friends, your investigations can ultimately do them only good.

Third, consider this: Although you bear no ill will toward your friends, you have an agenda that is different from theirs, an agenda that is hidden from them. If you are ordered to betray them by your clan lord, that is what you must do. If this is true of you, it could be true of one or more of your friends as well. You need to know the circumstances under which one of your trusted friends could become an enemy.

Fourth, and last: Spying on your friends acts as a constant reminder of your priorities. When you take this course, you can never let your allegiance slip from family to friends. You are always on guard against letting your cover identity become your true identity. This is best for the clan, and so it must be done.

This spying should not be accomplished quickly. Your current assignment is another task with a different target, so your researches into your friends constitute a hobby and should be pursued at a slow, comfortable pace. You might be in the company of these people for months or years; pace your investigation accordingly. Nothing will give you away as easily as undue haste.

It is here that maintaining an identity as a poet or writer is useful to you. It will give you a higher level of credibility when you ask people questions about their careers and exploits. However, it will not help you if you ask so many questions that your friends

come to consider you a nosy person.

Do not be compulsive about your investigations, however. If you fall into a pattern of espionage that your friends can detect and take steps against, you doom yourself.

## Always Have a Reason

At every time of night or day, have in mind an explanation for any unusual thing you are doing. Remember that excuses for friends can be different from those presented to the authorities. Friends will keep secrets for you and will believe things that the authorities will check out for themselves. Here are some examples:

"Why are you wandering the halls of the daimyo's palace, off-limits to the likes of you?" Answer for a friend: "I saw a shadow slip into this area and, curious, I followed. There may be a spy loose in these halls." Answer for a guard: The same, but wait for a moment of distraction on his part and hurl a pebble or smoke grenade into some dark corner to give him something to react to and to convince him that there is an intruder loose.

"Why were you following me?" Answer for a friend: "I've had a premonition about you all day. I think you are in danger." Answer for someone in authority, who may be asking why you were following someone else: "I was not. Why were you following me?" or "I was admiring the material from which his robe was made. See the flow of colors, the expert cut of the cloth . . ."

Sometimes a ready excuse will be more useful to you than a plausible one. Hesitation can doom a good lie, while calm confidence and quick response can carry a bad one.

## Ninja in a Non-Ninja Party

Of course, the advice previously given is from the perspective of a ninja clan lord, who naturally places clan obligations above all other considerations, as will most people from the ninja's culture of origin. The ninja himself may not feel quite so sure about some of those dictates, particularly the ones about spying on his friends.

The ninja character traveling with a party of people who do not share his secret can do many things to maintain his good relationship with them.

## Greed Is Out of Place

Ninja accompanying non-ninja groups will often travel in the guise of thieves. This allows them to utilize most of their ninja abilities without causing consternation among their friends. But it's a bad idea to carry the thief identity too far. A ninja should not steal from his friends (except under clan orders). To do so is to demonstrate greed (a very uncharacteristic fault) and to sow dissension among the party. One important ninja role is to sow dissension among the enemy, and to do so among his allies is the same as considering them the enemy.

## Courage is Not Out of Place

The culture from which the ninja originate places a high premium on fearlessness.

Ninja are not supposed to fear death any more than samurai do. Consequently, when a ninja is pretending to be a samurai warrior, he should demonstrate the same kind of courage the samurai does. Even when a ninja is pretending to be a common thief, if he demonstrates courage rather than self-preservation, he will gain respect in the eyes of his comrades. They will trust him more, and he will be able to trust them more.

### Strong Alliances Help Everyone

Although ninja clan lords caution young ninja against putting nonclan considerations over the goals of the clan, they do not discourage ninja from forging friendships with people who are not of the clan. There are two reasons for this, both of which are very practical.

First, if a ninja becomes friends with non-ninja, the clan has ties to those people, some of whom may become powerful adventurers, merchants, and even rulers. Ninja clans benefit from such alliances, even when the non-ninja are not aware of their friend's ninja background and when there is no profit motive involved. The clan might be able to obtain favors such as economic concessions, trade secrets, or military and economic help in times of crisis. And should the ninja clan be attacked and scattered by armies of the shogun or emperor, the clan leader might be able to send several members of the family to the ninja PC so that they can seek sanctuary with an allied non-ninja ruler.

Second, if the ninja forges real friendships with other members of the party, it helps him keep from turning into a paranoid wreck. If he has no real affection for any member of the party, he will be a more suspicious and less trustworthy member; others in the party may sense this.

## When Friends Find Out

Sometimes a ninja character's true identity and nature will be discovered by another member of the party. This could come about by happenstance (catching the ninja just as he's climbing out his window in his night-suit) or by design (spying on the ninja in much the same way as he's spied on them). Either way, it puts the ninja character in the delicate position of deciding what to do about his friends.

### He Could Confess To Them

The ninja could confess at least part of the truth to his allies, admitting that he is a ninja and he has other allegiances in addition to his friendship with them. He would have to convince them that he is no danger to them and has genuinely been their friend in spite of his divided loyalties.

Under no circumstances should the ninja divulge the name of his clan. People who know something about ninja would realize that he would not do this, but might ask him anyway as a sort of test; if he provides an answer, he is probably lying.

A ninja character who takes this course will ask his friends to keep his secret. His life is in their hands; all they need to do is betray his secret to his enemies and he will probably be captured or killed. If they are true friends, they will keep faith with him.

### He Could Convert Them

A final and dramatic measure when dealing with a friend who has found out a ninja's secret is to try to bring the outsider into the ninja clan. This can come about only when several conditions are in place.

First, the character under consideration for adoption must not be part of any existing clan. If the character is an orphan, survivor of a destroyed clan, or an exile with no hope of return to his original family, he is eligible. (To adopt someone who is part of an existing clan is to invite him to betray his other clan. If he is willing to betray that clan, he will someday be willing to betray the new one.) It is possible to adopt someone who is from another culture if that character expresses the desire to foresake his former life and devote himself to the ninja clan.

Second, the friend must be eager to join the ninja clan. It's not enough just to be willing; a ninja character will be interested in adopting only someone who will bring enthusiasm and loyalty to the clan.

Third, the ninja character must be able to convince the ninja clan leader that his friend is worthy. This will inevitably result in the friend being put through rigorous and potentially deadly tests of skill and loyalty.

Ninja clan lords become far more suspicious when a ninja brings forward an entire party of people requesting admission into the clan. It's best to try to convert only one character who has learned the secret.

### He Could Lie To Them

The ninja could lie to his allies, telling them that he's an imperial spy infiltrating a ninja clan, or some other fabrication.

There are disadvantages to this approach. The characters will already be suspicious of the character. He's lied to them in the past, so they will subject everything he has to say to much scrutiny. The ninja may find that his friends want him to prove his new assertion to them, and he will probably be unable to do so.

### He Could Abandon Them

Having been found out, the ninja character could just leave the characters at his earliest opportunity, return home, and ask for a different mission.

This offers a simple advantage: It makes it difficult for his former allies to exact revenge on him. But it has a couple of serious disadvantages as well.

First, the ninja clan lord will want to know why the ninja abandoned his identity and mission. If the ninja answers honestly—which he should—the ninja clan lord must now decide what to do about the ninja's former allies. He may decide he has to eliminate them, and he'll certainly want to use the ninja who knows the most about them (the PC) to do so. This is also a good opportunity for the clan lord to impose a test of loyalty on the PC ninja. No ninja wants to see his allies exterminated for such a reason, and there is always the chance that the heroes who found out the secret will be skilled and tough enough to kill ninja sent against them.

Second, such abandonment doesn't settle in the ninja's mind what action his former allies will want to take. If he just leaves them, he cannot influence their actions or persuade them not to immediately turn him in to the authorities.

### He Could Become Their Enemy

The ninja could decide to eliminate the people who have found out his secret. This is a drastic measure, taken only when a ninja thinks his clan is immediately and seriously endangered by the discovery of his secret. For that to be the case, the allies must already know the name of the ninja character's clan and have declared an intent to destroy the clan. Such allies could be no more than mere companions, not true friends. A lesser set of circumstances doesn't warrant the ninja character becoming the enemy of his former allies.

If he is convinced that his former allies intend the destruction of his clan, the ninja should get away, then attempt to destroy these enemies as soon as possible. But make no mistake; circumstances such as these are rare.

## An All-Ninja Party

Things are easier when the ninja character is accompanied by ninja from his own clan. There is no danger of trouble resulting from the sudden discovery by another party member that one character is a ninja.

When a party of ninja is traveling out in the wider world, it is a good idea for them to maintain their cover identities at all times. They should not utilize ninja hand-signs in casual conversation or discuss mission parameters unnecessarily. Ninja know that their enemies sometimes employ wizards (who could have wizard eyes floating through the room), and often employ ninja of their own (one could be hanging from the rafters even now, listening to every word).

### Playing The Lone Wolf

The ninja with the Lone Wolf kit has his own obligations to fulfill, and the DM should remind him of them if he strays for too long from the path dictated by his choice of ninja kit.

Lone Wolf characters (and ninja and shinobi who are created as part of a ninja clan but later survive its destruction) are obliged to achieve one (or both) of two goals. The Lone Wolf must:

• Recreate the clan, finding an appropriate spouse, starting a family, collecting allies and followers, and protecting them all.

• Wage war on the destroyers of his clan until he perishes or the enemy does.

It's not practical for a Lone Wolf to leave his old life behind and ignore clan obligations. Inevitably, his enemies will track him down in order to finish the job of destroying his clan. The Lone Wolf will eventually have to fight or die.

# CHAPTER 8
# Campaigning the Ninja

This chapter is for the DM. It deals with all sorts of game-mastering concerns brought on by the introduction of ninja into a campaign. Players are also welcome to read this chapter. It will give them a better idea of what to expect from their DMs.

## Secrecy Within the Campaign

When the DM allows ninja characters within a campaign, he must decide what sort of security to institute. After all, the ninja is a character with a secret, often run by a player keeping the same secret. All these layers of secrecy can make the running of a campaign much harder if not dealt with carefully and intelligently.

There are three types of security for this sort of campaign:

1. The ninja's secrets are kept from the other characters and from the other players.
2. The ninja's secrets are kept from the other characters but not from the other players.
3. The ninja's secrets are known to the other PCs but not to the world at large.

Each approach requires the DM to make different arrangements for his campaign.

### Keeping Secrets From the Players

The hardest approach is for the player of the ninja character to keep the truth about his character class and goals from the other characters and from the other players. This requires a fair amount of setup work on the part of the player and the DM.

#### Redesign Character Sheets

If the campaign's players use a uniform character sheet format, the DM should change it. In the new format, the only character information that appears in public view should be:

- The PC's name
- A list of the PC's visible gear. This list should indicate only the type of item, such as "long sword," not magical bonuses or special attributes.
- THAC0
- Armor class

It's pointless to conceal the PC's THAC0 and Armor Class, as most players can work out these values without effort by comparing die rolls to results in combat.

The back of the character sheet should include information on class, level, hit points, and saving throws.

If the campaign allows players to choose their own format for character sheets, the player of the ninja should utilize a format such as this. The DM should encourage other players to do the same, to prevent the players from concluding that the one character demonstrating some secrecy must obviously have something to hide.

#### False Character Sheets

Even with the additional security offered by the new character sheet format, the player of the ninja should work up an alternate, "public" character sheet for his ninja. This sheet should reflect the character's statistics and abilities as accurately as possible while still maintaining the illusion that the character belongs to a different character class (typically a fighter or a thief). This subterfuge will prevent discovery when a player gets the occasional accidental look at his neighbor's sheet.

In campaigns where everyone starts out at 1st level, it will be hard for a ninja character to maintain the illusion that he's a 1st-level thief; his thieving skills just aren't as good as those of a thief. He can help sustain the pretense by learning what thieving skills

are mostly likely to be used in the campaign and pouring more discretionary points into them (at the expense of other skills), and by never letting another player see his thieving skill values long enough to add them up.

**Paranoia Notes**

The DM should promote the use of paranoia notes in his campaign. Paranoia notes are nothing more than written communications passed between player and DM to allow them to exchange information the other players don't need to know. The ninja player will have to utilize such a technique in order to communicate privately with the DM. If he is the only player to do so, the other players will become suspicious. But if the DM persuades the other players to routinely use notes, the ninja player's activities will not seem out of the ordinary.

**Solo Activities**

Finally, there's the problem of the ninja character's individual goals. The ninja will have clan goals assigned him by the clan leader. Some of these missions can be carried out while the character is in the presence of his non-ninja allies, but sometimes the ninja will have to go out on his own and conduct private missions of stealth.

The best way to do this is to arrange private time with the DM for the player of the ninja, perhaps before or after the regular game session.

Things become trickier when the ninja character must perform a private mission in the middle of an ordinary run. The DM should avoid such situations whenever possible, allowing the player to do this only when the story's plot absolutely cannot progress until the ninja has done his investigating.

Typically, the DM will have to take the ninja player aside where the others cannot hear in order to play out the event. Such mid-game missions should be kept as short as possible so that the other players do not become bored or suspicious. It also helps if the DM can combine these game events with normal interruptions such as dinner breaks.

For time reasons, these mini-missions should avoid combat—but that should be no imposition, as ninja prefer to avoid combat when stealth will suffice.

Finally, the DM should arrange for other players to have short solo events. If every player gets the occasional interlude of this sort, it will keep suspicion from falling on the player of the ninja. Additionally, it will give each player the occasional opportunity to explore some hobby or interest not shared by the others, which is good for enhancing role-playing in any campaign.

**Multiple Ninja**

In a campaign arranged along these lines, two or more players could run ninja from different clans and not even realize it. Each would probably be too concerned with maintaining his own secret to realize that other players are doing the same thing.

## The Players Know, The Characters Don't

An approach that is considerably simpler to implement and live with, involving no major changes to campaign structure, requires that all players in the campaign be able to role-play a certain amount of ignorance on the part of their characters.

With this arrangement, the players all know the major facts about characters who keep secrets. Every player will get solo time in which his character can perform individual tasks and missions, but the difference is that this one-on-one time with the DM is conducted in front of the other players.

This is a cinematic approach, with the players not involved in a scene acting as its audience.

## The Characters Know

Finally, another easy approach is to run a campaign in which all the characters know that one character is a ninja.

Such a campaign can be brought about in any of several ways:

The party could be made up entirely of members of the ninja's clan.

The ninja's secret could be revealed to the party before he even enters the campaign. For example, a party member or NPC patron could hire a ninja for a specific purpose. In such a case, the fact that the character is a ninja would be known to the others, but his real identity—his true name and the name of his clan—would remain a secret.

The ninja's secret could be revealed in the course of the campaign. However, this would come as a modification to an already established campaign rather than the way the campaign was originally set up.

## The Best Approach

Of these three approaches, each one is the best choice for a different type of campaign.

If most of the players are very competitive and their characters do not mesh well as a team, you'd be best off following choice #1. (The ninja's secrets are kept from the other characters and from the other players.) This keeps them from becoming anxious about what other players' characters have or know that their own characters do not.

If the players are good at role-playing, are trustworthy, and do not let their characters act on information that the players have but the characters don't (a common problem with novice role-players), you'll probably find that the most satisfying approach is choice #2. (The ninja's secrets are kept from the other characters but not from the other players.) This will allow you to play out "secret" scenes in front of the players, not excluding them from the campaign's story line, and be safe in the knowledge that they won't use the information they receive in an unfair way.

Choice #3 (the ninja's secrets are known to the other player-characters but not to the world at large) is best used at a later point in one of the other campaign approaches. Characters may gradually learn that one of their party members is a ninja; eventually everyone knows. If they allow the ninja to remain in the party, choice #3 becomes the campaign structure. Starting out from the beginning of a campaign with choice #3 deprives the characters of the opportunity for discovery, and for interesting role-playing as various party members try to keep secrets.

## The Character Mix

A campaign involving ninja PCs can include any of several different types of PC groups. The three different types of character mixes we'll discuss here include one or two ninja passing as normal adventurers in a larger party, a party made up of nothing but ninja, and the rare solo ninja campaign.

## Ninja Passing

In this campaign, one or two PCs are ninja adventuring with a normal group of heroes. Most or all of the non-ninja are unaware of the backgrounds of the ninja characters, believing them to be ordinary fighters or thieves.

### Typical Adventures

Even with ninja added, the campaign's adventures do not have to change.

The ninja PC is ordered by the clan lord to accompany the heroes and participate in their adventures, making regular reports back to the clan. From time to time, the PC ninja will receive special orders pertaining to the current adventure.

*Example: The PCs have been hired to clean out the abandoned Tsuburaya Temple, which is now inhabited by ghosts. The ninja clan lord, learning of this, sends a secret message to the ninja PC: "Find out if one of the ghosts is that of Kagabu, a member of our clan who disappeared there 10 years ago. If so, before your allies destroy him, you must ask him privately if he obtained the Sword of Clan Hayata. Perhaps he will recall enough clan loyalty to answer you. If possible, obtain the sword and send it to me. If not, find out what Kagabu remembers."*

Such an approach gives the ninja character individual goals pertaining to his clan background without interfering with the goals of the PC party. A task like this one forces the PC to do some solo actions, such as entering the temple alone the night before the others perform their raid.

Naturally, all these little missions must eventually add up to a big result. Every so often, the message from the ninja clan leader should explain what the ninja PC has been up to for the last several months.

*Example: "Your delivery of the Sword of Clan Hayata, the powder of the mountain goblins, and the information concerning Hayata Sho have given us the edge we need in our struggle with the Gushiken daimyo, Eizo the Unkillable.*

*"Eizo now besieges Castle Hayata. Persuade your friends that, despite Eizo's promises of great wealth, greater honor is to be found in aiding the Hayatas.*

*"On the hill overlooking Castle Hayata is a dead cherry tree. Buried beneath it on the east side is a box in which rest the sword and powder you retrieved. Obtain them and then sneak them through the Gushiken lines. Present them to Hayata Sho with the information that by sprinkling the powder on the blade he can enchant his weapon to kill Eizo the Unkillable. But before he challenges the daimyo, you must return to the outside and kill Eizo's champion, Sawao, who would otherwise fight the match for him.*

*"Because the actions of our clan cannot be recognized in this event, you must make these actions the goal of your band of famous companions. Make up whatever story you*

*wish to account for finding the Sword of Clan Hayata. I recommend you tell the others that the spirit of a long-dead ancestor told you where to find it and what to do with it."*

To the other PCs, this looks like a help-the-underdog adventure initiated by an encounter between a member of the party and a helpful spirit, while the PC ninja knows that it is the culmination of several months' worth of planning the elimination of an enemy of the clan.

If the campaign takes place at a great distance from the ninja clan, such as when adventurers return to distant lands and the ninja PC accompanies them, the ninja clan leader will be unable to direct the actions of the ninja PC.

In such a case, before he departs his homeland, the ninja character must be given a goal, something he can accomplish by himself over several months or years while adventuring in the lands of the foreigners.

It's best if the goal is a nebulous one, such as discovering the meaning of a prophecy or investigating a faint trail of clues leading to those distant lands.

*Example: The ninja clan lord has learned from a priest that the survival of his clan is bound up with the survival of one of the foreign friends of the PC ninja, but that's the only detail available. The clan lord assigns the PC to protect his friend, but surreptitiously, and to find out what forces are conspiring against the friend and why the fate of the friend is tied up with the fate of the clan. This is a nebulous goal that, as the PC ninja uncovers clues, will resolve into a clearer picture, eventually leading the PCs back to the lands of the Orient for the final chapter.*

**As the Campaign Ages**

In such a campaign, the PCs will eventually begin accumulating followers, building strongholds, and doing all the other things that high-level adventurers do, as will the ninja PC.

If the campaign is destined to return to foreign lands to stay, the ninja PC has several options.

He could be commanded to plant a branch of the ninja clan in that foreign land, a hedge against the possibility that the main clan will someday be destroyed. This is easier to do if there is already a community of Orientals in that foreign land. If there is not, the PC might have to disguise the clan resettlement within a larger migration of his countrymen.

He could be permanently exiled for some crime against his clan, effectively becoming a Lone Wolf ninja and choosing to return to his friends' foreign home. He would probably have to abandon his followers, who are still subject to the clan lord's wishes.

Or, the ninja could bid his old allies a reluctant farewell when they make their final return to their homelands, with the ninja leaving the campaign or the campaign splitting into two.

If the campaign's future is to be in the Orient, different options become available.

Foreign heroes electing to stay in the Orient could achieve the status of samurai and attain great political power through alliances with the daimyos of the land. Meanwhile, the ninja PC will be rising to prominence in his own clan, perhaps becoming its lord. He will have to direct the actions of his ninja in the field (a task handled in behind-the-scenes

correspondence between the DM and the player) while engaging in the politics of his land. He will use his resources to strengthen his clan, to aid his friends, and to promote causes he considers just, while keeping his clan's ninja background a secret and covertly working against the clans who oppose him. Such machinations requires political alliances, so the ninja's old friendship with other PC lords is particularly advantageous.

**Notes**

In a campaign where the ninja PC leads a double life, every character should have the opportunity for a private interest involving occasional role-playing and solo missions. These undercurrents will add to the complexity of the campaign, resulting in more work for the DM, but will also add to the richness of the campaign setting.

### Ninja Group

This campaign type, mentioned earlier, has a cast of PCs who all belong to the same ninja clan. Remember that they do not all have to be of the ninja class. They can be of other classes as well, all of them bearing shinobi kits.

**Typical Adventures**

At the start of the campaign, the ninja party will be sent out with a specific goal. They may be asked to accomplish one mission and return home, or to set themselves up in false identities in a specific town or castle and perform a series of missions there.

Types of missions appropriate to this sort of campaign are described under "Ninja Missions."

**As the Campaign Ages**

In this type of campaign, the missions that the PCs are assigned to accomplish will become more and more challenging and daring.

At a certain point, the ninja will begin attracting followers. Once most or all the ninja in the group have followers accompanying them, the clan lord may decide that they should set up a separate branch of the clan—a hedge against elimination of the main branch.

Ultimately, one of the PCs will be in a position to become the clan lord. In fact, the later stages of the campaign may involve a great deal of maneuvering between several high-level PCs all of whom want to become lord of the clan.

## Ninja Solo

One way to use *The Complete Ninja's Handbook* without making changes to an existing campaign—indeed, without even sending the characters to the Orient for a brief stay—is to run a solo ninja campaign.

Such a campaign consists of one DM and one player. Neither the DM nor the player has to worry about keeping secrets from other players, or that the goals of other PCs will interfere with the ninja's current mission.

The player, if he does not already possess an experienced ninja character, should create one. Use the normal rules for character creation, then advance the ninja PC to at

least the 8th level of experience—a little higher or lower if the DM wishes.

This super-ninja should receive double the usual number of weapon and nonweapon proficiencies at creation and for his experience level.

He should receive 3d4 magical items of the DM's choice (preferably an even mix of weapons, armor, and miscellaneous magical items, but no cursed or useless items), whatever normal gear he wants (within his ability to convince his clan lord of his need for them), and 9d6 gold pieces.

This results in a very skillful character, one appropriate to a lone ninja (or lone spy) movie. Because of his extra skills, the character is unsuited to be integrated into a normal campaign later. (If the DM wants the character to appear in his regular campaign at some point, he should not double the character's proficiencies.)

The campaign start and typical adventures are similar to those for Ninja Group campaigns, described earlier.

## Ninja Adventures

For ninja characters, the DM will want to create ninja missions. Here, we'll talk about what sorts of adventures those are.

Most of these types of adventures are appropriate to campaigns where all PCs are ninja (or solo ninja campaigns). Some of them are more difficult to implement for a mixed team of ninja and non-ninja. In such campaigns, the ninja's task is to convince his fellows that carrying out this mission is the best way to accomplish an existing goal of theirs, or to persuade them to a related task that will allow him to accomplish his mission. Subtlety, persuasiveness, and discretion thus become important weapons in the arsenal of the ninja.

### Intelligence Gathering

The most common sort of task given a ninja is to find out information that somebody would prefer not be known.

Such tasks include:

- Scouting out the position of an enemy army,
- Discovering why a lowly farm girl is being kept locked away in the daimyo's castle,
- Determining which lords a specific daimyo is conspiring with,
- Finding out a shogun's weaknesses of character so they can be exploited,
- Determining a minister's schedule so he can be ambushed and kidnapped.

There are many different ways to acquire this sort of information. Scouting the location of an army might call for one ninja running around in the forest for a night. A more involved mission might call for setting up a false identity and befriending an NPC until the ninja can ferret out the character's secrets.

### Theft and Covert Delivery

Ninja are sometimes called on to steal an important object from its current owner. The object could be an artifact, a book or scroll containing important information, enough money to perform another mission, evidence one person is using to blackmail another,

papers confirming a lord's ownership of a piece of land or of the contract of a concubine, a letter proposing an alliance, etc.

Just as crucial to some long-range ninja plans are missions where the ninja plants an object rather than taking it. The steps of the mission are the same, but the ninja leaves something behind instead of taking it away. The ninja might have to:

- Leave a duplicate of some priceless object already stolen,
- Return a stolen object before its loss is discovered,
- Plant a piece of evidence incriminating a minister,
- Get a message to a deep-cover agent who is already suspected, and so on.

A theft could be as simple as slipping a paper off a table when no one is looking. A more standard theft could involve putting on the night-suit and creeping through secure areas after dark. The most difficult sorts of theft adventures might call for a multistage plan: The ninja would have to set up an identity giving him access to the castle, spend enough time there to map it out thoroughly and time its guard patterns, assemble a team to accompany him, assign specialists to take care of specific tasks, insert his entire team into the castle, deal with guards, open a sealed vault, and escape through some route the castle owner has not covered.

## Elimination

Sometimes the ninja clan objective cannot be achieved while a particular NPC remains at liberty. In such cases, the ninja is assigned a mission of elimination: He must kill or kidnap the obstructing NPC.

This mission is like a theft mission, with the difference that the character must attack a target instead of stealing an object.

Historically, ninja performed some missions of assassination, but this is inappropriate to a heroic fantasy campaign. AD&D game ninja, who cannot reveal their skill to the people around them, often choose to do so when facing a target of elimination. Instead of assassinating a helpless or unsuspecting target, the campaign ninja will penetrate all defenses to get to him and then challenge him to personal combat. The ninja may stack the deck by depriving his target of bodyguards, magical weapons, and the like, but there should be some element of fairness to the attack.

Some missions of elimination are kidnappings. These are even more dangerous for the ninja, who must acquire the target without killing him or her (this sometimes requires the ninja to do things not in his immediate self-interest, such as defend his target from accidental damage) and then get the target from to a safe place (often doubling the danger the ninja faces). Kidnap victims can be ransomed back to their families for handsome rewards; just as often, they are kidnapped to keep them from doing things the ninja clan wishes them not to do, and may be released once the critical point is past.

## Protection

Ninja sometimes find themselves acting as bodyguards for less-adept members of their clans (such as consort ninja who are more experienced at manipulation than at combat) or for people the clan wants to protect from assassins or kidnappers.

A ninja is not as good at personal protection as a samurai; he is not as good a fighter

as a samurai of equal level. But a ninja is better at site security and at predicting the types of attacks that might occur. A ninja protecting a target might spend time figuring out how to break into the target's home or through his defenses and then set up additional, more secretive defenses along those routes.

### Sabotage

Ninja are especially adept at sabotage. Such missions can involve setting fire to castles, sinking ships, ruining defenses, damaging siege engines, and causing other sorts of confusion.

Minor forms of sabotage can be used for diversionary effects. For example, sabotaging a daimyo's coach so he must spend some time beside the road while repairs are made might be a mission of sabotage setting up a mission of elimination.

### Sowing Dissent

Often the best way to defeat an enemy is to allow it to defeat itself.

Ninja are sometimes ordered to infiltrate combined armed forces and then cause friction between their discrete elements. This causes petty lords to quarrel and reduces the effectiveness of a fighting force.

A ninja might ingratiate himself with a daimyo and then demonstrate, through convincing logic and carefully arranged situations, how that lord's good friend of many years is betraying him to another lord. The most skillful of ninja can make the daimyo believe all these conclusions are the lord's own.

### Smoking Out Traitors

The clan lord might ask a PC ninja to help him discover who in his own clan might be a traitor.

One technique used for this purpose is "putting dye in the water." The clan lord gives each of his confidants a variation of the same supposedly important information. The PC ninja would then have to infiltrate the household of an enemy to find out which variation of the information was reaching the enemy, thus pointing to the traitor in the ninja clan.

Another, more difficult, technique involves situations where the clan lord is certain that one of his confidants plots to kill him. The trick is to figure out the circumstances under which the traitor will choose to kill the lord, to convince the suspects that those circumstances have come about, and to keep the clan lord from being killed when the assassination attempt results.

### Testing Ninja

A clan lord might send his ninja on a mission that serves as a screen for the lord's true intention, to determine whether the PC is loyal to the clan. Other tests brought about by the clan lord include trials for outsiders wishing to be adopted by the clan and "graduation" tests for new ninja. Here are some ways these scenarios can be played out.

**The Uncounted Box of Gold**

The clan lord discovers the ninja PC's secret desires and then presents him with the opportunity to satisfy some of them at the clan's expense.

For example, if the PC is exhibiting an untoward affection for money, the clan lord might tell him this story:

*"The samurai Takuji is a secret miser. He has acquired quite a considerable horde of gold from presents he has accepted—400 koku in value. Find his horde and deliver it to me. Make sure not one coin is lost, for I need just that amount for another operation. He cannot report the theft, for then he would have to admit that he accumulated that much gold, which his daimyo will frown upon."*

The samurai Takuji could be just what he appears to be, or could actually be a ninja from another branch of the clan, one whom the PC does not know. Either way, the ninja clan already knows exactly where the gold is and how much there is.

When the PC acquires the horde of gold, he is obliged to count it—his lord did say that he needed a precise amount, and if the horde does not contain that much, the ninja will need to report it or make up the difference. But the ninja finds that Takuji's horde is a quarter again as big as reported. He knows that Takuji cannot report the theft, so there is no way for the ninja clan lord to know if the PC decides to keep the extra . . . or so he thinks.

The ninja who steals from his clan will soon be either dead or a Lone Wolf ninja.

Naturally, a PC ninja could be on the other side of such a test, helping the clan lord test the loyalty of a ninja under suspicion.

**The Lover With a Secret**

The PC ninja, in the course of his adventures, finds love with an NPC. (Remember that the medieval Japanese considered love to be an unlucky emotion, a cause for affairs and tragedies but certainly not the basis for marriage. This didn't stop the medieval Japanese from falling in love, of course.)

At some time after the NPC is well established in the campaign, he or she tells the PC a secret:

*"My family is not native to this area. We originally came from a small farm near the village of [name of the main village of the PC's ninja clan]. Several years ago, my uncle Kenji went to the village and returned that same day, frightened nearly to death. He said that he had discovered something awful about our daimyo [actually the head of the ninja family] and that we all must flee. Uncle Kenji gathered up his wife and children, and persuaded my father to do the same. We left the village that night, under cover of darkness. When we arrived here, we took false names and tried to begin life anew. I don't know what terrible secret Uncle Kenji discovered. All he will say about the daimyo is, "'He is lord of more than we ever realized.'"*

It should be obvious to the ninja that Uncle Kenji somehow discovered that his daimyo was the head of a ninja clan. Possession of this knowledge is very bad for the NPC family. But the ninja should also know that his lover is devoted to Uncle Kenji and would be crushed by his death. This puts the ninja in a bad position. The ninja must either kill his lover's beloved uncle (for it seems obvious that the knowledge this person acquired has not spread), or tell the clan lord (which will just as swiftly result in the uncle's death). Or, the ninja can keep the lover's secret.

The first two choices are the correct ones. Through them the ninja demonstrates loyalty to the clan over loyalty to a lover. The ninja who chooses to keep the secret places a lover's feelings above the protection of the clan.

The truth is that the NPC lover is a distant member of the ninja clan, or possibly an actor hired by the clan lord. The same is true of the lover's entire family. The lover has been instructed to tell this story at a specific time, and "Uncle Kenji" is now being watched over by a very skilled ninja of the clan.

The PC ninja who does not quickly move to eliminate this threat to the clan is fated to be given a dangerous mission of apology and redemption—or a sentence of death.

The important thing to remember when setting up this situation is to be patient and to establish the scenario over a long period of time. The PC should find the lover in the course of other adventures. Their meeting and the flowering of their affection must appear completely natural. (The NPC lover may be torn by divided loyalties as well, but this character knows a test is in progress and will probably remain loyal to the ninja clan.)

**The Lover Shoved Aside**

A simple, if cruel, test for a ninja's loyalty is for the ninja lord to wait until the character has fallen in love and decided to marry. Before the ninja can ask the lord's permission to wed, the lord chooses a marriage partner for the ninja.

**Bright Young Ninja**

A type of test that doesn't involve determining loyalty is the graduation. If the DM wishes, he can put every ninja PC through one or several graduation tasks.

The standard graduation mission takes place when the ninja is first created. It celebrates and confirms the ninja becoming 1st level. This is a relatively simple test in which the ninja must cross an area of forest that is extensively trapped. At the end of the path, he must scale a wall or assail some other difficult obstacle in order to retrieve a token that signifies completion of the mission. The DM can spice up the graduation test by making the traps devious and interesting and by adding encounters with ninja armed with bamboo and padded weapons that do no real damage. The PC ninja should be similarly equipped.

The DM can add additional graduations at level 6 and level 10, the points at which the ninja achieves the ranks of chunin and jonin. These tests should be much more difficult, involving traps that damage as well as entangle and lower-level ninja opponents armed with live steel instead of bamboo.

The objective of these tests is to challenge the PC ninja and determine the level of his skill, not to kill him. But it should be possible for a test to kill the character who behaves stupidly. This is a way of weeding out unsuitable ninja before they can become weak links in the chain of the ninja clan.

**Adoptees**

In the rare event that a non-ninja/non-shinobi PC discovers the clan's existence and wants to join, the ninja clan lord (if he wishes to consider the possibility at all) will conduct a series of tests to determine the applicant's skills and loyalty.

The skills portion of the test will be at least equivalent in danger and difficulty to the chunin graduation test.

The loyalty portion of the test will be especially devious. The clan lord will come up with one test that is, on its completion, obviously a loyalty test, but that's the easy part.

If the applicant passes all the preliminary tests satisfactorily, he is accepted as a provisional member of the clan. Later, perhaps during the new clan member's third or fourth mission, the clan leader will conduct a further test of the character's loyalty. This test will involve the character's background and former loyalties, and should be both compelling and undetectable as a clan test. Each such test will have to be custom-tooled to the character in question, so there's no point in presenting a set of generic tests here.

## Ninja Kits in the Campaign

Each ninja kit is a little different, and there are ways for the DM to add entertaining elements to his campaign through exploitation of most of them.

### Lone Wolf

The most important plot element for the Lone Wolf involves the clan that is his enemy. This is either the ninja's own clan (from which he has been banished for some transgression) or is the family that destroyed his clan (and they need to finish up the job by eliminating him).

When the Lone Wolf character is first created, the DM must decide if the enemy is his own clan. The DM can consult with the player or base his decision on what he knows of the player. The rule of thumb is this: Don't have the enemy be the ninja's own clan unless the player likes to suffer. The DM would be shirking his role-playing duty if he did not include poignant encounters with the Lone Wolf's brothers, sisters, and cousins. They are not, after all, just faceless NPCs who pop in to get killed. They're people the PC is supposed to have cared for and considered family at one time.

Early in the ninja's career, the Lone Wolf will occasionally bump into enemy ninja who are on his trail or who recognize him while about other tasks. The resultant duels with skilled adversaries will alert the other PCs in the party that the Lone Wolf character has a powerful enemy. They may realize early on that the enemy is a ninja clan but should not automatically identify the Lone Wolf as a ninja; many characters have reason to count ninja among their enemies. (But the players will probably figure it out quickly.)

As the campaign progresses, the enemy will become more and more adept at tracking down the Lone Wolf, particularly if he accompanies the same group of PCs all the time. The Lone Wolf and his friends will be endangered by ninja attacks with increasing frequency. The leader of the enemy clan may contact the other PCs and peacefully invite (or induce) them to abandon the Lone Wolf, or may automatically count them among the clan's enemies and seek their deaths as well.

Eventually, the conflict between the Lone Wolf and the clan must reach a resolution. Several resolutions are possible.

The Lone Wolf could leave his allies for a time and perform a final assault on his enemy, resulting in his death or theirs. (The number of ninja in the clan might have been whittled down over the years, after all.)

He could accept help from his friends and perform the same mission.

If the enemy clan is his own family, he could find some way to rejoin it—perhaps by

performing a mission of expiation, or by killing the clan leader in single combat and taking over. Such a resolution might be a solo mission or could involve his friends.

Either way, by late in the Lone Wolf's career it will probably be evident to his friends that he is a ninja. He might end up having to fight one or more of them if some accept his profession and some do not.

**Becoming a Lone Wolf**

It's also possible for a ninja PC to become a sort of lone wolf after having been created with another kit. This can happen if the ninja is banished or sentenced to death by his clan (perhaps for failing one of the tests of loyalty described earlier).

When another type of ninja is separated from his clan, he does not take on the Lone Wolf kit. He keeps all the traits, bonuses and penalties of the kit with which he was created, with the following exceptions:

**Clan Benefits:** All ninja lose any benefits they might have derived from belonging to a clan.

**Clan Obligations:** Ninja are no longer expected to meet any obligations as members of the clan. However, many PCs who are good role-players may choose to meet some of those obligations—helping favorite family members achieve their personal goals and dreams, for instance.

**Intruder:** This type of ninja, will no longer be required to meet unusually high levels of clan demands.

**Spirit Warrior:** This type of ninja cannot learn any new ninja spells unless he does so by stealing a spell book containing them.

**Becoming a Pack Wolf**

On the other hand, if a Lone Wolf ninja is permitted to rejoin his old clan (or, even more rarely, join a different ninja clan), he simply takes on all benefits and hindrances resulting from clan association. He is no longer called a "lone wolf" but does not take on some other kit, not even the Stealer-In.

## Shadow Warrior

This fighting ninja is better suited for missions of protection than intrusion. However, because he is somewhat better at combat than the average ninja, he is also better suited to establishing and sustaining an identity as a fighter. He might take on an identity as an itinerant ronin in order gain employment in the personal guard of a daimyo, for example.

## Intruder

This ninja is best suited for missions where he must think on his feet, improvising tactics and resolutions to rapidly changing situations. He should be put in situations where quick thinking and political maneuvering, rather than a dagger in the dark, will save the day. If he is played properly, the Intruder is a good choice for party leader.

## Consort

Consort ninja occasionally run into people who might recognize them. The DM should remember a few things when utilizing this plotting tool.

First, the person who might recognize the Consort from his or her previous false identity doesn't do so automatically. That person should make an Intelligence check with several penalties and bonuses:

- –2 for each year that has elapsed since the encounter.
- –3 if the encounter was casual.
- +2 if the two worked closely together.
- +3 if the person fell in love with the ninja (but no penalties for time are applied).
- A penalty (minus) equal to the amount by which the Consort made his or her Disguise check that day.
- A bonus (plus) equal to the amount by which the Consort failed his or her Disguise check.

The DM is free to add more penalties or bonuses if desired.

Second, the character who might recognize the Consort should be one who cannot be conveniently disposed of. He might be a daimyo always surrounded by guards. He might even be a crucial part of the ninja's plans; to eliminate him would wreck the mission.

Third, the character who might recognize the Consort may do so and yet not immediately expose the ninja. The character might have reasons to keep this knowledge to himself. He might not yet be convinced that the ninja is truly the one he met before. He may realize that the Consort is up to no good and feel that he can blackmail the ninja. He may still be in love with the Consort.

The DM should introduce such a character to make things tense for the Consort ninja. The drama such encounters inject into the campaign shouldn't be removed quickly or easily.

### Pathfinder

Naturally, adventures with the Pathfinder character should often involve wilderness treks.

### Spirit Warrior

Spirit Warriors should be assigned missions that make use of their magical knowledge (once they acquire some). The Spirit Warrior should be given the occasional mission that no other character can accomplish by himself, a mission requiring exactly his mix of skills and spells. Being given such a mission doesn't mean that the character will automatically accomplish it, of course, just that the character may be the only one who can accomplish it.

## Ninja Clan Resources

As Chapter 6 mentions, each ninja clan has its own resources—in particular, money, personnel, and knowledge.

A ninja is expected to accomplish his mission with the resources he has been given or can acquire in the field. The DM should provide the ninja with resources appropriate to

the task: Money enough to do his job or the opportunity to acquire such money, enough people to accomplish the task or the means with which to acquire such people, etc. When things get sticky, the ninja should not run back to the clan to ask for more resources.

Even worse is the ninja who undertakes a personal mission and decides he must ask the clan for help. If the ninja makes an enemy of a daimyo because of a personal insult, he can't expect the clan to come to his aid. He must get out of the situation on his own. In fact, to come running to the clan could be considered a sign of treason. The ninja could lead enemy spies back to his home, endangering the entire clan.

However, there are ways for the ninja to earn the right to clan resources above and beyond what he has been allotted.

**When the Rules Change**

A ninja should be able to request additional resources if, in the course of a mission, he discovers that his clan lord didn't have a complete grasp of the severity of the situation, and if the situation is of crucial importance to the ninja clan.

*Example: The ninja Rinjiro is sent to a daimyo's castle to find out why a fellow ninja, part of the castle guard, has not made a report in several weeks. Rinjiro discovers that all the castle guards seem badly trained, and none of them knows the disguised ninja in question. He finds out that these are replacement guards, recently hired from the ranks of the ronin. The real guards are even now making a march on the castle of a rival lord who is an ally of the ninja clan.*

Under such circumstances, Rinjiro can ask for additional resources in order to resolve the situation to his lord's satisfaction.

**Resource Points**

The ninja can also earn resource points which he can later trade in for additional resources.

Whenever the character goes into a situation where the rules change (as described above) and then solves it without calling for additional resources, he earns a resource point.

Whenever the character is granted substantial resources for a mission, solves the mission without using many of them, and returns the remainder to his clan, he earns a resource point.

If the ninja earns a reputation for being frugal with his resources, he can make a request for resources beyond those allotted him, perhaps for use on a personal quest. By spending one resource point, he will receive at least a portion of what he has asked for. (The DM is free to restrict the awarding of additional resources.)

If, in the clan lord's opinion, the request is unreasonable, the resources may be refused. The resource point is still spent, but the clan lord is not offended by the request.

The DM, not the player, keeps track of resource points.

## Spy Campaigns

Most of what we've discussed in this chapter applies to non-ninja spy campaigns as

well.

Campaigns can be set up with a spy character keeping his identity secret from his friends, with a party of spies, or even with a high-powered solo spy conducting missions on his own.

The types of adventures described for ninja pertain to spies as well, except perhaps the "graduation test."

In spy campaigns, it's not as important for the spy to keep his true occupation from his allies. In some forms of spy adventure, characters rely on their notoriety as spies in order to provoke enemies into premature action. The DM should decide whether the agency employing the spy demands total secrecy.

The advice for using ninja kits also pertains to spies using those kits, as do the guidelines for using resources.

# CHAPTER 9
# Examples

In this chapter you'll find a number of sample ninja and ninja organizations. These examples demonstrate how to use this supplement's rules. These sample characters and organizations can also be dropped, whole or modified, into your own campaign.

All character examples that follow presume that the campaign uses weapon and nonweapon proficiencies and the Advanced Martial Arts rules from Chapter 4, and that Intelligence modifies the number of nonweapon proficiency slots a character receives.

## Examples of Ninja Characters

No clans are specified for the following characters, except for the Lone Wolf character. You can add them to any clan (of the appropriate alignment) where they can be of use. Naturally, some are better suited to be ally ninja; others make good enemies.

### Kyoji the Dancer

**History:** The Yano clan was locked in a decades-old war with the Nishi clan (the Serpent Ninja). The Yano had suffered greater losses than the Nishi, and the final attack, an all-out raid by the Serpent Ninja, wiped out the Yano clan completely.

Or so they initially thought. But Kyoji, the youngest son of the clan leader, told by his dying father to avenge the clan and if at all possible to bring it back to life, made it out to the rice fields and beyond. He was miles from the farm site when the Serpent Ninja realized that he'd escaped.

When his clan was destroyed, Kyoji was 13 years old, a charming youth who showed great promise as a possible Consort or Intruder ninja. And though he no longer had the benefit of clan teachers to instruct him, he took with him several books pertaining to the family arts. His stubbornness and natural desire for revenge enabled him to learn his family arts through research and practice.

Kyoji made his living as an actor and entertainer, developing the artistic skills he'd

just begun to learn when the attack came. Initially hopeless as an entertainer, he gradually became quite accomplished.

Today, 10 years later, Kyoji is constantly on the move, always on the prowl for information he can use against the Serpent Ninja. He often takes an identity as a dancer, moving from troupe to troupe and welcome everywhere. The Serpent Ninja are still on the lookout for him, so he abandons each identity as his enemies discover it.

**Description:** Kyoji is a little below average height and not particularly muscular. He moves gracefully, with a deliberate dancer's stride that he abandons when performing missions in his night-suit. His features are handsome and cheerful, and in spite of the grimness of his history he is not an angst-ridden man. He intends to establish an identity that has nothing to do with the arts—perhaps as an itinerant merchant—and take a wife willing to be part of the genesis of the new Yano ninja clan.

**Combat:** Kyoji is a loner; team tactics are beyond him. He prefers hit-and-run strategies in locales of his own choosing, areas typically tricked out with a variety of traps.

**Kyoji the Dancer**, hm, Ninja4: AC 8 (leather armor), AC 6 (with ninjutsu); MV 12; hp 16; THAC0 19 (17 with katana); #AT 1 (2 with ninjutsu); Dmg 2d6+2 (katana +2 two-handed), 1d2 (ninjutsu); SZ M (5'4" tall); ML 13; AL NG.
S 11, D 13, C 11, I 15, W 9, C 15.

**Special Equipment:** *Katana +2*, *book of one art* (Yano clan ninjutsu, normally kept in a cache).

**Proficiencies:** Weapon: hankyu, oriental weapons (tight group). Nonweapon: Acting (Charisma –1); Basic Ninjutsu; Dancing (Dexterity); Disguise (Charisma –1); Juggling (Dexterity –1); Survival (Intelligence, two slots); Tumbling (Dexterity). (Kyoji receives four proficiency slots for Intelligence.)

**Thief Abilities:** PP 0, OL 0, F/RT 30, MS 75, HS 65, DN 10, CW 60, RL 0.

**Kit:** Lone Wolf ninja.

### Michiko the Imposter

**History:** Born 18 years ago to a neutral ninja clan, Michiko discovered early her ability to take on the mannerisms of others. This talent brought her to the eye of the clan leader. Since the age of 15, she has been sent on missions of infiltration. To provide Michiko a suitable model for her imposture, her clan attacks a procession including a young samurai woman of her age and approximate build. The young woman is captured and imprisoned, with Michiko her "nurse and servant." Michiko spends a considerable amount of time with the prisoner, learning her mannerisms and as much as possible about her. After a year or more, Michiko appears in the area of the captive's home, bearing an uncanny resemblance to the missing girl but professing to remember nothing before a year ago, when she awoke injured and confused in a rice field.

Sometimes the family does not believe her to be the missing girl, but her acting is usually sufficient for them to believe that she is a noblewoman who has lost her memory. Her similarity to their lost family member is enough to give her access to the family so she can accomplish her mission there.

**Description:** Michiko is of average height and very pretty. She looks younger than

her years. Makeup allows her to age when she needs to pretend to be someone older.

**Combat:** Michiko is an average fighter, with perhaps more training in unarmed combat than people expect. When a combat situation arises, she stays in character, fighting or fleeing as the character she is impersonating would. If her impersonation is discovered, she flees if possible.

**Michiko the Imposter**, hf, Ninja6: AC 9 (bonus from Dexterity), AC 7 with ninjutsu; MV 12; hp 21; THAC0 18; #AT 1 (2 with ninjutsu); Dmg 1d8 (naginata), 1d2 (ninjutsu); SZ M (5'2" tall); ML 12; AL N.
S 9, D 15, C 10, I 12, W 11, C 18.

**Special Equipment:** One set of *talking paper*.

**Proficiencies:** Weapon: basic ninjutsu, dagger, naginata. Nonweapon: Acting (Charisma –1/+2, max 18); Disguise (Charisma –1/+2, max 18); Enamor (Charisma –2/+2 max 18); Etiquette (Charisma +0/+2, max 18); Observation (Intelligence); Voice Mimicry (Charisma +0/+2, max 18, two slots). (Michiko receives three proficiency slots for Intelligence and a +2 bonus to Charisma-based General and Rogue proficiencies from her Consort kit.)

**Thief Abilities:** PP 0, OL 40, F/RT 0, MS 60, HS 90, DN 50, CW 40, RL 20.

**Kit:** Consort ninja

### Yoshi the Purist

**History:** As a child, Yoshi became fascinated with the beauty and purity of the ninjutsu martial arts practiced by members of his clan. He began to study them almost to the exclusion of everything else. His other ninja skills never rose to match those of his relatives, but he became quite proficient at ninjutsu—unbeaten among the children of his age. He also studied a few unusual skills to help make him more valuable in the eyes of his clan lord.

His lord, rather than punish him for inadequacy, has decided to exploit Yoshi's obsession, sending him out on missions where he can study the martial arts of potential enemies and perhaps bring back knowledge about ninjutsu to enrich the family.

**Description:** Yoshi is of greater than average height and lean, with fiery eyes that bespeak the intensity of his study. He is handsome but unaware of it. He is interested only in martial arts and will marry without qualm whomever his lord assigns to him. When on missions that require him to pretend to be a normal person, he remains quiet and distant. He can't discuss his one fascination with a non-ninja because only ninja study ninjutsu.

**Combat:** If Yoshi must fight while obliged to maintain his cover identity, he grits his teeth and does as the party leader tells him, typically getting around behind the enemy line and charging archers and magicians. When on a night-suit mission, he seeks out any opponent who demonstrates martial arts prowess and challenges him to battle.

**Yoshi the Purist**, hm, Ninja1: AC 7 (Dexterity bonus and leather armor), AC 5 with ninjutsu; MV 12; hp 6; THAC0 20; #AT 1 (2 with ninjutsu); Dmg 1d8 (wakizashi), 1d2 (basic ninjutsu), 2d2 (ninjutsu circle kick); SZ M (5'10" tall); ML 15; AL N.

S 14, D 15, C 12, I 13, W 12, C 10.

**Special Items:** None.

**Proficiencies:** Weapon: oriental blades. Nonweapon: Basic Ninjutsu; Ninjutsu Circle Kick; Ninjutsu Feint; Pole-Vaulting (Dexterity); Running (Constitution –6); Set Snares (Dexterity –1). (Yoshi receives three proficiency slots for his Intelligence.)

**Thief Abilities:** PP 0, OL 0, F/RT 0, MS 10, HS 10, DN 0, CW 10, RL 0 (all lower than normal due to the Shadow Warrior kit).

**Kit:** Shadow Warrior ninja.

## Hanako the Ghost

**History:** At the age of three, Hanako was the prize in a grisly game of death. The daughter of a farming family who had nothing to do with ninja, she watched helplessly as a rowdy band of ronin barged into her home, demanded food and service, and chose to take offense at the poor provisions given to them. The ronin slaughtered her parents and siblings, then played hide-and-seek with Hanako, laughing as they chased her from hiding place to hiding place, intending to kill her as well when the game grew dull.

She made it as far as the forest near her home. The laughing ronin chased her into the trees. Then they died, one by one, as a jonin, a senior member of a ninja clan, killed them for their coarseness and brutality.

The ninja took Hanako back to the clan and raised her as a member of his own family. She grew up in the ninja tradition and gradually lost the feeling of being an outsider, though the sense of loss she felt at her family's murder never went away. When she exhibited the characteristics of a magical adept, the clan lord decided to give her training as a wizard instead of a ninja. With this training, she could resume her true name (an identity that could not be penetrated because it was not false) and return to the outer world on missions for the clan. She has chosen to specialize as an illusionist, concentrating on spells of concealment and invisibility.

**Description:** Hanako is a pale, willowy young woman. She gives an impression of physical weakness that is far from the truth. Her eyes are an unusually pale brown, her expression always grave. She is kind to children, but there is a merciless streak to her, the core of which was undoubtedly formed when she watched her family die. She will kill without remorse for her adopted family.

**Combat:** When danger lurks, Hanako uses her spells to make herself hard to find. She may use her magic to position herself so that she can make a deadly strike, or she may fire missile attacks from a position of concealment. She carries many throwing knives.

**Hanako the Ghost**, hf, Ill5: AC 8 (Dexterity bonus); MV 12; hp 14; THAC0 19; #AT 1; Dmg 1d3 (dagger) or by spell; SZ M (5'3" tall); ML 11; AL NG.

S 11, D 16, C 13, I 16, W 10, C 13.

**Special Equipment:** *Feather tabi, dagger +2*.

**Spells (5/3/2):** 1st—*detect magic, feather fall, phantasmal force, read magic, spook;* 2nd—*deepen shadows, hypnotic pattern, invisibility*; 3rd— *monster summoning I, wraithform.*

**Proficiencies:** Weapon: dagger. Nonweapon: Acting (Charisma –1, two slots from Rogue group); Engineering (Intelligence –3, two slots); Feign/Detect Sleep (Intelligence, two slots from Rogue group); Herbalism (Intelligence –2, two slots); Observation

(Intelligence); Reading/Writing (Intelligence +1). (Hanako receives five proficiency slots for her Intelligence.)

**Secondary Skills:** Scribe.

**Thief Abilities:** MS 10, HS 50, RL 10.

**Kit:** Shinobi Illusionist.

### Kozo the Madman

**History:** At the age of six, Kozo, child of a ninja clan, slipped off a cliff while playing with his brothers and fell 60 feet. Though seriously injured, he miraculously survived. As he got older, he decided that he was living on time granted him by the gods and that he must exploit their gift to the fullest. He has chosen to learn the strangest and most dangerous of skills, which makes him a valuable specialist to his ninja clan. But his native recklessness sometimes makes him the weak element of a plan.

**Description:** Kozo is unusually tall and strongly built, with a merry expression that only hints at the craziness his clan knows to expect from him.

**Combat:** In combat, Kozo gravitates to the biggest, meanest-looking opponent and trades blows. His fearlessness sometimes lets him cow more powerful opponents, but it often keeps him in combat long after his allies would prefer that he leave. Sometimes they must drop smoke grenades and bodily drag him from a battle scene.

**Kozo the Madman**, hm, Ninja7: AC 4 (Dexterity bonus and magical armor); MV 12; hp 38; THAC0 17; #AT 1; Dmg 1d8+2 (with ninja-to +2); SZ M (5'11" tall); ML 17; AL CN.

S 14, D 15, C 18, I 13, W 6, C 12.

**Special Equipment:** *Leather armor +3, ninja-to +2, rope of climbing*.

**Proficiencies:** Weapon: hankyu, oriental blades. Nonweapon: Giant Kite Flying (Dexterity –3, two slots); Hunting (Wisdom –1); Riding/Airborne (Wisdon –2, two slots); Tightrope Walking (Dexterity); Tracking (Wisdom, bonus proficiency from Pathfinder ninja kit, +1 bonus for 5th level); Water Walking (Dexterity –1).

**Secondary Skills:** Hunter.

**Thief Abilities:** PP 0, OL 0, F/RT 70, MS 60, HS 60, DN 60, CW 80, RL 0.

**Kit:** Pathfinder ninja.

## Examples of Ninja Clans

Here are several types of ninja clans the DM can use in the campaign.

Players, take note: DMs who plan to use the following clans in their campaigns are free to change names and other details about them. Don't choose a clan from those listed here for your character and expect that the clan in your DM's campaign will be identical.

In the descriptions that follow, no enemies or allies are listed for the clans. The determination of enemies and allies must be based on the clans existing in the DM's campaign.

### Isobe Clan

**Nickname:** Black Mountain Ninja.

**Known For:** Smuggling skills.
**Ruler:** Isobe Jotaro.
**Symbol:** Falcon.
**Territory:** A difficult-to-scale mountain in the darkest, nastiest corner of the empire, and one defensible valley below; includes a few viable rice paddies and a village.
**History:** Ten years ago, the Isobe clan was a samurai clan that supplied many skilled warriors and military advisors to the army of the shogun. Secretly, it was also a ninja clan of great antiquity. Its leaders intended eventually to topple the shogunate and seize control of the empire.

However, enemies of the Isobe clan discovered that the clan leader was a ninja lord. They assembled evidence against him and presented it to the shogun, who responded by stripping the Isobes of all lands and titles, then sending a large army to destroy them.

The Isobes who survived the attack fled to the distant reaches of the empire, land surveyed by a long-dead clan lord and never claimed or developed. They used their ninja skills to build a fortification at the top of an inaccessible mountain. Allied mages and illusionists improved the citadel, making it dangerous for the shogun's wizards to approach.

In the years since, the Isobes have acted overtly as a ninja organization. They sell their services to whomever will pay for them. They have become adept at smuggling agents out past the loose cordon of shogunate spies and guards and smuggling food in through the same lines. Many of these techniques involve the use of clan wizards. There is a disproportionately high number of spellcasters among the Isobes, and many of their spells and magical items are geared toward smuggling.

Naturally, all Isobe ninja traveling in the outer world must adopt cover identities that do not associate them with the Isobe name.

**Goal:** The Isobes are slowly trying to create a new "cover" clan with samurai status. This involves forging an alliance with a now-impoverished samurai clan, intermarrying and merging with it, and covertly using ninja techniques to make it rich and powerful. The clan leader expects this process to take decades.
**Clan alignment:** Neutral.
**Range of alignments:** LN, NG, N, NE, CN.
**Races:** Human only (so far).
**Size:** Jonin/Leaders: 2 (Jotaro and his brother Toyo). Chunin/Middlemen: 12. Genin/Low-Ranking: 208. Others/Shinobi: 364.
**Resources:** *Wealth:* Average (once Fantastically Wealthy, now still possessing substantial cash reserves but with a much reduced income). Available Resources by Mission Type: Major/Critical Missions: Lavish. Important/Profitable Missions: Good. Typical Missions: Adequate. Minor Missions: Inadequate. Nonmission Activities: Inadequate.
**Clan Status:** Nonperson.
**Demands on members:** Delivery of treasures, cost-accounting. The Isobes do not insist on choice of spouse. In fact, the clan actively promotes the forging of links with clans and heroes all over the empire.

## Nishi Clan

**Nickname:** Serpent Ninja.
**Known For:** Poisons.
**Ruler:** Nishi Saburo.
**Symbol:** A stream of water cutting through rock.
**Territory:** A large, wealthy holding, rich in rice production, belonging to an allied samurai daimyo who knows the secret of the clan.
**History:** The Nishi clan got its start a century ago, when a band of samurai decided to strike out on their own after their treacherous lord turned against the shogun and was defeated. These samurai fled the aftermath of that defeat and turned ronin. After due consideration, they decided that wealth and greed were far more agreeable than the blind devotion that had resulted in their exile.

They tallied the skills available to them—including one that proved to be of immense help, the skill with herbs and poisons possessed by the wife of one of the men—and began offering all these skills, not just their swords, for sale. They pooled their earnings and brought in a specialist, a drow spy who could teach them even more salable skills, and eventually persuaded him and his immediate relatives to ally with the ninja clan.

These men were crude and greedy but smart; they continued to plow some of their profits back into training and acquisition of favors and knowledge. Over a period of several decades, they acquired all the skills of older and better-established ninja clans.

Over time, they became the favorite doers-of-deeds of one noble clan, the family they are still associated with. This clan gave them farmland to support the stable identities they needed for security. They do not work solely for this daimyo, but do offer him their services at a courteously reduced rate.

**Goal:** Accumulation of wealth; expansion; domination of sake brewing.
**Clan alignment:** Lawful Evil.
**Range of alignments:** LN, LE, N, NE, CN, CE.
**Races:** Humans and half-elves (of drow descent).
**Size:** Jonin/Leaders: 3 (Nishi Saburo and subordinate family heads Igarashi Junzo and Shimada Eiichi). Chunin/Middlemen: 23. Genin/Low-Ranking: 468. Others/Shinobi: 712.
**Resources:** *Wealth:* Wealthy. Available Resources by Mission Type: Major/Critical Missions: Good. Important/Profitable Missions: Good. Typical Missions: Adequate. Minor Missions: Adequate. Nonmission Activities: Inadequate.
**Clan Status:** Farmer.
**Demands on members:** Choice of spouse, delivery of treasures, cost-accounting (the last two being very important to these money-conscious ninja).

### Motoyoshi Clan

**Nickname:** Need-No-Doors Ninja.
**Known For:** Intrusion skill.
**Ruler:** Motoyoshi Haruhiko.
**Symbol:** A calligraphic brush with an oversized cherry leaf as its paper.
**Territory:** The Motoyoshi clan rules no territory, operating out of the shogun's capital.
**History:** Forty years ago, a military advisor to the old shogun had a vision—or

perhaps it was a hallucination. He saw himself visited by the god of truth, who announced that henceforth the man's allegiance would be to the god instead of the shogun, and that the man must use the tools of deception so as to be on guard against those same dangers. The man retired from military service and became a priest of the god, but brought up his grandchildren as ninja, the better to accomplish the goals of the clan.

**Goal:** The Motoyoshi clan is devoted to truth for its own sake. Its members exist as gadflies constantly stinging the shogunate bureaucracy. Their tactic is to ferret out all secrets and expose them for the other lords of the land to learn. This makes it more difficult for the shogun to keep the lords at one another's throats. The more secretive the shogun and his government become, the more offended the Motoyoshi presume the god to be, and the more strenuously they perform their missions.

*Clan alignment:* Neutral Good.

**Range of alignments:** LG, LN, NG, N, CG.

**Races:** Human only (so far).

**Size:** Jonin/Leaders: 1 (Motoyoshi Haruhiko). Chunin/Middlemen: 5 (Haruhiko's sons and a promising grandson). Genin/Low-Ranking: 10. Others/Shinobi: 23.

**Resources:** *Wealth:* Average. Available Resources by Mission Type: Major/Critical Missions: Good. Important/Profitable Missions: Adequate. Typical Missions: Adequate. Minor Missions: Adequate. Nonmission Activities: Inadequate.

**Clan Status:** Samurai.

**Demands on members:** No special demands.

## Other Ninja-Type Organizations

As Chapter 3 indicates, the ninja character creation rules can be used to create spies and killers as well. Such characters are often grouped into organizations such as the two described below.

### Her Majesty's Ministry of Intelligence

**Nickname:** The Peepers.

**Known For:** Panache.

**Ruler:** Sir Trevor Draken.

**Symbol:** The black stone Ministry tower.

**Territory:** The Ministry controls no specific territory; it is a subset of some imperial government in the DM's campaign world.

**History:** Her Majesty's Ministry of Intelligence was created 30 years ago by Sir Larris Draken, father of the current minister. The elder Sir Draken, an old military intelligence officer of the army, argued persuasively before the Crown that the nation's rulers needed a small, highly trained, highly motivated unit of spies who were more adept at missions of intrusion and sabotage than the individual doers-of-deeds employed by each military leader.

The Crown agreed and lavished an enormous budget on the Ministry. In the years since, some rulers have used the Ministry as a valuable tool for finding out crucial information about the nation's friends and enemies, while others have looked on it as

merely a form of entertainment. (It is for this reason that all Ministry agents are chosen for and trained in dash and daring. The more entertained the king and queen are by their exploits, the more money the Ministry receives to perform its duties.)

**Goal:** To protect the Crown through acquisition of secrets kept by foreign powers.

**Organization alignment:** Neutral Good.

**Range of alignments:** LG, LN, NG, N, CG.

**Races:** Humans and half-elves.

**Size:** Leaders: 1 (Sir Trevor Draken). Middlemen: 3 (divisional leaders: Foreign Division, Domestic Division, Court Division). Low-Ranking: 60. Others: 100.

**Resources:** *Wealth:* Fantastically Rich. Available Resources by Mission Type: Major/Critical Missions: Lavish. Important/Profitable Missions: Lavish. Typical Missions: Good. Minor Missions: Good. Nonmission Activities: Good.

**Clan Status:** Noble.

**Demands on members:** No special demands.

## The Priests of Ya'ang-Keegor

**Nickname:** Those Madmen

**Known For:** Doing the impossible.

**Ruler:** Balabath the Occluded.

**Symbol:** The sun being quenched as it descends into the ocean.

**Territory:** This organization, which can have branches in any civilized land infected by contact with its nation of origin (which can be any ancient land from the DM's campaign world), controls lands in many inaccessible regions. It prefers mountain plateaus and, if the terrain supports it, mesa summits. The regions controlled by the Priests of Ya'ang-Keegor are heavily agricultural areas.

**History:** Centuries ago, a mad mage named Ya'ang-Keegor had relatives in two nations that were going to war. He tried to persuade the warring rulers that war was folly, but couldn't. Both rulers were so convinced that the war was necessary that they told him he could not prove something that was so patently untrue.

He asked each of them to write down three impossible things and asked them to agree to a trial: If he could perform all six impossible tasks, they would concede that they were wrong and stop the war.

According to legend, the war raged on for a year. Then Ya'ang-Keegor reappeared, seized both kings, spirited them away to a distant cave, and performed all six tasks. Only the three of them were present, so there were no witnesses to the tasks and the exact list of deeds has been lost. Scholars amuse themselves by assembling lists of likely events; playwrights concoct plays showing these events with different tasks. Popular beliefs have the wizard squeezing an elephant through the head of a pin without shrinking the elephant or enlarging the pin, winning the war for each ruler without bloodshed, turning off the sun or moon for a day, demonstrating mathematically that no number is equal to itself, and other deeds.

The wizard ended the war and acquired many followers. He never taught them how to do impossible things; he just told them nothing was actually impossible if they figured out all the angles and approaches. He set himself his own impossible task, that of becoming a god, and kept about it for the rest of his life while being followed around by

admirers. Over the years, those admirers did begin setting bigger and harder tasks for themselves, with no regard to morality or functionality. They stopped wars and broke up tightly bonded clans, stole carefully guarded treasures and found lost ruins, arranged for peasants to become kings and kings peasants, settled disputes that even the gods failed to resolve, sank unsinkable ships, and more.

Today, centuries after the mage's disappearance or death, his memory is kept alive by this odd priesthood of men and women who exist mainly to cause trouble. Most members of the priesthood are spies (ninja), while a few are clerics, wizards, and members of other classes taking shinobi kits.

Ironically, should the mage Ya'ang-Keegor have achieved apotheosis, he will never approach his priests. Before he died, or departed on the path to godhood, he told his followers that any god coming to them and calling himself by the name of Ya'ang-Keegor must be a fake. They have taken his words to heart and will show no particular interest in a god identifying himself as their god.

**Goal:** To demonstrate man's worthlessness by showing as false every one of his claims; to demonstrate man's greatness by showing how he can accomplish everything he imagines. (The paradox is typical of the order's thinking.)

**Organization alignment:** Chaotic Neutral.

**Range of alignments:** NG, N, NE, CG, CN, CE. (Lawful types need not apply.)

**Races:** Human.

**Size:** Leaders: 20 (high priest Balabath the Occluded and his immediate subordinates). Middlemen: 126. Low-Ranking: 1,533. Others: 2,217.

**Resources:** *Wealth:* Average. Available Resources by Mission Type: Major/Critical Missions: Adequate. Important/Profitable Missions: Adequate. Typical Missions: Inadequate. Minor Missions: Inadequate. Nonmission Activities: Inadequate. (The priesthood has reasonable resources but uses them to live well rather than to accomplish its peculiar goals.)

**Clan Status:** Priesthood (whatever that means in a specific culture).

**Demands on members:** Choice of spouse; the choice is always someone who is an impossible choice (someone who hates the character, someone who cannot be allowed to marry the character, etc.).

# The Complete Psionics Handbook

"What do you think I am, a mind reader?" As a matter of fact, you might be, if you're an AD&DR game character with the right stuff. All you need is brainpower, discipline, and *The Complete Psionics Handbook*. Psionics-the practice of extraordinary psychic powers-was included in the original AD&D game. Some players favored psionic powers; others found them confusing. Psionics was not included in the AD&D 2nd Edition game. Now psionics is back by popular demand, and it's better than ever. Powers this great may not be for everyone, so psionics is a completely optional addition to the AD&D 2nd Edition rules. But if you're ready to put mind over matter-to test the limits of inner space-then this book is for you. *The Complete Psionics Handbook* is not a reprint of the old psionics rules; it's a complete revision. If you remember the original AD&D rules, you'll find much that seems familiar here. Beware: old words may have new meaning. We've kept a lot of the terminology, but changed the definitions. Read this book carefully before you assume an old rule still applies or jump to conclusions about what certain powers can or cannot do.

## What's Changed?

This book contains five major revisions to the original AD&D psionics rules:

1. *The psionicist is a character class.* Characters cannot pick up a psionic power here and there just because they have a superior brain. Psionicists are extraordinary characters who develop their powers through arduous training. (While members of other classes may occasionally boast a psionic power or two, such characters are mere shadows of true psionicists.) An NPC psionicist has the potential to stand his own against any other class. As a PC in a team of adventurers, the psionicist will complement other classes well. Most of the psionicist's powers are unique. He advances slowly, at a rate somewhere between the fighter and mage. At low levels, however, the psionicist has the potential to be powerful.
2. *The list of psionic powers is greatly expanded.* Original rules included a menu of 50 powers. This book has over 150.
3. *Psionic powers are organized differently.* All psionic powers are grouped into six disciplines: clairsentience (expanded senses), psy-chokinesis (moving matter through space), psychometabolism (altering the body), psy-choportation (psionic travel), telepathy (mind-to-mind contact), and metapsionics (an advanced discipline). Within each discipline are major powers, called "sciences," and minor powers, called "devotions" Characters can only learn powers from the disciplines they have access to. At 1st level, a character has access to only one discipline, but with experience he gains access to more.
4. *Psionic powers are treated much like proficiencies.* Psionic powers do not work automatically. A power is essentially a skill, and using it properly requires a power check.
5. *Psionic strength points are not divided into attack, defense, and generic batches.* All of a character's psionic strength points come from a single pool. Numerous other changes, both major and minor, have been made. To avoid confusion, players are urged to read this book carefully.

## How Does This Fit My Campaign?

There's no reason why adding psionics to an existing campaign should disrupt anything. As a class, psionicists are no more or less powerful than any other. Guidelines on how to introduce psionics without trauma are given in Chapter 9. Remember, everything in this book is optional; none of it is part of the core of the AD&D game. If something in here doesn't suit a particular campaign, rule it out.

# Is Psionics Magical?

Many people assume that psionics is just another type of magic. The AD&DR game already has two types of magic-one wielded by wizards and the other by clerics. So it is not unreasonable to ask, "Does the game need a third type of magic?" The answer is no, the game probably does not need a third kind of magic. But the question is misinformed because psionics is not magic. Magic is the ability to shape, control, harness, and utilize natural forces that infuse the game world and surround the characters. It is based on the principle that, through the use of words, gestures, and catalyzing materials of unique power, these external energies can be controlled. The key element of that statement is *external energy*. Magical effects are produced externally by manipulating outside forces. The power does not come from inside the wizard or priest but from somewhere else. Psionics is the complete opposite of this. The psionicist shapes, controls, harnesses, and utilizes natural forces that infuse his own being. His effort is focused inward rather than outward. He must be completely in touch with and aware of even the tiniest workings of his body and mind. This type of knowledge comes from long and intense meditation coupled with physical extremes. The psionicist finds enlightenment in both complete exhaustion and complete relaxation, in both pain and pleasure. The mind and body are only parts of a much greater unity. Indeed, discussing one without the other, as so many people do, seems nonsensical to a psionicist; they cannot be separated. The body produces energy and vitality, the mind gives it shape and reality. Neither does the psionicist study or pray for his powers. He carries them with him wherever he goes. As long as his mind and body are rested-i.e., as long as he has not depleted his psionic strength-his powers are available to him. More than a character of any other class, the psionicist is self-contained. Unlike the fighter and thief, he needs no weapons or tools to practice his art. Unlike the priest, he needs no deity. Unlike the wizard, he relies on no outside energies. His power comes from within, and he alone gives it shape. The psionicist strives to unite every aspect of his self into a single, powerful whole. He looks inward to the essence of his own being, and gains control of his subconscious. Through extraordinary discipline, contemplation, and self-awareness, he unlocks the full potential of his mind.

## Requirements

This section describes the requirements all characters must meet to become a psionicist, including restrictions based on ability scores, race, and alignment. The DM may waive these requirements in special circumstances, but players shouldn't count on it.

| **Ability** | | |
|---|---|---|
| **Requirements:** | Constitution | 11 |
| | Intelligence | 12 |
| | Wisdom | 15 |
| **Prime Requisites** | Constitution, Wisdom | |
| **Races Allowed** | human, halfling, dwarf, gnome, elf, half-elf | |

**Ability Requirements:** To be eligible for the psionicist class, characters must have ability scores equal to or greater than those listed above for Constitution, Intelligence, and Wisdom.
**Prime Requisites:** The pursuit of psionics requires strict mental and physical discipline, so the psionicist has two prime requisites: Wisdom and Constitution. Wisdom-the measure of enlightenment and

willpower-is the psionicist's primary mental characteristic, not Intelligence. Reasoning and memory (two hallmarks of Intelligence) are indeed crucial to this class. However, the essence of psionic ability is the understanding and mastery of the inner self. Although psionic powers are centered in the mind, acquiring and controlling those powers demands physical fitness. Meditative study places tremendous physical strain on the psionicist, not to mention the sheer drain of projecting psychic energy out of ones body. The psionicist need not be muscular, or even exceptionally strong, but he must maintain his health and fitness at a high level to fully exercise his powers. That's why Constitution is also a prime requisite for psionicists.

**Racial Restrictions:** Humans, halflings, dwarves, and gnomes often have a high degree of psionic talent. Elves and half-elves also exhibit some natural psionic ability, but they are unable to pursue it to high levels.

**Multi-class Characters:** As usual, only demi-humans can be multi-class characters. Half-lings and dwarves can combine psionics with other classes as shown below. Gnomes, elves, and half-elves cannot be multi-class psionicists; characters of these races develop their psionic powers at the expense of all others.

| Multi-class | |
|---|---|
| **Halflings** | **Dwarves** |
| fighter/psionicist | fighter/psionicist |
| thief/psionicist | thief/psionicist |

**Dual-class Characters:** Humans can be dual-class psionicists within the normal rules and restrictions for dual-class characters. (See "Multi-class and Dual-class Characters" in Chapter 3 of the *Player's Handbook*.)

**Racial Level Limits:** Humans can reach the highest possible experience level as psionicists. Characters of other races have limits, as shown on Table 1. Because of their experience limitations, half-elf and elf psionicists are best suited as NPCs. Players who don't mind this "diminished potential" may still play such characters, however. (The DM may amend these level restrictions for characters with exceptionally high Wisdom and Constitution scores; see the optional rule under "Exceeding Level Limits" in Chapter 2 of the *DUNGEON MASTER Guide*.)

| PSIONICIST RACIAL LEVEL LIMITS | |
|---|---|
| Halflings | 10 |
| Gnomes | 9 |
| Dwarves | 8 |
| Half-elves | 7 |
| Elves | 7 |

**Alignment:** Psionicists have only one alignment restriction: they cannot be chaotic. Discipline is the foundation of all psionic power. A character whose creed is chaos cannot achieve the level of self-control that psionicists require. This restriction applies to a character who becomes chaotic for any reason. Such a character will quickly lose his psionic powers. Every day in which his alignment is chaotic, the character must make an ability check against one-half of his Wisdom score, rounded down. Each time he fails one of these Wisdom checks, the character loses access to one of his disciplines, selected randomly by the Dungeon Master. Furthermore, a chaotic character cannot recover psionic strength points.

(Disciplines and psionic strength points are explained below.) If the character's alignment returns to normal-or even to another, nonchaotic alignment-he can recover his disciplines, one per day, by successfully making the same halved Wisdom check.

**Other Qualifications:** If a character meets all the requirements above, and the player wants to play a psionicist, the PC is assumed to exhibit psionic potential. Nothing else is required.

**Initial Funds:** When psionicist characters begin play, they have 3d4xl0 gold pieces. As usual, skill and luck will determine what they make of it.

## A Psionics Primer

All psionic powers belong to one of six disciplines: clairsentience, psychokinesis, psy-chometabolism, psychoportation, telepathy, and metapsionics. Within each discipline are major powers, called *sciences*, and minor powers, called *devotions*.

- *Clairsentient powers* allow characters to gain knowledge that is beyond the normal capacity of human senses. For example, some clairsentients can see and hear events that are miles distant, while others can sense poison.
- *Psychokinetic powers* move objects- from molecules to missiles-across space. A psychokineticist can throw a rock without touching it, or agitate molecules in a piece of paper until it bursts into flame.
- *Psychometabolic powers* affect the body. Biofeedback, healing, and shape-changing are just a few of the powers known.
- *Psychoportive powers* move characters or creatures from one location to another without crossing space. The traveler simply ceases to exist in one location, and begins to exist somewhere else. He may even travel to another plane of existence or to another time.
- *Telepathic powers* involve direct contact between two or more minds. Examples include mind reading, personality swapping, and psychic attacks.
- *Metapsionic powers* amplify, augment, or enhance other psionic abilities. This is an advanced, demanding discipline.

**Psionic Strength Points:** Characters use psionic powers much like proficiencies, with a few significant differences. Every time a psionicist uses a psionic devotion or science, he must pay its "cost." This cost is deducted from the character's total *psionic strength points*, or PSPs. PSPs are similar to hit points, except that the psionicist spends them willingly, and he can recover them much faster than lost hit points. (Psionic strength points are explained more fully in a section below.)

**Power Scores:** Like a proficiency, every psionic power that a character knows has a score. In other words, a psionic power score represents the character's aptitude in using that particular power. Power scores are devised exactly like proficiency scores. Every psionic power is associated with one of the character's basic attributes (Strength, Wisdom, etc.). The psionic power score equals the character's score for that attribute, plus or minus a specific amount. For example, a psionic power with a score of "Intelligence - 3" has a score three less than the character's Intelligence.

**Power Checks:** When a character wants to use a psionic power, the player makes a *psionic power check* by rolling ld20. If the number rolled is equal to or less than the power score, the character succeeds. (In other words, he does what he intended.) The player subtracts the cost of the power from his character's total pool of psionic strength points. If the roll exceeds the psionic power score, it means the character tried to use his power, but failed. *Failure has a price.* The player must subtract half the cost of the power, rounded up, from the character's psionic strength points. In most cases, the psionicist can try to use the same power again immediately (in the next round). For exceptions, see the individual power descriptions in this book. Like a proficiency check, a psionic power check yields specific results on a die roll of 20 or 1. A "20" always indicates failure. A "I" always indicates a minimum level of success, regardless of the

character's power score. In other words, even if a character's score has been reduced to a negative number by penalties, a roll of "I" still succeeds. That doesn't mean a "I" (or any low number) is the best re- sult. A "I" means the power works-but often with a quirk or drawback. See the individual power descriptions for specifics. Players may use the optional "skill score" rule for psionic powers, too. If the die roll for the power check equals the character's power score, special results occur. Chapters 3 through 8 provide the details.

## Advancement

**Experience Levels and Awards:** A psionicist earns experience points and advances in level just as members of other classes do. Table 2 outlines a psionicist's advancement. The *DUNGEON MASTER Guide* includes an optional rule for individual experience awards. (See DMG Chapter 8.) Table 3 expands that rule to include psionicists.

| PSIONICIST EXPERIENCE LEVELS | | |
|---|---|---|
| **Psionicist Level** | **Experience Points** | **Hit Dice (d6)** |
| 1 | 0 | 1 |
| 2 | 2,200 | 2 |
| 3 | 4,400 | 3 |
| 4 | 8,800 | 4 |
| 5 | 16,500 | 5 |
| 6 | 30,000 | 6 |
| 7 | 55,000 | 7 |
| 8 | 100,000 | 8 |
| 9 | 200,000 | 9 |
| 10 | 400,000 | 9+2 |
| 11 | 600,000 | 9+4 |
| 12 | 800,000 | 9+6 |
| 13 | 1,000,000 | 9+8 |
| 14 | 1,200,000 | 9+10 |
| 15 | 1,500,000 | 9+12 |
| 16 | 1,800,000 | 9+14 |
| 17 | 2,100,000 | 9+16 |
| 18 | 2,400,000 | 9+18 |
| 19 | 2,700,000 | 9+20 |
| 20 | 3,000,000 | 9+22 |

| INDIVIDUAL CLASS AWARDS | |
|---|---|
| Psionic power used to overcome foe or problem | 10 XP/PSP |

| | |
|---|---|
| Psionic power used to avoid combat | 15 XP/PSP |
| Defeat psionic opponent | 100 XP/level or hit dice |
| Create psionic item | 500 XP x level |

**Gaining Disciplines:** Every psionic power belongs to one of the six disciplines listed previously. Before a character can learn a psionic power, he must have access to the appropriate discipline. *Psionic characters begin play with access to only one discipline*. As they progress to new experience levels, they gain access to additional disciplines. Table 4 shows how many disciplines a character has access to at each experience level.

| PSIONIC POWER PROGRESSION | | | | |
|---|---|---|---|---|
| **Experience Level** | **Total Disciplines** | **Total Sciences** | **Total Devotions** | **Defence Modes** |
| 1 | 1 | 1 | 3 | 1 |
| 2 | 2 | 1 | 5 | 1 |
| 3 | 2 | 2 | 7 | 2 |
| 4 | 2 | 2 | 9 | 2 |
| 5 | 2 | 3 | 10 | 3 |
| 6 | 3 | 3 | 11 | 3 |
| 7 | 3 | 4 | 12 | 4 |
| 8 | 3 | 4 | 13 | 4 |
| 9 | 3 | 5 | 14 | 5 |
| 10 | 4 | 5 | 15 | 5 |
| 11 | 4 | 6 | 16 | 5 |
| 12 | 4 | 6 | 17 | 5 |
| 13 | 4 | 7 | 18 | 5 |
| 14 | 5 | 7 | 19 | 5 |
| 15 | 5 | 8 | 20 | 5 |
| 16 | 5 | 8 | 21 | 5 |
| 17 | 5 | 9 | 22 | 5 |
| 18 | 6 | 9 | 23 | 5 |
| 19 | 6 | 10 | 24 | 5 |
| 20 | 6 | 10 | 25 | 5 |

**Gaining Sciences and Devotions:** Every new, first-level psionicist knows four powers within a single discipline: one science (major power) and three devotions (minor powers). With each new experience level, a psionicist gains new powers. Sometimes he gains both sciences and devotions; at other times, only devotions. (See Table 4.) A player can select new powers for his character as soon as the psionicist reaches a new experience level. These new powers can be chosen from any discipline the character can access, including a discipline that was just gained. Note: If the optional training rule is in play, characters must train with a mentor until they reach 7th level. To find the training time in weeks, subtract the mentor's Wisdom score from 21. Beyond 7th level, psionicists can train themselves if they pass the

necessary checks to qualify as instructors. The training time for a psionicist instructing himself is doubled. Players must follow two simple rules when choosing new powers for their characters:

- Within a single discipline, the number of devotions that a character knows must be at least twice the number of sciences.
- The first discipline chosen is the character's *primary discipline*. A character can never learn as many sciences or devotions in another discipline as he currently knows in his primary discipline.

*Example:* Lena's primary discipline is clair-sentience. She knows three sciences and seven devotions in that discipline. This means: a) she must learn an eighth clairsentient devotion before she can learn a fourth clairsentient science, and b) at her current level, she cannot know more than two sciences or six devotions in any other single discipline.

**Advancing Mid-adventure:** Most Dungeon Masters award experience points at the end of adventures rather than in the middle, so experience levels are rarely gained in mid-adventure. In the unusual event that a new level is gained in the middle of an adventure, however, the character should have to wait at least until he has a chance to rest and recuperate-long enough to recover all his psionic strength points-before gaining any new psionic powers.

**Raising Psionic Power Scores:** A character can increase a psionic power score when he reaches a new experience level by "relearning it." (He repeats his studies, and learns something new about a familiar power. ) Instead of learning a new devotion, the character can add one point to his power score in a devotion he already knows. Similarly, he can exchange a new science for a one-point increase in a science he already knows.

## Psionic Strength Points (PSPs)

Psionic energy comes from within the character. This energy is measured in psionic strength points, or PSPs. When a character uses a psionic power, he expends psionic strength points. The exact cost depends on which power is used, and how long the character uses it. The total number of psionic strength points that a character has depends on four factors: his Wisdom, Intelligence, and Constitution scores, and his experience level. Wisdom, Intelligence, and Constitution determine the psioni-cist's inherent potential. (Wisdom is the primary factor.) Experience determines how well the character has developed that potential. Follow these steps to calculate a character's total PSPs:

- Find the character's Wisdom score on Table 5, then get his base score from that.
- Add the appropriate ability modifiers for the character's Intelligence and Constitution scores to his base score. This final adjusted number is the character's inherent potential.

*Example:* Rowina's ability scores are Wis 17, Con 16, Int 12. Her inherent potential is 25 (24 points for her Wisdom score with a +1 modifier for her Constitution score). At 1st level she has 25 PSPs.

| INHERENT POTENTIAL | | |
|---|---|---|
| **Ability Score** | **Base Score** | **Ability Modifier** |
| 15 | 20 | 0 |
| 16 | 22 | +1 |
| 17 | 24 | +2 |
| 18 | 26 | +3 |

**Gaining Psionic Strength Points:** Every time a character advances to a new experience level, he

expands his total pool of psionic strength points. To determine how many PSPs he gains, find the modifier on Table 5 that corresponds to his Wisdom score. Add this number to 10. The result equals the total PSPs gained.
*Example:* Rowina has just advanced to a new level. Her Wisdom is 17. According to Table 5, the modifier for this score is +2. Rowina can add 12 PSPs (2 + 10) to her total pool.
**Recovering Psionic Strength Points:** A character who has expended psionic strength points can recover those points by "taking it easy"-which means engaging in no hard physical activity and refraining from using psionic powers (i.e., from expending any more PSPs). After each *hour* in which a character expends no psionic strength points, check Table 6 to determine how many PSPs the character recovers. A character can never recover more PSPs than he lost. A character's rate of recovery depends on how much physical exertion he experienced during the hour in question. Psionicists recover the most points when they sleep or meditate for the entire hour of rest. Light activity, such as walking or riding, diminishes the speed of recovery. Rate each hour according to the *most* strenuous physical activity undertaken, even if it lasted only a few minutes.
**Option:** DMs may allow characters to recover points per turn of rest rather than per hour. These rates are also listed on Table 6.

| PSIONIC STRENGTH RECOVERY | |
|---|---|
| **Physical Activity** | **PSPs Recovered** |
| Hard exertion* | none |
| Walking, riding | 3/hour (1 every 2 turns) |
| Sitting, resting,reading | 6/hour (1/turn) |
| Rejuvenating**,sleeping | 12/hour (2/turn) |

*"Hard exertion" includes fighting, running, digging ditches, walking while encumbered, climbing a rope, scaling a mountain, exploring a dungeon, swimming, and any other activity the DM wants to include.
**This refers to use of the psionicist's Rejuvenation proficiency.

## Defense Modes

Psionic *defense modes* are special powers which all psionicists acquire naturally in time. All defense modes belong to the telepathic discipline. Psionicists learn these powers automatically as they gain new experience levels-regardless of whether or not they have access to the telepathic discipline. Defense modes do not count toward the psionicist's maximum number of powers as listed in Table 4. Nor are they counted when characters determine the relative number of sciences and devotions they can acquire within a given discipline.
There are five psionic defense modes:

- mind blank
- thought shield
- mental barrier
- tower of iron will
- intellect fortress

Each is described in Chapter 7, "Telepathy." All psionicists automatically know one of these powers at 1st level (player's choice). They learn another defense mode of the player's choice every other level-at 3rd, 5th, 7th, and 9th.

## Special Abilities

In addition to ordinary psionic powers, which are the hallmark of the class, psionicists have several special abilities. These include their saving throws, THACOs, and psionic powers that operate continuously.

**Maintaining Powers:** Certain psionic powers can operate continuously. (Chapters 3 through 8 specify which ones do.) Such powers can be "switched on" and kept on without interruption, until the user decides to (or is forced to) "switch them off." This is called *maintaming* powers. Each power that is maintained is handled separately. In many cases, maintenance entails expending PSPs by the hour or turn rather than the melee round (the norm for psionic combat).*If a psionicist is expending PSPs to maintain a power, he cannot recover psionic strength points that hour.* A character cannot spend PSPs to maintain a power when he is sleeping or unconscious; no continuous power that requires strength points can operate during sleep. A character can maintain any number of powers at one time, but he can "switch on" or initiate only one per round. When maintained powers are deactivated, the character can drop all maintained powers at once, or one per round. He cannot drop two or more in one round and maintain others.

**THACO and Saving Throws:** As shown on Table 7, a psionicist's THACO advancement equals that of a rogue. Table 8 lists saving throws. *Psionicists gain a +2 bonus on all saving throws vs. enchantment/charm spells and the like*. This is in addition to their magical defense adjustment for high Wisdom.

| PSIONICIST CALCULATED THACOs | | | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Level** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| **THACO** | 20 | 20 | 19 | 19 | 18 | 18 | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 |

| PSIONICIST SAVING THROWS | | | | | |
|---|---|---|---|---|---|
| **Level** | **Paralyzation,Poison, or Death Magic** | **Rod, Staff, or Wand** | **Petrification or Polymorph[1]** | **Breath Weapon[2]** | **Spell[3]** |
| **1-4** | 13 | 15 | 10 | 16 | 15 |
| **5-8** | 12 | 13 | 9 | 15 | 14 |
| **9-12** | 11 | 11 | 8 | 13 | 12 |
| **13-16** | 10 | 9 | 7 | 12 | 7 |
| **17-20** | 9 | 7 | 6 | 11 | 9 |
| **21+** | 8 | 5 | 5 | 9 | 7 |

[1] Excluding polymorph wand attacks.

[2] Excluding those which cause petrification or polymorph.

[3] Excluding those for which another saving throw type is specified, such as death, petrification,

polymorph, etc.

## Followers

At 9th level (which is sometimes called "name" level), a psionicist becomes a contemplative master. He can build a sanctuary (usually in an isolated place), and use it as his headquarters. Most importantly, he begins to attract followers. One neophyte psionicist (1st or 2nd level) will arrive each month, coming to study at the feet of the master. These neophytes will arrive regardless of whether or not the master builds a sanctuary. If the master does have a sanctuary, however, he will attract a maximum number of followers equal to his Charisma score. If not, the maximum number is halved (rounded down). These followers want only to learn. They will serve in any capacity the master chooses. In return, the master must spend at least 10 hours per week instructing his followers, or they will leave. Restrictions Like members of other classes, psionicists must abide by restrictions when choosing weapons and armor, and in selecting nonweapon proficiencies.

**Weapons:** Psionicists tend to disdain weapons of any sort, given the crudeness and imprecision of such tools compared to psychic weaponry. Still, a good sidearm is indispensable for a last-ditch personal defense, and it's essential when a display of psionic power would be inappropriate. Also, in the rough-and-tumble frontier areas where adventurers are common, appearing in public without a weapon often invites ridicule and trouble. Psionicists can use any of the common weapons listed below. Essentially, these are most small- or medium-sized weapons weighing 6 pounds or less.

| | |
|---|---|
| short bow | throwing axe |
| hand crossbow | horseman's mace |
| light crossbow | horseman's pick |
| dagger | scimitar |
| dirk | spear |
| knife | short sword |
| club | war hammer |
| hand axe | |

**Armor:** Psionicists can don armor made of padded leather, studded leather, or hide. They can also carry a small shield. A psionicist can use his powers while wearing a helmet that is psionically active, or one featuring magical enchantments that affect or simulate psionic powers. But if the psionicist is wearing a normal helmet of any sort, he cannot use his powers. Removing a normal helmet won't affect the character's armor class, but it may have other effects defined by the Dungeon Master. For example, a thief who approaches the psionicist from behind may find the psionicist easy prey. Or, if the DM allows called shots, the character's bare head might present a tempting target.

**Optional Rule:**A DM may allow psionicists to wear any sort of armor, but impose penalties for heavy armor that's made of metal. (See Table 9.) This rule creates an across-the-board reduction in psionic power scores when a psionicist wears inappropriate armor.

| PSIONICIST ARMOR PENALTIES | |
|---|---|
| **Armor** | **Psionic Power Score Reduction** |
| Padded, leather, studded leather, hide | 0 |
| Brigandine, ring, scale, splint mail | -1 |

| | |
|---|---|
| Chain, banded mail | -2 |
| Plate mail | -3 |
| Field plate | -5 |
| Full plate | -7 |

## Proficiencies

Psionic powers function like proficiencies, but they do not replace them. Psionicists can learn the usual weapon and nonweapon proficiencies regardless of their powers. Proficiencies are acquired at the rate shown on Table 10. Psionicists can learn a weapon proficiency for any weapon they can use. They can learn any nonweapon proficiency from the "General" group (see proficiency rules in the AD&D® 2nd Edition *Player's Handbook*, page 54, Table 37) or from the Psionicist group, described below. If the optional proficiency rules in the *Player's Handbook* are in use, psionicists can gain extra nonweapon proficiency slots based on their Intelligence scores. See Table 4, "Intelligence" in the Players Handbook to determine these bonus proficiencies (Chapter 5, page 16). Characters can use these extra slots for languages or nonweapon proficiencies, but never additional psionic powers.
**Initial** refers to the number of weapon or nonweapon proficiency slots received by psionicists at 1st level.
**# Level** sindicates how many levels a psionicist must advance before he receives a new weapon or nonweapon proficiency. Thus, psionicists receive a new weapon proficiency every five levels - i.e., at levels 5, 10, 15, 20, etc. They receive a new nonweapon proficiency every three levels - i.e., at levels 3, 6, 9, 12, etc. Penalty is the modifier to a psionicists attack rolls when he fights using a weapon he isn't proficient with. This penalty is subtracted directly from the characters rolls to hit.

| **PSIONICIST PROFICIENCY SLOTS** | | | | | |
|---|---|---|---|---|---|
| **Group** | **WeaponProficiencies** | | Penalty | **Nonweapon Proficiencies** | |
| | Initial | #Levels | | Initial | #Levels |
| **Psionicist** | 2 | 5 | -4 | 3 | 3 |

**The Psionkist Group:** Table 11 lists seven nonweapon proficiencies which psionicists can easily learn. These proficiencies-the "Psionicist group"- are an extension of Table 37 in the AD&D 2nd Edition *Players Handbook.*

| **PSIONICIST NONWEAPON PROFICIENCIES** | | |
|---|---|---|
| Proficiency | #Slots Required | Relevant Ability |
| Gem Cutting | 2 | Dex -2 |
| Harness Subconscious | 2 | Wis -1 |
| Hypnosis | 1 | Cha -2 |
| Rejuvenation | 1 | Wis -1 |
| Meditative Focus | 1 | Wis +1 |
| Musical Instrument | 1 | Dex -1 |
| Reading/Writing | 1 | Int +1 |

| | | |
|---|---|---|
| Religion | 1 | Wis +0 |

**Harness Subconscious:** This meditative proficiency lets the psionicist temporarily boost his total PSPs. In effect, the proficiency lets him tap into energy reserves that lie deep in his subconscious-reserves which are usually unavailable to him. It's like enjoying a shot of psychic adrenalin. Before he can harness subconscious energies, the psionicist's PSP total must be at its maximum. He then must spend two days (48 consecutive hours) gathering this energy, taking only necessary breaks for eating and sleeping. At the end of that time, the character makes a proficiency check. If he passes, he increases his PSP total by 20%, rounded up. The increase in PSPs lasts 72 hours. At the end of that time, the character loses as many strength points as he initially gained, regardless of his current total. This loss can never reduce his total below 0 points, however. During the 72 hours of heightened strength, the character cannot recover PSPs if his current total equals or exceeds his usual maximum. Once his current total drops below his usual maximum (i.e., once he has spent all bo- nus points), he can begin regaining PSPs normally. He cannot recover the lost bonus points, however; he can only recover enough points to return to his usual maximum.

**Hypnosis:** With this proficiency, a psionicist can hypnotise another character-placing the subject into a relaxed state in which he is very susceptible to suggestions. However, hypnosis is not possible unless the subject is willing and knows he is being hypnotised. Psionicists with this proficiency can hypnotize humans and demihumans with ease. Nonhumans can be hypnotized, too, but the DM should assign a penalty to the proficiency check. The size of the penalty depends on how inhuman the subject is. A half-ore, for example, could be hypnotized with a - 2 modifier, while a lizard man could be hypnotized only with a -8 modifier to the psionicists proficiency check. The act of hypnotizing someone takes about five minutes. The subject is then very relaxed and willing to do almost anything that isn't very dangerous or against his alignment. Note, however, that a hypnotized subject can be easily fooled; the subject may be convinced that he's doing one thing, while he's actually doing another. Lawful or good psionicists who trick their subjects in this fashion should beware. Psionicists who use hypnotism to make people do chaotic or evil things may find themselves with alignment problems of their own. Hypnotism can have the following (or similar) effects:

- A character can be induced to remember things he has forgotten by reliving a frightening or distant event.
- A character can be made calm and unafraid in the face of a specific situation that he has been prepared for.
- A character can be cured of a bad habit or addiction (but not of curses or magical afflictions).
- A character can be prepared to impersonate someone by thoroughly adopting that individual's personality.

**Rejuvenation:** This proficiency allows a character to recover PSPs while he meditates, as quickly as if he were sleeping. The character achieves a state of deep concentration, in which he focuses and regains his energies. He is still conscious and aware of his surroundings, so he does not suffer any penalties on surprise or initiative rolls, and he is not helpless if attacked. (He still can't *expend* PSPs, however.)

**Meditative Focus:** Through this proficiency, a psionicist can focus his mental energy on one particular discipline. As a result, his power scores in that discipline temporarily increase, while those in other disciplines decline. The proficiency requires the character to meditate, *uninterrupted*, for 12 hours. The last four hours of this meditation are spent in a deep, sleeplike trance. The psionicist can recover PSPs normally during the entire period. When the meditation is complete, the player makes a proficiency check. If the character passes the check, he has successfully focused his mind on one particular discipline (which was chosen when the process began). All of the character's psionic power scores in that discipline are increased by two points for the next 24 hours-or until the character's PSPs have been reduced to zero, whichever comes first. All of his power scores in other disciplines are reduced by one for the same

period.
**Gem Cutting, Musical Instrument, Reading/ Writing, Religion**: See the *Player's Handbook* for a description of these proficiencies.

## Wild Talents

A wild talent is someone from any other character class who has natural, latent psionic potential. This potential can be present in any character, regardless of class, alignment, or race. Wild talents can never approach psionicists in skill, but they do boast at least one psionic power-which is known as a "wild power" among psionicists. Any character can test for wild powers. (The character should be forewarned: such efforts are not without risk, as explained below.) A character can test for wild powers only at specific times: when the character is first created; when the character's Wisdom increases to a higher point than it has ever been; the first time the character goes to a psionicist who can perform psychic surgery on him; when psionics is first introduced to the campaign. Every character (and NPC and monster, if the DM wishes) has a base chance of 1% to possess wild powers. This is modified as shown below:

| | |
|---|---|
| Each Wis, Con, or Int score of 18 | +3 |
| Each Wis, Con, or Int score of 17 | +2 |
| Each Wis, Con, or Int score of 16 | +1 |
| Character is 5th-8th level | +1 |
| Character is 9th level or higher | +2 |
| Mage, cleric, or nonhuman* | X $^1/_2$ |

* Round fractions up. Apply this penalty only once, even if more than one of these descriptions fits (e.g., a "nonhuman mage").
Once you've determined the character's chance to be a wild talent, roll percentile dice. Subtract 2 from the roll if the character is under the guidance of a psychic surgeon (see "psychic surgery" in Chapter 8). If the result is less than or equal to the modified chance, the character has at least one wild power. If the number is 97 or higher, the character suffers dire consequences. See "The Risks" below.
*Example:* Consider a 3rd level dwarf cleric with a Wisdom of 17, Intelligence of 9, and Constitution of 16. His chance to be a wild talent is 1 (base chance) + 2 (Wis 17) + 1 (Con 16) x 0.5 (because he's a dwarf). The final result equals 2 %. The dwarf has a 2 % chance of being a wild talent. The player rolls a 3 on percentile dice. The dwarf has no talent. Hypnotism cannot be used to increase a character's attributes, give him powers or abilities he does not naturally possess, let him do things that are beyond his capabilities, or give him information that he couldn't possibly know. **Determining Powers:** If a character is a wild talent, the player should roll percentile dice again and consult Table 12, "Wild Devotions" to determine exactly what the character's psi-onic powers are. Most wild talents have only one power. A lucky few (those with high-rolling players) boast more than one. Furthermore, if a character gains any power with a prerequisite, he automatically gains the prerequisite, too. For example, if the wild talent knows a telepathic power which requires contact (an important telepathic power), he automatically knows contact, too.
**Strength Points:** Like an actual psionicist, a wild talent has psionic strength points. He receives the minimum number of PSPs necessary to use the power (or powers) once. If a power can be maintained, he receives enough additional points to pay the maintenance cost four times. Afterward, the character

receives four additional PSPs every time he gains a new experience level (he receives no bonus for levels he already has).

**The Risks:** Characters who attempt to unlock their psionic potential are tampering with things they cannot begin to understand. If the dice roll is 97 or higher, the character suffers the following consequences:

| Dice Roll | Result |
|---|---|
| 97 | Save vs. death or Wisdom reduced by ld6 points-permanently |
| 98 | Save vs. death or Intelligence reduced by ld6 points-permanently |
| 99 | Save vs. death or Constitution reduced by ld6 points-permanently |
| 00 | Save vs. death with -5 penalty or Wisdom, Intelligence, and Constitution are all reduced to 3-permanently. |

| WILD DEVOTIONS | |
|---|---|
| **Clairsentient Devotions** | |
| 01 | All-Round Vision |
| 02 | Combat Mind |
| 03 | Danger Sense |
| 04 | Feel Light |
| 05 | Feel Sound |
| 06 | Hear Light |
| 07 | Know Direction |
| 08 | Know Location |
| 09 | Poison Sense |
| 10 | Radial Navigation |
| 11 | See Sound |
| 12 | Spirit Sense |
| 13 | Choose any clairsentient devotion above |
| 14 | Choose any clairsentient devotion above |
| **Psychokmetlc Devotions** | |
| 15 | Animate Object |
| 16 | Animate Shadow |
| 17 | Ballistic Attack |
| 18 | Control Body |
| 19 | Control Flames |
| 20 | Control Light |
| 21 | Control Sound |
| 22 | Choose any psychokinetic devotion above |

| WILD SCIENCES | |
|---|---|
| **Clairsentient Sciences** | |
| 01-02 | Aura Sight |
| 03-04 | Clairaudience |
| 05-06 | Clairvoyance |
| 07-08 | Object Reading |
| 09-10 | Precognition |
| 11-12 | Sensitivity to Psychic Impressions |
| 13-16 | Choose any clairsentient science or devotion |
| **Psychokmetic Sciences** | |
| 17-18 | Detonate |
| 19-20 | Disintegrate |
| 21-22 | Molecular Rearrangement |
| 23-24 | Project Force |
| 25-26 | Telekinesis |
| 27-30 | Choose any psychokinetic science or devotion |
| **Psychometabolic Sciences** | |
| 31-32 | Animal Affinity |
| 33-34 | Complete Healing |
| 35-36 | Death Field |
| 37-38 | Energy Containment |
| 39-40 | Life Draining |
| 41-42 | Metamorphosis |
| 43-44 | Shadow-form |

| Psychometabolic Devotions | |
|---|---|
| 23 | Absorb Disease |
| 24 | Adrenalin Control |
| 25 | Aging |
| 26 | Biofeedback |
| 27 | Body Control |
| 28 | Body Equilibrium |
| 29 | Body Weaponry |
| 30 | Catfall |
| 31 | Cause Decay |
| 32 | Cell Adjustment |
| 33 | Chameleon Power |
| 34 | Chemical Simulation |
| 35 | Displacement |
| 36 | Double Pain |
| 37 | Enhanced Strength |
| 38 | Ectoplasmic Form |
| 39 | Expansion |
| 40 | Flesh Armor |
| 41 | Graft Weapon |
| 42 | Heightened Senses |
| 43 | Immovability |
| 44 | Lend Health |
| 45 | Displacement |
| 46 | Reduction |
| 47 | Share Strength |
| 48 | Suspend Animation |
| 49 | Choose any psychometabolic devotion above |
| **Telepathic Devotions** | |
| 50 | Attraction |
| 51 | Aversion |
| 52 | Awe |
| 53 | Conceal Thoughts |
| 54 | Daydream |
| 55 | Empathy |
| 56 | ESP |
| 45-48 | Choose any psychometabolic science or devotion |
| **Telepathic Sciences** | |
| 49-50 | Domination |
| 51-52 | Fate Link |
| 53-54 | Mass Domination |
| 55-56 | Mindwipe |
| 57-58 | Probe |
| 59-60 | Superior Invisibility |
| 61-62 | Switch Personality |
| 63-64 | Mindlink |
| 65-68 | Choose any telepathic science or devotion |
| **Psychoportive Sciences** | |
| 69-70 | Banishment |
| 71-72 | Probability Travel |
| 73-74 | Summon Planar Creature |
| 75-76 | Teleport |
| 77-78 | Teleport Other |
| 79-82 | Choose any psychoportive science or devotion |
| 83-85 | Roll two times |
| 86-88 | Roll three times |
| 89-92 | Choose any science or devotion |
| 93-96 | Choose any science and two devotions |
| 97-99 | Choose any science and three devotions |
| 00 | Choose any two science and four devotion |

| | |
|---|---|
| 57 | False Sensory Input |
| 58 | Identity Penetration |
| 59 | Incarnation Awareness |
| 60 | Inflict Pain |
| 61 | Invincible Foes |
| 62 | Invisibility |
| 63 | Life Detection |
| 64 | Mind Bar |
| 65 | Phobia Amplification |
| 66 | Post-Hypnotic Suggestion |
| 67 | Psychic Impersonation |
| 68 | Psychic Messenger |
| 69 | Repugnance |
| 70 | Send Thoughts |
| 71 | Sight Link |
| 72 | Sound Link |
| 73 | Synaptic Static |
| 74. | Taste Link |
| 75 | Telempathic Projection |
| 76 | Truthear |
| 77-78 | Choose any telepathic devotion above |
| **Psychoportive Devotions** | |
| 79 | Astral Projection |
| 80 | Dimensional Door |
| 81 | Dimension Walk |
| 82 | Dream Travel |
| 83 | Time Shift |
| 84 | Time/Space Anchor |
| 85 | Choose any psychoportive devotion above |
| 86-87 | Roll two times |
| 88-89 | Roll three times |
| 90 | Choose any two devotions |
| 91-99 | Roll on Table 13: Sciences |
| 00 | Choose any devotion. Then roll again and consult Table 13. |

Combat featuring psionicists is no more complicated than a fight between one or more wizards. In fact,

its similar. During a battle, psionicists and wizards tend to employ the same tactics: they avoid enemy hackers and slashers, and focus their efforts on the strongest opponent or shore up defenses where needed. A lone psionicist caught by enemy fighters is in serious trouble. Unless he can summon, create, dominate, or otherwise garner some help, he probably will be overpowered. For this reason, psionicists-especially NPCs- rarely travel without an escort if they are expecting trouble.

## Using Powers

In general, a character can initiate only one psionic power per round. There are two key exceptions:

- Once a power is initiated, a character can maintain that power for as long as he can continue paying the maintenance cost. (This assumes that the power has a maintenance cost; if no such cost is mentioned in the description, the power cannot be maintained beyond its initial duration.)
- Psionic defense modes (mind blank, thought shield, mental barrier, intellect fortress, and tower of iron will) do not count against the one-power-per-round limit. A character can always use a defense mode and initiate one other psionic power in the same round.

## Power Checks

The power check is fundamental to psionic combat. *In general, no psionic power functions unless the character first makes a successful power check.* (Chapter I explains how the check is made.) Modifiers apply for some powers. Furthermore, several powers require an additional power check before they'll yield a specific result. Check the individual power descriptions in Chapters 3-8 for details.

## Psychic Contests

Psionic powers often clash "head-on." For example, one psionicist may make a psionic attack against a character with an active psionic defense. Which power prevails? Does the attack break through the defense, or bounce off? A psychic contest determines the answers. Resolving a psychic contest is simple when both powers are initiated in the same round. The two contestants just compare the die rolls for their power checks. The character with the *higher successful roll* wins the contest. If neither character's power check succeeds, or if both rolls are equal, the defender "wins" by default. (In other words, a tie goes to the defender.)
*Example:* An attacker is using ego whip. The defender has erected a thought barrier. The attacker's ego whip power score is 15, and the defender's thought barrier score is 12. The table below shows several possible outcomes of the psychic contest between these powers.

| Attack Roll | Defense Roll | Result |
|---|---|---|
| 11 | 6 | Attacker wins because his die roll is higher. |
| 3 | 9 | Defender wins because his die roll is higher. |
| 4 | 18 | Attacker wins because his attack roll succeeded and the defender's roll did not-in effect, there is no defense this round. |
| 16 | 10 | Defender wins because his defense roll succeeded and the attacker's failed. |
| 19 | 15 | Neither power check succeeded. The defender "wins" by default simply because the attacker didn't. |

| | | |
|---|---|---|
| 8 | 8 | Tied rolls. Again, the defender wins by default because the attacker didn't beat the defense roll. |
| 15 | -- | The attacker wins this automatically. His power check succeeded and his roll is higher than the defender's power score, so NO roll will let the defender win. |

**Maintained Powers:** In the example above, powers were initiated in the same round as the conflict. Some psychic contests involve a power that is being maintained-i.e., a power that was initiated in a previous round. In this case, the player whose character is maintaining the power must make a new power check strictly to resolve the contest. He gains a +1 bonus to his power score because the power is being maintained. If the contest roll "fails," it doesn't mean the power fails. It's still being maintained-just not very well. For the contest, the character ignores the "failed" check and instead receives a "successful" result of 1.

**Multiple Conflicts:** In the thick of battle, a psionicist may be involved in more than one psychic contest per round. If he's using more than one power, the player must make a separate die roll for each power used that round. If he's using a single power against more than one opponent, the player can make a separate die roll for each opponent. As soon as he rolls a number he likes, the player may use that result for all remaining psychic contests involving *that power*, in that round. (In other words, once he gets a power really well "tuned in" during a given round, he can stop "fiddling with the dial".) This rule applies to telepathic defense modes, as well as other powers.

## Psychic Lock

In some psychic contests, there is no clear-cut defender. For example, two characters may try to use psychokinesis on the same object simultaneously. (They do a little psionic arm-wrestling.) In such a case, the character with the higher successful die roll still wins the contest that round. In our example, the winner would control the object. If the power checks indicate a tie, however, the characters are deadlocked-or *psychically locked*. Neither character wins that round. To resolve the conflict, both characters should maintain the same powers during the next round, and engage in a new psychic contest. If either character fails to maintain his power (effectively giving up), he suffers a backlash and loses 4d4 PSPs immediately. In any case, victory may be fleeting. If conditions are right, the loser can challenge the winner to a "rematch" in the next round.

## The Combat Round

Psionic conflicts follow the standard AD&D game combat sequence. All psionic powers-excluding defense modes-are used in order of initiative. For example, if a psionicist wants to attack, or plans to teleport to safety, he can do so when his normal chance to attack comes around. Psionic defenses work throughout the entire round, starting at the very beginning. Unlike spells, psionic powers do not have initiative modifiers. Psionic powers require a certain amount of concentration. A character who uses one during a combat round can move at only half his walking rate. Furthermore, he can be disrupted like a mage casting a spell. A power that is being maintained from a previous round cannot be disrupted this way, nor can telepathic tangents that were established in previous rounds (see below). If a power is disrupted during a preparatory round, the time invested in preparation is lost. No PSPs are expended when a power is disrupted.

# Telepathic Combat

Before a psionicist can use a telepathic power, he must establish contact with the recipient's mind. "Contact" is a telepathic devotion which paves the way for other telepathic powers. Usually, a single use of this devotion is all that's required; the psionicist uses contact first, then follows up with another telepathic power. Beings with little or no psionic talent, including wild talents, can be contacted in this way. So can psionicists and psionic creatures, *provided they cooperate*. The contact devotion never works against a psionicist (or psionic creature) who does not allow it to work. This is true even when he's sleeping or unconscious. Psionicists normally have *closed minds*. Before the contact power can work against them, they must intentionally open their minds. They can be selective, allowing contact with a friendly power while closing their minds to hostile characters or strangers. When a subject's mind is closed, he can only be contacted through telepathic combat. The text below describes five telepathic assaults, or *attack modes*, that are used to establish contact with a closed mind. It also describes five telepathic defenses, which can help prevent such attacks from succeeding. Lastly, it explains what happens when these opposing powers clash.

# Telepathic Attack Modes

There are five attack modes: mind thrust, ego whip, id insinuation, psychic crush, and psionic blast. (See Chapter 7, "Telepathy," for a complete description of each.) Against a mind that is open to contact, each of these powers has specific effects. For example, ego whip can make a character feel so worthless that he suffers a penalty to all of his die rolls. None of these effects occur unless the subject's mind is open to contact, however. If the subject's mind is closed, an attack mode only serves to erode his resistance. If he is repeatedly struck with an attack mode, his mind can be forced to open, and contact will be established. (See "Tangents" below for details.)

**Learning Attack Modes:** A psionicist learns attack modes in the same way he learns other powers. The character must first have access to the telepathy discipline. Then he must allot one of his devotion slots to the power (only psionic blast is a science). A character could devote himself completely to learning the attack modes, and know all five by 2nd level. Or he could learn dozens of telepathic powers without ever picking up a single attack mode. This is the players option.

**The One-Two Punch:** Attack modes differ from most other psionic powers in one key regard: a character using an attack mode gets one bonus attack with that power each round. (An attack mode packs a one-two punch.) The player rolls two power checks. Each of these rolls constitutes a separate attack and, if opposed, is conducted as a separate psychic contest. *Both attacks must be directed against the same target*. The initial cost of an attack mode includes this double attack.

# Telepathic Defense Modes

A character with psionic powers is not defenseless against telepathic attack modes. Five telepathic powers, known as *defense modes*, help protect characters from unwanted contact. These powers are mind blank, thought shield, mental barrier, intellect fortress, and tower of iron will. (See Chapter 7 for a description of each.) Although these powers belong to the telepathy discipline, they are common to all members of the psionicist class. Psionicists develop these powers naturally as they gain experience levels, regardless of whether they have access to the telepathy discipline. (See "Defense Modes" in

Chapter I for an explanation.) When a character activates a telepathic defense mode, it becomes effective at the beginning of the round. The character conducts a psychic contest against every attack mode coming his way. (The initial cost of the defense mode covers all attacks in the round.) At any point during the round, if he rolls a number he likes, he can keep it for the rest of the round. Defense modes have no effect against any psionic powers other than attack modes.

## Attack Modifiers

Each attack mode is more effective against some defense modes than others, and vice versa. This is represented by modifiers which apply to the attacker's power score. Table 14 lists these modifiers. When an attack mode clashes with a defense mode, cross-index the attack with the defense on Table 14. The resulting modifier is applied to the attacker's power score. Thus, positive modifiers are bonuses and negative modifiers are penalties.

**ATTACK VS. DEFENSE MODES**

| | Mind Blank | Thought Shield | Mental Barrier | Intellect Fortress | Tower of Iron Will |
|---|---|---|---|---|---|
| Mind Thrust | +5 | -2 | -4 | -4 | -5 |
| Ego Whip | +5 | 0 | -3 | -4 | -3 |
| Id Insinuation | -3 | +2 | +4 | -1 | -3 |
| Psychic Crush | +1 | -3 | -1 | -3 | -4 |
| Psionic Blast | +2 | +3 | 0 | -1 | -2 |

## Tangents

Each time an attack mode overcomes a defense mode (or an attack mode succeeds against someone who was not using a defense mode), the attacker has established a partial contact called a *tangent*. Three tangents equal full contact. Thus, establishing contact with someone's mind through combat requires three successful attacks. (In common parlance, a single tangent is often called "one-finger contact" and two tangents "two-finger contact.") Remember that an attack mode allows two attacks per round, so it is possible to establish two tangents per round. A tangent has no direct effects in and of itself, no matter which attack mode helps to establish it. It is only a "foot in the door." When the door is open-i.e., when three tangents have succeeded-full contact is established. This contact is the same condition that is achieved when the contact power is used successfully against a nonpsionicist. (In other words, the three effective attacks simply take the place of one successful use of contact.) The tangents no longer apply when contact is established. (That's why there's no such thing as "three-finger contact") When full contact is established, the attacker can make no more attacks against the defender that round. In the next round, he can use any telepathic power against the defender that he chooses-provided he's within range and pays the power cost, of course. Having contact does not make the use of another telepathic power automatic; it only makes it possible. Still, the subject is incredibly vulnerable once contacted. His only means of protection is an overwhelming counterattack (probably a nontelepathic attack) or ejection, which is quite risky. A contacted mind can be dominated, mindwiped, affected by any number of other telepathic devotions, or crippled by another assault.

**Maintaining Tangents:** Maintaining tangents (one or two) costs 1 PSP per round. A psionicist can maintain tangents with only one mind at any time. He can maintain *full contact* with any number of

minds, however. A tangent is broken only when 1) the attacker voluntarily breaks it by simply announcing he is doing so; 2) the attacker fails to pay the maintenance cost of I PSP per round; 3) the attacker uses an attack mode against a different target, or; 4) the attacker is incapacitated.

## Other Considerations

**Line of Sight:** Unless the description states otherwise, psionicists require a line of sight to their target when using a psionic power. Clair-sentient powers are an obvious exception, as are many of the telepathic powers which list power score modifiers for targets which are outside the psionicists field of vision.
**Touch Attacks:** Psionic powers with a range of "touch" can be used in combat, but they require a physical attack roll in addition to a power check to succeed.

## Combat Cards

*The use of combat cards is optional, but strongly recommended.* A combat card is a 3" x 5" index card (or something similar) listing pertinent information for one psionic power. Each player makes one card for each power his character knows. Pertinent information includes the power score, initial cost and maintenance cost, range, preparation time, area of effect, and a brief description of the power's effect. Combat cards serve three purposes. First, they're a handy reference collection-a sort of "psionic spellbook" for a character. Second, they help speed up the game when psionic powers are used during combat. And third, they make psychic contests more equitable. If a character intends to use a psionic power during combat, the player thumbs through his combat cards until he finds the card for that power. Then he places the card in front of him, face down on the table. When the power takes effect, he flips the card face up. This way, if two psionicists do battle, neither psionicist can detect what his opponent is doing before he chooses his own action. If a character maintains a power from round to round, the card remains face up on the table as a reminder. Combat cards can also be used to hide psionic activity from other players. When a psionic power is put into use, the player can select the combat card and show it to the DM only, instead of announcing aloud something that he may not want everyone to know.

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# Understanding Power Descriptions

Statistics. Each power in Chapters 3 through 8 begins with the following terms:

- Power Score. This number or less must be rolled on a d20 whenever a character makes a power check. (See Chapter 1.) A character always makes a power check when attempting to activate a power.
- Initial Cost. The number of PSPs expended when the power is first used. If a character fails his power check, he must expend half this many PSPs. Some telepathic powers list "contact" as their initial cost. That means the contact power must be established before these powers can be used. (See "Contact" in Chapter 7.)
- Maintenance Cost. The number of PSPs expended per round (unless another time period is stated) to keep a power operating from the previous round. Maintaining a power does not require a new power check. If no maintenance cost is listed, then the power cannot be maintained. (A character could reactivate it round after round, however, making a new power check each time.)
- Range. The maximum distance from the psionicist (psionics user) at which the power can have an effect. "Touch" means the psionicist must touch the target.
- Preparation Time. How many rounds a character must spend preparing to use a power, before he can actually try to use it. For example, if a power has a preparation time of "I," the character must spend one full round preparing. (He can't initiate other powers during that round, but he can still maintain them.) After one round of preparation-i.e., in round number two-he can make a power check. If that check fails (or is delayed), the character can try to use the power again in round three. A power that has been prepared can be held ready for just one round; if it isn't used after that, preparation time is wasted (no PSP cost).
- Area of Effect. The physical area or number of beings which the power affects. "Personal" means the power only affects the psionicist.
- Prerequisites. Other sciences or devotions which a character must know before he can use this power.
- Optional Results: Each power description ends with a section marked "Power Score" and another marked "20" The former describes what happens if a player rolls his character's power score exactly when making a power check. The latter describes what happens when the player rolls a natural 20 when making a power check. Both results are optional. DMs can use these results-or devise something similar-to add spice and a small element of risk to psionics.
- Psionicists. The power descriptions in this book are written with psionicists in mind. Psionic creatures and wild talents often use these powers too-just as psionicists do.

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# Clairsentient Sciences

| Aura Sight | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 9 |
| Maintenance Cost: | 9/round |
| Range: | 50 yds. |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

An aura is a glowing halo or envelope of colored light which surrounds all living things. It is invisible to the naked eye. A creature's aura reflects both its alignment and its experience level. When a psionicist uses this power, he can see auras. Interpreting an aura requires some concentration, however. With each use of this power, the psionicist can learn only one piece of information-either the subject's alignment or experience level, but not both simultaneously. A psionicist can examine up to two auras per round. (He must be able to see both subjects.) Alternately, he can examine the same aura twice, to verify his first impression with a second reading or to pick up remaining information. In any case, the psionicist must make a new power check each time he attempts to interpret an aura. The psionicist can be reasonably discreet when he uses this power. He doesn't have to poke at the subject or give him the hairy eyeball. However, he does need to gaze at the subject intently. Since the range of this power is the range of vision, the psionicist can go unnoticed by maintaining his distance. If he tries to sense auras on the people he is conversing with, they certainly will notice that he is staring and probably will be uncomfortable. The level of the character being analyzed affects the psionicists power check. The higher the subject's experience level, the tougher it is to interpret the subjects aura. This translates into a -1 penalty for every three levels of the subject, rounded down. For example, a psionicist reading the aura of an 8th level character would suffer a - 2 penalty. If the die roll for the power check is a I, the psionicist's reading is incomplete or slightly incorrect. For example, the psionicist may learn only the chaotic portion of a chaotic neutral alignment. Or he may interpret the character's level with an error of one or two levels.

***Power score:*** The psionicist can examine up to four auras per round instead of two.

***20:-*** The initiator can't use this power again for 24 hours.

| Clairaudience | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 6 |
| Maintenance Cost: | 4/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | special |
| Prerequisites: | none |

Clairaudience allows the user to hear sounds from a distant area. The psionicist picks a spot anywhere

within range. He then can hear everything that he would be able to hear normally if he were standing in that spot. If the psionicist has enhanced senses, the senses apply to clairaudience as well. The farther the "listening spot" is from the psionicist, the more difficult it is to use this power. The table below gives specifics.

| Range | Power Score Modifier |
|---|---|
| 100 yards | 0 |
| 1,000 yards | -2 |
| 10 miles | -4 |
| 100 miles | -6 |
| 1,000 miles | -8 |
| 10,000 miles | -10 |
| Interplanetary* | -12 |

* Players with the SPELLJAMMERR boxed set should note that clairaudience works only within a given crystal sphere or plane. Using clairaudience does not screen out background noise around the psionicist. If something in his own neighborhood is raising a racket, he may have trouble hearing what is happening somewhere else. Clairaudience also does not give the psionicist the ability to understand a foreign or alien language, nor does it help him interpret sounds. For example, if the psionicist hears furniture scraping across the floor, he can only guess whether it's a chair or something else-just as if he heard it while blindfolded.

***Power Score:*** The psionicist automatically gains clairvoyance of the area as well.

***20:*** The psionicist is deaf for ldl2 hours.

| Clairvoyance | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 7 |
| Maintenance Cost: | 4/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | special |
| Prerequisites: | none |

Clairvoyance allows the user to see images from a distant area. The psionicist picks a viewing spot anywhere within range. He can then see anything that he could normally see if he were standing in that spot. His field of vision is no wider than usual, but he can scan the area by turning his head. Clairvoyance does not replace the character's normal eyesight. The psionicist can still "see" what is actually before him, but the distant scene is superimposed. For this reason, most clairvoyants close their eyes to avoid the confusion of images. The more distant the viewed area is, the more difficult it is to use clairvoyance. The table below shows how the range to a viewed area can diminish the psionicist's power score.

| Range | Power Score Modifier |
|---|---|
| 100 yards | 0 |
| 1,000 yards | -2 |

| | |
|---|---|
| 10 miles | -4 |
| 100 miles | -6 |
| 1,000 miles | -8 |
| 10,000 miles | -10 |
| interplanetary* | -12 |

*Players with the SPELLJAMMERR boxed set should note that clairvoyance works only within a given crystal sphere or plane. Clairvoyance does nothing to enhance the character's vision. Unless some other power or magic is at work, he still cannot see objects that are invisible, hidden in shadow, or behind other objects. This power also provides no sound, so the character actually sees a kind of silent movie (without subtitles, of course). Once the viewing spot is chosen, it is fixed in space. To enjoy the view from another location, the psionicist must use this power another time, and make a new power check. The psionicists clairvoyant presence is undetectable by normal means. It cannot be dispelled, repelled, or kept away by any form of magic.

***Power Score:*** The psionicist automatically gains clairaudience, too, for the duration of the clairvoyant vision.

***20:*** The psionicist is blind for ld4 hours.

| Object Reading | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 16 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 1 |
| Area of Effect: | touch |
| Prerequisites: | none |

Object reading is the ability to detect psychic impressions left on an object by its previous owner, including his race, sex, age, and alignment. The power can also reveal how the owner came to possess the item, as well as how he lost it. The amount of information gained depends on the result of the power check. If the psionicist's power check is successful, he learns the information listed beside that result in the table below, plus all the information listed above it.

| **Power Check Result** | **Information Gained** |
|---|---|
| 1-2 | Last owners race |
| 3 | Last owner's sex |
| 4 | Last owner's age |
| 5 | Last owner's alignment |
| 6-7 | How last owner gained and lost item |
| 8+ | All this information about all owners |

An object can be read only once per experience level of the psionicist; additional readings at that level reveal no additional information. When the clairvoyant gains a new experience level, he can try reading the same object again, even if his object reading score has not changed.
***Power Score:*** The psionicist automatically learns all information on the table above.
***20:*** The psionicist becomes obsessed with the object; he strives to keep it until he can attempt to read it again.

| **Precognition** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 24 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 5 |
| Area of Effect: | na |
| Prerequisites: | none |

Precognition enables the psionicist to foresee the probable outcome of a course of action. This foresight is limited to the near future-no more than several hours from the time he uses the power. Furthermore, the character must describe the intended course of action in some detail in order to establish the course of events. The DM makes the power check secretly. If the check fails, the character gains no information. If the roll is 20 exactly, the character sees himself meeting his own death in a particularly nasty and grisly way and must make a saving throw vs. petrification. If the character fails the save, he is so completely shaken up by the vision that all his psionic power scores are reduced by three for ld6 hours. If the power check succeeds, the character sees the most likely outcome of the actions described. The DM has some liberty in describing the scene and should use the d20 roll as a guide to how much detail to include. High rolls get more detail. Even when its successful, precognition offers no guarantees. The psionicist sees only one possible (albeit likely) outcome to a specific course of action. If the characters involved deviate from the actions the psionicist describes, then they are changing the conditions and the lines of time, thereby making other outcomes more likely. Die rolls (particularly for surprise, initiative, and normal combat) also play a large part in a precognition's inaccuracy. The DM cannot be expected to engineer die rolls to the players' advantage, and even events with 95% certainty fail to occur 5% of the time. Anyone who relies on precognition to the exclusion of caution and common sense is asking for trouble.
Precognition is tiring. Regardless of the outcome, a psionicist who has used this power must rest for at least one turn before he can use any other clairsentient powers (the use of other disciplines is not affected).
***Power Score:*** The psionicist's player may reroll three die rolls to maintain the precognition's validity.
***20:*** See above. (Not an optional result.).

| **Sensitivity to Psychic Impressions** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 12 |
| Maintenance Cost: | 2/round |
| Range: | 0 |
| Preparation Time: | 2 |

| | |
|---|---|
| Area of Effect: | 20-yard radius |
| Prerequisites: | none |

With this power, a psionicist gains a sense of history. He perceives the residue of powerful emotions which were experienced in a given area. These impressions offer him a picture of the locations past. Battles and betrayals, marriages and murders, childbirth and great pain-only events which elicited strong emotional or psychic energy leave their impression on an area. Everyday occurrences leave no residue for the psionicist to detect. To determine how far into the past a psionicist can delve, divide the result of his power check by two and round up. This is the number of strong events which he can sense. Only one event can be noted per round, however, beginning with the most recent and proceeding backward through time. The character's understanding of these events is vague and shadowy, as if he were viewing a dream. The dominant emotion involved-anger, hate, fear, love, etc.- comes through very clearly.
***Power Score:*** The character gains an unusually clear understanding of each event.
***20:*** An angry ghost comes forward and attempts to use magic jar against the psionicist.

## Clairsentient Devotions

| **All-Round Vision** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 6 |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

This power gives the psionicist "eyes in the back of his head"-and in the sides and top, as well. (Of course, this is figurative; he does not literally sprout eyeballs.) In effect, the character can see in all directions simultaneously. Besides its obvious application when combined with the clairvoyance power, all-round vision prevents anyone from sneaking up on the character without some sort of concealment. On the down side, the psionicist suffers a -4 penalty against all gaze attacks while using this power.
***Power Score:*** Infravision is also gained.
***20:*** The psionicist is blind for ld4 hours.

| **Combat Mind** | |
|---|---|
| Power Score: | Int -4 |
| Initial Cost: | 5 |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

A character using this power has an unusually keen understanding of his enemies and their fighting tactics. As a result, the psioni-cist's side in combat gains a -1 bonus when making initiative die rolls. This is cumulative with any other modifiers which may apply.
***Power Score:*** The psionicist (but not his companions) also gains a +1 AC bonus.
***20:*** The psionicist and his companions suffer a +1 initiative penalty.

| **Danger Sense** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 4 |
| Maintenance Cost: | 3/turn |
| Range: | special |
| Preparation Time: | 0 |
| Area of Effect: | 10 yards |
| Prerequisite: | none |

When using danger sense, a psionicist will experience a slight tingling sensation at the back of his neck\when a hazard or threat is near. The DM must make a successful power check on the psionicist's behalf before the character detects the danger. This power does not give the psionicist any specific information about the type of danger. He does not learn how or when it will strike. However, he does learn the general direction of the threat (i.e., to the right, left, ahead, or behind). The characters power check results determine how much warning he gets. If the roll is 12 or more, he knows whether danger is lurking anywhere in the immediate area. If the roll is 8 or more, he enjoys a full round of warning before that danger strikes. If the roll is 7 or less, however, the psionicist isn't alerted until moments before danger strikes. If the roll is I exactly, he still has several moments' warning but the direction is off; e.g., if the attack is coming from the left, he thinks it is coming from ahead, behind, or the right (DM's option). If the psionicist and his companions have enough warning, they can do something to prepare-getting into defensive positions, preparing spells, or running away, for example. If they have less than one round of warning, the DM must decide how much preparation is possible. In any case, they always gain a +2 bonus on their own surprise rolls.
***Power Score:*** The psionicist learns how far away the danger is.
***20:*** The psionicist cannot sense danger successfully for ld6 hours.

| **Hear Light** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 6 |
| Maintenance Cost: | 3/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | special |
| Prerequisites: | none |

This extrasensory power resembles "feel light," but it relies on the characters hearing rather than his sense of touch. A character who has been blinded, either artificially, naturally, or by an injury, can "see" with his ears. Any light waves which reach him are converted to sound, and he "hears" the image. The

image his mind perceives is just like an image offered by normal sight, and the character suffers no penalties for anything requiring vision.
***Power Score:*** The psionicist can "hear" in the dark, as if he had infravision.
***20:*** Bright light causes deafness, and all other light is just a buzz.

| **Feel Light** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 7 |
| Maintenance Cost: | 5/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | special |
| Prerequisites: | none |

This extrasensory power allows the psionicist to experience light through tactile sensations (by touch). His entire body becomes a receiver for light waves. In effect, his body replaces his eyes; he can see what his eyes would normally reveal. (His field of vision does not change.) This power does not allow him to see in the dark, since there must be light for him to feel. Nor does it counter magical darkness, which actually destroys or blocks light waves. The character gains a +4 bonus when saving against gaze attacks.
***Power Score:*** The character can feel light in all directions.
***20:*** The psionicist becomes overly sensitive to light for ldIO rounds. Exposure to light causes I point of damage per round, and the character cannot see.

| **Know Direction** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 1 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

The psionicist becomes his own compass. By paying I PSP and making a successful power check, he knows which way is north.
***Power Score:*** The power is automatically maintained for one day.
***20:*** The psionicist is disoriented; he cannot use this power again for ld6 hours.

| **Feel Sound** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 5 |
| Maintenance Cost: | 3/round |
| Range: | 0 |
| Preparation Time: | 0 |

| | |
|---|---|
| Area of Effect: | special |
| Prerequisites: | none |

This power is almost identical to feeling light, but it makes the psionicist's body sensitive to sound. It allows him to continue hearing when his ears are disabled. This power does not detect sound where there is none, however, nor is it effective inside magical silence. The psionicist gains a +2 bonus against sonic attacks or effects, including a siren's song.

***Power Score:*** The psionicist can detect noise like a thief of the same experience level.

***20:*** For ld4 rounds, any sound causes I point of damage per round and is garbled.

| **Know Location** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 10 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 5 |
| Area of Effect: | personal |
| Prerequisites: | none |

This power is useful to characters who frequently travel by using teleportation, gates, or via other planes of existence. When it works, the power reveals general information about the characters location. The information is usually no more detailed than the response of a simple farmer when asked, "Where am I?" Typical answers include "a few miles south-west of Waterdeep ...as the crow flies," "in the house of Kilgore the taxidermist," or "adrift on the Blood Sea." The higher the result of the power check, the more precise the location will be. If the die roll is 8 or more, the location is specified within a mile or less. If the roll is 7 or less, the location is specified within 10 miles. The character can get additional information that is less specific than the initial answer if his player asks for it. (The psionicist does not make another power check.) For example, if the DM's first response is "you're in the house of Kilgore the Taxidermist," the player might then ask where the house is. The DM might answer by saying Kilgore's house is in Chendi, in the Kingdom of Furyondy.

***Power Score:*** The psionicist learns the exact location he's trying to determine.

***20:*** Nothing within 100 miles can be located with this power for 24 hours.

| **Poison Sense** | |
|---|---|
| Power Score: | Wis |
| Initial Cost: | 1 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 1-yard radius |
| Prerequisites: | none |

This power enables a psionicist to detect the presence of poison and identify its location within I yard of his body (or his presence, if he is using clairvoyance or traveling astrally). The type of poison is not

revealed, only its presence. Any poison, including animal venom, can be detected.
***Power Score:*** The psionicist determines the exact type of poison.
***20:*** If poison exists, the sense of it mentally overwhelms the psionicist. The effects match those of actual exposure to the poison.

| **Radial Navigation** | |
|---|---|
| Power Score: | Int -3 |
| Initial Cost: | 4 |
| Maintenance Cost: | 7/hour |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

As long as this power is in use, the psionicist knows where he is in relation to a fixed starting point. In other words, no matter how or where he moves, he still knows the exact direction and distance to his starting point. He cannot necessarily tell someone how to get back to that starting point, however. If he is in a maze or dungeon, for example, he may know the starting point is 500 yards north, but he cannot retrace his steps through the maze automatically. Radial navigation does enhance his ability to do so, however. Every time the character comes to a decision point-e.g., "should I turn right or left?"-the DM makes a power check for him. If the check succeeds, the character knows which way he came. If the roll fails, he isn't sure. (He can still maintain the power normally, however.) Radial navigation can be helpful in several ways that are not obvious. For example, tele-portation and other extraordinary means of travel become simpler. Let's say a character cannot see a particular location because he's blindfolded. He leaves that location, but uses radial navigation to get a fix on it. That means he can still teleport back there. Furthermore, if the character has a fix on a place, he can reach it through the astral plane in just seven hours, the minimum possible (assuming of course that he can travel through the astral plane). And he can reach the same location by dimension walking (see the psychoportation discipline) with no chance of getting lost. Radial navigation can aid in telepathy, too. If the psionicist wants to make telepathic contact, and he has a fix on the target's location, he doesn't suffer the usual penalties for range. If the character stops maintaining this power, he loses his fix on the location. He can get it back by resuming this power and making a successful power check within six hours. After six hours, the location is lost. Only one location can be fixed at a time unless the character pays the maintenance cost individually for each.
***Power Score:*** The psionicist can automatically retrace his steps to the starting point.
***20:*** The psionicist forgets where he is for ld4 rounds.

| **See Sound** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 6 |
| Maintenance Cost: | 3/round |
| Range: | special |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

This power enables a character to perceive sound waves visually-with his eyes-by converting the sound waves to light impulses. (It works in much the same way as feel light.) Only a character who can see normally can use this power. The psionicist can see sound even in darkness, because sound waves do not require light. The character can still be "blind-ed" by silence, however.
***Power Score:*** The psionicist can maintain this power for I PSP per round.
***20:*** Loud sounds cause "blindness," and all other sounds are as disturbing as bright lights.

| **Spirit Sense** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 10 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 15-yard radius |
| Prerequisites: | none |

Using this power allows the psionicist to sense the presence of "spirits" within 15 yards-meaning ghosts, banshees, wraiths, haunts, and other noncorporeal undead. If a spirit frequently haunts the location at hand, the psionicist will know it. He will also know when a spirit is within 15 yards, but he won't be able to pinpoint its location.
***Power Score:*** The psionicist knows the exact location of the spirits he senses.
***20:*** The psionicist has aggravated the spirits (DM determines exact result).

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# Psychokinetic Sciences

| Create Object | |
|---|---|
| Power Score: | Int -4 |
| Initial Cost: | 16 |
| Maintenance Cost: | 3/round |
| Range: | 20 yards |
| Preparation Time: | 0 |
| Area of Effect: | special |
| Prerequisites: | telekinesis |

A psionicist with this power can assemble matter from air and the surrounding area to create a solid object. This object remains in existence as long as the psionicist pays the power's maintenance cost. When he stops maintaining it, the object breaks into its constituent parts. An object created this way can have any shape, color, and texture the psionicist desires, provided it fulfills at least one of the following conditions:

- Fits entirely within a sphere no more than 4 feet in diameter.
- Fits entirely within a cylinder no more than 20 feet long and I foot in diameter.
- Fits entirely within a cylinder no more than 2 feet high and 6 feet in diameter.
- Weighs no more than 10 pounds.

Only available materials within 20 yards of the psionicist can be used in the construction. However, these materials can be rearranged or restructured if the psionicist also has the power of molecular rearrangement. By combining these two powers, he could manufacture diamonds from coal dust or a sword from rocks containing iron ore. If the power check result is a I, the item contains a flaw-e.g., a sword breaks when struck, a diamond contains impurities obvious to a jeweler, and so on.
***Power Score:*** The object is permanent. No cost is expended to maintain it.
***20:*** The power backfires, and a personal belonging (chosen randomly) disintegrates.

| Detonate | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 18 |
| Maintenance Cost: | na |
| Range: | 60 yards |
| Preparation Time: | 0 |
| Area of Effect: | one item, 8 cu. ft. |
| Prerequisites: | telekinesis, molecular agitation |

Some psionicists can make a bush self-destruct, or cause a zombie to explode. With the detonate power, latent energy inside plants or inanimate objects can be harnessed, focused, and released explosively. The power even works against animated undead (skeletons and zombies). It does not affect noncorporeal undead, such as ghosts, because they aren't material. Furthermore, the science has no effect on animals of any sort, including intelligent creatures such as humans, or undead with free will. The detonation inflicts

ldIO points of damage upon all vulnerable objects which the psionicist chooses to attack, within 10 feet. A saving throw vs. breath weapon reduces damage to half. To determine what percentage of the object was destroyed, multiply the result of the psionicists power check by 10. If the product is 100 or more-i.e, 100% or more- the target has been completely destroyed. Anything less means a few significant chunks remain. No more than 8 cubic feet of material can be destroyed with this power. A portion of a wall can be blown out, for example, but if the wall is 10 inches thick, an opening about 3 feet square will appear.
***Power Score:*** Damage and range double, to 2dl0 points and 20 feet, respectively.
***20:***The air surrounding the initiator detonates; everyone within 10 feet of him is attacked.

| **Disintegrate** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 40 |
| Maintenance Cost: | na |
| Range: | 50 yards |
| Preparation Time: | 0 |
| Area of Effect: | one item, 8 cu. ft. |
| Prerequisites: | telekinesis, soften |

The disintegrate science reduces an item or creature to microscopic pieces and scatters them. Anything is vulnerable unless it is protected by magical shielding such as a minor or regular globe of invulnerability or by an iner-tial barrier. The psionicist chooses his target, but he can disintegrate no more than 8 cubic feet of material with one use of this power. If the target is an inanimate object, it must save vs. disintegration; success means it is unaffected. If the target is a living creature, character, or an undead creature with free will, it must make a saving throw vs. death magic. If it succeeds, the creature feels only a slight tingle, but is otherwise unaffected. If the save fails, the creature is disintegrated (or 8 cubic feet right out of its center, which should be enough to kill most anything).
***Power Score:*** The power affects 16 cubic feet and saves are made with a -5 penalty.
***20:*** The power backfires and it affects the initiator (save with +5 bonus).

| **Molecular Rearrangement** | |
|---|---|
| Power Score: | Int -5 |
| Initial Cost: | 20 |
| Maintenance Cost: | 10 per hour |
| Range: | 2 yards |
| Preparation Time: | 2 hours |
| Area of Effect: | one item |
| Prerequisite: | telekinesis, molecular manipulation |

Molecular rearrangement is the psionic equivalent of alchemy. By toying with an objects molecular structure, the psionicist can change its fundamental nature or properties. This power cannot create matter or mass from nothing, however. Nor can it change a materials state from liquid to solid, gas to liquid, and so on. It is best suited to converting one sort of element into another, but it can also be used for more complex operations-neutralizing a poison, for example. Converting one element to another is usually a

simple operation, in which one ounce of material can be changed each hour. Typical conversions of this type include steel to lead, or any metal to gold. More complex rearrangement, like changing a metal to glass or changing a wooden goblet to a ruby goblet, takes four times longer. The creation of gold coins from other metals is possible, but its no way to get rich quick. At the rate of one ounce per hour, it would take 16 hours-about two work days-to change 10 copper pieces into 10 gold pieces, for a net profit of 9 gold pieces. Molecular rearrangement is often used to create superior weapons. A psionically tempered weapon may receive a+1 on damage rolls (see "Weapon Quality" in Chapter 6 of the DMG). The process is time-consuming, however. For example, a typical short sword takes at least 40 hours to temper psionically. (The average short sword weighs 3 pounds, or 48 ounces, most of which is the blade.) A psionically tempered weapon does not automatically offer a +1 attack-roll bonus. In order to receive that bonus, the psionicist must

1. have the weaponsmithing proficiency and
2. make a successful proficiency check when he fashions the weapon.

The psionicist makes his power check when the process is complete. If it fails, he did not waste all his effort. The difference between the character's die roll and his power score, multiplied by 10, equals the percentage of work which must be redone. If the roll is I, the item seems perfect but contains a hidden flaw which will cause it to break, or fail, or simply look wrong when it is put to use (the ruby goblet might leak, for example, or the sword might contain a soft portion which causes it to bend). This power has no effect against living creatures weighing more than one ounce. Creatures weighing one ounce or less are killed if their molecules are rearranged.

***Power Score:*** The new material is extraordinary (DM's arbitration).
***20:*** The item is seriously flawed and utterly useless.

| **Project Force** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 10 |
| Maintenance Cost: | na |
| Range: | 200 yards |
| Preparation Time: | 0 |
| Area of Effect: | na |
| Prerequisites: | telekinesis |

Some psionicists can push, shove, and otherwise bully an opponent from afar. Project force allows the psionicist to focus a psycho-kinetic "punch" against a target up to 200 yards away. If used offensively, this punch causes damage equal to ld6 points plus the target's armor class (negative armor classes reduce the damage). For example, a target with armor class 5 would suffer 6 to II points of damage (I to 6 points, plus 5). A successful save vs. breath weapon reduces the damage by half. This rather unsubtle blow can also be used to trigger traps, throw levers, open doors (if they aren't locked or latched), break windows, and the like.

***Power Score:*** The blow also knocks down the target if it is roughly man-sized or smaller.
***20:*** The blow strikes the initiator.

| **Telekinesis** | |
|---|---|
| Power Score: | Wis -3 |

| | |
|---|---|
| Initial Cost: | 3+ |
| Maintenance Cost: | 1 + /round |
| Range: | 30 yards |
| Preparation Time: | 0 |
| Area of Effect: | single item |
| Prerequisite: | none |

Telekinesis, or "TK" for short, is the ability to move objects through space without touching them. All telekinetic efforts tend to be physically taxing, because they involve real work. Moving small, light objects is relatively easy. As the objects become more massive, the task becomes significantly more difficult. The costs above (3 PSPs initially and I per round of maintenance) assume that the object being moved weighs 3 pounds or less. For heavier objects, these rules apply:

- The initial cost equals the objects weight in pounds.
- The maintenance cost is half the initial cost, rounded down.
- The characters power score is decreased by one-third of the objects weight in pounds, rounded down. For example, to telekinetically snatch a 15-pound battle axe from a rack, a psionicist must pay 15 PSPs and make a power check with a -5 modifier to his score.

A psionicist using TK can move an object up to 60 feet per round. The object can serve as a weapon. In this case, the character attacks using his own THACO score, with a penalty equaling the object's weight modifier (one-third its weight, rounded down).
***Power Score:*** The character can lift a second item of equal or lesser weight simultaneously for the same cost.
***20:*** The psionicist "fumbles" the item, knocking it over, etc.

## Psychokinetic Devotions

| **Animate Object** | |
|---|---|
| Power Score: | Int -3 |
| Initial Cost: | 8 |
| Maintenance Cost: | 3/round |
| Range: | 50 yards |
| Preparation Time: | 0 |
| Area of Effect: | 1 object, 100 Ibs. |
| Prerequisites: | telekinesis |

Inanimate objects can be "brought to life" with this devotion. The objects are not actually alive, but they move under the psionicist's control as if they were. For example, chairs may walk, trees may dance, and stones may waddle around. The object being animated must weigh 100 pounds or less. The material being animated affects the difficulty of the task; stronger or more brittle materials are harder to animate than weak or floppy materials. Once animated, however, all materials become flexible to some extent.

| **Material** | **Power Score Modifier** |
|---|---|
| Cloth, paper | 0 |

| | |
|---|---|
| Live wood, dead animal | -1 |
| Dead wood | -2 |
| Water | -3 |
| Thin metal | -4 |
| Thick metal | -5 |
| Stone | -6 |

Fluid motion is not common. The animated item moves more like a puppet. Its movements are jerky and clumsy, and if the item was rigid to begin with, it makes a loud creaking, groaning, or grating sound. It can move 60 feet per round (movement rate 6), in any direction chosen by the psionicist. It can attack as a club with a THACO of 20.
***Power Score:*** Animation is smooth and lifelike.
***20:*** No additional effect.

| **Animate Shadow** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 7 |
| Maintenance Cost: | 3/round |
| Range: | 40 yards |
| Preparation Time: | 0 |
| Area of Effect: | 100 sq. ft. |
| Prerequisites: | none |

With this devotion the psionicist can animate the shadow cast by anyone or anything and make it seem to have life of its own. The shadow can even move away from the person or thing that cast it. It must, however, remain flatly cast along a surface. It can never be more than two-dimensional. An animated shadow can't really do anything other than startle or amuse someone. It cannot attack or disrupt a mage's concentration. In this regard, it is similar to a cantrip's effect. It can serve as a diversion by entertaining someone or attracting a guard's attention.
***Power Score:*** The range increases to 100 yards.
***20:*** The shadow disappears completely for one round.

| **Ballistic Attack** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 5 |
| Maintenance Cost: | na |
| Range: | 30 yards |
| Preparation Time: | 0 |
| Area of Effect: | 1 item, 1 Ib. |
| Prerequisites: | telekinesis |

This power can make any psionicist a "David" when he's facing "Goliath." It's a special variation of the telekinesis science. Instead of moving any object relatively slowly, ballistic attack allows the character to

hurl a small object at a target. The object, no more than I pound in weight, can achieve deadly speeds. It must be within sight of the psionicist and cannot be anchored or attached to anything else. A rock is the most common weapon. The psionicist uses his regular THACO to determine whether he hits the target. If he succeeds, the missile inflicts ld6 points of damage (assuming, of course, that the character made a successful power check in the first place).
***Power Score:*** Damage increases to ldl2.
***20:*** Ballistic boomerang. The psionicist becomes the object's target.

| **Control Flames** | |
|---|---|
| Power Score: | Wis -1 |
| Initial Cost: | 6 |
| Maintenance Cost: | 3/round |
| Range: | 40 yards |
| Preparation Time: | 0 |
| Area of Effect: | 10 sq. ft |
| Prerequisites: | telekinesis |

By controlling flames, a psionicist can make a normal fire bigger, smaller, hotter, or colder. He can even make it move around as if it were a living creature. A fire's size can be increased by 100% or decreased by 50%. If the fire's heat is increased, it causes double damage. If its heat is reduced, the damage is halved. This applies to flaming torches, burning oil, and other normal fires, but not to magical fires such as fireballs or burning hands. An animated fire can move up to 90 feet per round (MR 9). It can be shaped like a person or an animal, as long as it covers no more than 10 square feet of ground. If the fire moves away from its fuel, it can survive for only one more round, then dies out. An animated fire can also attack by engulfing an opponent. The psionicist must make an attack roll using his regular THACO. If successful, the attack causes ld6 points of damage.
***Power Score:*** Size can increase up to 200% or decrease to 0% (the fire is extinguished).
***20:*** The psionicist burns himself, suffering ld4 points of damage.

| **Control Body** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 8 |
| Maintenance Cost: | 8/round |
| Range: | 80 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | telekinesis |

This science allows psychokinetic control of another person's body. In effect, the victim becomes a marionette. He knows that someone else is pulling his strings, though, and he's probably mad as all get-out. Before this science actually works, the psionicist must engage in a psychic contest, pitting his power score directly against the victim's Strength. If the victim wins the contest, he breaks free (the psionicist still pays the power cost). In a tie, the contest continues into the next round, provided the psionicist maintains the power. The victim can't do anything else during this contest; all his effort is

focused on retaining control of his own body. If the power works, the psionicist has rudimentary control over the victim's limbs. He can make the victim stand up, sit down, walk, turn around, etc. The body can be forced to attack physically, but with a - 6 penalty on attack rolls (using the victim's own THACO). The victim can't be forced to speak. In fact, he keeps control over his own voice and can say whatever he likes. The victim must stay within the 80-yard range or the psionicist's control is broken automatically. If the body is forced to do something obviously suicidal, like walking off a cliff or poking at a red dragon, the victim can fight another contest with the psionicist to regain control (the adrenaline rush of imminent danger gives him renewed strength).

***Power Score:*** The psionicist automatically wins the initial psychic contest.

***20:*** The psionicist suffers partial paralysis (an arm or leg) for ldIO turns.

| **Control Light** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 12 |
| Maintenance Cost: | 4/round |
| Range: | 25 yards |
| Preparation Time: | 0 |
| Area of Effect: | 400 sq. ft. |
| Prerequisites: | none |

The psionicist can manipulate existing light with this devotion. He cannot create light from darkness, but he can create darkness from light. This power can accomplish the following, and anything else the DM allows:

- Deepen existing shadows, making them inky black. A thief hiding in this shadow gets a 20% bonus on his ability roll.
- Lighten existing shadows, reducing a thief's hiding ability by 20%.
- Brighten a light source until it hurts to look at it. This gives everyone exposed to the light a -2 penalty on attack rolls.
- Dim a light source so it resembles twilight. This does not affect anyone's attack rolls.
- Extend shadows into areas that are otherwise well lit. Only an existing shadow can be extended, but its size can be increased by 200% (i.e., its size can be tripled).
- Extend light into areas that are otherwise in shadow. Shadows can be reduced in size by 50%.

***Power Score:*** The maintenance cost is reduced to I PSP per round.

***20:*** The effect is the opposite of what is desired, and maintenance fails.

| **Control Sound** | |
|---|---|
| Power Score: | Int -5 |
| Initial Cost: | 5 |
| Maintenance Cost: | 2/round |
| Range: | 100 yards |
| Preparation Time: | 0 |
| Area of Effect: | na |
| Prerequisites: | none |

This power allows the psionicist to shape and alter existing sounds. As a woman speaks, for example, the psionicist could change her words into a lion's roar, or even into different words. Or he could disguise the sound of 20 men marching past a guard as falling rain. Sounds can also be layered-so that one singing person sounds like an entire choir, for example. If the character's power check is a I, something about the sound he's altered isn't quite right, so it arouses suspicion. If he is trying to exactly duplicate another voice, this fault occurs on a roll of I or 2. This power can also dampen a sound. The player must specify which sound the character intends to eliminate; the power has no area of effect. For example, the psionicist might quiet the sound of a hammer, muffle the words from someone's mouth, or eliminate the creaking of a door. He could not do all three simultaneously, however.
***Power Score:*** The maintenance cost is reduced to 1 PSP per round.
***20:*** A loud boom erupts from the psioni-cist's location.

| **Control Wind** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 16 |
| Maintenance Cost: | 10/round |
| Range: | 500 yards |
| Preparation Time: | 2 |
| Area of Effect: | 1,000 yards |
| Prerequisites: | telekinesis |

The psionicist can gain limited control over wind speed and direction with this devotion. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%, whichever is greater. The direction of the wind can also be changed by up to 90 degrees. These changes are temporary, lasting only as long as the psionicist pays the maintenance cost. The changes occur within moments after he wills them, and die out in less than a minute when he stops maintaining them. Winds above 19 miles per hour prevent anything smaller than a man or a condor from flying and impose a -4 modifier on missile fire. They also whip up waves on the sea and make sailing difficult. Winds gusting at over 32 miles per hour cause minor damage to ships and buildings. These gusts also kick up clouds of dust, and prevent all but the largest creatures from flying. Winds over 55 miles per hour prevent all flight, knock down trees and wooden buildings, and threaten to swamp ships. Winds over 73 miles per hour are hurricane gales.
***Power Score:*** The psionicist gains total direction control and can change speeds by up to 25 mph or 50 %, whichever is greater.
***20:*** No additional effect.

| **Create Sound** | |
|---|---|
| Power Score: | Int -2 |
| Initial Cost: | 8 |
| Maintenance Cost: | 3/round |
| Range: | 100 yards |
| Preparation Time: | 0 |
| Area of Effect: | na |
| Prerequisites: | telekinesis, control sound |

Unlike the control sound devotion, this power allows a psionicist to create sound from silence. That means the psionicist can choose the source or location of the sound. For example, he can make rocks sing, weapons cast insults, and trees sound as if a battle is occurring inside. The sound can be as soft as a whisper or as loud as several people shouting in unison. Once the sound is created, the psionicist can control it without expending additional PSPs (other than normal maintenance). If the die roll for the character's power check is a I, the sound is not quite true and may arouse suspicion in listeners. If a specific human voice is being mimicked, this happens on a roll of I or 2. Created sounds cannot have any magical effect. The psionicist might duplicate a banshee's wail, for example, but it cannot harm anyone.
***Power Score:*** Sound volume can be up to that of a dragon's roar.
***20:*** A loud boom erupts near the initiator.

| **Inertial Barrier** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 7 |
| Maintenance Cost: | 5/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 3-yard diam. |
| Prerequisites: | telekinesis |

The inertial barrier is a defense. The psionicist creates a barrier of "elastic" air around himself and anyone else within 3 yards. Like an unpoppable, semipermeable bubble, this barrier helps soften missile blows and can shield those inside from many forms of damage. Specifically, the barrier helps protect against the following, by absorbing some (or with luck all) of the potential damage:

- Any nonmagical missile weapon.
- Any physical missile which was created with magic.
- Any missile with magical pluses.
- Flames.
- Some breath weapon attacks, depending on the nature of the breath.
- Acid. The barrier stops or slows the attack. This doesn't matter much if the acid comes from above, because it just drips on the characters.
- Gas. The barrier turns it aside, at least partially (depending on the defenders die roll), but after a turn it will eventually work its way inside and take full effect. Falling. A psionicist with an inertial barrier in place suffers only one-half damage from a fall; the barrier absorbs a lot of the impact, but the character still gets banged around inside.

The inertial barrier has no effect against the following:

- Missiles conjured from pure magic.
- Raw heat or cold.
- Pure energy or light.
- Gaze weapons.

Furthermore, the barrier cannot keep enemies out, but it does slows them a bit. Anyone trying to cross the barrier must stop moving when he hits it. He can then cross inside (or outside) in the next round. Handling Missile Attacks: The inertial barrier saps energy from missile weapons by tightening around them as they pass through. If a missile strikes its target inside the barrier, the attacker rolls damage

normally. The defender then rolls the same type of die (as the attacker just did) to see how much damage the barrier absorbed. The defender does not include any magical pluses the weapon may have. The defender then subtracts the result of his die roll from the attackers damage. If anything is left over, the defender loses that many hit points. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier does prevent damage, but not the explosion. The barrier does not differentiate the direction of travel. If a weapon is fired from the inside, the penalties above still apply.

***Power Score:*** The barrier blocks an additional point per die.

***20:*** The psionicist creates a bizarre wind-pocket that knocks him to the ground.

| **Levitation** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 12 |
| Maintenance Cost: | 2/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | telekinesis |

Levitation allows the user to float. It is the use of telekinesis on oneself. A character can lift himself at the rate of I foot per second, or 60 feet per round. The character can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. Levitation is not flying; it doesn't provide any horizontal movement. The character can hover motionless, and will drift with the wind, however. He can also push himself off a wall or other fixed object and drift up to 60 feet per round in a straight line, but he can't stop until he meets another solid object or lowers himself to the ground. Two other powers-control wind and project force-can help the levitating psionicist propel himself forward. Control wind allows him to determine the direction in which he drifts. Project force allows him to create a "wall" wherever it's wanted; movement is up to 60 feet per round, in any direction. Each change of direction or speed is a distinct use of the power, however, and costs PSPs. A psionicist can always levitate his own weight. Additional weight, however, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight reduces the characters power score by one point.

***Power Score:*** The rate of levitation is doubled (to 120 feet/round).

***20:*** The psionicist doubles his weight for one round. If he falls, he suffers an extra d6 points of damage.

| **Molecular Agitation** | |
|---|---|
| Power Score: | Wis |
| Initial Cost: | 7 |
| Maintenance Cost: | 6/round |
| Range: | 40 yards |
| Preparation Time: | 0 |
| Area of Effect: | 1 item, 20 Ibs. |
| Prerequisites: | none |

Molecular agitation enables the user to excite the molecules of a substance: paper ignites, wood

smolders, skin blisters, water boils, etc. The list below shows what's possible, depending on how many rounds the substance is agitated.

1. round: readily flammable materials (e.g., paper, dry grass) ignite, skin becomes red and tender (I point of damage), wood becomes dark.
2. rounds: wood smolders and smokes, metal becomes hot to the touch, skin blisters (ld4 points of damage), hair smolders, paint shrivels.
3. rounds: wood ignites, metal scorches (ld4 points of damage), skin burns away (ld6 points of damage), water boils, lead melts (damage does not increase after this round, but does continue).
4. rounds: steel grows soft.
5. rounds: steel melts.

Where magical items are concerned, allow saving throws against destruction, but add a +10 penalty to the saving throw number (this heat is quite destructive, coming from inside the material rather than outside).
***Power Score:*** After round one, the rate of agitation doubles (3 rounds of damage occurs in just 2, 5 rounds of damage occurs in 3).
***20:*** An item belonging to the psionicist (chosen at random) is affected for one round.

| **Molecular Manipulation** | |
|---|---|
| Power Score: | Int -3 |
| Initial Cost: | 6 |
| Maintenance Cost: | 5/round |
| Range: | 15 yards |
| Preparation Time: | 1 |
| Area of Effect: | 2 sq. inches |
| Prerequisites: | telekinesis |

This power allows the user to weaken the molecular bonds within an object or structure. When someone stresses the object or strikes a blow it, it snaps. The psionicist can create a "breaking point" of approximately two square inches per round. Deterioration occurs across a plane (in two dimensions, not three). One round's work is enough to fatally weaken most small objects-e.g., swords, ropes, saddle straps, belts, and bows. Larger objects require more time, and DM discretion. DMs must decide how vulnerable this power makes larger, oddly shaped items like shields or doors. They should keep in mind that an object need not be in two pieces before its virtually useless. For example, a little boat with a cracked hull is unsafe at sea. And a shield that is split halfway across offers little or no protection; if successive blows don't shatter it, they certainly will rattle the holders arm unmercifully.
***Power Score:*** Weakening occurs at twice the rate above.
***20:*** The item is strengthened. Now it requires twice the normal effort to weaken.

| **Soften** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 4 |
| Maintenance Cost: | 3/round |
| Range: | 30 yards |

| | |
|---|---|
| Preparation Time: | 0 |
| Area of Effect: | 1 object, 10 Ibs. |
| Prerequisites: | none |

This power resembles molecular manipulation, except that it weakens the entire object instead of small area across a single plane. The object softens overall, losing its rigidity and strength. Specific effects vary, depending on the material. Metal: For each round of softening, weapons incur a -1 penalty to attack rolls and cause one less point of damage, cumulatively. The armor class of metal armor increases one point per round of softening. After 10 rounds, any metal becomes soft and rubbery, but retains its shape. Wood: Like metal, weapons with wooden shafts or handles suffer a -1 penalty to attack rolls and damage per round of softening. After six rounds, wood becomes stringy and rubbery but retains its shape. After 10 rounds, the grain can be split easily and a punch can break through even the hardest and thickest doors or chests. Stone: After two rounds, stone becomes noticeably soft to the touch. After five rounds, it can be worked like stiff clay, but this is as soft as it gets. Magical Items: Save vs. crushing blow to escape the effect entirely. Living Tissue: No effect. DMs can use their own judgement and the examples above to handle other materials.

***Power Score:*** All effects are doubled.

***20:*** The item is strengthened, and can't be affected again until the psionicist gains one level.

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# Psychometabolic Sciences

| Animal Affinity | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 15 |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

When the psionicist first learns this power, he develops an affinity for a particular type of animal. He cannot choose the animal; the affinity is dictated by his aura. To determine the nature of the affinity, the psionicist's player rolls ld20 and consults the table below. From that point on, when the character invokes this power, he can claim one of the animal's attributes as his own-temporarily. He can gain the animals armor class, movement rate and mode, attacks and damage, THACO, hit points, or any other special ability. Only one of these can be used at a time, however. The effect lasts as long as the psionicist maintains the power. Switching to a different ability means paying the initial cost of the power again, and making a new power check. The character does undergo a physical change when this power is invoked. The extent of the change depends on the animal and the ability. For example, adopting a hawks movement obviously requires wings, while attacking like a tiger calls for fangs and claws.

| | |
|---|---|
| 1 | Ape |
| 2 | Barracuda |
| 3 | Boar |
| 4 | Bull |
| 5 | Crocodile |
| 6 | Eagle, giant |
| 7 | Elephant |
| 8 | Falcon |
| 9 | Griffon |
| 10 | Grizzly bear |
| 11 | Lion |
| 12 | Panther (black leopard) |
| 13 | Percheron (draft horse) |
| 14 | Peregrine falcon (hawk) |
| 15 | Rattlesnake |
| 16 | Scorpion, giant |
| 17 | Shark |
| 18 | Stag |

| | |
|---|---|
| 19 | Tiger |
| 20 | Wolf |

***Power Score:*** The character gains two abilities instead of one.
***20:*** The characters skin takes on the appearance of the animal's skin until the power is used again successfully (no change in AC).

| **Complete Healing** | |
|---|---|
| Power Score: | Con |
| Initial Cost: | 30 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 24 hours |
| Area of Effect- | personal |
| Prerequisite: | none |

The psionicist who has mastered this power can heal himself completely of all ailments, wounds, and normal diseases. He places himself in a trance for 24 hours to accomplish the healing. The trance is deep, and cannot be broken unless the character loses 5 or more hit points. As he uses this power, the psionicist's body is repairing itself at an incredible rate. At the end of the 24-hour period, the character awakes, restored to complete health in every regard except for the 30 PSPs he expended to use complete healing. If the character's power check fails, he breaks his trance after only one hour, having realized that the power was not working. Only 5 PSPs have been expended.
***Power Score:*** The healing occurs in just one hour.
***20:*** The psionicist awakes after the full 24 hours to discover that the attempt failed. He has expended 5 PSPs.

| **Death Field** | |
|---|---|
| Power Score: | Con -8 |
| Initial Cost: | 40 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 3 |
| Area of Effect: | 20 yd. rad. |
| Prerequisite: | none |

A death field is a life-sapping region of negative energy. Only psionicists of evil alignment can learn this power without suffering side effects. If any other psionicist tries to learn the death field, his alignment will gradually be twisted toward evil as he explores this very dark portion of his psyche. A successful death field takes it toll on everyone inside it, including the psionicist. Before he initiates this power, he must decide how many hit points he will sacrifice. If the power works, the loss is inevitable; he gets no saving throw. Every other living thing within the death field must make a saving throw vs. death. Those who succeed escape damage. Those who fail lose the same number of hit points as the psionicist. For the

weak, that can mean death.
***Power Score:*** The pionicist loses only half the number of hit points he specifies; victims who fail their saving throws lose the full amount.
***20:*** The power fails, but the psionicist loses the hit points anyway.

| **Energy Containment** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 10 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

A psionicist with this power has trained himself to safely absorb and assimilate energy from electricity, fire, cold, heat, and sound- energy that would fry, freeze, or otherwise harm a normal character. Any physical assault based on these energy types can be drawn into the psionicist's body. The character transforms the energy, and safely releases it as visible radiance (light). In effect, this protects the psionicist against energy attacks. If the psionicist makes a successful power check, he can double the result of his die roll when saving against an energy attack. If the character makes a successful saving throw, he suffers no damage from the attack. If he fails, he suffers only half damage, regardless of what the spell description (if applicable) states. When the character absorbs energy, he radiates visible light for a number of rounds equal to the points of damage he absorbed. If he suffered half damage, he radiates for that many rounds. If he suffered no damage, roll for damage anyway to see how long he glows. This glow is definitely noticeable, but it is soft, and illuminates no more than an area with a 2-yard radius.
***Power Score:*** All saves against energy attacks automatically succeed during the round in which the power is in effect.
***20:*** The psionicist becomes an energy attractor for 1 turn. All saves vs. energy attacks fail, causing full standard damage.

| **Life Draining** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 11 |
| Maintenance Cost: | 5/round |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | none |

With this devotion, a psionicist can drain hit points from another character and use them to recover his own. This transfer occurs at the rate of 1d6 points per round. The character can absorb up to 10 more hit points than his healthy total, but these bonus points last only one hour. After that, if the psionicist still has more hit points than he should, the excess points vanish.
***Power Score:*** Rate of drain increases to 1d20 points per round.

***20:***Backfire! Half of the psionicists remaining hit points are absorbed by the target, reversing the power's effects.

| **Metamorphosis** | |
|---|---|
| Power Score: | Con -6 |
| Initial Cost: | 21 |
| Maintenance Cost: | I/turn |
| Range: | 0 |
| Preparation Time: | 5 |
| Area of Effect: | personal |
| Prerequisites: | none |

This science resembles polymorphing, but it has a much wider application. The psionicist can change himself into anythingwith approximately the same mass as his body: a wolf, a condor, a chair, a rock, a tree. While in this form, he retains his own hit points and THACO, if possible, but gains the armor class the new form. The psionicist also gains all physical attacks that form allows, but no magical or special abilities. (This all depends on the new form; a tree cannot attack, so THACOs and attacks are meaningless.) Like any massive change of shape, however, this causes great physical stress. The psionicist must make a system shock roll to survive the change. If the roll fails, he does not die, but the PSPs are expended and he passes out for 2d6 turns.
***Power Score:*** The system shock roll automatically succeeds, and the new forms mass can be up to three times that of the psionicist's body.
***20:*** The psionicist must save vs. paralyza-tion. Failure means he changes to the new form permanently.

| **Shadow-form** | |
|---|---|
| Power Score: | Con -6 |
| Initial Cost: | 12 |
| Maintenance Cost: | 3/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

A psionicist using this power actually transforms himself into living shadow, along with his clothing, armor, and up to 20 pounds of equipment. He can blend perfectly into any other shadow and travel with a movement rate of 6. He can only travel through darkness and shadow, however. Areas of open light are impassable. While in shadow-form, the psionicist can be detected only by life detection, other types of psychic detection, or by a true seeing spell. He cannot harm anyone physically, or manipulate any corporeal object, but he can still use psionic powers. If the psionicist rolls a I on his power check, he becomes shadow but none of his clothing or equipment makes the switch.
***Power Score:*** The psionicist gains all desirable powers of the "shadow" monster for ld4 turns.
***20:*** The player must roll a save vs. lightning for the psionicist's most valuable item. If it fails, the item becomes shadow and drifts away, lost forever.

# Psychometabolic Devotions

| Absorb Disease | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 12 |
| Maintenance Cost: | na |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | none |

This power lets the psionicist take the disease from another character's body, and absorb it himself. Presumably, the psionicist will then heal himself (using complete healing). This power can absorb magical diseases, but not curses, such as lycanthropy.

***Power Score:*** The disease is automatically destroyed by the psionicist's immune system.

***20:*** The disease remains in the victim while spreading to the psionicist.

| Adrenalin Control | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 8 |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

By controlling the production and release of adrenalin in his system, the psionicist can give himself temporary physical boosts on demand. When he increases his adrenalin, the character gains ld6 points, which he can add directly to his Strength, Dexterity, or Constitution scores however he chooses. He enjoys all the normal bonuses for high physical attributes while this power is in effect. If the psionicist's power check result is a I, he overtaxes his system with this adrenalin. He still gets the boost, but he loses twice that many hit points, too.

***Power Score:*** Instead of dividing the d6 result, the character applies that many points to each of the three attributes.

***20:*** The psionicist must make a successful system shock roll or suffer a 50% loss in current hps and pass out for ld8 hours.

| Aging | |
|---|---|
| Power Score: | Con -5 |
| Initial Cost: | 10 |
| Maintenance Cost: | na |
| Range: | touch |

| | |
|---|---|
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | none |

With this power, an evil psionicist can cause unnatural aging by touch. (Other psionicists can use this power, too, but their alignment would begin to twist toward evil.) The victim ages ld4 years instantly and must make a saving throw vs. polymorph. Failure means that the change was traumatic, and he ages another year automatically. If the psionicist's power check result was a I, there is a backlash and he, too, ages ld4 years.

***Power Score:*** The victim ages 1d20 years.

***20:*** The psionicist ages 1d10 years.

| **Biofeedback** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 6 |
| Maintenance Cost: | 3/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

Biofeedback is the power to control the flow of blood through one's own body. This power has two key effects. First, the psionicist can easily control bleeding. As a result, he suffers two fewer points of damage from every attack against him which causes physical injury. Second, by flooding key portions of his body with blood, the psionicist effectively cushions blows against him and reduces their effect. The character's armor class is reduced by one.

***Power Score:*** AC is reduced by three.

***20:*** Excessive blood flow results in scattered bruises and a 10% hp loss.

| **Body Control** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 7 |
| Maintenance Cost: | 5/turn |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

This power allows a psionicist to adapt his body to a hostile enviroment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the psionicist not only survives, he fits in like a native organism. He can breathe and move normally, and he takes no damage simply from being in that environment. An attack in any form does not constitute an environment. For example, a character who can survive subarctic temperatures is still vulnerable to a cone of cold.

***Power Score:*** The psionicist can adapt himself to a new environment while maintaining the power.
***20:*** The character becomes even more vulnerable, and the environment causes ld4 points of damage per round. (A second use of body control halts damage.)

| **Body Equilibrium** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 2 |
| Maintenance Cost: | 2/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

Body equilibrium allows the user to adjust the weight of his or her body to correspond with the surface he's standing on. Thus he can walk on water, quicksand, or even a spider's web without sinking or breaking through. If the character is falling when he uses thispower, he will fall 120 feet per round-slow enough to escape injury. Because of his lightness, the character must be wary of wind gusts, which can easily sweep him up and blow him away.
***Power Score:*** The effect lasts up to a day without maintenance.
***20:*** The psionicist's weight instantly rises by a factor of 10; he must use body equilibrium to fix the problem.

| **Body Weaponry** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 9 |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

Body weaponry allows the psionicist to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated- except a short bow, hand crossbow, light crossbow, or any weapon the psionicist cannot normally use. The arm actually becomes wood and/or metal, and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with a bonus: it can never be dropped or stolen.
***Power Score:*** The "armament" gives the psionicist a +1 attack bonus (but no damage bonus).
***20:*** The psionicist must make a system shock roll or pass out for ldIO rounds.

| **Catfall** | |
|---|---|
| Power Score: | Dex -2 |
| Initial Cost: | 4 |
| Maintenance Cost: | na |
| Range: | 0 |

| | |
|---|---|
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

A character using this power can spring like a cat in the same round, and always land gracefully on his feet. He still suffers damage from falling, but the damage is halved. He can jump down 30 feet without risking any injury at all.
***Power Score:*** The psionicist can jump 50 feet instead of 30 during this single use of the power.
***20:*** No effect.

| **Cause Decay** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 4 |
| Maintenance Cost: | na |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | 60lbs |
| Prerequisite: | none |

This power works only against inanimate objects. The psionicist's touch causes instant decay: metal rusts, wood ages and splits, cloth falls to dust. The DM rolls a saving throw vs. acid for the item touched. If this fails, the item-or a maximum of 60 pounds of it-is consumed by decay within one round.
***Power Score:*** The save automatically fails.
***20:*** One of the psionicist's own items decays (no save)-either the first item touched, or an item chosen randomly by the DM.

| **Cell Adjustment** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 5 |
| Maintenance Cost: | up to 20/round |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | none |

Cell adjustment allows the psionicist to heal wounds and cure diseases. Any sort of wound can be healed, but only nonmagical diseases are affected (e.g., this power cannot heal mummy rot, nor can it cure a lycanthropic curse). The psionicist can cure a disease in one round by spending 5 PSPs and making a succesful power check. If the die roll equals a I, he succeeds but its doubly taxing (10 PSPs). If it equals a 2, he fails because the disease is too widespread; he must spend another 5 PSPs and try again next round. A "cure" doesn't automatically restore hit points lost due to illness; it merely arrests the disease. However, the psionicist can heal up to 4 points of damage in each subsequent round by spending 5 psionic strength points per hit point recovered. He cannot cure the disease and restore hit points during the same round.

***Power Score:*** All disease-or up to 10 points of damage-is instantly healed at a cost of 5 PSPs.
***20:*** The psionicist suffers ldIO points of damage but the patient is unaffected.

| **Chameleon Power** | |
|---|---|
| Power Score: | Con -1 |
| Initial Cost: | 6 |
| Maintenance Cost: | 3/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

The psionicist using this power actually changes the coloration of his skin, clothing, and equipment to match his background. The match is automatic; he does not choose the appearance. The change takes several seconds. As he moves, the coloration changes and shifts to reflect any changes in the surroundings. In effect, chameleon power makes a psionicist very difficult to spot. If the character remains stationary, he can avoid detection simply by making a successful power check. If the character moves, his power score is reduced by three when he makes the check. This power is most effective in natural surroundings, where one's coloration would logically conceal him. In an urban setting, or in an area without natural cover during broad day- light, the character's chameleon power score is halved (rounded down).
***Power Score:*** The psionicist's power score gains a +3 bonus during "hiding" checks.
***20:*** The psionicist's colorations strongly clash with the background; he sticks out like a sore thumb.

| **Chemical Simulation** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 9 |
| Maintenance Cost: | 6/round |
| Range: | touch |
| Preparation Time: | 1 |
| Area of Effect: | varies |
| Prerequisite: | none |

With this devotion, a psionicist can make his body simulate the action of acids. The character secretes an "acid" through his hand. Any item he touches and holds briefly must make a saving throw vs. acid or be dissolved. If used as a weapon, this acid cannot inflict more than two or three points of damage, though it can cause considerable pain.
***Power Score:*** All saves for normal items fail; magical items still get a saving throw.
***20:*** Acid oozes from the psionicist's sweat glands; all items touching his skin must save vs. acid.

| **Displacement** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 6 |
| Maintenance Cost: | 3/round |

| | |
|---|---|
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

This power resembles the displacer beast's natural ability to make itself appear to be up to 3 feet from his actual location. The psionicist decides where this false image will appear. This is a very effective means of protecting oneself from attack, giving the psionicist a two-point bonus on his armor class (lowering it two points). True seeing will reveal the character's real location.
***Power Score:*** The AC bonus is +4.
***20:*** No effect.

| **Double Pain** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 7 |
| Maintenance Cost: | na |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | none |

By touching another person, the psionicist greatly lowers that character's pain threshold. (Even a little scrape will feel like a serious injury.) The effect lasts one turn. During that time, all damage scored against that character is doubled. However, only half of this damage is real; the other half represents the amplified pain. When the character's total of real damage and pain reduces his hit points to zero or less, he passes out. He will regain consciousness ldIO rounds later. At that time he also regains "fake" hit points-those lost only to pain. If the victim does not pass out in one turn (the duration of this power's effects), damage scored against him is no longer doubled. However, the points of "pain damage" which he has an already incurred will remain in effect for another ld6 rounds.
***Power Score:*** The victim must make a system shock roll upon each hit, or pass out due to the excrutiating pain.
***20:*** The power backfires and affects the psionicist for one hour.

| **Ectoplasmic Form** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 9 |
| Maintenance Cost: | 9/round |
| Range: | 0 |
| Preparation Time: | 1 |
| Area of Effect: | personal |
| Prerequisite: | none |

With this power a psionicist converts himself to ectoplasm, (a fine-spun, smoky substance). He becomes insubstantial, ghostlike, and able to walk through solid material as if it didn't exist. The psionicist is still

visible as a whispy outline. He moves at his normal movement rate and in the normal fashion (e.g., if he couldn't fly before, he can't now). The psionicist can also convert the following to ectoplasm: his clothing, armor, and up to 15 pounds of equipment that he's carrying.
***Power Score:*** The maintenance cost is 3 PSPs per round.
***20:*** The psionicist's items become ectoplasmic, but he doesn't. He must use this power again (successfully) to retrieve them.

| **Enhanced Strength** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | varies |
| Maintenance Cost: | varies |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

A psionicist can increase his physical Strength score to a maximum of 18 through this devotion. The PSP cost is twice the number of points he adds to his Strength score. (If he fails, he loses half this amount; see Chapter 1.) The maintenance cost per round equals the number of Strength points he has added. Physical Strength cannot be raised above 18 psionically. The psionicist does not qualify for exceptional Strength bonuses if he raises his Strength to 18.
***Power Score:*** The psionicist can raise his strength to 18/00, with each 25% increase costing an additional PSP.
***20:*** The power backfires and lowers Strength by ld6 until arrested by this power.

| **Expansion** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 6 |
| Maintenance Cost: | I/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

The psionicist can expand his own body proportions in any dimension: height, length, width, or thickness. He can increase any or all of these proportions by 50% of their original size per round. Maximum expansion is four times original size. This power has no effect on clothing or equipment. Ability scores don't increase either. In other words, the character does not grow stronger simply because he became taller. However, being very big often has other advantages.
***Power Score:*** Maximum expansion becomes 10 times and the rate is 100% per round.
***20:*** The psionicist shrinks by 50% until arrested by this power.

| **Flesh Armor** | |
|---|---|
| Power Score: | Con -3 |

| | |
|---|---|
| Initial Cost: | 8 |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

The psionicist transforms his own skin into nonmagical armor. No one can see the change, but its as if he had actually acquired some type of armor. The type of armor his body mimics depends on the result of his power check, as shown in the following table:

| | |
|---|---|
| 1 | left hand functions as a shield, AC 9 |
| 2 | leather, AC 8 |
| 3-4 | ring mail, AC 7 |
| 5-6 | scale mail, AC 6 |
| 7-8 | chain mail, AC 5 |
| 9-10 | banded mail, AC 4 |
| 11+ | plate mail, AC 3 |

Because this armor is part of his body, the psionicist can enjoy its benefits without suffering any penalty he might have if he were actually wearing that type of armor. The armor created by this power weighs nothing, has no magnetic properties, and in no way encumbers the psionicist. Its effects may be combined with rings of protection.

***Power Score:*** The psionicist gains a +1 bonus to the armor class listed above.

***20:*** The power just grows ugly hair over his body, which must be shaved off or he loses 2 points of Charisma.

| **Graft Weapon** | |
|---|---|
| Power Score: | Con -5 |
| Initial Cost: | 10 |
| Maintenance Cost: | I/round |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

With this power the psionicist can graft any one-handed melee weapon directly onto his body. He picks up the weapon, activates this power, and the weapon becomes an extension of the character's arm. Assuming the character is proficient with that type of weapon, he gains a +1 bonus to attack rolls and damage. If he is not proficient with the weapon, he suffers the usual nonproficiency penalties, but still gets the +1 bonus.

***Power Score:*** The +1 bonus for attacks and damage increases to +4.

***20:*** The weapon has been weakened; it will break on any attack roll of 1.

| Heightened Senses | |
|---|---|
| Power Score: | Con |
| Initial Cost: | 5 |
| Maintenance Cost: | I/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

By means of this devotion the psionicist sharpens all five of his normal senses: sight, hearing, taste, touch, and smell. This has several effects, which are described below. The DM may allow additional applications as he sees fit. First, the character has a good chance to notice thieves who are hiding in shadows or moving silently. The thief's skill chance is halved when someone with heightened senses is observing him. Even if the thief is already hidden, he must roll again when a character with heightened senses enters the picture. Second, the psionicist can track someone like a bloodhound. He must make an Intelligence check every turn to stay on the trail or recover the trail if it is lost. His movement rate when tracking is 6. The trail can be no more than 24 hours old. Third, the psionicist's ranges for hearing and seeing are tripled. He can, for example, identify a person (in daylight) at a range of 400 yards. Fourth, the character can taste poisons or other impurities in quantities which are much too small to cause any harm. Fifth, the character can identify almost anything by touch. He can, for example, tell two gold pieces from each other after having previously handled just one of them. He can also tell if something has been handled in the last five minutes simply by handling it himself.
***Power Score:*** One of the heightened senses (chosen randomly) stays with the psionicist for a full day.
***20:*** One of the psionicist's five senses is lost for ldl2 hours.

| Immovability | |
|---|---|
| Power Score: | Con -5 |
| Initial Cost: | 9 |
| Maintenance Cost: | 6/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

When a psionicist makes himself immovable, he is exactly that. A tremendous amount of force is required to uproot him from his spot. Moving the psionicist requires a combined Strength total that is at least 10 times greater than his immovability score (Con -5). If a character is pushing the psionicist, and makes a successful bend bars roll, that character can double the Strength he's contributing to the total. Even if a group manages to move the psionicist once, they may not be able to move him any easier the next time. The psionicist remains immovable until he stops maintaining the power. This power has nothing to do with weight. A character will not crash through the floor because he made himself immovable. He has instead attached himself to the fabric of the universe, which is considerably more powerful than the strongest castle. He does, however, need a horizontal surface as an anchor. If the

psionicist's power check results in a I, he attaches himself so well that even he can't break free simply by shutting off the power. He must pay the initial cost again (9 PSPs) to free himself.
***Power Score:*** Moving the psionicist becomes impossible.
***20:*** The psionicist can't stop the power; he maintains it until he runs out of PSPs.

| **Lend Health** | |
|---|---|
| Power Score: | Con -1 |
| Initial Cost: | 4 |
| Maintenance Cost: | na |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | none |

Lend health is a power of healing. The psionicist who makes a succesful power check can transfer his own hit points to someone else he is touching. Each hit point transferred heals one point of damage. The character can transfer as many points as he wants to in a single round. If the psionicist tries to transfer hit points when he has fewer than five remaining, he must make another power check. If this fails, he cannot transfer the points. In any case, he cannot transfer hit points if he has only one remaining. The beneficiary of this power can never exceed his normal, healthy total of hit points.
***Power Score:*** Every point drained from the psionicist heals two hit points in the beneficiary.
***20:*** The psionicist suffers all the wounds which his target currently has. No one is healed.

| **Mind Over Body** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | na |
| Maintenance Cost: | IO/day |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | none |

Mind over body allows the user to suppress his body's need for food, water, and sleep. In exchange for one hour of meditation per day, all of the psionicists physical needs are over- come. He does not feel hunger, exhaustion, or thirst, nor does he suffer any ability reductions for privation. The psionicist can also suppress the basic needs of others while suppressing his own. To do so, he must pay an additional 10 PSPs per person and spend an additional hour of meditation per person. Each person being aided must be in physical contact with the psionicist throughout the entire period of meditation. Usually, all the characters hold hands, forming a continuous line or circle. The psionicist can survive in this fashion for a number of days equal to his experience level, or five days, whichever is more. At the end of that time, he collapses from exhaustion. He must then rest one day for every two days spent sublimating his body's needs. Or he can be restored through 24 hours of complete healing. These rules also apply to any characters the psionicist has aided.
***Power Score:*** The psionicist need not rest after using this power.

***20:*** The power fails, but the psionicist collapses with exhaustion and must rest for 24 hours.

| **Reduction** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | varies |
| Maintenance Cost: | I/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

This power is the reverse of expansion. The psionicist can reduce his body's dimensions along any or all axes: height, length, width, or thickness. The change amounts to I foot per PSP spent, until the dimension being affected is I foot or less. After that, the psionicist can halve his dimensions each time he spends a PSP. For example, lets assume Magnilda (a dual-class psionicist and warrior maiden) stands 6 feet tall. Five strength points reduce her height to I foot. Three more strength points halve her size three times: to 6 inches, then 3 inches, and finally to 1.5 inches. Now let's assume Magnilda only wants to make her arm thin enough to slide through a keyhole. At its thickest point, her arm measures 4 inches across. Three strength points will reduce the thickness of her arm to ^2 inch (from 4 to 2, then to I, then to V2) without altering its length at all. She can now slide her arm through the keyhole and unlock the door from the inside.

***Power Score:*** Each PSP spent results in twice the described effect (if desired).

***20:*** The psionicist doubles in size, and stays this big for an hour or until he uses this power again successfully.

| **Share Strength** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 6 |
| Maintenance Cost: | 2/round |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | none |

The psionicist can effectively lend his physical Strength to another character. The psionicist sacrifices two of his own Strength points (ability points, not PSPs) for every single point the recipient gains. This transfer remains in effect until the psionicist stops paying the devotion's maintenance cost; then all points return in one round. If the recipient is killed before the psionicist gets his Strength points back, the psionicist's Strength score is permanently reduced. If the psionicist's die roll is a I, he must expend three points for each point his pal gains, instead of two for one.

***Power Score:*** The point transfer is 1:1.

***20:*** The psionicist loses one Strength point for a day. If he fails a save vs. paralyzation, the loss is permanent.

| **Suspend Animation** |
|---|

| | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 12 |
| Maintenance Cost: | na |
| Range: | O/touch |
| Preparation Time: | 5 |
| Area of Effect: | individual |
| Prerequisites: | none |

With this power a psionicist can "play dead"-bringing all life functions to a virtual halt. Only the most careful examination will show that the character is still alive. Even psi-onic powers such as life detection and ESP will not turn up any evidence of life unless those powers are maintained for at least three minutes. Use of the probe power will detect life immediately. The psionicist can remain in suspended animation for a number of weeks equal to the results of his power check-or less. When he wishes to put himself to sleep, he first decides when he wants to wake. Then he makes his power check. If the number rolled is less than the time he hoped to be "suspended," he awakens prematurely. Another willing character can also be suspended for the same PSP cost (not at the same time as the psionicist, however). This has a preparation time of one hour and a range of touch.

***Power Score:*** The psionicist remains aware of his surroundings and can wake at any time he chooses.
***20:*** The psionicist falls unconscious and only violent slapping can revive him.

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# Psychoportive Sciences

| Banishment | |
|---|---|
| Power Score: | Int -1 |
| Initial Cost: | 30 |
| Maintenance Cost: | 10/round |
| Range: | 5 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | teleport |

With this power, the psionicist can teleport a creature against its will to a pocket dimension and hold it there. The creature being banished must be extremely close-within 5 yards. The pocket dimension is a featureless area with a benign environment-it may be ' hot or cold, dark or light, but not so much that it will cause injury. Banishment has a boomerang feature. If the psionicist fails to pay the maintenance cost, the banished creature automatically returns to its original location. The creature cannot reappear in a location that now contains other matter, however (e.g., to a doorway that has been closed, or to a spot that now has a sharp stakes upon it). If this happens, the creature returns to the nearest open space. In other words, psionicists cannot rely on the boomerang feature to kill or harm a creature. As long as the psionicist pays the maintenance cost, the creature will not automatically return. If the creature has access to the astral or ethereal planes, or it can teleport between planes, it could try to return that way. If the banisher is still maintaining the power, however, a psychic contest takes place. If the banisher wins, the victim is prevented from returning.

***Power Score:*** The banished figure cannot return of its own accord; it must wait until it is allowed to return.

***20:*** Both the intended victim and the psionicist are banished to the same place. The other figure bounces back when the psionicist stops paying the maintenance cost, but the psionicist himself must return via some other method: teleportation, probability travel, etc.

| Probability Travel | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 20 |
| Maintenance Cost: | 8/hour |
| Range: | unlimited |
| Preparation Time: | 2 |
| Area of Effect: | individual + |
| Prerequisites: | none |

With probability travel, a psionicist can traverse the astral plane physically as if he's in astral form. This power has a distinct advantage over magical astral travel. When a wizard uses the astral spell, he forms an astral body, which remains connected to his material body by a silvery cord. In contrast, a psionicist using probability travel never leaves his physical form; he brings it along. He has no cord, so, unlike the wizard, he can never die because his cord has been severed. (On the other hand, he can still be blown to

bits.) The astral plane boasts nothing that would attract tourists, but its two-dimensional color pools serve as highways to the outer planes. These pools, scattered randomly throughout the astral plane, provide connections to all surface layers of the outer planes. Travel through the astral plane is speedy: 10 yards per minute per Intelligence point. However, distance on the astral plane does not equate to distance on other planes. After ld6+6 hours of travel, the traveler reaches the color pool he sought. There is a flat 75% chance that this pool leads to the exact destination the character wants. Otherwise, it is at least 10 miles off target-maybe more. The psionicist can take other persons (as defined by the charm person spell) along on his probability trip. Each passenger costs 12 extra PSPs initially, plus 4 extra PSPs per hour, and adds one-half hour to the time needed to find the correct color pool. Passengers must travel voluntarily; this power cannot drag a character into the astral plane against his will. Combat on the astral plane is unusual. The traveler's physical body cannot affect astral bodies in any way. However, psionic powers do work against the minds of astral travelers. Most magical items do not work in the astral plane. Magical items which are keyed to a particular plane do function there, often with enhanced effect. If the psionicist simply turns off this power while in the astral plane, he doesn't leave. Instead, he's stranded, unable to move except by physically pushing off of solid objects (which are extremely rare in the astral plane). He's also stranded if he runs out of PSPs or is knocked unconscious on the astral plane. The only exit from this plane is a color pool. If you'd like to learn more about traveling on the astral plane, see the new PLANESCAPE" accessory.

***Power Score:*** The color pool is right where the character wants it to be.

***20:*** The character attracts the attention of an astral creature, which may or may not be hostile, at the DMs discretion.

| **Summon Planar Creature** | |
|---|---|
| Power Score: | Int -4 |
| Initial Cost: | 45/90 |
| Maintenance Cost: | na |
| Range: | 200 yards |
| Preparation Time: | 12 |
| Area of Effect: | one creature |
| Prerequisites: | teleport |

This science allows the psionicist to reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The victim will be disoriented for one round after arriving; as a result, he suffers a two-point penalty on die rolls for initiative, attacks, and saving throws. A magical summons offers some control over a planar creature, and usually returns that creature to its home automatically. This psionic power does neither; it merely teleports something. To be rid of the creature, the psionicist must banish it, teleport it again, kill it, or control it somehow. If the creature is intelligent, the psionicist might reason with it. However, the creature is almost certain to fly into a murderous rage when it discovers its plight. The psionicist can make the summoned creature materialize anywhere within 200 yards of his present position. This is a tremendous advantage, since the creature, at least initially, has no idea who summoned it. Its anger is likely to be vented against the first target it finds. However, if the psionicist's power check result was a 2, this range is reduced to 50 yards. If the result was a I, the creature pops in within 10 yards. Obviously, some risk is involved. The psionicist chooses the plane from which the creature will come. He does not choose the creature, however; that's determined at random. A creature from one of the elemental planes usually will be an elemental of the appropriate type. A creature

from an outer plane probably will be a native of that particular plane, but it could also be a visitor, or even an adventurer who happened to be in the wrong place at the right time. In contrast, the astral or ethereal planes are a cornucopia of creatures, frequented by beings of every imaginable description. In any event, the DM decides which creature is summoned, drawing from the monsters for which he has game statistics. This book describes some extraplanar creatures. Many more are covered in the Manual of the Planes and various MONSTROUS COMPENDIUMR Volumes, especially the appendix featuring outer planar creatures. It costs 45 PSPs to summon a creature from the astral or ethereal plane. If the psionicist is dipping into an inner or outer plane, the cost soars to 90 PSPs.
***Power Score:*** The creature summoned enjoys this sort of thing and won't be angry with the psionicist.
***20:*** The psionicist attracts the attention of a powerful, extraplanar creature without summoning it.

| **Teleport** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 10+ |
| Maintenance Cost: | na |
| Range: | infinite |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

Teleport is the essential power within this discipline. It allows the psionicist to teleport to a familiar spot. The destination must be a place that the character knows and can picture mentally-even if he's never actually been there. For example, a psionicist may still know a location that he has seen through a crystal ball, via a sight link, or even by scanning someone elses mind for the information. The psionicist can still teleport to a place even if it has somehow changed from the way he pictures it. For example, if a room has been rearranged, or is currently on fire, such changes won't affect the teleport. Teleports always take characters to a fixed location. For example, if a character tries to teleport into a gypsy wagon which is on the move, he'll arrive at the wagon's location when he last knew it. The wagon itself may be miles away by then. Also, if the character was picturing the wagon's interior, he will teleport to the space corresponding to the wagon's interior-which is several feet off the ground! Because the wagon itself has moved, the tele-porter will fall when he arrives. (Imagine tele-porting to a room on the fifth floor of a tower, only to discover the tower has been razed by marauders since your last visit.) Teleportation is instantaneous. The tele-porting character simply ceases to exist in his previous location and springs into being at the destination. There is a slight, audible "pop" at both ends, as air rushes into the sudden vac-uum or is instantly displaced. Restraints do not affect teleportation. A character who is tied up, shackled to a wall, or buried up to his neck can still teleport. The restraints remain behind. Clothing, on the other hand, does accompany a character who teleports. He may also carry small items in his grasp or wear equipment (e.g., armor) on his person, not exceeding one-fifth of his own body mass. If he doubles the amount of PSPs expended, he can carry up to three times his body mass, or take along one or two other characters on whom he has a firm grasp. A character can teleport any distance, but as the distance increases, so does the chance of failure and the cost in PSPs. Ranges, point costs, and power score modifiers are shown below. If the teleportation die roll is a 1 or 2, the character and anyone else with him are momentarily disoriented by the jump. They can do nothing during the round which immediately follows the teleport. After that, they suffer a 2-point penalty to the following for ld6 rounds: initiative die rolls, psionic power checks, and attack rolls.

| Distance | Initial Cost | Power Score Modifier |
|---|---|---|
| 10 yards | 10 | +1 |
| 100 yards | 20 | 0 |
| 1,000 yards | 30 | -1 |
| 10 miles | 40 | -2 |
| 100 miles | 50 | -3 |
| 1,000 miles | 60 | -4 |
| 10,000 miles | 70 | -5 |
| planet to planet* | 100 | -6 |

* Players with the SPELLJAMMERR boxed set should note that interplanetary teleports are possible only within the same crystal sphere. It is impossible to teleport between crystal spheres or different planes of existence.

***Power Score:*** The PSP cost is reduced by 20 percent, rounded up.

***20:*** No effect.

| **Teleport Other** | |
|---|---|
| Power Score: | Int -2 |
| Initial Cost: | 10+ |
| Maintenance Cost: | na |
| Range: | 10 yards |
| Preparation Time: | 0 |
| Area of Effect: | na |
| Prerequisites: | teleport |

This power is identical to the one listed directly above, except it is used to teleport other characters. The psionicist stays where he is while someone else is teleported. The character must be willing to be teleported, or unconscious. PSP costs and power score modifications are the same as for teleporta-tion. (In other words, cost and difficulty increase with distance.) If the psionicist pays twice the usual PSP cost, he can teleport up to three characters, provided they are firmly grasping one another.

***Power Score:*** The PSP cost is reduced by 20 percent, rounded up.

***20:*** All would-be teleporters are seriously disoriented. They cannot cast spells and suffer a -4 penalty on all die rolls for ld4 turns.

## Psychoportive Devotions

| **Astral Projection** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 6 |
| Maintenance Cost: | 2/hour |
| Range: | na |

| | |
|---|---|
| Preparation Time: | 1 |
| Area of Effect: | personal |
| Prerequisites: | none |

Astral projection is similar to probability travel, except the traveler is not accompanied by his physical body. Instead, an astral body is created. This astral body immediately leaps into the astral plane. Only creatures or characters who are also on the astral plane can see it. A silvery cord connects the astral body to the physical body. Nearly all astral travelers have such a cord. It is visible as a translucent string which stretches 10 feet from the astral body, and then becomes invisible and intangible. If the cord is severed, both bodies die (so does the character). The silvery cord is nearly indestructible, however. Usually it can be severed only by the psychic wind at its most powerful, or by the silver swords of the githyanki. Since the astral plane is a highway leading to other planes, a character who uses this power usually has another destination in mind-either a distant point on the prime material plane or an outerplanar locale. When the traveler reaches his destination, a temporary physical body is formed there. This body resembles the character's real body in every respect, and the two are still connected by the invisible, silvery cord. If either the astral body or the temporary physical body is killed, the cord returns to the real body. This second physical body is not formed if the character travels to another location on the same plane where his real physical body is located. He can view that plane in astral form, but cannot affect it or even enter it physically, nor can he direct magical or psi-onic powers into it. Magical items can be taken into the astral plane, but most lose their magical properties temporarily while in that plane. If you'd like more detail on astral travel and the astral plane, see the new PLANESCAPP" accessory for the AD&DR game.
***Power Score:*** The first color pool found is precisely where the psionicist wants it.
***20:*** The psionicist attracts the attention of a powerful creature in the astral plane.

| **Dimensional Door** | |
|---|---|
| Power Score: | Con -1 |
| Initial Cost: | 4 |
| Maintenance Cost: | 2/round |
| Range: | 50 yards+ |
| Preparation Time: | 0 |
| Area of Effect: | na |
| Prerequisites: | none |

Like teleportation, a dimensional door takes a character from one location to another. The similarity stops there, however. With dimensional door, the psionicist opens a man-sized portal which leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by the psionicist who uses this power. When the psionicist uses this devotion, he creates a door leading into the alternate dimension. The door is a vaguely outlined portal, which appears in front of the psionicist. At the same time, an identical portal appears wherever he wants it, within range (see below). The door can have whatever orientation the psionicist chooses. If someone (including the psionicist) steps into either portal, he immediately steps out of the other. Both doors remain in place for as long as the psionicist maintains the power. The dimension accessed by this power is not fully understood. Clearly, it has very different qualities of time and space, such that motion is greatly accelerated. For many years this transit was thought to be instantaneous, but arduous experiments by Larue d'jar Azif of Dhaztanar have proved that a very tiny bit of time does elapse. What this means is

still unknown. Travel via this power is disorienting. Presumably, exposure to the alternate dimension traumatizes the body in some way. As a result, a traveler is dazed and cannot attack or move for one round after stepping through a dimensional skip portal. Quick transit is advisable. People who shove only an arm through a portal suffer intense pain. Fools who poke their head through a portal must make a system shock roll; failure means they lose 50% of their current hit points and pass out. Inanimate objects are not affected by exposure to the dimension's edge. In fact, a character can throw or fire objects through a portal, and they'll come out on the other side. Attackers suffer a -4 penalty on their to-hit rolls against targets on the other side of the dimension's edge.

**Range:** The normal range of this power- i.e., the maximum distance between the two portals-is 50 yards. The distance can be extended only with severe reductions to the characters power score, as shown below. Increasing the range does not increase the PSP cost, however.

| Distance Between Doors | Power Score Modifier |
|---|---|
| 50 yards | 0 |
| 75 yards | -2 |
| 100 yards | -5 |
| 150 yards | -8 |
| 200 yards | -12 |

***Power Score:*** Transit does not cause disorientation.

***20:*** The psionicist is momentarily exposed to the transit dimension and is disoriented as if he had stepped through the portal.

| **Dimension Walk** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | 8 |
| Maintenance Cost: | 4/turn |
| Range: | na |
| Preparation Time: | 2 |
| Area of Effect: | personal |
| Prerequisites: | none |

With dimension walk, a psionicist can travel from place to place in his own dimension by piercing other dimensions at right angles. This has two advantages over a dimensional door: 1) a dimension walk is not physically traumatizing and 2) the range of travel is greater. On the other hand, dimension walk only allows the psionicist himself to travel, and he can easily get lost. The dimension walker opens up a vaguely shimmering portal. Only the psionicist who opened the portal can enter it. As soon as he does, the portal closes behind him. He finds himself engulfed by an inky grayness that is virtually without features. The effect is one of extreme sensory deprivation. The psionicist can travel through this gray realm at a speed of 7 leagues (21 miles) per turn. He cannot see where he is or where he's going while in the realm. He has only his instinct to guide him, and must make a Wisdom check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the realm. If any single Wisdom check fails, however, the character will stray off course by several miles. When the walker steps

out of the gray realm, the DM can place him in any location, within the maximum distance from his starting point (e.g., if the psionicist walked for 10 rounds, he must be within 21 miles of his origin). It's up to the psionicist to figure out his location; this power doesn't help him gain his bearings. Aside from getting lost, dimension walking is completely safe. Apparently anything that lives in the other dimensions crossed cannot interact with dimensional travelers. (Larue d'jar Azif of Dhaztanar postulated that these other dimensions teem with life just as much as our own, but because the traveler is crossing them "against the grain", as it were, they do not register on his senses.) The character can bring along as much as he can carry, but *bags of holding* and other dimensional storage devices spill their contents immediately if taken into this space.

***Power Score:*** The psionicist receives a + 2 bonus when making his Wisdom checks.

***20:*** Overcome with vertigo, the character can do nothing but retch for three rounds.

| **Dream Travel** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 1/25 miles |
| Maintenance Cost: | na |
| Range: | 500 miles |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

Dream travel is a powerful but unreliable means of getting from here to there. The traveler journeys in his dreams, and awakes wherever his nocturnal wandering carried him. The psionicist can even take other characters with him, although its more difficult than traveling alone. (See "Passengers" below.) To use dream travel, the psionicist must be asleep. Once asleep, he begins fashioning a dream that involves traveling from his present location to his intended destination. At the beginning of the journey, the DM secretly makes a power check for the character. If the check succeeds, the psionicist will reach his destination. If the check fails, the character will fall short 10% for each point that the die roll exceeded the power score. If the DM wants, this power check is all that's required to handle dream travel during a game. However, it's far more satisfying to actually role-play the dream. The player creates the setting and describes his intentions, with the DM interrupting to change things arbitrarily and throw obstacles in the character's path. If the player overcomes the obstacles and solves problems inventively, the DM is justified in giving a bonus to the character's power check. If the dream is dull and lifeless, the DM can also penalize the power check. The DM should remember that this is a dream; terrain on the journey may not resemble actual terrain, the character may be completely different, and the world may be completely strange. The length of the dream journey should be approximately the same as the real distance, however, and the final destination should be at least similar to the real des- tination. Such dream adventures should minimize combat and maximize problems, puzzles, and surreal atmosphere. If combat does occur, it has no effect on the character physically, but if he is killed, he wakes up, right where he started. All dream journeys take approximately eight hours to complete, successful or not. Passengers: The psionicist can bring other characters along with him in the dream. His power score is reduced by one for each passenger he carries. Passengers must also be sleeping. A single power check launches everyone on the dream journey. If the check fails, they still attempt the dream journey but fall short of their target. The psionicist must pay the PSP cost of the trip individually for each character accompanying him in the dream. Intelligent animals can also be drawn into the dream, but normal animals (horses, dogs, falcons,

whatever) are very difficult to bring along. The psionicist must make a separate power check to draw in each animal and his power score is halved, rounded down, when making this check. When the dream travelers reach their destination, they awaken. In the place where they lay sleeping, their bodies and any equipment carried or worn fades away. At the same time, they fade into being at their new location, still in sleeping posture, but fully awake.
***Power Score:*** No additional effect.
***20:*** The dream is nightmarish. The psionicist must save vs. paralyzation or appear dead until violently struck.

| **Teleport Trigger** | |
|---|---|
| Power Score: | Int +1 |
| Initial Cost: | 0 |
| Maintenance Cost: | 2/hour |
| Range: | infinite |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | teleport |

A teleport trigger is a programmed event which causes the psionicist to instantly and reflexively teleport to a safe location. After making a successful power check, the psionicist must specify where he intends to go. He must also define very specifically what conditions will trigger the teleportation. These can be anything he wants, but the teleport will not be triggered unless he is aware that the conditions have been met. A volcanic eruption 500 miles away will not trigger teleportation unless the character has some way to know that the volcano is erupting. For example, here are three typical triggers: being reduced to 10 or fewer hit points, seeing a mind flayer, and being attacked by a magic missile spell. When such predetermined conditions are fulfilled, the character instantly tele-ports to the programmed location. When the teleport is triggered, the character must have enough PSPs remaining to teleport to that location, because he pays the cost just as if he were performing a normal teleport. (See "teleport.") He must also make a teleport power check, with penalties based on the distance traveled. If this power check fails, so does the programmed teleport. No PSPs are spent when the trigger is defined, but the character spends two points per hour from that time just to maintain the trigger. The trigger remains in effect until the character stops paying the maintenance cost.
***Power Score:*** The character can ignore power score penalties for distance.
***20:*** No other effect.

| **Time Shift** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 16 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | teleport |

Time shifting allows the psionicist to travel up to three rounds into the future and observe things until time catches up with him. He sees everything frozen around him just as it will be when that moment in the future actually arrives. The psionicist enters a different reality when he uses this power. No one in the "still life" that surrounds him can see or detect him in any way. He can move freely through the environment, putting himself wherever he wants to be when he returns to normal time. But he cannot affect anything around him, nor can anything affect him. Even two time-shifted characters are completely invisible to each other. To the people in real time, the character simply vanishes and then reappears sometime later. The character does not exist for any normal game purpose during the period when he is time shifted. If, for example, a fireball spell detonates in the room while the character is time shifted, the character is completely protected against its effects. In fact, unless the blast leaves visible effects (charred walls or corpses or sulfurous fumes), the character won't even know it happened. He sees none of the intervening events. This power cannot help a character escape contact, however. If someone has established contact or tangents (see Chapter 2) with the time shifter-and continues paying their maintenance cost-then the tangents or contact will still be in effect when the character returns to normal time. Time shifting offers an obvious advantage in combat. A psionicist can leap one round into the future and maneuver into position for an attack. In that case, the shifter receives a +4 bonus to his attack roll. With enough time, he could even escape. How long does a time shift last? If the psionicist travels one round forward, then he has one round in which to maneuver. If he travels two rounds forward, then it takes two rounds for reality to catch up. Three rounds is the limit. The farther (or longer) the trip, the more difficult it is to make, as shown in the table below.

| Time Shifted | Psionic Strength Cost | Power Score Modifier |
|---|---|---|
| 1 round | 3 | 0 |
| 2 rounds | 6 | -2 |
| 3 rounds | 12 | -6 |

***Power Score:*** No other effect.
***20:*** The psionicist is disoriented, and suffers a - 2 penalty on all die rolls for as many rounds as he intended to shift.

| **Time/Space Anchor** | |
|---|---|
| Power Score: | Int |
| Initial Cost: | 5 |
| Maintenance Cost: | 1/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 3 yards |
| Prerequisites: | none |

This power protects psionicists against unwanted teleportation. When a time/space anchor is in effect, the psionicist cannot be teleported against his will unless he loses a psychic contest. Anyone and anything else inside the 3-yard radius is also protected using the psionicists power score. Items are protected automatically, but living creatures or characters are protected only if the psionicist wants them to be.

Each additional creature protected costs another PSP per round. This power cannot prevent someone from teleporting himself away; it only prevents teleporting from an outside source.
***Power Score:*** The psionicist receives a + 2 bonus in any resulting psychic contests.
***20:*** The psionicist is rooted to the spot for 1d6 rounds. During that time his AC is penalized 5 points.

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# Telepathic Sciences

| Domination | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | contact |
| Maintenance Cost: | varies |
| Range: | 30 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | mindlink, contact |

With domination, a psionicist can project signals from his own mind into the mind of one other person or creature. As a result, the subject is forced to do nearly anything the psionicist wishes. The dominated subject knows what is happening, but he cannot resist the psionicists will. Commands are given mentally and automatically. The victims abilities are neither diminished nor enhanced by this power. The subject can be forced to use any power or ability he normally can-assuming the psionicist knows about it. Domination does not reveal facts or secrets about a victim. As soon as domination is attempted, the victim makes a saving throw vs. spells. If this saving throw succeeds, the victim is not dominated. If it fails, the victim has fallen under the psionicists control. However, if the victim is later forced to do something completely abhorrent (against his alignment), he can make another saving throw to regain his free will. Domination can exact a high price in PSPs. The cost to establish and maintain this power equals twice the cost to contact the victim.

***Power Score:*** The maintenance cost is halved.

***20:*** The victim knows that someone attempted to dominate him.

| Ejection | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | varies |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

Ejection is the final defense against unwanted contact. If one psionicist has forced contact with another's mind, or has been granted contact and is now doing things he should not be, he can be ejected. The cost of ejection is twice the opponent's contact power score (even if contact was established through combat). Ejection is risky for the user. If the power check result is 8 or less, consult the table below to see what "side effects" the psionicist suffers.

1. Lose access to all sciences for 1d10 hours
2. Lose access to one discipline, selected by the DM, for 1d10 hours
3. Lose 1d10 +10 additional PSPs

4. Lose 1d10 additional PSPs
5. Lose 1 point of Constitution permanently
6. Lose 1d10 hit points
7. Sever only one portion of contact (one successful attack reestablishes it)
8. Sever only two portions of contact (two successful attacks reestablish it)

***Power Score:*** Roll 1d6 on the table above. The result applies to the ejected being.
***20:*** Ejection fails, but the psionicist still makes a d6 roll on the table above.

| **Fate Link** | |
|---|---|
| Power Score: | Con -5 |
| Initial Cost: | contact |
| Maintenance Cost: | 5/turn |
| Range: | 2 miles |
| Preparation Time: | 1 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

This power enables the telepath to intertwine his own fate with that of another creature. If either being experiences pain, both feel it. When one loses hit points, both lose the same amount. If either dies, the other must immediately make a saving throw vs. death to avoid the same fate.
***Power Score:*** Range is unlimited.
***20:*** Social regression. The psionicist loses 1d6 points of Charisma for a day.

| **Mass Domination** | |
|---|---|
| Power Score: | Wis -6 |
| Initial Cost: | contact |
| Maintenance Cost: | varies |
| Range: | 40 yards |
| Preparation Time: | 2 |
| Area of Effect: | up to 5 creatures |
| Prerequisite: | mindlink, contact,domination |

This power is identical to domination except the psionicist can control up to five creatures simultaneously. Each one must be contacted and dominated individually. The maintenance cost-twice the victim's level or hit dice-must be paid for each dominated figure.
***Power Score:*** The range is extended to 100 yards.
***20:*** The intended targets are aware of the psionicist's efforts.

| **Mindlink** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | contact |
| Maintenance Cost: | 8/round |

| | |
|---|---|
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | contact |

Mindlink allows the user to communicate wordlessly with any intelligent creature he can contact (Intelligence 5 or greater on a human scale). This is two-way communication. It is not the same as mind-reading because the psionicist only receives thoughts which the other party wants to send. Language is not a barrier. Distance affects the telepath's ability to make contact, but it has no other effect (see "contact").

***Power Score:*** The mindlink allows one probing question (see probe).

***20:*** The psionicist must save vs. petrifica-tion or be stunned for 1d4 rounds.

| **Mindwipe** | |
|---|---|
| Power Score: | Int -6 |
| Initial Cost: | contact |
| Maintenance Cost: | 8/round |
| Range: | touch |
| Preparation Time: | 1 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

Mindwiping is a crude form of psychic surgery which affects the subjects IQ. (It's like a temporary lobotomy.) The telepath systematically seals off portions of the subject's mind, making whatever knowledge was contained there inaccessible. When a mindwipe is attempted, the victim saves vs. spells. If he succeeds, the mindwipe is thwarted for one round, but next round the psionicist can try again. Each round of mindwiping has two important, immediate effects. First, it reduces the victim's Intelligence and Wisdom scores by I point. Second, it reduces his experience level or hit dice by I point. These reductions have considerable impact. All characters may lose languages or proficiencies and their magical defense adjustment. Experience level and hit dice losses affect everything except hit points. The victim keeps all of his hit points regardless of what is wiped from his mind. Intelligence and Wisdom losses affect wizards and clerics as if those losses were permanent. Clerics lose bonus spells, their chance of spell failure rises, and eventually they cannot cast spells. Wizards suffer reductions in their maximum spell level, their chance to learn spells, and their maximum spells per level. When the number of available spells at a spell-level drops, a character must make an ability check before casting a spell of that level. Wizards roll an Intelligence check. Clerics roll a Wisdom check. Both use current scores. If the check succeeds, the character can cast the spell. If it fails, he has forgotten the spell and can't cast any spell that round. Mindwipe only seals off information; it doesn't erase it. All of a characters lost Wisdom, Intelligence, and experience levels can be restored through psychic surgery (q.v.). This power has no effect against creatures with neither stats nor hit dice.

***Power Score:*** No saving throw allowed.

***20:*** The power affects the psionicist instead of his intended victim.

| **Probe** |
|---|

| | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | contact |
| Maintenance Cost: | 9/round |
| Range: | 2 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | ESP, contact |

A probe is similar to ESP (a telepathic devotion), but a probe allows psionicists to dig much deeper into a subjects subconscious. If the subject fails a saving throw vs. spells, then all his memories and knowledge are accessible to the prober-from memories deep below the surface to those still fresh in the subject's mind. The information gained is not necessarily true, but it is true as far as the subject knows. The telepath can learn the answer to one question per round. DMs have some discretion in determining this rate. If the questions (or answers) become too complicated, each may take longer than one round to resolve. Telepaths can probe a subject who is conscious, as well as one who resists. A probe can even be carried out in the midst of melee, provided the telepath can get close enough. If a probed wizard or cleric tries casting a spell, the telepath knows both that a spell is being cast and what the general effects of that spell are.

***Power Score:*** Two questions may be asked per round.

***20:*** The subject knows about the probe attempt and is not pleased.

| **Psionic Blast** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 10 |
| Maintenance Cost: | na |
| Range: | 20/40/60 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | none |

Psionic blast is a wave of brain force which can jolt a subject's mind like shocking news. This is one of the five telepathic attacks used to establish contact with another psionicist. (An illithids mind blast is not the same.) If this power is used against a mind that has already been contacted, the subject must save vs. death. Failure means he loses 80% of his remaining hit points, but only in his mind. The hit points are still there; he only thinks they're gone. He will pass out when the remaining 20% of his hit points are gone butwon't die unless all of them are actually lost. In any case, this effect wears off after six turns. At that time, an unconscious character awakens. This power has three ranges: short, medium, and long. At medium range, the psioni-cist's power score is reduced by two. At long range, it is reduced by five.

***Power Score:*** A victim who fails his save passes out for one turn.

***20:*** No other effect.

| **Superior Invisibility** | |
|---|---|
| Power Score: | Int -5 |
| Initial Cost: | contact |

| | |
|---|---|
| Maintenance Cost: | 5/round/creature |
| Range: | 100 yards |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | mindlink, contact invisibility |

Superior invisibility is like invisibility, but it masks the character completely. The psionicist makes no sound and has no smell, though he can still be felt if touched. If he attacks someone physically, he automatically breaks contact with that character.

***Power Score:*** Opponents affected by this power cannot detect the psionicist even if he touches or physically attacks them.

***20:*** Everyone contacted becomes aware of the psionicist and his desire to be invisible.

| **Switch Personality** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | contact +30 |
| Maintenance Cost: | na |
| Range: | touch |
| Preparation Time: | 3 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

Some psionicists can literally put themselves in another man's (or woman's) shoes. This science allows the psionicist to switch his own mind with someone elses. In effect, they exchange bodies. The other person's mind inhabits the psionicist's body, while the psioni-cist's mind inhabits his subject's body. The switch is permanent, and lasts until the psionicist uses this power to reverse it. Each character gains the other's physical attributes. However, both minds retain all their own knowledge and knowledge-based abilities. For example, a telepath who switches minds with a 10th level fighter gains a body with that fighter's hit points and physical attributes (Strength, Constitution, and Dexterity). However, he retains his own THACO, proficiencies, and so forth. The switch takes a turn to complete, and the process is quite traumatic. At the end of the turn, both characters must make system shock saving throws using their new Constitution scores. A character who fails this roll lapses into a coma for 1-100 hours. Bodies that have undergone a personality switch tend to degenerate. Both characters must make a Constitution ability check every day. If a check fails, the character loses one point of Constitution. If his Constitution drops to zero, he dies. This Constitution loss is temporary, but it does not reverse itself until the personalities are restored to their proper bodies. At that point, both bodies recover one point of Constitution per day. The psionicist does not lose his psionic powers if his Constitution drops below II. However, if a power score is based on Constitution-like this power's score is-the score drops accordingly.

***Power Score:*** System shock rolls automatically succeed, and the Constitution checks are made only once a week.

***20:*** The psionicist lapses into a coma for 1d100 hours.

| **Tower of Iron Will** | |
|---|---|
| Power Score: | Wis -2 |

| | |
|---|---|
| Initial Cost: | 6 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 1 yard |
| Prerequisites: | none |

Tower of iron will is one of the five telepath-ic defenses against unwanted contact. It relies only upon the superego to build an unassailable haven for the brain. Like intellect fortress (a telepathic devotion), tower of iron will has an area of effect beyond the psionicists mind. At 3 feet, its very limited. A psionicist can initiate one other psionic power during the round in which he uses the tower of iron will.
***Power Score:*** The area of effect increases to 10 feet.
***20:*** The psionicist is "lost inside himself" and cannot engage in psionic activity for 1d4 hours.

## Telepathic Devotions

| **Attraction** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | contact |
| Maintenance Cost: | 8/round |
| Range: | 200 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

The opposite of aversion (see below), this power creates an overwhelming attraction to a particular person or thing-be it an item, creature, action, or event. A victim of this power will do whatever seems reasonable to get close to the object of his attraction. The key word is "reasonable" The victim is completely fascinated, but he doesn't suffer from blind obsession. He won't leap into a fire or over a cliff, for example, or climb into the arms of a tarrasque (a bipedal killing machine). He can still recognize danger, but he will not flee unless the threat is strong and immediate. And if the danger is not apparent, (such as poison in a goblet of wine), the character could easily destroy himself in pursuit of the attraction.
***Power Score:*** The effect borders on an obsession; the victim takes serious risks.
***20:*** No additional effect.

| **Aversion** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | contact |
| Maintenance Cost: | 8/turn |
| Range: | 200 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |

| Prerequisite: | mindlink, contact |
|---|---|

The victim of this power gains an aversion to a particular person, place, action, or event. He will do everything he can to avoid the object of his aversion. He will not approach within 20 yards, and if he is already within 20 yards, he will back away at the first opportunity. The aversion is "planted" in the victim's brain for one turn. It cannot be maintained for another turn unless the psionicist maintains contact throughout that turn.
***Power Score:*** The object of aversion affects the victim like a fear spell.
***20:*** No additional effect.

| **Awe** | |
|---|---|
| Power Score: | Cha -2 |
| Initial Cost: | contact |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 20 yards |
| Prerequisite: | mindlink, contact |

A psionicist can use this power to make others hold him in awe. Each character contacted must make a saving throw vs. spells. Characters who fail are mentally cowed; they sense the telepath's "awesome might" They have no desire to serve or befriend him, but they won't attack him unless forced to do so. (For example, someone says, "You kill him or I'll kill you") They'll do whatever they can to avoid angering or upsetting the psionicist. If possible, they'll avoid him altogether, and take the first opportunity to escape him.
***Power Score:*** The save automatically fails.
***20:*** All contacted characters view the psionicist as pathetic and ridiculous.

| **Conceal Thoughts** | |
|---|---|
| Power Score: | Wis |
| Initial Cost: | 5 |
| Maintenance Cost: | 3/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 3 yards |
| Prerequisite: | none |

This defensive devotion protects the psionicist against psionic or magical ESP, probes, mindlink, life detection, and other powers or spells which read or detect thoughts. To overcome thought concealment, an attacker must wage and win a psychic contest.
***Power Score:*** All related psychic contests will automatically be won by the defender.
***20:*** No additional effect.

| **Contact** | |
|---|---|
| Power Score: | Wis |

| | |
|---|---|
| Initial Cost: | varies |
| Maintenance Cost: | I/round |
| Range: | special |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | none |

Contact must be established before virtually any telepathic power can be used on another character or creature. It is just what its name implies-contact between the minds of the tel-epath and another character or creature. Contact does not allow communication by itself; it is merely the conduit for other telepathic exchanges. Many telepathic powers list "contact" as their initial cost. That means contact must be established in a previous round before those powers can be used. As long as contact is maintained, the psionicist can use other powers which require it, and can even switch (using attraction and then mindlink on the same subject after contact was established, for example). A psionicist can maintain contact with more than one subject at a time, but he must contact each one individually, and pay a maintenance cost for each use of the power. For example, if a psionicist wishes to inspire awe in two subjects, he must establish and maintain contact with each one separately. Once contact is established, it costs 1 PSP per round to maintain. The psionicist can perform any other action while maintaining contact. *If he uses another telepathic power on the same subject while maintaining contact, the contact power is "free".* (The cost of maintaining contact is covered by the other power's cost.)

**Establishing Contact:** The initial cost of contact is based on the target's level or hit dice, as shown below.

| | |
|---|---|
| 1-5 levels or hit dice | 3PSPs |
| 6-10 levels or hit dice | 5PSPs |
| 11-15 levels or hit dice | 13 PSPs |
| 16-20 levels or hit dice | 18 PSPs |

A psionicist cannot contact a subject that he knows nothing about. In other words, he can't use this power to scan around and "see what's out there." He must either have his subject in sight or know specifically who or what he is looking for. He cannot, for example, try to contact any random ore which may or may not be standing behind a closed door. However, he can try to contact a particular ore which he has seen before. If a psionicist fails to establish contact, he can try again the next round. Failure doesn't necessarily mean the targets mind cannot be contacted. Rather, it means the target has not been found yet. The psionicist can continue searching. Several factors can make telepathic contact difficult to establish:

- how far the target is (distance)
- resistance by the target-especially if the target is a psionicist
- whether or not the target is an intelligent mammal

Each factor is described below.

**Distance:** The greater the distance between the two minds, the more difficult it usually becomes to make contact. If the psionicist can see the target-either with normal vision or by using psionic powers-distance is not a factor. If the psionicist cannot see his target, normal range modifiers apply. Simply knowing where to look does not constitute "seeing the target"

| Separation Distance | Power Score Modifier |
|---|---|
| Line-of-sight | 0 |
| 1 mile | -1 |
| 10 miles | -3 |
| 100 miles | -5 |
| 1,000 miles | -7 |
| 10,000 miles | -9 |

The maximum range for establishing contact is 10,000 miles when a psionicist cannot view his subject. Contact can be maintained across any distance, however; it is not broken if a contacted subject moves out of range. There is one exception: contact cannot be extended beyond a crystal sphere.

**Resistance:** An untrained character-i.e., a nonpsionicist-can actively resist intrusion, resulting in a-2 modifier to the psionicist's power score. To resist, the character fills his mind with a barrage of thoughts and emotions-much as a child avoids a lecture by plugging his ears and yelling. For example, a character might repeat a poem ad nauseam, or scream battle cries. However, even these efforts won't work unless 1) the character is specifically resisting psychic intrusion, and 2) resisting intrusion is his sole activity. If the character tries to fight or cast a spell, for example, his psychic defense has too many "holes" to be useful. Unless a wild talent knows a telepathic defense mode, he is as vulnerable to contact as any nonpsionicist. Psionicists (and psionic creatures) are much better at resisting contact. In fact, this power won't work against them unless they intentionally drop their natural defenses. They must allow another psionicist to use contact on them, and can exclude some contacts while remaining open to others. If a psionicist resists, contact can only be established through mental attacks: psychic crush, ego whip, id insinuation, mind thrust, or psionic blast. See Chapter 2, "Psionic Combat," for more information.

**Unusual Subjects:** Contact can also be established with nonhuman minds, even plants. The further the subject is removed from mammals, the more difficult it becomes to establish contact. Modifiers that affect power scores are listed on the following page.

| Life Order | Contact Score Modifier |
|---|---|
| Mammal (except marsupial) | -1 |
| Marsupial | -2 |
| Bird | -3 |
| Reptile, amphibian | -4 |
| Fish | -5 |
| Arachnid, insect | -6 |
| Monster | -7 |
| Plant | -8 |

These modifiers are in addition to any distance modifiers that may apply. That means contacting a distant plant or monster is an uncertain proposition at best.

**Breaking Contact:** Contact is not severed until the psionicist breaks it off (fails to maintain it). If the person contacted is a psionicist, he may also do something to sever it. A psionicist often can eject an

unwanted intruder (see "ejection").
**Optional Rule:** The minds of very intelligent beings are more difficult to latch onto. Increase the cost of contact by adding the creature's "# of Languages," minus two, as shown on Table 4 in Chapter I of the Player's Handbook. For example, a creature with Intelligence 17 knows six languages. The cost of contacting this creatures mind is increased by four.
***Power Score:*** The contact is maintained for four rounds for free.
***20:*** Further contact with this mind is impossible at this experience level. Daydream Power Score: Wis Initial Cost: contact Maintenance Cost: 3/round Range: unlimited Preparation Time: 0 Area of Effect: individual Prerequisite: mindlink, contact By using this power, the telepath causes someone's mind to wander. This is only effective against characters with Intelligence 14 or less who are not concentrating hard on the task before them, but are just going about their business in a casual, relaxed manner. Once affected, the daydreamer pays little attention to his surroundings, making it much easier for someone to pick his pocket, slip past him unobserved, or otherwise escape his notice. Thieves gain a 20% bonus on their pick pockets, move silently, and hide in shadows scores. Other characters can perform these tasks as an average 4th level thief (pick pockets, 45%; move silently, 33%; hide in shadows, 25%). The DM can assign chances for success to other types of skulking and skullduggery.
***Power Score:*** Increase the bonuses to 30% for thieves and 5th level for others.
***20:*** The victim realizes someone is toying with his mind.

| **Ego Whip** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 4 |
| Maintenance Cost: | na |
| Range: | 40/80/120 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | mindlink, contact |

Ego whip is one of the five telepathic attacks used to establish contact with another psioni-cist's mind. (See Chapter 2.) The power assaults the victim's ego, leaving him with feelings of inferiority and worthlessness. If used against a contacted mind, the target is dazed for 1-4 rounds, during which all of his die rolls (psionic attacks, melee attacks, saving throws, etc.) are penalized five points (or 25%) and he cannot cast any spells above third level. This power has three ranges: short, medium, and long. At medium range, the psioni-cists power score is reduced by two. At long range, it is reduced by five.
***Power Score:*** No additional effect.
***20:*** No additional effect.

| **Empathy** | |
|---|---|
| Power Score: | Wis |
| Initial Cost: | contact (or 1*) |
| Maintenance Cost: | 1/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | 20 ft. x 20 ft. |

| | |
|---|---|
| Prerequisites: | contact |

By using empathy, a psionicist can sense the basic needs, drives, and/or emotions generated by any mind. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, hostility, friendliness, love-all these and more can be sensed.

*When used against nonpsionic targets, contact is not required.

***Power Score:*** The subject of the emotion is revealed.

***20:*** The target senses the attempt.

| **ESP** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | contact |
| Maintenance Cost: | 6/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | contact |

Extrasensory perception, or ESP, allows a psionicist to read someone else's mind (as the power is treated here). The telepath can only perceive surface or active thoughts. He cannot use ESP to explore someone's memories or delve into their subconscious. Most intelligent creatures tend to think in words, so language is a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as a wizard uses in casting spells, is also unintelligible. However, a telepath can easily recognize such thoughts as part of the spell-casting process.

***Power Score:*** The first round of maintenance is free.

***20:*** The psionicist develops a splitting headache and suffers a -1 penalty on all tele-pathic power scores for one hour.

| **False Sensory Input** | |
|---|---|
| Power Score: | Int -3 |
| Initial Cost: | contact |
| Maintenance Cost: | 4/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

This devotion allows the psionicist to falsify someone's sensory input-making the victim think that he sees, hears, smells, tastes, or feels something other than he really does. The falsehoods are somewhat limited. Nothing can be completely hidden or made to disappear, and everything must retain its general size and intensity. For example, a human could be made to look like a dwarf, but not like a parrot. A slamming door could be made to sound like a thunderclap or a cough, but not like rustling paper. Oil could be made to taste like garlic, but not like water.

***Power Score:*** Almost any false perception can be achieved.

***20:*** The psionicist cannot see, hear, or otherwise sense the intended victim for 1d4 rounds, except psionically.

| Id Insinuation | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 5 |
| Maintenance Cost: | na |
| Range: | 60/120/180 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | mindlink, contact |

Id insinuation is one of the five telepathic attack modes. 'It seeks to unleash the uncontrolled subconscious of the defender, pitting it against his superego. The attack leaves the victim in a state of moral uproar.Technically speaking, this power drives him nuts, at least temporarily. His id-the seat of primitive needs, animal drives, cruelty, and ferocity-seeks to launch him into a rage of violence and desire. His superego-the seat of moral conscience and the "civilized" part of his brain-struggles to maintain the upper hand. If this power is used against a contacted mind, the target can do nothing for ld4 rounds. Id insinuation has three ranges: short, medium, and long. At medium range, the tele-path's power score is reduced by two. At long range, it is reduced by five.
***Power Score:*** The victims id overpowers his superego and he turns against his allies for 1d4 rounds.
***20:*** The psionicists id is unleashed; the resulting rage imposes a -I penalty on all his attack rolls and power checks for one turn.

| Identity Penetration | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | contact |
| Maintenance Cost: | 6/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | contact |

Identity penetration allows the user to determine the target's true identity in spite of polymorphs, illusions, disguises, etc.
***Power Score:*** No additional effect.
***20:*** Until he gains another level, the telepath cannot penetrate the identity of the current target.

| Incarnation Awareness | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | contact |
| Maintenance Cost: | 13/round |
| Range: | unlimited |

| | |
|---|---|
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | contact |

By applying this power to another character, the psionicist can gain knowledge about past lives. One past life can be explored per round, starting with the most powerful personalities (usually these are also the most famous, but not always). The psionicist also knows immediately how many times this particular personality has been killed and raised from the dead. It is up to the players to put this information to use.
***Power Score:*** All past life information is gained in one quick mental blast.
***20:*** Overwhelmed, the psionicist lapses into a trance until jolted or slapped-or for 1d4 hours, whichever comes first.

| **Inflict Pain** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | contact |
| Maintenance Cost: | 2/round |
| Range: | touch |
| Preparation Time: | 1 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

This is a particularly nasty form of torture. It causes no actual harm to the subject and leaves no marks or scars, but causes excruciating pain of any sort the telepath desires. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they wish to inflict pain. If the victim is an NPC who is being questioned, he must make a saving throw vs. para-lyzation to withstand this agony. If the psionicist finds a way to use this power in combat, the victim must also make a saving throw vs. paralyzation. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a four-point penalty on the character's attack rolls that round, or disrupts and ruins a spell.
***Power Score:*** The pain is so excruciating that the victim passes out for 1d10 rounds.
***20:*** This particular contact is broken.

| **Intellect Fortress** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 4 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 3-yd. radius |
| Prerequisites: | none |

Intellect fortress is one of five telepathic defenses against unwanted contact. It calls forth the powers of the ego and superego to stop attacks. Unlike most other defenses, intellect fortress has an area of effect beyond the psioni-cists mind, offering protection to other minds within that radius. Every mind within that area defends against telepathic attack with the psionicist's intellect fortress power score. A psionicist

can initiate one other psionic power in the same round that he uses intellect fortress.
***Power Score:*** No additional effect.
***20:*** This defense falters and is not usable again for 1d4 rounds.

| **Invincible Foes** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | contact |
| Maintenance Cost: | 5/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

The victim of this devotion believes that any blow struck against him will cripple or kill him. Even if the blow actually causes just one point of damage, the victim thinks he's dying, and that he can no longer fight. He falls to the ground in horrible pain. A character who is struck while under the effect of this power won't recover until a turn later, even if the psionicist stops concentrating on him and turns his attention elsewhere. As long as the character was under this effect when the blow was struck, he's out for 10 rounds. Even if the victim of this power is never actually struck, his behavior is likely to change. Fully expecting the next blow to kill him, he may stop attacking and simply parry, or try to flee, or even surrender and beg for quarter. If the character has not been struck, however, the psionicist must keep renewing the power every round; otherwise future blows will affect him normally. "Invincible foes" can also work in reverse. In other words, an attacker can be made to believe that every blow he strikes is fatal. The belief is strong enough to create an illusion: even if the attacker barely scratches his foe, he sees the "victim" lying down, mortally wounded. He will continue to imagine that opponent lying on the ground until the opponent attacks again (it doesn't matter whom he attacks; any attack breaks the illusion). . This reversal has several consequences. Characters who have been "killed"-i.e., struck-can simply walk away from the fight, leaving their "corpses" behind. Or they can move into position and attack again, gaining a +2 bonus to hit. After this happens three times, the affected character must make a saving throw vs. spells. If it fails, he becomes convinced that his foes are unkillable and reacts accordingly. (PCs, of course, are free to react as they see fit.)
***Power Score:*** No other effect.
***20:*** No other effect.

| **Invisibility** | |
|---|---|
| Power Score: | Int -5 |
| Initial Cost: | contact |
| Maintenance Cost: | 2 / round / creature |
| Range: | 100 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

Psionic invisibility differs significantly from magical invisibility. To make himself invisible, the

psionicist must individually contact each mind that he wants deceive. Once they are all contacted, he makes himself invisible to them only. He can still see himself, as can anyone who was not contacted. Only characters within 100 yards of the psionicist can be affected by this power. Invisibility is a delusion affecting one or more select characters, not an illusion affecting everyone. The only real change occurs in the mind of the psionicist's targets. For this reason, the psionicist can make anyone invisible-not just himself. The "invisible" being must be approximately man-sized (or smaller), however. The psionicist must make a separate power check for each delusion, and pay a separate maintenance cost for each. In this case, a delusion is one "invisible" creature or character, as perceived by one other character. For example, if the psionicist wants to make two things invisible to two people, he must make four separate power checks. This power affects vision only. Observers may still be able to hear or smell "invisible" creatures.

***Power Score:*** The power works like superior invisibility (a telepathic science).

***20:*** All contacts are broken.

| **Life Detection** | |
|---|---|
| Power Score: | Int -2 |
| Initial Cost: | 3 |
| Maintenance Cost: | 3/round |
| Range: | 100 yards |
| Preparation Time: | 0 |
| Area of Effect: | varies |
| Prerequisite: | none |

A telepath can detect the presence of living, thinking creatures within a limited area. He must scan like radar. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan through 180 degrees to a range of 40 yards, 90 degrees to a range of 60 yards, or 30 degrees to a range of 100 yards. One round of scanning will detect humans, dernihumans, humanoids, mammals, and monsters with eight or more hit dice. A second round of scanning will detect birds, reptiles, amphibians, fish, and monsters with less than eight hit dice. In either case the character gets an accurate count of the creatures. The DM should make this power check and keep the result secret from the player. If the psionicist doesn't detect anything, the player won't know whether that means there's nothing there, or the power didn't work. If the roll is I, the psionicist gets faulty information. He detects what is there, but gets the numbers wrong by +/-50 %.

***Power Score:*** The psionicist can instantly detect everything within 100 yards, in every direction.

***20:*** The telepath detects 1d6 creatures which aren't there.

| **Mental Barrier** | |
|---|---|
| Power Score: | Wis -2 |
| Initial Cost: | 3 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

Mental barrier is one of five telepathic defenses against unwanted contact. It is a carefully built wall of thought repetition which exposes only one small area of the mind at a time. A psionicist can initiate one other psionic power in the same round that he uses mental barrier.
***Power Score:*** Contact during this round and the next is impossible.
***20:*** The barrier fails, and the mental attempt disrupts any currently active powers.

| **Mind Bar** | |
|---|---|
| Power Score: | Int -2 |
| Initial Cost: | 6 |
| Maintenance Cost: | 4/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | none |

Mind bar is a magician's bane and the telepath's boon. It gives the psionicist 75% magic resistance against *charm, confusion, ESP, fear, feeblemind, magic jar, sleep, and suggestion* spells. It also offers complete protection against possession of any sort. In addition, mind bar protects a psionicist against all telepathic powers, except the five contact-establishing attacks. No telepathic power can affect a barred mind unless the telepathic attack prevails in a psychic contest. (The defender uses mind bar.)
***Power Score:*** The telepath gains a +5 bonus to his power score when defending in a psychic contest.
***20:*** The telepath's saving throws vs. the spells listed above have a - 4 penalty for one hour.

| **Mind Blank** | |
|---|---|
| Power Score: | Wis -7 |
| Initial Cost: | 0 |
| Maintenance Cost: | 0 |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

Mind blank is one of five telepathic defenses against unwanted contact. It attempts to hide the mind from attack, making its parts unidentifiable. This defense is particularly effective against a psionic blast and id insinuation. (See Chapter 2, "Psionic Combat," for details.) Mind blank is unique. Unlike the other four defense modes, it costs nothing to maintain. *In fact, a character can still recover PSPs while using this power*. That's because mind blank is almost instinctual; if a character knows it, it's nearly always active, even when he's sleeping or meditating. The power is inactive only if 1) the player announces it, or 2) the character uses another defense mode. Even though mind blank has no PSP cost, it *still constitutes psionic activity*. If the power is active, a character is vulnerable to detection. He still may attract psionic feeders, or suffer some other unpleasant effect. A psionicist can use one other psionic power (but not another defense mode) in the same round that he uses mind blank.
***Power Score:*** No other effect.

***20:*** The character cannot use mind blank for 1d4 hours.

| Mind Thrust | |
|---|---|
| Power Score: | Wis -2 |
| Initial Cost: | 2 |
| Maintenance Cost: | na |
| Range: | 30/60/90 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | mindlink, contact |

Mind thrust is one of the five telepathic attacks used to establish contact with another psionicist's mind. It is a stabbing attack which seeks to "short" the synapses of the defender. If the subject's mind has already been contacted, and he has psionic powers, then this power can do some damage. The subject loses the use of one power, chosen randomly, for 2d6 days. Beyond establishing contact, mind thrust has no effect on creatures or characters without psionic powers. This power has three ranges: short, medium, and long. At medium range, the psionicist's power score is reduced by two. At long range, it's reduced by five.
***Power Score:*** No other effect.
***20:*** The telepath loses all tangents, but not contacts.

| Phobia Amplification | |
|---|---|
| Power Score: | Wis -2 |
| Initial Cost: | contact |
| Maintenance Cost: | 4/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

This power allows the psionicist to reach into someone's mind and discover his greatest fear, then amplify it to the point of irrationality. A victim who fails a saving throw vs. spells believes he is imminently threatened by the object of this fear, even if it is completely absurd. A character with a fear of falling, for example, is convinced he could pitch over a cliff at any moment-even while on an endless prairie- unless he stands absolutely still. The reaction of the frightened character depends on the fear. He will defend himself if attacked (unless defending himself is somehow tied in to his phobia). A wizard may teleport away or use other spells to guarantee his safety. Other characters might freeze in place or flee for their lives. But all of their actions will be geared toward protecting against the fearsome object or situation. This fear lasts as long as the psionicist maintains the effect. Once he stops, the fear fades back to its normal proportions, probably leaving the character slightly shaken and more than slightly chagrined.
***Power Score:*** The target's save vs. spells automatically fails.
***20:*** The subject has no detectable phobias.

| Post-Hypnotic Suggestion |
|---|

| | |
|---|---|
| Power Score: | Int -3 |
| Initial Cost: | contact |
| Maintenance Cost: | I/level or hit die |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | 1 creature |
| Prerequisites: | mindlink, contact |

Any creature with an Intelligence between 7 and 17 can receive a post-hypnotic suggestion. (Very dim or very brilliant creatures are not susceptible.) The psionicist plants a suggestion of some reasonable course of action in the creature's subconscious, along with the situation that will trigger this action. When that situation arises, the DM makes a power check against the psionicists post-hypnotic suggestion score, with a -1 penalty for each day that has passed since the suggestion was planted. A "reasonable course of action" is one that does not violate the creatures alignment or class restrictions. It can be something that he would not normally do, but if it is too strange, he just won't do it. The maintenance cost for this power is a one-time-only payment, made when the suggestion is implanted.
***Power Score:*** The psionicists power score is not reduced for the passage of time.
***20:*** The intended victim is aware of the attempt.

| **Psychic Crush** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 7 |
| Maintenance Cost: | na |
| Range: | 50 yards |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisites: | mindlink |

Psychic crush is one of the five telepathic attacks used to establish contact with another psionicist's mind. It is a massive assault upon all neurons in the brain, attempting to destroy all by a massive overload of signals. If this attack is used against any mind that the psionicist has contacted, the victim must make a saving throw vs. paralyzation. Failure costs the target ld8 hit points.
***Power Score:*** The save automatically fails.
***20:*** The victim is immune to further crushes by this psionicist for 24 hours.

| **Psychic Impersonation** | |
|---|---|
| Power Score: | Wis |
| Initial Cost: | 10 |
| Maintenance Cost: | 3/hour |
| Range: | 0 |
| Preparation Time: | 1 turn |
| Area of Effect: | personal |

| Prerequisite: | probe |
|---|---|

This power enables a psionicist to mask his own aura and thought patterns, and make them match someone else's perfectly. To accomplish this, the psionicist must first probe the subject he wishes to impersonate. Psychic impersonation does not alter any of the psionicist's other features. It only changes his identity to other creatures with psionic powers. Even then, a psychic contest with identity penetration or probe can penetrate the disguise. While psychic impersonation is in effect, all of the user's psionic power scores are reduced by one.

***Power Score:*** The disguise cannot be detected psionically and power scores are not decreased.

***20:*** Until the psionicist reaches a new experience level, he cannot impersonate that subject.

| **Psychic Messenger** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 4 |
| Maintenance Cost: | 3/round |
| Range: | 200 miles |
| Preparation Time: | 2 |
| Area of Effect: | 1 sq. yd. |
| Prerequisite: | none |

This power allows a character to create an insubstantial, 3-D image of himself, which can appear anywhere within 200 miles and deliver a message. Everyone present can see and hear the messenger. Communication is oneway. The telepath has no idea what is happening around his messenger unless he's using some other power.

***Power Score:*** The psionicist can make the messenger's appearance differ from his own.

***20:*** No effect.

| **Repugnance** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | contact |
| Maintenance Cost: | 8/round |
| Range: | 200 yards |
| Preparation Time: | 0 |
| Area of Effect- | individual |
| Prerequisite: | mindlink, contact |

With this power, a psionicist makes something-a particular person, place, or object-completely repugnant to another character. That character is overwhelmed with loathing for the "thing," and he will seek to destroy it as completely and quickly as possible. If this destruction is strongly against the character's alignment (such as making a temple repugnant to its cleric), the character gets to make a saving throw vs. spells to shake off the effect.

***Power Score:*** No save is allowed.

***20:*** The victim is aware of the attempt.

| **Send Thoughts** |
|---|

| Power Score: | Int -1 |
|---|---|
| Initial Cost: | contact |
| Maintenance Cost: | 2/round |
| Range: | unlimited |
| Preparation Time: | 0 |
| Area of Effect: | individual |
| Prerequisite: | contact |

This is one-way communication, allowing the telepath to send his own thoughts to someone elses mind. The telepath can send information or simply distract the target. If the target is a wizard casting a spell, he must make a saving throw vs. spells. The wizard applies a modifier to the save: the difference between his Intelligence and the telepaths power score. (If the wizards Intelligence is higher, its a bonus; if it's lower, it's a penalty. ) If this save fails, the wizard's concentration is broken and the spell is spoiled. If the target being distracted is someone involved in melee, he has a two-point penalty on all attack rolls (but not damage rolls).

***Power Score:*** Wizards cannot make the saving throw.

***20:*** If the receiver is a friend, he is distracted.

| **Sight Link** | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | contact |
| Maintenance Cost: | 5/turn |
| Range: | unlimited |
| Preparation Time: | 1 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

Sight link allows the telepath to tap into another character's optical system. The telepath sees whatever his link sees. (His own vision is unaffected.) If the linked creature is subjected to a gaze attack, the telepath must make the appropriate saving throw or also be affected by the gaze.

***Power Score:*** Sound link is also gained.

***20:*** The psionicist is blinded for 1d4 hours.

| **Sound Link** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | contact |
| Maintenance Cost: | 4/turn |
| Range: | unlimited |
| Preparation Time: | 1 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

By means of a sound link, the telepath taps into the auditory system of another person or creature. He

hears whatever his link hears. If the linked creature is subjected to an auditory attack (by sirens, shriekers, etc.), the telepath must make the appropriate saving throw or also be affected.
***Power Score:*** Sight link is also gained.
***20:*** The psionicist is deaf for ld4 hours.

| **Synaptic Static** | |
|---|---|
| Power Score: | Int -4 |
| Initial Cost: | 15 |
| Maintenance Cost: | IO/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 20/50/90 yds |
| Prerequisite: | mindlink |

Synaptic static interferes with all psionic activity within a given area. Even the psionicist is affected; when he creates static, he cannot use any other power simultaneously. However, he may also prevent others from using their powers. Anyone who tries to use a psionic power within the area of effect must fight the static's creator in a psychic contest. If an opponent succeeds, his power functions normally. If not, his power fails. Exposure to synaptic static for more than five rounds will give anyone a splitting headache. This has no game effect, but it will make NPCs and animals irritable. This power has three ranges: short, medium, and long. At medium range, the character's power score is reduced by two. At long range, it is reduced by five.
***Power Score:*** The psionicist receives a +1 bonus in all psychic contests prompted by the current use of static.
***20:*** The character has injured himself trying to create static. He immediately loses 1d20 PSPs and 1d6 hps.

| **Taste Link** | |
|---|---|
| Power Score: | Con -2 |
| Initial Cost: | contact |
| Maintenance Cost: | 4/turn |
| Range: | unlimited |
| Preparation Time: | 1 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

Could this be a dieter's dream? Taste link allows the telepath to tap into the flavor senses of another person or creature. The psionicist tastes whatever his link tastes. If the linked creature takes poison orally, the telepath must make a saving throw vs. poison to avoid passing out and severing the link. The psionicist can't actually be poisoned this way, however.
***Power Score:*** Scent link is also gained (not a defined power).
***20:*** The psionicist has a bitter taste in his mouth, but no other effect occurs.

| **Telempathic Projection** |
|---|

| | |
|---|---|
| Power Score: | Wis -2 |
| Initial Cost: | contact |
| Maintenance Cost: | 4/round |
| Range: | unlimited |
| Preparation Time: | 1 |
| Area of Effect: | 10 yard diam |
| Prerequisite: | mindlink, contact |

Telempathic projection allows the user to send emotions to everyone who has been contacted within a common 10-yard diameter. This power cannot radically change a character's emotional state, however. A character who is very angry could be made only slightly angry, for example, but not happy. Empathic changes are a matter of degrees, no more.

***Power Score:*** Emotions can be drastically altered (love to hatred, etc.) while this power is maintained.

***20:*** All affected characters experience strong negative emotions toward the psionicist for ld6 rounds.

| **Thought Shield** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 1 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

Thought shield is one of five telepathic defenses against unwanted contact. It clouds the mind so as to hide first one part, then another. A psionicist can initiate one other psionic power during the same round in which he uses thought shield.

***Power Score:*** No other effect.

***20:*** No other effect.

| **Truthear** | |
|---|---|
| Power Score: | Wis |
| Initial Cost: | 4 |
| Maintenance Cost: | 2/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | hearing |
| Prerequisite: | mindlink |

When a psionicist uses truthear, he can tell whether other people intentionally lie. He does not hear their words translated into truth; he merely knows whether or not speakers believe they are lying.

***Power Score:*** The psionicist recognizes a falsehood even when the speaker does not.

***20:*** The psionicist can't use this power effectively against this subject for ld6 days.

# Metapsionic Sciences

| Appraise | |
|---|---|
| Power Score: | Int -4 |
| Initial Cost: | 14 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | none |

With this power, a psionicist can determine the likelihood that a specific course of action will succeed. He focuses on a course of action and examines the possibilities. He assigns probabilities. Then he mentally processes enormous calculations to arrive at an overall probability of success. In game play, the character must first pass a power check. If he does, the DM must reveal the percentage chance for the plan or actions success. Exact odds may be difficult or impossible to determine, but the DM should provide his most accurate, honest appraisal. No one, not even a psionicist, can foresee the future with assured accuracy. Like precognition, the success of this power depends on how closely the characters adhere to their plans. Do they act as they intended? React as they intended? What factors did they fail to foresee? Every deviation steers events away from the predicted path. If this power is used, the DM should give the best answer he can, based on information the characters have. Factors they don't know about, and therefore can't take into account while forming a plan, can change things dramatically.
***Power Score:*** The player is allowed to reroll any three die rolls to help make his character's forecast more accurate.
***20:*** The psionicist can't use this power successfully again for ld4 days.

| Aura Alteration | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 10 |
| Maintenance Cost: | na |
| Range: | touch |
| Preparation Time: | 5 |
| Area of Effect- | individual |
| Prerequisites: | psychic surgery, 5th level |

With aura alteration, a psionicist can temporarily disguise a person's alignment, disguise his level, or remove aura afflictions like curses, geases, and quests. Disguising a character's alignment or level is the easiest to do. The disguise is temporary, lasting only 1-6 hours. It has no effect on the character's real alignment or class, but a psionicist with aura sight will be fooled by the fake aura. Because curses, geases, and quests are imprinted on the character's aura, they can be removed with this power. A psionicist who tries this suffers a -6 penalty to his power score and must expend 20 PSPs instead of 10. If the die roll is I, the psionicist's patient must make a saving throw vs. spells to avoid losing one experience level. (A slip of the psychic scalpel can close off vital parts of the brain.)

***Power Score:*** No other effect.
***20:*** The full PSP cost of the power must be paid despite the lack of success, and this psionicist cannot alter this aura until he achieves a higher experience level.

| **Empower** | |
|---|---|
| Power Score: | Wis -12 |
| Initial Cost: | varies |
| Maintenance Cost: | na |
| Range: | touch |
| Preparation Time: | 0 |
| Area of Effect: | 1 item |
| Prerequisites: | 10th level |

This is not a tool for weak or inexperienced characters. Empower allows a psionicist to im- bue an item with rudimentary intelligence and psionic ability. The process, which requires extraodinary time and effort, is described below. Item Requirements. An item must meet two requirements before it can be empowered. First, it must be of exceptional quality-worth 250% to 500% of the normal cost for an item of its type. Second, it must be new. The process of empowering must begin within 48 hours after the item is manufactured. If it is delayed longer, the item cannot be empowered. (If the psionicist still tries, he automatically fails Step One below, expending 50 PSPs.) If the item meets these two requirements, the psionicist can begin the empowerment.
**Step One.** At the start of each day, the psionicist must first prepare the item to receive psionic power. This costs 50 PSPs and requires a power check. If this check fails, the day is wasted; no further progress can be made until the next day.
**Step Two.** If the item has been prepared, the psionicist can give it access to a discipline. It can have access to only one discipline, never more, and the psionicist himself must have access to it. This step costs 100 PSPs and requires a power check.
**Step Three.** The psionicist can attempt to empower the item with any single power he knows within the chosen discipline. (The item must have been properly prepared on the same day.) The psionicist must make two successful power checks: first, a check for the chosen power (using the appropriate power score), and second, another empower check. If both checks succeed, the item has that psionic power, with a score two points below the psionicist's. If Step Three is successful, the psionicist expends another 100 PSPs. (Failure means he expends half that amount, as usual.)
**Step Four.** The psionicist can imbue the item with other powers by repeating Step Three. The item can acquire one power per day, provided it has been properly prepared (see Step One).
**Step Five.** When the item has acquired all the powers which the psionicist intends to give it, the psionicist can seal those powers within the item. To do this, he must prepare the item one more time (expending 50 PSPs), and make an endowment power check one last time. If the item is sealed successfully, it can never gain any additional powers-but it can't lose them, either. An item that has not been sealed will lose one power per month until it is just a normal object again. An empowered object has 8 PSPs per devotion and 12 per science. It has Intelligence equal to its maker's Intelligence minus ld6 points, with a minimum of 12. Its ego is 2 points per devotion and 3 points per science. Unless it was empowered with another telepathic power, it communicates as indicated on Table 113, "Weapon Intelligence and Capabilities" in the AD&D 2nd Edition DMG (p. 186). Its alignment matches its creator's. The weapon has its own personality, however, and like all intelligent weapons, it will try to

assert its independence at every opportunity. The empowering process must be unbroken. *If a day passes in which the psionicist does not at least try to prepare the object, it is finished as is*. He cannot even try to seal the powers; they will wear off over the course of time.
***Power Score:*** No other effect.
***20:*** If three 20's are rolled during the empowering process, the item is a complete and utter failure.

| **Psychic Clone** | |
|---|---|
| Power Score: | Wis -8 |
| Initial Cost: | 50 |
| Maintenance Cost: | 5/round |
| Range: | 60 feet |
| Preparation Time: | 10 rounds |
| Area of Effect: | special |
| Prerequisites: | clairaudience, clairvoyance, psychic messenger, 5th level |

When this power is initiated, a clone of the psionicist steps out of his body. It is in everyway identical to the original form, except that it has no substance. The psionicist can see and hear what the clone sees and hears. The clone will do anything the psionicist wants it to (as if it were actually him). Furthermore, the psioni-cist's psyche goes with the clone, thus enabling it to perform all of his psionic powers. This power has a serious drawback. As long as the clone exists, the psionicist himself is practically a turnip. He retains only three senses: smell, taste, and touch. He cannot move, see, or hear. All his psionic powers are transferred to the clone. In effect, the immobile character is no longer a psionicist; not even psionic sense will reveal his true nature. He can be slain without any combat rolls if an opponent wishes to do so. The clone can travel up to 60 feet from the psionicist. It can go anywhere the psionicist himself could go. For example, it can walk down a corridor, walk across acid (the clone has no substance and cannot be hurt), and swim (provided the psionicist can). Because the psionicist could walk through an unlocked door, so can the clone-although the clone passes through like a ghost. However, a clone cannot travel through walls or walk on water, because the psionicist could not either. The clone is impervious to all forms of attack and damage except psionic or mental attack (which will affect the psionicist).
***Power Score:*** The clone can travel through walls and other solid objects.
***20:*** No other effect.

| **Psychic Surgery** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | contact |
| Maintenance Cost: | IO/turn |
| Range: | touch |
| Preparation Time: | 10 |
| Area of Effect: | individual |
| Prerequisite: | mindlink, contact |

Psychic surgery allows a telepath to repair psychic damage. He can even operate on him- self if need be, though his power score is reduced by 5 in this case. Phobias, aversions, idiocy, comas, seizures-all these

psychic ailments can be treated and cured, as well as several others. Curses or magical conditions-such as geases and charms-cannot be cured. This power cannot cure possession, either. However, psychic surgery can confirm that the problem really is possession, and can force the possessing entity into psionic combat if the surgeon desires. This may be risky, since creatures capable of possession are often quite powerful and the psionicist cannot ascertain their power beforehand. On the other hand, psychic surgery could cure the possession indirectly by forcing a psionically weak entity to flee rather than face combat. Most psychic ailments can be cured in one turn or less. However, if the psionicist's power check result equals I or 2, the problem is particularly tricky and requires another turn to repair. If the power check fails, the problem is too great for the psionicist to fix. He can try again after gaining another experience level.

**Special Operations:** Psychic surgery has two special uses. First, the surgeon can use this power to help nonpsionicists unleash their wild powers. If the psionicist performs this kind of operation successfully, the patient gains a -2 bonus to his wild talent roll. (See Chapter 1.) The second operation can make the effect of any power in the telepathy discipline permanent with no maintenance cost. The patient is rarely grateful, because the power is not bestowed on the subject, only its effect. In this way, a person can be permanently dominated or fate-linked, for example. The following restrictions apply:

1. The power must be maintainable (i.e., it must have a maintenance cost).
2. The power must have a range of other than zero.
3. The surgeon must know the power and use it successfully on the patient.
4. A psionicist cannot use this type of surgery on himself or on another psionicist. If he tries, nothing happens.
5. At most, only one power can made permanent per turn. If the result of the power check is I or 2, the procedure takes two turns instead of one. This procedure can also be reversed; i.e., psychic surgery can be used to remove a permanently implanted telepathic effect.
   ***Power Score:*** The surgery takes only 5 rounds per "implanted" power.
   ***20:*** The surgeon cannot use this power successfully again for 1d4 days.

| **Split Personality** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 40 |
| Maintenance Cost: | 6/round |
| Range: | 0 |
| Preparation Time: | 1 |
| Area of Effect: | personal |
| Prerequisites: | psychic surgery, 10th level |

This is not a psychosis; it's the power to divide one's mind into two independent parts. Each part functions in complete autonomy, like two characters in one body. Both parts communicate fully. Both can use psionic powers, even at the same time. That means a split personality can use twice as many psionic powers per round. (The character's total number of PSPs remains the same, however, with both personalities drawing from it.) Alternately, one personality can use psionic powers while the other does something else-e.g., converse, ponder a puzzle, or control the body in melee. Thus, split personality allows a character to fight physically and psionically at the same time. Mental attacks directed against the psionicist affect only half of the mind. Contact must be

established separately with each half. If one half is destroyed, controlled, or subdued somehow, the other half can continue fighting independently and retains control of the body. Before he attempts to make his personality whole again, the psionicist must make a saving throw vs. paralyzation if any of the following is true: 1) he does not control both portions of his mind, 2) he has unrepaired psychic damage, or 3) is suffering unwanted contact. A successful save means that his mind returns to complete health and throws off all undesired influences. Failure means that the afflicted portion of his mind becomes dominant and he passes out for ld6 turns, but regains consciousness free of undesired influences.
***Power Score:*** The mind splits into three parts instead of two.
***20:*** The character passes out for 1d6 turns.

| **Ultrablast** | |
|---|---|
| Power Score: | Wis -10 |
| Initial Cost: | 75 |
| Maintenance Cost: | 0 |
| Range: | 0 |
| Preparation Time: | 3 |
| Area of Effect: | 50' radius |
| Prerequisites: | 10th level |

A character using psionic ultrablast can overwhelm and damage nearby psyches. To do this, he casts thought waves in all directions. In laymen's terms, the psionicist "grumbles" psychically for three rounds. Then his consciousness bursts forth and a horrid, psychic scream penetrates all minds within 50 feet. Victims may never be the same again. All characters within 50 feet of the psionic ultrablast must save vs. paralyzation. Failure means they pass out for 2d6 turns. Those who pass out must immediately save vs. paralyzation again. If they fail a second time, they lose all psionic power. Only psychic surgery can help them recover this loss. Although the blast does not affect the initiator, the risks are great. If the power check fails, he becomes comatose for ldIO days. Some characters may think he's dead.
***Power Score:*** Creatures of 3 hit dice or less die if they fail their save.
***20:*** The initiator must save vs. paralyza-tion or die. If he lives, he loses the use of all his psionic powers for 2d6 days.

## Metapsioitic Devotions

| **Cannibalize** | |
|---|---|
| Power Score: | Con |
| Initial Cost: | 0 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | 5th level |

This power allows the character to cannibalize his own body for extra PSPs. When it is used, the character can take any number of Constitution points and convert them directly to PSPs at a ratio of 1:8. (One Constitution point becomes eight psionic strength points.) The psionicist can use these points anytime, as if they were part of his total. The Constitution reduction is not permanent, but it is debilitating and long-lasting. The character immediately loses bonus hit points. His system shock and resurrection survival chances are reduced. Most importantly, all of his psionic power scores which are based on Constitution are reduced by the appropriate amount. A psionicist can recover one cannibalized point of Constitution per week of rest. Rest means staying quietly at home (safely indoors). Adventuring is not allowed.

***Power Score:*** The psionicist gains 8 PSPs without reducing his Constitution.

***20:*** The character loses 1d4 Constitution points, but can regain them by resting.

| **Convergence** | |
|---|---|
| Power Score: | Wis |
| Initial Cost: | 8 |
| Maintenance Cost: | 0 |
| Range: | 10 yards |
| Preparation Time: | 1 |
| Area of Effect: | 10 yards |
| Prerequisites: | contact, 4th level |

When psionicists put their heads together, the results can be impressive. Convergence allows psionicists to link their minds into one synergetic being-an entity more powerful than the sum of the individual parts. There is no limit to the number of psionicists who join minds. Each participating psionicist must know the convergence power, however, and each must make a successful power check in the same round. Then they are linked. All their PSPs flow into a single pool, from which each draws his strength. If one participant knows a power, now anyone in the group can use it. Each participant can use psionic powers at the normal rate per turn: one defense and one other power per round. If the group is attacked psionically, the attack must overcome every working defense. If it does, the attack . affects every character in the convergence, or as many as possible. When the convergence is discontinued, PSPs that remain in the pool are evenly divided among all the participants. Fractions are rounded down, and no individual can exceed his usual maximum (extra points are lost).

***Power Score:*** No other effect.

***20:*** The participant loses 1d20 PSPs.

| **Enhancement** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 30 |
| Maintenance Cost: | 8/round |
| Range: | 0 |
| Preparation Time: | 5 |
| Area of Effect: | personal |
| Prerequisites: | 6th level |

This power yields the same results as the Meditative Focus proficiency, in less time. When a psionicist learns this power, he selects one discipline to enhance. As long as he maintains the enhancement power, all of his power scores within the chosen discipline are increased by two. At the same time, all other power scores are reduced by one.
***Power Score:*** Other scores are not reduced.
***20:*** All power scores in the chosen discipline are reduced by one for 24 hours.

| **Gird** | |
|---|---|
| Power Score: | Int -3 |
| Initial Cost: | 0 |
| Maintenance Cost: | 2 x maintenance |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisites: | 3rd level |

Each time a psionicist girds another power, he can maintain that power automatically- i.e., without mental concentration. Thus, a psionicist who is maintaining only girded powers can sleep without disrupting those powers. To use gird, the psionicist must first initiate and maintain the power he intends to affect. Then he must make a girding power check. If he succeeds, he automatically pays twice the normal maintenance cost for the girded power-or a minimum of I PSP per hour. To remove the girding, he must consciously decide to do so (no power check is required). Otherwise, the girding remains in place until the psionicist runs out of PSPs. That means a psionicist who's unconscious or sleeping could awaken to find all his psionic strength girded away. If the psionicist wishes to reestablish a gird that he discontinued, he must make a new power check.
***Power Score:*** No other effect.
***20:*** The gird attempt disrupts the power.

| **Intensify** | |
|---|---|
| Power Score: | Affected -3 |
| Initial Cost: | 5/increase |
| Maintenance Cost: | I/round |
| Range: | 0 |
| Preparation Time: | I/increase |
| Area of Effect: | personal |
| Prerequisites: | 3rd level |

Intensify allows the psionicist to improve either his Constitution, his Intelligence, or his Wisdom for psionic applications. To improve one-for psionic purposes only-he must weaken the other two-for all purposes. Each point of increase in the targeted ability decreases the other two abilities by the same amount. In addition, each point of increase costs 5 PSPs. For example, Zenita is a psionicist with Con 15, Int 16, and Wis 17. She wants to intensify her Intelligence by 4 points. To do so, she must spend 20 PSPs initially (5 PSPs for each bonus point of Intelligence). Her

Intelligence is raised 4 points to 20. Meanwhile, her Constitution and Wisdom scores drop 4 points (to II and 13, respectively). The increase in Intelligence affects psionic powers only. The drop in Constitution and Wisdom affects everything applicable except psionic strength points: psionic power scores, hps, system shock rolls, saving throws, spell bonuses, spell failure, etc. A psionicist can raise an ability score to a maximum of 25, provided he has enough PSPs and no other score is reduced below zero.

***Power Score:*** The character's ability is raised to the level he intended, but the cost of this power is reduced to 3 PSPs per increased point.

***20:*** The psionicist must make a system shock roll or the ability he intended to boost decreases by I point for 24 hours.

| **Magnify** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 25 x magnification |
| Maintenance Cost: | magnification / round |
| Range: | 0 |
| Preparation Time: | 5 |
| Area of Effect: | personal |
| Prerequisites: | 6th level |

Magnify allows the psionicist to magnify the effects of another power in all conceivable ways-e.g., double damage, double range, double modifiers, and so on. However, the affected power's initial cost is proportionately magnified, as is its maintenance cost. The psionicist initiates the magnify power first. At the same time, he must designate which power he intends to improve. Unless he maintains the magnification, he must immediately use the power he wishes to improve (in the same round). Otherwise he can maintain the magnification until he uses the affected power (a costly endeavor). Once the power has been performed, magnify must be reinitiated to perform again. The amount of magnification depends upon the psionicist's level, as follows:

| | |
|---|---|
| Levels 6-10 | X2 |
| Levels 11-15 | X3 |
| Levels 16-20 | X4 |

***Power Score:*** The magnification factor is one greater, with no additional cost.

***20:*** The affected power becomes inoperative for a day.

| **Martial Trance** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 7 |
| Maintenance Cost: | 0 (free) |
| Range: | 0 |
| Preparation Time: | 1 |
| Area of Effect: | personal |

| Prerequisite: | 3rd level |
|---|---|

In some situations, the psionicist may find it useful to enter a trance before engaging in psi-onic combat. This trance focuses the character's complete attention on his psionic activity and tunes out all other distractions. While in the trance, he gains a +1 bonus on all of his Telepathy scores (all powers in the discipline). The martial trance ends whenever the character chooses to end it. It is not deep; the character is brought out of it by any blow, shake, or slap. His attention is completely occupied, so any melee attack against him hits automatically and causes maximum damage.
***Power Score:*** He manages to maintain enough awareness to dodge melee attacks.
***20:*** No other effect.

| **Prolong** | |
|---|---|
| Power Score: | Con -4 |
| Initial Cost: | 5 |
| Maintenance Cost: | 2/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | personal |
| Prerequisite: | 4th level |

When this power is in effect, the range of all powers is increased by 50%, as is the radius of their areas of effect. This has no effect on powers with a range of zero or individual, nor does it alter personal, or single-item areas of effect. It does alter powers that affect a quantity of stuff; prolonged disintegration, for example, destroys up to 12 cubic feet of material instead of 8.
***Power Score:*** The increase is 100%.
***20:*** All ranges/areas of effect are halved for 1d4 hours.

| **Psionic Inflation** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 20 |
| Maintenance Cost: | 3/round |
| Range: | 0 |
| Preparation Time: | 1 |
| Area of Effect: | 100-foot radius |
| Prerequisites: | 3rd level |

When a psionicist invokes this power, he sends out a powerful ring of psionic noise (extending to 100 feet). All psionic activity within this area requires twice the normal initial cost and maintenance. The initiating psionicist is not affected; the noise actually begins about an inch beyond his aura, creating a bubble of relative quiet around him. Other psionicists in the area of effect will not realize anything is wrong until they have actually used a power. If they are maintaining a power, they discover the inflated rate after paying twice the normal maintenance cost. If two psionicists initiate psionic inflation in the same area, the psionicists must conduct a psychic contest. The loser's psionic inflation ceases. If both characters fail, then both cease their

power maintenance. Reroll ties.
***Power Score:*** All psionic activity within the area requires three times the normal initial cost and maintenance.
***20:*** The psionicist cannot recover PSPs for two hours.

| **Psionic Sense** | |
|---|---|
| Power Score: | Wis -3 |
| Initial Cost: | 4 |
| Maintenance Cost: | 1/round |
| Range: | 0 |
| Preparation Time: | 0 |
| Area of Effect: | 200-yard radius |
| Prerequisites: | mindlink |

With psionic sense, a character can detect psionic activity anywhere within 200 yards. Any expenditure of PSPs constitutes psionic activity, even if it is only to maintain a power. Use of the mind blank power is psionic activity, too, even though it expends no PSPs. When the character makes his first successful power check, he learns whether or not someone-or something-is psionically active within range. If the psionicist makes a another successful power check in the following round, he also learns 1) how many PSPs are being spent, and 2) where the psionic activity is occuring (direction and distance). If psionic activity is occurring in more than one place, the psionicist gets a fix on all of it within 200 yards.
***Power Score:*** Second-round information is gained in the first round.
***20:*** This power cannot be used effectively for one turn.

| **Psychic Drain** | |
|---|---|
| Power Score: | Wis -6 |
| Initial Cost: | IO/person + contact |
| Maintenance Cost: | none |
| Range: | 30 yards |
| Preparation Time: | 0 |
| Area of Effect: | up to 6 minds |
| Prerequisites: | mindlink, contact, 6th level |

Psychic drain enables the psionicist to tap into the personal, psychic energy of other people to augment his own psionic strength. Up to six people can be tapped at one time. Each subject, who is often called a host, must first be asleep. Next, the psionicist must make contact with the person's mind. Then he expends another 10 PSPs and makes a psychic drain power check. If he succeeds, the host falls into a trance which lasts 4-9 (ld6+3) hours. The character can be awakened with some difficulty before then, but he'll be groggy and disoriented for another hour. While the host is in the trance, the psionicist can siphon psychic energy. Just as a vampire draws blood to grow strong, the psionicistdrains Wisdom, Intelligence, and Constitution points. He can drain as much as he desires. For every ability point the psionicist drains, he gains 10 PSPs. Any PSPs gained cannot be banked (added to the psionicist's total). They cannot be siphoned any faster than they are used.

In other words, when the psionicist expends PSPs, he automatically draws these points from his host(s)-unless he specifies otherwise. The psionicist must remain within range of the entranced characters in order to draw strength points from them. If he exercises moderation, the psionicist does not harm his hosts. A host only begins to suffer ill effects when he loses more than 50% of his psionic potential. (Potential depends on Wisdom, Intelligence, and Constitution scores. See "Psionic Strength Points" in Chapter 1.) The table below shows the effects of excessive depletion. Psychic surgery can correct these problems.

| **Potential Lost** | Effect on host |
|---|---|
| 51-60% | Temporary amnesia (2-12 weeks) |
| 61-70% | Permanent amnesia |
| 71-80% | Intelligence reduced to 4 |
| 81-90% | Intelligence reduced to 4; put in coma for 1-12 days, must make system shock roll every day or die |
| 91-100% | Save vs. death or die; if subject lives. Intelligence, Wisdom, and Constitution each reduced to 3, permanently |

***Power Score:*** The psionicist does not harm the subject(s) this time, regardless of how much he drains.
***20:*** Contact broken.

| **Receptacle** | |
|---|---|
| Power Score: | Wis -5 |
| Initial Cost: | 0 |
| Maintenance Cost: | 0 |
| Range: | touch |
| Preparation Time: | 1 round/point |
| Area of Effect: | one item |
| Prerequisites: | empower or valuable gem |

This power allows a psionicist to store psionic energy in a special receptacle. The psionicist can draw upon the energy later to fuel his other psionic powers. He cannot use these points when his total pool of psionic strength is at its maximum. However, he can keep the stored PSPs on hand until he's running low on psionic energy, and then use them immediately. (It's like storing a pint of your own blood at a hospital. With a little time, your body replaces the pint. Later, if you should lose blood in an accident or operation, you can use the stored blood to recover the loss quickly.) Before powers can be stored, a receptacle must be prepared. Two types of containers are appropriate: a vessel prepared with empower (a metapsionic science), or a valuable gem that has been specially prepared using the receptacle power. **Empowered Vessel.** Any vessel can serve as a receptacle for psionic energy if it is empowered first. The psionicist must perform the initial preparation and final sealing described earlier under "empower." He does not do anything further;

the vessel needs no additional powers. It can hold PSPs equal to his psionic potential, multiplied by his experience level. **Valuable Gem.** A gem can hold 1 PSP for every 100 gold pieces of its worth, rounded down. For example, a gem worth 650 gold pieces can hold 6 PSPs, and a gem worth 1,000 gold pieces can hold 10 PSPs. The gem still requires preparation, however. To do this, the psionicist must slowly fill the gem with PSPs-1 per turn-until the gem reaches maximum capacity ($^1/_{100}$ of its value). The psionicist can do nothing else while filling the gem. When the task is complete, the psionicist must make a power check. If he fails, only one-half of the gem's capacity is useable. **Storing Points.** Using his receptacle power, he can automatically place I PSP into a properly prepared container per round. When he is finished, the psionicist must make a receptacle power check. If it succeeds, all is well; if it fails, only half the points he expended are stored in the receptacle, while the rest are merely spent. **Using Stored Points.** The psionicist can retrieve stored points automatically. The receptacle must be in contact with his flesh. He can never retrieve more points than the receptacle currently holds, *nor can he retrieve so many that it raises his current psionic point total above his maximum.* No matter how many receptacles he has, a psionicist can never store more PSPs than his maximum total. (For example, if his usual maximum is 100 PSPs, he can store no more than 100.) Only the psionicist who placed the points in the item can use them. The danger of this power is receptacle loss. If the receptacle is damaged or destroyed, its contents (PSPs) are instantly subtracted from the psionicist's total possible points. This loss is temporary, but until the psionicist is once again back up to his full PSP score he recovers PSPs only half as fast as normal.
***Power Score:*** No other effect.
***20:*** No other effect.

| **Retrospection** | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 120 |
| Maintenance Cost: | na |
| Range: | 0 |
| Preparation Time: | 10 |
| Area of Effect: | personal |
| Prerequisites: | convergence, 7th level |

Retrospection is a kind of psionic seance. It allows psionicists to delve into the past and locate memories that have been loosed from other minds. A psionicist must join at least two other psionicists in a convergence before he can use this power. He-or one of the other participants in the convergence-then poses a question regarding a specific event in the past. To find the answer, the psionicist must make a successful power check. When retrospection succeeds, the characters tap into a universal, pervasive memory. They have access to any information that ever existed in anyone's memory regarding the incident they are investigating. The amount of detail that comes to mind depends on power check results:

| | |
|---|---|
| 1 | extremely vague and fragmentary |
| 2 | vague or incomplete |
| 3-5 | complete but not very specific |

| | |
|---|---|
| 6+ | reasonably complete and specific |

Memories bear the mark of the personalities who created them. The DM should role-play the memories accordingly, not just recite information. If the psionicists' alignments differ significantly from the memories' alignments, reaction rolls are in order. Memories can be polite and helpful, or they can be cantankerous and downright rude. Memories which have lain undisturbed for centuries may be angered by the intrusion, or they may be delighted for the chance to air themselves out and bring the truth to light.

***Power Score:*** No other effect.

***20:*** No other effect.

| **Splice** | |
|---|---|
| Power Score: | Int-(2 x # spliced) |
| Initial Cost: | 5 x # spliced |
| Maintenance Cost: | # spliced/round |
| Range: | 0 |
| Preparation Time: | # spliced |
| Area of Effect: | personal |
| Prerequisites: | 2 + level (see below) |

Splicing psionic powers is tremendously useful. In effect, the psionicist is splicing to-gether two or more separate powers into one psionic release. This is very difficult, however, and it requires great precision. The more powers the psionicist attempts to splice, the more likely he is to fail. First, the character must make a successful splice check. His power score is decreased 2 points for each power being spliced. For example, if he is splicing two powers, his score equals Intelligence -4. The initial cost of this endeavor is 5 PSPs for every power being spliced. If the character passes this first power check, he must then initiate each spliced power in succession-without interruption. He does not have to make a separate splicing check for each of these powers, but he still pays their initial costs. Furthermore, each spliced power has absolutely no effect at this time. Once all the powers have been initiated, the psionicist must make a second splice check. (His power score is still reduced two points for each power being spliced.) If he fails this check, all his efforts are lost; the PSPs he spent are gone, and none of the powers works. If the power check succeeds, the psionicist can maintain the splice by expending I PSP per spliced power per round. At any later time (during which the splice has been maintained), the psionicist can unleash the spliced series of powers. In effect, he performs all of the spliced powers simultaneously-or with split second separations if desired. Success is not automatic. The psionicist must perform the individual power checks for these spliced powers when he releases them. He does not have to pay their initial costs again, however. The maximum number of powers that a psionicist can splice equals his experience level. For example, a 2nd level psionicist can splice up to two powers, and a 3rd level psionicist can splice up to three. A complex splice is a long shot at best, however. As noted above, a psionicist's power score decreases two points for every power he attempts to splice. That means a character who attempts a five-power splice has a score of Int -10. Many psionicists use splice to combine just two powers: contact, and another power that requires contact. This is the most common combination.

***Power Score:*** The character receives a + 2 bonus on power checks when unleashing the spliced

powers.
***20:*** No other effect.

| Stasis Field | |
|---|---|
| Power Score: | Con -3 |
| Initial Cost: | 20 |
| Maintenance Cost: | 20/round or I/round |
| Range: | 0 |
| Preparation Time: | 3 |
| Area of Effect: | max. 1 yard/level |
| Prerequisites: | 8th level |

A stasis field is a region in which time slows to a crawl and energy is reduced to a meaningless fizzle. When created, the stasis field surrounds the psionicist like a bubble. It can have any radius he desires, up to a maximum of I yard per each level of his experience. For example, a 10th level psionicist can create a field with up to a 10-yard radius. From the outside, the stasis field looks like a slightly shimmering, completely smooth silver globe. When something presses against the edge, it gives slight resistance, but the object passes through. Inside the field, all is murky and dim. Light filters through from the outside, but it turns gray. A light source inside is only about one-fourth as bright as usual. Time is 60 times slower in a stasis field. That is, for every round (or minute) that passes inside, an hour elapses outside. (This dilation is not apparent to those inside the field, however. ) Each round the psionicist spends inside, he must pay 20 points to maintain the stasis field. Energy and motion also change inside a stasis field. Energy magicks-e.g., fireball, magic missile, cone of cold, and flamestrike-have no effect; the spells appear and then fizzle in midair. Movement is slowed down visibly, and swift objects are affected more than slow objects. Character and creature movement rates are halved. A dagger can easily be pushed through someone, but a lightninglike slash with a sword is slowed to a graceful arc, almost like slow motion. A missile weapon is useless; the missile drifts lazily through the air, only to bounce off an unwary target or be dodged by a target who's looking. If the psionicist keeps the stasis field centered on himself, it moves with him. He can transfer the focal point of the field to anything he touches, however. Then he can move freely within the field, or even leave it. If he does leave the field, the cost to maintain it is reduced to I point per round. (From one perspective, this is actually an increase in cost, since it equals 60 points for every round which passes inside. Remember, one hour outside equals one round inside.) While outside the field, the psionicist can roam up to 100 yards from it and still maintain the field. However, he cannot move the field from the outside. To move it again, he must re-enter it.
***Power Score:*** No other effect.
***20:*** The psionicist pays the full initial PSP cost.

| Wrench | |
|---|---|
| Power Score: | Wis -4 |
| Initial Cost: | 15 |
| Maintenance Cost: | 8/round |
| Range: | 30 yards |

| | |
|---|---|
| Preparation Time: | 0 |
| Area of Effect: | 1 undead |
| Prerequisites: | none |

This power affects only creatures which exist simultaneously on the Prime Material and another plane of existence. This includes most undead in the MONSTROUS COMPENDIUM volumes. It specifically excludes gods, demigods, and avatars. When such a creature is wrenched, it is forced entirely into one plane or the other, at the psionicist's option. If the creature is forced out of the Prime Material plane, it is trapped in the other plane for 2d6 turns. It can return to the Prime Material when that time has elapsed. If the creature is wrenched entirely into the Prime Material plane, it is trapped only as long as the psionicist continues paying the maintenance cost. As soon as he stops, the creature's dual existence is immediately reestablished. Except where contradicted by the monster's description, a creature wrenched onto the Prime Material plane suffers any or all of the following effects, at the DMs option:

- Its armor class is penalized ld6 points.
- Undead lose the ability to drain life energy.
- Magical pluses required to hit the creature are reduced by 1.
- The creature is killed permanently if it loses all of its hit points.

The DM should impose any other penalties which seem appropriate, considering the creature and the other plane involved.

***Power Score:*** The creature is momentarily dazed. It has a -2 initiative penalty in the first subsequent round.

***20:*** No other effect.

# Advanced Dungeons & Dragons® 2nd Edition

*Dungeon Master® Guide Rules Supplement*

# The Complete Book of Necromancers

***By Steve Kurtz***

## Table of Contents


**Introduction**
How to Use This Book
Necromancy and the PC
What You Will Need
**Chapter 1: Necromancers**
***The Standard Necromancer***
- Ability Scores
- Race
- Experience Level Advancement
- Spells
- Spell Restrictions
- Magic Item Restrictions
- Proficiencies

**Chapter 6: The Priest Sphere**
***New Priest Spells***
- 1st-Level Spells
- 2nd-Level Spells
- 3rd-Level Spells
- 4th-Level Spells
- 5th-Level Spells
- 6th-Level Spells
- 7th-Level Spells

**Chapter 7: Allies**
***Apprentices***
***Henchmen***
***Familiars***

***New Necromancer Wizard Kits***
Archetypal Necromancer
Anatomist
Deathslayer
Philosopher
Undead Master
***Other Necromancer Kits***
Witch
Ghul Lord
***New Nonweapon Proficiencies***
Anatomy
Necrology
Netherworld Knowledge
Spirit Lore
Venom Handling
**Chapter 2: Dark Gifts**
***Dual-Classed Characters***
Fighter/Necromancer
Thief / Necromancer
Cleric/Necromancer
Psionicist/Necromancer
***Wild Talents***
***Vile Pacts and Dark Gifts***
***Nonhuman Necromancers***
Humanoid Necromancers
Drow Necromancers
Draconic Necromancers
Githyanki Necromancers
***Sorcerers Immortal***
Undead Necromancers and Death Priests
**Chapter 3: The Price**
***The Social Stigma***
***Punishments and Handicaps***
Physical Deformity
Bodily Afflictions
Insanity and Madness
Unholy Compulsions
***Paid In Full***
**Chapter 4: The Dark Art**
***Spell Selection for the Wizard***
***Undying Minions***
***Secret Societies***
The Cult of Worms
The Scabrous Society
The Cult of Pain
The Anatomical Academy
**Chapter 8: Tools of the Trade**
***Poisons and Potions***
***Magic Items***
***Necromantic Lore***
**Chapter 9: The Campaign**
***Isle of the Necromancer Kings***
The Twin Villages of Misbahd and Jinutt
The Iron Spires of Ereshkigal
The Colossus of Uruk
The Tower of Pizentios
Capital of the Necromancer Kings
Uruk's Summer Palace
The Garden of Eternity
***Adventure Hooks***
The Pirate Necromancers
Bhakau's Return
The Scourge of Thasmudyan
Lich Hunting
***Necrophiles***
Dr. Ellandra Tolbert
Kazerabet(Zaribel)
Master Pizentios
Sarzec the Broken
Talib the Magnificent
Vermissa the Undying
Mistress Yola
**Appendix 1: Common Spells for Necromancers**
**Appendix 2: Wizard Spells In the School of Necromancy**
**Appendix 3: Priest Spells In the Necromantic Sphere**
**Appendix 4: Master Index of Necromantic Priest and Wizard Spells**

Criminal or Black Necromancy
Gray or Neutral Necromancy
Benign or White Necromancy
***New Wizard Spells***
1st-Level Spells
2nd-Level Spells
3rd-Level Spells
4th-Level Spells
5th-Level Spells
6th-Level Spells
7th-Level Spells
8th-Level Spells
9th-Level Spells
**Chapter 5: Death Priests**
***Necromantic Priesthoods***
The God of the Dead
The Goddess of Murder
The God of Pestilence
The God of Suffering
The Lord of Undead
***Other Priestly Resources***

**List of Tables**

1: Pregenerated Ability Scores for Necromancers
2: Extended Necromancer Advancement Spells, and Level Improvements
3: Wild Psionic Devotions for Necromancers
4: Wild Psionic Sciences for Necromancers
5: Special Powers for Necromancers
6: Psionic Progression for Githyanki Necromancers
7: Assorted Physical Deformities
8: Disease Check Modifiers
9: Unholy Compulsions and Curses
10: Forbidden Spells of Black Necromancy
11: Spirit Summoning Modifiers
12: Extended Death Priest Advancement, Spells, and Level Improvements

# Introduction



*The ruins of Ysawis were cloaked by the jungle when I rediscovered the broken city walls with my first husband, Sumulael. That was in the early years of our marriage, when my devotion to the Forbidden Arts ran strong with the careless impetuousness of youth. We had been led to the city by disgruntled spirits, in search of a legendary talisman. Even with our ghostly guides, the ruins of the vine-choked city were extensive, and the exact location of our prize eluded us.*

*At first, when my husband and I beheld the bones of the city's former citizens, we amused ourselves by raising the moldering remains to attend us as ghastly servants, skeletal porters, and shadowy messengers. When the quest for the talisman yielded nothing immediately, we animated more of the city's dead to expand the search. Before long, our new slaves uncovered royal cemeteries where the kings and queens of Ysawis had been buried for centuries before the city's disastrous end. I remember quite vividly my delight at this discovery. With a wave of my hand, I cracked open the tombs' monolithic stone doors, while Sumulael, cackling with wicked glee, called forth the city's ancient royalty, commanding even the oldest of padishahs to stumble forth, wrapped in their worm-eaten shrouds or burial robes, from the corrupted depths of the crypts and into our eternal slavery. And while the dead gave up their age-corrupted treasures, none carried my coveted talisman.*

*Thus Sumulael and I raised up the inhabitants of Ysawis from their crypts and tombs to serve us. We lived there like exiled royalty for many years, until my husband's insanity and revolting habits grew intolerable. I ended up killing the monster, eventually, with the help of adventurers who had discovered my secluded city in the wilderness. That is how I met my second husband, Talib. He was one of the explorers who assisted me in destroying Sumulael and helped me find my long-sought talisman.*

*I soon came to love Talib, after a fashion. I taught him all of my hidden secrets. We were happy together in Ysawis, rebuilding the city to its former glory. But in the end, that marriage also failed, for 1 found that you cannot practice the Art when you are happy, nor advance in its study if you are content. So I left behind my beloved, to write this book in solitude and focus my mind on the difficult road ahead. Come join me on this path of knowledge and self-discovery. Let us explore the Art of Necromancy together.*

-Foreword to Kazerabet's *Art of Necromancy*

Death is the final arbiter. It claims everyone, regardless of class or station, fame or notoriety, gentleness or depravity. In some cultures, death is regarded as the threshold to an elevated spiritual existence or as the doorway leading to another mortal life in a never-ending cycle of reincarnations In other societies, death is believed to be the ultimate ending of awareness, marking complete annihilation and utter oblivion.

Since ancient times, scholars and priests have devoted their entire lives to studying, explaining, and revering the final chapter in human life. For some individuals, however, death has become an obsession, a source of magical power, or even an object of religious adoration. These beings are necromancers, and they are universally feared and loathed as the purveyors of unremitting evil.

According to popular myth, the necromancer practices vile and forbidden arts. He is the macabre sorcerer who roots about in graveyards, searching out moldering components for his obscene spells. She is the evil priestess who calls upon restless, tormented spirits of the long-deceased, seeking their immortal arcana. In their dark and secluded lairs, the mute undead, the monstrous familiar, and the ravening fiend serve the necromancers in their ghoulish endeavors. In the literature of fantasy and horror, the necromancer is usually portrayed as the consummate villain.

Yet there is another side to the necromancer and the death priest. Consider the compassionate ghost-hunter who lays tormented undead to rest, or the dutiful priest of the Dead who helps guide spirits on their eternal voyage to the netherworld. Necromancers can also have a constructive and positive role in the campaign.

This book is devoted to exploring both aspects of necromancers and death priests. We explore their varied roles as not only villains, but also as healers, mentors, and patrons. These spellcasters are among the most complex, versatile, and powerful characters available in the ADVANCED DUNGEONS & DRAGONS® game. This tome reveals all of their secrets and powers so that you - as the Dungeon Master (DM) - can bring these master wizards and priests to life for the players under your care.

## How to Use this Book

*The Complete Book of Necromancers* has been designed for DMs who wish to create complex and memorable spellcasting foes for their unique campaigns. The book is divided into three main sections, each of which the DM may read separately, in any order. The chapters within each individual section should be taken in sequence. They contain introductory material (such as Kazerabet's foreword) which may be read to players, serve as inspiration for adventure hooks, or used in any other way which helps add a further dimension of realism to the campaign.

The first four chapters are devoted to the necromancer nonplayer character (NPC). Chapter One discusses the rules for creating a basic wizard necromancer as a separate and independent sub-class, starting from the basics outlined in the *Player's Handbook*. It explores five new kits - the Archetype, Anatomist, Deathslayer, Philosopher, and Undead Master - each with a different role for the campaign. Chapter Two extends the powers of a necromancer by adding dual classes, psionic Wild Talents, and special powers from the patronage of dark gods. We also discuss some undead or monstrous variants of the necromancer to challenge the most powerful (or foolhardy) groups of adventurers. Chapter Three discusses some of the harsh sacrifices that necromancers must make if they wish to pursue the Forbidden Arts. In Chapter Four, we greatly expand the school of Necromancy, discussing both the beneficial and harmful aspects of the Art.

The next section is devoted to the death priest: the clerical equivalent of the necromancer, who has been given far too little attention in the past. Unlike the wizard, who studies death, the death priest fervently worships it. These clerics belong to distinct priesthoods, each with unique roles, granted powers, spells, and goals for the campaign. Chapter Five explores five of these necromantic priesthoods who serve the Gods of the Dead, Murder, Pestilence, Suffering, and Undead. Chapter Six expands the necromantic priest sphere, providing many more spells for the distinctive necromantic priesthoods.

The final section of the book builds the necromancer and death priest into leaders and active participants in the campaign. Chapter Seven fleshes out a necromancer's entourage with students, henchmen, familiars, and undead minions. Chapter Eight discusses their primary tools, including deadly poisons, necromantic magical items, and books of forbidden lore. Chapter Nine details the Isle of the Necromancer Kings, providing the DM with adventure hooks and introductory scenarios for a campaign. This chapter also includes the descriptions of seven detailed NPCs who can be used as examples and easily dropped into an existing campaign. Finally, the Appendices contain tables, indexes, and a reference list to help the DM gather necromantic material together from other sources.

## Necromancy and the PC

In general, the material presented in this tome is for the Dungeon Master's eyes only. The necromancer put forward herein is a maverick - he or she operates by a set of nasty rules that are completely beyond the realm of most "normal" player characters. These rules must be kept strictly hidden from the players, even if they are adamant about portraying a necromancer.

The most obvious hindrance for a PC necromancer is alignment. While some practitioners of the Art have a scrupulous code of ethics, the number of benevolent necromancers is deplorably rare. At the very least, the majority of necromancers should be considered rigidly neutral. The large remainder of necromantic practitioners are profoundly evil.

Necromancer PCs will face moral challenges from the onset of their career, starting probably with their mentor. Consider Talib, an example of a good and heroic necromancer (highlighted in a number of the chapter introductions and presented in detail in Chapter Nine). Before poor Talib the Apprentice was permitted to advance to 1st level, his Master forced him through a brutal initiation by drugging his food, tying him down to a cold stone altar, and sacrificing him to the Goddess of Murder. Using a *ring of spell storing* from an allied death priest, the Master then raised Talib back from the dead (no hard feelings) to see if his potential pupil had the requisite strength of body and mind to practice necromancy. Since he survived the ordeal, Talib only lost a point of Constitution, the first small price for the privilege of practicing the Art.

Obviously, the young Talib fled his Master at the earliest opportunity. However, whenever he needed to train after gaining levels or to learn new spells, the necromancers he sought out were sometimes more black-hearted than his original Master, and they always demanded a terrible price (moral, physical, or financial) for his continuing education. Since Talib retained his initially lofty ideals, he was usually forced to train himself, requiring much greater expense and time than his other ad venturing compatriots. As the DM, you should make certain that a necromancer PC will confront as many difficult obstacles as possible during his or her own career.

A necromancer PC that reaches 9th level becomes a potential threat to game balance once he or she gains the ability to cast animate dead. Scary enough in the hands of NPCs, this spell can be a monumental inconvenience to the DM in the hands of a crafty player character. On the way out to a dungeon outside a village, for instance, a necromancer PC might raid the local cemetery for a few nights, raising a few "kamikaze" hirelings. The other PCs in the group, if they are smart, will wait patiently while the necromancer completes these preparations.

Afterward, half of the adventure will be reduced to the necromancer sending minions into the dungeon. "Zombie, open that door! Zombie, open that chest! Zombie, walk into that room! Zombie, walk across that checkered and suspicious floor!" Though this scenario can be somewhat morbidly amusing for an evening or two, over an entire series of adventures, it can completely ruin a campaign's carefully cultivated atmosphere of danger, mystery, and suspense. The animated zombies can also put the party thief out of business because of their unfailing ability to detect and harmlessly disarm traps. So what if a zombie takes a ballista bolt in its chest while opening a treasure-filled coffer? The industrious necromancer PC will have plenty of zombies on hand to thwart the array of traps in a dungeon.

Necromancer PCs are already powerful enough (especially at high level) given the basics from the *Player's Handbook*. They have no need of the additional powers and abilities described in this book. Since a properly played necromancer PC can significantly unbalance a campaign, only experienced DMs should consider allowing them the abilities outlined in Chapter Two. At the same time, necromancer PCs are completely subject to the dangers of the Art. Feel free to impose any of the penalties in Chapter Three to keep a necromancer PC from monopolizing every gaming session.

Keep in mind that you - as DM - must choose an appropriate power and penalties for the character, taking into account game balance and role-playing potential before making a final decision. In general, the DM should try to keep as much of this information from the players as possible (especially necromancers' players). If anything, the general aura of mystery, the anticipation of future power, and the dread of the next personal price of increased ability will add a more exciting ambiance to the campaign. , Provided necromancer PCs can be kept in check by an alert DM, they unquestionably add an interesting element of moral tension to the role-playing. Because of their troubling background, questionable practices, and ofttimes dubious sanity, necromancer PCs can be considered to be the roguish equivalent of the common wizard. Since his or her Art will be considered either repugnant (at the very least) or criminal (more likely) by the general populace, the necromancer has the "black sheep" appeal of the outcast or outlaw. Despite this quasi-romantic allure, however, the necromancer deals in cold death, pure and simple The DM should delight in reminding the player of this rather unglamorous fact whenever necessary.

## What You Will Need

This handbook is a supplement for the AD&D® role-playing game, and it assumes that the DM has the *DUNGEON MASTER® Guide (DMG)*, the *Player's Handbook (PHB)*, and the either the first two *MONSTROUS COMPENDIUM®* appendices *(MC)* or the hardcover *Monstrous Manual* tome *(MM)*. Given the limited space and the tremendous breadth of the topic involved, it has not been possible to include every single necromantic kit, priesthood, spell, and magical item ever printed by TSR in this product. It would be convenient if the DM had access to the *Tome of Magic (TOM), Complete Sha'ir's Handbook (SH), Complete Wizard's Handbook (WH), Complete Priest's Handbook (CPrH), Arabian Adventures (AA)*, and the *FORGOTTEN REALM® Adventures (FOR)* hardcover, but these resources should not prove strictly necessary. In this book, necromantic spells and magical items from these sources will be designated by the appropriate abbreviation. If the DM does not have access to these resources, feel free to substitute another item or spell.

# Chapter 1: Necromancers



*Master P., My Lord,*
*M. spotted our unwelcome visitors, and 1 am writing to report our first confrontation. By the time this message reaches you, I will have raised up more bodies for another attempt. With M. to guide me, I expect no difficulty in locating them again.*
*The first battle started auspiciously, exactly as you predicted. K. and I first eliminated their battle mage with lightning and mage bolts, while the zombies lurched towards the massed fighters. (There must be some way of enhancing their speed - they make unwieldy tools in battle!) K. and I hurled more mage bolts and dead-hands at their formation, dropping three warriors.*
*But Captain 0. had a handglyph - he must have stolen it from B.'s library - and with it he crushed half the bodies in a cone of lightning. That was the turning point. His priestess T. - the same one who caused my current affliction - managed to place a hold on K., so he could no longer reinforce my assaults. While I was still attempting a riposte, she disrupted all of the wordings I had woven with K. to protect us.*
*The moment of decision had passed. 0. and his remaining warriors dispatched the rest of the bodies, then turned on me. In desperation, I called down the mist of death with your scroll, and though I gladly report it claimed T.'s life, it could not stop them all. My spells exhausted, stripped of my defenses, I drank the potion and withdrew. Although I managed to recover my grimoire and funds, I could not save K., the incompetent. I doubt 0. will spare him.*
*The battle was not a complete loss, however: M. has confirmed that we eliminated all their spellcasters and four of their warriors. (He brought me T.'s eye as a token!) Only 0. and a handful of his party remain. I would like your permission to seek them out once again. With what you left me. I can still raise up more bodies to assist me. I eagerly await your decision.*
*Your Most Humble and Obedient Servant,*
*S., the Broken*

As Sarzec's letter demonstrates, necromancer NPCs can make ideal nemeses for a party of adventurers. In addition to their role as villains - a capacity in which they perform most admirably - they also have the potential to serve as unique and memorable employers, mentors, or allies during the campaign. This chapter explores both the common attributes and diverse professions of these specialist wizards.
One of the main purposes of this book is to facilitate NPC generation for the DM. To this end, we begin by summarizing the general requirements and abilities of wizards specializing in the "Art" of necromancy. (Detractors of this school more commonly refer to necromancy as the "Dark," "Black," or "Forbidden Arts.") After establishing the necromancers' common attributes, we turn to the varied roles of the specialists in the campaign. These diverse professions are encapsulated into separate kits which serve as role-playing aids for the DM and player alike. Finally, we conclude with a few new nonweapon proficiencies appropriate for necromancers.

## The Standard Necromancer

The necromancer shares many attributes in common with unspecialized mages as described in the PHB. As with all characters, the DM must first establish the specialist's ability scores, race, experience, spell abilities, and proficiencies. These game statistics provide the most basic "skeletal" outline of the wizard, which will be expanded throughout this book.

**Ability Scores**

Not all wizards can become necromancers. Masters of the Dark Art must possess utmost self-control and mental stability in order to successfully control the powerful energies at their disposal. Frequent trafficking with the spirits of the dead and more powerful creatures from the Lower Planes can exact a terrible price on the sanity of these mages; weak-willed individuals have little chance of emerging from such encounters with their mental faculties unimpaired. As we shall see in Chapter Three, insanity and madness are of paramount concern, even for the most wise and experienced practitioners of the Dark Art.

Consequently, only wizards with a minimum Wisdom of 16 may specialize in necromancy. As with most mages, they must also have a minimum Intelligence of 9 (their prime requisite). The character's ability scores may be determined by one of the six methods outlined in the PHB (page 13), though not all procedures are equally likely to generate a character with the requisite high wisdom and intelligence. Methods I and III are least likely to generate a necromancer character (roughly a 2-4% chance, based on random generations of 1000 or more sets of ability scores). The chances improve somewhat for Methods II, IV, and V (roughly 8%, 11%, and 15% chance, respectively). Only Method VI offers about 90-100% certainty.

There are a few different strategies that the DM can use when generating ability scores for an NPC. The quickest method is for the DM to simply make up the ability scores. The DM can also roll up the scores using the same method chosen for the adventurers in the campaign. These approaches are best-suited for low-level henchmen, hirelings, or other individuals of minor importance in the long-term campaign.

However, if a necromancer is going to have a pivotal role during an extended series of adventures, the DM may want to tailor the ability scores to properly complement or challenge the party of player characters. In a heroic campaign, where the adventurers themselves have unusually high ability scores, should not their archnemesis be similarly endowed? One might argue that the party's archnemesis should have superior ability scores in most respects to those of the typical PC. Where is the challenge in fighting a weak enemy? The party will derive a much greater sense of accomplishment in triumphing over a superior foe than an inferior one.

Given the "superior nemesis makes for better gaming" theory, the DM may use the following alternative dice-rolling methods to generate ability scores for necromancer wizards (in addition to Methods I- VI of the *PHB*):

*Method VII*: This method is a quick way to generate standard statistics for an NPC. Each ability score starts with 10, modified by the roll of ld8 (each score thus varies from 11 to 18, with an average ability score around 14-15). The DM can speedily generate six ability scores and rearrange them to best compliment the particular character. This method insures about a 75% chance for randomly generating a necromancer NPC.

*Method VIII*: As Method VII, except give the necromancer a +1 bonus on Intelligence and +1 bonus on Wisdom (18 maximum in each score). With these bonuses, the probability increases to roughly the same as Method VI (90-100%).

To avoid overbalancing the campaign with countless "super villains," the DM should use these last two methods sparingly and only for NPCs (player characters should be restricted to Methods I-VI). For most "average" NPC wizards, the DM should simply make up the score? or use Methods I-V1 from the PHB. Examples of ability scores generated using each of these methods are presented in Table 1 (on page 10). The DM is encouraged to use these pregenerated sets to expedite character creation, either by choosing or random die roll (d6). This table may also be used for random player character generation, though only with the DM's permission (the DM should choose the appropriate Method (I-VI) for the campaign).

**Table 1:** Pregenerated Ability Scores for Necromancer Wizards by Methods (I-VI) from the *Player's Handbook* (page 13).

| **Method I** | **Str** | **Int** | **Wis** | **Dex** | **Con** | **Cha** |
|---|---|---|---|---|---|---|
| 1. | 13 | 10 | 17 | 11 | 10 | 5 |
| 2. | 10 | 9 | 16 | 10 | 11 | 13 |

| **Method IV** | **Str** | **Int** | **Wis** | **Dex** | **Con** | **Cha** |
|---|---|---|---|---|---|---|
| 1. | 12 | 16 | 17 | 14 | 14 | 12 |
| 2. | 14 | 17 | 16 | 14 | 15 | 14 |

| | | | | | | |
|---|---|---|---|---|---|---|
| 3. | 5 | 9 | 16 | 14 | 16 | 10 |
| 4. | 7 | 12 | 16 | 13 | 16 | 12 |
| 5. | 15 | 9 | 16 | 6 | 9 | 7 |
| 6. | 7 | 11 | 16 | 13 | 15 | 13 |

| | | | | | | |
|---|---|---|---|---|---|---|
| 3. | 10 | 17 | 16 | 14 | 14 | 12 |
| 4. | 11 | 16 | 16 | 12 | 12 | 12 |
| 5. | 13 | 18 | 16 | 13 | 15 | 13 |
| 6. | 11 | 16 | 17 | 15 | 13 | 11 |

| **Method II** | **Str** | **Int** | **Wis** | **Dex** | **Con** | **Cha** |
|---|---|---|---|---|---|---|
| 1. | 17 | 12 | 17 | 12 | 11 | 12 |
| 2. | 13 | 10 | 16 | 14 | 12 | 12 |
| 3. | 12 | 16 | 16 | 7 | 13 | 12 |
| 4. | 11 | 14 | 16 | 11 | 12 | 13 |
| 5. | 8 | 10 | 18 | 12 | 8 | 9 |
| 6. | 7 | 17 | 16 | 13 | 10 | 11 |

| **Method V** | **Str** | **Int** | **Wis** | **Dex** | **Con** | **Cha** |
|---|---|---|---|---|---|---|
| 1. | 9 | 17 | 16 | 11 | 14 | 11 |
| 2. | 10 | 17 | 16 | 15 | 16 | 13 |
| 3. | 10 | 18 | 16 | 11 | 13 | 10 |
| 4. | 12 | 16 | 16 | 14 | 15 | 14 |
| 5. | 12 | 17 | 16 | 14 | 14 | 13 |
| 6. | 11 | 17 | 17 | 13 | 15 | 12 |

| **Method III** | **Str** | **Int** | **Wis** | **Dex** | **Con** | **Cha** |
|---|---|---|---|---|---|---|
| 1. | 6 | 17 | 16 | 9 | 10 | 6 |
| 2. | 10 | 17 | 16 | 13 | 14 | 10 |
| 3. | 9 | 17 | 16 | 13 | 15 | 11 |
| 4. | 6 | 17 | 16 | 11 | 14 | 9 |
| 5. | 5 | 16 | 16 | 9 | 13 | 6 |
| 6. | 8 | 18 | 16 | 10 | 11 | 13 |

| **Method VI** | **Str** | **Int** | **Wis** | **Dex** | **Con** | **Cha** |
|---|---|---|---|---|---|---|
| 1. | 8 | 17 | 16 | 10 | 16 | 8 |
| 2. | 8 | 18 | 16 | 17 | 8 | 8 |
| 3. | 9 | 13 | 16 | 11 | 12 | 10 |
| 4. | 8 | 14 | 16 | 16 | 11 | 8 |
| 5. | 9 | 14 | 16 | 15 | 10 | 11 |
| 6. | 10 | 15 | 17 | 8 | 15 | 9 |

**Race**

As noted in the *PHB*, of those races open to player characters, only humans may normally specialize in the Dark Art. Compared with other demihuman races, humans have by far the shortest life span and are hence more likely to be concerned (or in the case of necromancers, obsessed) with death. Indeed, many human societies have revolved around a preoccupation with death and the afterlife, and one might argue that the study of necromancy was instigated by certain humans to help prolong their own lives. Other demihuman races, such as the elves and dwarves, have such long lives that death (of natural causes, at least) is usually a much less pressing concern. However, as we shall see in Chapter Two, this rule can be relaxed for some of the monster races when creating powerful NPCs to challenge a high-level party.

**Experience Level Advancement**

Necromancers advance in levels like most specialists, as outlined in the *PHB*. While most player characters could spend their entire careers reaching 20th level, NPC wizards created by the DM can be far more powerful. Unlike many other character classes, the spell abilities of mages continue to progress beyond 20th level, and wizards continue to gain 1 hp per level advanced after 20th.
An expanded level advancement table is provided in Table 2. As with most wizards, necromancers with an intelligence of 16 or greater gain a 10% bonus on experience points, though this is normally not of much concern for the NPC, whose experience is designated by the DM.

**Table 2:** Extended Necromancer (Wizard) Advancement, Spells, and Level Improvements.

| Level | Experience | Hit Dice (d4) | THACO | Spell Levels | | | | | | | | | Proficiencies | | Saving Throws | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | NW | W | PPDM | RSW | PP | BW | S |
| 1 | 0 | 1 | 20 | 2 | - | - | - | - | - | - | - | - | 4 | 1 | 14 | 11 | 13 | 15 | 12 |
| 2 | 2,500 | 2 | 20 | 3 | - | - | - | - | - | - | - | - | 4 | 1 | 14 | 11 | 13 | 15 | 12 |
| 3 | 5,000 | 3 | 20 | 3 | 2 | - | - | - | - | - | - | - | 5 | 1 | 14 | 11 | 13 | 15 | 12 |
| 4 | 10,000 | 4 | 19 | 4 | 3 | - | - | - | - | - | - | - | 5 | 1 | 14 | 11 | 13 | 15 | 12 |
| 5 | 20,000 | 5 | 19 | 5 | 3 | 2 | - | - | - | - | - | - | 5 | 1 | 14 | 11 | 13 | 15 | 12 |
| 6 | 40,000 | 6 | 19 | 5 | 3 | 3 | - | - | - | - | - | - | 6 | 2 | 13 | 9 | 11 | 13 | 10 |
| 7 | 60,000 | 7 | 18 | 5 | 4 | 3 | 2 | - | - | - | - | - | 6 | 2 | 13 | 9 | 11 | 13 | 10 |
| 8 | 90,000 | 8 | 18 | 5 | 4 | 4 | 3 | - | - | - | - | - | 6 | 2 | 13 | 9 | 11 | 13 | 10 |
| 9 | 135,000 | 9 | 18 | 5 | 4 | 4 | 3 | 2 | - | - | - | - | 7 | 2 | 13 | 9 | 11 | 13 | 10 |
| 10 | 250,000 | 10 | 17 | 5 | 5 | 4 | 3 | 3 | - | - | - | - | 7 | 2 | 13 | 9 | 11 | 13 | 10 |
| 11 | 375,000 | 10+1 | 17 | 5 | 5 | 5 | 4 | 4 | - | - | - | - | 7 | 2 | 11 | 7 | 9 | 11 | 8 |
| 12 | 750,000 | 10+2 | 17 | 5 | 5 | 5 | 5 | 5 | 2 | - | - | - | 8 | 3 | 11 | 7 | 9 | 11 | 8 |
| 13 | 1,125,000 | 10+3 | 16 | 6 | 6 | 6 | 5 | 5 | 3 | - | - | - | 8 | 3 | 11 | 7 | 9 | 11 | 8 |
| 14 | 1,500,000 | 10+4 | 16 | 6 | 6 | 6 | 5 | 5 | 3 | 2 | - | - | 8 | 3 | 11 | 7 | 9 | 11 | 8 |
| 15 | 1,875,000 | 10+5 | 16 | 6 | 6 | 6 | 6 | 6 | 3 | 2 | - | - | 9 | 3 | 11 | 7 | 9 | 11 | 8 |
| 16 | 2,250,000 | 10+6 | 15 | 6 | 6 | 6 | 6 | 6 | 4 | 3 | 2 | - | 9 | 3 | 10 | 5 | 7 | 9 | 6 |
| 17 | 2,625,000 | 10+7 | 15 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 3 | - | 9 | 3 | 10 | 5 | 7 | 9 | 6 |
| 18 | 3,000,000 | 10+8 | 15 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 3 | 2 | 10 | 4 | 10 | 5 | 7 | 9 | 6 |
| 19 | 3,375,000 | 10+9 | 14 | 6 | 6 | 6 | 6 | 6 | 4 | 4 | 4 | 2 | 10 | 4 | 10 | 5 | 7 | 9 | 6 |
| 20 | 3,750,000 | 10+10 | 14 | 6 | 6 | 6 | 6 | 6 | 5 | 4 | 4 | 3 | 10 | 4 | 10 | 5 | 7 | 9 | 6 |
| 21 | 4,125,000 | 10+11 | 14 | 6 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 3 | 11 | 4 | 8 | 3 | 5 | 7 | 4 |
| 22 | 4,500,000 | 10+12 | 14 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 5 | 4 | 11 | 4 | 8 | 3 | 5 | 7 | 4 |
| 23 | 4,875,000 | 10+13 | 14 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 4 | 11 | 4 | 8 | 3 | 5 | 7 | 4 |
| 24 | 5,250,000 | 10+14 | 14 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 12 | 5 | 8 | 3 | 5 | 7 | 4 |
| 25 | 5,625,000 | 10+15 | 14 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 12 | 5 | 8 | 3 | 5 | 7 | 4 |
| 26 | 6,000,000 | 10+16 | 14 | 7 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 6 | 12 | 5 | 7 | 3 | 5 | 7 | 4 |
| 27 | 6,375,000 | 10+17 | 14 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 6 | 6 | 13 | 5 | 7 | 3 | 5 | 7 | 4 |
| 28 | 6,750,000 | 10+18 | 14 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 13 | 5 | 7 | 3 | 5 | 7 | 4 |
| 29 | 7,125,000 | 10+19 | 14 | 8 | 8 | 8 | 8 | 7 | 7 | 7 | 7 | 7 | 13 | 5 | 7 | 3 | 5 | 7 | 4 |
| 30 | 7,500,000 | 10+20 | 14 | 8 | 8 | 8 | 8 | 8 | 8 | 8 | 7 | 7 | 14 | 6 | 7 | 3 | 5 | 7 | 4 |

**NW**: Nonweapon Proficiency slots; **W**: Weapon Proficiency slots; **PPDM**: Paralyzation, Poison, or Death Magic; **RSW**: Rod, Staff, or Wand; **PP**: Petrification or Polymorph; **BW**: Breath Weapon; **S**: Spells.

**Spells**

As will be closely explored in Chapter Four, the greatest powers of the necromancer arise from spellcasting. Like all specialists, they gain an additional spell for each available spell level, when compared with generalist mages.

This bonus spell is reflected in Table 2 (which appears on page 11) and must be devoted to memorizing a spell from the school of Necromancy (listed in Appendix 2 at the end of the book), or else it is forfeit. Thus, at 1st level, a necromancer could memorize two 1st-level spells (whereas general mages can memorize only one), provided that the bonus spell was from the school of Necromancy.

Due to their advanced understanding of the Art, necromancers gain a +1 bonus to saving throws against necromantic spells. Likewise, other characters suffer a -1 penalty on their saves against necromantic spells when cast by these specialists. The adjustments are cumulative, so two necromancers employing the Art against each other effectively negate these factors.

Another range of benefits applies to learning spells, though these are not normally a concern for the DM. For instance, they gain a +15% bonus to learning spells in the school of Necromancy, one bonus spell added to their spell books upon advancing to a new spell level, and the ability to create new spells as if they were one spell level less (see page 32 in the *PHB* for details). In general, these arc of little practical use for the NPC, whose spells are usually chosen directly by the DM.

**Spell Restrictions**

Necromancers do pay a price for their devotion to the Art. Because of the concentration in necromancy, they forgo all training in the schools of Illusion and Enchantment/Charm. As a result, they cannot cast spells from these neglected schools, unless the spell also falls under the jurisdiction of the six permissible schools. Consider the 6th-level spell *enchant an item*, for example. Although it belongs to Enchantment/Charm school, the spell may be learned by a necromancer since it is also taught in the school of Invocation.

Of course, necromancers do have a more difficult time with studying spells outside the Art for the first time (-15% chance to learn spells from permissible schools except necromancy). However, despite all these restrictions, the necromancer has a huge potential repertoire of spells at hand, limited only by the character's intelligence and diligence at spell research. Appendix 1 lists many spells available to necromancers, arranged by level and application.

**Magic Item Restrictions**

In addition to spell restrictions, the necromancer is slightly limited in the choice of magical items. Since this specialist lacks a formal background in the schools of Enchantment/Charm and Illusion, the Necromancer cannot employ the few specialized magical items based exclusively on these spells. As a general rule, if the magical item can only be employed by a wizard and it involves either spells or spell-like effects from the Enchantment/Charm or Illusion school, then this device could not normally be employed by a necromancer. Thus only a few items from the *DMG* and *TOM* are forbidden: all wizard scrolls with spells exclusively from Enchantment/Charm or Illusion schools, *rod of beguiling, staff of command, wands of fear and illusion, robe of scintillating colors, and eyes of charming.*

Magical items available to all classes, which operate without specialized knowledge in the restricted schools, are generally allowed to specialists (including the necromancer). For instance, a *potion of invisibility* will work whether it is imbibed by a necromancer, an invoker, or even a troll. Similarly, the necromancer can easily employ rings of *human influence* and *invisibility, rods of splendor and terror, cloaks of displacement*, and all other items without class restrictions.

**Proficiencies**

To round out the necromancer's skills, the DM should choose weapon and nonweapon proficiencies for the character. These should depend on the necromancer's kit, as detailed later. The DM should also refer to the new nonweapon proficiencies discussed in this chapter. In this section, we describe only how to determine the total number of proficiency slots available to the wizard.

The base number of weapon and nonweapon proficiencies depends on the character's experience level. These are summarized on Table 2. It is suggested that the DM employ the optional rule that transfers the number of languages to proficiency slots (page 16, *PHB*). Note that these bonus slots may be applied to either weapon or nonweapon proficiencies, as desired.

A highly intelligent, powerful wizard will tend to have many nonweapon proficiencies. Normally, the DM should only bother to assign these skills if there is some chance that they might augment a role-playing situation. For instance, there is almost no point in assigning nonweapon proficiencies to the evil archivallain of a campaign, whose only purpose is to torment and attack the PCs. As a short cut, the DM should only chose weapon proficiencies for such a character and simply assume that the NPC knows any skills necessary to carry out his or her fiendish plans. However, for those NPCs who might interact with the party outside of direct, antagonistic combat (perhaps serving as a mentor, teacher, henchman, or temporary hireling) the DM should take the time to carefully choose their selection of nonweapon and weapon proficiencies, based upon their kits. These skills might help to further develop the character and make role-playing situations more vivid for everyone involved.

## New Necromancer Wizard Kits

Kits are role-playing aids that help the DM (or player) further define a character. The following kits represent distinct sub-classes of the necromancer wizard, each with its own goals, qualifications, and roles for the campaign. With the DM's permission, a select few (such as the Anatomist, Deathslayer, or Philosopher) may be made available to PC wizards, subject to the concerns raised in the Introduction.

### Archetypal Necromancer

Archetypal necromancers employ the Art only for their own twisted and evil ends. They revel in animating the dead and forcing the corrupted remains to serve their perverse appetites. Because of the Archetype's vile excesses, necromancers as a profession arc universally reviled in most civilized societies.

The Archetypal necromancer was perhaps best captured in the short stories of dark Ashton Smith. The decadent Mmatmuor and Sodosma from "The Empire of the Necromancers", powerful Vacharn, and his treacherous sons Vokal and Uldulla from "Necromancy in Naat", the vengeful Nathaire from "the Colossus of Ylourgne", and finally the perverted Abnon-Tha with his timid assistants, Narghai and Vemba-Tsith, from "The Chamel God." All these vile and repugnant personalities serve to clearly illustrate the Archetype at its lowest form.

In more recent fantasy literature, Sauron (Tolkien's *Lord of the Rings*), Roxanne (the *Thieves' World* anthologies), and the Forsaken (Robert Jordan's *Wheel of Time* series) are good examples of this kit.

**Requirements**: The Archetype is the classic malevolent wizard (any evil alignment will do). Black clothes are a must (or at the very least, some somber attire).

**Role**: Stereotypical necromancers are consummate villains, foul-hearted wizards of the basest sort. As a result of their violently unrelenting and unrepentant evil, these wizards are either promptly stamped out of existence by the righteous arm of society, or they are eventually driven out of civilization into the wilderness. Most tend to be short-sighted, petty scoundrels with few ambitions save to capture unwary travelers, kill them in gruesome tortures, and later animate them as a form of sick amusement. Others plot in seclusion to gain the coveted boon of lichdom so they can prolong their depravity beyond the grave. The most dangerous ones harbor secret, long-range plans to subvert or destroy the society that exiled them.

The Archetype is an unsympathetic villain, and Master Pizentios (the cryptic Master P. in Sarzec's letter at the beginning of this chapter) provides the DM with an example of such a dastardly character. This wizard is featured in the introductions of Chapters Seven and Eight, and his NPC sheet appears in Chapter Nine. As we shall see in the sample campaign of the Isle of the Necromancer Kings (Chapter Nine), Pizentios makes a dangerous nemesis for even an experienced party of adventurers.

**Preferred Spells**: An Archetype like Pizentios embraces the Black Arts, though much of the wizard's notoriety

arises from the perverted abuse of gray necromancy (which includes animating the dead—see Chapter Four). Otherwise, an Archetype is a jack-of-all-trades when it comes to necromancy, adopting any (offensive) spells which further his or her plans.

**Weapon Proficiencies**: The Archetype is generally limited much like a standard wizard and can normally choose from among the dagger, dart, staff, knife, or sling. However, at the discretion of the DM, these villainous wizards may learn a single special weapon outside their restricted selection, at the expense of two slots. The necromancers of dark Ashton Smith, for instance, rarely traveled far without strapping on their scimitars. The Archetype can learn only one special weapon, chosen from among the following: battle axe, bow (any), crossbow (any), javelin, spear, sword (any), and warhammer. While these are not normally allowed to wizard characters, they tend to be common among Archetypes (especially at low levels).

**Nonweapon Proficiencies**: Required: none. Recommended: (General) any; (Warrior, these take 3 slots): endurance, survival; (Rogue) any; (Wizard) anatomy, languages (ancient), ancient history, necrology, netherworld lore, reading/writing, venom handling. Forbidden: all Priest.

**Equipment**: Archetypes may own any equipment, including a dagger, knife, dart, staff, sling, or their chosen special weapon. Like all wizards, they cannot wear armor when casting spells.

**Special Benefits**: Due to his or her devotion to black necromancy, the Archetype typically gains 1-3 special abilities as outlined in Chapter Two (DM's discretion). These supernatural powers invariably result from the wizard's heinous practices, which usually include foul and unspeakable pacts with evil gods.

**Special Hindrances**: Most Archetypal necromancers pay a terrible personal price for their evil powers. By embracing the Black Arts, they subject themselves to countless dangerous side effects, the least of which include curses, disease, physical deformity, and madness (the DM should refer to Chapter Three for details).

**Anatomist**

Anatomists devote their careers to the scientific study of the body, often using magical means to aid or inform their research. These wizards are profoundly fascinated by the seemingly infinite mysteries of the human form. Anatomists gain their knowledge after years of extensive research, typically performed on cadavers. Their exhaustive experience makes them vastly superior doctors when compared with the typical village healers who rely chiefly on herbal medicine to cure the sick.

While some Anatomists use their knowledge to heal, a most adopt this profession to further their own dark motives. Some, falling into the "insane scientist" category, using their expertise to create blasphemous experiments, the least repellent of which include the creation of cadaveric automatons, like flesh golems. Others, who delight only in inflicting pain, practice their skill on living subjects rather than cadavers. These vivisectionists make the most exquisite torturers and are sometimes found in the employ of despotic rulers.

The Anatomist is chiefly inspired by the physicians of the 15th-19th centuries who increasingly turned to the dissection of cadavers to improve their medical expertise. Because of laws which prohibited exhumation and mutilation of the dead, physicians resorted to unsavory grave robbers to supply them with fresh corpses for study. As a result of public beliefs in divine or supernatural retribution for mutilating the dead, these dissections took place in the most secret confines of the universities, reinforcing the notion that physicians took part in arcane, cabalistic practices. Mary Shelly's *Frankenstein* - written in 1817 (before England's Anatomy Act of 1832, which for the first time legally provided British physicians with cadavers for study) - drew further parallels between the genius physician and the experimenting necromancer.

The Anatomist works best in campaigns with a Renaissance background or a 16th-century historical setting such as the one proposed in *A Mighty Fortress*. An evil Anatomist would perfectly suit a RAVENLOFT® campaign replete with "mad scientists" and their abhorrent creations. For ideas on the more twisted aspects of the kit, the DM may refer to the classic *Frankenstein*, numerous B, horror movies, and *Van Richten's Guide to the Created*. A short story from the fantasy *Thieves' World* anthology, "The Vivisectionist," more closely explores the theme of the torturer-scientist.

**Requirements**: The Anatomist may be of any alignment.

**Role**: Some Anatomists use their specialized knowledge for the good of humanity, serving as skilled physicians and healers. However, because of the taboo and stigma associated with the dissection of corpses, almost all Anatomists must keep their experiments secret from their clientele. Thus, the Anatomist usually fosters the appearance of being an "ordinary" doctor or wizard who gains his or her knowledge from ancient texts and university lectures.

Despite the public opprobrium. Anatomists have no desire to flee society. Indeed, their entire profession is based on the close proximity of civilization. It would prove impossible, for instance, to practice their calling in the desolate wilderness (at least not without considerable assistance from henchmen or allies). Anatomists need a constant supply of fresh cadavers on which to experiment, and these can only be safely secured in a large town or city.

Dr. Ellandra Tolbert, whose detailed NPC sheet appears in Chapter Nine, is an example of how an Anatomist can easily fill the roles of mentor, employer, or nemesis (Ellandra makes further appearances in Chapters Two and Four). Because of her position in the Anatomical Academy (a secret society of Anatomists, detailed in Chapter Seven), Ellandra is in a perfect position to hire a party of adventurers to help her secure a new supply of corpses for study, clear out a secret, new meeting house for the Academy, or thwart an official investigation by the local authorities. If the party does not have access to a cleric, Ellandra could effectively treat their wounds, mend broken bones, reattach severed limbs, or even bring a dead character back to some semblance of life. Finally, she can serve as a powerful ally (or nemesis) in combat. The DM can thus easily introduce an Anatomist into just about any campaign.

**Preferred Spells**: The Anatomist prefers necromantic spells that directly affect the physical body, either before or after death (like *corpse link, embalm, delay death, empathic wound transfer, bone growth,* and *graft flesh*). They have little interest in the netherworld or undead (except perhaps as a convenient means of transporting corpses to their laboratory for study). An Anatomist such as Ellandra is hardly defenseless in combat. While she may hesitate to employ the Black Arts to incapacitate her foes, since this magic tends to make a corpse unsuitable for later study, she always keeps one death spell memorized in case of dire emergency.

**Weapon Proficiencies**: The Anatomist is a mistress of small edged or cutting weapons, though this wizard rarely practices such skills on the living. The Anatomist's first weapon is a knife, with which she or he automatically gains specialization at 6th level as a special benefit (this fills the second weapon slot). This skill entitles the wizard to multiple attacks and the customary +1 to hit and +2 on damage bonuses. After specializing in the knife, the wizard may learn either the dagger, dart, cutlass, or short sword.

**Nonweapon Proficiencies**: Required: healing (this takes up two slots only) and anatomy. Recommended: (General) animal handling, animal training, artistic ability, brewing; (Warrior) animal lore, hunting, set snares; (Rogue) disguise, forgery; (Priest) local history; (Wizard) herbalism, reading/writing, spellcraft, venom handling. Forbidden: None.

**Equipment**: In addition to wearing the robes and mantle of a physician or scholar, the Anatomist usually carries all of his or her necessary surgical tools (knives, saws, scalpels, retractors, and such) in a characteristic black leather bag or small box.

**Special Benefits**: Through their studies, Anatomists gain knowledge to help the living.

*Improved Healing*: Anatomists make excellent doctors, gaining a +2 on their ability checks for the healing nonweapon proficiency. Patients resting under their care restore damage at an accelerated rate of 3 hp per day (4 hp per day with the herbalism nonweapon proficiency). The healing rate is slowed by 1 hp per day if the patient engages in strenuous physical activity or adventuring. A single Anatomist can care for up to 12 people in this fashion. When treating poisons or diseases (even those of magical origin), their patients are entitled to a second saving throw with a +4 bonus to resist the affliction.

*Autopsy*: Another useful skill of the Anatomist is the ability to divine the cause and time of death by thoroughly examining a corpse. This involves a careful dissection taking 1-6 turns minus 1 round per level. The wizard has a base 60% chance, plus 2% per level, of learning the specific reason and approximate time of death (90% maximum, one roll required for each check). This autopsy can reveal whether death resulted from normal

processes (like old age or natural disease) or foul play (such as a wound, poison, spell, or magical disease). The accuracy of the estimated moment of death decreases with elapsed time since the actual event. For instance, if the subject died an hour before the autopsy, the time of death can be fixed to within 1-4 rounds (after one day, the estimate is only accurate to within 1-4 hours, and so on).

**Special Hindrances**: The Anatomist must regularly practice his or her skills or lose all the unique benefits of the kit (namely the autopsy and improved healing abilities). At the very least, the wizard must perform one dissection on a human subject per month in order to prevent these specialized skills from atrophying. If the Anatomist lapses in the dissection schedule for more than a month, he or she temporarily reverts to a standard specialist. The former status may be easily regained, however, simply by performing twice the minimum number of dissections that were missed. Each formal study requires one complete day which cannot be spent in adventuring, spell research, or other pursuits.

For instance, when Dr. Tolbert takes a month-long sea voyage from Neverwinter to Calimshan, she has no opportunity to dissect human subjects. When she finally arrives, she has lost her kit abilities and become a standard specialist necromancer. Once fresh subjects are available, Ellandra must undertake at least two thorough dissections, requiring two days to complete, to regain her kit-related skills.

**Deathslayer**

The Deathslayer devotes his or her life to the destruction of undead, striving always to rid the living world of their abominable existence. By mastering the Art, a wizard gains a greater understanding of these creatures which are neither fully living nor entirely dead. The Deathslayer's militant opposition to all forms of undead frequently places him or her in direct conflict with other necromancers, such as the Archetype and the Undead Master, who delight in creating zombies, skeletons, ghouls, and other undying monstrosities.

As Deathslayers gain power and experience, however, they eventually seek out increasingly dangerous undead, namely ghosts, vampires and liches. Not surprisingly, few survive for long in their chosen profession.

In addition to various *Van Richten's Guides*, the original Dr. Van Helsing (on whom Van Richten's character is based) from Bram Stoker's *Dracula*, and Parl Dro, the Ghost-Killer from Tanith Lee's *Kill the Dead*. are sources of inspiration for this kit. The popular comic-book hero Batman provides an interesting example of the Deathslayer's personality. As a child, Bruce Wayne's parents were murdered by street thugs, inspiring him to devote his life to combating criminals. As a hero. Batman never killed the "bad guys" (he may have smacked them around a bit, but he never killed them). The interesting thing about Batman's character, of course, is that he wants to kill all the evil villains he defeats. He craves revenge, but must continually fight an inner struggle to master his darker desires.

The theme of evil (or a twisted form of good) fighting evil has become increasingly popular in modem fantasy. Michael Moorcock's Elric of Melnibone, perhaps the first fantasy anti-hero, makes pacts with evil gods and employs black necromancy to save his beloved, only to inadvertently slay her with an malevolent artifact. In the recent film *The Crow*, the revenant is little different from his murderers, whom the vengeful spirit hunts down and brutally kills. Ultimately, nothing prevents the Deathslayer from adopting the same loathsome practices as his or her enemies.

**Requirements**: While it might seem that only good characters would be attracted to this kit, in reality, it is open to wizards of all alignments who seek combat or revenge against undead. In addition to the usual 9 Int and 16 Wis, a wizard must have a 13 Str to become a Deathslayer.

**Spell Preferences**: Since these necromancers tend to be involved in countless battles, they prefer offensive and defensive spells (see Appendix Three), especially those that detect or disable undead, such as *corpselight, chill touch, detect undead, hold undead, bind undead,* and so on.

**Role**: At some time in their lives, almost all Deathslayers have experienced a terrifying attack by some form of undead, either directed against them personally or a loved one or family member. The celebrated Van Richten, for instance, lost both his parents to a vampire, inspiring him to become the famous "Vampire-Killer" of Ravenloft. Indeed, the vast majority of Deathslayers are driven by strikingly similar motives: an overpowering

desire for revenge, mixed with righteous indignation and a good dose of moral superiority.
Of course, the Deathslayer need not be such a tormented and macabre individual. A lawful good ghost hunter, for instance, may view this terrible, yet strangely honorable profession as laying disturbed spirits to rest, releasing them from their bondage to the physical .world. The character's actions are motivated by compassion and selfless sacrifice, not hatred or revenge.
On the other hand, the Deathslayer need not have a such developed sense of morality. Neither is the wizard required to be entirely sane. After all, the Deathslayer's most common enemy is undead. Who needs to be merciful, kind, or sane when habitually dealing with such abominations?
A real moral dilemma arises when undead are attended by a living master (usually another necromancer) or other living monster. Will the Deathslayer use black necromancy to destroy these living beings along with the undead? Unless the Deathslayer has a pure and noble heart, the path of righteous vengeance can quickly lead to great evil, madness, and despair.
Talib the Lich-Killer, whose detailed NPC sheet appears in Chapter Nine, is a heroic necromancer, possibly serving as a memorable role model for necromancer heroes in the campaign. Talib is a wily old Deathslayer - an interesting potential ally for an unbalanced party. Talib is also mentioned in the Introduction, Chapters Two and Three. In Chapter Nine, an adventure hook including Talib further illustrates the potential role of a Deathslayer in the campaign.
**Weapon Proficiencies**: The Deathslayer may learn any of the standard wizard's weapons (the dagger, dart, knife, sling, and staff).
**Nonweapon Proficiencies**: Required: necrology. Recommended: (General) any; (Warrior) hunting, set snares, tracking; (Priest) any; (Wizard) ancient history, astrology, herbalism, languages (ancient), netherworld knowledge, reading/writing, religion, spellcraft, spirit lore. Forbidden: all Rogue.
**Equipment**: Though they may not wear armor, Deathslayers may otherwise choose any other type of equipment which will help them in their battles against the enemy.
**Special Benefits**: At the start of his or her career, a Deathslayer chooses a single type of undead against which to focus his or her efforts. Typical choices include the mummy, spectre, banshee, ghost, vampire, or lich (lesser, more easily defeated undead make for unchallenging nemeses at higher levels). This choice of an enemy is permanent and cannot be changed during the wizard's life.
The Deathslayer gains powerful benefits when fighting his or her chosen undead enemy:
*Mental fortitude*: Because of the wizard's extensive study and preparation, the Deathslayer gains a +2 bonus on saving throws against mental attacks (if any) caused by the Enemy, including *charms* and *fear*.
*Battle Prowess*: The Deathslayer also gains a +2 bonus on attacks against the enemy. This applies not only to melee weapons, but also touch-delivered spells and undead-specific special attacks (such as a driving the stake through a vampire's heart or, in the case of Talib, destroying a lich's phylactery).
*Spell Prowess*: The Deathslayer targets spells effectively against the Enemy, subjecting this type of undead to a -2 penalty on saving throws. This applies to all spells cast by the Deathslayer on the chosen undead and is cumulative with the usual -1 penalty applied to necromancy (thus, the selected enemy makes saves at -3 vs. the 'slayer's necromantic spells, and at -2 vs. spells from other schools).
**Special Hindrances**: The Deathslayer never relents in the pursuit of the enemy. This fanatical wizard is driven, as if by compulsion or *geas*, on an endless quest to seek out and destroy undead. In combat, a Deathslayer like Talib will always seek out and destroy undead in preference over living targets. If the wizard encounters a mixed group of undead and living creatures (like an Undead Master with a contingent of skeletons), he or she will deal with the undead opponents first, even if they pose less of a threat. A Deathslayer who willingly ignores this kit responsibility automatically forgoes any experience points he or she normally would have gained for the encounter (or adventure).
The obsession to eradicate undead borders on mania, and a few members of this kit are not the sanest of individuals. The horrors of continually battling powerful undead can erode the mental health of even the most strong-willed heroes. Even if they retain a fragile hold on their sanity, Deathslayers are usually harsh and grim in their dealings with others.

**Philosopher**

The Philosopher studies necromancy out of an overpowering desire to master the forbidden and secret arts shunned by the rest of world. Indeed, if necromancy were not publicly reviled or a topic of social taboo, the Philosopher would not give this school of magic more than a cursory thought. The Philosopher is curious about the forbidden, fascinated by the obscure. The Black Arts are especially tempting to this wizard, who craves to unravel all the dark, hidden mysteries of the universe.

The Philosopher is a theoretician, not an experimenter like the Anatomist. Instead, this wizard gains almost all knowledge from the ancient (often banned) books, scrolls, and magical spells at his or her disposal. When trying to resolve a particularly knotty problem, the wizard may correspond with other Philosophers or summon an agent from the lower planes for interrogation. Knowledge and understanding are always the foremost goals of this kit.

Numerous examples of this kit can be found in the short stories of H. P. Lovecraft and his literary successors, for whom this character became something of a stereotype. Lovecraft was noted for creating the fictional Necronomicon, a book of black necromancy and baneful summonings supposedly written by the Mad Arab, Abdul Alhazred, an insane wizard who delved too deeply into his forbidden researches. Many horror writers have expanded on Lovecraft's notion of the demented scholar or sage (see "Return of the Sorcerer" and "Ubbo-Sathla" by dark Ashton Smith, "The Dweller in Darkness" and "Beyond the Threshold" by August Derlith, "Shambler from the Stars" and "The Shadow from the Steeple" by Robert Bloch, "The Terror from the Depths" by Fritz Leiber, and "Rising with Surtsey" by Brian Lumley). The DM should have little difficulty locating source material for this type of necromancer.

**Requirements**: Because of their fascination with the darker side of necromancy. Philosophers may only be of any neutral, non-good alignment (only N, CN, LN, or NE). A Philosopher must have a minimum 14 Int, besides the usual minimum 16 Wis.

**Spell Preferences**: This wizard favors spells from the spheres of necromancy (all categories), conjuration/summoning, and divination. During their research, they have little use for alteration or invocation spells.

**Role**: The Philosopher is a demented and outcast scholar, forced to pursue his or her dangerous studies on the fringes of civilization. This wizard lives like a recluse, always residing in the outskirts of town or in the wilderness. The Philosopher's sinister habits and fiendish summonings would repulse the uninitiated, inflame neighbors, and quickly bring an eviction by the local authorities. It is far easier to live alone, attended by a few trusted henchmen or familiars who respect and occasionally assist in the work.

This wizard is not prone to adventuring and rarely leaves the library, except when lured by the prospect of gaming ancient books, necromantic scrolls, or magical items for study. Except for seeking out these new arcane materials, the Philosopher remains almost always at home. The most fanatical scholars set up a bed in a corner of their library so they may work on their research during all waking hours.

The most probable role of this character in the campaign will be that of an NPC sage or scholar who must be contacted by the party during the course of a quest or adventure. Kazerabet, for instance, is a reclusive Philosopher with a passion for ancient history. Her NPC sheet appears in Chapter Nine. The famous author of the *Art of Necromancy*, her work has been quoted in the Introduction and the final chapter of this book. In the campaign of the Isle of the Necromancer Kings (see Chapter Nine), she serves as a neutral source of antique lore for the adventurers, providing them with background information for the adventure. Locating the Philosopher, intruding on her realm, and obtaining the desired knowledge should prove to be an opportunity for lively role-playing, given the eccentricities of the Kit.

**Weapon Proficiencies**: A Philosopher like Kazerabet has little experience or need for weapons, relying almost exclusively on her wits or spells during an encounter. The wizard may only choose small weapons that can easily be learned indoors (the dagger, dart, or knife).

**Nonweapon Proficiencies**: Required: netherworld knowledge, reading/writing. Recommended: (General) artistic ability, etiquette, heraldry, languages (modern); (Priest) local history; (Wizard) ancient history, astrology,

herbalism, languages (ancient), necrology, religion, spellcraft, spirit lore. Forbidden: all Rogue and Warrior.
**Equipment**: This wizard has little or no concern for physical appearance or personal possessions (unless magical, of course). As a result, the Philosopher will typically be poorly equipped, wearing unkempt and unfashionable clothing, and carrying little besides spell components and a small weapon. Of course, Kazerabet is an exception to this generality because of her past history as a former queen.
**Special Benefits**: The Philosopher has the knowledge of a sage regarding spells in the school of Necromancy, necromantic magical items, and the netherworld (particularly the Lower Planes). When questioned on this topic, the wizard has a base 5% chance per level of immediately knowing the answer, as if he or she had cast *legend lore*. As with the 6th- level spell, the DM must decide on the specific nature of any details learned by this ability. Since most of the Philosopher's knowledge will be based on the partly coherent ramblings of partially demented necromancers (like him- or herself), there Is little to assure that the answer to any specific question will be meaningful or even comprehensible. If the wizard does not directly know the answer to a typical question, the Philosopher is constrained by the typical rules for the sage, outlined on pages 106-108 in the DMG.
If the DM allows psionics in the campaign, the Philosopher may possess one or more wild talents (see Chapter Two for more on this). These unusual psychic abilities result from the wizard's peripheral researches on the hidden powers of the human mind, an interesting subtopic of necromancy (see the 4th-level spell *brainkill* in Chapter Four). The Philosopher's unique mental powers will certainly complement his or her demented or slightly insane nature (see below).
Along with the usual benefits of the specialist, the Philosopher gains a +30% chance (total) when learning spells from the school of Necromancy. Unlike most other necromantic kits, this wizard devotes considerable time to magical research and thus is likely to have a very large repertoire of (mostly necromantic) spells at his or her disposal.
**Special Hindrances**: Perhaps the greatest hindrance of this character is a tenuous grasp on reality. Normally, scholars attempt to retain an objective or unbiased view of their research. With black necromancy, however, such an emotionless and impartial perspective is extremely difficult to maintain. Because of the internal contradictions involved, spurred by tamperings with extraplanar forces beyond mortal reckoning, a Philosopher like Kazerabet loses a sane perspective on the normal world around her. Her attitude about life is somewhat distorted by the terrible secrets she has learned, and the cumulative burden of these inexplicable mysteries can be unbearable. Not surprisingly. Philosophers may become insane (see Chapter Three), though rarely in a manner that impedes their scholarly research. Even the mighty Kazerabet is not without her paranoia and her irrational need for privacy (although these are possibly not bad traits for a necromancer).
Finally, because of the wizard's extensive research in necromancy, spells from other schools are much more difficult to learn for the Philosopher, resulting in a -30% penalty. Otherwise, the Philosopher has the usual restrictions regarding forbidden schools and magical items.

**Undead Master**

The Undead Master specializes in the creation of undying minions and the summoning of extraplanar allies. Above all, this necromancer craves power over others, reveling in the thrill of commanding obedient servants. The mindless undead, as unthinking and ever-faithful automatons, make perfect and unquestioning slaves that will shoulder even the most loathsome burdens without hesitation. The Undead Master enjoys dominating the feeble will of the living, subverting the dead, and controlling the fiendishly powerful.
Examples of this kit can be found in a few of dark Ashton Smith's stories. The necromancer Malygris from "The Last Incantation" and "The Death of Malygris" and the vengeful Namirrha from "The Dark Eidolon" make ideal models for this kit. Also, the DM might check out Glen Cook's *Black Company* series, which involves a necromancer known as the Dark Lady, who subjugates her living apprentices, creating the infamous Ten Who Were Taken.
**Requirements**: Members of this kit may be of any non-good alignment.

**Spell Preferences**: First and foremost, these wizards are avid practitioners of necromancy that creates, augments, or controls undead. At higher levels, these wizards eventually turn to powerful spells from the Conjuration/Summoning school that call upon extraplanar creatures.

Unlike most necromancers, *the Undead Master has access to the school of Enchantment/Charm*, enabling this specialist to dominate the minds of the living as well as the dead.

**Role**: The Undead Master is a variant of the Archetypal Necromancer and, as such, makes a dangerous villain for the campaign. However, unlike the Archetype, who tends to be a solitary menace, the Master is always surrounded by a host of undead servants, summoned fiends, bound genies, and charmed monsters. These wizards arc never encountered without a large entourage of minions, making members of this kit especially terrible foes in combat.

The Undead Master may be encountered both in the wilderness and in the midst of society. In the abandoned hinterlands, many Masters establish petty domains where they can rule over legions of undead with impunity. Eventually, the most powerful Masters gravitate back to human society, where they attempt to impose their will over the living. Sometimes, they magically establish a tower in the center of a city, replete with their most powerful guardians. The presence of an Undead Master in a city directly challenges the authority of the local aristocracy, who will seek to remove the wizard, regardless of the cost (providing a good opportunity for adventurers). Of course, the Master is always well prepared for such "welcoming parties."

Sarzec the Broken (the author of the letter at the beginning of this chapter) is an example of a low- level Undead Master for the campaign. Along with his associate Pizentios, he illustrates how a group of allied necromancers can band together with deadly results. This necromancer is featured again in the introductory anecdotes for Chapters Seven and Eight, and his detailed character sheet has been included in Chapter Nine. Despite his low level, his alliance with his former mentor Pizentios makes him an extremely dangerous adversary.

**Weapon Proficiencies**: The Master may choose only *one* of the regular weapons available to the wizard (namely the dagger, dart, staff, sling, or knife). At higher levels, additional weapon slots must be invested in nonweapon proficiencies. A wizard like Sarzec almost never enters into melee personally, as he relies on his minions for protection in battle.

**Nonweapon Proficiencies**: Required: necrology, netherworld knowledge. Recommended: (General) etiquette, heraldry; (Wizard) ancient history, astrology, languages (ancient), reading/writing, religion, spellcraft, spirit lore. Forbidden: all Priest, Rogue, and Warrior.

**Equipment**: Although the Undead Master is typically outfitted like any wizard, this kind of character tends to be vain, so he or she usually only obtains possessions of the highest quality. Indeed, powerful Undead Masters may consider themselves to be on par with royalty (no matter how humble their birth). A low-level wizard like Sarzec relishes a position of authority such as commanding a ship of undead as a captain. These attitudes are clearly reflected in their choice of dress and accouterments.

Once they reach a sufficiently high level, Undead Masters devote considerable attention to properly outfitting their numerous followers, from the lowliest skeleton to the most powerful fiend. Only the uncouth Archetype will send skeletons into battle with their bony claws as weapons. Masters care not only about the combat potential (weapons) of their servants, but about their physical appearance as well. Sometimes, the equipment of an archmage's servants will approach the extravagance and quality of a royal guard.

**Special Benefits**: All Masters are able to command undead creatures, exactly as if they were priests of the same level. Their ability to command undead also extends to fiends and extraplanar creatures, which are treated as undead with the same hit dice (without considering any hit point modifiers). This special benefit results from the wizard's complete mastery of the baneful rites and conjurations that control or bind not only the cold undead, but also the sinister inhabitants of the netherworld. For example, Sarzec, a 6th-level Master, can command undead and up to 6-HD extraplanar creatures, exactly like a 6th- level priest.

**Special Hindrances**: In return for knowledge of Necromancy, Conjuration/Summoning, and Enchantment/Charm, the Undead Master neglects study in other schools of magic. The Master is restricted from casting spells which are exclusively taught in the schools of Alteration, Illusion, and Major Divination. This significantly reduces the wizard's repertoire of spells when compared with other necromancers (gaining the

Enchantment/Charm school is more than offset by the loss of Alteration and Major Divination).
The Master may also not use specialized, wizardly items that draw exclusively from these restricted schools of magic, including wizard scrolls of any restricted spells, *wands of illusion or polymorphic, robes of eyes, scintillating colors, or repetition (TOM), crystal balls, amulets of far-reaching, extension, or meta- spell influence (TOM), medallions of spell exchange (TOM), talismans of memorization (TOM), Nefradina's identifier (TOM), or Tenser's portmanteau of frugality (TOM).* However, magical items which are available to all classes (such as a *potion of polymorphing*), that operate without specialized knowledge of the restricted schools, can be employed.
Finally, the greatest hindrance of this kit is the wizard's own self-centered personality, which often borders on madness. Undead Masters tend to be megalomaniacs of the highest degree. They always consider themselves, their experiences, their feelings, and their quests for power above those of others. They demand to be the center of attention, ruthlessly subverting (or even eliminating) those who contest their supremacy. The Undead Masters' overwhelming need to be in complete control of every situation and to dominate everyone around them results in their most obvious weakness. Anyone who can successfully stand up to them will shatter their composure and possibly provoke an irrational or poorly-conceived response, even when it runs contrary to the wizard's established, long-term interests. Finally, the DM should feel free to impose any additional penalties from Chapter Three, to more distinctively round out the Undead Master's twisted character.

## Other Necromancer Kits

In addition to the new wizard kits described herein, a few kits outlined in the *Complete Wizard's Handbook (WH)* and the *Complete Sha'ir's Handbook (SH)* may be appropriate for a necromancer: specifically, the Academician, Militant Wizard, Peasant Wizard, Savage Wizard, and the Witch (from the *WH*), and the Astrologer, Ghul Lord, and the Mystic of Nog (from the *SH*). Of all the wizard kits outlined in these two resources, the Witch and Ghul Lord stand out as particularly interesting and distinctive roles for the necromancer in the campaign. The full details of these kits can be found in the *WH* and *SH*, respectively. Only a few remarks about each profession are offered as inspiration for the DM.

#### Witch

The Witch specializes in communicating with the dead. Because of the wizard's contact with invisible spirits, he or she learns many hidden secrets of about the physical world. In a campaign, the Witch (also known as a Medium or Spirit Channeler) can serve as both a beneficial ally or as a frightening nemesis.
This is an interesting and distinctive kit for a necromancer. Spells arc taught to the Witch by spirits rather than by a living mentor or by reading a book of spells. The Witch is basically an envoy or intermediary between the living and the dead, serving the needs of both groups. Unlike the Deathslayer, who may seek to lay undead spirits to rest, the Witch has no such obsession (unless, of course, a spirit either threatens her personally or asks for assistance).
In many ancient societies, consultation of the dead (through a witch or medium) was a common practice. The Greek and Celtic equivalents, usually male, would wrap themselves in the freshly skinned pelt of a magical animal (that of a lamb in Greek society or that of a bull among the Celts) and seek the counsel of spirits in the lonely places of the wilderness, usually on mountain tops or by waterfalls.
In Roman times, the witch served as a diviner for the community (like the witch of Endor from the Old Testament). During the Middle Ages, the witch gained a negative and evil stereotype, living on the fringes of society like an outcast for consorting with dark spirits (consider the three witches from *Macbeth*). Since their profession conflicted directly with one of the chief purposes of the official or mainstream priesthood, witches were outlawed in almost every period since the height of the Roman Empire.

With these widely variant historical interpretations of the witch, the DM should have plenty of ideas for incorporating such a character into the campaign.

**Ghul Lord**

Ghul Lords are necromancers who channel the dangerous energies of the Negative Material Plane. These necromancers do not cast spells like normal wizards. Instead, they employ raw manipulations of negative energy that can be used to attack, defend, provide transport, and yield information. These manipulations are not like normal spells, and are powered by the wizard's own life force. However, since their powers come from the Negative Material Plane, Ghul Lords can only duplicate the effects of spells from the school of Necromancy. Once they reach 10th level, they also gain a limited ability to turn or command undead.

These considerable powers do have a drawback. The Ghul Lord pays a terrible price for them. The negative energy slowly twists and corrupts the user's body, eventually turning it into a hideous monstrosity as the wizard progresses in experience. In addition, since the Ghul Lord's powers involve the channeling of negative energies, the wizard cannot try manipulations that duplicate spells outside the school of Necromancy.

Since the Ghul Lord does not memorize and cast spells in the standard fashion, he or she is a unique type of necromancer, akin to the sha'ir wizard native to the Land of Fate (of course, the DM can easily transplant the Ghul Lord to any arid or desert climate). While he or she might serve as a spooky "speaker of the dead" for a secluded village or town, the wizard will usually be a reclusive loner because of his or her progressively horrendous, undead appearance. As the kit's name implies, the mysterious wizard will probably be encountered in the wild, commanding a pack of ghouls.

Like the Arabian sha'ir, the Ghul Lord is at a disadvantage in melee when compared with standard wizards who need only a few moments to unleash a memorized spell. The Ghul Lord, in contrast, needs at least one round of uninterrupted concentration to prepare a manipulation. When designing a combat encounter, make sure to include numerous allies (undead or otherwise) to protect the Ghul Lord while the wizard prepares his or her manipulations.

## New Nonweapon Proficiencies

The following new nonweapon proficiencies are suitable for use by NPC necromancers (and death priests) in the campaign. At the DM's discretion, these skills also may be made available to player characters, providing they find an appropriate tutor (a necromancer or death priest) willing to teach them. Open possessors of these skills are viewed with considerable alarm by mainstream society, which normally regards such knowledge as unspeakable or taboo.

**Anatomy (1 slot, Int)**

This proficiency involves the knowledge of the secret mysteries and intricacies of the human body, including the structure, function, and location of bones, muscles, organs, and other soft tissues. This skill provides the scholarly foundation for the Anatomist's special abilities. This proficiency also comes in handy with certain necromantic spells (such as *corpse link*, *spectral voice*, and *graft flesh*), which require fresh body parts that have been carefully harvested from cadavers.

This proficiency also has some less gruesome bene fits. A detailed knowledge of anatomy can help with both the treatment of disease and the accurate artistic representation of the human body. Characters with the anatomy nonweapon proficiency automatically increase their skill with healing and artistic ability proficiencies (+2 bonus to both ability checks).

**Necrology (1 slot, Wis)**

A character with this skill is well versed in the lore of undead creatures. This proficiency may be used to help determine the probable lairs, dining habits, and history of such creatures (no ability check needed). Whenever a character with this skill confronts an undead, he or she may be able to specifically identify the creature (discerning between a ghast and a common ghoul, for instance). In addition, providing the character makes another successful ability check, he or she recalls the creature's specific weaknesses and natural defenses or immunities. At the DM's discretion, a failed ability check (in either of these cases) will reveal misleading or even completely erroneous information which may actually strengthen or otherwise benefit the undead.

**Netherworld Knowledge (1 slot, Wls-3)**

With this proficiency, a character learns about the cosmology and organization of the AD&D® game multiverse, focusing primarily on the ultimate destination of spirits after death: the Outer Planes. In addition, the character learns about behavior of the dangerous creatures that inhabit the nether regions, including such fiends as the tanar'ri and the baatezu. As with necrology (which applies exclusively to undead), netherworld knowledge can reveal the specific weaknesses and natural immunities of beings from the Outer Planes. The proficiency can also be used to classify the exact type of extraplanar creature encountered. Both of these abilities require an ability check, however.

**Spirit Lore (2 slots, Cha-4)**

A character with the spirit lore proficiency knows methods to contact spirits, deities, and extraplanar powers. He or she can more easily communicate with these beings, gaining a +5% chance of success (no ability check necessary) when attempting divinatory spells such as *augury, contact other plane, commune, divination, speak with dead, summon spirits*, and so on.

This ability may also be used to contact the dead without resorting to magic (handy for low-level characters and individuals who do not know magic, such as psionicists). Using pyromancy (divination by candles), tarot cards, and other mystical rites, the character can ask questions of these powers as if using a *summon spirit* or *speak with dead* spell (no body required, and there is no applicable time limit).

Before beginning the contact, the character must prepare for half an hour, making sure that the area has no spirits around to confuse readings. Contact with the dead is established if a successful check is made. A failed roll reveals nothing. If the roll is 10 more under the number needed, a specific spirit can be contacted. A roll of four or more above the needed number (or a 20) reveals incorrect information, perhaps from an evil spirit. Individuals with the psionic ability of spirit sense gain +2 to ability checks.

The summoner can ask questions of these spirits, but the spirits are not obliged to answer. If annoyed, the spirits can sever the link at will. The questioner can ask 1-3 questions, plus one for every slot above two spent on this proficiency. Contact may not be made more than once per day and is inadvisable more than once per week. The dead do not appreciate being disturbed and may take revenge. The DM can refer to the new 4th-level spell summon spirits for more details about interacting with the dead.

**Venom Handling (1 slot, Wis-2)**

With this proficiency, a character learns how to safely use both magical and mundane poisons. There is no danger of such a character accidentally stabbing someone with a poisoned weapon. Also, the character can identify a poison and a possible antidote by visual inspection of the venom or its symptoms in a victim (with an ability check). In addition, a character can identify naturally occurring animals, plants, or monsters that are poisonous (with an ability check). Any roll which fails by 4 or more results in a misidentification of both the poison and its antidote.

At the DM's discretion, characters with also the animal handling, herbalism, and brewing nonweapon proficiencies may be able to manufacture some of the more deadly poisons listed on page 73 of the DMG. The

cost and time required for such an activity should be adjudicated by the DM, but providing all of the components are personally harvested by the character, it should take no less than 1-6 days to make one dose of poison. Magical poisons cannot be manufactured using this ability. *Long before Talib began to formally study the Art, Jal' and*

# Chapter 2: Dark Gifts



*I knew that we had been kissed by Fate and could perceive things invisible to others. Many times, when we were still children, I would test my brother by placing a stolen turban in his hands, asking him to describe its owner. And he often would stare at the unwrapped linen, gradually outlining the facial features and mannerisms of a strong caravan handler or some dashingly handsome scribe.*
*But as my brother grew older, his visions became darker and more frightening. Once, when I placed the purse of a young porter in his hands, my brother described a much older and frail man, who appeared to be a merchant of sorts. I laughed and told him his mysterious powers had failed him, but Talib kept staring at the small velvet pouch, and went on to describe how the older merchant had been surprised on the streets one night, while returning home from the evening prayer. In chilling detail, my brother recounted the merchant's murder at the hands of the young porter from whom I had obtained the purse in the bazaar. That night, the game stopped being fun. We never played it again.*
*Talib's unusual talents continued to mature after he started learning the Art. He recoiled from cemeteries, even by daylight, for he would drown in the latent sorrow and sometimes glimpse pale shadows fluttering amidst the sepulchers. He could feel death around him, even after he learned how to shield his mind from the visions.*
*One evening, after we stopped for the night at the house of our friend Salim the pearl trader, Talib woke us all at midnight with his screams. We found him mopping the azure tile floor with his linen night shirt, moaning incoherently about a river of blood and the dead woman in his bed. Of course, his bed was empty and the floor was bone dry, but our host Salim paled visibly at these word, and ushered our troubled brother into another chamber for the remainder of the evening. We learned the next morning, much to our sorrow, that Salim's wife had died in that room many years ago, bearing their first child. And for many days afterwards, the servants had labored - apparently in vain - to remove the taint of blood from the once beautiful blue tile floor.*

- From *Leyla's Lost Journal*

Not all necromancers are created equal. Indeed, it would be dangerous for player characters to assume that a wizard's powers were limited simply to the spells at his or her disposal. Just as the necromancer's "average" abilities were detailed in the previous chapter, this section describes a necromancer's unusual, salient abilities, sometimes known as "Dark Gifts," implying some connection with the mysterious evil powers that patronize black necromancy.
The necromancer's mysterious skills include a wide assortment of powers, such as dual-class-related skills, wild talents, and strange magical powers. Not all of these abilities (except the latter) require direct intervention by an evil, extraplanar power. For instance, abilities earned as a dual-classed character or gained through mental or psionic prowess are attained chiefly through individual skill and achievement. Regardless of their origin, however, these abilities should enable the DM to generate unique NPCs that will surprise and challenge players for countless gaming sessions. The variety of possibilities is quite broad.
Given a necromancer's potential to unbalance a campaign, the DM should use the suggestions from this chapter sparingly. Not every corrupt wizard in the campaign should be entitled to a salient ability, as the adventurers would be quickly overwhelmed by encountering such potent adversaries at every turn. Only the most ambitious and pivotal characters (such as the principal archvillain) will typically attain more than one of these highly unusual attributes at a time. Use them sparingly.

# Dual-Classed Characters

Perhaps the easiest way to unbalance an NPC - without modifying any of the basic rules of the campaign and introducing the notion of lower-planar powers - is for the DM to assign dual-classed abilities to a particular character. In practice, DMs rarely adopt this approach when creating NPCs because the process can be quite time consuming. As we shall see, for the special case of necromancer wizards, the creation of a dual class can be relatively easy.

For simplicity, since the character's principal profession is assumed to be necromancy, the DM must only worry about determining the NPC's original profession. In other words, the DM can suppose that NPC advanced in a primary career up to a certain point and then abandoned that profession in favor of taking up the vocation of necromancy. The DM's first task, then, is to determine the necromancer's original profession. The obvious obstacle to this approach involves ability score restrictions. According to the *PHB* (page 45), the character must have an Intelligence of 17 (a necromancer's prime requisite) and a score of 15 in the prime attribute of the original profession. The easiest way to select a potential first profession, then, would be to inspect the necromancer's ability scores.

**Fighter/Necromancer**

This combination requires the character to have a 15 Str and 17 Int. Along with the minimum 16 Wis of the necromancer, this combination can be hard to generate using the standard character generation procedures from the *PHB*. Although fightcr/necromancers cannot wear armor, they retain their original fighter kit abilities, weapon proficiencies, excellent hit points, and THACO. The character retains the ability to use of all weapons and magical items (including a *girdle of giant strength* and so on) that he or she enjoyed as a warrior. These benefits make the character a much more difficult opponent in physical combat (quite handy for an archvillain).

Of all the dual-classed characters, this is perhaps the easiest for the DM (or another player) to effectively role-play and justify. Consider the case of Talib the Magnificent, a 5th-level warrior/16th-level necromancer. Because of his physical strength, the character embarked on a career as a warrior of the desert until he encountered a mentor in the wilderness who recognized his "true calling" as a necromancer. From then on, Talib devoted his life to the Art, forsaking his earlier profession, except when it best served his purposes to appear like a fighter. Early in his magical career, when his supply of spells was frightfully limited, Talib's specialization with the scimitar helped him in many battles.

Except in special circumstances, a dual-classed character will generally not have advanced to name (9th) level as a warrior before adapting necromancy. If the character had attained fame and notoriety as a warrior/ there would have been little reason for him or her to switch professions! For simplicity, the DM may determine the character's level of experience as a fighter by rolling 2d4 (resulting in 2nd to 8th level).

**Thief/Necromancer**

To be a dual-classed thief/necromancer, the character must have a minimum 15 Dex and 17 Int (including, of course, the minimum 16 Wis of the necromancer). This combination does not have many advantages, though. From the character's perspective, the combat abilities (hit points and THACO) of the rogue are only marginally better than that of the wizard. In addition, even at low levels, a wizard's spells

can dramatically overshadow a thief's mundane abilities. For instance, who would not prefer a *spider climb* spell over the usual climb walls ability? Why pick a lock when you can *knock*?
The trap detection and lock picking abilities of a thief would greatly benefit a subtle necromancer who enjoyed tomb robbing, but remember that once the wizard can *animate dead*, the importance of such skills may be greatly reduced (as noted in the Introduction). Perhaps another exception to this rule is the Anatomist or any other necromancer who must regularly work at the heart of civilization. For the Anatomist, who needs a steady supply of stolen bodies, a rogue's skills might prove indispensable. Moving silently and hiding in shadows, for instance, are practically impossible to duplicate without spells from the Illusion school (which is forbidden to all necromancers).
From the DM's perspective, a rogue's percentage ability scores are considerably more difficult to generate than those of the warrior. As with the fighter, a dual-classed thief/necromancer character will not have advanced to name (10th) level before changing professions. The DM can quickly determine the character's level of experience as a thief by rolling ld8+1 (resulting in 2nd to 9th level).

**Cleric/Necromancer**

Any necromancer, providing he or she has an Intelligence of 17 or greater, may have previously been a member of the priesthood (the minimum 16 Wis needed to be a necromancer is naturally the prime requisite of a priest). This combination would seem to be a great benefit to the character, but it raises a number of concerns (chiefly philosophical) about a fundamental difference and incompatibility between wizards and priests, especially those that worship death. Of all combinations, the cleric/necromancer is the rarest, most time-consuming to generate and the most difficult to role-play.
Unlike fighting, thieving, or wizardry, which may be chosen out of convenience, serving in the priesthood usually involves a sense of "calling" by a specific god and a profound personal piety. Priests that do not put the needs of their god or religion above their own personal desires simply do not advance far in that order. In this context, the cleric/necromancer may be considered to be an "outcast" priest who did not possess the enough faith to devote his or her entire existence to serving a particular god, regardless of the alignment involved. As a result, the character did not progress far in the priesthood, certainly not to 9th level, the stage at which clerics gain a parish. The DM can quickly determine a character's level as a priest by rolling ld6+l (2nd to 7th level).
At the other extreme of the spectrum, certain religions may condone or even encourage their members to learn the wizard's Art of necromancy. Religions devoted to gaining knowledge or spreading evil might allow their most intelligent and well- trained high-priests (9th-level minimum) to switch classes and become wizard necromancers. Of the new cleric priesthoods detailed in Chapter Five, those worshiping the deities of Pestilence and Undead would probably condone such training.
Such a change in professions would only be permitted after two specific conditions had been met. First, the chosen individual must display absolute and unswerving loyalty to his or her deity. Second, the chosen individual's wizardry training, once complete, must be put to immediate use in serving the religion.
These "fanatical" priest/necromancers will typically only be encountered in an established temple or on a mission of importance to their god or religion. The DM is referred to the AL-QADIM Ruined Kingdoms boxed set, which describes an fanatical cult of priest/wizards called Geomancers, who employed a variety of evil magics (including necromancy) to further their organization's ends.
Finally, the cleric/necromancer can be unusually challenging for the DM. The priests' proficiencies, religion, specialty powers, and spells greatly increase the character's complexity, especially at high

levels. Of course, the priest's improved combat abilities (hit points and THACO) will dramatically increase a wizard's strength in direct melee. For all these reasons, the character can be difficult to role-play properly, even for experienced DMs.

**Psionicist/Necromancer**

This combination has interesting possibilities. Many psionic disciplines (particularly psychometabolism) include abilities which affect the processes of healing, disease, and death - perfect powers for the necromancer. For instance, Tanith Lee's novel *Kill the Dead* explores the theme of a psychic ghost hunter whose mental powers enable him to sense and manipulate spiritual forces. Indeed, it is easy to imagine how dabbling with such psychic skills could lead to a wizard's career in the Art.
If the DM is interested in further exploring the theme of the necromantic psionicist, refer to DRAGON® #200, where "The Even More Complete Psionicist" details the Spiritualist Kit: a psionicist who specializes in communicating with the spirits of the dead. The Spiritualist could play a similar in role in a campaign to the Witch necromancer who serves primarily as a diviner. For more psionicist kits and further ideas to flesh out a dual-classed necromancer/psionicist, see also "Open Your Mind" in DRAGON #191.
Along with the requisite 17 Int, this dual-classed character would require a 15 Con (in addition to the usual 16 Wis). An NPC's level of experience as a psionicist may be quickly determined by rolling 2d4 (resulting in 2nd to 8th level). While the character would undoubtedly benefit from a psionicist's wide range of mental abilities (as detailed in the *Complete Psionics Handbook*), the added complexity could render the NPC difficult to role-play effectively. Those DM's wishing to integrate psionics with the necromancer in a more limited and manageable fashion may care to employ wild talents rather than full-fledged psionicists.

## Wild Talents

Because of their association with forbidden and mysterious powers, it is not surprising that some necromancers might develop unusual mental abilities. After all, most necromancers, by right of their unusual mental faculties - high Intelligence and Wisdom - already have a natural aptitude for psychic disciplines. In the campaign, these skills may greatly increase a NPC's mystique and perceived level of ability. For instance, players may take alarmed note of a necromancer's Ist-level apprentice who can apparently sense their thoughts without visibly casting a single spell. With a single wild talent, an otherwise minor necromancer can appear to have strange and exotic powers without resorting to dangerous pacts with evil, lower-planar entities and the terrible consequences of such bargains.
As discussed in the *Complete Psionics Handbook (CPH)*, the base chance for gaining a wild talent is 1%, subject to these modifiers:

| | |
|---|---|
| Each Int, Wis, or Con score of 18 | +3% |
| Each Int, Wis, or Con score of 17 | +2% |
| Each Int, Wis, or Con score of 16 | +1% |
| Character is 5th-8th level | +1% |
| Character is 9th level or higher | +2% |

| | |
|---|---|
| Character is a wizard or priest | x l.5 |

Thus a 10th-level necromancer, with a 17 Int and a 16 Wis has a (1% (base) + 2% (Int) + 1% (Wis) + 2% (>9th level) = 6%) x 1.5 (wizard) = 9% total chance.

In campaigns which heavily involve psionics, the DM may allow entitle certain necromancers (such as the Philosopher) to make a wild talent check each time they advance a level of experience. In this way, a necromancer could have a wider range of wild talents, which would add further to the character's mystique and reputation. These few additional abilities are much easier to manage than those of a dual-classed necromancer/psionicist.

Ordinarily, tampering with the forces of the mind involves grave risks. Each time the necromancer attempts to unlock his or her psychic potential, there is a flat 3% chance that something will go terribly wrong in the process, irreparably damaging the character's body or mind. The *CPH* (page 20) proposes a number of penalties for failing a wild talent check. The DM may care to impose a different penalty for a failed check: a necromancer may simply fall into madness (see Chapter Three). Despite these dangers, the risk of suffering some permanent disability is remarkably small, especially when compared with the certain sacrifices that result when dealing with lower-planar powers.

**Table 3:** Wild Devotions for Necromancers.

| Roll | Devotion | Discipline |
|---|---|---|
| 01-03 | Absorb Disease | (Psychometabolism) |
| 04 | Adrenaline Control | (Psychometabolism) |
| 05-06 | Aging | (Psychometabolism) |
| 07 | All-Around Vision | (Clairsentience) |
| 08 | Animate Object | (Psychokinetics) |
| 09-12 | Astral Protection | (Psychoportation) |
| 13 | Awe | (Telepathy) |
| 14-15 | Ballistic Attack | (Psychokinetics) |
| 16-18 | Body Control | (Psychometabolism) |
| 19 | Body Equilibrium | (Psychometabolism) |
| 20-22 | Cause Decay | (Psychometabolism) |
| 23-26 | Cell Adjustment | (Psychometabolism) |
| 27-28 | Combat Mind | (Clairsentience) |
| 29-31 | Conceal Thoughts | (Telepathy) |
| 32-33 | Control Body | (Psychokinetics) |

**Table 4:** Wild Sciences for Necromancers.

| Roll | Science | Discipline |
|---|---|---|
| 01-04 | Aura Sight | {Clairsentience) |
| 05-09 | Banishment | (Psychoportation) |
| 10-13 | Clairaudience | (Clairsentience) |
| 14-18 | Clairvoyance | (Clairsentience) |
| 19-23 | Complete Healing | (Psychometabolism) |
| 24-28 | Death Field | (Psychometabolism) |
| 29-32 | Detonate | (Psychokinesis) |
| 33-36 | Disintegrate | (Psychokinesis) |
| 37-40 | Domination | (Telepathy) |
| 41-44 | Energy Containment | (Psychometabolism) |
| 45-49 | Life Draining | (Psychometabolism) |
| 50-52 | Mindlink | (Telepathy) |
| 53-55 | Mindwipe | (Telepathy) |
| 56-58 | Object Reading | (Clairsentience) |
| 59-62 | Probability Travel | (Psychoportation) |
| 63-65 | Project Force | (Psychokinesis) |
| 66-68 | Shadow-form | (Psychometabolism) |

| | | |
|---|---|---|
| 34 | Danger Sense | (Clairsentience) |
| 35 | Dimension Door | (Psychoportation) |
| 36 | Double Pain | (Psychometabolism) |
| 37-38 | Ectoplasmic Form | (Psychometabolism) |
| 39 | Empathy | (Telepathy) |
| 40 | Enhanced Strength | (Psychometabolism) |
| 41-44 | ESP | (Telepathy) |
| 45-47 | Heightened Senses | (Psychometabolism) |
| 48-50 | Inflict Pain | (Telepathy) |
| 51 | Invincible Foes | (Telepathy) |
| 52 | Know Direction | (Clairsentience) |
| 53 | Know Location | (Clairsentience) |
| 54-57 | Life Detection | (Telepathy) |
| 58-60 | Mind Bar | (Telepathy) |
| 61-62 | Mind Over Body | (Psychometabolism) |
| 63-66 | Poison Sense | (Clairsentience) |
| 67 | Repugnance | (Telepathy) |
| 68-69 | Send Thoughts | (Telepathy) |
| 70 | Sight Link | (Telepathy) |
| 71 | Sound Link | (Telepathy) |
| 72-76 | Spirit Sense | (Clairsentience) |
| 77 | Taste Link | (Telepathy) |
| 78-79 | Telempathic Projection | (Telepathy) |
| 80 | Truthhear | (Telepathy) |
| 81-90 | Choose any Devotion Above | |
| 91-95 | Choose any Devotion and Roll Again | |
| 96-00 | Choose any Devotion and Roll on Table 4 | |

| | | |
|---|---|---|
| 69-73 | Summon Planar Creature | (Psychoportation) |
| 74-75 | Switch Personality | (Telepathy) |
| 76-77 | (Telekinesis) | (Psychokinesis) |
| 78-80 | Teleport | (Psychoportation) |
| 81-90 | Choose any science or devotion | |
| 91-94 | Choose any science and two devotions | |
| 95-98 | Choose any science and three devotions | |
| 99-100 | Choose two sciences and four devotions | |

**Table 5:** Special Powers for Necromancers.

| ld20 | Special Power | ld20 | Special Power |
|---|---|---|---|
| 1 | Animal Form | 11 | Magic Resistance |
| 2 | Animate Dead by Touch | 12 | Regeneration |
| 3 | Augmented Hit Points | 13 | Scabrous Touch |
| 4 | Augmented Spellcasting | 14 | Shadow Form |
| 5 | Bestow Dying Curse | 15 | Skull Scry |
| 6 | Chilling Touch | 16 | Somnolent Gaze |
| 7 | Command Undead | 17 | Spell Immunities |
| 8 | Enhanced Vision | 18 | Unholy Blessing |
| 9 | Fear Aura | 19 | Unnatural Ability Scores |
| 10 | Food Corruption | 20 | Weapon Immunities |

## Vile Pacts and Dark Gifts

Sooner or later, wizards who employ black necromancy with some regularity are noticed by the dark and mysterious deities that patronize such evil sorceries. In some locales, such as Ravenloft, the fabled Realm of Terror, any wizard who employs the Art - whether for good or ill purpose - runs the risk of attracting the sinister attention of malign entities known only as the Dark Powers. Like all patrons of forbidden and evil magic, these fiendish gods seek to subvert mortal spellcasters, turning them into often unwitting instruments of the gods' will. To further corrupt and entice mortals into their service, the Dark Powers often grant strange and fabulous abilities to living wizards, thereby encouraging their continued practice of black necromancy.

Awesome supernatural powers are rarely gained without some terrible, personal cost to the individual involved. As we shall see in the following chapter, each beneficial Dark Gift (and even the practice of the Black Arts by itself) exacts a baneful and unavoidable price on the necromancer. Indeed, the price often outweighs the merit of the Dark Gift itself. But to the wicked and the ambitious, the price is of little consequence. Such characters are concerned only with attaining power and dominion over others, regardless of the actual cast.

The RAVENLOFT rules system (see Chapter Four in the *Realm of Terror* booklet in the new *RAVENLOFT* boxed set) already includes detailed provisions for gaining salient abilities which are expressly granted by the Dark Powers that rule the demi-plane. In that campaign setting, each time a character employs a necromantic spell (whether a wizard or priest), there is a flat 1% chance that this act will be noticed by the demi-plane's fiendish rulers. The RAVENLOFT rules system does not distinguish between white or black necromancy - any spells which draw upon a being's life force may attract their attention, regardless of the caster's intent. However, there is enough latitude in the "powers check" that the DM can increase the chance of attracting unwanted divine attention, from 1-10%, depending upon the specific nature of an evil act. Outside of the RAVENLOFT campaign setting, the DM may wish to retain the concept of the powers check, though it may apply only when a character willingly practices the Black Arts or employs gray necromancy for an evil purpose.

Keep in mind that the concept of a powers check only applies to player characters dabbling in evil affairs beyond their puny mortal understanding. Such restrictions need not apply to NPCs generated by the DM. Certainly the villainous and wicked archnemesis of the campaign will have no compunction about willingly allying him- or herself with the dark and terrible powers from the Lower Planes. Even if the NPC does not explicitly enter into a specific contract with such evil powers, however, the necromancer may unknowingly serve their will in the mortal world, simply by employing the darker aspects of necromancy.

Salient abilities represent a third way in which the DM can bolster an evil NPC's repertoire of powers. To preserve game balance, these Dark Gifts should only be bestowed on rare wizard NPCs who play a pivotal role in the campaign. In general, the DM should rarely assign more than a few (1-3) special powers to a single NPC (a good rule of thumb is one salient ability for every four experience levels of the character). Each special power also incurs a baneful punishment. Thus a wizard with three salient abilities has three special punishments (see Chapter Three for details). In most cases, only one or two special powers should be sufficient to create a unique and memorable NPC villain for the campaign. Keep in mind that these salient abilities are intended to provide an increased challenge (or a nasty surprise) for an experienced party of adventurers. They are definitely *not* intended for player characters.

Not just necromancers can benefit from the salient abilities outlined in this chapter. Death priests (introduced in Chapter Five) arc also candidates for such powers and, because of their allied affiliation, they are unlikely to suffer from as many punishments as a wizard. This is especially true when the fact that the powers of a wizard often intrude upon those bestowed upon a priest by his or her deity is

considered.
Because of their strong alliance with the gods that grant such powers, evil death priests, once they reach at least 9th level in experience, are much more likely candidates for salient abilities than wizards. For simplicity, in the power descriptions that follow, references to necromancers should be taken to mean "necromancers and death priests," except when stated specifically otherwise.
When creating an NPC with salient abilities, the DM may choose from the following list or determine the (1-3) powers randomly by rolling ld20 and consulting Table 5. Unless stated otherwise, the following abilities can be invoked at will by the necromancer. While some powers are similar to spells, none of the powers require any verbal or somatic components. The DM is encouraged to tailor the following powers to suit the flavor of the campaign.

**Animal Form**

This magical ability enables the necromancer to adopt a chosen animal form as if transformed by the wizard spell *polymorph self*. The chosen animal, bird, or fish must either be a natural predator or otherwise associated with death. Examples include the cheetah, bat, panther, wolf, vulture, tiger, bear, rat, shark, barracuda, killer whale, raven, or falcon. For every six levels of experience, the wizard can adopt one chosen animal form into which he or she can polymorph up to three times per day. The transformation occurs in a single round and includes all of the wizard's carried or worn possessions.

**Animate Dead by Touch**

Three times per day, the necromancer can cause skeletons and zombies of humans, demihumans, or humanoids to arise with but a mere touch. These mindless undead can serve the necromancer during the same round in which they were animated. Two skeletons or one zombie can be animated per level of the wizard. The remains of larger creatures can be animated, though they only fight as if they possessed 2 hit dice. In most other respects, this power functions similar to the 5th-level spell *animate dead*.

**Augmented Hit Points**

The necromancer can withstand greater amounts of physical damage than a regular, mortal wizard. The wizard gains +1 hp per level of experience (in addition to any bonuses due to high constitution). Furthermore, the character does not lose consciousness or perish when reduced to zero hit points. The necromancer can remain conscious and functional (even in combat) until reduced to -10 hp, similar to the 3rd-level spell *delay death (WH)*.

**Augmented Spellcasting**

The necromancer is able to memorize double the amount of normally available, low-level spells. For every six levels of experience, the necromancer gains augmented abilities for a new spell level (starting with 1st-level spells). Thus a 6th-level necromancer can memorize twice as many 1st-level spells. At 12th level, the wizard gains double 1st and 2nd-level spells. At 18th level, double 1st to 3rd-level spells, and so on. These extra spells must be chosen from the school of Necromancy.

**Bestow Dying Curse**

In order for this unusual ability to function, the necromancer must have suffered direct physical harm as a result of another creature's willing actions. Once wounded for 1 hp of damage or more, the necromancer can pronounce a dying curse on up to one creature per level of experience, providing the victims are within 200 yards of the wizard. The curse only takes effect once the necromancer dies, and it can be used as an "insurance policy" to ensure the wizard's survival. Declaration of a dying curse is always made in a grand, theatrical gesture (it has little effect as a deterrent if the victims are unaware of its power). Normally, there is no saving throw to avoid this sort of curse's effect, as the victims willingly accept the curse when they destroy the necromancer (it's the price that they pay). If the wizard does not pronounce the curse before his or her death, then the victims may be entitled to a save vs. spells {-4 penalty). The curse is permanent unless reversed by a wizard or priest of greater level than the necromancer that bestowed it.
The new *RAVENLOFT* boxed set contains a whole chapter on the subject of inventing creative curses for the campaign (*Realm of Terror* booklet, pages 54-65). At the very least, a dying curse may be similar to the afflictions outlined in Chapter Three or like the spells *bestow curse* or *plague curse*. The dying curse should be tailored by the DM to suit the mood and personality of the necromancer. Note that a dying curse, when fatal, does not necessarily slay the victim quickly or painlessly. It can be a slow, excruciating process, similar to the effects of a *cause disease* spell or mummy rot.

**Chilling Touch**

The necromancer can cause his or her hands to glow with a blue, flickering aura. This frigid radiance can both drain and paralyze the wizard's victims. First, any living creature touched by the icy hands suffers the effect of a modified *chill touch* spell. If the victim fails his or her saving throw, the touch causes 2d4 points of damage and (temporarily) drains 1 point of both Strength and Constitution. If the saving throw is successful, though, the victim only loses ld4 points of damage and just 1 point of Strength. Second, if the necromancer is at least 16th level, the victim must make a second save or be paralyzed for 3-12 rounds.
The necromancer can activate or deactivate this power at will. It never interferes with spellcasting. Also, the cold blue aura provides light like a dim torch (certainly enough light to walk or read by).

**Command Undead**

This power enables the necromancer to command undead like an evil priest with half as many levels of experience. Thus an I8th-level necromancer controls undead as a 9th-level priest. Certain necromancer kits and some necromantic priesthoods already have authority over undead (the DM should choose another salient ability for such characters).

**Enhanced Vision**

The necromancer gains the ability to perceive radiations and auras beyond normal human vision. At low levels (up to 5th level), the wizard can see normally under the night sky. While indoors (in conditions of total darkness), the wizard can still perceive objects normally, up to a range of 30 feet. This does not hinder the wizard's eyesight at all.
For every six levels of experience, the wizard gains another divinatory power based on the wizard spell

of the same name (the DM may roll a d8 or choose): *1) detect magic: 2) detect invisibility; 3) detect good/evil; 4) know alignment; 5) wizard sight (TOM); 6) infravision; 7) clairvoyance; 8) detect life (WH).*
Except for night vision, these powers do not operate continuously. The necromancer must visually concentrate on the subject (or area) for them to work. While the enhanced vision is active, the wizard's eyes light up with a malevolent, reddish glow. Normally, it takes one full round to scan an object, person, or area with the magical, enhanced vision.

**Fear Aura**

The necromancer can surround him- or herself with an aura of fear similar to (though less powerful than) that of a lich. Any creature with fewer than 3 HD (or levels of experience) who views this palpable, black aura must make a saving throw vs. spells or flee in terror for 2-12 rounds. Creatures with more than 4 HD are entitled to a +4 bonus and only flee for 1-6 rounds if they fail the save. Beings of equal or greater hit dice than the necromancer are unaffected. Unlike the regular fear spell, this necromantic aura has a more gradual and numbing effect. Affected creatures are thus unlikely to drop carried items.

**Food Corruption**

Three times per day, a necromancer can exude a mystical, poisonous radiance that taints nearby food or drink. Two types of food corruption are possible: one that induces a comatose slumber (available to wizards of any level), or another that brings a slow and excruciating death (granted to necromancers of 13th level or higher). In both cases, the food corruption requires a physical act of will on the part of the necromancer; it is not a continuously operating aura. The victims of both types of corruption are allowed a saving throw vs. poison.
The first, sleep-inducing type of corruption is difficult to detect in food or drink and has an onset time of only one round. This form of corruption can be created in food simply by the necromancer being within 30 feet of the food. The sleep lasts for up to one turn per level, but is automatically broken by any attempt to physically harm the slumbering individual.
The latter, deadly type of corruption results in a faint physical discoloring or putrefaction of the food. There is a 5% chance per level of the victim that the food's taint will be noticed before it has been consumed. Once tasted, however, the symptoms become quickly apparent. Severe stomach cramps begin in a few minutes, and an agonizing death results in another 2-12 rounds. This corruption can only be created in openly displayed food (such as a buffet table, an uncovered plate or a stand in a market) within 1-3 feet of the necromancer.
Food corrupted in this manner radiates a faint necromantic aura. The symptoms in a victim can be arrested or completely reversed by *slow poison, neutralize poison, heal*, or possibly by a character proficient in the healing nonweapon proficiency. Food can be cleansed of the corruption either by casting *purify food and drink* or *dispel magic*.

**Magic Resistance**

The necromancer gains a slight resistance to all forms of magic. The wizard's base magic resistance is 10%, plus an additional 2% per level. Thus, a 20th- level necromancer with this ability would have a 50% magic resistance.
Note that this magic resistance operates continuously and cannot be consciously controlled by the

wizard. It does not, however, adversely affect the necromancer's ability to cast spells or employ magical items of any kind.

**Regeneration**

The necromancer is able to regenerate two hit points per round. This ability continues to operate regardless of circumstances. Severed limbs continue to twitch and move under the wizard's direction, and they immediately reattach if brought into contact with the body (similar to a troll's powers). The wizard's body continues to regenerate after death, even if the remains were destroyed and reduced by fire or add. If the body is dismembered and the parts buried separately, it will take the necromancer one month to regenerate completely for every 100 feet distance of separation between the various parts. Alternatively, if the body is burned or dissolved in acid, the remains may be scattered over a wide area, delaying the regeneration time by one month for every 10-foot-square region of disposal area.
Necromancers with such regenerative powers can be terribly difficult to kill permanently. The DM may care to devise a special ritual (or a minor adventure) which must be completed in order for the wizard's death to be final. For instance, a certain necromancer's remains might need to be dissolved in aqua regia and then cast into the Lake of Winter Spirits during an annual solstice. Another wizard might keep his life force safe in a receptacle or phylactery which must be destroyed before the necromancer can be killed. Certainly the rite of final destruction will vary from necromancer to necromancer and must be adjudicated by the DM.

**Scabrous Touch**

With the touch of a bare hand, the necromancer can infect a victim with a deadly disease (see Chapter Three for notes on the plague and leprosy, or the description for *cure disease* in the *PHB*). Alternatively, the necromancer's touch may inflict mummy rot or a permanent version of *contagion*. The DM must decide on the single effect of a scabrous touch.
This power operates continuously and cannot be controlled (ordinarily, the wizard will wear a glove over the deadly hand to protect those nearby). The first symptoms of the disease appear 1-10 rounds after physical contact occurs with the wizard's deadly hand, though it may take weeks (or, in the case of leprosy, much longer) for the disease to run its full course. This magical disease may only be cured by a wizard, priest, or paladin of higher level than the necromancer.

**Shadow Form**

This ability enables the necromancer to shift his or her form into the plane of shadow, becoming a two-dimensional, subslanceless form, capable of slipping under doors and through tiny cracks. While in this shadowy state, the wizard cannot cast spells or otherwise physically attack other creatures, and is limited to his or her normal movement (possibly augmented by magical items or any spells which were cast prior to entering the shadowy state). Refer to the wizard spell *shadowform (WH)* for this form's limitations. The wizard can maintain this shadowy state almost indefinitely, provided that he or she stays fully alert and conscious and remains exclusively in an area of shadows. The wizard can be forced out of this shadowy state by exposure to bright light or complete darkness. This power may be used up to three times per day.

**Skull Scry**

This ability enables the necromancer to see or hear activity through any skull or cadaveric head. The skull or head must not be attached to a spine, nor can it be animated. The necromancer can scry through any disembodied skull or head (at a known location) that is up to one mile away per point of the wizard's Intelligence. In some cases, other types of sensory links may be used with the skull scry ability. The DM should refer to the spells *spectral voice* and *corpse link* in Chapter Four for further inspiration.

**Somnolent Gaze**

With this ability, a necromancer can immediately stupefy and cloud the mind any single living creature under his or her regard. If the subject fails a saving throw vs. spells (at a -4 penalty), he or she feels a profound form of lethargy and disorientation, similar in effect to a slow spell, except that the condition lasts for up to one turn per level of the wizard. The necromancer may call upon this power once per round, at will, and can also break its effect at any time (it can also be terminated prematurely by a successful *dispel magic*).

**Spell Immunities**

A necromancer with this ability is completely immune to all spells from the Enchantment/Charm school of magic. In addition, the wizard gains an immunity to *enfeeblement*, *polymorphing*, *cold*, *electricity*, and *death* spells. These immunities are typical for undead and would be most appropriate for a necromancer seeking to achieve lichdom.

**Unholy Blessing**

The necromancer benefits from an unholy blessing that helps protect him or her from danger. The wizard gains a +2 bonus on all saving throws and a -2 bonus to AC. This simple ability functions continuously, like the special benefits of a paladin.

**Unnatural Ability Scores**

The necromancer has engaged in research to augment his or her physical and mental attributes, raising them above their normal scores (by means of discovered wishes, magical tomes, enchanted pools, and so on). This research results in a total of 1-3 additional point, which may be distributed by the DM among the necromancer's ability scores. Alternatively, the DM may distribute each additional ability point by randomly rolling a dl2: 1) Strength; 2-5) Intelligence; 6-7) Wisdom; 8-9) Dexterity; 10-11) Constitution; 12) Charisma.

**Weapon Immunities**

Because of their affiliation with dark and terrible powers, certain necromancers lose their ability to be harmed by mundane weapons. Such wizards, when less than 12th level of experience, can only be harmed by magical weapons or slashing or thrusting weapons of cold iron or silver. Necromancers of 13th level or greater with this ability can only be harmed by magical weapons of +1 or greater

enchantment.

## Nonhuman Necromancers

*Long ago, when my beloved Gerard was still alive, we used to ride into the most distant hills of our estate during the cool weeks after Greengrass, accompanied only by our most trusted retainers. One day, when we camped near a rustic town called Soulbar, the burgers told us of a wyrm that had been ravaging caravans up and down the Trade Way for the past several months.*
*This dragon, which the villagers had named Shadowspawn, only attacked after nightfall and left behind not a trace of its victims - nor their goods, for that matter. It was as if the unfortunates had been snatched up or swallowed by the very night, or so the villagers claimed. Weeks after the attacks began, some of the dragon's victims were spotted by woodcutters in the Forest of Wyrms, but these were only animated shells, mere zombies of the victims which had been raised up by the dragon for her perverse pleasure and then cast loose into the forest once they ceased to amuse her. This much the town had learned when Soulbar's clerics called back the victims' spirits from the zombie remains, asking them about their murderer.*
*Thus warned, my husband I returned home, for we were ill-equipped to deal with a draconic necromancer. I later learned that several adventuring companies had gone up against the beast (and been added to the undead wandering the forest) before a victorious band of hunters put an end to that loathsome abomination. Those few who survived claimed that the dragon employed many spells of criminal necromancy against them.*
*With suitable monetary encouragement, I was ultimately able to purchase the dragon's spellbook from the triumphant Blades. The grimoire was an enormous, iron- bound book inscribed with notes that revealed a frightening understanding of the Art, surpassing in many ways my own knowledge! How that creature accomplished such mastery in relative isolation is beyond my comprehension. Perhaps a human wizard passed along his secrets to the wyrm or it discovered the key in some erudite tome of necromantic lore. My heart trembles at the thought of other creatures like Shadowspawn, with but a fraction of its talent for necromancy!*

—From the diary of Doctor Ellandra Tolbert

Although human wizards constitute the overwhelming majority of necromancers, exceptions do occur and can make for a nasty surprise for adventurers. Certainly members of other races can learn necromantic spells - but in general, only humans can specialize in the Art. However, as an added twist for an adventure or campaign, the nasty DM may decide to create unique NPC necromancers of the select few, evil monster races that employ magic.
Certain humanoids (specifically orcs), drow, dragons, and githyanki all have the potential to specialize in necromancy. In orcish witch doctors, this inherent potential is only realized by a scant few members of their race, constituting a tiny minority. Among the warlike drow and the githyanki - two races with a powerful talent for magic - necromancers tend to be as common as among humans. Finally, a few varieties of magic-using dragons - especially the shadow dragon - possess both the talent and interest to specialize in the Art.
All of these monsters are suitable for powerful NPC nemeses, providing suitable challenges for an experienced party of adventurers. Dragons make an excellent example of standard monsters that can be given a new twist by allowing them to focus their inherent magical talents in necromancy. The DM may extend the practice of necromancy to other magic-using creatures (like the shade) or possibly even create

new monsters that exclusively practice the Art.

**Humanoid Necromancers**

Humanoid cultures, such as the orcs, bugbears, gnolls, hobgoblins, and goblins, embrace violence and death, surpassing even humans in this respect. Their societies arc usually organized along tribal lines, with the clan chief ruling as the undisputed leader in temporal affairs. The clan priest or shaman takes care of the tribe's spiritual matters.

Finally, the tribal wizard (a member of the Savage Wizard kit from the *WH*) oversees the purely magical rituals and protections for the tribe. In most cases, the role of the shaman conflicts with that of the witch doctor, since at low levels the powers of a wizard can hardly compare with those of a priest. Indeed, few humanoid races have much talent for wizardry, making the witch doctor's role almost superfluous unless the shaman is absent.

Many of the humanoid races are widely known to have witch doctors as permanent members of a tribal community. Witch doctors almost never rise above the 4th level of experience, but rare individuals capable of casting 3rd-level spells have been reported in the more heavily populated humanoid areas, like the Sword Coast in the Realms.

As noted earlier, the odds of randomly generating a human necromancer with the requisite ability scores are at least 2%. Among ores, this probability would be even lower. According to the *Monstrous Manual*, the odds of encountering an orcish witch doctor (let alone a *necromancer* witch doctor) are 5 in 1000! Except in a major orcish city, the likelihood of encountering an orcish necromancer is small indeed.

**Drow Necromancers**

The elegantly evil race of dark elves make perfect candidates for necromancers. Unlike their surface-dwelling cousins, the drow embrace death and necromancy to the very core of their mainstream society, enshrined in the worship of their sinister mother-goddess Lolth. Wizardry is one of the few avenues for male advancement and prestige in the matriarchal theocracy of the dark elves. Necromancy is a popular school of magic among drow specialists (others favorites include invocation and alteration). Drow necromancers adopt either the Archetype, Philosopher, or Undead Master kits.

The dark elves arc unquestionably a magically talented race. Even the most mundane citizen has innate magic resistance and some sort of minimal talent with wizardry, so it perhaps not surprising that they can advance as far as humans in this regard. Certainly, every drow city can boast of at least one archmage capable of casting the most powerful spells.

All drow wizards (necromancers included) either operate strictly within the matriarchal confines of their society or live completely outside them. Those drow who remain in their own communities emerge into outer layers of the Underdark (or more rarely, to the surface) only for training or war parties. Wizards chosen for these missions are thus rarely more powerful than 9th to 11th level of experience (and usually far weaker).

The most powerful drow necromancers place themselves above such petty tasks, residing exclusively in subterranean cities where they serve the constantly broiling, internecine quarrels relished by the various noble houses. The most powerful wizards, who choose to remain above the political maneuvering, still must serve the community by teaching in the colleges of sorcery. These institutions play a fundamental role in the training of young drow warriors and priests.

To question their role in the female hierarchy spells certain disaster for male drow wizards. The priesthood ruthlessly twists any progressive free thinkers into hideous driders. These half-arachnid,

half-drew monstrosities retain their former command of necromancy and are usually between the 6th and 8th level in experience.
Those lucky enough to escape such punishment flee deep into the bowels of the Underdark, forsaking all protection by their house and society. Life as a rogue mage is far from easy. The priesthood sends relentless war parries to eliminate such mavericks lest their example be emulated by others, and the horrific denizens of the Underdark can be much less than hospitable to a single, traveling drow. Rogue necromancers among the drow must therefore be extremely powerful and resourceful in order to survive alone for long in the harsh environment (at least 12th level).

**Draconic Necromancers**

The dragon symbolizes power, magic, and destruction, so it should not difficult to imagine them gaining mastery over necromancy, given their eonic life spans. Draconic culture and religion is highly advanced, focusing primarily on greed and acquisitiveness. Dragons also embrace many of the same concepts as human society, including a fascination with death.
Certain dragons worship a unique death god called Null the Reaver, also known as the Deathwyrm or Guardian of the Lost. This deity embraces not only the destructive and evil aspect of taking life, but also the protective function of shepherding draconic spirits to their final destination in the afterlife. Thus, it might be possible for dragons to be either necromancer wizards or death priests.
Restricting our discussion to wizardry, not all dragons possess the intellect, magical ability, and self-discipline necessary to specialize in the Art. Silver and gold dragons have quite developed magical abilities, but their good nature makes them unlikely candidates for necromancy (except as Deathslayers). Blue, brown, deep, green, red, and yellow dragons possess the necessary wit and brutal nature to learn black necromancy, usually adopting the Archetype kit. Amethyst, myst, and steel dragons make excellent Philosophers. Finally, shadow dragons have the greatest inherent mastery of the Art, favoring the Undead Master kit. All of the remaining draconic races have neither the intelligence nor the slightest care to specialize in necromancy.
Dragons specializing in necromancy are entitled to the usual saving throw bonuses, additional spell per spell level, special abilities, and hindrances (including Dark Gifts and prices) of their regular human counterparts. The main difference is that the dragon's spells are learned as inate abilities and are not memorized, like a human wizard's or cleric's. In addition, dragons cast their spells completely differently from humans. Draconic spells can be triggered solely by an act of will. Humans need complex and lengthy verbal, somatic, and material components.
The biggest disadvantage to specializing in necromancy (from the dragon's perspective) involves restricted spell access. Draconic necromancers, like their human counterparts, are restricted to certain permissible schools of magic (as dictated by their specific kit). More importantly, however, these dragons lose all ability to cast priest spells. Instead, this spell potential is transferred over to additional wizard spells of the same number and level. For example, Shadowspawn - the shadow dragon mentioned earlier in Dr. Tolbert's diary - can normally learn (Wiz 2 2 2 2 2 / Pr 2); if it specializes, the dragon could only learn (Wiz 5 3 3 3 3), taking into account the bonus spell per spell level and the shift of the 1st-level priest spells to wizardry.

**Githyanki Necromancers**

The Githyanki are a militant and xenophobic race, descended from humans, that dwell on the Astral Plane and pay eternal homage to an undying necromancer queen. In their strictly regimented society,

organized into martial hierarchies of command, specialized wizards - including necromancers - play an important role. Every githyanki command structure, from the smallest platoon to the mightiest citadel, contains at least one necromancer capable of devastating opponents on the field or manipulating the dead to fight for the living.

Unlike the wizards in drow society, githyanki necromancers have a respected rank and high status in their civilization. Githyanki wizards tend to be female in honor of their lich-queen. Although of slightly inferior rank to an acting captain, they are independent of the military chain of command and lend their support in a battle where it is needed.

On the Prime Material Plane, githyanki necromancers are always encountered supporting a larger war party consisting of at least 2-7 other individuals. The party might be hunting for sport, engaging in a serious training mission (human blasting), performing reconnaissance for an upcoming outpost or stronghold, or seeking to recover a lost necromantic artifact (probably a silver sword capable of severing a mortal's silver cord in the Astral Plane). Like other members of their race, actively serving githyanki necromancers vary in power from the 4th to 11th levels of experience. However, once they reach the 12th level, githyanki are brought before their paranoid and pitiless queen, who greedily devours their life force in a solemn ritual known as "retirement."

In addition to their magical and racial powers, all githyanki possess powerful psionic abilities which vary according to class and level of ability. Table 6 presents a suggested regimen of psionic abilities for githyanki wizards. The mental strength of such mages increases with level, starting with a base 150 Psionic Strength Points (PSPs) and increasing by 10 PSPs per level (maximum of 250 PSPs at llth level). Githyanki necromancers can make devastating opponents, especially when supporting a contingent of comrades. Individually, they prepare for battle by initiating flesh armor, adrenaline control (to boost constitution), and displacement (wizards of 6th level and above can do this in a single round using splice). Along with the knights (see *MM*), githyanki wizards of 8th level or higher have the responsibility of seeking out psionic threats in combat (with psionic sense) and eliminating them.

Wizards initiate psychic contests in combat. Once contact has been established with an opponent's mind, wizards will use id insinuation to quickly stun their adversary, employing spells on subsequent rounds to finish off their helpless opponent. An organized band of githyanki fortified by a necromancer in their midst can decimate even a powerful, well- balanced party of adventurers.

**Table 6:** Psionic Progression for Githyanki Necromancers.

| Level | Discipline | Science | Devotion |
|---|---|---|---|
| 1st | Metabolism | Energy Containment | Body Weaponry<br>Flesh Armor<br>Mind Over Body |
| 2nd | | | Craft Weapon<br>Displacement |
| 3rd | Telepathy | Life Draining | Contact<br>ESP |
| 4th | | Double Pain | Adrenaline Control |
| 5lh | | Death Field | Cell Adjustment |
| 6th | Metapsionics | | Splice |

| | | | |
|---|---|---|---|
| 7th | | Metamorphosis | Convergence |
| 8th | | | Psionic Sense |
| 9th | | | Stasis Field |
| 10th | Psychoportation | Teleport | Dimension Door |
| 11th | | Empower | Time Shift |

## Sorcerers Immortal

*I shall laugh as I place my head on the block, laugh at them all as the raven jeers at the gallows or the worm mocks the grave. It took the Prince's most powerful knights to bring me - shackled in cold iron - before my earthly liege, but not before I had slain a hundred of his retainers, twisted the insides of his beloved wife, cursed their only son with ravening madness eternal.*
*I have lain among the rat-gnawed bones of the oubliette and accepted the iron maiden's cruel embrace, but 1 am not alone, and I feel no pain. The slaadi still comfort me with their infernal melodies, and my invisible familiars still inform me, bringing news in the clammy darkness from my lord Thasmudyan. I shall have eternal life for my devoted service; the baatezu lord has promised me this final boon.*
*I will survive, of that I am certain, but my next evolution may not remember all of my secrets, all the cryptic mysteries of the Art. I shall bid the shadows to write them down, inscribe them in a book so that I may remember all that I knew before I died: And then I shall depart this earthly realm and walk on farther shores, undreaming and unbidden, until I stand once again in the ivory court of Thasmudyan.*

- From Nebt Bhakau's *Book of Shadows*

The human mind and personality yearns to persist after death. Most turn to religion for the promise of eternal life, but other individuals - less trusting in divine providence or perhaps fearing their spirit's ultimate destiny in the afterlife - take it upon themselves to secure their own immortality in the physical world. Most necromancers eventually master the secret talents necessary to achieve this goal. Indeed, some embrace the Art solely for this purpose.
Aging is a natural process for all, but to the necromancer, both powerful magic and the curse of the Black Arts can quickly strip the wizard of fleeting youth. Although age initially matures a wizard's mental faculties, senility and decrepitude eventually corrupt both mind and body. A wizard can allay or avoid these disabilities through potions, *wishes*, or necromancy.
*Potions of longevity* and *elixirs of youth* are perhaps the most common method for extending life, though their rare material components make mass production highly infeasible. In addition to their easily mundane components, the formulae for these potions is rumored to include either the dust of a lich, a dragon's breath, an angel's whisper, or the blood of an elf, freely given. Not surprisingly, few wizards can obtain or create more than a few of these potions, usually extending their normal life span by several decades. However, even if an unlimited supply of such potions were available, the increasing chance of completely reversing their effects (1% cumulative per potion) drastically limits their ultimate usefulness. At best, a wizard might hope to extend his or her lifetime by three to four centuries with such potions.
Powerful spells, such as *limited wish* or *wish*, can also prolong life. Although each DM must adjudicate the specific powers of a wish for the campaign, it is not unreasonable to assume such magic could slow aging by a factor of 10. A *wish* irreversibly ages the caster by five years, and it cannot be used to negate its own life-draining effects. A 40-year old wizard who wishes for an extended life span still ages to 45

years before the *wish* takes hold. Still, with intelligent use of a few *wishes*, an archmage might prolong his or her life beyond a millennium.
There are other ways to extend human life, known only to the powerful necromancer. The new spells *life force transfer* and *life force exchange* enable the wizard to permanently transfer his or her own life force into the body of another (presumably much younger) individual. *Magic jar* works along the same premise, though the effects are only temporary. In all of these cases, the necromancer achieves youth only at the expense of another individual. With *life force transfer*, the victim dies when the spirit is literally forced out of the body to make room for the caster's life force; with *life force exchange*, the spirits of the caster and victim swap bodies; with *magic jar*, the wizard and victim share the same body (albeit temporarily). While each of these spells carries its own dangers (see the spell descriptions in this book and the *PHB*), they can also provide an unusual form of human immortality for the necromancer. Unlike other methods, which only ensure prolonged life, these spells enable an evil wizard to also enjoy all the pleasures and benefits of eternal youth.
A necromancer can thus effectively extend his or her mortal lifetime almost indefinitely - certainly far beyond the range of normal humans - through potions, the intelligent casting of *wishes*, or by the unscrupulous use of the Art. However, a wizard can also resort to a permanent undying transition in order to achieve some measure of immortality.

**Undead Necromancers and Death Priests**

Most wizards and priests embrace undeath only as a last resort, after all of the less drastic means of life extension have been exhausted. Nevertheless, some necromancers and priests voluntarily surrender their mortal lives early, trading all their human weaknesses for the dark powers of the deadalive. The undead never need eat, sleep, or face any of the other mortal failings that continually distract from their dastardly pursuits. They can devote centuries to increasing their power or spreading their religion.
Certain individuals may suffer undeath as a form of divine curse or punishment for terrible crimes or the use of black necromancy. But the majority of undead necromancers and priests have chosen their fate and accepted the ultimate Dark Gift. The vampire and lich are the most likely (and deadly) forms of undead necromancers that a party will encounter in a campaign. A undead priest may be encountered in either of these forms or that of a greater mummy. Most undead continue to develop their powers in undeath, making them increasingly powerful adversaries with time.
Vampiric necromancers arc similar in most respects to their human counterparts in terms of their wizard abilities. Their abilities to charm others and command lesser animals make them natural candidates for the Undead Master kit. Vampire death priests will usually worship the Lord of Undead. In addition to their spellcasting powers and vampiric abilities, the vampire suffers from a number of serious weaknesses (holy symbols, sunlight, garlic, and so on). However, as noted in *Van Richten's Guide to the Vampire*, these weaknesses decrease with age, even as the vampire's special powers continue to mature and develop.
The lich, on the other hand, is a consummate immortal spellcaster, the ultimate goal of any necromancer or death priest. Unlike mortal specialists, the wizard lich can learn spells from any school of magic, and it still enjoys all of the regular benefits of the Archetype (it still gains all of the additional spells and saving throw bonuses of the kit). The lich also retains any special powers it enjoyed while alive and may gain additional salient abilities as its skills continue to grow. The DM should see the NPC sheet of Vermissa for an example of a priestly lich. *Van Richten's Guide to the Lich* contains an exhaustive description of this variety of undead.

The greater mummy, presented in the *MONSTROUS MANUAL*, is enchanted by a necromantic priesthood to retain its clerical powers in undeath. Since this creature is sometimes created by more powerful priests (or the gods) to safeguard a particular tomb or temple, its mobility and usefulness as a villain are greatly impaired. In Chapter Nine, we explore the network created by an undead priest (the lich Vermissa in this case) who has been forced to remain in a particular location for centuries.

Along with those from the various monster races, undead necromancers and priests should be reserved for special, nasty encounters. They can also serve as memorable villains in a campaign. When used sparingly, these inhuman necromancers should provide many surprising challenges for a high-level party of adventurers.

# Chapter 3: The Price



*Sometime after midnight, Jal' shook me awake with a start. A sharp, wide moon hung in the night sky near the desert horizon. I cursed softly. My turn at watch wasn't due for a few more hours, when the shining sphere was at its zenith.*
*"He's dreaming again," Jal' told me, worriedly. "Come help me tie him down."*
*Our brother Talib slept beneath the palms, away from the rest of the caravan so his nocturnal ramblings would not disturb their rest. He was speaking in Kadari again, the ancient language of the dead. Luckily for Jal', she couldn't understand a word, but I knew some of the phrases, with my small rogue's talent for tongues. I ignored the obscene whispers and started binding Talib's legs together to keep him from wandering away into the desert. Meanwhile, Jal' worked on his hands, to stop him from casting his withering spells and slaying us all in his sleep.*
*Jal' started praying after she finished, her soft, holy whispers mingling with our brother's ravings. Jal' prayed for a cure to his shattered sanity, but I only hushed her into silence, straining to understand his curiously accented Kadari. Talib's eyes were open, as usual, staring up into the stars as he dreamed. From his speech, I knew my brother was not mad, at least not in the usual sense, for his sleeping gaze was focused not on the stars, but on another time, long past, when Kadari was still spoken by the living.*

- From *Leyla's Lost Journal*

Whether they realize it or not at the outset of their careers, wizards that specialize in necromancy make painful, personal sacrifices for their profession. Even if they shun the Black Arts entirely, a necromancer is still subject to the social prejudices, physical dangers, psychic pressures, and curses that plague those who channel the forces of the spirit.
As with any discipline, mastery of the Art comes at a price. All necromancers suffer from a nearly universal social stigma associated with their profession. In addition, many of these wizards - especially those who embrace the Black Arts - must overcome a number of personal handicaps which increase in number and severity along with the necromancer's power.

## The Social Stigma

In every society, there is some form of scapegoat, a small group of people who are blamed or held accountable for the countless unexplainable tragedies in human existence. As late as the so-called Enlightenment, Western society blamed the witch for kidnappings, unexplained fires, tainted welly, rampant plagues, and mysterious deaths. Countless women bearing the signs of a "stereotypical" witch were rounded up, tortured until they confessed to crimes they did not commit, and finally burned at the stake to purify the community.
In the campaign, a necromancer may experience similar, severe public discrimination whenever his or her profession becomes known in a social context. At one extreme, based on the witch-hunting atmosphere of Europe during the 16th-17th centuries, the practice of black magic, or indeed any form of necromancy, may be punishable by death or (if the wizard is exceedingly powerful) shameful exile. At the very least, no society which is ruled by a good or neutral ruler will tolerate the open practice of the Black Arts. Even in a dark and gritty campaign where the forces of evil run rampant in society, a known necromancer will be viewed with open fear, suspicion, and hatred.

Discrimination can take a wide variety of forms. A perceived necromancer may be barred from a particular tavern, shop, or home (or even from an entire village) once his or her profession is recognized. Vigilantes, bounty hunters, rival mages, or even adventuring parties may try to eliminate a visiting necromancer, hoping to bolster their position in the community, gain a few new magical items, and possibly collect a reward from the local authorities.
Necromancers that need or choose to live in civilization must disguise their profession to escape unwanted attention, especially at low levels. Not surprisingly, most practitioners of the Art tend to shun human society, preferring the lawless expanse of the wilderness where their deeds and experiments can go unnoticed and unpunished.

## Punishments and Handicaps

As discussed in Chapter Two, wizards who practice black necromancy are subject to the attention of evil, extraplanar powers that sometimes reward mortals with supernatural powers (after a successful powers check). However, when a sinister deity bestows the Dark Gift upon a mortal, the god usually exacts a personal price which manifests as one of the many handicaps outlined in this section. On the other hand, two new role-playing devices (the *disease check* and the *madness check*) can be used by the DM to introduce handicaps into the campaign without divine or supernatural intervention. Regardless of their origin, disabilities help define a distinctive and memorable villain for the campaign.
The DM may also care to bestow these handicaps on PCs who willingly employ black necromancy. Handicaps are a good, role-playing alternative to the imposition of "alignment shock" described in the DMG. A handicap system also helps explain why the Art is viewed with universal fear and loathing in the campaign.
Of course, certain players may relish playing a slightly twisted wizard character. Even then, the handicaps will serve to enhance role-playing in the campaign. As a rule of thumb, however, the DM should never assign a handicap that would completely cripple a wizard character and prevent him or her from casting spells.
For every Dark Gift bestowed on a necromancer (see Chapter Two), the DM should choose an appropriate handicap for the character. Alternatively, the DM may roll a d4 and consult the appropriate subsection as listed on the table directly below.

1. Physical Deformity
2. Bodily Affliction
3. Insanity or Madness
4. Unholy Compulsion

**Physical Deformity**

In literature, horrific and vile villains arc often physically marked with some sort of extremely noticeable and distinguishing disability (in addition to their stereotypical tendency to always dress in black, representative of the darkness that lurks within their twisted souls). The hunchbacked Richard III, for instance, was universally hated and reviled because of his deformity. To Shakespeare, this alteration of the King's form became synonymous with malignant villainy. Symbolically, a physical deformity was viewed as mirror of an individual's inner self or interpreted as a form of divine punishment for a dreadful sin. In this way, warts became forever associated with witches.

Modern writers about necromancy have continued with this allegorical convention. The necromancers of dark Ashton Smith, for instance, are so powerfully evil that their baneful nature is painfully apparent to all around them, as if the corrupt wizards radiated a palpable aura of malevolence. Normal acts of kindness, such as a smile or laughter, become perverted into frightening glimpses of their twisted nature.

**Bodily Afflictions**

Just as physical deformity has been associated with villainy, physical sickness and disease have been historically interpreted as a form of divine retribution. Of course, mass outbreaks of plague and pestilence - which decimated both the good and evil - can be cited to refute such superstitions, but still such beliefs remained, even in the face of rational observation.

In addition to its supernatural origins, disease could just as easily result from a necromancer's plundering of the dead or contact with rotting corruption and filth. A necromancer might also gain a sickness after exposure to certain undead (like a mummy), cursed magical items (such as a *staff of withering*), and spells (like *cause disease* and *plague curse*). The risk of disease also threatens wizards who tamper with black necromancy. Wizard spells that by their very nature inflict disease on others (such as *contagion* or *mummy touch*) might have some form of unforeseen side effect on the caster.

In game terms, whenever you feel a necromancer has placed his or her health at risk by investigating an especially filthy, moldering crypt (or perhaps casting a disease-producing spell), have the character make a *disease check* - simply a constitution check subject to the modifiers on Table 8. Disease checks should also be required for PCs, though only for special circumstances, such as exploring major tombs or searching a large number of rotting bodies.

Normally, if a character fails a disease check, symptoms of an ailment (such as dizziness, nausea, fever, or coughs) emerge within 13-24 hours. Characters with the healing nonweapon proficiency can allow an afflicted individual to make second disease check, this time with a +2 bonus. Unless *cure disease* is available from a priest or paladin, the full force of the affliction descends upon the unfortunate victim in 1-4 days.

However, in the special case of a failed powers check, a necromancer is not entitled to a disease check and succumbs to the ravages of an illness within 1-6 turns of attracting the baneful attention of the patron god. Usually, the corresponding Dark Gift is only bestowed after the character suffers through the disease. This severe, divinely imposed affliction may not be treated by a character with the healing nonweapon proficiency, and *cure disease* will only be effective if cast by a priest of a greater level of experience than the necromancer suffering from the ailment.

The full course of the disease may last from 5-20 days, during which time, the character may become incapacitated. Each day the illness progresses, the character (temporarily) loses 1 point from one (or more) ability score. Either choose or roll ld6: 1) Str, 2) Int, 3) Wis, 4) Dex, 5) Con, 6) Cha. When one of the scores drops below 3, the character has been effectively incapacitated. After the disease has run its course, lost points are regained at a rate of 1 point for every 2-5 days.

Unless you are in a punishing mood, don't inflict fatal diseases on your players. It is far more interesting (and character building) for them to suffer strange permanent handicaps as a result of their affliction (as listed on Table 7), or to incur a permanent one-point loss in an ability score.

**Insanity or Madness**

As we have seen in the kit descriptions of Chapter One, the mental demands placed on certain

necromancers, as a result of their trafficking with the dead and lower-planar entities, will eventually wither the sanity of the most stable individuals. Because of their high wisdom, necromancers rarely go stark-raving mad. They are almost never incapacitated by their own insanity. Rather, the necromancer's own twisted mind becomes a most insidious handicap. The wizard docs not even realize that the mental disability exists, and even if he or she acknowledges its existence, the necromancer does not care to remove it!

At the DM's option, when members of certain kits advance a new experience level, they must make an insanity check. Similar to the fear and horror checks employed in the RAVENLOFT rules system, an insanity check (also called a madness check) is a save vs. paralyzation. (Wisdom bonuses normally applied to saves vs. mental effects are also included.) The mental decay can be treated with *cure insanity, heal,* or *restoration* spells.

The necromancer's "professional" madness does not usually result from a single, traumatic experience, but rather from a slow destabilization of the mind, a gradual erosion of the sanity that occurs while learning the terrible secrets of the Dark Art. A necromancer might also be driven mad by a successful powers check. For this special case, no insanity check is allowed, since it is considered a mandatory price by the evil god (which bestows a helpful Dark Gift in exchange). Madness can also result from a wide variety of causes outlined in the new 4th-level clerical spell *cause insanity*.

The forms of madness described in this section do not reflect modern medical definitions. They are intended to provide role-playing opportunities for experienced DMs and players alike.

1. Phobia
2. Melancholy
3. Delusion
4. Paranoia
5. Hallucinations
6. Amnesia

**Phobia.** The character develops an irrational fear of some creature or situation and will flee or cower whenever confronted with it (treat as if affected by a *fear* spell). The victim may also mention or want to discuss the object of fear in any conversation. Some possibilities are monophobia (fear of being alone), homophobia (fear of blood), psychrophobia (fear of cold things), claustrophobia (fear of containment), necrophobia (fear of corpses), nyctophobia (fear of the dark), onomatophobia (fear of a certain name), hypnophobia (fear of sleeping), pnigerophobia (fear of smothering).

**Melancholy.** The character loses the will to act or participate in a suggested activity. He or she wants to be left alone and may become violent if disturbed. In any given situation, the subject is 50% likely to do nothing, regardless of the danger, even at the risk of personal safety. If berated, pressured, insulted, or otherwise made to feel inferior, the subject has a 50% chance of becoming violent. Violent fits last only ld6 rounds, then the character lapses back into brooding silence and inaction.

**Delusion.** The character believes him- or herself to be something or someone that she or he is not. The wizard takes a new identity and tenaciously holds on to it. Usually, the character adopts the guise of someone or something unusually important. An apprentice necromancer may believe himself to be the legendary archmage Tzunk, who sundered the gates of the fabled City of Brass and scattered the legions of efreet with his terrible pronouncements from the *Codex of Infinite Planes*. By the same token, she may also think that she's a flower or a cat or a brooch on someone's jacket. In any case, the character does his or her absolute best to impersonate the person or thing that's been identified with. If a player character is afflicted with this form of madness, the particular choice of a delusion for the character may be discussed

between the DM and the player.
**Paranoia.** The character experiences delusions of grandeur, accompanied by the absolute conviction that everyone is thoroughly jealous and out to get him or her. For instance, a necromancer might believe that she or he has angered some extraplanar power by delving into the hidden secrets of the cosmos, and this evil deity (and its mortal minions) are now planning to eliminate him or her. The character docs not trust anyone and may fixate upon a particular person or creature as the leader of the conspiracy. The necromancer sees evidence of the great cosmic conspiracy in everything and everyone.
**Hallucinations.** The character constantly sees things that simply aren't there. He or she may see hallucinatory enemies in any combat situation or whenever a saving throw or ability check is required. Hallucinations can be most entertaining to role-play in combination with a phobia or paranoia. The character may be affected as if by *fear, hypnotic pattern*, or even *suggestion*.
**Amnesia.** This madness robs the character of minor or temporary memories and factual knowledge, effectively turning him or her into an "absent-minded" individual. The character cannot remember facts or events that didn't take place within the last few hours. This form of amnesia blocks the ability to recall factual knowledge, similar to the new 4th-level wizard spell *brainkill*. It in no way affects professional performance, the ability to cast spells, and saving throws.

**Unholy Compulsion**

Curses are a fourth handicap which may be imposed on a necromancer by a patron god as a compensating punishment for some Dark Gift. The curse usually manifests as some form of uncontrollable compulsion (such as howling at a full moon). Others affect the necromancer's behavior (such as never being able to speak the truth). A final class of curses makes the wizard susceptible to a special attack form (like holy water). The handicaps listed in Table 9 may also result from willingly dabbling in black necromancy or using necromantic (and cursed) magical items.
The recipient is usually well aware of the nature of his or her compulsion, but as with a *geas* or *quest*, the subject is unable to take any measures that would remove it. Instead, the wizard may try to compensate for the weakness with appropriate precautions. For instance, a wizard who was susceptible to weapons hewn from freshly cut holly might destroy all trees near his or her lair.
Only a *remove curse* (employed by a higher-level caster than the victim) or a *wish* can eliminate an unholy compulsion.

**Table 7:** Assorted Physical Deformities.

**Table 9:** Unholy Compulsions and Curses.

| | |
|---|---|
| 1 | All hair permanently turns white or falls out |
| 2 | Fur or scales cover body and frame face |
| 3 | Club foot/lameness in a leg (1/2 movement) |
| 4 | Eyes similar to animal's (like a cat or wolf) |
| 5 | Face resembles that of a particular animal |
| 6 | Hands or feet are misshapen claws or talons |
| 7 | Hands turn coal black or blood red |
| 8 | Hunchback (combat ability unaffected) |
| 9 | Malignant stench of decay or aura of malevolence in a 10' radius |
| 10 | Physical aging, 1-20 years |
| 11 | Second mouth appears at the base of the skull |
| 12 | Six-fingered hands (or six-toed feet) |
| 13 | Skin gains the cold blue pallor of a corpse |
| 14 | Small horns appear on head |
| 15 | Smile or laughter appears cruel and evil |
| 16 | Teeth (or ears) are long and pointed |
| 17 | Three-foot long tail sprouts from lower back |
| 18 | Tongue is forked or serpentine |
| 19 | Vestigial, leathery wings on back |
| 20 | Voice sounds evil, low, whispery, or inhuman |

| | |
|---|---|
| 1 | Blinded by bright light |
| 2 | Drinks fresh blood, 1/day |
| 3 | Eats corpse flesh, 1 /day |
| 4 | Eats earth and stones, 1/day |
| 5 | Eats fresh (uncooked) meat, 1/day |
| 6 | Harms or kills a sentient individual, 1/week |
| 7 | Hates all contact with the living (only tolerates undead or extraplanar allies) |
| 8 | Howls under night sky or at moon, 1/day |
| 9 | Memorizes spells in an underground chamber |
| 10 | Murders friends and allies |
| 11 | Never speaks the truth |
| 12 | Seeks revenge/murders for the slightest perceived insult or disagreement |
| 13 | Sheds own blood (1-4 hp damage), 1/day |
| 14 | Sleeps in a tomb or open grave |
| 15 | Withers all vegetation when casting spells (1' radius per spell level) |
| 16 | Wounded by contact with cold iron or steel (1-4 hp + normal weapon damage) |
| 17 | Wounded by contact with freshly-cut wood (1-4 hp + normal weapon damage) |
| 18 | Wounded by contact with silver or gold (1-4 hp + normal weapon damage) |
| 19 | Wounded by fresh or holy water (2-7 hp damage) |
| 20 | Writes/reads backwards (left to right) |

**Table 8:** Disease Check Modifiers.

| | |
|---|---|
| +1 | Opened a sealed coffin or sarcophagus |
| +2 | Searched a decomposed corpse |
| +2 | Hazard is located in a moist environment |

| | |
|---|---|
| +2 | Retained clothes after emerging from hazard |
| -4 | Waited for fresh air to circulate in hazard |
| -2 | Wrapped cloth around mouth and nose |
| -2 | Hands and feet covered with gloves and boots |
| -4 | Bathed after emergence from disease hazard |

## Paid in Full

The practice of black necromancy takes a terrible toll on the body, the mind, and the spirit. Some of the handicaps can be quite severe. Keep in mind that they are intended to counter-balance the potentially powerful Dark Gifts described in Chapter Two. They can also be used to punish player characters for dabbling in the Black Arts. Not all of the proposed handicaps are equally nasty; the DM may decide to impose two lesser hindrances on a necromancer in exchange for a particularly powerful Dark Gift.
Even if a necromancer (wisely) avoids the Black Arts, the wizard must still pay a social price. The necromancer faces fear and ignorance in the uninitiated, who cannot comprehend the subtle beauty of the Art. While some necromancers resign themselves to solitude, others are pained by the lack of public understanding or appreciation for their calling. Even after all the other sacrifices have been paid in full, loneliness is the ultimate price of the necromancer.

# Chapter 4: The Dark Art



*Mirtul 17, Year of the Bow*
*Three days after skirting Carcathen, we sighted a westward sail - a Nelantherese caravel, Retaliatior, standing high in the wind with a full complement of pirates. We tried to beat them to the Race, but they caught us off Nemesser's Tower, though not within sight of land, or we would have surely been lost. As I was calling the crew to clear for action, one of our passengers, the Lady Doctor Tolbert, came on deck and watched the approaching ship with a look of mixed disgust and annoyance.*
*"My husband hated pirates," the Lady said. I hastily agreed, for she was a sorceress of sorts, as well as a surgeon. In the past, when the topic of her husband came up, her eyes became distant and sad, almost dangerous. "Gerard's last action was against pirates in these waters," she said to no one in particular, before withdrawing below.*
*The final action with Retaliator came as a surprise. Once the caravel closed to boarding distance and called for our surrender, Lady Ellandra came back on deck, this time shielded by a cold, blue aura. She began to speak in a soft and deadly whisper, her gaze fixed on the wildly shouting men on the pirate ship's quarter deck. Many of the rogues had climbed up into the rigging, where they fired arrows onto our ship. One of the bolts struck Ellandra square in the face, but it was brushed aside by her magical warding.*
*As the Lady intoned the last syllable of her dreadful spell, a greenish vapor formed in the rigging above the pirate's quarter deck. Wailing resounded from the skyward cloud, like a distant chorus of lamentations. Ghostly images swirled in the liaze. The billowing mist quickly descended onto the decks of Retaliator, and horrific screams rose in a deafening crescendo from the ghastly cloud, echoed now by the terrified men in its midst. Shriveled bodies plummeted from the rigging, each with a sickening thud, onto the decks below. One by one, the pirates'flesh withered like burned paper, and the scant survivors beheld many more vaporous ghosts now swirling in the foul mist around them. And after the eternity of a few seconds, the howling cloud began to dissipate, leaving behind the wracked and twisted corpses of Retaliator's crew. The pirate ship sailed on, crewed only by the dead, fixed in its final course by a blasted corpse whose corrupted hands still clenched the helm.*
*Once the distant screaming abated, the Lady warned us to leave their ship behind as a warning to others. She then demurely withdrew again to her cabin, where she stayed for the rest of the voyage to Calimshan. But the remainder of the trip was not a happy one, for every night we could hear her muffled sobs, calling out to her long-dead husband, echoing throughout the ship.*

—From the log of Waterdeep's *Pennance*,
Captain George Toal commanding

The most dreaded powers of a wizard come from the spells at his or her disposal. The Dark Art has many uses, the least of which brings death in a horrible and excruciating manner. The necromancer can drain the life force of a victim, command shadowy spirits of the netherworld, or animate the remains of the dead. Yet, for all the attention focused on the manifestly evil spells of the archetypal sorcerer, little concern has been devoted to exploring the more useful and even beneficial applications of the so-called Dark Art. In addition to its stereotypical negative uses, necromancy can also heal the afflicted, provide protection from the dead, and inform the living.
This chapter explores both the beneficial and baneful sides of this feared school of magic. First we present a few guidelines for choosing necromantic spells to reflect a wizard's alignment. Finally, the

majority of the chapter describes over two dozen new wizard spells.
The massive amount of necromantic spells available to wizards can be a bit overwhelming for DMs accustomed to the limited selection in the *PHB*. Appendices at the end of the book have been designed to ease the burden of NPC spell selection for the DM. Appendix One contains all spells available to necromancer wizards, listed by level and general application. Appendix Two lists all of the spells in the expanded school of Necromancy, compiled from this and other sources. Finally, the DM may use the spell index in Appendix Four to easily locate necromantic spells in this book and other references.

## Spell Selection for the Wizard

Since the necromancer might be playing an important, long-term role in a campaign, it is paramount that the DM determine not only what spells the wizard might have memorized for a specific encounter, but also define a comprehensive list that includes all spells to which the caster has access. The Undead Master on holiday at the cemetery will undoubtedly have a different set of spells at his or her disposal than the reclusive Philosopher, lounging in a study.
Choosing spells for any spell caster - especially a powerful one - can be an challenging and time-consuming task for DM and player alike. An 18th-level sorceress, for instance, has over 40 spells at her disposal! Are all her 3rd-level spells going to be *vampiric touch*? Unlikely! She will choose a wide variety of spells that are appropriate to her kit and alignment. As detailed in Chapter One, each kit is specialized in a different aspect of necromantic spellcraft.
A wizard's alignment generally has the biggest effect on his or her spell selection. While not all necromancy is inherently evil, it carries a strong social stigma because of its great potential for inflicting pain, suffering, and harm on both the living and the dead (or even the undead). A wicked NPC will probably have no compunction about employing "criminal" or "black" necromancy. However, once the heroic characters in your campaign have defeated this nemesis, they will undoubtedly uncover his grimoire and gain access to the villain's repertoire of spells.
Even good-hearted PCs may be tempted to use the forbidden lore, considering that many necromantic spells can be quite powerful, especially at high levels. Is a spell inherently evil, or is it simply that it can be put to evil use? This is a question many heroes will have to struggle with. This ambivalence and uncertainty should be encouraged, since temptation and moral quandaries make for excellent role-playing. However, as explained in Chapter Three, the use of criminal necromancy carries grave dangers for the caster, whether villain or player character. While the consequences for employing black necromancy must always be kept vague and nebulous for the players, the DM needs to have a clear definition and justification of the term.

**Table 10:** Forbidden Spells of Black Necromancy.

| Level | Spells |
|---|---|
| 1st | chill touch, corpse visage (WH), exterminate |
| 2nd | choke (WH), ghoul touch (WH), rain of blood (SH) |
| 3rd | bone club (WH), mummy touch (FOR), pain touch (WH), vampiric touch, rain of blood (SH), skull trap |
| 4th | Beltyn's burning blood (FOR), brainkill, contagion, enervation |

| | |
|---|---|
| 5th | bone blight, mummy rot (WH), summon shadow, throbbing bones (WH) |
| 6th | blackmantle (WH), dead man's eyes (WH), death spell, flames of justice (AA), ghoul gauntlet, Grimwald's gray mantle (FOR), lich touch (FOR) |
| 7th | finger of death, suffocate (TOM) |
| 8th | Abi-Dalzim's horrid wilting (TOM), death link (FOR), deathshroud, defoliate (WH), shadow form (WH) |
| 9th | conflagration (AA), death ward, energy drain, wail of the banshee (TOM) |

**Criminal or Black Necromancy**

The *Player's Handbook* and other sources of necromantic spells tend to be vague or (worse yet) contradictory about what constitutes an evil spell. For instance, the classic spell of the necromancer, *animate dead*, contains a clear admonition against its use by good characters.

However, certain other necromantic spells (in the *Player's Handbook*, particularly) have been written in a way that conceals, or at least understates, their baneful nature. The description of *summon shadows* mentions nothing about the moral implications of summoning several chaotic evil beings from the Negative Material Plane to serve the caster (usually by draining the life forces of the wizard's enemies). Hence, there is obviously a need for some clearer definitions.

Criminal necromancy includes all spells which are cast for the sole purpose of inflicting permanent physical harm on other individuals, or (worse yet) draining their immortal life force. Consider the *death spell* (another classic from the *PHB*), which supposedly "snuffs out the life forces of creatures ... instantly and irrevocably."

In context with other punishing spells like *chain lightning* and *disintegrate, death spell* might not appear terribly horrible or evil. Take another look at the second line in the description which nonchalantly states that "[victims] cannot be raised or resurrected"! In other words, the spell utterly annihilates the victim's life force, past all hope of restoration, save by the omnipotent *wish*.

Black necromancy usually brings death, physical injury, or spiritual annihilation in an excruciating and terrifying manner. In order to make the evil nature of a spell painfully clear, the DM should feel free to improvise, exaggerate, or embellish a particularly dry description. Consider the account of *death spell* given in the chapter introduction. This spell and the others on Table 10 fall under the classification of black necromancy and, as such, are most appropriate for evil villains.

In game terms, therefore, every time a wizard (NPC or PC) uses a spell of black necromancy, the DM should secretly roll a *powers check*. By their very nature, these spells attract the attention of evil deities who will seek to reward, punish, and ultimately subvert the wizard involved. Criminal necromancy embraces all spells which inflict bodily or spiritual damage, spread disease, bring untimely death, or cause pain. The DM is encouraged to devise similarly nasty descriptions for all of the spells listed in Table 10. Don't sermonize to your players about the evils of criminal necromancy - have their characters experience the horrors themselves. If, despite your warnings, players willingly and consistently employ evil spells, feel free to impose any of the afflictions outlined in Chapter Three.

**Gray or Neutral Necromancy**

The DM should refer to Appendix Two for a complete listing of spells in the necromantic school. Except for the few listed in Table 10, the majority of necromantic spells fall into a gray category of moral uncertainty. These spells are not intrinsically evil per se, but they certainly can be put to inherently wicked uses.

Take *animate dead,* for instance. Raising up a zombie to carry one's luggage is not considered an evil act, but animating the dead for the purpose of attacking a merchant caravan is another matter entirely. While appropriate for neutral wizards, animation of the dead should be distasteful and perhaps even forbidden to chaotic good and lawful good wizards. Spells of gray necromancy rarely advance the cause of good.

While casting spells of black necromancy always requires the wizard to make a powers check, neutral or gray necromancy only requires a powers check when it employed for an evil purpose. Gray necromancy thus carries an element of risk and uncertainty: depending upon the easterns intent, the spell may or may not have a chance of attracting the attention of an evil god. It is left for the DM to decide which spells belong to the category of neutral necromancy. It is suggested that all divination/disguise magics (see Appendix One) and certain special use spells (such as *animate dead animals, undead mount (FOR), bone dance, skull watch (FOR),* and so on) fall into this largest grouping of necromancy. Of course, the DM may decide that certain spells (such as *animate dead* and *magic jar*) have too much potential for evil. The DM should feel free to augment Table 10 as necessary for the campaign.

**Benign or White Necromancy**

A third and final category of necromancy embraces magic of a benign or beneficial nature. White necromancy includes spells which restore and fortify the living body or life force (such as *delay death (WH), empathic wound transfer, bone growth, Spendelard's chaser (FOR), Nulathoe's ninemen (FOR),* and *reincarnation*) or derive their power from the caster's own life force (such as *spirit armor (TOM)* or *homunculus shield (TOM)*) or can be used only to disable undead (such as *hold undead* and *bind undead*). Note, however, that spells that *control* undead are not considered white necromancy!

Although white magic can be used to heal wounds and bone fractures, it is no substitute for clerical healing. White necromancy derives its healing power from a volunteer's source of life energy (often the caster's), as in *empathic wound transfer*. Clerical magic, in contrast, bestows healing through a combination of faith and divine authority. Short of a *wish* (or for a brief duration, a *limited wish*), wizard spells cannot "create" new hit points - the Art usually shuttles life force from a donor to recipient.

In contrast with black and gray necromancy, white magic has absolutely no chance of attracting the attention of an evil god. No powers check is ever required for casting a spell of white necromancy (except, perhaps, in Ravenloft).

Wizards of good alignment will thus employ white necromancy over those spells with questionable moral implications. Of course, nothing prevents evil mages from employing these spells as well, provided that doing so suits their own dark purposes. During an emergency, when a wizard needs to heal allies (or him- or herself) and no cleric is available, even the most dark-hearted necromancer will resort to white magic.

## New Wizard Spells

The new wizard spells in this section include over two dozen examples of white, gray, and black necromancy. The DM may use these new spells to augment the standard selection available in the Player's Handbook (PHB). The DM can also find interesting necromancy spells in the Tome of Magic

(TOM), Complete Wizard's Handbook (WH), Arabian Adventures (AA), and Forgotten Realms Adventures hardcover (FOR). For the DM's convenience, relevant spells from all these sources have been included in the appendices and spell index at the end of the book. The DM may also refer to Van Richten's Guide to the Lich, though almost all of the spells from this source have been designed for use by undead. Finally, the DM may care to adapt some of the new priest spells from Chapter Six, though the wizard versions should be at least one or two levels higher than their clerical counterparts.

Some of the spells presented here (and in other chapters) were first developed by other game designers. These authors, who have helped advance the body of necromantic lore, are acknowledged with special thanks on page 3.

The following spell descriptions conform in most respects to the standard format in the Player's Hand book, starting with specifications for range, components, duration, and so on.

**1st-Level Spells**

**Animate Dead Animals**
**Corpse Link**
**Exterminate**
**Locate Remains**
**Spectral Voice**

**2nd-Level Spells**

**Embalm**
**Living Link**
**Skeletal Hands**

**3rd-Level Spells**

**Bone Dance**
**False Face**
**Skulltrap**

**4th-Level Spells**

**Brainkill**
**Empathic Wound Transfer**
**Summon Spirit**

**5th-Level Spells**

**Bind Undead**
**Bone Blight**
**Graft Flesh**

**6th-Level Spells**

**Corpse Host**
**Ghoul Gauntlet**
**Transmute Bone to Steel**

**7th-Level Spells**

**Wound Conferral**

**8th-Level Spells**

**Death Shroud**
**Life Force Transfer**

**9th-Level Spells**

**Death Ward**
**Life Force Exchange**

## 1st-Level Spells

**Animate Dead Animals** (Necromancy)

Range: 10 feet
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: Special
Saving Throw: None

This spell creates undead skeletons and zombies from the bones and bodies of dead animals, specifically vertebrates (fish, amphibians, reptiles, birds, and mammals). The animated remains obey simple verbal commands given by the caster, regardless of the language employed. Only naturally occurring animals of no higher than semi-intelligence can be animated with this particular spell (lizards, cats, frogs, weasels, tigers, and so on), including minimals and non-magical, giant-sized animals. These undead remain animated until they are destroyed in combat or turned; the animating magic cannot be dispelled.
The number of undead that a wizard can animate depends on the animal's original hit dice, the caster's level, and the type of undead being created. The caster can create the following number of animal skeletons:

- 1/4 HD animal or less: 4/caster level
- 1/2 to 1 HD animal: 2/caster level
- 1+ to 3 HD animal: 1/caster level
- 3+ to 6 HD animal: 1/2 caster levels
- Animal of over 6 HD: 1/4 caster levels

The caster can create the following number of animal zombies:

- 1/4 HD animal or less: 2/caster level
- 1/2 to 1-1 HD animal: 1/caster level
- 1 to 3 HD animal: 1/2 caster levels
- Animal of over 3 HD: 1 /4 caster levels

Animated skeletons of animals that had 1/4 to 1 HI) conform to the statistics of animal skeletons (see "Skeleton" in the MC). Skeletons of animals that had less than 1/4 HD when living conform to those same statistics/ with the following changes: AC 9, HD 1/4; hp 1, #AT 1, Dmg 1. Skeletons of those animals of over 1 HD conform to the regular animal statistics in the MM, with the following changes: armor class is worsened by two (AC 10 maximum), damage per attack is reduced by two (1 hp minimum), and movement is reduced by half. Animal zombies conform to the statistics for the particular animal that has been animated, with the following changes: the animal's number of hit dice is increased by one, AC is worsened by three (AC 8 maximum), and movement is reduced by half.
Skeletal and zombie animals gain the standard undead immunities (resistance to cold-based, *sleep, charm*, and *hold* spells), but lose any normal defenses that the living animal might have had. They also lose any special attacks (raking of rear claws, swallowing whole, and so on) and cannot inject poison or emit fluids, such as musk or saliva. Swallowing does no further damage to the creature swallowed, except to trap it within the swallower's rib cage. Priests gain a +1 bonus when turning these undead.
This spell is often a necromancer's first experience animating corpses. For this to work, the animal bodies or skeletons must be intact. The material components are a blood drop and bone chip from the same species as the target remains (only animals belonging to the same species may be animated per spell).

**Corpse Link** (Necromancy, Alteration)

Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1
Area of Effect: Caster
Saving Throw: None

With this versatile spell, a wizard establishes a sensory link between him- or herself and a corpse or freshly animated zombie of a human, demihuman, or humanoid within the spells range. This link allows the caster to gather sensory information from the vicinity of the cadaver or undead being. For every three levels of experience past the 1st, the wizard gains the ability to collect information from an additional sense via the corpse link. At 4th level, for instance, the wizard may choose up to two senses (up to three at 7th level, four, at 10th level, and all five at 13th level).
*Sight:* The caster can see what the corpse or undead creature sees as if looking through one of the creature's eyes.
*Sound:* The wizard can now hear through one ear, exactly as if standing at the corpse's current location (if a wizard/thief, the caster can use his or her hear noise ability too).
*Smell:* With one nostril, the wizard can now smell things exactly as if standing at the corpse's current location. The spell conveniently masks the putrefying stench of the cadaver (if any) so that subtle variations of aroma (like the scent of a rose) can easily be detected.
*Taste:* The caster can taste any substance which is introduced into the corpse's mouth. The substance (which may be solid or liquid) tastes exactly as if the wizard had placed it on one side of his or her own tongue. This can be especially useful when checking for poison in food or *identifying* unknown potions. Thankfully, the taste of the corpse's own rotting flesh can be masked out by the spell.
*Touch:* The caster gains the ability to sense the textural and environmental conditions, with a single hand, as if standing at the corpse's location. The wizard can gauge the surface texture and temperature of any

object or substance which is placed in contact with the corresponding hand of the corpse.
The type and number of sensory signals is chosen by the wizard at the time of casting, and cannot be changed for the duration of the spell. The caster collects all the sensory information through a single organ (eye, ear, nostril, half of the tongue, or hand) belonging to the corpse or undead recipient. *This organ need not be attached to the rest of the cadaver for the spell to function properly.*
While the spell is in effect, the wizard can still see/hear/smell/taste/touch normally through other (unlinked) organs. For example, a necromancer harvests the left eye from a fresh cadaver (with a successful Anatomy ability check) and places it on a high ledge, with a strategic view of a front door. If the spell is now cast, the wizard's left eye would be able to see through the left eye of the corpse and spy on any visitors, while his or her right eye remains normal.
Furthermore, if the target of the spell is a zombie, the magic enables the caster to issue simple commands to the undead creature via this link. The commands can be no longer than four words and can deal only with the creature's movement (turn left, walk forward two steps, and so on) If either the caster or the undead creature moves beyond the range of the spell, the effects arc negated. *Corpse link* does not impart any animation to dead tissue; if cast on a regular cadaver, it remains stationary for the duration of the spell.
The material component is a fresh corpse or a newly-animated zombie. Unless some form of preservative magic has been employed to protect the corpse's decaying sensory organs (such as *embalm* or *spirit bind*), this spell cannot be employed on the remains of one who has been dead for longer than 1 day per level of the caster. This spell also requires the appropriate sensory organ of an animal or monster noted for its keen senses (such as the eyes of a hawk, ear of a rabbit, snout of a pig, and so on).

**Exterminate** (Necromancy)

Range: 10 feet
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: 1 small creature or 1 cubic foot per level (up to 10 creatures or 10 cubic feet maximum).
Saving Throw: None

In the hands of a novice spellcaster, this spell instantaneously snuffs out the life forces of small rodents and vermin in the area of effect, including such normal pests as flies, mice, beetles, rats, spiders, and the like. Only creatures with 1-3 hp per level of the caster (9 hp maximum) and animal intelligence can be *exterminated*. More powerful wizards can thus affect bigger pests, including large spiders, stirges, poisonous snakes, and giant or huge centipedes. If the targeted creatures are extremely small (1 hp or less), then an area up to 1 cubic foot per level (10 cubic feet maximum) can be cleansed of pests.
This spell is well-suited to indoor or outdoor applications and is a favorite among necromancers who live among pestilence. Occasionally, cruel mages have been known to *exterminate* benign animals (and sometimes even others' pets) with the spell. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound. The material components are a pinch of lavender and dried garlic.

**Locate Remains** (Necromancy, Divination)

Range: 0
Components: V, S, M

Duration: 1 turn + 5 rounds/level
Casting Time: 1 round
Area of Effect: 30' long + 5'/ level
Saving Throw: None

This spell attunes the caster to the physical remains of dead beings in the area of effect. *Locate remains* will thus easily detect the presence of unburied corpses or corporeal undead (such as skeletons, zombies, or ghasts), but has no effect on noncorporeal undead (such as ghosts or spectres). The area of effect extends in a 10' wide path, facing the in the caster's current direction. Scanning in a direction requires one round, during which time the caster remains motionless in concentration.
*Locate remains* is mostly unaffected by walls or obstacles, though the area of effect is decreased (to 10' + IV level) by more than three feet of solid stone, ten feet of wood or packed earth, or one inch of metal. In the most general application, the spell precisely locates any and all physical remains of individuals in the area of effect, regardless of sex, species, and undead status. This spell does not impart any knowledge regarding the identity (or undead nature) of the remains; only the current locations of corpses within the area of effect are learned. If a personal item or a small fragment of the deceased individual is available at the time of casting, the spell can be used to locate the remains of that specific individual. In that case, the spell docs not register the presence of any remains except those of the desired individual.
Both the general and specific versions of the spell have no effect if cast on a living creature of any kind. The material component for this spell is either a small piece of bone from a human cadaver (for the general version) or else an article of clothing, personal possession, or strand of hair (for the specific version). This spell is popular in regions with strict burial customs.

**Spectral Voice** (Necromancy, Alteration)

Range: 10 yards/level
Components: V, S, M
Duration: 1 rum/level
Casting Time: 1
Area of Effect: Caster
Saving Throw: None

This spell is similar to the 1st-level spell *ventriloquism* in that it allows the caster to throw his or her voice. However, the caster's voice issues only from the mouth of a specified corpse, skeleton, or zombie. The voice coming from the cadaver or undead creature will not sound like the caster's voice. In the case of a cadaver or zombie, it will sound similar to the hoarse, scratchy voice of the deceased individual. In the case of a skeleton, the voice will sound like a soft, raspy whisper. For the duration of the spell (which cannot be ended prematurely), the caster's voice emanates from the corpse or undead creature. As a result, the wizard is unable to cast any additional spells requiring verbal components until after the *spectral voice* has expired. The material component is a preserved tongue.

## 2nd-Level Spells

**Embalm** (Necromancy, Alteration)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: 1 corpse
Saving Throw: None

An *embalm* spell enables the caster to protect a corpse (or a harvested part thereof) against the natural forces of decay and dissolution, until some later time when it is needed for a spell. If me *embalmed* cadaver is later animated as a zombie, golem, or other form of animated undead, the creature gains +2 hit points per hit die (8 hp/HD maximum) because of the greater strength and resiliency imparted by the spell to the dead tissue. It has no beneficial effect if cast on skeletal remains or on previously animated undead.
Thus preserved, a corpse permanently retains the same odor and appearance it had at the time of casting. *Embalm* does not reverse the effects of putrefaction, but it does prevent any further decay of an individual's physical remains. Unlike more powerful spells (such as *Nulathoe's ninemen (FOR)* or the clerical spell *spirit bind*), *embalm* does not facilitate subsequent resurrection of a corpse. The material component is a drop of vinegar.

**Living Link** (Necromancy, Divination)

Range: 90 yards + 10 yards/level
Components: V, S
Duration: 1 round/level of caster
Casting Time: 2
Area of Effect: 1 creature
Saving Throw: None

With this spell, a wizard establishes a sensory link between him- or herself and any living creature within range. If the wizard knows a specific creature or person within range, then the spell can take effect on that specific creature. Otherwise, the *living link* will be established with any sentient creature within range, determined randomly.
Similar to the 1st-level spell *corpse link* (which only works with fresh cadavers and zombies), *living link* allows the caster to gather sensory information from the vicinity of the targeted creature (sight, sound, smell, taste, or touch). For every four levels of experience past the 1st, the wizard can collect information from an additional sense (up to two senses at 5th level, three at 9th, four at 13th, and all five at the 17th level of experience).
The target creature of this spell experiences nothing to indicate that its senses have been tapped, and it remains in control of its own actions, entirely unaware of the magical connection to the wizard. In other words, the wizard cannot force the subject to look at something (listen at a keyhole, taste a glass of wine, pick up an object, and so on). This spell merely enables the wizard to directly experience the world through another creature's perceptions. For instance, looking through another creature's eyes gives the wizard all of its visual capabilities, like infravision should the creature have that ability.
While the spell is in effect, the *living link* overrides the wizard's own sensory perceptions. Thus, while a wizard is seeing through another creature's eyes, he or she is unable to see through his or her own. The spell can be ended early with no risk to the caster.

**Skeletal Hands** (Necromancy, Evocation)

Range: 10 feet + 10 feet/3 levels
Components: V, S, M
Duration: 1 turn + 5 rounds/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By casting this spell, a wizard animates a pair of skeletal hands that levitate in midair and move as directed by the caster, who uses verbal commands and somatic gestures to guide them. The hands can perform only simple grasping, lifting, and carrying activities. They cannot perform complex movements that require great dexterity, such as picking locks. They can, however, open unlocked doors and chests, or turn pages in a spell book. The hands can also make two clawing attacks per round, each attack directed against a different target. They attack using the wizard's table at the same level as the spellcaster, and each inflicts 1-3 hp damage on a successful hit. The hands may be physically attacked in turn (each hand has AC 5, hp 4, and MV 6) and may move anywhere within their range.
The hands can carry up to 5 pounds each; together, they can carry an object of up to 20 pounds. The hands may wield weapons within these weight limits. When using weapons, the skeletal hands attack on the wizard's combat table, with a level half that of the spellcaster and with applicable penalties for nonproficiency. Handheld melee weapons do half their normal damage (round up fractions), because the hands cannot generate the proper forces that the weapons need in order to inflict normal damage. The hands may fire an already loaded crossbow and inflict normal damage, because the crossbow provides the necessary force to propel the bolt. All other missile weapons have their ranges reduced to one quarter and inflict their normal damage (round up fractions).
The material components are the complete, skeletal hands of any human, demihuman, or humanoid. These hand bones may be reused in multiple castings of the spell, providing the hands have not been damaged or destroyed in combat.

## 3rd-Level Spells

**Bone Dance** (Necromancy)

Range: 10 yards/level
Components: S, M
Duration: 3 turns/level
Casting Time: 3 rounds
Area of Effect: Special
Saving Throw: None

This spell temporarily animates the physical remains of a human, demihuman, or humanoid. *Bone dance* forges a mystical link with the newly made undead creature, enabling the caster to mentally control its movements, just as a master puppeteer manipulates the actions of a wooden puppet. The skeleton or zombie animated by this spell is incapable of carrying out any independent actions the wizard must

mentally command his or her undead puppet to walk forward, pick up a sword, strike an opponent with it, and so on. While the caster concentrates on maintaining the *bone dance*, he or she may not speak, cast other spells, or actively engage in melee. The spell occupies the greater part of the caster's attention.
The skeleton or zombie created by this spell conforms to the normal variety described in the MM. It is compatible with (can be affected by) other necromantic spells that affect undead, and the creature may perform all of the simple actions outlined in the *skeletal hands* spell. If directed into combat, it fights as a regular skeleton (even if it still has some flesh on its bones).
When combined with *spectral voice*, bone dance can make for an effective decoy, a menacing bluff, or at least a ghastly form of entertainment. When augmented by *corpse link*, a *dancing* cadaver may serve as an effective (and ultimately expendable) scout that can work beyond the immediate visual range of the caster.
Normally, the *bone dance* progresses for the duration of the spell or until the caster loses concentration. The dance also ends prematurely if the caster causes the skeleton to move beyond spell range or out of direct sight (certain divinations, such as *corpse link* or *clairvoyance*, may lift this hindrance). The bone dance may be destroyed in combat, or broken by a successful *dispel magic*. The material component is an intact skeleton or corpse and a small, crude puppet which the caster must manipulate with both hands to choreograph the bone dance.

**False Face** (Necromancy, Alteration)

Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Caster
Saving Throw: None

This spell enables a necromancer to copy the face of another human, demihuman, or humanoid, either living or dead. It has no effect on undead. The wizard gains the facial features of the chosen individual of either sex, providing the subject lies within range and the caster can clearly see the face he or she is trying to emulate.
The caster does not gain any sensory abilities (or disabilities) associated with the new face. For example, if the caster copies a blind man's face, the wizard still retains his or her normal sight. The caster retains his or her normal voice, too, as well as height, bodily appearance, spells, and spell-like abilities.
The *false face* serves as an effective disguise, though it radiates a magical aura of necromancy. Spells that detect or banish illusions have no effect on this disguise; the *false face* is not illusionary. It may be reversed with *dispel magic*.
The material components are a small ball of natural rubber and a small mirror, both of which are consumed in the casting.

**Skulltrap** (Necromancy, Evocation)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4

Area of Effect: One Skull
Saving Throw:1/2

This ward may be placed on any non-living skull or the skull of an undead skeleton. The *skulltrap* remains dormant until the skull is touched by living matter or is struck and damaged by non-living matter (for instance, it's struck by in combat or falls to the floor). Assume a normal skull is AC 8 and has 2 hp. This simple warding does not discriminate; it can just as easily be triggered by the wizard who cast the spell as by a curious rat brushing up against it.
When the *skulltrap* discharges, the skull flashes briefly with red or violet light and violently explodes, releasing a blast of energy drawn from the Negative Material plane. The burst of negative energy does 2d4 hp damage plus ld4 hp damage for every level of the caster. All living creatures within 10' of the skull must make a saving throw vs. breath weapon to suffer only half damage from the blast.
Because the trap is so easily triggered, the skull is often placed in its final resting place before casting the spell on it. The trapped skull may be moved without triggering the trap, but it must be moved very slowly and without contact with living matter. Cloves or any other thin materials used to cover the flesh of a living being arc not enough to prevent the skulltrap from being discharged. The material component is a pinch of dust from the physical remains of a corporeal undead being with strong ties to the Negative Material Plane, such as a wight or vampire.

## 4th-Level Spells

**Brainkill** (Necromancy)

Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature
Saving Throw: Neg.

A wizard using this spell, which operates much like a *forget* spell, can permanently burn from the memory of any one creature all knowledge of either a specific place or person or a time period of up to one year (the spellcaster may choose the desired result). The spell works on any intelligent creature by destroying a portion of its brain, but a victim is entitled to a saving throw vs. death magic to resist the effects of the spell. If successful, the creature suffers only a painful headache, which dissipates in 1-4 hours but is otherwise harmless. If failed, the victim suffers 1-6 points of damage from an excruciating headache, leaving him or her with selected gaps in his memory.
*Brainkill* can affect only the victim's memory and ability to recall factual information. For example, a person thus affected might be completely unable to remember details of a place, the name, appearance, or any traits of a person, or might have a one-year blank in his or her memory. The spell has no effect on a persons learned abilities or skills. For instance, suppose an individual gained a swimming proficiency six months before coming under the influence of this spell. While the victim will no longer recall the swimming lessons, he or she still retains the ability, though it might not become evident until the victim jumps into a large body of water. Aside from relearning it as best as one can, the lost knowledge and memories can never be regained except by a *wish*.

**Empathic Wound Transfer** (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: None

By casting this spell, a wizard transfers some of the wounds of another creature to him- or herself, thereby partially curing the recipient. Up to 2 hp per level of the caster may be transferred, so a 10th level necromancer could cure an ally of a 20-hp wound (but the wizard will then take 20 hp in damage).
The hit point loss could have originally resulted from physical attacks, certain poisons, spell effects, diseases, or curses (except those that cannot be removed by the *remove curse* spell). This spell cannot restore amputated limbs, drained life levels, or lost life. It also cannot undo any continuously acting poison or disease. The spell only temporarily reverses such harm, which will then continue to affect the victim.
The caster cannot drain his or her own life. Normally, a wizard can only transfer up to his or her current number of hit points. However, if the DM makes use of the rules for "hovering on death's door" (page 75 of the DMG), then a necromancer might be voluntarily drained to the brink of death (-9 hp). Of course, the mage immediately loses consciousness in such a case (as noted in the DMG), but his or her condition does not deteriorate unless further wounded by another agent. At the DM's discretion, this spell also enables a necromancer to immediately restore an incapacitated and dying victim, as per the 3rd- level priest spell *death's door*. Unlike the priest version, however, hit points cured by the *wound transfer* are inflicted on the caster. Hit points lost by the wizard may be regained by normal healing or magic.
Finally, after the *transfer* is complete, the wizard temporarily loses four points of Constitution due to extreme exhaustion; each point may be recovered by six turns of complete rest. If the caster's Constitution drops below 3, unconsciousness results, and full Constitution is not regained for 24 hours.
The material components are hair and blood from both the recipient and the caster, two newt eyes, and two wolf teeth (each from a different animal). These components are consumed in the casting.

**Summon Spirit** (Necromancy)

Range: 10 yards
Components: V, M
Duration: 1 round/level
Casting Time: 1 turn
Area of Effect: 1 dead human or demihuman
Saving Throw: Special

This spell allows the wizard to raise up the spirit of a dead human or demihuman, which may answer questions put to it by those present at the summoning. Of course, the questioners must speak the same language as the dead creature.
Summoning a dead spirit is far from a certain or trouble-free enterprise. The base chance that a spirit will answer the summons is 50% + 1% for each experience level of the wizard casting the spell. This chance

of success also depends on the authority of the caster in the spirit world, the length of time the subject has been dead, and the specific time of day during the casting (see Table 11).

**Table 11:** Spirit Summoning Modifiers.

| Modifier | Condition |
|---|---|
| +5% | Caster is a necromancer |
| +5% | Caster has spirit lore proficiency |
| +10% | Caster is a member of the Witch kit |
| None | Subject dead for up to 1 week |
| -5% | Subject dead for up to 1 month |
| -10% | Subject dead for up to 1 year |
| -15% | Subject dead for up to 10 years |
| -20% | Subject dead for up to 100 years |
| -30% | Subject dead for up to 1000 years |
| -50% | Subject dead 1000 years + |
| -25% | Spell cast by day |
| None | Spell cast at night |
| +10% | Spell cast at full moon |
| +25% | Cast on a holy day associated with the dead |
| +10% | Ancestor present at summoning |
| -10% | Spirit previously summoned within the same month |

Regardless of actual penalties or bonuses, the chance of success never drops below 5% or rises above 95%. If the spell fails, there is always the chance that the summoning will attract the attention of some other (potentially hostile) spirit or undead creature, either from the netherworld or the general vicinity of the caster. The chances of summoning a malicious undead are 5%, cumulative with every failed attempt by the same caster. The DM may roll on the table for the clerical spell *summon undead*. Note that this spell in no way protects the wizard (or those present at the casting) from the attacks of inadvertently summoned undead.

If the summoning is successful, the desired spirit slowly rises from the ground before the caster. The spirit's willingness to answer questions will first determine the effectiveness of the spell. If the spirit is of a different alignment than the caster or formerly had more hit dice than the caster's current level of experience, the shade is entitled to a saving throw vs. spells to resist the interrogation.

Provided that the spirit is agreeable, it can answer no more than one question for every three levels of the caster. Summoned spirits tend to be evasive and cryptic when questioned by the living. In general, their knowledge is limited to what they knew while alive. A spirit may also be called upon to answer specific questions about the near future, regarding actions undertaken before the next nightfall. Questions and

predictions about future events are subject to the same conditions and limitations as the priest spell *augury*.
This spell requires a shallow pit filled with the blood from a slaughtered ram. The pit opens a symbolic link with the netherworld, while the blood serves to lure a spirit back into the world of the living. Note that the blood may also attract hostile undead (if the summoning fails). The DM may care to modify this spell so that it always summons a host of spirits (numbering 1-20) who must be individually questioned and placated before the desired shade arrives. The DM may also care to increase the chances of summoning a hostile undead (even if the spell succeeds) to reflect the caster's location and the tone of the campaign. Obviously, calling a beneficial spirit near the burial mound of a wraith may bring both creatures to investigate the unusual summons.

## 5th-LeveI Spells

**Bind Undead** (Necromancy)

Range: 10 yards/level
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 5
Area of Effect: One undead/level
Saving Throw: Special

*Bind undead* is highly effective against certain kinds of undead (it has no effect on living creatures). This spell automatically affects all chosen corporeal undead of 6+ or less HD (including coffer corpses, crypt things, ghouls, ghasts, great ghuls, huecuva, mummies, all types of skeletons, sons of Kyuss, wights, and all manner of zombies), with no saving throw. Such creatures curl into a ball (if more than one undead is affected, they are all gathered into one tightly-packed sphere). Affected undead are held helpless and immobile, their Special abilities in stasis, until the spell expires or the caster frees them. The diameter of this ball of undead is typically 2-3 feet per affected creature. Typically, this "boneball" is rolled off a cliff or into an obstacle or fire, or conveyed into the midst of foes, whereupon the caster ends the magic, freeing the undead to fight.
Against noncorporeal undead (such as ghosts and spectres) and all undead of 7 or more HD who don't rum as "Special" (including vampires and liches), *bind undead* acts only as a *slow* spell. These undead are entitled to a saving throw vs. spells to resist the effect. *Bind undead* does not effect "Special" undead. The material component is the bone of any creature, held in the wizard's left hand at the rime of casting.

**Bone Blight** (Necromancy/Alteration) *Reversible*

Range: 30 yards
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: One creature
Saving Throw: Neg.

This nasty curse slowly erodes the healthy bone of any chosen creature within range, who is entitled to a saving throw vs. spells. If failed, all bone in the creature slowly begins to dissolve, eventually reducing it to a quivering mound of formless flesh.
Except for experiencing a strange "tingling sensation" at the time of casting, the victim is not immediately aware of the spell's effect (making it even more insidious). In the short term (starting at the moment of casting up to the first full day), the bones of the victim become embrittled, greatly increasing his or her susceptibility to crushing attacks or falling damage. At the onset, the subject of this spell sustains double normal damage from such attacks; by the end of the first day, the victim's current hit points are reduced by 20%.
In the medium term (lasting ld6+l days from the time of the casting), a victim is subject to frequent, painful fractures. All attacks by piercing and slashing weapons inflict double normal damage, while crushing attacks inflict quadruple damage. By the end of this period, the creature's hit points are reduced by 60%. In the terminal stage of this spell, a victim's bones finally dissolve, collapsing the subject's spine and skull, bringing a slow and painful death.
While under the effects of this spell, the victim's body is unable to undergo normal healing processes. Magical healing (spells or potions) slows the onset of the terminal stage, but it cannot halt the bone loss process completely. Every 10 hp of magical healing effectively prolongs the victim's life in the intermediate stage of the affliction for one full day. The slow dissolution of bone can only be halted by a successful *dispel magic* or by *remove curse*, *cure disease*, *limited wish*, *wish, heal*, or *restoration* spells. Once the spell has been broken, lost hit points can be healed by normal or magical means.
The reverse of the spell, *bone growth*, immediately halts the *bone blight* and slowly (over a period of 1-6 days) restores all damage caused by that spell. Bone growth can also be used to fuse normal fractures by accelerating the recipient's normal healing processes. Mild compression fractures heal in a day, while more serious ruptures (such as a broken leg or back) might take 1-4 days to fuse (assuming complete bed rest for the patient; otherwise healing time is doubled). This spell does not affect wounds or soft tissue damage, including cuts and sprains, nor does it correct for improper alignment of the bones while healing.
Both versions of this spell only work on living creatures and have no effect if cast on undead. The material component is a drop of aqua regia for *bone blight* and a drop of milk for *bone growth*.

**Graft Flesh** (Necromancy/Alteration)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 5
Area of Effect One individual
Saving Throw: None

With this spell, a wizard can graft any freshly harvested flesh to the body of the recipient, either replacing a lost limb or serving as a disguise. The duration is limited only by the compatibility of the grafted flesh to the host's own body. Flesh harvested from the recipient him- or herself (such as a severed limb) can be permanently reattached with this spell. If the grafted limb were taken from a fresh corpse, however, the maximum duration of the spell would be 1 day/level of the caster. Only musculo-skelelal tissues are affected by this spell; it cannot be used to graft organs or attach additional appendages (such as an extra arm) to the recipient.

*Graft flesh* can also disguise the subject (who may be the caster) with the flesh from a cadaver. While the subject gains the facial and bodily appearance of the deceased individual, the transformation is only "skin deep." The recipient retains his normal voice, knowledge, spells, and other abilities. Furthermore, the subject does not gain any physical or sensory abilities associated with his new appearance (the spell cannot, for instance, increase the host's physical strength or replace lost eyesight). This application lasts 1 day/level of the caster.
For the duration of the spell, grafted flesh literally becomes an extension of the host's own body (affected tissue radiates a faint aura of necromancy, however). The recipient has complete control over the flesh as if it were his or her own. At the conclusion of the spell, the grafted flesh slowly deadens and ultimately drops away. A successful *dispel magic* ends the spell prematurely.
*Graft flesh* only functions on living human, demihuman, or humanoid subjects. The material component is the host's own severed limb or else a suitable replacement from a fresh corpse (dead for no longer than 1 day per level of the caster). Grafted tissue must be harvested from the same species as the host. *Graft flesh* cannot be combined with other enchantments (such as *embalm* or *spirit bind*) which are used to preserve a corpse. By the conclusion of the spell, all grafted flesh has decayed past all utility and cannot be used in a subsequent casting.

## 6th-Level Spells

**Corpse Host** (Necromancy)

Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell enables an individual touched by the caster to transfer his or her life force to temporarily animate the fresh corpse of a human, demihuman, or humanoid. This spell will fail if cast on undead. The recipient wills the cadaver to move and act and can even cast spells through it—all while his or her own body is safely up to 5 miles away per level of the caster. While animated by the host's life force, the corpse ceases to decay; however, unless illusionary magic is cast upon it, the cadaver will appear to be a form of undead (such a ju-ju zombie).
The recipient (who may be the caster) can see, hear, and sense through the corpse host. The host can fight, talk hoarsely (with the voice of the corpse), and carry things—in fact, it can perform all tasks less exacting than lock-picking, sewing, and similar handicrafts. It can even go adventuring and earn experience points for its "master."
The recipient's mind functions in two places simultaneously within the corpse host and within his or her real body. The real body can still sense (see, hear, and so on) exactly as before, even benefiting from enhancements such as a magical ring. The tradeoff is paralysis. Aside from breathing, blinking, and moving his or her eyes, the recipient cannot move his or her real body while the host is animated. (Friendly guards are a wise precaution. So is a pleasant or strategic view). The real body does not need to eat, drink, or sleep.
The recipient is vulnerable when his or her corpse host is the target of magical and psionic powers that

affect the mind. The host can be fooled by illusion spells to the same degree as the recipient. It works this way because both recipient and host are actually sharing the same mind.
Physical attacks against the corpse host don't damage the real body, though they do harm the host. The latter has a number of "hit points" equal to the recipient's normal maximum (even if the recipient is currently crippled). The host has the recipient's natural armor class (10), though it may wear armor and employ weaponry with the same restrictions that apply to the recipient. The host does not benefit from anything worn or carried by the recipient's real body, however.
The corpse host can withstand attacks as well as (or as poorly as) the recipient can normally. Note that since the host is not undead, it may not be turned or affected with spells or magical items that influence such creatures.
If the host drops to 0 or fewer hit points, the owner must make a system shock roll. Failure indicates that the real body also dies along with the host. The spiritual link between the recipient and host can also be abruptly severed by (successfully) casting the wizard spells *dispel magic*, *limited wish* or *wish* or by employing the clerical spells *spirit release* or *dispel evil*. Severance of the spiritual link also requires the recipient to make a system shock roll in order to survive the ordeal.
The recipient of this spell can abandon the link with the corpse host at any time, with no harm to him- or herself. The host immediately collapses (resuming its usual decay), and the recipient immediately regains control of his or her real body. The same thing occurs when the spell ends or the corpse host somehow moves beyond the spell's range or to another plane.
The material components include a fresh corpse (of an individual who has been dead for no longer than 1 day per level of the caster) and a freshly-excised patch of the recipient's skin. Harvesting this piece of flesh from the subject at the time of casting also inflicts 1-3 hit points of damage. At the conclusion of the spell, the recipient is entitled to a saving throw vs. death magic. If failed, the hit point loss is permanent (consumed by the spell) and cannot be reversed or magically healed except with a*wish* or *restoration* spell. If successful, the loss in hit points, while temporary, can only be regained by normal rest.

**Ghoul Gauntlet** (Alteration, Necromancy)

Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Special
Saving Throw: Neg.

This rare and horrible spell causes the victim to be slowly transformed into a ravening, flesh-eating ghoul (see the description in the *MONSTROUS MANUAL* for all about the lives of ghouls). The transformation process usually begins at the limb or extremity (usually the hand or arm) closest to the location touched by the caster at the onset of the spell. The victim suffers 1-2 hit points of damage each round while the body slowly dies and transforms into a ghoul's cold, undying flesh.
The victim is entitled to an initial saving throw to resist this deadly transformation. If failed, only a *limited wish*, *wish*, or *restoration* will end the condition. A *dispel magic* or *remove curse* may be effective, but only if cast within three rounds of the touch that confers the *ghoul gauntlet*. During the early stages of the spell, the original afflicted extremity may be severed and burned to terminate the spell. If the extremity affected by the *ghoul gauntlet* is amputated while the victim has lost less than 20% of his

or her total hit points, then only a hand or a foot may need to be severed (inflicting ld4+l hp of damage, requiring a system shock roll to remain conscious, and resulting in the loss of the limb's mobility and functions). After the victim has lost 20%-50% of his or her hit points, however, an entire limb will have to be cut off, with the loss of ldl2+4 hp and a system shock roll. Initially, the transformed flesh of the victim has no paralytic powers or any of the special abilities associated with ghouls. As the spell unfolds, the advancing front of dying flesh inexorably traverses the entire body, and the victim immediately dies once the *ghoul gauntlet* reaches the heart or brain (upon reaching 0 hp due to the spell). Healing spells, potions, or magical items have no power to cure or reverse this affliction while the *ghoul gauntlet* runs its course.

One full day after the victim has died (unless the remains are burned), the subject awakens as a fullfledged ghoul as outlined in the *MONSTROUS MANUAL.* The undead is now a fawning slave, utterly under the control of the necromancer who cast the nefarious spell.

The material components include the freshly harvested fingernail of a corpse and a pinch of mandrake root. Both of these are consumed by the casting of the spell.

**Transmute Bone to Steel** (Alteration, Necromancy) *Reversible*

Range: 30 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 creature or object
Saving Throw: Special

A wizard casting this spell makes any object made of bone, including a skeleton, as strong as steel. The spell may be cast only upon dead, inanimate bones; after they have been transmuted, the bones may now be animated by the usual means. Despite their increased strength, the bones do not change in appearance, and they retain their original weight. Bone objects make all future saving throws as if they were hard metal (DMG, page 39). Transmuted skeletons now have AC 3 and take half the usual damage from physical attacks. However, these skeletons still take normal damage from holy water and magical attacks and are also subject to spells affecting metal {*transmute metal to wood* or *heat metal*) and the attacks of creatures that especially affect metal, such as rust monsters.

The reverse of this spell, *transmute steel to bone,* weakens any metal by making it as brittle as dry bone (altering all saving throws appropriately). Each non-living recipient of this spell must make an item saving throw vs. disintegration. If failed, the former metal item makes all future saves as if it were fashioned from bone. Metal armor loses its effectiveness, becoming AC 7. Whenever a successful hit is made by or upon the item, the transmuted object must make a save vs. crushing blow to remain intact and functional. Magic items weakened by this spell remain magical, with any bonuses applied to their saving throws. Weapons affected by this spell inflict -2 hp per die of damage (and must save to avoid breakage whenever they hit a target). Physical attacks versus transmuted metal creatures inflict +2 hp per die of damage. The material components (for both versions of the spell) are steel filings and powdered bone.

## 7th-Level Spells

**Wound Conferral** (Necromancy)

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 2 rounds
Area of Effect: Two creatures
Saving Throw: Neg.

This spell is similar to the 4th-level wizard spell *empathic wound transfer*, except that it enables the caster to transfer the wounds (up to 3 hp per level of the caster) between any two creatures, excluding the caster. The wizard must be able to grasp both the creature with the disability and the creature about to receive the disability without having to make attack rolls. Thus, the two beings must either be willing to undergo the spell, or else be sleeping, unconscious, or otherwise bound and secured from escaping the caster's grasp.

The recipient of the disability is entitled to a saving throw vs. spells if unwilling. If the recipient's saving throw succeeds, the transfer is incomplete and nothing further happens. If failed, the recipient gains the wounds of the disabled creature, subject to a few limitations.

The total amount of transferred hit points is limited to the caster's current hit points (or 3 hp per level, whichever is *smaller*). Normally, the spell functions by conveying the wounds from the disabled creature to the caster (during the first round of casting) and then from the caster to the final recipient (during the second round of the spell). Should an conferred disability drain the wizard below zero hit points (if the wizard unwittingly attempts to channel more hit points than he or she currently possesses), the exchange effectively backfires and now operates on the wizard himself as an *empathic wound transfer*. The spell also backfires if it is interrupted during the second round of casting, before the final conferral of life force to the recipient.

At the DM's discretion, this spell will never backfire when employed by a necromancer, who is presumably an expert in these rites. If interrupted during casting, the spell merely fails without any transfer of wounds from the disabled creature. When cast by a necromancer, this spell can also immediately restore an incapacitated and unconscious creature, as per the 3rd-level priest spell *death's door*.

This spell is terribly exhausting for the caster. After the exchange is complete, the wizard temporarily loses seven points of Constitution; each point may be recovered by two hours of complete rest. If the caser's Constitution drops below 3, unconsciousness results, and the full Constitution is not regained for 24 hours. The material components are the same as for as the *empathic wound transfer* spell, except for a specially fashioned ruby brooch or pendant (worth at least 5,000 gp) which must be worn by the wizard at the time of casting. The ruby, which serves as a temporary receptacle or buffer for the exchanged life force, shatters upon the completion of the spell.

## 8th-Level Spells

**Death Shroud** (Necromancy)

Range: Touch
Components: V, S, M
Duration: Special (2 rounds/level maximum)

Casting Time: 8
Area of Effect: 1 creature/level
Saving Throw: Neg.

*Death shroud* draws upon the Negative Material Plane to surround the caster in a dark and shadowy aura of life-draining energy. While the spellcaster suffers no ill-effects from this baneful radiance, it may have dire consequences for anyone who comes into contact with the aura.
The *death shroud* can be used actively in offense and passively in defense. In combat, the wizard may activate the deadly power of the spell by touching a victim (requiring a successful attack roll). Any creature touched must immediately save vs. death magic with a -4 penalty. If the roll is successful, the victim is unharmed. If the save is failed, a black haze forms around the victim, draining 20% of his or her current hit points each round until the unfortunate individual dies at the end of the fifth round. The *death shroud* also serves as a passive ward or protection for the caster. Anyone who touches the wizard or attempts to strike him or her with any handheld object or melee weapon must make a saving throw vs. death magic (with no penalties) or be stricken by the death shroud in a similar manner.
The following spells remove the *death shroud* from an afflicted individual: *cure critical wounds, heal, limited wish, wish,* or a successful *dispel magic*. Lesser curing spells and *healing* potions delay death only by one round. Multiple applications of these spells or potions may prolong a victim's life until the duration of the spell expires. The spell may also be ended prematurely by killing or successfully employing *dispel magic* on the caster (this immediately releases all creatures afflicted by the spell).
The *death shroud* remains in effect until the wizard has successfully attacked or been attacked by a number of creatures equal to his or her current level (or the spell's maximum duration of two rounds per level has elapsed). Undead are not affected by this spell. In fact, if an undead creature is attacked by a *death shroud,* it immediately gains 1 HD, and the wizard must save vs. death magic or suffer the effects of the *death shroud* him- or herself.
This dreadful spell is known only to a select cadre of necromancers who purportedly learned it from a mysterious, bronze-bound book of extraplanar origin. The warding requires the following material components: crushed black opal and diamond (worth 5,000 gp), dust from a corporeal undead with strong ties to the Negative Material Plane (such as a vampire or wight), and a hunk of smoky quartz. These ingredients are consumed in the casting.

**Life Force Transfer** (Necromancy) *Reversible*

Range: 1"
Components: V, S, M
Duration: Permanent
Casting Time: Special (8 turns)
Area of Effect: 1 creature
Saving Throw: Neg.

Upon completion of this long and highly-versatile incantation, the caster permanently transfers a creature's life force (even his or her own) into a specially fabricated item, a magical receptacle, or the body of another individual. Once the mental transfer has been completed, the recipient's body falls into a cataleptic state, and remains in a death-like trance or coma for 2-7 days. Unless the subject's life force is magically reunited with the body during that time period, his or her body dies, and the life force remains permanently trapped within the physical object or new body.

While in the physical receptacle, the recipient may perform any action permitted by the new form. In an item such as a ring or a sword, the subject may communicate with the user when the receptacle is held or worn properly. The extent of communication depends on the subject's intelligence:

| Int | Communication |
|---|---|
| 3-11 | None |
| 12-13 | Semi-Empathy |
| 14-16 | Empathy |
| 17+ | Telepathy |

Individuals of low or average intelligence cannot communicate, and those of above-average intelligence can communicate using a primitive form of empathy (usually limited to a throb or tingle of varying intensity). At the discretion of the DM, the life force might animate a specially prepared statue or golem, perhaps even enabling the recipient to employ any memorized spells.

*Life force transfer* is sometimes the final step in the manufacture of a powerful magical item or minor artifact (usually a sword). In this process, a victim's life force is transferred into a magical item (unless he or she saves vs. death magic at -4), which is finally sealed with a *permanency*.

In such an enchantment, the recipient's body is frequently destroyed afterward by the caster, forever trapping the victim's life force in the item (unless the *permanency* is first reversed and a new body prepared using a *clone, wish*, or similar means). If the item is destroyed while the recipient's life force is in it, the creature may regain its body by making a system shock roll if it lies within 1 mile per level of the original caster; otherwise, the subject's life force dissipates, and the creature dies.

Sometimes, a wizard may employ this spell as a final measure to protect his or her own life. In this version, the entire incantation and receptacle are prepared and cast beforehand, but only the final syllable of the spell is left unfinished. The wizard may pronounce this short (single segment) syllable at any later time, casting his or her life force into the receptacle— providing that it lies within range. Obviously, this strategy only works if the receptacle is kept close to the wizard at all times. Furthermore, the wizard usually must leave behind clues or encrypted instructions so that his or her allies may later reverse the spell and restore the wizard to his or her normal state, whatever that may be. While the spell is in its unfinished state, the wizard cannot learn a new 8th-lcvel spell to replace it. Aside from this limitation, however, the caster remains unaffected by the pending spell.

Less scrupulous wizards may use this rite to permanently transfer the recipient's life force (often their own) into the body of a younger individual, thereby extending their own existence. The victim is entitled to a saving throw vs. death magic with a -4 penalty to resist the effects. If failed, the subject's life force departs (resulting in the death of the victim), and the recipient's life force takes permanent possession of the victim's body. If the saving throw is successful, the spell fails without any ill effect to either the victim or recipient (though it may be recast at a later date). Thus, an ancient necromancer may transfer his or her life force into the body of a vigorous, younger person, thereby gaining all of the victim's physical attributes, manual skills, hit points, and extended life span.

The spell requires either an expertly-crafted item or any living human, demihuman, or humanoid (preferably young and healthy) to house the subject's life force. The remaining material components include a scroll inscribed with special rare inks and a massive, blood red garnet (worth 5,000 gp or

more). The exact nature of any physical receptacle should be decided by the DM, but it must be of quality suitable for enchantment. The gamet (but not the scroll) is consumed in the casting. This spell cannot be dispelled normally (even in its "pending" state). If the receptacle was not sealed with a *permanency*, then the subject's life force may be driven out with *spirit release* or *dispel evil* (in the event of a permanent magical receptacle, the item's *permanency* must be first overcome with *dispel magic*).
In rare cases, to be adjudicated by the DM, the life force of the victim does not depart from the body, but coexists in his or her body with that of the recipient or "intruder." Such a life force may be able to take control of the survivor—use the control rules for the *magic jar* spell to determine this. As before, the "intruder" life force can only be ejected by casting *spirit release* or *dispel evil* (or a *full wish*). Otherwise, at the discretion of the DM, the life force of the "intruder" merges with that of the victim, diluting the recipient's personality, alignment, and possibly sanity, as well.
The reverse of this spell, *revoke life force transfer*, requires the original scroll (the one used in the *life force transfer* spell to be revoked), the construct, and the body of the recipient. Providing that the spell is cast before the body physically dies (within 2-7 days of the original separation), the reversal process requires a system shock roll in order to be successful. If failed (or if the body has already perished), the newly released life force dissipates, and the subject dies.

## 9th-Level Spells

**Death Ward** (Abjuration, Necromancy)

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One doorway, portal, or small object
Saving Throw: Neg.

By covering a doorway with the most forbidden and lethal of necromantic runes, a wizard can protect a small portal so that any creature that tries to pass through the warded area without first speaking a word of command is immediately subjected to a modified *death spell*. A *death ward* may also be cast on an item (usually a spell book or phylactery) or on a tunnel or cave entrance no larger than 30' feet in diameter. A single application of this spell can kill up to twice as many hit dice or levels of creatures as the wizard who cast the spell has levels of experience (thus a 20th-level wizard can slay up to 40 levels with a single *death ward*).
Each creature passing through the ward is entitled to a saving throw vs. death magic with a -4 penalty; if successful, the individual survives and the ward loses none of its lethality. However, those who fail their saves are immediately slain (as per a *death spell*) and their levels or hit dice are subtracted from the potency of the ward. Those with greater hit dice than the current power of the *death ward* are unaffected by the spell.
For example, an I8th-level lich has cast the *death ward* (which can slay up to 36 levels) on the entrance to her inner sanctum. A party of four characters, each 15th level, enter her lair and foolishly traverse the warding. The first member fails his save and perishes, reducing the ward's effectiveness to 21 levels. The second character makes her save and thus escapes any ill effects (the ward remains unaffected, however). The third character fails the save and dies also, reducing the ward to 6 levels of potency. The fourth

15th-level character has too many levels of experience to be affected by the weakened ward, which remains in effect until drained by a less powerful being.
Despite its lethality, this is not a subtle warding. The protected area or object is literally covered with intricate, arcane runes and symbols at the time of casting These glyphs may flash ominously with pale red or blue light when approached within 10 feet. The entire area radiates a magical aura of lethal necromancy. Provided that he or she is on the same plane of existence, the caster will be immediately aware if the *death ward* has been triggered. By concentrating, the wizard who cast the ward may determine its current level of lethality, regardless of distance.
This terrible spell is a closely held secret, guarded jealously by the most powerful and black-hearted of necromancers and liches. It was originally designed by liches, as they can easily sustain the rigors of casting such a spell.
Mortal wizards who employ this powerful spell have a 25% chance of going insane (as per the *contact other plane* spell), contracting permanent paralysis (via a stroke), or suffering from a terminal illness (as per the *cause disease* spell) as adjudicated by the DM. The danger of misfortune is reduced by 5% for every point by which the mortal wizard's Intelligence is above 18, though this modified chance never drops below 5%. Curiously, the mental stability afforded by lichdom makes these undying wizards completely immune to the dangers of employing this ward. It is similarly rumored that certain ancient, evil dragons have developed an even more potent version of this spell, which they may employ in their lairs with impunity.
The material component is a magical ink fabricated exclusively for this spell. The list of the ink's noxious ingredients is lengthy and complex, but it includes the venom of numerous poisonous animals and the acrid ichor of extraplanar fiends. Not surprisingly, the accumulation of these deadly components and the subsequent fabrication of the baneful ink itself sometimes results in tragedy for a mortal wizard, as mentioned previously.
While the inscription process (the actual casting) of the *death ward* takes only 1 turn, the fabrication process of the ink (once the proper ingredients have been assembled) takes 1-4 days. The ink also requires the dust of powdered perdiots and garnets, worth between 2,000-8,000 gp.

**Life Force Exchange** (Necromancy) *Reversible*

Range: 60 yards
Components: V, S
Duration: Permanent
Casting Time: 9
Area of Effect: Two creatures
Saving Throw: Neg.

This spell permanently switches the life forces of two creatures (one of which may be the caster). Both recipients must be within range at the time the spell is completed, or it fails automatically. When employed correctly, both creatures are surrounded by a radiant green aura and must save vs. spells at -6 to avoid the effects (obviously, willing recipients may forego the saving throw to consciously accept the effect).
The spell only functions properly if both recipients fail their saving throws. If only one target of the spell fails the save, then the one who made the saving throw is automatically stunned (reeling and unable to take action) for 1 round. Meanwhile the other subject (the one who failed the save) is stunned for 1-4 rounds.

In the event of a successful transfer, both life forces retain all of their original mental abilities and behavioral patterns, although their physical abilities are limited (or possibly enhanced) by their new forms. For instance, a decrepit necromancer uses this spell to exchange life forces with a hale, young warrior in the prime of his health. While the wizard gains a young and vigorous body (and all of the benefits that go with it), the unfortunate youth finds himself trapped in the withered shell of a dying, old man. Creatures unaccustomed to being shifted in this way are stunned for a minimum of 1 round after the transfer.

The effects of this spell are permanent and can only be reversed by a full *wish* or by the reverse of the spell, *revoke life force exchange*. If one of the bodies is slain before reversal can take place, the life force currently inhabiting that body departs. That spirit and its new body are dead just as if the spirit was in the body that actually belonged to it in the first place. The life force originally belonging to the slain body is now irreversibly trapped in its new form. Short of expending two *wishes* (one to restore the slain body, and the second to transfer the life force), the only way to now restore the victim to his or her rightful body is by *cloning* the original body and casting *revoke life force exchange*.

# Chapter 5: Death Priests



*When Our Lady of Pain discovered her sister had left the Land of the Living and taken refuge in the World of the Dead, her wrath and fury were boundless. She descended to the Land of No Return, through the caverns and lower regions known only to this spirits, until she reached the city of Erkalla itself, ruled by Cyric, the King of the Dead. And Loviatar approached the gate of the city, known as Ganzir, and pounded her Flail of Tears on the door, demanding to be let in, but her command was unanswered, and her screams resounded through the streets of Erkalla:*
*"Gatekeeper, I am here at Ganzir before the Walls of Erkalla. Open these gates for me! I am Loviatar, Maiden of Pain, Mistress of Sorrow, and I shall smash down this door if you do not open it! I shall crack open the bolts with my Flail of Tears and sunder the iron with my Scourge of Despair. I shall release all the dead from city of Erkalla, and they shall climb up the stairs of the earth. I shall raise up the dead, and they shall eat the living: the dead shall outnumber the living!"*
*And the Gatekeeper appeared, and he opened the door, but he would not let Our Lady pass:*
*"Mighty Loviatar, Maiden of Pain, you cannot enter Erkalla with your symbols of Power. Leave them with me, and then you may visit the King."*
*Our Lady of Pain saw the truth in his words, and at the gate of the city, she stripped off her talismans. She gave up the Flail of Tears, surrendered the Scourge of Despair. She unwrapped her Robe of Severed Hands, and coiled up her Whip of Countless Afflictions. She unwrapped the spiked wire from her hair and plucked out the needles from her nails.*
*And at last Loviatar was finished, and the Gatekeeper escorted her into Cyric's dismal palace. And the King of the Dead saw Our Lady humbled, and in his throne room of glory, he heard her complaint. Cyric made his voice heard like a gavel of thunder, and he spoke loudly his judgment, with the following words:*
*"I am Cyric, Lord of Erkalla, and I welcome you to my pale domain. You have no power here in my most ancient city: over the dead only I am King. I have heard your request and will honor it. When you leave, your sister shall accompany you. But each winter she will come back and visit me, and I shall return her to your side in the summer."*
*Our Lady of Pain heard his pronouncement, and she left gladly with her sister beside her. Thus Loviatar ascended from the netherworld, resuming her just punishment of Man.*

-"Loviatar's Descent into the Netherworld,"
recounted in the *Nycoptic Manuscripts*

Long before magicians learned how to practice the Art, priests were worshipping Death in its varied forms. In Eastern societies. Death was personified as an active agent in the world, symbolized by the rise and fall of a river, in the fury of a raging tempest, or in the jaws of the crocodile. In Hindu, Death was revered as Kali, the Black Mother, goddess of Murder and Destruction. In Nordic society. Death and Pestilence were personified by Hel, another feminine deity.
In other cultures. Death was merely an impersonal event, not an active force, and the important necromantic gods were those that presided over the spirits of the dead in the Afterlife. Nergal (from Mesopotamia), Yeh-Wang-Yeh (from China), Arawn (from Celtic Europe), Mictlantecuhtli (from Mesoamerica), Osiris and Anubis (from Egypt), Hades (from Greece), and Pluto (from Rome) were all gods of the Dead, charged with ruling the netherworld. In particular, the Egyptians - whose society was fairly obsessed with death - had an entire pantheon of deities who were associated with the dead: gods of Embalming, Entombment, and Final Judgment in the Underworld.
Modern fantasy has further enriched the concept of the death priest, dark Ashton Smith, in "The Charnel God," describes the worship of a ravening Ghoul God by the name of Mordiggian, a creature who feasts upon

the remains of the dead. Robert Bloch explored this same theme in "The Brood of Bubastis," in which he describes the cult of a ghoul queen as a perverted form of Bast, the Egyptian cat goddess of pleasure. These writers were expanding a fictional religious cult of incomprehensibly evil extraplanar powers, founded by H. P. Lovecraft in the 1928 story "The Call of Cthulhu." Since then, countless authors have contributed to the fictional cult of Cthulhu, creating numerous evil deities of Death and Madness.

Given the potentially wide range of necromantic worship, the death priest deserves special attention set apart from the discussion of wizards in previous chapters. In this chapter, we basically present an addendum for the *Complete Priest's Handbook (CPrH)* that includes updated information about necromantic priesthoods. The information in this chapter can also be used to flesh out the religious background (if any) of necromancer wizards. Finally, we briefly mention a few religious secret societies that might include priests as well as necromancers. These secret societies will be further discussed in Chapter Seven.

## Necromantic Priesthoods

For the purposes of this book, a death priest can include any cleric whose religion embraces one of the many aspects of death. This priest thus need not worship death per se. From the *CPrH*, the priesthoods of Evil (Philosophy), Disease, Life-Death- Rebirth (Force), and (obviously) Death itself fall into this general category. In this chapter, we also present the priesthoods of the Dead, Murder, Pestilence (a more detailed revision of the Disease priesthood), Suffering, and Undead. These new priesthoods are discussed in sufficiently general terms that they can be transplanted into any campaign world with minimal modification. Also, the new priesthoods include sufficient detail that the DM need not worry about assigning individual kits from the *CPrH* in order to flesh out a particular priest character.

Unlike the *CPrH*, we are not interested in exploring priesthoods that would be appealing or useful to player characters. Even among experienced players, few besides the DM will enjoy role-playing twisted, death-worshiping religious fanatics. Unless stated otherwise in the following descriptions, it is strongly suggested that death priests, along with necromancers, remain NPCs for the campaign, where they can serve as unusual advisors, employers, and evil archvillains.

Most priesthoods outlined in the *CPrH* gather priests and followers from among humans and all of the major demihuman races (dwarves, elves, gnomes, half-elves, halflings). However, only humans are admissible to the necromantic priesthoods outlined below, for the same reasons that necromancy (at least in general) can only be practiced by human wizards (see Chapter One).

Finally, the deities mentioned here can be represented by male, female, or even monstrous powers. In the descriptions that follow, the most likely gender of the various gods has been used for clarity and convenience; the DM should feel free to modify the deity's sex to suit the particulars of a campaign.

**Table 12:** Extended Death Priest Advancement, Spells, and Level Improvements.

| Level | Experience | Hit Dice (d8) | THACO | Spell Levels | | | | | | | Proficiencies | | Saving Throws | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | NW | W | PPDM | RSW | PP | BW | S |
| 1 | 0 | 1 | 20 | 1 | - | - | - | - | - | - | 4 | 2 | 10 | 14 | 13 | 16 | 15 |
| 2 | 1,500 | 2 | 20 | 2 | - | - | - | - | - | - | 4 | 2 | 10 | 14 | 13 | 16 | 15 |
| 3 | 3,000 | 3 | 20 | 2 | 1 | - | - | - | - | - | 5 | 2 | 10 | 14 | 13 | 16 | 15 |
| 4 | 6,000 | 4 | 18 | 3 | 2 | - | - | - | - | - | 5 | 3 | 9 | 13 | 12 | 15 | 14 |
| 5 | 13,000 | 5 | 18 | 3 | 3 | 1 | - | - | - | - | 5 | 3 | 9 | 13 | 12 | 15 | 14 |

| | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 6 | 27,500 | 6 | 18 | 3 | 3 | 2 | - | - | - | - | 6 | 3 | 9 | 13 | 12 | 15 | 14 |
| 7 | 55,000 | 7 | 16 | 3 | 3 | 2 | 1 | - | - | - | 6 | 3 | 7 | 11 | 10 | 13 | 12 |
| 8 | 110,000 | 8 | 16 | 3 | 3 | 3 | 2 | - | - | - | 6 | 4 | 7 | 11 | 10 | 13 | 12 |
| 9 | 225,000 | 9 | 16 | 4 | 4 | 3 | 2 | 1 | - | - | 7 | 4 | 7 | 11 | 10 | 13 | 12 |
| 10 | 450,000 | 9+2 | 14 | 4 | 4 | 3 | 3 | 2 | - | - | 7 | 4 | 6 | 10 | 9 | 12 | 11 |
| 11 | 675,000 | 9+4 | 14 | 5 | 4 | 4 | 3 | 2 | 1 | - | 7 | 4 | 6 | 10 | 9 | 12 | 11 |
| 12 | 900,000 | 9+6 | 14 | 6 | 5 | 5 | 3 | 2 | 2 | - | 8 | 5 | 6 | 10 | 9 | 12 | 11 |
| 13 | 1,125,000 | 9+8 | 12 | 6 | 6 | 6 | 4 | 2 | 2 | - | 8 | 5 | 5 | 9 | 8 | 11 | 10 |
| 14 | 1,350,000 | 9+10 | 12 | 6 | 6 | 6 | 5 | 3 | 2 | 1 | 8 | 5 | 5 | 9 | 8 | 11 | 10 |
| 15 | 1,575,000 | 9+12 | 12 | 6 | 6 | 6 | 6 | 4 | 2 | 1 | 9 | 5 | 5 | 9 | 8 | 11 | 10 |
| 16 | 1,800,000 | 9+14 | 10 | 7 | 7 | 7 | 6 | 4 | 3 | 1 | 9 | 6 | 4 | 8 | 7 | 10 | 9 |
| 17 | 2,025,000 | 9+16 | 10 | 7 | 7 | 7 | 7 | 5 | 3 | 2 | 9 | 6 | 4 | 8 | 7 | 10 | 9 |
| 18 | 2,250,000 | 9+18 | 10 | 8 | 8 | 8 | 8 | 6 | 4 | 2 | 10 | 6 | 4 | 8 | 7 | 10 | 9 |
| 19 | 2,475,000 | 9+20 | 8 | 9 | 9 | 8 | 8 | 6 | 4 | 2 | 10 | 6 | 2 | 6 | 5 | 8 | 7 |
| 20 | 2,700,000 | 9+22 | 8 | 9 | 9 | 9 | 8 | 7 | 5 | 2 | 10 | 7 | 2 | 6 | 5 | 8 | 7 |
| 21 | 2,925,000 | 9+24 | 8 | 9 | 9 | 9 | 9 | 8 | 6 | 2 | 11 | 7 | 2 | 6 | 5 | 8 | 7 |
| 22 | 3,150,000 | 9+26 | 8 | 9 | 9 | 9 | 9 | 8 | 6 | 3 | 11 | 7 | 2 | 6 | 5 | 8 | 7 |
| 23 | 3,375,000 | 9+28 | 8 | 9 | 9 | 9 | 9 | 9 | 6 | 3 | 11 | 7 | 2 | 6 | 5 | 8 | 7 |
| 24 | 3,600,000 | 9+30 | 8 | 9 | 9 | 9 | 9 | 9 | 7 | 3 | 12 | 8 | 2 | 6 | 5 | 8 | 7 |
| 25 | 3,825,000 | 9+32 | 8 | 9 | 9 | 9 | 9 | 9 | 8 | 3 | 12 | 8 | 2 | 6 | 5 | 8 | 7 |
| 26 | 4,050,000 | 9+34 | 8 | 9 | 9 | 9 | 9 | 9 | 8 | 4 | 12 | 8 | 2 | 6 | 5 | 8 | 7 |
| 27 | 4,275,000 | 9+36 | 8 | 9 | 9 | 9 | 9 | 9 | 9 | 5 | 13 | 8 | 2 | 6 | 5 | 8 | 7 |
| 28 | 4,500,000 | 9+38 | 8 | 9 | 9 | 9 | 9 | 9 | 9 | 6 | 13 | 9 | 2 | 6 | 5 | 8 | 7 |
| 29 | 4,725,000 | 9+40 | 8 | 9 | 9 | 9 | 9 | 9 | 9 | 7 | 13 | 9 | 2 | 6 | 5 | 8 | 7 |
| 30 | 4,950,000 | 9+42 | 8 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 14 | 9 | 2 | 6 | 5 | 8 | 7 |

**NW**: Nonweapon Proficiency slots; **W**: Weapon Proficiency slots; **PPDM**: Paralyzation, Poison, or Death Magic; **RSW**: Rod, Staff, or Wand; **PP**: Petrification or Polymorph; **BW**: Breath Weapon; **S**: Spells.

**God of the Dead**

This god is the King of the Dead, the Guardian of the Afterlife, the Protector of the Eternal Pilgrim. He is also the Patron of Travelers, since journeys and quests in the world of the living are merely a preparation for the ultimate voyage into the netherworld. Undead are an abomination to this deity, since they represent a direct affront or rebellion against his divine authority.

The God of the Dead is chiefly responsible for keeping departed spirits completely separated from the realm of the living. He must directly approve any *raise dead, resurrection*, or *reincarnation* spell in the campaign, even those cast by priests of other deities in the same pantheon. Any time one of these spells is cast, there is a

flat 25% chance that a true neutral deity will cancel it (neutral evil deities will refuse such requests 50% of the time).

Priests of this god are sometimes called Death Lords by members of their Order (also "Pales" or "Deadeyes" among their detractors). They are charged with maintaining the divinely ordained segregation between the Living and the Dead. Those who thwart this natural order - specifically undead creatures or living people who have cheated natural death too many times - will often be paid a cheerless visit by these priests, who will seek to restore the divine balance. The priesthood is also charged with sheltering travelers, guiding the lost, and assisting questers, since these attributes are reflected in their deity and considered to be a preparation for their role in the afterlife.

**Alignment:** The God of the Dead is either neutral or neutral evil. In societies where the god serves as an impartial judge and ruler of the Dead (like the Egyptian god Anubis), he will be true neutral. However, when the deity is revered as a cold and pitiless guardian or incarcerator of the dead (such as the Greek god Hades), he may be neutral evil. His priests must be neutral good, neutral, or neutral evil, although the flock of worshippers may be of any alignment.

**Minimum Ability Scores:** Wisdom 9, Charisma 12.

**Weapon Proficiencies:** As living ambassadors from the God of the Dead, Death Lords need to be able to perform their sacred duties, which often include "retiring" those undead and stubborn mortals who refuse to die. These specialty priests may thus employ a wide range of weapons, including the battle axe, dagger/dirk, knife, scythe, sickle, stiletto, staff, khopesh, scimitar, and short sword.

**Dress/Armor Allowed:** Normally, the priests wear only simple traveling clothes or shirts of white, charcoal gray, brown, or black. On ceremonial occasions, the priests dress in robes of purple or red (the colors of royalty), covering their faces and hands with white chalk to make themselves appear like corpses. They may not employ any form of armor or shield, though they can use protective magical items, such as *rings of protection*, provided that these items are unadorned.

**Nonweapon Proficiencies:** Required: netherworld lore (this new wizard proficiency takes 1 slot only), religion. Recommended: (General) etiquette, heraldry, singing; (Warrior) any; (Priest) astrology, musical instrument, reading/writing, spellcraft; (Wizard) necrology (this takes 1 slot only). Forbidden: all Rogue.

**Role:** Death Lords live apart from civilization in secluded fortress-monasteries, separated from the world of the living. There they pray and meditate for the dead, occasionally emerging from their religious community (always in ceremonial garb) to perform an urgent quest or mission for their divine overlord. These assignments usually involve laying a troubled spirit (or perhaps an ancient wizard) to rest. Depending upon the perceived reluctance (and power) of the individual, anywhere from 1-6 red-robed priests may be dispatched on such a "retirement" ritual.

As patrons of travelers, the priesthood might also provide shelter and valuable information for a party during an adventure or quest. They can also perform as mentors or guides on a journey into the netherworld, since they are intimately acquainted with their deity's residence in the Outer Planes (usually Hades). The priesthood could thus serve as a springboard for extraplanar adventures.

Sometimes, a lone priest will wander the world, seeking personal enlightenment or on some other quest. This would provide a good excuse for an NPC Death Lord to join the party for an adventure or two, until some important mission has been resolved. It might also serve as good motivation for a PC Death Lord, should the DM decide to make this kit available to players.

**Spheres of Influence:** Major Access to All, Astral, Necromantic, Divination, Protection, Travelers *(TOM)*. Minor Access to Sun (including reversed spells), Charm, Combat, Guardian, Healing, and Summoning.

**Granted Necromantic Spells:** 1st: *invisibility to undead;* 2nd: *aid;* 3rd: *death's door, feign death, negative plane protection, speak with dead, spirit bind/spirit release;* 4th: none; 5th: *dispel good/dispel evil, slay living/raise dead, drain undead;* 6th: none; 7th: *destruction/resurrection;* Quest: none.

All Death Lords have access to spells with power over life and death. Priests of neutral good alignment will

only employ the deadly versions of these spells when on an official "retirement" mission.
**Granted Powers:** Death Lords have a powerful ability to turn undead (even priests of evil alignment will attempt to destroy undead rather than control them). These priests always affect undead as if they were three levels higher in ability (thus a 5th-level Death Lord turns undead as an 8th-level priest).
Upon reaching 5th level, the priest may employ a heightened version of *speak with dead*. With this ability the priest need only know the name of the deceased in order to summon the spirit, regardless of its time spent in the netherworld. The shade is not entitled to a saving throw to resist interrogation, and it must answer up to six questions truthfully.
Finally, at 12th level, all attempts to *raise dead* are automatically granted by the deity.
**Other Limitations:** All Death Lords must adopt a Spartan, almost monastic lifestyle. Not only does tills way of life prepare them for the coming existence in the afterlife, but it also serves as an example for faithful followers. Since the dead have no need for wealth, the priests never retain personal treasure, either donating the money to their temple or distributing it among members of their flock. Although the priests can own personal possessions and magical items, these objects must have a plain appearance.
Normally, the priests may only eat simply prepared food (the blander, the better) to remind them of the drab fare in the netherworld. During holy seasons, they must subsist on a diet of flavorless food (such as rice). In addition, the priests must spend at least one day of the week in utter seclusion and meditation, completely abstaining from all food, water, and contact with other living creatures.
These priests may never marry. Upon reaching 5th level, they must also remain completely celibate.
**Possible Symbols:** Gates, Gravestone, Tomb, Path, Road, White Hand, Pale Face.

**The Goddess of Murder**

This evil deity embraces cold murder as the quintessential act of destruction, symbolic of the primordial chaos and the unpredictable forces of nature that oppose humanity. This deity is the patron of all unnatural and premeditated killing, whether it is inflicted on others or upon oneself. She opposes order, creation, and all existence.
The male priests of this goddess, sometimes called Stranglers or Assassins, spread death around the world by murdering for their Dark Mother, the Queen of the Noose, our Maid of Despair. Her priests advance the religion into the heart of civilization, efficiently eliminating any who speak out against them. Assassination is their most sacred mission, a holy and meritorious enterprise undertaken in the service of their deity. The priesthood's goal is to subvert societies and destroy civilizations through strife, terror, and coercion. Because of their evil nature, the DM should only allow these priests to be NPCs in the campaign.
**Alignment:** This deity is utterly chaotic and evil. Her priests and worshippers may be of any evil alignment, but the majority will match the disposition of their goddess.
**Minimum Ability Scores:** Wisdom 9, Dexterity 9.
**Weapon Proficiencies:** Only high-ranking members of the priesthood (at least 8th level) may shed a victim's blood. All priests must learn how to wield the silken cord to strangle their targets. This form of garrote is used to choke a victim to death and is generally used to strike from behind. Surprise provides a +3 attack roll bonus; no surprise provides a -3 penalty. Holding a victim in the garrote for 3 consecutive rounds kills the victim. A THACO roll is needed to hit the victim on round 1; successful THACO rolls are needed on rounds 2 and 3 to hold the victim. However, on rounds 2 and 3, the victim's armor class is calculated using only magical armor and Dex bonuses; physical armor offers no protection.
For example, a warrior wearing plate mail and a *cloak of protection* +2 has a Dex of 17. Her normal armor class is -2, but on rounds 2 and 3 of a garrote attack, her armor class is only considered to be 5.
The silk cord, when wielded in this fashion, has a speed factor of 2 and inflicts 1-4 hit points of damage for each round of effective use. The weapon is useless against creatures that are larger than man-sized. At 1st

level, the priest devotes his or her two weapon proficiency slots to specialize in this weapon, gaining a +1 to hit/+2 on damage.
At 8th and higher levels, a priest may learn from among the following weapons: battle axe, club, dagger, knife, lasso, scimitar, khopesh, scythe, sickle, short sword, long sword, stiletto, dart, javelin, or bow.
**Dress/Armor Allowed:** Stranglers intermingle with every level of society. As such, they are forced to take great pains to appear as a mundane member of whichever social class they are trying to infiltrate during a particular assignment. They can wear any form of armor and type of dress that is necessary to complete their disguise.
In ceremonial occasions (assassinations), the priests dress in pure white robes and hide their faces behind a white silk mask. Their garb is accented only by a black or red cord worn about the waist, which will eventually be used to strangle an unfortunate victim. The cord is usually left behind as a message to survivors.
**Nonweapon Proficiencies:** Required: disguise (this proficiency takes 1 slot only). Recommended: (General) languages (modem), etiquette, heraldry, rope use; (Warrior) set snares, hunting, tracking; (Priest) astrology, local history, musical instrument, reading/writing, religion, spellcraft; (Rogue, these take 1 slot only): blind-fighting, reading lips, tightrope walking, tumbling, jumping; (Wizard) any. Forbidden: healing.
**Role:** Priests of the goddess form a secret society, a fanatical cult which operates at the heart of many civilizations. Members of this religion lead double lives, sometimes as dual-classed characters, serving in the community as respected leaders by day and sneaking out into the streets by night to exact the dark will of the goddess. Their chief targets include innocent travelers, government officials, and wealthy merchants who refuse to contribute to the cult's coffers.
The priesthood uses its own power to extort fabulous wealth from the terrified populace - all for the greater glory of goddess, who promises earthly riches and success to her worshippers. Young priests are frenziedy eager to prove their devotion, frequently offering up their own children to her bloodstone altar. These zealots are only mildly reprimanded for such fanaticism. As their religious ardor matures, Stranglers are taught to slay only the enemies of the priesthood.
**Spheres of Influence:** Major Access to All, Charm, Healing (harmful reverse spells only). Necromantic, and Chaos *(TOM)*. Minor Access to Combat, Divination, Elemental, and Protection.
**Granted Necromantic Spells:** 1st: *ebony hand, spectral senses;* 2nd: *aid, hear heartbeat;* 3rd: *life drain, speak with the dead;* 4th: *heart blight, poison;* 5th: *slay living/raise dead;* 6th: *asphyxiate;* 7th: *death pact, destruction/resurrection, energy drain, mindkiller (TOM);* Quest: None.
The Goddess of Murder typically only grants necromantic spells which inflict damage, bring death, or provide divinatory insight and inspiration during a holy slaying. On rare occasions, she may permit a loyal follower to be revived with *raise dead, resurrection,* or *death pact*. Granted Powers: In return for their devoted service, Stranglers gain magical abilities from the goddess, making them very difficult to apprehend. Starting at the 1st level, her priests may move silently and hide in shadows (in both natural and urban surroundings) as a ranger of the same level. At 10th level, they may become invisible for up to 1 turn, plus 1 round per level. The priests may exercise this power only once each week. Stranglers of all levels can both turn and command undead.
**Other Limitations:** All members of the priesthood are male, since the priest and goddess are joined in a symbolic marriage. Although the priests are thus forbidden from marrying mortal women, they are not required to be celibate. Indeed, most cults have temple prostitutes as proxies for the goddess during the seasonal ceremonial rituals and weekly orgies.
However, since worship of the opposite sex is a central tenet of their religion, Stranglers arc generally forbidden from harming them. The male priest views himself as the son, husband, and father of all the women in the world. To harm any of these relationships would damage his intimate link with the goddess, resulting in an immediate loss of all granted powers and highest level spells until the priest has suitably atoned for such

an outrage (ritual suicide by strangulation is usually considered to be a suitable apology). On rare occasions, the goddess may make exceptions to this rule, but only when specific women have offended her.
In addition to all women, priests are prohibited from attacking any males (usually merchants or high government officials) who have been granted specific immunity by the goddess. These individuals usually purchase their immunity by making lavish contributions to the priesthood or swearing to serve the religion as a mole or spy.
**Possible Symbols:** The Female Face, the Four- Armed Woman, the Noose, the Silk Cord, the Curved Dagger, the Skull.

**The God of Pestilence**

The merest sigh of this god washes epidemics across the land; when he exhales from his rotting lungs, vile with consumption and a thousand other ills, a fetid cloud of disease-laden filth carrying uncountable deadly plagues covers the face of the earth. At his slight irritation, towns fall into ruin and desolation. His anger can sunder societies. Although this greater god is a patron to all forms of sickness and disease, lesser deities abound, each devoted to a separate illness (such as Silver Death and the Magenta Rasp).
Plague Priests spread disease, death, and ignorance wherever they may go. They afflict unwary victims with crippling afflictions and transport plague-ridden vermin to peaceful, contented cities. They harvest the festering slime from decayed corpses, greasing the door knobs and tools of innocents with sickening corruption. These evil priests delight in bringing misery and despair to healthy and joyous communities. The DM should only allow these wicked and depraved clerics to be villainous NPCs.
**Alignment:** This deity is neutral evil, as are his priests and followers.
**Minimum Ability Scores:** Wisdom 9, Constitution 15.
**Weapon Proficiencies:** Plague Priests may employ all types of bows, the dart, scourge, scythe, sickle, staff, and whip. These priests also favor a curious form of Y-tipped staff (sometimes called a talon staff) which they use to transport fallen bodies of victims. The curving tips of the talon staff slip easily under the armpits of prone victims, making them easy to drag.
**Dress/Armor Allowed:** Plague priests always dress in a massive mantle with a tall cowl that can be pulled up over the head to conceal their horrible faces. The color of the cloth in which they dress always represents the favored hue of their patron deity. Priests of the Black Death might wear heavy cloaks of darkest midnight, while those priests serving the sinister Lord of the Yellow Plague would favor saffron-hued robes.
High-level priests sometimes wear simple wooden masks painted a single solid color to match their chosen raiment. Some even go so far as to wrap their limbs in white bandages, making them appear like mummies. Besides this ceremonial garb, the priests can wear any form of armor, favoring enchanted plate mail.
**Nonweapon Proficiencies:** Required: herbalism. Recommended: (General) any; (Priest) ancient history, reading/writing, religion. Forbidden: healing, any Wizard, Rogue, or Warrior.
**Role:** Plague priests seek to devastate civilization and disrupt social order both at the local level and on the grandest imaginable scale. Unlike the Stranglers, who attempt to direct their priests to engage in selective ritual murders, the priests of pestilence apply their art to humanity as a whole. Their victims are peasant and noble alike, both easily subject to disease and the ravagings of the worm. The priests are as indiscriminate in their victims as they are in their methods.
Many Plague Priests are allied into a loose and secret confederation known simply as the Ravens by some, or as the Scabrous Society to others. This organization embraces the entire pantheon of plague gods, and all of them are devoted (in principle at least) to the same goals: decay and dissolution of organized society and human civilization. The Scabrous Society is further detailed in Chapter Seven and makes for an ideal long-term nemesis in the campaign.
**Spheres of Influence:** Major Access to All, Animal, Healing (reversed forms of spells only), Necromantic.

Summoning, Weather. Minor Access to Combat, Divination, Protection (reversed forms of spells only, where applicable). **Granted Necromantic Spells:** 1st: *undead alacrity, ebony hand;* 2nd: none; 3rd: *animate dead, cause blindness or deafness, cause disease, life drain;* 4th: *cause insanity, poison, plague curse;* 5th: *slay living, scourge;* 6th: *asphyxiate;* 7th: *mindkiller (TOM), wither;* Quest: none.
**Granted Powers:** Plague priests are completely immune to all forms of disease, magical and mundane. They can also lay on hands as a paladin of the same level, except they can only use this power to harm, rather than to heal. Thus, a l0th-level priest can inflict 20 hp of damage with a touch (once per day, no saving throw allowed). Finally, the priest can also bestow a fatal disease with a touch (as the 3rd- level cleric spell *cause disease*, once per week for every five levels of experience).
In general. Plague Priests cannot turn or control undead, except when the undead have been specifically raised from bodies stricken by disease. For instance, if a necromancer animated the corpses of a dozen plague victims, then the priests of Pestilence would be able to turn or command them. Similarly, Plague Priests can only animate the corpses of those who have died from disease.
**Other Limitations:** Priests of Pestilence are reflections of their corrupted deities. Although technically immune to disease, they have a horrid and disfigured appearance that festers and rots as the priest advances in power and experience. These clerics suffer a -1 penalty to Charisma for every level they advance; as their power grows, they come to resemble decayed corpses, symbolizing the very dissolution they try to promulgate. This advancing leprous condition is viewed by the priests as a sign of divine favor, the sacred Kiss of their god. Not surprisingly, they neither marry nor seek intimate relations; their priesthood is effectively celibate. Their ceremonial high cowls, masks, linen wrapping, and heavy incense help them conceal their odious appearance and odor when they move about in society.
**Possible Symbols:** Mice, Rats, and other Vermin, Ravens, the Y-tipped Staff.

**The God of Suffering**

The lot of humanity is to suffer and shed tears, and this god embodies all of the pain and misery in world. A prolonged and agonizing life is merely the prelude to a long-awaited death that brings final comfort and release from all sorrows. Although pain and sadness are almost always viewed as evil or undesirable aspects of living, the deity who embraces these symbols has a predominantly benevolent side and seeks to comfort the afflicted and bring solace to the sorrowful. He is a god of endurance and compassion, as well as pain and madness.
Priests of the Crying God, most commonly known as Flagellants, are wandering ministers of pain and consolation. They are attracted like flies to centers of evil, desolation, and natural disaster in the world, where they either nurture or assuage the sorrow. In a plague- stricken community that welcomes their priesthood, they may take on the role of heroes by healing the sick and raising the dead. But woe to the cruel or ungrateful town, for their fate shall be even greater pain and hardship under the ministrations of the Flagellants.
**Alignment:** The Crying God is neutral good, since he embodies not only sorrow but also endurance and compassion. His priests however, may be either neutral good, neutral, or neutral evil. Evil Flagellants form a separate Cult of Pain, largely ostracized from the mainstream priesthood, which strives to spread suffering in the world and argues that death is the only true consolation for the living. The flock of the Crying God may be of any alignment.
**Minimum Ability Scores:** Wisdom 12, Constitution 15. Priests with a Constitution of 17 or greater can use the increased hit point adjustment as if they were fighters (thus a Flagellant with Con 18 gains +4 hit points per level). This increased tolerance to physical damage reflects the priest's incredible tolerance for pain.
**Weapon Proficiencies:** Flagellants may choose from a wide variety of weapons, including the whip, scourge, mace (any), staff, club, and flail (any).

**Dress/Armor Allowed:** Members of the mainstream (neutral or neutral good) priesthood, known as the Brotherhood of Sorrow, may not wear any type of armor, nor can they don any form of ceremonial raiment save a simple felt skullcap of white, gray, or red (depending upon the priest's rank in the Brotherhood). Aside from the cap, their clothing is tattered rags or hairshirts, so that all around them can see the open bleeding wounds on their limbs and back, symbols of the pain and suffering they must endure for their religion. Most high-ranking priests (Master Flagellants) tattoo holy symbols, religious inscriptions, or even blue-gray tears below an eye as a mark of their devotion. Other Masters, who consider that tattoos do not cause enough suffering, prefer elaborate body piercings as symbols of their authority.

The evil Cult of Pain accepts this costume as well for all but the highest members: their Painbringers (high priests), who direct the hurtful worship services, wear blood red robes (or even red-painted armor and shield) in addition to their red skullcap.

**Nonweapon Proficiencies:** Required (this takes two slots only): endurance. Recommended: (General) any; (Priest) healing, herbalism, musical instrument, languages (ancient), local history, religion, spellcraft; (Warrior, this takes one slot only) running. Forbidden: all Rogue or Wizard.

**Role:** Flagellants can play either a positive or negative role in the campaign. If the DM wishes to stress the kind and compassionate nature of their god (perhaps to offset the presence of evil Plague Priests in the same campaign), the Brotherhood of Sorrow can then serve as traveling healers of pestilence or as bizarre mentors with a thorough knowledge of local history. The priests strive to become tragic, sacrificial figures whose self-imposed tortures mirror the suffering of the world and enable them to cure others. They symbolize endurance in the face of adversity and the triumph of life over death. Flagellants welcome all forms of pain and hardship as tests of their faith.

Despite their good intentions, the Brotherhood is most often viewed with a strange mixture of horror and derision in the elite circles of most societies. The common person, who usually benefits from the Flagellants' cures and always enjoys a good spectacle, may also have mixed feelings about the priesthood. Nevertheless, the Crying God and his followers usually find themselves at the crux of countless jokes and farces, but this ridicule is viewed only as one of life's many hardships, eagerly borne for their religion.

The evil faction of the priesthood, known as the Cult of Pain, is a sadistic band of cutthroats, thieves, and torturers who use their priestly powers and reputation to extort riches from the communities they visit. As such, they make excellent campaign villains. Although the Cult of Pain shares many of the same motives as the priesthood of Pestilence (and possibly the Scabrous Society), most alliances are usually temporary, lasting until some specific goal has been accomplished, such as the destruction of a specific barony. Although the mainstream Brotherhood priests vehemently denounce the cult's horribly evil activities, they nonetheless accept its existence as yet another form of sorrow they must continually endure.

**Spheres of Influence:** Major Access to All, Charm, Guardian, Healing, Necromantic, Protection. Minor Access to Combat, Elemental, Summoning, Sun, Weather, and Travelers *(TOM)*.

**Granted Necromantic Spells:** 1st: none; 2nd: *aid, slow poison;* 3rd: *cause blindness or deafness/cure blindness or deafness, cause disease/cure disease, death's door, feign death, negative plane protection, remove paralysis;* 4th: *cause insanity/cure insanity, poison/neutralize poison;* 5th: *slay living/raise dead;* 6th: none; 7th: *destruction/resurrection, energy drain/restoration, wither/ regenerate;* Quest: *health blessing (TOM)*.

Note that only members of the neutral evil faction will regularly use the harmful spells from the Necromantic (and Healing) spheres.

**Granted Powers:** All Flagellants gain a +4 bonus to saving throws that involve any form of endurance or resistance of pain and suffering. They gain a +2 bonus on all ability checks involving Constitution (such as swimming, running, or drowning). In addition, Flagellants have the ability to focus the power of a single healing or harming spell (such as *cure* or *cause serious wounds*). This augmented spell, when cast by the priest will either cure or inflict maximum possible damage. This power can only be used once per day.

Flagellants also have the power to control emotions in others. Starting at 3rd level, they can remove fear from others and negate the harmful effect of emotion-based spells or magical items which cause pain, suffering, or hopelessness. For every level of experience, a priest can perform this on up to two persons per day. Recipients of this ability need only be able to see and hear the priest for it to take effect (no saving throw).
Starting at 5th level. Flagellants can bestow powerful emotions in others, including courage, hope, and joy, as well as fear, hate, and sorrow (as the 3rd- level priest spell emotion control in *TOM*). They may use this ability once per day, affecting as many as two creatures per level of experience who can both see and hear the priest (subjects are allowed a saving throw if unwilling).
Finally, the priests of Suffering cannot turn or command undead.
**Other Limitations:** Flagellants embrace a lifestyle of pain, self-mortification and hardship. The Brotherhood relishes none of life's pleasures, for such would impede their ability to heal its sorrows. They can keep no wealth and may own no more Spartan possessions than what they can carry themselves. If there are two paths or choices, the Flagellant will always take the more difficult of the two. He or she will always walk before riding, climb mountains rather than use a cleared pass.
This obstinacy and almost insane impracticality has been the cause for frequent ridicule by non-believers, who sometimes derisively refer to the Flagellants as the "Cult of the Stupid" or the "Brotherhood of the Mad." Flagellants must remain both chaste and celibate.
In addition to its reputation for fanatical self-denial, priests of the Brotherhood must engage in ritual flagellation in order to gain spells. Typically, a priest must inflict one point of damage on him- or herself in order to be granted a single spell. Of course, this damage may be healed by memorizing curative spells, but more often, the wounds are merely cleansed so that they will not fester, and the curing spells are retained for those not fortunate enough to be blessed with divine endurance. Even if they are not memorizing new spells, these priests must engage in ritual flagellation at least once per day. These gruesome rituals are carried out in public whenever possible (usually in a town or village square, where they quite often draw quite a crowd of curious rubberneckers and sometimes gain new converts).
The Cult of Pain takes a somewhat more relaxed view of these restrictions. The important goal for these priests is that others are meant to suffer pain and loss. These priests gain spells by inflicting pain and damage, not by experiencing it themselves. The cult is organized in a strict hierarchy of sadistic torturers: highest Painbringers flagellate the lesser priests, who in turn both whip and beat the few members of the faithful flock. In the cult, only the Painbringers have license to amass personal wealth, indulge in physical luxuries, or marry. Few cult members are entirely sane.
**Possible Symbols:** The Whip, Scourge, Rack, Spiked Coffin, Bound Hands.

**The Lord of Undead**

The King of Ghouls is the deity of the undying. He represents the desire to persist in the physical world beyond the grave, the unnatural craving to preserve one's personality after life. The god symbolizes the power of the mind over the needs of the spirit and body. As such, he is the devourer of souls and cannibal of the dead. His dark will first changes and ultimately consumes the human body after death. The god loves venom, putrefaction and decay; his heralds are the worm, vulture, and hyena.
The priests of this god, also known as Charnelists, worship all undead as an embodiment of their deity. Even the most humble animated skeleton is a symbol of his power and must be treated with respect. The Charnelists are protectors and allies of undead; some groups chose a single undead form and revere it as a sacred icon of their god. Others seek to create new undead to serve their deity, or to convert existing undead to his worship. Those who refuse to convert are destroyed, their dust scattered to the winds as a warning to others. This evil and destructive priesthood is only appropriate for NPCs in the campaign.
**Alignment:** The God of Undead is lawful evil, but his priesthood may of any evil alignment (neutral and

lawful types predominate). Worshippers are usually neutral or evil in alignment.
**Minimum Ability Scores:** Intelligence 13, Wisdom 14.
**Weapon Proficiencies:** Charnelists employ bludgeoning weapons common to most priests, preferring the spiked mace and flail in melee (they prefer to fight two-handed, if Dexterity permits). They may also leam the warhammer, staff, sling, and club.
**Dress/Armor Allowed:** These priests favor somber plum robes, limned in silver thread, worn over blackened plate or chain mail. Instead of a helm, they wear an ornate silver circlet that is fashioned like a crown of worms. They may not use any form of shield.
**Nonweapon Proficiencies:** Required (this new wizard skill takes 1 slot only): necrology. Recommended: (General) herbalism (poison manufacture), etiquette, heraldry; (Wizard) anatomy; (Priest) herbalism, reading/writing, religion, spellcraft. (Rogue): disguise, reading lips. Forbidden: none.
**Role:** The King of Undead, known by some as Thasmudyan, is only publicly worshiped in a few cities isolated from mainstream civilization by tall mountains, the forbidding desert, or the trackless sea. In these backward locales, the main temple serves literally as a charnel house where the bodies of the dead are deposited by the citizens as an offering. There the cadavers rot and decay until they are consumed by the King's avatar and his fanatical clergy. These cities almost always have a dark and sinister reputation, one that is quite well-deserved for what should be obvious reasons. Worship of the Ghoul God is strictly forbidden in most civilized nations, forcing the religion to operate there like a secret society.
Each separate priesthood of the Lord of Undead has its own agenda of magical research related to death and the undead. Despite this division, or perhaps because of it, the individual temples communicate effectively with each other, either by spell or magical item. Some priesthoods investigate deadly poisons that will create new forms of undead; others try to mate and crossbreed humans with other venomous creatures, attempting to create a superior race of undead beings.
A few temples operate like the Cult of the Dragon in the Forgotten Realms, which seeks out evil dragons and converts them into dracoliches, the focus of their religion. Others, like the Cult of Worms described in Chapter Nine of this book, strive to spread knowledge about attaining lichdom to any interested person. Whatever their specific role, the Charnelists are yet another potential nemesis for the campaign.
**Spheres of Influence:** Major Access to All, Astral, Charm, Necromantic, Summoning, Thought *(TOM)*. Minor Access to Combat, Divination, Protection, and Sun.
**Granted Necromantic Spells:** 1st: *invisibility to undead, skeletal servant, spectral senses, undead alacrity;* 2nd: *aid, resist turning, slow poison;* 3rd: *animate dead, death's door, feign death, life drain, negative plane protection, speak with dead;* 4th: *cause insanity/cure insanity, poison/neutralize poison;* 5th: *dispel good, imbue undead with spell ability, slay living, scourge, undead regeneration;* 6th: *asphyxiate, summon undead;* 7th: *death pact, destruction, energy drain, mindkiller (TOM), wither;* Quest: *undead plague (TOM)*.
**Granted Powers:** Charnelists have great authority over any undead they encounter. Starting at first level, they affect three times the regular number of creatures per successful turning attempt (this translates to 6d6 undead, plus 6d4 extra creatures when denoted by a * on Table 47 on page 67 of the *DMG*).
Once a priest reaches 6th level, he or she gains the ability to fashion exceptional undead; any skeletons or zombies which are animated (either by *skeletal servant* or *animate dead*) gain an additional +1 hit point per hit die.
Starting at 9th level, the priests leam all of the secret rites that create powerful undead. They first leam how to make ghouls or ghasts (9th level). Then, at 12th level, they learn to create ju-ju zombies and mummies. Finally, at 16th level, they learn the secrets of vampirism and lichdom. All of these rites require numerous sacrifices (from 1-20 fresh corpses) and vast amounts of wealth in the form of rare components (1,000-20,000 gp). Even if both were available in unlimited quantities, the ritual can still only be performed once a month and creates but one undead creature.
**Eventually**, once a priest has received permission from his or her deity (usually after performing some

notable deed or quest for the benefit of the religion), the priest will undergo the process of performing the transformation upon him- or herself, joining the mighty Lord of Undead in (potentially) everlasting undeath. This is the ultimate dream for many such priests.

**Other Limitations:** The Ghoul God is a ravenous deity, demanding constant sacrifice. Usually dead bodies (the more recently dead, the better) are preferred, but exhumed cadavers can serve as a substitute in times of need or persecution (which happens as often as one might come to expect of such a morbid cult). Thasmudyan's worship is rumored to include several obscene rituals, the least of which includes cannibalism of the dead and necrophilia. Charnelists are accordingly forbidden from marrying or engaging in any intimate relations with the living.

**Possible Symbols:** The Vulture, the Hyena, Skeletal Hand, Crown of Worms.

## Other Priestly Resources

Although this chapter stands alone as a concise discourse on necromantic priesthoods, there are a number of useful TSR products which serve as sources of further inspiration on this topic. *The Complete Priest's Handbook*, a definitive work on creating priest characters, contains numerous examples of different pantheons, priesthoods, priest kits, and the role-playing of priest characters. The DM is referred to that resource for guidelines on creating believable and properly motivated priest characters for the campaign.

For more information about specific death gods, *Legends and Lore* summarizes the deities and religions from eleven historical and fictional pantheons. This fine book includes details about death priesthoods and their granted powers.

For campaign-specific information about death priests, the DM should refer to the *FORGOTTEN REALMS® Adventures* hardcover for detailed descriptions of various death gods (Cyric, Bhaal, and Myrkul) and their specialty priests. The *GREYHAWK® Adventures* hardcover also contains a description of the death god Nerull and his priesthood.

# Chapter 6: The Priest Sphere



*We entered into the catacombs of Moradask by night, so as not to attract the Society to our presence, but we stumbled across the high priest in the dungeons anyway. Luckily for us, he did not notice us at first because of the darkness spell Talib used to hide us. Silent as wraiths, we glided behind the priests until they reached the Idol of Ishistu, hewn from solid ivory, with diamonds for eyes. Only in the temple did they finally seem to sense our presence, slamming the doors and sealing us inside.*
*I will not recount in detail the horrors I experienced this night. The Plague Priests caused our limbs to blister and decay in front of our very eyes, and we would have all been lost had not our sister Jal' been a paladin, naturally immune to their afflictions. Cursed with blindness, Talib hurled spells wantonly about the chamber, sundering the idol and several priests with his liglitning. In the end we triumphed, but we did not linger to savor our victory. I could hear the high priest calling upon Ishistu's aid, back in the sanctuary, and I had no wish to confront the albino rat god when he arrived. Of course, before we made our hasty retreat, I managed to pick up the diamond eyes of the shattered statue, but the gems served only as chilling mementos of that evening, since no one would buy them.*

—From *Leyla's Lost journal*

The necromantic priest sphere does not bear the same negative stigma as the wizard school, probably because most of the clerical spells in the *Player's Handbook* are first described in a positive or even life-giving context. However, from the perspective of a death priest, the paltry and somewhat bland selection of spells in the necromantic sphere leaves much to be desired. This chapter presents over a dozen new and distinctive spells, arming the death priest with a much wider and more potent array of magic.
Not every cleric with knowledge of the necromantic sphere should automatically gain access to all of these new spells. The majority of these rites represent the most jealously guarded secrets of a few, highly specialized priesthoods. These sacred mysteries are rarely shared with outsiders, and they can only be discovered through careful research. As noted in the previous chapter, most necromantic priesthoods have access to only a few spells from this chapter.
Many of the new spells in this section are only granted to priests serving evil deities, greatly restricting their use by good or heroic characters. At the DM's discretion, a carefully selected minority may be made available to PC clerics. Beneficial spells like *spectral senses, hear heartbeat, death's door, spirit bind* (or its reverse, *spirit release), cure insanity,* and *drain undead* are periectly appropriate for neutral or good priests with access to the necromantic sphere, provided the characters devote the requisite time to prayer and research. The remainder of the new spells should be reserved for NPC death priests.
All spells belonging to the revised necromantic priest sphere have been listed in Appendix Three. The sphere has been slightly expanded to include such standard spells as *slow poison, remove paralysis, speak with dead, neutralize poison*, and *dispel evil*, which would obviously help priests involved with the dying or the dead. In addition, evil priests need access to the spells *poison* and *dispel good*. Finally, since Appendix Three is intended to help the DM choose spells for NPC death priests (who tend to be evil), all spells have been listed according to their harmful title (not the helpful reverse, as they are listed in the *PHB*).

## New Priest Spells

| | |
|---|---|
| **1st-Level Spell** | |
| | **Ebony Hand** |
| | **Skeletal Servant** |
| | **Spectral Senses** |
| | **Undead Alacrity** |
| **2nd-Level Spells** | |
| | **Hear Heartbeat** |
| | **Resist Turning** |
| **3rd-Level Spells** | |
| | **Death's Door** |
| | **Life Drain** |
| | **Spirit Bind** |
| **4th-Level Spells** | |
| | **Cause Insanity** |
| | **Heart Blight** |
| | **Plague Curse** |
| **5th-Level Spells** | |
| | **Undead Spell Focus** |
| | **Scourge** |
| | **Undead Regeneration** |
| **6th-Level Spells** | **Asphyxiate** |
| | **Summon Undead** |
| **7th-Level Spells** | |
| | **Death Pact** |

## 1st-Level Spells

**Ebony Hand** (Evocation, Necromancy)

Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 3 rounds + 1/level
Casting Time: 4
Area of Effect: Personal
Saving Throw: None

This minor meditation focuses a baneful, necromantic aura in the caster's chosen hand, enveloping the fingers in a dark, flickering radiance. The aura of the *ebony hand* enhances the delivery of harmful, touch-related spells (such as *cause light wounds* or *cause disease*) by providing a +1 bonus on the priest's

attack roll for every three levels of experience past the first (+2 to hit at 4th level, +3 at 7th level, to a maximum of +4 to hit at 10th level).
Once the *ebony hand* is cast, the magic of the touch- delivered spell is no longer conducted though physical contact with the caster's fingertips, but through the flickering aura of the *ebony hand*.
The companion touch-delivered spell(s) may be cast either before or after the creation of the *ebony hand*, which does not expire with a single, successful touch and may be used to deliver multiple attacks if the spell duration permits. Note that the *ebony hand* does not enhance attacks with weapons or other ranged spells.
The material component varies from religion to religion, but it is usually a piece of apparel or jewelry which is worn on the caster's hand to help focus the meditation (often a black glove or a simple silver or onyx ring). Regardless of the actual focus employed, the material component is not consumed by the spell and may be employed in multiple castings. As the spell description implies, the *ebony hand* may only be granted by malevolent deities to their evil priests.

**Skeletal Servant** (Necromancy)

Sphere: Necromantic
Range: 10 yards
Components: V, S, M
Duration: One week
Casting Time: 1 turn
Area of Effect: One body or skeleton
Saving Throw: None

This spell temporarily animates the bones of a dead human, demihuman, or humanoid creature of man-size or less. The resultant skeleton will obey only simple commands until it is destroyed, turned, or dispelled, or the spell duration expires. As with the creations of the more powerful *animate dead* spell, a *skeletal servant* can be commanded to guard an area, follow the caster, carry heavy objects, and so on. The servant is not well suited to complex tasks (such as cooking, for instance) and is generally created to serve as a porter or temporary bodyguard.
A priest may have only one *skeletal servant* per level of experience in service at once. The material component is a handful of graveyard dirt. As with the more powerful *animate dead* spell, the creation of a skeletal servant is not a good act, and only evil priests use it frequently.

**Spectral Senses** (Divination/Necromancy)

Sphere: Divination, Necromantic
Range: 30 yards/level
Components: V, S, M
Duration: 1 hour/level
Casting Time: 4
Area of Effect: Caster
Saving Throw: None

This spell establishes a sensual link between the priest and an skeleton or a zombie within the spell's range. This link allows the caster to see what the undead sees as if the priest were looking through the

creature's eyes. The link also enables the priest to hear any sounds that occur in the vicinity of the undead being. The priest can hear and see exactly as if he or she were standing at the same location as the undead creature. The spell also allows the priest to issue simple commands via this link. The spell ends abruptly if either the caster or the undead creature moves out of range or is somehow moved to another plane. Alternatively, the spell may be cast upon an (inanimate) corpse. In such a case, the spell transmits visual and auditory senses to the priest, but does not confer any ability to command or animate the body. The material components are the priest's unholy symbol and a black, hooded cowl which must be worn over the eyes and ears of the priest to benefit from the spectral senses.

**Undead Alacrity** (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: 1 turn + 2 rounds/level
Casting Time: 4
Area of Effect: One undead/level
Saving Throw: None

This spell only affects skeletons and zombies, which temporarily gain the speed and agility of a living human in a peak, healthy state (a movement rate of 12). The undead also gain the same dexterity, initiative, and saving throws as the caster (providing, of course, that these attributes are better than those of the undead). Because of their alacrity, the armor class of the undead is automatically improved by 1 (and possibly further modified by the defense adjustment of the caster, if any). The material components are three drops of water, sinew of any mammal, and a drop of quicksilver.

## 2nd-Level Spells

**Hear Heartbeat** (Divination, Necromancy)

Sphere: Divination, Necromantic
Range: 0
Components: V, S, M
Duration: 1 turn + 2 rounds/level
Casting Time: 1 round
Area of Effect: 10' radius/level
Saving Throw: None

Her the duration of this spell, a priest becomes completely deaf to all normal sounds and may hear only the noise of other creatures' beating hearts. The heartbeat of each person, animal, or monster in the area of effect is clearly distinct and may convey information about the being's proximity, direction, size, emotional distress, general health, and race or species. For instance, the heartbeat of a frail old wizard would be much softer and weaker than that of the *invisible* ogre bodyguard, standing behind him. This spell can provide quite confusing results if cast in the presence of numerous individuals (such as on a crowded city street) and is most effective when cast by a cleric in relative seclusion. A priest never hears

his or her own heartbeat with this spell. It is effectively masked out by the power of the hear heartbeat spell.
Obviously, this spell is of little use with creatures without functioning hearts (such as plants or undead).
The spell's range is diminished if more than a one- inch thickness of wood, stone, or metal lies between the caster and a subject. Each inch of a barrier's thickness should be treated as 10' of open space.
The material component is beeswax mixed with a tiny drop of the priest's own blood (to block the sound of his or her own heartbeat). While casting the spell, the priest places the wax in his ears to blot out normal sound and trigger the magical effect. Note that the priest is completely oblivious to normal sounds (such as talking or music) while the spell is in effect.

**Resist Turning** (Abjuration)

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: 1 turn + 2 rounds/level
Casting Time: 5
Area of Effect: 3" diameter circle
Saving Throw: None

While this spell is in effect, all undead within a 15- yard radius of the affected object or creature gain a resistance to being turned (or commanded) by the clerics and paladins of an opposing religion (compared to that of the caster). The base resistance of the undead to being turned is 20%, plus 5% for every two levels of experience of the caster (60% at 4th, 65% at 6th, 70% at 8th, up to a maximum of 95% at 18th level).
This resistance roll is made secretly by the DM before each turning attempt is made. A single priest can continue attempting to turn or command the resistant undead creatures each round until either the resistance is overcome or the turn roll indicates failure. The spell can be centered on a stationary object or upon any moving creature, including the caster.

## 3rd-Level Spells

**Death's Door** (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 6
Area of Effect: One human or demihuman
Saving Throw: None

When a cleric employs this spell, he or she touches a subject who is injured, unconscious and "at death's door" (-1 to -9 hit points). The spell immediately brings the wounded individual back up to 0 hit points, bringing the subject back from death's door. Although the victim remains unconscious, bleeding and

deterioration are stopped for the duration of the spell. The subject (now at 0 hit points) can be brought immediately to consciousness by clerical spells or items that restore lost hit points.
The DM should modify this spell if he or she disallows the optional rule for "hovering on death's door" (page 75 of the DMG). If the DM considers characters to be immediately dead once they reach 0 hit points, then this spell may bring mortally wounded (0 to -9 hit points) characters back to life, providing it is cast within 1-10 rounds of the victim's demise. The subject must make a system shock roll to survive the transition, and if successful, he or she permanently loses a point of Constitution.
This modified version restores the victim to 1 hit point, which may now be immediately increased by further magical healing, as outlined above. Once too much time elapses after an individual's death, the victim can only be brought back to life with a *raise dead* spell or some other, more powerful form of necromancy.
The material components of the spell are the cleric's holy/unholy symbol, a bit of white linen, and any form of unguent.

**Life Drain** (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V
Duration: Special
Casting Time: 6
Area of Effect: One creature
Saving Throw:1/2

By casting this spell and touching another individual, a priest may fortify another's life force at the expense of a victim. This spell enables the priest to drain 1-8 hit points plus 1 hp per level of the caster from a living creature. The priest may immediately bestow the hit points on him- or herself, or transfer them to another individual within 1-4 rounds of the casting. The stolen hit points can increase those of the recipient beyond the normal maximum, and these extra hit points only last for up to one turn per the caster's level. Any damage suffered by the subject is first subtracted from these additional hit points. Though predominantly employed by evil priests at the expense of innocents, the spell may be used by those of noble intent, but only if all participants act of their own accord. However, if the victim (the donor of the life force) is unwilling, a saving throw indicates that the spell was partially resisted and only half the hit points were drained. Undead can neither benefit nor be harmed by *life draining*. It is possible, however, for an undead priest to drain hit points from a victim and bestow them on a living ally.

**Spirit Bind** (Necromancy) *Reversible*

Sphere: Necromantic
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One corpse
Saving Throw: Neg.

When cast near the corpse of a newly dead individual, this spell binds an individual's life force to its physical remains, preventing a spirit's departure to the afterlife. The (presumably unwilling) spirit of the deceased is entitled to a saving throw vs. spells to resist the effect (made as if still alive), modified by a -1 penalty for every three levels of experience past the 1st of the priest (-2 penalty at 7th level, -3 at 10th level, to a maximum of -6 at 19th level).

*Spirit bind* must be cast on the body of the deceased within one round of the individuals' death, for every level of experience of the caster. Thus a 10th-level priest may bind the spirit of an individual who was dead for up to a turn. If successful, the *spirit bound* corpse takes on a pale silvery or mauve radiance. Normal animals and even monsters of low intelligence will involuntarily shun this necromantic aura. While under the effect of this spell, a cadaver becomes immune to the normal effects of rot and decay. *Spirit bind* may thus be employed to preserve a body for a subsequent *raising* or *resurrection,* for which the *spirit bound* individual is considered to have been dead for less than a day. Furthermore, because of the strong, necromantic link already forged between the spirit and the body, the victim receives a -10% bonus on his or her system shock roll.

However, this spell is more often put to much darker ends by death priests. Note that, for the deceased, being *spirit bound* is not a pleasant experience. The spirit may not be aware of its current location or the passage of time (or so good-aligned priests who employ this spell may like to think), but it is most certainly aware of being trapped or constrained. Once bound to its body, a spirit is much easier to coerce with threats of permanent imprisonment and to interrogate with *speak with dead* spells. Some sages speculate *spirit bind* may be also involved in the loathsome creation of a flesh golem.

While immune to normal decay and dissolution (and the ravaging of animals and dumb monsters), the *spirit bound* corpse is in no way protected from destruction by a sentient creature or individual. Should its body be destroyed, the spirit instead becomes *bound* to the last area resided by the physical remains. Such a restless, quasi-liberated spirit might become a non-corporeal undead (such as an apparition, banshee, haunt, poltergeist, wraith, ghost, or spectre). A spirit imprisoned in this manner may only be released by casting the reverse of this spell (see below) or *dispel evil (dispel magic* and *reverse curse* arc ineffective). Because of the considerable dangers for the subject and moral quandaries involved, good-aligned priests arc naturally reluctant to employ *spirit bind* except in the most dire emergencies.

The reverse of this spell, *spirit release,* severs a spirits ties with the material world and is a common practice at formal funerals. Unwilling, non-corporeal undead are entitled to a saving throw to resist the spell's effects, subject to the same penalties as outlined for *spirit bind*. If failed, the undead spirit departs for the outer planes and is effectively dispersed. Note that neither version of this spell affects corporeal undead (such as ghouls, liches, and vampires), nor do they affect extraplanar creatures.

## 4th-Level Spells

**Cause Insanity** (Necromancy) *Reversible*

Sphere: Necromantic, Thought
Range: Touch
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: Creature touched
Saving Throw: Neg.

This spell drives a victim insane. The DM may consult the madness table in Chapter Three or choose a form of insanity to suit the wicked caster. A death priest, for instance, might inflict a victim with an exaggerated fear of dying (requiring the character to make a saving throw vs. paralyzation to avoid the effects of a *fear* spell whenever he or she encounters a cadaver, human bones, a graveyard, or even an open coffin). Alternatively, the victim might become convinced that all corpses were undead, waiting to rip him or her to shreds. In a combat situation, a death priest will probably choose to quickly neutralize an opponent with an incapacitating form of insanity, such as *confusion or feeblemindedness*. The insanity is permanent and cannot be dispelled except by casting *cure insanity* (the reverse), *heal, restoration, or wish*.

The reverse of this spell immediately cures insanity due to most causes (no saving throw). The spell must be administered while the patient is exhibiting insane symptoms. *Cure insanity* can heal a conscious victim of the effects of hallucinatory spores and repair psychic trauma (resulting from a mindwipe or other psionic assault). The spell also diminishes psychic exhaustion (restoring 5-40 PSPs). It cures madness resulting from spells (such as *confusion, chaos, contact other plane, feeblemind, symbol of insanity, and prismatic spray, wall, or sphere*) and also heals the insanity caused by certain magical items (such as *an elixir of madness or a scarab of insanity*). However, the spell will not control aberrant behaviors caused by lycanthropy, undeath, or powerful curses (such as *a geas or quest*). Finally, at the DM's discretion, *cure insanity* may temporarily calm the demented behavior of certain extraplanar creatures (such as slaad).

**Heart Blight** (Necromancy)

Sphere: Necromantic
Range: 10'/level
Components: V, S
Duration: Special (up to three rounds)
Casting Time: 7
Area of Effect: One living creature
Saving Throw: Neg.

With this spell, an evil necromancer priest may exert his or her dark will on the still-beating heart of any living victim, provided the target remains in clear view (line of sight) and within the spell's range. After casting the spell, the priest must focus his or her entire concentration on the victim's heart for three rounds, during which time the caster may not cast other spells or engage in melee. The priest may, however, walk, talk, and take ordinary defensive precautions while the spell runs its course through the victim.

During the first round of the spell, the victim must make a saving throw vs. death magic with a -2 penalty. This saving throw is modified according to the victim's hit point adjustment due to Constitution (+1 bonus for 15 Con, +2 for 16 Con, and so on; sec page 15 in the PHB for more on this).

If the victim makes this first saving throw, the spell fails to take hold of his or her heart and has no further effect. If the victim foils the save, however, then he or she suffers a massive spasm of pain in the chest (similar to that felt in a heart attack), inflicting 1-8 points of damage on the victim and completely incapacitating the individual for one excruciating round.

During the second round, the victim is entitled to another saving throw, this time with a -1 penalty (plus

any bonuses for Con). As before, if the victim makes the save, the spell ends with no further effect. If failed, however, the victim's chest pain intensifies, as if a searing band of iron were being slowly tightened around the heart. The character experiences severe dizziness, disorientation, and terrible shooting pains in the arms, jaw, and left shoulder.

Meanwhile, the victim loses 25% of any remaining hit points, is paralyzed with pain for 2-5 rounds, and immediately loses 2-5 points of Strength, Constitution, and Dexterity. Providing the victim survives the final stage of the spell (see below), these lost points are regained at a rate of 1 point in each these three ability scores per day.

On the third round of the spell, the target must make a (third, unmodified) saving throw vs. death magic or suffer a massive heart attack, resulting in immediate death (onset time is 1 round, during which time, the victim is completely incapacitated). Alternatively, a kind DM might decide that the final phase of the spell merely plunges the victim into a deep, death-like coma, lasting 1-4 days and resulting in the permanent loss of 1 point of Constitution.

This deadly spell may be thwarted in a number of ways. Successfully casting *dispel magic* on either the victim or the priest will disrupt the *heart blight*, as will casting a simple *protection from evil* spell on the victim or wearing a *scarab of protection* (this drains a charge, however). Furthermore, the victim may be entitled to repeat a saving throw with a +2 bonus if treated by another character with the healing nonweapon proficiency. Finally, the spell is immediately broken if the victim is transported out of range or removed from the priest's line of sight. Because of its murderous effect, this spell is only granted to wicked priests by the gods of Death, Disease, and Evil.

**Plague Curse** (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: See below
Casting Tune: 1 round
Area of Effect: One creature or object
Saving Throw: Neg.

By means of this spell, a necromancer bestows a powerful curse on a person or object which becomes a carrier for plague and contagion. Every person or animal that comes in direct physical contact with the cursed carrier must make a saving throw vs. death magic or contract a fatal disease (as described in the 3rd-level priest spell *cause disease* on pages 209-10 of the *PHB*), resulting in a victim's slow, agonizing demise within 2-5 weeks. The living focus of a *plague curse* is completely immune from the effects of the disease he or she carries. In many cases, the carrier will be oblivious to his cursed condition—especially if the carrier is a frequent traveler and does not remain in a single location long enough for the plague symptoms to surface in those he or she contacts.

The carrier of a *plague curse* displays no outward signs of disease and radiates only a very faint aura of necromancy (only a 5% chance of detecting per level). The curse may only be removed from an individual by a priest of higher level than the caster (*dispel magic* has no effect); alternatively, a cursed object may be cleansed by destruction in fire.

Normally, the curse only expires after it has claimed one life for each level of the original caster. As for the deadly affliction caused by a *plague curse*, it may be successfully treated with a paladin's healing touch or with such spells as *cure disease, heal,* or *restoration.*

The secrets of this malignant incantation are known only to the scant few priests who serve the cold gods of Pestilence and Decay. It is rumored that some Plague Priests must willingly accept this curse for their religion. Invoking a *plague curse* ages the caster by one year. The material component is the priest's unholy symbol and a small ball of myrrh.

## 5th-Level Spells

**Undead Spell Focus** (Necromancy)

Sphere: Necromantic
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 8
Area of Effect: One undead
Saving Throw: None

For the duration of this spell, the recipient undead becomes a magical focus for the caster, who can now funnel any chosen, currently-carried "companion" spell through the undead. Any companion spell is emitted from the undead, but all casting activity (including component use) is performed by the priest. Distance does not matter, so long as priest and undead remain on the same plane.
However, unless other spells (such as *spectral senses, reflecting pool*, or *magic font*) arc employed to "sec" the undead's current surroundings (or it is in a known location), companion spells will be hurled blindly. A priest can cast multiple spells, one per round, through the undead, until it is destroyed or a maximum of one spell per level of the priest has been cast or the spell expires (it lasts up to 10 turns per level).
With this spell, a hidden priest can avoid direct combat, employing an undead as a spellcasting fighting-focus. This spell can be cast on an undead affected by *spectral senses, undead alacrity*, or *resist turning*, and the spells will function simultaneously. Finally, the undead may be controlled by clerical ability, spell, or magical item, without hampering the *imbuement.*

**Scourge** (Necromancy)

Sphere: Necromantic
Range: 120 yards
Components: V, S, M
Duration: Permanent
Casting Time: 8
Area of Effect: 1 creature per level
Saving Throw: Neg.

This nasty spell causes a major disease and weakness in victims who fail a saving throw vs. spells at a -3 penalty. Afflicted individuals are immediately stricken with a sickening *scourge* that quickly spreads to cover their entire bodies. The blackened boils, magenta blotches, violet lesions, seeping abscesses, and malignant cysts are excruciatingly painful, and highly debilitating.

In the short term, the Strength, Dexterity, and Charisma of each victim are reduced by 3. Attack rolls are similarly decreased by 3. The agonizing symptoms persist until a victim receives a *cure disease*, *heal*, or *restoration* spell bestowed by a more powerful priest than the original caster. *Dispel magic* and *remove curse* are powerless to mediate the symptoms of a *scourge*, but a *wish* will eradicate the infection immediately.
A *scourge* may also lead to a long-term, debilitating illness. Those ignoring the malignant disease resulting from the spell's effects for more than a few days may be susceptible to much worse afflictions (such as gangrene, plague, or leprosy) that ultimately result in the victim's untimely death within 1-4 weeks.
Furthermore, if a victim of the spell enters an area of dense population, there is always a chance that the disease may spread (1% per caster level) into an epidemic of massive proportions. These long-term effects of the *scourge* are left to the discretion of the DM.
The material component is a specially prepared, black whip or riding crop, which is cracked in the direction of the intended victims during the casting of the spell. Because of its horrific affect, *scourge* is typically only granted to high priests of a malignant and evil god who is dedicated to spreading death and disease.

**Undead Regeneration** (Necromancy) *Reversible*

Sphere: Necromantic
Range: Touch
Components: V, S
Duration: Instantaneous
Casting Time: 8
Area of Effect: One undead
Saving Throw: None

With this spell, the priest can "heal" an undead, restoring to its unlife 2d4 hit points plus one point per level of the caster's experience. As with most spells that restore hit points, undead regeneration cannot raise a creature above its normal maximum. Noncorporeal undead can also be affected by reaching into the space they occupy. During the "healing" process, the spell temporarily shields the priest from dangerous contact with the undead, such as aging or paralysis.
The reverse of this spell, *drain undead*, inflicts a like amount of damage. Note that the damage "drained" from the undead creature is lost. It is not gained as healing or extra hit points for the caster. The same protections against undead powers are conferred on the caster as with *undead regeneration*.
Only one undead can be affected by either version of this spell.

## 6th-Level Spells

**Asphyxiate** (Necromancy)

Sphere: Necromantic
Range: 120 yards
Components: V, S, M
Duration: 1 round/level

Casting Time: 9
Area of Effect: One individual/two levels
Saving Throw: Neg.

This spell asphyxiates individuals (chosen by the priest) who fail a saving throw vs. death magic. If fewer than six individuals are targeted with this spell, each receives a -1 penalty on their save (-2 for three creatures or less, -4 if the entire spell is focused on a single creature). This necromancy induces a victim's throat to constrict and his or her lungs to swell shut, similar to a severe allergic reaction, for so long as the subject remains within range of the spell.
Each round, a victim must attempt a Constitution check. If failed, the victim suffers 1 - 6 points of damage. If successful, the subject manages to gasp in enough air to reduce the damage to 1-3 points. During its struggles against *asphyxiation,* the affected creature becomes effectively *slowed* (as per the 3rd- level wizard spell). A victim who fails three consecutive Constitution checks has been smothered and dies automatically on the following round.
The effects of *asphyxiate* continue until either the spell expires, a victim withdraws beyond range of the spell, or a successful *dispel magic* is employed on a victim. Victims remain *slowed* for 1-3 rounds after the spell ends. This spell normally affects only humans or demihumans, though the DM may extend the dominion of the spell to include man-sized or smaller animals and monsters. Obviously, creatures (such as undead and plant creatures) that never breathe cannot be affected by this spell.
The material component is an unholy symbol and a (symbolic) silken gag, which the priest loosely wraps around his or her own mouth after casting the spell. Because of its murderous effect, *asphyxiate* is typically granted only to priests serving evil deities.

**Summon Undead** (Necromancy, Summoning)

Sphere: Necromantic, Summoning
Range: 60 yards
Components: V, S
Duration: 1 turn/level
Casting Time: 9
Area of Effect: Special
Saving Throw: None

This spell summons one or more undead into the general vicinity of the priest. The creatures answer the summons within 7-12 rounds (ld6+6). Upon their arrival, lesser undead will usually seek to eliminate the priest at once unless he (or she) is suitably fortified behind *protection from evil 10' radius*. More powerful, intelligent undead may attempt to parley with the priest, but they will invariably end the conversation and attack once their initial curiosity has been satisfied. A priest must be prepared to command, cajole, entice, or destroy whatever creature has been called into his service.
Whenever possible, the DM should choose what kind of undead answers the priest's summoning, based on the caster's current surroundings, level of ability, and alignment. Alternatively, the DM may roll a d20 and consult the following table:

| Roll | Summoned Undead (Number Appearing) |
|---|---|
| 1-8 | Ghouls (4-16) |

| | |
|---|---|
| 9-12 | Ghasts(2-8) |
| 13-14 | Shadows or Wights (2-5) |
| 15 | Wraiths or Mummy (1-3) |
| 16 | Spectre, Ghost, or Banshee (1) |
| 17 | Special (1) |
| 18-20 | No undead in range (0) |

Special undead might include sons of Kyuss, apparitions, crypt things, eyes of fear and flame, and any other unusual undead creature the DM may wish to introduce. In truly rare circumstances (for instance, if the spell is cast near a creature's lair), this spell might attract the attention of a more powerful undead, such as a death knight, vampire, or even a lich. These beings will seldom arrive in a predictable fashion and are the most likely to demand some form of nasty retribution or lavish sacrifice to appease.
The summoned undead remain in the vicinity of the priest for at least one turn per level and may be commanded to assist the priest in his or her endeavors (including, possibly, attacking the caster's opponents). Unless fortified with *resist turning*, the undead summoned by this spell can be turned (or commanded) by priests other than the caster. Because it enlists the service of powerful and malicious undead, *summon undead* is granted only to priests serving evil deities.

## 7th-Level Spells

**Death Pact** (Necromancy, Alteration)

Sphere: Necromantic, Summoning
Range: Change
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One individual (usually caster)
Saving Throw: None

By completing this ritual, a high priest forges a powerful pact with his or her deity. The covenant ensures that a chosen individual will survive an untimely death. A *death pact* is triggered whenever the protected individual is reduced to fewer than 0 hit points (mortally wounded) due to combat, spell, or accident. In the same round, the subject receives the following benefits:

- The individual (or his or her remains) and all possessions are transported immediately back to a religious sanctuary as if by a *word of recall* (the location of the sanctuary must be specified at the time of forging the death pact).
- Upon arrival, the individual receives a raise dead spell (if necessary) and automatically makes any required system shock roll.
- Any physical damage sustained by the individual is completely *healed* except for 2-5 (ld4+l) points of damage.

- Any severed or amputated limbs are instantaneously *regenerated*.
- The body is cleared of lingering enchantments with a *dispel magic* (bestowed at caster's level), whether beneficial or baneful, and cleansed of all poisons, diseases, blindness, curses, and insanity.

A *death pact* will remain in effect indefinitely until the conditions established at the time of its forging have been fulfilled. The *pact* may be established to benefit an individual other than the caster. However, in almost all cases, the chosen one must be in good standing with the caster's religion and agree to undertake a mission that will directly benefit the deity or dark power responsible for granting the spell. A *dispel magic* cannot end a *death pact* prematurely.

This powerful spell is not without its costs, however. Forging a *death pact* is an exhaustively stressful process, drawing the priest into draining audiences with extraplanar powers. As a result, establishing a *death pact* ages the caster five years and requires at least one week for complete recuperation, during which time the priest cannot cast any spells or engage in any physically demanding activity.

Furthermore, when the pact is invoked, the mystical transport and instantaneous healing exacts another toll, this time aging the recipient for five years (if the individual was *raised*, he or she also loses one point of Constitution permanently). Thus, if the priest casts the spell on him- or herself, he or she must be prepared to sacrifice at least ten years of life!

The spell's material components are an (un)holy sanctuary consecrated to the caster's deity and seven drops each of the caster's blood, the recipient's blood, (un)holy water, and dew. This powerful pact has enabled many "slain" priests to return from the dead and eliminate their enemies. Wicked necromancers in the service of evil deities are rumored to have significantly reduced the terrible personal toll on the caster by some unspeakably foul sacrifice. Note that powerful wizard necromancers might achieve a similar effect with *wish*-fortified *contingency* spells.

# Chapter 7: Allies



*Have I ever told you, my lads, the tale of any adventure on the dreaded Isle of Sahu? At the time when I moored offshore the island, I had no idea of its evil reputation as the homeland for necromancers. Even if I had known, I was young and invincible like you, and in search of dangerous adventure. And besides, our ship was badly in need of fresh water and supplies.*
*Now, when I went ashore with a well-armed landing parly of brave souls, I found a curious tower fashioned from rusted metal into the shape of a giant toadstool. As I approached, a door in the base of the tower opened, and a pair of plum-robed men welcomed us with a friendly greeting. The elder, an unusual man with weird, bluish skin, introduced himself as Master Pizentios, a scholar of ancient magic. The other man, a much younger, cadaverously thin fellow, was called Sarzec. I gathered from his deferential treatment of Pizentios that he served as an assistant to the older wizard.*
*They seemed genuinely friendly - and we had been living on old limes, chipped beef and lurd biscuit for so long - that when they invited me and my entire crew to a freshly cooked dinner, I could hardly refuse. The Master graciously welcomed us all into his tall tower and entertained us with tales about the dangers of the surrounding waters, and the beauty of the island's exotic flowers, which he grew in a private garden. Suddenly, I noticed that all of my sailors were falling insensibly to the floor. Somehow, even though the apprentice served us all from the same bowl, our food had been tainted with a powerful sleeping poison.*
*As my vision began to blur, the Master motioned silently to the shadows, and the darkness disgorged a winged fiend whose red eyes began to glow hungrily in the dim lamplight. The two necromancers and their diabolical familiar gloated quietly while I sank to the floor, powerless to move my limbs or even speak. I remember hearing one of the wizards grasping a knife on the table, and the scatter of chairs across the floor as he approached one of my fallen sailors. And then I heard, before I fell away into merciful darkness and oblivion, the sound of obscene, urgent slurping as the familiar began its own repast.*

-From Captain Omar's "Tale of Sahu"

Powerful necromancers rarely live alone. Contrary to popular misconception, not all practitioners of the Art abhor company, and even the most reclusive wizard may have at least some servants at his or her beck and call. Although wizards do not normally gain followers like most other character classes once they reach 9th or 10th level, they may still attract apprentice necromancers, hire henchmen, summon familiars, or even create their own undying followers. Finally, sociable necromancers may care to ally themselves with a secret society of their profession, gaining access to a wide variety of potential allies with similar interests.
Unlike the necromancer, death priests gain an entire cult of fanatical followers once they reach 9th level. Their "flock" usually starts with 20-200 0-level followers (as noted in the *PHB*; see the *CPrH* for priesthood specific followers), plus 2d5 minor priests (each 1st-6th level). Obviously this following will grow as the priest advances in power and prestige with his or her deity. The DM may care to extend a priest's usual entourage with a few "special" guardians or fiendish advisors gleaned from the current chapter.
The decision to flesh out a necromancer character with an entire cast of supporting henchmen and flunkies will normally depend on his or her role in the campaign. This chapter is intended for the DM who wants to turn a necromancer NPC from a minor random encounter into a campaign-ruling menace.

When the wizard (or priest) ceases to act as an individual and starts to behave like a master manipulator, complete with free-acting agents to perform his or her bidding, then you have the beginnings of a true campaign villain.

## Apprentices

One of the first principles of sympathetic magic dictates that "like attracts like." The same can be said for necromancers and aspiring students of the Forbidden Arts. The outstanding master of any academic subject, artistic skill, or physical prowess will undoubtedly attract young novices who wish to learn what the master has to offer. The study of necromancy is no different, and despite its notoriety, a master of the Dark Arts can expect to be approached and petitioned by several hopeful students.

There are many advantages to apprenticeship, for both student and master. The student gains access to some portion of his or her master's knowledge, and he or she also receives training in new spells and wizardly techniques. The master also benefits from the arrangement (perhaps as much or even more than the pupil), for although the tutor has to deal with the responsibility of teaching a new student, he or she also gains a willing and (more or less) obedient servant. Most magical research does not require the mastery personal attention and may be competently handled by a wizard of much lower level. Similarly, a powerful wizard would not wish to waste time cleaning the laboratory, preparing meals, cleaning the tower, gathering spell components, and performing other such menial tasks. Admittedly, a few of these duties can be accomplished by mindless undead or fiendish familiars, but the simplest, cheapest, and least dangerous way to recruit help has always been to hire on a living apprentice,

Upon reaching 9th level, a necromancer attracts 1-4 apprentices. Naturally, a wizard may refuse to take any students if she or he so desires, but sometimes an especially driven student can change a stubborn mind. Apprentice wizards usually begin their careers at 1st level and must be trained by their master (either by taking them on adventures or through instruction). They usually adopt the same kit as their mentor, and their spell list is usually restricted to a small subset of their master's much larger repertoire. Once the students reach 3rd level, there is a 30% chance that they will leave their master's? service and begin their own careers as necromancers unless their mentor otherwise entices them to stay. This chance increases by 10% for every level the student gains beyond 3rd. Although a master necromancer may be periodically deserted by an apprentice, another potential (lst-level) student usually arrives to fill the vacancy within a month of the departure.

As the master's power and fame grows, so too will the number of students who are attracted to his or her service. For every level of experience beyond 9th, a necromancer may attract one additional (lst-2nd level) apprentice. Indeed, some necromancers establish their own secret schools hidden in the wilderness, far from established colleges. The DM is referred to DUNGEON® #27 for an excellent example of such a school.

While still young and impressionable, an apprentice tends to take on the mannerisms and attitudes of the master. However, as the student's fledgling power and aptitude develops over a period of time, he or she begins to develop a more fully realized sense of personality and professional demeanor; in the final stage of apprenticeship, a student begins to assert his or her own wizardly opinion, openly conflicting (sometimes violently so) with the wishes of the master.

Powerful necromancers (like most wizards and academicians) tend to be somewhat egotistical and will rarely tolerate an apprentice with more than half their own experience levels in their service. Thus is it rare for a l0th-level necromancer, for instance, to be encountered with an apprentice of greater than 5th level. Obviously, the more powerful the necromancer, the more talented and skilled the current students

will be.
Depending upon the personality of their master, some students are merely released from their apprenticeship once they have proceeded too far in their studies. Given the criminal tendencies of certain necromancers, however, other students meet a much more sinister fate.

## Henchmen

Although apprentices can dramatically increase a necromancer's research productivity, they have the same skills and limitations as their master. In a sense, they are a weaker reflection of their mentor, and most necromancers who utilize living allies will recognize this drawback. Like most wizards, a necromancer may turn to living hirelings or henchmen for assistance in defending their stronghold, administrative duties, spying missions, and the like. Anatomists, in particular, must often rely on roguish associates to procure the fresh cadavers that are necessary for their professional advancement.
A necromancer's henchmen will either be fighters (40%), thieves or bards (30%), wizards (10%), psionicists (5%), or (death) priests (5%). It is improbable that a retinue will include druids, rangers, paladins, or wizards from a different school. If necromancers wanted access to a spell from another school of magic, they would have learned it themselves. Some wizards may promote their own students to the rank of henchmen once they reach high enough level (it is a big leap from student to employee). Henchmen wizards are thus necromancers who get along well with their former mentors. Most henchmen will have about half as many experience levels as their patron. They will be well equipped with mundane and magical items, according to the whims, taste, and financial background of their employer. Unlike students, who are attracted by a wizard's prestige, the number of henchmen in a necromancer's service will depend on his or her Charisma.
Note that there is yet another fundamental difference between the henchman or crony and the lowly apprentice who works for little more than the quest for magical knowledge and power. Most henchmen must be compensated in more concrete terms. Their loyalty most often comes at a price, usually in the form of monetary wealth or magical items. As with player characters, most abused henchmen will desert or seek to betray their masters. In most cases, only those henchmen with a compatible alignment will remain for long in a particular necromancer's service.

## Familiars

A familiar is any creature, magical or otherwise, that augments the personal powers of a wizard. The familiar is more than a minor servant or hireling: it can serve as a pel and a confidant for a lonely necromancer, as well. At low levels, the *find familiar* spell can be employed to obtain a small animal that will transmit sensory information back to its owner. Animals such as the crow, raven, serpent, hyena, vulture, and weasel are most appropriate to the necromancer, who can presumably summon more powerful familiars than the average wizard by right of his or her secret knowledge.
Ordinarily, familiars do have a major drawback: because of the spiritual (necromantic) link with its master, when the familiar dies, the wizard must make a system shock roll to survive the ordeal while permanently losing a point of Constitution. Necromancers with familiars will take elaborate precautions to keep their familiars safe from harm.
Although these are the most common types of familiars available, it is also possible to attract more powerful, extraplanar creatures into a necromancer's service. With the proper sacrifice an evil wizard can summon a creature from the Lower Planes to serve as a familiar. Most often, the fiendish familiar will

either be an imp or a quasit (as detailed in the *MONSTROUS MANUAL*). A necromancer (or an evil priest with access to the sphere of Summoning) may call an imp or quasit to him or her, with a 10% chance of success per level of experience.

Although the fiend often appears like a tiny, wicked creature, it could also take on a more dangerous or sinister appearance. For instance, instead of looking like an annoying 2' tall fiend (something akin to Jabba the Hut's maniacally cackling pet in the film *The Empire Strikes Back*), an imp could appear as a shadowy, winged creature with glowing red eyes (as illustrated in Captain Omar's introductory tale). The DM should feel free to embellish and tailor both the appearance and powers of the classic imp to suit the personality of its master and the mood of the campaign. Pizentios's "shadow imp," for instance, may have the ability to hide in natural shadows and darkness (gaining the ability to serve as an excellent spy), but it also has all the weaknesses of a normal undead shadow, such as aversion to bright light (see Pizentios's character description in Chapter Nine for more details). These essentially minor changes in appearance and abilities can dramatically change the way a parly of adventurers regards the familiar (and its master as well), especially among experienced players who have perused the *MM*.

Depending upon the power of a necromancer, the "common" imp may not suit either his or her taste or image. Other fiends may serve as more interesting or appropriate pets. On the other hand, a more practical Archetype may prefer to have a nightmare as his trusted, magical steed and familiar. A few fiends (imps and quasits included) will willingly serve a mortal master, on the hopes that they will be able to collect the wizard's soul when he or she dies and present it to their overlords in the Outer Planes, gaining greater prestige (or in the case of an imp or quasit, a promotion in the infernal hierarchy).

In general, a necromancer may not have an extraplanar creature as a familiar with more than a third as many hit dice as the wizard's levels of experience. Thus, it would take at least an 18th-level necromancer to attract a 6 HD succubus or nightmare familiar. In addition to the usual telepathic rapport, the fiend usually confers some of its powers on the master (as noted for the imp in the *MM*). A succubus, for example, may provide her master with invulnerability to surprise and resistance against all types of fire, as well as her usual fiendish immunities (such as half damage from cold and gases, and resistance to electricity and poison). More importantly, fiendish familiars enable their masters to memorize and cast spells as if they were one level higher, provided they are within one mile per level of experience. Finally, the necromancer gains bonus hit points, equal to the maximum hit points of his or her familiar (regardless of proximity).

Of course, should anything tragic ever happen to a fiendish familiar, the penalties are far worse than those suffered when an animal familiar dies. When a fiendish familiar dies (or more appropriately, has been banished from the necromancer's plane of existence), the wizard must roll a save vs. death magic or perish; even if he or she survives, the necromancer loses four levels of experience. These lost levels may be regained normally or by powerful magic (such as wishes or restoration spells). Given the harsh penalties involved, a necromancer will not subject even a fiendish familiar to unnecessary risks.

A more powerful fiendish familiar can be a major nemesis for the party in its own right. In some of dark Ashton Smith's Hyperborean short stories (such as "The Last Incantation" and the "Death of Malygris"), the necromancer Malygris was served by a fiendish viper of tremendous power, that singlehandedly defeated the most powerful wizards of an entire kingdom when they came to plunder his master's tower. Such a creature was clearly more of a trusted ally and advisor than a pet to the archmage, no doubt gated in from the Outer Planes and approached with a suitable bargain to obtain its willing service. Although these allies are not strictly familiars in the sense that they do not share a spiritual bond with the necromancer, they do considerably augment the wizard's powers and knowledge, simply by working with him or her. Clearly, a powerful necromancer may have a formal familiar (mundane or otherwise) and any

number of such extraplanar allies who might take on the role of lesser henchmen.
Please keep in mind that the previous discussion of extraplanar familiars has implied that the wizard is completely evil in alignment. No fiend will willingly serve a good master, except perhaps to twist him or her into a servant of evil. Clearly, powerful necromancers of neutral (or good) alignment will attract other kinds of pets, messengers, and allies from the Outer Planes. A pure-hearted Witch may be assisted by an archon or a lesser deva. A powerful Philosopher, on the other hand, may prefer to recruit familiars from the Elemental Planes, summoning an elemental, aerial servant, invisible stalker, or even a genie into service. Necromancers of all alignments can thus gain the powerful benefits provided by an extraplanar familiar.

## Undying Minions

Although some necromancers enjoy living company, others relish only the presence of the dead, animated in a twisted form unlife by the Forbidden Art. The creation of undead has always been associated with necromancy, but its powers are far more expansive than many of the uninitiated would care to imagine. A necromancer has the power to raise up a variety of undead into service, not simply the stereotypical automaton.
Independent, self-willed undead such as ghosts, wraiths, spectres, vampire, and the like can rarely be created by a necromancer. These creatures usually come about through some divine curse or by the malignant force of their own personality. In this section, we are concerned with the necromancer's methods and requirements for creating undead minion.s. We also address, however briefly, the topic of golem creation, since it can involve the transfer of life force into an inanimate object and thus falls into the murky province of necromancy.
**Skeletons.** These are the simplest undead for a necromancer to raise to unlife. Starting at 1st level, the wizard can bring animal forms to unlife (see *animate dead animals*). At 5th level, she or he can temporarily animate a single human skeleton (see *bone dance*). Finally, at 9th level, the wizard can create a large number of permanent human or monster skeletons (with *animate dead*).
Certain death priests with access to skeletal servant can also temporarily animate skeletons, starting at 1st level. This ability becomes permanent at 5th level, when they gain access to *animate dead*. Finally, a few magical items, such as the *staff of skulls* and the *thunder of doom* can also be used to raise up undead skeletons.
In Ravenloft, it is also possible for a 9th-lcvel necromancer to raise up a giant skeleton (sec the *MM*) with even greater powers. Since such creatures are partially imbued by mysterious Dark Powers, it is generally impossible to create such a creature outside Ravenloft. Of course, the evil goddess of Undead may grant such a boon to members of her priesthood, but such a favor is unlikely to be granted to a wizard (unless, perhaps, he or she is a devoted worshiper).
Skeletons are mindless automatons and, as such, are useful only as soldiers, guardians, porters, and workers. They are incapable of individual thought or initiative beyond the instructions given to them by their creator.
**Crawling claw.** These animated hands and claws can be raised up by a wizard or priest starting at the 1st level of experience, providing they have the knowledge to do so. The secret of this relatively simple necromantic rite can be found in both the *Art of Necromancy* and the *Book of Shadows* (for the wizard version) and also the *Nycoptic Manuscripts* (for the priest version). After the severed limbs have been assembled, up to one claw may be animated per level of experience of the spell caster. Once created, crawling claws can be directed by the telepathic commands of their creator, but more often, they are

given duties similar to that of the skeleton, whose intellect (or complete lack thereof) they share.

**Zombies.** Unlike skeletons, which are merely the desiccated framework of a creature's form, a zombie is an animated corpse. Most sages maintain that the zombie, like the skeleton, is a mindless slave, but this is clearly not the whole story. Those who have experimented with animated cadavers (most notably Kazerabet in the *Art of Necromancy*) have revealed that most zombies remember some facts about their former lives, depending upon how quickly they were animated after their deaths. Clearly, the animated corpses of the long dead, whose worm-eaten brains have been filled with cobwebs and rats' nests, will have little or no recollection of their former selves (in this case, they conform most closely to the stereotypical description of the zombie in the *MM*). However, those zombies who are raised up almost immediately after their deaths can be ordered to recall facts about their life to their current masters. Despite this interesting feature, however, a zombie is little better than a skeleton in terms of its ability to act independently and of its own initiative.

The common zombie can be brought to unlife temporarily by a necromancer at 5th level (with *bone dance*) or permanently at 9th level (with *animate dead*). A priest can create permanent zombies at 5th level with *animate dead*. Note that the clerical as well as the wizard versions of *animate dead* can raise animal and monster as well as common zombies.

**Shadows.** A necromancer can readily summon these evil spirits from the Negative Material Plane once at the 9th level of experience (see *summon shadow*). These creatures answer a necromancer's summons willingly, for it provides an easy opportunity for them to feast on life force. Once the summoning expires, these creatures usually return to the Negative Material Plane very quickly. They do have free will, however, and if properly approached, may even enter the wizard's service, assuming that they will be provided with enough fresh life force to temporarily ensure their loyalty. Highly chaotic, violently hungry, and unpredictable, shadows rarely stay attached to a living master for long, especially if the wizard has valuable living allies. They can sometimes be found in the permanent retinue of a lich.

**Ghouls.** Some would maintain that ghouls represent a separate race of free-willed undead descended from giants and genies. Although this may be the case for some types of ghouls (such as the Zakharan great ghul), it is nonetheless possible for an experienced necromancer of no less than 12th level to create minion ghouls (or lacedons). The process may be as straight forward as casting *ghoul gauntlet*, or it may involve a more obscure variant of *animate dead*. Regardless of the rite employed, the procedure must be applied to a still living individual who dies during the evil incantation and raises within 24 hours as a ghoul.

Because of their chaotic nature, ghouls can be very difficult to command, even for their creator (unless he or she has the special ability to turn or command undead). Usually, a necromancer will allow ghouls to wander in packs near the wizard's lair, summoning them only when they are required to perform a specific task. The ghouls often require some form of payment in return, usually in the form of living sacrifices (one victim for each ghoul's willing service) or, at the very least, a large number of fresh corpses.

**Dracolich.** This undead creature results from the necromantic transformation of an evil dragon, always with the help (wanted or not) of at least a 12th-level necromancer. The wizard prepares a receptacle for the dragon's spirit by casting *enchant an item* and also prepares a necromantic potion. If the dragon consumes the potion (of its own accord, through trickery, or coercion), it dies, and its life force transfers to the enchanted receptacle. Later, the dragon's spirit can reanimate a dead reptilian body. Dracoliches retain all of their abilities and intellect that they possessed in life. In addition to immortality, they gain undead immunities and unique powers.

A dracolich can be an extremely powerful ally for a necromancer, but it is free-willed and not under the wizard's complete domination. The creature must usually be enticed with offerings of treasure in order

for it to undertake any mission on behalf of its living caretaker. The Cult of the Dragon, which regards the undead dragon as a semi-divine form, is said to worship the dracoliches they help create.

**Ghast.** Using methods similar to those outlined above for the ghoul, a necromancer of at least 14th level can create ghasts. However, these powerfully chaotic creatures are even more unpredictably violent than their weaker cousins, and thus much more difficult to control. For this reason, they are rarely raised except as an experiment. Afterward, they are either literally trapped in an area (to serve as unwilling guards), set loose into the countryside (where they promptly wander far away from their creator's domain), or simply destroyed.

**Ju-ju zombie.** These hardy undead make the best undying servants. They can be created once a necromancer reaches at least 14th level by first slaying a victim with *finger of death* (or once the wizard is more powerful, by casting *energy drain*) and then animating the dead body. Because of the manner in which they were slain, ju-ju zombies retain a surprising amount of their original personality and intellect - far more than the ordinary zombie. They are capable of independent, reasoned thought, although their undying mind is heavily clouded with a sleepy, dreamlike stupor (hence their effectively low intelligence). Ju-ju zombies are not self-willed, however, and as long as their creator lives, they will follow his or her commands with faithful obedience.

If their master dies, they become completely self- willed, carrying out (as much as possible) any ambitions they may have followed in life. In one of his short stories ("Necromancy in Naat"), dark Ashton Smith writes about how a pair of zombies who were once lovers while they were alive return to their romantic courtship after their necromantic master dies. Most ju-ju zombies, however, are filled with a latent hatred of the life they were denied by their creator.

Kazerabet once relied heavily on ju-ju zombies to help run an entire dictatorship, long before she embraced the lifestyle of a sage and wrote the *Art of Necromancy*. Ju-ju zombies were at the top of her undead bureaucracy, serving as her chief lieutenants and messengers. Each ju-ju zombie was given command or authority over a number regular zombies and skeletons and set to perform a specific task, which they performed with tireless efficiency. An appendix in the *Art of Necromancy* includes a few secrets about preserving a ju-ju zombie's original living appearance. Kazerabet admits to employing ju-ju zombie masseurs in her boudoir, and she always liked her handsome body servants to be as aesthetically pleasing and lifelike as possible.

**Crypt thing.** This creature is a necromantic guardian set in place by a wizard or priest of at least 14th level to secure a crypt, graveyard, or tomb. The creature's teleportation attack can be quite disorienting and frightening to opponents, and most often, crypt things act more as deterrents than physical threats. Unless the necromancer or priest has chosen a tomb or crypt as a lair (or stores something valuable in such a location), a crypt thing is unlikely to be a popular topic of research for that particular spellcaster. Kazerabet hardly gives them more than a passing reference in her *Art of Necromancy*, and the *Book of Shadows* is little more informative.

**Golems.** The most powerful necromancers can create golems. Although not strictly undead, golems are magical automatons that can be created by transferring some life force or elemental spirit into an inanimate object. As such, they are a perfect topic of study, experimentation, and creation for the necromancer, particularly the Anatomist or the Undead Master. The necromancer can create many types of golems as detailed in *Van Richten's Guide to the Created* and the *MONSTROUS MANUAL*.

The simplest of such creations, which can be assembled by a wizard of 14th level or higher, is the necrophidius. It appears to be a huge skeletal snake topped by a fang-toothed human skull. According to the *Art of Necromancy*, it is possible for a necromancer of at least 16th level to fashion multi-headed variants of the necrophidius.

A 14th-level necromancer can also fashion a flesh golem, either by summoning an elemental spirit to

animate the corpse-hewn receptacle or by transplanting the brain of another sentient individual into the creation. The latter version of the flesh golem, known as the Ravenloft variant, is fully detailed in *Van Richten's Guide*. Finally, at 18th level, a necromancer may want to create a bone golem, essentially a towering bone colossus capable of terrible destruction.

A few death priests, particularly those serving deities of Murder and Revenge, have the ability to create a scarecrow once they reach 9th level. This evil automaton is created specifically for the purpose of killing a particular individual, much like an assassin.

**Skeleton warrior.** This undead creation is formed when a necromancer of at least 16th level binds the spirit of a powerful fighter into a specially prepared circlet, often using the spell *life force transfer*. The skeleton warrior retains all of the abilities, intellect, and personality it possessed in life, except that it must obey, as a willing slave, whoever wears the circlet. Not surprisingly, all skeleton warriors seek to obtain the circlet containing their souls so that they may destroy it and rest in peace. To counter this, the necromancer either must always wear the circlet or must somehow restrain the skeleton warrior (perhaps in a locked room) when the wizard chooses to remove the circlet. With their high magic resistance (90%), skeleton warriors make almost unbeatable wizard-killers. Undead Masters are among the few necromancers who would willingly tolerate such a constant threat in return for the service of this powerful minion.

It is rumored in the *Book of Shadows* that a talented wizard may be able create another type of soul receptacle for a skeleton warrior (like a ring, perhaps) that would enable an ambitious necromancer to simultaneously control more than one of these creatures. Other powerful mages, such as the famous Elminster, have noted that it may be possible to bind wizards in such a fashion. For example, Tashara of the Seven Skulls was said to have bound no fewer than seven lesser undead wizards into her service before she was finally outdone by her own ambition and greed for magical power. Such awesome necromantic bindings, including the subjugation of liches (if such is indeed possible, as implied in the *Art of Necromancy*), are risky enterprises for only the most powerful necromancers.

## Secret Societies

Given the ability to recruit students, henchmen, extraplanar allies, and undead minions, an ambitious necromancer could amass a sizable army of underlings, given enough time and determination. Some wizards, having gone mad with their quest for power or lacking enough ambition to rise beyond the status of a petty tyrant, arc content to remain in relative seclusion, basking in the glory of their isolated dictatorship.

Other necromancers are of more modest ambitions. They have absolutely no interest in rulership at all and are merely content to ignore the entire timeconsuming business of raising followers and minions. Simply put, they are interested only in tending to their quiet research.

Finally, some wizards join secret societies - and some join as many as they can.

A secret society provides training, support, information, and contact with like-minded allies for not only wizards, but priests as well. The secret society takes the individual wizard or priest, along with his or her entire private army of followers, and makes them part of a larger necromantic community, each of the members of which are dedicated to some mysterious goal greater than any of them could aspire to singly. Most campaign worlds have at least a few secret societies. In the Spelljammer multiverse, the evil Tenth Pit opposes the honest Pragmatic Order of Thought; in the Realms, the wicked Zhentarim are balanced by the honest Harpers; Dark Sun has its rebellious Veiled Alliance; the Land of Fate has the incendiary Brotherhood of the True Flame. These covert Orders - some established for good, others for evil - help

flesh out a campaign world, making it more realistic, exciting, dangerous, and complicated, all at the same time. Before we explore a few secret societies with necromantic interests, it will be helpful to review some of the basic principles on which these orders are founded.

Every secret society shares three common attributes. First, a secret society convinces its members that they are members of a powerful elite. Second, each society contains arcane rites, code words, recognition signals, and hidden chapter houses to maintain an aura of mystique and secrecy. Third, secret societies are founded for a concrete and specific goal. Once the DM understands these three general characteristics, it will be easier to create more realistic and compelling secret societies for the campaign.

**Privileges of Membership**. Those who join a secret society immediately gain the support of a wide body of colleagues. These friends will provide their new member with arcane training, financial resources, even magical items. Society chapter houses may contain huge reservoirs of knowledge, monetary wealth, and caches of arcane devices for use by members of their Order. A necromancer joining a secret society may gain access to the Order's huge spell books to augment his or her own personal power.

A priest, on the other hand, gains the spiritual support and guidance of other members of his or her own religion. He or she may also gain access to new spells and devices which can only be fabricated or granted by members of the religious Order.

Finally, there are the social intangibles of belonging to such an organization. These sorts of things may not mean much in terms of strictly interpreted game statistics, but they are still fundamental motivators of human behavior. Membership in a secret society is considered a privilege by those who belong to it, and even its evil subscribers truly feel a sense of fellowship and camaraderie with their peers. The most depraved necromancer may still crave to be welcomed and appreciated by a few fellows who understand his or her problems and arc interested in helping resolve them. Members of a secret society quickly come to believe that they belong to a privileged community of the elite.

**Rites of Passage**. As their very name implies, a secret society is a covert organization whose existence, location, purpose, and agenda must all be kept strictly hidden from the mainstream civilization. This is usually done to protect the society and its members from its enemies (either civilization as a whole, a reigning government, or an opposing secret society). Incidentally, this intense aura of secrecy helps reinforce the sense of mystique, privilege, and all the other social intangibles associated with the Order as well.

Every secret society contains a set of codes, recognition signals, and an established rite of passage that ensures its continued secrecy and the loyalty (fanaticism) of its members. Potential new converts are not immediately welcomed into a secret society. There are numerous tests and secret rituals that must be performed in order to become a member. By performing these rites (however abominable), an aspiring member gradually "proves his worthiness" to the Order and is finally allowed admittance as an initiate.

**The Goal.** Once indoctrinated, an initiate is usually assigned one or more members of the Order to help complete the training (brainwashing). Even good-aligned societies attempt to mold the minds of their members to establish some sense of conformity and provide motivation to work for a common goal of extraordinary importance. This brainwashing can be accelerated, if need be, with mind-influencing magic and medicines, but it can just as easily be performed by a highly charismatic individual with a thorough understanding of human nature.

A society's true goal is almost never revealed to its low-ranking members. As they "prove their worthiness" in a sequence of increasingly difficult tests, small pieces of a much larger puzzle are gradually revealed to them as they rise in the ranks of membership. Finally, only after their unswerving loyalty to the Order has been proven by countless tests, the true hidden purpose of the organization will be revealed to them, like a religious epiphany.

A covert Order maintains a cult of secrecy even within its own hierarchical organization. Only the

highest members realize its true agenda. Although a secret society can exist for a good or noble purpose, their methods of indoctrination and brainwashing are easily twisted and can become a powerful tool of evil. They are thus ideal tools for both corrupt necromancers and fanatical death priests.
For the remainder of this chapter, we present a few necromantic secret societies that the DM may care to transplant into a campaign. These organizations can serve as shady employers and questionable contacts for information, but more likely, they will .serve as villains or long-term enemies. Feel free to modify or embellish any of the following descriptions to suit the particulars and religious pantheons of the campaign.

**The Cult of Worms**

Founded at the same time as the monarchy of the Necromancer Kings on the island of Sahu, this religious organization of priests and necromancers is dedicated to the baatezu lord Thasmudyan. The ancient god of Undead was worshiped on Sahu long before the arrival of the Necromancer Kings, and perhaps the Cult of Worms in some way reflects ancient religious practices forbidden since the times of earliest antiquity. Regardless of its sinister primeval origins, the cult still survives today as a secret society. Its members have wormed their way into all the nearby governments and principalities.
The high priestess of the cult, a mysterious figure revered only beyond the lands of Sahu as the Undying One, is a lich named Vermissa. The cult's current purpose is to secure Vermissa's freedom from a prison established by the first Necromancer King. Its members recruit powerful necromancers from the surrounding realms, enticing them to the island of Sahu with promises of magical power and lichdom. In exchange for such knowledge, Vermissa demands that the wizard destroy one of the nine magical seals keeping her imprisoned on Sahu. Vermissa has not yet revealed any of her long-term (post-freedom) goals to her followers, but her ambitions have always been lofty, and spurred by centuries of imprisonment, the clever lich has had concocted a grand infernal scheme. Vermissa, the Cult of Worms, and the heritage of the Necromancer Kings are all featured in the sample campaign in Chapter Nine.

**The Scabrous Society**

This far-flung organization consists primarily of death priests who are dedicated to the god of Pestilence. Its membership is also open to necromancers (usually members of the Archetype kit). Although nominally dedicated to the unravelling of governments, their true purpose is the complete and utter destruction of all civilization. They are necromantic nihilists who want to bring disease and death to every village, town, city, and kingdom in society.
When a small chapter house secretly opens in a community, its priests and spies first collect as much information as possible about the new location. Then they will then begin an ever-widening campaign of destruction in the town, sowing as much discord as possible in the process, to keep their presence camouflaged. They defoliate fertile pastures, poison livestock, pour pestilent potions into communal wells, and spread gold coins marked with *plague curses*. The Scabrous Society leaves only deserted ghost towns in their wake, stripped of all their valuables. The chapter house then moves on to a new location and repeats the cycle of destruction.
Leaders of each chapter house communicate regularly with their superiors to report their progress, receive advice, and take new orders. They are well-organized and respond quite violently against those who thwart their plans. Retribution squads, armed with *deathdust*-envenomed weapons, *arrows of harming*, and *plague bolts* (see Chapter Eight for more on these) will quickly make an example of any

foolishly heroic opposition.

**The Cult of Pain**

This group is directed by a sadistic sect of the priests of the God of Sorrow. Their goals include spreading their excruciating worship and indulging their cruel appetites. Necromancers, particularly evil Anatomists and Archetypes, favor the cult.
To escape persecution, the cult locates its temples deep underground or in the most secluded reaches of a city's slum. Their flagellation ceremonies, while quite painful (especially when they pass around the brine- soaked sponges after the first chorus), are only to gradually accustom the worshiper to the delight of receiving pain and inflicting it on others. These services are a front and a brainwashing device. Only after an initiate has demonstrated, time and again, his or her willingness to expose him- or herself and others to pain and suffering will that person be introduced to the hidden mysteries of the cult.
Beneath each temple, secured against intrusion by powerful magical wardings, the evil priests maintain an extensive torture chamber where they devise and perform the most horrific experiments. The cult hierarchy maintains extensive contacts with slavers, rogues, and kidnappers (usually fanatical cult members) who help keep a constant supply of helpless victims in the temple dungeons. The cult does not torture its own followers (except in the flagellation ceremonies). It needs them to help spread the faith and serve the temple.

**The Anatomical Academy**

Since the mutilation of corpses is regarded as anathema in many civilizations, this secret organization exists to spread the detailed knowledge of the human body and to provide its members with fresh cadavers on which to practice. The hierarchy consists mainly of Anatomists, but the Order is open to all wizards, priests, healers, or surgeons with knowledge of interest in anatomy.
Members of the Academy meet for secret lectures or conventions in secluded warehouses, dungeons, or even the abandoned classrooms of a university. They maintain frequent contact through private correspondence, magical spells, and enchanted devices. The Academy also has established a network of contacts with local authorities, usually located at cemeteries, morgues, prisons, and poorhouses, to deliver cadavers to subscribing members. Once these bodies have been magically *embalmed* by the Academy's field agents (low-level Anatomists), the cadavers can be transported over large-distances by mundane means (usually ship or wagon). In extremis, the corpses can be animated and disguised to facilitate transport, but such methods carry the danger of attracting too much attention. The Academy strives to keep a low profile or risk the swift condemnation (and perhaps persecution) by the most conservative and righteous (lawful good) members of society.
The Academy is basically a neutral organization that exists merely to facilitate the collection and dissemination of necromantic knowledge. Bodies are accepted at the back door for polite thanks, a sack of gold, and no questions. They have absolutely no interest in learning about the identity of their new "specimen." Some scrupulous Anatomists insist that their corpses must have died a natural death, but other less- principled individuals merely require that their merchandise be "essentially intact." It is not uncommon for murderers to dispose of an unwanted body by selling it the Academy. The organization frequently hires rogues and adventurers to establish new contacts with potential sources of cadavers and also to transport large shipments of harvested corpses to its most secluded members.

# Chapter 8: Tools of the Trade



*Pizentios kept me and the rest of my crew locked in his cellar for days, at the bottom of a deep, dark pit that was sealed by a single trap door. One morning. Apprentice Sarzec opened the. trap door and used a rope to lower some noxious stew - perhaps intending to drug us again and feed another sailor to his master's familiar. We had no intention of sampling his fare once again. By then, of course, we had established a plan of escape.*

*Although stripped of all our possessions and holy symbols, Tala, a priestess with our crew, prayed for a command spell. When the apprentice opened the trap door above us, the cleric suggested that Sarzec jump. Just like that, without hesitation, the dumb sot leaped into the pit with us, breaking both legs when he hit the floor and knocking him out cold. Tala bound Sarzec's wounds, but I refused to let her set his mangled legs. At least the villain wouldn't bleed to death. Six of my sailors made a human pyramid, lifting up the first mate until he reached the open trap door. He then secured the rope Sarzec used to lower our food, and we all climbed out, leaving the unconscious apprentice in the pit.*

*After we escaped from Pizentios's prison, we began to raid his home. Fortunately the necromancer and his familiar were still occupied elsewhere on the island, so we sacked the metal tower, hurling his most useful tomes, talismans, potions, and scrolls into a number of sacks. We also discovered artifacts of the necromancer's hideous practices, embalmed in jars of amber oil. We destroyed these and many other abominations that decorated the shelves of his study.*

*The greatest treasure we discovered beneath his bed in his private chamber, locked in an ebony box. It was a scimitar in a black leather sheath, superbly balanced and traced with the most deadly wordings of black necromancy, or so Tala warned me. I strapped it on anyway. In a corner of the room, on an iron stand, we found Pizentios's grimoire. Fearing it was trapped, I used the sheathed scimitar to flip it into a sack. There was no time to inspect any of these treasures in detail, since we were terrified that the necromancer might return at any moment and slay us all. But Fate smiled upon us, and we made it back to our ship with all of Pizentios's most valuable treasures.*

*In the night, Pizentios returned to his devastated tower. By then, our ship stood off from shore, far beyond the range of his lethal spells. Bereft of his grimoire, the necromancer sent his familiar after us instead. The winged fiend descended on us like a nightmare and began ravaging the crew. Then I unsheathed the scimitar I had stolen from Pizentios' tower, and the fiend, beholding its naked blade writhing with fell runes, fled abruptly into the night. Our escape from the Isle of Sahu was complete.*

—From Captain Omar's "Tale of Sahu"

Necromancers and death priests are renowned for their exotic magical creations. Over the centuries, these spellcasters have developed an expansive foundation of necromantic lore which is only now being rediscovered. Much of this ancient knowledge is not being employed in the most ethical manner. For example, based on the principles found in magical texts such as the *Book of Shadows*, the Scabrous Society has recreated a few long-forgotten poisons and necromantic devices to help expand their evil organization.

This chapter details a few of the magical venoms and necromantic items that have only recently come into more frequent use by several powerful groups of necromancers and various cults of death priests. Sometimes, adventurers such as Captain Omar have managed to discover new sources of necromantic lore in their travels. As more archaic tomes begin to appear in the campaign, the magical devices outlined in this chapter will become more than just rare curiosities. This chapter enables the DM to augment the

arsenals of necromancers and priests in the campaign.

## Poisons and Potions

Practitioners of the Art employ a variety of magical venoms and potions to achieve their ends. From the *DMG, dust of sneezing and choking, elixirs of health and madness, potions of extra-healing, healing, longevity, poison, undead control,* and *vitality* are most likely to be included in the recipe book of the necromancer or death priest, either for personal use or for use on others (in the case of harmful items). From the *TOM,* these spellcasters will sometimes also employ *air spores, curdled death* and *powder of the black veil* as poisons in combat. The list of venoms found on page 73 of the *DMG* provides a general background of non- magical poisons for the campaign. Certain necromancers, such as the Archetype or Witch, may also be experts at harvesting natural poisons from animals and monsters such as snakes, spiders, scorpions, wyverns, and the like.

Many of the necromantic secret societies employ magical venoms and unique potions that are created and distributed only to members of their organizations. The Scabrous Society and the Cult of Pain, in particular, relish the use of enchanted poisons like *deathdust.* Even the righteous Death Lords have developed an enchanted venom, called *soultravel.* Of all the death priests, only Stranglers disavow all use of poison in their holy slayings.

Many necromancers, working independently, have also developed several insidious poisons of varying efficacy and magical potency. Undead Masters use a variety of deadly potions (like *ju-ju wine*) that transform the unfortunate drinker into an undead. Other ointments, such as *ghast salve,* provide protection or even power over special types of undead.

Along with these specialized necromantic elixirs, evil wizards also tend to use exotic but otherwise normal poisons to an alarming extent. Even a mundane zombie can become a major threat to a party of adventurers when it wields a dreambliss-envenomed sword given to it by its master. As recounted in the Captain Omar's introductory tale in Chapter Seven, a powerful necromancer like Pizentios can (and will) effectively use poison to sedate a large group of opponents.

Natural poisons - such as dreambliss and mind-shadow - that induce slumber or disorientation in opponents are especially valuable to necromancers, who cannot bring about such effects with their spells. These poisons are sometimes used for medicinal purposes by the Anatomist, but there are many times when a villain wants to render victims helpless or unconscious. Without access to spells from the schools of Illusion or Enchantment/Charm, necromancers must resort to poisons to achieve similar ends.

Keep in mind, while perusing the following list of new potions and venoms, that the final decision about whether necromancers and their secret societies actually do employ certain poisons (or any at all) with any sort of regularity is left to the DM. Prices for normal venoms, which might also be made available to PCs (at the DM's discretion), are listed when appropriate.

**Ju-ju Wine:** This fragrant liquid appears to be a dark red wine. In fact, it is an insidious potion of poison. If even a sip is tasted by a human, demihuman, or humanoid, the wine brings instant death unless the victim makes a saving throw vs. death magic. If failed, the victim is permanently transformed into a ju-ju zombic who automatically obeys the commands of the first person who speaks to him or her. The zombie can be turned or affected by magical items that influence undead, but the victim cannot be restored except with a *wish, raise dead,* or similar necromancy.

A second, less toxic vintage of *ju-ju wine* is also known to exist. This milder, white-wine variety turns the victim into a "living" ju-ju zombie for 2-5 days, who (as with the more potent variety) mindlessly

obeys the first person who speaks to him or her. However, since the victim is not truly dead, he or she cannot be turned or commanded by a priest. Until the effects of the lesser potion expire, the victim temporarily loses all racial, class-related, and professional abilities. (150 XP.)

**Dreambliss:** This powerful (non-magical) narcotic is derived from the sticky white sap of a thick-leafed jungle or desert plant. Dreambliss quickly sedates even the largest opponents. Victims struck by a coated weapon must save vs. poison to resist its potent effect.

If the victim fails the save, he or she falls into a deep, euphoric "Sleep of Bliss" lasting 2-8 hours. The onset time depends on the victim's size: S (1 round), M (1-2 rounds), L-G (2-5 rounds). Upon waking from the poison-induced slumber, most victims remember happy, dreamlike visions that they long to experience someday again.

Dreambliss is sometimes used as a recreational drug in rich circles, but the addictive poison quickly drains its victims of all Wisdom (permanent loss of 1 point per month of repeated use) and wealth before long. The poison's effectiveness against even large-sized monsters makes it popular among both adventurers and criminals. A single dose costs from 200-1,200 gp.

**Deathdust:** This deadly magical powder can be used as either contact or insinuative poison. An arrowhead need only be sprinkled with a pinch of the powder and touch the skin to be effective. Clearly, the powder must be handled extremely carefully by trained individuals.

Deathdust acts almost instantly, with an onset time of 1-3 rounds, during which time it causes an irritating burning sensation and may be reversed with a *dispel magic* (successful against 12th-level magic). Otherwise, the necromantic powder causes the victim to literally fester, decay, and desiccate into a pile of dry dust within a single round if a saving throw vs. death magic is not made. Deathdust is sometimes applied to an enemy's doorknob or sprinkled into a pouch of gold given as a gift. It is said to smell like myrrh.

**Ghast Salve:** Only a few powerful necromancers know the secret of creating this sickly green ointment. The cream's powers activate one round after being spread upon the recipient's body. The recipient gains immunity to paralysis and to the stench of ghasts. The user of *ghast salve* also exudes the same stench of ghasts and can paralyze others if the victims fail a saving throw vs. paralysis. Finally, regular ghouls and ghasts will regard the recipient in an extremely favorable light (as if he or she had an 18 Charisma). The subject gains a +7 reaction adjustment with these forms of undead.

*Ghast salve* reacts strongly with holy water. If struck by such liquid, the recipient suffers damage as though he or she were truly undead (ld6+l points of damage for a direct hit, 2 hp for a splash). Typically, ld3 jars, each containing up to three applications, will be found. A single application lasts for an hour. (500XP/jar.)

**Mindshadow:** This non-magical poison is brewed from a variety of arboreal fungus and is available in most temperate climes for between 300-1,800 gp per dose. When introduced into a human's bloodstream, mindshadow causes extreme disorientation and both visual and auditory hallucinations in the victim, who must make a saving throw vs. poison to resist the effect (onset time is only 1-3 rounds).

Victims failing their save become *confused* (as per the wizard spell) for 5-20 turns. During that time, the victim is highly susceptible to *suggestion* (-6 penalty to the saving throw to refuse a specific request) by anyone conversing with or questioning the victim. Mindshadow can be used in combat to disorient opponents, but it is much more often employed by necromancers during the interrogation of prisoners. Since it leaves the victim almost totally at the mercy of frightening hallucinations and suggestions, mindshadow is rarely used as a recreational drug.

Mindshadow only works effectively with humans. Other races and monsters gain a +1 to +4 bonus to their save (onset time 2-12 rounds, depending on their physical size and the amount of poison employed). If they fail, they arc only slowed (as the wizard spell) for 2-12 turns (with no susceptibility to suggestion,

as in humans). Dwarves are immune to the poison's effects.

**Soultravel:** This magical poison, which can be absorbed directly via the skin, is used by the priests of the Dead and certain Philosophers to loosen the bond between a person's body and spirit. Victims are entitled to a saving throw vs. spells to resist the effect if unwilling.

If the save is failed, *soultravel* forces the victim's spirit to surrender his or her physical body and enter the Ethereal Plane, much like an undead ghost. However, unless she or he has had extensive experience with *soultravel*, the ethereal victim will be completely helpless and disoriented on the Ethereal Plane. Meanwhile, his or her physical body remains in a deathlike coma. The victim cannot physically attack those in the physical world, although he or she can still cast spells and use psionic abilities.

*Soultravel* is not for the casual user. Strong doses of the venom will sever the bond between the body and spirit irrevocably, effectively killing the victim. The victim can also be slain by casting *spirit release, dispel magic,* or *dispel evil/good* while his or her ethereal form is further than 30' from the physical body. However, if the ethereal form is close enough to the body when any of these spells are cast, the spirit and body are reunited.

Unless prematurely ended by magical spells, as outlined above, the effects of *soultravel* usually last for 4-16 turns. Upon awakening, the subject loses 2-8 points of Constitution, which are regained at a rate of 1 point per day of rest. (400 XP.)

## Magical Items

Necromancers and death priests have an awesome arsenal of magical items at their disposal. In the *DMG*, all varieties of enchanted daggers (particularly the *dagger of venom), darts of homing, swords of wounding, life stealing*, and the *planes* would be ideal weapons for such characters; the *axe of hurling* is a favorite among high priests of the Murder Goddess. Necromancers would also collect or manufacture *scrolls of protection from poison, possession, and undead, rings of wizardry, staves of the magi or power, wands of illumination, conjuration or paralyzation, amulets of life protection or versus undead,* and *mirrors of life trapping*. Death priests seek similar items (providing they are usable by clerics), including *rods of resurrection, staves of curing, the serpent, swarming insects, and withering, and the phylactery of long years.*

*The Tome of Magic* also contains a number of magical items that are particularly appropriate to necromancers or death priests: *powder of coagulation, the ring of necromantic resistance, bag of bones, claw of magic stealing, jar of preserving, school caps of necromancy, and the tapestry of disease warding.*

Undead Masters, Philosophers, and other necromancers who favor conjuration and summonings may own or create *rings of djinni summoning, efreeti bottles*, and other elemental-summoning devices (bowls, censers, stones, and so on). Many of these items can be modified to work on the evil denizens of the Lower Planes as well, containing one or more imprisoned fiends who are bound to serve the owner of the device. Other items that merely summon a fiend from the nether regions may require some form of sacrifice in order to appease the creature and secure its willing service for some period of time. Note that elemental or fiendish prisons will usually be enchanted with protections for the user; summoning devices, on the other hand, may not be fitted with such amenities and (at the very least) will require the wise user to be warded in a circle of *protection from evil*.

Many necromantic items are strongly tied to the practice of the Black Arts and, as such, are only appropriate for evil characters. These items may still function if wielded by good PCs, but they usually bring some form of curse on the user (see Chapter Three). A *dagger of venom,* for instance, may slip in

battle and strike an ally (or even the user). All of the dangers associated with criminal necromancy apply to magical items as well as spells. Items created for use by members of a specific religious cult may simply fail to operate when used by a member of a different faith.

The DM is the final arbiter in terms of what items are appropriate for PCs in a particular campaign. He or she must ultimately decide what baneful side-effects and curses (if any) will befall adventurers who rely upon necromantic devices far beyond their understanding and formal magical training. For the remainder of this section, we present a number of new magical items that are appropriate for necromancers, death priests, and other practitioners of ancient and forbidden magic (although they may occasionally be used by any unscrupulous sort of character).

**Amulet of Health:** These talismans have been enchanted and used since ancient times. Originally, they were carved in the shape of some strong animal, like a lion or elephant, and worn about the neck. More recent amulets, created by the Brotherhood of Sorrow, have been fashioned in the shape of two bound hands, tied at the wrist, and may be worn or carried anywhere on the body in order to benefit from its protection.

These amulets confer complete immunity to disease and madness (see Chapter Three). They protect against curses, magical items, monsters, and spells that inflict plague and insanity. They even ward against lycanthropy, mummy rot, and other magical diseases. Note that these amulets do not automatically cure any previous afflictions; they only prevent the owner from contracting such disease or madness in the future. A few of these amulets (5%) also provide protection against poison. (1,000 XP.)

Amulet of Terror: These devices were first forged in the distant past by the Necromancer Kings of Nog and Kadar, and their secrets have only recently been brought to light by Kazerabet's *Art of Necromancy*. When activated, this talisman cloaks the wielder in a purple aura of malevolence, terrible to behold. Kazerabet has compared the amulet's necromantic radiance to the chilling aura of a lich, though it has a decidedly different effect. Everyone within 30' of the wielder must make a saving throw vs. spells with a -2 penalty or stand rooted to the spot, frozen in terror, for 2-5 rounds. These devices have 20-50 charges when discovered. (3,000 XP.)

**Arrow of Harm:** Similar in appearance to the dreaded *arrow of slaying*, this black-shafted war arrow is inscribed with fell runes by the powerful priests of Murder and Pestilence. It confers a +3 bonus to hit when shot by any variety of long bow. Any living creature stuck by this necromantic bolt suffers the effect of a harm spell and is automatically reduced to ld4+l hit points.

For so long as the bolt remains in the victim's flesh, the unfortunate is immune to the effects of magical or natural healing. Removing the embedded arrow from a victim's flesh inflicts an additional ld8+3 points of damage, which usually results in unconsciousness (or in some campaigns, the victim's death once he or she reaches 0 hp). Attempts to magically heal a victim with an embedded *arrow of harm* will only succeed if *dispel magic* is cast on the bolt during the same round as a *cure light wounds* (or similar magic) is employed on the victim.

Its rumored that the Cult of Pain has devised an even nastier version, similar to the regular *arrow*, except that the victim is additionally forced to make a saving throw vs. death magic or be paralyzed with pain for so long as the bolt remains embedded in the flesh (with the same penalties for extraction as the normal bolt).

From 1-4 of these baneful sheaf arrows will be found at once, and they lose their magical abilities after they have been used successfully against a victim (arrows which have missed their target have a 2 in 6 chance of breaking; if not, they can be collected for use again). (600 XP each.)

**Bone Ring:** This plain finger ring is always carved from human bone. Nebt Bhakau's *Book of Shadows* hints at a secret method for enchanting these rings, but only the clerical tome *On Coming Forth by Day*

contains the full details of their construction. A *bone ring* wards the wearer from all energy- or Strength-draining attacks from all sources (such as undead and hostile spells). Each ring has 1-100 charges. Each attempted drain that the ring absorbs will drain one charge until it finally disintegrates into fine, dry powder. Unless magical divination (such as *identify*) is employed, the wearer will not be aware of how many charges are remaining.

A few, special *bone rings* (5%) are rumored to protect the wearer by absorbing wizard spells of black necromancy (see Chapter Four), in addition to warding against spells and undead attacks that drain Strength or life energy. Both versions cannot be recharged. (3,500 XP for lesser; 5,000 XP for greater ring.)

**Gloom Candle:** These ebon tapers are a boon to evil death priests and necromancers alike and can be enchanted by one of either profession once they reach 12th level, according to the recipe set forth in the *Book of Shadows* (wizard version) or *On Coming Forth by Day* (priest version). A *gloom candle* burns for an hour, although it can be normally extinguished prior to that duration.

While it burns, a *gloom candle* fills a 100' radius with a deep shadow, negating any light or darkness in the area of effect. A necromancer (or a type of death priest normally unable to command undead, such as a cleric of Suffering) using the candle gains the ability to control undead as a 6th-level priest. This only affects any undead within the *candle's* radius and for the duration of the *candle's power*. Evil priests gain a +2 ability to control undead. Non-evil priests and paladins suffer a -4 penalty on then attempts to control or turn undead. Finally, undead within the area of effect regenerate 1 hp per round while the *candle* burns, although they do not regenerate if reduced to 0 hit points. From 1-4 *gloom candles* will be discovered. (100 XP each.)

**Hades Hand:** Also called *Bane's fist* (or often by its more generic title, the *dagger of slaying*), this wickedly curved *dagger +1* is enchanted as a receptacle for 2-5 powerful necromantic spells that normally require physical contact to transmit. Instead, these spells are stored in the dagger blade and are triggered and delivered to the victim by subsequent, successful attacks with the weapon.

The release of these stored spells cannot be controlled by the wielder. They are automatically bestowed on all subsequent victims of the blade (until all of the stored spells have been exhausted). The Scabrous Society usually imbues such daggers with *cause (fatal) disease, cause blindness*, or *slay living*. It is said that the wizard version of the dagger, employed most often by necromancers, can store an even greater number of deadly spells (2-8), such as *vampiric touch, lich touch*, and so on.

Those slain by a *Hades hand* are forever dead. Regardless of whether or not the death resulted from a stored spell or physical dagger damage, the victim of such assault can never be brought back to life by *raise dead, reincarnation*, or *resurrection*. Only a full wish can restore a character who has been slain by a *Hades hand*. Members of any character class (evil alignment only) may employ one of these weapons. Like a *ring of spell storing*, a *Hades hand* can be "recharged" with any harmful spell of black necromancy by a death priest or necromancer. (3,500 XP.)

**Handglyphs of Power:** These ancient weapons, fashioned by the Necromancer Kings, typically took the form of small circular medallions, perhaps three to four inches in diameter. Each medallion would be inscribed with battle glyphs on the front side, the wheel-shaped symbol of the Nog and Kadar adorning the back surface. A small chain was sometimes attached to handglyphs, so they could be worn as a necklace, or wrapped around the wrist in combat. The battle runes on the front side were displayed to any enemy in combat as a command word or phrase was spoken to trigger its power.

Handglyphs were the primary weapons of the Necromancer Kings, enchanted with one type of offensive magic cast at 12th level of ability, usually *fireball, lightning bolt, enervation, cone of cold, disintegrate*, or *death spell*. When discovered in ruins, they will usually contain 1-4 remaining charges. Typically

short-range weapons, they have a range of at most 30 yards.
Kazerabet reveals the secret to recharging these deadly devices in her *Art of Necromancy*. She also hints at more powerful handglyphs, known as *stun-*, *blind-*, or *deathglyphs*. These presumably contained *power words of stunning, blinding,* and *killing,* respectively, but their existence is mere conjecture, and certainly Kazerabet offers no suggestions to recharging the more powerful variety, even if they do exist. (1,800 XP)
**Horn of the Exalted Dead:** This horn is a necromantic version of the *horn of Valhalla*, except that it raises up the spirits of dead warriors (rather than summoning berserkers from Valhalla) to fight for the owner. According to Kazerabet's *Art of Necromancy*, the horn may be enchanted by a necromancer or death priest to bind the spirits of dead warriors into service. The instrument is typically inscribed with the names of 2-7 individuals whom the owner must call before blowing the horn.
Each of these spirits can be summoned from the netherworld once per week to serve the owner. Regardless of their level of experience in life, the spirit warriors now serve in combat as 5th-level fighters, having AC 4 and 30 hp each (THACO 16). Each is armed with a sword and spear. As spirits, they are immune to all weapons of less than +1 enchantment and unaffected by *cold, poison, paralyzation, sleep, hold*, and *charm* spells. They can be turned as wraiths.
After they have been summoned, the spirit warriors remain for up to an hour or until they have been forced to return to the netherworld by being reduced to 0 hp or being subjected to *spirit release* or *dispel evil*. In any event, these spirits are not destroyed and can still be called by the hom after another week has passed.
*The horn of the exalted dead* can be used by either necromancers, death priests, or common warriors, though only members of the former two professions may use the necromantic item with impunity. If the owner is a warrior, upon sounding the horn for the first time, his or her name will be magically appended to the list on the instrument. After the warrior dies, his spirit will be bound to the hom, and subsequent owners will be able to summon that warrior from the netherworld, too. Nothing short of a *wish* (or the destruction of the hom) can erase the fighter's name from the ranks of the undying on the hom. (4,000 XP).
**Nether Scarab:** This ancient talisman, whose secret of manufacture has been thankfully lost to modem priests and necromancers, is a dark and twisted version of the more beneficial *scarab of protection*. It has the same ability to absorb life draining attacks of certain undead (and spells), but it does not confer a saving throw bonus, nor does it allow a saving throw against spells that do not normally permit one. Instead, a *nether scarab's* most feared power is the ability to store the level-draining attacks it absorbs. The scarab's owner may then redirect these charges later as an attack. The scarab's owner need only touch a victim, and if the victim fails a saving throw vs. death magic, the scarab drains a level (or hit die) and bestows any drained hit points on the owner (these may increase the owner's hit points beyond the normal maximum, but these disappear after an hour as per *vampiric touch*). Only one level may be drained per round. According to Kazerabet's scholarship in the *Art of Necromancy*, these ancient devices usually have 10 charges, but a rare few (5%) have 20 charges. A *nether scarab* can never be recharged. (5,000 XP.)
**Plague Bolts:** These light crossbow bolts (or flight arrows) are enchanted by the Plague Priests to spread plague and misery in their wake. The +2 missiles inflict either ld4+3 points of damage if a bolt, or ld6+2 if an arrow, but whoever is struck must also make a saving throw vs. petrification. A failed save indicates that the victim has contracted a fatal disease and will die in ld20 days unless treated by a cure disease spell cast by a priest of 7th or higher level. Any person exposed to the infected victim must also make a saving throw vs. petrification each day or also become infected.
*Plague bolts* do not lose their potency after being fired, and may be collected for reuse (unless they have

been broken in flight, 2 in 6 chance). These dangerous arrows may not be handled with impunity unless the character has learned the venom handling nonweapon proficiency (see Chapter One for more on this). All others must make a save vs. petrification each time they use a *plague bolt*, or become infected themselves. From 1-6 flight arrows (50%) or bolts (50%) will typically be discovered at once. (150 XP each.)

**Robes of the Shadow:** A favorite magical item among the followers of the Murder Goddess, these brocaded robes are equivalent to a *cloak of protection*, varying from +1 to +3 in enchantment. The robe's primary power, however, enables its wearer to assume *shadow form* for up to one turn per level of experience, once per day. This power is usually activated by a short prayer to our Lady of Despair (this command phrase is usually sewn somewhere into the garment). These robes are considered to be semi-divine artifacts in the cult of the Death Mother, and her Stranglers will seek to regain a lost set of robes regardless of the cost. (1,000 XP per plus.)

**Scepter of the Netherworld:** This plain ivory baton, enchanted by priests of the Dead, operates exactly like the most powerful *amulet versus undead*. Its primary function, which may be used by any character class, enables the owner to turn undead like a 9th-level priest (this power, available once per round, draws one charge whether successful or not).

If the owner is a priest with at least minor access to the necromantic sphere, or a necromancer, the scepter also enables him or her to call upon the spirits with *speak with dead* (once per week, two charges) and *summon spirits* (once per month, two charges). Refer to the listed spells for details about these powers (the owner is treated as a 9th-level wizard or priest).

When discovered, the *scepter* usually contains from 20-50 charges. It may be recharged by any priest of 9th level or higher with major access to the necromantic sphere. (3,000 XP.)

**Scroll of Protection from Fiends:** These are popular among Philosophers and Undead Masters, who must regularly traffic with extraplanar creatures. Like all of the other protection scrolls, they can be used by any character class.

The scroll requires 1 full round to read if it is to protect against all evil denizens of the Lower Planes, 7 segments if it will ward against greater fiends, and only 3 segments if defending against lesser fiends. The circle of protection created by the scroll extends in a 10' radius from the reader. No fiend can penetrate the circle physically or magically in any way, but the person(s) located within the protection may launch attacks from inside. 1 he protection moves with the reader of the scroll. Its effect lasts for 5-20 (5d4) rounds.

As with other protection scrolls, the warding circle cannot be used to force a fiend into a place from where further retreat is impossible (such as a comer). There is no way in which the scroll can be used as an offensive weapon. (2,500 XP.)

**Shadowblade:**This weapon is a prison or receptacle for an undead shadow, and it derives certain powers from its unholy occupant. It functions as a *blade +1* (either a dagger or a type of sword), and in addition to inflicting normal weapon damage, it also drains ld4 points of Strength from a victim with each successful hit.

Anyone drained of all Strength by the weapon becomes a shadow under the command of the wielder. A *shadowblade* cannot be "turned" or controlled by a priest, though any shadows created by the weapon have no such immunity.

A *shadowblade* distinctly radiates evil and necromancy, both of which can be detected with elementary divinations. Only evil characters may employ this weapon. Good or neutral characters wielding the blade may be drained of 1-4 Strength points by its shadowy inhabitant unless they make a saving throw vs. death magic for each round they use the weapon. (XP 2,000.)

**Staff of Skulls:** This staff, usable by all classes, animates skeletal or cadaveric remains with the command word "Arise!" (1 charge). Animated skeletons or zombies are under the command of the staff wielder (see *animate dead*). If the staff should change hands, control of the undead goes with it. Skeletons or corpses need not be complete, but those lacking parts will, of course, have their actions and mobility impaired. Such animation is permanent, lasting until the undead have been destroyed.
Twenty-five percent of these staves have secondary functions which can be triggered by all generalist mages and most specialists, except Enchanters, Illusionists, or Transmuters. These greater staves can mend broken bones (see *bone growth*) or reattach severed limbs (see *graft flesh*) to a wounded and living subject. They can also be used offensively to attack the bones of the victim (see *bone blight* or *throbbing bones (WH)*). Each of these four secondary functions draws one charge and requires a successful attack roll in combat if the subject is unwilling.
These staves are sometimes topped by a small ivory skull or hewn from the thighbone of a giant creature. Both versions of these staves can be readily enchanted (or recharged) by a necromancer of 12th level or higher. (900 XP for lesser; 3,500 XP for greater staff.)
**Talisman of Divining:** These are some of the only non-deadly and useful handglyphs created by the ancient Necromancer Kings. They are similar in appearance and operation to the *handglyphs of power*, detailed previously. The talismans were created for a variety of divination purposes (choose a power or roll a d6): *1) detect good/evil, 2) detect life; 3) locate remains; 4) detect undead; 5) detect poison/disease; 6) detect magic.*
These divinations have a range of a 30' radius around the talisman and are unaffected by the presence of earth, stone, metal, or wood, though they are completely blocked by any quantity of salt water, alcohol, iodine, or quicksilver. These rechargeable devices usually contain 1-100 charges when discovered. (5,000 XP.)

## Necromantic Lore

Tomes of power, forbidden books, and ancient, long-dead sages can help bring an atmosphere of necromantic tradition to the campaign, a historical perspective that adds another dimension of realism for your players. Among the early writers of the Cthulhu cycle, it was almost mandatory to create a book of necromantic secrets.
H. P. Lovecraft had such success with his fictional *Necronomicon*, from which he "quoted" so accurately, that many of his readers believed that the book existed, convinced by Lovecraft's stories that it had been penned by the Arab Alhazred before he was driven mad with his own revelations, dark Ashton Smith retorted by creating the *Book of Eibon*, and Robert Bloch invented *Mysteries of the Worm*, giving it a Latin title (*De Vermis Mysteriis*) to further bolster its authenticity. All of these authors heightened the realism of their tales by discussing their tomes in a historical context of known treatises on necromancy, such as the *Book of Secrets* by Albertus Magnus, or the Egyptian *Book of the Dead*.
These same techniques work surprisingly well in an AD&D® campaign. How often does a party of adventurers stumble across the private study of an evil necromancer and scan the shelves for an interesting title? In my experience, this has happened many times, and the most successful DMs have had a few clever descriptions prepared to intrigue their players. Obviously, we are not suggesting that the DM invent a whole library of necromantic titles and their contents. It is sufficient to make up a few books and refer to these frequently so that the players quickly come to recognize them as symbols of necromantic lore.
Here, then, is a small sample of what a group of adventurers might find on the bookshelves of a powerful

necromancer. These books can be used as an item of treasure for a successful raiding party, or the object of a quest by the adventurers, who may seek to recover some of the ancient lore contained therein.
Note that many of these books contain knowledge about evil, extraplanar creatures or black necromancy. Although many of the evil-aligned magical tomes in the *DMG* carry powerful wardings to prevent their use by good characters, there is no such magical protection for the books mentioned here, unless a trap has been set by the book's current owner as a deterrent to theft. Instead, feel free to use the system of punishments outlined in Chapter Three whenever a good character willingly uses an evil tome mentioned in this section. Of course, all of these books (whether good or evil) will be widely sought after by necromancers, and if one of the tomes happens to be in the party's possession at the time, they could be in store for a nasty encounter or perhaps even a new adventure.

**The Art of Necromancy.** This heavy tome was penned by Kazerabet, the former queen of an entire undead principality and a renowned scholar of the ancient Necromancer Kings of the Ruined Kingdoms. This book contains many useful necromantic spells (gray and white necromancy mostly) and also descriptions on how to create and recharge various necromantic magical items (as alluded to previously in this chapter). The book includes an encyclopedic description of undead, along with a discussion of their special powers and weaknesses. Finally, the book ends with a translation dictionary for Kadari, the ancient language of the Necromancer Kings. Wizards who read the *Art of Necromancy* can learn necrology and ancient languages (Kadari) as bonus nonweapon proficiencies (see Chapter One) at a rate of one proficiency for every 1-4 months of the character's studying.

**The Book of Shadows.** It is said that Nebt Bhakau dictated this account of black necromancy to his summoned shadow familiars while he lay in an oubliette before his execution. After his death, copies of this book started to appear in nearby cities, and although all available copies were promptly burned and the book was banned by the local authorities, it is a widely known fact that some copies escaped the interdiction. The book is a thorough treatise on the Black Arts, and includes all of the baneful spells listed on Table 7 on page 46.

Of more interest, perhaps, to the Undead Master especially, the book also contains many of the secret rites necessary to raise up crawling claws, enslave evil genies, summon fiendish familiars from the Outer Planes, and subjugate skeleton warriors. Wizards who read this book carefully gain a +1 bonus on their netherworld knowledge nonweapon proficiency check.

**On Coming Forth By Day.** This clerical tome has been compiled over countless generations by the priests of the Dead, and contains a description (but not the actual secrets) of all clerical spells from the necromantic sphere. It also contains the procedure for fashioning *scarabs of protection* by a priest of at least 9th level.

Any priest who reads this magical tome and ponders its contents for over a month gains minor access to the necromantic sphere (if she or he had none before) or major access to the necromantic sphere (if he or she had only minor access before). A priest who already has major access to the sphere achieves an improved understanding of necromantic spells, gaining a permanent +1 bonus on his or her saving throws against these spells (whether cast by a wizard or priest).

**The Necrophidicon.** This thin, magical volume is a specialized *manual of golems* that can be used to create a necrophidius (a type of golem described in full in the *MONSTROUS MANUAL*). Normally, the process requires a wizard of at least 14th level (or a priest of at least 9th level), approximately 10 days of labor, and at least 8,000 gp in materials.

If the wizard or priest is not sufficiently powerful, he or she may invoke the necessary incantations from the book, although this destroys the Necrophidicon in the process (the manufacture of the golem still takes the same amount of time and cost in materials). Many of these tomes were also used as notebooks

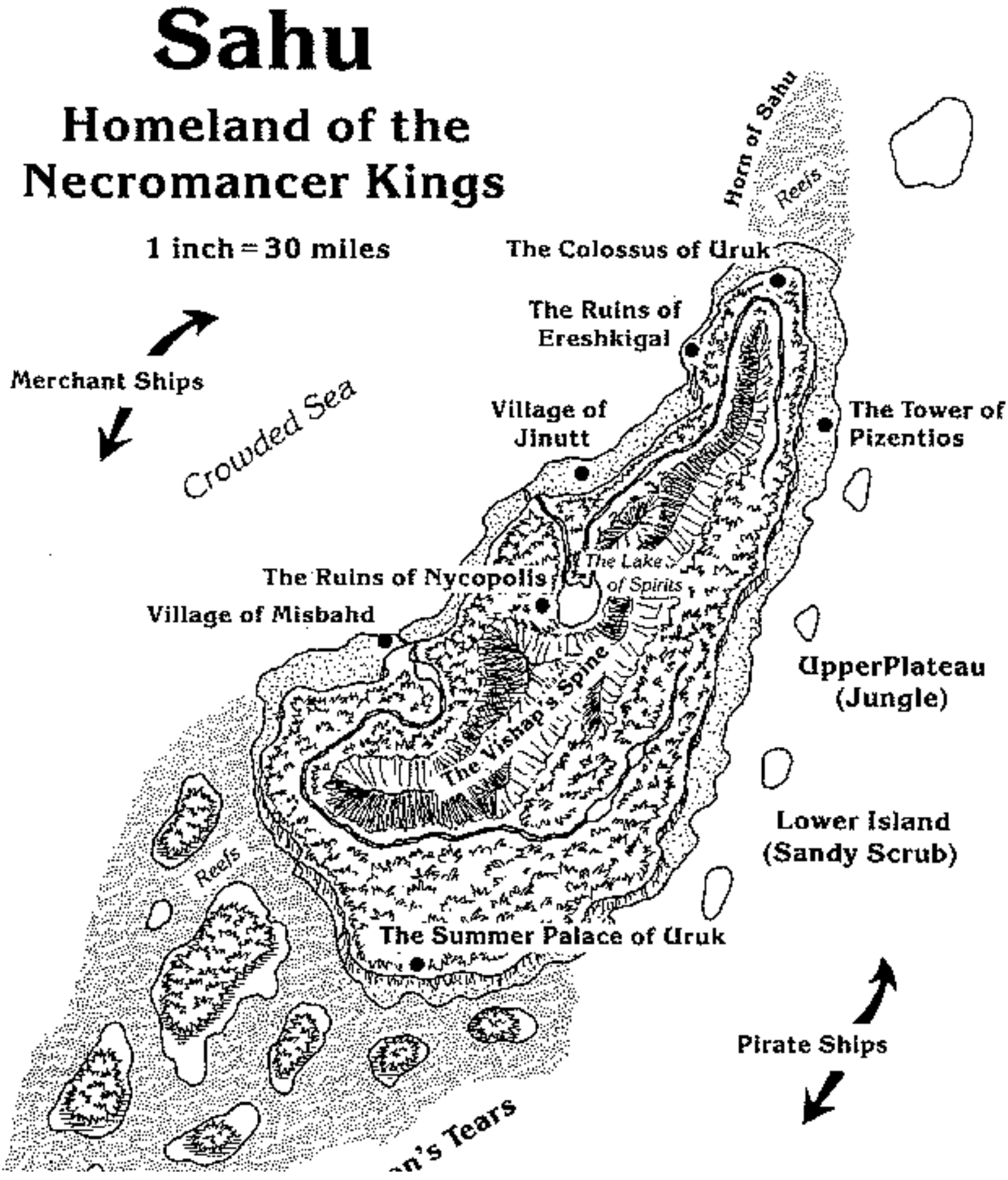
by skilled necromancers and death priests and may contain the secrets of creating other kinds of necromantic golems.

**The Nycoptic Manuscripts.** These twin papyrus scrolls arc inscribed with ancient tales and cryptic prophesies by an anonymous author who was probably (at least partially) insane. Despite their dubious accuracy, the manuscripts contain many useful descriptions of necromantic spells (both priest and wizard) and magical items, particularly those incantations and devices that affect a person's life force. The details of such spells and items are not present, but the manuscripts can be used to cut the time and expense for researching these topics in half. The *Manuscripts* are thus an invaluable tool of necromantic research and, as such, are highly prized by both necromancers and death priests. Some spellcasters - once their sanity has faded from reading the *Manuscripts* too many times - are said to at last understand the author's doomsday prophesies. Finally, the *Manuscripts* supposedly contain the full rite of creating an *undead plague* (a quest spell outlined in *TOM*). This powerful incantation can only be comprehended and invoked by a priest (or necromancer) who has already failed at least one madness check (see Chapter Three). The spell disappears from the Manuscripts after it has been read, only to reappear when the work passes on to a new owner.

**The Fabric of the Human Body.** This oversized book is a comprehensive monograph about the structure and function of the human body. It is recognized as one of the most thorough and accurate texts on human anatomy and contains dozens of drawings depicting dissected cadavers. This work will be found on the shelf of almost any respected Anatomist. Provided a wizard or priest already has a basic proficiency in healing, he or she would be able to leam the Anatomy nonweapon proficiency after three months of study (and at least one dissection of a human cadaver).

**The Eleven Baneful Gates.** This ancient scroll is thought to contain the secret of immortality, symbolized by eleven tests or riddles. The work was bestowed by a prophet of the gods on a wizard-king (perhaps one of the Necromancer Kings). According to legend, this king sundered his realm after becoming immortal, leaving nothing in his wake but sand and dust.

Copies of the original are known to exist, and these rare books cover in full detail the various rites involved in becoming a lich. The process requires a powerful necromantic potion and a wizard of at least 18th level (in order to survive the transformation at least). This work is one of the books most coveted by necromancers and would-be liches alike.


Sahu
Homeland of the Necromancer Kings
1 inch = 30 miles
Horn of Sahu
Reefs
The Colossus of Uruk
The Ruins of Ereshkigal
Merchant Ships
Crowded Sea
Village of Jinutt
The Tower of Pizentios
The Lake of Spirits
The Ruins of Nycopolis
Village of Misbahd
The Vishap's Spine
UpperPlateau (Jungle)
Lower Island (Sandy Scrub)
Reefs
The Summer Palace of Uruk
Pirate Ships

*Long ago, when the Old Dynasty began to fail on the mainland, Uruk Kigal was exiled with a whole cadre of his supporters for practicing deviant and forbidden magic. Uruk departed the jungle valleys of his youth in search of a new home. He crossed the sea and discovered Sahu, a large island of mysterious beauty that resembled, in many respects, his beloved home.*

*The island was divided into a low-lying coastal region, an inner high plateau embraced by jungle, and a high ridge of mountains rising from the center of the island like the spine of a vishap. On the high plateau, by the shores of a sepia lake, Uruk built Nycopolis and made his city the capital of a new monarchy. He built the Great Summer Palace out of solid ivory and erected a mighty Colossus in his image to guide visitors safely to his island. Uruk was the first and most powerful of the Necromancer Kings, and he ruled Sahu, some say wisely, for many hundreds of years.*

*Now, Sahu was not entirely uninhabited when Uruk founded the New Dynasty. The colonists found the traces of an even more ancient civilization on the island, based on the low, sandy shores. They discovered entire ruined cities of antique metal towers, sundered and dilapidated, lapped along the coast by the hungry sea. In these mushroom- shaped spires, exotic totems and strange shrines were unearthed, temples of the forgotten god Thasmudyan, King of Worms, Lord over Life and. Undeath. Many of the New Dynasty began to worship this ancient god whose first followers had long since abandoned Sahu to live forever beneath the cold waves of the sea (or so the ancient legends say).*

*The worship of Thasmudyan, known as the Cult of Worms, soon flourished again under an ambitious priestess named Vermissa, one of the first nobles to accompany Uruk into exile on Sahu. But the King was jealous of Vermissa's mounting influence, and he conspired with his most powerful nobles to destroy her. Vermissa disappeared soon after from Nycopolis. When she died, the Cult of Worms floundered without her direction, and Uruk reigned supreme once again in his mighty new kingdom of necromancers.*

*Thus the age-old conflict between king and high-priest began again in Sahu, transplanted from the mainland by its colonists, and it sprang forth anew with all the vehemence of old. As it destroyed the Old Dynasty, so too did it unravel the Necromancer Kings. The New Dynasty eventually withered and died, leaving only mournful spirits to glide over the still black waters by the ruins of Nycopolis. Now only their histories and their mysterious artifacts remain as sad, silent testimonies to their former power and glory.*

—From Kazerabet's *Art of Necromancy*

Thus far, we have been primarily concerned with developing the individual components of the necromancer and death priest. We have presented kits, powers, spells, and magical items, but we haven't really discussed how to fuse these elements into characters and use them in a campaign. In this chapter, we address these issues.

First we present a sample campaign with guidelines for creating a detailed and convoluted storyline lasting for many adventures The chapter also contains some adventure hooks which the DM can drop as rumors or expand into full-length scenarios if desired. These scenarios illustrate a multitude of roles for the necromancer and death priest in the campaign.

Finally, we devote the remainder of the chapter to seven detailed NPC necromancers and death priests who will pop up intermittently in this chapter as they have been doing so throughout the rest of this book. Our goal is to provide the DM with an interesting setting, specific adventure ideas, and necromancer characters that can be easily incorporated into an existing campaign.

General methods for creating settings and NPCs have already been covered in other blue-cover DM supplements. For more general information on running a successful campaign, the DM should consult the

*Creative Campaigning* sourcebook. A starting DM may also refer to the *Complete Book of Villains* for general guidelines on creating compelling nemeses for a campaign.

## Isle of the Necromancer Kings

Every campaign or adventure begins with an epic story such as the tale of the Necromancer Kings. Legends and lore form the backdrop of any campaign, creating a mood and background that will inspire your players and get them interested in your world and all of the things that occupy it.

A good campaign is created like an onion, with various layers of perception and reality overlaying one another. At each layer, a party of adventurers starts with a common perception, myth, legend, or rumor and uncovers the reality or truth behind that perception. This revelation leads to a new, deeper awareness of the world, which can be again challenged in another adventure. This cycle progresses until the entire onion had been peeled away, revealing a single, terrifying truth or reality at the core that irrevocably changes the PCs' perception of the entire campaign.

A detailed setting is extremely important to creating a vivid and memorable campaign. Sahu, the Isle of the Necromancer Kings, can easily be transplanted into the ocean of any world. Its official location is in the southern hemisphere of Toril, in a region of the Land of Fate setting known as the Ruined Kingdoms of Nog and Kadar. (Incidentally, the Old Dynasty, alluded to in Kazerabet's tale of Sahu, is fully detailed in the *Ruined Kingdoms* boxed set). But Sahu could just as easily be located off the coast of Amn or the Shining South in the Forgotten Realms, another region with a legacy of powerful ancient empires.

Sahu is an ancient place, the home of two destroyed civilizations: the New Dynasty of the Necromancer Kings and the Old Empire of Thasmudyan that preceded them. It is an island of ruined cities, magical pools, and cursed lakes. Its forgotten palaces are littered with the treasures of bygone epochs and scattered with the bones of foolhardy explorers.

Sahu itself is the outermost layer of the "campaign onion" mentioned earlier. It is important that, in the beginning of the campaign, Sahu appears like "just another interesting place to adventure." Indeed, Sahu is dubbed the "Isle of Serenity," though the actual meaning of the word is rooted in deep antiquity. Actually, in the ancient language of Kadari, spoken by the Necromancer Kings, Sahu means something like "Serene Eternity," an old euphemism for Death. The island's name is another example of the contrast between conventional popular belief and a deeper, more sinister reality.

Sahu is a perfect setting for adventure, and in this section, we present a brief guide. Note that you, as the DM, can "deconstruct" Sahu, scattering its individual elements anywhere in your campaign, especially if it is primarily land based with little or no access to the sea. Finally, these place descriptions also illustrate the varied settings and contexts in which a necromancer or death priest will feel most at home.

### The Twin Villages of Misbahd and Jinutt

Sahu is not completely bereft of civilization. Two villages, Misbahd and Jinutt, can be found on the island's northern shore, at the base of the giant plateau. These settlements can be used as the starting point for most adventures, since the party will presumably have arrived at one of these ports by ship. Misbahd is a dilapidated and squalid den of rogues and pirates. The settlement is well fortified, protected by a small fleet of "privateers," and its shops and stores are filled with all types of merchandise, illicit and otherwise. Jinutt, on the other hand, is a small, simple village of fishermen who provide food to Misbahd in exchange for various necessities.

Despite the villages' serene or mundane appearance, there is something peculiar about them which should only be learned after several visits in which the PCs have become sufficiently familiar with the locals and village leaders. Eventually, the party members will notice that there are a few shrines to mainland gods, but there is no large temple or priesthood in either Misbahd or Jinutt. There are no healers or priests capable of raising the dead on Sahu. Neither is there a cemetery. When people die (which happens quite frequently in rough Misbahd), their

bodies are carried in a funeral procession out to the edge of town, where they are abandoned to "the wild forces of nature," presumably to be devoured by wild animals. This ancient tradition is very sacred to the villagers, and it applies to everyone on the island - both natives and visitors. To break with this holy rite would anger the evil spirits of the highlands, who would punish the offending village. Those attempting to interfere or stop a funeral procession will be quickly confronted by a hysterical and violent mob.
Although they would never admit it to any visitor, many of the villagers are secret worshippers of the ancient god Thasmudyan and are fanatical members of the highly secret Cult of Worms. The entire ruling hierarchy in both villages is made up entirely by cultists who arc sworn to absolute secrecy. The bodies of the dead are actually carried away by a pack of ghouls (disguised as plum-robed priests) to a nearby underground temple where the corpses are ritually devoured by the ghouls and a small hierarchy of death priests (Charnelists) whom the PCs may recognize as members of the village council. Each temple has a black stone idol of Thasmudyan and a small treasury which may contain a few magical items of minor importance. Obviously, important magical items are wielded by the priests and ghouls themselves.
Finally, these villages are also ideal locations to learn various rumors and lore about the island. In general, the superstitious villagers (island natives) consider the upper plateau to be haunted, a forbidden, dangerous place of ghosts and evil spirits. A few retired adventurers in the villages have more information. With suitable monetary encouragement, they reveal the location of "ruins along the shore of the sea" (Ereshkigal) supposedly containing fabulous treasures and magical items, virtually unguarded.

**The Iron Spires of Ereshkigal**

Further north along the coast from Jinutt lies Ereshkigal, a largely deserted city of ruined metal towers, located about five miles inland so its appearance cannot easily be discerned from the sea without a telescope. The ruins are quite extensive, spreading out over a few square miles.
The city encompasses hundreds of metal spires fashioned like giant mushrooms or fungi. The few intact specimens are hollow shells bereft of any kind of stairs, with only a few small entrances at the base (symmetrically arranged) and a central hole in the 120' high ceiling. Most of the outlying towers have already been stripped of anything interesting by explorers, but spires in the center of the city are filled with bizarre inscriptions in an unknown language (predating the Kadari tongue of the Necromancer Kings).
Contrary to rumor, Ereshkigal's treasures are hardly unguarded, since the towers of the inner city serve as lairs for several packs of ghouls and ghasts. These lairs are clustered around a central spire that has been converted into a lofty cathedral to Thasmudyan, guarded by a powerful high priest with the powers of a greater mummy, who carries an ancient *horn of the exalted dead*.
Concealed beneath the shrine's altar is a secret passage leading into a convoluted mazework of tunnels and subterranean corridors that stink of ghast breath. Ultimately, these caverns lead to the Garden of Eternity (detailed below), but they are filled with roving packs of armored undead soldiers, deadly *glyphs of warding*, and ravening beasts of the Underdark.

**The Colossus of Uruk**

On top of the plateau, overlooking Ereshkigal and the deadly Horn of Sahu, stands the Colossus of Uruk, easily visible from the coast. This gargantuan, 150'-tall granite statue was erected by the first of the Necromancer Kings and originally served as a lighthouse to protect incoming ships from the reefs. The Colossus has been completely overgrown by plants and birds' nests. The statue's stone body is entirely hollow, like an odd tower, and contains numerous chambers, including a small library and a magical lantern room in its hollow head. The eyes of the statue once contained specially enchanted lenses that magically magnified any light source in the room so it would be visible for miles at sea.
Now the huge eye lenses of the Colossus are shattered, but two of the broken fragments might still serve as

makeshift *eyes of minute seeing*. The walls of the lantern chamber were lined with fire-proofed gold to augment the internal reflection, a source of fabulous wealth for the lucky adventurer who recovers it. However, the primary light source for the chamber is still a huge, imprisoned, and very angry fire elemental (16 HD, maximum hit points) who will attack any who enter the room and attempt to steal its valuable furnishings. Without the enchanted lenses of the Colossus, the elemental's glow can no longer be perceived from outside, except nearby and at night.

The first time the party visits the Colossus, the entrance at the base of the statue will be *wizard locked* (cast at 20th level), and the beautiful philosopher Kazerabet will be perusing some of the volumes in the library (see her separate NPC sheet at the end of this chapter). Luckily for the PCs, she will have already deactivated the most deadly of magical wards in the Colossus. She will not attack the party unless they assault her first, and will warily introduce herself as Zaribel, since her formal name might be too easily recognized by any experienced student of magic. Note that this powerful archmage could easily obliterate even an experienced party, so try to drop veiled hints about the kind of person the party is dealing with. Comments like "I'm glad you didn't come here earlier, before I disarmed the old *symbol* on the door" should work nicely.

Although she will not reveal anything about her past history or future plans, Kazerabet does not mind hinting that she is interested in the history of the Necromancer Kings and had always wanted to visit the Colossus. Most scholars like to flaunt their knowledge, and Kazerabet is no exception. The PCs might pump her for information about the ancient history of the island, learning all of the lore presented in the chapter introduction. Before she *teleports* mysteriously away, she warns the party not to take any of the books in the library, since she might want to return and peruse them later. Although the books are not warded in any way, Kazerabet will come looking for them eventually if the party takes any. The party is free to peruse the books in the library itself, however. Its shelves may contain copies of various histories of the Necromancer kings, including a copy of the *Nycoptic Manuscripts* and *On Corning Forth by Day*. This is a good opportunity for the DM to introduce the party to some of the necromantic lore or spells presented throughout this book.

**The Tower of Pizentios**

This spire lies on the eastern shores of Sahu, as described in the Tales of Captain Omar (see the introduction to Chapters 7 and 8, and the NPC sheet for Pizentios). The mushroom-shaped metal tower, similar to the spires of Ereshkigal, cannot be seen from shore, but there is a small collection of wooden buildings in a sheltered lagoon that serves as a supply base for a pirate ship of necromancers, the *Scrofula* (see the NPC sheet for Sarzec). Normally well-camouflaged by palm trees, the wooden supply sheds might have been temporarily uncovered in a recent storm, making them visible from a ship at sea. Otherwise, a party might stumble across the lagoon by chance, with or without the *Scrofula* at port.

The supply sheds are guarded by a squad of twelve zombies (maximum hit points). The zombies will not attack if the party leaves the supply sheds alone. If the undead are defeated, the storerooms will be found to contain spare sails, spars, rigging, and planking - everything one might need to equip a ship, except food and water. The palm groves near the sheds are the home to four newly made shadows, recent victims of Pizentios's *shadowblade*. These creatures only emerge from the grove at night. Of course, any sounds of battle at the lagoon or supply sheds will undoubtedly attract Pizentios, who will appear with his infernal familiar Ifrit to exact vengeance (and perhaps gain more zombies).

If the party leaves the sheds alone and explores inland, they are quickly spotted by the invisible Ifrit, who warns his master of their approach. The evil necromancer will attempt to dupe the party using the same ruse he employed on Captain Omar, but he will have telepathically summoned his zombies and shadows just in case the stratagem fails. He has learned from his past mistakes and is determined not to let history repeal itself.

The DM should place only a moderate amount of treasure ill Pizentios's tower, since Omar's raid already stole most of the finer pieces in the necromancer's hoard. Should the party manage to defeat Pizentios, he will attempt to flee through a massive bronze door in the basement, leading to the Underdark beneath Sahu and,

eventually, to the Garden of Eternity. The DM might allow a resourceful party to follow him there, only to be driven back by the Bone Legion after the PCs have briefly glimpsed the Garden.

**Capital of the Necromancer Kings**

The ruined city of Nycopolis stands on Sahu's inland plateau, on the shores of an inky black lake. The desolate ruins are utterly devoid of life. No speck of grass grows within a mile of its crumbling walls. No animals, living monsters, or island natives will voluntarily approach it. The last of the Necromancer Kings, in his madness, opened a gate to the Negative Material Plane in the lake, and it promptly sucked all the life force out of the city's debauched inhabitants. Some believe it was the evil god Thasmudyan who inspired the last King's madness, a final act of vengeance against the dynasty that betrayed him. Others believe the King's vile act was performed out of sheer spite held against those that were destined to outlive his tortured soul's time on this earth.

At night, Nycopolis comes alive with the spirits of the dead. Pale ghosts, spectres, and banshees rise up from the lake every evening, flitting mournfully around the ruins. These spirits take on the shapes and professions they had in life, centuries ago when the metropolis prospered. Every night, the ghost of the last Necromancer King rises from the lake to hold court in his Royal Palace, accompanied by an entire doomed retinue of spirits. The living are not welcome in this ghost city by night, but there is nothing to deter adventurers from exploring the city during the day

The monumental architecture of Nycopolis is at once sinister and beautiful to behold. The city was hewn from the blackest of volcanic rock, erected in the shape of a perfect nonagon with a monolithic black tower at each of its nine corners. Wide boulevards radiate into the city from each gatetower, opening into a network of palaces, bazaars, shops, and warehouses, all constructed from the same dark granite, all completely deserted and eerily empty. The city looks as if it were deserted yesterday, with laden carts still littering the streets and fully-furnished homes still lining the boulevards. Nycopolis has been frozen in undeath by a terrible curse.

The vast Royal Palace at the center of Nycopolis still contains many treasures of its past. There is enough wealth and magical items in the palace to fill a thousand coffers, but all of the gold is tainted with an irrevocable *plague curse*, and its only surviving artifacts are twisted and evil.

In the basement of the Royal Palace, past the vaults heaped with antique treasures, lies a massive copper portal tarnished blue-green with age and heavily traced with spirit wardings and ghost banishings. Indeed, the warded door is meant to keep out ghosts, spirits, and other undead, but these magic runes have no power over the living. The door is unlocked, and leads into a tiny, 10' teleportation chamber. Those who enter immediately vanish, reappearing in a similar chamber beneath Uruk's Summer Palace.

**Uruk's Summer Palace**

The Summer Palace was King Uruk's second great architectural wonder, a complete contrast to his capital's dark and dreary buildings. Erected a hundred miles south of cursed Nycopolis, on the high plateau overlooking the Rubban's Tears, the Summer Palace was fashioned from tons of solid ivory and white marble. Its domed halls and wide courtyards gleam like polished bone in the bright sunlight.

The Summer Palace is completely secluded from the rest of the island in the heart of an impenetrable wilderness. There is no road across the ghoul-infested plateau from Nycopolis, and the approach by sea is impossible due to the cliffs, jagged reefs, and hungry schools of ixitxachitl. The safest approach is by air (and even that can be dangerous because of the wyvern roosts in the Spine), though the King himself favored the *teleportation* cell deep in the basement, for both its quiet efficiency and its unquestionable security.

The Summer Palace is thus a perfect, secluded retreat, shielded from the rest of the world by anti- divination wardings. Even the existence of the Summer Palace was a closely guarded secret, since according to legend, Uruk himself raised the building with immortal laborers, tasked genies, and fiendish servitors in only three days

and three nights. He told its location to no one and filled the surrounding jungles with undead creations and fell guardians to safeguard his privacy.
Kazerabet stumbled across the Palace quite by chance, while flying over the island on a magical steed. She had read references to the Summer Palace in ancient texts from Uruk's reign and was delighted to find the palace uninhabited by any significant threat, with most of its library intact. She has lived there for years, leaving only to explore the island or pay a social call on Vermissa in the Garden of Eternity. Now she devotes much of her time to researching the various methods of attaining lichdom.
There are two magical *gates* in the basement of the palace, one ancient (forged by Uruk himself) and one new (created recently by Kazerabet). The ancient *gate* leads to the basement of the haunted Royal Palace in Nycopolis. The newer portal gates visitors directly to the Garden of Eternity. Both portals have been massively warded to keep out undead, and Kazerabet has placed an invisible *symbol of stunning* in the foyer to trap uninvited living visitors. An invisible stalker has been tasked with watching these doors and will report immediately to Kazerabet the moment one opens.
The archmage is bound by her own code of honor to offer hospitality to visitors, and she will be wryly amused if she encountered the party previously at the Colossus. Providing the heroes treat her with proper respect, Kazerabet entertains them grandly for three days. She then asks them not to trouble her research again, and she allows them to leave the way they came.
These three days are a perfect opportunity for the adventurers to ask Kazerabet more questions about Sahu and its many secrets. She might offer insight into Pizentios's loathsome character (particularly his vulnerability through Ifrit), some lore about the history and dangers of Nycopolis, and perhaps some veiled hints about the Garden of Eternity.
As noted earlier, Kazerabet should be much too powerful for the party to fight with any real hope of survival. References to invisible fiendish servants, the occasional glimpse of a genie, and the numerous embalmed ju-ju zombies maintaining the palace should be ample hints of her extreme power. If the party is rude, attacks her, or pries too much into her private research, Kazerabet will promptly subdue the offenders and let them rot in her oubliettes for a while. Days later, she will release them, stripped of all equipment and magical items, into the monsterinfested jungle outside her palace.

**The Garden of Eternity**

Deep within the core of Sahu, somewhere beneath the Vishap's Spine, rests an ancient prison for an undying priestess of Thasmudyan, the lich Vermissa (see her NPC sheet). Imprisoned in the Garden of Eternity by King Uruk and eight lesser barons, Vermissa was abandoned in her subterranean abode and all but forgotten. The Garden is not a physical prison, but a magical binding that prevents Vermissa (or her spirit) from leaving. Others can enter and leave the Garden freely. Vermissa gives regular audiences from her prison to a steady stream of undead followers and living cult members.
The magical binding was formed with nine magical seals, each enchanted with *life force transfer* and wrought into the main doors of the Garden by a different necromancer. Vermissa will need another nine similarly powerful necromancers to free her, each casting *revoke life force transfer* on an unbroken seal.
Recently, Vermissa persuaded Kazerabet to break one of the seals, just as she convinced Nebt Bhakau (Pizentios's former master) and four other powerful necromancers in the past centuries to aid her, for Vermissa knows the secrets of lichdom, and she gladly bestows them on wizards who aid her. It is only a matter of time before she is freed, but just to help matters along, Vermissa bestowed her patronage on the young Pizentios, expecting him to break the seventh seal when he becomes sufficiently powerful.
The garden itself is in a vast cavern whose walls have been magically smoothed. The ceiling has been imbued with *continual light*, and the rich soil has given root to many strange plants that Vermissa has augmented over the centuries of her imprisonment. The trees and flowers in her garden give bloom to many horrendous human parts with grotesque limbs and faces grafted into the scaly brown bark of twisted mauve bushes or somehow

fused into giant orchidlike flowers. These pale limbs and contorted faces are not dead, for that would be merciful and provide little entertainment for Vermissa. The trees and flowers in the Garden arc alive, after a fashion, twisted into pathetic, fleshy things that crave new fodder. Vermissa feeds her Garden frequently, sometimes with the occasional visitors when they displease her, or with hand-picked enemies from the surface.
Vermissa lives in a U-shaped palace that wraps around one half of the Garden, embracing it in a semicircle as if it were an outdoor courtyard. The largest chamber in the palace, besides the audience hall, is a huge cathedral to Thasmudyan, beneath which rests a hidden treasure vault containing Vermissa's phylactery. The palace contains an extensive library of necromantic lore (stolen from Uruk's vaults in Nycopolis by Vermissa's ghouls) and a tall trophy room, where the lich saves the animated heads of her most entertaining visitors for moments when she craves light-hearted conversation. There is an entire wing of "guest" rooms, though only the necromancers Pizentios and Kazerabet (and other prominent, living cult members) make frequent visits.
Reaching the Garden is not an easy task, as it lies beyond a mazework of twisting runnels, protected in key regions by powerful *glyphs* and *symbols* or guarded by well-organized detachments of Vermissa's Bone Legion, an elite force of mummies and ju-ju zombies. These caverns rise to the surface in a number of locations, such as the hidden shrines outside Misbahd and Jinutt, the ruins of Ereshkigal, and the tower of Pizentios. Cult members have a secret password that they use to gain passage through the various traps and guardians of the Underdark, but these code phrases change frequently (once every few months). Perhaps the most direct way into the Garden is through the multiple gates leading from Nycopolis to the Summer Palace, and from the Palace to the Garden, but these magical portals are used only by Kazerabet herself and would probably require her personal permission (unlikely given).
The Garden of Eternity is the secret core of the Necromancer Kings campaign, and knowledge about its location and true contents should be kept mysterious for as long as possible in the campaign. Infiltrating the Garden, confronting Vermissa, and defeating the lich priestess should only be attempted by the most powerful and resourceful parties.
A more likely scenario would involve the heroes' attempted infiltration of the garden, and their subsequent capture by the lich, who would be more then happy to give them a tour of her facilities, providing at least some opportunity for role-playing. If they entertain her sufficiently (or somehow manage to beat her at chess), the lich might release them. Otherwise, they will have to devise their own escape (possibly aided by Kazerabet if she has grown fond of the PCs by now). If not, the party will end up as souvenirs in the trophy room or as screaming nourishment for Vermissa's Garden.

## Adventure Hooks

After one visit to Sahu, a timid party of adventurers may want leave and never return. This is only natural. Some would call such heroes intelligent or, at the very least, discreet for cutting their losses so early. In fact, if the adventurers are frightened of Sahu, you, as the DM, have been doing your job right! Here are a few more strategies that you can use to lure a reluctant party of heroes back to the island. Additionally, they can also serve as independent adventure hooks for a background even distantly related to the tale of the Necromancer Kings.

### The Pirate Necromancers

While on the mainland, the party hears rumors of increased pirate activity in the waters near Sahu. The heroes might be hired by a wealthy merchant to protect his caravel on its voyage past the dangerous island, or they could be enlisted by a nervous town council to perform a reconnaissance of the island and search for the "secret" pirate base.
The adventure itself can be relatively straightforward, with the party first encountering the pirate ship *Scrofula* (see Sarzec's NPC sheet) near the island. During the battle, one of the zombies' eyes begins to glow with a red light as Vermissa begins to watch the engagement from the distant Garden of Eternity. Before the party hacks

the zombie apart, the adventurers hear her speak through the undead's mouth. Although Vermissa does not reveal her identity, her cold voice is clearly female: "Welcome to the Isle of Serenity, you fools. You will all be feeding my servants ere long!" The malevolent laughter only ends when they hack the zombie apart.
Note that the DM can make this simple encounter much more difficult for an experienced group of heroes by placing Pizentios among the crew. Of course, Pizentios will *teleport* to safety if the battle looks hopeless, taking Sarzec with him. A search of the ship after the battle reveals a sea chest filled with minor booty taken from the *Scrofula*'s latest victims, Sarzec's spellbook, and a rutter (a navigational aid) that will help the PCs locate Pizentios's tower once they decipher its codes (requiring *comprehend languages* and several days to decrypt).
However, while the party is pondering its course of action, a powerful storm rolls across the sea toward them, driving them inexorably towards the reefs in the Horn of Sahu. The storm has been conjured by Vermissa, and she intends to dash their ship to pieces. Unless the party can dispel her unnatural weather, this will likely be their fate. Although the heroes manage somehow to survive the shipwreck, they are now marooned on the northern tip of Sahu.

**Bhakau's Return**

Pizentios's first master, Nebt Bhakau, was the Court Astrologer in Afyal, a wealthy island kingdom near Sahu, quietly manipulating events according to the wishes of Vermissa in the distant Garden of Eternity. But Bhakau's role was eventually uncovered, and the Astrologer was captured by a small group of wizards who blocked his *contingencies* and prevented him from fleeing. In captivity, Bhakau is said to have written the *Book of Shadows* with the help of minor familiars who had not deserted him. The necromancer was tortured and finally killed, his body divided into six pieces, each individually burned and buried separately in distant parts of the island. The Astrologer's tower in the royal palace was razed, and records of his very existence were obliterated.
For any regular necromancer, Bhakau's demise would have been final. But the evil god Thasmudyan had granted Bhakau a Dark Gift: the ability to regenerate (one reason why the wizard could survive countless torturing sessions and dictate a book after his tongue had been cut out). This power would have enabled the necromancer to rise up from his ashes, were they not sealed in individual containers and buried separately.
Back on Sahu, Vermissa has decided that enough time (almost 30 years!) has passed, and she can safely attempt to restore one of her favorite dead servants back to life without arousing undue suspicion in Afyal. Note that, without major access to the sphere of Divination, Vermissa must rely heavily on allies and spies for information.
The necromancer was a valuable ally, an excellent field agent for her Cult of Worms, and prophesied in the *Nycoptic Manuscripts* to be instrumental in her release (see below). She instructs Pizentios to sail to Afyal (on the *Scrofula* or a suitable replacement procured in Misbahd), where he breaks into the cemetery and steals some burial remains of a known accomplice in Bhakau's execution. The necromancer conveys the ashes back to Vermissa, who interrogates the executioner's spirit, learning the locations of the six urns.
Vermissa has no desire to send Pizentios away on a lengthy quest of this kind, so she arranges for living cult members on the mainland to hire various groups of mercenaries and adventurers to discreetly find the six urns for her. The urns are all located in inhospitable places (like at the bottom of the sea, buried at the base of a scorpion-filled ravine, or entrusted in the care of a neutral dragon, genie, or guardian daemon). Here is an opportunity for the adventurers to actually work for the Cult of Worms, though the cultists are far from sincere about the real purpose of the party's mission.
The cultists pose as members of the Brotherhood of Sorrow. The ashes, they claim, are the sacred relics of a martyred saint. The cultists pay very well, well enough that the party should not ask too many questions. If the party simply does as they arc told and recovers the ashes, they are amply rewarded, and the adventure ends there. On the other hand, if they start probing around for hidden secrets, perhaps casting divinations on the urn or its contents, they may find themselves confronted with new mysteries, all of which point directly to deadly adventure on the Isle of Sahu.

**The Scourge of Thasmudyan**

The *Nycoptic Manuscripts* foretold many plagues and portents, but none arc more terrible than the Opening, when the Ninth Seal in the Garden of Eternity will be broken, releasing Vermissa from her magical prison. The first portent of her release, alluded to in the *Manuscripts*, is the spread of disease across the land as the "cold breath of Thasmudyan heralds the return of His chosen."

Rampant plague is an excellent backdrop for a campaign of necromancers and death priests. It should descend on a setting slowly, with vague rumors of unexplained deaths filtering to the adventurers before the massive epidemic breaks out, slaying as much as a third of the local population. This plague is at least partly magical in nature, since clerical magic is much less effective against it. *Cure disease* has only a 50% chance of success (the spell only works once per victim), and only *heal* is 100% effective in eradicating the infection.

Before long, the Brotherhood of Sorrow arrives, and the Flagellants try their best to mediate the local pain and suffering. One of the Master Flagellants approaches the heroes, asking their help to stop the disease. The learned priest has heard of the *Nycoptic Manuscripts*, which describe magical plagues of this sort and might contain suggestions of a cure. He begs the party sail to Sahu and search for a copy, which may greatly help alleviate the suffering.

The prophetic manuscripts can indeed be found in Sahu, either in the Colossus of Uruk or perhaps in the Tower of Pizentios (or the Garden of Eternity itself). A perusal of the scroll docs reveal a cure for the disease (eating one raw scarab beetle a day), but it also suggests the cause of the plague: "the release of Thasmudyan's chosen." (Vermissa is not named specifically).

There are two other prophesies in the manuscripts that are directly related to Vermissa: "The Sundered Man shall be made whole by the Chosen, who will release Her" (this refers to the restoration of Nebt Bhakau, mentioned previously) and "The Chosen shall Emerge when the Colossus walks in Nycopolis" (this can be taken to mean that the Colossus of Uruk will come to life in some way, but it really alludes to the fact that Bhakau and Pizentios, working together, will create a huge, flesh golem (a Colossus of sorts) and use the monster to physically destroy Vermissa's prison). All of this will happen exactly as was predicted, unless, of course, the necromancers' evil plans are thwarted by the intrepid adventurers after they bring back the knowledge of how to cure the plague!

**Lich Hunting**

It is highly probable that the heroes may not survive a direct, violent confrontation with Vermissa. If the DM wishes to stage one anyway, in a truly epic style, feel free to introduce the party to King Talib, lich-hunter, as an individual who can provide them with some much-needed aid. Introducing Talib helps muddy the situation even further, given his past involvement with Kazerabet and her secret intention to become a lich herself. Naturally, Talib does not reveal that he is still Kazerabet's husband, and he does not know that his wife is currently on Sahu in the Summer Palace.

Once Talib learns that the adventurers have visited Sahu, he will approach them (in a *corpse host*) to learn about their adventures. He will offer money, magical items, or even his services as a lich-hunter in exchange for all they know about the island. He has long suspected that Sahu might be the haven for (at least) one lich and has researched its history quite thoroughly. He has reason to believe that Vermissa and Uruk made the transformation centuries ago. Talib confides all these secrets to the heroes, hoping to sway them to his side. Later, when he gets to know the party better, he may even reveal the personal reason for his crusade against liches.

Talib is respectfully cautious, particularly where liches are concerned. He has completed some discreet magical reconnaissance of the island and uncovered the existence of the Cult of Worms in Misbahd and Jinutt. He now feels ready to visit the island, albeit disguised in a *corpse host*. He needs the adventurers because of their

familiarity with the island, and he would appreciate their company during the visit. He promises them the wealth of the Necromancer Kings if they seem uncertain (and are motivated by greed); he also warns of the danger to the surrounding world when Vermissa finally earns her freedom.
Talib's relationship with Kazerabet adds another convolution to the exploration of Sahu. If the party has already encountered her and informs Talib of this, his first goal will be to track down his wife, determine her motives for staying on Sahu, and try to convince her to join him on his lich-hunt. If the party hasn't met her before, he will insist on exploring the ruins of Nycopolis, where they will find the "back door" into the Summer Palace and there encounter Kazerabet. The melodramatic reunion between husband and wife gets off to a shaky start (Talib is, after all, disguised in a *corpse host*). Kazerabet angrily sets her wards blazing when she sees the party, threatening to wipe them out for disturbing her research one too many times. Then Talib calls her by her true name (Inanna) to get her attention, and he reveals his true identity. She calls his *corpse host* a "neat trick," and he praises her radiant beauty and asks her to come back to him. "You finished your precious book," Talib notes casually. "I enjoyed reading it enormously," he adds, complimenting her further (he knows too well how to butter her up).
Kazerabet still loves her husband, but she tries very hard not to show it. She refuses to join him and the party against Vermissa (that would be contrary to her personal code of honor), but she will allow him (along with the adventurers) to use the *gate* in her basement to quickly reach the Garden. She says as little as possible about her involvement with the lich, except that she was studying Vermissa for a new book. Her interest in Sahu, she claims, was purely academic.
Aided by Talib, the adventurers may now be able to defeat Vermissa. Before her destruction, however, at a climactic moment in the battle, Vermissa reveals the true reason Kazerabet was helping her, and suggests that Talib's wife has already made the transformation into a lich. Before Vermissa dies, she wishes Talib joy in hunting his wife down and slaying her.
Make sure to arrange for Talib's *corpse host* to die a grisly, death before the climactic scene, leaving the final dirty work in the battle, and the destruction of Vermissa's phylactery, up to the heroes alone. After her death, presuming that the adventurers emerge from the battle victorious, the party hears a distant roar, and Thasmudyan informs them of his displeasure. He curses the heroes with any malediction the DM finds appropriate (save vs. spells at -4). The curse can only be removed by a 20th level or higher priest.
Afterward, confirming Vermissa's allegations, the PCs will find the Summer Palace completely empty should they return there via the *gate*, with no trace of Kazerabet's former occupancy. Talib *teleports* there in person to congratulate the adventurers, and he searches the palace for any clues to Kazerabet's current whereabouts. She has indeed left a clue, a small vase on a neglected mantle. A *legend lore* cast on the vase will reveal the distant location of its manufacture, another renowned center of magical learning. Kazerabet might be found somewhere near that vicinity, but perhaps the vase is nothing more than a red herring, planted there to throw a persistent husband off her trail.

## Necrophiles

As the sample campaign has shown, vivid and believable characters are essential to keep a convoluted plot moving forward. NPC necromancers are not passive, boring hulks, lurking in a crypt, waiting for an unsuspecting party to wander by. Each has his or her own agenda, plans, and ambitions, and these may - or may not - coincide with allied necromancers, even in an allied organization. In the last section of this book, we finally present seven of the necromancers and death priests to whom we have alluded throughout this book, as concrete examples of the multiplicity of roles these characters can play in the campaign.
Two of these characters, Ellandra and Mistress Yola, are purposefully independent from the Necromancer Kings campaign and can easily introduce a group of PCs to an entirely different series of adventures involving the Anatomical Academy and Ellandra's goal to restore her dead husband. The DM should feel free to tailor or modify the backgrounds for any of the other characters to suit the needs of a particular setting. May these

necrophiles provide you with inspiration for countless more intriguing characters in your campaign.

## *Ellandra*

**Lady Doctor Ellandra Tolbert**
**13th-level Human Necromancer (Anatomist)**

**Str:** 9
**Dex:** 17
**Con:** 10
**Int:** 16
**Wis:** 17
**Cha:** 15 (10 without *grafted* face)
**AC:**1
**THACO:** 16 (13 with *hornblade* +2 or throwing knife)
**Movement:** 12
**Hit Points:** 39
**Alignment:** Neutral
**Dark Gifts:** Nil
**Special Attacks:** By spell or magical item; opponents save at -1 vs. her necromantic spells; specialized in knife.
**Special Defenses:** *Contingency* invokes a *fire shield* spell if physically attacked.
**Saving Throws:** PPDM 11; RSW 7; PP 9; BW 11; S 8.
-1 bonus on saves against necromantic attacks, +3 magical attack adj. (Wisdom).
**Size:** M (5'3")

**WP:** knife (specialized), rapier. **NWP:** anatomy (16), etiquette (15), heraldry (16), modem languages (elvish, dwarvish, 16), healing (15), herbalism (15), reading/writing (18), spellcraft (15), spirit lore (11), venom handling (15).

**Spells:** *color spray, detect disease (WH), light, magic missile, protection from evil, unseen servant; detect life (WH), ESP, ice knife (WH), knock, living link, protection from paralysis (TOM); delay death (WH), dispel magic, false face, iron mind (WH), paralyze (FOR), wizard sight (TOM); brainkill, empathic wound transfer, minor globe of invulnerability, shout, summon spirit; cloudkill, bone growth, graft flesh, teleport, throbbing bones (WH), wall of force; death spell, power word, silence (FOR), transmute steel to bone.*

**Equipment:** *Bracers of Defense AC4, greater bone ring,* platinum necklace set with a *pearl of power* (5th level), *amulet of life protection, wand of paralyzation* (66 charges), *hornblade (dagger +2),* diamond wedding ring (5,000 gp), gold necklace (1,500 gp), four jade bracelets (500 gp each), doctor's satchel with knives, scalpels, saws, bandages, four vials of *soultravel,* three vials of mindshadow, *potion of extrahealing,* three pots

of *Kheoghtom's ointment*, and two packets of *dust of sneezing and choking*.

**Physical Appearance:** A short, pale woman in her late thirties, Ellandra has thin yellow hair and hazel eyes, highlighted by long gold lashes. Ellandra's hands are milk-white and delicate, her fingers tipped by unusually long nails. When nervous, bored, or anxious, she will clack her nails impatiently, on the nearest available hard surface.
Despite her natural beauty, Ellandra is insecure about her own appearance. She favors long-sleeved robes cut in the exotic, southern style of Calimshan to modestly conceal much of her body, and she keeps a black leather shoulder bag nearby, which contains her surgical equipment and medications.

**Background:** Ellandra was born into one of the noble houses of Neverwinter. Her father was a famous Anatomist, and as a child she assisted him in his dissections. When she was 13, a disgruntled serf burned the Tolbert Estate to the ground. Only Ellandra survived, but her face was badly burned in the inferno. After that disaster, she resolved to continue her father's research, eventually joining the Anatomical Academy.
At first, Ellandra focused her research on curing - or at least hiding - the horrible burns on her face. She first developed *false face* for that purpose. As her power grew, she learned how to *graft flesh* from a cadaver onto her own scarred face, concealing her deformity.
Today she still maintains a *grafted* face, and her skill with the Art enables her to blend the corpse flesh with her own skin exactly. She continually fortifies this disguise with multiple overlapping spells, so that it cannot be undone all at once by a single lucky *dispel magic*. Ellandra has maintained this "disguise" for years.
Her former husband, Gerard Anterra, was a famous sea captain and privateer, but he tragically died in action off Nelather more than five years ago. His body was never recovered, and Ellandra was plunged into deep depression. After Gerard's death, Ellandra devoted her life to the Academy. Ellandra now labors exhaustively at her research, secretly trying to find a way to bring her husband permanently back from the dead.
Her close friend and confidante. Mistress Yola (detailed in her own NPC sheet), has recently cultivated a mild cruel streak in Ellandra. Even though Ellandra does not follow her friend's fanatical religious views, she still regards Yola as a trusted ally.

**Role-Playing Notes:** Ellandra carries herself with the hauteur of a true aristocrat. She is fantastically wealthy and expects everyone around her to cater to her whims, if not for her wit and beauty, then for her money. Ellandra is an accomplished surgeon, but she only practices these skills on the living to show off or to endear herself to potential allies. She really has little concern for healing - her interest lies in dissecting and studying the dead body.
Despite her wealth and power, Ellandra is sad and lonely. She mentions her dead husband Gerard in just about any conversation, and when she is especially morbid, she dredges up memories of her father. Ellandra craves love and attention. She adores flattery.
Despite her quirks and mood swings, Ellandra is more sad and tragic than cold-heartedly evil. She can be extremely generous with those she is trying to befriend. Ellandra would make an interesting patron for a party of adventurers. She might even take a party mage under her wing, especially if he coincidentally reminded her of Gerard.

## *Kazerabet (Zaribel)*

**Angel of the Dark, Former Queen of Ysawis**
**20lh-level Human Necromancer (Philosopher)**

**Str:** 12
**Dex:** 15
**Con:** 10
**Int:** 17
**Wis:** 19
**Cha:** 18
**Armor Class:** 1
**THACO:** 14 (12 with magic staff)
**Movement:** 12
**Hit Points:** 48
**Alignment:** Lawful Neutral
**Granted Powers/Dark Gifts:** Nil
**Special Attacks:** By Spell or magical item; opponents save at -1 against her necromantic spells.
**Special Defenses:** *Chain contingency (TOM)* raises a *prismatic. wall* and a *homonculous shield (TOM)* around her in defense when she snaps her fingers; *stoneskin* spell withstands 12 physical attacks; *contingency* spell *teleports* her to safely if wounded to 10 hp or less; has combined *permanency* spells with *comprehend languages, protection from normal missiles, read magic,* and *tongues*; has used *wishes* to shield her from all divination, location, and scrying spells; immune to *cause fear, charm person, command, friends,* and *hypnotism*.
**Saving Throws:** PPDM 10; RSW 5; PP 7; BW 9; S 6.
+2 on saves vs. spell (magic staff); +1 bonus on saves against necromantic attacks, +4 magical attack adj. (Wisdom).
**Size:** 5'6"

**WP:** dagger (thrown and wielded), staff. **NWP:** ancient languages (Kadari, 17), ancient history (16), brewing (17), engineering (14), etiquette (18), herbalism (15), heraldry (17), airborne riding (17), necrology (19), netherworld knowledge (16), reading/writing (18), religion (19), singing (18), spellcraft (15).

**Spells:** *animate dead animals, burning hands, color spray, corpse link, chill touch, exterminate, feather fall, grease, magic missile. spectral voice, spider climb, unseen servant; darkness 15' radius, embalm, ESP, ghoul touch (WH), levitate, living link, skeletal hands, spectral hand (x2), protection from paralysis (TOM), vocalize (WH), web; delay death (WH), clairvoyance, dispel magic, dispel silence (FOR), fireball, infravision, lightning boll (x2), slow, vampiric touch, tongues, wizard sight (TOM); contagion, dimension door, enervation, magic*

*mirror, summon spirit, polymorph other; animate dead (x2), dismissal (x2), magic jar, teleport; chain lightning, lich touch (FOR), invisible stalker, globe of invulnerability, legend lore; finger of death, lifeproof(AA), power word, stun, spell turning, vision; death shroud, maze, mind blank, sink; time stop, wail of the banshee (TOM), gate.*

**Equipment:** *staff of the magi* (18 ch.), *amulet of terror* (13 ch.), *bracers of defense AC 2, ring of regeneration, ring of wizardry* (doubles lst-3rd level spells), *talisman of divining* (detects undead, 38 ch.), *wand of lightning* (48 ch.), *handglyph of power (death spell,* 2 ch.), *nether scarab* (18 ch.), *figurines of wondrous power* (three ivory goats, one use remaining for each), miniature, modified *iron bottle* worn on necklace (containing six barbazu), *scroll of protection from undead,* two bottles of greater *ju-ju wine, potions of invisibility* and *extrahealing* (x2), two concealed daggers.

**Appearance:** Kazerabet has a strong, forceful personality and an intellect so intense and commanding that at first one may almost be tempted to forget to notice her attractive face and figure". Her eyes arc a spectacular steel gray, and they flash like drawn daggers when she is angered. She has a proud and expressive mouth, with ruby-painted lips that often curl into a pouting smile or a contemptuous sneer. For important occasions, she puts on a platinum tiara that accents her eyes (10,000 gp) and drosses in a full-length imperial robe, encrusted with emeralds (7,500 gp). During more intimate audiences, she prefers a semi-translucent gown, vaporous and sheer like a shroud of mist.

**Background:** For the past two centuries, Kazerabet has been an eminent researcher, a scholar, and a theoretician of the necromantic Arts. She practiced necromancy to gain a greater knowledge of life by studying death, embracing the Art because it was forbidden and mysterious. Kazerabet has always been fascinated by the history of the Necromancer Kings of Sahu and their legacy of magical artifacts.
Kazerabet's researches have taken her to Sahu, the Isle of the Necromancer Kings, where she uncovered the Garden of Eternity hidden beneath the island. There she has entered into a mutually beneficial pact with the lich-priestess Vermissa (see her NPC sheet). In exchange for access to her ancient library and assistance in attaining lichdom, Kazerabet has agreed to remove one of the nine ancient glyphs keeping Vermissa imprisoned in the Garden.
Kazerabet is a neutral visitor in the Garden of Eternity. She is fascinated by Vermissa, as she represents the history she has been studying for decades. Although Kazerabet easily tolerates the presence of undead, she has no respect for Vermissa's living cult members and allies. She finds the necromancer Pizentios (see his NPC sheet) particularly distasteful.

**Role-Playing Notes:** Kazerabet carries herself with all the pride and dignity of exiled royalty. She is an extremely private person and never discusses her past history or future plans.
Though Kazerabet memorizes divinatory and defensive magics, she is fully capable of unleashing a torrent of devastating spells (and barbazu) when provoked. If she is seriously endangered, her chain *contingency* will activate (see "Special Defenses"), giving her time to release her barbazu from her iron bottle, cast *time stop,* and ready her necromantic attacks. She will not hesitate to *teleport* away from a lost battle so she can *gate* in a greater baatezu and prepare her own ambush.

## *Pizentios*

**Master Pizentios of the Ghoul's Skin, Shadowmaster**
**11th-level Human Necromancer (Archetype)**

**Str:** 15
**Dex:** 11
**Con:** 15
**Int:** 18
**Wis:** 16
**Cha:** 10
**Armor Class:** 1 (with *spirit armor*) or 7
**THACO:** 17
**Movement:** 12
**Hit Points:** 58 (including Ifrit's hit points) or 40
**Alignment:** Lawful Evil
**Dark Gifts:** Enhanced night vision (and *wizard sight (TOM)*), turn/command undead as 6th-level cleric.
**Special Attacks:** By spell or magical item; opponents save at -1 against his necromantic spells.
**Special Defenses:** Telepathic link with Ifrit, Ifrit's ability to regenerate (1 hp/round), and Ifrit's 25% magic resistance.
**Saving Throws:** PPDM 11; RSW 7; PP 9; BW 11; S 8.
+3 on all saves (magic robes), +1 bonus on saves against necromantic attacks, +2 magical attack adj. (Wisdom).
**Size:** 5'6"

**WP:** scimitar, staff. **NWP:** ancient languages (Kadari, 18), ancient history (17), brewing (18), herbalism (16), necrology (16), netherworld knowledge (14), reading/writing (19), religion (16), spellcraft (16), spirit lore (6), venom handling (14).

**Spells:** *corpse visage (WH), corpse link, chill touch, grease, magic missile; choke (WH), spectral hand, stinking cloud, vocalize (WH), web; blink, dispel magic, non-detection, spirit armor (TOM), vampiric touch; Beltyn's burning blood (FOR), dimension door, minor globe of invulnerability, polymorph self; animate dead, cloudkill, summon shadow, wall of bones (WH).*

**Equipment:** *shadowblade* scimitar, *staff of skulls* (20 ch.), *robes of protection +3*, gold signet ring (150 gp, engraved with the wheel symbol of the Necromancer Kings), heavy black robes imbued with *deeppockets*. filled with miscellaneous spell components, adventuring gear, 14 garnets (500 gp each), three pots of *ghast salve, potions of vitality, gaseous form*, and *undead control*, scroll of wizard spells (cast at 11th level): *chill touch, vampiric touch, mummy touch (FOR)*, and *animate dead, a protection from fire* scroll, and four packets of *dust of coagulation (TOM)*.

**Appearance:** Pizentios's most distinguishing feature is his clammy blue-gray skin. His fingernails and lips are an even darker shade of blue, lending him the appearance of a fresh corpse. When he smiles, his blue-black gums contrast hideously with his pearl white teeth. Pizentios is otherwise a dumpy, short, middle-aged man with a protruding round belly. Most of his hair has fallen out, leaving him partially bald, except for a thin fuzzy band of whitish strands clustered above his cars and around the back of his head. He has intense, dark eyes and a cold, emotionless voice that sends shivers up the spines of weak-hearted listeners.

**Background:** Pizentios was hand-picked as an apprentice by the infamous necromancer Nebt Bhakau. When Pizentios was a youth, Bhakau sent him to explore Sahu and learn the secrets of the Necromancer Kings. Before Pizentios could return, however, he learned of his master's imprisonment and demise. Fearing a similar fate should he return, Pizentios remained on Sahu.

One day, Pizentios encountered a group of ghouls and joined their pack by using *ghast salve*. The ghouls led him to the Garden of Eternity, where he met the imprisoned Vermissa (see her NPC sheet). The lich had once been Bhakau's patron, and she embraced Pizentios as an exiled son. The necromancer swore an oath of fealty to Vermissa and her evil god, Thasmudyan, gaining the ability to perceive hidden auras (enhanced vision) and command undead. Pizentios also gained the service of an infernal familiar, Ifrit.

Ifrit is an unusual imp. Although he can take any of the normal forms, his preferred shape is that of a man-sized shadow, with tiny horns and vestigial wings. In this form, he is 90% undetectable in shadowy surroundings and completely invisible in deep shadows (or darkness). Unlike an undead shadow, however, Ifrit is not harmed or deterred by light. The fiend delights in terrorizing Pizentios' apprentices, and requires one blood sacrifice per week to assure his loyalty. If so appeased, the imp follows his master's orders obediently.

Pizentios was too young and inexperienced to contain the new powers bestowed on him. The initiation nearly killed him, leaving him hideously disfigured. Pizentios recovered and founded a small school for necromancers outside the entrance of Vermissa's Garden. He is currently training new skilled followers for her cult. These apprentices naturally have no idea of what transpires in Pizentios's "secret garden.

**Role-Playing Notes:** Pizentios is smug and arrogant, confident in the knowledge that he is Vermissa's favorite pet. His power has grown considerably in the past few years, and tie yearns to leam all of his former master's great secrets. In many ways, he is like a spoiled child who has been given too much, too soon. No matter how much he learns or gains, he always wants more. This insatiable ambition, combined with his genius intellect, makes Pizentios a deadly opponent.

In battle, he will first surround himself in a *wall of bones*, and then *summon shadows* to distract his enemy. He will next prepare *minor globe of invulnerability* and *spirit armor* as quickly as possible. Depending upon the wind conditions, he will hit his foes with *cloudkill* or *Beltyn's burning blood* (his favorites). Should he be pressed into melee, he can fight with either his *shadowblade* or his enchanted staff. Finally, if an encounter goes poorly, he will call in Ifrit for a distraction and either *dimension door* himself away or *polymorph* into a gargoyle to escape.

## *Sarzec*

**Sarzec the Broken, Captain of the Scrofula**
**6th-level Human Necromancer (Undead Master)**

**Str:** 11
**Dex:** 11
**Con:** 10
**Int:** 15
**Wis:** 16
**Cha:** 14
**Armor Class:** 3 (with spirit armor) or 8
**THACO:** 18
**Movement:** 6 (hobbled by old accident)
**Hit Points:** 25 (including 5 extra hp from Malvolio)
**Alignment:** Chaotic Evil
**Dark Gifts:** Nil
**Special Attacks:** By spell or magical item, opponents save at -1 against his necromantic spells, turns/commands undead as 6th-level priest (Undead Master).
**Special Defenses:** Nil
**Saving Throws:** PPDM 13; RSW 9; PP 11; BW 13; S 10.
+2 on all saves (magic ring), +1 bonus on saves against necromantic attacks, +2 magical attack adj. (Wisdom).
**Size:** 4'11" (bowlegged)

**WP:** darts. **NWP:** ancient history (14), ancient languages (Kadari, 15), heraldry (15), navigation (13), necrology (16), netherworld knowledge (13), reading/writing (16), religion (14), spellcraft (13), swimming (11), weather sense (14).

**Spells:** *chill touch, charm person, detect magic, magic missile (x2); spectral hand, ghoul touch (WH), skeletal hands; bone dance, spirit armor (TOM), lightning bolt.*

**Equipment:** *ring of protection* +2 (silver band set with a tiny green ceramic scarab beetle), iron key worn from string around neck (opens sea chest, see below), gold earring set with a garnet (100 gp), three golden rings (worth 50 gp each), midnight blue robes (edged in silver thread) whose pockets contain one black *bead of force*, spell components, a compact quiver with nine barbed darts dipped in Type C poison (onset 2-5 rounds, 25 hp damage, 2-8 if save), a spyglass (500 gp), *potions of healing* (x2), and a wizard scroll (spells cast at 11th level): *animate dead* (x3), *cloudkill*.

**Physical Description:** Sarzec was once a tall and handsome man, but a previous accident has left him a crippled hunchback with horribly twisted legs. He walks slowly and painfully in a bowlegged gait, but he stubbornly refuses to seek medical treatment. The prideful wizard will not even use a staff or cane as a crutch.

Sarzec is approaching his early thirties, but his blue eyes are ringed with darkness, and his raven-black hair is shot with silver. He has a loud and commanding voice and speaks with an air of determination.

**Background:** Formerly an apprentice of the necromancer Pizentios (sec his NPC sheet), Sarzec fell into an oubliette while feeding one of his Master's prisoners on Sahu. The fall shattered his body, but he survived, and his life was spared by the escaping prisoners. Enraged by his student's failure, Pizentios refused to set the broken bones, which healed and fused at awkward angles, leaving him a permanent cripple. Pizentios successfully convinced Sarzec that the prisoners were to blame for his disfigurement, and when Sarzec finished his studies, the master even outfitted him with a ship and a zombie crew to hunt down the renegade sailors who crippled him.

Sarzec now scours the seas in a trim caravel, the *Scrofula*, with a junior necromancer and a crew of zombies. They patrol the sea lanes near the Isle of Sahu, preying upon understaffed merchant ships, constantly on the lockout for the adventurers who wrecked Sarzec's body and filled his life with unending pain. The necromancers have a small base on Sahu and report back occasionally to Pizentios, who is pleased with their progress and keeps them well outfitted in exchange for prisoners and tribute. Sarzec enjoys the current arrangement with his former mentor (and as an Undead Master, he revels in the command of an undead crew), but his thirst for revenge takes him on ever wider forays from the coast of Sahu.

As a natural leader, Sarzec enjoys the complete authority over his undead crow. These twenty zombies (hp 12-16 each) have been fortified by *embalming*, which also prevents them from decomposing in the intense sun and heat at sea.

**Role-Playing Notes:** Sarzec is a cruel, foul-tempered bully who suffers in constant physical pain from his old injuries. He lashes out, often violently, against any who disagree with his opinion (these are scarce on a ship crewed mostly by mindless undead). In battle, Sarzec's first action is usually to cast *spirit armor* in defense, then use a *lightning bolt* to soften up the enemy while sending over a zombie boarding party. He then casts *spectral hand* to deliver touch-related attacks, afterward animating a pair of *skeletal hands* or casting *bone dance* on a fallen foe. He will not hesitate to use his magical bead. scroll, or poisoned darts if pressed in battle.

Sarzec's intelligent mind has easily grown accustomed to sea travel. He chooses his potential victims carefully, always screening their ships from a safe distance with the help of his huge raven familiar, Malvolio. If a target seems weak or helpless, he maneuvers the *Scrofula* so it has the wind advantage and attacks. The *Scrofula* has been rigged for speed. Lacking heavy supplies or cargo and forewarned by Malvolio's reconnaissance, she can outrun most merchant ships.

## *Talib*

**King Talib al-Ysawis the Magnificent (and the Accursed)**
**Dual Class Human: 5th level Desert Warrior/16th-level Necromancer (Deathslayer)**

**Str:** 16
**Dex:** 13
**Con:** 15
**Int:** 17
**Wis:** 16
**Cha:** 15
**Armor Class:** -1 (with *ghost armor (FOR)*) or 6
**THACO:** 15 (13 vs. liches)

**Movement:** 12
**Hit Points:** 68
**Alignment:** Chaotic Good
**Dark Gifts:** Nil
**Special Attacks:** By spell or magical item, opponents save at -1 against his necromantic spells, liches save at -2 vs. all spells.
**Special Defenses:** Physical body warded by a *corpse host* when hunting undead, *contingency* spell *teleports* all equipment to safety when the *corpse host* is destroyed.
**Saving Throws:** PPDM 10; RSW 5; PP 7; BW 9; S 6.
+1 on saves vs. spell (scarab), +5 on all saves (cloak and stone); +2 on all saves against liches, +1 bonus on saves against necromantic attacks, +2 magical attack adj. (Wisdom).
**Size:**6'l"

**WP:** scimitar (specialized), great scimitar, longbow, spear, dagger, staff. **NWP:** ancient languages (Kadari, 17), ancient history (16), engineering (16), fire building (15), heraldry (17), survival (17), running (9), blind-fighting (14), land based riding (19), necrology (16), netherworld knowledge (13), tracking (16), reading/writing (18), religion (16), spellcraft (15).

**Psionics:** (wild talent). PSPs: 138, mind blank (9), mind bar (15), object reading (11), sensitivity to psychic impressions (12).

**Spells:** *burning hands, corpselight (FOR), detect undead, hold portal. magic missile, protection from evil; cloak from undead (FOR), E5P, knock, levitate, vocalize WH), web; dispel magic, fireball, ghost armor (FOR), lightning bolt, hold undead, wizard sight (TOM); dimension door, empathic wound transfer, Evard's black tentacles, polymorph self, thunderstaff (TOM), wall of ice, polymorph other; bind undead, cone of cold, dismissal, graft flesh, teleport. wall of force; Bloodstone's spectral steed (TOM), chain lightning, claws of the umber hulk (TOM), legend lore; acid storm (TOM), prismatic spray, wound conferral; Bigby's clenches fist, homunculus shield.*

**Equipment:** *cloak of protection* +4, *rod of absorption* (40 ch.), *talisman of divining (detects life,* 65 ch.), *handglyph of power (disintegrate,* 3 ch.), *scimitar of life stealing* (specialized: #AT 3/2, Dmg 1d8+4), *stone of good luck* (carved in the shape of a white elephant), a jade *scarab of protection* (10 ch.), and a *girdle of many*

*pockets* containing traveling spellbooks, spell components and adventuring gear, a composite longbow, quiver with 24 *arrows* +2, a purse with 400 gp, 10 pearls (100 gp each) and 10 diamonds (1,000 gp each), *potions of extrahealing* (x4), *flying, invisibility*, and *growth*, an *elixir of youth, scroll of protection from fiends* and a scroll (cast at 16th level) with *limited wish* (x3).

**Physical Description:** Talib appears to be unusually strong and muscular for a man in his sixties. His massive shoulders and arms arc covered by tattoos, and his face is lined with wrinkles and deep scars. One ear is gone, nothing more than a tattered strip of skin, and his right eye is covered by a velvet eye patch. Because of his scimitar, scars, and military demeanor, one might easily mistake him for a retired general.
For dangerous missions, Talib adopts a *corpse host* as a disguise and a safeguard, since his distinctive features are easily remembered and his lethal quarries often set up nasty surprises. He prefers to use the fresh body of an experienced fighter who died of natural causes (or in battle). Talib always makes sure to conceal any obvious mortal wounds on his host. Most often, he does this simply by wearing enough clothing to cover himself fairly well. After all, it wouldn't do much for the credibility of his disguise to be seen walking about with a gaping chest wound.

**Background:** In his youth, Talib married Kazerabet (see her NPC sheet), who advanced his training and let him rule by her side over a secluded kingdom of undead. After a few happy decades, Kazerabet mysteriously deserted him. He has never forgiven her, but neither has he stopped searching for her.
Talib became a Deathslayer after his two sisters, Jal' and Leyla, were *disintegrated* by the lich Thalath. He has since destroyed four liches (including Thalath) and returned all the zombies in his kingdom back to their graves. Ysawis is now a secluded and deserted city in the jungle, doomed to slow decline by its dark heritage. Talib lives in a magnificent Jade Palace in the decaying city, alone save for a contingent of loyal jann. At least four jann bodyguards accompany Talib (or his *corpse host*) on his adventures, flying *invisibly* around him.

**Role-Playing Notes:** At first, Talib fought liches in revenge, but his anger has been replaced by grim moral outrage. He is reckless, foolhardy, and fatalistic. He has no fear of pain or death because his *corpse host* can easily be replaced, and he always has at least one clone of himself carefully stored in his palace. Destroying liches gives his empty life a sense of purpose, and he pursues it with gusto. Though he suffers from horrible recurring nightmares and terrifying visions, he somehow manages to maintain a sane, positive, and often humorous outlook on life.
Talib (or his host) may sometimes join a party of adventurers to help mask his movements when hunting a lich. To protect his companions, he tries to conceal his true power and invisible associates unless direly threatened. Talib may serve as a temporary ally for an adventure or two, provided these excursions help Talib locate or ultimately destroy his enemy.

## *Vermissa*

**The Undying One, Queen of Worms, Matron of Ghouls**
**24th-level Lich Priestess (Charnelist)**

**Str:** 10
**Dex:** 12
**Con:** 15
**Int:** 18
**Wis:** 20
**Cha:** 16
**Armor Class:** -3
**THACO:** 6
**Movement:** 6
**Hit Points:** 90
**Alignment:** Lawful Evil
**Special Attacks:** Aura of power (creatures of 5 HD or less must save vs. spells or flee for 5-20 rounds), chilling touch (Dmg: 1-10 hp, permanent paralysis).
**Granted Powers/Dark Gifts:** *Animate dead* by touch (3/day), *skull scry* (see through any corpse within 17 miles, at will).
**Special Defenses:** Never surprised (robes), +1 magical weapon to hit, immune to *charm, sleep, enfeeblement, polymorph, cold, electricity, insanity*, and *death spell*.
**Saving Throws:** PPDM 2; RSW 4; PP 3; BW 6; S 5.
+3 on all saves (ring), +4 magical attack adj. (Wisdom).
**Size:** 5'8"

**WP:** staff, footman's flail, footman's mace, warhammer. **NWP:** ancient history (16), ancient languages (Kadari, 17), musical instruments (flute, horn, 10); local history (13), gaming (14), reading lips (15), necrology (19), netherworld knowledge (18), spirit lore (12), anatomy (17); herbalism (16), reading/writing (18), religion (19), spellcraft (15).

**Spells:** *bless, command (x2), call upon faith (TOM), darkness, detect food, emotion read (TOM), protection from good, sanctuary, spiritual hammer, undead alacrity; aid, augury, barkskin, draw upon unholy might (TOM), enthrall, know alignment, hold person (x2), music of the spheres (TOM), resist turning, withdraw; bestow curse, dispel magic (x3), life drain (x3), memory read (TOM), prayer, protection from fire, speak with dead; abjure, cause insanity (x2), mental domination (TOM) (x2), rapport (TOM), solipsism (TOM) (x2), thought broadcast (TOM), poison (x2); dispel good, imbue undead with spell ability, quest, scourge (x2), slay living, undead regeneration (x3); asphyxiate (x3), aerial servant, animate object, summon undead (x2), wall of thorns; confusion, energy drain, mindkiller (TOM).*

**Equipment:** A loose purple gown *(robe of eyes)*, an electrum choker adorned with writhing worms and set with a massive 5,000 gp emerald (functions as a *helm of telepathy*), a gold and amethyst earring (an adapted *ioun stone*, absorbs 58 spell levels), a *ring of spell storing* (*contains dispel magic, dispel good, undead regeneration* (x2), *word of recall*), *ring of protection +3, staff of withering* (20 ch.), *talisman of divining* embedded in an gold arm band (*detects magic*, 44 ch.), and three *handglyphs of power* wrapped around the wrists and lower arms like exotic bracelets (*fire* (2 ch.), *disintegrate* (I ch.), *power word, stun* (2 ch.)).

**Appearance:** For a lich, Vermissa's body is remarkably well preserved, still possessing the same voluptuous curves and alluring contours of an attractive young woman. Vermissa carries the full weight of her undead transformation in her face, where the skin has shrunken tight over her skull, and her eyes bum with infernal radiance in their empty sockets. She sometimes uses a solipsism to disguise her true nature (she can subdue her aura, chilling touch, and glowing eyes at will). Vermissa's voice can be soft and sweet (she can sing beautifully) when she is receiving visitors; when angered, however, her voice gains a tone of commanding power and malevolence.

**Background:** Vermissa lived when the first Necromancer King ruled Sahu in the distant past. She founded the Cult of Worms. directly challenging King Uruk's authority. Even then, Vermissa's power was great, and Uruk dared not anger Thasmudyan, her infernal patron. Rather than destroying Vermissa, Uruk and eight of his barons forged an eternal prison for their nemesis. They lured Vermissa into the Garden of Eternity and locked her within using nine seals of power.

Vermissa raged against Uruk, but he left her there to perish. In time, Uruk passed away, and his dynasty faded into oblivion, but Vermissa lived on, granted the gift of lichdom by Thasmudyan. Although she is prevented from physically leaving the Garden, others can enter and leave at will.

She has since rebuilt her Cult of Worms into a semblance of its former glory. Vermissa has cultivated relationships with powerful necromancers like Kazerabet (see her NPC sheet), providing ancient lore in exchange for destroying a seal of her prison. Now only three seals remain, and she is slowly training her own branch of wizards through Pizentios (see his NPC sheet). Once her private corps of necromancers is sufficiently powerful, she will be free at last.

**Role-Playing Notes:** Vermissa is a master manipulator, a priestess and politician with a long-term view. Her living cult members control all the villages on Sahu, and her countless undead minions (ghouls and ghasts mostly) range freely over the island's "haunted" highlands. Vermissa's power is strongest on Sahu. She can project her spirit into any undead creature on the island and see through the eyes of any corpse within a score of miles from her lair. Her power extends, more tenuously, from Sahu to the mainland beyond, where her fanatical cult members have insinuated their way into positions of political power and authority.

Vermissa's quick and agile mind has been numbed by centuries of boredom. She would gladly welcome a party of explorers into her subterranean Garden to relieve some of the monotony. She might even let some of them live if they are suitably entertaining. If not, their remains can be served to Thasmudyan at his next infernal feast. Hostile visitors will meet a similar fate.

## *Yola*

**Pain-Mistress Yolanda Shamat**
**8th-level Human Death Priestess (Pain)**

**Str:** 14
**Dex:** 13
**Con:** 15
**Int:** 12
**Wis:** 17
**Cha:** 13
**Armor Class:** 5
**THACO:** 16
**Movement:** 12
**Hit Points:** 50
**Alignment:** Neutral Evil
**Granted Powers:** Negate emotion spells in others, *emotion control* (fear, sorrow, or hatred; up to 16 people, 1/day), focus harm spell (*cause serious wounds*, 17 hp damage, 1/day).
**Special Attacks:** By spell or magical item.
**Special Defenses:** Nil
**Saving Throws:** PPDM 7; RSW 11; PP 10; BW 13; S 12.
+4 on saves vs. pain; +3 magical attack adj. (Wisdom).
**Size:** 5'9"

**WP:** scourge, footman's mace, footman's flail, staff, whip. **NWP:** endurance (15), local history (13), reading/writing (13), religion (17), rope use (13), spellcraft (10), swimming (14).

**Spells:** *bless, call upon faith (TOM), cause light wounds, command, protection from good: aid, draw upon unholy might (TOM), hold person (x2), silence 15' radius; cause blindness, death's door. dispel magic; cause insanity, cause serious wounds.*

**Equipment:** *Scale mail +1*, wickedly spiked staff-mace, whip, gold signet ring (100 gp), nose ring (50 gp), electrum tiara (250 gp), belt pouch (28 gp, 34 sp, and a pair of thumbscrews), and shoulder bag with four knives, one dose of mindshadow. eight caltrops, scourge, spare whip, iron spikes and needles, a sponge, 50' of rope, flask of salt water, *potion of extrahealing*, and four packets of *powder of the black veil (TOM)*.

**Physical Description:** Yola is a daunting figure. A tall, sturdily built woman in her early thirties, Yola has pale blue eyes and midnight black hair which she braids and coils around sharp iron needles. She has dark, .swarthy features, and she speaks with an exotic foreign accent. Her stature and demeanor clearly convey a strong, commanding personality, for she carries herself rigidly erect, moves with deliberate purpose, and cows everyone around her with an icy stare.

**Background:** As a child, Yolanda Shamat was sold as a slave to Signer Matanzas, a priest of Loviatar who introduced her to the excruciating rites of the Pain Goddess. Yola rose in Matanzas' household to the position of

chamberlain, and she ran his estate with brutal efficiency. Matanzas was a member of the Anatomical Academy, and the vivisection facilities in his estate were sometimes used as a meeting place for the Academy. Dr. Ellandra Tolbert (see her NPC sheet) attended several of these meetings and met Yola at Matanza's Estate. While their first encounter was less than cordial, it was clear that Ellandra was not intimidated by Yola's demeanor. After only a few visits to the estate, the two began to exchange polite greetings, and then pleasantries. Ellandra persuaded Matanzas to transfer Yola into her service.

Since slavery is not as prevalent in her homeland, Ellandra promptly gave Yola her freedom when she moved north to Waterdeep. In a curious mixture of gratitude, friendship, and respect, the priestess agreed to remain in Ellandra's employ as her "personal assistant." Yola is convinced that her friend's attempts to bring back her dead husband will only result in great sorrow and pain, but as a priestess of Loviatar, she finds some measure of satisfaction at helping in this enterprise. She manages Ellandra's villa just like Matanzas' estate, though the soft northern servants have almost no tolerance to pain and are thus almost pathetically easy to control.

Yolanda is also now an established member of Loviatar's priesthood in Waterdeep, but the city's high priest reminds her too much of Malanzas. She spends as little time in the House of Pain as possible, preferring to assist Ellandra in furthering her research. She has no personal following and no interest in acquiring one.

**Role-Playing Notes:** Yola exudes a palpable aura of harsh, uncompromising severity that is emotionally disturbing to humans in her presence, as well as animals. Babies cry, children flee, dogs bark, and horses rear at her approach.

Anyone visiting Ellandra will first have to contend with Yola, who screens her mistress from needless interruptions. She addresses newcomers with glacial frigidity unless they have a scheduled appointment. Yola also serves as a recruiter for Ellandra, hiring adventuring parties to take care of messy or difficult business (such as acquiring new bodies for Ellandra's secret research).

Yola can be extremely unpleasant if provoked into combat. Her first action will usually be to release her dogs and invoke fear using her *emotion control* (save vs. spells or flee for 8 rounds). If her dogs can shield her from melee, she will first *silence, hold* or *command* spellcasters; otherwise she will wade into battle focusing *cause serious wounds* (see granted power) or *cause insanity* on an opponent. Once her spells have been exhausted, she will fight with her staff-mace (THACO 13, Dmg ld6+3); against unarmored victims, she may use her whip to entangle or disarm (THACO 20 with called shot, Dmg: ld2/l). Yola is too prudent to fight to the death. She will use her *powder of the black veil* and anandful of scattered caltrops to cloak her escape and deter pursuit.

# Appendix 1: Common Spells for Necromancers



These tables list most spells available to necromancer wizards (**boldfaced** spells belong to the school of Necromancy). When randomly rilling a scroll or spell list, determine the spell's level, then use the frequency table, then the appropriate subtable.
***Bold-Italicized*** spells are described in this book. *TOM = Tome of Magic; WH = Complete Wizard's Handbook; SH= Complete Sha'ir's Handbook; FOR = Forgotten Realms Adventures; AA = Arabian Adventures*. The rest are found in the 2nd Edition *Player's Handbook*.

**Random Spell Frequency Table**

| | |
|---|---|
| 01-60 | Offense/Defense |
| 61-90 | Divination |
| 91-00 | Special/Rare |

| 1st Level Spells | 2nd Level Spells | 3rd Level Spells | 4th Level Spells |
|---|---|---|---|
| **Offense/Defense** | **Offense/Defense** | **Offense/Defense** | **Offense/Defense** |
| Armor | Choke *(WH)* | Blink | **Beltyn's Burning Blood** *(FOR)* |
| Burning Hands | Continual Light | **Delay Death** *(WH)* | ***Brainkill*** |
| Catapult *(FOR)* | Darkness 15' Radius | Dispel Magic | **Contagion** |
| **Chill Touch** | Flaming Sphere | Dispel Silence *(FOR)* | Dimension Door |
| Color Spray | Fog Cloud | Fireball | ***Empathic Wound Transfer*** |
| **Corpse Visage** *(WH)* | **Ghoul Touch** *(WH)* | Flame Arrow | **Enervation** |
| ***Exterminate*** | Ice Knife *(WH)* | Ghost Armor *(FOR)* | Evard's Black Tentacles |
| Feather Fall | Max's Earthen Grasp *(TOM)* | Haste | **Lifesurge** *(SH)* |
| Fist of Stone *(TOM)* | Melf's Acid Arrow | **Hold Undead** | Fire Shield |
| Grease | Protection from Cantrips | Iron Mind *(WH)* | Ice Storm |
| Hold Portal | Protection from Paralysis *(TOM)* | Lightning bolt | Minor Globe of Invulnerability |
| Light | Pyrotechnics | Melf's Minute Meteors | Otiluke's Resilient Sphere |
| Magic Missile | Rope Trick | **Mummy Touch** *(FOR)* | Polymorph Other |
| Mending | Shatter | **Pain Touch** *(WH)* | Remove Curse |
| Mount | **Spectral Hand** | **Paralyze** *(FOR)* | Shout |
| Protection from Evil | Stinking Cloud | Protection from Evil, 10' Radius | Stoneskin |
| Shield | Summon Swarm | Protection from Normal Missiles | Thunderlance *(FOR)* |
| Shocking Grasp | Vocalize *(WH, FOR)* | Slow | |
| Spider Climb | | **Spirit Armor** *(TOM)* | |
| Wall of Fog | | | |

**Divination/Disguise**

Comprehend Languages

***Corpse Link***

**Corpselight** *(FOR)*

Detect Disease *(WH)*

Detect Magic

**Detect Undead**

Enlarge

Identify

***Locate Remains***

Message

Read Magic

**Special/Rare**

Affect Normal Fires

Alarm

***Animate Dead Animals***

Cantrip

Copy *(WH)*

Dancing Lights

Erase

Find Familiar

Gaze Reflection

Jump

Lasting Breath *(TOM)*

Metamorphose Liquids *(TOM)*

Murdock's Feathery Flyer *(TOM)*

Protection from Hunger and Thirst *(WH)*

Scatterspray *(FOR)*

***Spectral Voice***

Tenser's Floating Disk

Unseen Servant

Wizard Mark

Web

**Divination/Disguise**

Alter Self

**Cloak Undead** *(FOR)*

**Death Recall** *(WH)*

Detect Evil

Detect Invisibility

**Detect Life** *(WH)*

ESP

Fool's Gold

***Living Link***

Past Life *(TOM)*

Whispering Wind

**Special/Rare**

Decastave *(FOR)*

Deeppockets

***Embalm***

**Ghost Pipes** *(FOR)*

Glitterdust

Knock

Levitate

Magic Mouth

**Rain of Blood** *(SH)*

***Skeletal Hands***

Strength

**Undead Mount** *(FOR)*

Wizard Lock

**Vampiric Touch**

**Divination/Disguise**

Clairaudience

Clairvoyance Delude

***False Face***

**Feign Death**

Infravision

Non-Detection

Secret Page

Tongues

Wizard Sight *(TOM)*

**Special/Rare**

Alacrity *(TOM)*

Blacklight *(FOR)*

**Bone Club** *(WH)*

***Bone Dance***

Explosive Runes

Fly

Gust of Wind

**Hovering Skull** *(WH)*

Icelance *(FOR)*

Item

Leomund's Tiny Hut

Monster Summoning I

Phantom Steed

**Revenance** *(FOR)*

Sepia Snake Sigil

***Skulltrap***

**Skull Watch** *(FOR)*

Snapping Teeth *(WH)*

Ward Against Undead *(FOR)*

Water Breathing

Wind Wall

Thunderstaff *(TOM)*

Wall of Fire

Wall of Ice

**Divination/Disguise**

Detect Scrying

Halo of Eyes *(WH)*

Locate Creature *(TOM)*

Magic Mirror

**Mask of Death** *(TOM)*

Massmorph

Polymorph Self

***Summon Spirit***

Vacancy

Watchware *(FOR)*

Wizard Eye

**Special/Rare**

Duplicate *(WH)*

Dig

Monster Summoning II

Fire Trap

Extension I

Fire Aura *(WH)*

Fire Gate *(FOR)*

Plant Growth

Rainbow Pattern

Rary's Mnemonic Enhancer

Solid Fog

Leomund's Secure Shelter

Otiluke's Dispelling Screen *(WH)*

**Spendelard's Chaser** *(FOR)*

Wind Breath *(WH)*

## 5th Level Spells

### Offense/Defense

**Animate Dead**
Bigby's Interposing Hand
***Bind Undead***
***Bone Blight***
Cloudkill
Cone of Cold
Death Smoke *(AA)*
Dismissal
***Graft Flesh***
Invulnerability to Normal Weapons *(WH)*
**Magic Jar**
**Mummy Rot** *(WH)*
Shroud of Flames *(FOR)*
**Summon Shadow**
Telekinesis
Teleport
**Throbbing Bones** *(WH)*
**Wall of Bones** *(WH)*
Wall of Force
Wall of Iron
Wall of Stone

### Divination/Disguise

Contact Other Plane
**Disguise Undead** *(FOR)*
Distance Distortion
Dream
False Vision
**Flesh Mirage** *(AA)*
Know Value *(WH)*
Sending

### Special/Rare

## 6th Level Spells

### Offense/Defense

Anti-Magic Shell
Bigby's Forceful Hand
**Blackmantle** *(WH)*
Chain Lightning
Claws of the Umber Hulk *(TOM)*
Contingency
**Dead Man's Eyes** *(WH)*
Death Fog
**Death Spell**
Disintegrate
Dragon Scales *(WH)*
***Ghoul Gauntlet***
Globe of Invulnerability
**Grimwald's Creymantle** *(FOR)*
Invulnerability to Magical Weapons *(WH)*
**Lich Touch** *(FOR)*
Otiluke's Freezing Sphere
Power Word, Silence *(FOR)*
Project Image
Repulsion
Stone to Flesh
Tentacles *(WH)*

### Divination/Disguise

**Flame of Justice** *(AA)*
Legend Lore
Mirage Arcana
True Seeing

### Special/Rare

**Animate Blood** *(SH)*
**Bloodstone's Spectral Steed** *(TOM)*

## 7th Level Spells

### Offense/Defense

Acid Storm *(TOM)*
Banishment
Bigby's Grasping Hand
**Bloodstone's Frightful Joining** *(TOM)*
**Control Undead**
Delayed Blast Fireball
Duo-Dimension
**Finger of Death**
Forcecage
Mordehkainen's Sword
Power Word, Stun
Prismatic Spray
Reverse Gravity
**Suffocate** *(TOM)*
Teleport Without Error
***Wound Conferral***

### Divination/Disguise

Sequester
Statue
Vision

### Special/Rare

Drawmij's Instant Summons
**Lifeproof** *(AA)*
Limited Wish
Monster Summoning V
Mordenkainen's Magnificent Mansion
Phase Door
Spectral Guard *(FOR)*
Vanish
**Zombie Double** *(WH)*

## 8th Level Spells

### Offense/Defense

### Special/Rare

Binding
**Clone**
**Defoliate** *(WH)*
Demand
Fear Ward *(WH)*
Gateway *(FOR)*
Glassteel
***Life Force Transfer***
Monster Summoning VI
Permanency
**Sand Worm** *(AA)*
**Shadow Form** *(WH)*
Symbol

## 9th Level Spells

### Offense/Defense

Bigby's Crushing Hand
**Conflagration** *(AA)*
**Energy Drain**
Imprisonment
***Life Force Exchange***
**Master Undead** *(FOR)*
Meteor Swarm
Mordenkainen's Disjunction
Power Word, Kill
Prismatic Sphere
Temporal Stasis
Time Stop
**Wail of the Banshee** *(TOM)*

### Divination/Disguise

Foresight
Shape Change

### Special/Rare

Astral Spell
Chain Contingency *(TOM)*

Airy Water
Animal Growth
Avoidance
Conjure Elemental
**Death Bump** *(SH)*
Extension II
Fabricate
**Force Shapechange** *(WH)*
**Improved Skull Watch** *(FOR)*
Leomund's Lamentable Belaborment
Leomund's Secret Chest
Magic Staff *(TOM)*
Monster Summoning III
Mordenkainen's Faithful Hound
**Nulathoe's Ninemen** *(FOR)*
Passwall
Rary's Telepathic Bond *(WH)*
Secure *(FOR)*
Stoneshape
Transmute Rock to Mud

Conjure Animals
**Construct Undead** *(SH)*
Control Weather
***Corpse Host***
Dust of Death *(SH)*
Enchant an Item
Ensnarement
Extension III
Glassee
Guards and Wards
**Imbue Undead with Spell Ability** *(FOR)*
Invisible Stalker
Lower Water
Monster Summoning IV
Mordenkainen's Lucubration
Move Earth
Part Water
**Reincarnation**
**Teleport Dead** *(FOR)*
Tenser's Transformation
Tentacles *(WH)*
***Transmute Bone to Steel***
Transmute Water to Dust

**Abi-Dalzim's Horrid Wilting** *(TOM)*
Bigby's Clenched Fist
**Death Link** *(FOR)*
***Death Shroud***
Great Shout *(FOR)*
**Homunculus Shield** *(TOM)*
Incendiary Cloud
Maze
Mind Blank
Otiluke's Telekinetic Sphere
Polymorph Any Object
Power Word, Blind
Prismatic Wall
Serten's Spell Immunity
Sink
Trap the Soul

**Divination/Disguise**

Screen

Crystalbrittle
***Death Ward***
Gate
**Life Water** *(AA)*
**Sand Form** *(AA)*
Monster Summoning VII
Succor
Wish

# Appendices 1 - 4

*Italicized* spells are described in this book. *TOM = Tome of Magic; WH = Complete Wizard's Handbook; SH= Complete Sha'ir's Handbook; FOR = Forgotten Realms Adventures; AA = Arabian Adventures.* The rest are found in the 2nd Edition *Player's Handbook.*

| Appendix 2: Wizard Spells (Necromancy) | Appendix 3: Priest Spells (Necromantic) |
|---|---|

**1st Level**

*Animate Dead Animals*

Chill Touch

*Corpse Link*

Corpse Visage *(WH)*

Corpselight *(FOR)*

Detect Undead

*Exterminate*

*Locate Remains*

*Spectral Voice*

**2nd Level**

Choke *(WH)*

Cloak Undead *(FOR)*

Death Recall *(WH)*

Detect Life *(WH)*

*Embalm*

Ghoul Touch *(WH)*

*Living Link*

Rain of Blood *(SH)*

*Skeletal Hands*

Spectral Hand

Undead Mount *(FOR)*

**3rd Level**

Bone Club *(WH)*

*Bone Dance*

Delay Death *(WH)*

*False Face*

Feign Death

Hold Undead

Hovering Skull *(WH)*

Mummy Touch *(FOR)*

Pain Touch *(WH)*

Paralyze *(FOR)*

Revenance *(FOR)*

*Skulltrap*

Skull Watch *(FOR)*

Spirit Armor *(TOM)*

**5th Level**

Animate Dead

*Bind Undead*

*Bone Blight*

Death Bump *(SH)*

Disguise Undead *(FOR)*

Flesh Mirage *(AA)*

Force Shapechange *(WH)*

*Graft Flesh*

Improved Skull Watch *(FOR)*

Magic Jar

Mummy Rot *(WH)*

Nulathoe's Nincmen *(FOR)*

Summon Shadow

Throbbing Bones *(WH)*

Wall of Bones *(WH)*

**6th Level**

Animate Blood *(SH)*

Blackmantle *(WH)*

Bloodstone's Spectral Steed *(TOM)*

Construct Undead *(SH)*

*Corpse Host*

Dead Man's Eyes *(WH)*

Death Spell

Flame of Justice *(AA)*

*Ghoul Gauntlet*

Grimwald's Greymantle *(FOR)*

Imbue Undead with Spell Ability *(FOR)*

Lich Touch *(FOR)*

Reincarnation

Teleport Dead *(FOR)*

*Transmute Bone to Steel*

**7th Level**

**1st Level**

*Detect Life*

*Ebony Hand*

Invisibility to Undead

*Skeletal Servant*

*Spectral Senses*

*Undead Alacrity*

**2nd Level**

Aid

*Hear Heartbeat*

*Resist Turning*

Slow Poison

**3rd Level**

Animate Dead

Cause/Cure Blindness or Deafness

Cause/Cure Disease

*Death's Door*

Feign Death

*Life Drain*

Negative Plane Protection

Remove Paralysis

Speak with Dead

*Spirit Bind/Spirit Release*

**4th Level**

*Cause Insanity/Cure Insanity*

Fortify *(TOM)*

*Heart Blight*

Poison/Neutralize Poison

*Plague Curse*

**5th Level**

Dispel Good/Dispel Evil

Undead Spell Focus *(FOR)*

Slay Living/Raise Dead

*Scourge*

*Undead Regeneration/Drain Undead*

Undead Ward *(TOM)*

Vampiric Touch

**4th Level**

Beltyn's Burning Blood *(FOR)*

*Brainkill*

Contagion

*Empathic Wound Transfer*

Enervation

Lifesurge *(SH)*

Mask of Death *(TOM)*

*Summon Spirit*

Spendelard's Chaser *(FOR)*

Bloodstone's Frightful Joining *(TOM)*

Control Undead

Finger of Death

Lifeproof *(AA)*

Suffocate *(TOM)*

*Wound Conferral*

Zombie Double *(WH)*

**8th Level**

Abi-Dalzim's Horrid Wilting *(TOM)*

Clone

Death Link *(FOR)*

*Death Shroud*

Defoliate *(WH)*

Homunculus Shield (TOM)

*Life Force Transfer*

Sand Worm *(AA)*

Shadow Form *(WH)*

**9th Level**

Conflagration *(AA)*

*Death Ward*

Energy Drain

*Life Force Exchange*

Life Water *(AA)*

Master Undead *(FOR)*

Sand Form *(AA)*

Wail of the Banshee *(TOM)*

**6th Level**

*Asphyxiate*

*Summon Undead*

**7th Level**

*Death Pact*

Destruction / Resurrection

Energy Drain/Restoration

Mindkiller *(TOM)*

Wither/Regenerate

**Quest**

Health Blessing *(TOM)*

Undead Plague *(TOM)*

# Appendix 4: Master Index of Necromantic Priest and Wizard Spells

Abi-Dalzim's Horrid Wilting (W 8, *TOM*)
Aid (P 2)
Animate Blood (W 6, *SH*)
Animate Dead (P 3) (W5)
*Animate Dead Animals* (W 1)
*Asphyxiate* (P 6)

Beltyn's Burning Blood (W 4, *FOR*)
*Bind Undead* (W 5)
Blackmantle (W 6, *WH*)
Bloodstone's Frightful Joining (W 7, *TOM*)
Bloodstone's Spiectral Steed (W 6, *TOM*)
*Bone Blight* (W 5)
Bone Pub (W 3, *WH*)
*Bone Dance* (W 3)
*Brainkill* (W 4)

Cause Blindness or Deafness (P 3)
Cause Disease (P3)
*Cause Insanity* (P 4)
Chill Touch (W 1)
Choke (W 2, *WH*)
Cloak Undead (W 2, *FOR*)
Clone (W 8)
Conflagration (W 9, *AA*)
Construct Undead (W 6, *SH*)
Contagion (W 4)
Control Undead (W 7)
*Corpse Host* (W 6)
*Corpse Link* (W 1)
Corpse Visage (W 1, *WH*)
Corpselight (W 1, *FOR*)
Cure Blindness or Deafness (P 3)
Cure Disease (P 3)

*Ebony Hand* (P 1)
*Embalm* (W 2)
*Empathic Wound Transfer* (W 4)
Energy Drain (P 7) (W9)
Enervation (W 4)
*Exterminate* (W 1)

*False Face* (W 3)
Feign Death (P 3) (W3)
Finger of Death (W *7*)
Flame of Justice (W 6, *AA*)
Flesh Mirage (W 5, *AA*)
Force Shapechange (W 5, *WH*)
Fortify (P 4, *TOM*)

*Ghoul Gauntlet* (W 6)
Ghoul Touch (W 2, *WH*)
*Graft Flesh* (W 5)
Grimwald's Creymantle (W 6, *FOR*)

Health Blessing (P Q, *TOM*)
*Hear Heartbeat* (P 2)
*Heart Blight* (P 4)
Hold Undead (W 3)
Homunculus Shield (W 8, *TOM*)
Hovering Skull (W 3, *WH*)

Improved Skull Watch (W 5, *FOR*)
Invisibility to Undead (P 1)

Lich Touch (W 6, *FOR*)
*Life Drain* (P 3)
*Life Force Exchange* (W 9)
*Life Force Transfer* (W 8)
Life Water (W 9, *AA*)

Pain Touch (W 3, *WH*)
Paralyze (W 3, *FOR*)
*Plague Curse* (P 4)
Poison (P 4)

Rain of Blood (W 2, *SH*)
Raise Dead (P 5)
Regenerate (P 7)
Reincarnate (P7)
Reincarnation (W 6)
Remove Paralysis (P 3)
*Resist Turning* (P 2)
Restoration (P 7)
Resurrection (P 7)
Revenance (W 3, *FOR*)

Sand Form (W 9, *AA*)
Sand Worm (W 6, *AA*)
*Scourge* (P 5)
Shadow Form (W 8, *WH*)
*Skeletal Hands* (W 2)
*Skeletal Servant* (P 1)
*Skulltrap* (W 3)
Skull Watch (W 3, *FOR*)
Slay Living (P 5)
Slow Poison (P 2)
Speak with Dead (P 3)
Spectral Hand (W 2)
*Spectral Senses* (P 1)
*Spectral Voice* (W 1)
Spendelard's Chaser (W 4, *FOR*)
Spirit Armor (W 3, *TOM*)
*Spirit Bind* (P 3)
*Spirit Release* (P 3)
Suffocate (W 7, *TOM*)
Summon Shadow (W 5)
*Summon Spirit* (W 4)

*Cure Insanity* (P 4)

Dead Man's Eyes (W 6, *WH*)
Death Bump (W *5*, *SH*)
Death Link (W 8, *FOR*)
*Death Pact* (P 7)
Death Recall (W 2)
*Death Shroud* (W 8)
Death Spell (W 6)
*Death Ward* (W 9)
*Death's Door* (P 3)
Defoliate (W 8, *WH*)
Delay Death (W 3, *WH*)
Destruction (P 7)
Detect Life (W 2, *WH*)
Detect Undead (W 1)
Disguise Undead (W 5, *FOR*)
Dispel Evil/Good (P 5)
*Drain Undead* (P 5)

Lifeproof (W *7*, *AA*)
Lifesurge (W 4, *SH*)
*Living Link* (W 2)
*Locate Remains* (W 1)

Magic Jar (W 5)
Mask of Death (W 4, *TOM*)
Master Undead (W 9, *FOR*)
Mindkiller (P 7, *TOM*)
Mummy Rot (W 5, *WH*)
Mummy Touch (W 3, *FOR*)

Negative Plane Protection (P 3)
Neutralize Poison (P 4)
Nulathoe's Ninemen (W 5, *FOR*)

*Summon Undead* (P 6)

Teleport Dead (W 6, *FOR*)
Throbbing Bones (W 5, *WH*)
*Transmute Bone to Steel* (W 6)

*Undead Alacrity* (P 1)
Undead Mount (W 2, *FOR*)
Undead Plague (P Q, *TOM*)
*Undead Regeneration* (P 5)
*Undead Spell Focus* (P 5) (W 6, *FOR*)
Undead Ward (P5, *TOM*)

Vampiric Touch (W 3)

Wail of the Banshee (W 9, *TOM*)
Wall of Bones (W 5, *WH*)
Wither (P 7)
*Wound Conferral* (W 7)

Zombie Double (W 7, *WH*)

# Introduction

**Using This Book**

There comes a desperate moment when every hero looks skyward in search of divine favor, when he raises his arms to the heavens and calls upon the cruel fates to spare his life.

Who hears him?

*Legends & Lore* is a compendium of possible answers. It provides AD&D© game statistics and role-playing details for dozens of deities from the pantheons of eleven different cultures. Included in this book are sections on the mythoi of the American Indians, Aztecs, Celts, Chinese, Egyptians, Greeks, Indians, Japanese, and Norse peoples. In addition, there are sections detailing the tales of King Arthur and the gods of Fritz Leiber's Nehwon.

*Legends & Lore* also describes a few of the heroes and monsters from the mythology of each of these societies, as well as presenting a brief summary of their cultures. In short, it is a resource book filled with useful information for any Dungeon Master who wishes to enrich his AD&D© game campaign .

As many readers will note, this is not the first edition of *Legends & Lore*. With the publication of the AD&D 2nd Edition game, updating the original volume seemed a must. The *Legends & Lore* revision is much more than a readjustment of game statistics. It is a complete rewrite from top to bottom, with many completely new entries. Even the old entries have been researched again and examined in a fresh light.

The volume has been expanded from 128 to 192 pages. Where the old *Legends & Lore* placed its emphasis on game mechanics and weapons, the new book is concerned with role-playing and using the gods in a fantasy campaign. It also stresses cultural flavor, beginning each section with a short summary describing the society and civilization of the people who worshipped the pantheon in question.

Despite the volume's increased size, the decision to concentrate on role-playing has necessitated some difficult decisions. The entry for each deity has been expanded to at least half a page, emphasizing such things as divine relationships with worshipers and the special duties and powers of the priests who follow the god. No doubt, some readers will take issue the content of some of the entries themselves. In a project of this nature and scope, such disagreements are unavoidable.

When reading and using *Legends & Lore*, it is important to keep its intent and purpose firmly in mind. This book is not, in any way, a judgment on the validity or value of any religion practiced in any part of the world, either currently or in the past. It does not encourage or discourage belief in any of the deities listed herein, nor does the omission of any religion reflect in anyway upon that religion's value or validity. Such judgments have no place in fantasy role-playing.

Nor does *Legends & Lore* make any claim to being a scholarly work. A comprehensive study of the mythology of even one culture would fill many volumes of this size. To complicate matters further, the study of mythology is far from an exact science. For the large part, mythology is based upon an accumulation of stories handed down from generation to generation over a period of thousands of years. As these stories passed from one teller to another, the details were quite naturally altered, either intentionally to fit the current needs of the society, or, less obviously, through inaccurate memorization or shifting cultural biases. Invariably, the end result is that several versions of the same myth exist side by side, presenting the serious student with a tangle of legend, fact, and fiction that cannot be unsnarled.

*Legends & Lore* does not even attempt this formidable task. Instead, it simply selects the version most suited to its purpose and presents it for the Dungeon Master's consideration. In at least one case, that of the American Indian, many of the deities are complete fabrications of the author, designed to capture the spirit of the culture, not to present accurate descriptions of gods once worshipped by true Native Americans .

**Running Divine Beings**

When deities in an AD&D© game deign to notice or intercede in the lives of mortals, it is the Dungeon Master who must play their roles. Running a god is a far greater challenge than assuming the role of a sage, merchant, or talkative monster. The players will pay careful attention to the words and actions of divinities, so the DM must make sure he thoroughly understands his deities and be careful to present them in a special light.

The most important principle in having gods in a fantasy role-playing campaign is to use them judiciously and sparingly. It is certainly possible to run a high-level role-playing game in which gods commonly appear for the purpose of helping player characters. But such a campaign would stretch the game's rules to the point where it could hardly be called an ADVANCED DUNGEONS & DRAGONS© game at all. The AD&D© game is designed for a more mortal level of play. The player characters are heroic not because of the tremendous powers they might or might not accumulate, but because of the terrible risks they take in the face of imminent death. To use a god to save characters from those risks time and time again is to sully the heart of the game.

On the other hand, neither are the gods super-powerful monsters. Most of them are capable of destroying a mortal at the merest whim. To set the characters into direct conflict with a deity is, almost always, to ensure a quick and inescapable death for the individual concerned — not much fun, no matter how one looks at it.

Despite the two precautions above, gods are a vital part of a fantasy world. Since the dawn of history, every culture has strived to explain the mysteries of the world in terms humans can understand, and men have always tried to influence their fates by appealing to the wondrous forces that shaped their lives. In almost every case, these forces have been given names, shapes, and personalities which men could, at least to some small degree,

comprehend. In addition, magical powers have been attributed to these forces. To gain the favor of these supernatural beings, the people who created them began offering them gifts of food, wealth, and even life itself. This is how the gods of the ancients were born, and no fantasy campaign is complete without its own pantheon of such beings.

The nature of a society's gods is both a reflection and a catalyst of its culture. Its pantheon embodies its world-view, greatly influencing what the characters in that society desire, how they behave, and their motivations for undertaking heroic deeds. In practical terms, then, gods should be used not only to provide flavor to a campaign, but to provide guidance and motivations for player characters. Each player character should select a deity from his culture's pantheon, then use that deity's ethos as guide for his character's actions. For example, while a search for wealth and adventure would be sufficient reason for a Norseman worshipping Thor to undertake an unprecedented sea voyage, a mountain of gold would hardly motivate an American Indian venerating the Great Spirit to paddle his canoe across a small lake.

More importantly, character alignment assumes its full importance only when tied to the worship of a deity. When it comes to behaving properly for one's alignment, the fear of evoking divine wrath is a much better persuader than the threat of having one's alignment involuntarily changed.

Of course, the presence of deities has a much greater impact upon the priest class than it does on any other. Priests are expected to actively serve their deities, and each entry contains a special section that delineates exactly what the deity in question expects from his priests. At the same time, the wide range of choices available should make priests a more important part of the campaign, with even greater possibilities for creative innovation and role-playing on the player's behalf.

**Deities and the Campaign**

At first glance, it may prove difficult for the Dungeon Master to choose which gods to make available to his player characters. He should begin by considering the nature of his campaign, then selecting the pantheon (or pantheons) which has the closest flavor. For example, those running Oriental campaigns might consider the Chinese or Japanese pantheons, those running a medieval campaign could select the Arthurian, Celtic, or Norse mythos, and those running campaigns set in classical times might select the Egyptian, Greek, or Indian mythos. The different pantheons included in *Legends & Lore* have been selected to provide a range of possibilities wide enough to cover almost any setting.

Once the DM has selected the pantheon, players should chose their characters' deities from within that pantheon. In certain cases, a DM might want to use two or more pantheons in his campaign. Although this must be handled carefully (for each pantheon comes with its own peculiar world-view that may not be compatible with that of another pantheon), it is a perfectly acceptable decision. Perhaps, as in ancient times, different pantheons are worshipped in different parts of the world. Perhaps two cultures have only recently come into contact with each other, and the natives of each society are still worshipping the gods of their own pantheon. It is even possible to envisage a campaign in which deities from all of the pantheons are worshipped.

The most important thing to remember in selecting a pantheon and using *Legends & Lore* is that it presents resource information, not rules. Although all of the material in this book has been carefully researched, the information presented here should be considered as a collection of guidelines, to be altered and changed according to the specific needs of the campaign.

For the most part, the relationship between the gods in this book and player characters is of the same magnitude as that of men to ants. While the gods are certainly aware of the existence of men, and occasionally find them interesting or annoying, men hardly merit all of their attention. If a man is foolish enough to irritate a god, he will almost certainly be noticed — and then quickly crushed by the deity's supernatural finger.

Unlike the relationship between men and ants, though, there does seem to be something more vibrant in the association between a god and his worshipers. The exact nature of this connection, unfortunately, remains a mystery far beyond the comprehension of mortals and (some say) immortals alike. Suffice it to say that gods need worshipers and will often go to some little trouble to make sure they have a good supply.

Another interesting aspect of the gods is that they cannot be killed by anything save another god of greater stature, or by a god of any stature using an artifact. This means that no mortal may ever kill any god. He might be capable of inflicting enough damage to drive off or dissipate a god, especially if he is wielding an artifact, but the god will always recover from its damage. Needless to say, gods that have been attacked, and especially injured to such an extent, will not be very happy with the responsible mortal. More often than not, they will deal with such fools quickly — and permanently.

Fortunately for such daring and unwise mortals, even finding a god is no easy matter. For the most part, they inhabit the outer planes. They never visit the Prime Material Plane in their true forms, for this plane is the focus of so much divine attention that it is impossible for any deity, no matter how powerful, to enter it personally. Therefore, heroes wishing to confront a true god must first find a way to travel to the outer planes and then track down the god they wish to find. The latter action, of course, is no easy matter, since the gods can move between the planes at will, and often take advantage of this ability as they pursue their individual agendas.

At the DM's discretion, campaigns that utilize only one pantheon may take place in an alternate Prime Material Plane. In this alternate Prime Material Plane, the gods of that pantheon (and that pantheon only) are permitted to visit the plane in their true forms. In some cases, a god's true form is described as being the earth, the sky, the

moon, or some other natural phenomena. In these instances, the form described is in an alternate Prime Material Plane. If the campaign takes place in the true Prime Material Plane, then the description refers simply to the god's essence, which has been projected into the appropriate body in the true Prime Material Plane.

**Avatars**

When a god has business upon the true Prime Material Plane, he must send an avatar. An avatar is simply a manifestation of the god upon the Prime Material Plane. This manifestation is not nearly as powerful as the god himself, and is merely a projection of the god's power to the Prime Material Plane. Always remember, there is great difference between the god and the avatar. The avatar embodies just a small portion of the god's power.

Unlike the god himself, an avatar can be destroyed, which is never looked upon kindly by the true god, and often results in some sort of divine retribution. Although avatars may take many different forms, the number that can be created and the frequency with which they may be replaced depends upon the god's stature (explained below). Often, avatars possess magic items of incredible power. Unless stated otherwise, these items always teleport back to the god when the avatar is destroyed.

Avatars are unaffected by the restrictions which apply to normal characters. For example, they often have attribute scores over 18, magic resistance, can be of any class without regard to alignment, dual- or multi-class restrictions, and can even possess a character class while in animal form. They also receive a damage (but not THAC0) bonus for strengths of over 18. In order to reflect their supernatural natures, however, their statistics are presented more in a monster type format than in that of a character. Their hit points are always calculated at 8 points per hit die, and they use the THAC0, saving throw, and other statistical tables for monsters. Always use the listed THAC0 for the avatar; they do not receive any THAC0 bonuses for Strength or magical weapons.

Many avatars use weapons in combat. When they have multiple attacks with the same weapon, the weapon's damage is listed only once, followed by any magical bonus it may receive, the weapon's name (in parentheses), and then the avatar's strength bonus. If multiple weapons are employed, the word "weapon" will appear and if attacks are made unarmed, then no parenthetical information will appear. For example, the damage statistic of an avatar wielding a sword +3 with a Strength of 19 would look this way:

**Dmg 1d8 + 3 (sword) + 7.**

Most avatars have the ability to move only over land. However, some can also fly, swim, or burrow, often at the rate that the avatar moves over land. In these cases, the total movement mode is indicated by an abbreviation following the movement rate, like this: MV 15 sw. If the fly or swimming rate is different, the abbreviation will be preceded by the appropriate number. In cases of flying avatars, they are always assumed to have a maneuverability class A.

Often, avatars have special abilities in addition to their normal class abilities. These are described in the individual entries under "Special Att/Def".

Many avatars have the ability to cast spells. Such avatars a cast spells while in any form, even that of an animal. they do not need to make any gestures, speak any words, or use any material components. When they decide to cast a spell, it simply goes off.

The spheres or schools to which the avatar has access are listed in his description. An avatar always has access to any spell in the school or sphere, providing it is of the appropriate level for level of expertise. In addition, he may only cast the same number of spells of a given level that a wizard or priest or comparable rank would be able to cast. For example, an avatar with the abilities of a 12th level wizard access to the illusion/phantasm school of magic could cast four illusion/phantasm spells from each level up to five, and any one phantasm spell of level six.

**Divine Abilities**

The reader will note that there are no statistics for the powers and abilities of true gods listed anywhere in this book. This is because the power of the gods is such that it is impossible to quantify it. Statistics quite simply become meaningless when dealing with the gods.

Nevertheless, some gods are more powerful than others. In *Legends & Lore*, the gods are divided into several different statures: Greater, Intermediate, Lesser, and Demigods. There also a separate class for heroes. These legendary men and women are of such renown that they deserved inclusion in this volume. Each class possesses certain abilities and powers, which are outlined below.

**All Gods**

All gods, from Lesser to Demi-, have the powers described this section. Although these are powerful abilities, they are taken for granted by the deities in this book.

**Immortality:** All gods are immortal. The only way for a god to die is to be destroyed by a god of higher statue in magical or physical combat. Otherwise, any god that suffers an attack that should destroy it simply disperses, then reassembles later (roll percentile dice to determine number of days). So, for example, a god which is seemingly torn apart by a powerful artifact would simply be dispersed, only to reassemble later.

**Teleport:** All gods possess the innate ability to instantly teleport to any point on the same plane. They can do this at will and without any chance of error.

**Initiative:** When dealing with mortals, all gods automatically receive the initiative. Of course, they can choose to simply wait and see what the mortals opt to do, but they may always act first if they desire.

**Comprehend Languages:** All gods understand and can speak any language. It is assumed that this includes written and spoken languages as well as other, more unusual, forms of communication like the light and color based dialect of the will o'wisp.

**Magic Use:** All gods may use any spell of any level. This includes the spells of priests or wizards and does not require the use of spell books, prayers, or material, verbal, and somatic components. In short, invoking such powers requires the slightest act of will on the part of these incredible beings.

**Greater Gods**

In addition to the abilities above, Greater gods can do practically anything. In most cases, they are the gods who created the rest of the pantheon. Some of their additional abilities include.

**Shapeshifting:** Greater gods can transform themselves into any object, animate or inanimate, of any size. In some cases, beings of this stature have been known to assume planetary proportions.

**Magic Resistance:** Greater gods are 100% resistant to mortal magics, 75% resistant to the magic of gods of lesser ranks, and 50% resistant to the spells of other greater gods.

**Saving Throws:** All greater gods are assumed to automatically make all saving throws required of them. This is a reflection of their great abilities, mental powers, and physical stamina .

**Planar Travel:** Just as they can teleport across space without error, so too can they travel between the various planes of existence at will. As mentioned earlier, however, even these powerful beings cannot enter the true Prime Material Plane.

**Sensing Ability:** These beings are truly omniscient. That is, they know what is happening everywhere at all times. In many cases, they can accurately predict the precise actions of mortals and other gods based on their vast knowledge.

**Creation:** Greater Gods can create any object, animate or inanimate, they can think of. This process is draining, however, since they are converting their own energy stores into physical objects. Therefore, the god must rest for one turn per ton of mass he or she wishes to manifest. Thus, the creation of a 10 ton stone statue would require that the god rest for 10 turns (100 minutes) afterward.

**Life and Death:** Greater gods can kill any living mortal creature with but a thought. Likewise, they can bestow life upon any slain mortal being anywhere. Of course, another greater god can reverse effect immediately if so desired.

**Communication:** Greater gods can speak directly and secretly to any being across any void and through any physical or mystical barrier. This power transcends the bounds of space and planes, but not (as a rule) time.

**Multi-tasks:** Greater gods can perform any number of tasks at once. Of course, natural limitations based on their current physical form may apply, but there is never a penalty on their actions due to complexity.

**Avatars:** Greater gods can employ up to ten avatars at a time, moving them between planes at will. If one is destroyed, it requires one day to make another.

**Granted Abilities:** A greater god can grant any power or spell of any level to his or her priests. It is through this ability that deities give priests and paladins their magical powers.

**Intermediate Gods**

Intermediate gods wield a great deal of power, but are by no means as powerful as greater gods. One important difference is that they lack the vast creative powers of greater gods, and are generally not the creators of their pantheons (although they may be the fathers or mothers of other gods). Their powers include:

**Shapeshifting:** Intermediate gods can change into any object, animate or inanimate. The limitations on their powers prevent the object from being bigger than the largest natural or enchanted item of its size already in existence. Thus, an intermediate god could assume the shape of a huge bull elephant, but not one which is larger than the largest ones found in nature.

**Magic Resistance:** Intermediate gods are 95% resistant to mortal magic, 70% to magic of gods of lesser stature, 50% resistant to magic of gods of same stature, and 25 % resistant to magic of gods of greater stature.

**Saving Throws:** Intermediate gods have a saving throw of "2" in all categories. Thus, they will only fail on a natural roll of "1"

**Planar Travel:** Intermediate gods have the same ability to travel between planes as greater gods. They are still unable to enter the Prime Material Plane, but otherwise have no chance of error.

**Sensing Ability:** Intermediate gods always know what is happening within 100 miles of their current position. In addition, they can extend their senses and learn what is happening within 100 miles of any worshiper of any god in their pantheon, or any holy object of any god in their pantheon.

**Creation:** While they cannot create objects out of nothing, intermediate gods can summon or create a duplicate of any object they hold, providing suitable materials are available on the same plane. This is a tiring process, however, and they must rest one turn for every 100 pounds of the object's weight .

**Life and Death:** Intermediate gods, while unable to directly cause the death of a living creature, can arrange accidents that can will kill any mortal being anywhere. They can raise any previously living being from the dead at will, regardless of the time that has passed since that being died or the current location or condition of the body.

**Communication:** Intermediate gods can speak directly and secretly to any being across any void or through any physical barrier. In this regard, their powers are the equal of the greater gods.

**Multi-tasks:** Intermediate gods can perform up to 100 tasks at once without suffering any penalties of any sort. Obviously, there may be physical limitations imposed on this based on the current physical form of the deity.

**Avatars:** Intermediate gods can use up to five avatars at a time, moving them between planes at will. If one is destroyed, the deity requires one week to make another.

**Granted Abilities:** Intermediate gods can grant any power that does not exceed their own powers, or spell of any level, to priests. Like the greater gods, they use this power to give spells to their priests.

**Lesser Gods**

Lesser gods often serve other gods in the capacity of helpers or domestics. Their powers are mighty, but in no way equal those of greater or intermediate gods.

**Shapeshifting:** Lesser gods can change into any animate object they desire. Their power is restricted, however, so that their new form will be an average example of the creature. Thus, if a lesser god wished to become a stallion, it would look much like any other stallion.

**Magic Resistance:** Lesser gods are 90% resistant to mortal magic, 60% resistant to magic wielded by gods of lesser ranks, 45% resistant to magic of gods of same stature, and 20% resistant to magic of gods of higher stature.

**Saving Throws:** Lesser gods have a saving throw of "3" in all categories. Thus they will only fail their saves on natural rolls of "1" or "2".

**Planar Travel:** Like the greater and intermediate gods, lesser gods can travel between planes at will. No physical or material barrier can hinder such transit and they have no chance of error.

**Sensing Ability:** Lesser gods always know what is happening within 10 miles of themselves. Like intermediate gods, they can extend their senses to include knowledge of all that is transpiring within 10 miles of any of their worshipers or any of their holy objects.

**Creation:** Lesser gods cannot create or duplicate any object. But they know where to find any object that they desire that already exists. If they desire an object which does not exist, they can sense the location of those who can manufacture it.

**Life and Death:** Lesser gods share the ability to raise any previously living mortal being from the dead. They can do this at will and across any distance or barrier no matter what the current condition of the body.

**Communication:** Lesser gods can communicate with their worshipers only through dreams or by means of an avatar. In some cases, they create special holy objects which allow them to communicate directly with their followers.

**Multi-tasks:** Lesser gods can perform up to five tasks at once without penalties of any sort. Obviously, in some forms they may encounter physical limitations to the number of actions which can be attempted.

**Avatars:** Lesser gods can only use two avatars at a time, moving them through planes at will. If one is destroyed, it requires one month to make another.

**Granted Abilities:** Lesser gods can grant their worshippers any power that does not exceed their own powers, or spell of up to 6th level.

**Demigods**

Demigods are the least powerful deities of any pantheon. Frequently, they are mortals who have earned divine status through great deeds. They have the following powers:

**Magic Resistance:** Demigods are 70% resistant to mortal magic, 40% resistant to magic of other demigods, and 20% resistant to magic of gods of greater stature.

**Saving Throws:** Demigods have a base saving throw of "4" in all categories. Thus, they fail their saves only on a natural roll of "3" or less.

**Planar Travel:** Unlike other gods, demigods can travel between planes only via magic spells and devices. Because of this limitation, they tend to remain on one plane more than any of the other types of gods.

**Sensing Ability:** Demigods have the ability to know what is happening within one mile of themselves or any of their own worshipers.

**Communication:** Demigods can speak only through their avatars. In rare instances, they have fashioned holy objects which also allow them to converse with their followers directly.

**Multi-tasks:** Demigods can perform any two tasks at once without penalty. In rare cases, the physical form they select may limit this further, but that is seldom the case.

**Avatars:** Most demigods can use but one avatar at a time. If this avatar is destroyed, they require one full year to fashion another. Many demigods, however, are wholly unable to employ avatars.

**Granted Abilities:** Demigods can grant any power or spell of up to 5th level to their worshippers and priests.

**Heroes**

Heroes are legendary mortals who have performed such great feats that they become part of a culture's mythos. They have no godlike powers, although they are generally well-known to the gods and may have frequent dealings with immortals. Their only powers are that they often have very high attribute scores, maximum hit points, and are not subject to dual- or multi-class restrictions.

**Divine Ascension**

As mentioned in the previous section, it is possible for a hero to become a demigod. In order for this to happen, the following conditions must be met:

The hero must have advanced to an experience level at least twice as high as the average experience level in the campaign. No matter what the average experience level is in a campaign, however, the hero must be at least 15th level.

The hero must have at least one Attribute score that has been raised to 19 or above.

The hero must have a charisma of 18, with a body of at least two hundred followers that regard him as virtually a deity already.

The hero must be a true and faithful follower of his alignment, having committed no more than one incongruous act during his lifetime.

If all of these conditions are met, the DM may, at his option, elect to invest the character with demigod status. Characters granted such status become part of the culture's pantheon. If they are player characters, they are removed from play and treated as a demigod from that point on.

**Priests and Deities**

As one might expect, the relationship between a priest and his god is of the utmost importance. It is through his deity's favor that a priest receives his special powers and the ability to cast spells.

These blessings have their price, however. In return for this benison, most gods expect a great deal of service from their priests. First and foremost among a priest's many obligations is the duty to work toward his deity's goals. For example, if a priest's deity is dedicated to peace, he must always strive to promote peace and harmony.

Second, he must behave in an manner exemplary of his faith's teachings. Even when conducting everyday business, the priest must stand out as a shining example of the values his god advocates.

Another important duty is the obligation to expand the influence of his faith. No matter where a priest is, he must miss no opportunity to explain the teachings of his religion to the uninitiated, taking special care to emphasize the rewards worshipping his deity can bestow. In accordance with this duty, the priest must always conduct himself in a manner which reflects properly upon his deity.

The Dungeon Master must also be sure that the priest has a good sense of his position within his community and religious hierarchy. In most societies, fellows of the clergy are respected (or sometimes feared) members of society. Priests who engage in adventuring are usually considered unorthodox and tolerated only with reluctance. As they advance in level and importance to the order, senior members will no doubt exert increasing pressure on the individual to settle down and apply himself to a more sedentary lifestyle. Of course, this is probably not what the deity himself wants from the priest, and the conflict may lead to many a minor controversy.

Even if he is an "adventuring cleric", a priest is expected to support his order. Often, this takes the form of giving part (or all) of his treasure to the order. But his superiors may also ask him to undertake some dangerous missions on the order's behalf .

Depending upon the religion, and the DM's decision, priests are sometimes required to perform certain rituals or services. Many of these are listed under "Duties of the Priesthood" in the individual entries, but the DM should feel free to replace or modify the listed responsibilities if he desires.

Priests may occasionally fall away from the worship of their deities. This always results in a loss of powers and spells, at least temporarily. If the priest transfers his worship to another deity, and has been a worthy follower of the first, there is a 75% chance that the second deity will accept the character as a priest. Such a transfer is always accompanied by a loss of enough experience points to place the priest in the midrange of the level below his current level.

Of course, there are many ways for priests to anger their gods other than a change of loyalties. Behavior violations of alignment codes are always considered at least minor transgressions, usually punished by the temporary loss of low level spells. Minor transgressions can usually be corrected by an act of penance, such as fasting, meditation, or the gift of minor amount of money to the order.

Neglecting to perform the proper rituals or failing to strive toward fulfilling the deity's goals are examples of moderate transgressions. Such infractions are punished by the loss of granted powers and high-level spells, and can only be rectified through major penance. In addition to a period of fasting or meditation, the priest must give at least one moderately powerful magic item to the order (never to be used by again), and/or undertake some dangerous quest on the deity's behalf.

Any priest who commits heresy, a second moderate transgression, or who willfully disobeys or ignores his deity, has committed a major transgression. Such transgressions are always punished by an immediate and total

loss of all priestly powers and spells. If the deity is a neutral or evil one and the offense serious enough, major transgressions may even be punished by death (in whatever form the god has the power to arrange). Penance, if the deity allows it, must be accompanied by a complete sacrifice of all possessions (save one set of normal clothing and one non-magical weapon). Then the errant priest must undertake a seemingly impossible quest involving a high risk of death, donating all treasure recovered, including magic items, to the deity's order.

Fortunately, the path for most priests is a narrow but well-marked one. For a true and faithful priest, the commission of even a minor transgression should be a rare thing. By and large, the majority of priests should never have to make penance for anything worse than a minor transgression.

**Turning Undead**

The ability to drive away or destroy undead is a major advantage shared by the worshippers of many deities. In the AD&D© game, there are two versions of this power. One is available to priests of good alignment and the other to priests of evil alignment. Characters who are neutral (whether lawful, chaotic, or true neutral) are usually unable to employ turning powers.

The good version of this power is described briefly on page 38 of the Players' Handbook and in more detail on pages 67 and 68 of the Dungeon Master's Guide. The evil version of this power is defined on page 68 of the Dungeon Master's Guide. The latter power is refereed to as "commanding undead" in this book.

**Non-Human Followers**

*Legends & Lore* draws upon history for its gods and heroes. As such, the deities in its pages reflect only the human experience. If the AD&D game were purely historical in content, this would present no problem. However, the AD&D realm is more than that. It includes races such as elves who never truly graced our own world.

When setting up a campaign and deciding which of the pantheons presented in this book to use, remember to think of the non-humans in your game world. Be sure that deities are set up as the patrons of elves and others for dwarves, gnomes, halflings, and so forth. In many cases, the way to do this is to adapt one (or more) of the gods listed in *Legends & Lore*. When selecting gods for non-humans or demi-humans to worship, be sure to keep in mind ideals of their race. Elves, for example, might find the Norse god Baldur to be worthy of respect because of his inherent beauty and charisma. Dwarves, on the other hand, might not be too impressed with such a figure — but Thor, now there's a god a dwarf can give respect to.

**Explanatory Notes**

In order to provide as much information in as little space as possible, we have followed a strict format in *Legends & Lore*. Each entry will be in a standardized style, the major elements of which are:

**Myths Section Introduction**

The introduction to each section includes a short summary of the culture that created the pantheon in question. This background information will prove helpful in placing the gods of that mythos into context, and in adding flavor to campaigns using those gods. If the Dungeon Master intends to set his campaign in one of these historical periods, however, he would do well to take a trip to his local library or bookstore in order to do some further reading. It is impossible to provide all the detail needed to flesh out such a campaign in just a few pages.

Following the historical summaries, is a section of new magic items and spells which have been designed especially for campaigns utilizing deities from that mythos. In some cases, new character classes have been added or substituted to this section. As these new spells, items, and character classes have been designed especially for that mythos, we do not recommend using them outside of campaigns utilizing the gods of that mythos.

The introduction also includes a map of some structures that might be encountered in that culture, such as a temple, farm, or castle. These are included as examples of architecture that will add flavor to campaigns in those mythos.

**Personal Entries**

After the introduction comes the entries describing individual gods, heroes, and monsters. Each entry describing a deity is arranged in a similar order:

- Deity name (and stature)
- Deity description
- Role-playing information
- Avatar description
- Duties of the Priesthood

Entries describing heroes and monsters are similar to those describing the deities, making use of statistical abbreviations to present game information in condensed form. However, the text of hero and monster entries tends to be shorter, only presenting a summary of the hero or monster's history and abilities.

**Abbreviations**

The following abbreviations are used in *Legends & Lore*. **Alignment abbreviations:** lg (lawful good); ng (neutral good); cg (chaotic good); ln (lawful neutral); cn (chaotic neutral); le (lawful evil); ne (neutral evil); ce (chaotic evil); g (good); e (evil); c (chaotic); n (true neutral); l (lawful).

Deities' statistics: All deities will have their AD&D© game statistics presented in the following format:

**Statistics:** AL lg; WAL any g; AoC sun; SY ball of light.

AL = the god's alignment
WAL = alignments of those worshipping the god
AoC = area of control; in other words, the aspects of nature over which the deity exerts influence
SY = a short description of the symbol used by the deity's worshipers

**Avatar's statistics:** All of the avatars presented in *Legends & Lore* will have their AD&D game information presented in the following format:

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 f | SZ 6' | MR 15% |
| AC -2 | HD 16 | HP 128 |
| #AT 2 | THAC0 3 | Dmg 1d8 (sword) +4 |

Str = strength
Dex = dexterity
Con = constitution
Int = intelligence
Wis = wisdom
Cha = charisma
AC = armor class
HD = hit dice
SZ = size (Note that sizes are given in feet).
MR = magic resistance
THAC0 = to hit armor class 0
HP = hit points
MV = movement rate; f = flying rate, sw = swimming rate, br = burrowing
#AT = number of attacks per round
Dmg = typical damage done per attack (see "Avatars above)

Following the avatar's statistics will be a section which detail its special attacks or defenses.

**Requirements of the Priesthood**

Lastly, we will present information for the deity's priests as well. All of these entries will be formatted as follows:

**Requirements:** AB standard; AL lg; WP mace and staff; AR a; SP all, healing, divination; PW 1) *heal*, 10) *raise dead*; TU turn.

AB = attribute scores required to become a priest of the deity's order. "Standard" means that the standard requirements listed in the AD&D© 2nd Edition Player's Handbook apply.
AL = acceptable alignments for priests of this deity
WP = weapons priests of this faith are allowed to use
AR = armor restrictions for priests of this faith. The following codes may appear:

a (any armor allowed)
b (May only wear nonmetal armor)
c (May only wear metal armor)
d (May not wear any magical armor)
e (May only wear magical armor)
f (May only wear armor made by priests of the same faith)
g (May not wear any armor at all)

SP = spheres of clerical spells to which the deity grants access for his or her priests. A sphere followed by a "*" indicates only minor access is allowed to that sphere.

PW = special powers commonly granted to priests by the deity. A number followed before a power indicates that the listed power is granted when the priest reaches that level. Unless otherwise indicated, these powers may be used once per day. For example, "10) *raise dead*" means that at tenth level, the priest is granted the ability to raise dead once per day.
TU = The ability to **turn** or **command** undead.

*Legends & Lore* also gives the statistics for many heroes and monsters specific to a given mythology. Heroes are presented in a format similar to that used for avatars. Although the order of the statistics listed for them is different from that used for avatars, the abbreviations are the same and should cause no confusion in the reader's mind.

Monster statistics are presented, like heroes, in a format similar to that used for avatars. However, the following entries appear only for monsters:
No. = Number appearing in a typical encounter.
ML = Morale level of the monster.
XP = Experience point award for defeating the monster.

# American Indian Mythology

In ancient times, North America was inhabited by a vast number of Indian tribes. In the limited space available, it would be difficult to merely describe them all, much less discuss the differences between the deities worshipped by each tribe.

The mythologies of North America are as varied and numerous as the different Indian nations that inhabited the land. From the Iroquois who inhabited the lush woodlands of what is now the Northeast United States to the Apache who lived in the deserts of northern Mexico, the people of each tribe had their own peculiar interpretation of the supernatural world and their place in it. Any attempt to incorporate all of the deities worshipped by these various tribes as part of a single pantheon is destined to be full of unexplained gaps and conflicting detail.

Fortunately, there are many analogies between tribes, even those located on opposite ends of the continent. For the purposes of a campaign setting, we can use these analogies to draw some rather broad and coarse generalizations that will allow us to create a unified and consistent pantheon where, in historical reality, one did not exist.

First, no matter where they made their homes, the Indians of North America lived close to nature — probably closer than any other civilization (or, more accurately, group of civilizations) in any other part of the world during any period in history. Many tribes lived in temporary or portable housing such as wigwams or teepees, and spent their lives following the game herds upon which their existence depended. Other tribes lived in more permanent hogans and adobe houses, feeding themselves through crude farming and by gathering nature's bounty.

No matter how they provided for their needs, the Indians lived at nature's mercy. The game herds might roam away and hunting would become difficult, or locusts might come and destroy an entire crop of maize. It should not be surprising that in trying to understand the mysterious forces that meant feast or famine for them, the Indians concluded that nature was full of unseen spirits that sometimes chose to aid and sometimes to ravage their lives.

The Indian world was inhabited not only by men, but by an unseen magical force which abides in every aspect of nature — stones, plants, animals, even themselves. Often, this magical force took the form of spirits which were associated with certain animals or plants. Therefore, most Indian deities are associated with some form of nature, such as an animal, a manlike being or even a natural force such as a season or an aspect of weather. In many tribes, children were named in honor of a particular spirit, in the belief or hope that the spirit would return the honor by becoming the child's supernatural guardian.

The Indian view of the supernatural was not confined to their own world. Most tribes believed in an Upper World, where the greatest spirits abided — including those that had preceded the creation of the physical world. There was also a Lower World, where (in many cases) the essence of the dead spent eternity. In some cases, it was believed that the Upper World contained the images which descended to the physical world to become men, and in other instances, the Indians believed that the first men crawled out of deep caves leading to the Lower World.

Whether they believed men had come from above, below, or had simply existed for all time, many Indians believed in a powerful deity called anything from the Great Spirit to Father the Sky, the Master of Life, the Great Mystery, or Wakonda. The Great Spirit is foremost among the spirits, and is associated with great power and beneficence.

The Great Spirit is believed to reside in the Upper World, which is normally unreachable by mortal men. Therefore, birds and other winged creatures are often used as intermediaries to this realm. Similarly, snakes and crawling things are often used as messengers to the Lower World, which is likewise unreachable except through death.

The Indians share no commonly-held belief regarding the creation of the world, and many tribes simply view the world as having always existed. However, among the tribes that do have creation myths, the world is largely assumed to have been drawn from beneath the water by some powerful spirit — though this spirit is not always thought to be the Great Spirit.

Deities from the Indian pantheon are most commonly found in the Upper World and Lower World. These demiplanes are located in the Outer Planes, with direct access to the Happy Hunting Grounds where Indian deities spend much of their time. There are many gates connecting the Upper and Lower Worlds with that portion of the Prime Material Plane inhabited by the Indian tribes.

**New Spells**

**Spirit Animal Form** (Alteration)
Third Level Priest

Sphere: Animal
Range: Touch
Components: V, S

Duration: 1d10 days
Casting Time: 1 hour
Area of Effect: 1 person
Saving Throw: None

This spell is most commonly used on warriors and rangers in the pursuit of some heroic deed. *Spirit animal* form can be cast upon the self or another willing person. After entering a trance which lasts at least one hour, the receiver changes into a typical member of his spirit animal's species. For all intents and purposes, he becomes that animal, receiving all of its normal attributes and abilities, save that he retains his own intellect. He uses the spirit animal's combat tables, but uses the saving throw tables appropriate to his human form. Everything he was wearing or carrying becomes part of the animal form, and is still with him when he returns to normal. The spell lasts 1d10 days, and neither the caster nor the receiver has any control over when it will expire.

This spell may not be used to assume the form of supernatural or supernaturally large animals, such as thunder birds. If such an attempt is made, the receiver assumes the form of a similar type of creature — in the case of thunder birds, for example, an eagle.

**Bad Medicine (Enchantment/Charm)**
Fourth Level Priest

Sphere: Charm
Range: Line of Sight
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: Individual (or village)
Saving Throw: Negates

*Bad medicine* is a powerful spell most often used by irate priests to avenge themselves on those who have angered them. Bad medicine modifies the target's THAC0, saving throws, morale, and damage by -2. It is usually cast upon a single individual, but a priest of 16th level or higher can cast this spell upon as many as 300 beings (animal or human), as long as they are gathered in an area of an acre or less. The character with the lowest saving throw score saves for the entire village.

To cancel *bad medicine*, a priest of equal or greater level than the original caster must cast the reverse of the spell upon the victim(s). If this is not possible, the spell can also be removed by remove curse or wish spell.

If not cast in order to cancel *bad medicine*, the spell's reverse, *good medicine*, is not nearly as powerful as its vengeful form. It raises the THAC0, saving throws, morale, and damage of the target by +1 for 1d10 rounds. *Good medicine* can be cast on an entire village, but only if all occupants are gathered together in an area no greater than 100' in diameter.

The material components of either spell are a handful of herbs common to the area, the claw of an eagle (for *bad medicine*), the feather of an eagle (for *good medicine*), and the venom of a poisonous snake.

**New Magic Items**
**Sacred Bundle**

A *sacred bundle* is a collection of 5-10 totemic items placed together in a pouch for the purpose of imbuing magical protection on the wearer. To create a *sacred bundle*, a warrior: enters a trance (usually with his medicine man's help) and contacts his guardian spirit. He then asks for the spirit's help in creating this magical talisman. After carefully considering the warrior's personality and nature, the spirit selects 4-9 (1d6 +3) items which the warrior must collect. Usually, several of these items will be difficult or dangerous to procure, such as a bear's claw, a giant snake's rattle, or a feather from the nest of an eagle.

After he has collected these items, the warrior goes to his tribe's medicine man and asks for his help in mystically binding the materials together. The medicine man then asks the warrior to gather one last rare item. Almost always, the medicine man chooses an item which he needs in performing his shamanistic duties, and when the warrior procures it, takes part of the item for his own use.

Once all the items are assembled, the medicine man performs a ceremony binding them into a *sacred bundle*, and from that point forward the warrior wears the *bundle* at all: times. The *sacred bundle* bestows the following benefits upon the owner: + 2 on all saving throws, the warrior is only surprised on a natural roll of 1, his unarmored AC becomes 2, and he subtracts one point from each die of damage when he is hit by an enemy's weapons.

If the *sacred bundle* is ever removed from the warrior's body, all of its benefits permanently vanish, and he can never get another. A *sacred bundle* never benefits anybody but the warrior who made it.

**Great Spirit (greater god)**

The Great Spirit dwells in the Upper World and is the most powerful of all North American Indian deities. Though it would be incorrect to say that he is the leader or ruler of the pantheon, he is the master of light and the breath of life. Without him, no living thing would inhabit the physical world.

The Great Spirit is known by a variety of names, including Master of Life, Father the Sky, Great Mystery, Wakonda, Tirawa, Arch of Heaven, and the Kitcki Manitou. In his primary form, he appears to be a disc of white light more brilliant than the sun, and mortals daring to look upon him are always blinded (no saving throw possible). Only another greater god can restore the eyesight of a mortal so marked.

The Great Spirit has all of the powers of a normal greater god. In addition, he controls the weather of the physical world, can assume the shape of any animal in nature (though the animal always appears to be made of light), and can animate and breathe life into any substance — be it rock, wood, or dead flesh.

Although the Great Spirit is aware of all things, he rarely intervenes in the affairs of men. The only exception to this is when an entire tribe or nation is threatened by some form of supernatural evil. On such occasions, he usually attempts to thwart the evil by manifesting himself in the form of some awe-inspiring animal and warning the offenders away. He only resorts to the taking of life as a last resort.

**Role-playing Notes:** As discussed above, the great spirit seldom answers any mortal summons, though he is always aware of everything happening in the physical world. When he intercedes in human affairs, it will always be of his own accord and on the behalf of a large number of people of good alignment .

Very occasionally, the Great Spirit will send an omen to a medicine man worshipping him. This omen always takes the form of bright light, and usually relies on color to convey the deity's message. For example, if the Great Spirit is pleased with the cleric's efforts, he might have a luminous white owl land on the man's shoulder. If angered by a betrayal of faith, he might send a glowing red eagle to attack the medicine man.

When he finds it necessary to discipline a priest, the Great Spirit's punishments generally involve light in some manner. A minor punishment might deprive the medicine man of the ability to see colors, while a more severe punishment could be total blindness. In extreme cases, such as when a medicine man betrays his own people and the Great Spirit, the offender might even be struck dead by a bolt of lightning.

**Statistics:** AL lg; WAL any good; AoC life, nature, creation, and light ; SY shining globe.

**Great Spirit's Avatar (Ranger 14, Druid 18)**

Most often, the Great Spirit's avatar appears in the form a white, luminous bear, although it can assume the shape any animal in nature. The avatar always receives the benefit of any special abilities of the animal whose shape it assumes.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 15 | Wis 18 | Cha 16 |
| MV 20 f, sw | SZ 10' + | MR 55% |
| AC -3 | HD 18 | HP 144 |
| #AT 3 | THAC0 3 | Dmg 1d8/1d8/1d12 +7 |

**Special Att/Def**: The statistics above are for the favorite form: a bear. The avatar retains the bear's ability to hug its victims for 2d4 + 7 additional damage on a to-hit of 18 or better. Even though the avatar has the form of a k it can cast spells as an 18th level Druid and all spells in All, Animal, Elemental, Plant, and Weather spheres available to it.

**Duties of the Priesthood**

A medicine man who worships the Great Spirit is venerating the most powerful of Indian spirits. Although he has access to great powers, the Great Spirit seldom grants powers to him easily or rapidly. Priests must lead lives of exemplary virtue.

They must always strive to drive evil from the world through their own kindness and wisdom, relying upon force only when the lives of their fellows are in danger. Clerics the Great Spirit may never live with evil or warlike tribes, unless they are doing so in order to change the wicked ways of such people.

As a priest of the Great Spirit, a medicine man must constantly strive to promote life and nature. He must subsist on a vegetarian diet and may never eat flesh, even in the most desperate circumstances. Because the Great Spirit remains so aloof, his clerics preside over very few ceremonies, and beseech his aid in the most dire of circumstances.

**Requirements:** AB standard; AL lg; WP sling & weapons; AR b; SP all, animal, elemental, healing, protection, sun, & weather; PW 5) *Shape Change* (a forms only), 7) *Control Weather* (1 mile radius), 10) *Raise Dead* (once per week); TU nil.

**Sun (intermediate god)**

Sun, sometimes called Shakuru, is charged by the Great Spirit with casting warmth and light over the world. Aside from the Great Spirit himself, Sun is the most powerful of the dominant Indian spirits. Although he serves the Great Spirit's will, he is not subordinate to the Great Spirit in any servile sense, for he is free to discharge his duty as he pleases.

On most days, Sun is clearly visible in his true form, a shimmering disc of light. He is said to walk from one side of the world to the other, spreading warmth and light over the land as he goes. Sun has the power to create warmth and light wherever he can see, though he is often inconsistent in his use of this power.

**Role-playing Notes:** Unlike the Great Spirit, Sun is heavily involved in the affairs of men. As he walks across the sky each day, he cannot help but see what the tribes are doing. When he is pleased with their actions, he shines down upon their lands brightly and keeps them warm. When he is displeased, however, he does not show himself and the day is dim and chilly. If angered, he shines down with great intensity, making men hot and tired and withering their plants.

Unfortunately, Sun has a mercurial disposition, so it is difficult to determine what will make him angry and what will not. In addition, he is not one given to gentle messages. Often, the first sign of Sun's anger may be a severe sunburn suffered during the dead of night, or sudden and severe heat exhaustion. Sun rarely punishes fallen priests with death, however. If a priest offends him too deeply, Sun simply severs the spiritual connection which gave the medicine man his powers.

**Statistics:** AL cn; WAL any but evil; AoC light, heat; SY sun.

**Sun's Avatar (Fighter 14, Illusionist 14)**

Sun's avatar takes the form of a yellow-skinned, yellow-haired warrior of great physical strength and attractiveness. He can call upon the Illusion/Enchantment school of magic for his spells.

| | | |
|---|---|---|
| Str 20 | Dex 20 | Con 18 |
| Int 18 | Wis 16 | Cha 18 |
| MV 15 f | SZ 6' | MR 35% |
| AC 0 | HD 14 | HP 126 |
| #AT 2 | THAC0 7 | Dmg 1d8/1d8 +8 |

**Special Att/Def:** when someone looks at Sun's avatar with harmful intent, the attacker must save versus spells or be permanently blinded. Once per round, he can throw a fireball up to 500 yards without suffering penalty for range. This fireball does 2d10 damage for each 100 yards it travels. Sun's avatar can fly at the same speed he moves on ground.

**Duties of the Priesthood**

Medicine men devoted to Sun spend the majority of their time trying to appease their spirit. They are constantly sending messengers, in the form of powerful birds, to the Upper World with messages of supplication. When Sun shines too brightly for too long, they must suffer endless hours of rigorous penance in the hope of salving his anger. If Sun chooses not to shine, they must often spend days on end begging him to show himself.

One of the most important duties of a medicine man devoted to Sun is greeting him each morning. The surest way for a priest to incur Sun's wrath is to sleep past dawn.

Another important ceremony is the Sun Dance held each spring. The medicine man must spend an entire week dancing. It is during this time that young warriors hoping for Sun's favor must endure a test of pain to prove their worthiness.

In each tribe, the most experienced medicine man worshipping Sun is granted the power to call and command birds of prey, which serve as messengers to the Upper World.

**Statistics:** AB Standard; AL any g or n; WP bow, tomahawk (hand axe), or club; AR b; SP sun, all, healing', and protection; PW special (see above); TU turn.

**Moon (intermediate god)**

Moon, also known as Pah, is the sister of Sun. Her duty is to light the night, which she fulfills with regular but varying success. Her appearance is constantly changing, though she most often appears as a shimmering disk of silver. Hers is the power to light the dark, and to hold at bay the dangerous things which lurk in the night.

**Role-playing Notes:** Moon is particularly sympathetic to women, and is 10% more likely to answer a plea for help if it comes from a woman. Good omens from Moon generally take the form of a visit from her avatar, but she expresses her displeasure only by her absence. Moon rarely punishes individuals who have angered her, she simply severs their spiritual connection with her instead.

**Statistics:** AL lg; WAL any good; AoC light, protection, women; SY silver disc.

**Moon's Avatar (Bard 10, Priest It)**

Avatars of Moon are beautiful women. In dangerous situations, they are each accompanied by 25 dedicated 3rd level warriors.

| | | |
|---|---|---|
| Str 16 | Dex 18 | Con 16 |
| Int 18 | Wis 18 | Cha 20 |
| MV 14 f | SZ 5' | MR 30% |
| AC 1 | HD 12 | HP 84 |

#AT 1 THAC0 9 Dmg 1d4 +1

**Special Att/Def:** Any sentient male looking upon Moon's avatar must save versus spells or fall under her control. She casts spells as a 12th level cleric, save that all spells in the charm, healing, and protection spheres of sixth level or lower are available to her. Moon's avatar flies at the same rate moves on land.

**Duties of the Priesthood**

Moon's clerics must meet all of the standard clerical requirements, but must also be females of good alignment. Moon discourages her priestesses from engaging in combat, but they may defend themselves with knives if attacked. Moon allows her clerics major access to the Protection and healing spheres, and minor access to charm and creation spheres.

She always grants her priestesses the power to create *light* within a 10' radius, and they are expected to keep a light glowing within their teepee or (camp) at all times.

**Statistics:** AB standard (always female); AL any g; knife; AR b; SP all, protection, healing, charm, and creation; PW 1) *light* (10' radius); TU nil.

**Earth (intermediate god)**

Earth is known by several names: Earth Mother, Nokomis, and the Grandmother. She is the beginning and end of all life, for all mortal beings spring from her bosom upon birth and return to it upon death. She feeds all animals, men, and plants, and is the provider of the Water of Life.

Earth derives her power from the Great Spirit, who has bestowed upon her the ability and duty to nurture life. However, she is free to use this power as she pleases and does not answer to him in any subservient sense. She can create up to a 100 square miles of land or ten million gallons of water at will an without tiring. Further, she can accelerate, decelerate, or control the growth of any plant, or cause earthquakes of such magnitude that everything within the affected area must save versus death magic or be destroyed.

Earth is usually visible in her true form to all mortals, though few realize what they are looking at. She abides in the ground upon which they stand, the soil which they till, and the rocks upon which they sit. Those who know what to look for sense her as a warm presence in all that surrounds them.

**Role-playing Notes:** Earth is a patient and careful deity. She is the most likely of higher Indian deities to answer the individual supplications of her worshipers. As a rule, her base chance to respond in any given case is increased by 1% for each level of the beseecher, and by 5% if the beseecher is a priest of her order.

Earth prefers to guide her worshipers through a wide range of omens. Almost anything can serve as a sign of her pleasure or displeasure: a white eagle, a black wolf, a burning tree. Often, the meaning of such portents is unclear, and the recipient must enter a deep trance to clarify its meaning.

However, when she finds it necessary to discipline a transgressor, Earth's punishments are severe and unmistakable. In cases of tribal offenses, she often sends a flood or earthquake to devastate the wrongdoers. Individual offenders fare little better: being attacked by a black bear or bitten by a snake is considered an unmistakable sign of her enmity.

**Statistics:** AL ng; WAL n or ng; AoC life, nature, food; SY stalk of maize.

**Earth's Avatar (Druid 18)**

Earth's avatar always takes the form of an old woman. She casts spells as an 18th level Druid, save that she can call upon any clerical spell in the plant or animal spheres.

| | | |
|---|---|---|
| Str 18/00 | Dex 16 | Con 18 |
| Int 18 | Wis 19 | Cha 14 |
| MV 15 br | SZ 5' | MR 35% |
| AC 0 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1d6 +7 |

**Special Att/Def:** Earth's avatar cannot be injured by weapons made of unworked natural materials. For example, a wooden club or stone arrowhead causes her no damage, but she is affected normally by any weapon of forged metal. Earth's avatar can burrow through soil or rock at the same rate she moves on the surface.

**Duties of the Priesthood**

Earth's clerics must meet the standard requirements for druids, except they must always be of neutral good alignment. Usually, but not always, her priests are women. Whether male or female, however, her clerics must prove their fruitfulness by being parents, and usually have between 4-8 children living in their lodge. Losing the ability to bear children is considered a sure sign that an individual has lost Earth's favor, though this seldom happens to even to the oldest of her clerics.

Priestesses worshipping Earth preside over two important ceremonies each year: the Blessing of Spring, when life returns from the bosom of the Grandmother, and the Sacrifices of Fall, when important magic items must be buried in the fields or thrown into raging rivers so that the life will return to the fields in the spring.

Clerics worshipping the Earth Mother may use clubs or sickles to defend themselves or, if necessary, to prevent the desecration of the land. Earth allows her priestesses major access to the animal and plant spheres, and minor access only to the elemental, summoning, and weather spheres. Once they reach the 4th level of experience, she also grants her clerics the ability to summon and command 1- 6 wolves. At the 8th level of experience, she allows them to instantaneously grow one tree per day, up to sixty feet in height, provided they have the proper seed to plant. At the 12th level of experience, she permits her priests to travel over water as if it were land.

**Statistics:** AB as druid; AL ng; WP clubs or sickles; SP all, animal, plant, elemental', summoning', and weather'; PW 4) *summon and command 1-6 wolves*; 8) *tree growth* (see above); 12) *water walking*; TU: turn.

**Wind (intermediate god)**

Wind, also known as Hotoru, is the master of weather and climate. Upon his breath, carries life-giving rains or the parched gasps of drought. He can cool off a hot day, or can uproot trees and topple even the sturdiest of lodges with a tornado. Wind takes great joy in his liberty from the Great Spirit's authority, exercising his powers with caprice and whim.

In his true form, Wind is an invisible swirl of air that can always be felt and sometimes heard, but never seen. He has the power to control weather at will, even to the point of parching the land with hot breezes one moment and covering it with terrible blizzards the next.

**Role-playing Notes:** Wind is chaotic and capricious. Upon noticing any slight, he is likely to take vengeance in the form of catastrophic weather. Omens from Wind take the form of unusual winds. When he punishes one of his own priests, he carries the offender away in a powerful tornado and drops him in the middle of a large body of water.

**Statistics:** AL cn; WAL any; AoC weather, agriculture SY tornado.

**Wind's Avatar (Fighter 10, Wizard 10)**

In avatar form, Wind always appears as the huge chief of an unknown tribe. In one hand, he carries a massive club and in the other a huge war lance.

| | | |
|---|---|---|
| Str 20 | Dex 19 | Con 18 |
| Int 16 | Wis 15 | Cha 18 |
| MV 15, 20 f | SZ 8' | MR 35% |
| AC -1 | HD 10 | HP 80 |
| #AT 3/2 | THAC0 11 | Dmg 1d10 +8 |

**Special Att/Def**: Wind's avatar can unleash a *lightning bolt* which does 2d10 points of damage, always hits its target, and has a range of 900 yards. He can only be hit by +1 or better weapons or magic. Wind's avatar can fly at will. Both his club and his lance do 1d10 damage and require a strength of 18/00 to wield. The lance fires a 2d10 *lightning bolt* once per round. Wind's avatar casts spells as a 10th level wizard, and he can call upon any spell of up to 5th level from the invocation/evocation school.

**Duties of the Priesthood**

Clerics of Wind must meet the standard clerical requirements, but may use any weapon in battle. They must constantly appease Wind with sacrifices of food and valuables, made at least weekly. In agricultural tribes, Wind's priests are treated with a combination of awe and mistrust, for the well-being of the entire tribe often depends upon the ability of such priests to earn and hold Wind's favor.

**Requirements:** AB standard; AL any c; WP any; AR b; SP all, combat, elemental, weather; PW 5) *summon rain* (500 yard area); TU nil.

**Morning Star (intermediate god)**

To Morning Star, the Great Spirit has entrusted the Breath of Life, which Morning Star must spread over the earth each dawn. Morning Star is free to use this gift as he sees fit, but he is generally a benevolent god who executes his duty faithfully.

Visible on the Prime Material Plane as the last star in the sky each morning, in his true form Morning Star resembles a young man painted red, wearing moccasins, a heavy robe, single downy eagle's feather, also stained red, and a headdress. Morning Star can animate any material, even rocks.

**Role-playing Notes:** As long as priests worshipping Morning Star strive to promote life, they remain in his favor. When a priest violates this code, Morning Star generally reveals his displeasure by hiding his presence at dawn. Morning Star punishes transgressions by removal of clerical powers.

**Statistics:** AL lg; WAL any good; AoC life, morning; SY star above the rising sun.

**Morning Star's Avatar (Fighter 13, Priest 12)**

Morning Star's avatar always takes the form of a young man armed only with his bare hands or a rope. He can cast spells as a 12th level priest, save that he has access to any priest spell of 6th level or below in the creation and healing spheres. He can also use the *raise dead* spell.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 (f) | SZ 6' | MR 35% |
| AC 0 | HD 13 | HP 104 |
| #AT 2 | THAC0 9 | Dmg 1d3 +8 |

**Special Att/Def:** Morning Star's avatar is immune to all forms of light or heat attacks, such as *prismatic sphere*, *rainbow pattern*, *fireball*, *flame strike*, etc. He can animate and control any single object, such as a teepee, tree, boulder, etc. Morning Star's avatar can fly at the same speed he moves upon ground.

**Duties of the Priesthood**

Clerics of Morning Star must pray to his star each morning, and must always strive to promote the creation of new life. They may never kill, even in self-defense, instead attempting to disable attackers without depriving them of life. They are usually called upon to bless the birth of new infants, crop plantings, and anything involving the creation of life.

**Requirements:** AB standard; AL lg; WP lasso and net; AR b; SP all, creation, healing, animal, divination, plant and protection; PW 10) *raise dead*; TU: turn.

**Fire (intermediate god)**

Upon Fire, also known as Hastsezini, the Great Spirit has bestowed the ability to destroy anything living. He is also charged with providing warmth and light, but is resent ful of this duty and only executes it if constantly fed. Fire's true form is that of a jet-black human with the head of a hawk, and he is always sheathed in an aura of flames. He has the power to see and hear anything that passes within fifty yards of a fire.

**Role-playing Notes:** Fire is arrogant, vengeful, and tolerates no affronts to his power or shortcomings among his priests. His omens always involve fire and are never subtle. It is common for him to create a face in a fire and speak directly to his worshipers. He delights in punishing by burning.

**Statistics:** AL le; WAL any; AoC fire, destruction; SY burning torch.

**Fire's Avatar (Ranger 12, Druid 12)**

Fire's avatar appears in the form of a dark-skinned human, sometimes with a hawk's head. Occasionally, he appears as a human-shaped flame.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 17 |
| Int 19 | Wis 19 | Cha 12 |
| MV 15 (f) | SZ 7' | MR 35% |
| AC -1 | HD 12 | HP 96 |
| #AT 3/2 | THAC0 9 | Dmg 1d10 (weapon) +8 |

**Special Att/Def:** The avatar's flaming sheath inflicts 1d10 damage per round to all within ten yards. He cannot be hit if attacked from behind and can cast any fire-based spell, no matter what the level or sphere. Fire's avatar can fly at the same speed he moves upon ground.

In avatar form, Fire casts spells as a 12th level Druid, with access to all spells of 6th level or less in the appropriate spheres. He carries a magical shield +3, a bow that fires arrows of flame, a large club, and a lance of fire (all doing 1d10 damage). If a mortal touches any of these weapons, he suffers 1d10 points of fire damage per round — even if magically protected from fire.

**Duties of the Priesthood**

The duties of priests worshipping Fire consist primarily of appeasing their arrogant god with regular sacrifices of food and fresh meat. Fire's priests must always keep a fire burning within their lodge, and are often called upon to perform foul tasks, like murdering those who have offended their god. They are allowed to use any weapon, though Fire grants an extra first level spell to those using only flame-based weapons. Because of their deity's evil nature, his priests are often banished from the tribe if some fire-based calamity befalls the village.

**Requirements:** AB as druid; AL any; WP any (see above); AR b ;SP all, combat, divination, elemental, guardian, necromantic, and summoning; PW 1) bonus spell (see above); 1) *create fire* (as the spell); TU nil.

**Thunder (intermediate god)**

As the voice of the Great Spirit, Thunder is the herald of disaster and the bearer of good fortune. Also known as Heng or the Thunder Bird, Thunder announces the coming of great disasters. He also has the power to bring good fortune to those who deserve it. Occasionally, when Wind has neglected to bring rain to a deserving tribe,

Thunder carries a lake upon his back and sprinkles it over the fields. In true form, Thunder resembles a huge black eagle as large as the sky, but he sometimes appears as a warrior in storm clouds.

**Role-playing Notes:** Thunder does not enjoy his role as the harbinger of catastrophe. Nevertheless, he executes this duty conscientiously. Portents of impending disaster include fierce thunder, cloud cover so heavy it blots out the sun, and the unexpected and unwelcome arrival of thousands of birds. Omens of good fortune always take the form of a black eagle soaring overhead. In fact, such a sighting is enough to modify the saving throws and attack rolls of the viewer by +2 for a period of 1d10 weeks.

Thunder rarely punishes tribes or individuals directly. Rather he simply withdraws his support.

**Statistics:** AL cg; WAL any good; AoC good fortune; SY black eagle.

**Thunder's Avatar (Fighter 14, Priest 10)**

Thunder's avatar takes the form of a giant black eagle, but can also be seen as a giant carrying a huge lance.

| | | |
|---|---|---|
| Str 21 | Dex 17 | Con 18 |
| Int 18 | Wis 18 | Cha 15 |
| MV 15, 24 f | SZ 12' | MR 40% |
| AC 1 | HD 14 | HP 126 |
| #AT 3 | THAC0 7 | Dmg 1d12/1d12/2d10 +9 |

**Special Att/Def:** Every other round, Thunder's avatar can shoot lightning from his eyes. This attack never misses its target and always inflicts 30 points of damage. In his eagle form he is able to make two claw attacks and one beak attack each round. When in his giant form, he can strike with his lance twice per round for 1d12 points per attack. Thunder casts spells as a 10th level priest utilizing any spell of 5th level or less in the guardian, protection, or weather spheres.

**Duties of the Priesthood**

Thunder's priests may never engage in an evil or selfish act. Upon reaching the 5th level, Thunder's priests receive the ability to grant good fortune once per week. This modifies the saving throw and to-hit rolls of one subject by +1 for 1d10 rounds. This ability increases by +1 every five levels, so that at 10th level it is +2, 15th level it is +3, 20th it is +4, and so on.

**Requirements:** AB standard; AL any g ;WP bow, lance, and tomahawk (hand axe); AR b; SP all, divination, protection, guardian, healing, and weather; PW 5) *good fortune* (see above); TU nil.

**Raven (lesser god)**

Raven is one of the most powerful of the many animal spirits. He professes to have created the world by pulling it up from beneath the waters. The validity of this claim remains in doubt, however, for he is well known as a trickster who resorts to anything to satisfy his ravenous appetite. Though his true form is that of a large black raven, he can polymorph at will into many different forms, including a fox, jay or even the moon.

**Role-playing Notes:** Though generally goodhearted, the unpredictable Raven has a narrow range of concerns —and most of them have to do with food. Raven never answers appeals for aid unless an offering of food is made to him. Even then, Raven is unlikely to help unless the appeal is for food, water, or shelter.

Raven's omens are always delivered by one or more of his namesakes. For instance, if displeased, Raven might send a flock to drop various disgusting items on the offender. When seriously angered, Raven's punishments are inventive and harsh. As an example, Raven once turned a man who hunted too many ravens into a grasshopper, so that the ravens could hunt him.

**Statistics:** AL cg; WAL any; AoC trickery and deception; SY black feather.

**Raven's Avatar (Fighter 10, Illusionist 8)**

Raven's avatar usually takes the form of a giant raven. However, he is able to change form at will and does not hesitate to assume another shape if it will further his progress in a given matter.

| | | |
|---|---|---|
| Str 18/00 | Dex 16 | Con 18 |
| Int 18 | Wis 14 | Cha 6 |
| MV 8, 20 f | SZ 6' wingspan | MR 15% |
| AC 2 | HD 10 | HP 80 |
| #AT 3 | THAC0 11 | Dmg 2d6/2d6/3d8 +6 |

**Special Att/Def:** Raven can employ both the *polymorph other* (-2 to save) and *polymorph self* spells at will. He has the spell abilities of an 8th level Illusionist, calling upon any spell 4th level or less in the Illusion/Phantasm school of magic.

**Duties of the Priesthood**

Priests worshipping Raven must be of a chaotic alignment and must meet all ordinary clerical requirements. They are expected to feed any ravens that happen to be nearby, and must converse with these birds constantly. As a result, there are variably 1d20 of these garrulous birds following any priest of Raven.

**Requirements:** AB standard; AL any c; WP any; AR SP all, animal, and charm; PW 3) *converse with ravens*; *fly* (movement rate = 15); TU nil.

***Coyote (lesser god)***

Coyote is the most clever and cunning of animal spirits. He is credited with teaching men crafts such as making weapons, pottery, as well as the summoning and controlling of fire. Despite the generous side of his personality, however, Coyote is a cowardly thief who often resorts to trickery.

Coyote can polymorph himself into any natural animal once per day. He can make himself or any object invisible for an indefinite period of time, and can animate any object for up to one week. His true form is that of a giant, silver-furred coyote.

**Role-playing Notes:** Coyote is greedy and conniving. During his frequent attempts to swindle a fellow god, he often assigns difficult jobs to his worshipers, promising great rewards if they succeed. Most often, he "forgets" to keep such promises. He is not above bullying a mortal to get what he wants.

Omens from Coyote take the form of strange noises in the night. Typically, he will only punish his clerics for failing at an assigned task or daring to cheat him. Such punishments take the form of a cruel trick, such as stealing a cherished possession and giving it to the victim's enemy.

**Statistics:** AL cn; WAL any; AoC crafts, thievery; SY bushy, drooping tail.

**Coyote's Avatar (Thief 14, Illusionist 6)**

He can cast spells as a 6th level illusionist, and can call upon any spell under the 3rd level in the illusion/phantasm school. Despite his lack of hands, Coyote's incredible Dexterity allows him to utilize all of the thief abilities appropriate to his level.

| | | |
|---|---|---|
| Str 19 | Dex 20 | Con 18 |
| Int 15 | Wis 18 | Cha 7 |
| MV 15 | SZ 7' | MR 15% |
| AC 2 | HD 14 | HP 112 |
| #AT 1 | THAC0 7 | Dmg 2d10 +7 |

**Special Att/Def:** On any natural attack roll of 20, the avatar's victim must save versus death magic or have his neck snapped by the creature's powerful jaws.

**Duties of the Priesthood**

Coyote's priests must meet all of the normal requirements for clerics, save that they must have a Dexterity of at least 12. In addition, priests of Coyote must sacrifice 1 gp per level worth of treasure (or one magic item) a week. Failure to do so results in a loss of spells and powers until the missed sacrifice is made up. They must also defend coyotes whenever they encounter an endangered one. To lure young worshipers to him, Coyote grants all of his priests the abilities of a thief of similar level — to a maximum of tenth level.

**Requirements:** AB standard, Dexterity 12+; AL any c ;WP as thief; AR b; SP all, animal, summoning, charm; PW 1) thief abilities (see above); TU nil.

**Snake (lesser god)**

Though a giant serpent in true form, Snake takes great delight in manifesting himself in the guise of a man with rainbow-colored skin. Snake has complete control over all scaled, land-dwelling creatures within his sight, even if they are supernatural in origin. He has the power to make any object poisonous to the touch, or to turn any poison into a harmless substance (even after it has begun acting). He can control his age at will, often growing visibly older or younger during the course of a single conversation.

**Role-playing Notes:** As long as his worshipers don't do anything evil, Snake is a patient deity. But he does not tolerate transgressions of his strict moral code. Those offending Snake will find themselves growing mysteriously older at a rapid rate. After the offensive behavior is atoned for, the supernatural aging stops, but does not reverse itself. In cases where severe punishment is called for the offender mysteriously dies of effects normally associated with a lethal snake's venom.

**Statistics:** AL ng; WAL any neutral or good; AoC reptiles and aging; SY a writhing snake.

**Snake's Avatar (Wizard 15, Priest 8)**

Snake's avatar is usually a man with rainbow-hued skin, though he can also take the form of a giant snake. In either form, he casts spells as a 15th level wizard and an 8th level priest, save that he has access to any wizard spell of 7th level or under, and any priest spell of 4th level or less in the all, animal, charm, or necromantic spheres.

| | | |
|---|---|---|
| Str 14 | Dex 18 | Con 18 |
| Int 19 | Wis 18 | Cha 18 |
| MV 15 | SZ 6’ | MR 20% |
| AC 1 | HD 10 | HP 80 |
| #AT 1 | THAC0 11 | Dmg 1d6 |

**Special Att/Def:** Snake’s avatar can only be hit by magic or +1 or better weapons. No reptile (including dragons) will attack him under any circumstances. In addition, he can summon and command 5-500 snakes at will.

**Duties of the Priesthood**

Priests of Snake must meet all the standard clerical requirements, and must keep at least four varieties of dangerous snakes as pets. As weapons, they are allowed to employ poisoned arrows or daggers, but only in defense of themselves, others, or a snake. At the 10th level of experience, Snake gives his priests the power to summon and command 1d10 snakes, and at the 15th level of experience he grants them the ability to control their aging process (making them immune to the effects of normal and magical aging, but not to disease, injury, or death).

**Requirements:** AB (see above); AL ng; WP poisoned arrows and daggers; AR b; SP all, animal, charm, healing, and protection; PW 10) *summon snakes*; 15) *control aging*; TU nil.

**Spirits (demigods)**

The Indian world is populated by many different spirits, which are manifestations or "manitous" of the mysterious magic power that inhabits all things. There are ancestral spirits who watch over their descendants from camps in the lower world, animal spirits who dema nd homage before the hunt, and spirits of sacred places.

An Indian might encounter a spirit in virtually any situation and in virtually any form. For instance, an ancestral spirit might appear as a very old man or a river spirit as watery snake. They will generally have one or two supernatural powers associated with their nature.

Of course, it would be impossible to present statistics for every spirit in the world of the Indian, but their avatars generally fall within the following parameters:

**Role-playing Notes:** The personalities and goals of these minor spirits are as varied as their number. Generally, they promote and protect whatever it is they personify, and look disfavorably upon anybody who harms their embodiment. Animal spirits generally recognize the need for hunting and allow it, as long as the hunter shows the proper respect and is not cruel or greedy. Their omens and portents always take a form appropriate to their nature. Generally speaking, they are quicker and more severe in their punishments than the higher deities, for they must compensate for their limited power by demanding strict obedience from their worshipers.

**Spirit Avatar (any one or two classes, level 7-11)**

Like the spirits themselves, the avatars usually assume a form related to their nature. They almost always have some form of limited spell ability, although its nature will vary based on the background of the spirit.

| | | |
|---|---|---|
| Str 14-19 | Dex 13-18 | Con 13-18 |
| Int 13-18 | Wis 13-18 | Cha any |
| MV 10-15 | SZ up to L | MR 5-15% |
| AC 4-0 | HD 8-11 | HP 64-88 |
| #AT 1-3 | THAC0 11-13 | Dmg 1d4-2d10 +1-6 |

**Special Att/Def:** Any one or two powers which are appropriate to their nature. For example, the spirit of a lake might be able generate a wall of fog just as the lake does on an autumn morning.

**Duties of the Priesthood**

Spirits do not have priests in the sense that other deities do. Rather, they are venerated as the need arises and will often reward the individuals paying homage to them with special powers and protections for a limited time (usually 1-10 days). For example, a warrior venerating a cloud spirit might receive the ability to ride the winds. Obviously, such powers are only given when the actions of the individual are sincere and he makes some appropriate sacrifice to the spirit.

## American Indian Heroes

**Hiawatha (Ranger 15 Druid 8)**

One of the greatest of all Indian heroes, Hiawatha was credited with uniting the Iroquois into the Five Nations. A man of great thought, Hiawatha was invited speak before the Council of Hereditary Chiefs. He convinced the chiefs to end the bitter and murderous wars between Iroquois tribes and form a confederacy. He envisions

spreading this confederation from tribe to tribe all across North America. Sadly, the arrival of foreign colonizers stop to his plan.

| | | |
|---|---|---|
| Str 18/95 | Dex 17 | Con 17 |
| Int 18 | Wis 18 | Cha 18 |
| AC 5 | MR 10% | MV 12 |
| HP 195 | AL lg | |
| THAC0 4 | #AT 2 | Dmg 1d6 (weapon) +5 |

**Spells:** 1) *animal friendship*, *pass without trace*, *detect snares and pits*; 2) *speak with animal*, *produce flame*, *slow poison*; 3) *hold animal*, *water breathing*, *snare*; 4) *cure serious wounds*, *neutralize poison*, *speak with plants*.

Hiawatha is credited with many other great feats, battling monsters and even gods on behalf of mankind. In his headdress he wears a feather given to him by an eagle-spirit that modifies his AC by +2, and he travels in a canoe that moves by itself. Hiawatha fights with club or bow and arrow, each of which 1-6 points of damage. In unarmed combat, he grapples and bear-hugs his opponents for 8 points of damage per round.

**Stoneribs (Ranger 10)**

According to legend, Stoneribs is the son of a legendary mother named Volcano Woman. He could shoot birds with bow and arrow as soon as he could walk. He ways goes to the aid of tribes in dire peril, and is the warrior who slew the great sea monster Qaqwaai. He possesses a magical halibut skin that allows him to assume the form of a man sized halibut. It also bestows upon him the ability to breathe and move through water as if were he a fish even when in his human form.

| | | |
|---|---|---|
| Str 18/25 | Dex 18 | Con 18 |
| Int 15 | Wis 14 | Cha 15 |
| AC 6 | MR 10% | MV 12 |
| HP 140 | AL lg | |
| THAC0 11 | #AT 3/2 | Dmg 1d6 (weapon) +3 |

Spells: 1) *invisibility to animals*, *pass without trace*; 2) *barkskin* .

**Qagwaaz**

Qagwaaz is a powerful warrior who wanders the plains alone, capturing wild horses and hunting buffalo solely for the sport of it.

**Ranger 12, Bard 5**

| | | |
|---|---|---|
| Str 18/52 | Dex 17 | Con 17 |
| Wis 18 | Int 18 | Cha 17 |
| AC 6 | MR 10% | MV 12 |
| HP 156 | AL ng | |
| THAC0 7 | #AT 3/2 | Dmg 1d6 (club) +3 |

**Spells:** 1) *invisibility to animals*, *pass without trace*, *ventriloquism*; 2) *produce flame*, *messenger*; 3) *hold animal*.

He is a welcome guest in the camps of all the plains tribes, where he enjoys challenging the resident warriors to contests of prowess and skill. In such contests, Qagwaaz relies only upon a wooden club and his great strength so that he does not injure his opponents too severely.

After such contests, Qagwaaz enjoys feasting and impressing the women with his stories and songs. Should a village be attacked while he is visiting, Qagwaaz is the first into battle. He is considered the ideal for all warriors to emulate.

**Yanauluha**

The first tribal priest, Yanauluha can summon any Indian deity to his aid at will. Though now considered a spirit, it is not clear how or even if he has died. Anyone sacrificing a magic item to him has a 10% chance that Yanauluha will aid him, unless an evil act is requested. He appears as a richly garbed, ancient Indian who talks very slowly.

**Priest 20, Ranger 10**

| | | |
|---|---|---|
| Str 14 | Dex 16 | Con 18 |
| Wis 19 | Int 18 | Cha 16 |

| | | |
|---|---|---|
| AC 3 | MR 15% | MV 12 |
| HP 170 | AL ng | |
| THAC0 5 | #AT 3/2 | Dmg 1d6 (weapon) |

**Spells:** 1) any; 2), any; 3) any; 4) any; 5) any; 6) *wall of thorns*, *find the path*, *fire seeds*, *animate object*, *weather summoning*; 7) *wind walk*, *resurrection*.

**Spell Immunity:** *cause fear*, *charm*, *command*, *friends*, and *hypnotism.*

**Big Head**

The big heads are fearsome monsters inhabiting the deep forests. They are enormous manlike heads covered with thick hair. They lack any sort of body, but move about on two paws with long, sharp claws. Big heads prefer to hunt during storms, when they fly about searching for isolated victims. There is a 75% chance that a big head will have one randomly determined magic item in its possession.

| | | | |
|---|---|---|---|
| AC 3 | NO. 1-2 | SZ 6' | XP: 9,000 |
| MV 15, 20 f | ML 15 | AL ce | INT High |
| HD 14 | MR 25% | THAC0 7 | #AT 3 |
| Dmg 1d6/1d6/2d6 | | | |

**Special Att/Def:** Big heads' eyes can fire flame to 10 feet doing 2d10 damage (save versus breath weapon for half damage).

**Gahonga**

The gahonga are a race of short, tangible spirits that inhabit bodies of water and rocks. Though neutral in alignment, the men are generally foul-tempered and reluctant to help strangers. Their beautiful daughters, however, take great pleasure in tempting men to commit acts of folly — such as trying to follow them as they scale a rocky cliff or dive into the depths of a lake. They seldom have any treasure.

| | | | |
|---|---|---|---|
| AC 5 | NO. 1-10 | SZ 3' | XP: 2,000 |
| MV 12, 15 sw | ML 12 | AL cn | INT Avg. |
| HD 6 | MR 15% | THAC0 15 | #AT 1 |
| Dmg 1d6 (weapon) | | | |

**Special Att/Def:** Gahongas can become *invisible* at will. Anyone hit by a gahonga in combat must save versus paralysis or be rendered motionless for 1d6 rounds. A gahonga can pass through rock at will while moving at its normal movement rate.

**Ohdowa**

The ohdowas are short, scaly humanoids who inhabit caverns and other subterranean areas. They raise snakes and the like, which they have complete control over.

| | | | |
|---|---|---|---|
| AC 3 | NO. 1-6 | SZ 4' | XP: 9,000 |
| MV 12, 9 br | ML 12 | AL ce | INT Avg. |
| HD 10 | MR 10% | THAC0 11 | #AT 1 |
| Dmg 1d6 (weapon) | | | |

**Special Att/Def:** An ohdowa can burrow almost as fast as it can walk. It can summon and command 1d10 snakes or spiders and is immune to poison.

# Arthurian Heroes

King Arthur was a celebrated British hero, a legendary ruler credited with uniting the independent and belligerent knights of Britain at the Round Table and beating back the Saxons and other barbarian invaders. He also established a realm of virtue, Logres, that was the spiritual counterpart of his material kingdom. In this way, Arthur became not only the principal defender of Britain, but the embodiment of her ethical ideals as well. In every sense, he was the ultimate savior-king of Britain.

Despite his legendary standing, Arthur and his companions are seen as very human. Arthur himself is nearly always presented as just, powerful, wise, and generous. But he is also pictured as indecisive, unseeing, petulant, and occasionally stubborn. His queen, Guinevere, is beautiful and dedicated, but she is in love with Arthur's greatest knight. Despite his dedication to Arthur and the principles of virtue, this knight, Launcelot, is powerless to keep himself from returning her affection.

These characters, and hundreds of others, are described with such vividness and detail that it seems impossible that they did not live. Yet, the Round Table has never been discovered and the locations of Arthur's castles have never been determined. The island retreat, Avalon, remains as thoroughly hidden by the haze of time as it ever was by ocean mists.

Many mythologists insist that the great king never lived. Arthur, they claim, is the personification of a Celtic deity or, at most, an exaggeration grown out of the exploits of a conquering barbarian king. But for every mythologist who believes Arthur did not live, there is a historian who has devoted his or her life to proving that Arthur is more than mere legend. Many believe that they have found the locations of his most famous battles, the mounds upon which his castles once stood, even an island that might have been Avalon. Unfortunately. many of these assertions conflict, and it is not within the scope of *Legends & Lore* to sort through their claims in search of their validity. For our purposes, it is the legend itself, and the people who created it, that matters most.

Whether he lived or was only a mythical ideal, Arthur was born into an Britain descending into the depths of anarchy and chaos. The time was 500 AD The Germanic tribes of what is now eastern Europe were sweeping down on the degenerating Roman Empire, conquering Gaul, Spain, and even sacking Rome herself. Faced with such fierce opposition, Rome withdrew her legions from the far-flung territories, leaving Britain undefended, disorganized, and easy prey for the fierce Saxon, Angle, and Jute warriors of what is now Denmark and northern Germany.

It was Arthur who united the quarrelsome British knights and led the fight to repel the invaders. Many historians claim that he was the grandson of a Roman named Constantine (probably not the Emperor, though that is a possibility), and was trained in warfare at a Roman academy. He united the British realms through his tactical genius and was elected to lead the defense against the Saxon invaders.

According to legend, he was the son of Uther Pendragon and Ygraine, conceived through Uther's impersonation of Ygraine's husband even as he lay dying on the battlefield. Upon Arthur's birth, the wizard Merlin took the infant and had him raised by an honest and trustworthy knight, so the youth would mature into a wise and just king. Arthur was proclaimed king at the age of 15, when he pulled the sword *Excalibur* from a stone at a contest to pick the new king. (In many versions of the myth, Arthur was given *Excalibur* by the Lady of the Lake.)

Upon achieving kingship, Arthur moved quickly, defeating the barbarians in a series of fights known as the Twelve Battles. In the last of these battles, fought at Mount Badon, he reputedly killed 960 enemies personally, putting an end to the Saxon invasion — at least during his lifetime.

After the Twelve Battles, Arthur began uniting the British knights around the Round Table and establishing the chivalric order that was his greatest nonmilitary achievement. It was during this time that Guinevere and Launcelot fell in love, and began the affair that would eventually devastate the unity of the Round Table.

Also during this great peace, Arthur's jealous half-sister, Morgan le Fay, began studying sorcery and engaged in many plots to destroy her brother and his achievements. Her most successful plot was the conception of Mordred, who was destined to betray Arthur. Morgan's plots became so troublesome that Arthur was forced to banish his half-sister from court, further undermining the unity of the Round Table.

In the midst of the Round Table's troubles, the knights of Arthur's Realm faced their greatest test: the search for the *Holy Grail.* At a feast where all the seats of the Round Table were filled, the *Holy Grail* momentarily appeared over the table. When it vanished, all the knights present swore to seek the golden chalice. Although they all tried valiantly to complete the quest, it was the saintly Sir Galahad who finally drank from the *Holy Grail* and cured many evils which had been afflicting the land.

Upon completion of the Grail Quest, Arthur's court began to decline. Several knights had died during the quest, Launcelot and Guinevere were powerless to discontinue their love affair, and Mordred was conspiring to usurp Arthur's throne. The final blow to the unity of the Round Table came when Mordred presented Arthur with proof of the Queen's adultery and demanded that she be executed, per the law. When Arthur reluctantly agreed, Launcelot took the queen and fled. The King and his knights followed, laying siege to Launcelot's castle in order to enforce the law. During the battle, Launcelot saved Arthur's life. As a result, the King agreed to a truce in which Launcelot exiled himself to France and returned Guinevere.

Unfortunately, many of his knights did not approve of this arrangement, most notably Sir Gawain, who was in the midst of a blood feud with Launcelot. In order to preserve what endured of his realm, Arthur agreed to attack Launcelot in France. While he was away, Mordred attempted to usurp the throne and marry Guinevere, further shattering the Round Table. Upon hearing of this, Arthur returned with his remaining loyal knights. They faced Mordred's forces in a terrible battle at Camlann that left only a handful of men alive. Although Mordred was killed, Arthur himself was mortally wounded. Before he died, Arthur had *Excalibur* returned to the Lady of the Lake, then was ferried to Avalon by three mysterious queens.

Upon hearing of Arthur's death, Launcelot returned to find that only five Knights of the Round Table still lived, and that Arthur's Realm was shattered beyond repair. Guinevere had entered a monastery to repent of the sin that had destroyed the Round Table. Launcelot followed her lead by giving up his arms and becoming a monk. By the time he and Guinevere died, England was again being overrun by barbarians.

**Role-playing in an Arthurian Setting**

Unlike most of the other beings described in *Legends & Lore*, King Arthur and his companions are not deities. They are legendary heroes, and, as such, should not be worshipped. Even if they could hear a cleric's prayer and or warrior's plea for supernatural aid, they would most likely be powerless to answer.

Instead of treating the Arthurian Myths as a pantheon of supernatural beings, DMs wishing to make use of it in their campaigns should view it as a setting. The Arthurian saga will fit into almost any campaign, especially those based to some extent on the European Dark and Middle Ages. Any isolated land, such as an island or remote peninsula, will serve as the territory. Sprinkle it liberally with an assortment of feudal lords, add an invading horde of barbarian plunderers, then have Arthur, or a similar great leader, unite the lords in order to defend their homeland.

The player-characters might arrive in this setting in any number of ways. If they don't have seasoned characters already, they might start as a squires or men-at-arms for one of the smaller knights, then work their way into Arthur's court during the many battles against the barbarians. On the other hand, if they have already been adventuring for some time, they might encounter one of Arthur's knights, or hear stories of a fabulous court where all knights are treated as equals, which is renowned for its justice, and where strangers are always treated as welcomed guests.

Once they have reached the Round Table, of course, they may find themselves deeply entwined in the politics of court, asked to undertake a perilous quest on the king's behalf, or suddenly forced to prove their skill and courage in the midst of a great tournament.

**Duties of a Knight of the Round Table**

Any player character aspiring to a seat on the Round Table will have to earn it. First, they will have to attract Arthur's attention through some valorous deed or trait, such as prowess at arms, undaunted bravery, a thorough command of magic, unerring piety, etc. Once Arthur has noticed such persons, they will have to impress him with their adherence to a strict code of behavior.

They must be just, loyal, courteous, generous, and, most importantly, reverent; they must protect the poor and weak, and never deny protection to a lady or maiden; the must remain clean and chaste in spirit and in flesh (though it is permissible to love from afar); they must strive for candor and flee from pride; and they must face death at all times with courage and good bearing. Although Arthur is not foolish enough to believe that all of his knights can live up to this code all of the time, he will not extend an invitation to the Round Table to anybody who displays more than minor variations from these standards.

Taken together, these standards may be interpreted as the Code of the Round Table. The code is rooted in deep faith in the existence of an ultimate deity, in the beneficence of the a special order, and in the belief that men and women prove their worthiness only to the extent that they serve an ideal greater than themselves. While, for game purposes, it should certainly be possible for a player character to become a man of the Round Table without sharing Arthur's religion, they should share these three beliefs, at least.

Arthur will permit an individual of any character class into his court, provided their apparent alignment is some variation of good. Generally, their scores must be at least 10 in attributes, at least 15 in their primary attribute, and it must be a minimum of 5th level (unless admitted as a domestic servant or squire). Only fighters of 10th level or greater, well-versed in jousting and sword combat, will be invited to sit at the Round Table itself. Nobody using poison, backstabbing, or other trickery to win a combat will ever be to stay in Arthur's court.

**The Pious Knights**

A special order of clerics known as "The Pious Knights" wanders through Arthur's realm. These clerics are warrior-priests who have dedicated their lives to reverence and righteous use of force. Though their deity remains mysterious and distant, they are unswerving in their devotion. The Pious Knights will undertake any mission that contributes to the greater glory of their deity or order, no matter how dangerous or life-threatening.

Though they are an organized order, the Pious Knights have no central seat of control or power. Instead, they gather at a secret circle of standing stones once per year to introduce new initiates and discuss the order's business. The Pious Knight with the most experience points is treated as group's spiritual leader and advisor.

During the rest of the year, they wander through the realm seeking out poor and oppressed people to help. They differ from the Knights of the Round Table in that they usually direct their attention to peasants in distress rather than nobles. Despite this difference in emphasis, the Knights of the Round Table respect the Pious Knights very highly. The leader of the Pious Knights is always granted a seat at the Round Table, and, at various times, several other members of the order have also sat at the table.

To become a member of the Pious Knights, an initiate must become the squire of a Pious Knight of 10th level or more. Such initiates must meet the following requirements: Strength 13, Constitution 9, and Wisdom 15. Their prime requisites are Strength and Wisdom, and a Pious Knight who has scores of 16 or more in each receives a bonus of 10 percent to the experience points he earns. Only humans may become Pious Knights. Pious Knights must always be lawful good in alignment, and automatically lose the benefits of their character class if their alignment changes. In this case, they revert to being simple warriors until they have performed a suitable act of contrition. Characters whose alignments are changed to evil, however, can never again be a Pious Knight.

In combat, Pious Knights may use non-cutting weapons, such as maces, nails, or slings. For tournament purposes, they may use lances and swords, providing the cutting edges and points have been dulled. They may never use weapons of backstabbing or deception, such as daggers, poison, or garrotes.

Intentionally causing the death of a human or demi-human, even in the heat of combat, results in an immediate and irreversible loss of powers for a Pious Knight. Such characters immediately become simple warriors of a level appropriate to their experience points. Note that this may result in a loss of levels.

Pious Knights inadvertently causing the death of a human or demi-human lose a 3d10 x 100 experience points and must undertake an act of penance before they may begin advancing again.

Pious Knights are a cross between cleric and warrior. They use the THAC0, Hit Dice, and Saving Throw tables of warriors, but use the Experience Level, Spell Progression, and Turn Undead tables of clerics. They may employ the standard powers of clerics, save that they have major access only to the all, creation, healing, and protection spheres and have no access at all to other spheres. They receive no granted powers from their deity.

At the first level of experience, Pious Knights are allowed to adventure on their own or with a group of their choosing (as long as this group does not contain any characters of evil alignment that the knight knows about). At the tenth level of experience, they may accept up to six initiates of levels 0-5 as squires and companions. It is the responsibility of the Pious Knight to ensure that these initiates are lawful good.

The shield symbol of the Order of Pious Knights is a representation of the *Holy Grail*.

**Special Note:** There is no evidence, in literature or history, that suggests an order resembling the Pious Knights really existed in Britain during this time. The Pious Knights are offered as a new character class for gaming purposes only, and the use of this order in your campaign is strictly optional.

**Portents, Omens, and Transgressions**

Although Arthur's deity remains distant and unapproachable, Arthur's world is filled with portents, omens, mysterious magic, and miraculous occurrences.

Portents associated with duty, an upcoming quest, or some other endeavor important to the welfare of the kingdom take the form of a religious symbol such as the *Holy Grail*. Beneficent omens are associated with romance, beauty, or a lovely woman; for example, the Lady of the Lake is often credited with giving *Excalibur* to Arthur. Signs of doom are identified with the harsh side of nature or paganism; for instance, Merlin was able to prophesize the downfall of one of Arthur's predecessors, Vortigen, after watching a red dragon devour a white dragon.

In Arthur's world, transgressions of proper behavior carry their own tragic consequences. The direct involvement of a supernatural being is never required to levy a punishment, for the well-being of the world depends upon the good behavior of its inhabitants. If they fail in their duty, their sins reverberate throughout society and eventually come rolling back to destroy them. Thus, the love affair of Guinevere and Launcelot destroys first the unity of the Round Table and ultimately forces them to enter a monastery to repent from the atrocious consequences of their deeds.

**New Spells**

**Impersonation** (Illusion)
Sixth Level Wizard

Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: One person
Saving Throw: Special

When this spell is cast upon a willing recipient, he immediately assumes the appearance of another person whom he wishes to impersonate. The recipient becomes the same height, sex, and race of the target, even

speaking with the same voice, and gesturing with the same mannerisms. The impersonator is indistinguishable from the impersonated in all outward appearances.

However, the impersonator does not acquire the subject's memories or abilities, and cannot automatically speak the subject's language. Furthermore, if the impersonator does anything that is out of character for the subject, anybody present who knows the subject makes a saving throw versus spells. Anybody making a successful save sees through the illusion and realizes that an impostor has taken the subject's place.

The material component of impersonation is a drop of blood, lock of hair, or cherished possession belonging to the person who is to be impersonated.

**Revelation** (Greater Divination)
Sixth Level Wizard
Fifth Level Priest (Divination)

Range: Line of sight
Components: V, S
Duration: 1 round
Casting Time: 1 round
Area of Effect: Self
Saving Throw: None

By casting a revelation spell, a wizard immediately understands, in unerring detail, the complete meaning of an omen or portent. This spell can only be used when the spellcaster sees the omen, and must be used while the portent remains visible. Revelation cannot be used to predict the future, except as indicated by the portent, nor even who sent the omen. The spell only reveals the exact meaning of the omen.

Should a spellcaster attempt to use revelation to understand an unusual event which is not an omen, the spell fails, although the caster does learn that there is no great importance to the supposed sign.

**Protection From Death** (Necromancy)
Seventh Level Priest

Sphere: Protection
Range: Touch
Components: V, S, M
Duration: 1 turn
Casting Time: 2 rounds
Area of Effect: individual
Saving Throw: Negates

Protection from death is a powerful priest spell which temporarily prevents an individual from dying. When cast upon a willing recipient, no saving throw is required. The individual suffers damage normally, save that when he reaches zero hit points, he must simply admit defeat and retire from combat. While under the influence of a protection from death spell, an individual is immune to the effects of poison, disease, and death magic. The protection from death spell can be canceled by a dispel magic spell, leaving the individual subject to death normally).

After a protection from death spell wears off, the individual is completely healed and returned to full hit points. Lost limbs and the like are not regenerated, however, unless they have been recovered and are held in place when the spell fades out. If the person has suffered injuries too severe to permit survival after the spell ends (beheading, for example) then they will simply die.

The material component of this spell is an item taken the body of a dead person.

**New Magic Items**

**Holy Grail**

The *Holy Grail* is a sacred relic brought from Rome to Britain by Joseph of Arimathea's family, where it was lost until Arthur's knights set out on their search. It is a large chalice that appears to be made of pure gold, though in reality it is craft from wood. In order to even see the *Holy Grail*, one must be of Lawful Good alignment and above evil temptations. Only a knight of saintly virtue may actually touch or drink from the *Holy Grail*.

When a worthy knight drinks from the Grail, he activates its magical powers. At this point, the chalice has the following powers, which it exercises automatically as the need insists: *create food and water* (for all those who can see it), *heal*, *neutralize poison*, *remove curse* (for anybody who can see it) and *plant growth* over any barren area into which it is taken. Once a saintly knight drinks from the Grail, it disappears from his hands and is again lost until found by another worthy man.

**Excalibur**

Given to Arthur by the Lady in the Lake in return for a favor to be named later, *Excalibur* is the magical sword which gave Arthur the power to unite the kingdoms of Britain. Its origins are as misty as the location of Avalon, but it is clear that the weapon was forged by some supernatural being in order to assist worthy kings in defending Britain. *Excalibur* is a sword of sharpness +5 that can only be wielded by a Lawful Good warrior of 18 strength or greater. If stolen, taken by treachery, or lifted in an evil cause, *Excalibur* will break upon contact with another weapon. It can only be mended by returning all of the resulting pieces to the Lady of the Lake, she will only mend it for a worthy king, such as Arthur.

As valuable as *Excalibur* itself is the sword's scabbard which prevents blood from flowing from its wearers wounds. Anyone wearing the scabbard suffers damage from bludgeoning, magic, fire, and other forms of non-cutting attacks. The scabbard only functions for a Lawful Good wearer.

**King Arthur**

King Arthur is the legendary ruler who united Britain and beat back her Saxon invaders. He also established a realm of virtue, Logres, that is the spiritual counterpart of his material kingdom. Arthur is not only the principal defender of Britain, but the embodiment of her ethical ideals as well.

Arthur's heritage and remarkable achievements have already been discussed in the introduction to this section, so it shall suffice here to say that he is a savior king in every sense of the word. He rules his realm, the united kingdoms of Britain, with compassion, wisdom, and, when need be, unappeasable might.

Paladin 16, Bard 5

| | | |
|---|---|---|
| Str 18/52 | Dex 16 | Con 18 |
| Int 17 | Wis 18 | Cha 18 |
| AC -1 | MR nil | MV 12 |
| HP 147 | AL lg | THAC0 3 |
| #AT 2 | Dmg 1d8 +5 (Excalibur) +3 | |

**Priest Spells:** 1) *command*, *remove fear*, *protection From evil*; 2) *enthrall*, *hold person*, *slow poison*; 3) *remove paralysis*, *magical vestment*; 4) *cloak of bravery*.

Arthur is married to the beautiful Guinevere, whom he met when he came to the aid of her father, Laodegan, who was being besieged by Irish forces. Despite the fact that they were outnumbered, Arthur and his company attacked the Irish and drove them away. In gratitude, Laodegan promised Arthur anything he wanted. The young king, who had fallen in love with his host's daughter the instant he saw her, asked for Guinevere's hand in marriage. Laodegan was happy to comply, though it was not clear that Guinevere returned Arthur's feelings. In addition, Laodegan presented Arthur with an oak table large enough to seat 250 knights. This table eventually became known as the Round Table.

Physically, Arthur is a huge man with strong, honest features, a heavy beard, and a penetrating gaze. He is never far from his famous sword, *Excalibur*, or its magical scabbard (see section introduction for description of these two magic items). In combat, he wears glistening plate mail, his bejeweled war crown, and carries a shield bearing his device, the golden dragon.

King Arthur has all of the powers normally due a paladin of his rank. Because of his status as the savior of Britain, however, he is not bound by all of the restrictions which normally apply to paladins. First, he has attracted a large body of followers in the guise of the Knights of the Round Table. Second, he is allowed to accumulate vast sums of wealth, which he uses for the good of England.

**Merlin**

Merlin was conceived by a woman who had the misfortune of being seduced by supernatural creature of evil origin. Fortunately, she was a woman of outstanding moral character and related her misfortune tune to her confessor, who used a holy symbol to save her unborn child from the clutches of evil.

Wizard 17, Druid 14

| | | |
|---|---|---|
| Str 12 | Dex 15 | Con 20 |
| Int 19 | Wis 18 | Cha 14 |
| AC 2 | MR 15% | MV 15 |
| HP 77 | AL ng | THAC0 12 |
| #AT 1 | Dmg 1d6 (staff) | |

**Wizard Spells:** 1) *detect magic*, *identify*, *read magic*, *phantasmal force*, *ventriloquism*; 2) *detect evil*, *detect invisibility*, *ESP*, *invisibility*, *mirror image*; 3) *clairaudience*, *clairvoyance*, *spectral force*, *phantom stead*, *wraithform*; 4) *detect scrying*, *magic mirror*, *hallucinatory terrain*, *illusionary wall*, *phantasmal killer*; 5) *contact other plane*, *false vision*, *advanced illusion*, *dream*, *major creation*; *impersonation*, *revelation*, *permanent illusion*; 7) *vision*, *simulacrum*, *monster summoning V*; 8) *screen*, *trap the soul*

**Priest Spells:** 1) *detect evil, create water, cure wounds, pass without trace, entangle, faerie fire*; 2) *messenger, snake charm, slow poison, barkskin, trip, obscure* 3) *meld into stone, protection from fire, pyrotechnics, shape, tree, call lightning*; 4) *produce fire, cure serious wounds, neutralize poison*; *sticks to snakes*; *control temperature, 10' radius*; 5) *transmute rock to mud, wall of fire, cure critical wounds*; 6) *stone tell, heal*; 7) *creeping doom*.

Born at least three generations before Arthur, served several kings, including Arthur's father, Uther, acting as an advisor, seer, and magician. He is a grizzled old with a long white beard and hair, though he is also surprisingly agile and hardy for his appearance. His supernatural heritage gives him the ability to regenerate 1 hp per round and is responsible for his unusually high intelligence, which renders him immune to 1st level illusion spells.

Merlin is often credited with supernatural prophetic abilities, but this assumption is not exactly accurate. He has an intense interest in divination magic, which he often uses in attempt to foresee the future. Merlin's staff serves as a staff striking and absorbs spell levels like a staff of the magi.

Though he has a good heart, people often regard Merlin surly and impatient. This is because he rarely tolerates fools and never tolerates selfish or evil people. Merlin's one weak spot, however, is his love for a pretty face — more than one woman has made a fool of him.

**Queen Guinevere**

After risking his own life to save Laodegan from a band of Irish besiegers, Arthur was rewarded with the hand of Laodegan's beautiful daughter, Guinevere. Unfortunately, although she respected and admired the young king, Guinevere was not truly in love with him. Nevertheless, she was obligated as a dutiful daughter to do as her father wished and marry the king.

Bard 7

| | | |
|---|---|---|
| Str 12 | Dex 16 | Con 16 |
| Int 13 | Wis 8 | Cha 19 |
| AC 8 | MR nil | MV 12 |
| HP 42 | AL cg | THAC0 17 |
| #AT 1 | Dmg 1d4 (dagger) | |

**Spells:** 1) *charm person, friends, protection from evil*; 2) *detect evil, ESP*; 3) *non-detection.*

Despite Guinevere's lack of feeling for Arthur, the royal couple had a happy and harmonious life for a time, for the king was a kind and just man. However, their happiness came to an end when Launcelot of the Lake rode into court and asked for admittance to the Round Table.

Merlin had foretold of the coming of a young, sturdy knight who was invincible in combat. Both Arthur and Guinevere immediately recognized Launcelot as this man, and welcomed him with open arms. Unfortunately, Guinevere and the handsome knight also fell hopelessly in love with each other. For many years, the pair managed to keep their love virtuous and chaste, ennobling themselves and strengthening the Round Table through their sacrifice. But as Guinevere picnicked with her ladies-in-waiting one day, the cruel Sir Meleagans kidnapped her and carried her off to his castle. Of course, Launcelot soon came to her defense and, after facing many dangerous trials, rescued her. In the passion of the moment, they consummated their love.

After returning to court, Guinevere tried to restore their love to its previous courtly form. But, having known bliss in Launcelot's arms once, she will not be able to resist temptation indefinitely. It is this weakness that ultimately led to the downfall of the Round Table.

To new acquaintances, Guinevere often seems rather aloof and haughty. As the Queen, she is accustomed to dealing with power-hungry, manipulative nobles, and tends to hold strangers at arm's length until confident of their true motivations. Once she knows somebody well, however, she has a warm and generous personality.

When she finds it necessary, Guinevere can make herself irresistibly enchanting by using a combination of her bardic magic, natural charm, and unparalleled beauty.

**Sir Launcelot of the Lake**

The greatest knight of the Round Table was Launcelot of the Lake, who was invincible in combat and irreproachable in character — save for his love of Guinevere. Orphaned as a young child, he was raised by the Lady of the Lake in her underwater castle. She saw to it that he was trained not only in the ways of the warrior, but also in those of chivalry, and became the ideal paladin.

Fighter 18

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 14 | Wis 13 | Cha 18 |
| AC -3 | MR 10% | MV 12 |
| HP 115 | AL lg | THAC0 0 |
| #AT 2 | Dmg 1d8/1d8 (sword) +6 | |

When Launcelot turned 18, the Lady of the Lake gave him a magic ring (which modified his AC by -3 and bestowed a 10% magic resistance), and sent him to Arthur's court to join the Round Table. The young knight was immediately accepted, and he fell irretrievably in love with Queen Guinevere, though he swore to love her from afar.

Launcelot quickly proved his worth and became the king's champion and most trusted friend. He went on many quests for Arthur and defended the king's side in many battles. In addition, it was Launcelot who rescued Guinevere when Sir Meleagans abducted her. Near the end of this adventure, Launcelot and Guinevere consummated their love. It was after that episode that Launcelot lost the benefits of paladinhood and became an ordinary knight. Despite his fall from grace, Launcelot continued to serve his friend the king, struggling all the while to return his love for Guinevere to its pure and chaste form.

Launcelot is the object of the affections of Elaine, the beautiful daughter of one of the minor kings of Britain. She has even resorted to sorcery to win his affections, having herself changed into a likeness of Guinevere in order to seduce the handsome knight. This episode, during which they conceived Launcelot's son Galahad, so disturbed Launcelot that he became a hermit for a time.

His presence was missed so much that both King Arthur and Guinevere spent fabulous sums searching for him, eventually finding the sad knight and convincing him to return to Camelot and the Round Table. This proved disastrous, for having known Guinevere's physical love once, he was not be able to resist it forever.

Launcelot is the perfect gentleman, always courteous to those he meets and willing to give all strangers the benefit of the doubt. He is extremely charming and will gladly befriend any person who would befriend him, provided that friendship does not encroach on his loyalties to Arthur or Guinevere. Those who mistake his mild manner for cowardice, however, will soon see that this is not the case, for Launcelot is fearless in battle.

**Lady of the Lake**

The Lady of the Lake is a person of mysterious origins, and some believe fairy blood runs in her veins. She is the woman who raised Launcelot and who presented *Excalibur* to Arthur. In times of peril, she occasionally helps heroes who observe the Code of the Round Table. Even then, she seems withdrawn and aloof, as if concerned with something beyond the comprehension of mortals.

Enchantress 16

| | | |
|---|---|---|
| Str 13 | Dex 15 | Con 16 |
| Int 18 | Wis 16 | Cha 18 |
| AC 2 | MR 15% | MV 12, 10 (sw) |
| HP 65 | AL lg | THAC0 16 |
| #AT 1 | Dmg 1d4 (dagger) | |

**Spells:** 1) *comprehend languages*, *dancing lights*, *light*, *charm person*, *friends*, *hypnotism*; 2) *fog cloud*, *continual light*, *levitate*, *bind forget*, *ray of enfeeblement*; 3) *tongues*, *water breathing*, *wind wall*, *wraithform*, *hold person*, *suggestion*; 4) *charm monster*, *confusion*, *emotion*, *enchanted weapon*, *humble*, *magic mirror*; 5) *airy water*, *distance distortion*, *dream*, *domination*, *feeblemind*, *hold monster*; 6) *part water*, *enchant an item*, *guards and wards*, *mass suggestion*; 7) *Mordenkainen's magnificent mansion*, *teleport without error*, *shadow walk*; 8) *permanency*, *antipathy-sympathy*

The Lady of the Lake lives in a castle in the waters of a hidden lake, where she stores many magical items. She always wears a pair of magical bracers bestowing AC 2 upon her.

**Mordred**

Mordred is the son of Morgan le Fay, Arthur's half-sister. Though his mother is married to a Knight of the Round Table, Mordred's true parentage is in doubt. It is well known that his mother is a seductress, and there are whispers that she practices the darker side of magic.

Fighter 14

| | | |
|---|---|---|
| Str 18/76 | Dex 16 | Con 18 |
| Int 15 | Wis 11 | Cha 15 |
| AC -1 | MR nil | MV 12 |
| HP 96 | AL le | THAC0 5 |
| #AT 2 | Dmg 1d8/1d8 (sword) +4 | |

As Morgan le Fay's son and Arthur's nephew, Mordred has been granted a seat at the Round Table. However, he secretly covets Arthur's power and shares his mother's hatred of the King. He is always scheming to usurp the throne, and is working to shatter the unity of the Round Table by exposing Guinevere's affair with Launcelot.

**Morgan le Fay**

The daughter of Ygraine and Gorlois, Morgan le Fay is Arthur's half-sister. Secretly bitter over her father's death and the trickery which Uther, Arthur's father, employed in seducing her mother, Morgan is determined to see her begotten son, Mordred, replace Arthur as king of Britain.

Illusionist 14

| | | |
|---|---|---|
| Str 10 | Dex 17 | Con 17 |
| Int 18 | Wis 7 | Cha 18 |
| AC 4 | MR nil | MV 12 |
| HP 64 | AL ce | THAC0 16 |
| #AT 1 | Dmg 1d4 (dagger) | |

**Spells:** 1) *shocking grasp*, *unseen servant*, *charm person*, *change self*, *ventriloquism*, *magic missile*; 2) *alter self*, *darkness 15' radius*, *fools' gold*, *hypnotic pattern*, *invisibility*, *mirror image*; 3) *hold person*, *suggestion*, *spectral force*, *fireball*, *wraithform*, *lightning bolt*; 4) *polymorph other*, *fear*, *dimension door*, *minor creation*, *phantasmal killer*; *passwall*, *summon shadow*, *advanced illusion*, *dream*, *seeming*; 6) *project image*, *invisible stalker*, *permanent illusion prismatic spray*, *sequester*.

She is an accomplished seductress who uses her charms to sow discord at the Round Table. In general, Morgan does her best to appear seductive and charming to strangers who might prove useful to her. Should one of these unfortunates yield to her charms, this domineering woman soon attempts to subvert his morality and twist him to her own ends.

**Sir Gawaine**

The favorite nephew of King Arthur, Sir Gawaine is a valiant but prideful knight who will stop at nothing to avenge a blemish to his honor. He has engaged in many adventures on behalf of Arthur and the Round Table, including the famous incident with the Green Knight. Gawaine is angry with Launcelot for an imagined insult, and is awaiting an opportunity to avenge himself.

Fighter 16

| | | |
|---|---|---|
| Str 18/30 | Dex 18 | Con 18 |
| Int 16 | Wis 13 | Cha 16 |
| AC -3 | MR nil | MV 12 |
| HP 102 | AL n | THAC0 4 |
| #AT 2 | Dmg 1d8 +2/1d8 +2 (*Galantine*) +3 | |

Gawaine's sword, *Galantine*, is a +3 weapon. He also the benefit of a unique magical gift. From 9-10 in the morning, his strength increases to 19; from 10-11, it is 20, and 11-12 it is 21. After noon, his strength returns to normal.

**Sir Galahad**

Galahad is the son of Launcelot and Elaine, conceived when Elaine used a magic potion to impersonate Guinevere in order to seduce Launcelot. After his mother died of grief because Launcelot would not have her, Galahad was reared by monks.

Paladin 15

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 15 | Wis 18 | Cha 18 |
| AC -3 | MR nil | MV 12 |
| HP 108 | AL lg | THAC0 3 |
| #AT 2 | Dmg 1d8/1d8 (sword) +6 | |

**Spells:** 1) *remove fear*, *detect magic*, *detect evil*; 2) *hold person*, *slow poison*; 3) *dispel magic*.

Perhaps because of his upbringing, or perhaps to make up for the impurity of his conception, Galahad has remained chaste throughout his life. His physical attractiveness and his prowess are as evident as his saintly moral standing. Merlin has prophesied that only Sir Galahad has the necessary moral perfection to complete the Grail Quest.

Sir Galahad wears white field plate and carries a white shield with a red cross. Once a day, the shield can cure critical wounds.

**The Green Knight**

Sir Bernlad, a knight of fiercely independent disposition, is one of the few powerful lords who has not sought a chair at the Round Table. He rode into Arthur's court in bright green armor and challenged any man to hit him with his axe. When Gawaine accepted this challenge and beheaded him in one stroke, Bernlad simply picked up his head and left, instructing Gawaine to present himself for a similar stroke in a year.

Fighter 14

| | | |
|---|---|---|
| Str 18/77 | Dex 13 | Con 18 |
| Int 17 | Wis 14 | Cha 12 |
| AC 1 | MR nil | MV 12 |
| HP 96 | AL cg | THAC0 5 |
| #AT 2 | Dmg 1d8 +3/1d8 +3 (Axe) +4 | |

True to his word, Gawaine sought out the Green Knight and presented himself for the return stroke. After a series of tests designed to test Gawaine's virtue, Bernlad merely nicked the valorous knight and discharged the obligation.

The secret of Bernlad's immunity to harm lies in his Green Armor, which was given to him by the Lady of the Lake in order to test the virtue of Arthur's court. As long as Bernlad wears the armor, he cannot be harmed by any physical weapon. This enchantment applies only to him. In addition, Bernlad's battle axe is a +3 weapon.

**Sir Percivale**

After his father and two brothers were slain in knightly combat, Percivale's mother took him deep into the woods to raise him in ignorance of chivalry. Her plan did not succeed. At the age of fifteen, he met some knights who told him about the Round Table. He set off for Camelot and naively presented himself for membership.

Fighter 14

| | | |
|---|---|---|
| Str 18/10 | Dex 16 | Con 17 |
| Int 9 | Wis 7 | Cha 16 |
| AC -1 | MR nil | MV 12 |
| HP 78 | AL cg | THAC0 6 |
| #AT 2 | Dmg 1d8/1d8 (sword) +3 | |

As it often does for fools, fortune smiled on him. He arrived in time to see a huge knight in golden armor insult Arthur and steal one of the King's fine golden cups. Percivale volunteered to recover the cup and, through a series of lucky accidents, defeated the knight.

As he was trying to strip the knight of his armor, an old knight happened by and took pity on the rash youth. This knight offered to teach Percivale the codes of chivalry and the art of combat. When Percivale returned to Camelot, he was a match for any of the knights.

**Sir Tristram of Lyoness**

Born in sorrow by a dying woman, Tristram was raised by a faithful tutor who saw that he learned the chivalric arts. After several adventures in which he proved his worth to his uncle, King Mark of Cornwall, Tristram was sent to Ireland to fetch the beautiful Isolde, who was to be Mark's bride. Tristram and Isolde accidentally drank a potion that caused them to fall deeply and in love. Even after Isolde married King Mark, the lovers continued to meet secretly, causing King Mark to become one of Tristram's greatest enemies.

Fighter 17/Bard 6

| | | |
|---|---|---|
| Str 18/99 | Dex 16 | Con 18 |
| Int 16 | Wis 13 | Cha 17 |
| AC -1 | MR nil | MV 12 |
| HP 105 | AL n | THAC0 2 |
| #AT 2 | Dmg 1d8/1d8 (sword) +5 | |

**Spells:** 1) *charm person, friends, sleep*; 2) *alter self, fools' gold*.

It is only Tristram's association with Arthur's court, where he has proven his prowess by defeating every knight except Launcelot, that has kept Mark from resorting to murder stop the affair.

**Sir Gareth of Orkney**

The young son of King Lot, Gareth gained his entry into Arthur's court by serving in the kitchens of Camelot. As a serving boy, Gareth was continually mocked by the boisterous Sir Kay, who called him "Beaumains", or "bighanded" because of his often inappropriate generosity. Nevertheless, Gareth remained determined to earn a seat at the Round Table and continued to train in every spare moment. Eventually, Launcelot realized the boy's potential and took the youth under his protection.

Fighter 15

| | | |
|---|---|---|
| Str 18/52 | Dex 15 | Con 18 |
| Int 12 | Wis 11 | Cha 12 |
| AC 0 | MR nil | MV 12 |
| HP 99 | AL ng | THAC0 4 |
| #AT 2 | Dmg 1d8/1d8 (sword) +3 | |

After being knighted, Gareth earned a reputation as a fearless protector of ladies in distress, especially one Lady Lyoness, whom Arthur eventually gave to him in marriage.

The most modest of all the knights of the Round Table, Gareth is sure to befriend any individual who is ridiculed or scorned by the other knights.

**Sir Kay**

Sir Kay is Arthur's foster brother and serves as the king's seneschal. He is a robust, boisterous knight who takes his position as Arthur's steward extremely seriously. Kay guards the proprieties of chivalry without understanding the essence of the code, and is constantly upbraiding new arrivals to the court for some technical violation of the code, even though they may be observing the spirit of chivalry far more closely than Kay himself.

Fighter 13

| | | |
|---|---|---|
| Str 17 | Dex 18 | Con 17 |
| Int 15 | Wis 8 | Cha 17 |
| AC -3 | MR nil | MV 12 |
| HP 84 | AL cn | THAC0 7 |
| #AT 2 | Dmg 1d8/1d8 +1 | |

Many knights are puzzled by Arthur's tolerance of Kay, for he is a loudmouthed troublemaker who is constantly causing an uproar at the Round Table. Nevertheless, Arthur remains steadfastly supportive of Kay, perhaps out of loyalty to Kay's father and the man who raised him, Sir Ector.

In combat, Kay is a capable fighter, but utterly cruel and without mercy. He wears two magical rings. the first functions as a *ring of free action*, save that it allows him to breathe underwater for up to nine days. The second allows him to assume the size and strength of a hill giant.

**Bedevere**

Despite the fact that he has only one hand, Bedevere is renowned for his skill with the spear. He is a close friend of both Arthur and Kay, probably due to the time they spent together as youths, and has accompanied them on many quests. It is foretold that it will be Bedevere who Arthur asks to return *Excalibur* to the Lady of the Lake.

Fighter 12

| | | |
|---|---|---|
| Str 18/76 | Dex 16 | Con 16 |
| Int 12 | Wis 10 | Cha 14 |
| AC -1 | MR nil | MV 12 |
| HP 72 | AL ng | THAC0 7 |
| #AT 3/2 | Dmg 1d6 (spear) +4 | |

**Naciens**

Also known as the Holy Hermit, Naciens is nearly six hundred years old — though his longevity is no gift. He was cursed by Joseph of Arimathea, who brought the Holy Grail to Britain, for an offense which he will not reveal to anyone. He has been doing penance for this offense for the last six-hundred years, and cannot die until he has completely atoned for his misdeed.

Priest 16

| | | |
|---|---|---|
| Str 14 | Dex 16 | Con 18 |
| Int 15 | Wis 14 | Cha 15 |
| AC 8 | MR 20% | MV 12 |
| HP 68 | AL lg | THAC0 nil |
| #AT nil | Dmg nil | |

**Spell:** 1) *detect evil*, *command*, *remove fear*, *detect poison*, *cure light wounds*, *endure cold/endure heat*, *protection from evil*, *light*; 2) *charm person or mammal*, *enthrall*, *hold person*, *find traps*, *slow poison*, *barkskin*, *resist fire/resist cold*; 3) *hold animal*, *create food & water*, *cure blindness or deafness*, *cure disease*, *dispel*

*magic, protection from fire, remove curse*; 4) *cloak of bravery, free action, imbue with spell ability, detect lie, protection from evil 10' radius, neutralize poison*; 5) *quest, cure critical wounds, dispel evil, moonbeam*; 6) *heroes' feast, find the path, heal*; 7) *exaction.*

Naciens will sometimes seek out worthy adventurers to lend help in the pursuit of a perilous quest. Under no circumstances will Naciens ever kill or bring harm to any living creature. If forced to defend himself, he uses his spells to protect himself from his attacker, but never inflicts damage himself. He does not look kindly on would-be heroes who kill without good reason.

Should Naciens' hit points fall below zero, he collapses into a state resembling death. One day later, however, he awakens fully restored.

**Sir Garlon**

Sir Garlon is an unscrupulous knight who uses his thieving abilities to ambush his opponents. He is aided in his treachery by the ability to turn invisible at will, which he received from a witch of the fens in return for a promise to use the gift only in the service of evil.

Fighter 13, Thief 3

| | | |
|---|---|---|
| Str 15 | Dex 15 | Con 17 |
| Int 15 | Wis 9 | Cha 15 |
| AC 0 | MR nil | MV 12 |
| HP 84 | AL ce | THAC0 8 |
| #AT 2 | Dmg 1d8/1d8 (sword) | |

**Sir Lamorak**

Sir Lamorak is a constant champion at tournaments held by Queen Margawse, his lover. The son of King Pellinore, he is a skilled, powerful fighter unlikely to show mercy in battle. He once slew 12 renegade knights of Morgan le Fay's single-handedly.

Fighter 15

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 13 | Wis 8 | Cha 17 |
| AC -3 | MR nil | MV 12 |
| HP 99 | AL n | THAC0 3 |
| #AT 2 | Dmg 1d8/1d8 (sword) +6 | |

Lamorak has slain several knights of the Round Table. He is a great enemy of Sir Gawaine, and Tristram as well. Lamorak is one of Percivale's older brothers (and therefore will not be encountered when Percivale is old enough to fight).

**Sir Palomides the Saracen**

Palomides is a bitter rival of Tristram's, for the Saracen also loves Isolde and has sworn to make her his, regardless of the fact that she loves Tristram. Wearing the chain mail armor of a Moorish warrior, he is well known for the quickness of his scimitar and his courage in battle. Sir Palomides also fights from horseback with a composite bow, which has done nothing to improve his image among knights who regard such weapons as less than chivalric.

Fighter 16, Bard 3

| | | |
|---|---|---|
| Str 17 | Dex 18 | Con 18 |
| Int 15 | Wis 10 | Cha 15 |
| AC 0 | MR nil | MV 12 |
| HP 102 | AL n | THAC0 4 |
| #AT 2 | Dmg 1d8/1d8 +1 | |

**Spells:** 1) *charm person, color spray*.

**The Average Knight of Renown**

In Arthur's time, there were thousands of knights seeking fame and honor in Britain. Knights of Renown usually fight with lance, bastard sword, two-handed sword, or morningstar. They often ride a heavy war-horse in battle. When not engaged in combat, they are usually riding a lighter horse. All knights have a squire to assist them with their equipment and there is a 5% chance that the squire is a better fighter than his knight. Squires cannot fight from horseback, or use a sword, until they have been knighted. Average knights rarely grant mercy in combat.

Fighter 8-10

| | | |
|---|---|---|
| Str 12-18/00 | Dex 12-18 | Con 12-18 |
| Int 9-18 | Wis 8-18 | Cha 8-18 |
| AC 1 to -3 | MR nil | MV 12 |
| HP 40-110 | AL any | THAC0 13-8 |
| #AT 3/2 | Dmg by weapon + Str bonus | |

**Some average knights:** Abellius, Alamor, Belleus, Berel, Brandiles, Cador, Caradoc, Darras, Dodinas, Ebel, Epinograis, Feldenak, Gahalatine, Gouvernail, Hector, Herlen, Ider, Kehydius, Lanceor, Lucan, Mador, Melias, Naram, Ontzlake, Persante, Priamus the Saracen, Sardok, Segwarides, Wisshard.

**Knight of Quality**

At the minimum, the Knights of the Round Table were all Knights of Quality. Knights of Quality can fight with lance, bastard sword, two-handed sword, or morningstar. They usually ride a heavy war-horse in battle. When not engaged in combat, they lighter horse. All Knights of Quality have a squire to them with their equipment, and usually 1d10 men-at-arms of levels 1-7. Their squires cannot fight from horseback, or use a sword, until they have been knighted. If they are of good alignment, Knights of Quality will grant mercy in combat 75% of the time, provided they are asked to do so.

Fighter 10-13

| | | |
|---|---|---|
| Str 13-18/00 | Dex 13-18 | Con 13-18 |
| Int 9-18 | Wis 9-18 | Cha 9-18 |
| AC 1 to -3 | MR nil | MV 12 |
| HP 50-110 | AL any | THAC0 11-5 |
| #AT 3/2 | Dmg by weapon + Str bonus | |

**Some Knights of Quality:** Accolon, Agravaine, Balin, Bors, Dinadin, Ector, Gaheris, Lionel, Marhaus, Pelleas, Perimones the Red Knight, Sagramour le Desirous, Trantrist o'the White, Ulfius, Ulwaine.

## Arthurian Monsters

**The White Hart**

The White Hart is a large albino buck with fifteen point antlers. Knights and their ladies sometimes glimpse it bounding through the forests of Britain, but commoners never see it unless they have proven themselves extraordinarily brave.

The White Hart is a harbinger of adventure that will befall those who spy it. The White Hart inhabits the misty isle of Avalon. If followed out across the misty waters off Britain's western coast, one will eventually reach the enchanted isle.

Some say the one who slays the White Hart will become England's eternal ruler. But according to others, when the White Hart dies, all magic will fade away.

| | | | |
|---|---|---|---|
| AC 0 | No. 1 | SZ 8' | XP 2,000 |
| MV 20 | ML 16 | AL n | INT high |
| HD 6 | HP 48 | MR 25% | THAC0 17 |
| #AT 3 | Dmg 1d12/1d8/1d8 | | |

**Special Att/Def:** The White Hart can only by hit by magic weapons and can only be tracked when it is in sight as it leaves no visible trail. It is immune to all spells in animal sphere and enchantment/charm school. Each round, it regenerates 5 hit points. Lastly, this magnificent beast can run across water without penalty.

**The Questing Beast**

A powerful sorceress created the Questing Beast in vengeance for the destruction of her lover, a giant who was preying upon Pellinore's lands. The Questing Beast is a four-footed reptile resembling a camel without the humps, and having a long, serpentine tail ending in a nasty spiked ball. It wanders across Pellinore's lands wreaking havoc and destruction. Because Pellinore's men used a pack of hounds to track down the giant, the beasts' favorite prey are dogs, which it swallows whole and which sometimes remain alive in the beasts' stomach for years.

Although anybody brave enough to face the horrid creature might be lucky enough to drive it off, only Sir Pellinore or one of his descendants can kill it.

| | | | |
|---|---|---|---|
| AC -5 | No. 1 | SZ 10' | XP 5,000 |
| MV 18 | ML 18 | AL n | INT high |
| HD 10 | HP 80 | MR 30% | THAC0 11 |
| #AT 4 | Dmg 1d12/1d8/1d8/1d10 | | |

**Special Att/Def:** The questing beast can only be killed by Pellinore, Percivale, Lamerok, Agglovale, Durnarde, Tor, Elayne, Galahad or someone else descended from Pellinore. Once per day, it breathes a cloud of poison gas which does 5d8 damage. Those who save versus poison will suffer half damage .

# Aztec Mythology

When Columbus set sail on his famous journey, parts of America were already civilized — and had been since nearly 700 years before the Golden Age of Greece. Though Columbus never saw them, three civilizations occupied the lands he claimed in Spain's name. The Aztec empire was just reaching the zenith of its power, dominating an area that included much of what is central Mexico today. Farther south, the ancient civilization of the Mayans was waning and had broken up into independent states that still controlled the Yucatan peninsula. And even farther south, in South America, the mighty empire of the Incas was the best-administered nation on Earth, controlling an area extending from southern Columbia to central Chile.

From a modern perspective, the most amazing thing about these societies was their isolation. Shielded from Europe by the vast Atlantic Ocean and from the Orient by the even more mighty Pacific, they had evolved from the simplest beginnings into complex societies in near-total seclusion. Their people did not suspect that the rest of the world existed, and no hint of their splendor had reached Europe or Asia.

**Regional History**

Like those of all American Indians, the primitive ancestors the Aztecs migrated to the New World in prehistoric days, crossing the Bering Strait over the frozen sea or during periods of low ocean levels. Gradually, these waves of hunters and gatherers drifted south settling on both continents of the Americas. Then, about 3,400 BC, some of the Indians in the Middle Americas made a crucial discovery: they learned how farm corn and other crops. With the abundance of food provided by a sound agricultural system, the Olmec people developed the first civilization of the Americas, which lasted from approximately 1,200 to 300 BC.

The Olmecs left a legacy of three vital inventions that shaped American cultures for the next two thousand years. First, their religion was marked by the cult of the supernatural jaguar-man, vestiges of which seem to have been part of most cultures more than a thousand years later. A more important contribution was the system of elite religious leadership which lay at the heart of all ancient American nations. Late in their culture's development, the Olmec priests invented a primitive form of glyph writing that was the basis for all later written languages in Middle America.

About 300 BC, the Olmec religious center at La Venta is sacked by invaders and their culture faded away. Civilization did not perish from Middle America, however. The Olmecs were followed by a succession of later cultures, including the Mayan (in 300 AD), which was perhaps the high point of Middle American artistic culture.

The Mayan priests supervised the construction of religious complexes dominated by steep pyramids, where they worshipped a wide range of deities associated with nature and their agrarian pursuits. Properly speaking, the cultural centers were not cities. These religious complexes were inhabited by the priestly elite, who were supported by farmers from the neighboring countryside.

When their civilization began to decline, sometime before 1,000 AD, it was invaded by the Toltecs, a warlike people from whose heritage the fierce Aztecs would soon rise. With the invasion, the bloodthirsty gods of the Toltecs replaced many of their gentler Mayan counterparts, accounting for many of the similarities between the late-Mayan and Aztec pantheons. The revitalized Mayan civilization flourished until 1,200 AD, when the Toltecs abandoned their capitol in the Yucatan. Again, the Mayans were invaded, this time from the south, and within 200 years their once-proud civilization was coming apart at the seams.

**The Valley of Mexico**

While Mayan culture was rising to its great heights in the Yucatan area, another civilization was taking shape farther north, in the Valley of Mexico. Located where modern day Mexico City now stands, the valley was filled with lakes and surrounded by protective mountains, an ideal location for the early development of agriculture. By 300 AD, its inhabitants had developed the first true city in the New World, Teotihuacan. Located thirty miles northeast of Mexico City, Teotihuacan was planned by master architects with a taste for austere lines and magnificent proportions. A three mile avenue ran through the middle of the city, connecting a complex of three pyramids that remains one of the most spectacular sights in Mexico.

But, as in any land, where there is wealth, there were those determined to take it. In 700 AD, Chichimec nomads from northern Mexico invaded the valley, overthrowing Teotihuacan and claiming peaceful city after city for their own. For the next two hundred years, the valley sank into constant warfare as the invaders fought each other for control of the conquered lands, and as wave after wave of Chichimec nomads arrived to join in the spoils.

Then, in about 970 AD, one of the tribes, the same Toltecs who later invaded the Maya civilization, finally conquered the Valley of Mexico. After consolidating their hold on the valley and founding the Toltec capitol at Tula, their armies marauded over most of Mexico, and they managed to hold off the new waves of Chichimec invaders until about 1160 AD, when their capitol also fell to their barbarian kinsmen.

This time, however, the Valley of Mexico did not sink into anarchy. It was filled with fortified city-states populated by ferocious warriors, and many of these city states held out against the fresh bands of Chichimec invaders.

**Early Aztec History**

One of these new tribes was the Aztecs, a group of impoverished nomads who, according to their early legends, had emerged from a cave in Aztlan, an unidentified location in northwestern Mexico. In their wanderings, they carried with them their one cherished possession, the wooden image of their terrible god, Huitzilopochtli.

When the worshipers of Huitzilopochtli entered the Valley of Mexico, all the good land was taken and they were too weak to conquer any of the established city-states. Largely because of their brutal religious practices, they were branded as savage outlaws and chased from place to place by the descendants of their own Chichimec heritage. At last, however, they persuaded Coxcox, the ruler of Culhuacan, to let them have a patch of sterile, snake-infested land near his city.

Here, they built a temple to their god and lived by killing and eating the snakes which infested their new home. But they quickly alienated their benefactor by brutally murdering his daughter. Coxcox mustered his forces and set out to destroy the Aztecs.

They were quickly driven into the marshes of Lake Texcoco, where they escaped by hiding among the reeds. Their god, Huitzilopochtli, told them they would be safe on an island where an eagle perched on a cactus holding a snake in its beak. The Aztecs duly found the island, hardly more than a few rocks protruding out of the waters. As their god instructed, they made this their new home.

Huitzilopochtli's advice was sound. The island was in the center of three powerful mainland cities, but was not strongly claimed by any. In addition, surrounded as it was on all sides by water, it could be easily defended. The Aztecs had no difficulty holding their island, and built their city, Tenochtitlan, upon it.

They soon learned to increase the area of their island by filling the marshes with dirt and rocks, and by building chinampas, islets made by anchoring wicker enclosures to the bottom of the lake and filling them with silt, reeds, and refuse. These chinampas made remarkably fertile croplands, so the Aztecs had even found a stable supply of food on their island.

As the Aztecs filled in the swamp surrounding their city, Tenochtitlan grew rapidly, reaching a population of 300,000 at the beginning of the sixteenth century. As an aside, this was five times the size of London at the time. It was surrounded by an ever widening belt of chinampas planted with flourishing crops of fruits and vegetables. In the middle of the chinampas, connected to the mainland by three long causeways, rose the city. It was cut into blocks by a gridwork of canals bordered by narrow pedestrian lanes and crossed by plank footbridges. These streets were completely dedicated to foot traffic, for the Aztecs made little use of the wheel and had no carts or wagons. This was probably due to the lack of beasts of burden. Before the Spanish came, there were no horses, oxen, cows or other large domesticated animals in the New World.

The humbler houses were made from adobe and the better ones from stone and stucco, but all were cleanly whitewashed and most had small courtyards. Everywhere, the city was immaculately clean and filled with blooming flowers, which the Aztecs loved almost to excess. Near the center the city rose the great palaces of the Emperor, nobles, a high priests. In the exact center, enclosed by the "Wall Snakes", rose the temple-pyramids and other ceremonial buildings.

Protected by their invulnerable island fortress, the Aztecs were free to pursue their favorite occupation: war. They began to ally themselves with older city-states, who where willing to offer large rewards for the help of the fierce Aztec warriors. Eventually, they learned to play these city-states against each other, and gained their first significant hold the mainland when they betrayed one ally and helped other defeat it. After this victory, they quickly learned to exploit conquered cities with unparalleled vigor, and by 147 AD they were the undisputed masters of the Valley of Mexico, and therefore of Mexico itself.

**Aztec Culture**

The Aztecs were aided in their conquests by a peculiarly bloody religion which encouraged warfare, especially for purposes of taking captives. The emphasis on taking prisoners had nothing to do with mercy, however. After capture, prisoners were killed to appease the more bloodthirsty of Aztec deities.

As brutal as this aspect of Aztec society seems to the modern reader, it was not unusual in the Valley of Mexico. Most of the inhabitants of the region were descended from the same Chichimec nomads as the Aztecs. They shared many of the same convictions, and also believed in the beneficial properties of eternal warfare. Like the Aztecs, their soldiers had no fear of death, and thought that perishing in war guaranteed a glorious afterlife. There are even stories of prisoners preferring death to being set free.

The Aztec preoccupation with war was so great that when they were not engaged in a real one, they would arrange a mock battle called a "War of Flowers" with one of their neighbors. Equal numbers of warriors would meet in a special place and fight until a certain number of warriors had been captured.

Aztec weapons were crude by European standards. swords, which are treated as short sword for game purposes, were made of wood and edged with obsidian. They also employed spears launched by spear throwers which are treated as javelins. Their spear throwers increased the javelin's age by +2 and added 25% to the range of such weapons. They also occasionally used such basic weapons as clubs rocks. Their armor was of quilted cotton (AC 8), and they wore helmets shaped like the heads of fantastic beasts.

As absorbed with war and death as the Aztecs were, these grisly preoccupations did not entirely dominate their lives. Every twenty days, they held joyous festivals with feasting, music, and dancing. The same nobles that supervised grisly religious rites wore robes of gloriously colored feathers and carried ornate bouquets of flowers in accordance with fastidious etiquette. Merchants and craftsmen exchanged their wares in a huge marketplace that held 60,000 people.

Like most of the ancient peoples in Middle America, the Aztecs used a rubber ball to play a game that resembled a cross between volleyball and basketball. On courts of paved stone, the players used their torsos, rear ends, and elbows (never their forearms, hands, or feet) to try knocking the ball through stone hoops suspended on the sides of the courts. The games were symbols of the play of cosmic forces, and the outcome may have been used to divine the future. But, undoubtedly, they were also enjoyed as sport.

In theory, Tenochtitlan was a democracy. In practice, it was an absolute monarchy whose semi-divine emperor was chosen by a council of noblemen from a single royal family. The emperor oversaw the appointments of the high-ranking dignitaries and bureaucrats who helped him rule the city and its conquests. The bulk of Tenochtitlan's population consisted of artisans, merchants, peasants, and slaves captured in battle or sold into bondage to pay their debts.

One of the most remarkable achievements of Middle American culture was a complicated calendar, which they could correct in such a way that it was more accurate than the one commonly used today. Basically, it consisted of eighteen-day months and twenty-month years. At the end of the year were added five days that were "outside" the calendar, to form a year 365 days in length. During this last five day period, people were careful not to perform any unpleasant activities, for they believed it was possible that whatever they did during these "outside" days they would do forever.

The Aztecs also observed a secondary, divinatory calendar consisting of 20 "signs" of thirteen days each. Each sign was ruled by a different deity.

Because celestial cycles were a key part of the Aztec religion, they were excellent astronomers. The combination of their solar and divinatory calendars allowed them to make very exact descriptions of earthly time in relationship to heavenly bodies.

**Aztec Religion**

The Aztec pantheon is one of the largest and most complicated known. They had a god who was responsible for all the major forces in nature, and for many social aspects of their culture as well. The size of the Aztec pantheon may be due, in part, to their fondness for war. Whenever they conquered another tribe, they felt it was important to incorporate that tribe's god into their own pantheon. As a consequence, their pantheon grew at an impressive rate.

At the root of the Aztec religion is their peculiar view of time and space, one of the forces behind the creation of their elaborate calendar. Like most Middle Americans, to them time and space are the same thing. On the highest level they merge together into the absolute being of the all powerful deity who exists outside material creation. To the consternation of all living things, time-space has unraveled. It is the duty of the gods to keep it from unraveling further, and the duty of men to help the gods in their task.

To understand the Aztec association of time-space, it may be helpful to picture a wheel with four broad spokes. One spoke points in each direction: north, south, east, and west. There is also the hub of the wheel, which counts as a separate place. When the wheel is spinning, the entire thing appears solid and at rest. When it is truly at rest, however, it looks like it is made up of separate parts.

In the Aztec view, the hub and each spoke represent different cosmic age-places, called "suns". Each sun was associated with a different direction, color, and group of deities. Although the suns exist simultaneously side by side, they also rotate in a sequential pattern that gives the evolution of the universe a cyclical nature. As the wheel revolves, different suns gain predominance over the physical world.

Within each sun, only certain forms of earthly life can survive. So the changing of a sun is always catastrophic, bringing about great transformations. The Aztecs live in the Fifth Sun, located in hub of the wheel. In some ways, it is the culmination of all the other suns, and the only one in which mankind has been able to survive. In order to keep the Fifth Sun from passing, the Aztecs must feed and strengthen their gods — and the penalty for failure is the end of creation! The Aztecs also believe in a "world above" and a "world below" separate from the horizontal structure of the suns. These worlds are divided into many levels. For our purposes, the most important aspect of these worlds is that the world below is the home of the dead, and the world above is the home of the gods, night and day, shooting stars and fiery snakes, birds, heavenly bodies such as Venus, the Sun, the Moon, and the Milky Way, and the clouds. The progenitor of the gods, Ometeotl, lives in the uppermost plane of the world above, which embodies all of existence.

Ometeotl is a personification of the principle of duality which pervades much of Aztec thought. He is male and female, negative and positive, light and shadow, and could also be thought of as two separate gods, Ometecutli and Omeciuatl. Most of the gods of the Aztec pantheon, in fact, had a counterpart of the opposite sex who performed a function similar to their own.

On a more human level, duality is important in the special relationship existing between every human and his animal counterpart. At the moment of birth, every human develops a spiritual bond with a particular animal and their destinies are linked from that point forward. It is possible, the Aztecs believe, to bring a man harm by

finding his counterpart and doing it harm. These beliefs may well be a vestige of the Olmecs' worship of the jaguar-man.

Unlike the gods of other mythol, the gods of the Aztecs do not inhabit the planes. Instead, many of them live in space. It is even possible for humans to visit their homes (for instance, by using the space-travel rules in the SPELLJAMMER" game). Should a mortal dare such an act uninvited, there is only a 5% chance that the deity will be at home. If he is home, there is only a l% chance per level of the character that the god will not disapprove of the visit (priests of that deity's mythos receive a 10% bonus to this chance).

**New Spells**

**Locate Spirit Animal** (Greater Divination)
Fourth Level Priest

Sphere: Divination
Range: Special
Components: V, S, M
Duration: 1 day
Casting Time: 1 turn
Area of Effect: 1 person
Saving Throw: Negate

A priest using a locate spirit animal spell learns the location of the spiritual counterpart of his subject. For a full day afterwards, he knows the current location of the animal.

This spell is often used to capture a person's spiritual counterpart, for both good and ill effects. When the caster wishes to inflict harm on his subject, he can often do so by injuring, or even killing, the counterpart. The victim of such an attack suffers symptoms identical to those of the animal (save that he does not necessarily die if the animal dies), and loses the same number of hit points as his counterpart. If the animal dies and the human does not, he permanently loses that number of hit points. Such a person can never be subjected to an attack upon his spiritual counterpart again.

This spell is often used for beneficial purposes when a person is suffering from a mysterious ailment. Often, the cause of such ailments is an injury or sickness affecting the spiritual counterpart. If the animal can be found and cured, the person will recover from his mysterious ailment.

Unfortunately, just because a priest knows the location of a spiritual counterpart, that does not mean he can reach the animal. The animal may be anywhere within an area of 1d100 x 10 miles of the subject. Often, the priest must undertake a long journey in order to track down the animal.

If the subject is aware of the casting of this spell and unwilling to have his spiritual counterpart located, he is entitled to a saving throw. A successful throw indicates that the priest did not find the counterpart, and an unsuccessful throw indicates that he did.

Once the animal is located, it usually regards any attempt to capture or injure it as hostile, even if performed for the benefit of its counterpart. It is entitled to fight as a normal member of its species in all ways. It is important to remember, however, that all magic and damage affecting the animal also affects the subject of the spell. In the case of spells, the human counterpart is allowed to make a separate saving throw (just as if the spell had been thrown directly against him), but with a -2 modifier.

**New Magic Items**

**Murky Mirror**

The *murky mirror* is small disc of polished silver that can be used in three different ways. When a normal man or woman holds it, he or she makes a Charisma check. If they fail the check, the *murky mirror* functions as a normal mirror. If they pass the check, the image in the mirror reflects the individual as others see them. A beautiful woman who considers herself ugly, for example, would see a ravishing image of herself. A bullying fighter would see in his face the image of a feared and hated ogre.

When a military leader of any rank looks into the mirror he sees his most threatening enemy. The image always shows the size and nature of the enemy's forces. Leaders making a successful Intelligence check can often interpret the enemy's location from landscape appearing in the image. No sound accompanies the image, and it cannot be controlled to focus in upon a desired area.

When a priest looks into the mirror, it issues a silverish smoke that engulfs his head and hides what he sees from view of anyone nearby. If the priest does not withdraw head, he sees a vision of the future. How far in the future depends upon his level, as does the scop e of the vision:

| Level | Distance into future | Scope of vision |
|---|---|---|
| 1-3 | 1 day per level | Self |
| 4-6 | 1 week per level | Self |
| 7-9 | 1 month per level | Party |
| 10 | 1 year | Party |
| 11 | 2 years | Party |

| | | |
|---|---|---|
| 12 | 3 years | Party |
| 13-15 | 1 year per level | Country |
| 16-20 | 5 years per level | Country |
| 21+ | 10 years per level | World |

The vision always shows the future at the precise time listed for a priest of that level and cannot be changed. The scene it shows is what will happen if events continue a their current course and the priest does nothing to change them. At the lowest levels, the priest sees only his own future. At the middle levels, he sees the future of himself and 10 of his closest friends (the adventuring party, in the case PCs). When the priest reaches 13th level or above, he sees the future of the political unit to which he owes allegiance, such as a kingdom or city-state. At the highest levels, his vision tends to all of mankind.

After being used, the *murky mirror* leaps out of the holder's hands and flies into the sky, where it becomes a bright shining star. Characters attempting to hold onto the mirror have a 5% chance per level (maximum 95%) of doing so, the mirror will attempt to fly into the sky after each use.

**Ometeotl (greater god)**

Ometeotl is "the god-above-all, of the near-and-close, he who is at the center". He is the progenitor of the gods, who created first himself, then the other gods, and then everything else. In a certain sense, he is the embodiment of the universe, and all things are a part of him. No statue or depiction of Ometeotl has ever been made, for he is as invisible as the wind. The only image of Ometeotl that a man can see are his footprints. At will, Ometeotl can create anything he wishes without tiring.

**Role-playing Notes:** Ometeotl is the most aloof of all deities and never answers appeals for aid. The only time he will involve himself in human affairs is if those affairs threaten the order of the universe itself. In such cases, he will send his avatar to destroy or correct the problem.

Ometeotl seldom sends omens or warnings to worshipers. If they do something that angers him, he simply withdraws his favor. If they do something that threatens his power or the order of the universe, he sends his avatar to destroy them.

**Statistics:** AL n; WAL any; AoC creation; SY footprint.

**Ometeotl's Avatar (fighter 18, wizard 18)**

Ometeotl's avatar cannot be seen. He carries a razor sharp sword of pure obsidian. If unsheathed, this sword can be seen. Ometeotl's avatar casts spells as an 18th level wizard and always has access to all spells of all schools.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 20 | Wis 20 | Cha 10 |
| MV 20 | SZ 7' | MR 40% |
| AC -4 | HD 18 | HP 144 |
| #AT 2 | THAC0 1 | Dmg 1d8/1d8 (sword) +8 |

**Special Att/Def:** Ometeotl's avatar is always invisible, even when attacking. No means of detection, either magical or mundane, will reveal his location. Even while involved in combat, Ometeotl may create one 10th level warrior (AC 2, HD 10, THAC0 8, HP 120, #AT 3/2, Dmg 1d8 (sword) +6) to fight at his side.

**Duties of the Priesthood**

Priests of Ometeotl are free to behave as they please. However, 10% of any treasure they accumulate, and every third magic item, must be donated to Ometeotl's temple or the god will withdraw his support. Before eating, they are expected to offer half of their meal to their god.

**Requirements:** AB standard; AL any; WP any; AR b; SP all; PW 1) turn undead as if 2 levels higher; 10th) *turn invisible*; TU turn.

**Huitzilopochtli (intermediate god)**

The patron god of the Aztecs, Huitzilopochtli is the god of war, lightning, and fruit and crops. His translated name "Left-handed Hummingbird:' is deceiving, for he is a fierce, bloodthirsty god. He was born of a mortal woman, fully grown wearing blue jade armor, and carrying a blue javelin. He resembles a blue-skinned man with hummingbird feathers decorating his head and left leg, though when acting in his guise as a lightning god he sometimes resembles a serpent. He sends a 10d10 lightning bolt to any location on the Prime material Plane.

**Role-playing Notes:** Huitzilopochtli is quite active in affairs of men. Assuming they perform the proper rites, worshipers can count on him for sound advice. Those who have offended him will find their weapons mysteriously dulled or rotted, usually at an inopportune moment. Other omens include violent lightning storms, an unexplained stench of death, and mysterious battle sounds in the night.

**Statistics:** AL ne; WAL any; AoC war & light; SY

**Huitzilopochtli's Avatar (fighter 18)**

Huitzilopochtli's avatar takes the form of a warrior who has won great victories in the distant past. The avatar is ways armed with a blue javelin. When the avatar leaves, his physical shell, the body of a great warrior, remains behind. Although no longer divine, the hero remains a force to be reckoned with. He lives for the remainder of a normal man's life, but is +3 on all saving throws.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 18 | Wis 17 | Cha 16 |
| MV 18 | SZ 6' | MR 25% |
| AC -6 | HD 18 | HP 144 |
| #AT 2 | THAC0 1 | Dmg 1d8/1d8 (sword) +7 |

**Special Att/Def:** Huitzilopochtli's avatar is unaffected lightning and can be hit only by +1 or better magic weapons. Attacks made against his back rebound on the attacker, doing their normal damage. He can hurl his javelin which comes a stroke of lightning and inflicts 5d10 points damage if it hits. The javelin returns to his hand instantly after hitting or missing its target.

**Duties of the Priesthood**

Huitzilopochtli's clerics must embody the spirit of war. They must always be willing to fight without regard to own lives . Their primary duty is presiding over the deaths of prisoners taken in Huitzilopochtli's name.

**Requirements:** AB standard; AL any non-good; weapons that draw blood; AR b; SP combat, necromancy, sun, weather; PW 10th) receive a blue javelin that does 1 point of lightning damage per level of the priest; TU nil

**Quetzalcoatl (intermediate god)**

Quetzalcoatl is known all over Middle America as the feathered-serpent, god of the wind. He is also a god of wisdom, a teacher of peaceful arts, and the protector of the Second Sun. Long before Tenochtitlan's founding, Quetzalcoatl was chased from the Valley of Mexico by a rival god. Before leaving, he promised to come back in 500 years and avenge himself. The Aztecs are awaiting the noble god's return with trepidation, for he would not approve of many of their current practices. He makes his home on Venus, where he appears as a flying serpent covered with green feathers.

**Role-playing Notes:** Quetzalcoatl is preparing to return to the world and is recruiting worshipers. Any priest of good alignment may receive a visit from an avatar. The avatar attempts to recruit the priest, saying that the evil Fifth Sun must be brought to an end. Quetzalcoatl's omens and portents include wind storms, the presence of birds (especially talking ones), and whispering voices.

**Statistics:** AL cg; WAL any good; AoC air, wisdom; SY feathered snake with wings.

**Quetzalcoatl's Avatar (priest 18)**

In avatar form, Quetzalcoatl usually appears as a talking, feathered snake. The avatar has access to priest spells in any sphere.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 20 | Wis 20 | Cha 6 |
| MV 20 (f) | SZ 8' | MR 30% |
| AC 0 | HD 18 | HP 144 |
| #AT 1 | THAC0 1 | Dmg 1d10 +6 |

**Special Att/Def:** Quetzalcoatl's avatar has the normal spell immunities associated with high Wisdom and Intelligence. Anyone hit by the avatar must save versus paralyzation or be entwined by the avatar's body. They will suffer 1d10 points of crushing damage per round until the hold is broken.

**Duties of the Priesthood**

Priests of Quetzalcoatl are charged with preparation for his return, and may be assigned a variety of tasks, including the infiltration of key government posts, recruiting worshipers in the wilderness, or even preparing secret caches of weapons and armor. When their god returns, they will be called upon to rise up and destroy the masters of Tenochtitlan.

**Requirements:** AB standard; AL any good; WP any; AR b; SP any; PW 1st) communicate secretly by sending messages on the wind. Range is unlimited, but message requires one minute per mile to reach target; 5) turn undead; TU special.

**Mictlantecuhtli (intermediate god)**

Mictlantecuhtli, with his wife Mictanchihuatl, rules over the Aztec afterlife from Tlalxicco, the ninth and lowest level of the Aztec underworld. People unlucky enough not to die during an activity presided over by another god — in combat, as prisoners, during childbirth, etc. — must undertake the journey across the nine

rivers of the Aztec underworld. Here, under the watchful eye of Mictlantecuhtli and his wife, they endure neither pain nor pleasure, just a dreary eternal existence.

In their true forms, Mictlantecuhtli and Mictanchihuatl resemble emaciated human beings with skull-like heads, bulging eyes, and claw-fingered hands. They have control over the dead, and it is only with their blessing that a *raise dead* spell may function.

**Role-playing Notes:** As deities of the underworld, Mictlantecuhtli and Mictanchihuatl are unconcerned with human events. They do, however, demand the payment of a small amount of blood from any of their followers who cast a *raise dead* spell (treat this as an additional component of the casting process). Their omens often include the hoot of an owl, a dream in which the sleeper dies, and having a vulture land on one's shoulder, all of which presage death.

**Statistics:** AL n; WAL any; AoC death; SY skull and crossbones.

**Mictlantecuhtli's Avatar (priest 16, fighter 14)**

Mictlantecuhtli's avatar resembles an emaciated human being with a skull-like head and bulging eyes. He has access to the combat, divination, elemental, or necromantic spheres. Mictanchihuatl's avatar is a female version of her husband's.

| | | |
|---|---|---|
| Str 18/93 | Dex 18 Con 20 | |
| Int 18 | Wis 18 | Cha 6 |
| MV 18 | SZ 6' | MR 20% |
| AC -2 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 1d8/1d8 (claws) +5 |

**Special Att/Def:** Anyone looking upon the avatar's face for the first time must save versus petrification or remain motionless for 1d10 rounds.

**Duties of the Priesthood**

The primary responsibility of clerics of Mictlantecuhtli and Mictanchihuatl is preparing the dead for their journey into the afterlife and presiding over their death rites. Once a year, they must spill some of their own blood in order to feed their deities.

**Requirements:** AB standard; AL any neutral; WP any; AR b; SP combat, divination, elemental, necromantic; PW 1) turn undead; 5) command undead; TU special.

**Tezcatlipoca (intermediate god)**

Tezcatlipoca's name, which means "Smoking Mirror" seems particularly appropriate. He was worshipped by the Toltecs, the Aztec's predecessors, as a sun/warrior god who fought a daily battle against the night. He was also credited with ripening crops, but was also feared because of his ability to bring on droughts. Tezcatlipoca was the guardian of the First Sun until being knocked from the sky by Quetzalcoatl as he ushered in the Second Sun. Tezcatlipoca's fall resulted in his transformation first into a jaguar, then into the constellation Ursa Major. After his fall, Tezcatlipoca's role changed. Though the Aztecs still regarded him as a patron of warriors, he was now the god of night and the benefactor of witches, thieves, and other evildoers. A great spreader of disorder and strife, Tezcatlipoca never forgave Quetzalcoatl for his fall, and eventually evened the score by using treachery to topple Quetzalcoatl's guardianship of the Fourth Sun.

In his home in Ursa Major, Tezcatlipoca is invisible and ubiquitous, or he appears as a one-footed man with a round mirror of black obsidian in place of the missing foot. By gazing into this mirror, he can see what any mortal on the Prime Material Plane is doing. If it is somehow separated from Tezcatlipoca, the mirror becomes a mirror of life trapping.

**Role-playing Notes:** Tezcatlipoca is the second most powerful god in the Aztec pantheon, a position he guards jealously. He often assigns his priests tasks designed to erode the support of rival gods. On rare occasions, he has even been known to appear personally (though not on the Prime Material Plane) to further some particularly important scheme. He is especially vigilant in regards to the Quetzalcoatl's worshipers, and places special emphasis on exposing schemes to help their deity prepare for his return.

Omens and portents from Tezcatlipoca tend to be direct and forceful. More than once, he has frightened a worshiper by causing his image to appear in a mirror and issue instructions. Other omens include sudden darkness, being trailed by a jaguar, and evil faces appearing in obsidian utensils.

Because of his jealously, Tezcatlipoca tolerates no shortcomings in his priests, and he is particularly vigilant about watching their activities in his obsidian mirror. Minor transgressions are punished by a denial of spells and, usually, a visit from some of Tenochtitlan's more unsavory thieves. In the case of major offenses, Tezcatlipoca usually sends an avatar to end the offender's life.

**Statistics:** AL ce; WAL any; AoC night and treachery; SY black mirror.

**Tezcatlipoca's Avatar (warrior 15, thief 25)**

Most often, Tezcatlipoca's avatar takes the form of a giant black jaguar, but he occasionally appears as a thief of indeterminate age when the jaguar form would be inappropriate. The attack forms listed above are for his jaguar form. In human form, he receives only two attacks per round. However, in human form, he uses an obsidian *fang dagger* +4. The *fang dagger* functions as a dagger of venom, save that the victim must make a saving throw any time he is hit. The effects of the toxin are detailed under Special Attacks.

| | | |
|---|---|---|
| Str 18/00 | Dex 19 | Con 17 |
| Int 16 | Wis 14 | Cha 10 |
| MV 20 | SZ 8' | MR 20% |
| AC -2 | HD 15 | HP 120 |
| #AT 3 | THAC0 5 | Dmg 1d10/1d10/2d20 +6 |

**Special Att/Def:** Victims hit by the avatar's claws save versus poison or lose 1 constitution point permanently. Further, he can only be hit by +2 or better magic weapons. On a natural attack roll of 20, he grapples for 2d10 point damage. This is in addition to the normal melee damage inflicted and continues each round until his hold is broken. He is treated as wholly invisible when hiding in shadows and always moves silently when he wishes to do so.

**Duties of the Priesthood**

The first duty of priests of Tezcatlipoca is to promote their temple. Every cleric is required to produce at least one convert every six days.

Their second duty is to prevent Quetzalcoatl from gaining too much power. To this end, clerics below fourth level are assigned to follow Quetzalcoatl's known priests and report their activities.

High level priests must spend a great deal of their time forming ceremonies in order to strengthen and appease their god.

**Requirements:** AB standard; AL any evil; WP any, sons encouraged; AR b; SP all, combat, divination, elemental, necromantic, summoning; PW 3) see in the dark, move silently with 85% success, 9) hide in shadows 90% success, 12) climb walls with 95% success; TU command.

**Tlaloc (intermediate god)**

Tlaloc, "he who makes things grow", is the god of rain and moisture, who presided over the Third Sun. He is a cruel deity who delights in the torture of helpless innocents. Given his evil nature, it seems strange that Tlaloc has created Tlalocan, a gay paradise reserved for the victims of death associated with water (such as drowning or being broken on the rocks by a great wave). Tlaloc makes his home on the tops of the highest mountains, and resembles a man with a snakelike head, save that he has tusk-like teeth and white rings around his eyes. He is married to Chalchihuitlicue.

**Role-playing Notes:** Tlaloc has four pitchers of water which he may pour over areas of the Prime Material Plane as indications of his mood. He uses the first pitcher, which contains good water, only when his priests have performed their rites with the proper zeal. The other three he uses to express his displeasure: the second pitcher contains water filled with spider eggs and webs that bring blight, the third with water that turns to frost, and the fourth with water that causes fruit to rot. Other omens of Tlaloc's displeasure include too little or too much rain, drought, and floods.

**Statistics:** AL le; WAL le; AoC rain and moisture; SY serpent chasing its tail.

**Tlaloc's Avatar (fighter 14, druid 12)**

Tlaloc's Avatar appears as man with a snakelike head and armed with a magic, razor-sharp sword of pure obsidian. He has access to the all, animal, elemental, healing, plant, and weather spheres.

| | | |
|---|---|---|
| Str 18/51 | Dex 18 | Con 18 |
| Int 18 | Wis 17 | Cha 17 |
| MV 18 (f) | SZ 6' | MR 20% |
| AC -2 | HD 14 | HP 112 |
| #AT 2 | THAC0 7 | Dmg 2d8/2d8 (sword) +4 |

**Special Att/Def:** Tlaloc's avatar can summon a hailstorm covering an area of 140 square yards and doing 14d4 points of damage to all within it. He can also bite for 2d12 points of damage in melee.

**Duties of the Priesthood**

The duties of Tlaloc's clerics include kidnapping, torture, and other tasks of his vile worship.

**Requirements:** AB standard; AL any evil; WP any; AR b; SP all, animal, elemental, healing, plant, weather; PW 1) *summon hailstorm* covering 1 square yard per level, doing 1d4 points of damage per level, and lasting for a period of 1d4 rounds; TU nil.

**Chalchihuitlicue (intermediate god)**

Also known as the "Goddess of the Jade Petticoat:' Chalchihuitlicue is the deity of running water and was the protrectress of the Fourth Sun. She delights in blessing chaste loves, sheltering children, and protecting mankind in general. It was through her influence that her evil husband, Tlaloc, created his paradise for those who die by water. In her true form, she is beautiful woman wearing a skirt of green jade. She has the power to turn 3-300 humans into any animal form. When the Fourth Sun ended in a devastating flood, she saved mankind by turning her worshipers into fish.

**Role-playing Notes:** Chalchihuitlicue is a rarity in the Aztec pantheon: a deity who makes a habit of helping mankind. There is a 1% chance that she will send her avatar to aid any worshiper who sacrifices his or her most valuable piece of jade jewelry by throwing it into a bottomless pool. The chance increases to 25% if the sacrificer is a priest making the request on behalf of the needy.

Omens from Chalchihuitlicue often involve the sound of running water, such as an unexplained musical trickling to denote pleasure, or the roar of a waterfall to denote anger.

**Statistics:** AL cg; WAL any good; AoC flowing water, love, children; SY petticoat.

**Chalchihuitlicue's Avatar (wizard 14, hard 14)**

Chalchihuitlicue's avatar usually appears as a beautiful woman wearing a green jade skirt. She has access to the alteration, enchantment/charm, and illusion/phantasm schools of magic.

| | | |
|---|---|---|
| Str 14 | Dex 18 | Con 15 |
| Int 19 | Wis 18 | Cha 20 |
| MV 16 (sw) | SZ 5' | MR 20% |
| AC 2 | HD 14 | HP 112 |
| #AT 1 | THAC0 7 | Dmg 1d4 +5 (dagger) |

**Special Att/Def:** Any being looking on Chalchihuitlicue's avatar for the first time, or hit by her jade dagger, must save versus paralyzation or be unable to attack.

**Duties of the Priesthood**

One of the most important duties of Chalchihuitlicue's clergy is sheltering orphans, and any temple dedicated to her is bound to be filled with parentless waifs. Foul water is also an abomination to her, so her priests spend a fair amount of their time unblocking streams, draining marshes, and so on.

**Requirements:** AB standard; AL any good; WP any blunt; AR b; SP all, charm, creation, divination, healing, guardian, protection, weather; PW 1) *create and/or purify water* (1 gallon per level), 10th) *Conjure water elemental*; TU

**Tlazolteotl (intermediate god)**

Tlazolteotl is the goddess of guilty loves, pleasure, and vice. She is an eater of filth and a sinister seductress who tempts virtuous men to their ruin. In her true form, she appears as a scantily-clad woman of great beauty, though she is a gifted illusionist who can appear in many guises.

**Role-playing Notes:** Although Tlazolteotl herself is base and debauched, she demands that humankind follow a strict moral code — and delights in punishing humans who do not. To this end, she sends her avatar to Tenochtitlan to test the resolve of good men. Often, the avatar uses her invisible dagger to slay the victim after he has succumbed to her charms. But in the case of powerful men, she prefers to expose the indiscretion in such a manner as to ruin his life and reputation.

Omens from Tlazolteotl include offal raining from the sky, unexplained yearnings, and physical pleasure inappropriate to the circumstance.

**Statistics:** AL ce; WAL any; AoC bodily pleasure and vice; SY red serpent's head.

**Tlazolteotl's Avatar (illusionist 16)**

Tlazolteotl's avatar is a beautiful woman who, while dressed appropriately to the occasion, reveals as much of her charms as possible. Tlazolteotl's avatar casts spells only from the illusionist school of magic.

| | | |
|---|---|---|
| Str 12 | Dex 18 | Con 16 |
| Int 18 | Wis 10 | Cha 19 |
| MV 18 | SZ 5' | MR 20% |
| AC 0 | HD 16 | HP 128 |
| #AT 1 | THAC0 5 | Dmg 1d4 (dagger) |

**Special Att/Def:** No evil being can bring himself to strike her. Anyone wounded by her invisible dagger must save versus death or die instantly. If attacked, Tlazolteotl's avatar uses an innate ability to create an image of herself as a foul monster with dripping fangs, long talons on her fingers, and black greasy skin covered with warts.

**Duties of the priesthood**

Tlazolteotl's priestesses are assigned the duty of exposing those possessed of a base and immoral character by tempting others into committing shameful acts. At least once every three months, they must lure a man into a guilty love. They are expected to subsist on garbage, filth, and offal. Failure to do so leads to revocation of the favor of their goddess.

**Requirements:** AB standard, must be female; AL any evil; WP poisoned dagger; AR b; SP charm, combat, divination, healing, necromantic; PW 1) immunity to all forms of disease; 5) *cause disease* (as reverse of 3rd level priest spell *cure disease*), 10) Charisma raised to 18; TU nil.

**Xochipilli (intermediate god)**

Xochipilli, the "Prince of Flowers:' is god of beauty, happiness, music, and gambling. Along with his twin sister, Xochiquetzal, he is responsible for much of men find joyful in life. He is a benevolent but fickle god who seldom blesses a man with his gifts for long. In his true form, he has the body of young man, but his face is that of a decaying corpse.

**Role-playing Notes:** Xochipilli has a mercurial disposition. Sometimes he takes great pleasure in helping his worshipers, other times he inflicts great hardships on them for little reason. Anyone sacrificing an important magic item to him by throwing it into the street and walking away stands 1% chance of attracting his attention. If the person is about to take an immensely big gamble, this chance increases 25%. If he responds to the sacrifice, Xochipilli will aid the worshiper by allowing him to make a second die roll at some critical moment. Omens from Xochipilli include unexplained music, a run of good or bad luck, and the sudden urge sing.

**Statistics:** AL cg; WAL any; AoC beauty, good and bad luck; SY flower.

**Xochipilli's Avatar (bard 18)**

Xochipilli's avatar is a well-proportioned young man the head of a corpse. He carries a large axe with an obsidian blade that never grows dull or chips. Xochipilli may select bard spells from any school of magic.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 16 | Wis 16 | Cha 19 |
| MV 18 | SZ 6' | MR 25% |
| AC 0 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1d10 (axe) +8 |

**Special Att/Def:** Xochipilli's avatar gets a second chance to make any attack roll which fails to hit the target. Further he gets two chances to make any saving throw that is required of him. Anyone attempting to strike him must make two successful attack rolls before they can hit him and must make two successful saves in order to save against one of his spells.

**Duties of the Priesthood**

Xochipilli's clerics must be extremely handsome or beautiful, always cheerful, and willing to take chances. They are expected to wager all they own on some trivial event at 1 once a year.

**Requirements:** AB standard, but at least 16 charisma; any; WP any; AR b; SP all, charm, combat, creation, divination, healing; PW 1) +1 to all saving throws; 5) +2 to saving throws; 10) second attempt at any failed save throw; TU nil.

**Xochiquetzal (intermediate god)**

Xochiquetzal is the goddess of flowers, dance, and proper love. Along with her twin brother, Xochipilli, she is responsible for much of what men and women find joyful in life. However, as the goddess of love, she is somewhat less fickle than her twin — though that is not to say that she is entirely constant, either.

In her true form, Xochiquetzal is a woman of such beauty and gaiety that all men who see her fall in love with her. She has the power to make any man fall in love with any woman.

**Role-playing Notes:** Though not intimately involved in human affairs, Xochiquetzal occasionally answers (10% chance) the joint plea of a man and woman in love, though their relationship cannot be hidden or illicit in any manner. She is especially concerned with countering the efforts of Tlazolteotl to lure good men into guilty loves.

Omens from Xochiquetzal include the unexpected appearance of a blooming flower, the sudden withering of a flower already in bloom, and the uncontrollable urge to dance.

**Statistics:** AL ng; WALany; AoC love, flowers, celebrations; SY rose.

**Xochiquetzal's Avatar (bard 18)**

Xochiquetzal's avatar takes the form of a woman of tender countenance and incomparable beauty. She can cast her bard spells from any school of wizardry.

| | | |
|---|---|---|
| Str 12 | Dex 17 | Con 15 |
| Int 18 | Wis 18 | Cha 20 |
| MV 20 | SZ 5' | MR 20% |
| AC 1 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1-4 (dagger) |

**Special Att/Def:** Any man who looks upon Xochiquetzal's avatar must make a saving throw versus spells or find himself forever determined to defend her from all harm. Her silver dagger causes only 1d4 points of damage, but anyone hit by it must save versus paralyzation or fall into a state of euphoria and stand stunned for 1d4 rounds.

**Duties of the Priesthood**

Only men and women in love may be priests of Xochiquetzal and both individuals must become priests. Their primary duty consists of keeping their love alive. Above all, they must never deceive their spouse or be unfaithful. The man-wife priest teams are expected to keep lavish flower gardens in their homes.

**Requirements:** AB standard, but at least 16 charisma; AL any good; WP club, net, quarterstaff, sling, whip; AR b; SP all, charm, creation, divination, guardian, healing, protection; PW 3) *cure serious wounds*; 6) *cure disease*; 9) *neutralize poison*; 12) *heal*; 15) *raise dead*; TU nil.

**Metzli (intermediate god)**

Metzli, the Lady of the Night, is the goddess of the moon. She is the kindly patron of all animal growth. But she is also the goddess who brings the terrible things of the night — cold damp air, the poisons of the atmosphere, ghosts, and other fearful shapes and shadows. Metzli is the deity who brought light to the world by throwing a leper into a bonfire, then walking into the flames herself. As the pair vanished, the night gave way to the day.

In her home on the moon, she is a beautiful, ghostly woman of silver light. She has the power to instantly increase or decrease the size of any animal up to five times (with a corresponding change in HD, hit points, strength, and damage).

**Role-playing Notes:** On the surface, Metzli seems an enigmatic contradiction. She is a beneficent goddess of night who created day, yet she also presides over the terrible creatures of the night. What humankind does not realize, and what Metzli has no interest in explaining, is that she is concerned with far more than the welfare of human beings, and: the creatures of darkness are of crucial importance to her.

Omens from Metzli take the form of visits from shadowy creatures in the late hours of night.

**Statistics:** AL ng; WAL any; AoC night and animal growth; SY crescent moon.

**Metzli's Avatar (fighter 15, illusionist 10)**

Metzli's avatar takes the form of an albino female warrior. She is armed with a magical sword of white metal that cuts through any armor as if it is five armor classes worse than normal. Metzli's avatar has access to spells in the illusion/ phantasm school of magic.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 16 |
| Int 19 | Wis 17 | Cha 18 |
| MV 18 | SZ 6' | MR 20% |
| AC -1 | HD 15 | HP 120 |
| #AT 2 | THAC0 5 | Dmg 2d8/2d8 (sword) +6 |

**Special Att/Def:** Metzli's avatar is able to assume wraithform at will, and control the size of animals as per the 5th level cleric spell, *animal growth*. She is immune to any damage caused by fire.

**Duties of the Priesthood**

Metzli's priests spend most of their time raising fruits and grain, which they leave out in special vessels at night to feed their deity's shadowy denizens. Not even the highest clerics know the significance of this task.

**Requirements:** AB standard; AL ng; WP battle axe, club, sling, whip; AR b; SP animal, astral, combat, necromantic, protection; PW 1) infravision (60 feet); 10) ability to cast spells from the illusion/phantasm school of wizard magic as if they were clerical spells of equal level; TU turn.

**Centeotl (intermediate god)**

Centeotl is the goddess of agriculture, nature, and corn in particular (she shares this last duty with a male counterpart, Cinteotl). She is a beneficent deity who watches over food crops, but is also the mistress of pain and illness, and has a habit of using her physical charms to lure men to their death. Unlike Tlazoteotl, she seems to do this not out of maliciousness, but because such victims are necessary for the fertility of crops.

**Role-playing Notes:** Centeotl watches over the harvest, dictating how bountiful it will be based upon the devotion of her worshipers. Although she needs the lives of young men to ensure her cycle of fertility, she tries

to reward her victims by allowing them to experience indescribable but total bliss in her avatar's arms before dying. She also judges who will suffer illness and pain, sometimes rather capriciously and sometimes with great fairness and justice.

Omens from Centeotl include insect plagues, crop blights, pollen, and seeing her avatar, which always foretells great personal calamity, even if the individual does not succumb to her charms.

**Statistics:** AL cn; WAL any; AoC agriculture, illness, pain; SY cornstalk.

**Centeotl's Avatar (druid 15)**

Centeotl's avatar is a beautiful, golden-haired woman armed with a magical staff of blue jade. She can draw upon the all, elemental, and plant spheres for her spells.

| | | |
|---|---|---|
| Str 14 | Dex 16 | Con 15 |
| Int 16 | Wis 19 | Cha 18 |
| MV 18 | SZ 6' | MR 20% |
| AC 0 | HD 15 | HP 120 |
| #AT 1 | THAC0 5 | Dmg 2d10 (staff) |

**Special Att/Def:** Centeotl's avatar can use any spell in the plant sphere at will. When victims are hit by Centeotl's staff, they must save versus poison or fall ill and suffer an additional 1d6 point loss from Constitution. This loss is permanent, but can be restored by a cure disease spell.

**Duties of the Priesthood**

Centeotl's priests preside over the planting and harvesting of all food crops. A great deal of their time is occupied with reading the signs of nature to determine optimum planting times. In times of famine, they must also seek out volunteers (often themselves) to perish in Centeotl's embrace. Upon reaching 10th level, Centeotl's priests are able to employ a pain touch. This power can be used at will to cause anyone touched to save versus paralyzation or fall writhing to the ground for 1d4 rounds

**Requirements:** AB standard; AL any; WP sickle, spear; AR b; SP all, elemental, plant, weather; PW 1) *create food* (as 3rd level Priest), 10) *pain touch*; TU nil.

**Ixtlilton (lesser god)**

Ixtlilton, or Little Black Face, is the god of healing and medicine. He is the deity who keeps humans healthy and free from disease, or who helps them recover from disease. An impish deity of dark complexion, Ixtlilton's touch cures all diseases, no matter how serious.

**Role-playing Notes:** Ixtlilton is dedicated to relieving human disease, but no one seems to know exactly why — perhaps because he has never slowed down long enough to explain motivation. All a person need do to receive Ixtlilton's help is be sick and pray for it. Evil beings stand a 1% chance of being visited by him, neutral beings a 10% chance, good beings a 25% chance, his worshipers a 50% chance, and his priests a 75% chance. Persons lucky enough to receive a visit from Ixtlilton seldom realize it; they simply begin getting better. Ixtlilton is too busy to send omens or portents to his worshipers.

**Statistics:** AL lg; WAL good; AoC health; SY branch.

**Ixtlilton's Avatar (priest 14)**

Ixtlilton's avatar is an impish, dark-skinned man. He can draw upon spells in the all, creation, healing, necromantic, plant, and protection spheres.

Ixtlilton's avatars are unique in that they spend most their time on the Prime Material Plane, and can sometimes be glimpsed scurrying from house to house at a dizzying pace. Unfortunately, there are many more sick people than they can reach, which is why so many humans die of disease.

| | | |
|---|---|---|
| Str 18/76 | Dex 15 | Con 18 |
| Int 19 | Wis 19 | Cha 10 |
| MV 25 | SZ 3' | MR 30% |
| AC 2 | HD 18 | HP 112 |
| #AT 1 | THAC0 3 | Dmg 1d6 (staff) +4 |

**Special Att/Def:** Ixtlilton's avatars are immune to any form of disease or poison. Anyone hit by an avatar's staff must save versus spells or be stunned for 1d4 rounds.

**Duties of the Priesthood**

Like Ixtlilton, his priests are devoted to curing the sick and spend their time seeing to the needs of the ill. They live in a temple filled with containers of black holy water. Providing the sufferer drinks nothing but this black water, he recovers 1d4 hit point s per day and his Constitution is magically prevented from falling below 1 under any circumstances. Only priests of Ixtlilton can survive on such a diet for long period of time, however.

**Requirements:** AB standard; AL lg; WP club; AR b; all, healing, necromantic, protection; PW 1) immunity to disease; 3) create 1 vial of black holy water per day; 10) prevent another from dying by disease (must stay with subject for one solid week); TU turn.

## Aztec Heroes

### Nezahualcoytl

By many accounts, Nezahualcoytl was the greatest priest-king to rule in the Valley of Mexico. He was the ruler of Texcoco, an uneasy ally of the early Aztecs. He began his early life in exile from political vengeance, then returned to power and restored the fortunes of his people. He was a just, able administrator, a capable general, and an avid astronomer. Nezahualcoytl believed in an all-powerful deity from which the power of the other gods was manifested.

Fighter 14, Priest 12

| | | |
|---|---|---|
| Str 17 | Dex 18 | Con 18 |
| Int 17 | Wis 18 | Cha 16 |
| AC 4 | MR nil | MV 12 |
| HP 96 | AL ng | THAC0 6 |
| #AT 2 | Dmg 1d6/1d6 (sword) +1 | |

**Spells:** 1) *command*, *remove fear*, *detect magic*, *detect poison*, *detect snares & pits*, *cure light wounds*; 2) *enthrall*, *hold person*, *augury*, *know alignment*, *find traps*; 3) *locate object*, *speak with dead*, *animate dead*, *cure blindness or deafness*, *cure disease*; 4) *cloak of bravery*, *detect lie*, *cure serious wounds*, *neutralize poison*; 5) *cure critical wounds*, *raise dead*; 6) *find the path*, *heal*.

### Nezahualpilli

Nezahualpilli was the son of Nezahualcoytl, and was also one of the greatest priest-kings of Middle America. He was an intelligent ruler who wisely saw the necessity of making an alliance with Tenochtitlan and, therefore, saved his city-state from a terrible defeat. He was a good king and general who ruled Texcoco for many years, but he did not share his father's interest in just administration.

Priest 14, Fighter 10

| | | |
|---|---|---|
| Str 18/99 | Dex 18 | Con 17 |
| Int 18 | Wis 16 | Cha 16 |
| AC 4 | MR nil | MV 12 |
| HP 64 | AL ln | THAC0 9 |
| #AT 1 | Dmg 1d6 (sword) +5 | |

**Spells:** 1) *magical stone*, *shillelagh*, *detect magic*, *detect poison*, *detect snares & pits*, *create water*; 2) *chant*, *spiritual hammer*, *augury*, *detect charm*, *find traps*, *fire trap*, *produce flame*; 3) *prayer*, *locate object*, *speak with dead*, *flame walk*, *animate dead*, *cure disease*; 4) *detect lie*, *divination*, *tongues*, *reflecting pool*, *produce fire*; 5) *flame strike*, *insect plague*, *raise dead*; 6) *find the path*, *fire seeds*; 7) *holy word*.

### Axayacatl

A contemporary of both Nezahualcoytl and Nezahualpilli, Axayacatl was a great Aztec priest-king who led his city to many military and diplomatic victories over neighboring tribes, often with the help of his allies from Texcoco. He extended and consolidated Tenochtitlan's domination over much of Middle America. He also suffered one of their greatest defeats when he unsuccessfully tried to invade Tarascan territory.

Fighter 12, Priest 12

| | | |
|---|---|---|
| Str 14 | Dex 16 | Con 15 |
| Int 17 | Wis 17 | Cha 16 |
| AC 6 | MR nil | MV 12 |
| HP 63 | AL ne | THAC0 14 |
| #AT 3/2 | Dmg 1d8 (sword) | |

**Spells:** 1) *magical stone*, *shillelagh*, *invisibility to undead*, *light*, *faerie fire*; 2) *chant*, *spiritual hammer*, *aid*, *obscurement*; 3) *prayer*, *animate dead*, *cure disease*, *feign death*, *call lightning*; 4) *control temperature 10' radius*, *protection from lightning*; 5) *insect plague*, *raise dead*; 6) *weather summoning*.

Under Axayacatl's reign, the religion of the Aztecs reached its full development. The great Calendar Stone, over twelve feet in diameter and weighing more than twenty tons, was carved and brought to Tenochtitlan while he ruled.

Axayacatl was an avid worshiper of the Aztec patron deity, Huitzilopochtli. Note that because of the limited number of spheres this god allows his worshipers to access, Axayacatl does not have as many spells in many levels as might otherwise be the case.

**Monsters**

Aztec mythology is lacking in the awesome creatures found in so many other mythol, perhaps because there were few huge beasts in Middle America. However, there are several creatures in the AD&D© game which might be suitable for use in a campaign set in this region. We suggest the following: aarakocra, bat (giant), couatl, fire lizard, fire snake, giant (hill, stone, fire), hawk, jaguar, lycanthrope (any), mountain lion, owl (talking, giant), rat (any), snake (poisonous, giant), spider (any), wasp (giant).

In addition, the goddess Metzli has the power to create some fearsome monsters by enlarging normal animals to three or four times their normal size. With a little thought, the mysterious shapes and shadows of the night which she protects might make interesting monsters as well.

# Celtic Mythology

**Celtic History**

Perhaps more so than any other culture addressed in this volume, the Celts are very difficult to pin down as a single cohesive nation. Their unusual beginnings and their lack of centralized governmental structure mark them as unique, somehow outside the bounds of what we today consider be a country or state. The historical record tells us Celtic unity was based strictly on culture, not on race, language, or heritage.

Of course, our knowledge of the ancient Celts is distorted as we look through the romanticism of 18th and 19th century scholars. At every turn in our study, we have to carefully judge the source of information and decide whether or not that source has twisted the facts for one reason or another.

From their original homeland in southern Germany and Bohemia, the early Celts came abruptly into the historical forefront. In fact, they were considered along with Scythia, India, and Ethiopia to be one of the four so-called peripheral nations (stated from a mediterrania-centric point of view). Considering their origins, the original Celts must have been Germanic stock, relying on primitive agriculture and the hunt, no doubt caught up in the perpetual warfare of their tribal neighbors to the north.

From these ambiguous beginnings, the Celts tore across the northern European plain and into the Balkans unchallenged. swept over what is now France and into Spain, subjugating the Gauls they found there until they had advanced to the gates of Rome itself. From Gaul they expanded rapidly into Britain and then on to Ireland, where their traditions ultimately held out the longest against the changing world. To the southeast, the Celts reached as far as Asia Minor where evidence of their culture can be uncovered today. In the 4th century BC, they scrambled across what is now modern Europe, exerting control over an enormous area. Their motivation for expansion is unclear, but its results are undeniable.

However, for reasons equally obscure, from their position of widespread domination, the Celts fell quickly into a period of decline. No doubt many factors contributed to this seeming failure of their control. First, the great distances involved probably became insurmountable. Somewhat later in history, the Romans would hold sway over a similarly large area and even with their penchant for logistics and communications they barely held on to it. The Celts hardly commanded the same talents for road building and flexible government in the 4th century BC. Second, the Celts were plagued by a minority status. In the areas they controlled, they found themselves outnumbered by their subject peoples who did not share the Celtic culture nor practice its rituals. Their control over such people must have been shaky at best. Finally, there is evidence that the Celts spent a large proportion of their resources on mercenaries. Sometimes these were used to keep control over their subjects, other times they were employed for wild ventures with no clear goal in mind. Over all these factors, their complete lack of central government or authority contributed greatly to their decline. At any rate, these and other considerations conspired against the Celts, dooming their empire before it could begin. The Celts were, from the start, destined only to spread out across Europe, never to rule it.

Seeing little resistance and experiencing their own periods of growth, the neighboring nations of Dacia, Germany, and Rome closed in on Celtic territories no longer controlled by them. Though the Celts were largely absorbed into those territories, and their traditions there continued for some time, the days of the Celtic peripheral nation were over. When these other nations were through, Celtic influence was largely reduced to Gaul, Britain, and Ireland.

Later in their history, Rome pressed even further into these territories, conquering Gaul and then much of Britain before they were through. The Roman contact with the Celts was largely adversarial, hardly a forum for a meaningful exchange of ideas. However, the writings of the conquerors, mainly those of Caesar himself, speak of the Celts and their traditions. Of course, the Romans often placed their own ideals in the place of the Celtic culture and pantheon they found, so their writings about the Celts are slanted, at best.

The Romans, however, never conquered Ireland, and the Celtic tradition there flourished. Only the Viking invasions of the 9th century and the Anglo-Norman incursions of the 12th diluted the Celtic heritage of the island. To this day, Irish Celtic texts and artifacts are both the most abundant and the most reliable windows into their past.

**Celtic Culture**

As stated earlier, the Celts were often masters of their realms in name only, being, if you will, paper tigers. Many of their subjects no doubt ignored the Celtic religious rites in favor of their own traditions. Especially in later times, when vast numbers of Celts were absorbed into other nations, it stands to reason that they were isolated groups of worshippers, most likely outcasts, forced to practice their religion out of sight of other, more popular ones.

The Celts held two major positions in society as supreme: the druidic and bardic orders. The druids were the highest societal order, carrying out religious functions as necessary. The bards were second to the druids, and they were charged with the creation and preservation of Celtic literature.

**Druids in Celtic Society**

The druids were the religious leaders of the Celts, and in some ways the most mysterious. They performed the sacrifices called upon by tradition, performing simple chants and rituals to please the many gods the Celts

worshipped. The Gaulish druid leaders would gather for religious business in a place known as the Carnutes, which translates as sacred place, sacred grove, or oak sanctuary. This emphasizes the notion that the druids had a special kinship with nature and, in particular, the forests.

In their function as church elders, the druids maintained their leadership over the community in other ways, as well. The druids officiated various legal arguments among their followers, and even went so far as to become the chief educators for their flocks. The druids expanded their leadership over the Celts into every imaginable area.

Druids were considered to have the ability to forecast, in the vaguest of terms, future occurrences. Through various rituals, the druids would foretell that a day, week, or month would be favorable or unfavorable for such things as battle, farming, hunting, etc. Stories handed down from the period indicate that these predictions were taken to heart by both the Celtic peasants and their leaders alike.

Of course, as the religious leaders, the druids also bore the brunt of opposition and hatred from other religions. When other religious groups encountered the Celts, they denounced them as pagans and sought to discredit them. The druids in Gaul and finally Britain and Ireland were forced to give up their outright leadership over their people. However, many of their functions were soon taken up, albeit in subtler forms, by a group known as the filidh. The Irish filidh carried on ritual tradition in a manner more easily tolerated by their new neighbors.

**Bards in Celtic Society**

The Celtic bards, on the other hand, were the conservators of literature. The Celts never had their own written language, though they borrowed bits and pieces from neighboring languages, at times. Among the Gaulish Celts, however, the notion of literature was strictly oral; no written record was ever kept because it was considered distasteful. While this feeling was not necessarily true among the insular Celts of Britain and Ireland, there is still a very restricted body of written literature which can be fully attributed to the Celts.

Among the Irish Celts, the bards were considered to be an inferior class of poets, rhymers, and simple storytellers. Their oral traditions were admired by the common folk, but they were not given anything like the status of the druids or filidh. However, when religious pressures forced changes in the upper strata of Celtic organization, the bards went virtually unnoticed and, therefore, unchanged. In fact, it is to the bards that we can give thanks for the Irish oral tradition of history without which we would know very little about the Celts.

**Lifestyle**

The lifestyles of the peasantry varied greatly, dictated more by the richness of the land than by anything else. Sheep herders along the foothills of the Alps lived very differently from farmers on the plains of Gaul or Britain. Typically, farming villages in Gaul and Germany were formed of small, square wooden houses. Their plows were primitive, not even turning the soil, so land depletion put entire villages on move every few years. Villagers in Britain tended to create larger, round stone structures with thatched roofs that reached nearly to the ground. They would also have gardens and farms, but also kept a great deal of livestock. Livestock farmers shared the buildings, keeping each other fed (and warm). Celtic peasants appear to have kept many common animals, including small cattle, pigs, and geese. Wild boars were apparently hunted — possibly as a rite of manhood. They also tended more exotic animals such as chickens, recently introduced from the east, and bees for both their wax and honey The Celtic farmers grew barley, oats, and beans. They grew flax and tended to sheep for their clothing.

Of course, the Celtic nobility and the druids lived a somewhat what better life. There are indications that wines were imported for the nobility, for instance, a luxury the common folk did not enjoy. In all fairness, Celtic nobility most likely did not live a carefree, glamorous life. They were warlords and military men, very different indeed from the legends such as King Arthur. His legend is derived from historical fact about a Celtic leader who fought off the invading Saxons and Jutes from Britain in the 6th century AD. However romanticized over many tellings, the real Arthur those around him were warrior kings leading armies of peasants and soldiers against invaders and other Celts alike.

**Warfare**

From their very beginnings, the Celts had been a warrior people. Their penchant for conflict was well known even to the scholars of the time. They attacked and sacked Rome, fought off German invaders, swept over most of Europe only to be defeated by the superior organization and bureaucracy of the Roman Empire. And when not fighting against an outside threat, the Celtic tribes were perfectly willing to fight one another.

Burial records indicate that the Celts were masters of the two-horse chariot. Virtually all tribal chieftains were buried with their chariot, though horses were apparently too valuable to bury with their owner. Many other Celtic warriors had mounts, as well.

Statues and historical accounts tell us that Celtic warriors went into battle naked except for a torc, a hoop of bronze gold worn about the neck. They fought with spear and sword, and occasionally with helmet and shield. Roman scholars credited the individual Celtic warrior with tremendous skill and bravery.

Celtic warriors took great pleasure in cutting the heads of their fallen enemies. These heads would then be worn from a belt or attached to a chariot. It was the Celtic belief that the head held certain magical properties after life; many Celtic structures have skulls built right into them to ward off evil or bring luck.

**Architecture**

The Celts are noted for the structures of standing stones they left behind. Stonehenge is only the most widely known of these. Indications are that many of these structures were in fact not of Celtic make, but of much earlier sun-worshipper peoples — the Celts merely adopted them and built additional structures on those designs. In any event, they have acquired a different signifi cance.

Circular stone patterns often helped map out the patterns of constellations, the moon, sun, and seasons. For any culture that relies on agriculture, such knowledge is vital. Stones were often erected in circular patterns in honor of particular local gods or goddesses.

Simpler standing stones were often not placed in a pattern at all. These in earlier times marked the burial places of important personages. Later, they were employed to mark sites of important events or boundaries between tribes and vil lages.

It is unclear whether the Druids actually performed rituals at these sites, but it is likely. Druids might easily have officiated the ceremonies held at these important sites, interpreting their information and calling upon their gods for assistance or guidance.

Without a significant written record, much about the Celts and who they were will never be known to us. How many epic struggles were there, how many significant events that were lost before the 4th century BC? Without their art, from which we can interpret much, and the fortuitous isolation of the Irish Celtic community, they might have been totally lost to history.

What we do know is intriguing. The Celts held sway over a tremendous area before the Roman Empire, taken by tribes of ferocious warriors. Their lifestyles, though varied by the great distances between them, revolved around a shared culture. The druids and bards took the burden of religion and literature, while the warrior chieftains kept their forces strong, and usually on campaign. Their semi-nomadic styles had gone unchanged over much of their history. They had artisans and craftsmen skilled in both woodwork and metalwork, and artists borrowing from the traditions of other nomadic peoples. Though all but crushed under Roman domination, much of what the Celts were lives on today in the traditional Irish and Scottish cultures, as well as in our own.

**Magic Items**

**Standing Stones**

Celtic priests can create formations of *standing stones* in order to intensify their magic. The ceremonies during the creation of a ring of *standing stones* makes them highly magical places where mere lesser mortals fear to tread.

The creation of *standing stones* is a lengthy process that requires many priests. There must be at least 50 levels of priests or druids who worship at least four different Celtic gods. One of these priests must be at least a 10th level worshipper of Belenus in order to have the all important *enchant stones* spell. The site must have stones available and be at least five miles from any other existing *standing stones*. All of the priests must spend an entire month assembling the stones and attending ceremonies — the *enchant stones* spell must be cast at the end of each week and again at the end of construction. If the priests are interrupted in any way during that time, the enchantment fails and they must start again. During creation, the *standing stones* site must be dedicated to one sphere of spells forever (for instance, *standing stones* — divination). Once created, the magic of the standing stones is permanent.

The actual physical parameters of the *standing stones* are fairly loose. The exact size and number of the stones is unimportant for game purposes — they are arranged at creation to follow the seasons, stars, constellations, suns, moons, or whatever. It is only important that they be arranged in a series of circular patterns. Since they are generally between 10 and 30 meters across, standing stones are some of the largest magical items around.

Once created, ceremonies can take place at the site to cast spells within its assigned sphere. The total of priest levels involved in the ceremony can be used as a direct multiplier to any of the following: range, duration, or area of effect. As an example, if 50 priest levels are involved in a ceremony at *standing stones* to cast an *animate object* spell, they could either multiply the range by 50 (to 1500 yards), the duration by 50 (to 50 rounds/level), or the area of effect by 50 (50 cubic feet/level). One of the priests must actually cast the spell to be amplified by the *standing stones*, and his is the base from which all other information is extrapolated.

**Torc of the Gods**

The torc of the gods was created by Goibhniu himself and is only bestowed upon the most brave warriors of the tribes. The torc allows the wearer to *shape change* or *polymorph others* at will, for any duration desired. The torc is forged of rare metals and has a gem set into the front.

**New Spells**

**Enchant Stones** (Enchantment)

Sphere: Elemental
Range: Touch
Components: V, S, M
Duration: Permanent

Casting Time: 1 week
Area of Effect: Special
Saving Throw: None.

This highly specialized spell is only available to priests who worship Belenus and who have attained 10th level. It is bestowed upon them by their god who will allow them to use it to create an area of *standing stones* once per year. The spell takes an entire week to prepare and cast. Any interruption will negate its effects and force the priest to start over. If a year passes and a priest with this spell fails to create a set *standing stones*, this (and all of the priest's other spells) is taken back by the disappointed Belenus, never to be bestowed again.

The material component for this spell is small stone quarried from the same place as the stones for a *standing stones* site. They must already be placed in position.

**Frenzy of the Celts** (Enchantment/Charm)

Sphere: Combat
Range: 30 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 6
Area of Effect: Special
Saving Throw: None.

This 3rd level priest spell allows the Celtic priests to drive their armies into a battle frenzy before combat. The spell affects 20 hit dice of creatures per casting (usually ten 2nd level Celtic warriors). For its duration, the *frenzy of the Celts* spell allows those affected to never check morale, gives them a +1 to all saving throws and attack rolls, and allows them to move 50% more than their normal distance without penalty. The spell also forces those affected to immediately charge the closest enemy forces and engage them in combat, whether this is a wise tactical decision or not. Warriors under a *frenzy of the Celts* spell do not require leadership, but those who come out of the spell without a leader in sight will rout back to their own lines or some other point of safety.

The material component for this spell is a tiny chariot wheel and a spark created with flint and steel.

## Heroes

### The Wild Hunt

Despite its evil connotations, the Wild Hunt is a manifestation of good life force on the Prime Material Plane. It appears in Celtic lands whenever there is a great force of evil in the area. The source of the evil could be many different things, from an evil wizard or priest moving through the area to an invading evil army. Wherever the druids are and wherever they have built *standing stones* that the Wild Hunt can use as beacons, the pack and its master are forever on guard against encroaching evil. The Wild Hunt appears in the world of men as a huge pack of magical dogs led by a great man. The man has dark skin and can either be on foot or at the reins of a two-horse chariot. He carries an enormous spear and wears a metal and leather helmet with antlers. The dogs of the pack are huge beasts that can, at one instant appear as normal (albeit huge) canines and then transform into ferocious, magical animals with green flame coming from their mouth and eyes. When the Wild Hunt approaches, the weather turns for the worse — the winds howl and thunder booms from the heavens. The Wild Hunt fights evil with evil's weapons, namely fear and ferocity.

Celts or other good beings who encounter the Hunt on the move may be swept up by it. All Celts or characters of good alignment who see the Hunt must make a save versus spells or become part of the Wild Hunt and its mission, accepting the Master as their leader. Persons so caught up might have to act against their own alignment at the behest of the Master, fighting against those they might otherwise ignore, etc. As it tears across the countryside, the pack will raise a terrifying ruckus, attracting followers and warning evil of its approach.

On any given night there will be only one Wild Hunt, provided there is sufficient evil to warrant it. Once the pack has caught up with the source of evil, it will attack. The pack and the master will fight to the death against the evil. If they are slain, they will appear fresh for a new hunt the following night. If they do not destroy the evil they pursue, the Wild Hunt will return until their prey is driven from Celtic lands or slain.

The Wild Hunt has been known to fight against demigods and heroes who have manifested evil among the Celts. Sometimes destroyed themselves, they have always returned to renew the battle. The forces that seek out evil to destroy it are eternal, and the Wild Hunt can never be completely annihilated.

**The Master of the Hunt**

The Master appears as a dark skinned man wearing an antlered black helmet.

**Role-playing Notes:** The master does not speak or communicate with anyone. He merely leads his pack of hounds and other followers toward sources of evil and attacks. His tactics are generally limited to an immediate frontal assault since he cannot die, his need for cunning is limited.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 17 | Wis 17 | Cha 9 |
| MV 18 | SZ 6' | MR 25% |
| AC 0 | HD 20 | HP 200 |
| #AT 3 | THAC0 1 | Dmg 1d6 +3 (spear) +6 |

**Special Att/Def:** The Master of the Hunt generally does not engage in combat until most of his pack of hounds have been slain. He will then attack with his *spear +3*. The Master can also ride his chariot over victims, doing 3d10 points of damage to any who fall beneath its wheels.

**The Pack of the Wild Hunt**

The individual hounds of the Wild Hunt are beasts. There are 20 dogs in the pack.

| | | |
|---|---|---|
| AC 2 | HD 5 | SZ 3' |
| MR 15% | THAC0 14 | HP 30 |
| MV 21 | #AT 1 | Dmg 2d4 |

**Special Att/Def:** The pack can cause *fear* in any mortal being that it is pursuing. Each hound has the equivalent protection from evil spell upon it at all times. The pack also can swarm its enemies without regard to the actual space available, so all 20 dogs can attack an enemy each round. Finally, once per turn each dog can use its green flame tongue to add an additional 5 points of damage to any attack that hits.

**Lugh (intermediate god)**

Lugh can best be described as the god of excellence, reputed to be not only the inventor and patron of the arts, but also an expert in such diverse fields as sorcery, history, craftsmanship of all sorts, story telling, and heroism. Lugh, whose name means "The Shining One" is the most widely worshipped of the pantheon, with numerous monuments throughout Celtic regions where followers prayed to him for guidance in any of his many areas of expertise. Known to be a late comer to the pantheon, Lugh is often found in the company of Rosmerta, a goddess of wealth and material possessions. He can control endeavors in the arts and crafts with which he is familiar, and he can control or influence all forms of travel and commerce. He can also turn day to night or vice versa at will. Beyond these pursuits, however, Lugh is a formidable warrior, armed with a great spear and a sling.

**Role-playing Notes:** A wanderer of the lands of his worshippers, consorting with the various goddesses of the lands that he meets, Lugh is a self-confident god, eager to keep his hand in mundane affairs. He keeps an eye out for fair play in human matters, stepping in with his avatar to affect the outcome of endeavors within his own expertise.

**Statistics:** AL cn; WAL any neutral; AoC arts, crafts, travel, commerce, war, horsemanship; SY eight-pointed star.

**Lugh's Avatar** (warrior 15, wizard 12)

Lugh's avatar is a young, beardless warrior with spear, sling, and purse. He will have with him a cock, goat, or a tortoise. He may also appear with a beard, or as a shoemaker and can call upon any school of magic for his spells.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 17 |
| Int 18 | Wis 18 | Cha 15 |
| MV 18 | SZ 6' | MR 50% |
| AC 0 | HD 20 | HP 190 |
| #AT 2 | THAC0 3 | Dmg 1d4 (sling) +6 |

**Special Att/Def:** In a desperate situation, Lugh's avatar may increase his sling's number of attacks to 5 per round and automatically hit with each one. He may do this for one round in any given encounter.

**Duties of the Priesthood**

Priests of Lugh must be highly skilled in the arts, and they must be well-traveled. They must also erect mounds to or hold their ceremonies atop low hills or other summits.

**Requirements:** AB standard; AL any neutral; WP sling, mace; AR a; SP all, animal astral, charm, combat, creation, divination, guardian, healing, protection, summoning, sun, weather; PW 1) *create darkness or light* in a 100' radius once per day; 3) travel at thrice normal speed for 4 hours per day; 9) *enchant an item* once per week; TU nil.

**Oghma (intermediate god)**

Oghma, whose epithet, Grianainech, means "of the sun-like countenance," is the god of eloquence and language. His speeches and words carry great weight with his listeners, and he is often depicted as having gold chains between his tongue and the ears of his listeners; Celts have great respect for the powers of persuasive speech that Oghma personifies. He has the power to communicate his ideas accurately and quickly, swaying any number who hear him to his cause. Oghma invented the beautiful Oghma script which can be easily carved into stone or wood, especially at places devoted to his worship. Oghma is also known to be a champion, both as a warrior and as a patron of ideas.

**Role-playing Notes:** Oghma enjoys visiting and speaking to his flock in the form of his avatar. He strengthens their collective resolve to worship him, and teaches his priests the arts of his lettering and persuasiveness. Oghma seeks justice and will occasionally go out of his way to see that it is done. He will champion small causes at times, even those that affect but one village with only a few worshippers, if an injustice is brought to his attention.

**Statistics:** AL ng; WAL any good; AoC speech, writing; SY Celtic chalice.

**Oghma's Avatar** (bard 12, warrior 10)

Oghma's avatar is an old man, his grey hair is all but gone and he has dark, wrinkled skin. He carries a bow and club, and wears a lion's skin. His spells can come from any school of magic.

| | | |
|---|---|---|
| Str 18/50 | Dex 17 | Con 17 |
| Int 18 | Wis 18 | Cha 17 |
| MV 12 | SZ 6' | MR 30% |
| AC 2 | HD 15 | HP 110 |
| #AT 1 | THAC0 5 | Dmg 1d6 (club) +3 |

**Special Att/Def:** Oghma's avatar can charm anyone who can hear him. Victims must save versus spells or be charmed, and Oghma's avatar may continue to speak every round until silenced, subdued, or killed.

**Duties of the Priesthood**

Priests of Oghma are expected to hold their congregations in line with the persuasive powers of their order. Oghma does not tolerate losing worshippers to other gods in the pantheon, and deals out strict punishment to those priests who let their flocks wander.

**Requirements:** AB standard; AL any good; WP club, bow; AR a; SP all; animal; charm; combat; creation; divination; elemental; guardian; healing; plant; protection; summoning; sun; PW 1) *friends* once per day; 3) *charm person* once per day; 8) *mass charm* once per day; TU nil.

**Goibhniu (intermediate god)**

The smith held a special fascination for the Celtic peoples. Smiths were thought to have magical powers of charm and healing, bestowed upon them by the god of the smiths, Goibhniu. Goibhniu is actually one of a triad of gods; Luchta the wright and Creidhne the worker in metal are also important craftsmen gods. Together they fashioned weapons for Lugh at the battle of Magh Tuiredh, each doing his part to create sound, sure weapons. Reputedly, weapons forged by the great Goibhniu will never miss their mark, and those stuck by them will certainly be slain. In the great Feast of Goibhniu, the god serves a variety of foods and drinks which can soothe, heal, and even make immortal their consumers.

**Role-playing Notes:** Though his size and appearance may at first be threatening, Goibhniu is a generally warm and friendly fellow. He is especially fond of sharing stories of battle and fine armaments. He often makes food and drinks for those he befriends, sharing with them a small feast — the wines and dishes of which will be of a magical nature and will both prolong life and heal damage. However, when made angry, Goibhniu sends forth his avatar and will show no pity, slaying mortals who have crossed him without so much as a second thought.

**Statistics:** AL ng; WAL any neutral; AoC manufacture of weapons and armor, healing; SY anvil.

**Goibhniu's Avatar** (fighter 18, priest 15)

Goibhniu's avatar is a brawny smith, muscled and blackened by hard work at the forge.

| | | |
|---|---|---|
| Str 18/00 | Dex 15 | Con 18 |
| Int 15 | Wis 15 | Cha 10 |
| MV 12 | SZ 6'5" | MR 30% |

| | | |
|---|---|---|
| AC 0 | HD 18 | HP 180 |
| #AT 5/2 | THAC0 3 | Dmg 1d4 +6 (warhammer) +6 |

**Special Att/Def:** Despite his THAC0 of 3, Goibhniu's avatar never misses his targets. He uses either his *warhammer +5* or his *spear +5*, depending on the situation. Once per turn, he may automatically slay any living creature that he hits with either of these weapons, no saving throw allowed.

**Duties of the Priesthood**

Priests of Goibhniu are expected to watch over and protect both smiths and warriors alike. They are required to take the blacksmith non-weapon proficiency and can serve as court armorers or smiths. They are also expected to oversee the feeding and healing of the faithful, especially warriors wounded in battle.

**Requirements:** AB standard, but Str of at least 15; AL any neutral; WP any metal; AR a; SP all, astral, charm, combat, creation, elemental, guardian, healing, protection, sun, weather; PW 1) *heroes' feast* once per week; 10) craft weapons, shields, or suits of armor with a +2 enchantment (requires one month each); TU nil.

**Daghdha (greater god)**

Daghdha enjoys a position of leadership among the loose confederation of Celtic gods, a god of druids. His powers widely varied, but he is credited with control over the weather and crops. His great cauldron is a bottomless receptacle with food and drink and the abundance of the Celtic other-world from which he comes — there is virtually nothing he cannot pull from his cauldron. Daghdha is the custodian the gods and all Celtic people, using his charms and powers to protect and aid them whenever he can. As a warrior he is a great leader and scout, as a father figure he is both stern and fun-loving; Daghdha enjoys being a comical figure of great power.

**Role-playing Notes:** Daghdha is a happy go lucky sort who is only interested in the general welfare of his Celtic worshippers. He will often send his avatar to appear at the scene of an impending battle and use his charms to sway crucial male figures on the other side. He also sends him during times of pestilence or crop failure to set things right. He will tempt to resort to comic trickery to get his own way.

**Statistics:** AL cg; WAL any good; AoC crops, weather; Celtic shield.

**Daghdha's Avatar (fighter 15, hard 10)**

Daghdha's avatar appears as a tall man who is dressed comically, with a very short tunic and uncouth behavior.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 17 |
| Int 18 | Wis 18 | Cha 15 |
| MV 15 | SZ 6' | MR 80% |
| AC 2 | HD 15 | HP 150 |
| #AT 5/2 | THAC0 6 | Dmg 1d6 (club) +10 |

**Special Att/Def:** Daghdha's avatar wields a club a highly magical nature. If he so chooses, any blow from its heavy end will automatically slay a living being (no save throw). However, if he turns the club and touches a dead being, it will regain life (as *raise dead* spell). Also, Daghdha's avatar has the ability to *charm* any woman, mortal or otherwise, and bend her to his will.

**Duties of the Priesthood**

Priests of Daghdha must be druids. They are expected to dress in an unorthodox manner in order to draw attention to themselves. Daghdha's druids are chiefly responsible for the creation of great *standing stones* with which they can keep track of the seasons and through which they can exercise their magical powers. His druids generally keep to themselves, gathering only to perform important ceremonies.

**Requirements:** AB as druid; AL as druid; WP as druid AR as druid; SP as druid; PW as druid, but also 1) can accurately predict weather one full week in advance; 8) *heroes' feast* once per day; TU nil.

**Manannan mac Lir (intermediate god)**

The Celtic god of the sea is a knowledgeable custodian of the oceans. Manannan mac Lir rides over the waves on his chariot, pulled by various creatures of the sea, admiring its beauty and governing its bountiful operation. To Manannan mac Lir, the oceans are a vast plain, the various fishes either cattle or sheep — in his other-world reality, he lives upon the "land" while others must use boats to visit it. He generally wears armor made of metal and sea shells and carries a giant sword, riding his chariot upon the waves.

**Role-playing Notes:** Manannan mac Lir's sends his avatars to roam the oceans on their chariots. He has great respect for those mortals who can master the seas, but has no pity for those who fail and drown within them.

**Statistics:** AL in; WAL any neutral; AoC oceans and the creatures in them; SY a fish.

**Manannan mac Lir's Avatar (fighter 17)**

Manannan mac Lir's avatar is a gigantic man in shell armor.

| | | |
|---|---|---|
| Str 25 | Dex 20 | Con 25 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15, Sw 21 | SZ 7' | MR 40% |
| AC 0 | HD 17 | HP 170 |
| #AT 5/2 | THAC0 4 | Dmg 1d8 (bastard sword) +14 |

**Special Att/Def:** Manannan mac Lir's avatar wields a sword called *Retaliator*, that will automatically slay his worst enemies, the fire giants, when he hits them with it (no saving throw). He can also call upon up to 100 HD worth of undersea creatures to fight with him. The creatures must be able to get to the scene of the battle under their own power, but once there will follow his commands to the letter.

**Duties of the Priesthood**

Priests of Manannan mac Lir can be either druids (as per the Player's Handbook) or priests (as described below). They are required to base themselves in coastal villages or regions, but can travel inland on business that might affect the seas. Manannan mac Lir's priests are encouraged to protect the sea and its creatures.

**Requirements:** AB standard; AL any good; WP mace or trident; AR a; SP all, animal, astral, combat, divination, elemental, guardian, healing, plant, summoning, weather; PW 1) *create salt water* (as the *create water* spell); 5) *breathe water* 1 hour per level per day; TU nil.

**Arawn (intermediate god)**

As god of death and the underworld, Arawn rarely has reason to venture into the world of the living. His home is an island so far out at sea that no one, not even Manannan mac Lir, can find it while living, for only the dead can travel there. In fact, Arawn generally only sends an avatar to the world of the living after someone has been resurrected that Arawn would rather keep. Many other Celtic gods will endorse resurrections, but none can guarantee that Arawn will leave the matter at that. Arawn has absolute power over life and death among the Celts.

**Role-playing Notes:** On resurrecting any individual, there is a 2% chance per level of that individual that Arawn will intervene. He will either send his avatar to reclaim the body or (25% chance) he will attempt to bargain. He will offer some other similar character from the legions of the dead provided he can keep the original character. Refusal of his offer will be met with force.

**Statistics:** AL ne; WAL any evil; AoC life and death; SY warrior's skull.

**Arawn's Avatar (priest 18, wizard 12)**

Arawn's avatar appears as a normal man in black robes. His features are very dark and deep set.

| | | |
|---|---|---|
| Str 17 | Dex 15 | Con 18 |
| Int 15 | Wis 18 | Cha 12 |
| MV 12 | SZ 6' | MR 50% |
| AC 0 | HD 18 | HP 144 |
| #AT 1 | THAC0 10 | Dmg 1d6 (club) +1 |

**Special Att/Def**: Arawn's avatar has 50% magical resistance normally, but this is increased to 100 % for any magical or clerical spells that would otherwise inflict damage on his avatar's body. Anyone hitting Arawn's avatar with a magical weapon must instantly save versus spells or die.

**Duties of the Priesthood**

Priests of Arawn officiate at one and only one religious function — burial. Celtic burials involve simple graves for most, complex graves including chariot and trophies for warriors and chieftains. Priests of Arawn do not officiate at sacrifices to other gods, but are generally on hand for ceremonies of their own immediately following such events.

**Requirements:** AB standard; AL any evil; AR a; WP club or scythe; SP all, astral, creation, divination, guardian, necromantic, summoning; PW 1) *speak with dead*; 10) *animate dead* once per hour; TU command.

**Morrigan (intermediate god)**

Morrigan is the Celtic goddess of war. She is a fearsome warrior, causing great fear in her opponents, driving home her own battles with a spear in either hand. She is terribly ugly, laughs a maniacal laugh, and has dreadful manners. She expects all Celts and especially her followers to fight constantly, encouraging petty wars where there otherwise would be none. She can *shape change* to fool her opponents, and often calls upon four minor goddesses of war to fight by her side. At one time, Morrigan tried to seduce the hero Cu Chulainn, but on failure she turned against him and nearly killed him.

**Role-playing Notes:** Morrigan is bent on warfare every turn. She will readily pick fights, preferring to get mortals to fight each other by whatever means. She will use many forms to trick otherwise peaceful parties into

conflict. Morrigan often observes battles and will not tolerate fear among her followers — she will strike dead any follower that turns and flees from a battle she is watching.

**Statistics:** AL ce; WAL any evil; AoC battle and war; Celtic sword hilt.

**Morrigan's Avatar (fighter 20)**

Morrigan's avatar can appear in many forms, most commonly a hag, but sometimes as a crow or beautiful young woman.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 18 |
| Int 15 | Wis 12 | Cha 5 |
| MV 15+ | SZ 6' | MR 80% |
| AC -2 | HD 20 | HP 200 |
| #AT 5/2 | THAC0 1 | Dmg 1d6 (spear) +4 |

**Special Att/Def:** Morrigan's avatar can cause *fear* every round she is in combat in every enemy she can see. In a chase she can adjust her speed to any amount to keep doggedly pursuing a victim until it runs out of energy. Morrigan can become *invisible* at will and fight freely while in a state.

**Duties of the Priesthood**

Priests of Morrigan have to band into battle groups or attach themselves to groups of warriors at all times. It is rare that Morrigan will allow one of her clerics to travel independently, unless they are in search of greater, more intense combat situations. Morrigan's priests have no power to heal, since it is her will that those who fall in battle should die.

**Requirements**: AB standard; AL any evil; WP any; a; SP all, astral, combat, elemental, guardian, protect PW 1) Morrigan will *heal* 5 hit points per level over night for her priests who have killed anything the day before; TU turn.

**Diancecht (intermediate god)**

As the Celtic god of healing, Diancecht cares for the sick and wounded without regard to their worship. He is so insanely jealous of his abilities that he slew his own son who might have become a better healer than his father. Diancecht has healed the other gods, as well, fashioning at one time a silver arm to replace one lost, and using a cat's eye to replace a lost eye. He has a magical bath that can instantly and completely heal any mortal or god. Diancecht often uses his powers to enforce his notion that any wound is the responsibility of the inflictor to heal, or at least pay for. In combat, Diancecht will heal himself, friends, and enemies alike, for he is unable to control his penchant for medicine.

**Role-playing Notes:** Diancecht is obsessed with healing, both among the gods and among mortals. His avatar is forever wandering the world of men searching for those who need his skills. Whenever confronted, Diancecht will seldom involve himself in a situation that does not require him to heal.

**Statistics:** AL lg; WAL any good; AoC medicine and healing; SY a leaf.

**Diancecht's Avatar (priest 18, fighter 12)**

Diancecht's avatar appears as a young man in simple clothing, bearing a bag filled with herbs and medicines.

| | | |
|---|---|---|
| Str 18 | Dex 15 | Con 12 |
| Int 18 | Wis 18 | Cha 17 |
| MV 12 | SZ 6' | MR 25% |
| AC 4 | HD 18 | HP 144 |
| #AT 1 | THAC0 10 | Dmg 1d4 (dagger) +4 |

**Special Att/Def:** Diancecht's avatar never gets involved in large battles. When in combat, he is immune to any hit that does less than one-fourth of his basic hit points (36) in a single strike — other blows simply deflect off of him. At will, he can heal any individual he can see.

**Duties of the Priesthood**

Priests of Diancecht may be either clerics or druids. Like their deity, they are sworn to seek out those who need to be healed and perform their work. However, living in the imperfect world, his priests cannot pick and choose patients, so often follow marauders or other war bands to exercise their talents.

**Requirements:** AB standard; AL any good; WP mace; AR a; SP all, animal, creation, divination, healing, plant, protection; PW 1) all spells from the healing sphere are cast as if they were 1 level lower than normal. For example, *cure serious wounds* becomes a 3rd level spell and *cure critical wounds* becomes a 4th level spell; TU nil.

**Math Mathonwy (intermediate god)**

Math Mathonwy is the Celtic god of sorcery. He carries a mighty magical staff and wears a torc given to him by the other gods. As master of his household, Math insists that his feet rest in the lap of a maiden whenever possible. He does not tolerate mistreatment of his maiden foot warmers, nor does he abide treachery on their part, and has vented his wrath upon many who have violated his trust. He saves his magic mainly for his own purposes, keeping his family in check, and seldom casts spells for the good of his followers or priests.

**Role-playing Notes:** Math Mathonwy seldom sends his avatar into the world of men without some mission. It is rare that his avatar will become embroiled in the affairs of humans unless there is some magical experimentation involved. Math Mathonwy is always in search of new magics and humans knowing this can trick his avatar into action, but they might suffer his wrath at a later time.

**Statistics:** AL ne; WAL any neutral; AoC magic; SY the staff.

**Math Mathonwy's Avatar (wizard 20)**

Math Mathonwy's avatar appears as an elderly man in heavy tunic and robes.

| | | |
|---|---|---|
| Str 12 | Dex 15 | Con 15 |
| Int 18 | Wis 17 | Cha 12 |
| MV 15 | SZ 6' | MR 40% |
| AC 4 | HD 20 | HP 80 |
| #AT 1 | THAC0 14 | Dmg 1d4 (dagger) |

**Special Att/Def:** Math Mathonwy's avatar will avoid combat whenever possible. If cornered, he will use his magical staff to attack; when it hits, it turns his opponent into a pool of water, permanently (although a save versus wands is allowed to avoid this transformation). Math Mathonwy also uses his magical powers to *polymorph* his enemies into animals, often leaving them as such for years at a time as punishment for some wrong they did to him or his family.

**Duties of the Priesthood**

Priests of Math Mathonwy may be either clerics or druids. At higher levels, they also have many standard magical abilities which make them very powerful evokers of magical force. His priests often take part in group rituals to stir up magic involved in other ceremonies. However, all priests must perform an entire month of prayer in solitude every year — those who did not achieve enough experience to gain a level in that year must start over at first level after the month is through.

**Requirements:** AB standard, but Int must be 15; AL any neutral; WP dagger; AR g; SP all, animal, astral, charm, combat, creation, divination, elemental, guardian, healing, necromantic, plant, protection, summoning, sun, weather; PW 6) cast wizard spells as if they were five levels lower in experience; TU nil

**Belenus (intermediate god)**

Belenus is a god of the sun and of fire, a patron of the druids. He has the ability to control the heat and light from fires and from the sun, bringing them into focus to destroy or blocking them off to freeze when he wishes. In May, the Celts drive cattle through special Beltain fires while Belenus watches with favor and raises the overall quality of the livestock. Belenus encourages the construction of *standing stones* to measure the progress of his sun and sacred groves where his druids may meet and build great bonfires to him.

**Role-playing Notes:** Belenus sends his avatar to the world of men frequently to visit with chieftains and court the ladies of the Celts. He can look unfavorably upon a particular village and cause the sun to stand still or never come up for some period of time. With such powers, he can easily bring otherwise powerful chieftains in line with his thinking.

**Statistics:** AL ng; WAL any good; AoC sun, heat, light; SY solar disc and *standing stones*.

**Belenus' Avatar (fighter 15, bard 10)**

Belenus' avatar appears as a strong young man with curled black hair and a terrific shining torc around his neck.

| | | |
|---|---|---|
| Str 18 | Dex 17 | Con 15 |
| Int 15 | Wis 15 | Cha 18 |
| MV 15 | SZ 6' | MR 30% |
| AC 0 | HD 15 | HP 150 |
| #AT 5/2 | THAC0 6 | Dmg 1d8 (longsword) +2 |

**Special Att/Def:** Belenus' avatar can blind any living creature within sight by making his magical torc shine with the brightness of the sun. He can also focus that light for one round, inflicting 3d10 damage provided he hits his mark. His longsword can be made to flame once per turn, doing an additional 2d10 to creatures affected by fire.

**Duties of the Priesthood**

Priests of Belenus must be druids. At least once in their lives they are required to take part in the construction of a stone structure in honor of their god and his sun. This usually takes at least a year. Meetings with other druids must take place in designated groves around enormous fires. Wandering druids must tend to forest fires, taking care that they occur in sufficient quantity to renew portions of the woods, but not too frequently that they devastate it.

**Requirements:** AB as druid; AL as druid; WP as druid; AR as druid; SP as druid; PW 1) *continual light* on command; 10) *enchant stones* (as described earlier); TU turn.

**Brigantia (intermediate god)**

Brigantia is the Celtic goddess of the rivers and rural life. She was raised on the milk creature of the other-world, a white, red-eared cow. She is worshipped by the Celtic queen Cartimandua (women in positions of power are not at all uncommon among the Celts) and by the pastoral villages and towns. She is the protector of flocks of geese and herds of cattle, seeing they flourish to help feed her hungry worshippers. Her dominion over the rivers allows her to use their waters for therapeutic purposes. She often wears a crown and is depicted in Celtic art sitting atop a globe. She is also sometimes outfitted for war, wearing a breast plate and carrying a spear.

**Role-playing Notes:** Brigantia is of a relaxed, peaceful nature. She rejoices in the slower, quieter ways of the country folk, and never ventures into large towns or cities, Her tending of animals is compulsive, and she will often keep that task even when other pressing matters are brought to her attention.

**Statistics:** AL ng; WAL any neutral; AoC rivers and livestock; SY a footbridge.

**Brigantia's Avatar (priest 18)**

Brigantia's avatar appears as a beautiful young woman, (either tending animals or armed and dressed as the goddess herself).

| | | |
|---|---|---|
| Str 15 | Dex 15 | Con 12 |
| Int 18 | Wis 18 | Cha 19 |
| MV 15, Sw 21 | SZ 5' | MR 30% |
| AC 2 | HD 18 | HP 144 |
| #AT 1 | THAC0 10 | Dmg 1d6 (spear) |

**Special Att/Def:** When near a stream, Brigantia's avatar can call upon the waters of any river or stream to flood any area up to 20 feet beyond its banks, sweeping her enemies away. She can also call upon nearby herd animals to swarm an enemy, slowing it so that she might escape or distracting them so that she can attack.

**Duties of the Priesthood**

Priests of Brigantia are charged with spreading her bounty across the land, and so are often seen carrying two clay jars. The first contains water from a Brigantian river or stream which the priests can pour into other streams to cleanse them. The second jar contains dung from her pastoral lands which, when distributed, brings her blessings upon fields and villages. The priests can also apply their water and dung to heal the sick or injured.

**Requirements:** AB standard; AL neutral good; mace; AR a; SP all, animal, charm, creation, divination, mental, healing, plant, protection, weather; PW 1) heal 1 point of damage per level per day with water and dung; 5) *cure light wounds* once per day if at a stream blessed by Brigantia, 10) *animal growth* once per day; TU nil.

**Celtic Heroes**

**Cu Chulainn**

Cu Chulainn is the greatest hero of the Celts, a fine warrior who has dealt with mortals and immortals on their own terms. Originally named Sedanta, the young man is reputed to have traveled to the land of Emhain Mhacha and defeated (single-handedly) 150 other youths. When he approached the lands of the great smith Culann, he encountered and defeated the smith's huge guard dog with his bare hands. Enraged, Culann forced Sedanta to guard his lands in the dog's place, and thus Sedanta became known as Cu Chulainn, or "dog of Culann:

Cu Chulainn underwent a series of initiations into heroic stature. He was forced to fight many other heroes and creatures, put through exotic rituals throughout Celtic lands, and finally learned strategies and magical tactics that have rendered him all but invincible.

**Role-playing Notes:** Cu Chulainn is known throughout the lands of the Celts, by mortals and gods alike. He never travels in disguise, so cannot help but be noticed. Cu Chulainn has a particular hatred of giants and will seek them out to destroy them whenever possible. He travels the Celtic lands to stamp out injustice and has a reputation for appearing just in the nick of time.

(warrior 20)

| | | |
|---|---|---|
| Str 18/00 | Dex 17 | Con 18 |
| Int 17 | Wis 15 | Cha 17 |

| | | |
|---|---|---|
| AC -2 | MR 10% | MV 15 |
| HP 200 | AL cg | THAC0 1 |
| #AT 5/2 | Dmg 1d6 +4 (spear) +6 | |

**Special Att/Def:** Cu Chulainn's spear is called *Gae Bolg*, and is made from the bones of a sea dragon. He is the only mortal who can heft it, and while he has it in his hands he cannot be surprised. The weapon is a *spear +4*. In battle, Cu Chulainn glows with a brilliant light and those attempting to fight him cannot look directly at this brilliance and suffer a -4 penalty to their attack rolls. When fighting giants, Cu Chulainn gains an additional +4 to all attack and damage rolls against them.

# Chinese Mythology

Throughout antiquity, Ancient China was one of the most cultivated and powerful empires in the world. Its first semi-legendary dynasty was founded in 2,000 BC, well before ancient Greece rose to power. By 200 BC, the emperors of Ch'in dynasty controlled an area of 500,000 square miles. they had also completed one of the most impressive civil engineering projects ever undertaken, the Great Wall of China, which runs for more than 1,500 miles along the nation's northern frontier. By the 7th century AD, the Chinese had developed both paper and printing, crucial inventions which were not to reach the west until more than 700 years later. The list of technological advances made by the Chinese goes on and on, but includes the invention of the clock, development of gunpowder, and the spinning of silk.

Considering these impressive achievements and its physical location, it is no wonder that China thought of itself as "Middle Kingdom." To its inhabitants, the Middle Kingdom was the center of the world and a beacon of civilization in a shadowy world of barbarism. They believed that the people to the north of China were fierce nomads who lived herding sheep, horses, and camels. Those to the south, they considered headhunting savages who fed themselves by slithering about in rice paddies. The kingdoms to the west were jealous, hostile rivals, and to the east lay vast seas populated by the isolated island cultures.

The Middle Kingdom's great civilization developed in the vast plain of northern China. This plain was a dry prairie covered many yards deep with yellow dust that had been blowing out of Mongolia for thousands of years. Through the middle of this plain wound the Yellow River, a great sluggish river so choked with silt that it frequently overflowed its banks and flooded the farmlands along its length.

This dusty basin might seem an unlikely birthplace for one of the greatest cultures man has witnessed, but it was here that the first Chinese city-states arose, relying upon the waters of the Yellow River to irrigate their fields of millet and barley, and to water their herds of pigs, goats, and oxen. It was also here that Yu the Great, the founder of the legendary Hsia dynasty, established the first Chinese empire.

Although it remains unclear whether Yu the Great was an historical or legendary personage, it is clear that his reign was followed by a long series of vigorous dynasties.

**The Age of Philosophy**

From about the sixth to third centuries BC, the central power of the empire declined and the feudal city-states enjoyed a great deal of independence. Although this situation, eventually led to a prolonged civil war, it was also during this period that two of China's most prominent philosophies, Confucianism, and Taoism, were developed. Both were founded by sages who, as was the custom during this period, wandered from petty king to petty king offering their advice and wisdom. Although neither philosopher received much acclaim during their own times, both had an impact on China that is still evident today.

The heart of Confucianism, which was founded by K'ung Fu-tzu, is an ethical and moral system rooted in the venerated traditions of China's earliest ages. Basically, K'ung Fu-tzu taught that people, especially rulers, should be unselfish, courteous, respectful of the opinions of others, loyal to family and prince, humble, virtuous, and bold in the cause of right or good. Strictly speaking, Confucianism is not a religion, for it is not concerned with the supernatural or spiritual matters. It is more a philosophy that guides men in their everyday lives.

In many ways, Taoism is the opposite of Confucianism. Where Confucianism is concerned with the art of government and social morality, Taoism is concerned with otherworldly mysticism. Taoists believe in a oneness-of-being. To them, life is the same as death and all things are part of the same harmonious state of existence. The only way to achieve knowledge of this mystic state is to enter a trance and merge with the infinite. The Taoists believe that any order imposed on nature is destructive and bound to create unhappiness, so they are generally opposed to law and government.

Needless to say, this did not make Taoism popular with the ruling class, but it did not stop Taoism from becoming the most popular religion of the lower classes. It eventually became organized into a church, complete with a formal hierarchy, rites, festivals, and an escape to the Mystical Garden for the faithful.

Both Taoism and Confucianism were influenced by a concept from another school of philosophy, that of yin-yang. Basically, yin-yang is a dualist view of the cosmos which posits the existence of two opposing forces, yin (female, dark, weak) and yang (male, light, strength). It is through the interaction of these two forces that everything in the universe is created.

Sometime between around 100 AD, another important influence came to China from distant India: Buddhism. This new religion taught that suffering was indistinguishable from life. The only way to reach salvation was to extinguish all sense of self, which would lead to a state of illumination beyond both suffering and existence. Despite these foreign ideas, there were many surface similarities between Taoism and Buddhism, such as its emphasis on meditation as a means of enlightenment. Therefore, Buddhism found a ready reception in China, and it was not long before Buddhist schools peculiar to Chinese culture appeared and flourished.

Because of the influence of these three schools of thought, it is often said that China has three religions: Confucianism, Taoism, and Buddhism. This is not to say that a single individual practices all three religions. Rather, it means that there is room in China for followers of all three religions.

As the paragraphs above illustrate, the ancient Chinese were relatively broad-minded and open to new ideas. Imperial China was a land where new concepts received a frank appraisal and, if found deserving, an opportunity to flourish. For priests charged with spreading worship of their deity, it should be an interesting land in which to adventure.

**Chinese Social Order**

Early in Chinese history, the Emperor ruled the land through a network of noble lords not too terribly different from that of feudal Europe. But as the empire grew and became increasingly concentrated in huge cities (some had more than a million inhabitants), it became necessary to develop an efficient system to administer it. In response to these needs, China developed the world's first massive bureaucracy

Political power quickly passed from the hands of the nobility to the prefects and governors employed by the Imperial bureaucracy. These civil servants reported to the Emperor through an elaborate chain of command that ensured an efficient delegation of power and responsibility. In theory, any intelligent man could rise to a position of power in this system of government. Bureaucrats were chosen not through heredity or nepotism, but on the basis of scores earned on a rigorous civil service examination which tested the prospective employee's knowledge on a wide variety of subjects, especially Confucianism and religion. In reality, however, only the children of the well-to-do could afford to invest the time and money necessary to ensure an acceptable examination score.

Despite these flaws, the Chinese bureaucracy worked reasonably well. There were many problems with corruption and betrayal of the public trust, but the system could not have been too seriously flawed, or it would not have survived as long as it did. The last emperor ruled an area of over three million square miles and was not formally deposed until the 20th century.

In addition to China's efficient bureaucracy, there are many reasons for the longevity of its Imperial government. One of the most important, however, is certainly the Emperor's special relationship with the deities of his culture.

Chinese Emperors ruled by a Mandate from Heaven. In the earliest times, it was believed that the kings were direct descendants of a heavenly deity. As such, these "Sons of Heaven" were endowed with extraordinary spiritual power which enabled them to establish hereditary lines of sacred Emperors who ruled in the country's best interest. As the dynasties grew older, this precious spiritual power dissipated until the rulership was passed on to someone devoid of this sacred power. At that time, heaven would bestow its mandate on another hero, who would displace the current Emperor and found a new dynasty.

One of the most important duties of a Son of Heaven was to act as an intermediary between heaven and the entire world, known as "Under Heaven." The Chinese believed that everything in nature was endowed with a supernatural spiritual force. In the earliest times, it was the king's duty to use his spiritual power to ensure that these spirits provided for mankind's needs. Natural disasters, such as drought, flood, famine, etc., were seen as a sign that the emperor had lost his mandate to rule.

The Chinese also practiced ancestor worship. They believed that when a person died, his spirit lived on in the upper regions and influenced the fate of his descendants Under Heaven. To invoke the blessings of these ancestors, and to sustain them so they would not become evil spirits, every citizen from the lowest to highest offered his ancestors food and wine.

In return, the ancestors were expected to provide and look out after the welfare of his descendants. The earliest kings had questions written down on pieces of polished bones (later called "dragon bones"). These bones, which contained questions about nearly every aspect of ruling a society, were held over a fire until they cracked. The answer to the question was divined from the pattern of the cracks.

These primitive beliefs did not fade away as Chinese society advanced and as the pantheon grew more complicated. Instead, the old beliefs and the new became parallel religions that complemented each other. The duty of appeasing the nature spirits passed into peasant hands, while the duty of worshipping the new, more powerful gods (and his own divine ancestors) became the province of the Emperor.

The pantheon of these new gods was similar to the organization of the empire. At the head of the bureaucratic order was Yu-Huang-Shang-Ti, the supreme emperor of Heaven and Under Heaven. He ruled from a splendid palace, and had a full set of courtiers, family, army, and civil servants at his disposal. These subordinates were charged with certain duties and responsibilities, and had to report to Shang-Ti once a year. If the supreme emperor was not pleased, as was a the case, they could be removed and replaced by another who would do a better job.

Although the deities of the Chinese pantheon inhabit many different planes, they may be found together at least once a year at Shang-ti's palace in the Seventh, or Illuminated, Heaven. Normally, only lawful good beings are admitted into this plane, but any Chinese deity may come and go here through Shang-ti's power.

**The Afterlife**

Like all Chinese mythology, the concept of the afterlife is mixture of Buddhist, Taoist, and Confucian thought. Basically, the ancient Chinese believed that after death, a person's soul goes to the first of ten supernatural law courts. Here, the judge investigates the person's deeds during his past life and passes judgment on what is to come.

Depending on the nature of their morality, the souls of the virtuous met one of three fates. They could be sent back the earth to be reincarnated immediately. In cases where the individual's morality was subject to question, he might be incarnated in an animal's body as a minor punishment. The souls of the very honorable might be sent to the K'un-lun Mountain, dwelling place of the Immortals, or to the Land of Extreme Felicity in the West. Both paradises were lands of eternal delight which only the most virtuous souls could hope to attain.

The souls judged to be wicked passed through nine more courts of law. In the first eight of these courts, the soul is judged for crimes against the jurisdiction of that particular court. For instance, in the second court, the individual might be found guilty of being a dishonest intermediary or an ignorant doctor. In the third, he might be judged a backbiter or forger, and in the fourth a miser, cheat, or blasphemer. As the individual receives his judgment, he is passed to one of two bells attached to each court, where he receives a punishment appropriate to the crime. For instance, a miser might be compelled to swallow molten gold, a liar might have his tongue cut out, a murderer might be cut into pieces, etc.

After receiving the appropriate punishment in each court, the soul reaches the house of Lady Meng, just inside the exit to this terrible after-world. Here, the Lady Meng serves them the Broth of Oblivion, which robs the souls of memory of their former lives and their ordeal in the afterlife. After drinking the broth, the souls pass through the exit and climb onto the Wheel of Transmigration and are cast back to earth to be reincarnated in a new body.

**Priests in China**

Ancient Chinese clerics were responsible for worshipping the entire pantheon of gods, and performed a wide variety of tasks related to the heavens as a whole. In the AD&D© game, however, priests often dedicate themselves to a particular deity. Their spells and powers are granted as favors from that deity in return for the cleric's service.

When running a campaign with the Chinese mythos as a backdrop, you can handle this difficulty in one of two ways: you can run clerics as basic priests who are granted their powers from the Celestial Bureau of Priestly Powers. In such a case, you should assign the Priest's spells to him in accordance with the needs of the Celestial Bureaucracy and without regard to the character's own wishes (reflecting the inflexible nature of bureaucratic administration). Under no circumstances will such priests receive granted powers or any other benefits normally reserved for priests using the specific mythos option.

On the other hand, if you wish to use the wider range of options available in the specific mythos rules, you may do so. Simply allow the priest to dedicate himself especially to a particular deity. While he is still bound to show the normal reverence to all gods, he can earn the special favors available in the mythos rules by showing extraordinary dedication to a particular deity.

**New Spells**

**Ancestral Blessing** (Necromancy)
2nd Level Priest

Sphere: Necromancy
Range: Touch
Components: V, S, M
Duration: 1 question or 1 day per level of caster
Casting Time: 1 round
Area of Effect: 1 person or house
Saving Throw: none

This spell can be used by a character of any class who is at least 3rd level or higher and the head of his or her household.

The caster of this spell calls upon the spirits of his ancestors for advice or protection. Providing the caster maintains an altar to his ancestors in his home and sacrifices food to them each day, the spirit of one of the individual's ancestors will answer the summons.

The ancestor spirit will either answer one question (with 75% accuracy), or bestow a blessing on one character of the caster's choice. This blessing takes the form of a +1 modifier to the character's saving throws that lasts for the duration of the spell.

Alternatively, the caster can ask the spirit to guard his home. In this case, the spirit acts as an infallible alarm against all non-magical intrusions for the duration of the spell. The spirit will not protect the home, it will simply alert the caster to an intrusion (no matter where he happens to be at the moment).

The material components of this spell are a dozen grains of any cereal or grain and a thimble filled with wine.

**New Magic items**

**Canon of Changes**

This book allows the reader to draw on the mystic Oneness of the universe to change the nature of matter to fulfill his own desires. Essentially, he can convert any non-living object weighing up to 500 gp into any other, non- living, non-magical object of similar mass.

If used in conjunction with the *analects of magic* (see below), this conversion can be done with up to 5,000 gp of mass. In addition, the object may be converted into a magical weapon, armor, or shield with a bonus of up to +5, with one power based on any wizard or priest spell of up to fifth level. Alternatively, the object could be converted into any monster of up to 10 HD.

Only a being of at least 18 Constitution and 18 Wisdom can read this book. Even for beings powerful enough to employ the tome, it requires 72 hours of constant reading before he can execute the change, and he forgets everything he has learned from the book after the transformation is completed. A being may read the book as many times as he wishes, but he loses one point of Constitution each time he uses the knowledge gained from it.

Any being who attempts to use this book while lacking the proper Constitution or Wisdom permanently loses 1d6 points of Constitution. This book may not be used to alter living beings, attribute scores, or to create magic items except as described above.

**Analects of Magic**

This book allows a wizard (or wu-jen, if you are using the *Oriental Adventures* supplement) to memorize any spell, no matter what his level. Reading the *analects of magic* requires 72 hours of uninterrupted study, and after using the ability gained from it, the reader forgets everything he read. Only 1 wizard (or wu-jen) of 18 Constitution and 18 Intelligence may read this tome and they must lose one point of Constitution when they do so.

Any being who attempts to use this book while lacking the proper Constitution or Intelligence loses 1d6 points of Constitution .

When used in conjunction with the *canon of changes* (see above) this book has other special powers.

**Jade Scepter of Defending**

This huge scepter is made of white jade and constantly glows as if a *continual light* spell had been placed on it. It can be used like a *mace +3* which inflicts 1d6 points of damage (plus its magic bonus). It never needs to make a saving throw against any destructive force short of that delivered by a god. The scepter's most useful property, however, is that it will: prevent any non-magical weapon from striking the holder for as long as he concentrates on not being hit. The holder may do nothing else while concentrating on his defense, and the jade scepter will not defend the holder from any attack inflicted by magic or magic weapons.

A Charisma of at least 18 is required to wield the jade scepter. Any being with a Charisma below 18 who tries to lift the scepter loses a point of Constitution.

**Dancing Sword of Bronze**

At first glance, this ancient weapon appears to be a tarnished sword of bronze. If wielded by a being with a Strength of at least 18, however, its true nature becomes apparent. It no longer looks corroded, and performs as a *sword of dancing +1* as described in the Dungeon Master's Guide. In addition, when held by its owner, the *dancing sword of bronze* also has the ability to shoot a 30 hit point *lightning bolt* once per round. If its owner is ever killed, or moves more than thirty feet away from it, the sword vanishes, only to reappear in its corroded form years later in some farmer's field.

In the hand of any being with a Strength of less than 18, the sword appears to be nothing more than a corroded, weapon of bronze.

**Shang-ti (greater god)**

Shang-ti, also known as Yu-Huang-Shang-Ti, is the Supreme Ruler of the universe. He is the giver of life, the vitalizing power of the earth, the bestower of the Mandate of Heaven, the supreme judge, forgiver, savior of mankind, and the personification of heaven itself. As the head of the Celestial Bureaucracy, all other deities rule through his grace and authority. His word is law among all gods and goddesses, and he is the final arbitrator in any dispute among them. In his true form, Shang-ti is an ethereal, aged man with a bald head and a long white beard.

**Role-playing Notes:** Shang-ti runs the Celestial Bureaucracy with the welfare of the Chinese Empire at heart. He never gets angry, but will replace any subordinate god who fails to perform his duty correctly. In cases of corruption, Shang-ti has returned even the most powerful gods to mortal form and sent them to the After-world to be punished for their misdeeds.

Omens come from Shang-ti only when the Emperor has lost his Mandate from Heaven. In such times, the Empire is besieged by natural disasters such as plagues, floods, and earthquakes.

**Statistics:** AL lg; WAL any lawful; AoC creation, social order; SY jade dragon.

**Shang-ti's Avatar (fighter 16, priest 18)**

In his avatar form, Shang-ti appears as a wizened old man. The avatar has access to spells in any sphere.

| | | |
|---|---|---|
| Str 18/95 | Dex 18 | Con 18 |
| Int 19 | Wis 19 | Cha 17 |
| MV 18 | SZ 6' | MR 50% |
| AC -4 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d8 +2/1d8 + 2 (staff) +5 |

**Special Att/Def:** Shang-ti's avatar carries a staff of thunder and lightning as described in the Dungeon Master's Guide. All missile attacks directed at him through the air turn around and strike the sender.

**Duties of the Priesthood**

Only the Emperor may worship Shang-ti, although lower nobility and peasants are allowed to make offerings to him once a year. The Emperor's sole duty consists of administering the earthly bureaucracy as efficiently as possible and with the welfare of the Chinese Empire at heart.

**Requirements:** AB standard, but at least 17 Intelligence; AL any lawful; WP any; AR e; SP any; PW 5) Charisma of 19 and innate ability to detect lies; TU turn.

**Kuan-ti (intermediate god)**

Kuan-ti, also known as Huan-ti, is the god of fortune telling and war. Instead of making war, however, he tries to prevent it whenever possible. He is a great scholar and protector of the people, though he can be merciless and unforgiving in the pursuit of his duties. When war is unavoidable between two powers, it is his task to adjudicate the dispute and determine who is deserving of victory.

Occasionally, he enjoys using his intellectual prowess to predict the future, which accounts for his position as the god of fortune-telling. In his true form, he appears as a large muscular man with green armor and red skin.

**Role-playing Notes:** Although he is the god of war, Kuan-ti is not very warlike. Whenever possible, he prefers to see political differences settled by diplomatic rather than military means. When a war does erupt, he prefers to remain involved until he has determined which side is more valorous, for experience has taught him that warriors fighting for just causes tend to be more brave than those fighting on behalf of evil.

**Statistics:** AL ng; WAL any good; AoC war, fortune telling, protection; SY black-winged chariot.

**Kuan-ti's Avatar (fighter 18)**

Kuan-ti's avatar takes the form of a huge man with red and green armor.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 19 | Wis 19 | Cha 16 |
| MV 18 | SZ 7' | MR 35% |
| AC -4 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d10 +3/1d10 +3 (sword) +8 |

**Special Att/Def:** Kuan-ti's avatar wears special magical armor that helps defend him against magical attacks. All such attacks must make attack rolls (as if they were missile weapons for ranged spells and as melee weapons for touch spells). He fights with a magic *two-handed sword +3*.

**Duties of the Priesthood**

Clerics devoted to Kuan-ti must be competent fighters, but cannot be quarrelsome or pugnacious. They must always be ready to defend the weak or the empire, but can never lift their weapons for personal gain.

All priests of Kuan-ti are multi-classed fighter/priests and must meet the standard requirements for both classes. The normal prohibition against human characters being multi-classed is waived in the case of Kuan-ti's followers.

**Requirements:** AB standard, but must also be (see above); AL any good; WP any; AR a; SP all, guardian, healing, protection; PW none; TU nil.

**Yen-Wang-Yeh (intermediate god)**

Yen-Wang-Yeh is the god of the dead, chief judge of the Ten Law Courts of the After-world, and king of the Eighteen Hells. When a dead man's soul reaches the first court of the after-world, Yen-Wang-Yeh determines whether the man should be rewarded, passed directly to the Wheel of Transmigration (reincarnation), or passed onto the lower courts for punishment. In his true form, Yen-Wang-Yeh resembles a yellow-robed warrior with ebony skin.

**Role-playing Notes:** Yen-Wang-Yeh is a dedicated and humorless servant of the Celestial Bureaucracy. His primary concern is making sure that the spirits of the dead are processed quickly and efficiently.

Yen-Wang-Yeh must personally approve any *raise dead*, *resurrection*, or *reincarnation* spell cast by any worshipper of any god in the Chinese pantheon. Any time such a person casts one of these spells, there is a flat 25% chance he will cancel it. Yen-Wang-Yeh is not well-known for sending omens or portents.

**Statistics:** AL ln; WAL any lawful; AoC death; SY helm wrapped with ribbons.

**Yen-Wang-Yeh's Avatar (ranger 17)**

Yen-Wang-Yeh's avatar is a black-robed man with ebony skin. He can use the number and level of spells appropriate to a ranger of his level, selecting them from the animal and plant spheres.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 16 | Wis 17 | Cha 12 |
| MV 16 | SZ 6' | MR 30% |
| AC -1 | HD 17 | HP 136 |
| #AT 2 | THAC0 5 | Dmg 1d8/1d8 (sword) +6 |

**Special Att/Def:** Yen-Wang-Yeh's avatars can move silently (100% success), turn *invisible* at will, and track without error over any terrain up to seven days after his quarry has passed. Anyone touching the avatar's body must save versus paralyzation or remain motionless for 1d4 rounds.

**Duties of the Priesthood**

Priests devoted to Yen-Wang-Yeh are required to prepare the dead for cremation, preside over funerals, and offer advice to their followers about how best to worship one's ancestors. Occasionally, they are called upon to track down a rogue undead spirit.

Priests of Yen-Wang-Yeh who have reached 5th level can converse with the spirit of another's ancestor. They may ask the spirit up to 5 questions which are truthfully answered. A person's ancestral spirits may be contacted only at their request and with their permission.

**Requirements:** AB standard; AL any; WP any; AR a; SP all, divination, necromantic, protection, summoning; PW 3) *speak with dead*; 5) *speak with ancestral spirit*; 10) *raise dead* (no chance of cancellation); TU turn.

**Fu Hsing (intermediate god)**

Fu Hsing is the god of happiness, who sees to it that each man receives his share of joy. Originally, Fu Hsing was a mortal magistrate named Yang Cheng. Yang saved the people from the emperor Wu-ti's intolerable tax levies in the sixth century AD. In return for his bravery and selflessness, the Jade Emperor made him immortal and assigned him the cheerful task of spreading happiness. Fu Hsing is a small, cheerful man with a ready smile.

**Role-playing Notes:** Fu Hsing is a jolly deity who takes great pleasure in executing his duties. A prayer from any unhappy person who truly deserves happiness is 90% likely to bring a response from Fu Hsing. Often, he sends his avatar to heroes to ask them for help on behalf of the distressed person.

If a party answers such a request and helps the person, they are sure to be rewarded. Sometime in the future, at their most desperate hour, Fu Hsing will send his avatar to their aid.

**Statistics:** AL cg; WAL any; AoC happiness and joy; SY bat.

**Fu Hsing's Avatar (bard 18)**

Fu Hsing's avatar often appears as a grimy old man carrying a beat-up lute and singing a jolly song in a robust voice. He can cast draw upon any school of magic to cast any spell appropriate to his level as a bard.

| | | |
|---|---|---|
| Str 13 | Dex 18 | Con 16 |
| Int 18 | Wis 18 | Cha 17 |
| MV 15 | SZ 5' | MR 30% |
| AC 0 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1d4 (dagger) |

**Special Att/Def:** With a single strum of his magical lute, Fu Hsing's avatar can cast any wizard spell of first through fourth level.

**Duties of the Priesthood**

Priests dedicated to Fu Hsing must spread happiness wherever they go. They can fight only in defense of themselves or another and may never instigate combat. If they encounter a sad person, they must do what they can to cheer him or her. They must also learn to sing jolly songs and play at least one musical instrument. In campaigns that use proficiencies, they are required to select the singing and artistic ability skills. In the latter case, they must choose to be proficient in the playing of musical instruments. They can never sing or play sad songs, however.

**Requirements:** AB standard, but must have a charisma of 14 or more; AL any good; WP dagger; AR a; SP all, charm, creation, healing; PW 1) immune to fear or despair; 5) gain spell abilities of a bard of same level as priest; 10) cast any spell known to them by playing a single note on any musical instrument they are proficient with; TU turn.

**Chung Kuel (intermediate god)**

Also known as K'uei Hsing, Chung Kuel was a brilliant mortal who finished first in all of his examinations. However, he was so ugly that the Emperor would not affirm his success. When the despondent Chung Kuel threw himself into the sea, a turtle saved his life. The Emperor took this as a divine sign and acknowledged the examination result. Chung Kuel served so efficiently and honestly that Shang-ti granted him immortality, making him assistant to Wen Chang Ti, god of literature. Eventually, as the need for bureaucrats increased, Shang-ti created a ministry to watch over truth and the examination process, placing Chung Kuel in charge of it. In his true form, Chung Kuel is a finely dressed man with a magnificent potbelly, a hairy nose of grotesque proportions, red-rimmed eyes, and a tiny chin completely lost beneath the folds of his bulging cheeks.

**Role-playing Notes:** Chung Kuel's primary duty is to oversee the imperial examinations. There is a 50% chance that he will notice any cheating. This chance increases to 75% if magic is used. When a cheater is noticed, his test paper bursts into flames in his hand, inflicting 2d6 points of fire damage (no save allowed).

**Statistics:** AL lg; WAL non-evil; AoC truth and testing; SY ruler and writing brush.

**Chung Kuel's Avatar (priest 17)**

Chung Kuel's avatar resembles the god himself: finely dressed and repulsively ugly. He can draw upon any sphere for his spells. In addition, he may also cast any wizard spell as if it were a priest's spell of the same level.

| | | |
|---|---|---|
| Str 18 | Dex 16 | Con 16 |
| Int 20 | Wis 20 | Cha 0 |
| MV 15 | SZ 6' | MR 20% |
| AC 2 | HD 17 | HP 136 |
| #AT 1 | THAC0 5 | Dmg 1d6 +3 (staff) +2 |

**Special Att/Def:** Anyone looking at Chung Kuel's avatar must save versus petrification or look away. He can always detect a lie and his staff, which is a +3 weapon, also acts rod of cancellation.

**Duties of the Priesthood**

Priests dedicated to Chung Kuel must be honest, scholarly and ugly. Their primary duty consists of administering imperial examinations, though they are often employed as investigators in cases of official corruption.

**Requirements:** AB standard, but maximum Charisma 9; AL lg; WP staff, club, mace; AR a; SP all, charm, divination, healing, protection, summoning; PW 5) *detect lie*; 10) *detect lie* (no saving throw); TU nil.

**Liu (intermediate god)**

A Celestial Prince, Liu is the god of crops and Superintendent of the Five Cereals: rice, barley, millet, sorghum, and wheat. In addition to supervising the individual deities of each of the five cereals, he is charged with interacting with the gods of rain, hail, insects, and other natural phenomena to ensure an adequate growing season. His is a very difficult job, for he must carefully balance the needs of each of the different cereals, at the same time using diplomacy and other political skills to convince his fellow gods not to send too much or too little rain. Save for his godly bearing and charisma, Liu is a young man who resembles a mortal bureaucrat who might occupy a similar station on earth.

**Role-playing Notes:** Liu's tasks keep him so busy that even when faced with a major agricultural catastrophe, a worshiper has only a 1% chance of attracting the god's attention. Dungeon Masters should increase this to 1% per level for priests dedicated to Liu. Should Liu notice a worshiper's request, he will send his avatar to offer what help he can.

Because he works so hard, Liu is easily affronted if the proper rites are not observed in his honor, which may result in a poor harvest for the offending community. Omens from Liu usually concern the proper time for planting and harvesting, and are associated with the moon, the wind, and the weather.

**Statistics:** AL n; WAL any; AoC crops and food; SY one stalk of each of the five cereals bound together.

**Liu's Avatar (druid 16)**

Liu's avatar resembles a humble peasant. He can draw upon the all, animal, divination, elemental, healing, plant, and weather spheres for his spells.

| | | |
|---|---|---|
| Str 18/94 | Dex 17 | Con 15 |
| Int 17 | Wis 17 | Cha 18 |
| MV 15 | SZ 6' | MR 20% |

| | | |
|---|---|---|
| AC 0 | HD 16 | HP 128 |
| #AT 1 | THAC0 5 | Dmg 1d8 + 3 (staff) +5 |

**Special Att/Def:** Liu's avatar carries a *staff of command +3* and can control plants in a 100' radius at will.

**Duties of the Priesthood**

Priests dedicated to Liu are expected to work in the fields and to preside over planting and harvesting rites.

**Requirements:** AB standard; AL any; WP bill-guisarme, sickle, nail; AR a; SP all, animal, plant, healing, sun, weather; PW 5) *cure disease* (works on plants only); 10) turn *insect plague* spells; TU nil.

**Lu Hsing (intermediate god)**

As the god of salaries and functionaries, Lu Hsing is often revered by ambitious bureaucrats. He served the founder of the Han dynasty as a loyal and honest administrator. As a result, Shang-ti deified him and gave to him the task of overseeing the fair distribution of rewards in the earthly bureaucracy. Along with Fu Hsing and Shou Hsing, he is one of the three gods worshipped by public servants in order to assure a prosperous career and a happy life. In his true form, he is an immaculately groomed man with a pleasant countenance and a long, silky beard.

**Role-playing Notes:** Lu Hsing's primary concern is ensuring that hardworking bureaucrats receive the rewards they deserve. He is more concerned with results than with methods, so dishonesty or treachery does not hinder an administrator's career, so long as it is employed for the benefit of the state.

However, he detests corruption in any form, so any official committing dishonorable acts for personal gain stands a 10% chance of coming to Lu Hsing's notice. In such cases, Lu Hsing tries to correct the aberrant behavior through a series of omens. First, the individual's salary is somehow lost for three weeks in a row. Second, his superior makes a surprise inspection and, no matter what he finds, chastises the bureaucrat for keeping a sloppy office. Third, the bureaucrat receives a visit and stern lecture from Lu Hsing's avatar. If the individual still does not redress his misdoings, Lu Hsing arranges public exposure of the official's corruption.

**Statistics:** AL In; WAL any; AoC just rewards; SY deer.

**Lu Hsing's Avatar (priest 15)**

Lu Hsing's avatar usually takes the form of a well-dressed bureaucrat, often riding a huge stag as a mount. He can draw on any sphere for his spells.

| | | |
|---|---|---|
| Str 18/09 | Dex 16 | Con 18 |
| Int 18 | Wis 17 | Cha 18 |
| MV 15 | SZ 6' | MR 20% |
| AC 2 | HD 16 | HP 128 |
| #AT 1 | THAC0 5 | Dmg 1d6 +3 (Flail) +3 |

**Special Att/Def:** Lu Hsing's avatar can only be hit by +2 or better weapons.

**Duties of the Priesthood**

Lu Hsing is worshipped in the homes of bureaucrats, not in formal temples. Any bureaucrat who sacrifices a small portion of his salary and who works hard may become a priest of Lu Hsing.

**Requirements:** AB standard; AL any lawful; WP club, dagger; AR a; SP all, charm, divination, healing, summoning; PW 1) *suggestion* (as 3rd level wizard spell), 5) *domination* (as 5th level wizard spell), 10) *mass charm* (as 8th level wizard spell); TU nil.

**Shou Hsing (intermediate god)**

Shou Hsing is the god of longevity and the arbiter of life spans. He possesses a set of tablets upon which he has inscribed the date of everyone's death. As these dates are written in stone, they are supposedly immutable. However, the god has been known to "juggle the writing" and change the dates favorably for those who treat him especially well.

In his true form, Shou Hsing is an aged man with a pure white beard and eyebrows. He has an enormous, egg-shaped bald head. Shou Hsing usually supports himself with a large, rough stick, and carries a Pan T'ao — one of the peaches of immortality — in his free hand.

**Role-playing Notes:** Although he has no formal temples, Shou Hsing enjoys being worshipped. Many people maintain a shrine to him in their homes and regularly offer him barley cakes and wine. Members of such households seldom suffer the infirmities of old age, but those who neglect such sacrifices seldom age gracefully. Omens from Shou Hsing include signs of premature aging, such as graying hair, loss of hearing or sight, and unexplained arthritic aches.

**Statistics:** AL cn; WAL any; AoC long life; SY peach.

**Shou Hsing's Avatar (wizard 16)**

Shou Hsing's avatar is an aged bald man of cheerful disposition. He can draw his spells from the necromancy, invocation/evocation, and enchantment/charm schools of magic.

| | | |
|---|---|---|
| Str 18/52 | Dex 16 | Con 15 |
| Int 18 | Wis 19 | Cha 16 |
| MV 15 | SZ 6' | MR 25% |
| AC 2 | HD 16 | HP 128 |
| #AT 1 | THAC0 5 | Dmg 1d6 +5 (staff) +4 |

**Special Att/Def:** Shou Hsing's avatar carries a walking stick that is a +5 magical weapon and also functions as a *staff of withering*. In addition to the normal powers of such a weapon it can cause any living creature to age 5d10 years instantly. This special power can be used once per day and, although an attack roll is required to hit the target, no saving throw is allowed.

**Duties of the Priesthood**

Priests devoted to Shou Hsing devote themselves to protect and comfort the elderly. They are often called upon to preside over parties thrown to celebrate the 50th, 75th, and 100th birthdays of long-lived individuals.

**Requirements:** AB standard; AL any; WP staff; AR a; SP all, astral, charm, combat, creation, healing, necromantic, protection; PW 1) priest only ages one year per two; 10) priest no longer ages; 20) priest can halt the aging of others at the costs of one point of his own Constitution; TU turn.

**Kuan Yin (intermediate god)**

Kuan Yin is one of the most popular gods of ancient China, for she is the goddess of mercy. She constantly strives to ease suffering of all kinds, and is especially fond of rescuing shipwrecked sailors, curing the diseased, and protecting endangered women and children. Her surname, Sung-Tzu-Niang-Niang ("Lady who brings children"), reflects her place as the goddess of human fertility. In this role, she makes sterile women fertile and brings souls to newborn children. In either aspect, Kuan Yin's true from is that of a slim young woman dressed in white.

**Role-playing Notes:** Kuan Yin is dedicated to compassion and peace, especially where women and children are concerned. When somebody commits a violent act that affects children, there is a 1% chance per child and/or woman affected that she will notice and send her avatar to intervene. The person responsible will always be punished severely, though not by the loss of life. Omens from Kuan Yin are often delivered by talking infants. Any woman stealing a pair of slippers from Kuan Yin's temple will become pregnant.

**Statistics:** AL lg; WAL any good; AoC childbirth mercy; SY infant lying on a lotus flower.

**Kuan Yin's Avatar (priest l7)**

Kuan Yin's avatar appears as an extremely beautiful slim young woman, often with a lotus blossom in her hair and an infant in her arms. She can call upon the all, animal, charm, healing, and protection spheres for her spells.

| | | |
|---|---|---|
| Str 21 | Dex 17 | Con 17 |
| Int 18 | Wis 19 | Cha 19 |
| MV 18 | SZ 6' | MR 30% |
| AC 5 | HD 17 | HP 136 |
| #AT 1 | THAC0 5 | Dmg 3d10 +9 (staff) +9 |

**Special Att/Def:** Kuan Yin's avatar cannot be hit by any physical weapon, even magical ones. In combat, she employs a magical *quarterstaff + 5* that inflicts stunning damage only. In addition, she has the power to negate one attack against any person per round (she chooses which attack at the end the combat round).

**Duties of the Priesthood**

In addition to keeping an ample supply of slippers on hand, priests dedicated to Kuan Yin must defend the helpless, minister to the sick, and care for homeless children. They may never kill purposely, and if they kill accidentally they lose all their powers until they have performed a suitable of contrition.

**Requirements:** AB standard; AL any good; WP staff; g; SP all, charm, creation, guardian, healing, protection; PW 3) -4 AC bonus; 5) *cure disease*, 10) *cure blindness and deafness*; TU turn.

**Chih-Nii (intermediate god)**

The daughter of Shang-ti, Chih-Nii is the goddess of spinners and weavers. She makes clothes for all the gods of heaven, a task that keeps her so busy that she has had no time to find a husband. Fortunately for Chih-Nii, however, her sister convinced her to take a rest and go to earth.

While the women were bathing in a stream, a cowherd came along and hid Chih-Nii's clothes. When he would not return them, Chih-Nii was forced to remain on earth and eventually fell in love with the mischievous cowherd. Unfortunately, the gods soon recalled Chih-Nii. Recovering Chih-Nii's clothes from their hiding place,

the cowherd tried to follow her to heaven, but Shang-ti stopped the mortal on the far side of the Celestial River (the Milky Way). Chih-Nii may now cross the Celestial river to visit her lover only on the seventh day of the seventh month each year, when the magpies gather to make a bridge with their wings.

**Role-playing Notes:** As the patron of spinners and weavers, Chih-Nii watches over women who earn their living by making clothes. Her main interest, however, is women who have found love late in their lives, and there is a 10% chance she will send her avatar to punish any male who jilts such a woman.

**Statistics:** AL cg; WAL any; AoC spinning and weaving, love; SY spinning loom.

**Chih-Nii's Avatar (bard 10, priest 10)**

Chih-Nii's avatar is a very shy but beautiful woman. She can draw upon any school of magic for her wizard spells, and upon the all, charm, divination, elemental, healing, protection, and summoning spheres for her priest spells.

| | | |
|---|---|---|
| Str 13 | Dex 19 | Con 16 |
| Int 16 | Wis 12 | Cha 18 |
| MV 15 | SZ 5' | MR 15% |
| AC 5 | HD 10 | HP 80 |
| #AT 1 | THAC0 11 | Dmg 1d4 (dagger) |

**Special Att/Def:** Any mortal casting a magic spell against Chih-Nii's avatar loses that spell permanently, and any weapon wielded by a mortal against her loses its magical properties permanently. Anyone hit by her dagger must save versus spells or fall asleep until awakened by another character (this requires one round to do).

**Duties of the Priesthood**

Clerics of Chih-Nii preside over ceremonies concerning silkworms, sheep, and other textile sources. As a sign of this, they can only wear armor fashioned from hemp or quilted silk. They are also expected to aid and shelter those involved in impossible loves or star-crossed romances.

**Requirements:** AB standard; AL any non-evil; WP rope, bow and arrow, spear; AR special; SP all, charm, divination, elemental, healing, protection, and summoning; PW 1) *create garment* (from rags); 6) *cause cloth to rot* (save allowed).

**Lei Kung (intermediate god)**

Although Shang-ti has established an entire Ministry of Thunder, it is dominated by Lei Kung, the Duke of Thunder. In his true form, he is an ugly, blue-skinned brute with wings and claws. He is clad only in a belt and loincloth, with drums hanging from his waist. In his hands he carries a hammer and a chisel.

Although he has several duties, Lei Kung's favorite is that of vengeful punisher of undetected, wicked deeds. He also hunts down and destroys evil spirits that have dominated human bodies, or humans who have committed crimes not governed by mortal law. Lei Kung treats all of these criminals the same — he uses his chisel to strike them dead.

Another of Lei Kung's duties is to beat the drums hanging from his belt during storms. He performs this duty while several other deities perform similar tasks required to make rainstorms.

**Role-playing Notes:** Lei Kung is a malicious deity who enjoys inflicting pain on mortals and spirits alike. As long as there are plenty of wrongdoers for him to track down, he remains content. But when he runs out of deserving victims, he often listens to the false accusations of spiteful rivals or suspicious neighbors. The only omen Lei Kung ever bothers to send is a deafening roar of thunder as he strikes a victim dead.

**Statistics:** AL le; WAL any; AoC thunder, vengeance; SY hammer and chisel.

**Lei Kung's Avatar (ranger 15, druid 10)**

Like Lei Kung himself, the avatar is an ugly, blue-skinned brute with claws, wings, and a set of drums hanging at his belt. He can draw his Druid spells only from the elemental or weather spheres.

| | | |
|---|---|---|
| Str 20 | Dex 17 | Con 18 |
| Int 15 | Wis 14 | Cha 17 |
| MV 18 | SZ 7' | MR 15% |
| AC 0 | HD 15 | HP 120 |
| #AT 2 | THAC0 5 | Dmg 2d8/2d8 (chisel) +8 |

**Special Att/Def:** Lei Kung's Avatar's drums act as a horn of blasting when struck. Further, he is immune to damage caused by sound, electric, or water based attacks.

**Duties of the Priesthood**

Priests dedicated to Lei Kung must dedicate themselves to ferreting out the misdeeds of others, and often assume the role of spy or informer. They are sometimes asked to assist their patron in tracking down a spirit that has assumed the form of a man.

**Requirements:** AB standard; AL any; WP hammer, javelin; SP all, combat, elemental, sun, weather; PW 1) 3rd level thief abilities; 12) 12th level thief abilities; TU nil.

**Sung Chiang (intermediate god)**

Sung Chiang, also known as No Cha and a thousand other names, was a famous thief living in the twelfth century AD. When the brigand died and went to the first Law Court of the After-world, Yen-Wang-Yeh was astounded at all the crimes Sung Chiang had committed. The Judge asked him if he was sorry for all the things he had done. Sung Chiang said that he was not, for he had done nothing worse than the corrupt bureaucrats ruling his province. His comment caused an investigation and the guilty administrators were brought to justice. In gratitude, Sung Chiang was given divine status — but only after passing through every Law Court in the After-world. In recognition of his occupation, Sung Chiang now has three faces, eight arms, silvery scales for skin, and red eyes that blaze like fire.

**Role-playing Notes:** Sung Chiang's ways have not changed just because he became a god. He is still greedy, and worshipers who do not sacrifice at least half of their treasure to his murky shrines are sure to receive a visit from his avatar.

**Statistics:** AL ne; WAL any; AoC thievery; SY dagger through a silver bracelet.

**Sung Chiang's Avatar (thief l8)**

Sung Chiang's avatar appears in so many forms that it is impossible to describe them all. Most, however, are at least vaguely human.

| | | |
|---|---|---|
| Str 18/00 | Dex 20 | Con 18 |
| Int 18 | Wis 14 | Cha 18 |
| MV 18 | SZ 6' | MR 15% |
| AC -2 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1d4 (dagger) +6 |

**Special Att/Def:** Sung Chiang's avatar can use his dagger as either a melee or missile weapon. When his dagger is thrown, another appears in his hand and the first disappears after it has inflicted its damage. Anyone hit by his dagger must save versus poison or suffer a loss of 3d6 points of Constitution. If this reduces their Constitution to 0 or less, they are slain. If not, the lost points will return over the course of the next 1d6 days.

**Duties of the Priesthood**

All of Sung Chiang's priests are multi-classed Priest/Thief characters. The normal prohibition against human multi-classed characters is waived in the case of these individuals.

**Requirements:** AB standard, but must also meet Thief requirements; AL any evil; WP as Thief; SP charm, combat, divination, guardian, healing, necromantic; PW nil; TU nil.

**Lao Tzu (lesser god)**

Lao Tzu is the legendary philosopher who compiled the *Tao-te-Ching*, the basis of Taoist thought. After finishing this wonderful book, Lao Tzu was deified. He mounted a green ox and rode away into the sunset. Lao Tzu is now venerated as the founder of Taoism. He is worshipped by mystical philosophers hoping for assistance in achieving true enlightenment.

**Role-playing Notes:** Lao Tzu is in charge of intuitive knowledge and mystical enlightenment, which he grants sparingly. Lao Tzu is fond of visiting his temples and orders in avatar form. Here, he tests his worshipers' knowledge by drawing them into heated philosophical debates. Omens from Lao Tzu generally assume the form of some natural catastrophe or good fortune, such as an insect plague or a stretch of warm weather in the middle of winter.

**Statistics:** AL In; WAL any lawful; AoC mystic insight, nature; SY yin-yang circle.

**Lao Tzu's Avatar (druid 12)**

Lao Tzu's avatar appears to be an ancient hermit with a spry step and twinkle in his eye. He can draw upon the all, animal, elemental, healing, plant, and weather spheres for his spells.

| | | |
|---|---|---|
| Str 12 | Dex 15 | Con 18 |
| Int 18 | Wis 20 | Cha 18 |
| MV 15 | SZ 6' | MR 15% |
| AC 0 | HD 12 | HP 96 |
| #AT 1 | THAC0 9 | Dmg 1d6 (staff) |

**Special Att/Def:** Anyone hit by the staff of Lao Tzu's avatar must save versus paralyzation or be permanently paralyzed. Nothing short of a wish can counter this curse.

**Duties of the Priesthood**

Priests dedicated to Lao Tzu or Taoism must preside over a wide range of ceremonies. Their most important duty, however, is achieving their own enlightenment — a process which requires untold hours of meditation. Once per year, each priest makes a roll to determine whether or not he has achieved enlightenment. He stands a l% chance of success for each year he has been a priest (double the chance of success for priests with a Wisdom of 18 or greater). Priests making a successful roll automatically rise three levels (to minimum Experience Points needed), have their Wisdom increased to 18 or by 1 point if their have already have a score of 18 or better). Further, they receive the ability to commune with Lao Tzu once per week and control weather once per day.

**Requirements:** AB standard; AL any neutral; WP staff, blowgun (with poison), bow, harpoon, spear, sickle, sling; AR (level 1-10) a, (level 11+) g; SP all, animal, divination, elemental, healing, plant, weather; PW 1) *resist fire/cold* (as spell, but constant); TU nil.

**K'ung Fu-tzu (lesser god)**

K'ung Fu-tzu, known as Confucius to westerners, is the Great Teacher. He is one of the great philosophers who advised the rival lords during the turbulent period of "The Hundred Schools." K'ung Fu-tzu tried to teach his fellow Chinese (especially rulers) to respect the wisdom of the past, to behave courteously and unselfishly, to be loyal to their family, friends, and countrymen, and to strive to do that which is right. By doing these things, he believed, life would become much more rewarding and serene for all men. Because of K'ung Fu-tzu's great deeds, Yen-Wang-Yeh sent the sage to eat the peaches of immortality when he presented himself at the First Law Court of the After-world.

**Role-playing Notes:** K'ung Fu-tzu is concerned primarily with proper govemment and social relations, especially as fixed by the traditions of the esteemed past. When he notices a good-intentioned but inept or bungling ruler (15% chance), he often sends his avatar down to act as the man's advisor. If he notices a corrupt ruler or high-level bureaucrat (50% chance), his avatar will be sent to expose the man. Omens from K'ung Fu-tzu usually include unexpected discord at court, peasant rebellions, and the breakdown of normal social relationships.

**Statistics:** AL lg; WAL any good; AoC social behavior, veneration of the past; SY scroll and writing brush.

**K'ung Fu-tzu's Avatar (priest l3)**

K'ung Fu-tzu's avatar appears as a well-dressed sage of venerable age. He can draw upon the all, charm, guardian, healing, and protection spheres for his spells.

| | | |
|---|---|---|
| Str 14 | Dex 14 | Con 16 |
| Int 19 | Wis 20 | Cha 16 |
| MV 15 | SZ 6' | MR 10% |
| AC 2 | HD 13 | HP 104 |
| #AT 1 | THAC0 9 | Dmg 1d6 (staff) |

**Special Att/Def:** Anyone hit by the staff of K'ung Fu-tzu's avatar must save versus paralyzation or be stunned for 1d10 rounds.

**Duties of the Priesthood**

Followers of K'ung Fu-tzu honor the spirit of the Great Teacher through ceremonies performed in his temple, spreading his teachings, and by the careful observation of venerated traditions.

**Requirements:** AB standard; AL any good; WP staff, club, other blunt instruments; AR a; SP all, charm, guardian, healing, and protection; PW 1) *know alignment*; 10) *charm person* 15) *detect lie* (no saving throw).

**The Dragon Kings (demigods)**

The Four Dragon Kings, Ao Ch'in, Ao Kuang, Ao Jun, and Ao Shun, are the rulers of the four seas which surround the earth. Each inhabits a magnificent crystal palace beneath the sea under his control. To aid them, each has a cabinet of ministers made up of the greatest members of each species of animal in his sea. They also have an army of fish, crabs, and crayfish who serve as watchmen and who police the sea floor.

Of more importance to the peasants who worship the four dragon kings, however, are their terrestrial duties. They are responsible for bringing rain to the sections of the earth adjoining their seas, but can only do so on the orders of the Celestial Emperor himself. The dragon kings also oversee their smaller relations, the chiang lung, who dwell in every river, lake, and waterway in China.

In their true form, the dragon kings are huge, serpent-bodied oriental dragons. They can also take the form of men or women.

**Role-playing Notes:** Generally speaking, dragon kings remain aloof from human affairs and do not respond to worship or flattery.

**Statistics:** AL varies; WAL any; AoC sea and rain; SY dragon.

**Dragon Kings**

As they have no avatars, dragon kings must appear themselves when they want something done. Because of their unusual natures, they are permitted to travel to the Prime Material Plane and are an exception to the rule forbidding gods to set foot on the earth in person. They can cast up to two wizard and priest spells of each level per day, selecting from any sphere or school of magic.

| | | |
|---|---|---|
| Str 24 | Dex 20 | Con 23 |
| Int 19 | Wis 19 | Cha 18 |
| MV 12, 39f, 3j, 18s | SZ 150' | MR 50% |
| AC -10 | HD 20 | HP 160 |
| #AT 3 | THAC0 1 | Dmg 1d10/1d10/6d6 |

**Special Att/Def:** The breath weapon of any dragon king is a cone of steam 90' long, 30' wide at its end that does 24d12 points of damage. A saving throw is allowed for half damage. The dragon kings can cast a *bless* or *detect lie* spell up to three times per day and an *animal summoning* or *quest* spell once per day.

**Duties of the Priesthood**

The Dragon Kings maintain no ties with those who worship them. One exception is the matter of drought, when an effigy of the appropriate Dragon King is paraded through town and then left by the side of the road. It is hoped that this will persuade the Dragon King to bring rain.

**Requirements:** AB standard; AL any; WP any; AR a; SP none; PW none; TU nil.

**Ch'eng Huang (demigods)**

The Ch'eng Huang are place gods, divine guardians of specific localities. Most of these localities are villages, cities, towns, but they have been known guard bridges, mountains, and other areas of importance. Sometimes known as "Gods of Walls and Ditches," they are charged with protecting the inhabitants of the town in which they are honored. Usually, Ch'eng Huang are spirits of mandarins or bureaucrats who served the town well during their mortal life, who were subsequently nominated by a Celestial Bureaucrat for the honor of protecting it in the Afterlife.

**Role-playing Notes:** The responsibilities of the Ch'eng Huang are not limited to protecting their places from outsiders. They are frequently consulted by the local governor prefect to learn the identity of notorious thieves, to ask advice in making crucial decisions, and for guidance in any difficult task. Most often, the Ch'eng Huang deliver their responses in the form of poems heard in dreams.

**Statistics:** AL usually lawful and/or good; WAL AoC specific locality; SY varies.

**Ch'eng Huang's Avatar (fighter 8-10, priest g-10)**

When the Ch'eng Huang's avatars are seen, they usually resemble the mortal from whom they were created. For their spells, they can draw upon a wide variety of spheres (though seldom more than three at a time) that will reflect the nature of the place sacred to them.

| | | |
|---|---|---|
| Str 9-19 | Dex 9-18 | Con 9-18 |
| Int 9-18 | Wis 9-18 | Cha 9-18 |
| MV 12-15 | SZ 4-7' | MR 5-15% |
| AC 5 to 0 | HD 8-10 | HP 64-80 |
| #AT 3/2 | THAC0 11-13 | Dmg 1d8 (sword) + 2-8 |

**Special Att/Def:** As a rule, any Ch'eng Huang avatar assume *wraithform* at will. Even when not in such a state, they can only be hit by +1 or better weapons and magical spells.

**Duties of the Priesthood**

There is no established order for worshipping the Ch'eng Huang and thus they generally have no priests. Rather, duty of worshipping the god of a given place falls on shoulders of the entire community. If the governor or prefect happens to be a priest, he may dedicate himself to locality's Ch'eng Huang and receive spells and powers outlined below.

**Requirements:** AB standard; AL any; WP varies; varies; SP all, charm, divination, elemental, guardian, healing, protection; PW 1) *commune* with Ch'eng Huang once per day; 10) *detect lie* (always active); TU varies.

## Chinese Heroes

**Pa Hsien, The Eight Immortals**

The Eight Immortals are legendary persons who became immortal through the practice of Taoist doctrine. Other than the fact that they have all engaged in many comical adventures, they have little in common. They are:

- Han Chung-li. A great teacher and a free spirit who enjoyed wild parties. By some accounts, he was also a skilled warrior. (Priest 12, Fighter 8.)
- Chang-kao Lao. He traveled thousands of miles on his white donkey, which he could fold up into the size of a piece of paper. He was a well-known conjurer. (Conjurer 14)
- Lan Ts'ai-ho. The patron of gardeners and renowned street singer. He rose to heaven on the fumes of wine. (Druid 8, Bard 8.)
- Li T'ieh-kuai .While his spirit was visiting Lao Tzu, Li T'ieh-kuai's body was destroyed. When he returned, he had to occupy the body of a deceased beggar. He is honored by pharmacists and exorcists. (Priest 14.)
- Han Hsiang-tzu. A youth who loved flowers, music, and poetry. He learned to grow plants with poems on their leaves. (Bard 15.)
- Ts'ao Kuo-chiu. A reformed murderer who was admitted to the Eight Immortals because there happened to be a vacancy. (Rogue 10.)
- Lu Tung-pin. Standing eight feet tall, Lu is a great alchemist who is famous for fighting evil spirits. (Wizard 14.)
- Ho-Hsien-Ko. The only female member of the Eight Immortals. She attained immortality by eating mother-of-pearl given to her by a ghost. (Necromancer 12.)

## Chinese Monsters

**Neglected Spirit, Ancestral**

Among the most terrifying monsters that inhabit the Chinese countryside are the neglected spirits of ancestors. As long as one's descendants make the proper sacrifices, ancestral spirits are neutral or beneficent beings. But if an ancestral spirit is ignored, it eventually goes mad and begins preying on humans. The first victims are inevitably the descendants who ignored it. Later, however, it is not so selective, and may attack anybody unfortunate enough to happen by at the wrong time.

Ancestral spirits invariably take on the shriveled appearance of their mortal corpses, save that they grow long yellow fangs and claws, have burning red eyes, and extremely foul breath. Ancestral spirits are a form of undead and can be turned by priests with that ability. In such cases, they are treated as spectres.

| | | | |
|---|---|---|---|
| AC -2 | 1 | SZ 6' | XP: 9,000 |
| MV 18 (f) | ML 18 | AL ce | INT high |
| HD 8 | HP 64 | MR 10% | THAC0 13 |
| #AT 3 | Dmg 1d8/1d8/ld12 | | |

**Special Att/Def:** Neglected spirits can assume *wraithform* at will and are only hit by +1 or better magic weapons. Each round, they attack with two claws and a bite. Victims of their claws must save versus poison or lose 1d6 points of Constitution. These return at a rate of 1 per day. Victims of their savage bite must save versus death or lose one level (permanently).

**Generals of the Animal Spirits**

Each kind of animal is lead by a powerful, extremely intelligent member of its species. These magical leaders are known as Generals, and serve their fellows in functions similar to a cross between human emperors and deities. Each general appears to be an extremely large, beautiful specimen of its breed.

All generals are able to turn *invisible*, *astral*, or *ethereal*. Further, they can *shapechange* (into a human being) or *teleport*. All of these abilities are usable once per round and at will. They also act as if under the influence of *ESP*, *comprehend languages*, *tongues*, *detect magic*, and *know alignment* spells at all times. They can only be hit by +5 or better weapons, and can cast up to two wizard spells from each school once per day. Once per day, they can *teleport* themselves and 1,000 of their subjects to any location they are familiar with. They all regenerate five hit points per round and individual types of animal generals may have additional abilities.

# Egyptian Mythology

No other pantheon in *Legends & Lore* inspires as much awe and wonder as that of the ancient Egyptians. As the masters of a nation that stood for some three thousand years, from the Thinite period in 3200 BC to the Ptolemaic period in 30 BC, the gods of this ancient realm have had a major influence in the development of the western world.

**The History of Egypt**

Although it is difficult to pinpoint the dawn of Egyptian culture, modern archeological evidence suggests that the first known inhabitants of the Nile Valley are believed to have a culture based largely on that of Mesopotamia (or, more specifically, Sumer).

Although acquiring information about the history of a people whose roots run so deep is difficult, modern archaeologists have been aided in their studies of ancient Egypt by a number of things. Much of what is known about later developments in the region draws upon the *Aegyptiaca* of Manetho (a priest who lived in the 3rd century BC and set the dynastic categories that are still used as the foundation all Egyptian studies). In addition to the works of Manetho, the most important source of information on this culture comes in the form of the buildings and structures, such as the Great Pyramid at Giza and the Sphinx, that have stood up to the ravages of time and now pay mute testimony to the wonders of this ancient culture. Study of such places has allowed scientists to classify the history of ancient Egypt into three categories: the Old, Middle, and New Kingdoms. In addition these three major groupings, some scholars include an Early Dynastic period (that predates the Old Kingdom) and several Intermediate Periods (that fill gaps between the three major periods). For ease of reference, *Legends & Lore* deals with the three main ages.

**The Old Kingdom**

This first period of Egyptian society began some 4,000 years ago. It held power for roughly five centuries (c. 2755 to 5 BC) and had its capital in Memphis. Those who ruled Old Kingdom had a strong and unified government, with firm support from the religious sector. In fact, it wasn't long before this monarchy evolved into a theocracy, with the kings (pharaohs) being recognized as gods on earth. The Old Kingdom began with the founding of the third dynasty (the first of the Memphite houses) and was something a golden age. The second pharaoh, Zoser (or Djoser), worked hard for the principles of national unity. As a symbol of this, he employed elements of architecture from all portions of Egypt in the construction of his mortuary buildings Saqqara. It was during this phase of history that Imhotep (Zoser's architect) demonstrated the skills that would soon make him a legend in ancient Egypt by overseeing the construction of the famous Step Pyramid that was to be Zoser's tomb. Although this structure was quickly overshadowed by later constructions of the period (like the Great Pyramid itself) it was the foundation on which all later Egyptian architecture would be based.

Later rulers of The Old Kingdom expanded upon the grandeur that Zoser had spawned. Snefru, who was the first of Egypt's warrior kings, oversaw campaigns in Nubia, Libya, and the Sinai. His active pursuit of commerce and mining brought great prosperity to the thriving society on the Nile.

Snefru's son, Khufu (or Cheops), succeeded him and oversaw the building of the Great Pyramid at Giza. Although little is known of his reign, it seems clear that only a government that was firmly in place, very efficient, and utterly loyal could have managed the construction of such a structure in that time.

Two of Khufu's sons came to sit upon the throne of Egypt. The eldest, Redjedef, introduced the concept of Ra, a solar element, into the religion and the pharaoh's titulary. His younger son, Khafre (or Chephren), built the mortuary complex at Giza and also oversaw the construction of the mighty Sphinx.

Later rulers of this period maintained the high level of cultural and scientific advancement established by Imhotep. The ancient Egyptians carried their love of greatness into every field of study and culture. For example, Memphite astronomers designed the first solar calendar based on a year of 365 days. Their knowledge of medicine was equally impressive, including a highly developed understanding of the circulatory system and the use of antiseptics.

The Old Kingdom gradually fell apart, however, as the power of its central government was bled off and the various nomes (districts) began to challenge the authority of the pharaohs. By the time of the seventh dynasty, circa 2255, the throne at Memphis had lost almost all of its power over the people of Egypt. Many modern scholars classify the period of time between 2255 BC and the rule of Mentuhotep II in 2061 BC as the First Intermediate Period.

**The Middle Kingdom**

Following the virtual collapse of the bureaucracy of the Old Kingdom, the once unified society of Egypt was shattered. This is perhaps best reflected in the artwork of the period, which became more provincial and varied throughout Egypt. In addition, the lower classes began to claim some rights that had previously been reserved only for the ruling elite. For example, the wards and spells formerly woven only around the tombs of kings now began to appear on the coffins of the common folk.

While the rulers who preceded Mentuhotep in the Middle Kingdom attempted to reunite the sands of Egypt from their power base in Thebes, it was not until his reign that the empire was truly reforged.

Still, however, Mentuhotep drew heavily upon his regional heritage and the culture of Thebes. It was not until Amenemhet replaced him on the throne that the capital returned to Memphis. Under the hand of this peaceful pharaoh, national unity was stressed and the fabric of society was restored. Amenemhet demanded loyalty from the nobility and Egypt's scattered provinces and used a series of propaganda campaigns to put across the image of the pharaoh as a "good shepherd" who would watch over the people of Egypt and guide them into an era of peace and prosperity. Evidence acquired from a study of *The Story of Sinhu* indicates that Mentuhotep was assassinated.

Mentuhotep's sons and grandsons picked up the programs and policies established by him and used them to rule over Egypt until the close of this period in 1668 BC. During this time, they built fortresses throughout Nubia, ruled Palestine and Syria, and fought a series of brutal campaigns against the Libyans to the west.

Sesostris III, who ruled from 1878 to 1843 BC, oversaw the building of a great canal at the first cataract (south of Syene) and divided the kingdom into three geographic regions. Each of these regions was ruled by a powerful leader loyal to the pharaoh. Once this structure was in place, the power of the lesser nobles (which had brought down the Old Kingdom) was broken. The rulers of the Middle Kingdom saw to it that this period was a golden age for Egyptian art and literature.

The rulers of the 13th dynasty, although they managed to maintain control over Egypt's Nubian conquests and the central government, were weaker than their predecessors. This, coupled with the fact that they came and went with great rapidity (there were roughly 60 of them between 1784 and 1668 BC) meant that they never had a chance to solidify their individual power bases. When they were confronted with internal pressure (from the soon to be recognized 14th dynasty) and external attack (from the Palestinian Hyksos), their rule was broken and the Middle Kingdom came to an end.

The period between 1720 and 1570 BC is generally recognized by scholars as the Second Intermediate Period. During this time, four dynasties (two of which were Hyksos) held power in Egypt.

**The New Kingdom**

The time between the fall of the Middle Kingdom and the rise of the New Kingdom was a turbulent one. As many as three dynasties claimed to rule during the interim, and only the Thebian ruler Kamose (who ruled from about 1576 to 1570 BC) was able to fend off the Hyksos invaders. When his brother, Ahmose I, took the reins of power in hand, he was able to defeat the Palestinians and restore unity to Egypt. Under his guidance, the New Kingdom was born.

Ahmose restored the balance of power between the pharaoh and his regional governors and restored the bureaucracy which had existed in the Middle Kingdom. He was supported in his efforts by most of the Egyptian military, which earned them many rewards when his power was at its peak and insured that none could challenge his rule.

When Amenhotep I came to power, he began to strengthen Egypt's borders in Palestine and Nubia. Evidence of his authority can be found in the al-Karnak region, where Amonhotep I built many monuments. Unlike his predecessors, he separated his well-hidden tomb from his mortuary complex, a custom that was adopted by those who followed him. Later kings, starting with Thutmose I, began building their temples and tombs in the Valley of the Kings.

When Amonhotep IV came to power, he fought to reform the religion of Egypt and confronted the powerful priests of his time. He relocated the seat of government to Akhetaton and tried to create a quasi-monotheistic belief system based on the god Aton. His attempts failed, however, and his son Tutankhamen returned the throne to Thebes. It is interesting to note that, although he is perhaps the best known of the Egyptian pharaohs, Tutankhamen is only remembered because his tomb was discovered (largely intact) in 1922, not because of any great contributions he made to Egyptian culture.

The 19th Dynasty was founded by Ramses I in 1293 BC. He was formerly the commander of the military and ruled for only two years before he was succeeded by his son, Seti I. Seti (and later his son, Ramses II) was responsible for many successful military campaigns and for much construction at Abu Simbel, Luxor, al-Karnak, Abydos, and Memphis. Ramses II was also responsible for the defeat and subjugation of the Hittites (which he secured by taking a Hittite princess as his wife). His own son, Merneptah, defeated the Sea Peoples (a race of invaders from the Aegean) in the 13th century BC and went on to defeat Israel. Later rulers found it almost impossible to rule over the many races conquered by members of the 19th dynasty and uprisings were a constant threat. The 20th dynasty saw the close of the New Kingdom. lowing the rule of Ramses III, who was a brilliant military strategist, the throne became weak. Unable to contend with he rising power of the priesthood and the army, Egypt fell into a period of decline (the Third Intermediate Period) which was, by all reasonable standards, the end of the Egyptian state as a self-ruled power.

**The Egyptian Creation Myth**

In the dawn of time, according to the priests of an Egypt, there was only the ocean (known as Nun). One day, an egg (or flower in some versions) floated to the surface the sea. It opened and Ra, the father of the Egyptian gods, stepped forth. Ra beget two children, Shu and Tefnut. These two newborn gods were lifted up to become

the atmosphere and clouds. Like Ra, they quickly brought forth two of their own children — Geb, who formed the solid earth, and Nut, who became the stars and the night sky. Ra was pleased with his work, and was master of them all.

Geb and Nut later had children of their own. They had three sons (Set, Osiris, and Horus) and two daughters (Isis and Nephythys). In an effort to stop them from producing many children without his permission, Ra ordered Shu to move between Geb and his sister, breaking their embrace and preventing the creation of any additional gods. Although there were later to be numerous other gods created, none of them could claim Geb and Nut as their parents.

It is important to note that the creation of the world and the birth of the gods of the Great Ennead was different in every telling. Egypt was a land in which every small town had a patron deity of its own and, as one might expect, the benefactor of each village played an important role in the history of the universe. As might also be expected, such gods were seldom acknowledged as important outside of their own regions.

**The Great Ennead**

Egypt was a land of many gods, for every animal and place seemed to have its own power and, thus, its own god. In addition, many of these gods had several different forms. For example, the sun god Ra was known by different names at dawn, dusk, and noon. The Great Ennead, however, were the nine most powerful gods in Egyptian Mythology. They were the close family of Ra, and formed a sort of dynasty about him.

The members of the Great Ennead were Ra, Geb, Nut, Shu, Tefnut, Osiris, Isis, Set, and Nephythys.

**The Concept of Maat**

*Maat* is a word that does not translate well into modern English. It combines features that we might describe as honor, truth, duty, and integrity, but is much more than a standard of behavior like the codes of chivalry or bushido found elsewhere in history. *Maat* was the natural state of the universe and all things were expected to conform to it. Only by so doing, in fact, could they be at peace with the gods and live a happy life.

In game terms, player characters can treat *maat* as a natural desire on the part of all persons to lead what might be described as a lawful good life. Rulers are expected to be fair in their administration of laws while the common folk are expected to give their employers an honest day's work for their wages. Those who do not fulfill their obligations can expect only turmoil and misery.

**Death and the Dead**

Ancient Egypt was a society that many might say was obsessed with death. The concept of an afterlife, although not one of eternal bliss or torment, was a part of everyday life. It was impossible to separate the concepts of daily life, *maat*, and death.

Every Egyptian was expected to spend his life making preparations for his death. For the nobility, the rich and powerful rulers of Egypt, this meant the construction of great tombs (like the pyramids). For those not so well off, it meant fashioning some sort of burial chamber or private grave, and for the poor it meant doing what could be done (which was usually not much).

Death was seen as a time of transition by the Egyptians. When the pharaoh ruled on earth, he was serving Ra. When he died, he traveled to the underworld to become one with Osiris and rule over the lands of the dead. Because the concept of *maat* required that the universe always be in a constant state, the afterlife was believed to be not unlike life on earth. Kings would rule in the afterlife, laborers would work on, and scribes would continue to compose their works.

Respect for the dead was a primary part of *maat* and the life of an Egyptian. To undertake any action which might be seen as disrespectful to the dead was to risk the anger of the gods. In game terms, this means that any action of this type — from breaking into a sacred tomb to removing a copper coin from the body of a fallen warrior — incurs a 5% chance that the avatar of Osiris will be dispatched to deal with the offenders. If this does not take place, there is a 25% chance that the violators will be affected by the curse of Osiris. Such a curse causes the victims to suffer a -5 penalty on all attack rolls, saving throws, damage rolls, morale checks, attribute checks, and proficiency checks. The only way to remove such a curse is with a wish spell.

The Great Pyramid

**1. Mastabas**

The pyramid is surrounded by a large number of low, flat buildings known as mastabas. These secondary tombs serve as the final resting places for the workers (usually slaves or prisoners of war) who built the pyramid.

**2. Lesser Pyramids**

In addition to the mastabas, the sands around the great pyramid also play host to a number of smaller pyramids. These structures act as tombs for the officials and engineers who oversaw the slaves in their work.

**3. Funeral Temple**

This chamber was dedicated to the gods of Egypt. Here, the final rites were performed and the body of the pharaoh made ready for his voyage to the afterlife. The only entrance to the pyramid is located in this room.

**4. Narrow Corridor**

All of the corridors inside the pyramid are very narrow and confining. As a rule, they stand no taller than four feet and are about a yard wide.

**5. First Burial Chamber**

In the event that the king should die before any of the other burial chambers were completed, he would be laid to rest here.

**6. Second Burial Chamber**

If the pharaoh were to die before construction of the pyramid were finished, his body would be placed in this here.

**7. Crypts**

Once the funeral rites had been completed and the pharaoh placed in the hands of the gods, the priests who saw his burial would take their own lives. Their bodies would remain here while their spirits traveled with pharaoh to his new kingdom.

**8. Funeral Barge**

In order for the pharaoh's spirit to make the journey to the afterlife, it was believed that he needed a craft to travel in. Thus, this chamber was built around the hull of an ornate funeral barge.

**9. Grand Hallway**

Unlike the other halls in the pyramid, this is a high affair. It's walls are covered with ornate carvings depicting the life of the pharaoh.

**10. Main Burial Chamber**

This lavishly decorated chamber was the heart of the pyramid. Here, in an ornate sarcophagus, the body of the pharaoh rests for all time.

**Magical Items**

**Ankh of Power**

Each of the gods of the Great Ennead has the power to create an *ankh of power* at will. In practice, however, they are rarely manufactured. It is believed that fewer than a dozen of these priceless objects exist.

In the hands of a priest who worships a member of Great Ennead, the *ankh of power* glows as if under the influence of a *continual light* spell. This light is pure and having the power to drive away any undead creature it shines upon. Any attempt to conceal or darken this light is an affront to the gods and will result in the instant destruction the ankh.

Any healing spell cast by the priest while he holds the ankh in his hand will be at double effectiveness. Further, as long as the object is in his possession, the priest is immune to all forms of poison and disease, including such unusual afflictions as mummy rot and lycanthropy.

Lastly, an *ankh of power* can cast a *sunray* spell three times per day if the priest speaks a command word unique to the individual ankh.

**Ra (greater god)**

Ra is the father of the Egyptian pantheon. He gave birth to Shu, who became the air, and Tefnut, who became moisture. He is the grandfather of Geb (the earth) and Nut (the sky), and the great-grandfather of Osiris, Isis, Set, and Nephythys. Together, these gods form the Great Ennead of Heliopolis, the city of the sun. He is said to have created mortal man from his tears.

Every day, Ra rises above Manu (the hill of sunrises) aboard his great boat Manlet and looks down upon the world with his blazing eye (the sun). Manlet is a large war galley that was constructed from solar flames and is sheathed in an aura of fire that will inflict 40 points of damage each round (no saving throw) to any being that touches the craft without Ra's permission. At night, Manjet transforms itself into Mesektet, a funeral barge, and Ra guides it back across the waters of the underworld, so that he may once again cross the sky in the morning. In both forms, the craft radiates an antimagic shell that prevents anyone but Ra from employing spells. In addition to its obvious ability to fly, the craft can become *invisible*, assume a *wraithform*, or *plane shift* when commanded to do so by Ra. Thrice per day Ra can command Manlet (but not Mesektet) to deliver a bolt of solar fire at any target in his sight. This bolt always hits and inflicts 100 points of damage (no saving throw and no defense).

There is a great bond between Ra and the pharaohs of Egypt. Without his divine grace, they cannot rule. Anyone who claims the throne of Egypt without approval from the sun god will be instantly consumed by fire. There is no warning, no chance of survival, and no hope of resurrection.

Ra is the patron of many things, but is most commonly associated with the sun and kings. He is noted for his diplomatic skill and his general dislike for the humans he created from his tears.

**Role-playing Notes**: Ra maintains a low profile. He has little interest in the affairs of men, for he finds them bothersome and petty. His stature as King of the Gods and as the God of Kings, however, makes him an important figure in daily life. Thus, he does his best to be a responsible deity and watches over his followers on Earth. Omens from Ra often take the form of strange behavior on the part of the sun.

**Statistics:** AL ln; WAL any lawful; AoC the sun, kings; SY ankh on a solar disc.

**Duties of the Priesthood**

Priests of Ra are often the advisors to kings, if not kings themselves. Priests of Ra must greet him each morning as he guides Manlet into the sky and bid him farewell at dusk when he leaves the sky. Failure to meet these obligations is certain to result in the loss of spells until the oversight is corrected.

**Requirements:** AB standard; AL lawful good; WP any; AR a; SP all, astral, charm, creation, elemental, sun, weather; PW 1) *light*; 5) *continual light*; 10) *shape change* (into a hawk); 15) *sunray*; TU turn.

**Ra's Avatar (priest 20, wizard 19, warrior 15)**

Ra's avatar takes the form of a large and powerful warrior with a hawk's head. His left eye glows brightly, for it is a piece of the sun. Ra's avatar often carries a glowing ankh as a symbol of his great power and is often found riding Manjet or Mesektet. Although the avatar will fight if pressed, he prefers to negotiate solutions to problems. He has access to any sphere or school of magic for his spells, but favors those spells that employ fire, heat, or bright light.

| | | |
|---|---|---|
| Str 20 | Dex 20 | Con 25 |
| Int 25 | Wis 25 | Cha 25 |
| MV 24 f | SZ 7' | MR 80% |
| AC -3 | HD 20 | HP 300 |
| #AT 2 | THAC0 3 | Dmg 1d10 (fist) +8 |

**Special Att/Def:** Ra's avatar does not normally employ weapons in combat, for his powerful blows can inflict damage. The avatar himself can be hit only by spells or magical weapons with at least a +3 enchantment. Each round, may unleash from his eye a stream of solar flame that has a range of 400 feet and inflicts 4d20 points of damage to anyone it touches. Victims are entitled to a saving throw versus breath weapons, with success indicating that they take half damage. In addition, he can use his ankh to instantly destroy any form of undead creature or any being that is not on its home plane.

**Geb (intermediate god)**

Following their creation by Ra, Shu and Tefnut produced numerous offspring. The first of these was Geb, who became the earth. Geb was so enraptured with his sister, Nut (the sky), that they instantly embraced. After they had produced four children of their own (Isis, Set, Osiris, and Nephythys), Ra instructed Shu to break up the embrace.

Geb is able to exert absolute control over any creature from the Elemental Plane of earth and can summon 2-12 earth elementals to fight for him at any time. He can instantly negate any spell involving earth, rock, mud, or the like and cannot be harmed when he stands on solid ground.

**Role-playing Notes:** Geb was once a curious and quick tempered god, but he has mellowed since his birth and now takes a more even-tempered (and safe) approach to life. Geb's true form is that of a huge man with dark brown skin and burning eyes. He always wears a golden crown as a symbol of his divine power.

**Statistics:** AL ng; WAL any; AoC the earth; SY mountain.

**Geb's Avatar (warrior 17, wizard 15)**

Geb's avatar, like the god himself, appears as a hulking man with dark brown skin and smoldering eyes. He traditionally carries a *quarterstaff +3* in combat that can duplicate the function of any magical item or magic spell relating to the earth. For example, he can command it to function as a *spade of colossal excavation* or to cast a *transmute rock to mud* spell. He can draw upon any school of magic for his spell abilities.

| | | |
|---|---|---|
| Str 25 | Dex 23 | Con 25 |
| Int 22 | Wis 20 | Cha 22 |
| MV 12 | SZ 10' | MR 30% |
| AC -3 | HD 18 | HP 270 |
| #AT 2 | THAC0 1 | Dmg 1d6 + 3 (staff) +14 |

**Special Att/Def:** In addition to his quarterstaff, Geb's avatar can regenerate 25 hit points per turn when he is in contact with the earth. Once per day, he can summon 2-8 earth elementals to fight for him. He can employ an

*imprisonment* spell once per round, no matter what other action he is attempting. Only +3 or better magical weapons can harm the avatar of Geb.

**Duties of the Priesthood**

Priests of Geb are friends of the earth. They have much in common with dwarves in that they love deep caverns and the splendors of mighty mountain ranges.

**Requirements:** AB standard; AL n; WP a; AR a; SP all, astral, combat, creation, elemental, guardian, protection, summoning; PW 1) infravision (60 feet); 2) detect grades and slopes (as dwarf); 3) detect stonework traps, pits, and deadfalls (as dwarf); 10) *summon earth elemental*; 15) *imprisonment*; TU nil.

**Nut (intermediate god)**

Nut is both wife and sister to Geb, the earth god. The two are deeply in love and will never act in a manner that is harmful to the other. Because Ra had forbidden Nut and Geb to have children, she was forced to resort to trickery to bear her five young. Since Ra had decreed that Nut could not give birth on any day of any month of any year, she went to Thoth for help. Thoth managed to capture some of the moon's light and used it to create five new days (outside of Ra's domain). On each of these days, Nut gave birth to a new god.

In her true form, Nut appears as a tall, slender woman whose body is the black of the night sky. She sparkles with starlight and is enchanting to behold. Omens from Nut always take the form of patterns in the stars.

**Role-playing Notes:** Nut is as devoted to her husband Geb as he is to her. They are kept apart by Shu and the order of Ra that forbids them from having any more children. Nut is very sensitive to the concerns of those who are forbidden to marry the one they love and will often send her avatar to help out such couples.

**Statistics:** AL ng; WAL any; AoC the sky, couples forbidden to marry; SY stars against the night sky.

**Nut's Avatar (wizard 20, priest 20)**

When Nut's avatar is sent to the Prime Material Plane, she always takes the form of a slender, ebon skinned woman of outstanding beauty. She has access to any sphere or school of magic for her spells.

| | | |
|---|---|---|
| Str 20 | Dex 25 | Con 22 |
| Int 25 | Wis 25 | Cha 25 |
| MV 12, 24f | SZ 7' | MR 30% |
| AC -3 | HD 15 | HP 150 |
| #AT 1 | THAC0 5 | Dmg 1d4 + 3 (dagger) +8 |

**Special Att/Def:** Nut's avatar wields a black bladed *dagger +3* in combat. Anyone struck by it must save versus spells or lose 2 levels instantly, just as if they had been struck by a vampire. Nut's avatar is immune to all spells that involve air and, because of Geb's watchful eye, those that involve earth as well.

**Duties of the Priesthood**

Priests of Nut are always female. Although they are permitted to love and expected to be true to their mates, they are forbidden to marry. Marriage services presided over by priests of Nut are considered a sure sign of conjugal bliss.

**Requirements:** AB standard (plus minimum charisma of 16); AL ng or cg; WP as wizards; AR a; SP all, astral, charm, divination, guardian, healing, protection, weather; PW 1) *darkness* (the reverse of light); 5) *darkness, 15' radius*; TU turn.

**Shu (intermediate god)**

Shu, also known as "the upholder", is the god of the atmosphere. He is charged with holding up the sky and, thus, keeping Nut and Geb separated. Shu (and his wife Tefnut) were Ra's first children and he has great affection for them both.

As one might expect, Shu has complete control over the air and all things associated with it. Shu can control any creature from the Elemental Plane of Air and can summon 4-24 air elementals to serve him at any time. Shu can also negate any spell that deals with air or the atmosphere at will. In his true form, Shu looks like a normal, if divinely handsome, man who is constantly surrounded by a swirl of wind. He can control the velocity of these winds, which may range from gentle breezes to tornado force cyclones. Omens from Shu come in the form of strong winds and atmospheric phenomena.

**Role-playing Notes:** Shu is a heroic and noble god who serves as king of Heliopolis when Ra is absent or unavailable. He is fair and impartial, but less of a politician than Ra.

**Statistics:** AL lg; WAL any good; AoC winds, the atmosphere; SY ostrich feather.

**Shu's Avatar (warrior 20, priest 20)**

Shu's avatar looks much like the god himself. He appears as a powerful and handsome man with a light blue tint to his skin. He eyes carry the gleam of summer lightning in them and his smile the warmth of a spring sunset. He can call upon any sphere for his spells, but prefers those that deal with the atmosphere or winds.

| | | |
|---|---|---|
| Str 24 | Dex 23 | Con 25 |
| Int 23 | Wis 23 | Cha 20 |
| MV 12, 24f | SZ 7' | MR 35% |
| AC -3 | HD 15 | HP 180 |
| #AT 2 | THAC0 1 | Dmg 1d6 + 5 (sword) +12 |

**Special Att/Def:** In combat, Shu's avatar employs a gleaming *short sword +5*. Anyone struck by this weapon must save versus breath weapon or be caught up in a great wind and carried away from the battle. Such persons will suffer 3d20 points of damage and be moved one mile away for each point inflicted. Shu is affected only by +3 or better magical weapons.

**Duties of the Priesthood**

Priests of Shu perform their services in large, open areas which are often full of wind gusts and drafts. They are required to pray and meditate during wind storms.

**Requirements:** AB standard; AL any non-evil; WP short sword; AR a; SP all, astral, elemental, guardian, protection, sun, weather; PW 5) create an area of calm (no winds) level x 5' in diameter; 10) *control winds*; TU nil.

**Tefnut (intermediate god)**

The wife and sister of Shu, Tefnut embodies the moisture of the atmosphere. Her power is seen in the wrath of a storm or in the gentle dew found on plants at sunrise. As one might guess, she is sometimes fierce and angry and other times loving and gentle.

Villages in need of rain often call upon Tefnut to send her life-giving gift while those in the grip of a great storm plead with her to spare them and turn her attention elsewhere.

Tefnut's true form is that of a slender, attractive woman with the head of a sleek lion. The air around her smells of rain and lightning and her voice is the deep rumble of distant thunder. Omens from Tefnut always come in the form of storms or rain.

**Statistics:** AL ng; WAL any; AoC storms, rain, and running water; SY pyramid and sun.

**Tefnut's Avatar (wizard 20, priest 15)**

Tefnut's avatar comes only in the form a slender woman with the head of a lioness. She is often accompanied by 1d6 lionesses who obey her every spoken word her without pause. She has access to any school of magic or to the all, animal, astral, elemental, weat her spheres for her spells.

| | | |
|---|---|---|
| Str 19 | Dex 23 | Con 19 |
| Int 23 | Wis 23 | Cha 24 |
| MV 12, 24f | SZ 7' | MR 30% |
| AC -3 | HD 15 | HP 150 |
| #AT 1 | THAC0 9 | Dmg 1d6 + 3 (sword) +7 |

**Special Att/Def:** In combat, Tefnut's avatar can command her sword to transform itself into a stroke of lightning. Anyone hit by this weapon suffers normal damage and they must save versus spells or take an additional 5d20 points electrical damage. In addition, she can unleash a *lightning bolt* (as per the spell) from her eyes in combat and is unaffected by any weapon of less than +3 enchantment.

**Duties of the Priesthood**

Tefnut expects her priests to cherish the storms that she sends to earth. As such, they are often found standing outside during fierce downpours that have caused everyone to scurry for shelter.

**Requirements:** AB standard; AL any non-evil; WP short sword; AR a; SP all, astral, charm, creation, divination, elemental, protection, sun, weather; PW 1) predict weather (100% accuracy, 1 day ahead per level); 5) *call lightning*; *weather summoning*; 15) *control weather*; TU nil.

**Osiris (intermediate god)**

The husband of Isis and son of Geb and Nut, Osiris has a dual nature. While he is often worshipped as a god of nature and plant life, he is also the protector of the dead. Osiris is the god who taught the Egyptians the arts of civilization and is very fond of his people. If any community that maintains a temple to Osiris is attacked, there is a 25% chance that Osiris will send his avatar to lead the battle against the invaders.

Osiris and Set are bitter enemies, for the latter once tricked him into lying down in a magic coffin. Once inside, Osiris was unable to escape and soon died. His wife Isis, mummified his body. In so doing she gave him eternal life and made him a god of the dead.

In his true form, Osiris is a tall, muscular man with a greenish tint to his skin. He can command or destroy any undead creature at will.

**Role-playing Notes:** Osiris is a wise god who rules Heliopolis in Ra's absence. He is very alert to the needs and desires of his followers and always has their best interests at heart.

**Statistics:** AL lg; WAL any good; AoC vegetation, the dead; SY flail.

**Osiris' Avatar (warrior 20, priest 18)**

When Osiris sends his avatar into the world of men, it takes either the form of a great warrior with greenish skin or a mummy. He can call upon any sphere and can cast spells from the school of necromancy as if they were priest spells.

| | | |
|---|---|---|
| Str 24 | Dex 19 | Con 25 |
| Int 25 | Wis 25 | Cha 24 |
| MV 15 | SZ 7' | MR 40% |
| AC -3 | HD 15 | HP 220 |
| #AT 1 | THAC0 1 | Dmg 1d6 + 4 (fail) +12 |

**Special Att/Def:** Osiris' avatar wields his royal flail in combat. This *flail +3* has the same powers as a *mace of disruption*. He can be hit only by +3 or better magical weapons and is immune to all forms of necromantic or death magic. He can command or destroy any undead creature he encounters at will.

**Duties of the Priesthood**

Priests of Osiris must honor the dead and the places in which they rest. No priest of Osiris can ever take part in or condone the looting or violation of a grave, the removal of treasure from a fallen body (either friend or foe), or any similar action. Sacrilege of this type results in an instant loss of all powers and abilities. Priests who die while in such disgrace will become mummies (or some other form of undead, at the DM's discretion).

**Requirements:** AB standard; AL any non-evil; WP flail; AR a; SP all, astral, charm, combat, guardian, healing, necromantic, protection; PW 1) employ spells from the school of necromancy; 10) any *animate dead* spell has double effectiveness; TU turn (as if 2 levels higher).

**Isis (intermediate god)**

One of the most prominent members of the Great Ennead, Isis is the goddess of motherhood and the ideal for all Egyptian women. She is daughter of Geb and Nut, the wife of Osiris, and the mother of Horus .

Isis introduced the custom of marriage to the Egyptian people and has served as the ruler of Heliopolis in the past. She was responsible for the transformation of her husband into a god of the dead.

Isis' true form is that of a tall and beautiful woman of classical nature. She has green eyes that dance with mystical highlights, and a soothing voice.

**Role-playing Notes:** Isis is a regal and noble deity who is eager to share the knowledge of the gods with humanity and often goes to great lengths to introduce her worshippers to new concepts and ideas. In many cases, these new ideas take the form of magic spells and enchantments.

**Statistics:** AL lg; WAL any good; AoC marriage, magic, and motherhood, ; SY eye and teardrop.

**Isis' Avatar (wizard 20, priest 20)**

Like the goddess herself, the avatar of Isis appears as a lovely woman with a dark complexion, dark hair, and sparkling green eyes. Her voice is gentle and her words can charm any creature (no saving throw). She can call upon any school of magic or sphere for her spells.

| | | |
|---|---|---|
| Str 15 | Dex 25 | Con 15 |
| Int 25 | Wis 25 | Cha 25 |
| MV 15 | SZ 7' | MR 100% |
| AC -3 | HD 15 | HP 170 |
| #AT 1 | THAC0 8 | Dmg 1d10 (touch) |

**Special Att/Def:** In combat, Isis' avatar seldom uses her ability to charm others. Rather, she employs her magical touch to inflict 1d10 points of damage. Any magical item or weapon used against her is instantly stripped of its power and destroyed — artifacts are entitled to a saving throw versus disintegration to avoid this effect. No spells will work on the avatar unless she wishes them to, and those casting spells at her are instantly stripped of their magical powers for 1d20 days unless they make a successful saving throw versus spells.

**Duties of the Priesthood**

Priests of Isis are, in actuality, multi-class wizard/priest characters. In the case of human worshipers, the normal prohibition against multi-class characters is waived.

**Requirements:** AB standard, plus must meet requirements for wizards; AL any non-evil; WP any; AR a; SP all, astral, charm, combat, creation, divination, elemental, guardian, healing, necromantic, protection, sun; PW 1) magic resistance of 5% per level; 10) never fails saving throws caused by magical attacks; TU nil.

**Set (intermediate god)**

A cold and calculating god, Set is the jealous personification of evil. He always acts against the interests of mankind and the gods of Egypt. His followers are a dark and scorned lot who work under of darkness and keep themselves cloaked in treachery and deceit.

Set was the son of Geb and Nut. His birth was horrific by any measure, for he tore himself free from his mother's womb sprang upon the world as a foul and hideous thing. Although he has the body of a human male, his head is that of a jackal. Set's supreme act of evil was murdering the god Osiris.

**Role-playing Notes:** Set guards his power and his secrets carefully. He is always looking for ways to recruit new followers and disrupt the churches of the other Egyptian gods. Despite his loathsome nature, Set takes good care of his followers and will not willingly betray or abandon his people.

**Statistics:** AL le; WAL any evil; AoC evil, desert storms, ought, and chaos; SY coiled cobra.

**Set's Avatar (rogue 20, necromancer 20)**

Set's avatar generally assumes the form of the god himself, man with a jackal's head. He can call upon any school for his spells save those normally forbidden to necromancers (illusion & enchantment/charm).

| | | |
|---|---|---|
| Str 20 | Dex 25 | Con 20 |
| Int 23 | Wis 23 | Cha 23 |
| MV 15 | SZ 7' | MR 50% |
| AC -4 | HD 20 | HP 160 |
| #AT 1 | THAC0 11 | Dmg 2d20 (bite) +8 |

**Special Att/Def:** When Set's avatar attacks, he does so with his spells and his powerful bite. Anyone bitten by him must save versus poison or be instantly slain. In addition, the avatar's skin is coated in poison so that those who touch him are subject to the same effects. At will, Set's avatar can cause one who meets his gaze (save versus spells to avoid) to instantly turn lawful evil. When this happens, they are also *charmed* by the avatar. Set's avatar can only be hit by +3 or better magical weapons.

**Duties of the Priesthood**

Priests of Set often oversee the activities of thieves, assassins, and other evil beings. It is not uncommon for an order of assassins to be headed by such an individual. They are not permitted to betray members of their order and must always work to promote " the brotherhood of evil."

**Requirements:** AB standard; AL any evil; WP any; AR SP all, astral, combat, guardian, healing, necromantic, protection, summoning; PW 1) backstab (as thief of equal level); 5) immune to all poisons; 10) attract 2d10 faithful followers of evil alignment; TU command.

**Nephythys (intermediate god)**

Daughter of Geb and Nut and twin sister of Isis, Nephythys was once married to Set. She left him in horror over the murder of Osiris and helped Isis (Osiris' wife) to revive her husband. Because of this, she often acts as a guardian of the dead. Nephythys despises her former husband and will do everything in her power to thwart his plans for evil.

In addition to her duties as keeper of the dead, Nephythys is also the guardian of wealth. As such, her power is often invoked to defend tombs that have been filled with treasures. Anyone violating such a burial chamber is risking the wrath of this god.

**Role-playing Notes:** Nephythys is a somewhat greedy god who takes an interest in the accumulation of wealth by her followers. As such, she tends to favor those of her followers who are well off. She often rewards persons who are of help to her or her church by leading them to important treasures.

**Statistics:** AL cg; WAL any; AoC the dead and wealth; SY moon and ankh.

**Nephythys' Avatar (wizard 18)**

Like the goddess herself, Nephythys' avatar appears as a tall and beautiful woman of grace and dignity. Her eyes sparkle with the gleam of gold. Her touch can bestow great wealth upon any individual by raising the value of any object they hold to 100 times its original cost. Thus, if she touches a sword that cost 15 gold pieces to buy, it is transformed into a fine weapon worth 1,500 gold pieces. She can call upon any school of magic for her spells.

| | | |
|---|---|---|
| Str 15 | Dex 25 | Con 15 |
| Int 25 | Wis 25 | Cha 25 |
| MV 15 | SZ 7' | MR 100% |
| AC -3 | HD 15 | HP 170 |
| #AT 1 | THAC0 8 | Dmg 1d10 (touch) |

**Special Att/Def:** Nephythys' avatar can only be harmed by magical spells or weapons of +3 or better. In combat, she is able to instantly slay any enemy with her gaze (save versus spells at-6 to avoid).

**Duties of the Priesthood**

Those who worship Nephythys are expected to accumulate great volumes of treasure. Once each year, they sacrifice 90% of their wealth to their god and begin again.

**Requirements:** AB standard; AL any non-evil; WP any; AR a; SP all, charm, combat, guardian, healing, protection, sun, weather; PW 1) double normal starting gold; 5) know the true value of any item on sight; 10) never lose at a gambling game; TU nil.

**Thoth (lesser god)**

As the god of science, knowledge, and medicine, Thoth is an important figure in the Egyptian pantheon. Thoth is not related to any of the other gods in the Egyptian pantheon, a fact that makes him something of an outcast. On the other hand, there are those who believe that it was he, not Ra, who was the source of all creation. Thoth is very close to Isis, Osiris, and Horus.

It is said that Thoth maintains a set of three great books in which all knowledge is recorded. These books are locked away at the heart of a great crypt.

**Role-playing Notes:** Thoth is not generous with his knowledge, but neither is he covetous of it. For those who work long and hard at research and science, he is a faithful source of information. Thoth is truly omniscient.

**Statistics:** AL n; WAL any; AoC knowledge; SY ibis.

**Thoth's Avatar (wizard 20)**

Thoth sends his avatar into the world to help those who are seeking to unravel the mysteries of the cosmos. Anyone who is conducting scientific or magical research has a 1% chance per month of being visited by the avatar. If this occurs, the avatar will provide the researcher with answers to his questions far in excess of those he might have obtained without divine guidance. Thoth's avatar can call upon any school of magic for his spells and his magic always has maximum effects (maximum damage, duration, range, and so on).

| | | |
|---|---|---|
| Str 15 | Dex 15 | Con 15 |
| Int 25 | Wis 25 | Cha 18 |
| MV 15 | SZ 7' | MR 100% |
| AC -3 | HD 15 | HP 150 |
| #AT 1 | THAC0 14 | Dmg 1d6 +6 (staff) |

**Special Att/Def:** Thoth's avatar wields a magical staff that acts as a combined *staff of command*, *staff of curing*, *staff of the magi*, *staff of striking*, and *staff of power* with united charges. No other being can handle this weapon without being instantly affected as if hit by a *feeblemind*. There is saving throw and even non-magic using characters can be affected by this curse. Thoth's avatar can only be hit by +2 better magical weapons.

**Duties of the Priesthood**

Priests of Thoth are expected to learn all that they can and help to spread wisdom throughout the world.

**Requirements:** AB standard plus Int of 16; AL any; WP y; AR a; SP all, astral, charm, divination, guardian, healing, protection, sun, weather; PW 1) *detect lie* (always active, no saves apply); 5) Intelligence and Wisdom increased by 1 point each; 10) *commune* with Thoth once per week; 15) Intelligence and Wisdom increased by 1 point each; TU nil.

**Ptah (lesser god)**

Where Thoth is the god of knowledge and science, Ptah is often viewed as the god of artists and designers. While the two gods have much in common (neither of them is related to any of the other gods, for instance), there are important differences. An architect planning a pyramid depends on Thoth for the mathematics to build it and calls upon Ptah for the inspiration that will make it a work of art.

In his true form, Ptah appears as a shaven-headed man with jet black skin. In his eyes is the fire of creativity that is the inspiration of all artists. Just as Thoth's priests claim that he created the universe, so, too, do Ptah's priests exert their claim to the founding waters.

**Role-playing Notes:** Ptah is a clever and dynamic god with a great love of art and beauty. He smiles upon craftsmen who produce works of great quality and will sometimes (5%) send his avatar to assure that such persons receive the recognition they deserve.

**Statistics:** AL ln; WAL any; AoC artists, artisans, craftsmen, and travelers; SY mummified hand.

**Ptah's Avatar (priest 20)**

When Ptah sends his avatar into the world, it normally takes the shape of a powerfully built man with jet black skin and fire burning in his eyes. He can call upon any sphere for his spells.

| | | |
|---|---|---|
| Str 15 | Dex 20 | Con 15 |
| Int 25 | Wis 25 | Cha 18 |
| MV 15 | SZ 7' | MR 25% |
| AC -3 | HD 15 | HP 175 |
| #AT 1 | THAC0 8 | Dmg nil (see below) |

**Special Att/Def:** Ptah's avatar can plane shift any individual to any other plane of existence with but a touch of his hand. While he must make an attack roll to strike his target, the victim is not entitled to a saving throw. Ptah's avatar is immune to all damage not caused by spells or magical weapons of +2 or better.

**Duties of the Priesthood**

Priests of Ptah are expected to be artists and scholars. As such, they must always take the artistic ability non-weapon proficiency. Individual Dungeon Masters may allow players to substitute skills like dancing or pottery for this slot if the character is clearly an artist and not just "another potter". In the eyes of many of his faithful, Ptah is considered to be the creator of the universe.

**Requirements:** AB standard plus Int of 16; AL any; WP any; AR a; SP all, astral, charm, creation, divination, elemental, summoning, sun; PW 1) 5% magic resistance per level; 5) *teleport*; 10) *teleport without error*; 15) *plane shift*; TU nil.

**Horus (lesser god)**

The son of Isis and Osiris, Horus was conceived following his father's death at the hand of Set. Afraid that he would also be slain by Set, Isis saw to it that her son was raised in secrecy by a family in the swamps of the Nile Delta.

Horus took his place among the gods when he reached adulthood and challenged Set. Horus brought all his might to bear and battled his uncle to a standstill. In the end, the goddess Neith was called upon to settle their dispute. After consideration, she ruled in Horus' favor (although Set was compensated to an extent).

In his true form, Horus appears as a hawk headed warrior of great physical power.

**Role-playing Notes:** Horus is a fierce and proud god. He is called upon by those who seek to avenge great wrongs or uphold the honor of their families. If any of his followers begins a quest to avenge the death of a family member, there is a 5% chance that he will send his avatar to aid them.

**Statistics:** AL cg; WAL any good; AoC the sun, revenge, war, and the sky; SY hawk's head.

**Horus' Avatar (paladin 20)**

The avatar of Horus is a dedicated foe of evil. He is merciless and relentless in his war against the forces of Set. He abhors all forms of deceit and treachery, and nothing will stand in his way when he is attempting to right a wrong or slay a traitor.

| | | |
|---|---|---|
| Str 25 | Dex 25 | Con 25 |
| Int 20 | Wis 20 | Cha 18 |
| MV 15 | SZ 7' | MR 25% |
| AC -3 | HD 15 | HP 430 |
| #AT 2 | THAC0 1 | Dmg 2d10 +5 (sword) +14 |

**Special Att/Def:** Horus' avatar wields a *sword of Horus* in combat. This magical weapon acts as a *sword +5, holy avenger*, but also has the special abilities of a *luck blade*, *defender* and *vorpal sword*. In addition, Horus can employ a *sunray* or *firestorm* spell at will (once per round) and can only be hit by +3 or better magical weapons.

**Duties of the Priesthood**

Priests of Horus are, like the god's avatar himself, paladins. Unlike the traditional characters of this class as described in the Player's Handbook, they are only of chaotic good alignment. Thus, they are not bound by the normal restriction against chaotic behavior by paladins. Further, they cast spells as priests (not as paladins), but only gain the ability to turn undead upon reaching fifth level.

**Requirements:** AB as paladin; AL cg; WP any; AR a; SP all, combat, guardian, healing', necromantic, protection, sun; PW see above; TU special.

**Anhur (lesser god)**

Few gods can match the fury of Anhur. However, unlike many war gods, he is a force for good. Like Horus, he fights on against the forces of evil and seldom, ever, loses. The wrath of Anhur is slow coming, for his wisdom is as legendary his ability to make war, but it is inescapable once earned.

In his true form, Anhur is a mighty figure with four arms. He is often seen with a powerful lance that requires both his right arms to wield and which is tipped with a fragment the sun. When he sends his avatars into the world of men, they carry this weapon with them.

**Role-playing Notes:** As has been noted, Anhur is a god, but one who is not quick to pass judgment on others. He expects his followers, especially his priests, to engage forces of evil wherever they find them. There is no excuse for failure.

**Statistics:** AL cg; WAL any good; AoC war; SY bird prey.

**Anhur's Avatar (warrior 20)**

Anhur's avatar always appears as a four-armed wan with a mighty lance held in his right arms. He will initiate combat only against those of evil alignment, but will answer any attack upon himself or his followers with great rage.

| | | |
|---|---|---|
| Str 25 | Dex 25 | Con 25 |
| Int 15 | Wis 20 | Cha 15 |
| MV 15 | SZ 7' | MR 25% |
| AC -3 | HD 15 | HP 430 |
| #AT 2 | THAC0 1 | Dmg 2d10 +5 (lance) +14 |

**Special Att/Def:** The lance that Anhur's avatar employs in combat is a powerful weapon. In addition to being +5, it has the abilities of a *ring of fire resistance*, *ring of protection*, *amulet of the planes*, and a *talisman of pure good*. Anhur's avatar can be hit only by + 3 or better magical weapons and regenerates 10 hits per round.

**Duties of the Priesthood**

Like the worshipers of Horus, priests of Anhur are primarily warriors. They are often found advising generals or leading armies themselves.

**Requirements:** AB standard plus Str of 15; AL any g; lance; AR a; SP all, combat, guardian, healing, necromantic, protection, sun; PW 1) +2/level to hit points; 6)2 attacks every 3 rounds; 13) 2 attacks per round; TU nil.

**Bast (lesser god)**

One of the most popular gods of the Egyptian pantheon, Bast (or Bastet) is the patron of pleasure and cats. While the Egyptians had gods who represented all forms of animal life, none was more important to them than the cat.

In her true form, Bast is a lovely woman with the head of a sleek feline. She is always found in the company of a great many cats of numerous varieties and no such animal will ever act against her interests.

**Role-playing Notes:** Bast is a goddess who delights in physical pleasures and yet maintains the quiet elegance of a feline. She is soft spoken and patient, but always a cunning dangerous opponent. Her worshipers are the sworn enemies of Set and his minions, and will attack them on sight.

**Statistics:** AL cg; WAL any chaotic; AoC cats, pleasure seekers; SY cat.

**Bast's Avatar (rogue 20)**

Bast's avatar takes the form of a stunningly beautiful woman with the head of a cat. She can, at will, *shape change* into any form of feline and can always command felines to do her bidding. No form of cat will every attack her act against her. Bast's avatar is able to employ all of the traditional thief's skills (such as hiding in shadows) at 95% effectiveness.

| | | |
|---|---|---|
| Str 20 | Dex 25 | Con 23 |
| Int 20 | Wis 20 | Cha 25 |
| MV 21 | SZ 7' | MR 25% |
| AC -3 | HD 15 | HP 150 |
| #AT 1 | THAC0 11 | Dmg 2d10 (claws) +8 |

**Special Att/Def:** Bast's avatar attacks with her deadly claws. These deadly weapons can hit creatures only affected by magical weapons and inflict double damage against those of evil alignment. Any being struck by these claws must save versus poison at -4 or be *polymorphed* into a great cat and forced to obey the avatar's commands.

**Duties of the Priesthood**

Priests of Bast are required to keep cats as pets and to sample the physical pleasures of the world whenever they can. As one might imagine, this makes the worship of Bast a popular profession.

**Requirements:** AB as per rogue plus Wis of 12; AL any non-evil; WP as rogue; AR as rogue; SP all, animal, charm, combat, healing, protection, summoning; PW 1) hide in shadows and move silently as ranger of equal level; 5) *charm mammal* (affects felines only, no save is allowed, and the power is always in operation); 10) *shape change* (into any 1 form of feline); TU nil.

# Greek Mythology

Though it flourished 2,500 years ago, no other civilization has had as much influence on the spirit of the western world ancient Greece. Our most basic and dearly held convictions, such as a man's right to liberty, to be ruled by a democratic government, and the inherent worth of the individual, are directly descended from Greek thought.

Geographically, ancient Greece was very much the same as modern Greece. Located at the southern tip of the Balkan mass, it is a region of hard, limestone mountains separated by deep valleys, and cut almost in two by the narrow Strait of Corinth. To the east, hundreds of isles dot the clear Aegean sea, and the mighty island of Crete marks its southern edge in the Mediterranean. It is a small country, no larger than the state of Florida (even at the height of its expansion). Yet it also sits at the hinge of the European and Asian continents, and its shores once touched the waters of six separate seas.

Considering its central location, it is no surprise that a sophisticated culture developed at these crossroads. The ancient Greeks believed they were descended from a legendary of heroes who would sail to the ends of the earth in search of the golden fleece, who would gladly fight a bitter ten-year war over a single beautiful woman, and who lived in a society of splendor and luxury. There is more than a kernel of truth to this legend. However, Greece was not the first civilization to rise in the Eastern Mediterranean.

From 1700 to 1400 BC, the ancient and little-known civilization of the Minoans flourished on the island of Crete and the waters of the Aegean sea. From what little is known of them, they were a vibrant and pleasure-loving people with a highly developed trading system that linked the islands of the Aegean sea together. Their civilization came to an abrupt end around 1400 BC, probably when the volcano at Thera (modern Santorini) erupted with a force three times as great as that of the explosion of Krakatoa. Thera was buried under blanket of pumice as much as 130 feet deep, cities on nearby lands were showered with fire and ash, and ships, harbors, even entire cities were washed away by tidal waves.

The Minoan society never recovered. But a new culture arose on the shores of the mainland. Building on the heritage left by the Minoans, a new sort of man established a spectacular civilization centered at the city of Mycenae that united many other early Greek cities under its influence. The Mycenaeans were great builders who erected citadels with walls ten feet thick, and who buried their leaders in enormous beehive tombs made of stones weighing as much as 120 tons. They were immensely wealthy, especially when it came to gold —a great deal of which they earned through piracy and brigandage. Unlike the Minoans, the Mycenaeans were a warlike people who wandered far on adventurous missions undertaken in the search for gold, and it was their exploits that the famous poet Homer portrayed.

Their lust for warfare seems to have been the downfall of the Mycenaeans. It was one of their kings, Agamemnon, who led them into the long war with Troy. This bitter war left Mycenae weak and shattered by civil strife, with disrupted trade routes and no political allies to help them rebuild.

While Mycenae crumbled, it was infiltrated and finally obliterated by waves of less civilized Greeks from the north, the Dorians. They eventually succeeded in destroying it altogether, and Greece fell into a Dark Age that lasted from 1200 to 750 BC. Citadels fell into ruins, record-keeping vanished, the art of writing disappeared, and the secrets of fine craftsmanship were lost.

After the fall of the Mycenaean civilization, each city, with its surrounding hamlets and farms, was a separate social unit. In chaos of the Dark Ages, they became little more than garrisons ruled by a commander and his captains. Military governments evolved into hereditary monarchies, and the king became the religious as well as secular head of the community.

The many city-states developed along different lines, giving rise to a wide variety of ideas that would later serve as the basis for the intellectual and political freedom so crucial to the development of Greek culture. Yet the Greeks still shared the same language and many other common characteristics. Despite the many different patterns along which the city-states developed, the Greeks shaped a national character that encompassed all of the individual variations of the city-states.

As the Dark Ages stabilized, the Greeks began sharing the discoveries and insights of their individual cities. They relearned and improved upon the arts that had fallen into decay with Dorian migrations. Trade began to flourish again and, in 776 BC, the first Olympic games were held in honor of Zeus.

Perhaps the most important rediscovery, however, was the revitalization of the written word with the appearance of a Greek alphabet well-suited to literature and other needs. The reappearance of writing allowed the precise and widespread communication of new ideas, and increased the cohesion of Greek society.

As the economic revival spread through Greece, the military role of the kings began to decline (though it did not disappear entirely). In city after city, the kings were deposed or reduced to figureheads. They were replaced by a council of local aristocrats who shared the power formerly held by one man, laying the foundations for what would later become the world's first true democracy.

**The New Age**

As Greece emerged from the Dark Ages, each of the city-states (known as polises) developed a unique character and culture. The extremes of this diversity are best illustrated by two of the most famous polises, Athens and Sparta.

Sparta was established by the same uncivilized Dorian invaders that plunged Greece into the Dark Age, and remained essentially Dorian until the collapse of ancient Greece itself.

It was always organized as a stern, military camp, ruled by two kings from its earliest days to its last. Citizens of Sparta were pawns of the polis, rigidly controlled from birth to death. From the age of seven onward, children were trained for war, learning to use weapons, accept harsh discipline, and endure physical hardship without complaint. The average citizen's home life was also extremely limited and controlled. The men ate in a common mess, could not live with their wives until the age of 30, and children were considered property of the polis to do with as it pleased.

At the other extreme was Athens, which had resisted the Dorian invasions by virtue of its location. Sitting atop the rocky acropolis, it repulsed the invaders and served as Greece's repository of ancient knowledge through the Dark Ages. The Athenians established the world's first true democracy, in which all free adult males met 40 times a year to vote upon questions important to the polis. Its small population was extremely civic-minded, and every man cheerfully volunteered to do his part to keep Athens and its democratic government strong.

The Athenians felt they had an exalted duty to spread liberty and democracy to all parts of Greece. Toward this end, in 478 - 477 BC, they established the Delian League, a confederation of over 250 polises allied in the name of mutual defense. In addition to their mutual military needs, however, the members of the Delian League were bound together by a far stronger force: cultural affinity.

Although each polis was (at least in theory) a free and independent state, the ancient Greeks recognized that they shared a common heritage. They spoke some form of the same language, worshipped the same gods, and followed the same customs. Despite the constant bickering between city-states, each man recognized that, after his own polis, he owed his loyalty to the diverse conglomeration of cities that made up the Greek nation.

More importantly, however, each man held a well-defined philosophy of life that marked him as being distinctly Greek. The Greeks believed that a man must be honored for his individual worth and treated with respect just because he was himself. They believed that a man's talents were a gift from the gods, and, therefore, that he should make the most of them. They viewed death as a dismal state that could not be avoided, and believed the only escape from death lay in carving an imperishable legend through magnificent accomplishments. Therefore, they lived their lives to the fullest, and pursued fame with astonishing energy. Each of these cultural threads, all vital in their own right, was woven together to form the fabric of the vibrant Greek culture.

The Greek quest for excellence in all things led to the development of many principles that remain the foundation of free societies today. The Greeks were the first to establish laws that could not be changed at the personal whim of a ruler, and designed their legal systems to secure life and property for all their citizens. They learned to diagnose diseases through the careful observation of its symptoms, laying foundations for modern medicine. They were the first people to carefully and truthfully record history in the form of verifiable facts, establishing the basic premise for all historical study that has followed.

Despite their idealistic lifestyle, the Greeks were more keenly aware of the shortcomings of humanity than other ancient civilization. In the ancient world, the Greeks were famous for their churlish tempers, especially where honor or reputation was concerned. In legend and drama, their heroes always suffered from serious failings that often led to their downfall. Even the greatest of their idols had flaws such as overweening pride, rashness, cruelty, vengefulness, stubbornness, and every form of foible known to man.

**The Greek Pantheon**

To the Greeks, man was the measure of all things, and gods mirrored them faithfully. Like men, the gods were noble and proud, but they were also quarrelsome, scheming, lecherous. These deities appeared in more or less human form, though they were always more beautiful than any mortal could hope to be. Invariably, the gods suffered from human faults and engaged in very human behavior, such as falling in love, resorting to treachery to win a cherished goal and hungering for power. Unlike the gods of many ancient civilizations, the deities of the Greeks were far from remote or mysterious. Their motives could almost always be understood in human terms.

There were two important differences between the gods and men, however. Although the gods were moved by the same emotional forces that ruled the lives of men, they were not expected to follow the rules of human behavior. Were free to engage in all sorts of conduct that would not be tolerated in human society: thievery, lechery, gluttony, adultery, and so on.

The second important difference between gods and men was power. The Greek gods were all, to some degree, embodiments of power, whether in the physical world or in the minds of men. They controlled literally everything, from storms that ravaged the seas to the love that bound men and women together. It was because of this power that the Greeks sought the favor of the gods through prayers and sacrifice. When the Greeks honored excellence in any domain, it was the gift of some of this godly power that they were praising.

The Greek gods, who were thought to live atop the heights of Mount Olympus, were ruled by the mighty Zeus. But this was not always so, for the Mycenean gods were older than the Greek gods, and the Minoan gods were older still. Thus, the Greek gods had a history of their own, just as Greek culture did.

In the beginning, there was only Chaos, from which formed Gaea (the earth), Tarterus (beneath the earth), many other primeval gods such as Eros, Night, and Day. Gaea created Uranus, the Mountains, and the Sea, then married Uranus and gave birth to the Titans, the Cyclopes, and the Hecatoncheires.

Uranus turned out to be a harsh and jealous husband who cruelly kept the Hecatoncheires prisoner inside their mother. In retaliation, she called upon her other children to avenge her, and the Titan Cronus wounded his father so severely that the cruel Uranus was vanquished. The Furies, the Ash Tree Nymphs, and the Giants were created when the deposed ruler's blood fell to earth.

After assuming his father's reign, Cronus married Rhea.. But, fearing that one of his offspring (who were the gods) would usurp his throne as he had his father's, he swallowed all of his children as Rhea gave birth to them. The furious Rhea managed to hide her sixth born child, Zeus. After growing to manhood on the island of Crete, he returned to his father disguised as a cupbearer. Zeus served Cronus a potion that caused the Titan to vomit up the young god's siblings and the gods united to overthrow their despotic father.

The task was far from over, however. After their victory over Cronus, Zeus and the other gods had to battle the rest of the Titans. After more than a decade of cosmos-shaking warfare, in which the elements of nature raged unchecked, the gods finally managed to confine the Titans to Tartarus, the Greek underworld. Next, the gods had to fight a similar battle against Typhoeus, a hundred-headed dragon that Gaea had created to attack the gods after the defeat of her Titans. The gods had no sooner buried the monster beneath Mt. Etna than the Giants challenged their rule. It required all of their prowess and the assistance of the mortal Heracles to kill the giants. Finally, after vanquishing the Titans, Typhoeus, and the Giants, the gods were at last the unchallenged rulers of Olympus and the earth.

Their domain was far different than the world we know today, however. The home of the gods, Mount Olympus, stood at the center of the earth. Around the earth ran a limitless river called Ocean. On the far shore of this river lived the Hyperboreans, a race of blessed men who did not know care, toil, illness, or old age. Their home was isolated from the rest of the world, being completely unapproachable by land or sea.

To the West was Hesperia, populated by such monstrous beings as the Cyclops, the cannibalistic Laestrygonians, Scylla, Charybdis, and the Sirens. Beyond Hesperia lay the Elysian Fields, where certain favored heroes went when they died.

To the South were the Ethiopians, the lucky, virtuous people with whom the gods banqueted. In the East were the barbarians, fierce peoples who could not speak Greek and did not know the blessings of civilization.

Directly beneath the earth was the kingdom of Hades, where the dead went to fade into nothingness. Below Hades was Tartarus, the vast realm of nebulous darkness where the gods had confined the Titans.

**New Spells**

**Enhance** (Alteration)
Eighth Level Wizard

Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 Hour
Area of Effect: One person
Saving Throw: None

Although many high-level wizards know the enhance spell, it is one they rarely use. It is powerful, dangerous, and exhausting, so it is employed only in the most dire circumstances, or as a reward for deeds truly worthy of heroic status.

By means of an enhance spell, the wizard can permanently increase one Attribute score of his choice. The caster can never cast this spell upon himself, and casting it upon another character is so fatiguing that he must rest in bed for a full week (or lose one point of Strength permanently).

On those rare occasions when a wizard does cast this spell, he names the Attribute score he is modifying (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma). He rolls 1d4 and adds the indicated number of points to the desired attribute. The target gains all of the appropriate bonuses and special abilities associated with his new attribute score.

Following the casting of this spell, however, the wizard loses a number of Constitution points equal to one greater than the number of points he bestowed upon his subject. Thus, if a wizard uses this spell to increase a hero's Strength by 3 points, the wizard himself loses 4 Constitution points. This loss is permanent.

No attribute may ever be increased above 22 by this spell. If the target's Strength attribute is modified to 18 and he happens to be a warrior, the target rolls percentile dice normally to determine exceptional strength.

Any time this spell is cast, there is a basic 30% chance that it will backfire. This chance is modified by -1% for each level of the caster. A 16th level wizard, for example, would stand only a 14% chance of backfire (30-16 = 14). When the spell backfires, the wizard loses 1d4 points in the Attribute score he named.

The material component of the enhance spell depends upon the attribute score that is being modified:

| | |
|---|---|
| Strength | The horn of a black bull |
| Wisdom | Two wing feathers from an owl |
| Intelligence | The tusks of a boar |
| Dexterity | The whiskers of a cat |

| | |
|---|---|
| Constitution | The claws of a bear |
| Charisma | A lock of hair from a woman with a Charisma of 16 or more |

**Favor** (Invocation/Evocation)
Fifth Level Priest

Sphere: Protection
Range: Touch
Components: V, S
Duration: 1 week per level of caster
Casting Time: 1 hour
Area of Effect: one individual
Saving Throw: none

By casting a favor spell, the priest is asking his deity to watch over the target (which may be himself). Usually, the favor spell is cast upon a great hero, such as Odysseus or Jason, lust before he undertakes a magnificent deed.

The effectiveness of the spell depends upon how the priest's god views the glory of the deed to be undertaken. Usually, as the god's favor is somewhat arbitrary, this is determined by rolling 1d6. For the duration of the spell, the target's saving throws are modified (in the positive direction) by the result. In cases of especially glorious undertakings, the DM may assign a saving throw modifier that he feels is appropriate.

In addition, the target is blessed by a pledge of one godly intervention. In practical terms, this means that, during the duration of the spell, the player character may reroll any single die roll that affects him personally. The player character may ask the god to honor his pledge of intervention only once, even if the second roll was unsuccessful.

The gods will never grant more than one favor spell to a single group of adventurers or a single adventurer, and usually insist that the spell be cast upon the group's leader. If a second favor spell is attempted, both it and the first are lost.

**New Magic Items**

**Aegis**

This magical *shield +5* is made from a goatskin with golden fleece. Bearing a depiction of the head of a beautiful woman with snakes for hair, it has two magical powers. If the bearer shakes it, anyone looking upon it must save versus fear or flee in panic for 1d10 turns. At the bearer's command, it also acts as a *cloak of displacement*.

Aegis is usually carried by Zeus, but he sometimes loans it to Athena or a favorite mortal hero.

**Gaea (Greater god)**

Gaea is the mother and sustainer of all life. She married Uranus and thus gave birth to the Titans and two broods of terrible monsters, the Cyclopes and the Hecatoncheires. Even after the rise to supremacy of the Olympians, Gaea continues to be widely worshipped. She presides over marriages, nursing the sick, and is foremost among the oracles (before Apollo took it over, the great oracle at Delphi belonged to her). In her true form, Gaea is the earth itself.

**Role-playing Notes:** Although she is widely worshipped, Gaea is one of the most aloof of Greek gods — which is to say she does not spend all of her time meddling in the affairs of mortals. Still, if the proper sacrifices of fruits and animals are made to her, Gaea has been known to lend her aid to those in dire need. She has an affinity for hideous monsters, however, and will never aid anyone in fighting them. In fact, she may well aid the monster if the battle is brought to her attention.

Omens from Gaea can take any form associated with nature, such as foul weather, plagues, abundant crops, etc.

**Statistics:** AL n; WAL any; AoC fertility, health, prophesy; SY basket of fruit.

**Gaea's Avatar (druid 24)**

Gaea's avatar takes the form of a mature, buxom beauty. She can call upon the all, animal, charm, elemental, healing, plant, and weather spheres for her spells.

| | | |
|---|---|---|
| Str 20 | Dex 20 | Con 22 |
| Int 20 | Wis 20 | Cha 24 |
| MV 24 | SZ 10' | MR 60% |
| AC -3 | HD 24 | HP 192 |
| #AT 1 | THAC0 -3 | Dmg 1d4 +1 (sickle) +8 |

**Special Att/Def:** Gaea's avatar wields a black sickle that forces all those hit by it to save versus death or be instantly slain. In addition, any being that looks uninvited upon Gaea's avatar must save versus petrification or be blinded for 1d10 days.

**Duties of the Priesthood:**

The primary duty of priests of Gaea is overseeing planting and animal husbandry. They must also minister to the sick, and often serve as oracles for their communities. All of Gaea's priests are druids.

**Requirements:** AB as druid; AL n; WP club, sickle, quarterstaff, other agricultural implements; AR b; SP all, animal, divination, elemental, healing, plant, and weather; PW 5) *cure disease*; 15) *divination*; TU turn.

**Uranus (greater god)**

Uranus was the early god of the sky heavens, and Gaea's husband. He was horrified by the hideousness of his offspring with Gaea - the Titans, Cyclopes and Hecatoncheires. He shut them up inside their mother Gaea, which both pained and angered her. To avenge herself and her children, she persuaded one of the children, the Titan Cronus, to attack Uranus. The Furies and the Giants were born when Uranus' blood fell on the earth, and the goddess of beauty, Aphrodite, rose out the sea-foam where it mixed with his blood. What happen to Uranus after the attack is unclear, but he may still be watching the earth from a secret hiding place.

**Role-playing Notes:** Uranus is a bitter old god in hiding from his progeny, who do not even realize that he is alive. He delights in causing harm to Gaea and spoiling machinations of the Olympian gods. He will always send his avatar to hinder any attempt to free the Titans or reach site of their imprisonment (see Titans).

Omens and portents from Uranus are so subtle as to go almost unnoticed, for he is quite fearful of revealing his presence. Still, the especially wise or astute may detect his in unusual events in the heavens.

**Statistics:** AL ce; WAL any non-good; AoC sky; stars.

**Uranus' Avatar (fighter t4)**

Uranus' avatar is an old, grizzled warrior. His dark eyes burn with the unspoken desire for revenge.

| | | |
|---|---|---|
| Str 22 | Dex 18 | Con 18 |
| Int 18 | Wis 15 | Cha 15 |
| MV 24 | SZ 6' | MR 60% |
| AC -6 | HD 24 | HP 192 |
| #AT 2 | THAC0 -3 | Dmg 1d8 (sword) +10 |

**Special Att/Def:** Uranus' avatar wields a sword that cuts through any non-magical material as if it were cloth. Thus his enemy's AC is never better than 5 (unless due strictly to Dexterity). Uranus' avatar also regenerates 5 hit points at the end of each combat round, and cannot be harmed by non-magical weapon or attack.

**Duties of the Priesthood:**

Uranus' priests are members of a secret sect. They hire themselves out as fighters, then secretly employ their divine powers to further their true master's ends.

**Requirements:** AB standard plus Str 13+; AL any good; WP any; AR a; SP astral, combat, divination, healing , protection; PW 10) cast spells without verbal, somatic or material components; TU turn.

**Cronus (greater god)**

The youngest of the Titans born to Uranus and Gaea, Cronus was the ambitious one who attacked his father and then assumed the throne to become ruler of the universe. However, when his mother Gaea prophesied that one of his children would overthrow him as he had his father, Cronus proved just as despotic as Uranus. As his wife, Rhea, gave birth to the Olympian gods, he seized them and swallowed them up. His plan might have worked, had Rhea not tricked him into swallowing a stone instead of her sixth child. This god, Zeus, eventually returned to lead the successful revolt against him. Because of his past actions, Cronus was imprisoned in Tartarus.

**Role-playing Notes:** Because Cronus remains penned in Tartarus, he is unable to influence events on earth except through his avatars. Therefore, at least one avatar is constantly moving about Greece, promising men great rewards in return for worshipping Cronus and turning their backs on the Olympian gods. On occasion, these avatars rise to a position of power in a polis, and the result is invariably war as the avatar attacks the power bases of Cronus' rivals. Because of his imprisonment, Cronus cannot send omens or portents.

**Statistics:** AL le; WAL any evil; AoC sinister ambition; SY sickle.

**Cronus' Avatar (fighter 20)**

Cronus' avatar is an evil looking fighter with a gleam in his otherwise dark eyes. He often passes himself off as a human warrior with no claim to his divine status.

| | | |
|---|---|---|
| Str 21 | Dex 18 | Con 18 |

| | | |
|---|---|---|
| Int 18 | Wis 15 | Cha 14 |
| MV 20 | SZ 6' | MR 40% |
| AC -3 | HD 20 | HP 160 |
| #AT 2 | THAC0 1 | Dmg 1d4 +1 (sickle) +9 |

**Special Att/Def:** Although it is not magic, Cronus' adamant sickle cuts through any material it touches, effectively lowering his opponents' AC to a maximum of 5 (unless due strictly to Dexterity). Beings hit by the sickle must save versus death or lose whatever appendage it hits (DMs should determine this randomly or by decree based on the situation).

**Duties of the Priesthood:**

Cronus is no longer worshipped actively by the people of Greece. Nevertheless, there are small sects of priests dedicated to him in Athens, Rhodes, and Thebes who are constantly trying to recruit worshipers through the promise of power or money. In these three cities, the priests organize large harvest-time festivals in which class distinctions are abolished. Their intention is to use the festival as a recruiting tool.

**Requirements:** AB standard; AL any non-good; WP sickle; AR a; SP none (Cronus cannot grant spells); PW none; TU nil.

**Rhea (greater god)**

Rhea was originally worshipped as the Great Goddess of Minoan Crate, and is an example of the Great Mother goddess who took many names and shapes throughout the ancient Middle East. Above all, she symbolized fertility, in which her influence extended over plants, animals, and humans. She also controlled the varying seasons, caused products of the soil to flourish, and even protected men in battle.

Eventually, she became the wife of Cronus and gave birth to the Olympian gods. After Cronus swallowed Hestia, Hera, Demeter, Hades, and Poseidon, she saved Zeus by substituting a rock in swaddling clothes. Rhea's anguish over the loss of her first five children was ended when Zeus grew to manhood and led a revolt against Cronus. In her true form, Rhea is a beautiful woman with a generous figure.

**Role-playing Notes:** Since Zeus seized his father's throne, Rhea has yielded much of her power and many of her responsibilities to her godly children. Nevertheless, she is still revered as the mother of the gods, and sometimes answers appeals concerning fertility or motherhood. Omens from Rhea generally take the form of dreams.

**Statistics:** AL ng; WAL any; AoC fertility, life; SY female face.

**Rhea's Avatar (druid 22)**

Rhea's avatar appears as an immodestly dressed young woman of great beauty with a voluptuous figure.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 19 | Wis 18 | Cha 18 |
| MV 18 | SZ 6' | MR 45% |
| AC 0 | HD 22 | HP 176 |
| #AT 1 | THAC0 -1 | Dmg 1d6 (club) +7 |

**Special Att/Def:** No non-intelligent creature will attack Rhea's avatar under any circumstances. She cannot be harmed by weapons made of unforged natural materials such as stone or wood.

**Duties of the Priesthood:**

Priests devoted to Rhea must ensure that she is forever honored for her part in installing the Olympian gods. They also perform ceremonies related to the fertility of both man and beast, and will go to any length to aid a mother in need of assistance. Their temples often serve as temporary shelters for orphans, whom they place with loving families that have no children of their own.

**Requirements:** AB standard; AL any non-evil; WP club, blunt instruments; AR a; SP all, animal, charm, creation, guardian, healing, plant, protection; PW 8) *summon rain* (over a two mile area); TU turn.

**Zeus (greater god)**

The son of the Titans Cronus and Rhea, Zeus is the god who led his siblings in revolt against their despotic father and established the Olympians as the supreme rulers of the heavens. He is the king of the gods, though his command over them is far from absolute and his decisions are often challenged. Zeus is the god of the sky, the ruler of all high things, including the clouds, rain, wind, thunder, and mountain summits. He is the protector of laws, friend of the weak, and dispenser of justice. Although he can take any form he wishes, and often assumes that of a powerful, bearded man with regal bearing, in his true form he is a ball of fiery light so intense that no mortal can look upon him without bursting into flames.

**Role-playing Notes:** Zeus is an efficient leader, but he is something of a despot. He is moved by anger more often than mercy, and makes his decisions on the basis of politics rather than justice. A confirmed lecher, he will go to any length to woo a beautiful woman (even a mortal) — despite the jealous anger of his wife, Hera. Zeus is

not above toying with men's lives just to entertain himself and the other gods. Omens from Zeus take many forms, including thunder, animals acting in peculiar ways, and unusual celestial events.

**Statistics:** AL n; WAL any; AoC heavens, law; SY fist filled with lightning bolts.

**Zeus' Avatar (fighter 20)**

Zeus' avatar usually appears as a robust man with a full white beard and a regal bearing. However, the avatar has also been known to appear as a swan, a bull, a cloud, and in many other forms.

| | | |
|---|---|---|
| Str 22 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 18 | SZ 7' | MR 30% |
| AC -2 | HD 20 | HP 160 |
| #AT 2 | THAC0 1 | Dmg 1d8 +9 (spear) + 10 |

**Special Att/Def:** The avatar of Zeus can only be hit by magical weapons. When his blood spills on the ground, it forms a 6 HD monster of the DM's choice, that is under the avatar's control. Once per round, he can throw a *lightning bolt* spell that does 4d10 damage.

**Duties of the Priesthood:**

Priests devoted to Zeus must maintain a temple of suitable grandeur, and are responsible for organizing the Olympic games held every four years to honor Zeus. At least once during his life, every priest must visit the sacred oak tree at Dodona in Epirus, where Zeus speaks to his oracles in the rustling leaves.

**Requirements:** AB standard plus Str 14+; AL any; WP spear; AR a; SP all, animal, combat, divination, elemental, healing, protection, weather; PW 1) *lightning bolt* (1d4 damage per level); 15) *polymorph self*; TU nil.

**Hera (greater god)**

As the wife of Zeus, Hera is not only goddess of marriage and women, but the queen of the heavens. Further, she has some minor control over the weather and fertility, though these are not central aspects of her character. Because of her jealous nature and the amorous exploits of her husband, she has developed the power to spy upon anybody in any place at will. In her true form, Hera is tall, noble, and beautiful woman, but, like Zeus, she can assume any form she wants.

**Role-playing Notes:** Above all, Hera is a jealous wife. She spies upon her husband almost constantly, and makes a habit of looking in on any woman with a Charisma of 18 or more. If her husband pays too much attention to another woman, she sends her avatar to kill, disfigure, or otherwise punish the woman. If a wife complains to Hera about an unfaithful husband, there is 5% chance that Hera will respond by making the luckless fellow so hideously ugly that no woman would want him (reduce his Charisma to 1).

Hera is also jealous in regards to her beauty; for if she was responsible for wiping out the Trojan race because one of its members, Paris, thought Aphrodite was more beautiful than she. Omens from Hera include visits from peacocks and other beautiful birds, a harsh voice audible only to one person, or a message carried by a married woman.

**Statistics:** AL cn; WAL any; AoC marriage; SY fan peacock feathers.

**Hera's Avatar (wizard 15, fighter 12)**

Hera's avatar appears as a tall woman of stunning beauty. She can call upon the alteration and enchantment/charm schools of magic for her spells.

| | | |
|---|---|---|
| Str 17 | Dex 18 | Con 18 |
| Int 19 | Wis 18 | Cha 19 |
| MV 16 | SZ 6' | MR 30% |
| AC 0 | HD 15 | HP 120 |
| #AT 3/2 | THAC0 5 | Dmg 1d10 (rod) +1 |

**Special Att/Def:** Hera's avatar can speak in an angry voice, causing 2d8 points of damage to all within 50 yards. Victims of this voice attack must also save versus petrification or flee in terror (as the *fear* spell).

**Duties of the Priesthood:**

Because of Hera's vengefulness, her priests must avenge the slightest insult to their goddess by arranging the of offender's death through direct action, trickery, or deception.

**Requirements:** AB standard; AL any except lawful good; WP club, cudgel, staff; AR a; SP all, charm, combat, divination, healing, protection; PW 5) *detect lie*; 12) *clairvoyance* (centered on any acquaintance of the priest; TU nil.

**Aphrodite (intermediate god)**

The beautiful Aphrodite was created from a mixture of sea foam and the blood of Uranus. She is the goddess of beauty and love. As befits the goddess her position, she was an enthusiastic companion of the male gods. She was also married to Hephaestus, but this did not stop her from consorting with Ares, Poseidon, Dionysus, and others. Aphrodite can charm any male, either god or mortal, and can generate any strong emotion (such as love, hate, anger, sorrow, etc.) in any intelligent being. Although she can assume any form (all of them beautiful), in her true form she is a woman of astonishing beauty.

**Role-playing Notes:** Aphrodite is extremely vain. There is a 10% chance she will overhear any unfavorable comparison of her beauty. In such cases, she will avenge herself by making the transgressor fall in love with a statue, turning him into a shell, or having bees sting his eyes. Omens from Aphrodite are often associated with the sea.

**Statistics:** AL cg; WAL any; AoC love, beauty; SY seashell.

**Aphrodite's Avatar (wizard 15, bard 10)**

Aphrodite's avatar is a scantily clad woman of incredible beauty. She can call upon the illusion and enchantment/charm schools for her magic.

| | | |
|---|---|---|
| Str 15 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 20 |
| MV 15 | SZ 5' | MR 30% |
| AC 0 | HD 15 | HP 120 |
| #AT 1 | THAC0 5 | Dmg 1d4 + (dagger) |

**Special Att/Def:** Aphrodite's avatar carries a dagger that causes anyone struck by it to save versus spells or be instantly charmed. In addition, upon first seeing the avatar, all men must save versus paralyzation or find themselves unable to attack her — ever. Finally, Aphrodite's avatar can cause 1d10 points of damage (and a great deal of physical pain) to anybody trying to harm her simply by waving her hand.

**Duties of the Priesthood:**

Every ten days, her priests must release white doves, and every new moon they must throw objects of art and beautiful jewelry into the sea. They must also do what they can to aid anyone who is in trouble because of a forbidden love.

**Requirements:** AB standard plus Charisma 16+; AL any non-evil; WP bow and arrow, net, staff; AR a; SP all, charm, creation, guardian, healing; PW 5) *charm person* (opposite sex only); 10) Charisma increases to 18; 15) arouse feelings of love (as the enamoring effects of a *philter of love*) in any intelligent being; TU nil.

**Ares (intermediate god)**

Ares is the god of battle, killing, and fighting. As the personification of the savage side of war, he is fond of strife, anger, and unrestrained bloodletting. As such, he is not a very popular god, and is only worshipped (at least by a large number of people) in the polis of Sparta. He has the power to inspire terror, hatred, and fear in the heart of any intelligent being (save versus spells to negate).

Although he can change shapes at will, in his true form Ares is a large man with burning, hateful eyes and a permanent scowl etched across his mouth.

**Role-playing Notes:** Ares is obstinate, hateful, quarrelsome, wicked, untrustworthy, jealous of his fellow gods, and easily offended. Because he has so few worshipers, Ares is always looking for more. If called upon in battle, there is a 5% per level chance that he will send his avatar to aid the beseecher. His help does not come without a price, however. After the battle, the individual that asked for help must become a worshiper of Ares — or face the avatar himself. Transgressions against Ares are generally punished by swift death.

**Statistics:** AL ce; WAL any evil; AoC war, killing, strife; SY spear.

**Ares' Avatar (fighter 20)**

Ares' avatar appears to be a huge fighter with bloodthirsty red eyes. He is powerfully built and carries a deadly looking spear.

| | | |
|---|---|---|
| Str 21 | Dex 18 | Con 18 |
| Int 17 | Wis 16 | Cha 12 |
| MV 15 | SZ 7' | MR 25% |
| AC -3 | HD 20 | HP 160 |
| #AT 2 | THAC0 1 | Dmg 1d8 +8 (spear) +9 |

**Special Att/Def:** After the spear of Ares' avatar hits, it opens a wound that will not stop bleeding until both a remove curse and a heal spell have been cast upon it in the same round. This bleeding causes 6 hp of damage per round.

**Duties of the Priesthood:**

Strictly speaking, Ares has no priests, for his worshipers must be soldiers and fighters. However, he grants his most devoted followers the ability to use priest spells and advance as multi-class characters. Although humans are normally not allowed to become multi-classed characters, Ares bestows this ability upon those who worship him. In return, they are expected to do all they can to create strife and warfare. There is also a great rivalry between Ares and Athena. Whenever his worshipers meet hers, he expects bloodshed to follow.

**Requirements:** AB as fighters; AL any non-good; WP any; AR a; SP combat, elemental, healing, weather; PW 12) *raise dead*; TU nil.

**Artemis (intermediate god)**

An illegitimate daughter of Zeus, the huntress Artemis is the patroness of young girls, and the mistress of beasts and all wild things. She will have nothing to do with men, perhaps because she has often helped women in childbirth and blames men for all the pain involved. Although renowned as a huntress, Artemis kills only to feed herself and others, never for sport. In her true form, she is a slim young girl.

Unlike the other Olympian gods, she dwells in the forests of Arcadia, surrounded by a band of chaste and hardy nymphs. She has complete control over any non-magical animal while it is in the forests of Arcadia.

**Role-playing Notes:** Artemis loves the rugged life of a huntress. Except for helping women during childbirth, she avoids involving herself in any other human matters. She values her privacy, and will severely punish any man violating it. Omens from Artemis are always delivered by wild beasts.

**Statistics:** AL ng; WAL any non-evil; AoC hunting, wild beasts, childbirth; SY bow and arrow on a lunar disk.

**Artemis' Avatar (druid 16, ranger 16)**

Artemis' avatar appears to be a slim young girl resembling Artemis herself. She can draw upon the all, animal, divination, elemental, healing, plant, and weather spheres for her spells.

| | | |
|---|---|---|
| Str 17 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 18 | SZ 5' | MR nil |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 1d10 (arrow) +1 |

**Special Att/Def:** No magic spell affects Artemis' avatar, and any attack rebounds against the caster. Up to a distance of 1,000 yards, range does not affect the avatar when shooting her arrows. In melee combat, she uses a common dagger that has been poisoned. Anyone hit by this weapon must save versus poison or suffer an extra 1d10 points of damage per round until a neutralize poison can be cast upon them.

**Duties of the Priesthood:**

Only women may become druids of Artemis. They must live in the forests, tending the animals, avoiding men, and, above all, remaining chaste. Artemis punishes any violation of the rules concerning chastity by the permanent withdrawal of all powers and standing in her church.

**Requirements:** AB as druid; AL n; WP as druid; AR b; SP all, animal, divination, elemental, healing, plant, and weather; PW 7) ignore range modifiers in archery to a distance of 500 yards; 14) complete control over all animals within 1,000 yards; TU nil.

**Athena (intermediate god)**

One day Zeus developed a terrible headache. To relieve it, Hephaestus used his axe to split the mighty god's head open. Out came Athena, full grown and fully armed. She quickly became Zeus' favorite daughter, and is the goddess of noble combat, architecture, sculpture, spinning, weaving, horses, ox olives, prudence, and wise counsel. As a warrior goddess she is the protectress of Athens, but she is no less skilled in the arts of peace, inventing the potter's wheel, teaching men to tame horses, and helping them build the great ship Argos. In her true form, Athena is a helmeted, statuesque woman of great beauty. She is often seen bearing her father's shield, Aegis, or with an owl perched on her shoulder.

**Role-playing Notes:** Athena is a chaste warrior who resists any attempts on her honor with force. Even seeing Athena without her clothes will be punished by blindness (no save allowed). She is the protectress of Athens, and will always send her avatar to help if that metropolis is threatened. Omens from Athena are usually delivered by owls.

**Statistics:** AL lg; WAL any good; AoC Wisdom, crafts, war; SY owl.

**Athena's Avatar (fighter 16, priest 16)**

Athena's avatar is a helmeted, statuesque woman of extreme grace and beauty. She can draw upon any sphere for her spells.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 17 |
| Int 19 | Wis 21 | Cha 18 |
| MV 15 | SZ 6' | MR 30% |
| AC -2 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 1d8 +5 (spear) +8 |

**Special Att/Def:** Athena's avatar is armed with several special items. The most important of these are a helm that creates an anti-magic shell within 10' of her, a shield bearing a medusa's head that causes anyone looking at it to save versus petrification or be turned to stone, and a spear that never misses when she thrusts with it.

**Duties of the Priesthood:**

Like Athena herself, her priests must remain chaste. They must also dedicate themselves to learning the arts of combat and the crafts of peace, and be ready to fight whenever they encounter worshipers of Ares.

**Requirements:** AB standard; AL lg; WP spear, sword; SP all, charm, combat, divination, healing, protection; PW 5) regenerate 1 hp/turn; 15) *commune* with Athena once per week (one question only); TU nil.

**Demeter (intermediate god)**

Demeter is the queen of the fruitful earth and the goddess of agriculture. Without her blessing, no crops may grow on the earth. Demeter will not hesitate to use this fact to blackmail men and other gods if the need exists. In gratitude for help she once received while for searching for her lost daughter Persephone (who had been abducted by Hades), she also taught the men of Eleusis the secrets of making the earth fertile. The exact nature of these secrets, called the Eleusinian Mysteries, remains unknown to this day. In her true form, Demeter is a beautiful woman, but she can change her own shape and that of others at will. She also has complete control over the weather.

**Role-playing Notes:** Generally, Demeter is a benevolent goddess. However, if her worshipers ignore their duties, she does not hesitate to destroy their crops and send famine upon them.

**Statistics:** AL ng; WAL any non-evil; AoC agriculture; SY mare's head.

**Demeter's Avatar (Wizard 15, Druid 14)**

Demeter's avatar is usually a beautiful woman, though she sometimes takes the form of a female horse. Demeter's avatar can cast spells from the illusion school of magic, and the all, animal, elemental, healing, and weather spheres.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 | SZ 6' | MR 25% |
| AC 0 | HD 15 | HP 120 |
| #AT 1 | THAC0 5 | Dmg 1d8 +5 (spear) +6 |

**Special Att/Def:** Demeter's avatar can only be injured by magical weapons and spells. In five rounds, a tree sprouts from any wound made by her spear. Two rounds after it sprouts, the tree becomes so large that the victim must lie on the ground until the roots are torn from his body (doing an additional 1d10 damage).

**Duties of the Priesthood:**

Priests devoted to Demeter must spend a year on Eleusis being initiated into the Eleusinian Mysteries. After that, they must return to Eleusis every February to help with the ceremonies surrounding the Lesser Mysteries, and every five years in September to help with the Greater Mysteries. Though it might be permissible to miss the Lesser Mysteries for a good reason, any priest missing the Greater Mysteries loses his clerical benefits until he attends the next set of Greater Mysteries in five years.

**Requirements:** AB standard; AL any non-evil; WP sickle, club, flail; AR b; SP all, animal, divination, elemental, healing, plant, weather; PW 1) *plant growth*; 10) *control weather*; 20) ability to create a *potion of longevity* (for the priest only); TU turn (upon attaining 5th level).

**Dionysus (intermediate god)**

As the god of wine, Dionysus has a dual nature. On one hand, he is the embodiment of joy, pleasure, and camaraderie. On the other, he embodies brutality, idiocy, and madness. His twin nature is a reflection of the dual properties of wine in the eyes of the Greeks: imbibed in moderation, it brings pleasure and comfort, but in excess, it brings nothing but depraved misery. He has the power to turn an unlimited amount of water to wine, to make any vine grow anywhere, and to inflict madness upon any intelligent being (save at - 4).

Although he can change shape into any living creature, his true form is that of a handsome young man.

**Role-playing Notes:** Dionysus is a raucous, unruly deity who likes nothing better than drinking to excess and wild uninhibited behavior. If left alone, he and his boisterous worshipers are usually no more than a minor annoyance. But if someone tries to inhibit his worshipers fun, or to drive them away, Dionysus is quick to mock

them. If that doesn't work, he won't hesitate to use his powers against the intruders. Omens from Dionysus often take the form of hallucinations, especially while drinking wine.

**Statistics:** AL cn; WAL any; AoC mirth, madness; SY staff tipped with pine cone and twined with a vine.

**Dionysus' Avatar (bard 17, wizard 12)**

Dionysus' avatar usually appears as a handsome young man carrying plenty of wine, a lyre, and a thyrsus (staff twined with vines). He can call upon any school of magic for his spells.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 15 | Wis 13 | Cha 18 |
| MV 16 | SZ 6' | MR 30% |
| AC -2 | HD 17 | HP 136 |
| #AT 1 | THAC0 3 | Dmg 1d6 (staff) +7 |

**Special Att/Def:** Anyone who is touched by the staff of Dionysus' avatar must save versus spell or suffer from *confusion* as the priest spell.

**Duties of the Priesthood:**

People usually become priests of Dionysus because they like to carouse and engage in wild parties. If so, they have decided to worship the right deity, for Dionysus expects them to view life as one long celebration. Their only true duty is to cultivate grapevines and make wine, which they sell to earn money to support their temple. As a reflection of this, all priests of Dionysus are required to take the non-weapon proficiency of brewing (if those rules are used in the campaign).

**Requirements:** AB standard; AL any except lg; WP poison, staff, whip, net; AR a; SP all, charm, creation, healing, plant, weather; PW 1) *neutralize poison*; 10) Constitution raised to 18; TU nil.

**Hephaestus (intermediate god)**

Hephaestus is the god of blacksmithing and the patron of artisans, craftsmen, and mechanics. Unlike most gods, he is slightly deformed, resembling a tall, bearded hill giant with a club foot and a hunchback.

His mother, Hera, was embarrassed by her son's deformities and kept him out of sight. In order to win the respect of the other gods, he fashioned a golden throne for her. When she sat in it, she was trapped, and he would not release her until she and the other gods accepted him as their equal. Since then, he has proven one of Olympus' most valuable residents, fashioning golden palaces, intricate machines, and beautiful armor for his fellows.

**Role-playing Notes:** Hephaestus is generally a benevolent god, though he is extremely touchy about his deformity. Although he is married to Aphrodite, he is in love with Athena, who will have nothing to do with him. Because he has so few worshipers, he treats them well, often making gifts of adamant weapons, shields, and armor to those that serve him especially well. Such objects have a magical +5 bonus. Omens from Hephaestus often appear in the flames of forges.

**Statistics:** AL ng; WAL any; AoC blacksmithing, crafts; SY hammer and anvil.

**Hephaestus' Avatar (fighter 15, wizard 12)**

Hephaestus' avatar usually takes the form of a dark man with some sort of deformity. He can call upon the alteration school of magic for his spells.

| | | |
|---|---|---|
| Str 22 | Dex 14 | Con 19 |
| Int 18 | Wis 16 | Cha 10 |
| MV 12 | SZ 6' | MR 25% |
| AC 0 | HD 15 | HP 120 |
| #AT 2 | THAC0 5 | Dmg 1d6 (hammer) +10 |

**Special Att/Def:** Any being struck by the avatar's hammer must save versus paralyzation or be knocked unconscious for 1d10 minutes.

**Duties of the Priesthood:**

Before accepting any person as a priest, Hephaestus sends his avatar to see how the person reacts to a deformed person. If they are kind, they are accepted. Priests of Hephaestus must have the blacksmithing proficiency (if these rules used in the campaign).

**Requirements:** AB standard plus Str l5+; AL any non-evil; WP hammer; AR f; SP all, combat, creation, divination, elemental, guarding, healing, sun, weather; PW 1) +1 per level ability scores when making a blacksmithing check; 5) able to repair magic weapons and armor (proficiency check required); 10) able to create magical weapons or armors with a bonus up to +1 per 3 levels of experience (maximum of +5).

**Hermes (intermediate god)**

Hermes is the god of travelers, merchants, thieves, gamblers, athletes, and eloquent speech. He also serves the gods as a messenger and an arbitrator of disputes. He executed his first robbery when he was only one day old, stealing a herd of cattle from Apollo. In his true form, Hermes is a handsome youth who carries a white caduceus (winged rod entwined by two serpents). He can move from place to place almost instantaneously. Hermes also wears a pair of winged sandals that allow him to fly and a helm that allows him to turn invisible at will.

**Role-playing Notes:** Although an accomplished thief almost from the moment of his birth, Hermes has many other aspects as well. He has a keen sense of fairness that other gods often call upon in order to resolve disputes, and willingly uses his great speed to serve as a messenger to the gods (though he sends an avatar when dealing with humans or others on the Prime Material Plane). Omens from Hermes include an unusually good or bad run of luck or a sudden gust of wind as he or his avatar rushes past.

**Statistics:** AL cg; WAL any non-evil; AoC travel, trade, thievery, gambling, running; SY caduceus.

**Hermes' Avatar (thief 15, bard 12)**

Hermes' avatar appears as a handsome youth carrying a white rod that he uses as a weapon. He can call upon any school of magic for his spells.

| | | |
|---|---|---|
| Str 18/02 | Dex 20 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 36 | SZ 6' | MR 20% |
| AC 0 | HD 15 | HP 120 |
| #AT 1 | THAC0 5 | Dmg 1d6 (rod) +3 |

**Special Att/Def:** If Hermes' avatar has a chance to speak before a combat, anyone wishing to attack him must save versus spells. Failure indicates the fast-talking avatar has talked them out of attacking him (treat this as a *charm* spell).

**Duties of the Priesthood:**

All of Hermes priests must keep physically fit and be able to run long distances (they must always select the running proficiency but need allocate only 1 slot to do so). They often serve as professional arbiters, since it is well known that Hermes sends his avatar to punish any priest he catches taking any form of bribe (15% chance per occurrence).

**Requirements:** AB standard plus Con 15+ and Wis 15+; AL any non-evil; WP club, staff, bludgeon; AR g; SP all, charm, divination healing, protection, summoning; PW 1) +1 to AC for every level up to tenth; 5) *detect lie* (no save); 10) always move as if under the influence of a haste spell; TU nil.

**Apollo (intermediate god)**

Apollo is the god of light, prophecy, music, shepherds, and medicine. He helps ripen crops, destroys pests, cures illnesses, and protects shepherds and their flocks. There are many oracular shrines dedicated to Apollo, the chief one being at Delphi (taken over from Gaea). The master of the lyre and song, Apollo is especially vain about his musical prowess and keeps the Muses as part of his retinue. Apollo is not entirely beneficent, however. He carries a bow with terrible arrows that visit plague and disease upon the targets he fires them at. In his true form, Apollo is a beardless young man who rarely wears clothes.

**Role-playing Notes:** Apollo is a tolerant, if not forgiving, god. He disdains vengeance, especially killing for vengeance. On the other hand, he encourages strict laws with harsh penalties in order to keep unscrupulous criminals in check. Generally speaking, he is a beneficent god, and there is a 5% chance that he will send his avatar to aid any beseecher of good alignment who truly needs divine help. On the other hand, he will not hesitate to fire his arrows of plague and disease at any polis that has fallen into evil and lawless ways. Omens from Apollo are generally delivered through his oracles.

**Statistics:** AL cg; WAL any good; AoC light, prophecy, music, healing; SY lyre.

**Apollo's Avatar (bard 17, priest 15)**

Apollo's avatar is well-muscled, handsome youth. He can draw upon any school of magic for his spells.

| | | |
|---|---|---|
| Str 18/27 | Dex 19 | Con 18 |
| Int 18 | Wis 18 | Cha 19 |
| MV 18 | SZ 6' | MR 25% |
| AC 1 | HD 17 | HP 136 |
| #AT 1 | THAC0 3 | Dmg 1d8 (arrow) |

**Special Att/Def:** Anyone struck by an arrow of Apollo's avatar must save versus death or become instantly ill and suffer a loss of 1d10 points per round until a cure disease is cast upon them.

**Duties of the Priesthood:**

Priests of Apollo generally serve as oracles and healers. They are also expected to promote the lawful administration of their polis, and to serve as teachers of music and song.

**Requirements:** AB standard; AL any good; WP staff, net, bow and arrow; SP all, charm, divination, healing, sun; PW 5) *cure disease*; 10) *heal*; TU turn.

**Poseidon (intermediate god)**

An older brother of Zeus, Poseidon is the god of the seas, oceans, rivers, lakes, and earthquakes. Poseidon has the power to create new life forms, and is the creator of bulls and horses. This power often brings him into conflict with Athena. He can also summon and control any non-divine form of sea life, and change his own shape into that of any living being at will. In his true form, he is a man standing a hundred feet tall.

**Role-playing Notes:** Poseidon is a possessive god, his waves constantly lapping at the land belonging to his fellow gods, breaking off a bit here and a bit there. Poseidon also has a terrible temper, and vents his rage in the form of storms or earthquakes. His churlish disposition causes his fellow gods to consider him a foolish old fellow, but only the mighty Zeus would dare say so to his face. If any coastal polis neglects his worship, he is quick to flood it with a tidal wave or smash it with an earthquake. Omens from Poseidon take the form of storms, trembling ground, or visits from hideous, newly created monsters. When especially pleased with a priest, Poseidon rewards him with a paladin-quality warhorse, or by creating a spring in a place of the priest's choosing.

**Statistics:** AL ce; WAL any; AoC water, earthquakes, creation; SY trident.

**Poseidon's Avatar (druid 14, fighter 10)**

Poseidon's avatar is a huge, bearded man. He can draw upon the all, animal, divination, elemental, healing, plant, and weather spheres for his spells.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 13 | Wis 15 | Cha 18 |
| MV 15 | SZ 30' | MR 15% |
| AC 0 | HD 14 | HP 112 |
| #AT 3/2 | THAC0 7 | Dmg 1d6 +1 (trident) +8 |

**Special Att/Def:** Poseidon's avatar can move through water with complete freedom, just as if it were air. Any being hit by his trident must save versus paralyzation or be stuck on its prongs. They will remain there until removed by another character (inflicting 1d10 additional points of damage) or released by the avatar himself.

**Duties of the Priesthood:**

Poseidon's priests must throw a bull into the sea as a sacrifice at least once a month. They are also expected to bless the boats of fishermen, and at least one priest is usually taken along on any long sea voyage.

**Requirements:** AB standard; AL any non-good; WP trident; AR b; SP all, animal, divination, elemental (water only), healing, plant, weather; PW 5) water freedom (as a *ring of swimming* that also bestows *water breathing*); 10); *control winds* (direction but not intensity) for up to eight hours; 15) *earthquake*; TU nil.

**Hades (intermediate god)**

Hades is a two-sided deity, the god of death on one hand and the god of wealth on the other. He is a son of Rhea and Cronus, and thus one of Zeus' older brothers. He rarely leaves his kingdom in the underworld, where the dead go to fade into nothingness. Hades has the power to bring death or wealth to any mortal. The right to restore life to the dead belongs to him alone, and he guards it jealously. He wears a helmet which can render him invisible at will. In his true form, he is a large, dark-skinned man with fiery eyes.

**Role-playing Notes:** Hades is not particularly cruel or vengeful, and his kingdom is not a retributive one. The dead pass through the groves of Persephone. Then they come upon the gates of Hades, which are guarded by Cerberus, who will let the dead enter the shadowy realm but not leave. Upon passing through the gates, the dead meet the divine ferryman Charon and pay him a coin. They are then ferried across the river of woe, Acheron. Later, the valiant dead might be permitted to cross the river of forgetfulness, Lethe, and emerge in the Elysian Fields. More unfortunate souls will cross the river Styx into Tartarus, a region of eternal pain and torment. The rest will simply fade away into nothingness. Omens from Hades are rare, and usually involve some form of unexpected death or wealth.

**Statistics:** AL ln; WAL any; AoC death, wealth; SY black ram.

**Hades' Avatar (fighter 18)**

Hades' avatar usually takes the form of a large, dark-skinned man with a black beard and black eyes.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 19 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 | SZ 6' | MR 30% |

| | | |
|---|---|---|
| AC -2 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d8 (sword) +8 |

**Special Att/Def:** Opponents of Hades' avatar must save versus death or die when any of the following occur: they are struck by his sword, when the avatar intentionally casts a death gaze on them (once per round, range 100 yards, can't be used in melee combat), or if the avatar is reduced to zero HP (where upon it explodes, flinging death rays in all directions).

**Duties of the Priesthood:**

Hades' priests must live in dark, dreary caverns. They hoard large amounts of gold, which they collect as fees for raising the dead.

**Requirements:** AB standard; AL any evil; WP any; AR a; SP all, charm, creation, divination, healing, necromantic, protection, summoning; PW 3) see in darkness; 5) *darkness in 10' radius*; 10) *death touch* (save versus death or die); 15) *raise dead*; 20) regenerate 5 hp per round; TU turn.

**Hecate (intermediate god)**

Hecate is the goddess of the moon, magic, and plenty. She often visits her friend Persephone (Hades' wife) in the underworld, and has learned to control the undead. Hecate is the defender of children and the provider of abundance in food, riches, and other desirable things. She also wanders the night with a pack of hell-hounds, which she sets on those foolish enough to travel at night. Those who cast spells draw upon her power, as she is the source of all non-clerical magic. At night, she can cast any two spells she wishes per round, but this, ability is reduced to only one spell per round during the day. In her true form, Hecate has three female heads and the body of a ravishing woman, but she can appear in the form of any living creature she wishes.

**Role-playing Notes:** Hecate is an independent and capricious goddess. She often aids or hinders mortals for no reason other than having nothing better to do. Any being doing injury to a child stands a 10% chance of drawing her notice, in which case she will send her avatar to exact an appropriate vengeance. At night, she sometimes appears in avatar form to lonely shepherds, and has been known to protect their flocks on more than one occasion. Omens from Hecate generally come in the form of some magical communication, and are accompanied by the eerie sound of baying dogs.

**Statistics:** AL ce; WAL any; AoC magic, moon, abundance; SY setting moon.

**Hecate's Avatar (wizard 20)**

Hecate's avatar is a beautiful, dark-haired woman. She is always accompanied by at least one hell-hound of maximum hit points and abilities. She can draw upon any school of magic for her spells.

| | | |
|---|---|---|
| Str 13 | Dex 18 | Con 18 |
| Int 20 | Wis 17 | Cha 18 |
| MV 15 | SZ 6' | MR 35% |
| AC 2 | HD 20 | HP 160 |
| #AT 1 | THAC0 1 | Dmg 1d4 (dagger) |

**Special Att/Def:** Any being hit by Hecate's dagger must save versus death or fall into a trance and be controlled by the avatar as if they were undead. The avatar has complete control over any undead creature with up to 9 hit dice (the level of a typical vampire).

**Duties of the Priesthood:**

Hecate has no priests, but all those who use magic (i.e., wizards, illusionists, bards, etc.) worship her. They are expected to sacrifice honey and black ewes to her on nights of the full moon. Failure results in a total loss of magical powers until the proper sacrifice is made on the next night of a full moon.

**Titans (greater and lesser gods)**

The Titans, sometimes referred to as "the elder gods" were the deities who replaced the primordial gods Gaea and Uranus as rulers of the cosmos.

The first Titans were the children of Gaea and Uranus. Cronus and Rhea, the king and queen of the first Titans, are discussed individually under separate entries. While Cronus sat in the divine throne, he and Rhea produced the Olympian gods. Cronus had been warned that his children might overthrow him, so he swallowed each of his children as they were born. However, Rhea managed to trick Cronus into swallowing a rock instead of her sixth child, Zeus.

After growing to manhood in exile, Zeus returned and tricked Cronus into vomiting up his Olympian siblings. There followed a great war between the Titans and the Olympian gods, eventually resulting in the defeat of the Titans. With the exception of Rhea, the Titans born directly to Gaea and Uranus (Cronus, Oceanus, Tethys, Hyperion, Mnemosyne, Themis, Iapetus, Coeus, Crius, Phebe, and Thea) were locked in Tartarus. They were all

greater gods to some extent, and too dangerous for the Olympians to forgive, so they remain locked there to this day.

The children of the original Titans, however, were only lesser gods and not as dangerous as their forebears. Therefore, the Olympians were able to forego binding them in Tartarus, and assigned different fates to them. The most important of these Titans include: Atlas, who led the Titans in their struggle against the Olympians, and was condemned to eternally bear the earth and heavens upon his shoulders. Prometheus, the wise Titan who created man and allied with the Olympians in the war, but who later offended Zeus and was chained to a rock in the Caucasus Mountains, where an eagle feeds on his liver to this day. Epimetheus, the foolish Titan who allowed his wife, Pandora, to unleash all the evils on mankind.

There were, of course, many other children born to the original Titans, and who are (very) rarely encountered wandering about Greece, but they are too numerous to list here.

Generally speaking, Titans which might be encountered in Greece appear to be huge men and women (twenty feet or more in height). They have all the powers of lesser gods, and usually embody one aspect of humanity, such as strength for Atlas, wisdom for Prometheus, foolishness for Epimetheus, etc. They will always have at least one special power connected with this aspect, and the Attribute score most closely associated with it will either be very low (1-3) or high (23-25).

**Role-playing Notes:** The personalities and goals of Lesser Titans will be as varied as those of humans, but they will have one thing in common: they either bear the Olympian gods tremendous respect or tremendous fear. Under no circumstances will they tolerate open disrespect to the Olympian gods. Those that favor the Olympian gods will see it as blasphemous, and those who do not will fear a trick or test of some kind. Generally speaking, Titans will be unconcerned with matters such as wealth or power in the human realm, but they may very well be searching for enough to eat, an adventure worthy of them, or be consumed by love.

**Statistics:** AL any; WAL any; AoC special; SY as appropriate.

**Lesser Titan**
**(fighter, wizard, thief, hard, priest, etc., at level 20)**

| | | |
|---|---|---|
| Str 15-25 | Dex 15-25 | Con 15-25 |
| Int 15-25 | Wis 15-25 | Cha 15 |
| MV 15-21 | SZ 20'+ | MR 10-20% |
| AC 4 to -3 | HD 17-22 | HP 8 per HD |
| #AT 1-2 | THAC0 varies | Dmg varies |

**Special Att/Def:** As appropriate to the nature of the titan and the aspect it embodies. As a rule, all titans can only be hit by magical weapons.

Titans do not have the ability to use avatars, so the statistics above are those of the Titan itself. Titans who are wizards, priests, and other magic users will always be able to draw their spells from at least two schools or four spheres. They will always resemble a huge human being. Almost always they are of extreme beauty, but on rare occasions titans can be hideously ugly.

**Duties of the Priesthood:**

Fearing retribution from the Olympian gods, the Titans do not make a habit of recruiting worshipers. However, if someone independently begins to worship a Titan, chances are that he or she will be flattered and will accept the worship providing the sect grows no larger than a dozen people or so.

**Requirements:** AB standard; AL as appropriate; WP appropriate; AR as appropriate; SP as appropriate; PW none, but at tenth level, Titans usually grant their worshipers the privilege of calling upon them for help once; this privilege is renewed each time the priest goes up an experience level; TU as appropriate.

**The Furies (lesser gods)**

The Furies, also called Erinyes, were born when the blood of Uranus fell upon the earth. They are angry and avenging deities who hunt down wrongdoers and punish foul deeds.

They are also known by their individual names, Alecto (the persevering anger), Tisiphone (the blood avenger), and Megarea (the jealous). The Furies reside in the underworld and only come forth (always together) to fulfill curses or punish terrible crimes, especially those involving one's own family. They have the power to fly, and to find their quarry no matter where he hides (as long as he is not hidden by some divine means). In their true forms, the Furies are old, winged crones carrying whips and scourges.

**Role-playing Notes:** The Furies only emerge to fulfill a very powerful curse or (50% chance per occurrence) to punish a terrible crime (such as cold-blooded murder, stealing from the elderly, or attacking the defenseless). They are the embodiment of impersonal justice, and take only the crime itself, not the reason for committing it, into consideration in determining their punishment. They always deal out a punishment commensurate with the crime.

**Statistics:** AL n; WAL N/A; AoC justice; SY three scourges.

**The Furies (cleric 20, fighter 20, or wizard 20)**

| | | |
|---|---|---|
| Str 16 | Dex 18 | Con 18 |
| Int 16 | Wis 16 | Cha 5 |
| MV 20 | SZ 6' | MR 20% |
| AC 0 | HD 20 | HP 160 |
| #AT 1, 2, or 1 | THAC0 1 | Dmg 1d2 (whip) +1 |

**Special Att/Def:** The whips of the Furies strip away attribute points: a hit by Alecto (the priest) strips away 1d4 points of Wisdom, a hit by Tisiphone (the warrior) strips away 1d4 points of Strength, and a hit by Megarea (the wizard) strips away 1d4 points of Intelligence. The Furies cannot be permanently destroyed by any means (see below).

The Furies do not send avatars and will always appear themselves. Because they hold a special place in the universe, the prohibition against visiting the Prime Material Plane does not apply to them.

Alecto and Megarea draw their spells from any school or sphere. If someone manages to kill one of them, the others do not stop attacking until that character is dead. If they are all killed, then the character is safe for a time. However, after 1d10 days, the furies return to hunt down and kill their murderer(s).

**Duties of the Priesthood:**

Nobody worships the Furies, though there are plenty of people who fear them.

## Greek Heroes

**Heracles (demigod)**

The son of Zeus and the mortal woman Alcmene, Heracles was strength personified. While still an infant, he strangled two huge snakes with his bare hands. Of course, Zeus' wife, Hera, was jealous of the affair that begot Heracles, and she is always conspiring to bring him harm. Heracles is a fearless adventurer whose many escapades are the stuff of legend. A robust, cheerful man, he has an appetite for food and women that almost equals that of his divine father.

Although he visits Olympus from time to time, and has been known to aid the gods in their struggles, Heracles spends most of his time in the world of men. He is a stout man with a long beard, usually wearing a lion's skin for clothing.

**Role-playing Notes:** Heracles is a dangerous fellow to have dealings with, for he will take offense at the slightest insult. Anyone tricking, deceiving, or failing to express the proper gratitude is placing his life in Heracles hands, for the demigod has a violent temper. Heracles will never have anything to do with wizards or priests, as he has a profound distrust of magic.

**Statistics:** AL cn; WAL any; AoC strength and adventure; SY lion's head.

**Heracles**

Heracles has no avatar, thus we have used the same format employed for heroes to present his statistics. If he should ever be killed, Zeus will arrange for his release from the land of the dead. Rest assured that the first thing he will do is seek vengeance for his death.

**fighter 20**

| | | |
|---|---|---|
| Str 25 | Dex 17 | Con 20 |
| Int 11 | Wis 9 | Cha 18 |
| AC 4 | MR nil | MV 15 |
| HP 168 | AL cg | THAC0 1 |
| #AT 2 | Dmg 1d6 (club) +14 | |

**Special Att/Def:** Heracles wears the Nemean lion skin which cannot be pierced by anything. Thus, all thrusting weapons do only 1 point of damage to him and all slashing weapons do only half damage. Heracles also has a special bow that has a range of up to 1 mile, and cannot miss at any range of less than half a mile. If Heracles takes more than 84 points in damage, he enters a berserk rage, attacking friend and foe alike. In this state, his damage bonus doubles to +28 points.

THAC0 unmodified by Str or Dex. It becomes -6 in melee, and -2 with missile weapons.

**Duties of the Priesthood:**

Although Heracles has plenty of admirers, he disdains those who lower themselves enough to worship him. In any event, he does not have the ability to grant clerical powers.

**Theseus**

Theseus was the first son of King Aegeus of Athens (this was in the pre-democratic days of the golden age), conceived during a stop over he made at Troezen. Although he was not wedded to Theseus' mother at the time of conception, when Theseus grew into a man and went to Athens, Aegeus nevertheless honored his first son's claim to Athen's throne.

Theseus was a clever, strong hero who earned great fame for his many exploits. His most famous adventure was the slaying of the minotaur in the labyrinth of King Minos.

**fighter 13, bard 9**

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 18 |
| Int 18 | Wis 17 | Cha 18 |
| AC 2 | MR nil | MV 12 |
| HP 83 | AL lg | THAC0 6 |
| #AT 2 | Dmg 1d8 (sword) +4 | |

As a king of Athens, Theseus was a just and wise ruler who laid the foundations for its democratic government. Then are some who say he developed a self-running government just so he would have time to go away on adventures.

Despite his wisdom, however, Theseus was not a faultless ruler. He was the man who kidnapped Helen of Troy, an incident that touched off the terrible Trojan war and plunged Greece into the Dark Ages.

**Odysseus**

Odysseus was the king of Ithaca, as well as one of the heroes of the Trojan war and the ten-year siege of Troy. A cunning man, he is credited with planning the ruse that finally ended the war: building the wooden horse and hiding soldiers inside. When the Trojans brought the gift into the city, the soldiers leapt out of the horse and opened the gates, allowing the Greek armies to sack the town.

**fighter 13, thief 9**

| | | |
|---|---|---|
| Str 18/00 | Dex 16 | Con 17 |
| Int 18 | Wis 10 | Cha 18 |
| AC 2 | MR nil | MV 12 |
| HP 83 | AL cn | THAC0 5 |
| #AT 2 | Dmg 1d8 (sword) +6 | |

On his way home after the war, Odysseus offended Poseidon by blinding Polyphemus, a lesser cyclopes who happened to be the sea god's son. Poseidon was so angry that he kept Odysseus at sea for 10 years. During this time, he had the many great adventures which were the basis of Homer's, *Odyssey*. When he finally returned home, he found his poor wife besieged by suitors who assumed that he was dead. He answered this insult in a typically direct fashion by slaying all the suitors.

## Greek Monsters

**Cyclopes**

Both greater and lesser Cyclopes resemble thin hill giants with a single eye located in the middle of their forehead. Despite their similarities, however, they are very different creatures.

**Greater**

| | | | |
|---|---|---|---|
| AC -4 | No. 1 | SZ 21' | XP: 12,000 |
| MV 15 | ML 18 | AL cg | Int high |
| HD 15 | HP 120 | MR 15% | THAC0 5 |
| #AT 1 | Dmg 7d6 (fist) | | |

**Special Att/Def:** Greater cyclopes are immune to all fire-based attacks. They usually (90%) bear magical weapons (+2 to + 5 bonus) and/or wear magical armor (+ 2 to + 4 enchantment).

There are only five greater Cyclopes: Arges, Steropes, Brontes, Pyracmon, and Acamas.

**Lesser**

| | | | |
|---|---|---|---|
| AC 2 | No. 1-4 | SZ 20' | XP: 4,000 |
| MV 15 | ML 16 | AL ce | Int low |
| HD 13 | HP 50-100 | MR nil | THAC0 7 |
| #AT 1 | Dmg 6d6 (fist) | | |

**Special Att/Def:** Lesser cyclopes can throw boulders up to 150 yards for 4d10 damage.

The more numerous lesser Cyclopes were created by Poseidon. Wild man-eaters, they are usually found in small communities on isolated islands, where they scratch out a meager existence by shepherding their flocks of giant sheep.

**Hecatoncheire**

The Hecatoncheire was born to Gaea and Uranus. It resembles a huge giant that has fifty heads and a hundred arms. It is a bitter enemy of the Olympian gods and will attack them or their worshippers on sight.

| | | | |
|---|---|---|---|
| AC 5 | No. 1 | SZ 100' | XP: 10,000 |
| MV 15 | ML 18 | AL cn | Int low |
| HD 16 | HP 256 | MR 35% | THAC0 5 |
| #AT 10 | Dmg 1d10 (fist) | | |

**Special Att/Def:** Any Hecatoncheire can simultaneously attack up to ten man-sized targets with ten fists each. On an attack roll of 20, they are able to grab their opponent, inflicting 2d10 points of damage per round until the victim escapes. Beings with a Str of 18 to 18/50 stand a 10% chance of escaping each round; add 1 percentage point for each 2 percentile points of Strength over 18/50. Beings with a Str of 19 or above stand a 90% chance of escaping. Hecatoncheire can hurl fifty boulders up to a range of 100 yards, doing damage as a *meteor swarm* spell.

**Cerberus**

Cerberus is the giant, three-headed mastiff that guards the gates to the underworld. He will always allow dead people to enter the gates, but never permit them to leave. Living people must bribe him with a tasty treat to enter, but he will not permit them to leave, even if another such bribe is offered.

Although his master (Hades) occasionally allows him to roam about the earth free, Cerberus is most often found at the gates of Hades. If met here, nothing, including magic, can trick or force him into leaving his post.

If Cerberus is ever killed, Hades simply allows him to leave the underworld and journey back to the land of the living.

| | | | |
|---|---|---|---|
| AC 1 | No. 1 | SZ 30' | XP: 12,000 |
| MV 24 | ML 18 | AL ne | Int high |
| HD 22 | HP 176 | MR 15% | THAC0 -1 |
| #AT 3 | Dmg 1d12 (bite) | | |

**Special Att/Def:** Cerberus has three heads, each of which can bite in combat. If the middle head opts not to bite, it spews a stream of poison spittle to a range of 30', causing death on contact (save versus death to negate). The collective stare of all three heads turns any mortal to stone (save versus petrification to negate). Cerberus regenerates 5 hit points per round.

**Gigantes**

The Gigantes are a race of giants that Gaea gave birth to when the blood of her-mutilated husband fell upon her earthly form. They are huge, manlike creatures with serpents for feet. Their hatred of the Olympian gods runs deep, and they will never pass up a chance to do one harm.

| | | | |
|---|---|---|---|
| AC 1 | No. 1-2 | SZ 15' | XP: varies |
| MV 15 | ML 16 | AL ce | Int low |
| HD 16 | HP 128 | MR nil | THAC0 5 |
| #AT 1 | Dmg 2d8 (fist) | | |

**Special Att/Def:** Varies by individual.

Each Gigante has at least one special power; for example, Antaeus heals all damage he takes each round. In combat, he also increases 2' in size and does an additional 1d8 in damage each round, to a maximum size of 21' and a maximum of 5d8 in damage. Both of these powers work only as long as his feet are touching the ground. Another gigante, Enceladus, is so terrifying in aspect that any being seeing him must save versus spells or flee as if affected by a *fear* spell. Any time he saves against a magic spell, Enceladus can grab it out of the air and fling it back at his attackers. If the spell allows no saving throw, he is automatically able to use this power.

# Indian Mythology

The culture of historic India is one of the oldest and most constant that has ever existed on Earth. In 2,500 BC, merchants from India's first civilization sailed the Arabian Sea, trading with such ancient and distant Mesopotamian cities as Agades and Ur. By the time Greece entered its Golden Age in the fifth century BC, the Rig Veda, the foundation of Hindu philosophical thought, was nearly a thousand years old. Despite its great antiquity, however, India's culture remained intact and as vibrant as ever when the sun set on the great British Empire. Hinduism is still practiced by 500 million people or more.

Geographically, India is an arrow-shaped peninsula located on the southern side of the Asian continent. It is large, with an area of over a million square miles. On the north, it is bordered by high, wall-like mountain ranges on all sides: the Hindu Kush on the northwest, the Karakoram on the north, and the Himalayas on the northeast. Its pointed tip is protected by the Arabian Sea on the west and the Bay of Bengal on the east. It's climate ranges from temperate in the north and arctic in the mountain ranges to tropical in the south. India has a wide variety of terrain: mountains reaching 25,000 feet in altitude, tropical jungles, barren deserts, and fertile tablelands, river valleys, and coastal plains. In the spring, much of the land is baked by a fiery, merciless sun, and in the summer it is flooded by unending monsoon rains.

Around 4,000 BC, the first Indians to inhabit this wild land gave up the nomadic life of hunters and gatherers. On the banks of rivers close to the mighty Indus, they founded many small farming villages. By 2,500 BC, they had created the Harappan Culture, India's first civilization. The Harappan Culture had two important cities, Harappa and Mohenjo Daro, each a masterpiece of urban planning. They also had dozens of smaller farming and fishing villages scattered over an area of 200,000 square miles. At the port of Lothal was a brick shipyard over 700 feet long, capable of loading merchant ships at both high and low tides.

About 1,500 BC, the Harappan Culture began to suffer a decline, probably due to working their land until it was barren, the resultant increase in monsoon flooding, and perhaps even the geology of the region, which, over the course of a thousand years, was slowly moving their sea and fishing ports away from the sea.

**The Aryans**

Whatever the reason for the decline of the Harappan Culture, the death blow came when Aryan tribes began filtering through the Khyber, Bolan, and other passes ("ghats") of the Hindu Kush. Coming from the steppes of Central Asia, these fierce nomads invaded and settled in Asia Minor. Persia. and India.

Armed with swift, horse-drawn chariots, the Aryan tribes quickly captured and destroyed Harappa and the northern cities, ravaging everything in their path. The Aryans were wandering herdsmen who spent only slightly less effort on intertribal warfare than they did on inter-cultural feuds. Cows and bulls, from which came their food and clothing, were the measure of their wealth. In their hands, the complex urban culture of Harappa and Mohenjo Daro faded into oblivion, along with its writing, craftsmanship, art, and architecture.

The Aryans did leave one artifact that was to prove more important to India than all of the cities and art works of the Harappas. The Aryan priests built up an exhaustive record of their religious beliefs and practices. Composed in a complex poetic style passed along by memory and recitation for a thousand ages, these hymns were compiled in four great books called the Vedas. This period in Indian history, from 1,500 BC to 500 BC, is called the Vedic Age. It was during this period that the fundamental principles of Hinduism, principles that endure to this day, were laid down.

During the Vedic Age, the lifestyles of the Aryans themselves underwent many changes. As they pushed south, fighting each other and conquering the non-Aryan natives of India, the Aryans began to trade their nomadic ways for agricultural lifestyles. The shift to a more stable economic base did little to change their essential character, however. They remained a fearless people of enormous pride, utterly convinced of their own racial and social superiority over those they conquered. The Aryans forced their conquered victims to live in clusters outside their villages, treated them with nothing but contempt and scorn, and banned them from participating in Aryan religious rites.

The principle of segregation also extended to the Aryans themselves, however. They divided their citizens into classes. At the top of the order were the hereditary nobles, from whom the raja (chief) was chosen. The priests, who were responsible for religious teaching and observances, came next and third were the ordinary tribesmen. Below all of these classes, of course, were the conquered peoples.

As the Aryan agricultural communities became more stable and victor and vanquished fused, the Aryan class system underwent many changes. The chiefs became hereditary, power-hungry kings, and their communities became kingdoms of varying size and power. The classes became subdivided and even more rigid, and moving from one class to another became even more difficult.

The greatest change came in the relationship of the priestly class to the nobles. By giving a new meaning to religious ritual, the priests managed to raise themselves in status even above the kings. Over the years, the priests had developed enormously complex rituals out of the ceremonies of the Rig Veda (the first Veda). As the Aryan kingdoms were taking shape, they began to teach that if a ritual were performed incorrectly, the cosmic order (called "rita") would be upset and catastrophe would follow. Of course, the priests were the only ones that could perform the rituals properly. Therefore, they became exalted even above the kings.

By the close of the Vedic Age, the Aryans had transformed themselves from simple nomads into the caretakers of a vast and complex civilization. Their rajas were no longer tribal leaders, they were hereditary kings commanding vast areas throughout India. Their family life was based upon religious concepts of divinely ordained, hereditary classes, with the brahmins (priests) at the top, followed by the kshatriya (kings and warriors), vaishyas (merchants, artisans, etc.), and finally the shudras (serfs). Their everyday actions were ruled by a multitude of proscriptions and restrictions. Religion had become a complex series of painstaking rites based upon concepts beyond the comprehension of common people, and priests were the most powerful members of the communities.

**Late Vedic Beliefs**

The power of the Vedic priests lay in their intellectual prowess, so it should come as no surprise that they developed a long tradition of philosophical compositions regarding the Vedas. One of the most important of these, the Upanishads, contained many of the themes that inspired the originators of Buddhism, Jainism, and many other less popular religions. Since *Legends & Lore* is concerned primarily with the Vedic pantheon and its later mythology, these religions will not be discussed — except to note that their origins can be found in the concepts developed toward the end of the Vedic Age.

In addition to planting the seeds of Buddhism and Jainism, the Upanishads provided the foundation of the most popular religion in India to this day, Hinduism. *Legends & Lore* makes no attempt to translate modern Hinduism into AD&D game terms, but the transition between the beliefs of the late Vedic Age and those of early Hinduism is so smooth and gradual that it is impossible to describe one without touching on the other. Many of the concepts discussed below will unavoidably have an Hinduistic echo to them.

In searching for the meaning of life and the fundamental truth of the universe, the Upanishads accepted the many gods of the Vedic pantheon. But they also sought to unify the multiplicity of the world. They achieved this by postulating the existence of the Brahman, a single world spirit that enfolded all of existence. The importance of this concept to Indian culture cannot be underestimated, for it allowed the Vedic priests to exert their influence over the worshipers of (literally) millions of different gods. Instead of converting those who worshipped deities different than their own, the priests simply sanctioned the worship of these diverse gods as different aspects of the one truth, the Brahman.

Brahman cannot be defined exactly. It is the Divine essence which is hidden in all beings, and of which all beings are a part. Everything that exists — the gods, men, animals, plants, even rocks — is simply a manifestation of the Brahman. The spirit that animates each person (and god, animal, plant, etc.) is an imperceptible part of the Brahman called the "Atman."

The only way for an individual to attain a state of bliss, according to this mode of thought, is to experience the essential unity between the Atman and the Brahman. Until an individual succeeds in doing this, he is doomed to be reborn again and again. Thus, reincarnation is one of the fundamental concepts of ancient Indian thought.

The nature of the individual's reincarnation depends upon the second fundamental concept: "karma". Simply stated, karma is a form of cause and effect. It postulates that a good result, will follow a good action, and a bad result will follow a bad action. Those leading a good life will be rewarded by a better position in their next reincarnation. Those leading a bad life will be punished by receiving a lower position (perhaps even as an animal) when they are reborn. Each man's position in life is a direct and unavoidable consequence of his actions in his last life. Note that this doctrine reinforces the rigid class structure adopted in the late Vedic Age.

Dharma, the third basic concept of ancient Indian thought, helps a person achieve good karma during his lifetime. Dharma is the duty to which a man is bound by his station in life. If he does as his dharma dictates, performing his duties according to his station in life, then his karma in the next life will be good. If he fails to follow his dharma, then he might find himself reincarnated as a beggar, slave, or worse.

Another important concept to the Vedic priests ("Brahmins") is their concept of time. In the western view, time is a steady, linear progression. Once an event has occurred, it is in the "past" and will not reappear in the "future:' To the Vedic mind, however, time is cyclical. Everything that has happened in the past will happen again, and it is impossible for anything to happen that has never happened before. They view time as a revolving circle that binds together everything in the universe, including the gods. Therefore, when they perform a ritual, they are mystically repeating some event crucial to the continuation of the universe, such as its death and rebirth.

**Ascetic Characters**

One of the basic Vedic doctrines is that in order to achieve unity with the Brahman, it is necessary to release worldly desires. In accordance with this line of thought, many people shunned worldly pleasures and devoted themselves to meditation, hoping to achieve some spiritual intuition that would allow them to join the Brahman. Often, they took their efforts to the extreme, forsaking family, friends, possessions, and even food. Although such efforts may seem peculiar to western minds, it must be noted that these "ascetics" achieved many remarkable insights that allowed them to perform seemingly impossible feats and produce an incredible understanding of the true nature of the world.

Player characters who forsake their worldly possessions and devote themselves to spiritual enlightenment may become ascetics. Ascetics are always dual-class characters (even if they are human). A character who wishes to become an ascetic gives away all of the trappings of his or her class (such as weapons, tools, magical

components, etc.), saving only the clothing on his or her back. (Note: these items must truly be given away, not merely entrusted to another member of the party for safekeeping.)

From that point forward, the ascetic must meditate four hours per day, cannot possess any item other than a begging bowl and the clothing on his back, and must deny himself all pleasures of the flesh (such as eating fine food, drinking expensive wines, the taking of a hot bath, etc.).

In return, the ascetic advances as a priest, using the priest hit point, combat, and saving throw tables. However, the ascetic casts wizard spells instead of priest spells, and gains new spells as if he were a wizard of the appropriate rank. Through his long hours of spiritual devotion, the character learns more and more about the true nature of the cosmos. He can use this knowledge in much the same way that wizards use their spells, except that he never needs material components to cast a spell and does not need to record the spells he knows in a spell book. Instead, his daily meditation serves to refresh these spells in much the same way that a priest's daily prayer restores his powers. Generally, the ascetic chooses two schools of magic from which he can cast spells. He has access to all spells within those schools.

As with any dual class character, the ascetic retains his former abilities and can use them as he pleases without gaining any experience. Any items that the ascetic used while performing as a former class must be immediately returned or given away, however, or the ascetic reverts permanently to his former class and loses all benefits of being an ascetic.

As ascetics advance, they earn several other benefits — and suffer one additional detriment. First, each time an ascetic advances a level, he loses a point of Strength because of the physical deprivations to which he is subjecting himself (though he never falls below a Strength of 3). But he also gains a point to put into either Wisdom, Constitution, or Charisma (his choice). In this way, an ascetic can raise any or all of these ability scores to a maximum of 19 (but never more).

More importantly, the ascetic gains the following powers:

1st Level: Turn undead
3rd Level: *Endure heat/Endure cold*
5th Level: *Levitate* (self only)
8th Level: *Telekinesis*
12th Level: *Heal* (self only)
15th Level: Ignore death
18th Level: Immune to all non-magical damage
20th Level: Reach unity with Brahman

The ascetic has the ability to continue functioning normally for 1d10 rounds after reaching 0 hit points. During this time, any manner of healing magic may be used to restore the character to life by bringing his hit points back to a positive value.

Ascetic characters who attain the 20th level have acquired an understanding of the universe so exact that they become one with the Brahman and are thus retired from play. A more worthy or noble end for a character is hard to imagine.

**Optional Rule: Dharma, Karma, and Reincarnation**

Indian society is founded upon the concepts of dharma, karma, and reincarnation. If you wish to incorporate these concepts into your campaign, you may want to use the following optional rules.

A PC's dharma is a combination of character class and alignment. In order to follow his dharma, a character must behave according to the alignment guidelines given in the Player's Handbook. These tenets must be followed strictly, or the character will suffer a karma penalty (see below). For example, a Lawful Good character who participated in the theft of a magic sword would be violating his dharma, for he would be breaching his duty to respect the laws of the land.

In addition to alignment, each class carries with it certain dharmic duties. The duties for the standard AD&D character classes are summarized below, but if your campaign incorporates nonstandard or highly specialized character types, you may have to define your own dharmic duties:

**Fighter:** Fighters must always be brave, never allowing fear to dictate their actions. They must never hide from danger or flee while a friend or ally fights on.

**Ranger:** The requirements for Rangers are the same as they are for Fighters, but rangers must also show reverence to nature, never killing an animal or plant without reason.

**Paladin:** The dharma of a paladin is also much the same as that of a fighter, but the paladin must never tolerate evil. Further, the paladin must always help the weak or poor and be quick to give alms to beggars.

**Wizard:** Wizards must never pass up an obvious opportunity to learn about the forces that shape the world or the magic with which it is infused.

**Specialist:** Although basically the same as if is for wizards, the specialist gains an additional duty of the DMs devising that is related to his or her field of study.

**Priest:** The priest must devote himself to the worship of his god and must never allow an insult to his faith to go unavenged. He must try to recruit followers for his god whenever possible. Specific religions might place additional demands on these characters.

**Druid:** The druid character must act in a way that is always complimentary to the natural world around him. He must never harm or destroy plants or animals without good reason.

**Rogue:** Rouge characters must attempt to accrue wealth (usually for his own benefit, but occasionally for a cause or to help another). They can never leave a potential victim or inviting fortune untouched.

**Thief:** Thieves have the same dharma as rogues, but must rely on cunning, stealth, trickery or something other than brute force to accomplish their goals whenever possible.

**Bard**: A bard must serve to entertain and enlighten. He must pursue knowledge in the form of tales and songs, not in the rigid manner of a wizard. He must pass up no chance to tell others of the wonders he has seen and the tales he has heard.

If a situation occurs which pits the dharma requirements of a character's alignment against those of his class, violating the requirements of either is still a breach of his dharma and results in the karma penalties outlined below. If a multi- or dual-class character has conflicting dharma requirements, the same rule applies.

Each time a character goes up a level, he receives a point of karma. In addition, a character who does a truly outstanding job of role-playing his character according to the dharma requirements, such as finding a clever way to meet the conflicting demands of alignment and class dharma, may receive an additional point of karma (never more than one per session). If a character significantly violates his dharma (such as a lawful good character engaging in theft), he loses a point of karma (there is no limit to the number of points that may be lost in this way).

After a character's death, the player does not roll up a new character. Instead, he consults the row matching his number of karma points on the reincarnation table below, then rolls 2d6 to see what he comes back as (ascetics modify their roll by +2):

**Reincarnation Table**

| **karma points** | **2d6 roll** 2 | 3-5 | 6-8 | 9-11 | 12 |
|---|---|---|---|---|---|
| 0 | slug | kobold | goblin | orc | gnoll |
| 3-5 | kobold | goblin | orc | gnoll | human |
| 6-10 | goblin | orc | gnoll | human | human* |
| 11-15 | orc | gnoll | human | human* | human** |
| 16-20 | gnoll | human | human* | human** | human*** |
| 20+ | human | human* | human** | human*** | nirvana |

**Slug:** The character is removed from play and the player must roll up a new one.

**Kobold, goblin, orc, gnoll:** The character is reincarnated as a monster of the type listed. See rules for creating new PC races in the *Dungeon Master's Guide*. The Intelligence, Wisdom, and Charisma of the old character are transferred to new one (making any necessary adjustments for race) and all other scores are rerolled.

**Human:** The player transfers his old character's Intelligence, Wisdom, and Charisma to his new character. All other attribute scores are rerolled. Character begins at level one in the same class(es) as the previous character.

**Human*:** The player transfers his old Intelligence, Wisdom, and Charisma to the new character and rerolls all other attributes. The new character retains the old one's class(es), but begins at 1d4 levels lower than the previous character.

**Human**:** The player transfers all old ability scores to the new character, and begins one level lower in the previous character's class(es).

**Human***:** The player may add 1d4 points to any single ability score of his old character (to maximum 18), and then transfer all of the old character's scores to new character. The new character begins at the same level as the old one and retains the previous character's class(es).

**Nirvana:** The character achieves unity with the Brahman and is retired from play. A completely new character is generated to replace the old one, but the new character receives +2 modifier on all of its saving throws.

The reincarnation appears within a day's time, having only vague memories of his previous life. All karma points from the previous character are lost, and the new character starts over at 0 karma. If a *raise dead* or similar spell is used on the previous character's body, both the reincarnation and the old character die and are removed from play.

**Brahman (greater god)**

Brahman is also known as Hiranyagarbha, Prajapati (both used in the early Vedic Age), and many other names. Here, Hiranyagarbha and Prajapati are used interchangeably. Brahman is the world spirit that enfolds all of

existence and the divine essence that is hidden in all beings, and of which all beings are a part. Everything that exists — the gods, men, animals, plants, even rocks — is simply a manifestation of the Brahman.

According to legend, in the beginning there were only the waters. From the waters was formed a golden egg (Hiranyagarbha). Prajapati was hatched from the egg, speaking the sounds "bhur," "bhuvah," and "svark," thereby forming the earth, the air, and the sky. Prajapati/Brahman has every power that any god or mortal in the Indian mythos possesses, for all things are a part of him. In his true form, Brahman has a face on each side of his head. There is also a vacant spot on the top of his head where a fifth face was burned off by the gaze of the god Siva.

**Role-playing Notes:** Though he sees and hears all, Brahman is an aloof god and will involve himself in the affairs of men only when existence itself (i.e., Brahman himself) is threatened.

**Statistics:** AL n; WAL any; AoC everything; SY four-faced head.

**Brahman's Avatar (fighter, wizard, priest, and rogue 20)**

Brahman's avatar can take any form, but most often appears as a four-armed, four-faced man. He can call upon any sphere or school of magic for his spells. In his four hands, he carries four different weapons, each doing 1d10 damage: a scimitar, a dagger, a mace, and a short sword.

| | | |
|---|---|---|
| Str 21 | Dex 21 | Con 21 |
| Int 21 | Wis 21 | Cha 21 |
| MV 20 | SZ any | MR 50% |
| AC -5 | HD 20 | HP 172 |
| #AT 4 | THAC0 -1 | Dmg 1d10 (any weapon) +9 |

**Special Att/Def:** Brahman's avatar can only be harmed by magical spells or weapons. The attacker also suffers any damage or spell effect inflicted upon the avatar (because the attacker is part of the Brahman).

**Duties of the Priesthood**

Brahman has no priests in the normal sense, for he is usually worshipped through one of his manifestations as another god. However, all ascetics seeking true spiritual enlightenment may be considered priests of Brahman, so anybody wishing to worship him directly must become an ascetic. The requirements for becoming an ascetic are discussed in the introduction to this section.

**Indra (intermediate god)**

Indra, also known in earlier Vedic times as Parjanya, is the god of the atmosphere, storms, and battle. He is the embodiment of aggressive action, a great lover of war, and was the leader of the Vedic gods when the Aryans first entered India. Indra always watches any battle with great interest, and often cannot resist sending his avatar down to participate on the side which has shown him the most favor. He has the power to raise those slain in battle, as well as complete control over anything occurring in the air, such as storms, rain, wind, and especially thunder and lightning. Indra's true form is that of a muscular man with unusually long arms and red skin. His celestial abode is located atop Mount Meru, but he is more often seen riding through the air on his huge white elephant.

**Role-playing Notes:** Indra is arrogant, selfish, jealous, and completely amoral. He is also prone to gluttony (especially where drink is concerned) and loves all other pleasures of the flesh. When a worshiper who regularly honors him with riotous feasts is about to enter a desperate battle, there is a 5% chance that Indra will send his avatar to help. Omens from Indra come in the form of storms, lightning, or wind

**Statistics:** AL ce; WAL chaotic evil, also fighters; AoC weather, battle; SY white elephant.

**Indra's Avatar (fighter 18, druid 14)**

Indra's avatar takes the form of a red-skinned warrior with gangling arms. He can call upon the elemental or weather spheres for his spells.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 16 | Wis 18 | Cha 18 |
| MV 18 | SZ 6' | MR 30% |
| AC -3 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d12 + 5 (sword) + 8 |

**Special Att/Def:** The avatar carries a flaming sword +5 that is can be used to ignite objects just as a flame tongue can. He wears magical golden armor that protects him from all non-magical missile attacks. He also carries a bow from which he can fire lightning bolts that do 2d10 points of damage and have a range of 1,000 yards. The magic of this bow eliminates all negative modifiers for range.

**Duties of the Priesthood**

Priests of Indra are expected to take an active part in many battles and must never shy away from a chance to engage in combat.

**Requirements:** AB standard; AL ce; WP any; AR a; SP combat, elemental, guardian, healing, summoning; weather; PW 10) *raise dead* on any individual killed in combat (before rolls for reincarnation are made); TU turn.

**Varuna (intermediate god)**

Varuna is the guardian of rita (cosmic order) and the lord of the sky. As the upholder of the physical and moral order, he is the protector of oaths and the divine judge. A constant observer of human actions, Varuna is so vigilant and stern in executing his duties that beings violating their dharmas are sure to suffer for their indiscretions, making Varuna the most feared of all gods in the Vedic pantheon. He has the power to see what any being is doing at any time. By looking into a being's heart, Varuna always knows whether the individual is being completely honest and whether or not he is violating his dharma. In his true form, Varuna is the sky.

**Role-playing Notes:** Varuna sees and hears all, so it is impossible to keep anything secret from him. He especially loathes lawful oath-breakers and never fails to punish them for violating their dharma, but this does not apply to oathbreakers of chaotic or neutral alignments. Omens from Varuna generally take a celestial form, such as the appearance of a comet, ball of fire, or eclipse.

**Statistics:** AL In; WAL In; AoC cosmic order, dharma;

**Varuna's Avatar (priest 20)**

Varuna's avatar is a stern-faced man carrying an ebony face. He can call upon the all, charm, combat, divination, guardian, protection, sun, and summoning spheres for his spells.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 19 | Wis 20 | Cha 18 |
| MV 18 | SZ 6' | MR 25% |
| AC-2 | HD 20 | HP 160 |
| #AT 1 | THAC0 1 | Dmg 1d10 (mace) + 7 |

**Special Att/Def:** Any being struck by this avatar's mace loses 1d4 points of karma (assuming that this optional rule is being used). In addition, any non-lawful creature approaching within 10' of the avatar must save versus spells or flee from the avatar in fear.

**Duties of the Priesthood**

Priests of Varuna often serve as judges or lawmen. On pain of losing their priestly status, they must always keep their word. They may never participate or condone any sort of rebellion against established authority.

**Requirements:** AB standard; AL In; WP mace, hammer, fail; AR a; SP all, astral, charm, combat, divination, guardian, healing, protection, sun; PW 5) *know alignment*; 10) *detect lie* (no saving throw); TU nil.

**Mitra (intermediate god)**

Like Surya and Savitri, Mitra is one of several Vedic solar deities. He embodies the beneficial aspects of the sun, providing light and warmth, and making plants grow. Mitra also helps Varuna safeguard the rita (cosmic order) by shining his light on all that occurs on earth, and by presiding over friendships and ratifying contracts. He has the power to shine his light anywhere on earth, to provide warmth when it is cold, and to make plants grow. In his true form, Mitra is the warmth and light of the sun.

**Role-playing Notes:** Like Varuna, Mitra's primary concern is with rita, the cosmic order of the universe. During the daylight hours, he is constantly watching for any dharma violation which will upset the order. He is especially concerned with contractual promises and the duty owed by friends to each other, and will often cast a white hot light on any person committing an act which violates these duties.

**Statistics:** AL lg; WAL lg; AoC friendship, contracts, warmth, light, growth; SY plant inside the sun.

**Mitra's Avatar (warrior 16, wizard 14)**

Mitra's avatar takes the form of a three-armed man made of heavenly light (thus his resistance to normal weapons). The avatar can call upon the abjuration, conjuration/summoning, and invocation/evocation schools of magic for his spells.

| | | |
|---|---|---|
| Str l9 | Dex 18 | Con 18 |
| Int 19 | Wis 18 | Cha 17 |
| MV 15 | SZ 6' | MR 25% |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 1d10 (sword) + 7 |

**Special Att/Def:** The avatar's *sword of light* cuts through any armor as if the wearer's AC were no better than 5. He cannot be hit by anything but magic or magical weapons. From his eyes, the avatar can shoot two beams of intense heat doing 3d12 fire damage (save versus breath weapon for half damage).

**Duties of the Priesthood**

Priests of Mitra are expected to cultivate large gardens and to keep a lamp or candle lit in their homes at all times. They must be loyal friends, and are often called upon to serve as judges in contractual disputes.

**Requirements:** AB standard; AL lg; WP any fire, club, staff; AR a; SP all, charm, creation, divination, elemental, healing, plant, protection, sun; PW 1) *light*; 10) *detect lie* (always active); TU turn

**Yama (intermediate god)**

As the first man to die, Yama became the lord and judge of the dead. His palace (Yamasadena) and his city (Yamapura) are located in the far south. Between the land of the living and his kingdom flows the bloody river Vaitarani, which all spirits must cross on their way to Yama's judgment seat. After Yama has considered the spirit's deeds in life, he decides what form the spirit's new body should take. When Yama's judgment is complete, the spirit goes to its new body in the world of the living. (Sometimes, in the cases of the very wicked, this journey takes the spirit through 21 hells of fire, filth, icy winds, thorns, etc.) Only those who have achieved unity with Brahman escape Yama's judgment. Yama has the power to see a man's entire history at a glance. In his true form, he is a green-skinned man with copper-colored eyes. He is usually dressed in red and is often seen riding his giant water buffalo.

**Role-playing Notes:** Yama's duties as judge of the dead keep him too busy to interfere in human affairs. No amount of praying or beseeching on the part of a mortal will influence his judgment, though he will often listen to another god's opinion in regards to the fate of a dead person. Those who are likely to die soon often receive visits from one of his four-eyed dogs, an owl, or a pigeon.

**Statistics:** AL ln; WAL ln; AoC judgment of the dead; SY red mace.

**Yama's Avatar (necromancer 16)**

Yama's avatar is young man with a slightly greenish complexion. He wears red robes, and can call upon the necromancy school of magic for his spells.

| | | |
|---|---|---|
| Str 18/76 | Dex 16 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 | SZ 6' | MR 20% |
| AC 0 | HD 16 | HP 128 |
| #AT 1 | THAC0 5 | Dmg 1d4 (dagger) + 4 |

**Special Att/Def:** Anyone struck by Yama's dagger must save versus death or die. His robes protect him from any attack based on fire, heat, light, or electricity.

**Duties of the Priesthood**

Those worshipping Yama are responsible for preparing the spirits and bodies of the dead for cremation. They may never leave a dead intelligent being uncremated or they risk the temporary loss of their spell abilities.

**Requirements:** AB standard; AL In; WP axe; AR a; SP all, creation, divination, elemental, healing, necromantic; PW 1) *affect normal fires*; 3) *produce flame*; 8) *speak with dead*; 15) trace any reincarnated spirit to its new body; TU command.

**Agni (intermediate god)**

Agni is the god of fire, condemned to consume everything he touches. By burning away the taint of past guilt, he is also the god who dispenses immortality to those who have achieved unity with the Brahman. He functions as a mediator between men and gods by serving as the altar fire in sacrifices. Agni has the power to create fire anywhere on earth he wishes, and to control any flame anywhere. Agni can change his true form at will, but he always has red skin. Sometimes, he has one face, three legs, and seven arms and tongues. Other times, he has up to seven faces, three arms, and two legs.

**Role-playing Notes:** Agni is a beneficent god and is willing to be a guest in even the poorest home. When beseeched by one of his worshipers, there is a percentile chance equal to the worshiper's karma points (or a flat 5% if you are not using the optional karma rules) that Agni will send his avatar to aid the worshiper. Abuse of the god's kindness is certain to earn Agni's wrath. Omens from Agni are always seen in fires

**Statistics:** AL cg; WAL cg; AoC fire, messages; SY flames.

**Agni's Avatar (fighter 16, priest 10)**

Agni's avatar is a large red-skinned man with seven faces and three arms. In addition to his red axe, he carries a fan he can use to create winds (as a *gust of wind* spell). The avatar draws upon the elemental sphere (fire spells only) to cast his spells.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 18 | SZ 7' | MR 20% |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 1d12 (axe) + 7 |

**Special Att/Def:** Anyone hit by Agni's glowing, red axe must save versus paralyzation or burst into flames. Those failing their save suffer an additional 1d10 points of damage each round and cannot cast spells, fight, or do anything but roll on the ground until the flames are put out. The flames can only be quenched through magical means; ordinary (or holy) water has no effect on them. The avatar can breathe fire once per turn for 5d10 damage.

**Duties of the Priesthood**

Priests of Agni must keep a fire burning in their homes at all times. They can never leave a beggar hungry, and must aid the poor whenever asked.

**Requirements:** AB standard; AL cg; WP torch, axe, bow; AR a; SP all, combat, creation, elemental, healing, protection, sun; PW 1) *produce fire*; 5) turn undead; 10) immune to non-magical fire damage; 15) hear anything that is said within earshot of a fire (must specify location of fire); TU special.

**Surya (intermediate god)**

Surya is the god of the rising and setting sun. He is charged with bringing an end to night and regulating the end of the day. He is often called upon to heal diseases and to bring luck to the people. Surya has the power to put any number of beings of less an 20th level to sleep (save versus spells to negate). He can so see any event that occurs under the sun's light. In his true form, Surya is a man with dark red skin and long golden hair. He has a third eye in the middle of his forehead and four arms on his torso. He is often seen riding his one-wheeled chariot, which is pulled by seven horses (each a different color of the rainbow).

**Role-playing Notes:** Surya is generally a beneficent being who occasionally (1% chance) grants a worshiper luck in the form of an opportunity to repeat a critical die roll. Surya has no use for thieves, murderers, and others who benefit by conducting their business in the dark. Omens from Surya generally arrive at dawn in the form of an illusion.

**Statistics:** AL lg; WAL lg; AoC morning and evening; SY half sun.

**Surya's Avatar (wizard 14, fighter 14)**

Surya's avatar is a golden-haired youth with a third eye in the middle of his forehead. He often keeps his extra arms hidden beneath his robes, and can call upon the illusion/phantasm and alteration schools of magic for his spells.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 16 | SZ 6' | MR 15% |
| AC 0 | HD 14 | HP 112 |
| #AT 2 | THAC0 7 | Dmg 3d8 (light sword) |

**Special Att/Def:** Any being within 10' of the avatar's unsheathed *sword of light* must save versus petrification or be blinded for 1d10 turns. The sword automatically dispels all illusion and darkness spells within 20'.

**Duties of the Priesthood**

Surya's priests must rise at dawn and may not retire until after sunset. Most of them serve the community as healers.

**Requirements:** AB standard; AL lg; WP spear; AR a; SP all, charm, divination, healing, protection, sun; PW 3) immunity to disease; 5) *cure disease*; 10) *sunray*; TU turn.

**Savitri (intermediate god)**

Savitri is the god of the day long sun. He causes all things to move and work, the tides to ebb and flow. Like his complement Surya, he sees all that occurs under the sun's light. Unlike Surya, however, he is not always a gentle god; what he sees sometimes angers him and causes him to shine down with unmerciful intensity, or to hide his glorious face from the world. He has the power to bestow life upon any inanimate object (including a dead body), to drive away rot and decay, and to move any object at will. In his true form, Savitri is a man with golden eyes, hands, and tongue. He is seen every day riding his golden chariot across the sky.

**Role-playing Notes:** Savitri is generally a beneficent god, but he has a bad temper and is quick to punish transgressions with oppressive heat. Like Surya, he despises thieves, murderers, and others who conduct their business in the shelter of the night, and will never aid such a character — even if it means leaving more worthy

individuals to their fates. When one of his worshipers dies, there is a percentile chance equal to the worshiper's karma points (or a flat 5% if you are not using the optional karma rules) that Savitri will restore the dead individual to life.

**Statistics:** AL ng; WAL ng; AoC life, light; SY full sun.

**Savitri's Avatar (fighter 16, priest 14)**

Savitri's avatar is a handsome youth with golden eyes, hands, and tongue. He can call upon the all, creation, elemental, and sun spheres for his spells.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 16 | Wis 16 | Cha 18 |
| MV 16 | SZ 6' | MR 20% |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 2d10 (sword) +8 |

**Special Att/Def:** Any weapon striking Savitri's avatar must save versus magical fire or be destroyed. Any armor contacted by Savitri's fire sword must save versus magical fire or fall off.

**Duties of the Priesthood**

Priests of Savitri must always keep a light shining in their homes. They must always help those who have been victimized by thieves, murderers, and other criminals.

**Requirements:** AB standard; AL ng; WP any; AR a; SP all, combat, creation, divination, elemental, healing, protection, sun; PW 1) *continual light*; 10) *raise dead* (before reincarnation checks are made); 15) *fire breath* (3d10 damage to range of 30'); TU turn.

**Soma (intermediate god)**

Soma is the god of soma-juice and the moon, as well as the lord of the stars and plants. Soma manifests himself in the soma plant, which provides a powerful juice that causes men to see hallucinations. At one time, all classes of men drank soma-juice, but when it was realized that the drink provided divine power, long life, and insights to the future, this privilege was reserved by law for the priests, kings, and noble classes. Individuals drinking at least one serving of soma-juice a week receive two benefits: they are immune to any form of non-magical disease and their Constitution is raised by one point. These effects fade at the end of the 7th day without Soma-juice, but are regained as soon as the individual drinks another helping. In his true form, Soma is the moon, though he can manifest himself in many different shapes (such as a bull, giant, or bird).

**Role-playing Notes:** Although generally beneficent, Soma is rather vain and proud. He is a great collector of beautiful things, as he believes these items reflect well upon him. When dedicated worshipers drink soma-juice, there is a 5% chance that the resulting hallucination will contain some helpful communication from Soma himself. Omens from Soma always come in the form of soma-induced illusions.

**Statistics:** AL cg; WAL cg; AoC moon, plants, prophesy; SY moon.

**Soma's Avatar (illusionist 18)**

Soma's avatar usually appears in the form of a large, silver-skinned giant. He can draw upon the illusion/phantasm school of magic for his spells.

| | | |
|---|---|---|
| Str 18 | Dex 19 | Con 19 |
| Int 19 | Wis 18 | Cha 18 |
| MV 15 | SZ 8' | MR 25% |
| AC 0 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1d4 (dagger) + 2 |

**Special Att/Def:** Anyone struck by the avatar's dagger must successfully save versus death or believe that they have died. This misconception lasts 1d10 turns, during which the character is effectively out of the game. Every time an attacker strikes Soma's avatar, he must successfully save versus spells or believe his attack failed to inflict any damage.

**Duties of the Priesthood**

Priests of Soma are the cultivators and guardians of soma-juice. By law, it is their duty to keep all but the priests, kings, and noble classes from drinking soma-juice. For a good cause, however, they have been known to violate this law.

**Requirements:** AB standard; AL cg; WP sickle, spear, axe; AR a; SP all, animal, charm, divination, healing, plant, protection; PW 1) *plant growth*; 10) *find the path*; 15) *programmed illusion*; TU nil.

**Ushas (intermediate god)**

Ushas is the goddess of dawn, the bright and ever-young daughter of the heavens. Every morning, she drives away the evil spirits that have gathered in the night, awakens the gods and all living creatures, and then opens the gates of the sky to allow Surya into the world. After Surya has brought the rising sun and delivered it to Savitri's one-wheeled chariot, Ushas leads Savitri's horses across the sky. No evil thing may stay or approach within 100 miles of Ushas. She also has the power to reincarnate any dead being into a new body of her choice, awaken any creature from any type of sleep, and to open any door or gate, regardless of how it is locked. In her true form, Ushas is a beautiful, light-skinned woman.

**Role-playing Notes:** Ushas is a beneficent deity who protects humankind from evil spirits, especially those associated with the night. There is a 5% chance that she will send her avatar to aid anyone (except thieves) needing help while fighting supernatural evil beings. Omens from Ushas generally occur in the form of vibrant colors in the dawn sky (e.g., red for impending violence, black for evil to come, gold for a hero's approach, etc.)

**Statistics:** AL lg; WAL lg; AoC light, wakefulness, locks; SY rising sun.

**Ushas' Avatar (priest 16)**

Ushas' avatar takes the form of a beautiful woman. She can draw upon the all, charm, healing, protection, and sun spheres for her spells.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 18 |
| Int 18 | Wis 19 | Cha 20 |
| MV 15 | SZ 6' | MR 20% |
| AC 2 | HD 16 | HP 128 |
| #AT 1 | THAC0 5 | Dmg 1d8 (staff) +4 |

**Special Att/Def:** Any intelligent being within 10' of Ushas' avatar must save versus spells or be *charmed* (as per the spell) by her incredible beauty. The avatar can also fire a brilliant ray of golden light from her staff up to a distance of 100'. This ray always hits its target, inflicting 4d8 points of damage. Those hit must also save versus paralyzation or be blinded for 1d10 rounds.

**Duties of the Priesthood**

Priestesses of Ushas must be women. They greet the arrival of the new day with songs and music, and may never retreat from evil.

**Requirements:** AB standard, but Charisma of 16 or more; AL lg; WP staff; AR a; SP all, charm, creation, divination, guardian, healing, protection, sun; PW 1) *light*; 15) all evil beings within 10' of the priestess must save versus petrification or flee; TU turn (as if 5 levels higher than actual level).

**Siva (intermediate god)**

Siva should not to be mistaken for the Hindu god "Shiva the Destroyer," which is a composite of many older gods. Siva is such an important manifestation of Rudra (the destructive god of storms and diseases) that he can be regarded as a separate deity. Siva is power incarnate, a fierce ascetic who repeatedly brings the world to the brink of annihilation by dancing in fire. He is the negative force of the cosmos, destroying whatever he touches in order that it may be reincorporated into unity with the spirit of the cosmos. Anything that Siva touches is utterly annihilated and can never be reconstructed, raised, or reincarnated. In his true form, Siva is a man with four arms and three eyes, usually wearing a tiger skin and a snake collar.

**Role-playing Notes:** Though determined to destroy all of existence, Siva does not consider himself evil. He is merely attempting to return everything to unity with the cosmic spirit. He is an impersonal god who seldom answers prayers, but he occasionally sends his avatar to defend one of his temples.

**Statistics:** AL ne; WAL ne; AoC destruction; SY cobra head.

**Siva's Avatar (fighter 20, wizard 15)**

Siva's avatar takes the form of a very large, four armed man with three eyes. As he walks, the ground beneath his feet disappears. He can call upon the alteration school of magic for his spells.

| | | |
|---|---|---|
| Str 21 | Dex 18 | Con 18 |
| Int 19 Wis 19 | Cha 18 | |
| MV 18 | SZ 7' | MR 25% |
| AC -4 | HD 20 | HP 160 |
| #AT 2 | THAC0 1 | Dmg 2d10 (sword) +9 |

**Special Att/Def:** Anything hit by the avatar's scimitar, or that touches the avatar, must save versus disintegration (items) or death (beings). Failure means the item or being has been disintegrated and cannot be reconstructed (raised or reincarnated). The avatar may use his extra arms to cast one spell per round, even while engaged in melee. His third eye shoots a beam of annihilation up to 100' that hits as a missile weapon and has the same effects as a blow from his scimitar.

**Duties of the Priesthood**

Priests of Siva are noted for their monthly fire dance. After scouring the countryside in search of sacrifices (which includes everything from furniture to living beings), the priests spend several hours dancing around a huge bonfire. They end the ceremony by throwing everything they have collected into the fire.

**Requirements:** AB standard; AL ne; WP any; AR a; SP all, combat, divination, elemental, necromantic, sun, weather; PW 1) immune to fire damage; TU control (upon reaching 10th level).

**Kali (intermediate god)**

Also known as the Black Mother, Kali is a strange and terrible goddess nearly as ancient as India itself. She is the embodiment of energy, both creative and destructive. In that she is a creator of life, she is similar to the mother goddesses of many cultures. But she also eats her own sons and destroys the life that she creates, and is almost unique in this aspect of her being. Kali radiates a peculiar *charm* (as spell) over men, and is beloved as the beautiful, horrible, life-giving, life-taking mother. Kali has the power to create living beings from non-animate matter, and the power to kill any creature with a mere thought. In her true form, Kali is a four-armed woman with red eyes, a skeletal face, and a blood-smeared body. She seldom wears any clothing but a skirt of severed hands.

**Role-playing Notes:** Kali delights in both killing and creation, for both are expressions of the essential energy she embodies. She is equally likely (5%) to send her avatar to aid a woman in childbirth or a murderer in danger. Omens from Kali often come in the forms of terrible visions or blissful dreams.

**Statistics:** AL ce; WAL ce; AoC life and death; SY skull.

**Kali's Avatar (fighter 16, thief 16)**

Kali's avatar is a beautiful, four-armed woman of dark complexion and voluptuous proportions. She is rarely seen during daylight.

| | | |
|---|---|---|
| Str 19 | Dex 19 | Con 18 |
| Int 18 | Wis 12 | Cha 19 |
| MV 15 | SZ 6' | MR 20% |
| AC -2 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 1d10 (sword) + 7 |

**Special Att/Def:** Any man kissing Kali's avatar falls under her complete and total domination — there is no saving throw. This effect lasts until the avatar is destroyed. If the avatar should attack while remaining undetected (either hidden or disguised), the victim suffers a -5 modifier to his surprise roll. One member of a surprised group will be singled out and must save versus death or be immediately strangled to death when the avatar slips a knotted cord around his throat. Anyone hit by Kali's sword must also save versus death or be killed.

**Duties of the Priesthood**

Kali's priests are all members of the secret, murderous thagna cult. They are all prominent and well respected members of their community who lead double lives, stealing out at night to prove their devotion to Kali by strangling innocent travelers with their knotted cords.

**Requirements:** AB standard, but must also meet requirements for thieves; AL ce; WP knotted cord, club, any bloodless weapon; AR g; SP all, charm, combat, creation, healing, necromantic; PW 1) move silently and hide in shadows as a ranger of the same level: 10) *turn invisible*: TU turn.

**Brihaspati (intermediate god)**

Brihaspati is the teacher of the gods, the lord of prayer, and the heavenly priest. He is wisdom incarnate, and it was he who taught Indra the arts of government so that he could lead the gods when the Aryans first entered India. In order to teach his fellow gods the virtues of secular life, he wrote a treatise on married life, and he personally guided the hand of the worldly priests who wrote ancient law code that bears his name. In his true form, Brihaspati has seven mouths, a set of sharp horns, a hundred wings, and is usually armed with both an axe and a bow.

**Role-playing Notes:** Brihaspati is primarily concerned with teaching men to live well and wisely. He often sends his avatars to act as advisors to worthy rajas. Brihaspati has also been known to send an avatar to particularly cruel or inept rajas, hoping to teach them the error of their ways. Omens from Brihaspati come in the form of sudden insights and realizations.

**Statistics:** AL lg; WAL lg; AoC wisdom, worship; S) quill and scroll.

**Brihaspati's Avatar (priest 18)**

Brihaspati's avatar takes the form of an ancient sage. He can draw upon any sphere for his spells. If attacked, the avatar will not defend himself, for he will only use his weapons in order to defend a mortal being who is under attack.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 19 | Wis 20 | Cha 18 |
| MV 15 | SZ 6' | MR 15% |
| AC 2 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1d8 (axe) +6 |

**Special Att/Def:** Brihaspati's avatar carries a bow that fires arrows of brilliant light which render his targets blind for 1d10 days (save versus paralyzation to negate). While carrying his axe, Brihaspati cannot be hit by any creature with a Wisdom of less than 16.

**Duties of the Priesthood**

Brihaspati's priests serve as teachers or, when possible, noble advisors. They must uphold the laws of their community, even when those laws are created by evil men for evil purposes (though, in such cases, they are expected to use every legal means at their disposal to show the evil lawmakers the errors of their ways). They may only take up arms in the lawful defense of another being.

**Requirements:** AB standard; AL lg; WP axe, bow; AR a; SP all, charm, divination, healing, protection; PW 1) *know alignment*; 10) *foresight*; TU nil.

**Rudra (intermediate god)**

Rudra is the god of storms and disease, the bringer of death, and the malevolent deity who feeds on the corpses of those slain in battle. Because he has the power to cause disease, however, he also has the power to cure it — though he utilizes this ability far too rarely. Rudra is also a lord of the animals, with the ability to spread disease or vitality among them as well. He carries a large black bow which fires invisible arrows of disease. He has the power to create a storm at will. In his true form, Rudra is a red-skinned man with a blue neck.

**Role-playing Notes:** Rudra delights in spreading disease. When he is not terrorizing some part of India with a terrible storm, he is busily firing his invisible arrows of disease at hapless mortals. If properly worshipped, by sacrificing a cow upon waste land, Rudra may be persuaded not to fire his arrows at a particular community. Omens from Rudra often take the form of illness or an unexpected storm.

**Statistics:** AL ne; WAL ne; AoC storms, disease; SY black bow.

**Rudra's Avatar (thief 15, wizard 10)**

Rudra's avatar takes the form of a pariah with a terrible skin disease. He can call upon the alteration or illusion/phantasm schools of magic for his spells.

| | | |
|---|---|---|
| Str 18 | Dex 19 | Con 18 |
| Int 18 | Wis 16 | Cha 16 |
| MV 15 | SZ 7' | MR 15% |
| AC 2 | HD 15 | HP 120 |
| #AT 1 | THAC0 5 | Dmg 1d8 (sword) +2 |

**Special Att/Def:** Any being touching the avatar must successfully save versus disease or contract a rotting disease that permanently reduces the victim's Charisma and Constitution by 1d4 points per round. A cure disease will halt the disease, but will not restore lost Charisma or Constitution points. Rudra's avatar carries a bow which fires arrows causing the same effect.

**Duties of the Priesthood**

Unlike most priests, Rudra's clerics are seldom interested in invoking their deity. Instead, they spend most of their efforts in performing rites designed to sate their god so he will stay away and leave their homes alone.

**Requirements:** AB standard; AL ne or ng; WP bow, club; AR a; SP all, animal, divination, elemental, protection, weather; PW 5) immune to all magical or mundane diseases; 10) *cure disease*; TU turn.

**Puchan (intermediate god)**

Puchan is the god who guides, watching over travelers, ushering the dead to Yama's realm, leading men to wealth or away from trouble, and showing herdsmen where to find good pastures for their cattle. He also brings all things into proper relationship with one another, blessing marriages, protecting men from those would exploit them, and determining what shall be food and who shall be the one to eat it. As the protector of travelers, he often comes into conflict with Kali, whose priests prey on travelers in order to perform their bloody rites. In his true form, Puchan appears to be a normal man, often carrying a golden lance.

**Role-playing Notes:** Puchan is a beneficent god who tries to help mortals by setting them into the proper relationships with their environment. He is especially disturbed by Kali and her worshipers, whom he considers

twisted manifestations of the cosmic order. In areas plagued by Kali's sects, Puchan's avatar is often found begging for passage with a group of travelers that seems likely to be attacked by the thagnas.

**Statistics:** AL ng; WAL ng; AoC relationships; SY golden lance.

**Puchan's Avatar (fighter 15, wizard 10)**

Puchan's avatar takes the form of an aged, itinerant traveler. He can draw upon the enchantment/charm, alteration, and greater divination schools for his spells.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 16 |
| MV 15 | SZ 6' | MR 15 % |
| AC 2 | HD 15 | HP 120 |
| #AT 2 | THAC0 5 | Dmg 1d8 + 5 (lance) + 4 |

**Special Att/Def:** Puchan's avatar can only be hit by magic or magical weapons. His golden lance always hits its target, and returns to his hand on the same round if he throws it.

**Duties of the Priesthood**

Puchan's priests are often called upon to perform marriages, since it is known that Puchan himself will watch over marriages performed by his clergy. They are also asked to perform funeral rites, and are consulted before herdsmen move their cows. One of the most important duties of Puchan's priests, however, remains highly secret: they are often the ones who organize resistance against unjust nobles and rajas.

**Requirements:** AB standard; AL ng; WP lance, bow, club; AR a; SP all, charm, combat, creation, divination, healing, protection, summoning; PW 5) *find the path*; 10) *raise dead*; TU turn.

**Ratri (lesser god)**

Ratri is the magnificent queen of the night. Although she is the sovereign of darkness and all things that abide in it, she is not a personification of night. Rather, she rules the darkness as a shepherd rules his herd, by watching over it without being a part of it. Ratri has the power to see anything that occurs under cover of night, and to create or dispel darkness at will. In her true form, she is the silhouette of a voluptuous woman. She has an uncountable number of eyes, which shine down on the earth as the stars.

**Role-playing Notes:** Every night, Ratri parts the clouds of darkness so that Ushas may find her way to the eastern sky and open its gates for Surya, lord of the dawn. As this action might suggest, the Queen of Darkness, Ratri is not necessarily the patroness of thieves, robbers, and murderers. When they pray to her and perform the necessary sacrifices, she sometimes helps them by concealing their activities. But she is also a fickle goddess, and if she is even slightly offended by a denizen of the night, she may cast a revealing light on his nefarious actions. For this reason, she is as much feared by thieves, scoundrels, and murderers as she is venerated. Ratri never sends omens.

**Statistics:** AL cn; WAL any; AoC night and darkness; silhouette of a woman.

**Ratri's Avatar (thief 14, bard 10)**

Ratri's avatar takes the form of a beautiful woman with black hair and eyes and a swarthy complexion. She can draw upon any school of magic for her spells and always carries a golden sitar.

| | | |
|---|---|---|
| Str 18 | Dex 19 | Con 16 |
| Int 16 | Wis 16 | Cha 18 |
| MV 15 | SZ 6' | MR 10% |
| AC 2 | HD 14 | HP 112 |
| #AT 1 | THAC0 7 | Dmg 1d6 (sword) +2 |

**Special Att/Def:** Ratri's avatar can create or dispel darkness within a 50' radius of herself. Any being struck by her sword must save versus paralyzation or be permanently blinded. She can assume the form of an incorporeal shadow at will, once per day When playing her sitar, Ratri can *charm* any creature (save versus spells to negate).

**Duties of the Priesthood**

Priests of Ratri must sleep during the day and conduct normal activities at night.

**Requirements:** AB standard; AL any chaotic; WP short sword, dagger, sling; AR b; SP all, astral, charm, divination, guardian, healing, necromantic, protection, summoning; PW 1) infravision (60'); 10) *darkness, 15' radius* and *light*; TU nil.

**Vayu (lesser god)**

Vayu is the god of the winds, sometimes gentle and life-giving, sometimes terrible and fierce. He was born of the last breath of Purusa, a primeval giant whom the gods sacrificed to create the earth.

Vayu's most notable power is the ability to give life to any item. Items that are firmly attached to the ground, such as a flagpole, receive only plant-like intelligence and can do little except grow. Items that can be moved without uprooting the earth, such as a boulder, receive animal intelligence. Only items that previously had the capacity for logical thought, such as a human skeleton, receive sentient abilities. Vayu also has the ability to create cyclones and typhoons with winds up to 150 mph. Live beings caught in such winds must save versus breath weapon every other round. Failure indicates that they have been hit by flying debris (1d6 damage for every 10 mph of wind speed). Vayu has no form and can only be sensed indirectly, such as when he brushes past one's skin or whistles through the treetops.

**Role-playing Notes:** Vayu is a fickle god, bringing moisture and breathing life into the earth one moment, and in the next wreaking terrible destruction with his angry winds. He sometimes shows special restraint when a village pays him the proper worship.

**Statistics:** AL cn; WAL cn; AoC wind, life, destruction; SY a sapling bending in the wind.

**Vayu's Avatar (wizard 14)**

Vayu's avatar is a flying lizard, similar in appearance to a small, gray dragon. He can call upon the alteration and invocation/evocation schools of magic for his spells.

| | | |
|---|---|---|
| Str 18 | Dex 16 | Con 18 |
| Int 18 | Wis 16 | Cha 12 |
| MV 20 f | SZ 15' | MR 15% |
| AC -2 | HD 15 | HP 120 |
| #AT 3 | THAC0 5 | Dmg 1d8/1d8/2d10 |

**Special Att/Def:** Vayu's avatar can turn invisible at will. He can also breathe winds of 100 mph up to a range of 100'. Anyone caught in such an attack must save versus breath weapon or lose his footing.

**Duties of the Priesthood**

Priests of Vayu must live in homes that have at least one opening exposed to the wind on all sides. Their duties consist mostly of performing the proper rites so that Vayu will look kindly upon their village.

**Requirements:** AB standard; AL cn; WP bow and arrow, blowgun (with poison), whip, spear; AR a; SP all, astral, creation, elemental, healing, plant, protection, weather; PW 10) *breath of life* (animate any non-living item for 1d10 turns, or use as a *raise dead* spell on animal and human life); TU turn.

**Tvashtri (demigod)**

In the early days of the Vedic Age, Tvashtri was a priest of such power that he dared to create a son whom he hoped would deprive Indra of his position as king of the gods. When Indra jealously destroyed this son, Tvashtri created a monster so powerful that Indra had to resort to trickery to defeat it. As this story illustrates, Tvashtri is a gifted inventor, and it is no wonder that he eventually earned the gift of immortality (either through learning its secret or as a gift of the gods). Now known as Tvashtri the Artificer, he is the patron of artisans, architects, and inventors. Tvashtri spends most of his time creating the weapons of the gods, many of which he enchants so that they will never do him any harm. In his true form, Tvashtri appears to be nothing more than an ordinary man.

**Role-playing Notes:** Tvashtri loves inventions, and there is a 5% chance that he will appear to lend his aid to anybody of good alignment who is attempting to build a particularly interesting or difficult item.

**Statistics:** AL cg; WAL cg; AoC inventions and creation; SY pinwheel fan.

**Tvashtri's Avatar (wizard 20, priest 15)**

Tvashtri's avatar looks much like Tvashtri himself. He can call upon any sphere or school of magic for his spells.

| | | |
|---|---|---|
| Str 13 | Dex 18 | Con 18 |
| Int 21 | Wis 20 | Cha 17 |
| MV 15 | SZ 6' | MR 50% |
| AC -3 | HD 11 | HP 70 |
| #AT 1 | THAC0 9 | Dmg 4d4 (dagger) |

**Special Att/Def:** Whenever he roams the earth, Tvashtri's avatar wears a golden robe which gives him an AC of -3. He carries a long dagger with a triangular blade that causes permanent paralyzation in any being it strikes (save versus paralyzation to negate). Finally, he also carries a pinwheel that negates magic within 100' when he blows on it (as an *anti-magic shell*). Tvashtri can heal up to 3d10 points of damage each round by grabbing the air and using it to repair his injuries.

**Duties of the Priesthood**

Tvashtri's priests often serve their villages or companions as engineers. If they do not show resourcefulness in solving their problems, Tvashtri may express his displeasure by refusing to grant them more spells.

**Requirements:** AB standard, but Int of 16 and Wis of 15; AL cg; WP any, but must be invented by the priest himself; AR c; SP all, combat, creation, divination, elemental, guardian, healing, plant, protection, summoning; PW 10) *enchant an item* with a saving throw modifier of +4 (usable once per year); TU nil.

# Japanese Mythology

Japan is a land of contradictions. It is a land of tradition and custom, but it is a relative newcomer to the ranks of civilization (its first notable court was created 2,000 years after e first Chinese dynasty). While the same Imperial family has led Japan throughout its fifteen centuries of recorded history, the Emperor has rarely enjoyed more than a nominal control over the affairs of the country. It is a land of incredible beauty and tranquillity that (before the 20th Century) suffered only one serious attempt at invasion, yet Japan's fierce samurai warriors are well-known for practicing the grimmest kind of warfare.

Japan lies off the east coast of Asia, a chain of volcanic islands somewhat larger in area than Great Britain. It is isolated from its nearest neighbor, Korea, by 100 miles of army sea so difficult and dangerous to cross that it proved the undoing of the only invasion fleet to threaten its shores in ancient times. The islands are mostly mountainous, but there are many fertile plains and flat-bottomed river valleys in which to cultivate crops. It has a temperate climate and dependable rainfall that make it a wonderful place to live. Yet it also lies in the middle of a common hurricane path, and is savaged at least once a year by tremendously destructive typhoons. And, being built upon a chain of volcanic islands, large parts are often shaken by tremendous earthquakes or subjected to a fiery rain of molten rock and ash.

In 500 BC, while Chinese culture was flourishing on the mainland, these beautiful and violent islands were inhabited by two groups of non-Mongoloid tribesmen, one of which (the Ainu) had not yet emerged from the Stone Age. During the Second and First Centuries BC, Mongoloid peoples ventured across the Korea Strait in large numbers, bringing with them technological and agricultural knowledge (such as crude iron forging and rice-growing). They mixed with the previous inhabitants, forming the Yayoi culture.

The Yayoi culture was one of gentle, agricultural barbarians. The islands were divided into hundreds of small states led by female sorceresses. (One such ruler, a woman named Pimiko, was served inside her fortified palace by one male and 1,000 female attendants.) Like most early farming communities, they probably practiced a form of nature worship, deifying the sun, moon, rain, especially impressive mountains, etc. They practiced a form of divination, prophesying the future from baked bones.

In about 250 AD, fierce warlike horsemen (probably of same stock as Attila and his Huns) crossed the Korea Strait. Wearing iron armor and wielding finely crafted iron swords, they quickly conquered the gentle Yayoi culture and installed themselves as the local aristocracy. It was not many generations before one of their families, perhaps in alliance with native priests, won precedence over the others and established itself as the Imperial Family. The descendants of this shadowy prehistoric family still reign over Japan today.

**The Imperial Legacy**

According to legend, the first earthly member of this family was the grandson of Amaterasu, the sun goddess (it is in her honor that Japan is called the "Land of the Rising Sun"). Bearing three heavenly symbols (the curved jewel, the sword, and the mirror), this "august grandchild" descended to Kyushu (the westernmost of the four main islands). The first, semi-legendary emperor, Jimmu Tenno, was descended from this divine grandchild. In 400 AD, this early Japanese empire had stabilized as far east as the Yamato province (on the largest island, Honshu, near present day Osaka).

By then, the emperor was already cast in the role he was to fulfill for most of Japan's history — that of a divine leader, but more of religious symbol than the head of the government. The true ruler was an official similar to a prime minister, who heavily influenced (if not actually dictated) all of the emperor's pronouncements. In addition, when an emperor died, this minister often choose which prince (always from the Imperial family) became the next emperor — and it was not unusual for him to have his choice's potential rivals assassinated as insurance against future insurrection.

Although individual emperors might be dethroned or even murdered, the royal family was never displaced. Because of the line's religious significance, only an authentic descendant of Jimmu Tennu (and therefore the sun goddess Amaterasu) could be become emperor and intercede with heaven on behalf of men. That is why, after more than 1,500 years, the current emperor of Japan belongs to the same family as the first.

Japan at this time was far from a settled land. Despite the divinity of the emperor, its political organization was little more than a loosely knit assemblage of clans tolerating the supremacy of one member. Their technology was still not as advanced as that of China, there was no written language, communication was so poor that imperial influence outside of the Yamato region was tenuous at best, and much of the country was plagued by outlaws, pirates, or unsubdued Ainu.

Much of that was about to change. In 552 AD, the Korean kingdom of Paikche sent an emissary to Japan, opening the way for Chinese influence to enter the Land of the Rising Sun. Over the next two hundred and fifty years, Japan imported many Chinese innovations, such as writing, technology, and theories of centralized government. They adapted these innovations to the unique conditions of Japan, more often than not improving them in the process. It was also during this time that Buddhism, already a thousand years old, was introduced, and that Japan's native religion acquired its name, Shinto.

During the next five hundred years, Japan advanced, both culturally and technologically, at a remarkable pace. They invented an alphabet more suited to their language than Chinese, created some of the most beautiful poetry

and other literature that the world has ever known, and took the art of sword-making to heights that western artisans could not equal until many centuries later.

**The Rise of the Samurai**

Despite Japan's advances in culture and technology, they were not able to permanently consolidate a centralized government. The country remained essentially a land of clans, with powerful families vying savagely for the all-important position that allowed them to exert their influence over the emperor.

Then, in the 10th Century AD, the imperial government began to suffer a loss of tax revenues through its practice of granting large tracts of tax-free land to monasteries and powerful nobles. Eventually, the ruling family of the time, the Fujiwara, grew so weak that they had to rely upon alliances with powerful provincial families to stabilize the government — and even then, they were far from successful.

The situation grew worse when the Emperor Go Sanjo attempted to assert the power of the throne. During his four year reign, he managed to oust the Fujiwara family from control. Then, in order to free himself from the time-consuming religious ceremonies of the emperor, he abdicated in favor of his son. As the Retired Emperor, he was free to devote his energies to the real business of running the empire: politics and government.

Unfortunately, Go Sanjo never had the chance to unify the disparate clans of Japan. He died a year after becoming the Retired Emperor, and his son abdicated a short time later. A long and bitter era of bloodshed and almost incessant warfare followed as the two strongest clans, the Minamoto and Taira, vied for power. It was during this period that the warrior became respected and the samurai evolved as a distinct social class.

In many respects, the samurai was outwardly similar to the knights of medieval Europe. He was a gentleman warrior who often fought from horseback and who owed allegiance to a lord of higher rank. But there the semblance ends. Unlike European knights, the samurai were not inspired by religious fervor, chivalric ideals, or the glorification of womanhood. Instead, they were fanatically loyal to their overlords, not allowing love of family, duty to parents, or even fear of death to stand before their duty to their feudal leader.

Eventually, the samurai would acquire a code and a set of characteristics to put it widely apart from the masses of Japanese. But, as the Minamoto and Taira families fought for dominance, the Bushido was not yet a code, and the samurai were little more than fearless, merciless warriors fighting for the glory of their leader.

The conflict between the great Minamoto and Taira families continued for nearly a hundred years. In 1156, the conflict broke into an all-out war that lasted until 1185, when Minamoto Yoritomo crushed the Taira family for good. Yoritomo then began consolidating his power and, in 1192, was named the first shogun (military dictator) of Japan. For the first time, Japan had a strong central government and, under Yoritomo's leadership, it entered a period of relative unification and order.

**Shinto**

By the 12th Century, Japanese society had been heavily influenced by Buddhism. However, Buddhist mythology does not lend itself well to AD&D campaigns. Therefore, *Legends & Lore* does not go to any length in describing Buddhism, its history, or mythology. Instead, in the many countries where Buddhism has become influential, *Legends & Lore* describes, to the degree possible, the mythology of the country before the arrival of Buddhism. In Japan, the native mythology is largely derived from the beliefs surrounding Shintoism.

Shinto is not an easy religion for outsiders to understand, for it relies on spiritual insight and feeling rather than disciplined thought and learning. Were a non-practitioner to attempt to explain it in the space of a few paragraphs — or even pages — he would be doomed to failure — it is beyond the scope of *Legends & Lore*. Instead, this book presents an adjusted, much simplified version designed specifically for the purpose of adding flavor to a fantasy role-playing campaign in Japan or in a Japanese-like setting. It is in no way an examination of the true religion, much less a judgment or comment upon its validity. With that precaution in mind, the information that follows should prove helpful in adding flavor to your campaign.

Shinto is not a Japanese word, but was coined in the sixth century AD when Buddhism entered Japan. Literally, it means "the way of good spirits," which is not — at least to most westerners — a very accurate description of the religion. Shintoism is a naturalistic religion in which the forces of nature and, to a lesser extent, ancestors are deified.

These forces are called "kami," which is an extremely difficult concept to translate accurately into English. Basically, for our purposes, kami is somewhere between a "god" and a "spirit." It might be described as meaning "the beings more highly placed," "the venerated," or as "the awe-inspiring." Anything which deserves to be revered or dreaded for its extraordinary powers (especially those possessing a magical nature) deserves to be called "kami." A god, a majestic mountain, and the august personage of the emperor are all "kami." Not surprisingly, there are a lot of kamis — eight million of them, to be precise.

For our purposes, only animals of a magical nature or origin would have a kami. Thus, dragons, unicorns, and lycanthropes would all have a kami; bears, griffins, and kobolds would not. If in doubt, consider whether or not the creature has any magical abilities or magic resistance; generally, those that do have kamis, the others don't.

On earth, kamis can be found in anything, from beautiful waterfalls to majestic mountains to oddly shaped rocks. All are worshipped as fervently as other cultures worship their gods, and when walking through Japan, one is likely to come upon a small shrine to one of these kamis at any time — beside a quiet pool, at the base of a great cliff, or deep within a peaceful glade.

Most of the kamis described in *Legends & Lore* are of a different type, however. These kamis correspond more closely to conventional concepts of deities. They are the gods of the sun and moon, the beings responsible for storms and fertility, the ones who created the land and populated it with people.

For the largest part, these kami, the "Ama-Tsu-Kami" or kami of the heavens, reside "in the sky" (any of the Seven Heavens). At one time, earth was linked to the sky by a bridge, the Ama no Hashidate, which allowed the gods free and easy access to the earth. Unfortunately, this bridge has long since collapsed, forcing the gods to send their avatars when they wish to visit the world of men.

Under the earth lies the kingdom of the dead, the "Land of Darkness" or Yomi-tsu-kuni. It can be reached via a winding road that begins in the Izumo province and leads underground, or via the bottomless abyss which engulfs all the waters of the sea. It is pictured as an ugly, foul land filled with the repulsive corpses of the dead.

According to mythology, a generation of unnamed divinities were born at the same time as the heaven and the earth. They were followed by several more unnamed generations of divinities, until finally the seventh generation, containing Izanagi and Izanami, was born. Izanagi and Izanami created the islands of Japan, then went down to live on them. There, in many different manners, they began giving birth to many other kamis.

This process continued until Izanami gave birth to the god of fire, a difficult delivery which resulted in her death. After Izanami went to the Land of Darkness, the other kamis continued to procreate. Nevertheless, Izanagi missed his wife and went to retrieve her, but Izanami was furious when he saw her in her decayed form and chased him away. Afterwards, as Izanagi washed himself, he created the deities of the sea and, when he washed his left eye, Amaterasu, the goddess of the sun and the ancestor of Japanese emperors.

After this, of course, all the kamis engaged in a great many adventures — far too numerous to recount here.

**New Spells**

**Kami Absorption (Conjuration/Summoning)**

Fifth Level Priest

Sphere: Summoning
Range: Touch
Components: V, S, M
Duration: 1 round/level of caster
Casting Time: 1 round
Area of Effect: One individual
Saving Throw: none

*Kami absorption* allows the priest to invest an individual (himself or another) with the kami of another object or being. Kami may only be absorbed from something that has it, such as a supernatural beast, an awe-inspiring mountain, an ancient tree, magic weapons, or a large, strangely shaped rock. Normal objects, such small trees, common boulders, and non-magical monsters or do not have kamis. (See the previous section on "Shinto" for an explanation of kami.)

When an individual is invested with the kami of another object or being, he absorbs the essential nature of the object. This absorption manifests itself outwardly in a temporary + 6 modifier to one (and only one) of these statistics: Str, Int, Wis, Dex, Con, Cha, THAC0, AC, or MV. The statistic modified corresponds to the nature of the kami absorbed. Here are a few examples: mountain - Str; dragon - Int; ki-rin - Wis; stream - Dex; tree - Con; flower - Cha; snake - THAC0; rock - AC; wind - MV.

It is readily apparent that these correlations are extremely subjective. The DM's judgment is final in determining which statistic a particular kami modifies. However, he should weigh his decision in favor of any conceptions the player may have about which statistic a kami might modify.

The effects of this spell last only for its duration. The material component required is the object which possesses the kami in the first place (the object is not harmed by the spell). This spell can only be cast upon willing targets, and will not absorb kami from any avatar or god.

**New Magic Items**

**The Emperor's Crown**

This magical crown is decorated with a cluster of perfect gemstones sent to earth by Amaterasu with her grandson. When worn, it acts as a *helm of telepathy, teleportation*, and *comprehending languages*. The wearer automatically knows when someone in his presence is lying. The crown bestows an AC of 0, and allows the wearer to ask one question per week of Amaterasu (she responds honestly and kindly only to true descendants of the Imperial family). Although the crown continues to function if worn by someone other than the rightful Emperor, Amaterasu is sure to punish a thief by sending her avatar after him.

**The Emperor's Sword**

This samurai sword is a *sword of dancing, life stealing*, and *sharpness + 5*. It also becomes a *cursed berserking sword* in the hands of anyone but a member of the Imperial family.

**The Emperor's Mirror**

The holder of this golden mirror can hear and see into any room he has ever been in. It allows him to examine the entire room at once, or to inspect even the smallest items in close detail. If the holder wishes, he can speak to any beings in the room, or he may keep his spying a secret. All of these powers function at will. Once per week, the holder may also *teleport* any living being visible in the mirror to his location. The victim is allowed a saving throw to negate this effect, but it may be done against his will. When anyone but a legitimate member of the Imperial family uses the mirror, there is a 5% chance that Amaterasu will send her avatar through the mirror to punish the individual.

**Izangi and Izanami (greater gods)**

Izanami and Izanagi are the seventh generation descendants of the three divinities that came into being with the heavens and the earth. Of these early deities, they are the most important for men, for they were assigned the task of solidifying the earth. Izanagi, the male god, stood on the floating bridge of heaven and stirred the ocean with his lance until the water began to congeal and the island of Onokoro was formed.

Here, Izanagi and his wife, Izanami, made their home and went about the business of populating the world. At first, they produced a monster, then an island. Finally, however, they began producing more gods. Unfortunately, Izanami died while giving birth to the god of fire. The morose Izanagi went to the Land of Darkness to visit her, but was bitterly chased away after Izanami grew angry at him for seeing her in a state of decay. Back on earth, Izanagi produced several more deities, including the sun goddess Amaterasu, as he washed away the residue of the underworld.

Working together, Izanagi and Izanami have the power to create anything. In their true forms, they appear to be a statuesque man and woman of great beauty (though Izanami will appear dead and decayed if caught unawares).

**Role-playing Notes:** These two rarely involve themselves in the affairs of men.

**Statistics:** AL In; WAL any; AoC creation; SY rainbow.

**Izanagi's and Izanami's Avatars (wizard 20 and priest 20)**

Theses avatars appear to be a handsome man and beautiful woman of great size. Izanagi can draw upon any school of magic for his spells, and Izanami can draw upon any sphere for hers.

| | | |
|---|---|---|
| Str 22 | Dex 18 | Con 19 |
| Int 19 | Wis 19 | Cha 19 |
| MV 22 | SZ 10' | MR 50% |
| AC 0 | HD 20 | HP 176 |
| #AT 1 | THAC0 1 | Dmg 1d6 (lance) +10 |

**Special Att/Def:** Victims hit by Izanagi's lance must save versus death or their blood coagulates in their veins and kills them. Izanami can become a corpse, causing all who see her to save versus petrification or flee for 1d10 turns.

**Duties of the Priesthood**

Priests of Izanagi and/or Izanami dedicate themselves to the caretaking of the beautiful land their deities created.

**Requirements:** AB standard; AL ln; WP lance, spear; AR d; SP all, animal, creation, elemental, healing, necromantic; PW nil; TU turn.

**Amaterasu (intermediate god)**

Amaterasu was born when Izanagi washed his left eye after returning from the Land of the Dead. She is the goddess of the sun and rules the Plane of Heaven. Through one of her grandsons, the Imperial family is descended directly from her.

In addition to being the goddess of the sun, Amaterasu is the weaver of the gods' robes. She has the power to light the world (or any part of it), to make plants grow, to cure diseases in men, or to destroy anything she wishes with her brilliance. In her true form, Amaterasu is beautiful woman.

**Role-playing Notes:** Amaterasu is the patron goddess of Japan and watches over its welfare carefully. If the land is seriously threatened, she may beseech aid from her fellow gods in order to protect it. She also watches over the Imperial family, and will never aid those who bring harm to one of its members. If the existence of the family itself is threatened, she will not hesitate send her avatar to aid it. Omens from Amaterasu take the form of solar eclipses.

**Statistics:** AL lg; WAL any good; AoC light; SY sun.

**Amaterasu's Avatar (priest 19)**

Amaterasu's avatar is a beautiful woman with a radiant smile. She can draw upon the all, charm, creation, elemental, and sun spheres for her spells.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 18 | SZ 6' | MR 40% |
| AC -2 | HD 19 | HP 152 |
| #AT 1 | THAC0 1 | Dmg 1d6 (hand) +8 |

**Special Att/Def:** From her eyes, Amaterasu's avatar can fire blinding heat rays doing 10d10 points of damage. She is immune to any heat, cold, or fire-based attacks, as she is to any light or darkness spell.

**Duties of the Priesthood**

Priests of Amaterasu must dedicate themselves to the emperor and follow his every command. If they ever form an alliance with an enemy of the emperor's, they immediately and irrevocably lose their powers.

**Requirements:** AB standard; AL any lawful; WP spear, lance, mace; AR a; SP all, astral, charm, creation, divination, elemental, healing, protection, sun; PW 3) *light*; 10) *fly* at will, MV = 15; TU turn.

**Tsuki-Yomi (intermediate god)**

Tsuki-Yomi was born when Izanagi washed his right eye after returning from the Land of the Dead. He is the god of the moon, whose function it is to count the passing of the months. In China, a hare is often shown in the moon. and this sign has been incorporated into Tsuki-Yomi's symbol, along with a pun. In Japanese, Mochi-zuki means two things: the full moon, and to pound rice for cakes. Therefore, Tsuki-Yomi's symbol is a hare in the moon, pounding rice for cakes.

As the counter of the months, Tsuki-Yomi has the power to control time, making it pass more slowly in one place than in another, stopping it altogether, or speeding it up. He also has the power to light the darkness. In his true form, Tsuki-Yomi is a handsome man.

**Role-playing Notes:** Tsuki-Yomi's primary concern is the orderly progression of time, so that seasons change and crops mature properly. He is generally benevolent to those who rely upon and respect the cycle of nature. If his aid is requested in defending a just, established social order, there is a 5% chance that he will answer by sending his avatar. When sending omens, Tsuki-Yomi sometimes manifests the handsome blue face of his avatar in an expensive mirror.

**Statistics:** AL ng; WAL any good; AoC time, moon; SY hare in the moon, pounding rice in a mortar.

**Tsukl-Yomi's Avatar (wizard 18, fighter 14)**

Tsuki-Yomi's avatar is a massively built man with blue skin. He can draw upon any school of magic for his spells.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 19 | Wis 16 | Cha 18 |
| MV 18 | SZ 6' | MR 35% |
| AC -2 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d8 (sword) + 7 |

**Special Att/Def:** Tsuki-Yomi's avatar can employ *telekinesis* on any item of up to 500 gp weight. Victims of this power may make a saving throw versus their Dexterity score to retain their grip on an object grabbed by the avatar. He may also fly at will with a movement rate equal to his normal walking speed.

**Duties of the Priesthood**

Priests of Tsuki-Yomi must always have at least one mirror. During the full moon, they must spend the entire night looking at the moon in this mirror and praying or lose their spells until the next full moon.

**Requirements:** AB standard; AL any good; WP polearms; AR a; SP charm, creation, divination, healing, necromantic, sun; PW 1) infravision (60'); 15) *stop time* (as *temporal stasis* spell, save that the caster is the only creature within 20' that is not affected; lasts 1d4 of the caster's rounds); TU turn.

**Hachiman (intermediate god)**

Hachiman was born Ojin, son of the Empress Jingo. According to legend, Empress Jingo became pregnant while leading a military expedition against Korea. In order to delay the child's birth, she swallowed a rock. It is no wonder that, born such a woman, Ojin grew up to become a cunning and mighty warrior in his own right. In fact, his victories were so great that the Ama-Tsu-Kami granted him immortal status and made him the god of war. Hachiman always knows the location, strength, and readiness of any army. He also has that power to read the thoughts of any military commander. In his true form, Hachiman is a splendidly armored warrior.

**Role-playing Notes:** When a battle occurs, Hachiman is always watching. There is a 5% chance that he will send his avatar to rescue any warrior who does not flee when out numbered by more than four-to-one. Before a battle, any commander who has performed constant devotions to Hachiman stands a 5% chance of suddenly discovering that he "knows" the enemy's strength, location, and plan of attack. Hachiman hates cowardice in

combat and any warrior exhibiting a fear of death suffers a permanent -1 modifier to his THAC0. Hachiman does not send omens.

**Statistics:** AL ln; WAL any; AoC war; SY samurai sword.

**Hachiman's Avatar (fighter 20)**

Hachiman's avatar takes the form of a well-armed samurai. He rides a huge black horse.

| | | |
|---|---|---|
| Str 21 | Dex 18 | Con 18 |
| Int 18 | Wis 16 | Cha 18 |
| MV 15 | SZ 7' | MR 25% |
| AC -3 | HD 20 | HP 160 |
| #AT 2 | THAC0 1 | Dmg 1d8 + 5 (sword) + 9 |

**Special Att/Def:** Hachiman's avatar wields a *sword of sharpness +5*. He is not affected by any spell of 5th level or less and carries a bow that never misses its target and fires up to 1,000 yards.

**Duties of the Priesthood**

Priests of Hachiman are professional soldiers. They must always be prepared to fight for their lord, can never shirk from battle, and must be in the first rank when battle is joined.

**Requirements:** AB same as for a warrior; AL any; WP swords, bow and arrows, dagger, polearm; AR a; SP all, combat, divination, healing, weather; PW 1) use THAC0 and saving throw tables of warrior; 10) favorite sword is given a kami, making it a + 3 weapon; TU nil.

**Susanoo (intermediate god)**

Susanoo is the god of storms. He was born when Izanagi washed his nose after returning from the Land of Darkness. Susanoo immediately began causing trouble, pestering his father for permission to go to the Land of Darkness and visit his mother. Eventually, Izanagi grew tired of these petitions and sent his son away. So Susanoo went to see his sister Amaterasu in the heavens, playing such a cruel trick on her that she rushed into a cave and hid, depriving the world of light. In punishment for his terrible acts, the other gods shaved Susanoo's beard, pulled out his fingernails, and ejected him from the heavens. Susanoo has the power to deprive any being of flight for up to one week. He can also send a 10d10 point *lightning bolt* to strike any being on earth. In his true form, Susanoo is a beardless man with a fierce aspect and no fingernails.

**Role-playing Notes:** Susanoo is a very unpredictable god. Sometimes, when he creates storms, the result is not so terrible, but on other occasions, he savages the land from one end to the other, ripping up trees, destroying homes, and flooding crops. He sometimes sends his lightning bolts to strike down those who have offended him. Sometimes, in fact, he sends his lightning bolts to strike someone down for no reason at all.

**Statistics:** AL cn; WAL any chaotic; AoC storms; SY lightning bolt.

**Susanoo's Avatar (priest 16, fighter 14)**

Susanoo's Avatar takes the form of a giant, ill-kept warrior. He can draw upon the elemental, sun, and weather spheres for his spells.

| | | |
|---|---|---|
| Str 18/00 | Dex 19 | Con 19 |
| Int 16 | Wis 12 | Cha 17 |
| MV 20 | SZ 8' | MR 20% |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 3 | Dmg 1d8 (sword) +6 |

**Special Att/Def:** Any being struck by Susanoo's blue sword suffers 2d10 lightning damage (save for half).

**Duties of the Priesthood**

Priests of Susanoo must always weather fierce storms outside of shelter. They tend to be moody, unpredictable, and unreliable. Despite these handicaps, they often find temporary work with farmers, using their weather controlling abilities to safeguard crops — usually for a good price.

**Requirements:** AB standard; AL any chaotic; WP spear, polearm, bow and arrow; AR e; SP all, combat, creation, divination, elemental, sun, weather; PW 10) *quiet storm* (reduce winds by 10 mph/level, and the amount of rain by 1"/level); TU turn.

**Raiden (intermediate god)**

Raiden is the god of thunder and the patron of fletchers. A constant companion of Susanoo's, he loves nothing better than beating his drums while the storm god rages. When he wishes, he can beat these drums so loudly that they act as *drums of panic*. Raiden is fond of eating human flesh, and receives a meal any time a man is slain by

an arrow. He can send an 8d10 lightning bolt to attack any being on earth. In his true form, Raiden has a horned, grotesque head and long, vicious looking claws.

**Role-playing Notes:** Raiden is a rather petty and jealous god. If not properly venerated, he will convince Susanoo to unleash a terrible storm on the village so that he can beat his drums and frighten the people. As the patron of fletchers, he grants every arrow-maker the power to create 10 arrows of slaying during his lifetime. The Fletcher never knows when he has created such a weapon, but does realize that he has been unusually successful in creating the arrow. Omens from Raiden take the form of dry thunder, arrow shaped clouds, and lightning bolts.

**Statistics:** AL ce; WAL any chaotic; AoC thunder, arrow-making; SY black mace with crossed lightning bolts.

**Raiden's Avatar (fighter 16, priest 14)**

Raiden's avatar takes the form of a swarthy-skinned brute with a deformed face. He can call upon the elemental and weather spheres for his spells.

| | | |
|---|---|---|
| Str 21 | Dex 18 | Con 18 |
| Int 16 | Wis 15 | Cha 18 |
| MV 18 | SZ 7' | MR 20% |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 3 | Dmg 1d6 (mace) + 9 |

**Special Att/Def:** Any being hit by the avatar's mace suffers 3d10 lightning damage (save for half). When in battle, a fierce wind storm always rages around the avatar, preventing any non-magical missile weapons from striking him.

**Duties of the Priesthood**

Priests of Raiden must keep their god appeased so that he doesn't harass their village. Raiden especially likes to see them become ronin (mercenaries), as he does not care much for loyalty or established order.

**Requirements:** AB standard; AL any chaotic; WP spear, lance, polearm, spiked mace; AR a; SP all, combat, elemental, healing, necromantic, summoning, weather; PW 1) use THAC0 tables of warriors; TU nil.

**O-Kuni-Nushi (intermediate god)**

The son of Susanoo, O-Kuni-Nushi is the god of medicine, sorcery, master of the land, and patron of heroes. He has had a great many adventures, and has always confronted danger bravely and with a certain amount of cunning. He is able to identify and converse with any kami, and he has the power to cure any living animal of disease or completely heal it of its wounds. As master of the land, O-Kuni-Nushi can speak with any living animal. The fact that he often uses his powers to heal injured animals has earned him the undying loyalty of all natural creatures. They will do as he commands, even if it means death. In his true form, O-Kuni-Nushi is a samurai with a quiet, gentle manner and a ready smile.

**Role-playing Notes:** O-Kuni-Nushi has a special fondness for heroes of good alignment. When such a hero is in grave danger, there is a 1% chance per level that O-Kuni-Nushi will send his avatar to aid the hero. He does not take kindly to those that are unnecessarily cruel to animals, and such individuals will find that they heal at only half the normal rate (even when a spell such as *cure light wounds* or *heal* is used upon them). Omens from O-Kuni-Nushi are usually delivered by a talking animal.

**Statistics:** AL lg; WAL any good; AoC medicine, sorcery, the land; SY none.

**O-Kuni-Nushl's Avatar (druid 16, wizard 16)**

O-Kuni-Nushi's avatar wears the trappings of a samurai, but behaves as a druid. He can call upon the all, animal, divination, elemental, healing, necromantic, plant, and weather spheres for his clerical spells. He can call upon any school of magic for his wizard spells.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 17 | SZ 6' | MR 25% |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 3 | Dmg 1d6 +5 (staff) +6 |

**Special Att/Def:** Any being struck by the avatar's staff must make a Strength check or fall to the ground. The avatar can summon and control 1-4 4 HD animals each round.

**Duties of the Priesthood**

O-Kuni-Nushi's priests must be great adventurers, and must always be kind to animals. They may not eat meat.

**Requirements:** AB standard, but must also meet requirements for wizards; AL any good; WP staff, club, mace, sword; AR c; SP all, animal, divination, elemental, healing, plant, weather; PW 5) *charm animal*; 12) cast wizard spells from one school of player's choice; TU turn.

**Ama-Tsu-Mara (intermediate god)**

Ama-Tsu-Mara is the god of blacksmiths (and weapon forgers). He has the power to create raw materials, such as iron ingots, charcoal, and leather, out of thin air. Using these materials, Ama-Tsu-Mara can forge any type of normal weapon in a single hour. Magical weapons take longer: one day for each power and for each +1 modifier. Any magical weapon forged by Ama-Tsu-Mara possesses a kami, which means it is automatically intelligent (see the rules for creating intelligent weapons in the *Dungeon Master's Guide*). In his true form, Ama-Tsu-Mara is a huge, manlike being with one eye located in the center of his forehead.

**Role-playing Notes:** Ama-Tsu-Mara favors blacksmiths and weapons forgers. Any time one of them is threatened, there is a 5% chance that he sends his avatar to defend the person. When he notices a weapon forger taking special pride in his work, Ama-Tsu-Mara often rewards the effort by investing the weapon with a kami and, thus, making it intelligent.

**Statistics:** AL n; WAL any; AoC blacksmithing and weapon making; SY double-edged axe.

**Ama-Tsu-Mara's Avatar** (fighter 14, priest 12)

Ama-Tsu-Mara's avatar is a huge, hairy man who purposely appears rather dull-witted. He always has a patch over his left eye, and any being lifting the patch discovers that there is no eye socket there — only a continuation of his cheekbone. Ama-Tsu-Mara's avatar can draw upon the elemental, creation, and sun spheres for his spells.

| | | |
|---|---|---|
| Str 21 | Dex 16 | Con 18 |
| Int 18 | Wis 18 | Cha 10 |
| MV 15 | SZ 7' | MR 20% |
| AC 0 | HD 14 | HP 112 |
| #AT 2 | THAC0 7 | Dmg 1d12 +5 (axe) +9 |

**Special Att/Def:** The Avatar carries a huge *vorpal axe +5* that functions like a *vorpal sword*. Any time an unsuccessful attack is made on Ama-Tsu-Mara's avatar, there is a 25% (15% for magic weapons) chance that his opponent's weapon breaks as the avatar blocks his blow.

**Duties of the Priesthood**

Priests of Ama-Tsu-Mara must always have the blacksmithing non-weapons proficiency. They must always carry exceptionally fine weapons that they have crafted themselves.

**Requirements:** AB standard; AL any; WP any; AR f; SP all, combat, elemental, healing, protection, sun; PW 5) forge +l magic weapons (requires one month); 10) forge +2 magic weapons (requires three months); 15) create + 4 magic weapons (requires six months); TU nil.

**Inari (intermediate god)**

At one time the patron of smiths who forged swords, Inari has since passed that duty to Ama-Tsu-Mara so that he can spend more time in his other calling, that of rice god. He watches over the sowing and reaping of rice, as well as the preservation of the crop after it has been harvested. He can control the flow of wat ers, the growth of plants, and all insects. He can also turn water into saki (rice wine). In his true form, Inari is an old, bearded man. Sometimes, however, his worshipers mistake his messengers for the god himself and worship foxes as the rice god.

**Role-playing Notes:** Inari is generally a beneficent deity who does his best to help the people feed themselves. However, if his efforts go unappreciated, he has been known to neglect his duties. When peasants or farmers are threatened, he often sends one or more avatars to harass their oppressors. Omens from Inari are usually delivered by a fox.

**Statistics:** AL ng; WAL any; AoC rice; SY rice plant.

**Inari's Avatar (druid 14, thief 10)**

Inari's avatar usually takes the form of a fox, though he has also been known to appear as a old man (in which case he fights with a *quarterstaff +5*, one attack per round). Even when in fox form, the avatar has the normal abilities of a druid and thief, including the ability to cast spells. He can draw upon the all, animal, elemental, healing, plant, and weather spheres for his spells.

| | | |
|---|---|---|
| Str l8/00 | Dex 19 | Con 18 |
| Int 19 | Wis 18 | Cha 18 |
| MV 15 | SZ 3' | MR 25% |
| AC 2 | HD 14 | HP 112 |
| #AT 3 | THAC0 7 | Dmg 1d4/1d4/1d8 +6 |

**Special Att/Def:** Inari's avatar attacks with a claw/claw/bite sequence. Anyone bitten by Inari's avatar must save versus breath weapons or suffer a broken bone where bitten. The limb then becomes useless for moving or carrying until healed. Inari's avatar cannot be fooled by any trap.

**Duties of the Priesthood**

Priests of Inari preside over the ceremonies involved in planting and harvesting rice. They are expected to do their fair share of work in the fields and to act as defenders of peasants and foxes.

**Requirements:** AB standard; AL any good; WP sickle, spear, sling; AR a; SP all, animal, divination, elemental, healing, plant, weather; PW 1) move silently (as a ranger of equal level); 4) hide in shadows (as a ranger of equal level); 8) find/remove traps (5% per level); 12) open locks (5% per level); 16) detect noise (5% per level); 20) climb walls (5% per level); TU nil.

**Ho Masubi (intermediate god)**

Ho Masubi is the god of fire. When he was born, he caused the death of his mother, Izanami. His father, Izanagi, was so distraught that he chopped the child in two, creating two kinds of fire: kiri-bi, fire made by the friction of wood, and uchi-bi, fire made by striking sparks from steel and stone. Despite being so energetically disjointed, the fire god made his way to a mountain called Atago in the Kyoto province, where he established his home. He is one of the most feared gods in Japan, for he is a swift destroyer of houses made from wood and paper.

Ho Masubi has the power to control a fire anywhere and to kindle flames from even the tiniest spark. In his true form, he is a yellow and orange man with red hair. Around his waist, there is a terrible scar where his father cut him in half. Masubi's sacred animal is the boar, which, like him, is swift and destructive.

**Role-playing Notes:** Although destructive by his very nature, the fire god is not evil and does what he can for mankind, providing them with light, warmth, a means of cooking, and the heat for forging weapons and tools. If a village affronts him by neglecting his worship, however, he has been known to burn it to the ground.

**Statistics:** AL cn; WAL any; AoC fire; SY boar.

**Ho Masubi's Avatar (warrior 16)**

Ho Masubi's avatar is a large man with red hair and yellow and orange skin. He is often found riding a huge boar (AC 4; HD 9; SZ 9'; THAC0 11; HP 72; MV 20; #AT 1; Dmg 3d8; ML 16; XP 1,400).

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 18 | Wis 19 | Cha 18 |
| MV 18 | SZ 7' | MR 20% |
| AC -2 | HD 16 | HP 128 |
| #AT 2 | THAC0 3 | Dmg 1d10 + 10 (sword) |

**Special Att/Def:** The avatar's sword is made of fire and does 10 extra points of fire damage when it hits (but gets no Strength bonus). When someone is hit, their armor must save versus magical fire or be destroyed. Any being touching the avatar with bare hands suffers 2d10 fire damage.

**Duties of the Priesthood**

Priests of Ho Masubi must serve their god by always keeping the four methods of controlling his innate destructiveness at hand: water, the ground, river weed, and clay. They are also expected to keep a pure fire (a kiri-bi fire made from hinoki wood) burning in their homes at all times.

**Requirements:** AB standard; AL any; WP fire, bow and arrow, axe; AR a; SP all, combat, creation, healing, plant, sun; PW 2) *affect fires* (functions as *affect normal fires* spell, but applies to magical fire too); 5) *create fire* (1' area); 12) shoot flames from hands, range 25', damage 2d10; TU turn.

**Nai No Kami (intermediate god)**

Nai No Kami is the god of earthquakes. For a long time, his worship was completely neglected, to the point that the Japanese did not even include his name in their lists of the Ama-Tsu-Kami, the kami of the heavens. For a long time, Nai No Kami patiently endured this insult, sending tremors from time to time to warn the people of their error. But, after centuries of neglect, in the Seventh Century AD, he finally grew angry and demolished much of Japan with a series of violent earthquakes. Many temples to Nai No Kami were erected out of the rubble. In his true form, Nai No Kami is a large, powerfully built man.

**Role-playing Notes:** After his long neglect, Nai No Kami is a touchy god. Any village that does not maintain an adequate temple to him stands a 10% chance per year of being destroyed by an earthquake. Occasionally, he will send his avatar to the aid of a lord who has built a great temple to honor him. Omens from Nai No Kami usually come in the form of tremors or moving earth.

**Statistics:** AL ln; WAL any; AoC earthquakes; SY fist smashing a building.

**Nai No Kami's Avatar (warrior 18, druid 14)**

Nai No Kami's avatar is a ferocious looking giant. He can call upon the all, animal, elemental, healing, and weather spheres for his powers.

| | | |
|---|---|---|
| Str 24 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 13 | SZ 8' | MR 15 % |
| AC 2 | HD 18 | HP 144 |
| #AT 2 | THAC0 1 | Dmg 1d8 (hammer) +12 |

**Special Att/Def:** Any being hit by the avatar's hammer must save versus petrification or be knocked to the ground 15' from where he was standing. When struck upon the ground, the hammer causes an *earthquake* (as the spell).

**Duties of the Priesthood**

Priests of Nai No Kami must keep their temple spotlessly clean. They must bravely and honorably avenge any insult to their god, even if it means laying siege to a nobleman's castle.

**Requirements:** AB standard, but Str of at least 16; AL any; WP hammer, sling; AR a; SP all, combat, divination, elemental, healing, protection, summoning, weather; PW 10) *earthquake*; TU nil.

**O-Wata-Tsu-Mi (intermediate god)**

Also called Shio-Zuchi ("old man of the tides"), O-Wata-Tsu-Mi is the greatest of the many gods of the sea. He was created when Izanagi washed in the sea after returning from the Land of Darkness. He is the ruler of the fishes and all living things in the sea, and the controller of the tides. He has the power to command any creature that swims in the sea (including men while they are in the water), and to move the waters of the ocean at will. In his true form, he is a tremendous serpentine dragon, green in color, but he is equally comfortable in the form of an old man with gills. O-Wata-Tsu-Mi lives in a great palace at the bottom of the sea.

**Role-playing Notes:** Generally, O-Wata-Tsu-Mi is a benevolent deity. He moves the tides in an extremely regular fashion so that men may predict their action and avoid being stranded, flooded, or drowned. When someone comes to his palace, he is known to be a gracious host. Omens from O-Wata-Tsu-Mi are generally carried by his messenger, a sea monster named Wani, but they may also take the form of violent or unusual tides.

**Statistics:** AL ng; WAL any non-evil; AoC ocean creatures, tides; SY fish.

**O-Wata-Tsu-Mi's Avatar (druid 16)**

O-Wata-Tsu-Mi's avatar takes the form of an old man with gills and webbed fingers and toes. He can draw upon the all, animal, elemental, healing, plant, and weather spheres for his spells.

| | | |
|---|---|---|
| Str 18/96 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 sw | SZ 6' | MR 20% |
| AC 3 | HD 16 | HP 128 |
| #AT 1 | THAC0 3 | Dmg 1d10 (trident) +5 |

**Special Att/Def:** When struck by the avatar's jade trident, victims must save versus petrification or be stuck on its prongs. In such cases, the avatar may elect to turn the shaft of the trident, rotating the razor sharp prongs and doing 2d10 points of automatic damage each round.

**Duties of the Priesthood**

Priests of O-Wata-Tsu-Mi are generally found in fishing villages, where they assist the local fishermen in the rites that placate O-Wata-Tsu-Mi in return for catching his fish. They must always be excellent swimmers, and are expected to know the schedule of the tides by heart.

**Requirements:** AB standard; AL any good; WP trident; AR b; SP all, animal, divination, elemental, healing, plant, weather; PW 10) breathe underwater; 15) summon and control any one sea creature of 10 HD or less; TU nil.

**Kura Okami (intermediate god)**

Kura Okami is one of the many rain gods. He dwells in the fertile valleys of Japan, providing a more or less steady supply of rain for the crops grown there. During storms, he can get caught up in Susanoo's fury and send too much rain, causing the streams and rivers to overflow their banks and flood the countryside. He is also somewhat forgetful, as he sometimes allows many weeks to go by without sending his life-giving waters. However, most of the time he is a kind and efficient god, imparting his blessing in beautiful, gentle rainfalls. Kura Okami also has the power to send snow, which he often does in the winter in order to beautify an otherwise drab landscape. In his true form, he is a translucent old man with a kindly (if somewhat vacant) expression.

There are several other rain gods, including Taka Okami, who dwells on the mountains, and Taki-Tsu-Hiko, ("Prince Cataract"), who is a rock located to the west of Mount Kaminabi.

**Role-playing Notes:** Kura Okami is a rather befuddled and absent minded deity, but a kindly and gentle one. He enjoys seeing the sights of Japan as his avatar wanders the land. Sometimes he becomes so caught up in this activity that he neglects his duties. Omens from Kura Okami usually come during a morning or evening mist.

**Statistics:** AL cg; WAL any; AoC rain and snow; SY mist obscuring a tree.

**Kura Okami's Avatar (priest 12)**

Kura Okami's avatar is a befuddled old man. He can draw upon the charm, elemental, and weather spheres for his spells.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 18 |
| Int 9 | Wis 18 | Cha 18 |
| MV 15 | SZ 5' | MR 25% |
| AC 4 | HD 12 | HP 96 |
| #AT 1 | THAC0 9 | Dmg 1d8 (staff) +4 |

**Special Att/Def:** Kura Okami's avatar can call down a 6d10 lightning strike once per round. Upon command, his staff unleashes a torrent of water 10 feet wide, causing creatures caught in its path to save versus petrification or be washed away 2d100 yards.

**Duties of the Priesthood**

Priests of Kura Okami must constantly remind him of his duty through their worship. They are expected to be patient and kind, especially to old people, and Kura Okami will punish any transgression of this principle severely — often by revoking their spells.

**Requirements:** AB standard; AL any good; WP javelin, mace; AR a; SP all, charm, divination, elemental, healing, weather; PW 5) *create water* (five gallons); 15) *wriathform*; TU turn.

**Shina-Tsu-Hiko (intermediate god)**

Shina-Tsu-Hiko was born from the breath of Izanagi and is the god of the winds. He is not the only wind god, however. There are several more who control certain types of winds. Among them are Shina-Tsu-Hiko's daughter, Shina-To-Be, who blows away the morning mists; Tatsuta-Hiko and Tatsuta-Hime, who bring fresh air to the fields to aid in producing good harvests; and Haya-ji, the god of whirlwinds. While these gods are personifications of certain types of winds, Shina-TsuHiko is in charge of all the winds, and so is superior to them in the same way a shogun is superior to a daimyo. Shina-TsuHiko has the power to control the winds anywhere on earth, and can use this capability to bring hot, dusty conditions, pleasant rains, terrible storms, and so forth. In his true form, Shina-Tsu-Hiko appears to be a well-appointed lord.

**Role-playing Notes:** Shina-Tsu-Hiko is unpredictable and capricious. One day, he may be perfectly contented with the homage paid to him in a certain village. The next, he may find it woefully inadequate and use his power to rip the roofs from all the houses. Omens from Shina-Tsu-Hiko usually take the form of words whispered in the wind, but it is not always possible to make out the meaning of his speech.

**Statistics:** AL cn; WAL any; AoC winds; SY three curled lines.

**Shina-Tsu-Hiko's Avatar (fighter 14)**

Shina-Tsu-Hiko's avatar is a thin, well-dressed samurai.

| | | |
|---|---|---|
| Str 18/00 | Dex 19 | Con 18 |
| Int 18 | Wis 16 | Cha 18 |
| MV 18 | SZ 6' | MR 15 % |
| AC 2 | HD 14 | HP 112 |
| #AT 2 | THAC0 5 | Dmg 1d8 (sword) + 6 |

**Special Att/Def:** Because he is a slippery as the wind, Shina-Tsu-Hiko's avatar stands a 50% chance of turning away and avoiding damage when an opponent scores a hit on him. His own sword slices through any armor as though the wearer's AC was never better than 5.

**Duties of the Priesthood**

Priests dedicated to Shina-Tsu-Hiko are seldom popular, for villagers often attribute the capricious wind god's destructiveness to incompetence on their part. They usually spend most of their time trying to read omens and contact ShinaTsu-Hiko in order to determine what kind of mood he is in.

**Requirements:** AB standard; AL any; WP sword, bow; AR a; SP all, astral, combat, divination, elemental, healing, necromantic, protection, summoning, weather; PW 10) *fly* (MV 15); TU nil.

**Amatsu-Mikaboshi (intermediate god)**

Amatsu-Mikaboshi, the "august star of heaven," is the god of evil. Also known as Ama-no-Kagaseo, the "brilliant male," he sees and sanctions all things done under cover of darkness. He has the power to look into the hearts of men and women, and, if he finds too much evil there, to make them his. Because most people are basically good, Amatsu-Mikaboshi is not particularly powerful. But he is cunning, and has gathered more worshipers than people suspect. In his true form, Amatsu-Mikaboshi is a dark shadow that can never quite be seen.

**Role-playing Notes:** Amatsu-Mikaboshi gathers worshipers the old fashioned way: he entraps them. After finding a potential worshiper, Amatsu sends his avatar to tempt the victim — usually with power, money, lechery, or whatever the subject desires most. The avatar then creates a situation in which the victim can fulfill this desire by committing one hideous act. If the victim performs the act, he becomes a permanent worshiper of Amatsu-Mikaboshi and finds himself compelled to take part in a never-ending series of foul plans.

**Statistics:** AL le; WAL any evil; AoC evil; SY silhouette of a hook-nosed man.

**Amatsu-Mikaboshi's Avatar (thief 18, bard 16)**

Amatsu-Mikaboshi's avatar most often appears has a small, charming man with a bald head and a hooked nose, but the god of evil has also been known to shape his avatar in the form of an alluring woman. He can draw upon any school of magic for his bard spells.

| | | |
|---|---|---|
| Str 20 | Dex 20 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 16 | SZ 5' | MR 25% |
| AC O | HD 18 | HP 144 |
| #AT 1 | THAC0 1 | Dmg 1d6 (sword) +8 |

**Special Att/Def:** When attacked from behind, victims of Amatsu-Mikaboshi's avatar must save versus death or be hit automatically and suffer four times normal damage. Anybody hit by the avatar's sword blade suffers an additional 1d10 points of poison damage each round until the poison is neutralized.

**Duties of the Priesthood**

Amatsu-Mikaboshi's priests are those who have intentionally and willfully turned to evil. Their primary duties involve tempting others and helping their deity keep the promises which his avatar has made in order to gather worshipers.

**Requirements:** AB standard; AL any evil; WP any, with preference toward poison; AR a; SP all, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning; PW 1) *know alignment*; 10) *read thoughts* (surface thoughts only, victim may save versus spells to realize what is happening).

**Shichifukujin (lesser gods)**

The Shichifukujin are the Seven Gods of Happiness. Sometimes referred to as the Seven Gods of Luck, they come from various origins. They include Hotei (god of happiness through fortunate chance), Jurojin (god of happiness through long life), Fukurokujo (god of happiness through good health), Bishamon (god of happiness through good cheer, he also looked after his worshipers during war), Benzaiten (goddess of happiness through love), Daikoku (god of happiness through wealth), and Ebisu (god of happiness through food, he also presides over fishing and honest dealing). Each of these gods oversees a particular aspect of life. To be truly happy, a man must worship all seven gods in the proper balance. Each god can grant worshipers the particular aspect of happiness that he or she embodies. In their true forms, these gods have the following appearances: Hotei, a man with a huge stomach; Jurojin, an old man with a long white beard; Fukurokujo, long narrow head with a short stocky body; the smiling Bishamon is always dressed in full armor (to ward off war); Daikoku, a portly, balding man; Ebisu, an elderly man; and Benzaiten, a beautiful woman.

**Role-playing Notes:** The Shichifukujin respond to their worshipers as individual gods. Thus, a man who pays a great deal of attention to Ebisu and none to Benzaiten is likely to have plenty of food but no wife to share it with. They do not send omens, although the degree of happiness in a person's life might be perceived as one.

**Statistics:** AL lg, cg, ng; WAL any; AoC as listed, happiness collectively; SY varies.

**Shichifukujin Avatars (all priest 12)**

Avatars of the Shichifukujin appear very much the same as the gods themselves. They may draw upon any sphere for their spells.

| | | |
|---|---|---|
| Str 18 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 | SZ 6' | MR 10-15% |
| AC 4-0 | HD 12 | HP 96 |
| #AT 1 | THAC0 9 | Dmg 1d6 (staff) +2 |

**Special Att/Def:** Any being striking the avatar of a Shichifukujin is condemned to eternal unhappiness and has his Wisdom, Constitution, and Charisma reduced by two points.

**Duties of the Priesthood**

The Shichifukujin retain separate priestly orders, with duties appropriate to the individual god.

**Requirements:** AB standard; AL any good; WP club, mace; AR a; SP all, charm, creation, divination, guardian, healing, protection, weather; PW nil; TU turn.

## Japanese Heroes

**Raiko**

Raiko is a famous fighter of enchanted monsters, giants, undead, and other ghastly things. His *sword of sharpness +3* is said to be faster than a striking serpent, and he has achieved almost inhuman speed and endurance. He also carries a longbow from which he can fire arrows at twice the normal range that do twice normal damage.

Raiko is totally unafraid of death, and will never back away from a challenge. However, he is as cunning as he is fast. If faced with a seemingly impossible task he will invariably find a way to achieve what he must without losing either his honor or his life.

**Ranger 18**

| | | |
|---|---|---|
| Str 18/00 | Dex 19 | Con 18 |
| Int 18 | Wis 11 | Cha 18 |
| AC -1 | MR nil | MV 18 |
| HP 153 | AL ng | THAC0 0 |
| #AT 2 | Dmg 1d8 +3 (sword) +6 | |

**Spells (cast as a 9th level priest):** 1) *command*, *detect magic*, *cure light wounds*; 2) *charm person or mammal*, *find traps*, *slow poison*; 3) *locate object*, *cure disease*, *dispel magic*.

**Empress Jingo**

The Empress Jingo ruled early in Japan's history, living between 170 and 269 AD. She was leading a military campaign against Korea when it became apparent that she was going to give birth soon. The Empress was so devoted to her duty that she swallowed a stone to delay the birth of her child. It is no wonder that her son, Ojin, became a great warrior in his own right, eventually becoming Hachiman, the god of war.

**Fighter 15, Wizard 12**

| | | |
|---|---|---|
| Str 14 | Dex 18 | Con 18 |
| Int 18 | Wis 16 | Cha 18 |
| AC 0 | MR nil | MV 12 |
| HP 144 | AL ln | THAC0 6 |
| #AT 2 | Dmg 1d8 +5 (vorpal sword) | |

**Spells:** 1) *magic missile*, *color spray*, *affect normal fires*, *friends*; 2) *fog cloud*, *wizardlock*, *ESP*, *stinking cloud*; 3) *protection from normal missiles*, *haste*, *water breathing*, *hold person*; 4) *dimension door*, *polymorph self*, *detect scrying*, *wall of fire*; 5) *domination*, *wall of force*, *teleport*, *telekinesis*; 6) *globe of invulnerability*.

## Japanese Monsters

**Tanuki**

Although he bears a semblance to both the badger and raccoon family, the tanuki is actually closer to a dog. In his true form, he is a furry little animal with a long fuzzy tail and a darkened area around his eyes that resembles the mask of a raccoon. His feet have sharp claws and his teeth are razor sharp.

Despite being well-equipped for battle, the tanuki prefers to use his shapechanging abilities to play evil tricks. One of his most terrible tricks was killing a hunter's wife while he was away. He then assumed the woman's form and cooked a poisoned meal for the hunter. When the hunter returned home, tanuki, still disguised as the wife, served the meal. Then, as the man was on the verge of death, tanuki gleefully revealed what he had done.

| | | | |
|---|---|---|---|
| AC 4 | 1 | SZ 3' | XP: 2,000 |
| MV 15 | ML 16 | AL ce | Int high |
| HD 8 | HP 64 | MR 10% | THAC0 13 |
| #AT 3 | Dmg 1d6/1d6/1d10 | | |

**Special Att/Def:** The tanuki can shape change into any object, animate or inanimate.

**Hannya**

Hannyas are the spirits of woman who were jealous in life. They have grotesque, evil faces with knobby chins, fangs, and horns upon their heads. Their eyes burn with a cold blue light. When in battle, they attack first with their clawed hands, then with their sharp horns. Just before melee is joined, a Hannya will generally scream to inflict as much damage as she can.

Hannyas are generally found in the Land of Darkness, but they have been known to venture out in order to harass an unfaithful lover, or just to take vengeance on men generally.

| | | | |
|---|---|---|---|
| AC -4 | No. 1-2 | SZ 5' | XP: 15,000 |
| MV 15 | ML 18 | AL ne | Int high |
| HD 12 | HP variable | MR 15% | THAC0 9 |
| #AT 3 | Dmg 1d8/1d8/1d10 | | |

**Special Att/Def:** Hannya can only be hit by magic or +2 or better weapons. Any creature hit by a Hannya's claws must save versus death or suffer 2d10 points of poison damage each round (until neutralized). A Hannya can scream once per day (but not while in melee), causing 3d10 damage to all within 25' (no save).

# Nehwon Mythology

**An overview of Nehwon**

In his Nehwon novels, Fritz Leiber introduces his reader to a wonderfully detailed and rich fantasy world. Nehwon is a pleasant mixture of historical themes and fantasy elements creating cultures and lands where the two main heroes of the storylines, Fafhrd and the Gray Mouser, live, breath, and adventure. This world comes alive for its readers because Fritz Leiber is a masterful story teller. His noble efforts have created a land that any AD&D game player can be proud to adventure in.

When you turn the pages of both the novels and the TSR modules and accessories that deal with this world, it is just as if you were walking onto the pages of the perfect adventure. You can almost feel and smell the Mingol Steppe riders baring down on you with their short bows drawn to full extension. The pageantry and splendor of the Citadel of the King of Kings leaps up to you and catches your breath with the color and wonder of its sheer size.

Sailing on the seas of Nehwon can be equally satisfying. One could start at the Claws where ice and land meet to begin the Frozen Sea. Drifting south, one quickly comes to the Dragon Rocks, full of true dragons, and the Inner Sea, which is itself full of wonders. Depending on the phase of the moon and the temperament of the sea gods the Sinking Land will either be risen and block your way or be sunken and allow you to pass. From here your voyage could lead you to the Sea of the East, but the unknown dangers here are such that even brave heroes look for the sight of land — even if that land is the Quarmall Barrens or the volcanoes of the east.

It is a world rich in magic of all types. Even the simplest of gems can become vital game players in their own right. In one story a gem from the deepest heart of the earth's core forces one of the heroes to become a tool in the cult of the Earth god. In another, a set of gems is the magical heart of a sinister tower. Naturally, when the world's best thieves, Fafhrd and the Gray Mouser come to steel these gems the tower reacts by magically bending and stretching to try and crush our two heroes. Glowing gems and powerful moonstones are often seen in the pages of the novels and the AD&D game adventures; all too often these valuables are replaced with glowing stinging hornets and smooth pieces of valueless glowing moss. Magical whistles, horns, bowls, figurines, mummy-like hands, swords, daggers, rings, scrolls, gates, and entire buildings fill the pages of the novels and role-playing adventures. These things are the stuff from which dreams and adventures are made and they come in ample supply on Nehwon.

The gods of this world take a very direct hand in the comings and goings of their worshipers. Although few of them ever directly show themselves to their people, they often curse their enemies or bless their followers. They especially take note of their more talented believers. This is why Fafhrd and the Gray Mouser often find themselves on adventures only partially of their own making. This is a world where the number of worshipers a god has dictates the amount of power they have. The greater the deeds of the heroes that have aligned themselves with a god the greater the power of that god. They are jealous beings and are quick to anger and slow to reward.

If it wasn't enough that the land itself and the gods conspire to create adventures for heroes and victims alike; there are wizards of every description who must instantly have all sorts of bits and parts of basilisks or rocs feathers or dragons' eyes for their work. Hedge Wizards and Hedge Witches are at the bottom of the magical social ladder. These people prefer to live in the country and live alone. City Wizards and Wizardresses are active in the community and often serve as guardians of their towns. Every culture has its own spell casters and these spell casters travel all over Nehwon looking for spell ingredients. All of these types serve to stir the pot of adventure and make it come to a boil.

Guilds and factions of every type and description fill the cities of Nehwon. One is either a member of a guild or faction or its enemy. Thieves are licensed and only steal when it is proper. Assassins are permitted and encouraged, but only after properly notifying the authorities of their targets. Guilds of every type from spell casters to dragon slayers (a very small guild) abound in each city. Adventurers can join whatever guild they like, but they will join or they will meet with an untimely end. Holy orders and political factions also have their share of power and will protect their own in times of trouble.

**The City of Lankhmar**

" .. .Lankhmar, where adventures begin and all too often end."

On the planet Nehwon, Lankhmar is known as the City of Adventure. It is the largest city in the world — a teeming metropolis filled with magic and danger. Heroes of all types have spent entire lifetimes questing from its streets to its dungeons and never leaving the city. A brief mention of some of its more stimulating aspects should serve to set the stage for any adventure a DM might want to run in the city.

**The Guilds**

The Guilds are many and powerful in Lankhmar.

**The Merchants' Consortium:** This organization is the controller of Lankhmar's huge trading network. Its main trade is in the wheat that grows around the city walls. This wheat business sets up a vast sea and land trading concern. The rich merchants of the city have as much power as the overlord and the nobles of the area.

**Thieves Guilds:** There are thieves guild chapters in all the cities of Nehwon. They impact the lives of every adventurer. When a large treasure is taken, the guild wants its cut. If it doesn't get a share it reacts in a violent manner. It doesn't matter if the treasure was taken from the hoard of a dragon or the purse of a lady. Fighters, wizards, and priests who do not want to pay the guild tithe had better belong to a guild of their own. All guilds respect the territory of other guilds and will leave those people alone. Those who are not members of a guild can expect escalating action from threats to beatings to assassins in the night. Benefits of being a member of the thieves guild include training on a regular basis (so that advancement in levels happens quicker) and legal aid (when arrested in any city it is possible to be released to the care of the guild for large payments to the guild master). For richer members, it is possible to receive clerical healing (for large sums of gold). Contact with the guild master in any city will uncover numerous assignments capable of generating lots of gold and jewels for interested members. Many times during the year other guilds request the use of thieves for special projects, these projects can be taken by any of the guild members. Sometimes such quests are too much for one thief to handle and the guild is always ready to lend some of its members for a larger share of a possible treasure.

**Slayers' Brotherhood:** The Slayers' Brotherhood is really a complex fighters' guild with nasty overtones. In all the cities of Nehwon this guild serves as an extra security force. If you need some fighters to guard your caravan, you call on the Brotherhood. If a fighter is down on his luck he can get employment with the Brotherhood. The evil aspect of the guild deals with assassinations. The act of assassination is a high art on Nehwon. There is a faction in every Brotherhood that does nothing but kill for pay. These guild members have thief skills as well as fighting skills. This branch of the guild is completely impartial in who they take on for money. They guarantee results and give back the gold if they fail. Each assassin has a strict code which states they can only try to slay once. If they fail and live they must stop and give back the gold. At least 90% of all guild members will warn the victim at least a day in advance that they are being stalked. Aside from this grim aspect of the Brotherhood, this guild has done a lot of good for those that it protects.

Rich merchants always have several members of the Brotherhood train merchant fighters in the arts of sword and combat. Most warriors want to join the Brotherhood because of the benefits and protection the guild gives its members. Members in good standing can expect the following: magical or mundane healing at reasonable rates, a meal and a place to rest in any city, and employment with pay depending on the skills of the fighter.

**Fire Sorcerers of the East:** These wizards are highly respected and highly feared spell casters. They are most notably the ambassadors of all of the eastern countries that wish to trade with Lankhmar and the other seven cities. They are also spies and leaders who wish to explore and understand the eight cities so that they can be easily invaded.

Fire Sorcerers are able to use all styles of fire magic. Only mid-level or higher Sorcerers appear in the eight cities. The fire magic of these sorcerers is far beyond any of the normal schools of magic. For example, there is a spell that enables the caster to hear conversations around any fire within 50 miles. In addition, the following spells are twice as damaging when caste by these wizards: *fireball*, *fire shield*, *fire trap*, *wall of fire*, *incendiary cloud*, *meteor swarm*, *fire charm*, *affect normal fires*, *burning hands*, and *summon fire elementals*. There are also a number of unusual spells only known to the Sorcerers.

Rubies and red gems of all types seem to enhance the abilities of any Fire Sorcerer. However, there are several legends of how these gems have shattered during a magical combat causing the spell caster to die.

**Other guilds** include the Blacksmiths' Guild, Carpenters' Cadre, Laborers' and Tollers' Brotherhood, Moneylenders' Guild, Scribes' Guild, Stonemasons' Guild, Toters' and Carters' Guild, Glassblowers' Guild, Leatherworkers' Guild Sweets Makers' Guild, Vinters' Guild, and the Whitesmiths' Guild.

**Cults of the Beast**

In the world of Nehwon, every type of beast has a group of thirteen protectors. These thirteen are perfect versions of that type. When Lankhmar was invaded by rats, thirteen super intelligent rats led the fight. Through the use of a special magic whistle, thirteen cats came and helped rid the city of its plague.

Cults of humans who worship these perfect creatures have sprung up all over Nehwon. The cult leaders can often summon one or two of the thirteen in order to aid the cult. Cult members often have control of the more normal members of the species. For example, a priest of the Cult of the Cat would be able to command cats of all types. These commands would never have a cat act beyond its usual nature so that a cat would not attack a troll, though the cat could be made to attack normal prey or bite through ropes.

Every type of beast has its own type of protectors. For example, there is a different group of thirteen for every feline on the planet. The same goes for every type of dog, reptile, fish, or bird. Single members of these groups of thirteen can be found roaming the planet doing good deed for their subjects. Each of these animals is highly intelligent and able to converse through telepathy. When a member of the thirteen is killed for any reason, they are instantly replaced with a more normal member of the breed that takes a year to grow in intelligence.

**Important Locations**

The city breaks itself down into many districts. Each of these has a theme identifiable by its name — Park District, Festival District, Marsh District, Plaza District, Cash District, Mercantile District, Tenderloin District, River District, Temple District, Noble District, and the Citadel District. A more complete treatment of all of these sections can be found in the TSR product Lankhmar, City of Adventure.

On the Street of the Gods there are many temples and altars. The more powerful the god the further west on the street is their temple. Over the centuries several faiths have begun at the east most end as small tents and traveled to the west end to become huge temples of gold and marble; only to travel back again to the east end and become humble tents once more. One thing never changes, though, there is a huge, black marble temple at the west most end of the Street of the Gods. It has rested at the west end since there were streets in Lankhmar. No one worships the gods in this temple, but offerings can be found on its steps, every day of the year.

Although the above ground areas appear normal and even boring, there is an entire world under the streets of the city. In one section of town a race of intelligent rats has built its own civilization. Mirroring the town above, this rodent city is filled with its own style of adventure. At one time the rats sought to take over the above ground city, but this plot was foiled. Miles and miles of natural tunnels and grottos flow out under the city and onto the Great Marsh and even out to the Inner Sea. The tunnels have been used by the older guilds for centuries. Some of the guilds send their young apprentices down into these tunnels to test their courage. There are monsters and things long dead in these grottos. Once the Overlord sent down several squads of men into the tunnels under the Rainbow palace, but they never returned. Now he has a powerful guard detail watching over the entrance.

The great salt marsh, that borders the city on the east is a dangerous mystery to most of the inhabitants of Lankhmar. It is filled with monsters, but is also home to the ruins of several ancient cities and towers. Powerful wizards, who seem to enjoy building towers overnight, live in the marsh for a century or too and then mysteriously move on for reasons of health. This has left a large number of towers all over the marsh. Places like this seem to attract curious adventurers.

**Life in Lankhmar**

Government in the city is very strict. Laws are created by the Overlord, but must be approved by several of the most powerful guilds. The city watch is a bold group of warriors easily capable of putting an end to robbers and lawbreakers who become too obvious.

Generally, life is safe and good in the city. War doesn't usually touch Lankhmar. The government of the town works to help the poor and anyone needing a job can join the army or another branch of government. All roads seem to lead to Lankhmar. Anything one might want to buy; from the feather of a giant roc to the kiss of a winged pixie can be purchased somewhere in the town. As one moves south from the Grand Gate and moves along the Great Gate Road to Grain street and the docks, one can see a normal, prosperous city of the middle ages. Knights and squires, warlocks and wizard's apprentices, court ladies and ladies of the evening all move about the city. Heading north up Nun street; across the Street of the Gods; and up Wall street one quickly comes to Kings road and the Rainbow palace. There is adventure on every street and riches to be made by the quick and clever.

**Bibliography**

All of the characters and information in this section are taken or extrapolated from a set of seven novels by Fritz Leiber. These novels detail the wonderful world of Nehwon and often mention the magical city of Lankhmar. Each of the following books is spectacular and a must for any fan of fantasy.

*Swords against deviltry*
*Swords against death*
*Swords in the mist*
*Swords against wizardry*
*The swords of Lankhmar*
*Swords and ice magic*
*The knight and knave of swords*

**Lankhmar Encounter Tables**

These tables are designed to generate a quick random monster for an encounter in Nehwon. The DM should be using two ten-sided dice to create a number that picks a monster. The humans on the chart are NPCs that usually begin hostile or suspicious, but can be turned around to the side of the PCs with a little effort.

**Cities**

| | |
|---|---|
| 2 | Incautious Thief |
| 3 | Bird of Tyaa |
| 4 | Lawful Cleric |
| 5 | Curious Knight |
| 6 | Greedy Merchant |
| 7 | Devourer |
| 8 | Lazy Hedge Mage |
| 9 | Evil Wizard |
| 10 | Hungry Beggar |
| 11 | Uncaring Slayer |

12 Old City Guard
13 Deadly Fire Sorcerer
14 Harmless Peasant
15 Furious Pilgrim
16 Attractive Female
17 Attractive Male
18 Worried Prince
19 Worried Princess
20 Cautious Thief

**Mountains/Hills**
2 Tired Thief
3 Giant (Hill or Fire)
4 Ogre
5 Troll
6 Spider, Huge
7 Laughing Gnome
8 Dangerous Wizard
9 Evil Cleric
10 Worg
11 Furred Snake
12 Astral Wolves
13 Roc
14 Giant (Stone or Frost)
15 Chaotic Witch
16 Frightened Pilgrim
17 Vampire
18 Curious Tribesman
19 Herd Animal
20 Dragon

**Plains**
2 Hiding Thief
3 Warlike Tribesman
4 Behemoth
5 Tiger
6 Penniless Pilgrim
7 Neutral Cleric
8 Dangerous Warrior
9 Meddlesome Paladin
10 Evil Wizard
11 Helpful Hedge Mage
12 Astral Wolves
13 Wounded Grey Elf
14 Dangerous Slaver Merchant
15 Leopard
16 Snake, Spitting
17 Harmless Nomad
18 Giant (Cloud or Storm)
19 Enraged Berserker
20 Lonely Bard

**Oceans**
2 Bold Pirate Thief
3 Bold Merchant
4 Nixie
5 Nymph
6 Sea Troll
7 Octopus, Giant
8 Selkie
9 Shark
10 Whale
11 Ghost Ship

12 Rising Island Castle
13 Warship
14 Stubborn Fishermen
15 Strangleweed
16 Triton
17 Snake, Giant Sea
18 Seawolf, Lesser
19 Evil Cleric Ship
20 Good Wizard Ship

**Ruins**
2 Dying Thief
3 Chaotic Cleric
4 Absent Minded Warrior
5 Ancient Hedge Mage
6 Troll
7 Bear, Black
8 Ogre
9 Harpy
10 Evil Wizard
11 Badger
12 Rat, Giant
13 Hydra
14 Wounded Thief
15 Nehwon Ghoul
16 Sleeping Berserker
17 Dog, Wild
18 Lizard Man
19 Invisible Stalker
20 Earth Elemental

**Forest**
2 Tiny Thief
3 Nehwon Ghoul
4 Wyvern
5 Frightened Merchant
6 Curious Pilgrim
7 Silly Warrior
8 Evil Cleric
9 Charming Hedge Mage
10 Treant
11 Beetle, Stag
12 Bold Tribesman
13 Spider, Giant
14 Herd Animal
15 Jackal
16 Will o' wisp
17 Hornet, Giant
18 Astral Wolves
19 Ape
20 Panther

**Wild Cold Regions**
2 Almost Frozen Thief
3 Attacking Berserker
4 Lawful Cleric
5 Honorable Merchant
6 Wolves
7 Hunting Tribesman
8 Hidden War Band
9 Cold Woman
10 Almost Dead Bard
11 Flying Wizard

12 Bear, Polar
13 Yeti
14 Giant, Frost
15 Ogre
16 Herd Animal
17 Bear, Cave
18 Troll
19 Lynx, Giant
20 Furred Snake

**Civilized Cold Regions**
2 Attacking Thief
3 Tied Up Berserker
4 Unusually Young Cleric
5 Young Innocent Merchant
6 Amazon Tribesman
7 Amazon War Band
8 Careless Pilgrim
9 Attacking Wizard
10 Crying Warrior
11 Jealous Bard
12 Furred Snake
13 Cautious Town Guard
14 Herd Animal
15 Behemoth
16 Helpful Witch
17 Giant, Frost
18 Giant, Hill
19 Winter Wolf
20 Gnoll

**Wild Tropical Regions**
2 Hungry Thief
3 Marsh vulture
4 Salt Spider
5 Curious Hedge Mage
6 Water Cobra
7 Hunting Tribesman
8 Rich Merchant
9 Herd Animal
10 Lion
11 Leopard
12 Evil Cleric
13 Dog, Wild
14 Elephant
15 Ape
16 Snake, Spitting
17 Dragon
18 Leech, Giant
19 Centipede, Giant
20 Jaguar

**Civilized Tropical Regions**
2 Highly Dangerous Thief
3 Young Wizard
4 Senile Cleric
5 Evil Hedge Mage
6 Holy Warrior
7 Excellent Bard
8 Singing Pilgrim
9 Hidden Tribesman
10 Lizard Man
11 Poor and Sad Merchant

12 Cautious City Patrol
13 Hostile Castle War Band
14 Dead Warrior
15 Disguised King
16 Distressed Lady
17 Friendly Old Man
18 Tired Castle Guard
19 Foolish Young Knight
20 Nasty Old Woman

**Desert**
2 Hidden Thief
3 Paralyzed Wizard
4 Nehwon Ghoul
5 Behemoth
6 Attractive Female Cleric
7 Camel
8 Attacking Nomad War Band
9 Scorpion, Huge
10 Jackal
11 Brave Pilgrim
12 Dangerous Dervish
13 Wyvern
14 Griffon
15 Giant, Storm
16 Escaped War Horse
17 Troll
18 Dog, Wild
19 Merchant Thief
20 Escaped Killer

**Lakes/Rivers**
2 Almost Drowned Thief
3 Nymph
4 Water Sprite
5 Pixie
6 Nixie
7 Lacedon
8 Otter, Giant
9 Friendly Water Naga
10 Stern Fisherman
11 Friendly Merchant
12 Crocodile
13 Sunken Ship
14 Fish School
15 Water Cobra
16 Salt Spider
17 Spider, Giant Water
18 Interesting Hedge Mage
19 Boring Cleric
20 Careless War Band

**Gods of Lankhmar (intermediate gods)**

The Gods of Lankhmar are open to much free interpretation by the Dungeon Master. There is a special difference between the gods *of* Lankhmar, the oldest city of Nehwon, and the gods *in* Lankhmar.

The gods in Lankhmar are those of the many religions in many temples lining the Street of the Gods. Some are powerful, some are weak, and their fortunes change with the quantity and quality of their worshipers, who are a fickle lot. Although no one in the city openly worships the Gods of Lankhmar, all secretly believe in and fear these gods, who it is said, will always protect the city.

**Role-playing Notes:** These beings wish to rest in their black temple for all eternity. Lankhmar is their home and they must act if their city is threatened. The force they use often does a great deal to damage large sections of the city. There is a set of bells atop the temple that will magically ring at times of need. These bells can be

rung by hand to summon the gods, but there had better be a clear danger to the city or the ringer will answer for his crime with death (after spending a few centuries of torture in the confines of the dark temple).

Through the use of godlike power each one can use spells twice as fast as mortal spell casters. When the problem is taken care of, these beings cast about the city wreaking havoc as a reminder that they are not to be called on too often.

Their temple is a black marble cube on the outside and a huge domed structure on the inside. There are thirteen crypts underneath the dome. If, for some reason, beings were able to get into the crypts and despoil the bodies there, the next day they would find that the thirteen crypts looked as if nothing had happened. The temple itself cannot be harmed by any force in the Nehwon universe.

**Statistics:** AL ce; WAL any; AoC Lankhmar; SY skeletal hand with staff.

**Avatars of Lankhmar (lich)**

| | | |
|---|---|---|
| MV 6 | SZ 6' MR Nil | |
| AC 0 | HD 16 | HP 160 |
| #AT 1 | THAC0 10 | Dmg 1-10 |

**Special Att/Def:** These avatars have all the powers and abilities of liches. When they come out of their temple they are each carrying a fully charged staff of withering. These staves will turn to dust after using up all of their charges. From two to ten liches will appear at any given time depending on the nature of the doom coming to the city.

**Duties of the Priesthood**

No priesthood is allowed by the gods of Lankhmar. These beings do not wish to grow in power or have the living bowing and making a lot of noise in front of their temple.

**Issek (intermediate god)**

Issek appears as a tall man with twisted wrists and ankles. Issek is said to give enduring power to anyone under torture. Torture can be loosely defined and includes such things as a wife who constantly shouts at her husband or a little boy being picked on by a larger bully.

Role-playing **Notes:** Issek desires to help all those who are being oppressed in any way, although he is not the brightest or most even handed of gods. A step daughter being overworked is just as important to him as a world saving paladin fighting off the multidimensional entrance of a horde of undead.

**Statistics:** AL lg; WAL any lawful; AoC tortured souls; SY amphora.

**Issek's Avatar (fighter 15)**

Issek's avatar always appears from a male being tortured on the rack. It is the suffering of the mortal that brings on the full spirit of Issek.

| | | |
|---|---|---|
| Str 25 | Dex 22 | Con 24 |
| Int 23 | Wis 25 | Cha 24 |
| MV 15 | SZ 7' MR Nil | |
| AC 2 | HD 15 | HP 160 |
| #AT 2 | THAC0 6 | Dmg (by weapon) + 14 |

**Special Att/Def:** nil

Every avatar of Issek carries a great jug with him when he appears. This jug can pour out any liquid that the avatar of Issek needs at the time. It is not intended as a weapon and is almost always used to help the suffering souls that might be in the area.

Issek's avatar will first break out of the rack that confines his host body and then hunt down the person who ordered its confinement and torture. The avatar will pick up weapons and helpers as needed. After the victim is eliminated, Issek will disappear and return the body he possessed back to the person it belongs too. The body will be in perfect form and show no signs of the torture it underwent.

**Duties of the Priesthood**

Priests of Issek are expected to care for others and to travel from community to community, never staying more than 30 days in any one place. Priests who have been tortured on the rack are especially blessed by Issek and may roll 10-sided hit dice and cast twice the normal number of first and second level spells.

**Requirements:** AB standard; AL any good; WP any; AR a; SP all, elemental, healing, protection; PW 1) break free from any torture device in 1-4 rounds; 2) create 1 gallon of any liquid once a day; TU turn.

**Gods of Trouble (intermediate god)**

There are three energy beings that comprise the gods of trouble. They are creatures of pure chaos energy and enjoy roaming the world in astral forms, affecting all alignments equally. Their desire is to promote chaos in all

of its forms. The more chaos caused, the greater their power over Nehwon. These beings care nothing for their worshippers and inflict troubles upon them impartially.

**Role-playing Notes:** Special events attract the attention of all the gods on Nehwon. Things like large wars, unusual magical events, plagues and the like. These events become tugs of war between the gods of trouble and the other fates and gods of Nehwon. These energy beings will not take a direct hand unless they are specifically called upon by their high priests. Normally, they like to do one or two things in any particular area and then leave for other bastions of Law that they would like destroyed.

**Statistics:** AL ce; WAL any chaotic; AoC chaotic actions; SY three pointed star.

**Avatars of Trouble (wizard 1)**

Occasionally they do manifest themselves and when they do, these beings appear as bumbling wizards. These buffoons appear friendly and helpful in all ways, but are really out to ruin whatever expedition they travel on for as long as they are around. When they cause an accident to happen they are extremely apologetic. Some of these accidents even seem to do these buffoons a great deal of damage. The end result is always the same, the quest is ruined or delayed for a great deal of time.

| | | |
|---|---|---|
| Str 7 | Dex 7 | Con 24 |
| Int 7 | Wis 7 | Cha 7 |
| MV 12 | SZ 5' MR 100% | |
| AC 10 | HD 1 | HP 1 |
| l #AT 1 | THAC0 20 | Dmg 1d4 (dagger) |

**Special Att/Def:** No magical items or spells will function within 30 feet of an Avatar of Trouble. In addition, when they gaze at an individual who is attempting an action of any type, failure is guaranteed (there is no saving throw).

**Duties of the Priesthood**

Priests of this cult are supposed to cause chaos where ever they can, other than that, they are free to act as they desire.

**Requirements:** AB standard; AL any chaotic; WP large clubs or maces; AR a; SP all, charm, elemental, summoning; PW 1) *gaze of failure* (target must save versus spells or fail at whatever was being attempted) 8) *shadow walk* ; TU command.

**Hate (intermediate god)**

Hate is the god that everyone accidentally worships. When feelings of anger, jealously, or the like manifest themselves, the god of hate gains in power. This elemental emotional being purposely causes conflict to increase its power base. The Cult of Hate has only recently developed in the cities of Nehwon. Its followers enjoy conflicts of all types, because this provides a fuel for their own angers.

**Role-playing Notes:** Hate desires large scale military actions as conflicts that involve more than 50 people and are what Hate really needs to grow. This being will encourage conflicts of all types — guild battles, city to city fighting — for anything that causes strife is a suitable breeding ground for Hate.

**Statistics:** AL ce; WAL any chaotic; AoC emotional hatreds; SY foggy image with floating eyes.

**Hate's Avatar (fighter 6)**

Hate's Avatar always appears as a misty cloud bank floating from out of the darkness. There is a set of six eyes in the bank and an equal number of tentacles. This fog is capable of controlling 6 beings (as if by *charm person* spells) or manipulating 6 weapons that fight as 6th level fighters. This manifestation of the god must be generated at night by a high priest of at least the 14th level (who employs a *gate* spell) and 50 worshipers. Once called into existence, the fog can be moved up to five miles from the site of the worshipers.

| | | |
|---|---|---|
| Str N/A | Dex N/A | Con N/A |
| Int 20 | Wis 20 | Cha N/A |
| MV 15 | SZ 80' sphere | MR 100% |
| AC N/A | HD N/A | HP N/A |
| #AT 6 | THAC0 15 | Dmg (by weapon) |

**Special Att/Def:** The only way to damage the cloud is to cut the astral cord that connects it with the priest. The cord is AC -8 and any hit with a sharp weapon or a damaging spell that is specifically directed at the cord will cut it, dispelling Hate's form until the next night.

**Duties of the Priesthood**

All priests of Hate must constantly promote conflict. As a rule, they must cause a conflict that involves a number of persons equal to 10 times their level number once per month or they will lose their powers. Thus, a 6th level priest must cause conflicts that involve at least 60 persons.

**Requirements:** AB standard; AL any evil; WP any; AR a; SP all, charm, combat, summoning; PW 1) *charm person*; TU command.

**Death (intermediate god)**

It is Death's duty to end the life of all intelligent beings on Nehwon. He has a set quota to kill every hour and he never fails in his assigned task. Sometimes he is misdirected and the ones he plans on killing aren't killed at all, but even Death must bow to the fates and other more powerful gods of Nehwon. Death is not affected by time and is able to do a years worth of work in a second. He considers himself an artist and works very hard at making sure the deaths he causes are logical and necessary to his own view of life and the end of life.

**Role-playing Notes:** Death values a good hero because of their ability to cause death and destruction. Characters like Fafhrd and the Gray Mouser are especially favored by Death. When beings like these heroes are close to death, often the god will cause unusual little slips that will save their lives. Then too, sometimes his quota will call for the ending of two famous heroes and he will be forced (however reluctantly) to try killing his protégés.

**Statistics:** AL n; WAL none; AoC death; SY Death's Head.

**Death's Avatar (rogue 10)**

This being is Nehwon's personal Grim Reaper. As such, he lives in a pocket dimension that Death controls, called Shadowland. He can appear anywhere in Nehwon that he likes.

| | | |
|---|---|---|
| Str 24 | Dex 24 | Con 24 |
| Int 24 | Wis 24 | Cha 21 |
| MV 18 | SZ 7' MR 100% | |
| AC -5 | HD N/A | HP 350 |
| #AT 2 | THAC0 2 | Dmg Special |

**Special Att/Def:** The avatar of Death carries a sword called Slayer that kills anything it touches (no saving throw allowed). He appears as a man with a cadaverous skin color and his eyes have the power to see all the actions of a person's past life. He is able to unerringly *teleport* to any portion of Nehwon. He can be ordered to kill intermediate or lesser gods (although such individuals are entitled to a saving throw when struck with Slayer), but greater gods are beyond his skill.

**Duties of the Priesthood**

Death does not wish to have followers or priests. Because of this, when persons decide to declare themselves as his agents on Nehwon, Death sends his avatar to claim them for his own and they are never seen again.

**Kos (intermediate god)**

Kos is a northern barbarian god who loves battle and bold deeds. He is the god of dooms because he brings trouble to anyone who doesn't live up to his strict codes of honor and action. These codes and the interest of the god apply to all facets of the hard life of the northern barbarians. Kos is just as interested in the building of a safe and sturdy long house as he is in the sharpness of a warrior's axe.

**Role-playing Notes:** This god exists to make sure the people of the north do things properly. This proper order of things has been established by Kos and passed down to his priests and priestesses. When this order is not followed Kos is quick to hurl curses down on the offenders. These curses are slight at first, but will eventually cause death to the offender unless they mend their ways.

**Statistics:** AL lg; WAL any non-chaotic; AoC order; SY crossed sword and axe.

**Kos' Avatar (fighter 15/bard 15)**

Kos' avatar always appears as a human warrior. He will begin a battle with his *two-handed sword +4*, but will change to a normal battle axe if he decides that he is doing too well in the conflict.

| | | | | | |
|---|---|---|---|---|---|
| AC 0 | HD 15 | SZ 7' MR Nil | | THAC0 2 | |
| HP 200 | MV 15 | #AT 2 | Dmg 2d4 + 4 (sword) + 7 | | |
| Str 19 | Dex 19 | Con 19 | Int 19 | Wis 19 | Cha 19 |

**Special Att/Def:** When his avatar is engaged in combat, Kos will send him 990 (9d10) berserkers to aid in his fight. These will remain with the avatar for as long as Kos feels they are needed or until they are slain. After one group is destroyed or disbanded, another cannot be called for 24 hours.

**Duties of the Priesthood**

Priests of Kos cannot increase in level unless they have fought an unending war against the enemies of Kos and order. They must also serve as examples of perfect action and thought. Kos does not tolerate failure and will indicate his displeasure with a priest by simply striking him dead.

**Requirements:** AB standard; AL lg; WP all; AR a; SP all, combat, divination, healing, protection; PW nil; TU nil.

**Tyaa (intermediate god)**

Tyaa, is a force of evil and chaos. She chooses to manifest her powers through the actions of malicious birds. She has created an offshoot of the raven that is both smarter and stronger than its ancestral cousin. It should be noted that, while she prefers to employ the Birds of Tyaa, she is perfectly capable of using any carnivorous bird to do her will on Nehwon. The city of Lankhmar has always been her favorite because she has the most worshippers in this place.

Tyaa's cult has been banned in Lankhmar because of its evil teachings and ways. This has only caused the movement to go underground and to other cities. There are several large caches of diamonds and jewels hidden in several abandoned manors in Lankhmar. The high priestess of the cult knows of these locations and will use these riches to support the cult and make it grow.

**Role-playing Notes:** Tyaa desires worshippers above all else. She is currently very weak and needs the support of supplicants all over Nehwon. In past centuries her evil birds have been used to steal flashy treasures from the upper story apartments of the rich. Her special ravens can tell useless fake jewelry from the real materials and are perfect thieves. Tyaa can supply large numbers of these birds to each of her priests, thus making them rich.

**Statistics:** AL ce; WAL any evil; AoC avians; SY large raven head or a black feather.

**Tyaa's Avatar (thief 15)**

Tyaa's avatar always appears as a lovely young female with a high, sharp voice. She is there to spread the cult, but very often gets caught up in stealing pretty baubles for herself.

| | | |
|---|---|---|
| Str 15 | Dex 15 | Con 15 |
| Int 15 | Wis 15 | Cha 15 |
| MV 12 | SZ 5' MR Nil | |
| AC 4 | HD 10 + 10 | HP 60 |
| #AT 2 | THAC0 13 | Dmg (by weapon) |

**Special Att/Def:** Every avatar of Tyaa can summon 2-20 of her special ravens (see Birds of Tyaa) which all have poison coated claws.

**Duties of the Priesthood**

Priests of Tyaa are actually thieves with spell casting abilities.

**Requirements:** AB as thief; AL any evil; WP poisoned dagger; AR as thief; SP all, animal, summoning; PW 1) when slain, the character is *polymorphed* into a Bird of Tyaa. If slain in this form, then death is final.; 5) *shape change* into a giant Bird of Tyaa (twice normal hit dice and damage per attack) once her week; TU nil.

**Red God (intermediate god)**

This is the war god of all the eastern lands. He appears as a massive dark-skinned man with red studded leather armor, carrying a bronze shield. He is always mustachioed and wears a pointed helm. His boots and belt shine as brightly as the sun. He primarily supports the horse soldiers of the east. He is a very protective god and because there are many eastern warrior spies in the eight cities, including Lankhmar, this god has been trying to increase his number of worshipers in these cities.

**Role-playing Notes:** The Red God is a god of warriors. He favors acts of war and battle and lends support in the form of strength of arm and courage of heart to warriors who follow his faith. He spends most of his time trying to cause new battles to test the courage of his followers. He is the one responsible for turning all of the lands of the east against the eight cities.

**Statistics:** AL cg; WAL any; AoC battle and war; SY the horse sabre.

**The Red God's Avatar (fighter 15)**

This avatar always appears in the same form as the god himself. He rides a huge warhorse that will breathe short blasts of fire during battle. Anyone struck by his mount's breath must save versus breath weapons or take 1d20 points of damage.

| | | |
|---|---|---|
| Str 24 | Dex 25 | Con 24 |
| Int 22 | Wis 17 | Cha 24 |
| MV 15 | SZ 7' MR 50 | |
| AC 0 | HD 15 | HP 200 |

#AT 2 THAC0 6 Dmg 1d6 + 3/1d4 + 4 (sabre/dirk) +14

**Special Att/Def:** He uses a *sabre +3* in his right hand and a *dirk +4* in his left. His sabre casts an anti-magic shell that does not limit his own spell abilities. He is always wearing a *ring of protection +4*, a *helm of telepathy and teleportation*, and a *cloak of displacement* that cannot be destroyed.

**Duties of the Priesthood**

Priests of this cult have to fight and lead men into battle to advance in levels. Although they don't have to be horsemen, it helps greatly towards advancement in levels (+5% on earned experience) if they have the land-based riding non-weapon proficiency and breed warhorses.

**Requirements:** AB standard; AL any; WP all; AR a; SP all, combat, healing, protection, sun, weather; PW 1) use 10-sided hit dice when determining hit points; TU nil.

## Nehwon Heroes

**Fafhrd**

Few heroes live as long or have done as much as Fafhrd. He is a northern barbarian with flaming red hair, a strong right arm, and the courage to face any danger on Nehwon without flinching. Although he lost his left hand when he forced it down a monster's throat, has devised all sorts of attachments for this limb. His long bow attachment allows him to shoot with his normal skill. He is also considering the construction of a climbing axe attachment and a short sword attachment.

**(ranger 18, bard 5, thief 15)**

| | | |
|---|---|---|
| Str 18/00 | Dex 17 | Con 18 |
| Int 17 | Wis 16 | Cha 17 |
| AC 3 | MR nil | MV 12' |
| HP 120 | AL ng | THAC0 4 |
| #AT 2 | Dmg (by weapon) + 6 | |

Fafhrd is a highly intelligent fellow with many interests. He can read and write all the major languages of Nehwon. There is a 90% chance that he can understand any obscure language he is exposed to. Religions are a passion for him and he tries to understand the teachings of all faiths he runs into, but hardly ever commits himself to one system of belief for any period of time. Fafhrd has the soul of an engineer and constantly invents useful little tools and items to help him in his quests.

Fafhrd is an expert sailor, able to captain almost any size ship. He was raised in the far north and is completely at home in the ice and snow of the mountains. Excelling in mountain climbing, he has invented several pieces of equipment that enable him and any group he is with to climb a mountain twice as fast as normal.

This warrior always carries a bastard sword (named Graywand) and a dirk (more short sword or poniard than dagger) which he calls Heartseeker. He has been known to fight with almost every weapon known on Nehwon, but especially favors throwing axes, long bows, and two handed swords.

Fafhrd's style is the bold, intelligent frontal assault. He will always try to accomplish his quest with the quick strike of massive power. He is also a dreamer and a sad story can cause him to go questing just as easily as the promise of fabulous treasures. The generator of most of his quests is his magical mentor Ningauble of the Seven Eyes. This wizard often requires unusual items for spells and sends Fafhrd out to find them. In 90% of these adventures he travels with his best friend, the Gray Mouser. It has often been said that Fafhrd and the Gray Mouser have two halves of the same soul. While one is bold and loud, the other is secretive and cautious. The barbarian owes his life many times over to his best friend and there is nothing they wouldn't do for each other.

**Gray Mouser**

Where Fafhrd is the crushing blow of awesome power, the Gray Mouser is the quick strike from behind to deadly effect. A lightning fast thinker, he also has a passion for the city life and all it implies. He has a deep curiosity in the ways of magic, but he doesn't have the discipline to become a master at spell casting.

**(fighter 13, wizard 5, thief 19)**

| | | |
|---|---|---|
| Str 15 | Dex 18 | Con 16 |
| Int 18 | Wis 15 | Cha 18 |
| AC 2 | MR nil | MV 12' |
| HP 96 | AL N | THAC0 8 |
| #AT 2 | Dmg (by weapon) | |

No matter what rapier he uses he calls it Scalpel. He fights two handed and his throwing dagger is always called Cat's Claw. He is also highly skilled with a sling, light crossbow, garrote, and short sword.

This hero is the supreme organizer. He formulates masterful plans on an instants notice. If he does have a shortcoming it is a fondness for the complex plan. The more details he can place into an operation the happier he is.

The relationship the Gray Mouser has with his wizardess mentor Sheelba of the Eyeless Face is much the same has Fafhrd has with his wizard. The Mouser does favors for the wizardess and receives good advice and magical help in return. A good 90% of the adventures the Gray Mouser undertakes begin with suggestions and requests from Sheelba.

Besides skills as a fighter and a thief, the Gray Mouser's other passion is his interest in all things magical. He truly wants to be a wizard-type but something always goes wrong with his spells and magical attempts. During his career he has had magical weapons, whistles, scrolls, books, and other devices, but these have always slipped through his fingers or caused him a great deal of trouble when he tried to use them. When encountered, the Gray Mouser he will have some type of magic on his person. Whether it will do him more harm than good is up to the hands of fate (and several other gods).

The Gray Mouser likes luxury and all that implies. He works constantly to gain the funds to allow him to live in what he considers a comfortable state. He and Fafhrd have a sort of Robin Hood approach to stealing and almost always take from people who have no sympathy among the common folk or local constabulary — Evil robber barons, powerful assassins, and bad rulers are their prime targets. All of the eight cities of Nehwon have had visitations from the pair.

**Ningauble of the Seven Eyes**

Ningauble is not human or even humanoid. It comes from another dimension, but has made Nehwon its home. It never shows its true form because that form would drive most humans insane. Ningauble's eyes act like a *gem of true seeing* and a *crystal ball.*

**(illusionist 20, bard 13)**

| | | |
|---|---|---|
| Str 14 | Dex 16 | Con 19 |
| Int 19 | Wis 19 | Cha 16 |
| AC -2 | MR 50% | MV 9 |
| HP 150 | AL N | THAC0 7 |
| #AT 1 | Dmg (by spell) | |

Ningauble is known as the "gossiper of the gods" and loves nothing better than to listen by the hour to a good story about some important person in Lankhmar or any of the eight cities. Supplicants have come to his caves and brought especially interesting bits of gossip and been made fabulously wealthy as a result. Many claim that these individuals would have become wealthy anyway, but no one says this in front of Ningauble.

This powerful spell caster inhabits a series of enchanted caves near the sinking lands. These caves have several inter-dimensional portals that lead to other times and universes. Fafhrd and the Gray Mouser have used these magical pathways to visit earth's past in the time of Alexander the Great and the time of Arthur and Merlin. The caves are also a fine defense for Ningauble. At one time a crime lord in Lankhmar sent one hundred thieves to attack the wizard over an imagined offense. The dust of the thieves and their equipment lies just off the entrance to the caves. This is the only reminder most need that it is often dangerous to deal with a powerful wizard.

Ningauble's aims are clear. It only wants to learn more about the ways of Nehwon and further its magical abilities. Just lately it has learned that its annual success or failure in these efforts is closely connected to how Fafhrd's life is proceeding. When Fafhrd is happy and living well, so too is the way of life for Ningauble. This has turned the wizard towards being much more helpful in the desires of its charge, Fafhrd.

Although Ningauble wants Fafhrd to do well, it also watches its charge closely. When Fafhrd is about to acquire power that might take him far away from Lankhmar or gain something that might allow the thief to not need his mage advisor things happen to quickly change that situation. Warnings are given to Fafhrd's enemies, the hero is tricked out of his vast riches, or the fates become unusually unkind for no reason Fafhrd can see. All of these acts serve to drive Fafhrd right back to the caves and his ever helpful advisor.

**Sheelba Of The Eyeless Face**

Sheelba of the Eyeless Face is some type of female, reptilian creature; clearly from another universe. She never shows all of her form because it would drive most heroes totally insane. She has come to Nehwon to live and is very protective of the Gray Mouser and the city of Lankhmar. It is commonly known that demons (who can perceive Sheelba's real form) scream in horror when facing this wizardress and leave the plane of Nehwon for all eternity.

**(illusionist 20, druid 7)**

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 19 |
| Int 19 | Wis 17 | Cha 7 |
| AC 2 | MR 50% | MV 9' |
| HP 150 | AL N | THAC0 7 |

#AT 1 Dmg (by spell)

Sheelba's magic is not of the directly destructive sort, for she is much better at summoning other creatures to do her fighting for her. Sheelba prefers the Salt Marsh because there are so many dangerous creatures that can be easily called upon to act on her behalf. There was a time when the Overlord of Lankhmar sent five hundred troops to capture and bring back Sheelba's hut. On the first day out of Lankhmar hundreds of normally shy swamp creatures attacked and killed one hundred of the troops. The brave commander kept the men out for a second day. All of the troops ran when a house sized worm ate the commander and his war horse in one gulp. Needless to say, the subject of the hut was never brought up in the Rainbow Palace again.

Sheelba lives in a hut at the heart of the Great Salt Marsh. This magical construct is able to move 24' over the marshy landscape and is the size of a palace inside, but appears only to be a small grass hut on the outside. Sheelba rarely lets anyone inside, preferring to look down from the stilts and talk to whomever visits her. The hut also has several inter-dimensional portals that allow Sheelba and others to travel to other universes. When Sheelba is out of the hut, the magical device will not let anyone enter.

Sheelba is extremely greedy and will never act unless there is a profit of some type to be had. Until recently she has demanded much from the Gray Mouser, but that has changed slightly. She, like Ningauble of the Seven Eyes, has come to realize that her life is closely tied to the success or failures of the Gray Mouser. Now, she seeks to have the Gray Mouser close by, where he can be better kept out of planet wide deadly dangers. The schemes of Sheelba are turned towards keeping Mouser in Lankhmar and keeping Lankhmar as trouble free as possible.

**Movarl**

Movarl Is the most famous hero on the planet. His name is revered by the forces of law and feared by the minions of chaos. He is the overlord of the city of Kvarch Nar. Movarl often travels from the city on quests for the powers of good.

**Paladin 12**

| | | |
|---|---|---|
| Str 18/51 | Dex 17 | Con 18 |
| Int 14 | Wis 18 | Cha 18 |
| AC 2 | MR nil | MV 9 |
| HP 86 | AL lg | THAC0 9 |
| #AT 3/2 | Dmg 1d10 +2 (sword) +3 | |

Besides his normal powers as a paladin, he is totally immune to fear and paralysis of any type. In combat he uses Astrendan, a *two-handed sword +2* that instantly kills any undead creature it touches.

Movarl rides a huge white war horse with almost human intelligence and the maximum abilities of an animal of that breed.

**Plugh**

Plugh is the most skilled fighter on Nehwon. This means he can easily use any warrior's weapon known to that world. He favors his magical spear, but this weapon is so renowned that he often goes without it to keep his identity secret. He is never without a wide range of missile weapons; from throwing daggers to heavy darts.

**Fighter 15, Cleric 5**

| | | |
|---|---|---|
| Str 17 | Dex 17 | Con 17 |
| Int 14 | Wis 17 | Cha 8 |
| AC 2 | MR nil | MV 9 |
| HP 72 | AL le | THAC0 3 |
| #AT 7 | Dmg 2d6 + 4 (Spear) + 1 | |

Constantly searching for more and greater brawls has led to the myth that he is a bully and daring killer. Plugh is actually a careful, diligent bravo who only lives for the thrill of battle in all its forms. He has been known to take on a band of knights while wielding only a single small dagger.

Hunting only the best of the best, Plugh can be found in major cities across the world of Nehwon looking for the toughest of warriors to face. His strange code of ethics has caused him to want to always face his enemies man-to-man.

**Nehwon Monsters**

**Snow Serpent (Furred Snake)**

There are forms of furred snakes to be found all over Nehwon. These creatures are warm blooded, but their fur serves a wide variety of unusual functions. The Snow Serpent of the bitter north uses its barbed hairs to gain better traction on icy surfaces. This white serpent is the largest of all furred snakes and often reaches a 100 foot length. The black furred snakes of the tropics hide perfectly well in the trees, but their air filled hair is highly

useful in the water where they often find their prey. The brown furred snake can be found in the deserts and the plains and its fur constantly emits a poisonous oil that stings at a touch, making it difficult for other creatures to pick up and eat.

| | | | |
|---|---|---|---|
| AC 6 | No. 1 | SZ 100' long | XP: 2,000 |
| MV 9 | ML 15 | AL n | Int Animal |
| HD 10 | HP 80 | MR nil | THAC0 11 |
| #AT 1 | Dmg 1d10 | | |

**Special Att/Def:** Any successful attack roll allows the creature to begin using its constriction ability on the next round. The snake will coil 10% to 40% of it's body around the target and begin to crush it. For every three feet of its length used in this manner the snake inflicts 1 point of damage per round.

**Salt Spider**

This oversized spider is about the size and color of a large boar. It has plate-sized suction pads on its feet allowing it to travel over any surface. It lives and thrives in the great salty swamps in and around Lankhmar.

The spider makes huge webs in shallow ponds and streams that flow through the marsh. These webs are almost invisible and serve to trip the unwary. When attached to a web the prey usually looses footing and gets even more tangled. At this time the spider leaps out of hiding in the middle of the web and attacks.

| | | | |
|---|---|---|---|
| AC 6 | No. 1-6 | SZ 4' long | XP: 275 |
| MV 15 | ML 11 | AL n | Int Animal |
| HD 3 | HP 15 | MR nil | THAC0 17 |
| #AT 1 | Dmg 1d8 | | |

**Special Att/Def:** The bite of a salt spider is quite dangerous and any successful attack roll requires a save versus poison to avoid death.

**Nehwon Ghoul**

Nehwon ghouls are not undead. They are a living, breathing race of almost completely transparent, human appearing beings. Their culture teaches them that any creature not of their race is food for their table.

Their transparent nature makes them completely invisible in shadows or darkness. In the light they appear as a smoky shape with their bones barely visible. They wear little or no clothing and rely on their transparent nature as their protection. Their low armor class is a reflection of this fact.

The men of this race are bold, fierce warriors who throw themselves into battle singing proud war songs. The women are also warriors of skill, but are strangely attracted to human males.

The weapons and equipment of this race are similar to those employed by normal humans. The men favor large, double-bladed axes, while the women use either a shorter double-bladed axe or a slim long sword.

| | | | |
|---|---|---|---|
| AC 6 | No. 3-30 | SZ 6' XP: 175 | |
| MV 12 | ML 11 | AL ne | Int Average to very |
| HD 3 | HP 24 | MR nil | THAC0 17 |
| #AT 1 | Dmg varies | | |

**Special Att/Def:** Nehwon ghouls are transparent and 80% invisible in normal lighting. In near darkness, they are treated just as if they were invisible.

**Behemoth**

Imagine a killer whale with four stubby legs and no fins and you have the perfect image of a behemoth. These mammals are easily capable of crossing water, marsh grass, and quicksand. There are several types, but each version always attacks the largest living thing in any given group. The behemoth has a keen sense of smell and is a persistent tracker.

| | | | |
|---|---|---|---|
| AC 4 | No 1 | XP: 5,000 | |
| MV 12, 18 sw | ML 10 | AL n | Int Animal |
| HD 15 | HP 85 | MR nil | THAC0 5 |
| #AT 1 | Dmg 4d10 | | |

**Special Att/Def:** Nil

**Bird of Tyaa**

Although this avian closely resembles a large raven, the Bird of Tyaa is much more powerful. Its wings, talons, and beak have strength far beyond that of normal birds of the same size.

The wild version of this creature will often fly to poisoned berry patches and coat their talons with the juices of these berries.

These birds have a language of their own that the priests of Tyaa understand. Because of this, the birds are used as scouts and thieves. Birds of Tyaa can be trained to tell the difference between simple shiny objects and highly valuable diamonds and jewels.

| | | | |
|---|---|---|---|
| AC 7 | No. 3-30 | SZ 1' XP: 35 | SZ 20' long |
| MV 1, 18 f | ML 6 | AL ne | Int Low |
| HD ½ | HP 4 | MR nil | THAC0 20 |
| #AT 1 | Dmg 1d4 | | |

**Special Att/Def:** There is a 50% chance that any given Bird of Tyaa will have poisoned claws (as described above). In addition, they often dive toward their targets at great speed, gaining a +4 on their attack rolls.

**Astral Wolf**

Astral wolves are the ghostly spirits of wolves that have died hungry on any lonely wasteland. Their ghosts haunt the astral plane and constantly seek to fill their ever empty bellies. Astral wolves roam the wastes all over Nehwon. They look for single or paired travelers.

| | | | |
|---|---|---|---|
| AC 3 | No. 3-12 | SZ 4' XP: 175 | |
| MV 18 | ML 10 | AL ne | Int Animal |
| HD 3 | HP 24 | MR nil | THAC0 17 |
| #AT 1 | Dmg 2d4 | | |

**Special Att/Def:** When their victims go to sleep and more than five astral wolves gather, these beasts can pull the spirit of a single human onto the astral plane. There, the human is attacked and torn apart. The captured spirit has all his weapons and armor and fights just as he would on the prime material plane. All the wounds the wolves inflict on the spirit form happen to the real body.

**Water Cobra**

The water cobra is a bold attacker, normally feeding on fish and small mammals. When threatened its first attack is towards the head of the creature. Its first two strikes are lightning quick bites designed to inject a poison into its prey. After it has made two successful attacks the snake will dive and wait to determine if the creature it attacked is dead. If its victim lives, there is a 75% chance that the snake will retreat to find easier prey.

Land versions of this cobra also have the ability to change skin color to perfectly blend in with its surroundings from moment to moment. The land version also has the ability to coil and leap up to five feet towards the intended prey. The land snake will only leap if the prey is in its jumping range.

| | | | |
|---|---|---|---|
| AC 8 | No. 1-8 | SZ 4' long | XP: 175 |
| MV 12 | ML 9 | AL n | Int Animal |
| HD 3+3 | HP 27 | MR nil | THAC0 17 |
| #AT 1 | Dmg 1d4 | | |

**Special Att/Def:** The water cobra is totally invisible in water for it has the innate ability to change color and match the shade of water it swims through from moment to moment. The creature's bite injects a deadly poison (saving throw applicable).

**Marsh Vulture**

The Marsh Vulture is one of the horrors of the swamp. Unlike its smaller cousins, this bird actively attacks living creatures. These attacks are meant to drive man and beast alike into the quicksand and bogs of the marsh so that the birds can rip their now helpless prey apart with their talons and savage beak. After the first few attacks, the vulture swoops away, not expecting its prey to be killed. The bird has several dangerous marsh areas selected and if the prey flees towards them they are not attacked. In this manner the vulture hopes to force a victim into the bogs.

| | | | |
|---|---|---|---|
| AC 6 | No. 2-5 | SZ 30' (wing) | XP: 975 |
| MV 3, 24 fl | ML 11 | AL ne | Int Low |
| HD 8 | HP 50 | MR nil | THAC0 13 |
| #AT 3 | Dmg 1d10/1d10/2d20 | | |

**Special Att/Def:** The talons and beak of this creature are so slime encrusted that there is a 95% chance of catching a marsh fever after a single successful attack that draws blood.

**Devourer**

The Devourer is an alien merchant from a magical dimension whose only purpose in life is to sell things. The junkier these things are the better the strange mind of the Devourer likes them.

Each Devourer is a 20th level Illusionist. Scout Devourers come to another plane and open single stores. These stores are filled with seemingly wondrous magical items; all at bargain store prices. Each of these items has several different types of illusions on them. If the audience for these goods is found to be large, more and more Devourers come onto the new plane and sell more and more junk. Eventually, on plane after plane, the Devourers create slave planets where the inhabitants struggle to meet the mortgage demands on piles of magical junk.

| | | | |
|---|---|---|---|
| AC 7 | No. 1 | SZ Variable | XP: 4,000 |
| MV 18 | ML 12 | AL le | Int Exceptional |
| HD 10 | HP 50 | MR 24% | THAC0 11 |
| #AT 1 | Dmg Special | | |

**Special Att/Def:** Devourers are all powerful spell casters (20th level Illusionists) and will use their magic to great advantage in all situations.

**Cold Woman**

Chopping or striking a cold woman with any weapon has no effect and all body parts that are severed immediately rejoin the parent body. Cold or ice based attacks cause her to regenerate 1 hit point for every point of damage inflicted while fire or heat based attacks do +1 per die of damage. Her body secrets a deadly acid similar to that created by a black pudding.

A cold woman will plant eggs in the remains of bodies she does not eat. The eggs hatch in 24 hours and quickly eat the host bodies. Usually, these eggs produce an ordinary white pudding, but there is a 10% chance that they will produce another cold woman (known as cold spawn).

| | | | |
|---|---|---|---|
| AC -2 | No. 1 | SZ 30' XP: 15,000 | |
| MV 9 | ML 18 | AL ne | Int Average |
| HD 16 | HP 120 | MR 25% | THAC0 5 |
| #AT 1 | Dmg 4-40 | | |

**Special Att/Def:** A cold woman has the spell casting powers of a 20th level illusionist (but is limited in the use of spells to effects that mimic ice and snow formations). In addition, she can fire a cold ray that does 8d8 points of damage and has a 60 foot range. Anyone struck by this horror must save versus paralyzation or be stunned for 4d8 rounds.

# Norse Mythology

**The Norsemen**

By the time of his death in 814, Charlemagne had forged an empire that covered much of Europe. It included what is now Northern Spain, the low countries of Belgium and the Netherlands, France, Austria, Switzerland, West Germany, and Italy to well south of Rome. By any standards, it was a significant realm, placing a huge territory and a great diversity of peoples under the rule of a single man.

It was also a wealthy, ponderous dominion ripe for plunder and the Vikings were just the people to do so.

Toward the end of Charlemagne's reign, his domain was already suffering raids from the northmen's longships. These seaborne attacks were as brutal and ferocious as they were unpredictable and fast. Fierce beasts carved on their prows, a flotilla of longships filled with greedy and murderous warriors would simply appear out of the morning mists. By nightfall, the town would be burning, many of its inhabitants slain, and the raiders gone.

Two generations after Charlemagne's death, the ferocious attacks became so common that most people viewed them as divine retribution for society's sins. But Charlemagne's empire was not alone in suffering this scourge. The fierce Viking marauders raided locations as far apart as Constantinople and York, overwhelmed cities as powerful as Paris and London, and burned towns like Aachen and Cologne. In the second half of the Ninth Century, they pillaged Tours six times. To the common man of the time, it must have seemed like these fair-haired killers called no place but the sea their home. That was not the case, however. They inhabited much the cold, bleak land now thought of as Scandinavia, Norway, Sweden, and Denmark. In Norway and Sweden at least, the interior landscape consisted of rugged, craggy mountains that made travel difficult and agriculture all but impossible. Therefore, most Viking villages were located near the coast, where deep fjords offered protection from the harsh winter and shelter for fishing boats. Wherever they would find suitable land, they established farms, and there was no doubt an abundant supply of game for fresh meat. Their homeland was rich in natural resources: ivory, pelts, wood, and all of the essential items.

What caused a people possessed of these abundant resources to emerge so suddenly as such a far-ranging force of destruction? One important factor was overpopulation. Scandinavia had long been a thinly settled wilderness, but its population slowly and steadily grew. With its rugged inland mountains forbidding any major expansion beyond the coastal areas, the population eventually reached the point of overflowing.

In addition to overpopulation, there were several cultural conditions which contributed to their ferocity. Armed with their knowledge of the sea, the Vikings were far-ranging traders and merchants who acquired a taste for monetary wealth — a taste which they soon learned to indulge through ransacking defenseless towns. Another important factor was that most chieftains had several wives and many sons, but inheritance was only passed on to the eldest son. Consequently, a large number of elite warriors were forced to make their own way in the world. This dangerous condition, when combined with an inherent sense of adventure and their newly acquired taste for wealth, opened up the possibility of piracy on a grand scale.

Without their legendary longboats, however, the Vikings might have remained little more than bothersome barbarians from the north. The longboat was a shallow-drafted galley equally capable of sailing the high seas or a relatively shallow river. A typical model was 70 feet long and 16 feet at the beam. It could carry up to a 100 men who could man up to 30 oars. The vessel could make 10 knots under its single square sail, and was sturdy enough to make stormy Atlantic crossings. At the same time, it was light enough to dragged overland for short distances, and maneuverable enough to slip past shore defenses. It is not surprising that they often lavished the best of their spirited art on these marvelous boats, carving the heads of majestic dragons or wild beasts upon the prows.

The Vikings used these longboats for more than just hit and run raids. They were aggressive merchants, trading ivory, furs, and amber for silk, spices, glass, slaves, and other goods in mercantile centers as far away as Baghdad. The Norsemen, as they came to be called, also established colonies in Ireland, Iceland, Greenland, the low countries, France, and other European areas. After founding trading centers in the vicinities of the Volga and Dnieper rivers, they eventually merged their holdings and created the Russian state. The Vikings were even the first (albeit unsuccessful) colonists of America.

**Viking Culture**

As fierce as they were, the Vikings were more than mere barbarians. Although they lived in villages scattered along the entire length of the Scandinavian shoreline, they shared many traits that mark them as belonging to a common culture.

For most Vikings, life followed a simple pattern. After the snows melted in the spring, they would prepare their fields and plant their crops. If the household was a wealthy one, this would be done with the aid of the family slaves. Then the men would turn their attention to the sea and go raiding, trading, or fishing while their young and women stayed at home to tend the crops and herds. In the fall, the men who had gone to trade or raid would return home, hopefully laden with treasure. After the crop was harvested and the snows came, they would turn their attention to hunting and taking pelts, either for clothing or trading. Although there were certainly many

variations on this basic pattern, the lifestyles of most Vikings no doubt followed the same seasonal patterns and incorporated the same elements of constant outdoor adventure.

Considering this ruined lifestyle. it is no wonder that the Norsemen had a well-developed spirit of self-reliance and independence. Although they acknowledged the classes of king, nobleman, freeman, and slave, they were fiercely individualistic and firmly maintained that all Norsemen were equal. It was not uncommon for a group of Vikings to demonstrate this essential truth by drowning or killing a king they no longer wished to follow.

Family ties were of great importance to the Vikings. The family was a large unit of kinsmen, including uncles, brothers, and kinsmen. It stood together in all things, and to attack one member of it was to attack the entire family. In the reverse, if one member of family committed a social transgression, the consequences often fell on the entire family. For instance, if a man killed someone, the killer's cousins might be called upon to pay blood-money to the victim's family.

As the example above suggests, the Vikings had an elaborate code of laws. This code allowed for divorce, property holding among women as well as men, orderly inheritance, mutual obligations between chieftain and follower, and all of the other relationships necessary to the orderly functioning of a society. Generally speaking, in their legal code Vikings respected honesty, loyalty, honor, generosity, and individual freedom. Outside of the legal code, they also admired warlike prowess, hardihood, and courage. Notably lacking in their legal code or personal value system was any concept of mercy.

The lack of compassion among the Norsemen is probably a function of their outlook on life, which seems as bleak and cold as the climate of their native land. Although they believed in a blissful after-world, Valhalla was a realm for warriors, and the only way to gain entrance was to die courageously in battle. Here, warriors would spend their days fighting and their evenings feasting. Even then, the refuge offered by Valhalla was a temporary one. All the men and gods were doomed to vanish in Ragnarok, a final, terrible battle in which all the gods and men were destined to perish. In the face of such certain doom, the only noble response was to fight honorably as best one could, and to take what pleasure was available in life.

**Mythology**

According to Norse mythology, at first there was only a great void. To the north of the void was a region of mist and ice, Nifleheim, and to the south a region of fire, Muspellheim. Where the two realms met, the heat melted the ice and formed a great frost giant, Ymir. He created a race of giants and, from glacial ice, a cow to feed them.

The cow was fed on briny ice, and, as she licked the ice, she uncovered a being name Buri. Upon being uncovered, Buri immediately produced a son, Bor, who had three godly sons, Odin, Vili, and Ve. As soon as the giants became aware of the gods, they started a war, which was ended when the three gods killed Ymir. After killing Ymir, Odin and his brothers made the earth from the frost giant's body and the vault of the heavens from his skull. From the maggots in Ymir's body, they created dwarves.

This done, Odin and his brothers created the home of the gods, Asgard, in the plane of Gladsheim. Then Odin created more gods, the Aesir, to populate Asgard. Another group of gods, the Vanir, appeared either shortly before or after the Aesir. Their origins are rather mysterious, but they seem to have populated Vanaheim, a land close to Asgard. For a time, a terrible war raged between the Aesir and the Vanir. A peace was finally arranged when the two groups agreed to exchange hostages. The Vanir sent Niord, Frey, and Freya to live with the Aesir, and the Aesir sent Hoenir and Mimir to live with the Vanir.

After establishing themselves in Asgard, Odin, Vili, and Ve created the first man, Ask, from an ash tree. They created the first woman, Embla, from an elm. Then Odin gave them each a spirit, Vili endowed them with their five senses and the ability to move, and Ve gave them life and blood.

The entire plane of Gladsheim is supported by a giant ash tree, Yggdrasil. Its roots extend to Nifleheim (now a frozen netherworld), Jotunheim (home of the giants), Midgard (earth), and Asgard itself. The Midgard serpent surrounds the earth, devouring anyone who attempts to pass out of Midgard. Another giant serpent, Nidhogg, gnaws at the roots of the tree. When he finally kills the tree, at the end of time, the entire structure will collapse.

As Nidhogg gnaws away the last root of Yggdrasil, the giants and their allies will rise up against the gods. In a terrible battle called Ragnarok, they will defeat Odin, the other gods, and all the great warriors who have been living in Odin's hall of Valhalla. At this point, Yggdrasil will collapse and the cosmos will come to an end.

**New Spells**

**Berserk (Enchantment/Charm)**

Fifth Level Priest

Sphere: Charm
Range: 50'
Components: V, S
Duration: 1 round/level
Casting time: 1
Area of Effect: 1 person/level
Saving Throw: negates

When a *berserk* spell is cast upon a group of warriors, they change into the shapes of bears, although they retain the hands and eyes of men and continue to wield weapons. In this state, they lose all fear of death and enter a killing rage. They must attack any enemy they see and cannot be given any orders. Thus, any hope of coordinating an attack is completely lost. Due to their blind rage, they suffer a -4 modifier on ability checks involving Intelligence, Wisdom, or Charisma.

During the duration of the berserk spell, the warriors are immune to the following clerical spells: *charm person or mammal*, all spells in the charm sphere, *protection from evil, protection from evil, 10' radius*, and *dispel evil*. They are also immune to the following Wizard spells: *protection from evil, protection from evil, 10' radius, repulsion*, all spells in the enchantment/charm school, and all spells in the illusion/phantasm school. In addition, they receive a + 2 modifier on all saving throws versus magic spells.

While under the influence of a *berserk* spell, the warriors receive a +4 adjustment to their Strength score, with the accompanying modifiers to their attack and damage rolls, and their AC is modified by a + 2 (so that, for example, AC 4 becomes AC 2). A *berserk* spell prevents the warriors from having to make a morale check, and renders them immune to fire damage.

Warriors who die while under the influence of a berserk spell are assured of a place in Valhalla. This spell can only be cast on fighters, and only if they are willing recipients.

**New Magic Items**

**Sword of the Giants**

When Beowulf followed Grendel's mother into her watery lair, he found his own sword would not injure her. Fortunately, the glowing *sword of the giants* happened to be hanging on the wall where he could seize it. This sword accomplished what his own could not, and he slew the fierce ogress. It is not known what later became of the sword.

The *sword of the giants* is a *vorpal sword +5* that glows with a constant golden light. In addition, it acts as a *ring of free action* and allows its possessor to breathe water.

**Sword of Odin**

During a banquet one day, a mysterious stranger (Odin in disguise) brought this gleaming sword to the Volsung's hall and plunged it into a living tree, saying that whoever could remove it could have it. Only the hero Sigmund could pull it free. He later used it to avenge a terrible wrong done to his family, then passed it on to his son, Sigurd. Sigurd made good use of the weapon, using it to slay the dragon Fafnir and rescue the Valerie Brynhild from her imprisonment in a ring of fire. Unfortunately, the sword seems to have been lost after Sigurd's death.

The *sword of Odin* is a *dragon slayer* (see DMG), forged by the dwarfs of Asgard for the purpose of slaying red dragons. While the sword is normally a +3 weapon, against these terrible beasts it becomes a +5 weapon and does triple damage. The *sword of Odin* also shields its bearer against fire damage, whether normal or magical. It can only be wielded by one of lawful good alignment.

**Odin (greater god)**

Often referred to as the "All-Father," Odin (sometimes called "Woden," "Othinn," or "Votan") is the leader and creator of the Norse pantheon. Along with his brothers, Vili and Ve, he slew the great frost giant Ymir and made the earth out of the giant's body. He also, directly or indirectly, fathered most of the Norse gods and helped create the first man and woman. Odin's first concern is battle, but he is also the god of knowledge, wisdom, poetry, and inspiration.

Odin has many powers. When sitting on his throne in the hall Valaskialf, Odin can see anything happening anywhere. He can use *telepathy* (as the spell) on any being within three hundred miles of one of his avatars, and he can inspire a *berserk rage* (as the spell above) in up to 1,000 men at a time. Odin is also an accomplished magician, and can use any wizard spell as an 18th level wizard. He possesses a magic ring, *Draupnir*, which produces a non-magical twin of itself every night. This twin is worth 3,000 gp on the open market. Odin also carries a rune wand which has the following powers: It functions as a *rod of rulership*, can summon 1d4 elementals of Odin's choice, can store 12 spells of his choice, drain 6 life levels and 100 hit points from anyone but Odin who touches it, and cause the instantaneous death of any mortal.

Unlike most greater gods, Odin cannot raise the dead, and can himself be killed (but only during Ragnarok). Healing anyone forces him into a deep sleep for 1d10 days. Odin rarely uses this healing power, as Loki has demonstrated a great propensity for causing trouble when Odin is indisposed.

In his true form, Odin appears to be a man of about fifty with a patch over one eye (he traded the missing eye for a draft from the Well of Knowledge). He has a bald head and a long gray beard, and usually wears a gray tunic beneath a hooded cloak of blue. He is often accompanied by two old wolves and two ravens which perch on his shoulder.

**Role-playing Notes:** Heroic, proud, and stern, Odin resembles the typical Norse chieftain in temperament and outlook. He is primarily concerned with power — his own in Asgard, and that of his worshipers in Midgard. Only two things will make Odin angry with a worshiper: helping a giant or losing a battle.

Odin has several animals that aid him in maintaining his dominion over both realms. Perhaps the most impressive of these are Freke and Gere, two aged wolves with graying muzzles who wander the planes gathering information for him. These wolves can *teleport* at will throughout Gladsheim, can see any hidden object, and can sense all things magical. (AC 4, MV 24, HD 9, HP 72, AT 1, Dmg 2d10, MR 25%, INT very, ML 18, AL n, SZ 6', XP: 2,000.)

In addition, he has two ravens, Hugin (thought) and Munin (memory) who perch on his shoulder. Odin uses them as spies and messengers, sending them on various tasks to the far parts of Gladsheim. He can see through their eyes or speak through their beaks, and often uses them to gather information on particular areas of interest, or to warn his worshipers of impending attacks. They can *teleport* to or from any location in Gladsheim, and are immune to magical control. (AC 2, MV 1/48f, HD 4, HP 28, AT 1, Dmg 1d8, MR 30%, INT very, ML 18, AL n, SZ 3', XP: 975.) Omens from Odin are usually delivered by his ravens.

Odin rides an eight-legged steed named Sleipnir. This magical horse can move across any surface (including water) and fly through the air. Sleipnir can also *teleport* to or from any location in Gladsheim, and allows no one to mount him without Odin's permission. (AC -1, MV 24, HD 16, HP 128, AT 4, Dmg 2d10, MR 25%, INT very, ML 18, AL In, SZ 12', XP: 13,000.)

**Statistics:** AL cg; WAL any; AoC war, wisdom, poetry, knowledge; SY blue eye.

**Odin's Avatar (fighter 20, wizard 12)**

Odin's avatar usually takes the form of an old man with an eyepatch and a slouch hat. He carries *Gungnir* (see below) as if it were nothing more than a walking stick. If sent to Midgard to fight a battle, however, the avatar takes the form of a splendidly muscled man wearing steel armor. He can draw upon any school of magic for his spells.

| | | |
|---|---|---|
| Str 24 | Dex 20 | Con 18 |
| Int 20 | Wis 20 | Cha 18 |
| MV 18 | SZ 6' | MR 50% |
| AC -3 | HD 24 | HP 192 |
| #AT 2 | THAC0 -3 | Dmg 1d6 + 5 (spear) + 12 |

**Special Att/Def:** Odin's avatar carries Odin's spear, *Gungnir*. This + 5 weapon has several special abilities: in battle, it points at the most powerful enemy; when held aloft, all enemies who can see it are struck with fear; anyone allowed to touch the spear is blessed with a double effect prayer; anyone that touches the weapon against the avatar's will is *polymorphed* into an ant (save to negate).

**Duties of the Priesthood**

To be a priest of Odin, one must be a chieftain of a tribe. Odin's priests must like fighting. In addition, they must be good tacticians and leaders of men. They must always be in the front lines during battle.

**Requirements:** AB must meet requirements for fighter class; AL any; WP any; AR a; SP all, animal, combat, divination, elemental, protection, summoning; PW 1) one extra hp per level; 10) THAC0 of fighter of same level; TU turn.

**Frigga (intermediate god)**

Frigga is the goddess of the clouds, sky, married love, and wives. In her role as goddess of married love, she is sometimes prayed to for fertility. Frigga is the second but principal wife of Odin, being the mother of Balder, Hoder, Hermod, and Tyr. She can foretell the future, and has the power to control all forms of weather, to view any area that has a breeze blowing through it, to assume the form of any flying animal, to spin flax into gold, and to make any husband fall madly and permanently in love with his wife. In her true form, she is a mature woman of great beauty.

**Role-playing Notes:** Though permitted to share the throne with Odin, Frigga spends most of her time in her house, Fensalir, spinning golden thread or weaving multicolored clouds. She often sends her avatar to attend to the welfare of mortal wives, either taking vengeance on cruel husbands or assuring deserving worshipers of a blissful marriage. Her wishes often conflict with those of her warrior husband, and she will not hesitate to resort to trickery to get her own way.

**Statistics:** AL ln; WAL any lawful; AoC sky, domestic life; SY spinning wheel.

**Frigga's Avatar (wizard 16, bard 10)**

Frigga's avatar is a beautiful, somewhat matronly woman. She can call upon any school of magic for her spells.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 17 |
| Int 18 | Wis 17 | Cha 19 |
| MV 15 | SZ 5' | MR 25% |
| AC 2 | HD 16 | HP 128 |

#AT 1 THAC0 5 Dmg 1d4 (dagger) + 4

**Special Att/Def:** Frigga's avatar wears a necklace of black opals that will charm anyone within sight of it (save to negate). Any being struck by her dagger must save versus paralyzation or be carried 2 miles away by a powerful wind.

**Duties of the Priesthood**

Priests of Frigga must be married women. They are expected to watch over their home and set a good example for other wives by not letting their husbands stray too far out of the marital fold. If the husband of a priestess of Frigga practices the common Norse custom of taking a second wife, the priestess must divorce him immediately. They must also serve as midwives.

**Requirements:** AB standard; AL any lawful; WP dagger, club; AR a; SP all, animal, charm, creation, divination, plant, sun, weather; PW 1) *detect lie*; 10) *summon storm* (doing 1d6 points of damage to all exposed people and structures, lasting 1 turn/level); TU nil.

**Thor (intermediate god)**

One of the most popular gods of the Norse pantheon, Thor is the god of thunder, weather, and crops which are unusually vulnerable to the climate. He is also well known as a warrior, for he has battled many monsters on the behalf of Midgard and his fellow Asgardians. He has complete control over the weather, and so is sometimes worshipped by merchants who depend upon his good graces to make long trading voyages safe. At will, he can control any lightning bolt (natural or magical) in Midgard. He rides through the air in a chariot pulled by two magic goats, Tanngrisner and Tanngjost. If slain, these goats magically regenerate at dawn the next day. When wielding his magic hammer, *Mjolnir*, Thor can break any object. He usually wears a magical girdle, *Meginjarder*, which gives him a Strength of 25. Thor is a large, red-bearded man, usually dressed in chain mail.

**Role-playing Notes:** Thor is direct, uncomplicated, strong, loud, and has a tremendous appetite for drink and food. He is a special friend of mankind, and there is 2% chance/level that he will send his avatar to aid one of his priests in dire need of help. Omens from Thor are usually associated with the weather, especially thunder, lightning, and storms.

**Statistics:** AL cg; WAL any good; AoC thunder, weather, sky, crops; SY hammer.

**Thor's Avatar (warrior 20, priest 15)**

Thor's avatar is a huge, red-bearded man. He often carries *Mjolnir*, which can be thrown up to 200 yards and never misses, returns to the thrower's hand in the same round, can cast 100 points of *lightning bolts* per day (broken up any way wielder desires), and requires a Strength of 25 to lift and wield. Thor's avatar can call upon the sun, elemental, or weather spheres for his spells.

| | | |
|---|---|---|
| Str 25 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 19 |
| MV 18 | SZ 7' | MR 30% |
| AC -2 | HD 18 | HP 160 |
| #AT 3 | THAC0 1 | Dmg 1d8 + 5 (hammer) + 14 |

**Special Att/Def:** Thor's avatar can be hit only by magical +1 or better weapons. When in Midgard, he carries *Mjolnir*, and wears both *Meginjarder* and the glove *Jarn Grieper* which allows him to attack three times per round and renders him immune to fire.

**Duties of the Priesthood**

Priests of Thor must be brave, friendly, and honest. They may never back down from a challenge unless it is made simply to force them into certain death.

**Requirements:** AB standard, but Str of at least 16; AL any non-evil; WP hammer; AR a; SP all, charm, combat, elemental, protection, sun, weather; PW 5) summon rain in a 1 acre area; 12) lightning strike for 1d4/level; TU turn.

**Sif (intermediate god)**

Sif is the goddess of excellence and skill, as well as being a superb warrior-woman. Married to Thor, she is also the embodiment of conjugal fidelity. Loki once played a cruel trick on her by cutting off all of her beautiful golden hair. When Sif's angry husband came to take revenge, Loki was forced to replace the hair with locks of real gold which grew just like true hair. This hair had been crafted by a pair of clever dwarves who, flushed with their success, went on to create many other wondrous items, such as Thor's hammer *Mjolnir*, Odin's spear *Gungnir*, and his ring *Draupnir*.

Sif has the power to raise any character one level. She seldom does this, however, and will never grant this boon to an individual more than once in their life. In her true form, Sif is slender woman of great beauty. She has locks of pure gold, and often carries a long sword with her.

**Role-playing Notes:** Sif looks after young warriors and all those dedicated to excellence in their pursuits. When such an individual is in dire need of aid, there is a 1% chance per level that she will send her avatar to help. If the individual is capable of wielding the avatar's sword, the avatar will leave it behind as a souvenir of Sif's blessing.

**Statistics:** AL cg; WAL any good; AoC excellence; SY upraised sword.

**Sif's Avatar (warrior 18, bard 16)**

Sif's avatar is a beautiful, golden-haired warrior maiden. Her sword cannot be wielded by anyone with a strength of less than 18/01. She can draw upon any school of magic for her bard spells.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 20 |
| MV 18 | SZ 6' | MR 35% |
| AC -2 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d8 + 3 (sword) + 6 |

**Special Att/Def:** Any being hit by Sif's avatar must save versus paralyzation or be incapacitated. This effect lasts until Sif wishes it dispelled. Any spell from the enchantment/charm school or charm sphere that is cast upon Sif's avatar rebounds on the caster. Her *sword +3* renders her invulnerable to spells from the illusion/phantasm school.

**Duties of the Priesthood**

Priests of Sif must be dedicated to excellence in all things. If they are married, they must always behave within the boundaries of the conjugal relationship.

**Requirements:** AB standard; AL any good; WP any; AR a; SP all, charm, combat, divination, elemental, protection, summoning; PW 5) raise one ability score of player's choice by one point; 10) advance directly to 11th level; TU nil.

**Aegir (intermediate god)**

Although more closely related to the giants than either the Aesir or the Vanir, Aegir is the god of the ocean and personification of its strength for good or ill. He lives in a great castle on the bottom of the ocean with his wife, Ran, and their nine daughters. Aegir is sometimes called "Alebrewer" because he often throws feasts for his friends, the Aesir. Aegir has the power to create or quell storms at sea. In his true form, he is a giant standing sixty feet tall. He has a long gray beard, and carries a tree-sized club carved in the shape of a maiden which can deliver 4d10 points of damage to structures or beings.

**Role-playing Notes:** The only predictable thing about Aegir is that if ship captains don't offer a valuable sacrifice to him when beginning a voyage, they are certain to feel his wrath. When he decides to sink a ship, he often sends his avatar to smash it to bits with his club. Other times, he simply destroys it with a terrible storm. He looks with favor upon raiders and pirates. If such men make the proper sacrifices to him, Aegir is 10% likely to aid them with favorable winds, or to conceal their approach with a storm or fog.

**Statistics:** AL ce; WAL any; AoC sea; SY rough ocean waves.

**Aegir's Avatar (fighter 16, priest 14)**

Aegir's avatar is a burly old man with a crazed expression. He can draw upon the weather sphere for his spells and can invoke spells of the elemental sphere which deal with water.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 15 | Wis 15 | Cha 18 |
| MV 12, 15 sw | SZ 8' | MR 20% |
| AC 0 | HD 16 | HP 128 |
| #AT 2 | THAC0 5 | Dmg 1d8 + 4 (club) + 7 |

**Special Att/Def:** Anyone hit by the avatar's club must save versus death or fall unconscious. The avatar can shoot a stream of salt water from his mouth, doing 1d10 points of damage up to a range of 20'. He has complete freedom of movement and breathing in any watery environment.

**Duties of the Priesthood**

To be a priest of Aegir, a man must be a ship captain. Such men are fighters who worship Aegir and have been granted a few clerical powers on the side. (They are not considered dual- or multi-class; they are simply fighters with extraordinary powers.)

**Requirements:** AB fighter; AL any; WP any; AR b; SP all, weather, divination, guardian; PW 1) use spells as a priest; 10) breathe water; TU nil.

**Baldur (intermediate god)**

The son of Frigga, Baldur is the god of beauty and charisma. He is also a warrior of considerable skill, and is as wise as he is handsome. He often serves as the patron of sages. As a young god, Baldur had dreams of doom, so his mother extracted promises from all things not to injure him, overlooking only mistletoe. The gods take great delight in his resulting invulnerability, and often make contests of bouncing axes and spears off his chest. Unfortunately, Loki plans to kill Baldur one day with a spear made of mistletoe. Baldur has the power to increase the Charisma of any being to 18. **Role-playing Notes:** Despite his attractiveness, Baldur is not a vain god. He is loyal to Odin and the other Aesir, and never fails to fulfill his obligations to them. When an ugly man or woman demonstrates his worth by performing a self-sacrificing deed of great importance, Baldur often rewards the individual by increasing his or her Charisma to 18. Omens from Baldur are usually delivered by a handsome or beautiful member of the opposite sex.

**Statistics:** AL ng; WAL any non-evil; AoC beauty and charisma; SY gem-encrusted chalice.

**Baldur's Avatar (fighter 14, bard 14)**

Baldur's avatar takes the form of an incredibly handsome fighter. He can call upon any school of magic for his spells. More often than not, he is followed by an entourage of several hundred women.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 21 |
| MV 15 | SZ 6' MR 30% | |
| AC 0 | HD 14 | HP 112 |
| #AT 2 | THAC0 7 | Dmg 1d8+2 (sword) +6 |

**Special Att/Def:** Baldur's avatar cannot be injured by any attack (even magic) not utilizing mistletoe as its major component. Mortal females looking upon the avatar must save versus paralyzation or become permanent worshipers of Baldur, abandoning their homes, families, and countries to follow the avatar wherever he goes.

**Duties of the Priesthood**

Although priests of Baldur must themselves be extremely handsome or beautiful, they are expected to treat the less fortunate with compassion and kindness.

**Requirements:** AB standard, but minimum Cha of 16; AL any non-evil; WP any; AR a; SP all, charm, divination, protection, summoning; PW 5) raise Cha to 18; 12) members of the opposite sex who look upon the priest must save versus spells or be permanently *charmed* (as per the spell) by the priest; TU nil.

**Bragi (intermediate god)**

Bragi is the god of poetry and song. The son of Odin and Gunlod, Bragi was born in a stalactite-hung cave, put aboard a boat made by the dwarves, presented with a magic golden harp, and set adrift. As the boat floated out of the cavern, Bragi took the harp and began to play the song of life. With his song, he has the power to make plants grow and bloom, and to charm any animal into doing his will. In his true form, Bragi resembles an old, white-bearded man with a sparkle in his eye.

**Role-playing Notes:** Whenever people sing or recite poetry, they are worshipping Bragi. Since this is a favorite pastime in almost every hall, Bragi never lacks worshipers. He is a special friend to bards, often revealing to them the location of secret treasures. Most often, this revelation occurs as a sudden insight while the bard is singing before a large crowd. If the bard interrupts his song, however, he immediately forgets the location of the treasure.

**Statistics:** AL ng; WAL any; AoC poetry, music; SY harp.

**Bragi's Avatar (bard 20)**

Bragi's avatar is an old man with a long beard. He can call upon any school of magic for his spells.

| | | |
|---|---|---|
| Str 18/83 | Dex 19 | Con 16 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 | SZ 6' MR 25% | |
| AC 1 | HD 22 | HP 176 |
| #AT 1 | THAC0 -1 | Dmg 1d6 (sword) + 4 |

**Special Att/Def:** When the avatar sings, all creatures within earshot must save versus spells or fall under his control (as per the *domination* spell). He also carries a harp which modifies any creature's saving throw by -4 while it is being played.

**Duties of the Priesthood**

Most often, the village storyteller is a priest of Bragi. It is his duty to preserve knowledge of the gods and the past, passing it from generation to generation through heroic ballads and poems. It is permissible for a human worshiper of Bragi to advance as a multi-class priest/bard.

**Requirements:** AB must meet both priest and bard requirements; AL any non-evil; WP club, bow and arrow; AR a; SP all, charm, divination, healing, protection; PW 3) faultless memory (can recall anything heard); 12) dominate (as *domination* spell) with song; TU nil.

**Forseti (intermediate god)**

The wisest and most eloquent of the Aesir, Forseti serves as the god of justice and the arbiter of divine disputes. No one has ever found fault with one of his decisions, and Odin often calls upon him to decide matters in which the chieftain of the gods feels he cannot be impartial. Forseti lives in Asgard in a radiant palace called Glitnir. Forseti knows when a lie is spoken anywhere in Gladsheim and has the power to make any mortal anywhere speak the truth, whether the individual wishes to or not. In his true form, Forseti is a handsome man dressed in a tunic of gold and breeches of silver.

**Role-playing Notes:** Forseti is most concerned with justice and truth. Whenever a body of men gathers to make laws, there is a 10% chance that Forseti's avatar will come to aid them. If this body is making laws that affect more than fifty thousand people, his avatar is sure to appear at the meeting disguised as one of the lords who has a right to attend the meeting. There is a 10% chance that he will send his avatar to aid those trying to throw off the rule of an unjust tyrant.

**Statistics:** AL lg; WAL any good; AoC justice; SY scales.

**Forseti's Avatar (priest 16, fighter 12)**

Forseti's avatar takes the form of an ordinary looking man, save that he seems unusually calm and sure of himself. He can draw upon the all, charm, combat, divination, and protection spheres for his spells.

| | | |
|---|---|---|
| Str 18/00 | Dex 18 | Con 18 |
| Int 19 | Wis 19 | Cha 18 |
| MV 15 | SZ 6' MR 35% | |
| AC 2 | HD 16 | HP 128 |
| #AT 3/2 | THAC0 5 | Dmg 1d8+5 (sword) +6 |

**Special Att/Def:** When the avatar swings his sword at a being who has spoken a lie within the last seven days, it never misses. Otherwise, the weapon functions as an ordinary *sword of sharpness +5*. Any being questioned by Forseti's avatar finds himself answering honestly.

**Duties of the Priesthood**

Forseti's priests often serve as advisors to their chieftains, and are sometimes entrusted with full authority to administer the law. They must always be fair and consistent in their advice or decisions, avoiding any temptation to use their positions to further their own interests.

**Requirements:** AB standard, but minimum Wis of 16; AL lg; WP sword; AR a; SP all, charm, combat, divination, protection; PW 5) *detect lie* (no save); 12) ask one question per week of Forseti; TU turn.

**Frey (intermediate god)**

Frey is one of the Vanir sent to Asgard to guarantee peace between the Vanir and Aesir. He is a god of fertility, providing men with sunshine, rain, peace, joy, and happiness. Frey is also a patron of married couples, horses, and horsemen. Like many male gods, he is a skilled warrior. He has a fabulous ship given to him by the dwarves, Skidbladnir. Resembling a cloud in appearance, this ship can carry all the gods at once, travel to any place in Gladsheim instantaneously, and can be folded up to fit in Frey's pocket when not in use. Frey has the power to bring sunshine or rain to any place in Midgard, to make plants grow, to give any married couple conjugal bliss, and to command any horse in Midgard. In his true form, Frey resembles a handsome young man.

**Role-playing Notes:** Although a capable fighter, Frey prefers the joys of peace and will always seek a nonviolent solution before resorting to combat. He is the patron of peaceful mortals, and will often send his avatar to aid those who have become imperiled through their efforts to maintain peace. Most of Frey's temples have vast pastures of grazing horses nearby. To ride one of these horses is to offend the god. Omens from Frey usually take the form of rain and storms, but can also be delivered by horses.

**Statistics:** AL ng; WAL any non-evil; AoC sunshine, rain, fertility, horses; SY ship-shaped cloud.

**Frey's Avatar (fighter 14, priest 12)**

Frey's avatar is a handsome young man. He can call upon the all, animal, charm, creation, divination, plant, sun, and weather spheres for his spells.

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |

| | | |
|---|---|---|
| MV 15 | SZ 6' MR 25% | |
| AC 2 | HD 14 | HP 112 |
| #AT 2 | THAC0 7 | Dmg 1d10 + 3 (sword) + 7 |

**Special Att/Def:** Any being struck by the avatar's sword must save versus spells or lose all desire to fight. No horse will ever ride into battle against Frey's avatar. He can summon or dispel any rain clouds in his sight in the space of 1 turn.

**Duties of the Priesthood**

Priests of Frey are expected to do what they can to keep the peace. They are also called upon to perform marriage rites.

**Requirements:** AB standard; AL any good; WP sword, club; AR a; SP all, animal, charm, divination, protection, sun, weather; PW 5) *charm horses*; 10) *dispel* or *call rain* over one acre area per level; TU turn.

**Freya (intermediate god)**

Freya is the goddess of love, unbridled passion, and human fertility. Like her twin brother, Frey, she is one of the Vanir sent to guarantee peace with the Aesir. In the sense that passion is a hot, consuming emotion, she is also associated with fire. She is the patroness of a type of magic called "seithr," in which the sorceress enters a trance in order to answer questions about the future. As the goddess of fertility, Freya also looks after women in labor. She has the power to kindle passion in any being, to control fires anywhere on Midgard, to see the future, to bless any woman with a child, and to alleviate pain and injury. Freya also has a beautiful fur-lined cloak that allows her to turn into a falcon. In her true form, Freya is a voluptuous woman of entrancing beauty.

**Role-playing Notes:** Freya is a rather vain goddess who enjoys flattery-though she is far from foolish enough to believe it. She is not above using her looks to acquire what she wants, such as her priceless necklace, Brisingamen.

**Statistics:** AL n; WAL any; AoC love, passion, human fertility; SY fire in shape of a woman.

**Freya's Avatar (wizard 16)**

Freya's avatar takes the form of an unbelievably voluptuous, beautiful woman. She can call upon the abjuration and enchantment/charm schools of magic.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 20 |
| MV 15 | SZ 5' MR 25% | |
| AC 4 | HD 16 | HP 128 |
| #AT 1 | THAC0 5 | Dmg 1d4+10 (dagger) +4 |

**Special Att/Def:** Any being struck by the avatar's fiery dagger must save versus spells or burst into flames (suffering 2d10 points of damage). These magical flames continue to burn until a successful dispel magic is used on them. Any male who looks on the avatar must save versus spells or be charmed by her.

**Duties of the Priesthood**

Priestesses of Freya are all "seithr," itinerant women who travel the countryside telling fortunes. These women are seldom welcomed into a village by wives. They have the ability to change themselves into horses, in which state they have been known to commit acts against the law for human beings.

**Requirements:** AB standard, but must be a woman of minimum Cha 15; AL any chaotic; WP daggers; AR g; SP all, animal, charm, creation, divination, healing, necromantic; PW 3) *polymorph self* into horse form; 6) predict the future of any individual with 10% per level accuracy (95% maximum); 9) create one *philter of love* each time they advance a level; TU nil.

**Heimdall (intermediate god)**

Heimdall is the god of the dawn light and guardians. He is the son of Odin and nine giant sisters. Heimdall was born on the horizon and nurtured on the strength of the earth, the moisture of the sea, and the warmth of the sun. He has the power to see a hundred miles by day or night, and his hearing is so sensitive that he can hear grass growing in Midgard. Heimdall lives in a great castle located atop the bridge Bifrost, which connected Midgard and Asgard before it was broken during a terrible battle. In his true form, he is a strapping warrior in white armor. He carries a flashing sword and the famous alarm horn, *Gjallerhorn.*

**Role-playing Notes:** Heimdall's main duty is guarding the rainbow bridge, Bifrost. He will not allow anybody to cross it without Odin's express permission. He is the one who will summon the other gods to Ragnarok by blowing upon *Gjallerhorn.* Heimdall is the sworn enemy of Loki, and will always send his avatar to aid mortals caught up in the mischief god's plots.

**Statistics:** AL ln; WAL In; AoC light and guardianship; SY horn.

**Heimdall's Avatar (fighter 18)**

Heimdall's avatar is a burly warrior dressed in gleaming white armor.

| | | |
|---|---|---|
| Str 22 | Dex 19 | Con 18 |
| Int 18 | Wis 18 | Cha 17 |
| MV 15 | SZ 7' MR 25% | |
| AC -3 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d8+5 (sword) +10 |

**Special Att/Def:** Heimdall's avatar always attacks with surprise. He carries a *vorpal sword +3*, +5 versus frost giants. His white *plate armor +3* prevents him from being hit by any weapon of less than +3.

**Duties of the Priesthood**

Priests of Heimdall serve as guards for kings and other powerful men. They are expected to be unswerving in their duty, and must never allow someone to pass a post under their guard without their master's permission. Heimdall's priests hold bridges sacred and must avenge any act that destroys one.

**Requirements:** AB must meet fighter requirements; AL any lawful; WP sword, spear; AR a; SP all, combat, divination, guardian, protection, summoning, sun; PW 5) see up to 100 yards in night or day (any weather); 10) hear any sound within 500 yards; TU turn.

**Hel (intermediate god)**

Hel is the goddess of death. She receives the spirits of those who die by diseases and old age, locking them behind the impregnable walls and gates of Nifleheim, the land of mists. Located beneath the roots of Yggdrasil, Nifleheim is not a realm of eternal punishment. Nevertheless, it is not a pleasant place, either. It is a land of eternal cold, mist, and darkness.

Hel can cause plagues and pestilence upon Midgard with a wave of her hand. Any mortal looking upon her face falls ill, suffering a permanent loss of 5 hit points per round until a cure disease spell is cast on them. Even after the cure, the victim never recovers the lost hit points. In her true form, Hel is a statuesque woman completely white on the left side of her body and black on the right side. The white side of her face has no features.

**Role-playing Notes:** Hel is a grim and fierce goddess, mercilessly striking down those who offend her. Occasionally, she finds a mortal man attrac tive and will send her avatar to fetch him.

**Statistics:** AL ne; WAL any; AoC death, disease; SY her face.

**Hel's Avatar (priest 15, fighter 16)**

Hel's avatar takes the form of a woman of swarthy complexion, with coarse, black hair. She can draw upon the all, animal, charm, combat, creation, divination, healing, and necromantic spheres for her spells.

| | | |
|---|---|---|
| Str 18/76 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 18 | SZ 6' MR 35% | |
| AC -2 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d8+3 (sword) +4 |

**Special Att/Def:** Any being coming within 20' of the avatar must save versus death or suffer 3d10 points of damage from her aura. Any being hit by the avatar's sword must save versus death or contract a disease that causes 5 points of damage each round until cured. The avatar cannot be hurt by any material weapon, and her kiss causes death (no saving throw allowed).

**Duties of the Priesthood**

All priests of Hel must be women. Those of good alignment generally devote themselves to placating the goddess for the good of their village. Those of evil alignment use their powers for the acquisition of personal power. Both alignments are called upon to supervise the burial or cremation of the dead.

**Requirements:** AB standard; AL any; WP sword, poison darts, AR e; SP all, charm, creation, divination, healing, necromantic; PW 5) immunity to disease and poison; 10) speak with any person who has died in the last 10 years; 15) take only half-damage from physical attacks; TU turn (if good) or command (if evil).

**Idun (intermediate god)**

Idun is the goddess of spring. She is married to Bragi, the god of poetry and song. Idun is also the goddess of youth, and the keeper of the golden apples which keep the gods of Asgard young. The body of anyone eating one of these apples becomes 10 years younger. Of course, Idun and her apples are coveted by races other than the Aesir, and the giants are constantly trying to kidnap her. Idun has the power to slow or reverse the aging process

in any being, or to awaken any dormant or sleeping thing. In her true form, she is a youthful woman of great beauty.

**Role-playing Notes:** Idun is a cheerful and friendly goddess who takes great delight in seeing things grow and remain healthy. She is extremely conscientious about making sure that every god eats one of her apples every ten years. Idun is especially protective of young girls, and there is a 10% chance that she will send her avatar to protect one who is in danger.

**Statistics:** AL cg; WAL any good; AoC youth, spring; SY apples.

**Idun's Avatar (druid 14, ranger 14)**

Idun's avatar takes the form of a spry girl in her early teens. She can call upon the all, animal, charm, divination, elemental, healing, necromantic, plant, and weather spheres for her spells. She carries a basket of apples that she can use as missile weapons. Each time she throws one in combat, the DM should determine its effects as per a *wand of wonder*.

| | | |
|---|---|---|
| Str 18/55 | Dex 18 | Con 18 |
| Int 18 | Wis 18 | Cha 18 |
| MV 15 | SZ 5' MR 25% | |
| AC 2 | HD 14 | HP 112 |
| #AT 2 | THAC0 7 | Dmg 1d6 (staff) +3 |

**Special Att/Def:** Anyone struck by the avatar's staff becomes ten years younger (save versus breath weapon to negate). If the victim's age falls below 15, he loses 1 point of Str and Wis for every two years below 15. If the victim's age falls below 8, he can no longer attack physically, and anyone falling below the age of 6 can no longer use magic.

**Duties of the Priesthood**

Only girls who dedicate themselves to Idun at a young age may become her priestesses. Their duties revolve around caring for orphans and blessing the spring planting.

**Requirements:** AB standard; AL any good; WP staff, sling; AR g; SP all, animal, charm, divination, elemental, healing, necromantic, plant, and weather; PW 1) never physically age past 18; 2) natural AC of 5; TU turn.

**Loki (intermediate god)**

Loki is the god of mischief and strife. A sly, vengeful trickster who is always causing trouble among the gods, he is tolerated in Asgard only because of the great services he has performed in the past, such as helping to create Midgard and the wall guarding Asgard. Loki has the power to change his shape into anything. If any being, including other gods, look at Loki for more than three rounds, he can exert his influence over them in the form of a suggestion spell with no saving throw. He also wears a pair of boots that allow him to walk on water, fly, and run at a movement rate of 50. In his true form, Loki is a handsome young man who is always dressed in some combination of red and black.

**Role-playing Notes:** As the god of mischief and strife, Loki is one of the most active and unpleasant of gods. Yet, there is also an attractive side to his personality: he is handsome, sociable, and has a good sense of humor. Loki is one of the few gods who is at home with giants and dwarves, and often turns to them for help in his schemes. He is invariably in some sort of trouble with his fellows and will not hesitate to turn to his worshipers for help in extracting himself. Omens from Loki usually come in the form of an illusion.

**Statistics:** AL ce; WAL any non-lawful; AoC mischief and strife; SY red and black boots.

**Loki's Avatar (illusionist 18, thief 15)**

Loki's avatar is a handsome man dressed in red and black. He can call upon the illusion/phantasm school of magic for his spells.

| | | |
|---|---|---|
| Str 18/95 | Dex 18 | Con 18 |
| Int 18 | Wis 14 | Cha 18 |
| MV 25 | SZ 6' MR 25% | |
| AC 2 | HD 18 | HP 144 |
| #AT 1 | THAC0 3 | Dmg 1d6 (sword) +5 |

**Special Att/Def:** Loki's avatar is immune to magical control and can be fooled by illusions only when they are cast by a wizard of 18th level or higher. At will, can employ a *suggestion* spell on others.

**Duties of the Priesthood**

In order to collect a large gathering of followers, Loki is rather loose in his requirements and generous in his gifts. Priests of Loki may be of any alignment except lawful, and are not required to perform any services except

those occasionally demanded by the god himself. When a priest prays to Loki for some personal gain, there is a 1% chance per level that Loki will send his avatar to help the priest (but never more than three times in a lifetime).

**Requirements:** AB standard; AL any non lawful; WP any; AR a; SP all, charm, combat, creation, divination, elemental, healing, plant, summoning; PW 5) *mass suggestion*; 12) *shape change*; TU nil.

**Tyr (intermediate god)**

Tyr is the god of the sword and courage, and watches over battles with as much interest as Odin himself. He is also the godly law enforcer, using his impressive swordsmanship to uphold order.

Tyr has only one hand, for he lost the other in the service of his fellow gods. The mighty Fenris wolf was savaging much of Asgard, and the gods were unable to stop him until the dwarves forged a golden leash capable of holding the beast. The gods bet the wolf that he could not break the leash. The suspicious wolf would not agree to the contest unless one of the gods put a hand in his mouth to guarantee his release if the leash could not be broken. The fearless Tyr complied without hesitation, and lost his hand when the wolf realized he was trapped.

Try has the power to see invisible objects and to recognize any thief within his sight. In his true form, he is a bearded, fierce-looking warrior missing one hand.

**Role-playing Notes:** As the god of swords, Tyr watches over the Valkyries and makes sure that they bring only the most valiant of mortal heroes to Valhalla. He is also the patron of courageous warriors. There is a 10% chance that he will grant an extra level to any hero of good alignment who risks his life by fighting a giant without help. He sometimes sends his avatar to punish extraordinary crimes, such as the murder of a king or the theft of a kingdom's most precious treasure. Criminals surviving such an encounter need never fear retribution from Tyr again, however, for he admires courage and skill even more than he does the law.

**Statistics:** AL lg; WAL lg; AoC swordsmanship, courage, law; SY sword.

**Tyr's Avatar (fighter 18)**

Tyr's avatar takes the form of a burly warrior who is missing one hand.

| | | |
|---|---|---|
| Str 20 | Dex 18 | Con 18 |
| Int 18 | Wis 17 | Cha 17 |
| MV 15 | SZ 6' MR 20% | |
| AC -2 | HD 18 | HP 144 |
| #AT 2 | THAC0 3 | Dmg 1d8+3 (sword) + 8 |

**Special Att/Def:** Tyr's avatar carries a *sword of sharpness +3* that also allows him to see invisible objects and to know alignment.

**Duties of the Priesthood**

Tyr's priests usually serve as a kingdom's law enforcement officers. They are often dual class fighter/priests.

**Requirements:** AB standard, but must also meet minimum requirements for fighters; AL lg; WP sword; AR d; SP all, combat, divination, guardian, healing, protection; PW 1) *hold person*; 10) *detect lie* (always active); 15) *detect invisible* (always active); TU nil.

**Norns (lesser gods)**

Although lesser goddesses, the Norns possess the most important power in Gladheim: they are the ones who dictate the fate of the newborn — for both men and gods alike. There are three Nnorns, all of whom are female. Urd embodies the past, Verdandi the present, and Skuld the future. Once they have decreed a being's fate, no force in the universe can alter their decision. Of course, the Norns can see all things in the past, present, and future, but they employ these powers only among themselves or to answer questions of slight import for very large fees. They also have the power to assume any form they wish. In their true forms, Urd is a giantess, Verdandi a beautiful female elf, and Skuld a handsome female dwarf.

**Role-playing Notes:** When a child is born, the Norns always appear, disguised as some combination of three animals, and pass their judgment on the baby's fate. If the parents recognize them and offer all three great gifts, the Norns will be persuaded to dictate a great future for the child. This is an extremely hazardous undertaking, however. If the parents do not give gifts of equal value to the Norns, or happen to miss one by offering her gift to a mundane animal, the offended Norn will grow jealous and turn the gifts of her peers into a curse.

**Statistics:** AL n; WAL any; AoC fate; SY a staff with three branches at the top.

**Norn's Avatars (fighter 12, wizard 12, priest 12)**

The Noms' avatars usually take the form of large swans, but they also appear as females of their respective species.

Verdandi's avatar can call upon conjuration/summoning, enchantment/charm, greater divination (all spells), and invocation/evocation schools of magic. Skuld's can call upon the all, charm, divination (all spells), necromantic, protection, and summoning spheres.

| | | |
|---|---|---|
| Str 20, 17, 17 | Dex 18 | Con 18 |
| Int 20 | Wis 20 | Cha 18 |
| MV 18, 15, 12 | SZ 6', 4', 2' | MR 15% |
| AC 5, 4, 3 | HD 12 | HP 48 |
| #AT 2, 1, 1 | THAC0 12 | Dmg 1d4 (beak) +8, +1, +1 |

**Special Att/Def:** The Noms' avatars can only be hit by magic and magic weapons.

**Note:** In the above table, the first number applies to Urd, the second to Verdandi, and the third to Skuld. In cases where only a single value is given, it applies to all three.)

**Duties of the Priesthood**

The Norns do not support a clerical order.

**Thrym and Surtr (lesser gods)**

**Thrym (fighter 20, wizard 18)**

Thrym is both the lord and deity of the frost giants. He can plunge any part of Midgard into a state of extreme cold. Like all giants, Thrym hates the Aesir and is anxiously awaiting Ragnarok. He will lend his aid to any plan that troubles the Aesir. Thrym often grants the frost giants of Midgard the ability to use wizard magic at up to the 12th level of proficiency.

**Statistics:** AL ce; WAL any evil; AoC cold and ice; SY white double-bladed axe.

| | | |
|---|---|---|
| Str 25 | Dex 21 | Con 25 |
| Int 16 | Wis 12 | Cha 20 |
| MV 18 | SZ 25' MR 15% | |
| AC -2 | HD 20 | HP 160 |
| #AT 2 | THAC0 1 | Dmg 2d10 (axe) + 14 |

**Special Att/Def:** Thrym can breathe a cone of cold to range of 100' for 10d10 damage (save versus breath weapon for half damage) and is himself immune to cold or ice based attacks. He can only be hit by +3 or better magical weapons.

**Duties of the Priesthood**

All frost giant shamans/witch doctors (as described in Monstrous Compendium One) worship Thrym.

**Surtr (fighter 20, priest 15)**

Surtr is both the lord and deity of the fire giants. He can control any fire in Midgard. Surtr resembles an immense fire giant, with crackling flames for hair and eyebrows.

Like all giants, Surtr hates the Aesir and is anxiously awaiting Ragnarok. He will lend his aid to any plan that troubles the Aesir.

**Statistics:** AL le; WAL any evil; AoC fire giants; SY flaming sword.

| | | |
|---|---|---|
| Str 24 | Dex 12 | Con 20 |
| Int 19 | Wis 14 | Cha 20 |
| MV 18 | SZ 22' MR 20% | |
| AC -2 | HD 20 | HP 160 |
| #AT 2 | THAC0 1 | Dmg 2d10 + 3 (sword) + 13 |

**Special Att/Def:** Immune to normal or magic fire. Any being touching his red-hot iron armor suffers 1d10 damage. He carries a flaming sword +3 that sets anything it touches on fire (save to negate), for 1d10 damage/round.

**Duties of the Priesthood**

All fire giant shamans/witch doctors (as described in Monstrous Compendium One) worship Surtr.

**Valkyries (lesser gods)**

The Valkyries bring fallen heroes to Valhalla. Although extremely beautiful, the Valkyries' love of battle makes them rather grim. When a battle is about to occur, they rush out of Asgard singing their deafening, foreboding song. If the battle is to occur on land, they travel on flying white horses and pour bucketfuls of gore over the battlefield. If the battle is to occur at sea, they sail into the battle in a ghastly boat under clouds of

bloody rain. While waiting in Asgard for the next battle, the Valkyries pass the time by weaving battle garments, and by serving mead and ale to Odin's warriors in Valhalla. They have the power to raise any hero who fell in combat, to see bloodshed anywhere in Midgard, and to predict the outcome of a battle. There are twenty-seven Valkyries, all svelte, beautiful, golden-haired battle-maidens.

**Role-playing Notes:** The Valkyries love combat the way mortal Norsemen love bear-baiting. They never miss a battle. Only on Odin's command will they aid either side, however. Should anyone ever slay a Valkyrie, the Valkyrie simply returns to Valhalla — and her peers turn on the killer in their full fury. Occasionally, the Norns will tell the Valkyries when a hero is fated to die in battle. In such cases, one of the Valkyries will appear to the hero and give him a lingering kiss before the battle is joined.

**Statistics:** AL ce; WAL any; AoC fallen heroes; SY woman in horned helm.

**Valkyries (Fighter 20)**

The Valkyries have no avatars, for their task requires that they always appear themselves. Their flying horses have a movement rate of 25 on land or in the air.

| | | |
|---|---|---|
| Str 22 | Dex 20 | Con 19 |
| Int 18 | Wis 14 | Cha 20 |
| MV 15 | SZ 6' MR 35% | |
| AC -2 | HD 22 | HP 176 |
| #AT 2 | THAC0 -1 | Dmg 1d8+5 (spear) +10 |

**Special Att/Def:** The Valkyries are visible only to fighters in mortal danger. They are only hit by magic and +1 or better weapons and wield spears that can penetrate all armor, even if it is magical, as if the wearer's armor class were no better than 4. Further, they are immune to fire, electrical, and ice (or cold) damage.

**Duties of the Priesthood**

Priests of the Valkyries must be attractive, blond-haired women. These priestesses are always female fighters rather than clerics, though the Valkyries are permitted to grant them limited spell use.

**Requirements:** AB minimum abilities for fighters, minimum Cha of 14; AL any non-good; WP any; AR c; SP charm, combat, healing; PW 1) use combat and saving throw tables as fighters; TU turn.

## Norse Heroes

**Fjalar**

In Norse mythology there are two races of Dwarves, the Durin and the Modsognor. They are similar in many ways, their chief difference being in the type of magic they create and to whom the give it. The Durin create magic weapons and will trade them to the Aesir or frost giants with equal relish. The Modsognor create magic items of a nonviolent nature and will only give them to the Aesir. Fjalar is the battle leader of the Durin dwarves.

**Fighter 10, Thief 10**

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 15 | Wis 15 | Cha 12 |
| AC -3 | MR nil | MV 12 |
| HP 129 | AL n | THAC0 8 |
| #AT 3/2 | Dmg 2d10+3 (gauntlets) | |

Fjalar often defends his fellows against the fire giants, who prefer not to pay for their magic items and often try to steal them instead. Fjalar wears a pair of magic *gauntlets +3* that allow him to strike for 2d10 damage. His knowledge of magic weaponry is so great that he cannot be hit by any weapon with less than a +2 magical bonus.

**Skirnir**

Despite Skirnir's skill in battle, he is a peace-loving man who always looks for a nonviolent solution before drawing his mighty sword. Frey was so impressed by Skirnir's dedication to peace that the god brought Skirnir to Asgard and made him his shield man.

Skirnir is totally dedicated to Frey. Once, when Frey was struck with love for the giantess Gerda, Frey won her hand for his master by threatening to turn the giantess into an old maid.

**Ranger 12, Bard 12**

| | | |
|---|---|---|
| Str 17 | Dex 18 | Con 18 |
| Int 14 | Wis 18 | Cha 18 |
| AC -3 | MR nil | MV 12 |
| HP 135 | AL ng | THAC0 8 |
| #AT 3/2 | Dmg 1d10+3 (2-hand sword) +1 | |

**Spells:** Ranger: 1) *animal friendship*, *command*; 2) *speak with animals*, *enthrall*; 3) *prayer*.
Bard: 1) *burning hands*, *change self*, *chill touch*; 2) *continual light*, *glitterdust*, *web*; 3) *wraithform*, *delude*, *vampiric touch*; 4) *fear*, *minor creation*.

**Special Att/Def:** A split second before being struck by a fatal blow or spell, Skirnir is automatically teleported back to Asgard.

**Sigurd**

Sigurd was the son of Sigmund, the first wielder of Odin's sword. After his father died, Sigurd found the two pieces of Odin's sword and convinced the Durin Dwarves to forge it back together. He engaged in a great many adventures, including the awakening of the sleeping Valkyrie, Brynhild, and slaying the dragon Fafnir.

Despite a lifetime of honesty, Sigurd died a bitter and tragic death. After awakening Brynhild, he had promised to marry her, but forgot this due to an enchantment placed on him by the mother of Gudrun. Eventually, Brynhild married Gunnar, Sigurd's friend and Gudrun's brother. She took vengeance on Sigurd for forgetting her by persuading her husband to murder him while he slept.

**Fighter 18**

| | | |
|---|---|---|
| Str 18/88 | Dex 18 | Con 18 |
| Int 14 | Wis 14 | Cha 18 |
| AC -2 | MR nil | MV 12 |
| HP 153 | AL lg | THAC0 1 |
| #AT 2 | Dmg 1d8+5 (sword) +4 | |

**Special Att/Def:** Sigurd wields Odin's Sword, a *dragon slayer +4*, +5 versus red dragons. In addition to its normal magical bonus, it does triple damage to red dragons and renders him immune to all magical or mundane fire damage.

**Beowulf**

Beowulf was a great hero of the Geats who killed the monster, Grendel, who had been terrorizing the mead hall of King Hrothgar of Denmark. He also had to kill Grendel's mother, which is how he came to hold the sword of the giants. After returning home, he eventually became king of the Geats, and died battling a terrible dragon.

**Fighter 19**

| | | |
|---|---|---|
| Str 19 | Dex 18 | Con 18 |
| Int 12 | Wis 12 | Cha 18 |
| AC -2 | MR nil | MV 12 |
| HP 156 | AL ng | THAC0 -1 |
| #AT 2 | Dmg 1d8+5 (sword) +7 | |

**Special Att/Def:** Beowulf wields the *sword of the giants*, a *vorpal sword +5* that casts a golden light at all times, acts as a *ring of free action*, and allows the bearer to breathe water.

## Norse Monsters

**Fafnir**

Fafnir was the son of the dwarf king Hreidmar. He killed his father for the king's treasure, then ran off and hid so he wouldn't have to share it with his brother Regin. Because of how he had acquired the treasure, he received no joy from it. After decades of brooding, he eventually turned into a red dragon — save that he had no wings and could not fly, and lacked the ability to cast most spells.

He has one weak spot in his scaley armor: an area over his heart that is only AC 2. Unfortunately for the many heroes who have tried to kill Fafnir and recover his treasure, the worm is aware of this weakness. He usually keeps the bald spot turned to the ground, where it is difficult to discover and even more difficult to hit.

| | | | |
|---|---|---|---|
| AC -5 | No. 1 | SZ 80' | XP: 17,000 |
| MV 9 | ML 18 | AL ce | Int high |
| HD 19 | MR 35% | THAC0 3 | #AT 3 |
| HP 152 | Dmg 1d10/1d10/3d10 | | |

**Special Att/Def:** Fafnir breathes fire for 12d10+6 (save versus breathe weapon for half damage). He is immune to fire and can cast *affect normal fires* and *pyrotechnics* (both 3x/day), *heat metal* once per day.

**Garm**

Garm is a huge dog with a disproportionately large head. He guards the entrance to the cavem Gniper, where Helvig, the long and troublesome road to Nifleheim, begins. Garm will allow any being to enter Gniper, but will not willingly allow them to leave.

When his mistress, Hel, is out collecting the dead and Helvig is closed, Garm is allowed to roam freely. He can travel to any plane in Gladsheim freely, taking with him a pack of 2d10 dire wolves for company.

Over the centuries, Garm has fought and killed many heroes who went to Nifleheim in an attempt to retrieve their loved ones. There is quite a collection of magic swords, armor, and other items in Gniper.

| | | | |
|---|---|---|---|
| AC -1 | No. 1 | SZ 12' XP: 24,000 | |
| MV 18 | ML 18 | AL le | Int high |
| HD 25 | MR 25% | THAC0 -3 | #AT 1 |
| HP 200 | Dmg 6d10 (bite) | | |

**Special Att/Def:** Anyone looking upon Garm must save versus petrification or be subject to fear (as the spell). Garm can only be hit by +2 or better weapons and is immune to any type of control or charm spell.

**Fenris Wolf**

This huge wolf is the offspring of Loki and a giantess, Angur-boda. Due to an agreement among the gods not to slay each other's offspring, the wolf cannot be killed. He is so strong that he can easily break any chain placed around his neck. He wandered Asgard free for many years before the dwarves finally forged a leash he could not break. Forged from the roots of a mountain, the noise of a moving cat, and the breath of a fish, this golden leash is no thicker than a strand of silk, yet it is completely unbreakable.

Every now and then, however, the Fenris wolf slips his chain and travels to Midgard in pursuit of prey. Men often know when this has happened, for it is a time of terrible omens when the avatars of the gods walk the land in search of the terrible beast.

According to the Norns, the Fenris wolf will devour Odin during Ragnarok.

| | | | |
|---|---|---|---|
| AC-4 | No. 1 | SZ 15' XP: 26,000 | |
| MV 20 | ML 19 | AL ce | Int high |
| HD 30 | MR 25% | THAC0 -8 | #AT 3 |
| HP 240 | Dmg 8d10 | | |

**Special Att/Def:** The fenris wolf can only hit by +2 or better magical weapons.

**Fossergrim**

Fossergrim resemble normal men, save that they live in waterfalls and are never found more than a mile away from the one which they inhabit. They mate with women who come to bathe in the pools near their waterfall, and have been known to abduct innocent maidens when no willing partner comes to their pool.

If the offspring of a Fossergrim and a woman is female, the child is human in all respects, save that she can breathe water. If the child is male, he appears normal for 5d10 years, and is then overcome by an uncontrollable urge to find a waterfall of his own. Any being touching a Fossergrim can breathe water until contact is broken.

| | | | |
|---|---|---|---|
| AC 0 | No. 1 | SZ 6' XP: 17,000 | |
| MV 9, 36 sw | ML 14 | AL ne | Int very |
| HD 5 | MR special | THAC0 15 | #AT 2 |
| HP 40 | Dmg 1d8 (sword) | | |

**Special Att/Def:** Fossergrim are 100% magic resistant in splashing water; otherwise, they save as normal monsters. In splashing water, they regenerate 5 hp per round and, when fighting, they cannot miss anyone standing in water.

# Monster Mythology

# Gods of the Aarakocra

## Syranlta (Intermediate Goddess)

Syranita is the one aerial member of the asathalfinare, partly because of her great friendship with Aerdrie Faenya (who a few aarakocra revere) and consequent friendship with Deep Sashelas, and partly because she seeks as many friends among the gods as possible for her gentle and relatively weak race. She has friends among the djinn and jannee, human sky gods, Stronmaus of the giants, and Remnis the eagle god. Like Remnis, she is a superb spy and is very watchful. She greatly enjoys music and song.
Role-playing Notes: Syranita is active in using her avatars to change weather patterns on the Prime Material plane, to help aarakocra (often by driving off enemies), in assisting friendly races in similar ways, and sometimes simply to listen to a great bard practice his art. She knows something of Stillsong's fate and sometimes listens to his wanderings. She sends omens and warnings to her priests and shamans as wind-borne debris.
Statistics: AL ng; WAL ng (aarakocra); AoC aarakocra, protection, watchfulness; SY opal necklace with feather pendant.
Syramta's Avatar (Wizard 12, Druid 16)
Syranita's avatar appears as an aarakocra female with silver skin and pink-gold feathers. She uses spells from spheres listed for druids, plus guardian, protection sun, and from all wizard schools save necromancy and invocation/evocation.
Str l6 Dex l8 Int l9
Wis l9 Con 16 Cha l9
AC -3 MV 9 fl 72 SZ M (6')
HP 120 HD 15 MR 35%
#AT 1 (2) THACO 5 Dmg d6 +1/d6 +1 (claws) or by weapon +1
Special Att/Def: The avatar has perfect vision to a range of 4 miles and cannot be surprised. No spell affecting/negating flight affects her, and no natural avian will attack her. She can summon a huge 24 HD air elemental to serve her for 12 turns, 2/day, and a huge djinn (10 HD, 80hp) once per week for 12 turns. Her magical opal necklace acts as a ring of protection +4 with all functions of a ring of shooting stars, and it radiates protection from evil 20' when she wishes it.
Duties of the Priesthood
Syranita's priests and shamans serve their communities as protectors and educators of the young. They defend them by summoning elementals (see the Monstrous Compendium} and with spells. Their religious rituals involve communal whistling and singing.
Requirements: AB std; AL ng; WP any; AR none; SP as druid, plus guardian, protection, sun; PW 3) can summon air elemental in group (see the Monstrous Compendium); 4) protection from evil 10'; 9) forbiddance; TU turn at -2 levels; LL 9; HD d4; Shamans yes.

Shamans: AB std; AR none: LL 4; HD d3.

# Gods of the Beholders

## Great Mother (Greater Goddess)

The enormous form of the Great Beholder Mother floats through the planes as she wishes, returning to a wretched sub-plane within the Abyss (whose location only she knows) when she is preparing to lay the great eggs which form the Hive Mothers on many worlds infested with beholders. Her eggs have given rise to all the beholder races, including some monstrous beasts reputed to exist which are as large as the Mother herself and which have magical powers not far short of those of her avatar. It is even said that she has mated with tanar'ri and gehre-leths and worse, always consuming them in the process, and that the dreadful offspring roam the lower planes in a variety of grotesque forms.

Silently gliding through space, this monstrous horror is mostly wrapped up in her contemplations of the philosophy of chaos and evil, and it is said that she is the ultimate sage on these topics. But she is intensely intellectually arrogant and jealous and brooks not even the possibility of her ever being in error about anything. She does not bother to acquire knowledge and magic as other major deities such as Ilsensine do, because she knows all she will ever need to know. She goes about her business of populating worlds with more great beholders unconcerned by the piffling efforts of mortals, or even of other gods.

Role-playing Statistics: The Great Mother only dispatches an avatar to defend her creations when they are under threat as a species in a world, or in a major part of it. She is most likely to intervene if the enemies are drow or some agents of lawful good. Even so, she is a creature of whim, sometimes allowing a world to be virtually depopulated of beholders, and other times becoming utterly enraged by a small pocket of her offspring being threatened. She is otherwise neglectful of her children, and certainly does not deal with trivia such as omens or signs. Some sages allege that the Great Mother is drawn to powerful planar-travelling magics, the sites of permanent gates and the like, and may send avatars to investigate these.

Statistics: AL ce; WAL ce (beholders); AoC magic, fertility, tyranny; SY egg with central eye.

Great Mother's Avatar (Wizard 18, Priest 18)

The avatar of the Great Mother appears as a truly huge, bloated beholder bearing debris all over its body-small rocks, stones, encrusted gems, scraps of armor and broken weapons, shells, dragon's teeth and all forms of debris. She draws spells from all wizard schools, and from the spheres listed for her priests (also Healing and Sun-both reversed-and Summoning).

Str l5 Int 21 Dex lO
Wis 20 Con 18 Cha 20
AC -5/-3/-2 MV fl 3 SZ H (18' diameter)
HD 20 HP 160 MR 80%
#AT l THACO 5 Dmg 4d6 (bite)

Special Att/Def: The avatar swallows whole any creature below large size on a hit roll of 19 or 20; acid damage inside the avatar is 6d6 pts/rd (internal AC is 2). Her vast body

(AC -5) takes 85% of hits and other locations 5% each (small eyes AC 2, eyestalks AC -3, 25 hp; central eye AC 2, 60 hp). The avatar can radiate to 20' distance any of the following effects at will:
fear, chill (ld8 damage per round), hopelessness (as the symbol) and repulsion, one effect only during each round. All saving throws against spell effects from her eyes are made at -4 (cumulative with any other penalties which may apply). She suffers only half damage from blunt weapons and is unharmed by non-magical weapons.
How the Priesthood Works
The Great Mother does not have regular priests who officiate at rituals, lead the faithful, gain spells through prayer, and the like. The Great Mother's magical gifts to her offspring have been so great that she feels no need for them to receive extra blessing in this way. Rather, temporary priestesses are created by the Great Mother through visits from her avatar when she deems it necessary. If, as happens very rarely, beholders flock together (or are forced together) through conflict with other races. Great Mother's avatar will temporarily empower very old female beholders with special abilities. These will be Hive Mothers if there are any present (see the SPELLJAMMER(tm) boxed set, pp. 69-70). The chosen females gain the spellcasting powers of a 9th-level priest for a period as deemed necessary by the avatar, but not exceeding 7 days (the avatar may always revisit after this time has expired, of course). Each is able to have access to up to 4 different spheres of spells from those listed below, and they gain +2 to saving throws against all spells from those selected spheres if other priests use them against the beholder-priestesses. They can also command non-intelligent Undead (skeletons and zombies) as a 9th-level priest for the same duration.
Duties of the Priesthood
Beholder priests revere the Great Mother, and use powers granted to them in strife between beholders and other races;
powers are specifically granted for this and related purposes.
Requirements: AB must be old female (hive mother); AL ce;WP any; AR none; SP all, astral, combat, divination, necromantic (rev), numbers, protection, thought, time; PW see above; TU see above; LL 9; HD n/a; Shamans no.

## Gzemnid (Lesser God)

Gzemnid is the only one of Great Mother's original batch of progeny to have become a minor deity itself. It is a subtle, wily creature, using its extensive command of spells of obscurement and area distortion. Older mortal beholders tell tales of powerful enemies who sought to rob Gzemnid of his treasures being overcome virtually through exhaustion trying to corner this elusive creature. He is sometimes known as "the gas giant" because of his mastery of spells of elemental air.
Gzemnid is less aggressive than most of its race. Like his mother, he has a cache of magical treasures and lore somewhere on the Plane of Concordant Opposition. Unlike her, he is prepared to parley and bargain in order to add to this store. Of course, Gzemnid would prefer simply to slay intruders and take their magic for itself, but if confronted with a group of obviously powerful beings who do not immediately resort to violence the

deity may negotiate (while using his magical rod to gain some leverage in discussions). He sends his avatars to the Prime Material plane to obtain such magical items and lore moderately frequently.
Role-playing Notes: Gzemnid may send an omen of the imminent arrival of its avatar to a powerful wizard who has something he wants for himself, usually in the form of a semi-substantial gaseous mass of writhing tentacles holding a "rod" and sometimes speaking directly through this manifestation. Currently, Gzemnid is believed to be most interested in increasing his powers through the acquisition of powerful magical items which can generate illusions.
Statistics: AL ce; WAL ce (beholders); AoC gases and fogs, obscurement, deception; SY bronze rod held in tentacles.
Gzemnid's Avatar
Gzemnid's avatar appears as an oversized sky-blue beholder with the usual central eye and 10 smaller eyes, but it also has a small circle of tentacle-fronds some 2' long on the crown of its head, and these are dextrous enough for the use of magical items such as rods and wands.
Str l2 Int 20 Dex l5
Con 15 Cha l6 Wis 20
AC -4/-2/3 MV fl 6 SZ L (8' diameter)
HD 14 HP 112 MR 25%
#AT 1 THACO 7 Dmg 3d4 (bite)
Special Att/Def: The avatar uses all Elemental (air) spells I/ day each as if an ISth-level spellcaster. It can also cast the following I/day each: distance distortion, guards and wards, hallucinatory terrain, phase door, screen, shadow door, vacancy, veil. It is immune to all Elemental (air) spells. It carries a rod of beguiling in the tentacles on the crown of its head.

# Gods of the Bugbears

### Hruggek (Intermediate God)

Hruggek is the dominant god of the bugbear pantheon, although he does not really rule the others. There is an understanding between the bugbear gods; no one works actively contrary to Hruggek's interests, and then Hruggek leaves them alone. This doesn't tend to filter down to the Prime Material plane servants, though, and Hruggek's priests keep a wary eye on the competition, especially given the sneakiness of Grankhul's priests.
Hruggek is a deity who delights in fairly savage combat. He is not truly a war/battle god in all respects, though. Mass battles and epic confrontation are not what the bugbear god seeks. His people are not numerous enough for this, and he prefers to see them use their stealth and wiles to pick off small groups of other creatures.
Hruggek has no specific racial enemies. The bugbears are an opportunistic race, and Hruggek has no special antipathies to other deities for past slights. He is quite happy to

see elves/ dwarves, goblins, gnomes or any other available walking target knocked on the head (or, preferably, to have its head severed). Hruggek has a tolerance for Khurgorbaeyag due to past cooperation, and he quietly urges the goblin deity to act against Maglubiyet, usually by puffing Khurgorbaeyag's pride and commenting on how sound his plans are (and how Maglubiyet s are lacking in vision). Hruggek hopes to keep the goblins divided in this way, since they can compete with bugbears for resources. He has a definite antipathy for Bargrivyek for the same reasons, and tries to stir up Maglubiyet against him. Hruggek may not be especially smart, but he is cunning and wily.

Hruggek lives in a wretched cave in Pandemonium, where he is surrounded by the severed heads of his conquered opponents-Many are cursed to speak eternal pleas for mercy and paeans to the might of the bugbear lord. It is rumoured by sages of extra-planar affairs that some of these heads have powers of magical control over creatures of their races, were Hruggek to bring them to the Prime Material plane. Magical powers of domination, mass suggestion and the ability to utter power words are reputed. How this has come to be is hard to explain; it would need magical powers well beyond Hruggek's capacity to create such artifacts. This suggests that some deity with major wizardry powers has some form of agreement with Hruggek, although the nature of this-and who the other deity may be, and what that deity has to gain-is entirely unknown.

Role-playing Notes: Hruggek watches over Prime Material plane affairs closely, but rarely sends an avatar, and will almost never do so if he thinks that another goblinoid god (save for Khurgorbaeyag) may be observing at the time. An avatar will not be sent into battle, only for skirmishes, if Hruggek has a combat purpose in mind. Hruggek may, however, send an avatar to vanquish a powerful warrior of another race if he doesn't have a severed head of that racial type among his collection.

Hruggek is relatively tolerant of his priesthood, and doesn't send many omens to them. The omens which are sent take gruesome forms: guttural utterances from the mouths of corpses (severed heads are best), a flying volley of spikes which materialize instantaneously (symbolic of his weapon), and very rarely a flash of lightning at ground level.

Statistics: AL ce; WAL ce (bugbears); AoC violence, combat;
SY morningstar.

Hruggek's Avatar (Fighter 15, Priest 9)

Hruggek's avatar appears as a monstrous, muscle-bound bugbear with great fangs and powerful, large clawed hands and feet. His spells are drawn from spheres listed for his priests (and also reversed necromantic spells).

Str 19 Dex 15 Con 16
Int 15 Wis 9 Cha 19
AC -1 MV 12 SZ L (8')
HP 144 HD 18 MR 30%
#AT 2 THACO 5 Dmg 2d8 +4 (morningstar) +7

Special Att/Def: Hruggek's avatar is immune to fear. Simply by clenching his fist, he can cause 2d8 points of shock damage to any single target within 60' (no saving throw is allowed). He can cast power word stun I/day. His huge morning star +4 is fully 7 feet long and is used two-handed. The avatar always carries ld4 javelins of lightning which affect any creature struck as a thunderclap (as for a staff of thunder and lightning).

At the DM's option, an avatar may carry one of the many severed heads from Pandemonium for specific encounters with one or more members of another race ; the DM should determine the exact powers the head will have.
Duties of the Priesthood
Priests of Hruggek are warriors and leaders, but they do not maintain rigid castes or hierarchies. They do have to keep an eye on the priests of other bugbear deities, however, to ensure that Hruggek's authority stays paramount. They cooperate cautiously with priests of Khurgorbaeyag the goblin god, while being ever-ready to pick off weak goblins for the cooking pot.
Requirements: AB Str 15; AL ce; WP club, javelin, mace, morningstar (1st), quarterstaff; AR any; SP all, combat, creation*, divination*, guardian, protection, summoning, sun (rev), war*; PW 1) command 2/day, 2 round duration; 4) enlarge self; 7} hold person; TU nil; LL 8 (Wis 18+); HD d8; Shamans yes + wd.
Shamans: AB std; AL ce, ne. en; LL 5; HD d4.

## Grankhul (Lesser God)

Grankhul is a dangerous and subtle god. He is the god who gave the bugbears their surprise abilities, and has taught them that, despite their size, swift and silent action is a very elective strategy for a race not easily able to muster great armies for battle. He is vigilant, never surprised, and never sleeps. In some worlds, he has the enmity of Gruumsh because of his symbol. He prizes dexterity, swiftness and a modicum of intelligence among his priests. He can be very violent, a god of swift death, and is prone to temper tantrums.
Role-playing Notes: Grankhul's avatars are active on the Prime Material plane, stalking the world in darkness, ambushing hapless creatures of many races. He strives to displace gobli-noids and demihumans close to bugbear groups, but is very secretive in his actions. Omens are rare, and of two distinct sorts: very subtle environmental changes (testing the intelligence of his priests) and sudden, brutal, angry ones (sudden blindness or death).
Statistics: AL ce; WAL ce (bugbears); AoC hunting, senses, surprise; SY ever-open eyes in darkness.
Grankhul's Avatar (Ranger 10, Wizard 7)
Grankhul's avatar appears as a tall, relatively lean bugbear with large, protuberant eyes and very long, slender fingers. His wizard spells are taken from the alteration and illusion/ phantasm schools.
Str 18/50 Dex l9 Con 16
Int l7 Wis l5 Cha l7
AC -2 MV 18 SZ L (7'6")
HP 104 HD 13 MR 20%
MT 3/2 THACO 7 Dmg ld8 +3 (longsword) +3
Special Att/Def: Grankhul's avatar cannot be surprised, and has hide in shadows and move silently skills at 95%. He uses both silence 15' and improved invisibility 2/day. He carries a rod of alertness, boots of speed, and his longsword +3 strikes its victim dumb for ld4 + 2 rounds unless a saving throw versus spells is made.
Duties ot the Priesthood

Grankhul's priests are explorers and scouts, and are charged with hunting to provide food for bugbears and also to harass the settlements of other creatures with guerrila strikes. They are arrogant, confident of their superior intelligence and stealth.
Requirements: AB Dex 14 Int 10; AL ce; WP as thief; AR leather; SP all, animal, chaos*, combat, elemental (earth, water), guardian, protection*, sun* (rev), travelers*, weather*; PW 1) Hunting proficiency, track as ranger of same level; 4) 120' infra-vision; TU nil; LL 8 (Wis 18 +); HD d6; Shamans yes + wd.
Shamans: AB Dex 12 Int 9; AL ce, ne, en; LL 5; HD d3; Other leather armor only.

## Sklggaret (Demigod)

Skiggaret is the half-mad bugbear god of fear. The god prowls the world in avatar form, driving bugbears to acts of destruction and aggression through the fear he creates in them. The deity lives in a level of the Abyss which is eternally dark, populated by shadows and spectres, and where fear is an ever-radiant effect in the dismal terrain.
Role-playing Notes: Skiggaret does not have priests or shamans. Bugbears do not worship him in any way; they seek to propitiate him with sacrifices and especially torture of captives. They believe that this god and his rare omens and signs, which take the form of sudden chills, especially along the spine, the raising of hackles and fur, and magical pools of darkness, are a sign of the wrath of the gods. Skiggaret is sent to make them afraid because they have displeased the bugbear pantheon as a whole; in this sense, he is a messenger of the gods. While bugbears dread Skiggaret, they also believe that if they survive the fear he generates, they will be strengthened. They also consider that he helps to drive off oppressors who threaten to overcome bugbears, and in extremis they may appeal to this dire, dark entity for help, always by offering sacrifices.
Note that Skiggaret's avatar is powerful for a demigod; this reflects the strength other bugbear deities grant him, in his role as a messenger.
Statistics: AL ce; WAL n/a (bugbears); AoC fear; SY black claw.
Skiggaret's Avatar (Priest 12, Wizard 12)
Skiggaret's avatar appears as a jet-black bugbear with red lips, hands and feet. He always has a half-crazy smile playing about his mouth. Priest spells are taken from the charm, combat, necromantic (reversed) and sun (reversed) spheres; wizard spells from the schools of abjuration, alteration, illusion/ phantasm and necromancy (reversed spells).
Str 15 Dex 17 Con 13
Int 16 Wis 9 Cha 1 (all races)
AC 0 MV 15 SZ L(7'6")
HP 104 HD 13 MR 20%
#AT 1 THACO 9 Dmg ld4 +2 (dagger)
Special Att/Def: Skiggaret's avatar has a permanent cloak of fear and he can generate any of the following about himself in a 20' radius, one per round, 1 turn duration, 2/day each: darkness 15' (within which he can see), ray of enfeeblement, and radiant chill damage (ld4 damage per round; he is immune). He can slay living once per day. He is immune to fear, cold damage, paraly-zation and magical darkness. He carries a dagger +2 of venom and a wand of fear.

Duties of the Priesthood: None; Skiggaret has no priesthood.

# Gods of the Bullywugs

## Ramenos (Lesser God)

Ramenos is a sleeping god, revered now only by the bully-wugs, the degenerate descendants of races of proto-amphibians, and much more powerful but now extinct humanoid/frog creatures that used to revere their weird frog god. Periods of prolonged inactivity and taking refuge and pleasure in intoxication have reduced this god's stature, and it seems certain he will decline to demigod status over the centuries, eventually sleeping himself into extinction. Evidence of his old power can still be found in ruins of temples deep within jungles and in lost pla-teaus where huge stone statues of Ramenos, his enormous mouth open to swallow a sacrifice, dominate the plazas and open areas around the main buildings. The god may even have half-forgotten those halcyon days, sleeping in the Abyss, close to Merrshaulk, to whom he may even be related.
Role-playing Notes: The god does not send avatars forth;
save for a ritual conducted at one of the old sites or a gate, one will not be seen. He does not send omens to his shamans and has no priests.
Statistics: AL ce; WAL ce (bullywugs); AoC somnolence, intoxication, decay; SY frog.
Ramenos' Avatar (Wizard 10, Priest 10)
Con 16 Cha l8 Str l6
Dex lO Int l2 Wis l6
AC 2 SZ H (20') MV 9 (15')
HP 88 HD 11 MR 45%
#AT1 (2) THACO 9 Dmg 2dl0 (bite)
The avatar appears as a huge, bloated frog with a very (10') wide mouth. He uses exclusively invocation/evocation wizard spells and priest spells as a druid (plus combat and summoning).
Special Att/Def: The avatar is immune to illusion/phantasm spells. He can leap 15' forward once per turn, gaining +2 on all hit rolls, and is able to squash up to three M or one L opponent within a 15' radius for 4d6 points of damage. He swallows creatures up to M size whole on a successful hit roll of 16 + (internal AC is 4, only stabbing weapons can be used, internal digestion damage is 3d4 hp/rd.). Once per turn, he can belch a 20'-radius cloud of intoxicant gas up to 50'; those within the cloud must save versus poison or lose 4 points each of Strength and Wisdom for 10+ldl0 rounds.
Duties of the Shamans:
Bullywug shamans are primitive and weak, and their prime role is to serve the tribal leaders (to whom they are often related). They must regularly become intoxicated with plant alkaloids-Requirements: AB std; AL ce (bullywugs only); WP any; AR any; SP as druids; PW none; TU nil; LL 2; HD 1 hp/level; Shamans only.

# Gods of the Couatl

## Jazirian (Greater God)

Jazirian is the immensely powerful and wise god of the couatl. Couati theology is very subtle indeed, and it considers Jazirian to be the perfect spiritual manifestation of the World Serpent archetype. Other World Serpents are seen as immature or imperfect manifestations of this archetype, and-if evil-their evil is attributed due to ignorance, fear, or immaturity. Jazirian is held by couatl to be perfection, and the sight of the god flying the airs and ethers of the Seven Heavens is longed for by every couatl elder when it comes to the end of its days.

Jazirian is supremely wise above all. (S)he (the god is simultaneously sexless and hermaphroditic) is reflective, contemplative, a listening and attentive creature. Jazirian has no priests or shamans, having granted couatl great magical powers and wisdom within their own natures.

Role-playing Notes: Jazirian sends visions and "bright omens" (floral, insect, and bird behavior changes and the like) to elder couatl as warnings, apprehensions, or simply for information. Jazirian is believed to take all pain from a dying couatl at the end of its life by extending some of his/her power to soothe the couatl's mind. Very rarely-perhaps once per 1,000 years-Jazirian may manifest as a spiritual presence at the birth of a couatl destined to develop great magical and/or prophetic skills. The avatar never appears without other lawful good greater gods being consulted, and only does so at times of extreme peril for lawful good or major elements of creation.

Statistics: AL Ig; WAL Ig (couatl); AoC community, peace, learning, parenthood; SY uroboric couatl.

Jazirian's Avatar (Wizard 20, Priest 20)

The avatar appears as a vast rainbow-colored couatl, sinuously winding his way through the air or rotating as a great snake with its tail in its mouth. (S)he uses spells from all spheres and schools.

Str 19 Int 22 Dex 21
Wis 25 Con 22 Cha 25
AC -5 MV 30 fl 60 SZ G (30-200')
HP 192 HD 24 MR 80%
#AT 1 (2) THACO 4 Dmg 3dl0 (bite) 3dl0 (constriction)

Special Att/Def: The avatar's bite is poisonous if he so chooses (save versus poison at -8 or die immediately). The avatar can attack with an effective grapple each round; any victim grappled is helpless in the snake's coils and is crushed for 3dl0 hp per round. The avatar radiates awe to 120', such that no being seeing him/her and failing a saving throw versus spell at -4 can attack the avatar unless attacked first. The avatar is immune to all spells below 4th level, poison, paralyzation and petrifica-tion, All death magic, illusion/phantasm spells, and he cannot be affected by mind-controlling spells. Only weapons of +3 or better enchantment can affect the avatar.

# Gods of the Dark Folk

## Cegilune (Lesser Goddess)

Cegilune is the patron goddess of hags, including the wretched Night Hags of Hades whom she rules from her filthy bone-strewn cave halfway up a vast mountain of dead black rock. Cegilune stirs a great iron cauldron within her catacombs, below a small glowing replica of a full moon which hovers in the air above it, and she feeds larval souls and stolen magical treasures into her vessel to bring forth all manner of horror and evil. Cegilune rules the Night Hags with an iron grip, and she sends them forth to bring larvae for her own use and for trading with tanar'ri and liches who are forced to deal with her for their own needs. Even the great Lich-Lord Mellifleur would not dare attack Cegilune, for she has soul gems with powerful magical chain contingency spells (see Tome of Magic) buried in secret places which are hidden from his chilling gaze, and she is virtually indestructible with such protections. Cegilune begrudges each and every larva she trades to the infernal powers of the Abyss, but she has need of magic to sustain her own wretched being, and trade she must. She has no allies, although the evil giantish gods have had dealings with her; she has many enemies among the sylvan pantheon, since she often preys on faerie creatures.

Role-playing Notes: Cegilune's avatars are very frequent visitors to the Prime Material Plane. Her primary purpose is always the capture of evil souls as larvae (see Monstrous Compendium: Outer Planes) which are virtually her currency in trade in Hades. Her own Night Hags stalk such souls, but Cegilune is distrustful and ever avaricious and enjoys watching creatures die so that she can take their souls.

Cegilune's avatar may also visit coveys of hags to extract information from them. Worldly hags have no love of the crone, but dare not refuse her demands for information and, sometimes, magical items they have stolen from their own victims. Sometimes she may feast on flesh with such a covey; swanmays are her favorite food, although she also delights in the raw flesh of a powerful male human fighter whom she has dismembered with her own iron-hard talons.

Finally, Cegilune's avatar visits a small number of sacred sites-stone circles and standing stones-in some worlds to conduct obscure magical rituals about which she is intensely secretive. She will usually be accompanied by ld4 Night Hags prowling the surroundings at such times, and will have placed many hag eyes (see below) to keep watch over the area. These rituals usually take the place at the full moon, and may be preceded by hunting forays in which the avatar captures and renders helpless suitable sacrificial victims (swanmays, rangers, druids and sylvan creatures).

Statistics: AL ne; WAL ne (hags); AoC larvae, hags, the Moon; SY cauldron.

Cegilune's Avatar (Illusionist 12, Priest 12)

The avatar appears as a filthy, hateful hag with mottled yellow-brown skin and patches of lank hair which flake away from her alopecial scalp. She always carries a small iron pot,

by which she is recognizable even if she has used change self to appear instead as a young human or elven female or a homely old lady. Very rarely she chooses to appear as a scruffy goblinoid. Her priest spells are chosen from all spheres save chaos, law, and war, and she can only use reversed forms of spells from the spheres of healing, necromantic magic, and sun.

Str 21 Dex l6 Int l7
Wis l8 Con 16 Cha l
AC -1 SZ L (10') MV 18 fl 60
HP 112 HD 14 MR 35%
#AT 3 THACO 7 Dmg d8+9x2 (claws) 4d4 (bite)

Special Att/Def: The avatar is immune to weapons below +3 enchantment, and to all illusion/phantasm and mind-controlling spells, and also to death magic and poison. She takes half damage from cold and acid attacks. The avatar saves with a -2 penalty against petrification attacks. She can change self at will, create a forcecage 4/day, and 2/day can use a death gaze against a single creature within 120' (save versus death magic at - 4 or be slain). Once per week, the avatar can wail as a banshee (groaning spirit).

On the day before, on, and following a full moon, the avatar adds 10% to magic resistance. Further, saving throws against her spells are made with a - 2 penalty, cumulative with any other modifiers which may apply. On the night of the full moon, she also can use a moonbeam spell which affects creatures caught within it as a symbol of insanity (usual save versus spells applies). On the day before, on, and following a new moon, the avatar loses 10% from her magic resistance and cannot employ her death gaze power. In worlds with more than one moon, these effects apply to the moon with the shortest lunar interval (unless another moon is specifically associated with evil in the game world).

The avatar's small iron pot can be used I/day each for the following purposes: (1) to draw forth d8+8 poisonous snakes (as per the sticks to snakes spell), (2) to draw forth a vial of poison with which the avatar can coat her claws (Class D poison, three successful claw attacks remove the venom, which otherwise evaporates after one hour), (3) to draw forth and throw up to 60' a web, and (4) to project a screen.

Lastly, the avatar will always have in a small beaded bag 2dl0 hag eyes (see the MoMsrrous Compendium entry for hags). These are the shrivelled eyes from her victims which are magically treated to enable the avatar to see through them as she wills, up to 10 miles away. The avatar may place these around an area where she is active to spy about the perimeter, but she is careful to conceal them, because each, if destroyed, causes ldl2 hp of damage to the avatar.

## Kanchelsis (Intermediate God)

Kanchelsis (known as Mastraacht in some worlds) is Lord of Vampires, a god to whom even the great Elder Vampires and Vampire Lords of Ravenloft give grudging respect (and fear). His origins in myth are shrouded in secrecy, but the avatar often takes half-elven form and travels with an elven or half-elven vampiric companion, so the dreadful secret of the Seldarine may indeed be a truth. Born of intermingled human and elven

blood, Kanchelsis knows blood to be the very essence of life and magic, the forces which sustain him. His Abyssal home is awash with blood, entire rooms of his mansion being formed from living sculptures and flows of blood perfumed with opiates and alkaloids; and the vampyres, nosferatu, and worse which share his home slaver after the unattainable delight he so meagerly and sadistically rations out to their ravening hunger. Kanchelsis is a split-natured deity: part of him is the Beast, a wild and ravening thing which runs with wolves, rips out throats, rends flesh, and gulps blood as fast as it can swallow. In this aspect, some wights have a reverence for his being. His other side is the Rake, a bon vivant who savors blood as others do wine; he is a seducer, a connoisseur, a lover of finery, an expert debauch. The Rake dominates when Kanchelsis feels well with his ways; the Beast, when he is moved to hot rage (rather than his usual cold hates and sadistic triumphalism).

Role-playing Notes: Kanchelsis' avatars often stalk the Prime Material in secret. They are hungry for blood, but the Rake has other goals, too. He values rare, precious wines; fine furs and gems; and opiate drugs and unspeakable depravities as a voyeur and sadist. The Rake may be found purchasing finery in a great human city, savoring dreadful sights in Drow settlements, or even stalking a paladin or lawful good priest in order to corrupt them. Rarely, the Rake may even visit a Prime Material vampire of great age and abilities, exchanging tales or magic; he has no priesthood, but a small circle of "friends" across the worlds know of him and a wary mutual respect exists. The Rake is 50% likely to be accompanied by a female companion who will be a powerful fighter or wizard (or, his favored vassal, a female half-elven fighter/wizard). Such a companion may herself be a vampire or simply charmed and powerfully controlled by mind-affecting magic, which the avatar strongly favors.

Statistics: AL ce; WAL n/a; AoC blood, debauch, magic, vampirism; SY bat with glowing red eyes.

Kanchelsis' Avatar (Wizard 10/18, Thief 14)

Kanchelsis' avatar has two forms as noted above: the Beast and the Rake. The Beast is a wild-eyed, toussle-headed human male, powerfully muscled, with taloned claws and an excessively hairy body. The Rake is a slim, elegant human or half-elven male with slender, long hands, a winning smile, and finely-chiseled features, always immaculately dressed. Transforming from Rake to Beast requires 1 round; transforming from Beast to Rake requires 1 turn during which the avatar must be undisturbed. The avatar can effect each transformation only once per day. He uses spells from all schools and is a specialist in Necromancy. Statistics given in parenthesis below apply to the Rake only.

Str 21(19) Dex 16 (18) Int 14 (19)
Wis 9 (19) Con 19 (18) Cha 13 (20)
AC -2 SZ M(6'6") MV 15 fl 60 (bat)
HP 136 HD 17 MR 20% (40%)
#AT 1 THACO 4(5) Dmg ld6+9(+7)(claws)

Special Att/Def: Many special rules apply to the avatar's two different forms. In both forms, he has the following powers: he is immune to sleep, charm and hold spells, paralyzation, and poison, and suffers half damage from cold and electrically based attacks. Only +3 or better weapons affect him. The avatar is not repelled by garlic and mirrors, and holy symbols have no special effects on him. He can be turned as a Special undead, but treat the turning priest as 4 levels lower than normal for this purpose. The

avatar can withstand 90 minutes of exposure to sunlight without adverse effects. He suffers double normal damage from holy water, but is immune to running water. Six times per day he can throw one pint of blood up to 40' to affect a 5' radius as a 10 HD fireball, or to dispel magic as a 20th-level wizard, or to blind victims for 2d6 rounds (saving throw vs. poison at -4 negates). He can summon lOdIO giant rats or bats if they are within one mile of him, at will. Other special attacks and defenses are modified by his form as listed below.
Spell Use: The Beast is a lOth-level mage, the Rake an 18th-level mage.
Gaze Weapons: The Beast can charm person or mammal by gaze (saving throw vs. spells at -6 negates); the Rake can charm person in the same way, at will. The Rake can also cause a creature of up to 16 HD/levels to sleep by gaze for 2dl0 turns, 3/day and can create domination by gaze 3/day (in both cases, save versus spells at -6 negates).
Gaseous Form: Only the Rake can become gaseous at will. In both forms the avatar becomes gaseous at 0 hp.
Regeneration: The Beast regenerates 6 hp/rd if standing on earth. The Rake always regenerates 4 hp/rd.
Sleep/Charm Resistances: The Rake halves elven and half-elven sleep/charm resistance to his attacks.
Wolf Summoning: The Beast can summon 3d6 wolves or worgs to serve him for 12 turns if within a mile, 3/day.
Animal Growth: The Beast can cast animal growth on wolves he has summoned, at will.
Shapechange: The Beast can transform into wolf or worg shape at will; the Rake, into giant bat form only.
Breath Weapon: The Beast can breathe a fog cloud 3/day and death fog I/day, the Rake breathes a cloud of obscurement \1 turn.
Additional Properties: The Beast can pass without trace at will. He can be detected by a Moon Dog or intelligent paladin's warhorse within 60'. The Rake can cast pyrotechnics, hypnotism and rainbow pattern 3/day each.

## Mellifleur (Lesser God)

Such a harmonious and pretty name belongs to the dire Lich-Lord, patron of evil liches, but nothing could be further from his nature. The god's constant purposes are twofold. On the one hand, he delights in guiding evil wizards and priests to become liches since his own power is increased with each such step into undeath. Second, he must counter the actions of the prime evil deity whose servant's divine ascension he usurped (see introductory material in this section) through the actions of his avatars. Mellifleur himself lairs in Gehenna, where, not unlike Cegilune, he hides many magical phylacteries which can sustain his being should he be overcome or magically trapped.
Role-playing Notes: Mellifleur's avatars rarely visit Prime Material liches; when they do, it is to study new spells or magic developed by those liches, or to gain information about his evil nemesis from lich-sages. He is forced to counter his evil nemesis' actions on the Prime Material, though, and when so doing with his avatars they are paranoically fearful. His avatars do not regard a counter-attack as the best form of defense; rather, they prefer

to attack first, before the thought of attacking them has even occurred to a potential adversary.
Statistics: AL ne; WAL n/a; AoC lichdom, magic; SY crystal vial in a skeletal hand with ring on fourth finger.
Mellifleur's Avatar (Wizard 25)
The avatar appears as a typical lich, although its black robes are clean and in good repair. Its eye sockets hold a pair of glowing green gems.
Str 18/00 Dex l7 Int 23
Wis l9 Con 16 Cha l
AC -2 MV 12 SZ M (6')
HP 120 HD 15 MR 40%
#AT 1 THACO 5 Dmg 2dl0 (chill touch)
Special Att/Def: The avatar is immune to weapons below + 2 enchantment and to mind-affecting, paralyzing, cold and electrically based attacks, insanity, death magic, petrification and polymorphing. Those of 8 HD/levels or below who see him must save vs. spells or flee in terror for 6d6 rounds. His avatar is turned as a Special undead, but the priest making the attempt is treated as 4 experience levels lower for the purpose of turning. The avatar's left gem-eye can project a cone of cold 2/day and the right gem-eye can project a symbol of insanity 2/day, both effects at 25th level of magic use. The avatar wears a robe of stars which can act as a robe of scintillating colors when he so wills, a ring of shooting stars, and possesses a sphere of annihilation under the avatar's automatic mental control.

## Squerrik (Lesser God)

The cowardly and physically weak Squerrik lairs in an endless series of burrows and tunnels, infested with traps, below one of the plains of Gehenna. He is a fearful creature who ever seeks protective magic, disguises, and items for keeping his enemies at bay (not that he has many; most other deities don't consider him worth bothering with).
Role-playing Notes: Squerrik feels little emotion for wererats, and is uncaring about his own shamans, not sending any omens or warnings to them. Rarely, he may dispatch an avatar to lead a very large group of wererats out of their subterranean lairs to attack, loot, and pillage a surface community weakened by war, seige, or some other adversity. More often his avatars seek protective magical items for the god's use. The avatars are always cowardly and seek to escape combat if faced with a powerful enemy.
Statistics: AL le; WAL le (wererats); AoC thievery, disguise, concealment; SY rat's head with bared yellow teeth.
Squerrik's Avatar (Thief 14)
The avatar appears in ratman form, dressed in filthy leathers and cotton pants.
Str 14 Int l9 Dex l9
Wis l3 Con 13 Cha l2
AC 2 SZ M(5'6") MV 18
HP 96 HD 12 MR 5%
#AT 1 THACO 9 Dmg ld6 +3 (shortsword)

Special Att/Def: The avatar is immune to poison, disease, and paralyzation. Nonmagical weapons do not affect the avatar. He spider climbs at will and has 95 % skill ratings for moving silently, hiding in shadows, and spotting traps. Three times per day the avatar can change self and I/day each he can: summon lOdIO giant rats if within one mile, cause disease, dimension door, cause contagion and cast rope trick. He has a shortsword +3 of quickness and a cloak of displacement.

The Shamans

Squerrik's shamans may only memorize and use their spells in ratman form. They are not organized into any heirarchy, but lower-level shamans learn from higher-level ones and must show them respect and deference (and make offerings of treasures). Wererat shamans must be self-protective. They actively acquire protective magic and anything that aids their skills of concealment and disguise.

Requirements: AB Dex 13; AL le; WP any; AR as thieves; SP all, animal, charm, necromantic (rev), sun (rev); PW 1) 5%/ level skill in hide in shadows and move silently; TU nil; LL 5; HD 2 hp/level; Shamans only.

## Balador (Lesser God)

Balador is a protector-god, watchful over forests and woodlands, rather seclusive and shy but encouraging his followers to share their community and living space by good relationships with rangers, druids, and sylvan creatures. The god himself roams the Beastlands, taking his food from the rivers and lakes, and sometimes persuading other deities to brew the honeyed mead he enjoys so much. Balador is not smart, nor is he swift, but he is wise, tolerant, and patient, and he is powerful when roused to anger. His only enemies are the deities of evil lycan-thropes.

Role-playing Notes: Balador's avatars may wander Prime Material deep forests hunting and playing with other werebears, especially the very young. Meetings with Father Bear are the subject of many werebear tales. He often sends avatars to oppose those of the evil lycanthropic deities.

Statistics: AL cg; WAL cg (werebears); AoC werebears, protection, fraternity; SY pitcher of mead.

Balador's Avatar (Fighter 12, Druid 12)

Balador's avatar usually appears in ursine form, although he can also appear as a tall, tanned, handsome human male ranger. He uses spells from druidic spheres, plus protection and sun.

Str 18/00 Int l4 Dex l3
Wis l8 Con 18 Cha l6
AC O MV 12 SZ M/L(6'/11')
HP 120 HD 15 MR 15%
#AT 3/2 or 3 THACO 5 Dmg 1d8 +3(longsword)+6 or 2d8+6x2 (claws) and 4d4 (bite)

Special Att/Def: The avatar is immune to poison, disease, paralyzation, illusion/phantasm spells, and nonmagical weapons. He can cure disease or critical wounds by licking 3/day each and roar to create fear (as wand) I/day, in ursine form only. In ursine form, if both paws hit the same opponent in the same melee round, the bear will hug for 2dl2 +6 hp/rd

of automatic damage thereafter and also inflict maximum damage with his other attacks. The chance for breaking free is one-third of a creature's bend bars percentage. As a ranger, he carries a longsword +3 which inflicts double damage on evil lycanthropes and goblinoids.
Priests: Balador has no priests of his own, but werebear-priests do exist; they worship their own gods and receive spells from them. They also revere Balador, because his entreaties to the gods on their behalf make it possible for them to remain priests. Almost invariably, a spell-providing god is neutral good or chaotic good, or perhaps a neutral sylvan/nature deity.

## Ferrix (Lesser Goddess)

Ferrix is the insatiably curious goddess of weretigresses. She enjoys knowledge for its own sake and has accumulated a great store of knowledge, but unlike her brother she is not wise and does not separate worthwhile and trivial knowledge effectively. Despite her alignment she too roams the Beastlands, hunting and prowling (and demanding adoration from other beings as so many felines do). She is vain and often playful, but she can be cruel with prey and spiteful and vicious if teased or mocked.
Role-playing Notes: Ferrix' avatars are common visitors to the Prime Material for a variety of purposes. She may simply come to play with other weretigresses, or sometimes to mate with a male weretiger. She may come out of curiosity regarding almost anything from a hidden magical secret to an old temple ruin, or just to view some unusual geological formation or a magical tree buried in a deep forest. Ferrix' avatars are curious above all and will rarely offer hostility to those they encounter. But she has a habit of stalking creatures as if they were prey to see what their reactions are, which can lead to misunderstanding and conflict if the creatures stalked are over-fearful or aggressive. Flattery goes a long way with the avatar, as does the gift of a beautiful gem (appearance matters more than value).
Statistics: AL n; WAL n (weretigresses); AoC play, curiosity, hunting; SY green cat's eyes.
Ferrix' Avatar (Fighter 14, Druid 9)
The avatar usually appears in hybrid form, but she also hunts as a tigress. In either form, her fur has an exceptionally beautiful honey-brown sheen. She uses spells from standard druidic spheres, plus charm and combat.
Str 18/00 Int l7 Dex l7
Con 17 Cha l9 Wis l3
AC O SZ L(8'-12') MV 15 + special
HP 120 HD 15 MR 20%
#AT 3 THACO 5 Dmg 2d4 +6 x2 (claws) 4d6 (bite)
Special Att/Def: The avatar is immune to poison, disease and paralyzation, and nonmagical weapons. No natural feline will attack her and she can charm feline at will, and can also charm person or mammal 3/day (saving throw to negate is at -4). She can leap forward up to 30', up to 15' horizontally, and up to 15' backward in a round in addition to making attacks; if she leaps she gains the benefits of boots of striding and

springing. If both her front paws strike an opponent in the same melee round she can rake with her back paws for an extra 3d4/3d4 points of damage. Once per day her growl can create fear (as wand), and once per day her purr can create emotion (calm), while her lick can cure critical wounds 3/day. She wears a tiger-eye ring of human influence on her right front paw.

## Daragor (Lesser God)

Daragor is the bestial god of evil lycanthropes-werewolves and seawolves being his preferred creatures. This hateful god wanders the Lower Outer Planes, picking off whatever prey he can. He has enmity for all other deities of lycanthropes, and virtually everything else he comes across. Daragor is simply savage, bloodlusting, and elementally vicious.

Role-playing Notes: Daragor's avatars will roam the Prime Material when they can, hunting any prey he can feast upon. He enjoys disabling prey by attacking limbs to prevent movement and escape, and then rending his prey alive. The avatar stalks werebears for sport, but while he does not fear Barador he has a healthy respect for that god's strength and will flee if opposed by an avatar of the werebear god. Also, Daragor's avatar will stalk paladins and priests of lawful good and/or sylvan deities. He seeks simply to kill them and consume their flesh, which has a stimulating effect upon him.

Statistics: AL ce; WAL ce (werewolves, seawolves); AoC marauding beasts, bloodlusts, pain; SY werewolf's head.

Daragor's Avatar (Fighter 14)

The avatar can appear either as a great grey-furred wolf or as a monstrous seawolf, distinguished by his glowing red eyes and bloodstained paws and maw.

Str 18/00 Int 1O Dex l7
Wis 8 Con 17 Cha l
AC -1 SZ L (12'long) MV 36 (12, sw 27)
HP 120 HD 15 MR 15%
#AT 2 THACO 4 Dmg 4d6 (bite)

Special Att/Def: The avatar is immune to poison, paralyza-tion, and nonmagical weapons. If he kills a creature of 6 + HD/ levels and spends one full round rending its flesh and drinking its blood, he regains ld8 + 3 hp of any damage he has sustained. If that creature is a paladin, or priest of lawful good and/or a sylvan deity, the avatar is affected as per a potion of invulnerability for 3dl0 turns thereafter. He charms lupine at will (wolfweres are immune but winter wolves are affected). As a wolf, he can summon 3d8 wolves, 2d4 werewolves, and ld4 winter wolves I/day for each type if within a mile. In seawolf form he can summon 2d4 + 2 lesser seawolves and ld4 +1 greater seawolves I/day for each type if within a mile. The avatars howl can create fear (as wand) 3/day (save versus wands at -4 to negate). In wolf form, the avatar cannot be entangled or have his movement slowed by any nature-affecting spells (such as interposed plant growth, etc., but a spell such as web could restrict movement in the usual way). In seawolf form, the avatar can water breathe freely and also water walk I/day for 12 turns.

## Eshebala (Lesser Goddess)

Eshebala is the wily and supremely vain goddess of foxwo-men, although she also favors wolfweres because of their hatred of werewolves. A denizen of the Abyss, she loathes and detests tanar'ri and other infernal inhabitants of other Abyssal planes because of their ugliness, stupidity, brutish nature, or any combination thereof. She has a collection of fine gems, jewellery, furs, skins, objets d'art, and the like, which are actually rather vulgar and flashy. She dwells alone and has no allies. She regards her brother, Daragor, as an oaf, although she does not actually hate him; her primary object of loathing is Ferrix. Two vain goddesses who preen and strut do not tend to get along well together.
Role-playing Notes: Eshebala's avatars visit the Prime Material for hunting and sport when she grows bored and jaded. She prefers to overcome victims through subtlety, not direct force. She especially enjoys capturing handsome males through illusions and charm, immobilizing her victim and then dispelling the charm before she kills and then eats the unfortunate, carving off flesh with a silver dagger. She sometimes visits females whom she has infected with lycanthropy for a gossip session, and demands to be the center of flattery and attention during such visits.
Statistics: AL ce; WAL ce (foxwomen); AoC vanity, charm, greed, cunning; SY vixen.
Eshebala's Avatar (Fighter 8, Illusionist 12)
The avatar appears in the hybrid (vixen) foxwoman form or as a charming, lovely young elven maid. She always wears rich jewellery and finery, and invariably carries has a decorated silver mirror for self-admiration.

| | | |
|---|---|---|
| Str 18/10 | Dex l8 | Int l6 |
| Wis l7 | Con 15 | Cha 20 |
| AC O | MV 15/21 | SZ M(5') |
| HP 112 | HD 14 | MR 20% |
| #AT 3/2 | THACO 7 | Dmg ld8 +2 (longsword) +3 |

Special Att/Def: The avatar is immune to poison, paralyza-tion, nonmagical weapons and all enchantment/charm and illusion/phantasm spells. She can pass without trace in a rural environment, and if she escapes into undergrowth is 95% unde-tectable when seeking to hide or evade pursuit. She can sing and create lethargy as a wolf were for 3d4 rounds 3/day, and can charm person at will. She employs a longsword +2.
The avatar is always accompanied by ld4 +1 charmed male servitors. Determine their nature from the Monstrous Compendium entry for Lycanthrope, Werefox, but these sidekicks will be of levels ld6 +3 and will all be 90% likely to possess a magical hand weapon, 70% likely to possess appropriate magical armor, and be 10% per level likely to possess ld2 suitable minor miscellaneous magical items (DM's choice).

# Gods of the Dragons

## Io (Greater God)

Io, Swallower of Shades, shine in the face of your servant, for he worships you in the morning, he propitiates you in the evening. I breathe the air, the North Wind which comes from you, Be content, Lord of the Gods, for you are exalted in the firmament, and your rays over my breast are like the day.
-Invocation of Persephariel, Great Gold Wyrm
This is the tale as Dragon-sages speak of it:
Io, the Ninefold Dragon, the Concordant Dragon, the Great Eternal Wheel, moves his majestic form silently through the planes and crystal spheres, through the ether and detritus of the worlds, and he is content. lo is the Creator of all dragonkind, father of the Sleeping Deep Dragons whose spirits lie at the core of many worlds still, the god whose blood, thoughts, and life force established the ground for creation and sustain it still. Just as lo's role in the creation of the multiverse cannot be understated. neither can his unimaginable size. A single scale on the Ninefold Dragon is larger than the greatest mortal dragon which has ever flown in his skies. lo remembers everything which has happened in every world which exists, he knows all spells, owns at least one of every magical item which has ever existed, and through his singular skill as an astronomer and astrologer, he knows all the future holds.
So, why do many myths which other races have of creation not feature great lo? Because the nature of his role in creation is deep and implicit in establishing a substrate for other powers. We Dragon-sages make a distinction between the Two Voids; the first Void. wherein onlylo had existence, and the Shadow Void, where lo's willingly shed blood created the potential for existence and creation to come into being. Most non-dragon races only know of the Shadow Void. and they do not know of the earlier time outside time when only the Ninefold Dragon existed.
Are the Dragon-sages correct? If they are/ they speak of the inner mystery of the very universe itself. Some secrets may be beyond language and comprehension. Not even this tome can speak of them. Who can say?
Role-playing Notes: lo is of pure Neutral alignment and also of all alignments transcended by pure neutrality. His avatars appear in all alignments, and exceptional and wise dragons of all alignments revere him in the appropriate aspect. They only manifest on the Prime Material plane when affairs absolutely crucial to the survival of part of dragonkind, or a great globe-spanning conflict, are involved. Be unbelievably careful with using any avatar of lo. Such an appearance could change a world irrevocably. In a conflict situation, few creatures could possibly hope even to flee for survival from this avatar, let alone offer it any kind of opposition save for a great army or a very high-powered group with truly powerful magic!
The avatar may appear on some mission to worlds which have Deep Dragons asleep in the core of the earth (if they exist in the DM's game world and he/she wishes to use this myth), communing with their spiritual forms. Because many worlds do not have these deep denizens, this idea is left for the DM to develop if he/she so wishes.
Io may, very rarely, manifest part of his being by communicating with an exceptionally wise or intelligent mortal being by drawing the astralbody to fly with lo's avatar in the Astral plane. This is recalled by the being as a wondrous inspirational dream, and lo's

symbol may appear to mark the event on some hidden part of the body-the crown of the head, below hair, below a fingernail, or some similarly subtle place.
lo's Avatar (Wizard 20, Priest 20)
The avatar appears as a vast dragon with blue scales edged with silver and dark purple. This applies to any of the five functional forms the avatar can take (Ig, ng, ln= gold; cg, cn= brass; le, ne= blue; ce== red; n= special).
Str 24 Dex 24 Int 25
Wis 25 Con 25 Cha 25
AC -14 SZ G (800') MV 60 fl 360 br 60 sw 120
HP 200 HD 25 MR 95%
#AT 3 + special THACO special Dmg 3d8 +12 x 2 (claws) 12d8 (bite)
Further Statistics: Treat Io's avatar as a Great Wyrm of the Gold Dragon variety {Monstrous Compendium), with the following modifications/additions:
Symbol: Eight-pointed star with central rising spoke.
Size: Body length 440', tail length 360'.
Breath Weapons: The avatar uses the breath weapon capabilities of the functional form the avatar has. If the avatar is pure neutral, it can use cone of cold, cloud of fire, and lightning bolt forms of breath weapon. All breath weapon ranges and areas of effect are increased by 50% above those normally used. Saves versus the avatar's breath weapon are made with a -6 penalty. Base breath weapon damage is 24d20+24.
Spells: The avatar uses spells from all spheres and schools.
Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 7th level/ and to poison, paralysis, petrification, death magic, mind-affecting and controlling spells, spells such as imprisonment and trap the soul, and even to wishes if these are used to affect its true nature (e.g. , the alignment of an avatar could not be changed by this spell, nor could it be feebleminded, etc.). The avatar takes half damage from cold-, fire- and electricity-based attacks. Weapons below + 4 enchantment do not affect the avatar.
Fear: The avatars radius for fear is 200 yards. Creatures of up to 6 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a -6 penalty.
THACO: The avatar's base THACO is 2. It hits any AC on a roll of 5 + on a d20. A bite swallows any creature whole, killing instantly and destroying all equipment, on a roll of 10 +.

## Tiamat (Lesser Goddess)

Avaricious, supremely vain, and profoundly Lawful Evil, Tiamat proclaims herself the creator of all of evil dragonkind, and certainly many evil dragons revere her as their creator and patron deity. She infests the uppermost of the Nine Hells with her consorts, each a Great Wyrm of different color-one red, one white, one green, one blue, and one black.
Whether or not Tiamat is truly the creator of evil dragons is a subtle question. As lo contains all alignments, evil is born from within him, and in this sense Tiamat is not a

prime creator. However, she may have been in some sense a midwife of the coming of evil dragons into the world, as Bahamut is often seen as the force who drew good dragons from lo's being. She keeps an active and eager watch over evil dragonkind and ever stirs them to further avarice, pride, and wickedness. She herself is hateful, spiteful, never forgetting any kind of slight, and she enjoys such wretched pastimes as torture, bickering, and fighting among her consorts, as well as destroying valuables and treasures which her avatars bring to her, sometimes as offerings from mortal evil dragons.

Tiamat's relations with the baatezu that populate the Hells and stray into her realm at times is the subject of considerable speculation by sages. Traditionally, she has been seen as repulsing them and attacking them, but as the tanar'ri have made a breakthrough into the Prime Material plane as alternative gods for lizard men, gnolls, and others, it may be that baatezu lords are trying to arrange some pact with her, to enable them to plane shift and serve evil dragonkind. This does not seem to have come to fruition yet because of the excessive demands made by Tiamat. If it ever does, woe betide many worlds spinning in the ether....

Role-playing Notes: As a special note, the statistics for Tiamat below are not suitable for DRAGONLANCE(r) campaigns since there Tiamat is strongly identified with Takhisis and DRAGONLANCE Adventures presents summary statistics for that deity.

Tiamat's avatars is fairly active on the Prime Material plane. She visits powerful evil dragons (especially red dragons), demanding worship, homage, and offerings. She has been known to lay waste to an area with her breath weapons, to enable evil dragons to populate the area after driving off any sentient creatures in or near the lands. Bahamut often tries to stymie such carnage and destruction, which enrages her.

Tiamat's Avatar

The avatar appears as a gigantic five-headed dragon with one head of each of the chromatic (evil) dragon types. Each head's color runs the length of the neck and into the forepart of her body as stripes/ gradually blending to three stripes of gray, blue-green, and purple over her back and hind-quarters/ then merging into a muddy dark brown tail. Her underbelly and legs are greenish white fading into her upper body colors.

Dex 20 Wis 20 Str 21
Con 23 Cha 24 Int l9
AC -12 SZ G (500') MV 18 fl 90 sw 30
HP 160 HD 20 MR 75%
THACO special #AT 6+ special Dmg 2dl2 (tail) + see below

Further Statistics: Use the additional statistics which follow:

Symbol: Five-headed dragon.

Size: Body length 280', tail length 220'.

Breath Weapons: Each of Tiamat's five heads uses a separate breath weapon, 3/day each; damage is listed separately below. All saving throws versus the avatar's breath weapons are made at -4.

Spells: The avatar uses spells from all spheres and schools save the spheres of chaos and sun, and she can only use reversed forms of healing and necromantic spells.

Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 5th level, and to poison, paralysis, death magic, and mind-affecting and controlling spells. The avatar takes half damage from cold-, fire-, and electricity-based attacks. Weapons below +2 enchantment do not affect the avatar.

Fear: The avatar's radius for fear is 140 yards. Creatures of up to 5 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a -5 penalty.
THACO: The avatar's base THACO is 3. It hits any AC on a roll of 8 + on ld20 with its red and blue heads, and on a roll of 9+ with any other head. Note that Tiamat's bulk and balance prevents her from using claw attacks.
Tiamat's Five Heads
In the table below, the following statistics for Tiamat's five heads are listed:
Slay: This is the total number of hit points of damage a head can sustain before being destroyed (the avatar regenerates the head in 12 hours). Damage specifically inflicted on a head does not affect the general body total.

| Head | Slay | Breath | Bite | Spells (W/P) |
|---|---|---|---|---|
| Blue | 56 | 14dl2+14 | 7d8 | 444441/22221 |
| Red | 52 | 13dl2+12 | 6d8 | 2222221/222211 |
| Green | 52 | 13dl2+13 | 6d8 | 4221/221 |
| Black | 48 | 12dl2+12 | 5d8 | 4221/221 |
| White | 44 | lldl2+ll | 4d8 | 421 |

Breath: The number shown is the damage for the breath weapon for the head in question-
Bite: This is the damage caused by a successful bite. Spells (W/P): These are the spells usable for each head, tabulated as number and level (e.g./ 222 means two spells each of 1st through 3rd level). Spells before a slash (/) are wizard spells, and those after the slash are priest spells. If there is no slash, only wizard spells are used.

## Chronepsis (Intermediate God)

Chronepsis is the draconic god of fate, death, and judgement. In his mausoleums in the plane of Concordant Opposition, the god has an infinite number of hourglasses which trickle out the lifespans of all dragon mortals and deities. Chronepsis knows the future and the fate of all of creation at the end of time. He is silent, unconcerned, dispassionate, and of absolute Neutral alignment. No dragons revere him; all respect him.
Role-playing Notes: Chronepsis' avatar will attend (in improved invisibility form) at the death of a truly exceptional Great Wyrm, greeting the spirit into the afterlife and sending it on to its Outer Plane journey, following it as it goes. The avatar may also periodically watch over the great graveyards present on some worlds, where dragons go to die, attacking any intruders or looters with his full and terrifying range of lethal attacks.
Chronepsis' Avatar (Wizard 14, Priest 22)
The avatar appears as a (usually) small, black dragon with decaying skin through which yellowed bones poke out in places. A magical brass harp (6' high) hovers above his head.

| | | |
|---|---|---|
| Dex l9 | Wis 25 | Int 24 |
| Con 21 | Cha 24 | Str l9 |
| AC -10 | SZ varies | MV special |
| HP 160 | HD 20 | MR 115% |
| #AT 3 + special | THACO special | Dmg all special |

Further Statistics: Again, treat the avatar as a Great Gold Wyrm with the following modifications/additions:
Symbol: Brass scales below a harp.
Size: Varies from 60-600' at will, 60% body, 40% tail.
Breath Weapons: The avatar has a single breath weapon, usable 6/day, and a 100' cube of disintegration (living matter only). Saving throws versus the effect are made at -1 per HD/level below 16.
Spells: The avatar uses spells from all spheres and schools.
Magic Resistance: The avatar has the same immunities and resistances (save base MR) as lo's avatar; use lo's entry above.
Fear: The avatar's radius for fear is 300 yards. Creatures of up to 8 HD/Ievels are automatically affected; those allowed a save versus spell to negate do so with a - 8 penalty.
THACO, Special Damage: The avatars base THACO is 2. It hits any AC on a roll of 7 + on a d20- Those who are touched by a claw die instantly unless they save versus death magic (save modified by HD/level as for breath weapon); those who are bitten are irrevocably destroyed on a roll of 10+, and die on a lower hit roll unless they save versus death magic (modified by HD/level as above).
Special: The magical harp above the dragon's head plays as the avatar wills and can create any of the following effects in a 50' radius: emotion (calm), symbol of persuasion, wall offeree. The avatar can slay living at will.

## Faluzure (Lesser God)

The terrifying Night Dragon picks at the wasteland of bones scattered about his burrow in Tarterus, his mindless juju zombie servants slaying any creature foolish enough to approach. Faluzure is a wretched, creeping thing no longer able to fly, but he has a terrible beauty nonetheless. Faluzure is a Neutral Evil lord of energy draining, undeath, decay, and exhaustion; he hates Bahamut and Tiamat equally, and hates and fears Chronepsis.
Role-playing Notes: Faluzure's avatars stalk some worlds seeking powerful, wise, or exceptional beings to energy drain. He steals corpses for ghastly necromantic experiments in Tarterus. All dragons fear him save shadow dragons, who revere him.
Faluzure's Avatar (Illusionist 14, Priest 18)
The avatar appears as a vast, sleek, beautiful dragon with silver-edged scales of midnight blue and vestigial wings, but he may also be polymorphed into a handsome human or comely elf.
Str 21 Dex 20 Int24
Wis 21 Cha 24 Con 23
AC -16 SZ G (520') MV 18 br 12
HP 136 HD 17 MR 100%
#AT 3 + special THACO special Dmg 2d8 +9 x 2 (claws) 8d8 (bite)
Further Statistics: Treat Faluzure s avatar as a Great Wyrm of the Shadow Dragon variety {Monstrous Compendium: Greyhawk}, with the following modifications/ additions...

Symbol: Draconic skull.
Size: Body length 290', tail length 230'.
Breath Weapons: The avatar can breathe 6/day in a 30'x40'x50' cloud; victims are drained of IdIO life energy levels (save at ~5 for half this loss). Any creature reduced to zero level or below becomes a juju zombie controlled by the avatar. His breath also causes disease (saving throw versus poison at -5 to negate) which is fatal in 2d4 hours unless cured by a priest of level 12 +.
Spells: The avatar uses spells from all spheres and schools, but may only use reversed sun, healing, and necromantic spells.
Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 5th level, and to poison, paralysis, petrification, death magic, and mind-affecting and controlling spells. The avatar is immune to cold- and electricity-based attacks and to weapons below +3 enchantment.
Fear: The avatar's radius for fear is 200 yards. Creatures of up to 7 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a - 7 penalty.
THACO: The avatar's base THACO is 3. It hits any AC on a roll of 9+ on a d20. Any hit causes paralysis and fear; saving throws versus spell are allowed for both effects at -5. If both saves are failed, the creature becomes insane.
Special: The avatar controls undead as a 20th-level priest. It can animate dead at will and summon shadow every other round.

## Aasterinian (Lesser Goddess)

Aasterinian is a cheeky, deeply chaotic deity who enjoys learning through play, invention, and pleasure. She is deter-minedly Chaotic Neutral, with tendencies to good. She enjoys disturbing the status quo, being shocking and innovative, jolting the staid into action. She is lo's messenger for lesser communications with dragons, but is definitely distractable. Chaotic (especially brass and copper) dragons revere her.
Role-playing Notes: The avatar often travels as a messenger to Great Wyrms from lo, or is off hunting some arcane knowledge she seeks for herself. She is playful, stubborn, and vain. She may mock or taunt very lawful creatures, using spells to embarass them.
Aasterinian's Avatar (Wizard 13, Priest 13)
The avatar appears as a huge brass dragon with a fcourqoise-sheened forehead bearing a golden star in the center.
Str 21 Int 22 Dex 22
Wis 21 Con 23 Cha 24
AC -13 SZ G (450') MV 48 fl 320 sw 90
HP 160 HD 20 MR 80%
#AT 3 + special THACO special Dmg 2d8 +9 x2 (claws) 7d8 (bite)
Further Statistics: Treat Aasterinian's avatar as a Great Gold Wyrm with the following modifications/additions:
Symbol: The Morning Star.
Size: Body length 250', tail length 200'.

Breath Weapons: The avatar uses the breath weapon capabilities of a Great Brass Wyrm, plus I/day the use of a cloud of spiral of degeneration (Quest Spell; see Tome of Magic-30' radius to a range of 120'). All other breath weapon ranges and areas of effect are increased by 20% above those normally used. Saves versus the avatar's breath weapon are made with a -4 penalty. Base damage for breath weapons is 21d20+21.
Spells: The avatar uses spells from all spheres and schools, save the sphere of law.
Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 5th level and to poison, paralysis, death magic, and mind-affecting and controlling spells. The avatar takes half damage from cold- and fire-based attacks. Weapons below + 2 enchantment do not affect the avatar.
Fear: The avatar's radius for fear is 100 yards. Creatures of up to 4 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a - 4 penalty.
THACO: The avatar's base THACO is 3. It hits any AC on a roll of 9 + on a d20. A bite swallows any creature whole, slaying it instantly and destroying equipment/ on a roll of 14 +.
Special: The magic resistance of the avatar is increased within one hour (before or after) dawn by +15%. Saving throws against her spells are subject to a - 2 penalty (cumulative with any other penalties) during this time.

## Bahamut (Lesser God)

Bahamut, Lord of the North Wind and ever-watchful for the cause of Lawful Good, sits unsleepingly in his palace in the Seven Heavens, surrounded by seven Great Gold Wyrms. Bahamut is an active deity, ever arguing the case against evil with lo, ever watchful against the actions of Tiamat. Bahamut values wisdom, knowledge, prophecies, and song and-by dragon standards-is neither vain nor desirous of treasure. Gold, silver, and brass dragons revere Bahamut.
Role-playing Notes: Bahamut's avatar is watchful for lawful good creatures in peril, offering aid, recuperation, and knowledge, but does not act directly in the Prime Material plane unless to check Tiamat. He is stern, very disapproving of evil, and will not tolerate any offense offered by evil creatures, although he will usually polymorph them rather than kill them.
Bahamut's Avatar (Wizard 16, Priest 16)
The avatar appears as a vast platinum dragon. However, he is fond of appearing as an old, frail man.
Dex 21 Wis 23 Con 24
Cha 24 Str 23 Int 22
HP 176 HD 22 MR 85%
AC -14 SZ G (500') MV 48 fl 300 sw 90
#AT 3 + special THACO special Dmg 2d8 +ll x 2 (claws) 9d8 (bite)
Further Statistics: Treat Bahamut's avatar as a Great Gold Wyrm with the following modifications/additions:

Symbol: The Pole Star above a milky nebula.

Size: Body length 280', tail length 220'.
Breath Weapons: The avatar uses the breath weapon capabilities of a Great Gold Wyrm, plus a sonic disintegration effect (as for a cone of cold), affecting up to 40 HD/levels of creatures. Saving throws versus Bahamut's breath weapons are at -4. Base breath weapon damage is 22d20+22.
Spells: The avatar uses spells from all spheres and schools, save the sphere of chaos.
Magic Resistance: In addition to standard MR, the avatar is immune to all spells below 6th level and to poison, paralysis, pet-rification, death magic, mind-affecting and controlling spells, and even to limited wishes if these are used to affect its true nature (e.g., the alignment of an avatar could not be changed by this spell, nor could it be feebleminded, etc.). The avatar takes half damage from cold-, fire-, and electricity-based attacks. Weapons below + 3 enchantment do not affect the avatar.
Fear: The avatar's radius for fear is 140 yards. Creatures of up to 5 HD/levels are automatically affected; those allowed a save versus spell to negate do so with a ~5 penalty.
THACO: The avatar's base THACO is 2. It hits any AC on a roll of 7 + on a d20. A bite swallows any creature whole, killing it and destroying all equipment, on a roll of 12 + .

# Gods of the Eagles

## Remnis (Lesser God)

Remnis, great lord of eagles, flies the planes of elemental Air, Concordant Opposition, Nirvana, Limbo and Elysium. He hunts in the Beastlands and perches atop Mount Olympus. With eyesight stretching to the horizon, the god awaits the call to service- Remnis is the mount of many sky gods in human and demi-human pantheons. He provides untiring service and brave, loyal aid in combat in return for the gods allowing his offspring isolated, safe living habitats. He is intelligent, wise, and a great hunter. His endless flights and vision show him many secrets which, in turn, he reveals to those he serves. He is also on excellent terms with Syranita and Aerdrie Faenya. Remnis does not have any especial enemies.
Role-playing Notes: Remnis sends avatars of his own accord fairly rarely, usually to hunt some magnificent beast or hunt down an evil, marauding creature. His avatar serves as a mount for many good- or neutral-aligned sky gods and members of the Seldarine. He also watches over communities of giant eagles very jealously, and his avatar may appear to drive away creatures intending to attack eagles, steal their eggs, or likewise threaten them. His avatar may appear as an omen to giant eagles, alerting them to danger. Rarely, the avatar will appear to take a final flight with a very old and wise eagle approaching the time of death, and he may advise that eagle on which of the younger members of a community should take over the role of leader when the elder dies.

Statistics: AL n(g); WAL n (giant eagles); AoC giant eagles. sky, service; SY giant eagle's head with green eyes.
Remnis' Avatar (Paladin 14, Priest 7)
The avatar appears as a gigantic golden eagle with glowing green eyes and a 55' wingspan. He uses spells from the following spheres: all, animal, combat, divination, healing, protection, sun, weather.
Sir 18/00 Int 19 Dex 16
Wis l8 Con 18 Cha l9
ACO MV fl 90 SZ H (20' long)
HP 120 HD 15 MR 20%
#AT 3 THACO 5 Dmg dl2+6/dl2+6 (talons) and 2dl2 (beak)
Special Att/Def; The avatar is immune to poison, paralyza-tion, and all spells which directly negate or adversely affect flight (leuitation, web, etc.). The avatar can create fear in natural avians at will, and such creatures will never attack him. With a wingbeat, he can create each of the following effects 1/day:
fear 20', firestorm, ice storm, repulsion (30' radius).

# Gods of the Giants

### Annam (Greater God)

Annam is The Prime, the Great Creator, the fertile progenitor of worlds. He fathers other gods, creates worlds, and provides the tools for others to create upon his substrates, and he is even said to be the creator of the elements themselves. Far across all times, planes, and worlds, Annam's greatness unfolds itself. His merest passing thoughts have given birth to worlds and the god is seen as being without peer.
Annam has a conflicted nature which proves to be his undoing. On the one hand, he is an all-knowing god of learning, philosophy, and deep meditations; Annam is omniscient, but he chooses not to know certain things, in his wisdom. But, against this vastly cerebral nature, one must set Annam's instinctual, even lustful nature. He is not a god for whom contemplations hold endless attraction. Annam is fertile and vigorous, and he makes a considerable number of mistakes when governed by his instincts. Thus, his son Stronmaus makes him proud and contented, but his other sons have been distinctly less of a blessing to him. Their endless schisms and bickering weary Annam and bring him depression and loneliness since he has no mate who is his equal. Hiatea makes him realize that his exclusive preference for male offspring was a mistake and that he realized his mistake too late. Perhaps the coming of evil to his creation was related to his fathering too many sons, among whom envy and jealousy were bound to give rise to evil, hatreds, and warped nature and bodies.
Annam has largely retreated from events in the Prime Material, grown weary of having to watch over countless worlds and conflicts. The god seeks solace in a demiplane of Concordant Opposition, which no other being, not even Stronmaus, can even locate, let

alone enter without Annam's permission (which he very rarely gives). There, Annam sits in an endless mansion with a great crystal tower wherein mobile models of all stars and planets whirl in perfect, silent motion, simulating the movements of the multiverse. No other living being has a home here. Perhaps above all, great Annam feels a sadness that he has no wife after all his conquests and consorts.

Role-playing notes: Annam will very rarely send an avatar to the Prime Material. If he does, it is because of some epoch-shaking event that will affect the course of history for an entire world, or at least a continent. In different worlds, Annam's avatars have observed the Rain of Colorless Fire, the Storms of Un-death, the passing of Netheril, and the Zephyrs of Unbecoming. If Annam had a role in them, he does not speak of it, and sages are left to devote their lives to documenting just a tittle of what has happened when the avatar has walked in their world.

And, of course, Annam does not grant omens, save, once in a lifetime, to his priest-kings. Such a priest, on attaining 10th level, may once in his life call for a precognitive vision from Annam after a period of ritual meditation not less than one month in duration. In these visions, the broad course of future history of the priest's race (or community, warband, etc.) is revealed to him.

Statistics: AL n; WAL n, ng, In; AoC magic, knowledge, fertility, philosophy; SY two hands, wrists together, with fingers facing downwards.

Annam's Avatar (Fighter 20. Wizard 18, Priest 20)

Annam's avatar appears as a giant of truly staggering size- white-haired, wearing a robe of midnight blue. He employs spells from all spheres and schools.

Str 25 Int 22 Dex 18
Wis 23 Con 24 Cha 23
AC -6 SZ G (60') MV 21 fl 36 sw 18
HP 200 HD 25 MR 70%
#AT 2 THACO 2 Dmg 7d8 (fists) +14

Special Att/Der: The avatar is immune to energy drains, strength drains, mind-controlling magic, petrification, paraly-zation, death magic, and weapons below +3 enchantment. He has a special weakness, however: a damaging blow struck directly on the crown of the avatar's head (a called shot with a - 8 penalty to the hit roll) will stun the avatar for one round, plus one-half round for each damage bonus point the striker has for exceptional strength, rounding down (thus such a blow from an opponent with 18/99 strength would stun the avatar for a total of 3 rounds; 1+ 5/2, rounding down).

By a simple wave of the hand, the avatar can create the following effects 2/day, each to a range of 200': bigby's crushing hand, earthquake, telekinesis (up to 1000 Ibs) and wall of force of double normal size. Effects are at the 20th level of magic use. The avatar mostly eschews magical items, carrying only a humble staff of power charged with ld4 wishes (in addition to being fully charged otherwise). The avatar has a base THACO of 2, but will hit any AC
on a roll of 8 + .

Duties of the Priesthood

Priests of Annam are extremely rare and many game worlds may not have any. They can only be cloud, storm, or stone giants, and they must be truly exceptional, having the blood of ancient/elder giants in them (DM's decision). They are rulers and kings,

possessed of and driven to greatness and magical prowess through acquisition of powerful magical items.
Requirements: AB Wis 17 Cha 16; AL n, ng. In; WP any; AR any; SP all, astral, charm, combat, creation, divination, elemental (all), guardian, healing, necromantic*, plant, protection, summoning, sun, thought, time, weather*; PW 1) stoneskin; 3) Cha raised to 18; 5) may use wizard spells from any two non-opposing schools, except necromancy and illusion/phantasm, as clerical spell of same level; 10) earthquake; TU turn at -4 levels; LL by race; HD dIO; Shamans no.

## Stronmaus (Greater God)

Stronmaus is the mighty giantish god of sun, skies, and weather. Given the decline in Annam's role, Stronmaus is increasingly the giantish god who watches over the affairs of all the giantish gods and may call them to account for wrongful actions, damaging dissension, and the like.
Stronmaus lives in a spectacular cloud palace in the Beastlands crarted from gold, platinum, gems, and marble, in which he has a magical opal pool which appears some 100' long to a viewer/ but which is of endless size when one swims within it. The waters of this pool can heal any creature Stronmaus chooses to allow to swim here, as well as effect restoration and regeneration. Stronmaus delights in swimming here with Trishina the dolphin goddess, with his sister Hiatea, and with Surminare the selkie queen. In the skies above his home, he rides the air currents with Aerdrie Faenya of the elves and Syranita the aarakokra goddess. Stronmaus takes pleasure in consorting with good deities of skies and seas, and he has many friends among them.
Stronmaus is a god in whom the power of life itself flows very strongly. Like his avatars, Stronmaus cannot help but be ever-smiling, and it is hard for him not to express his powerful energy in dramatic form. He delights in creating powerful storms in the Beastlands, revelling in the lightning and driving rain, whooping to the thunder he creates from his own magical hammer. This can be a terrifying spectacle for the unprepared, for the god is a very strong and powerful one and sometimes his joy in the elements makes him forget his own strength.
Role-playing notes: Stronmaus is active in sending avatars to the Prime Material plane since he is generally concerned with giantish affairs. Avatars may be disguised as ordinary storm giants, to meditate with storm giant shaman-priests of great power who always recognize the avatar for who he is. He will also send avatars to restrict the efforts of Memnor, for whom he has great antipathy. Stronmaus also enjoys sending an avatar to walk in isolated mountainous terrain, possibly visiting cloud giants and storm giants there, but mostly for the pleasure of walking in refined air and enjoying the elements. Stronmaus may send an avatar to help the good non-human sea and sea gods who he has befriended (the asathalfinare; see Gods of Seas and Skies) if their people are in serious danger. Finally, Stronmaus has some of his father's traits and is quite capable of despatching an avatar to woo and seduce some very comely giantess who has attracted his (certainly fickle) attentions.
Omens from the god take the form of storms and lightning, strangely shaped clouds which partly obscure the sun, and direct warnings of impending evils.

Statistics: AL ng (cg); WAL ng, cg (cloud and storm giants);
AoC sun, sky, weather, joy; SY forked lightning bolt descending from silver-lined cloud partly obscuring the Sun.
Stronmaus' Avatar (Paladin 20, Priest 16)
Stronmaus' avatar appears as a vastly tall, muscular giant with blue eyes and red-auburn flowing, wavy hair. The avatar wears a simple gold-edged white silk robe and always smiles. He uses priest spells from all spheres.
Str 25 Int l9 Dex 21
Con 24 Wis 22 Cha 24
AC -5 SZ G (45') MV 18 fl 48 sw 18
HP 192 HD 24 MR 60%
#AT 2 THACO 2 Dmg 6d8 +5 (hammer) +14
Special Att/Def: The avatar controls weather in a 10-mile radius at will and may call lightning 1/tum. He is immune to weapons below +3 enchantment, all magic which is mind-affecting, blinding and deafening attacks, death magic and energy drains, and all electrical attacks. Three times per day each, the avatar can cast a 20HD lightning bolt 10' wide and up to 160' long and a 20HD chain lightning effect. No non-evil avian or aquatic creature will attack the avatar, regardless of magical control, and any attempt to magically coerce such a creature into doing so automatically breaks the magical effect (charm, domination, etc.). The avatar carries a hammer of thunderbolts with all special powers (+5 enchantment and strikes any evil giant dead on a successful hit, no save). The avatar has a base THACO of 2, but hits any AC on a roll of 8 +.
Duties of the Priesthood
The cloud giant priesthood is a proud and organized one which must rid the skies of evil creatures. Each priest is expected to have at least one area of skill in music or the arts. Priests must be wealthy, dress well, and craft/possess fine jewellery. Quality of dress and jewellery is a sign of position within the heirarchy, so juniors should not dress too well.
Storm giants have to undertake an arduous personal initiation to become shaman-priests; this may involve fasting to the point of severe deprivation, travel to a sacred location and participation in extended meditation there, and the like. Such shaman-priests are solitary and have a great affinity with sky or sea creatures (as appropriate). They are visionaries, mystics, and meditators who treat each other as equals.
Requirements (Cloud Giants): AB Wis 15; AL ng, cg; WP any; AR any; SP all, animal, charm*, combat*, creation, divination, elemental (all), guardian, healing, necromantic*, summoning, sun, weather; PW 1) fly, double duration; 5) wind wall; 9} major creation; TV turn at -2 levels; LL 12; HD d6;
Shamans no.
Requirements (Storm Giants): AB Wis 17; AL cg, ng; WP any; AR any; SP as above, but add protection*, thought*, time"; PW 1) charm avians or natural sea animals (up to 30 HD); 5) after meditating for 1 hour, may summon a 12HD air or water elemental for 6 turns in subsequent 24 hours (water ele-mentals for sea-dwelling giants only); 9) vision I/week (deity never takes offense, re-roll a dice throw giving this result); TU turn at -2 levels; LL16; HD d6+l; Shamans must be "shaman-priests."
Hiatea (Greater Goddess)

Hiatea is a dual-aspect goddess, as her mythic history befits. Hidden by her mother in fear of her father Annam, she was raised by firbolgs. ignorant of her divine parentage. She thus has a strong affinity with community, agriculture, and the upbringing of the young, especially with her firbolg priests. However, on learning (from a messenger sent from her mother's death-bed) of her father's identity, she vowed to present herself to him as worthy of his acknowledgement. She undertook a series of arduous trials and quests, mostly in the woodlands where she honed her hunting skills. Thus, she has a much wilder (and more neutral-aligned) aspect as a goddess of nature, wild places, and hunting. Joining the two is a powerful concern with the balance of agriculture and settled communities with nature, wild things, and hunter-gatherers. Firbolgs often have this concern as a basis for their ecology as befits her most important servants and worshipers. Hiatea also has a small but deeply loyal following among the small giant-kin voadkyn (GREYHAWK(r) Monstrous Compendium) and is happy to take these smaller folk under her wing. She has a genuine fondness for this race and, as a result, has begun to develop friendships with some of the elven deities, notably Solonor Thelandira, with whom she enjoys archery contests by her home in Elysium.

Hiatea is a strong, confident, and proud goddess who is an exceptional huntswoman, as her sojourns in the Beastlands impress on all who dwell there- Her symbol derives from the great battle in which she slew the vast hydra she presented to her father as proof of her prowess and worth.

Role-playing notes: Hiatea does not often send avatars to the Prime Material, but she will certainly do so to protect small communities of firbolgs or voadkyn groups under attack from evil enemies (especially if these are evil giants or giant-kin). She may also send an avatar to hunt some monster of exceptional size or great cunning or which in some other way presents her with an unusual challenge (it is hard to find, hard to get to, etc.). She does, however, communicate frequently with her priests and shamans, in the form of highly distinctive omens. Pyro-mancy is common among them, and the sign of a flaming sphere within dying embers is a cardinal pointer to some important and imminent event. Her "community priests" (see below) may receive messages from the dreams of children. One special messenger of Hiatea is unique and worthy of note: to priests practicing pyromancy, she may send a unique yellow-gold moth (with a wingspan of some 2 feet) that will spiral around the flame, and from its path of flight the priest can decipher a message from Hiatea. If the priest is of at least 5th level, he can capture and swallow the moth alive, and if he does this he will be invisible in woodlands for ld4+2 days.

Statistics: AL n (ng); WAL n, ng, cg (firbolgs, voadkyn); AoC nature, agriculture, hunting, females, children; SY flaming spear.

Hiatea's Avatar (Ranger 16, Druid 10, Bard 12)

Hiatea's avatar takes the form of a tanned, lithe, long-legged giantess who wears leather armor and always carries a spear, bow, and quiver of arrows. Her red-gold hair is tied back from her face and she has large brown-hazel eyes. Her spells come from the spheres given for druids (also Sun) and from all schools of magic.

Str 23 Int 20 Dex 20
Wis l9 Con 23 Cha 21
AC -4 MV 18 SZ L/G (10'/30')
HP 160 HD 20 MR 35%
#AT 2 THACO 4 Dmg 3d8 +3(spear) +12, 2d8+6 (arrow)

Special Att/Def: Hiatea's avatar cannot be affected by weapons below +2 enchantment, and she is not affected by spells which restrict her movement in any way. She casts entangle and plant growth at will and also may employ a plant door at will. Her spear +3 becomes a flametongue weapon as she wishes. Her longbow +5 has triple normal range and she has a quiver of +3 arrows. She carries a number of magical nets which she can throw up to 120'; victims caught within a net must make a successful saving throw versus spell at -4 or be affected by the magic of the net (typically, she has nets of feeblemind, -weakness (reverse of strength}, and petrification}.
Duties of the Priesthood
Hiatea's priests typically specialize in one of two roles, although the boundary is not absolute. They may be "community priests," who must tend to agriculture and the raising, protection, and education of children, or else they may be "protector priests," who spy around the edges of their communities, patrolling natural woodlands and forests and especially keeping an eye on other races (with voadkyn, this means in part going out of their way to maintain relations with wood elves). All priesthoods maintain an absolute equality of the sexes, although females may be more numerous among the firbolg.
Requirements; AB Dex 15 or Int 15; AL n, ng, cg; WP any (spear and longbow must be first two proficiencies); AR leather;
SP all. animal, combat*, creation, divination*, elemental (all), guardian, healing, necromantic*, plant, protection, summoning, sun, travelers*, wards*, weather; PW 1) pass without trace;
3) speak with animals 3/day; 5) identify natural plants/animals as druid; 9) turn spear into flametongue weapon, I/day, 1 turn duration, + 2 to hit rolls with the weapon; TU turn at -4 levels;
LL 12 (firbolgs), 9 (voadkyn); HD d6; Shamans yes (voadkyn only).
Shamans: AB Int 12; AL any non-evil; LL 5; HD d4; Other: spear must be 1st weapon, armor must be leather.

## Grolantor (Intermediate God)

Grolantor is the evil deity of hill giants, but he also has a ragtag following among ogres and ettins. Grolantor is strong. While he can be cunning and dangerous in ambushes/ he is willfully stupid. Grolantor refuses to accept stronger giants as superiors, and this stubborn pride forces him into pointless confrontations- He has had to flee, his backside turned into a pincushion from the arrows of a wrathful Hiatea, on more than one occasion. He has enemies among the goblinoid gods, too, and above all among the dwarves, for whom Grolantor has an arbitary hatred. The deity himself is a miserable specimen, dividing his time between the Abyss and Tarterus, scheming and muttering about slights which are mostly imagined rather than real.
Role-playing notes: Grolantor often sends avatars to lead hunting and skirmishing bands of hill giants (and much more rarely, ogres), but only for a short period of time. In any confrontation with a strong enemy, the avatars are cowardly unless challenged or mocked, in which case they fight to the death. Grolantor does not grant any form of omen to his priests.

Statistics: AL ce; WAL ce (hill giants, ettins, ogres); AoC hunting, combat; SY wooden club.
Grolantor's Avatar (Fighter 14, Priest 9)
The avatar appears as a huge hill giant (or ettin) clad in furs. He uses spells from spheres listed for his priests.
Str 21 Dex 17 Con 18
Int 12 Wis 8 Cha 19
AC 0 MV 15 SZ H (18')
HP 144 HD 18 MR 20%
#AT 2 THACO 4 Dmg 2dl2 +1 (dub) + 9
Special Att/Def: The avatar gains + 3 to all surprise rolls. He can hurl rocks up to 400', and at ranges below 100', he adds his strength bonus to normal damage (2d8). The avatar catches rocks and other large missiles thrown at him 70% of the time. His club +1 inflicts double damage on dwarves (4dl2 +2 + 9).
Duties of the Priesthood
Crolantor's priests must endeavor to wipe out weaker races- any goblinoids that get in their way and indeed pretty much anything else. They must never treat other giants as superior, and they regularly organize hunting parties and skirmishing warbands.
Requirements: AB std; AL ce; WP any (club 1st); AR any; SP all, animal*, combat, elemental (earth), healing (rev), necromantic* (rev), summoning, sun* (rev), war*; PW none; TU nil; LL 11 (hill giants), 8 (ogres), 7 (ettins): HD d8 (hill giants), d6 (ogres); Shamans yes.
Shamans: AB std; AL ce; LL 7 (hill giants), 4 (ogres), 3 (ettins); Other club must be 1st weapon.

## Iallanis (Lesser Goddess)

Iallanis is the goddess of love, forgiveness, mercy, and beauty who turns away no giant who is of good nature or who has repented their evil. She despises no part of her father's creation and ever seeks to re-unite the giants in harmony. She is said to have a close friendship with Fionnghuala the swanmay goddess, although why this is so is unknown. Among giant races, she has worshipers among cloud and storm giants, small groups of fir-bolg, and a scattering of voadkyn, but she is accepted among stone giants for her fairness of face and kindness of being.
Role-playing Notes: Iallanis will send an avatar to occasions of joy and delight among giants: the wedding of a king, the consecration of a magnificent building, the final touches put to a great work of art. She sends omens to priests in the form of floral scents, tinkling sounds, and similar gentle signs.
Statistics: AL ng; WAL any non-evil (giants); AoC love, mercy, beauty; SY garland of flowers.
Iallanis' Avatar (Druid 16)
Iallanis' avatar appears as a graceful, fair-skinned giantess wearing a short green dress from which living flowers grow. As with many other love goddesses, her avatar is

recognizable for always being bare legged and bare footed. She uses spells from the spheres allowed to druids, plus Sun and Time.
Sir 19 Int 16 Con 19
Dex 21 Wis 23 Cha 24
AC O MV 21 SZ H (13')
HP 128 HD 16 MR 20%
#AT 1 THACO 5 Dmg ldl2 (fists) +7
Special Att/Def: The avatar is immune to energy drains, diseases, poison, blindness, and cause wound spells. She can charm person or giant at will; victims save at -4, except for giants, who save at -8. She can remove any mortal curse 3/day.
Duties of the Priesthood
Iallanis will accept any good-aligned true giant as a priest or shaman on equal terms. Her priests must strive to bring giantkind into the fold of good, to show mercy to all, and to cooperate with all other good creatures. They must create things of beauty-arts, crafts, gardens, etc. Priests and shamans must be happily married in order to attain 3rd or higher level.
Requirements: AB std; AL any good; WP bow and arrows, mancatcher, net, quarterstaff; AR leather; SP all, animal*, creation, guardian, healing, necromantic*, plant*, protection, sun, time*, wards; PW 1} charm person or giant; 5) charm monster; 9) symbol of persuasion; TU turn at -2 levels; LL 12 (all races save storm giants for whom LL is 16); HD d4; Shamans yes.
Shamans: AB std; AL any good; LL 7 (all races); Other: weap on restrictions as above.

## Karontor (Lesser God)

Karontor is a wicked, misshapen god whose hatred of giantkind reflects his own deep self-loathing. He associates with the equally wicked and warped fomorian giants, but evil ver-beeg also carry his mark and prove superior spellcasting servants, given their higher mental capacity. Karontor dwells in a mausoleum of beast and giantish bones in a desolate, frozen, wind-swept plain of Tarterus where his pack of ever-hungry winter wolves awaits his signal to rage across the miles beyond. Here he grows ever more embittered by his banishment by An-nam, which stripped him of his own spellcasting powers. An-nam did not truly detest Karontor, he simply grew weary of endless sibling fights and dispatched Karontor because it was the easiest thing to do; thus, this evil god's grievance has some justification.
Role-playing Notes: Karontor is seemingly uncaring on the Prime Material plane because of his endless introverted reflections. He sends avatars only in unpredictable fits of rage, to slay and murder. He does not send omens to priests.
Statistics: AL ne; WAL ne (fomorians, verbeeg); AoC deformity, hatred, beasts; SY winter wolf's head.
Karontor's Avatar (Fighter 13, Thief 8)
Karontor's avatar appears as a uniquely hideous fomorian giant clad in rotting, stinking furs, using a club, or else as a huge winter wolf - Changing form takes one round.
Str 20 Dex l5 Int 14

Wis 16 Con 19 Cha 1 (all races)
ACO MV 9 SZ H (18')
HP 120 HD 15 MR 30%
#AT 2 THACO 5 Dmg 3d8 +1 (club) +8 or 3d6 bite
Special Att/Def: The avatar carries a humble giantish club +1, but always has several other magical items; typically, rings of invisibility and mammal control, a brooch of shielding, and an efreeti bottle. He often carries a flask of curses to leave for some unfortunate who he encounters. In wolf form, he has MV 36 and can breathe a cone of cold for 10d6 hp of damage I/day.
Duties of the Priesthood
Karontor's vicious priests are urged to fight all good creatures, using trained beasts (especially wolves) for this purpose. They constantly urge their own groups to conflict and war.
Requirements: AB std; AL ne; WP any (club 1st); AR any; SP all, animal/ combat, healing (rev), protection*, sun* (rev), war; PWnone; TU command at -6 levels; LL 11 (verbeeg), 8 (fomorians); HD d6; Shamans yes.
Shamans: AB std; AL ne; LL 7 (verbeeg), 4 (fomorians).

## Memnor (Intermediate God)

Memnor is subtle, charming, intelligent, cultured-and deeply, intensely evil. His sin is pride, the desire to usurp An-nam even in the prime god's withdrawn aspect, and to rule all of the affairs of giantkind. His chosen instruments are evil cloud giants, the only priests he accepts. He corrupted them by constantly telling them of their superiority, stressing their first-born status in the worlds, and by belittling other giant races. He taught his evil followers the secrets of harnessing wyverns and dominating them through force of will. and he ever bends his will toward increasing the power of evil giantkind.
Role-playing Notes: Memnor is subtle and wily and does not send avatars into the Prime Material to fight, although the avatars will fight rashly if their pride is challenged. His concern is to increase the prestige and power of his strongest priests. Omens take the form of visions accompanied by splitting headaches, but they are powerfully veridical.
Statistics: AL ne; WAL ne (cloud giants); AoC pride, mental prowess and control; SY black obelisk.
Memnor's Avatar (Priest 18)
Memnor's avatar appears as a kindly, golden-skinned cloud giant with piercing eyes, wearing a deep blue robe. His priest spells are drawn from all spheres.
Str 21 Dex 19 Con 19
Int 22 Wis 21 Cha 22
AC 1 MV 18 fl 36 SZ G (30')
HP 160 HD 20 MR 40%
#AT 1 THACO 4 Dmg 4d8 +3 (morningstar) + 9
Special Att/Def: The avatar is immune to illusion/phantasm spells, but may use these freely among his own spells. He is immune to nonmagical weapons and mind-affecting spells. Once per day he may cast: mass suggestion, symbol of persuasion, and weather

summoning. His morningstar +3 strikes with a feebleminding effect 3/day, as the avatar chooses.
Duties of the Priesthood
Memnor's priests must proclaim the superiority of giants in general and cloud giants in particular, belittling other giants save for storm giants, who are hated and hunted. They must be proud, well dressed, and regal of manner. A priest must have a trained personal wyvern to progress beyond 8th level.
Requirements: AB Wis 15; AI. ne (cloud giants only); WP any (morningstar first); AR any non-metal (magical robes etc. preferred); SP all, astral, charm, divination, numbers*, summoning, sun (rev), thought*, time*; PW 1) forget; 3) suggestion; 7) magic jar; 8) speak with wyvern 3/day; 10) aerial servant; TU nil; LL 12; HD d8; Shamans no.

## Skoraeus Stonebones (Intermediate God)

Skoraeus Stonebones is one of Annam's three sons, with Surtr and Thrym. Skoraeus has evaded the schisms in the giantish pantheon by withdrawing below the earth, concerning himself solely with the affairs of stone giants. He is an expressionless, dour deity who cares nothing for any other race save the stone giants, although he does occasionally deal with gods of the dwarves and svirfnebli (of necessity rather than desire). Skoraeus is deeply knowledgeable about banes, magics, and wonders buried in the cores of worlds, but he keeps this knowledge strictly to himself.
Role-playing Notes: Skoraeus deploys avatars sparingly, to protect stone giants or to lead them to new homes- Rarely, he will lead them to, or away from, some secret buried magical caverns or very rich veins of prime stone or ore. More often, he guides priests with very subtle omens in rock colors, growth of stalactites, and growth of underground mosses and lichens. Only stone giants can discern such changes and signs.
Statistics: AL n; WAL n (stone giants); AoC stone giants; SY stalactite.
Skoraeus' Avatar (Priest 14)
The avatar appears as a huge, granite-skinned stone giant with well-muscled forearms covered in corded veins. He uses spells from spheres listed for his priests.
Str 21 Dex l5 Con 21
Cha l8 Int l7 Wis l9
AC O MV 9 br 9 SZ H (24')
HP 144 HD 18 MR 40%
#AT 1 THACO 5 Dmg 3-30 (fists) +9
Special Att/Def: Skoraeus' avatar is immune to all elemental (earth) spells, acid, and petrification. He regenerates 3 hp/rd if any part of him is in contact with stone. He can summon ld4 16HD earth elementals I/day to serve for 12 turns, casts cry-stalbrittle 2/day and earthquake I/day. He carries a wand of earth or stone which can be fully recharged each day.
Duties of the Priesthood
Skoraeus' priests dominate stone giant society and create an inward-looking, stifling orthodoxy that repulses attempts at contact by other races most of the time. They are grave, serious giants who especially avoid contact with others of giantkind.

Requirements: AB Con 15; AL n (stone giants only); WP any;
ARnone; SP all, animal*, creation, elemental (earth), guardian, healing, necromantic*, protection, summoning, wards; PW 2) stone shape; 4) stoneskin; 7) pass-wall; 10} flesh to stone or stone tell; TU nil; LL 11; HD d8; Shamans yes.
Shamans: AB std; AL n (stone giants only); HD d8; LL 7.

## Diancastra (Heroine/Demi goddess)

Diancastra is a trickster-goddess with many faces and wiles. Her father is Annam and her mother a giant of unspecified race (but assumed to be a storm or cloud giant). Thus, she is half-divine in origin, like Hiatea (whose birth predates hers).
Diancastra sought, as a young giantess, to claim her divine inheritance from Annam, but unlike Hiatea, she used wit and wile to do this rather than striving to perform heroic feats in battle. Several aspects of her character are revealed in mythic tales told of her youthful career. She is brave to the point of foolishness, although she prepares and disguises herself carefully. Thus, she stole a magical necklace from Blibdoolpoolp by disguising herself as a kuo-toan and carefully watching the changing of guards at the kuo-toan goddesses' palace. Once inside the palace, she used illusions and magical aids to swiftly grasp her prize.
Diancastra is also impudent, even arrogant. She taunts stupid but proud enemies, enraging them and driving them into snares of illusion. Her taunting of a nameless demigod servitor of Surtr allowed her to lead him through a merry dance of illusions while her magical owl stole his spellbooks, which she in turn exchanged for illusionist spellbooks with a powerful human illusionist. She added a little something to that bargain, however, which brings us to another of her characteristics.
Diancastra considerably enjoys worldly pleasures, but this enjoyment also has the happy knack of furthering her own fortunes. She drinks to excess and won a famous drinking contest at the Seelie Court (sylvan gods), which further won her some admiration and tutelage in bardic skills. Like Freya the Norse goddess (with whom she is on good terms), she is disposed to lavishing her favors on males who reward her with magic, knowledge, and skills. The mark she has on her shoulder comes from her rising from the watery bower of Deep Sashelas, who gave her the gift of water breathing and stretched out one exhausted hand to touch her as she left.
This aspect gives Diancastra a burgeoning role as a minor fertility deity among the non-evil giants, some of whom invoke her name if they wish their partnerships to be blessed with children. This is a double-edged invocation, though, for it is thought that it invites the birth of a cheeky, willful, naughty child. Her cult is still very small and she has no priests or shamans (statistics given for her below are in "heroic" form, and for deity form for reference). To invite one of "Diancastra's brood" into one's life is also to hazard the child being strange or fey in some way, according to giantish lore, but this may be superstition.
Diancastra travels in search of proving herself to Annam by the use of her wits in solving sphinx riddles, making solemn sages laugh with her punning and loquacity, deciphering an infamous and lethal "crossword maze" filled with cyphers by a long-dead lich-king

who, in his boredom, had filled its inner recesses with magic (and elementals which had to be fought), and much else. When she presented herself to Annam, citing Hiatea's presence among the gods as a precedent for her own divine ascension, the Creator told her to circle the earth in an hour or less and he would grant this, knowing well that she had no magical talents or items to aid her. Diancastra simply retrieved an atlas of the worlds from Stronmaus' library, opened it at the appropriate illuminated page, tore it out (making the gods gasp) and drew a circle around the picture of the earth. Annam made her a demigoddess, and it is said that he did only this because the one way back into the world for him would be for his despair to be lifted by further demonstrations of her spunk and wit. But she is still keeping him waiting, willful as she is.
Role-playing Notes: Diancastra is always attracted by the opportunity to learn more of magical illusion, acquire bardic magical items and very obscure legend lore, and the like. If such opportunities are provided by reasonably handsome males, so much the better.
Statistics: AL cg; WAL cg, ng, n, en; AoC trickery, wit, impudence, pleasure; SY sea-green streak.
Diancastra's Avatar (Ranger 13, Illusionist 12, Bard 10)
Diancastra can appear in various forms, from a four-foot slender elf-maiden to a 25' tall giantess, as she wishes- She is always recognizable by two physical characteristics, however:green-flecked amber eyes and a streak of sea-green skin along her left shoulderblade.

| | | |
|---|---|---|
| Str 23 | Dex 19 | Con 18 |
| Int 22 | Wis 16 | Cha 21 |
| AC-3 | MV 15 sw 15 | SZ Varies |
| HP 136 | MR 10% | AL cg |
| #AT 2 | THACO 3 | Dmg by weapon type +11 |

Special Att/Def: Diancastra can cast charm person or giant 6/ day by gaze to 240' {males save at -6). Any sentient creature booking directly into her eyes is affected as by a rainbow pattern, which also allows her to telepathically implant a suggestion. She is immune to fear and confusion and casts all elemental (water) spells as an Ifith-level wizard- Her skin is enchanted as stoneskin which renews itself 1 turn after being dispelled. She can water walk and breathe underwater freely. She has a magical string of black pearls from which she can create 2d4 randomly generated types from the Dungeon Master's Guide each week, the magic of each lasting for 20 + d20 days (but she can have no more than 8 magical pearls on the necklace at any one time). She owns a serpentine owl and a broom of flying.

## Kostchtchle (Interloper Demigod)

Kostchtchie is another emerging tanar'ri power with a small but growing cult among frost giants. As with all his infernal kind, he is a murderous and brutal creature, and the giants who have come to revere him are especially aggressive and violent, even attacking other frost giants who do not serve Kostchtchie. Kostchtchie is torn between aggrandisement, seeking to convert more frost giants to his cause, and caution, fearing to push Thrym into retaliation.

From his frozen halls in the Abyss, the tanar'ri lord has plans for his giantish servitors. If possible, he will bring intelligent frost giants to the Abyss, to train them as frost wizards with the aid of tanar'ri who serve him there. The fruits of his work are well-hidden. Perhaps the tanar'ri will not unleash frost wizards on the Prime Material until he has enough for his deeper purposes. What these may be, only time will tell.
Role-playing notes: Kostchtchie's avatar can only enter the Prime Material if gated in or by using his amulet of the planes;
because he only has one such device, he is extremely careful, and his avatar does not risk major damage to itself in combats. The avatar is desperately eager to obtain other such planar traveling devices-a major goal of its appearances. The avatar is also dispatched, very rarely, to assist frost giants in major battles, especially if capture of magic is possible.
The Wynnkin: Kostchtchie has no spellcasting priests or shamans, but he has intelligent "wynnkin" servants among the giants. Their ability is to summon more powerful white dragons than is usually possible (age category 3+d4, and all subdual blows by the wyrmkin are at +2 to hit and damage). This power is one which helps bring more giants to Kostchtchie's service.
Statistics: AL ce; WAL ce (frost giants); AoC strength, violence; SY hammer.
Kostchtchie's Avatar (Fighter 13)
The avatar appears as a great, hunched frost giant, sometimes with blue skin. He is mostly bald, and muscle-bound.
Str 18/00 Dex l5 Int l6
Wis l8 Con 17 Cha l8
AC O MV 12 SZ G (28')
HP 120 HD 15 MR 20%
#AT 2 THAC0 5 Dmg 2d8 +3 (hammer) +6
Special Att/Def: The avatar is immune to cold-based and gaseous attacks, poison, weapons below +2 enchantment, and he suffers half damage from electrical attacks. He casts all cold-based spells as an ISth-level wizard, and 3/day each he can use the following; darkness 15', poison, protection from good 10'. He wears an amulet of the planes. A strike from the avatar's hammer +3 will stun a victim failing a saving throw versus spell for 2 rounds.

# Gods of the Gnolls

### Yeenoghu (Interloper Lesser God)

Yeenoghu is a tanar'ri lord dwelling in an exceptionally dismal and fetid layer of the Abyss, who has risen to become the patron deity of gnolls. He has displaced Gorellik from the broad following of gnolls, not the least because his priests have spellcast-ing and undead-controlling powers over the shamans of the older deity. Yeenoghu follows a tricky course with respect to the giantish gods, for gnolls dislike giants while admiring

the power of evil giantish gods; thus, his avatar is giant-sized to inspire gnolls, but his priests avoid gnoll/giant contacts.
Role-playing Notes: Yeenoghu's avatar cannot appear on the Prime Material unless gated in. Thus he is very active in instructing his priests by direct telepathic communication.
Statistics: AL ce; WAL ce (gnolls, flinds); AoC ghouls, gnolls, paralysis; SY triple-headed flail.
Yeenoghu's Avatar (Fighter 13, Priest 7)
Yeenoghu's avatar has a generally gnoll-like appearance, but he has the head of a hyena, a canine chest, and paws rather than hands and feet. He is almost skeletally thin, and his only body hair is a mangy yellow crest of fur from head to mid-back. He uses spells from those spheres listed for his priests.
Str 19 Int l4 Dex l7
Wis l7 Con 15 Cha l8
AC O MV 15 SZ L (10')
HP 112 HD 14 MR 20%
AT 2 (6) THACO 7 Dmg 3d6 (flail) +7
Special Att/Def: The avatar is immune to electrical attacks, poison, and nomnagical weapons, and he suffers half damage from fire and cold based or gaseous attacks. He uses darkness 10' radius at will and each of the following 3/day-hold person, hold monster, paralyzation; and each of the following I/day- fear (as wand), fly, invisibility, polymorph self. He can summon 3d8 gnolls and 2d6 ghouls I/day each. The flail the avatar carries counts as a + 3 weapon, and three hit rolls are made for each strike: the first determines whether physical damage is caused, the second causes fear unless the victim saves versus spell, and the third causes confusion unless a separate saving throw versus spell is made.
Duties of the Priesthood
Yeenoghu's priests must oppose hordes who revere Gorellik or a giantish god, and they must strive to increase their power and influence. They often feast on raw flesh, in imitation of ghouls.
Requirements: AB std; AL ce; WP any (flail 1st); AR any; SP all, chaos, combat, guardian*, healing*, protection, summoning, sun* (rev); PW none; TU command (at +2 levels for ghouls); LL 9; HD d6; Shamans yes + wd.
Shamans: AB std; AL ce; LL 5.

## Gorelllk (Demigod)

Gorellik is a god in decline. In pre-history, the deity was at least a lesser god, but his atavistic cult has remorselessly declined, originally due to gnolls turning to giantish gods and later due to the rise of Yeenoghu and the power of his priests compared with Gorellik's shamans (who have no witch-doctor abilities). Even early gnoll myths do not tell of a creation of their race, so this role was not one the god could hold on to his worshipers with; they simply revered force and power. In the face of this decline, the god has grown more feral and animalistic. Originally, it was he who taught gnolls how to charm and master hyenas that were used for hunting, and the powerful hyenadon is the god's symbol. As Gorellik has declined, he increasingly takes the form of this totemic

animal, even as he prowls Pandemonium and the Abyss, which does not increase his attractiveness to flinds in particular.
Role-playing Notes: Corellik's sole avatar is able to travel the planes, a last residue of the god's former power, but only rarely and at unpredictable intervals (around once every two to five years). Often the avatar simply runs in a pack with hyenas, hunting anything in its path; sometimes it will manifest before a gnoll horde and demand reverence. Neither the god nor the avatar are typified by intelligent tactical awareness or wise planning. Gorellik does not send any form of omen to his shamans.
Statistics: AL ce; WAL ce (gnolls); AoC hunting, hyenas, hyenadons; SY white, mottled hyeandon's head.
Gorellik's Avatar (Fighter 12)
The avatar can appear either as a tall, mangy gnoll or as a mottled white hyenadon.
Sir 17 Int l2 Dex l7
Wis 12 Con 15 Cha l5
AC O MV 12 or 30 SZ L (9' tall/long)
HP 96 HD 12 MR 10%
#AT 3/2 (3) THACO 9 Dmg d6/d6/2d8 or by weapon type +1
Special Att/Def: The avatar is 25% likely to be accompanied by ld4 hyenadons of largest size (8hp/die), and he communicates with them and ordinary hyenas at will. No natural canine will attack the avatar, who can charm canine 2/day.
The Shamans: Gorellik's shamans must be trained hunters and lead gnoll hunting groups. They have no specific duties otherwise. Requirements: AB std; AL ce (gnolls); WP any; AR any; SP all, animal, creation*, necromantic*, protection, travelers*; PW 1) animal friendship, speak with animals 3/day, both with hyeans and hyenadons only; TU nil; LL 5; HD d4; Shamans only.

# Gods of the Goblins

## Maglubiyet (Greater God)

Maglubiyet is the patron god of both goblins and hobgoblins (and either race can be speciality priests or shamans and attain the same maximum level of experience). Maglubiyet is similar in many ways to Gruumsh, the orcish god; he wishes to see war waged for the glory of his people, and eternally urges them on to conflict and strife. Maglubiyet's favored targets for this warfare are slightly different. Whilst ores drive ever on to virtually any new habitat they can find, goblins have a stronger affinity with underground environments. Maglubiyet wishes to see his people destroy surface races, of course, but this is for the glory of war and carnage rather than for territory. The prime enemies and competitors for the goblins are dwarves and gnomes, and these are the races Maglubiyet drives his servants to destroy whenever they find them.
Maglubiyet favors a rigid heirarchy among goblins and hobgoblins. There is an exact pecking order in tribes; each member knows who is above him and who is below him.

Nonetheless, rulers rule by virtue of strength. When that wanes, they are swiftly disposed of as Maglubiyet wishes. Goblins have a natural life span of up to 50 years or so, but few of the leaders live that long.

Maglubiyet's priesthood and shamans are of major importance to this deity. The god himself is forced to spend much of his time dealing with the eternal warring of spirits between goblins and ores in the Hells. Unlike Gruumsh, Maglubiyet doesn't have a number of capable second-rank intermediate gods such as Ilneval to command these troops when needs be, so he has to spend much time watching over this conflict. So, the priests are vital tools for Maglubiyet's purposes on the Prime Material plane, and they have major influence in goblin tribes. This is just as true of shamans as it is of the much less numerous specialty priests. Shamans are sometimes tribal leaders in their own right, but much more often they are the right-hand goblin of the warrior-chief, and their role in preparing for warfare, improving the morale of their tribe, and advising the chief is considerable.

Maglubiyet is a deity who demands sacrifices from his priesthood. These are always sacrificed by beheading with an axe, and the priesthood teaches that these sacrifices yield up life-energy which Maglubiyet consumes and uses in his sacred war against the treacherous ore spirits in the Hells.

Maglubiyet is also a paranoid deity, never allowing other deities within the pantheon to achieve true power. He eternally watches over the lesser and demigods to make sure they do not conspire to overthrow him. He has no trusted son or lieutenant, as Gruumsh has both Bahgtru and Ilneval. and feels this lack keenly.

Role-playing Notes: Maglubiyet dispatches his avatars infrequently to the Prime Material plane; he is fearful of extendingany of his strength away from his dismal base in the Hells- Avatars are sent mostly for dwarves or gnomes from their homes. A battle isn't enough; it must have the potential for decimating some significant area for an avatar to be dispatched. Maglubiyet communicates fairly frequently with his priesthood through omens and direct messages, since they are so important to his plans. Omens take the form of blood seeping from the edge of an axe, unusual behavior by the worgs and wolves goblins keep for mounts, and by direct utterances from shamans in a trance state.

Statistics: AL le; WAL le (goblins); AoC war, rulership; SY bloody axe.

Maglubiyet's Avatar (Fighter 16, Priest 12)

Maglubiyet's avatar appears as a terrifying, huge goblin with ebony skin, glowing red eyes around which flames lick and sputter, and with sharp fangs and clawed hands at the end of powerfuly-muscled arms. He uses priest spells from all spheres, using reversed spells where applicable.

Str 19 Dex 17 Con 18
Int 15 Wis 15 Cha 19
AC -3 MV 12 SZ L (9')
HP 160 HD 20 MR 30%
#AT 2 THAC0 4 Dmg 2d8 +4 (axe) +7

Special Att/Def: The avatar can project burning hands for 16hp damage I/turn, haste himself I/day, and speak an unholy word I/day. If the avatar is slain, the body explodes as a 10HD fireball. Maglubiyet's avatar employs a huge, bloodied coal-black axe +4 which has the property of a sword of sharpness.

Duties of the Priesthood

Maglubiyet's priests are aggressive, pushy creatures who must constantly strive for rulership and influence. Those aspiring to tribal leadership are encouraged to help the current incumbents along to the next plane of existence, usually without their permission. They are war leaders from the front, and constantly stir up goblins for the purpose of war. They make regular sacrifices to Maglubiyet/ at least once per month. Ideally, captured dwarves and/or gnomes should be offered up; then, any other demihumans or humans; and, failing this, other goblinoids or even hapless Junior members of the cult.
Requirements: AB Str 13 Cha 10; AL le; WP any (battle axe 1st); AR any; SP all, charm*/ combat, creation*, divination, guardian*, healing, necromantic (rev for 4th- and higher-level spells), protection*, summoning*, sun (rev), war, wards*; PW 1) charm person; 5) strength, affects ld4 targets by touch; 10) touch ld6 weapons to create double damage for 1 turn; TU command at -2 levels; LL 11; HD d4; Shamans yes + wd.
Shamans: AB Str 11 Cha 9; AL le, ne; LL 7; HD d3.

## Khurgorbaeyag (Lesser God)

Khurgorbaeyag is as trusted a lieutenant of Maglubiyet as any deity is, and is the patron god of goblins as a specific race. He is a god of rigid hierarchy like Maglubiyet, and also one of slavery and oppression. He delights in the use of demihumans as slaves to undertake menial work while goblins go to war, and is not averse to seeing his priest's whips used for torture as well as chastisement.
Role-playing Notes: Khurgorbaeyag allows his shamans to work with those of bugbears, because Hruggek once aided him in a battle with Bahgtru and Ilneval. His avatar is dispatched to oversee the efforts of goblin tribes in acquiring slaves, and his omens appear as whipcracks, glowing bars of light (as in his for-cecage), and sudden onsets of depression.
Statistics: AL le; WAL le (goblins); AoC slavery, oppression, morale; SY red and yellow striped whip.
Khurgorbaeyag's Avatar (Warrior 13, Priest 7)
Khurgorbaeyag's avatar appears as a tall, well-muscled goblin with flame-red skin, speckled with orange and yellow scales. He always carries a whip/ and wears scale mail. He uses spells from the spheres listed for his priests.
Str 17 Dex 17 Con 16
Int 14 Wis 12 Cha 16
AC 2 MV 12 SZ L(9')
HP 112 HD 14 MR 20%
#AT 2 THACO 7 Dmg 2d6 +3 (whip) +1
Special Att/Def: The avatar cannot be subdued by spells such as symbol of hopelessness, domination, charm, etc. He can use mass charm and domination I/day each. His whip +3 can fly up to 30' as a rope of entanglement and a blow from it acts as a symbol of hopelessness, the effect lasting for a number of days equal to 20, minus the Wisdom of the creature struck. He carries a small copper cube which can be thrown at a target to expand into a 10' x 10' x 10' forcecage; those inside are affected as by a symbol of hopelessness (normal save versus spells to negate).

Duties of the Priesthood
Khurgorbaeyag's priests must maintain rigid social castes, and are commanded to procure, discipline and look after slaves. They should attempt to take slaves in combat rather than kill everyone in sight. Whips are used as unholy symbols, not in combat.
Requirements: AB std; AL le; WP any blunt weapons (mace and club 1st, 2nd); AR any (scale mail if possible); SP all, charm*, combat, healing (rev), necromantic* (rev), protection, sun (rev); PW 1) cause fear: 5) cloak of fear; 8) +2 to saving throws versus spells from chaotic-aligned spellcasters, and vs. domination/fear/charm: TU nil; LL 9 (Wis 16+); HD d4; Shamans yes + wd.
Shamans: AB Str 11 Cha 9; AL le, ne; LL 4; HD d3.

## Nomog-Geaya (Lesser God)

Nomog-Ceaya is the patron deity of hobgoblins, and exemplifies their traits of brutality, stoicism, courage and coldbloodedness. He has no expression other than a look of grim, tight-lipped, tyrannical authority. He is feared and respected as a great military commander despite his status as a lesser god, and he is very valuable to Maglubiyet: Too weak to be a threat but good as a war-commander. Nomog-Geaya has barely controlled disgust for Bargrivyek, believing him cowardly and weak.
Role-playing Notes: Nomog-Geaya's avatar is sent to deal with matters of hobgoblin discipline, but may be drawn into conflict with goblins if somehow tricked or manipulated. His omens take the form of involuntary utterances from captives undergoing torture by his priests and shamans.
Statistics: AL le; WAL le (hobgoblins); AoC war, authority;
SY crossed broadsword and hand axe.
Nomog-Geaya's Avatar (Fighter 15, Priest 7)
Nomog-Geaya's avatar is a powerful, huge hobgoblin with ash-gray skin, cold orange eyes, and shark-like teeth. He uses priest spells from spheres listed for his priests.
Str 18/90 Dex 17 Int 14
Wis 12 Con 16 Cha 16
AC 1 MV 12 SZ L (10')
HP 112 HD 14 MR 20%
#AT 2 (4) THACO 7 Dmg 2d4+3 (broadsword) +7 ld8+2 (hand axe) +7
Special Att/Def: The avatar strikes with two weapons ror each of his attack sequences (total four attacks per round). He is immune to any strength-draining magic, fear, and hopelessness, His broadsword +3 has the property of wounding, and his hand axe +2 has the same effects as a symbol of pain when it hits (normal saving throw versus spells to negate).
Duties of the Priesthood
Nonomg-Geaya's priests are fanatics. They are cold, cruel, and rigidly disctylined, and encourage those traits among others. They don't stir up violence against goblins, but they do preach the unquestioned superiority of hobgoblins to that undisciplined rabble. They officiate at gruesome feasts after battles. So dire is this cult that some junior priests have been executed for laughing in public.

Requirements: AB std; AL le; WP broadsword and hand axe or battle axe; AR any; SP all, combat, creation*, healing (rev), necromantic (rev), protection, sun (rev), war; PW 1) fight with broadsword and hand axe as two weapons without "to hit" penalties; 4) ray of enfeeblement; 10) symbol of pain; TU command at -3 levels; LL 10 (Wis 18 +); HD d6; Shamans yes + wd.
Shamans: AB std; AL le; LL 5; HD d3; Other axe 1st weapon.

## Bargrivyek (Lesser God)

Bargrivyek is an aggressive, territorial deity, but he is smart enough to realize that unity is strength. So, this deity and his servants work to minimize and mediate disputes within goblin tribes, and also between them. Bargrivyek is pleased by displays of unity and discipline (so he has Fair relations with Khurgor-baeyag), and the successful mediation of disputes. He is no pacifist, however; unity is a means to and end-ever-expanding control of territory. Bargrivyek is impatient with goblins staying underground and rewards priests who bring tribes to new above-ground settlement areas.
Role-playing Notes: Bargrivyek always fears displeasing Maglubiyet or Nomog-Geaya, so only sends an avatar to mediate disputes if a major tribal conclave is truly needed. His omens take the form of atmospheric events at distant locations (e.g., a falling star leading goblins to new territory), speaking in strange languages, and automatic speech following violent stammering.
Statistics: AL le; WAL le (goblins); AoC co-operation, territory; SY white-tipped flail.
Bargrivyek's Avatar (Warrior 10, Priest 14)
Bargrivyek's avatar appears as an over-sized goblin with a calm expression, high domed forehead, carrying a white-tipped flail. His spells come from all spheres listed for his priests.
Str l6 Int l6 Dex l5
Wis l6 Con 16 Cha l9
AC O MV 12 SZ L (8')
HP 96 HD 12 MR 20%
#AT 3/2 THACO 9 Dmg ld6 +4 (flail) +1
Special Att/Def: The avatar speaks all goblinoid and demi-human languages, and can use any spell which permits direct communication {speak with animals, plants, dead; whispering wind, etc.) I/day each. He can use fear (as the wand) 2/day. His flail +3 will stun an opponent struck for ld6 rounds unless they make a saving throw versus spells.
Duties of the Priesthood
Bargrivyek's priests work to minimize conflicts between goblin tribes, and also within them. Their work is directed at unifying goblin efforts, often by pointing out and stirring up ill-feeling against external targets. They seek to establish goblin tribes as widely as possible.
Requirements: AB Int 10 or Wis 14; AL le; WP any blunt weapons (flail 1st); AR any; SP all, charm*, combat*, divination, elemental (air, earth), guardian, healing*, protection, war*, wards*; PW 1) whispering wind or friends; 3) +lCha;5) charm person: 7} gain 1

goblinoid/demihuman language per two subsequent levels gained; TU nil; LL 9 (Wis 16+); HD d4; Shamans yes + wd.
Shamans: AB std; AL le, ne; LL 5; HD d3.

# Other Goblinoid Deities

## Kuraulyek (Demigod)

Kuraulyek is the patron deity of urds. In mythology, he was a servant of Kurtulmak who stole a pair of magical feathered wings the kobold god had captured from Syranita, the aarako-cra goddess; he then flew away and created the urds as rivals to the kobolds. Kuraulyek is a cowardly demigod, ever fearful that Kurtulmak will come to extract revenge. He hides in a gloomy cave in Hades, seldom leaving his dismal home. He has a force of monstrous mobats, which defend his lair, and shuns all contact with other deities and inhabitants of Hades.
Role-playing Notes: Kuraulyek is deeply cowardly and will not dispatch his single avatar unless his race is in desperate peril on the Prime Material plane. More often, he will send one of his huge mobats (see avatar statistics below) to aid one of his shamans in combat, adding to it some minor magical ability (such as causing fear}. Even so, the god avoids direct confrontation unless this is absolutely unavoidable (defending urds in their homes). Kuraulyek does not have specialty priests, only shamans; some urds revere Kurtulmak, and a prime task for Ku-raulyek's shamans is putting a stop to such misplaced devotions.
Statistics: AL ne; WAL ne (urds); AoC urds; SY pair of feathered wings.
Kuraulyek's Avatar (Wizard 5, Priest 9. Thief 9)
Kuraulyek's avatar appears as a blue-skinned urd with feathered wings. He uses spells from those spheres listed for his shamans, and illusion/phantasm and (reversed) necromantic wizard spells.
Str lO Dex l7 Int 15
Wis 12 Con 12 Cha l6
AC 2 MV 9 fl 24 SZ S (4')
HP 80 HD 10 MR 10%
#AT 1 THACO 11 Dmg ld4 + 2 (dagger)
Special Att/Def: The avatar rides a huge bat (treat as mobat. but with AC2, 8HD, 64hp, 10% magic resistance, 4d4 bite, MV fl 36), although he can fly himself. From his magical wings, he can pluck ld4 feathers per day; each can be transformed into an 8HD air elemental (64 hp) which serves him for 6 turns. He employs a simple dagger +2 as a melee weapon.
The Shamans
Kuraulyeks shamans oppose urds who revere Kurtulmak, and provide defense for their own gens. They have no other specific duties.

Shamans: AB std; AL le, ne; LL 5; HD 1 hp/level; Other weapon must be dagger, spells from following spheres: all, animal, charm, combat*, divination*, elemental (air), guardian, healing*, sun (rev).

## Meriadar (Intermediate God)

Meriadar is a god of patience, long-suffering, and tolerance. As his people, the mongrelmen, are drawn from many races and are frequently oppressed by others who willfully misunderstand and even despise them, Meriadar has had to suffer the enmity of many goblinoid gods. He has been forced to spurn the help of good-aligned gods of demihumanity and humans, for his sphere of concern is those goblinoids who are not irrevocably drawn to evil, and any affinity with the gods of their enemies would alienate those he seeks to bring into his fold.

Meriadar is a god who seeks peaceful solutions to conflicts, but he is not well-disposed to chaos, and he has an antipathy for the bugbear gods. He especially prizes bugbears drawn to his service. While Meriadar is peaceful, he will oppose over-aggressive actions with "passive force"; he uses protective and warding spells powerfully and very intelligently.

Meriadar espouses the practicality of arts and crafts as an important avenue for exploring peacefulness. Those who respect each others creativity and skill are unlikely to take up arms against each other, and different races have something to leam from each others' skills. His symbol, the decorated bowl, is both a craft and an art in its decoration, and it is used for sacramental feasting and the sharing of food. Since food is indispensable to life, those who share from Meriadar's dish to eat participate in a basic sharing of life; so how can they strive to bring each other death?

Meriadar's mongrelman priests and shamans use this symbol and its practical qualities as an exemplary attribute of their god and their religion. It also serves as a springboard for their philosophical concerns; mongrelman priests debate the quality of the "eternal now" as having its origins in spiritual parallels to the act of drawing sustenance, and the immediacy (and "newness") of the most basic earthly drive, that of hunger. Despite the sometimes stifling quality of lawful neutrality, the priests concern themselves with some subtle spiritual and philosophical questions, and Meriadar smiles on this.

Role-playing Notes: Meriadar's cult is unique in that any goblinoid or demihuman race can become a specialty priest and attain the same maximum experience level as that of mongrelmen. Of course, such priests are very rare, and usually exiles from their own race, but Meriadar's universal appeal to like-minded creatures ensure that this cult has a growing number of devotees in many worlds.

The deity himself is usually pacifistic and sends avatars for defensive purposes. Meriadar is never prepared to see mongrelmen wiped out as whole communities, although there is a quality of suffering-god about him and his cult which allows him to see oppression of mongrelmen as a road to higher spiritual understanding. His avatars are nonetheless forceful when confronted.

Omens from the god are frequently dispatched. They may take the form of automatic speech and speaking in tongues during philosophical debates, sudden artistic inspirations and automatic drawing and sculpting, bubblings in bowls of soup which release smoky

vaporous symbolic images, and strange scents which alert mongrelmen to imminent danger.
Statistics: AL In; WAL any non-evil (mongrelmen, non-evil goblinoids); AoC patience, meditation, tolerance, arts and crafts; SY decorated bowl.
Meriadar's Avatar (Priest 16)
Str 18/49 Dex l7 Int 16
Wis l9 Con 16 Cha l9
HP 128 HD 16 MR 40%
AC -1 MV 12 SZ L (8')
#AT 1 THAC0 5 Dmg ldl0 +3(staff) +3
Meriadar's avatar has a variable appearance: he can appear as a tall figure of any goblinoid race when he needs to do so, although his typical appearance is that of a mongrelman, admixing many races. He always dresses simply in plain brown robes. He uses spells from any priest sphere (never reversed forms).
Special Att/Def: Meriadar's avatar is extremely peaceful, but if he needs to employ a demonstration of power he can use power word stun and power word blind 1/day each. He can also employ Otilukes resilient sphere, Otiluke's telekinetic sphere and forcecage 2/day each. The avatar carries a wand of size alteration with which he can reduce hostile creatures down to 10% of their normal size to negate their offensive capability. He carries a quarterstaff +3 which affects any goblinoid struck by it as a symbol of persuasion (normal save).
Duties of the Priesthood
Meriadar's priests preach peace, but they also defend mongrelman communities. They are peaceful, but not pacifistic when threatened with force. They are "political" creatures, directed to get close to chiefs and determine "social" policy. They support hierarchies/ laws, and established leaders unless these are grossly unjust- They preach the need to tolerate goblinods and other races, that all living things have their place, and the need for an ordered society and an ordered world.
Requirements: AB Int 12 or Wis 16; AL In; WF bow and arrows, mancatcher, mace, net, quarterstaff; AR leather, chain;
SP all, astral*, charm, creation*, divination, guardian, healing, law, necromantic*, plant*, protection, thought, time*, wards;
PW 1) +1 Cha to all goblinoids; 3) friends; 7} emotion (cairn}: 9) symbol of persuasion I/week; TU turn at -4 levels; LL 10; HD d4; Shamans yes.
Shamans: AB Int 10 or Wis 13; AL In, Ig, n; LL 6; HD d3;
Other weapon and armor restrictions as for priests.

## Stalker (Demigod)

The entity known simply as "Stalker" is an elemental entity related to the racial root stock of all goblinoid races. Stalker is always held in creation myths to have emerged from a dark underground complex into which the goblinoid race telling the tale entered in pre-history. Their intrusion drove Stalker out from his domain/ and the demigod has sought revenge ever since.

Stalker is a solitary entity, without priests or shamans; gobli-noids usually don't even attempt to propitiate it (a rare exception is the employment of ritual dancing to terminal exhaustion with the promises of a battle, and deaths/souls to be devoured, offered to this dire entity). The deaths of goblinoids strengthen the hate and anger which rules the deity and its power/ so it always seeks conflict, war and death (which may be why other goblinoid gods don't attempt to destroy it). It has a ravening, eternal, hateful hunger for lives and souls, but it is not powerful enough to directly oppose the stronger goblinoid gods such as Gruumsh and Maglubiyet. For this reason, it focuses its hate on bugbears, kobolds, urds, gnolls and mongrelmen. It has an especial hatred of Meriadar, the deity who attempts to bring back some semblance of respect for life to goblinoids. In many worlds. Stalker has some form of alliance with Skiggaret; while the two do not work together, there is some form of mutual tolerance.
Role-playing Notes: Stalker will send its single avatar when there is a good prospect of preying on weak communities or damaged populations (after a mass battle, for example). The goblinoid gods often permit "Stalker's share" of souls after such a conflict.
Statistics: AL ne; WAL n/a; AoC hate, death, cold; SY creeping shadow.
Stalker's Avatar (Priest 12)
Stalkers avatar takes the form of a slow shadow from 2-20 feet in length as Stalker desires. Spells are drawn from all priest spheres, always reversed where appropriate.
Str 18/70 Int l7 Dex l7
Wis l5 Con 12 Cha 1 (all races)
AC -1 SZ Varies MV fl 30
HP 96 HD 12 MR 30%
#AT 2 THAC0 9 Dmg ld8 +4 (claw) ld8 (chill)
Special Att/Def: Within a 10' radius of Stalker's form there is a continually radiating fear. The avatar is immune to all fear, illusions, mind-affecting spells, caused wounds, paralyzation, gas attacks, energy drains and symbols. Blunt weapons do one-half damage to the avatar. It can absorb 50hp per day of cold damage without being harmed and can reflect the relevant attacks as a cone of cold. The avatar uses all cold-based spells I/ day at 18th level of experience.
Duties of the Piresthood: None; the Stalker has no priesthood.

# Gods of the Illithids

### Ilsensine (Greater God)

Ilsensine is a mental/spiritual deity manifesting as a glowing green brain; the god itself has an infinite number of tentacles of infinite length which radiate through all planes from its base on the Plane of Concordant Opposition. Its motivation is for the illithid race to conquer all planes through superiority and mental domination, through superior knowledge and magic which is an expression of will and mental force. Fortunately for

other beings, Ilsensine is such a supremely arrogant entity that it spends much time in brooding fantasies of domination and is often too self-absorbed to actually act.
Role-playing Notes: This being will send an avatar to attend and observe illithid conclaves when these concern major territorial aggressions and scheming which will take decades to bring to fruition. Rarely, it visits the Prime Material plane to absorb the brains of great scholars and sages who have been captured by illithids, and which are offered to Ilsensine in homage. The deity may reward the illithids concerned by granting them the use of ld4 wizard spells of levels 1-6 for ld4 days, as determined by the DM. Communications from the deity are by direct tele-pathic contact with its most prized servants. Of course, the deity demands that the illithids strive always to dominate other races, and has been known to send an avatar to make this clear to those illithids who have displeased it, usually by eating about half their number to encourage the others.
Statistics: AL le; WAL le (illithids); AoC mental dominion, magic; SY glowing brain with two tentacles.
IIsensine's Avatar (Wizard 23)
Ilsensine appears as a huge, glowing green spectral brain with two tentacles, levitating in mid-air. It uses wizard spells from all schools.

| | | |
|---|---|---|
| Str n/a | Dex n/a | Int 22 |
| Con n/a | Cha 20 | Wis 23 |
| AC -5 | MV fl 12 | SZ L (8' diameter) |
| HP 160 | HD 20 | MR 80% |
| #AT 2 | THACO 5 | Dmg special |

Special Att/Def: The avatar is immune to spells below 4th level and weapons below +2 enchantment. It is immune to spells of mental control (charm, domination, suggestion, etc.) and to caused wounds, energy drains, paralysis, petrification and spells which directly affect physical stats (fumble, ray of en-feeblement, etc.). Its tentacle attacks negate armor bonuses to AC (except magical pluses), and any hit drains ld6 points of intelligence or wisdom (as Ilsensine chooses) and restores ld6 hp to the avatar. A victim reduced to 0 Int or Wis becomes a juju zombie under the avatar's control. The avatar uses mass charm and mass suggestion 3/day each and a mind blast at will, and may project a prismatic spray 1/day.

## Maanzecorian (Intermediate God)

Like Ilsensine, Maanzecorian holds the illithids to be the natural dominators of all planes and worlds and other races only fit for food and slavery. However, he considers that there are things which illithids may profitably learn from other brains before they eat them, and eating is a pleasure which is most delightful after lingering anticipation. He is a philosopher-god, one who has a vast library of arcane works in his own palace. The god is vain and his palace is sumptuously furnished with jet, jade, ivory, marble and the skins of many creatures. He is always deferential to Ilsensine, although he doesn't necessarily pass on all he knows to the greater god.
Role-playing Notes: Maanzecorian attends conclaves of his priests in avatar form, for discussion, sharing of knowledge and meditation (such meetings are rare, because

priesthoods are small). He may even appear as a negotiator between illithids and other races if he deems the occasion highly propitious. He shares knowledge directly rather than through omens.
Statistics: AL le; WAL le (illithids); AoC knowledge, philosophy; SY silver crown set with red gem.
Maanzecorian's Avatar (Wizard 14, Priest 12)
The avatar appears as a very tall illithid, with purple/green skin and yellowed tusks on either side of his tentacles. His silver crown levitates above his head. He uses spells from spheres listed for his priests, and from all wizard schools.
Str 16 Int 20 Dex 18
Wis 20 Con 16 Cha 20
AC O MV 12 SZ L (10')
HP 136 HD 17 MR 40%
#AT 4 THACO 5 Dmg special
Special Att/Def: The avatar can use the following 3/day each:
domination, hypnotism, hypnotic pattern, rainbow pattern, power word stun; and I/day he can create a Mordenkainen's disjunction, call down a weird on one group of creatures within 60' and create a screen. His levitating crown holds a gem of brightness (no adverse effects on illithids within the area of effect).
Duties of the Priesthood
This priesthood is a small and select one, concerned with the pursuit of knowledge, exploration of new territory and the exploiting of knowledge gained therefrom, and with negotiations and dealings with other races-which must always be from a position of strength and include an element of condescension.
Requirements: AB Wis 16; AL le; WP any; AR none; SP all, astral, charm, divination, law, numbers, sun (rev), thought, time; PW none; TU nil; LL 12; HD d4; Shamans no.

# Gods of the Ixitxachitl

## Demogorgon (Lesser God)

Demogorgon is another of the tanar'ri lords who, like Juiblex and Yeenoghu and others, has managed to extend his influence beyond the Abyss. Why he chose the ixixachiti to become his worshipers, and why that race of sentient rays has chosen to follow him, is very hard to determine. Demogorgon may wish to use the ixixachiti to further the ambitions of the tanar'ri in the Blood War, although how they could help him is not clear. What is known is that Demogorgon has a hatred of Sekolah the sa-huagin god; some myths portray the tanar'ri as a one-time vassal of Sekolah, magically compelled to service through an artifact. Demogorgon does not direct ixixachiti attacks specifically at sahuagin, but he is pleased if his servants happen to find themselves in a position where sahuagin are the logical next target for their massed attacks.

From the ixixachitl's point of view, they may be gaining power from their association with Demogorgon-as is the tanar'ri lord himself. Through some strange warp in the Abyss, it may be that the actions of vampiric ixixachiti in energy draining victims (in sacrifices in many instances) somehow transfer magical energy to Demogorgon and strengthen him. This twist in the planar fabric may somehow amplify and transform this energy, and some of it appears to create a backlash on the ixixachiti, who have become more powerful spellcasters than they once were. The fact that vampiric ixixachiti alone can become the most powerful priests seems to support this hypothesis.

In some worlds, a handful of half-insane human cultists revere Demogorgon; bloodthirsty pirates and cutthroats may be drawn to him. As yet, Demogorgon has no human priests, but in some world at some time this may yet come to pass. Certainly the tanar'ri lord seems to be growing in power, as his use of planar shirting magic (usually not possible for tanar'ri) shows.

Role-playing Notes: Demogorgon usually restricts dispatching his avatars carefully. They are mostly sent in secret to advise and scheme with vampiric ixixachiti priests, and to confer short-term additional powers on them in preparation for battle. De-mogorgon's avatar will not readily become involved in any combats, but may lurk in the background, supporting his servants with spells and magic use.

Statistics; AL ce; WAL ce (ixixachiti); AoC energy drains, domination; SY forked tail.

Demogorgon's Avatar (Priest 14)

The avatar appears as a huge double-headed reptilian with babboonlike heads/ scaly blue-green skin, and powerful lizard-like legs- He has a thick, forked tail. He uses spells from all priest spheres, always using reversed spells where applicable.

Str l7 Dex l7 Con 18
Int 19 Wis 19 Cha 19
AC 0 MV 15 sw 15 SZ H (18')
HP 112 HD 14 MR 20%
#AT 3 THACO 7 Dmg d4+1 / d4+1 (claws) d6+l (tail)

Special Att/Def: The avatar takes half damage from cold- and fire-based attacks and gaseous attacks, and he is immune to energy drains, poison, electrical attacks, and mind-controlling magic. The avatar's claws cause disease that is fatal in 24 hours unless magically cured; even within 6 turns, the disease causes the loss of one limb which simply drops off, the victim losing 20% of current hit points. A tail hit energy drains 1-2 levels unless a successful saving throw versus death magic is made (at -4). Once per day he may cast: charm person, charm monster. domination, ESP, feeblemind, improved invisibility, polymorph self, and plane shift. Once per day, each, the avatar can use gaze weapons to 60'; from his left head beguiling and from his right head insanity (as the symbol).

Duties of the Priesthood

Demogorgon's ixixachiti priests must protect and strengthen their communities and lairs, building up strength for massive all-out attacks on neighboring sentient creatures. They then settle part of the newly-decimated area, build and strengthen themselves again, and may wait decades before making new major forays against other creatures.

The vampiric ixixachiti priests are of major importance and will not often be in the front line of combat. They will attempt to control the others, to ensure a good supply of captured creatures which can be energy drained in sacrifice rather than slain out of hand.

The priests may even keep captives of immature age (sea elves, tritons, and the like), waiting for them to attain adulthood so that they have more life energy to drain during their terrible ritual sacrifices.

Requirements:AB Wis 13; AL ce (ixixachiti only); WP any;AR any; SP all, animal*, chaos*, combat, divination, guardian*, healing (rev), necromantic (rev), protection*, summoning*, sun (rev); PW 1) Half-damage from cold-based attacks; 5) Half-damage from fire-based attacks; 10) if the priest energy drains a victim it regains 2d4 spell levels of cast spells; TU command at - 4 levels; LL 8 (12 if vampiric and has exceptional Wisdom); HD 1+1 per 2 levels gained after 2nd; Shamans no.

Special notes: For level limits, ordinary ixixachiti priests can attain 8th level, maximum, with any wisdom score higher than 13 (the basic requirement for being an ixixachiti priest). Vampiric ixixachiti priests can progress to 9th level with Wisdom 14-15, 10th level with Wisdom 16-17, llth level with Wisdom 18 and 12th level with Wisdom 19 +. The hit dice progression in full is:
Prl-3,l+lHD;Pr4-5,2+2HD;Pr6-7,3+3HD;Pr8-9,4+4 HD; Pr 10-11, 5 + 5 HD; Pr 12, 6 + 6 HD.

# Gods of the Kenku

### Quorlinn (Lesser God)

Quorlinn is a strange god who is featured in many obscure myths as a botched experiment in creation by a powerful non-lawful sky god too embarassed to admit his failure. However, Quorlinn proves his worth in a series of dubious escapades involving trickery, deceit, disguise, and thievery, often escaping with some tail feathers missing, to bring his creator some choice item. The greater god relents and Quorlinn has a race created in his image.

Unfortunately, Quorlinn isn't enthralled by this. He doesn't want the responsibility of his own race and whines continually about being weighed down by it; possibly, this is a defense because he isn't uncaring, but may feel himself too weak to be a good protector. Hence, he teaches kenku thievery, disguise, and magical skills and hopes they can stand up for themselves.

Role-playing Notes: Quorlinn is irritable, irascible, and fickle, but not evil. He doesn't send avatars (so his stats are for reference only) or omens, and his priests have to whine for their spells, which are 25% unlikely to be granted each day.

Statistics: AL n; WAL n (kenku); AoC trickery, disguise, thievery; SY mask with large false nose.

Quorlinn's Avatar (Illusionist 10, Thief 14)

The avatar appears as a normal kenku wearing a black mask and fairly nondescript clothing, if it appears at all.

Str l5 Dex 19 Int 20
Wis l5 Con 15 Cha l8

ACO MV 9 fl 36 SZ M (6')
HP 96 HD 12 MR 15%
#AT 3 (1) THACO 9 Dmg d8/d8 (claws) and dl2 (beak) or by weapon
Special Att/Def; The avatar can use each of the following 2/ day: alter self', change self, dimension door, improved invisibility. rope trick, shadow door. taunt. No natural avian will attack the avatar. He usually employs a shortsword +3 of quickness if forced to fight.
Duties of the Priesthood
Quorlinn's priests and shamans are an exceptionally devious and tricky bunch- They mastermind kidnappings, ambushes, and traps. They are fine spies, and different cells of priests collect and harbor all kinds of secrets (many banal or trivial) which they childishly refuse to share with priests from other groups. They must always attempt to rescue enslaved kenku.
Requirements: AB Dex 15 Int 12; AL n (kenku only); WP as thief; AR as thief; SP all, animal*, chaos, charm*, creation, divination, healing*, plant, weather; PW none; TU nil; LL 9; HD d4; Shamans yes.
Shamans: AB Dex 11; AL n; LL 4; HD d3.

# Gods of the Ki-rin

### Koriel (Intermediate God)

Koriel is the sky-roaming god of ki-rin, a powerful and stern god of lawful good. In some myths, this great steed allows himself to be ridden by a prime Creator Cod or the major lawful good god of a pantheon, and often he, together with that god, will bring creative forces down to the earth or will ride together at the end of all things. His association with this supreme-god figure strengthens the formidable magical powers both of the god and, by association, of the race of ki-rin Koriel created. He has no shamans or priests since his magical creations are powerful enough not to need any further blessings.
Koriel is watchful and vigilant. He flies at astounding speeds through the Outer Planes, looking for any encroachments of evil, just as the ki-rin do in the Prime Material. He will not often act without consulting other deities, but he is utterly ruthless when he must fight. His great speed also makes him a great traveler, restless and ever-curious, eager to discover new knowledge in the many worlds and planes.
Role-playing Notes; Koriel has no priesthood, but will commune with individual ki-rin when he chooses (or sometimes if invoked). He does not interfere greatly with the affairs of other creatures unless actively evil beings cause him offense by persecuting weaker creatures or by using powerful magic. Only in extreme need will he send an avatar to deal with this, preferring to alert mortal ki-rin to such dangers and wickedness.
Statistics: AL lg; WAL lg (ki-rin); AoC learning, protection, vigilance against evil; SY ki-rin horns and eyes.
Koriel's Avatar (Paladin 20, Wizard 18, Priest 18)

Koriel's avatar appears as a great ki-rin with gold and silver fur and a mane of rainbow hues. He uses spells from all spheres and schools.
Str l9 Int 24 Dex l9
Wis 24 Con 19 Cha 24
AC -7 MV 36 fl 600 SZ H (16'long)
HP 144 HD 16 MR 50%
#AT 3 THACO 5 Dmg 4d4/4d4 (hooves) 6d6 (horn)
Special Att/Def: The avatar's wizard powers are those of a normal ki-rin. His saving throws are never worse than 2, regardless of modifiers, and he is allowed a saving throw against no-save spells (this is a base save of 4). Any evil creature struck by his horn is slain outright unless it makes a successful save versus death magic with a -4 penalty; if the creature is not from the Prime Material, it is banished even if it does save. Koriel's song dispels any elementals and other conjured/summoned creatures within 200' if the avatar so chooses (save versus spell at -4 to negate). Once each per day, the avatar can speak a holy word and effect a resurrection.

# Gods of the Kobolds

### Kurtulmak (Intermediate God)

Kurtulmak is the chief deity of the kobold pantheon. He is a hateful deity, one who despises all life, save kobolds. He has an especial antipathy for brownies, pixies, sprites and their kin- and most of all, gnomes. Kurtulmak is prepared to enter into any alliance in order to defeat Garl Glittergold or any other gnomish god, even ignoring alignment considerations (and all others!) for this end.
Kurtulmak is not a stupid deity. He has skills; he taught the first kobolds the skills of mining and tunnelling, and also the skills of ambushing, although Gaknulak is now the more important influence in this sphere. Rather, Kurtulmak is a creature dominated by his emotions and hates.
Thus, Kurtulmak is intelligent, but he is not wise. He is fairly easily trapped or tricked and out-manuevered if his weaknesses are played upon. He is arrogant in his hatred of his enemies, and loves to gloat over his successes at length. It is this weakness which Garl exploited when he demolished Kurtulak's cavern;
rather than putting the gnome straight to death, Kurtulmak wanted to gloat and watch Garl grovel, and this was his undoing.
Kurtulmak has the psychology of the small creature written large all over him. He carries grudges, and has a huge chip on his small shoulder. He hates being bettered by any means, especially by deception or by some "frivolous" means such as illusion or practical joking. Kurtulmak has absolutely no sense of humor. He makes characteristic errors as a result of this weakness. He often tries to gain revenge over his enemies in the same ways that they gained an advantage over him. Thus, dragging Gaknulak along for support (despite the demigod s misgivings) he attempted to booby-trap a citadel of the gnomish

gods, only to fail miserably as the first group of guards easily detected him (Kurtulmak is hardly subtle). The gnomish gods captured him, tied his tail in a knot which took a score of years to unravel, stuck a false red wax nose on his face and hung a luminous stuffed chicken to his waist, and packed him off home. No wonder Kurtulmak hates gnomes above everything.

Nonetheless, Kurtulmak should not be underestimated. He is a savage deity who is always attentive to events on the Prime Material plane, and who is always active in trying to secure some advantage for4us people on that plane. He is reluctant to oppose other goblinoid gods, especially Maglubiyet whom he fears (while he considers Gruumsh and the orcish gods stupid and oafish), and thus while his people often contest with other goblinoid races for living space, Kurtulmak will rarely over-actively intervene in such conflicts.

Role-playing Notes: Kurtulmak will not send an avatar to oppose actions by other goblinoid gods, unless they have acted first and he feels himself forced to respond. He will always send an avatar to deal with strife between kobolds and gnomes when this becomes more than mere skirmishing, and is eager to send
an avatar to despoil sylvan lands if he thinks he can get away with this. Kurtulmak does not bother with omens; he instructs his priests directly through commands which are given in dreams, dozing, daydreaming and other states of mind when the threshold of consciousness is lowered. Priests who do not act immediately on the basis of these commands are simply snuffed out of existence by the god.

Statistics: AL le; WAL le (kobolds); AoC war, mining; SY gnomish skull.

Kurtulmak's Avatar (Fighter 16, Priest 7)

Kurtulmak's avatar appears as a double normal-size kobold with a long, stingered tail and large horns which curve backwards from his forehead. His skin is mottled black and green. His priest spells are drawn from all spheres (reversed when appropriate).

Str 18/30 Dex l7 Int l6
Wis 9 Con 15 Cha l9
AC -1 MV 12 SZ M (5' 6")
HP 120 HD 15 MR 35%
#AT 3 THACO 5 Dmg 2dl2 +4 (spear) +3, ld6 (tail)

Special Att/Def: The avatar's skin is very tough with scales of steel, and edged weapons below +2 enchantment are 25% likely to break when struck against it. The avatar can smell gnomes up to a mile away, and is permanently enraged by gnomes if able to see or fight them. In his enraged state, Kurtulmak's avatar cannot be forced to leave combat with a gnome or a group of creatures including gnomes by any means, including all magical means. He has an aura of fear which forces enemies within 20 feet to save versus spells (- 4 penalty for gnomes) or flee in panic. His tail has a poisonous stinger (poison F), and he carries a spear +4.

Duties of the Priesthood

Kurtulmak's priests are the commanders of war bands and many are also expert miners; priests are expected to specialize in one or other role. Whichever role is adopted, priests strive to unite kobolds and undertake the tasks of war, and mining and underground exploration, with a large force of kobolds; there is strength in numbers. Kobolds hate most other life, and this attitude is encouraged by the aggressive priests. The priests wear orange robes with a white death's head sigil on the chest.

Requirements: AB std; AL le; WP any (spear 1st); AR any; SP all, combat, divination*, elemental (earth), healing*, necromantic*, protection, summoning, sun (rev), war, wards*; PW 1) +1 hit versus gnomes; 4) scare (affects gnomes only, but affects ld4 targets); 7) enlarge self to double size, sight of the transformation causes fear in gnomes within 20' and line of sight, normal saving throw versus spells negates; TU nil; LL 9; HD d2; Shamans yes + wd.
Shamans: AB std; AL le, ne; LL 5; HD 1 hp/level; Other spear 1st weapon proficiency.

## Gaknulak (Demigod)

Gaknulak is the kobold demigod of trickery, ambushing, and setting traps. He is a highly intelligent and sneaky deity with a magical cauldron from which he pulls tools, unpredictable minor magical items, and diverse resources for the ingenious-and to fool others. He is the deity who protects and defends kobolds, and teaches them practical trickery. He is a supreme pragmatist, and in this way is a very lawful trickster.
Role-playing Notes: Gaknulak is always ready to send his avatar to instruct kobolds in new arts of defense through creative innovation. He avoids direct confrontation with other avatars and races, preferring defense and trickery. His omens are subtle, and/or hard to decipher, challenging his priests to understand or perceive them: subtly triggered trap defenses, misplaced tools and everyday items, and weapons/clothing subtly rearranged.
Statistics: AL le (ne); WAL le, ne (kobolds); AoC protection, stealth, trickery, traps; SY cauldron with whirling ellipses.
Gaknulak's Avatar (Wizard 12, Thief 12)
Gaknulak's avatar appears as a small dark-skinned kobold with white hair, a cloak with bulging pockets, and a hand axe. He uses spells from the alteration and illusion/phantasm schools.
Str lO Int l9 Dex l9
Wis l6 Con 12 Cha l9
AC 1 SZ S(3'6") MV 18 fl 36 sw 12
HP 80 HD 10 MR 20%
#AT 1 THACO 11 Dmg ld6 +3 (hand axe)
Special Att/Def: The avatar wears 2 (randomly selected) ioun stones and always carries many magical items related to spying, escape, and detections: typically boots of speed, wand of magic detection, ring of chameleon power and a wand of poly-morphing for attacks (targets are turned into piglets for eating). He carries a +3 hand axe and is immune to illusion/phantasm spells.
Duties of the Priesthood
Gaknulak's priests are spies and scouts. They also are experts in setting traps and amushes of all kinds, and in the construction of defenses. They are defenders of lairs and homelands above all.
Requirements: AB Int 13; AL le, ne; WP blowgun, dagger, dart, hand axe, hand crossbow, sling; AR leather; SP all, charm, combat*, divination, elemental (air, earth), guardian, protection, summoning*, wards; PW 1) 10%/level skill in hide in shadows and spot traps, may set traps so that enemies' spot traps chance is reduced by 5% /level of

priest; 3) may use illusion/phantasm spells of 1st and 2nd level; 7) rainbow pattern; TU nil; LL 8 (Wis 18+); HD d2; Shamans yes + wd.
Shamans: AB std; AL le, ne; LL 5; HD 1 hp/level.

# Gods of the Kuo-Toa

## Blibdoolpoolp (Intermediate Goddess)

Blibdoolpoolp is an ancient deity of a race driven back ^rom their earliest habitats, below and near the oceans, mostly by humans and allied demihumans. Now her people populate only the Underdark, in competition with illithids and drow. Blibdoolpoolp is consequently a deity warped by hatreds. She hates humans and most demihumans (especially elves) for driving her race away from their homes and slaughtering them, and she hates the deities of drow and illithids as competitors for the little space her race has left. She does not actually have special enmity for aquatic races, save sea elves, since they did not play a major role in the extinction of the surface kuo-toa.
Added to this festering hatred, or possibly because of it, is a questionable mental status. Blibdoolpoolp may not quite be insane, but she is very unpredictable, irrational, and prone to wild mood swings. The area she occupies in the plane of elemental Water is churned and swirling with the emanations of her emotions, a clear demarcation of where she dwells. She surrounds herself with huge lobsters, crayfish, and other primitive crustaceans which have changed little in form over the eons, as if to reassure herself that her powers have not changed or diminished either.
As an ancient deity, Blibdoolpoolp is said to know deep magical secrets that are part of the fundamental fabric of the universe. At least she thinks she does, as she broods over those secrets and holds them unto herself. Because she shuns contacts with all other deities, and doesn't share her knowledge, there is no way of knowing.
Role-playing Notes: Blibdoolpoolp dispatches an avatar to attend great sacrificial rituals at major temple complexes when many humans and demihumans are drowned by her priests and monitors. She does not send omens other than signs of her pleasure or displeasure, which are arbitarily affected by her moods; changes in the coloration of the large sacred black pearls the priests keep in her temples are favored omens, as are unusual activity or quietude on the part of the huge lobsters that also reside there.
Statistics: AL ne (ce); WAL ne, ce (kuo-toa); AoC darkness, insanity, revenge; SY lobster head, black pearl.
Blibdoolpoolp's Avatar (Wizard 12, Priest 14)
The avatar appears as a huge nude human female with the head of a lobster, articulated shell covers on her shoulders, and with lobster-clawed forearms. She uses priest spells from those spheres listed for her priests, plus summoning spells and wizard spells from all schools save those of elemental (fire).
Str 18/00 Dex 16 Con 16
Int 17 Wis 14 Cha 18

AC -2 MV 12 sw 36 SZ H (15')
HP 128 HD 16 MR 55%
#AT 2 THACO 5 Dmg 3d6 +6 x 2 (claws)
Special Att/Def: The avatar is immune to poison, paralyza-tion, elemental (water) spells, and illusion/phantasm spells below 6th level. If both her claw attacks strike an opponent in the same melee round, the victim is dragged towards Blibdoolpoolp's eyes and forced to look into them; the victim must save versus spell at -4 or become insane immediately. Once per turn, the avatar can summon 2d8 giant lobsters (use statistics for giant crayfish from the Monstrous Compendium:
"Crustacean, Giant") to fight for her for up to 3 turns. Once per day, she can summon ld416HD water elementals which remain to do her bidding for up to 4 hours. The avatar can cast a symbol of insanity once per day and owns a ring of human influence and a wand of fear.
Duties of the Priesthood:
Blibdoolpoolp's priests have a central role in kuo-toan society. They oversee the growth and culling of fingerlings (young kuo-toa) and perform appropriate rituals during the breeding season. They have no special role in arts or crafts, but they are responsible for making the unique gummy substance with which kuo-toans treat their shields for battle. Just as they are the judges and juries within kuo-toan society, they are responsible for most dealings with other races. These usually take place, if kuo-toans wish such contacts, in their specially devoted and consecrated temple complexes that are very extensive and just as well-hidden. The priests of different communities usually only cooperate with each other in the maintenance and defense of these special temple sites. Kuo-toan priests must always organize forays to repel illithids that live anywhere close by kuo-toan settlements in the Underdark.
Some 30-70% of the priests (percentage varies by community) are priest-thieves (as described in the kuo-toa entry in the Monstrous Compendium}. Only a priest-thief can rise above the 10th level of experience as a priest. For any priest to rise above 8th level, a weapon proficiency in the pincer staff is mandatory.
Requirements: AB Dex 14 for priest-thief, otherwise std; AL ne, ce; WP any, but must have pincer-staff proficiency to progress beyond 8th level; AR any (priest-thieves restricted to leather or equivalent); SP all, charm*, combat, divination, elemental (earth, water), healing*, necromantic* (rev), sun (rev), war*, weather*. PW 1) lightning stroke by 2 or more priests (as detailed in Monstrous Compendium); 4) lower/raise water; 7) ice storm; 10) symbol of insanity; TU nil; LL 10 (12 for priest-thieves); HD d6 (d4 for priest-thieves); Shamans no.

# Gods of the Lizard Men

**Semuanya (Lesser God)**

Semuanya is an amoral and unfeeling deity whose only consideration and purpose is survival and propagation. Any action aiding survival is acceptable; any action which has no bearing on this is an irrelevance and not to be bothered with. Unsurprisingly, the god has neither allies nor particular enemies. More surprisingly, the deity does not yet seem to have reacted to Sus-s'innek's increasing influence over his realm, but he may yet feel driven to do so.
Role-playing Notes: The deity will send an avatar to deal with any major event that threatens lizard man communities on the grand scale (climatic change, major incursions of predators, etc.), but very rarely otherwise. He does not send omens to his shamans.
Statistics: AL n; WAL n (lizard men); AoC survival, propagation; SY egg.
Semuanya's Avatar (Fighter 13, Wizard 9, Priest 9)
Semuanya's avatar appears as an oversized lizard man bearing a club with many embedded razor-sharp shells. He wears a loincloth only. His spells come from spheres listed for his shamans, and from wizard spells other than illusion/phantasm and conjuration/summoning.

| | | |
|---|---|---|
| Str 18/49 | Dex l7 | Int l3 |
| Wis l7 | Con 17 | Cha l6 |
| AC O | MV 15 | SZ L (10') |
| HP 112 | HD 14 | MR 30% |
| #AT 2 | THACO 7 | Dmg 2d8(club) +3 |

Special Att/Def: The avatar's scaly skin makes him immune to nonmagical blunt weapons, and he suffers only half damage from magical blunt weapons. Any bolt spell is 25% likely to be reflected from his body. He has 90% magic resistance versus all illusion/phantasm spells.
Duties of the Priesthood
Semuanya's shamans are not an organized priesthood and have no interest in any affairs beyond their own tribe. They are general carers for their tribes, especially with healing and medicine. They counsel avoidance of all races other than their own and even dissuade contacts with other tribes, except for interbreeding. They must breed every season, and as soon as a shaman loses fertility, he loses one level of experience per month. Many shamans, at this time, commit ritual suicide.
Requirements: AB std; AL n; WP any (club 1st); AR any; SP all, animal, combat*, divination*, healing, necromantic*, plant, protection*, weather*; PW none; TU nil; LL 7; HD 2 hp/ level; Shamans only.

## Sess'innek (Demigod)

Sess'innek is a powerful tanar'ri lord who has grown weary of the Blood War with the baatezu and seeks to establish dominion elsewhere. He is responsible for the appearance of Lizard Kings, the chaotic evil corruption of Semuanya's creation, and he uses them as his favored servants. Recently he has been able to project his power as spellcasting abilities, conferred on a handful of shamans; this is testimony to his burgeoning power within the Abyss. The tanar'ri lord even sacrifices some of his own magical and innate skills to project this power, so his avatar is weaker than many,

Role-playing Notes: Sess'innek will dispatch his avatar carefully, being extremely apprehensive of losing the magical sword which allows him to plane shift the avatar. He often uses its appearance to awe lizard men into his worship; it is invoked by a shamanic servant in a carefully staged ceremony at which he receives homage and sacrifice. He does not send omens to shamans.
Statistics: AL ce; WAL n, ce (lizard men, lizard kings); AoC "civilization", dominion; SY clawed green reptilian hand.
Sess'innek's Avatar (Wizard 10, Priest 10)
The avatar appears as a six-armed Lizard King with vestigial green/brown leathery wings folded along its back. It uses spells from spheres listed for its shamans, and wizard spells from all schools save alteration, abjuration and illusion/phantasm.
Str 18/12 Con 15 Cha l9
Dex l6 Wis l5 Int 18
AC O MV 15 SZ H (16')
HP 96 HD 12 MR 20%
#AT 6 (5) THACO 9 Dmg 1d6 +3 (claws) or by weapon + 3
Special Att/Def: The avatar takes half damage from cold- and fire-based attacks and is immune to electrical attacks. It usually employs four +2 long swords with a +4 two-handed sword that can plane shift (sword-wielder only) I/month and dispel magic, 30' radius to a range of 120' 3/day.
Duties of the Shamans
As yet, Sess'innek has very few shamans; some 40% of them are Lizard Kings. Any lizard man shaman is chaotic evil. The shamans must be aggressive in wiping out other lizard men after trying to convert them to the cult, but shamans of Semuanya must be slain on sight. Sess'innek's shamans are aggressive, territorially dominant, and rapacious.
Requirements: AB Str 14; AL ce (lizard men, lizard kings);
WP any; AR any; SP all, combat, elemental (water), necromantic (rev), summoning, sun (rev), war*. PW none; TU nil; LL 4 (lizard men), 7 (lizard kings); HD d4; Shamans only.

# Gods of the Mermen

### Eadro (Intermediate God)

Eadro is an aloof god. caring only for the locathah and mermen he created (both races consider the other to have been an experiment by Eadro which nearly worked before he got it right making them). Eadro watches his races carefully, knowing that they can come into conflict over territory; this as much as anything determines his affiliation with the asathalfinare. He is aware of the damaging potential of conflict between non-evil races while evil lurks and bides its time. Eadro lives on the elemental plane of Water and has a magical water mirror which can show him any underwater scene in the Prime Material.
Role-playing Notes: Eadro very rarely sends avatars to the Prime Material; he is a conservative god who prefers the status quo. He sends warning omens to his peoples in

the form of unusual behavior by moray (or related) eels, often by delivering colored pebbles or shells to shamans and priests.
Statistics: AL n; WAL n (locathah, mermen); AoC locathah, mermen; SY spiral.
Eadro's Avatar (Priest 16)
The avatar appears as a tall locathah or merman who can change in one round into an amorphous watery bloblike being with eight pseudopods. He uses spells from spheres listed for his priests.
Str 18/00 Dex l6 Int l7
Wis l9 Con 19 Cha l7
AC -2 MV 9 sw 24 SZ L (8')
HP 136 HD 17 MR 35%
#AT 1 (8) THAC0 5 Dmg by weapon +6 or d8 x 8
Special Att/Def: The avatar is immune to elemental (water) and cold-based attacks, and no natural sea creature will attack him. The avatar can negate water breathing at will within 60' (no save). He summons ld416HD water elementals, for up to 12 turns, 2/day. He uses all wizard elemental (water) spells as a 20th-level wizard.
Duties of the Priesthood
Eadro's priests are primarily community priests, upholding the traditional values of merfolk and locathah society (which differ significantly). Mermen priests are suspicious, stern, and intolerant of outsiders, and 90% are male, while locathah priests are more worldly, but cautious and thoughtful. Shamans are in a majority over priests in both races.
Requirements: AB std; AL n (locathah, merfolk only); WP any; AR any; SP all, animal*, combat*, creation, divination, elemental (water), guardian, healing, necromantic, protection. summoning,; PW 1) may use elemental (water) spells from wizard spell list as if clerical spells: 3) augury; 6) summon 12HD water elemental for 6 turns; TU nil; LL 7; HD d4; Shamans yes.
Shamans: AB std; AL n; LL 3; HD d3.

# Gods of the Minotaurs

## Baphomet (Lesser God)

Baphomet is a great tanar'ri power who has increasingly attracted the worship of minotaurs. Myths of the birth of mino-taurs are obscure and place their origin in pre-history, where a terrible and ancient curse condemned a number of wicked humans (who may have had dealings with tanar'ri) to this shape. This curse somehow drew Baphomet's attention to the newly-created monsters.
Baphomet is a hateful, vicious power who delights only in brute force and violence. He seeks power over the minotaurs to enlist their aid in his own schemes, notably his enmity and running battles with Yeenoghu (so that gnolls and minotaurs are on very bad terms indeed).

Role-playing Notes: Baphomet cannot send avatars of his own to the Prime Material of his own volition; they can only be gated in by evil wizards who have dealings with minotaurs. Baphomet will form pacts with such wizards, commanding minotaurs to serve the wizard enabling his avatar to walk the Prime Material (always to slay or to gain powerful combat-related magical items). Likewise, Baphomet does not have a priesthood or shamans, but he can sometimes bless a minotaur with a single use of a maze or wall of stone spell (the latter is often used to impress other minotaurs). Creatures affected by one of these granted maze spells are 1 % likely to be plane shifted to Baphomet's home plane in the Abyss! It may be that this is an "emergent power" of Baphomet, a stepping-slone to being able to grant his followers priest spells, and certainly it explains why minotaurs have turned from giantish gods (which some still revere at least in token) to the worship of this being.
Statistics: AL ce; WAL ce {minotaurs); AoC minotaurs, battle; SY maze.
Baphomet's Avatar (Fighter 14, Priest 7)
Baphomet's avatar appears as huge bull-headed ogre. His priest spells come from the spheres: all, animal, combat, healing (rev) and sun (rev).
Str 19 Dex 15 Con 19
Wis 16 Cha 19 Int 16
AC 0 MV 18 SZ L {12')
HP 120 HD 15 MR 20%
#AT 2 (6) THACO 7 Dmg 2dl0 + 3 (bardiche) + 7, 2d6 (butt), d4+4 (bite)
Special Att/Def; The avatar can detect good, invisibility and magic at will- He can cast each of the following 3/day: dispel magic (at 16th level), maze, wall of stone. Twice per day, he can summon ld4 +2 minotaurs to fight with him. His maze spells are 2% likely to transport the affected creature to his home plane in the Abyss. He takes half damage from cold- and fire-based attacks and gaseous attacks, and he is immune to poison and electrical attacks. He is only affected by weapons above +1 enchantment.

# Gods of the Myconids

### Psilofyr (Intermediate God)

Psilofyr, the benevolent myconid god, is a meditator-deity dwelling in Nirvana. He is a teacher-god, one who taught the first myconids the secrets of potion-making through direct revelation. He is often depicted as a type of fungal world-tree, his mycelia reaching down through the planes into the home of the myconid-King. Psilofyr's only concerns are the protection of the myconid race and the pursuit of perfection through meditation.
Role-playing Notes: Psilofyr selects about one myconid king in 20 to become a priest, and always guides myconids in their selection of a new king through intuitive guidance. Rarely, he will send an avatar to commune with a myconid-king if a community is greatly threatened by enemies, disease, and the like;

the king then gains the spell-casting ability of the avatar for ld4 days after 24 hours shared meditations. Psilofyr has no need of omens since he constantly shares thoughts with his kings.
Statistics: AL In; WAL In (myconids); AoC community, healing, philosophy; SY mycelium basket holding a crystal vial.
Psilofyr's Avatar (Wizard 10, Priest 18)
Psilofyr appears as a gigantic myconid with a vast mycelium complex drifting behind him as he travels by levitation just above the ground. He is able to change color to match environment, or his moods (usually he is blue-gray), as desired. He uses spells from all spheres and schools.
Str l6 Int l8 Con 16
Dex l9 Wis l2 Cha l9
MV16 AC 4 SZ M (6')
HP 120 HD 15 MR 60%
#AT 1 THACO 5 Dmg 15d4 (fists) +1
Special Att/Def: The avatar can fire a spore attack as a jet (5' wide by 60' long) or targeted at one creature within 120' to cause disease, create a cloudkill, or as dust of sneezing and choking, 2/day per effect. It can, at will, create a radiant effect by emitting spores about itself. These affect all within a 10' radius initially, spreading to a maximum of 80' after 8 rounds. The possible spore effects include sleep, weakness (reversed strength} or pacification (as a normal myconid). It suffers half damage from blunt weapons and from water-and cold-based attacks, and communicates by telepathy to 240' range.
Duties of the Priesthood
Only singular myconid kings become priest-kings, and their duties are as for normal kings.
Requirements: AB Wis 18, myconid king; AL In; WP any; AR none; SP all, astral, creation, divination, elemental (earth, water), guardian, healing, law, necromantic*, numbers, protection, thought, wards; PW none; TU turn at -4 levels; LL 12; HD d4; Shamans no.

# Gods of the Naga

### Shekinester (Greater Goddess)

This extremely complex and powerful goddess is the creator of nagas and a being of great wisdom. She is triple-aspected/ appearing as the Weaver, the Empowerer, and the Preserver. The Weaver is the principle of active destruction/ the crone-face of the goddess who destroys in order to create room for new existence; but she is also a manifestation of connections and knowledge (as a Weaver, she brings together disparate strands of knowledge to create new understandings). The Empowerer is a bestower of wisdom in her role as guardian of the young and uninitiated; she is kindly and merciful/

but she may force the unwilling into initiations and knowledge which can cause "growing pains." The Preserver is the great maintainer of existence. She is not a creator, but rather a keeper of the flame within the Court of Light, where the goddess has her being on the plane of Concordant Opposition. The Preserver is also a guardian of the spirits of the dead, greeting them with sustenance symbolized as water, fruit, and bread. Adding still further complexity to this triplicity is the fact that the Empowerer is capable of being bi-aspected; as a beautiful young maiden she is an initiator and granter of safe passage, but she also has an aspect as an ugly messenger, one who draws the attention of the young, naive, or uninitiated to the presence of an opportunity for growth and learning.
Shekinester is such a complex and all-embracing deity that, in different worlds, she can have a myriad number of inter-relations with other gods. She may cooperate with a god in one world while opposing him in another since she is highly pragmatic in nature. She represents an elemental force of the process of "magical life" and transcendence, and cultures which accept reincarnation often revere her as a guardian, initiator, and protector.
Role-playing Notes: This deity is complex indeed! The Weaver avatar inhabits lost and decaying places/ seeking to destroy those who enter unless they have the wisdom and strength to overcome her-and also use the wisdom and gifts she conceals, including her own magical webs. The Empowerer avatar actively seeks opportunities to grant initiation and wisdom to those who perhaps haven't even yet realized that they have need of this, and her appearances can be unheralded and startling; to the unwary, her messenger form may appear first guiding the new seeker to the Empowerer herself. The Preserver protects the souls of the dead, especially those of her own nagas, but sometimes others as allowed by other gods. On the Prime Material plane, she gives sustenance to those threatened by extinction, overwhelming force, mass starvation, or some equally terrible threat if they are of non-evil alignment.
Statistics: AL n (ce, Ig); WAL n, ce, Ig (nagas); AoC vary by aspect, see below; SY mask (the Weaver), mirror (the Empowerer), or grain jar (the Preserver).
Shekinester's Avatars (powers vary)
Shekinester's avatars appear as: the Weaver (chaotic evil manifestation as a spirit naga Crone), the Empowerer (neutral manifestation as a beautiful young Maiden water naga), and the Preserver (lawful good manifestation as a sublimely featured guardian naga Mother), The Maiden can vary her form further as an ugly young female-faced water naga with pitted skin and lank, greasy hair. The summary statistics vary by aspect (see below).

| | | |
|---|---|---|
| Str l7 | Int 20 | Cha varies |
| Dex l9 | Wis 24 | Con 18 |
| AC -5 | MV 24 | SZ H (15' long) |
| HP 160 | HD 20 | MR 75% |
| #AT 1 | THAC0 3 | Dmg ld8 (bite) + special |

Statistical Variation: The Weaver-Crone has Str 12 and Cha 1, and the special attack form of her bite is lethal poison (save versus poison at -4 or die immediately). The Empowerer-Maiden has Int 18, Cha 23, and the special attack form of her bite is paralysis (save versus poison at -4 to negate). The Preserver-Mother has 22 HD and 176 hit points, Con 20, Cha 22, and 85% magic resistance. The special attack form of her bite is as a symbol of persuasion (saving throw versus spell at -6 to negate).

Special Att/Def and Spellcasting: In all forms, the avatar is immune fro poison, paralyzation, gaseous attacks, death magic, and all mind-controlling spells. All avatars have access to all spell spheres and schools, although they have different preferences. The Weaver-Crone has the powers of a 12th-level wizard and a 12th-level priestess, preferring spells from the schools of illusion/phantasm, invocation/evocation, and necromancy. She can cast a web spell 3/day; if the strands of the web are collected and spun into a cloth (using a spell such as mending or a carefully-deployed major creation with the web as a material component), the spinner may wear the cloth for one hour and gain the ability to commune with the goddess once per week for 2d4 weeks. Only one being can gain this benefit and then only if female. She also has a crystalline heart which, if taken from her body, allows the user to cast divination I/week and legend lore I/day, but the user is 1% likely each day to suffer an alignment change to chaotic evil, 2% if the user is male.
The Empowerer-Maiden has the powers of a 14th-level priestess and fith-level wizard, preferring spells from the schools of alteration, abjuration, and enchantment/charm. She can force any creature within 120' to possess true seeing for 1 turn as she chooses. She can charm any creature which is young (less than 10% of total lifespan) at will (no save). By touch, she can drain a being of ld3 points of Wisdom (save versus spells at -4 to negate) or restore up to three points of Wisdom lost by a creature (to lamia attacks, etc.).
The Preserver-Mother has the powers of a 22nd-level priestess, using spells from all spheres save chaos and war. She can cast forbiddance 1/turn and a wall of force at will, can vomit created food and water 1/turn (in the form of water, bread and fruit), and can dispel evil 1/turn.

# Gods of the Ogres

### Vaprak (Lesser God)

Vaprak is known simply as "The Destroyer." This deity has a quality of elemental savagery well suited to the ogre race, which holds him as a patron. Rapacious and violent, Vaprak is nonetheless in awe of the giantish gods and lives in fear that his race may abandon him to worship them- Vaprak's behavior and edicts to his ogre priests and shamans is thus driven and somewhat frenetic; he constantly urges his followers to combat, aggression, and frenzy, born of his own anxieties and as a manic defense against those fears. Vaprak does not plan, scheme, or contemplate. He simply expends his energies in destruction and uncompromising ferocity.
Role-playing Notes: Vaprak sends an avatar to assist ogres when they are on the verge of conquering a clan, tribe, or race with whom they compete for resources, and also to decimate any group of ogres who have turned to revere of any of the evil giantish deities. He does not send omens to his priests.
Statistics: AL ce; WAL ce (ogres); AoC combat, greed; SY tal-oned claw.
Vaprak's Avatar (Fighter 14)

The avatar appears as a huge, exceedingly horrid, mottled brown and green ogre with powerful taloned hands.
Str 19 Dex l4 Int l3
Wis 9 Con 17 Cha l8
AC O MV 12 SZ H (15')
HP 120 HD 15 MR 15%
#AT 2 (4) THACO 5 Dmg 2dl0 (club) +7 or 2d8+7/2d8+7 (claws)
Special Att/Def: The avatar regenerates 3hp/rd and 3/day can become berserk for the duration of one melee combat ( +2 hit and damage, +2 penalty to AC). Vaprak's avatar negates/ dispels all spells which directly and adversely affect hit and damage rolls to itself (stoneskins on enemies are negated by touch, with full damage applying, prayer is negated, ray of en-feeblement does not work against the avatar, etc.)
Duties of the Priesthood
Vaprak's priests must be aggressive, ever seeking combat. They must also eat greedily, but must also maintain physical fitness, so they often exercise in club-bashing rituals.
Requirements: AB Str 18 Con 15; AL ce; WP any (club 1st); AR any; SP all, combat, divination, healing, protection, sun (rev); PW 4) berserk rage 1 turn (as for avatar); TU nil; LL 7; HD d6; Shamans yes.
Shamans: AB Str 16 Con 12; AL ce; LL 3.

# Gods of the Orcs

### Gruumsh (Greater God)

Gruumsh is the undisputed head of the pantheon of the ores. In pre-history, one or two now-unknown ore gods conspired to depose He-who-never-sleeps, and were destroyed utterly. Since that time, Gruumsh has ruled the other ore gods with an iron grip. He is a fearsome, brutal god who revels in warfare, and ever seeks new territory for his race. This drive to acquire territory and living space is Gruumsh's greatest motivation. He has always felt cheated by the way the gods of humanity and demihumans divided up the world, casting aside the ores (and himself!) without any respect. Gruumsh drives his people relentlessly, through the work of his priests and shamans, to colonize new lands. And his deep and abiding hatred of the other gods ensures that he strives to achieve such dominion through warfare, constant and unceasing. Gruumsh tolerates no sign of peaceability from his people. Indeed, ores have no word for "peace" in their language, only a guttural expletive which means, roughly, "temporary respite from strife".
Gruumsh has an abiding hatred of Corellon Larethian for defeating him in battle. Ore religion denies that Gruumsh lost an eye to Corellon, as their story of "in the beginning..." demonstrates. They hold that Gruumsh was tricked and cheated by Corellon's magic, and that the elf-god could not win in a fair fight. Gruumsh seeks to have his people raze and destroy elvish homelands whenever possible. It is as well for the elves that they usually live in homelands far distant from the ore clans.

But then, Gruumsh has an equally deep hatred of dwarves and their gods. The shamanic tales of how Gruumsh and the Elder Ores fought for control of the mountains would weary the patience of any listener. Ores desire mountains for their stark and barren quality; they are despoilers, and love the bare and bleak. Still, they'll take whatever they can get, and a major strength of the race is their ability to survive almost anywhere.
That property, too, is close to Gruumsh's heart. He and his priests weed out ores who are sick, weak, lame, or unfit for the prosecution of war. Gruumsh is a harsh and lawful deity, and iron rule and weeding out the weak is a key element of ore thinking. Since males are physically stronger than females, females are usually relegated to the roles of child-rearing and making sure the warriors have food on the table after a hard day's pillaging and slaughter. "If Gruumsh intended females to be the equal of males he'd have given them bigger muscles" is a less brutish translation of an orcish saying among the warrior caste.
Fortunately for the races of the Prime Material plane, much of Gruumsh's attention is taken up with the eternal battle of ore and goblin spirits in the Hells, where he directs the warfare against them from his iron fortress. But Gruumsh is ever watchful over his race, and is especially watchful for transgressions...
Role-playing Notes: Gruumsh will only send an avatar if this is needed for a great battle, and where Ilneval and Bahgtru cannot be entrusted with the matter at hand. Very rarely, he will send one to stymie some appearance of an elven avatar. His omens usually take such agreeable forms as the sudden snapping of a young shaman's neck vertebrae, or more leniently a cloud of drifting toxic black smoke.
Statistics: AL le; WAL le (orcs); AoC war, territory; SY single unwinking eye.
Gruumsh's Avatar (Fighter 20, Priest 9)
Gruumsh's avatar appears as a huge, battle-scarred ore in black full plate, with one central eye. He uses spells from all priest spheres (reversed forms only where appropriate).
Str 22 Dex 16 Con 21
Int 15 Wis 12 Cha 20
AC -4 MV 12 SZ L(IO')
HP 160 HD 20 MR 50%
#AT 2 (3) THACO 3 Dmg 2d8 +4 (spear) +10 / 3d6 (torch)
Special Att/Def: Gruumsh's avatar cannot be pacified by any means {emotion, charm, suggestion, etc.) once combat has begun. He has 80% magic resistance against spells cast by elves. His spear +4 paralyzes for 2d4 turns when it strikes (saving throw versus paralysis at -4 to negate). His ever-burning torch cannot be dimmed (by fire quench, etc.) and he strikes once per round with it if he chooses; he can cast cloudkill 3/day and death fog 3/ day from it. He always carries a horn of blasting or a glass vessel with 2d4 applications of dust of sneezing and choking which he can light with the torch (he is immune to its effects) to generate a 20' radius effect for ld4 rounds per application.
Duties of the Priesthood
Fully 50% of Gruumsh's priesthood are clan shamans and witch-doctors; only large clans have specialty priests. They strive to become warrior-leaders (or key advisers to such), and wage war. They maintain physical fitness, and spread the worship of Gruumsh through inspiration, fear, and iron rule. To become a shaman of Gruumsh, an orc must pluck out his own left eye. Proper worship of Gruumsh requires blood in large quantities (elven is best of all).

Requirements: AB Str 15; AL le; WP any (spear 1st); AR any;
SP all, combat, divination*, elemental* (earth, fire), healing*, law, necromantic*, protection*, summoning, sun (rev), war, wards*; PW 1) +1 hit versus elves; 3) aid, self only; 6) heal self for ld8 hp for each sentient creature slain in previous 24 hours; 8) can enchant spear to do double damage, 2 rounds/level; TU command at -2 levels; LL 9; HD d8; Shamans yes + wd.
Shamans: AB Str 13; AL any evil; LL 5; HD d4 +1; Spear 1st weapon proficiency, witch-doctors may only use reversed forms of spells where appropriate (darkness, not light, etc.).

## Bahgtru (Intermediate God)

Bahgtru is Gruumsh's awesomely stupid son and unfailingly loyal lieutenant. He may have the intelligence of a rock, but his might is incredible, and the other orcish gods both fear him and call on him for assistance when they have need. Bahgtru's symbol derives from a battle when he slew a huge multi-legged reptile from another world by breaking all of its legs. Bhagtru scorns all magic, armor, and weapons, and values physical strength alone.
Role-Playing Notes; Bahgtru sends his avatar into the Prime Material plane only at the urging of other orcish gods (usually Gruumsh or Luthic); he is too stupid to do this of his own accord. If he sends an omen, it is in the form of a splitting headache ("Bahgtru's pat" is the term used for this).
Statistics: AL le; WAL le (ores); AoC strength, combat; SY broken thigh bone.
Bahgtru's Avatar (Fighter 18)
Bahgtru's avatar appears as a gigantic orc, hugely muscular, with dirty tan skin and dull green eyes; the tusks which protrude on either side of his mouth are white from bone-gnawing. He wears heavily studded leather armor and gauntlets.
Str 24 Dex 10 Con 22
Int 5 Wis 5 Cha 19
AC 0 MV 9 SZ H(16')
HP 160 HD 20 MR 20%
#AT 2 THACO 2 Dmg 2dl2 +12 (fists)
Special Att/Def: Bahgtru's avatar a immune to any strength-draining effects (ray of enfeeblement. etc.) and any magic which directly reduces hit/damage rolls {chant, prayer, etc.). No magic reduces or eliminates damage from his blows (stoneskin, etc.). If he hits with both fist attacks in the same round, he grapples and crushes his opponent for an additional 3dl2 +12 hp of damage.
Duties of the Priesthood
Bahgtru's priesthood must strive to dominate their clans and put any others in the shade (save for that of Gruumsh). They must at all times undergo strenuous physical regimes of training, and train young orcs in the same way. They encourage clan rivalries, always attempting to convert other clans to Bahgtru's cult.
Requirements: AB Str 16 Int 8 or less; AL le; WP any (but see below); AR studded leather; SP all, combat, healing (rev), protection, summoning, war; PW 1) strength

(allows exceptional scores); 5) fist damage becomes ld6 basic if wearing studded leather gauntlets, at this level the only allowed weapon; 7) Str increased to 18 and exceptional Str roll allowed; TU nil; LL 9; HD d8; Shamans yes.
Shamans: AB Str 13; AL any evil; LL 5; HD d6; Other as shaman -5, fists do ld6 in gauntlets, only weapon allowed (as priest).

## Ilneval (Intermediate God)

Ilneval is Gruumsh's battle lieutenant, to whom he trusts the command of warfare when he does not wish to exercise it himself. Ilneval is a war leader's god rather than one of the common orc, and is thus revered by many orogs. He is the archetype of the leader-from-the-front, the one who plunges into battle with nothing but victory and destruction on his mind. He has deposed one or two orcish demigods, quite possibly because he secretly covets Gruumsh's position. Gruumsh doesn't trust Ilneval, but with Bahgtru on his side, chooses not to take action.
Role-playing Notes: Ilneval will only send an avatar at Gruumsh's command, and only for important battles. His avatar will never battle together with that of Bahgtru. His omen is characteristic: blood seeping from chainmail.
Statistics: AL le; WAL le (orcs); AoC warfare; SY bloodied broadsword.
Ilneval's Avatar (Fighter 15, Priest 7)
Ilneval appears as a tall/ unsmiling ore clad in red chainmail, very heavily battle-scarred about his face and arms. His priest spells come from the spheres listed for his priests.
Str 19 Dex 18 Con 18
Int 15 Wis 12 Cha 16
AC -2 MV 12 SZ L (9')
HP 144 HD 18 MR 30%
#AT 2 THACO 4 Dmg 4d4 +4 (broadsword) +7
Special Att/Def: Ilneval's avatar is immune to missiles of below +3 enchantment. He can cast domination 3/day. He wears red chain mail +4 which deflects all bolt and ray spells and spell-like effects {polymorph wand, the ray version of Otiluke's freezing sphere, etc.). His dreadful broadsword +3 causes bleeding wounds (lose ld4 hp/rd until cure serious wounds or a higher-level healing spell is cast).
Duties of the Priesthood
Ilneval's priests are leaders and officers in armies. They also strive to ensure that Ilneval's cult is dominant over all others within their clans. Priests wear red-colored chain mail at all times. At the DM's option, orogs may become fighter/priest servants of Ilneval.
Requirements: AB Str 13 Cha 12; AL le; WP any (broadsword 1st); AR chain; SP all, combat, creation*, guardian*, protection*, summoning*, sun (rev), war, wards*; PW 1) +1 hit/damage with broadsword; 5) prayer; 8) domination l/ week; TU nil; LL 8 (Wis 18 +); HD d8; Shamans yes + wd.
Shamans: AB Str 11 Cha 9; AL le, ne; LL 4; HD d6; Other broadsword 1st weapon.

## Luthic (Lesser Goddess)

Luthic governs several spheres. She is the goddess of female ores, and of fertility (mostly for female ores; many male ores take Gruumsh as the male fertility god). She is also a goddess of caves and caverns and dark places, and of female servitude (as she serves Gruumsh). Lastly, she is goddess of primitive medicine and healing, and she also helps to restore orcish morale. Luthic is a goddess whose affinity with the earth is strong; many ores rub themselves in dirt to ensure they have many children, while making an invocation to her. Luthic is very close to her son Bahgtru; he always follows her commands, even above Gruumsh's.
Role-playing Notes: Luthic does not take kindly to anyone abusing her name, and may inflict a wasting disease on them (save versus death magic at -4 or die in ld4 +4 days). Her avatar is dispatched after great battles, to heal, and sometimes to observe and protect orcs during fertility rites. Her omens may appear as claw marks in rock, a magical darkening of some area, or as a rumbling in a cave mouth.
Statistics: AL le; WAL le (orcs); AoC fertility, medicine, servitude; SY cave entrance rune.
Luthic's Avatar (Warrior 10, Priest 12)
Luthic's avatar appears as a huge female ore with unbreakable black claws four feet long. Her hair and eyes are dull black and her skin is dark brown, lighter around the nose and ears. She uses priest spells from all spheres listed for her priests.
Str l7 Int l4 Dex l7
Wis l5 Con 16 Cha l5
AC O SZ L(8'6'') MV 12
HP 104 HD 13 MR 15%
#AT 3/2 THAC0 7 Dmg 4d4 +l (claws)
Special Att/Def: Luthic's avatar cannot be paralyzed/ petrified, blinded or deafened if underground or in darkness. She regenerates 2 hp/rd underground. She carries a stone controlling earth elementals and a potion of extra-healing.
Duties of the Priesthood
Luthic's priesthood uses healing skills to tend those injured in battle/ and to teach simple healing and herbalism to orcs. They tend to the young and females in childbirth. They are always subservient to priests of Gruumsh.
Requirements: AB std; AL le male, any evil female; WP edged weapons only (not arrows); AR leather; SP all, charm*, combat*, creation, elemental (earth), guardian, healing, necromantic*/ protection, sun (rev); PW 1) lay on hands Ihp/lvl, once/ore, after battle; 4) darkness, double duration; 7) regenerate Ihp/rd, 1 turn. underground; TU nil; LL 7 (Wis 16+); HD d6; Shamans yes.
Shamans: AB std; AL le males, any evil females; LL 4; HD d4;
Other leather armor only.

## Shargaas (Intermediate God)

Shargaas the Night Lord lives in a tremendous cavern system below the fiery plain of Chamada, the second level of Gehenna. His caves extend infinitely, and are darker than the deepest night; no creature can see within them save for Shargaas and his servants. Shargaas is a god of thieves, stealth, darkness and Un-dead, and his hatred of non-ore races is rooted in a basic hatred of life itself. His scheming is colder, and more considered, than that of the other orcish gods.
Role-playing Notes: Shargaas sends an avatar only to concern himself with opposition between ores and other underground-dwelling races (such as dwarves and gnomes). He also seeks underground war, to carry off corpses for animation. His omens take the form of sudden chills in the air, lamenting moans, and dreaded "cold fevers" which inflict great pain.
Statistics: AL ne; WAL any evil (ores); AoC darkness, thieves; SY red crescent moon with a skull between the moon's horns.
Shargaas' Avatar (Illusionist 5, Thief 16)
Shargaas' avatar appears as a tall, gaunt ore with jet-black eyes and skin, wearing a black cloak.
Str 18/78 Dex 18 Int I8
Wis 16 Con 17 Cha l2
AC O MV 12 SZ L (8')
HP 144 HD 18 MR Varies
#AT 1 THACO 5 Dmg ld6 +3 (staff) +4
Special Att/Def: Shargaas' avatar is utterly blinded by sunlight, but can see for a mile in absolute or magical darkness. He has no magic resistance in daylight, 25% in partial light, and 50% in absolute darkness. He climbs any surface without slipping. His magical cloak is one of protection +2 and allows him to cast a 10HD cone of cold I/day. He can cast darkness at will and enervation 3/day, and has 99% hide in shadows ability in partial light or darkness. He commands undead as an I8th-level priest, and employs a quarterstaff +3.
Duties of the Priesthood
Shargaas' priests are thieves and assassins, sneak killers who practice their thiefly skills continually. They are scouts and advance spies for armies, but only operate in darkness. Shargaas' own clans are always underground dwellers.
Requirements: AB Dex 13; AL ne; WP as thieves; AR leather. silenced chain; SPall, combat, creation*, healing (rev), elemental (earth)*/ sun (rev), travelers*; PW 1) gain thief skills as thief of half priest level, rounded up; 5) continual darkness; 7} cloak of fear combined with darkness 15' in which priest can see, 1 rd/level; TU command; LL 7 (Wis 16 +); HD d6; Shamans yes + wd.
Shamans: AB Dex 9; AL any evil; LL 4; HD d4; Other armor must be leather.

## Yurtrus (Intermediate God)

Yurtrus is the terrifying ore god of death and disease, dreaded by almost all ores; they fear and seek to propitiate him. The god himself is unspeaking, non-communicative, and is simply an embodiment of life-destructive principles.

Role-playing Notes: Yurtrus' avatar is only dispatched to spread plagues and pandemics, much at the god's whim. His omens usually take the form of such disease outbreaks.
Statistics: AL ne (le); WAL any evil (ores); AoC death, disease; SY white hand on a dark background.
Yurtrus's Avatar (Priest 16)
Yurtrus' avatar appears as a huge, vaguely orcish giant covered with peeling and rotting green flesh. His hands are entirely normal save for being chalk-white. He has no mouth, and never communicates (ores say "when White-Hands speaks" as a way of saying "Never"). He uses spells from all priest spheres (always reversed where appropriate).
Str l6 Int 18 Dex l5
Wis l9 Con 17 Cha 1 (all races)
AC O MV 6 SZ L (12')
HP 128 HD 16 MR 30%
#AT l THACO 5 Dmg 3d4+l (touch)
Special Att/Def: Yurtrus' avatar is immune to disease and poisons. Any hit from him causes a rotting disease fatal in ld4 days (unless heal is cast), and the victim must make a successful saving throw vs. death or lose hit points permanently. His avatar is surrounded by a cloud of stinking gas with a 20' radius. In this area, creatures of 1-4 HD/levels are affected as if by dust of sneezing and choking; those with 5-8 HD/levels as by a stinking cloud; those of 9 + HD/levels as by a stinking cloud but a saving throw against poison is allowed to negate.
Duties of the Priesthood
Yurtrus' priests are not clan leaders, but are found in all clans. They wear pale white gloves made from human, demihuman, or goblinoid creatures they have killed. They wear thin "armor" made of the same material. They plead with their deity when a clan is affected by disease and plague, but are also fighters with their reversed spells and special maces.
Requirements: AB Con 13, Cha 6 or below; AL ne, le; WP mace with head in shape of white fist; AR "leather"; SP all, combat*, healing (rev), necromantic (rev), summoning*, protection*, sun* (rev); PW 2) stinking cloud; 4) +2 saves versus poison, disease; 6) contagion; 8) +1 Con; TU command at -2 levels; LL 8 (Wis 18+); HD d6; Shamans yes + wd.
Shamans: AB Con 10; AL any evil; LL 5; HD d4; Other must use skin gloves and armor and maces as priests, witch-doctors must use reversed spells where applicable, all immune to disease.

## Gerdreg (Orc Hero)

Orcish hero myths are not exactly subtle. The themes they embody are reduced to a simple formula: Might is right and strength is joy. The tale of Gerdreg fits this formula perfectly, but also contains some subsidiary themes which are typical of this paranoid and aggressive race.
Gerdregs clan was wiped out by a competing ore clan when he was a child/ and his father was disemboweled before his eyes (moral: Other clans are Bad Guys. The clan taking this

role is always a current enemy of the clan of the shaman telling the tale at the time). He was fostered by the murderous clan and, despite continual cruelty and abuse from them, became a powerful young warrior (moral: Get strong. Strong is good. Develop your own strength: no one else is going to do it for you.). After helping to kill groups of dwarves in the mountains, he commanded a small group of ores which burned down an elven woodland enclave and killed all the elves as they fled for their lives (Morals: Be a leader. Leadership means respect. Kill elves;the cowards always run away when you burn their homes, so shoot them in the back when they do).
After these, and other, good times spent killing demihumans Gerdreg returned to his adopted clan and beheaded the chieftain, backstabbed his son and proclaimed himself clan leader (Moral: Might is right.). He gave a magical ring he had taken from one of the elves to the tribal shaman (Morals: Magic is for wimps, but keep on the right side of shamans; an important protective consideration in tale-telling, since shamans are the ones who tell the stories, after all). Gerdreg took several wives, and had many sons who grew into fine fighters like their father (Moral: Females are for child-bearing. Sons are good, who'd want daughters?). Gerdreg died in his old age, in the act of slaying the greatest dwarf chieftain in the entire world. (The only way to die. In some versions, Gerdreg is backstabbed by a son impatient to take over clan leadership, illustrating the moral lesson that you can't, and shouldn't, trust anyone, especially someone who wants to be what you are).
Gerdreg's Avatar (Fighter 15)
Str 18/00 Int 1O Dex l5
Wis 14 Con 17 Cha 16
AC l MV 12 SZ L (9')
HP 105 MR 30% AL le
#AT 2 THACO 3 Dmg by weapon type +6
Special Att/Def: Gerdreg wears chain mail +3. No particular weapon is associated with him; save that whether this is an axe, or sword, or flail, it is always a two-handed weapon, and will be of +2 enchantment. The lack of auxiliary magic is also a theme of orcish heroes; they triumph by strength alone. Magic is for the weak (except for tribal shamans and witch doctors; that's different, of course).

# Gods of the Sahuagin

### Sekolah (Intermediate God)

The vicious, ever-hungry Sekolah is a deity with almost no allies whatsoever. He represents an elemental force of uncaring viciousness and brutality, and he drives his race to plunder, slaughter, and dominion, their fecund nature ensuring they can never be wiped out. The great shark swims throughout the Hells and no baatezu dare approach him, due to his uncompromising ferocity. Sekolah will go to some lengths to find kraken. squid,

and similar marine monsters of vast size, to provide him with a worthwhile hunt anywhere he can reach across the planes.
Role-playing Notes: The deity usually sends his avatars on monster hunts, and because he has no allies and many enemies, he will very rarely dare to assist sahuagin by sending one to assist their raiding. He may send one to help with the climax of a raid which is already guaranteed of success, gratefully receiving sacrifical homage by his priests. He does not bother with anything as subtle as omens.
Statistics: AL le; WAL le (sahuagin); AoC plunder, hunting, tyranny; SY white shark.
Sekolah's Avatar (Fighter 17) The avatar appears as a great white shark.
Str l9 Int l7 Dex l7
Wis l7 Con 19 Cha l8
AC -3 MV sw 36 SZ G (35' long)
HP 144 HD 18 MR 30%
#AT 2 THACO 3 Dmg 3dl0 +7 (bite)
Special Att/Def: The avatar cannot be affected by magic which drains strength, causes fear, or pacifies {symbol of persuasion, etc.). It ignores all illusions. It swallows creatures up to and including size M whole on a successful hit roll of 16 + (victims suffer 2-20 points of internal acid damage per round, internal AC is 0). The avatar casts stoneskin 3/day and radiates a permanent cloak of fear to all non-sahuagin.
Duties of the Priesthood
Sahuagin priests are hierarchically organized and tyrannical, seniors ruling juniors by fear. They lead raiding parties, take their choice of the spoils after nobles (and up), and officiate at sacrifical rituals. The Intelligence requirement for priests does not reflect any valuing of brains by Sekolah, simply that the priesthood only accepts sahuagin who are smart enough to plan raids carefully. A priest must have a shark companion to progress beyond 2nd level-Requirements: AB Int 12; AL le; WP dagger, spear, trident;
AR none; SP all, animal*, combat, healing (rev), protection, war; PW 1) charm shark; 4) fear; 7) cloak of fear; 9) stoneskin;
TU nil; LL 9; HD d6; Shamans no.

# Gods of Evil Sea Creatures

### Panzuriel (Intermediate God)

Panzuriel is a hateful figure, a creeping and slithering creature of evil part-banished from the Prime Material and likewise constrained in a fetid, stinking, briny pool in Hades. Deep Sashelas and (varied) greater gods tried to banish Panzuriel's evil from corrupting the denizens of the depths, but as the god was driven out of the Prime Material in pre-history, a strike from the elven god severed Panzuriel's left foot, which remained on the sea bed. overlooked by the gods, as Panzuriel fled screaming to the Abyss. The severed foot left part of his being on the Prime Material and the god has managed, slowly over

eons, to reestablish something of his malign presence there, but only on the sea bed and with those creatures which are attracted to the murky depths.

Panzuriel is bitter and enraged at his banishment. He ever seeks to slay sea elves, the servitors of good aquatic deities, and lay havoc and waste to the seas. He seeks revenge and nothing pleases him more than a simulation of his planned torture and murder of Deep Sashelas himself. If he can find a mortal elf to play the god's role, so much the better. Despite this viciousness, Panzuriel is cool in his planning. He knows he has much work to do and many followers to attract before he can wage war against the sea elves.

Role-playing Notes: Panzuriel will accept virtually any race as shamans and priests if they have the capacity to serve him. Kraken are his favored species of monster, but many others find something appealing in the darkness of this savage, embittered god- In the details of the shamans and priests below, the DM is free to exclude races which do not fit with his campaign (Panzuriel certainly does not have kraken or scrag or vodyanoi shamans/priests on all worlds, for example).

Appearances of Panzuriel's avatar are strictly limited, for if an avatar is slain or dispelled on the Prime Material plane, it takes Panzuriel 20 years to reform it (this may vary in different worlds, and is also shortening over milennia). Thus, he avoids direct conflicts and relies on his priests to do his bidding. He does not send omens to others than the kraken, to whom he may send veridical visions of ships and communities to be destroyed.

Statistics: AL ne; WAL any evil (koalinths, kraken, merrow, sahuagin, scrags, vodyanoi); AoC murder, confusion, subversion; SY (left) foot(print), or kraken head.

Panzuriel's Avatar (Fighter 15, Priest 18)

The avatar appears as a hunched, old humanoid male with gills, green skin, and scaly skin that is green on ventral surfaces and yellow on dorsal ones, wearing a tattered black robe; he drags his left leg behind him as he walks, and that leg ends in a crystalline foot. His green eyes shine slightly and his taloned hands clutch to his staff for support. He can transform into a giant octopus (size L, 10') in one round. His priest spells are drawn from spheres listed for his priests, and also the Thought sphere.

Str 19 Dex l6 Int 20
Wis 21 Con 18 Cha l5
AC -2 MV 6 sw 6 SZ M (6'}
HP 144 HD 18 MR 35%
#AT 2 (9) THACO 5 Dmg ld6+ldl0+4(staff) +7 and ld6+7(kick)or ld8(x8)/3d6

Special Att/Def: The avatar's crystalline foot is treated as a +3 magical weapon and the avatar can kick with this in addition to an attack from his powerful quarterstaff +4, which delivers 1d1O points of electrical damage in addition to normal melee damage (a saving throw versus spell is allowed to halve this electrical damage). The avatar can summon ld3 kraken (original AD&D(r) Monster Manual II-substitute ld4+2 giant octopi if you do not have this volume) 1/day for up to 6 turns. The avatar has perfect infravision to 200' and can see in magical darkness. He uses continual darkness and darkness 30' radius at will, and 3/day can create a mud/coral storm which has the effects of both Type I and Type II ice storms in a 20' radius. Three times per day, he can cast charm person, charm monster and cause confusion.

However, the avatar has weaknesses. He must maintain some part of his body on the sea bed at all times, and if forced to leave it (by levitation, etc.), he loses ld6hp/rd. He cannot enter shallow waters (50' or less deep) and cannot be magically compelled to do so. The

avatar saves at - 4 against all spells from the Sun sphere and against wizard versions of light, continual light, and any other spells which create strong luminance as a primary effect (including sunray, etc.). "Bright" spells such as lightning bolt, chain lightning, and the like will blind the avatar for ld2 rounds unless he makes a saving throw versus spell with a -4 penalty.
Duties of the Priesthood
Panzuriel's priests and shamans are a rabble raised wherever he can find creatures wicked and depraved enough to serve him. They must establish lairs on the sea bed and attack anything that approaches them. They must especially attack sea elves, and then may not flee from any combat with elves or else the deity will simply snuff out their existence. Any magical items retrieved from their depredations must be left as sacrifices and offerings for the god (kraken priests are exempt from this and may retain usable items for themselves).
Requirements: AB std; AL any evil; WP any; AR any; SP all, animal*, charm*, combat, divination, elemental (earth, water), heating (rev), summoning*, sun (rev), war; PW none; TU command at - 4 levels; LL by race (kraken 12, scrags shamans only, vodyanoi 9; HD by race (default d6); Shamans yes.
Shamans: AB std; AL any evil; LL by race (kraken 7, scrags 3, vodyanoi 5; HD by race (default d6).

# Gods of the Selkies

### Surminare (Lesser Goddess)

Surminare is a quiet, gentle, and reflective goddess who is reclusive and shy even in the company of the asathalfinare she trusts and loves. She can be playful, though, and her delight in simple beauties and pastimes is shown in the playful demeanor of her selkie folk. She detests confrontations, but is brave when she has to be. Surminare does not leave the waters of Thalasia and has her own carefully-obscured lair there, hidden by seaweeds, mazes, and false cavern complexes.
Role-playing Notes: Surminare will not send an avatar to the Prime Material unless accompanied by at least one other asathalfinare deity's avatar or that of an equally trusted friend, or unless a selkie community is in imminent danger of extinction by evil enemies. She does not have a priesthood, only shamans who serve the venerable leaders of selkie groups; she often sends omens to both, as weather changes or discolorations in pearls kept by shamans for divination purposes.
Statistics: AL n(g); WAL n(g) (selkies); AoC selkies, beauty, peace; SY pearl held in selkie's paw.
Surminare's Avatar (Paladin 9, Druid 14)
The avatar appears as a selkie with silver-streaked golden fur and brilliant blue eyes, or as a sea elf or human female richly dressed and of beautiful appearance. She uses spells from spheres listed for druids and her own shamans.

Str l5 Int 18 Dex 18
Wis 20 Con 16 Cha 21
AC O MV 12 sw 48 SZ M (6')
HP 96 HD 12 MR 20%
#AT 3/2 THACO 9 Dmg by weapon
Special Att/Def: Surminare's avatar is immune to elemental (water) spells, poison, death magic, and caused wounds. She wears a ring of protection +4, a brooch of shielding, and a ring of spell turning. The avatar usually avoids combats unless a friend is in need, using her swimming speed to escape.
The Shamans
Surminare's shamans always defer to the venerable selkie leaders (see the Monstrous Compendium) who have 17+ Wisdom. They support the leaders, defend selkies, and cooperate with other good-aligned aquatic races as the leaders direct. Shamans often trade in human form, quietly using their friends/ charm spells to help negotiations along a little. They must be firm protectors of marine environments, opposing exploitation.
Requirements: AB Wis 11 Cha 11; AL n(g) (selkies only); WP dagger, net, quarterstaff; AR none; SP all, animal, charm, creation, divination, healing, necromantic*, protection, wards*. weather; PW 1) locate pearls within 120'; 3) friends; 5) charm monster; TU turn; LL 5; HD d4; Shamans only.

# Gods of the Svirfnebli

### Callarduran Smoothhands (Intermediate God)

Callarduran is a patron god of svirfnebli, on very good terms with the other gnomish gods and secondary to Garl Glittergold. His hands are perfectly smooth from his constant polishing of a massive stone controlling earth elementals which he holds at the centre of the world (in svirfnebli legend), granting his race their summoning abilities. He is a benign but secretive deity, caring only for his own people and their defense against drow. Solitary and thoughtful, Callarduran rarely consorts even with other gnomish gods.
Role-playing Notes: The deity is very involved with his people. He frequently sends avatars to protect them, and may leave a deposit of smoothed stone or a stone shaped ring, to guide poor svirfnebli to a cache of gems (his avatar can create one star gem, worth 5,000 gp, from its ring when pressed against stone). The presence of the avatar is often signalled to svirfnebli by its humming, which can be heard through solid rock.
Statistics: AL n (ng); WAL n, ng (svirfnebli); AoC protection, earth, mining; SY gold ring with star pattern.
Callarduran's Avatar (Wizard 12, Priest 14)
Callarduran's avatar appears as a handsome, brown-skinned svirfneblin wearing chain mail and a gold ring with a star pattern. He uses spells from the alteration, elemental (earth) and abjuration schools, and from spheres listed for his priests.
Str l6 Dex 18 Int 19

Wis 17 Con 17 Cha l9
AC -3 SZ M (4'6") MV 12 br 6
HP 128 HD 16 MR 35%
#AT l THACO 5 Dmg ld8 +3 (axe) +1
Special Att/Def: The avatar can summon any creature from the Plane of Elemental Earth, three summonings per day (as for ordinary svirfnebli). He is 50% likely to be accompanied by a huge xorn (16 HD, attacks do double damage) which is wholly obedient. His chain +4 confers 80% magic resistance against spells cast by drow. His axe +3 kills drow outright on a hit roll of 17 + (no save).
Duties of the Priesthood
Svirfnebli priests are vigilant against drow incursions and expeditions to repulse of the dark elves from svirfnebli lands. They are also teachers of magic, and some 50% are illusionist/priests.
Requirements: AB Int 12 Wis 12; AL n, ng; WP any (axe 1st);
AR chain; SP all, charm, combat*, creation, divination*, elemental (earth), healing, necromantic*, protection, wards; PW 1) +2 saves versus drow spells; 4) may subtract 5%/level from magic resistance of drow; 7) 5% chance/level to summon 16 HD earth elemental, 6 turns; TU turn at -4 levels; LL 13; HD d6;
Shamans yes. Shamans: AB std; AL any non-evil; LL 5; HD d4.

# Gods of the Tritons

### Persana (Intermediate God)

Persana is the god who created tritons out of magically treated water from the fountain of the elemental plane of Water. Now his race is populous and powerful in the oceans, and he encourages their building underwater cities. Persana appears to have little direct interest in anything other than his people, but will cooperate readily with other sea deities to reach agreements concerning division of territories for the slightly xenophobic tritons. He may even act as a servitor for powerful greater gods of the sea if this is to the advantage of the triton race.
Role-playing notes: Persana's avatar may act in the interests of other deities (see above) and possibly accompany their avatars. His priests have no special powers (exceptional tritons exist, instead, as an additional manifestation of Persana's power) and, hence, he guides them by having his avatar appear at triton courts (rarely) and with omens taking the form of lucky finds of pearls, living caverns, or localized underwater whirlpools.
Statistics: AL n(g); WAL n(g) (tritons); AoC tritons, architecture; SY trident and conch.
Persana's Avatar (Fighter 13, Wizard 12, Priest 12)
Persana's avatar is a green-skinned, muscular, tall triton bearing a large pink and green conch. He uses spells from spheres listed for his priests and from all wizard schools save necromancy and illusion/phantasm.
Str 18/00 Dex 17 Int l9

Wis 20 Con 18 Cha l9
AC -2 MV sw 30 SZ L (10')
HP 144 HD 18 MR 30%
#AT 2 THACO 5
Dmg 2dl0 +3 (trident) +6
Special Att/Def: The avatar is immune to elemental (water) spells, fear. and his sharkskin leather armor +4 makes him immune to all touch spells. The avatar can summon 3d6 sea lions by blowing his conch 3/day, to serve for up to 6 turns. He can call tritons telepathically with a range of 2 miles. His trident +3 paralyzes opponents by touch for 3d4 turns unless a successful saving throw is made versus paralyzation at -2.
Duties of the Priesthood
Triton priests are ministers of justice at triton courts, architects of undersea cities, or battle leaders, usually specializing in one of these roles. The architects and builders are pre-eminent within triton society.
Requirements: AB Wis 13 and Str 13 or Dex 13 or Cha 13; AL n(g) (tritons only); WP dagger, net, spear, trident; AR sharkskin (AC4); SP all, animal, charm*, combat*, creation, divination, elemental (water), healing, necromantic, protection, summoning, wards*; PW none; TU nil; LL 11; HD d4 (d6 for battle-priests with Str 13 +); Shamans no.

# Gods of the Troglodytes

### Laogzed (Demigod)

Laogzed is a disgusting creature whose function among the fullness of creation is very questionable. Its only apparent desire and purpose is to eat any thing it comes across, although it has an instinctual evil that leads it to prefer organic matter, preferably with plenty of juices (blood) and still wriggling, which gives it pleasurable sensations as it chews and swallows its food. Its origins are always mythologically ascribed to the coupling of an evil god with a reptilian tanar'ri female; sometimes Panzuriel is considered to be this monster's father, else a demented deity of darkness such as the Elder Elemental God. Other gods tolerate it as a necessary evil scavenger with some kind of cleansing role.
Role-playing Notes: Laogzed's avatar eats things, including any troglodytes stupid or unlucky enough to be around when it appears. No rationale other than eating affects its presence. Laogzed does not send omens to troglodyte shamans and its only interest in them is how edible they are.
Statistics: AL ce; WAL ce (troglodytes); AoC eating; SY lizard's head.
Laogzed's Avatar (Priest 12)
The avatar appears as a disgusting toad/lizard cross, more reptilian than amphibian. Its oozing skin is covered with loose patches of dead flesh. It uses spells from the spheres listed for its shamans, plus charm, chaos (minor access), and creation.

Str l6 Int l4 Dex l5
Wis lO Con 16 Cha l8
AC 2 MV 12 SZ L (12' long)
HP 80 HD 10 MR 10%
#AT l THACO 11 Dmg 3dl0 (bite)
Special Att/Def: The slimy ooze on the avatar's skin is an acidic poison; any creature touching it suffers 3d6 points of acid damage and must successfully save versus poison at -4 or be slain. Weapons (or other objects) striking or touching the skin must successfully save vs. an acid attack or be destroyed (+1 bonus per +1 of enchantment where applicable). The avatar can create a stinking cloud once per turn and is immune to poison and paralyzation.
Duties of the Shamans:
Laogzed's shamans are prime advisers to the troglodyte chiefs, but must not develop personal relations with them (so they can be free to safely serve a new chief when Laogzed eats the old one). They officiate at the ritual shedding of skins each year. They must make strenuous efforts to have their own steel javelin as a mark of status.
Requirements: AB std; AL ce; WP any (javelin 1st); AR any;
SP all, animal, combat, necromantic (rev), plant, protection;
PW none; TU nil; LL 3; HD 2hp/ level; Shamans only.

# Gods of the Yuan-ti

## Merrshaulk (Intermediate God)

Merrshaulk is still a powerful god, but like Ramenos, he has begun to decline into slumber, spending years at a time barely conscious within his snake-infested Abyssal pit. Couati mythology, which has most to say apart from yuan-ti sources (which are wildly misleading, seeing the deity as all-powerful), paints Merrshaulk as an aspect of a pre-existent World Serpent, but an inferior one which is undergoing a long process of separation from the core creative principle of the universe. Thus, he and his race must remorselessly decline.
Role-playing Notes: Merrshaulk very rarely sends an avatar for any reason, and it takes very high-level yuan-ti priests with powerful magic and sacrificial rituals to invoke such an appearance. The avatar may dispense wisdom or grant some temporary magical benefit, but is lethargic and avoids confrontation. The god does not send omens to his priests.
Statistics: AL ce; WAL ce (yuan-ti); AoC poison, somnolence;
SY cobra head.
Merrshauk's Avatar (Fighter 10, Wizard 12, Priest 12)
The avatar appears as a vast yuan-ti abomination with a male human head and stubby forearms with the green and yellow coloration of a cobra. He uses spells from spheres listed for his priests, and wizard spells from all schools save abjuration and necromancy.

Str 18/00 Dex 16 Con 17
Int l8 Wis l5 Cha l7
AC -2 MV 15 SZ G (40' long)
HP 128 HD 16 MR 60%
#AT 3 THACO 5 Dmg ld8 +3 +6 (longsword)
Special Att/Def: The avatar is immune to poisons and illusion/phantasm spells. He can levitate at a rate of up to 307 rd, and casts sticks to snakes as a 20th level priest 6/day. He employs a pair of +3 long swords which he can envenom by licking them (venom causes 2d8 points of acidic damage, saving throw versus poison for half damage). Once per turn, he can spit a 5'-radius globe of poison, causing damage as the blade venom to a maximum range of 40'.
Duties of the Priesthood
Only yuan-ti abominations can become priests, and they rule and lead yuan-ti society. They must be skillful ambushers and preparers of traps, and lead hunting expeditions. They must plan defenses of temples and lairs.
Requirements: AB Wis 14 Dex 12/ yuan-ti abominations only; AL ce; WP any; AR none; SP all, animal, chaos*, charm*, combat*, divination, healing (rev), plant; PW 1) immune to poison; 5) sticks to snakes, snakes are always poisonous; TU nil; LL 10 (12 if human-headed); HD 2 hp/level; Shamans no.

# Other Gods

### Stillsong (Unknown)

Stillsong is a god in transition, developing and transcending his way through the elements in an ordered progression; now he is in his final development, in the element of Air. His manifestation in the Prime Material is as a sphere of song which approaches without warning and which is unheard outside the sphere, although its effects may linger (see below). It is believed to be paralleled by spiritual presences which travel the Outer Planes of Good and the elemental plane of Air, where effects similar to those given below occur. Some few gods know of Stillsong's purpose and destiny, but none tell their priests of this.
Role-playing Notes: Stillsong's manifestation may be a harbinger or warning, a strengthening which comes to the aid of good creatures in peril (often accompanied by ld4 Moon Dogs), but which does not engage directly in combat and ignores attacks made upon it. The manifestation otherwise travels the Prime Material plane, following its own inscrutable purpose, although it is known to lead creatures of exceptional goodness to sacred lost sites and refuge.
Statistics: AL ng; WAL n/a; AoC unknown; SY translucent golden crystal sphere.
Stillsong's Manifestation
Statistics: MV fl 144; SZ G (40' diameter sphere); MR special;
HDeq 18; hp 144; Dmg special; Magic use at 25th level.

Those within the radius of the song effect hear an unearthly chorus singing polyphonies of heart-rending beauty. All who hear the song are entranced for as long as the sphere is stationary and for ld6 rounds thereafter, and they cannot engage in offensive action. A saving throw versus spell is allowed at -10 to negate the effect. If a creature hearing the song is of neutral good alignment and fails a system shock roll, that creature gains 1 point of wisdom permanently. Good-aligned creatures are affected as if hearing the song of a 20th-]evel bard, for purposes of morale, etc.
Three times per day, the manifestation can leave behind a 20' radius globe of invulnerability when it departs. Three times per day also, its song can create emotion (hope) within its area, or cause fear to evil creatures. Once per day, within the area of effect, the song can change key to create a time stop that lasts for ld6 +1 rounds or until the sphere moves, and likewise once per day the song can change key to sing a holy word as a mantra.
Stillsong cannot be affected by mind-influencing spells, and elemental (air, fire) spells have no power against him. Since the manifestation is noncorporeal, no weapons can affect it, nor can spells which primarily affect the body {enfeeb lement, etc.).
Minor benign manifestations are also associated with Stillsong. Typically, good-aligned creatures may hear distant singing at night, waking to find such creations as created food and water or even a Mordenkainens magnificent mansion which contains a heroes feast if the creatures are in dire need.

## Water Lion (Lesser God)

Water Lion's home across the planes is not known, but his avatars roam the Prime Material ceaselessly. There are many myths concerning his purpose. Sometimes he is seen seeking a lost child or a lost god who is his best friend, and from loyalty he roams the planes forever seeking; the myths which place the latter as Stillsong are perhaps closest to the truth. Although it is not part of his quest. Water Lion hates sharks and attacks them on sight.
Role-playing Notes: Water Lion is very playful and may roar for the pleasure for it, sometimes with unfortunate effects- Water Lion is enchanted by song and can sense bards within a mile;
he will reward a bard who sings for him with a gift of a pearl or some retrieved treasure from the sea bed. Usually, though. Water Lion appears to ignore communications directed at him and simply goes about his own business.
Water Lion also has bouts of black melancholy, during which time he is almost unapproachable and may ferociously attack anyone who comes too close. Only paladins, dolphins, and sea elves are tolerated as potential contacts during such times, and they must stay silent to be allowed to approach. Water Lion's tears during these dark hours are equivalent to potions of extra-healing if gathered in a vessel within an hour of their being shed. Anyone drinking such a potion, however, must make a save versus spell or be affected by melancholia for 2d4 hours; the drinker is 50% likely to be affected by a dream spell the following night.
Statistics: AL n(g); WAL n/a; AoC unknown, but hates sharks; SY sea lion's head.
Water Lion's Avatar (Wizard 10, Priest 10)

Water Lion's avatar appears as a huge sea lion whose body is composed of water that appears more viscous than brine, contained in an elastic plasma membrane giving it shape. He casts spells from all druidic spheres and also combat, guardian, and travelers. Wizard spells come from the abjuration, elemental (water), and enchantment/charm schools.
Str 18/00 Int l7 Dex l6
Wis l8 Con 18 Cha l8
AC 2 MV sw 24 SZ H (15'Iong)
HP 112 HD 14 MR 20%
#AT 3 THAC0 7 Dmg dl0 +6/dl0 +6 (claws) 2dl2 (bite)
Special Att/Def: The avatar is immune to elemental (water) spells, but saves at -2 against elemental (fire) spells. He is immune to all illusion/phantasm and mind-affecting spells. Three times per day. Water Lion can roar, affecting all creatures hearing him within 60'; creatures must save versus spell or be deafened for 2d4 rounds and lose 2d4 memorized spell levels (if applicable), and they are also confused for 2 rounds.

## Parrafaire (Demigod)

Parrafaire is a guardian of magical secrets and hidden places usually far below the ground. He serves more than one god in this way, both his own mother Shekinester and a very diverse assortment of other gods, including even such unlikely candidates as Dumathoin of the dwarves.
Parrafaire's role is not to prevent access to such secrets and magic entirely, though. Rather, he tests the wisdom and resourcefulness of those who come seeking. He places (non-lethal) traps, decoys, diversions, mazes, cryptic clues, and the like to challenge the adventurous, and will himself present riddles and puzzles which demand an answer if he is to permit questers to pass by him. He is unconcerned with morality or ethics, simply caring for mental resourcefulness and skill.
Role-playing Notes: Although Parrafaire is a demigod, his mother's ability governs his avatars so far as planar travel, number/ and replacement times are concerned. Parrafaire has just one weakness: flattery which focuses on the smartness of his riddling and expressed admiration for his skills. A comment such as a heartfelt "that was sneaky, we had a lot of trouble dealing with that" will gain some mileage with the wise but slightly vain Parrafaire. Attempts to deceive or trick him do not go down well unless they are spectacularly well-planned and executed.
Parrafaire does not have any form of priesthood and has no known worshipers.
Statistics: AL en; WAL n/a; AoC guardianship; SY male naga head with feathered ears.
Parrafaire's Avatar (Illusionist 12. Thief 12)
The avatar appears as a water naga with a male human head and feathered ears and a skin color which can change to suit his environment (or as he wishes). He also has feathered wings which similarly change color.
Str l7 Dex l9 Con 15
Int I8 Wis 20 Cha l7
AC O MV 12 fl 48 SZ L (10' long)
HP 96 HD 12 MR 60%

#AT l THACO 9 Dmg ld8 (bite)
Special Att/Def: The avatar is immune to poison, paralysis, gaseous attacks, and to mind-controlling and illusion/phantasm spells. Three times per day, he can create each of the following: fear (as wand), feeblemind, globe of invulnerability, maze. The avatar is always mind blanked. His bite has a unique poison (save versus poison or be confused for 1 turn). He has a gold band about his tail which functions as a ring of fire resistance and a ring of warmth and also gives a +4 bonus to all saving throws.

# The Lost Gods

## Juiblex (Lesser God)

There is no question that Juiblex, the Faceless Lord, is the most disgusting and loathsome of all dieties. Believed to be related to tanar'ri, he dwells in the Abyss in a dismal, acrid cavern populated by oozes, slimes and jellies of all kinds. Juiblex's purposes are wholly inscrutable; he simply appears to be worshipped, to go about spreading disease, and to enjoy the company of oozes and slimes. Juiblex is beyond mortal comprehension.
Role-playing Notes: Juiblex's avatar only appears if summoned by cultists or priests using a gate spell. It does not use omens.
Special Note on Priests: A few aboleth revere this deity, having the strange belief that it is responsible for maintaining the integrity of their moist skins and the environment in which they dwell, and that Juiblex holds arcane lost magical secrets he will reveal to them in the fullness of time. The only other reverers known are handfuls of mad, usually human, cultists.
Statistics: AL ce; WAL ce; AoC unknown; SY raised pseudo-pod dripping slime.
Juiblex's Avatar
The avatar has no set form. It can spread itself into a vast pool of slime, form a blob, or raise up into a towering pillar of ordure 18 feet high. It is always covered in thick mucus and dripping with foul brown, green, yellow, and gray slime and caustic secretions. From this mass protrude several red, garing eyes.
Str 16 Dex 10 Con 16
Int 18 Wis 17 Cha 1
MV 3 sw 6 SZ L(9') MR 35%
AC -3 HD 12 HP 96
#AT 1 THACO 9 Dmg 2dl0 (acid spurt)
Special Att/Def: The avatar is immune to all acid- and water-based attacks, and suffers half damage from cold- and fire-based attacks, and also electrical and gaseous attacks. It is unharmed by nonmagical weapons. It uses darkness 15' at will, has 120' infra-vision (and sees through magical darkness) and can detect invisible within 30'. It regenerates 1 hp/rd. It can use any of the following, one per round, I/day each: charm monster, cause disease, death fog, dispel magic, domination, ESP, Evard's black tentacles, hold monster, invisibility 10', phase door, project image, putrify food and water, and telekinesis. Once

per day it can summon ld4 black puddings to serve it for 6 turns. Once per turn it can spew 3 cubic feet of a combination of ochre jelly and green slime.
Duties of the Priesthood
The sole duty of the priesthood appears to be to serve Juiblex;
cultists do this from a demented sense of reverence, aboleths because they believe Juiblex maintains the integrity of their skins and environment and must be propitiated.
Requirements: AB std; AL any evil; WP any; AR any; SP all, charm, combat*, divination, elemental (earth, water), healing (rev), necromantic (rev), numbers*, summoning. PW 1) immune to disease; 5) Evard's black tentacles; 9) summon black pudding to serve for 3 turns if underground; TU command at - 4 levels; LL by race (aboleths 16); HD by race (aboleths d6); Shamans no.

## The Dark God (Intermediate/Lesser God: Power Varies)

This god is sometimes known as "the god at the end of all things", the one who will stand alone when all time and worlds have ended, filled with the power of eternal darkness. This dread god drains sanity and strength from soul and body, but his acceptance of his reverers into the cold eternity of his being has a terrible lure for some insane creatures. Perhaps the Dark God is banished as is the Elder Elemental God, perhaps he has simply faded into an eternal night; or perhaps he stands outside space and time, waiting for his rebirth at the end of all things.
Role-playing Notes: The Dark God is not able to use an avatar, or send omens, in most worlds; only if he has an active cult is this possible. He would only wish to do so for the purpose of consuming life energies and bodies into himself.
Special note on Shrines: Like those of the Elder Elemental God, this deity's lost shrines are awful places, but more chilling: Exhaustion, fatigue, mind-bending illusions, catatonia, depression and paralysis await those who enter. But so do arcane secrets, unique magical treasures, and great books of lore.
Statistics: AL ne; WAL any evil; AoC eternal darkness, cold, decay, enfeeblement, paralysis; SY black robe and iron torch.
The Dark God's Avatar (Wizard 14, Priest 14)
The Dark God's avatar appears in wraithform without a solid body, and is black and faceless. It wears a spectral cloak and glides soundlessly. It uses spells from all schools and spheres, always employing reversed spells where applicable.
Str 12 Dex 17 Int l9
Wis 21 Con 15 Cha l
MV fl 24 SZ M (6') MR 70%
AC -7 HD 18 HP 144
#AT 1 THACO 5 Dmg 3dl0 (chill touch)
Special Att/Def: The avatar is immune to paralyzation and cold-based attacks. His touch causes paralysis (saving throw at -4 to negate) and any creature struck more than once must make a saving throw vs. death magic for each subsequent hit or be slain instantly. The avatar uses all cold-based spells as a 20th-level wizard, I/day each in addition to other spells. It may use imprisonment, symbol of insanity and trap the soul I/day each.

Duties of the Priesthood
The Dark God's priests are extinct on most worlds. Their sole duty is to attempt to locate their lost god and bring his power back into the world. They can rise to 10th level of experience, but gain no spells above 2nd level unless the DM decides that they have managed to contact the god and draw on his power.
Requirements: AB Wis 15; AL any evil; WP blunt weapons;
AR none; SP all, astral, charm*, divination, elemental (all), healing (rev), numbers, sun (rev), thought, time, wards*; PW 1) may use all cold-based wizard spells as priest spells of same level; 5) suggestion (with accompanying visual illusion if appropriate); 9) wall of ice; TU command; LL 10 (and by race); HD by race (humans d6); Shamans no.

## The Elder Elemental God (Greater God)

This uncaring "lost god" is something of a mystery to say the least. Even the greater creator gods will not speak to their most senior priests of it. But it is known to be banished to a unique demiplane, to be constantly struggling for release, and desperate to gain power from rituals and obeisances carried out on the Prime Material plane, although it is utterly indifferent to the fates of its servitors.
Role-playing Notes: This is a terrible, blindly destructive deity readily driven to unknowable rages. How it manages to manifest itself on the Prime Material plane is unknown; clearly it cannot be wholly bound and is able to project some of its power. It does not truly dispatch an "avatar", since its appearances are unpredictable and owe less to whether or not the god wishes to manifest as it does to whether it is able to do so. The performance of rituals by its servants has a minor role in this, but more important are the waxing and waning of magical fluxes about its extraplanar interdiction.
The god also manifests itself in physical phenomena as well as its "avatars." Some of these manifestations still linger as permanent effects in its oldest shrines, or perhaps it is just that these represent "weak points" where the power of the god can best be channelled. These manifestations include: Suckered tentacles emerging from an altar which energy drain a victim or suck it into the altar to be irrevocably destroyed, the appearance of a glowing golden eye which strikes viewers blind or drives them insane or prematurely aged, and the transformation of that magical orb into a stone egg which hatches salamanders that blindly attack every living thing within range.
If the Elder Elemental God is drawn into game play, this can be done through tracking down and slaying an evil priesthood and/ or discovering some lost shrine complex. Facing a priesthood allows the DM to generate some truly worthy clerical battle enemies, but dealing with a lost shrine complex is even more demanding. The DM should develop a range of special effects tied to the locale which reflect themes of elemental magic, madness, sudden rages and aggressions, loss of sensory functions and awareness and the like. Items such as intelligent magic-using altars and religious icons, minor magical artifacts with intelligence and several malign powers, undead-spawning mausoleums, and items/places which generate standard magical effects but which are of bizarre appearance should be employed liberally.

Statistics: AL ne; WAL any evil (the insane); AoC unknown, but include elemental forces, magic; SY black metal triangle with an inverted Y within it.

The Elder Elemental God's "Avatar"

The "avatar" of this god can appear in several forms: As a huge, mottled, tentacled being some 20' in length, resembling a vast slime/slug cross; or as a 24' tall pillar of vast elemental force with a body of burning magma, radiating a steamy haze.

Str 22 Dex 12 Int 22
Wis 20 Con 22 Cha 20
MV 15 SZ H (24') AC -2 (4 as slug)
HP 160 HD 20 MR 50%
#AT 1 THACO 3 Dmg 5dl0 +10 (blows)

Special Att/Def: The avatar's movement is 15 with the special movement of its type. The "avatar" is wholly immune to Elemental spells of all types. It can use the following spells I/day each as a 24th-level wizard: cause blindness, cause deafness, (continual) darkness, darkness 15', dispel magic, forcecage, and each of the power word spells. It is unaffected by gases, poisons, and all forms of mind-controlling and paralyzing attacks. It can summon ld3 elementals of each type I/day (16HD each) which serve for up to 12 turns, requiring no concentration to maintain control.

Duties of the Priesthood

Priests of the Elder Elemental God bend all their being to revering the god and attempting to locate and enact the rituals which will draw more of his power into the Prime Material plane. They make many sacrifices of sentient beings to this end, including members of their own cults and even themselves if this is demanded. They locate lost shrines of the Elder God and cleanse them, re-dedicating them to the service of the deity. It is unknown which races can become priests of this deity and which cannot since the god has no known racial affinities, but certainly humans, drow elves, and evil dwarves are known to have become priests.

Priests may devote themselves to revering all elemental aspects of the god, or specializing in a single element (thus, revering the element of fire, air, earth or water), and different specialty priests gain slightly different powers.

Requirements: AB std; AL any evil and/or insane; WP any;
AR any; SP all, astral, combat, divination, elemental (all), guardian, healing (rev), necromantic (rev), numbers, sun (rev), weather*; PW 3) can use all elemental wizard spells as priest spells of same level; 5) protection from good; 7) gain +1 saves against all elemental spells ("generic" priests), or +4 saves ver-sus spells of "own" element, -2 saves against spells of "opposed" element (air/earth, fire/water) and +1 saves against spells of other elements (element-specific priests); 10) summon elemental I/day for 6 turns (generic priest)/12 turns (specific priest)-generic priests get 8HD elemental of any type, specific priests get 12HD elemental from own element; TU command;
LL 12 (generic priests) or 16 (specific priests); HD vary by race (humans d8, elves/drow d6, dwarves d6+l); Shamans no.

# Advanced Dungeons & Dragons®
## 2nd Edition

# Tome of Magic

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## Forward

Whew, another big project behind me! Never did I realize when I started work on the *Tome of Magic* that it would become such an undertaking. After all, it seemed so simple. At that point, I should have known better.

It all started with a seemingly innocent comment, something like, "There are a lot of gaps in the spell lists for wizards and priests. Maybe we should do something about it." I don't know if I said that, or if it was someone else's idea, but whoever said it was right. I knew they were right because I could see them clearly by the time the AD&D® 2nd Edition *Player's Handbook* was finished.

These gaps were not yawning chasms in the game system. They were little things, like, "Gee, it would be nice to have a spell that did X--or Y, or Z, or whatever. "Sometimes they were things to help explain the weirdness people were always putting in adventures or little touches that would smooth things out for players and DMs alike. The *Tome of Magic* could be just the place to get some of these ideas into the AD&D® game system. Months later (because months always pass between the idea and actually doing the work), it was time to make all this real.

That's when I discovered the warts on the great idea--two in particular. First, filling a book with a mis-matched collection of spells was not enough. How many variations on *fireball*, *lightning bolt*, and *confusion* did you really need? Second, a book of odds and

ends didn't sound exciting for either a game designer or for the players. The *Tome of Magic* needed something--a hook--to make it interesting.

As a result, the *Tome of Magic* is much more than just a collection of spells. There are many new ideas about the types and uses of magic in these pages--wild magic, cooperative magic, focuses, elementalists, and more. In the end, the *Tome of Magic* offers more than just spells--it gives breadth and range to wizards and priests. In many ways, it is a peek inside the Pandora's box of magic.

On top of these concerns was a problem of mental health. If I alone had to fill all these pages with spells and magical items, I'd be writing from the nut-house by now. There was no way I could create all these new spells and remain sane. That's why there is a host of designers listed in the credits. Taking often the barest of my ideas and suggestions, these creative conspirators produced a wide variety of spells and items. After weeding out spells too similar in form and function, I can offer you the cleverness and diversity of six different designers, not just one! For myself and the other designers, we hope you find the *Tome of Magic* both entertaining and useful. Let it be your guide to just how much further wizards and priests can go in the AD&D game.

David Cook

February, 1991

# Table of Contents

Chapter 1: How to Use *Tome of Magic*

Chapter 2: Wizard Spells
- First-Level Spells
- Second-Level Spells
- Third-Level Spells
- Fourth-Level Spells
- Fifth-Level Spells
- Sixth-Level Spells
- Seventh-Level Spells
- Eighth-Level Spells
- Ninth-Level Spells

Chapter 3: Priest Spells
- First-Level Spells
- Second-Level Spells
- Third-Level Spells
- Fourth-Level Spells
- Fifth-Level Spells
- Sixth-Level Spells

Seventh-Level Spells
Quest Spells

Chapter 4: Magical Items
Appendix 1: Wizard Spells by School
Appendix 2: Priest Spells by Sphere
Appendix 3: Alphabetical Index of Spells

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# How to use Tome of Magic

*An apprentice stands in the laboratory of his ancient wizard master. The youth's eyes stray across tables cluttered with alembics, retorts, beakers, bat wings, and phials, and beyond to shelves of scrolls and books. A musty old volume, bound in cracked green leather with glittering silver hinges, catches his attention. His master is elsewhere, so the curious student pulls the heavy volume from the shelf and, with a puff of breath, blows away a thick layer of dust. "Tome of Magic" it reads, spelled out in silver leaf on the brittle cover.*

*The apprentice can't believe his discovery. He's never seen this book before. What secrets has his master been keeping from him? What secrets will he discover inside? With trembling fingers, the apprentice opens the creaking cover.*

*"Ahem, O callow youth! Perhaps you are dissatisfied with my training and would like to seek another master!" booms the master's voice from behind the apprentice. The youth startles and guiltily slams the cover shut. Turning, he smiles sheepishly at his master.*

*The old wizard, bald and portly, takes the book from his apprentice's hands. "Before you can learn secrets like these, you must first master the basics, which I sometimes doubt you ever will. Now tell me, what are the three Greater Gesticulations used in casting a light spell?" The wizard deftly slides the tome back into place on the shelf as he speaks.*

*Flustered, the apprentice stammers out what feels like an elementary reply. But in his heart, he knows that someday he will read the secrets of that tome.*

***Someday is now!***

## How to Use This Book

With over two hundred new spells for wizards and priests and a host of new magical items, the question of how to use this book may seem fairly obvious to most players. It appears to be a simple matter of opening the pages, selecting spells and magical items, and tossing these into a campaign.

Of course, it can be done that way, but players and DMs who take this route will miss many of the new possibilities and expansions the *Tome of Magic* has to offer. On the surface, the *Tome of Magic* may appear to be just a collection of spells and magical items. But it contains new game rules and information that goes much deeper.

This volume introduces a new type of wizard magic, expanded specializations, new priest spheres, and new variations on priest magic. These rules have the potential to impact a campaign in a way greater than a first glance might suggest. To benefit the most from these expansions, the DM should carefully consider how to introduce and use the new rules.

## Who Is It For?

The *Tome of Magic* is written with both the DM and player in mind. Dungeon Masters who keep this book out the hands of their players are doing their game a disservice. Likewise, players who want this book only to learn about the new magical items are missing the point. Both player and DM can use this book to improve and expand the game.

## Wizards

In the game world of wizards, there are two significant additions--wild magic and elementalists. Wild magic is a strange, new type of magical power, just being explored and discovered for the first time. Wild mages are rare and exotic. Long before encountering such a wizard, characters may hear tell of a new type of magic in reports from travelers to distant lands. Of course, every adventurer knows that these reports tend to be exaggerated--more fiction than fact.

The first appearance of a wild mage is best presented by the DM as a mysterious NPC. The wild mage may join the party briefly or may be the springboard for an adventure. He should not be a henchman or hireling, but someone who is the characters' equal or superior. This gives players the opportunity to experience the wonders (and terrors) of wild magic before immersing themselves in this new art. After the characters have learned something of this strange magic, wild mage player characters may be introduced, perhaps as apprentices of the same NPC. Gradually, these new mages will

become accepted members of the campaign world.

Elementalists can be introduced in a similar fashion, although their arrival is likely to be less mysterious. The first appearance of the specialization could be a small school or guild in a nearby town, established by an elementalist from distant lands (where such magic is common). The newly established wizard is likely to be looking for an apprentice; new characters are eligible to join the school. Of course, established mages may take an interest (both positive and negative) in his activities.

## Priests

The introduction of new priest spheres can pose a logical problem in some campaigns--if an existing Power has influence in a certain sphere, why did his priests never have these spells before? Why do they wake up one morning and suddenly have access to spells never before seen?

The DM can use several solutions to this question. The first is most effective for such esoteric spheres as Thought and Numbers. In this case, few (if any) existing Powers have access to these spheres. Instead, priests arrive (as did wild mages) from distant lands, spreading the word of their god. These NPC priests have strange powers never before seen. In some locations, they may be accepted, while in others, they may be driven out with vengeance. As new player characters are created, this "new" faith with all its advantages and disadvantages becomes an option.

Another explanation, particularly useful for the spheres of War and Wards, is that the Power always had access to these spells, but never had the need to grant them. A deity of war could reasonably withhold spells of the War sphere until the threat of war exists. To introduce the War sphere into the campaign, the DM need only create a little border tension and massing of troops -- the perfect background for many adventures.

Certain deities may be too aloof or remote to become involved in the affairs of men until the need arises. This is particularly appropriate for the spheres of Law and Chaos. A shift in the "harmony of the universe" might warrant the attention of these Powers to "set things right."

The introduction of subdivisions in the elemental sphere can be effected in a similar manner. Foreign priests may enter the campaign region and introduce the concept, or existing priests might discover their own deities suddenly taking a more active interest in their spells. Conflict or rivalry on the elemental planes can be used to justify rigid adherence to a particular element. A fire god, feeling the rising power of a sea god, may enforce strict elemental selection to bolster the devotion of his priests.

Of all the new priest material, quest spells are the easiest to introduce. These are given by the DM only when special conditions warrant. It is easy to justify that conditions have never yet warranted the need for quest spells.

## Magical Items

Of all the new material in this book, magical items require the least effort to introduce. Many are simply treasures that can be discovered in a newly-won hoard. In this case, DMs are encouraged not to reveal all the powers of a newly-found item. Rather,

the player should be forced to puzzle out an item's powers. For example, the characters find a magical quill. What does it do? How is it used? Answering these questions is a goal that players can set for their characters. After spending time, spells, and money on research and possibly more adventures, the characters may discover that they own a *quill of law*.

Another effective and logical method for introducing never-before-seen magical items is for NPCs to possess these fascinating new devices. Thus, a wild mage might own a *rod of disruption* or an elementalist a *wand of corridors*.

## Patience, Patience, Patience

An important thing for both the DM and players to remember is that the existence of *Tome of Magic* does not mean that everything in it needs to be rushed into play. If the need for a particular spell does not exist right away, don't worry. Sooner or later, a player or DM will discover that it suits his needs perfectly. Properly used, the *Tome of Magic* will become a source of surprises and inspiration for many adventures to come.

## New Rules for Wizards

Mages and magic, great and small, are a key element of a fantasy campaign. While endowed with considerable powers, there are still vast horizons for mages to explore. Just a small portion of these possibilities is explored in the *Tome of Magic* --wild magic, elemental specialists, and metamagic.

## Wild Magic

One of the newest discoveries from the great lands of the Forgotten Realms is wild magic. Originally considered little more than the unfortunate by-product of an epic struggle among the gods of that world, the strange effects of the wild lands (as those areas affected by wild magic are known) have attracted the attention of many a curious or scholarly wizard.

In general, two types of wizards are drawn to these strange areas. The first are the researchers: wizards devoted to the study of the theoretical underpinnings of magic. For them, the wild areas expose long-hidden secrets of the magical universe and give new insights into how magical energy functions. From their work have evolved the beginnings of a theory of random magic--one that defies the traditional schools.

The second type of wizard drawn to the wild lands is far less rigorous and methodical. These spellcasters are attracted by the sheer randomness and uncertainty of the wild lands. Such mages seek to incorporate wild magic into their spells by combining traditional magic with the new theories of random magic, throwing in a dose of their own chaotic natures as an extra measure. These wizards are the true wild mages who have been seen recently in various lands.

Although initially discovered and researched on Toril, the FORGOTTEN REALMS® campaign world, the art of wild magic has quickly spread to other places. Wild mages, through teleporting, spelljamming, planar hopping, and even walking, have carried the

precepts of wild magic to lands and worlds far removed from Toril.

## Wild Mages

With the discovery of wild magic has come the appearance of wizards devoted to its study. Like their traditional specialist brethren, wild mages have thrown themselves into the intense study of a single aspect of magic. This has given them unique benefits and restrictions on their powers. Wild magic is so different from traditional magic that only those devoted to its study may cast wild magic; no wizard other than a wild mage may attempt to use the spells of wild magic.

Wild mages are by no means specialist wizards--at least not in the traditional sense. Wild mages do not study within the confines of schools. Instead, their research into new theories of wild magic carries them into all different fields. Wild magic has strengths in some areas (particularly divination and evocation), but it is not confined to any single school of magic. The proponents of wild magic proudly trumpet their art's broad base and flexibility as its great advantages.

Of course, these same advocates are quick to downplay wild magic's drawbacks. First and foremost, it is *wild* magic. On rare occasions, any spell can have dangerously unpredictable results, including backfiring or creating an entirely different effect from what was desired. More commonly, the magnitude of a spell--range, duration, area of effect, or even damage--may fluctuate from casting to casting. Spells cast by wild mages are inherently unpredictable.

Only characters with Intelligence of 16 or greater are qualified to become wild mages. The theories of wild magic are breaking new ground, and only characters of high intelligence are able to decipher the arcane convolutions of its meta-mathematical theory. Although wild magic is chaotic on the surface, study in this field requires diligence and discipline.

There are no restrictions to the alignment of a wild mage. The race of a wild mage is limited to those races with competency at magic; thus, only humans, elves, and half-elves can be wild mages. Gnomes have some magical talent, but lack the broad base of skills and knowledge necessary to master this new field.

Wild mages must abide by the normal restrictions for all wizards concerning weapons and armor. They use the same THAC0 and saving throw values of traditional wizards. They progress in level according to the Wizard Experience Levels and Wizard Spell Progression tables (Tables 20 and 21 in the *Player's Handbook* ).

Wild mages have several abilities and restrictions. Like specialists, wild mages are able to memorize one extra spell per spell level. This spell must be a wild magic spell, although it can be from any school; wild mages have no opposition schools as do specialists.

Wild mages receive a bonus of +10% when learning new wild magic spells and a -5% penalty when learning other spells. Because wild magic is somewhat "fast and loose," wild mages can research new spells as if they were one level less difficult, decreasing the amount of time and money needed to create new spells.

Certain magical items behave differently in the hands of a wild mage. This is due to his understanding of the random processes that power them. Most notable of these is the

*wand of wonder*. The wild mage has a 50% chance of controlling the wand, allowing him to use charges from the wand to cast any spell he already knows (but does not need to have memorized). The number of charges used by the wand is equal to the number of levels of the spell desired. If the attempt fails, only one charge is used and a random effect is generated.

The wild mage can control the following items 50% of the time, thereby allowing him to select the result or item instead of relying on chance: *amulet of the planes, bag of beans, bag of tricks, deck of illusions, deck of many things,* and the *well of many worlds*.

# Table 1: LEVEL VARIATION

| **True** | **----------Die Roll (D20)----------** | | | | | | | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Level | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** | **11** | **12** | **13** | **14** | **15** | **16** | **17** | **18** | **19** | **20** |
| 1 | -1 | -1 | -1 | -1 | -1 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +1 | **+1** |
| 2 | -1 | -1 | -1 | -1 | -1 | -1 | 0 | 0 | 0 | 0 | 0 | 0 | **0** | 0 | +1 | +1 | +1 | +1 | +1 | +1 |
| 3 | -2 | -1 | -1 | -1 | -1 | -1 | -1 | 0 | 0 | 0 | 0 | **0** | 0 | +1 | +1 | +1 | +1 | +1 | +1 | +2 |
| 4 | -2 | -2 | -1 | -1 | -1 | -1 | -1 | -1 | 0 | 0 | 0 | 0 | +1 | +1 | +1 | +1 | +1 | +1 | **+2** | +2 |
| 5 | -3 | -2 | -2 | -1 | -1 | -1 | -1 | **-1** | -1 | 0 | 0 | +1 | +1 | +1 | +1 | +1 | +1 | +2 | +2 | +3 |
| 6 | -3 | -3 | -2 | -2 | **-1** | -1 | -1 | -1 | -1 | 0 | 0 | +1 | +1 | +1 | +1 | +1 | +2 | +2 | +3 | +3 |
| 7 | -4 | -3 | -3 | -2 | -2 | -1 | -1 | -1 | -1 | 0 | **0** | +1 | +1 | +1 | +1 | +2 | +2 | +3 | +3 | +4 |
| 8 | -4 | -4 | -3 | -3 | -2 | -2 | -1 | -1 | -1 | 0 | 0 | +1 | +1 | +1 | **+2** | +2 | +3 | +3 | +4 | +4 |
| 9+ | -5 | -4 | -4 | -3 | -3 | -2 | -2 | -1 | **-1** | 0 | 0 | +1 | +1 | +2 | +2 | +3 | +3 | +4 | +4 | +5 |

**Boldface** results indicate a *wild surge*; consult Table 2; Wild Surge Results.

# Level Variations

The most broad-reaching aspect of the wild mage's powers is his approach to spells. The wild mage's work with the principles of uncertainty affects all spells that have a level variable for range, duration, area of effect, or damage. Each time a wild mage uses a spell with a level variable, he randomly determines the resulting casting level of the spell. The spell may function at lesser, equal, or greater effect than normal. The degree of variation depends on the true level of the caster, as shown in

To determine the level at which the spell is cast, the player must roll 1d20 at the moment the spell is cast. The variation from the caster's actual level is found at the point where the character's true level and the die roll intersect. (True level refers to the current experience level of the wild mage.) If the result is a positive number, that many levels are added to the caster's true level for purposes of casting the spell. If the result is a negative number, that many levels are subtracted from the caster's true level. If the result is 0, the spell is cast normally. The variation of a spell's power has no permanent effect on the mage's experience level or casting ability.

For example, Theos, a 7th-level wild mage, casts a *fireball*. He wishes it to take effect 70 yards away at the site of a band of advancing orcs. *Fireball* has level variables for range (10 yds.+10 yds./level) and damage (1d6/level). A die roll is made on the Level Variation Table with a result of 19, indicating a level variation of +3. The *fireball* functions as if cast by a 10th-level wizard (7+3) and easily reaches its target, causing 10d6 points of damage. If the level variation had been -3 (die roll of 2), the spell would

have operated as if it were 4th level. In this case, the *fireball* would have fallen short since its maximum range would have been 50 yards (10 yds+ 10 yds 1d4).

One additional effect can occur when casting level-variable spells. If the result from Table 1 is boldfaced, the caster has inadvertently created a *wild surge* in the spell in addition to the spell's effects. A wild surge briefly opens a doorway through which raw magical energy pours. The energy is incompletely controlled by the actions of the spellcaster. The result, often spectacular, is seldom what the caster intended and is sometimes a smaller or greater version of the desired spell. At other times, wildly improbable results occur. Songs may fill the air, people might appear out of nowhere, or the floor may become a pool of grease. Whatever happens, it is the essence of wildness.

When a wild surge occurs, the DM must roll on Table 2. Unlike many other instances in the AD&D® game in which the DM is encouraged to choose a suitable result, wild surges are best resolved by random chance. Actively choosing a result biases the nature of wild magic. DMs are encouraged to be random and have fun.

## Table 2: WILD SURGE RESULTS

| **D100 Roll** | **Result** |
|---|---|
| 01 | *Wall of force* appears in front of caster |
| 02 | Caster smells like a skunk for spell duration |
| 03 | Caster shoots forth eight non-poisonous snakes from fingertips. Snakes do not attack. |
| 04 | Caster's clothes itch (+2 to initiative) |
| 05 | Caster glows as per a *light* spell |
| 06 | Spell effect has 60' radius centered on caster |
| 07 | Next phrase spoken by caster becomes true, lasting for 1 turn |
| 08 | Caster's hair grows one foot in length |
| 09 | Caster pivots 180 degrees |
| 10 | Caster's face is blackened by small explosion |
| 11 | Caster develops allergy to his magical items. Character cannot control sneezing until all magical items are removed. Allergy lasts 1d6 turns. |
| 12 | Caster's head enlarges for 1d3 turns |
| 13 | Caster *reduces* (reversed *enlarge*) for 1d3 turns |
| 14 | Caster falls madly in love with target until a *remove curse* is cast |
| 15 | Spell cannot be canceled at will by caster |
| 16 | Caster *polymorphs* randomly |
| 17 | Colorful bubbles come out of caster's mouth instead of words. Words are released when bubbles pop. Spells with verbal components cannot be cast for 1 turn. |
| 18 | Reversed *tongues* affects all within 60 feet of caster |
| 19 | *Wall of fire* encircles caster |
| 20 | Caster's feet enlarge, reducing movement to half normal and adding +4 to initiative rolls for 1d3 turns |
| 21 | Caster suffers same spell effect as target |
| 22 | Caster levitates 20' for 1d4 turns |
| 23 | *Cause fear* with 60' radius centered on caster. All within radius except the caster |

must make a saving throw.

24 Caster speaks in a squeaky voice for 1d6 days
25 Caster gains X-ray vision for 1d6 rounds
26 Caster ages 10 years
27 *Silence, 15' radius* centers on caster
28 10'x10' pit appears immediately in front of caster, 5' deep per level of the caster
29 *Reverse gravity* beneath caster's feet for 1 round
30 Colored streamers pour from caster's fingertips
31 Spell effect rebounds on caster
32 Caster becomes *invisible*
33 *Color spray* from caster's fingertips
34 Stream of butterflies pours from caster's mouth
35 Caster leaves monster-shaped footprints instead of his own until a *dispel magic* is cast
36 3-30 gems shoot from caster's fingertips. Each gem is worth 1d6 x 10 gp.
37 Music fills the air
38 *Create food and water*
39 All normal fires within 60' of caster are extinguished
40 One magical item within 30' of caster (randomly chosen) is permanently drained
41 One normal item within 30' of caster (randomly chosen) becomes permanently magical
42 All magical weapons within 30' of caster are increased by +2 for 1 turn
43 Smoke trickles from the ears of all creatures within 60' of caster for 1 turn
44 *Dancing lights*
45 All creatures within 30' of caster begin to hiccup (+1 to casting times, -1 to THAC0)
46 All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of caster swing open
47 Caster and target exchange places
48 Spell affects random target within 60' of the caster
49 Spell fails but is not wiped from caster's mind
50 *Monster summoning II*
51 Sudden change in weather (temperature rise, snow, rain, etc.) lasting 1d6 turns
52 Deafening bang affects everyone within 60'. All those who can hear must save vs. spell or be stunned for 1d3 rounds.
53 Caster and target exchange voices until a *remove curse* is cast
54 Gate opens to randomly chosen outer plane; 50% chance for extra-planar creature to appear.
55 Spell functions but shrieks like a shrieker
56 Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
57 Spell reversed, if reverse is possible
58 Spell takes physical form of free-willed elemental and cannot be controlled by caster. Elemental remains for duration of spell. Touch of the elemental causes spell effect (THAC0 equal to caster's).
59 All weapons within 60' of caster glow for 1d4 rounds
60 Spell functions; any applicable saving throw is not allowed
61 Spell appears to fail when cast, but occurs 1-4 rounds later

62 All magical items within 60' of caster glow for 2d8 days
63 Caster and target switch personalities for 2d10 rounds
64 *Slow* spell centered on target
65 Target *deluded*
66 *Lightning bolt* shoots toward target
67 Target *enlarged*
68 *Darkness* centered on target
69 *Plant growth* centered on target
70 1,000 lbs. of non-living matter within 10' of target *vanishes*
71 *Fireball* centers on target
72 Target turns to stone
73 Spell is cast; material components and memory of spell are retained
74 Everyone within 10' of caster receives the benefits of a *heal*
75 Target becomes dizzy (-4 AC and THAC0, cannot cast spells) for 2d4 rounds
76 *Wall of fire* encircles target
77 Target levitates 20' for 1d3 turns
78 Target suffers *blindness*
79 Target is charmed as per *charm monster*
80 Target *forgets*
81 Target's feet enlarge, reducing movement to half normal and adding +4 to all initiative rolls for 1-3 turns
82 Rust monster appears in front of target
83 Target *polymorphs* randomly
84 Target falls madly in love with caster until a *dispel magic* is cast.
85 Target changes sex
86 Small, black raincloud forms over target
87 *Stinking cloud* centers on target
88 Heavy object (boulder, anvil, safe, etc.) appears over target and falls for 2d20 points of damage
89 Target begins sneezing. No spells can be cast until fit passes (1d6 rounds).
90 Spell effect has 60' radius centered on target (all within radius suffer the effect)
91 Target's clothes itch (+2 to initiative for 1d10 rounds)
92 Target's race randomly changes until canceled by *dispel magic*
93 Target turns ethereal for 2d4 rounds
94 Target *hastened*
95 All cloth on target crumbles to dust
96 Target sprouts leaves (no damage caused, can be pruned without harm)
97 Target sprouts new useless appendage (wings, arm, ear, etc.) which remains until *dispel magic* is cast
98 Target changes color (canceled by *dispel magic*)
99 Spell has a minimum duration of 1 turn (i.e., a *fireball* creates a ball of flame that remains for 1 turn, a *lightning bolt* bounces and continues, possibly rebounding, for 1 turn, etc.)
100 Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200%

Unless otherwise noted, all spells created by a wild surge occur at the designated target point and function normally (appropriate saving throws are allowed). The caster's true level is used when calculating range, duration, area of effect, etc. of these spells.

The above list, while long, is only a small fraction of the possible results of a wild surge. The DM is free to create his own tables for wild surges.

Tables like the one above cannot take into account the situation at the instant of casting. It is not feasible to create tailored effects for every spell used in every possible way. Therefore, it is quite likely that some wild magic results will make no sense, be impossible, or have no visible effect. In these cases, the wild surge has no effect. For example, if a mage were casting a wizard lock on a door and triggered a wild surge with the result "Target changes sex," no effect would be visible, since doors do not have a sex (at least as far as we know). Likewise, a rock might be *hastened* or a snake might have its feet *enlarged*. In these cases, nothing happens--at least nothing that affects play. When determining the result of wild magic, the DM must use his best judgment.

Finally, not even the randomness of wild surges should be allowed to ruin the story of an adventure. As ultimate storyteller and arbiter of the game, the DM can overrule any wild surge he deems too destructive to the adventure. If this happens, reroll the dice to get a new result. In a case such as this, do not treat a wild surge as having no effect.

Clearly, wild mages are a risky proposition. Not every player will want to play a wild mage; not every party will want a wild mage. The DM should not add benefits to the wild mage, hoping to the make the class more "attractive" to his players. Players who like wild mages will play them without bribery. They will find the uncertainty and randomness of wild mages irresistible; these are the players for whom the wild mage was created.

## Elemental Wizards

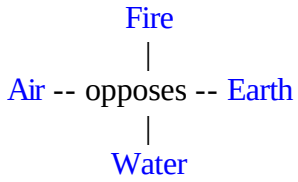
The elemental wizard is a new variety of specialist mage beginning to appear throughout the lands. These wizards scorn the "accepted" theories of magical classification (the rigid school structure) in favor of a holistic, natural understanding of magic. The result is elementalism.

Elementalism is not a school in itself; it is an area of specialization focusing on spells involving the four prime elements of air, earth, fire, and water. These spells may be from any of the nine schools of magic. The *fireball* spell, for example, belongs to the evocation school, but according to elementalists, it is also a spell of elemental fire.

Unlike other specialists, an elementalist does not specialize in a single school of magic, but may learn and cast spells belonging to any school. Although this may seem to be a great advantage, elementalists suffer considerable penalties when learning and casting spells that do not relate directly to the elements. The exception to this penalty is the spells of the school of lesser divination, which every wizard may learn.

Each element has a diametrical opposite: air opposes earth, fire opposes water, and vice versa. Every elementalist must choose one element as his specialty. He may learn and cast any spells relating to his chosen element and gains advantages when doing so. He may also cast spells of the two elements which do not oppose his specialty, for which he receives no bonuses or penalties. Consequently, he may not learn or cast any spells associated with the element that opposes his element of specialty. For example, a fire

elementalist may cast spells relating to fire, air, or earth, but may not cast spells of elemental water. A specialist is also prohibited from using magical items that duplicate spell effects of his oppositional element.




Although their repertoire of spells is small, elementalists are potent wizards, for they gain the following advantages when involved with spells of their chosen element:

- Elementalists receive a bonus of +25% when attempting to learn spells of their element and a bonus of +15% when learning other elemental spells. They suffer a penalty of -25% when trying to learn spells that do not relate to the elements.
- An elementalist may memorize one extra spell per level, providing that at least one of the memorized spells is from his element of specialty.
- Because elementalists have an enhanced understanding of spells within their element, they receive a +2 bonus when making saving throws against those spells. Other creatures suffer a -2 penalty when making saving throws against an elementalist casting spells from his specialty.
- Once per day, an elementalist may choose to cast one memorized spell from his element of specialty as if he were 1d4 levels higher. He must declare his decision to do this immediately prior to casting the spell. This affects range, duration, area of effect, and damage; it does not allow the wizard to cast a spell from a level which he normally could not use.
- When an elementalist attempts to create a new spell relating to his specialty element, the DM should count the new spell as one level less (for determining difficulty).
- Upon reaching 15th level, an elementalist does not need to concentrate when controlling elementals of his specialty element summoned by the 5th-level spell *conjure elemental* . The normal 5% chance of the elemental turning upon its summoner remains in effect.
- At 20th level, there is no chance of a summoned elemental turning upon an elementalist if the creature is of the wizard's specialty element.

A complete listing of elemental spells arranged by each element can be found in Appendix 1.

# Metamagic

Metamagic is a special term used by erudite and educated wizards to describe a single class of spells and magical items--those powers that alter or affect other magical spells and items. Met a magic spells do not directly affect people, objects, or events. Instead, the powers of metamagic are used to alter the fabric of spells themselves. Through metamagic spells, such as *far reaching* or *squaring the circle*, the once inviolable limits

of a spell can be altered. Range, duration, casting time, area of effect, and even sound and color can be tailored through the use of metamagical spells.

Although the concept of metamagic has existed since the beginning of magical study, it has generally been ignored by most wizards, who have been far more interested in spectacular effects and immediate results. However, a few independent researchers have continued to explore and expand this esoteric field of study.

# New Rules for Priests

Priests are hardly the unglamorous and weak adventurers that they are sometimes portrayed to be. They are an important part of any society, serving as more than just handy doctors. Priests have great responsibilities for the defense, guidance, welfare, and protection of a community. Because of this, their spells reflect more diversity and application when compared with wizard spells. The *Tome of Magic* provides priests with more tools to help them achieve their goals.

## Quest Spells

Priests and clerics are the servants of Powers--immortal entities with abilities far beyond those of mere mortals. Yet these servants do not wield magical forces equal to those of wizards; priests have nothing to compare with the wish spell, for example. Circumstances will arise when a priest should be able to call upon the magical energies controlled by his Power to achieve something extraordinary in serving a sacred duty. Quest spells are designed to satisfy these extremes and allow the priest to wield high-powered magic without drastically altering the scope of his magic.

Quest spells are a category of powerful spells without an assigned level. They should not be confused with the 5th-level spell quest, which is a specific single spell.

While quest spells are powerful, they are not as powerful as the energies used by Powers. If a god chose to flatten a mountain or raise an island, he could probably do so. Priests cannot achieve such huge effects; they are still mortal beings. But quest spells do provide a priest with magic more powerful than any other priestly magic; a quest spell could easily mean the difference between success or failure in a mission. Quest spells are capable of affecting large areas or numbers of creatures and allow the shaping of great energies; they are often difficult or impossible to resist or dispel.

Quest spells are not part of a priest's normal repertoire. These spells are granted powers, bestowed directly by one's deity to achieve special goals.

## Why Quest Spells

Two circumstances are most likely to warrant the granting of a quest spell to a priest. First, a Power may contact the priest in a dream or omen, or by sending a servant or avatar. In this case, the Power requests that the priest perform a vital service on behalf of the Power (the nature of such a request is discussed later). The priest is effectively commanded to go on a quest--hence, the generic title of quest spell.

A second case for the granting of a quest spell may occur if a priest were to discover something of fundamental importance to the faith which the Power must be appraised of (not all powers are omniscient). A priest contacting the Power (with a commune spell or by prayer) might beseech the Power to grant him some exceptional magic to address the situation. The request for a quest spell must never be motivated by selfish considerations on the priest's part (such hubris is grossly offensive to any Power), and circumstances must be truly exceptional. The Power then considers the priest's request and responds accordingly.

In game terms, the first condition translates to the DM using a quest spell as a plot device to spice up a quest for the priest and his party. The second condition translates to a player requesting exceptional aid for his priest PC followed by the DM's decision whether to allow this.

## Conditions for Quest Spells

*The circumstances which prompt a Power or priest to seek the use of a quest spell are usually related to a major sphere of concern of the Power.* A god of druids is not likely to grant a quest spell to address a matter of warfare, commerce, politics, knightly virtue, or other irrelevance (as this Power would view them). However, destruction of a huge swathe of forest by fire is entirely different. To protect or regenerate a great natural resource, a druidic Power would surely consider dispatching his most powerful servants with awesome magic. A major challenge demands a major response.

*A Power may choose to equip followers with a quest spell in preparation for a major conflict with servants of a hostile Power.* This may be true for both sides in the conflict; the NPCs as well as the PCS might be equipped with quest spells. In this manner, two Powers avoid fighting each other directly; their servants carry out the warfare instead. This will be a major event in any campaign setting! Milder variations on this theme would include the razing of a major temple of the enemy Power or the destruction of a major resource belonging to the Power's servants.

This is a situation in which a DM must exercise caution. This kind of conflict can easily swerve out of control and threaten the destruction of the game world; no Power wants this. Only if a Power has stepped out of line is the retribution by a rival Power tolerable among the community of Powers. If an evil temple has stood in the capital of an evil land for centuries, it is unacceptable for a good deity to strike at it. If an evil temple is hidden in nonevil lands, it is reasonable for a good Power to strike it down. It is important that game balance and the status quo are maintained.

*A Power is likely to grant a quest spell when there is a major threat to his followers, church, consecrated grounds, or territories.* These situations may become considerably extended; a Power of healing may extend the use of quest magic to help his priests cure a virulent plague affecting ordinary folk. For such a Power, the welfare of the common man is important. In cases such as this, game balance must be maintained by granting quest spells only in true catastrophes.

*Exceptional and unique circumstances will arise which will draw quest magic into the game.* This may include racial interests (for elves, dwarves, etc.) such as defense of the homelands or protection of great fortresses, or it may include communities of exceptional

artisans wishing to draw quest magic from Powers. The discovery of an intensely magical artifact or place important to the Power may necessitate the use of quest magic to secure it. Establishing and developing a major sacred location may justify the use of quest magic (especially with spheres such as Creation, Guardian, Protection, and Wards). Such cases will be individually determined by the DM as major elements of a campaign story line.

## Situations Unworthy of Quest Spells

What types of requests do not warrant a Power granting a quest spell? Generally, a quest spell is not needed for events which affect only a minor sphere of interest for the deity and events that are part of normal Prime Material conflict; a senior priest being killed by an agent of an evil Power isn't enough to justify the use of a quest spell. Any problem that has limited scale or should resolve itself in time through the normal efforts of priests does not need quest magic.

The DM must consider whether a problem is out of the ordinary. Only under extraordinary circumstances should a quest spell be granted. If the DM is in doubt, a simple question may provide the answer: Could the problem have a fair chance of resolution through the use of upper-level priest spells if wisely used? Only if the answer is "no" should quest magic be considered.

## Which Priests Receive Quest Spells

Only true and faithful servants of a Power who have successfully used powerful magic are eligible for quest spells. This limits quest spells to priests; although a paladin may be true and faithful, his experience is not sufficient to command the magical energies of potent quest magic.

Level limitations are important. It is very rare for a priest of lower than 12th level to be granted quest magic. Priests of 9th level and lower cannot use quest magic; the strain of holding and shaping such magic is too great.

A priest must possess Wisdom of 17 or better in order to cast quest spells. It is quite possible that a priest could be granted a quest spell but not possess the wisdom to cast 7th-level clerical spells; Powers sometimes work in mysterious ways.

Under normal conditions, quest spells are granted to high-level priests rather than their junior counterparts (when such an option exists, such as in a large temple). If the hierarchy of a temple has been destroyed, then the best of the junior echelons may be granted quest spells.

Some cases may not offer as many options as to the recipient of a quest spell. If the nearest priest to the site of a mission is of a lower level than priests at a faraway temple, the chances are good that this priest will be granted a quest spell rather than awaiting the arrival of a faraway superior. Similarly, if the senior priests of a temple are too old to travel or are needed to maintain order at the temple, a priest of a lower level may be granted the quest spell.

In some situations, a Power will recognize an extremely devoted follower by granting him a quest spell, passing up older, more experienced colleagues. Age and experience do

not indicate devotion or worthiness. Prodigies exist in all walks of life; clerics are no exception.

Faithfulness and piety of the priest are important but are difficult to judge. The priest must be unswerving in his alignment and have an exemplary record of service to the Power. It is reasonable to ignore an offense committed due to magical influence even if atonement was required (or voluntarily undergone) as a result.

Obviously, these criteria depend on DM judgment. The DM must remember that priests are mortals--and mortals have weaknesses. While a priest who has not been zealous in defense of the faith is a noncandidate for quest spells, a priest who is pure of heart but who has made a few errors might still be considered for quest magic. However, such a priest may be asked to undertake a preliminary quest to prove his worthiness to the Power. This is especially likely if there is no time pressure for the greater quest or if the priest has asked the Power for quest magic rather than the Power commanding the priest.

A preliminary quest is not a trivial affair; it should present a stiff challenge. In a campaign, it will be especially appropriate if such a quest doubles as a test of the priest's mettle and as an opportunity to acquire a new resource (magical items, henchmen, followers, NPC co-operation, etc.) which might assist the greater quest to come.

## How Is the Quest Spell Granted

A priest must undergo specific preparations to receive a quest spell. Isolated prayer and meditation for 24 hours are required (double this if he has Wisdom of only 17 or is below 12th level). If this period is interrupted, the priest must begin anew. Following this period, the priest needs one hour to establish and maintain a direct mental link with his deity and receive the spell into his mind. During this communion, the priest is in a state of exultation and is oblivious to the outside world. He cannot be roused from this reverie.

The DM may rule that specific ceremonies be carried out by the priest during the time of meditation and the time of the granting of the spell. These ceremonies should be determined in accordance with the nature of the religion. The priest may be required to be in a major church or temple for the ceremony. The presence of junior priests and acolytes, perhaps united in mass prayer, may also be needed. However, these are only suggestions and should not be rigidly enforced--a god of travelers would not require a quest spell to be granted in a temple, for example.

## Introducing the Quest Spell

Bringing a quest spell into a campaign should be a major event. It should create a powerful atmosphere that includes elements of pageantry, solemnity, and ceremony to make the event come alive in the game. Such considerations of staging and flavor are left to DM discretion and the demands of the campaign.

## The Cost of Quest Spells

Quest spells are not granted without a price. A priest receiving a quest spell is unable to memorize spells of the highest level which he is allowed. He loses any memorized

spells of that level (e.g., a 13th-level cleric is unable to use 6th-level spells).

Once a cleric has been granted a quest spell, he does not gain the ability to automatically cast it again. Each time a priest wishes to use a quest spell, he must repeat the described procedures.

## Adjudicating Quest Spells

The rules which follow apply to all quest spells. The DM should avoid altering these rules in order to use quest spells consistently and fairly.

**Components:** Material components are never needed for a quest spell. All quest spells use verbal and somatic components. Since this is invariant, components are therefore not included in the spell descriptions.

**Duration:** In the spell descriptions, the term "day" is often used. Day means "until the next dawn" if the spellcaster casts the spell during daylight hours and "until the next dusk" if he casts the spell during nighttime hours.

**Countering Quest Spells:** Most quest spells cannot be dispelled. Because of their semidivine origin, mortal *dispel magic* spells simply do not affect them. In most cases, only other quest magic will directly counter quest magic.

This also applies to attempts to counter specific elements of quest spells. For example, certain quest spells include the effect of a *prayer* spell in the area of effect of the quest spell. Such a *prayer* effect cannot be countered by the use of a mortal *prayer* spell. The quest prayer overrides the ordinary *prayer* spell.

**Saving Throws:** Target creatures at whom quest spells are cast are usually allowed no saving throws. Magical items which would normally protect them against the type of effect (e.g., a ring of free action against a hold/paralysis effect) allow a weakened saving throw of 18. Magic resistance functions, but at only one-half normal. If a quest spell has multiple magical effects, magic resistance checks must be made for each effect.

## Faith Magic

A unique feature of clerical magic is faith magic. Using this special category of priest spells, clerics can create semipermanent wards, sanctify ground, ensure good harvests, or even improve the health of followers. In short, this amplified magic allows certain clerical spells to be increased and intensified through the combined efforts of priests and worshipers. Range, area of effect, duration, and even damage can be altered through devotion and combined spellcasting.

To gain this ability, priests and their worshipers form groups to create faith magic. Clerics of nearly all religions seek out worshipers, establish temples, retire to monasteries, and establish seminaries. While there are many mundane reasons to form such groups, priests' attitudes are also shaped by this important difference between clerical and wizardly magic -- the ability to combine magical power. Wizard spells lack this property--even a large number of wizards cannot combine their spells into a whole. Thus, wizards gain no magical benefits from founding monasteries or attracting followers.

## Devotional Power

The core of faith magic is devotional power. This power comes from the dedication of ardent followers and priests. It is not something that can be manipulated directly (like a spell), although it is the source of power for spells. Unlike magical energy, devotional energy is not tied to a particular character class. Ordinary people are as much a source of this power as are adventurers. Only priests are significantly different, their lifelong dedication to their god being the wellspring for even greater power.

Not everyone is a source of devotional energy. Almost every character generates a small amount of power, but only those persons dedicated in their beliefs provide the amounts needed for faith magic. Even at this level, the total energy provided by each person is very small. Thus, faith magic can be used only when large numbers of sincere worshipers gather, such as particularly devout congregations, monasteries, seminaries, and universities operated by a religious order. Sincere belief is the most important factor. While persons attending a service may be numerous, casual followers do not contribute to the effect.

Before its power can be harnessed, the devotional energy of a group must be gathered and concentrated toward a single effect. This is known as focusing the effect. Once focused, the devotional energy provides power needed to maintain a spell effect, increase its area of effect, or create a number of other different results. A focus is created by means of the spell *focus*.

Once the devotional energy has been focused, the cleric or clerics can cast the spell to be amplified. Using the devotional energy gathered by the *focus*, the spell's effect is increased in area of effect and duration. The exact increase depends on the level of the priest who casts the *focus*. Such amplified spells typically affect a building (such as a church or hospital), group of buildings, or even an estate.

The spell remains in effect as long as the *focus* exists. This requires a minimum number of worshipers and periodic renewals of the spell. Since the duration of a *focus* is long, these renewals often coincide with important festivals of the religion, when numerous worshipers are present to provide devotional energy.

## Cooperative Magic

Cooperative spells are unique to priests. These spells allow several priests to combine their abilities to create a greater effect. *Combine* is one type of cooperative spell.

Cooperative spells do not require a focus or devotional energy; all that is required are two or more clerics of sufficient level to cast any cooperative spell. Casting times for cooperative spells are not excessive and their results are spectacular, making cooperative magic practical and useful to adventuring priests.

All priests who attempt cooperative magic must know the spell to be cast and must be of the same ethos. Generally, only priests of the same religion can use cooperative magic. However, priests of deities known to work in close harmony are sometimes able to use cooperative magic with each other. The decision lies with the DM, since the relations between different deities vary greatly from campaign to campaign.

# New Spheres

In addition to the new types of clerical magic, a number of new spheres are introduced in *Tome of Magic*. These spheres help to round out and complete the priest class.

## Chaos

Most of the spells in the Sphere of Chaos give the spellcaster the ability to add randomness and confusion to the world around him. Some of the spells change the probability of the outcomes of events, while others offer protection against Lawful influences.

Many of the spells of this sphere are tricky; while they usually help the spellcaster, there are times when the spell might harm the priest. Such is the way of Chaos--anyone who draws upon chaotic energy knows that nothing is certain, not even the influences of his god.

Powers that operate in this sphere are deities of mischief, trickery, ill luck, and those gods devoted to the power of the individual.

## Law

The Sphere of Law is based on two principles. The first is that the group is more powerful than the sum of the individuals who make up the group. The second is that the individual must obey established rules whether or not he personally thinks they are good rules. In both cases, the idea of order is exploited, sometimes beneficially, sometimes harmfully.

The beneficial spells of the Sphere of Law draw upon the first principle. Such spells coordinate the power of a group of characters. By using spells of this sphere, individuals who work closely together can become focused into a strong, united force.

The harmful spells of the sphere draw upon the second principle; they take the concept of law one step too far and prevent the individual from operating with a free will. These spells limit a person's choices and obliterate spontaneity and individual thought and action. Whereas beneficial spells draw a group together, harmful spells isolate the individual or even subjugate him to the commands of another person.

Deities of rulership, kingship, community, and culture are likely to act in this sphere.

## Numbers

The Sphere of Numbers revolves around the concept that numbers and mathematical relationships between numbers represent the "core truths" of reality or the "secrets of the universe." By studying numbers and their relationships, some scholars believe they can learn truths otherwise inaccessible; by manipulating numbers, they believe they can actually alter the fabric of reality.

This sphere uses spells that allow a priest to comprehend and use the mysteries of

numbers. Since many of these spells are incredibly intricate and depend on very esoteric concepts in mathematics and hypermathematics, only priests with relatively high intelligence (13 or higher) are allowed access to these spells.

Spells from this sphere are most likely to be granted by deities of knowledge (particularly arcane or hidden knowledge).

Many of the philosophies central to this sphere sound unusual, illogical, or even insane -- things one might expect to hear from the lips of a senile "prophet" who has discovered the "truth of All" in the pseudomathematical scratchings he makes in his notebooks. There are many cranks and charlatans claiming to predict the future who are often mistaken for true practitioners of this sphere and vice versa. A priest who is granted spells from the Sphere of Numbers may sound like a crank when he claims the birth dates of kings predict the date of Doomsday, but there is one fundamental difference between him and the charlatan: The priest's spells work.

## Thought

The Sphere of Thought is rooted in the philosophy of mentation and the effects of mental acts and structures on reality. Priests of this sphere believe that the common conception of the thought (i.e., a more-or-less objective analysis of sensory input which is in turn an objective perception of reality) is fallacious and misleading. These philosophers maintain that thought is and must be tied closely to reality. In effect, they believe that the thinker, the thought, and the subject of that thought somehow interact. Thus, thinking about an object or condition can sometimes cause a physical change in that object or condition.

Philosophers of this sphere also believe that once a thought has been created ("once a thought is thought"), it exists as a "freestanding mental object." This "thought object" can sometimes be detected and manipulated.

This sphere uses spells related to these philosophical beliefs. Like the Sphere of Numbers, these spells are intricate and are based on some esoteric concepts of philosophy. It is suggested that only priests with relatively high intelligence (13 or higher) be allowed access to these spells.

Spells of this sphere are most likely to be granted by deities of thought or knowledge (especially arcane or hidden knowledge). This sphere might have as its patrons certain deities who rule and exist in the abstract realms of thought. Certain isolated philosophers discuss the existence of a deity of solipsism (the philosophical belief that only the self exists). Since such a deity would believe that it exists alone in the universe, it would have no worshipers.

## Time

The spells of the Sphere of Time explore ways in which time can be altered and perceived. These spells manipulate the effects of the passage of time on objects and creatures and can also affect the passage of time itself. Such spells are often the province of deities associated with nature, philosophy, divination, and trickery.

## Travelers

Spells of this sphere provide aid and comfort to travelers, making their journeys safer, easier, and more enjoyable. Deities sympathetic to the well-being of explorers, nomads, and other wayfarers often allow access to this sphere.

## War

The Sphere of War involves magic specifically for use on the battlefield--in mass combat between large units. Usually, these spells are granted by deities of war: those Powers who believe that victory and courage in battle are the ultimate goals for mortals.

Priests who follow these gods are sometimes generals or leaders of armies. For these priests, tactical and strategic brilliance are as important as personal skill in combat.

There are significant differences between the spheres of War and Combat. Combat spells are those the priest can use in personal altercations. These spells inflict physical damage on an opponent or improve the combat abilities of the priest and several comrades. War spells, on the other hand, are concerned with aspects of large-scale battles other than direct infliction of damage: observation, identification, movement, morale, and the like. Few spells of this sphere inflict physical damage on the enemy.

Unlike spells of other spheres, most War spells can be cast only on a single military "unit." The definition of a "unit" is that which is used in the BATTLESYSTEM™ rules; however, the DM may rule that any large group of troops accompanied by PCS may qualify as a unit. Units can be infantry or cavalry (ground or airborne), human or non-human, of regular or irregular formation. In general, they must be organized as a single unit and must be at least five individuals in number. These spells are generally useless in individual combat.

Spells from the Sphere of War are designed to be used in large-scale battles like those played using BATTLESYSTEM™ rules; thus, these spells refer to concepts from this game system. Distances are referred to in linear inches (not game inches) and times are referred to in BATTLESYSTEM turns, but the DM is free to modify these statistics to suit combat outside the BATTLESYSTEM rules.

The deities who preside over the Sphere of War are careful when granting these spells to their priests. They will generally grant such spells only when a priest is about to enter battle. In the case of the more militant war gods, a priest who petitions for these spells inappropriately or misuses them may suffer dire consequences.

## Wards

This sphere includes spells that provide protection of clearly defined areas, ranging from small objects to entire villages. The magical boundaries established by these spells prevent entry or negate the effects of specific creatures, energies, or conditions. Many of the spells take advantage of cooperative magic, involving the casting of a spell by a number of assembled priests to enchant exceptionally large areas (refer to specific spells and the sections in this book on Faith Magic, Devotional Power, and Cooperative Magic for more information). Deities of war and protection, as well as those associated with

benevolence and mercy, might bestow these spells.

# Chapter 2: Wizard Spells

## Wizard Spells

### 1st Level

Conjure Spell Component
Fire Burst
Fist of Stone
Hornung's Guess*
Lasting Breath
Metamorphose Liquids
Murdock's Feathery Flyer
Nahal's Reckless Dweomer*
Patternweave*

### 2nd Level

Chaos Shield*
Hornung's Baneful Deflector*
Insatiable Thirst
Maximilian's Earthen Grasp
Nahal's Nonsensical Nullifier*
Past Life
Protection From Paralysis
Ride the Wind
Sense Shifting

### 3rd Level

Alacrity
Alamir's Fundamental Breakdown
Alternate Reality*
Augmentation I
Far Reaching I
Fireflow*
Fool's Speech*
Lorloveim's Creeping Shadow
Maximilian's Stony Grasp
Minor Malison
Spirit Armor
Squaring the Circle
Watery Double
Wizard Sight

## 4th Level

Dilation I
Divination Enhancement
Far Reaching II
Greater Malison
Locate Creature
Mask of Death
Minor Spell Turning
Mordenkainen's Celerity
Summon Lycanthrope
There/Not There*
Thunder Staff
*Turn Pebble to Boulder*
Unluck*

## 5th Level

Far Reaching III
Khazid's Procurement
Lower Resistance
Magic Staff
Mind Fog
Safeguarding
Von Gasik's Refusal
Vortex*
Waveform*

## 6th Level

Augmentation II
Bloodstone's Spectral Steed
Claws of the Umber Hulk
Dilation II
Forest's Fiery Constrictor
Lorloveim's Shadowy Transformation
Wildshield*
Wildstrike*

## 7th Level

Acid Storm
Bloodstone's Frightful Joining
Hatch the Stone From the Egg
Hornung's Surge Selector*
Intensify Summoning
Malec-Keth's Flame Fist
Shadowcat
Spell Shape*
Steal Enchantment
Suffocate

### 8th Level
Abi-Dalzim's Horrid Wilting
Airboat
Gunther's Kaleidoscopic Strike
Homunculus Shield
Hornung's Random Dispatcher*
Wildzone*

### 9th Level
Chain Contingency
Elemental Aura
Estate Transference
Glorious Transmutation
Stabilize*
Wail of the Banshee
Wildfire*
Wildwind*

*Italicized* spell is reversible.
An asterisk (*) indicates a wild magic spell.

# First-Level Spells

### Conjure Spell Component (Conjuration/Summoning)
Range: 1 mile/level
Components: V, S
Duration: 1 round
Casting Time: 1
Area of Effect: 3 components/level
Saving Throw: None

When this spell is cast, the wizard teleports desired items directly to his hand. The objects must be naturally occurring components for spells the wizard knows and they must be within spell range. The components must be items commonly found in the area, such as a twig, feather, firefly, or bit of beeswax in a forest.

If the components lie underground or underwater at a depth greater than 10 feet, they cannot be conjured, even if the caster is at a similar depth (such as in a cavern or at the bottom of a lake).

The spell will not cause the appearance of components whose value exceeds 1 gp. Thus, it is impossible to summon gemstones, crystals, metals, pearls, etc. Additionally, components cannot be manmade or altered from their natural state (coins, jewelry, cut or crushed gems, mirrors, etc.), nor can they be taken from someone else's possession.

A single *conjure spell component* spell will summon three components per level of the caster. They may be three different components or multiples of a single component.

Attempts to conjure an animal's body parts (such as bat fur) produce unpredictable

results. The DM should roll on the table below.

**D4**

| **Roll** | **Result** |
|---|---|
| 1 | Desired component appears. |
| 2 | Component does not appear. |
| 3 | Creature is teleported to the caster. |
| 4 | Caster is teleported to the creature. |

Only animals with Intelligence scores of 1-4 can be affected by this spell. Humanoids and fantastic animals (dragons, bugbears, unicorns, etc.) cannot be affected.

In all cases, the DM must use common sense to determine the likelihood of the component being located within spell range.

**Fire Burst (Alteration, Evocation)**
Range: 5 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: One 10'-radius circle
Saving Throw: Neg.

When this spell is cast upon a nonmagical fire (such as a campfire, lantern, or candle), it causes the fire to flash and shoot arrows of flame. All creatures within 10 feet of the fire source suffer 1 point of damage per level of the caster (maximum of 10 points). Victims who roll a saving throw successfully suffer no damage.

**Fist of Stone (Alteration)**
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: The caster's hand
Saving Throw: None

Upon completion of this spell, one of the caster's hands (his choice) turns to stone. It is flexible and can be used to punch, smash, or crush objects and opponents as if the wizard had Strength of 18/00. Combat bonuses for Strength do not apply if the caster uses any weapon other than his fist.

While the spell is in effect, the wizard cannot cast spells requiring somatic components.

**Hornung's Guess* (Divination)**
Range: 300 yards
Component: V
Duration: Instantaneous
Casting Time: 2

Area of Effect: Special
Saving Throw: None

Hornung, one of the leading wizards in the field of wild magic (before his untimely disappearance while experimenting with *wildwind* ), developed this spell to improve the accuracy of his estimates. The spell provides a wizard with an instant and highly accurate estimate of the number of persons or objects in a group.

The spell's area of effect is one group of a general class of objects. All objects of the group must be within spell range and the group as a whole must be visible to the caster. The wizard need not see every individual in the group, merely the general limits of the group's size and area. For example, a wizard on a hill could look down on a forest and estimate the number of trees in all or part of it. He could not get an estimate of the number of goblins within the forest, however, since the group as a whole (the goblins) is concealed from sight.

The estimate generated is accurate to the largest factor of ten (rounded up). For example, if *Hornung's guess* were cast on a group of 439 horsemen, the estimate would be 400. If there were 2,670 horsemen, the spell would estimate 3,000. If there were 37 horsemen, the answer would be 40. Clearly, using the spell on small groups (especially those with fewer than 10 members) is pointless.

*Hornung's guess* can be used to quickly estimate the size of treasure hoards and army units. It is particularly popular with moneylenders and generals.

**Lasting Breath (Alteration)**
Range: 5 yards/level
Components: V, S
Duration: 1d4 rounds +1 round/level
Casting Time: 1
Area of Effect: One creature/level
Saving Throw: None

This spell increases the amount of time a character can hold his breath. As described in the *Player's Handbook*, a character can hold his breath for a number of rounds equal to one-third his Constitution score. The effect of this spell is added to that figure.

The duration of the spell is always unknown to the recipient; the DM secretly rolls 1d4 to determine the exact duration. At the end of this time, the character must succeed a Constitution check or be forced to take a breath as per the rules.

**Metamorphose Liquids (Alteration)**
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1'-cube/level
Saving Throw: Special

This spell transmutes one type of liquid into an equal amount of a different,

nonmagical fluid (water, wine, blood, oil, apple cider, etc.). The caster must touch the fluid itself (not simply its container) for the spell to take effect.

Magical liquids (such as potions) receive a saving throw vs. disintegration with a +3 bonus to avoid the spell's effect. Fluids can be transmuted only into nonmagical liquids; it is not possible to change a magical liquid into another type of magical liquid. Poisons may be rendered harmless through use of this spell, but the spell has no effect on poisons already consumed.

Living creatures are unaffected by the spell, excluding those from the elemental plane of water. Such creatures are allowed a saving throw vs. spell. Failure results in 1d4 points of damage per level of the caster, while success indicates half damage. Only one creature can be affected by a single casting of this spell, regardless of the creature's size.

The material component is a drop of the liquid that the caster intends to create, which must be placed on the wizard's tongue and consumed. Creating poisons through use of this spell is especially dangerous.

**Murdock's Feathery Flyer (Alteration)**
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None Upon casting this spell, a feathery membrane grows under the wizard's arms, extending along his sides all the way to his feet. The membrane appears to merge with the caster's skin and clothing.

If the caster spreads his arms and jumps from a height, he may glide through the air. For each foot of elevation, the wizard can glide five feet horizontally. Thus, a wizard jumping from a 10-foot wall could glide up to 50 feet. Gliding characters have a movement rate of 12 and Maneuverability Class E. A wizard attempting to carry more than his normal weight allowance plummets to the earth upon takeoff.

When the spell expires, the feathers instantly disappear. If the wizard is airborne, he immediately plummets toward the ground.

The material component is an eagle's feather.

**Nahal's Reckless Dweomer* (Invocation/Evocation)**
Range: Special
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

This spell is the wild mage's ultimate last-resort spell. When cast, the mage releases a sudden flood of wild magical energy in the hope of seizing and shaping that energy into a desired spell effect. The attempt usually fails, but something almost always occurs in the process.

Before casting the spell, the mage announces the spell effect he is trying to create. The mage must be able to cast the spell (i.e., have it in his spell books), but need not have it memorized. After announcing the spell (along with the target and any other conditions required by the spell), the wild mage casts *Nahal's reckless dweomer*. A burst of magical energy is released, which the wild mage tries to manipulate into the desired form. The actual effect of the spell is rolled randomly on Table 2: Wild Surge Results.

Because the release of energy is planned by the mage, his level is added to the dice roll. If the result indicates success, the mage has shaped the magical energy into the desired effect. More often than not, the effect is completely unexpected. The result may be beneficial to the mage or it may be completely disastrous; this is the risk the mage takes in casting *Nahal's reckless dweomer*.

**Patternweave* (Divination)**
Range: 10 yards
Components: V, S, M
Duration: 1 round
Casting Time: 3
Area of Effect: 10-foot square
Saving Throw: Special

*Patternweave* allows the caster to make sense of apparent chaos. The caster can see such things as pottery shards reformed into a whole pot, shreds of paper formed into a page, scattered parts as a working machine, or specific trails appearing out of overlapping footprints.

After casting the spell, the mage studies seemingly random elements--broken bits of glass, shreds of paper, intermingled trails, etc. The items to be studied must be tangible--coded flashing lights, garbled speech, or thoughts of any kind cannot be studied.

The wizard must study the random elements for one round, after which the DM secretly makes a saving throw vs. spell for the wizard. If the saving throw is failed, the spell fails. However, if the saving throw is successful, the caster sees in his mind the pattern these objects form. If the items studied are truly random, no information is gained.

After the caster has visualized the pattern, he can attempt to reassemble the parts into their original form. This requires another saving throw vs. spell to determine whether the mage remembers sufficient details to accomplish the task. The amount of time required and the quality of restoration vary according to the complexity of the pattern. Reassembling a shredded map may be easy; reassembling a broken clock is significantly more difficult; rebuilding a shattered mosaic is extremely difficult. In any case, the wizard can make only a reasonable copy of the item. He can use this spell to restore works of art, but they will be worth only a small percentage of their original value.

The material component is a small hand lens through which the caster studies the objects. The lens is not consumed in the casting.

# Second-Level Spells

**Chaos Shield*** **(Abjuration)**
Range: 0
Components: V, S
Duration: 1d10 rounds+2 rounds/level
Casting Time: 2
Area of Effect: The caster
Saving Throw: Special

Following the discovery of wild magic came the discovery of wild surges and the personal danger such surges create. After several wild mages destroyed themselves by rather spectacular means (or suffered very odd side effects), the *chaos shield* was created as protection from these surges.

This spell imbues the wild mage with special protection against the effects of wild surges. It protects only against wild surges caused by the caster's own spells, not from the effects of another mage's wild surges.

When a wild surge affects a caster protected by *chaos shield*, he is allowed a saving throw vs. magic. If the saving throw is successful, the effect of the surge on the caster is negated. If the saving throw is failed, the caster is affected normally by the surge. The spell does not protect against wild surges that might be caused by its own casting.

The *chaos shield* protects only the caster and does not negate the effects of a wild surge for other characters who might be in the area of effect. The caster cannot voluntarily cancel the protection once he has learned the nature of a wild surge; the *chaos shield* protects from both good and harmful effects. Thus, if a wild surge resulted in a *heal* spell for all characters within 10 feet of the caster, the protected caster might not benefit, while all others in the radius would be *healed*.

The spell remains in effect until it negates a wild surge or the spell duration expires.

**Hornung's Baneful Deflector*** **(Evocation)**
Range: Touch
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

This spell partially surrounds the recipient in a shimmering, hemispherical field of force. The field is transparent and moves with the subject, forming a shell about one foot away from his body. The shell serves as a shield against all forms of individually targeted missile attacks (including magic missiles and other spells). The caster designates the position of the shell (protecting the front, rear, side, or top of the recipient). The spell does not protect against area effect spells or other attacks that strike several creatures at once.

Whenever an individual missile attack is directed at a protected creature, the baneful deflector activates. Instead of striking the target creature, the missile's target is determined randomly among all creatures within a 15-foot hemisphere of the protected creature, including the protected creature. The missile then changes course toward its new

target with normal chances to hit. If the new target is beyond the range of the missile, no target is hit. If the protected creature is struck, the spell immediately fails. If several people are protected by *baneful deflector*, a missile will change course several times before reaching its target.

The material component is a small prism that shatters when the spell is cast.

**Insatiable Thirst (Enchantment/Charm)**
Range: 5 yards/level
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Neg.

This spell instills in the victim an uncontrollable desire to drink. The victim is allowed a saving throw to avoid the effect. If the roll is failed, the creature must consume any potable liquids it can find (including magical potions, which might result in strange effects if potions are mixed). Although poisons are not considered potable, a victim may not realize that a liquid is poisonous. The victim will not consume a liquid he knows to be poisonous.

No matter how much the creature drinks, its magical thirst is not quenched until the spell ends. During this time, the creature can do nothing but drink or look for liquids to drink. Victims of this spell believe they are dying of thirst and (depending upon their nature) may be willing to kill for drinkable fluids.

**Maximilian's Earthen Grasp (Evocation)**
Range: 10 yards+10 yards/level
Components: V, S, M
Duration: 3 rounds+1 round/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: Special

This spell causes an arm made of compacted soil to rise from the ground. The spell must be cast on open turf, such as a grassy field or a dirt floor.

The earthen arm and hand (which are about the same size as a normal human limb) arise from the ground beneath one creature targeted by the caster. The hand attempts to grasp the creature's leg. The victim must attempt a saving throw; if successful, the hand sinks into the ground. Each round thereafter (until the spell ends or the target moves out of spell range), the hand has a 5% chance per level of the caster of reappearing beneath the targeted creature, at which time another saving throw is required.

If a saving throw is missed, the earthen limb firmly grasps and holds the creature in place. An individual held by the hand suffers a movement rate of 0, Armor Class penalty of -2, and attack penalty of -2. All Dexterity combat bonuses are negated. The hand causes no physical damage to the victim.

The arm may be attacked by any creature, including the arm's victim. The arm has

AC 5 and hit points equal to double the caster's maximum hit points. For example, a caster who normally has 15 hit points can create an earthen hand with 30 hit points. The maximum number of hit points that an earthen hand may have is 40. When the arm's hit points are reduced to zero or when the spell duration ends, the hand crumbles.

The material component is a miniature hand sculpted from clay, which crumbles to dust when the spell is cast.

**Nahal's Nonsensical Nullifier* (Abjuration)**
Range: Touch
Components: V, S, M
Duration: 1d6 rounds+1 round/level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None

This spell scrambles the aura of the affected creature, giving random results to *know alignment*, *detect evil*, and *detect lie* spells cast on that creature.

When a protected creature is the focus of one of these divinations, the information gained is randomly determined. Thus, if *know alignment* is used against a chaotic evil creature protected by the *nonsensical nullifier*, the response could be any alignment combination. If two characters both use the same divination on the same target, two random results are generated.

A new random result is generated each round; thus, continued observation of a protected creature usually results in different answers. The table below should be used to determine the random alignment.

**D10**

| Roll | Alignment |
|---|---|
| 1 | Lawful Good |
| 2 | Lawful Neutral |
| 3 | Lawful Evil |
| 4 | Neutral Good |
| 5 | Neutral |
| 6 | Neutral Evil |
| 7 | Chaotic Good |
| 8 | Chaotic Evil |
| 9 | Chaotic Neutral |
| 10 | No alignment |

The material component is a small amount of egg yolk smeared into the hair of the recipient.

**Past Life (Divination)**
Range: Touch
Components: V, S
Duration: Special
Casting Time: 1 round

Area of Effect: One creature
Saving Throw: None

By touching the remains of a dead creature, this spell allows a caster to gain a mental image of the deceased's former appearance. The remains can be of any age and only a tiny fragment is required, such as a bone splinter or a strand of hair.

When cast by a wizard of at least 7th level, he is able to view the final minute of the subject's life from the subject's point of view.

When cast by a wizard of at least 9th level, a personal possession (a ring, a favorite walking stick, etc.) may be substituted for bodily remains.

**Protection From Paralysis (Abjuration)**
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: One creature
Saving Throw: None

The recipient of this spell receives total immunity to magical paralysis. Spells such as *hold person* and *slow* have no effect on the individual. This spell also provides protection against the paralysis attacks of monsters (a ghoul's touch, for example). This spell offers no protection against physical damage.

The material component is a bit of cloth taken from a priest's robes.

**Ride the Wind (Alteration)**
Range: 5 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2
Area of Effect: One creature/level
Saving Throw: Neg.

This spell allows creatures targeted by the caster to become virtually weightless and be lifted upon the wind. Affected creatures can control their altitude by rising or descending at a movement rate of 12, but are at the mercy of the wind for speed and direction. Recipients can stop forward movement only by grasping something to anchor them in place. If no wind is present, this spell has no effect.

Unwilling targets are allowed a saving throw to resist the effect.

Each subject and his equipment must weigh less than 100 pounds per level of the caster. Thus, a 6th-level wizard could affect six creatures each weighing 600lbs. or less. This spell may be cast only on living creatures.

The material components are a small handful of straw and a dry leaf.

**Sense Shifting (Alteration)**
Range: 0

Components: V, S, M
Duration: 3 turns
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

*Sense shifting* allows the wizard to affect all spells of levels 1 through 3 that he casts within the duration of the spell. For each spell, he can modify one of three sensory features pertaining to the spell: color, sound, or patterned visual appearance of the spell effect. The changes produced by this spell do not affect the functions of the affected spell nor any saving throws that apply against their effects.

*Sense shifting* might be used to produce green *fireballs*, *magic missiles* that streak through the air with a scream, colored *continual light* globes, customized designs for a *hypnotic pattern*, or a *spectral hand* that makes scrabbling sounds as it attempts to grasp a target.

*Sense shifting* cannot create any form of invisibility. It cannot completely silence a spell effect (thus, a *fireball's* blast might be muted, but not wholly eliminated).

The material component is a twist of multi-colored ribbon with a small silver bell fastened to its end.

# Third-Level Spells

**Alacrity (Alteration)**
Range: 0
Components: V, S, M
Duration: 1 turn+1 round/level
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

The use of an *alacrity* spell allows the wizard to speed up the casting of spells of 5th level and lower. Only spells that are cast within the *alacrity* spell's duration are affected.

Casting times of 2-5 are reduced by 1; casting times of 6-9 are reduced by 2; and a casting time of one round is reduced to a casting time of 8. Casting times for spells which require more than 1 round are reduced by 20% (e.g., an *animate dead* spell affected by *alacrity* could be cast in only 4 rounds). Spells which have a casting time of 1 are not affected by this spell.

The material component is a miniature hourglass which is destroyed when the spell is cast.

**Alamir's Fundamental Breakdown (Divination)**
Range: Touch
Components: V, S, M
Duration: Special

Casting Time: 1 round
Area of Effect: One item
Saving Throw: Special

By casting this spell, the wizard learns what ingredients and formulas were used to create a chemical mixture or magical item.

The information instantly appears in the caster's mind but may be lost if the wizard cannot comprehend it. The caster must roll an Intelligence check; if successful, the wizard understands the formula and retains it in his memory. If the roll is missed, the caster cannot comprehend what he has learned and the information is immediately forgotten. If the spell is cast a second time on the same substance, the spell automatically fails unless the wizard has advanced to the next experience level.

The caster's level determines the type of information gleaned:

*5th Level:* The type and quantity of ingredients and the preparation process required to produce a non-magical mixture are learned. For example, the wizard could learn how to produce Greek fire or gunpowder, or could learn the recipe for something simple, like chocolate cake.

*9th Level:* The wizard may learn the proper ingredients and formula for making a magical liquid (potion, scroll ink, etc.).

*14th Level:* The caster may learn the formula for creating any type of magical object, excluding unique items and objects of extreme power (artifacts and relics).

In all cases, simply knowing the proper formula does not mean the wizard can successfully create the item or material. The construction of alchemical mixtures and magical items is a time-consuming and expensive undertaking.

This spell has detrimental effects on the magical item analyzed. Single-use items (potions, oils, etc.) are automatically destroyed; the spell consumes the item in the process of analyzing it. Reusable magical items must make a saving throw vs. disintegration. If the saving throw is failed, *Alamir's fundamental breakdown* releases the magic of the item in an explosive blast, rendering it permanently nonmagical. The caster suffers 4d8 points of damage from the explosion.

The material component is a wand cut from a 100-year-old oak tree. The wand is used to touch the item in question, and vanishes in a puff of smoke when the spell is complete.

**Alternate Reality*** **(Alteration)**
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: Creature touched
Saving Throw: None

With this spell, the caster creates a small variation in probabilities. This variation lasts only a moment, but creates alternate results for one recent event. When the spell is cast, any one event attempted by the recipient during the previous round is recalculated, essentially allowing (or forcing) the creature to make new die rolls.

Only events that begin and end in a single round can be affected. Only one die roll

can be rerolled. If the creature touched is a willing recipient, the player can choose which roll (the original or the new roll) affects him, more than likely picking the most successful. If the creature is unwilling, he must redo the action. The second result, whatever its outcome, cannot be changed.

Typical uses of this spell include allowing a fighter to reroll an attack, forcing an opponent to reroll a saving throw, or allowing a wizard to reroll the damage caused by a fireball.

The material component is a small, unmarked die.

**Augmentation I (Invocation/Evocation)**
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell augments the damage inflicted by any spell of levels 1-3. For each die of damage rolled, the caster adds one point to the damage total.

The *augmentation I* spell affects only one spell cast on the round immediately following the *augmentation*. If an entire round or more elapses, the *augmentation* is wasted.

Only spells which cause direct physical damage are affected by *augmentation*; for example, monsters gained through *monster summoning I* gain no bonuses to their damage.

The material component is a pair of concentric circles of bronze or silver.

**Far Reaching I (Alteration)**
Range: 0
Component: V
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell allows the wizard to extend the range of any one 1st- or 2nd-level spell by 50% or any one 3rd-level spell by 25%. The spell to be affected must be cast on the round immediately following the *far reaching I* spell. If a complete round or more elapses, the *far reaching I* is wasted.

*Far reaching I* affects only a spell cast by the same wizard. *Far reaching I* does not affect spells that have range of 0 or touch.

**Fireflow* (Alteration)**
Range: 30 yards
Components: V, S, M
Duration: 1 round/level

Casting Time: 3
Area of Effect: One fire source
Saving Throw: None

This spell allows a wizard to control natural fires by manipulating randomness and adjusting probabilities to cause them to spread and take shape in any direction he desires. Once cast, the wizard points at any fire within range. He can then cause that fire to move in any direction desired within spell range, as long as the flames contact a solid surface (the fire may not be raised in the air).

The caster must maintain concentration or the spell fails. The flames can be spread at the rate of 50 square feet per turn. Thus, if a caster affects a campfire, he could create a flaming line 1 foot wide and 50 feet long or fill a 5' 0 10' square in a single round.

The flames are not limited by a lack of burnable material and can be directed to spread over water, snow, ice, and other nonflammable surfaces. The surface is not harmed, but objects and creatures caught in the flames suffer damage as if they had stepped into the original fire source. Thus, a character caught in flames created from a candle will suffer only minor damage, while a character caught in a blaze that originated from a huge bonfire will be severely burned.

The material components are a small paintbrush and a pot of pitch.

**Fool's Speech*** **(Alteration)**
Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: Caster+1 creature/level
Saving Throw: None

With this spell, the wizard empowers himself and others of his choosing with the ability to speak a secret language incomprehensible to others. Creatures designated to speak the language must be touching each other when the spell is cast.

Once cast, the characters can choose to speak normally or in their secret tongue. They can speak and understand this mysterious language fluently.

*Fool's speech* is not recognizable as any known language, nor does it remotely sound like any language. A *comprehend languages* or *tongues* spell will not translate it. It can be understood by a character wearing a *helm of comprehending languages and reading magic*, although the normal percentage chances apply.

The material component is a small whistle made of bone.

**Lorloveim's Creeping Shadow** **(Illusion)**
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: The caster's shadow
Saving Throw: None

This spell causes the wizard's shadow to elongate, stretching away from his body at a rate of 15 yards per round. It can elongate a maximum distance of 10 yards per level of the caster.

The shadow moves as an ordinary shadow, along floors and up walls. The caster may maneuver in any manner feasible to place the shadow where he desires. A caster might position his shadow over a high window in a tower in order to spy on the tower's occupants. The shadow makes no sound and is 90% undetectable in all but the brightest surroundings.

While the spell lasts, the illusionist can see, hear, and speak through his shadow. The shadow cannot physically touch, pick up, or attack creatures or objects. It can be struck only by spells, magical weapons of +1 or better, or other special attacks (such as a dragon's breath). The shadow has the same Armor Class as the caster. Hit points lost by the shadow are suffered by the caster.

To cast the spell, a light source of at least the brightness of a candle must be present.

The material component is a small statuette of the caster sculpted from a piece of obsidian worth at least 1,000 gp.

**Maximilian's Stony Grasp (Evocation)**
Range: 20 yards+10 yards/level
Components: V, S, M
Duration: 5 rounds+1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special

This spell must be cast on stony ground, such as a manmade stone floor, a natural cavern floor, or a boulder-strewn field. It is not possible to cast the spell on a stone wall or ceiling. The spell causes an arm made of stone (about the same size as a normal human limb) to rise from the ground beneath any creature targeted by the caster. The stony hand attempts to grasp the leg of the targeted creature, who is allowed a saving throw to avoid the effect; if the save is successful, the hand disappears. Each round thereafter, the hand has a 5% chance per level of the caster of reappearing and attacking.

Creatures grasped by the hand suffer a movement rate of 0, AC penalty of -2, and attack penalty of -2. Grasped characters lose any Dexterity bonuses. The hand causes no damage to its victim.

The stony limb has AC 2 and hit points equal to triple the caster's maximum hit points. The maximum number of hit points a stony hand may have is 60.

The material component is a miniature hand sculpted from stone, which crumbles to dust when the conjured hand is destroyed or the spell expires.

**Minor Malison (Enchantment/Charm)**
Range: 60 feet
Component: V
Duration: 2 rounds/level
Casting Time: 2

Area of Effect: 30-foot-radius sphere
Saving Throw: None

This spell allows a wizard to adversely affect all the saving throws of his enemies. Opponents under the influence of this spell make all saving throws at a penalty of -1.

Alternatively, the wizard may select any one school of magic and cause his enemies to make all saving throws against magic from that school at -2. This penalty is not cumulative with a saving throw penalty derived from the wizard being a specialist; the penalty is not increased to -3.

**Spirit Armor (Necromancy)**
Range: 0
Components: V, S
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: Special

This spell allows the wizard to surround himself with a portion of his own life essence, which takes the form of a shimmering aura. The *spirit armor* offers protection equivalent to splint mail (AC 4) and grants the wizard a +3 bonus to saving throws vs. magical attacks. The *spirit armor's* effects are not cumulative with other types of armor or magical protection, but Dexterity bonuses apply.

The *spirit armor* is effective against magical and nonmagical weapons and attacks. It does not hinder movement or add weight or encumbrance. It does not interfere with spellcasting.

When the spell ends, the aura dissipates and the caster temporarily loses a bit of his life essence, suffering 2d3 points of damage unless he succeeds at a saving throw vs. spell. No damage is sustained if the save is successful. The hit points lost can be regained only through magical healing.

**Squaring the Circle (Alteration)**
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

*Squaring the circle* allows a wizard to alter the shape of the area of effect of one spell of 1st- through 5th-level spells. The spell to be affected must be cast within the duration of the *squaring the circle spell*.

Square or cubic areas of effect can be transformed into circular or spherical areas of effect. Circular or spherical areas of effect can likewise be transformed into square or cubic areas of effect. In both cases, the length of a side of a square area is equated to the diameter of a circular or spherical area.

Alternatively, a square or cubic area can be transformed into a rectangle. The rectangle cannot cover more or less square footage than the standard square area of the spell.

Similarly, a circular or spherical area can be transformed into an oval or egg shape. The area covered by the oval or egg shape cannot cover more or less square footage than the original area of the spell.

The material component is a small pendant of any precious metal with a circle fashioned inside a square.

**Watery Double (Conjuration/Summoning, Enchantment)**
Range: Touch
Components: V, S
Duration: Special; max. 10 rounds
Casting Time: 3
Area of Effect: One body of liquid
Saving Throw: Neg.

This spell may be cast on any body of liquid as large as an ocean or as small as a glass of wine. The first creature whose reflection is cast on the surface of the liquid releases the spell. When the spell is triggered, the liquid immediately forms an exact three-dimensional image of the reflected creature. If more than one creature casts a reflection simultaneously, only one watery double forms. Each creature has an equal chance of being the victim of the spell (roll randomly).

The size of the *watery double* is restricted by the volume of fluid available. If the spell were cast on a full mug of ale, the double would form from the ale, becoming a mug-sized duplicate of the victim. The *watery double* will never exceed the actual size of the victim regardless of the size of the body of liquid.

When the spell is cast on the liquid, its duration is considered permanent until the power is released by a creature's reflection. The liquid will not evaporate until the spell is triggered. When the *watery double* forms, it remains animated for 1 round per experience level of the caster, to a maximum of 10 rounds.

The *watery double* attempts to touch the creature it has duplicated. It can affect only the creature that it resembles. It has the same THAC0 and current hit points as the creature it duplicates, but cannot cast spells or use any of the creature's magical items or special abilities. The *watery double* is AC 6 and its movement rate is double that of the victim. It may seep under doors and through cracks.

If the *watery double* succeeds in touching the creature, it merges with the individual, covering his entire body in a skin of liquid. The victim must attempt a saving throw. If successful, the creature has resisted the spell's effect and the *watery double* "dies," becoming normal fluid (and soaking the creature in the process). If the saving throw is failed, the *watery double* begins forcing its way into the victim's body, inflicting 1d8 points of damage per round until it is destroyed.

The *watery double* dissipates if reduced to zero hit points or when the spell's duration expires. Striking the watery double while it is wrapped around its victim causes an equal amount of damage to the victim. *Part water, lower water*, and *transmute water to dust* spells instantly destroy a *watery double*.

**Wizard Sight (Divination)**
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: None

Upon completion of this spell, the caster's eyes glow blue and he is able to see the magical auras of spellcasters and enchanted objects. Only the auras of those things normally visible to the caster are seen; this spell does not grant the wizard the ability to see invisible objects, nor does it give him X-ray vision. This spell does not reveal the presence of good or evil or reveal alignment.

While *wizard sight* is in effect, a wizard is able to see whether someone is a spellcaster and whether that person is a priest or a wizard (and what type of specialist, if any). He can sense if a nonspellcaster has the potential to learn and cast wizard spells (e.g., whether a fighter will someday gain the ability to cast a spell).

Although a spellcaster's level cannot be discerned, the wizard can see the intensity of a spellcaster's aura and guess at the individual's magical power (dim, faint, moderate, strong, overwhelming). This can be extremely ambiguous even when a wizard has some method of comparison; the DM might announce that a subject's intensity is roughly equivalent to that of a companion, or he might announce that a subject's aura is the strongest the wizard has ever encountered.

An object's magical abilities cannot be discerned. The fact that it is magical and the type of magic (abjuration, alteration, etc.) are obvious. The wizard can see the intensity of an item's magical aura and guess at its power, but cannot tell whether a magical item is cursed.

# Fourth-Level Spells

**Dilation I (Alteration)**
Range: 0
Component: V
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

*Dilation I* allows a wizard to increase the area of effect of any one spell of levels 1-3. The area of effect is increased by 25%; thus, a *stinking cloud* would fill a 25-foot cube, while a slow spell would affect creatures in a 50-foot cube. Fractions of feet or yards (as appropriate to the spell) are dropped.

*Dilation I* must be cast immediately prior to the spell to be dilated; if a complete round or more elapses, the dilation is wasted. The dilation spell affects only spells which have areas of effect defined in feet or yards (numbers of creatures cannot be increased).

The dilation affects only spells cast by the same wizard.

**Divination Enhancement (Evocation)**
Range: 0
Component: V
Duration: 2 turns+2 rounds/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell allows a wizard to extend both the duration and range of the *wizard eye* spell and any divination spells of levels 1-4. Duration and range are both increased by 50% for the length of the *divination enhancement*.

All divination spells cast within the duration of the enhancement are increased. The expiration of the enhancement cancels all divination spells in effect.

**Far Reaching II (Alteration)**
Range: 0
Component: V
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

This spell's function is identical to the 3rd-level *far reaching I* spell, except that a spell of 1st or 2nd level has its range doubled and a spell of 3rd level has its range increased by 50%. In addition, any spell of 4th level has its range extended by 25%.

**Greater Malison (Enchantment/Charm)**
Range: 60 feet
Component: V
Duration: 2 rounds/level
Casting Time: 4
Area of Effect: 30-foot-radius sphere
Saving Throw: None

This spell operates exactly like the 3rd-level *minor malison* spell except that the wizard places a -2 penalty on all saving throws of all hostile creatures within the area of effect. Optionally, the wizard may create a -3 penalty to saving throws against spells from one school of magic. This penalty is not cumulative with a saving throw penalty which derived from the wizard being a specialist; the penalty is not increased to -4.

**Locate Creature (Divination)**
Range: 50 yards/level
Components: V, S, M
Duration: 1 turn/level

Casting Time: 5
Area of Effect: One creature
Saving Throw: None

This spell is similar to the 2nd-level *locate object* spell. Instead of finding an inanimate object, however, it allows the wizard to find a creature. The wizard casts the spell, slowly turns, and is able to sense the direction of the person or creature, provided the subject is within range. The wizard learns how far away the creature is and in what direction it is moving (if at all).

This spell can locate a general species of creature (a horse or umber hulk, for instance) or can be used to find a specific individual. The wizard must have physically seen the individual or the type of creature at least once from a distance of no more than 10 yards.

Unlike *locate object*, this spell is not blocked by lead. It is blocked, however, by running water (such as a river or stream). Objects cannot be found through use of this spell.

The material component is a bit of a bloodhound's fur.

**Mask of Death (Necromancy)**
Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

By casting this spell, a wizard can change a corpse's features to make it appear to be someone else. The caster must possess an accurate portrait of the individual to be duplicated, or must have a clear mental image of the person based on personal experience.

If *animate dead* is cast on the body, it can be animated to become a zombie that looks exactly like the copied person. The double is a mindless automaton, however, having all the characteristics of a normal zombie.

This spell may be cast on a creature that has already become a zombie. The wizard must successfully touch the zombie in combat, unless the zombie is controlled by the caster.

The material component of this spell is a drop of doppleganger's blood.

**Minor Spell Turning (Abjuration)**
Range: 0
Components: V, S, M
Duration: 3 rounds/level
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell is similar to the 7th-level *spell turning*, which causes spells cast against the wizard to rebound on the original caster. This includes spells cast from scrolls and innate spell-like abilities, but excludes the following: area effects that are not centered directly upon the protected wizard, spell effects delivered by touch, and spell effects from devices such as wands, staves, and so forth. Thus, a *light* spell cast to blind the protected wizard could be turned back upon and possibly blind the caster, while the same spell would be unaffected if cast to light an area in which the protected wizard were standing.

One to four (1d4) spell levels may be turned. The exact number is secretly rolled by the DM; the player never knows how effective the spell is.

Unlike the 7th level version of this spell, *minor spell turning* is not capable of partially turning a spell. For example, if a wizard has three levels of spell turning, he can turn three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell. He can in no way turn spells of 4th level or above. If the caster is the target of a spell of a higher level than he is capable of turning, the caster receives the full brunt of the spell.

If the protected wizard and a spellcasting attacker both have spell turning effects operating, a resonating field is created that has the following effects:

| **D100 Roll** | **Effect** |
|---|---|
| 01-70 | Spell drains away without effect |
| 71-80 | Spell affects both equally at full damage |
| 81-97 | Both turning effects are rendered non-functional for 1d4 turns |
| 98-00 | Both casters are sucked through a rift into the Positive Material plane |

The material component of this spell is a smoothly polished silver coin.

**Mordenkainen's Celerity (Alteration, Invocation)**
Range: 0
Components: V, S, M
Duration: 1 turn
Casting Time: 4
Area of Effect: Special
Saving Throw: None

*Mordenkainen's celerity* affects spells of levels 1-3 which alter the movement of the wizard such as *feather fall, jump, spider climb, levitate, fly*, and *haste*. Spells to be affected must be cast within 1 turn of the casting of the celerity. Spells do not expire when the celerity expires.

Spells cast following the celerity receive a 25% bonus to duration. This effect may not be gained in conjunction with other means of magically extending a spell's duration. In addition, the caster's movement rate is increased by 25%. *Feather fall* is an exception; the rate of descent may be reduced by 25% at the caster's option.

The area of effect is always the caster, except in the case of the *haste* spell, for which the effects of the celerity will operate on 1d4 creatures in addition to the wizard. The celerity will not affect the other creatures in any other manner.

The celerity gives the wizard a +2 bonus to his saving throws against spells of levels 1-3 which directly affect his movement. This includes *web, hold person*, and *slow*. The

wizard also gains a +2 bonus on all saving throws against magical paralysis attacks.

The material component is a small pouch or vessel containing centipede or millipede legs.

**Summon Lycanthrope (Conjuration/Summoning)**
Range: Special
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Neg.

This spell is effective only on the night of a full moon and one night immediately preceding and following it.

For the spell to be effective, the caster and the lycanthrope must be on the same plane of existence; there is no other range limitation. When the spell is cast, the nearest lycanthrope (as determined by the DM) of the chosen species must attempt a saving throw. If successful, the creature is unaffected. If it fails, the lycanthrope instantly appears near the caster.

Upon arrival, the creature can freely attack the wizard unless the caster has created a warding circle. If a circle is present, the lycanthrope appears in the circle; otherwise, it appears 1d10 feet away from the caster in a random direction (the DM should use the scatter diagram for grenade-like missiles found in the *DUNGEON MASTER*® Guide to determine direction).

A warding circle is a temporary prison drawn with specially prepared pigments laced with silver filings. These pigments cost 100 gp for each foot of diameter of the circle (thus, a circle 10 feet across costs 1,000 gp). A warding circle must be at least 5 feet in diameter; if smaller, the lycanthrope is automatically freed. Preparing the circle takes one turn per foot of diameter.

Even with such protection, the lycanthrope can break out of the circle and wreak vengeance upon the summoner. The creature's base chance of success is 20%, modified by the difference between its Hit Dice and the wizard's experience level. If the spellcaster is of a higher level, the difference is subtracted from the creature's chance of escaping the circle. If the lycanthrope is of higher Hit Dice than the wizard's level, the difference is added to its chance. Each creature is allowed only one attempt to escape.

Any break in the circle spoils the power of the spell and enables the lycanthrope to break free. Even a straw dropped across the line of a magic circle destroys its power. Fortunately, the creature cannot take any action against any portion of the ward, for the magic of the barrier absolutely prevents this.

Once safely ensnared, the lycanthrope can be held for as long as the summoner dares. The creature cannot leave the circle, nor can any of its attacks or powers penetrate the magical barrier. When the full moon sets, the lycanthrope reverts to its human form. At this time, it is free of the spell and may leave the circle.

The material components are a drop of blood from any animal, a human hair, and a moonstone worth at least 150 gp. If the caster elects to create the warding circle, the components described above are also required.

**There/Not There*** **(Evocation)**
Range: 30 yards
Components: V, S, M
Duration: 1-6 turns
Casting Time: 1 round
Area of Effect: 10' cube
Saving Throw: None

This peculiar wild magic creates a random fluctuation in the probabilities of existence. The spell can be cast only upon nonliving objects and can affect only materials within a 10'x10'x10' cube.

Objects in the area of effect either remain normal and visible or they disappear (50% chance). The state of existence for any object is determined randomly and changes with each viewing and viewer. Thus, a single object could appear and disappear several times during the course of the spell. Furthermore, it might be "there" for one onlooker, but "not there" for another.

For example, a wild mage casts this spell on a doorway. The DM rolls percentile dice and determines the door is "there" for the wizard. The wizard's companion also looks at the door. The DM rolls and determines that the door is "not there" for the companion. The pair studies the door for several minutes, during which time the door does not change (this counts as a single viewing for each character).

The wizard and his companion then close their eyes. When they look at the door again, new checks for each character reveal the door is "not there" for both characters. The pair steps through the open archway and turns around to look at the door once again. This time it is "not there" for the wizard, but "there" for his companion. This random changing continues throughout the duration of the spell.

Objects that are "there" are normal in all respects. Doors can be opened, chests can be picked up and carried, and rocks can be used as barricades. Objects that are "not there" are gone, although their absence does not cause ceilings to collapse or other damage. A wizard could walk through a "not there" wall without difficulty.

When two parties perceive a *there/not there* object differently, the object functions for each party according to its own perceptions. For example, a wizard hides behind a rock that he sees as "there." Her enemy, a fighter, perceives the rock as "not there" and fires arrows at the wizard. The wizard would perceive the arrows as bouncing off the rock, while the fighter would perceive the arrows as missing their target or falling short. The fighter would be subject to a check before firing each arrow to determine whether his perception changes (assume that the fighter must look away from the rock every time he nocks an arrow; each time he takes aim, this counts as a new viewing).

After the spell is cast, any objects removed from the area of effect retain their uncertain existence for the duration of the spell. Thus, a pair of heroes could pick up a treasure chest, carry it down the hall, set it down, and discover it had vanished while their backs were turned. Worse still, one might see the chest and the other not!
The material component is a small piece of cat fur sealed inside a small box.

**Thunder Staff** **(Invocation/Evocation)**

Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: 20'x40' cone
Saving Throw: 1/2

Upon completion of this spell, the wizard raps his staff on the ground and produces a thundering cone of force 5' wide at the apex, 20' wide at the base, and 40' long. All creatures wholly or partially within this cone must roll a successful saving throw or be stunned for 1d3 rounds. Stunned creatures are unable to think coherently or act during this time and are deafened for 1d3+1 rounds. Additionally, those who fail the save are hurled 4d4+4 feet by the wave of force, suffering 1 point of damage per two feet thrown. Intervening surfaces (walls, doors, etc.) may restrict this distance, but damage remains the same (4d4+4).

If the save is successful, the victim is not stunned, but is deafened for 1d3+1 rounds and is hurled only half the distance.

Giant-sized or larger creatures who succeed at their saving throws are deafened but are not thrown, suffer no loss of hit points, and are not stunned. If the saving throw is failed, such creatures are hurled 2d4+2 feet, suffer one point of damage per two feet thrown, and are deafened and stunned.

The cone of force is considered to have a Strength of 19 for purposes of opening locked, barred, or magically held doors. This spell can move objects weighing up to 640 pounds a maximum distance of 4d4+4 feet. Fragile items must make a saving throw vs. crushing blow or be destroyed.

The material components are a vial of rain gathered during a thunderstorm and the wizard's staff, which must be made of oak. The staff is not destroyed during casting.

**Turn Pebble to Boulder (Alteration) Reversible**
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: Special
Saving Throw: None

At the culmination of this spell, the caster hurls a pebble which grows and increases in speed, becoming a deadly boulder that inflicts 3d6+8 points of damage if it strikes the target. (The rules for boulders as missile weapons apply as described in the *DUNGEON MASTER* Guide. ) The caster's THAC0 is used to determine success, and the caster is considered to be proficient with the thrown pebble and receives no penalty for range. The maximum range of attack is equal to 50 feet plus 10 feet per level of the caster. Only the caster may throw the pebble.

The wizard can enchant one stone at 7th level and gains one stone per three levels of experience thereafter (two stones at 10th level, three at 13th level, etc.). Only one pebble may be thrown per round, and pebbles must be hurled in consecutive rounds. The spell

has a duration in rounds equal to the number of pebbles enchanted. Each pebble requires a separate attack roll. Pebbles may be thrown at different targets within range.

The material components are pebbles, which revert to normal size when the spell expires.

The reverse of this spell, *turn boulder to pebble*, shrinks a boulder to the size of a pebble. It affects only naturally occurring rocks and can not be used to shrink a statue or a cut gemstone.

The number of rocks that may be affected is equal to the number of experience levels of the caster. Boulders must not exceed one cubic foot per level of the caster. Thus, a 10th-level wizard could shrink 10 rocks, each of which is equal to or less than 10 cubic feet in size. All rocks are affected in the same round the spell is cast. Though they need not be touched, the boulders must be within 50 feet of the caster. Boulders that have been shrunk remain so until dispelled.

**Unluck*** **(Evocation)**
Range: 10 yards
Components: V, S, M
Duration: 2d10 rounds
Casting Time: 4
Area of Effect: One creature
Saving Throw: Neg.

With this spell, the wild mage creates a negative pattern in the random forces surrounding one creature. The creature is allowed a saving throw; if successful, the spell fails. If the saving throw is failed, random chance falls into an unlucky pattern. Any action involving random chance (i.e., any time a die roll affects the character) performed by the victim during the next 2-20 rounds requires two separate attempts; the worse result is always applied. (The victim rolls twice for attacks, damages, saving throws, etc., always using the worse die roll.)

A *luckstone* or similar magical device will negate *unluck*. Doing so, however, prevents the magical item from functioning for 2d10 rounds.

The material component is a piece of a broken mirror.

# Fifth-Level Spells

**Far Reaching III** **(Alteration)**
Range: 0
Component: V
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell operates exactly like the 3rd-level *far reaching I* spell except that the range of any spell of levels 1-3 is increased by 150% and the range of any 4th- or 5th-level spell is increased by 50%.

**Khazid's Procurement (Divination, Summoning)**
Range: Special
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows the caster to more easily access rare or dangerous spell components. The wizard casts this spell upon a silver mirror while concentrating on a mental image of the material he desires. The base chance of success is 50%, modified by the following factors:

- +1% per level of the caster
- +10% if the caster has seen the same type of substance or object before; this bonus is not cumulative with the following bonus
- +20% if the caster has a sample of the material or the same type of object in his possession; this bonus is not cumulative with the bonus above
- +30% if the wizard knows the location of the desired object
- -50% if the caster has never seen the same type of material or item before

If the percentile roll indicates failure, the caster is unable to locate the desired ingredient and the spell ends. If the roll indicates success, the wizard has located the object or substance and the mirror becomes a magical gate through which the caster can see the target. The size of the gate is determined by the size of the mirror, to a maximum size of 3 feet by 2 feet.

The gate always appears within arm's length of the target, allowing the wizard to reach through the mirror, grasp the object of his desire, and draw it back through the gate. The wizard must risk his own safety--the gate does not allow the use of probes, long-handled ladles, tongs, or other equipment to gather the material. The caster cannot move completely through the gate.

The gate vanishes when the spell's duration expires or when the target or the wizard moves more than 10' away from it.

The gate is visible from both sides, and other creatures can reach through the gate. Breath weapons, gaze attacks, missiles, spells, and similar attacks cannot be cast through the gate. Because creatures can pass their limbs through the gate, physical attacks and touch spells can be used.

The only limit to the range of this spell is that the caster and the target must be on the same plane of existence. Elemental forces (not creatures) will not pass through the gate. Thus, the wizard does not run the risk of flooding his laboratory by opening a gate beneath the sea, for example. However, the spell does not provide any sort of protection against a hostile environment.

The material components are an exquisite silver mirror of no less than 10,000 gp value and a black opal worth at least 1,000 gp which must be powdered and sprinkled on the mirror. The mirror is not lost after casting and may be used again, but the powdered opal is consumed in the casting.

**Lower Resistance (Abjuration, Alteration)**
Range: 60 yards
Components: V, S, M
Duration: 1 turn+1 round/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: None

Using this spell, a wizard may attempt to reduce the magic resistance of a target creature. The magic resistance of the victim works against the *lower resistance* spell itself, but at only half its normal value. No saving throw is permitted in addition to magic resistance.

If the victim does not resist the effects of this spell, his magic resistance is reduced by a base 30% plus 1% per experience level of the wizard casting the spell.

This spell has no effect on creatures that have no magic resistance.

The material component is a broken iron rod.

**Magic Staff (Enchantment/Charm)**
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: The wizard's staff
Saving Throw: None

This spell allows a wizard's staff to store one spell level for every three levels of the caster. Thus, a 9th-level wizard can store three spell levels (three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell).

Spells that are to be stored in the staff must be memorized normally by the wizard. The spells are then cast as normal when charging the staff; casting requires the spell's normal casting time plus one round. The spell is wiped from memory and material components are consumed. All spells to be stored must be cast into the staff within 1 turn.

All stored spells have a casting time of 1.

Spells remain in the staff until cast or dispelled, or up to 1 hour per level of the caster. After this time, all stored spells fade away.

Only wizards who know the *magic staff* spell can cast spells from another wizard's staff. This applies to wizards who have never learned or could not normally cast the spells stored in a staff. It is common, however, for the staff's owner to implement a command word which must be known by anyone wishing to use the staff.

The material component for this spell is a staff cut from an ash tree. For each spell level the wizard intends to imbue into the staff, it must be inlaid with rubies worth at least 1,000 gp.

**Mind Fog (Enchantment/Charm)**
Range: 80 yards

Components: V, S
Duration: 3 turns
Casting Time: 3
Area of Effect: 20-foot cube
Saving Throw: Neg.

A *mind fog* is a physical block of fog that enables the wizard to weaken the mental resistance of his victims. Victims are allowed a saving throw at a -2 penalty to avoid the effects.

A creature who falls victim to the *mind fog* suffers -2 penalties to all saving throws against two categories of magic: all spells of the illusion/phantasm and enchantment/charm schools that affect the mind directly; and spells of 1st through 5th level which affect the mind directly. For example, *phantasmal force* is a mind-affecting spell; *phantom steed* is not.

The penalty to saving throws operates cumulatively with any penalties that operate for other reasons. Affected creatures suffer the penalty as long as they remain in the fog and for 2d6 rounds thereafter.

**Safeguarding (Abjuration)**
Range: 0
Components: V, S, M
Duration: 1 turn+1 turn/level
Casting Time: 5
Area of Effect: 15-foot-radius sphere
Saving Throw: None

Use of this spell protects the wizard and anyone in the area of effect from damage caused by the rebounding of the wizard's spells. This includes damage from a *fireball* cast in an area too small for its effects, a reflected *lightning bolt*, or any other offensive area spell that overlaps the *safeguarding's* area of effect. The protection is effective against spells of 7th level and lower. The protection does not apply to damage from spells rebounded by any form of magical spell turning. This spell does not protect the wizard against damage from spells or attacks cast by enemies or other party members.

A wizard who has cast *safeguarding* is free to move and act normally. The spell's effect is always centered on him, regardless of his actions. Other creatures are free to enter and exit the area of effect.

An area spell cast by the wizard will take effect normally, but its effects will be negated within the area of the *safeguarding* spell. This applies *only* to area spells centered outside the radius of the *safeguarding* spell. If the wizard casts an offensive area spell within the area of the *safeguarding*, the *safeguarding* is immediately negated and those within the area suffer full damage from the spell. The wizard is free to cast non-offensive area spells and individually targeted spells within the area of the *safeguarding*.

The material component is a piece of preserved skin from any creature that possesses natural magic resistance.

**Von Gasik's Refusal (Abjuration)**

Range: 10 yards/level
Components: V, S, M
Duration: 1 hour/level
Casting Time: 5
Area of Effect: 20-foot-square/level
Saving Throw: None

This powerful spell is designed to prevent unauthorized spellcasters from entering a hallway, doorway, window, or other point of entry.

The spell creates an invisible barrier that blocks the targeted area. Any nonspellcasters and those spellcasters specifically named by the caster may pass freely. All other spellcasters collide with the invisible barrier. Members of classes with lesser spellcasting abilities (paladins, rangers, and bards) are blocked only if the character is of sufficient level to cast spells.

The wizard is able to ward one area up to 20'-square for each level of his experience. Thus, a 12th-level wizard may protect a square area 240 feet on a side. The area of effect may be divided among several smaller portals as long as the total area does not exceed the caster's limit. Each portal must be in range and sight of the caster at the time the spell is cast.

The barriers exist for one hour per level of the caster unless they are dismissed by the caster or dispelled by a *dispel magic* spell. A *disintegrate* spell immediately destroys a barrier, as does a *rod of cancellation* or a *sphere of annihilation*.

The invisible walls are not affected by physical blows, cold, heat, or electricity. Thrown and projected weapons (both magical and mundane) are not repelled by the barrier and may pass through the area normally. Spells can be cast through the barrier. *Dimension door, teleport*, and similar effects can bypass the barriers.

The material component is a pinch of dust from any wizard's tomb.

**Vortex* (Evocation)**
Range: 30 yards
Components: V, S, M
Duration: 1d4 rounds+1 round/level
Casting Time: 5
Area of effect: 5-foot-diameter circle
Saving Throw: ½

A *vortex* is a swirling mass of magical energy, barely controllable by the caster. On the round of casting, a small sparkle of lights fills the air at the desired position. On the second round, a 7'-tall, multicolored tornado appears. From this moment on, the caster must maintain concentration in order for the *vortex* to remain.

Each round, the caster can move the *vortex* 60 feet. However, control of direction is not perfect. The caster has complete control over distance, but can only suggest the desired direction. The caster has a 50% chance of moving the *vortex* in the direction he desires; if the die roll indicates failure, the *vortex* moves according to the scatter diagram for grenade-like missiles. Thus, the *vortex* usually moves in the general direction desired, but on occasion, it may move to either side or directly toward the caster.

The *vortex* cannot pass through objects larger than its area of effect (it could move through a sapling but not an ancient oak tree) and will be redirected by these, rebounding along the general line of movement. For example, if cast in a narrow hallway, the *vortex* might ricochet down the hall, bouncing from side to side.

The *vortex* is composed of raw magical energy. Nonmagical creatures struck by the *vortex* suffer 1d4 points of damage per level of the caster. Magical creatures and spellcasters suffer 1d6 points of damage per level of the caster. Creatures struck are allowed a saving throw vs. magic to suffer only half damage.

Each time a creature is struck, there is a 5% chance that the *vortex* will explode in a wild surge. Use Table 2 to determine the results of any wild surge. If the *vortex* causes a wild surge, the spell ends immediately.

The material components are a silk streamer and a handful of straw.

**Waveform* (Alteration)**
Range: 40 yards
Components: S, M
Duration: 1d10 rounds
Casting Time: 5
Area of Effect: 10-foot-cube/level
Saving Throw: ½

By means of this spell, the wild mage is able to shape and direct the patterns of water currents, allowing him to mold liquids into a variety of forms. The spell affects a quantity of liquid no larger than the area of effect. If cast onto a larger body, such as an ocean or large lake, the spell affects only the water within the area of effect.

After casting *waveform*, the mage can form the water into any desired shape. The spell does not bind the liquid together in any fashion; it is still limited by its fluid properties and gravity. Thus, a mage could not use *waveform* to create a humanoid creature with arms and legs and direct it to walk across land. He could, however, create a roughly human shape with flowing arms that rises out of the water, crashes forward in a huge splash, then rises and repeats the process. Other possible shapes include gigantic waves, geysers, whirlpools, and troughs.

The shape takes one round to form, after which it can be maintained by concentration. The shape can be directed to move in any direction at the rate of 90 feet per round. If the *waveform* moves into or through a body of water, the form loses no intensity. However, if the wave is moved over dry ground, it loses one die of damage for every 10 feet crossed.

If propelled against a target, the *waveform* causes 1d4 points of damage per level of the caster to creatures in its path. The *waveform* can be directed against creatures on the surface or underwater. Those struck are allowed a saving throw; success indicates half damage.

If the victims are in or on a body of water, the shape will sweep them along. Creatures of small size are carried with the form, moving at its speed. Medium and large size creatures are swept along at half the water's speed. Creatures larger than this resist the movement. Those caught in the current can make a Strength check each round to swim free of the current.

Boats and ships are particularly vulnerable to the *waveform*. If the *waveform* is twice

the size of the vessel or more, the ship must make a seaworthiness check (as described in Table 77 of the DMG ). Vessels passing the check suffer damage as described above, reducing seaworthiness ratings for future checks by 2d6 points until repairs are made.

Alternatively, this spell can be cast directly at a single water-based creature--a water weird, water elemental, or other creature from the elemental plane of water. In this case, the spell causes 1d6 points of damage per level of the caster. The effect is instantaneous and the spell ends immediately after the attack is made.

The material component is a small, carved oar decorated with aquamarines worth at least 500 gp. The oar disintegrates when the spell is cast.

# Sixth-Level Spells

**Augmentation II (Evocation)**
Range: 0
Components: V, S, M
Duration: 3 turns
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell functions exactly like the 3rd-level *augmentation I* spell except that five spells of levels 1-3 may be affected. For each die of damage caused by augmented spells, one hit point is added to the damage total.

*Augmentation II* affects the first five spells which cause direct damage that are cast within the duration of the *augmentation II* spell. Only spells that cause direct physical damage are affected by this spell.

The material component is a pair of concentric circles of gold or platinum.

**Bloodstone's Spectral Steed (Necromancy)**
Range: 10 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows a wizard to create a quasi-real, vulturelike creature. The flying steed can carry the caster and one other person per three levels of the wizard's experience (four at 12th level, five at 15th, etc.). All passengers must be specifically named during the casting.

The spectral steed looks like a huge, skeletal vulture with tattered wings. As it flies, it utters hideous screeches that echo through the sky. The spectral steed flies at a movement rate of 4 per level of the caster, to a maximum movement rate of 48. It appears with a bit and bridle, plus one saddle per passenger.

All normal animals shun the spectral steed and only monsters will attack it. The

mount has AC 2 and 10 hit points plus 1 hit point per level of the caster. If it loses all of its hit points, the spectral steed disappears. It has no attack mode.

The material component is a hollow bone from a vulture's wing, which must be carved into a whistle and blown when the spell is cast.

**Claws of the Umber Hulk (Alteration)**
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

When this spell is cast, the subject's hands widen and his fingernails thicken and grow, becoming equivalent in size and power to the iron-like claws of an umber hulk. The transformation takes one full round and is excruciatingly painful, requiring a system shock roll. A failed roll causes the subject to suffer 3d4 points of damage.

The subject can burrow as an umber hulk, cutting through 10 feet of solid stone or 60 feet of soil per turn. The only limitation to this is the subject's stamina; at the end of each turn of burrowing, the subject must succeed a Constitution check or be forced to rest for one turn.

Burrowing through soil does not necessarily create a passable tunnel. If the subject wishes to make a passage in which others can travel or that he can exit when the spell ends, he must dig at a rate of 30 feet per turn. Cutting a tunnel through solid rock does not require extra care or time.

The recipient of this spell can make two claw attacks per round, each inflicting 2d6 points of damage plus any Strength bonuses. Each attack is made with a -2 penalty to hit. This penalty applies until the subject has made two successful consecutive attacks (not necessarily in the same round), at which time he is accustomed to using the claws. The penalty is dropped for the remainder of the spell.

The material component is an umber hulk's claw.

**Dilation II (Alteration)**
Range: 0
Component: V
Duration: Special
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell functions exactly like the 4th-level *dilation I* spell, except that the area of effect of a 1st-, 2nd-, or 3rd- level spell is extended by 50%. Alternatively, the wizard may extend the area of effect of one 4th- or 5th-level spell by 25%.

**Forest's Fiery Constrictor (Conjuration/Summoning)**
Range: 10 yards/level

Components: V, S, M
Duration: 1 round/level
Casting Time: 6
Area of Effect: One source of fire
Saving Throw: Special

This spell causes a tentacle of magical flame to snake forth from any existing source of natural or magical fire. The flaming tendril is 10 feet long, has AC 7, can be hit only by magical weapons of +2 or better, and has hit points equal to double the caster's level.

Any creature within 20 feet of the tentacle is subject to attack as directed by the caster. The victim must attempt a saving throw; if successful, the subject has avoided entanglement, but suffers 1d6 points of fire damage from contact with the tendril. If the saving throw is failed, the victim is entangled by the flaming serpent and suffers 3d6 points of fire damage each round until the tendril is destroyed or the spell expires.

If the fire source from which the tentacle emanates is extinguished, the remaining time that the fiery constrictor may exist is cut in half.

The material component is a red dragon's scale.

**Lorloveim's Shadowy Transformation (Illusion)**
Range: Touch
Components: V, S
Duration: 1d4 rounds+1 round/level
Casting Time: 6
Area of Effect: Special
Saving Throw: Neg.

When this spell is cast, the illusionist transforms one creature or a specified amount of non-living material into shadow, making it insubstantial. Thus, a door could be turned to shadow and entered. The maximum amount of inanimate material that may be transformed is one cubic foot per level of the caster.

Unwilling creatures are allowed a saving throw to resist the *shadowy transformation*. Magical items and the magical effects of spells (such as *Bigby's forceful hand* or a *wall of stone* ) cannot be affected.

A transformed creature and all its gear become insubstantial. The creature can pass through small holes, narrow openings, and the smallest cracks. The creature cannot fly without additional magic.

No form of attack is possible when in shadow form except against creatures that exist on the Ethereal plane. In this case, all attacks are normal; however, the shadowy creature may be harmed only by magical weapons of +1 or greater or by creatures able to affect those struck only by magical weapons. Spells and special attacks have normal effects.

Most undead creatures will ignore a creature in shadow form, believing it to be a wraith or spectre; however, liches and powerful undead may save vs. spell with a -4 penalty to recognize the spell. A successful *dispel magic* spell forces the creature in shadow form back to normal form.

**Wildshield* (Alteration)**

Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell cloaks the caster in a whirling band of scintillating colors, completely concealing him. The caster is able to see normally within and outside the shield.

The *wildshield* protects the caster from the effects of spells and magical items. The shield can completely absorb 2d6 spell levels (i.e., if the roll of 2d6 results in 10, the shield could absorb ten 1st-level spells, two 5th-level spells, or any similar combination), thereby negating their effects on the caster. Both area effect spells and those individually targeted at the wild mage can be absorbed. In the case of area spells, the *wildshield* protects only the mage. All others in the area of effect suffer normal effects from the spell.

*Wildshield* also protects against wild surges, whether caused by the caster's magic or by an outside source. Each wild surge is considered equal to 1d6 spell levels.

The spell remains in effect until it is either canceled by the caster or it reaches its spell level capacity. If the capacity is met exactly, the *wildshield* simply ceases to function. However, if the *wildshield* is struck by more spell levels than it can absorb, it explodes in a wild surge. The spell that triggered the surge is completely negated, its energy instead transformed into a wild surge (see Table 2). Since the shield no longer functions, the formerly protected wizard is subject to full effects of this wild surge.

The material component is a small sponge.

**Wildstrike* (Conjuration/Summoning)**
Range: 30 yards
Components: V, S, M
Duration: 2d4 rounds
Casting Time: 6
Area of Effect: One creature
Saving Throw: Neg.

This spell is used primarily against hostile spellcasters. It distorts all attempts at spellcasting, converting spell energy into wild surges.

The victim of a *wildstrike* is allowed a saving throw; if successful, the spell has no effect. If the saving throw is failed, the target is enclosed within a field of wild magic. If the victim casts spells or uses a charge from a magical item, a wild surge is automatically created (refer to Table 2). When determining the effects of this surge, the true level of the wild mage who cast the *wildstrike* is subtracted from the die roll, making the effects of the wild surge more likely to affect the victim.

The material component is a small glass tube that is shattered in the casting.

# Seventh-Level Spells

**Acid Storm (Evocation)**
Range: 10 yards/level
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 40-foot-diameter circle
Saving Throw: ½

This deadly spell unleashes a downpour of magical, gelatinous acid droplets. All creatures within the area of effect are coated by globs of gooey acid. The acid can be washed off only with wine, vinegar, or by a successful *dispel magic* or similar spell. The acid remains present for 1 round per level of the caster, then vanishes.

Creatures coated by the acid suffer 1d4 hit points of damage each round during rounds 1-3, 1d6 points in each of rounds 4-6, and 1d8 points on each round thereafter. Characters who successfully save vs. spells during the first round suffer only half damage from the acid for the remaining rounds. When the spell expires, no further damage is inflicted.

Acid damage can be healed through any means except regeneration. The material component is a drop of acid.

**Bloodstone's Frightful Joining (Necromancy)**
Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 7
Area of Effect: One undead creature
Saving Throw: Special

When this powerful spell is employed, the wizard transfers his spirit to the body of an undead creature, totally dominating it. If the undead creature has intelligence, it is allowed a saving throw vs. spell to resist the joining. If the save is successful, the caster's spirit is forced back into his own body. The wizard must make a system shock roll; if the roll fails, the wizard suffers 5d6 points of damage. If the roll succeeds, the wizard suffers half this damage.

If the creature's save fails, the necromancer joins his life essence with that of the undead. While in the creature's body, the caster can use all of its special attacks and innate abilities, excluding spells memorized by the creature.

The wizard's body remains comatose, is subject to all regular attacks, and suffers damage normally. The wizard's spirit can travel an unlimited distance from his physical body as long as they remain on the same plane of existence.

If intelligent, the possessed undead continually tries to purge the caster with mental threats that can be heard only by the wizard. The thoughts of the undead are ghastly. During the first minute of each hour of possession, the caster must succeed an Intelligence check in order to retain his sanity. The roll is modified by the difference

between the creature's Intelligence and that of the spellcaster. If the undead has a higher score, the difference is added to the die roll. If the necromancer has a higher Intelligence, the difference is subtracted from the roll.

If the roll is successful, nothing happens and the caster may continue to possess the undead. If the Intelligence roll fails, the wizard's intellect degenerates, making him a raving, homicidal maniac. His spirit is immediately forced to return to his body, and he must attempt a system shock roll with damage occurring as outlined above. The caster remains dangerously insane until a *heal* or *wish* spell is used to restore his intellect.

This spell can be very useful when combined with the *mask of death* spell.

When the spell's duration expires, the necromancer's spirit immediately returns to his body.

**Hatch the Stone from the Egg (Alteration, Enchantment, Evocation)**
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1d4+4 hours
Area of Effect: One alchemical mixture
Saving Throw: None

When a wizard wishes to create the magical item known as the *philosopher's stone*, he must first discover its alchemical formula, which tells him the necessary ingredients and the method of preparing them. This information is not provided by this spell, and this spell is useless without the formula. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard by adventuring.)

When the formula has been discovered and the ingredients prepared, the wizard enchants the alchemical mixture with the *enchant an item* spell. *Hatch the stone from the egg* is then cast upon the mixture. This spell slowly transmutes the mixture into its final form as the philosopher's stone. The process is completed with a *permanency* spell.

The material component for this spell is a magical item known as the *philosopher's egg*, which is an enchanted retort used to hold the alchemical mixture. The egg is not destroyed upon completion of the spell and may be used again. (Further details about the *philosopher's egg* are found in Chapter 4 of this book.)

**Hornung's Surge Selector* (Alteration)**
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

The great Hornung, having been blasted more than once by his own wild surges, devised a method of improving the results of wild magic and, not incidentally, his own chances of survival. The result was *Hornung's surge selector*.

By casting this spell, the wild mage gains greater control over wild surges. When the

caster's spell creates a wild surge, two separate results are determined from Table 2. The caster can then choose which of the two results will take effect. This spell can be used in conjunction with *Nahal's reckless dweomer*.

The spell's duration is a fixed number of surges or 12 hours, whichever comes first. The wild mage is able to shape one wild surge per five levels of his experience; thus, a 15th-level caster could shape three wild surges within a 12-hour period. At the end of 12 hours, the spell expires, regardless of the number of surges remaining.

The material component is a brass spinner.

**Intensify Summoning (Conjuration/Summoning, Necromancy)**
Range: Special
Components: V, S, M
Duration: 1 turn
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell enhances the strength of creatures summoned by the caster via 1st through 6th level conjuration/summoning spells. Only spells which bring summoned creatures to the wizard are affected.

The first two conjuration/summoning spells cast by the wizard within one turn following the intensify summoning spell are affected. Summoned creatures gain 2 hit points per hit die. The affected creatures retain their bonus hit points until the normal expiration of the spell that summoned them.

The material components are a small leather pouch and a miniature silver candelabra.

**Malec-Keth's Flame Fist (Evocation)**
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 1
Area of Effect: One creature or object
Saving Throw: Special

When this spell is completed, one of the caster's hands (his choice) bursts into light and is surrounded by an aura of flame. The caster suffers no damage from this effect. Illumination is equal to that of a torch.

If the wizard successfully touches an opponent, the subject must attempt a saving throw. If the roll is successful, the flame remains on the caster's hand (and he may use it to make further attacks until the spell's duration expires) and the touched creature suffers 1d4+2 points of fire damage. If the save is failed, the flame leaves the caster's hand to surround the victim's body in an aura of searing fire. The superheated aura burns for 1 round, inflicting 1d4 points of damage per level of the caster.

Instead of attacking a creature, the caster may choose to touch any single object, which is automatically surrounded by the searing aura for 1 round and must succeed at an item saving throw vs. magical fire or be destroyed. The aura can surround an object up to

5 cubic feet in volume per level of the caster.

**Shadowcat (Illusion)**
Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: Special
Saving Throw: None

When this spell is cast, the wizard brings into being a cat made of shadow. The *shadowcat* is the size of a normal cat and may be either grey or black at the caster's option. The caster has complete telepathic control of the feline; he can see, hear, and even speak through it as long as it remains within range. At the moment it moves out of range, the *shadowcat* vanishes. The caster does not need to concentrate on the *shadowcat*.

The shadowy feline is insubstantial, making subject only to magical or special attacks, including those by weapons of +1 or better. It has AC 5, a movement rate of 18, and saving throws equal to those of the caster. The cat dissipates if it loses hit points equal to one-half the caster's total hit points. The *shadowcat* has no attacks of its own and cannot touch or carry objects. A successful *dispel magic* spell causes the cat to vanish.

A *shadowcat* makes no sound as it moves. It is 90% undetectable in all but the brightest conditions. It can pass through small holes or narrow openings.

The material components of this spell are a black pearl of at least 100 gp value and a claw from a grey or black cat.

**Spell Shape* (Alteration)**
Range: 0
Components: V, S, M
Duration: 1d4+1 rounds
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: Special

This spell gives the wild mage the ability to seize magical energy directed at him and reshape it as he desires. While it is in effect, the spell gives no visible sign of its existence. It offers no protection against area effect spells.

If a wild mage is the target of a spell or magical item, this spell automatically allows him a saving throw. If the saving throw is failed, the opponent's spell has normal effects. If the saving throw is successful, the *spell shape* absorbs the magical energy of the opponent's spell. The wild mage can then choose to let the energy dissipate or he can instantly use it to cast a spell back at the opposing mage. The return spell must be of an equal or lesser spell level than the original one and must be currently memorized by the mage. The act of returning the spell does not cost the wild mage any of his memorized spells. Spell energy cannot be saved; if not used immediately, it dissipates.

For example, Hamos, a wild mage, is protected by a *spell shape* and is struck by a *finger of death* (a 7th-level spell). He succeeds at his saving throw and is now able to cast

a spell of 7th level or lower. Hamos currently has *feeblemind* memorized. Since it is only a 5th-level spell, he chooses to cast it back at his enemy. He makes his level variation check (and doesn't get a wild surge) and the *feeblemind* is sent hurtling back at his foe. Hamos still has his original *feeblemind* memorized. The remaining two spell levels are lost, since they were not used in the same round.

If a wild mage is struck by two spells at once, he may choose which spell to shape. He suffers all effects of the remaining spell.

The material component is a diamond worth no less than 2,000 gp. When the spell is cast, the diamond is transformed into a lump of coal.

**Steal Enchantment (Enchantment)**
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 hour
Area of Effect: One item
Saving Throw: Neg.

This spell "steals" the enchantment from a magical item and places it within another, non-magical item (the material component). Both objects must be touched by the wizard during casting. The two items must be of the same category (blunt weapon, edged weapon, ring, amulet, shield, armor, wand, etc.).

The enchantment can be transferred only to a nonmagical item. Only the energy of one item can be transferred; it is not possible to combine two magical items into one item. The new item has all the properties of the original magical item (including the same number of charges, if any).

At the culmination of the spell, the original magical object is allowed an item saving throw vs. disintegration with all modifiers it is allowed as a magical item. Exceptionally powerful objects (such as artifacts) may be considered to automatically succeed the saving throw at the DM's discretion.

If the saving throw is successful, the magical object resists the effect and the spell ends in failure. If the roll is failed, the magical item loses all of its powers, which are transferred to the previously nonmagical object.

Even if the magical item fails its saving throw, the spell's success is not guaranteed. There is a chance that the enchantment might be lost. The base chance of this occurring is 100%, modified by -5% per level of the caster. Thus, a 20th-level wizard has no chance of losing the magic. If the enchantment is lost, both items become nonmagical.

The material component is the nonmagical item which is to receive the enchantment. It must be of equal or greater value than the object to be drained.

**Suffocate (Alteration, Necromancy)**
Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 10-foot-radius circle

Saving Throw: Neg.

This spell draws the breath out of all creatures within the area of effect who fail a saving throw. Their breath is placed within a small silk bag held by the caster.

Each round, a victim of this spell must attempt a Constitution check. If failed, the creature suffers 2d4 points of damage. If successful, the subject has taken in enough air to reduce the damage to 1d4.

As they struggle and gasp for air, affected creatures move and attack at half their normal rates, have a -4 Armor Class penalty, an attack penalty of -4, and lose all Dexterity combat bonuses.

Effects of this spell continue each round regardless of whether the victims remain in the original area of effect. The damage accumulates until the spell expires, the silk bag is opened, or a successful *dispel magic* spell is cast upon the bag. The penalties to combat remain in effect for 1d3 rounds after the spell ends.

The material component is a small silk bag studded with black opals worth a total of no less than 5,000 gp. The bag is not destroyed during casting, but becomes useless for future castings if a successful dispel magic spell is used on it.

# Eighth-Level Spells

**Abi-Dalzim's Horrid Wilting (Alteration, Necromancy)**
Range: 20 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 8
Area of Effect: 30-foot cube
Saving Throw: ½

This spell evaporates moisture from the bodies of every living creature within the area of effect, inflicting 1d8 points of damage per level of the caster. Affected creatures are allowed a saving throw, with success indicating half damage.

This spell is especially devastating to water elementals and plant creatures, who receive a penalty of -2 to their saving throws.

The material component is a bit of sponge.

**Airboat (Alteration, Enchantment)**
Range: 1 mile
Components: V, S
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell must be cast under a cloudy sky. The caster points at a cloud, which immediately descends toward him. As it comes closer, the cloud changes shape,

becoming any sort of vessel imagined by the wizard (a dragon-shaped galley, a one-man dinghy, etc.).

Although the airboat is made of cloud, it feels solid and can support the weight of the caster plus one passenger per level of the wizard. It can fly at any speed up to 5 miles per hour per level of the caster (to a maximum of 90 miles per hour).

The caster maintains total telepathic control over the airboat's speed and direction. While controlling the vessel, the wizard is able to perform other actions but may not cast other spells.

**Gunther's Kaleidoscopic Strike (Invocation/Evocation)**
Range: 5 yards/level
Components: V, S
Duration: Instantaneous
Casting Time: 8
Area of Effect: One creature
Saving Throw: Neg.

When this spell is cast, a thin beam of shimmering, kaleidoscopic light shoots from the wizard's fingertips toward his target. The victim is allowed a saving throw to resist the beam.

This spell has no effect on nonspellcasters, causing them no harm whatsoever. Creatures with innate spell-like abilities are also unaffected. Against wizards and priests, this spell can be devastating. It "short-circuits" the arcane energy stored in a spellcaster's mind, wiping away a number of memorized spells. Lost spells must be rememorized.

The number of spells drained is equal to the caster's level minus 1d20. Thus, a 16th-level wizard drains a maximum of 15 spells, but could drain no spells depending on the die roll. After subtracting the die roll from the caster's level, any result of zero or a negative number indicates that the victim loses no spells.

Spells are drained from the wizard's memorized spells beginning with 1st-level spells and working up to higher level spells. Any decision regarding which spell should be drained from a specific level should be determined randomly.

**Homunculus Shield (Evocation, Necromancy)**
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: The caster
Saving Throw: None

By creating a *homunculus shield*, the wizard separates a portion of his mind in the form of an exteriorized magical homunculus. This creature is invisible to all but the caster and appears as a miniature version of the caster perched atop the wizard's head.

The wizard may move and act normally while this spell is in effect. The magical homunculus operates as an independent spellcaster. It may cast only *teleport*, *contingency*, and protective spells of 4th level and lower. It casts only spells from the

wizard's memorized store of spells, but any spells cast by the homunculus are done so with a casting time of 1. The wizard selects which spells are cast by his homunculus; after they are cast, they are wiped from the caster's memory.

The homunculus has 1 hit point per two levels of the caster. These points are "borrowed" from the caster; while the homunculus is present, the wizard's hit points are reduced by this amount.

The homunculus cannot be struck by melee or missile weapons separately from the wizard. It can be damaged separately from the wizard (e.g., by a *magic missile* targeted at the homunculus or by area effect spells). The homunculus has the attributes and saving throws of the wizard.

At the end of the spell's duration, the homunculus disappears and any hit points it had are restored to the wizard. Hit points lost by the homunculus can be regained only by magical healing.

If the wizard's hit points are reduced to zero at any time during the spell, the wizard is dead even if the homunculus had hit points remaining.

A wizard with an active *homunculus shield* suffers a -4 saving throw penalty against magic jar spells cast upon him due to the division of his mental energy.

The material component is a miniature sculpted bust of the spellcaster.

**Hornung's Random Dispatcher* (Abjuration)**
Range: 30 yards
Component: V
Duration: Instantaneous
Casting Time: 2
Area of Effect: One creature
Saving Throw: Neg.

With the utterance of a few words, this spell can hurl a creature to a random plane and leave him there. The target, if unwilling, is allowed a saving throw. If successful, the spell fails. If unsuccessful, the victim and all items carried by him are sent to a random plane. To determine the plane, roll on the table below.

| D100 Roll | Plane |
|---|---|
| 01-03 | Abyss |
| 04-06 | Acheron |
| 07-12 | Alternate Prime Material Plane |
| 13-17 | Arcadia |
| 18-23 | Astral Plane |
| 24-27 | Beastlands (Happy Hunting Grounds) |
| 28-30 | Concordant Opposition |
| 31-35 | Elemental Plane (Air, Fire, Earth, or Water) |
| 36-38 | Elysium |
| 39-44 | Ethereal Plane |
| 45-47 | Gehenna |
| 48-50 | Gladsheim |

| | |
|---|---|
| 51-53 | Hades |
| 54-58 | Limbo |
| 59-61 | Negative Material Plane |
| 62-64 | Negative Quasi-Plane (Vacuum, Ash, Dust, or Salt) |
| 65-67 | Nine Hells |
| 68-70 | Nirvana |
| 71-73 | Olympus |
| 74-76 | Pandemonium |
| 77-79 | Para-Elemental Plane (Smoke, Magma, Ooze, or Ice) |
| 80-82 | Positive Material Plane |
| 83-85 | Positive Quasi-Plane (Lightning, Radiance, Minerals, or Steam) |
| 86-91 | Prime Material Plane* |
| 92-94 | Seven Heavens |
| 95-97 | Tarterus |
| 98-100 | Twin Paradises |

* Characters sent to the Prime Material plane are teleported elsewhere in the same world.

The caster has no control over the destination of the target. The conditions at the destination may kill the target (for example, arriving in the elemental plane of fire) or merely make life difficult. This determination is left to the DM.

**Wildzone* (Conjuration/Summoning)**
Range: 0
Components: V, S, M
Duration: 2d6 turns
Casting Time: 1d6 rounds
Area of Effect: 300'x300' square
Saving Throw: None

This powerful spell creates a disruption in magical forces similar to the conditions found in wild magic regions (areas where the effects of magic have been permanently altered). This spell has only a temporary effect, although the effects of *wildzone* could possibly be rendered permanent.

The spell creates a wild magic region centered on the caster. The area of effect cannot be shaped in any way; it is *always* a square 300 feet long on each side (90,000 square feet).

Within the *wildzone*, wild magic reigns. Any spell cast in the area of effect is automatically treated as a wild surge (see Table 2). Effects from magical items that expend charges are also treated as wild surges when used in the area. Other magical items function normally.

Spells cast into the *wildzone* from outside the area of effect function normally, but spells cannot be cast out of the area of effect without triggering a wild surge.

The material components are several pots of paint which must be spilled across a sheet of hammered silver worth no less than 2,000 gp.

# Ninth-Level Spells

**Chain Contingency (Evocation)**
Range: 0
Components: V, S, M
Duration: 1 day/level
Casting Time: 2 turns
Area of Effect: The caster
Saving Throw: None

This powerful spell is similar to the 6th-level *contingency* spell.

*Chain contingency* allows the caster to designate either two or three spells that will take effect automatically under a specific set of conditions. In other words, when a set of conditions is met, the designated spells are "cast" immediately without the caster's intervention.

*Chain contingency* must be cast together with the spells it is to trigger. The caster may choose either two spells to occur simultaneously or three spells to occur consecutively, one per round. Spells must be of 8th level or lower. Only the 6th-level *contingency* spell may not be included. The casting time of 2 turns includes the casting of the spells to be triggered.

Unlike the *contingency* spell, spells "stored" in *chain contingency* can affect creatures other than the caster. These instructions must be carefully worded; the spell obeys the letter of its instructions and not the caster's intentions.

In casting *chain contingency*, the wizard defines the conditions that will trigger the "stored" spells. This definition must be carefully worded, but may be as limiting or general as the caster desires. The caster also states the exact order, target, range, and manner in which the stored spells are to be cast.

The spell has several limitations in triggering its spells. It does not have any powers of discernment; thus, an instruction to "target the highest-level enemy" is not possible. Furthermore, the conditions cannot involve a delay; a spell cannot be ordered to trigger "three turns after I sneeze."

When the named conditions are met, the *chain contingency* is automatically triggered. If all specifics of casting a spell are not specified (e.g., target or area of effect), the effect is automatically centered on the caster.

Possible triggers might include a fall from a distance greater than the caster's height, the appearance of the first beholder within 30 feet of the caster, or the wizard pointing his finger and pronouncing a specified word.

Only one *chain contingency* can be placed on the spellcaster at any one time. If a second is cast, the first *chain contingency* is cancelled. It is possible to have both a *contingency* and a *chain contingency* operating at the same time, provided that there is no overlap in the conditions specified for triggering the two spells.

Spells triggered by the *chain contingency* have a casting time of 1. If the spell is triggered under conditions that are impossible to fulfill, it fails. If one of the spells in a series cannot be fulfilled, the remaining spells in the series are lost. Normal conditions, including line of sight to the target, must be fulfilled. All spells originate from the caster;

thus, it is not possible for a caster to *teleport* and leave behind a series of *fireballs* to blast his enemies. In this case, the *fireballs* would either fail or destroy something at the caster's destination.

The material components are (in addition to those of the companion spells) 500 gp worth of quicksilver; a gem of at least 1,000 gp value; an eyelash from an ogre mage, ki-rin, or similar spell-using creature; and an ivory statuette of the wizard (which is not destroyed in the casting of the spell) which must be carried by the spellcaster in order for the *chain contingency* to perform its function when triggered.

**Elemental Aura (Abjuration, Evocation)**
Range: 0
Component: V
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell has four very different effects depending on the type (air, earth, fire, water) of *elemental aura* cast. Only the caster may receive an elemental aura, and it is not possible to benefit from more than one aura at one time.

Each aura is three inches thick and covers the caster's entire body. An aura of air is hazy white in color, an aura of earth is dull grey, an aura of fire is flickering red, and an aura of water is shimmering blue. The auras have these effects:

**Air**
- immunity to gas and air-based attacks
- total protection from physical attacks by creatures of the elemental plane of Air
- ability to cast *fly* and *protection from normal missiles* once each

**Earth**
- immunity to attacks from nonmagical weapons made of stone or metal
- immunity to physical attacks by creatures of the elemental plane of Earth
- ability to breathe and move at full movement rate within the element of earth
- ability to cast *wall of stone* once

**Fire**
- immunity to normal and magical fire
- total protection from physical attacks by creatures of the elemental plane of Fire
- ability to breathe and move at full movement rate within the element of fire
- total protection from hostile environmental effects while traveling plane of Fire
- ability to cast *wall of fire* once

**Water**
- immunity to water- and cold-based attacks
- total protection from physical attacks by creatures of the plane of Water
- ability to breathe and move at full movement rate within the element of water

• ability to cast *wall of ice* once

The auras do not restrict the caster in any way. He is free to move and act normally while under the influence of an aura.

**Estate Transference (Alteration)**
Range: 0
Components: V, S, M
Duration: Permanent
Casting Time: 10 turns
Area of Effect: 1,000 square feet/level
Saving Throw: None

This powerful spell allows a caster to transfer a large area of land in the Prime Material plane to any of the elemental planes. All buildings, people, and wildlife within the area of effect are also transported. The land forms a pocket of the Prime Material plane within the elemental plane. The pocket is a sphere with a diameter equal to the diameter of the land. The surface of the pocket allows creatures to enter or exit the pocket, but prevents the elements from entering the pocket.

Inside the pocket, the land is surrounded by air of a temperature matching that of the Prime Material plane at the moment the land was moved. In addition, a source of water is created within the pocket.

Before the spell is cast, the area to be moved must be surrounded by solid markers of material from the destination plane. Thus, if a wizard wants to move his castle to the Elemental Plane of Fire, he must first surround the area with solid blocks of matter from the Elemental Plane of Fire, such as hardened magma or magically-crystallized fire. The blocks must be spaced no more than five feet apart and may be placed above ground or under the surface (at a depth of no more than three feet).

The wizard must be within the area to be moved when he casts the spell. When the land moves, a hemispherical crater is left behind in the Prime Material plane. Inside its pocket on the desired plane, the land continues its existence as if nothing changed, with the exception of occasional visits from planar creatures.

Any land that is moved in this manner can never again be moved with this spell.

The material component (in addition to the markers) is the appropriate magical device to control elementals of the desired plane (*bowl commanding water elementals, brazier commanding fire elementals, censer controlling air elementals*, or *stone controlling earth elementals*). The item must be permanently placed at the heart of the area of effect and cannot be used for any other purpose. If the device is disturbed in any way, the spell immediately fails, allowing the energies of the elemental plane to flood into the protected area.

**Glorious Transmutation (Alteration)**
Range: Touch
Components: V, S, M
Duration: Permanent

Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell turns iron into silver or lead into gold at the caster's option. The prime ingredient for this spell is a magical item called the *philosopher's stone*, which must be touched by the wizard and alchemically combined with the metal during casting. The formula for mixing the stone and the metal must be known by the caster; this information is not provided by this spell and the spell is useless without it. (The exact ingredients and formula are decided by the Dungeon Master and must be discovered by the wizard in the course of adventuring.)

*Philosopher's stones* vary in quality so much that each is capable of transmuting either 1d10x50 pounds of iron into an equal quantity of silver or 1d10x10 pounds of lead into the same amount of gold. It is not possible to know how much metal can be transmuted until the process is complete. If the caster has more iron or lead prepared than the spell is capable of changing, any excess is unchanged.

The entire transmutation must be made at one time. Only one stone may be used per casting of the spell. The entire *philosopher's stone* is consumed in the process.

**Stabilize* (Abjuration)**
Range: 0
Components: V, S
Duration: 1d4+1 turns
Casting Time: 1 turn
Area of Effect: 30-foot-radius circle
Saving Throw: None

This spell requires immense magical effort to cast, relegating it to the highest spell level. *Stabilize* negates the effects of wild magic regions, allowing the caster and all creatures in a 30-foot radius to cast spells and use magical items normally. The spell is centered on the caster and follows his movements.

The caster's own spells never cause wild surges when cast within the duration of a *stabilize* spell, nor do the effects of wild surges extend into the protected area. Furthermore, the wild mage's spells function at his true level; Table 2 is *not* used to determine level variation. The spell affects *wildstrike, wildzone,* and *wildwind*.

**Wail of the Banshee (Necromancy)**
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 9
Area of Effect: 30-foot-radius sphere
Saving Throw: Neg.

At the culmination of this dreadful spell, the wizard screams like a banshee (a groaning spirit). For each level of the caster, one listener within 30 feet hears the wail.

Those who fail a saving throw vs. death magic die instantly.

The wizard cannot be the victim of his own spell, nor can he choose who will be affected. If there are more potential victims than the level of the caster, the DM must randomly determine which creatures are affected. Creatures who cannot hear (due to ear plugs, deafness, etc.) can be targets, but cannot be affected and are considered to automatically make their saving throws.

The material component is a lock of hair from an evil female elf.

**Wildfire* (Invocation/Evocation)**
Range: 0
Component: V
Duration: Variable
Casting Time: 1
Area of Effect: Variable
Saving Throw: Variable

By means of this spell, the wild mage is able to channel raw magical energy through himself, shaping it into any form or effect he desires. The energy is similar in many ways to a *wish* spell, but has unique differences.

*Wildfire* allows the caster to create the effect of any wizard spell of 8th level or lower. He need only have general knowledge of the spell and its effects; the spell does not need to be in his own spellbooks.

Any normal saving throws vs. the spell effects are made at a -2 penalty.

*Wildfire* can also be used in the creation of magical items. The energy created by the spell may be used to generate effects that are not created by known spells.

*Wildfire* can also be used to create items out of nothing. The magical energy can be shaped and hardened to form solid objects. These objects have a greenish, glowing tinge and radiate magic. These objects are stronger than steel yet possess almost no weight. They are immune to fire, cold, electricity, and all forms of magical attack except *dispel magic* and *wish* spells. Even if they are subjected to these spells, a saving throw is allowed (equal to the creator's saving throw vs. spell).

When creating objects, the caster is limited only by his own skill and the dimensions of the object. Items larger than a 10-foot-radius sphere cannot be fashioned. Creating the object requires only one round, regardless of size. Thus, a wizard could make an impenetrable dome or a small boat with this spell.

Objects made of *wildfire* are neither stable nor permanent. Since the object is made of magic separated from the magical continuum, the material gradually deteriorates until the magical bonds become too weak to hold the *wildfire* in the chosen form. This decay takes 1d6+4 hours.

**Wildwind* (Conjuration/Summoning)**
Range: 100 yards
Components: V, S
Duration: 1d3 turns
Casting Time: 8
Area of Effect: Special

Saving Throw: None

This spell is similar in effect to *wildstrike* and *wildzone*. When cast, a wall of faint, multi-colored lights springs into existence at the point indicated by the caster. These lights form a line 150 feet long. After the first round of the spell, the wizard can move the wall of lights. Each round, the caster can move the wall in the same direction or as much as 45 degrees to either side. Once the wall is set in motion, it cannot be stopped unless the spell is cancelled or dispelled. The lights can move 60 feet per round.

The *wildwind* has two significant effects. First, all creatures struck by the magical lights suffer 2d6 points of damage. Second, any spellcaster struck while attempting to cast a spell automatically triggers a wild surge (use Table 2). Magical items that expend charges that touch the wall of lights automatically release one charge, also resulting in a wild surge.

# Chapter 3: Priest Spells

## Priest Spells

### 1st Level

Analyze Balance
Anti-Vermin Barrier
Call Upon Faith
Courage
Emotion Read
Know Age
Know Direction
Know Time
Log of Everburning
Mistaken Missive
Morale
Personal Reading
*Ring of Hands**
Sacred Guardian
Speak With Astral Traveler
Thought Capture
Weighty Chest

### 2nd Level

Aura of Comfort
Calm Chaos
Create Holy Symbol
Dissension's Feast
Draw Upon Holy Might
Emotion Perception

Frisky Chest
Hesitation
Idea
Lighten Load
Mind Read
Moment
Music of the Spheres
Mystic Transfer*
Nap
Rally
*Sanctify**
Zone of Truth

### 3rd Level

Accelerate Healing
Adaptation
Astral Window
Caltrops
Choose Future
Create Campsite
Efficacious Monster Ward
Emotion Control
Extradimensional Detection
Helping Hand
Invisibility Purge
Know Customs
Line of Protection*
Memory Read
Miscast Magic
Moment Reading
Random Causality
Rigid Thinking
Slow Rot
Squeaking Floors
Strength of One
Telepathy
Telethaumaturgy
Thief's Lament
Unearthly Choir*
Zone of Sweet Air

### 4th Level

Addition
Age Plant
Blessed Warmth
Body Clock

Chaotic Combat
Chaotic Sleep
Circle of Privacy
Compulsive Order
Defensive Harmony
Dimensional Folding
Fire Purge
Focus*
Fortify*
Genius
Inverted Ethics
Join With Astral Traveler
Leadership
Mental Domination
Modify Memory
Probability Control
Rapport
Solipsism
*Tanglefoot*
Thought Broadcast
Tree Steed
Uplift*
Weather Stasis

**5th Level**
*Age Object*
Barrier of Retention
Blessed Abundance
Champion's Strength
Chaotic Commands
*Clear Path*
Cloud of Purification
Consequence
Disguise
Easy March
Elemental Forbiddance
Extradimensional Manipulation
Extradimensional Pocket
Grounding
Illusory Artillery
Impeding Permission
Meld*
Memory Wrack
Mindshatter
Repeat Action
Shrieking Walls

Thoughtwave*
Time Pool
Unceasing Vigilance of the Holy Sentinel
Undead Ward

### 6th Level
*Age Creature*
Crushing Walls
Disbelief
Dragonbane
Gravity Variation
*The Great Circle **
Group Mind
Land of Stability
Legal Thoughts
Monster Mount
Physical Mirror
Reverse Time
Seclusion
Skip Day
Sol's Searing Orb
Spiritual Wrath*

### 7th Level
Age Dragon
*Breath of Life*
Divine Inspiration
Hovering Road
Illusory Fortifications
Mind Tracker
Shadow Engines
Spacewarp
Spirit of Power*
Tentacle Walls
Timelessness
Uncontrolled Weather

### Quest Spells
Abundance
Animal Horde
Circle of Sunmotes
Conformance
Elemental Swarm
Etherwalk
Fear Contagion
Health Blessing

Highway
Imago Interrogation
Implosion/Inversion
Interdiction
Mindnet
Planar Quest
Preservation
Revelation
Reversion
Robe of Healing
Siege Wall
Shooting Stars
Sphere of Security
Spiral of Degeneration
Stalker
Storm of Vengeance
Transformation
Undead Plague
Warband Quest
Ward Matrix
Wolf Spirits

Italicized spells are reversible.
An asterisk (*) indicates a cooperative magic spell.

# First-Level Spells

**Analyze Balance (Divination)**
Sphere: Numbers, Divination
Range: 80 yards
Components: V, S, M
Duration: 5 rounds+1 round/level
Casting Time: 1 round
Area of Effect: One creature, object, or 10' square
Saving Throw: None

This spell allows a priest to sense how far a character, creature, object, or area is from a condition of balance -- in other words, the degree to which its alignment is removed from true Neutral. The spell gives no indication of the "direction" in which the alignment is removed from true Neutral except under certain conditions which follow. The spell does, however, indicate along which axis or axes of alignment the variation lies.

For example, a priest uses this spell to analyze the balance of a Chaotic Neutral creature. The spell indicates that the creature is removed from Neutral by one grade, and the variation is along the Law/Chaos axis; thus, the creature must be either Chaotic Neutral or Lawful Neutral. If the creature were Chaotic Evil, the spell would indicate that

it is removed from balance by two grades, one along each axis; thus, the creature must be Chaotic Evil, Chaotic Good, Lawful Evil, or Lawful Good.

A priest has a 5% chance per level of correctly determining the direction of variation along one randomly chosen axis. This means that a 10th-level priest evaluating the balance of a Chaotic Neutral creature would have a 50% chance of learning that the creature is Chaotic (and hence Chaotic Neutral, since it is only one step away from balance).

Similar to spells such as *detect evil*, this spell will not yield a result on a hidden trap. If cast on a creature with an intelligence level of "animal" or "non-," it will always read true Neutral (i.e., zero steps removed from balance).

The material components are four iron coins which the priest tosses in his hand while concentrating on the spell. The coins are not consumed in the casting.

**Anti-Vermin Barrier (Abjuration)**
Sphere: Wards
Range: 30 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1
Area of Effect: 10-foot cube/level
Saving Throw: None

With this spell, the caster creates an invisible force field that repels nonmagical insects, rodents, spiders, snakes, worms, and similar vermin of less than 1 Hit Die. The spell has no effect on giant-sized versions of these creatures unless they are less than 1 Hit Die. The barrier affects summoned creatures, such as those called by a summon insects spell.

Any vermin within the area of effect when the spell is cast are not affected; however, when these creatures exit the area, they cannot return.

The spell affects a cubic area whose sides are 10 feet times the caster's level (for instance, a 2nd-level priest could affect a 20'x 20'x 20' cube.

The material components are the caster's holy symbol and a rodent's whisker.

**Call Upon Faith (Invocation)**
Sphere: Summoning
Range: 0
Components: V, S, M
Duration: 1 round
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

Before attempting a difficult task, the priest may cast *call upon faith* to aid his performance. If the priest has been true to his faith (as determined by the DM), the priest gains a +3 (or +15%) bonus to one die roll (his choice) needed to complete the task. The bonus may be used to affect a saving throw, attack roll, ability check, etc. For example, if

a priest were about to cross a narrow log high above a chasm, he could cast this spell and gain a +3 bonus to his Dexterity ability check.

The material component is the priest's holy symbol.

**Courage (Enchantment/Charm)**
Sphere: War
Range: 240 yards
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: One unit up to 200 individuals
Saving Throw: None

This spell imbues the target unit with a temporary burst of courage. To cast this spell, the priest must have an uninterrupted line of sight to the target unit.

A *courage* spell enables a unit to automatically pass its first morale check following the casting of this spell. When circumstances arise that would necessitate a morale check, no die roll is made and the unit is assumed to have passed the check. After this occurs, the spell ends and the unit must make all future morale checks normally.

If a unit under the influence of a *courage* spell is not forced to make any morale checks, the spell expires at the first sunset.

When several different events simultaneously trigger morale checks, the BATTLESYSTEM™ rules apply penalties to a single morale check. If this occurs to a unit under the influence of a *courage* spell, the player commanding the unit selects one such event and its modifier is ignored.

No more than one *courage* spell can affect a unit at one time. Once the spell has expired, a priest can cast the spell again on the same unit.

The material component is a cube of cast iron.

**Emotion Read (Divination)**
Sphere: Thought
Range: 5 yards/level
Components: V, S, M
Duration: Instantaneous
Casting Time: 3
Area of Effect: One creature
Saving Throw: Neg.

This spell allows the priest to perform an instantaneous reading of a single subject's emotional state. It can be used on any subject possessing Intelligence of 3 or better. This reading is neither deep nor specific and cannot pick out mixed emotions or intricate details. For example, it might tell the priest that the subject is fearful, but the spell cannot reveal what the subject is afraid of or why he is afraid.

*Emotion read* does not reveal individual thoughts or the subject's motivation. Thus, the spell might reveal that the subject is coldly unemotional at the moment, but not the fact that the subject is contemplating the cold-blooded murder of the priest.

Note that this reading is instantaneous. It reveals only the emotion that is strongest at the instant the spell is used. While this will usually be related to the subject's overall emotional state, it is always possible that the subject might be distracted for a moment or remember and respond to past events.

The subject is allowed a normal saving throw vs. spells to resist this spell. If the saving throw is successful, the priest receives no reading at all. If the subject's roll exceeds the necessary number by six or more, the priest perceives an emotion diametrically opposite to the subject's true emotion.

The material component is a square of unmarked white wax.

**Know Age (Divination)**
Sphere: Time
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: One object or creature
Saving Throw: None

This spell enables the caster to instantly know the age of any single person, creature, or object on which he concentrates. The age is accurate to the nearest year.

The material component is a calendar page.

**Know Direction (Divination)**
Sphere: Travelers
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: None

*Know direction* allows the caster to instantly know the direction of north. The spell is effective in any environment, whether underwater, underground, or in darkness (including magical darkness).

The material component is a small scrap of a parchment map that is at least 100 years old.

**Know Time (Divination)**
Sphere: Time
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: The caster
Saving Throw: None

*Know time* is particularly useful when the caster has been unconscious. This spell enables the caster to know the precise time of day to the nearest minute, including the current hour, day, month, and year.

**Log of Everburning (Enchantment)**
Sphere: Elemental Fire, Plant
Range: Touch
Components: V, S
Duration: 1 hour/level
Casting Time: 1
Area of Effect: Special
Saving Throw: None

This spell increases the amount of time that a wooden object will burn before being consumed. Wood that is enchanted in this manner burns brightly without being consumed for the duration of the spell. When the spell ends, the wooden object crumbles to ash.

This spell does not cause the wood to catch fire; it must be ignited normally. While it burns, the wood gives off twice the normal amount of heat; thus, a single log can make a cozy fire.

The affected wood radiates magic. The priest may enchant up to 1 cubic foot of wood per level of experience. The spell is effective on torches.

**Mistaken Missive (Alteration)**
Sphere: Chaos
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1
Area of Effect: One page/level
Saving Throw: None

This spell alters the appearance of words written in ink. When the spell is cast upon a written page, the ink imperceptibly begins to move. Over the next few days, the message becomes progressively more illegible. If the page is left undisturbed for six days, an entirely new message forms on the page. The new message is completely legible and is recognizable as the handwriting of the original author, but is contrary in content to the original message.

After the spell is cast, the message will appear different every day. The DM decides the message that the page will carry after the sixth day has passed. Following is a sample of the changes that could take place in a message.

*Day One:* The words of the letter appear faint, as if the author of the letter was running out of ink as he wrote.

*Day Two:* The words have moved slightly from their original positions, as if the person writing the letter were shaking or in a moving carriage when the letter was written.

*Days Three and Four:* The message is gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the words are meaningless. This may appear to be some sort of code, but it means nothing.

*Day Five:* The ink has formed real words. However, the sentence construction is still meaningless (e.g., Egg west worse green!).

*Day Six (and beyond):* The message is coherent, but the opposite intent of the original message has been created. If the original letter read, "Send troops quickly," the new letter reads, "All is fine. Keep your men in reserve."

If *mistaken missive* is cast on the pages of a spellbook or a scroll, the ink on the page reforms into a new spell of the same level as the original spell. Thus, a *darkness* spell might become a *maze* spell. However, the spell formula will be wrong. Although it will look like a proper spell, it will not function when cast.

A coded message that is subjected to *mistaken missive* will appear as a coded message on the sixth day but will hold a different meaning than the original message.

A *glass of preserved words* will allow the original message to be read correctly. *Dispel magic* will restore the message to its original form.

The material component is three drops of ink.

**Morale (Enchantment/Charm)**
Sphere: War
Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: One unit up to 200 individuals
Saving Throw: None

This spell can be used in two distinct ways. The first is appropriate for battlefield use. The priest can cast this spell on any unit within 240 yards in an uninterrupted line of sight. The casting time for this use is one turn and the material component is a gem of at least 100 gp value which is consumed during the casting.

At the conclusion of this use of the spell, the target unit's morale is modified by 1, either positively or negatively, as the caster desires. This modification remains in effect for 1d4+2 turns.

The second and more powerful use of the spell requires lengthy preparations. Casting must take place inside or within 100 yards of a place of worship dedicated to the casting priest's deity. Both the priest and the unit to be affected must be present. The casting time for this use is 5 turns. The material component is the priest's holy symbol.

At the conclusion of this use of the spell, the unit's morale is raised by 3 (maximum of 19). This morale increase lasts until the next sunset. Only priests of 10th level or higher can cast this version of the spell.

**Personal Reading (Divination)**
Sphere: Numbers
Range: 0
Components: V, S, M

Duration: Special
Casting Time: 2 turns
Area of Effect: One creature
Saving Throw: None

This spell allows the priest to mathematically analyze personal information about one human or demihuman character and learn valuable facts about that character. To cast this spell, the priest must know the subject's real name (the name the subject was given as a child) or the date and place of the character's birth. The priest analyzes this information and is able to build a rough picture of the character's life history and personal specifics.

The "historical" information discovered through this spell is generally vague. For example, the priest might learn that the subject was born in the woods and moved to the city only after hardship made his life untenable. Specific information is up to the DM. The DM might provide some or all of the following information.

- The subject's character class or career
  The subject's approximate level (stated in terms such as "novice," "highly skilled," "moderately competent," etc.)
- The subject's standing in the community ("highly respected," "mistrusted," "considered an enigma," etc.)
- The subject's success or failure in his profession
- The subject's prevailing character traits or mannerisms

If the priest casts the spell based on an alias or incorrect birth information, the reading will be inaccurate. The DM should develop a history and personality at odds with the truth. This might allow the priest to determine whether the name of the subject is correct--a reading giving information that conflicts with what the priest already knows should be a clue that the name is incorrect.

The subject need not be present during the casting. The priest can cast the spell without ever having met the subject.

The material component is a small book of numerological formulae and notes (different from the book used in *telethaumaturgy*). The book is not consumed in the casting.

A DM may rule that this spell can be cast on humanoids or monstrous creatures. The information available will be similar (considering that words like "profession" will mean something different when applied to an ogre). This spell will categorically fail on creatures that have no concept of a personal name.

**Ring of Hands (Abjuration) Reversible**
Sphere: Protection
Range: 0
Components: V, S
Duration: 2d10 rounds
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This is a cooperative magic spell. It requires a minimum of two priests and can accommodate a maximum of ten. Each priest must cast *ring of hands* on the same round. At the end of the casting, the priests involved join hands, thus completing the spell. If any priest breaks the circle, the spell immediately ceases. The priests may not move from their locations but are free to speak. They may not cast spells requiring a somatic or material component while the ring is formed.

The *ring of hands* forms a protective barrier around the priests and everything within their circle. For each priest, assume a five-foot circumference of the circle; thus, three priests would create a circle of 15-foot circumference. For easy calculation, assume that for each priest, the circle can accommodate four persons.

The barrier functions as a *protection from evil spell*. Attacks by evil creatures suffer a -1 penalty for every priest forming the circle. Saving throws made by the priests or anyone in the circle against attacks from such creatures receive a +1 bonus for every priest in the circle.

Attempts at mental control over protected creatures are blocked. Extraplanar and conjured creatures are unable to touch the priests and those within the circle, although melee attacks against such creatures by those within the ring break the barrier.

Because the priests casting the spell cannot move and must hold hands, they do not receive any Dexterity bonuses to Armor Class. Furthermore, opponents gain a +2 bonus on attack rolls against the priests, since there is little they can do to avoid a blow. Creatures within the ring are free to act as they wish. Melee attacks by those within the ring are limited to piercing weapons and suffer a -1 penalty to attack rolls since the priests intervene.

The reverse of this spell, *ring of woe*, functions as detailed above except the effect applies to good creatures as would a *protection from good* spell.

**Sacred Guardian (Enchantment/Charm)**
Sphere: Guardian
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1
Area of Effect: Creature touched
Saving Throw: None

By use of this spell, a priest becomes instantly aware when the recipient of the spell is in danger, regardless of the distance between the priest and the recipient. The recipient may be on a different plane of existence than the priest.

When this spell is cast by a priest of at least 3rd level, he receives a mental image of the endangered person's situation. At no time, however, does the priest know the person's location through the use of this spell.

The material component is a rose petal that has been kissed by the spell recipient.

**Speak With Astral Traveler (Alteration)**
Sphere: Astral
Range: Touch

Components: V, S
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

When a priest casts the 7th-level *astral spell*, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting *speak with astral traveler*, a priest can mentally communicate with the projected individual. Although communication is mental, it takes the same amount of time as a normal, verbal dialogue. The spell ends abruptly when its duration expires.

**Thought Capture (Divination)**
Sphere: Thought
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 3
Area of Effect: 10 yards
Saving Throw: None

One of the more bizarre contentions held by priests of the School of Thought is generally scoffed at by outsiders. The theory states that once a thought has occurred in someone's brain, it exists as a "freestanding mental object." This "thought object" usually remains inside the brain of the creature that created it, but sometimes it escapes (this supposedly explains why people forget things). When this happens, the thought object stays in the geographical area where it was lost. Any receptive brain (usually the brain of the creature that initially created the thought) can pick it up again simply by bumping into the invisible, free-floating thought. According to the theory, this is the reason that people can regain a lost thought by going back to the location where the thought was lost. This supposedly works because the free-floating thought is recaptured, not because the locale reminds them of the thought. Unfortunately for philosophers who disagree with this, *thought capture* seems to be extremely strong evidence for this theory.

This spell makes the priest's brain something of a magnet that attracts thought objects in close proximity. The priest can sense strong thoughts and emotions and can sometimes even see momentary visions of creatures who died or suffered some powerful emotion in the immediate vicinity. Thought objects are always attracted to the priest in the order of the strongest (those attached to powerful emotions or significant events) to the weakest. Thus, if several thought objects share the same vicinity, the priest will perceive information about the most interesting or significant event. The priest might pick up images of a battle from the point of view of a warrior who died there, or he might gain information about the victor of the battle.

The DM dictates the information provided to the priest, and thus can use this spell to provide players with important background information or can add texture to a campaign world. The information provided might be highly cryptic or symbolic, perhaps in the form of a rhyme or riddle.

The priest gains one thought object per casting of the spell. The spell may be cast a number of times in the same locale, with the priest gaining a different thought object with each casting. A locale contains a finite number of thoughts, however, and once the priest has gained all of them (per the DM), the spell will fail in that locale.

**Weighty Chest (Alteration)**
Sphere: Wards
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1
Area of Effect: 5-foot cube
Saving Throw: None

This spell enables the caster to enchant a chest, book, package, or any other nonliving object no larger than a 5'x5'x5' cube. When the enchanted object is touched by anyone other than the caster, the apparent weight of the object increases, becoming 2-5 (1d4+1) times the weight of the person or persons touching it. This condition makes the object extremely difficult to move for anyone but the caster. The caster can move the object normally throughout the duration of the spell.

The material component is a lead ball.

# Second-Level Spells

**Aura of Comfort (Evocation)**
Sphere: Travelers
Range: Touch
Components: V, S
Duration: 1 hour/level
Casting Time: 2
Area of Effect: Creature touched
Saving Throw: None

When this spell is cast, a faintly shimmering aura surrounds the recipient. The aura insulates the recipient from the effects of nonmagical heat and cold in a range of -20 F. to 140 F. Any time a traveler encounters temperatures in this range, he maintains a comfortable temperature of 70 F., regardless of prevailing weather conditions. Additionally, the spell acts as a shield against rain, snow, and hail, which are blocked by the aura.

If a recipient encounters a temperature above or below the stated range, the temperature within the aura is altered by an equal number of degrees. For example, a recipient who encounters a temperature of 150 will actually experience a temperature of 80°F.

All physical objects other than rain, snow, and hail can pass through the aura. The recipient can cast spells normally while the *aura of comfort* is in effect. The spell offers

no protection against magically generated weather, such as that caused by *weather summoning* and *ice storm*. It does not protect against fire, nor does it shield against fire- or cold-based attacks.

**Calm Chaos (Enchantment/Charm)**
Sphere: Law
Range: 20 yards
Components: V, S
Duration: Special
Casting Time: 1
Area of Effect: 1d6 creatures/level
Saving Throw: Special

This spell temporarily calms a chaotic situation involving a group of people. The situation may involve any range of emotions from violence (as in a barroom brawl) to joy and merrymaking (as in a festival or carnival).

Unlike the *emotion* spell, *calm chaos* does not cause a change in the emotions of affected creatures--anger, fear, or intense joy remain in each individual. The emotion is simply restrained rather than released. Thus, an angry character intent on attacking someone will still feel the desire to do so, but he will withhold his action as long as the spell remains in effect.

Creatures to be affected are allowed a saving throw vs. spell at a -4 penalty to avoid the effects. If more creatures are present than can be affected, creatures nearest the caster are affected first.

After casting the spell, the priest makes a Charisma check. If successful, all characters affected by the spell are compelled to stop what they are doing. They are filled with the sensation that something important is about to occur. At this time, the priest or a character of his choosing must gain the attention of the affected creatures by giving a speech, performing for the crowd, or casting spells with intriguing visual effects (such as *dancing lights*). The attention of the crowd is then held for as long as the distraction continues. A character could filibuster and maintain control over the affected characters for hours or days.

Two conditions will cause the group to resume its original actions. In the first, the method of entertaining the crowd ceases for one round--the speech ends or the spell expires. If this action is not replaced with another distraction within one round, the crowd is freed of the spell.

In the second condition, if an event occurs that is more immediate than the distraction, the crowd will divert its attention to that event. Thus, if the spell were used to stop a barroom brawl and the building caught fire or was attacked, the crowd's attention would be diverted and the individuals could act freely.

Creatures whose attention is held by the spell cannot be instructed to attack or perform any action. Such creatures will ignore suggestions of this nature. Depending on the nature of the request, the DM may deem that the suggestion causes a distraction that ends the spell.

**Create Holy Symbol (Conjuration)**

Sphere: Creation
Range: 0
Component: V
Duration: Permanent
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

When the words of this spell are uttered, a holy symbol appropriate to the priest's deity appears out of thin air. The item appears in the priest's hands. It may be used as a component for spells or for any other purpose for which the priest would normally use his holy symbol (such as turning undead). He may also opt to give it to a lower level priest of the same deity. The holy symbol is a permanent object.

**Dissension's Feast (Enchantment/Charm, Alteration)**
Sphere: Chaos
Range: Touch
Components: V, S
Duration: 5 turns+2 turns/level
Casting Time: 2 turns
Area of Effect: Special
Saving Throw: Neg.

This spell must be cast by a priest during the preparation of food for a meal. The spell is cast on any one quantity of food; thus, the priest could cast the spell on the batter of a wedding cake, or he could cast the spell on a quantity of onions as they are diced for both a salad and a stew. The spell affects 10 pounds of food per level of the caster. Anyone who eats the affected food (even a character who eats the salad but not the stew) is subject to the effects of the spell.

The effects of the spell begin five rounds after the food has been eaten. At that time, creatures who have eaten the affected food are allowed a saving throw; success indicates that a creature is not affected.

Affected creatures quickly become agitated. Petty events ranging from poor table manners to loud talking bother everyone. After five minutes, tempers flare, characters feel compelled to shout at and insult one another, and threats are hurled. Even normally calm characters will feel compelled to vent their frustrations violently.

Creatures maintain no alliances while under the effect of *dissension's feast*. A king and his wife who are normally madly in love will find themselves bickering with each other in a matter of minutes. Members of a diplomatic delegation might come to blows with each other within minutes of eating the food.

At the end of the spell duration, characters undergo the sensation of waking up. All are free to behave as they wish. Characters at the meal will still be angry, although they will have no idea why they became angry.

**Draw Upon Holy Might (Invocation)**
Sphere: Summoning

Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: The caster
Saving Throw: None

When this spell is cast, the priest's body shudders and glows with a shimmering aura as it becomes a vessel for the power of his god. As a result, the caster may choose to increase one ability score (only Strength, Dexterity, Constitution, and Charisma are eligible) by +1 per three levels of his experience (+1 at 3rd level, +2 at 6th, etc.).

Only one attribute may be increased. The effect lasts for the duration of the spell. Attributes may be increased above the normal restrictions due to race and class, to a maximum of +6. All benefits for exceptional attributes listed in the *Player's Handbook* apply; however, the divine abilities found in the *Legends & Lore* book cannot be gained by use of this spell.

For example, an 18th-level priest with Strength 15 could increase his Strength to 21 for 18 rounds, granting him a +4 attack bonus, a +9 damage adjustment, etc.

When the spell ends, the energy abruptly leaves the priest's body, leaving him physically and mentally drained. He is nearly comatose and can do nothing but rest for the next 4d6 turns. A successful Constitution check (at the priest's normal attribute score) reduces this time by 50%.

The material components are the priest's holy symbol and a vial of holy water that has been blessed by the high priest of the character's faith.

**Emotion Perception (Divination)**
Sphere: War
Range: 300 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One unit/five levels
Saving Throw: None

This spell allows the caster to sense the emotional state and the level of determination of one or more military units. The priest must have an uninterrupted line of sight to the entire target unit. When this spell is cast, the priest instantly learns the current morale rating and morale status of the target unit. The DM describes morale using the appropriate term; for example, steady, elite, etc.

The material component is the priest's holy symbol.

**Frisky Chest (Enchantment/Charm)**
Sphere: Wards
Range: Touch
Components: V, S, M
Duration: Permanent

Casting Time: 2
Area of Effect: 10-foot cube
Saving Throw: None

With this spell, the caster can enchant a chest, book, or any other nonliving object no larger than a 10'x10'x10' cube. When any creature other than the caster comes within three feet of the enchanted object, it instantly sprouts appendages and moves away from the creature as quickly as possible. The enchanted object continues to move until it is at least 10 feet away from the nearest creatures in the area.

After the enchanted object has moved a satisfactory distance from the nearest creature, the appendages disappear. When a creature again comes within three feet of the enchanted object, the enchanted object sprouts appendages and flees. This process continues until the enchantment is negated (through a *dispel magic* or similar spell) or the enchanted object is subdued or destroyed.

The enchanted object can sprout feet (MV 24), wings (Fl 24, maneuverability class B), or fins (Sw 24), whichever is most advantageous. Thus, a book on a shelf might sprout wings and fly away, while a table might gallop around a room. The enchanted object can freely and instantly trade appendages as necessary.

The enchanted object will move only through open spaces. It will not crash through windows, shatter a closed door, or dig through the earth. It cannot attack or take any actions other than movement. If surrounded or cornered, the enchanted object moves in random directions until it is restrained or destroyed.

The enchantment ends if the caster voluntarily negates it, if the enchanted object is destroyed (the object has the same vulnerabilities as it has in its normal state), or if the enchanted object is restrained for 2-5 (1d4+1) consecutive rounds. Restraint means that the object is prevented from fleeing; if a creature is able to grapple, lift, or sit on the object, it is considered restrained. A creature capable of lifting the object in its normal state is considered strong enough to restrain it (for instance, a person capable of lifting a 50-pound box is also capable of restraining such a box enchanted by *frisky chest*). The object may also be restrained by tossing a net or heavy blanket over it or by surrounding it with several characters.

The material components are a dried frog's leg, a feather, and a fish scale.

**Hesitation (Enchantment/Charm)**
Sphere: Time
Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 20-foot-radius circle
Saving Throw: Neg.

Creatures affected by this spell hesitate before executing their intended actions. This causes them to modify their initiative rolls by +4. The initiative modifier occurs in the round following the round in which *hesitation* is cast.

The spell affects 2-8 Hit Dice or levels of creatures, although only one creature of 4

or more Hit Dice can be affected regardless of the number rolled. All possible victims are allowed saving throws vs. spells; those failing their saving throws modify their initiative rolls by +4 for a number of rounds equal to the caster's level.

The material component is a fragment of a turtle's shell.

**Idea (Divination)**
Sphere: Thought
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 4
Area of Effect: The caster
Saving Throw: None

This spell stimulates the priest's mind to experience a flash of insight. In game terms, the DM reminds the priest's player of a fact or event that has been forgotten, overlooked, or discounted. Thus, the DM might remind the player about an important clue that the priest discovered but the player did not consider significant.

If there are no forgotten facts, the DM may, at his discretion, tell the player of new information relevant to the condition at hand.

The DM must be careful in adjudicating use of this spell. The reminder or information should always be relevant and useful but should not be unbalancing to the situation. The reminder can be cryptic, depending on the DM's campaign.

The material component is a gold coin. This spell can be cast only once in any six hour period.

**Lighten Load (Alteration)**
Sphere: Travelers
Range: 30 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 2
Area of Effect: 10-foot cube
Saving Throw: None

This spell reduces the weight of equipment, supplies, and other objects by 50%. Weapons, supplies, and even disabled characters can all be made more portable by use of a *lighten load* spell.

This spell affects one pile of objects whose volume is equivalent to a 10-foot cube; after the spell has been cast, the affected objects can be divided among several characters or mounts. The spell has no effect on magical items.

An object affected by *lighten load* can be used normally; the spell has no effect on an object's mass, texture, size, strength, or other physical features.

The material components are a feather and a slip of paper moistened by a soap bubble.

**Mind Read (Divination)**
Sphere: Thought
Range: 5 yards/level
Components: V, S
Duration: 1 round/level
Casting Time: 2
Area of Effect: Special
Saving Throw: None

This spell is a sensitive version of the wizard spell *ESP*. In addition to detecting the surface thoughts of any creatures in range, the priest is able to probe deeper into the mind of a single creature. *Mind read* will always reveal the kind of creature being probed, although this identity may be couched in the creature's own language or in a (possibly distorted) body image. The spell has a 20% chance of revealing the character class of an individual.

The details and the usefulness of the creature's thoughts will depend on the intelligence of the subject. While a priest could read the thoughts of an animal, he would probably receive only a confused jumble of emotions and instincts. Reading the mind of a highly intelligent wizard, however, would be much more illuminating; the priest might be amazed by the crystal clarity and deep insight of the wizard's mental processes.

If *mind read* is used as part of an interrogation, an intelligent and wary subject receives a saving throw at a -2 penalty. If successful, the creature resists the spell's effects and the priest learns no information. If the saving throw is failed, the priest may learn additional information according to the DM's ruling.

**Moment (Divination)**
Sphere: Numbers
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 50-foot radius
Saving Throw: None

Theoretically, every action has a particular moment at which it will have its greatest possible effect. Using the arcane mathematics of this spell, the priest can determine the "ideal moment" for any single action in each round that the spell is in effect. This action must be performed by a character other than the priest.

In practice, another character informs the priest of an action he wants to undertake in a round. The priest concentrates on the action, then informs the character when the "correct moment" has come. The character then gains a bonus of 20% (+4 on a d20) to the success of his action. The spell can affect only a single action in a given round. When used in combat, the priest can advise the best moment to initiate an action (affecting initiative) or what moment offers the greatest success in striking (affecting the chance to hit).

If the character seeks advice concerning initiative, he gains a -2 modifier to the

initiative roll, but only at the cost of -2 on his chance to hit. Characters who seek the best attack frequently delay their actions. These characters suffer a +1 on their initiative roll but gain a +4 on their chance to hit. The spell cannot affect the amount of damage caused, since the act (striking) has already succeeded at that point.

Characters are not obliged to wait for the moment specified by the priest. For example, a fighter might decide that striking first is more important than gaining +4 to hit. The character can act normally, based on his or her unmodified initiative. The character gains no bonus from the *moment* spell, and the priest can affect no other action in that round.

Noncombat actions can also benefit from the *moment* spell. For example, a thief planning to climb a wall may wait to start her climb until the priest informs her that the moment is right. If she waits, she gains a bonus of 20% to her Climb Walls roll (in this case, the bonus is subtracted from her roll).

While concentrating on this spell, the priest can take no other action. A break in the priest's concentration--taking damage in combat, for example--terminates the spell instantly.

The material component is a set of three silver dice, which the priest tosses in his hand while concentrating on the spell. The dice are not consumed in the casting.

**Music of the Spheres (Enchantment/Charm)**

Sphere: Numbers, Charm
Range: 50 yards
Components: V, S, M
Duration: 1 turn+1 round/level
Casting Time: 4
Area of Effect: 20-foot-diameter circle
Saving Throw: Neg.

With this spell, the priest creates tones and harmonies of such unearthly beauty and complexity that they entrance the listener, making it difficult for the listener to attack or otherwise harm the priest. The listener receives a normal saving throw against this effect. Failure means that the listener is entranced and is unable to attack the priest for the duration of the spell.

In addition, the music makes the subject gullible and more susceptible to charm magics such as *charm person, suggestion*, and *hypnotism*. While the music spell is in effect, the subject saves against charm spells with a -3 penalty.

This spell does not protect other characters in company with the priest; listeners who have fallen prey to the music are free to attack anyone else. The spell effect ends instantly if the priest takes any hostile action against a creature under the influence of the spell.

*Music of the spheres* can affect one creature per three levels of the priest (one subject at 3rd level, two at 6th level, etc.). Subjects must be within a 20-foot-diameter circle.

Potential victims must have Intelligence of at least 1 (necessary to understand the concept of music) and must be able to hear the music (i.e., they cannot be deaf and there can be nothing obstructing the victim's ears). This also means that the level of background noise must be low enough for the music to be audible. The DM should assume that the music is the same volume as an average human's normal speaking voice.

If the potential subject could not hear speech at the appropriate range under prevailing conditions, the spell cannot affect that subject. The spell would be virtually useless in the midst of a full-scale battle or during a hurricane.

The material component comprises a set of three small bows made from fine silver, each costing 100 gp. The lengths of the bows must be in the ratio of 1 to 4 to 9. The priest strokes these bows together in an intricate sequence while casting the spell. The bows are not consumed in the casting.

**Mystic Transfer (Invocation)**
Sphere: Charm
Range: 0
Components: V, S
Duration: 9 rounds
Casting Time: 1 round
Area of Effect: The caster
Saving Throw: None

This spell is one of the few cooperative spells that requires one priest to cast the transfer spell, but another priest to use its effect. On one round, a priest (or priests) casts the mystic transfer. The spell is then active for the remaining nine rounds of the turn.

*Mystic transfer* allows a priest to receive spells from another priest of the same ethos. Any priest of the same religion can cast a spell and transfer it to a second priest within that spell's maximum range. The spell does not take effect; instead, it is channelled through the *mystic transfer* into the receiving priest. This priest must immediately cast the spell or pass it to another priest cloaked in a *mystic transfer* within the spell's range. Any number of transfers can be made in the same round, provided each new recipient is within spell range of the previous recipient. If the spell is not transferred, the spell takes effect.

For example, a 3rd-level priest casts a *mystic transfer*. On the following round, a 10th-level priest "passes" a *flame strike* to the 3rd-level priest. The two priests could be 60 yards apart (the maximum range of the *flame strike*). The 3rd-level priest could then use the *flame strike* to attack any target within 60 yards, or could pass the spell on to another priest who has an active *mystic transfer*.

The spell passed by the *mystic transfer* has the range, area of effect, damage, and other effects equal to the level of the original caster. In the example above, the flame strike would function as if cast by a 10th-level priest.

The *mystic transfer* does not require concentration. However, on any round in which a priest is receiving and/or transferring a spell, the caster cannot take any other significant action.

A priest can receive spells only from priests who worship the same deity and who specifically target spells to him. Area effect spells may be passed. A priest can never use *mystic transfer* to pluck an opponent's spells out of the air.

**Nap (Alteration)**
Sphere: Time
Range: Touch
Components: V, S, M

Duration: Special
Casting Time: 2
Area of Effect: One creature/level
Saving Throw: None

Creatures affected by this spell are put to sleep for one hour. Upon awakening, the creature is as refreshed as if he had slept for eight hours. The affected person recovers lost hit points as if he rested for a full night. Wizards can memorize spells as if real time had passed.

Because the rest is so complete and rejuvenating, a character does not feel fatigued after waking. Attempts to use *nap* more than once in an 18-hour period are ineffective (the character simply is not sleepy). Only willing subjects can be affected by *nap*.

The material components are a scrap of pillow ticking, a feather, and a pebble that the caster has kept in his pocket for seven nights.

**Rally (Enchantment/Charm)**
Sphere: War
Range: 240 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: One unit of up to 300 individuals
Saving Throw: None

This spell allows the subject unit to make an immediate rally check. It allows the check during the Magic Phase, rather than forcing the unit to wait for the Rally Phase in the BATTLESYSTEM™ rules. If the priest casting the spell is of 12th level or higher, the subject unit receives a +1 bonus to its rally check die roll. The priest must have an uninterrupted line of sight to the unit.

The material component is a miniature duplicate of a pennant or standard that represents the cause for which the unit is fighting (such as a national flag or the blazon of the unit's liege lord). The pennant is consumed in the casting.

**Sanctify (Conjuration/Summoning) Reversible**
Sphere: All
Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 1 turn
Area of Effect: 10 yard 0 10 yard square/priest
Saving Throw: None

This cooperative spell allows the priests to create a beneficial atmosphere within a specified area. Companions of similar alignment to the casters will feel fortified and encouraged while in the sanctified area. The spell can be cast by a single priest or a group of priests.

After casting *sanctify*, the affected area is imbued with the deity's majesty. For followers of that deity, the area radiates a holy aura. These followers gain a +2 bonus to saving throws against all fear- and charm-based powers (a +2 to morale for BATTLESYSTEM™ rules units). Persons of the same alignment as the caster but of different faiths gain a +1 to saving throws (+1 in BATTLESYSTEM rules). The effect applies only as long as the characters remain in the sanctified area.

Creatures intent on harming the priest or his followers suffer a -1 on saving throws vs. fear and charm (-1 to morale for BATTLESYSTEM rules units) when on sanctified ground.

Undead creatures within the area are easier to turn; any priest standing on sanctified ground turns undead as if he were one level higher.

Although this spell can be cast by a single priest, it is most effective when cast by several priests at once. The duration of the spell is equal to one round per level of the caster. When several priests cast the spell, the level of the most powerful priest is used, with two rounds added for every contributing priest. Thus, one 8th-level and three 6th-level priests would give the spell a duration of 14 rounds (8+2+2+2).

*Sanctify* is often used in conjunction with focus to protect the grounds of a temple or encourage men defending a castle.

The material components are the priest's holy symbol and a handful of dirt from the grounds of an existing temple of the same faith.

The reverse of this spell, *defile*, functions in an identical manner with respect to saving throws for charm and fear. However, priests standing on defiled ground who attempt to turn undead do so at one level lower than their current level.

The material components for the reverse are the priest's holy symbol and a handful of earth from a grave.

**Zone of Truth (Enchantment/Charm)**
Sphere: Wards
Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 2
Area of Effect: 5-foot square/level
Saving Throw: Neg.

This spell prevents creatures within the area of effect (or those who enter it) from speaking any deliberate and knowing lies. Creatures are allowed a saving throw to avoid the effects; those who fail the save are affected fully. Affected characters are aware of this enchantment; therefore, they may avoid answering questions to which they would normally respond with a lie or they may be evasive as long as they remain within the boundaries of the truth. When a character leaves the area, he is free to speak as he chooses.

The spell affects a square whose sides are five feet long per level of the caster; thus, a 4th-level priest could affect a 20 foot by 20 foot square.

The material components are the priest's holy symbol and a phony emerald, ruby, or diamond.

# Third-Level Spells

**Accelerate Healing (Alteration)**
Sphere: Time
Range: Touch
Components: V, S
Duration: 1-4 days
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: None

This spell enables the affected creature to experience natural healing at twice the normal rate for 1-4 days. In other words, a person affected by *accelerate healing* regains 2 hit points per day of normal rest or 6 hit points per day spent resting in bed. The spell has no effect on *potions of healing* or other magical forms of healing.

**Adaptation (Enchantment/Charm, Alteration)**
Sphere: War
Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: One unit of up to 200 individuals
Saving Throw: None

This spell can be cast in two different ways. The first, appropriate for battlefield use, has a range of 180 yards, a casting time of one turn, and duration of 1d4+2 turns. During this period, the affected unit can fight in one specific type of terrain (specified by the caster) as if it were the favored terrain (per BATTLESYSTEM™ rules) for that unit. While this spell is in effect, the unit gains no benefit when fighting in their actual favored terrain; the magically-enforced favored terrain takes precedence. The priest can cancel the spell before the duration expires if desired.

The material component is a pinch of clay dust.

The second effect requires preparation in advance. The priest and unit must be within 100 yards of a place of worship dedicated to the casting priest's deity. The casting time is 5 turns.

At the conclusion of the casting, the unit gains the benefit described above, with two main differences. First, the unit does not lose the benefit of fighting in its own actual favored terrain (the unit effectively has two favored terrains). Second, the spell endures until the next sunset. Only priests of 12th level and higher can cast this variation.

The material component is the priest's holy symbol.

**Astral Window (Divination)**
Sphere: Astral

Range: 5 yards
Components: V, S
Duration: 2 rounds/level
Casting Time: 3
Area of Effect: 10'x10' area
Saving Throw: None

When this spell is cast, a "window" appears in the air before the priest, through which he (and any others present) can see into the Astral plane. The astral window ranges in size from one square foot up to a 10'x10' square, at the caster's choosing. The window is not mobile, and if the priest moves more than 5 yards away from it, it immediately vanishes and the spell ends.

By stating a subject's name, the priest may view a specific creature or object in the window. More than one subject may be viewed during the spell's duration. Each time a new subject is chosen, the window becomes streaked with grey as the Astral plane flies past. This continues for 1d4 rounds, until the window finally focuses upon the chosen subject. If the person is not in the Astral plane, the window instead chooses a random location.

The window operates from both sides; creatures in the Astral plane can see the priest as easily as he can see them. Verbal communication is not possible, however.

Normally, creatures cannot pass through the window. If an attempt is made, there is a base 5% chance of success. This is modified by +1% per level or Hit Dice of the individual. In order to pass through, the creature or object must be small enough to fit through the window; otherwise, only a portion of the subject may reach through (such as a monster's arm or searching tongue).

By casting the *astral window* spell, a character who subsequently casts the 7th-level *astral* spell may choose to arrive in the Astral plane at the place shown in the window.

**Caltrops (Evocation)**
Sphere: War
Range: 20 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell allows a priest to plant a section of ground with magically created caltrops. The spell can create two kinds of caltrops: infantry and cavalry. The first are of small size and are designed to harm foot soldiers. The latter are larger and cause serious damage to cavalry or units composed of size L or larger creatures. Cavalry caltrops are so large that size M or smaller creatures can easily step around them. This prevents damage to infantry units.

Each time a unit moves into a planted area, the unit suffers an attack of AD4 (for infantry caltrops) or AD6 (for cavalry caltrops). Units charging through a planted area suffer double damage. If a unit ends its movement in a caltrop-sown region, it suffers

another attack when it moves out of the area.

This spell can create a rectangular field of infantry caltrops up to 160 square yards in area (e.g., 4 yards x 40 yards, 2 yards x 80 yards, etc.), or a field of cavalry caltrops up to 90 square yards in area (e.g., 3 yards x 30 yards, 2 yards x 45 yards, etc.).

Ordinary caltrops make no distinction between friend or foe; all creatures entering a caltrop-sown area suffer the same consequences. The same is true of magical caltrops, with one exception: the casting priest can terminate the spell at any time, causing the caltrops to vanish and leaving the terrain clear.

Unlike normal caltrops, a region sown with magical caltrops cannot be "swept" clear; the magical caltrops remain in place until the spell terminates.

The material component is a golden caltrop.

**Choose Future (Divination)**
Sphere: Time
Range: Touch
Components: V, S, M
Duration: 1 round
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

In the round immediately following the casting of this spell, the affected creature is allowed two rolls for any normal attack roll, initiative roll, or saving throw. The affected creature can then choose the roll he prefers.
For example, a priest casts *choose future* on a warrior companion. In the next round, the warrior attacks an enemy with his sword. The warrior makes two attack rolls instead of one, then chooses which roll will determine the outcome of his attack.

The material components are two grains of sand and a rose petal.

**Create Campsite (Conjuration/Summoning) Reversible**
Sphere: Travelers
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 3
Area of Effect: 50-foot radius
Saving Throw: None

With this spell, the caster generates a squadron of tiny invisible servants who create a campsite for the caster and his companions. The caster indicates the desired area for the campsite (an area of 50-foot radius or less) and the number of persons the campsite is to accommodate (a number of persons equal to three times the level of the caster).

The servants clear the area of debris, set up tents and bedrolls, start a campfire, fetch water, and prepare a bland meal. The campsite is so skillfully prepared that it blends with the surrounding terrain, reducing the chance that the camp could be noticed by 50%. Campfires, loud noises, and other activities can negate this.

The entire process takes 4-16 (4d4) rounds to complete.

The servants make camp with the gear and equipment provided for them; otherwise, the servants will improvise with materials available in the immediate area (50 yards of the designated campsite). For instance, if the party has no tents or beds, the servants will construct crude but comfortable beds of weeds and grass and temporary shelters of leaves and branches. If no materials are available, such as in the desert or similarly barren terrain, the servants will do their best to make the party as comfortable as possible within the environmental limitations.

The servants cannot fight for the party, deliver messages, or take any other actions other than creating the campsite.

The material components are a piece of string, a bit of wood, and a drop of water.

The reverse, break camp, causes the invisible servants to strike a campsite (an area of 50-foot radius or less). The servants extinguish fires, dispose of debris, and pack gear for a number of people equal to three times the level of the caster. The entire process takes 4-16 (4d4) rounds to complete. When completed, all traces of the campsite are eliminated. The material components are the same as those for *create campsite*.

**Efficacious Monster Ward (Abjuration)**
Sphere: Wards
Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 3
Area of Effect: 10-foot cube/level
Saving Throw: Neg.

This spell prevents monsters of 2 or fewer Hit Dice from entering the area of effect. Such creatures are allowed a saving throw; success indicates that they avoid the spell's effects and are able to enter the area of effect.

The spell affects a cubic area whose sides equal the caster's level times 10 feet (for example, a 9th-level caster could affect an area equal to a 90' x 90'x 90' cube).

Monsters within the area of effect when the spell is cast are not affected; however, when they leave the area of effect, they cannot return. Monsters outside the area of effect can hurl rocks, spears, and other missile weapons at targets inside and can also cast spells into the warded area.

The material components are the priest's holy symbol and a pinch of salt.

**Emotion Control (Alteration, Enchantment/Charm)**
Sphere: Thought, Charm
Range: 10 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 5
Area of Effect: One creature/5 levels of the caster within a 20' cube
Saving Throw: Special

This spell can be cast in one of two ways: in a manner that affects the priest, or in a manner that affects a subject other than the priest.

The first method affects only the priest and allows him to shield his true emotions from magical examination. Thus, it can block wizard spells such as *ESP* or priest spells such as *emotion read*. While *emotion control* is in effect, anyone using one of these spells will sense the emotion designated by the priest rather than his true emotions. When the priest casts *emotion control*, he designates the false emotion he wishes to be revealed.

This use of *emotion control* also gives the priest a +2 bonus to saving throws against the following spells: *spook, taunt, irritation, know alignment, scare, emotion, fear,* and *phantasmal killer*. When any of these spells are cast on the priest, he is immediately aware of the attempt, although he does not learn the source of the spell.

If another character casts *emotion read, ESP*, or a similar spell on the priest, the priest must make a saving throw vs. spells with a +1 bonus for each 5 levels of the priest. If the priest successfully saves, the other spellcaster reads the false emotion; if the priest fails the saving throw, the spellcaster reads the priest's true emotion.

The second use of this spell allows the priest to create a single emotional reaction in the subject(s) (similar to the wizard spell *emotion*). Some typical emotions follow, but the DM may allow other similar effects.

*Courage:* The subject becomes berserk, gaining +1 to attack rolls and +3 to damage, and temporarily gaining 4 hit points (damage against the subject is deducted from these temporary points first). The subject need never check morale, and receives a +5 bonus to saving throws against the various forms of *fear*. Courage counters (and is countered by) *fea*r.

*Fear*: The subject flees from the priest for the duration of the spell, even if this takes him out of spell range. Fear counters (and is countered by) courage.

*Friendship:* The subject reacts positively to any encounter; in game terms, any result of a roll on the Encounter Reactions table (Table 59 in the DMG ) is moved one column to the left. Thus, a threatening PC becomes cautious, an indifferent PC becomes friendly, etc. Friendship counters (and is countered by) hate.

*Happiness:* The subject experiences feelings of warmth, well-being, and confidence, modifying all reaction rolls by +3. The subject is unlikely to attack unless provoked. Happiness counters (and is countered by) sadness.

*Hate:* The subject reacts negatively to any encounter; in game terms, any result of a roll on the Encounter Reactions table is moved one column to the right (i.e., a friendly PC becomes indifferent, a cautious PC becomes threatening, etc.). Hate counters (and is countered by) friendship.

*Hope:* The subject's morale is improved by +2. His saving throw rolls, attack, and damage rolls are all improved by +1 while this emotion is in effect. Hope counters (and is countered by) hopelessness.

*Hopelessness:* The subject's morale suffers a -10 penalty. In addition, in the round in which the emotion is initially established, all subjects must immediately make a morale check. Hopelessness counters (and is countered by) hope.

*Sadness:* The subject feels uncontrollably glum and is prone to fits of morose introspection. All attack rolls suffer a -1 penalty and initiative rolls suffer a +1 penalty. The subject's chance of being surprised is increased by -2. Sadness counters (and is countered by) happiness.

All subjects of the second version, even willing targets, must save vs. spell to resist the emotion. In addition to all other modifiers, the saving throw is modified by -1 for every three levels of the priest casting the spell.
The material component for both versions of the spell is a small bunch of fleece or uncarded wool that is consumed in the casting.

**Extradimensional Detection (Divination)**
Sphere: Numbers, Divination
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: One 10'-wide path, 60 feet long
Saving Throw: None

When *extradimensional detection* is cast, the priest detects the existence of any extradimensional spaces or pockets in a path 10 feet wide and 60 feet long in the direction he is facing. The priest may turn, scanning a 60 arc each round, or may move slowly while the spell is in effect to change the sweep of the detection.

Extradimensional spaces include those created by spells such as *rope trick* and those contained within such items as *bags of holding* and *portable holes*. The priest does not automatically know the size of the space or its source.

This spell detects interplanar gates and the "gate" opened by the spell *extradimensional folding*.

The spell can be blocked by a stone wall of one foot thickness or more, a one-inch thickness of solid metal, or one yard or more of solid wood.

**Helping Hand (Evocation)**
Sphere: Travelers
Range: Special
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

When a priest is trapped or otherwise endangered, this spell can summon help. The spell creates a hovering, ghostly image of a hand about one foot high. The caster can command it to locate a character or creature of the caster's choice based on a physical description. The caster can specify race, sex, and appearance, but not ambiguous factors such as level, alignment, or class.

After the hand receives its orders, it begins to search for the indicated creature, flying at a movement rate of 48. The hand can search within a 5-mile radius of the caster.

If the hand is unable to locate the indicated creature, it returns to the caster (provided he is still within the area of effect). The hand displays an outstretched palm, indicating that no such character or creature could be found. The hand then disappears.

If the hand locates the indicated subject, the hand beckons the subject to follow it. If the subject follows, the hand points in the direction of the caster, leading the subject in the most direct, feasible route. The hand hovers 10 feet in front of the subject, moving before him. Once the hand leads the subject to the caster, it disappears.

The subject is not compelled to follow the hand or help the caster. If the subject chooses not to follow the hand, the hand continues to beckon for the duration of the spell, then disappears. If the spell expires while the subject is en route to the caster, the hand disappears; the subject will have to rely on his own devices to locate the caster.

If there is more than one subject within a 5-mile radius that meets the caster's description, the hand locates the closest creature. If that creature refuses to follow the hand, the hand will not seek out a second subject.

The ghostly hand has no physical form. The hand can be seen only by the caster and potential targets. It cannot engage in combat or execute any other task aside from locating the subject and leading him back to the caster. The hand will not pass through solid objects, but can pass through small cracks and slits.

The material component is a black silk glove.

**Invisibility Purge (Abjuration)**
Sphere: Wards
Range: 30 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10-foot square/priest
Saving Throw: None

All invisible creatures who enter an area enchanted with *invisibility purge* instantly become visible. *Invisibility* -related spells do not take effect within the boundaries of the enchanted area, and magical devices such as *potions of invisibility* do not function. Creatures with the natural ability to become invisible are unable to use this ability within the area of effect. Invisible objects carried into the warded area also become visible.

Invisible creatures or persons within the area of effect when *invisibility purge* is cast remain invisible; however, if such creatures exit the area of effect and later re-enter, they instantly become visible. Such creatures also lose any natural ability to turn invisible as long as they remain within the area of effect.

A creature who consumes a *potion of invisibility* outside the warded area becomes invisible normally, but becomes visible when he enters the area of effect; if the duration of the *potion of invisibility* has not yet expired when he exits the area of effect, he becomes invisible again outside the area.

Creatures who are invisible in their natural state or have no visible form (such as invisible stalkers) are not affected by this spell.

The material components are the priest's holy symbol and a silver mirror no more than three inches in diameter.

The *invisibility purge* can be cast as a cooperative magic spell. The potency of this spell can be increased if several priests cast it at the same time. The duration of the spell is then equal to one turn per level of the most powerful priest, plus one turn for every

contributing priest. Each priest also increases the area of effect by one 10'x 10' square (these areas must be contiguous). Thus, a 9th-level priest and two 5th-level priests could create a 30'x 10' *invisibility purge* area having a duration of 11 turns.

**Know Customs (Divination)**
Sphere: Travelers
Range: Special
Components: V, S
Duration: Special
Casting Time: 3
Area of Effect: The caster
Saving Throw: Neg.

This spell allows a caster to gain general knowledge of the customs, laws, and social etiquette of a tribe or village. The caster must be within 30 yards of a member of the tribe or village for the spell to have effect. The selected villager must possess the knowledge sought by the caster; for instance, he cannot be an infant, nor can he be mentally unstable or dead (although he can be asleep or unconscious).

The selected villager is allowed a saving throw; if he succeeds, the spell fails.

If the saving throw fails, the caster gains a general knowledge of the villager's local laws and customs, including those that apply to relevant tribal or clan types (such as customs observed by all giants). Typical information revealed by *know customs* includes common courtesies (outsiders must avert their eyes when addressing local officials), local restrictions (no animals or unaccompanied elves within the city limits), important festivals, and common passwords that are known by the majority of citizens (such as a phrase necessary to pass the guards at the main gate). Additionally, the spell gives the caster a +1 reaction adjustment to encounters with members of the relevant tribe or village.

Knowing the local laws and customs does not guarantee that the caster will conduct himself properly. *Know customs* is to be used as a guide; the DM is free to adjust the quality of information provided by a villager.

**Line of Protection (Abjuration) Reversible**
Sphere: Protection
Range: 0
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: 30-yard line
Saving Throw: Neg.

This cooperative spell requires at least two priests to cast the spell simultaneously. During the casting, the priests determine whether the line will be stationary or portable.

If the spell is stationary, each priest must inscribe a magical sigil on parallel facing surfaces, such as facing walls of a gatehouse or two tree trunks. If the spell is portable, the priests must stand at each end of the line, thereby anchoring it.

After the spell is cast, a shimmering field of force appears between the two anchors (the sigils or priests). The field is 10 feet high and sparkles with energy. Objects on the opposite side of the translucent field, while recognizable, are hazy and indistinct.

The field causes 1d3 points of damage to all creatures passing through it; evil creatures and undead suffer 1d8 points of damage from the field. Creatures that roll a successful saving throw suffer no damage. Creatures that can fly over the field, burrow under it, or *teleport* to the other side are immune to damage.

If the spell is cast in its portable form, the priests can move at half their movement rates (limited to the rate of the slower priest). The priests can take no other action, since all their energy is spent in walking and maintaining the field.

Once created, the field cannot be increased or decreased in length and must remain straight. The priests could maneuver by pivoting, but could not walk toward each other or bend the field around a corner. If the line of sight between the two priests is blocked by any object of greater than 5' diameter, the spell immediately fails. Thus, creatures, low walls, young trees, pillars, and similar objects will not disrupt the spell.

As a cooperative spell, several priests can link together to create a longer field. Each priest (or sigil) forms the end of one field and the beginning of another, much like fenceposts. Each section of the spell must extend in a straight line, but the field can be bent at each junction. Four priests could form a long line, a square, or a Z pattern. The restrictions on moving the fields apply as outlined above. The DM may apply movement penalties depending on the complexity of the pattern.

The material components are the priests' croziers, staves, or religious standards, held aloft by each caster.

The reverse of this spell, *line of destruction*, causes 1d3 damage to all creatures passing through it. It causes 1d8 damage to paladins and creatures of good alignment who pass through it. Creatures that roll a successful saving throw suffer no damage.

**Memory Read (Divination)**
Sphere: Thought
Range: 5 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Neg.

This spell allows the priest to read the memory of a single subject. The priest experiences the memory with the same intensity as the subject. The time required to view a memory is one-fiftieth of the time that the actual event lasted. Thus, a priest can view the memory of an event that lasted for one hour in a little more than one round. The subject experiences the memory at the same time the caster reads it.

The subject must have an Intelligence score of 5 or more and must remain within range of the priest throughout the time it takes to read the desired memory. Priests can cast this spell on unconscious, sleeping, *held*, or *paralyzed* creatures.

The subject receives a saving throw when the priest casts the spell (this saving throw is allowed even if the subject is asleep or otherwise unaware of the attempt). In addition,

if the memory that the priest wants to view concerns something the subject wants to keep secret, or is something that the subject is trying to suppress, the subject receives a +5 bonus to the saving throw. If the memory the priest wishes to view is more than six months old, the subject receives a second saving throw, with bonuses depending on the age of the memory as follows:

| **Age of Memory** | **Bonus** |
|---|---|
| 6-12 months | 0 |
| 1 to 4 years | +1 |
| 5 years or more | +3 |

If the subject succeeds either of these saving throws, the spell fails.

This spell creates a mental drain on the priest, causing him to temporarily lose 1-3 points of Constitution. These can be regained only after eight hours of rest. The spell cannot be cast again until the priest's constitution is restored.

The material component is a small piece of linen cloth with threads of gold interspersed throughout its weave. This is consumed during the casting.

**Miscast Magic (Invocation/Evocation)**
Sphere: Chaos
Range: 40 yards+10 yards/level
Components: V, S
Duration: Special
Casting Time: 2
Area of Effect: One creature
Saving Throw: Neg.

*Miscast magic* can be cast only on a wizard. It causes the next spell cast by the affected wizard to be chosen randomly from his memorized spells of the same or lower level. Thus, if a wizard affected by *miscast magic* had four 1st-level spells memorized ( *armor*, *feather fall*, *jump*, and *sleep*) and he attempted to cast the sleep spell, the DM would determine the resulting spell randomly from the wizard's four memorized spells. The wizard has only a 25% chance of casting the *sleep* spell.

Only spells currently memorized are eligible to be exchanged with the desired spell. If a wizard had only one spell memorized, the *miscast magic* would have no effect and the wizard's spell would be cast normally.

The miscast spell operates normally. If a wizard tried to *levitate* a companion but a *web* spell resulted, the companion would be trapped by the webs and subject to all resulting effects. If the target of the spell were in range of the *levitate* spell but not in range of the *web*, the spell would be lost in a fizzle of energy and the *web* spell would be wiped from the caster's memory.

The wizard who casts the spell performs the proper verbal and somatic components of the spell he wishes to cast; he does not discover the altered results until the wrong spell takes effect. The wizard will also discover that the material component for the resulting spell has vanished (in addition to the material component for the desired spell).

Wizards who are targets of *miscast magic* are allowed a saving throw vs. spell to

avoid the effect.

**Moment Reading (Divination)**
Sphere: Numbers
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows the priest to determine the "tenor of the now"--in other words, to learn the "force" that is most dominant at the time. To cast the spell, the priest generates a series of random numbers and then studies the pattern contained in that string of numbers. This pattern contains information about current conditions.

In game terms, when this spell is cast, the DM communicates to the priest's player a single word or short phrase (no more than five words) describing the "tone" of the situation. Examples of suitable "tones" are "imminent danger" (the DM knows a dragon is approaching the area); "peace and tranquility" (the woods in which the PCS camp may look threatening, but the area is actually free of evil influence); or "betrayal" (one of the PCS' hirelings is actually a spy of their enemy). The DM can make this comment cryptic, but it should always be accurate and contain some useful information.

This spell has no specified area of effect. The result of *moment reading* will always concern the priest and anyone else in his immediate vicinity, but the definition of "vicinity" will vary depending on the circumstances. For example, the tenor of the moment might be "severe danger" if the priest is entering the territory of a dragon who attacks interlopers on sight.

The tenor of the moment is always personally applicable to the priest. For example, even if the priest is in a nation dangerously close to war with its neighbor, this condition will not appear in the tenor of the moment unless the priest is personally involved (if he's currently in the direct path of an invading army, for instance).

One casting of this spell tends to "taint" subsequent castings of the same spell unless they are separated by a minimum length of time. If a priest casts this spell twice within 12 hours, the second reading gives the same result as the first, regardless of the actual situation. If a second priest casts the spell within 12 hours of another priest's use of the spell, he receives an accurate reading.

The material component is a set of 36 small disks made of polished bone engraved with runes that represent numbers. These disks are not consumed in the casting.

**Random Causality (Alteration)**
Sphere: Chaos
Range: 10 yards
Components: V, S, M
Duration: Special
Casting Time: 3 rounds+1 round/level
Area of Effect: One weapon

Saving Throw: Neg.

This spell creates a rift in the nature of cause and effect. The spell is cast upon an opponent's weapon. When the weapon is used, it hits and causes damage normally, but the damage is not applied to the creature struck by the weapon. Instead, the person wielding the weapon or one of his companions suffers the damage. If the weapon misses its target on any round, no damage is caused in that round.

Using a die roll, the DM randomly determines the victim of the damage. The DM selects a die with a value nearest the number of eligible creatures (the wielder of the weapon and his companions). If the number of creatures does not equate to highest value of a die, the wielder of the enchanted weapon takes the extra chances to be hit. For example, if a goblin wields a sword affected by this spell, he and his six companions are eligible to receive the damage. The DM rolls 1d8. On a roll of 1-6, one of the goblin's companions suffers the damage; on a roll of 7 or 8, the goblin with the affected weapon suffers the damage.

The weapon is affected for 3 rounds+1 round/level of the spell caster. If the wielder of the weapon changes weapons while the spell is in effect, the discarded weapon remains enchanted.

The material component is a bronze die.

**Rigid Thinking (Enchantment/Charm)**
Sphere: Law
Range: 60 yards
Components: V, S
Duration: 1 round/level
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Neg.

*Rigid thinking* can be cast only upon a creature with Intelligence of 3 or greater. The creature is allowed a saving throw to avoid the effects.

The creature affected by *rigid thinking* is in capable of performing any action other than the activity he is involved in when the spell takes effect. The creature's mind simply cannot decide on another course of action--it becomes frozen into a single thought and cannot change even if new circumstances would suggest otherwise. Thus, a warrior fighting a kobold will ignore the arrival of a beholder, and a thief picking a lock will pay no heed to the arrival of three guards.

The affected creature does not mechanically repeat the action; he is not an automaton. He will not continue to fire his bow at a dragon if he runs out of arrows, but will choose another means of attacking the dragon to the exclusion of all other activities.

A spellcaster in the process of casting a spell when *rigid thinking* takes effect will not attempt to repeat the spell (unless the spell has been memorized more than once). The spellcaster will, however, devote his attention to the target of that spell until his goal is met (e.g., if the caster were attacking a creature, he would continue to direct attacks at that creature; if the caster were trying to open a door, he would continue to work on the door until it opens).

The spell expires when the creature accomplishes his goal (i.e., the kobold is killed or the lock is opened) or when the duration of the spell has ended.

**Slow Rot (Abjuration)**
Sphere: Plant
Range: Touch
Components: V, S, M
Duration: 1 week/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell increases the amount of time that fruits, vegetables, and grains remain wholesome and ripe. The spell will not take effect upon meat of any kind.

The caster can affect as much as 100 cubic feet of plant material per level. Thus, even a low level priest could effectively keep a farmer's grain from rotting while in storage or keep the fruit on the trees in his orchard ripe until they are harvested. This spell does not prevent pests (such as rats) from eating the food.

The material component is a pinch of sugar.

**Squeaking Floors (Evocation)**
Sphere: Wards
Range: 30 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 3
Area of Effect: 10-foot square/level
Saving Throw: None

A surface affected by *squeaking floors* squeaks loudly when any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) steps on it or touches it. The spell affects a square whose sides equal the caster's level times 10 feet (a 9th-level priest could affect a square whose sides are 90 feet long).

The squeaks can be heard in a 100-foot radius, regardless of interposing barriers such as walls and doors. The squeaks occur regardless of the surface, whether wood, stone, dirt, or any other solid material. Listeners automatically know the direction of the sounds.

Characters who successfully move silently reduce the radius of the noise to 50 feet. Those able to *fly* or otherwise avoid direct contact with the affected surface will not activate the *squeaking floor*.

The material component is a rusty iron hinge that squeaks when moved.

**Strength of One (Alteration)**
Sphere: Law
Range: 10 yards
Components: V, S
Duration: 2d6 rounds

Casting Time: 3
Area of Effect: One creature+1creature/2 levels
Saving Throw: None

By casting this spell on a group of lawful creatures, the priest imbues each creature with a Strength bonus equal to that of the strongest creature in the group. To be affected by the spell, all creatures must touch the hand of the priest at the time of casting. Only human, demihuman, and humanoid creatures of man-size or smaller may be affected. The characters can be a mixed group of Lawful Neutral, Lawful Good, or Lawful Evil alignments. The spell will not take effect if any creature of Neutral or Chaotic alignment is included in the group.

Prior to casting, one creature is designated the keystone. There may never be more than one keystone in a group, even if another creature has equal strength.

Upon completion of the spell, all affected characters gain a bonus to damage equal to the keystone's bonus to damage from Strength. Any magical bonuses belonging to the keystone are not added; only the keystone's natural strength is conferred on the group.

This bonus supersedes any bonus a character might normally receive. Thus, a warrior with 16 Strength (a +1 bonus to damage) who benefits from this spell with a keystone who has Strength 18/07 (a damage bonus of +3) gains a total bonus of +3 to damage (not +4 to damage). The keystone receives no bonus.

Affected creatures gain no improvements to THAC0, bend bars/lift gates, or other functions of Strength.

The spell ends if the keystone is killed before the duration expires. The bonus and duration are not affected if a member of the group is killed within the duration of the spell.

**Telepathy (Divination, Alteration)**
Sphere: Thought
Range: 30 yards
Components: V, S
Duration: 1 turn+2 rounds/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: Neg.

This spell establishes direct, two-way mental contact between the priest and a single subject. The subject must have Intelligence of at least 5 for the spell to take effect. While the spell is in effect, the two participants can communicate silently and rapidly, regardless of whether they share a common language.

*Telepathy* does not give either participant access to the other's thoughts, memories, or emotions. Participants can only "hear" the thoughts that the other participant actively "sends."

Mind-to-mind communication is approximately four times faster than verbal communication. The level of complexity that can be communicated is only that which can be expressed through language. Gestures, expressions, and body language cannot be conveyed.

A priest can establish separate "telepathic channels" to multiple individuals. Each linkage is established through a separate casting of the spell. There is no network between the channels. For example, Balfas the priest establishes *telepathy* with Alra the warrior and Zymor the thief by casting this spell twice. Balfas can communicate a single thought to both Alra and Zymor, but Alra and Zymor cannot communicate with each other. Balfas, however, can "target" a thought so that only one of the two participants receives it.

If the priest casts this spell on an unwilling subject (for example, if the priest wants to silently threaten or taunt the subject), the subject receives a saving throw vs. spell to resist the effect. Willing subjects need not make a saving throw.

Lead sheeting of more than ½ " thickness will totally block *telepathy*.

**Telethaumaturgy (Enchantment/Charm)**
Sphere: Numbers
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2 rounds
Area of Effect: One creature
Saving Throw: None

This spell requires the priest to perform a numerological analysis of a subject's correct name. The result is that the priest may cast another spell that affects the subject individual at a range much greater than normal. In other words, by gaining deep knowledge of the individual, the priest creates a "channel" to that individual that makes a subsequent spell easier to cast on that subject.

Only certain spells can benefit from *telethaumaturgy*:

*bless**
*command*
*charm person or mammal*
*detect charm*
*hold person*
*know alignment*
*remove curse**
*probability control*
*quest*
*confusion* (one creature only)
*exaction*

For spells marked with an asterisk (*), *telethaumaturgy* also increases the range of the reversed spell. Unless indicated, *telethaumaturgy* does not increase the range of the reversed spells.

The increase in range depends on the level of the priest casting *telethaumaturgy*:

| Level Range | Multiplier |
|---|---|
| 1-6 | x2 |

| | |
|---|---|
| 7-11 | x3 |
| 12-16 | x4 |
| 17+ | x5 |

Thus, a 12th-level priest who has cast *telethaumaturgy* on an individual could subsequently cast charm person on that individual at a range of 320 yards, rather than the normal range of 80 yards.

A spell to be enhanced by *telethaumaturgy* must be cast on the round immediately following the completion of *telethaumaturgy*. Spells that normally affect more than one individual (such as confusion ) will affect only the selected subject when cast following *telethaumaturgy*.

When *telethaumaturgy* is cast by a priest of 11th level or higher, it has an additional effect. If the target is within the normal range of the subsequent spell (e.g., 80 yards for *charm person*), the subject's saving throw suffers a penalty of -2.

Like the *personal reading* spell, *telethaumaturgy* functions only if the priest knows the correct name of his subject. If the priest casts the spell using an alias, he will not know that *telethaumaturgy* has not taken effect until the subsequent spell fails. The priest does not automatically know why the subsequent spell failed (the subject might simply have made a successful saving throw).

The material component is a small book of numerological formulae and notes. This book is different from the book used in *personal reading*. The book is not consumed in the casting.

**Thief's Lament (Alteration)**
Sphere: Wards
Range: 10 yards/level
Components: V, S, M
Duration: 1 hour/level
Casting Time: 3
Area of Effect: 5-foot cube/level
Saving Throw: Neg.

A thief entering an area enchanted with *thief's lament* suffers a great reduction in his thieving skills. The thief is allowed a saving throw to resist the effects of the spell; failure indicates that he suffers the full effects of the lament. All attempts to pick pockets, open locks, find/remove traps, move silently, detect noise, climb walls, and hide in shadows are reduced by 25% (although a skill cannot be reduced below 5%, presuming the character has at least a score of 5% in any skill).

The spell affects a cube whose sides equal the caster's level times five feet (a 10th-level caster could affect a cube whose sides equal 50 feet).

The material components are the priest's holy symbol and a silver key.

**Unearthly Choir (Invocation)**
Sphere: Combat
Range: 0
Component: V

Duration: Instantaneous
Casting Time: 5
Area of Effect: Special
Saving Throw: ½

This cooperative spell requires at least three priests casting the spell simultaneously. At the time of casting, the priests must be within 10 feet of each other. Upon completion of the spell, the priests sing a single, dissonant chord. The result of the spell depends on the number of voices in the choir.

**Trio.** In this form, the spell projects a cone of sonic force 120 feet long and 40 feet wide at the base. All creatures within the area of effect must save vs. spells or suffer 2d4 points of damage. Those who successfully save suffer only 1d4 points. Undead suffer a -2 penalty to their saving throws.

**Quartet**. With four voices, the spell has the same area of effect as described above. However, all those who fail their saving throw suffer 2d4 points of damage and are deafened for one round. Those who successfully save suffer half damage and are not deafened. Undead creatures are not allowed a saving throw.

**Quintet.** Five singers produce a chord of major power. All within the area of effect suffer 3d4 points of damage (saving throw for half damage). Undead are not allowed a saving throw. All creatures are deafened for one round. Furthermore, pottery, glassware, crystal, and similar breakable goods must save vs. fall or be shattered.

**Ensemble.** An ensemble of singers consists of six to ten priests. In this case, the area of effect increases to a cone 180 feet long and 60 feet wide at the base. All creatures within this area suffer 1d4 points of damage per priest and are deafened for 1d4 rounds. A successful saving throw vs. spell reduces the damage and duration of deafness by half. Undead creatures of 3 hit dice or less are immediately destroyed. All other undead suffer normal damage, but are not allowed a saving throw. Glass, pottery, crystal, bone, and all wooden items that are the strength of a door or less (chests, tables, chairs, etc.) must save vs. crushing blow or be shattered.

**Choir**. The most powerful group, a choir, requires eleven or more priests. In this case, the area of effect expands to a cone 300 feet long and 100 feet wide at the base. All within the area of effect suffer 1d6 points of damage per priest to a maximum of 20d6. A saving throw vs. spells reduces the damage to half. Those who fail to save are deafened for 1d10 rounds; those who succeed are deafened only 1d6 rounds. Undead creatures of 5 hit dice or less are immediately destroyed. Undead with more hit dice are not allowed a saving throw. Structures within the area of effect are damaged as if they suffered a direct hit from a catapult (one hit per four priests in the choir). Doors, chests, and other breakable items are instantly shattered.

### Zone of Sweet Air (Abjuration)

Sphere: Wards
Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: 10-foot cube/level

Saving Throw: None

*Zone of sweet air* creates an invisible barrier around the area of effect that repels all noxious elements from poisonous vapors, including those created magically (such as a *stinking cloud*). The spell offers no protection against poisonous vapors created by a dragon's breath weapon (such as the chlorine gas of a green dragon). Noxious gases already within the area of effect when the spell is cast are not affected. Fresh air passes into the area normally.

If a poisonous vapor is expelled within the area of effect (for example, a *stinking cloud* is cast), the spell takes effect normally but dissipates in half the time normally required.

The spell affects a cube whose sides equal the caster's level times 10 feet (for instance, a 10th-level caster could affect a cube whose sides are 100 feet long).

The material components are the priest's holy symbol, a silk handkerchief, and a strand of spider web.

# Fourth-Level Spells

**Addition (Alteration)**
Sphere: Numbers, Creation
Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

The philosophy of the Sphere of Numbers holds that the structure of reality--the "equation of the moment"--can be analyzed and modified by someone with sufficient knowledge and power. The *addition* spell allows a priest to add a new mathematical term to the equation of the moment. This effectively allows a new object or even a living creature to be brought into existence temporarily.

The effect of this spell varies depending on the level of the caster. At 10th level or lower, *addition* can create a single, inanimate object weighing up to 10 pounds. The spell gives the priest only rudimentary control over the creation process, so the object cannot be complex. The object must be described in a single word or short phrase (e.g., "a water pitcher" or "a block of stone"). The caster has no control over elements such as shape or color; thus, the water pitcher might be short, squat, and blue, or tall, slender, and red.

Objects created with this spell cannot be of any greater mechanical complexity or technological level than a crossbow. If the priest tries to create an object that breaks this prohibition, the spell fails and nothing is created. Thus, if the priest tried to create "a pistol," assuming he had heard the word somewhere, the spell would fail.

Objects cannot contain any information in an abstract form such as writing or diagrams. If the priest tries to create an object that breaks this prohibition, there are two possible results: the spell may fail, or the object may be created without the information.

Thus, if the priest were to attempt to create "a spellbook," the result would be either a book similar to a spellbook with blank pages, or nothing at all.

The object appears at whatever location the caster wills, as long as it is within spell range. The object cannot appear in the same space occupied by another object or creature, or within a hollow object (for example, the priest cannot create an object blocking the trachea of an enemy).

The object created by *addition* remains in existence for 1 turn per level of the caster. During this time, it obeys all the laws of physics as if it were a "real" object. The object cannot be disbelieved and spells such as *true seeing* cannot distinguish it from a naturally-occurring object.

Priests of 11th to 15th level can create a single inanimate object of up to 20 pounds in mass or two identical objects, each of up to five pounds in mass. The object(s) so created remains in existence for two hours (12 turns) per level of the caster.

Priests of 16th to 19th level can create a single inanimate object of up to 50 pounds in mass or up to 10 identical objects, each of up to five pounds in mass. The object(s) is permanent unless destroyed. Since these objects are not magical constructs, but real additions to the "equation of the moment," *dispel magic* has no effect on them. Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 20 pounds in weight. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 5 rounds per level of the caster.

Priests of 20th level and above can create a single inanimate object of up to 100 pounds in mass or up to 10 identical objects, each of up to 10 pounds in mass. The object(s) are permanent. Alternatively, the caster can create a single normal (nonmonstrous) living creature of up to 100 pounds in weight and up to 2 hit dice. The creature, once created, behaves as a normal member of its species; the caster has no control over its actions. This creature remains in existence for 2 turns per level of the caster.

The material component is a small table of numerological formulae inscribed on an ivory plaque, plus a length of silken cord. During the casting, the priest ties the cord into a complex knot. As the magical energy is discharged, the cord vanishes in a flash of light. The plaque is not consumed in the casting.

**Age Plant (Alteration)**
Sphere: Time
Range: 30 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One plant, seed, or tree/level
Saving Throw: None

This spell enables the caster to affect the aging of any plant, seed, or tree. The process can operate either forward or backward, causing flowers to blossom, seeds to sprout and grow, and trees to bear fruit; or fruit to turn to blossoms, trees to become saplings, and new shoots to turn to seeds.

The change in age, either forward or backward, is chosen by the priest at the time of casting. The changes associated with normal or reversed growth occur instantaneously. Plants can be altered in age up to 10 years per level of the caster. The caster can stop the aging at any point within the limits imposed by his level; he could cause a tree to grow from a sapling until it withers and dies from old age or he could stop the tree's growth at a stage at which it would shelter his home.

The spell does not alter the appearance or characteristics of a plant except those that result from normal aging (or regression). *Age plant* has no effect on magically-generated plants or plant-type monsters.

The material components are the priest's holy symbol and the petal from an apple blossom.

**Blessed Warmth (Alteration)**
Sphere: Sun
Range: Touch
Components: V, S
Duration: 1 round/level
Casting Time: 4
Area of Effect: Special
Saving Throw: None

When this spell is cast, a narrow shaft of light shines down upon the priest, making him immune to the effects of natural cold (such as a blizzard) and granting him a +3 bonus to saving throws vs. magical cold (such as a white dragon's breath weapon).

For each level of the priest above 7th, an additional beam of light may be created to protect another creature, who must be standing within 3' of the priest. Thus, a 10th-level priest could protect four other creatures in a 3' radius.

**Body Clock (Alteration)**
Sphere: Time
Range: Touch
Components: V, S, M
Duration: 1 hour/level
Casting Time: 4
Area of Effect: One creature
Saving Throw: None

*Body clock* affects a subject in the following ways.

• The subject's need for sleep is reduced. For every hour that a subject sleeps, he is as refreshed as if he slept 10 hours. For every two hours that a subject sleeps during the spell (20 hours of rest), he regains hit points as if he spent a day of complete rest. However, wizards are not able to memorize spells; "real" time must pass for this to occur.

• The subject's need to breathe is reduced. He breathes only 10% as often as normal for the duration of the spell, enabling him to hold his breath 10 times longer than normal and use less air in enclosed situations.

• The subject can set an internal "alarm clock" to alert him when a specific amount of

time has passed. The subject then hears a brief ringing in his ears, audible only to him. The ringing is loud enough to wake the subject. He can set as many internal alarm clocks as he wishes, as long as they all occur within the duration of the spell.

The spell has no effect on movement, spellcasting, or any other normal activities.

The material components are a kernel of corn, a drop of water, and a stoppered glass bottle.

**Chaotic Combat (Invocation/Evocation)**
Sphere: Chaos
Range: 30 yards
Components: V, S
Duration: 1 round/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: None

When *chaotic combat* is cast on a fighter, he is inspired beyond his years of training and is suddenly struck with numerous insights for variations on the standard moves of attack and defense. The spell affects only warriors.

Unfortunately, these insights are helpful in only two-thirds of the warrior's attacks. In the remaining attacks, the spell actually impairs the warrior's standard performance. At the beginning of each round, after the player has declared his character's actions, 1d6 is rolled for the affected warrior. On a roll of 1, 2, 3, or 4, the warrior gains bonuses of +2 to attack rolls and +2 to armor class. On a roll of 5 or 6, the warrior suffers a -2 penalty to attack rolls and a -2 penalty to armor class. This must be determined at the beginning of the round so that both the warrior and his opponents can apply the necessary changes.

The insight imparted by this spell is lost after the spell expires. The insight is generated by chaos, which is nearly impossible to contain. After the spell expires, the warrior remembers the battle but not the specifics of his actions. He is unable to duplicate the maneuvers.

**Chaotic Sleep (Alteration)**
Sphere: Chaos
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Neg.

After casting this spell, the priest must successfully touch his victim. The victim is then allowed a saving throw to avoid the spell's effect. If the saving throw is failed, the spell takes effect at the next sunrise or sunset (whichever comes first).

From the time the spell takes effect until the spell is negated, the sleeping pattern of the victim is randomly disrupted. At sunset and sunrise of every day, a check is made to determine the effects of *chaotic sleep*. In the 12-hour period that follows the check, there

is an equal chance that the character will be unable to sleep or unable to remain awake (roll 1d6; on a roll of 1-3, the character is awake, on a roll of 4-6, he sleeps). This condition lasts until the next sunrise (or sunset) when the check is made again.

For example, a fighter fails to save against *chaotic sleep*. For the next few hours, the spell has no effect. At sundown, the first check is made, resulting in a 2. The fighter does not notice anything until he tries to sleep that night, at which time he is wide awake, fidgeting and restless. At sunrise, another die roll is made, resulting in a 6. The fighter is suddenly exhausted and sleeps until sunset.

Characters who sleep as a result of this spell can be roused only by physical stimuli--a slap or a wound, for example. Once awake, the character remains conscious only as long as there are active stimuli around him, such as a fight. Walking through caves or riding a horse will not keep the character awake. Unlike a *sleep* spell, characters affected by *chaotic sleep* doze off as soon as they are left relatively undisturbed. Keeping an affected character awake is difficult at best.

Lack of sleep will eventually take a physical toll on any character under the influence of the spell. For every 12-hour period that a character remains awake beyond the first, he suffers a -1 penalty to THAC0. Such characters do not regain hit points as a result of normal healing. Spellcasters cannot memorize spells until they have had sufficient sleep.

*Chaotic sleep* can be removed with a remove curse.

The material components are a pinch of sand and three coffee beans.

**Circle of Privacy (Alteration)**
Sphere: Travelers
Range: Special
Components: V, S, M
Duration: 1 hour/level
Casting Time: 4
Area of Effect: 50-foot-diameter circle
Saving Throw: None

This spell helps to discourage predators and trespassers from disturbing a campsite. The caster sprinkles salt in a circle enclosing an area up to 50 feet in diameter. For the duration of the spell, all sounds and scents generated within the circle are muted, making the area less noticeable to those outside the circle. Therefore, the group's chance of encounter is reduced by 50% for the duration of the spell. The spell provides no protection against infravision or other forms of magical detection.

The material components are a hair from a skunk, a whisker from a mouse, and enough salt to make a 50-foot-diameter circle.

**Compulsive Order (Enchantment/Charm)**
Sphere: Law
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 5
Area of Effect: One creature

Saving Throw: Neg.

The victim of *compulsive order* is compelled to place everything he encounters into perfect order. If he discovers treasure, he divides it into tidy piles or containers of silver, gold, and copper. He is reluctant to enter a dungeon because it is a messy place, but once inside, he is obsessed with cleaning it. A character under the power of this spell will sweep dirt from dungeon corridors into neat piles, arrange the corpses of a defeated orc band according to size, dash forward to remove a bit of lint on clothing, and insist that the party organize themselves alphabetically, then by size, and then by age. While the spell does not affect a character's abilities, the overwhelming desire for order impairs the character's usefulness in most adventures.

When a character afflicted by this spell attempts to undertake a new event (begin a battle, haggle with the merchant, etc.), the player must rationalize the action on the basis of his compulsion for order. Thus, the character cannot simply attack a goblin; he must announce a condition such as attacking the tallest goblin and fighting his way down according to size. Once stated, the character must follow through with this plan.

If the player cannot conceive a rationale for his character's behavior, the character is forced to delay his actions for 1d6 rounds, with the time spent in preparation for the subsequent action. The character spends time arranging spell components artistically, deciding how to hold his sword, cleaning his weapon, etc.

Anyone affected by *compulsive order* may become violent if he is prevented from being neat. He will do what he must to make the world around him more orderly. If he is allowed to organize his surroundings, he will quickly calm down again. The victim will constantly petition the people around him to be neat and organized.

The victim is allowed a saving throw to avoid the effects of the spell. *Compulsive order* can be removed with a *dispel magic* spell.

The material component is a perfect cube made of metal.

**Defensive Harmony (Enchantment/Charm)**
Sphere: Law
Range: 5 yards
Components: V, S
Duration: 1 round+2d4 rounds
Casting Time: 1
Area of Effect: One creature/two levels
Saving Throw: None

This spell must be cast on at least two creatures. The priest may affect one creature per two levels of his experience, and all creatures to be affected must be within three feet of each other at the time of casting. After the spell is completed, affected characters may move about freely.

*Defensive harmony* grants affected creatures a defensive bonus by bestowing an enhanced coordination of their attacks and defenses. The affected creatures must be involved in a single battle so that their efforts harmonize to the benefit of all involved. For example, the affected creatures can attack one dragon or a group of orcs in a single area. They can also attack additional enemy forces that arrive in the same combat. If the

enemy forces divide and flee, the affected creatures can follow, continue to attack, and benefit from the spell. If the affected group is split into two smaller groups when attacked, however, it gains no benefit from *defensive harmony*.

While the spell is in effect, each affected creature gains a +1 bonus to armor class for every other creature benefitting from the spell, to a maximum bonus of +5 (although more than five characters may be affected by the spell). Thus, if four creatures are affected by *defensive harmony*, each creature gains a +3 bonus to armor class.

This bonus represents a mystical coordination of effort on the part of all affected creatures. A fighter will naturally wage his attack to distract the troll attacking the thief. The ranger will instinctively block the swing of an orc, thereby protecting the wizard. Creatures affected by the spell are not consciously aware of these efforts, and they are unable to create specific strategies and tactics.

**Dimensional Folding (Alteration)**
Sphere: Numbers
Range: 5 feet
Components: V, S, M
Duration: 1 round
Casting Time: 1 round
Area of Effect: 10-foot circle
Saving Throw: None

This spell allows the caster to selectively warp the fabric of space, folding it into higher dimensions.

This effect can be best explained through an example. If an ant crawling along the west edge of a map decided to travel to the east edge of the map, it would have to crawl the full width of the map. But if the map were folded in two so that the east and west edges were touching, the ant would travel almost no distance at all. The ant's world (the map) would have been folded through the third dimension. The *dimensional folding* spell does something similar with the three-dimensional world: it folds it through a higher dimension (the fourth), allowing instantaneous travel between two locales on the same plane of existence.

Although this effect may seem similar to the wizard spell *teleport*, in practice, it is much different. The *dimensional folding* spell opens a gate that allows instantaneous, bidirectional access to a distant locale on the same plane. This gate is circular, of any size up to 10' in diameter, and remains in existence for up to 1 full round. The caster and any other creatures can pass through the gate in either direction while it remains open. Missile weapons and magic spells can also pass through the gate.

The gate appears as a shimmering ring, glowing with a faint light equivalent to starshine. Vision through the gate is clear and unobstructed in both directions, allowing the priest to "look before he leaps." However, anyone on the other side of the gate is able to see the priest and his point of origin.

The "near side" of the gate always appears within 5 feet of the priest. The location of the "far side" of the gate always opens within 5 feet of the place the priest desires. Thus, there is no chance of arriving at the wrong destination, as with the wizard spell teleport.

There is a risk involved in using *dimensional folding*, however. Many philosophers

believe that what we know as time is simply another dimension, and the behavior of this spell seems to support this thesis. Unless the priest is extremely familiar with the destination, there is a significant chance that any creature passing through a *dimensional folding* gate will suffer instantaneous aging. Theorists believe that this is the same kind of "slippage" that can cause a *teleporting* wizard to land high or low, except that in this case, the slippage is in the time dimension.

The chance of this instantaneous aging occurring depends on how familiar the priest is with the destination. The table that follows outlines the conditions and effects of aging.

| **Destination is:** | **Chance of aging** | **Amount of aging** |
|---|---|---|
| Very familiar* | 2% | 1 year |
| Studied carefully | 5% | 1d2 years |
| Seen casually | 10% | 1d3 years |
| Viewed once | 15% | 1d6 years |
| Never seen | 25% | 1d10 years |

* Use this row if the desired location is within view of the priest.

If the die roll indicates that aging occurs, every creature that passes through the gate in either direction suffers the aging effect. Multiple creatures passing through the gate in the same direction all age by the same amount determined by a single die roll. Although the chance of aging is low and the potential amount of aging is minimal for familiar destinations, the effects can add up and become significant over time.

Although the word "destination" is used to refer to the "far end" of the gate, the priest need not be the one doing the traveling. For example, a priest may open the gate near a distant ally so he may travel instantaneously to join the priest.

The material component is a sheet of platinum "tissue" worth at least 15 gp, which the priest folds intricately during the casting. The tissue is consumed when the gate closes.

**Fire Purge (Abjuration)**
Sphere: Wards
Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10-yard square/priest
Saving Throw: None

An area enchanted with *fire purge* is protected against all types of normal and magical fires. Normal fires (including camp fires, torches, and oil fires) cannot burn in the area of effect. Magical fires (including fiery dragon breath, other creature-generated fires, and spell-related fires such as *burning hands* and *fireball*) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +4 bonus to saving throws made vs. fire attacks, regardless of whether the attacks originate inside or outside the warded area.

*Fire purge* has no effect on fires that are within the area of effect when the spell is

cast, (i.e., it does not extinguish existing fires).

The material components are the priest's holy symbol and a scorched sliver of wood.

*Fire purge* can be cast as cooperative magic. If a number of priests cast this spell simultaneously, its effectiveness is significantly increased. The duration of the spell is then equal to 1 turn per level of the most powerful priest plus 1 turn for every other contributing priest. The area of effect is a square whose sides equal the number of priests times 10 yards (thus, six priests could create a 60-yard by 60-yard square of protection).

**Focus (Invocation)**
Sphere: All
Range: 10 feet
Components: V, S, M
Duration: Special
Casting Time: 1 day
Area of Effect: Special
Saving Throw: None

This spell creates the necessary conditions for devotional energy to be used. For faith magic to work, the priest must create a focus to harness the necessary devotional energy. This spell creates that focus. *A focus cannot function without a source of devotional energy*.

The focus gathers devotional energy and reshapes it in order to amplify other spells cast by the priest (or priests). The same energy keeps the focus in existence. If the spell is cast and there is no immediate source of devotional energy within 100 feet, the *focus* immediately fails.

Once created, most foci cannot be moved. This condition and the need for a constant supply of devotional energy tends to limit the use of foci to temples, churches, monasteries, shrines, and seminaries--permanent structures where followers of the religion gather on a regular basis. Sometimes a focus is created for a special gathering such as a holy day, conclave, grand wedding, or yearly festival.

Not all foci are identical. The particular form of the focus depends on the power and nature of the spell being amplified. All foci can be seen by *detect magic*. There are three basic types of foci: site, item, and living.

**Site foci** are connected to a place, whether a room, building, field, or forest. Once cast, the foci cannot be moved. It causes no disturbance in the surroundings; it is invisible and intangible.

**Item foci** are centered on a single object. Customarily, this object is large and immovable, such as an altar, but it is possible for the focus to be as small as is practical. The item can be as elaborate or plain as desired, but should have some significance to the religion.

**Living foci** are the rarest of all types. In this case, the focus is created on a living plant, animal, or person. *Detect charm* reveals the person is somehow enchanted, although not under the influence of a typical charm spell.

The type of focus created (site, item, or living) depends on the religion and nature of the spell amplified. These choices are listed in Table 3: Focused Spell Effects.

Casting the *focus* spell is a long and complicated process, accompanied by many

ceremonies and rituals. During the day spent casting the spell, the priest will need the assistance of at least two other priests of the same faith. These aides need not memorize the spell (or even be capable of casting it). Their duty is to provide the extra hands and voices needed at specific points of the casting. A large number of worshipers must also be present since the focus requires their energy. Not surprisingly, the casting of this spell is often incorporated into important holy festivals or special occasions.

The duration of the focus is one year. If the devotional energy falls below a minimum level, the spell ends sooner. A focus requires the devotional energy of at least 100 devout worshipers. Lay monks (those dedicated to the religion but not priests) count as two worshipers, while priests (of any level) count as ten. A focus could be maintained by a congregation of 100, a monastery of fifty, or a seminary of as few as 10 priests (or any combination of the above). The focus must receive this energy for at least 10 hours out of every day. If these conditions are not met, the focus weakens. The area of effect of the amplified spell decreases by 20% each day until it fades away completely.

Once the focus is created, the priest or priests have 1 turn in which to cast the desired spell upon the focus. A focus can amplify only one spell, and each item, creature, or place can receive only one focus. Spells that can be cast upon a focus are listed on Table 3.

### Table 3: FOCUSED SPELL EFFECTS

| Spell | Possible Focus Type |
|---|---|
| *Anti-animal shell* | S/I/L |
| *Anti-plant shell* | S/I/L |
| *Bless* | S/I |
| *Control temperature, 10' radius* | S* |
| *Control winds* | S/I* |
| *Cure disease* | I/L |
| *Cure blindness or deafness* | I/L |
| *Detect poison* | S/I |
| *Detect lie* | I |
| *Detect magic* | I |
| *Dispel evil* | S/I |
| *Endure cold/endure heat* | S* |
| *Know alignment* | I/L |
| *Negative plane protection* | S/I |
| *Protection from evil* | S/I |
| *Protection from lightning* | S |
| *Protections from fire* | S |
| *Purify food and drink* | I |
| *Remove fear* | S/I/L |
| *Remove curse* | I |
| *Repel insects* | S/I |
| *Resist fire/resist cold* | S |
| *Speak with animals* | S/I/L |
| *Tongues* | S/I |
| *True seeing* | S |

** The caster must state a desired range (temperature, wind strength, etc.) within the spell's normal limitations at the time it is cast.*

Once the spell is cast, the normal duration and area of effect for that spell are ignored. The focus begins to increase these factors of the spell's power. After one day, the amplified spell reaches its full area of effect. Thereafter, it remains over that area until the focus fails.

The area affected by the focus (and its amplified spell) depends on the level of the caster. The spell expands in a radius from the focus, 20 feet per level of the caster, although it can deliberately be created smaller. Within that area of effect, the amplified spell exerts its normal effect. A 13th-level priest could create a focus up to 260 feet in diameter.

The material components are many, including special vestments, incense, oils, waters, and other equipment the DM deems appropriate. The cost of these materials is never less than 1,000 gp plus 100 gp per level of spell being amplified. These items are given up as offerings to the deity (perhaps to be distributed to the poor), and new ones must be obtained each time the spell is cast.

**Fortify (Necromancy)**
Sphere: Healing
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 6
Area of Effect: Creature touched
Saving Throw: None

This is a simple cooperative magic spell. Only one priest can cast the spell, but like *mystic transfer*, another priest is required for the spell to have any effect. Through this spell, the priest improves the quality of another priest's healing spells.

For the *fortify* spell to work, it must be cast simultaneously with a *cure light wounds*, *cure serious wounds*, or *cure critical wounds*. The priest casting *fortify* must lay his hand on the priest attempting the cure. When both spells are cast, additional energy flows through the second priest and into the creature being healed. *Fortify* automatically causes the cure spell to function at maximum effect. Thus, a *cure serious wounds* would automatically heal 17 points of damage and a *cure critical wounds* would heal 27 points of damage.

The material component is the priest's holy symbol.

**Genius (Divination)**
Sphere: Thought
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5

Area of Effect: Caster
Saving Throw: None

This spell is similar to *idea*, except that the priest's player can ask the DM one question about any event occurring at the moment. The question must be somehow related to evaluation of the current situation, such as "What are these monsters?" Speculation about the future, such as "What's on the other side of the door?" is not permitted.

As with *idea*, the DM must be careful in adjudicating this spell. The answer to the question should always be relevant and correct, although not necessarily complete, and should not be unbalancing to the situation. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation. In general, the answer will be a single word or a short phrase of no more than five words.

The material component is a gem of at least 50 gp value. This spell can be cast only once in any 12-hour period. Subsequent attempts to cast the spell result in no answer.

**Inverted Ethics (Enchantment/Charm)**
Sphere: Chaos
Range: 120 yards
Components: V, S, M
Duration: 1 turn
Casting Time: 1
Area of Effect: Special
Saving Throw: Neg.

This spell reverses the ethics of a person or group of people. While under the influence of this spell, a creature behaves in a manner opposite to the way he normally would behave. Thus, a shopkeeper influenced by inverted ethics will think it perfectly normal for someone to pick up an item from his shop and walk out the door without paying for it. If someone tried to pay for an item, he would be insulted. If the spell is cast on a shopper in a store, he would find it natural to steal the item, thinking that he is behaving in a proper way. If the spell is cast on a professed thief, he will no longer steal, choosing to pay for his goods instead.

*Inverted ethics* does not cause a creature to actively commit evil deeds (or good deeds). Thus, an affected creature will not go on a shoplifting rampage; he will steal only as the opportunity presents itself.

The spell affects one character per level of the caster within a 20' radius. Each target of the spell is allowed a saving throw vs. spell to avoid the effect.

The material component is a miniature golden balance (i.e., similar to the scales of justice).

**Join With Astral Traveler (Alteration)**
Sphere: Astral
Range: 0
Components: V, S
Duration: Special

Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

When a priest casts the 7th-level *astral spell*, he leaves his physical body in suspended animation while his astral body travels. By touching the comatose body and casting *join with astral traveler*, a priest can cause his own astral body to leave his physical body in suspended animation. His astral body then travels along the silver cord of the originally projected priest. The caster joins the projected priest as if he were part of the original casting of the *astral spell*; i.e., his own silver cord is connected to the priest's silver cord, and he is dependent upon the originally projected priest.

A priest who casts the 7th-level *astral spell* can project as many as seven other creatures along with himself. However, priests casting *join with astral traveler* are an exception to this limit. Any number of priests may join another priest in the Astral plane by use of this spell.

**Leadership (Enchantment/Charm, Alteration) Reversible**
Sphere: War
Range: Special
Components: V, S, M
Duration: Special
Casting Time: Special
Area of Effect: One creature
Saving Throw: None

This spell can be cast in one of two variations. The first, appropriate for battlefield use, has a range of 240 yards, duration of 1d4+6 turns, and a casting time of 1 turn. The priest can cast the spell on any single individual (a commander or hero) within his line of sight.

While under the influence of this spell, the subject's command radius is increased by 50% (round fractions up).

The reverse of this variation, *doubt*, requires the target to make a saving throw vs. spell. If failed, *doubt* halves the command radius (round fractions down) of the targeted individual for 1d3+4 turns.

The material component for this variation is a pinch of steel dust.

The second variation must take place in or within 100' of a place of worship officially dedicated to the casting priest's deity. Both the priest and the individual to be affected must be present. The casting time is 5 turns and involves an intricate ritual and many prayers. At the conclusion of the spell, the subject's command radius is doubled. This effect lasts 2d12 hours.

The priest can cast either aspect (but not both at once) on himself. No individual can be the subject of more than one casting of this spell at one time, whether different aspects or cast by different priests. If more than one spell is attempted on the individual, only the most recent casting takes effect.

The material component for the second variation is the priest's holy symbol.

**Mental Domination (Enchantment/Charm)**
Sphere: Thought
Range: 50 yards
Components: V, S, M
Duration: 3 rounds/level
Casting Time: 4
Area of Effect: One creature
Saving Throw: Neg.

This spell is similar to the wizard spell *domination* in that it establishes a telepathic link between the priest and the subject through which the priest can control the subject's bodily movements. There are some significant differences between the spells, however.

Elves and half-elves have no innate resistance to this spell. Priest and subject need not share a common language. The priest can force the subject into combat, but the subject's attack rolls suffer a -2 penalty. The priest cannot force the subject to cast spells or use any innate magical or magiclike abilities. The priest can force the subject to speak, although the priest cannot inject a full range of emotions into the subject's voice (everything said by the subject is in a monotone).

This spell gives the priest no access to the subject's thoughts, memory, or sensory apparatus. Thus, the priest cannot see through the subject's eyes. To control the subject, the priest must be within the range of the spell *and* must be able to see the subject. Breaking either of these conditions causes the spell to terminate immediately.

This spell requires a moderate level of concentration by the priest. While maintaining this spell, he can move or enter combat, but cannot cast another spell. If the priest is wounded, rendered unconscious, or killed, the spell immediately terminates.

If the priest is 10th level or lower, he or she cannot force the subject to perform particularly delicate actions, such as picking a lock. At 11th level or higher, however, this restriction is removed. The priest could thus force a thief to pick a lock. Any such delicate actions suffer a -15% penalty (or -3 on 1d20) to reflect the "remote control" nature of the action.

The material component is a mesh of fine threads that the priest loops around the fingertips of one hand and manipulates in the way that a puppeteer controls a puppet.

**Modify Memory (Enchantment/Charm)**
Sphere: Time
Range: 30 feet
Components: V, S
Duration: Permanent
Casting Time: Special
Area of Effect: One creature
Saving Throw: Neg.

This spell enables the caster to reach into the subject's mind and modify up to five minutes of his memory in one of the following ways:

•Eliminate all memory of an event the subject actually experienced. This spell cannot negate *charm*, *suggestion*, *geas*, *quest*, or similar spells.

•Allow the subject to recall with perfect clarity an event he actually experienced. For instance, he could recall every word from a five-minute conversation or every detail from a passage in a book.

•Change the details of an event the subject actually experienced.

•Implant a memory of an event the subject never experienced.

Casting the spell takes one round. If the subject fails to save vs. spell, the caster proceeds with the spell by spending up to five minutes visualizing the memory he wishes to modify in the subject. If the caster's concentration is disturbed before the visualization is complete, the spell is lost.

*Modified memory* will not necessarily affect the subject's actions, particularly if they contradict his natural inclinations. An illogical *modified memory*, such as the subject recalling how much he enjoyed drinking poison, will be dismissed by the subject as a bad dream or a memory muddied by too much wine. More useful applications of *modified memory* include implanting memories of friendly encounters with the caster (inclining the subject to act favorably toward the caster), changing the details of orders given to the subject by a superior, or causing the subject to forget that the caster cheated him in a card game. The DM reserves the right to decide whether a *modified memory* is too nonsensical to significantly affect the subject.

**Probability Control (Alteration)**
Sphere: Numbers
Range: 30 yards
Components: V, S, M
Duration: Special
Casting Time: 4
Area of Effect: One creature
Saving Throw: Neg.

This spell allows the priest to increase or decrease by a small margin the probability of success for one action. This action can be anything that requires a die roll--an attack, a saving throw, an attempt to use thieving skills, an ability check, or even an attempt to successfully *teleport* on target. The action must be something performed by a single creature.

The basic modification is 15% (15 on 1d100 or 3 on 1d20), plus an additional 5% per five levels of the caster. This modification can be either positive or negative, as deemed by the spellcaster. Thus, a 10th-level priest can modify a subject's saving throw or attack roll by +5 or -5, or a thief's "climb walls" roll by +25% or -25%. The priest may cast this spell on himself.

For a noncombat action such as an attempt to climb a wall, the priest simply casts the spell on the subject immediately before the action is attempted, informing the DM whether the modification is positive or negative. To use this spell in combat, the priest must specify the action to be affected (e.g., the target's next attack roll) and whether the modification will be positive or negative. The spell remains in effect until the subject attempts the specified action or until a number of rounds equal to the caster's level passes. If the latter occurs, the spell ends without effect.

Once the spell is cast, the priest does not need to maintain any level of concentration;

the spell will function even if the casting priest is killed before the spell takes effect.

The subject of the spell has no way of knowing whether any modification made by this spell is positive or negative (or even whether he was the subject of the spell at all). Thus, a lying priest could claim to raise a thief's chance of climbing the wall, while actually lowering it. The thief would be none the wiser. However, an unwilling subject of this spell receives a normal saving throw to negate its effect.

The material components are a small cube of a thickened sugar-and-milk mixture and a cubic die of matching size. Both are consumed in the casting.

**Rapport (Divination, Alteration)**
Sphere: Thought
Range: 30 yards
Components: V, S
Duration: 1 turn+1 round/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: None

This spell is a deeper and more intense version of *telepathy*. It allows the priest to communicate silently and instantly with a single willing subject. Participants may share deeper thoughts than with *telepathy*, including emotions and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such vicarious experiences feel diluted and cannot be mistaken for direct sensations.

The participants can quickly share such personal concepts as plans, hopes, and fears, but they *cannot* share skills or spells. Thus, it is impossible to communicate the procedure for casting a particular spell or for picking a lock.

Communication through *rapport* is approximately 15 times faster than verbal communication. As with *telepathy*, the priest can establish separate "channels" to multiple individuals; each such linkage costs one casting of the spell. There is no "crosstalk" between the channels, however.

*Rapport* cannot be used on unwilling subjects.

**Solipsism (Alteration)**
Sphere: Thought
Range: 10 yards/level
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: 100 sq. ft.+100 sq. ft./level
Saving Throw: Special

This unusual spell is similar to *phantasmal force* and other illusion magic, except that the priest who casts the spell is the only creature who automatically believes the results of the spell. The spell creates the illusion of any object, creature, or force, as long as it is within the boundaries of the spell's area of effect. The illusion is visual and tactile (that is, it can be seen and felt), but no other sensory stimuli are created.

*Solipsism* is the opposite of normal illusions in that anyone other than the caster must make an active effort to *believe* (rather than dis believe) the illusion. Characters trying to believe the reality of a solipsistic illusion must make a saving throw vs. breath weapon, modified by the magical defense adjustment for Wisdom. A successful save means that the character believes the illusion and it is part of reality for him. A failed save means that the character cannot convince himself of the illusion's reality, and the illusion has no effect on him. A character can make a single attempt to believe each round.

Unlike true illusions, the image created by this spell does more than just duplicate reality. The image formed is *real* for those who believe in it. The illusion has all the normal properties that its form and function allow. Thus, a solipsistic bridge spanning a chasm could be crossed by the priest and those who believed. All others would see the priest apparently walking out onto nothingness. Likewise, a solipsistic giant would cause real damage to those who believed it.

The illusion remains in effect for as long as the priest continues to concentrate on it, until the priest is struck in combat, or until he is rendered unconscious. The level of concentration required is not extreme; the priest can move normally and may engage in combat, but is unable to cast any spell while maintaining a *solipsistic* illusion.

*Solipsism* can create only illusions that are external to the priest. Thus, the priest cannot create an illusion that he is the size of a giant, is unwounded, or has sprouted wings.

The material components are a lotus blossom that the priest must swallow and a bit of fleece.

**Tanglefoot (Alteration, Abjuration) Reversible**
Sphere: War
Range: 240 yards
Components: V, S, M
Duration: 2 turns/level
Casting Time: 2 turns
Area of Effect: 100 sq. yards/level
Saving Throw: None

This spell temporarily doubles the movement cost of one region of ground. Units allied to the priest are unaffected and movement is made at normal cost; only enemy units suffer the penalty.

A variety of effects result from the spell depending on the terrain: grass twists hinderingly around troops' ankles, swamp becomes more viscous, rocks and gravel shift underfoot, etc.
The spell affects only units--that is, groups of soldiers moving in regular or irregular formation. The spell does not affect individuals or monsters moving and operating alone. (When using the BATTLESYSTEM™ rules, figures that represent individual heroes are not affected by this spell.)

When casting this spell, the priest must have an uninterrupted line of sight to the terrain to be affected. The priest can choose the shape of the area, up to the maximum area of effect. This spell can create only one continuous area of *tanglefoot*. There is no way of detecting that a particular area is under the influence of this spell simply by

looking at the area. *Detect magic* will reveal that the area is magically affected.

The reverse of this spell, *selective passage*, cuts the movement cost of an area in half (round fractions up) for friendly units. Again, individual heroes and creatures are not affected by this spell (which means that advancing troops must be careful not to leave their leader behind!).

The material component is a drop of molasses for tanglefoot, and a pinch of powdered graphite for selective passage.

**Thought Broadcast (Alteration)**
Sphere: Thought
Range: 30 yards
Components: V, S, M
Duration: 1 turn+3 rounds/level
Casting Time: 5
Area of Effect: One creature
Saving Throw: Neg.

This spell turns the subject into a "thought broadcaster." For the duration of the spell, everyone within 30 yards of the subject senses the subject's thoughts, making it impossible for him to lie, keep secrets, conceal motives, etc. The subject is not automatically aware that his thoughts are being sensed. Everyone who senses these thoughts, on the other hand, knows their source.

This spell causes the broadcast of only surface thoughts and motivations, not memories. There is no need for a common language between broadcaster and receivers; for this purpose, thoughts are considered to be symbolic, not dependent on language. The detail level of the thoughts is insufficient for others to learn specific skills from the subject. Thus, if the subject casts a spell, everyone within range knows what spell is being cast before it takes effect, but no one learns any knowledge about how the spell is cast.

If the broadcaster is *invisible* or hiding in shadows, the broadcast functions normally, and all receivers are aware that someone is in the vicinity whom they cannot see. While receivers cannot pinpoint the broadcaster's location, the broadcaster's thoughts will inevitably reveal his general position ("Oh no, he's looking right at me," etc.). A character hiding in shadows will be automatically detected, while attacks against an *invisible* broadcaster suffer a -2 penalty, rather than the normal -4. This spell totally negates the chance of surprise by the broadcaster.

The subject must have an Intelligence score of 1 or more to become a broadcaster, and must have a "normal" mind as understood by PCs. Thoughts that are broadcast can be received only by individuals with Intelligence scores of 3 or better. An unwilling subject receives a normal saving throw vs. spell to avoid the effects. A willing subject can waive this saving throw.

The material component is small balloon that the priest inflates upon casting. This balloon is consumed in the casting.

**Tree Steed (Alteration, Enchantment/Charm)**
Sphere: Travelers

Range: 10 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 4
Area of Effect: One log or plank
Saving Throw: None

This spell enchants a log, plank, or similar piece of wood to become a temporary steed. The log or plank must be at least one foot wide, three inches thick, and three to ten feet long. Any type of wood is suitable.

When the spell is cast, the log sprouts four wooden, horselike legs. The *tree steed* may be ridden like a normal horse and may be used to carry equipment. The *tree steed* can carry up to 600 pounds of riders and gear before breaking. If the *tree steed* breaks under the weight of the riders or gear, the enchantment instantly ends and the *tree steed* again becomes a normal (although broken) log or plank.

The *tree steed* obeys all of the caster's verbal commands to move, slow, speed up, stop, and turn. It has a movement rate of 12 on land. It can move in the water (Sw 6), floating on the surface and paddling with its legs. The *tree steed* must remain within 10 yards of the caster in order to move; if the distance between the *tree steed* and the caster exceeds 10 yards, the *tree steed* stops until the caster is again within range.

The *tree steed* will not fight for the caster and is incapable of any action other than movement. The *tree steed* does not become fatigued and does not eat. It has all the vulnerabilities of normal wood, including fire, and can be damaged by both magical and physical attacks. It has AC 8 and 20 hit points.

The material components are a log or plank of suitable size and a horseshoe.

**Uplift (Alteration)**
Sphere: All
Range: 0
Components: V, M
Duration: 1 turn
Casting Time: 12 hours
Area of Effect: One priest
Saving Throw: None

*Uplift* bestows increased spellcasting ability on one priest, including additional spells per level and use of spells beyond the caster's normal level. This cooperative spell requires two priests who must spend the day casting this spell. During the casting, the priests must decide which additional spells (of all levels) are desired. Upon completion of the casting, the priests touch palms, and the priest of higher level receives a charge of magical energy. This charge temporarily boosts the level of the priest for spellcasting purposes. The amount of increase is one level per five levels of the lower level caster (fractions rounded up). If both priests are of equal level, the casters must decide who benefits from the spell.

The spell grants the priest the spellcasting ability of the new level. It does not improve hit points, attack rolls, or other abilities. If the increase allows more spells per

level, the additional spells are instantly placed in the character's memory. A priest is also enabled to cast spells normally beyond his level. Range, duration, area of effect, and other variables are all based on the character's temporary level.

The increased effect lasts only 1 turn. At the end of the turn, all additional spells are lost and the character reverts to his normal level.

As an example, consider a party with a fallen comrade. The two priests in the party are 7th and 8th level, both unable to cast *raise dead*. After a night's rest, each priest adds *uplift* to his memorized spells. After casting the spell, the 8th-level priest suddenly gains the casting abilities of a 10th-level priest, including the ability to cast *raise dead*. At the end of one turn, the priest's abilities revert to 8th-level.

Casting this spell is an arduous task, causing a severe drain on the priests. When the spell expires, the uplifted character suffers 2d6 points of damage from mental exhaustion. This damage cannot be healed by any means until the character has had at least eight hours of rest.

The material components are the priests' holy symbols and an offering worth at least 500 gp from each priest.

**Weather Stasis (Abjuration)**
Sphere: Wards, Weather
Range: 30 yards
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 10-foot cube/level
Saving Throw: None

*Weather stasis* maintains the weather conditions prevalent in the area of effect when the spell is cast. The spell affects a cube whose sides equal the caster's level times 10 feet (a 10th-level caster could affect a 100' x 100' x 100' cube).

An area protected by *weather stasis* is unaffected by temperature variations in the surrounding environment. The spell also acts as a shield against rain, snow, and hail, which cannot enter the protected area. If conditions of precipitation existed in the area of effect when the spell was cast, the identical weather will continue for the duration of the spell.

For example, *weather stasis* is cast in an area where the temperature is 75 F. and no precipitation is falling. Half an hour later, the temperature drops to 60 degrees and rain begins to fall. The protected area remains dry and the temperature stays at 75 degrees. If the spell had been cast while rain was falling in the area of effect, rain would continue to fall for the duration of the spell, even after it stopped raining in the surrounding area.

All physical objects other than rain, snow, and hail can pass into the protected area. All creatures and characters can move freely into and out of the area. The spell does not prevent water-based spells or water-based creatures (such as water elementals) from operating in the area.

The spell protects against both natural and magically generated weather. Night and day pass normally in the protected area, although temperature variations associated with night and day do not occur.

The material components are the priest's holy symbol and a drop of rain.

# Fifth-Level Spells

### Age Object (Alteration) Reversible

Sphere: Time
Range: 10 yards
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cubic foot/level
Saving Throw: None

With this spell, the caster can cause an amount of nonliving, nonmagical matter to age dramatically. Matter can be aged up to 20 years per level of the caster. The following table gives typical results of 100 years of aging for various objects, arranged in order of descending severity:

| Object | Result of Aging |
|---|---|
| diamond | none |
| silver | becomes tarnished |
| masonry | cracks and weakens |
| iron | rusts and corrodes |
| parchment | cracks, turns brittle |
| wood | rots, crumbles, turns to sawdust |

The caster controls the extent of the aging; thus, he could age a book so its pages become yellowed and brittle but stop short of causing the book to crumble to dust. As a guideline, each additional 100 years of aging causes an increasingly severe reaction. Thus, after 200 years, parchment might become little more than powder, while iron might begin to flake away at a touch.

Many items (especially gems) show little reaction to age. The DM must adjudicate all effects.

The material components are a flask of seawater and a piece of coal.

The reverse of this spell, *youthful object*, returns an object ravaged by the effects of time to its original condition; thus, rusty iron becomes strong and shiny, crumbled masonry becomes firm, and rotten wood becomes solid. The age of matter can be reduced by 20 years per level of the caster.

The material components for *youthful object* are a piece of eggshell and a hair from the head of a human or humanoid infant.

### Barrier of Retention (Abjuration)

Sphere: Wards
Range: Special
Components: V, S, M

Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10'-cube/level
Saving Throw: Neg.

This spell creates a one-way invisible force field around the area of effect. The spell creates one 10' x 10' x 10' cube for every level of the caster. These can be arranged into any rectangular shape the caster desires.

Intruders entering the protected area suffer no ill effects, but the *barrier of retention* prevents them from leaving. The spell affects all creatures who fail a saving throw vs. spell. The caster can pass in and out of the barrier freely.

Intruders trapped by the *barrier of retention* can cast spells out of the barrier and can use spells such as *teleport* to escape the protected area. Objects cannot be hurled out of the barrier but can be carried out by an escaping creature. *Dispel magic* and similar spells negate the *barrier*.

The material component is a small cage made of silver wire. The caster must walk around the perimeter of the area of effect when casting.

**Blessed Abundance (Conjuration)**
Sphere: Creation
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cubic foot/level
Saving Throw: None

This spell allows a priest to duplicate a specified amount of animal or vegetable matter. Magical items and minerals (including rocks, metals, and gemstones) cannot be duplicated. Although organic materials (such as food or living plants) can be duplicated, living creatures cannot be copied by this spell.

The caster can create 1 cubic foot of material per his experience level. The material to be duplicated must be equal to or less than 1 cubic foot in size or volume. For example, a 9th-level priest can create up to 9 cubic feet of animal or vegetable matter. Using a loaf of bread 1 cubic foot in size, he can produce nine such loaves; using a bucket of apples totaling 1 cubic foot in volume, he can create nine such buckets.

The material component is the priest's holy symbol.

**Champion's Strength (Alteration)**
Sphere: Law
Range: 0
Components: V, S, M
Duration: Special
Casting Time: 2
Area of Effect: Special
Saving Throw: None

*Champion's strength* bestows one member of a group with attack and damage bonuses from the rest of the group. The recipient of the spell can then fight as the group's champion.

The spell draws bonuses from one person for every two levels of the priest. All characters involved must be within a 30'-radius of the priest. At the time of casting, the priest designates the recipient of the spell and the contributors. All characters who contribute to the spell must do so willingly.

When the spell is completed, the designated character (the group's champion) gains any non-magical bonuses to THAC0 and damage possessed by the characters who contributed to the spell. Characters without bonuses or with combat penalties could conceivably be included in the spell; such characters count against the maximum number of creatures that can be affected. Penalties are likewise applied to the champion; contributors to this spell must be chosen carefully.

The bonuses gained through this spell are added to the character's own bonuses (if any). The champion channels the energy of others through himself, improving his fighting ability.

The champion must be in the line of sight and within 30 feet of the characters aiding him. Characters who contribute their bonuses must concentrate on the champion for the duration of the spell. If this concentration is broken (by moving more than 10 feet per round, fighting, being struck, or losing sight of the champion), that character's contribution is immediately lost.

The spell expires when the last character contributing power to the champion ceases concentration.

A champion may benefit from only one *champion's strength* spell at one time. Contributors can aid only one champion at one time.

The material component is a chain of five gold links worth at least 1,000 gp.

**Chaotic Commands (Enchantment/Charm)**
Sphere: Chaos
Range: Touch
Components: V, S, M
Duration: 1 turn/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Special

*Chaotic commands* renders a creature immune to magical commands. *Taunt, forget, suggestion, domination, geas, demand, succor, command, enthrall, quest, exaction,* and other spells that place a direct verbal command upon a single individual automatically fail.

In addition, anyone casting one of these spells on a creature protected by *chaotic commands* must save vs. spell. Failure means that the caster must obey his own magic; the spell's effect has backfired on the caster.

The material component is a piece of eelskin.

**Clear Path (Alteration) Reversible**
Sphere: Travelers
Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 5
Area of Effect: Special
Saving Throw: None

This spell clears away weeds, stones, and other debris in a 10-foot-wide path extending 10 feet in front of the caster. The caster can create a continuous path for the duration of the spell, clearing a 10-foot-square ahead of him as long as he continues to move forward. The spell affects jungles, forests, rocky ground, and snow.

The result of the cleared path is that movement costs are reduced by half. This is reflected in a reduction of the penalty against movement in rough terrain. (See Table 74 of the *Dungeon Master's Guide* for terrain costs for movement.) For example, if *clear path* is used in heavy jungle, the movement cost is reduced from 8 to 4. In no case can *clear path* reduce movement cost below 1.

*Clear path* has no effect on rivers, lakes, or other bodies of water, nor does it affect quicksand, lava, or similar natural obstacles. It also has no effect on magically-created terrain or manmade barricades.

A priest using the *clear path* spell can be tracked easily. Tracking proficiency is not required.

The material components are a knife blade and a straw from a broom.

The reverse, *clutter path*, causes weeds, small stones, and similar debris to litter a 10-foot path extending 10 feet behind the caster. This hides a trail, making tracking more difficult. The caster can create a continuous path for the duration of the spell. The chance to successfully track on a cluttered path is reduced by 50%.

The material components are a handful of pebbles and a handful of weeds.

**Cloud of Purification (Evocation)**
Sphere: Elemental Air, Water
Range: 30 yards
Components: V, S
Duration: 1 round/level
Casting Time: 5
Area of Effect: 20-foot cube
Saving Throw: None

This spell creates a billowy cloud of magical vapors that moves in the direction of the prevailing wind at a rate of 20 feet per round. A strong wind (greater than 15 miles per hour) breaks it up in 4 rounds, and a greater wind (25 MPH or more) prevents the use of the spell. Thick vegetation disperses the cloud in 2 rounds.

The *cloud of purification* transmutes organic filth, garbage, and vermin (mice, rats, rot grubs, and so on) into an equal quantity of pure water. For example, a nest of rot grubs caught in the cloud would "melt," becoming small puddles of clean water. If the

spell is cast over a body of water, the cloud merges with a portion of the water equal to its own size, transmuting any filth, microbes, small fish, or other "impurities" into clean water.

The cloud's vapors are heavier than air, so they sink to the lowest level of the land (even down holes in the ground). Thus, this spell is perfect for cleansing a sewer or well.

This spell in no way affects magical creatures or creatures larger than a normal rat.

**Consequence (Divination)**
Sphere: Numbers, Divination
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows the priest to determine how one recent event fits into the "grand scheme." By casting this spell, the priest can determine whether the sequence or situation that gave rise to the specific event is complete or whether it is ongoing; whether it was a significant or insignificant event in the larger picture; or whether it will continue to have repercussions for the participants.

Using his knowledge of circumstances, the DM communicates these facts to the caster's player. This "arcane message" is normally straightforward and easy to understand, but in the case of highly complex circumstances, the message might be cryptic. In any case, the message will always be truthful.

As an example, consider a priest and his party who are on a holy quest to retrieve an item of power. On the way to the location of this item, the party is ambushed by evil creatures from the Inner Planes but manages to defeat them. Concerned that these creatures might be outlying guards protecting the item of interest, the priest casts *consequence*, hoping for guidance. The DM knows that these creatures have nothing to do with the quest; the encounter was coincidental. However, the surviving monsters will soon be returning with reinforcements to avenge their dead. Therefore, the DM tells the priest's player, "To your goals these have no place, but still they can cause more woe."

Casting this spell "taints" subsequent castings of the same spell within a 24-hour span. A second attempt within this period always results in the same message as the first, regardless of the true situation. If a second priest casts the spell within 24 hours of another casting, he receives an accurate reading.

The material component is three special coins or dice made of platinum (total value of at least 1,000 gp), which the priest tosses in his hand while concentrating on the spell. The coins or dice are not consumed in the casting.

**Disguise (Illusion/Phantasm)**
Sphere: War
Range: 200 yards
Components: V, S, M
Duration: 1 turn/3 levels

Casting Time: 2 turns
Area of Effect: One unit up to 300 individuals
Saving Throw: None

This spell changes the appearance of a single unit so it resembles another unit. The *disguise* can cause the affected creatures to appear to be of another class, nationality, rank, race, alignment, or military affiliation (i.e., a unit from one army may appear wearing the armor and carrying the colors of another army). *Disguise* cannot change the size category of the unit's members. Thus, a unit of humans may appear to be a unit of elves, but may not appear as a unit of giants or halflings. The spell does not affect the size of the overall unit; a unit of 50 creatures will still appear to be a unit of 50 creatures.

The disguised unit may appear to be carrying any melee or personal missile weapons (e.g., axes, long swords, crossbows, etc.), and may appear to be wearing any type of armor. In combat, however, the unit attacks and defends with its real weapons and armor regardless of the gear they may appear to be carrying.

*Disguise* is most effective at long range. If another unit moves within 20 yards of a disguised unit, it automatically sees through the illusion.

The caster automatically sees through the illusion. Members of the subject unit see no change in their appearance. *True seeing* or similar magic is required for other individuals to see through the disguise (unless they move within 20 yards of the unit).

The material components are a fine silk veil and a length of woven platinum wire. The wire is consumed during the casting.

**Easy March (Invocation)**
Sphere: Travelers
Range: 50 feet
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: One creature/level
Saving Throw: None

This spell enables a number of creatures equal to the caster's level to force march for a number of days equal to the caster's level. Creatures affected by *easy march* can travel 2 ½ times their normal movement rate without any risk of fatigue; thus, they are not required to make a Constitution check at the end of the day.

All creatures affected by this spell suffer a -1 penalty to their attack rolls for the duration of the spell; this modifier is not cumulative (that is, a party experiencing its second day of *easy march* suffers only a -1 penalty). The modifier cannot be negated by resting.

*Easy march* has no effect on modifiers to movement due to terrain, fatigue, weather, or other normal factors. (Refer to Chapter 14 of the *Player's Handbook* for more about force marching.)

The material component is a piece of shoe leather.

**Elemental Forbiddance (Abjuration)**

Sphere: Wards, Elemental--Air, Earth, Fire, Water
Range: Special
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 5'-cube/level
Saving Throw: None

This spell prevents the entry of all elementals into the area of effect. Further, elementals outside the area of effect cannot make physical attacks against those inside. Spells and missile attacks can be cast into the area by elementals.

The spell affects a cube whose sides equal the caster's level times 5 feet (a 12th-level priest could affect an area equal to a 60' x 60'x 60' cube).

*Elemental forbiddance* has no effect on elementals that are within the area of effect when the spell is cast. If such elementals leave the area of effect, they cannot reenter.

The material components are the priest's holy symbol and four glass beads, each of a different color (green, blue, red, and yellow). The priest must pace out the perimeter of the warded area at the time of casting.

**Extradimensional Manipulation (Alteration)**
Sphere: Numbers
Range: 10 yards
Components: V, S, M
Duration: 2d12 rounds+4 rounds/level
Casting Time: 5
Area of Effect: One extradimensional space up to
20 feet x 20 feet
Saving Throw: Special

This spell allows the priest to alter the characteristics of certain extradimensional spaces such as those created by rope trick and similar spells or those contained in items like *bags of holding* or *portable holes*.
*Extradimensional manipulation* can increase or reduce the size of a single extradimensional space. The amount of increase or decrease depends on the level of the caster:

| Level | Multiplier |
|---|---|
| Up to 10 | x2 |
| 11 to 16 | x3 |
| 17 or above | x4 |

This means that a 10th-level priest can double the capacity of a *bag of holding* or decrease it to half its normal size. A 15th-level priest can triple the capacity or reduce it to one-third capacity.

If the size and capacity of an extradimensional space is decreased, any contents of the space that exceed the current capacity are expelled (determined randomly). These contents are expelled from the space in the same way they originally entered it, if that

path is still open. If the path is closed, as it would be if a bag of holding were tied shut or a portable hole were folded up, the "extra" contents are expelled into the Astral plane. Any items in an enlarged space when the spell duration expires suffer the same fate.

Placing an extradimensional space inside another such space, such as placing a *bag of holding* inside a *portable hole* (see the *Dungeon Master's Guide*), is a dangerous undertaking. *Extradimensional manipulation* may be cast for the purpose of removing this danger. When used in this manner, the size of the space cannot be affected. However, while this version is in effect, the affected extradimensional space can be placed within another such space (or another extradimensional space may be placed within the affected space) with no adverse consequences. If one space is within the other when the spell expires, the usual consequences ensue immediately.

If the space to be affected is being maintained by a spellcaster, as in the case of a *rope trick*, that spellcaster receives a saving throw to resist the manipulation. If the space is created by a magical item, however, no saving throw is allowed.

The material component is a strip of gold tissue worth at least 5 gp that is twisted into a Moebius strip. The strip is consumed in the casting.

**Extradimensional Pocket (Alteration)**
Sphere: Numbers
Range: Touch
Components: V, S, M
Duration: 1d12 rounds+2 turns/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows the priest to create a single extradimensional space or pocket like the one inside a *bag of holding*. The spell must be cast on a container such as a sack, bag, or backpack. Once under the influence of the spell, the container opens into a nondimensional space and is much larger inside than its outside dimensions. The container always weighs a fixed amount, regardless of what is put inside. This weight and the capacity of the extradimensional space depend on the level of the caster:

| Level | Apparent Weight | Weight Cap. | Volume Cap. |
|---|---|---|---|
| 9-13 | 15 lbs | 250 lbs | 30 cu.ft. |
| 14-16 | 25 lbs | 500 lbs | 70 cu.ft. |
| 17-19 | 35 lbs | 750 lbs | 100 cu.ft. |
| 20+ | 60 lbs | 1,000 lbs | 150 cu.ft. |

If the container is overloaded or if it is pierced by a sharp object, the bag immediately ruptures and the contents are lost into the Astral plane. Any items within the bag when the spell duration ends are also lost in the Astral plane.

The material components, in addition to the container, are 200 gp worth of powdered diamond and a sheet of platinum worth 500 gp. The platinum sheet must be inscribed with a drawing of a Klein bottle (a paradoxical figure with only one surface--the three-dimensional analogue of the Moebius strip). The diamond dust is consumed during the

casting--the platinum sheet is not.

**Grounding (Abjuration)**
Sphere: Wards
Range: 30 yards
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 10-yard square/priest
Saving Throw: None

*Grounding* offers protection against normal and magical electrical attacks within the area of effect. The protected area and creatures within it suffer no damage from normal electrical attacks (such as those caused by lightning bolts in a thunderstorm and nonmagical creatures such as electric eels). Magical electrical attacks (including lightning bolt breath weapons) cause only 50% of their normal damage. Additionally, creatures within the area of effect receive a +2 bonus to saving throws made against electrical attacks, regardless of whether the attacks originate inside or outside the warded area.

The material components are the priest's holy symbol and a coil of silver wire.

**Illusory Artillery (Enchantment/Charm)**
Sphere: War
Range: 300 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: 30 yard x 30 yard square
Saving Throw: None

This spell creates a vivid illusion of incoming artillery fire (ballista bolts, catapult stones, etc.) at a target indicated by the caster. The illusion is complete, comprising both audial and visual elements. It is impossible for victims to determine where the missiles were fired from; creatures under attack notice the missiles only when they are about to strike.

The missiles never actually strike--they vanish inches above the victims' heads and do no damage. The illusion is so terrifying, however, that victims must immediately make a morale check. The first time a group or unit is the target of this spell, this morale check is made with no modifier. The second and subsequent times that the same unit is attacked with this spell, the unit receives a +1 bonus to its morale score (for checks against this effect only) *unless* the unit has been the target of *real* artillery fire in the interim. In this case, the bonus does not apply.

The material component is a small, empty cylinder made of brass.

**Impeding Permission (Enchantment/Charm)**
Sphere: Law
Range: 150 yards

Components: V, S
Duration: 1 turn/level
Casting Time: 3
Area of Effect: One creature
Saving Throw: Neg.

This spell may be cast only on creatures with Intelligence of 2 or greater and the ability to communicate with the caster. The spell interferes with the victim's ability to make decisions. It prevents the victim from performing any action without first gaining the permission of the caster or a character designated by the caster. The victim will heed only the person designated by the caster.

Before the victim undertakes any action, he must gain permission. He will not follow through with an action until he gains permission. If permission is denied, the victim cannot act until he thinks of an alternate action and gains permission for that action.

Every round, the victim must decide his action for that round; at the victim's initiative, he must ask permission to perform his action. If permission is denied, the victim can take no other action that round.

The only actions exempt from the need for permission are involuntary actions such as breathing.

Asking and gaining permission takes only a short amount of time in most cases. A simple request, such as asking for permission to swing a sword in the middle of combat, can be accomplished quickly. Complicated requests, such as getting permission to act on a complicated plan, will naturally take more time. The DM may consider adding a modifier to the victim's initiative roll in such cases.

**Meld (Enchantment)**
Sphere: Charm
Range: 10 yards
Components: V, S, M
Duration: 12 hours
Casting Time: 1 turn
Area of Effect: One priest
Saving Throw: Special

This cooperative spell requires only one priest to cast it, but can be cast only on another priest of the same faith. The recipient of the spell must voluntarily surrender himself to the spell. The recipient becomes a host for the caster. While the recipient does not lose his own persona or ability to act, the host can be dominated by the caster at any time. For the most part, this domination is complete.

For the duration of the spell, the caster is essentially detached from his own body. He can neither move nor act on his own. His mind is connected to the host's. He sees, hears, smells, tastes, and otherwise senses everything the host does. He can telepathically communicate with the host. Once the spell is completed, there is no limit to the range over which it can function. However, both the caster and host must remain on the same plane. Since the spell relies on telepathic communication, thin lead sheeting will effectively block the connection.

When desired, the caster can dominate the host. When this happens, the host's own mind is pushed to the background and the caster's personality dominates. The host's personality, memories, proficiencies, and spells are temporarily replaced by those of the caster. While occupying the host, the caster can cast any spell he himself has memorized, provided that the necessary components are on hand. These spells function exactly as if the priest had cast them from his own body.

The caster can return control to the host at any time, restoring the character's abilities and personality without harm.

The spell is not without limitations and risks. The domination must be voluntary. If the host resists the casting of the spell, it automatically fails. Once the spell is in effect, the host can attempt to resist the domination. He is then allowed a saving throw. If successful, the spell immediately ends.

Whenever the host suffers damage, the caster must make a saving throw vs. death to maintain the spell. If the save is failed, a wave of pain is transmitted to the priest, causing 1d6 points of damage and canceling the spell. If the host should die, the caster must make a system shock roll with the risk of suffering instant death.

The material component is a chalice worth no less than 1,000 gp. This chalice must be given as a gift to the host (who cannot return it to the donor for any reason).

**Memory Wrack (Alteration, Enchantment/Charm)**
Sphere: Thought
Range: 10 yards
Components: V, S, M
Duration: 2 rounds/level
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Neg.

This nasty spell "disconnects" the subject's short-term and long-term memory. While the spell is in effect, the subject is incapable of storing information in long-term memory. Every moment is virtually an independent event for the subject; he or she can remember recent events, thoughts, and sensations for no more than a few seconds (the amount of time they remain in short-term memory).

Memories of events that happened before the onset of the spell are not affected at all; these are safely stored in long-term memory. This means that the subject can cast any spells memorized before the *memory wrack* took effect, but he is likely to have difficulty casting the spell as described below.

The subject of this spell has a limited ability to act. He is restricted to one action at a time and must concentrate mightily to keep the situation and any planned actions in short-term memory. As long as the subject is able to maintain concentration, he may act normally within these limits.

If the subject is distracted (he is struck in combat, affected by a spell, startled, surprised, or a similar event occurs), he forgets everything that occurred from the onset of the spell to the moment of distraction. The subject must re-evaluate the situation as if it had just come to pass.

Consider the following example. The subject of the spell is a soldier assigned to

guard the entrance to a building. The priest arrives and casts *memory wrack* on the guard. The guard has no problem remembering his orders, since he received them before the onset of the spell. He also remembers the arrival of the priest. The priest now tries to convince the guard that he is authorized to enter the building. The guard refuses him entry. The priest now picks up a rock and throws it at the guard, striking him and distracting him. The guard forgets everything that happened between the onset of the spell and the moment the rock struck. He forgets that the priest has already tried to con him and that he threw a rock at him. He must reevaluate the situation as though the priest had just arrived. The priest is free to make another attempt at entering the building.

When the spell expires, the subject remembers nothing that happened while the spell was in effect, possibly leading to amusing consequences ("By the gods, how did I get here?").

The material component is a ruby of at least 200 gp value, which is crushed during the casting.

**Mindshatter (Enchantment/Charm)**
Sphere: Thought
Range: 3 yards/level
Components: V, S, M
Duration: Special
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Neg.

This spell allows the priest to create one specific form of insanity in the subject. Five forms of insanity are possible through this spell.

*Schizophrenia:* This form of insanity is characterized by personality loss. The subject has no personality of his own, so he selects a role model and makes every possible attempt to behave like that character. The chosen role model will be as different from the subject as possible. (Thus, an insane wizard might begin to follow the habits of a warrior.) Obviously, a warrior who believes himself to be a wizard will be unable to cast spells (he might *think* that he's casting spells, or he might construct a sophisticated series of excuses explaining why he's "not in the mood for magic" at the moment). A character who emulates a member of another class does not gain any of the skills of that class and makes all attacks and saving throws as appropriate to his true class. Certain consequences might arise if the character's emulation causes him to break restrictions of his class. For example, a priest emulating a warrior might break his deity's prohibition against edged weapons, or a paladin might emulate a Neutral Evil thief. Both will suffer the appropriate consequences as if they had been compelled to violate their beliefs while *charmed*. Such characters will certainly have to atone for their actions once they return to normal.

*Dementia praecox:* The subject is totally uninterested in any undertaking. Nothing seems worthwhile, and the individual is lethargic and filled with tremendous feelings of boredom and dissatisfaction. No matter how important the situation, it is 50% likely that the subject will ignore it as meaningless.

*Delusional insanity:* The subject is convinced that he is a famous figure: a monarch, demi-god, or similar personage. Characters who fail to recognize the subject with the

honor he deserves incur great hostility or disbelief. The subject acts appropriately to a station that he does not hold. He directs orders at real and imaginary creatures and draws upon resources that do not exist.

*Paranoia:* The subject is convinced that "they" (whoever they are) are spying on him and plotting against him. Everyone around the subject, even friends and allies, is part of the plot. If any other character acts in a way that the subject can interpret as reinforcing this delusion, the subject has a 20% chance of reacting with violence.

*Hallucinatory insanity:* The subject sees, hears, and otherwise senses things that do not exist. The more stressful the situation is to the subject, the more likely he will hallucinate. Although most hallucinations are external to the subject (that is, he perceives creatures, objects, and conditions that do not exist), there is a 10% chance that any hallucination will involve the subject's self-perception. For example, the subject might suddenly believe and act as if he had sprouted wings, grown to giant size, etc.

When this spell is cast by a priest of 13th level or lower, the DM chooses or randomly selects one of these forms of insanity (and should feel free to invent other interesting symptoms). If the priest is 14th level or higher, he can personally select the form of insanity to afflict the subject.

While under the effect of this spell, the subject can cast spells and use innate powers; the use of these abilities will be in accordance with the symptoms of the insanity, however. Player characters affected by this spell should be encouraged to role-play the appropriate effects to the limit.

The duration of this spell depends on the sum of the subject's Intelligence and Wisdom scores. A saving throw is allowed on a periodic basis depending on this total. The spell is broken if a successful saving throw is rolled. Refer to the table that follows.

| **Int+Wis** | **Time Between Checks** |
|---|---|
| 8 or less | 1 month |
| 9 to 18 | 3 weeks |
| 19 to 24 | 2 weeks |
| 25 to 30 | 1 week |
| 31 to 35 | 3 days |
| 36 or more | 1 day |

The effects of this spell can be removed by a *limited wish*, *wish* (or equally powerful magic), or by a *heal* spell cast for this specific purpose.

The material component is a small bust of a human head, about 3" in height, made from fine, delicate china. The priest shatters this bust during the casting.

### Repeat Action (Enchantment/Charm)

Sphere: Time
Range: 30 yards
Components: V, S
Duration: Special
Casting Time: 5
Area of Effect: One creature
Saving Throw: Neg.

This spell compels its victim to repeat the action of the previous round. The result of the repetition is always identical to the original result.

For example, if a character fired an arrow and inflicted 4 points of damage, a *repeat action* spell will cause him to fire a second arrow that will also inflict 4 points of damage. As long as the victim of the first arrow is within range, the subject affected by *repeat action* will adjust his aim and fire the second arrow at him. If the victim of the arrow moves out of range, the subject will fire his second arrow in the direction of the recipient. If the recipient is out of sight, the subject will fire in the direction of the recipient's original location.

The subject of a *repeat action* spell must be capable of performing the indicated action a second time. If a character has no arrows in his quiver, he cannot fire an arrow. If a wizard were ordered to repeat a spell, he would attempt the spell only if he had the spell memorized and had sufficient material components. If a subject discovered a gem during a given round, *repeat action* will only compel him to hunt again; he will not recover another gem unless a second gem is actually present.

An unwilling subject is allowed a saving throw vs. spell to resist the effects of *repeat action*.

The material components are two identical glass spheres, each an inch or less in diameter.

**Shrieking Walls (Enchantment)**
Sphere: Wards
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 1 turn
Area of Effect: 20'-cube
Saving Throw: None

This spell enchants any single room no larger than the area of effect. When any creature larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds) enters the room, shrill shrieks begin to emanate from the walls. The shrieks persist for 2-5 (1d4+1) rounds. The walls do not undergo any physical change.

The shrieks can be heard only by creatures inside the room. Creatures hearing the shrieks experience no ill effects on the first round, allowing them time to leave the room or cover their ears. *Silence, 15' radius* protects against the effects.

Creatures who remain in the room during the second or subsequent rounds of the shrieks who have not protected their hearing are penalized as follows:

- Creatures whose levels or Hit Dice are greater than the level of the caster are stunned for 2-8 (2d4) rounds.
- Creatures whose levels or Hit Dice are less than or equal to the level of the caster become deaf for 1-4 hours, suffering a -1 penalty to surprise; deafened spellcasters have a 20% chance of miscasting any spell with a verbal component.

The material components are a small golden bell and a bee's wing.

**Thoughtwave (Divination)**

Sphere: Divination
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1
Area of Effect: Special
Saving Throw: Special

This cooperative spell can be cast by either a single priest or a group of priests. *Thoughtwave* allows the priest to send a short but powerful message to one or more specific individuals, informing them of his situation and general location. The spell instantly generates a powerful mental impulse indicative of the caster's general mental state--anger, fear, pain, despair, etc.

The caster can designate as many as ten persons to receive this message, provided they can all be specifically named or grouped in a general category. Thus, the caster could designate a group of characters by name or could target "fellow priests," "superiors," "adventuring companions," "knights of Lord Harcourt," or "villagers of Dopp." If more than ten individuals are in the group, those closest to the source will receive the impulse.

There is no range limitation to the spell, although it cannot be projected outside the plane occupied by the caster.

Creatures receiving the impulse automatically know who sent it (even if they have never met the priest before) and gain a clear indication of the mood and situation of the caster. Recipients also intuitively know the general source of the spell, although they are unable to pinpoint rooms, dungeon levels, or landmarks. For example, a fighter could suddenly be struck by an image of Father Rastibon, who is injured and in great pain somewhere along the forest road. A priest might suddenly sense that his patriarch is being tortured in the dungeons of Castle Varrack.

The spell can also be cast by more than one priest, allowing them to either contact greater numbers of individuals or increase the intensity of the message. If greater numbers are desired, ten characters are contacted per priest involved in the casting.

Increasing the intensity of the message makes it more compelling. Doubling the intensity (requiring at least three priests) causes the message to act as a *suggestion*. In this case, the effect is limited to a single target. Tripling the intensity (requiring at least five priests) gives the spell the force of a *quest*. This effect is also limited to a single target. In both cases, the target is allowed a saving throw to avoid the effect of the *suggestion* or *quest*.

**Time Pool (Divination)**
Sphere: Time
Range: Touch
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows the caster to cause a mirror, a pool of water, or any other reflective surface to reveal a specific event from the past. The image provides a perfectly clear picture with normal sounds, as if the caster were present at the scene. The image continues for the duration of the spell.

*Time pool* will not reveal images from other planes of existence.

The spell's success is not automatic. The caster must know the general nature of the event he wishes to view (i.e., "Show me the murder of King Thamak"). The caster's base chance of viewing the desired scene is 50%, modified as follows, to a maximum of 90%:

- Add 5% for each point of the caster's Wisdom above 15.
- Add 20% if the caster has successfully used *time pool* to observe the same event before.

Only one of the following may apply:

- Add 20% if the event is one in which the caster participated.
- Add 10% if the caster is well informed about the event.
- Add 5% if the caster is slightly informed about the event.

The caster cannot communicate or otherwise interact with the image. Spells cannot be cast into the *time pool*.

The material components are a suitable reflective surface and a pinch of powdered quartz.

**Unceasing Vigilance of the Holy Sentinel (Alteration)**
Sphere: Guardian
Range: 0
Components: V, S, M
Duration: 1 hour/level
Casting Time: 1 turn
Area of Effect: 5-foot-radius sphere
Saving Throw: None

This spell enhances a priest's ability to guard a person, place, or object. The spell's effect must be centered on a specific area, for it creates an invisible spherical boundary up to 10 feet in diameter. The effect is not mobile; it cannot move with a living creature.

While within the area of effect of this spell, the priest (and only the priest) gains several special abilities:

- His sense of sight is magically enhanced. He can see through normal darkness and can see invisible creatures and objects. He cannot see through solid objects, however, and the range of his magical sight is limited to 60 feet.
- The priest has no need for food, water, or rest. He does not feel fatigue and regenerates 1 hit point per hour spent within the circle. However, he does not actually rest and therefore cannot regain spells until he sleeps.
- He is totally immune to the effects of magical and natural fear, as well as *sleep* and *charm* spells.

If the priest leaves the circle, the spell is broken. When the spell ends, the priest must rest for 1 turn per hour (or portion thereof) spent in the circle. If the priest is forced into action (by being attacked, for example), he can move at only half his normal movement

rate, has an Armor Class penalty of -2, an attack penalty of -2, and loses all Dexterity combat bonuses.

To cast this spell, the priest must trace a circle of sigils and runes 10 feet in diameter using a special ink containing the powder of a crushed sapphire (at least 1,000 gp value) and a drop of holy water. This procedure takes 1 turn to complete.

**Undead Ward (Abjuration, Necromancy)**
Sphere: Wards
Range: Special
Components: V, S, M
Duration: 1 turn/level
Casting Time: 2 turns
Area of Effect: 5-foot cube/level
Saving Throw: None

This spell prevents most types of undead creatures from entering the area of effect (a cube whose sides equal the caster's level times 5 feet--a 15th-level caster could affect a cube whose sides equal 75 feet).

When an undead creature attempts to enter the protected area, the creature is affected by the ward as if it were being turned by a priest two levels lower than the caster. The casting priest need not have the ability to turn undead himself. Thus, an *undead ward* created by a 10th-level priest would turn creatures as if by an 8th-level priest.

The results of the turning attempt are calculated normally. If a large number of undead assault the warded area, not all of them are turned by the spell, since the normal limitations apply. Undead who are unaffected by the turning attempt ignore the *undead ward* for its duration. Undead within the area of effect when the spell is cast are not affected. However, when such undead leave the area of effect, they are subject to the effects of the spell if they attempt to reenter.

The material component is the priest's holy symbol, which must be carried around the perimeter of the area to be warded.

# Sixth-Level Spells

**Age Creature (Alteration) Reversible**
Sphere: Time
Range: Touch
Components: V, S, M
Duration: Permanent
Casting Time: 1 round
Area of Effect: One creature
Saving Throw: Neg.

This spell ages the targeted creature one year per level of the caster. Unwilling subjects may attempt a saving throw to resist the spell. Subjects affected by *age creature* must make a successful system shock roll to survive the change.

Subjects cannot be aged beyond their natural life spans. If the priest's level indicates that a creature would be aged beyond this level, the creature is aged to one year short of his maximum age. The spell cannot cause a subject to die.

Human and humanoid characters affected by the spell experience changes in appearance associated with increased age, such as gray hair and wrinkles. More significantly, they suffer losses in Strength, Dexterity, and Constitution when they reach certain age levels. These are summarized in Table 12: Aging Effects in the *Player's Handbook*. The *Player's Handbook* also provides rules for determining a character's base age.

Nonmagical monsters can be affected by *age creature*. The DM determines a monster's current age and natural life span based on its description in the *MONSTROUS COMPENDIUM* or based on his own judgment. To determine the effects of aging on a monster, assume the following: a monster is middle-aged when it reaches half its natural life span; a monster reaches old age at two-thirds of its natural life span; a monster reaches venerable age in the last one-sixth of its years. A monster suffers the penalties which follow when it reaches these age levels. The penalties are *cumulative and permanent* (unless the affected monster becomes younger).

| **Age** | **Penalty** |
|---|---|
| Middle Age | -1 to all saving throws |
| Old Age | -1 to all saving throws |
| | -1 to all attack rolls |
| Venerable | -1 to all saving throws |
| | -1 to all attack rolls |

The material component is a pinch of powdered emerald.

The reverse of this spell, *restore youth*, permanently restores age that has been lost as a result of magic (such as an *age creature* spell). *Restore youth* reduces the age of the targeted creature by one year per level of the caster. The subject must make a successful system shock roll to survive the change. Subjects who become younger regain the lost ability scores described above. A subject cannot become younger than his actual age as a result of this spell.

The material component is a pinch of powdered ruby.

**Crushing Walls (Enchantment)**
Sphere: Wards
Range: Touch
Components: V, S, M
Duration: Permanent until activated
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This spell enables the caster to enchant a floor, ceiling, or single wall of a room to crush intruders. The enchanted surface can be no larger than a square whose sides equal the caster's level times 2 feet (a 13th-level priest could affect a 26' x 26' surface).

The spell activates 1d4 rounds after any creature other than the caster enters the room.

The intruder must be larger than a normal rat (larger than one-half cubic foot or weighing more than three pounds). When activated, the enchanted surface moves toward the opposite surface at a rate of 3 feet per round. Unless the spell is canceled by the caster, the enchanted surface continues to move until one of the following events occurs:

- A creature with sufficient Strength (minimum score of 19) stops the enchanted surface from moving by succeeding a Strength check. Such a creature suffers no damage from the enchanted surface. If the creature prevents the enchanted surface from moving for three consecutive rounds, the wall returns to its original position and the spell is negated. If multiple creatures attempt to stop the wall, the highest strength score is used as a base score; one point is added to that score for every creature assisting. Thus, a creature with 16 Strength assisted by three creatures could attempt to stop the wall.
- A strong or heavy object made of stone, wood, or metal is placed in the path of the wall. If the item survives a saving throw vs. crushing blow, the object successfully braces the wall. If the object holds for three consecutive rounds, the surface returns to its original position and the spell is negated. The DM must use discretion in determining the types of objects that will brace the wall.
- *Dispel magic* or a similar spell or magical item is used to cancel the crushing wall.

Creatures can avoid being crushed by using a *potion of diminution, potion of gaseous form*, or other devices or spells that reduce size. The *crushing wall* almost never touches the opposite wall, usually being stopped by debris. A gap of two inches or more usually remains between the walls.

If the wall is not stopped, it causes crushing damage to everyone in the room. All creatures must make a saving throw vs. death. Those who fail are crushed to death. Those who save successfully suffer 5d10 points of damage. When the wall can move no farther, it returns to its original position and the spell is negated.

The material components are a 1-inch iron cube and a walnut shell.

**Disbelief (Enchantment/Charm)**
Sphere: Thought
Range: 0
Components: V, S
Duration: 1 round/level
Casting Time: 5
Area of Effect: Special
Saving Throw: Special

This spell allows the caster to temporarily convince himself that certain objects or as many as four creatures within the area of effect do not actually exist. While *disbelief* remains in effect, these objects or creatures cannot harm or hinder the caster. He can pass through them as if they did not exist and takes no damage from their attacks or actions. However, since these objects or creatures temporarily do not exist for the priest, he can take no action against them. If the creatures attack, the caster receives no Dexterity bonus to armor class (since this bonus represents dodging, and the priest is unable to dodge a creature that does not exist for him).

The caster can attempt to disbelieve as many as four creatures within 60 feet of his position at the time of casting. He disbelieves the same four creatures for the duration of

the spell. Alternatively, the priest can disbelieve any or all inanimate objects of up to 20-cubic-yard volume (thus, he may disbelieve a 12 foot by 15 foot area of 3-foot-thick wall). This volume must be centered on a point no more than 20 yards from the caster. These two options are mutually exclusive; the priest can disbelieve only creatures or objects, not a combination of both.

Disbelieving a creature includes all gear, equipment, or treasure carried or worn by that creature; it does not include other objects that come into contact with that creature, such as walls, doors, chairs, etc.

*Disbelief* is not automatic; it requires an extreme effort. To successfully disbelieve, the priest must make a saving throw vs. paralyzation. A *successful* save means the priest has disbelieved; an *unsuccessful* check means that the spell has failed and the priest has not convinced himself of the creatures' or objects' non-existence.

While this spell is in effect, the DM must record any damage suffered by the priest from disbelieved creatures. When the spell ends, the caster makes a saving throw vs. spell. If the saving throw is successful, the priest suffers only one-eighth of any damage inflicted by the creatures (round all fractions down); if the priest fails the saving throw, he suffers one-half of any damage inflicted (round fractions down).

**Dragonbane (Abjuration)**
Sphere: Wards
Range: 10 yards/level
Components: V, S, M
Duration: 1d4 rounds+1 round/2 levels
Casting Time: 1 round
Area of Effect: 5'-cube/level
Saving Throw: Neg.

This spell prevents any dragon who fails its saving throw from entering the area of effect. The spell affects a cubic area whose sides equal the caster's level times 5 feet; thus, a 16th-level caster could affect a cube whose sides each equal 80 feet. The dragon can cast spells, blast breath weapon, or hurl missiles (if possible) into the area of effect.

Dragons within the area of effect when the spell is cast are not affected. If such dragons leave the area of effect, they must succeed a saving throw to reenter the area.

The material components are the priest's holy symbol and a dragon scale.

The spell's effectiveness can be greatly increased with the casting of a *focus* spell.

**Gravity Variation (Alteration)**
Sphere: War
Range: 10 yards/level
Components: V, S, M
Duration: 1 turn/3 levels
Casting Time: 2 turns
Area of Effect: 120-yard x 120-yard square
Saving Throw: None

This spell changes the characteristics of a square region of terrain. The area can be no

more than 120 yards on a side. The priest can effectively turn a flat plain into a slope of any direction, or may flatten an existing slope. The spell does not allow the priest to alter the pull of gravity, however.

This spell lets the priest create or negate a height differential of as much as 20 feet (a 2" slope in BATTLE SYSTEM™ rules measurements) within the area of effect. This can have various consequences; the best way to discuss the effects is by example.

**Example 1:** Two units face each other on a flat plain. The priest can alter the slope of the terrain so that one unit is 2" of elevation higher than the other. The unit that is upslope gains the combat benefits for higher ground, and the unit that is downslope must pay the movement cost for moving uphill if it wishes to approach the other unit.

**Example 2:** One unit is on flat terrain; another unit, 6" away, is on a hill of 2" elevation. Using this spell, the priest can effectively eliminate this difference in elevation (raising the low ground or lowering the high ground). All combat and movement involving these two units is then conducted as if there were no elevation difference (i.e., no movement penalty, no combat benefit for higher ground, etc.). Alternatively, the priest could increase the height differential by 2". Combat and movement would now be conducted as if the total difference in elevation were 4".

**Example 3:** A unit faces a hill of 3" elevation. The priest casts *gravity variation*, decreasing the effective elevation of the hill to 1". The unit pays a lower movement point cost to climb the hill. Alternatively, if the unit facing the hill were an enemy unit, the priest could increase the effective elevation to 5".

The priest must specify the degree and direction of change at the moment of casting. These parameters cannot be changed while the spell remains in effect.

*Gravity variation* can have dramatic effects on siege engines and towers. Most siege engines can be moved only on the most gentle of slopes. By raising or lowering the effective elevation of siege engines by 2", the priest can totally immobilize them by positioning them on a slope too steep to negotiate. In the case of siege towers, there is a 50% chance that the structures will topple over (totally destroying them).

The material component is a tiny plumb bob; the plumb line must be made of platinum wire while the bob itself must be a gem of at least 1,000 gp value. The device is consumed in the casting.

### The Great Circle (Abjuration) Reversible

Sphere: Sun
Range: 0
Components: V, S
Duration: 1 round
Casting Time: 6 turns
Area of Effect: Special
Saving Throw: Special

*The great circle* is a powerful cooperative spell that can be used only by four or more priests, each casting the spell simultaneously. Because of the nature of this spell and its casting time, it is often used to cleanse grounds in preparation for the construction of a temple or sanctuary.

When casting *the great circle*, the priests stand in a circle of no more than 20-foot

diameter. Each faces inward; when the spell is completed, each priest faces outward, directing the energy of the spell.

When the casting is complete, the spell takes the form of a radiant halo of golden light 20 feet above the ground. This halo quickly expands in a shimmering wave. It can pass through objects, with small arcs of the halo disappearing momentarily and reappearing on the far side. As the halo moves, it generates a high-pitched hum that varies in pitch, almost like a chorus. The halo moves slowly at first, but builds speed, reaching its maximum range at the end of one round.

The radius of the golden halo is dependent on the number of priests casting the spell. Each priest adds 60 feet to the radius. Thus, four priests could generate a halo that extends 240 feet in all directions from the circle of priests. Theoretically, there is no limit to the number of priests who may contribute to this spell, but the need for the priests to be within a 20-foot diameter circle sets a practical limit of 20 casters.

The halo is pure energy tapped from the Positive Material plane. It causes harm to undead and evil beings within the area of effect. Undead creatures of 8 or fewer hit dice are instantly destroyed and are not allowed a saving throw to avoid the effect. More powerful undead suffer 1d8 points of damage per caster. A successful saving throw vs. death magic reduces this damage to half. Creatures of evil alignment suffer 1d6 points of damage per caster (a saving throw is allowed for half-damage).

The reverse of this spell, *the black circle*, creates a ring of shimmering black energy. Paladins and priests of good alignment suffer 1d10 points of damage per priest in the circle. All other good creatures suffer 1d4 points of damage per caster. Affected creatures are allowed a saving throw vs. death magic to reduce the damage to one-half.

**Group Mind (Divination, Enchantment/Charm)**
Sphere: Thought
Range: 0
Components: V, S
Duration: 1 turn+1 round/level
Casting Time: 1 round
Area of Effect: 30-yard-diameter circle
Saving Throw: None

This spell is a deeper and more extensive version of *rapport*, in that it lets the priest communicate silently and instantly with several willing subjects. The number of subjects (in addition to the priest) depends on the caster's level:

| Level | Number of participants |
|---|---|
| 13 and below | 2 |
| 14-16 | 4 |
| 17 | 6 |
| 18 | 7 |
| 19+ | 8 |

As with *rapport*, the spell lets the participants share thoughts, emotions, and memories. Each participant sees, hears, and otherwise senses everything experienced by the other, although such "vicarious" experiences feel weak and cannot be mistaken for

direct sensations. Participants can shut off these experiences at will if they find them confusing or distracting.

The participants can share such personal concepts as plans, hopes, and fears, although they cannot communicate complex or detailed information. It is impossible to communicate the procedure for casting a spell or picking a lock.

Communication through *group mind* is approximately 30 times faster than verbal communication. The priest can maintain only one group mind spell at any time; thus, he cannot communicate with multiple groups.

This spell cannot be used on unwilling subjects.

**Land of Stability (Abjuration)**
Sphere: Wards
Range: 10 yards/level
Components: V, S, M
Duration: 1 day/level
Casting Time: 6
Area of Effect: 10-foot-cube/level
Saving Throw: None

*Land of stability* protects the area of effect and all creatures and objects within it from the following natural disasters:

- Earthquakes--vibrations do not affect the warded area and fissures will not open beneath the warded area;
- Floods--the warded area remains dry, even if submerged;
- Windstorms--the warded area suffers no damage from strong winds and objects cannot be blown into the warded area;
- Lava and ash eruptions--lava and ash flow around the warded area; and
- Avalanches--stones and snow will not fall on the warded area.

*Land of stability* offers no protection against magically-generated disasters or spells that duplicate natural disasters. Disasters in progress in the area when the spell is cast are not affected.

This spell affects a cubic area whose sides equal the caster's level times 10 feet; thus, a 15th-level caster could affect a 150' x 150' x 150' cube.

The material components are the priest's holy symbol and a pinch of volcanic ash.

**Legal Thoughts (Enchantment/Charm)**
Sphere: Law
Range: 10 yards
Components: V, S
Duration: Permanent
Casting Time: 1 turn
Area of Effect: One creature
Saving Throw: Neg.

A priest casting this spell forces the victim of the spell to follow one specific law. The

priest may choose any law prevalent in the area in which the priest and the victim currently reside. Thus, if a city has no laws about murder, the priest cannot command the person not to kill.

The victim of the spell is forced to obey the letter of the law to the best of his ability. Thus, if a victim were commanded not to commit murder, he would go to any length to avoid murdering someone.

Since the essence of this spell is tied to legal (and not moral) interpretation, characters may find loopholes that will allow them to work around the law in specific cases or to ignore the law in light of extenuating circumstances.

When casting the spell, the priest must speak the law to the recipient in such a way that he can hear it. The victim is allowed a saving throw vs. spell to avoid the effect. If the save is failed, the victim will never willingly violate the stated law as long as the spell is in effect.

*Legal thoughts* can be negated by *dispel magic*. The victim of this spell never perceives anything wrong with adhering to the law, and therefore never seeks to have the spell removed.

**Monster Mount (Enchantment/Charm)**
Sphere: Travelers
Range: 30 yards
Components: V, S
Duration: 1 hour/level
Casting Time: 6
Area of Effect: 20-foot radius circle
Saving Throw: Neg.

This spell compels one or more living creatures to serve as mounts for the caster and his companions. The spell affects up to 10 Hit Dice or levels of creatures with Intelligence of 4 or lower. Creatures used as mounts must be of suitable size to carry at least one rider; smaller creatures can be used as pack animals.

Each intended mount receives a saving throw vs. spell. Creatures failing their rolls become docile and obedient, allowing riders to mount them, and moving at the speed and direction indicated by the caster.

To maintain the enchantment, the caster must remain within 10 yards of one of the affected creatures, and each affected creature must remain within 10 yards of another. The affected creatures will do nothing for the caster other than carrying riders and gear; they will not fight (although they will fight to defend themselves), nor will they intentionally endanger themselves. Any overtly hostile act by the caster or a rider against any mount breaks the enchantment for all the mounts.

When the enchantment ends or is broken, the creatures take no action for one round, then behave as their natural instincts direct.

**Physical Mirror (Alteration)**
Sphere: Numbers
Range: 30 yards
Components: V, S, M

Duration: 1d4+8 rounds
Casting Time: 6
Area of Effect: Special
Saving Throw: None

This spell causes a localized folding of space. The folded space takes the form of an invisible disk up to 20 feet in diameter. Any missile weapon or spell that intersects this disk is instantaneously reversed in direction. Melee factors such as speed, range, and damage are unaffected; the direction of the object or force is simply rotated through a 180 degree arc. The sender of the spell or missile finds himself the target of his own attack.

The *physical mirror* operates from only one direction; that is, only one side of the mirror reflects attacks. The caster of the mirror may direct spells and missile attacks normally through the space occupied by the mirror.

In the case of physical attacks, the attacker must roll to hit himself (without the armor class benefits of Dexterity or shield). Spells turned back may require the caster to make a saving throw vs. his own spell. In both of these cases, range is important. If the distance between the initiator of the attack and the *physical mirror* is more than twice the range of the attack, the attacker is safe; the attack has insufficient range to travel from the attacker to the mirror and back again.

When the priest casts the spell, he must specify the location and orientation of the *physical mirror* disk. Once it is created, the disk cannot be moved.

If two *physical mirror* disks touch or intersect, they destructively interact and both immediately vanish. The resulting "ripples" in the space-time continuum are exceedingly destructive and inflict 3d10 hit points of damage on any creature within 35 yards (a saving throw is allowed for half-damage). This always includes the casters of the physical mirror spells.

The material component is a tiny mirror of polished platinum, worth at least 500 gp.

**Reverse Time (Alteration)**
Sphere: Time
Range: 30 yards
Components: V, S, M
Duration: 1-4 rounds
Casting Time: 6
Area of Effect: One creature
Saving Throw: Neg.

This spell is similar to the 9th-level wizard spell *time stop*. When *reverse time* is cast, time stops within a 30-foot diameter of the subject. All creatures and items in the area of effect stand motionless, rivers stop running, and arrows hang suspended in the air. Any creature, person, or object entering the area of effect is likewise frozen in time. The caster is affected if he is within the area of effect, unless he is the subject of the spell.

An unwilling subject is allowed a saving throw vs. spell; if successful, the spell is immediately negated. Otherwise, the victim is forced to relive all the actions taken in the previous 1-4 rounds in reverse. Beginning with the most recent round, the subject moves backward, arrows fired by the subject return to his bow, and so on. All effects of these

actions are negated. At the end of the spell's duration, normal time resumes and all creatures immediately continue their activities, picking up right where they had stopped.

Consider the following example. A party is battling a spellcasting red dragon. In the first round, the dragon breathes fire, roasting the party's wizard. The rest of the group attacks and injures the dragon. On the second round, the dragon bites and kills the group's thief. More damage is caused to the beast, but it is still alive in the third round, when it uses *magic missile* to kill the ranger. At this point, the priest casts reverse time on the beast. Fortunately, it fails its saving throw and is forced to reverse the last four rounds. While everyone else freezes, the dragon goes into reverse. The *magic missiles* zoom back to the dragon (and it regains the ability to cast that spell), it "unbites" the thief (removing that damage from the character), and then inhales its fiery breath (leaving the roasted wizard alive and uncooked). The dragon is then reversed through one more round--the round before it encounterd the party. The spell then ends and actions resume.

The dragon must now roll for surprise since it is encountering the party for the first time. The party is immune to surprise, since it was fighting the beast previously. All damage suffered by the dragon remains, since these actions were caused by the group and not the beast.

The material component is an etched silver arrow bent into a circle. The arrow must be no more than 3 inches long and worth no less than 500 gp. The arrow is destroyed in the casting.

**Seclusion (Alteration)**
Sphere: Numbers
Range: Touch
Components: V, S, M
Duration: 3d12 rounds+4 rounds/level
Casting Time: 6
Area of Effect: One creature
Saving Throw: Neg.

This spell encloses one individual in an extradimensional space. Creatures to be affected must be of size M or smaller. The space can contain only one creature, regardless of size. The priest may use the spell on himself or any creature he touches. Unwilling targets are allowed a saving throw vs. spell to avoid the entrapment.

While inside the space, the enclosed character is invisible and totally undetectable by any form of scrying. Powerful magic such as *contact other plane* will indicate that the character is "elsewhere," but will give no more information.

The creature within the extradimensional space can see and hear everything that occurs around him. However, he cannot cast spells, and no action of his can affect anyone or anything in the "real world."

While occupied, the extradimensional space is totally immobile. If the caster chooses to occupy the space, he can pass in and out of the space at will. Other creatures can leave or reenter the space only if the caster allows it. To an outside observer, an enclosed character who exits the space simply appears from nowhere.

If the space is occupied when the spell terminates, the occupant is immediately ejected back into the real world and suffers 1d6 hit points of damage in the process.

Any time the extradimensional space is empty, or when the occupant is someone other than the priest, the space follows the priest around. Thus, the priest may *seclude* a comrade in the extradimensional space, walk past some guards into a building, then release the comrade.

If any other form of extradimensional space (such as a *bag of holding* ) is taken into the space created by seclusion, both spaces are ruptured and all contents are expelled onto the Astral plane. *Extradimensional manipulation* can temporarily prevent this.

The material components are a tiny crystal box of the finest workmanship (worth at least 1,500 gp) and a gem of at least 250 gp value. The gem is consumed in the casting; the box is not.

**Skip Day (Invocation/Evocation)**
Sphere: Time
Range: 0
Components: V, S
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 10-foot radius
Saving Throw: Neg.

When this spell is cast, all persons and intelligent creatures within 10 feet of the caster are instantly transported 24 hours into the future. Creatures outside the area of effect will believe that the affected characters have disappeared. Unwilling creatures can attempt a saving throw vs. spell to resist the effect of *skip day*.

No time passes for creatures affected by *skip day*; they are in the exact condition that they were in before the spell was cast. They are fatigued, have recovered no hit points, and carry the same spells. Wizards must wait for actual time to pass before they can memorize spells.

The affected creatures remain in the same location as they were before *skip day* was cast. Their immediate environment is likely to have changed; for instance, fires have burned out, enemies who were attacking have departed, and weather has changed for better or worse.

Although *skip day* is a possible substitute for *teleporting* out of a dangerous situation, it is not without risk; characters could reappear in a situation more threatening than the one they left behind (for instance, a forest fire may have started or a pack of hungry wolves may have arrived).

**Sol's Searing Orb (Invocation)**
Sphere: Sun
Range: 30 yards
Components: V, S, M
Duration: Instantaneous
Casting Time: 6
Area of Effect: One gem
Saving Throw: Special

This spell must be cast upon a topaz. When the spell is complete, the stone glows with an inner light. The gem must be immediately thrown at an opponent, for it quickly becomes too hot to hold. (The acts of casting and throwing occur in the same round.) It is not possible for the priest to give the stone to another character to throw.

The stone can be hurled up to 30 yards. The priest must roll normally to hit; he gains a +3 bonus to his attack roll and suffers no penalty for nonweapon proficiency. In addition, the glowing gem is considered a +3 weapon for determining whether a creature can be struck (creatures hit only by magical weapons, for example). There is no damage bonus, however.

When it hits, the gem bursts with a brilliant, searing flash that causes 6d6 points of fire damage to the target and blinds him for 1d6 rounds. The victim is allowed a saving throw vs. spell. If successful, only half damage is sustained and the target is not blinded. Undead creatures suffer 12d6 points of damage and are blinded for 2d6 rounds (if applicable) if their save is failed. They receive 6d6 points of damage and are blinded for 1d6 rounds if the save is successful.

If the gem misses its target, it explodes immediately, causing 3d6 points of damage (or 6d6 against undead) to all creatures within a 3' radius. It blinds them for 1d3 rounds (1d6 rounds vs. undead). All victims are allowed a saving throw vs. spell, with success indicating half damage and no blindness. The DM should use the rules for grenade-like missiles found in the *Dungeon Master Guide* for determining where the stone hits.

The material component is a topaz gemstone worth at least 500 gp.

**Spiritual Wrath (Invocation)**
Sphere: Combat
Range: 300 yards
Components: V, S
Duration: Instantaneous
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: 1/2

This powerful cooperative spell is rarely invoked since it requires the concerted effort of six or more high-level priests. The casting effort severely weakens the priests, discouraging casual use of this spell.

To cast the spell, six or more priests must be within a 15-foot radius. Each priest must cast *spiritual wrath* at the same time. Before beginning the spell, the priests must decide upon the area of effect. The spell causes 10d6+1d6 points of damage per priest casting the spell. (The minimum damage, therefore, is 16d6.) Creatures within the area of effect are allowed a saving throw vs. spell to reduce the damage to half.

The spell strikes as a great wave of force that descends from the sky. Small objects must save vs. crushing blow. Structures suffer damage as if hit by a heavy catapult (2d12). The force of this spell often raises a great cloud of dirt and dust, obscuring the area for 1d4+1 rounds.

The spell's area of effect is determined by the number of casters. Each priest contributes 10 feet to the radius of the spell. Six casters would create a spell with a radius of 60 feet. No more than twelve casters can cooperate to cast this spell (maximum of

22d6 damage and a 120-foot radius area of effect). This converts to an 8-inch circle in the BATTLESYSTEM™ rules ground scale.

The spell is difficult to cast, physically taxing the spellcasters so much that each caster suffers 3d10 points of damage from the effort. There is no saving throw allowed to avoid this damage.

# Seventh-Level Spells

**Age Dragon (Alteration)**
Sphere: Time
Range: 30 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 1 round
Area of Effect: One dragon
Saving Throw: Neg.

This spell allows the caster to cause any dragon to temporarily gain or lose one age level per five levels of the caster. For instance, a 14th-level caster could cause a dragon to gain or lose two age levels; a mature adult dragon could be temporarily transformed into a young adult dragon or into a very old dragon. A dragon's age cannot be reduced below hatchling or increased beyond great wyrm.

Unwilling dragons are allowed a saving throw vs. spells with a -4 penalty to avoid the effect.

A dragon affected by *age dragon* temporarily acquires the armor class, hit points, spell abilities, combat modifiers, size, and other attributes of his new age level. The dragon retains his memories and personality. At the end of the spell's duration, the dragon returns to his normal age level.

If the dragon suffered damage while experiencing his modified age, these hit points remain lost when he resumes his normal age. If the dragon loses more hit points at his modified age than he has at his actual age, he dies when the spell expires. For example, a young adult bronze dragon with 110 hit points is aged to a mature adult with 120 hit points. The dragon suffers 115 hit points in combat. Unless the dragon is healed of 6 points of damage before the spell expires, the dragon dies at the end of the spell since his damage is greater than his actual hit points.

If a dragon is killed while under the effect of *age dragon*, he is dead at the end of the spell's duration.

The material component is a handful of dirt taken from a dragon's footprint.

**Breath of Life (Necromantic) Reversible**
Sphere: Necromantic
Range: 0
Components: V, S, M
Duration: 1 hour/level

Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

This powerful spell enables the caster to cure many persons (even an entire community) who are afflicted with a nonmagical disease. The priest need not touch or even see the diseased people for the spell to be effective, although recipients must be within the area of effect.

This spell does not cure all diseases in the community at one time; the caster must specifically state which disease is to be eliminated (black plague or yellow fever, for example) with each casting of the spell.

When the spell is cast, the priest exhales a sweet-smelling breath. This forms into a breeze that radiates outward, forming a circle that expands in a 50-yard radius per hour. During this time, the caster must remain at the center of the area of effect. For example, after 12 hours, the *breath of life* would cover a circle 1200 yards in diameter (600-yard radius). The breath is of a magical nature rather than a physical nature; therefore, it is unaffected by prevailing winds.

The breeze blows through the community, instantly eliminating the specified disease from all afflicted citizens. The *breath of life* spell does not destroy parasitic monsters (such as green slime, rot grubs, and others), nor does it cure lycanthropy or other magical afflictions. The spell does not prevent recurrence of a disease if the recipients are again exposed.

The material components are the priest's holy symbol and a cone of incense that has been blessed by the highest priest of the character's religion.

The *breath of death*, which produces a foul-smelling wind, is the reverse of this spell. Victims who fail a saving throw vs. death magic are afflicted with a nonmagical, fatal disease. To determine the results of this spell, the DM should roll saving throws for major NPCs in the area of effect. The effect on the rest of the community can be calculated as a percentage, based on the saving throw.

Infected creatures do not heal hit points until the disease is cured. The disease is fatal within 1d6 weeks (the duration varies from person to person).

The material components are the priest's holy symbol and a handful of dust taken from a mummy's corpse.

**Divine Inspiration (Divination)**
Sphere: Thought, Divination
Range: 0
Components: V, S, M
Duration: Instantaneous
Casting Time: 5
Area of Effect: The caster
Saving Throw: None

This spell is a more powerful version of the *genius* spell. The priest's player may ask the DM one question about the current situation or about events that will occur within the next five rounds. Questions about the future must relate to external events, such as "Will

the guards respond to the sentry's yell?" Questions cannot refer to the outcome of combat, such as "Will we win the battle?" The priest's player is allowed to use this spell to ask the DM for advice. In this case, the spell is the equivalent of asking the gods, "Okay, how do we get out of this one?"

Like the *genius* spell, the DM must be careful in adjudicating this spell. The answer to the question is always relevant and correct, although not necessarily complete. The answer can also be cryptic, in the form of a riddle or rhyme, depending on the DM's assessment of the situation and how potentially unbalancing the answer might be. In general, the answer will be a short phrase of no more than eight to ten words.

The material component is a gem of at least 500 gp value. This spell can be cast only once in any 24-hour period.

**Hovering Road (Conjuration/Summoning)**
Sphere: Travelers
Range: 0
Components: V, S, M
Duration: 1 turn/level
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell enables the caster to create a magical 10-foot-wide road extending 10 feet in front of him. The caster can create an unbroken road for the duration of the spell, creating a 10-foot area ahead of him as long as he continues to move forward.

The road is approximately one foot thick and hovers in the air. It has the texture and color of black granite. Characters and creatures can move on the *hovering road* at their normal movement rate, ignoring the effects of surrounding terrain.

The *hovering road* must originate from a solid surface. Once anchored, the caster controls the contour of the road, causing it to rise and fall as he wishes. The road can thus be used to traverse rivers (if the road is anchored on the shore), swamps, and similarly hostile terrain. The caster can cause the *hovering road* to rise over a jungle or cross a chasm.

The road has AC 0. It is impervious to non-magical weapons. If the road suffers 100 points of damage (from magical weapons or other magical forces), it dissipates in a black mist; all those on the road fall to the ground below.

Unless the road is destroyed, the entire *hovering road* remains intact from beginning to end for the duration of the spell, even if the caster is killed or incapacitated. At the end of the spell's duration, the entire road dissipates.

The material components are a chunk of black marble and a loop of gold wire.

**Illusory Fortification (Illusion/Phantasm)**
Sphere: War
Range: 240 yards
Components: V, S, M
Duration: Special
Casting Time: 10 turns

Area of Effect: Special
Saving Throw: None

The ritual required to cast this spell is time-consuming and extremely complex. As its name implies, *illusory fortification* creates an illusion of a wall of heavy stonework up to 30 feet tall and 160 yards long, topped with crenellations. The illusory wall can be of any color and apparent age, potentially allowing the caster to match the false wall with the real walls of an existing castle. The illusory wall must be continuous (it cannot form two or more shorter walls), but it can follow any corners or bends that the caster desires.

In addition to the wall, the spell creates the illusion of constant movement among the crenellations, as if defending troops were moving atop the wall. The formation of the crenellations makes it impossible for a distant observer to determine exactly how many and what types of defenders are present on the *illusory fortification*.

The illusory wall remains in existence for 2d12 hours unless the spell is terminated earlier.

The spell has one very significant limitation: it is strictly two-dimensional and is visible from only one side (the side that the caster deems to be the "outside"). When viewed from the outside, the wall appears real; when viewed from the end, from above, or from the "inside," the wall is totally invisible except for a faint outline of the shape of the wall. This means that friendly troops, concealed from enemy view by the illusory wall, can see their opponents clearly. The wall is most effective if friendly troops are informed of the wall's presence and are careful not to walk through the illusion. Such an occurrence does not end the spell, but it will probably advise the enemy of the nature of the wall.

Spells cast at the wall and shots fired at the *illusory fortification* by siege engines appear to strike the wall and inflict normal damage. In reality, the missiles or spells pass through the illusion, possibly striking troops or real fortifications beyond. Such "hits" do not disturb the illusion.

As soon as an enemy unit moves within 10 yards of the *illusory fortification*, the spell terminates and the wall vanishes.

There are two ways in which the spell can be terminated before it expires. First, the priest can terminate the spell at any time. Second, if a friendly unit makes an attack, whether melee or missile combat, through the illusory wall from the "inside" to the "outside," the spell terminates instantly.

Once the *illusory fortification* has been created, the priest does not need to concentrate on the wall. The spell remains in effect even if the casting priest is killed in the interim.

The material components are the priest's holy symbol, a handful of stones, powdered mortar, and a gem worth at least 3,000 gp. All components except the holy symbol are consumed in the casting.

**Mind Tracker (Divination)**
Sphere: Divination
Range: Special
Components: V, S, M
Duration: Special

Casting Time: 1 turn/3
Area of Effect: One creature
Saving Throw: Special

The mind tracker is a magically-created creature which exists only on the Ethereal plane. It is called into existence when the first portion of this spell is cast.

When seen (which is seldom), the mind tracker has an indistinct body. It seems to be a near-solid coalescence of the vaporous atmosphere of the Ethereal plane itself. It is a roughly elliptical body with three or more limbs protruding at seemingly random locations. The number and size of these appendages shifts slowly, however, as new ones appear from the mist and old ones disappear. The body of the creature averages 2 feet across and 3 feet long, though this, too, tends to vary from minute to minute. The mind tracker has no discernible eyes, ears, nose, or other organs. It cannot be engaged in combat; if attacked, it simply disappears, to reappear after the danger has passed, or somewhere else entirely if its quarry has moved on.

The ceremony which creates the mind tracker takes one turn to perform. Its material components are a whiff of the Ethereal plane's atmosphere and the brain of a lizard.

Once the tracker is manifested, it must be assigned a quarry within one hour. If no quarry is designated, the tracker dissipates and the spell is wasted.

To assign a quarry to the tracker, the priest must have the quarry within his sight. This includes magical sight such as true seeing, but not remote sighting devices such as crystal balls. With the quarry in sight, the priest mouths the final phrases of the spell. From that point on, the mind tracker is mentally tethered to the victim. It follows its quarry (staying always in the Ethereal plane) wherever it goes. It constantly relays information about the subject to the priest: what it is doing, where it is. The priest does not actually see an image of the quarry, he receives `reports' from the mind tracker. These reports contain only such information as the tracker can gather by looking. It cannot identify people the quarry is talking to, but can describe them in great detail. Nor can it hear anything the quarry or anyone else says, or read writing, but it recognizes and can report the fact that speaking or reading is happening.

While the tracker is dogging its quarry, its presence can be felt as an eery, creepy sensation of being watched. If the victim makes an initial save vs. paralyzation, each of the following stages lasts three hours instead of two. For the first two hours, the quarry has a general feeling of ill ease. In the third and fourth hours, the victim is distracted and nervous, and suffers a -1 penalty on all saving throws. In the fifth and sixth hours, the victim is convinced someone or something is following him and suffers a -3 penalty on saving throws and a -2 (or -10%) penalty on all other dice rolls. After six hours the victim is near his breaking point. He is unable to concentrate to cast spells or use any of his class's special abilities. All die rolls have a -5 (or -25%) penalty. After eight hours, he must make a saving throw vs. paralyzation. If he fails, he collapses, fevered and delirious. This state persists until the tracker ceases to exist.

The mind tracker continues to exist for as long as the priest remains conscious of its input. If the priest is knocked out or falls asleep, or simply dismisses his creation, the tracker dissipates.

**Shadow Engines (Illusion/Phantasm)**

Sphere: War
Range: 240 yards
Components: V, S, M
Duration: 8 turns
Casting Time: 3 turns
Area of Effect: 180-yard x 180-yard square
Saving Throw: None

This spell creates the illusion of as many as four siege engines. The casting priest may choose from ballistae, siege towers, catapults, rams, or any combination thereof. Like the creatures created by the spell *shadow monsters*, these illusory engines have at least a tenuous reality and can inflict damage on enemies.

*Shadow engines* are accompanied by illusory crews of the appropriate number and race. The engines can move at a rate of 20 yards per turn and are unaffected by terrain considerations. (The caster can choose to slow them when passing through rough terrain to aid the illusion of reality.)

*Shadow engines* cannot carry real troops. They can be fired at the same rate as real engines of the appropriate type, but a hit causes only one-half the damage normal for that type of engine (round fractions down).

A *shadow engine* remains in existence until the spell duration expires, until an enemy unit approaches within 10 yards, or until it suffers damage from an enemy missile attack. When any of these conditions occur, the engine vanishes. If a single spell has created multiple engines, only the engine struck vanishes; the others remain.

The crew associated with a *shadow engine* must remain with that engine; it cannot move more than 5 yards away from the engine itself.

*Shadow engines* can move independently of other engines created by the spell as long as they remain within the area of effect and remain within 240 yards of the caster. The caster must maintain concentration to control the *shadow engines*. He cannot cast any other spells, and he is limited to a movement rate of 6. If the caster is struck for damage, the *shadow engines* vanish.

The material component is a finely detailed miniature model of a siege engine (of any type), which is consumed during the casting.

**Spacewarp (Alteration)**
Sphere: Numbers
Range: 50 yards
Components: V, S, M
Duration: 1 round/level
Casting Time: 7
Area of Effect: 50-foot-diameter sphere
Saving Throw: None

According to one view of the universe, what we perceive as gravity is actually a localized warping of the fabric of space-time. The *spacewarp* spell creates a temporary but very intense warping in a limited area.

When the priest casts this spell, he selects a specific point to be the center of effect.

This point may be anywhere within 50 yards of the caster, including in midair.

When the spell is completed, this center of effect gains a gravity field equal to the force felt at the surface of the earth. In other words, gravity is centered at this point; everything within 50 feet of this center that is not attached to something immovable will fall toward the selected point.

This localized gravity affects only loose objects and creatures capable of movement (i.e., not trees, whose roots are buried in the ground). It does not affect the ground itself--soil, plants, desert sand, lake water, etc. are immune to the effect.

An object falling toward the center of gravity gains speed exactly as it would if it were falling toward the ground. When the object reaches the center, it instantly ceases its movement. If objects are already at the center, newly arriving objects will slam into them, causing normal falling damage (1d6 per 10 feet) to the newly arriving objects. Objects previously at the center must save vs. paralyzation or suffer half that amount of damage.

Consider the following example. An orc is 10 feet away from the center of effect when the spell is cast. He falls 10 feet to the center and stops. His companion, a bandit, is 30 feet from the center. It takes him longer to fall to the center, so the orc is already there when he arrives, and the two characters collide forcefully. The bandit suffers 3d6 hit points of damage--the falling damage associated with a 30-foot fall. The orc must save vs. paralyzation or suffer half that amount.

Other things are caught in the effect as well. The bandit's horse was 50 feet away from the center of effect, so it arrives at the center after the orc and the bandit. It falls 50 feet, suffering 5d6 points of damage, and potentially inflicting half that amount on both the orc and the bandit.

The center of effect can be anywhere within 50 yards of the priest. Possibly one of the most destructive uses of this spell is to cast it directly on an enemy creature. Everyone and everything within 50 feet of that creature falls toward him and strikes him, inflicting damage.

When the spell terminates, gravity returns to normal. If the spell has lifted any characters or objects off the ground, they immediately fall back to the ground, suffering the appropriate amount of falling damage.

The material components are a lodestone and a sphere of obsidian, both of which are consumed in the casting.

**Spirit of Power (Summoning, Invocation)**
Sphere: Summoning
Range: 0
Components: V, S, M
Duration: 1 hour
Casting Time: 3 turns
Area of Effect: The casters
Saving Throw: None

This cooperative spell is rarely used or spoken of, since its requirements are strict and the outcome is uncertain. The spell must be cast by six priests of the same faith. All six must touch hands at the time of casting. At the completion of the spell, the priests fall into a trance. The life essences of the priests leave their bodies and merge at a point

within 10 feet of the casters. The spirits of the priests meld together to form the avatar of the priests' deity.

In this manner, the six characters become a single being with all the powers and abilities allowed to that avatar. The only stipulation is that the priests' deity cannot have created all avatars allowed to it at that moment. If this has happened, the spell fails and the priests are drained as described below.

If the spell succeeds, the priests have completely given their wills over to their deity, essentially forming the vessel into which it funnels power. In becoming the avatar, the priests retain the ability to make most of their own decisions. (The six must work in harmony or allow one of their number to decide all actions.) However, the deity can assume direct control of the avatar at any time it desires--the avatar is, after all, an earthly manifestation of the deity.

Although the spell has a duration of one hour, the deity is not obliged to release the priests at that time. If the priests are not released at the end of the spell's duration, they instantly die. A deity can choose to sacrifice its priests in order to maintain its avatar on the Prime Material plane. Such a cruel and unjust action is almost never undertaken by good deities or those that have any respect for life, free will, or mercy. For dark and sinister gods, the question is much more uncertain. If a deity chooses to maintain the avatar longer than one hour, control of the avatar instantly and permanently passes to the DM. (Clearly, a DM should seldom if ever exercise this power.)

While the priests are formed into the avatar, their bodies remain in a death like trance. The priests have no idea what might be happening to their real bodies (unless the avatar can observe them). Any damage to a priest's body requires an instant system shock roll. If successful, the damage is recorded normally, but the damage does not take effect until the spell ends (at which point the priest will almost certainly die). If the system shock roll is failed, the character instantly dies and the spell ends. Characters who die in this manner cannot be raised, resurrected, or reincarnated. They have been taken to the ultimate reward (or punishment) for the service they have rendered. If the bodies are moved from their positions, the spell ends.

Even if the deity releases the priests, they are left severely drained. All spells memorized are lost until the priest can rest and perform his prayers once again. The physical drain leaves each priest with only 1 hit point upon awakening, regardless of the number of hit points the character had when the spell was cast. Since damage suffered during the spell takes effect instantly, any priest who is hurt dies immediately (although quick action by others might save him).

Each priest who survives the spell will be bound by a quest (a duty that must be completed in exchange for calling upon their god).

The material component is an offering appropriate to the deity. The DM determines the exact nature of this offering.

**Tentacle Walls (Enchantment)**
Sphere: Wards
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 round

Area of Effect: 50-foot cube
Saving Throw: None

*Tentacle walls* enables the caster to enchant a single room whose volume is less than or equal to the area of effect. The spell activates 1d4 rounds after any creature other than the caster enters the room. The intruder must be larger than a normal rat; that is, it must be larger than one-half cubic foot or weigh more than three pounds.

When the spell is activated, six black, leathery tentacles sprout inside the room; the tentacles are evenly divided among the room's surfaces (for instance, if the room is a cube, one tentacle sprouts from the floor, one sprouts from the ceiling, and one sprouts from each of the four walls).

The whip-like tentacles grow to the length of the room and swing wildly. Each round, a tentacle has a 30% chance of striking a random creature in the room, inflicting 1d6 points of damage (save vs. spell for half damage). Each tentacle has AC 0 and 25 hit points. When a tentacle is reduced to 0 hit points, it disappears in a puff of black smoke.

If all creatures are killed or withdraw from the room, the surviving tentacles withdraw, disappearing into the walls. If the spell is activated again, six tentacles reappear; new tentacles are created to replace any destroyed previously. As long as one tentacle survives an encounter, the tentacles will continue to be replaced. Only when all six tentacles are destroyed is the spell permanently negated.

The material component is the dried tentacle of an octopus.

**Timelessness (Alteration)**
Sphere: Numbers
Range: Touch
Components: V, S, M
Duration: 1 day/level
Casting Time: 7
Area of Effect: One creature
Saving Throw: Neg.

This spell totally stops the flow of time for a single individual. All signs of life stop and the subject is incapable of any movement or thought. While the spell is in effect, the subject is totally immovable and cannot be affected by any physical or magical forces. Weapons simply bounce off the subject as they would bounce off the hardest stone. Spells, including *dispel magic*, are totally incapable of affecting the subject in any way. The subject does not age.

Aside from the fact that the subject remains visible, frozen in place like a statue, he is effectively no longer part of the universe. (DMs may rule that the most powerful of magics, such as *wishe*s, and creatures of demigod or higher status can affect the subject.)

When the priest casts the spell, he or she states the duration for which the spell will remain in effect (the maximum is one full day per level of the caster). Once the spell is cast, this duration cannot be changed; the priest cannot terminate the spell before the stated time has elapsed.

If the subject is unwilling to be affected by the spell, the priest must touch the victim for the spell to take effect; the subject receives a normal saving throw to resist the effects.

A willing subject need not make a saving throw.

The priest may cast this spell on himself if desired. This spell can provide a powerful defensive maneuver; while the spell is in effect, the subject is totally invulnerable. *Timelessness* is also an effective form of long-term imprisonment, as long as the priest is around to cast the spell again at the appropriate time.

This is an exceptionally powerful spell. Casting it puts a significant strain on the priest. Each time he casts *timelessness*, the priest must make a system shock roll. If the priest fails this throw, he or she permanently loses 1 point of Constitution.

The material components are a gem worth at least 1,000 gp and a small cylinder of obsidian. Both are crushed during the casting.

**Uncontrolled Weather (Conjuration/Summoning)**

Sphere: Chaos
Range: 0
Components: V, S
Duration: 1 turn/level
Casting Time: 1 turn
Area of Effect: 4d4 square miles
Saving Throw: None

This spell allows the caster to summon weather that is either appropriate or inappropriate to the climate and season of the region. The summoned effects are always dramatic--cool breezes or light fog will not appear. Instead, torrential floods will assault a desert, a heat wave will rage in polar wastelands, and tornadoes and hurricanes will rip across gentle landscapes. A blizzard might spring up in summer or a tornado might materialize in the winter.

The spellcaster has no influence over the weather pattern that emerges. He cannot control the area of effect or the duration of the weather.

Four turns after the spell is cast, the trend of the weather will become apparent--a sudden chill, gust of wind, overcast sky, etc. The uncontrolled weather arrives on the fifth turn. Once the weather has arrived, it cannot be dispelled. If the spell is canceled by the caster before the beginning of the fifth turn, the weather slowly reverts to its original condition.

The effects of the spell are the decision of the DM. The effects should be grand and impressive. Following are suggested effects of the weather.

*Torrential Rain/Blizzard:* Visibility is reduced to 100 yards or less; travel is nearly impossible due to water or heavy snow on the ground.

*Storm/Hurricanes:* All flying creatures are driven from the skies; trees are uprooted; roofs are torn off; ships are endangered.

*Heat Wave*: Intense heat immediately causes ice bridges to melt; avalanches of snow and ice roll down mountains.

The DM determines the area of effect randomly. The maximum duration of the spell is one turn per level of the caster; however, the DM may cancel the effect after a shorter time.

# Quest Spells

The quest spells that follow are designed to be used only in extraordinary circumstances as determined by the DM. Players and the DM should read the explanatory notes about quest spells in the introduction to this book before entering these spells into play.

**Abundance (Alteration)**
Sphere: Creation, Plant
Range: 0
Duration: Permanent
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

By casting an *abundance* spell, the priest quickens the ripening of a harvest or the growth of woodland. Fields of crops in the affected area will grow, ripen, and be ready for harvest in a single day. Seed must be sown any time before the casting of the spell.

An area of woodland will grow as if it had grown for 25 years in one day plus five years per day for another three days. There must be soil capable of supporting the woodland for the growth to remain healthy.

The priest must stand anywhere within the area to be affected. The priest designates the exact size and shape of the area in the casting.

The area of effect is 10 square miles for ripening a harvest and 25 square miles for woodland growth. This spell does not create effects such as entanglement or enlargement of the flora within the area of effect.

**Animal Horde (Conjuration/Summoning)**
Sphere: Animal, Summoning
Range: 0
Duration: 1 day
Casting Time: 1 turn
Area of Effect: 10-mile radius
Saving Throw: None

This potent spell summons a number of animals to the priest. For each level of the priest, a number of animals totaling 10 hit dice appear.

The Power who grants the spell enables the priest to know exactly what types and numbers of animals are within the area of effect. The priest may specify the numbers of animals he wants; for instance, a 16th-level priest could summon 60 HD of wolves, 40 HD of bears, and 60 HD of wolverines. The animals will begin arriving in one round and will be assembled at the priest's location at the end of three turns.

The animals will not fight among each other even if they are natural enemies. Monsters (dragons, gorgons, hell hounds, etc.) cannot be summoned with this spell.

The summoned animals will aid the priest in any means of which they are capable. They will enter battle, protect the priest and his companions, or perform a specified

mission until the priest dismisses them or the spell expires. During this time, the priest can automatically communicate with his animals.

At the end of the spell, the animals instinctively return to their lairs. For the first three turns after the spell expires, the animals will not attack the caster, his companions, or other summoned animals. After this time, the animals will behave normally.

**Circle of Sunmotes (Alteration, Invocation/Evocation, Necromancy)**
Sphere: Sun
Range: 200 yards
Duration: 3 turns
Casting Time: 1 round
Area of Effect: 60-foot-radius hemisphere
Saving Throw: None

By casting *circle of sunmotes*, the priest creates a hemispherical shell filled with sparkling, glowing motes of bright sunlight. A one-foot radius globe of sunlight appears at the height of the caster's head in the exact center of the circle.

Creatures within the area of effect who are friendly to the cleric experience the glowing motes as warm, invigorating, inspiring, and healing. They are healed for 1d6 hit points, gain the benefit of an *aid* spell for 1 turn after the *circle of sunmotes* is created, gain +1 bonuses to all attack and damage rolls, and gain a +2 bonus to morale.

Enemies of the priest experience the same sunmotes as blinding, burning, and damaging. They must save versus spell or be blinded for 1 turn after the sunmotes are created. Each enemy is struck by a small fiery mote causing 1d4+1 points of damage (no saving throw is allowed, but creatures with magical fire resistance suffer only half damage), and suffers a -2 penalty to morale.

Companions of the cleric who step within 10 feet of the glowing miniature sun at the center of the effect are healed of 1d8+2 hit points. This affects each creature only once during the spell's duration.

Enemies of the priest who come within 10 feet of the minisun are burned for 1d8+2 points of fire damage. No saving throw is allowed, but creatures possessing magical resistance against fire suffer only half damage.

Companions of the priest who are outside the area of effect view enemies within the circle as if they are affected by golden *faerie fire*. Creatures affected by the *faerie fire* suffer a -2 penalty to armor class from attacks by creatures outside the circle.

Enemies of the priest outside the circle view the priest's allies as if obscured by a blinding light and suffer a -2 penalty to missile attacks against them.

**Conformance (Conjuration/Summoning, Invocation)**
Sphere: Law
Range: 0
Duration: 6 turns
Casting Time: 1 round
Area of Effect: 80-foot-diameter sphere
Saving Throw: None

The *conformance* spell has a simple principle with a profound effect: probable events always manifest.

In game terms, this means that events with a probability of 51% or better always occur. Thus, if a saving throw of 9 is required to avoid an effect, no roll is necessary; the save is automatically successful. If a warrior must roll 10 or better to hit an enemy, he automatically hits.

Conversely, improbable actions (those with less than a 50% chance) always fail. If a warrior must roll 12 or better to hit an enemy, he automatically fails. If a thief's chance to hide in shadows is 49%, he automatically fails.

There are two conditions that affect this spell. First, a *prayer* spell is continuously operative in the area of effect, shifting the balance of combat probabilities toward the favor of the priest who casts this spell and his companions. Second, probabilities of exactly 50% always shift in favor of the spellcasting priest. For example, if a roll of 11 or better is needed to save against a spell effect, this is a 50% chance for success. In such cases, the priest and his friends always make the save and enemies always fail.

This spell is particularly potent if *bless* and *chant* spells are cast in the area of effect.

**Elemental Swarm (Conjuration/Summoning)**
Sphere: Elemental, Summoning
Range: 240 yards
Duration: 6 turns
Casting Time: 3 turns
Area of Effect: Special
Saving Throw: None

This spell enables the caster to open a portal to one elemental plane of his choice (as appropriate for his patron Power). He can then summon elementals from that plane.

After the first turn of casting, 3d3 elementals of 12HD each appear; after the second turn, 2d3 elementals of 16HD each appear; after the third turn, 1d3 elementals of 20HD each appear. Each elemental has at least 5 hit points per hit die. The elementals remain for six turns from the time they first appear.

These elementals will obey the priest explicitly and cannot be turned against the caster. The priest does not need to concentrate to maintain control over the elementals. They cannot be dismissed with spells such as *dismissal*; the elementals remain for the duration of the spell.

**Etherwalk (Alteration)**
Sphere: Astral, Travelers
Range: Special
Duration: Special
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: Neg.

By casting this spell, the priest transports himself and as many as 50 followers (who must join hands at the time of casting) to the Border Ethereal. Unwilling creatures are

allowed a saving throw at a -4 penalty to avoid transportation.

The spell then allows the priest and his party to make as many as three round-trip journeys to and from the Inner Planes. It then allows them to return to the Prime Material plane.

Travel rates in the Ethereal plane are at four times normal speed. Travel times for locating or searching along curtains are all at the minimum time possible. Encounters with monsters occur at one-fifth the normal frequency. The priest and his party are not affected by the ether cyclone.

The spell expires when the priest and his party return to the Border Ethereal from an inner plane for the third time. They are then instantly transported to the Prime Material plane.

**Fear Contagion (Abjuration)**
Sphere: Charm, War
Range: 240 yards
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: Special

A priest casting *fear contagion* selects a single creature to be the focus of the spell. The creature is affected by magical fear and receives no saving throw to avoid the effect. All creatures within 10 yards of the target creature must make a saving throw versus spell with a -4 penalty; failure indicates that they are also affected by fear.

If BATTLESYSTEM™ rules are used, the spell forces the affected unit to make a Morale Check at a -6 penalty. If this roll fails, the unit automatically routs.

Creatures affected by fear will flee in a direction away from the spellcaster for as long as they are able to run (refer to Chapter 14 of the *Player's Handbook* for rules). Such creatures will then spend one full turn cowering after being forced to rest. During this time, affected creatures suffer -4 penalties to attack rolls, and all dexterity bonuses are negated.

When using BATTLESYSTEM rules, fear-struck creatures are permitted rally tests with a -3 penalty and must engage in rout movement until they rally. However, a rally test is not permitted until two turns of rout movement have been completed.

As creatures run in fear, their fear is contagious. Any creature that comes within 10 yards of a creature affected by this spell must make a saving throw (no penalties) or be forced to flee from the spellcaster. In BATTLESYSTEM™ rules, creatures make a standard Morale Check with a -3 penalty.

Creatures affected by fear no longer cause fear in others after they have passed one mile from the original center of the spell effect.

**Health Blessing (Necromancy)**
Sphere: Healing, Necromantic
Range: 100 yards
Duration: 1 day/level
Casting Time: 1 round

Area of Effect: 50 creatures
Saving Throw: None

*Health blessing* provides a number of human, demi-human, or humanoid creatures with protection against ill health; it also enables subjects to heal others.

Recipients of a *health blessing* are immune to nonmagical disease, gain a +4 bonus to saving throws versus poison and death magic, and can cast *cure light wounds* on themselves once per day for the duration of the spell. In addition, a recipient of *health blessing* can heal one other creature per day as a paladin does by laying hands. The healing conferred is 1 hit point per level or hit die of the healer.

**Highway (Alteration, Evocation)**
Sphere: Travelers
Range: 0
Duration: 1 day
Casting Time: 1 turn
Area of Effect: 1,000 square yards
Saving Throw: None

The *highway* spell creates a shimmering plane of force that acts as a magical conveyor for the priest. By standing at the forward edge of the 10 x 100 yard plane, the priest and as many followers as can fit onto the square can travel as outlined below.

The *highway* travels 30 miles per hour (MV 88) over all terrains. The priest sets the height of the *highway* in a range from 1 foot to 100 yards above ground level. The highway moves as the priest wills; if the priest wishes to fix a destination in his mind, the *highway* will take the shortest route to that destination until the priest changes the course in his mind.

The *highway* cannot be used offensively. It will automatically travel over or around obstacles such as buildings and large creatures. It protects creatures traveling on it from adverse effects of the elements (ice, rain, gales, etc.). The *highway* can hover in place, but hovering can be achieved only at a height of 12 inches above ground level.

When the spell expires or the destination is reached, the highway gently lowers the priest and his party to the ground. The priest may order the *highway* to drop off creatures and collect others at intermediate destinations, although the priest who cast the spell must remain on the *highway* or it will disappear.

**Imago Interrogation (Divination, Enchantment/Charm)**
Sphere: Astral, Divination, Time
Range: 0
Duration: Special
Casting Time: 1 turn
Area of Effect: The caster
Saving Throw: None

The imago is a mental image--a form of mental magical body. After casting this spell (requiring 1 turn), the caster falls asleep. After 1d6 turns of sleep, the imago of the priest

begins to travel. The imago is not subject to any forms of attack and has no effective attacks.

The imago may travel to as many as four different locations separated by any distance, even across the planes and/or backward in time. At these locations, the imago may interrogate the imagos of as many as 10 other sentient creatures (other than Powers), compelling them to reply truthfully to its questions. A maximum of 40 questions may be asked during the spell duration.

Asking one question and listening to the reply takes 4 rounds of time in the caster's world. Each planar/time jump lasts 3 turns in that world.

Imago communications are telepathic. The questions must be able to be answered in a sentence of reasonable length, or the interrogated creature becomes confused and cannot answer.

The imagos of interrogated creatures will have no recollection of their interrogations. As a result, history cannot be changed through backward time travel using this spell.

**Implosion/Inversion (Invocation)**
Sphere: Numbers, Combat
Range: 120 yards
Duration: Special
Casting Time: 1 round
Area of Effect: One or more creatures
Saving Throw: Neg.

By use of this spectacular spell, the priest rearranges the extradimensional and spatial geometries of the molecules of one or more creatures. The result is that the rearrangement of the target creature causes it to implode (collapse inward upon itself) or invert (its insides become its outsides and vice versa).

The result is usually inversion, unless the target would not be adversely affected by this process (e.g., a slime, ooze, golem, elemental, etc.). In this case, implosion takes place. In either case, the effect kills/destroys the target instantaneously unless it makes a successful saving throw versus death magic at a -4 penalty.

The priest can affect one creature per round with this spell. After each round, the priest must make a Constitution check. If this fails, the priest is overwhelmed with the effort of sustaining the spell, at which time the spell terminates, leaving the priest fatigued (the equivalent of being stunned) for 1d4 rounds. The maximum possible duration of the spell is 3 turns.

**Interdiction (Abjuration)**
Sphere: Chaos, Law, Wards
Range: 240 yards
Duration: 1 day
Casting Time: 2 turns
Area of Effect: 200-foot cube/level
Saving Throw: Special

This powerful spell affects all enemies of the spellcasting priest who enter the area of

effect. The spell inflicts a -2 penalty on saving throws, a -1 penalty to armor class, and a -1 penalty to attack and damage rolls. Creatures friendly to the cleric gain corresponding bonuses--+2 to saving throws, +1 to attack and damage rolls, and a bonus of 1 to AC. Additional effects are possible, depending on the Power granting the spell; effects must correspond (or at least not conflict) with the spheres the priest normally uses. Multiple effects are possible.

The variation for the Sphere of Wards requires that each hostile creature entering the area of effect make a saving throw vs. spells with a -4 penalty or suffer 4d6 points of damage. An affected creature must then flee the area; it is unable to return. The creature must make a second saving throw vs. spell with a -4 penalty as it leaves the area or be blinded until magically cured.

The variation for the sphere of Law requires that a hostile creature make a saving throw every time it wishes to change an action. Thus, if a creature wishes to stop running and draw a weapon, a successful save is needed or the creature continues to run. Actions that cannot be continued (e.g., firing an arrow if the archer has no more arrows) are repeated as empty automatisms. In addition, creatures hostile to the priest automatically fail saving throws against Enchantment/Charm spells cast by the priest.

The variation for the Sphere of Chaos requires that hostile creatures make saving throws vs. spells at -4 or be affected by *confusion* (as per the spell). Affected creatures have a 5% chance per round of suddenly being attacked by a *phantasmal killer*.

All creatures who enter the area of effect are subject to the effects of the spell. All effects except blindness cease 3 rounds after an affected creature leaves the area. Creatures reentering the area of effect must make new saving throws.

**Mindnet (Divination, Enchantment/Charm)**
Sphere: Thought
Range: 0
Duration: 12 turns
Casting Time: Special
Area of Effect: Special
Saving Throw: Special

The priest casting a *mindnet* spell establishes a telepathic link with as many as 10 other creatures who may be separated from each other by as much as 10 miles. Thus, a chain of creatures 100 miles long could be established.

The Power granting this spell has the final word on the individuals who may be included in the spell. Most commonly, the spell will be cast to include individuals familiar to the caster. However, depending on the purpose of the spell, the Power may allow a stranger known to the caster only by name to be included in the *mindnet*.

Unwilling creatures must make a saving throw at a -4 penalty to avoid being included in the mindnet.
Casting the spell requires one round per two creatures in the *mindnet*. The spell's duration begins after all affected creatures have been linked. Characters of any class may take part in this linkage, benefiting from several effects.

First, each member of the *mindnet* benefits from Intelligence, Wisdom, and Dexterity bonuses. The bonuses are equal to the bonuses held by the member of the *mindnet* with

the highest ability score. For example, if five creatures in a *mindnet* have Wisdom scores of 15, 15, 16, 17, and 18, each creature would make saving throws, ability checks, and the like as if he had a Wisdom score of 18. Bonus spells are not gained due to enhanced Wisdom, however.

Second, spells may be pooled among the spellcasters within the *mindnet*. Any priest may use a spell memorized by another priest with two conditions: the priest who has memorized the spell must allow its use; and a priest "borrowing" a spell may use only spells of levels he could normally cast. Such borrowing still causes the spell to be lost from the mind of the caster who memorized it. A caster may not borrow spells outside his normal class restrictions. Priests and wizards within a *mindnet* cannot mix their priestly and wizardly spells, nor can a specialist borrow a spell from an opposition school.

Third, each member of the *mindnet* is in constant mental communication. Each member knows what is happening at the locations of all other members.

Finally, twice per turn, the priest casting this spell can instantly teleport any person linked by the *mindnet* to any other person who is also a part of the spell. This massive effort results in a +4 penalty to any Constitution checks made by the priest.

The priest casting the spell cannot perform any other actions while the *mindnet* exists; if he does, the spell is canceled. The priest must make a Constitution check at the end of each turn in order to sustain the spell. A failed check cancels the *mindnet*. The spell can last a maximum of 12 turns.

**Planar Quest (Alteration)**
Sphere: Astral
Range: Touch
Duration: Special
Casting Time: 5 rounds
Area of Effect: Special
Saving Throw: Neg.

By joining hands with as many as 12 companions and casting this spell, the priest transports his party to any other plane of existence. The priest and his party may arrive at a specific location in a plane (if one is known) or at an unknown destination. Travel time to the destination, whether known or unknown, will always be at the minimum possible. In an inner plane, a friendly guide will always be available to the priest. Hostile encounters occur at one-fifth normal frequency.

Unwilling creatures are allowed a saving throw at a -4 penalty to avoid being transported.

In the inner planes, the party is magically protected in any means necessary for survival. The party does not need to eat, drink, or rest if conditions make these activities impossible. Party members are immune to fire in the elemental plane of fire, and similar immunities are granted by the Power in other planes as necessary. The party can move through any terrain (including the elemental plane of Earth) at its normal movement rate.

In the outer planes, similar immunities apply. The priest is also granted a *power compass* (described in *Manual of the Plane*). Hostile encounters in an outer plane occur only half as often as normal.

The duration of this spell is decided by the Power who grants it. Normally, it is

sufficient to allow the priest and his party to undertake the quest that the Power has set forth. When the quest has been completed successfully or has failed beyond recovery, the priest and his party are returned to the Prime Material plane.

**Preservation (Abjuration)**
Sphere: Wards
Range: 480 yards
Duration: Special
Casting Time: 1 turn
Area of Effect: One structure
Saving Throw: None

This spell creates a powerful set of protective wards that operate on a single fortified building, temple complex, tower, or similar structure. These wards protect the physical integrity of the structure and prevent magical access.

A building protected by *preservation* suffers only 25% of normal structural damage from sources such as siege engines, earthquakes (both natural and magical), and powerful weather-affecting spells. Spells which directly affect the physical integrity of the structure (e.g., *passwall, stone shape, transmute rock to mud*) simply fail when cast on the protected building.

Preservation creates a permanent *protection from evil* spell on the affected building. Every surface of the building benefits from the effects of the spell.

Magical spells allowing access to the building fail. Thus, creatures attempting to *teleport* or *fly* into the building are stopped. Birds and creatures with natural flight may enter the building normally.

If the building is a temple (or other consecrated building) dedicated to the Power that granted the spell, all priests inside it gain the benefit of a *sanctuary* spell for the duration of the *preservation*.

The *preservation* spell expires if the building is destroyed or after 60 days have passed.

**Revelation (Divination)**
Sphere: Divination
Range: Special
Duration: 1 day
Casting Time: 1 turn
Area of Effect: Special
Saving Throw: None

The *revelation* spell grants the priest extraordinary divination powers. He gains the following abilities that are effective to a range of 240 yards.

- The priest gains *true seeing* as per the 5th-level priest spell.
- The priest can see and identify all priest spell effects in the area (assume a line of sight in a 60 arc).
- The priest is instantly aware of any creature's attempt to lie to him.
- The priest can communicate with animals, creatures, and monsters of all types. He

can communicate with any number of creatures, but may converse with only one at a time.

•The priest can communicate telepathically with humanoids.

•The priest may use a suitable item as a *crystal ball* once per hour, as per the magical item described in the DMG (including range). He gains a +20% bonus to all rolls to determine success.

**Reversion (Alteration, Invocation)**
Sphere: Time
Range: 0
Duration: Instantaneous
Casting Time: 1
Area of Effect: 10-foot-radius sphere
Saving Throw: None

By casting this spell, the priest reverses certain recent events in the area of effect. The spell affects only creatures friendly to the priest. The magic takes effect immediately after the spell is completed rather than at the end of the round.

All damage suffered by the priest's allies during the previous turn is undone. This includes energy drains, poison, and all special attack forms unless these resulted in instantaneous death. Death from cumulative physical damage is undone, however. Any creature brought back to life by the *reversion* spell is not required to make a resurrection survival roll.

Any spells cast by the priest's allies during the previous turn are restored and may be used again. This does not apply to magical or spell-like effects from magical items or scrolls. Material components consumed in spellcasting during this time are also restored.

The *reversion* spell affects only creatures and characters. Equipment and magical items are not affected.

Casting this spell ages the priest one year.

**Robe of Healing (Enchantment, Necromancy)**
Sphere: Healing
Range: Touch
Duration: 1 hour
Casting Time: 1 round
Area of Effect: One robe
Saving Throw: None

This spell enchants the priest's robe or cloak, enabling him to walk among wounded creatures and heal them. By touching the robe, a wounded creature is cured of 1d4+4 hit points. As many creatures as can physically touch the robe within the spell duration can be healed. A reasonable maximum is 20 creatures per round, allowing a total of 1,200 creatures to be healed. A creature can be affected only once per week by the *robe of healing*.

**Siege Wall (Alteration, Invocation)**

Sphere: Creation, Guardian
Range: 480 yards
Duration: Special
Casting Time: 1 turn
Area of Effect: One building
Saving Throw: None

A *siege wall* uses magical energy to fortify all external areas of a fortified building, such as walls, battlements, drawbridges, and gates. External surfaces to be protected must be contiguous.

The protective effects of the *siege wall* are compatible with BATTLESYSTEM™ rules (see Chapter 7). Creatures assaulting the protected building have their movement rates reduced by half when trying to scale the exterior surfaces (scaling ladders, etc.). Attackers suffer a -2 penalty to damage rolls for missile fire.

Damage or AD caused by war machines is reduced by 2 die levels (if normal damage is 1d12, 1d8 is rolled instead; if damage is 1d10, 1d6 is rolled; ballista has AD8). Damage caused by crushing engines is rolled at -2 to the damage roll or ADs. Hits or hit points of crushing engines are reduced by half.

All enemies attacking a building protected by *siege wall* who enter an enclosed wall space are out of command unless they are in the line of sight of their commander, regardless of his control diameter.

All exterior areas of the fortification have their hit points or Hits doubled (see *Hits of Building Features* in BATTLESYSTEM™ rules).

The siege wall expires if the building is destroyed; it lasts a maximum of 24 hours.

**Shooting Stars (Conjuration, Invocation)**
Sphere: Combat, Sun, Weather
Range: 120 yards
Duration: Instantaneous
Casting Time: 1 round
Area of Effect: 40-yard radius
Saving Throw: ½

A priest casting *shooting stars* creates a violent turbulence in the air above the area of effect, from which a number of fiery-orange, electrically-charged miniature fireballs erupt and shower onto the ground. Within the area of effect, all creatures suffer 6d10 points of combined fire and electrical damage. A successful saving throw at a -4 penalty indicates half damage.

In addition, four large shooting stars materialize within the area of effect. The priest can individually target these at specific creatures. If creatures are not specified, the targets are randomly selected. Each shooting star causes 48 points of damage on impact (no saving throw is allowed). Any creature within 10 feet of impact suffers 24 points of fire damage (half-damage if a saving throw at -4 is successful).

**Sphere of Security (Abjuration)**
Sphere: Protection

Range: 0
Duration: 6 turns
Casting Time: Special
Area of Effect: 10-foot-radius sphere
Saving Throw: None

*Sphere of security* protects the priest who casts the spell and his companions within the area of effect. Enemy creatures within the area are unaffected.

The sphere grants affected creatures a +2 bonus to armor class, a +2 bonus to all saving throws vs. magic, and 50% magic resistance. Casting this portion of the spell requires 1 round.

In addition, the priest can specify as many as four additional specific protection effects from the List of Protection Scrolls in Appendix 3 of the DMG. Each additional protection lengthens casting time by 1 round. The priest may create one effect per 5 levels of his experience, to a maximum of four effects.

**Spiral of Degeneration (Enchantment/Charm, Invocation)**
Sphere: Chaos, Thought
Range: 0
Duration: 6 turns
Casting Time: 1 round
Area of Effect: 50-foot-diameter sphere
Saving Throw: Special

This potent spell affects all creatures hostile to the priest within the area of effect. The Power granting the spell causes the spell's effects to manifest in one of two ways: the Chaos variation or the Thought variation.

In the Chaos variation, the fabric of reality is altered to change events. Magical items dysfunction because the fabric of magical reality is changed.

In the Thought variation, the thoughts of the victims of the spell are distorted and altered so that they find themselves unable to function coherently and effectively. Magical items dysfunction because the thoughts of their users are warped to either convince them that the items cannot function or block thought so that proper commands cannot be given.

The effects on the victims of the spell are the same for both variations. Each round, there is a 50% chance that a degeneration effect will occur in the area of effect. When this occurs, two events take place. First, spellcasters lose one spell from each level of spell currently memorized (e.g., a spellcaster who has memorized three spells each from levels 1 through 3 loses one spell from each level for a total of three). Lost spells may be regained normally through rest and memorization.

Second, magical items are affected in the following ways:

- Weapons and armor lose one level of enchantment (a *sword +3* becomes a *sword +2*, etc.).
- Magical items that carry charges (wands, rods, staves, etc.) are drained of 1d10 charges.
- Magical items without pluses or charges must make a saving throw versus spell

(using the saving throw of their owner) or become nonmagical.

- Potions lose all magic and scrolls lose one randomly determined spell.
- Permanent magical items (swords, boots, armor, etc.) temporarily lose all effects until the spell expires or until the items leave the area of effect and for 1d10 rounds thereafter.

Single-use and charged items are permanently affected by this spell. A potion destroyed by this spell remains useless even after the spell ends.

Within the area of effect, magical communication is impossible due to thought blocks and chaotic effects. No communication magic (*ESP, sending*, etc.) will function; any spellcaster trying to cast such a spell will be stunned for 1 round per level of the spell he attempts to cast. A *reverse* of the tongues spell operates continuously in the area of effect. Telepathic communication (e.g., with a familiar) is also impossible.

In the Chaos variation of the spell, the center of the area of effect moves 10' per round. The direction is randomly determined using 1d8 roll and compass points (1N, 2NE, 3E, 4SE, 5S, 6SW, 7W, 8NW). The radius of the spell effect will never exclude the priest who cast the spell; re-roll any result that leads to this occurrence.

**Stalker (Conjuration/Summoning)**
Sphere: Creation, Guardian, Plant
Range: 30 yards
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

A priest casting this spell conjures 1d4+2 plant creatures which have statistics identical to shambling mounds of 11HD. These creatures will aid the caster in combat or battle, perform a specific mission, or serve as bodyguards. The creatures remain with the priest for seven days unless he dismisses them. If the *stalkers* are summoned only for guard duty, however, the duration of the spell is seven months. In this case, the *stalkers* can only be ordered to guard a specific site or location.

The *stalkers* gain resistance to fire as per shambling mounds only if the terrain is suitable (marshy, close to a body of water, etc.)

**Storm of Vengeance (Evocation)**
Sphere: Elemental, War, Weather
Range: 400 yards
Duration: 1 turn
Casting Time: 1 turn
Area of Effect: 120-yard radius circle
Saving Throw: Special

This spell requires the priest to concentrate and cast the spell for the full duration of the spell. The casting time and duration are simultaneous; both activities occur in the same turn.

In the first round of casting, the priest summons an enormous black storm cloud over the area of effect. Lightning and crashing claps of thunder appear within the storm; creatures in the area of effect must make a saving throw or be deafened for 1d4 turns.

On the second round, acid rains down in the area, inflicting 1d4+1 points of damage. No saving throw is allowed.

On the third round, the caster calls six lightning bolts down from the cloud. Each is directed at a target by the priest (all may be directed at a single target or they may be directed at six separate targets). Each lightning bolt strike causes 8d8 points of damage (a successful saving throw indicates half damage).

On the fourth round, hailstones rain down in the area, causing 3d10 points of damage (no saving throw).

On the fifth through tenth (and final) rounds, violent rain and wind gusts reduce visibility to five feet. Movement is reduced 75%. Missile fire and spellcasting from within the area of effect are impossible.

The sequence of effects ceases immediately if the priest is disrupted from spellcasting during the 1 turn duration of the spell. The priest may opt to cancel the effects at any time.

**Transformation (Alteration, Enchantment, Illusion)**
Sphere: Numbers
Range: 0
Duration: 3 turns
Casting Time: 1 round
Area of Effect: 100-yard-radius sphere
Saving Throw: None

The *transformation* spell allows the priest to alter extradimensional and relative geometries within the area of effect. This enables the priest and his companions to use extradimensional links to facilitate rapid movement as follows.

All allies of the priest are able to blink (as per the 3rd-level wizard spell) once per round, with the ability to select the direction of movement.

As many as 10 creatures (designated by the priest at the time of spellcasting) can use the *teleport without error spell*. They may teleport anywhere within the area of effect of the *transformation* spell once during the duration of the spell.

As many as 10 creatures (specified by the priest at the time of spellcasting) gain abilities as if wearing *boots of striding and springing* for the spell duration.

At any time during the spell, the priest and as many as 10 other creatures can be affected as per a *shadow walk* spell. Creatures to be affected must stand in a circle and touch hands. As soon as the priest who cast the *transformation* spell leaves the area of effect via the *shadow walk*, all other effects of the *transformation* are canceled.

**Undead Plague (Necromancy)**
Sphere: Necromantic
Range: 1 mile
Duration: Special
Casting Time: 2 rounds

Area of Effect: 100-yard square/level
Saving Throw: None

By means of this potent spell, the priest summons many ranks of skeletons to do his bidding. The skeletons are formed from any and all humanoid bones within the area of effect. The number of skeletons depends on the terrain in the area of effect; a battlesite or graveyard will yield 10 skeletons per 100 square yards; a long-inhabited area will yield three skeletons per 100 square yards; and wilderness will yield one skeleton per 100 square yards.

The spell's maximum area of effect is 10,000 square yards. Thus, no more than 1,000 skeletons can be summoned by this spell.

The skeletons created by this spell are turned as zombies and remain in existence until destroyed or willed out of existence by the priest who created them.

**Warband Quest (Enchantment/Charm)**
Sphere: Charm, War
Range: 240 yards
Duration: Special
Casting Time: 1 round
Area of Effect: 200 creatures
Saving Throw: Neg.

A priest may cast *warband quest* on any group of 200 creatures who are capable of understanding his commands. The creatures are then affected in a manner similar to the 5th-level priest spell, quest. Unwilling creatures are allowed a saving throw with a -4 penalty to avoid the effects.

The specified quest must be related to the reason that the Power granted this spell (perhaps a quest to slay or overcome a specified enemy).

*Warband quest* gives subjects of the spell a bonus of 2 hp per level of the caster (maximum 20 hp). Subjects also gain the effects of a *prayer* spell and have Morale of 18 while on the quest. These benefits last for the duration of the spell; the spell ends when the specified task is completed. A creature who abandons the quest is subject to the wrath of his deity.

**Ward Matrix (Invocation/Evocation)**
Sphere: Wards
Range: Special
Duration: 60 days
Casting Time: 6 turns
Area of Effect: Special
Saving Throw: None

The *ward matrix* spell links as many as six locations within the Prime Material plane. Only locations that have a functioning Wards spell may be linked. *Ward matrix* conjoins the different Wards spells so that each linked site gains the protection of all other wards in the network.

From the place where the *ward matrix* is cast, magical connections spread to the other designated sites. These can be seen with a *true seeing* or similar spell as tendrils of magical energy running through the air just above ground level. The connections target their destinations and move toward them at a rate of 40 miles per turn. They can evade barriers such as *anti-magic shells* by moving above or around them. When the connections reach their destinations, they multiply and spread to connect all other locations in the network; this secondary linkage is established at a rate of 20 miles per turn.

The conjoining of Wards lasts for 60 days unless a linked area is destroyed or a Wards spell is dispelled. Any location that is destroyed or has its Wards spell dispelled is removed from the matrix; other connections remain intact for the duration.

**Wolf Spirits (Conjuration/Summoning, Invocation)**
Sphere: Animal, Guardian, Summoning
Range: 30 yards
Duration: Special
Casting Time: 2 turns
Area of Effect: Special
Saving Throw: None

The priest casting this spell calls upon the "spirits" of wolves (or another animal, if appropriate). The notion of wolf spirits is akin to the Wild Hunt of Celtic mythology: a pack of enormous magical wolves led by a human master who range Celtic lands seeking to destroy evil. The *wolf spirits* spell summons 2d4+2 such entities to serve the priest as master.

*Wolf spirits'* statistics are as follows: AC -4; MV 36 Fl 36 (B); HD 5+5; #AT 1; Dmg 3d6; AL N; SZ M; ML 20; THAC0 14. They are immune to all forms of mind control, illusions, gases, paralyzation, and spells which affect only corporeal creatures. They cannot be harmed by weapons of less than +2 enchantment.

*Wolf spirits* can be instructed to perform a service in the manner of the *animal summoning* spells. In this variation in the Animal and Summoning spheres, the spell does not expire until the spirits have performed their commanded service, to a maximum duration of 14 days. In the Guardian variation of this spell, the spirits can only be commanded to keep watch over an area or creature. The spell lasts 100 days for this type of service.

# CHAPTER 4: MAGIC ITEM TABLES

### Table 4: POTIONS AND OILS

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-4 | Aroma of Dreams | 300 |
| 5-6 | Curdled Death | 750 |

| | | |
|---|---|---|
| 7-12 | Murdock's Insect Ward | 200 |
| 13 | Oils of Elemental Plane Invulnerability | 5,000 |
| 14-15 | Oil of Preservation | 750 |
| 16-17 | Potion of Elemental Control | 600 |
| 18-20 | Starella's Aphrodisiac | 250 |

## Table 5: RINGS

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-3 | Affliction | -- |
| 4-6 | Armoring (W) | 2,000 |
| 7-8 | Bureaucratic Wizardry (W) | -- |
| 9-11 | Elemental Metamorphosis | 3,000 |
| 12-14 | Fortitude | 1,000 |
| 15-17 | Randomness (P) | -- |
| 18-20 | Resistance (W) | 1,000 |

## Table 6: RODS, STAVES, WANDS

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-4 | Rod of Distortion | 5,000 |
| 5-6 | Staff of the Elements (W) | 10,000 |
| 7-12 | Wand of Corridors | 4,000 |
| 13-14 | Wand of Element Transmogrification | 2,000 |
| 15-17 | Wand of Misplaced Objects | 2,000 |
| 18-20 | Wand of Prime Material Pocket | 5,000 |

## Table 7: MISCELLANEOUS MAGIC: Books, Librams, Manuals, Tomes

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-7 | Manual of Dogmatic Methods | -- |
| 8-16 | Tome of Mystical Equations (P) | 1,000 |
| 17-20 | Trimia's Catalogue of Outer Plane Artifacts (W) | 12,000 |

## Table 8: MISCELLANEOUS MAGIC: Jewels, Jewelry, Phylacteries

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-2 | Amulet of Extension (W) | 1,000 |
| 3-4 | Amulet of Far Reaching (W) | 1,000 |
| 5-6 | Amulet of Leadership | 5,000 |
| 7 | Amulet of Magic Resistance | 5,000 |
| 8 | Amulet of Metaspell Influence (W) | 3,000 |
| 9-10 | Amulet of Perpetual Youth | 2,000 |
| 11 | Brooch of Number Numbing | 4,000 |
| 12 | Gem of Retaliation | 2,000 |
| 13-14 | Medallion of Spell Exchange (W) | 3,000 |
| 15-16 | Necklace of Memory Enhancement | 1,000 |

| | | |
|---|---|---|
| 17-18 | Scarab of Uncertainty | 1,000 |
| 19-20 | Talisman of Memorization (W) | 1,000 |

### Table 9: MISCELLANEOUS MAGIC: Bracers, Gloves, Hats, Robes

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-4 | Bracers of Brandishing | 3,000 |
| 5-8 | Fur of Warmth | 5,000 |
| 9-12 | Reglar's Gloves of Freedom | 3,000 |
| 13-16 | Robe of Repetition (P,W) | 6,000 |
| 17-20 | School Cap (W) | 2,000 |

### Table 10: MISCELLANEOUS MAGIC: Bags, Bottles, Pouches, Containers

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-3 | Bag of Bones (P) | 3,000 |
| 4-8 | Flatbox | 5,000 |
| 9-13 | Jar of Preserving | 500 |
| 14-15 | Nefradina's Identifier (W) | 1,000 |
| 16 | Tenser's Portmanteau of Frugality (W) | 6,000 |
| 17-20 | Thought Bottle | 1,000 |

### Table 11: MISCELLANEOUS MAGIC: Candles, Dusts, Ointments, Stones

| D20 Roll | Item | XP Value |
|---|---|---|
| 1-3 | Candle of Propitiousness | 750 |
| 4-5 | Dust of Mind Dulling | 1,000 |
| 6-7 | Powder of the Black Veil | 1,000 |
| 8-9 | Powder of Coagulation | 500 |
| 10-11 | Powder of the Hero's Heart | 750 |
| 12-13 | Powder of Magic Detection | 1,000 |
| 14-15 | Puchezma's Powder of Edible Objects | 1,000 |
| 16-19 | Salves of Far Seeing | 1,000 |
| 20 | Warp Marble | 5,000 |

### Table 12: MISCELLANEOUS MAGIC: Household Items, Tools, Musical Instruments

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Crucible of Melting (W) | 1,000 |
| 2-3 | Everbountiful Soup Kettle | 1,000 |
| 4 | Forge of Metal Protection | 10,000 |
| 5 | Glass of Preserved Words | 2,000 |
| 6 | Horn of Valor | 5,000 |
| 7 | Hourglass of Fire and Ice (W) | 2,000 |
| 8 | Lens of Speed Reading | 500 |
| 9-10 | Lorloveim's Obsidian Mortar and Pestle | 500 |

| | | |
|---|---|---|
| 11 | Mirror of Retention | 1,200 |
| 12 | Mirror of Simple Order | -- |
| 13 | Mordom's Cauldron of Air | 3,000 |
| 14 | Philosopher's Egg (W) | 1,000 |
| 15 | Pick of Earth Parting | 5,000 |
| 16-17 | Skie's Locks and Bolts | 1,000 |
| 18-19 | Tapestry of Disease Warding | 2,000 |
| 20 | Zwann's Watering Can (P) | 1,000 |

**Table 13: MISCELLANEOUS MAGIC: The Weird Stuff**

| D20 Roll | Item | XP Value |
|---|---|---|
| 1 | Air Spores | 500 |
| 2 | Bell's Palette of Identity | 1,000 |
| 3 | Claw of Magic Stealing (W) | 3,500 |
| 4 | Contracts of Nepthas | 1,000 |
| 5 | Crystal Parrot | 1,500 |
| 6 | Dimensional Mine | -- |
| 7 | Disintegration Chamber | 5,000 |
| 8 | Elemental Compass | 10,000 |
| 9 | Globe of Purification (P) | 500 |
| 10 | Globe of Serenity (P) | 500 |
| 11 | Law's Banner (Wr) | 5,000 |
| 12 | Liquid Road | 500 |
| 13 | Mist Tent | 2,000 |
| 14 | Mouse Cart | 3,500 |
| 15 | Portable Canoe | 2,000 |
| 16 | Prism of Light Splitting | 1,500 |
| 17 | Quill of Law | 7,000 |
| 18 | Saddle of Flying | 4,000 |
| 19 | Teleportation Chamber | 10,000 |
| 20 | Time Bomb | 1,000 |

Items followed by a letter in parentheses are usable only by specific classes: P Priest, W Wizard, Wr Warrior.

# MAGIC ITEMS

## Aromatic Oils

Aromatic oils are a special type of magical oil. Like perfumes, their power comes from the scent released. All aromatic oils are inert until worn by a living creature. Once applied, the aromatic oil gradually begins to react, and after 1d4 rounds have passed, the scent's stated effect begins. In all cases, the creature wearing the aromatic oil is not

affected, but other creatures (both friends and foes) within a 5-foot radius of the wearer are subject to its effects. Note that only those creatures with a sense of smell can be affected by a magical fragrance.

These precious perfumes are commonly found in tiny stoppered vials made of glass, clay, metal, or wood. Only a small amount is required per use. Each vial contains enough aromatic oil for 1d10+10 applications.

**Aroma of Dreams:** All creatures who come within 5' of the wearer of this oil are put to sleep. Potential victims are allowed a saving throw vs. spell. If successful, the victim suffers no effect and may remain near the wearer without need of further saving throws. If the roll is failed, the creature slumps to the ground, the victim of a magical slumber that lasts 1d4+4 rounds.

When an application of the oil is worn, the scent is potent for 3d4 rounds. After this time, the perfume evaporates and another dose must be applied if the wearer wishes to renew the effect.

**Curdled Death:** Perhaps the most powerful of all aromatic oils, the smell of *curdled death* has the ability to slay all living creatures of 3 or fewer Hit Dice or experience levels who come within 5' of the wearer. Magical, undead, and extraplanar creatures are immune to this oil, as are all creatures of 4 or more Hit Dice or experience levels.

Upon smelling the oil, potential victims are allowed a saving throw vs. spell. If successful, a creature suffers no effect and may remain near the wearer without need of further saving throws. Those who fail the save drop dead in their tracks.

When a dose is worn, it remains potent enough to kill creatures for 1d3 rounds. After this time, the fragrance evaporates and another dose must be applied if the wearer wishes to renew the effect.

**Murdock's Insect Ward:** This fragrance is a boon to travelers, since it repels insectoid creatures (both normal and monstrous) that come within 5 feet of the wearer of this fragrance. Insectoid monsters with Intelligence scores of 5 or more are allowed a saving throw vs. spell. If successful, they suffer no effects and may remain near the wearer without need of further saving throws. If the save is failed, the creature cannot approach within 5 feet of the wearer. (Note that this still may be close enough to cause harm.) One dose is effective for 1d3+1 hours.

**Starella's Aphrodisiac:** Any creature of a similar race and opposite sex who approaches within 5 feet of the wearer becomes thoroughly enamored with the wearer as if under the effect of a powerful charm. Potential victims are allowed a saving throw vs. spell. If the roll is successful, the victim suffers no effects and may remain near the wearer without need of further saving throws.

If the save is failed, the creature is charmed as long as he or she remains within 5' of the wearer (as long as the aphrodisiac is still potent) plus 2d4 turns outside that area. An affected creature regards the wearer as a trusted friend, ally, and romantic interest to be heeded and protected. The charmed individual does not behave as if he were a mindless automaton, but any word or action of the wearer is viewed in the most favorable way. This attitude does not extend to others, and it is possible for the person so enamored to be overcome by jealousy, viewing all others (especially other victims) as potential rivals.

When a dose of *Starella's aphrodisiac* is worn, it remains potent for 3d4 turns. After

this time, the perfume evaporates and another dose must be applied if the wearer wishes to renew the effect.

# Potions

**Potion of Elemental Control:** When this potion is consumed, the imbiber can influence one or two elementals in a manner similar to a *charm monster* spell. The elementals must be within 60 feet of the imbiber and are allowed a saving throw vs. petrification to avoid the effect. If only one elemental is influenced, it is subject to a -4 penalty on its save. If two are influenced, their saving throws gain a +2 bonus because the effect of the potion is weakened.

If either elemental is controlled by another wizard, it gains a +2 bonus to its saving throw. Note that if the elemental was summoned by the 5th-level *conjure elemental* spell, the summoner has a 50% chance of dispelling the creature. Control lasts for 5d6 rounds.

The type of elemental subject to a particular potion is randomly determined.

| D4 Roll | Elemental Type |
|---|---|
| 1 | Air |
| 2 | Earth |
| 3 | Fire |
| 4 | Water |

**Oil of Elemental Plane Invulnerability:** These precious oils provide total invulnerability against the elemental forces on one inner plane, as well as offering the same protection as the oil of *elemental invulnerability*. Any character covered in the oil suffers no ill effects from the harsh environments of the elemental, para-elemental, and quasi-elemental planes. Attacks by elemental creatures are effective, but with a -1 penalty per die of damage.

A flask of oil contains enough oil to coat one man-sized creature six times or six individuals once. An application is effective for 24 hours.

The protection the oil offers is determined randomly with two die rolls. First, 1d4 is rolled to select a table below: 1=Table A, 2=Table B, 3=Table C, 4=Table D. Second, 1d4 is rolled on that table.

**Table A**

| D4 Roll | Plane |
|---|---|
| 1 | Air |
| 2 | Water |
| 3 | Earth |
| 4 | Fire |

**Table B**

| D4 Roll | Plane |
|---|---|
| 1 | Smoke |
| 2 | Ice |
| 3 | Ooze |
| 4 | Magma |

**Table C**

| D4 Roll | Plane |
|---|---|
| 1 | Lightning |
| 2 | Steam |
| 3 | Radiance |
| 4 | Minerals |

**Table D**

| D4 Roll | Plane |
|---|---|
| 1 | Vacuum |
| 2 | Salt |
| 3 | Ash |
| 4 | Dust |

Anyone covered in the oil can see, breathe, and move in the respective plane without difficulty. Just as a character can move through flames or water without difficulty when covered in the proper oil, a character doused in the oil of earth can pass through the stone of the elemental plane of Earth as if it were air.

**Oil of Preservation:** Any nonliving, non-magical object may be coated with a layer of *oil of preservation*. If every surface of the object is covered, it will suffer no ill effects from the passage of time. Thus, wood will not rot, metal will not rust, and masonry will not crumble. The oil provides protection from both natural and magical aging.

One flask of *oil of preservation* will protect 1 cubic foot of surface area. The effects of the oil wear off after one century, at which time normal aging resumes.

# Powders

Magical powders are usually stored in small paper packets, cloth pouches, or hollow blow tubes made of glass, wood, metal, or bone. A packet or pouch can be shaken out to cover the area all around the user to a radius of 5 feet. This action lasts an entire round. Note that powders used in this manner can affect the user.

Alternatively, powder in a tube can be blown outward in a ten-foot-long cone shape that is one foot wide at the apex and five feet wide at the end. Used in this manner, the powder has no chance of affecting the user (unless it rebounds on him due to wind or similar circumstances).

Powders may also be blown from the user's hand, but can only affect a single individual within five feet of the user.

**Powder of the Black Veil:** This sooty, black powder causes temporary magical blindness to all those in the area of effect. If a creature's saving throw is successful, he suffers no effects. If the roll fails, the creature is blinded and suffers a -4 penalty to attack rolls, a -4 penalty to Armor Class, and a +2 penalty to initiative rolls. Blindness persists each round until the victim succeeds at a saving throw vs. spell, at which time the effect is instantly negated. An entire packet or blow tube must be used for each application.

**Powder of Coagulation:** When placed on an open wound, a pinch of this yellow powder stops all bleeding and heals 1d6 hit points of damage. Each pouch or packet contains 4d4 pinches. A blow tube contains one use, but stops bleeding and heals 1d4 hit points for all creatures in the area of effect.

**Powder of the Hero's Heart:** When used, this dull red powder instills bravery in all creatures within the area of effect (both friends and enemies). It grants such creatures a morale bonus of +2 and negates the effects of magical fear. The effect lasts for 5d4 rounds. An entire packet, pouch, or blow tube must be used for each application.

**Powder of Magic Detection**: Under close inspection, this ordinary-looking powder can be seen for what it truly is--an extremely fine powder of minute, crystalline granules.

When this powder contacts a magical object, the crystals spark and flash with a rainbow of colors. This effect does not reveal the nature or intensity of the enchantment--only that the item is magical.

A small pinch of powder is needed for each use, no matter how large or small the object. Each packet contains 1d10+10 pinches. Powder that is placed on a nonmagical item yields no effect and cannot be reused.

# Rings

**Ring of Affliction:** When an *identify* spell is used on this cursed ring, it will appear to be a *ring of resistance*. The ring will function as such until the wearer makes a saving throw to any school in opposition to the school represented by the ring. The school of magic represented can be determined by rolling 1d8 on the table below.

| D8 Roll | Represented School |
|---|---|
| 1 | Abjuration |
| 2 | Alteration |
| 3 | Conjuration/Summoning |
| 4 | Enchantment/Charm |
| 5 | Illusion/Phantasm |
| 6 | Invocation/Evocation |
| 7 | Lesser/Greater Divination |
| 8 | Necromancy |

The first time the wearer of a *ring of affliction* makes a saving throw against any school in opposition to the school of the ring worn, the *ring of affliction's* true properties are revealed. The ring causes the wearer to suffer a -2 penalty on all saving throws vs. spells of the ring's opposing school or schools. Once this power is activated, the beneficial effects of the ring no longer operate. Once the curse has been activated, the wearer can remove the ring only through a *remove curse* spell.

**Ring of Armoring:** A wizard wearing this ring gains an additional +1 bonus to any AC bonus he receives from casting a spell upon himself. Thus, an armor spell grants the wizard AC 5 instead of AC 6, and a *shield* spell grants the wizard AC 1 versus hand-hurled missiles instead of AC 2. Restrictions that apply to a spell (for example, *armor* does not affect a character already wearing armor) are in no way altered through use of this ring.

**Ring of Bureaucratic Wizardry:** This cursed ring is indistinguishable from a *ring of wizardry*, but has one important difference. When a wizard casts any spell while wearing the ring, a sheaf of papers and a quill pen suddenly appear in his hand. The papers are forms that must be filled out in triplicate explaining the effects of the spell, why the wizard wishes to cast it, whether it is for business or pleasure, and so on. The forms must be filled out before the effects of the spell will occur. The higher the level of the spell cast, the more complicated the forms become. Filling out the forms requires one round per level of spell.

As soon as the papers are filled out, the forms and the pen disappear and the spell effects occur as the spellcaster desired.

The ring cannot be removed willingly. *Remove curse* or a similar spell must be cast upon the wearer in order to remove the ring.

**Ring of Elemental Metamorphosis:** There are four types of these rings, each corresponding to one of the four elements. When one of these rings is discovered, the type is determined randomly.

| D4 Roll | Element |
|---|---|
| 1 | Air |
| 2 | Earth |
| 3 | Fire |
| 4 | Water |

Each of these rings has the power to *polymorph* the wearer into an elemental of the appropriate type. When the transformation occurs, the subject's equipment is absorbed into his new form. The affected character retains his mental abilities, but cannot cast spells.

Characters who are not accustomed to the new form suffer a -2 penalty on attack rolls until they successfully strike an opponent in two consecutive combat rounds. After this occurs, it is assumed they have mastered their new shape.

The *polymorphed* character acquires the form and physical abilities of the appropriate elemental. This includes Armor Class (but the character is subject to attacks by weapons of less than +2 enchantment), movement rates, and attack routines (including special attacks). Hit points and saving throws are identical to those for the character's natural form.

Additionally, the character is immune to damage from exposure to the element he has become, and may move and breathe freely within the natural element. Thus, a character metamorphosed into a fire elemental could swim in a pool of non-magical lava without risk of injury, but the same character could be damaged by magical fire, such as that from a *fireball* spell.

The ring may be used once per day for 1d4+1 turns, at which time the character reverts to his normal form. The wearer can end the metamorphosis at any time. When returning to his own form, the wearer regains 1d12 hit points.

If a successful *dispel magic* spell is cast upon the subject at any time while he is transformed, he is forced back into his normal form and must succeed at a system shock roll or die. The wearer returns to his own form when slain or when the effect is dispelled, but no hit points are restored in these cases.

**Ring of Fortitude:** When worn, the *ring of fortitude* grants the wearer a bonus of +4 to one randomly selected ability score (roll 1d12: 1-6=Dexterity, 7-11=Wisdom, 12=Constitution) **for the purposes of spell resolution only**. It does not affect ability checks or other aspects of ability scores, except those as a direct result of spells or spell-like abilities.

For example, a character with a natural Constitution of 14 would have an enhanced score of 18 while wearing such a ring. He does not gain any extra hit points from wearing

it, but his system shock for resolving the *polymorph other spell* is increased to 99%. With the Constitution-enhancing ring, the bonuses even apply to the *raise dead* and *resurrection* spells. All effects are lost when the wearer removes the ring.

**Ring of Randomness**: When an *identify* spell is cast on this cursed clerical ring, it radiates the aura of a beneficial ring to disguise its nature. The DM should roll 1d100 to determine the ring's power.

| D100 Roll | Power |
|---|---|
| 01-25 | *protection from evil* |
| 26-40 | *continual light* |
| 41-60 | *bless* |
| 61-70 | *cure light wounds* |
| 71-80 | *remove fear* |
| 81-90 | *heat metal* |
| 91-100 | *cure blindness or deafness* |

A ring can be used three times per day at the 12th level of ability. Each ring functions normally half the time, providing the indicated power. However, the ring's curse causes the reverse of the desired effect to manifest 50% of the time. The DM should roll secretly each time the ring is used to determine whether the result is the desired effect or the reversed effect. Thus, a person casting *continual light* has a 50% chance of getting either light or darkness.

If the ring is used to cure blindness or deafness, a reversed result yields a special curse. Since *cause blindness* has no effect on a blind character, the ring further distorts the spell effect by shifting to *cause deafness*. Thus, a priest attempting to cast *cure blindness* whose ring indicated a reversed result would cause his victim to become deaf.

In addition, the priest runs the risk of his spells reversing every time he uses a reversible spell (even those cast normally).
The ring can be removed only with a successfully cast *dispel magic* spell.

**Ring of Resistance:** This ring grants a wizard a saving throw bonus identical to the bonus gained by a specialist in a particular school of magic. The magical school affected is randomly determined on the table below by rolling 1d8.

| D8 Roll | Affected School |
|---|---|
| 1 | Abjuration |
| 2 | Alteration |
| 3 | Conjuration/Summoning |
| 4 | Enchantment/Charm |
| 5 | Illusion/Phantasm |
| 6 | Invocation/Evocation |
| 7 | Lesser/Greater Divination |
| 8 | Necromancy |

When required to save against a spell from that school, the wearer gains a +1 bonus to his saving throw. When the wearer casts a spell from that school, his opponent suffers a -1 modifier to all saving

throws. This ring does not allow a wizard to cast spells from a school in opposition to his own.

These modifiers are cumulative with all others, including those in effect for specialization.

# Rod

**Rod of Distortion:** This unpredictable device is capable of affecting the operation of all rods, staves, and wands within a 20-foot radius for a single round. The wielder rolls 1d20. On a roll of 1-15, the *rod of distortion* does not influence other items. On a roll of 16-19, it acts as a *wand of negation* and rods, staves, and wands within 20 feet simply do not function during that round (but are otherwise unaffected). On a roll of 20, the *rod of distortion* completely disrupts the functioning of rods, staves, and wands. This distortion results in the backfiring of these devices, causing maximum damage to their users if the item is used during that round (e.g., a *wand of lightning* will fire a backward-directed bolt striking its user, a *rod of cancellation* will affect one random magical item possessed by its owner, and so on). Items used by the wielder of the rod are unaffected.

This rod cannot be recharged.

# Staff

**Staff of the Elements:** This powerful item appears to be a staff +2. If it is grasped by an elementalist, however, its true powers become evident.

A *staff of the elements* is charged by the life force of an elemental trapped within it. The staff has charges equal to the number of Hit Dice of the elemental multiplied by 2. Thus, a staff holding a 12 HD elemental has 24 charges. Every time two charges are expended, the elemental loses one Hit Die. When all charges are used, the elemental dies and the staff becomes dormant.

If a dormant staff is used to successfully strike an elemental, the creature must immediately attempt a saving throw vs. rods, staves, and wands. If the save is failed, the elemental is absorbed into the staff, thereby recharging the device. If the roll is successful, the creature avoids the effect, but suffers normal damage from the strike of the magical staff (1d6+2).

It is possible to absorb an elemental only if the staff is dormant. Only one elemental may be held in the staff at one time.

The staff holds the following powers that do not drain charges; each may be used once per day even if the staff does not hold an elemental:

- *affect normal fires*
- detect elementals within a 100' radius
- *fool's gold*
- *metamorphose liquids**
- *wall of fog*

An occupied staff has the following powers depending upon the type of elemental trapped within. For example, if a fire elemental is held in the staff, only those powers related to fire are available. Each requires the expenditure of one charge per use:

Air:
- *stinking cloud*
- *wind wall*

Earth:
- *dig*
- *Maximilian's stony grasp**

Fire:
- *fireball*
- *pyrotechnics*

Water:
- *water breathing*
- *watery double**

The following powers drain two charges per use:

Air:
- *cloudkill*
- *solid fog*

Earth:
- *passwall*
- *transmute rock to mud*

Fire:
- *fire shield*
- *wall of fire*

Water:
- *airy water*
- *wall of ice*

The most powerful abilities of the staff drain four charges per use:

Air:
- *airboat**
- *suffocate**

Earth:
- *crystalbrittle*
- *stone to flesh (reversible)*

Fire:
- *Forest's fiery constrictor**
- *Malec-Keth's flame fist**

Water:
- *Abi-Dalzim's horrid wilting**
- *transmute water to dust*

The powers of a *staff of the elements* may be used only by an elementalist. Note that elementalists are restricted against the use of spells and magical items of the element that directly opposes their element of specialty. Thus, an elementalist specializing in water

cannot use the staff's powers if it contains a fire elemental.

Using a *staff of the elements* can be dangerous. Each time a power is used that requires the expenditure of one or more charges, there is a 5% chance that the trapped elemental bursts forth, destroying the staff in the process. A successful *dispel magic* spell cast on the staff automatically releases the creature. An escaped elemental will certainly seek revenge against its tormenter.

Powers marked with an asterisk (*) are new spells found in this book.

# Wands

**Wand of Corridors:** This wand allows its user to clear short corridors through the plane of elemental Earth and the quasi-elemental plane of Minerals. It does not function on any other plane, although it radiates magic. It is especially useful on the plane of minerals since travelers need not contact the sharp edges of the minerals.

One charge clears a 10' x 10' x 50' path. The corridor is completed in 1 turn. The wand has no effect on animals or living creatures. Thus, if the wand clears a path through a space occupied by an earth elemental, the creature is unharmed, but is alerted to persons in the corridor. The wand can be recharged.

**Wand of Element Transmogrification:** This wand changes a quantity of one element into an equal amount of another element (water into fire, earth into air, etc.). The element to be affected must be within 60 feet of the wielder, who merely points the wand at the element and speaks the command word. For every 10 cubic feet (or portion thereof) transformed, one charge is drained from the wand.

The transmogrification is permanent unless a successful *dispel magic* is cast on the element.

Elements created by this wand have special characteristics. Fire requires no fuel to burn. Water never evaporates. Air is absolutely pure, but unless contained, the air mingles with the atmosphere and is lost forever. Earth can appear as soil, sand, clay, or stone, at the wielder's option. It is not possible to create treasure such as valuable metals or gemstones with this wand.

This wand has no effect upon creatures of any kind, except those from the Elemental planes. By changing such creatures into their element of opposition (fire into water, air into earth, etc.), the creature is totally obliterated. Thus, transmuting a water elemental into fire disintegrates it.

A creature attacked by the wand is allowed a saving throw vs. rods, staves, and wands. If the save is failed, the elemental is destroyed. If the save is successful, the creature is not obliterated outright, but suffers 6d6 points of damage and retains its true form.

In attacking an elemental, the number of Hit Dice of the elemental determines the number of charges used: 1 charge for an 8 HD elemental, 2 charges for a 12 HD elemental, and 3 charges for a 16 HD elemental. It is not possible to use this wand to change an elemental into another type of elemental.

The wand may be used once per round. It may be recharged.

**Wand of Misplaced Objects:** This wand emits a multitude of golden orbs that rush

toward a target creature. The orbs surround the victim and swirl around him wildly for 1 round. During this time the victim is confused and can take no action.

At the end of the round, the orbs vanish and the victim is free to act. He discovers, however, that all objects on his person have been moved. Some items are inconveniently located, while others are nowhere to be seen. A warrior might find his magical ring on one of his toes, his sword in his pants, his gold pieces in the sheath of his sword, and his breastplate on his head. The more possessions a victim owns, the more confused the situation becomes. The DM is encouraged to be devious.

Because of the chaotic placement of items, the victim suffers several penalties. Movement is reduced by half. Armor class of characters wearing armor is reduced by 2, since pieces are not worn properly. Attack rolls made by the victim are made at a -2 penalty. These penalties are eliminated if the victim devotes 2-5 rounds (1d4+1) to rearranging his gear.

A character requiring an item carried in a backpack, pouch, pocket, or other container must spend 2-12 (2d6) rounds searching for the item. This penalty is canceled if 3 turns are spent unpacking and repacking all gear.

The DM must define the locations of objects any time a character reaches for them or if they impair motion or sight. When deciding locations of objects, the DM should state the obvious effects of impaired sight and movement immediately, such as boots worn on hands or a cloak over the face.

Items held within a *bag of holding*, *Heward's handy haversack*, or other magical containers are unaffected. However, the containers themselves are subject to relocation.

The wand uses one charge per attack. It may be recharged.

**Wand of Prime Material Pocket:** This wand allows a spherical pocket to be created in any plane. The conditions within the pocket are similar to the environment of the wielder's Prime Material plane. The pocket typically contains ground, air, and a controlled temperature. The lower third of the sphere is usually occupied by land and water, while the upper portion of the sphere is usually occupied by atmosphere.

The surface of the pocket is semipermeable, allowing creatures to exit and enter the sphere, but keeps the elemental conditions of the pocket completely separate from the elemental plane.

One charge creates a sphere 10' in diameter. If the wielder wishes, multiple charges can be used to create larger spheres. Thus, a 30'-diameter sphere could be created using three charges.

The conditions inside the pocket are of the wielder's choosing, although they must be similar to an area that naturally exists on the Prime Material plane. The pocket cannot contain buildings or man-made items.

The pocket lasts 1d6+6 hours on any plane other than the plane of Fire, on which the pocket will last 1d6 hours. The wielder may choose to use the wand before the pocket dissipates to extend the life of the existing pocket. The pocket can be destroyed through the use of a *dispel magic* spell. The wand is not rechargeable.

## Miscellaneous Magic

**Air Spores:** Rumors indicate that the famed wizard Mordom created these odd,

pollenlike spores. Only a few mages know how to make them today. *Air spores* that still exist are usually sequestered as specimens of study in the labs of powerful wizards.

When *air spores* are ingested by a creature, the spores work their way into the creature's lungs. There they grow, reproduce, and die. While living out their lives, they create oxygen that the host body can use to breathe when deprived of oxygen from the environment. The spore colony can live for 2d4 days.

In a normal environment, the spores hinder the character's normal respiration, causing all Constitution checks to be made with a -4 penalty. Fortunately, 12 hours of breathing in a normal environment for each day the spores were used will clear the lungs of the colony.

**Amulet of Extension:** When desired by the caster, this amulet can be used to increase the duration of 1st- and 2nd-level spells by 50%, and the duration of 3rd- and 4th-level spells by 25%. Fractions of one-half and above are rounded up (e.g., a spell with duration of 1 round extended to 1 ½ rounds is rounded to 2 rounds). Fractions less than onehalf are rounded down (e.g., a spell with 1 round duration extended to 1 rounds is rounded down to 1 round and thus gains no benefit from the amulet).

The amulet has no effect on spells with instantaneous or permanent durations. A maximum of 1d10+4 spell levels can be affected by the amulet each day. Each amulet has its own individual limit, secretly determined when it is found. If this limit is exceeded on any given day, the amulet shatters and is destroyed permanently.

**Amulet of Far Reaching:** When willed by the caster, this amulet increases the range of 1st-level spells by 30%, 2nd-level spells by 20%, and 3rd-and 4th-level spells by 10%. Fractions of one-half and greater are rounded up; all others are rounded down.

The amulet affects only range and does not alter a spell's area of effect. The amulet cannot affect spells with ranges of 0 or touch.

A maximum of 1d10+4 spell levels can be affected by the amulet each day. Each amulet has its own individual limit, secretly determined when it is found.

**Amulet of Leadership:** This pendant or brooch bestows a character of any level the ability of a 9th-level fighter to attract men-at-arms. The amulet does not attract additional men-at-arms to a fighter who has already gained his followers.

A fighter normally gains troops at 9th level because his name is so well known that he attracts the loyalty of other warriors. The amulet works in much the same way. When a stranger meets a character wearing the amulet, the stranger perceives the character to be a leader who is destined for greatness, regardless of the character's class. Just as the reputation of a 9th-level fighter spreads, so the reputation of the person wearing the amulet spreads. Roll on Table 16 of the *Player's Handbook* to determine the followers.

If the amulet is lost or destroyed, the followers immediately lose faith in their leader. They gradually depart or desert. Once this occurs, the character's reputation is sullied such that he can never benefit from the amulet again. A fighter can, however, gain followers normally upon reaching 9th level.

**Amulet of Magic Resistance:** This powerful amulet grants the wearer a degree of magic resistance ranging from 5% to 30%. The level of magic resistance is determined when the

amulet is found by rolling 1d6 and multiplying the result by 5. Any time the amulet is worn and a spell is cast at the wearer, the wearer is allowed a percentile roll to avoid the full effects of the spell.

Only 50% of all such amulets confer magic resistance against all spells. The remaining 50% extend magic resistance only to spells of 1st through 6th levels. Such amulets have no effect on spells more powerful than these. The DM should secretly determine this information when the ring is discovered.

All such amulets, regardless of the degree of resistance conferred, are delicate magical structures. If the wearer rolls for magic resistance at any time and the roll is 95-00, this fragile item has been disrupted and the amulet shatters into useless scrap.

**Amulet of Metaspell Influence:** This amulet does not appear to have any magical function (although it radiates magic if detected) until it is worn by someone using one of the *dilation, far-reaching*, or *extension* spells. When such a spell is cast, the amulet adds 50% to the functional effect of the spell. For example, if *extension I* is used to increase the duration of a 3rd-level spell by 50%, the wearer of this amulet can add one-half (50%) to that effect size, raising it to a 75% extension effect.

**Amulet of Perpetual Youth:** This amulet glows continuously with a faint, blue light. The wearer has temporary immunity to the effects of both natural and magical aging; the amulet grows older instead of the wearer. As the amulet ages, it gradually becomes dimmer. The amulet can absorb 5-30 (5d6) years of aging, at which time its light dims completely, its magic is negated, and the wearer resumes aging at his normal rate.

**Bag of Bones:** This item, usable only by priests, is a small, ordinary-looking leather pouch that contains a number of tiny bones. When these bones are scattered over a 40 by 20 yard area and the word of command is spoken, a unit of skeletons immediately springs from the ground. This unit comprises eight BATTLESYSTEM™ rules figures of skeletons (80 skeletons) armed with swords. (The statistics for this unit are: AD 6, AR 8, Hits 1, ML n/a, MV 12". Hits from piercing and slashing weapons are reduced by half.)

The unit unconditionally obeys the combat orders of the priest, never checking morale. The unit fights until totally destroyed or until the sun sets (at which time the remaining skeletons crumble into dust). Two out of three (1-66 on 1d100) of these bags are "one-shot" magical items: once the bones are used, they are gone forever. One out of three (67-100 on 1d100) bags magically replenishes itself every sunset if the bones have been used.

A *bag of bones* will work only on a battlefield in the full heat of battle. (For the purposes of this definition, a "battlefield" is a place where units are in conflict and where *at least* 100 individuals per side are involved.) The unit will never split up, and will obey no orders other than to enter combat.

Certain war deities may frown upon the use of undead or conjured troops, believing them to be unworthy and cowardly. Priests worshipping these deities may suffer divine consequences if they choose to use a *bag of bones*.

**Bell's Palette of Identity:** This device offers protection against *polymorph* spells and other magical effects that change a person's physical appearance.

The item is an artist's palette covered with bright, mystical paints. To use the item, a person must paint a self-portrait. The painting does not need to be created with any expertise, but the painter must believe that the portrait is accurate.

Any time a character carries his self-portrait on his person, the portrait suffers the effects of unsuccessful saving throws for him when *massmorph, polymorph other, polymorph any object*, or *seeming* spells are cast on him. The portrait also suffers the effects if a character steps in front of a *mirror of simple order*.

The character's saving throw is made normally. If successful, the spell simply fails. If the saving throw is unsuccessful, the portrait is altered, reflecting the effect of the spell, but the character is unharmed. Once the portrait suffers these effects, it no longer can offer protection for the person it represents.

A person on the plane of Hades carrying a picture made from *Bell's palette of identity* is protected from the effects of fading on this plane. It is the picture that slowly fades to grey while the person retains all of his color. After two weeks in Hades, a character makes a saving throw against being trapped in Hades. If the saving throw is unsuccessful, the portrait becomes useless to the person who painted it.

There is always a risk that some denizen of Hades will discover a baneful use for a discarded painting. Travelers are wise not to leave such personal effects behind on this plane.

A single *Bell's palette of identity* can be used to paint 2-5 portraits.

**Bracers of Brandishing:** These unpredictable and bewildering items appear similar to other magical bracers, but their magic is revealed only when the character wearing them uses a charged rod, staff, or wand. When a charge is expended from such an item, the *bracers of brandishing* alter the charge expenditure and the local balance of magical forces in a chaotic manner. The drain on the charged rod, staff, or wand is actually in the range of 5 charges to -4 (i.e., the item is recharged). The number of charges used is 1d10-5 (with negative results indicating that charges are restored). If an item is reduced below zero charges by a drain, it crumbles into dust immediately.

Items that are not normally rechargeable can be recharged through the chaotic operation of these items except for the *rod of absorption*.

**Brooch of Number Numbing:** This silver or golden brooch (15% are set with jewels) is used to fasten a cloak or a cape. It magically clouds the mind of anyone conversing with the wearer of the brooch, with the confusion applying only to numbers.

The brooch must be in plain sight to have any effect. Anyone conversing with someone wearing the brooch is allowed a saving throw vs. spell to avoid the effects.

If the save is failed, the victim falls under the brooch's special enchantment. The victim forgets the relative value of numbers. He cannot remember if five is greater than three or if tens are smaller than hundreds. Further, the victim does not recognize his inability to remember the values of numbers. While under the influence of the brooch, the victim thinks that all numbers are pretty much the same. He will accept any claim pertaining to numbers and accept almost any financial deal set before him.

The victim remembers the relative values of coins (that gold pieces are worth more than silver pieces), but not their exact conversions. Thus, the victim is unable to remember whether two silver pieces or 100 silver pieces are equal to one gold piece.

The enchantment lasts only as long as the wearer is present and for 2d6 rounds thereafter. Once the effect wears off, the victim regains his normal understanding of numbers. Furthermore, he remembers exactly what he did and said while under the influence of the brooch, although he may not be aware of the cause.

**Candle of Propitiousness:** This candle enhances attacks against a particular enemy within a defined area. The user lights the candle while speaking the exact name of a single foe. If the exact name is not known, the user must precisely identify the foe; saying, "the evil warrior" isn't precise enough, but stating, "the evil warrior who rules the village of Fair Meadows and carries a golden shield" is sufficient.

All characters who remain within a 50-foot-radius of the lighted candle receive a +2 bonus to all attack rolls made against the stated foe, regardless of whether the foe is within 50 feet of the candle. Characters who venture outside the area of effect lose the bonus. When the stated foe is within the area of effect, he suffers a -1 penalty to all his attack rolls.

There can be no interposing surfaces such as walls or doors between the *candle of propitiousness* and characters whom it affects. The stated foe is not allowed a saving throw to resist the effects of the candle.

The *candle of propitiousness* burns for up to one hour. If it is moved after it has been lit, its magic is immediately and permanently negated. Likewise, if its flame is extinguished, its magic immediately ends. Any magical or natural force capable of extinguishing a normal flame, such as a *gust of wind* or a splash of water, can extinguish a *candle of propitiousness*.

A *candle of propitiousness* can be lit and used only once.

**Claw of Magic Stealing:** This peculiar item is usually fashioned in the form of a miniature silver hand or claw. An attempt to identify it will suggest that it is an item capable of casting the 2nd-level wizard spell *spectral hand* three times per day. The claw can indeed do this, but this is only its secondary function.

The claw's real purpose is to steal spells from other spellcasters. If the victim of the *spectral hand* spell is a wizard, he must make a saving throw versus spell. Failure to make this save means that a randomly selected spell is drained from his memory and its energy is transferred to the claw's owner. The owner of the claw may then use this magical energy to "power" a memorized spell of his own, provided it is of the same or lower level. Such a spell may be cast without being lost from the mind of the wizard possessing the claw.

The *claw of magic stealing* does not store magical energy in any way; either the owner of the claw uses the energy to "power" a spell on the next round, or the energy dissipates and is lost.

**Contracts of Nepthas:** These magical contracts are written in black ink on golden-brown vellum. The contracts are usually found in ivory tubes, each tube containing 1d6 contracts. The contracts are blank and can be filled in by the user. The contracts will radiate magic if detected, but carry no overt signs of their special nature.

The *contract of Nepthas* automatically places an enchantment upon any persons who sign it in order to insure that both parties hold to the agreement. Anyone who has signed a

*contract of Nepthas* and breaks the contract is struck deaf, blind, and dumb. The effects of the punishment last until they are removed with a *remove curse*.

A person who is both deaf and blind suffers a -8 penalty to his attack rolls and his opponents gain a +8 bonus to their attack rolls. He loses all bonuses for Dexterity and suffers -2 penalties to saving throws versus spells, petrification/polymorph, and rod, staff, or wand.

A contract involves two parties agreeing on a set of conditions. The conditions are usually very specific, but if they are not, they might be perverted in the same way that a *wish* spell might be misinterpreted. If a group of adventurers signs a contract with a king stating that they will slay a dragon in the Northern Hills by the eve of the new moon, slaying any dragon will fulfill the contract, although the king may have had a specific dragon in mind. If the king agrees to pay the adventurers upon the completion of the task, the king had better have the money when the party returns.

Contracts signed by persons under the influence of *charm* and similar spells are null and void. A forged contract is also void. If any person who signs a contract dies before its completion, that person's obligation is ended. Note, however, that if a group of adventurers signs a contract and one of their members dies, the survivors are still bound to the contract.

A deadline for both parties' responsibilities must be stated in the contract in order for it to be activated.

**Crucible of Melting:** A crucible is a small bowl, usually made of fired clay or porcelain, used for heating substances to extreme temperatures. The bowl is usually placed on a furnace. The *crucible of melting*, however, requires no furnace. It melts any metals placed within it when the command word is spoken. It takes one turn to bring the crucible to a sufficient temperature to melt metals placed within it. It has no effect on substances other than metals.

The average *crucible of melting* can hold up to one cubic foot of material. Note that magical items are allowed an item saving throw vs. magical fire to avoid destruction. *Crucibles of melting* are most often found (when found at all) in the laboratories of wizards, particularly enchanters who specialize in the construction of magical devices.

Whenever a *crucible of melting* is used, there is a 5% chance of a mishap resulting in an explosion that inflicts 3d10 points of damage to all creatures within 10 feet. A save vs. rod, staff, or wand is allowed, with success indicating half damage. The crucible is allowed an item saving throw vs. disintegration. If it fails, it is destroyed; otherwise, it is unharmed and may be used again.

Half of all crucibles remain hot for 3 turns. The rest remain hot until a command word is spoken to cancel the heat.

**Crystal Parrot:** This is a 12-inch-high statue of a parrot made of clear crystal that is useful in the detection of trespassers. The *crystal parrot* is typically placed high on a bookcase, shelf, or a similar location that gives the parrot an unobstructed view of the area it is to oversee.

To activate the parrot, the user speaks the command word, causing a soft red glow to appear behind the parrot's eyes. Unless the crystal parrot is destroyed, it remains active for 30 days. The user may also choose to deactivate it with a second command word, at

which time the red glow in its eyes disappears. Once deactivated, it cannot be activated again until 30 additional days have passed.

The active *crystal parrot* "sees" everything in a 180-degree arc in front of it, to a distance of 50 feet. The *crystal parrot* can see no better than a normal parrot; that is, its vision can be obscured by normal or magical darkness, or by physical barriers.

The user must instruct the parrot as to what types of intruders it is to observe. The user may be specific ("Watch for a 7-foot human male with a bald head and a red coat") or general ("Watch for all humanoid and animal intruders").

At the time an intruder enters the parrot's field of vision, the user will hear a telepathic report about all intruders matching the description. The telepathic reports will be general in nature, seldom more than brief phrases ("Man with red coat enters" or "Two rats enter"). If the user was not specific as to what types of intruders to watch for, the *crystal parrot* will report only the number and type of intruders (such as "one woman enters" or "a dozen orcs enter"). The *crystal parrot* will not report the actions of intruders, merely their presence; it tells the user when the intruders enter and leave, but nothing else.

The telepathic reports can be transmitted over an unlimited distance, but cannot be communicated into other planes of existence. The telepathy is one-way; the user cannot communicate with the *crystal parrot*.

The *crystal parrot* has AC 3. It shatters and becomes permanently useless if it suffers 12 points of damage. The user is instantly aware of the parrot's destruction.

**Dimensional Mine:** This nasty device can take the form of any small item, but most often appears as a small figure carved of jet or other black stone, similar to a *figurine of wondrous power*. As soon as the mine is taken into an extradimensional space, such as that created by a *rope trick, extradimensional pocket*, or a *bag of holding,* it ruptures that space. Everything in the space, including the mine itself, is spewed into the Astral plane and is lost unless someone can retrieve it. If the extradimensional space was created by a magical item, such as a bag of holding, that item is destroyed.

**Disintegration Chamber:** These frightful devices range in size from a 1'x 1'x 1' box to a 10'x 10'x 10' room. They are always made of iron, with the interior walls covered with mirrored tiles. They are used to cause matter to vanish, as per the 6th-level *disintegrate* spell.

The amount of material to be affected is limited only by the size of the chamber. Each use drains the device of one charge. *Disintegration chambers* generally have 81-100 charges (1d20+80) and may be recharged.

The material to be obliterated is placed inside the chamber, the door is closed, and the activation button is depressed. The interior of the chamber and its doomed contents then begin to glow with a sickly green light, and the material vanishes, leaving only fine dust. Creatures and objects that successfully save vs. spell are not affected, but must attempt another saving throw every time the chamber is reactivated.

The size of any given chamber can be determined from the table below.

| D6 Roll | Size |
|---|---|
| 1 | 1' cube |

| | |
|---|---|
| 2 | 2'x 2'x 3' box |
| 3 | 3'x 3'x 6' box |
| 4 | 3' x 5' x 6' box |
| 5 | 5'x 5'x 10' box |
| 6 | 10' x 10' x 10' box |

In the larger sizes, these devices are most often installed permanently and cannot be carried away as part of treasure, unless arrangements are made to transport a small room or shack.

**Dust of Mind Dulling:** This harmless-looking dust is the bane of spellcasters. One pinch of this dust can be flung up to 30 feet from the user and will scatter to fill a 5-foot-radius sphere.

All spellcasters within the area must make a saving throw versus spell or find their minds dulled and their wits slowed. All casting times less than 1 round are increased by 2 as the wizards hesitate, trying to remember the procedures. Spells which normally require 1 round to cast now require 1 full round plus a casting time of 5 on the following round; spells which normally have a casting time of 2 rounds or longer now require 50% longer than normal to cast. The dust persists in the area for 1 turn unless somehow removed (e.g., a *gust of wind* spell). Those affected by the dust are impaired in their spellcasting for 1d4+1 turns thereafter.

**Elemental Compass:** This device aids travelers seeking the elemental planes of Fire, Air, Water, or Earth. The compass, a small urn carved of stone and containing hollow pockets, works only in the Ethereal plane, an inner plane, or the Prime Material plane.

To make the compass work, a representative sample of material from the plane sought must be placed in the urn and the lid sealed. Thus, to find the elemental plane of Fire, a small, burning fire must be place in the urn. Once sealed, the fire will burn until the lid is opened (just as water will not evaporate from the urn as long as the lid is sealed).

When used on an inner plane or the Ethereal plane, the urn glows yellow when the characters are heading in the direction of a portal of the elemental plane they seek. On an inner plane, the compass leads to the para- or quasi-elemental planar border that exists between planes. In the Ethereal plane, the urn leads to the Ethereal curtain of the desired plane. There are no range restrictions on the inner or Ethereal planes.

On the Prime Material plane, the compass glows when the characters are headed for elemental vortices of the correct element, provided the vortex is within range. The range on the Prime Material plane is 300 miles.

**Everbountiful Soup Kettle:** When this two-gallon metal kettle is filled with water, the liquid is transformed into steaming, nutritious vegetable soup. One full kettle is sufficient to provide a single meal for up to six normal appetites. No ingredients are required for the soup, nor is heat necessary. Any nonmagical, nonpoisonous liquid can be used in place of water. The *everbountiful soup kettle* can be used once per day.

**Flatbox:** A practical example of hypergeometry and hypermathematics, the *flatbox* appears to be a wooden box about 3' long, 2' wide, and two inches deep. It weighs eight

pounds. The top of the box is a hinged lid.

When the lid is opened, the interior of the box is filled with impenetrable darkness. This darkness cannot be dispelled by any form of magic; it is a characteristic of the hypergeometrical topography of the box.

Although from the outside the *flatbox* appears to be only two inches deep, it actually has the internal volume of a box six feet deep. (Thus, it has a volume of 36 cubic feet.) The maximum weight that can be loaded into a *flatbox* is 500 pounds. No matter how much of its volume is filled, the *flatbox* still weighs only eight pounds.

Since the inside of the box is completely dark, the only way to retrieve a specific item is to feel around within the box. Finding an object this way takes 1d4 rounds.

There is a significant danger associated with the flatbox. If it is taken into an extradimensional space (such as within a *portable hole*), if it is *teleported*, *gated*, or transported via *dimensional folding* or any analogous method, or if it ever suffers 15 hit points of damage, the *flatbox* explodes violently. This explosion destroys all contents of the box and inflicts 4d10 hit points of damage on any creature within 20 feet (save vs. spell for half damage).

**Forge of Metal Protection:** The first of these heavy (1,000 lb.) forges was created an unknown number of centuries ago. Because of the specific magical properties involved, it is believed that a wizard, assisted by a number of dwarves (all of whom were interested in planar research), constructed the device. Although the secret of the construction has since spread, the forge is an extremely rare magical item.

The forge is a furnace made up of enchanted rocks held together with a network of steel rods. When metal armor and weapons are placed within the furnace and heated to glowing red, the armor becomes immune to the effects of heat on the inner planes. All metal items tempered in this manner suffer no ill effects from heat on any of the inner planes, but suffer the effects of heat normally on the Prime Material plane.

The effect of the magical protection lasts 12 to 30 days (2d10+10). Magical armor or weapons that are placed in the forge take on the protection from heat, but temporarily lose their other magical properties. Thus, a *sword* +2 placed in the forge will not melt on the plane of Fire, but it ceases to functions as a *sword* +2 until the enchantment wears off. A weapon with an ego retains its ego, but loses all of its other magical properties.

**Fur of Warmth**: These large, white furs (5' by 8') are reportedly taken from the skins of creatures native to the para-elemental plane of Ice. A person wearing the fur still feels cold in a cold environment (such as the para-elemental plane of ice), but does not suffer damage from exposure.

Anyone wrapped in the fur is immune to the natural effects of cold, including the environments of the inner planes. Anyone wearing the fur takes half-damage from coldbased attacks. The wearer need not be covered completely by the fur to receive the enchanted protection; the fur must simply be draped over him like a cape. If the fur is cut into more than one piece, it loses its magical property.

If the fur is worn in pleasant or hot weather, it affects the wearer as any other large fur would.

**Gem of Retaliation:** The holder of this gem gains a special protection against Evocation

spells directed at him. The owner of the gem gains a +4 bonus to any saving throw made against such a spell, and also acquires a base save of 18 (but not the +4 bonus) against any Evocation spell which normally does not allow a saving throw (such as *ice storm*). All standard modifiers (*ring of protection*, Dexterity, etc.) apply.

Additionally, if the saving throw is successful, the incoming spell is converted into outgoing *magic missiles*. The number of missiles is equal to one-half the level of the spell negated, rounding fractions up. The *magic missiles* then streak back to strike the person or creature who cast the spell at the owner of the gem. Maximum range for this strike is 160 yards.

Spell-like effects created from magical items are not affected by the *gem of retaliation* (thus, a *wand of magic missiles* will function normally against someone using this gem).

An individual holding a *gem of retaliation* who comes under attack by an area spell (*fireball, ice storm*, etc.) gains the advantages as described above. Other persons in the area of effect suffer all effects normally. Even if the gem's owner saves successfully, the area-effect Evocation is *not* transformed into *magic missiles* as described previously.

**Glass of Preserved Words:** This magical magnifying glass has a band of silver around the lens and an ivory handle. The glass has the ability to make illegible written words readable. Words that were carved into stone but worn away through time, inked letters blurred due to moisture, messages clouded by magic, and magical and normal writings all become clear when read through the glass.

The actual words remain illegible; they are not altered in any way. Only a character looking at them through the glass can read them clearly.

The glass does not protect the reader from any harmful effects as a result of a cursed scroll or trapped writings, nor does it make cryptically worded or coded messages understandable.

**Globe of Purification:** These enchanted glass spheres, 6 inches in diameter, contain the swirling blue-grey essence of a *cloud of purification* spell. When the globe is broken, the cloud billows forth, acting exactly as if the spell had been cast by a 12th-level priest. These devices are often given to a city's sanitation crews, who descend upon the streets and sewers during the wee hours of the morning.

**Globe of Serenity:** These glass orbs look very much like crystal balls. However, a *globe of serenity* emits a continuous, inaudible tone that affects all living creatures within 50 feet who fail a saving throw vs. spell. While in the area of effect, affected creatures feel the utmost serenity and self-control. Strong emotions such as joy, love, and hatred are totally subdued.

Creatures affected by the globe gain a +3 saving throw bonus to resist spells and special attacks that affect emotions (such as *charm*, *fear*, or *emotion*). At the same time, they suffer a -2 to all Intelligence checks, the spark of insight also repressed.

The globe also affects morale, raising the spirits of some while quelling the fires of fanaticism in others. All affected creatures have morale of 10, regardless of their training or skill. If a morale check is called for and failed, the affected creature does not rout or flee, but stays in place, taking no action until rallied.

*Globes of serenity* are best suited for lawful communities where open displays of emotion are frowned upon. Although crime and violence would be greatly reduced in these communities, citizens would also lack a sense of spirit. The people would go about their daily routines like emotionless automatons.

**Horn of Valor:** This golden horn is indistinguishable from any other magical horn until it is sounded. When sounded, each unit hearing it who is allied with or loyal to the character sounding the horn gains the following benefits. First, the unit gains a +2 bonus to its morale for 1d4 BATTLESYSTEM™ rules turns. Second, any routed friendly unit who hears it immediately makes a rally check with a bonus of 2 to its morale (for that check only). (This check is made when the horn is sounded--during the magic phase--rather than in the rally phase. If this additional check is failed, the unit is entitled to a second check in the rally phase, as normal.)

Enemy units who hear the horn are also affected: they suffer a -1 penalty to morale for 1d2 BATTLESYSTEM rules turns.

Under normal conditions, the sound of the horn can be heard at a range of 24". Unusual conditions, such as a raging storm, can decrease this range, but the horn can *always* be heard at a range of 9" (unless the character blowing the horn is within an area of magical *silence*, of course).

The horn of valor can be sounded only once per BATTLESYSTEM Rules turn, and no more than three times in any 12 hour period. If blown a fourth time within this period, it becomes totally nonmagical for 1d6 days, and any effects remaining from earlier soundings immediately terminate. Effects from multiple soundings are not cumulative. (Instantaneous effects such as the automatic rally check for friendly units take place each time the horn is sounded.)

**Hourglass of Fire and Ice:** This small, wooden-framed hourglass looks quite ordinary, but radiates invocation/evocation magic if detected. Half these hourglasses contain red sand and half contain blue sand.

An hourglass containing red sand in the lower portion enables a spellcaster to cast fire-based spells with increased potency: +1 per die of damage. Further, victims suffer a -1 penalty to all saves against such spells, and even saving throws against illusions of fire are made at -1.

When the hourglass is tilted, the red sand flows slowly through the aperture, turning blue as it does so. The hourglass takes 6 turns to fill with blue sand. When the hourglass has filled with blue sand, all cold-based spells cast by the owner of the hourglass have +1 per die of damage. Victims also suffer a -1 penalty to saving throws against cold-based spells, including saves against illusions of cold.

The hourglass may be inverted to re-create the red sand, with a corresponding flip in the effects after 6 turns.

The hourglass may be inverted up to three times per day. However, with every inversion of the hourglass there is a 1% chance that it will break, spilling its sands and losing its magic forever.

**Jar of Preserving:** This piece of magical glassware is able to hold up to one cubic foot of material. The round jar is equipped with a glass lid that screws into place.

Any animal or vegetable matter placed in a *jar of preserving* enters a form of suspended animation. A rosebud never wilts, for example, and a small animal never ages and does not require food, water, or air. Spell components placed in the jar never lose potency.

**Law's Banner:** This blazing red standard has the magical ability to raise the morale of troops when held at the front of a lawful army. The banner inspires any soldier in the army who is within a quarter-mile of the banner and can see the flag. Troops inspired in this manner receive a +2 modifier to their base morale as per BATTLESYSTEM™ rules. In order for an army to be considered lawful, at least 90% of the troops must be of lawful alignment and no more than 1% can be chaotic.

If the banner falls, the effects are lost immediately. If the banner is raised within 1 turn, the effect returns. If the banner is not raised within 1 turn, the inspired troops become filled with dread, feeling that the battle has clearly gone against their cause. The same troops now suffer a -2 morale penalty for the duration of the battle. The standard may be raised any number of times, but will improve or impair morale only once per day.

**Lens of Speed Reading:** While looking through this lens, the user can read any book, document, or other written material at three times his normal speed with full comprehension. When used in conjunction with *read magic*, the *lens of speed reading* enables the user to quickly scan scrolls and magical tomes to learn their contents, but it has no effect on the time required to cast spells. The lens will not decipher codes, improve illegible writing, or allow magic to be read without the proper spells.

**Liquid Road:** When sprinkled on water, swampland, quicksand, or a similar surface, *liquid road* causes the terrain to harden to the density of granite, enabling easy passage. Liquid road is also effective in negating the effects of spells such as *transmute rock to mud*. The *liquid road* stays hard for one hour, after which the terrain returns to its original state. One *flask of liquid* road can harden a 5'x 5' surface (for example, a path 25' long and 1' wide).

**Lorloveim's Obsidian Mortar and Pestle:** This magical tool allows the wielder to grind even the hardest materials into a fine powder. Rocks, metals, and even gemstones of all types may be ground to dust in as little as 1d4 rounds.

Magical items pounded beneath the pestle are allowed a saving throw vs. disintegration. If the save is successful, the enchanted item cannot be destroyed in this fashion. If the saving throw fails, the item is reduced to nonmagical powder.

The obsidian mortar is commonly used by wizards in the preparation of spell components and ingredients for magical items. Neither the mortar nor the pestle is effective without the other.

**Manual of Dogmatic Methods:** This silver-bound book, studded with jewels, appears to be a tome of considerable value. The book is actually cursed, although this is not immediately obvious.

The manual has the power to provide advice on any action that its owner might consider taking. The owner need only open to any page in the book, and there before him

will be a list of actions, most of them ritualistic in nature, to insure the success of any project he undertakes.

The first time the book is used, the owner is suddenly struck with the idea that he now owns a source of information that can give him valuable advice on any matter. It becomes a guide for his whole life. He will not share the book or let anyone take it away from him. If anyone tries to remove it, he will fight to keep the book.

Following the first use of the book, the owner cannot do anything without first checking the book. The information in the manual is completely worthless, but the owner of the book does not realize this. The pages in the manual change constantly, offering its owner an obscure (and usually ridiculous) ritual to perform before doing anything. Thus, if a character is about to go into battle, he might check the book and find several exercises he should undertake to loosen his muscles. If he is going to speak to a duke, he might find instructions for the color of his clothing according to the day of the year and the time of day of the meeting. If he is going to pray to his god for a spell, he might find six pages of cleansing rituals that should be performed first.

The manual's instructions are almost never harmful, but they might delay the owner's actions at a crucial moment.

Whenever a character is in a situation that requires hasty action (for example, he is attacked), the book will delay its owner by 1d8 rounds. If the owner is preparing for a lengthy activity (a long trip, for example), he will be busy for 1d4 days getting ready for the event. The DM should be creative in detailing the tasks the owner must perform before he can comfortably commit himself to his goal.

The compulsion to follow the manual's instructions can be ended with a *remove curse* spell. Following this, the next person to open the book becomes its new owner. If an owner should die, the book becomes the property of the next person to open its cover.

If possible, the DM should hint that the character is actually gaining bonuses for using the book, while allowing the other characters in the group to figure out the effects for themselves.

**Medallion of Spell Exchange:** This medallion allows the spellcaster to exchange one memorized spell of up to 6th level for others of lower levels, rather in the manner of *Mordenkainen's lucubration*. The wizard loses the sacrificed spell and recalls one or more spells from those he had memorized and cast within the past 24 hours. The total levels of these spells must be one less in sum than the spell sacrificed. For example, by sacrificing a 5th-level spell, a wizard could recall one 1st-and one 3rd-level spell, two 2nd-level spells, four 1st-level spells, and so on. The medallion can function only once per day. The wizard must have available any spell components required for exchanged spells.

**Mirror of Retention:** This appears to be an ordinary round silver mirror, about 12 inches in diameter. When the *mirror of retention* is hung in a 50 foot 0 50 foot or smaller room and the command word is spoken, the mirror records all events occurring in the room for 24 hours. During this time, the *mirror of retention* appears to be a normal mirror.

When the command word is spoken again, the mirror replays all the events it recorded. The events appear as a series of silent images in the surface of the mirror. By rotating the mirror clockwise, the images can be accelerated, appearing as much as 10

times as fast as they occurred. Rotating the mirror counter-clockwise causes the images to appear in reverse. If the mirror is held parallel to the floor, the image freezes. Thus, by rotating the mirror and freezing the images, the user can scan for events, review previously viewed images, or freeze selected images for closer study.

When the command word is spoken a third time, the *mirror of retention* is cleared of all images and is ready to record new images for another 24 hours.

**Mirror of Simple Order:** When a character steps in front of this mirror, he sees a strangely distorted image of himself. The reflection moves as he does, but the face reflected in the mirror is the image of an ordinary face. There are eyes, a mouth, and a nose, but all lack character. Although the figure moves as the character does, it is shorter or taller than he is, adjusted in whatever direction approaches the average height of the character's race. Any clothing worn by the character is altered as well. Bright colors will be muted, appearing to be shades of grey. Any ornamental work on armor, weapons, or clothing will be gone.

If the character stands in front of the mirror for more than two rounds, he is instantly *polymorphed* into the image in the mirror. The *polymorphed* character must succeed on a system shock roll to survive the change.

Like the *polymorph other* spell, there is a chance that the subject's personality and mentality change into that of the new form. In this case, each of his ability scores becomes 11 and his hit points become the average for his Hit Dice at his level. He retains his level and class, but is not as exceptional as he might have been. He is bland and boring. The character's alignment changes to lawful neutral, and he becomes interested in little else other than setting order to the world. He passionlessly travels to wipe out chaos wherever he finds it.

All effects of the mirror can be removed through a *dispel magic* spell. Until the effects are removed, however, the character is unaware that any change has occurred.

**Mist Tent:** A *mist tent* is contained in a small glass flask. Removing the stopper causes a stream of white mist to pour from the flask. One round later, the mist shapes itself into the form of a 10'x 12' tent with a single, open flap in the front. The stopper must be replaced in the flask as soon as the *mist tent* takes shape, or the tent will dissipate as described below.

The *mist tent* has the density of a cloud when unoccupied. When one or more characters enter the *mist tent*, the flap can be closed; from the inside, the flap has the density of canvas. From the inside, the walls and ceiling of the *mist tent* appear as opaque white mist, and the floor is transparent. Despite its appearance, the entire *mist tent* has the density of canvas once the flap is closed. When the flap is closed, the following effects occur:

- The *mist tent* and all occupants and items inside become invisible to all creatures outside the tent. A *detect invisibility* spell cast by a creature outside the tent reveals the *mist tent*.
- The *mist tent* rises 10 feet off the ground; it continues to hover in place as long as the flap remains closed. The transparent floor allows occupants of the tent to clearly see the surrounding area. The floor of the *mist tent* can support 1,000 pounds without rupturing.

If the flap is opened, the *mist tent 's* walls, floor, and ceiling instantly become visible to outsiders, appearing as a thin, white mist. Additionally, the *mist tent* slowly descends, landing gently on the ground. If the stopper is removed from the flask, the tent dissipates, returning to the flask in a stream of white mist; if the bottle is not stoppered immediately, the mist will pour from the flask to form the *mist tent* again.

The *mist tent* is unharmed by all types of fire, but does not offer such protection to its occupants. The tent is susceptible to other forms of damage. It provides no more protection to its occupants than a normal canvas tent.

The *mist tent* has AC 10. If the *mist tent* sustains 10 points of damage, it dissipates in a shower of light and is permanently negated. If this occurs while the mist tent is hovering, all occupants plummet to the ground. If the *mist tent* sustains less than 10 points of damage, it can be returned to its flask, then re-released; all damage will be repaired.

**Mordom's Cauldron of Air:** *Mordom's cauldron of air* is a round pot about two feet in diameter, weighing 60 pounds. There are two handles on either side of the pot and a compartment built like a small shelf under the cauldron. The compartment can be filled with wood or coal to heat the cauldron.

Although the device is heavy and bulky, the cauldron is valuable for characters planning an expedition to a place with little or no air. The cauldron functions as an air generator. To operate the device, the cauldron is filled with water and a fire is lit in the compartment. When the water boils, vapor is released. The air from the vapor creates a bubble of breathable air 10 feet in radius centered on the cauldron.

The water must not be allowed to spill out of the cauldron and the fire must be kept burning. As long as these conditions are met, the cauldron will provide air continuously.

The air produced is the same temperature as the surrounding environment. The device needs a minimum of one gallon of water per hour.

**Mouse Cart:** A *mouse cart* resembles a miniature wooden cart with two wooden wheels and a tiny leather harness. When a normal mouse is secured in the harness, the cart expands to the size of a normal cart (roughly 5 square feet). The mouse retains its normal size, but becomes enchanted, acquiring the ability to pull the cart plus 250 pounds of cargo at a movement rate of 12.

As long as the mouse remains in the harness, it is compelled to obey all oral commands from the person who put him in the harness. The mouse will run forward, stop, turn, and obey all similar commands; it will not attack or take any action that a mouse is normally incapable of performing. No other creature attached to the *mouse cart* will activate the device's magical properties. A character or other creature *polymorphed* or otherwise transformed into a mouse can activate the cart's magic.

**Necklace of Memory Enhancement:** The wearer of this brass necklace receives two benefits.

- The wearer is immune to all memory loss, from both natural and magical causes (such as a *forget* spell). The necklace has no effect on a wizard's spell memorization.
- The wearer can recall with absolute clarity any sight or conversation he experienced

or any book he read within the previous seven days. Memories prior to seven days ago are recalled with only normal clarity. The necklace affects only events that occurred while the necklace was worn by the user.

**Nefradina's Identifier:** This highly valued item is a magical test kit used to identify potions, powders, and other alchemical substances. It consists of a wooden box (typically measuring 1'x 1'x 3') containing an assortment of vials, flasks, and beakers in small, padded compartments. Also in the box is a copy of a text called *Nefradina's Codex*. This book instructs the owner on how to use the test kit.

When the owner wishes to identify a potion, powder, oil, perfume, or similar liquid or powdered magical item, he looks up the substance's characteristics (odor, color, consistency, and so on) in the codex and follows the directions given to create a test mixture by combining a number of ingredients found in the kit. He then adds a drop of the test mixture to the substance he wishes to identify. The resulting effects (changes in color, sparks, smoke, bizarre odors, small explosions, and so forth) are looked up in the codex and the substance is identified through a process of elimination.

The DM secretly rolls 1d100 to determine the actual results:

**01-20:** The test kit is missing a vital chemical and can never identify that particular substance.
**21-50**: The user comes to a false conclusion and believes the substance to be something it is not (DM's choice).
**51-100:** The user successfully identifies the substance.

The DM should modify the roll by +2% per level of experience of the character using the test kit. The time required to perform a single test is 1d4+1 turns. A typical kit may be used 1d10+40 times before it becomes useless.

**Philosopher's Egg:** This item is an enchanted retort: a long-necked piece of glassware in which substances are distilled. It is a highly prized addition to a wizard's laboratory, for it has two very important uses.

The first use of the *philosopher's egg* is in the creation of any magical or mundane fluid. The time required to create such a fluid is cut in half through use of the *philosopher's egg*.

The *egg's* second use is as a required component for creating the substance that turns lead into gold--the legendary philosopher's stone. Thus, it is sometimes said by wizards that "the stone hatches from the egg."

**Pick of Earth Parting:** This enchanted pick allows its wielder to cut through elemental earth quickly. The wielder of the pick must have strength of 17 or better. By repeatedly swinging the pick at elemental earth, the wielder can carve out a 10'x 10'x 60' tunnel per round. The pick's magical properties create a smooth, clean surface regardless of the mining skill of the user. All rubble from the excavation magically disappears, leaving a clear passage.

**Portable Canoe:** This ordinary, canvas-covered canoe is capable of comfortably holding

two passengers. The canoe includes two wooden paddles. The *portable canoe* can be folded into a 6-inch-square packet, about an inch thick, weighing just under a pound. With the exception of the paddles, the *portable canoe* must be emptied of all other objects before it can be folded. Folding the canoe requires 5 rounds; unfolding requires 2 rounds.

**Prism of Light Splitting:** This useful device refracts light into the three primary colors of light--red, blue, and green. The user can choose the color of light that is emitted by the prism.

When creating a magical fluid or powder, the wizard casts the *enchant an item* spell. Following this, the wizard may use the *prism of light splitting* to shine a blue, red, or green beam of light on the mixture. The light must shine on the substance for one full day. At the end of this time, the material gains an additional magical property, depending upon the color of the beam employed.

Red: The potion, powder, or aromatic oil is stronger than normal; targets of its effects suffer a -2 saving throw penalty.
Blue: The duration of the magical potion, powder, or fragrance's effect is doubled.
Green: The amount of liquid or powder is doubled; the wizard now has enough for two potions, powders, or aromatic oils.

**Puchezma's Powder of Edible Objects:** An inveterate traveler who was notoriously cheap, Puchezma could never bring himself to spend money on decent provisions or hire a quality chef for his long wilderness excursions. In his efforts to create a seasoning that would make the bland dishes of his second-rate cooks more palatable, Puchezma stumbled on a formula for the *powder of edible objects*.

This powder, which resembles normal salt, causes any normally indigestible material to become edible, nutritious food. The material must be nonliving and nonmagical, and must be in a form the consumer can swallow; for instance, dirt and cotton cloth are acceptable (the diner could chew up and swallow these materials), but large stones and planks of hard wood are not (these objects would have to be broken up into small pieces before they could be swallowed). All poisonous and otherwise harmful properties (such as sharp edges) are negated by the powder. One pinch of *powder of edible objects* is sufficient to treat one cubic foot of material. The powder is normally found in small bags containing 10 to 100 pinches.

**Quill of Law:** This magical pen is used by despots and good rulers alike to ensure that their laws and proclamations are obeyed. Anyone reading a posted proclamation or law that was written with the pen must obey the law, regardless of whether it is a good law.

This effect applies only to persons who actually see the written message. If a person knows about the law but has not read a notice written with the quill, he still has the option to obey or break the law. Once he has read it, however, he must obey it.

The magical effect is limited in that only the three most recent laws written with the quill maintain this power. Laws written prior to the most recent three can still be the law, but citizens are not compelled to obey them.

Creatures with 15 or greater Intelligence and 12 or more Hit Dice or levels are

entitled to a saving throw vs. spell when viewing the proclamation. If the saving throw is successful, the effect is negated and the person is left to his own moral decisions.

**Reglar's Gloves of Freedom:** These gloves appear to be thick, leather, combat gloves. Silvered pearls are sewn along the stitching.

A character under the influence of a *charm* spell or similar enchantment can be freed of the enchantment by shaking hands with the wearer of the gloves. This item frees only characters who are enchanted against their will. Those who have willingly submitted to a charm (such as a *quest*) are not affected by the gloves. The former victim retains all memories of his enchantment.

The gloves do not protect or release the wearer from such spells.

**Robe of Repetition:** This ordinary-looking robe radiates strong alteration magic if magic is detected. The wearer of this robe acquires a unique and powerful augmentation to his magic. After casting a spell, there is a percentage chance that a mnemonic/harmonic effect occurs so that the magical energies liberated in spellcasting are amplified and retained briefly. The wizard is then able to cast the same spell a second time. This must be done on the succeeding round or the bonus spell is lost.

Once the spell has been cast a second time, the energy is completely liberated. There is no possibility of a third casting. In all cases, the spell is lost from the wizard's memory until the wizard memorizes it again.

The chance of a spell being available for a second casting varies according to spell level:

| | |
|---|---|
| 1st Level | 50% |
| 2nd Level | 40% |
| 3rd Level | 30% |
| 4th Level | 20% |
| 5th Level | 10% |

Energy from spells of 6th level and above are not retained within the robe's magical weave. Furthermore, a maximum of 24 spell levels per day can be reused with the benefit of this robe. If the wizard opts not to use a spell which is made available for a second use, this counts toward the maximum limit.

If a wizard removes the robe, spells cast while the robe is off do not count toward the spell limit. For example, if a wizard casts 15 spell levels that count against the robe's daily limit and he then removes the robe, subsequent spells do not count against the robe's limit. If the wizard then puts on the robe during the same day and casts more spells, the robe retains the 15 spell levels that counted against it and all spells cast subsequently also count against the robe.

Only one wizard may use the robe's magic in a single day; if a second wizard puts on the robe, it does not function.

**Saddle of Flying:** This saddle resembles a normal leather saddle with a small, silver buckle near the pommel. When the saddle is secured to a horse or any other nonmagical mount and the silver buckle is fastened, the mount sprouts wings and acquires the ability

to fly at its normal movement rate (Maneuverability Class D). The flying mount can carry its normal encumbrance.

The *saddle of flying* functions for only one hour per day. When the silver buckle is unfastened or the duration expires, the wings disappear and all flying ability is immediately lost, regardless of whether the mount is airborne or on the ground.

**Salves of Far Seeing:** These salves allow a character who puts a drop of the salve into each of his eyes to see as well as he would on a brightly lit day on his Prime Material plane. The proper salve also serves as a protection against blindness on planes where protection is necessary. Several types of salves exist for the different elemental, para-elemental, and quasi-elemental planes. The salves have no effect on normal or magical blindness.

The salves are found in small metal containers made of precious metals. A container contains 4d12 drops of salve. One drop in each eye bestows the magical property for one day. A drop must be placed in every usable eye for the magic to work.

A different salve exists for each of the planes where such a salve is required, and each has a distinct look and feel. The following table lists the planes that limit sight and the color and texture of each respective salve. The salves function only on their respective planes.

| Plane | Color | Texture |
|---|---|---|
| Water | Blue | Smooth |
| Earth | Black | Grainy, Thick |
| Positive | White | Opaque Liquid |
| Negative | Clear | Liquid |
| Smoke | Ashen | Liquid |
| Ice | Bluish-white | Thick |
| Ooze | Gray | Rubbery |
| Magma | Copper | Thick |
| Steam | Gray | Liquid |
| Salt | White | Grainy |
| Radiance | Golden | Smooth |
| Ash | Gray | Grainy |
| Minerals | Silver | Grainy |
| Dust | Black | Dry |

**Scarab of Uncertainty:** This scarab has a specific and potentially powerful effect. If the wearer is within range of a *monster summoning* or similar spell (*invisible stalker, conjure animals*, etc.) when cast by another creature or character, the summoned creatures make a saving throw versus spell the instant they appear. If the summoned creatures fail this saving throw, they mistakenly believe that the wearer of the scarab is the individual who summoned them and will then serve the scarab wearer as best they can, rather than the caster of the spell.

**School Cap:** The wearer of this cap gains a +2 bonus to saving throws against spells of one particular school of magic. In addition, specialists of the designated school do not inflict a -1 penalty on a wearer's saving throws against their specialist spells. The nature

of the *school cap* is determined using a 1d8 roll.

| D8 Roll | Affected School |
|---|---|
| 1 | Abjuration |
| 2 | Conjuration/Summoning |
| 3 | Greater Divination |
| 4 | Enchantment/Charm |
| 5 | Illusion |
| 6 | Invocation/Evocation |
| 7 | Necromancy |
| 8 | Alteration |

Of these caps, 10% are mixed blessings since they have a cursed side-effect: The wearer suffers a -1 penalty to saving throws against spells of the opposition school(s). The curse takes effect the first time the wearer is subjected to a spell from the opposition school(s). Once the curse has been engaged, the cap cannot be removed except through a remove curse spell.

**Skie's Locks and Bolts:** This device looks like a small, ornate lock with a tiny silver key. When the key is turned clockwise, all doors, windows and other portals within 50 feet of the item slam shut and become *wizard locked*. For purposes of opening them, the *wizard locks* are the equivalent of those cast by a 12th-level wizard. The effect lasts until the key is twisted counterclockwise or the device is transported more than 50 feet away.

*Skie's locks and bolts* are sometimes found in the homes of wealthy merchants and secretive wizards.

**Talisman of Memorization:** This talisman allows a wizard to memorize spells in half the normal time (i.e., 5 minutes per spell level). Half of these amulets (1-5 on 1d10) affect memorization of spells only of levels 1-5. The remaining half affect memorization of spells of levels 1-8. Spells of 9th level are never affected by this talisman.

**Tapestry of Disease Warding:** This is a 3-foot-square cotton tapestry bearing the image of a rainbow. When hung in a house or other building (10,000 square feet or less), it protects the occupants from nonmagical diseases. It has no effect on persons already suffering from diseases, but protects healthy characters from contracting contagious diseases ranging from common colds to deadly plagues. The tapestry offers no protection against any disease caused by magic or of a magical nature.

The *tapestry of disease warding* is subject to rips, fire, and other damage that could be sustained by a normal tapestry, although it is allowed a saving throw. Its magic is permanent only as long as it remains intact. The tapestry may be moved to a new location, but has no effect outdoors.

**Teleportation Chamber**: These devices are used to teleport matter (as per the 5th-level *teleport* spell) and vary in size from a 1'x1'x1' box to a 10'x10'x10' room. They are usually made of ornate wood, but can be fashioned of stone or metal. In any case, the interior walls are always covered with mirrored tiles much like *disintegration chambers*. A small, green sphere is fastened to the outside of the chamber near the door, and another

sphere is positioned on an inside wall.

To activate the device, a creature must touch one of the spheres while concentrating on a mental image of the destination. The chance of error is exactly the same as that described in the *Player's Handbook* for casting the 5th-level *teleport* spell, with one exception. If the contents of the chamber are being sent to another teleportation chamber, the chance of a mishap is 0%.

The number of people or objects that may be teleported is limited only by the size of the chamber. The size of any given chamber can be determined from the table below.

| D6 Roll | Chamber Size |
|---|---|
| 1 | 1' cube |
| 2 | 2'x2'x3' box |
| 3 | 3'x3'x6' box |
| 4 | 3'x5'x6' box |
| 5 | 5'x5'x10' box |
| 6 | 10'x10'x10' box |

All travelers and materials in the chamber arrive at the same destination, which is determined by the activator. Distance is not a factor, but interplanar travel is not possible by means of this magical machine. Each use drains the device of one charge. *Teleportation chambers* generally have between 81-100 charges (1d20+80) and may be recharged.

**Tenser's Portmanteau of Frugality:** This moderately large, black leather traveling case contains a bewildering number of small instruments--tweezers, measuring beakers, small ceramic jars, and the like. It can be used to extract the greatest possible benefit from certain single-use magical items by partly diluting or admixing them. All potions, oils, dusts, incenses, glues, solvents, and *Nolzur's marvelous pigments* can be affected by *Tenser's portmanteau*.

For every two potions, applications of dust, or similar substances that are treated by the portmanteau, a third active dose or use can be extracted. Any such item may be affected only once by the power of the portmanteau. Single doses (a single potion, etc.) do not provide sufficient magic for treatment by the portmanteau.

The process of extracting the magic is not a simple task. The work takes 2d6 hours to complete. At the end of this time, the wizard must make an Intelligence check. If successful, the third dose is created. If failed, the third dose fails and only enough remains of the original materials for a single dose of the magical substance.

If *Alamir's fundamental breakdown* is cast during the process, the wizard gains a +2 to his Intelligence check. In this situation, the spell does not consume the magical items on which it is cast.

Each use of the portmanteau consumes some of the special agents required for the process. When discovered, the case holds enough materials to attempt 4d10 duplications.

**Thought Bottle:** This item usually takes the form of a metal flask similar in appearance to an *efreeti bottle*. Bottle and stopper are usually engraved with intricate runes. The bottle can be used to store and protect important memories and thoughts, and is often used by powerful characters as a way of managing their (potentially cluttered) memories.

To use the bottle, a character concentrates on the thought or memory to be stored. He then uncorks the bottle and speaks the word of command. The thought or memory is then transferred from the character's brain into the bottle. All details of the thought or memory are held within the bottle. The caster remembers the general nature of the thought ("Oh, that was my thought on the design of an efreeti-powered steam engine") but need not worry about forget- ting specific details, since these are trapped in the *thought bottle*.

To retrieve a thought, a character uncorks the bottle and speaks another word of command. The thought or memory is then transferred directly into the user's brain.

*Thought bottles* are sometimes used to protect vital information. A messenger carrying vital plans through enemy territory where there is a significant chance of capture and subsequent interrogation might carry all sensitive plans in one or more bottles. The messenger does not know the contents or the command word and therefore cannot reveal the contents of the bottles. Likewise, a spy could gain secret information, transfer it to a thought bottle, then use *forget* or *modify memory* to wipe this information from his mind. After this, regardless of the methods used, the spy is incapable of revealing the sensitive information.

*Thought bottles* are sometimes used as "memory archives," where characters can save memories that are "cluttering up" their minds. (This would be more of a problem for long-lived races such as elves, since the sheer volume of memories recorded over several centuries could be overwhelming.)

Thought bottles will function (in both storage and retrieval) for any intelligent creature.

When discovered, 75% of all *thought bottles* can hold only a single thought or memory. The remaining 25% have a capacity of 2d4 separate thoughts or memories. There is a separate word of command for each "thought slot."

**Time Bomb:** A *time bomb* resembles a small hourglass without sand. To set the bomb, the user removes one base from the hourglass and fills one end with an amount of sand of the user's choice (ranging from one minute's worth of sand to one hour's worth). When the hourglass is set on a flat surface so that the sand begins to trickle from one end to the other, the *time bomb* is activated.

When all the sand has trickled to the bottom of the hourglass, it explodes in a ball of flame equal to a *fireball* spell cast at 5th level, delivering 5d6 points of damage and filling a 20-foot radius. Victims within this area who make a successful saving throw vs. spell suffer only half damage.

If an activated *time bomb* is shattered, tipped over, or otherwise disturbed before it detonates, its magic is permanently negated; it cannot be reactivated. From that time on, however, it can be used as a normal hourglass.

**Tome of Mystical Equations:** This book is indistinguishable from other magical tomes. It contains charts and equations relating to several of the spells belonging to the sphere of Numbers. It can be used as the material component for the spells *personal reading*, *telethaumaturgy*, and *addition*. If it is used in this manner, the casting time for the spell is halved, and any saving throw that the subject of the spell might be entitled to suffers a -2 penalty.

**Trimia's Catalogue of Outer Plane Artifacts:** This magical device is a large book bound in heavy wooden covers that do not reveal the title or nature of the work. Upon opening to the first page, the owner finds the title of the book along with a table of contents listing the various outer planes.

Upon opening the book to the desired page, the owner finds either a blank page (25% chance) or a description of a magical device (75% chance) that provides transportation to that particular plane. Along with the description of the device is a price ranging from 1,000 to 20,000 gp (1d20x 1,000). If the appropriate sum is laid on the open book and a *vanish* spell is subsequently cast on the coins, the transport device shown appears in place of the cash. The page then immediately goes blank and the catalogue disappears, teleported to a random location on the Prime Material plane.

The transport device can deliver characters to the outer planes and can return them to their point of departure on the Prime Material plane. Each transport device brings a person or persons to the upper layer of an outer plane. The point of arrival in the plane is left to the DM and usually changes each time the device is used.

Each device has a command word which is always the name of the plane associated with the device. Unless otherwise noted, anyone touching the device or touching the person who holds the device is transported to the upper plane of the outer plane named.

Each transport device can be used once per day. With each use, there is a 5% chance the device will malfunction, sending the characters to the desired plane, but with the device itself disappearing.

*Nirvana:* The device used to transport to the plane of Nirvana is a small pocket watch, a device of unspeakable rarity. The watch keeps perfect time according to the yearly cycle of the sun and never needs winding. The watch is solid gold and has two long, thin gold chains that run through a metal loop at the top of the watch.

*Arcadia:* Arcadia's transportation device is a palm-sized metal sculpture representing the outlines of geometrical shapes. The largest shape is a six-sided cubic cage made of 12 silver rods. Within this cube is a four-sided pyramid, also made of silver rods. Inside the pyramid is a circle of silver.

*Seven Heavens*: A featureless sphere of gold is used to travel to the Seven Heavens. The sphere is three inches in diameter and would appear to be nothing more than a valuable bauble if not for the golden glow it always radiates. The glow has the properties of a *continual light* spell.

*Twin Paradises*: This device appears to be a featureless cube of silver measuring three inches on a side. If it is carefully examined, four small, nearly invisible buttons will be visible. If the four buttons are pressed in the correct order, the cube splits in half. (The correct order can be determined through the use of *legend lore* and similar spells.) The device will teleport to the Twin Paradises when half the cube is held in each hand and the command word is spoken. The travelers arrive in Dothion, considered the topmost plane. The two halves of the cube must be reassembled before it can once again be used to teleport.

*Elysium:* The device used to reach this plane is a sturdy currach, a primitive vessel made from thick hide stretched over a wood-and-wicker frame. This device functions as a normal ship, with a seaworthiness rating of 95%. If anyone touches the ship's mast and speaks the word Elysium, the boat, its passengers and crew, and all cargo are transported to the Oceanus River in the plane of Amoria.

*Happy Hunting Grounds:* A leaf sculpted of gold is the device used to arrive in the Happy Hunting Grounds. The leaf is about two inches long and is wrought in fine detail.

*Olympus:* The device used to reach the plane of Olympus is a silver chariot. The chariot can comfortably hold four passengers and their gear or eight passengers without equipment. A team of four horses must be attached to the chariot; when the chariot is in motion and the command word is spoken, the horses, chariot, passengers, and gear are transported to Olympus. The chariot arrives in the plane in motion.

*Gladsheim:* The device used to reach Gladsheim is a prism approximately three inches in length. To operate the device, the prism must be used outdoors to create a rainbow on the ground. When the command word is spoken, the rainbow grows out of the ground and rises up into the sky. The rainbow lasts for 1 turn. Anyone who steps onto the rainbow is whisked up the colored path and into the plane of Asgard.

*Limbo:* Limbo is reached through the use of a magical mirror. When a person stands before the mirror, he sees his own image reflected normally. The reflected world behind him, however, is in utter chaos--the bricks from the wall behind him float in the air, flames drift across the room, gold and silver pieces break apart and wander aimlessly. If the command word is spoken as a character looks into the mirror, he is transported to any of the planes of Limbo. The mirror does not travel to Limbo. Another means of returning to the Prime Material plane must be found.

*Pandemonium:* This device is a jar perpetually filled with black pitch. When the pitch is spread on a stone wall and the command word spoken, a portal forms in the wall, leading to a cavern in Pandesmos. The pitch evaporates after 5 rounds and magically reappears in the jar.

*Abyss:* Pazunia, the uppermost layer of the innumerable layers of the Abyss, can be reached through the use of a circular black cloth that looks like a *portable hole*. The cloth is three feet in diameter and can be folded to fit inside a pocket. When the cloth is spread on the ground and the command word is spoken, the cloth becomes a pit that leads to the plane. The cloth exists as a pit for 1 turn, then returns to its state as a piece of cloth. It does not follow travelers to the Abyss.

*Tarterus:* This device is a necklace of dull, reddish pearls. A character who wears the necklace and speaks the command word will be transported (along with anyone touching him) to Othrys, the topmost layer of the plane.

*Hades:* The device used to reach Hades is an iron keelboat. When any character on the boat speaks the command word, the keelboat and all it passengers are transported to the river Styx in Oinos, the uppermost layer of Hades.

*Gehenna:* Characters who wish to travel to Gehenna must gather in a small, enclosed room with this magical urn of silver and bronze. A flame must be lit within the urn using materials that cause a great deal of smoke. When the room is so choked with smoke that breathing is almost impossible, the command word may be spoken. This transports everyone and everything in the room, including the urn, to Khala, the uppermost layer of Gehenna.

*Nine Hells:* The Nine Hells can be reached by using special pieces of blood-red coal. When one of these coals is lit or dropped into a flame, a ball of fire flares out from the coal. It does no damage, but transports all creatures and objects within 20 feet to Avernus. No command word is needed for the effect to take place.

*Acheron:* The device used to reach Aceheron is a two-inch cube of black onyx. The

cube always appears as a puzzle inside a black sack. The puzzle is made up of 43 small pieces, which must be fit together to form the cube. When complete, the command word must be spoken.

Solving the puzzle require an Intelligence check at half a creature's Intelligence score. Each attempt to solve the puzzle requires 1d6 turns. Once the cube has been used to teleport, it falls to pieces. The pieces all reappear in the sack, wherever it might be. To use the device again, the pieces must be reassembled.

**Warp Marble:** This item is a small ( ½-inch diameter) sphere of fine crystal, often appearing with a rich blue or aquamarine hue. Each marble has three words of command associated with it.

The first command triggers the marble to create an extradimensional space large enough to contain a single large-sized creature. When this word is spoken, the closest creature to the marble is instantly transported to and imprisoned within this space. Similar to the seclusion spell, the inhabitant of this space can see and hear events in the "real world," but can do nothing to affect anything outside the prison. Spellcasting and use of psionics are impossible while within the prison. If the prison is already occupied, this first word of command will have no effect.

The second command word releases the occupant of the extradimensional space. The occupant is immediately returned to the "real world," appearing within three feet of the marble (wherever it might be). Note that this word of release can be spoken and will be effective from within the prison. Thus, the possessor of the marble can use it as a sanctuary to escape from harm.

The third word of command sets the marble as a trap. After this word is spoken, the first creature of large size or smaller to touch the marble is immediately imprisoned within the extradimensional space. If the first creature to touch the marble is larger than size L, the magic is not triggered; if a size L or smaller creature subsequently touches the item, the magic takes effect.

Once one creature has been imprisoned, other creatures can touch the marble with no adverse effects. A creature trapped in this method can be freed only through the use of the word of release from outside the marble.

A marble trapped in this manner can be thrown at another creature in an attempt to trap the creature. If an attack roll is successful, the target creature is allowed a saving throw versus spell. Success indicates that the creature suffers no effect. Failure indicates that the creature is trapped in the *warp marble*.

If a marble is taken into an extradimensional space (such as within a *portable hole*), if it is *teleported, gated*, or *transported* via dimensional folding or any analogous method, or if it is shifted to another plane of existence, any occupant of the extradimensional space is immediately expelled into the Astral plane.

**Zwann's Watering Can:** Invented by the noted botanist Salerno Zwann, this otherwise ordinary watering can is activated when the user fills it with two gallons of water and lets it stand undisturbed for 30 days. At the end of that period, the user may sprinkle the water from *Zwann's watering can* over a patch of tilled soil no larger than a 25-foot square. Seeds subsequently planted in this treated soil grow normally, but are permanently immune to disease, drought (the plants never need to be watered again), insects, bad

weather (such as hailstorms and early frost) and all other forms of nonmagical trauma. The plants can be harvested normally by the planter.

Water from *Zwann's watering can* has no effect on already maturing plants. It cannot revive withered, diseased, or insect-infested plants.

The patch of soil retains its effectiveness for one year, after which time it must be watered again for the effect to be renewed.

# Wizard Spells by School

**Boldfaced** spells are described in the *Tome of Magic* rule book. The remainder are found in the AD&D® 2nd Edition *Player's Handbook*.
*Italicized* spells are reversible. The reverse name follows the slash.
An asterisk (*) indicates a Wild Magic spell.

## Abjuration

Alarm (1st)
Cantrip (1st)
*Protection From Evil/Protection From Good (1st)*
**Chaos Shield * (2nd)**
**Nahal's Nonsensical Nullifier * (2nd)**
Protection From Cantrips (2nd)
**Protection From Paralysis (2nd)**
Dispel Magic (3rd)
Non-Detection (3rd)
*Protection From Evil, 10' Radius/Protection From Good, 10' Radius (3rd)*
Protection From Normal Missiles (3rd)
Fire Trap (4th)
Minor Globe of Invulnerability (4th)
**Minor Spell Turning (4th)**
*Remove Curse/Bestow Curse (4th)*
*Avoidance/Attraction (5th)*
Dismissal (5th)
**Lower Resistance (5th)**
**Safeguarding (5th)**
**Von Gasik's Refusal (5th)**
Anti-Magic Shell (6th)
Globe of Invulnerability (6th)
Repulsion (6th)
Banishment (7th)
Sequester (7th)
Spell Turning (7th)
**Hornung's Random Dispatcher* (8th)**
Mind Blank (8th)
Serten's Spell Immunity (8th)
**Elemental Aura (9th)**

*Imprisonment/Freedom (9th)*
Prismatic Sphere (9th)
**Stabilize* (9th)**

# Alteration

Affect Normal Fires (1st)
Burning Hands (1st)
Cantrip (1st)
Color Spray (1st)
*Comprehend Languages/Confuse Languages (1st)*
Dancing Lights (1st)
*Enlarge/Reduce (1st)*
Erase (1st)
Feather Fall (1st)
**Fire Burst (1st)**
**Fist of Stone (1st)**
Gaze Reflection (1st)
Hold Portal (1st)
Jump (1st)
**Lasting Breath (1st)**
Light (1st)
Mending (1st)
Message (1st)
**Metamorphose Liquids (1st)**
**Murdock's Feathery Flyer (1st)**
Shocking Grasp (1st)
Spider Climb (1st)
Wizard Mark (1st)
Alter Self (2nd)
Continual Light (2nd)
Darkness, 15' Radius (2nd)
Deeppockets (2nd)
Fog Cloud (2nd)
Fool's Gold (2nd)
Irritation (2nd)
*Knock/Lock (2nd)*
Levitate (2nd)
Magic Mouth (2nd)
**Maximilian's Earthen Grasp (2nd)**
Pyrotechnics (2nd)
**Ride the Wind (2nd)**
Rope Trick (2nd)
**Sense Shifting (2nd)**
Shatter (2nd)
Strength (2nd)
Whispering Wind (2nd)

Wizard Lock (2nd)
**Alacrity (3rd)**
**Alternate Reality* (3rd)**
Blink (3rd)
Delude (3rd)
Explosive Runes (3rd)
**Far Reaching I (3rd)**
**Fireflow* (3rd)**
**Fool's Speech* (3rd)**
Fly (3rd)
Gust of Wind (3rd)
Haste (3rd)
Infravision (3rd)
Item (3rd)
Leomund's Tiny Hut (3rd)
**Maximilian's Stony Grasp (3rd)**
Melf's Minute Meteors (3rd)
Secret Page (3rd)
Slow (3rd)
**Squaring the Circle (3rd)**
*Tongues/Babble (3rd)*
*Water Breathing/Air Breathing (3rd)*
Wind Wall (3rd)
Wraithform (3rd)
**Dilation I (4th)**
Dimension Door (4th)
Extension I (4th)
**Far Reaching II (4th)**
Fire Shield (4th)
Leomund's Secure Shelter (4th)
Massmorph (4th)
**Mordenkainen's Celerity (4th)**
Otiluke's Resilient Sphere (4th)
Plant Growth (4th)
Polymorph Other (4th)
Polymorph Self (4th)
Rainbow Pattern (4th)
Rary's Mnemonic Enhancer (4th)
Solid Fog (4th)
Stoneskin (4th)
*Turn Pebble to Boulder/Turn Boulder to Pebble (4th)*
Vacancy (4th)
Wizard Eye (4th)
Airy Water (5th)
*Animal Growth/Shrink Animal (5th)*
*Avoidance/Attraction (5th)*

Distance Distortion (5th)
Extension II (5th)
Fabricate (5th)
**Far Reaching III (5th)**
Leomund's Secret Chest (5th)
**Lower Resistance (5th)**
Passwall (5th)
Stone Shape (5th)
Telekinesis (5th)
Teleport (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
**Waveform* (5th)**
**Claws of the Umber Hulk (6th)**
Control Weather (6th)
Death Fog (6th)
**Dilation II (6th)**
Disintegrate (6th)
Extension III (6th)
Glassee (6th)
Guards and Wards (6th)
*Lower Water/Raise Water (6th)*
Mirage Arcana (6th)
Mordenkainen's Lucubration (6th)
Move Earth (6th)
Otiluke's Freezing Sphere (6th)
Part Water (6th)
Project Image (6th)
*Stone to Flesh/Flesh to Stone (6th)*
Tenser's Transformation (6th)
*Transmute Water to Dust/Improved Create Water (6th)*
**Wildshield* (6th)**
Duo-Dimension (7th)
**Hatch the Stone From the Egg (7th)**
**Hornung's Surge Selector* (7th)**
Mordenkainen's Magnificent Mansion (7th)
Phase Door (7th)
Reverse Gravity (7th)
**Spell Shape* (7th)**
Statue (7th)
**Suffocate (7th)**
Teleport Without Error (7th)
Vanish (7th)
**Abi-Dalzim's Horrid Wilting (8th)**
**Airboat (8th)**
Glassteel (8th)
Incendiary Cloud (8th)

Otiluke's Telekinetic Sphere (8th)
Permanency (8th)
Polymorph Any Object (8th)
Sink (8th)
Crystalbrittle (9th)
**Estate Transference (9th)**
**Glorious Transmutation (9th)**
Mordenkainen's Disjunction (9th)
Shape Change (9th)
*Succor/Call (9th)*
*Temporal Stasis/Temporal Reinstatement (9th)*
Time Stop (9th)

## Conjuration/Summoning

Armor (1st)
Cantrip (1st)
**Conjure Spell Component (1st)**
Find Familiar (1st)
Grease (1st)
Mount (1st)
Unseen Servant (1st)
Glitterdust (2nd)
Melf's Acid Arrow (2nd)
Summon Swarm (2nd)
Flame Arrow (3rd)
Monster Summoning I (3rd)
Phantom Steed (3rd)
Sepia Snake Sigil (3rd)
**Watery Double (3rd)**
Evard's Black Tentacles (4th)
Monster Summoning II (4th)
**Summon Lycanthrope (4th)**
Conjure Elemental (5th)
**Khazid's Procurement (5th)**
Leomund's Secret Chest (5th)
Monster Summoning III (5th)
Mordenkainen's Faithful Hound (5th)
Summon Shadow (5th)
Conjure Animals (6th)
Ensnarement (6th)
**Forest's Fiery Constrictor (6th)**
Invisible Stalker (6th)
Monster Summoning IV (6th)
**Wildstrike* (6th)**
Drawmij's Instant Summons (7th)
**Intensify Summoning (7th)**

Limited Wish (7th)
Monster Summoning V (7th)
Mordenkainen's Magnificent Mansion (7th)
Power Word, Stun (7th)
Prismatic Spray (7th)
Maze (8th)
Monster Summoning VI (8th)
Power Word, Blind (8th)
Prismatic Wall (8th)
Symbol (8th)
Trap the Soul (8th)
**Wildzone* (8th)**
Gate (9th)
Monster Summoning VII (9th)
Power Word, Kill (9th)
Prismatic Sphere (9th)
**Wildwind* (9th)**
Wish (9th)

## Enchantment/Charm

Cantrip (1st)
Charm Person (1st)
Friends (1st)
Hypnotism (1st)
Sleep (1st)
Taunt (1st)
Bind (2nd)
Deeppockets (2nd)
Forget (2nd)
**Insatiable Thirst (2nd)**
Ray of Enfeeblement (2nd)
Scare (2nd)
Tasha's Uncontrollable Hideous Laughter (2nd)
Hold Person (3rd)
**Minor Malison (3rd)**
Suggestion (3rd)
**Watery Double (3rd)**
Charm Monster (4th)
Confusion (4th)
Emotion (4th)
Enchanted Weapon (4th)
Fire Charm (4th)
Fumble (4th)
**Greater Malison (4th)**
Leomund's Secure Shelter (4th)
Magic Mirror (4th)

Chaos (5th)
Domination (5th)
Fabricate (5th)
Feeblemind (5th)
Hold Monster (5th)
Leomund's Lamentable Belaborment (5th)
**Magic Staff (5th)**
**Mind Fog (5th)**
Enchant an Item (6th)
Eyebite (6th)
Geas (6th)
Guards and Wards (6th)
Mass Suggestion (6th)
Charm Plants (7th)
**Hatch the Stone from the Egg (7th)**
Shadow Walk (7th)
**Steal Enchantment (7th)**
Antipathy-Sympathy (8th)
**Airboat (8th)**
Binding (8th)
Demand (8th)
Mass Charm (8th)
Otto's Irresistible Dance (8th)
Sink (8th)
Mordenkainen's Disjunction (9th)
*Succor/Call (9th)*

## Illusion/Phantasm

Audible Glamer (1st)
Cantrip (1st)
Change Self (1st)
Nystul's Magic Aura (1st)
Phantasmal Force (1st)
Spook (1st)
Ventriloquism (1st)
Blindness (2nd)
Blur (2nd)
Deafness (2nd)
Fools' Gold (2nd)
Hypnotic Pattern (2nd)
Improved Phantasmal Force (2nd)
Invisibility (2nd)
Leomund's Trap (2nd)
Mirror Image (2nd)
Misdirection (2nd)
Whispering Wind (2nd)

Illusionary Script (3rd)
Invisibility, 10' Radius (3rd)
**Lorloveim's Creeping Shadow (3rd)**
Phantom Steed (3rd)
Spectral Force (3rd)
Wraithform (3rd)
Fear (4th)
Hallucinatory Terrain (4th)
Illusionary Wall (4th)
Improved Invisibility (4th)
Minor Creation (4th)
Phantasmal Killer (4th)
Rainbow Pattern (4th)
Shadow Monsters (4th)
Vacancy (4th)
Advanced Illusion (5th)
Demi-Shadow Monsters (5th)
*Dream/Nightmare (5th)*
Major Creation (5th)
Seeming (5th)
Shadow Door (5th)
Shadow Magic (5th)
Demi-Shadow Magic (6th)
Eyebite (6th)
**Lorloveim's Shadowy Transformation (6th)**
Mirage Arcana (6th)
Mislead (6th)
Permanent Illusion (6th)
Programmed Illusion (6th)
Project Image (6th)
Shades (6th)
Veil (6th)
Mass Invisibility (7th)
Sequester (7th)
**Shadowcat (7th)**
Shadow Walk (7th)
Simulacrum (7th)
Screen (8th)
Weird (9th)

# Invocation/Evocation

Alarm (1st)
Cantrip (1st)
**Fire Burst (1st)**
Magic Missile (1st)
**Nahal's Reckless Dweomer* (1st)**

Shield (1st)
Tenser's Floating Disc (1st)
Wall of Fog (1st)
Flaming Sphere (2nd)
**Hornung's Baneful Deflector* (2nd)**
Stinking Cloud (2nd)
Web (2nd)
**Augmentation I (3rd)**
Fireball (3rd)
Lightning Bolt (3rd)
Melf's Minute Meteors (3rd)
Dig (4th)
**Divination Enhancement (4th)**
Fire Shield (4th)
Fire Trap (4th)
Ice Storm (4th)
**Mordenkainen's Celerity (4th)**
Otiluke's Resilient Sphere (4th)
Shout (4th)
**There/Not There* (4th)**
**Thunder Staff (4th)**
**Unluck* (4th)**
Wall of Fire (4th)
Wall of Ice (4th)
Bigby's Interposing Hand (5th)
Cloudkill (5th)
Cone of Cold (5th)
Dream (5th)
Leomund's Lamentable Belaborment (5th)
Sending (5th)
**Vortex* (5th)**
Wall of Force (5th)
Wall of Iron (5th)
Wall of Stone (5th)
**Augmentation II (6th)**
Bigby's Forceful Hand (6th)
Chain Lightning (6th)
Contingency (6th)
Death Fog (6th)
Enchant an Item (6th)
Guards and Wards (6th)
Otiluke's Freezing Sphere (6th)
Tenser's Transformation (6th)
**Acid Storm (7th)**
Bigby's Grasping Hand (7th)
Delayed Blast Fireball (7th)

Forcecage (7th)
**Hatch the Stone from the Egg (7th)**
Limited Wish (7th)
**Malec-Keth's Flame Fist (7th)**
Mordenkainen's Sword (7th)
Bigby's Clenched Fist (8th)
Binding (8th)Demand (8th)
**Gunther's Kaleidoscopic Strike (8th)**
**Homunculus Shield (8th)**
Incendiary Cloud (8th)
Otiluke's Telekinetic Sphere (8th)
Astral Spell (9th)
Bigby's Crushing Hand (9th)
**Chain Contingency (9th)**
**Elemental Aura (9th)**
Energy Drain (9th)
Meteor Swarm (9th)
**Wildfire* (9th)**

## Divination

Cantrip (1st)
Detect Magic (1st)
Detect Undead (1st)
**Hornung's Guess* (1st)**
Identify (1st)
**Patternweave* (1st)**
Read Magic (1st)
*Detect Evil/Detect Good (2nd)*
Detect Invisibility (2nd)
ESP (2nd)
*Know Alignment/Undetectable Alignment (2nd)*
Locate Object/Obscure Object (2nd)
**Past Life (2nd)**
**Alamir's Fundamental Breakdown (3rd)**
Clairaudience (3rd)
Clairvoyance (3rd)
**Wizard Sight (3rd)**
Detect Scrying (4th)
**Locate Creature (4th)**
Magic Mirror (4th)
Contact Other Plane (5th)
False Vision (5th)
**Khazid's Procurement (5th)**
Legend Lore (6th)
True Seeing (6th)
Vision (7th)

Screen (8th)
Foresight (9th)

## Necromancy

Cantrip (1st)
Chill Touch (1st)
Detect Undead (1st)
Spectral Hand (2nd)
Feign Death (3rd)
Hold Undead (3rd)
**Spirit Armor (3rd)**
Vampiric Touch (3rd)
Contagion (4th)
Enervation (4th)
**Mask of Death (4th)**
Animate Dead (5th)
Magic Jar (5th)
Summon Shadow (5th)
**Bloodstone's Spectral Steed (6th)**
Death Spell (6th)
Reincarnation (6th)
**Bloodstone's Frightful Joining (7th)**
Control Undead (7th)
Finger of Death (7th)
**Intensify Summoning (7th)**
**Suffocate (7th)**
**Abi-Dalzim's Horrid Wilting (8th)**
Clone (8th)
**Homunculus Shield (8th)**
Energy Drain (9th)
**Wail of the Banshee (9th)**

## Wild Magic

**Hornung's Guess* (1st)**
**Nahal's Reckless Dweomer* (1st)**
**Patternweave* (1st)**
**Chaos Shield* (2nd)**
**Hornung's Baneful Deflector* (2nd)**
**Nahal's Nonsensical Nullifier* (2nd)**
**Alternate Reality* (3rd)**
**Fireflow* (3rd)**
**Fool's Speech* (3rd)**
**There/Not There* (4th)**
**Unluck* (4th)**
**Vortex* (5th)**

**Waveform* (5th)**
**Wildshield* (6th)**
**Wildstrike* (6th)**
**Hornung's Surge Selector* (7th)**
**Spell Shape* (7th)**
**Hornung's Random Dispatcher* (8th)**
**Wildzone* (8th)**
**Stabilize* (9th)**
**Wildfire* (9th)**
**Wildwind* (9th)**

# Elemental Air

Feather Fall (1st)
**Lasting Breath (1st)**
Wall of Fog (1st)
Fog Cloud (2nd)
**Ride the Wind (2nd)**
Stinking Cloud (2nd)
Whispering Wind (2nd)
**Alamir's Fundamental Breakdown (3rd)**
Gust of Wind (3rd)
Water Breathing (3rd)
Wind Wall (3rd)
Solid Fog (4th)
Airy Water (5th)
Cloudkill (5th)
Conjure Elemental (5th)
Control Weather (6th)
Death Fog (6th)
**Suffocate (7th)**
**Airboat (8th)**
Incendiary Cloud (8th)
**Elemental Aura (9th)**

# Elemental Earth

**Fist of Stone (1st)**
Fool's Gold (2nd)
**Maximilian's Earthen Grasp (2nd)**
**Alamir's Fundamental Breakdown (3rd)**
**Maximilian's Stony Grasp (3rd)**
Dig (4th)Stoneskin (4th)
**Turn Pebble to Boulder (4th)**
Conjure Elemental (5th)
Distance Distortion (5th)
Passwall (5th)

Stone Shape (5th)
Transmute Rock to Mud (5th)
Wall of Iron (5th)
Wall of Stone (5th)
Glassee (6th)
Move Earth (6th)
Stone to Flesh (6th)
Transmute Water to Dust (6th)
**Hatch the Stone From the Egg (7th)**
Statue (7th)
Glassteel (8th)
Sink (8th)
Crystalbrittle (9th)
**Elemental Aura (9th)**

# Elemental Fire

Affect Normal Fires (1st)
Burning Hands (1st)
Dancing Lights (1st)
**Fire Burst (1st)**
**Flaming Sphere (2nd)**
**Pyrotechnics (2nd)**
**Alamir's Fundamental Breakdown (3rd)**
Fireball (3rd)
Flame Arrow (3rd)
Melf's Minute Meteors (3rd)
Fire Charm (4th)
Fire Shield (4th)
Fire Trap (4th)
Wall of Fire (4th)
Conjure Elemental (5th)
**Forest's Fiery Constrictor (6th)**
Delayed Blast Fireball (7th)
**Malec-Keth's Flame Fist (7th)**
Incendiary Cloud (8th)
Meteor Swarm (9th)
**Elemental Aura (9th)**

# Elemental Water

**Metamorphose Liquids (1st)**
**Insatiable Thirst (2nd)**
**Alamir's Fundamental Breakdown (3rd)**
Water Breathing (3rd)
**Watery Double (3rd)**
Ice Storm (4th)

Wall of Ice (4th)
Airy Water (5th)
Cone of Cold (5th)
Conjure Elemental (5th)
Transmute Rock to Mud (5th)
Lower Water (6th)
Otiluke's Freezing Sphere (6th)
Part Water (6th)
Transmute Water to Dust (6th)
**Acid Storm (7th)**
**Abi-Dalzim's Horrid Wilting (8th)**
**Elemental Aura (9th)**

# Priest Spells by Sphere

**Boldfaced** spells are described in the *Tome of Magic* rule book. The remaining spells are found in the 2nd Edition *Player's Handbook*.
*Italicized* spells are reversible. The reverse name follows the slash.
An asterisk (*) indicates a cooperative magic spell.

## All

*Bless/Curse (1st)*
Combine* (1st)
*Detect Evil/Detect Good (1st)*
*Purify Food & Drink/Putrefy Food & Drink (1st)*
*Sanctify/Defile* (2nd)*
**Focus* (4th)**
**Uplift* (5th)**
Atonement (5th)

## Animal

Animal Friendship (1st)
Invisibility to Animals (1st)
Locate Animals or Plants (1st)
Charm Person or Mammal (2nd)
Messenger (2nd)
Snake Charm (2nd)
Speak With Animals (2nd)
Hold Animal (3rd)
Summon Insects (3rd)
Animal Summoning I (4th)
Call Woodland Beings (4th)
*Giant Insects/Shrink Insect (4th)*

Repel Insects (4th)
*Animal Growth/Animal Reduction (5th)*
Animal Summoning II (5th)
Animal Summoning III (6th)
Anti-Animal Shell (6th)
Creeping Doom (7th)

## Astral

**Speak With Astral Traveler (1st)**
**Astral Window (3rd)**
**Join With Astral Traveler (4th)**
Plane Shift (5th)
Astral Spell (7th)

## Chaos

**Mistaken Missive (1st)**
**Dissension's Feast (2nd)**
**Miscast Magic (3rd)**
**Random Causality (3rd)**
**Chaotic Combat (4th)**
**Chaotic Sleep (4th)**
**Inverted Ethics (4th)**
**Chaotic Commands (5th)**
**Uncontrolled Weather (7th)**

## Charm

Command (1st)
*Remove Fear/Cause Fear (1st)*
Enthrall (2nd)
Hold Person (2nd)
**Music of the Spheres (2nd)**
**Mystic Transfer* (2nd)**
**Emotion Control (3rd)**
*Cloak of Bravery/Cloak of Fear (4th)*
Free Action (4th)
Imbue With Spell Ability (4th)
**Meld* (5th)**
Quest (5th)
Confusion (7th)
Exaction (7th)

## Combat

Magical Stone (1st)
Shillelagh (1st)

Chant (2nd)
Spiritual Hammer (2nd)
Prayer (3rd)
**Unearthly Choir* (3rd)**
Flame Strike (5th)
Insect Plaque (5th)
**Spiritual Wrath* (6th)**
*Holy Word/Unholy Word (7th)*

# Creation

**Create Holy Symbol (2nd)**
Create Food & Water (3rd)
**Addition (4th)**
**Blessed Abundance (5th)**
Animate Object (6th)
Blade Barrier (6th)
Heroes' Feast (6th)
Wall of Thorns (6th)
Changestaff (7th)
Chariot of Sustarre (7th)

# Divination

**Analyze Balance (1st)**
Detect Magic (1st)
Detect Poison (1st)
Detect Snares & Pits (1st)
Locate Animals or Plants (1st)
Augury (2nd)
*Detect Charm/Undetectable Charm (2nd)*
Find Traps (2nd)
*Know Alignment/Undetectable Alignment (2nd)*
Speak With Animals (2nd)
**Extradimensional Detection (3rd)**
*Locate Object/Obscure Object (3rd)*
Speak With Dead (3rd)
*Detect Lie/Undetectable Lie (4th)*
Divination (4th)
Reflecting Pool (4th)
*Tongues/Babble (4th)*
Commune (5th)
Commune With Nature (5th)
**Consequence (5th)**
Magic Font (5th)
**Thoughtwave* (5th)**
*True Seeing/False Seeing (5th)*

*Find the Path/Lose the Path (6th)*
Speak With Monsters (6th)
Stone Tell (6th)
**Divine Inspiration (7th)**
**Mind Tracker (7th)**

# Elemental

*Create Water/Destroy Water (1st)*
**Log of Everburning (1st)**
Dust Devil (2nd)
Fire Trap (2nd)
Flame Blade (2nd)
*Heat Metal/Chill Metal (2nd)*
Produce Flame (2nd)
Flame Walk (3rd)
Meld Into Stone (3rd)
Protection From Fire (3rd)
Pyrotechnics (3rd)
Stone Shape (3rd)
*Water Breathing/Air Breathing (3rd)*
Water Walk (3rd)
*Lower Water/Raise Water (4th)*
*Produce Fire/Quench Fire (4th)*
Air Walk (5th)
**Cloud of Purification (5th)**
**Elemental Forbiddance (5th)**
Spike Stones (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
Wall of Fire (5th)
*Conjure Fire Elemental/Dismiss Fire Elemental (5th)*
Fire Seeds (6th)
Part Water (6th)
Stone Tell (6th)
*Transmute Water to Dust/Improved Create Water (6th)*
Animate Rock (7th)
Chariot of Sustarre (7th)
*Conjure Earth Elemental/Dismiss Earth Elemental (7th)*
Earthquake (7th)
*Fire Storm/Fire Quench (7th)*
Transmute Metal to Wood (7th)
Wind Walk (7th)

# Elemental Air

Dust Devil (2nd)
*Water Breathing/Air Breathing (3rd)*

Air Walk (5th)
Elemental Forbiddance (5th)
**Cloud of Purification (5th)**
Wind Walk (7th)

## Elemental Earth

Meld Into Stone (3rd)
Stone Shape (3rd)
Elemental Forbiddance (5th)
Spike Stones (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
Stone Tell (6th)
*Transmute Water to Dust/Improved Create Water (6th)*
Animate Rock (7th)
*Conjure Earth Elemental/Dismiss Earth Elemental (7th)*
Earthquake (7th)
Transmute Metal to Wood (7th)

## Elemental Fire

**Log of Everburning (1st)**
Fire Trap (2nd)
Flame Blade (2nd)
*Heat Metal/Chill Metal (2nd)*
Produce Flame (2nd)
Flame Walk (3rd)
Protection From fire (3rd)
Pyrotechnics (3rd)
*Produce Fire/Quench Fire (4th)*
Elemental Forbiddance (5th)
Wall of Fire (5th)
*Conjure Fire Elemental/Dismiss Fire Elemental (6th)*
Fire Seeds (6th)
Chariot of Sustarre (7th)
*Fire Storm/Fire Quench (7th)*

## Elemental Water

*Create Water/Destroy Water (1st)*
*Water Breathing/Air Breathing (3rd)*
Water Walk (3rd)
*Lower Water/Raise Water (4th)*
Elemental Forbiddance (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
Part Water (6th)
*Transmute Water to Dust/Improved Create Water (6th)*

## Guardian

**Sacred Guardian (1st)**
Silence, 15' Radius (2nd)
Wyvern Watch (2nd)
Glyph of Warding (3rd)
**Unceasing Vigilance of the Holy Sentinel (5th)**
Blade Barrier (6th)
Symbol (7th)

## Healing

*Cure Light Wounds/Cause Light Wounds (1st)*
Slow Poison (2nd)
*Cure Serious Wounds/Cause Serious Wounds (4th)*
**Fortify* (4th)**
*Neutralize Poison/Poison (4th)*
*Cure Critical Wounds/Cause Critical Wounds (5th)*
*Heal/Harm (6th)*

## Law

Command (1st)
**Calm Chaos (2nd)**
Enthrall (2nd)
Hold Person (2nd)
**Rigid Thinking (3rd)**
**Strength of One (3rd)**
**Compulsive Order (4th)**
**Defensive Harmony (4th)**
**Champion's Strength (5th)**
**Impeding Permission (5th)**
**Legal Thoughts (6th)**
Control Weather (7th)

## Necromantic

Invisibility to Undead (1st)
Aid (2nd)
Animate Dead (3rd)
*Cure Blindness or Deafness/Cause Blindness or Deafness (3rd)*
*Cure Disease/Cause Disease (3rd)*
Feign Death (3rd)
Negative Plane Protection (3rd)
*Raise Dead/Slay Living (5th)*
*Breath of Life/Breath of Death (7th)*
*Regenerate/Wither (7th)*
Reincarnate (7th)

*Restoration/energy Drain (7th)*
*Resurrection/Destruction (7th)*

## Numbers

**Analyze Balance (1st)**
**Personal Reading (1st)**
**Moment (2nd)**
**Music of the Spheres (2nd)**
**Extradimensional Detection (3rd)**
**Moment Reading (3rd)**
**Telethaumaturgy (3rd)**
**Addition (4th)**
**Dimensional Folding (4th)**
**Probability Control (4th)**
**Consequence (5th)**
**Extradimensional Manipulation (5th)**
**Extradimensional Pocket (5th)**
**Physical Mirror (6th)**
**Seclusion (6th)**
**Spacewarp (7th)**
**Timelessness (7th)**

## Plant

Entangle (1st)
Locate Animals or Plants (1st)
**Log of Everburning (1st)**
Pass Without Trace (1st)
Shillelagh (1st)
Barkskin (2nd)
*Goodberry/Badberry (2nd)*
Trip (2nd)
*Warp Wood/Straighten Wood (2nd)*
Plant Growth (3rd)
**Slow Rot (3rd)**
Snare (3rd)
Spike Growth (3rd)
Tree (3rd)
*Hallucinatory Forest/Revealed Wood (4th)*
Hold Plant (4th)
Plant Door (4th)
Speak With Plants (4th)
*Sticks to Snakes/Snakes to Sticks (4th)*
Anti-Plant Shell (5th)
Pass Plant (5th)
Liveoak (6th)

Transport Via Plants (6th)
Turn Wood (6th)
Wall of Thorns (6th)
Changestaff (7th)

## Protection

Endure Cold/Endure Head (1st)
*Protection From Evil/Protection From Good (1st)*
***Ring of Hands/Ring of Woe* (1st)***
Sanctuary (1st)
Barkskin (2nd)
Resist Fire/Resist Cold (2nd)
Withdraw (2nd)
Dispel Magic (3rd)
*Line of Protection/Line of Destruction* (3rd)*
Magical Vestment (3rd)
Negative Plane Protection (3rd)
Protection From Fire (3rd)
*Remove Curse/Bestow Curse (3rd)*
Remove Paralysis (3rd)
*Protection From Evil, 10' Radius/Protection From Good, 10' Radius (4th)*
Protection From Lightning (4th)
Repel Insects (4th)
Spell Immunity (4th)
Anti-Plant Shell (5th)
*Dispel Evil/Dispel Good (5th)*
Anti-Animal Shell (6th)
Forbiddance (6th)

## Summoning

**Call Upon Faith (1st)**
**Draw Upon Holy Might (2nd)**
Summon Insects (3rd)
Abjure (4th)
Animal Summoning I (4th)
Call Woodland Beings (4th)
Animal Summoning II (5th)
*Dispel Evil/Dispel Good (5th)*
Aerial Servant (6th)
Animal Summoning III (6th)
Animate Object (6th)
Conjure Animals (6th)
*Conjure Fire Elemental/Dismiss Fire Elemental (6th)*
Wall of Thorns (6th)
Weather Summoning (6th)

Word of Recall (6th)
*Conjure Earth Elemental/Dismiss Earth Elemental (7th)*
Creeping Down (7th)
Exaction (7th)
Gate (7th)
**Spirit of Power* (7th)**
*Succor/Call (7th)*

## Sun

*Light/Darkness (1st)*
*Continual Light/Continual Darkness (3rd)*
Starshine (3rd)
**Blessed Warmth (4th)**
Moonbeam (5th)
Rainbow (5th)
***The Great Circle/The Black Circle* (6th)***
**Sol's Searing Orb (6th)**
Sunray (7th)

## Thought

**Emotion Read (1st)**
**Thought Capture (1st)**
**Idea (2nd)**
**Mind Read (2nd)**
**Emotion Control (3rd)**
**Memory Read (3rd)**
**Telepathy (3rd)**
**Genius (4th)**
**Mental domination (4th)**
**Rapport (4th)**
**Solipsism (4th)**
**Thought Broadcast (4th)**
**Memory Wrack (5th)**
**Mindshatter (5th)**
**Disbelief (6th)**
**Group Mind (6th)**
**Divine Inspiration (7th)**
**Mindkiller (7th)**

## Time

**Know Age (1st)**
**Know Time (1st)**
**Hesitation (2nd)**
**Nap (2nd)**
**Accelerate Healing (3rd)**

**Choose Future (3rd)**
**Age Plant (4th)**
**Modify Memory (4th)**
***Age Object/Youthful Object (5th)***
**Repeat Action (5th)**
**Time Pool (5th)**
***Age Creature/Restore Youth (6th)***
**Reverse Time (6th)**
**Skip Day (6th)**
**Age Dragon (7th)**

## Travelers

**Know Direction (1st)**
**Aura of Comfort (2nd)**
**Lighten Load (2nd)**
***Create Campsite/Break Camp (3rd)***
**Helping Hand (3rd)**
**Know Customs (3rd)**
**Circle of Privacy (4th)**
**Tree Steed (4th)**
***Clear Path/Clutter Path (5th)***
**Easy march (5th)**
**Monster Mount (6th)**
**Hovering Road (7th)**

## War

**Morale (1st)**
**Emotion Perception (2nd)**
**Rally (2nd)**
**Adaptation (3rd)**
**Caltrops (3rd)**
***Leadership/Doubt (4th)***
***Tanglefoot/Selective Passage (4th)***
**Disguise (5th)**
**Illusory Artillery (5th)**
**Gravity Variation (6th)**
**Illusory Fortification (6th)**
**Shadow Engines (7th)**

## Wards

**Anti-Vermin Barrier (1st)**
**Weighty Chest (1st)**
**Frisky Chest (2nd)**
**Zone of Truth (2nd)**
**Efficacious Monster Ward (3rd)**

**Invisibility Purge (3rd)**
**Squeaking Floors (3rd)**
**Thief's Lament (3rd)**
**Zone of Sweet Air (3rd)**
**Fire Purge (4th)**
**Weather Stasis (4th)**
**Barrier of Retention (5th)**
**Elemental Forbiddance (5th)**
**Grounding (5th)**
**Shrieking Walls (5th)**
**Undead Walls (6th)**
**Crushing Walls (6th)**
**Dragonbane (6th)**
**Land of Stability (6th)**
**Tentacle Walls (7th)**

## Weather

Faerie Fire (1st)
Obscurement (2nd)
Call Lightning (3rd)
Control Temperature, 10' Radius (4th)
Protection From Lightning (4th)
**Weather Stasis (4th)**
Control Winds (5th)
Rainbow (5th)
Weather Summoning (6th)
Control Weather (7th)

# Alphabetical Spell Index

**Boldfaced** spells are described in the *Tome of Magic* rule book. The remainder are found in the AD&D® 2nd Edition *Player's Handbook*.

*Italicized* spells are reversible.

An asterisk (*) indicates a cooperative magic spell.

A double asterisk (**) indicates a Wild Magic spell.

## A

**Abi-Dalzim's Horrid Wilting (W 8th) 43**
Abjure (P 4th) 215
**Abundance (P Q) 112**
**Accelerate Healing (P 3rd) 63**
**Acid Storm (W 7th) 40**

**Adaptation (P 3rd) 63**
**Addition (P 4th) 74**
Advanced Illusion (W 5th) 164
Aerial Servant (P 6th) 226
Affect Normal Fires (W 1st) 131
**Age Creature (P 6th) 98**
**Age Dragon (P 7th) 105**
**Age Object (P 5th) 87**
**Age Plant (P 4th) 74**
Aid (P 2nd) 202
Airboat (W 8th) 43
Air Walk (P 5th) 221
Airy Water (W 5th) 165
**Alacrity (W 3rd) 24**
**Alamir's Fundamental Breakdown (W 3rd) 25**
Alarm (W 1st) 131
Alter Self (W 2nd) 139
**Alternate Reality ** (W 3rd) 24**
**Analyze Balance (P 1st) 51**
Animal Friendship (P 1st) 198
*Animal Growth (P 5th) 221*
*Animal Growth (W 5th) 165*
**Animal Horde (P Q) 112**
Animal Summoning I (P 4th) 216
Animal Summoning II (P 5th) 221
Animal Summoning III (P 6th) 226
Animate Dead (P 3rd) 208
Animate Object (P 6th) 226
Animate Rock (P 7th) 230
Anti-Animal Shell (P 6th) 226
Anti-Magic Shell (W 6th) 173
Anti-Plant Shell (P 5th) 221
Antipathy-Sympathy (W 8th) 188
**Anti-Vermin Barrier (P 1st) 51**
Armor (W 1st) 131
Astral Spell (P 7th) 231
**Astral Window (P 3rd) 63**
Atonement (P 5th) 221
Audible Glamer (W 1st) 131
**Augmentation I (W 3rd) 25**
**Augmentation II (W 6th) 37**
Augury (P 2nd) 203
**Aura of Comfort (P 2nd) 56**
*Avoidance (W 5th) 165*

# B

Banishment (W 7th) 182
Barkskin (P 2nd) 203
**Barrier of Retention (P 5th) 88**
Bigby's Clenched Fist (W 8th) 188
Bigby's Crushing Hand (W 9th) 194
Bigby's Forceful Hand (W 6th) 173
Bigby's Grasping Hand (W 7th) 182
Bigby's Interposing Hand(W 5th) 165
Bind (W 2nd) 139
Binding (W 8th) 188
Blade Barrier (P 6th) 227
*Bless (P 1st) 198*
**Blessed Abundance (P 5th) 88**
**Blessed Warmth (P 4th) 75**
Blindness (W 2nd) 140
Blink (W 3rd) 147
**Bloodstone's Frightful Joining (W 7th) 40**
**Bloodstone's Spectral Steed (W 6th) 37**
Blur (W 2nd) 140
**Body Clock (P 4th) 75**
**Breath of Life (P 7th) 105**
Burning Hands (W 1st) 131

# C

Call Lightning (P 3rd) 209
**Call Upon Faith (P 1st) 51**
Call Woodland Beings (P 4th) 216
**Calm Chaos (P 2nd) 56**
**Caltrops (P 3rd) 63**
Cantrip (W 1st) 131
**Chain Contingency (W 9th) 45**
Chain Lightning (W 6th) 173
**Champion's Strength (P 5th) 88**
Change Self (W 1st) 132
Changestaff (P 7th) 231
Chant (P 2nd) 203
Chaos (W 5th) 166
**Chaos Shield ** (W 2nd) 21**
**Chaotic Combat (P 4th) 75**
**Chaotic Command (P 5th) 89**
**Chaotic Sleep (P 4th) 76**
Chariot of Sustarre (P 7th) 231
Charm Monster (W 4th) 154

Charm Person (W 1st) 132
Charm Person or Mammal(P 2nd) 203
Charm Plants (W 7th) 183
Chill Touch (W 1st) 132
**Choose Future (P 3rd) 64**
**Circle of Privacy (P 4th) 76**
**Circle of Sunmotes (P Q) 112**
Clairaudience (W 3rd) 147
Clairvoyance (W 3rd) 147
**Claws of the Umber Hulk (W 6th) 38**
**Clear Path (P 5th) 89**
*Cloak of Bravery (P 4th) 216*
Clone (W 8th) 189
Cloudkill (W 5th) 166
**Cloud of Purification (P 5th) 89**
Color Spray (W 1st) 132
Combine (P 1st) 198
Command (P 1st) 199
Commune (P 5th) 222
Commune With Nature (P 5th) 222
*Comprehend Languages (W 1st) 133*
**Compulsive Order (P 4th) 76**
Cone of Cold (W 5th) 166
**Conformance (P Q) 113**
Confusion (P 7th) 231
Confusion (W 4th) 154
Conjure Animals (P 6th) 227
Conjure Animals (W 6th) 174
*Conjure Earth Elemental (P 7th) 232*
Conjure Elemental (W 5th) 166
*Conjure Fire Elemental (P 6th) 227*
**Conjure Spell Component (W 1st) 17**
**Consequence (P 5th) 89**
Contact Other Plane (W 5th) 167
Contagion (W 4th) 155
Contingency (W 6th) 174
**Continual Light (P 3rd) 209**
Continual Light (W 2nd) 140
Control Temperature, 10' Radius(P 4th) 216
Control Undead (W 7th) 183
Control Weather (P 7th) 232
Control Weather (W 6th) 174
Control Winds (P 5th) 222
**Courage (P 1st) 52**
**Create Campsite (P 3rd) 64**
Create Food & Water (P 3rd) 209

**Create Holy Symbol (P 2nd) 57**
*Create Water (P 1st) 199*
Creeping Doom (P 7th) 232
**Crushing Walls (P 6th) 98**
Crystalbrittle (W 9th) 194
*Cure Blindness or Deafness (P 3rd) 209*
*Cure Critical Wounds (P 5th) 222*
*Cure Disease (P 3rd) 209*
*Cure Light Wounds (P 1st) 199*
*Cure Serious Wounds (P 4th) 217*

## D

Dancing Lights (W 1st) 133
Darkness, 15' Radius (W 2nd) 140
Deafness (W 2nd) 140
Death Fog (W 6th) 175
Death Spell (W 6th) 175
Deeppockets (W 2nd) 140
**Defensive Harmony (P 4th) 77**
Delayed Blast Fireball (W 7th) 183
Delude (W 3rd) 148
Demand (W 8th) 189
Demi-Shadow Magic (W 6th) 175
Demi-Shadow Monsters(W 5th) 167
*Detect Charm (P 2nd) 204*
*Detect Evil (P 1st) 199*
*Detect Evil (W 2nd) 140*
Detect Invisibility (W 2nd) 141
Detect Lie (P 4th) 217
Detect Magic (P 1st) 199
Detect Magic (W 1st) 133
Detect Poison (P 1st) 199
Detect Scrying (W 3rd) 155
Detect Snares & Pits (P 1st) 200
Detect Undead (W 1st) 133
Dig (W 4th) 155
**Dilation I (W 4th) 28**
**Dilation II (W 6th) 38**
Dimension Door (W 4th) 155
**Dimensional Folding (P 4th) 77**
**Disbelief (P 6th) 99**
**Disguise (P 5th) 90**
Disintegrate (W 6th) 175
Dismissal (W 5th) 167
*Dispel Evil (P 5th) 222*

Dispel Magic (P 3rd) 210
Dispel Magic (W 3rd) 148
**Dissension's Feast (P 2nd) 57**
Distance Distortion (W 5th) 167
Divination (P 4th) 217
**Divination Enhancement 4 28**
**Divine Inspiration (P 7th) 106**
Domination (W 5th) 168
**Dragonbane (P 6th) 99**
**Draw Upon Holy Might (P 2nd) 58**
Drawmij's Instant Summons(W 7th) 183
*Dream (W 5th) 168*
Duo-Dimension (W 7th) 184
Dust Devil (P 2nd) 204

## E

Earthquake (P 7th) 233
**Easy March (P 5th) 90**
**Efficacious Monster Ward (P 3rd) 65**
**Elemental Aura (W 9th) 46**
**Elemental Forbiddance (P 5th) 91**
**Elemental Swarm (P Q) 113**
Emotion (W 4th) 155
**Emotion Control (P 3rd) 65**
**Emotion Perception (P 2nd) 58**
**Emotion Read (P 1st) 52**
Enchant an Item (W 6th) 175
Enchanted Weapon (W 4th) 157
Endure Heat (P 1st) 200
Energy Drain (W 9th) 194
Enervation (W 4th) 157
*Enlarge (W 1st) 133*
Ensnarement (W 6th) 176
Entangle (P 1st) 200
Enthrall (P 2nd) 204
Erase (W 1st) 134
ESP (W 2nd) 141
**Estate Transference (W 9th) 46**
**Etherwalk (P Q) 113**
Evard's Black Tentacles (W 4th) 157
Exaction (P 7th) 233
Explosive Runes (W 3rd) 148
Extension I (W 4th) 157
Extension II (W 5th) 168
Extension III (W 6th) 177

**Extradimensional Detection (P 3rd) 66**
**Extradimensional Manipulation (P 5th) 91**
**Extradimensional Pocket (P 5th) 91**
Eyebite (W 6th) 177

## F

Fabricate (W 5th) 168
Faerie Fire (P 1st) 200
False Vision (W 5th) 168
**Far Reaching I (W 3rd) 25**
**Far Reaching II (W 4th) 28**
**Far Reaching III (W 5th) 34**
Fear (W 4th) 157
**Fear Contagion (P Q) 115**
Feather Fall (W 1st) 134
Feeblemind (W 5th) 168
Feign Death (P 3rd) 210
Feign Death (W 3rd) 149
Find Familiar (W 1st) 134
*Find the Path (P 6th) 227*
Find Traps (P 2nd) 204
Finger of Death (W 7th) 184
Fireball (W 3rd) 149
**Fire Burst (W 1st) 17**
Fire Charm (W 4th) 158
**Fireflow ** (W 3rd) 25**
**Fire Purge (P 4th) 78**
Fire Seeds (P 6th) 227
Fire Shield (W 4th) 158
*Fire Storm (P 7th) 234*
Fire Trap (P 2nd) 204
Fire Trap (W 4th) 158
**Fist of Stone (W 1st) 17**
Flame Arrow (W 3rd) 149
Flame Blade (P 2nd) 205
Flame Strike (P 5th) 223
Flame Walk (P 3rd) 210
Flaming Sphere (W 2nd) 141
Fly (W 3rd) 149
**Focus * (P 4th) 79**
Fog Cloud (W 2nd) 141
Fool's Gold (W 2nd) 141
**Fool's Speech ** (W 3rd) 25**
Forbiddance (P 6th) 228
Forcecage (W 7th) 184

Foresight (W 9th) 195
**Forest's Fiery Constrictor (W 6th) 38**
Forget (W 2nd) 142
**Fortify * (P 4th) 80**
Free Action (P 4th) 217
Friends (W 1st) 134
**Frisky Chest (P 2nd) 58**
Fumble (W 4th) 158

# G

Gate (P 7th) 234
Gate (W 9th) 195
Gaze Reflection (W 1st) 135
Geas (W 6th) 177
**Genius (P 4th) 80**
*Giant Insect (P 4th) 217*
Glassee (W 6th) 177
Glassteel (W 8th) 189
Glitterdust (W 2nd) 142
Globe of Invulnerability(W 6th) 177
**Glorious Transmutation (W 9th) 47**
Glyph of Warding (P 3rd) 210
*Goodberry (P 2nd) 205*
**Gravity Variation (P 6th) 100**
Grease (W 1st) 135
**The Great Circle * (P 6th) 100**
**Greater Malison (W 4th) 29**
**Grounding (P 5th) 92**
**Group Mind (P 6th) 101**
Guards and Wards (W 6th) 178
**Gunther's Kaleidoscopic Strike (W 8th) 43**
Gust of Wind (W 3rd) 149

# H

*Hallucinatory Forest (P 4th) 218*
Hallucinatory Terrain (W 4th) 158
Haste (W 3rd) 149
**Hatch the Stone from the Egg (W 7th) 40**
*Heal (P 6th) 228*
**Health Blessing (P Q) 115**
*Heat Metal (P 2nd) 205*
**Helping Hand (P 3rd) 66**
Heroes' Feast (P 6th) 228

**Hesitation (P 2nd) 59**
**Highway (P Q) 115**
Hold Animal (P 3rd) 211
Hold Monster (W 5th) 169
Hold Person (P 2nd) 205
Hold Person (W 3rd) 150
Hold Plant (P 4th) 218
Hold Portal (W 1st) 135
Hold Undead (W 3rd) 150
*Holy Word (P 7th) 234*
**Homunculus Shield (W 8th) 44**
**Hornung's Baneful Deflector **(W 2nd) 21**
**Hornung's Guess ** (W 1st) 17**
**Hornung's Random Dispatcher ** (W 8th) 44**
**Hornung's Surge Selector **(W 7th) 41**
**Hovering Road (P 7th) 106**
Hypnotic Pattern (W 2nd) 142
Hypnotism (W 1st) 135

## I

Ice Storm (W 4th) 159
**Idea (P 2nd) 59**
Identify (W 1st) 135
Illusionary Script (W 3rd) 150
Illusionary Wall (W 4th) 159
**Illusory Artillery (P 5th) 92**
**Illusory Fortification (P 7th) 107**
**Imago Interrogation (P Q) 116**
Imbue with Spell Ability (P 4th) 218
**Impeding Permission (P 5th) 92**
**Implosion/Inversion (P Q) 116**
*Imprisonment (W 9th) 195*
Improved Invisibility (W 4th) 159
Improved Phantasmal Force(W 2nd) 142
Incendiary Cloud (W 8th) 189
Infravision (W 3rd) 150
**Insatiable Thirst (W 2nd) 21**
Insect Plague (P 5th) 223
**Intensify Summoning (W 7th) 41**
**Interdiction (P Q) 116**
**Inverted Ethics (P 4th) 80**
Invisibility (W 2nd) 142
Invisibility, 10' Radius (W 3rd) 150
**Invisibility Purge (P 3rd) 67**
Invisibility to Animals (P 1st) 200

Invisibility to Undead (P 1st) 200
Invisible Stalker (W 6th) 178
Irritation (W 2nd) 142
Item (W 3rd) 150

## J

**Join With Astral Traveler (P 4th) 81**
Jump (W 1st) 135

## K

**Khazid's Procurement (W 5th) 34**
*Knock (W 2nd) 143*
**Know Age (P 1st) 52**
*Know Alignment (P 2nd) 206*
*Know Alignment (W 2nd) 143*
**Know Customs (P 3rd) 67**
**Know Direction (P 1st) 52**
**Know Time (P 1st) 53**

## L

**Land of Stability (P 6th) 101**
**Lasting Breath (W 1st) 19**
**Leadership (P 4th) 81**
**Legal Thoughts (P 6th) 101**
Legend Lore (W 6th) 178
Leomund's Lamentable Belaborment (W 5th) 169
Leomund's Secret Chest (W 5th) 169
Leomund's Secure Shelter(W 4th) 159
Leomund's Tiny Hut (W 3rd) 151
Leomund's Trap (W 2nd) 143
Levitate (W 2nd) 143
*Light (P 1st) 201*
Light (W 1st) 136
**Lighten Load (P 2nd) 59**
Lightning Bolt (W 3rd) 151
Limited Wish (W 7th) 184
**Line of Protection * (P 3rd) 67**
Liveoak (P 6th) 228
Locate Animals or Plants (P 1st) 201
**Locate Creature (W 4th) 29**
**Locate Object (P 3rd) 211**
*Locate Object (W 2nd) 143*

**Log of Everburning (P 1st) 53**
**Lorloveim's Creeping Shadow (W 3rd) 26**
**Lorloveim's Shadowy Transformation (W 6th) 38**
**Lower Resistance (W 5th) 34**
*Lower Water (P 4th) 218*
*Lower Water (W 6th) 178*

# M

Magic Font (P 5th) 223
Magic Jar (W 5th) 169
Magic Mirror (W 4th) 159
Magic Missile (W 1st) 136
Magic Mouth (W 2nd) 143
**Magic Staff (W 5th) 35**
Magical Stone (P 1st) 201
Magical Vestment (P 3rd) 211
Major Creation (W 5th) 170
**Malec-Keth's Flame Fist (W 7th) 41**
**Mask of Death (W 4th) 29**
Mass Charm (W 8th) 190
Mass Invisibility (W 7th) 184
Massmorph (W 4th) 160
Mass Suggestion (W 6th) 179
**Maximilian's Earthen Grasp (W 2nd) 22**
**Maximilian's Stony Grasp (W 3rd) 26**
Maze (W 8th) 190
**Meld * (P 5th) 93**
Meld Into Stone (P 3rd) 211
Melf's Acid Arrow (W 2nd) 144
Melf's Minute Meteors (W 3rd) 151
**Memory Read (P 3rd) 68**
**Memory Wrack (P 5th) 93**
Mending (W 1st) 136
**Mental Domination (P 4th) 81**
Message (W 1st) 136
Messenger (P 2nd) 206
**Metamorphose Liquids (W 1st) 19**
Meteor Swarm (W 9th) 195
Mind Blank (W 8th) 190
**Mind Fog 5 35**
**Mind Tracker (P 7th) 107**
**Mindnet (P Q) 117**
**Mind Read (P 2nd) 59**
**Mindshatter (P 5th) 94**
Minor Creation (W 4th) 160

Minor Globe of Invulnerability(W 4th) 160
**Minor Malison (W 3rd) 26**
**Minor Spell Turning (W 4th) 29**
Mirage Arcana (W 6th) 179
Mirror Image (W 2nd) 144
**Miscast Magic (P 3rd) 69**
Misdirection (W 2nd) 144
Mislead (W 6th) 179
**Mistaken Missive (P 1st) 53**
**Modify Memory (P 4th) 83**
**Moment (P 2nd) 60**
**Moment Reading (P 3rd) 69**
**Monster Mount (P 6th) 102**
Monster Summoning I (W 3rd) 151
Monster Summoning II (W 4th) 160
Monster Summoning III(W 5th) 170
Monster Summoning IV(W 6th) 179
Monster Summoning V (W 7th) 185
Monster Summoning VI(W 8th) 190
Monster Summoning VII(W 9th) 195
Moonbeam (P 5th) 223
**Morale (P 1st) 53**
**Mordenkainen's Celerity (W 4th) 30**
Mordenkainen's Disjunction(W 9th) 196
Mordenkainen's Faithful Hound (W 5th) 170
Mordenkainen's Lucubration(W 6th) 179
Mordenkainen's Magnificent Mansion (W 7th) 185
Mordenkainen's Sword (W 7th) 185
Mount (W 1st) 136
Move Earth (W 6th) 179
**Murdock's Feathery Flyer (W 1st) 19**
**Music of the Spheres (P 2nd) 60**
**Mystic Transfer * (P 2nd) 61**

# N

**Nahal's Nonsensical Nullifier **(W 2nd) 22**
**Nahal's Reckless Dweomer **(W 1st) 20**
**Nap (P 2nd) 61**
Negative Plane Protection(P 3rd) 212
*Neutralize Poison (P 4th) 219*
Non-Detection (W 3rd) 152
Nystul's Magic Aura (W 1st) 136

# O

Obscurement (P 2nd) 206
Otiluke's Freezing Sphere(W 6th) 180
Otiluke's Resilient Sphere(W 4th) 160
Otiluke's Telekinetic Sphere(W 8th) 190
Otto's Irresistible Dance(W 8th) 190

# P

Part Water (P 6th) 229
Part Water (W 6th) 180
Pass Plant (P 5th) 223
Passwall (W 5th) 171
Pass Without Trace (P 1st) 201
**Past Life (W 2nd) 22**
**Patternweave ** (W 1st) 20**
Permanency (W 8th) 190
Permanent Illusion (W 6th) 180
**Personal Reading (P 1st) 54**
Phantasmal Force (W 1st) 137
Phantasmal Killer (W 4th) 160
Phantom Steed (W 3rd) 152
Phase Door (W 7th) 185
**Physical Mirror (P 6th) 102**
**Planar Quest (P Q) 117**
Plane Shift (P 5th) 224
Plant Door (P 4th) 219
Plant Growth (P 3rd) 212
Plant Growth (W 4th) 161
Polymorph Any Object (W 8th) 191
Polymorph Other (W 4th) 161
Polymorph Self (W 4th) 161
Power Word, Blind (W 8th) 191
Power Word, Kill (W 9th) 196
Power Word, Stun (W 7th) 185
Prayer (P 3rd) 212
**Preservation (P Q) 118**
Prismatic Sphere (W 9th) 196
Prismatic Spray (W 7th) 186
Prismatic Wall (W 8th) 191
**Probability Control (P 4th) 83**
*Produce Fire (P 4th) 219*
Produce Flame (P 2nd) 206
Programmed Illusion (W 6th) 180
Project Image (W 6th) 180

Protection From Cantrips(W 2nd) 144
*Protection From Evil (P 1st) 201*
*Protection From Evil (W 1st) 137*
*Protection From Evil, 10' Radius (P 4th) 219*
*Protection From Evil, 10' Radius (W 3rd) 152*
Protection From Fire (P 3rd) 212
Protection From Lightning (P 4th) 219
Protection From Normal Missiles (W 3rd) 152
**Protection From Paralysis (W 2nd) 23**
*Purify Food & Drink (P 1st) 202*
Pyrotechnics (P 3rd) 212
Pyrotechnics (W 2nd) 144

## Q

Quest (P 5th) 224

## R

Rainbow (P 5th) 224
Rainbow Pattern (W 4th) 162
*Raise Dead (P 5th) 224*
**Rally (P 2nd) 62**
**Random Causality (P 3rd) 69**
**Rapport (P 4th) 84**
Rary's Mnemonic Enhancer(W 4th) 162
Ray of Enfeeblement (W 2nd) 145
Read Magic (W 1st) 137
Reflecting Pool (P 4th) 219
*Regenerate (P 7th) 234*
Reincarnate (P 7th) 234
Reincarnation (W 6th) 181
*Remove Curse (P 3rd) 213*
*Remove Curse (W 4th) 162*
*Remove Fear (P 1st) 202*
Remove Paralysis (P 3rd) 213
**Repeat Action (P 5th) 95**
Repel Insects (P 4th) 220
Repulsion (W 6th) 181
*Resist Fire (P 2nd) 206*
*Restoration (P 7th) 235*
*Resurrection (P 7th) 235*
**Revelation (P Q) 118**
Reverse Gravity (W 7th) 186
**Reverse Time (P 6th) 103**

**Reversion (P Q) 118**
**Ride the Wind (W 2nd) 23**
**Rigid Thinking (P 3rd) 70**
**Ring of Hands * (P 1st) 54**
**Robe of Healing (P Q) 119**
Rope Trick (W 2nd) 145

## S

**Sacred Guardian (P 1st) 55**
**Safeguarding (W 5th) 35**
**Sanctify * (P 2nd) 62**
Sanctuary (P 1st) 202
Scare (W 2nd) 145
Screen (W 8th) 192
**Seclusion (P 6th) 103**
Secret Page (W 3rd) 152
Seeming (W 5th) 171
Sending (W 5th) 171
**Sense Shifting (W 2nd) 23**
Sepia Snake Sigil (W 3rd) 152
Sequester (W 7th) 186
Serten's Spell Immunity (W 8th) 192
Shades (W 6th) 181
**Shadowcat (W 7th) 41**
Shadow Door (W 5th) 171
**Shadow Engines (P 7th) 108**
Shadow Magic (W 5th) 171
Shadow Monsters (W 4th) 162
Shadow Walk (W 7th) 186
Shape Change (W 9th) 196
Shatter (W 2nd) 145
Shield (W 1st) 137
Shillelagh (P 1st) 202
Shocking Grasp (W 1st) 137
**Shooting Stars (P Q) 119**
Shout (W 4th) 163
**Shrieking Walls (P 5th) 95**
**Siege Wall (P Q) 119**
Silence, 15' Radius (P 2nd) 206
Simulacrum (W 7th) 186
Sink (W 8th) 192
**Skip Day (P 6th) 104**
Sleep (W 1st) 138
Slow (W 3rd) 153
Slow Poison (P 2nd) 207

**Slow Rot (P 3rd) 70**
Snake Charm (P 2nd) 207
Snare (P 3rd) 213
**Sol's Searing Orb (P 6th) 104**
Solid Fog (W 4th) 163
**Solipsism (P 4th) 84**
**Spacewarp (P 7th) 109**
Speak with Animals (P 2nd) 207
**Speak With Astral Traveler (P 1st) 55**
Speak With Dead (P 3rd) 214
Speak With Monsters (P 6th) 229
Speak With Plants (P 4th) 220
Spectral Force (W 3rd) 153
Spectral Hand (W 2nd) 145
Spell Immunity (P 4th) 220
**Spell Shape ** (W 7th) 42**
Spell Turning (W 7th) 187
Sphere of Security (P Q) 119
Spider Climb (W 1st) 138
Spike Growth (P 3rd) 214
Spike Stones (P 5th) 225
**Spiral of Degeneration (P Q) 120**
**Spirit Armor (W 3rd) 26**
**Spirit of Power * (P 7th) 109**
Spiritual Hammer (P 2nd) 207
**Spiritual Wrath * (P 6th) 105**
Spook (W 1st) 138
**Squaring the Circle (W 3rd) 27**
**Squeaking Floors (P 3rd) 70**
**Stabilize ** (W 9th) 47**
**Stalker (P Q) 120**
Starshine (P 3rd) 214
Statue (W 7th) 187
**Steal Enchantment (W 7th) 42**
*Sticks to Snakes (P 4th) 220*
Stinking Cloud (W 2nd) 145
Stone Shape (P 3rd) 214
Stone Shape (W 5th) 171
Stoneskin (W 4th) 163
Stone Tell (P 6th) 229
*Stone to Flesh (W 6th) 181*
**Storm of Vengeance (P Q) 121**
Strength (W 2nd) 146
**Strength of One (P 3rd) 71**
*Succor (P 7th) 235*
*Succor (W 9th) 197*

**Suffocate (W 7th) 43**
Suggestion (W 3rd) 153
Summon Insects (P 3rd) 214
**Summon Lycanthrope (W 4th) 30**
Summon Shadow (W 5th) 171
Summon Swarm (W 2nd) 146
Sunray (P 7th) 235
Symbol (P 7th) 236
Symbol (W 8th) 193

## T

**Tanglefoot (P 4th) 85**
Tasha's Uncontrollable Hideous Laughter (W 2nd) 146
Taunt (W 1st) 138
Telekinesis (W 5th) 171
**Telepathy (P 3rd) 71**
Teleport (W 5th) 172
Teleport Without Error (W 7th) 187
**Telethaumaturgy (P 3rd) 72**
*Temporal Stasis (W 9th) 197*
Tenser's Floating Disc (W 1st) 138
Tenser's Transformation(W 6th) 181
**Tentacle Walls (P 7th) 110**
**There/Not There ** (W 4th) 32**
**Thief's Lament (P 3rd) 72**
**Thought Broadcast (P 4th) 85**
**Thought Capture (P 1st) 55**
**Thoughtwave * (P 5th) 96**
**Thunder Staff (W 4th) 32**
**Timelessness (P 7th) 110**
**Time Pool (P 5th) 96**
Time Stop (W 9th) 197
*Tongues (P 4th) 220*
*Tongues (W 3rd) 153*
**Transformation (P Q) 121**
Transmute Metal to Wood(P 7th) 236
*Transmute Rock to Mud (P 5th) 225*
*Transmute Rock to Mud (W 5th) 172*
*Transmute Water to Dust (P 6th) 229*
*Transmute Water to Dust (W 6th) 182*
Transport Via Plants (P 6th) 229
Trap the Soul (W 8th) 193
Tree (P 3rd) 215
**Tree Steed (P 4th) 86**
Trip (P 2nd) 207

*True Seeing (P 5th) 225*
True Seeing (W 6th) 182
Turn Wood (P 6th) 229
**Turn Pebble to Boulder (W 4th) 33**

## U

**Unceasing Vigilance of the Holy Sentinel (P 5th) 97**
**Uncontrolled Weather (P 7th) 111**
**Undead Plague (P Q) 121**
**Undead Ward (P 5th) 97**
**Unearthly Choir * (P 3rd) 73**
**Unluck ** (W 4th) 33**
Unseen Servant (W 1st) 138
**Uplift * (P 4th) 86**

## V

Vacancy (W 4th) 163
Vampiric Touch (W 3rd) 153
Vanish (W 7th) 187
Veil (W 6th) 182
Ventriloquism (W 1st) 139
Vision (W 7th) 187
**Von Gasik's Refusal (W 5th) 36**
**Vortex ** (W 5th) 36**

## W

**Wail of the Banshee (W 9th) 47**
Wall of Fire (P 5th) 225
Wall of Fire (W 4th) 163
Wall of Fog (W 1st) 139
Wall of Force (W 5th) 172
Wall of Ice (W 4th) 164
Wall of Iron (W 5th) 172
Wall of Stone (W 5th) 173
Wall of Thorns (P 6th) 230
**Warband Quest (P Q) 122**
**Ward Matrix (P Q) 122**
*Warp Wood (P 2nd) 208*
*Water Breathing (P 3rd) 215*
*Water Breathing (W 3rd) 153*
Water Walk (P 3rd) 215
**Watery Double (W 3rd) 27**

**Waveform ** (W 5th) 36**
**Weather Stasis (P 4th) 87**
Weather Summoning (P 6th) 230
Web (W 2nd) 146
**Weighty Chest (P 1st) 56**
Weird (W 9th) 197
Whispering Wind (W 2nd) 147
**Wildfire ** (W 9th) 48**
**Wildshield ** (W 6th) 39**
**Wildstrike ** (W 6th) 39**
**Wildwind ** (W 9th) 48**
**Wildzone ** (W 8th) 45**
Wind Walk (P 7th) 236
Wind Wall (W 3rd) 154
Wish (W 9th) 197
Withdraw (P 2nd) 208
Wizard Eye (W 4th) 164
Wizard Lock (W 2nd) 147
Wizard Mark (W 1st) 139
**Wizard Sight (W 3rd) 28**
**Wolf Spirits (P Q) 122**
Word of Recall (P 6th) 230
Wraithform (W 3rd) 154
Wyvern Watch (P 2nd) 208

## Z

**Zone of Sweet Air (P 3rd) 73**
**Zone of Truth (P 2nd) 62**

# *Introduction*

*Martia stepped back from the dragon's crimson corpse, withdrawing her blade from its scaly head. As it rasped free, her companions sent up a cheer. The creature that had terrorized their homeland for so many centuries was finally dead*

*Carter, her wizened friend, stepped behind her and poked her on the shoulder. Blood streamed down his forehead from a gash above his hairline. "At long last, Martia, you have fulfilled the promise of your bloodline. It was prophesied that a Wanderline would be the death of old Drahlix and now those predictions have finally come true. You have fulfilled your fate. "*

*Martia smiled widely. It seemed as if the burden of centuries of lost hope had been lifted from her shoulders. Her traditionally grim demeanor vanished as if the clouds parted to let the suit shine down on the Dark Peak. Outside, just such a thing was happening.*

*She wiped her sword clean on the pile of gold the dragon used as a bed and scraped the blood and gore onto the coins-staining them with the creature's dark ichor She looked down at the weapon and read the inscriptions along its flat sides. It was the Sword of Baran, the legendary blade of steel that her great-grandfather had forged and that her great-grandmother had enchanted with spells powerful enough to fell even mighty Drahlix.*

*"Without you, Carter, none of this would have been possible. Before I met you, no one had ever been able to discern the meaning of my birthmark. Had that mystery not been solved, I would never have known of my birthright."*

*" 'Twas nothing, child," littered the old man. "History has always been my passion." He turned away from her brightly shining eyes as if intimidated by the light and intensity he saw there. To cover his embarrassment at her praise, he turned his eyes to the smoke-blackened ceiling of the cathedral, searching for the incredible murals he knew must lay beneath the layers of grime and soot. "I always thought that I would spend my life surrounded by my books, enveloped and sheltered by the legends and tales I collected." He sighed deeply, "I never dreamed it would lead me to such an eventful life."*

*He turned to the young warrior and looked directly into her eyes, steeled by the thoughts of destiny whirling in his head. "It is I who owe you much gratitude. If not for your persistence, your ... stubborn ness, " he smiled, "I would never have dreamed of seeing this day."*

*Martia grinned, flashing her white teeth. "Nonsense, Carter. Surely, it was my own good right arm that drove home the blade that took this foul creature's life, but without the Sword of Baran, my strength would not have been enough. "*

*She hefted the blade for a moment and considered where the prophesies would lead her next. What perils would she yet encounter? Not all of the weapon's fate had been fulfilled-not by half. But that would have to wait for another day.*

*She sheathed the sword in the new scabbard she had crafted according to Carter's demanding specifications. Without his wisdom, her youthful foolhardiness would surely have led her straight into the dragon's maw. But with the knowledge that he bore, she had been able to find the means to victory.*

*She suddenly realized that she had become serious again. This was no time for grimness. A celebration would be brewing in the town, and she was ready to join it. The people who had first mocked her for her foolhardy quest would now be rallying to accept her as their queen.*

*She smiled at the thought of the petty bureaucrats and advisers who fought to stymie her at every path. Now they would bow to her as the champion of the land.*

*"Come, old friend," she said to Carter as she headed for the cathedral's massive doors. "The day is getting late, and we have a realm to rebuild. I will need your wise and learned counsel yet. Tonight, however, let us revel in our victory!"*

The great heroes of fantasy have a well kept secret. This secret should be obvious to anyone who has ever set out on a great undertaking:

*You can't do it alone.*

Tales of heroes are filled with details about stalwart companions who follow them into battle or even greater dangers. In fact, the protagonists of such tales are more often than not a group of heroes-a party of adventurers. Bards spread the tales of glorious deeds around campfires and tavern tables far and wide, but the fact remains that many of these histories omit some of the most vital members of these successful adventuring groups.

What is a forgotten legend without someone to remember it? Or a lost map without a copy? Or an unknown land if the heroes are simply lost in it? And how can a prophecy be fulfilled without a seer to show it? Who builds the siege engines to bring down the castle walls?

These supporting characters are often ignored in many **ADVANCED DUNGEONS & DRAGONS** games, or they are seen as simple plot devices. Often, these supporting characters make appearances only as two-dimensional cardboard cut-outs and paper-thin caricatures. Well, no longer!

*Sages and Specialists* finally brings these secondary personages to the kind of fully realized life that they deserve. Supporting NPCs don't have to be throwaway characters. With the rules and guidelines contained in this book, a Dungeon Master can finally create three-dimensional NPCs that play an integral part in an ongoing campaign.

## *How to use this Book*

*Sages & Specialists is* for Dungeon Masters who want to add an element of realism to their AD&D' campaign. It is divided into two main sections. The first concerns itself with ten different types of specialists (among which there are a sage or two, rest assured) Each type of specialist has its own chapter describing it in some detail. Specialists are intended to be NPCs. To make things easier for the DM, however, the chapters treat each specialist as if it were a player character class.

The second part of the book details how to use these specialists in the game. Players can, with their DM's permission, generate specialists with which they can interact. These NPCs will then grow with the adventurer in level and power if supported by the hero. Otherwise, the hero may return to his old friend after a long absence only to find that the once-helpful specialist is just too "busy" to help the PC.

Alternately, DMs can restrict their players' access to this book. In this way, the characters can never be sure of their associates' levels of experience. However, most of the information contained in this book will not spoil any campaign.

Carefully used, the specialists in this book can add a great deal of realism and depth to your campaign. No longer will a DM be stuck trying to figure out how a certain supporting character's abilities work. Each class description fully details the extent of that specialist's powers.

## *Specialists as NPCS*

Due to the supporting roles of these classes, few players will find it rewarding to run a specialist. Those who thirst for fortune and glory will rarely find themselves satisfied with taking on the role of a historian or a blacksmith. If a player wants to try a character from one of the specialist classes, however, explain to him that these types of characters MR not be as useful or powerful as a regular PC class. After all, a navigator isn't much use in a large city, and a healer will likely feel outclassed by the incredible magical powers of a cleric.

On the other hand, trying out a nontraditional type of character can be fun-if only as a diversion from a regularly played character. A DM could, for instance, allow a player to take on the role of a guide needed by the party, but only if that player is willing to leave his regular player character behind. In the interests of game balance, it is not recommended that a player control the actions of more than one character.

Another alternative is to assign a specialist to a player who infrequently attends the gaming sessions. In such a case, the player takes on the role of a specialist already known to the adventurers, or simply makes up an appropriate one from scratch. When the player in question attends the game, he will run a recurring NPC that the regular Players will recognize.

## *What you Need*

This is an *AD&D* handbook, and it assumes that you have the *Player's Handbook (PHB)* and the *DUNGEON MASTER Guide (DMG).* Other books, like the *Tome of Magic (TOME)* and the MONSTROUS MANUAL'" would certainly be helpful, but are not necessary in order to use this book.

# *The Apothecary*

*Martia walked down the street, stepping carefully to avoid refuse and waste. Soon, she spotted a wooden sign hanging over one door. It was battered and worn, and the paint on the sign, which depicted a glass vial frothing with some greenish liquid, had faded away almost entirely.*

*The storefront was lodged between a couple of residences far away from the city center. One would not simply wander by this place and stop in on impulse, as the shop was sufficiently hidden from the casual eye. Only those with specific business would ever know its exact location.*

*Not that this was a particularly pleasant part of town; in fact, it was definitely not an area that curious travelers would likely frequent. Many of the buildings stood abandoned, and those few remaining ones had their windows chipped or holed by the urchins that Martia saw constantly under everyone's feet.*

*The shop with the sign was different, though. Its windows were glazed, unbroken, and even clean. In fact, it looked like the owner had recently polished the shop's windows to let in what little light dared crawl out of the sky. There were no dark alleys adjacent to it, at least not like those nearby cracks used by thieves and cutpurses. All in all, the shop was clean, solid, and almost ... confident.*

*Martia reminded herself that she was not there to observe the scenery. Steeling her nerve, she stepped forward and opened the door. Unlike most buildings on the block, the door was not locked tight.*

*The inside of the shop was dark, and it took a moment for Martia's eyes to adjust to the gloom. When they did, she saw that she was in a small room, fronted by a short counter behind which was the room's only other doorway. There was a bell on the counter. Throwing caution to the wind, Martia picked it up and rang it. She waited for a moment. Nothing happened. She considered leaving, but decided against it. Martia had gone to a lot of trouble to get this man's address, and she wasn't leaving without talking to him. She leaned over the counter and banged on the door. When no one answered, she banged again.*

*She was still banging when the door swung wide. A time-ravaged face replaced the worn wooden planks of the door. The man before her stood hunched and looked very tired. Large folds of skin hung limply under his eyes. Wisps of white hair clung to his scalp in a half-ring around his head, the top of which was criss-crossed with broken purple veins that were visible through thinly stretched skin.*

*The old man looked up at her with his good eye-the other was milky white-and said, "May I help you, my lady?" Unlike the rest of this ugly man, his voice was smooth and clean. The incongruity startled Martia, but only for a moment.*

*She nodded. "My name is Martia, and I are in need of a potion. "*

*The white eyebrows raised, and the old ones entire head seemed to wrinkle with the effort. "A potion, you say?" He swung the counter up and away and beckoned her to follow him into the room behind him. "Well, young lady, I'd say that you've come to the right place."*

*Martia stepped into the room; her senses reeled from the barrage of sights, sounds, and smells. The room was easily four times as large as the foyer and filled with candles, tables covered with bubbling liquids, and glass bowls and spheres connected with lengths of copper tubing. The shelves were congested with all manner of what Martia presumed were ingredients: dried insects, wings from bats and other creatures, eyeballs from a number of different sources-one looked large enough to have belonged to a giant-herbs, leaves, roots, and other less identifiable things.*

*"Just what is it you're looking for, my dear?"*

*Martia described what it was that she needed.*

*The old man's grin split wide, exposing his straight, white teeth. "Well, you certainly have come to the right place. You certainly have, indeed. "*

An apothecary is a medieval version of a pharmacist. Members of this NPC class devote their lives to the creation of tried and true medicines, and the research and development of new kinds of drugs. They have some small magical ability, but they use it only to supplement their body of knowledge. Apothecaries rarely venture forth from their laboratories to travel in the vastness of the world. Apothecaries make medicines, drugs, poisons-just about anything chemical in nature. They can also identify such compounds and mixtures, making apothecaries indispensable when faced, for instance, with a mysterious potion.

They sell their services to those who have need of their wares, but for the most part, they are more interested in research than profit. However, many apothecaries still search for the secret formula that will transform lead into gold.

Just as with fighters, mages, or any of the other more traditional classes, apothecaries come in many different styles. These range from the village druggist to the shaman herbalist to the legendary alchemist.

**Experience, THAC0 and Hit Dice**

Apothecaries have their own level advancement as shown on Table 1: Apothecary Experience Levels. These studious chemists, do not possess many combat skills, as they spend most of their time researching concoctions. For this reason, they use the wizard's THACO table and saving throw chart.

Apothecaries gain one four-sided Hit Die per level up to the 7th level. After that, they gain a single hit point per level and do not gain any extra hit points from high Constitution scores.

**Table 1: Apothecary Experience Levels**

| Level | XPS | Hit Dice (d4) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 2,500 | 2 |
| 3 | 5,000 | 3 |
| 4 | 10,000 | 4 |
| 5 | 20,000 | 5 |
| 6 | 40,000 | 6 |
| 7 | 60,000 | 7 |
| 8 | 80,000 | 7+1 |
| 9 | 125,000 | 7+2 |
| 10 | 200,000 | 7+3 |
| 11 | 350,000 | 7+4 |
| 12 | 650,000 | 7+5 |
| 13 | 950,000 | 7+6 |
| 14 | 1,250,000 | 7+7 |
| 15 | 1,550,000 | 7+8 |
| 16 | 1,850,000 | 7+9 |
| 17 | 2,150,000 | 7+10 |
| 18 | 2,450,000 | 7+11 |
| 19 | 2,750,000 | 7+12 |
| 20 | 3,050,000 | 7+13 |

| Level | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | - | - | - | - | - | - | - | - |
| 2 | 1 | - | - | - | - | - | - | - | - |
| 3 | 2 | - | - | - | - | - | - | - | - |
| 4 | 2 | - | - | - | - | - | - | - | - |
| 5 | 2 | - | - | - | - | - | - | - | - |
| 6 | 3 | - | - | - | - | - | - | - | - |
| 7 | 3 | - | - | - | - | - | - | - | - |
| 8 | 3 | 2 | - | - | - | - | - | - | - |
| 9 | 4 | 3 | 1 | - | - | - | - | - | - |
| 10 | 4 | 3 | 2 | 1 | - | - | - | - | - |
| 11 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 12 | 4 | 3 | 3 | 2 | 1 | - | - | - | - |
| 13 | 4 | 4 | 3 | 2 | 2 | - | - | - | - |
| 14 | 4 | 4 | 4 | 3 | 3 | - | - | - | - |
| 15 | 4 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 16 | 5 | 5 | 4 | 4 | 4 | 2 | - | - | - |
| 17 | 5 | 5 | 5 | 4 | 4 | 2 | 1 | - | - |
| 18 | 5 | 5 | 5 | 5 | 4 | 3 | 2 | - | - |
| 19 | 5 | 5 | 5 | 5 | 5 | 4 | 2 | 1 | - |
| 20 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | 2 | - |

***Ability Scores***

Not everyone can become an apothecary. These NPCs must spend long hours sequestered away from others while they work on new chemical concoctions and improve existing formulas. Apothecaries face long Ours of study and need to cultivate the ability to identify and use thousands of different chemical compounds. In addition, the apothecary must devote some of his precious time to the study of magic spells. For this reason, all apothecaries must have a minimum Intelligence score of 12 and a minimum Constitution score of 10. Intelligence is the apothecary's prime requisite.

***Magical Abilities***

In many ways, apothecaries are simply wizards that concentrate their abilities on manufacturing various magical and nonmagical medicines and poisons. They can cast wizard spells, although they gain them at a substantially slower rate than traditional wizards. This is due to the fact that Apothecaries concentrate their efforts on the construction of potions rather than the study of new spells. See Table 2: Apothecary Spell Progression for full details.

In fact, many apothecaries eschew the open we of spell. These ominous wizards believe that magic should only occur under carefully monitored conditions-most often in a laboratory or similarly controlled area.

*Spell Failure*

Apothecaries do not use traveling spell books, nor do they practice casting their spells under combat conditions. For this reason, apothecaries suffer a penalty whenever they try to cast a spell under pressure Whenever the apothecary is in combat or any other pressure situation, there is a chance for his spells to fail. This chance of failure depends upon the apothecary's Intelligence score. The apothecary loses the failed spell from his memory and must study it again before he can make another casting attempt.

**Table 3: Apothecary Spell Failure**

| Intelligence Score | Chance of Spell Failure |
|---|---|
| 1 | 100% |
| 2 | 90% |
| 3 | 80% |
| 4 | 75% |
| 5 | 70% |
| 6 | 65% |
| 7 | 60% |
| 8 | 55% |
| 9 | 50% |
| 10 | 45% |
| 11 | 40% |
| 12 | 35% |
| 13 | 30% |
| 14 | 25% |
| 15 | 20% |
| 16 | 15% |
| 17 | 10% |
| 18 | 5% |
| 19 | 0% |
| 20 | 0% |

***Optional Spell Failure Rule***

The more proficient an apothecary becomes in his chosen field (the higher his level), the less chance he has of miscasting a spell during a high-tension situation. The DM should subtract 2 percentage points from the apothecary's chance of Tell failure for every level of the spellcaster above the third. In this way, a 7th-level apothecary with a Wisdom of 10 would only have a 37% (base chance of 45%)-8 percentage points for the apothecary's level) chance of spell failure.

***Specialization***

Unlike normal wizards, apothecaries can specialize in only the Alteration school of magic. This school lies at the core of an apothecary's work-changing matter from one form into another. The transmuter apothecary possesses the same limitations as transmuter wizards: they must be human or half-elf, have a minimum Dexterity of 15, and cannot cast spells from the opposition schools of Abjuration and Necromancy. In addition, they receive a -15%, penalty to learn spells from other magical schools.

Despite this, the transmuter apothecary receives an additional spell per level from the school of Alteration. In addition, he adds +1 to any saving throws against Alteration spells, and his opponents suffer a -1 penalty to their saving throws against his Alteration spells. These specialists also add +15% to their chance to learn Alteration spells. Finally, transmuter apothecaries automatically learn one Alteration spell (DM's choice) with each new level they reach.

***Permissible Armor and Weapons***

Apothecaries cannot wear any armor. In addition, their limited training in weapons permits them to wield only a dagger, dart, staff, or sling.

Although they are spellcasters, apothecaries concentrate their skills on research rather than on spellcasting, and their individual class awards reflect this preference. Use Table 4: Apothecary Experience Awards to determine how many experience points an apothecary deserves when you hand them out.

**Table 4: Apothecary Experience Rewards**

| Action | Award |
|---|---|
| Concoction used to overcome foe or problem | 1/2 potion's XP |
| Successfully created a concoction | concoction's XP |
| Created new concoction | 2 potion's XP |

***Proficiencies***

An apothecary receives one weapon proficiency slot at 1st level and gets a new one every six levels (at the 6th level, 12th level, and so on). If an apothecary uses a weapon with which he is not proficient, he does so with a -5 penalty

An apothecary also receives four non-weapon proficiency slots at lst level and gains a new
proficiency slot every three levels after that (at the 3rd level, 6th level, and so on). The NPC can choose from the wizard and general proficiencies without any additional slot costs.

***New Proficiencies***

The apothecary's main calling is the concocting of new mixtures. He creates these things through use of the new Concocting proficiency. An apothecary must use one of his 1st level non-weapon proficiency slots to select the Concocting proficiency. Some apothecaries choose to spend nearly all of their slots on this proficiency Note that this proficiency is available to members of the apothecary NPC class only. No other class may choose this non-weapon proficiency.

**Concocting**

This proficiency enables the character to concoct chemical compounds with specific uses-such as medicines and poisons. It also allows the apothecary to identify various materials-including magical consumables (potions, salves, lotions, and so on).

This identification is nonmagical in nature. The apothecary can determine only the general nature of the material (for example, this is a poison, this is a healing potion) and not its strength or duration. The identification process is quite long; it takes the apothecary 1d6 hours to identify nonmagical mixtures and 2d12 hours to identify magical potions and such.

In addition, the materials required for each accurate identification are quite expensive (at least one-tenth of the item's XP value). This is why most apothecaries charge a great deal of money to identify potions and other mixtures.

If the apothecary rolls a 1 when trying to concoct something, he manages to create a
particularly potent brew. A potent concoction has double its normal duration. Alternately, the DM can increase its effectiveness in some other way. However, increasing a potion's strength by more than half is not recommended.

If the apothecary rolls a 20 when concocting something, he critically fails to create his intended mixture. Because of the extremely volatile nature of the apothecary's chemicals, a critical concoction failure can be quite dangerous. When an apothecary makes such a spectacular failure, the DM should roll another 20-sided die and consult the Eureka Table for the results. Smart apothecaries always identify the results of a failed concoction before tossing it out, as some of the most important concoctions have been discovered by mistake.

***Table 5: Eureka! Table***

| Die Roll | Result |
|---|---|
| 1-2 | *Magical Discovery:* Roll once on the potion tables in the DMG |
| 3-4 | *Mundane Discovery*: The apothecary creates a known mixture. |
| *5-9* | *Disappointment:* The concoction is useless. |
| 10-13 | *Holy Smokes!*: A noxious cloud hovers over the Apothecary's house for 1d4 days. |
| 14-16 | *Flash Fire:* The resultant chemical flash blinds the Apothecary for 1d4 days |
| 17 | *Chemical Burn:* The Apothecary takes 1d8 points of damage and loses the use of his hands for 1d6 days. |
| *18-19* | *Minor Explosion:* The Apothecary's lab takes 1,000 gp worth of damage and the apothecary suffers 2d6 points of damage. |
| 20 | *Major Explosion:* The Apothecary takes 4d6 points of damage and his lab is completely destroyed |

If the apothecary rolls a 20 when identifying a particular material, his result will be significantly inaccurate. Sometimes, this means that he identifies a *healing* potion as a poison or vice versa, but it could also man that he identifies a *potion of ESP* as a *potion of red dragon control.* In these cases, the DM should do his absolute best to convince the players that the apothecary correctly identified the material.

To use the Concocting non-weapon proficiency, the apothecary must have a well-appointed lab at his disposal. Additionally, if the apothecary wishes to concoct something, he must have all of the ingredients on hand.

An apothecary must make a proficiency check only when attempting to identify a magical potion or devise a new or particularly complicated concoction (this automatically includes any and all

magical concoctions). Substantially strange or more complicated concoctions may demand a penalty to the proficiency check at the DM's discretion.
The Concocting proficiency costs one slot, is based off of the Intelligence score, and has a check modifier of -2.

***The Apothecary's Laboratory***
Each apothecary starts out with a basic laboratory in his home. This place is filled with all sorts of rare and exotic ingredients, as well as a vast store of more commonly used items. Maintaining this lab (keeping it stocked with ingredients, replacing broken apparatus, and upgrading laboratory equipment) costs 50 gp per month per character level.
If the lab is somehow destroyed, it costs the apothecary 1,000 gp per level to restore the lab to its former glory. If the apothecary does not have enough money on hand to entirely rebuild his sanctum, he may construct a lesser lab, but then he suffers a -1 penalty to any Concoction proficiency checks for each difference in level between himself and the lab.
*For example, Varda, a 2nd level apothecary, damages his lab during an experiment. It will cost him 2,000 gp to restore his lab to 2nd level. Unfortunately, Varda can afford to pay only 1,000 gp towards the restoration of the lab. After the repair, Varcia's lab is only 1st level while he is 2nd level. Thus, he suffers a -1 penalty (his level minus the lab's level) to any Concocting proficiency checks.*
When a transmuter apothecary is away from his lab, he loses the bonus spell that he can memorize with each level. If the lab was destroyed and only partially restored, he can only memorize the extra spells up to the level to which the lab is currently at.
In other words, if a 7th-level transmuter apothecary only had 5,000 gp with which to restore a lab, he would suffer a -2 penalty to all Concocting proficiency checks. Also, he would only be able to memorize his bonus spells for the 1st through 5th levels.

***Making Mundane Concoctions***
Apothecaries can make nonmagical pastes, pills and liquids with interesting effects. To do so, they need to gather all of the appropriate ingredients and bring them to their lab. They then make a check against their Concoction non-weapon proficiency. If they succeed, they end up with a potent concoction. If they fail, they end up with a mess. This mess is usually benign-unless the apothecary rolls a 20 on his Concocting
proficiency check. If this is the case, consult the Eureka table for results.
To create a concoction, the apothecary must Ent have a recipe. These instructions are hoarded and traded among apothecaries like spells among wizards. All apothecaries begin their career with a single recipe of their choice.
New recipes must be given to the apothecary by a colleague, found in another apothecary's recipe book, or discovered through diligent research. It is difficult to wrangle recipes out of other apothecaries, though, as these formulas are the product of many long hours of experimentation. Some apothecaries will sell their secrets to colleagues they trust implicitly. However, personal research is usually cheaperthough it takes more time.
Sometimes, it is possible to find recipes in old apothecary's journals, but these books are extremely rare. An adventuring party might conceivably stumble across one or take it forcibly from an opposing apothecary, but rarely will such books be available in book shops.

***Researching Recipes***
Independently researching a recipe is a time-consuming task. The Common Concoction table given later in this chapter describes the times and costs for researching several recipes, but DMs should familiarize themselves with these guidelines for researching new concoctions.
First, try to determine the concoction's equivalent spell level, if possible. If a particular spell can be cast by both mages and clerics, always use the mage spell. For instance, suppose an apothecary wants to come up with two liquids that glow brightly when mixed together. The DM, judging that As is a reasonable goal, checks for an equivalent spell and discovers that light, a 1st level wizard spell, fits the bill.

*Optional Rule: Research Limitations; Apothecaries cannot research a wipe for with a higher equivalent spell level than their own casting ability. For example, Sirellyn, a 3rd level apothecary,
cannot research a flammable concoction that has similar effects to a *fireball* spell until he reaches 8th level. Such a concoction is simply beyond the realm of his understanding.

Second, the apothecary must spend one week in research per equivalent spell level of the proposed concoction. The cost of such research is 200 gp per week. Following this formula, the glowing liquid in the above example would require 200 gp in materials and one full week to research.
After the apothecary spends his time and money researching, he must make a Concocting proficiency check. If he succeeds, the apothecary successfully discovers the correct recipe. If the apothecary fails, he cannot attempt to research the same recipe until he reaches another level.
An apothecary can learn as many different types of nonmagical recipes as he can afford to research. Many accomplished apothecaries have nonmagical concoctions for almost every contingency
**A Note about Nonmagical Concoctions:**
Nonmagical concoctims, should never be of equal power and duration to a magical potion, or spell. Although these mundane, mixtures may mimic some spell effects (such as the glowing liquid of the example) they should possess no more then a tenth of the power and duration of their magical counterparts

***Cooking up a Concoction***
Once the apothecary has successfully researched a concoction, he can "cook up" a batch any time. Each batch takes 2c16 days to make and costs 1d10x10 gp per equivalent spell level of the concoction.
Once the apothecary finishes the batch, he must check against his Concocting proficiency. If the check succeeds, the apothecary has brewed as many doses of the concoction as he rolled on the check. For example, an apothecary with three slots of the Concocting proficiency and an Intelligence of 15 attempts to make a batch of painkillers. His -2 check modifier and his +2 bonus for extra proficiency slots balance each other out, so he needs to roll a 15 or less to make a successful batch of painkiller. He rolls a 12 and has successfully brewed 12 doses of painkiller.
If the apothecary rolls a 20, he should consult the Eureka table for the results. Any new material created still needs to be identified by the apothecary. Furthermore, he must still research the exact recipe for the unintentional creation. An apothecary receives a +1 bonus to his proficiency check when researching his own accidental creation.

***Making Magical Concoctions***
When apothecaries reach 7th level, they can make magical concoctions. This includes all potions, oils, and other kinds of miscellaneous magical items of a concocted nature, including: *candle of invocation, dust of appearance, dust of disappearance, dust of dryness, dust of illusion, dust of tracelessness, dust of sneezing and choking, incense of meditation, incense of obsession, Keoghtoin's ointment, NoIzur's marvelous pigments, smoke powder, sovereign glue,* and *ultimate solvent.*

Making a magical concoction is just like making a normal one. First the apothecary must research a recipe and successfully brew it. However, researching and concocting magical items is much more expensive, in time and gold, than researching more mundane mixtures.

***Researching Magical Formulas***

In order to research magical formulas, the DM must first determine the item's equivalent spell level. This is equal to the magical item's XP value divided by 100, rounded up. Thus, a *potion of invisibility* (worth 250 XP) is the equivalent of a 3rd-level spell (250 XP-. 100 Xl`=2.5 rounded up to 3).

The research time for magical concoctions is two weeks per equivalent spell level. In addition, this research costs 500 gp per equivalent spell level. Researching a *potion of invisibility,* for instance, would take six weeks and cost 500 gp.

Once the apothecary completes his research, he must make a Concocting proficiency cheek. If it succeeds, the apothecary discovers the correct recipe. If he fails the check, the apothecary cannot attempt to research that particular recipe again until he reaches another level.

An apothecary can have recipes for as many different types of magical items as he likes. However, many of these recipes call for expensive and exotic ingredients, so wary DMs can control any potential abuses of this power.

***Cooking up a Magical Concoctions***

Cooking up a magical concoction is more involved than simply tossing all the ingredients together. It often requires gathering all sorts of strange and exotic bits and pieces to complete the recipe. For more ideas about how to handle this, consult the *DUNCEON MASTERS Option: High-Level Campaigns* book.

Making a batch of a magical concoction requires one full week of uninterrupted work and cost the item's XP value in gold pieces. The price of any rare or exotic ingredients should also be added to the overall cost of brewing.

Once the apothecary finishes the batch, he must check against his Concocting proficiency. If the cheek succeeds, he creates the potion. If the apothecary rolls a 20, however, he must roll on the Eureka Table to determine the results of his critical failure. Because of the highly unstable nature of magic, the apothecary adds +2 to his Eureka Table roll. Thus, it is more dangerous to make a mistake while brewing a magical concoction.

The apothecary must identify any accidental magical or mundane discoveries, and research the material before he can discover the exact formula for it. An apothecary gets a +1 bonus to researching a recipe for something he has accidentally created.

***Mixing Potions***

An apothecary can do a lot to prevent disasters when mixing different magical potions together. In order for the apothecary to bring his expertise to bear on the situation, he must spend at least one day examining the two potions. After this time, the apothecary makes a Concocting proficiency check.

If the apothecary succeeds, the DM should note the result of the roll. When the DM rolls on Table 111: Potion Compatibility in the *DUNGEON MASTER* Guide, he ignores any results less than the apothecary's concocting check result.

If the apothecary fails his concocting check, the DM should roll regularly on the Potion Compatibility table.

For instance, an apothecary with an Intelligence of 16 and one slot of the Concocting proficiency attempts to mix two potions together. After two days of research, he gives it a shot. He needs a 14 or less to succeed at his concocting check. He rolls a 9. This means that the lowest result possible for the compatibility check is a 9.

A clever apothecary will examine newly mixed concoctions before imbibing them. The cautious alchemist can know the results of the miscibility check if he makes a successful Concocting check. If the apothecary fails this check, he cannot try again until next level. If he rolls a 20 on his proficiency check the DM should roll again on the Potion Compatibility table and report the second result instead of the first one.

***Common Concoctions***

The following concoctions are nonmagical in nature and can be manufactured by nearly any qualified apothecary. Each entry fully describes the concoction in question.

**Research Time**: This is how long it takes to research this particular concoction's recipe.

**Research Cost**: This amount is the cost of researching a formula.

**Batch Time**: This is how long it takes to concoct a batch of this material.

**Batch Cost**: This amount represents the total cost of producing a batch of this concoction.

**Price Per Dose**: This is how much the typical apothecary charges for a dose of As concoction.

Note that many apothecaries traditionally come up with snappy names for their products. For instance, Neiglub (the apothecary featured at the end of this chapter) sells a relaxant under the name of Neiglub's Notable Napmaker.

***Aphrodisae***

This is a powder which dissolves in liquid. Less reputable suitors sometimes introduce this concoction into their companions' drinks. An aphrodisiac causes the user to believe that he or she is more attractive and desirable. In effect, the user believes that he or she possesses a Charisma score 3 points higher than the actual score. Of course, no actual Charisma increase takes place; the entire "bonus" is merely in the user's mind. The effect lasts 1d4 hours.

**Research Time**: 9 days
**Research Cost**: 270 gp
**Batch Time**: 9 days
**Batch Cost**: 90 gp
**Price Per Dose**: 9 gp

***Beauty Cream***

This is a thin, fragrant lotion that vanishes once rubbed into the skin. It softens the skin and restores a semblance of youth to the user's face and hands. Anyone who uses this cream gains +1 to their Charisma for an entire day If used every day for 10 days, the beauty cream adds +2 to the user's Charisma. These bonuses apply as long as the user maintains the treatment.

Beauty cream is usually a great source of income for an apothecary, as vain nobles habitually use this concoction. Since the consumer must constantly use the cream in order to enjoy its benefits, the apothecary is sure to have a steady income.

Beauty cream usually comes in tins containing seven doses, although apothecaries sell larger jars to their wealthy patrons.

**Research Time**: 12 days
**Research Cost:** 300 gp
**Batch Time**: 2 days
**Batch Cost**: 10 gp
**Price Per Dose**: 2 gp (or 7 doses for 10 gp)

***Chemical Light***

This concoction consists of two chemicals that, when mixed together, glow with enough light to read by. The two vials are usually swirled into A transparent glass globe, and the resultant mix gives off a sickly

green glow. Those who regularly use these devices purchase a staff with a special attachment on which the glowing globe can be fastened.
The light from this Mixture reaches out 20 feet from the globe and lasts I d4+ I turns. The liquid slowly dinis as it reaches the end of its duration.
**Research Time**: 4 days
**Research Cost**: 160 gp
**Batch Time**: 2 days
**Batch Cost**: 50 gp
**Price Per Dose**: 10 gp
**Price for Special Staff**: 3 gp

***Emetic***
This liquid induces vomiting when ingested. This can be helpful if a character swallows some sort of poison (poison classes G through J). If administered before the poison fully enters the victim's system (usually about half the poison's onset time), the victim in question receives mother saving throw.
The victim suffers 0-2 (1d3-1) hit points of damage for every episode of induced vomiting. However, this method is probably the most effective way (besides magic) to treat victims of ingested poison, as the emetic ensures that the victim's belly is entirely emptied
A bottle of emetic usually contains 2 doses, although it can be purchased in larger amounts.
**Research Time**: 1 week
**Research Cost**: 100 gp
**Batch Time**: 1 day
**Batch Cost**: 10 gp
**Price Per Dose**: 2 gp

***Healing Salve***
This is thick, sticky salve with a petroleum base. It causes wounds to heal at an advanced rate. After applying this material liberally to his wounds, an injured character heals 1 hit point per day, even if he's not resting. Also, the character will heal M4 hit points per day of rest and ld4+2 hit points for each day of complete bed rest. Each dose is enough for a single day. A tin of healing salve usually holds 10 doses.
**Research Time**: 1 week
**Research Cost**: 200 gp
**Batch Time**: 3 days
**Batch Cost**: 50 gp
**Price Per Dose**: 12 gp

***Painkiller***
This superb pill relieves the user of any sort of pain-from the common headache to the agony associated with large gashes from an opponent's knife. Unfortunately, a painkiller does not actually heal the sufferer. It simply allows the user to ignore the effects of the pain itself.
Besides its obvious day-to-day utilization's (healers often use these pills as an anesthetic), painkillers can be of great use to an adventurer. The pill takes one turn to take effect. After that, the user can ignore any effects of pain-including that associated with torture. In addition, a character reduced to 0 hit points or less can remain conscious. When the character hits -10 hit points, though, he dies.
The effects of the pill last ld3+1 hours. Once the painkiller starts to wear off, the user can simply take another pill to extend the benefits another ld3+1 hours. However, prolonged we of a painkiller may result in a permanent constitution loss. If an adventurer uses this pill more than three times in a week, he must make a saving throw versus poison or lose 1d4 constitution points. The adventurer must then make this saving throw every subsequent time he uses a painkiller.
**Research Time**: 13 days
**Research Cost**: 300 gp
**Batch Time**: I week
**Batch Cost**: 100 gp
**Price Per Dose**: 15 gp

***Poison***
Apothecaries can make all kinds of poisons, but only truly evil alchemists manufacture them for sale. A good-aligned apothecary never intentionally concocts poisons of any type, as possession of poisons is a serious crime in most societies. Even neutral or evil apothecaries hesitate to produce such illegal concoctions. In any event, production of poison is definitely an evil action. Good and neutral apothecaries who produce such mixtures are subject to severe penalties-including an alignment change.
As noted in the *DUNGFON MASTER Guide,* poison exists in many different forms, sixteen classes are listed in that book alone. The effects of these poisons are fully described in the *DMG.* The cost, both in time and money, for developing each of these poisons can be found on Table 6: Poison Creation.
Keep in mind that these costs vary greatly according to demand, legality, and numerous other factors. Most of these factors cause the prices to soar.

***Table 6: Poison Creation***

| Poison Class | Research Time (days) | Research Cost (gp) | Batch Time (days) | Batch Cost (gp) | Price Per Dose (gp) |
|---|---|---|---|---|---|
| A | 3 | 50 | 2 | 30 | 10 |
| B | 5 | 80 | 4 | 50 | 25 |
| C | 8 | 125 | 7 | 90 | 40 |
| D | 12 | 200 | 10 | 125 | 75 |
| E | 21 | 400 | 14 | 250 | 200 |
| F | 18 | 340 | 12 | 20 | 150 |
| G | 4 | 60 | 2 | 50 | 20 |
| H | 6 | 75 | 4 | 75 | 25 |
| I | 9 | 120 | 7 | 100 | 50 |
| J | 16 | 350 | 14 | 300 | 200 |
| K | 2 | 25 | 3 | 40 | 20 |
| L | 5 | 45 | 4 | 60 | 30 |
| M | 8 | 75 | 6 | 75 | 50 |
| N | 28 | 1,000 | 28 | 750 | 300 |
| 0 | 3 | 60 | 3 | 40 | 20 |
| P | 3 | 50 | 2 | 35 | 20 |

***Poison Antidotes***
Apothecaries have an old saying, "For every poison, there is an antidote." This is quite true. For this reason, most apothecaries keep sufficient quantities of antidotes close at hand. Antidotes work in one-third (round down) the minimum onset time of the poison they counteract. These antidotes cost (in terms of time and gold) just as much as their respective poison to research and make. However, most apothecaries sell them for half the cost of their corresponding poison.

***Relaxant***
This is a simple medicine that helps the user relax and go to sleep. It generally comes in a pill form that can easily be ground into a water solvent powder. The relaxant puts a user to sleep in 3014 rounds. The user remains asleep for 2d4 hours. An unwilling user receives a saving throw versus poison to avoid falling asleep. However, he must continue to make a saving throw every turn until he falls asleep or the medication expires.

This medicine is considered a poison; priestly spells such as slow poison and *neutralize poison* counteract the effects of a relaxant.

**Research Time**: 6 days
**Research Cost**: 120 gp
**Batch Time**: 1 week
**Batch Cost**: 30 gp

**Price Per Dose**: 6 gp

***Stimulant***

A stimulant is a medicine designed to keep the user awake and alert. The a person may normally need to sleep six to eight hours a day, anyone who ingests this pill can put off the need to sleep for 1d6+6 hours with no ill effects. In fact, the stimulant is so powerful that the user cannot go to sleep.

The user must make a saving throw versus poison every hour he wishes to remain awake after the pill's duration. Failure means that the user falls asleep. However, if a person remains awake for more than 72 hours, he begins to hallucinate. For every hour after 72 that the user remains awake, he suffers a -1 penalty to his Wisdom. Once a person's Wisdom reaches 0, he becomes a raving lunatic. For every hour the user sleeps, he regains one point of Wisdom.

This medication can counteract the effects of a relaxant for as long as the stimulant is still active. The effects of the two drugs balance each other out, so the user can go to sleep if he so desires.

**Research Time**: 8 days
**Research Cost**: 170 gp
**Batch Time**: 5 days
**Batch Cost**: 200 gp
**Price Per Dose**: 10 gp

## *Neiglub*

**Neiglub the Clever, Apothecary to Kings.**
**Male Human Transmuter Apothecary**

***Str***: 9 ***Dex***: 15 ***Con***: 10
***Int***: 17 ***Wis***: 12 ***Cha***: 11

**Armor Class**: 3 (studded leather)
**Level**: 7
**THACO**: 18
**Movement**: 12
**Hit Points**: 20
**Alignment**: Neutral Good
**No. of Attacks**: 1
**Damage/Attack**: By spell or weapon;
**Special Attacks**: opponents save at -1 against Neiglub's Alteration spells.
**Special Weaknesses**: Neiglub's spells have a 21% chance of failing when cast under stress.
**Weapon Proficiencies**: Knife, staff.
**Non-weapon Proficiencies**: Brewing (17), Concocting (18), Modern Languages (dwarvish, 17), Reading/Writing (18).
**Spells**: *Affect normalfircs, cantrip, comprehend languages, wizard mark; alter self, continual light,* and *wizard lock.*
**Equipment**: Aphrodisiac (1 close), emetic (5 doses), healing salve (10 doses), painkiller (4 doses), relaxant (3 doses), stimulant (7 doses), *potion of extra-healing W), potion of invisibility (x2), potion offlying, elixir of health W), potion of speed, ring of protection +2,* knife, staff, and spell components.

Neiglub is a thin man of average height in his middle forties. His hair is gray and thinning, although he wears long mustaches and a goatee to make up for the lack of hair. His eyes are sharp blue and hide a scheming mind.

**Role-playing**: Neiglub fancies himself a bit of a ladies man, although his track record is not very impressive. He is glib and friendly, but opinionated. In addition, he can become abrasive with those who do not agree with him. Despite this, he is an excellent friend. Neiglub may run at the first sign of danger, but he will certainly return at the first opportunity to effect a rescue.

**Combat**: Neiglub is a lover, not a fighter. Given the choice, he always tries to avoid a confrontation. He often tries to buy his foe a drink and then slip him a dose of relaxant. If that's not possible, Neiglub causes a distraction long enough to quaff his *potion of invisibility* and sneak away. If that doesn't work, he drinks his *potion of flying* and takes to the skies.

# *The Appraiser*

*Martia strode stealthily through the streets, her burden hidden carefully beneath her billowing cloak. A movement on a nearby rooftop caught her eye, a shadow briefly silhouetted against the remainder of a waning moon. When she lifted her head for a closer look, it was gone, and she wondered if she had in fact seen it at all.*

*She continued onward, taking a circuitous route through the cities winding streets, careful to avoid the many blackened alleys into which even the lights of the street lamps feared to roam. There, she knew, thieves and cutthroats lay in wait. As she rounded a final corner and topped a low hill, her destination came into view. The house of the appraiser stood taller than those around it- three stories at least-and a single light shone through a window set in the exact center of the top floor. A sign out front, barely visible in the flickering lights of the lamps, swung idly in a wind that Martia could barely feel.*

*Steeling herself, Martia knocked firmly on the thick door. Stepping back, she saw the light in the window fade slowly-though it soon reappeared on the second floor. Long moments later, a rattling sounded from behind the iron-bound oak door.*

*An eye-level slit in the door slid open, and a soft feminine voice crept out. "It is late. What do you want?"*

*Martia swallowed hard before responding. Her throat had suddenly gone dry. She croaked, "Neiglub sent me. "*

*The voice chuckled. "Yes, yes. I've been expecting you. " With that, the door opened to reveal a brunette in her early thirties. She wow a long, cotton nightgown, rumpled from lying in a bed. Her left hand bristled with rings, and she held a lantern in her right. "Enter, quickly fool. There are things on these streets I would rather not let in. "*

*Martia complied, turning around as she entered, barely glimpsing the woman waving off a shadow encroaching from a nearby alley. It quickly disappeared.*

*"Nebless?" asked Martia, unsure she had the right person.*

*"Yes?" responded the woman as she led her guest into a small sitting room and directed her to a chair. Hanging the lantern on the wall, size lowered herself into the chair opposite Martia and asked, "How can I be of service?"*

*Martia hesitated, and then threw back her cloak. She unfastened her bladefrom her belt and handed it over to Nebless hilt first. "This blade, what can you tell me about it?"*

*Nebless drew the sword from its scabbard, then stood and held it up to the lantern, scrutinizing the Weapon. "Very fine make. Obviously enchanted. " She stepped back and swung the blade about a few times. "Nicely balanced. " She turned to Martia. "I'll give you a thousand gold for it. "*

*"It's not for sale! " Martia blurted. "I just want to know who it belonged to."*

*Nebless harrumped and turned back to the inscriptions along the blade. Suddenly, the blood drained from her face. "My dear," she whirled on Martia, "do you realize what you've got here?"*

*Martia nodded.*

*"It's one of the Seven Swords."*

*"But which one is it? My father wielded the Blade of Honesty. I slew Drahlix with this, but only my father's sword can prevail against my next target."*

*Nebless grimaced. "This is the blade of Chastity. Apparently you bested the dragon with the virgin's edge. "*

*Martia's face fell. Without her father's sword, she was without hope.*

*Nebless noticed the young womans reaction. "Fret not, dear. I are well-versed in the legends surrounding the swords, and I believe I can help you.*

*"Are you saying you know where the Blade of Honesty is?"*

*Nebless laughed with a twinkle in her eye. "Hardly, but I know someone who does. "*

Appraisers are people who know how to identify items and establish a reasonable approximation of their fair market value. Often they enter business as merchants, purchasing items brought to them and then selling the items for maximum profit. Appraisers usually pay their clients about half of what they believe they can get for the item in question, making their living on the substantial profit margins.

Seedy appraisers, those not afraid to deal with the poorer elements of their neighborhoods, sometimes work as pawn brokers. They hand out loans for about half the value of an item used as collateral. If the client defaults on the loan, as often happens, the pawn broker gets to keep, and then sell, the held item.

Another type of appraiser is not afraid to get his hands dirty. He purchases obviously stolen material for a quarter (or maybe 10 percent) of its worth and then sells the "hot" items to discreet customers. This fence receives a much higher return on his investment, but he must deal with criminals (always a dangerous lot). In addition, he takes the risk of running afoul of either the law or the original owners of the stolen pieces.

Each of these appraisers has several things in common. They use the same skills, and they operate their businesses in similar ways. The only real difference among them is their clientele.

### Experience, THAC0, and Hit Dice

Appraisers have their own level advancement as shown on the Appraiser Experience Levels table. Appraisers spend more time establishing contacts and moving in social circles than they do learning how to use weapons. Most appraisers know little about swordplay, preferring to leave those duties to their guards. For this reason, appraisers use the rogue's THACO table and saving throw chart.

Appraisers gain one six-sided Hit Die per experience level up to the 8th. After that, they gain two hit points per level, but do not gain any extra hit points from high Constitution scores.

***Table 7: Appraiser Experience Levels***

| Level | Xps | Hit Dice (6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1250 | 2 |
| 3 | 2500 | 3 |

| | | |
|---|---|---|
| 4 | 4500 | 4 |
| 5 | 9000 | 5 |
| 6 | 17,500 | 6 |
| 7 | 35,000 | 7 |
| 8 | 60,000 | 8 |
| 9 | 90,000 | 8 + 2 |
| 10 | 140,000 | 8 + 4 |
| 11 | 200,000 | 8 + 6 |
| 12 | 400,000 | 8 + 8 |
| 13 | 600,000 | 8 + 10 |
| 14 | 800,000 | 8 + 12 |
| 15 | 1,000,000 | 8 + 14 |
| 16 | 1,200,000 | 8 + 16 |
| 17 | 1,400,000 | 8 + 18 |
| 18 | 1,600,000 | 8 + 20 |
| 19 | 1,800,000 | 8 + 22 |
| 20 | 2,000,000 | 8 + 24 |

### *Ability Scores*

The life of an appraiser may seem like an easy one on the surface, but these purchasers and purveyors of goods work hard for their money. They must astutely size up not only the merchandise that comes their way, but also the people with whom they do business. In addition, appraisers must earn the good will of their customers, or at least the good will of those who would protect them from disgruntled customers.

For this reason, all appraisers must have a minimum Intelligence of 12, a minimum Wisdom of 10, a minimum Dexterity of 9, and a minimum Charisma of 9. Intelligence is an appraiser's prime requisite.

### *Permissible Armor Weapons*

Despite their rogue-like natures, many appraisers do not have much use for breaking into places and stealing. In addition, most appraisers prefer not to wear armor when on the streets of a city, as they believe that a person who wears armor only invites trouble. A good appraiser knows that this can scare off potential customers, some of whom may be fugitives who do not need any added trouble.

Still, appraisers can wear any kind of armor they like. However, armor affects an appraiser's thieving abilities exactly as it does any &her rogue (see Table 29: Thieving Skill Armor Adjustments in the Player's *Handbook* for full details). If an appraiser wears any armor heavier than studded leather, he forfeits all of his thieving abilities-except for reading languages.

Appraisers can use a club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, short sword, or staff, just like a rogue. They do not spend enough time on weaponry to learn the use of other weapons.

### *Individual Experience Awards*

Despite their rogue-like natures, appraisers concentrate their skills more on buying and selling than stealing. Thus, their individual class awards differ slightly from hose of a rogue. Use Table 8: Appraiser Experience Awards for determining how many experience points an apprais er deserves at the end of a scenario.

**Table 8: Appraiser Experience Awards**

| Action | Award |
|---|---|
| Per successful use of a special ability | 100 XP |
| Per successful identification of a magical item | 200 XP |
| Per gold piece value of item successfully sold | 2 XP |

An appraiser receives two weapon proficiency slots at 1st level and a new one every four levels (at the 4th level, 8th level, and so on). He suffers a -3 penalty when using a weapon with which he is not proficient.

An appraiser also receives three non-weapon proficiencies at lst level and gains a new proficiency every four levels after that (at the 4th level, 8th level, and so on). Appraisers can choose from rogue, wizard and general proficiencies without additional cost.

### *Thieving Abilities*

As a class, the appraiser is most closely aligned with that of the thief. A 1st-level appraiser's base thieving skill scores are listed on the Appraiser Thieving Skill Base Scores table. These differ from the standard thief's base scores, owing to the fact that the appraiser spends more time in an office than out "in the field."

Appraisers use the same racial and Dexterity skill adjustments that thieves do for their base scores. See Table 27: Thieving Skill Racial Adjustments and Table 28: Thieving Skill Dexterity Adjustments in the *Player's Handbook* for full details.

When starting out, the appraiser receives an extra 40 percentage points to add to his base scores as he likes. No more than 20 of these points can go into a single skill, otherwise the player may spread points among the skills as he wishes.

When an appraiser reaches another level, he automatically adds 5% to his read languages skill. He then receives another 20 percentage points to distribute among his skills as he likes. No more than 10 points per level can be assigned to a single skill, and no skill can reach higher than 95%,taking into account all adjustments for race and Dexterity.

As an option, the DM can state that the appraiser may only raise those skills that he actually used during his last level. Since most appraisers rarely use skills like pick pockets, these skills will quickly atrophy, while others increase dramatically.

| Skill | Base Score |
|---|---|
| Pick Pockets | 5% |
| Open locks | 10% |
| Find/Remove Traps | 5% |
| Move Silently | 5%. |
| Hide in Shadows | 5% |
| Detect Noise | 5%. |
| Climb Walls | 40% |
| Read Languages | 10% |
| Appraisal | 10% |

### Read Languages

Unlike thieves, appraisers automatically begin with 10 points in their read languages skill. This reflects the fact that reading languages is an essential skill for an appraiser. The ability to decode ancient letters on an item often means the difference between a good deal and a bad one.

### *Appraisal*

Appraisal is a new thief skill available to appraisers only. It replaces the Appraising proficiency.

Appraisal permits the NPC to approximate the worth of a particular item. Appraisers with a poor appraisal skill may soon find themselves out of business.

Appraisal rolls are not required for common items -only for special pieces. Just about everyone is aware, for instance of the price of a good long sword. It takes a master, however, to correctly assess the value of a rare gem, magical item, or work of art.

Appraising an item takes 1d10 rounds. In certain cases, a close inspection with a jeweler's tool or a magnifying glass can assist the appraiser in his job. The use of these tools adds 10 percentage points to the appraisal skill when the appraiser inspects small items, obscure inscriptions, or gems.
In certain cases, the DM should apply penalties to the appraiser's attempt. This can range from -5 percentage points for pricing a weapon still caked with blood to -60 percentage points for identifying a particular rare jewel prized by an ancient culture. Appraisers often consult with historians to establish the identity of certain notable pieces. Such information can be incredibly useful. This consultation helps to offset any penalties the appraiser might have when appraising rare and exotic items. The DNI can add a 5-50 percentage point modifier whenever an appraiser consults with a historian. These modifiers should never exceed the penalties applied to the appraising attempt.

The DM should secretly roll for every appraisal attempt. If the appraisal roll succeeds, the appraiser comes up with an estimate of the item's worth that is accurate to within 10% of the item's true value (known only to the DM). The DM can determine the appraiser's exact percentage of error by examining the appraisal roll. If the tens digit a the appraisal roR is odd, the appraiser estimates too low. If the tens digit is even, he estimates too high. The ones digit gives the exact percentage by which the estimate was off.

For example, Nebless examines an item worth 500 gp. Her appraisal skill score is 75%. The DM rolls a 65, so the appraisal is relatively accurate. Since the first digit of the appraisal roll is even, the estimate is low. The second digit of the roll shows that the appraisal erred low by 5% Nebless estimates the item is worth 475 gp.
If the appraisal roll fails, the DM should subtract the character's appraisal skill score from that die roll. Then the DM adds 10 to that number. This final number is the amount by which the appraisal is off. Again, if the tens digit is odd, the appraiser estimates too low If the tens digit is even, he estimates too high.
For example, Nebless examines another item worth 500 gp. The DM rolls an 87; she fails the basic skill check by 12 more than her skill of 75%, so she is off by 22% (12+10). Since the tens digit is even, she estimates too high. Nebless places the value of the item at 610 gp.

An NPC's race and ability scores affect the appraisal skill. These modifications are represented on Table 10: Appraisal Racial Adjustments table and Table 11: Appraisal Intelligence Adjustments table shown below.
Note that the ability score changes for the appraisal skill are based upon the appraiser's Intelligence, not his Dexterity. Dexterity does still influence an appraiser's other thieving skills.

| Race | Modifier |
|---|---|
| Human | - |
| Dwarf | +10% |
| Elf | -5% |
| Gnome | +10% |
| Half-elf | - |
| Halfling | -5% |

| Intelligence | Modifier |
|---|---|
| 12 | -5% |
| 13 | - |
| 14 | |
| 15 | - |
| 16 | +5% |
| 17 | +10% |
| 18 | +15% |
| 19 | +20% |

***Backstab***
Appraisers can backstab just like thieves. However, they spend most of their time in shops and not on dangerous streets. Because of this, appraisers are not nearly as skilled at backstabbing as are normal rogues.

| Appraiser's Level | Damage Modifier |
|---|---|
| 1-6 | -2 |
| 7-12 | -3 |
| 13-18 | -4 |
| 19+ | -5 |

***Thieves Cant***
Due to their constant exposure to thieves, appraisers can understand quite a bit of their secret communication-called thieves' cant. For every level of experiencv the appraiser has a 10% chance of understanding thieves' cant. At 10th level, for example, the chance is 100%. The DM can adjust this chance for individual characters who have a greater or lesser exposure to thieves.

***Scroll Use***
Appraisers can read scrolls at 8th leveljust like thieves. Their chance of error is only 20%.

***Buying and Selling***
Appraisers are not in business simply to look at pretty objects. Profit is the bottom line, and appraisers make their profit by that age-old maxim of buying low and selling high.
After estimating the worth of an item, an appraiser might offer to buy it-if he thinks there is a market for such a thing. He will generally offer half of the item's estimated retail price.

If the item is something easily converted into the currency of the realm-like precious gems or coins from another land-the appraiser will offer more (up to 90% of the item's value).
Purchasing an item involves a certain amount of risk. After all, an appraiser who cannot sell a recently purchased item loses money This is why most appraisers make low offers when purchasing items.

***Stolen Goods***
If something is obviously stolen (or the appraiser believes that it is), the risk to the appraiser is even greater. If local law enforcement officials catch the appraiser, the best he can hope for is to lose the gold he paid for the item. However, the appraiser could face imprisonment or even a long torture session in which he'll give up the names of those who sold him the stolen piece. This is why most appraisers refuse to traffic in stolen goods. Some less-than-lawful appraisers, however, specialize in such fencing. Unfortunately, the danger and complexity of fencing stolen goods forces the price of the items down. A fence's first offer for most stolen goods is about 20% of its true value. If the item is well known, the offer can dip as low as 10%. A fence never offers to pay more than 40% of a stolen item's overall value.

***Reputation***
The saying that a person is only as good as his reputation goes triple for appraisers. They trade upon their believability and their

honesty. If a customer does not believe the results of a particular appraisal, he will not sell his goods to that appraiser.

When an appraiser makes an estimation of an item's worth, the information doesn't just blurt out of his mouth. He has to decide what to tell his client. If the appraiser hopes to purchase the item, the temptation to report a lower-than-actual price can be overwhelming. Smart appraisers build their need for profit into their bargaining instead of lying to their customers. After all, the client can always walk out the door and get a second opinion from someone eke.

If an appraiser earns a reputation for dishonesty, his business will steadily decline; only those of less-than-savory reputations themselves will frequent his shop. Some appraisers make a profitable living fencing stolen goods, but even they must keep a semi-honest reputation. Cutthroats and thieves are notoriously short-tempered with those who try to cheat them.

***Detecting/Identifying Magical Items***

At 1st level, all appraisers can detect whether or not an item is magical. This ability is similar in effect to the *detect magic* spell. An appraiser can attempt to do this once per day per level. The appraiser must make a successful appraisal skill roll in order to detect magic. Failure means that the appraiser does not know if the item is magical.

***Optional Critical Failure Rule***

If the appraiser rolls a 99-00 when attempting to detect magic, he inadvertently activates the item. This may not *seem* dangerous when dealing with standard magical weapons and armor, however, accidentally activating a *wand of fireballs* could prove potentially devastating. Note that charged items -such as wands, staves, and rods-lose a charge when accidentally set off by an appraiser's critical failure.

After reaching 3rd level an appraiser can identify magical items as per the wizard spell of the same name. This ability requires no actual spellcasting and is nowhere near as exhausting to an appraiser as casting the actual spell. Appraisers cannot identify artifacts or relics.

To identify a magical item, the appraiser must spend one full day inspecting it and consulting local historians. The materials for this identification process cost one-half of the item's XP value. Appraisers usually pass this cost on to the owner of the item, in addition to their usual fee of 1-3%, of the item's determined value. To identify the item, the appraiser must roll under his appraising skill score. Failure indicates that the appraiser has not identified the item. A roll of 100 means that the appraiser has somehow misidentified the magical item. In addition, the DM can use the critical failure rule described above. If the appraiser succeeds, he can identify the magical item just as if he had cast the *identify* spell.

Once an appraiser reaches 8th level, he can make even more accurate and precise identifications of magical items. When an 8th-level appraiser attempts to identify a magical item, the DM should give him the same bonuses as a wizard who grinds up a *luckstone* and adds it to the material component of the *identify* spell. In other words, the appraiser can always determine the exact number of bonuses or charges that an item possesses once he reaches eighth level. In addition, he can figure out all of the functions of a multi-function device with a single attempt.

***Contacts***

People frequent an appraiser's shop because the appraiser has a network of merchants to whom he can sell an item at a good profit-thus ensuring a good deal on the original sale. This network allows the appraiser to get a better price for an item than any adventurer could ever hope to achieve.

These contacts trust the appraiser. They know that the appraiser has a reputation to uphold, and if he fails to do so, he will soon be out of business. The hero has no such reputation to rely upon-at least not as an entrepreneur.

Thus, a good appraiser will give an adventurer a fair price for any items brought to him. This can save the hero untold hours of haggling.

An appraiser gains a contact at each level of experience. So, at 8th level, an appraiser has eight contacts. For this reason, an appraiser often stays in one place for his entire life. If he moves about from one place to another he loses touch with his contact.

When first made, an appraiser's contact is 1d4-2 levels below the appraiser. In this way, the appraiser's new contact will be anywhere from a single level below him to two levels above him. At the DM's option, appraisers can use the rules in Chapter 11 to determine how their contacts rise in levels as the appraisers themselves progress in experiences. Otherwise, assume that the appraiser's contacts move up one level in experience for every two levels that the appraiser reaches. The appraiser will soon outstrip any of his contacts in experience.

However, just because a contact is lower level than the appraiser does not mean that he is any less useful. It means that he or she may not possess the resources to meet the appraiser's constantly increasing needs.

***Changing Contacts***

Each contact is characterized not only by his level but also by who he is and what he does. The appraiser tells the DM what kind of contact he is looking for, and then the DM comes up with an appropriate contact.

For instance, at 5th level the appraiser rolls 1d4-2 and gets a 0 (2-2); this means that the appraiser gains a new 5th-level contact. Recently, the appraiser has dealt almost exclusively with religious items. Thus, the DM decides to give the appraiser a local 5th-level cleric as a contact. He arranges for the two characters to meet and become friends-or at the very least realize how they could mutually profit from knowing and working with each other.

If at all possible, the process of gaining a contact should be worked into the game. A new contact should never arrive instantly or become a simple note on the NPC's sheet. Instead, the DM should set up an appropriate encounter in the course of the game in which the appraiser meets his new contact.

***Selling Items***

When an appraiser wants to sell an item, he usually approaches one of his contacts. Otherwise, he simply puts the item up for sale and hopes for the best. When an appraiser decides to sell an item to one of his contacts, he must make a roll against his appraising ability. If he makes the roll, he has sold the item. The percentage of the item's true value that he receives is equal to double his appraisal roll.

For instance Neblss tries to sell an item worth 500 gp (no matter what her estimation of its worth might happen to be). She rolls against her appraising skill of 75% and gets a 64. This means that she gets (2x64) 128% of its true value, or 640 gp.

If the appraiser chooses to put an item up for sale on the general market, he only receives a percentage of the item's actual value

equal to his appraisal roll. Thus, if Nebless tried to sell a 500 gp item on the general market, she would only receive 64% of the item's total worth.

***Fees***

Occasionally, an appraiser will offer his services for free. After all, the first person to appraise an item often has the first opportunity to buy the item. However, most appraisers charge a fee for their expertise. This fee ranges anywhere from 1-3% of the item's estimated value. Additionally, appraisers charge higher fees for identifying magical items.

Nebless the Fence
Female Human Appraiser

Str: 10
Dex: 15
Con: 11
Int: 10
Wis: 17
Cha: 16
Armor Class: 6 (no armor)
Level: 5
THACO: 18
Movement: 12
Hit Points: 18
Alignment: Neutral
No. of Attacks: 1
Special Attacks: None.
Special Weaknesses: None
Thieving Abilities
PP: 05% DN: 10%
OL: 40% CW: 40%
Ft: 55% RL: 35%
MS: 5%, AP: 75%
HS: 5%
**Weapon Proficiencies**: Knife, short sword, hand crossbow.
**Non-weapon Proficiencies**: Ancient history (16), Forgery (14), Local History (16), Reading/Writing (11).
Equipment: Knives (one in a plain scabbard at her belt and one tucked invisibly into her right boot), *magnifying glass* (adds +10% to her appraisal skill), *cloak of protection +3, philter of glibness, ring of truth, ring of blinking.*

Nebless is a brown-haired, green-eyed beauty in her early thirties. She is a charming woman with many suitors - although none of them have proved sharp or charming enough for her. Still, this doesn't prevent newcomers from trying all the time.

**Role-playing**: Nebless is supremely self-confident She excels at her chosen profession and knows it. She has many city friends in high and low places. Nebless has lived in the city all her life and has no plans to leave.
Nebless can seem a bit haughty to those who do not know her. However, anyone who decides to test her mettle can not find her wanting. She is razor-sharp, wealthy, and well-connected. No streetwise person would dare assault her.
**Combat**: If faced with a threat, Nebless always tries to talk her way out of it, preferring to make friends instead of enemies. Failing that, she uses her *ring of blinking* to effect an escape.

# *The Blacksmith*

*Hoppsman raised the hammer and brought it down hard on the barely shaped lump of metal. Pumping his massive biceps, he repeated the motion again and again, beating the slab of steel mercilessly, forming it with his powerful blows and shaping it to his will.*

*Wrestling with metal was Hoppsman's true calling. The only time that he truly felt alive was when he created something from nothing, like forging a blade from a shapeless lump of steel.*
*Hoppsman kept pounding away at the metal rod until it took the shape of the image that glowed in his mind like the coals over which he feverishly worked.*
*After what seemed like an hour, Hoppsman stopped for a moment to wipe the sweat from his brow. The thin strip of cloth he, wore tied around his fore head had long since soaked through, and the salty fluid flowed into his eyes. His dwarven eyebrows and beard were dusted with a thin crust of that same salt, as the sweat soaked his hair and then dried by the heat of the forge.*
*Hoppsman tossed the hammer to one side, ignoring the clatter it made as it skittered across the cut stone floor. Then he stabbed the still-hot blade into a barrel of water, deeply inhaling the steam that rose from its passing. He hefted the half-made blade in his hands. It was well balanced, and as he swung it about, it became a deadly extension of his arms.*
*He stripped off his black apron, and carried the weapon to his grindstone. As he opened the bladder that would drip water onto the stone wheel at a steady rate, he thought about how many of his ancestors worked at this same wheel before him and how many blades he sharpened on its wide, curved side. The dwarves of his clan had made many an excellent blade, but this particular one would be legendary.*
*Just as he set the blade to the stone, Hoppsman heard the distinctive sound of a throat being cleared. In one smooth motion, he swung himself around, bringing the unsharpencd blade before him. "Hold!" he cried. "Stay where you are, or I'll run you through. This blade may still be dull, but it will only hurt that much more!"*
*Before him stood a tall, thin, hooded figure in a dark cloak-a human by the height of it. "Fear not, blacksmith. My apologies for interrupting your work. I did not mean to startle you. "*
*The voice was feminine, but untouched by tenderness; it held a warrior's intonation. The woman was holding out her hands. In her right, she grasped a wrapped blade with a fine scabbard peeking out through the strips of cloth.*
*Hoppsman harrumphed. "I T'was not startled, lady, but it pays to be cautious. How did you get down here? There are guards. "*
*The woman swept back her hood, and her red hair spilled out, cascading down her shoulders. She stepped forward and began to unwrap the sword, setting it down on the low table that stood almost between them, "My name is Martia. The king himself granted me audience and then sent me down here to see you, the greatest of his smiths. " Hoppsman smiled in spite of himself. "He thought you could help me with this."*
*The wrappings removed, Martia pulled the blade from its sheath; it came out in three separate pieces. Throwing caution to the wind, Hoppsman dropped the blade in his hand and stepped forward to examine the sword. After a long moment, he looked up at Martia, a soft glow of awe in his eyes.*
*"It's the Blade of Honesty. If was supposed to be destroyed," he whispered hoarsely.*
*"And so it was," gestured Martia. "But I need it once more. With it I can finally fell Cardax, the necromancer who rules my lands with an ironfist. Can you help me?"*
*Hoppsman cradled the fragments of the legendary Blade in his hands, marveling over them for a moment. "Oh yes, milady. Nothing short of death could stop me. "*

Blacksmiths are men and women who mine ores from the ground and transform them into the purest metals. These metals are then made into strong or precious alloys that the blacksmith beats, twists, and forges into useful items.
Some smiths content themselves with shoeing horses. Others specialize in manufacturing fine suits of armor. Still others concentrate on the creation of weapons like hammers, maces, swords, and even arrowheads.
Adventurers need blacksmiths more often than they might think. Many heroes purchase their arms and armor from blacksmiths (or at least from merchants who purchased such goods from a blacksmith), but never think about maintaining their equipment. Yet when the hero escapes from a dungeon, it's not only his body that has sustained damaged. His armor is full of scratches, holes, and newfound chinks, and his sword is notched and dulled.
Without proper upkeep, these bits of equipment eventually break. Unfortunately, a mail shirt doesn't tend to fall apart while its wearer walks along a city street. No, most often it shreds when shuck by a blow from a murderous foe, leaving an adventurer entirely undefended against the next attack.
Regular visits to the neighborhood blacksmith can prevent such tragedies. Mail that is kept in shape and weapons that are kept sharp are (nearly always) dependable. The investment in time and money is a worthwhile one.
Of course, the blacksmith can help in more mundane ways as well. In many small towns, blacksmiths are the only source of nails, cast iron pots, wire, and a host of other everyday items. They can also repair those items that are old and broken.

### *Experience, THAC0, and Hit Dice*

Blacksmiths have their own level advancement as shown on the Blacksmith Experience Levels table below. Blacksmiths spend most of their time honing their skills at the forge. In addition many blacksmiths spend time practicing with weapons and armor. These smiths understand that it is useful to know how to wield the weapons and armor that they craft. After all, how can a master blacksmith continue to improve upon his swordmaking technique if he isn't really sure how best to handle such a blade in actual combat. For this reason, blacksmiths use the warrior's THACO table and saving throw chart.
Blacksmiths gain one 10-sided Hit Die per level and receive bonus hit points for high Constitution scores until 8th level. However, these craftsman receive only two hit points per level after the 8th. In addition, blacksmiths do not gain bonus hit points from their Constitution after 8th level.

| Level | XPs | Hit Dice (d10) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 2,000 | 2 |
| 3 | 4,000 | 3 |
| 4 | 8,000 | 4 |
| 5 | 16,000 | 5 |
| 6 | 32,000 | 6 |
| 7 | 64,000 | 7 |
| 8 | 125,000 | 8 |
| 9 | 250,000 | 8+2 |
| 10 | 500,000 | 8+4 |
| 11 | 750,000 | 8+6 |
| 12 | 1,000,000 | 8+8 |
| 13 | 1,250,000 | 8+10 |
| 14 | 1,500,000 | 8+12 |
| 15 | 1,750,000 | 8+14 |
| 16 | 2,000,000 | 8+16 |
| 17 | 2,250,000 | 8+18 |
| 18 | 2,500,000 | 8+20 |
| 19 | 2,750,000 | 8+22 |
| 20 | 3,100,000 | 8+24 |

### *Ability Scores*

Blacksmithing is tough, and the vast majority of people are not suited for it. It requires incredible muscular power and endurance, as well as the ability to understand basic metallurgy. A good dash of common sense is helpful, as the blacksmith works in the real world, not in some pristine laboratory. In addition, nimble fingers help the blacksmith, for he works with sharp tools.
For these reasons, all blacksmiths must have a minimum Strength of 12, a minimum Intelligence of 9, a minimum Wisdom of 9, a minimum Dexterity of 9, and a minimum Constitution of 12. Strength and Constitution are a blacksmith's prime requisites.

### *Permissible Armor and Weapons*

Blacksmiths have no restrictions on arms or armor and can use any kinds of weapons or protection that they like. Because they can get metal cheaply and create the necessary items on their own, most blacksmiths prefer to use metal items - particularly those used in melee combat.

### *Individual Experience Awards*

Despite the fact that they are closely aligned with warriors, blacksmiths concentrate their skills more on making objects than using them. Thus, their individual class awards differ slightly from those of a warrior. Use the Blacksmith Experience Awards table for determining how many experience points a blacksmith earns during the course of a scenario.
When consulting the table, a "major" item refers to an entire weapon or suit of armor. Pieces of a weapon (like an arrowhead) do not count, nor do more domestic items such as horseshoes or pots and pans.

**Blacksmith Experience Awards**

| Action | Award |
|---|---|
| Per major item made | 200 XP |
| Per major item repaired | 100 XP |
| Per gold piece value of item successfully sold | 2 XP |
| Per magical item repaired | XP value of item |

### *Profiencies*

A beginning blacksmith gets three weapon proficiency slots at lst level and receives a new one every three levels (at the 3rd level, 6th level, and so on). A blacksmith suffers a -3 penalty when using weapons with which he is not proficient.
A blacksmith also receives four non-weapon proficiencies at 1st level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on).
At lst level, the blacksmith must select Blacksmithing, Armorer, and Weaponsmithing as non-weapon proficiencies. Normally the Armorer and Weaponsmithing proficiencies cost multiple slots, but due to the blacksmith's dedication to his art, these necessary proficiencies cost him only a single slot.
The fourth proficiency slot can be spent on anything that the blacksmith wants. Some proficiencies are particularly helpful to the blacksmith- Animal Handling makes it easier for the blacksmith to shoe horses. Artistic Ability permits the blacksmith to make his work more than simply functional-it can be beautiful as well. Blacksmiths sometimes choose Heraldry as a non-weapon proficiency so they can inscribe the proper crests and symbols on shields and armor.
Some blacksmiths take up Mining so they can mine their own ore, or, at the very least, negotiate the lowest price when purchasing it from other miners. Other blacksmiths learn to construct ranged weapons through use of the Bowyer/ Fletcher proficiency.
Blacksmiths can choose proficiencies from the general and warrior

groups with no additional costs.

***Warrior Abilities***
Although blacksmiths are closely aligned with warriors, they do not possess all of the warrior's abilities.

***Exceptional Strength***
Like warriors, blacksmiths who have a Strength of 18 can roll percentile dice to determine exceptional ability. This is due to long hours spent over the forge beating raw metals into useful shapes.

***Extra Attacks***
The blacksmith never makes multiple melee attacks per round. No matter what the blacksmithh's level, he can attack only once per melee round.

***Weapon Specialization***
Unlike warriors, blacksmiths cannot specialize in a weapon. They devote most of their time to making weapons, not using them. While they are not unfamiliar with the use of arms, blacksmiths simply do not have the extra time to master a specific weapon. Blacksmiths do, however, receive a +1 to all attack rolls and +2 to all damage rolls made with a warhammer. This is due to the fact that the blacksmith works with the hammer all day and can wield it as if it were an extension of his actual arm.

***Prices of Metallic Items***
Blacksmiths can make their own metals out of raw ore. This is time consuming, but they have to pay only about half the normal value of the resultant metal. It takes a blacksmith 1d6 weeks to reduce ore to basic metals.
Once the blacksmith has the metal, he can make any metallic items he wants (subject to any success with his Blacksmithing proficiency, of course). The total retail cost of an item includes the cost of materials (25%), the blacksmith's time and effort (50%), and the overall profit on the item (25%).
Merchants regularly sell weapons in many different kinds of stores. Armor, however, is a different story. The armoreor must custom-fit the armor to the wearer, otherwise it may cause the wearer some problems in combat. Blacksmiths will usually charge an additional 5% of the armor's cost to cover the custom-fitting process.

***The Blacksmiths tools***
The blacksmith must have access to a forge, a bellows, a coal-fed fire, his trusty hammer and anvil, and all the other elements of a fully equipped smithy in order to fashion items out of metal.

All blacksmiths start out with a modestly appointed smithy at lst level. If this smithy is somehow destroyed, or if the blacksmith wishes to build a new smithy for any other mason, it will cost him 500 gp for every experience level that he has.

Actually making an article of equipment mayor may not require a proficiency roll, depending on the complexity of the item. The blacksmith can automatically craft a simple item-like a batch of nails. Conversely, constructing a full suit of field plate complete with embossed heraldry is quite difficult. Such a task might warrant a -4 penalty to the blacksmith's Armorer proficiency roll. The DM should determine the extent of any modifiers to the Blacksmithing proficiency check.

***Which Proficiency to use?***
When the blacksmith makes armor of any kind, he rolls against his Armorer proficiency. When he wants to make a weapon, he rolls against his Weaponsmithing proficiency. When a blacksmith fashions any other metallic item, he rolls against his Blacksmithing proficiency.

For more details about the use of each proficiency, consult the "Proficiencies" chapter in the *Player's Handbook.* This chapter also lists the length of time required to make armor and certain common types of weapons.

***Maintaining Equipment***
The rules that follow apply to all characters-not just blacksmiths. Adventurers' gear undergoes a great deal of abuse in the course of their travels. Heroes must continually sharpen their blades, smooth out the dents in their chestplates, and repair the broken links of their mail, or these essential objects will fail at the most inopportune time-mostly when heroes need these items to stave off death.

***Damaging Armor***
Whenever a character sustains damage from an attack in which the attacker rolled a natural 20, the defender's armor must make a saving throw versus crushing blow. The DM should then consult Table 52: Weapon Type vs. Armor Modifiers in the *Players Handbook* and apply the specific modifier to the armor's saving throw roll.
For example, a fighter wearing chain mail is struck by a club-wielding ogre that rolled a 20. The chain mail's save vs. crushing blow is a 7. The fighter rolls an 8, but the DM subtracts 2 from the roll after consulting Table 52. The final roll is a 6, which is insufficient to save versus the attack.
Magical armor add +1 to its saving throw for every +1 of its bonus. If the armor in question makes its save, it remains unaffected by the blow. Armor that fails this saving throw, however, sustains damage. The DM should treat damaged armor as if it were poorly made; the armor is still usable, but it functions as 1 AC worse than usual. Unlike the disguised weakness of poorly made armor, however, the weaknesses of damaged armor are quite obvious. Anyone who looks at a suit of damaged armor can clearly see the rents, dents, and tears.
Damaged armor requires skilled repair by someone with the Armorer proficiency. Until that time, the armor suffers a -1 to any future saving throws. This penalty is cumulative. A suit of armor damaged three times without repair suffers a -3 penalty to all saving throws.
Nonmagical armor can only sustain four separate instances of damage. If the armor remains un-repaired after four hits, it will automatically break the next time an opponent rolls a natural 19 or 20. Broken armor does not provide any protection (treat the user as if he were not wearing any armor) and hampers its wearer's movement rate by half. In addition, the wearer suffers a -4 penalty on attack rolls until he removes the armor or takes it to a blacksmith for repairs.

***Damaging Magical Armor and Weapons***
When a magical weapon or suit of armor breaks, it loses all of its combat abilities. However, any, other magical abilities inherent in the item can still function. For instance, a suit of armor of *blending* still appears as a normal suit of clothes even though the armor itself is broken. Intelligent swords even retain their sentience and non-combat powers, although they are useless in combat.
However, these additional powers continue to work only while each of the now-separate pieces of the item touch each other. A broken blade, for instance, still works if the pieces rest against each other in the sword's scabbard. If anyone removes a piece, the sword's

powers do not function.

***Repairing Equipment***

Blacksmiths are most often in demand for their ability to repair damaged equipment. Certain kinds of damage need the attention of a professional and can't be fixed in the held.

***Repairing Armor***

Blacksmiths can repair damaged armor as long as they have access to the proper tools. Nonmetallic (leather, studded leather, or padded) armor can be repaired with patching materials and some thread. Metallic armor requires the use of a forge.

To properly repair a suit of damaged armor, the blacksmith gathers his materials and spends his time fixing the dents, breaks, and tears. Multiply each level below 10 of the armor's defensive rating by the number of times the armor sustained damage to find out the total time required (in hours) to repair the armor.

For example, if a suit of leather (AC 8) was damaged twice, it would take 4 (2x2) hours to properly repair.

Broken armor can also be repaired, although it requires more time. It takes a blacksmith one day for every Armor Class level of the armor below 10 to repair it. Thus, broken leather armor (AC 8) would take 2 (10-8) days to repair. Repaired armor functions normally in combat.

***Repairing Weapons***

Blacksmiths (or anyone else with the Weaponsmithing proficiency) can repair damaged weapons. However, these repairs require the appropriate tools. For example, metallic weapons require the use of a fully operational forge.

A blacksmith can repair a damaged weapon in one hour per day it took to create the weapon. A long sword, for example, takes 30 days to create. It would therefore take a blacksmith 30 hours to repair the damaged weapon. Consult Table 41: Weapon Construction under the Weaponsmithing proficiency in the *Players Handbook* to find out exact construction times of various weapons.

Broken weapons, on the other hand, take substantially longer to repair. This repair time is equal to one-half the weapon's construction time. This means that a broken long sword would take 15 days to repair.

Of course, a blacksmith must have all of the weapon's pieces in order to repair it. If these pieces are not available, the blacksmith must craft an entirely new weapon; this process takes the full construction time of the weapon in question. A long sword with a missing tip would take a full 30 days to repair.

***Repairing Magical Armor and Weaponary***

Repairing magical weapons and suits of armor does not require any additional powers or abilities over and above those the blacksmith already possesses, as he does not have to re-enchant the items. However, the repairing of these magical items does require a great deal of skill, patience, and luck. Blacksmiths suffer a base -4 penalty to their proficiency checks when attempting this difficult task.

In addition, the degree of the item's enchantment also affects the difficulty of the repair job. The DM should give an addition -1 penalty for each level of the item's enchantment (+1, +2, etc.) to the blacksmith proficiency roll.

For example, Hoppsman the blacksmith, who possesses a Weaponsmithing proficiency of 16, attempts to repair a broken *short sword +1.* He rolls a 12 on his proficiency check. Normally, this would be enough to successfully repair the sword. However, Hoppsman must subtract 5 (4 base and 1 for the weapon's level of enchantment from his proficiency score for repairing a magical weapon. This penalty changes his score to an 11). The complexity of the task is beyond the skill of the blacksmith.

The full restoration of a piece of magical weaponry or armor requires all of the item pieces. The blacksmith can replace the missing pieces of the item, but its enchantment will disappear.

***Weapon Quality***

The DUNGEON MASTER *Guide* features guidelines for weapons of exceptional quality. Skilled blacksmiths can make these fine weapons with a little bit of luck. When creating a weapon, the blacksmith must check against his Weaponsmithing proficiency. When a blacksmith rolls equal to or less than the number of extra slots he has in Weaponsmithing, he creates a weapon of exceptional quality. Only blacksmiths with extra slots in Weaponsmithing have the ability to make exceptional weapons.

For example, Hoppsman has an Intelligence of 17. His base Weaponsmithing proficiency score is 14 (17-3). He has three slots in Weaponsmithing (two more than he must have at first level). If Hoppsman rolls less than a 2 while making a weapon, he creates a weapon of quality.

A weapon of quality possesses a +1 bonus to attack rolls or a +1 bonus to damage rolls. The DM decides which bonus applies to the weapon in question. If, however, the blacksmith rolls a natural 1 on his proficiency check, the weapon possess both bonuses. Note that these bonuses are nonmagwal in nature. Creatures hit only by magical weapons cannot be harmed by weapons of quality.

In addition to their attack and damage bonuses, weapons of quality make saving throws with a +1 modifier.

***Apprentices***

Unlike warriors, blacksmiths do not gain followers at a certain level. However, they often pick up blacksmithing apprentices in the course of their business. The blacksmith attracts a single apprentice every level after 3rd. These apprentices remain in the blacksmith's service only until the blacksmith goes up three levels in experience. At that point, the apprentice becomes a lst-level journeyman blacksmith and strikes out on his own.

Most blacksmiths have up to three apprentices at a time, but renowned blacksmiths attract even more. At 8th level and above, the blacksmith attracts up to three apprentices per level Each of these apprentices leave after the blacksmith attains one more level of experience. Apprentices who joined at the master's 6th and 7th levels leave automatically when their master reaches the 8th level.

At 10th level (and each level thereafter), the blacksmith attracts another blacksmith of five experience levels less than himself. This "master" apprentice comes to learn from one of the great masters. However, he only sticks around until the master blacksmith attains the next level. At that point, the "master" apprentice gains another level for himself and strikes out on his own. In rare instances, the "master" apprentice chooses to remain with his master blacksmith. If this happens, however, no new "master" apprentice can study under the master blacksmith.

***Fees***

Like most people, blacksmiths make their living by their abilities. They do not provide free services. The blacksmith's fees depend a great deal upon the circumstances. The higher a blacksmith's level, the more people must pay to benefit from his services. A blacksmith adds a 5'% premium for every level of experience he has. In this way, a 10th-level blacksmith could charge 150%) of an item's normal retail price for any object e makes. This also applies to repair fees.

For example, a long sword normally costs 15 gp. A long sword made by Hoppsman (a 10th-level blacksmith) would run 22 gp and

5 sp. Apprentice blacksmiths do not add any kind of surcharge. This is the reason that most weapons are sold at their normal price.
A weapon made by an experienced blacksmith has no special powers to justify its extra price. It is simply crafted with more skill and ornamented to a higher degree. Owning a weapon made by a high level blacksmith is more of a status symbol than anything else.

***Armor Repair Fee***

A blacksmith usually sets his repair fees in relation to the amount of time it takes him to repair the damaged armor. This fee ranges from 1-5 gp per hour, depending on the intricacy of the armor and the patience of the owner. The usual fee for repairing damaged armor runs 2 gp per hour.
Broken armor costs 10 gp per day to repair. In some cases, the repair work will be more expensive than a new suit of armor.
A blacksmith's fee for repairing damaged weapons can vary a great deal. Normally, a blacksmith charges 1 gp per hour to repair damaged weapons and 5 gp per day to repair broken weapons. It is usually cheaper to replace a broken weapon rather than repair it.
Repairing magical weapons and suits of armor costs more than fixing their nonmagical counterparts. Due to the highly intricate nature of the work, most blacksmiths charge between 15 and 25 gp an hour to repair damaged magical weapons and armor. Broken magical items cost 50 gp a day to repair.

Hoppsman the Weaponsmaster
Male Dwarf Blacksmith

Str: 18/47
Dex: 14
Con: 16
Int: 17
Wis: 9
Cha: 10
Armor Class: -3 *(plate mail +2* and *shield +3)*
Level: 10
THACO: 11
Movement: 6
Hit Points: 85
Alignment: Lawful Good
No. of Attacks: 1
Special Attacks: +1 vs. orcs, half-orcs, goblins, or hobgoblins; +1 to attacks/+2 to damage with warhammer.
Special Defenses: +4 to saving throws vs. magical wands, staves, rods, spells, and poisons; ogres, trolls, ogre magi, giants or titans suffer a -4 penalty when attacking the dwarf.
Special Abilities: lnfravision (60'); Detect information about underground passages.
Special Weaknesses: 20% chance of a magical item not suitable for a warrior to malfunction any time he uses it.
Weapon Proficiencies: Warharnmer, battle axe, long sword.
Non-weapon Proficiencies: Armorer (16), Blacksmithing (18), Weaponsmithing (16), Reading/Writing (18).
Equipment: *Hammer and tongs +2* (adds +2 to Blacksmithing proficiency), *warhammer +3, plate nwil +3, shield +2*.

Hoppsman is stout-even for a dwarf-with corded, muscular arms. He is nearly as broad as he is tall and keeps his hair and beard cropped short. His hairstyle is contrary to dwarven custom, but he finds it easier to trim his hair than to have it catch fire in the forge.
**Role-playing**: Hoppsman is a solitary dwarf who prefers his work to the company of people. This has served him well in his career, but has made him lonely. He yearns for the day he can give up his trade and turn it over to a worthy apprentice; that day seems very far away.
Hoppsman has little time for those who wish to chat, unless they happen to touch upon one of his favorite subjects: arms and armor. Once that happens, he opens up and becomes as friendly as one could expect. Combat: Hoppsman rarely enters combat, being well-protected by the dwarven king's guards. He normally does not wear armor, but when he does, 0 wears one of the most magnificent sets of dwarven plate mail in the kingdom.
Hoppsman will not shy from a fight and will battle to the death to protect his home and those that he loves.

# *The Cartographer*

*Martia left the Sow's Ear sure. that she had been suckered. The old guide who sold her the map looked like she spent more time negotiating her way into the bottom end of a bottle than showing clients the, way to safely travel through Hobgoblin Pass.*

*The weather-beaten woman would probably remain at the tavern for the remainder of the night drinking herself into a stupor, from which not even the gods themselves could rouse her. If it turned out that the besotted outdoorswoman had indeed suckered Martia, the valiant swords woman would still have plenty of time to go back to the tavern and enact her revenge.*

*Three nights later, Martia found herself wasting long hours as she waited for the guide to keep their appointment. Never again would she agree to meet someone "three evenings hence." Such a nebulous time left far too much room for interpretation.*

*Disgusted, Martia wandered through the streets, careful to avoid the darkness of the alleys. When she reached the appointed building, a sturdy structure with a sign that depicted a curling map of the known world, Martia saw that a light still burned on the first floor.*

*She stepped up to the window and peered inside. Hunched over a piece of parchment, a youngish man, sharpened quill in hand, inscribed the outline of a map. He squinted carefully in the dim light of a nearby lantern, his hand making strong and steady strokes on the parchment. He was obviously absorbed by his work. Martia knocked firmly on the window.*

*The young man leapt out of his seat, whirling in the direction from which the sound originated. He held his quill out in front of himself as if he hoped that the creature outside would somehow impale itself on the tip of the flimsy instrument.*

*When he saw Martia, the young man blew out a long sigh of relief. Then, his attention unoccupied by any imagined threat on his life, he suddenly heard the sound of gurgling fluid. The young man turned back to his desk and saw that he had upended a bottle of ink in his haste. The pigment slowly trickled out of the container's narrow neck and onto his unfinished map.*

*He cursed and leapt forward, righting the bottle and cursing again. Then he stood up, walked slowly to the door and let Martia in.*

*"Good evening, Barth" said Martia, barely able to contain her mirth. "My apologies for startling you. "*

*Barth blushed and smiled at her sheepishly. "My lady," he reached out to take her hand and then, realizing that his fingers were covered with ink, withdrew them. "No apologies are necessary. How may I be of help to you? "*

*Martia closed the door behind her and moved further into the room. She reached into her jacket and withdrew the map she had purchased in the tavern. "I need Brantus to take a took at this, "*

*Barth's face fell dramatically. "I'm sorry, my lady, but my father has gone out for the evening. I are the only one here."*

*Martia grimaced meaninq fully. "Do you know where he went?"*

*"I'm afraid not, my lady. He was quite secretive about his plans."*

*Martia considered her situation for a moment before asking, "Then perhaps you could help me? "*

*Barth smiled broadly. "Certainly, my lady." He wiped his hands clean on his apron, already blackened by several previous mishaps. He took the map from her gingerly and held it up underneath the lantern so that he could take a closer look. "And what is it you want to know about this particular map, my lady?"*

*"Have you seen it before? Is it real?" she asked impatiently before realizing she was being short with the young man. "I'm sorry. Its important that I know. And soon. "*

*"Well then, my lady," Barth said, warming to the task, "I'd better get busy. "*

In a fantasy world-as in any other world- information is power. This is especially true for adventurers who travel into the unknown in search of treasure, magic, and fame. Heroes that seek the path less traveled find that a bit of reliable information is their most powerful weapon.

Maps constitute a large part of an adventurer's most informative items. No matter how fearless an adventuring party, or how talented their guide, they must at least know the general location of a treasure before they can travel in search of it. This is why most heroes invest in reliable maps.

Most heroic tales tell of old, wizened townspeople who sell maps in darkened taverns. However, experienced heroes are hardly willing to trust a large investment of their time, money, and safety to a piece of paper hastily scribbled by a noxious, boozy old grifter. Wise adventurers turn to a reputable cartographer for all their mapping needs. Not only can a cartographer supply reliable maps, but he can also neatly copy an adventuring party's hastily made maps. Additionally, adventurers can hire cartographers to participate in quests where their mapmaking skills can prove invaluable.

### *Experience, THAC0 and Hit Dice*

Cartographers have their own level advancement as shown on the Cartographer Experience Levels table.

Cartographers are known more for their ability to translate three-dimensional realities into two-dimensional maps than for any ability in combat They spend a great deal of time hunched over tables in dim lamplight, scratching down outlines and symbols on rough parchment. Thus, cartographers use the wizard's THACO table and the rogue's saving throw chart.

Like wizards, cartographers gain one four-sided Hit Die per level up to the 8th level. They gain only two hit points per level after the 8th and do not receive any bonus hit points due to high Constitution scores.

***Table 15: Cartographer Experience Levels***

| Level | XPS | Hit Dice (d4) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,250 | 2 |
| 3 | 2,500 | 3 |
| 4 | 4,500 | 4 |
| 5 | 9,000 | 5 |
| 6 | 17,500 | 6 |
| 7 | 35,000 | 7 |
| 8 | 60,000 | 8 |
| 9 | 90,000 | 8+2 |
| 10 | 140,000 | 8+4 |
| 11 | 200,000 | 8+6 |
| 12 | 400,000 | 8+8 |
| 13 | 600,000 | 8+10 |
| 14 | 800,000 | 8+12 |
| 15 | 1,000,000 | 8+14 |
| 16 | 1,200,000 | 8+16 |
| 17 | 1,400,000 | 8+18 |
| 18 | 1,600,000 | 8+20 |
| 19 | 1,800,000 | 8+22 |
| 20 | 2,000,000 | 8+24 |

### *Ability Scores*

Mapmaking is a difficult calling that requires a great deal of patience and the ability to understand spatial relationships. A bit of knowledge about basic architecture and geology doesn't hurt at all either. In addition, cartographers must possess some amount of artistic ability and a steady hand in order to render their maps in a legible and clearly understandable fashion.

For these reasons, all cartographers must have a minimum Intelligence of 12 and a minimum Dexterity of 10. The cartographer's prime requisite is Intelligence.

### *Permissible Armor and Weapons*

Cartographers have no restrictions on armor. They can use any kind of protection that they like. However, when actually making maps, they cannot wear gauntlets or any armor heavier than chain mail.

Cartographers can only use those weapons available to rogues. They do not spend much time on weaponry, as they are far more concerned with improving their mapmaking skills.

### *Individual Experience Awards*

Cartographers are not much concerned with killing monsters or researching magic. Their individual experience awards are, therefore, unique to their class. Use the Cartographer Experience Awards table for determining how many experience points a cartographer deserves at the end of a scenario.

***Table 16: Cartographer Experience Awards***

| Action | Award |
|---|---|
| Per map made from scratch | Varies |
| Per map copied | 100 XP |
| Per fake map detected | 200 XP |
| Per real map confirmed | 200 XP |

The number of experience points handed out for the creation of a new map (requiring the cartographer to do the legwork and research himself) varies greatly. The number depends on the size of the mapped area and the map's level of detail.

Simple maps that cover a small area (up to 100 square yards) are worth 1 XP per square yard. Simple maps that cover a great deal of area (up to 100 square miles) are worth 5 XP per square mile.

The greater the details included, the higher the map's value. Maps that involve several levels, those that are rendered in three dimensions, and those that are topographical in nature are worth double their base value, as they are difficult to produce.

Note that these experience awards are only given out for accurately fashioned maps. Incorrect maps are not worth any experience points at all.

### *Proficiencies*

A cartographer gets two weapon proficiency slots at 1st level and receives a new one every five levels (at 5th level, 10th level, and so on). A cartographer suffers a -4 penalty when using a weapon with which he is not proficient.

A cartographer also receives four non-weapon proficiencies at 1st level and gains a new proficiency every 3 levels after that (at the 3rd level, 6th level, and so on).

At lst level, the cartographer must select the new Cartography non-weapon proficiency (see the section on New Proficiencies below).

A cartographer must also take the Direction Sense proficiency. A mapmaker who can't tell direction will have a short-lived career.

Additionally, cartographers must take the Forgery proficiency. This permits them to convincingly copy maps made by others. They can also use this proficiency to spot fake maps made by con-artists.

Lastly, they must take the Reading/writing proficiency so that they can properly label their maps. Maps without proper labels are potentially deadly.

The cartographer can spend any other non-weapon proficiency slots on whatever he wants. Many cartographers, however, are so dedicated to their art that they use all of their proficiency slots improving their cartography skill.

Here are some proficiencies that may prove useful to a cartographer NPC:

* Artistic Ability: This proficiency enables the cartographer to beautifully embellish and decorate his maps. The successful use of Artistic Ability adds an additional 15% to a map's retail price.
* Modem/Ancient Languages: Knowing other languages is a great asset to a cartographer. Not only will a linguistically educated cartographer enjoy greater success when copying old or foreign maps, but he will also receive many requests to translate foreign maps.
* Navigation: Some cartographers take this proficiency so that they can create maps of the heavens. These maps are extremely important to sailors and "Ming adventurers, who often pay a handsome price for them. In addition, cartographers with this skill can also create detailed maps of the shorelines, reefs, and rocks that surround coastal areas.

Cartographers can choose from the general, rogue, and wizard proficiency groups without any additional costs.

***New Proficiencies***

The cartographer class is based upon the new Cartography non-weapon proficiency. Other characters may use the proficiency; however, these amateurs receive a -2 penalty to all of their cartography checks. In addition, they cannot combine this proficiency with Forgery to determine the authenticity of maps. That particular skill lies purely in the hands of the cartographer class.

***Cartography***

This proficiency permits a character to create maps of any kind. To do so, the character must develop an excellent sense of spatial relationships and become a good judge of distances.
When called upon to manufacture a new map, the first thing a cartographer must do is research the area to be mapped. The length of this research depends upon the size of the area. Obviously, mapping out the borders of a kingdom is a much more involved task than mapping out the streets of a small town.
While performing his research, the character may make several sketches. Once he is done with his research, the cartographer uses these sketches, along with his other notes, to construct the map. The DM then rolls the die and secretly checks the result against the mapper's cartography skill.
If the check fails, the cartographer comes up with an inaccurate and entirely useless map. The cartographer could sell the poorly made map, but his reputation would suffer, and the purchasers will certainly come looking for the seller once they discover how bad the map is.
If the DM rolls a 20 on this proficiency check, the cartographer does not realize the inaccurate nature of the map. Otherwise, the character is aware that the map contains flaws. If the DM rolls a 1 on the check, the cartographer has created an almost perfect map. The cartography community at large will use the perfect map as model from which all other maps of the area in question be based. Such a map is worth triple the normal experience points for the cartographer.
A cartographer can also use this proficiency to create a map of a specific area from memory. When making a map entirely from memory without notes or sketches-the character suffers a -3 penalty to his proficiency check. Success, however, means that the cartographer reproduces a useful map of the area in question.
The Cartography proficiency can also be used to estimate distances. In most cases, a cartographer can automatically estimate distances with 90% accuracy. The cartographer can choose to make a proficiency check which, successful, enables him to judge distances with 100% accuracy. There is no penalty for failing this check.
This proficiency costs one slot and is based on Intelligence.

***A Cartographers Studio***

To make full use of his abilities, a cartographer must have a studio in which to work. Each cartographer starts off with a meager studio at lst level. After that, the cartographer must pay 200 gp per level to upgrade his studio. For example, when Barth reaches 4th level he must pay 800 gp to upgrade his studio.
For every level of experience between the cartographer's experience level and the upgrade level of his studio, the cartographer suffers a -2 penalty on his Cartography proficiency cheeks. For example, Damuth, a down-on-his-luck cartographer, recently attained 6th level. Unfortunately, he only has the funds to upgrade his studio to level 4. Damuth suffers a -4 penalty to all of his Cartography proficiency cheeks until he spends the money to upgrade his studio to level 6.
Unfortunately for Damuth, he cannot just spend 1200 gp (200 gp x his level) and have his studio jump from level 4 to level 6. He must first upgrade his studio to level for a cost of 1000 gp (100 x 5)-before he can upgrade to level 6. Thus, Damuth must pay a heady grand total of 2200 gp to bring his studio up to his level.
A cartographer loses access to some of his abilities when not in his studio. For instance, without a studio, a cartographer cannot find maps that a customer may want. In addition, a cartographer cannot determine the authenticity of a particular map outside of his studio.

***Measuring***

Cartographers who wish to improve their chances at creating a perfect map can actually take measurements instead of simply attempting estimates.
This can only be done in smaller areas in which measuring is possible. Many cartographers use a ball of tough twine, knotted at one-foot intervals, with even larger knots at one-yard intervals. Measuring an area gives a cartographer a +2 bonus to his Cartography checks when making a map.
Measuring, however, is a time-consuming process. When a map needs to be made in a hurry, a cartographer must rely on his own skills instead of any tools. This particularly applies if the cartographer is in a dangerous area-like a battlefield or a dungeon populated with hostile creatures.

***Detecting False Maps***

To detect a false map, the cartographer must rely on his Forgery proficiency. The DM makes the detection roll secretly. If the roll succeeds, the cartographer knows whether a map is authentic, or whether it's a clever forgery. If the roll fails, the cartographer is uncertain about whether the map is a forgery or not.
If the DM rolls a 20, the cartographer incorrectly identifies the map as the opposite of what it actually is (authentic or a fake). For example, a cartographer who critically fails his check (rolls a 20) might identify an original map as a forgery.
A cartographer must have access to reference material (other maps, history texts, etc.) to attempt this detection. Cartographers receive a +2 bonus to their Forgery checks when in their own studio. Cartographers try to protect their reputations and will use their studio (and get the resultant bonus) whenever possible. If this is not possible, they usually give their opinions with the warning that the absence of their own reference materials may adversely affect their evaluation.

***Copying Maps***

A large part of the cartographer's business consists of copying maps in his possession. A cartographer uses his Forgery proficiency to

make an exact duplicate of the map in question.
Most apprenticeships consist of repetitious copying as the apprentices learn their trade. After they have completely copied a map, the master scans the copy, looking for flaws. He uses his own Forgery proficiency to check the copied map's accuracy.
Copying a map can take a great deal of time, depending on the map's complexity. As a rule of thumb, a cartographer can make one good copy of a map per day for every two levels of experience he has (rounded up). If the cartographer is pushed, he can generate more copies, but he suffers a -2 penalty to his forgery proficiency checks for each additional copy over his limit.
For example, Barth (a 3rd-level cartographer) can easily copy two maps per day. If his master demands that he copy four maps in a single day, Barth suffers a -4 penalty to each Forgery proficiency check (a total of four checks).
The DM must secretly roll a Forgery check whenever a cartographer copies a map. If the check is successful, the cartographer has faithfully copied the map in question. If the cartographer fails his check, the copy is an extremely poor one.
If the DM rolls a 20, the cartographer is unaware that he has created a faulty copy If the DM rolls a 1, the cartographer has created an almost indistinguishable copy Other cartographers suffer a -3 penalty to their Forgery checks when. attempting to evaluate the perfect copy's authenticity.
Truly savvy cartographers will use their Forgery proficiency to check for flaws in any map they successfully make. This is performed in the same mariner as if the cartographer were attempting to detect a false map.

### *Supplying Maps*

Cartographers do a great deal of business supplying maps of different areas to the general populace. Whether or not a cartographer can supply a particular map to a customer depends on a number of different factors.
The base percentage chance for a cartographer to have a particular map in stock is equal to the cartographer's mapping proficiency plus three times his level. This number is modified by the map's rarity. These modifiers range from +65% (for a very common map) to -65% (for an extremely rare map).
For example, an interested adventurer wants to see if Darnuth, a 3rd-level cartographer, has a map of the city sewers. The DM checks the cartographer's proficiency (16) and figures out that Darmith's base chance to have the sewer map is 25% (16 + 9). The DM decides that the map in question is somewhat common and adds 55 percentage points to Darnuth's chance, for a total of 80%.
For simplicity, the DM can simply declare that there are certain maps that a cartographer always has on hand. Conversely, there are some maps that a cartographer simply cannot have in stock.
A cartographer cannot supply maps if he does not have access to his studio.

### *Apprentices*

Cartographers do not gain followers-unlike most other classes. However, they often pick up mapmaking apprentices in the course of their business, These apprentices are paid little, but their support aids the cartographer's business, making it easier for him to take on more customers.
A successful cartographer attracts one apprentice for every level he gains after the 4th. These apprentices remain in the cartographer's service until the cartographer gains two levels of experience. At that point, the apprentice becomes a 1st-level journeyman cartographer and strikes out on his own.
After 8th level, the cartographer attracts two apprentices for every level of experience that he gains. Thus, at 9th level, the cartographer gains two additional apprentices. Again, these apprentices are free to leave after the cartographer gains two levels of experience.
At 12th level-and each level thereafter-the cartographer attracts another cartographer of half his experience level (rounded down). Thus, at 15th level, the cartographer attracts a 7thlevel cartographer to his studio.
This master apprentice (as he is known) comes to learn from one of the great masters. The master apprentice usually leaves after the master cartographer attains his next level of experience. At that point the apprentice cartographer gains another level for himself and strikes out on his own.
The master apprentice can choose to remain with his master cartographer if both parties are agreeable. However, if this happens, the master cartographer will not attract any new master apprentices while the current one remains.
Note that the cartographer does not have to settle down and take on apprentices.
Savvy entrepreneurs will certainly leap at such cheap and eager labor, but not all cartographers were meant to languish behind a desk. Some of these skilled mappers prefer to roam the world, exploring new areas and creating new maps. These mapmakers rarely have time to instruct apprentices, and do not burden themselves with inexperienced students.

### *Cartography Fees*

Cartographers' fees can vary greatly, depending on the complexity and rarity of the map needed, the urgency with which it is needed, and the amount of time it takes to produce the map.
Simple maps of local areas cost only 1 gp, but the prices go up from there. A map of the king's palace (restricted by the kingdom for security reasons) could cost 1500 gp or even more depending on how many of the palace's secret passages were revealed on the map.

Barth the Apprentice
Male Human Cartographer
Str: 9
Dex: 16
Con: 7
Int: 17
Wis: 13
Cha: 11
Armor Class: 8 (no armor)
Level: 3
THACO: 20
Movement: 12
Hit Points: 6
Alignment: Chaotic Good
No. of Attacks: 1
Special Attacks: None.
Special Defenses: None.
Weapon Proficiency: Dagger, long sword
Non-weapon Proficiencies: Cartography (17), Direction Sense (14), Forgery (15), Modern Languages (elvish, 17), Reading/Writing (18).
Equipment: Quill and ink, blank parchment (30 sheets), knife, compass, measuring string (100 feet long).

Barth is a young cartographer just starting out in his craft. He has apprenticed himself under his father, a 9th-level cartographer named Brantus. Barth started out as a 0 level apprentice under his father and has yet to leave his tutelage. Brantus is thrilled that his son has decided to follow in his footsteps, and he dreams of retiring and handing the family business over to Barth.
In the meantime, Barth's presence means that Brantus is passing by the opportunity to take on master apprentices (Barth is not of a high enough level to yet qualify himself). Still, as the old cartographer's saying goes, "blood is thicker than ink," and so Brantus keeps his son on. Ever grateful for his father's generosity, Barth throws himself into his studies with vigor.

Role-playing: Barth is a shy young man who yearns for a life of adventure. Unfortunately, he was a sickly child, and his health has not improved. His father is dead-set against sending Barth "into the field," but Barth knows that it's only a matter of time before he strikes out on his own. He has every intention of returning to take over the family business, but first he wants to see a bit of the world.

Barth is breaking further out of his shell every day. He is friendly and happy to talk to customers; he enjoys taking a break from the drudgery of deskwork. Given the chance, he might sign on with some group of heroes to help them map some dangerous labyrinth.

Combat: Simply put, Barth is not well-suited for combat.

# *Chapter 5: The Engineer*

*When Martia left the city and returned to her lands, she happily said farewell to the metropolis. The swordswoman had little patience for the bureaucrats and their ilk who filled the place like good-for-nothing vermin, Back in her homelands, she felt free*

*However, circumstances would not allow Martia any rest. Cardax, the vile necromancer; still held much power-despite the loss of his monstrous ally, Drahlix. All across Martias lands, thc people, heartened by Martia's victory over the evil dragon, were taking up arms and rising up against Cardaxs unholy oppression. They were hungry for freedom. All they needed was a leader to sound the clarion call to the final battle.*

*The time for simple battle cries had ended, though. Martia found herself confronted with an unplacable foe, one who neither expected nor dispensed mercy of any kind. It was up to her to find a way to rid the world of this dead-hearted menace once and for all.*

*She had taken up her father's tattered banner and called to her side all those still fit enough to do battle. They came in droves; not even fear of the necromancer's retribution kept them away.*

*Once they were gathered, Martia put her plan in action. She took the battle directly to the necromancer himself, laying siege to his unholy castle. The black-stoned complex that Cardiax called home struck terror into all who gazed upon it. Living dead patrolled the walls. Some of them sat perched atop parapets, looking like animated gargoyles, their dead eyes all-seeing and never blinking.*

*When Martia arrived at the castle, she was supported by a force of over 1,000 soldiers. When compared to the number of warriors-both living and undead-that served Cardax, this army seemed large enough to destroy the necromancer permanently. Unfortunately, she had not planned upon the stoutness of the edifices walls.*

*After a few runs at the malls, it became apparent that Martias forces would be unable to simply walk into the castle, slay the necromancer, and exit with his head on a pike. She gave her warriors orders to dig in and ready themselves for a siege. Then she called Carter, her father's advisor, to her tent.*

*"My child, " he said as he entered, "it seems that the strength of your good right arm shall not be enough to carry the day. Perhaps it is time to turn to brains where, brawn has failed. "*

*"What do you mean? " Martia demanded.*

*Carter attempted to smother a smile unsuccessfully. "I have taken the liberty-on your behalf, young one-of arranging-for some expert assistance in this matter " He drew back the tent flap behind him, and a hard-looking man stepped directly in.*

*He was tall, and his sandy hair brushed against the top of the tent. His ruddy skin. spoke of long hours spent working outdoors. As his eyes adjusted to the dimness inside the tent, they searched out and found Martia. A thin smile crept slowly across his face, broadening into a wide grin.*

*Carter cleared his throat. "Permit me to introduce-"*

*"No need, old friend," Martia leapt in, cutting the graybeard off. "I have made Wendats acquaintance. "*

*She rose and offered the carpenter a hand which he shook strongly and did not let go of right away.*

*Martia took back her hand and stared defiantly into Wendat's eyes. "So, how is it that you can help me destroy the necromancer? "*

*Wendat laughed. "You always were one to leap right in. "*

*Then, seriously: "I have spent many years building things. With my skills, we could have several siege engines operating within just a few days. Within the week, we could be knocking on the door of Cardaxs inner sanctum. "*

*Martia considered this for a moment. "Very well, Wendat. It seems you are a man* of *many talents. "*

The engineer is one of the most unsung heroes of medieval fantasy. Without engineers, there would not be any castles, bridges, cathedrals, or architectural wonders of any kind. Elven and dwarven engineers also figure importantly in many fantasy settings. These demihuman builders are responsible for fantastic tree-cities and vast subterranean realms.

From a game point of view, military engineers occupy a rather important role, as well. Without their skills, invading armies would have a very difficult time breaching fortified gates and surmounting castle walls. Such edifices would stand nearly impervious to an unprepared army, but the engineer's knowledge can Weak even yard-thick walls.

Most adventurers will not need to hire an engineer's services until they reach higher levels. Experienced generals may contract engineers to build and operate siege equipment during the course of a battle, and high-level heroes often contract engineers to build a solidly fortified keep or base of operations. It is doubtful, however, that beginning adventurers will find themselves commanding vast forces or building their own castles.

Engineers are learned people who aren't afraid to get their hands dirty. They like planning out buildings, roads, contraptions, and all sorts of construction projects. In addition, they like to personally supervise the construction of their projects from beginning to end. Engineers also spend a lot of their time building models and testing new; innovative ideas. Many of these skilled men and women believe that the infrastructure of the world would fall apart without them.

### *Experience, Thac0 and Hit Dice*

Engineers have their own level advancement detailed on the Engineer Experience Levels table below. Engineers spend most of their time either stuck behind a desk drawing up plans, or out in the field supervising their latest project. They are generally intelligent, and possess a strong dose of hard-won common sense. Some engineers are old warriors who have moved from the front lines to the rear, Now, these veterans create devices that help protect their fellow soldiers. For these reasons, engineers use the priest's THACO and saving throw table.

Engineers gain one eight-sided Hit Die per level, up to the 8th level. They only gain two hit points per level after the 8th and do not receive extra hit points from high Constitution scores.

***Table 17: Engineer Experience Table***

| Level | XPS | Hit Dice (d8) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,250 | 2 |
| 3 | 2,500 | 3 |
| 4 | 5,000 | 4 |
| 5 | 10,000 | 5 |
| 6 | 20,000 | 6 |
| 7 | 40,000 | 7 |
| 8 | 90,000 | 8 |
| 9 | 180,000 | 8+2 |
| 10 | 380,000 | 8+4 |
| 11 | 590,000 | 8+6 |
| 12 | 800,000 | 8+8 |
| 13 | 1,000,000 | 8+10 |
| 14 | 1,200,000 | 8+12 |
| *15* | 1,400,000 | 8+14 |
| 16 | 1,600,000 | 8+16 |
| 17 | 1,800,000 | 8+18 |
| 18 | 2,000,000 | 8+20 |
| 19 | 2,200,000 | 8+22 |
| 20 | 2,400,000 | 8+24 |

### *Ability Scores*

Not everyone is cut out to be an engineer. It requires a great deal of patience, a strong desire to understand how things work, and the ingenuity to improve existing designs. In addition, engineers must have the ability to supervise complex construction projects. For these reasons, all engineers must have a minimum Intelligence of 12 and a minimum Wisdom of 10. The engineer's prime requisite is Intelligence.

### *Permissible Armor and Weapons*

Engineers have no restrictions on the kind of armor they wear and can use any kind of protection that they like. However, when actually using their skills to plan or oversee the construction (or destruction) of something, they cannot wear any armor heavier than chain mail.

An engineer can use any weapon available to rogues. Their complex design and detailed supervision of projects precludes them from intense weapon training.

### *Individual Experience Awards*

Engineers are not concerned with picking locks, worshipping gods, or using and researching magic Engineers are concerned with larger pursuits. Their individual experience awards reflect this.

An engineer's award depends on the nature and complexity of his project. A good rule of thumb is to figure out how long it takes the engineer to do something and base the experience award on that. For example, when an engineer actually designs something new (to him), he earns 100 experience points per day. If an engineer simply redesigns something he has already designed, he does not earn any points.

Once the engineer finally develops a solid design, he can attempt to construct it (or at least supervise its construction). By doing so, the engineer earns 50 experience points per day. He earns this amount no matter how many times he has constructed a similar project. As any engineer will tell you, each project presents its own unique problems. Thus, if an engineer successfully designs a small castle, he can use that design to build castles for several different nobles and earn the construction XP for each structure. Experience points are only awarded for successfully constructed projects.

### *Proficiencies*

An engineer receives three weapon proficiency slots at lst level and another one every four levels (at the 4th level, 8th level, and so on). An engineer suffers a -3 penalty when using a weapon with which he is not proficient. An engineer also receives four non-weapon proficiencies at 1st level and gains a new proficiency every three levels after that (at the 3rd level 6th level, and so forth).

At first level, the engineer must select the Engineering non-weapon proficiency. Due to his dedication to his work, though, this initial selection only costs him a single proficiency slot. Additionally, the Engineering proficiency check mo difier for an engineer is only -1 instead of the -3 normally assessed against characters from other classes.

In addition, engineers must take the Reading/Writing proficiency so that they can properly record their plans on paper or parchment for later use. No engineer is so foolish as to believe that he can consistently access all required information from memory. An engineer must also take at least one of the following proficiencies to determine the engineer's field of specialization: Carpentry, Mining, or Stonemasonry.

Engineers with the Carpentry proficiency can plan and construct wooden structures. This includes frame structures of all sorts. If they also take the Seamanship proficiency they can apply their skills to building boats and other seagoing craft. When combined with Weaponsmithing, the Carpentry proficiency can be used to construct siege engines and other large-scale devices of war.

Engineers who choose to concentrate on Mining (as most dwarves

and gnomes do) know how to plan and carve out mines in any kind of solid soil. These engineers can also his proficiency to properly dig and to reinforce trenches or walls of earth to protect friendly troops. They could even excavate an underground tunnel beneath the wall of an enemy keep or castle.
Engineers that choose Stonemasonry concentrate on building lasting structures. These engineers design and build edifices with sturdy foundations. A properly built structure will likely outlive its designer many times over. Any stone structure constructed and designed by a stonemason/engineer receives a +3 bonus on any saving throws it must make.
The engineer can fill any remaining non-weapon proficiency slots-as well as any future slots-with any proficiency he wishes. However, many engineers are so dedicated to their craft that they simply pick slots that advance their ability in their field.

Certain proficiencies can prove particularly helpful to the engineer.

-Artistic Ability: The engineer can use this proficiency to make straightforward designs into actual works of art. Many cathedrals and palaces have been hilt by, engineers who possessed Artistic Ability.

-Heraldry: The engineer can adorn his creations with the seals of all who commissioned the work.

-Modern Languages: Knowing other languages is particularly helpful to an engineer who regularly works with an army that travels in foreign lands. Such an engineer may be called upon to acquire both local supplies and labor in a pinch.

Engineers can choose proficiencies from the general, warrior, and wizard groups without additional cost.

***Engineers at War***
As mentioned before, engineers can play a big part in a war-particularly when an army needs to launch an assault upon an entrenched foe. The design and construction of siege engines and other battle paraphernalia falls in the hands of the engineer. Players and DMs interested in full details about s1ge equipment and how it's used in the course of a battle should consult the PLAYFR'S OPTION'": Combat and Tactics book.

***Engineering***
Engineering takes place in two steps: design and construction. In the design stage, an engineer must discover viable solutions to an array of specific technical problems.

Once an engineer creates a design, he enters he construction phase. In this phase, the engineer must supervise the implementation of his design.

***Design***
Good engineers plan everything out well ahead of time, creating models, testing stress points, and thinking up new ideas. This highly organized and logical approach often saves time, money, and even lives.

When an engineer draws up plans for something, the DM rolls a secret Engineering proficiency check. The DM should feel free to add as many modifiers as he likes to this roll, depending on the situation. These can take the form of numerical penalties or bonuses (-4 penalties for complex designs and +4 bonuses for simple ones). Additionally, the DM can the require multiple proficiency checks for various project stages, or he can allow the engineer to skip such checks when creating simple designs.
If the project is particularly complex and actually depends on the design of several smaller stages, the DM is justified in making a proficiency check for each part of the design, plus a final check to make sure that each piece was fit properly into the final design.
If the end result is a success, the plans are good, and the engineer can move on to the construction of the item.
If the engineer fails these checks, his design is bad, Any structure or device created from such plans will eventually fall apart (in the case of houses) or fail when stressed (such as a castle wall that crumbles after the first ballista volley). The engineer cannot attempt to redesign that item until he reaches the next level.
If the DM rolls a 20 on the design check, the engineer believes that his design is solid. In reality, however, the design possesses severe flaws. Cautious engineers always try to have another engineer check their work, just in case.
If the DM rolls a 1 on the design check, the design is an exceptionally good one. In time, most engineers will see it as an innovation. An engineer earns triple the normal experience points for such a design.

***Construction***
Once the engineer has a good design to work from, he can begin construction. Note that the engineer does not have to design the structure that he is constructing. All an engineer requires is a copy of a design created by a qualified engineer.
In large engineering firms, the master engineer often does the design work. His higher-level engineering apprentices actually oversee the construction. In this way, the firm can crank out a large amount of product in a relatively short period of time.
The length of time it takes to construct something varies a great deal. For example, castles can take years or even decades to finish. Many lords contract the construction of a beautiful manor and never live to see the final results of their planning.
When an engineer undertakes a construction, the DM makes a proficiency check. If the roll succeeds, the project succeeds.
If the roll fails, the structure or device is constructed poorly. Since so many external variables (quality of materials, weather, skill level of hired labor, etc.) influence any given construction effort, the engineer is not prohibited from immediately trying again.
If the DM rolls a 20 on the check, the engineer has a poorly built structure. However, he believes that the structure is fine. Every time a poorly made item is used or a poorly built structure undergoes stress (battering rams, ballista fire, magical attack), it has a 25% chance of falling apart. Smart engineers always have a second engineer check their work.
If the DM rolls a 1, the engineer has built an extremely durable structure or item. Such well-built objects receive a +1 bonus to all saving throws.

***Evaluation***
An engineer can also use his Engineering proficiency to evaluate a design or construction by making a successful proficiency cheek. However, engineers cannot evaluate their own work. If the check succeeds, the engineer knows if the other engineer's construction or design is any good. If he fails the check, the engineer is not sure. A roll of 20 indicates that the engineer completely mis-evaluates the structure or design in question.

***Apprentices***
Engineers do not gain followers. However, they often pick up engineering apprentices in the course of their work. These apprentices are paid little, but their support aids the engineer's

business, making it easier for him to take on more complex tasks. In return, the apprentices get a (nearly) free education.

After they attain 5th level, engineers attract one apprentice every time they advance to another level. Thus, a 7th-level engineer would have two apprentices. The new apprentice remains in the engineer's service until the engineer goes up two levels of experience. At that point, the apprentice becomes a 1st-level journeyman engineer and strikes out on his own.

At 9th level and above, the engineer attracts a number of journeyman engineers whose combined experience levels equal one half his experience level (rounded up). Each journeyman must be at least a 1st-level engineer.

Thus, at 9th level, the engineer could gain five 1st-level journeyman apprentices, or two 2nd-level and one 1st-level journeyman apprentices, or any combination equaling five. The exact number and level of these journeyman is purely up to the DM.

These apprentices are free to leave after the engineer reaches his next level of experience, but there will always be more on the way. They each gain a level of experience at the same time as the engineer.

At 12th level (and each level thereafter), the engineer also attracts another engineer with four levels less experience. Thus, at 15th level, the engineer attracts an 11th-level engineer to his business. This engineer has come to learn from one of the great craftsmen and studies with the master engineer until he attains the next level of experience. At that point, the "apprentice" gains another level for himself and can strike out on his own again.

The "apprentice" can choose to remain with the master engineer if both are agreeable to that. However, no new head apprentice can study with the master engineer, as there is already too much competition for the master's limited time.

Note that any of these apprentices are attracted cumulatively. This means that a 12thlevel engineer could have two 0-level apprentices, six 1st-level journeyman apprentices, and one 8th-le-vel "apprentice," all at the same time. They form the engineering team which the master engineer manages.

***Engineering Fees***

An engineer's fees vary greatly, depending on the size and complexity of the project, the urgency with which it is needed, and the amount of time it takes to actually produce it.

On the average, an engineer gets paid 2 gp per level for every day that he works. It is a lucrative field, although quite demanding mentally and physically. In addition, engineers usually charge extra for their apprentices according to the following scale:

***Table 18: Engineering Pay Scale***

| Apprentice Level | Daily Pay |
|---|---|
| 0 | 2 sp |
| 1 | 1 gp |
| 2 | 3 gp |
| 4-5 | 6 gp |
| 6-8 | 10 gp |
| 9+ | 16 gp |

Finally, the engineer's employer must assume the cost of all labor and materials necessary to complete the project.

Wendat the Wily One
Male Human Engineer

Sir: 13
Dex: 9
Con: 12
Int: 18
Wis: 12
Cha: 16
Armor Class: 0 *(chain mail +2,shield +2)*
Level: 9
THACO: 16
Movement: 12
Hit Points: 40
Alignment: Neutral Good
No. of Attacks: 1
Special Attacks: None.
Special Defenses: None.
Weapon Proficiencies: club, dagger short sword, sling, staff.
Non-weapon Proficiencies: Engineering (17), Reading/Writing (18), Carpentry (13), Weaponsmithing (16).
Equipment: *chain mail +2, shield +2, long sword +2, cloak of elvenkind, quill* and ink, parchment (10 oversized sheets), measuring string, carpentry tools.

Wendat is a handsome man in his late thirties. The years have been kind to Wendat. Although the sun and wind have weathered his skin, they have not affected his boyish good looks. Wendat's life has been a good one; he has seen much death and destruction (and caused more than a little of each himself), but this has not diminished his ready grin and the easy confidence with which he holds himself.
Wendat has spent his entire adult life Studying engineering and weaponsmithing; there are few who know more about the tools of siege warfare than he. He has two 2nd level, apprentices and one 4th-level engineer apprentice working under him. He works them hard, but they learn well.
Role-playing: Wendat left his home at the age of 12, and he has rarely looked back. His parents were poor farmers, barely able to keep food in his mouth. By entering a trade, Wendat escaped poverty. Although he has not seen his parents for nearly a year, he sends them gold whenever he can.
Wendat is proud of how far he has come from his poverty-stricken roots, but he is careful not to display his wealth. He still sees himself as a farmboy and refuses to put his heritage behind him. He is a man of the people, and his workers respond well to this; they reward his manner and his generosity with incredible loyalty and industriousness.
Combat: Wendat usually sticks to siege warfare, but he can defend himself when pressed. His apprentices and workers will always rally to his side.

# *Chapter 6: The Guide*

*Martia cursed as she pulled her leg from the depths of a leaf-covered bog. The muck sucked at her limb as she hauled it free from the deadly slop. Many a traveler had disappeared into such a pool of quicksand, never to be heard from again.*
*As she found firmer ground, Martia took stock of herself. She was covered in smelly slime and caked dirt. Even the links of her chain mail were full of the, noxious stuff. She was not having a good day.*
*After his defeat at the, castle, the evil necromancer had retreated to his legendary keep. Bloodlust still clouding her reason, Martia had doggedly pursued the death mage directly into the marshland that surrounded his sanctum. At Wendat's request-nay, demand-she had stopped in a city along the marsh's edge to hire herself a guide who would see her safely through the deadly mire. In her haste, she had shuck a deal with the first applicant, a wizened creature by the name of Prada.*
*Prada was an ancient halfling, an old outdoorswoman whose wanderlust had carried halfway across the continent and back. She had grown up near the marshlands, she told Martia, she knew them like the back of her hand. Prada eager to see anyone who could take a poke at Cardax, and the unlikely pair took off into the marsh early the next morning.*
*Martia heard a curse behind her. "How many times must I tell you: follow my footsteps exactly. This place is more dangerous than you know." halfling's tone was that of schoolmarm scolding a child caught cheating.*
*Struggling to her feet, Martia whirled about a found herself belt to eyeball with her diminutive guide. "Do not speak to me that way, halfling. I am paying you to get me to Cardax's home, not to drown me in unending muck!"*
*The halfling's nostrils flared widely. "My most sincere apologies, Madam Martia," the sarcasm dripped from her tongue. "If I had known that ye were* planning a *pleasure cruise, I'd have been more careful. It is absolutely beyond me how one such a you could have killed Drahlix and driven Cardax from his throne. I would have thought such deeds required a spot of courage and a brain larger than that of a besotted troglodyte! "*

*For a moment, Martia was taken aback by the halfling's full-sized fury. Before she could respond, geyser spouted from the marsh beside her, spraying mud and decaying plants thirty yards into the air. Martia wiped the muck from her eyes and swore heartily. Her language took an even darker turn as she saw the creature rising up before her.*
*It took her a moment to recognize it out of its normal context: the bulbous head covered with a chitinous layer of filth, the great dinner-plate eyes glaring with some animal approximation of mortal fury, the eight thick, long tentacles snaking out of the inky depths of the dirt. It was a giant, muddwelling octopus.*

*One of the creature's tentacles had already wrapped itself around Prada's tiny frame. The halfling was stabbing at the slimy flesh with her knife, but it was having little effect. Martia rushed forward, swinging the Blade of Honesty in a wide arc. The flashing blade struck true, severing the mighty tentacle cleanly in half.* I
*The smell clued Martia in to the fact at which she had previously only guessed. The foul stench of the grave sprang forth from the stream of greenish ichor that spouted out of the tentacle's stump. The eight(now seven-) armed thing attacking without any kind of warning was undead-some kind of zombie parody of the original creature.*
*Cardax was no doubt behind the ambush. Steeling herself, Martia leapt for the creature's head as it began to retreat back into the muck. As she did, she felt Pradas lasso encircle her leg.*
*This was going to be fun.*

Sooner or later, any adventurer worthy of the name is going to travel someplace that he has never been before. After all, a large part of being a hero involves venturing into unknown lands. Smart travelers always make sure they have one of two things: a good map, or a good guide. The best travelers use both.

A guide is rarely out of date, doesn't fall apart when wet and is a lot harder to lose. In addition, a guide acts as an interpreter, working as a liaison between the adventuring party and any indigenous peoples they may stumble across while traveling.

A good guide is worth his weight in gold. A bad one can cost even the most alert adventurer his life. Ifs important for a hem to find the right person, someone he can trust. Guides are only good in one locale, but they are familiar with everything in that area. Good guides not only take you from one side of their homeland to another, they also rattle off important facts about an area and relate the region's entire history. They know the real powers in the area and can easily distinguish them from petty thieves or ambitious charlatans.

***Experience, Thac0 and Hit Dice***

Guides have their own level advancement scheme as detailed in Table 19: Guide Experience Levels. They spend their days wandering about, working for whoever will hire their services. In between jobs, guides travel their chosen terrain, keeping themselves abreast of any changes-political or otherwise-that have occurred in the region.

Guides are always ready to defend themselves and are excellent hunters, as they spend much of their time foraging for food. For these reasons, guides use the warrior's THACO and saving throw table.

Due to the fact that guides do not train quite so hard as the average warrior, they only gain one eight-sided Hit Die per level up to the 8th level. In addition, guides never receive the warrior's hit point bonus for high Constitution. After 8th level, guides only receive 2 hit points every time they advance a level and do not gain extra hit points from high Constitution scores.

***Ability Scores***

Most people don't have the temperament to endure stretches of solitude, interspersed with short bursts of intense interaction with total strangers. Others balk at the possibly unsteady nature of the work. Quite a few don't have the charm to pull off the business end of the career.

After all, guides are more than just up-todate maps. They often function as ambassador, interpreter, teacher of etiquette and even cook. For these reasons, all guides m z have a Wisdom of at least 12, a Constitution of at least 10, and a Charisma of at least 9. The guide's prime requisite is Wisdom.

| Level | XPS | Hit Dice (d8) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,500 | 2 |
| 3 | 3,000 | 3 |
| 4 | 6,000 | 4 |
| 5 | 12,000 | 5 |
| 6 | 25,000 | 6 |
| 7 | 50,000 | 7 |
| 8 | 100,000 | 8 |
| 9 | 200,000 | 8+2 |
| 10 | 400,000 | 8+4 |
| 11 | 600,000 | 8+6 |
| 12 | 800,000 | 8+8 |
| 13 | 1,000,000 | 8+10 |
| 14 | 1,200,000 | 8+12 |
| 15 | 1,400,000 | 8+14 |
| 16 | 1,600,000 | 8+16 |
| 17 | 1,800,000 | 8+18 |
| 18 | 2,000,000 | 8+20 |
| 19 | 2,200,000 | 8+22 |
| 20 | 2,400,000 | 8+24 |

***Permissible Armor and Weapons***

Guides have no restrictions on armor. They can wear any protection they like. However; they cannot use many of their skills when wearing anything heavier than leather armor.

A guide can learn to use any Weapon, although they cannot specialize in weapons like their warrior counterparts. These outdoorsmen concentrate on their chosen areas rather than on improving their weapons-related skills. For a guide, weapons are simply a means to an end, not a way of life.

***Individual Experience Awards***

Guides earn their individual experience points in their own unique way. Their ambition is not to conquer creatures, but to learn more about their home and to earn enough money to live comfortably. Occasionally, they feel the need to travel to foreign lands and spend months or even yea, wandering through new lands, meeting new peoples and making new friends.

Awarding a guide's individual experience awards car be tricky because of their varied experiences. Consult Table 20: Guide Experience Awards when handing out experience at the end of an adventure.

***Table 20: Guide Experience Awards***

| Action | Award |
|---|---|
| Per new path learned | 500 XP (Varies) |
| Per potential disaster averted or avoided | Varies |
| Per vital bit of new information learned | 250 XP (varies) |
| Per gold piece earned in course of acting as a guide | 1 XP |

***Learning Paths***

A guide earns 500 XP for every new significant path he discovers. If the guide simply discovers a new route home from his favorite tavern, that's certainly not worth 500 XP (unless it involves a circuitous route, perhaps through the city's sewers), but it might be worth 10 XP or so.

Conversely, establishing a new trade route through a nearby mountain chain would be extremely valuable to society. Such an action might be worth 5,000 XP or more, depending on the difficulty of the task and the usefulness of the route.

***Avoiding Disasters***

If a guide manages to avert or avoid some kind of impending disaster for his employer, he earns experience points equal to the XP value of the obstacle. For example, if a guide manages to lead a party past a patrol of 15 orcs, the crafty outdoorsman would receive experience as if he had fought and defeated all 15 of those orcs.

***New Information***

Guides collect information about the areas through which they travel. This includes notes about who is in charge, where you can sell stolen goods, where you can find a healer or a cleric, and so on.

Whenever a guide manages to discover a piece of information that could come in useful sometime in the future, he earns a certain

amount of XP. Exactly how much is earned depends on how useful the information is. In most cases, the amount is equal to 50 XP. However, extremely important information brings the guide greater experience awards.

For instance, if a guide learns that the head of the local Thieves Guild is actually the mayor of the town, the DM could award him anywhere from 2,500 to 5,000 XP-depending on the thief's power. Of course, the fact that the guide possesses this information could come back to haunt him. If the mayor discovered that the guide knew his secret, the thief might hire deadly assassins to "take care of" the guide.

***Acting as a Guide***

A guide receives one experience point for each gold piece paid by a client. This does not apply to any treasure earned in the course of an adventure unless the terms of the guide's agreement with the party stipulate that he is to receive a share of the treasure in exchange for his services as a guide.

***Proficiencies***

A guide receives three weapon proficiency slots at 1stlevel and a earns a new one every Our levels (at the 4th level, 8th level, and so on). A guide suffers a -3 penalty when using a weapon with which he is not proficient. A guide also receives four non-weapon proficiencies at the lst level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on).

At first level, a guide must take the Direction Sense proficiency. In addition, he must choose his other starting proficiencies from the following list: Navigation, Etiquette, Fire-building, Fishing, Heraldry, Modern Languages, Riding (land-based or airborne), Weather Sense, Ancient History, Local History, Hunting, Mountaineering, Survival, or Tracking.

Once he earns additional non-weapon proficiency slots through level advancement, he may choose any available skill; the limitations given above apply only to 1st level.

Several different types of guides are listed below, complete with descriptions of which proficiencies would best fit them. DMs do not have to select any of these templates. In fact, it is fairly simple to create a unique NPC guide from scratch. However, adventuring parties are most likely to encounter the common types of guides detailed below.

Note that every guide, regardless of specialized training, receives a particular proficiency's special effect. Thus, if a navigator chose the Tracking non-weapon proficiency, he would receive the benefits that proficiency grants to the hunter.

Guides can choose proficiencies from the general, warrior, and rogue groups without additional cost.

***The Hunter***

Some guides prefer the wilderness and make a good living by showing others how to live off the land. Hunters could easily live as hermits in the wildlands, using their skills to support themselves. However, most hunters hire out as guides because there are certain things that you can't purchase with animal pelts and hides.

Hunters often take on wealthy clients and show them the best hunting and fishing areas. In exchange, the hunters earn themselves enough gold to meet their needs for some time. Some hunters work hard throughout the summer months and then comfortably wait out the winter months in a city.

Hunters must take the following non-weapon proficiencies at first level in addition to Direction Sense: Tracking (which costs two slots) and either Hunting or Fishing.

Unlike most classes, guides do not suffer a -6 penalty to their tracking rolls. In fact, these outdoorsman do not suffer any base penalty at all when tracking. The guide uses the Tracking proficiency in many ways, not the least of which is trailing beasts or foes. Often, hunters use this ability to pick out the easiest trail by noticing well-worn (and presumably safe) lads that local inhabitants and animals have forged. In this way, a guide can actually inanage to work his way through an area about which he knows little or even nothing.

The hunter, of course, also uses Tracking to hunt wild beasts for food and profit. When combined with the Hunting proficiency, this proficiency permits a skilled hunter to follow a beast for several days, if necessary.

Due to his experience as a hunting party leader, the hunter only suffers a -1 penalty to his Hunting proficiency check for every two characters that accompany him.

For example, if a hunter leads five other people into the woods to hunt, he only suffers a -3 penalty. A normal character would suffer a -5 penalty to the check.

The Tracking proficiency may not seem helpful to a hunter who chooses Fishing as his specialization. However, the guide can use this proficiency to discover the best fishing spots in an area.

The hunter can also use his Tracking proficiency to trail large fish, like sharks and whales, and even schools of smaller fish across a body of water. However, the hunter suffers a -6 penalty to his proficiency check when attempting to track the movements of aquatic animals.

***The Escort***

The escort is an urban guide who specializes in navigating his clients through the murky political and geographical waters of a town or city. A 1st-level escort must fill two of his remaining three non-weapon proficiency slots with the following proficiencies: Etiquette and Local History.

Using Etiquette, the escort can help his charges in their dealings with all levels of society-from beggars to royalty. Additionally, he can help them negotiate with local businessmen, bureaucrats, and diplomats

Local History gives the escort an historical perspective of the social and political landscape. He knows me events mat have shaped the local government and he can predict, with some degree of accuracy, the government's reaction to certain situations. Without a local escort, adventurers run the risk of committing terrible social blunders that could get them run out of town or worse. In addition, escorts can prove invaluable in many circumstances by providing the heroes with intelligence about local people and places.

Escorts are free to choose their remaining non-weapon proficiencies from any available groups.

***The Navigator***

Some guides find their true calling on the high seas. They study the skies and direct the path of a ship by way of the stars. Without them, many a ship would have long since run aground. Only the most desperate sailors wHl take a seagoing craft across the water without the assistance of an experienced navigator. Adventurers would be wise to follow the examples of professional ship captains and hire on a capable navigator.

All navigators must select the following non-weapon proficiencies at first level (in addition to Direction Sense): Navigation and Weather Sense.

Normally a character with the Navigation proficiency can reduce the chance of getting lost up to 20% The navigator's base number, however, is 25%. A navigator car reduce the chance of getting lost by an additional 10 percentage points (up to a maximum of 50

percentage points) for each extra proficiency slot he dedicates to Navigation.
Navigators also require a deep understanding of weather. Unexpected storms have sunk many a stout ship. If a guide detects bad weather early enough, there's a chance that he can navigate the ship away from the storm or into a safe harbor.

The 1st-level navigator is free to spend his remaining non-weapon proficiency slots on anything that he wants. However, navigator characters are strongly encouraged to choose the Swimming proficiency.
Later on, the navigator may want to pick up the Seamanship non-weapon proficiency, too. A good navigator knows the basic operations of a sea-going vessel, An extra set of skilled hands may mean the difference between life and death when struggling with the wild nature of the sea.

***The Interpreter***

The interpreter is a guide who specializes in facilitating communication between people. The interpreter is often employed as a diplomat, but this kind of position is usually reserved for high-level interpreters who have worked their way up the political ladder. These ambassadors have paid their dues working as simple translators and occasionally as protocol advisers.
1st-level interpreters must fill two of their remaining non-weapon proficiency slots with the following proficiencies: Etiquette and Modern Languages.
The interpreter uses the Etiquette proficiency to smoothly interact not only with members of his own culture, but also with foreign speaking people. This proficiency also supplements the interpreter's knowledge of a given language, as simple translations often fail to convey the shades of meanings inherent in any language.
To act as an interpreter, a guide must obviously know more than one language. Languages are the cornerstone of the interpreter's business; the more languages he speaks, he more clients he will have. However, some interpreters choose to concentrate on one or two languages, pouring all of their skills into them. Most others, though, find it more valuable to achieve a working facility in a number of different languages.
1st-level interpreters should also take Reading/Writing as their last non-weapon proficiency slot-although this is not a requirement. Interpreters with this skill can translate written words in any language in which they are proficient.

***The Mountaineer***

Some guides specialize in traversing the vast chains of mountains that divide the continents. These hardy souls enjoy nothing more than challenging the most difficult terrain. Mountaineers have a difficult job, as some of the fiercest monsters in the world live in mountains (orcs, trolls, goblins, etc.). Even when traversing well-known passes, many travelers prefer to keep a mountaineer along just in case a humanoid ambush forces them to use a secondary route.
I st-level mountaineers must take the following non-weapon proficiencies in addition to Direction Sense: Mountaineering, Rope Use, and Weather Sense.
With Mountaineering, the guide can actually lead a group of people into We mountains and traverse sheer cliffs with the aid of ropes and pitons. Mountaineers receive a +25% bonus to their chance to climb surfaces when using this proficiency. In addition, they receive a bonus of +10% for every subsequent slot of Mountaineering that they take.
Mountaineers need We Rope Use proficiency for similar reasons. With it, they can safely rope all the members of a party together when climbing a mountain or any other sheer surface. This skill gives a +15% bonus to a mountaineer's climbing skills. Mountaineers also enjoy an additional +5% bonus for each subsequent non-weapon proficiency slot they devote to Rope Use. This means that a 1st-level mountaineer gets a minimum bonus of +40% to any climbing rolls when using a rope. This reflects their dedication to their craft.
As with navigators, true mountaineers need to know about impending changes in the weather, and for this reason they must have the Weather Sense non-weapon proficiency. The weather can change quickly at higher altitudes, and a party caught on the face of a mountain during a thunderstorm is in serious danger.

***The Spelunker***

The spelunker is a close cousin to the mountaineer. Instead of working on the outside of a mountain, the spelunker explores the vast underground caves and massive networks of passages that penetrate the earth below our feet. While the weather is certainly not a risk underground (except in certain magical instances), the spelunker uses a lot of the same skills as the mountaineer.
In. a typical setting, the underworld is rife with all sorts of humanoid races. The spelunker can take a party to these creatures' home, or he can show them how to simply avoid them.
lst-level spelunkers must purchase the following non-weapon proficiencies (in addition to Direction Sense): Mountaineering, Rope Use, and (a new proficiency) Caving.
Consult the mountaineer description to see how Rope Use and Mountaineering affect a guide. The same skills used to climb sheer cliff faces that tower high above the earth can be applied to underground equivalents that descend into unknown depths.
The Caving proficiency is described later in this chapter. Any character class can purchase the Caving proficiency. However, it only costs a spelunker 1 slot to take it, while other classes must spend two slots for the proficiency.

***New Proficiency: Caving***

The caving proficiency enables a character to function underground. The skill modifier varies depending on the complexity of a character's action. Note that Dwarves and Gnomes receive a +3 bonus to their checks.
Because they spend so much time underground, spelunkers are exempt from the standard penalty when attempting to determine character underground. They simply use Direction Sense (a required proficiency) in place of the Caving proficiency.

***Table 21: Caving Penalties***

| Attempt to Detect | Penalty |
|---|---|
| Grade or Slope in Passage | -1 |
| New tunnel or passage construction | -1 |
| Unsafe walls, ceilings and floors | -2 |
| Approximate depth underground | -3 |
| Sliding or Shifting Wall or Rooms | -4 |
| Stonework traps, pits, and deadfalls | -6 |
| Direction Underground | -6 |

***Survival***

Many guides don't have enough proficiency slots to take all of the suggested proficiencies at the onset of their careers. Once they've gone up a few levels and have earned an additional slot, the temptation is often to simply concentrate on their primary

proficiency (Mountaineering, Navigation, etc.)
However, it is highly recommended that a guide take the Survival non-weapon proficiency after he fills all of his required proficiencies. Often a guide will find himself in a situation in which he has no food or water and must rely on himself. In such cases, the Survival non-weapon proficiency means the difference between life and death.
Remember, that each time a guide chooses the Survival proficiency, he must specify an environment. Well-traveled guides often purchase Survival proficiencies in areas other than their primary one. To do so, however, the guide must have spent a substantial amount of time in that particular environment. Otherwise, the DM is within his rights to deny the character the ability to use that specific proficiency.

***Guide Fees***

A guide's fees vary greatly depending on the following variables: the length of the employment, the distance, and the personal danger involved. On the average, a guide receives 5 gp per level for every day that he works. However, this number can change drastically. For instance, if a guide is an escort hired to show a group of adventurers around a new city, he'll probably only command 1 gp per day and the assignment may only last a day or three.
The longer the term of the employment, the less the guide charges. The life of a freelance guide is an uncertain one. The promise of a steady flow of gold is worth a great deal to a person in such a situation. In effect, the guide is offering a rebate in return for job security.
The farther the job takes the guide from home, the more it's going to cost, especially if it's a one-way trip for the employer. After the assignment is over, the guide is going to have to make his way back home by himself.
Obviously, the more dangerous the job, the more the guide is going charge. A mountaineer will charge an exorbitant amount to lead a group into a dragon's lair. Many adventurers cannot afford these fees up front. If they could, they'd hardly be out searching for treasure. However, many guides are willing to take on such jobs in exchange for a portion of the treasure. They will never work for less than half a share, and at that rate, they'll refuse to enter combat unless they absolutely have to.

Prada the Hunter
Female Halfling Guide

Str: 10
Dex: 12
Con: *13*
Int: 10
Wis: 17
Cha: 9
Armor Class: *3(leather annor +2, rhig of protection +3)*
Level: 12
THACO: 9
Movement: 6

Hit Points: 60
Alignment: Chaotic Good
No. of Attacks: 1
Special Attacks: None.
Special Defenses: None.
Weapon Proficiencies: Hand crossbow, dirk, short bow, short sword.
Non-weapon Proficiencies: Direction Sense (18), Fishing (16), Hunting (16), Survival [swamp] (11), Tracking (17).
Equipment: *Leather arnior +2, ring of protection +3, short sword +2,* compass, camping gear, flint and steel, rope 50', pitons, torches, oil.

Prada is a tough old halfling who thinks she's seen it all in her many years. Compared to most of the people she's met, she's right. Prada spent the better part of her life exploring and learning about the swamp surrounding the necromancer's fortress. She remembers when it, was a thriving place, teeming with life instead of undeath, and she yearns to see the restoration of the natural order.

Role-playing: Prada is often more bark than bite. She knows that her size can be a detriment! in a world in which most humanoids tower over he, but she does her best to turn this apparent weakness to her advantage.
Prada was raised in the swamps, and unlike most of her fellows who left when the necromancer claimed the place for his own, she has never left the shelter of its willows for long. No one knows the place better than Prada, and she is quite proud of this fact. The halfling sometimes vanishes in the sweltering foliage for weeks at a time. Combat: Prada is no fool. She knows she has little chance against most humanoids in a "fair" fight. She uses her knowledge of the swamp to her advantage. She can hide in it forever with little chance of discovery. If Prada decides to attack, she usually strikes with her short bow from cover.

# *Chapter 7: The Healer*

*Martia grimaced as pain ran down her right arm and coursed through that entire side of her body. She had been injured in battle before, but never so badly. Now, it was all she could do to keep her feet. She and Prada had held off the necromancer's beasts for what seemed like hours. They had fought back to back until one of the foul creatures imbedded an axe deep into the proud halfling's chest. Her dying word to Martia had been, "Run. "*
*Faced with an overwhelming force against which she now had no aid, Martia did the one thing she had never done before. She took Pradas advice and fled. The shame itself threatened to overwhelm the young warrior, but it was not that which brought her down in the end. She managed to escape the horde of undead creatures, but-she learned too late-these creatures were not the true danger. They were only meant to wear her down and herd her straight to the necromancer himself.*
*Just when Martia thought that she had finally managed to elude the dark mages minions, she ran smack dab into Cardax himself. He laughed at her. In her weakened state, she held no threat for him.*
*Cardax had reached out and snatched the Blade of Honesty from her grasp with a magical force. Then the magical blade, the one that Martia had planned to use against the necromancer, whirled about and cut deep into her right arm, pinning it to her side.*
*Horribly wounded, she had stumbled deeper and deeper into the swamp, away from the necromancer's triumphant glare. Cardax's cackling laugh echoed throughout the slime encrusted trees and into the corners of her skull as she fled, She ran on, desperately trying to escape the man who had become the embodiment of her own personal doom.*

*Martia had finally collapsed about an hour later, though it had felt like days. One horrifying thought flew through her mind before she lapsed into unconsciousness: she knew that even death wouldn't free her from one with such power over the dead.*

*Martia awoke screaming for her life, that horrifying thought still foremost in her mind. She sat bolt upright, not even realizing that she was in a bed. Arms grabbed her and pulled her back down to its soft surface, careful of the stitches and bandages that bound her arm and side.*
*Martia screamed for another minute before her eyes, adjusted well enough to realize that the kindly face looking down at her was not Cardax's. Relieved, the wounded warrior collapsed back onto the bed.*
*Martia felt much more calm after resting awhile. She woke up to find a damp cloth laying upon her forehead. Her arm and side were swathed in bandages, and she was clothed in a loose, white gown. Unfortunately, she also noticed that her sword and armor were nowhere in sight.*
*While she was still considering what to do next, the door to the one-room hut opened, and a young man dressed in blue robes stepped inside. His head was shaved bald, even down to his missing eyebrows, giving him an ageless look. Martia was sure she had never seen him before.*
*"Who?" she began, but her voice faltered. She was still quite weak. The young man held up his hand to forestall any more questions and spoke in a soothing voice.*
*"My name is Gnarvis. Some friends of mine found you unconscious in the swamp. You were bleeding badly so they brought you to me.*
*"I have treated your wounds and given you something for your pain, but you are still gravely injured. You will be in my care for some time.*
*"I need to kill Cardax," Martin rasped.*
*"Of course," said Gnarvis. "All in good time."*

Adventuring is hazardous duty. Anyone who seeks out fortune and glory will certainly encounter danger. Eventually, a hero's luck will run out. When this finally happens, that poor fellow is going to need some "stitching-up." Traditionally, many heroes turn to the cleric in their party for a quick fix. After all, instant magical healing is far more beneficial than nature's slow process.

Often, however, a cleric may not be available to ask the gods' blessings upon a wounded comrade. Alternately a hero may find himself travelling with a war priest who refuses to magically heal wounds because he believes that they are the "gifts" of his deity. Other times, the hero may be unable to afford the attentions of a cleric. Magic is not inexpensive, and persuading a priest to curry favor for you with his god (particularly if you're not a true believer yourself) can be costly

In such cases, wounded heroes make their way to a healer. Healers are cheaper than priests, they don't use magic, and they don't usually worry themselves about deities. This makes the healer an invaluable resource to small villages and heroes in desperate need of assistance.

### *Experience, Thac0 and Hit Dice*

Healers, like any other character class, have their own level advancement (shown on the Healer Experience Levels table). While there are some healers who find time to take up the martial arts, they are few and far between. In general, healers concern themselves more with healing wounds than inflicting damage. In fact, many healers are downright pacifists. For these reasons, healers use the rogue's THACO table. In addition, they use the wizards saving throw table.

Though healers do not engage in physical training, they do realize the advantages of staying in shape. These hard-working men and women generally spend their days laboring in harsh conditions and not holed up in some dank tower engaged in research.

Because of this, healers use a six-sided die to determine their hit points for each level up to the 8th. After 8th level, healers only gain 2 hit points per level and do not receive bonus hit points for high Constitution scores.

***Table 22: Healer Experience Table***

| Level | XPS | Hit Dice (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,250 | 2 |
| 3 | 2,500 | 3 |
| 4 | 5,000 | 4 |
| 5 | 10,000 | 5 |
| 6 | 20,000 | 6 |
| 7 | 50,000 | 7 |
| 8 | 80,000 | 8 |
| 9 | 160,000 | 8+2 |
| 10 | 320,000 | 8+4 |
| 11 | 480,000 | 8+6 |
| 12 | 640,000 | 8+8 |
| 16 | 1,380,000 | 8+16 |
| 17 | 1,540,000 | 8+18 |
| 18 | 1,700,000 | 8+20 |
| 19 | 1,860,000 | 8+22 |
| 20 | 2,020,000 | 8+24 |

### *Ability Scores*

A good healer is a rare commodity. Many people dabble in the heating arts, but few actually have the dedication to truly master them. It's a long way from the inn matron's chicken noodle soup to a really effective poultice.

Often a healer finds himself in his occupation less by choice and more by some overwhelming sense of responsibility to his fellows. For these reasons, all healers must have a Wisdom of at least 12 and a Constitution of at least 9. The healer's prime requisite is Wisdom.

### *Permissible Armor and Weapons*

Battlefield medics occupy an honored position in most armies. While many healers do not fit this mold, there are those courageous few who brave the dangers of war. Even so, healers cannot perform their duties while wearing anything heavier than leather armor. In addition, a healer cannot wear gloves or gauntlets of any sort. Such things interfere with the healer's ability to work with a patient. Healers are permitted to learn the use of the following weapons: dub, dagger, dart, sling, and staff.

### *Individual Experience Awards*

Like other character classes, healers earn experience points in their own unique way. They tend to focus more on the aftermath of a battle rather than the combat itself, and this affects how they learn from their adventures. They gain experience for healing injuries and for learning new ways to bring relief to their patients.

***Table 23: Individual Experience Awards***

| Action | Award |
|---|---|
| Per Patients hit point healed | 10 XP |
| Per discovery of new treatment or antidote | 500 XP |
| Per Gold Piece earned in the course of acting as a healer | 1 XP |

Occasionally, a healer will stumble upon a new way to treat a fever or disease (such as using rare herbs, or applying a standard treatment to a non-standard affliction). If, in the course of an adventure, a healer successfully uses his Healing proficiency in an original way, the DM should award him 500 XP

### *Proficiencies*

A healer receives two weapon proficiency slots at 1stlevel and gains a new one every four levels (at the 4th level, 8th level, and so on). A healer suffers a -3 penalty when using a weapon with which he is not familiar.

A healer also receives four non-weapon proficiencies at 1stlevel and a new proficiency every three levels after that (at the 3rd level, 6th level, and so on). At 1st level, a healer must take both the Healing and the Herbalism proficiencies. These are the skills that define the healer as such, and without them he could not perform his duties. See the notes in the *Player's Handbook* for full details about how the healer can use these proficiencies to aid patients in healing in a natural, nonmagical manner.

As the healer progresses in levels, he must fill any new non-weapon proficiency slots with either the Healing or the Herbalism proficiencies. In this way, the healer actually progresses in his chosen profession.

Additionally, the healer can change any earned weapon proficiency into a non-weapon proficiency after 1stlevel. These slots are exchanged on a one on one basis: 1 weapon proficiency slot is worth 1 non-weapon proficiency slot. These transformed proficiencies do not have to be spent on Herbalism or Healing, but many healers choose to concentrate all of their efforts on improving their skills. Healers can choose from the general and priest non-weapon proficiency groups without any additional cost.

### *Extra Healing Abilities*

The fact that healers concentrate so heavily on their chosen art means that they gain extra abilities and bonuses from their Healing

and Herbalism proficiencies. Other classes may not receive these bonuses, no matter how closely they may follow the healer's path.

***Working with Poisons***

The healer adds an extra +1 bonus to his patient's saving throws vs. poison for every two proficiency slots he has in both the Healing and Herbalism proficiencies.

For example, Gnarvis spends two of his proficiencies on Healing and an additional two on Herbalism. Normally a character with the Healing proficiency could treat a poisoned wound and give the poisoned character a +2 bonus to his saving throw against the poison. Gnarvis, however, can add +3 to the saving throw. Gnarvis's old teacher Narlick is a legendary healer. He has spent six slots on Herbalism and seven on Healing. This means that he adds +5 (+3 added to the basic bonus of +2) to a poisoned character's saving throw.

***Working with Disease***

Similarly, a skilled healer has a better chance of treating disease. For every three slots of Herbalism, the healer receives a +1 bonus to his Healing proficiency roll when treating a disease.

Gnarvis does not receive any modifiers since he only has two slots of Herbalism. Narlick, on the other hand, receives a +2 bonus to his healing proficiency roll when he treats a diseased patient.

***Working with Mutliple-Patients***

Normally a character can only treat up to a maximum of 6 patients in a day. Healers, however, receive intense training in their field. To reflect this, healers can treat an additional patient per day for every slot of Healing that they possess. Gnarvis has two slots worth of healing and can handle up to 8 (6+2) patients. Narlick has 7 slots of healing and could treat 13 (6+7) patients at a time!

***Complex Wounds***

At the DM's discretion certain injuries can be more difficult to work on than others. If a character has been beaten below 0 hit points (and the optional death's door rule is in effect), the victim suffers from complications that make treatment very difficult.

In such cases, for each hit point of the patient below 0, the healer suffers a -1 penalty to his proficiency check. For example, if Martia was at -5 hit points when she was brought to Gnarvis, the healer would suffer a -5 penalty to his roll when trying to minister to her wounds.

***Focusing Attention***

Normally, a character with the Heating proficiency can only attempt to heal a particular patient once per day. A healer, however, can focus his attention on that patient and try several times to heal him. For a healer to focus his attention on one patient, though, he must spend less time with his other patients. In fact, a healer must give up the opportunity to treat two other patients for each additional healing attempt on the same patient. Furthermore, each successive attempt incurs a -1 penalty.

For example, Gnarvis currently has 10 people in his care. One of these patients suffers from a strong fever that the healer can't break. Gnarvis decides to focus his attention on the feverish patient. This means that two of Gnarvis' other patients cannot receive treatment from the healer this day. In addition, Gnarvis suffers a -1 to his healing proficiency check for the second healing attempt on the fever victim.

Note that a character Gin only be healed a maximum of 3 bit points per day from the Healing proficiency, Once a healer succeeds in restoring 3 hit points to a patient in a single day, there is nothing more he can do for the patient until the next day-

To work as a healer, a character must have access to certain tools and medicines. A healer's At costs 100 gp per level of the healer. Every time the character goes up a level, he must pay another 100 gp to upgrade his kit. If the kit is lost or damaged at any time, it must be replaced.

A healer can work without his kit, but suffers a -2 penalty to all Healing proficiency checks. Additionally, he cannot use his Herbalism proficiency to supplement his Healing proficiency without a healing kit.

***Offices and Hospitals***

Most healers work out of structure dedicated to treating the sick. The size of the edifice directly affects how many patients a heater can minister to each day, as he must have a bed for each patient. Maintaining an office or hospital costs money. For each bed available, the healer must generate at least 5 gp per month. Often the local government will pitch in to help a healer who cannot maintain an office or hospital. After all, it's in the best interests of the community to have a healer on hand for emergencies. However a the healer experiences a sudden windfall, the community will expect to have their funds repaid.

Often, several healers combine their offices to form a hospital. This is a way for the healers to share expenses while treating a large number of people.

When working in a hospital, the healer receives a +1 bonus to his Healing proficiency checks. This only applies if the patient in question actually has a bed in the hospital.

***Field Hospitals***

Many armies bring heaters along with them to set up field hospitals. These are often little more than a number of cots set up under a large tent.

Field hospitals are no place to practice real medicine. Usually, the wounded are patched up quickly and either sent back into battle or transferred to a real hospital. Healers receive an additional -1 penalty to their Healing proficiency rolls when working in a field hospital on patients who have less than 0 hit points.

Many field hospitals have priests on hand to tend wounded officers or heroes. Few regular soldiers ever see a priest when they are wounded. That privilege is reserved for the elite and (upon occasion) the critically wounded.

***Using Herbs***

In addition to his other requirements, the healer must keep a good stock of herbs on hand to use in poultices and medical concoctions. He can purchase these on the open market if he likes, or he can cultivate his own herb garden.

If he decides to purchase the herbs, a healer must spend 10 gp per level each month to maintain his supply. This assumes that he has a steady stream of patients upon whom he uses the herbs. Otherwise, the herbs will keep for 3d4 months before losing their effectiveness.

The price of herbs can skyrocket in certain circumstances. If the healer is in foreign lands, the price will double, as he will have to find local equivalents of the herbs that he uses back home.

At the DM's discretion, certain diseases may only be treatable with particularly rare herbs. Obtaining these herbs may not be as simple as going down to the market. If these special herbs are down at the market, they cost anywhere from 60 to 100 gp for a single dose.

In other cases, the herb may only be found in,,' exotic locals. This is cause for an adventure, as either the healer will have to go someplace to find the herb or he'll have to send someone to find it for him. More likely, the healer will hire on a party to locate the herb and accompany ~ them on their quest. After all, it's likely that th6 heroes wouldn't know how to locate or harvest; the herb in question.

***Herb Gardens***

Many healers maintain an herb garden of their own to save costs and guarantee a steady supply of the proper herbs. Healers who wish to cultivate an herb garden must take the Agriculture proficiency. Alternately, the healer can hire someone to maintain the garden for him, but that gardener would have to have the Agriculture and the Herbalism non-weapon proficiencies to successfully grow the proper herbs.

Maintaining an herb garden costs only 5 gp per level of the healer each month, but this is only if the healer performs the labor himself. Otherwise, it costs 15 gp per level each month to hire on a gardener. Most healers that have a home base start out keeping their own herb garden. It's cheap, easy, and it helps to pass the time between patients. However, at later levels, the demands on a healer's time become more substantial; most take on at least an assistant gardener to keep the herb garden in tip-top shape.

***Home Grown Bonus***

Home grown herbs, those cultivated by the healer himself, add a +1 bonus to any Herbalism proficiency rolls. The bonus is due to the higher amount of control the healer has over the quality of the herbs from his own garden.

In order for the healer to receive the home grown modifier, he must strictly maintain his garden. If the garden stands untended for even a day, the bonus lapses until the garden is brought back up to the healer's demanding standards or quality.

***Maintaining a Herb Garden***

If the garden remains untended for more than a week, any herbs taken from it actually give a -1 penalty to any Herbalism proficiency checks. Each week the herb garden is untended adds a cumulative -1 penalty-up to a maximum of -4.

Restoring the garden merely requires a little hard work. If the garden has been neglected for only a week or less, the healer must spend a half day restoring the garden.

However, it takes one full day to restore the garden for each week of neglect. A garden ignored for four weeks requires four full days of work to restore. The time needed to restore a neglected garden can never take more than a full week of gardening.

Many times, healers band together to share a garden. Sometimes they run it cooperatively, each taking a turn in the garden. More often, they simply hire a gardener to tend the herb garden for them and then split the costs. An herb gardener can only handle so many demands by himself, though,

A gardener can tend enough herbs to satisfy one experience level of his employers' demands for each point of the gardener's Agriculture skill. For example, a gardener with a score of 15 in his Agriculture proficiency could handle the demands of up 15 total experience levels of healers (three 5th-level healers, two 7th-level healers and a lst-level healer).

Once the healers' levels exceed the abilities of their single herb gardener (as they often do in hospital settings or with other large groups of healers), they must hire on additional herb gardeners to help take up the slack. Each additional herb gardeners demands another 10 gp per month in salary.

Herb gardens that sell their product to any healer are often headed by a single herb gardener and some underlings who possess the Agriculture proficiency. Herbs purchased from these gardens do not give the Herbalism proficiency bonus associated with private gardens. However, the underling gardeners only cost 5 gp per month to hire.

Stingy healers can maintain a garden like this if they like, but they will suffer the loss of the bonus. Many hospitals run a secondary garden with herbs available to outside healers, and in that case, they use this method for the non-personnel herbs.

***Apprentices***

Healers do not gain any followers-unlike members of player character classes. However, healers often pick up apprentices in the course of their business.

Once a healer reaches 5th level, he attracts a single apprentice every time he gains an additional level. The apprentice only remains in the healer's service until the healer himself goes up three full levels in experience. At that point, the apprentice becomes a 1st-level journeyman healer.

Most healers only have up to three apprentices at a time, but the most famous and renowned healers attract even more. At 8th level and above, the healer attracts up to three apprentices per level. Each of these is ready to leave after their master attains one more level of experience. Those apprentices that were retained at the master's 6th and 7th levels can leave automatically when their master reaches the 8th level.

At 10th level (and each level thereafter), the healer attracts another healer of five experience levels less than himself. This master apprentice hopes to glean knowledge from one of the legendary practitioners of the healing arts. However, this apprentice is already a healer, and only stays until the master healer attains the next level of experience. At that point, the master apprentice gains another level for himself and can leave the healer's service.

Apprentices require a lot of their master's time. A healer must surrender the opportunity to work on one patient a day for every apprentice he has. This relationship cannot be neglected except in the most dire of emergencies.

Of course, apprentices can help the healer as well. While in his service, they each possess the Healing and the Herbalism proficiencies at half (round up) the level of their master. In addition, they can attend up to four patients per day (their studies take up the rest of their time).

Once an apprentice becomes a 1st-level healer, he is not obligated to leave. If the master healer desires, the new healer can join his practice as a journeyman healer. However, if there is not enough local demand for another healer, the master sends the new healer off-possibly with a letter of recommendation.

***Gnarvis***

Gnarvis the Healer
Male Human Healer

Str: 11
Dex: 9
Con: 15
Int: 12
Wis: 18
Cha: 12
Armor Class: 7 *(robes +3)*
Level: 4
THACO: 19
Movement: 12
Hit Points: 20
Alignment: Lawful Good
No. of Attacks: 1
Special Attacks: None
Special Defenses: None
Weapon Proficiencies: Dagger, staff.
Non-weapon Proficiencies: Healing (17), Herbalism (10).
Equipment: *Robes +3*, healing herbs, staff, knife (surgical).

Gnarvis is a young journeyman healer who graduated from his apprenticeship just over a year ago. After leaving his master, Gnarvis decided to return to his family's ancestral home in the bayou portion of the necromancer's swamp. Most of the area had long since been twisted into something unholy by Cardax's spells, but some small pockets of resistance have held out.
The young healer has kept himself busy over the past year, tending to those in the bayou who lead the resistance movement against Cardax. Gnarvis is not a fighting man, but his skills are highly valued by those remaining in his community. Equipped with only his herbs, his surgical knife, and the robe his master gave him as a parting gift, Gnarvis has given his fellows more cause for hope than any swordsman.

Role-playing: Gnarvis is quiet and confident. He knows that the necromancer could likely destroy the entire bayou if he wanted, but the simply fact that he has yet to do so has encouraged the young healer.
Gnarvis is more than just a healer to the people of the bayou. To them, he represents hope. After all, he didn't have to return to the horrors of the bayou, and no one would have blamed him if he'd taken his education and set up shop in a thriving metropolis far from Cardax. No one, that is, but Gnarvis himself. His sense of duty keeps him where he knows he belongs. Combat: Gnarvis does not like to fight, but he has been trained in the use of his staff. He will only use it to defend himself or if the life of a friend is in danger. Otherwise, he prefers to retreat. He is a healer, and it is not in his nature to willfully damage sentient beings.

# *Chapter 8: The Historian*

*Martia slogged through the muck on the outskirts of the bayou as she searched for the hut of Gnarvis's friend. She'd been looking for nearly an hour already, and the sun would be setting soon. Martia did not want to be caught out of doors after dark. Gnarvis's other patient had been a vibrant example of just how dangerous the swamp could be.*

*Martia had been horrified when the man crawled feebly to the healer's door. Most of the man's face was missing, but Gnarvis had been confident that the poor soul would survive his wounds. Gnarvis could do nothing to reconstruct the man's face, though, and there was little chance the wounded man could afford a cleric's healing touch. He would bear his scars for life.*

*"Palcher here is one of the lucky ones," noted Gnarvis. "He'll actually have a chance to heal. Most people who encounter the necromancer's minions end up deceased-or worse."*

*"Or worse" meant that those who once fought bitterly against Cardax's every advance would now forcibly find their way into his service.*

*"It has been going on for years. Brothers are forced to take up arms and defend themselves against their own brothers, who, only a week before, were fighting against the monstrosities. Sometimes, we must even fight against our grandparents. " With these word, Gnarvis had grown even more solemn.*

*"My father's father roams the swamp these days, although he's been dead and gone for five years. As of last month, his son-my father, fights at his side." Gnarvis had blinked away the water filling the corners of his eyes.*

*"That's why I came back. That's why I can never leave until Cardax is dead!"*

*Coming from the gentle healer, these harsh words had cut deeply. Soon after hearing them, Martia had rededicated herself to her purpose.*

*While she was recovering from her injuries, Martia had realized that there was no way she could make it through the necromancer-tainted portion of the swamp on her own. Even if she did, Cardax would certainly see her coming from over a league away. A frontal assault on the keep was out of the question.*

*She confessed her fears to Gnarvis, and the young healer had told her of a lesson that his grandfather had once taught him. "Grandfather was a great warrior. He wasn't as strong, as tall, or as skilled with a blade as other fighters, but he was smart."*

*"'Know Your foe,'he always said to me. 'To get rid of the largest oak, you attack the trunk, not the branches.' Whether tha tfoe is a head cold or a kobold, that maxim always holds true. Once you know all you can about your foe, you've increased your chances to destroy that enemy. Then you can avoid all those distracting branches and destroy the trunk."*

*"But how can I discover more about Cardax" Martia had complained. "He's been around for so long, and rumor has it that he's long since killed I anyone who possessed any knowledge of his origins. "*

*"Not everyone," Gnarvis had smiled.*

*Now, Martia found herself stumbling through the swamp on the outskirts of the bayou. Exhausted, her injuries still sapping some of her strength, she sat down on a log to rest.*

*As she did, an arrow pierced the air over her head. Her fatigue fell away, and she threw herself into the mucky ground and scrambled for cover, When she finally came to a stop behind a rock, she realized someone was laughing at her.*

*"My dear Martia," cackled the voice, "you are your father's daughter."*

*Who are you?" Martia demanded, more spooked than she cared to admit.*

*"Grahlista," came the voice again, but this time from behind Martia.*

*She whirled back around and came face to face with an elderly woman holding a cocked crossbow pointed at her heart. "As any good historian will tell you dear, 'Know your foe."'*

"Those who ignore the past are condemned to repeat it." This cliche says a lot about a historian's function in society, including one based on fantasy. History plays a vital part in any fantasy role-playing game. Without a decent history, a setting can seem hollow or two-dimensional.

Many questions remain unanswered in such a low-detail fantasy campaign. Where did all the powerful magical items and artifacts come from? How did the king of the largest nation come to power? What kind of wars has this nation fought with its neighbors? Fantasy campaigns high in detail, however, often have answers to these questions. The historian NPC plays an important role in such worlds, as he is the chronicler and guardian of important information. Bards still spin juicy tales of the past in taverns across the world, but historians are more interested in the factual components of these tales rather than the way in which these tales are performed.

The historian's job also includes learning from the past and applying these lessons to "present day" life. Some gifted historians can even predict future events based on centuries of collected data.

Over the years, historians research deeper and deeper into the past, hoping to discover new details and gain some further understanding of what has gone before. They hone their understanding of the past to a razor's edge, and with that edge, they attempt to pierce through the veil of time and arrive at the truth.

### *Experience, THAC)0 and Hit Dice*

Historians, like any other character class, have their own level advancement as shown on Table 23: Historian Experience Levels below.

In general, historians are bookworms who spend their days gathering, collating, and analyzing facts. Sometimes, however, the lure of new information leads them into mysterious-and perilous-waters.

At these times, historians must rely upon heir skill with a blade instead of the sharpness of their wits. For these reasons, historians use the rogue's THACO and saving throw table. In addition, historians receive a c16 Hit Die for each level up to the 8th, and gain 2 hit points for each level of experience above the eighth.

***Table 23: Historian Experience Levels***

| Level | XPS | Hit Dice (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,200 | 2 |
| 3 | 2,400 | 3 |
| 4 | 4,800 | 4 |
| 5 | 9,500 | 5 |
| 6 | 19,000 | 6 |
| 7 | 38,000 | 7 |
| 8 | 76,000 | 9 |
| 9 | 150,000 | 8+2 |
| 10 | 300,000 | 8+4 |
| 11 | 450,000 | 8+6 |
| 12 | 600,000 | 8+8 |
| 13 | 750,000 | 8+10 |
| 14 | 900,000 | 8+12 |
| 15 | 1,050,000 | 8+14 |
| 16 | 1,200,000 | 8+16 |
| 17 | 1,350,000 | 8+18 |
| 18 | 1,500,000 | 8+20 |
| 19 | 1,650,000 | 8+22 |
| 20 | 1,800,000 | 8+24 |

### *Ability Scores*

Relatively few people are drawn to the academic world of the historian. Aspiring historians must know how to read and write, and have decent penmanship so that future generations can draw upon their works. They must also be able to perceive how seemingly disparate historical events link together in an intricate web. In addition, historians must stud), ancient and modern languages and cultures to broaden their perspective.

More than anything else, historians must possess a driving curiosity. It is this absolute need to know that draws them out of their libraries and into the wilderness.

For these reasons, all healers must have a minimum Intelligence of 12 and a minimum Wisdom of 10. The historian's prime requisite is Intelligence.

### *Permissible Armor and Weapons*

Some of the most famous military units or mercenary organizations actually had historians dedicated to their unit. These military chroniclers often fulfilled other duties, such as healing the wounded and training recruits in the basics of military strategy. Their main duties included keeping a record of the organization7s successes and failures, as well as knowing the name of each and every member of the unit.

Historians cannot wear any armor heavier than chain mail, as these chroniclers require mobility and a clear field of vision. Otherwise, they will never be able to record their observations.

Historians can wield a club, dagger; dart, hand crossbow, knife, lasso, sling, short sword, and staff. However, these academics usually prefer their quill, inkpot, and blank book with which they record their findings.

Historians often think of themselves as journalists for future generations. They try to be impartial and rarely have any reason to involve themselves in the middle of the action.

### *Individual Experience Awards*

Historians earn experience points in their own unique way, as they tend to focus more on how and why things happen. This affects how they learn from their adventures.

Usually, a historian's main goal in life has nothing whatsoever to do with material wealth-although many historians struggle with the necessity of raising funds to support their studies. Instead, they earn points for learning new things and recording important events, thoughts, discoveries, and experiences for the benefit of others.

### *Attending Events*

Some historians glean all of their information from other people's sources-such as books, maps, and libraries. These historians are most often interested in events beyond the memory of most living people. Other historians like to wade in the thick of things so that they can report on modern day events. Eyewitness accounts are essential to any chronicler of modern events.

Historians, then, should seek out important events to witness with the eventual aim of becoming a chronicler of the events. To this end, they receive experience points for simply showing up at an important event and paying attention to it.

Generally speaking, the historian will not become directly involved in the action. Even so, he earns experience for being present at events. The more important the event, the greater the experience. The average amount of experience points that a historian should receive for attending an event is equal to one-fourth of the total XP value for the event in question. A DM should only increase the XP award if the event is truly important, such as the death of a king on the battlefield.

### *Learning Facts*

Similarly, every time the historian learns an important new fact, he cams experience. This award can be in addition to the awards for attending an event. This means that the historian actually earns more points for attending an event and learning new facts from the event.

These new facts cannot only be new to the researcher; they must in some way advance the scholarship in a particular field. For example, Grevnar, a student of contemporary history, learns that the ancient battle of Fo-Chu took place on a volcanic island. As it turns out, this information is part of the established body of knowledge surrounding the battle, so Grevriar would not receive any experience points. If, however, Grevriar discovered that the battle of Fo-Chu never really took place at all, he would gain some experience points.

The amount of experience awarded is based upon the importance of the fact. If the fact is fairly mundane, then the DM should only award 100 XP. However, if the historian manages to learn something earth-shattering -like the fictitious nature of Fo-Chu-he should earn 1000 XP.

***Recording Facts***

Learning facts is not the only job an historian undertakes. He must also record his knowledge, otherwise future generations will not benefit from his work.

Recording facts is a lot easier than discovering them. The historian must simply write his findings down. Eventually, these findings may be copied and find a place in a well-stocked library.

An Historian should receive approximately one quarter to one half of the experience he earned for learning the fact. Note that the historian does not receive experience points for recording common facts.

***Telling Facts***

Many historians come from pre-literate cultures that value oral tradition. These historians do not know how to read or write; their histories are handed down throughout the years in the form of stories. These historians earn their title by committing these tales to memory. They are the guardians of their culture's mythologies and histories.

Historians also receive experience points by telling the histories carried in their head. To actually earn the points, the historian must take the time to tell the tale to a PC or NPC who is actually listening to the story. These NPCs cannot just babble endlessly on a city street-corner and receive experience points.

Each time the historian tells a tale, he earns a number of experience points equal to one tenth to one half the number of XPs he earned for learning the facts behind the tale. Thus, the amount of experience depends on the importance of the tale.

An historian can earn points for retelling a history, however, the tale must be a new one for his audience. Thus, he couldn't sit in a tavern and earn XP for endlessly repeating one boring history.

The DM should make an appropriate History check (either local, modern, or ancient-depending on the nature of the tale) to determine how well a historian recounts an event. If the check is a success, the historian manages to tell the tale in an enthralling and informative manner. If the check fails, the historian's dry recitation of the tale actually causes a large majority of his audience to wander away; he receives no XP for such a failed effort.

***Proficiencies***

An historian receives two weapon proficiency slots at 1st level and earns a new one every four levels (at the 4th level, 8th level, and so on). Historians suffer a -3 penalty when using a weapon with which they are not proficient.

An historian also receives four non-weapon proficiencies at the 1st level and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on). At 1st level, an historian must take either the Ancient History or the Local History proficiency. Many historians will take both, but some prefer to specialize in one or the other. See the "Proficiency" chapter in the *Player's Handbook* for full details on these non-weapon proficiencies.

The historian is strongly recommended to take the Reading/Writing proficiency as well. Without it he is unable to gain any experience for recording facts.

As the historian progresses in levels, he is not required to fill new non-weapon proficiency slots with any particular proficiencies. Historians do not need to increase their historical proficiencies as they progress in level-although most of them do.

Historians can, if they like, exchange any and all of their weapon proficiencies for non-weapon proficiencies-although they must take at least one weapon proficiency at 1st level. The proficiencies are exchanged on a one-for-one basis.

Certain non-weapon proficiencies can aid the historian in his work. These are: *Heraldry: With this proficiency, the historian can recognize symbols and family crests. This can be exceedingly important in the historian's line of work, as he generally spends much of his time concentrating on noble or famous families.

*Musical Instrument: Oral cultures often set there ancient histories and mythologies to music. An historian with this proficiency (or the Singing proficiency) receives a +1 bonus to his History proficiency roll.

*Languages: The study of languages is absolutely essential for any serious student of history. This is particularly true of historians who study ancient history. Without the Ancient Languages proficiency, these historians cannot translate eyewitness accounts of long-past events.

At best, language deficient scholars must depend on someone else's (possibly incorrect) translation. At the very least, their is a high probability that the translated text will not contain any of the subtle nuances of the original text. In fact, historians who use translated texts when researching an historical event receive a -1 penalty to their History proficiency roll.

***Other Proficiencies***

Many other proficiencies can be useful for a historian at the proper moment.

Having an applicable proficiency to use on a given historical situation confers a bonus (usually +1 for each relevant proficiency brought to bear on the situation) to an historian's History proficiency check. For instance, an historian with the Armorer proficiency receives a +1 modifier to his History proficiency roll when he attempts to identify a piece of ancient plate mail that once belonged to a famous warrior.

If the application of the non-weapon proficiency to the historical check is particularly tenuous, the historian must successfully make a check of the applicable proficiency before conferring the bonus.

Historians can choose proficiencies from the general, warrior, rogue, and wizard non-weapon proficiency groups without additional costs.

***Character Kits***

The incredible depth and breadth of historical study lends itself to specialization. It just isn't practical to attempt mastery over every single subject in every single time period of a given campaign world. Thus, most historians concentrate on certain periods or subjects within the field of historical scholarship.

Four of these specialists are presented here in the form of Historian Kits. These four kits are by no means representative of the entire field of historical scholarship. Dungeon Masters are encouraged to create kits of their own that reflect the uniqueness of their particular campaign worlds.

### *The Ancient Historian*

The title of this kit refers to the character's area of concentration, not his age. Ancient historians prefer the comp any of musty old tomes to that of most other creatures and spend much of their time nestled in underground carrels of vast libraries.

The majority of ancient historians' discoveries come from new insights gleaned from ancient texts. In addition, these historians develop new theories about established historical facts and principles.

For the most part, members of this kit delve into past events with little concern about how their discoveries may affect "contemporary" life. That kind of understanding will come with time.

**Requirements**: Ancient historians must memorize and organize vast storehouses of seemingly disparate facts and then synthesize them into a meaningful whole. For this reason, they must possess a minimum Intelligence score of 14 -in addition to the standard requirements for a historian.

**Role**: Ancient historians rarely accompany heroes upon epic adventures. However, they may be the impetus behind such adventures. For example, an ancient historian may require a rare tome to complete his studies, so he hires some heroes to retrieve it from its current location.

Also, the heroes may occasionally require the services of an ancient historian. Who else could accurately tell them the particulars of the ancient curse which protects an artifact they've been hired to find.

Governments and nobles often commission these historians to gather and maintain national records and histories. In addition, some ancient historians specialize in the history behind magical items or artifacts (using the Spellcraft non-weapon proficiency).

**Weapon Proficiencies**: Dagger; dart sling, and staff

**Non-weapon Proficiencies**: *Required:* Ancient History, Ancient Language, Reading/ Writing, and Heraldry. *Recommended:* Modern Languages, Spellcraft.

**Equipment**: Ancient historians must have access to major libraries to continue their studies. Without this access, they cannot progress from level to level. In addition, they must maintain their own personal libraries.

Keeping a personal library costs an ancient historian 250 gp per level. Thus, a 4th-level ancient historian must pay 1,000 gp to maintain his personal library. The historian must pay this amount when he reaches the next level. He will not receive the benefits of the new level until this amount is paid.

An ancient historian rarely strays far from his library and always keeps a notebook, a pen, and a bottle of ink with him just in case.

**Special Benefits**: Ancient historians receive a +2 bonus to all Ancient History proficiency checks. This is due mostly to their strong relationship with librarians and book sellers in their area. These merchants and scholars provide the ancient historians with first crack at the finest research materials.

Additionally, an ancient historian can seek out a Patron to cover the costs of maintaining his personal library. To successfully do so, the ancient historian must make an Ancient History proficiency cheek every time he advances a level (the check can be made at 1st level). If he succeeds, the historian has found himself a patron and does not have to pay the library upkeep fee this level.

The ancient historian must make this roll every level in order to keep his patron. If he fails, the patron discharges him, and he must somehow come up with the library upkeep be himself. He can try again for another patron (or even the same one) when he reaches the next level of experience.

Any time that the ancient historian fails such a check, though, he suffers a cumulative -1 penalty to his chance to retain a patron the next time he attains a new level of experience. This prevents the ancient historian from abusing his patron's good will.

The ancient historian's patron may also help with other costs. Often the patron will provide the historian with meals and a place to sleep. Upon occasion, the patron may even finance purchases of truly rare and important tomes or historical pieces. Alternatively, the patron may agree to finance an expedition to locate such items. Either way, the ancient historian must make a check against his Ancient History non-weapon proficiency to convince his patron that the item is worth the cost and effort.

**Special Hindrances**: Ancient historians must always appease their patrons. For example, ancient historians must ask their patrons' permission to leave town. Whenever an ancient historian wishes to leave town, the DM should roll an Ancient History proficiency check. If the roll fails, the ancient historian does not have permission to leave.

The ancient historian can ignore his patron and leave against his wishes. However, he will immediately lose his patron's support. When the historian reaches the next level, his attempt to find a new patron (or reestablish relations with the old one) becomes quite difficult. In fact, the historian must make a History proficiency roll with a -4 penalty to determine if any patron will have him.

### *The Chronicler*

The chronicler (also known as a local historian) is more concerned with the development of history on a daily basis than the ancient historian. He collects stories both legendary and mundane and spins them into epic tales and simple parables, all for the entertainment and edification of those around him.

Many chroniclers travel around quite a bit. in an effort to keep up on current events. In a very real sense, they are the reporters of their time. Without the news that they bring with them on their journeys, people living in remote areas would know little or nothing of their distant neighbors.

Chroniclers are often itinerant wanderers with no place to call their home. They do not have a patron to support them. Rather; they make their living by their knowledge and wits.

Chroniclers spend their days talking to people and learning as much as they can about the histories of the places they visit. Sometimes they record these tales in a book, but more often they simply memorize them.

Many chroniclers use music and song to recount their tales. The music acts as a mnemonic device that helps the chronicler organize and dispense the vast amount of knowledge he possesses. In this respect, chroniclers are much like bards, except that they have no magical powers as such. They rely only on their wits and memories.

**Requirements**: In addition to the standard historian's requirements, the chronicler must have a minimum Charisma score of 13. This is due to the fact that a chronicler must spend much of his time pumping people for new stories. The remainder of his time is spent relating chronicles to a largely illiterate populace. Without some degree of personal charm and stage presence, even the most knowledgeable chronicler will have trouble attracting and keeping an audience.

**Role**: The chronicler can be encountered in just about any situation. He likes to travel and his cuHosity often endangers his health. Heroes may find themselves forced to protect a chronicler from an angry crowd.

Adventurers may also find themselves in need of the chronicler's services, as he probably knows every important detail of the area in which he wanders. Often, the chronicler's insights into local politics and current events can be quite enlightening.

Adventurers who wish to make a name for themselves need look no further than the chronicler. Of course, they will probably need to back up their tales of prowess and glory with some sort of evidence. However, chroniclers may ask permission to join an interesting group of adventurers in order to carefully record their heroic deeds.

**Weapon Proficiencies**: Dagger, dart, staff, short sword, and sling.

**Non-weapon Proficiencies**: *Required:* Local History, Etiquette, and Singing. *Recommended:* Reading/ Writing, Musical Instrument.
**Equipment**: Chroniclers do not require any specific equipment-although some carry notebooks filled with collected stories.
Chroniclers who don't keep notes of their stories must make a Local History proficiency check every time they wish to recall an appropriate story. If they fail this check, they can try again the next day.
**Special Benefits**: Chroniclers receive a +3 bonus to their Local History proficiency roll when attempting to recall an event from memory. These Historians spend much of their time telling and retelling their stories until they become second nature.
**Special Hindrances**: The chronicler is exceedingly curious. He tends to ask questions when he should keep his mouth shut and he constantly sticks his nose into other people's business. For this reason, a chronicler suffers a -2 penalty to his Charisma score when dealing with people who have something they wish to hide.

### *The Annalist*

The annalist is an historian who concentrates solely on a specific topic. The annalist devotes his life to chronicling and maintaining the history of his specialty. Commonly, this specialty area is the proceedings of a royal court or some other form of government. However, annalists sometimes attach themselves to a particular town or wandering mercenary unit.
The annalist is the undisputed expert in his chosen topic. He spends his days listening to tales and recording them in black and white for the edification of future generations.
Many powerful people or organizations wish to be remembered long after they are dead and gone. This is the annalist's task. He maintains meticulous records about his topic and organizes the data in easily recognizable threads or tales.
The annalist often reads some of the histories he has recorded to his employer. Sometimes, he even delves into tomes created by those who have gone before him to find a story appropriate to the situation or the moment.
These tales are sometimes read at affairs of state or before a unit is about to march off to battle. They remind listeners about the traditions and duties they have sworn to uphold. In addition, these tales remind the audience that they are part of something larger then themselves.
**Requirements**: The annalist must organize vast amounts of information and boil it down to a meaningful tale. Also, he must relate that tale to an audience in an entertaining or commanding way. As such, the annalist must possess a minimum Intelligence score of 14 and a Charisma of 12. This is in addition to the regular historian requirements.
**Role**: The annalist usually attaches himself to some larger organization or important personage. Heroes may encounter an annalist any time they run into a person or group with a real sense of history about its family or itself.
Some adventurers may even hire an annalist to record their deeds. Annalists charge 5 gp per week, but this fee can escalate depending on what other duties the annalist must perform.
Some annalists have a great deal of "down" time between their historical duties. Usually, they fill this time by performing other duties for which they charge extra. Annalists who travel in dangerous areas where they must defend themselves-such as a dungeon usually demand a share of any discovered treasure from their employers.
The annalist is an almost inexhaustible source of information about his specialty. However, an annalist will never part with any information without the permission of his employer.
**Weapon Proficiencies**: Dagger, dart, staff, sling.
**Non-weapon Proficiencies:** *Required:* Ancient History, Local History, Reading /Writing. *Recommended:* Singing, Musical Instrument.
**Equipment**: The annalist requires little in the way of equipment. An annalist always carries a blank notebook, a pen, and a bottle of ink with him, just in case he should be required to begin an annal on he spot.
An annalist also has access to his employer's library. This library may contain several volumes dedicated entirely to the annalist's specialty. These books are very likely supplemented by ancillary texts concerning matters related to the main topic.
The cost of maintaining the modest library is borne entirely by the annalist's employer. If and when the annalist leaves his employer's service, he may not take any of his employer's books. In addition, all of the annalist's work becomes the property of his employer. If he Waves under good terms, the annalist may make copies of whatever he wishes.
**Special Benefits**: After spending an entire level with the same employer, the annalist receives a +3 bonus to any proficiency rolls related to the annalist's topic. When away from his employer's library, the annalist still receives a -3 penalty to both Ancient and Local History checks.
Spending an entire level with an employer means that every point of experience for that whole level must be earned while in the employ of that person or organization. If the annalist earns even 1 XP while away from his employee's service, he does not receive the bonus.
**Special Hindrances**: The annalist is bound to his employer. He knows little else about the history of matters outside his area of expertise. In fact, an annalist suffers a -3 penalty to his Local and Ancient history proficiency rolls when investigating matters outside his area of expertise.
In addition, the annalist cannot simply leave his employer at he drop of a Init If he does, the annalist abandons his kit and becomes a regular historian, losing one level of experience in the process. For example, if a 7th-level annalist leaves his employer, he loses all annalist bonuses and becomes a 6th-level historian.
If the annalist ever returns to his former employer, he regains his lost level. However, most employers simply refuse to rehire an annalist who abandoned them.

### *The Collector*

The collector is an historian interested in the physical remains of history. Historical tales are simply backdrops that enhance the collectable nature of rare antiquities; these stories imbue the item with a value that transforms it from an ordinary item into a truly wondrous museum piece.
Collectors can be found in the field much more often than typical historians. They scour the earth looking for the valuable bits and pieces of the past that they desire. They can expound for hours upon their favorite subjects, often to the point of boring those around them. However, these collectors don't care; they are almost lost in the mists of time.
Collectors do not study history for the purpose of entertaining others or keeping records. They desire only the fortune and prestige that comes from owning historical antiquities. Of course, many collectors profess (and actually have) altruistic motives for their passion. They believe that their work confirms the theories of their more desk-bound brethren.
Competition between collectors is quite stiff. Those who run in the same circles and share the same interests are quite aware of each other. They butt heads in the field as often as they do in the classroom. After all, they are competing for the possession of unique objects.
**Requirements**: Collectors spend a lot of time interacting with other people in the field. Sometimes they are called upon to fight for what

they want (or already own). For these reasons, coHectors are more physical than regular historians.
As such, collectors must have a minimum Strength score of 10 and a minimum Constitution score of 12.
**Role**: The collector can be encountered while working alone or with a group. They tend to enjoy traveling by themselves, as they are often distrustful of others.
However, even the greatest collectors need assistance from time to time. This is especially true if one or more of their competitors gathers a force of minions to unearth an item. In such cases, a collector may feel compelled to hire a few adventurers.
Other times, a collector may find himself in competition with adventurers. Perhaps both groups are striving to unearth a particularly rare item. A serious collector will do his best to ensure that the item in question finds its way into his collection.
Many collectors concentrate their efforts on acquiring particularly powerful and unique magical items. Entire adventures or even campaigns can be driven by the importance of finding just one special magical item.
**Weapon Proficiencies**: Club, dagger, dart, mace, sling, and short sword
**Non-weapon Proficiencies**: *Required:* Ancient History and Appraising. *Recommended:* Reading/ Writing, Etiquette, Local History, Disguise, Forgery, Tracking, Modern Languages, and Ancient Languages.
**Equipment**: Collectors do not require any special equipment. They usually dress appropriately for the surrounding locale, as they do not want to draw any attention to their work and alert competitors to their presence.
A s soon as word gets out that a particular collector is in a certain area, all of his competitors will descend on that region, determined to beat the collector to his discovery.
A collector's rank among his fellows is based upon a system of one-upmanship. Those who consistently outperform their competitors earn the most respect.
**Special Benefits**: Collectors can wear any kind of armor they wish-including plate mail. However, most collectors eschew anything heavier than chain mail, as it is quite difficult to remain inconspicuous while tromping around in a suit of field plate armor.
**Special Hindrances**: Collectors must constantly add to their collection. In fact, they must procure one important piece for their collection each level. Collectors are unable to advance to the next level if they

have not attained an important piece-even if they have enough experience points.
The items needed are often magical in nature-particularly when trying to reach the 8th level and above. For this reason, many collectors possess more magical items than one might expect for a historian of their level. This is another reason why collectors try to maintain a low profile. Their wealth makes them obvious targets for thieves and other rogues.

***Grahlista***
Grahlista the Chronicler
Female Human Historian

Stn 8
Dex: 11
Con: 12
Int: 13
Wis: 15
Cha: 14
Armor Class: 8 (leather armor)
Level: 6
THACO: 17
Movement: 12
Hit Points: 22

Alignment: Chaotic Good No. of Attacks: 1 Special Attacks: None. Special Defenses: None. Weapon Proficiencies: Short sword, hand crossbow. Non-weapon Proficiencies: Local History (15), Etiquette (14), Singing (14), Musical Instrument flute] (10), Reading/Writing (14), Ancient History (12). Equipment: *Lute +3* (+3 bonus to musical instrument proficiency rolls made while playing this lute), hand crossbow and 20 bolts, short sword, leather armor, half-filled notebook, pen, and a bottle of ink.

Grahlista is one of the gruffest chroniclers around. She has a hard exterior, but also possesses a heart of gold. Grahlista spent her entire life in the swamp. She was born and raised there, and she plans on dying there.
Everyone in the area knows of Grahlista. In one sense, she is the annalist of the community She is the repository of all the tales and legends handed down to her by her predecessor.
Role Playing: Grahlista is distinctly unfriendly to those she doesn't personally know. Cardax has made the bayou a dangerous place, and as the keeper of the bayou's tales, Grahlista knows she must be extremely cautious in these dark days.
Grahlista warms up to people quickly once she establishes that they are not minions of the necromancer. She is always eager to hear new tales and to find a new audience for her stories. Despite the fact that the people of the bayou have heard Or yarns over and over again, they still love to listen to her ringing voice. However, Grahlista always enjoys a new listener.
Combat: Grahlista is long past her prime, but does not show it. She aggressively protects her territory and prefers to attack from ambush.

# Chapter 9: The Scribe

*Grahlista had been most informative. It seems that Cardax had once been a powerful advisor in the court of Martia's grandfather before he turned to black magic. After the death of Martia's grandmother, her grandfather had been overcome with grief. He ordered his strongest wizard and his best friend to come up with a method to return the beautiful young queen to life.*

*Martia's grandmother, a raven-haired beauty named Manditia, had been assassinated by a killer from a rival kingdom. Not only had the hired blade stabbed the young lady in her sleep, he had also decapitated her. Without that vital piece of her anatomy, even the most devout priests in the kingdom could not restore the young queen to life. She was forever dead.*

*However, Cardax had been unwilling to accept that verdict. He tossed himself into the study of necromancy and disappeared from court entirely while he apprenticed himself to some of the darkest wizards to walk the planet.*

*Even though the young wizard mastered all of the dark arts, he still couldn't raise the queen from the dead. The strain of his frustration and the evil pacts he had made with extraplanar fiends finally shattered Cardax's sanity. He had staged a coup in the kingdom, killing the king and forcing the royal kin to flee for their own safety. In his madness, he set himself up as the supreme ruler of the kingdom and began his conquest of the entire continent. Cardax's, reign had become synonymous with terror; the evil necromancer executed anyone who publicly disagreed with him and then restored the victims to unlife. The numbers of his undead minions had swelled until he was the terror of the entire region. The surrounding nations had swiftly banded together and had driven Cardax's legions back within his nation's original borders.*

*After relating all was this to Martia, Grahlista had reached into* it *trunk at the foot of her bed and withdrew a scroll. She had unrolled it, showing it to Martin. "This scroll was stolen front Cardaxs keep while he was away at the capitol. These days, it's impossible to get within 100 yards of the place, but back then, when his attention was elsewhere, it was not so difficult."*

*She had pointed to the writing on the page. It was in a strange set of characters that Martia could not read. Grahlista had cackled sarcastically. "No one can read it, child. The language in which it is written hasn't been spoken for centuries.*

*"Legend has it that the words on this scroll hold the key to Cardax's downfall. You will need to return to the capital to get it deciphered. There are none here who are the equal of such a task.*

*"In the city, there is a man named Wilshire. Long ago, he was the finest scribe that the country had ever seen. He has spent many years in the service of Cardax, but now that the necromancer has been driven back to his keep, you may find that he is willing to help. May the wind be at your back, child, for Cardax will not suffer being trapped in this swamp for long."*

*The hovel was dark, but even so, Martin could smell the filth. The warrior cursed her luck. It looked like yet another rumor had led her into another dead end. The scribe had gone into hiding after Cardax's fall, afraid of possible repercussions for his work with Cardax. Word was that he had been too scared to brave the wilderness. Martia's contact had been sure Wilshire would be here. She kicked down the door and stormed in, hung her lantern high above her head, she saw a lumpy mattress in one corner of an otherwise barren room. A filth-encrusted man sat upon it and blinked into the light. "Wilshire!" Martin demanded. The man nodded meekly. "Welcome back to the land of the living. You're coming with me."*

Very few people in medieval society actually possessed the ability to read and write-despite the fact that the written word had been in use for centuries. Most people went about their daily lives occupied with more practical concerns. Writing and reading were best left to the nobility, cloistered clerics and wealthy merchants.

In most fantasy worlds, however, the ruling classes routinely write proclamations, writs, and contracts. Spellbooks and thaumaturgical texts contain mostly written words, and even maps use written labels.

This means that the ability to read, while actually held by few is needed by many The basic laws of supply and demand have created a market in which literate people can sell their services to those who cannot read or write-often at exorbitant prices.

Scribes are also useful to the literate community. Long before the invention of the printing press, copies of books were made by hand. These highly trained professionals laboriously duplicate each and every penstroke from an original to a fresh new copy.

In addition, many scribes specialize in translating w6hen words from one language into another. This can be a vital means of communication, particularly between nations. In a particularly tense diplomatic situation, a mistranslated phrase could actually have the power to hurl both countries headlong into war.

More experienced scribes are even of use to wizards. These scribes can read magic, just like a thief, and even copy spells and scrolls. Most powerful wizards employ a scribe to handle most of the "mundane" magical copying-such as transferring low-level spells and copying simple scrolls.

### *Experience, THAC) and Hit Dice*

Scribes have their own level advancement scheme as shown on Table 24: Scribe Experience Levels below. Scribes are the white-collar workers of medieval-fantasy society. They spend their days entirely indoors, slaving away over new and ancient documents. They often work late into the night and their eyesight suffers badly from poorly lit conditions. For these reasons, scribes use the wizard's THACO and saving throw tables.

Scribes are rarely known for their abilities in combat. In fact, these generally nonactive NPCs are more likely to flee an impending conflict than defend themselves. In addition, a scribe's time does not allow him leisure to work on his physique.

Because of this, scribes receive one d4 as a hit die for each level of experience up to the 8th. These NPCs only gain 1 hit point per level after the 8th and do not receive bonus hit points from high Constitution scores.

### *Ability Scores*

Good scribes are as hard to find as honest merchants. A scribe is in a position of complete power when employed by an illiterate person. Few such people have enough gold to double-check the scribe's labor, and so "conning" an individual who can't read or write is easy to accomplish.

Honest or otherwise, the scribe needs to be able to read and write impeccably. He must have excellent penmanship and an excruciatingly accurate attention to detail. Without these, he will make too many mistakes to remain in business.

Of course, the scribe must also possess an ability to understand foreign languages. Otherwise, his value to certain employers (those who tend to pay the most) will be greatly diminished.

For these reasons, all scribes must have a minimum Intelligence score of 15. The scribe's prime requisite is Intelligence.

***Table 24: Scribe Experience Levels***

| Level | XPS | Hit Dice (d4) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,200 | 2 |
| 3 | 2,400 | 3 |
| 4 | 4,800 | 4 |
| 5 | 9,500 | 5 |
| 6 | 19,000 | 6 |
| 7 | 38,000 | 7 |
| 8 | 76,000 | 8 |
| 9 | 150,000 | 8+1 |
| 10 | 300,000 | 8+2 |
| 11 | 450,000 | 8+3 |
| 12 | 600,000 | 8+4 |
| 13 | 750,000 | 8+5 |
| 14 | 900,000 | 8+6 |
| 15 | 1,050,000 | 8+7 |
| 16 | 1,200,000 | 8+8 |
| 17 | 1,350,000 | 8+9 |
| 18 | 1,500,000 | 8+10 |
| 19 | 1,650,000 | 8+11 |
| 20 | 1,800,000 | 8+12 |

### *Permissible Armor and Weapons*

Generally speaking, scribes do not enter combat if at all possible. They are simply not suited for the martial life. Scribes cannot wear any armor

Similarly, scribes have very little use for weapons. Scribes can learn the following types of weaponry: dagger; dart, knife, sling, and staff. Normally, scribes do not carry weapons, as they wish to promote a nonthreatening image to potential employers.

### *Individual Experience Awards*

Scribes earn experience points through the use of their own unique abilities. They tend to work in scriptoriums and libraries, and rarely ever adventure.

A scribe's main goal is not to rescue the weak (often, they are the weak) or to vanquish monsters. They just want to do the best job that they possibly can-and get paid handsomely for it For Ks reason scribes receive most of their experience points by way of the monies they collect for their services.

Assigning experience points to a scribe is fairly straightforward. Refer to Table 25 for the scribe's earned experience rate.

***Table 25: Scribe Experience Awards***

| Action | Award |
|---|---|
| Per gp earned as a scribe | 1 XP |
| Per magical scroll duplicated | 2,000 XP |
| Per spell copied | 1,000 XP |

Note that experience points awarded for duplicating spells and scrolls are cumulative with any points the scribe earns for being paid for the work. For instance, if a scribe receives 250 gp to copy a scroll, he earns both the duplicating award (2,000 XP) and the wage award (250 XP) for a total of 2,250 experience points.

### *Proficiencies*

A scribe receives one weapon proficiency slot at 1st level and earns a new one every six levels (at the 6th level, 12th level, and so on). A scribe suffers a -5 penalty when using any weapon with which he is not proficient.

A scribe also receives four non-weapon proficiencies at the 1stlevel

and gains a new proficiency every three levels after that (at the 3rd level, 6th level, and so on). At 1stleveL a scribe must take the following non-weapon proficiencies: Reading/Writing and Forgery. Reading and Writing is obviously essential for a scribe, but why Forgery? The reason lies in the fact that scribes spend a great deal of their time painstakingly duplicating documents down to the finest details. in effect, they are creating forgeries of the original.
It is also recommended that the scribe take the following non-weapon proficiencies:
*** Heraldry**: The knowledge of family crests can come in handy when employed by a member of the nobility or upper-class. Sometimes even the slightest error in duplicating heraldic symbols can spark great conflict.
*** Etiquette**: This proficiency not only aids the scribe in dealing with rich and noble clients, but also helps him translate documents into other languages. A letter penned with an incorrect formal greeting can cause a diplomatic fiasco.
*** Languages**: Learning additional languages increases a scribes market value. In addition, many scribes learn Ancient Languages in order to specialize in the translation of historical documents.

Scribes do not have to fill their non-weapon proficiency slots with specific proficiencies as they progress in level. However, noble families and powerful wizards often choose their personal scribes from among the most talented of this NPC class. Thus, most scribes fill their slots with applicable proficiencies.
After 1stlevel, a scribe can exchange any and all of his weapon proficiencies for non-weapon proficiencies. This exchange takes place on a one-for-one basis.
Scribes can choose proficiencies from the general, rogue, and wizard non-weapon proficiency groups without any additional cost.

### *Equipment*
Scribes require a steady supply of paper, pens, and ink. A scribe cannot work without these basic tools. Additionally, most scribes prefer to work at a desk or other stable, flat surface. Any time a scribe works on a rough or unstable surface, he suffers a -3 penalty on his proficiency checks.
Maintaining an office-which includes a desk and the necessary scribing supplies costs a scribe 50 gp per level. The scribe must pay this maintenance fee every time he advances to a new level. For instance, when Brion the scribe advances to 7th-level, he must pay 300 gp to upgrade his facilities and supplies.
Scribes who fail to pay this maintenance fee cannot advance to the next level. In addition, they receive a -4 penalty to all proficiency checks related to scribing until they pay the fee.

### *Scribe Abilities*
Scribes possess a number of abilities similar to rogues and a few which are unique to their own class. The following section details these abilities.

### *Reading Languages*
Scribes have a chance to read languages they do not normally know. lst-level scribes have a 5% chance to read a document in an unfamiliar language. This chance increases by 5 percentage points each time they advance in level. Thus, a 9th-level scribe has a 45% chance of puzzling out the meaning of such foreign writing. This ability cannot rise above 90% regardless of the scribe's level of experience.

The scribe's percentage chance to read the document also represents the total portion of the document he can decipher. If a 9th-level scribe rolls under 45 on percentile dice when trying to read a document penned in a foreign language, he would understand about 45%, of the document's contents. This ability can never rise above 90%,.

### *Reading Magic*
Scribes can use their *read languages* ability to translate documents that are magical in nature (scrolls and spell books). Their percentage chance for this magical translation is equal to their *read languages* percentage. A 9th-level scribe, then, would have a 45% chance to translate a magical scroll.
If a scribe successfully translates a magical document, he can then make a copy of the document (see below). However, the scribe has no real understanding of the document and cannot cast any spell contained in the document.

### *Copying Documents*
To copy a document, the scribe must make a successful Reading/Writing proficiency check for each page. If the scribe fails the check, the document contains a flaw. The DM should always make this check secretly. The scribe can only detect these flaws if he takes the time to proofread the document when he's done. A scribe can copy up to five pages per day per level-up to a maximum of 80 pages,

### *Proof-Reading Documents*
Despite their skill and training, scribes can make mistakes when copying documents. Many scribes proofread important copying jobs to ensure that the copies are accurate.
To proofread a document, a scribe must make a successful Reading/Writing proficiency check for each page. The scribe can check each page as often as he wishes.
Most scribes will note corrections directly on the page unless the nature of the job is such that he must recopy the entire document. Scribes receive a +1 bonus on their proficiency checks when recopying a proofread document.

### *Forging Documents*
Scribes spend much of their time making detailed copies-forgeries, if you will-of documents. These truly detailed forgeries are almost impossible to distinguish from their originals. To create an indistinguishable copy, a scribe must make a successful Forgery check. Failure means that the forgery is easily detectable. Scribes can forge only one page per level per day.
For the most part, scribes do not make these forgeries with the intent of deceiving someone; the documents are entirely legal. Of course, a dishonest scribe can easily turn his skills toward crime and make a living by cleverly forging documents. Occasionally, a disreputable scribe may freelance with a local thieves' guild.

### *Identifying Forged Documents*
The scribe performs this process as outlined in the description of the Forgery proficiency in the *Player's Handbook.* However, the following additional rules apply:
* A scribe cannot detect a signature forgery if he has never seen the original signature. He must have something to reference the forgery against.
* If he scribe has seen the original signature but does not have a copy of it when attempting to detect a forgery, he suffers a -3 penalty to his proficiency check.

### *Translating Documents*
There is always a big demand for written translation-especially in areas where several different races live close to each other. Multi-lingual scribes can often make large amounts of money by,

translating texts, messages, and maps into different languages.
To translate a document, the scribe must know both the original language of the document and the proposed language of the translation. The scribe must then make a Language proficiency check for each language that is not the scribe's native tongue. This means that a scribe might have to make two separate proficiency checks (one for the original document and one for the proposed translation) if the languages were not As native tongue.
If the scribe fails his check of the original, he cannot proceed with the translation and must wait at least 1 day before making another attempt. If, however, the scribe fails his proficiency check on the proposed translation, his failure is not complete. The DM should subtract the scribe's Language proficiency score from his roll and multiply the result by five. This number represents the percentage of the document that the scribe could not translate

For example, Matrou the scribe is proficient in common (no score or need for a check), dwarvish (15), and elvish (15). He needs to translate a one-page document from common into elven and checks against his elven Language proficiency. He rolls a 17 and fails the check by 2. This means that he could not translate 10% (2x5) of the page.
If the scribe rolls a 20 on a language proficiency check, he has made a mistake in the translation. However, he is unaware of this error.
Scribes primarily work with the written word, so they prefer to make a written copy when working on a translation. However, they can translate an entire document and simply read it aloud if they can speak the language in question.

***Reading Documents***

In a mostly illiterate society, the ability to read a document aloud is a marketable skill. With such reading service available, some illiterate persons actually manage to get around their handicap. Of course, scribes charge money for this service, which effectively prevents the lower classes from utilizing it.
A scribe's reputation is of the utmo st importance when dealing with illiterate clients, as few people can afford to have a document double-checked for errors. These prospective clients prefer to deal with trustworthy scribes.
Normally, a scribe does not need to make a Reading/Writing proficiency roll when reading a document-even if it is not in his native language. However, certain circumstances-such as faded ink, poor handwriting, or a partially destroyed parchment-require the scribe to make a successful proficiency check. This check is made secretly by the DM. If the roll fails, the scribe is not aware that he has made a mistake.

***Dictation***

Scribes are available to create documents for those who need them. For the most part, a scribe does not need to make a Reading/Writing proficiency check when taking dictation. However, certain factors-such as client with a thick accent, or a document full of complex instructions on a topic not known by the scribe require the scribe to make a proficiency check.
Again, the DM should make the check secretly. The scribe should not be aware that any mistakes (if any) were made. Errors can be found by successful proofreading the document in question.

***Illuminating Documents***

In medieval society, documents were more than a collection of words on a page. Rather, they were adorned with tiny pictures, intricate titles, and decorative calligraphy. In addition, many documents were inlaid with gold leaf. The process of creating these decorated manuscripts was called Illuminating.
Illuminating manuscripts for rich and noble patrons is one of the chief functions of the scribe. In effect, the scribe turns a simple page into a work of art. Scribes must possess the Artistic Ability proficiency in order to illuminate documents.
The scribe must make an Artistic Ability check for every page he illuminates. If the scribe fails the roll, he has made some error. However, the scribe can easily correct this mistake. All he has to do is work on the same page and try it again.
Unfortunately, a roll of 20 on an Artistic Ability check means that the scribe accidentally destroys the page in question. The scribe must recopy or reforge the page before he can try to illuminate it again.
A scribe can illuminate up to one page per level each day. Scribes can never illuminate more than eight pages in a single day.

***Duplicating Scrolls***

A scribe can duplicate a scroll much in the same way as a wizard or priest (see the *DUNGEON MASTER Guide* for full details). However, there are a few elements in the copying process that are unique to scribes.

To duplicate a scroll, the scribe must have a copy of the scroll. He cannot create scrolls by copying directly from a spell book, nor can he receive the spell as a gift from a deity. Only wizards or priests have the power to perform such tasks.
In addition, the scribe must have all of the proper materials available in order to copy the scroll. If the client does not supply these materials, the scribe includes their cost into his copying fee.
Finally, the scribe must successfully read the spell off of the original scroll before he can copy it. Once he succeeds in reading the original, the scribe can make copies of it as often as he likes. However, if the same spell comes up again on a different scroll, the scribe must make a separate attempt to understand that spell.
If the scribe fails in his attempt to read a spell, he cannot attempt to read it again until he reaches the next level of experience. Also, the scribe must make a separate attempt to read each spell on a scroll. Failure to read one spell does not affect an attempt to read another.

***Copying Spells***

A scribe can copy spells from one spell book to another, just like a wizard can (see the *DUNGEON MASTER Guide* for full details). Of course, the scribe must first read the spell before copying it. This is handled just as if the scribe were trying to read a spell off a scroll.

***Apprenticies***

Unlike the members of player character classes, scribes do not gain followers at higher levels. However, they often pick up apprentices in the course of their business.
Once a scribe reaches 5$^{th}$ level he attracts a single apprentice every time he gains another level (at the 6th, 7th, 8th, and so on). That apprentice remains in the scribe's service until the scribe himself goes up one full level in experience. At that point, the apprentice becomes a lst-level scribe.
At 8th level and above, a scribe attracts up to three apprentices per level. Each of these apprentices is ready to leave after their master attains a single level of experience.
At 10th-level, and each level thereafter, a scribe attracts another scribe of five experience levels less than himself. This journeyman has come to learn from a master. Once the master earns another level of experience, the joumeyman gains a level and can leave if he wishes.
However, the journeyman can choose to remain with his master if both are agreeable. If this happens, no new journeyman seeks out the master scribe.
Once an apprentice becomes a 1$^{st}$-level scribe, he is not obligated to

leave. If the master scribe permits, the new scribe can join his practice as a junior partner.

### *Fees for Services*

Scribes do not lend people their services out of the goodness of their hearts. They expect to get paid like any other professional. Consult Table 26: Scribing Fees to find out the basic service fees of a scribe. Note that these prives can fluctuate greatly depending on the market forces and the scribe's own personal situation.

For instance, a 1st-level scribe without a reputation might only receive half of what a more experienced scribe commands for the same job. This is the incentive he offers his clients to attract their business away from other well-known scribes in the city.

Similarly, high-level scribes can command higher prices for their services. These professionals have established an excellent reputation, and many people are willing to pay more for that.

Some scribes work for a salary. Usually they receive 5 gp per level per week. Sometimes scribes will band together (usually under a high-level scribe upon whose reputation they trade) to form a scribing business. Any extra money left over after salaries covers the business' overhead (the building, paper, pens, inks, candles, and so on).

***Table 26: Scribing Fees***

| Service | Fee |
|---|---|
| Copying documents | 2sp/page |
| Proofreading documents | 1 sp/page |
| Forging documents | 1 gp/page |
| Identifying forged documents | 4 sp/page, |
| Translating documents | l gp/page |
| Reading documents | 1 sp/page |
| Taking dictation | 3sp/page |
| Illuminating documents | 10 gp/page |
| Duplicating scrolls | 250 gp per level of the spell |
| Copying spells | 250 gp/level of the spell |

### *Wilshire*

Wilshire the Unfortunate
Male Human Scribe

Str: 10
Dex: 13
Con: 8
Int: 18
Wis: 9
Cha: 7
Armor Class 10
Level: 10
THACO: 19
Movement: 12
Hit Points: 20
Alignment: Neutral
No. of Attacks: 1
Special Attacks: None.
Special Defenses: None.
Weapon Proficiencies: Knife.
Non-weapon Proficiencies: Reading/Writing (19), Forgery (12), Etiquette (7), Ancient Languages (18), Modern Language [dwarvish] (18), Modern Language [elvish] (18), Artistic Ability (7), Heraldry (18).
Equipment: Nothing

Wilshire is a spineless stooge who possesses a great deal of talent. He once made quite a success of himself by toadying up to anyone who happened to be in power.

When Cardax staged his coup over the local government, Wilshire read the writing on the wall and immediately threw in with the necromancer. The alternative, as Cardax pointedly told him in person, was death.

In the end, it turned out that Wilshire had backed the wrong horse. When Martia's forces kicked Cardax out of the capitol, the necromancer left nearly all of his staff behind, including Wilshire.

Although he managed to escape with his life, the master scribe was stripped of his possessions, beaten, and made a pariah by all those loyal to Martia's family.

Role-playing: At one time, Wilshire was quite a charming man in a slimy sort of way (his Charisma was 14 before his fall). These days, there is barely a flicker of the suave, politically adept manipulator that served as the royal scribe under two governments. In short, Wilshire is a sot who spends most of As nights in the bottom of a cracked mug.

Wilshire still holds out hope that he might one again attain his former glory Despite his current state, he still has a sharp mind. The only question is whether or not he will drink himself to death before his final chance for redemption comes along. Combat: Wilshire's spirit has been almost totally crushed. Although adept with a knife, the fallen scribe will throw himself at his assailant's feet and whimper for his life at the first sign of trouble.

# *Chapter 10: The Seer*

*Martia screamed inside her head as the vision of her father leapt out of the darkness and hovered above the table. She nearly bit through her lip to keep the cry from bursting out of her chest. The taste of blood on her tongue brought her back to the land of the living.*

*It was then that she realized she had closed her eyes. With an effort, she wrenched them open to stare at the apparition that now shared the room with her and Balmira, the elven seer conducting the seance. It truly was her long-dead grandfather-or at least his spirit.*

*Martia swallowed down the lump rising in her throat and blinked back the tears that threatened to blind her. To see him again after so many years was truly a shock. She was loathe to disturb his rightfully deserved rest, but the situation was crucial.*

*After she had slapped Wilshire around a bit and sobered him up, he had been eager to please. The fat weasel had managed to clear his besotted head long enough to perform the task for which Martia needed him: he translated the document*

*It had been an easy feat. Wilshire had recognized the document from years ago when Cardax himself had shown it to him. The scroll contained the text of a prophecy made soon after Cardax's coup.*

*Even then the necromancer had been paranoid about the eventual end of his reign. Martia's grandfather had commissioned a seer to look into the future and prophesy the means by which Cardax's finish would finally come.*

*The prophet's message was twisted and full of riddles and unseen meanings, unfathomable to even himself. However, one truth had come through loud and clear: the necromancer's doom would be brought about by one of his own blood.*

*This broad statement had caused fear and blatant paranoia to rule Cardax's court. He saw traitors everywhere and executed many innocents.*

*Now, sealed off in his castle and surrounded by the undead, Cardax gelt that he was finally safe. There was no one that was "one of his own." Only the dead kept him company.*

*"Time is short," hissed Balmira. "The spirit will not stay with us for long. Ask your questions quickly and be done with it!"*

*The seer's harsh voice cut through Martia's fear, peeling it off of her like a skin she wasn't even aware she had.*

*"G-grandsire, "she stuttered and then trailed off.*

*The apparition smiled down at her seated form. "Yes, my favored one? It is so good to see you again." Then his serene face turned sour. "But if you saw fit to disturb my final rest, than times must be dark indeed. What do you need from me, granddaughter?"*

*Martia pushed her heart out of her throat and found her voice. "Grandsire, there is much turbulence in the land, but we have finally exorcised the demon that stole your throne."*

*With that, the ghostly image smiled broadly. "It was only a matter of time, dear one. If matters are so fine, what do you need of an old one like me? ',*

*"Grandsire, the prophesy of Cardaxs doom. Who is the one that can bring the necromancer down? Can you tell me?"*

*The apparition's grin grew wider until it seemed it would split his translucent head. "Ah, so you have not figured it out for yourself. When that prophecy was made, the seer was actually able to name a name, but for that person's safety, we decided to make the threat to Cardaxs life a bit more ... encompassing. "*

*Martia felt her heartbeat quicken. "Who then, Grandsire? Who?"*

*The old man grimaced showing his years. "In a battle in my youth, dear one, I was made ... unable to father a child."*

*Fear shoved a cold icicle deep into Martia's heart. "But then who sired my father? "*

*The apparition chuckled. "Why Cardax did, my dear one. You are his granddaughter!"*

Few people in society are as feared, respected, and misunderstood as the seer. These enigmatic figures have the power to commune with the dead and talk with spirits about things long-thought buried. They can also peer into the future, parting the veil of time-if only for a little while. For these reasons, the services of a seer are in great demand and command a hefty price. Even if their "expertise" were not in such high demand, seers would still charge a great deal for their services, as working with mystical forces takes an incredible toll on the seer's body. Still, the useful information that they obtain makes up for their exorbitant prices.
Seers are often shunned by the more conservative portions of society. The fact that a talented seer could likely prophecy someone's last moments upon the earth tends to make people nervous.

Still, many people eventually find that a seer is their last hope for finding out important information. Governments use them regularly to solve crimes and to predict the movements of their enemies. In addition, many an assassination has been prevented by the intervention of a seer who received a vision of the assassin's face. However, those who seek out a seer rarely receive an easy answer to their questions. The misty veils of time are difficult to part, and even extremely gifted seers are confused by the complexity and constantly changing nature of their visions. A seer's answer, then, is often cryptic or seemingly nonsensical, and those who seek out these prophetic figures often experience disillusionment and frustration.

### *Experience, THAC) and Hit Dice*

Seers have their own level advancement as shown on Table 28: Seer Experience Levels. Seers are not much for violence, but they understand that a person must sometimes defend himself. In addition, seers are fairly active, spending much of their time outdoors. They wmder around their homeland, trying to keep in touch with all that is going on around them. For these masons, seers use the rogue's THACO table and the wizard's saving throw table. In addition, seers receive one d6 as a hit M Or each level up to the 7th. Seers gain +1 hit point per level after the 7th, but do not receive bonus hit points due to high Constitution scores.

***Table 28: Seer Experience Levels***

| Level | XPs | Hit Dice (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 2,500 | 2 |
| 3 | 5,000 | 3 |
| 4 | 10,000 | 4 |
| 5 | 20,000 | 5 |
| 6 | 40,000 | 6 |
| 7 | 60,000 | 7 |
| 8 | 80,000 | 7+1 |
| 9 | 125,000 | 7+2 |
| 10 | 200,000 | 7+3 |
| 11 | 350,000 | 7+4 |
| 12 | 650,000 | 7+5 |
| 13 | 950,000 | 7+6 |
| 14 | 1,250,000 | 7+7 |
| 15 | 1,550,000 | 7+8 |
| 16 | 1,850,000 | 7+9 |
| 17 | 2,150,000 | 7+10 |
| 18 | 2,450,000 | 7+11 |
| 19 | 2,750,000 | 7+12 |
| 20 | 3,050,000 | 7+13 |

### *Ability Scores*

Seers are truly the jack-of-all-trades of the magical world. They must be smart and savvy, clever and pious, witty and full of wonder. Seers must also have an incredible imagination. It is this which allows them to deal with otherworldly powers and work wizardly magic.
In addition, seers must constantly deal with contradictions and paradoxes. To them, they are simply different paths which lead toward the exact same end.
Besides all this, seers must have a commanding presence. True, the vast majority of people may not wish to hear what a seer has to say, but they usually find the prophet difficult to ignore.
For these reasons, all scribes must possess a minimum Intelligence and Wisdom of 15, and a minimum Charisma of 13. The seer's prime requisites are Intelligence and Wisdom.

### *Seers and Magic*

Seers are a special kind of magic-user. In a very real sense, they are clerics who study a certain kind of wizardly magic to meet their needs. The seer can use divination spells from both the wizard and cleric spell list. Whenever a spell shows up on both lists, use the cleric's version of the spell instead. It is important to note that seers can only use divination spells. They cannot use spells from any other school or sphere.
Seers can freely pick and choose from the priest and wizard spells available to them. There are no restrictions on how many of one type or the other they must take.
Seers must maintain spellbooks for their wizard spells, just like a regular wizard. They are treated like diviners (a wizard specializing in divining spells) and receive all of the bonuses for that school of specialization.

For example, a seer can memorize one additional wizard spell per spell level. The number of spells listed on Table 28: Seer Spell Progression tells how many total spells (both priest and wizard) the seer can memorize. The extra wizard spell for being a specialist is not included in this table. A 1stlevel seer, for instance, could have a single priest or wizard spell and then an additional wizard spell.
Seers get a +1 bonus to any saving throws against divination spells. Also, other characters suffer a -1 penalty when the seer casts a spell against them.
Seers get a +15% bonus when trying to learn wizardly divination spells. When a seer reaches a new level, he can automatically add one wizard spell to his spellbook without having to make a learning roll. If the seer ever attempts to create a new divination spell, the spell counts as one level less when determining the difficulty of the spell.
Seers are allowed to choose cleric spells only from the divination sphere. Note that the seer does not necessarily have to worship a deity (or deities) in order to receive his spells. However, some connection with otherworldly powers and forces is present. DMs interested in including new sources of magic should read PLAYER'S OPTION: Spells and Magic.
The Seer Spell Progression table lists how many spells a seer receives at each level (not including the extra wizard spell for specializing in divination). The seer gains spells much more slowly than either a priest or a wizard. This is due to the fact that they split their time between their wizardly and priestly studies and duties.

***Seers Spell List***

Boldface spells are cleric spells. Plainface spells are wizard spells. Spells that are *italicized* or in *bold italics* are, respectively, wizard and cleric spells from the *Tome of Magic*.

*1st level*
*Analyze Balance*
Bless
Cantrip
Combine
Detect Evil
Detect Magic
Detect Poison
Detect Snares & Pits
Detect Undead
*Hornung's Guess*
Identify
Locate Animals or Plants
*Patternweave*
Purify Food & Drink
Read Magic

2nd Level
Augury
Detect Charm
Detect Evil
Detect Invisibility
ESP
Find Traps
Know Alignment
Locate Object
*Past Life*
*Sanct*ify
Speak With Animals

3rd level
*Alamir's Fundamental Breakdown*
Clairaudience
Clairvoyance
*Extradimensional Detection*
Locate Object
Speak With Dead
*Wizard Sight*

*4th level*
Detect lie
Detect Scrying
Divination focus
*Locate Creature*
Magic Mirror
Reflecing Pool
Tongues
*uplift*

*5th level*
**Atonement**
Commune
Commune With Nature
*Consequence*
Contact Other Plane
Fake Vision
*Khazid's Procurement*
Magic Font
*Thoughtwave*
True Seeing

6th level
Find the Path
Legend Lore
Speak With Monsters

7th level
*Divine Inspiration*
*Mind Tracker*
Vision

8th level
Screen

***Table 28: Seer Spell Progression***

| Level | 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|---|
| 1 | 1 | - | - | - | - | - | - | - | - |
| 2 | 1 | - | - | - | - | - | - | - | - |
| 3 | 2 | - | - | - | - | - | - | - | - |
| 4 | 2 | - | - | - | - | - | - | - | - |
| 5 | 2 | 1 | - | - | - | - | - | - | - |
| 6 | 3 | 1 | - | - | - | - | - | - | - |
| 7 | 3 | 2 | - | - | - | - | - | - | - |
| 8 | 3 | 2 | 1 | - | - | - | - | - | - |
| 9 | 4 | 3 | 1 | - | - | - | - | - | - |
| 10 | 4 | 3 | 2 | 1 | - | - | - | - | - |
| 11 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 12 | 4 | 3 | 3 | 2 | 1 | - | - | - | - |
| 13 | 4 | 4 | 3 | 2 | 2 | - | - | - | - |
| 14 | 4 | 4 | 4 | 3 | 3 | - | - | - | - |
| 15 | 4 | 4 | 4 | 4 | 3 | 1 | - | - | - |
| 16 | 5 | 5 | 4 | 4 | 4 | 2 | - | - | - |
| 17 | 5 | 5 | 5 | 4 | 4 | 2 | 1 | - | - |
| 18 | 5 | 5 | 5 | 4 | 4 | 3 | 2 | - | - |
| 19 | 5 | 5 | 5 | 5 | 5 | 4 | 2 | 1 | - |
| 20 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | 2 | - |

***Permissible Armor and Weapons***

Seers shun combat whenever possible. Their world consists entirely of spells and mysticism They are more concerned with unearthing what has happened, will happen, or is happening in the world than they are in causing such things to happen. Due to their powers, most talented seers often know what threats are coming their way long before they actually materialize. They use this knowledge to avoid any such danger.

Due to the fact that they deal with wizardly magic, seers are not permitted to wear armor of any kind. However, they can use magical items open to both wizards and priests (as well as any available for general use) If a seer decides to concentrate entirely on priestly spells, spurning the wizardly side of his nature, he can wear any kind of armor.

Seers are limited in the kind of weapons they use in the same way. Generally they are only permitted to learn the use of the following two types of weaponry: staff and sling. This incredibly restricted list is due to the crossover between the wizard's limited list of available weapons and the priest's inability to use edged or pointed weapons. However, if a seer forgoes the opportunity to learn and use wizard spells, he can use any kind of blunt, bludgeoning weapon that he likes.

***Individual Experience Awards***

Seers earn experience points in ways unique to their class. Usually, adventurers consult seers before embarking on dangerous quests. Most seers prefer to stay at home rather than actually adventuring. A seer deals in the kind of information that you cannot get from a historian or a guide. Seers can talk to the dead and peer into the future or even the past For this reason, seers receive most of their experience points from creating and researching magical items, earning money for rendering their services, and using their special abilities.

Assigning experience points to a seer is fairly straightforward. Most of the opportunities are similar to those of a wizard or priest.

## Table 30: Seer Experience Point Awards

| Action | Award |
|---|---|
| Per gp earned as a seer | 1 XP |
| Spell cast to over come foe or problems or to divine information | 100 XP/spell level |
| Making potion, or scroll | XP value |
| Making permanent magical item | XP value |
| Spell successfully researched | 500 XP/spell level |
| Tragedy averted through divination magic | varies |
| Fate sealed through divination magic | varies |

***Averting Tragedy***

As a person who possesses an unusual amount of access to information, the seer often get a great sense of responsibility to use his powers wisely. If in his plumbing of the infinite depths a seer comes across information about an upcoming tragedy that will affect an innocent, it is his duty to warn that person of his impending doom.

This can be a great impetus for adventures. The seer may not be able to deliver his warning without help from the adventurers. Perhaps the endangered person is far away or already in some sort of lesser (but still substantial) danger.

Alternatively, the seer may charge the heroes with simply delivering a message for him. They may very well be unable to understand the importance of the seer's words, but they can rest assured that the recipient will (or at the very least should) understand exact), what it is that be seer writes.

Awarding experience for this kind of action can be very difficult. After all, if the seer is helped by many people, they should get some of the credit. The amount of experience usually depends on the level of danger and the importance of the endangered person.

As a guideline, the seer should receive 100 XP for each level of the person rescued by the seer's warning. Note that the DM should alter this 0 accordance with the importance of Me person. For example, if a seer sent word to the king about an assassination attempt, he should probably receive several thousand XP per level of the king.

***Sealing Fate***

While the seer may wish to protect the innocent, he also has a responsibility to see that the guilty receive their just rewards. Sometimes he may find that a certain personage has avoided the just punishment of the authorities. The seer must then deliver a self-fulfilling prophecy to the person in question. This prophecy must be damning, yet inscrutable enough so that if the person does not amend his ways, his own paranoia about the message will drive him to the exact fate that he fears so much.

One classic example of this comes from the story of Oedipus. A seer traveled to see Oedipus's father, the king of the land, and told him that his only son would someday kill him. The king sent a servant out into the forest to kill his son, but the servant didn't have the heart to murder the infant in cold blood, so he simply staked him to the ground by his tiny foot and left him to die of exposure.

A shepherd found the child before he died and raised him as his own. Although maimed by his experience (Oedipus means "club foot"), the boy grew up to be a powerful man. Many years later when Oedipus was traveling to the capitol, he crossed paths with a man in a chariot who would not give way. A fight ensued, and Oedipus killed the man. It was not until later that he found out that the man was the king-his father.

The DM should award experience points for pronouncing a dooming prophecy in the same way he awards XP Or Averting Tragedy The base reward is 100 XP per level of the person whose fate was sealed by the seer's prophecy. This can be affected by the victim's importance (pronouncing a prophecy to a noble is worth more than pronouncing one to a farmer).

The seer does not need to deliver the message personally, although he should get more experience points if he does. The subjects of these messages do not take kindly to the dire portents revealed to them. Many a seer has been killed delivering his warning.

***Creating Spells and Magic Items***

Seers an just as capable as a wizard or priest of concocting potions, inscribing scrolls, crafting magical items, or researching new spells. When working on something wizardly, they use the guidelines for wizards, and they use priestly guidelines for priestly pieces. However, the seer can create magical items that have to do with divination magic. All other forms of magic are outside of the seer's realm of understanding.

***Proficiencies***

A seer receives one weapon proficiency slot at 1st-level and earns a new one every six levels (at the 6th-level, 12th-level, and so on). A seer suffers a -5 penalty when using any weapon with which he is not proficient.

A seer also receives four non-weapon proficiencies at 1st-level and gains a new proficiency every three levels after that (at the 3rd-level, 6th-level, and so on).

When starting out, a seer must take the following non-weapon proficiencies: Ancient History, Local History, and Prophecy (a new proficiency).

Without a strong grounding in history, the seer has little or no chance of understanding the true import of may of his divinations. Communing with the dead means little if you don't share a similar frame of reference with the person being contacted. There is usually not enough time to stop and ask the spirit to elaborate upon the meaning of a particular turn of phrase.

Local History is just as important as Ancient History A seer (or his client) is usually interested in events that happen around his home area. Seers rarely travel great distances, preferring to tap into the vast, unknown, and mysterious storehouse of knowledge that the world offers in their own region.

The seer is strongly recommended to take the Reading/ Writing, Modern Languages, and Ancient Languages proficiencies as well. Since the seer concentrates on communicating with the unknown, it is best for him have a strong understanding of many different languages.

In addition, a spirit may sometimes show the seer some writing. In such cases, it is important that the seer possess the ability to read.

As a seer progresses in levels, he is not required to fill any new non-weapon proficiency slots with any particular proficiencies. After 1st-level, a seer can exchange any and all of his weapon proficiencies Or non-weapon proficiencies. These proficiencies are exchanged on a one-for-one basis.

Seers can choose proficiencies from the general, priest, and wizard non-weapon proficiency groups without additional cost.

***New Proficiency***

The seer has a single new non-weapon proficiency called Prophecy. Every seer must take this non-weapon proficiency at 1st-level. Prophecy is not available to any other character class.

***Prophecy***

This proficiency allows a seer to convey the information he receives through divination magic in a fairly understandable way. Most information gleaned through divinatory methods comes to the seer in quick, almost explosive visions, or nearly incomprehensible words. The seer can use this prophecy to "translate" those visions and words into a format more easily understood by normal men and women. This is not to say that such messages become crystal clear. In fact, these prophecies are often couched in enigmatic and cryptic language. However, without this proficiency, a seer's warnings would be totally incomprehensible.

Once a seer receives a prophetic vision through the use of his magic, he must make a Prophecy proficiency cheek. Failure means that he was unable to convey the message of his vision in a way that anyone else can understand. The seer can also use this proficiency to decipher prophecies made by others. In order to do this, the seer must have the complete prophecy-either written down or memorized-on hand. He then makes a proficiency cheek with a -2 penalty. If he succeeds, he is able to get a general sense of the prophecy. Failure, however, indicates that the seer could not decipher the prophecy.

If the seer fails to interpret a prophecy, he cannot take another shot at it until he has had a full night's sleep. Once he wakes up with a refreshed mind, the seer can attempt to interpret the prophecy again. If the prophecy is a particularly long or complicated one, the DM can require several successful checks on the seer's part. Each time a check is passed, the DM should give the seer a short clue as to the meaning of a particular passage from the prophecy. It's still up to the seer to piece the whole thing together.

If a seer critically fails (rolls a 20) his proficiency check when deciphering a prophecy, he comes up with an interpretation that is totally incorrect. However, he is unaware of his error.

The misinterpretation should be something stated by the DM so that the seer (and any who believe his interpretation) will actually work to make the prophecy come true if they are trying to prevent it. For example, if the prophecy states that the party should destroy *Oghar's gem*, the seer misconstrues the warning and tells the party that they must protect the item. Conversely, if they are struggling to bring the prophecy to fruition, this interpretation will actually set them at cross-purposes to their true desires.

If the seer entirely misinterpreted a prophecy, he cannot attempt to reinterpret it until he is conclusively shown his error. In addition, he requires a full night's rest before attempting to interpret the prophecy again.

No equipment is required to make use of this non-weapon proficiency. All the seer needs is either the message from a spell to turn into a prophecy or a prophecy which someone else has made. This proficiency costs one slot and is based on Wisdom; it has a -2 check modifier.

***Equipment***

Seers do not require much beyond the material components for their spells. Most seers have a preferred place to work in, though, and proper maintenance of this place can be expensive.

The seer's sanctum must be a place of peace and quiet, a room or area sealed off from the hustle and bustle of everyday life. It should be an ideal place to while away the hours lost in meditation upon any subject that happens to cross the seer's roving mind.

While the seer is in this place, he receives a +1 or bonus to any saving throws or proficiency checks he needs to make. Conversely, any saving throws made against the seer's spells are at a -1 penalty under the same circumstances.

The seer can function perfectly fine outside his sanctum. However, he does not receive his saving throw and proficiency bonus when outside this area.

Maintenance of a seer's sanctum costs 50 gp per level- This price must be paid every time the seer advances in level. For example, if he manages to get from 4th to 5th level, a seer must pay 250 (5 x 50) gp.

If the fee is not paid, the seer does not gain any benefits (including additional hit points) from the new level- These benefits can be reinstated at any time by simply paying the fee.

***Priestly Seers***

The basis of being a good seer is founded strongly upon the seer's relationship with his deity or the otherworldly powers that he serves. Thus, a seer can focus on his clerical aspect and ignore his wizardly side. However, the converse isn't true. Simply put, a seer requires

spirituality first and then intellectual rigor.
Once a seer decides to completely focus on his clerical nature, he is called a clerical seer. Clerical seers forgo the use of any wizardly abilities. This includes casting wizard spells, keeping a spellbook, researching new spells, using magical items that only wizards are permitted to use, and so on. However, clerical seers can we any End of armor. In addition, they are only limited to clerical weapons (non-edged).
The priestly seer can become a regular seer if the DM approves. The seer must again follow all the restrictions of the regular seer. He receives all of the wizardly powers of the seer, except the benefits of being a specialist wizard (diviner).
For example, a clerical seer who chooses to become a regular seer does not receive the saving throw bonuses due a specialty. In addition, he does not get a bonus to his chance to learn spells, nor does he automatically learn a spell at each level. Most importantly, the seer does not receive an extra wizard spell for each spell level.

***Balmira***
Balmira theSeer
Female Elf Seer

Str: 11
Dex: 12
Con: 10
Int: 16
Wis: 17
CN: 15
Armor Class: 5 *(bracers of defense AC 5)*
Level: 9
THACO: 16
Movement: 12
Hit Points: 42
Alignment: Neutral Good
No. of Attacks: 1
Special Attacks: None.
Special Defenses: None.
Weapon Proficiency: Staff.
Non-weapon Proficiencies: Ancient History (15), Local History (15), Prophecy (15), Reading/Writing (17), Modem Languages [dwarvish] (16), Ancient Languages (16), Religion (17), Spellcraft (14).
Priest Spells: *Bless, detect evil, detect magic, know aligntnent, augury, speak with dead.*
Wizard Spells: *Cantrip, identify, detect invisibility, ESP, wizard sight.*
Equipment: *Staff +3, bracers of defense AC 5, ring of invisibility, crystal ball* with *telepathy,* paper, pen, and ink.

Balmira is a devout, young seer committed to Cardax's destruction. Her studies of the prophecies surrounding Cardax's rise to power indicate to her that the necromancer's days are numbered. To her mind, it won't be long until Cardax falls from power. Role-playing: Balmira is an elf who takes her duties as a seer seriously. Throughout the years, she has plagued the necromancer on and

off by infiltrating her way into his court invisibly and by spying on his people with her crystal ball. With the information she learned, Balmira formulated prophecies that were sure to give Cardax many sleepless nights. Balmira would often turn herself invisible, sneak into the court, and magically appear before the assembled ones who had betrayed the old king. She would deliver her prophecy and disappear just as quickly and quietly as she had come. Close as it might have come at some times, she was never caught. Combat: Balmira does not enjoy fighting. In fact, she goes to great lengths to avoid it. When it appears unavoidable, she usually uses her ring to become invisible and sneaks away.

# *Chapter 11: Using Specialists*

*"You fool!" shouted Cardax as Martia battled her way through the throng of undead soldiers on her steady path toward the necromancer's throne of bone. It seemed like she'd been slashing her way toward her goalfor hours. Gangrenous ichor covered her blade and the magical armor she had found in her grandfather's secret armory.*

*With its help, the dead could not touch her directly, although they were definitely hampering her progress toward their unholy master. Martia gritted her teeth and steeled herself as she fought yet another wave of rapidly rotting warriors.*

*"How do You think you can stand against me, girl?" the man shrilled, as the madness of his many years shone in his eyes. He cackled as he leapt to his feet and stood atop the seat of his blackened throne, the bones of which looked like they has once served as the fuel in some horrible and arcane ritual.*

*"Your grandfather was a fool, Martia. I loved him like a brother, and we both loved your grandmother. And yet he betrayed her memory. He let her die, and he did nothing to bring her back!" The man was actually foaming at the mouth now, and it was all Martia could do to prevent his insane patter from distracting her from the job at hand.*

*The Blade of Honesty hummed angrily as it swept through the undead horde. Light glowed along the edge of its blade and gleamed through the long-dead blood that slid along its edges. The blade was fulfilling the purpose for which it had been forged and reforged once again. The light of its truth banished the dark he that animated these bodies: they were not truly alive.*

*Martia saw the necromancer teetering on the edge of his throne and made a last-ditch push toward the dais upon which it stood. "I've learned about the prophecy 4your end, Cardax. I've come to fulfill its conditions and halt your reign of terror. "*

*As the young warrior battled her way nearer and nearer, Cardax's pale eyes grew wide. "So you say, whelp. But if you've read the prophecy, then you know that I can only be undone by one of my own. " He gestured widely to the unliving men that carried out his will. "As you can see, none of mine are in the position to do anything to harm me."*

*His wild cackle caught in his throat as he saw the undaunted fire raging in Martia's eyes. "Foul man, you are in for quite a surprise if that's what you think."*

*With a final sweep of her sword and a desperate leap, Martia made the dais's outer edge. Standing directly beneath the man who had killed everyone in her family but her, Martia spat out the last words he would ever hear.*

*"For I are one of yours, evil beast. When you lay with my grandmother, she gave birth to my father, who was unknowingly yours. And as sure as I are his daughter, I are one of your own!"*

*With that, she thrust the Blade of Honesty deep into the ancient man's chest, impaling his long-dead heart upon its razor-sharp shaft. The tip of the blade stood out from Cardax's back as he slid down the length of steel and into Martia's waiting arms.*

*"And so I kill you," Martia whispered, her final word to him leaping off her tongue like a curse he would carry with him into whatever afterlife would accept such a twisted creature, "Grandfather."*

*As Martia staggered out of the keep, the sun's first rays poked through the trees and fell upon her upturned face. The long night of Cardax's reign was finally over. Now Martia could return to the capitol and lay claim to her family's throne. There would be pretenders who would seek to steal the birthright that she had fought so hard to reclaim, but she would persevere.*

*As she trod toward her hidden steed, she reflected on the fact that so many people had helped her in her quest. They would probably help her again. With that thought, Martia finally smiled.*

Specialists can play an intriguing part in any campaign. The preceding chapters detailed a number of NPC classes that are sure to breathe life into any fantasy world.
However, keeping track of every player character's various contacts can become quite tedious. Besides all the work involved with NPC generation, a DM must also figure out how the supporting cast moves up in levels with respect to the hero. While a 1st level scribe may be useful to a lst-level fighter, that same fighter at 7th level is going to want to turn to a scribe of a higher level despite any previous relationship he may have had with that scribe.
The system detailed in this chapter allows Dungeon Masters to place responsibility for NPCs in the hands of their players. It also includes some guidelines by which DMs can determine how quickly specialists rise in level without having to keep track of every experience point.

### *Player Characters and Specialists*

Since player characters stand to benefit most from the inclusion of specialists into a campaign, they should be responsible for maintaining records on each of the specialists involved in their characters' lives. There are two ways to introduce specialists into your game.

### *DM-Generated Specialists*

Some DMs like to have total control over the non-player characters in their game. These Dungeon Masters create each specialist and introduce him into the game just as they would any other NPC that the adventurers meet in the course of play.
The starting level for each specialist is up to the individual Dungeon Master, but should rarely be higher than that of the highest-level character in the party. Once the DM creates a character, he must decide whether to attach him to a particular character or the entire party. Perhaps one of the wizards has known this apothecary since his youth. Or maybe the adventuring group has just recently met (or is about to meet) an aspiring young engineer.
Note that specialists attached to a particular character should never initially be of higher level than that character. Ideally, all characters and specialists begin together at 1stlevel. New specialists that are introduced in already existing campaigns can be of any level.
Usually, when a DM generates a specialist, he includes several things about the specialist (knowledge, magical items, hidden agendas) that the party should not know about. Thus, the Dungeon Master needs to keep tack of the NPC information.

### *Player-Generated Specialists*

Dungeon Masters who do not require that much control over their game can simply allow their players to generate specialists for each of their characters. This decreases the DMs workload. However, Dungeon Masters are strongly encouraged to check their players' work when they're done.
Players should create 1st level specialists. At the DM's option, these specialists can be near the character's level. However, this can have a drastic impact upon an ongoing campaign. It is recommended that most advanced-level specialists enter a campaign at one-half the average experience level of the adventuring group.
Players can generate any specialist that they like, although they must come up with some a rationalization as to why the specialist keeps in touch with their character-and vice versa. Otherwise, there is no reason for any kind of special relationship and the specialist is then reduced to the level of a regular NPC. If this is the case, the players should have nothing to do with creating and presenting these specialists.

Once the player or Dungeon Master creates a specialist he must attach it to a specific player or party. Attached specialists are NPCs who have a close relationship with a particular hero or group of heroes. This NPC takes a close interest in the welfare of the person or group, and they, in turn, look out for the NPC
Once an NPC is attached to a player, that player (or gaming group) is responsible for keeping track of the NPC's records (equipment, important information, and experience). In addition, the character's player is also responsible for the NPC's level advancement (discussed later).

### *The Number of Specialists*

A character can have a number of specialists attached to him. However, the maximum number of attached specialists is equal to the maximum number of henchman that character can have. This number is listed on Table 6: Charisma in the *Player's Handbook.* The number of specialists a character can know personally is not reduced by the number of henchmen he may happen to have. Conversely, the number of specialists attached to a character does not influence the total number of henchmen that the character can possess. The two matters are entirely separate.
If a character wishes, he can let a relationship with a certain specialist lapse. He can then pick up a relationship with a different specialist through role-playing. The newly unattached specialist becomes a standard NPC; his fate no longer depends upon the adventurer. Alternately, one of the other heroes in the party can strike up a relationship with the specialist and take him as one of his own attached specialists.
A character does not have to attach himself to his maximum number of specialists. Instead, he can leave a couple of spaces open in case he meets a specialist in the future who will fulfill whatever particular needs he may develop. This specialist can be introduced by the DM as an NPC and then co-opted by the hero (at the DM's discretion), or the player can generate the specialist himself at a later date.
Now that if every player in a party creates the maximum number of specialists available to his character, the DM will have his hands full. The average Charisma of 10 or 11 permits up to four attached specialists. If the party consists of eight adventures, they could have up to 32 specialists attached to their group! DMs are strongly encouraged to limit the number of specialists created at the beginning of play.

### *Level Advancment*

As player characters advance in level, they may soon outstrip the NPC specialists that they consult. After all, these NPCs rarely go on incredible adventures or travel to far-off lands and perform incredible feats of bravery. They are mostly homebodies.
Their are two ways that a Dungeon Master can measure an NPC's level advancement.
These methods are dependant on whether the specialist in question is a standard NPC, or whether he is attached to a specific adventurer or group.

### *Standard NPCS*

Although standard NPCs do not usually gain experience through fantastic adventures, this does not mean that they sit around and do nothing while they wait for the adventurers to return. Rather, these professionals accrue experience by working in their respective fields. While the heroes are off on an adventure, ignoring their friends back home, these specialists go about their business, working for other people and even themselves. A Dungeon Master can decide a standard NPC's experience level advancement as he likes. Most often, the specialist keeps pace with the player characters. Simply

make the specialist's level equal to the average level of the party, or a level or two less. Rarely should the specialist's level exceed that of the most experienced party member.

### *Attached Specialists*

An attached specialist's level of experience is entirely dependent upon the way the character to which he is attached treats him. If the specialist is ignored by the adventurer, he will stagnate, unable to proceed much further without the patronage of a promising hero. However, if the adventurer takes a personal interest in the specialist's career, he can ensure that the specialist prospers throughout the years, keeping pace with the hero's own advancement.

For an attached specialist to advance a level at the same time that the player character does, he must receive something out of the ordinary from that character. The exact nature of this extraordinary action can vary a great deal depending on the hero and the specialist.

The easiest way for a hero to contribute to a specialist's welfare is to hire the specialist on a regular basis. To cause the specialist to gain a level at the same time as the hero, the adventurer must consult with the specialist in some fashion and reimburse him for his trouble. This consultation must be something that would normally earn the specialist at least 200 XP per the specialist's current level.

For example, a 4th-level healer would have to earn 800 XP due to his contact with the adventurer. If this was fulfilled, the healer would progress to 5th level when the hero gained another level.

Heroes can substitute certain items in lieu of consultation with a specialist. Donating magical items to a specialist is acceptable, as long as these items would help the specialist in his work or, at the very least, be of some use to the specialist. The experience point value of the item must be equal to or greater than the number of experience points the specialist would normally require in order to advance from a consultation.

*A potion of extra-healing,* for instance, is worth 400 XP. The adventurer would have to give two of these to the 4th-level healer described above to permit him to advance to the 5th level.

These two methods can be combined in any fashion. The healer might receive a single *potion of extra-healing* (400 XP) and then use his skills to heal 40 hit points (at 10 XP each, that's 400 XP) for the hero or a friend of the hero.

If the specialist actually accompanies the party on an adventure, he should then gain experience normally. In this case, the specialist could advance independently of his patron hero.

### *Gifts to Specialists*

Adventurers can also help specialists from particular classes advance in levels by giving something valuable to that specialist. Appropriate gifts for each specialist class are described below.

It's up to the DM to determine how many and what kind of gifts are required to allow the specialist to gain a level at the same time that the player character does. If the conditions are met (they should be outlined to the players in advance), then the specialist advances a level at the same time as the character.

If these conditions are not met, the specialist cannot advance until he receives more gifts and the hero to whom he is attached gains yet another level. Obviously, specialists of higher level require more important gifts in order to advance.

It is definitely in the heroes' interests to help out their specialists in as timely a manner as possible. If they fail to do so, their specialists may lag permanently behind them.

As DM, you should make sure to present the heroes with opportunities to track down or discover items that their attached specialists might want. These items can function as another kind of treasure with a directly applicable use.

**Apothecary**

Apothecaries like anything that helps them in their quest for an improved concoction. *A* book of recipes from another apothecary, for instance, would be perfect. Alternatively, a sample of a new and unusual concoction might be enough for the apothecary to figure out a recipe of his own.

Besides recipes, apothecaries are always in desperate need of certain rare ingredients-like scales from a red dragon's hide or the brain matter of a psionically active creature. The apothecary may ask adventurers for these items specifically. In fact, he may even send them out on the road with a kind of grocery list. This could provide the background for several side-adventures.

**Appraiser**

Appraisers can use all sorts of objects-as long as they are valuable. An appraiser makes his reputation on his ability to acquire and then sell rare or unusual pieces. If a Oro brings such materials to an appraiser, he can help the merchant a great deal.

If a hero does nothing else but provide his appraiser with rare items, the appraiser can still go up in level. However, the hero must bring the appraiser enough items that he can sell-in gold pieces-one tenth of the amount of experience he needs to advance to the next level. For instance, a 7th-level appraiser needs 25000 experience points to make it to the next level. To help him do so, his heroes need to give him 2,500 gp worth of items.

**Blacksmith**

The blacksmith prizes well-wrought weapons, finely crafted armor, and other metallic pieces as well. He can advance in level through gifts of such rare items.

These items do not have to be magical. The sword used by an ancient king to fell a giant would be sufficient- regardless of whether it is magical or not. Another example would be a sword made from a new metallic alloy or rare orc. A good supply of such ore would also be an incredible gift that would permit the blacksmith to advance in levels for as long as the ore lasted.

**Cartographer**

Cartographers collect maps, and they are always excited to acquire a new map of an unknown land. They even appreciate maps of known areas if these maps happen to bring some new and vital piece of information to light.

If the adventurers keep maps of the areas that they explore, they should give these to their cartographer. Heroes that adventure regularly into interesting and unknown lands and surrender their maps to their cartographer are guaranteed to help him advance between levels. If they're lucky, the cartographer may even make them a copy of the original.

**Engineer**

Engineers live to figure out new and better ways to build things. If the heroes can supply an engineer with blueprints or samples of innovative constructions, they will help him advance in level. Sometimes, providing the engineer with the location of such a construction is enough-especially if the construction ir question is immovable. However, the heroes may have to accompany the engineer to ensure his safety.

**Guide**

Guides are harder to reward by any means other than providing them with work. Still, supplying a guide with a map or with interesting information about a certain race or location can be helpful.

Guides are particularly interested in establishing contacts of their own in distant lands. If the heroes happen to form a friendship with such a person, they should take pains to offer their guide an introduction to this person. If the guide is riot currently with them,

this introduction can take the form of a letter of recommendation bearing the heroes' mark.

**Healer**
The healer is always interested in new healing techniques. If the heroes can provide him with these regularly, he will be eternally grateful. New and beneficent herbs can also help, particularly if they are alive and can be transplanted into the healer's garden.

**Historian**
More than anything else, the historian wants stories and information. These can take the form of tales of the adventurers' own exploits or of other notable personalities. Of course, any tales that the heroes tell had better be supported with witnesses or some other kind of evidence. If a character lies to a historian or unwittingly presents him with false information, the historian misses his next chance to advance another level. In addition, any ancient tornes, scrolls, and relics would help the historian advance.

**Scribe**
The scribe desires nothing more than new books and scrolls which he can copy. An original work adds yet another tome to his inventory. With this he can increase his clientele.
Magical scrolls and spell books are particularly desirable. In fact, they maybe necessary to help the scribe advance through the higher levels. At that point, nonmagical texts simply won't do.

**Seer**
Seers collect prophecies made in the past. The more powerful the seer who made the prophecy-or the more accurate that seer's prophecies have proven in the past-the better. Modern seers can interpret these often ancient visions and use the results to their advantage.
Also useful are items or information that figure into prophecies. Anything that might help bring about a prophecy" ultimate conclusion (or prevent it!) is desirable.

***Other Specialists***
At the DM's option, player characters can attach NPCs from any classes to themselves as specialists. In this way, heroes can call on the special skills of Warriors, Wizards, Priests and Rogues whenever the may need.

# *Appendix*

| Class | Str | Int | Wis | Dex | Con | Cha |
|---|---|---|---|---|---|---|
| Apothecary | - | **12** | | | | |
| Appraiser | - | **12** | **10** | 9 | 9 | |
| Blacksmith | **12** | 9 | 9 | 9 | **12** | |
| Cartographer | - | **12** | 10 | | | |
| Engineer | - | **12** | 10 | | | |
| Guide | | - | **12** | 10 | 9 | |
| Healer | | - | **12** | 9 | | |
| Historian | - | **12** | 10 | | | |
| Scribe | | **15** | | | | |
| Seer | | **15** | **15** | | | 13 |

Boldfaced numbers indicate the class's prime requisite(s). NPCs who possess scores above the prime requisite minimums receive a +10% XP bonus.

| Proficiency | Slot Required | Relevant Ability | Check Modifier |
|---|---|---|---|
| Cartography | 1 | Intelligence | -2/0 |
| Caving | 2 | Wisdom | Varies |
| Concocting | 1 | Intelligence | -2 |
| Prophecy | 1 | Wisdom | -2 |

| NPC Class | Weapon Proficiency Initial | #Levels | Penalty | Non Weapon Proficiency Initial | #Levels |
|---|---|---|---|---|---|
| Apothecary | 1 | 6 | -5 | 4 | 3 |
| Appraiser | 2 | 4 | -4 | 4 | 3 |
| Blacksmith | 3 | 3 | -3 | 4 | 3 |
| Cartographer | 2 | 5 | -4 | 4 | 3 |
| Engineer | 3 | 4 | -3 | 4 | 3 |
| Guide | 3 | 4 | -3 | 4 | 3 |
| Healer | 2 | 4 | -3 | 4 | 3 |
| Historian | 2 | 4 | -3 | 4 | 3 |
| Scribe | 1 | 6 | -5 | 4 | 3 |
| Seer | 1 | 6 | -5 | 4 | 3 |

| Class | Proficiencies |
|---|---|
| Apothecary | Concocting |
| Appraiser | None |
| Blacksmith | Blacksmithing, Armorer, Weaponsmithing |
| Cartographer | Cartography, Direction Sense, Reading/Writing, Forgery |
| Engineer | Engineering and either Carpentry, Mining, or Stonemasonry |
| Guide | Direction Sense |
| Healer | Healing, Herbalism |
| Historian | Ancient History or Local History |
| Scribe | Reading/Writing, Forgery |
| Seer | Ancient History, Local History, Prophecy |

DUNGEON MASTER® Guide
Rules Supplement

# Arms and Equipment Guide

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## Introduction

Dungeon Masters of the world, relax!

Until now, you've all had to duck or dodge questions about armor, lengths of swords, and the blades (or lack of them) on pole arms. At best, you've said, "It kinda looks like a . . . " At worst, you've had to go to the library to look up such information.

A few of you are fortunate to be scholars of history and already know the answers to such questions. But for the rest of you, this book contains the information you've been waiting for.

The *Arms and Equipment Guide* is the most complete compilation of information about armor, weapons, and equipment for the AD&D® game to date. It is intended to help both DMs and players to understand and better use the wide variety of equipment available. We've included a plethora of illustrations to make this volume as user-friendly as possible.

**For DMs:** Be aware that the information in this work encompasses a wide variety of equipment suitable for many campaign styles. Don't be afraid to veto certain weapons or armor to suit your own campaign world. The intention of this book is not to provide adventurers with every weapon known to man; it is merely to expand the choices available. Feel free to disallow any items that don't fit the grand scheme of your campaign.

**Historical Accuracy:** Every attempt has been made to ensure that the information

presented here is historically accurate. However, scholars of history often disagree among themselves, resulting in conflicting opinions among resources. If you find that the information in this volume disagrees with what you know of history, consider checking one of the resources listed below. Or chalk it up to to a different historian. (If you're convinced we've blundered, we're always happy to hear about it in a letter. Any documentation you can provide would be appreciated.)

**Weapons:** As the longest section in this book, the weapons chapter has some unique features. You'll find comments from seasoned adventurers in *italicized* type. These are intended to offer new ideas for role-playing. You'll also find numerous boxed entries. These boxes contain interesting historical tidbits that might provide role-playing ideas and are just plain fun to read.

With these things in mind, you're ready to go forth and conquer. Here's hoping that the *Arms and Equipment Guide* will help you do it!

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# CHAPTER 1

# Armor

## Padded Armor (AC 8)

**Description:** Padded armor, also referred to as quilted armor, is the simplest form of manmade armor. It consists of two or more layers of spun cloth stuffed with thick batting and quilted together.

Padded armor typically covers the chest and shoulders, but full-length suits are sometimes seen.

**Campaign Use:** Padded armor is mostly found among the poor and unskilled. Only the poorest excuses for armed forces would be caught dead in padded armor. The bulky and restrictive nature of the armor makes it a poor substitute for a stout set of leather (*q.v.*).

Village militias, neophyte bandit packs, urban street gangs, and primitive barbarian hordes are the most common users of padded armor. In short, this includes anyone who cannot afford leather armor (i.e., the truly destitute), cultures without the technology to tan hide (i.e., the truly primitive), or those who have no other option at their time of need (i.e., the truly desperate).

Padded armor can be made by any race or nation. Thus, it is common protection for the poorer classes. Since making a padded suit of armor requires little more than a crude needle and thread, low-level or desperate adventurers in need of additional protection can usually whip up a set of padded armor in less than two days. The durability and level of comfort afforded by the homemade suit naturally varies in direct proportion to the skill of the would-be armorer. For game purposes, several layers of heavy cloth or furs can be considered padded armor for the purposes of determining a character's base armor class.

Padded armor, being little more than multiple layers of clothing, tends to soil and wear out easily. Although newly fashioned sets may sell cheaply, padded armor must be replaced often, even if it is well cared for. Lice, sweat, dirt, fleas, and insects all take their toll.

If the DM judges that a set of padded armor has seen its last days, the armor class of the armor drops one place (AC 9). The armor, now rotted and torn, is little more than bulky clothing. Importantly, heavily soiled armor reduces the wearer's saving throws against disease and disease-causing spells by -2.

Under ideal conditions, a set of padded armor should be replaced monthly. However, when travelling through heavily infested swamps or in monster-laden forests, padded armor may require replacement as often as every few days. On any long journey, spare sets of padded armor should be taken along as if they were spare sets of clothing. Too much frugality before a journey can lead to much discomfort later.

Naturally, those who have no access to better armor try to make the best appearance whenever they can. Nobody wants to appear cheap or desperate, especially when they are. Therefore, decorating one's padded armor is the most common form of "upgrading" the appearance of one's forces. All armies and nations have banners and shields adorned with their own colors, and these colors are often repeated in intricate patterns on their padded armor. This is most often seen when the local king or noble quickly recruits the local farmers' militia to defend his lands or aid him in launching an assault. The wives, sisters, and daughters quickly whip up anything they can to protect their ill-trained husbands, brothers, and sons. The colors of the lord are either quilted into the design of the armor in checkerboard fashion, or painted or dyed onto the hastily prepared

protection.

In similar fashion, the most nefarious of evil knights have been known to use quilted armor to camouflage their own soldiers as peasants of the opposing ranks, taking devious advantage of the militia's known lack of combat training.

This is only one of many reasons why 0-level fighters are neither feared nor respected by the armed forces. Certainly in the case of padded armor, one can tell a knave by his suit.

## Leather Armor (AC 8)

**Description:** Leather armor, despite the popular misconception, is not soft and supple like the leather used to make a ranger's boots or a druid's robe. That kind of leather offers no better protection than common clothing.

Leather armor is actually strong and stiff, having been hardened in boiling oil and then stretched over a wooden or stone model of a man's or woman's chest. The resulting breastplate and shoulder guards are combined with a tunic or kirtle and, in colder climes, leggings of wool or soft leather.

**Campaign Use:** This is the most common form of "modern" armor. The materials (leather and oil) are readily available in all civilized lands. Only the techniques for boiling and shaping the leather is necessary, and this is not a difficult feat for a leatherworker.

This armor is both inexpensive and durable. While the leather is extremely stiff, it is never fashioned into anything larger than a breastplate, which keeps restriction of movement to a minimum. Naturally, this arrangement means leather armor affords no protection to the joints, but this is true of most types of armor, and is a challenge all civilized races have been attempting to overcome since wars began.

In severe combat situations, leather armor may need to be replaced weekly. However, the armor is easily cleaned, reasonably unaffected by weather, and resists all but the severest of abrasions. This means a good set of leather can be worn daily for many months without need for replacement. Many retired warriors and middle-class militia have a set of leather armor stored away that they take out and polish at least annually.

Because raw leather comes from a by-product of medieval daily life (i.e., eating beef and other meats), in civilized societies leather armor is very common. Even rural communities have little trouble manufacturing leather armor for the troops within a few days.

Cows are not the sole source of hide for tanning. Horses, sheep, and camels can be used just as easily. In short, the creature must have a thicker skin than that of a normal man, but not quite as thick as that of an elephant of bear. The skins of these well-protected creatures, when tanned, becomes hide armor (*q.v.*).

Irregular human forces (e.g., militias and levies, freemen, commoners above peasant level, barbarians, light infantry, and marines) are the primary users of leather armor, for the following reasons: A) leather armor is drastically cheaper and more readily available than metal armor; B) the armor can be worn for long periods of time without leading to increased fatigue or disease; C) the method or protection is so simple that many armies

can make new sets of armor from cattle seized in newly raided territories, often scant days before meeting the defenders in battle; and D) they can be stockpiled for years without the excessive maintenance required by metal armors that are prone to rust.

Another benefit of leather armor, much extolled by those of a more disreputable persuasion, is the ease which it can be silenced. While leather armor is not typically noisy, its buckles and fasteners tend to rattle and clink. Unlike metal armor, leather armor is easily muffled by clothing and as such makes little sound during normal movement. Additional layers of clothing further dampen sounds made by the wearer while hiding. More rouges than can be counted owe their lives to muffled leather armor.

The freedom of movement, adequate general protection, lack of noise, high availability, and low price make this the armor of choice for the general human population.

## Studded Leather Armor (AC 7)

**Description:** Studded leather armor has little in common with normal leather armor. While leather armor is a hardened shell, studded leather armor is soft and supple with hundreds of metal rivets affixed. The rivets are so close together that they form a flexible coating of hard metal that turns aside slashing and cutting attacks. The soft leather backing is little more than a means of securing the rivets in place.

**Campaign Use:** Studded leather armor is known as "poor man's mail" because of its metallic components and low price. It is more common among the general population than most people would first believe because, unlike other types of mail armor, studded leather is relatively easy to make.

While a soft leather backing is the most durable and comfortable, any stout cloth can be used as a backing for the rivets. The rivets themselves are also easy to acquire, as everything from nails to pebbles have been substituted at one time or another in times of desperation. In general, as long as the backing is secure and the rivets are hard enough to withstand a glancing blow, the armor so comprised should be considered studded leather for purposes of weight and protection.

Studded leather, like brigandine (described later), is commonly worn by pirates and other seafarers. The protection afforded is better than normal leather armor, which is an important point during sea combat when a shield may not be practical (a shield is useless when climbing or fighting in a ship's rigging).

With regard to swimming, the weight of studded leather is significantly less than metal armor, and the flexibility of the soft leather backing is better for such demanding activity. Indeed, for short times in the water, it is as easy to maneuver in studded leather as it is to move in a normal leather breastplate. Therefore, most sea-going mercenaries and pirates prefer to wear studded leather as their all-purpose armor. Trained marine contingents, however, whose main function is boarding, usually wear normal leather and carry a shield.

Miserly merchants, who shave pieces of gold more than they like to admit, will often buy studded leather to outfit their hired guards. However, these copper-pinchers pay for the protection one way or another, as studded leather tends to wear out rather quickly.

Not only does the soft backing wear out as quickly as thick clothing, but the metal studs can be affixed only by driving them through the leather, considerably weakening the overall strength of the backing. Eventually, the holes open up and the rivets drop out. Studded leather is also prone to the same problems of sweat, grime, and insects as padded armor (*q.v.*).

## Spiked Leather

A variation of studded leather that is sometimes seen among barbarians of northern climes (and, oddly, among some hill giant clans) is spiked leather. Much as it sounds, spiked leather armor is studded leather armor in which the rivets have been augmented by sharp spikes. (Most intelligent beings would be worried about mounting spikes into their armor, just in case they should trip and fall, not to mention the problems packing or storing the armor).

Overbearing and grappling while wearing such armor inflicts additional damage based on the wearer's size. A small creature inflicts 1-2 points of piercing damage, a man-sized creature inflicts 1-3 points, and a large creature inflicts 1-4 points. These values are considered for each individual attack, not for every round that a creature is grappled.

Spiked armor is usually made specially for the wearer and costs about 150% of the price of a normal set of studded leather.

Spiked armor is occasionally used to equip gladiators, pit fighters, and other specialists.

## Hide Armor (AC 6)

**Description:** Hide armor is made from the thick hide of a very large animal (an elephant, for example) or from many layers of normal leather from common animals, like cows.

**Campaign Use:** Hide armor is much too thick, heavy, and inflexible to be used much in the advanced human cultures. Its weight is comparable to chain mail, but its protection is less. However, among the barbaric humanoid masses throughout the dark forests and misty jungles of the world, hide armor is common.

Because of its simple construction, any race with Low Intelligence or better can make suitable hide armor. All that is required is a dead animal and someone to wear its skin. Since no effort to tan the hide is necessary to get basic protection, creatures with a desire for excellent protection at a fair price (i.e., usually free) find hide armor ideal for everyday use. Proper tanning, of course, improves the armor's life (and acceptance in polite society).

The smell of untanned armor, as any ogre can testify, is something a warrior must get used to.

As mentioned in the section on leather armor, the stiffness that results when hide armor dries completely isn't considered a drawback by humanoids. (In fact, without that stiffness, the hide would lose one level of armor class protection.) For only a little bit of work, any humanoid worth his hit dice can start adventuring at AC 6 and begin hunting for a shield.

Ironically, while leather armor may allow greater freedom of movement, durability, and a more pleasant appearance and smell, hide armor is actually two levels of protection better (AC 6 instead of AC 8). It illustrates that humans trust their dexterity and intelligence to aid in avoiding wounds during combat, while less-intelligent humanoids typically rely on reducing the chances of a vital strike with a thicker armor.

Like padded armor, hide armor is often decorated to show tribal allegiances. Commonly, the type of creature used to make the armor is sufficient to denote clan alliance, as with the Hydra clan fire giants or the Black Bear ogres.

Unique to the humanoid races is the habit of affixing some part of one's notable kill to one's hide armor. While this doesn't affect the armor class rating of this armor in any substantial way, it does tend to make one less popular around the civilized campfire but more important around the humanoid or barbarian camp. Importantly, these trophies, which often include such grisly things as skulls, scalps, teeth and claws, are considered a sign of ferocity and ruthlessness and are therefore seen most commonly among high leaders and shamans.

The equivalent of hide armor among humans and demihuman races is layered leather armor, wherein many layers of normal leather armor are bonded to one another to form a heavy, thick plate of protection. This armor is considered hide armor with regard to weight and cost, but does not suffer the problems of odor and disease seen in hide and padded armors.

Few human cultures employ hide armor extensively. Most notably, certain northern barbarian tribes commonly wear thick hide armor. Some of these tribesmen actually believe that the hide armor gives them animal-like strength and powers, and that human armors like chain and plate mail actually rob them of their innate combat instincts. While this may be dismissed as ignorant superstition, there are shamans of the northern wastes who tell great tales of famous suits of hide armor, blessed with the spirits of the animals from which they came.

Whether or not special hide armor exists (like the *White Skin of Umpluutu*, which allows the wearer to *shapechange* into a polar bear) is up to the DM, but hide armor offers unique avenues in a barbarian or primitive campaign.

## Scale Mail (AC 6)

**Description:** This is a coat of soft leather covered with overlapping pieces of metal, much like the scales of a fish. It is just as heavy as chain mail, but offers slightly worse protection. It has no significant advantages over hide or brigandine armor.

**Campaign Use:** Scale mail is an old type of armor, much like splint mail (described later). It never became popular in western medieval culture for very long; its production was found to be too time-consuming and thus less efficient to make in comparison to other armor types. In the AD&D® game context, scale mail is most common in Dark Age periods, in foreign cultures, or in those areas where its materials are unusually plentiful.

Some human cultures, notably those similar to the Byzantines and other eastern and southern kingdoms, did not pursue the evolution of armor made of large plates, but rather

chose to make use of small plates. Where metal is not forged but is instead cut from sheets of malleable metal ores, the technology of scale mail and its successors (splint, brigandine, and banded armor) predominates.

This is not a matter of primitive versus civilized, but rather two separate approaches to the same problem. Where western cultures stress protection, eastern cultures seek to maximize flexibility (and ventilation in the hotter climates).

The scales in scale armor are made smaller in order to make the suit more flexible and comfortable when worn. Indeed, in this respect, scale mail far exceeds either plate or banded mail.

However, all those scales require more maintenance, as the more items attached to an armor's backing, the greater the chance some will fall off. Scale armor not properly maintained loses one level of armor class protection.

Scale mail suffers the same problems of dirt, grime, lice, and odor that studded leather and padded armor suffer.

Scale mail does offer protection as good as that of brigandine for the same price and at a comparable weight. The choice between scale mail and brigandine armor is likely to be determined by the nature of the cultures in the DM's campaign world.

## Sea Elf Scale Mail

The most intricately constructed demihuman scale mail is found in the undersea kingdoms of the sea elves. More as a matter of appearance and ceremony than for additional protection, the sea elves adapted the idea of scale mail to their own peculiar designs. Their armor can be worn underwater, as it is made of metals that do not rust, and the scales are affixed to a backing of eel-skin, which does not disintegrate as leather does in salt water. Brought forth only in times of war or of great ceremony, this expensive armor is worn only by the noble elven elite.

This scale mail is unique among others for its beautiful silver coating. Some armorers wonder whether this coating is silver, platinum, or even mithril. It is generally agreed that the rare scale mail of the sea elves is nearly as valuable as elven chain mail (*q.v.*).

## Coin Armor

A variant of scale mail is armor made with the common coins of the realm. This coin armor is seen only rarely, and then usually among dignitaries and high generals. Each set of armor can stock a large quantity of coins (up to 1,000!). Rarely are they stolen, however, as the people who are rich enough to wear them are also rich enough to see to their personal security.

There are many variations possible, from armor scaled wholly of gold or silver coins to mixed suits wherein the coins themselves are arranged in a personal, family, clan, or other heraldric pattern.

## Brigandine Armor (AC 6)

**Description:** A development of both scale mail and studded leather, brigandine armor is

composed of a layer of small metal plates riveted to an undercoat of soft leather, thick cloth, or coarse canvas. A further overcoat of cloth is applied to the exterior of the suit, making for a layered protection that is lighter than scale mail. An alternative configuration is for the plates to be sandwiched between two layers of soft leather.

**Campaign Use:** Brigandine is a light armor of composite construction, often worn by brigands and other rogues. The armor is essentially a variant of studded leather with an overcoat of cloth. The cloth covering serves both to strengthen the entire framework as well as to make the armor less conspicuous from a distance. Brigandine armor is quieter than chain, splint, or banded mail, but less quiet than studded leather or leather armor.

Brigandine weighs more than hide but less than scale mail. It is generally more flexible than hide, but its three layers make it somewhat stiffer than scale mail.

Brigandine armor is generally the best armor a run-of-the-mill village armorer can make and still get good results. For anything with a higher armor class, a professional master armorer is required. This means that brigandine armor is the highest level of protection afforded many low-level AD&D® game cultures and campaigns.

This represents the limit for the early Middle Ages period AD&D campaign. If a campaign resembles the Dark Ages more than the Age of Chivalry, scale mail and brigandine armor probably represent the pinnacle of personal armor.

Pirates and bandits (i.e., brigands) find that brigandine can be made from anything on hand from sails to canvas sacks, and from coins to brass shavings. Such armor still offers decent protection against most slashing attacks (the most common types encountered in these professions).

As mentioned, brigandine is easier to muffle than most metal armors and mails and thus is the armor of choice among many rogues and the less reputable members of the campaign society.

Rangers often own a set of brigandine as a field combat backup to their normal armor of either studded leather or leather. Poor or novice rangers and warriors might be able to afford or acquire brigandine armor when other armors might not be accessible.

Brigandine armor can also be useful for smugglers, allowing items to be concealed within its multiple layers. Not only coins and precious metals might be concealed, but treasure maps, personal defense traps, and concealed weapons are all possibilities for the clever character. Whether these are actual machinations of devious minds or just rumors spread to discourage personal thievery is a subject of some debate among adventurers and legal authorities.

What is known is that it is possible to conceal such items, either within the padding or by interleaving them with the metal plates. This potential for use (or abuse) of brigandine armor in the campaign should not be overlooked by the DM or player. Secret pockets for use by thieves or prestidigitators might be revealed in the heat of combat, or local authorities may miss a valuable clue the PCs are lucky enough to discover on their own. Much like gnomish workman's leather (described later), an adventurer's set of brigandine may hold many welcome or unwelcome surprises.

## Chain Mail (AC 5)

**Description:** Chain mail is made of interlocking metal rings. It is always worn over a layer of padded fabric or soft leather to prevent chafing and lessen the impact of blows.

**Campaign Use:** Chain mail is the standard medium armor in most fantasy campaigns. In many places, it is so common that the price of a good suit of chain mail may actually be cheaper than less sophisticated armors like scale mail and brigandine. This makes the appeal of chain mail armor very high indeed.

Chain mail is only slightly heavier than hide or brigandine armor and much lighter than any of the plate armors. Important to the wearer, however, is the fact that the weight of a suit of chain mail does not rest evenly upon the body. Rather, most of the burden of a chain suit rests upon the shoulders, making chain armor feel heavier than it really is.

In game terms, this means chain mail can be worn for only about a day before the shoulders of even the strongest warriors begin to fatigue. Experienced warriors usually carry a second set of lighter armor (often leather or studded leather) for use when traveling or at night when not on watch.

**Optional Rule:** Prolonged shoulder fatigue from wearing chain mail more than one day at a time affects combat (-2 to hit) and leads to headaches and backaches.

In general, chain mail is worn by mid-level fighters, guardsmen, mercenaries, and men-at-arms with some official capacity. The price of chain mail is equivalent to many years income for most peasants, and is thus out of reach for most common folk. However, some middle-class families have a set or two of heirloom chain mail armor handed down from glorious days past for use in dangerous days to come.

Typically, town guards and noble patrols are bedecked in chain mail armor. It is perfect for short duty tours and gives the noble warrior a great advantage over the local rabble. Just the difference between chain mail and leather armor alone can give the officer a significant advantage over most ruffians. Anyone wearing chain mail armor with any sort of heraldic crest or uniform is usually assumed to be a local official of some kind by the experienced and perceptive traveler.

In general, chain mail is the basis for all of the more advanced and more protective armors found in most AD&D® game campaigns. The potentially low cost of chain mail is a reflection of the fact that many sets of chain mail are bought as a base for banded mail and the more sophisticated plate armors.

Because chain mail armor is not usually worn for long periods at a time, its underlying padding rarely suffers the problems of padded armors. The metal mail, however, will rust if not oiled and scrubbed with a wire brush weekly. After a month of neglect, chain mail armor loses one level of armor class since it is no longer as flexible and links may have begun to rust. (Naturally, this applies only to ferrous armor mail and not to chain mail constructed of non-ferrous metals).

Chain mail is certainly the best armor value for adventurers who cannot yet afford the heavier armors.

## Ring Mail

This form of chain mail is made by sewing large metal rings to a leather or cloth backing. Ring mail has the same role in early-period campaigns that chain mail has in

later ones. In later campaigns, it is more expensive to buy than chain mail, weighs a comparable amount, provides worse protection (AC 7), and suffers all the maintenance problems of padded and studded leather armor. Few human groups, other than town militias and bandit gangs, use ring mail to any significant degree.

## Banded Mail (AC 4)

**Description:** Banded mail armor is made of overlapping horizontal strips of laminated metal sewn over a backing of normal chain mail and soft leather backing. Lamination in this context refers to a process in which many thin sheets of metal are hammered or riveted together to form each individual metal strip.

**Campaign Use:** This type of armor is most commonly worn by eastern warriors and would be as common as plate mail in a culture based on the Turks, for example, late period Mongols, or the Japanese.

In a western campaign, banded mail can be considered to be the precursor of plate armor. Since banded mail inevitably will have gaps between the metal strips, however, the total protection of vital areas is not quite as good as heavier plate armors. The result is the slightly poorer armor class rating of banded mail.

The strength and flexibility of chain mail makes it ideal for protecting the jointed areas where large metal plates are traditionally incapable of providing adequate protection.

One advantage of this metal-and-chain arrangement over chain mail alone is the fact that the construction of banded mail naturally restricts movement of the metal plates across the torso. The beneficial side effect is that the weight of the armor is more evenly distributed on the wearer, making it easier to wear banded mail for longer periods of time.

In game terms, while banded mail does have an overall higher level of protection than normal chain mail, the durability of banded mail, especially at the joints, is about half that of a standard suit of chain. While a fine set of chain armor might last six months or more, a set of banded mail rarely lasts three months, even with constant upkeep.

Much like chain mail, ferrous metal bands are subject to rust. However, since the metal strips found in banded mail are already inflexible and designed to remain that way, the armor class of rusty banded mail is no different from that of a new suit. However, the estimation of one's peers would certainly be diminished, as a well-tended suit of banded mail can gleam most beautifully if cared for properly.

## Splint Mail

Splint mail is a variant of banded mail in which the metal strips are applied vertically to the backing of chain, leather, or cloth rather than horizontally as in banded mail. Since the human body does not swivel in mid-torso as much as it flexes back to front, splint mail is more restrictive in battle.

In game terms, splint mail is to banded mail as scale mail is to brigandine: splint mail is the style of the earlier and less efficient armoring techniques. Much like scale and ring mail (*q.v.*), splint mail will be used by the less advanced cultures and poorer warriors. Its

relatively low street price in a western campaign when compared to banded mail and even chain is due to the fact that few western warriors will even touch a set of splint mail unless they are destitute or desperate.

The protection splint mail affords is equivalent to that of banded mail, but it is much more fatiguing to wear in a lengthy battle. Furthermore, broken splints tend to work inward toward the wearer in the course of a battle. More than a few warriors have found themselves painfully cut across the ribs when broken banded mail would have merely shifted up or down. Maintenance problems for splint mail are otherwise the same as for banded mail.

For characters with a light purse, splint mail can be picked up in seedier armor shops. Its price makes it ideal for adventurers who want the extra bit of protection over chain mail.

## Bronze Plate Mail (AC 4)

**Description:** The softest of the true plate mail armors, bronze plate mail is made of heavy metal plates attached to a layer of brigandine or composite layers of metal scales and leather or padded armor.

**Campaign Use:** Historically, by the time the armorer's craft had advanced to the point that plate mail had become common, steel had replaced bronze as the best metal for constructing armor. Thus, aside from ceremonial armor, most bronze plate mail appears in areas where copper and tin are plentiful and iron is rare. In general, since bronze plate mail is designed to be lighter and more flexible than normal plate mail (*q.v.*), bronze plate armorers use leather and padding under the bronze plates instead of the heavier chain mail. Also, to reduce the overall weight of the armor, there are no bronze plates attached to the moveable joints. A large bronze breastplate and greaves are often the only difference between bronze plate mail and bronze scale or brigandine armor.

Bronze plate offers better protection than normal brigandine or chain mail and a lower price tag than standard plate mail. Since bronze plate is usually backed with stiff layered armor rather than loose chain mail, bronze plate mail isn't as flexible as banded, splint, or plate mail.

Who would use bronze plate mail in a standard campaign, when so many other alternatives exist? Plate mail, as will be discussed later, is a sign of nobility to the general population. What does the lowly peasant or innkeeper know of the advantages and disadvantages of various types of plate mail? Little to be sure. In fact, this armor is one piece of equipment whose price is not determined by its true value in combat but by its perceived value to persons around the wearer.

Any knight worth his salt acquires full plate armor (*q.v.*) as soon as he can, even if it means selling prized items of magic or a stout warhorse. If a knight can scrape up 400 gold pieces but can't get the extra 200 gold pieces to buy a real set of plate, bronze plate is the only real choice open to him.

More than a few low-level adventurers with perhaps a little too much gold to spend and not enough experience or training in such matters often are cheated into buying bronze plate mail that has been painted silver. They immediately lose 200 gold pieces in the deal

by taking home the inferior armor. After even one such sucker-sale, the charlatan salesman skips town for a few weeks or moves to a different part of the city. Naturally, such gullible warriors usually don't discover their mistake until the heat of battle, when a weapon strike that would have bounced off a real set of plate mail dents or cuts through the bogus plate. Caveat emptor!

Not all bronze plate is part of a hoax or scam, however. There are versions of bronze plate used by cultures who for one reason or another haven't learned the fine art of forging iron and steel. There is much precedent for this in history and fantasy, and many advanced cultures have lost the art or never struck the right mix of metals throughout their long history. These cultures may have developed the skill of forging bronze into a high art, making armor that looks like gold but wears like steel.

Note that these types of bronze mail last much longer than the typical medieval forms and may have a backing of solid bronze chain and leather. These suits wear like real plate, and the relative softness of the metal is often worked into a decorative design. Easy to emboss with one's family crest or tribal insignia, well-worked bronze shines like gold and can be polished to the sheen of a mirror. Some tribes have literally won entire battles on the distracting beauty of their exquisite armor alone.

## Plate Mail (AC 3)

**Description:** Plate mail is a combination of chain or brigandine armor with metal plates covering the vital areas such as the chest, abdomen and groin. Similar in construction to bronze plate mail, true plate mail comprises heavy steel plates riveted to a sturdy backing of chain and leather. These metal plates are often better constructed than those found in bronze plate and banded mails, relying on superior metallurgy and advanced lamination techniques to produce a lightweight steel with excellent combat characteristics.

Brigandine backing for this type of armor is rare, because the stiffness of brigandine armor makes this type of backing an unpopular choice among plate armorers and warriors alike.

For all of these reasons, plate mail protects the human body more effectively than bronze plate mail.

**Campaign Use:** The development of plate mail heralded the beginning of the age of chivalry and knighthood. Associated most often with classic French medieval culture, the names given to the segments of plate mail reveal their French origin to this day.

The most important metal plate on the armor is called the *plastron-de-fer*, or breastplate. It protects the vital chest and abdominal areas from attack. Typically, the shoulders were protected by metal shoulder guards called *epaulieres*. Lower leg protectors, called *grevieres* (or greaves), and metal-plated chain gloves, or *gauntlets*, are also common accessories to a plate mail suit. Any manner of helm is also desirable (see the section on Helms).

Plate mail is the most common form of heavy armor in fantasy campaigns. It provides maximum protection for a fraction of the cost of field or full plate armor, and can take month after month of grueling combat punishment. It is only moderately heavier than banded or chain mail, and because of its custom fitting and sturdy straps, wears easier

than either.

Because the plates are carefully fitted to combine with the chain suit beneath, the layer of leather or padding beneath the chain is often much thinner and more flexible than that found in banded or brigandine armor. Many long years have gone into perfecting the construction of plate mail, which makes even the most basic of suits a wonder of medieval engineering. With regard to cost, the purchaser of a set of plate mail may have to fork out a considerable sum of money compared to banded mail, but no wearer of plate mail doubts for long the value and summary wisdom of his purchase.

Knights, royal guards, and mercenary captains often wear plate mail. Even as a prize of battle, plate mail is infinitely easier to fit to a new owner than either field or full plate armor. Plate mail is the preferred protection of the vast percentage of the world's most experienced warriors, because it is not nearly as cumbersome to don or remove as other heavier types of armor.

It is a matter of pride among many kingdoms that even the slightest improvement to the general plate mail design was quickly attributed to the armorer who invented the alteration and the king whose wisdom it was to accept the change.

As such, most sets of plate mail were constantly upgraded throughout the known world, and now are very similar indeed. In fact, the perfection of the basic plate mail design was so nearly complete that many armorers had already begun devoting most, if not all, of their time and resources to working field and full plate armor with similar care and precision.

Plate mail is the heaviest armor commonly used by adventurers, both as a matter of pride and for the general necessities of daily use and efficiency.

## Field Plate Armor (AC 2)

**Description:** Field plate is actually a more commonly used form of full plate armor (described later). It consists of shaped and fitted metal plates riveted and interlocked to cover the entire body. Like plate mail, a set of field plate usually includes gauntlets, boots, and a visored helmet (see Helms). A thick layer of padding must be worn under the armor.

**Campaign Use:** This armor is rarely used, except by noble knights on a military campaign. In theory, the bulk of a set of field plate armor is so evenly distributed over the whole body that the encumbrance rating of field plate compares quite favorably with that of plate mail and banded mail. In practice, the increased protection is paid for with reduced mobility and increased fatigue.

Each suit of this extremely rare and expensive armor is custom-made and fitted for its prospective wearer. Only a master armorer can create field or full plate armor, and only a master armorer can re-size captured pieces of a suit for a new owner. The new owner must be of at least a similar size and build as the previous owner, or the effort required to modify the piece in question exceeds the expense and effort necessary in forging an entire new set.

Aside from its expense, the main disadvantages of field plate armor are the lack of ventilation through the suit, which make moisture and fungus a problem, and the time

required to put it on and take it off. As detailed in the AD&D® 2nd Edition *Player's Handbook*, 1d6+4 rounds are required to dress in field plate armor with outside assistance. Triple that amount of time is required if the wearer is alone. Similarly, it takes 1d4+1 rounds to remove such armor, and half that time (fractions rounded up) if pressed for time or assisted by an attendent (see Full Plate Armor).

Field plate armor is typically used by the high knights of a kingdom, like King Arthur's legendary Knights of the Round Table, for everything except formal ceremonies and triumphant battle celebrations. Full plate armor is reserved for such occasions where style is more important than combat.

Field plate can be fixed much more cheaply and easily than full plate, and is built to withstand the rigors of long-term use and combat. The entire body is encased in metal plates, and even the joints are protected with metal caps and sturdy chain mail. A great helm bearing the emblem of the house or name of a legendary knight is common and is one of the few ways a knight can recognize a friend or foe from a distance.

Field plate, while expensive and painstakingly crafted by master armorers, is normally not adorned with many trappings or embellishments. Since legendary knights make a habit of battling great armies and dragons almost daily, their armor rarely lasts longer than a year without needing to be completely replaced.

A DM may decide that being allowed to wear field or full plate armor is a sign of nobility or knighthood in his campaign. In such campaigns, wealthy warriors had better have a legitimate noble crest or recognized royal patron before parading themselves about town.

**Optional Rule:** This rule may be invoked if a player insists on wearing badly repaired or patchwork plate mail. Following every strong jolt to the wearer, whether from a good hit in battle or a fall from a cliff, the material binding the patchwork plate to the backing (as stated at the time of repair) must make a saving throw versus Crushing Blow. Failure means the plate falls off, while success means the next saving throw is made with a -1 penalty to the roll. Note that this penalty is cumulative, so any patchwork plate is bound to fall apart eventually.

## Full Plate Armor (AC 1)

**Description:** Full plate armor is the best armor a warrior can buy, both in appearance and protection. The perfectly-fitted interlocking plates are specially angled to deflect arrows and blows, and the entire suit is carefully adorned with rich engraving and embossed detail.

**Campaign Use:** Suits of full plate armor are as rare as powerful magical items in most fantasy campaigns. Magical sets of full plate are artifacts to be treasured and hidden away, the objects of glorious quests.

In most campaigns, the number of sets of full plate armor can be counted as easily as the numbers of crown knights who owe their allegiance to the king. In many kingdoms, it is a crime to possess a set of full plate armor without royal permission, as a wise king keeps any armorer capable of such craftsmanship at his beck and call.

Full plate armor is one of the greatest gifts a great lord can bestow upon his followers. It is a prize as coveted for the status it confers as its monetary value. A suit of full plate armor will often be a gift presented to great knights upon great service to the realm, or as an incentive to attract a knight errant of unquestioned prowess to the king's private circle.

In addition, full plate armor is the most technologically advanced armor available in the later medieval and high chivalry settings. The special touches and custom enhancements added by the few living master armorers are what give full plate armor its increased armor class rating over the more traditional forms of field plate. At prices that start at 4,000 gold pieces for a simple, unadorned suit, full plate armor represents the crowning achievement of the armorer's ultimate goal--to forge for man a new skin of steel, as flexible as his own, but as invulnerable as anything in the land.

This increased protection comes only with a price. While full plate armor wears well when correctly fitted, it is cumbersome to don or remove without assistance. Herein enters the attendent.

For most knights, the attendent is a vassal or squire who tends to the knight's every need. He sharpens his lord's sword and brushes his horse. However, the great knight chooses his attendent carefully, for he knows his life may depend on this decision.

Without the assistance of a capable attendent, a knight requires 1d10+10 rounds to don his armor. An attendent cuts this time by half. As most combat veterans know, cutting the average armoring time in half can mean the difference between being at the battle and missing it entirely!

Warriors in a hurry can cut this dressing time by half again. The ramifications of this haste is that a knight and his attendent who are extremely lucky might, at best, be able to get dressed in only 3 rounds (i.e., best roll of 1, add 10 equals 11 rounds; 11 rounds cut in half for attendent's assistance equals 6 rounds; 6 rounds halved again for rushing yields 3 rounds).

However, a knight hurrying in this manner suffers penalties in combat. His straps are not adjusted correctly, meaning his plates are too loose or too tight and will hamper his overall effectiveness in battle. The knights suffers a -1 to all attack rolls and his armor class likewise drops one place, meaning his hasty dressing has given him armor equivalent in protection to that of field plate armor.

If a knight discovers that his loose fittings are causing him to miss his mark or be struck by his enemies too often, he need only spend as many rounds tightening his straps as he neglected by rushing his preparations (twice that if unattended, of course).

**Example:** Sir Hujer rolls a 6 on 1d10 when attempting to don his armor, thus needing 16 rounds. An attendent reduces this to 8 rounds, and rushing reduces this further to 4 rounds. The rushing penalties would be removed if Sir Hujer took 4 rounds (attended) or 8 rounds (unattended) to readjust his armor.

## Gnomish Workman's Leather Armor (AC 7)

**Description:** Gnomish workman's leather armor is a variation of high-quality gnomish leather armor (as described in the Equipment Chapter of *The Complete Fighter's Handbook*). Gnomish workman's leather is adorned with dozens of tiny tool holders and pouches, typically filled with the most bizarre collection of coins, nails, tools, weapons,

widgets, and sprockets ever assembled on one body. For this reason, a set of gnomish workman's leather provides protection identical to studded leather armor.

**Campaign Use:** Typically, gnomish workman's leather is as silent as normal high-quality gnomish leather armor (no Thieving Skill Armor Adjustment). However, this is before a gnomish workman has gotten anywhere near it. As with most things of gnomish design, the whole is a rather sundry compilation of many disjointed parts.

Strange inventions, secret compartments, locked and trapped pockets, and a dizzying array of tool holders and layered item racks are added, modified, moved, and camouflaged almost daily. From week to week, a gnomish workman's armor may change drastically in appearance and function. The armor has a stowage capacity of 10 lbs., up to half of which can be considered hidden.

Importantly, the special benefits of gnomish high-quality leather armor are lost when a gnomish workman begins collecting items to tuck into this leather garb. While a few items on the belt do not significantly ruin this feature of the base armor, enough gadgets to alter the armor class cannot help but clink and bang into each other, crinkle and spill out when the owner bends over, or accidentally drop off or explode in the most heated battle or flight.

Outside of gnomish society, this type of armor has been rarely seen by non-gnomes. Humans and elves rarely steal things they cannot use, unless hired to do so, and dwarves, who might squeeze into a suit if offered, find the concept distasteful and the appearance much too garish for their otherwise stoic tastes. Halflings have displayed a weakness for the many secret compartments found in gnomish workman's leather, and halfling thieves in particular might treasure this type of armor above all else. Indeed, the black market for gnomish workman's leather is rumored to be funded entirely by halfling-run thieves' guilds. This only adds fuel to any fires of discontent between halfling and gnomish clans.

In human settlements and cities, gnomes only don workman's armor when working privately, deep in their secret workshops. Since no one around them either appreciates or respects the trappings of "master craftsmanship," there seems to be little need to flaunt them.

Within the gnomish clan, however, there is a constant competition between all gnomish craftsmen, among both masters and apprentices. In some clans, the competitions have become formalized, with actual categories (most items carried, best personal trap, most secure pouch, nicest appearance, etc.) and prizes (clan contracts or a special badge to be sewn onto the armor). These contests are held on high festival days, much like a merchant's bazaar (just another special guild tradition to confuse the newcomer or overnight visitor).

In the largest of clans, many competing craftsman's guilds might sponsor and support individual designs or candidates. Every craftsman in the hall will spend long nights tinkering with his own armor to emulate or duplicate the desired effect. Those who succeed will claim partial credit for "testing and perfecting" the basic design. Those who fail might offer small sums of gold for the secret of the new invention.

## Elven Chain Mail (AC 5)

**Description:** Elven chain mail is the only form of armor made of a legendary elven alloy, a light-weight silvery steel of great strength. Even without enchantment, elven chain mail is typically half the weight of its human-forged counterpart.

**Campaign Use:** The elves guard the secret of making elven chain mail with more ferocity than they protect even their own children. In the entire multimillennia-long history of the elven race, the number of elven armorers who learn the secrets of forging elven steel can be counted on but one hand. Needless to say, these masters of the art tend to be ancient in the extreme, and the choice of an apprentice comes but once every thousand years. This is the highest honor accorded to any single elf, save being chosen by his peers to lead the elven race.

Apprenticeship is not a gift bestowed by the wealthy or powerful, but chosen by magical testing in a secret ceremony. Some outsiders would argue that the training makes the armorer, but tradition holds great sway in elven circles.

Human and dwarven armorers have been able to divine at least some of the secrets of the elven armorers, but not the most important ones. They know, for example, that mithril silver, that part of mithril which gives this purest of metals its glimmer in the moonlight, is somehow alloyed with other materials. The process of alloying has never been duplicated outside of an elven master forge, so most armorers believe some form of magical manipulation is involved in the process somewhere. Furthermore, anyone hoping to forge elven armor must be able to see the magical emanations radiating from it. While this may be done artificially through magic, this task is geared more toward the elves' natural eyesight. Drow armorers (described later) work under similar conditions.

Naturally, when one has a thousand years to perfect the skills for one's job, just about anything is within grasp. The dwarves call this an unfair advantage, while the humans don't even bother trying anymore. Life is too short, they feel, to waste time on creating something that would be easier stolen or discovered in a dragon's horde.

Elven chain mail is used by elven troops, both cavalry and infantry. It is common among the grey (faerie) elves and advanced elven cultures, but less common among the high elves. It is extremely rare among the wood elves.

Since the material is so strong and valuable, in those rare instances when a suit of elven chain mail is damaged to the point of needing repair, the suit is never discarded, but returned to the armorer for repair or replacement.

By the numbers of suits estimated to exist by human military planners and master armorers, best estimates are that it might take upwards of ten years to make just one suit of elven chain. Otherwise, they reason, there would be a lot more of the armor in use by the elves, and many more suits would be found in the lairs and treasure hordes of monsters across the realms.

## Magical Elven Chain Mail

Ordinary elven chain mail is rare in the extreme, but magical elven chain is so precious a gift that only a handful of suits have been rumored to exist anywhere but in royal elven hands.

In addition to the normal weight and flexibility advantages of elven chain, magical elven chain mail is so weightless that it can be worn under one's normal clothes. It is so

comfortable and unrestrictive that it can be worn constantly, even while sleeping. Magical elven chain is so soft to the touch that it can be worn without any padding beneath it. This makes magical elven chain the ideal armor for travelers, excluding only the greatest of knights, who by tradition prefer plated armors over all others.

For rogues especially, a set of magical elven chain mail is a more prized possession than even *full plate armor +1*. Adventurers have lost their lives over mere rumors of magical elven chain.

## Drow Chain Mail (AC 4)

**Description:** Drow chain mail is a finely-crafted, satiny black metal mesh that does not encumber its wearer in the least. It is similar, but not identical to, the magical elven chain mail described previously. It is typically fashioned only into tunics, as drow elves share their forest-bound cousins' preference for armor that adequately protects without being overly weighty or restrictive.

**Campaign Use:** Much like their cousins in the sunlight, the drow have invented their own form of special armor.

What is known for certain is that drow chain mail uses adamantite, the strongest metal known, as the principal component of their mystical alloy. It is mined by myriad drow-allied races in great quantities, and the drow war machine is wholly dependent on adamantite-related technologies.

This alloy has special properties due to the peculiar nature of the radiation emanating from the drow homeland, giving even the basest form of the alloy the equivalent of a magical +1. Drow weapons, shields, armor, etc., all begin with a +1 bonus, and based on the alloy, the amount of time spent in the forge, and the secret processes used, it can increase to as much as +5. The alloy does not radiate magic in the traditional way (a *detect magic* spell reveals no trace of magical properties).

Whenever drow-alloyed creations, including armor, are exposed to direct sunlight, their magical bonuses are immediately lost and they begin to utterly and irreversibly decay. This happens even after one short exposure, meaning that even a set of drow armor that is immediately returned to utter darkness or the nearest drow homeland will still decay. Physical decay begins 1d12+8 days after exposure to sunlight. The armor completely falls apart after another 1d12 days have passed.

If extraordinary precautions are taken, an adventurer could theoretically use a set of drow armor, if worn only in the dead of night and returned to complete darkness (e.g., a light-proof chest or vault) before the break of day. However, the armor *must* be returned to the drow homeland once every two weeks to be re-exposed to the radiation. Armor must remain in the homeland two days per day spent above ground. If the armor is not returned to the underdark before two weeks have passed, the magic of the armor is permanently lost. Decay then begins as described above.

The fragments of metal that remain after drow armor deteriorates may be collected and reused for future forgings. However, the metal is nonmagical until the forging process imbues the enchantment.

The surface elves contend that these conditions are poor workmanship on the part of

the drow, but scholars have noted many parallels between elven and drow alloys.

For example, one possibility is that just as the strange magical emanations of the drow homeland aid in the construction of their special adamantite objects, it is has been surmised that moonlight, pure and cool, may have something to do with the forging of elven mithril armor. The fact that mithril is as reflective, light, and pure as adamantite is dull, heavy, and dense has not escaped observation.

What is certain about the two magical types of armor is that such parallels cannot be sheer coincidence. Somewhere in the distant past of the two races, when times were better and before the dark elves retreated to the earthen depths, there must have been one common armor technology. The drow took the secrets of forging elven metals with them when they left, but had to discover something to replace both the mithril and moonlight components of the ancient secret art.

What they eventually discovered, perhaps after many centuries of experimentation, was a magical alloy more abundant than mithril, yet not as stable as elven chain.

## Dwarven Plate Mail (AC 2)

**Description:** The forged black iron plate made by the dwarves exclusively for their own warrior leaders is both heavy and unattractive by human and elven standards. However, dwarves have traditionally placed less emphasis on appearance than on personal defense. Dwarven warriors who wear dwarven plate are often called "waddling cauldrons" by their enemies due to the bulk of this armor.

**Campaign Use:** As detailed in both *The Complete Fighter's Handbook* and *The Castle Guide*, high-quality dwarven plate is the boilerplate version of human plate armor. It is 50% heavier than equivalent mails, making a single suit of dwarven-sized plate mail armor weigh approximately the same as a set of human-sized plate mail.

Additionally, the denser armor affords protection equivalent to *plate mail +1*, and the armor itself saves against equipment damage at +6, in addition to any bonuses permitted if the dwarven plate in question is also magically enchanted. Stories about dwarven plate armor withstanding the smelting fires of a red dragon's breath may be boastful exaggeration, but it is an established fact that dwarven plate often survives an attack that its wearer does not.

As mentioned, dwarves prize combat effectiveness over a warrior's appearance. It is therefore very rare for the iron appearance of dwarven plate mail to be adorned in any way.

Much like the elves, dwarves do not make dwarven plate for non-dwarves. Not only is it considered impractical to spend one's time building a suit of armor no dwarf can ever hope to wear (a waste of time), but the dwarves will admit to having no skill in working with the peculiarities of the human body. Dwarves tend to ignore things like flexible joints, as their range of movement is already restricted by nature. An ancient dwarven warrior's saying goes something like "If it doesn't fit, bend it. If it still doesn't fit, break it!" Along those lines, another popular dwarven saying is "Never let your armor impede a good fight."

Dwarven field and full plate armor do not exist. Not only would dwarves look like

miniature iron golems when so protected, but dwarves prefer to let their facial expressions speak for them in combat. The problem of free movement plays a big part in this practical decision as well.

No human has ever managed to convince a group of dwarves to forge a set of full plate armor for them. If such a task were even to get past the bargaining phase, it would quickly become apparent to all concerned that the dwarves have no experience or knowledge of such constructions and lack the motivation to learn it. Dwarves themselves claim they'd rather be "beating their hammers on orc skulls than beating them in the forge."

Curiously, gnomes have offered to give full plate their "best shot" from time to time, but so far, no human has been brave or foolish enough to accept the offer.

Dwarven plate mail lasts longer than its human counterpart. As detailed in *The Complete Fighter's Handbook*, dwarven plate mail can sustain twice as many points of damage as normal plate mail (if the optional armor damage point system presented therein is being used).

## Magical Dwarven Plate Mail

Magical dwarven plate mail is only as encumbering as ordinary plate mail. The enchantment is cumulative with the natural +1 to armor class dwarven plate possesses. Therefore, *dwarven plate mail +1* is actually equivalent to ordinary *plate mail +2* for purposes of armor class (but not saving throws). It may be easier for the DM and player if the base armor class for dwarven plate is remembered to be 1, equivalent to field plate armor for humans.

## Shields (+1 AC)

Shields ordinarily improve a character's armor class by 1 (or more if magical). Shields cannot be used to block attacks from the rear or rear flanks.

## Buckler or Target Shield

A buckler, also known as a target shield, is a small round shield of wood or metal that fastens to the forearm. It can be worn by crossbowmen and archers with no hindrance to their attacks with their chosen weapons.

Because of its small size (approximately 1' in diameter), a buckler protects against one attack per melee round. The user can choose which attack he wishes to use his buckler against, but he must declare this before the attack roll has been made. This increases the defender's armor class only by 1 (more if magical) against that single attack.

**Note:** Bucklers should be treated not as full shields when determining the armor class of the user, but more as a special item that can be called upon to add extra protection for one attack per round.

## Small Shield

A small shield is usually round and is carried on the forearm, gripped with the shield hand. Its light weight as compared to a medium shield permits the user to carry other items in that hand, although he cannot wield or carry another weapon.

A small shield (approximately 2' in diameter) can be used to protect against two frontal attacks of the user's choice. Like the buckler above, the user can choose which attacks to use his shield against, but must decide before the attacks are rolled.

**Note:** Like the buckler, the small shield should be considered a special item used for defense, not as a general addition to frontal armor class.

## Medium Shield

A medium shield is carried in the same manner as a small shield (i.e., on the forearm). Unlike the small shield, however, its weight prevents the character from using his shield hand for anything other than carrying the medium shield. Medium shields are usually made of metal, range from 3'-4' in diameter, and can be of any shape, from round to square to a spread dragon's wings. A typical medieval shield resembles a triangle with one point facing downward.

With a medium shield, a character can defend against any number of frontal or flanking attacks in a given round. In this instance, the character applies the +1 armor class bonus (not including magical bonuses) for the shield to his overall armor class rating, providing he remembers to disregard the shield bonus during the occasional attack from the rear.

## Body Shield

The body shield, also known as the kite or tower shield, is a massive metal or wooden shield reaching nearly from the chin to the toe of the user. It must be firmly fastened to the forearm and the shield hand must firmly grip it at all times. Naturally, this precludes use of the shield hand for anything but holding the body shield in place.

Standing around 6' tall, the body shield provides a great deal of protection to the user, improving the overall armor class of the character by 1 against melee attacks and by 2 against missile attacks. As with all shields, these bonuses apply only against frontal and flanking attacks.

Since the body shield is very heavy, the DM may want to use the optional encumbrance system if he allows its use in the campaign. This will help to prevent overuse of body shields in combat.

## Helms

**Campaign Use:** Helms are part of a warrior's basic protection. Failure to use proper headgear leaves a character open to called shots by opponents or to other disadvantages at the DM's option. All headgear except that which does not cover the ears must be removed when making rolls for listening.

*The Complete Fighter's Handbook* offers an optional rule for Hearing and Vision checks. All helms restrict Hearing and Vision checks to some degree. (A Vision or Hearing check is a 1d20 roll against a character's Intelligence or Wisdom, whichever is

higher. These checks can be used when a character has a chance to hear or see something of importance. This check *isn't* used when characters listen at doors; that has its own check.)

Optionally, great helms and closed-face helmets, when worn with plate armor, gain bonuses against dragon's breath and spells that affect the eyes (see the Equipment section in *The Complete Fighter's Handbook*).

**Helms and Thieves:** Thieves suffer automatic penalties to hearing if a helm is worn. The following descriptions include penalties to Hearing and Vision checks. If these rules are not used, the penalties for Vision checks should be ignored; for Hearing checks, substitute a -5% penalty to the thief's Hear Noise ability for each -1 Hearing check modifier (e.g., a -3 to a Hearing check is a -15% to the thief's Hear Noise roll).

## Cap

A cap is a padded, leather, or steel skullcap worn much like a close-fitted cap, beret, or bonnet. Caps are usually worn with padded armor, leather, studded leather, hide, or any other lightweight protection.

**Vision and Hearing:** -1 penalty to Hearing checks; no penalty to Vision checks.

## Coif

A coif is a padded chain mail hood. It fits snugly around the neck and over the head, except the face. It usually comes with or is built into a suit of chain mail or mail-based armor. Often, a heavily armored knight will wear a chain mail coif under a great helm. This allows him to remove his great helm for a better view of the field while maintaining a fair level of head protection.

**Vision and Hearing:** Identical Vision and Hearing check penalties as those associated with a cap (above). If a great helm is worn, penalties are assigned for the great helm and are not cumulative with those of the coif.

## Open-Face Helmet

This class of open-face helmet, made of reinforced leather or metal, covers most of the head, save the face and neck. These helmets commonly provide protection for the nose (this piece of the helm is called a *nasal*).

Open-face helmets are popular with officers and leaders, and are appropriately worn with medium-weight armors like brigandine and chain mail.

**Vision and Hearing:** -1 penalty to Vision checks; -2 penalty to Hearing checks (such helms cover the ears entirely except for a small hole).

## Closed-Face Helmet

The closed-face helmets are identical to the open-face helmets (above), but include a visored faceplate.

These tend to be worn by officers and sergeants-at-arms. They are most commonly worn with plate mail.

**Vision and Hearing:** When the visor is up, Vision and Hearing check penalties are identical for those of open-face helmets. Otherwise, the visored wearer suffers a -2 penalty to all Vision checks and a -3 penalty to Hearing checks.

### Great Helm

A great helm is any massive metal helm that covers the entire head, including the neck and often the upper shoulders. The only gaps in the protection are found in the narrow slits that allow limited vision, and some small holes to permit breathing. The visor is not normally removable.

It is rare to find a great helm used with armor lighter than banded mail. Great helms are most often found in combination with plate mail or heavier armor.

**Vision and Hearing:** -3 penalty to Vision checks; -4 penalty to Hearing checks.

# CHAPTER 2

# Equipment for Mounts

The following information expands the details found in the *Player's Handbook* with regard to barding, tack, harness, and other items used with horses and mounts. Optional rules are provided to allow the DM to match the armor of mounts and their riders (which can be used to simplify the record keeping when large numbers of mounted troops are encountered). In addition, partial barding is covered in an optional table that allows calculation of a mount's armor class if only partial barding is available.

The information in this section centers on horses, because this type of mount is the most commonly encountered. Much of this material, however, can be easily adapted for other types of mounts. The following sections deal mainly with barding, as this will have the most direct effect on adventuring and combat.

## Barding

Barding refers to armor designed for mounts. Mounts are most commonly horses, but also include the huge beasts that carry fighting platforms into combat (such as elephants with howdahs). The vast majority of mounts will wear no barding at all. Such protection is expensive and time-consuming to construct, tires the mount quickly, and reduces the speed and maneuverability of the mount in combat.

Historically, barding reached its peak development in the medieval era. After the introduction of gunpowder and the gun, barding quickly degenerated into little more than parade trappings. The development of barding was controlled by two factors: the breeding of horses strong enough to wear the protection and carry an armored rider, and the technical problems of designing such armor to be ever lighter and more flexible than that worn by men without sacrificing protection. In many ways, the development of barding parallels the development of armor for the fighting man.

## Medieval Barding

Most forms of barding, other than padded or quilted cloth, required massively heavy

and powerful mounts. The weight of barding and the man, including his armor and weapons, easily strained even the largest war horses. For this reason, later barding was redesigned using lighter materials such as boiled leather or thick padded cloth. One of the most common historical bardings was made of boiled leather (sometimes more than 2 inches thick), with specially reinforced parts made of steel bands and wooden planks or short strips of thick, hard wood.

Late medieval barding comprised a number of pieces of armor covering different parts of the mount. These included the *chanfron* (for the head and neck), the *crinet* (for the side of the neck), the *cuello* (for the forward chest), the *poitrel* (for the flanks and broad chest), the *flanchards* (covering areas around the saddle), and the *crupper* (for the hindquarters). Barding almost never protected the legs of the mount.

In warmer and more humid climates, full barding is less common than half barding. When used at all, lighter forms are preferred. Half barding usually includes only the chanfron and poitrel (plus the crinet and cuello for plate barding).

## Barding in Campaigns

In the AD&D® game worlds, the use of barding varies by culture and race. Although individual variations are up to the DM (and are encouraged), a few generalizations are useful. Most barding will be used by human forces. Other than humans, elves (and sometimes halflings) will use horse barding. It is rare to see gnomes or dwarves mounted, except as members of adventuring groups. It is much rarer to see them on barded mounts, as they prefer fighting on foot.

Besides horses, war elephants are sometimes outfitted with leather or metal barding. Camel riders tend not to bard their mounts, as the bulky armor makes them more difficult to handle, reduces their carrying capacity severely, and interferes with their ability to survive desert conditions much more so than with horses.

Worgs and war dogs are occasionally barded with leather, though this is rare.

Aerial mounts can be barded with leather or lighter materials.

## Types of Barding

**Full barding:** This is a complete set of horse armor that provides the rated protection when attacked from any side. Note that the term "full plate" is used to denote a new, more advanced type of horse armor, like the fighter's full plate armor.

**Half barding:** The difference between half barding and full barding is that half barding covers only the front and forward sides of the animal. Attacks from the rear or rear flanks use the mount's base armor class.

**Partial Barding:** This is an option that allows the averaging of a mount's armor class if full barding is not available. See Table 4.

Note: All "suits" of barding, including half barding, are complete units; that is, half barding is not achieved by leaving off half a horse's armor. The pieces are made to be used together--they are specially formed, fitted, and balanced to provide a certain level of protection and a certain degree of mobility in a fight. Cobbling together odd or ill-fitting pieces degrades the effect of the whole, to the degree ruled by the Dungeon Master.

In the following section, barding is discussed in order of least protective to most protective. New types of barding are included. Tables summarizing the information can be found on pages 50-51.

## Pieces of Horse Armor

**Chanfron:** This piece of armor covers the mount's head, neck, and mane. In its most primitive form, the chanfron is made of boiled leather. Chanfrons made by humans and dwarves are usually made of iron or steel, while orcs and other humanoid races tend to favor leather and sylvan elves use wood or strong, fibrous plant materials.

**Crinet:** This neckpiece is found only in plate armor. It covers the upper side of the mount's neck and is made of narrow strips of steel articulated with six to eight inches of mail.

**Cuello:** Found only in plate barding, this is armor for the underside of the horse's neck (the throat). It is hung from the crinet with a number of straps and buckles. In more advanced barding, the cuello has fully articulated plates hinged with wide bands of tight chain links.

**Poitrel:** This part of the horse's barding covers its chest and flanks. The poitrel is also known by names such as the *peytrel*, *pectoral*, or *poitrinal*. It covers the front of the chest and sides as far as the saddle. Early poitrels used heavy cloth with scales, rings, or studs; later ones used plates or bands of steel.

**Flanchards:** These are plates of armor for the horse's side, including the area behind the front shoulders, across the saddle length, and ending at the hindquarters, protecting areas not covered by the poitrel or crupper.

**Crupper:** This piece covers the hindquarters of the horse and is sometimes referred to as the *croupiere bacul*. The lightest form of this armor is made of light leather sewn together into small squares, then joined together by straps and stitches. The most advanced cruppers are made of several thick steel bands joined with pieces of chain or mail, bound to the saddle and the flanchards.

## Light Barding

## Padded Barding (AC 6)

This style of quilted barding has only minor protective value, giving the mount an AC bonus of 1. In the standard AD&D® game campaign, padded barding is functionally the same as leather barding and weighs 60 pounds. Padded barding tends to wear out rapidly with use.

Halflings and elves occasionally use this type of armor on their ponies and light horses.

**Half Padded:** Half padded barding gives protection only to the front and front sides of the mount. It is used mainly in poorer or less civilized cultures. In more civilized cultures, parade decorations might be considered half padded. This protection weighs a mere 25

pounds.

## Leather Barding (AC 6)

This barding is the most common type of light barding. Leather barding has most of the characteristics of the leather armor worn by warriors. Among humans, leather barding is used primarily by irregular horsemen and occasional bands of nomads, whose mounts are usually smaller and able to carry less weight than the specially bred mounts of civilized lands. Leather barding weighs 60 pounds.

Halflings and elves tend to use leather on their light mounts. Halfling barding is usually decorated with colorful beads and bits of shells.

Although dwarves and gnomes generally don't use barding, they will occasionally make leather barding to protect pack mules and similar animals.

Humanoids, if they use barding on their mounts at all, often make use of this type.

**Half Leather:** This is leather barding that protects only the front half of the horse. It weighs 30 pounds.

## Medium Barding

## Scale Barding (AC 5)

Scale barding is an early form of medium protection barding, generally superceded by chain in more advanced regions. It is most common in Dark Ages, eastern, or frontier settings, where it will still be somewhat less common than chain barding in a western medieval setting. Refer to Chapter 1 for more information on the construction and appearance of scale armor. Full scale barding weighs 75 pounds.

**Half Scale:** Half scale barding includes a much lighter mesh of scale and covers only the head and front quarters of the horse. It is the heaviest armor commonly found on a light horse. Half scale weighs only 50 pounds.

Half scale is sometimes used by successful orc and goblin war bands. Other humanoid races may also be found using the barding in their cavalry units.

## Brigandine Barding (AC 5)

A late period composite armor made from small metal plates sandwiched between layers of leather, brigandine is the most advanced barding that a typical village armorer can make. It is not as encumbering as the more restrictive scale, weighing 70 pounds.

**Half brigandine:** This barding protects the front half of the horse and weighs 45 pounds.

The rogues of the road (including occasional adventurers) tend to use half brigandine because it is light, generally non-encumbering, and easy to care for.

## Ring Barding (AC 5)

This early form of barding is made of metal rings sewn onto a heavy cloth or leather backing. It is heavier than standard scale barding, and in most campaigns will be used only by those who can't get anything better. (In fact, whether a barding like ring barding actually existed is open to question; it may have been too heavy for the horses of the time.) Ring barding weighs 80 pounds.

**Half Ring:** This is ring barding for the front areas of the horse. It weighs 55 pounds.

## Studded Leather Barding (AC 5)

This early barding is made of layers of soft leather, reinforced with many small metal studs intended to turn aside slashes. In all important respects, it is equal to ring barding and weighs 80 pounds.

**Half Studded Leather:** This barding covers the front of the horse. It weighs 50 pounds.

Humanoids tend to use studded leather barding. In some instances, the studs are long and filed to sharp points. The damage-causing ability of these short spikes is questionable, but they certainly add to the ferocious appearance of a mount.

## Chain Barding (AC 4)

This barding is the standard armor for medium war horses. It is put on in sections, with the main pieces being attached to the saddle or laid over the horse and buckled underneath. A heavy cloth or blanket is placed under the chain to prevent rubbing and abrasions from the barding, which would cause the horse to quickly become fatigued. Only in the cooler climes can a horse wear such armor for long (the horse cannot move all day with the armor on; it must have sufficient rest and free grazing). Chain barding weighs approximately 70 pounds.

Chain barding is used by grey elf medium cavalry companies.

**Half Chain:** This is chain barding covering the front areas of the horse. It weighs 45 pounds.

**Elven chain barding:** This type of barding exists, though it is extremely rare. It has a weight of 25 pounds. Such barding cannot be purchased and is generally unavailable to anyone other than elven nobility.

## Heavy Barding

## Banded Barding (AC 3)

This is similar to chain barding, but is reinforced with horizontal strips of metal. Officers and riders wealthy enough to afford this type of barding are usually the only persons who use it. Only the large war horses can bear its weight. It remains a hybrid form, and the frequency of its appearence depends on the technological level of the campaign. Such armor weighs 85 pounds.

**Half Banded:** This is banded barding covering the front of the horse. It weighs 60 pounds.

## Splint Barding (AC 3)

Splint barding is similar to banded barding. The main difference is that the strips of metal are vertical instead of horizontal. The weight and protective value are the same at 85 pounds and AC 3.

**Half Splint:** This covers only the front half of the horse. Its weight is 60 pounds.

## Plate Barding (AC 2)

This type of barding corresponds to plate mail, and is the standard protection for a fully

armored war horse. Only heavy war horses can bear the weight of this armor and still fight effectively.

This barding includes the chanfron that covers the head, the cuello that guards the neck and mane, the poitrel that covers the forward chest and quarters, the flanchards that protect the side quarters and flanks, and the crupper that defends the rear.

This barding is made of chain mail and small steel plates linked together and hinged with articulated joints. Over this metal and chain rests a thick padded or quilted cloth equipped with metal studs. The complete set weighs about 85 pounds. This is extremely fatiguing to the mount, and usually such armor is put on the horse only when battle is imminent.

Plate barding is used almost exclusively by human heavy cavalry. Elf lords may also have plate armor for their mounts.

Only in very rare instances will an orc, goblin, hobgoblin, or other humanoid have access to such armor. In such cases, usually only the commander or chieftain of the tribe owns such barding, and then only if allied to a ruler or wizard with the ability to construct such armor.

**Half plate:** This gives the horse plate barding protection to its front. It weighs 65 pounds.

## Field Plate Barding (AC 1)

Field plate barding is the heaviest barding normally used in battle. It is rare even in late period campaigns, and should be restricted to nobles, high officers, and unusual individuals. The construction of field plate barding requires a master armorer. The barding must be constructed and fitted to a particular horse. Field plate barding weighs 90 pounds.

**Half Field Plate:** This gives the equivalent of field plate protection to the front of the horse only. This configuration is never encountered, except perhaps as ceremonial armor. It weighs 70 pounds.

## Full Plate Barding (AC 0)

Full plate barding, like full plate armor, is the highest achievement of the best armorers. It is available only in late period campaigns and will be very rare at the best of times; only the most advanced and richest kingdoms can master the techniques of its construction. The services of a master armorer are required. Full plate barding weighs 90 pounds.

**Half Full Plate:** This gives the equivalent of full plate protection to the front of the horse only. Again, this barding, if encountered, is almost certain to be ceremonial armor. It weighs 70 pounds.

## Horse Tack and Harness

## Bit

The bit is the general name for the two principle kinds of equestrian mouthpieces used to control a horse's movement. Each of the two bit types are described below.

**Snaffle:** This bit is composed of a steel rod or bar with two rings at either end. The reins are fastened to these rings. The snaffle is a gentler bit than the curb designs, and is

usually used for riding horses as opposed to war or work horses. The snaffle bit tends to give less control over a spirited mount.

**Curb:** This bit has a plate that is inserted in the mouth of the beast. Short vertical bars are attached to either side of the plate. Each bar has a ring at the top and bottom of the bar. The reins are attached to the two bottom rings, while the two upper rings are connected by a stout strap or chain passing under the jaw of the horse. This allows great physical force to be brought upon the animal, allowing great control over the movement and speed of the horse. The curb bit is much more severe than the snaffle bit and is often used with war horses.

## Bridle

A simple bridle is nothing more than a heavy ring of rope or leather hitched around the mount's lower jaw and used to guide or lead the animal.

There are three basic parts of a bridle: the *bit*, the *headstall*, and the *reins*. The bit was discussed previously. The headstall is the set of straps and cords that secures the bit to the horse's jaw. The reins are the straps that run from the bit around the horse's neck that enable the rider to steer the animal.

**Bridoon:** This is complex bridle with a snaffle bit and wide reins. A bridoon is much more difficult to snare or cut than a normal bridle. It is also more expensive than the standard bridle (150% of bridle cost).

**Cavesson:** A type of bridle used to train and break horses. The cavesson looks much like other bridles except for two extra rings at the base of the bit, where lead ropes can be attached to be held by a trainer or tied to a pole. The horse can then be led easily and slowly broken and trained. The cost is comparable to that of a standard bridle.

## Horseshoes

In the wild, horses wear down their hooves as fast as they grow them. But domesticated horses, with the extra weight of rider and equipment, will wear away hooves much more quickly. Without protection, the horse would quickly become lame and useless.

Metal horseshoes are used to counteract the wear and tear on the mount's hooves. The horseshoe is nothing more than a steel bar hammered into a ``U'' shape, then nailed tightly into the hoof of the horse. The nails cause no discomfort to the animal. With horseshoes, the mount can travel farther and faster.

Throwing a horseshoe or getting a stone lodged between the shoe and the hoof are events that need extra attention if the horse is to be kept in good condition.

**Magical Horseshoes:** Any number of different types of magical horseshoes can be added to the game: those that allow unusual speed, the ability to move on water or through the air, those that act as magical weapons, and so forth.

## Saddle

Saddle use is assumed in the Land-based Riding proficiency unless a character is specifically from a culture proficient in riding bareback. Any other character who tries to ride without a saddle is subject to special riding checks at the discretion of the DM. (A general no-saddle penalty of -2 is suggested.)

In a typical campaign, available saddles will be based on types used in the mid-to-late

medieval period.

By this time period, the saddle had evolved through many changes in design. The basic saddle includes the frame (called the *tree*), the front end (called the *pommel*), and the back end (called the *cantle*).

Elven saddles are made of wood and pliable, fibrous plants. Halfling saddles are soft and well cushioned. Gnomish saddles are painted and decorated with thin layers of silver, gold, or semi-precious gems.

Orcs and goblins use saddles that are quite small, with fairly distinct pommels and nearly invisible cantles.

**War Saddle:** The knight's war saddle takes on huge dimensions. They typically exhibit high pommels and cantles, and are often covered with steel or brass plates or are decorated profusely with silver and ivory inlays. These usually have rings and straps for attaching barding and heavy stirrups.

## Saddlebags

Saddlebags rest directly behind the rider, on the rump of the horse. They come in many different sizes and varieties. The most common type is made of leather and has two large packs, one on either side of the horse. Each pack or bag can hold about 3 square feet of material or about 25 pounds of weight (for the large saddlebags). Small saddlebags hold 2 square feet and 15 pounds. Saddlebags may also be made of heavy cloth. Variant saddlebag designs might have anywhere from one to four packs instead of the standard two.

## Saddle Blanket

This is a typically a warm woven blanket laid underneath the saddle, protecting the animal from abrasion and preventing the saddle from shifting. A rider who uses a saddle without a saddle blanket will quickly wear his horse down (and might find himself unceremoniously dumped when the saddle shifts).

Elven and halfling saddle blankets are wonderfully woven and often decorated with colorful tassles or jingling bells.

## Spur

A spur is little more than a small metal attachment to the heel of a boot or shoe. The spur has one to six sharp projections that can be used to jab the horse in the sides, causing the animal to move at a quicker gait.

## Stirrup

A stirrup is a leather strap ending in either a conical shielded foot rest or an iron ring. A stirrup is attached on each side of the saddle by a hook and several ties.

The stirrup has many uses. Its primary function is to expedite the mounting of the beast. The stirrup also helps the rider control the mount and stay on if struck by a forceful blow; stirrups are essential in a jousting match.

Stirrups steady the mounted warrior, allowing greater force to be put behind blows with less chance of falling off the mount. They allow mounted warriors with lances to charge effectively with a leveled lance, a feat nearly impossible without them.

**Optional rule:** Mounted fighters without stirrups who are struck in combat must make

a save vs. paralyzation or fall from the horse.

## Bridle Cutter

A bridle cutter is a sharp, hooked instrument used in battle to cut the reins of an enemy and essentially strip him of his ability to control his mount. These tools look like short, bladed axes with several wicked, angled cuts. Bridle cutters are sometimes used by front line troops who face cavalry. Many bridle cutters find their way into kobold, orc, or goblin brigades and are used as melee weapons rather than to cut reins. A bridle cutter inflicts 1-4 points of damage to small- and medium-sized creatures and 1-3 points of damage to large creatures. Refer to Table 1 on page 50 for other weapon statistics.

## Table 1: Bridle Cutter Wielded as Weapon

| Item | Cost | Weight | Size | Type | Speed Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Bridle Cutter | 3 gp | 4 lbs. | M | S | 4 | 1d4 | 1d3 |

## Table 2: Horse Barding

| Warhorse | Padded | Leather | Scale | Chain | Banded | Plate |
|---|---|---|---|---|---|---|
| Light | Yes | Yes | -- | -- | -- | -- |
| Medium | Yes | Yes | Yes | Yes | -- | -- |
| Heavy | Yes | Yes | Yes | Yes | Yes | Yes |

The *light warhorse* category includes ponies and riding horses (the latter reflects custom and use rather than the ability of the horse to carry actual weight).
*Limits:* A horse can wear half barding one class heavier than its maximum full barding. Flying creatures are limited to leather and padded barding only.
*Padded* includes quilted armor.
*Scale* includes studded leather, brigandine, and ring mail (weights will differ).
*Banded* includes splint.

## Table 3: Optional Barding Armor Class

(This can replace the *Creatures with Natural Armor Class* section in Chapter 6 of the *Player's Handbook*.)

| Type of Barding | AC Bonus | Maximum AC |
|---|---|---|
| Leather (Padded) | +1 | 4 |
| Scale, Brigandine, Studded, Ring | +2 | 3 |
| Chain | +3 | 2 |
| Banded, Splint | +4 | 1 |
| Plate | +5 | 0 |

*AC Bonus* is the amount of protection a type of barding affords. For example, a heavy warhorse (AC 7) in plate barding (+5) has an adjusted AC of 2.

*Maximum AC* is the best AC conferred by non-magical barding of this type. Past this point, the innate toughness of the creature renders this type of barding redundant.

## Table 4: Optional Partial Barding

The following chart may be used to determine the armor class of partial barding. Bonuses are added to the mount's base AC.

| Armor Type | Full Barding | Chanfron/ Poitrel | Cuello/ Crinet | Flanchard/ Crupper |
|---|---|---|---|---|
| Leather | 6 | ----------(see notes)---------- | | |
| Scale | 5 | ----------(see notes)---------- | | |
| Chain | 4 | ** | 0 | ** |
| Banded | 3 | ** | ** | ** |
| Plate | 2 | 1 ea. | ** | 1 ea. |
| Field Plate | 1 | 1 ea. | ** | 1 ea. |
| Full Plate | 0 | 1 ea. | 1 ea. | 1 ea. |

**Notes:**

*Leather:* The only effective combination less than full leather is half leather, which gives protection to the front of the horse only.
*Scale:* Half scale protects the front of the horse only. Any other combination of at least three pieces (except crinet) gives a +1 bonus to armor class.
** Any two pieces give a +1 bonus to AC.

## Table 5: Additional Barding Types (Combined Table)

| Armor Type | AC | Wt | Cost | Time | Half Wt. | Half Cost | Time |
|---|---|---|---|---|---|---|---|
| Leather | 6 | 60# | 150 gp | 4 | 25# | 100 gp | 2 |
| Padded | 6 | 60# | 150 gp | 4 | 25# | 100 gp | 2 |
| Scale | 5 | 75# | 1,000 gp | 8 | 50# | 500 gp | 6 |
| Brigandine | 5 | 70# | 1,000 gp | 8 | 45# | 500 gp | 6 |
| Ring | 5 | 80# | 800 gp | 8 | 55# | 400 gp | 6 |
| Studded Leather | 5 | 80# | 800 gp | 8 | 50# | 400 gp | 6 |
| Chain | 4 | 70# | 500 gp | 10 | 45# | 300 gp | 8 |
| Banded | 3 | 85# | 1,750 gp | 14 | 60# | 1,000 gp | 12 |
| Splint | 3 | 85# | 1,750 gp | 14 | 60# | 1,000 gp | 12 |
| Plate | 2 | 85# | 2,000 gp | 16 | 65# | 1,500 gp | 14 |
| Field Plate | 1 | 90# | 5,000 gp | 18 | 70# | 3,000 gp | 16 |
| Full Plate | 0 | 90# | 8-20,000 gp | 20 | 70# | 5-15,000 gp | 18 |

*Half weight* and *half cost* are the weight and cost for half barding.
Time is the time an armorer requires to make the barding (as per *The Complete Fighter's Handbook*). Half barding takes 2 weeks less than full barding.

# CHAPTER 3

# Weapons

One of the most common events in the life of an adventurer, regardless of profession, is the need for armed combat. Some adventurers make a career of hacking and slashing, while others use combat as a last resort, after diplomacy, negotiation, or spellcraft fail.

Fortunately for adventurers, there are as many different types of weapons as there are reasons for using them. This chapter details the vast majority of weapons available to the discerning adventurer. A fair warning, though: a weapon is only as effective as the hero who wields it. Sometimes, a smaller, less lethal-looking weapon may be called for. Most of the entries that follow include commentary from distinguished adventurers. Heed their advice, look over the list carefully, and choose well; your PC's life may depend on it!

**Notes:** During the research into the various weapons, conflicting backgrounds arose for several of the weapons. The terminology and history that follow were chosen for consistency with what has already been established in the AD&D® game universe.

Many references are made to an item known as the Bayeux Tapestry. This is a tapestry that depicts the Battle of Hastings in 1066 AD, in which William the Conqueror led the Normans from the European Continent to England. The Normans defeated the Anglo-Saxons under King Harold. This tapestry has given scholars many clues on how warfare was conducted at that time.

### Arquebus

The arquebus is a musket used by cultures just learning the technology of guns. It is a two-handed weapon, fired like a rifle except that the arms absorb the recoil, not the shoulders, since the weapon does not rest on the latter. The gun is also called a "hackbut."

Years after its development, the term "arquebus" expanded to include handguns of the same era, and eventually the word lost its original meaning and was used instead to describe small handguns used by cavalry. In terms of AD&D® game campaigns, the arquebus refers to the large, two-handed primitive gun with a smooth bore barrel as opposed to a rifled barrel. Hence, the gun is technically not a rifle. This form of arquebus often has a hooklike projection on the underside of its barrel.

The arquebus was developed in order to give the average infantry the use of smoke powder, whose destructive potential is only newly recognized in many areas.

The musket arquebus is loaded by pouring smoke powder from a flask or horn into the muzzle and firmly packing it with a piece of paper. The projectile, an iron ball, is rammed in after this. Once the barrel is ready, the pan is filled with smoke powder, the pan's cover is closed, and a burning slow-match (a piece of cloth or paper rolled into a fuse) is placed in the mechanism called the serpentine (the curved piece of metal where the trigger would someday be on a modern rifle). Pressure on a metal plate releases the serpentine into the pan, and BOOM!

Since this weapon involves smoke powder, DMs may forbid its use. Players should

check with their DM as to whether it is allowed in the campaign.

Smoke powder is considered a magical item. The historical arquebus required two types of gun powder, a finer variety for pan loading and a coarse variety for muzzle loading. Each type was carried in a separate container. If the DM desires, the gunner may require the two different powder types in order to operate the arquebus.

The arquebus is a very dangerous instrument, nearly as dangerous to the user as to the target. In order to reload, the gunner has to hold the smoldering slow-match in his left hand while reloading with his right. A slow-match burns for eight rounds.

An arquebus can be fired only once every three rounds providing the character is not being attacked while loading. Treat the gunner the same as a spellcaster casting a very long spell. When firing an arquebus, all range penalties are doubled.

If an arquebus attack roll is a 1 or 2, the gun backfires, inflicting 1d6 points of damage to the gunner. It is also fouled and cannot be used until cleaned, a process which takes at least 30 minutes (and relative peace).

When an arquebus scores a hit, it does 1-9 points of damage on 1d10. If a 10 is rolled, the die is rolled again and this amount is added to the 10. Each time a 10 is rolled, the die is rolled again and added to the total.

There are no Strength modifiers to an arquebus' damage.

If the arquebus' smoke powder is exposed to water, the powder is ruined.

*"As far as many folk are concerned, smoke powder and magic don't mix! Sure, the arquebus is a newfangled weapon, but not all new things are necessarily better! With an arquebus, the firer has to take time to reload, unless he wants to have someone tag along and supply him with an extra arquebus, already loaded, in order to keep up a steady rate of fire. Oh, certainly that can be done--or the more intelligent adventurer will go out and get himself a long bow which fires arrows quicker than an arquebus can throw shot, and has comparable range! As far as can be determined, the arquebus is good for making gods-awful noise that will either scare the Nine Hells out of any enemy, or possibly anger the target into attacking with even more ferocity."*
-- *Grymwand, Professional Mercenary*

The arquebus gets its name from the German Hakenbuchse, meaning "gun with a hook."

### Battle Axe

Contrary to popular artwork, the most common version of the battle axe is a stout pole about four feet in length with a single-edged, trumpet-shaped blade mounted on one end. Battle axes are also called broad axes.

The battle axe is a footman's weapon, giving these soldiers a longer reach and a fighting chance against mounted opponents. Its long handle allows the wielder to put considerable force into his swing. Despite the shaft length, a battle axe is a one-handed weapon.

The typical dwarven battle axe is a double bladed weapon, usually with a spiked top. Dwarves favor these weapons since the long handles compensate somewhat for the shorter dwarven stature, especially against large humanoid opponents. They are often

wielded with two hands. In many dwarven cultures, the battle axe is a symbol of dwarven might.

A thrust with the spiked head of a battle axe inflicts 1d3 hit points of damage.

Dwarves are not the only race that favors the battle axe. Gnolls often are encountered with battle axes. Troglodytes use a stone version of the battle axe, with all of the disadvantages of stone weapons (i.e., prone to chipping and shattering).

Two-handed battle axes have the same statistics as the bardiche. They are called "great axes."

*"Though the battle axe is a one-handed weapon, its longer handle, which gives it good momentum, is not a good horseman's weapon, as the wielder has to put a lot of his weight into the swing, something hard to do from a saddle. It is also useless as a missile weapon. Still, its damage is respectable, and it looks nasty, especially the dwarven styles. A battle axe is good for the foot soldier or adventurer who needs to strike at a large creature or at someone on horseback.*

*"Battle axes are good for their percussive and cutting effects against armor. If adventurers want to use a battle axe and still gain some measure of protection, it is wise to fight alongside a companion who is armed with a sword and shield. The companion acts as the axe-wielder's defense while the latter is busy chopping away. This is a good exercise in teamwork, which may keep both adventurers alive much longer.*

*"As for dwarves, our center of gravity is low enough that we can swing a battle axe and not topple over from the momentum. It is a fine weapon for hewing the legs of a giant out from under him, and it is a weapon that lets us put all of our weight into the swing."*
*-- Dagalor Goldenbeard, of the Dwarven Clan Goldenbeard*

The battle axe has the distinction of being one of the oldest tools and weapons of man. The first battle axe dates back about 35,000 years, when weaponers began attaching the blade to long wooden handles. The double-bladed battle axe was born in Egypt during the Bronze Age, but the design did not gain widespread acceptance.

During the Greco-Roman times, the battle axe was seen as a barbarian weapon used by the Franks, Celts, Lombards, and Vikings.

The earliest modern battle axes were a Danish weapon of the ninth century. These weapons did not have double-bladed heads, but were still two-handed weapons. The Danes often decorated these axe heads with carvings. Some shafts reached six feet in length, which caused great structural strain on the point immediately below the axe-head.

English knights of the 14th century adopted the battle axe as a favored weapon in foot combat. Its long handle afforded a great reach, and allowed for a great amount of force to be focused in the blow.

Naval crews used battle axes as boarding weapons until the tactic of boarding parties became obsolete.

The dwarven battle axe design is based on an actual design by the Swiss, who called their version the mordaxt.

### Belaying Pin

Not intended as an actual weapon, the belaying pin is a wooden or metal rod that is inserted in holes bored through a ship's rail. Ship's ropes are secured to these belaying

pins. The pins are usually found in rows, bringing a series of ropes together to one location. The pins may be pulled out and used as a melee weapon, more often than not during boarding actions at sea when no other weapons are in reach.

The pin is a one-handed weapon. If hurled in combat, it is treated as a club.

*"When a bloke is at sea, unarmed and surrounded by degenerate pirates, a belaying pin makes a fine on-the-spot weapon, even though its primary function is to hold rope, not bash heads. No warrior in his right mind would bother to specialize in or stock up on belaying pins!"*
-- *Captain Ar, of the Galleon* Flameburst

### Blowgun

Blowguns are long, hollow tubes composed of wood or metal, ranging from four to seven feet in length. They are used to fire darts, needles, and pellets. The weapons date back to primitive times, when they were used mostly for hunting.

Blowguns may have had a part in the invention of guns, since the blowgun demonstrated that one end of a tube needs to be closed off in order for the propelling force to shoot the missile in the proper direction.

Tribes still exist, especially primitive peoples in tropical jungle cultures, that use the blowgun. In most cases, these tribes are not advanced in terms of inventions, especially weapons of war. Some tribes use stands to brace their blowguns. If a stand is used, the firer gains a +1 bonus to his attack rolls.

The grippli have been known to use blowguns on rare occasions.

*"Though the blowgun has poor range, it is a quiet weapon which may be fired twice per round. Desperate adventurers who find themselves weaponless may make blowguns out of the local flora, such as reeds, if they are resourceful.*

*"Blowguns can also be used as makeshift breathing tubes if adventurers are crossing or hiding in a body if water.*

*"Being virtually noiseless, the blowgun is a good weapon for use in infiltrating a stronghold. Darts dipped in a sleep drug may knock out sentries quickly, and this may be an ideal arrangement for someone who wishes to avoid causing excessive bloodshed. It is certainly better suited for that sort of work than combat on the field, since the blowgun is a very fragile weapon."*
-- *Cedric D'Abalone, Sage*

**Blowgun Darts:** The blowgun dart is a small arrow with a wad of cotton or other plant fibers instead of fletching. This allows for a build-up of pressure from the user's wind. The fibers make a better seal in the tube, allowing more force to gather behind it. A blowgun dart is not the same as a regular dart, and the latter cannot be shot out of a blowgun.

**Needles:** Needles are sometimes used to deliver a poison, often a paralytic poison such as curare. Needles do less damage than other blowgun missiles, but this is not a disadvantage, since their function is to carry the poison to the target, not to cause damage.

**Blowgun Pellets:** Most blowgun pellets are of hardened clay, and are used for hunting.

A solid hit from a pellet can stun a small bird.

## Bola

The bola is a missile of prehistoric origins. Currently, it is still used by arctic tribes and by savages who dwell on temperate plains. The main function of the bola is to provide a hunter with a good missile weapon that will catch the prey off guard and entangle it so as to make escape impossible.

The bola is basically a leather strap or straps with weights fastened to the ends, although there are many variations to the design. Arctic bolas are generally used for hunting birds. The bola may have four, six, or ten weights made of walrus ivory or bone. The weights are egg-shaped, spherical, or carved into the likeness of animals. All of the straps or cords join together to make a sort of handle. The thrower grasps the handle, jerks back the strand to straighten them, whirls the bolas over his head, and releases them. Each bola strand is about 28 inches long and each weight is about two inches in diameter.

Two-ball bolas are called somais; triple-ball bolas are achicos.

Temperate plains bolas are usually twice as large and consist of a single leather thong with a leather-covered stone at each end. Often a second cord is fastened in the center of the first cord, with a small weight attached at the end. This weight is held by the thrower. This version of the bola can bring down a man-sized target. When a bola hits, the victim is held fast and must take a round to make a Strength check in order to get free. Failure means the bolas are still holding fast.

If an attacker makes a Called Shot to the target's legs and succeeds, the bolas wrap themselves tightly around the victim's legs and prevent further movement. The target must make a Dexterity check in order not to fall down, incurring a -3 penalty if the victim was moving when the bolas hit.

If the attacker succeeds in a Called Shot to the victim's arms, the bolas wrap themselves tightly around the torso, preventing the victim from using a weapon or employing the protection of his shield until he frees himself. Strength checks are made at -2 penalty due to lack of leverage.

A successful Called Shot to the victim's head wraps the bolas around his neck, strangling him (unless the character is wearing a great helm or closed-face helm). The bolas cause normal damage on the round in which they hit, then an additional 1d3 hit points of strangulation damage every round the bolas are still in place.

*"This is a good weapon to trip someone up, in case ya wanna take an opponent alive. But ya gotta make sure ya got enough room to give the bola a good swing. Bolas only work outside or in huge rooms. They work good if yer on horseback."*
*-- Barkhan, Bounty Hunter*

## Bow

In one form or another, bows have been used since the early days of man. They represented a great step in man's ability to cause damage, since the attacker was at a considerable range from the target, not within reach of the enemy's claws or melee

weapons. The first bows were long, slender rods (also called staves) with a string of animal tendon or plant fiber.

### Short Bow

Short bows were the first to be developed, although they were not called such. This is more of a default term that refers to anything which is not a long bow. Short bow staves are about 5 1/2 feet long on the average. As the years passed, attempts were made to increase bow ranges. Bows were either given longer staves or flexibility was increased with no change to the length. The former resulted in what is now called the long bow.

Bows fell into decline with the spread of handguns. It was reasoned that while a wounded or weakened soldier might lack the strength to pull a bow, he could still pull a trigger. In fantasy settings, there is no danger of the bow being replaced so quickly.

Short bows can fire only short bow arrows (identical to flight arrows for game terms).

### Long Bow

The long bow is similar to the short bow, except that the staff is about as high as the archer, usually 6 to 6 1/2 feet. It has better range than the short bow, and can fire both flight and sheaf arrows.

### Composite Bows

Composite bows are long bows or short bows whose staves are made from more than one type of material. This gives greater flexibility, and thus better range. These were developed after the normal long bow.

The second material that makes up a long bow may be anything from another type of wood to bone, sinew, or metal. The different materials are usually glued together.

An adventurer who wishes to gain a damage bonus from high Strength when wielding a bow must purchase specially crafted bows. Such a bow costs the normal price for a bow *plus the normal price again for every bonus point desired*. Thus, a warrior with 17 Strength who wants a long bow (base cost 75 gp) that gives him his +1 bonus to damage rolls would have to pay a total of 150 gp. The same fighter with 18/00 Strength (+6 bonus to damage) would pay 525 gp. These bows can be strung and drawn only by characters of that Strength or higher. Others attempting this must make a successful bend bars/lift gates roll.

Most archers protect their wrists from the snap of the bowstring by fastening a piece of horn, bone, or leather to them. Such an item is known as a bracer.

*"In our times, bows still are preferable to the primitive firearms or even the crossbows offered. A high rate of fire, low noise, and good range make the bow a better choice than the other missile weapons.*

*"Centaurs favor bows, usually composite bows adapted to enable them to take advantage of their Strength. Elves in particular are adept at making and using bows, of both the long and short varieties. Exactly how the elves happen to be so good at archery is up for debate. Some say elves are trained to shoot beginning in childhood. Others say that their skills are no different than those of humans, but the uncanny, keen elven senses enable the fair folk to anticipate the target's location at the time of the arrow's impact.*

*"Whatever the reason, no one argues that the elves exhibit clear evidence of the*

*superiority of the bow as the best missile weapon available to the aspiring adventurer.*

*"Bows are not without their faults. Bowstrings must be kept dry, the staff must not be allowed to crack, and a certain amount of strength is required to string and pull a bow. Still, even a short bow is a good thing to have when a warrior wants to inflict damage on someone from a long distance!*

*"A short bow can fire only flight arrows, while the long bow can fire any type of arrows. However, the short bow is easier to carry and is good for the fighter who relies primarily on a melee weapon but wishes to have a respectable missile weapon."*
*-- Lady Adriennedar Ironedge, Ranger of Hawkhaven*

Bows were used extensively for war by the Egyptians, Babylonians, Jews, and other peoples of the eastern Mediterranean world. In ancient Greece and Rome, bows were used mainly for hunting.

The Huns were the deadliest archers of all the invading barbarian peoples who attacked Rome. Charlemagne made the bow a mandatory weapon for the "civilized" armies.

At the Battle of Hastings in 1066, many historians claim that the Normans, led by William the Conqueror, beat the enemy by unleashing a rain of arrows on them. Some speculate that Harold died from an arrow through his eye. The bow used was only five feet long.

The English, learning from the lessons of Hastings, continued to refine and adapt their bows, making the staff longer and longer, copying the Welsh long bow. This became known as the English long bow within England.

The long bow proved very effective, especially in the British victories at Crecy and Agincourt. In the former, British archers outshot their Genoese counterparts who were using crossbows. Just as the Italians and French gained reputations as excellent crossbowmen, the English gained a reputation for archery. In the time of Henry VIII, English law required all males to learn the use of a long bow by the time they reached their teens.

European bows were most often made of ash and yew wood. Short bows were called Continental bows, while long bows were sometimes called Welsh bows.

An example of the potency of the long bow can be found in a particular historical incident. An arrow fired by a Welsh bowman is reported to have pierced a knight's leg armor, his leg, the armor on the other side of the leg, the knight's saddle, and to have finally lodged in the horse, pinning the knight to his mount.

Medieval archers did not always use quivers, but rather kept their arrows tied in bunches and secured to their belts by loops. Mounted archers used quivers that were attached to the saddle.

Bows were used as late as 1807, when Russian irregulars harassed Napoleon's armies, and in World War II, when detachments of American archers were used in special actions in Asia.

Even today, certain African pygmy tribes and indigenous folk of the Amazon use bows.

## Arrows

In general, arrows range in length from 20 to 40 inches. The feathers, or fletching, of

the arrow consist of two or more feathers set coaxially to the shaft. This gives the arrow its aerodynamic lift. If the feathers are instead set diagonally, the arrows rotates in flight. Goose feathers and parrot feathers are used most often in fletching, though pressed paper and leather are sometimes used.

### Flight Arrow

The flight arrow, as its name implies, is built for distance. These are lightweight arrows and are often used for hunting. Most of these arrows are made of ash or birch and are 30 to 40 inches long.

### Incendiary Arrow

An incendiary arrow is any arrow type (except bone or stone) with a wad of hemp soaked in a bituminous substance (such as tar) placed just beneath the head. The hemp is lit before the arrow is fired.

In addition to its normal damage, the arrow causes one additional hit point of fire damage on the round of impact unless the target makes a saving throw vs. death magic. At the DM's option, flaming arrows may ignite combustible materials contacting it.

### Sheaf Arrow

Sheaf arrows, also known as war arrows, are heavier arrows with less range than flight arrows, but cause more damage. The arrowheads are steel and quite sharp. Sheaf arrows are used in warfare and can be fired only by long bows. These arrows range in length from 20 to 27 inches.

### Stone Arrow

Stone arrows are considered flight arrows for game purposes, except that the stone arrowheads cause less damage and have a tendency to shatter if they impact armor or similarly hard surfaces. If a stone arrow hits any object made of metal, stone, or a harder substance, it has a 20% chance of surviving the hit without damage to the arrow. If a die roll does not indicate success, the arrow is still allowed a saving throw vs. crushing blow with a +4 bonus using the figures for Rock Crystal. Failure indicates that the arrow shatters.

Stone arrowheads are almond shaped or rhomboid and are usually made from stone splinters of flint or obsidian.

## Caltrop

A caltrop is a metal ball bristling with metal spikes or prongs. When a caltrop is left on the ground, there is always at least one spike standing more or less upright, ready to pierce the foot of the unwary.

In order to be effective, at least 10 caltrops must be dropped in an area of 25 square feet (a 5'x5' square). Each character entering the area must make a saving throw vs. paralyzation. Failure means that the pursuer has stepped on a caltrop, suffering 1d4 hit points of damage. The character will be able to move at only one-half his normal rate until the caltrop is dislodged from his foot. The victim must also make a second saving throw vs. paralyzation, with failure indicating that the character is lame for 24 hours

(unless magically healed), and can move at only one-third his normal movement rate. In any case, the victim must spend one round removing the caltrop from his foot.

If half the number of caltrops are dropped in an area (five in a 25 square foot area), the first save is made with a +4 bonus. For every five *extra* caltrops over the required 10 dropped in a 25 square foot area, the saving throw is made at a -2, up to a maximum penalty of -6. A new saving throw must be made for each five-foot section entered in which caltrops have been dropped.

Characters moving at less than one-third their normal movement rate through an area of caltrops need not make a saving throw. They are moving slowly enough to avoid the caltrops (although they must be able to see the terrain in order to do so).

## Cestus

The cestus is a leather glove that has spikes and razor edges on the back and across the knuckles. Other forms of cesti are loaded with lead or other heavy filler in order to give a punch more force. The weapon is mainly used as a gladiator weapon in the arenas of sport.

The damage caused by the cestus (1d4 vs. small and medium creatures; 1d3 to large) replaces the damage caused by a punch. Although this may seem to be a disadvantage, remember that punching damage is temporary while damage from the cestus is permanent until healed. There is no proficiency in the cestus, though a warrior can spend a proficiency slot and specialize in it.

*"A cestus isn't a true weapon of battle. It's just a cruel way to add damage to a fighter's punch. A cestus is a good weapon only if you like to punch opponents.*

*"But since most combatants inside and outside the arena have missile weapons, spells, long melee weapons such as spears, polearms, and swords, or benefits due to size, a fighter using a cestus may find himself badly chewed up, if not dead, before closing in enough to use the weapon. And using a cestus in tavern brawls will probably accomplish little more than calling the city guard's wrath on the owner of the cestus.*

*"The cestus is just a dramatic device meant to draw blood and make a contest look more terrible. Few monsters will care about the drama produced by a cestus if the glove is used in real combat."*
*-- Tisha, Swordswoman Extraordinary*

## Club

Most clubs are stout, hardwood sticks, narrow at the grip and wider at the end. This simple weapon has been used since mankind first began using tools. Anyone can find a good stout piece of wood and swing it; hence the club's widespread use.

The club is the ancestor of the mace, since warriors eventually fitted their clubs with spikes and metal heads in order to increase their deadliness.

As centuries passed, cultures began embracing civilization and advanced technology. They looked down on the club as a primitive tool and a barbarian weapon. Peasants often arm themselves with clubs, sometimes adapting them by adding iron spikes, resulting in the morningstar.

Centaurs are often seen wielding clubs, since sylvan settings have ample wood for fashioning such weapons. Ogres also use clubs, since the weapon does not require brains to use or make.

*"Despite the lowly status of the club, it is a useful proficiency. A stout tree branch, a wooden chair leg, or a metal rod all may be considered clubs, and all can be found most anywhere. When an adventurer is without a weapon, knowing how to wield a common stick may save his life.*

*"Clubs are common among adventurers. City guards who do not intend to shed blood use clubs in law enforcement, thieves who wish merely to steal a purse carry them, and humble peasants or street urchins who cannot afford a sword may wield a stout piece of wood. If anyone anticipates a life filled with tavern brawls, proficiency with the club is a must.*

*"Druids favor clubs, since they can cast* shillelagh *spells on the wood. Carrying a weapon made of wood, an organic, natural material, is preferable to using iron, since many self-respecting druids will use metal weapons only as a last resort."*
*-- Archdruid Heather Rose*

The versatility of the club is shown in the Bayeux Tapestry, which depicts squads of Saxons wielding clubs as both melee weapons and missile weapons. Some cultures decorate their clubs or even carve the club heads into representations of the creatures they expect to hunt.

### Crossbow, Light and Heavy

A crossbow is a bow mounted crosswise on a wooden or metal shaft, the latter called a tiller. The bow is usually made of ash or yew. The crossbow fires a quarrel (also called a bolt).

Crossbows are loaded by pulling the string back until it locks onto a nut fitted on the tiller. A man's strength is enough to pull the bow to the locking position, although heavier crossbows with more powerful bows require a mechanical aid. The most effective of these devices is the windlass, a series of pulleys and crank handles fitted at the crossbow's stock. For crossbows that do not have the windlass, a stirrup is fitted on the front of the crossbow. When resetting the bow, the firer places his foot in the stirrup in order to keep the bow off the ground while he is pulling the string up to the locking position.

The main differences between the light and heavy crossbows are the size of the quarrel and the presence of a stirrup, which is found only on the heavy crossbow. Heavy and light crossbows are more correctly referred to as two-foot and one-foot crossbows, respectively. This term refers to the length of the quarrels.

The one-foot crossbow is made with a steel tiller and is quite rugged. It may be easily concealed beneath flowing garments such as cloaks or robes. It is frowned upon by the more lawful, civilized cities.

Although bows cannot be used underwater, the crossbow can, since the tension produced by the weapon overcomes the water resistance. Underwater races such as the locathah, mermen, and tritons use crossbows of both heavy and light varieties.

## Crossbow, Hand

This deadly little bow is a pistol-sized weapon made with a steel tiller. It is more easily concealed than the light crossbow and its use is considered unethical in civilized society. Hand crossbows have a reloading mechanism built into the tiller.

*"Apparently, the drow couldn't care less about the hand crossbow's reputation, since they favor this weapon in all encounters. Derro also use hand crossbows, probably a habit they picked up from their fellow subterranean dwellers, the drow.*

*"Of all the crossbows, light crossbows were the first to be developed. Their rate of fire and range are their main advantages. But damage potential is less than that of a bow and arrow.*

*"Heavy crossbows have better range and damage potential, but they can fire only once every other round. If a warrior does not kill his opponent with the first shot, he may not get another chance.*

*"It would be foolish to dismiss the crossbow completely. Heavy and light crossbows have better ranges than their respective bow counterparts, the long and short bows. The best tactic when using a crossbow is to assemble a line of people, all armed with these weapons, who unleash a devastating volley at an enemy.*

*"Hand crossbows are easily concealed, have an adequate rate of fire, and good range for such a small weapon. On the other hand, damage potential is worse than that of a dagger, and the weapon may be banned in some lawful kingdoms or cities. Some societies, such as the drow, place poison on their bolts in order to immobilize an opponent."*

*-- Emryl Aelorthas, Professional Bowyer*

## Quarrels

Quarrels or bolts are the ammunition fired by crossbows regardless of the weapon's size. Crossbows are rated as one-footers or two-footers, according to the bolt's length. Quarrels are shaped like arrows, but the shafts are shorter and thicker. The quarrel heads used for warfare are conical or pyramid-shaped iron heads.

European crossbows have existed since the 4th century AD and at first were used primarily for hunting. By 1000 AD, crossbows had been adopted for warfare. Use began to wane upon the advent of the English long bow, for despite the fact that the crossbow was a more powerful weapon with better range and was easier to use in close quarters, the rate of fire of a bow was a huge psychological advantage. The most talented makers and users of the crossbow were the Italians, whose Genoese mercenary crossbowmen were the best in the world.

Although heavy and light crossbows enjoyed a favorable reputation among military commanders, these weapons suffered a bad reputation. The crossbow was so lethal that Pope Innocent II banned its use in 1139 AD. The edict was later changed, however, so that Crusaders could use it against Moslems.

Light crossbows were considered unethical weapons, and were often banned between the 16th and 18th centuries. The light crossbow was primarily used as a hunting weapon.

The crossbow was originally developed in China, culminating in a sturdy, reliable

model during the Han Dynasty, circa 206 BC. This particular crossbow model, some scholars believe, was seen as early as about 36 BC by about 100 Roman soldiers who were taken prisoner in Central Asia. Such experiences or the trade routes that eventually opened passed the concept of the crossbow from East to West.

Initially, the European crossbow was made with a wooden stave. This construction, however, does not give optimum power to the bolt's flight. By the end of the 11th century, it is believed that many crossbow staves were made of composite construction, usually horn and sinew in conjunction with wood (usually yew). This method of crossbowmaking came from the Saracens, and the Saracen influence in southern Europe explains why the area became well known for crossbow manufacturing and use.

## Dagger

The typical dagger has a pointed, usually double-edged blade, as opposed to a knife, which has a single edge and is a bit shorter than the dagger.

The dagger is one of man's oldest weapons. The first daggers were most likely hand-held spearheads used by cavemen, made of bone or stone. Bone daggers are made from the bones of large animals such as reindeer and bison, with one end sharpened and the handle carved to resemble the animal from which the bones came. Such daggers are relatively fragile, and stone replaced bone when early man discovered how to work with stone.

Stone daggers are more difficult to make due to the composition of stone. Most stone daggers are made of flint, a hard stone that can be worked easily. The flint is chipped until the proper shape is achieved, usually that of a broad leaf, then it is sometimes lashed to a wooden handle. This sort of stone dagger has a major weak point: the place where the blade is attached to the handle. Primitive tribes know that the best stone dagger is made from a single piece of stone with the dagger's handle consisting of a straight section of stone. The handle is then wrapped in hide for a good grip. The average stone dagger measures 12 inches long.

When man began working with copper and bronze, the technique of making a dagger's handle and blade from a single piece of material remained. Blade lengths increased up to 24 inches long, and when the length exceeded this, a new weapon, the short sword, was born.

Some weaponsmiths have turned dagger making into an art form, decorating the handles, crossguards, and even the blades, with beautiful carvings. Some daggers are decorated with carved scenes derived from a culture's mythology.

With the advent of swords, the dagger was relegated to the role of back-up weapon. In fact, the average Roman soldier did not carry a dagger, but his Teutonic barbarian enemy used them. As the barbarian's influence swept over Europe, the dagger was given new life.

Daggers with steel blades became necessary in order to penetrate armor. Although knights carried daggers, they were considered a weapon of last resort.

The modern handshake derives from a habit used by bodyguards. They would take the hand of anyone visiting the king and shake his arm, hoping to dislodge any dagger concealed in the visitor's sleeve.

## Dagger, Dirk

A dirk has qualities of both the dagger and the knife. While useful as a weapon, it was designed for a variety of uses. It is a version of the ballock knife (or "kidney dagger"). The dirk has two round, symmetrical globes at the base of the handle, where the handle meets the blade. The grip itself emerges from between the globes and is flared at the top. The blade is often made from a large shard of a sword blade. The dirk is a single-edged, grooved weapon with a back edge near the point. It usually features a decorative notch at the base.

Most dirks have a special scabbard that has two small pockets in the front, one for a knife and one for a fork, used by warriors in the field as an early mess kit.

The dirk is a Scottish weapon, carried by Highlanders, making its appearance in the late 17th century. The grip is usually leather, ivy root, or ivory. In the 18th century, the dirk was sometimes mounted in silver or gold. Though normally considered a civilian weapon, the dirk was produced as a military blade when Scottish men were incorporated into Britain's regular army.

*"A dagger is great because it's easy to conceal, it's good in close-fighting or as a backup weapon, and its shape allows it to be hurled. It has only a few problems--it's a short weapon, with neither the reach nor the damage potential of a sword.*

*"A dagger makes a handy tool as well. Soldiers and adventurers use their daggers as eating utensils. Owning a sharp blade that is easily carried makes life easier (just try drawing a long sword to cut some bread or a piece of rope!).*

*"My favorite advantage of a dagger is that when you rely on stealth, you can use a dagger to dispatch a foe and draw less attention than resorting to a sword, in which case you might as well yell out your intentions. This is one reason why those of us who attack our enemies indirectly savor the dagger and usually carry at least two."*
*-- Jasmine, Halfling Thief*

## Dagger, Parrying

This specialized type of dagger is used in conjunction with a sword. It is used to catch or break an opponent's sword. Some versions of this dagger are equipped with spring blades that split into three blades at the push of a button. When such a dagger is employed in this fashion, it cannot be thrown successfully.

Most parrying daggers have long, straight or curved quillons, and a tough side ring that extends perpendicular to the blade in order to protect the user's fingers.

Unlike the main-gauche, the parrying dagger is made for a specific purpose, to deflect or break an opponent's weapon. The main-gauche, while also good for parrying, is less of a weapon-breaker.

## Dart

The dart is a small, easily concealable missile weapon that is thrown rather than fired from a bow or other launcher.

Darts are known to exist among advanced caveman tribes. These darts are usually

small, wooden shafts fitted with a head of bone or stone.

In modern cultures, darts have leaf or arrow-shaped heads and stabilizers on the shaft's butt end, much like miniature arrows.

Many cultures use darts for sport, hunting, and warfare on land and sea. Lizard men use barbed darts.

*"Darts are small, easy to hide, and have a good rate of fire. Range is slightly better than a dagger, but darts cause less damage. Darts may be smeared with various toxins to make them more effective. It makes sense to fire darts at their maximum rate* (three per round), *which not only gives the thrower three chances of hitting, but also offsets the low damage potential by offering the possibility of multiple hits.*

*"A dart is a good weapon to throw at a spellcaster. As long as one dart hits a spellcaster, the latter's spell is ruined, regardless of the damage caused. Of course, this is why many spellcasters carry darts. Most are nimble enough to use them effectively, and if they are unable to cast a spell but see an enemy spellcaster about to cast, a dart can ruin the spell. It helps to be a sharp-eyed, quick-thinking, nimble, handsome fellow such as myself."*

*-- Malraz Alizar the Magnificent, Illusionist Without Peer*

### Flail

The flail is a sturdy wooden handle attached to an iron rod, a wooden rod with spikes, or a spiked iron ball. Between the handle and its implement is either a hinge or chain link. The weapon was originally used as a tool for threshing grain. Whether a flail is used by a foot soldier or a horseman, the principle is the same.

Rumors tell that the flinds' flindbars are in fact a variation of the flail. This has not been substantiated, and the flinds have no wish to cooperate in the research.

### Footman's Flail

The footman's flail has a handle approximately four feet in length. It otherwise conforms to the above description.

### Horseman's Flail

The horseman's version of the flail has a two-foot-long handle. The horseman already has a good positional advantage, sitting atop a horse, and consequently does not need the greater reach afforded by the long handle of the footman's flail. This is a one-handed weapon.

*"In the adventurer's world, a flail can be used by warriors or priests, especially if the latter is not allowed edged weapons. The footman's flail causes more damage, since the longer pole enables the wielder to make a stronger swing. This is a good weapon to use in subduing someone, or even for a disarming maneuver. Bear in mind that the footman's flail is a two-handed weapon, whereas the horseman's flail is one-handed.*

*"There is certainly no problem in a footman using a horseman's flail, although it is not a good habit. A foot soldier would be better off with a different blunt weapon that can cause more damage or have more versatility, such as a warhammer."*

-- *Brother George, Cleric*

The followers of Peter the Hermit who fought in the Crusades in the 11th and 12th centuries used flails, placing spikes on the short flail heads. This adaptation gave rise to other modifications, such as replacing the second bar with two or more iron balls attached by chains.

Footman's flails were used mostly in the 13th and 14th centuries by foot soldiers, especially peasant troops, while the horseman's version enjoyed use by cavalry troops during the same time period.

Flails were used as late as the 1920's by Polish peasants against Soviet troops.

### Gaff/Hook

The gaff or hook is actually a tool used to hook and land fish. It is commonly found where fishing boats are encountered, and the hooks are in plentiful supply, affording the disarmed adventurer a weapon of last resort.

The gaff consists of a metal hook with a wooden or metal crossbar at the base. A one-handed tool, the hook protrudes from between the middle and ring fingers.

Some sailors who have lost a hand have a cup with a gaff hook attached to the stump, guaranteeing that they are never without a weapon.

*"Ya don't often see adventurers whacking away with gaffs. To them, it's only a tool. But more often than not, dock workers, press gangs, pirates, and sailors have a pretty good swing with those hooks."*
-- *Rych the Seeker, Harbormaster*

### Hand or Throwing Axe

The hand axe or throwing axe is also known as a hatchet. The axe blade has a sharp steel tip, counterbalanced by a pointed fluke. The short handle has a point on the bottom and the head may have a spike on top.

This weapon is often used by barbarian tribes. Some hand axes are carried on the saddles of knights and horsemen, who respect this weapon after seeing barbarians wield the axes effectively.

Despite this acceptance by civilized folk, the throwing axe is often relegated to backup weapon status since the creation of the battleaxe, whose longer handle gives the wielder greater force in his swing. The maximum length of the hand axe's handle is about 18 inches, not very great, though better than a dagger's reach in hand-to-hand combat. The throwing axe's last advantage, its ability to be hurled, was eclipsed with the advent of better bows such as the long bow.

Short races such as gnomes make good use of hand axes. The gnomes' traditional enemies, the kobolds, also use hand axes. The weapon's size is small enough to be wielded properly, and it can be hurled as a last resort. Dwarves, of course, are far more interested in the heavier battleaxe.

*"The throwing axe is a good backup weapon for an adventurer. It can be used in melee*

*combat or as a missile weapon, although with mediocre range. The weapon is also useful as a general tool, especially to outdoor types such as rangers, who often need a good tool to hack away at undergrowth in order to blaze a trail."*
*-- Dalraun Ironedge, Ranger*

### Harpoon

The harpoon is a hunting weapon, which, in times of duress, may be used for defense. Its development by primeval man was for hunting marine mammals and large fish.

The first harpoons were merely pointed sticks. Later, these became sticks with a sharp head of horn or bone. The heads often had hooks cut into them for increased damage and to hold the harpoon fast in the beast's flesh. The head was then fitted or attached to the end of the shaft, secured by animal sinews.

Metal harpoon heads evolved later, most with pointed or barbed heads. These heads are usually detachable from the shaft, but are connected to the thrower by a cord attached between the point and the barb.

When a hunter throws the harpoon and hits an animal, he follows the victim as best he can, playing out as much rope as needed until the beast tires and dies.

Some creatures may be of sufficient intelligence to try to free themselves from the harpoon. If the target has Intelligence of 2 or greater and some means of dislodging the hook or breaking the line, it is allowed a saving throw vs. poison. Success means the victim is freed. Failure means the harpoon is still attached, the victim takes another hit point of damage, and is drawn 10' closer to the harpoon's wielder. The victim is pulled toward the wielder *only* if a concentrated attempt is made and the victim is of a size and weight that makes this possible (e.g., a harpooned whale cannot be hauled in by a fighter with 13 Strength).

Certain primitive jungle tribes traditionally use harpoons to hunt wild boar. Kuo-toa, the aquatic subterranean fish-men, favor the harpoon with as many nasty barbs on the weapon as possible.

Harpoons may be used one- or two-handed, and there is no change in speed factor for using it one way or the other. This is a definite advantage. On the other hand, the harpoon has a poor throwing range, and damage potential is less when it is used one-handed, much like a bastard sword. The harpoon is a common weapon in coastal areas, but its primary function is not as a weapon against an intelligent opponent.

Adventurers on ships may experiment with fitting harpoons onto ballista launchers, if the DM permits. This may be especially handy if the PCs are hunting some sea creature that they must haul back to port.

### Javelin

Javelins are classified as light spears, suitable for melee or missile combat, usable either on horseback or on foot. The weapon has been around since man's earliest days. The javelin head is not very large, and is usually leaf-or lancet-shaped. Javelin heads may have barbs.

As a weapon of war, the javelin has low popularity, though it is often used for hunting purposes. Javelins are also used as a ceremonial weapon of bodyguards in civilized

nations. Halberdier yeomen are often assigned javelins.

Javelin throwing is a common contest of the games of sport of ancient civilizations.

Javelins may be used either one- or two-handed, and like the harpoon, there is no difference in speed factor between the two styles. The javelin has a respectable throwing range, certainly better than that of a spear, with damage potential comparable to the spear. Like the harpoon, the javelin gives the adventurer the advantage of a weapon that may be used effectively either as a melee weapon or as a missile weapon.

Many drow carry javelins, often coating the weapons with the same poison they use on crossbow bolts. Kobolds also use javelins, as any weapon which inflicts damage from a long distance is embraced by that cowardly race. Advanced races of lizard men are also javelin users.

## Knife

A knife consists of a single-edged, pointed blade with a handle mounted asymmetrically. It is an early weapon, used even by primitive tribes. In these cultures, a knife is little more than a flint blade with one or two cutting edges.

Bone knives are little more than a sharpened piece of bone, often decorated in the same way as daggers. Like other bone weapons, bone knives are apt to shatter.

True knives appeared when man began using alloys such as bronze. A knife was cast from a single piece of bronze, with a single straight edge or slightly curved blade. The curvature is often accentuated near the point.

When man began using iron, knife handles went through a change. The malleability of iron made it easy to create and keep a sharp edge, while also enabling the maker to extend the blade into a flat tang, which was then covered with sidepieces of wood, bone, or horn. This made the handles easier to decorate. In primitive civilizations, knives are used as an all-purpose tool, on the hunting grounds, and as a tool of sacrifice.

Different forms of knives may be found among the different peoples who depend heavily on this useful tool. Small knives are made for domestic uses, longer knives for hunting and war.

Small knives exhibit their own evolution, resulting in the common man's small knife with a four-inch blade and a plain handle of bone or horn. The more influential citizen may have a knife with a handle of rock crystal or other stone, enclosed in a precious metal. Despite the great value of these knives, they are not as effective in combat as the larger knives (-1 to attack and damage rolls).

Non-domestic knives, or outdoor knives, have stronger blades and sharper points. They are carried in their own sheaths, or in the scabbard of a larger weapon, such as a sword, creating a specialized set.

In some areas, knife makers are prohibited from selling knives with leaf-shaped blades. Such decrees are an effort to prevent such knives from being carried casually. The leaf shape causes a large, gaping wound that bleeds heavily.

*"Though it seems as if a dagger and a knife are very much alike, there are important differences. A knife is lighter than a dagger. Its shape does not allow it to be thrown as easily, which explains why the lighter knife has the same throwing range as a dagger. The knife causes only slightly less damage than the dagger. Both weapons have the same*

*rate of fire. The dagger is less a tool and more a weapon, while it can be argued that the reverse applies to the knife.*

*"An adventurer of high station way wish to have a knife and a sword of similar design, both housed in one scabbard. Such a thing is certainly considered a status symbol (definitely a mixed blessing).*

*"A big advantage of knives is that they are found everywhere. Cooks, trappers, and hunters are but three occupations that justify carrying a knife."*
*-- Peripim Furfoot, Halfling Adventurer and Professional Cook*

Knife handles historically exhibited wide variations in materials and workmanship. Cast silver knife handles were popular in the 16th century, inlaid mother-of-pearl was in vogue in the 17th century, porcelain handles were popular in the 18th century, and carved ivory and bone with fine silver plate was the trend in the 19th century.

Nations or cultural groups created knives that suited their particular styles or customs. A common knife in southern Europe, for instance, had a blade that folded toward the handle, with the cutting edge housed in a special groove. In Spain, these were called the Navaja, and in Italy the Serramancio. We know them today as clasp knives or jackknives.

By far the most famous knife of the past two centuries was a heavy, single-edged, sharply pointed blade with a small handle with wooden sidepieces. The knife was designed for melee combat. This knife was much in use in the American West, and was named for its creator: Colonel James Bowie.

## Lance

The term "lance" originally referred to spears wielded by footmen and cavalry. It eventually referred only to cavalry spears.

Lance design varies between cultures and eras. Generally, the lance is a long shaft of tough wood, usually ash, with an iron head in the shape of a laurel or willow leaf, with cutting edges and a sharp point meant to penetrate armor.

Lances are meant to be gripped close to the bottom, putting a great distance between the wielder and his target. As a rule, the lance is aimed diagonally above the horse's neck. The opponents face each other with their left sides oncoming.

Along with almost any variety of sword, the lance is considered the best offensive weapon for mounted soldiers. Some knights carry a small fabric pennant affixed just below the lance head. These pennants are either triangular or square, and carry the colors or symbols of the knight's family or liege.

In parades, lances are held vertically, with the butt set in a stirrup or on the horseman's right thigh. On a march, the lance is held across the shoulder, across the saddlebow, or horizontally alongside the horse.

Through evolution, weaponsmiths sought to increase the damage caused by the lance by making them heavier.

One of the biggest problems with using a lance is the jarring impact on the user. In order to address this problem, a thick leather ring called a graper is fitted to the shaft just behind the wielder's hand. This acts as a stop against the armpit, halting the lance's rearward motion upon impact.

Another important part of a lance is a rest. The rest is a small, sometimes folding

bracket fixed to the right side of the knight's breastplate armor. The graper is leaned against this rest when the lance is in use. The rest enables the knight to get the maximum push from his lance, inflicting the most damage.

The difference between the light, medium, and heavy, lances stems from the length (10' for a light, 12' for a medium, and 14' for a heavy), and weight (five pounds, ten pounds, and fifteen pounds for light, medium, and heavy respectively).

Each lance type can be used only if the rider is on a horse of corresponding type or greater. Thus, a knight on a heavy warhorse can use any lance, while the scout on a light warhorse is limited to the light lance.

### Jousting Lance

Jousting lances, used in "jousts of peace," are the heaviest lances, weighing 20 pounds and measuring at least 13 feet long. These lances are fitted with a three-pronged head in order to prevent armor penetration. The prongs are short, blunt projections that emerge from the headpiece, as opposed to a sharp point. This lance is also known as a "courtesy lance." In a full tilt, a joust of war, the head is blunt and may actually cause fatalities.

Locathah riding on the backs of giant eels use light lances.

*"Light lances can be used as a polearm by adventurers who do not relish combat on horseback, preferring instead to meet the enemy on foot. It can be hard to wield a heavy lance in a forest, so a medium lance may be a good compromise.*

*"Lances are best used as a mounted weapon. When used from the back of a charging mount, it inflicts double damage.*

*"Nothing is more awe-inspiring than a mounted knight, wielding her lance and charging a dragon. Of such things legends are made, and no mounted warrior worth his salt should be without his lance, especially a paladin. I know I have mine!"*
*-- Maura Smallwood, Paladin*

The lance's history can be traced to the Middle East, and was widely used by Greco-Roman horsemen.

Though rendered obsolescent in 1600 by the advent of firearms, lances were still used by light cavalry until the 19th century, with many European armies maintaining use of the lance in the Russian Civil War and World War I. Two of the most well-known uses of the lance in the 20th century were the Polish lancers' charges against German armor in 1939, and the Italian charges against the Russians in 1942.

### Lasso

A lasso is a length of rope with a loop at one end, tied with a knot that enables the loop to be tightened. The wielder twirls the lasso and throws the loop at the intended target. If it hits, the lasso has encircled the target, enabling the attacker to dismount the victim, make him fall, pin him, strangle him, etc. The wielder must specify exactly what he wants the lasso to accomplish before making his attack roll.

A successful hit does not cause damage to the target, but incidental damage can occur from the results of certain actions performed with the lasso, such as making someone fall

or strangling a victim.

The many tricks which can be performed with a lasso are outlined in the Equipment Chapter of *The Complete Fighter's Handbook*.

A lasso may be severed by 2 hit points of cutting damage. A victim's Strength can break a lasso, using the character's Bend Bars/Lift Gates roll. Only one attempt can be made on any one lasso.

Lassos are also called lariats. Characters can take lasso as a weapon proficiency, but they should remember that the Rope Use nonweapon proficiency gives a +2 bonus to hit with a lasso.

*"Lasso? What sort of heroic weapon is a lasso? What is a warrior going to do, tie up his victim and make him die of embarrassment? Bah! If a warrior is so keen on using a length of hemp rope, let him learn Rope Use. That way, not only is there a better chance at hitting a victim with a lasso than if he were proficient with the lasso as a weapon, but the adventurer will also pick up many more tricks, rather than wasting time trying to become expert at throwing silly loops of rope! Lassos, indeed!"*
*-- Kedar the Dark, Warrior Lord of Adauntlynn*

## Mace

The mace is a direct descendant of the basic club, being nothing more than a wooden club with a stone or iron head mounted on one end. The head design varies, with some being spiked, others flanged, and still others with pyramidical knobs.

The mace has existed since man began working with metal. The first maces were made in order to give the club wielder more power in his swing.

High-level priests, knights, and even paladins may have a personalized, decorated mace that serves primarily as a symbol of rank.

Since the mace is a weapon that requires very little in the way of specialized training, it is a favored weapon among goblins.

### Footman's Mace

Footman's maces originated as heavy wooden truncheons, about two and a half feet in length and covered with iron studs. As time went by, flanged heads similar to the horsemen's mace were used instead. This mace is a two-handed weapon.

There are two different types of footman's maces: an emergency weapon made from materials at hand and thrown together by a blacksmith, and the maces made by professional weaponsmiths for troops. In order to reflect the difference between the two types, the homemade mace should be given a -1 penalty to attack and damage rolls.

The hasty, emergency maces are usually a wooden handle with any sort of metal head attached.

### Horseman's Mace

The first horseman's maces were a wooden handle, about 18 inches long, with a leather wrist strap at the bottom of the handle so the weapon would not be dropped, and a metal head. As time progressed, knights preferred to have maces made entirely of metal.

The horseman's mace became an important weapon to the knight. Knights usually keep

a mace slung over a hook on the saddlebow. Not surprisingly, an alternate name for the horseman's mace is the knight's mace. This type of mace is a one-handed weapon.

*"Maces are a step up from the basic club, and are a good weapon especially for priests who cannot use edged weapons. Adventurers may find that the horseman's mace is actually a good secondary weapon for a footman, though the reverse is certainly not true!*

*"A mace is specially made for crushing things, especially helmets and armor."*
*-- Brother "Helmsbane" Maynard*

The Romans armed their allied auxiliaries with bronze-headed maces, although they never used maces themselves.

Two styles of mace head patterns emerged before the 14th century. The first was a ferrule from which extended knot or node-shaped pieces, and the second was a geometrically designed head with vanes (conical or diamond-shaped flanges).

Gothic influence in the 14th century made maces more decorative, a trend which ended in the 16th century, when maces were given a more military form. Eastern European maces, especially those from Poland and Hungary, had onion-shaped heads, an idea taken from the Turkish maces. Maces were used as a weapon up until the 18th century.

During the Middle Ages, arming oneself with a mace took on significance among nobles and army commanders. The mace became a preferred weapon among wealthy or illustrious users, and it became symbolic of power, wealth, and renown. These maces were shaped or decorated in a manner that represented the wielder. Thus, the owner of a mace became recognized as a person of prominence and rank, with the number of ribs and flanges on the mace indicating the owner's status.

### Main-Gauche

The main-gauche (French for "left hand") is a large dagger with a basket hilt. Since most swordsmen use their right hand to wield a sword, this dagger is meant for the left hand, wielded as a defensive weapon when a warrior is using the two-handed fighting technique. The main-gauche is also called a "left-hand dagger."

The heavy basket of the main-gauche is the equivalent of an iron gauntlet for the purposes of hand-to-hand combat.

Fighters proficient with main-gauche gain a +1 bonus to hit with Disarm and Parry maneuvers. More information on fighting styles and maneuvers can be found in *The Complete Fighter's Handbook* in the Combat chapter.

*"A main-gauche causes the same damage as a normal dagger, but the former is designed especially for defense. It's important not to confuse the main-gauche with the parrying dagger. The latter has a different design, including longer quillons and sometimes a triple blade. A parrying dagger also has a greater likelihood of breaking an opponent's weapon. A main-gauche offers better protection to the user's hand. In any case, it is quite a sight to see a warrior using a sword in one hand and a main-gauche in the other."*
*-- Mendrill Halfelven, Bard*

## Mancatcher

A mancatcher is a polearm with a special function: to capture an opponent without killing him. The weapon consists of a long pole with a set of spring-loaded, sharpened jaws at one end. The victim is caught between the jaws, which then snap shut.

The target, regardless of armor and other defensive devices (magical or otherwise), is treated as AC 10, though appropriate Dexterity bonuses are allowed. If a hit is scored, the opponent is caught, losing shield and Dexterity bonuses. In addition, the victim can be pushed and pulled around at the whim of the mancatcher's wielder.

While caught in the mancatcher, the victim suffers 1d2 hit points of damage per round. There is a 25% chance that the trapped character will fall to the ground.

The victim may attempt to escape the grip of a mancatcher by making a successful bend bars/lift gates roll, but he suffers an extra 1d2 points of damage while breaking away.

*"Mancatchers are good for pulling horsemen off their mounts and pinning them to the ground, but the weapon is only good on man-sized opponents. Smaller creatures like goblins and kobolds can just slip on through, and the larger creatures don't have the right frame, though why anyone would want to capture any of these disgusting things alive is beyond me.*

*"Mancatchers are used often by that foul, subterranean race of fish-men, the kuo-toa. Some adventurers who may have suffered the depredations of the kuo-toa and who see a character wielding a mancatcher may get a bit upset. Often, it's best to steer clear of weapons that remind certain people of certain races, unless of course, someone is really good with the weapon in question!"*
*-- Troxel the Unpredictable*

## Morning Star

The morning star is a wooden shaft topped with a metal head made up of a spiked iron sheath. Morning stars have an overall length of about four feet. Some such weapons have a round, oval, or cylindrical shaped head studded with spikes. Extending from most morning star heads, regardless of design, is a long point for thrusting.

The weapon is designed to allow the wielder to inflict greater damage with his swing. The weighted, spiked head adds to this ability significantly.

Long-handled morning stars are used by foot soldiers, while the short-handled versions are used by horsemen. It is a very popular weapon due to its effectiveness and its simplicity of production.

The morning star traces its ancestry to the mace, which in turn traces its lineage back to the club.

Hobgoblins, a race that takes great delight in inflicting pain, often use morning stars. Troglodytes use stone morning stars.

*"Morning stars are clubs with a real nasty attitude. They can cause as much damage to a man as a longsword, probably because of them spikes. I hear tell that the morning star*

*is called a bludgeoning weapon as well as a piercing weapon, but tell me, have you ever seen a sharp spike hit someone at high speeds and have that called bludgeoning?"*
*-- Suriel, Cleric of Tyr*

The morning star was derived from the Swiss Morgenstern (literally: "morning star"), and was used during the 16th and 17th centuries, especially in England. The weapon had the perverse nickname of "holy water sprinkler."

The morning star was popular from the Middle Ages to the late 17th century, though its use continued among peasants and poor urban militiamen and gangs up to the 19th century.

### Net

The net is a tool that has been used as a weapon since the days when emerging civilizations held gladiatorial arena combat. This version of the net is an eight- to twelve-foot diameter circular net with weights around the edges and a trailing rope used to guide the net and pull it away. It is usually folded in such a way that it twirls open when thrown. It is tossed with one hand, with the attacker holding onto the guide rope with the other hand.

A successful hit with this weapon means that the victim is netted and must try to break free by making a Strength check once per round until successful. The netted victim cannot make any sort of attack until the net has been shaken off.

On the round after the victim is netted, the attacker has several options for his next action, including using another weapon to strike the entangled victim. The victim loses his Dexterity and shield bonuses to armor class until he is freed.

The attacker may improve his grip on the victim by looping the trailing rope around the netted character. This requires a normal attack roll for success, and the victim loses 4 points of effective Strength (for determining success of freeing oneself from the net) per successful round of attack. If the victim's Strength is reduced to zero, he is hopelessly tangled and cannot escape unless helped by someone outside the net.

If a warrior throws a net and misses, it is open and unfolded. It may still be thrown, but it is no longer folded correctly and is consequently an unwieldy weapon. Attackers suffer a -3 penalty to hit when throwing an unfolded net.

A properly folded net allows the attacker to perform Disarm, Parry, and Pin maneuvers. Such attacks are at a -3 to hit if the net is unfolded.

Certain underwater races, such as nixies and sahuagin, use nets not only for fishing, but also as a combat weapon, usually when they wish to take a victim alive.

*"This weapon is rather unusual, but it can be quite effective. Imagine, a weapon which, if it hits, will immobilize an opponent in just one round. Of course, such a weapon is not very effective on larger than man-sized or exceptionally strong creatures (such as an ogre), though it may buy a wounded adventurer some time, since a successful hit means that the victim must abandon plans for attacking and concentrate instead on getting out of the net.*

*"Characters who can set snares and traps ought to consider the net when making their little traps. It could come in handy for defense or in a hasty retreat."*

-- *Bramm Po, Illusionist*

### Pick, Military

The medieval military pick was a specialized weapon. It probably originated from the common mining tool. As armor grew heavier, the pick's form and function were soon adapted to a specialized role. This role was to penetrate the heavier armor types, from chain mail up through full plate armor. The military pick was a modification of a weapon called the *martel-de-fer*, a type of war hammer that had a hammerhead balanced by a thick, curved piercing fluke or "crow's beak."

The military pick generally consists of a heavy piercing fluke mounted on a haft. The weapon might have either one or two flukes, and the haft might be spiked.

The weapon is popular with knights and the heavy foot soldiers of certain mercenary companies. Dwarves and gnomes are also fond of the weapon, and deep gnomes (svirfneblin) in particular use great numbers of them.

#### Footman's Pick

The footman's version of this weapon has a longer haft (up to 5'), enabling it to be wielded with two hands. The weapon weighs about six pounds and can be swung with great penetrating force.

#### Horseman's Pick

The horseman's pick is lighter (about 4 pounds) and has a shortened haft (about two feet), making it easier to wield from horseback. It is commonly used by knights and heavy mercenary horsemen, who face more heavily armored opponents. The deep gnomes' weapon is also of this lighter variety.

*"Races who particularly enjoy mining, such as gnomes, svirfneblin, and dwarves, can be found with these weapons. They usually know how to use a pick both as a tool and as a weapon, though they will first use normal weapons if given the chance. Sometimes they have to wield these as weapons against another race known for its subterranean diggings, and who also use the pick as a weapon: the duergar."*
-- *Nahac the Gnome Sage*

### Polearms

Also called staff weapons, polearms are defined as hafted weapons--edged weapons mounted on a short handle or on a longer shaft wielded with two hands. The shafts are usually made of wood, though metal shafts sometimes exist.

An alternate term for polearm is pollaxe, which is used to describe any weapon which has a metal head in a combination of axe, beak, or hammer, mounted on a pole ranging four to six feet in length. Poll is the contemporary word for a steel head mounted on a staff, and the term should not be confused with "poleaxe."

Though descriptions of the various polearm types follow, there are certain characteristics common with all pole weapons, as outlined here.

Polearms are easy to make and are used often by peasants and common foot soldiers.

The polearm is a great equalizer for these troops, who often must fight armored men on horseback. A polearm gives the wielder a long reach without exposing himself to the swing of a sword. Setting polearms to receive a charge grants the wielders an initiative bonus.

A primary use of the polearm is to allow warriors in the second rank to attack over the shoulders of the front rank. Often times, a fighter with a hand weapon and shield will team up with one using a pole arm, and they will fight as a coordinated unit.

Polearms that have special attachments to topple mounted targets have a base 20% chance of success.

Special optional rules for implementing polearm tactics may be found in the Combat chapter in *The Complete Fighter's Handbook*.

Gnolls and hobgoblins make it a point to carry polearms often. A band of such creatures encountered carrying polearms will be knowledgeable in polearm tactics. Orcs favor halberds, pikes, and glaives.

While the Master Weapons Chart at the end of this chapter shows which polearms cause extra damage when set to receive a charge, any polearm can be used to receive a charge regardless of whether it causes extra damage.

***The Real Way To Use A Polearm***

*"Alright, listen up, for I am only going to say this once. I grow weary of seeing groups of bumbling amateurs running around with polearms, each person with a different type. One uses his halberd, another uses a pike, still another has a guisarme-voulge, and he cannot even* pronounce *it, let alone use it! This is ridiculous. If you are going to use a polearm, use it correctly! Here's how.*

*"First of all, for the gods' sake, try to get some idea of where your group is going. Are you going to the jungle or a dense forest? You are? Then why buy a polearm, you fool!? You will have no room to wield it, and more often than not you'll wind up poking your comrade's eye out. Make sure that the terrain suits the weapon.*

*"Next, once you know that the destination justifies a polearm, each person should get the same type of polearm. The weapons vary in the speed with which they can be swung and the amount of space needed to wield the things. Different polearms complicate what should be a simple operation.*

*"When you see an enemy charging at you, have all the polearm bearers line up in the front row, with weapons set to receive the charge. In order to set for a charge, the wielder should stand sideways, leaning forward so the left shoulder faces the oncoming foe. The polearm should be set at an angle, with the head pointing away from the ground, facing up at the enemy. The end of the handle should rest against the instep of the right foot. Both hands hold the pole firmly. You are now ready to receive a charge.*

*"Once the enemy impales himself on the blades, you cannot just pull out the staff weapon and begin hitting the creature. Your non-polearm-wielding comrades behind you should begin throwing spells, hurling missiles, spears, whatever, at the impaled foes. Try your best to keep the enemy on the blade, and out of your reach.*

*"Now that's the way to use a polearm! It is a team effort that needs to be practiced often. Remember this, and perhaps it will save your life!"*
*-- Fiona the Ranger, Daughter of Dierdre*

### Awl Pike

Also known just as a "pike" and a Morris pike (corruption of Moorish), this is an infantry spear ranging 16 to 22 feet in length. Awl heads are usually leaf- or lozenge-shaped. The pole is made of a strong wood, such as ash. Many pike heads are made with two tongues of steel, nailed down the sides of the shaft in order to prevent the head from getting hacked off. The grip is often bound with cloth and the butt capped in steel to prevent the shaft from splitting. The awl pike has the dubious distinction of being the slowest polearm available. Add to this its mediocre damage against man-sized opponents, and one is left with a weapon of questionable value, except when used en masse on the battlefield.

### Bardiche

The word bardiche is the corrupted spelling of berdysh. The berdysh (Russian term) is in effect an elongated battleaxe with a large, narrow, curved axe head measuring 24 to 32 inches long, mounted on a pole five to eight feet long.

The upper part of the head can be used for thrusting, while the lower part is in the form of a langet. A langet is an iron strap used to increase the strength of the head and protect the most exposed part of the weapon from blows.

Berdysh require more room to wield than a pike or a spear, but the weapon has a unique function: it can be used as a gun rest. The smaller berdysh have two rings for attaching to a shoulder strap. This arrangement is popular among horsemen.

### Bec de Corbin

Also called the bec de faucon, the names mean "crow's beak" and "falcon's beak" respectively. This pole weapon has a hook much like a bird's beak and is ideal for cutting open armor like some great can opener. The weapon also has a hammer or axe side that delivers a solid hit. This is a highly specialized weapon, designed for the purpose of cutting armor then striking the now unarmored victim with the other side of the weapon. The pole shaft is eight feet long.

### Bill-Guisarme

Also known simply as a "bill," this weapon is derived from an agricultural tool, the bill hook. Throughout its years of use, the bill's head went through many changes. Its most common head form is a sharp spike with a sturdy hook whose inside and outside edges were sharpened, and a cutting blade reminiscent of a cleaver. The pole length ranges around eight feet.

### Fauchard

Developed from the common agricultural sickle or scythe, the fauchard consists of a long, curving blade with a large, pointed head and a *fluke* (a small, curved hook found on many polearms). The head is mounted on a wooden pole about eight feet long. Peasants can often change scythes into fauchards.

The fauchard is classified as a glaive. It is not very good as a thrusting weapon, but is used mainly as a slashing weapon. It fulfils the need for a weapon that puts some distance between the wielder and his enemy.

Since the fauchard is not an instrument designed foremost as a weapon but rather a

farm tool adapted for war, it is inefficient as a weapon of war, being rather bulky and needing a large area to be used properly.

### Fauchard-Fork

This term denotes a fauchard with the fluke attached. The fluke was added in order to improve the weapon's thrusting capability, but the effort was fruitless. It is still a bulky weapon, requiring much space to be wielded effectively.

### Glaive

The glaive is a pole weapon with a large head shaped like a knife or a sword mounted on an eight- to ten-foot long shaft. The blade usually turns outward in order to increase the cutting area. Some glaives are fitted with flukes. Overall, the glaive's damage potential is not spectacular, but its long reach makes up for this. It effectively takes a normal sword blade and gives it a great reach.

### Glaive-Guisarme

This term describes a glaive with a fluke mounted on the back of the blade. It is slower and heavier than a glaive, and its potential damage is nothing noteworthy.

### Guisarme

Also called the gisarme or the giserne, the guisarme is an elaborately curved blade, much like the crescent blade of an axe, attached to a six-foot long staff. Thrusting spikes are often attached to the top of the shaft. The guisarme is supposed to have come from the farmer's pruning hook. The weapon may have contributed to the development of the berdysh and the halberd.

### Guisarme-Voulge

This term describes the guisarme in its later stages, with a curved axe-head. It features a back spike, the fluke, for punching through armor, and the blade's end tapers for thrusting attacks. Often, the fluke is replaced with a sharp hook for use in dismounting riders. It is a slower weapon than the plain guisarme but causes comparable damage.

### Halberd

By far the oldest and most often used polearm, the halberd consists of a cleaverlike axe blade mounted on a staff averaging six feet in length. The axe blade is balanced at the rear with a fluke, and surmounted by a sharp spike, usually of quadrangular design. The fluke is sometimes replaced by a hook used to dismount cavalry. A halberd can be best described as a cross between a spear and an axe.

Though a halberd's main function is to dismount cavalry, it may also be employed as a thrusting weapon and a cutting weapon. It is not a fast weapon, even compared to other polearms. Still, it does more damage to a man-sized opponent than all other polearms.

### Hook-Fauchard

Like the fauchard-fork, the hook-fauchard is another attempt to improve the fauchard. This weapon has a hook fitted on the blade's back. The hook is used to dismount cavalry. Like its predecessors, it was not a very effective weapon. Its damage potential is horrible

compared to the fauchards that it was supposed to improve upon, and it is slower than the original fauchard.

### Lucern Hammer

The lucern hammer is a hammerhead with a spike at its rear, mounted on a long pole, reaching as much as ten feet in length. In some cases, the end is fitted with a spike to keep enemy soldiers at bay. It is one of the heavier pole weapons and is rather slow. The entire weapon is usually made of steel, including the pole, and often it is decorated with carvings and precious metal gilding.

### Military Fork

The military fork is the warrior's version of a simple agricultural farming tool. The head consists of two parallel spikes, often fitted with hooks for pulling horsemen off their mounts. Certain versions of the fork have a blade mounted just below the spikes. The wooden staff is about seven feet long.

Forks are useful not only as thrusting weapons, but as tools for climbing the defender's ramparts, setting up ladders, and hoisting baskets of supplies.

### Partisan

The partisan (alternatively spelled "partizan") is a staff weapon consisting of a long, tapering, double-edged spear blade with two diagonally-set flukes at the base. The shaft is about eight feet long. The partisan's flukes may be used to catch and break opponents' weapons, as well as to inflict extra damage. Partisan heads are large enough to allow engraving and ornamentation.

### Ranseur

Also known as the rancoon and the rawcon, the ranseur resembles a partisan, except that the ranseur's flukes are longer, resulting in a three-pronged head. The flukes are, however, shorter than the middle blade. Partisans are sturdier than ranseurs. The three prongs are large enough to puncture armor or trap a weapon and disarm the opponent (considered a Called Shot, -4 to hit, see Combat chapter of *The Complete Fighter's Handbook*).

### Spetum

Spetums are similar to ranseurs, except that the side blades sometimes angle backward, increasing the damage when the blade is pulled out of a wound. When the weapon is pulled out of a victim, he suffers an additional 1d2 hit points of damage due to the side blades. The spetum's shaft is eight feet long.

### Voulge

Also called the vouge and the Lochaber axe, this weapon is a large, long blade, narrowing to a spike at the top, with a hook-shaped fluke at the blade's rear. The staff is eight feet long. Though it is a simple weapon to make, this advantage is offset by the fact that it is one of the slowest polearms available.

*"Taken as an entire weapon group, polearms are a useful weapon especially in an*

*outdoor setting. Their advantages include a good reach, excellent defensive capability, and the ability to knock opponents off their mounts. Among the drawbacks of polearms as a whole are the amount of room needed to wield them, their diminished usefulness in close-quarters melee, their overall slowness, and their encumbrance. Also, with so many polearm types to choose from, it is unlikely that a group of adventurers all have the same weapon or that everyone in the group will want a polearm of any sort in the first place. Polearms are more effective if several people have them; a single adventurer wielding a halberd is not going to stop a row of four charging orcs. Remember the advice given earlier and try to co-ordinate polearm choices before going off to adventure."*
*-- Fiona, Daughter of Dierdre*

The sarisa, a Macedonian infantry spear, was the ancestor of the pike. The Swiss rediscovered the idea of mounting a spear head on a very long pole, and it became so popular that they adopted the pike as their national weapon in the 15th century. Their prowess with the pike, not only as a defensive weapon but as an offensive one, prompted other European nations to adopt it. The pike remained in use until the end of the 17th century, when muskets and bayonets made the long spears obsolete.

The berdysh were created by the Russians and used by Muscovite infantry during the 16th and 17th centuries. They were also used in Scandinavia and eastern Europe.

The bec de corbin (and faucon) was used by the upper classes during the Late Middle Ages and early Renaissance. The terms are French, but the weapons were so named by English writers!

The bill was a popular weapon with the English, and, along with the halberd, remained in use longer than all other polearms, well into the early 17th century. The English bills had a shorter shaft length, usually around four feet, and were rather tough.

The glaive (derived from the Latin *gladius*, meaning "sword") blade increased in size over the years until it was big enough to have a nation's or ruler's coat of arms engraved upon it. It was often carried in parades. Glaives were introduced in the 14th century and favored by the French. The blade is said to resemble a large bread knife. The 16th century Italians and Germans favored the glaive as a palace guard weapon.

The guisarme was used extensively between the 12th and 17th centuries.

Halberds were introduced sometime between the 6th and 9th centuries AD, when foot soldiers of Northern Europe mounted their swords, called scramasax, on poles. The Swiss refined this weapon and wielded it with devastating skill. In fact, halberds were known to split a man's head from pate to jaw, armor notwithstanding! The halberd got its name during the first primitive versions made by the Swiss.

The word *halberd* comes from the German words *halm* (staff), and *barte* (axe).

Primitive halberds had a wide blade with a straight cutting edge. The staff fit through two sockets in the back of the blade. This design was probably inspired by the guisarme. By the end of the 15th century, the halberd was modified in order to increase its effectiveness. This is the halberd type most often referred to when using the term. The primitive halberds were soon referred to as the *Swiss vouge* (voulge). Like most polearms, the halberd fell into decline with the introduction of firearms.

Confusion often exists whether a lucern hammer is a hammer. It is safe to say yes, it is a hammer, and is alternately called a war hammer. A short-handled version of the lucern hammer was used by mounted troops as early as the mid-13th century. It is longer than

the weapon most adventurers call a war hammer and is used mainly by massed units on the battlefield. The lucern hammer gets its name from the Swiss city of Lucerne, whose armories were well-stocked with the weapon, so much so that scholars named them after the city.

Military forks are descended from farmer's pitchforks, though the former's spikes were straight as opposed to the curved spikes of the latter. This weapon appeared frequently during the Crusades and peasant revolts from the 15th to 19th centuries. In 1920, Polish peasants used forks to fight off Soviet troops attacking Warsaw.

Partisans are a derivative of the langdebeve, a broad-bladed spear. The name *partisan* came from the people who wielded it, the partisans, in late 15th century France and Italy. After its retirement as a weapon of war, partisans continued to be used as ceremonial weapons in royal courts. In fact, the Swiss Guards of the Vatican and the Yeomen of the Guard at the Tower of London still use partisans at state occasions or when in full dress.

The term *voulge* has been used to describe many types of polearms, thus its true meaning is obscure. A number of texts associate the voulge with the English bill, the French glaive, and the Swiss vouge, the latter of which is the accepted voulge form. The lochaber axe is a Scottish polearm used in the 16th to 18th centuries, most likely descended from the gisarme.

## Quarterstaff

The simplest and humblest of staff weapons, the quarterstaff is a length of wood ranging six to nine feet in length. High quality quarterstaves are made of stout oak and are shod with metal at both ends. The quarterstaff must be wielded with both hands.

*"Such a simple weapon, yet so popular. Any class of adventurer, be he an armored warrior, spell thrower, cutpurse, or man of faith, can use a quarterstaff. The staff is also a fine practice weapon, especially in place of other two-handed weapons such as two-hand swords or polearms. The staff is held in the middle with the left hand, while the right hand holds on at one-quarter of the whole staff's length from the end.*

*"Quarterstaves are popular among the kenku, the mysterious, Oriental, birdlike humanoids. This blunt weapon is usually used to knock out an opponent as opposed to killing him.*

*"Wizards may decorate their staves, even cast spells on them in order to make the weapons look magical. It may fool someone into thinking that a simple wooden staff is in fact a* staff of the magi."
-- *Albertus, Battle Mage*

## Sap

Alternatively called a blackjack, the sap is a small leather bag filled with sand, lead shot, coins, or other weighted materials. It is used to quietly knock out a victim by administering a blow to the head or back of the neck. Thus, the sap has no effect on helmeted targets. If the sap strikes any other part of the body, the damage is halved and there is no other effect.

Of the damage caused by the sap attack, 25% is actual physical damage, and the other 75% is temporary damage that wears off in 1d6 turns.

In order to effectively use the sap, the attacking character makes a Called Shot at -8 to hit. If a hit is scored, damage is determined normally. The attacker then has a 5% chance per hit point of damage to knock out the victim, up to a maximum of 40%. This maneuver works only against targets that are man-sized or smaller.

When a sapping maneuver is performed on a sleeping or magically held victim, the maneuver automatically hits, but the chance of knockout increases to 10% per hit point of damage, to a maximum of 80%.

*"A sap is more suited to an urban environment than to the great outdoors or dungeon crawl. It is a weapon favored by thieves looking to cosh someone on the head and take his purse. If a party of adventurers is infiltrating a stronghold in order to capture someone, however, a sap may come in handy."*
*-- Kyrian Darkstar, the Infiltrator*

### Scourge

The scourge is a short whip with several leather tails or thongs. Each thong has metal barbs, broken glass, or any other sharp fragments attached along its length. A similar device, the cat-o-nine-tails, is a nine-tailed whip with knots tied in each thong.

The scourge is not so much a weapon as it is a means of inflicting great pain. Still, it causes damage and can be used as a weapon.

The only creatures known to wield scourges with any sort of consistency are the Balor Tanar'ri, chaotic evil denizens of the Abyss. This should give the idea of the type of creature who wields such an instrument.

*"A scourge? Why would any self-respecting adventurer want one? Those dreaded things are most associated with torture, not combat. No one raises an eye when an adventurer walks into town with a sword; a man has to protect himself, and, times being what they are, no one will begrudge an adventurer's right to carry a sword. But carrying a scourge will probably mark someone as a follower of some cruel, torturing deity, or at the very least, as an evil person. Any adventurer with a shred of decency will avoid the scourge and get something that will put an enemy out of its misery, not prolong it!"*
*--Strang of Tempus*

*"How odd. Personally, I find the scourge to be of great value in temple worship. It is also a great motivator."*
*-- Leeahn, Priestess of Loviatar, Mistress of Pain*

The scourge is truly a monument to man's ability to cause suffering. When a scourge hits a victim, the thongs curl around the trunk and limbs, with the barbs digging into the flesh. The torturer then pulls the scourge away, ripping even more of the victim's skin. In ancient Rome, certain soldiers were trained with the scourge to cause the maximum amount of pain without killing the victim. Roman citizens were exempt from scourging, while subject peoples were not.

### Sickle

The sickle is a farming implement consisting of a crescent-shaped blade mounted on a short handle. It is used in combat primarily by peasants or adventurers who have no weapon and are forced to make do with whatever they can find. Most farms have sickles, which are used for cutting weeds, grass, and grains.

Druids favor the sickle due to its strong association with agriculture. Golden sickles are used to harvest mistletoe as components for druid spells.

As a weapon, the sickle is as effective as a dagger, but is slower overall.

### Sling

Slings have existed since the beginning of recorded history. The basic sling consists of a leather or fabric strap with a pouch for holding the missile. The weapon is held by both ends of the strap and twirled around the wielder's head. When top speed is attained, the missile is launched by releasing one of the strap's ends.

The sling is a cheap weapon and is easy to make. Thus, it is common among peasants, especially since it makes a good hunting weapon.

The sling's missile is either a smooth, rounded stone or a ball of lead. While stones are easier to find (most shallow streams have an abundance of smooth stones), the lead bullet causes more damage and flies farther than the stone.

A sling's projectile is capable of producing severe bruising or even broken bones against a man or his mount. Against armor, however, the sling loses most of its effectiveness.

Halflings are known to be quite good at using the sling, and it is a common weapon among members of that race.

*"Slings are a fine missile weapon for thieves, since the weapon is easily concealed and quiet. Actually, it is not a bad proficiency for anyone to pick up, since making a sling and finding ammunition is easy. The sling's missiles have a good range. If using a sling out-of-doors, one never lacks for ammunition, though lead bullets fly farther and cause more damage."*
-- *Ariane, Professional Cutpurse*

Slings were heavily used by the peoples living around the Mediterranean basin. The Romans did not assign slings to their soldiers, but allowed their auxiliary troops to use them. The sling was used during the Middle Ages, and slingers are depicted on the Bayeux Tapestry, not as soldiers, but as hunters.

### Spear

One of man's earliest weapons, dating back to the most primitive of times, the first spears were simply wooden poles or sticks sharpened at one end. When fire was discovered and mastered, spear points were hardened by charring. As man became more adept at using tools, spears were either fitted with a stone head or the point was reinforced with splints of stone or bone.

When man mastered metals, spear heads were made from iron and steel. Having reached this end, weaponers began experimenting with different types of spear heads, thus leading to the development of certain polearm types such as the ranseur.

Spear shafts are usually made from yew or ash, since these woods are both flexible and strong. The shafts range five to eleven feet in length. In melee, spears may be used either one or two handed, with more damage inflicted if used in the latter mode. Spears 10 feet or longer cannot be wielded with one hand.

Though spears are normally used for thrusting, they can also be thrown. Special devices exist for hurling spears. These devices are variously shaped pieces of wood, horn, or bone with hooks, hollows, or grooves meant to house the spear butt. When using one of these throwers, the spear's throwing range is doubled. The cost of a spear thrower is 1 gold piece. The thrower weighs two pounds.

A character wielding a spear gains an attack bonus for high Dexterity and a damage bonus for high Strength.

### Long Spear

A long spear is like a normal spear, except that its shaft ranges 12 to 13 feet in length and cannot be thrown.

Orcs and ogres use spears often in battle. They are simple weapons for simple-minded creatures.

*"Spears are versatile, since they can be used by footmen and horsemen alike. The former can set their spears into the ground, in hope of impaling a charging enemy. Footmen can use spears as melee weapons or as missile weapons. Horsemen use spears in much the same way as lances.*

*"As for long spears, unless one is prepared to forego shield protection and use the weapon with two hands, it is not worth selecting over the normal spear. Long spears need room to be wielded properly, they cannot be thrown, their damage is not much better than a normal spear, and they are slower than their smaller bretheren."*
*-- Lord Boris Vladimir, Professional Warrior*

Spears have existed since the Paleolithic era, some 500,000 years ago. Horsemen of 20,000 BC began using them as missile weapons, complete with the hurling devices explained earlier.

The Greeks were fond of large formations of spearmen in their armies.

The Franks began producing what we know as the spear. These spears had long, leaf-shaped blades and two triangular "wings" set just below the head. These wings prevented the spear from penetrating too far into a victim (and consequently making it harder to pull out), and enabled the spear carrier to parry more easily with his weapon.

In the 14th century, spears used by horsemen evolved into the lance. Long spears in the 15th century developed into the pike.

### Staff-Sling

Also called the fustibalus, the staff-sling consists of a wooden rod, three to four feet in length, with a sling attached to one end. The rod is used to increase the range that a heavy object can be thrown by enabling the slinger to twirl the sling harder. It is not meant to increase the distance of the average sling bullet. In fact, it has poorer range for stones or bullets.

An optional form of ammunition is the stinkpot, a clay vessel filled with burning sulfur or quicklime. This is considered a grenade-like weapon and is subject to the combat rules found in Chapter Nine of *The Player's Handbook*. For range, the stinkpot has a short range of 20 feet, medium range of 40 feet, and long range of 60 feet.

When the stinkpot breaks, everyone in a 20-foot diameter circle who does not leave the area within one round must save vs. poison or be unable to attack or move at greater than half their movement rate. Those who save successfully attack at a -2 penalty due to nausea and watering eyes. The effects last as long as the subject remains in the area and for 1d4 rounds thereafter.

The stink cloud lasts for 1d3+1 rounds, then dissipates. Optionally, stinkpots in underground settings may give off clouds that last 1d6+1 rounds due to lack of open air.

Due to the trajectory that a staff-sling gives a missile, it cannot fire at short-range targets. It has less range than a sling and is a slower weapon, but the staff-sling can hurl a heavier object.

*"Anyone who gets a staff-sling in the hope of seeing his sling bullet fly into the next kingdom is in for a rude shock. The weapon is only good for hurling large loads a healthy distance. The stinkpot idea is perhaps the best way to get the most use out of the staff-sling. One thing's for sure, as much as halflings like slings, you'll rarely catch one using this thing!"*
-- *Severian, Master Swordsman*

## Stiletto

Also known as a stylet, the stiletto is a short dagger with a strong, triangular or square-sectioned blade that tapers to a sharp point at the tip. The stiletto is designed for thrusting, in particular to pierce armor such as leather or mail. Therefore, the stiletto gives the wielder a +2 bonus to attacks against plate mail, ring mail, chain mail, and all forms of leather armor. Most stilettos are made completely of steel.

Most cities, except those involved in a war, prohibit the carrying of a stiletto since it is an easily concealed weapon.

Stilettos are narrow enough to be concealed in sword canes or even in the handle of a large sword, such as the long, bastard, or two-handed swords.

## Sword

## General Information

### History of the Sword

The most common definition of a sword is an edged weapon with a long blade made for cutting blows, thrusts, or both.

Swords first appeared in the prehistoric period when humans, who had been using daggers of stone, began working with copper. The copper dagger could be fashioned with a long blade, and in the ensuing years, the blades got longer and longer. Eventually, the blade reached such a length that it could no longer be called a dagger.

This new, improved weapon was superior to the dagger, which was quickly relegated

to a secondary role in melee combat.

Copper eventually gave way to bronze. Swords of varying lengths (what we now know as the long sword and short sword) came into being, with blades ranging from 27 to 35 inches.

Sword design was influenced by the dagger. Since the dagger is a thrusting weapon, early swords were also designed for thrusting. Eventually, the need arose for a weapon capable of slashing blows, so swords developed the double-edge, still retaining the sharp point.

Sword handles went through their own stages of development. In southern Europe, sword handles were decorated with ivory, gold, and semi-precious stones, while in northern Europe, the handles were decorated with engravings.

The discovery of iron revolutionized sword making. Bronze was rare, while iron was plentiful, though the latter was harder to work with. The change from bronze to iron was slow. For three centuries, both iron and bronze swords were in use.

The Romans developed the gladius, a short sword, in order to have a weapon that their rigidly-trained troops could use with swiftness and precision.

With iron proving itself superior to bronze, the latter was relegated for accessory parts, such as the grip or the sheath. The Hallstatt culture developed longer sword blades (31-35 inches) as advances in ironworking enabled them to make lighter and stronger blades. These blades were so pliable that they could be twisted into a spiral for three or four turns before breaking. This was known as "pattern welding." One drawback of this, however, was the fact that the blade could become misshapen when it struck something, often forcing the wielder to stop fighting and straighten out the blade with his foot or a rock! This was the type of sword that Gallic and Teutonic armies used against Roman legions, and is considered a long sword. Often, the craftsman making a sword placed a trademark identifying the maker.

As swords evolved, a small oval plate was placed between the shoulder of the blade and the grip. This was designed to protect the grip against damage from the metal mouth of the sheath. It also protected the user's hand.

Early stories of famous knights include lore about their swords, even mentioning the craftsmen who made the weapons. Siegfried had Balmus, Roland had Durandal, and Charlemagne had Joyeuse. King Arthur, of course, had Excalibur.

In the Carolingian period, the sword's grip was altered, becoming more specialized and defined. The oval attached to the grip was turned into a four-sided bar about four inches long. This became the guard. The wooden grip ended in a large pommel, which balanced the weapon. Such a sword measured about 40 inches in length.

At the start of the Romanesque Period (11th-12th centuries), the sword's form remained the same, but the blade became broader. These swords are considered broad swords by some scholars.

During this period, the sword was used primarily for slashing blows, as reflected in the Bayeux Tapestry, which shows armed men using swords in this manner.

The Gothic period saw swords becoming more specialized, depending on the knight's intentions. The knight's sword was a thing of beauty and strength, and it is this sword that resembles the long sword of fantasy. Knights usually owned several swords, each with its own use.

In the 15th and 16th centuries, swords were given to common foot soldiers, and their

designs changed accordingly. There were more ring-guards (to protect fingers), knuckle bows, and other such devices. The two-handed sword emerged from this era.

During the 16th century, fighters began emphasizing sword thrusts, and blades changed to accommodate this. Elaborate basket hilts were perfected to give the hand better protection. This gave birth to swords such as the rapier.

By the end of the 16th century, with guns rising in prominence, swords were increasingly relegated to duelling.

The longsword is considered by some to be the principle weapon of nobility, the broad sword the typical weapon of the commoner, and the bastard and two-handed swords the specialized weapons of mercenaries.

Eventually, the sword became a symbol of tradition, and is still worn on many military dress uniforms out of respect for that tradition.

### Bastard Sword

Also known as the hand-and-a-half sword, the bastard sword derives its name from the fact that it is halfway between the two-handed sword and the long sword.

The bastard sword has a double-edged blade and a long grip, which can accommodate both hands if preferred. The overall length of the bastard sword ranges between four feet and four feet ten inches.

Some bastard swords are equipped with knuckle guards, and others have asymmetrical pommels shaped like animal or bird heads.

*"The bastard sword is an excellent, versatile edged weapon which can be used one-or two-handed. Using it two-handed gives a warrior better damage potential, but makes him unable to use a shield. It is also a slower weapon. Using it one-handed allows the use of a shield, but causes less damage, comparable to that of a long sword."*
*-- Lord Jon Ironedge, Ruler of Hawkhaven*

### Broad sword

The broad sword is a heavy military sword with a double-edged blade. Overall sword length is about three and one-half feet, and the sword is designed mostly for cutting. Most broad swords have a basket hilt or a shell guard. A favored cavalry weapon, the broad sword is known in different cultures by different names, usually dependant on the hilt configuration. The basket hilt broad swords offer a +1 bonus to Parry maneuvers. In addition, punching attacks done with the basket hilt are treated like a metal gauntlet (see the *Player's Handbook*, Chapter 9).

*"The broad sword is as fast as a long sword and causes comparable damage to man-sized targets, but lacks the same ability against larger creatures. Its benefits in parrying and hand-to-hand combat are good, but if an adventurer is more of the `forget finesse, let's just hack them to bits' school, a long sword or a bastard sword may be a better choice. Someone who likes showing off, such as a swashbuckler, would favor a broad sword."*
*-- Rushlight of Tethys, Ranger*

### Claymore

The claymore is a large, cross-hilted sword consisting of a straight, broad, double-edged blade and long quillons angling toward the blade. The grip is leather-covered and topped with a wheel-shaped pommel. The sword is slightly shorter than the two-handed sword.

Claymores are treated as bastard swords in terms of damage, weight, and weapon speed.

Claymores are greatswords of Scottish origin, used by Highlanders and Scottish mercenaries in Ireland. The sword was popular from the end of the 15th century to the early 17th century. The term *claymore* is from the Gaelic *claidheamohmor*, meaning *great sword*.

### Cutlass

The cutlass is a sword with a single-edged, curved, broad blade attached to a basket hilt. The blade is short and heavy. The sword is favored among pirate crews and is easily found in port communities, but is rare inland. Cutlass users enjoy the same advantages in Parrying as broad sword users.

*"Cutlasses cause damage compared to short swords, but are slower and heavier. A broad sword is a better weapon, since it gives the same Parry benefits and causes more damage."*
-- *First Mate Arlundar, of the galleon* Angelwing

### Falchion

The falchion is a sword with a single-edged, heavy blade. The blade's back is usually straight, while the edge has a curve. The blade also broadens close to the tip, which gives the blade a cleaver-like appearance and increases the damage inflicted. The sword is heavy, which also contributes to a fearsome cutting blow.

### Gladius

The gladius is the first refined version of the short sword. It has a double-edged blade and a strengthened tip. The grip is made of wood, bone, or ivory and is topped with a round pommel. The sword is carried on a warrior's right side, slung from a baldric passing over the left shoulder. In terms of damage and length, the gladius or drusus resembles the short sword.

A drusus is a gladius of exceptional quality, and consequently has a series of special things associated with its care in order to maintain a sharp edge. The restrictions are listed in *The Complete Fighter's Handbook* (Equipment Chapter).

### Khopesh

This Egyptian weapon has approximately six inches of handle and quillons. The blade extends straight out about eighteen inches from the handle, then curves into a slight sickle shape for another two feet. In effect, this only adds another eighteen inches to the overall length. The entire sword is usually made of bronze or iron.

*"The khopesh is a slow sword, heavy and unwieldy. Its damage is unremarkable as compared to other swords, especially when one realizes the drawbacks that must be*

*suffered when wielding the khopesh. All in all, it is a primitive weapon of a culture that has not grasped the finer techniques in sword-smithing.*

*"Still, the weapon resembles a sickle in some ways and is usable by druids. This gives these nature priests a chance to wield a sword, yet stay within their weapon restrictions."*
*-- Eibhelin Hathleah, Warrior/Priestess*

### Long Sword

These swords are usually referred to as doubled-edged swords, war swords, or military swords. In many cases, the long sword has a single-edged blade. There is no single version of the long sword; the design and length vary from culture to culture, and may vary within the same culture depending on the era.

Among the most common characteristics of all long swords is their length, which ranges from 35 inches to 47 inches. In the latter case, the blade is known to take up 40 inches of the total length.

Most long swords have a double-edged blade and a sharp point at the tip. Despite the tip, the long sword is designed for slashing, not thrusting.

Often, long swords have two grooves that run the length of the blade, one on each surface. These grooves are called fullers, and are meant to make the sword lighter and more flexible. If a sword did not have some elasticity, it would shatter when it hit a target.

The handles of all long swords fit only one human-sized hand. Most long swords have a small, oval, metal plate between the blade's base and the grip. This oval protects the grip from getting damaged against the metal in the mouth of the sheath. It also offers some modest protection to the hand. A second piece of metal, either oval or round, is fitted onto the pommel.

*"Ah, the long sword! A warrior's best friend! It is without a doubt the most common melee weapon among skilled adventurers, and rightly so. It inflicts a respectable amount of damage to both man-sized and large opponents, is fairly fast for its size, and is relatively light.*

*"Elves favor long swords, and most are trained from childhood in their use. One guess as to the reason for this is the fact that the sword is light and quick and can cause a lot of damage when in battle, much like the elves themselves. That's only a guess, of course, and the truth may never be known, at least if I have anything to say about it."*
*-- Lord Noro Goldentree, High Elf*

The classic long sword depicted in fantasy gets its design from the Gothic period. This is the longest variety of long sword, with a 40-inch blade.

### Rapier

The rapier is a light weapon with a straight, double-edged, pointed blade. It is designed to be a light, thrusting sword. The term *rapier* is often used to describe a civilian weapon, as opposed to the heavier and deadlier swords of soldiers and mercenaries. Rapiers are fashionable among nobles and gentlemen.

As a new art of fighting evolved with emphasis on thrusting with the blade as opposed to slashing, a new weapon was required. This art is known as fencing, and it requires a

rapier. As the sport grew in popularity, the rapier was required to be narrower and lighter. It became not a slashing weapon at all, but a weapon purely for thrusting.

The early rapier handles have straight quillons (cross guards), side guards, and knuckle bows. The later versions have shell guards, similar to the basket hilts of the broad sword and cutlass. As a result, the rapier wielder enjoys the same Parry and punching bonuses outlined earlier.

*"The rapier isn't as fast as the short sword, but it does a slight bit more damage. The rapier is a good dueling weapon, and is popular with rich young nobles and swashbucklers."*
-- *Rollo, Aspiring Swashbuckler*

### Sabre/Scimitar

Alternatively spelled *saber*, this sword is a long, curved, single-edged blade intended mostly for horsemen. It is a popular weapon for light cavalry. The sabre's hilt grants the user the Parry and punching bonuses of the rapier.

Members of the foul race of yuan-ti often use scimitars.

*"Another curved, single-edged blade? Well, the sabre is a bit different since it's meant to be a slashing weapon instead of a thruster like the rapier. Both swords cause the same amount of damage and are equally as fast.*

*"As for the scimitar, it is merely another form of sabre, but with heavier Oriental influences. It causes slightly better damage than the sabre, and is just a bit slower. Druids favor scimitars."*
-- *Gwynne Arendahl, Fighter*

The sabre was initially developed in Central Asia, used by tribes that wandered the steppes. By the 9th century, the Slavs, who battled the Asians, had adopted the weapon. The term *sabre* is Slavic-Hungarian.

Sabres were used extensively in central and eastern Europe and by the Turks.

The Persian style of the sabre was discovered by Napoleon's troops. This version was known as the shamshir, which is commonly called the scimitar. This blade has a greater curve to it and is tapered to an elongated, sharp point.

### Short Sword

The short sword is the first type of sword to come into existence. In the simplest of terms, a short sword can be considered a dagger with a blade so long that it can no longer be called a dagger. The term *short sword* does not exist in sword classifications. However, it has come to be used to describe a double-edged blade about two feet in length. The sword tip is usually pointed, ideal for thrusting.

Short swords are fitted with a handle that can accommodate only one hand.

*"The short sword is a good weapon for archers, crossbowmen, and other warriors whose primary weapon is not a sword, but who see the necessity for having an edged weapon that causes respectable damage. The small size and lightness of the sword makes it an ideal weapon to carry without the warrior worrying about getting encumbered with*

*too much weight. Short swords are quick weapons, almost as fast as daggers, and causing more damage. A short sword with even a minor enchantment becomes an extremely valuable weapon.*

*"Halflings, gnomes, and dwarves are known to favor short swords, since the weapon's length is compatible with their stature.*

*"Elves are trained in use of the short sword. It is a common elven weapon for two reasons: the elves favor the swiftness and lightness of the weapon, and, since many elves are archers, the short sword becomes a good fallback weapon should the enemy close ranks into melee range.*

*"The short sword is often seen on the belts of the average man, or at least the average man who can afford one and knows how to use it! It is a good weapon to have in a city, provided one follows any local rules for securing the weapon. A short sword enables a man to discreetly wear a sword in the city, not calling as much attention to himself as he would if he wore a bastard sword or two-handed sword strapped to his back!"*
*-- Cendril, Elf Warrior-Mage*

The short sword is a descendant of the Roman gladius. In essence, it is a gladius made by improved metalworking techniques.

The Germans developed the *baselard* short sword, common in the 16th century, while the Italians had the *cinquedea*, a short sword with a blade that was broader at the base. Both versions of short sword were popular with civilians, not professional soldiers or knights.

### Two-Handed Sword

The two-handed sword is a derivative of the long sword. Weaponsmiths have always looked for ways to improve existing weapons. In an effort to improve the long sword, the blade was lengthened (having a longer reach than one's enemy is always preferable). Eventually, the handle had to be extended and two hands became necessary in order to properly swing the sword. The primary function of two-handed swords is cleaving mounted knights and breaking up pike formations.

The blade on the two-handed sword is a long, double-edged blade. The blade point may be sharp or rounded. The hilt has straight or slightly curved quillons. The pommel may be faceted, triangular, or pear shaped, though whatever the shape, it tends to get larger toward the top, as a counterbalancing measure.

As its name implies, this sword is a two-handed weapon and cannot be used in one hand, even if the wielder has high Strength. The weapon and its hilt are balanced for two-handed use. A fighter wielding a two-handed sword cannot use a shield.

An average two-handed sword measures five to six feet in length. It is a favored weapon among foot soldiers.

The astral race known as the Githyanki favor two-handed swords. These weapons tend to be decorated with gems, beads, and precious metals.

*"This is the sort of weapon that makes a statement to all who see the wielder, and the statement is* beware. *The two-handed sword is correctly associated with lots of damage. In fact, wearing such a sword slung across your back may make the impression that the wielder is not so much interested in saving his own neck (since he cannot use a shield*

*and is consequently easier to hit) as he is in relieving an enemy of his head.*

*"This sword is slow and heavy, but then again, it needs to have great mass in order to cause the damage that it does. Warriors who carry a two-handed sword usually don't carry any other large or medium-sized weapon. At best, a dagger is carried as a backup weapon of desperation.*

*"Despite the impressive features of the two-handed sword, a bastard sword is a better weapon. First of all, the bastard sword gives the warrior the choice of using it one- or two-handed, thus enabling him to use a shield.*

*"Furthermore, the bastard sword is faster. The two-hander does a bit more damage than the bastard sword wielded two-handed, but the difference is insignificant. Still, when it comes to hitting those extra large beasties such as dragons, a two-handed sword comes in mighty handy."*

*-- Finnegan Bospur, Paladin*

The two-handed sword was a weapon of 13th century Teutonic origin. It was extensively used by German and Italian foot soldiers from the mid-15th to the late 16th century. In later years, the two-handed sword became largely a ceremonial or processional weapon, usually heavily decorated.

### Trident

A trident is a long pole measuring four to eight feet with a metal, triple-bladed fork on one end. It is not used as a weapon by professional armies, but has seen some limited use from peasant guerrillas. The trident is normally a tool used for fishing, with some limited uses as an agricultural or hunting tool. It is a two-handed weapon.

Several aquatic races, such as locathah, mermen, sahuagin, and tritons, use tridents. They realize the versatility of the trident, since it is effective as both a fishing tool and a weapon.

### War Hammer

Mounted knights cannot effectively use long pole weapons while on horseback, and as a result, many weapons have been fitted with shorter shafts so they may be wielded with just one hand. Maces and flails are two previous examples of this--the war hammer is another.

The horseman's war hammer is the descendent of the Lucerne hammer. It is made entirely of steel, with rondels protecting and strengthening the grip. Rondels are small disks of metal, often shaped into decorative designs. The shaft is about 18 inches long.

Dwarves favor war hammers as a primary weapon. It is guessed that, given the dwarves' skill in using the hammer for non-combative purposes, they naturally developed the skill for using it as a weapon of war. The war hammer personifies the dwarven race: short, tough, and blunt.

Some war hammers are fitted with a spike at the top. This can be used as a thrusting weapon and causes 1d3 points of damage.

*"A war hammer is a good secondary melee weapon. It causes a little more damage*

*than a dagger and can be thrown just as far. The weapon is terrific against skeletons, better than edged weapons. In a pinch, the war hammer can also be a tool for things like hammering in spikes. A lot of clerics who can't use edged weapons have found the hammer an acceptable alternative."*
*-- Pandar Goldsmith, Dwarven Warrior*

### Whip

The whip or bull whip is a long, heavy, plaited lash usually made of leather or rawhide (untanned hide). The braided leather is thicker toward the handle, narrowing to a slender cord at the end. Some handles are wooden rods attached to the lash, while others are part of the same piece of rawhide. The whip's length varies from 15 to 25 feet. A whip is carried coiled and attached to the user's belt.

Common uses for the whip include leading herd animals and as a tool for punishment.

If a character wishes to knock a weapon out of an opponent's hand, this may be attempted with a whip using a Called Shot with intent to disarm. The attacker gets a -4 penalty on his attack roll. Further details are found in *The Complete Fighter's Handbook* in the Combat chapter.

A character proficient with the whip can entangle an opponent's limbs or weapon. Before rolling the attack die, the user declares whether or not he intends to entangle. If a hit is scored, some sort of entanglement occurs. If wielded by a non-proficient user, the chance to entangle is only 5%. If wielded by someone proficient, there is a 5% chance per level that entanglement occurs (to a maximum of 95%). Percentile dice are rolled to determine the exact effect. The entanglement chances are 50% (01-50 on 1d100) for one limb, 10% (51-60) for two limbs, 20% (61-80) for the weapon arm and the weapon, and 20% (81-00) for the head.

Hobgoblins are known to carry whips, but this is probably more for keeping prisoners and slaves in line than as a combat weapon. Still, a hobgoblin wielding a whip should be presumed to be skilled at it, and able to make the special attacks with it.

*"The whip is another example of something designed for one purpose that gets used for another, much like a pitchfork, pruning hook, or harpoon. As a weapon, the whip is unimpressive if you're talking about raw damage. The whip is great for Called Shots and such, but try using a whip on a troll, and all you'll get is one slightly stung, very mad troll.*

*"The same holds true for armored targets. A whip is designed for hitting bare skin. Any sort of armor, including leather and padded, will help protect the wearer from the whip's sting.*

*"No, if someone is looking for a weapon that causes damage and is a good parrying tool, the whip is not it. If you enjoy fancy maneuvers and bizarre trick shots, then the whip is the right thing. The whip is better suited for the city environment, where there are more humans, demi-humans, and other such races which fear the lash, as opposed to the wilderness, where myriad monsters abound who do not shrink from a little pain.*

*"A whip is a slow weapon. Someone using a whip must have at least 10 feet between himself and the enemy, since a whip will not work too well in close quarters.*

*"A whip is great for a fighter who wants to disarm an opponent, snare a victim, or even wrap the whip around a beam and use it to swing over a chasm."*

*-- Gorin Grimblade, Veteran Warrior*

## TABLE 6: Master Weapons Chart

| Item | Cost | Weight (lbs) | Size | Type | Speed Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Arquebus*** | 500 gp | 10 | M | P | 15 | 1d10 | 1d10 |
| Battle Axe | 5 gp | 7 | M | S | 7 | 1d8 | 1d8 |
| Belaying pin | 2 cp | 2 | S | B | 4 | 1d3 | 1d3 |
| Blowgun | 5 gp | 2 | L | -- | 5 | -- | -- |
| Barbed Dart | 1 sp | ‡ | S | P | -- | 1d3 | 1d2 |
| Needle | 2 cp | ‡ | S | P | -- | 1 | 1 |
| Bolas | 5 sp | 2 | M | B | 8 | 1d3 | 1d2 |
| Bow | -- | -- | -- | -- | -- | -- | -- |
| Composite long bow | 100 gp | 3 | L | -- | 7 | -- | -- |
| Composite short bow | 75 gp | 2 | M | -- | 6 | -- | -- |
| Flight arrow | 3 sp/12 | ‡ | M | P | -- | 1d6 | 1d6 |
| Long bow | 75 gp | 3 | L | -- | 8 | -- | -- |
| Sheaf arrow | 3 sp/6 | ‡ | M | P | -- | 1d8 | 1d8 |
| Stone arrow, flight | 3 cp/12 | 1/10 | M | P | -- | 1d4 | 1d4 |
| Short bow | 30 gp | 2 | M | -- | 7 | -- | -- |
| Caltrop | 2 sp | 2/10 | S | P | n/a | 1 | 1d2 |
| Cestus | 1 gp | 2 | S | S | 2 | 1d4 | 1d3 |
| Chain | 5 sp | 3 | L | B | 5 | 1d4+1 | 1d4 |
| Club | -- | 3 | M | B | 4 | 1d6 | 1d3 |
| Crossbow | -- | -- | -- | -- | -- | -- | -- |
| Hand quarrel | 1 gp | ‡ | S | P | -- | 1d3 | 1d2 |
| Hand crossbow | 300 gp | 3 | S | -- | 5 | -- | -- |
| Heavy quarrel | 2 sp | ‡ | S | P | -- | 1d4+1 | 1d6+1 |
| Heavy crossbow | 50 gp | 14 | M | -- | 10 | -- | -- |
| Light quarrel | 1 sp | ‡ | M | P | -- | 1d4 | 1d4 |
| Light crossbow | 35 gp | 7 | S | -- | 7 | -- | -- |
| Dagger or dirk | 2 gp | 1 | S | P | 2 | 1d4 | 1d3 |
| Bone dagger | 1 sp | 1 | S | P | 2 | 1d2 | 1d2 |
| Parrying dagger | 5 gp | 1 | S | P | 2 | 1d3 | 1d3 |
| Stone dagger | 2 sp | 1 | S | P | 2 | 1d3 | 1d2 |
| Dart | 5 sp | 1/2 | S | P | 2 | 1d3 | 1d2 |
| Flail, Footman's | 15 gp | 15 | M | B | 7 | 1d6+1 | 2d4 |
| Flail, Horseman's | 8 gp | 5 | M | B | 6 | 1d4+1 | 1d4+1 |
| Gaff/Hook | -- | -- | -- | -- | -- | -- | |
| Attached | 2 gp | 2 | S | P | 2 | 1d4 | 1d3 |
| Held | 5 cp | 2 | S | P | 2 | 1d4 | 1d3 |
| Hand/Throwing axe | 1 gp | 5 | M | S | 4 | 1d6 | 1d4 |
| Harpoon | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 20 gp | 6 | L | P | 7 | 1d4+1 | 1d6+1 |
| Two-handed | 20 gp | 6 | L | P | 7 | 2d4 | 2d6 |
| Javelin | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 5 sp | 2 | L | P | 4 | 1d4 | 1d4 |
| Two-handed | 5 sp | 2 | L | P | 4 | 1d6 | 1d6 |
| Javelin, Stone | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 5 cp | 2 | M | P | 4 | 1d4 | 1d4 |
| Two-handed | 5 cp | 2 | M | P | 4 | 1d4+1 | 1d6 |
| Knife | 5 sp | 1/2 | S | P/S | 2 | 1d3 | 1d2 |
| Bone knife | 3 cp | 1/2 | S | P/S | 2 | 1d2 | 1d2 |
| Stone knife | 5 cp | 1/2 | S | P/S | 2 | 1d2 | 1d2 |

| Item | Cost | Weight (lbs) | Size | Speed Type | Factor | Damage S-M | Damage L |
|---|---|---|---|---|---|---|---|
| Lance @ | -- | -- | -- | -- | -- | -- | -- |
| Heavy horse lance | 15 gp | 15 | L | P | 8 | 1d8+1 | 3d6 |
| Jousting lance | 20 gp | 20 | L | P | 10 | 1d3-1 | 1d2-1 |
| Light horse lance | 6 gp | 5 | L | P | 6 | 1d6 | 1d8 |
| Medium horse lance | 10 gp | 10 | L | P | 7 | 1d6+1 | 2d6 |
| Lasso | 5 sp | 3 | L | | -- | 10 | -- |
| Main-Gauche | 3 gp | 2 | S | P/S | 2 | 1d4 | 1d3 |
| Mancatcher ** | 30 gp | 8 | L | -- | 7 | -- | -- |
| Morning star | 10 gp | 12 | M | P/B | 7 | 2d4 | 1d6+1 |
| Net | 5 gp | 10 | M | -- | 10 | -- | -- |
| Polearm | -- | -- | -- | -- | -- | -- | -- |
| Awl pike # | 5 gp | 12 | L | P | 13 | 1d6 | 1d12 |
| Bardiche | 7 gp | 12 | L | S | 9 | 2d4 | 2d6 |
| Bec de corbin | 8 gp | 10 | L | P/B | 9 | 1d8 | 1d6 |
| Bill-guisarme | 7 gp | 15 | L | P/S | 10 | 2d4 | 1d10 |
| Fauchard | 5 gp | 7 | L | P/S | 8 | 1d6 | 1d8 |
| Fauchard-fork | 8 gp | 9 | L | P/S | 8 | 1d8 | 1d10 |
| Glaive * | 6 gp | 8 | L | S | 8 | 1d6 | 1d10 |
| Glaive-guisarme* | 10 gp | 10 | L | P/S | 9 | 2d4 | 2d6 |
| Guisarme | 5 gp | 8 | L | S | 8 | 2d4 | 1d8 |
| Guisarme-voulge | 8 gp | 15 | L | P/S | 10 | 2d4 | 2d4 |
| Halberd | 10 gp | 15 | L | P/S | 9 | 1d10 | 2d6 |
| Hook fauchard | 10 gp | 8 | L | P/S | 9 | 1d4 | 1d4 |
| Lucern hammer # | 7 gp | 15 | L | P/B | 9 | 2d4 | 1d6 |
| Military fork * | 5 gp | 7 | L | P | 7 | 1d8 | 2d4 |
| Partisan # | 10 gp | 8 | L | P | 9 | 1d6 | 1d6+1 |
| Ranseur # | 6 gp | 7 | L | P | 8 | 2d4 | 2d4 |
| Spetum # | 5 gp | 7 | L | P | 8 | 1d6+1 | 2d6 |
| Voulge # | 5 gp | 12 | L | S | 10 | 2d4 | 2d4 |
| Quarterstaff | -- | 4 | L | B | 4 | 1d6 | 1d6 |
| Sap | 1 gp | 1/10 | S | B | 2 | 1d2 | 1d2 |
| Scourge | 1 gp | 2 | S | -- | 5 | 1d4 | 1d2 |
| Sickle | 6 sp | 3 | S | S | 4 | 1d4+1 | 1d4 |
| Sling | 5 cp | ‡ | S | -- | 6 | -- | -- |
| Sling bullet | 1 cp | 1/2 | S | B | -- | 1d4+1 | 1d6+1 |
| Sling stone | -- | 1/2 | S | B | -- | 1d4 | 1d4 |
| Spear | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 8 sp | 5 | M | P | 6 | 1d6 | 1d8 |
| Two-handed | 8 sp | 5 | M | P | 6 | 1d8+1 | 2d6 |
| Spear, long | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 5 gp | 8 | L | P | 8 | 1d8 | 1d8+1 |
| Two-handed # | 5 gp | 8 | L | P | 8 | 2d6 | 3d6 |
| Spear, stone | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 8 cp | 5 | M | P | 6 | 1d4 | 1d6 |
| Two-handed | 8 cp | 5 | M | P | 6 | 1d6 | 2d4 |
| Staff sling | 2 sp | 2 | M | -- | 11 | -- | -- |
| Stinkpot | 1 sp | 2 | S | B | -- | 1d3 | 1d3 |
| Stiletto | 5 sp | 1/2 | S | P | 2 | 1d3 | 1d2 |
| Sword | -- | -- | -- | -- | -- | -- | -- |
| Bastard sword | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 25 gp | 10 | M | S | 6 | 1d8 | 1d12 |
| Two-handed | 25 gp | 10 | M | S | 8 | 2d4 | 2d8 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Broad sword | 10 gp | 4 | M | S | 5 | 2d4 | 1d6+1 |
| Claymore | 25 gp | 10 | M | S | 8 | 2d4 | 2d8 |
| Cutlass | 12 gp | 4 | M | S | 5 | 1d6 | 1d8 |
| Drusus | 50 gp | 3 | M | S | 3 | 1d6+1 | 1d8+1 |
| Falchion | 17 gp | 8 | M | S | 5 | 1d6+1 | 2d4 |
| Khopesh | 10 gp | 7 | M | S | 9 | 2d4 | 1d6 |
| Long sword | 15 gp | 4 | M | S | 5 | 1d8 | 1d12 |
| Rapier | 15 gp | 4 | M | P | 4 | 1d6+1 | 1d8+1 |
| Sabre | 17 gp | 5 | M | S | 4 | 1d6+1 | 1d8+1 |
| Scimitar | 15 gp | 4 | M | S | 5 | 1d8 | 1d8 |
| Short sword | 10 gp | 3 | M | P | 3 | 1d6 | 1d8 |
| Two-handed sword | 50 gp | 15 | L | S | 10 | 1d10 | 3d6 |
| Trident | -- | -- | -- | -- | -- | -- | -- |
| One-handed | 15 gp | 5 | L | P | 7 | 1d6+1 | 3d4 |
| Two-handed | 15 gp | 5 | L | P | 7 | 1d8+1 | 3d4 |
| War hammer | 2 gp | 6 | M | B | 4 | 1d4+1 | 1d4 |
| Whip | 1 sp | 2 | M | -- | 8 | 1d2 | 1 |

* This weapon inflicts double damage against charging creatures of L or greater size.
** This weapon can dismount a rider on a successful hit.
*** This weapon available only if allowed by the DM.
@ This weapon inflicts double damage when used from the back of a charging mount.
# This weapon inflicts double damage when firmly set to receive a charge.
‡ These items weigh little individually. Ten of these weigh one pound.

# Chapter 4

# Adventurer's Equipment

The following section includes information about the general equipment used by adventurers. In addition to armor and weapons, a character also needs equipment to fight the elements and rugged terrain that he will encounter on his journeys.

### Backpacks

Adventurers' backpacks come in a wide variety of shapes, sizes, and materials. The least expensive variety is a simple canvas sack equipped with shoulder straps. These may be purchased or constructed by the adventurer.

A backpack may also be a woven basket with a woven or wooden lid. This is carried on the back by means of shoulder straps. They are durable, but cumbersome due to their rigid form.

The preferred style of backpack is a leather bag equipped with multiple pockets and slung over the shoulders with padded shoulderstraps. Some types of leather may be waterproofed. Such a bag has a leather flap that is secured with one or more buckles. If the bag is loaded properly and secured correctly, the contents will not spill even if the

adventurer is suspended upside down.

Experienced tailors or leatherworkers may be commissioned to construct special backpacks. This may include special pockets to hold commonly used items or a special padded section of pockets to hold valuable breakables such as potions. Cost of such bags is generally double that of the deluxe backpack.

Cost: Sack 4 sp
Basket 5 sp
Deluxe Leather 2 gp

## Block & Tackle

A block and tackle is a set of ropes and pulleys that increases the ability to lift heavy objects. When a rope is passed through the multiple wheels of the blocks, it allows characters of any degree of strength to pull heavy objects (more than their normal strengths would allow).

A block and tackle has limited use and normally can be used only to lift objects vertically. In addition, the block and tackle must be able to be securely suspended above the object and have enough room for the adventurers to work.

A block and tackle may be considered to add a +4 bonus to any one character's Strength, for purposes of lifting, to a maximum of 19. If a number of persons work together, a bonus of +2 is added to the Strength score of each participant.

Block and tackles vary in weight depending on the load they can support. A block and tackle suitable for lifting objects of less than 200 pounds weighs 10 pounds; a set capable of lifting 1,000 pounds weighs 50 pounds; and a set suitable for lifting up to 5,000 pounds weighs 200 pounds.

A block and tackle comes equipped with a series of square wooden blocks with greased internal wheels, straps and harnesses to attach the blocks to a wall, tree limb, or other attachments, and 50 feet of rope appropriate to the set (depending on the weight of the block and tackle, the rope may be light, heavy, or chain).

Cost: 8 gp (light), 15 gp (Medium), 25 gp (Heavy)

## Crampons

Crampons are sold in pairs to be attached to hard boots by several leather straps. Crampons are spiked and gnarled bands of steel that increase the traction of smooth-soled boots. They can be used to scale rocky cliffs or cross icy plains. When worn, crampons increase Climbing ability by +15% or Mountaineering proficiency by +1. Crampons can also be used as a weapon. If a victim is prone, stomping on the victim while wearing a pair of crampons inflicts 1d2 points of damage per 100 pounds of weight of the character. If the victim is in melee, a successful attack roll must be made. Success causes 1 point of damage (only one foot can thrust). If an attack roll indicates a miss, the wearer must make a successful Dexterity check to avoid falling. Using crampons in this way ruins them in a 1d10 rounds of active use.

Cost: 4 gp

## Clawed Gloves and Shoes

Similar to crampons, claws give climbers and mountaineers greater ability to cling to handholds and ledges. Both types are held on with leather straps and add a +5% to Climbing and a +1 to Mountaineering.
Cost: Gloves 3 gp, Shoes 5 gp

### Flint and Steel

More than the name suggests, flint and steel may include a number of items. The equipment is carried in a small leather pouch, often waterproofed, and includes a large piece of flint, several coarse steel bars, tinder, and scraps of charred cloth. With such tools, a character can start a small smoldering flame in 1d6 rounds (longer in windy conditions or if the kindling is wet).

Starting a fire with flint and steel requires practice, but is not difficult. A wad of tinder (frayed cedar bark, thistledown, or dried grass) is placed in a dirt depression. A scrap of charred cloth (a one-inch square is sufficient) is placed on the tinder. The flint is struck against the steel, knocking sparks off the metal. The carbon content of the charred fabric is highly ignitable and lights quickly when touched by a spark. This, in turn, lights the tinder and the fire may gradually be fed with larger bits of wood.
Cost: 5 sp

### Grappling Hook

A grappling hook is used to secure a rope for climbing. A grappling hook is normally made of two, three, or as many as four cast iron bent bars welded or fused together. Deluxe grappling hooks are sometimes available with folding hooks; thus, they can be folded flat for easy carrying. Such a hook costs approximately twice the price of an ordinary hook.

The grappling hook can be thrown easily into a tree, roof ledge, or rocky crevice. In determining whether a grappling hook catches in the target object, a normal attack roll is made vs. AC 10. One round is required to throw the hook; another round is required to retrieve it.

In an emergency, the DM might allow clever adventurers to fashion a makeshift grappling hook from a rope and a wooden slat or metal rod. This may be used as a normal grappling hook.
Cost: 8 sp

### Healer's Bag

This bag may come in any shape or size, but is usually made of leather or heavy canvas. It is used primarily by characters who have the Healing Proficiency. A healer's bag allows such a character a +1 bonus to his chance to successfully heal a victim.

A healer's bag may be purchased new, complete with all supplies, or may be assembled by a healer. A complete bag includes 30 rolled bandages of varying size, 20 feet of rolled gauze, a tiny metal mixing bowl, a ceramic mortar and pestle, and ten jars of various herbs that can be crushed and mixed with water to form a paste to be applied to wounds. The kit also includes three curved needles (often made of gold to prevent rust) and a

spool of white or black silk thread (50 feet) to be used to stitch gaping wounds. Some kits may include several ceramic vials to be filled with clean water.
Cost: 6 gp

### Housebreaker Harness or Spider

This leather halter is essential for any thief. The harness, sometimes referred to as a spider, is an assortment of straps that are hooked around the thighs and over the shoulders. A broad leather strap is secured around the waist. Attached to the belts are small hooks, safety clips, and adjustable clamps. From these various clips, the thief can hang small tools or attach ropes or tether lines. Using this harness can prevent a thief from falling, secure him to a wall, or free his hands to use his picks.

One possible drawback to such a harness is the jangling noise it may make. If a thief spends two rounds securing all clips and removing any unused clips, he operates under his normal chance to move silently. If such precautions are not taken, the thief's chance to move silently is penalized 15%.
Cost: 8 gp

### Lantern

An adventurer's lantern is similar to a common lantern, but is usually made of more rugged material. Adventurer's lanterns rarely have a glass plume or tower. In general, lanterns come in three varieties, as described below.

**Beacon Lantern:** A beacon is more than a simple lantern. The light source weighs as much as 50 pounds and is normally found in a light house or mounted on a ship rather than with a group of adventurers. A beacon provides a focused beam of light reaching 240 feet, with an additional 120 feet of semi-darkness (a total of 360 feet of light). A beacon is fueled by lantern oil which lasts 2 hours per pint.
Cost: 150 gp

**Bullseye Lantern:** A bullseye lantern is an easily portable light source, similar in design to the beacon lantern. It has a metal housing with a panel of glass to keep wind away from the flame. The metal is usually polished on the inside to reflect light outward. A trap door or shutter can be set in place over the glass to block out the light. Even when the shutter is closed, some light still escapes from the lantern. Closing off every crack in the lantern's assembly would quickly extinguish the flame. Such lanterns are often equipped with adjustable vents to regulate airflow. Adventurers must remember that even if the shutter is closed, the lantern will shed enough light to give away their position in a dark dungeon.

This lantern projects light in a funnelled path. A bullseye lantern's light reaches 60 feet, with an additional 20 feet of semi-darkness. A bullseye lantern burns six hours per pint of oil.
Cost: 12 gp

**Hooded Lantern:** A hooded lantern projects light in 360 degrees and is capped overhead

to limit the radiation of heat. This allows it to be carried with a handle located at the top of the lantern.

Hooded lanterns generally have a metal reservoir for the oil and a metal cap. Between the two is a cylinder of thick glass that allows light to escape. Some models have metal spines between panes of glass or a metal assembly with disks of thick glass set in. The latter type is the most durable.

Few hooded lanterns can be covered to restrict light, but the DM may allow such lanterns to restrict light to a few feet.

This lantern projects light 30 feet in all directions and burns six hours per pint of oil supplied.

Cost: 7 gp

### Locks

Locks are available for a variety of purposes. These range from simple padlocks suitable for securing a small chest to elaborate inset door locks for houses and mansions. Simple locks are usually made of iron, steel, or bronze and have a simple mechanism that opens with one key. Elaborate locks may be made of gold, silver, or other precious metals. They may have a hidden keyhole or multiple keys.

Inset locks are usually commissioned to fit a specific door. Padlocks may be available for ready sale from a locksmith or sometimes a blacksmith. Single key locks are most common; double key locks are available from perhaps 20% of locksmiths.

Cost: Good - 100 gp, Poor - 20 gp

### Provisions

Dry provisions generally consist of a few basic foodstuffs. In general, rations include a hard biscuit called hardtack, made of ground wheat and water, and beef or buffalo jerky or dried fish. Dried fruits such as apples, apricots, cherries, and raisins may also be included in dry rations.

Many hard cheeses can survive several days or weeks on the trail. Cheese, however, is not part of standard rations and must be acquired in addition to the standard package.

Rations are not meant as a substitute for meals for any length of time. Foraged herbs, greens, berries, and vegetables are necessary to maintain good health. Without such supplements, various nutritional diseases may set in. The disease most likely to plague adventurers is scurvy. This can be avoided by the inclusion of fruits, especially citrus, and onions.

Both beef jerky and hardtack are relentlessly hard; the biscuits have very little taste. Considerable quantities of water (as much as double a normal ration of water) must be consumed when living on such rations to make such food digestible; lack of water can also result in dehydration.

If a party attempts to live on rations for more than three to four weeks at a time, the DM may rule that 1 point of Constitution is lost due to nutritional deficiency. This may be recovered by eating foods other than rations for one week.

Hardtack, jerky, and the like are generally carried by human adventurers. Other races have their own variations on rations. Elves in particular carry a mixture of nuts, corn,

seeds, dried fruit, and small candies. This is sometimes carried as a loose mix, and is sometimes carried in small patties held together by brown sugar, honey, molasses, or lard. Either variation requires the consumption of extra water as explained above.
Cost: 7-15 gp (per one-week supply)

### Rope

Rope is one of the most important items of equipment to an adventurer. A 50-foot length of rope will be used when climbing surfaces, pulling heavy loads, repelling down sheer cliffs, and traversing deep ravines. There are two basic types of ropes.

**Hemp Rope:** Hemp is a tough, fibrous plant used to make stout rope. A hemp rope is rugged and durable, but very bulky and heavy. The diameter of a hemp rope can range from 1/4-inch to three inches or more (found primarily on ships). A fifty-foot length of hemp rope weighs nearly 20 pounds and is capable of holding more than 500 pounds of weight.
Cost: 1 gp

**Silk Rope:** A silk rope is made of long threads of silk. The threads are braided together with other strands of silk to make thin cords, and these in turn are braided together into a pliable and stiff braid. A silk rope is less encumbering and easier to work with (its smooth texture is not as rough on the hands), but does not have the ability to hold as much weight as a hemp rope. Usually no more than 200 pounds can be held by the line at once. A silk rope weighs about eight pounds for a 50-foot length.
Cost: 10 gp

### Thieves' Picks and Tools

A thieves' toolkit comes in a flat, folding leather case or a rolled suede case and includes dozens of small tools. A set normally contains 20 wires, ranging in gauge from the thickness of string to that of a slender pencil. Each is approximately 12 to 18 inches long. These are used to poke into small holes or push triggers or buttons from a short distance. The toolkit also includes a set of 12 skeleton keys that fit many standard locks. Also in the set are several screwdrivers, a wire clipper, clamps, and pincers ranging in three sizes from minute, small, and average. Bundled with this package may be a small chisel, hacksaw, and hammer.

In some of the more deluxe toolkits, small vials of metal-eating acids may be found, along with magnifying glasses and slender pieces of high-tempered steel that are used as miniature crowbars. A thieves' toolkit will range in weight and size greatly, depending on the initial cost of the package.

Cost: Basic 30 gp
Deluxe 50 gp

### Waterskin/Wineskin

Water and wine skins come in a variety of shapes, sizes, and materials. The most common type is the kidney-shaped goatskin bag with a metal cap on the narrow end.

Other types may be encountered made of sheepskin, bearskin, or other hide. Barbaric races and humanoids (especially orcs, goblins, and hobgoblins) may adorn their waterskins with teeth, horns, or hooves of the animal that gave up its hide for the item.

A waterskin of normal size can hold two quarts of water. Players should remember that a normal human requires two quarts of water per day to maintain good health. More water will be required in hot conditions or in cases of high physical activity. Characters subsiding on dry rations also require more water. An active character may drink a gallon of water a day, and those trekking through deserts and open savannahs may find it necessary to drink as much as two gallons per day.
Cost: 8 sp

### Weaponblack

This oily substance comes in small vials or jars. Such vials could potentially be mistaken for potions (consumption causes 1d10 points of damage).

Weaponblack is used to smear the surfaces of weapons and metal armor to coat them with a pasty, matte black finish, rendering them nearly invisible in darkness. Thieves who coat their blades gain a +5% bonus to their chances to Hide in Shadows. After a typical melee, the weaponblack will be wiped from most of the blade from its heavy use. The weapon must be blackened again if desired. Armor will need its black coating touched up following a melee.

A jar of weaponblack contains enough material to coat one full set of plate armor, two sets of scale mail, or three sets of chain mail. The same size jar can coat a long sword 10-12 times.
Cost: 1 gp

# Chapter 5

# Clothing

### Introduction

Clothing for the fantasy adventurer varies drastically between character classes, among social classes, from one city or province to the next, and from campaign to campaign. The types of apparel presented here are the most commonly worn items of the medieval period.

Many variations exist in each article of clothing. Fabrics, fasteners, embellishments, and the quality of craftsmanship can all create wide variations in style, comfort, and durability. For example, a doublet might be made of silk, linen, or woolen cloth, depending upon the skill or location of the tailor. This must be taken into account when using the prices presented here. The price ranges are intended to be guidelines only. Prices should be adjusted to suit the occasion within the adventure, taking into account

the available materials and workmanship and the needs of the character.

## General Styles and Trends

### Peasant Clothing

The peasant or poor beginning adventurer generally has few resources and wears whatever is available and functional. Such individuals rarely bother with fashion. Keeping warm is usually the first priority. Therefore, peasants tend to wear as many layers as possible.

The most typical, basic, and fundamental peasant garment is the chemise, which is a loose shirt that covers the body from the neck to the thigh or mid-calf. A chemise may have long or short sleeves or may be sleeveless.

The next layers of clothing add two garments to the basic costume, a cote and surcote. These two articles of clothing are worn over the chemise, with the surcote over the cote. These items may vary in the extreme, ranging from a style resembling a knee-length tunic to variations on a simple or hooded cloak.

### Academical Dress

Early universities are often associated with the church, so many of the educated people, especially teachers, are of a Holy Order. Therefore, priestly and academic dress are practically identical.

The earliest medieval Ecclesiastical dress is the same as the everyday clothing of the average person. This consists of many loose, long tunics (down to the ankles), a hood with shoulder cape, hose, and shoes. A round hat with a tab or nub on the top may also be worn.

While secular styles change, the dress of priests and academics tends to remain the same. This stagnant style has the effect of distinguishing the academic community from other members of the equivalent class level. Many priests wear similar types of clothing and can therefore be immediately identified as either an educated person or a member of a priestly society.

### Sumptuary Laws

The Sumptuary Laws, historically passed from 1300 to 1700 A.D., were designed to restrict the import of foreign goods, and, more importantly, to maintain a social class structure by permitting only members of a certain class level and position to wear specific garments, fabrics and styles. For example, at one time, the most important indication of one's status within the upper class was the type of fur that lined the edges of garments. Furs permitted only to the aristocracy included marten, vair, and ermine. In descending social importance order, other furs were otter, fox, beaver, lamb, goat, and wolf. Any commoner wearing restricted materials was subject to harsh punishment.

Another example of a Sumptuary Law is the reservation of the color purple for persons of royalty. Specific purple dyes are made available only to the tailors of the aristocracy.

At the DM's option, sumptuary laws might be created for certain cities, provinces, or countries. Therefore, specific materials may be hard for the adventurer to find for sale in the open market. Such laws will undoubtedly add flavor and color to role-playing and may provide the basis for unusual adventures.

Adventurers traveling from one kingdom to another could easily and unknowingly offend the local aristocracy by wearing a forbidden color or material. Common punishments include a specified term of hard labor, a whipping, or imprisonment. The severity of the punishment varies widely, depending on the kingdom and other factors.

## Materials Used in Medieval Clothing

### Brocaded Material
A rich fabric, often silk, woven with raised designs, usually with gold or silver thread. Highly sought by the upper classes.

### Brocatelle
An imitation of brocaded material executed with a combination of colored yarns. This material is used by members of the lower class to emulate genuine brocaded material.

### Camlet, camelot
This refers to a fabric that is rumored to be composed, in part, from an exotic animal's coat, namely camel hair. It actually refers to an elegant fabric that is a mixture of silk or velvet and some camel hair. Used only by the upper classes.

### Fur
Fur is the dressed pelt of various animals, used in the making of garments. It is used as the predominant material of some garments, while used only as trimming and decoration in others.

Many outer garments that are designed specifically for warmth are made of fur, and may line the inside or the outside of such a garment. Peasant cloaks and other fur-lined garments are usually composed of sheepskin, wolfskin, or other smaller mammals. Other furs used primarily by the lower classes include rabbit and common squirrel. The poorer people tend to stitch pieces of smaller animal furs together to provide protection from the cold.

Some furs are restricted and are allowed to be worn only by the upper class. Furs reserved for the aristocracy included sable, ermine, and vair. Especially prized by royalty is the darker skinned sable and black-tipped white ermine. A vair is a highly sought species of squirrel.

An adventurer could make a good deal of money selling furs if a good furrier and a willing buyer of the furs were discovered. Such entrepreneurs should remember that some furs are not only restricted for wearing, but merely owning the animal's hide may be illegal.

### Leather
Leather may be created from the hide or skin of any animal, bird, or reptile. The skin is tanned or treated to preserve it. Leather is used in the creation of many objects of clothing and armor. The major advantage of leather is that it provides adequate protection while remaining flexible and supple, for quiet and complex maneuvering.

## Articles of Clothing

### Apron
Aprons are worn for a variety of reasons. The most common uses are to protect clothing and the wearer of the apron. This can range from a simple cloth apron worn while preparing a meal to the wearing of a leather apron by a blacksmith. Such aprons are made of thick leather and are intended to protect the wearer from flying sparks and chips of metal.
Cost: Cloth 5-8 sp, Leather 8-12 gp

### Bag, Pouch, Almoner, Gipser
These pouches are made from a variety of fabrics including leather, silk, wool, or linen and come in a variety of sizes. A special type of pouch is called the almoner. It is worn by members of the upper class and is used especially for holding money to be given as alms, hence the name.

All such items are usually attached at the belt or girdle. The pouch might be in plain sight, or, often in populated areas, it might be belted to the undertunic so the wandering eyes of thieves wouldn't see it.
Cost: 4-8 cp

### Baladrana
This is a full, wide cloak with a hood used by travelers to protect against the rain.
Cost: 6-9 sp

### Baldric, Bandoleer
Usually made of leather (or silk for those who can afford it), this article of clothing is slung around the body from one shoulder to the opposite hip and is used to carry a dagger, pouch, bugle, or sword. Some baldrics are decorated with bells or tassels along the bottom edge. Baldrics are used both for decoration by the lords and ladies of the aristocracy, and for practical purposes by adventurers and government officials. Women of the upper class may wear silk baldrics with gold bells for ornamentation.

Decorative baldrics always have tassels, bells, or other adornments and are made of fashionable materials such as silk or brocade. Functional baldrics, in contrast, are composed only of leather and a buckle, for ease of use and practicality.
Cost: Ornamental 25-50 gp, Leather 7-10 gp

### Band
Bands are variations of collars that include the ruff that is favored by royalty. Some bands simply fold over the outer shirt and are called a falling band, while others are designed to stand up, and are appropriately called a standing band. The ruff is reserved for formal occasions, while a falling band might be used for daily wear by an official. Most peasants and adventurers believe the wearing of these bands to be snobbish and a blatant attempt to emulate the aristocracy.
Cost: 1-4 sp

### Boots
Boots are an important part of the wardrobe for traveling and outdoor work and

adventuring. They are vital for protection against cold and wet conditions as well as hot and rocky terrains. Many peasants need to wear boots indoors as well, as their living conditions preclude much comfort or heat.

Boots may be found in many stages of design. One of the most popular is the pointed toe variety. The extended toe is especially popular among performers and jugglers, although thieves would do well to avoid them. The pointed toe tends to get in the way while climbing and running.

Another common and functional boot is the leather, mid-calf boot with roll-tops, laced up the side. A variation on the mid-calfboot is the knee-high boots, worn by peasants and called cockers.

Elegant designs reign at court. Such boots might be made of soft leather and even silk, embroidered or inlaid with gems. These are more for show than any practical purpose. See Shoes for more information about footwear.
Cost: 2-8 gp

### Boot Hose

These hose are cloth stockings worn inside the boot to protect the silk stocking underneath. They are not visible outside the boot and are generally used only by the upper class.
Cost: 1-5 cp

### Braies

Braies are shapeless trousers held up by a drawstring at the waist, worn by men. They are usually kneelength or longer, with the bottoms either being tucked into stockings or bound with leg wrappings. Braies form the basic daily legwear for the commoner.
Cost: 6-10 sp

### Breeches

This outergarment is worn by males. Breeches cover the hips and legs down to the knees. This garment has many different styles, from full, puffed designs made from expensive material to tights made with common cloth, similar to the braie.
Cost: 2-5 gp

### Buckle

A seemingly inconspicuous piece of a person's clothing, buckles actually hold great significance. The buckle is one of the items that denotes wealth and status within society. Materials used to create buckles include silver, gold, iron, steel, copper, and even ceramic. Along with the basic form of the buckle, these items might be engraved, inset with jewels, or otherwise adorned.
Cost: Common 1-4 gp, Ornamental 10-20 gp

### Cannons

Cannons are tube-like breeches that fit snugly over a man's thighs, down to his knees. This article of clothing is usually embroidered in colored silk, gold, or silver thread. Cannons are worn chiefly by the upper classes.

Cost: 8-12 gp

### Caps
Many types of caps exist, but the most useful type for adventurers is a fur cap necessary in cold climates. High quality versions of this cap may have ear-coverings attached. Generally, caps fit closely on the head and are usually brimless.
Cost: 1-4 sp

### Cassock
A cassock is a long coat or cloak worn outdoors. It is used chiefly by soldiers and hunters. It is worn unbelted, and buttons down the front. This garment is used, especially by hunters, for extra warmth while out in the cold. The soldier's version also serves as an identifying uniform.
Cost: 6-10 gp

### Caul
These are netted caps worn by women, made of silk and wool with various designs. For practicality, a caul is used by women to keep long hair out of the way. For decoration, a more elaborate caul is used during formal functions and gatherings.
Cost: 3-7 gp

### Chainse, Chemise
This is a white linen undertunic worn under the bilaud, the overtunic. The sleeves of the chainse are fitted at the wrists and are visible beneath the overtunic. The neckline is a simple roundcut with a short slit. This is the most common garment for the peasant. Men of higher classes wear other outer coverings over the chemise.
Cost: 1-6 gp

### Cloak, Mantle
The cloak can be made in every possible shape with just about every type of fabric. The most common forms are a circular piece of fabric with a hole in the center for the head, and fabric draped from neck, connected by a chain, brooch, cord, or pins.

A common double use of the cloak is as a blanket in the wilderness. Outdoor cloaks are large and made of durable, thick fabric to keep the adventurer warm during those cold nights under the stars.
Cost: 2-8 sp

### Coif
Coifs are white linen caps worn by both sexes. They fit closely on the head and are tied under the chin. The coif is used as a sleeping cap and as an underlayer beneath another hat.
Cost: 1-6 gp

### Doublet
This is a shirt, usually fastened up the front with buttons, and sometimes having a short, skirt-like section or peplum. There are many style variations of doublets.

Cost: 1-6 sp

### Drawers
Drawers are an undergarment for the body and legs, usually made of white linen. Drawers are worn under other trousers to provide additional warmth.
Cost: 4-8 sp

### Ferronniere
This item of jewelry is a thin chain worn around the forehead with a small jewel set in the center. The ferroniere is worn exclusively by ladies of the upper class. The wearing of a ferronniere is considered to be an elegant touch within the aristocracy. An adventurer hoping to impress someone of high station might benefit from wearing a tasteful ferronniere.
Cost: 50-100 gp

### Fitchet
Not an item of clothing but a feature on a garment, a fitchet is a vertical opening at the hip of a gown or surcoat, used to reach the belt and pouch concealed within. This is convenient for hiding valuables in a pouch under many layer of outer garments, making it difficult for a thief to filch the bag.

### Gamash
These long leggings are worn outside other leg garments to protect the wearer from cold and wet weather. They are made of cloth and are buttoned down the outside of the leg.
Cost: 3-8 sp

### Garnache
This outer garment covers the wearer from the neck down to the ankles. It has wide, elbow-length sleeves cut as part of the garment, like a cape. This allows the wearer to hide bulky items, such as weapons or pouches, under the garnache without attracting attention.

Thieves and fighters especially favor this garment for its excellent ability to conceal objects and allow the wearer full, unhindered movement.
Cost: 5-10 sp

### Girdle
The girdle, in its usage as it applies to the medieval period, is a belt for the hips or waist. It is worn by both men and women. The girdle is made of metal, leather, cord, or fabric and often has one or two ends hanging loosely. Objects may be hung from the girdle to add embellishment to the overall outfit.
Cost: 1-6 gp

### Gloves
Gloves come in many different types and styles. The most common type is a leather glove worn to protect the wearer from cold weather and from injury. A heavier leather gauntleted glove is used for falconry and hawking, to provide a perch for the bird and to

protect the falconer.

Another functional glove is one designed for archery. Designed to be worn with a normal pair of gloves, the archery glove has two or three reinforced leather fingerstalls which are buttoned across the wrist to provide protection when firing arrows.

Decorative gloves are also worn by men of the noble class. These gloves are made of soft leather, suede, or kid and are adorned with embroidery, jewels, and fringes.

In general, gloves are worn mainly by the upper class. Peasants make do with either cloth mittens or by wrapping their hands in the extra long sleeves of their shirts.

Many customs have been built around gloves. Knights wear them as favors in their helmets during tournaments. They may be used as pledges and can be tossed down as a challenge.

Cost: Leather 1-3 gp, Archer 3-8 gp, Ornate 10-20 gp

### Gorget

The gorget is a collarlike article of clothing for the neck, full and broad in front. This originally referred to a piece of armor that protected the neck, but it also applies to the article of clothing men and women of the upper class wear around the neck.

Cost: 1-3 gp

### Hoods

Hoods are used to keep the head dry and warm in inclement weather. Hoods were originally a simple head covering, but evolved into more elaborate designs such as a hood with a small cape attached. See liripipe for a specific version of a popular hood.

Cost: 1-6 sp

### Hose

Hose are a common covering for the legs. The original design was as roughly-fitting trousers; they evolved into a tighter-fitting garment. The material used to make hose can range from homespun cloth for peasants to velvet and silk for the wealthy. This article of clothing is worn instead of drawers. The main difference is that hose have a tighter fit than drawers. Both garments serve the same function, keeping the wearer's legs warm.

Cost: 1-3 sp

### Liripipe

This is a hood with a long peak that can reach a length of 2 to 6 feet. The length of the peak varies with the fashion of the day. Jokers, jugglers and other performers especially favor the liripipe.

Cost: 5-10 sp

### Pantaloons

These are various forms of loose coverings for the legs, reaching from the waist to the calves. Pantaloons are tight fitting at the waist and calves, emphasizing the owner's stockings and footwear. They are worn primarily by the upper class while indoors, such as in court.

Cost: 1-6 sp

### Ruff
This tight, ruffled collar is worn encircling the entire neck. The ruff is highly admired within the upper class and is used almost exclusively by aristocracy. Although held in disdain by the lower class and most adventurers, the ruff is an excellent piece of clothing for a thief to own, especially one who enjoys disguises. Wearing an authentic ruff in conjunction with other appropriate upper class clothing will almost always guarantee entrance to aristocratic functions with little or no fuss over invitations.
Cost: 8-12 gp

### Shirt
Any undergarment covering the top half of the body may be considered a shirt. This is a basic piece of clothing worn next to the skin.
Cost: 1-3 sp

### Shoes
Peasants and poor adventurers often wear a simple piece of rawhide as footwear, often with the fur still on it. A leather thong is threaded through the top of the piece of leather and tied at the top in order to hold the leather in place.

Wealthier people wear a basic leather shoe, constructed with a pointed toe. The length of the toe varies according to the individual shoemaker. Some shoe points are so long that they must be chained up and fastened at the knee. This type of shoe would be a hindrance to an adventurer, but might be worn in a city.
Cost: Rawhide 1-3 sp, Leather shoe 8-12 sp

### Slop
This term describes many loose fitting articles of clothing such as cloaks, mantles, gowns, or baggy breeches. The term *slop* indicates a particularly cheap, ready-made garment; therefore the low cost.
Cost: 5-8 cp

### Surcoat, Surcote
A surcote is a loose-fitting garment worn over a cote or tunic. There are many styles of surcotes, some with sleeves, hoods, capes, or any combination thereof. The surcoat is used primarily as another layer for warmth and is worn by the middle class.
Cost: 5-10 sp

### Tabard
A tabard is a loose-fitting, rectangular piece of cloth that hangs back and front over the tunic. It was originally used to cover armor from the sun's rays, keeping the wearer cooler, but has developed into clothing adopted by non-armored men and women. A person's symbol, colors, coat of arms, or other identifying marks are commonly placed on this garment.
Cost: 4-8 sp

### Tunic

This body garment is slipped over the head and may be styled with or without sleeves. It may be girded at the waist. This garment can be knee- or ankle-length and is sometimes called a cote.

Cost: 5-10 sp

# Dungeon Master® Option: High-Level Campaigns

by Skip Williams

## Foreword

Utter the words “high-level character” to just about any group of AD&D® game fans and you are certain to get a strong reaction. Veteran players often shake their heads in disgust, but there are a few whose eyes gleam with fond memories. Referees often look pained or confused. Everyone, it seems, has an opinion about high-level play.

If you are a fan of high-level campaigns, there is very little I can say about this book. You have probably already thumbed through the pages, lingering over the choicest bits. Perhaps you’ve studied the rules and tables of legendary monsters in Chapter 2 or considered the possibilities that the new character powers from Chapter 7 can bring to your game. Enjoy!

If your opinion of high-level play is lukewarm or worse, you might be wondering why I wrote this book at all. I’ll share a secret with you. Before I started this book, I wasn’t any too fond of high-level play either. My mind began to change, however, as I began planning the book and talking to people about what it should contain. Although high-level play can be difficult, I learned that there have been plenty of successful high-level campaigns over the years.

Along the way, I began thinking about an old character I once played: Ellis Strongheart. Ellis began life as a 1st-level ranger full of spunk, and he wound up as a the lord of a huge castle. Ellis had a list of powerful enemies as long as your arm and an equally long list of allies, including a time-traveling dragon and a host of servants and retainers. The campaign that gave birth to Ellis is long gone, but Ellis is now firmly ensconced in my own campaign as an NPC. The players in my game are strangely attracted to Ellis (lesser mortals call him Lord Strongheart). Ellis is very much a viable character, with a long history and an enigmatic reputation. To me, Ellis is proof that high-level play can be worthwhile, even if it does get rather wild.

This book’s first chapter, The Seven Maxims, discusses what DMs have to do to make sure their campaigns stand up to the rigors of high-level play. All campaigns require work, but high-level games require a special touch, and it is the lack of that knowledge that causes many high-level games to go astray. If you have tried a high-level game and failed, the material in the first two chapters should help you avoid critical mistakes. The rest of the book provides ideas for keeping a game—and its player characters—fresh. There are rules and suggestions for building adventures and whole new worlds, conducting magical duels, and making magical items. Two chapters are worth special note: Chapter 6, True Dweomers, and Chapter 7, High-Level Characters. Both of these chapters introduce new powers into the game.

True dweomers are essentially 10th-level spells. I included them not just to satisfy power gamers, but to allow high-level spellcasters to create world-shaking magic. When the rules are used properly, the casting of a single true dweomer can keep a group of PCs busy for a long time. Chapter 7 includes some hard-and-fast rules about what characters

can do. In it there is a revised rule for automatic failure of saving throws—something that places a little fear back into high-level character's lives—and a host of new powers. Don't be put off by these new abilities; their purpose is twofold: First, they give players something to look forward to. No longer do high-level characters simply accumulate more hit points once they reach 9th or 10th level. Second, they put truly epic abilities into the hands of player characters. These new powers are not going to allow PCs to lay waste to the countryside, but using one indisputably marks a character as a legendary figure. That's what high-level play is all about.

Skip Williams
April, 1995

Chapter 1:
The Seven Maxims
- Don't Depend on the Dice
- Intelligent Adversaries
  - Consider the Opponent's Intelligence
  - Review the Creature's Weaknesses
  - Review the Creature's Strengths
  - Handling Defeat
  - Minimizing Personal Risks
  - Bad Guys Don't Fight Fair
- Control Magic
  - Use Magical Items
  - Magic is Tempting
  - Remove Unwanted Magical Items
  - Spell Memorization and Acquisition
  - Magic's Limitations
  - Magic Shops
- Be Aware of Demographics
- Think on an Epic Scale
  - Heroes are not Anonymous
  - Heroes Deserve Heroic Tasks
  - Far-reaching Impact
- Plan Ahead
  - Create Villains Who Learn
  - Consequences
  - Fame and Infamy
  - Balancing Act
- Share Responsibility
  - Garner Interest
  - Goals
  - Allies and Enemies
  - Personality

Chapter 2:

Adventures
- Common Mistakes
- Plots
- Types of Encounters
- Linking Adventures
- Planning Combats
- World Hopping
  - Types of Worlds
  - Properties of Worlds
  - Chronological Aspect
  - Magical Aspect
  - Technological Aspect
  - Ecological Aspect
- Quirks
- Monsters
  - Altering Monsters the Easy Way
  - Ability Scores for Monsters
  - Legendary Monsters
  - Powers

Chapter 3:
Spells and Magical Items
- Daily Recovery of Spells
- Additional Comments on Spells and Magical Items
  - Wizard Spells
  - Priest Spells
  - Magical Items

Chapter 4:
Creating Magical Items
- Holy Water
- Creating Magical Items
  - Requirements
  - Creating the Item
  - Enchanting the Item
  - Item Details
  - Recharging Items
  - Success and Failure
- Values for Cursed and Nonstandard Items
- Examples of Magical Item Creation

Chapter 5:
Magical Duels
- Creating the Arena
  - Arena Physics
- Conducting the Duel

Determining Advantage
Spells in the Arena
Spell Movement and Combat
Character Movement and Combat
Special Notes
Magical Items and Preexisting Spells
Specialist Wizards
The Spoils of Victory
The Role of the Mediator
Special Dueling Characteristics
Mental or Debilitating Attacks
Creature-Summoning Spells
Reversible Spells
Teleportation
Individual Spells' Special Abilities
An Example of Magical Dueling

Chapter 6:
True Dweomers
Requirements
Knowledge
Materials
Preparation
Approval
Creating the Spell
Abjuration
Alteration
Conjuration/Summoning
Enchantment/Charm
Divination
Illusion/Phantasm
Evocation/Invocation
Necromancy
Material Components
Special Conditions
Preparing the Spell
Final Difficulty
Casting the Spell
An Example of True Dweomer Creation
True Dweomers in Play
True Dweomers in Magical Duels
True Dweomers and Quest Spells
Known True Dweomers

Chapter 7:
High-Level Characters

Saving Throws
Automatic Saving Throw Failure
Saving Throws by Caster Level
Saving Throw Penalties by Caster Level
Attack Rolls
Skills for High-Level Characters
Warriors
Fighters Beyond 20th Level
Rangers Beyond 20th Level
Paladins Beyond 20th Level
Skills for High-Level Warriors
Wizards
Wizards beyond 20th Level
Skills for High-Level Wizards
Priest
Priests Beyond 20th Level
Skills for High-Level Priests
Rogues
Thieves Beyond 20th Level
Bards Beyond 20th Level
Skills for High-Level Rogues
Demihumans in High-Level Play
Demihuman Advancement
Beyond 30th Level
Divine Ascension

Appendix: Spell Dueling Characteristics

Index

Tables
Table 1: Demographics
Table 2: Chronological Ratings
Table 3: Magical Ratings
Table 4: Technological Ratings
Table 5: Ecological Ratings
Table 6: Monster Strength Scores
Table 7: Monster Dexterity Scores
Table 8: Monster Constitution Scores
Table 9: Monster Intelligence Scores
Table 10: Monster Wisdom Scores
Table 11: Monster Charisma Scores
Table 12: Legendary Monsters
Table 13: Breath Weapons
Table 14: Disease
Table15: Fear Effects

Table16: Crush Attacks
Table 17: Wounding Effects
Table 18: Enhanced Melee Damage
Table 19: Enhanced Movement
Table 20: Gaze Weapons
Table 21: Magic Resistance
Table 22: Regeneration Rates
Table 23: Magical Item Creation
Table 24: Typical Experience Point Values
Table 25: Spell Interactions
Table 26: Spell Movement
Table 27: Character Power Scores
Table 28: True Dweomers
Table 29: Areas of Effect
Table 30: Animated Objects
Table 31: Ranges
Table 32: Durations
Table 33: Preparation and Casting Times
Table 34: Difficulty Adjustments
Table 35: True Dweomer Spell Types for Magical Duels
Table 36: Saving Throws by Caster Level or Hit Dice
Table 37: Device Casting Levels
Table 38: Saving Throw Penalties by Caster Level or Hit Dice
Table 39: THAC0 Limits
Table 40: Skills for High-Level Characters
Table 41: Ability Modifiers to Skills
Table 42: Warrior Advancement Beyond 20th Level
Table 43: Wizard Advancement Beyond 20th Level
Table 44: Wizard Spell Progression
Table 45: Priest Advancement Beyond 20th Level
Table 46: Priest Spell Progression
Table 47: Rogue Advancement Beyond 20th Level
Table 48: Thieving Skill Base Scores
Table 49: Thieving Skill Racial Adjustments
Table 50: Dexterity/Aim Adjustments
Table 51: Thieving Skill Armor Adjustments
Table 52: Bard Spell Progression

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Page 117 shows two miniatures engaged in a spell duel. The miniatures are produced by Ral Partha Enterprises, 5938 Carthage Court, Cincinnati, OH 45212.

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# Chapter 1:

# The Seven Maxims

High-level AD&D® campaigns pose some special problems for the referee. Encounters are more difficult to construct because the DM cannot simply throw monsters at characters whose prowess are equal to those of Hercules, Merlin, and other heroes of myth and legend. Keeping a high-level campaign on-track and exciting can be so difficult that many players and DMs prefer to retire their high-level characters and start over at 1st level rather than continue the campaign.

Retiring powerful characters and starting over is not an unreasonable course of action. Indeed, Chapter Three of the *Dungeon Master® Guide* explains that retirement is inevitable once characters exceed level 20. If you are reading this, however, you've decided to forge ahead and experience what truly powerful AD&D characters can do.

The book you hold in your hands contains rules and campaign suggestions for characters of up to 30th level. For our purposes, any character of level 10 or more is high-level.

It is possible to have a successful high-level campaign, but only if the participants are willing to put forth extra effort to build a game that works. This chapter presents seven basic principles that anyone who runs a high-level campaign should understand:

Don't depend on the dice.
Use adversaries intelligently and inventively.
Control magic.
Be aware of demographics.
Think on an epic scale.
Plan ahead.
Share responsibility with your players.

Following these principles does not guarantee a great game, but all successful high-level AD&D campaigns use them to one degree or another. If you keep these maxims firmly in mind, your campaign can continue to provide you and your players with many hours of enjoyment even after the player characters have achieved fantastic levels of power.

## 1. Don't Depend on the Dice

Every AD&D campaign requires a certain level of tension—a great adventure includes something glorious to gain and something equally important to be lost. It's a good idea to play a light adventure just for laughs from time to time, but the game is at its best when the PCs find themselves poised between grand success and dismal failure.

Early in a campaign, just rolling the dice provides enough uncertainty to keep everyone on the edge of their seats. Fighters hack at their opponents, hoping their attacks hit. Even against lowly goblins, a 1st-level fighter misses with a melee attack about half the time (more than that if the character doesn't enjoy combat bonuses from Strength and weapon specialization). All players wince inwardly—sometimes visibly—when the DM calls for a saving throw; a simple poison has an excellent chance to slay or incapacitate a 1st-level character. Likewise, when each player character has only a handful of hit points, even the initiative roll is crucial because a single blow from a sword often spells death for

a novice adventurer.

In each of the preceding examples, the chance of failure is significant for the PC, and the consequences of not succeeding are grave. As the campaign matures and the PCs become more powerful, however, players learn not to dread the dice so much. Fighters of 4th to 6th level can expect their attacks to hit more often than they miss, and even priests and rogues can expect to hold their own in a short fight. All characters at this level have more staying power than 1st-level characters, and they can afford to take a little abuse when they face dangerous opponents. The DM still can make the players fear for their characters' lives, however, by confronting them with increasingly powerful enemies.

Increasing the foes' strength is a good thing for low- to mid-level campaigns for two reasons. First, it helps maintain the level of tension by making things more difficult for the heroes. Mid-level characters can expect to hit goblins more often than they miss, but they have a harder time dealing with wyverns. Second, it helps maintain the level of reward. The tougher the foe, the more experience you can award. This is important for maintaining a steady rate of advancement because a PC advancing from 1st to 9th level must earn an increasing amount of experience between each level, as even a cursory glance at Figure 1 reveals. Figure 2 shows the increasing rewards for more powerful foes.

The cycle of escalating power begins to break down as the PCs exceed level 9. First, the PCs' THAC0 and saving throw numbers become so low that success is virtually assured, especially when the effects of high ability scores and magical items are factored in. Likewise, PC Armor Classes tend to become so good (again due to magical items and high ability scores) that many monsters can't damage the PCs in combat. Second, the experience required to gain the next level no longer increases geometrically once the PCs reach 9th level—there is a flat increase from level to level instead. Figures 3 and 4 help illustrate the problem.

Combat, once the most dramatic activity in the game, can become a dull routine of hack, inflict damage, and hack again—especially if the DM allows the players to think their characters are invincible. Of course, you can restore the level of tension by presenting the PCs with increasingly powerful foes. However, simply bringing the antagonists to the PCs' level of power is not a good idea—it cheapens the heroes' accomplishments. Tension in the game is a positive element, but many players despair when they realize that their characters are always in some kind of peril. Players often feel their characters are pushing their luck with each new adventure and opt to retire their favorite characters before they are killed. Stiffening the opposition also brings the PCs more experience, which accelerates level advancement, and in turn makes the whole problem even worse.

The key to maintaining tension in the game without inflating the level of power is to create situations where the players must rely on their own memories and reasoning skills. Rather than confronting high-level player characters with huge numbers of powerful foes, try smaller numbers of weaker foes who attack according to a plan. Also, not every encounter has to be a fight. Give your players problems that require them to think rather than roll dice—complex political struggles, mysteries, puzzles, and the like challenge the players directly. To keep the game centered on the characters, present the players with situations that make them search for new ways to use their characters' abilities. See Chapter Two for more suggestions.

Do not try to eliminate dice rolling altogether, however. Everyone likes to trash

something once in awhile, and players expect to be able to do something with their high-level characters' newfound powers. The key is to not allow the PCs to become so dominant that every situation descends into a die-rolling extravaganza where the only fun involved is in determining the number of casualties the party can create in one round.

2. Intelligent Adversaries You can challenge your campaign's high-level player characters without making every monster and villain in your world a killing machine. In a well-run game, what you decide to do with your bad guys is far more important than their raw power. Try to think beyond the simple all-out assault by a mass of expendable foes. High-level characters have little to fear from such attacks, and their players generally expect more originality and ingenuity from their DM. This section contains a few tips for getting the most out of any adversary your PCs face.

## Consider the Opponent's Intelligence

Make sure the opponent acts as smart as it should. Any foe worthy enough to challenge high-level PCs didn't get that way through foolish actions. This does not mean that only foes with genius-level intelligence are suitable in high-level play. Even opponents with low intelligence can learn from experience and are not necessarily foolish. A man-eating tiger, for example, has an Intelligence rating of 2–4, but its experience in stalking people can make it a canny and unpredictable opponent for any group. An opponent doesn't have to be brilliant to challenge high-level characters: It has to avoid obvious mistakes.

Many DMs tend to think of very weak creatures, such as goblins and kobolds, as prone to foolish and unintelligent behavior; this is an error. Kobolds and some goblins have average Intelligence, which make them as smart as a typical human. Humans are pretty inventive creatures. They have survived an ice age and have produced and maintained our incredibly complex and technical culture. Creatures with average intelligence might blunder when making split-second decisions, but they learn from their mistakes and prepare for the worst. For a more complete discussion of how intelligence affects a creature's actions in combat, see Chapter 10 of the *Player's Option™ Combat & Tactics* book.

## Review the Creature's Weaknesses

No matter how intelligent the creature is, any opponent of high-level PCs should be as prepared as possible to face the party. Unintelligent creatures undoubtedly have another force that tells them what to do, and this behind-the-scenes antagonist makes sure that any discernible weaknesses have been minimized. Against high-level PCs, few allies are expendable—the villain must make sure that each ally has a specific purpose.

As DM, it is your responsibility to make sure that the PCs' enemy has adequately prepared for any confrontation. Obvious weaknesses, such as a rakshasa's susceptibility to a blessed crossbow bolt, should should be shielded from the PCs. Perhaps the rakshasa has read a *scroll of protection from magic*, or is protected by a *minor globe of invulnerability* when the PCs attack. Some additional examples follow:

Fire and acid are troll's worst enemies because they prevent the troll from regenerating (see the troll entry in the *Monstrous Manual™*). A troll's regeneration ability also has a

delay; the creature regains no hit points until three rounds after it suffers its first wound.

Trolls that have each consumed a *potion of fire resistance* and covered themselves with *oil of acid resistance* might prove quite a challenge for PCs who are accustomed to chopping up trolls and dousing them with flaming oil.

A cavern filled with pockets of explosive gases would make any fire-based spell hazardous for the PCs.

Player characters might hesitate to attack trolls with fire after a trap douses them with flammable oil.

A troll that spends a few rounds hurling missiles at a party before closing to melee might just suffer an arrow hit that starts its regeneration before it begins suffering really heavy damage from the party's warriors.

Vampires suffer from diverse vulnerabilities that players know all too well: sunlight, garlic, mirrors, holy symbols, turning by priests and paladins, and running water.

Living deep underground and keeping a few items enchanted with *continual darkness* spells effectively eliminates the threat of sunlight.

Smart vampires keep charmed minions on hand to break mirrors, destroy garlic, and snatch away holy symbols.

A well-placed *wall of ice*, *Otiluke's freezing sphere*, or *lower water* spell makes immersing a vampire in running water difficult if not impossible.

Remember that it is running water that harms vampires. Stagnant water doesn't hurt them at all, and a clever vampire might use standing water as a hiding place to ambush overconfident PCs.

A vampire employing a disguise might not be recognized as an undead creature until after it attacks, providing hefty surprise penalties to the PCs. A *nondetection* spell would prevent its discovery by *detect undead* or similar spells.

A vampire living in a particularly unhallowed place might be resistant to turning attempts.

Giant slugs are wildly inaccurate when they first use their acidic spit in an encounter, and they have a terrible Armor Class.

A giant slug might automatically hit with its initial acid attack if the party must approach it through a narrow opening or constricted passage.

The slug's poor Armor Class is irrelevant if the party cannot attack it. Perhaps it lies on the far side of a crevasse or behind a portcullis or other barrier.

In many cases, you also have to find ways to explain why a creature enjoys the advantages it has for the situation you have constructed. Remember that the PCs might want to incorporate some of your ideas into a defensive aid for their own keeps and castles. Keeping the PCs' alignments in mind, your rulings—for or against—should be consistent.

Perhaps a member of the troll's group is a *polymorphed* or *reincarnated* wizard who is making the best of a bad situation by brewing potions for her companions.

The explosive gases are a naturally occurring event in that region. An alchemist could

reproduce the explosive for the PCs, but it would be expensive.

Vampires have the intelligence and longevity to dream up all manner of special defenses and contingency plans. Did someone say *contingency*?

Perhaps the giant slug is another creature's pet or guardian. The portcullis, which the slug might easily batter down, is coated with a thick layer of salt that discourages the monster from pushing against it except in one place that is just large enough to accommodate its head.

## Review the Creature's Strengths

Pay equal attention to the creature's strong points and find ways to maximize them. Intelligently played monsters can wreak havoc on even the most well-prepared group of high-level heroes. Start by identifying their strengths and then formulate plans to take advantage of them. For example:

Trolls boast regeneration, multiple attacks, and respectable Strength scores.

A group of trolls might attack in waves so that damaged individuals can retreat and regenerate lost hit points while the fresh troops press the fight.

A troll attacks three times each round; a *haste* spell increases this to six.

A troll's great strength allows it to employ a variety of indirect attacks, such as rolling boulders onto opponents from atop a cliff.

Trolls armed with magical weapons, such as two-handed swords, could successfully attack characters with low Armor Classes and do considerable damage in the process (their damage bonus when using weapons is +8).

Everybody knows that vampires drain life energy, but they have a vast repertoire of powers including high mobility, various spell and weapon immunities, high Strength scores, formidable charm ability, and can conceal themselves by posing as normal humans or demihumans.

A vampire is at its best when it can attack a lone, high-level PC. One-on-one confrontations give the vampire a chance to use its charm gaze and attempt melee without fear of an overwhelming spell assault or clerical turning attempt.

A vampire can only be hit by magical weapons, so protecting itself with spells like *invulnerability to magical weapons* or *antimagic shell* allow the vampire to wear down high-level warriors without fear of the PCs' blades slicing through it.

In a high-level campaign, mobility is the vampire's greatest power. (*Scarabs of protection* and spells such as *negative plane protection* and *restoration* make level-draining undead considerably less formidable than they are in campaigns where the PCs have fewer resources.)

*Gaseous form* allows the vampire to move through barriers that are impassable to the PCs. A few pinholes in a wall, floor, or ceiling that has been reinforced with metal bars (to defeat *passwall* spells) allows a vampire to come and go as it pleases.

Time is also a vampire's ally, especially if it is deep underground where it doesn't have to worry about natural sunlight. If forced to retreat, a vampire can spend some time

regenerating, then return—at full hit points—to harry its enemies from a new angle.

The vampire might pose as a resident from a nearby village who is here to slay the vampire. Players are not likely to recognize a vampire for what it is if the monster is running round with a wooden stake and mallet in hand.

Giant slugs have endless supplies of acidic spittle, immunity to blunt weapons, and boneless bodies that can fit through small openings.

Repeated acid attacks can wear down even the strongest characters, and the acid has a chance (however small) to destroy magical items and make high-level PCs a little less formidable.

*Stoneskin* can protect the slug from weapon attacks for a brief time, giving it more time to wear down the PCs. A *spell engine* could be setup nearby to absorb spells, or a *chain contingency* could be in place on the slug to activate spells like *fire shield* (cold version), *lightning bolt*, and other unexpected surprises.

A giant slug's ability to squeeze into small places allows it to lie in wait for the PCs in a place that appears empty at first glance.

Minimizing weaknesses and maximizing strengths allows you to challenge the PCs and maintain tension without power inflation; foes become slightly harder to kill and a little more challenging in a fight.

There are other advantages as well. Players with high-level characters often are veteran players who are very familiar with most AD&D game monsters. Their encyclopedic knowledge allows them to strike immediately at a monster's weak point, easily defeating the creature. If you take pains to minimize monsters' weaknesses and exploit their strengths, you encourage your players to think creatively by providing a new challenge (thinking of a way to exploit the shielded weakness or avoid the amplified strength). You also restore some freshness to your campaign, because the players quickly learn that all monsters are not exactly alike. Since the players are no longer certain how much danger they face, they learn to respect the offensive capabilities of any creature they meet, which encourages them to consider alternatives to fighting.

## Handling Defeat

The easiest way to decide what a creature does in the face of impending defeat is to check its morale rating and roll the dice to see if it runs away. Don't handle every foe this way. Player characters don't have to check morale, and neither should important nonplayer characters, monsters, or other foes. Rank-and-file troops, however, are part of an encounter's setting and should follow the morale rules. Very few leaders are so charismatic that *all* their followers march to their deaths *all* of the time. Likewise, the PCs' own allies and henchmen might quit the field at times when the heroes find it inconvenient for them to retreat.

In many campaigns, the DM follows the forgoing advice at least in part; monsters and villains usually slug it out with the PCs until the bitter end. Fighting to the death isn't such a bad idea, because most PCs can obliterate fleeing opponents before they have a chance to get away. If death is inevitable, one might as well do as much damage to the enemy as possible before dying.

Defeat need not always mean death or retreat, even in a pitched battle. Real battles, for example, have much lower kill rates than fantasy battles. Picket's infamous charge during the Battle of Gettysburg killed 50% of the attackers; that means half the people who participated in the attack survived. There are basically four options open to an opponent who is staring defeat in the face:

**Surrender:** The creature simply gives up—or appears to give up.

**Flee:** A retreat from battle need not be a mindless rout. The opponent might choose to withdraw and fight again under better circumstances. In any case, leaving a battle and surviving the attempt is a fine art (see below).

**Reversal:** If the opponent's first plan of action isn't leading to victory, it might try another approach. Since defeat is looming ever-closer, this tactic is usually the most daring.

**Fight:** The creature simply continues the fight and hopes for the best.

## Motivations

Exactly which option an opponent takes should depend on the creature's motivations, knowledge of the enemy, and resources. Start by thinking about why the opponent is attacking in the first place.

**Coercion:** Opponents who attack because a stronger creature has forced them into it might very well fight to the death. For these creatures, fleeing the battle might be worse than dying at the hands of the PCs. Creatures that have been forced to attack usually don't have the resources or creativity to regain the upper hand through some bold action when things begin to go bad—they stick with the original strategy against the PCs unless told otherwise.

If the PCs have a reputation for showing mercy, foes who are too fearful of their masters to run away might surrender instead. If the PCs have a reputation for killing every opponent who crosses swords with them, however, no foe is likely to surrender under any circumstances.

**Magical Motivations:** Opponents who attack because they have been magically charmed or are under some other kind of externally imposed compulsion to attack might literally be unable to preserve themselves through flight or surrender. Likewise, their clouded mental state often prevents them from winning a victory through some inspired action.

**The Home Front:** Opponents who are defending their homes or a fortification usually do not quit the field altogether. Instead, they most often try to fall back so they can attack again. If unable to retreat, the opponent might surrender in hopes of delaying the attacker (prisoners can be such an encumbrance) or for the chance to break free and attack again at an opportune moment.

**Looting:** Opponents seeking loot or who attack during an unplanned encounter flee at the

first hint of difficulty. Brigands and cutthroats who commit crimes when the opportunities present themselves fall into this category.

**Pride:** Opponents who have attacked out of sheer bravado, spite, or aggressiveness usually do not flee from a battle except as part of a calculated plan of hit-and-run attacks. When faced with utter defeat, this type of opponent tries something dramatic, such as a retributive strike with a *staff of power*, rather than surrender or flee.

## Leaving the Field

An effective retreat, like an effective attack, requires some advance planning and a grasp of the current situation. To flee an encounter successfully, a creature has to accomplish three things: outrun the PCs, survive or foil the PCs' ranged attacks, and elude any long-term pursuit the PCs might attempt.

Of course, what looks like flight can easily be a rush to higher ground or the beginning of a series of hit-and-run attacks against the party.

**Running Away:** Outrunning the PCs is best accomplished by moving faster than the heroes. Failing that, the fleeing creature should go somewhere that the PCs cannot follow. For example, a horde of kobolds has no chance to outdistance a company of mounted knights on a road or in clear terrain, but they probably could get away if they fled down a steep, wooded slope where horses could not follow. It is always best to have an escape route in mind before a battle starts, and most intelligent combatants (except, perhaps, PCs) do so.

The surest way to flee a battle is through spells such as *teleport, dimension door, word of recall, phase door, plane shift*, and items with similar effects, such as *cubic gates* and *amulets of the planes*. These spells and devices work quickly and whisk the users far away, leaving no real clues as to their whereabouts.

If the opponent is too slow to get away and doesn't have a magical means to escape quickly, the best bet is to misdirect or divert the PCs. There are many ways to create successful diversions. Powerful magical illusions, such as a *programmed illusion* triggered by a command word, or *invisibility* tend to work the best. Reinforcements are great for shifting an attacker's attention away from an all-but defeated opponent. If neither of these are available, an opponent can try something desperate, such as throwing dust or red-hot embers in the PCs' eyes. Spells such as *wall of fog, fog cloud, mount*, or *rope trick* are ideal for a personal escape.

If the PCs cannot be distracted, the next best thing is to do something that slows them down. A few caltrops, a raging brush fire, or some tripwires can discourage direct pursuit, as can spells such as *web* or *entangle*.

**Foiling Ranged Attacks:** Opponents who have put some distance between themselves and the PCs are still not entirely out of danger. Many characters can deal out impressive amounts of damage from considerable distances with missile fire or spells.

The best way to deal with distance attacks is to get out of range as quickly as possible. Sometimes the method of escape takes care of the problem—teleportation outdistances just about anything instantaneously.

If the opponent cannot get out of range quickly, the next best thing to do is take cover

or hide. Even a little bit of concealment from a hedgerow or orchard can make missile attacks harder to use. Simply hiding makes some highly useful spells impossible to use because these attacks must be directed at something the caster can see (see *PHB*, Chapter 7). An opponent who shuffles his feet to create a cloud of dust or employs spells such as *wind wall* or *obscurement* can live to fight another day. An *antimagic shell* makes a great mobile shield against spell attacks. The spell's big disadvantage is that it neutralizes the caster's own magic, but that's usually not a problem when the user is running away. Magical items such as *cubes of force* are very useful for defeating ranged attacks.

Sometimes it is useful to delay flight for a few rounds and cripple the PCs' ability to use ranged attacks. A *warp wood* spell on a warrior's bow or a called shot that breaks a ranged weapon can save a lot of future trouble. Wizards and priests might have a little difficulty concentrating on spells if their opponents have splashed them with acid or flaming oil before they flee.

**Foiling Long-Term Pursuit:** Once a fleeing opponent has broken away from an encounter and gotten out of the PCs' sight, the opponent isn't entirely safe. A determined party can track an opponent back to his lair, striking again while the foe is weak. If the PCs succeed, they also gain whatever treasures the opponent has stored in the lair.

The surest way to discourage long-term pursuit is to leave behind no trail; the PCs can't follow if they don't know where the opponent has gone. Teleportation magic is excellent for this purpose. Flight is the next best mode of escape, as it allows for quick travel over any kind of terrain and leaves behind no tracks. The *pass without trace* spell can be useful for hiding a trail, but it also allows resourceful PCs to track the fugitive magically for a short time (1d6 turns, see the spell description in the *PHB*), which makes it unsuitable for opponents who wish to flee only a short distance.

Opponents who cannot avoid leaving a trail should try to leave a very faint trail. Rocky areas make better escape routes than muddy ones. If the PCs are tracking the fugitive by scent, the opponent can throw them off the trail by crossing a river or leaving behind something to cover the scent, such as pepper or another pungent spice.

Making the PCs think they have lost the trail can be an effective ploy. A *polymorph self* or *alter self* spell can allow a fugitive to take flight, which makes the trail appear to end abruptly. If flying is impractical (as might be the case if the PCs can fly), polymorphing into a new form changes the tracks and might confuse trackers, especially if the change to a new form takes place in a location where tracks are hard to find. For example, a party might have a fairly easy time tracking a fleeing ogre mage. They might be very confused, however, when they follow the trail to a busy road and the only tracks they find on the other side were made by an elf. A delayed use of the *pass without trace* spell also is useful for this purpose. A party of trackers might not think to check the area with a *detect magic* spell when the trail they've been following for an hour suddenly disappears.

A fleeing opponent can confuse pursuers by changing his mode of travel. Keeping a mount hidden near the battlefield allows for an unanticipated burst of speed; it also helps protect the mount from injury or death during the battle. A hidden cache of potions such as *speed*, *flying*, *polymorph self*, *gaseous form*, and *oil of etherealness* can accomplish the same thing.

Terrain can be a fugitive's ally. The earlier suggestion about going where the PCs

can't works in the long term, too. Disappearing into a monster-infested swamp can slow down even the best-equipped PCs. An armored paladin might have great deal of difficulty tracking a fleeing assassin up the side of a mountain.

**The Perils of Withdrawing:** Opponents seeking to withdraw to a better position rather than fleeing altogether face a set of problems different from creatures who wish to simply escape.

The biggest problem is to avoid an overwhelming attack while moving; if the PCs vigorously press the attack, an orderly withdrawal becomes a rout. Speed is also important—it doesn't do any good for an opponent to fall back if the PCs get to where the opponent is going first.

The best way to ensure a safe withdrawal is to restrict the PCs' movement. A large force of opponents might withdraw in smaller groups, leaving behind a team to keep the PCs engaged in melee while the remainder fall back and prepare to support the team's withdrawal. Many other things can hinder an attacker's ability to follow and harass withdrawing opponents: the various wall spells; prepared traps such as covered pits; spells such as *slow, entangle, repulsion, and solid fog*; natural terrain, such as hillsides; and fortifications, such as ditches and walls.

It never hurts to have support waiting when making a withdrawal. A hidden group of archers or spellcasters can do a lot to discourage PCs from following withdrawing troops too closely.

The preceding comments about dealing with the PCs' ranged attacks also apply here. A prearranged escape route or a plan designed to minimize the effects of the PCs' spells and missiles can make a withdrawal much easier to complete.

**Hit-and-Run Tactics:** Opponents who have decided to wear the PCs down through a series of hit-and-run attacks advance and withdraw according to some kind of prearranged plan (though they might concoct the plan at the spur of the moment). Generally, the opponent should hit the PCs hard and be gone before they effectively react. Some useful ideas include:

Hitting the PCs from concealment is an excellent way to cause maximum damage in minimal time. Attacking from two or more directions at once can be especially devastating.

Missile weapons and other ranged attacks, such as spells, work best for this strategy because they allow for a more speedy escape.

Concentrate attacks on the people who are a threat and leave the rest alone. Spellcasters and mounted characters are the prime targets because they can most readily make counterattacks and interfere with the opponents' withdrawal.

## Surrender

Opponents choose surrender as a last resort. A creature that surrenders has made a conscious decision—however hastily—that becoming a prisoner is preferable to risking death by continuing the fight or running away.

It's always helpful to have a bargaining chip. Opponents who have something the PCs might think is valuable, such as information or treasure, have more motivation to surrender than opponents who do not. Most opponents do not give up their bargaining chips easily—they withhold them until they can be sure of reasonable treatment.

There is no reason why an opponent should be a model prisoner. The creature might do whatever it can to hinder the PCs and might try escape or attack if not properly guarded.

### Reversal

Opponents for whom flight or surrender is unthinkable often try to change the situation when defeat looms over them. The opponent does not always try to win the battle with a single act of desperation or luck. A subtle change in tactics or shift in position can lead to victory eventually.

The surest and often the most dramatic way to turn the tide is to exploit an opportunity unique to the current situation. Things that might put an enemy in peril can provide opportunities. Are there bridge supports to cut? Is the encounter occurring in a building full of flammable materials? Is there loose snow or rock overhead that might cause an avalanche?

If the opponents can take advantage of the opportunity without significant risk or consequence, they should do so immediately. Very often, however, opponents initially opt for a normal fight or negotiation to avoid undue danger to themselves.

If the ultimate goal of the battle is to take magical items and other treasures from the PCs, it's unlikely that the opponents take actions that might damage or make those items inaccessible. Spells of destruction (*fireball, meteor swarm,* and *cone of cold*) are replaced with spells that neutralize the PCs (*slow, time stop,* and *chaos*).

Many opponents hold back their most potent weapons, such as magical items or spells, and use them only when all else fails. This might seem to contradict the prior point, but it is usually best to hold something back. An opponent who reveals the full extent of his strength at the beginning of a confrontation puts himself at a disadvantage because the PCs can plan and react accordingly. Also, some powerful weapons (such as a *staff of the magi*'s retributive strike, a *potion of storm giant strength,* or the opponent's only 9th-level spell) can be used only once.

Knowledge can be a potent reserve weapon. Opponents who know the PCs well might try to break off a fight and negotiate. Perhaps the PCs can be bluffed by playing on their fears. Perhaps they can be persuaded to redirect their aggression toward a common foe who is (or appears to be) more dangerous than the their current enemy.

Desperate opponents might attempt risky maneuvers, such as a called shots aimed at crippling or disarming the enemy's lead warrior, charging through the front rank to attack spellcasters in the rear, or just plain bluffing. These tactics tend to be dangerous for the person who attempts them, but they have spectacular results when they work.

## Minimizing Personal Risks

Tangling with PCs of any level is hazardous to a creature's health. Player characters tend to win fights; after all, they are the heroes of the story.

Smart opponents recognize the danger that adventurers represent and take steps to

protect themselves. Minimizing risks is different from dealing with defeat—it involves limiting the consequences of defeat and reducing the chance to get hurt during a victory or a draw.

This approach is not only reasonable from the opponent's point of view, it also means the PCs have to work a bit before they can root out the campaign's true villains. This also keeps them from becoming overconfident since they know that the truly formidable opponents still await them. Making sure the campaign's most powerful foes don't take unnecessary risks has another benefit for the campaign. As the demographics section explains, powerful creatures are rare. The DM has to be careful lest the PCs kill off everything that has a hope of challenging them.

The best way to minimize personal risk is not to go anywhere or do anything dangerous. The opponent might use his powers to learn all he can about the PCs and then send henchmen or mercenaries to do the dirty work. The heroes can't slay a villain they have not met unless they, too, employ indirect attacks.

Opponents who take an active hand in attacks on the PCs have a better chance to survive unhurt if they can manage to be somewhere other than where the PCs think they are. Spells such as *project image* are great for this ploy. A *magic jar* spell is riskier, but apt to confuse PCs who expect to meet a wizard and instead find a warrior or other character. If an opponent leaves the magic jar in the hands of a servant who hides nearby, his escape is almost assured if things go wrong—especially if the servant is equipped with teleportation magic. The opponent also might pose as a bystander or rank-and-file foot soldier, relaying commands to a subordinate telepathically. If the PCs triumph, they might unwittingly make their rival a prisoner and never know that they are harboring a deadly enemy.

A safe and often effective strategy is to strike where the enemy is vulnerable, but not on hand to defend. The opponent might raid a PC's castle when the party is out adventuring. The opponent also might attack the PCs' friends, family, and business associates. A clever opponent might plan his attacks so carefully that the PCs don't even suspect that they are his true targets.

## Bad Guys Don't Fight Fair

Two of the things that make bad guys truly evil is their desire to win at all costs and their determination to make someone else pay those costs. There is no trick too low, dirty, or mean for a truly dishonorable villain.

Many times, the villain makes sure that there are innocent bystanders milling around before a battle starts. Not only does this prevent the PCs from using their powerful area of effect spells against the villain's henchmen, it also confuses the PCs' ability to determine their true enemies. Of course, the villain cares little for the innocents in his midst; they only serve as a shield against the PCs. Meeting the heroes in an empty dungeon chamber or in a deserted street for the equivalent of a fantasy gunfight allows the high-level party to bring all of their guns to bear, spelling almost certain defeat for the villain.

### Diversions

The opponent might create a diversion that forces the PCs to abandon the fight. For

example, if a battle is taking place in a town, the opponent might set a fire. The PCs must choose between pressing the attack or saving the town. They are likely to become very unpopular if they choose the former. They might even be accused of setting the blaze.
Innocent Bystanders

Particularly villainous opponents have no compunctions against using missile weapons and area of effect spells against PCs when they are surrounded by innocent bystanders. A panicking crowd might very well hinder the PCs by blocking vision, disrupting spellcasting, and restricting movement.

Villains might even set up a passerby so the heroes—in the heat of battle—mistake an innocent person as part of the villain's band. Even low-level illusions are quite effective at misleading a party in the midst of a battle, and it's unlikely that the PCs take time to verify each and every target of their attacks. Once the battle is over, the townspeople might accuse the PCs of murder, since all of the other bystanders saw the PCs attack without provocation.

### Sentimental Targets

The opponent might attack a target that has sentimental value but little strategic or tactical value, such as a family home. The attack might not do a great deal of harm, but it can goad the PCs into making decisions based on emotion instead of careful thought. For example, the PCs might expend a great deal of time and resources guarding their family homes while bandits stalk the countryside.

### Contingency Plans

Intelligent opponents, and especially major villains, don't meet the PCs in a fair fight. Villains always have escape routes and they use them when needed. Most villains do not risk even the chance of meeting the heroes in combat unless they have an advantage the PCs don't know about.

## 3. Control Magic

Magic in an AD&D campaign is a splendid thing. It opens new possibilities for play and, more importantly, it provides a sense of wonderment for the players. Piles of gold and gems might make players' eyes sparkle, but magic is different because it gives PCs the power to do wondrous things. Magic puts a little bit of fantasy into the players' hands.

Too much magic, however, ruins play at any level. Excessive magic destroys game balance by giving the heroes too much power too quickly; the PCs cease to be heroic personas struggling in a hostile world and become high-powered exterminators who magically fumigate castles and dungeons, cleaning out the monsters and treasure before moving on to their next clean-up job.

Overabundant pluses also exacerbate the breakdown of game mechanics at high levels. Look at figures 3 and 4 again. Every plus a character gains (whether from magic, high ability scores, or special abilities) shortens each bar by one unit. The shorter the bar, the less risk of failure and the lower the level of tension in any particular encounter. Less tension means that every game situation is more commonplace and less satisfying to complete.

When magic is common, it loses its ability to evoke a sense of wonder in the players. If magic is fairly rare, even a minor item such as a potion can be a momentous find.

Players tend to appreciate whatever their characters can get when magical items are hard to find, and even the short-term boost a potion grants to a PC is significant. In contrast, even a holy sword is no big deal if every PC in the game already has two or three magical weapons. The more magic the PCs have, the less likely they are to be impressed with any single item. In the latter example, the PCs are undoubtedly much more powerful than the magic-starved characters in the former campaign, but magic in the former campaign actually has a greater impact on play.

Magical armor has perhaps the greatest impact on play. Every paladin on the block would love to have his suit of *full plate +5* and a *shield +5*, but this presents some serious problems for encounter design. Not only do you have to create an encounter that builds on strengths and minimizes weaknesses, but now you must also provide opponents capable of striking a –10 Armor Class. Once characters get below an Armor Class of –4, a great deal of the tension dissipates. The heroes are virtually immune to most physical attacks. Proficient use of rust monsters and other armor-eating beasties are highly encouraged.

*Bracers of defense* and even mid-level *rings of protection* create the same problems as a suit of *full plate +5*. *Bracers of defense AC 2* grant an effective Armor Class bonus of +8 and should be more rare than even magical plate—*bracers of defense AC 0* should be viewed as gifts from the gods! When introducing protective magical items, remember that a little bartering or loaning of magical items within a party can allow a single character to attain an unbelievably low Armor Class. The characters who give up their magical items to protect a comrade make themselves a little easier to be attacked, while their friend is virtually cloaked in protective magic.

It is important to remember that campaigns can have too little magic. Finding magical treasure is an important award for PCs who have done well. Players become disheartened and cynical if their characters do not enjoy rewards commensurate with the risks they take. Consequently, giving out few or no magical treasures is not an appropriate way to control magic in the campaign. Workable—and fair—controls are discussed below.

## Use Magical Items

When intelligent opponents have magical treasures, they should use them against the PCs. If faced with defeat, an intelligent opponent who owns a charged magical item should expend charges freely; if the PCs capture a charged item with lots of charges left, the opponent probably wasn't using the item properly.

If the PCs seek favors, information, or services from NPCs—or even from their own henchman—they should expect to offer magical items in payment, especially if the task set before the NPC is particularly demanding. Note that even the most loyal henchman is going to become a little surly if the PCs start carrying around (or storing) magical items they never use.

Don't forget to roll those item saving throws when a PC fails a saving throw, and remember that magical protections a character enjoys don't extend to his equipment once a saving throw fails. For example, if a high-level character wearing a *ring of protection +3* and a *cloak of protection +3* fails a save vs. a *disintegrate* spell, the character's items do not enjoy a +6 saving throw bonus. Each item saves individually.

## Magic is Tempting

Remember that the bad guys want the PCs' magic as much as the PCs want theirs. Villains are prone to demand magical items for ransom when a PC or henchman is captured, and hire thieves to pick the PCs' pockets or burglarize their homes.

## Remove Unwanted Magical Items

Create situations where the PCs have saving throw penalties so that item saves become more common. A few pesky leprechauns are great for removing unwanted items from a campaign, either by stealing them or polymorphing them into bizarre shapes (or both). It's also possible to create situations where PCs might accidentally lose items.

For example, characters who fall overboard during a storm at sea might have a hard time holding onto all their equipment, and the bottom of the ocean is not terribly easy to search. Characters who annoy deities might suddenly find that their favorite items no longer work properly. Be careful not to overdo it. Offhandedly zapping a character's favorite sword is churlish, but a closet full of *long swords +1* is fair game.

## Spell Memorization and Acquisition

Magical items aren't the only source of magical inflation in a campaign. High-level spellcasters can become unstoppable engines of destruction if the DM allows them to simply dump out their full complement of spells every adventure. Remember that memorizing a spell requires a good night's sleep and 10 minutes of prayer or study per level of the spell; a 20th-level wizard requires 18 hours of study time to memorize a full complement of spells. By contrast, it only takes 37 minutes for the same wizard to cast every spell in memory.

## Magic's Limitations

This point goes hand-in-hand with the previous one. The 5th-level *teleport* spell requires 50 minutes of memorization time, which makes it impractical for almost any trip that can be made in less than an hour by other means. Further, *teleport* is risky; even if the caster is very familiar with the destination there is a 2% chance per use for at least a minor accident (arriving too high) and a 1% chance for a potentially fatal accident (teleporting low).

It's important to remember that magic is unlike technology in that most spells do one thing and one thing only. *Magic missile*, for example, harms creatures but has absolutely no effect on inanimate objects; *knock* can force open doors and locks, but it can't bowl creatures over or effect portals such as portcullises and drawbridges. Players tend to have modern minds and they often expect their character's magic to be as adaptable as technology. Make sure that they don't get away with doing that.

## Magic Shops

Do not let magic become a commodity. Magical items should never be bought and

sold like milk and eggs. Allowing PCs of any level to simply purchase magical items, or even to purchase magical supplies such as quills and inks for writing scrolls, takes some of the mystique away from magic and makes the whole world seem a little more commonplace.

It is not necessary to stubbornly forbid the buying and selling of magic; the key to keeping magic fanciful is to make sure that any transaction is an adventure of a sort.

Magical supplies should never have clearly marked prices and be sold from neatly arranged shelves—that's too such like a modern supermarket. Instead, things such as spell components, quills, and exotic inks should be available only at specialty shops run by would-be wizards or retired adventures. Barter or intense haggling should be the norm. Of course, the only guarantee as to what the PCs are actually getting is based on the proprietor's reputation. (Is that really a cockatrice quill or did it just come from a large chicken?) A PC who needs a specific ingredient for a potion or scroll ink might have to choose between several similar items; only a series of careful questions about how each item was acquired reveals which one the PC should choose.

When it comes to purchasing magical items, make the PCs buy "pig-in-a-poke." Characters generally sell only magical items they cannot use, so they really have no idea what they do. In most cases, mere cash is not sufficient. The seller wants a service of some kind, or wishes to barter for another magical item the character can use.

Player characters might occasionally wish to sell an item for cash. A harried DM can find gold piece values in the Encyclopedia Magica™ books, however, the values given there are more useful as a way to establish relative values between items. The market value for something as powerful and useful as a magical item is highly variable and hard to calculate.

Finding the right buyer should be an adventure in itself. A magical item for sale draws thieves like flies, and those thieves could range anywhere from the neighborhood fiend to the local tax collector. Perhaps a vampire drops by one evening and tries to charm the item out of the PC's hands. In most cases, the buyer is wary, because determining an item's true powers is a difficult task, and the buyer can never be sure exactly what he is getting.

Shops that sell magical items are a bad idea for several reasons. First, the quest for magical treasures is what drives the game. It's true that high-level characters tend to have more magical items than they really need, but such characters often desire specific items to assist with whatever task happens to be at hand.

For example, it is known that Lord Mayor Charles Oliver O'Kane of Ravens Bluff™ (in the Forgotten Realms® campaign setting) is seeking a *cube of force* so he can deal with a troublesome dragon. The DM could allow the character to walk down to the local magic shop, hand over a pile a coins and gems big enough to choke the dragon, and get his cube of force, but a clever DM seizes upon the character's desire as an opportunity to create an adventure. Several different adventures could arise from the mayor's search:

A charlatan might appear and offer the mayor a fake *cube of force*; some well-placed illusions might convince even the most skeptical buyer that the false item is genuine. Even if the mayor detects the hoax, actually catching and punishing the charlatan could prove to be difficult.

The character might locate a damaged *cube of force*. The cube might be completely inoperative, but repairable under some special condition that the owner might be able to bring about. Alternatively, the cube might be partially functional; perhaps it works at less than full power or randomly deactivates itself. The new owner might learn the cube's quirks through trial and error.

Someone might have a *cube of force* he can live without. The owner, however, refuses to sell the cube for mere cash and wants another powerful magical item in trade. Perhaps the cube's owner knows where the other item can be found, but believes getting it would be too risky. The cube owner, however, would gladly reveal the other item's location in return for a promise to trade the item for the cube.

The dragon might learn about the mayor's search for a *cube of force* and decide to pay the mayor a visit. Perhaps the dragon would be willing to negotiate, or perhaps the dragon opens hostilities before the mayor is ready.

Another powerful character, perhaps a political rival, offers to loan the mayor a *cube of force*, for a favor to be named later. If the mayor accepts, repaying the favor might prove especially difficult or embarrassing. Refusing the loan might prove equally difficult or embarrassing, especially if the dragon damages the city and the rival lets it be known that the mayor refused an offer that might have defeated the dragon.

### 4. Be Aware of Demographics

High-level characters don't just spring into existence overnight. It takes an exceptional person just to survive the rigors of an adventuring life, and characters who make it to the top should be both rare and famous.

Just how rare are high-level characters? Let's assume, for purposes of this example, that the minimum requirement for an adventurer is having an ability score of 15 or better in a prime requisite in one of the four character classes (Strength, Dexterity, Intelligence, and Wisdom), a Constitution score of at least 9, and no other score lower than an 8. About one person in 10 meets these requirements if ability scores are rolled using the standard method of rolling 3d6 once for each ability score. (If your campaign uses an alternate method for rolling ability scores, what you're really doing is making sure your PCs fall into the top 10%, non-adventurers are still assumed to use the standard method). Now, let's assume that out of every group of adventures only half actually make it to the next level (the remainder either die, retire, or just haven't yet accumulated enough experience to advance). This last assumption is an oversimplification, of course, but a little arithmetic produces some instructive results:

There is only one 10th level character in a general population of 5,000. The actual numbers are summarized in Table 1.

An 18th level character of any class is truly a one-in-a-million individual.

Only .2% of the population (1 in 500) qualifies to be a paladin. Other subclasses with strict ability score requirements (such as bards, rangers, and druids) are equally rare.

Keep these numbers in mind when creating NPCs for your campaign. Your world not only becomes more believable if it isn't overrun with super characters, but your players have a greater sense of accomplishment when they realize just what they have achieved. Be sure to keep important NPCs alive when possible—it can take a generation to replace a high-level character.

### 5. Think on an Epic Scale

It's easy to think of low-level characters as people who have dangerous jobs. Depending on your campaign style, low-level player characters might frequently be called upon to do heroic things, and well-played characters often have goals more complex than merely slaying monsters and accumulating treasure, such as social recognition, romance, political power, and the like. No matter how well-developed a low-level character is, the character's chief goal essentially remains making a living and surviving to enjoy the fruits of his labor.

High-level PCs, as the proceeding section on demographics shows, are the foremost heroes of their age. They are the people who bards sing about and who poets write about. Stories of their adventures are told and retold for generations after the PCs are gone. Whether they like it or not, the PCs are larger than life. They have larger-than-life friends, larger-than-life foes, and larger-than-life problems. Practical details such as where the character's next meal is coming from or how the hero is going to get armor or weapons repaired become petty when compared to the real issues of the character's life.

**Table 1:**
**Demographics**

| General Population | Character Level | Approx. No. in 1,000,000 |
|---|---|---|
| 10 | 1 1st | 133,120 |
| 20 | 1 2nd | 66,560 |
| 40 | 1 3rd | 33,280 |
| 80 | 1 4th | 16,640 |
| 160 | 1 5th | 8,320 |
| 320 | 1 6th | 4,160 |
| 640 | 1 7th | 2,080 |
| 1,380 | 1 8th | 1,040 |
| 2,560 | 1 9th | 512 |
| 5,120 | 1 10th | 256 |
| 10,240 | 1 11th | 128 |
| 20,480 | 1 12th | 64 |
| 40,960 | 1 13th | 32 |
| 81,920 | 1 14th | 16 |
| 163,840 | 1 15th | 8 |
| 326,680 | 1 16th | 4 |
| 655,360 | 1 17th | 2 |
| 1,310,720 | 1 18th | 1 |

## Heroes Are Not Anonymous

Other mortals pay attention to what heroes say and do. Weaker characters seek out their advice, but usually try to stay out of their way. Some low-level characters might idolize them or seek to emulate them. More powerful characters watch what the PCs do to anticipate perils and opportunities; some of these characters might become jealous and resentful of a PC's successes. Deities also begin watching the heroes; they seek to help and encourage characters who promote their interests and to hinder characters who might oppose them.

## Heroes Deserve Heroic Tasks

High-level PCs have progressed beyond the find-the-monster-take-the-treasure mode, and the DM must find herculean tasks for them. For example, a group of PCs might find themselves charged with rescuing a prince or princess early in their careers. At higher levels, the PCs might find that the fate of an entire kingdom rests in their hands—that kingdom may very well be their own. Later, the PCs might find themselves saving the entire world, and in the meantime they probably function as agents of the gods themselves.

## Far-reaching Impact

Even a simple expedition to slay a monster can send tremors through the world. For example, consider the aftereffects when the PCs search out a venerable red dragon's lair, slay the beast, and return with heaps of treasure.

First, the dragon is a fearsome creature, probably the most powerful monster within several hundred miles of its lair. The dragon's death most likely produces a local power vacuum. Many types of evil creatures, from ambitious giants to upstart younger dragons, could become embroiled in a struggle to occupy the dragon's former position in the power structure (not to mention fighting over possession of the abandoned lair). Perhaps one or more fairly powerful groups of lesser creatures become free to expand now that the dragon is no longer around to keep them in check. Anything from a community of mountain dwarves to a horde of trolls might take over the area after a few years.

Second, the PCs can set all kinds of things in motion just by enjoying the spoils of victory. A treasure as large as a dragon's hoard is bound to attract attention, perhaps even before the PCs begin spending it. If they carry it off by normal means, thieves and brigands are bound to take notice. Once the PCs begin to spend their money, the local economy might boom from the influx of cash—especially if the PCs spend it on things like castles, land, or businesses. The local economy might suffer ruinous inflation. Eventually, thieves and other adventurers learn about all the neat gems and magical items the PCs have recovered, and they may plot to steal some of it for themselves. If the characters distribute magic to their henchmen, their enemies suddenly have a problem—the competition just got a lot tougher. If the PCs don't share their spoils, they're going to have unhappy henchmen.

All of the foregoing assumes that the DM hasn't put any special effort into the

dragon's lair. Some of the items from the lair might be significant to the campaign. For example, what do the people in the neighboring kingdom do if they learn that a legendary sword lost in antiquity shows up in a PC's hands. The character might be in for a wild ride; the holder of the sword might inherit anything from a claim to a throne to an ancient blood feud. Now consider what might happen if a deity or dragon ruler starts wondering who it was that slew the mighty dragon? Remember also that dragons have offspring and long memories.

6. Plan Ahead Any successful AD&D campaign requires a great deal of preparatory work on the DM's part. If you intend to play a high-level game, however, you also must prepare your campaign for PCs who have the power to radically alter it, and you have to be sure your campaign can provide a continuing challenge.

The best time to prepare for high-level play is during low-level play, when the PCs are just learning about the world and you have had time to see how things are working. If you wait too long, lots of details about your world become fixed in the players' minds, and you won't have the flexibility you need to make changes. If you start too soon, you may burn yourself out before you ever run an adventure (all work and no play makes the DM dull), and you run the risk of over-planning and trying to force the campaign's action in directions the players don't want to go. In other words, get your campaign going at low-level, see what you're players are going to do with it, and then start laying the groundwork for high-level play.

## Create Villains Who Learn

Create villains that can grow with the PCs. A growing villain is a character who has personal ambitions and achieves them over the course of play, just as the PCs do. The villain also becomes more powerful and accumulates his own hoard of magical items, associates, and followers. This approach reminds the players that their characters are not the only people who are making a difference in the world. It heightens the sense of urgency the players feel when the PCs confront a threat or opportunity because they know there are NPCs who are just as determined and powerful working toward results that the heroes won't like.

Backgrounds are important for NPC villains. The heroes have the advantage of constant molding and shaping by their own actions as well as the plot twists that the DM throws at them. The villain needs the same benefits in order to be truly challenging to the PCs. Some examples are included below, but the list is by no means exhaustive.

**Source of Power:** What is it that allows the NPC to be villainous? Does the villain merely depend on spells and character skills, or does he also command an army, run a government, or control a business?

**Objectives:** What vile thing does the villain want to accomplish? The emphasis here is on the word vile. The NPC's objective should be objectionable to the heroes at the very least, if not outright detrimental. The villain might wish to destroy or enslave the nation where the PCs live, wipe out an entire race, or even destroy the world.

**Motives:** Why does the villain wish to do vile things? He might simply be highly aggressive, have a compulsive need for power, or a thirst for revenge.

**Personality:** What is the villain like in person? Decide what the NPC looks like, how the character acts, where the character lives, and so on. Great villains are never flat characters; if your villain is simply a collection of statistics, the players look at the evildoer as just another monster rather than someone they love to hate.

**History:** How did the villain come to be? Decide where he was born, what significant things he has accomplished in the past, what failures the villain has suffered, and so on. Great NPCs are shaped by their past.

**Allies:** What other NPCs does the villain use or abuse? Decide if the heroes' nemesis has henchmen or servants to carry out plans and decide who those servants are. Perhaps the villain serves an even more powerful master.

## Consequences

Consider the consequences that can arise from your low-level adventures. Remember that adventurers don't live in a vacuum, and your world is a bigger place than the small area the PCs happen to be in at any given time. When the PCs finish an adventure, you still have work to do.

Start by thinking about what could happen when the PCs leave the adventure site. Ask yourself who's still hanging around to pick up any goodies the PCs might have left behind. More than one villain got his start by collecting the remnants of his slain master's treasure hoard. Consider what that survivor might do. Does he flee or retreat and fortify? Would he seek protection from a more powerful creature?

Now think about how much time might pass before creatures that were not directly involved in the adventure discover what the PCs did. If the heroes are given to boasting about their accomplishments, it won't take long for word to spread. If witnesses escape, or the adventure site receives regular visitors, word of the deed spreads quickly. It might be a very long time before anyone notes the disappearance of a small, independent band of goblins, but a royal messenger's demise is going to be noticed very quickly.

Consider who might care about what the PCs did. Is anyone helped? If so, how can they take advantage of the opportunity? Is anyone hurt? If so, how can they minimize or repair the damage? Take the preceding example of the slain red dragon. Perhaps the dragon has a charmed servant lurking in a village nearby. The servant is responsible for informing the dragon how much wealth the villagers have hidden and keeping track of the village's maidens and would-be dragon slayers. As one of the dragon's confidants, the servant is hated and feared, but the charm keeps the servant from thinking too hard about how unpopular he has become. When the dragon no longer visits the village to collect its annual toll of maidens, the servant is forced to flee.

The servant might make his way to the dragon's abandoned lair. If he is the first to reach the lair, he might collect a few left over coins and an overlooked magical item or two and go off to start an adventuring career. If something else got to the lair first, the servant might be captured by the lair's new resident. The servant could be killed, which

ends the story line, or he might betray the village in an attempt to reestablish himself as someone to be feared. You don't have to have all of this in place before the adventure starts, just be prepared to use every adventure as a springboard for new ideas.

Not all consequences have to be bad. For example, the PCs might acquire a follower or henchman when a freed prisoner decides to follow them home. Nor do all consequences have to fall directly onto the PCs. For example, if the party infiltrates a building by using stone shape spells to force an entry, many stone buildings in the area might hastily be reinforced with metal bars, and the PCs might not be affected until they, too, wish to build something.

In many cases, however, simple adventures might have multiple layers that the PCs peel away one-by-one. In the classic adventure Against the Giants, the party begins by dealing with a single group of marauding hill giants but discovers clues that lead to a conspiracy that ultimately was hatched deep in the bowels of the earth. Ultimately, a resolute party follows the trail into the Abyss itself.

Simple, seemingly harmless incidents that the PCs dismiss with a laugh might have far-reaching implications. Bosamp, the villain in the TSR® novel *Captains Outrageous*, began as a fairly harmless young wizard who suffered from an unfortunate love affair and ultimately threatened to destroy the world.

## Fame and Infamy

Keep track of PC fame and infamy. It's fun to watch players' faces when they hear exaggerated accounts of their characters' early exploits. Imagine the role-playing possibilities when they encounter a blowhard who claims to have known them way back when—imagine the possibilities when they encounter a blowhard who actually did know them way back when!

Fame and infamy should have an effect on how PCs are received later on in their careers. For example, characters who break their word too often find it difficult to get land grants or honorifics such as knighthoods later in their careers.

## Balancing Act

Remember that it is easier to build a balanced campaign than to fix one that's out of control. A campaign that is in control has a reasonable balance between the hazards the PCs face and the rewards they gain. A controlled campaign also has a reasonable survival rate among characters who are played well.

To build a balanced game, start by reading Chapter Eight in the *DMG*. Decide how quickly you want your player characters to advance, and set up your campaign's experience point awards accordingly.

You also need to keep an eye on the treasure and magic you give out. You should decide in advance how much magic you want the PCs to have, then carefully place it, making sure that the PCs have to take appropriate risks to get it. Killing an orc to get a *long sword +5, holy avenger* is too much reward for too little risk. If the PCs seem to be finding too much magic, make it harder to find by removing some undiscovered magical treasures or making sure that unattended magical items are well-hidden and defended by traps, curses, or spells. Remember to regularly take excess magic out of circulation.

How much magic is enough? That's up to you to decide. If you've decided that magic is going to be fairly rare, a PC should expect to find about one permanent or rechargeable

magical item for every two or three levels of experience, plus one or two additional consumable items for every two levels of experience. This means that if you're following the *DMG's* suggestion of three to six adventures between character levels, a party of six characters should find only about one item every adventure (after six to twelve adventures, all six characters have at least one magical item). Note that a character might own considerably fewer magical items because they are used up or destroyed during play.

### 7. Share Responsibility

A high-level campaign's vast scope is enough to overwhelm anybody who tries to handle the task of keeping it running without help. Fortunately, high-level campaigns usually come equipped with a cadre of talented and resourceful advisors who can help—the players. In many cases, players are willing to help the DM handle some of the basic background work, such as detailing unexplored areas, developing histories and myths, and taking charge of NPC actions that don't directly involve their characters. At the very least, the players can help you focus your creative energies so that you don't waste time and effort on things that don't advance the campaign.

## Garner Interest

Find out what the players are interested in doing. It doesn't do the campaign any good if you spend three weekends laying out territories for the PCs to develop if the players are interested in going artifact hunting.

Unanimity among players is a rare thing, so be prepared to run adventures that encompass several different player interests at once. For example, if your group includes a thief interested in artifact hunting, a paladin interested in establishing a dominion, a priest seeking to eliminate or diminish an opposing religion, and a wizard interested in spell research, there are several story lines you might introduce into the campaign. One might go like this:

The paladin and the priest decide to search the countryside. The paladin hopes to survey potential sites for a castle while the priest questions peasants and travelers about the rival church's recent activities.

Meanwhile, the thief consults a sage, who complains that someone has broken into his library and stolen several pages from one of the books. The sage relates several vague legends about a lost artifact, but gives few details. The wizard has been busy, too, consulting with fellow wizards about a new spell. Unfortunately, the local expert on such magic has vanished, apparently kidnapped.

While the thief and the wizard investigate the twin crimes, the priest and the paladin break up a group of brigands and take two of them prisoner. Among their treasure is a traveling spellbook.

When the priest and the paladin return to town, they show the captured spellbook to the wizard, who immediately recognizes the book as belonging to the missing wizard. Questioning reveals that the brigands work for an evil priest who sought the wizard's advice about a strange sigil recently discovered in an ancient ruin. The thief recognizes the sigil as a ward used to seal away an ancient artifact.

The PCs stage a rescue attempt, freeing the wizard and routing the priest's servants. The paladin realizes that the site is entirely suited to his needs. The evil priest, however,

has fled with the artifact. The party hires a team of mercenaries and laborers to clear the ruins for new construction while they pursue the villain.

Later, the villain might strike back by ransacking the construction site, attacking the NPC wizard, or both. If one of the players develops an interest in politics, diplomacy, or warfare, the evil priest might turn up in a neighboring kingdom's court, perhaps openly functioning as an evil priest or perhaps in disguise.

## Goals

Encourage the players to develop long-term goals for their characters. High-level characters need more motivation than the simple pursuit of wealth and experience. If a character has some intangible goal, such as political power, social status, or enduring fame, the campaign can offer more rewards for clever play. In some cases, the PCs might end an adventure weaker and poorer than they started, and the players still feel a sense of accomplishment if they make some progress toward a personal goal.

Not every goal is realized in a campaign, especially in the case of far-reaching requests. Characters desiring to control vast stretches of the world under a distinct rule probably spend their entire lives trying to accomplish it. Campaigns should be built around character goals and ambitions, but it should never be ruled by overzealous or selfish desires.

## Allies and Enemies

Keep track of who the PCs' friends and enemies are. Pay attention to the way player characters interact with important nonplayer characters in your world. Rivalries, favors, and even romances can be a great source of information.

Remember too that friends sometimes call in favors as well as grant them to the PCs. Heroes who constantly called upon favors earlier in their careers may spend many years repaying those acts of kindness.

## Personality

Have each player put together a personality profile for all of their characters. This goes beyond ability scores, equipment, and statistics listed on the character record sheet.

Get as much detailed information about the hero as possible. The process helps the player concentrate on aspects of the character that might otherwise be overlooked, and the player can probably role-play the champion more convincingly and consistently afterward. Your increased knowledge of the character allows you not only to tailor adventures for the hero but it gives you a clearer picture of how an NPC might perceive that champion, which improves your role-playing as well. A good profile should contain the information described below. You can make up a form for your players to fill out, or you can ask the player a series of questions and record the answers yourself. It doesn't matter how you collect the information, as long as you get it in a form you can use.

**Occupation:** Most people define themselves by what they do. A player who lists a character's occupation as semi-retired adventurer has a mental image different from a

player who sees the same character as a country squire. Occupation also helps determine what the character does when not adventuring. A semi-retired adventurer probably spends a lot of time swapping tales about old adventures and listening for rumors. A country squire probably spends a reasonable amount of time managing property and pursuing outdoor activities, such as riding or hunting.

**Personality:** This refers to the character's general behavior, temperament, wit, sense of humor, and other non-physical traits. Ask the player to sum up the character in a few paragraphs. This information should give you a clearer picture of what the player is trying to do with the character.

**General Appearance:** This is what the character looks like. The player should note the character's hair, eye, and skin color, favorite clothing, height, weight, favorite equipment, and so on. The list should start with what a person might see when glancing at the character and finish with what might be seen if a person studies the character for awhile.

**Distinguishing Features or Habits:** These are personal oddities and quirks that might not be immediately visible. A fighter's buck teeth or funny cowlick won't be noticed while the warrior is wearing a helmet. This category includes things such as birthmarks, scars, tattoos, and the like. It also includes favorite expressions, nervous habits, speech patterns, and anything else that make the character unique.

**Tastes and Preferences:** Note the character's hobbies and other leisure pursuits, favorite foods, favorite color, collections, pets, and the like. Also note things the character doesn't like; activities the character finds particularly distasteful or boring, foods the character refuses to eat, least favorite animals, etc.

**Residence:** This is where the character lives. At the minimum, note the place's location, size, and state of repair. It is best, however, to have the player make up a detailed floor plan and description of the character's home. Also make a few notes about the surrounding area's geography and politics.

Ideally, this should be a miniature dungeon complete with room by room descriptions, specific spell effects, guard strengths, wards in place, etc. As DM, you'll need to look this over very carefully. Not only do 0-level servants probably work here, but it has to be a livable space as well. If the villain comes to visit, the PC might be thankful for the emergency exit installed during the construction.

**History:** This includes the character's race, when and where the character was born, and where the character was raised and educated. Note the role that parents or other relatives played in the character's early life. If the character is an orphan, find out who filled the parental role. Make a list of the hero's living relations, children, and spouse (if any).

**Friends and Allies:** Note an influential acquaintance the character might have. List the PC's close friends and long-time associates. Include all of the hero's important employees and henchmen (unless they belong on the enemies list). Make special note of anybody the character meets or interacts with on a regular basis.

**Enemies:** List the character's enemies. Start with personal enemies of the character. Note the reasons for the animosity. List anyone with interests or desires that are contrary to those of the character, and note the source of the contention.

**Short-Term Goals:** Consider what the character hopes to accomplish in the near future. Find out what problems or opportunities currently loom the largest in the

character's mind (this requires frequent updating).

**Long-Term Goals:** Consider the character's plans and ambitions for the distant future. Find out what the character does if his goals are achieved. Find out what the character does if the goals cannot be achieved.

# Chapter 2: Adventures

No matter how you construct your campaign, adventures remain the heart of the action; adventures are the way player characters interact with and shape the world. The player characters might build mighty empires, take the first steps toward divine ascension, and wield legendary artifacts, but if they don't have adventures that stimulate and entertain the campaign is doomed.

This chapter assumes that you are already familiar with the basics of adventure design. As a reminder, a good adventure:

Begins with a hook—something that piques a player's curiosity,

Unfolds like a novel or short story, plunging the characters into an ongoing web of activities,

Tests the skills of both player and character,

Contains plenty of excitement, especially at the beginning and the end, and

Changes the world, perhaps only in a small way, but always in a discernible way.

This chapter considers some difficulties you are likely to encounter when designing adventures for high-level characters (and the veteran players who run them).

## Common Mistakes

In the surge of excitement—or panic—that precedes a gaming session, it is easy for a DM to overlook important elements or to try shortcuts that ultimately cause problems that detract from the adventure. With a little care, you can avoid these errors and make all of your adventures memorable.

### Don't Tell-Show.

Get into the habit of creating brief descriptions for most of the scenes in your adventure. Include sensory details such as colors, smells, textures, sounds, and the like. The sensory information helps make your world more believable and tangible to your players. Once you become skilled in describing your world in sensory terms, it is easier to slip subtle clues about the adventure to your players.

The same rule applies to spells. Instead of telling the player what he sees with his *detect magic* spell, explain the varying hues and colors associated with the magic he is viewing. *Detect undead* could produce nausea, and that immense globe of fire hurtling

toward the party could be either a *fireball* or a *delayed blast fireball*.

Adding sensory details also makes it much easier to control the mood of the adventure. Not only do players feel the sense of urgency building, they are able to smell the ozone from the last *chain lightning* spell that tore into them.

## Don't Over Plan-Prepare.

Thorough preparations are a must for successful adventures at any level of play. High-level characters, however, usually have the resources to set their own agendas, and you should avoid spending too much time and effort on adventures and encounters the players might choose to ignore.

Effective preparations start with an adventure plot (see the **Plots** section on page 35). Once you have decided on a plot, gather up all statistics, maps, and other materials needed for your encounters. Make some notes about what each encounter area in the adventure is like. Stick to the basics for now; note what the areas look, smell, feel, and sound like, and who or what is in them. Design any random events or rumors the player characters might encounter. If you're generating events or rumors from a table, roll the dice ahead of time and record the results.

Your preparations should be aimed at making sure you have what you need in terms of hard data—monster statistics, NPC personalities, treasure lists, and so on—in a form that you can locate and use quickly. You should not be trying to choreograph every moment in the game; instead, you should be trying to have everything you need readily at hand so that the action doesn't stall while you decide what happens next.

## Don't Force the Action

Consider contingencies that can preserve your plot. Treat your adventure as a story with an unwritten ending, and be willing to let your players write it. If you have over-planned, you must fight the desire to lead your players around by the nose.

This doesn't mean that high-level characters are the deciding force on your campaign world for every event, but they probably have the power to shape events around them. A high-level nemesis can aid in pushing the PCs in the direction you want them to go, but it's doubtful the villain is so ingenious that he never gets foiled. After all, if the heroes of the land cannot successfully oppose the villain, who can?

A common justification for forcing the action is designing plots that turn on single events, such as the actions of a single villain: "But if the Count doesn't get away, he won't be around to set fire to the bridge in the final encounter."

High-level player characters have a way of upsetting well-laid plans, so build plots that can stand up to PC tinkering. If something doesn't go the way you planned, have a backup plan. In most cases, the player characters should find it easier to complete the adventure if they cause a break in the plot, but not always.

For example, suppose a particular NPC is supposed to escape the PCs' clutches and then travel to a distant city where the villain is highly respected. When the player characters arrive at the city, they are framed for a crime and earn the local ruler's wrath.

The plans begin to unravel when the player characters capture the villain with a *rope of entanglement*, an item the DM forgot the party had. Rather than concocting some

feeble reason why the villain escapes, a thoughtful DM puts a backup plan into effect.

When the player characters interrogate their prisoner, the villain lies—of course—about what is really going. The player characters easily discover the lie, but they also uncover the villain's travel plans. The heroes might travel to the city, hoping to discover what the blackguard was up to. The villain's agents might frame the player characters anyway, but the heroes, having sifted a few essential facts from the villain's lies, are slightly better off than they otherwise would have been.

The DM might put a similar backup plan into play if the player characters slay the villain. Perhaps the villain's agents convince their ruler that the heroes are bandits, spies, or assassins. When the PCs arrive, they become embroiled in a diplomatic crisis.

## Encounters

Don't use just one type of encounter, offer a variety of challenges. In this case, type refers to the main kind of action the encounter offers: combat, trick/trap, negotiation, and so on. The actual mix of encounter types varies from campaign to campaign. The bulk of your encounters should be the kind your players like best, but a mix keeps them on their toes and keeps boredom from setting in.

## Combat vs. Creativity

Don't encourage combat, encourage creativity. Fighting isn't the best solution to every problem, even for characters as wise as Merlin and as strong as Hercules. Also, as Chapter One points out, most combat rolls are moot for high-level characters, so fights can be pretty unsatisfying.

Give the player characters some problems they just can't solve through combat. A raging forest fire, for example, won't succumb to sword strokes and *death spells*, nor is it intimidated by a powerful hero in its path.

Even combat encounters can require a little brain power on the player characters' part. For example, an insane fire elemental might have started the forest fire in the previous example, but the PCs might be unable to locate or attack it until after they quench the blaze.

## Don't Inflate-Enhance

Chapter One points out the detrimental effects power inflation has on a campaign. Resist the temptation to create bizarre new creatures with mind-boggling power, to introduce legions of high-level villains, or to place high-level player characters in direct conflict with deities.

Enhancement means finding ways to challenge PCs without overpowering them. Chapter One's discussion of maximizing strengths and minimizing weaknesses describes one type of enhancement.

## Gifts vs. Rewards

A gift is anything the PCs haven't truly earned. For example, if the PCs blunder into a

narrow cavern and defeat a dragon that can't fly or maneuver to use its breath weapon, that's a gift—even if the dragon's treasure lies elsewhere. Not all dragons are geniuses, but they are all sufficiently cunning to avoid obvious death traps. Any battle with a really big dragon should be an epic conflict, with the dragon making full use of its mobility and special abilities.

Gifts commonly come in the form of powerful magical items. An item such as a *vorpal blade*, *staff of power*, or *robe of the archmagi* is a reward only if the player characters find it after a long and epic quest. If you drop one of these items into your campaign as part of a randomly generated treasure, you are probably giving the players a gift.

## Creating Multiple Threats

A threat is anything that can damage the player characters or keep them from reaching their goals. It is what provides tension, and hence excitement, in an adventure. If there is only one source of threat, such as a single villain, the adventure coasts to a halt if the heroes overcome the threat. Even if the PCs merely hold their own, the adventure usually lacks variety. A single source of threat usually generates only one type of challenge.

Adventures with multiple threats tend to be more flexible and resistant to player character successes. They also offer more variety. For example, consider an adventure where the player characters are pursuing a kidnapper. If the kidnapper is the only element actively opposing the heroes, the adventure becomes a mere chase with the villain trying various tricks to slow the player characters or to throw them off the scent. No matter what the villain's resources, there is a limit to the number of tricks and ploys the kidnapper can throw into the PCs' way. The heroes might end the adventure prematurely through the use of items such as *crystal balls* in conjunction with spells such as *teleport without error*.

Suppose, however, that a rival party also is pursuing the villain and hoping to beat the player characters to the prize. Let's also place the adventure in a dark jungle filled with deadly creatures, including a tanar'ri who remained here after an unsuccessful summoning by a long-dead wizard. Now, the heroes have numerous problems to deal with simultaneously.

They still must track and overtake the villain, but they also must deal with their rivals' attempts to foil their efforts. The party must deal with tropical heat that makes heavy armor impractical, dampness that is baneful to spellbooks and scrolls, swarms of biting insects, and the tanar'ri and his minions. Even if the player characters catch and defeat the villain, they still must get out of the jungle with their rescued kidnap victim. After they escape, the party must be on the alert for reprisals from their rivals.

## Don't Kill—Scare

Grinding down a high-level character is difficult, and the task is often monotonous for the DM and frustrating for the player. It is much better to look for ways to undermine player confidence and to keep them from feeling cocky.

The best way to take players down a notch is to get personal by attacking specific

player character strengths. The lowly 2nd-level priest spell *silence 15' radius* is a great way to remind high-level spellcasters that they don't run the world. *Antimagic shells, scrolls of protection from magic*, and the occasional magic dead zone are more potent ways to keep spellcasters in line. In a similar vein, thieves can find *magic mouth* spells very annoying and fighters often have difficulty acting heroic when their weapons and armor have been subjected to *heat metal* spells and rust monster attacks.

Players can be their own worst enemies when it comes to inflicting mental anguish on themselves. The simple ploy of presenting a party with a foe they cannot detect often has players assuming the worst. For example, a few bow specialists who have used *dust of disappearance* on themselves and consumed *potions of speed* can send a hail of missiles at a party, leading the players to assume they are surrounded and outnumbered when, in fact, they're simply the targets of harassment.

Trying to design lethal adventures can be harmful to the campaign in other ways. As Chapter One pointed out, increasingly lethal adventures tend to make players want to retire their characters before their luck runs out. Also, remember that outrageously powerful magical items used against the PCs in one adventure are going to be used on the monsters who oppose them all too soon.

## Character Knowledge

Don't waste time with minor details or arguments about character knowledge—find an efficient way to deal with them. Smart players expect their characters to have some basic knowledge about the places they frequent. They also expect their characters to have some ability to lay their hands on information about places they visit.

It is a good idea to prepare reference materials about your world and always keep them on hand. Include things such as geography, climate, political divisions, and similar information that is common knowledge. Likewise, prepare a list of rumors and other easily obtainable information about the current adventure, and pass it around at the beginning of the game. Doing so not only saves time, it also helps make players feel that their characters are part of a living world.

Of course, high-level characters are specialists in their areas of expertise. If the adventure is going to be an in-depth investigation of a new twist on an old spell, the archmage of the party probably knows all about the spell. It's perfectly understandable that the wizard doesn't know about the spell's new use, but common knowledge should be readily available.

## Don't Ignore the Rules

Rules should be used creatively. It is important to remember that the AD&D game rules (or whatever version of the rules you happen to be using in your campaign) help define reality for PCs, just as the laws of physics help define reality for real folks.

Players, especially experienced gamers, use their knowledge of the rules to help them interpret what is going on around them and to help them decide how their characters react when it's time to take action. If the DM interprets the rules inconsistently, or applies one set of rules to the player characters and another set to the monsters and NPCs, players often have no firm basis for making decisions about their characters. Uninformed

decisions aren't terribly meaningful. The players' inability to make meaningful decisions ultimately robs them of control over their characters, and frustration quickly sets in.

The rules themselves can provide a creative springboard for designing adventures and describing NPCs. For example, suppose the PCs are searching a vast dungeon complex to locate a lich. The group discovers a block of prison cells and frees the inmates, which include a sharp-eyed woman who seems to have fairly good knowledge of the complex. The woman offers to guide the party as far into the complex as she can take them. The woman, in fact, is the lich, using a *polymorph self* spell.

Assuming that the PCs don't immediately detect the masquerading lich with a true seeing spell, the "woman" might display a few quirks that clever PCs can detect. From a rules standpoint, *polymorph self* lasts only two turns per caster level, 60 turns (10 hours) if the lich is 30th level. So, if the lich has spent several days in the cells, her neighbors might have noticed her renewing the spell from time to time. A particularly sharp-eared neighbor might note that the woman is in the habit of mumbling to herself once in awhile.

If the party allows the woman to accompany them, she must find an excuse to be by herself at least once every 10 hours or her ruse is revealed. If you're already in the habit of requiring moving characters to take regular rest periods, this shouldn't be hard to arrange, but it should provide the PCs an opportunity to notice the spellcasting. If rest periods aren't part of your normal game routine, you need to find some other way to regularly separate the polymorphed lich from the party. Perhaps she just moves on ahead while the PCs talk among themselves, or periodically makes an excuse for leaving the party. Such ruses can make for lively role-playing.

A *polymorph self* spell also does nothing to eliminate the aura of magical power and cold that surrounds the lich (as the DM, you can rule otherwise, but remember to use your rule consistently for the remainder of the campaign). High-level characters are unaffected by the magical aura and might not even notice it, but the polymorphed lich must be careful to stay out of lesser creatures' sight lest they flee in fear. In addition, the lich's chilling touch continues to function as well, and the creature would have to avoid touching and paralyzing anyone. Thick gloves might do the trick. Of course, sharp players might wonder what a prisoner is doing with a set of gloves, but that is exactly what they should be doing.

## Proactive—Not Reactive

Foes capable of challenging high-level adventurers are not stay-at-home types who sit in their bedchambers waiting for groups of PCs to come along and attack them. They make plans and actively try to implement them. Particularly alert foes might notice PCs encroaching on their territory and take steps to discourage or defeat them before they can inflict too much damage.

Even foes who have no immediate plans for sweeping conquests should have a personal agenda to follow.

## Responsive—Not Passive

When PCs arrive on the scene of an adventure, they represent a major disruption in the normal course of activity. Foes should respond to this disruption in a manner

consistent with their intelligence and level of organization. Plans and activities already set in motion should be dropped or altered to meet the situation.

The worst example of this kind of mistake is the keyed dungeon complex or castle where the player characters can move from room to room, defeating the occupants one by one. Such adventures are simple to run, but they lack the depth needed to challenge high-level characters and keep players entertained. Make sure the locals react to what the heroes do.

Start by deciding what goes on while the PCs are not present. Note the major NPC's daily actions and the general activities of the lesser characters (guards, servants, visitors). This allows you to establish a routine for the area and can help determine a proper reaction. An attack during a typical midafternoon, when the guards are very alert but most of the locals are scattered about the countryside, is going to create a reaction quite different from that of an attack made during the week's major religious observance.

## All Failures are Not Catastrophic

The occasional adventure to save the world from immediate, irrevocable, and utter destruction is fine, but not every situation high-level PCs find themselves in should be an all-or-nothing proposition. After all, what happens to your campaign world—the one you put all that work into—if they fail?

The PCs have earned a little resiliency; if they fail in a task but manage to survive the attempt, allow the world to change for the worse, just a little, and then allow the party another chance to set things right. For example, if the player characters cannot stop an assassination attempt against an important NPC, such as a king or high priest, there should be a general cry of dismay among the people loyal to the slain individual. A dead king might also cause a valuable military alliance to break down, and the passing of the high priest could bring about a deity's wrath.

Use failure to create additional opportunities for adventure as the PCs scramble to limit the damage.

### Plots

A simple list of encounters, foes, sundry perils, and treasures is just a catalog of obstacles the player characters must face. This is seldom enough for a successful high-level adventure. Players need to feel a sense of purpose and revealed destiny as their high-level characters struggle against the opposition.

A plot provides a unifying theme or story to the adventure; it deals with the adventure's who, what, when, where, why, and how. The plot sets an adventure's tone and form and helps provide the epic scope that separates a simple "monster and treasure hunt" into a heroic venture.

To construct a superior plot, think about the events that lead up to the adventure's first incident or encounter and then create a description of the state of affairs when the player characters get involved. This kind of groundwork allows you to create an adventure that seems believable to the players and gives them a sense that there is more to be discovered if they just dig a little deeper. The best adventure plots seem simple at first, but often prove to be very complex. A good plot also gives the players a clear idea of what their characters might stand to gain if they succeed and what they might lose if they fail.

In high-level campaigns, it is important that your plot relate the adventure to the rest of the campaign in some way. Not every adventure must relate directly to the campaign's major theme, but every adventure should logically arise from some element in the campaign's structure.

A high-level adventure's plot should also be based on player goals or include subplots that incorporate those goals. See Chapter One for an example of a plot that accomplishes this.

Something in the plot must grab the player characters' attention and get them interested in the action; this is called the adventure hook. When dealing with high-level characters, the most effective hooks involve the player characters' personal goals or quirks. For example, a character interested in romance might become embroiled in an adventure after learning of a potential NPC mate or companion who has difficulties. Perhaps the NPC has been kidnapped (a bit overused, perhaps, but a classic), faces financial ruin, or requires a champion to perform some errand. Likewise, a character with an interest in music might be willing to go to extreme lengths to learn a new song or acquire a rare instrument.

A good plot is not rigid. Adventures for high-level characters require flexible plots that keep the story going and allow PCs to move on and resolve the main conflict even if they do something unexpected. An excellent way to keep a plot flexible is to concentrate on what the players decide to do, not what their characters can accomplish.

Even simple adventures can benefit from flexible, decision-oriented plots. For example, let's suppose the player characters become involved in a dispute between two NPCs over a magical item.

The adventure might begin when one of the antagonists (the one who currently owns the item) settles down in the PCs' area without their knowledge. Perhaps one of the PCs is the area's ruler.

The first incident occurs when the villain sends a raiding party to steal the item. The other NPC goes into hiding, leaving the PCs to deal with the raiders.

After dealing with the raiders, the player characters track them back to their lair and ultimately confront the villain, who either is killed or forced to flee.

The adventure has reasonable potential. The party is faced with a variety of difficulties, including dealing with the raiders quickly and with minimal damage to the countryside. They also must deduce where the raiders are coming from, and they face a difficult fight against an entrenched foe. The plot, however, fails to consider actions that thoughtful players might choose to take. A flexible plot that offers the players more choices might go something like this:

The player characters are going about their normal business one day when a newcomer arrives in the area and stops to pay his respects. He is very pleased to meet such famous heroes, and he presents each character with a small, but fairly valuable, gift. Perhaps the stranger shares an esoteric hobby with one of the player characters. In general, the newcomer proves to be a very agreeable person.

The newcomer discovers a team of spies or burglars snooping around his home. A spectacular battle ensues, creating damage that the player characters must clean up.

The newcomer confesses that he has something the villain wants. The player characters now have several choices to make. They can drive the newcomer away, take the disputed item, offer protection from future attacks, tell the newcomer to deal with the problem himself, or confront the villain.

The adventure continues in one form or another no matter what the player characters do. If the item stays in the PCs' area (because they took it away or allowed the newcomer to stay), the raids continue and begin to grow in strength. If the characters seized the item (or offered to guard it), they become the subject of the villain's attention.

If the PCs told the newcomer to scoot, they're still in for trouble. Perhaps the newcomer pretends to leave—but goes into hiding instead—or escapes to another plane, leaving behind a replica of the item to distract the villain. In either case the raids continue.

One way or another, the PCs must locate the villain's lair and confront him. If they don't wish to fight, they can surrender the item—and perhaps the newcomer—to the villain. This approach isn't very heroic, but it's an option.

If the newcomer has fled, the PCs might convince the villain to leave them alone, but the villain might demand a humiliating service or payment in return for the favor.

If the PCs favor a more active approach, they can attack, killing or driving away the villain. In either case, they acquire some new enemies but also gain some treasure, enhance their reputation as heroes, and maybe gain a valuable ally or henchman in the form of the grateful newcomer.

## Types of Encounters

Once you've created a workable plot for an adventure, you need encounters to flesh it out. Encounters set the stage for the player characters and give them a chance to function as heroes.

As this chapter's first section points out, a well-designed adventure offers several different types of encounters. Twelve different types of encounters are described below. The categories are not definitive, and there often is considerable overlap between them. Their purpose is not to force your encounters into inflexible molds, but to help you consider the many options open to you when planning them.

**Combat:** The encounter is intended to deplete the party's resources, particularly hit points and spells, through some form of attack. Combats can be pretty dull for high-level characters unless the opposition follows a logical tactical plan that allows them to challenge the party and create the illusion of danger. See the **Planning Combats** section for some tips.

**Deception:** The encounter is not what it appears to be. A common form of deception is one type of encounter masquerading as another. For example, the player characters are traveling along a road and meet an old peddler who evades their questions and tries to sell

them her goods. The encounter appears to be an interaction until bad guys spring out of the woods and attack. Surprise!

An encounter that includes a disguised or delayed danger falls into this category. The peddler from the previous example might lie to the PCs, complicating future matters if the PCs fall for the ruse. The peddler might be a villain or monster. Perhaps the impostor is biding her time until she can attack the party, or perhaps she simply wants to get close to the party so she can learn something about them.

Another form of deception is the misdirection or red herring; the player characters discover an apparent clue that leads to a false conclusion or throws them off the scent. For example, in Poe's classic story, *The Murders at Rue Morgue*, a witness reports that the criminal spoke German. In fact, the criminal, being an ape, didn't speak at all. The hero of the story eventually detected the red herring by noting that every witness thought the criminal was speaking a different language, but players in a heroic fantasy game might be completely fooled.

Deceptions don't often work unless the DM uses a variety of encounters. For example, if a campaign doesn't use many interaction encounters, the sample deceptions described here are probably not going to work because the player characters tend to be suspicious. Parties accustomed to fighting everything they meet would probably attack the peddler at the outset and expose the deception or make it irrelevant.

Deceptions also tend to fail when they are overused. Players who are constantly on the lookout for deceptions not only detect them more readily, but their distrust makes it harder to pick up legitimate clues and hints during the game. Frustration sets in quickly if the players conclude that every NPC is a liar and every clue is a red herring.

**Delay:** The encounter retards the party's progress and consumes their time without offering any real dangers or rewards. Anything that can grab the party's attention and hold it for a time can make an effective delay, even an empty room in a castle or dungeon complex. Delays might seem like a general waste of time and a source of player frustration at first glance, and that is just what they are when they're overused. However, they can be very effective if used sparingly and thoughtfully.

Delays are very useful for controlling magic in the campaign; they eat up game time and exhaust the durations of nonpermanent magical effects the party might be using. To keep players from becoming bored, it is best to introduce delays that consume lots of game time, but very little real time. For example, searching a 10' x 10' section of wall for a secret door requires a full turn (10 minutes) of game time; most other searches and close inspections proceed at similar rates. However, it only takes a few seconds of playing time to resolve the search.

Delays also are useful for keeping players on their toes. If everything the party encounters is valuable, dangerous, or significant to the plot, the players don't have to give much thought to their actions—going over everything they find with a fine-toothed comb is the prudent thing to do. If, however, most intriguing things the party finds turn out to be nothing special, the players quickly learn to use some judgment about how they use their game time.

Delays also serve to vary an adventure's pace. A few innocuous breaks in the action give players and their characters time to relax a bit. These pauses also tend to encourage role-playing by giving players opportunities to explore aspects of their characters that are

not directly linked to success or survival. Even the most ardent mineral collector, for example, isn't going to be terribly interested in the surrounding rocks if an army of 1,000 orcs is descending on his location.

**Dilemma:** The encounter forces the player characters to choose between two or more alternatives, both equally attractive or equally undesirable.

A dilemma can really get players' hearts pounding when they have to make a decision quickly and with minimal forethought. It is best if the potential rewards and consequences are immediately apparent—such as life or death for the PCs or an important NPC. For example, the player characters find themselves on a demiplane where their spells and magical items work erratically and sometimes misfire dangerously. While exploring, they are caught in a small room with a *sphere of annihilation* in pursuit. Do the PCs try to control the sphere (not always a safe task), exit through a magical portal to an unknown destination, or *teleport* out of danger (and risk a misfire)?

A moral dilemma can help shape the players' views of the campaign world and force them to examine their characters' deepest convictions and emotions. For example, consider what might happen if the party finds an orphaned drow child in the wilderness. As DM, you know if the child is born to be evil or if alignment is something that has to be nurtured over time; perhaps the child is naturally inclined to become chaotic evil but can learn to follow another alignment. What does the party do with the child? Abandon it? Adopt it? Kill it? The choice could spark a lively debate among characters of different alignments.

Note that high-level player characters might frequently be called upon to make determinations that fall within the gray areas of their experience. Right or wrong, the PCs' decisions could profoundly shape commoners' attitudes toward the world. Other powerful mortals and even the gods themselves also note the heroes' decisions and judge the PCs accordingly.

**Event:** The player characters witness something noteworthy occurring. Anything that happens more or less on its own, without direct involvement from the PCs or obvious involvement from the adventure's villain, can be considered an event: storms, celebrations, vast natural disasters, brawls between minor NPCs, etc. The PCs might be swept up in the event in spite of themselves, or they might be observers who can choose to stand aloof; however, it is best to avoid events where the player characters are forced to be passive observers.

Events are useful tools for advancing an adventure's plot. The DM can use them to provide clues and warnings to the PCs. For example, if the party has stumbled into an area where magic no longer works properly, a simple event such as an avalanche or blizzard might prompt them to employ a spell or magical item which fails, which in turn gives them fair warning that they must depend on their wits for the rest of the adventure.

Events are also useful for providing a little terror or excitement during an otherwise dull stretch in an adventure. For example, a party of high-level characters flying over a desert might believe they have an uneventful trip ahead of them until a killer sandstorm forces them to take shelter.

A swift stream of events can disguise a single crucial incident or interaction, leaving the PCs mired in a situation before they know it. For example, the party is attending a fair

when they witness a brawl. Cooler heads prevail and a singing contest, with the PCs as contestants or judges, gets started. The music prompts a few onlookers to begin dancing, and several comely locals offer to shake a leg with the PCs. Afterward, one of the locals spins a tall tale. Some time during the string of events, perhaps during the brawl or the dance, a pickpocket steals a crucial item from the party. The search for the culprit is on when the PCs finally notice the loss.

**Guardian:** The encounter features a creature or trap that must be dealt with before the party can proceed. Cerberus, the multi-headed dog that guards the underworld in Greek mythology, is the quintessential guardian. Sometimes bypassing or ignoring a guardian is the best way to deal with it.

To be effective against high-level player characters, guardians must have defenses powerful enough to withstand at least a few rounds of a major offensive and enough firepower to make players think twice about attacking in the first place. The ability to detect invisible or disguised intruders is very useful for guardians.

**Interaction:** This encounter turns on the ability of the party to have some sort of dialog with an NPC. The player characters might need to conduct a negotiation, ask directions, or otherwise establish communication. An interaction creates a good role-playing opportunity for the DM—who gets to play the NPC and might have an excellent chance to really ham it up—and tests players' communication skills.

Interactions are an excellent way to impart information that a party needs to continue with an adventure or solve a mystery. However, there is no reason why getting the necessary information has to be easy. At the very least, the player's should have to be shrewd enough to ask the right questions. More difficult interactions might require the player characters to bribe, intimidate, or trick the NPC.

Interactions often go awry if the player characters are inclined to be distrustful or to attack everything they meet. This is not necessarily a bad thing if the DM wants to break aggressive PCs of their bloodthirsty habits. The local wise woman, for example, might be a disagreeable old wizardess who has a sweet tooth and who knows that some nearby ruins are infested with olive slime creatures.

A gift of honey or some ripe fruit is enough to get the lady's information. Parties who fail to win her over must face the slime creatures unawares. Parties who kill her discover the old woman's 60-year-old journals, which mistakenly report that the slime creatures are normal zombies. Characters who wade into combat with the slime creatures expecting to encounter normal zombies are in for shock no matter how powerful they are.

**Obstacle:** This encounter features a barrier of some sort that the party must bypass or cross before they can proceed. Common obstacles include natural barriers such as chasms, mountains, rivers of molten lava, and the like. Passive wards and protective spells, such as *walls of force* can be considered obstacles.

Obstacles are not usually effective when high-level characters are involved, because they usually have access to enough spells and abilities to deal with them quickly. Obstacles, however, serve to use up a party's resources and are very effective when combined with a combat encounter. A mile-deep chasm might not pose much of a threat to a party of 15th-level characters all by itself, but it could prove quite a hassle if the far

side were occupied by a tribe of stone giants hiding behind cover while they hurl rocks at the PCs. A pair of beholders lurking in the chasm effectively negate magical means to cross the crevasse, though the first character who makes the attempt is likely to discover this the hard way.

**Puzzle:** This is a noncombat encounter that tests the players' mental skills in some fashion. Most puzzles involve logic, memory, or creativity. The riddle game included in J.R.R. Tolkien's novel, *The Hobbit*, represents one kind of puzzle encounter.

Puzzles are an excellent way to make players rely on themselves rather than on their characters' abilities. The best puzzles fit your game's atmosphere; word plays on pop music lyrics or Disney movie titles aren't a good approach to puzzle making unless you are playing the adventure for laughs.

You can add some tension to a puzzle encounter by combining it with a trap—the characters suffer damage or a magical effect if they give an incorrect response—or guardian—which attacks if the correct answer is not provided.

**Skirmish:** A short combat encounter (20–30 minutes of play time) is designed to consume time and inflict minor damage. Skirmishes are best used to break up dull stretches and to keep players on their toes.

Intelligent foes employ skirmishes to soften up the party and get a clearer picture of their abilities before committing themselves to a major combat encounter.

**Surprise:** This is typically a combat encounter that tests the party's ability to react quickly to an unanticipated situation. Surprises usually are difficult to avoid because the player characters don't know where or when they are going to occur.

Surprises should be used very sparingly; player frustration sets in quickly if the heroes are constantly getting ambushed. When planning a surprise encounter, consider a few things the player characters might do to uncover the surprise before they blunder into it. For example, if an ogre mage and its band of mercenary trolls await the PCs around a bend in a forest road, an alert party might spot the group's gargoyle scouts hiding in the trees and signaling to their comrades.

**Trap:** This is a noncombat encounter that employs a magical or mechanical device (or both) designed inflict damage or impede the party in some fashion.

When designing any trap, consider how the device is triggered, how potential victims might detect the trap before triggering it, and what parties can do to deactivate it. You should also consider what happens when an attempt to deactivate the trap fails.

When designing traps for high-level player characters, it is best to avoid devices that inflict large amounts of damage. Damage often can be ignored—an 18th-level fighter with 120 hit points often doesn't have to worry about suffering 20 or 30 points of damage from a trap. In any case, damage is usually easily healed if there is a priest or paladin in the party. Also, keep in mind that hit point totals can vary widely within an adventuring party. A trap that can inflict enough damage to make a high-level fighter or cleric take notice can be deadly if the party thief or mage stumbles into it.

Instead of dealing out damage in large doses, concentrate on special effects that hinder victims in some fashion. For example, a collapsing staircase that dumps the PCs

into individual, sealed chambers might cause great consternation and should force at least some characters to think hard before they can get free. A magical trap that turns the victim into a small elephant might resist the party's attempts to dispel the effect for quite some time. Meanwhile, the character suffers from a fear of rodents and must eat and drink prodigiously. Clever players might discover that the elephant's trunk is useful for wielding tools or weapons, but not for spellcasting.

## Linking Adventures

The best way to establish an epic flavor to your campaign is to create adventures that are related, one flowing from another.

Linked adventures give the impression of unseen forces at work at work in the campaign. They also give player characters chances to help determine their own fates as their accomplishments—or lack thereof—carry forward from one adventure to the next.

All that is required to link adventures together is an overall theme or extended plot that runs through all the adventures. A careful look at any set of adventures usually reveals several such themes or plots. Likewise, there are several different methods you can use to turn separate adventures into a series.

**Chained Adventures:** The easiest way to create a continuing series of adventures is to find ways to connect two or more of them. Chained adventures don't require continuing plots, just some kind of superficial relationship that can lead the player characters from one adventure to another. Usually, it is not important how or where the player characters enter the chain, as one adventure's outcome rarely impacts on another.

The links can be clues that point the group in the right direction, such as maps showing another adventure's location or statements from NPCs who have information to impart. A link between two adventures can be purely incidental. Perhaps the site of one adventure just happens to be close by or the group stumbles upon an adventure while traveling on another errand. Here's an example of how three otherwise unrelated adventures might be linked in a chain:

A fabled magical sword (perhaps a holy sword) lies in an extra-dimensional labyrinth filled with deadly traps, puzzles, and ever-vigilant guardians. The labyrinth can be entered only at certain times, and then only by heroes who know the secrets of the portal. If the PCs find their way in, they battle their way into the heart of the labyrinth using steel and reasoning to claim the sword.

The home of a semi-retired wizard has recently been burglarized. The thieves made a colossal mess, smashing and looting everything. Several valuable magical items have obviously been stolen, but the place is in such disarray that the wizard isn't exactly sure what has been taken and what is lost in the current mess. If the PCs investigate, they discover that a rival wizard employed a gang of dopplegangers to infiltrate the house and strip it. The rival took the magical items and the dopplegangers got the money and jewels.

Two noble families are conducting a feud in a remote mountain valley. Commoners who let themselves get involved often disappear, and even those who lie low often suffer due to the incessant raids the families conduct against each other. The situation flares into a

full-scale war when the PCs arrive in the valley, as each family concludes that the party has arrived to help the other side.

Each adventure can be superficially linked to the other two as follows:

The entrance to the labyrinth is not far from the town where the burglary took place. If the player characters enter town, they hear plenty of rumors and speculation about the crime. Even if they don't enter the town, groups of would-be detectives harass the party because they are suspicious strangers.

The sword is an intelligent weapon and expresses a desire to slay an evil creature living nearby. The creature is a vampire masquerading as the head of one of the warring families.

One of the items stolen from the wizard's home is a map of the area surrounding the town; the thieves took it because it radiated magic. When examined with a true seeing spell, the location of the labyrinth's entrance is revealed along with clues to opening the portal.

Among the papers scattered around the wizard's library are two sets of letters, one from each of the warring families. Both groups wish to purchase the magical map.

Members of one of the warring families tell the PCs about a legendary magical weapon whose appearance in town is reputed to signal the downfall of the opposing family.

A search of either family's headquarters reveals several copies of letters drafted to the wizard. Both families also have received letters reporting the map's theft.

An adventure chain has the advantage of allowing players considerable freedom of action. They can ignore the hooks that link the adventures together or follow them up as suits their fancy. The freedom goes a long way toward making the players feel as though they are the masters of their characters' fates. Because the adventure's plots are not intertwined in any serious fashion, the DM need not take steps to force the group back into the story line.

**Ripples in a Pond:** Every adventure changes the world in some fashion, even if the only change is a temporary reduction in the orc population. Sometimes, however, even a simple adventure can have far-reaching effects. Chapter One explored this concept in some detail.

This method uses the consequences that arise logically from one adventure as a springboard for further adventures. Often, the linked adventures occur in a specified order, but it is possible to create a set of adventures that can be played in any order. The latter task can be difficult, and it usually requires the DM to make alterations in the plot to account for what the party already has accomplished. The three adventures from the previous example might be linked in the following ripple sequence:

The player characters discover a clue to the sword's whereabouts. With help from an NPC wizard, they enter the labyrinth and recover the sword.

As part of the price for his help, the PCs have agreed to allow the wizard a chance to examine the blade. On the way to his home, however, they are ambushed and nearly lose the weapon. When they arrive at the wizard's home, they discover it has been burglarized.

The burglars are a group of dopplegangers hired by the vampire whose downfall the sword's reappearance is supposed to herald. False clues implicate the family opposing the vampire, and the PCs must determine the truth before the villains can be defeated.

A more complex ripple sequence might begin with any of the three adventures. For example, if the PCs recover the sword first, they draw quite a bit of attention to themselves. The wizard approaches them and offers to pay handsomely for a chance to examine the weapon.

Meanwhile, the two families are anxious to get their hands on the sword. One family would like to buy it or to convince the PCs to attack their rival with it. The other family wants to make sure the blade is not used against them under any circumstances. They might try to buy it, steal it, or exile the PCs to a distant world or another plane.

The wizard is impatient to examine the sword, but he waits until the party is finished with their other business. Nevertheless, the vampire's family is anxious to learn all it can about the sword and helps arrange the burglary at the wizard's home. If the PCs visit the wizard first, both families harass the wizard and the PCs while they try to unravel the mystery of the burglary.

**Interlocking Adventures:** It is possible for one or more adventures to take place entirely within the context of another, larger adventure. It also is possible for a single adventure to leave enough loose ends laying around that one or more subsequent adventures are required before they are all tied up. The three adventures from the previous examples might be interlocked as follows:

The player characters become embroiled in the feud, perhaps as mediators. In the process of defending themselves, they discover the legend of the sword.

The party seeks out the wizard to get more information about the weapon. Before they can learn anything, however, they must solve the mystery of the burglary. The crime might be related to the overall plot, or it might be incidental.

The party ventures into the labyrinth to recover sword. If they are successful, they can return and settle the feud.

**Multi-layered Adventures:** In this type of series, the adventures are arranged like the layers of an onion. When the player characters complete one adventure, they peel back a layer and reveal another, deeper layer. The party gets closer and closer to resolving a final, ultimate conflict as they continue to peel away layers. Usually, the final conflict's true nature is not obvious at the beginning, and the player characters might stumble across several hints and clues before they realize where their adventures are leading. The three adventures from the previous examples could be arranged in layers as follows:

The player characters learn about a series of daring raids and burglaries in which the criminals wreak havoc. Perhaps a home of one of the heroes is raided.

A particularly methodical wizard who is a burglary victim notes that a set of maps and commentary about a legendary sword are among the items taken from his home. If the PCs follow up the lead, they discover that the gang of dopplegangers responsible for the crimes have been turning over information about the sword to their mysterious employer. The PCs also encounter an NPC who also is seeking the sword, but is not implicated in the burglaries.

With the NPC's help, the heroes locate the labyrinth where the sword is hidden. After enduring the puzzles and traps that guard the sword, and several hit-and-run raids by mysterious attackers, the PCs recover the blade. There are several attempts to steal the weapon, maybe even one from the PCs' erstwhile ally.

Information gathered from captured foes—and from the sword itself—indicates that an ancient vampire fears the sword, which has remained hidden for centuries. The PCs and the vampire become locked in a deadly struggle that continues until the party destroys the vampire or gives up the blade.

**Revisited Adventures:** Some adventure sites offer potential for continuing play even after the player characters have resolved the original conflict. Two or three adventures from the previous examples might offer sites that can be used over and over again. The city where the wizard lives and its criminal underworld—with its den of dopplegangers—could generate many other adventures, especially if a player character rogue decides to operate the local thieves' guild. Likewise, the valley—with its simmering feud—could spawn additional adventures as the feud flares up from time to time. Perhaps the defeated family's vampire leader has hidden a few servitor vampires in the opposing family.

## Planning Combats

Nothing takes the joy out of a rousing adventure more quickly than an important combat in which the bad guys go down with a whimper rather than a snarl. All of the careful thought and brilliant inspiration used in creating an interesting plot is lost when the characters mow down the opposition without even raising a sweat. Like creating a good plot, there are proper ways to plan for a confrontation with high-level heroes.

Chapter One included suggestions for getting the most out of a foe by considering the creature's intelligence, maximizing its strengths, and minimizing its weaknesses. This section looks at some additional elements that you should consider when planning and conducting a battle.

How much combat planning you ought to do depends on two factors: the opposition's intelligence and how important the encounter is to your plot.

Plan less when dealing with unintelligent creatures. These creatures tend to react rather than to plan ahead. Quickly run through the five points outlined, noting obvious things, such as the terrain, the foe's general situation (hungry, fearful, etc.), and its major combat abilities.

Always carefully plan encounters with major foes, even fairly stupid ones—your plan

can take the foe's lack of intelligence into account. Pay attention to each point and carefully look ahead to make sure your villains don't make silly mistakes; for example, a vampire starting a melee combat over a rushing river or giants crawling on their hands and knees through corridors less than 10 feet high. As this chapter's first section pointed out, it is best to avoid giving your players gifts in the form of combat victories they haven't earned.

Likewise, if you're hoping for a special result from a combat, prepare accordingly. For example, if you intend to reveal information to the player characters via a prisoner, you should plan the battle so that it is likely that the player characters take prisoners. Perhaps a creature misinterprets its orders and is forced to surrender when it finds itself surrounded by the heroes.

A combat plan should consider the following elements: attack power, mobility, organization, information, and terrain.

**Attack Power:** The purpose of combat is to kill or incapacitate the opponent before he can escape or do the same thing to you. An effective combat plan finds a way to use whatever forms of attack are available in the most efficient manner.

It usually is best to concentrate whatever attacks are available against as few enemies as possible. Wounding an opponent has little effect in the AD&D game, because creatures generally function just as well when reduced to a fraction of their original hit points as they do when completely healthy. It is better to reduce the opponent's numbers quickly and in turn reduce the opponent's ability to counterattack. Note, however, that being under attack tends to interfere with spell casting. Neutralizing spellcasters by disrupting their spells is a great way to limit counterattacks, even if the spellcasters are only wounded. Also, don't overlook nonlethal attack forms, such as magical charms, wrestling, entanglement, disarming, and the like. These modes of attack often limit counterattacks more effectively than raw damage. The party's lead fighter might be a terror, but the character becomes considerably less terrifying when deprived of a weapon.

**Mobility:** The ability to move freely is an asset that is often under appreciated. Creatures that are free to move or make ranged attacks can concentrate their offensive power where they wish, provided they are more mobile than the enemy. Freedom of movement also allows for some tactical flexibility, especially when dealing with the unexpected or fleeing from a bad situation.

Superior mobility can bring all manner of advantages. Simply running around a slower opponent's front line and attacking a weak spot can have tremendous impact.

A foe does not necessarily have to be faster than the player characters to have superior mobility. If the heroes are attacked from two or three directions at once, the party is faced with staying put or risking leaving someone behind if they move. Spells such as the various walls, *slow, entangle,* and *transmute rock to mud* can hinder or even stop a party dead in its tracks. Spells such as *darkness, stinking cloud,* and *fog cloud* can disrupt and confuse a party at least temporarily.

Creatures do not willingly give up natural mobility advantages unless they are exceedingly stupid or have been cleverly tricked. A tribe of lizard men, for example, is probably not going to emerge from a river or swamp to attack player characters on a paved road. Likewise, a dragon is not going to make it's lair in a cavern too small to

allow it to fly.

Mobility is not always a function of an opponent's movement rate. As noted above, the ability to fire missiles is a great enhancement to mobility. Superior numbers also enhance mobility, especially when a small group—such as a party of adventurers—faces a single creature. The group is inherently more mobile than their lone opponent because the task of concentrating their attacks is already done for them (there is only one enemy to fight), and any single form of attack does not immobilize the whole group.

A lone creature facing an adventuring company is at a severe disadvantage unless it can stay out of the party's reach, isolate individual characters, or deliver attacks that affect all the characters at once. A monster engaged in melee with the party's lead fighter has very few movement options. The fighter's movement is restricted, too, but the rest of the characters are under no such limitations.

**Organization:** If a combat involves multiple foes, decide who is in charge and how the group works together. Even disorganized groups usually contain one individual that the rest of the group looks up to. Remember that you don't have to have legions of Einsteins to fight well, just one clever or experienced leader.

Groups without strong leaders tend to have difficulty working together, though they still can be effective in combat if the individuals are fairly bright and spirited. Coordinated actions usually give better results than individual actions. For example, pairs of creatures or small subgroups can watch each other's backs and divide up tasks such as guarding against flanking maneuvers and keeping the pressure on the foe's commanders, spellcasters, and missile users.

**Information:** This element of combat planning is the one DMs most frequently ignore or misuse. Opponents should fight based on what they know and what they can discover about the heroes' numbers, abilities, and plans.

Obviously, it is inappropriate for the DM to ignore what an opponent knows. It is equally inappropriate, however, to assume that every opponent knows as much about the player characters as the DM does. Note that attack is not a natural reaction to the unknown. An opponent who does not have any clear knowledge of the enemy is apt to retreat or negotiate.

Start by considering what the opponent can reasonably know about the party. If the opponent has never fought the player characters before and didn't notice them approaching, then he knows almost nothing about the party. The opponent might guess each PC's class by observing the characters and their equipment. A vampire, for example, might have a great attack plan, and if he is observant he might note any elves or half elves in the party and avoid directing his *charm* at those characters. He probably does not know which characters have received *negative plane protection* spells from the party cleric.

On the other hand, bad guys remember player character drills. Any opponent who has fought groups of adventurers has a basic idea about how parties generally act. An opponent who has seen the player characters fight—or who has survived a previous encounter with the heroes—is bound to have a very clear idea about how a party functions.

In any case, plans for a combat are not complete until you consider how the foe is

gathering information. Everyone except the supremely stupid—or supremely confident—keeps an eye out for trouble. The information-gathering effort need not be elaborate; foes who have no particular reason to expect a fight might simply observe things as they go about their business. More careful groups might employ scouts or divination spells. Anyone can pick up quite a bit of information just by questioning the locals. Note that the locals can include animals and plants if the right spells are available.

Don't overlook the possibility that a foe's efforts to gather information might reveal something about the foe to the player characters. If a vampire assumes bat form to observe a party, the player characters should have a chance to notice the bat, especially if it remains near the party for any appreciable amount of time. Likewise, *crystal balls* create magical sensors that creatures can detect.

Remember that information is only as good as the opponent's ability to assess it. A giant bird of prey might be able observe a party for a long time as it soars over an open plain, but its animal intelligence doesn't allow it to analyze what it sees very well. On the other hand, a high-level wizard or druid in bird form might deduce a great deal from a long look at a party.

It's also worth remembering that most careful groups also take pains to conceal information about themselves; after all, the PCs are going to be gathering information, too. For example, there's no reason why a band of villains has to look like an evil horde. They might choose to pose as merchants or pilgrims, which makes it harder for player characters to trace their movements by questioning creatures about who they have seen recently. Spells such as *invisibility* and *change self* can be quite effective in keeping player characters guessing about exactly what they're up against.

**Terrain:** Most foes try to make some use of the local terrain, even if all they do is hide behind trees. However, the lay of the land determines what is possible during a combat and what's not. A forest choked with thick undergrowth offers lots of cover and concealment, which generally makes it a good place for ambushes. A forest's trees and undergrowth also tends to restrict movement—especially mounted movement—and missile fire. Likewise, a group of 10 archers can't line up shoulder-to-shoulder and deliver a devastating volley if the battle is taking place in a five-foot-wide dungeon corridor.

Terrain is usually beyond the control of the participants, except that magic can alter terrain or appear to alter it. A *move earth* spell, for example, can allow a commander to create just about any battlefield layout desired. A *hallucinatory terrain* spell can prompt opponents to do foolish things, such as maneuvering to avoid a marsh that really isn't there or coming to a halt behind a pile of illusory boulders that appear to offer good cover.

Even without magic, creatures who are prepared for a battle can choose where to fight. The best possible defensive terrain offers the defenders cover while forcing the attacker to approach in the open, preferably to spend a long time exposed to attack before they can attack themselves. Castles are built the way they are to exploit this concept: The cleared area around the castle offers little or no cover. The castle's moat and walls keep the attackers outside where there is no cover, and the walls provide cover for the defenders.

Smart foes stay alert for opportunities that the terrain creates. The old trick of hiding

atop a cliff and rolling boulders down upon hapless travelers below is a good example of this type of tactic. Player actions often create less-obvious opportunities, however. For example, characters who decide to climb to a canyon's rim—to avoid having rocks dropped on them later—just might find themselves attacked while they literally hang on for dear life.

### World Hopping

A visit to a foreign land, long or short, is seldom routine. Dealing with strange customs, unfamiliar laws, and unusual foods can give even hardened travelers fits. Now imagine what it might be like to visit a place where the very underpinnings of reality are different from home. That's what world hopping is like.

Staging adventures on unfamiliar worlds is a great way to keep a high-level campaign fresh and challenging. Players become very attentive once they find they can take nothing for granted, and even fairly weak creatures can challenge the party when the PCs' spells and magical items begin to act in unanticipated ways. This section presents some quick guidelines for creating alternate worlds for your adventures. This section is by no means complete—the possibilities are limited only by your imagination.

## Types of Worlds

For purposes of this discussion, a world is any place in the multiverse with its own form of reality separate from the rest of the multiverse. A world can be as large as a universe or as small as a single room. Worlds in the current AD&D game fall into one of three different types:

**Plane:** A plane is an infinitely large space. A plane has no clear form or dimensions, though there are border areas where it meets other planes. As explained in Chapter 15 of the *Dungeon Master Guide*, there are three types of planes and two planes that defy categorization.

*Inner Planes* are places filled with the fundamental components of the multiverse. There are 18 inner planes. They are subdivided into elemental (basic matter), para-elemental (compound forms of matter), energy (positive and negative), and quasi-elemental (where planes of matter and energy meet). If there are any undiscovered inner planes, they likely exist between known planes.

*Outer Planes* are places where the powers (deities) reside. A certain philosophy holds sway on each outer plane, and that philosophy influences everything on the plane, including reality itself. There are 17 known outer planes, each corresponding to a major division in the AD&D alignment system. Sixteen of these planes form a great ring, with the plane of Concordant Opposition—the neutrality plane known as the Outlands—in the middle. New outer planes would probably form between two existing planes on the great ring or as additional "layers" on an existing plane.

*The Prime Material Plane* is where the base campaign and many similar worlds are located. There is a widespread misconception that there are multiple Prime Material Planes, sometimes referred to as Parallel Primes or Alternate Primes. In fact, there is only one Prime Material Plane. Within that plane, there are an infinite number of discrete worlds, each contained within a crystal sphere. A crystal sphere can contain a single planetary body, a whole solar system, or anything in between.

*The Astral* and *Ethereal Planes* act as highways between the other planes.

The Ethereal Plane connects the Prime Material with the Inner Planes. It resembles an infinite ocean whose "shores" lap against other planes. Curiously enough, ethereal travelers always find themselves moving toward the Inner Planes or their home world in the Prime Material. There is no known method of using the Ethereal Plane to travel from one Prime Material World to another.

The Astral Plane is an infinite, silvery void that connects the Prime Material Plane to the Outer Planes. Astral travel between Prime Material Worlds is possible.

Both the Astral and the Ethereal contain bits of solid matter in their depths. On the Astral, these form islands similar to asteroids floating in deep space where creatures make their homes. The Ethereal also contains islands, but they are called Demiplanes (see below) that exist as worlds in their own right.

For more information on the known planes, see the *Planescape*™ boxed set.

**A Pocket Dimension** is a discrete world attached to another world. These are usually very small, and most of their properties mirror those of the parent world. A Pocket Dimension can be created artificially.

**A Demiplane** is a discrete world floating in the depths of the Ethereal Plane. Like Pocket Dimensions, Demiplanes can be created artificially. Conditions on Demiplanes vary widely, and it is believed that large and well-populated Demiplanes can become full-fledged planes. The exact process for accomplishing this feat is not known to any mortal.

## Properties of Worlds

Each world has four different aspects that combine to define its own unique reality. These are chronology, magic, technology, and environment. Each aspect is rated on a scale ranging from 2 to 20. Ratings can be generated randomly by rolling 2d10. The lower the rating, the weaker the aspect is; ratings from 10–12 reflect conditions on typical AD&D campaign worlds. Though a rating of 10 is weaker than a rating of 12 the differences between the two are imperceptible to player characters. Ratings higher than 20 and lower than 2 are possible, but all known planes fall within these extremes.

A world's rating is usually fixed, but the ratings on some worlds shift slowly over time. These shifts are so gradual that the residents don't realize they are occurring. An abrupt shift—even for the better—brings cataclysmic change to a world.

## Chronological Aspect

Time flows at the same rate throughout the known multiverse. This section, however, deals with newly discovered worlds. Table 2 shows the rate of local time flow compared to that of the base campaign world. In worlds with ratings of 9 or less time flows more quickly than in the base campaign, allowing travelers to make extended visits and return home to find that almost no time has passed at all. In worlds with ratings of 13 or more time flows more slowly than in the base campaign, and travelers might return home to find their world greatly changed after even a short visit.

### Chronological Notes

Characters are governed by the local time no matter where they are or what world they call home. For example, characters who visit a C2 world and stay a year return home to find that less than a minute has gone by, but they are still a year older. Characters who visit a C18 world and stay two weeks return to find that 20 years have passed, even though they have aged only two weeks. Likewise, the durations of magical effects are governed by local time, a spell that lasts 10 rounds on a C11 world also lasts 10 rounds on a C20 or a C2 world.

There is no simple way to judge the local time flow—it always seems to be normal. Time is pervasive; even the interiors of closed extra-dimensional spaces (such as *portable holes*, *bags of holding*, and *rope trick* spells) experience local time. The shift from one time flow to another is imperceptible by itself, but clues are sometimes obvious—such as when a character steps through a portal at noon and steps out into a moonlit night.

## Magical Aspect

A world's magical rating determines many of its characteristics, including how much sway scientific laws have over reality. The higher the rating, the less relevant the laws of science are. Magic becomes more readily available as the magical rating rises, increasing the likelihood that fantastic creatures exist on the world. Psionics are also more common and work better on high-magic worlds. Table 3 shows relative levels of magical power; a rating of 2 indicates no magical power, a rating of 10–12 indicates the level of power in a typical AD&D campaign. The most magical of the known planes (the Abyss, the Outlands) have ratings of 17. No known plane has a rating of 18 or higher.

**Table 2:**
**Chronological Ratings**

| World Rating | Local Time | Base Campaign Time |
|---|---|---|
| 2 | 1 Week | = 1 Second |
| 3 | 1 Week | = 15 Seconds |
| 4 | 1 Week | = 1 Minute |
| 5 | 1 Week | = 10 Minutes |
| 6 | 1 Week | = 30 Minutes |
| 7 | 1 Week | = 1 Hour |
| 8 | 1 Week | = 6 Hours |
| 9 | 1 Week | = 1 Day |
| 10–12 | 1 Week | = 1 Week |
| 13 | 1 Week | = 1 Month |
| 14 | 1 Week | = 3 Months |
| 15 | 1 Week | = 6 Months |
| 16 | 1 Week | = 1 Year |
| 17 | 1 Week | = 5 Years |

| | | |
|---|---|---|
| 18 | 1 Week | = 10 Years |
| 19 | 1 Week | = 30 Years |
| 20 | 1 Week | = 100 Years |

**Table 3:**
**Magical Ratings**

| Rating | Magical Effects |
|---|---|
| 2 | No spell, spell-like ability, magical item, artifact, or psionic power functions, and travel into or out of the area is possible only through a pre-existing gate. Land creatures are not more than 10 feet tall, and there are no flying creatures. Demihuman and fantastic creatures do not exist. |
| 3 | Potions, wands, rings, and miscellaneous magic is ineffective, and from 6–9 schools of magic are modified in some way. Spell casting times and PSP requirements are quintupled, and 4th–10th level spells can't be cast. Land creatures are not more than 10 feet tall, and flight is limited to creatures less than six inches tall. There are no demihumans or fantastic creatures. |
| 4 | Potions, wands, and rings are ineffective and from 4–9 schools of magic are modified in some fashion. Spell casting times and PSP requirements quintupled; 5th–10th level spells impossible; land creatures are not more than 10 feet tall; flight is limited to creatures less than 1-foot-tall. There are no demihumans or fantastic creatures. |
| 5 | Potions and wands ineffective; 3–9 schools of magic modified. Spell casting times and PSP requirements are quintupled, and 6th–10th level spells can't be cast—native spellcasters are almost unknown. Land creatures are not more than 10 feet tall, and flight is limited to size T creatures (two feet tall or less). There are no demihumans or fantastic creatures. |
| 6 | Potions are ineffective and from 3–9 schools of magic are modified. Spell casting times and PSP requirements quadrupled, and 7th–10th level spells can't be cast. Native spellcasters are very rare and have supra-genius Intelligence. There are no land creatures more than 15 feet tall, no bipedal creatures more than 10 feet tall, and flight is limited to size S or smaller creatures. |
| 7 | Most spells, magical items, and psionics function normally, but 2–7 schools of magic are modified. Spell casting times and PSP requirements are tripled, and 8th–10th level spells cannot be cast. With long and difficult training, a few creatures of at least genius Intelligence can learn to cast spells. There are no land creatures more than 20 feet tall, no bipedal creatures more than 15 feet tall, and flight is limited to size M or smaller creatures. |
| 8 | Most spells, magical items, and psionics function normally, but 2–5 schools of magic are modified. Spell casting times and PSP requirements are doubled, and 9th–10th level spells can't be cast. With training, a few creatures of at least exceptional Intelligence can learn to cast spells. There are no land creatures more than 25 feet tall, no bipedal creatures more than 20 feet tall, and flight is limited to size L or smaller creatures. |
| 9 | Most spells, magical items, and psionics function normally, and only 1–4 schools of magic are modified. True Dweomers (10th-level spells) are not available, but creatures with at least average intelligence can learn to cast spells if properly trained. There are no |

land creatures more than 30 feet tall, no bipedal creatures more than 25 feet tall, and flight is limited to size H or smaller creatures.

10-12 Spells, magical items, and psionics function normally, and most creatures of at least average Intelligence can learn to cast spells with adequate training. There are no practical limits on the size of land or of flying creatures, and demihumans and fantastic creatures are fairly common.

13 Spells, magical items, and psionics function normally, and major races have minor spell-like abilities or psionic wild talents. Some individual spells are modified.

14 Most spells, magical items, and psionics function normally, and major races have minor and major spell-like abilities or multiple psionic powers. Some elemental spells and from 1–4 schools of magic are modified.

15 Most spells, magical items, and psionics function normally, and major races have minor, major, and extraordinary spell-like abilities or full psionic powers. Some elemental spells are modified. From 2–5 schools of magic are also modified with possibly catastrophic effects.

16 Same as above, except that from 2–7 schools of magic are modified with possibly catastrophic effects.

17 Same as above, except that from 3–9 schools of magic are modified with possibly catastrophic effects.

18 Same as above, except that most beings of at least average Intelligence have minor spellcasting abilities.

19 Same as above, except that beings of average Intelligence have minor spellcasting abilities, and those with at least high intelligence have major spellcasting abilities. Wizard characters do not need to study spellbooks.

20 Same as above, except that beings of average intelligence have major spellcasting abilities, and those with at least high Intelligence have extraordinary spellcasting abilities. Wizard characters do not need to study spellbooks, and no spellcaster needs to memorize spells.

## Magical Aspect Notes

Characters using magic or psionics are often at great risk until they learn the rules governing magic locally. Strongly magical worlds can be more dangerous than worlds where magic is weak.

**Spell Casting:** Any spellcaster can attempt spells on worlds rated M3 or higher, but he is limited to what is possible locally or what is possible on their home worlds, whichever is *less*. For example, characters from M10–12 worlds must study their spellbooks even on M20 worlds, where the natives have no such restrictions. Characters from an M19 world visiting a M10–12 world cannot regain spells unless they return to their home world or acquire spellbooks. No character can cast a 9th-level spell on a world rated M8 or lower.

Low magic worlds impose a multiplier (x2 to x5) on casting times. Most casting times are given as simple numbers that are added to the caster's initiative roll (see *Player's Handbook*, Appendix 2). If the adjusted casting time is 10 or more, the spell requires one

or more full rounds to cast. A casting time of 10 means the spell is completed at the end of the round when it is begun. A casting time of 20 means the spell is completed at the end of the second round after it has begun, and so on. If the adjusted casting time is not an even multiple of 10, subtract the nearest multiple of 10 from the adjusted casting time. The spell requires that many full rounds of casting, and is completed on the next succeeding round with an initiative modifier equal to the remainder. For example, a *fireball* spell (which has a normal casting time of 3) has an adjusted casting time of 12 on an M6 world. The spell requires one full round and is completed during the second round with an initiative modifier of 2.

Worlds rated M8 and lower restrict the levels of spells available. When a spell level becomes impossible, no spell of that level can be cast. Magical items and stored spells are an exception (see below).

Spells are modified on some worlds. Modifications can apply to individual spells, entire schools of spells, or classes of elemental spells. Possible modifications include:

*Enhanced:* The spell or school functions as though the caster were one level higher than he actually is. Spells are never enhanced on worlds rated M9 or lower.

*Diminished:* The spell or school functions as though the caster were one level lower than he actually is.

*Nullified:* The spell or school does not function at all. This is a fairly common modification on worlds rated M9 or lower. It is rare on Prime Material Worlds rated M10 or higher, but it often occurs on even highly magical outer planes, demiplanes, and pocket dimensions.

*Altered:* The spell or school of spells functions differently on this world. Changes can be superficial, minor, or catastrophic.

Superficial alterations usually change a spell's form, but not the way it works. For example, *fireballs* might create scalding steam or intense light on some planes.

Minor alterations are more spectacular and potentially dangerous but do not change the way the spell works. For example, a *clairaudience* spell might cause the caster's ears to grow very large and sensitive, causing the caster to suffer a saving throw penalty vs. sound-based attacks (harpy songs, *shout* spells, etc.) until the spell ends.

Catastrophic alterations cause the spell to go completely awry, and their effects are totally unpredictable. Conjured or summoned creatures might go berserk, a *meteor swarm* might center itself on the caster, or a *death spell* might target other player characters or their henchmen.

In many cases, native spellcasters are not subject to the alterations because their magic is naturally compatible or because they take special precautions. Player characters might learn to use the latter.

It is possible for the same alteration to affect several types of spells in the same way. For example, on Limbo, an outer plane of pure chaos, a spellcaster must pass an Intelligence check or any spell attempted is negated, a catastrophic alteration that affects all types of spells.

Any change to a spell or school of spells should reflect some local characteristic. For example, an *unseen servant* spell cast on an M13 world that also has a high technological rating might suffer a minor alteration and create a visible creature with a mass of robot-like arms (in keeping with the world's technological nature).

Priests depend on their deities for their spells and suffer some extra difficulties when leaving their home worlds. Any priest spell is subject to whatever local modifications apply to the spell's school. In addition, a priest's ability to cast spells depends on his position in the multiverse relative to his deity.

Priest spells work best when the caster is on the plane where his deity resides because the deity has undisputed influence over priest magic on his own plane. Deities that keep multiple residences make things a lot easier for their priests. When priests go traveling through the multiverse, however, they enter realms where the interests of several deities might conflict. One of four things happen to a priest's spells when the character enters a new world:

On an *open* world, the priest loses caster levels according to the distance to the deity's home plane (see page 49). All the Outer Planes are open.

On a *closed* world, the priest can use any spell he has memorized but cannot regain spells higher than 2nd level. Many Prime Material Worlds, Pocket Dimensions, and Demiplanes are closed.

On a *restricted* world, the priest loses all spells. Restricted worlds are very rare.

On an unrestricted world, all priests function at full power. The Astral, Ethereal, and all known Inner planes are unrestricted, as are many Prime Material worlds and Demiplanes.

By general divine agreement, priests on open worlds lose one level of spell casting ability for every plane they are removed from their deity's home plane. For example, a 10th-level priest one plane from his deity's plane can cast spells only as a 9th-level priest, although he still functions as a 10th-level character in every other way.

Figuring the distance between a priest and his deity can be a little tricky, because priest spells use different rules for counting depending on the priest's location. A priest whose deity resides on an Inner Plane is four planes removed when he visits an Outer Plane (Inner Plane to Ethereal to Prime to Astral to Outer Plane). Priests on the Outer Planes, however, must trace the path to their deity along the great ring (see below), but only planes between the priest and deity's home plane count.

For example, if a priest whose deity resides on Mount Celestia visits The Abyss, the character loses seven levels of spellcasting ability. This effect has nothing to do with the properties of the planes themselves, it arises from a mutual agreement that prevents the entire multiverse from erupting into an interplanar war.

There are numerous divine agreements of a more limited nature that govern specific locations on the planes. The Prime Material Plane is subject to many such agreements. Each Prime Material world is the focus of one or more deities; these deities are allowed to treat the world as if it were home (at least insofar as granting spells is concerned). This

gives any priest who worships these deities full powers on that world, though outsiders might find the world closed or restricted.

Demiplanes also are notorious for operating under their own rules, though most of them are either closed or unrestricted.

A priest's granted abilities generally function at full power by general divine agreement, but local conditions prevail, especially for spell-like granted abilities. Calling down a *flame strike* just doesn't work on the Plane of Elemental Water.

Note that divine agreement can circumvent a world's magical rating. If a deity wants to grant priests a full range of spells, then that's what happens, even if magical items, psionics, and wizards spells are weak. Such worlds are extremely rare, but possible.

Intelligent creatures native to high-magic worlds have natural spellcasting abilities as spellcasters of the indicated level:

*Minor Spellcasting:* 1st–3rd

*Major Spellcasting:* 4th–7th

*Extraordinary Spellcasting:* 8th–11th

Natural spellcasting abilities are retained if the creature visits worlds with lower magical ratings, but casting times are still extended and high-level spells still become unavailable as shown on Table 3. Natural spellcasting abilities are in addition to any abilities the creature has due to class and level and can be freely combined with other class abilities. For example, a fighter from an M20 world could cast natural spells even in metal armor; a wizard from the same world is still restricted from wearing armor but might enjoy extra wizard spells or have the ability to cast priest spells.

On worlds rated M19 or higher, wizards don't require spellbooks. After a good night's sleep, spellcasters can meditate and acquire any spell of a level normally available to them, just as priests do.

On worlds rated M20, wizards and priests do not require study time at all. If they get a good night's sleep, they can call their spells to mind as needed, though they are still limited to the number of spells they can employ each day. Casting time and required components for spells remain unchanged. For example, an 11th-level wizard from an M20 world could call a *lightning bolt* to mind if he wished, but not if he had already cast four 3rd-level spells that day. The wizard would also need to have the proper material components on hand.

**Psionics:** Psionicists generally suffer less than spellcasters when traveling between worlds. Psionics depend on the character's personal energies, which the character carries with him wherever he goes. On high-magic worlds (M13 or greater), psionics are unaffected, though some worlds—such as the Demiplane of Ravenloft—have quirks that affect even psionics. On low-magic worlds (M9 or less), psionics work normally, but PSP costs increase because more personal energy is required to manifest a particular effect.

Increased PSP requirements apply to both initiating and maintaining powers. If a psionicist does not have enough PSPs to pay the local cost for a power, he cannot use that power. Local conditions only increase the PSP cost, never the damage dice, duration, range or any other factor associated with a PSP expenditure. In other words, increased psionic cost is never an advantage for the character using the power.

A major race dominates the world in the same fashion that humans and demihumans dominate standard campaign worlds. The tanar'ri of the Abyss and the githyanki of the Astral Plane are major races in their home worlds. Members of major races native to high-magic worlds always have one or more spell-like abilities, as follows:

*Minor abilities:* Similar to 1st–2nd level spells, each of these abilities is usable 1–3 times a day. They function on worlds rated M7 or higher.

*Major abilities:* Similar to 3rd–5th level spells, each ability is usable 1–3 times a day. The creature also has 4–6 minor abilities each usable once a turn or once an hour. The abilities function on worlds rated M8 or higher.

*Extraordinary abilities:* Similar to 6–7th level spells, each is usable once a day. The creature also has 6–10 minor abilities usable at will and 4–6 major abilities usable once a turn or once an hour. The abilities function on worlds rated M9 or higher.

Spell-like abilities are subject to whatever magical modifications prevail locally, except that natives always ignore any detrimental effects their home world might have on their abilities.

**Magical Items:** Because they are portable containers for magical power, enchanted items can often function in low-magic worlds where the spell effects they duplicate cannot be cast. Otherwise, magical items are subject to the same limitations and modifications as spells. For example, a *staff of the magi* can produce a *wall of fire* effect, even on M3 worlds where 4th-level spells are impossible. However, the staff cannot produce a *wall of fire* on a world where evocation spells are nullified or on a world where fire spells don't work.

If a school of spells is modified on a world, all magical items that duplicate or simulate effects from that school are affected as well. For example, if conjuration/summoning spells are catastrophically altered on a world, items such as *Bucknard's everfull purse* and a *bag of tricks* can be dangerous to use.

Magical weapons, armor, and protective devices, such as *rings of protection* and *bracers of defense*, are attuned to the world where they were made. They lose one plus per plane removed from home, but remember that all Prime Material worlds are on the same plane. The Astral and Ethereal planes are one plane removed from the Prime Material. The Inner and Outer Planes are two planes removed from the Prime Material. Demiplanes are part of the Ethereal Plane and Pocket Dimensions are part of the plane to which they are attached. The maximum distance between planes is four (Inner Plane to Ethereal to Prime Material to Astral to Outer Plane). For example, a *cloak of protection +3* made on a Prime Material world functions normally everywhere on the Prime Material Plane. The cloak's bonus falls to +2 in the Astral or Ethereal planes, and falls to +1 on any Outer or Inner plane. Unlike priest spells, magical items always trace the shortest possible path to their home planes.

Magical items that become inert because of the local magical rating or because of the distance between planes cannot produce any magical effects but still function as normal items—an inert suit of magical armor is still armor. The items continue to have a magical aura that can be discerned with a *detect magic* or similar spell, and they function normally again once brought to a world where conditions are more favorable.

**Creatures:** A world's magical factor determines what kinds of fantastic creatures can be found within it, as noted on Table 3. The local magical factor can make a world untenable for some visitors.

Humans, normal animals, and other non-fantastic creatures are not directly affected by the local magical rating.

Other creatures are dependent on their home world's magical nature and can suffer from deprivation when visiting low-magic worlds.

*Demihumans*, such as elves, gnomes, dwarves, orcs, ogres, and similar humanoid creatures, must save vs. death magic immediately when entering worlds rated M5 or less, failure results in death. Even if the saving throw succeeds, the creature loses one hit point per hit die—but each hit die still gives the creature a minimum of one point—and suffers a –1 penalty on all attacks, saving throws, and ability score checks. These penalties increase an additional point for every magical rating below 5, to a maximum penalty of –4 on an M2 world.

*Fantastic creatures*, such as centaurs, dragons, chimeras, pixies, tanar'ri and others, have similar penalties beginning at M6 and increasing to a maximum of –5 on M2 worlds.

## Technological Aspect

A world's technological rating determines its general level of cultural development, scholarship, and practical application of knowledge and invention. The lower a world's technological rating, the less obvious the trappings of civilization are. A rating of 2 indicates no technology at all. A rating of 10–12 indicates a medieval technology common to most AD&D campaigns. Ratings of 13 or higher indicate worlds that are progressively more urban, institutional, and mechanized. It is entirely possible for a world to have both a high magical rating and a high technological rating. On such worlds, magical devices replace machines.

**Table 4:**
## Technological Ratings

| Rating | Elements of Civilization |
|---|---|
| 2 | Tools are unknown; fire has not been harnessed. |
| 3 | Simple stone tools and weapons; campfires. |
| 4 | Complex stone tools, some soft metal tools and weapons (copper); domesticated animals; simple agriculture; ovens; pottery. |
| 5 | Soft metal tools and weapons (copper and bronze); arithmetic; complex agriculture and irrigation; hieroglyphic writing; boats; cities; sundials and water clocks; coins. |
| 6 | Hard metal tools and weapons (iron); small ships; alphabetic writing; small |

land vehicles; simple locks; siege machines.

| | |
|---|---|
| 7 | Water mills; furnaces; cast iron; large oared ships; advanced mathematics and philosophy. |
| 8 | Civil engineering; roads; blown glass; wagons; medicine. |
| 9 | Compass; windmills; universities; surgery. |
| 10–12 | Steel tools and weapons; coal mining; trade and craft guilds; small, slow sailing ships, feudal governments; extensive trade. |
| 13 | Cannons; ocean-going sailing ships; mechanical clocks; national governments. |
| 14 | Firearms; printing; intercontinental trade. |
| 15 | Steam engines; blast furnaces; mechanical calculating machines. |
| 16 | Internal combustion engines; light aircraft; steamships; railroads; labor unions. |
| 17 | Nuclear power; civil and military aircraft; electronic computers. |
| 18 | Fusion power; commercial spacecraft; laser weapons; genetic engineering; intercontinental governments. |
| 19 | Sentient robots and computers; solar power; portable nuclear power. |
| 20 | Faster-than-light space travel; matter transmission; matter replication; interplanetary governments. |

## Technological Notes

Sample items appear on the table when they become affordable or are in common use. Some items may be present, but very rare, on worlds with technological ratings too low to support their widespread use. For example, some brilliant thinker might be busy inventing algebra on a T5 world, but she might be the only one who understands it. Likewise, items on the table are not necessarily household items. For example, not everyone on a T17 world owns a jet airliner, but they are common enough to be in general use.

Technological devices cannot be carried freely between worlds. Devices from low-technology worlds function normally when carried to worlds with higher technology ratings. Devices carried from high-technology worlds to low-technology worlds do not operate if they have moving parts, electronic circuitry, or depend on chemical reactions. Even simple devices suffer somewhat. For example, a flashlight (T16) carried to a T8 world becomes inert. A stainless steel hand ax (also T16) carried to a T8 world still functions as an ax, but it loses its extra hardness and resistance to rust. A club (T2) remains a club no matter where it is.

Sufficiently advanced technology, however, works just like magic. If an item's technological rating exceeds the local technology rating it still works if it also exceeds the local magical rating by at least five. For example, steam engines require a local technology rating of T15 or higher or a magical rating of M10 or lower. A steam engine would not work on a world with a magical rating of M11 or more *and* a technological rating of T14 or less.

## Ecological Aspect

A world's ecological rating determines how benign or hostile the overall environment is as well as the similarities of landscape, flora, and fauna as compared to the base

campaign. A rating of 2 indicates a completely hostile environment while an E20 world represents a paradise. A rating of 10–12 indicates a generally earth-like environment that may contain hazardous extremes, such as deserts, ocean depths, low air pressure at high altitude, etc.

**Ecological Notes**

Worlds rated E6 or less inflict one of more of the effects (DM's choice) from the table below upon visitors from the base campaign. The type of effect should reflect the nature of the environment. For example, one world's acidic atmosphere might inflict damage and another world's polluted air might reduce Constitution.

| **Condition** | **Severe** | **Hostile** | **Deadly** |
|---|---|---|---|
| Constitution Loss | 1d6/Day | 1d6/Hour | 1d6/Round |
| Damage | 2d4/Day | 2d4/Hour | 2d4/Round |
| Poison Save* | 1/Day | 1/Hour | 1/Round |

* The saving throw must be attempted at the end of each exposure period; failure results in immediate death.

**Severe Conditions:** The environment poses a danger if exposure lasts too long. The intensity is similar to a desert or polar ice cap. Mundane precautions—drinking extra water, wearing a heavy coat—can negate or reduce the damage.

**Hostile Conditions:** The environment poses an immediate threat to normal humans. The intensity is similar to immersion in arctic water or exposure to volcanic gases. Mundane precautions might reduce the effects to severe or be entirely ineffective. Minor protective magic, such as an *endure cold/heat* spell, *ring of fire resistance*, or *ring of warmth*, negates the effects.

**Deadly Conditions:** The environment can kill normal humans within minutes. Intensity is similar to the surface of the moon or the interior of a volcano. Mundane precautions are ineffective, and some magical items or spells might prove too weak to provide effective protection. The deadly effects listed on the table are the minimums, and they can be much greater if conditions are particularly intense. For example, the flames on the Plane of Elemental Fire require unprotected creatures to save vs. breath weapon or die immediately. A successful save still inflicts 5d10 points of damage each round.

Worlds rated E18 or higher seem like paradises to visitors from worlds rated E12 or less. At the DM's option, certain actions can be perilous on such worlds. For example, characters who go to sleep on such worlds may slumber until attacked or awakened. Smelling a flower might produce a state of euphoria similar to a *confusion* spell, although random actions tend to be non-violent; if the dice roll indicates an attack the affected character sings and dances, perhaps urging other nearby creatures to join in.

Natives of worlds rated E16 or higher generally cannot tolerate conditions on less benign worlds. They suffer the effects from severe conditions on worlds rated five less than their home worlds, hostile penalties on worlds rated six less, and deadly penalties on

worlds rated seven or more less.

**Table 5:**
## Ecological Ratings

| Rating | Ecological Elements |
|---|---|
| 2 | The ecology is wildly different from the base campaign in almost every way; the environment is deadly (poisonous, airless, acidic, etc.). Living creatures, if they exist at all, are barely recognizable as such. |
| 3 | The ecology is different from the base campaign in most ways; the environment is hostile (very cold, waterless, flooded with x-rays, etc.). Living creatures have completely alien forms. |
| 4 | The ecology is similar to the base campaign. The environment is fairly livable, but some vital element is absent or incompatible. The PCs cannot survive over the long term without a large stock of supplies from their home world or magical aid (can't eat the food, water makes PCs drunk, etc.). Overall conditions may be hostile, such as boiling daytime temperatures, subzero nighttime temperatures, acid rain, etc. One or more intelligent races resemble some nonhumanoid or monstrous species (insects, serpents, fungi, etc.). |
| 5 | The ecology is similar to the base campaign. The environment is livable, but some vital element is absent or incompatible. The PCs cannot survive over the long term without a large stock of supplies from their home world or magical aid (can't eat the food, water makes PCs drunk, etc.). Overall conditions may be severe, such as a global desert, ice age, endless rain, etc. One or more intelligent races resemble some nonhumanoid or monstrous species (insects, felines, fungi, etc.). |
| 6 | The ecology is similar to the base campaign. The environment is livable, but some important element is absent or incompatible. The PCs may find the conditions inconvenient, but their long-term survival is not in jeopardy (little or no metal, thin atmosphere, sunless sky, etc.). Overall conditions may be severe, such as a global desert, ice age, endless rain, etc. One or more intelligent races resembles some nonhumanoid or monstrous species (insects, felines, dragons, etc.). |
| 7 | Ecology is similar to the base campaign. Some familiar races and species are present, though they have slightly different appearances and abilities. Races and species entirely unknown in the base campaign are present. At least one intelligent race resembles some nonhumanoid species (lizards, felines, avians, etc.). |
| 8 | Ecology is very similar to the base campaign, and the environment is generally benign. Many familiar races and species are present, though they have slightly different appearances and abilities. Races and species entirely unknown in the base campaign are present. |
| 9 | Ecology is very similar to the base campaign. Most familiar races and species are present, though some may have slightly different appearances or abilities. |
| 10–12 | Ecology, environment, and inhabitants are almost identical to the base campaign. |

13 Ecology and environment is almost identical to the base campaign. All major races and species are present, but the world is ruled by elves, gnomes, dragons, or other race that is not dominant in the base campaign.

14 Ecology and environment is almost identical to the base campaign. All major races and species are present, but not all races have the same level of Intelligence and culture as they do in the base campaign (humans with only animal intelligence, talking horses, ogre artists, etc.).

15 Ecology and environment are almost identical to the base campaign. All major races and species from the base campaign are present, but some general characteristic is vastly different worldwide (everything is giant-sized, colors are reversed, world is flat, etc.).

16 Ecology is very similar to the base campaign, and the environment is generally favorable (completely tropical, rains according to a predictable schedule, most plants edible, etc.). Most races and species from the base campaign are present, but local species tend to be exotic, such as flightless giant parrots, feathered snakes with iridescent plumage, or birds who sing highly musical songs.

17 The ecology is similar to the base campaign, and the environment is favorable (tropical with temperate nights, never rains, all plants edible, etc.). At least one intelligent race resembles some nonhumanoid species, such as elves that look like felines.

18 The ecology is slightly similar to the base campaign, and the environment is favorable (drinking the local water provides nourishment, sleeping is not necessary, equipment grows on trees, etc.). One or more intelligent races resemble some nonhumanoid or monstrous species (insects, serpents, fungi, etc.).

19 The ecology is different from the base campaign in most ways, and the environment is very favorable (constant temperature, breathing supplies nourishment, sunlight heals wounds, etc.). Living creatures have completely alien forms.

20 The ecology is wildly different from the base campaign in almost every way, and the environment is completely favorable (eating, sleeping, and drinking unnecessary). Living creatures exist, but are barely recognizable (pure energy, rocklike, microscopic).

## Quirks

In addition to the four aspects—chronological, magical, technological, and environmental—some worlds have additional properties that help make them unique and unpredictable. These properties—quirks—are not easily categorized. Quirks can be part of a world's essential makeup, completely serendipitous, or temporarily imposed from outside. In the latter two cases, the player characters might be able to change them. The local rules governing priest spells described on page 49 can be considered essential quirks. A few known quirks are listed below:

The world is infused with some overwhelming force or energy that twists everything,

including magic and psionic abilities. For example, the Demiplane of Ravenloft is infused with evil. No spell, granted ability, or psionic power can distinguish the alignment of any creature or object on Ravenloft, and many magical effects and psionic powers are corrupted.

Other worlds might be infused with good, light, magic, electricity, or anything else that can be detected or manipulated under the AD&D game rules.

If this quirk exists on a Prime Material world, it's probably a temporary effect that can be removed if the source is destroyed. Otherwise, it cannot be altered or removed except by destroying the entire world.

A particular type of material is difficult or impossible to magically conjure or duplicate on the world. For example metal is very rare on Athas, the world of the Dark Sun™ setting. Metal cannot be permanently created on Athas, and the normally permanent *wall of iron* spell quickly falls to pieces.

Spells that have been named after their creators (such as *Melf's minute meteors*) are unknown and unavailable unless brought in from outside or researched from scratch.

Leaders of the world's dominant race are able to detect and immediately retaliate against magical or psionic attacks directed against members of the race. This quirk is possible only on worlds rated M14 or higher. Retaliation can take whatever form the DM feels is appropriate: a simple spell turning effect, one large venomous insect attacks the offender for every point of damage inflicted on the target, a random spell is directed at the offender, etc.

Magical items brought into the world are not affected by the distance to their home planes but are subject to other local effects. Such worlds usually are unrestricted (see page 49) and have a magical rating of 13 or higher.

The world traps visitors. Exit is possible only through pre-existing gates. This quirk is possible only in Demiplanes and Pocket Dimensions.

The world and some or all of its residents are analogs to beings in the base campaign. If the two world's ratings are generally similar, analogous beings from the two worlds are virtual twins, having appearances, occupations, skills, and alignments similar to their twins'. The more the two world's aspects diverge, the more dissimilar the analogs are.

Worlds that contain player character analogs present all sorts of difficulties and opportunities for the PCs:

**Same Book, Different Cover:** Analogs have completely different appearances, but identical mannerisms and similar histories. How long does it take the group to realize that the arrogant lizard man they are dealing with is just another version of a PC wizard?

**Don't Judge a Book by its Cover:** Analogs look and act pretty much like their counterparts, but they have different dispositions and skills. Perhaps the player character analogs on this world are notorious villains or perhaps the PCs' chief rival is a great and revered hero here.

**Déjá Vu:** The world might contain analogs whose counterparts have died in the base

campaign, both foes and allies. Also, the current situation on this world might mirror an adventure the PCs have already completed, but the villains have made different plans this time.

The world parallels the base campaign and is actually a version of the base campaign's past or future.

Some mundane item from the base campaign is the focus for power on this world. For example, powdered dragon horn explodes like gunpowder, gold jewelry grants a spell-like power, etc.

The world is isolated from other dimensions. Extradimensional spaces, such as those created by *portable holes*, *rope trick* spells, and *bags of holding*, cannot be opened.

## Monsters

An AD&D campaign is not complete without hordes of monsters to battle. No other foe is as useful for giving player characters violent and implacable foes whose savage and often alien natures make their complete and utter defeat a necessity. Monstrous foes are good for keeping characters guessing about exactly what they're up against, and monsters come pre-equipped with arrays of natural weaponry that the PCs cannot carry off with them after a battle.

High-level characters can easily defeat most standard monsters, because the monsters usually have been designed with weaker characters in mind. The **Planning Combats** section in this chapter and the notes on getting the most out of a foe in Chapter 1 can help make sure PCs treat monsters with respect, but even the cleverest planning can come to nothing if the characters can obliterate every enemy as soon as blows and spells are exchanged in an encounter.

A high-level campaign shouldn't be so overrun with super monsters that low-level characters and commoners have no chance to survive, but sometimes it is helpful to give the monsters a party meets a little bit of an edge. Perhaps you have introduced an unexplored continent or plane where life is hard and everything is a little tougher than usual. Or perhaps you simply need bigger, nastier version of a standard monster to lead a band of lesser creatures.

There might also be times when you wish to introduce a monster that is a little *weaker* than a typical specimen. Just how nasty are the baby bulettes in that nest (and how much of a fight can they put up before mom arrives)? The sections below offer a few methods for doing so without going to the drawing board and inventing a host of brand new creatures.

## Altering Monsters the Easy Way

Some monsters, like some people, are just a little bigger, stronger, or smarter than most. Other creatures might be smaller, weaker, or dumber. You can create these creatures fairly quickly by applying a modifier to a creature's basic statistics, as follows:

**Modifiers:** To make a monster weaker, apply a –1, –2, or –3 to its key statistics (see below). To make a monster stronger, apply a +1, +2, or +3. Once you start altering a

monster, use the same modifier throughout the process.

**Hit Points:** Weaker monsters subtract the modifier from each hit die, but the creature always receives at least one hit point from each hit die. Stronger creatures add the bonus to each hit die.

**THAC0:** Weaker creatures add the modifier to their THAC0 numbers—not attack rolls—while stronger creatures subtract the modifier from their THAC0.

**Saving Throws:** Weaker creatures add the modifier to their base saving throws, but no saving throw can be increased above 20. Stronger creatures subtract the modifier from their saving throw numbers, but no saving throw can be reduced below 3.

**Damage Dice:** Weaker monsters subtract the modifier from each damage die, but the creature inflicts at least one point of damage with each die. Stronger creatures add the bonus to each damage die.

**Armor Class:** Weaker creatures add the modifier to their Armor Class values. Stronger creatures subtract the modifier from their Armor Class values.

**XP Value:** Weaker creatures subtract the modifier from their adjusted hit dice (see *Dungeon Master Guide*, Chapter 8). No creature can have a value lower than 1–1. Stronger creatures add the modifier to their adjusted hit dice.

**Other Characteristics:** A creature's movement rate, Intelligence, alignment, morale, and other statistics remain unchanged under this system, A modifier of +3 can increase the creature's size to the next higher class. For example, a large creature might become a huge creature, but that's optional. Likewise, a modifier of –3 can reduce a creature's size class one step.

**An Example**

A group of scrags (freshwater trolls) have taken up residence in a river near an important ford. The bulk of the colony has normal statistics, but the DM decides that the chief/shaman and her two mates have extraordinary statistics and also decides to throw in an immature scrag. The chief is very powerful (+3), her two mates a little less so (+2), and the youth is just a baby (–3).

The modified statistics (with the original in parentheses) look like this:

**Scrag Chief:** AC 0 (3); MV 3, Sw 12; HD 5+20 (5+5, +3 per hit die); hp 51; THAC0 12 (15); #AT 3; Dmg* 1d4+4/1d4+4/3d4+9 (+3 per die); SZ L (the DM decides that she is about 12 feet tall); ML Elite (14); Int Low (7); AL CE; XP 2,000 (base 650).
**Chief's Mates:** AC 1; MV 3, Sw 12; HD 5+15; hp 35 each; THAC0 13; #AT 3; Dmg* 1d4+3/1d4+3/ 3d4+6; SZ L; ML Elite (14); Int Low (7); AL CE; XP 1,400 each.
**Baby:** AC 6; MV 3, Sw 12; HD 5–10 ; hp 13; THAC0 18; #AT 3; Dmg* 1d4–2/1d4–2/3; SZ M (the DM decides the baby is about 4 feet tall); ML Elite (14); Int Low (7); AL CE; XP 175.

* The scrag racial modifier to claw damage is added after the adjustments to the dice. In the case of the baby, the +1 bonus offsets part of the –3 penalty to the creature's claw attacks, but the –3 modifier to each die of bite damage reduces each die to its minimum value of 1.

Even with their enhanced statistics, the chief and her mates wouldn't last long in a direct fight with high-level characters, but it helps to explain why characters of lesser stature haven't dealt with the scrag colony. Furthermore, the DM plans to make use of the scrags' superior mobility in the water when the PCs encounter them, and the extra damage the trio of more powerful scrags can inflict should prove to be an unpleasant surprise.

**Table 6:**
Monster Strength Scores

| Score | T | S | M | L | H | G |
|---|---|---|---|---|---|---|
| 3 | 2 | 4 | 6 | 13 | 15 | 18 |
| 4 | 3 | 5 | 7 | 14 | 17 | 18/01 |
| 5 | 4 | 6 | 8 | 15 | 18 | 18/51 |
| 6 | 5 | 7 | 9 | 16 | 18/01 | 18/76 |
| 7 | 6 | 8 | 10 | 17 | 18/51 | 18/91 |
| 8 | 7 | 9 | 11 | 18 | 18/76 | 18/00 |
| 9-12 | 8 | 10 | 12 | 18/01 | 18/91 | 19 |
| 13 | 10 | 11 | 13 | 18/51 | 18/00 | 20 |
| 14 | 11 | 12 | 14 | 18/76 | 19 | 21 |
| 15 | 12 | 13 | 15 | 18/91 | 20 | 22 |
| 16 | 13 | 14 | 16 | 18/00 | 21 | 23 |
| 17 | 14 | 15 | 17 | 19 | 22 | 24 |
| 18 | 15 | 16 | 18 | 20 | 23 | 25 |

**Abbreviations:** T= Tiny (2' or less); S= Small (2-4'); M= Man-sized (4-7'); L= Large (7-12'); H= Huge (12-25'); G= Gargantuan (25'+)

**Table 7:**
Monster Dexterity Scores

| Score | T | S | M | L | H | G |
|---|---|---|---|---|---|---|
| 3 | 13 | 11 | 9 | 7 | 5 | 3 |
| 4 | 14 | 12 | 10 | 8 | 6 | 4 |
| 5 | 15 | 13 | 11 | 9 | 7 | 5 |
| 6 | 16 | 14 | 12 | 10 | 8 | 6 |
| 7 | 17 | 15 | 13 | 11 | 9 | 7 |
| 8 | 18 | 16 | 14 | 12 | 10 | 8 |
| 9-12 | 19 | 17 | 15 | 13 | 11 | 9 |
| 13 | 20 | 18 | 16 | 14 | 12 | 10 |
| 14 | 21 | 19 | 17 | 15 | 13 | 11 |

| | | | | | | |
|---|---|---|---|---|---|---|
| 15 | 22 | 20 | 18 | 16 | 14 | 12 |
| 16 | 23 | 21 | 19 | 17 | 15 | 13 |
| 17 | 24 | 22 | 20 | 18 | 16 | 14 |
| 18 | 25 | 23 | 21 | 19 | 17 | 15 |

**Table 8:**

Monster Constitution Scores

| Score | T | S | M | L | H | G |
|---|---|---|---|---|---|---|
| 3 | 3 | 5 | 7 | 9 | 11 | 13 |
| 4 | 4 | 6 | 8 | 10 | 12 | 14 |
| 5 | 5 | 7 | 9 | 11 | 13 | 15 |
| 6 | 6 | 8 | 10 | 12 | 14 | 16 |
| 7 | 7 | 9 | 11 | 13 | 15 | 17 |
| 8 | 8 | 10 | 12 | 14 | 16 | 18 |
| 9-12 | 9 | 11 | 13 | 15 | 17 | 19 |
| 13 | 10 | 12 | 14 | 16 | 18 | 20 |
| 14 | 11 | 13 | 15 | 17 | 19 | 21 |
| 15 | 12 | 14 | 16 | 18 | 20 | 22 |
| 16 | 13 | 15 | 17 | 19 | 21 | 23 |
| 17 | 14 | 16 | 18 | 20 | 22 | 24 |
| 18 | 15 | 17 | 19 | 21 | 23 | 25 |

**Table 9:**

Monster Intelligence Scores

| Roll | A | S | L | Av | V | H | E | G | Sg | Go |
|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 1 | 1 | 3 | 6 | 7 | 9 | 10 | 13 | 15 | 17 |
| 4 | 1 | 1 | 3 | 7 | 7 | 10 | 11 | 14 | 16 | 18 |
| 5 | 1 | 1 | 4 | 7 | 8 | 11 | 13 | 15 | 17 | 19 |
| 6 | 1 | 1 | 4 | 8 | 8 | 11 | 13 | 16 | 17 | 19 |
| 7 | 1 | 2 | 5 | 8 | 9 | 12 | 14 | 16 | 18 | 20 |
| 8 | 1 | 2 | 5 | 9 | 9 | 12 | 14 | 17 | 18 | 20 |
| 9-12 | 1 | 3 | 6 | 9 | 11 | 13 | 15 | 17 | 19 | 21 |
| 13 | 1 | 3 | 6 | 10 | 11 | 13 | 15 | 18 | 19 | 21 |
| 14 | 2 | 4 | 7 | 10 | 12 | 14 | 16 | 19 | 20 | 22 |
| 15 | 2 | 4 | 7 | 11 | 12 | 15 | 17 | 20 | 21 | 22 |
| 16 | 3 | 5 | 8 | 11 | 13 | 16 | 18 | 21 | 22 | 23 |
| 17 | 3 | 5 | 8 | 12 | 14 | 17 | 19 | 22 | 23 | 24 |
| 18 | 4 | 6 | 9 | 13 | 15 | 19 | 20 | 23 | 24 | 25 |

**Abbreviations:** A= Animal Intelligence; S= Semi Intelligent; Av= Average Intelligence; V= Very Intelligent; H= Highly Intelligent; E= Exceptionally Intelligent; G= Genius Intelligence; Sg= Supra-genius Intelligence; Go= Godlike Intelligence

**Table 10:**

## Monster Wisdom Scores

| Score | A | S | L | Av | V | H | E | G | Sg | Go |
|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 1 | 2 | 3 | 6 | 8 | 10 | 12 | 14 | 16 | 18 |
| 4 | 1 | 2 | 3 | 6 | 8 | 10 | 12 | 14 | 16 | 18 |
| 5 | 1 | 2 | 4 | 7 | 9 | 11 | 13 | 15 | 17 | 19 |
| 6 | 2 | 3 | 4 | 7 | 9 | 11 | 13 | 15 | 17 | 19 |
| 7 | 2 | 3 | 5 | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| 8 | 2 | 3 | 5 | 8 | 10 | 12 | 14 | 16 | 18 | 20 |
| 9-12 | 3 | 4 | 6 | 9 | 11 | 13 | 15 | 17 | 19 | 21 |
| 13 | 3 | 4 | 6 | 9 | 11 | 13 | 15 | 17 | 19 | 21 |
| 14 | 3 | 4 | 7 | 10 | 12 | 14 | 16 | 18 | 20 | 22 |
| 15 | 4 | 5 | 7 | 10 | 12 | 14 | 16 | 18 | 20 | 22 |
| 16 | 4 | 5 | 8 | 11 | 13 | 15 | 17 | 19 | 21 | 23 |
| 17 | 4 | 5 | 8 | 11 | 13 | 16 | 18 | 20 | 22 | 24 |
| 18 | 5 | 6 | 9 | 12 | 14 | 17 | 19 | 21 | 23 | 25 |

**Table 11:**

## Monster Charisma Scores

| Score | A | S | L | Av | V | H | E | G | Sg | Go |
|---|---|---|---|---|---|---|---|---|---|---|
| 3 | 1 | 1 | 3 | 6 | 8 | 11 | 13 | 15 | 17 | 19 |
| 4 | 1 | 1 | 3 | 6 | 8 | 11 | 13 | 15 | 17 | 19 |
| 5 | 1 | 1 | 4 | 7 | 9 | 12 | 14 | 16 | 18 | 20 |
| 6 | 1 | 1 | 4 | 7 | 9 | 12 | 14 | 16 | 18 | 20 |
| 7 | 1 | 2 | 5 | 8 | 10 | 13 | 15 | 17 | 19 | 21 |
| 8 | 1 | 2 | 5 | 8 | 10 | 13 | 15 | 17 | 19 | 21 |
| 9-12 | 1 | 3 | 6 | 9 | 11 | 14 | 16 | 18 | 20 | 22 |
| 13 | 1 | 3 | 6 | 9 | 11 | 14 | 16 | 18 | 20 | 22 |
| 14 | 1 | 4 | 7 | 10 | 12 | 15 | 17 | 19 | 21 | 23 |
| 15 | 2 | 4 | 7 | 10 | 12 | 15 | 17 | 19 | 21 | 23 |
| 16 | 2 | 5 | 8 | 11 | 13 | 16 | 18 | 20 | 22 | 24 |
| 17 | 3 | 5 | 8 | 11 | 13 | 16 | 18 | 20 | 22 | 24 |
| 18 | 3 | 6 | 9 | 12 | 14 | 17 | 19 | 21 | 23 | 25 |

## Ability Scores for Monsters

Another way to modify standard monsters is to assign ability scores to them. This method is more time consuming than applying a simple modifier to make the monster bigger or stronger, but it allows for greater variety. Generating ability scores for a monster also makes it possible for the creature to undertake actions during an encounter that might require an ability check, and it makes opposed checks between monsters and characters possible. (How likely is that fighter to win a tug-o-war with a giant toad?)

The system presented here is intended for use with nonhumanoid creatures (humanoids are best treated as characters, see *The Complete Book of Humanoids* for extensive examples), but it can be used with any creature in a pinch. Start by noting the Size and Intelligence ratings from the creature's description. These two ratings determine

the range of ability scores the creature can have (see Tables 6–11).

To generate an ability score, roll 3d6 on the appropriate table and read the result from the applicable column. For example, a rust monster is a man-sized creature with animal Intelligence. To generate a Strength score for a rust monster, roll 3d6 on Table 5 and read the result from the M column; a roll of 10 yields a Strength score of 12. To generate the rust monster's Intelligence score, roll 3d6 on Table 8 and read the result from the A column; a roll of 18 yields an Intelligence score of 4—an Einstein among rust monsters. The creature gains all the bonuses and penalties associated with its actual ability score as listed in the Player's Handbook. The notes below contain additional information.

When you have finished generating the creature's ability scores, it might be necessary to recalculate its XP value according to the rules in the *Dungeon Master Guide*, Chapter 8. For example, a creature with high Constitution score probably has greater than average hit points and should have a higher XP value than its less robust cousins.

**Strength:** Except as noted, all modifiers apply to creatures in the same way they do for characters. Creatures gain the warrior combat bonuses for high scores.

*Damage Adjustment:* The bonus or penalty applies to the creature's natural attacks. If the creature rolls multiple dice to determine damage, the bonus or penalty applies to the total, not to each die.

*Weight Allowance:* Add 35 pounds to a creature's weight allowance if it is large, 70 pounds if it is huge, and 105 pounds if it is gargantuan. If published rules list a carrying capacity for a creature, use either the listed capacity or the modified weight allowance from the creature's Strength score, whichever is higher.

*Open Doors:* Size L and larger creatures can use this ability to batter down or smash holes in simple wooden walls.

*Bend Bars/Lift Gates:* A creature that can bring its full bulk to bear on an object gains the following bonuses by size category: S or M, 0; L, +5%; H, +10%; and G, +20%. Exceptionally sturdy objects built to handle heavy loads or restrain large creatures negate the bonus. For example, a griffon would get the bonus when straining against a normal rope but not when pulling against a rope made to anchor a ship.

**Dexterity:** All modifiers apply to creatures in the same way they apply to characters, except that a creature's *Reaction Adjustment* also increases its movement rate. For example, a griffon with a Dexterity score of 16 has a movement rate of 13, Fl 31.

**Constitution:** All modifiers apply to creatures in the same way they do for characters. Monsters gain hit point bonuses for high scores as a warrior.

**Intelligence:** Creatures that are normally unable to speak do not gain that ability simply by virtue of a high Intelligence score. Any creature with a score at least three points higher than the normal value for its race can understand one or more languages. For example, a horse with an Intelligence score of 4 might know the common tongue and be able to give limited responses in the form of hoof taps, whinnies, and shakes of its head. Other than this limitation, Intelligence functions for creatures in the same way it does for characters.

**Wisdom:** All modifiers apply to creatures in the same way they do for characters.

**Charisma:** Reaction and loyalty adjustments apply only to creatures who are able to communicate with each other in meaningful ways. Otherwise, Charisma functions for creatures in the same way it does for characters.

**Table 12:**
## Legendary Monsters

| Rank | AC Mod. | HD Mod. |
|---|---|---|
| Lesser Scion | –4 | +5/1.5 |
| Scion | –6 | +10/2 |
| Elder | –8 | +15/2.5 |
| Great Elder | –10 | +20/3 |
| Paragon | –12 | +25/3.5 |

The **Armor Class Modifier** is subtracted from the creature's base armor class. This modifier is in addition to any Dexterity bonus.

The **Hit Die Modifier** is added to the monster's hit dice. The creature gains all the benefits of the increased hit dice, including reduced THAC0, better saving throws, and more hit points. If the monster is normally given a fixed hit point total, add five hit points per additional hit die.

The number after the slash is for monsters that have hit points divided between different areas of their bodies, such as hydras and beholders. Multiply each area's hit points by the number. For example, an elder hydra's heads would have 20 hit points each (8 [hp for each head] x 2.5 [elder multiplier] = 20).

## Legendary Monsters

Just like high-level heroes, some monsters have progressed in power to the point where they are the most fearsome of their kind. Legendary monsters are not just large or strong specimens, but instead they are a superior strain of their race. The rules that follow are designed for non-humanoid monsters and can also be combined with the **Ability Scores for Monsters** section.

A legendary monster has the same movement rate, number of attacks, damage per attack, morale rating, and special abilities as its normal counterpart. The creature has increased Hit Dice, an improved Armor Class, and some additional powers that the DM assigns. Table 12 details typical Hit Dice and Armor Class variances. When creating a legendary monster, don't forget to recalculate the creature's experience point value.

**Rank** is simply a convenient way to categorize and assign powers to legendary monsters. Tables 12–22 use the following terms to identify the various types of legendary monsters.

*Lesser Scion:* The creature is slightly more powerful than normal members of its race.

It comes from an exceptional bloodline, but the line has become diluted over the generations. There can be anywhere from several hundred to several thousand lesser scions of a given race on a world, depending on the races' overall population. Lesser scions have two or three powers from Tables 13–22. When generating ability scores for lesser scions, roll 3d4+4.

*Scion:* The monster is superior to normal members of its race. There are only a few hundred to perhaps a thousand scions of a given race on a world. Scions have three or four powers from Tables 13–22. When generating ability scores for scions, roll 2d6+6.

*Elder:* The creature is considerably more powerful than normal members of its race. It comes from an exceptional bloodline, barely diluted by time. There are not more than a few hundred Elders of any race on a world. Elders have three to five powers fromTables 13–22. When generating ability scores for Elders, roll 1d10+8.

*Great Elder:* The creature is vastly more powerful than normal members of its race. It comes from an exceptional and undiluted bloodline or is an outstanding member of an elder bloodline. There are not more than several dozen great elders of a given race on a world. Great elders have four to six powers from Tables 13–22. When generating ability scores for elders, roll 1d10+8.

*Paragon:* The creature represents the pinnacle of its race's strength and vitality. It is an extraordinary member of an elder bloodline, or perhaps the progenitor of its entire race. There are not more than and a handful of paragons of a given race on a world, and a paragon often is a unique creature. Paragons have five to seven powers from Tables 13–22. When generating ability scores for paragons, roll 1d8+10.

## Powers

A few extra Hit Dice and an Armor Class bonus are not enough to make a legend. This section contains suggestions for the extraordinary powers that legendary creatures possess; feel free to create more.

Not all powers are the same. Just like a dragon's fear radius is based on its age, the potency of a legendary monster's power is based upon its overall rank. For example, the lethality of an elder's breath weapon is noticeably different than that of a lesser scion.

**Table 13:**
### Breath Weapons

| **Rank** | **Damage**[1] | **Save Mod.**[2] |
|---|---|---|
| Lesser Scion | 26–35 | –2 |
| Scion | 36–45 | –3 |
| Elder | 46–55 | –4 |
| Great Elder | 56–65 | –5 |
| Paragon | 66–75 | –6 |

[1] The numbers indicate the average damage inflicted. Any number of dice or combination of dice and a modifier that produces an average that falls within the listed range is acceptable. For example, a scion might have a breath weapon that inflicts 10d8

points of damage (average 45) or 10d6+10 points of damage. See below for average results from commonly used dice.

[2] *Saving Throw Modifier:* This is used *only* for breath weapons that do not inflict damage. For example, a gorgon's petrifying breath.

## Averages

| Die Type | Average Result |
|---|---|
| 1d4 | 2.5 |
| 1d6 | 3.5 |
| 1d8 | 4.5 |
| 1d10 | 5.5 |
| 1d12 | 6.5 |
| 1d20 | 10.5 |

## Breath Weapon Sizes

| Rank | Cloud | Cone | Line |
|---|---|---|---|
| Lesser Scion | 30' | 40' | 60' |
| Scion | 40' | 55' | 80' |
| Elder | 50' | 70' | 100' |
| Great Elder | 60' | 85' | 120' |
| Paragon | 70' | 100' | 140' |

*Cloud:* The effect is 50' wide, 40' tall, and 30–70' long.

*Cone:* The effect is 5' in diameter at the creature's mouth, 30' in diameter at its apex, and 40–100' long.

*Line:* The effect is 5' wide, 5' tall, and from 60–140' long.

### Breath Weapon

The creature has a breath attack it can use three to five times each day. Typically, the creature must wait one or two rounds between breaths. The creature can move normally during a round when it breathes, but it cannot make melee attacks, cast a spell, or use a spell-like power.

The breath weapon can take any form the DM desires: a cloud of scalding steam, cone of searing flame, gout of acid, petrifying mist, and so on. A quick look through the Monstrous Manual and the various Monstrous Compendiums™ should provide plenty of ideas. Basic statistics for breath weapons are provided below.

If the creature already has a breath weapon, use the values for the next higher rank instead. If the creature is a paragon, its breath weapon uses the paragon dimensions from Table 13 and the breath weapon inflicts an average of 4.5 points of damage per hit die of the creature. For example, a paragon dragon turtle has 39 hit dice and has a breath weapon that inflicts an average of 175 points of damage. For all damage-causing breath weapons, a successful saving throw versus breath weapon reduces damage by half.

**Table 14:**
## Disease

| Rank | Onset[1] | Fatality[2] |
|---|---|---|
| Lesser Scion | 1d4 Weeks | 2d4 Months |
| Scion | 1d4 Days | 2d6 Weeks |
| Elder | 1d4 Hours | 2d6 Days |
| Great Elder | 1d4 Turns | 2d4 Hours |
| Paragon | 1d4 Rounds | 1d4 Turns |

[1] This is the amount of time that passes before the first symptoms appear. Until then, the victim feels fine. If a victim has been infected multiple times during an encounter, roll an onset time for each infection and use the shortest one. Multiple infections of the same disease have no other effect.
[2] This is the amount of time before the victim finally succumbs to the disease. The victim has no chance to recover on his own and dies if not cured.

### Cause Disease

Even a scratch from a legendary monster can infect a character with a fatal malady. Each time a monster with this power makes a successful physical attack, secretly roll 1d100. If the result is equal to or less than the damage inflicted during the attack, the opponent contracts a disease. If the creature strikes an opponent multiple times in a single round, check for disease only once and use the total damage inflicted for the check. For example, if a creature strikes an opponent twice for 17 points of damage with the first hit and 21 points of damage with the second blow, the opponent contracts a disease on a roll of 38 or less.

### Disease Effects

In addition to just feeling rotten—and facing death if not cured—the victim also suffers one to four of the following effects. Other effects are possible.

*Ability Score Reduction:* One or all of the character's ability scores are reduced by one to five points.

*Blindness:* The victim's vision blurs or the characters eyes swell shut. The character cannot cast spells or use missile weapons, and he suffers the standard penalties for blindness when moving or engaged in melee. A *cure blindness* spell has no effect,

*Chills:* The character shivers uncontrollably for 2d4 rounds. During this time, the character cannot move, attack, or cast spells. All saving throws and ability checks suffer a –4 penalty. The chills recur from time to time; roll again on the onset column to see how soon.

*Delirium:* The victim's head spins with weird visions and confused thoughts. The character acts as though afflicted by a *confusion* spell. Once each turn, the victim can snap out of the delirium by rolling a 9 or less on 1d20. The victim's hit point adjustment (from Constitution/Health) applies as a bonus or penalty to the roll. Non-warrior characters with Constitution scores of 17 or higher can claim the warrior hit point

adjustment for purposes of this roll.

*Fever:* The character must rest in bed. If forced into action, the character's stamina is severely tested and he must roll a 9 or less on 1d20 each hour to stay conscious. The character's hit probability adjustment applies as a bonus or penalty to the roll. If the character has a Stamina statistic, use that score to determine the character's adjustment to the roll, otherwise use Strength. If the roll fails, the character suffers *delirium* (as above) for 2d4 rounds and then falls into a stupor for 2d4 hours.

*Paralyzation:* The character loses the use of one appendage or becomes totally immobile.

*Slow healing:* The character cannot benefit from healing spells and heals naturally at 10% of the normal rate.

**Table 15:**
## Fear Effects

| Rank | Radius | Saving Throw Mod. |
|---|---|---|
| Lesser Scion | 30' | 0 |
| Scion | 35' | –1 |
| Elder | 40' | –2 |
| Great Elder | 45' | –3 |
| Paragon | 50' | –4 |

### Cause Fear

A legendary monster with this power sends creatures with less than 4+1 hit dice and characters of 4th level or less fleeing in panic on sight if the creature is attacking or charging. Panicked creatures flee for 2d4 turns, as though affected by the 4th-level wizard spell *fear*.

More powerful characters are affected only if they are within the creature's fear radius, and then only if the creature consciously employs its fear power. Opponents who do not automatically flee are allowed a saving throw vs. spell to avoid the effect, but there is usually a penalty to the roll.

**Table 16:**
## Crush Attacks

| Rank | Radius | Damage |
|---|---|---|
| Lesser Scion | 10' | 3d8 |
| Scion | 15' | 4d8 |
| Elder | 20' | 5d8 |
| Great Elder | 25' | 6d8 |
| Paragon | 30' | 7d8 |

## Crush

Some legendary monsters can use their strength and body mass to literally grind opponents underfoot. To make a crush attack, a creature expends its full movement allowance for the round, taking no other actions. However, if the creature is flying or jumping down from a height of 30 feet or more, the creature can make a crush attack at the end of its movement.

Opponents larger than the attacker cannot be crushed. When a monster makes a crushing attack, it makes one attack roll for every creature within the area of effect. An unsuccessful attack roll inflicts no damage. Any creature within the radius must save vs. death if it is at least one size smaller than the attacker, even if the creature suffered no damage from the crush attack. If the defender is two sizes smaller than the attacker, the save is made at –4, three sizes smaller warrants a –8 adjustment, and so on. If the save fails, the opponent is knocked down and can take no actions until he can stand up again.

If the overrun rule from the *Player's Option: Combat & Tactics* book is in play, a crushing attack does not provoke an attack of opportunity, and creatures who are knocked down after a crush attack can be trampled if they are smaller than the attacker. Creatures with the crush power can perform overruns, but not during rounds when they make crush attacks. Note that unlike crush attacks, overruns can be used only against creatures smaller than the attacker.

## Wounding

Attacks from creatures with this power inflict damage that cannot be healed by regeneration, first aid, or by any magical means (short of a *wish*, 10th level healing spell, or a *periapt of wound closure*). Wounds caused by more powerful legendary monsters bleed freely, inflicting additional damage each round until the wound is bound or a healing spell is applied. Healing spells used in this manner don't restore any lost hit points, they just prevent additional bleeding damage.

**Table 17:**
### Wounding Effects

| **Rank** | **Damage*** |
|---|---|
| Lesser Scion | 0 |
| Scion | 1/Round |
| Elder | 1d4/Round |
| Great Elder | 1d8/Round |
| Paragon | 2d6/Round |

* This is the amount of additional damage the opponent suffers each round after suffering the wound. If the attacks inflicts several wounds, each one bleeds and causes additional damage.

## Innate Magic

A legendary monster can have minor, major, or extraordinary spell-like abilities, as

defined on page 49. The higher the creature's rank, the more often it can use its abilities.

### Invulnerability (Physical)

Not every weapon can harm a legendary monster. This power can work in several different ways:

*Weapon Type:* The creature suffers no damage from a single type of weapon (bludgeoning, piercing, or slashing).

*Normal Weapon:* The creature suffers no damage from ordinary weapons and is harmed only by weapons made from a special material (silver, cold-wrought iron, stone, wood, etc.).

*Nonmagical Weapon:* The creature can be harmed only by enchanted weapons. Lesser scions with this power usually can be harmed by +1 or better weapons. Scions and elders are harmed by +2 or better weapons, and great elders and paragons by +3 or better weapons.

### Invulnerability (Elemental)

The creature is immune to attacks based on one of the four elements: air, earth, fire, or water.

### Invulnerability (Magical)

The creature is immune to specific magical effects or classes of magical effects, such as charms, cold, holds, aging, energy drains, etc. Most legendary creatures have this power.

### Enhanced Movement

Some legendary monsters are faster than their lesser cousins. Some also might have special modes of movement such as blinking, leaping, or climbing. Bonuses are given on Table 19.

### Gaze Weapon

A legendary monster with a gaze attack can affect an opponent simply by making eye contact. A gaze attack requires no special effort, and the creature can freely combine it with other attacks or abilities.

The gaze attack can have any effect the DM desires: instant death (save vs. death to avoid), stoning (save vs. petrification to avoid), charm (save vs. spell to avoid), and so on. As with breath weapons, a quick look through descriptions of existing monsters should provide plenty of ideas.

If the creature already has a gaze weapon, use the next highest ranking; if the creature is a paragon, the penalty is –8. Adjustments are detailed on Table 20.

### Magic Resistance

Most spells fail when used against a legendary monster with this power. The creature's resistance can be continuous or conditional. For example, a creature might be resistant to spells only while the moon is full or for a short time after it eats a certain food. Similarly, a creature's resistance might be ineffective against a certain class of spells or ineffective against opponents who have found a specific item or performed a special task.

**Table 18:**
## Enhanced Melee Damage

| Rank | Damage Bonus [1] | Size [2] |
|---|---|---|
| Lesser Scion | +1/die | — |
| Scion | +2/die | +20% |
| Elder | +3/die | +30% |
| Great Elder | +3/die +1 die | +40% |
| Paragon | +3/die +2 dice | +50% |

[1] The creature receives the listed bonus per die of damage inflicted in addition to any bonus it receives from a high Strength score. Great elders and paragons receive extra dice in addition to the bonus per die. For example, a great elder chimera's attacks inflict 2d3+6/2d3+6/2d4+6/2d4+6/3d4+9/ 4d4+12.

[2] The creature derives part of its damage bonus from increased size. The creature's size increases by the listed amount (round fractions up), which might place it in a larger size class. For example, a great elder chimera is seven feet tall at the shoulder with a corresponding longer body that probably makes it a huge creature.

**Table 19:**
## Enhanced Movement

| Rank | Bonus* |
|---|---|
| Lesser Scion | +20% |
| Scion | +30% |
| Elder | +40% |
| Great Elder | +50% |
| Paragon | +60% |

* The creature's normal movement increases by the listed amount (round fractions up). For example, a scion displacer beast has a movement rate of 20 (15 [base] + 4.5 [30% of 15] = 19.5).

The bonus also helps define any unusual movement powers the creature gains. For example, a scion displacer beast with the ability to leap would make leaps of 50 feet.

**Table 20:**
## Gaze Weapons

| Rank | Bonus* |
|---|---|
| Lesser Scion | –2 |
| Scion | –3 |

| | |
|---|---|
| Elder | –4 |
| Great Elder | –5 |
| Paragon | –6 |

* *Saving Throw Modifier:* Opponents suffer the listed penalty when trying to avoid the gaze.

**Table 21:**
Magic Resistance

| Rank | Resistance |
|---|---|
| Lesser Scion | 60% |
| Scion | 70% |
| Elder | 80% |
| Great Elder | 90% |
| Paragon | 100% |

**Table 21:**
Magic Resistance

| Rank | Resistance |
|---|---|
| Lesser Scion | 60% |
| Scion | 70% |
| Elder | 80% |
| Great Elder | 90% |
| Paragon | 100% |

**Regeneration**

A scion or lesser scion with this power eventually regenerates any damage it suffers unless attacked with fire, acid, or magical wounding, such as a *sword of wounding* or a legendary monster's wounding power (damage from the subsequent bleeding can be regenerated, however). If the creature is killed by a *disintegrate* or death magic spell it cannot regenerate back to life. Nor can it regenerate back to life if killed by an attack that does not allow regeneration. If killed by normal attacks, a scion or lesser scion cannot regenerate back to life if its remains are destroyed by fire, acid, disintegration, or a 10th-level destroy spell at double difficulty (see page 123).

An elder or great elder can regenerate almost any form of damage if it survives the attack that inflicted the damage. These monsters cannot regenerate damage from a wounding effect, but they can heal themselves of the bleeding damage associated with such attacks. Once killed, an elder or great elder can be prevented from regenerating by destroying their remains as noted previously.

A paragon's regeneration power is all but unstoppable—the creature can regenerate any type of damage. If completely disintegrated or slain outright by death magic, the

creature returns to life after the amount of time required to regenerate 20 hit points and keeps right on regenerating until it reaches full hit points. The only way to permanently kill the creature is to reduce it to –20 hit points and use a *wish* or a 10th-level destroy spell at triple difficulty. The DM also might decide that some exotic process (see page 91) or special weapon can also kill the creature permanently. For example, a paragon gorgon might be killed permanently if a noble genie eats its heart or if the killing blow is delivered with an ancient king's sword.

## A Sample Legendary Monster

An elder gorgon might have the following statistics (without adjustments for ability scores):

**Elder Gorgon:** AC –5; MV 17 (enhanced movement power); HD 23; hp 105; THAC0 –3; #AT 3; Dmg 2d6+6/2d6+6 (enhanced melee damage power); SA petrification breath; SD immune to blunt weapons, effected only by magical weapons of +2 or better (physical invulnerability power, twice), immune to earth-based attacks, including petrification (magical invulnerability power); MR 80%; SZ H (10' tall at the shoulder); ML average (10); Int animal (1); AL N; XP 24,000.
Notes: SA—Four times per day, the elder gorgon can breath a cone of petrification 85' long, 5' in diameter at the base, and 30' in diameter at the far end. All creatures within the area of effect are turned to stone unless they make a successful saving throw versus petrification at –5 (breath weapon at great elder rank).

# Chapter 3: Spells and Magical Items

Magic is important to any AD&D campaign, but it is critical to a high-level world. Chapter 1 discusses the role of magic in more detail. This chapter contains expansions and clarifications to help DMs keep magic manageable and wondrous.

### Daily Recovery of Spells

Wizards and priests cannot simply stop anywhere and regain spells they have cast or change the spells they have memorized. Memorizing a spell is a difficult task that requires a clear head from a good night's sleep and 10 minutes of effort per level of the spell (see the *Player's Handbook*, Chapter 7). Memorizing a spell is an arduous mental task, and it is helpful to consider exactly what a character must do to accomplish it.

The basic requirement to memorize spells is a good night's sleep. The character must awake feeling fresh and rested. The DM must decide if a character is rested well enough to regain spells, but about eight hours spent in reasonable comfort—one cannot regain spells after a night spent in a saddle—is the minimum.

The spellcaster must also have enough peace, quiet, and comfort to allow proper concentration on the character's studies or devotions. Spellcasters do not necessarily have

to be sitting in the lap of luxury to regain spells, but their minds must be free from overt distractions, such as combat raging nearby, exposure to inclement weather, or fatigue. Of course, wizards need plenty of light to read their spellbooks by.

Priests don't use spellbooks but must have all the trappings required for solemn prayer and meditation. Such trappings include some token of the deity being petitioned for spells, such as a holy symbol, or perhaps prayer at a site that reflects the deity's nature—petitioning a war deity from an ancient battlefield is going to get the deity's attention.

Characters who do not require sleep (due to a magical item, racial ability, or other special circumstance) can acquire spells only once each day and only after eight hours of restful calm; the spellcaster cannot acquire spells immediately after movement, combat, spellcasting, or other distractions.

If a character is disturbed while studying or praying for a spell (by combat, injury, loud noise, or other distraction), the caster must begin work on the spell again and any time already spent on the spell is lost. For example, Rozmare is poring over her spell books to memorize a *fly* spell. She is seated in a forest glade where her party has spent the night. The sun is shining and the forest is fairly quiet, so all Rozmare needs to do is study her books for 30 minutes to memorize the spell. Unfortunately, after Rozmare has been studying for 20 minutes, the local pixies decide to play a prank, pitting Rozmare and her companions against an illusory band of goblin acrobats. When the confusion finally dies down, Rozmare has to begin studying her *fly* spell all over again, requiring another 30 minutes of uninterrupted study.

**Limited Study Time:** It is difficult to keep a clear head during a prolonged mental effort. A spellcaster can spend a maximum of eight hours a day acquiring spells. After that much effort, the character can no longer concentrate sufficiently to regain any spells, though the character suffers no other disadvantages.

## Additional Comments on Spells and Magical Items

This section contains new and updated information for adjudicating magic use in your campaign. Items marked with a † are from the *Tome of Magic*, spells marked with a ‡ are from *The Complete Wizard's Handbook*, and all other spells and items are from the *Player's Handbook*. Some of the entries contain optional material, presented in a separate paragraph on a gray background.

## Wizard Spells

*Abi-Dalzim's Horrid Wilting†:* The maximum damage is 16d8.

*Alacrity†:* This spell can be very useful for reducing spell casting times on low-magic worlds (see page 47). Apply the local multiplier to a spell's casting time before calculating the *alacrity* spell's effect.

*Antimagic Shell:* This spell temporarily suppresses magic within its area of effect, but it does not destroy or dispel enchantments or kill magical creatures. The spell has no effect on golems, *simulacrums*, *clones*, or other constructs which are imbued with magic during their creation process and are thereafter self-supporting. Most undead creatures are

likewise unaffected. Some of these creatures' special abilities may be temporarily nullified, however (see below). Any creature, including a golem or other construct, that is conjured, summoned or from another plane of existence is hedged out of an *antimagic shell*.

An *antimagic shell* suppresses any spell or spell effect brought into or cast into the area of effect. A hasted character, for example, is not hasted while he remains in the area of effect. Permanent spells are not removed, but cannot be used to produce magical effects within the area of effect. For example, a character who has been resurrected is not harmed by an *antimagic shell*, but a character with a permanent tongues spell loses the ability to converse in an unknown language while within the area of effect.

An *antimagic shell* suppresses special attacks and innate abilities that function over a distance, including breath weapons, gaze attacks, sonic attacks, and psionics, but not touch-delivered special attacks such as energy draining or the corrosive effects of green slime. A lich, for example, cannot employ spells within an *antimagic shell* and its ability to cause fear is suppressed, but its paralyzing touch is still effective. Note that holy water is not magical and is fully effective within an *antimagic shell*.

An *antimagic shell* suppresses most potions and their effects; see the note at potions for details.

*Astral Spell:* This spell sends a projection of the caster's body into the Astral Plane. If the caster elects to take other characters along, the spell creates projections of them, too. An astral traveler can enter other planes while projecting, but forms a new physical body, identical to the original, to do so.

Only magical items are projected along with a traveler's body, but normal equipment can be rendered temporarily magical by casting *Nystul's magical aura* , *continual light*, and other spells that temporarily imbue objects with magical properties. See page 51 for a brief discussion of the effects planar travel has on magical items. (The *Planescape* boxed set contains more details.)

A traveler's physical body falls into a deathlike trance and requires no food or water while the caster is projecting. The physical forms of projected magical items become inert on the Prime Material Plane. Damage to a traveler's physical body does not affect the projected form, but the character dies immediately if his physical body is killed. Projected equipment vanishes if its physical form is destroyed.

Damage inflicted on an astral traveler's projected form affects the character normally. If a traveler is damaged when returning to his body the damage must be healed normally.

If an astral traveler dies, the character must attempt a system shock roll. If the roll fails, the character dies and any items projected along with him dissolve into nothingness. If the roll succeeds, the traveler is drawn back to his original body and wakes up with one hit point. The process is debilitating and the character cannot cast or memorize spells. The character can move at half speed and fight and use proficiencies and other skills, but at a –4 penalty to dice rolls. The restrictions and penalties remain until the character regains at least half of his hit points.

A successful *dispel magic* cast on a traveler's physical body ends the spell, drawing the traveler back to the Prime Material Plane without being otherwise harmed; any companions accompanying the caster are likewise forcibly returned.

While traveling through the Astral Plane, a projected form can move by pure thought;

a character's astral movement rate is 30 times his Intelligence/Reason score.

*Blink:* Spellcasting is not possible while blinking.

*Clairvoyance:* The spellcaster must describe where the sensor this spell creates is to appear. Once created, the sensor cannot be moved.

When placing the sensor, the caster must be precise and state the location in terms he knows or are fairly obvious. For example, the caster cannot place the sensor six inches from Ren the wizard's left ear if he has no idea where Ren is at the moment. He can place the sensor in the exact center of Ren's laboratory if he has a reasonable idea where the laboratory is located. A general location for the sensor is permissible if the location is based on something known or obvious to the caster. For example, the caster could specify the exact center of the chamber beyond a closed door nearby.

*Clairaudience:* The caster must describe where the sensor this spell creates is to appear, see the clairvoyance spell for details.

*Color Spray:* The area of effect for this spell is a plane five feet wide at the caster's hand, 20 feet long, and 20 feet wide at the far end.

*Cone of Cold:* The maximum damage from this spell is 10d4+10 points.

*Continual Light:* This wizard spell is not reversible, though the priest's version is.

*Delayed Blast Fireball:* This spell inflicts up to 15d6+15 points of damage.

*Dispel Magic:* A *dispel magic* spell cast directly upon an unattended magical item automatically renders the item inoperable for 1d4 rounds. If *dispel magic* is cast upon an item that is in the possession of another creature, the item is unaffected by the dispelling attempt if the creature makes a successful saving throw versus spell. If the creature fails its saving throw, the item is rendered inert for 1d4 rounds.

Temporary effects from potions can be dispelled, see the section on potions for details.

Permanent spells must be individually targeted to be dispelled, requiring a separate *dispel magic* for each permanent effect. Unlike a magical item, a permanent spell is destroyed, not temporarily rendered nonoperational, by a successful *dispel magic*. A creature or item never gains a saving throw to avoid a dispelling attempt against its permanent effects, but the *dispel magic* is not automatically successful either. The caster of the *dispel magic* must still be of higher level than the caster of the *permanency* spell, and he must still make a successful dispelling roll. More detailed information is found at the *permanency* spell description.

Casting *dispel magic* on a creature or object does not radiate an area of effect. Thus, spells such as *stoneskin, minor globe of invulnerability,* and *barkskin* could not be dispelled as the result of trying to negate the magic of a *wand of lightning*.

Spells and potions whose basic durations are permanent cannot be dispelled. A *cure light wounds* spell or *potion of extra-healing,* cannot be dispelled after their healing

properties have occurred. A *potion of heroism* could be negated while its effects were in operation, however.

A successful *dispel magic* versus a 10th-level spell temporarily negates the spell's effect for 1d4 rounds. It has no effect against a permanent 10th-level spell cast on a creature.

*ESP:* The caster perceives the subject's surface thoughts—that is, whatever the subject happens to be thinking about at the time. Note that close interrogation might bring buried thoughts to the surface, but wary individuals can fight off the probe and gain a saving throw against the spell. The subject's Wisdom bonus (or penalty) always applies to the saving throw, along with an additional bonus of up to +4, at the DM's option.

The bonus depends on how closely the subject wants to guard the sought-after information. In addition, even seemingly innocuous questions could reveal information that the target of the spell desires to keep secret. In cases where there is a conflict between the bonuses listed, always grant the higher bonus.

Trivial matters merit no bonus. These include questions related to general knowledge (What flag flies over the keep?) and personal questions whose answers are obvious (What color is your hair?).

A +1 bonus to the saving throw is warranted when the subject dislikes the interrogator or if the questioner is asking non-threatening but potentially embarrassing requests. For example, the subject is being prompted to reveal a minor transgression, such as overcharging a customer, or admit a minor shortcoming, such as fear of a spouse or military commander.

A bonus of +2 is warranted if the interrogator is hostile to the subject or is asking damaging questions. For example, the subject is prompted to reveal indirectly harmful information, such as where personal treasure is hidden, or is asked to betray a trust.

A +3 bonus is granted if the interrogator has attacked the subject or is asking seriously damaging questions. For example, the subject is being prompted to reveal a secret vital to his future, such as military plans or trade secrets.

A +4 bonus to the save is warranted if the interrogator has killed one of the subject's companions or is asking deeply personal or damaging questions. For example, the subject is being prompted to reveal information vital to himself or to someone important to him, such as the location of a family heirloom, an employer's daily routine, or a carefully guarded password.

*Feather Fall:* This spell can be cast in reaction to a fall or a missile attack, provided the caster has not already made an attack or cast a spell in the current round. In the case of an attack, the caster must win initiative to complete the spell before the missile arrives; use the normal initiative procedure from the *Player's Handbook*. In the case of a fall, the caster can be assumed to automatically cast this spell at the beginning of any fall of 10 feet or more provided he is not prevented from casting spells (silenced, gagged, etc.).

If the caster is falling an extreme distance (in excess of 120 feet/level), the caster can opt to delay the *feather fall* spell so that its duration does not expire before the caster lands. When in doubt about the caster's ability to complete the spell before impact, roll initiative. The caster makes a normal roll, adding +1 for the spell's casting time, and the

DM rolls for the fall, adding +1 for each 120 feet of free fall. If the caster loses the initiative roll, impact occurs before the spell is completed.

This spell does not provide any method by which the spellcaster can determine the length of a fall. Thus, a wizard falling into a lightless pit has no way to determine if the fall is going to be 10 feet or 1,000 feet.

*Fly:* It is important to remember that this spell bestows Maneuverability Class B upon the recipient, which limits the user to turns totaling 180 degrees or less per round. This might make it difficult for the user to negotiate a twisting corridor at full speed. Once the flying character has completed his allowable turns, he must either finish the round flying in a straight line or stop.

*Fear:* If made permanent, a fear spell causes the recipient to continually radiate a fear aura.

When cast on an area, a permanent fear effect creates a cone as described in the spell description. The caster can orient the cone in any direction, but the direction cannot be changed thereafter. Creatures entering the cone must save vs. spells or flee for one round per level of the caster at the time the spell was cast.

When cast on an object or creature, the recipient radiates a cone of fear that can be pointed in any direction the recipient desires once per round as though wielding *a wand of fear*. Even though this attack requires no casting time or command word, it still counts as an action for that round and has an initiative modifier of +3.

In the permanent version, the caster is granted a limited ability to shape the spell's parameters to suit his needs. For example, a creature with a permanent fear aura might be granted a gaze attack with a range of 10–60 feet, a touch, or a continuous globe of fear with a radius of 5 to 20 feet.

An object with a fear aura might cause fear when handled, shed continuous fear in a 5- to 20-foot radius, or inspire fear when viewed clearly.

Permanent fear on an area might affect creatures passing though a portal or opening up to 60 by 60 feet, a cube of up to 30 feet per side, a sphere with a radius of up to 20 feet, or a hemisphere with a radius of up to 25 feet. The shape and dimensions of this spell cannot be changed once set.

*Haste:* A creature who has been subjected to two or more *haste*-type effects gains the benefit of only the best of the group. A *haste* spell never magnifies the effects of magical items, such as *boots of speed* or a *potion of speed*.

The one year of magical aging inflicted upon the recipients of this spell requires the recipient to make a system shock roll (see *Player's Handbook*, Chapter 1); failure results in death. This magical aging only occurs during the first round of the spell's effect, and multiple *haste* spells do not cause additional aging unless their effects overlap. For example, casting an additional *haste* spell one round before an existing *haste* spell ends would cause another year of magical aging once the new spell took effect.

*Identify:* Characters seeking to purchase magical items might employ this spell to get some idea what they are buying. Remember that the spellcaster must spend the eight

hours preceding the casting of this spell purifying the items to be identified. Most NPCs do not allow anyone to keep an item for that long; at least not without a substantial advance payment. Dishonest sellers might pocket the advance and disappear, leaving the PCs with a cursed or bogus item.

The spell also requires the caster to handle the item, and a good way to keep magic under control in a campaign is to require the caster to actually wear or wield the item as it was intended. This requirement means some cursed items are going to affect the caster.

Be sure to impose the eight-point temporary Constitution loss the spell inflicts (which provides enemies with an excellent opportunity to attack the weakened spellcaster). Note that there is a limit to the number different magical properties this spell can reveal during a single casting and that the exact number of charges and magical pluses are never revealed.

*Invisibility:* If this spell is made permanent, the recipient gains the ability to become invisible and remain so indefinitely. Any attack breaks the invisibility, but the recipient can become invisible again during the next round. The return to invisibility has an initiative modifier of +3, and the recipient can take no action other than normal movement during a round in which he becomes invisible.

*Light:* The wizard's version of this spell is not reversible.

*Limited Wish:* The magical aging inflicted by this spell is a function of the caster's natural life span. Typical aging is one year for a human, two years for a halfling or half-elf, three years for dwarf, four years for a gnome, and five years for an elf.

This spell functions as a *wish* spell in most respects, but it cannot produce wealth or magical items. A *limited wish* can mimic the function of most other spells of 7th level or less. If used to alter reality, the changes must be minor. For example, a single creature automatically hits on its next attack, all opponents currently attacking the caster's party suffer a –2 attack penalty for the duration of the encounter, a single creature regains 20–50% of lost hit points, or a single creature fails its next saving throw are all possible uses for the spell.

Major changes in reality persist for a limited duration, such as a single creature regaining all lost hit points for 24 hours, a hostile creature becoming cooperative for an hour, or an alert sentry falling asleep at his post.

*Magic Mirror:* This spell creates an invisible sensor similar to the one created by a *clairvoyance* spell; the sensor has the same visual capabilities as a *clairvoyance* sensor, but the spellcaster can also employ other spells to enhance the effect (see spell description). As with the *clairvoyance* spell, the user must state where the sensor is to appear; however, the user is free to state the sensors location with respect to the subject without knowing the subject's exact location. No matter what the spell's actual duration, the user's knowledge of the subject limits how long this spell can be safely used; see the *crystal ball* description in the *Dungeon Master Guide* for details.

*Magic Staff†:* Spells stored in the staff are unusable on worlds rated M4 or less (see page

47). A low-magic world does not dispel the stored spells, however, and the spells can be used again if the staff is taken to a world with a higher rating before the *magic staff* spell's duration ends.

*Otiluke's Dispelling Screen‡:* This spell has no effect on permanent spells unless those effects are in operation at the time the individual walks through the screen. For example, a creature made permanently invisible would become visible when walking through the screen and then disappear again on the other side. The screen must still successfully *dispel magic* against the spell in order to even briefly negate it. Magical items are likewise unaffected by exposure to a dispelling screen.

Since this spell cannot focus its *dispel magic* effect, it cannot destroy permanent spells or negate the powers of magical items.

*Permanency:* The caster can use this spell to make another spellcaster's spell permanent. The *permanency* must be cast simultaneously with the spell to be made permanent and the *permanency* caster must touch the other caster.

A permanent spell cast upon the caster himself or upon a living creature can be dispelled only by a spellcaster of a level greater than the *permanency* caster at the time he cast the spell. Further, the dispel effect must be targeted solely upon the caster to be effective (see *dispel magic* spell description and the note on *dispel magic* in this section).

The following spells can be made permanent if the caster uses the spell on himself:

*comprehend languages*
*detect disease‡*
*detect evil*
*detect invisibility*
*detect life‡*
*detect magic*
*infravision*
*past life†*
*protection from evil*
*protection from hunger and thirst‡*
*protection from normal missiles*
*protection from paralysis†*
*read magic*
*tongues*
*unseen servant*

The following spells can be made permanent if cast on a creature other than the *permanency* caster:

*enlarge*
*fear**
*invisibility**

The following spells can be made permanent if cast on an object or area:

*alarm*
*audible glamer*
*dancing lights*
*distance distortion*
*enlarge*
*prismatic sphere*
*solid fog*
*stinking cloud**
*teleport**
*Von Gasik's refusal†*

| | |
|---|---|
| *fear** | *wall of fire* |
| *gust of wind* | *wall of force* |
| *magic mouth* | *web* |
| *Otiluke's dispelling screen‡** | |

A permanent spell cast upon an object or area can be dispelled by any caster, but the dispel effect must be targeted solely upon the object or area carrying the permanent spell. A *dispel magic* cast against a permanent effect can only dispel one effect per casting. See the notes at the *dispel magic* entry for more information.

* See this section for further notes on this spell.

*Polymorph Any Object:* The DM usually must determine how long this lasts. If employed as a simple *polymorph other* or *stone to flesh* spell, the duration is permanent. If employed to turn a creature into an object or an object into another object, the duration is measured in hours or turns, as noted in the spell description.

Generally, the duration should not be less than two hours or turns. A change whose duration is measured in turns should not last more than a week, and a change whose duration is measured in hours will not last more than a day. The more radical the change, the shorter the duration. For example, turning a human into a teacup involves a change of kingdom (animal to mineral), plus a change in size and shape: This change might last 1d4+1 turns.

*Polymorph Other:* This spell causes the target to assume the form of another creature of the caster's choosing. The caster cannot turn a creature into a plant or object. If the recipient fails the saving throw against the spell, there is an immediate system shock check to see if the creature survives the change. If the recipient survives, the creature gains all the new form's purely physical abilities, but no abilities based on magic, agility, or intelligence. If the recipient's mentality changes to match the new form, the creature gains all the form's abilities.

If the caster chooses a form that cannot survive under the local conditions, the recipient suffers 1d4 to 1d8 points of damage each day, hour, turn, or round it is exposed to such conditions. For example, a goldfish in a desert might suffer 1d8 points of damage every round from heat and dryness. The same goldfish might suffer 1d6 points of damage every turn on a dungeon floor or 1d4 points of damage every day in a frigid mountain pool. Some creatures might be immune to environmental damage as long as their mentality remains intact. For example, a mummy turned into a goldfish does not suffer from the desert heat.

*Polymorph Self:* When the caster assumes a new form, the caster gains only the new form's normal mode of movement and breathing. The caster does not gain any special attacks or unusual abilities. The spell description uses the form of an owl as an example—the caster gains the ability to fly but not an owl's extraordinary night vision (which is a special ability).

When deciding what abilities are gained, the DM can immediately rule out any ability that does not arise from the form's physical characteristics. For example, a quickling's speed comes from its magically accelerated metabolism and is not derived purely from its

physical form.

In general, the DM should consider any non-flying movement rate of greater than 24 or flying movement rate of greater than 36 as a special ability.

The caster can assume the forms of creatures he has personally seen. For example, a caster who has never seen an ochre jelly cannot change into one.

*Power Word, Stun:* Creatures affected by this spell are unable to take any meaningful actions. They cannot communicate, employ spells, use magical items, initiate psionic abilities, use spell-like abilities, fight, or move freely. Movement is limited to one third the creature's current movement rate, or a rate of 3, whichever is less. Attacks against stunned creatures gain a +4 bonus.

*Protection from Evil:* Contrary to popular belief, this spell does not hedge out undead creatures (except ghouls, see the *Monstrous Manual* accessory) unless they have been brought to the scene by a conjuration/summoning spell (such as *monster summoning III*) or have come from another plane.

*Rope Trick:* A *rope trick* can support about 1,000 pounds, but the DM is free to assign a higher or lower limit. A frayed or rotten rope might break before the spell's limit is exceeded.

Placing another extradimensional space inside the area created by a *rope trick* spell has catastrophic effects, see the note at extradimensional spaces in the magical items section (page 80).

This spell is ineffective in the Astral Plane and in any locale where extradimensional spaces are inaccessible or nonexistent (see page 56). Creatures within the space created by a *rope trick* can breathe normally for the duration of the spell.

*Shape Change:* This spell functions in much the same way as a *polymorph self* spell except that the caster can assume non-animal forms and there are no size limitations. Unlike the *polymorph self* spell, the caster gains any ability the assumed form has provided the ability is not magical or mental in nature. For example, a character who changes into an owl gains its night vision, but changing into a cockatrice does not grant the monster's petrifying touch. The spell does not bestow magic resistance.

*Stinking Cloud:* A permanent *stinking cloud* remains where it is created and generally is not disturbed by minor effects. If dispersed by a strong breeze or a *gust of wind* spell, the vapors return one round after the breeze or wind ceases. Even hurricane force winds cannot destroy the cloud, though the vapors are dispersed and ineffective while the winds last.

*Stoneskin:* This spell is subject to considerable abuse by player characters. Multiple *stoneskins* placed on a single creature are not cumulative. If two or more *stoneskin* spells are cast on the same creature, roll normally for the number of attacks each spell protects against. If a new spell protects against more attacks than the present spell does, the recipient gets the benefit of the increased protection; otherwise there is no effect. The

caster does not necessarily know how many attacks the spell can shield him from.

*Stoneskin* protects only against blows, cuts, pokes, and slashes directed at the recipient. It does not protect against falls, magical attacks, touch-delivered special attacks (such as touch-delivered spells, energy draining, green slime, etc.), or nonmagical attacks that do not involve blows (such as flaming oil, ingested or inhaled poisons, acid, constriction, and suffocation). *Stoneskin* lasts for 24 hours or until the spell has absorbed its allotment of attacks.

*Teleport:* Regular use of this spell is very dangerous, as there is a slim chance that there can be an error even if the caster travels to well-known locations. Additional notes regarding the definition of a well-known location are found under the *teleport without error* listing.

Even minor alterations to a site can affect the caster's knowledge of a location. For example, Rozmare has spent many hours in her study, and the DM allows her to use the "very familiar" category when determining how accurate her teleport spells are when her study is the destination. If a rival breaks in and rearranges the furniture, however, Rozmare's knowledge falls to "studied carefully" or worse because she is not as familiar with the way things are currently arranged. If the intruder removed all the furniture and filled the study with boulders, Rozmare's knowledge falls to the "never seen" category.

Some players might attempt elaborate precautions to protect their characters from the disastrous effects of failed *teleport* spells; as the DM, you should not discourage such efforts, but keep the following in mind:

A *teleport* spell requires a firm surface as a destination. The caster cannot choose to appear in the air or in a pool of water to avoid teleporting low. It is possible, however to teleport to a firm surface with a space or water underneath. If a teleporting character arrives low, roll 1d100 to see how many yards below the surface the caster's feet land. Note that a low *teleport* is always fatal if the caster arrives within any solid object no matter how thin or flimsy the object is; teleporting low into a pile of feathers is just as deadly as teleporting into rock. Teleporting low into water is not immediately fatal, but the character still might drown if he can't hold his breath until he reaches the surface.

A permanent *teleport* spell affects a single object with a volume of no more than 1,000 cubic feet (a 10-foot cube) or an area no larger than 400 square feet (20 feet square). The caster names the destination and rolls once for accuracy. The destination cannot be changed once set. The caster can assign a command word or non-verbal triggering device if he desires. This can be as simple or complex as the caster desires; see the *magic mouth* spell description in the *Player's Handbook* for limitations. If no command or trigger is set, anyone passing through the area or touching the object is teleported.

Usually, only one creature can be teleported each round. It is possible to have several creatures teleport simultaneously provided they are touching the first creature to trigger the teleport and the additional creatures and their equipment do not exceed the spell's weight limit, which is the same as the caster's weight limit at the time the original spell was cast.

If a permanent *teleport* spell is inaccurate, both the *permanency* and the *teleport* spell fail, but the caster can attempt a system shock roll to avoid losing a point of Constitution. If

this option is in play, the caster also might be allowed to set multiple destinations with the same permanent *teleport* spell. The caster must name a different trigger for each destination and roll for accuracy each time a trigger is set.

*Teleport Without Error:* As with *teleport*, this spell only allows travel to known locations. To know a location, the caster must learn what the place looks like or must be able to surmise where it is. For example, if the caster has been blindfold, carried into a chamber, then allowed to look around, the character could use *teleport without error* to return to the chamber even though he has no idea where the chamber is. The caster also could *teleport without error* into the courtyard of a castle visible in the distance even if he had never seen the courtyard before. Note that in both cases the caster could employ a normal *teleport* spell, but the caster's lack of knowledge about the destination would make the attempt dangerous.

A *teleport without error* spell has no chance for error if the destination lies in the same world as the caster. If the caster accidentally specifies a destination already occupied by a solid object, the character is automatically displaced a sufficient distance to allow for a safe arrival.

*Teleport without error* also allows travel between world (planes, crystal spheres, and pocket dimensions) but there is a chance for error, see the spell description for details.

*Unseen Servant:* The force this spell creates does not possess any senses or powers of reason. It is incapable of any action except following its instructions to the letter. For example, an unseen servant can be sent to the bottom of a pool to grab whatever objects it encounters, but it cannot be directed to grab any coins or gems that it finds.

The permanent version of this spell creates an invisible servant that always hovers within 30 feet of the caster. If destroyed, it reforms in 2d10 rounds.

A permanent *unseen servant* can be cast on an area and instructed to endlessly perform a single task, such as forever cleaning a room. Once a task is set, it cannot be changed.

*Web:* *Webs* must be properly supported if they are to be made permanent. Permanent webbing remains where it is created, if torn away, new webs spring into existence to take its place. Chunks of webbing carried out of the area of effect dissolve in seconds. Creatures can break through the webbing at the rates given in the spell description, but the webs immediately fill in behind them. Creatures who blunder into permanent webbing (or who are thrown in) can be trapped and suffocated if they fail to save vs. spell just as they can if caught in normal webbing.

Permanent *webs* can be burned away with fire, but they spring back into being one round after the flames die away.

*Wish:* Most uses of this spell lower the caster's Strength/Stamina score by three points and force the caster to take to his bed for 2d4 days. Lost Strength/Stamina returns at the end of the rest period. If the caster's Strength score falls to 0 or less, he loses consciousness until he has rested.

A *wish* essentially allows the user to change reality to suit his tastes. The alteration,

however, can have unintended consequences, especially if the wish is poorly worded or the caster gets greedy. Generally, the more local and personal the effect, the less chance there is for complications. Adjudicating this spell is tricky, as the DM must be sure to give the players results that reflect the power of the *wish*, but not so much that the players come to rely on *wishes* to solve all their problems. A *wish* can always duplicate any spell of 9th level or less.

To avoid the bed rest and Strength/Stamina loss associated with a *wish* spell, the caster must effect a change that does not leave him better off than before the events that preceded the *wish*. For example, if the wizard's party was defeated by a powerful monster, the caster could *wish* that they had never met the creature. This change in reality brings his companions back to life as if the encounter had never occurred. The caster ages five years, but he does not have to rest for 2d4 days from the *wish* since he is not in a better position than before the events occurred.

If the caster wished for his party to return but the monster to remain dead, he would be subject to the debilitative effects, since the creature being dead is considered an advantage that the spellcaster did not have before the events occurred. Any time a *wish* creates an advantage for the caster the loss of Strength and the 2d4 days of bed rest occurs.

The effective power of a *wish* is based upon the availability of money and magical items in your campaign world. If these are in abundance, the power of the wish is enhanced. Likewise, in a world where money and magical items are scarce, the power of a wish is reduced. As DM, you need to determine the relative power of a *wish* in your world. Here are a few guidelines for a world that has a moderate amount of wealth and magical items:

A *wish* can produce a magical item but not an artifact. To avoid suffering bed rest and Strength loss, the caster should place a limit on the length of time the item is kept, typically about one hour. The item isn't actually created, it's just borrowed and goes back where it came from when the duration expires. If the item is particularly rare or valuable, or has been borrowed before, the true owner might resent the loan.

A *wish* can bring the user wealth. The DM should decide how much a character can *wish* for without trouble. The amount gained should be significant but not so great as to disrupt the game. For most campaigns, a random amount of 5,000 to 40,000 gp (5d8x1,000) shouldn't cause problems.

A *wish* can change a character's race permanently, allowing an elf to become a human and advance without level limitations. Alternatively, that same elf could *wish* to advance in level like a human, but he could at most gain one level per *wish*. Each time he wanted to advance in level, he would have to cast another *wish* to allow it to occur.

A *wish* can usually negate or change events that the user finds undesirable—this is why *wishes* are part of the AD&D game. A *wish* used to alter a campaign's history should be immediate—made on the spot or very soon after the event to be altered took place. *Wishes* that allow player characters a second chance to achieve a goal after an unlucky failure or disastrous mistake should be allowed, as long as the terms of the wish don't guarantee success.

When assigning consequences to poorly worded or inappropriate *wishes*, it is best to follow two guidelines: First, the errant *wish* should follow the player's wording to the letter. Second, the result should follow the path of least resistance; that is, the result

should involve the simplest and least complex warping of reality. For example, a greedy character who tries to *wish* for a *staff of the magi* might very well find himself standing naked and alone, staff in hand, in front of the staff's former owner (perhaps a dragon or lich). Escaping from the former owner and returning home is the character's problem.

As with *limited wish*, the unnatural aging caused by the spell is dependent upon the race of the caster; five years for a human, 10 years for a halfling or half-elf, 15 years for a dwarf, 20 years for a gnome, and 25 years for an elf. The aging requires a system shock roll, and failure results in death for the caster.

Chapter 1 of the *Dungeon Master Guide* discusses the effects of *wishes* on ability scores, and additional information can also be found in *The Complete Wizard's Handbook*.

## Priest Spells

*Age Creature†:* The reverse of this spell, *restore youth*, negates most sorts of magical aging, provided the aging is the magic's primary effect. It negates aging from *age creature* spells, *staffs of withering*, and attacks by ghosts. It does not reverse incidental aging effects, such as those inflicted by casting a *wish* or receiving a *haste* spell.

*Breath of Life†:* The reverse of this spell, *breath of death*, produces a nonmagical disease that *breath of life* can cure.

*Combine:* The central priest gains a boost to the spells and granted abilities he already has. The central priest gains no extra spells or granted abilities from this spell.

*Dispel Evil:* In addition to driving away evil extra-planar and summoned creatures, this spell is effective against evil enchantment/charm spells and all forms of domination and possession.

*Dispel Magic:* Refer to the wizard's version of this spell.

*Dragonbane†:* This spell can be the subject of a site focus†.

*Draw Upon Holy Might†:* This spell cannot increase an ability score beyond 25.

*Extradimensional Pocket†:* The extradimensional space created by this spell functions as a *bag of holding* in all respects while its duration lasts.

*Imbue with Spell Ability:* If the recipient dies before the imbued spells are cast, the *imbue with spell ability* caster regains the ability to cast the imbued spells.

*Know Time†:* This spell reveals the correct local time in terms the caster can most readily understand. If the caster has just arrived on a new world where he is unfamiliar with the names of hours, days, months, and years, the spell reveals a generic result that might not be immediately useful until the caster gets more information. For example, the spell might reveal that it is the 10th hour of the 23rd day of the 7th month in the 2,345th year.

The hour is always given in relation to local midnight.

If the world where the *know time* spell is cast has a time flow different from that of the base campaign, this spell has a 2% chance per caster level of giving an estimation of the difference. The caster can learn if time flows faster or slower and the general degree of difference; great, moderate, or minor. When using table 2 (page 46), ratings of 2–4 and 18–20 are great; ratings of 5–7 and 15–17 are moderate, and ratings of 8–9 and 13–14 are minor.

*Magic Font:* This spell requires a specially prepared font for creating holy water (see page 96). The spell's maximum duration depends on the font's capacity, but the actual time the caster can scry depends on the caster's knowledge of the subject, as given in the *crystal ball* description in the *Dungeon Master Guide*. For example, a magic font spell cast on a basin with a capacity of 60 vials remains active for one hour, but the actual time the caster can safely use the font is 30 minutes if the subject being viewed is known slightly.

Several other spells can make a *magic font* more useful, see the *crystal ball* description in the *DMG* for the list. See the notes on the *magic mirror* and *clairvoyance* spells for more information on scrying.

*Mind Read†:* This spell functions just like the wizard spell *ESP* in most respects. Each time a *mind read* spell is cast, however, the priest can conduct a deep probe of a single creature, possibly gaining additional information as detailed in the spell description.

*Mistaken Missive†:* This spell can affect any document written in ink. For purposes of the spell, ink is any substance that is artificially compounded or altered to render it suitable for use in writing. Documents written with substances that have not been artificially prepared are not subject to this spell. For example, a note written in chalk cannot be altered by this spell, neither can a letter or agreement written in blood.

*Music of the Spheres†:* A successful saving throw against this spell negates only the entrancing effect. An opponent who successfully saves is free to attack the caster but still suffers the –3 penalty to charm-based saving throws for as long as he can hear the music.

*Nap†:* This spell does not reduce the study time (10 minutes per spell level) required to memorize spells. The spell has no effect if the recipient is unwilling or has received a *nap* spell in the previous 18 hours.

*Plane Shift:* This spell sends the caster and up to seven other creatures on a one-way trip to another plane. This spell also allows travel between crystal spheres on the Prime Material Plane (though conditions within a particular sphere might prevent the spell from working). Each sphere requires a unique forked rod made of metal, just as each plane or dimension does. The travelers can return home via a second *plane shift* spell if they have a rod attuned to their home plane or world.

Two-way travel is possible with a single *plane shift* spell if the DM chooses to allow it. To return home without a second spell, the travelers need the same rod that was used

in the original spell, and they must be on the same plane as their original destination. For example, a group of travelers who *plane shift* to the Outlands and then pass through a gate to the Abyss cannot use the original rod to return home unless they return to the Outlands first. They also cannot return home without another spell if they lose the original rod.

*Acquiring rods:* When a priest gains access to this spell, he usually discovers the type of rod required to reach his home world and to reach the plane where his deity resides. The DM must decide how easy or difficult it is to discover additional rods. The surest way to obtain a rod attuned to a specific plane is to find a priest who has been there before. Otherwise, the priest must conduct his own research to discover what sort of rod is required to reach a particular place. The table of suggested costs assumes that planar travel is intended to be fairly rare, but not unknown. The DM should adjust costs up or down as appropriate.

The priest must be in good heath and refrain from adventuring while researching a rod. If the priest has access to *commune* spells, the required research time is reduced one step (one year of research time is reduced to one month), but costs are not reduced. At the end of the research time, the priest must attempt a Wisdom/Intuition check. If failed, the research is unsuccessful but may be conducted again. If the check succeeds, the priest discovers the type of rod required to reach the plane he was researching; the priest knows the rod's shape and what materials are required to make it. Finding the materials and a craftsman to make the rod are another problem.

The DM is free to decide what rods look like (there are many possible objects that can be described as forked rods). See volume two of the *Encyclopedia Magica* for examples.

*Protection from Evil:* Refer to the wizard version of this spell.

*Reflecting Pool:* This spell requires a natural pool—a small body of water fed by a natural water source and contained in a setting generally free of artificial constructions. A naturally occurring puddle of rainwater could be considered a pool if it lies in a meadow but not if it lies in a city street.

See the notes on the wizard spells *magic mirror* and *clairvoyance* for more information on how this spell functions.

*Speak With Dead:* This spell has a range of one yard. The dead do not lie, but they can be evasive, misleading, or obtusely literal if they answer the caster's questions at all (some creatures are allowed saving throws, see the spell description).

*Unceasing Vigilance of the Holy Sentinel†:* A priest recovering from this spell must rest unless compelled to act by some external cause. Generally, the priest cannot respond to threats that he cannot perceive (though the priest always perceives a threat to himself if he suffers damage). A *nap* spell grants the priest 48 turns of rest.

*Weighty Chest†:* The weight increase created by this spell is activated only when a creature other than the caster attempts to move or lift the protected chest. It is not possible to use a *weighty chest* as a weapon. For example, the caster cannot cast this spell on a small coffer and then toss it at an opponent, hoping the foe will be bowled over or

unbalanced by the coffer's great weight. Note, however, that a foe could be tricked into attempting to lift or move the chest.

**Planar Travel**
## Research Time and Costs

| **Plane Type**[1] | **Research Cost**[2] | **Research Time**[2] | **Rod Cost**[3] |
|---|---|---|---|
| Inner Plane | 500/1,500 | 1 Week/6 Weeks | 100 |
| Outer Plane | 1,000/3,000 | 2 Weeks/3 Months | 300 |
| Demiplane | 5,000/15,000 | 2 Months/1 Year | 400 |
| Pocket Dimension[4] | +2,000 | +1 Month | — |
| Prime Material World | 750/3,000 | 3 Weeks/9 Weeks | 250 |

[1] The Astral and Ethereal Planes are treated as known Inner Planes for purposes of research.

[2] The numbers before the slashes are the cost and time requirements for planes that are generally known by the campaign's spellcasters. The numbers after the slash are the cost and time requirements for destinations about which little is known in the home campaign. All prices are in gold pieces.

[3] The number is the typical cost in gold pieces for constructing one rod, provided that the proper materials are available. Rods made of extremely rare materials can cost considerably more.

[4] Add these modifiers to the type of plane the Pocket Dimension is attached to. For example, researching a Pocket Dimension that is attached to the Ethereal Plane would cost 2,500 gp and take five weeks. The cost for the rod would remain 100 gp.

## Magical Items

*Amulet of Life Protection:* A character whose psyche is held in the amulet does not truly die until seven days have passed. Until that time, any healing the character receives revives the character as long as the healing is sufficient to give the character a positive hit point total.

The wearer can be raised or resurrected no matter how the character died. The *raise dead* or *resurrection* spells can be cast upon the amulet if the character's body has been destroyed.

*Bag of Holding:* Living creatures can be placed within a *bag of holding* provided they don't exceed the bag's volume and weight restrictions. If the bag is left open, living creatures kept inside can breathe normally. The space inside a *bag of holding* is airtight, and if the bag is sealed, the air inside runs out quickly. It is possible to carry water in a *bag of holding*. See the general note under extradimensional spaces for more information.

| Bag Capacity | Air* | Water** |
|---|---|---|
| 250 lbs. | 4 minutes | 30 gallons |
| 500 lbs. | 6 minutes | 60 gallons |
| 1,000 lbs. | 8 minutes | 120 gallons |
| 1,500 lbs. | 10 minutes | 180 gallons |

* This is the amount of time a single creature in a sealed bag remains comfortable. After the listed time, the air becomes foul and the creature begins gasping; a –2 penalty applies to all attack rolls and ability checks until the creature gets fresh air. If the creature remains in the bag for twice the listed time, it must save vs. poison or fall unconscious until the creature gets fresh air. The save must be repeated each turn. Unconscious creatures also must save vs. poison every turn, and they die if they fail a second time.
** This shows the amount of water the bag can hold. Note that water is heavy and a bag carrying the listed amount of water only appears to be about 10% full as far as its cubic capacity is concerned. This makes it very easy to exceed the bag's weight limit and destroy it.

*Books/Tomes:* The baneful effects from all books, tomes, manuals, and librams are triggered by perusing even a small passage. Magical books cannot be distinguished from other types of normal or magical books.

A character who studies a book to find out what's in it triggers the book's effects. Magical books always vanish once they bestow a beneficial effect but usually remain behind if they inflict a harmful effect. Multi-classed characters get only the best possible result—other helpful results (and harmful ones) are ignored. For example, an elf fighter/mage/thief glances at a *manual of puissant skill at arms*, a book that is normally harmful to wizards. Because the elf is a fighter, he can ignore the harmful effect and gain one fighter level instead.

*Cloak of Displacement:* The cloak's displacement power is ineffective against creatures or devices that cannot see the cloak's wearer. For example, an invisible character does not receive the cloak's power to make opponents miss their initial attack or the cloak's armor class bonus; likewise, most traps never "see" their targets and displacement does not foil them.

Displacement is not effective against attacks that are not aimed, such as an avalanche or cave-in, and does not affect aimed attacks that cover an area, such as catapult shots or dragon tail slaps.

Displacement is only partially effective against spell attacks. If a spell actually requires an attack roll, such as any touch-delivered spell, the cloak works normally and can cause the spell attack to miss if it is the first attack in an encounter. If the attacking spell does not require an attack roll, it can never be caused to "miss," though the cloak's +2 saving throw bonus applies.

For example a *fireball* spell never misses, but the cloak wearer gains a +2 saving throw bonus. If a spell allows no saving throw, displacement has no effect on it; for example, a *magic missile* or *death spell* is never affected by displacement.

Under normal conditions, the first melee or missile attack against a displaced creature

automatically misses. The opponent is assumed to note the displaced creature's correct position and can keep track of it thereafter. If an opponent has multiple attacks, only the first one automatically misses. If there are multiple opponents, only the first attack by the first creature automatically misses. The remaining opponents are assumed to observe the failed attack and make the appropriate adjustments. If the DM determines that one or more creatures did not observe the initial attack, their first attacks automatically miss, too. Note that intelligent opponents who have reason to suspect a character is displaced might launch some type of probing attack to test the character's defenses, such as hurling a rock. Such attacks count as a combat action for the creatures attempting them.

*Contract of Nepthas:* A *mistaken missive* spell alters the words written on the a *contract of Nepthas* but does not free characters who have signed the contract from their obligations.

*Crystal Balls:* See the notes under the *magic mirror* and *clairaudience* spells.

*Daern's Instant Fortress:* A creature attacking the fortress's walls with a magical weapon inflicts one point of damage for every three rounds spent attacking the walls. If the escalade rules from the *Player's Option: Combat and Tactics* book are in play, the fortress can be attacked by bombardment engines or sapped by attackers equipped with magical weapons. In either case, all damage is subtracted from the fortress's total hit points.

Deck of Many Things: Baneful effects from this item cannot be removed through *wishes* or lesser means, although a *wish* might indirectly help the PCs in dealing with the difficulties the cards inflict. For example, a *wish* can reveal where a victim of the void or the donjon is imprisoned. A *wish* also could reveal the identity of an enemy produced by the flames or the rogue.

10th-level magic is effective against a *deck of many things* in the same way a *wish* is, but there are certain exceptions. 10th-level divination spells cannot be used to determine the identity of a particular card nor can magical wards negate a card's effects, but they can reveal the location of a creature trapped by the void or donjon card. There is no way to shield a creature from the harmful effects of the *deck of many things* while allowing the benefits to occur by using 10th-level spells.

*Extradimensional Spaces:* These items tend to produce spectacular effects when one is placed within another. The following items contain extradimensional spaces: *bag of holding, bag of transmuting, flatbox†, girdle of many pouches, Heward's handy haversack, portable hole*, and *pouch of accessibility.* The following spells produce extradimensional spaces: *extradimensional pocket†, Mordenkainen's magnificent mansion*, and *rope trick*.

In most instances, placing one extradimensional space inside another opens a rift to the Astral Plane, casting both the items and their contents through the rift. The items and anything contained within them are scattered randomly in the infinite depths of the Astral Plane. A *wish* can recover the contents of the extradimensional spaces, and it is possible that creatures held in the items might eventually find their way off the Astral Plane. Since

all objects within the extradimensional space are scattered randomly, a creature cast into the Astral Plane through a rift does not have any better chance of recovering lost items than any other creature. A creature carried to the Astral Plane through a rift retains its possessions, but other loose items within the extradimensional space are randomly scattered.

For example, a party of adventurers decides to cast a *rope trick* spell to create a safe haven where they can rest and sort a huge pile of coins they have found. Unfortunately, one of the characters has a *bag of holding* which contains several pieces of equipment and treasure. When the *bag of holding* enters the *rope trick*, both spaces are sucked into the Astral Plane. The characters occupying the *rope trick* are dumped in random locations in the Astral Plane (if the DM is feeling kind, they might arrive within sight of each other). The *bag of holding* is torn from its holder's grasp and its contents are spewed randomly across astral space.

*Portable holes* can produce more dramatic effects. If another extradimensional space is placed within a *portable hole*, an astral rift opens, as described above. However, if a *portable hole* is placed within another extradimensional space, a gate to a random plane opens and all creatures within a 10-foot radius are drawn through it, no saving throw. The process destroys the *portable hole* and the other extradimensional space.

*Flatboxes* are notoriously unstable. If a *flatbox* contacts any other extradimensional space it explodes, see the item description for details. The other item is sucked into the Astral Plane. A *portable hole* reacts as detailed above.

Most extradimensional spaces contain only a finite amount of air, which limits how long living creatures can be kept inside. Refer to the *bag of holding* entry for the amount of air contained within these items.

Creatures drawn through the gate created by a *portable hole* arrive in a random location and fall in a heap within a 10-foot radius. Items in the extradimensional spaces are either lost on the Astral Plane (50%) or scattered randomly about the circle where the creatures land (50%). The DM makes the roll and can decide to check the items singly or in groups.

*Flatbox:* The box can hold 60 gallons of water. A creature inside one of these items can breathe normally for six minutes if the lid is closed. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

*Flight Items:* Characters using magical items that grant flight have a daily movement rate in miles equal to twice the item's flight speed. For example, characters aboard a 4-person *carpet of flying* travel 48 miles a day in clear weather.

The daily movement rate assumes 10 hours of flying time with ample rest stops; it is not an altogether pleasant experience to fly (consider the effects of rough air, unsteady seating, awkward body positioning, and exposure to weather). Characters in a hurry can eliminate most rest periods and stay aloft longer, spending 18–20 hours in the air and doubling the daily movement rate, but this subjects the riders to the effects of a forced march (see *Player's Handbook*, Chapter 14). Riders who stay aloft for 24 hours a day move at 2 1/2 times their normal daily rate and suffer double force march penalties.

When a party has access to magical items that grant flight, the DM should take

special care to plan adventures that take this capability into account. Flying characters can easily evade most land-based encounters, so the adventure should include encounters with flying creatures or those that entice the characters to land. The DM should also determine the prevailing weather conditions in advance, as they affect both flying conditions and the party's ability to see and be seen while aloft.

*Gem of Insight:* A character can benefit from one of these items only once, no matter how many gems are found over the course of the character's lifetime or how long a single *gem of insight* is kept.

*Girdle of Many Pouches:* Though intended to hold equipment, this item's small pouches can hold about one gallon of water or a single tiny creature. If belted around a character's waist, the pouches are sealed and the creatures inside them have about four minutes of air. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

*Heward's Handy Haversack:* Though intended to hold equipment, this item's compartments can hold water or creatures. The side pouches can hold two gallons of water or one tiny creature each. The central compartment can hold eight gallons of water or a single small creature. If strapped around a character's back and closed, creatures inside the haversack have about four minutes of air. Additional information can be found at the *bag of holding* and extradimensional spaces entries.

*Iron Bands of Bilarro:* There is no saving throw against this item, though the user must make a successful attack roll to trap a target. A failed attack roll never entraps a creature. An entrapped victim's companions can attempt a bend bars/lift gates roll to break the bands if the victim cannot get free. Spells such as *free action, wraithform, antimagic shell*, and *duo-dimension* are all effective means of escape, but teleportation magic merely transports the trapped creature from one place to another with the bands still trapping him. Magical items such as a *potion of slipperiness* or *ring of free action* are also effective against the magic of the bands.

*Javelin of Lightning:* This item has a maximum range of 90 yards. The lightning created is a single bolt that extends from the target toward the thrower. Thus, a javelin of lightning should not be used if the target is within 30 feet.

*Librams and Manuals:* See note at books.

*Medallion of ESP:* Refer to the wizard spell *ESP*.

*Mirror of Mental Prowess:* This item's thought-reading power works just like the wizard spell *ESP*. See the notes at the wizard spells *clairvoyance, clairaudience*, and *magic mirror* for information on the mirror's scrying powers.

Travel through the portal created by the mirror is instantaneous. A *detect invisibility* or *true seeing* spell reveals the portal.

The mirror's power to answer a question each week is similar to the priest spell

*commune* in most respects, but the user is limited to questions about a creature whose reflection is being cast in the mirror.

*Periapt of Proof Against Poison:* This item has three basic functions, but only one can be active at any given time. First, the periapt can allow a saving throw against poisons that normally do not allow one. The required number for the saving throw varies with the periapt's strength as shown in the *Dungeon Master Guide*. Other magical protections are added to the roll. For example, a character with a *periapt of proof against poison +1* and a *ring of protection +1* would gain a saving throw of 18 against a toxin that normally allows no saving throw. The bonus for the periapt does not apply in cases where no saving throw is normally allowed.

Second, the periapt negates any penalty a particularly strong toxin might impose. Note that the penalty is entirely negated, not merely subtracted from the periapt's bonus. For example, a particularly virulent poison might have a –4 penalty to all saving throws. Even a *periapt of proof against poison +1* completely negates the penalty. Likewise, a poison with a –1 penalty to saving throws completely negates the bonus of a +4 periapt.

Third, the periapt grants a general bonus to normal saving throws against poisons. The bonuses are cumulative with other magical protections (but see the automatic failure rule on page 142).

*Portable Hole:* This item has a capacity of about 280 cubic feet. It has no weight limit, and about 2,100 gallons of water or 100,000 standard coins can be held inside. A creature in a *portable hole* has enough air for 10 minutes. See the note at *bag of holding* for the effects of depleted air, and see the general note on extradimensional spaces for more information.

*Potions:* Once a potion, elixir, oil, or ointment takes effect on a creature, any effects that apply only to the imbiber cannot be removed unless a *dispel magic* is targeted directly at the creature. If the potion's effects extend to other creatures (such as the various potions of control) it can be dispelled normally. All potion effects are treated as magic cast at 12th level for purposes of dispelling.

Potions consumed within an *antimagic shell* do not activate until they leave the area of effect. If a potion has been consumed, an *antimagic shell* suppresses its effects unless they are permanent in nature (such as a *potion of healing*). Temporary effects made permanent by a roll on the potion compatibility table from the DMG can be suppressed by an *antimagic shell*.

Tasting a potion gives the character a minor clue as to the potion's effects. For example, a *potion of levitation* or a *potion of flying* might make the character feel light. Often the effect from tasting a potion is not immediately obvious, and the character must attempt some action before any effects are revealed. In the previous example, the taster might feel nothing initially but might walk with a bouncing gait or feel light-footed when walking. A potion's taste, smell, and texture might help identify it, but this tends to be unreliable because potions with identical effects can look, feel, smell, and taste differently if they were made in different laboratories or concocted at different times.

*Potion of Vitality:* A character drinking this potion increases his body's natural healing

ability to the rate of one hit point recovered every four hours. Damage that cannot be healed by magical means—such as from a *sword of wounding*—is restored. Damage that can be healed only by magical means—such as wounds from a chasme tanar'ri's claws or the fists of a clay golem—is not restored.

*Pouch of Accessibility:* Though intended to hold equipment, this item's internal pouches can hold about one gallon of water or a single tiny creature. Closing the pouch seals all the internal compartments, and the creatures inside them have about four minutes of air. See the note at *bag of holding* for the effects of depleted air, and refer to extradimensional spaces for more information.

*Quiver of Ehlonna:* Only long, thin objects such as arrows, javelins, and bows can be placed in this item. Creatures cannot be placed inside, nor does the quiver hold water.

*Ring of Blinking:* See note at the wizard spell *blink*.

*Ring of Contrariness:* This cursed item always makes the wearer do things that run counter to what others desire. The wearer does not necessarily do the exact opposite of what is suggested. For example, if someone says "keep that ring on," the wearer wholeheartedly agrees. He might also suddenly become fearful that others desire the ring and attack the speaker. The ring's enchantment makes the wearer difficult to be around, always selecting the response that is most troublesome.

*Ring of Regeneration:* Wearers killed by fire, acid, disintegration, or death magic cannot regenerate back to life. However, damage inflicted by such attacks can be regenerated if the wearer survives the attack.

A *ring of regeneration* only repairs damage inflicted on the wearer after the character puts on the ring. Damage inflicted before the character wore the ring is not regenerated, so placing a *ring of regeneration* on a dead or unconscious character has no effect.

A *ring of regeneration* does not remove the need to eat, sleep, or breathe, nor does it prevent natural or unnatural aging.

*Rod of Absorption:* Spell levels stored in the rod can be used to power spells on low-magic worlds, even when local conditions would not normally allow the spell to be cast. For example, if the rod-wielder had a *wall of force* spell memorized, the character could use five levels of stored energy even on an M4 world, where 5th level spells normally don't work (see page 47).

When used to absorb spells, the rod can absorb any spells directed at the wielder for the entire round, as selected by the rod-wielder. Absorbing spells counts as an action for the character, but initiative has no bearing on when a spell can be absorbed. The wielder can never absorb a spell that is not targeted specifically at him.

For example, if the wielder is caught in the blast of a *fireball*, the rod cannot be used to absorb the spell because the wielder was not the target—the actual target was a point in space. If, however, the *fireball* was set to detonate directly on the wielder, it could be absorbed. Some spells, such as *hold person* and *slow*, are individually targeted on multiple creatures within an area. If the rod-wielder is one of those targets, he can absorb

the entire spell.

Absorbed spells have no effect whatsoever; their power has been stored in the rod. Thus, if a *hold person* is directed at the rod-wielder, the magic is totally negated—even for other targets. 10th-level spells cannot be absorbed.

*Rod of Beguiling:* The beguiling effect has a 20-foot radius. There is no saving throw, though magic resistance applies, as does resistance to mental attacks or control. Racial resistances to charm effects also apply. Affected creatures remain beguiled for the full one-turn duration even if they leave the radius.

*Rod of Resurrection:* Specialty priests require two charges instead of the usual one charge when resurrected. The racial charge requirement remains unchanged.

Specialty priests dedicated to deities of healing, protection, warfare, endurance, and similar areas of influence require only one charge to resurrect.

*Rod of Rulership:* Creatures being ruled need not remain within the rod's 150-foot radius once they have been affected. Most creatures get no saving throw, but magic resistance and resistance to mental attack or control applies. Racial resistances to charm effects also apply.

*Rod of Security:* This item transports creatures into a pocket dimension (see page 45) attached to the world where the rod was activated.

*Rope of Entanglement:* Use of this item does not require an attack roll. In addition to the size limitations included in the item description, all the rope's targets must fit within a single area of 200 square feet or less (eight 5-foot squares in any contiguous configuration). Targets who save vs. breath weapon can move 10 feet each round and can attack nearby creatures (but not the *rope of entanglement*).

If other creatures fail their saving throw versus the rope, those who succeeded in their save can only move if the combined weight of those who failed is less than their maximum press. For instance, a fighter wearing a *girdle of hill giant strength* could drag up to 640 lbs. of weight along with him. Of course, groups of creatures must move generally the same direction to initiate an attack.

Entwined creatures suffer a +2 initiative penalty and attacks against them are at +2. Targets who fail the save are held completely immobile and cannot perform any actions that require movement; attacks against immobile creatures are made with a +4 bonus.

*Spell Scrolls:* A scroll is a temporary magical writing that stores spell energy in a portable form; it is essentially a pre-cast spell waiting to be triggered. The level at which a priest spell read from scroll functions is never diminished due to planar distances (see page 49), but all scroll spells are subject to local conditions. For example, a *fireball* read from a scroll is ineffective on the Plane of Elemental Water—the spell creates a harmless bubble of vapor and the writing fades. Scrolls become inert if taken to a world rated M2 (see page 47) or lower, but are not otherwise harmed.

Spell scrolls come in two types, priest and wizard. Priests cannot use wizard scrolls

and vice versa. High-level thieves and bards have a chance to employ either type. A character who can use spell scrolls can read any spell of the appropriate type regardless of other restrictions. For example, an illusionist, who is normally barred from casting abjuration spells, can *read a dispel magic* spell from a scroll. Likewise, a priest can read priest spells from spheres normally unavailable. Note that the reader could still suffer the effects of spell failure by attempting to cast a spell that is too high a level (see *Dungeon Master Guide*, Appendix 3).

*Sphere of Annihilation:* A wizard's maximum chance to control a *sphere of annihilation* without the aid of a *talisman of the sphere* is 92% for a wizard of 21st level and an 18 Intelligence/Reason. There are no additional bonuses for being higher level or having an Intelligence/Reason score grater than 18.

A *talisman of the sphere doubles* a wizard's Intelligence bonus for controlling the sphere. Adjusted control scores of 100% or more indicate automatic success, but other wizards trying to usurp control reduce the control chance; see the *sphere of annihilation in the DMG* description for details.

*Staff of the Magi:* The staff's plane travel ability is similar to the priest spell *plane shift*, but no forked rod is required. The staff-wielder must be generally familiar with the destination plane either by making a previous visit or having information about the plane from a traveler who has been there. If a character wishes to research details on an unknown plane, refer to the note at *plane shift* for cost and time requirements.

The absorption power of the staff works just like that of the *rod of absorption* except that the level of absorbed spell is not communicated to the staff-wielder. The decision to absorb must be made based on the appearance of the magic or, in the case of invisible effects, blind luck.

*Staff of Withering:* The withering effect from this item makes one of the victim's limbs shriveled and useless; it has no effect on a creature's head or body. The withering effect requires three charges from the staff and must be announced at the beginning of the round. If the staff hits, roll randomly to see which limb is struck.

If the victim is humanoid, roll 1d4 to determine which limb is struck: 1=right arm, 2=left arm, 3=right leg, and 4=left leg. A shriveled arm cannot wield a weapon or shield or be used to make unarmed attacks. The character suffers a –2 penalty to Dexterity for each shriveled arm. A humanoid cannot stand up or walk without a crutch if even one leg is shriveled. The character is reduced to a crawl and cannot make any physical attacks. The character suffers a –6 penalty to Dexterity. Getting two legs shriveled has no appreciable additional effect.

If the target is a quadruped, the staff-wielder can usually reach only two of the opponent's limbs. Roll 1d6 to see which one is hit: 1–3=right, 4–6=left. Quadrupeds with one shriveled leg move at 2/3 their normal rate and cannot make attacks with the shriveled limb. A quadruped with two shriveled limbs cannot move or physically attack.

Insectoid or multi-limbed creatures should be handled like quadrupeds, but their movement is unaffected as long as they have at least two functioning limbs on each side of the body.

Attacks on flying creatures can hit the wings. For example, roll 1d6 to determine

which limb on a flying humanoid is struck: 1=right arm, 2=left arm, 3=right leg, 4=left leg, 5=right wing, and 6=left wing. Creatures with even one shriveled wing cannot fly.

Limbless creatures have no appendages to be withered and suffer no ill effects from withering except damage and aging.

If the staff-wielder chooses to make a called shot and succeeds, do not make a random roll; the staff hits the selected area instead.

If the critical hit rules from *Player's Option: Combat and Tactics* are in use, ignore all of the foregoing and use the hit location system from that book. The area struck suffers a "destroyed" result if the saving throw fails, even if it is not a limb (do not roll for severity). The staff-wielder does not need to score a critical hit to roll for hit location. If the staff-wielder does score a critical hit, the target suffers double damage and must roll saving throws vs. both the withering and the critical hit.

There are several ways to repair withered limbs, but *regenerate* and *restoration* are the most common methods. Creatures that regenerate (through an innate ability or magical item) regain the use of a shriveled limb after regenerating the equivalent of 20 points of damage. For example, a character wearing a *ring of regeneration* would recover from a shriveled limb in 20 turns, and a troll would recover in seven rounds.

*Stone of Good Luck:* The stone's +1 (or +5%) bonus applies whenever dice are rolled to see if the character (not the character's equipment) avoids an adverse happening. The bonus applies to saving throws, ability checks used as saving throws, system shock rolls, resurrection survival rolls, and any other event in which chance, not skill, is the determining factor. The bonus does not apply to spell failure, magical item creation, learning spells, or to most proficiency checks.

The character's good luck applies to rolls for party treasure distribution and to proficiency checks involving luck or dodging, such as gaming and tumbling.

*Wand of Negation:* The wand temporary renders magical devices unable to create spell-like effects. When a device's spell-like function is negated, any charges expended to produce the effect are lost, but the device is not otherwise harmed. A *wand of negation* has no effect on cast spells or a creature's spell-like abilities. The wand has an initiative modifier of +1.

# Chapter 4: Creating Magical Items

## Holy Water

The *Complete Priest's Handbook* gives rules for creating holy water. This section contains more detailed rules for high-level campaigns.

Any cleric or specialty priest with access to the required spells can create holy water once a week, provided a suitable font is available. The required spells are: *create water*, *purify food & drink**, *bless**, *chant*, and *prayer*. The spells marked with an asterisk are used in reversed form to create unholy water.

The priest must spend at least eight hours praying and meditating before casting the spells in the listed order. Any delay between finishing the casting of one spell and starting the next ruins the ceremony. The character must maintain the *chant* spell for one turn.

Afterward, the cleric must rest at least eight hours before casting any spells. If forced into combat during this time, the character suffers a –4 penalty to all attack rolls, saving throws, and ability checks.

A font is a specially blessed (or cursed) basin made of precious metals contained inside an elaborate case or pedestal fitted with a cover. A particular font can be used only once a week, and a temple or other religious building can contain only one font. Particularly large buildings might contain one font per wing or floor, at the DM's option.

A font's maximum capacity for creating holy water depends on its cost—the more rare and expensive the font, the more favorably the deity to which it is dedicated looks upon it.

The *create water* spell normally produces more water than a basin can hold; the extra water is either channeled away or assumed to be magically dissipated.

## Holy Water Font Costs

| Capacity | Basin | Pedestal |
|---|---|---|
| 6 vials | 1d6x10+120 gp | 200 gp |
| 8 vials | 1d6x50+1,000 gp | 350 gp |
| 10 vials | 1d6x100+1,800 gp | 500 gp |
| 14 vials | 1d4x500+5,200 gp | 750 gp |
| 18 vials | 1d4x1,000+8,000 gp | 1,000 gp |
| 24 vials | 1d4x1,000+15,000 gp | 1,250 gp |
| 32 vials | 1d4x1,000+18,000 gp | 1,500 gp |
| 40 vials | 1d6x10,000+50,000 gp | 1,750 gp |
| 50 vials | 1d10x10,000+100,000 gp | 2,000 gp |

The basin and pedestal must be specially designed and fashioned; the process requires 2d4+2 weeks.

Holy water loses its potency if removed from the font for more than one turn unless it is placed in a specially blessed crystal or leaded glass vial. Each vial holds a quarter pint of liquid and costs 5 gp. (Copper-pinching characters can sell empty vials on the open market for 1d4+1 gp each.)

A font can be defiled and made useless for creating holy water (and for *magic font* spells) by touching it and casting a *curse* spell. Fonts can be nonmagically defiled by placing anything repugnant to the deity to which the font is dedicated to within its confines.

A defiled font must be entirely remade. The font cannot be cleansed or restored, except by a *wish*, though the materials in the basin can be recycled and used in a new basin for 1d4+1x10% of the original cost. For example, Delsenora's temple has a font that can hold 32 vials of holy water. The initial cost was 21,000 gp for the basin plus 1,500 gp for the pedestal. If the font is defiled, the replacement cost is 1,500 gp for the pedestal and 20–50% of the original basin cost. Delsenora rolls a 2 and must pay 30% of the original cost—6,300 gp.

## Creating Magical Items

Sooner or later, players in high-level campaigns start thinking about how their characters can manufacture their own enchanted items. The

sheer difficulty involved in item creation should be sufficient to deter characters driven by simple greed, especially if the DM follows the advice on controlling magic in Chapter 1. In a well-run campaign, creating magical items not only consumes more resources than it generates, it keeps the characters busy trying to find what they need to complete the process.

Characters with a true interest in creating magical items shouldn't find the effort too costly; some things are more important than money or power. They may be driven by a thirst for fame or a desire to create magical items they have never found in a treasure hoard. They might even be required to create a magical item to achieve a particular goal, which creates a variety of adventuring possibilities as the character struggles to gather the required material components in time to complete his goal.

This section presents a system that allows the DM to quickly determine how long creating a magical item takes, how much it costs, and how likely the attempt is to fail. This system is more detailed and complex than the one detailed in the *Dungeon Master Guide*, and it is intended for high-level campaigns in which several player characters wish to create standard magical items.

This material is generally compatible with the rules for creating magical items presented in the *Book of Artifacts*; this system is a little simpler but doesn't give the DM as much control over how difficult items are to make. If your players are content to create only a few standard items, this book's system should work better for you.

## Requirements

To create a magical item, a character needs the appropriate level of skill, a suitable place to perform the work, the correct materials and processes to complete the item, and often the *enchant an item* and *permanency* spells.

### Character Level

Wizards can create potions and scrolls at 9th level and other items at 11th level, provided that the necessary spells are available.

Priests can create scrolls at 7th level, potions at 9th level, and other items at 11th level.

Warriors and rogues cannot create magical items, even if they have spellcasting ability.

Priests and wizards can use spells on scrolls, stored in items, or cast by other characters to get the spells necessary to create magical items.

### Who Can Make Which Items?

No character can make a magical book, libram, manual, tome, or artifact. Artifacts are a campaign-shaking occurrence, reserved to the discretion of the DM. Magical writings that increase levels and ability scores are likewise unbalancing.

Racial items, such as *boots of elvenkind* and *girdles of dwarvenkind*, can be created only by priests of the indicated race. High-level elf priests, for example, can create *cloaks of elvenkind*. If the *Exceeding Level Limits* optional rule (from the DMG) is not in play, only NPC demihuman clerics who have achieved the maximum level can make these items.

Mages can make any other item if they meet the level requirements and have the

necessary spells.

Priests and specialist wizards can make only those items that they can use. A cleric, for example, cannot make a magical long sword, and a transmuter can't make a *wand of fire*, which employs evocation magic. Specialist wizards, however, receive a +5% bonus to their success chances when creating items that possess abilities from their school of specialization. For example, a transmuter gets the bonus when creating a *wand of polymorphing*.

### Working Space

A wizard needs a laboratory to make magical items. The laboratory must have at least 500 square feet of floor space (20 x 25 feet), and more is preferable. Basic furnishings and supplies cost 5,000 gp, and the character must spend an additional 500 gp a month to keep the laboratory properly equipped.

A priest must create magical items on an altar specially dedicated to his deity. There is no basic size requirement, although a deity whose portfolio includes magic might impose one. An item to be enchanted must fit on the altar, so it benefits the priest to make the altar as large and sturdy as is practical. The minimum cost for building the altar and properly consecrating it is 2,000 gp. The altar requires no special maintenance, but only the priest who performed the consecration can use the altar to enchant items—no other creature can use it while the priest lives. If the altar is defiled, the priest must consecrate it again. Before consecrating the altar, the priest must please his deity with some extraordinary service connected with the deity's portfolio or sphere of control. A deity of wisdom, for example, might look favorably upon a priest who writes a book of philosophy or who solves a mystery using superior judgment instead of divination spells.

After the service is complete, the priest must pray and meditate over the altar for one week. The vigil occupies all the character's waking hours. If interrupted, the vigil must be started over again.

**Table 23:**
Magical Item Creation

| **Potion** | **Material** | **Process** | **Cost** | **Time** |
|---|---|---|---|---|
| Single Use | 1 Rare | 1 Common | XP value | 1 day/100 gp |
| Limited Use | 1 Exotic | 1 Rare | XP value | 1 day/100 gp |
| **Scroll** | | | | |
| Spell | 1 Rare and 1 Common | Variable | 1/2 XP value | 1 day/spell level |
| Protection | 1 Exotic | 1 Rare | 1/2 XP value | 6 days |
| **Ring** | | | | |
| Single Function | 1 Exotic | 1 Common | XP value | 1 week/100 gp |
| Multiple Function | 1 Exotic/Function | 1 Exotic/Function[1] | 2 x XP value | 1 week/100 gp |
| Limited Use | 1 Exotic | 1 Exotic[1] | 2 x XP value | 1 week/100 gp |
| **Rod** | | | | |
| Single Use | 1 Exotic | 1 Rare | 1/5 XP value | 1 week/1,000 gp |
| Single Function | 1 Exotic | 1 Rare | 1/5 XP value | 1 week/100 gp |
| Multiple Function | 1 Exotic | 1 Exotic/Function | 1/5 XP value | 2 weeks/100 gp |
| Limited Use | 1 Exotic | 1 Exotic/Use | 1/5 XP value | 4 weeks/100 gp |
| **Staff** | | | | |

| | | | | |
|---|---|---|---|---|
| Single Function | 1 Rare | 1 Rare | 1/5 XP value | 1 week/100 gp |
| Multiple Function | 1 Exotic | 1 Exotic/Function | 1/5 XP value | 2 weeks/100 gp |
| Limited Use | 1 Exotic | 1 Exotic/Use | 1/5 XP value | 4 weeks/100 gp |
| **Wand** | | | | |
| Single Function | 1 Rare | 1 Rare | 1/5 XP value | 1 week/100 gp |
| Multiple Function | 1 Exotic | 1 Exotic/Function | 1/5 XP value | 2 weeks/100 gp |
| Limited Use | 1 Exotic | 1 Exotic/Use | 1/5 XP value | 4 weeks/100 gp |
| **Miscellaneous Magic** | | | | |
| Single Use | 1 Exotic | 1 Exotic | 2 x XP value | 1 week/100 gp |
| Single Function | 1 Exotic | 1 Exotic | 3 x XP value | 1 week/100 gp |
| Multiple Function | 1 Exotic/Function | 1 Rare/Function[2] | 4 x XP value | 1 week/100 gp |
| Limited Use | 1 Exotic/Use | 1 Exotic/Use[2] | 2 x XP value | 3 weeks/100 gp |
| **Armor** | | | | |
| Single Function | 1 Exotic | 1 Rare and 1 Common | 2 x XP value | 3 weeks/1,000 gp |
| Multiple Function | 1 Exotic/Function | 1 Exotic/Function[3] | 2 x XP value | 4 weeks/1,000 gp |
| Limited Use | 1 Exotic/Use | 1 Exotic/Use[3] | 2 x XP value | 2 weeks/1,000 gp |
| **Weapon** | | | | |
| Single Use | 1 Rare | 1 Common | XP value | 1 week/100 gp |
| Single Function | 1 Exotic | 1 Rare and 1 Common | 2 x XP value | 3 weeks/1,000 gp |
| Multiple Function | 1 Exotic/Function | 1 Exotic/Function[3] | 2 x XP value | 4 weeks/1,000 gp |
| Limited Use | 1 Exotic/Use | 1 Exotic/Use[3] | 2 x XP value | 2 weeks/1,000 gp |

*Footnotes:* [1] One common process also is required; [2] One exotic process also is required; [3] One rare and one common process also are required.

### Approval

Characters who have the required skills and equipment are not necessarily free to begin churning out magical items as they see fit. The DM must approve any new magical item that enters the campaign. The player should explain exactly what powers the proposed item will have. In the case of items already described in rule books, this is simply a matter of having the DM review the description and decide if the item is appropriate to the campaign. Once approved, the player is free to have the character begin work.

## Creating the Item

Every item that is to be imbued with magic must be of the finest quality, specifically created for the purpose of placing enchantments upon it. An item must be created from one or more special materials, each of which must undergo a certain number of special processes. A character creating a sword, for example, must first commission a rare and unusual blade to be crafted. A regular sword from the local smithy cannot become a *sword +3 frost brand*. Creating a magical item is not a matter of picking up a few household articles and muttering an incantation.

Table 23 lists the materials and processes various types of items require. Some of these are more difficult to complete or acquire than others, as explained in the notes to the table. Table 23 gives the suggested number of materials and processes each item requires as well as a few suggestions. It is up to the DM to decide exactly what materials and processes are necessary; this requires a great deal of creativity on the DM's part. In any case, the character does not automatically know what the requirements are.

Gathering all the necessary materials can take a lot of time. Ideally, the DM should create a series of adventures that allows the character to obtain everything. The character is free to get help from any other character who can be persuaded to join the hunt.

## Enchanting the Item

Wizards generally begin with the *enchant an item* spell to focus their magical energy and then cast additional spells to create the enchantment. If the item has a power that duplicates or closely resembles a known spell, that is the spell cast to create the enchantment. If the item has an effect that does not duplicate a known spell, the wizard must either research a new spell or cast some combination of spells that approximates its effects. The DM must decide which spells are necessary. See the *enchant an item* spell description and the Notes to Table 23 section for more details. Most items also require a *permanency* spell to complete the enchantment.

Wizards lose a point of Constitution when casting the *permanency* spell most magical items require. Priests do not normally suffer this loss, but the DM can rule that the long process that a priest must undertake is so physically taxing that it drains a point of Constitution. This loss applies only to items that would require a *permanency* spell if the item was created by a wizard.

Priests do not have the *enchant an item* spell, and they must petition their deities to instill power into their items. The procedure is described in Chapter 10 of the *Dungeon Master Guide*.

### Notes to Table 23

**Item:** The type of item being created. These are divided into the same general categories as used in Appendix 3 of the *Dungeon Master Guide* and are further subdivided by how they can be used.

*Single use:* Using the item once completely consumes its magic, often consuming the item itself. Examples include virtually all potions, scrolls, dusts, oils, and elixirs.

*Limited use:* The item can be used a fixed number of times before it is consumed. Some limited-use items can be recharged, and some have multiple functions (see the **Item Details** section). This includes most rods, staves, and wands as well as some rings and miscellaneous magical items.

*Single Function:* The item has only one power, which usually functions continuously or on demand. Some single-function items expend charges when used. An *amulet of proof against detection and location, cloak of displacement*, and *ring of multiple wishes* are all examples of this type of magic.

*Multiple Function:* The item has more than one power. Some multiple function items are charged (and also are limited-use items) and some are not. Noncharged items of this nature include *scarabs of protection, crystal balls*, and *hammers of thunderbolts.*

**Material:** The more powerful the item, the more unusual the material from which it is made. Materials are classified by their rarity.

*Common:* The material is fairly plentiful under normal circumstances. Steel, oak staves, copper, and wool are common materials.

*Rare:* The material is expensive and difficult to find. Silk, diamonds, roc feathers, and ebony are rare materials. Common materials gathered under unusual circumstances are also considered rare. Wood taken from a lightning-struck oak, wool made from fleece taken at a lamb's first shearing, and steel made in a furnace tended by a dwarven elder are rare materials.

*Exotic:* The material is unique or unusual and cannot be purchased—the character must undertake an adventure to obtain it. Exotic materials often exist only in a metaphorical sense. Steel smelted from the ore of a fallen star, the moon's tears, the largest scale from a great wyrm's tail, and a lock of a goddess's hair are exotic materials. Common or rare materials gathered in extraordinary circumstances are also considered exotic. Cloth spun from phase spider silk under the new moon, a diamond freely given from a dragon's belly, and wood taken from a lightning-struck treant are exotic materials.

**Processes:** A process is a prescribed method for accomplishing a specific task that is performed in addition to the normal steps necessary for making the item. Like materials, processes are classified according to rarity. For example, making a mold to cast a ring is not a process because creating a mold is a typical step in ring-making. However, making the ring's mold from a wax model fashioned from beeswax taken from a hive of giant bees is a process because it is unusual. It's not always easy to distinguish processes from materials, but the distinction is not important as long as the item is created using the required number of special elements.

*Common:* The process is fairly simple and straightforward, requiring only special care or some unusual preparations. Quenching a sword in snow from a spring storm, encrusting a ring with ornamental gems, and tempering a helmet in a furnace heated with lava are common processes.

*Rare:* The process requires extra effort or extraordinary expense. Quenching a sword's blade in snow gathered at the top of the world, honing a sword blade with a *stone of good luck*, and etching an amulet with acid from a giant slug's spittle are rare processes.

*Exotic:* The process is unique or unusual and cannot be purchased—the character must undertake an adventure to complete it. Exotic processes often exist only in a metaphorical sense. Quenching a sword blade in a lover's sigh, heating a ring in burning ice, and bathing a shield in a knight's courage are exotic processes.

**Cost:** This is what the character must spend for unusual fuels and other supplies when making the item. This cost is in addition to whatever the character spends on workers' salaries, travel, professional fees, and purchasing the materials and processes necessary for making the item.

**Time:** This is the time required to actually manufacture the item once the material components have been gathered. It does not include time spent acquiring the materials and placing enchantments on the item. Time cannot be reduced by hiring extra workers, getting help from another character, or spending additional money.

## Item Details

This section contains additional information about creating various types of items, including required spells and the chance to create the item.

## Potions

A potion requires no spells, but the caster must first have the formula. Determining a formula from scratch requires 1d3+1 weeks and costs 100 gp a week. Time and costs are reduced to the minimum if the caster has access to *commune* or *contact other plane* spells. If the caster has a potion to analyze or a formula from another caster, the research is free and requires one week. A character must have a full dose of the potion to analyze, but the dose is not consumed in the research. The time requirement listed on Table 23 is the time the character actually spends brewing the potion. Once a potion's formula has been personally researched and recorded, the character need not research it again unless the record is lost.

The chance to successfully brew a potion is 70%, +1% for every two levels of the creator, and –1% for each 100 gp the potion costs (detailed on Table 23).

## Scrolls

The common material required is the paper, parchment, or papyrus as detailed in Chapter 10 of the *Dungeon Master Guide*. The rare material is the quill; a new quill must be used for each spell written on the scroll.

Blending the ink is the most important process. Ink for spells of levels 1–3 require a rare ingredient, spells of levels 4–6 require an exotic ingredient, and spells of levels 7+ require one rare and one exotic ingredient. Blending the ink takes one day, and the ink must be used within two weeks.

No spells are actually cast when writing a scroll, but the character must know the relevant spell and have any required material components on hand. If normally consumed in the casting, the material components are consumed in writing the scroll. If casting the spell normally imposes a penalty on the caster, such as magical aging, creating the scroll carries the same penalty.

The chance to successfully write a scroll is 80%, +1% for every level of the creator, and –1% for each level of the written spell. There are additional adjustments for the materials used (see *DMG*, Chapter 10). The DM must roll for success separately for each spell on a scroll. A scroll can hold 1d6 spells, determined secretly by the DM, but the character knows when the scroll is full. A failed attempt to write a spell fills the scroll but usually doesn't affect spells already written on it (see the **Failure** section).

Compare protection scrolls to the level of the spell that approximates their effects to determine the success chance and type of ink required. A *protection from magic* scroll, for example, is similar to *antimagic shell*, a 6th-level spell.

## Rings

Any ring requires one common process in addition to any extra materials or processes needed for multiple functions or limited use. Discovering all the steps required to make a ring requires 1d6+1 weeks of research and costs 200 gp a week. Access to *contact other plane* or *commune* spells automatically reduces the required time to two weeks.

A ring also requires the *enchant an item* and *permanency* spells—or the equivalent

priest ceremony—in addition to whatever spells are needed to create the ring's powers (see page 90). Multiple-use rings require one spell per use, and multiple-function rings need one set of spells for each function.

The chance to successfully create a ring is 60%, +1% for every level of the creator, and –1% for each spell and special process required (except for the *enchant an item* spell). Priests, though they do not actually cast any spells, still suffer the penalty for spells. The more complex the enchantment, the more difficult it is to successfully petition the deity to imbue the item with power.

### Rods, Staves, and Wands

These items require *enchant an item* spells—or the equivalent priest ceremonies—and whatever spells are needed to create their powers. Multiple-function rods, staves, and wands need one spell (or set of spells) for each function. A *permanency* spell is required.

The base chance to successfully create one of these items is the same as for a ring. If the item is rechargeable, it is created with one charge and then additional charges are added using the recharging procedure detailed below.

A rod, staff, or wand loses all its magical properties if it is ever drained of all its charges, even if it is normally rechargeable. Once drained of charges, the item can never be enchanted again.

### Miscellaneous Magic, Armor, and Weapons

These items require *enchant an item* spells—or the equivalent priest ceremonies—and whatever spells are needed to create their powers. Each plus for a weapon or protective device requires a separate spell. Single-use and limited-use items do not require *permanency* spells, but other items do.

The chance to successfully create one of these items is the same as for a ring. Rechargeable items are created with one charge to reduce the chance for failure.

## Recharging Items

Any spellcaster can recharge items, provided the character has access to the required spells and the character can use the item. Mages can also recharge items usable only by fighters or rogues.

To begin recharging, the character casts *enchant an item*—or performs the equivalent priest ceremony—to prepare the magical device and then casts spells that the item absorbs to create charges.

The spell used to provide a charge must duplicate or nearly duplicate the item's power. If no spell duplicates the power, the character must research a new spell or cast some combination of spells that resembles the power. If the item has multiple functions, the spell must duplicate the item's most powerful function. For example, it takes a *cone of cold* spell to recharge a *wand of frost*.

Once the preparatory spell or ceremony is complete, the character has 24 hours to create charges. Each spell used requires its normal casting time (not 2d4 hours per spell level as required by the *enchant an item* spell). When the initial enchantment fades, the character can prepare the item again, but every time an item is prepared to receive charges it must save vs. spell at the caster's level with a –1 penalty. If the save fails, the

item falls into useless dust.

## Success and Failure

Magic is tricky and involves many constantly changing variables, causing each enchantment to differ slightly from prior attempts. No matter how many times a character has created a particular magical item, the chances for success remain the same. A character's general level of expertise can improve, but particular enchantments cannot be mastered.

Each attempt to create a magical item requires a roll for success. The DM secretly rolls the dice to see if the attempt to create a magical item succeeds. Any roll of 96–00 fails automatically.

Most failed attempts ruin the item, melting it into useless slag or destroying it in some other dramatic fashion. A failed attempt to write a spell on a scroll fills the remaining space with a useless blob of ink, leaving spells already successfully written intact.

If the failure roll was a 96–00, the item appears to have been created normally but has a cursed or reversed effect instead. The DM decides the nature of the curse, using the cursed items from the magical item lists in the *Dungeon Master Guide* and *Tome of Magic* as a reference.

**Table 24:**
## Typical Experience Values

| Item | XP Value Range |
|---|---|
| **Potion** | |
| Single Use | 200–1,000 |
| Limited Use | 250–1,000 |
| **Scroll** | |
| Spell | 100/spell level |
| Protection | 1,000–2,500 |
| **Ring** | |
| Single Function | 1,000–4,000 |
| Multiple Function | 3,000–5,000 |
| Limited Use | 1,000–5,000 |
| **Rod** | |
| Single Use | 4,000–10,000 |
| Single Function | 5,000–10,000 |
| Multiple Function | 6,000–10,000 |
| Limited Use | 4,000–10,000 |
| **Staff** | |
| Single Function | 5,000–8,000 |
| Multiple Function | 7,000–15,000 |
| Limited Use | 2,500–5,000 |
| **Wand** | |
| Single Function | 2,000–4,000 |

| | |
|---|---|
| Multiple Function | 4,000–7,000 |
| Limited Use | 4,000–6,000 |
| **Miscellaneous Magic** | |
| Single Use | 200–2,000 |
| Single Function | 2,000–10,000 |
| Multiple Function | 2,500–10,000 |
| Limited Use | 500–2,500 |
| **Armor** | |
| Single Function | 250–800/plus |
| Multiple Function | lower value+ higher value |
| Limited Use | 3,000–5,000 |
| **Weapon** | |
| Single Use | 20–50/plus |
| Single Function | 400–600/plus |
| Multiple Function | lower value plus 20-40%of higher value |
| Limited Use | 1,000–5,000 |

## Values for Cursed & Nonstandard Items

If a character decides to create a cursed item, the DM should determine the cost and difficulty by comparing the cursed creation to useful items of similar power. A *cursed sword –2*, for example, is as difficult to make as a *sword +2*. If an attempt to create a cursed item fails, it is destroyed. If the attempt fails on a roll of 96–00, a curse of the DM's choice falls on the creator—the character does not wind up with a useful item instead.

If a character attempts to create an item not found in any rule book, the DM should assign it an experience point value by comparing it to similar items that already exist. Like choosing materials and processes for items, this task requires imagination and common sense. If difficulties arise, stop to consider what spells are needed to make a scroll with the same powers. Table 24 gives the typical range of experience values for items. If the maximum value for the category seems too low for the proposed item, the item probably is too powerful. When in doubt, try to err on the high side; characters attempting to create items no one else has heard of are entering uncharted territory and are more likely to fail than characters who stick to standard items.

## Examples of Magical Item Creation

*Rozmare wants to duplicate a* potion of speed *she has found. Because she has a dose of the potion to analyze, she can determine its formula in one week of study and doesn't need to spend any money except for normal maintenance on her laboratory. She determines that the potion's main ingredient is the essence of speed. After some deliberation, Rozmare decides that the heart of a swift animal should suffice (it could*

*easily be sweat from a fast horse or a shoe worn by a fleet-footed elf). Rozmare also decides it would be best to get a fresh heart, so she hires a huntsman and goes searching for deer.*

*The DM smiles inwardly at this plan, remembering several stories about Robin Hood and how touchy some people can get when it comes to deer hunting. Fortunately, Rozmare pays her respects to the local baron and agrees to deal with some brigands before going hunting.*

*Once she has the heart, Rozmare begins working. Additional materials cost 200 gp (equal to the potion's experience point value) and brewing takes two weeks. At the end of that time, the DM secretly rolls the dice and gets a 71. Rozmare is 13th level, so her success chance is 94% (70% +26% for her level and –2% for the potion's cost of 200 gp). Rozmare has successfully created a* potion of speed.

*Some time later, Rozmare gets hints from the baron that a magical gift would be appreciated. Since the baron has been having some problems with trolls lately, Rozmare agrees to provide him with a* long sword +1, +3 vs. regenerating creatures.

*To create the sword, Rozmare needs the* enchant an item *spell (which she knows), a* permanency *spell (which she cannot cast herself), and a list of the required materials and processes. The baron reluctantly agrees to provide a ring with one wish, which Rozmare can use to duplicate the* permanency *spell. Rozmare is in no hurry, so she begins researching the required steps without magical aid. After three weeks (and an expenditure of 600 gp), she discovers that the sword must be forged of metal taken from a blazing fallen star and nails from a slumbering vampire's coffin (two exotic materials). The sword must be heated in coals strewn with a troll's ashes (rare process), quenched in acid (common process), set with a gem wrested from an ogre magi's hand (exotic process), and polished with a tooth from a living lernaean hydra (exotic process). Rozmare has quite a series of adventures ahead of her.*

*Rozmare thought she would have to find a meteorite that just struck the ground; she got a break when she found a meteorite with the rays of the setting sun playing across it like firelight. The coffin nails were fairly simple to get—her group forced a vampire into gaseous form and pried loose the nails from its coffin while the monster was recovering. Acquiring a gem wrested from an ogre magi's hand proved frustrating, as the creature's invariably turned gaseous and escaped before Rozmare could get the gem. Eventually, a successful confusion spell allowed the task to be accomplished. Getting a tooth from a lernaean hydra wasn't difficult—the tooth didn't have to be alive, just the monster—but making sure the hydra was still alive when it came time to polish the sword required her to keep the creature caged. Troll ashes proved fairly easy to get, and the smith Rozmare hired to actually make the blade suggested that cooling that sword in a vat of vinegar would qualify as quenching the sword in acid without endangering the blade.*

*Additional materials for the task cost 1,600 gp (double the sword's 800 experience point value) and preparations took eight weeks (four weeks per 1,000 gp of cost, rounded up to the nearest 1,000).*

*With the sword made, all that remained was to enchant the weapon. The arduous task of enchanting the blade required the* enchant an item, enchanted weapon *(for the sword's basic bonus—the DM decides the extra steps required for the sword's multiple functions make additional* enchant an item *spells unnecessary) and* permanency *spells. Since Rozmare does not have access to the* permanency *spell, she uses the wish from the*

*baron's ring as a replacement.*

*Rozmare has a 65% chance to succeed (base 60% +13% for her level –8% for processes and spells). The DM secretly rolls the dice and gets a 54, a success.*

# Chapter 5:
# Magical Duels

When two spellcasters have a disagreement that can't be solved amicably, a magical duel is often the best way to resolve the dispute. Duels are also fought to prove who is more proficient in the magical arts, and many apprentices enter magical duels with their peers to demonstrate their skills. The duel is a highly refined form of combat, more subtle than simply squaring off and hurling spells until an opponent fails a saving throw and infinitely more subtle than physical combat.

To conduct a magical duel, the opponents must seek out a third spellcaster who agrees to oversee the event and assist with the construction of the arena where it is to take place. It often helps bring a few friends along to the duel site to help guard against treachery or unwelcome interventions from third parties.

## Creating the Arena

The arena is a magical construct that the combatants must forge cooperatively. To form the arena, the two opponents must participate in a protocol similar to casting a spell. They begin by standing at arm's length, then circle each other, chanting and gesturing for a full turn. If the combatants' concentration is disturbed before the arena is completed, the preparations must begin again. Typical disturbances include anything that would normally prevent spellcasting, but even loud noises can ruin the creation process.

The mediator then casts some kind of protective spell over the combatants. *Wall of force* is the usual choice, but any protective spell that encompasses the two combatants is sufficient. The combatants now have the option of contributing their own spells. The spells contributed need not be protective spells, but they must be currently memorized. A contributed spell disappears from the character's memory as though it had been cast; the spell does not have its normal effect but instead helps determine how large the arena is, which combatant has the advantage, and how severe the consequences of defeat are (see below). Unscrupulous characters might contribute multiple spells or spells stored in scrolls or other devices to increase their chances of gaining the initial advantage and to raise the stakes beyond what the opponent would willingly undertake.

Spells contributed to the arena are recorded secretly by the players involved. The characters involved in the duel cannot tell how many spells their opponent is contributing or how long the opponent spends casting them, but the mediator is aware of the spells contributed by both sides.

### Balance of Power (Optional)

If the two opponents are not the same level, the number of spell levels each character contributes to the arena cannot exceed the weaker opponent's level. For example, if

Calvin, a 7th-level wizard, is dueling Delsenora, a 12th-level priest, neither character could contribute a spell higher than 7th level or multiple spells totaling seven levels or more. There is no limit to the number of spells that can be contributed if both opponents are the same level.

When the arena is complete, the two combatants are standing still with a ball of shimmering force hovering between them. A close look at the ball reveals tiny images of the two combatants floating opposite each other. The images are mental constructs that represent the combatants in the duel.

Characters must willingly cooperate to form an arena and conduct a duel. A character under a magical or psionic compulsion, such as a *charm person* or *suggestion* spell, cannot be forced to give consent. A character can be intimidated into giving consent in any number of ways, including a *geas* or *quest* spell. Consent given under threat is still consent for purposes of a magical duel as long as the character in question is free to think for himself. In the case of a *geas* or *quest* spell, the subject is free to ignore the request for a duel and face the consequences.

## Arena Physics

Although the arena looks like a sphere from the outside, it has a weird geometry all its own. It is best pictured as a rectangle 12 to 30 spaces long and one space wide, resembling a long, narrow corridor more than anything else. The opponents stand on opposite ends of the corridor facing each other.

The number of spaces between them depends on the highest level of spell each opponent contributed to the arena. If neither opponent contributed a spell, there are 10 intervening spaces. The highest level spell contributed by each opponent adds its level. For example, if one opponent contributed a 5th-level spell and the other contributed a 3rd-level spell, there would be 18 spaces between the duelists. There are never more than 30 spaces between the opponents, and only the single, highest-level spell contributed by each side of the duel is factored for determining the distance between the spellcasters.

The space occupied by the duelists in the arena does not count as far as the length of the corridor is concerned. Thus, the largest arena would consist of 32 spaces, but each combatant would occupy one space at opposite ends of the corridor, leaving 30 spaces between them.

## Conducting the Duel

When the arena is complete, the opponents fight by casting spells. The spells emanate from the characters' images, and their effects become mental constructs that move across the arena and battle opposing spells along the way.

To help keep track of spells cast during a duel, it is helpful to use some kind of large grid. The reusable sheets used for conducting combat encounters with miniature figures are ideal. Place a miniature or counter for each combatant on the grid with the appropriate number of spaces between them.

A duel is fought in rounds, just like a normal encounter. The sequence of actions in each round is as follows:

1. The advantaged caster's spells move and any resulting combats are conducted.

2. The disadvantaged caster's spells move and any resulting combats are conducted.

3. Both casters cast new spells.

4. Steps 1–3 are repeated until the duel ends.

   On the first round of the duel, there is no spell movement because there are no spells in the arena.

## Determining Advantage

Throughout the duel, one opponent has the advantage—the upper hand—while the other caster is disadvantaged. When the duel begins, the advantage lies with the spellcaster who contributed the highest level spell to the arena (not the highest combined level of multiple spells). If neither opponent contributed any spells, or if neither opponent contributed a higher level spell than the other, each opponent rolls 1d10 and the character with the highest roll has the advantage. The opponent with the advantage retains it until one of his spells is destroyed in combat. At that point, the advantage shifts to the other opponent. Each time a spell destroys another spell in combat, the advantage shifts to the opponent who cast the victorious spell. The advantage does not shift if a character defeats a spell through use of his power rating (PR) or making a successful saving throw.

## Spells in the Arena

Once cast, a spell acquires a physical form and moves across the space between the combatants, taking effect only when it reaches the opponent. Spells are not readily identifiable, but detect magic and the spellcraft proficiency can identify them. To help keep track of spells, players should secretly record the spells their characters cast. Writing the spells' names on a piece of folded cardboard creates a marker that can easily be moved across the grid (3" x 5" index cards cut in half, then folded are ideal).

A spell never leaves the arena or affects creatures outside the arena. Remember that the combatants themselves are not in the arena—magical constructs represent them. It is not possible for combatants to cast spells upon themselves. For example, a priest involved in a duel can cast *cure light wounds*, but the spell appears in the arena—it does not heal any damage the caster has suffered. Likewise, a wizard can use a *teleport* spell, but the spell merely travels across the arena toward the opponent—it does not whisk the caster away to another place. Spells also do not truly affect the opponent. A *charm person* or *imprisonment* spell might fight its way to the opponent's space, but when the spells take effect, the caster neither controls nor imprisons his opponent. Instead, the opponent's actions are restricted until he can throw off their effects (see the **Characters vs. Spells** section for details).

If a spell encounters an opposing spell on its way across the arena, the two spells might struggle to annihilate each other before continuing on or they might pass each other. Each spell has three characteristics that govern its behavior in the arena: Type, Movement, and Power Rank. The Appendix contains dueling characteristics for spells

included in the *Player's Handbook* and the *Tome of Magic*.

**Table 25:**
## Spell Interactions

| Type | A | D | AD | L | M |
|---|---|---|---|---|---|
| A | — | C | C | A | — |
| D | C | — | C | A | G |
| AD | C | C | C | A | A |
| L | A | A | A | C | — |
| M | — | G | A | — | — |

**A** = The opponent with the advantage decides if the spells fight or pass each other with no effect.

**C** = Combat must take place between the spells when they meet.

**G** = Generally, these types of spells ignore each other, but there are some defense spells that conduct combat with missiles; see the **Special Dueling Characteristics for Spells** section for details.

**—** = The spells pass each other with no effect.

**Table 26:**
## Spell Movement

| Spell Range* | Movement Rate |
|---|---|
| Touch or 0** | 1 |
| 1–20 yards | 2 |
| 21–50 yards | 3 |
| 51–100 yards | 4 |
| 101+ yards | 5 |

* If the spell's range varies with the caster's level, its movement rate increases with the increased range. For example, a *fireball* cast by a 5th-level wizard has a range of 60 yards (MV 4), but a *fireball* cast by a 15th-level wizard has a range of 160 yards (MV 5).

Some spells, such as *prismatic spray*, have ranges listed as 0, but areas of effect that allow them to reach distant targets. These spells' movement rates are a function of their areas of effect, not their basic ranges. Spells that allow instantaneous movement or that affect huge areas have movement rates of 5. See the Appendix for examples.

** Also includes spells with a range of less than one yard.

**Type:** A spell's type determines what it can do and which opposing spells it must attempt to destroy. For dueling purposes, there are five types of spells:

*Attack (A):* The spell's normal function in the AD&D game is to harm the target in some way. In a duel, an attack spell is used to damage or temporarily incapacitate the opponent. Spells such as *charm person, web*, and *disintegrate* are attack spells. An attack spell must conduct combat with any opposing defensive spell it meets and can conduct combat with opposing leech spells (the advantaged spellcaster decides, see below). It ignores missile and other attack spells.

If an attack spell reaches the opposing spellcaster's square, it takes effect (see the **Characters vs. Spells** section for details).

*Defense (D):* The spell's normal function is to protect or fortify the recipient in some fashion. In a duel, these spells are used to destroy attack spells before they cross the arena. Spells such as *protection from evil, cure light wounds*, and *minor globe of invulnerability* are defense spells. A defensive spell must conduct combat with any opposing attack spell it meets and can conduct combat with opposing leech spells. It generally ignores missiles, but some defensive spells are specifically designed to stop missiles (refer to the **Special Dueling Characteristics for Spells**) Defensive spells always ignore each other, and, upon reaching the opposing spellcaster's square, vanish without affecting the opponent.

*Leech (L):* Outside of a duel, the spell normally does not cause harm or provide a defense. In a duel, leech spells are used to destroy other spells and to damage the opponent. Spells such as *teleport, detect invisibility*, and *haste* are leech spells. A leech spell must conduct combat with any opposing leech spell it meets and can conduct combat with opposing attack or defense spells. It ignores missiles.

If a leech spell reaches the opposing spellcaster's square, it inflicts 1d6 points of damage per spell level. The opponent is allowed a saving throw vs. spell to reduce the damage by half.

*Attack/Defense (AD):* The spell's normal function is to create a solid barrier or summon a creature. In a duel, an attack/defense spell creates a barrier that most spells cannot bypass without a battle and has the ability to inflict damage upon the opponent. The various wall and monster summoning spells as well as *dispel magic* are attack/defense spells. An attack/defense spell must conduct combat with any opposing defensive or attack spell it meets, and it can conduct combat with opposing leech or missile spells, as chosen by the advantaged spellcaster (see below).

If an attack/defense spell reaches the opposing spellcaster's square, it usually inflicts 1d6 points of damage per spell level. The opponent is allowed a saving throw vs. spell or a spell combat roll to avoid the damage.

*Missile (M):* The spell creates or propels a physical or magical projectile that streaks toward the target, inflicting damage. In a duel, a missile spell is used to damage the opponent. Spells such as *fireball, magic missile*, and *flame arrow* are missile spells. A missile spell can conduct combat with opposing attack/defense spells. It ignores other missile, leech, attack, and most defense spells.

If a missile spell reaches the opposing spellcaster's square, it takes effect (see the **Characters vs. Spells** section for details).

**Power Rank (PR):** The higher a spell's power rank, the more likely it is to defeat

another spell in combat. A spell's power rank is its level plus nine. For example, a *fireball* is a 3rd-level spell and has a PR of 12.

**Movement (MV):** A spell's movement rate determines how quickly it moves across the arena. A spell need not move its full rate but can never exceed its movement rate in a single round. Most spells must move at least one space every round (unless locked in combat with another spell). The only exception is defensive spells; a defensive spell can remain in the caster's space instead of moving across the arena, but only one such spell can remain with the caster at any given time. If the caster leaves the space, the spell stays behind.

A spell's movement rate is based on its range, as shown on the Table 26.

### Requirements for Spellcasting

All spellcasting during a duel is simultaneous. Spells cannot be disrupted as they can during a normal encounter. Spellcasting is not always possible, however.

To cast a spell in a duel, a character must be free from the effects of hostile spells and not engaged in personal combat with his opponent. The character must have the intended spell memorized and must have any required material components in his possession. Additional components are not required, however, as the arena itself makes up for the lack. For example, the *pyrotechnics* spell normally requires a fire source. In a dueling arena, the spell still works.

## Spell Movement and Combat

When a spell is cast, it appears in the space immediately ahead of the caster; if it is a defensive spell, it can appear in the caster's space instead. No spell moves on the round when it is cast. If an opponent's spell already occupies the space, the two spells must check for combat.

**Movement:** A spell already in the arena when a round begins moves one or more spaces toward the opponent. The spell must move at least one square forward unless it is locked or it is a defensive spell occupying the caster's square; the latter type of spell has a movement of 0 and remains where it is until it is destroyed in combat or the duel ends. A spell need not move its full movement rate.

All of the advantaged caster's spells move first, even if combat causes the advantage to shift to the other caster. When spells move, the spell closest to the opponent always moves first, then the next closest, and so on until all the character's spells have moved.

It is possible for two or more spells to occupy the same space. All spells cast by one character can freely move through each other or stop in the same space. When two friendly spells begin a round in the same space, the spell with the fastest movement rate moves first.

Spells from different casters also can move through each other or stop in the same space if they are not required to conduct combat. Spells never move backward unless forced to do so by an opposing spell's special ability.

**Combat:** When two opposing spells meet, the disadvantaged caster must announce his

spell's type (A, D, AD, L, or M). The advantaged caster then checks his spell's type against Table 25 to determine if the spells battle or if they pass each other. The advantaged caster is not required to reveal his spell's type, and neither caster is required to reveal what the spells actually are. Note that some spells must battle each other even if their types don't require them to (see the notes on special abilities). It is the disadvantaged opponent's responsibility to announce special abilities that might be relevant.

If combat occurs, it is conducted immediately, and all spell movement temporarily stops until the combat is resolved.

To conduct combat between spells, each player rolls 1d20 and compares the result to his spell's power rank. If the roll is higher than the power rank, the spell fails. If the roll is equal to or less than the power rank, the spell succeeds.

If one spell fails and the other succeeds, the failed spell is destroyed. If other opposing spells exist in the same space, battle is conducted with them as well. If the winning spell was moving when the combat occurred it can finish its move after the battle. It is possible for one spell to fight several different battles in a single round, but combat between any one pair of spells is conducted only once each round.

If both spells fail, the two spells lock. Failure can occur when both spells roll higher than their power scores or when two spells with the same power scores tie each other. Locked spells prevent other spells from passing; refer to **Locked Spells**, below.

If both spells succeed, the spell with the higher roll destroys the spell with the lower roll.

For example, Rary casts a *charm person* spell (A, PR 10) that meets Serten's *cure light wounds* spell (D, PR 10). The two spells must battle. Rary rolls a 12 and Serten rolls a 1. Rary's *charm person* spell is destroyed because it failed its roll and Serten's *cure light wounds* spell succeeds. If Rary had rolled a 9 instead of a 12, the *charm person* would have destroyed the *cure light wounds* spell because it succeeded with a higher roll. If Serten had rolled a 20 and Rary had rolled a 12 (or if both had rolled a 10), the two spells would have locked.

If an opposing spell occupies the space in front of a character during step 3 and the character casts his own spell into that space, the two spells immediately check for combat.

**Table 27:**
Character Power Scores

| Ability Score* | Bonus | Power Score |
|---|---|---|
| 14 or less | 0 | 9 |
| 15 | 1 | 10 |
| 16 | 2 | 11 |
| 17 | 3 | 12 |
| 18+ | 4 | 13 |

* Wizards and bards use Intelligence/Reason. Priests, paladins, and rangers use Wisdom/Intuition.

**Locked Spells:** When two spells lock, they remain in place until another spell enters the space and destroys the opposing spell. No spell can move through a space containing locked spells, even if it normally could ignore the opposing spell. Once the opposing spell is destroyed, all the blocked spells are free to move normally.

For example, the *charm person* and *cure light wounds* spells from the previous example are locked. There is no further combat between the two spells until a third spell moves into the space. The next spell to move is a *magic missile* that belongs to Rary. *Magic missile* is a type M spell that normally ignores type D spells, so it cannot destroy the *cure light wounds* spell and is blocked until the lock is cleared. The next spell to move is Serten's *dispel magic*. *Dispel magic* is an AD spell that normally fights the type A spell *charm person*. If the *dispel magic* spell destroys the *charm person* spell, the lock is cleared. If not, the lock continues and spells are still blocked from advancing past the lock.

It is possible to have multiple locked spells in the same space. When this occurs, each spell that enters the space must check against all locked spells in the area. Once all opposing spells are defeated, the lock is cleared.

**Combat Between Multiple Spells:** If a spell enters a space containing more than one opposing spell, all the spells must be checked for combat.

If there is a lock in the space, the opposing spell that caused the lock is checked first. If the incoming spell cannot battle the locking spell, the incoming spell is blocked and no combat occurs between it and any other spell in the space until the lock is removed.

If there is no lock in the space, the opposing spell with the highest movement rate is checked for combat. If there is no combat or the incoming spell wins the combat, the spell with the next highest movement rate is checked. This process continues until the incoming spell is destroyed or all opposing spells have been checked. If a lock occurs during the process, all combat stops until the lock is cleared.

If there are multiple locks in the space, the incoming spell checks the opposing locked spell with the highest movement rate for combat. If the incoming spell cannot conduct combat with that spell, no combat occurs and all the locks remain in place. If the incoming spell defeats the first locking spell, it checks for combat with the next fastest locking spell and so on until all the opposing locks are checked or until the incoming spell is locked or defeated.

When all locks are removed from a space containing multiple opposing spells, there is no further combat until another spell enters the space. The spell entering the space checks the opposing spell with the highest movement rate and continues checking until all the opposing spells have been checked or the spell is locked or defeated.

## Character Movement and Combat

The characters involved in a duel have power ranks and can move across the arena and conduct combat just as spells do.

A character can move one space each round instead of casting a spell. Unlike a spell, characters can move forward or backward. If the character enters a space containing an opposing spell, the spell takes effect just as though the spell entered the character's space.

A character has power rank of 9 plus a bonus for high Intelligence/Reason or Wisdom/Intuition. Characters use their power ranks for conducting combat between themselves and sometimes for resisting spells.

**Characters vs. Spells:** Opposing spells are immediately revealed when they enter a character's square; when a spell hits, the character knows exactly what it is. Spells have varying effects according to their type:

*Attack Spells:* These take effect just as if they were cast upon the character during an adventure. However, it is important to remember that the character is not affected directly, only the mental construct that represents the character in the duel is affected.

If the spell normally allows a saving throw, the character is entitled to one in the duel. The saving throws by caster level optional rule (see page 143) is always used in duels; bonuses for high ability scores never apply during a duel. Refer to the individual spell description for the spell's effects.

If the spell normally requires the caster to make an attack roll, such as *Melf's acid arrow* and all touch-delivered spells, the two characters conduct a combat to see if the incoming spell takes effect (see the **Character vs. Character** section).

If the spell inflicts damage, the appropriate number of hit points are deducted from the character's total. Characters reduced to zero hit points or less lose the duel and suffer the effects indicated under the **Spoils of Victory** section (page 105).

If a spell has any lingering effects that hinder or incapacitate the target in any way—loss of mental control, immobilization, or any other effect that keeps the character from casting spells or acting freely—the character cannot move or cast spells into the arena, but he can cast counter spells or conduct combat with the spell. This represents the character's struggle to regain control over his mental construct. A character with a positive hit point total can never be removed from the arena or forced to end the duel by a spell cast as part of the duel, such as a *suggestion* that tries to convince him to quit.

Combat between a character and a spell is conducted just like combat between spells except that the affected character uses his power score. If a lock occurs, the attacking spell is destroyed instead. Characters cannot opt to use their power scores instead of attempting saving throws when spells first enter their spaces.

When a spell first enters the same space occupied by their magical construct, the attacking spell is revealed and the character has the option of either making a saving throw or employing a counter spell. To cast a counter spell, the character selects a spell that can normally conduct combat with the spell (this can be affected by who has the advantage). The combat between spells is conducted normally, but both the attacking spell and the counter spell are destroyed if the counter spell wins or if there is a lock. If the counter spell is defeated, the attacking spell affects the character. A character can cast any number of counter spells during a round provided he has an appropriate spell memorized, but he can only cast a single counter spell against each incoming spell. Casting a counter spell does not prevent a character from casting a spell later in the round.

*Defense Spells:* These vanish when they enter the opponent's space. A defense spell—not an AD spell—can also be cast in the character's own space. A spell cast in this manner remains in the space until destroyed or the duel ends. Any attack or attack/defense spell that enters the space must defeat the spell before it can affect the

character, and some defense spells can also combat missiles in this manner.

*Attack/Defense Spells:* Unless the spell has a special ability that states otherwise, an attack/defense spell inflicts 1d6 points of damage per spell level when it reaches an opponent's space. The opponent is allowed a saving throw vs. spells to negate the damage.

*Leech Spells:* Unless the spell has a special ability that states otherwise, a leech spell inflicts 1d6 points of damage per spell level when it reaches an opponent's space. The opponent is allowed a saving throw vs. spells to reduce the damage by half.

*Missile Spells:* These spells follow the same procedures as attack spells.

**Characters vs. Multiple Spells:** If several hostile spells enter a character's space at once, the character deals with all of them simultaneously, making saving throws, conducting combat and casting counter spells; it is possible for a character to cast multiple counter spells in a single round.

The character must deal with any spell that began the round in his space first and then with the fastest opposing spell, and so on until he conducts combat with every spell in the space. If some of the spells in the space do not allow counter spells, such as creature summoning spells, the character can use counter spells against any spells in the space that do allow counter spells.

**Character vs. Character:** Combat between characters occurs whenever two characters occupy the same space as well as when a spell that requires an attack roll enters a character's space. Character combat is conducted just like spell combat, except that locks are treated differently.

If a spell causes character combat, the attacker uses his power score or the spell's, whichever is higher. The spell takes effect if its caster wins the combat. The spell is destroyed if it is defeated or locked. The defender can respond with his power score or a counter spell.

If two characters are engaged in combat, the winning character can choose to inflict 1d6 points of damage or send the loser 1d4 spaces away in either direction, but in no case can the loser be moved out of the arena. If the forced movement takes the character into a space containing an opposing spell, the spell takes effect.

It is not possible to cast spells while engaged in character combat. Counter spells cannot be used against another character.

**Identifying Spells:** Spells are not readily identifiable when they are moving across the arena. However, a spell is always revealed when it is in the same space as the opponent.

A character with the spellcraft proficiency can try to identify opposing spells instead of moving or casting a spell. The character chooses any spell currently in the arena and rolls a power check. If the roll succeeds, the spell is revealed. This can be particularly useful for targeting specific enemy spells.

## Special Notes

The DM should find the following information useful when characters engage in magical duels.

## Magical Items and Preexisting Spells

Because a dueling arena is a mental construct, it is not possible to carry any sort of equipment into it; the opponents enter the arena only in their minds. Certain items, however, can affect the course of a duel.

Items that actually store spells or spell energy can be employed to create spells during a duel. Such items include *rings of spell storing*, magical scrolls, and *rods of absorption*. A *scroll of protection* creates a defensive effect with a power rank of 15 and a movement of 1.

Items that create spell-like effects usually cannot be used in a duel. Such items include all wands, staves, potions, and miscellaneous magical items, as well as most rods. The combatants, however, can agree in advance to incorporate such items into a duel. The arena must be altered to allow the items to function, and an additional turn of preparation time is required for each class of item to be allowed. If only one particular item is to be allowed, an extra turn of preparation is required.

For example, Delsenora and Calvin decide to have a friendly spellcasting contest, but Calvin wishes to employ his *wand of conjuration* in the duel. If the pair spends two turns creating the arena, either character could use any wand. If the pair spends three turns preparing, only Calvin's *wand of conjuration* can affect the duel—the extra time might be well worth Calvin's patience.

A spell-like effect from an item works just like the spell it simulates. When in doubt, the item creates a leech effect that inflicts a maximum of 6d6 points of damage. A leech from a staff drains a maximum of 8d6 dice of damage, while other items inflict a maximum of 9d6 points of damage. An effect from a device uses the device level to determine the saving throw, not the wielder's level (see page 144).

Magical bonuses for protective devices, such as enchanted armor and *rings of protection*, increase the wearer's power score against spells, but not for personal combat. For example, a priest with a power score of 11 wearing plate *armor +2* and a *ring of protection +1* has an adjusted power score of 14 against spells. Armor class has no effect on a duel; items such as *bracers of defense* do not help the wearer. Defensive bonuses to saving throws apply to any saving throw the character makes in the duel. Magical armor can provide saving throw bonuses against missiles and attack/defense spells (see *DMG*, Chapter 9).

Attack bonuses from magical weapons increase the character's power score for personal combat, but not against spells. In other words, magical weapons only help when the two magical constructs engage in melee combat instead of casting spells at each other.

Effects from other magical items and spells that are activated and in place on a character when an arena is constructed usually have no effect on a duel. However, the arena can be constructed to allow them to operate. An extra turn of preparation time is required for each effect to be incorporated. Once incorporated, an effect remains in place until it is dispelled or its duration expires.

A preexisting effect can profoundly influence on a duel. For example, a *minor globe of invulnerability* makes the protected character immune to all 1st- through 3rd-level spells. The globe can be dispelled, but a dispel magic spell would have to reach the character's space before it could take effect. A simple *protection from evil* spell renders the recipient immune to any attack/defense spell that summons creatures. Characters

should exercise considerable care before agreeing to allow an opponent to enter the arena with a magical effect already in place. The durations for all preexisting conditions begin on the first round of a duel, not when the spell is initially cast during the arena creation process.

Certain magical effects prevent an arena from being formed; these include the spells *antimagic shell*, *prismatic sphere*, *Otiluke's resilient sphere*, *Otiluke's telekinetic sphere*, any wall spell, and *scrolls of protection from magic*. None of these effects can be incorporated into an arena, even if both opponents agree.

## Specialist Wizards

Specialist wizards' saving throw adjustments for spells within their schools of specialization apply during duels unless the characters choose to forgo them. Such adjustments require an extra turn of preparation when building the arena. Specialists are free to use any available bonus spells during a duel.

Specialists also suffer from a disadvantage in duels; spells from their opposition schools gain an extra power rank. For example, *dispel magic* spells have a rank of 13, not 12, when used against illusionists because Abjuration is opposed to Illusion. The bonus represents the specialists' lack of experience when dealing with magic from their opposition schools.

A dueling arena provides a stable magical environment, and wild surges and level variations never occur within them. It is possible to construct an arena that allows level variations, but both combatants must be wild mages and wild surges still are impossible. In a duel, level variations raise or lower a spell's power rank.

For example, Johan the Rat casts an *unseen servant* spell, which normally has a power rank of 10. If Johan rolls a level variation of –5, that particular unseen servant spell has power rank of 5.

A spell's other dueling characteristics and effects can also be altered by a level variation. For example, if Johan were a 13th-level wild mage and cast a *fireball* spell with a level variation of –5, the *fireball* spell's power score would be reduced to 7 and the spell could inflict only 8d6 points of damage. The spell's movement also would be reduced from 5 to 4.

Elementalists' saving throw adjustments apply during duels. The elementalist ability to cast a spell at higher level than normal does not apply unless both combatants are elementalists. If used, the casting level increase boosts the spell's power score and other characteristics in the same manner as described above.

## The Spoils of Victory

The combatants are free to decide when a duel ends and what happens to the character who loses the duel, but the general terms must be set in advance. A magical duel always ends when one combatant runs out of spells or runs out of hit points; the combatants choose one or both conditions to apply. The combatants can choose additional conditions for ending the duel, such as when an opponent reaches half hit points or when an opponent casts a certain type of spell. Preparing the arena requires an extra turn for each extra condition and two extra turns if the condition does not apply

equally to both opponents.

For example, if Calvin and Delsenora wish to conduct a duel in which the first character to cast an Evocation spell loses, they need one extra turn to build the arena. If they wish to end the duel only when Delsenora casts an evocation spell—leaving Calvin free to use them throughout the duel—they need two extra turns to complete the arena.

Once conditions for ending the duel are set, the duel automatically ends when the condition is met, even if the opponents change their minds. A character can always end a duel early by surrendering and accepting defeat.

The extent of the duel's consequences depends on the combatants' resolve and how many levels of spells the combatants invest when forming the arena. Some common terms are listed below:

**Friendly Competition:** The spellcasters are more interested in who can win than in harming each other. There is little risk to either character, but a treacherous opponent could use the duel to delay his adversary and perhaps gain the upper hand in a future confrontation.

*0–6 Spell Levels:* All spells cast during the duel remain in the characters' memories. The opponents' hit point totals return to normal when the duel ends, though the loser looks a little worse for the wear.

*7–12 Spell Levels:* The winner retains all spells cast during the duel, and the winner's hit point total returns to normal when the duel ends. The loser suffers 2d6 points of temporary damage and forfeits 2d4 levels of spells.

*13–18 Spell Levels:* The winner loses 1d6 levels of spells used during the duel. The winner's hit point total returns to normal when the duel ends. The loser suffers 4d6 points of temporary damage, which automatically returns an the rate of one hit point per round, and forfeits 4d4 levels of spells.

*19+ Spell Levels:* The winner loses 4d6 levels of spells used during the duel. The winner's hit point total returns to normal when the duel ends. The loser suffers 8d6 points of temporary damage and loses 8d4 levels of spells.

**Death:** The opponents intend to inflict harm upon each other. Timid characters might contribute very few levels of spells to the arena to avoid serious harm.

*0–6 Levels of Spells:* All spells cast during the duel remain in the characters' memories. The loser suffers 2d6 points of damage and must save vs. death or die.

*7–12 Levels of Spells:* The winner loses 1d6 levels of spells cast during the duel. The loser suffers 4d6 points of damage, loses 4d4 levels of spells, and must save vs. death or die.

*13–18 Levels of Spells:* The winner loses 2d6 levels of spells cast during the duel and suffers 1d6 points of temporary damage. The loser suffers 6d6 points of damage, loses 8d4 levels of spells, and must save vs. death or die. Even if successful, the character must pass a system shock roll or fall unconscious for 2d6 turns.

*18–22 Levels of Spells:* The winner loses 4d6 levels of spells cast during the duel and suffers 2d6 points of temporary damage. A magical explosion envelops the loser, inflicting 8d6 points of damage. The losing character must save vs. breath weapon. If the save fails, the character dies and all of his equipment must save vs. magical fire or be destroyed. If the save is successful, the character loses consciousness for 2d6 turns. In

either case, there is 20% chance the character is blown to another plane. The character also loses 12d4 levels of spells.

*23+ Levels of Spells:* The winner loses 2d6 levels of spells cast during the duel and suffers 4d6 points of temporary damage. An intense magical explosion envelops the loser and inflicts 10d6 points of damage. The character must save vs. breath weapon. If the save fails, the character dies and all his equipment must save vs. lightning or be destroyed. If successful, the character loses consciousness for 2d6 turns. In either case, there is a 40% chance that the character is blown to another plane. The character also loses 18d4 levels of spells.

**Service:** The combatants agree to perform some task if they are defeated. The tasks to be performed can be agreed upon before the duel begins or left to the victor's discretion. The duel has the same effects on the combatants as a friendly competition, with the following additional effects:

*0–6 Spell Levels:* The loser is charmed (as a charm person spell) by the winner. If a service has been agreed upon in advance, any orders not related to the task allow the charmed character a saving throw to negate the spell. If no task has been agreed upon in advance, the charm functions normally.

*7–12 Spell Levels:* The loser is charmed as above, and the winner can implant a suggestion (as the 3rd-level wizard spell). If a service has been agreed upon in advance, there is no saving throw vs. the spell if it pertains to the service. If the loser resists the suggestion, the charm remains in place.

*13–18 Spell Levels:* The loser is charmed and subject to suggestion as above, and the winner may place a geas (as the 6th-level wizard spell) on the loser. If a service has been agreed upon in advance, there is no saving throw vs. the spell if it pertains to the service. Resisting the geas has no effect on the charm or the suggestion.

*19+ Spell Levels:* The loser falls completely under the winner's will and can be dominated (as the 5th level wizard spell domination). If the domination is broken, the winner can immediately geas the loser. The winner is free to issue any commands he wishes within the limits of the domination and geas spells. Even if a service has been agreed upon in advance, the winner may alter the deal. The geas can be lifted only by a wish, dispel magic, or remove curse spell cast by a character of higher level than the winner.

**Prize:** The combatants are vying to possess some tangible object. In most cases, the character monitoring the duel holds the object and presents it to the winner. The duel itself can be fought to the death, for service (particularly useful if the item being fought over is not present at the dueling site), or can be friendly.

**Spell Loss:** Spells lost after a duel are gone from the character's memory as though cast normally. Spells contributed to the arena are always lost. If a character loses a random number of spell levels, he must lose as many spells form memory as are required to meet the total.

For example, Delsenora loses a friendly contest to Calvin. She loses the *fireball* spell she contributed to the arena and the die roll indicates she must lose four more levels of spells. Delsenora chooses spells from her list of memorized spells to meet the

requirement; she can lose four 1st-level spells, two 2nd-level spells, or any other combination of spells that equals or exceeds four levels.

When a character loses spells after a duel, any material components required to cast the spells are consumed, but the character can regain the spells normally.

The winner cannot lose more levels of spells than were cast during the duel, but the loser can. If a character loses more levels of spells than were memorized before the duel, he loses one point of Intelligence/Reason (if a wizard) or one point of Wisdom/Intuition (if a priest) for each excess level lost. The loss is permanent if the duel was being fought to the death. Otherwise, one point is restored for each full day the character rests. A *restoration* spell can restore permanently lost points, and a *heal* spell can restore temporarily lost points.

**Damage:** The temporary damage a character suffers after a duel automatically returns at a rate of one hit point per round. If temporary damage reduces the character's hit point total to –10 or less, the character dies. If the character's hit point total is 0 to –9 he is unconscious until his hit points rise to at least 1.

A victorious character cannot suffer more temporary damage than was suffered in the duel. The loser, however, can suffer more normal damage than was suffered during the duel—the shock of defeat is what inflicts the damage. The Death From Massive Damage rule does not apply in duels (see *DMG*, Chapter 9).

**Charm:** The mental effects from a duel fought for service are unaffected by any form of special resistance, including magic resistance, racial resistance to charm effects, and resistance due to high ability scores. The winner bores directly into the loser's psyche and takes control.

**System Shock:** The force of the defeat can overwhelm the loser's body and knock the character out for a short time. A *heal* spell restores the character to consciousness. Anyone with a weapon can kill an unconscious character with a single blow.

**Blown to Another Plane:** The loser is hurled through a dimensional rift, leaving behind a pile of dust. The DM can randomly determine which plane the character is blown to or can choose a plane appropriate to the campaign. Any equipment destroyed in the blast remains behind. A wish can recover the lost character.

**Death:** The force of the defeat kills the character outright. If the character is not blown to another plane, there is a 50% chance the body disintegrates, leaving only a pile of dust. If not disintegrated, the character can be raised, resurrected, or reincarnated normally, but regeneration is ineffective. Only a wish can restore a disintegrated character to life.

### Outside Interference

Any kind of attack, successful or not, on a character involved in a magical duel disrupts the arena and ends the duel. Both characters are assumed to be the victor for purposes of the duel's aftereffects, but the duel's other terms and conditions are rendered invalid.

It is possible for onlookers to shout advice to combatants, provided that the protective

spell surrounding them allows communication. Touching the combatants, handing them equipment, or casting spells on them automatically ends the duel.

Attacks against the mediator of the duel and attempts to breech the protective spell cast by the mediator have no effect on the duel.

## The Role of the Mediator

The character engaged to oversee a magical duel is the person who decides how isolated the combatants are. A fairly impenetrable defensive spell, such as *prismatic sphere* or a hemispherical *wall or force*, insures that no one can easily disrupt the proceedings. A fairly weak spell, such as *protection from evil 10' radius*, offers the combatants very little protection.

The mediator's secondary roll is keeping things honest. It is his responsibility to make sure the combatants do not employ magical items in an attempt to gain an unfair advantage. It is traditional for the mediator to search each combatant for contraband before construction of the arena begins. Prohibited items are usually confiscated and held until the duel is completed. Careful mediators usually insist on physically searching each combatant to foil *nondetection* spells and *amulets of proof against detection and location*, which can defeat divination spells.

The mediator can end the arena construction process just by touching one of the combatants. The mediator can end the duel itself in a similar manner. A dedicated mediator resists attempts to disturb the combatants, but mediators with less resolve have been known to flee when challenged.

The mediator knows how much time each caster spends contributing spells to the arena, and some judges have been known to intervene, ending the duel for good or for ill.

The mediator is under no special compulsions toward fairness or honesty unless duelists take precautions. A *geas* spell can help insure a mediator's fairness, but powerful characters can usually avoid the worst effects of violating the *geas*. It is best if both combatants agree on a mediator they can trust.

If the protective spell the mediator casts over the duelists is large enough, the character can include himself in the spell and be protected along with the combatants. Some spells, such as *prismatic sphere*, allow the caster free passage in and out, which makes them ideal for mediators who want to keep an eye on the situation outside the arena as well as the battle taking place in the arena.

## Special Dueling Characteristics

Many spells behave in unusual ways within a dueling arena. This section provides the necessary details for both individual and groups of spells.

## Groups of Spells

Certain groups of spells share common characteristics as outlined below.

### Mental or Debilitating Attacks

Spells such as *charm person, command, confusion, domination, forget, grease, hold person, suggestion taunt, web*, and other spells that make the target respond to the

caster's commands, force an unwanted action, or render the target unable to act freely have only a temporary effect in a duel. The affected character is unable to move or cast spells—but counter spells are allowed—until the hostile spell is destroyed through combat or a counter spell.

Duelists can never be compelled to leave the arena or perform unwanted actions. Instead, control over their mental constructs are temporarily limited.

### Creature-Summoning Spells

Spells such as *monster summoning* and *conjure elemental* can be especially vulnerable to defensive spells such as *protection from evil*. These spells are very potent in a duel, forming constructs that conduct character combat upon reaching the opposing spellcaster. The opponent cannot cast any spells except counter spells while a summoning spell occupies his space. He must fight using his power score. Some spells, however, have special abilities that allow them to be used as counter spells against this type of magic.

The summoning spell uses its power score in the battle, and if it succeeds it inflicts 1d6 points of damage per spell level and remains to fight again. If the opponent wins, the summoning spell is destroyed. If a lock occurs, the character suffers no damage, but the summoning spell remains and attacks again the next round—a lock does not destroy a summoning spell as it does in normal character vs. spell combat.

### Illusions

Spells such as *phantasmal force* that allow the caster to create an image of almost anything imaginable are highly flexible in a duel. The spells can be used to duplicate any type of spell. The caster chooses the type when casting the spell. Once cast, the spell type cannot be changed. If employed as an attack, attack/defense, or missile, the opponent and the caster conduct character combat when the illusion reaches the opponent's space, but the defender is allowed to cast counter spells. If the caster wins the combat, the opponent suffers 1d6 points of damage per level of the illusion. If the defender wins, no damage is inflicted. When employed as a leech, the spell follows the normal rules for leech spells. When employed as a defense, any lock destroys the illusion unless the opposing spell summons a creature.

### Reversible Spells

Spells such as *cure light wounds* cast in their reversed forms create effects that usually function in the opposite fashion from their basic forms. For example, a reversed defensive spell is an attack spell. A reversed leech, however, is still a leech. A spell's reverse always counters itself and vice versa. For example, a character attacked by a *cause critical wounds* spell can use a *cure critical wounds* as a counter spell and automatically destroy the *cure critical wounds*.

### Teleportation

Spells that allow instantaneous travel cannot be locked by spells that create physical barriers, such as the various wall spells. If a lock occurs, the two spells ignore each other instead. If a teleportation spell is used as a counter spell, a lock still destroys both spells.

## Individual Spells' Special Abilities

There are several special abilities common to several spells.

*Automatic Defeat:* If a spell automatically defeats another spell, it always wins a combat with the listed spell or spell group. This applies when it is used as a counter spell as well.

*Cannot be Locked:* When a spell cannot be locked by another type of spell, any lock result destroys the opposing spell unless some other special lock effect is specified.

*Counter:* When a spell is listed as a counter to another spell or type of spell, it can be employed as a counter spell against the listed type even if combat between the two spells is not normally possible. When a spell is listed as an automatic counter to another spell, it destroys the listed spell without a die roll when cast as a counter spell.

*Advanced Illusion:* See the note on illusions, above.

*Antianimal Shell:* This spell cannot be locked by spells that summon creatures. It counters creature-summoning spells.

*Antimagic Shell:* Missiles and leeches must battle this spell, and it cannot be locked by any opposing spell. The spell dissipates when it reaches the opponent's square.

*Antiplant Shell:* This spell cannot be locked by spells that employ living plants or summon plant creatures, such as *entangle* or *changestaff*. It automatically counters plant-based spells.

*Barrier of Retention†:* This spell cannot be locked by spells that summon creatures.

*Bigby's Hand/Fist Spells:* These spells conduct character combat when they reach the opponent's square, just as if they were summoned creatures. *Bigby's interposing hand* inflicts no damage, but prevents the opponent from casting any spells until it is destroyed. Other spells inflict damage as listed in their descriptions.

*Blade Barrier:* This spell cannot be locked by spells that summon creatures.

*Blessed Warmth†:* This spell cannot be locked by cold-based spells. It automatically counters cold-based spells.

*Blindness:* A blinded character cannot cast spells or counter spells (except *cure blindness or deafness*).

*Call Lightning:* This spell produces a single stroke of lightning when it reaches the opponent's space.

*Caltrops†:* This spell cannot be locked by spells that summon creatures.

*Chant:* This requires two rounds to cast and cannot be used as a counter spell. The spell is

disrupted if the caster fails a saving throw or loses a combat roll during the first round of casting—an exception to the general dueling rule—and the caster cannot cast counter spells during that time.

*Chaotic Commands†:* When used as a counter spell, chaotic commands always defeats spells that allow the caster to command or control the recipient, such as *command*, *charm person*, and *suggestion*. Whenever victorious against such a spell, the two opponents must conduct character combat. If the caster of *chaotic commands* wins, the opposing spell reverses direction and moves toward the original caster, functioning as one of the victorious caster's spells. If the caster of *chaotic commands* loses the personal combat, the spell is negated.

*Circle of Privacy†:* This spell cannot be locked by spells that summon creatures.

*Cloak of Bravery:* This spell cannot be locked by any spell that causes fear or panic, such as *emotion*, *fear*, or *scare*. It automatically counters fear effects.

*Cloudkill:* This spell cannot be locked by a lower level spell that summons creatures.

*Compulsive Order†:* Duelists afflicted by this spell are unable to move, attack, or cast spells until the spell is defeated, but counter spells are allowed.

*Contact Other Plane:* Casting this spell in a duel does not cause insanity. This spell cannot be locked in spell vs. spell combat. If a lock occurs, the two spells ignore each other instead. A lock still destroys this spell if the combat takes place in a character's space.

*Continual Light:* When employed as an attack spell, this spell blinds the opponent (save vs. spell negates), preventing movement, attack, or spellcasting until the spell is defeated.

*Control Temperature, 10' Radius:* This spell can be cast to raise or reduce the temperature; the caster chooses which one at the time of casting. Once the caster chooses which version to cast, it cannot be changed. The spell cannot be locked by any spell employing the opposite effect (the cold version cannot be locked by heat- or fire-based spells, and the hot version cannot be locked by cold-based spells). This spell automatically counters its opposing effect.

*Courage†:* This spell cannot be locked by any spell that causes fear or panic, such as *emotion*, *fear*, or *cloak of fear*. It automatically counters fear effects.

*Crushing Walls†:* This spell cannot be locked by a lower level spell that summons creatures; the opposing spell is destroyed instead.

*Crystalbrittle:* This spell automatically defeats *wall of iron* and any other spell that creates a mass of metal, both in combat and when used as a counter spell.

*Cure Blindness or Deafness:* This spell counters any spell that obscures vision. If locked in combat by a *blindness* spell, both spells are destroyed instead.

*Cure Disease:* The reversed form of this spell, cause disease, renders characters unable to move, attack, or cast spells until they defeat the spell.

*Cure Wounds Spells:* These spells counter any attack or missile spell that inflicts damage. They are counters against leech or attack/defense spells.

*Demishadow Magic:* When this spell reaches the opponent's space, the opponent must roll a saving throw vs. spell before casting any counter spells. If the save fails, the spell inflicts 10d6 points of damage, but the caster can attempt a counter spell or a save vs. spell to reduce the damage to 5d6 points. If the initial save succeeds, the spell inflicts 4d6 points of damage, and the caster is free to employ a counter spell or attempt a second saving throw to reduce the damage to 2d6 points.

*Demishadow Monsters:* This spell functions as any other creature-summoning spell. When it reaches the opponent's space, the opponent rolls a saving throw vs. spells. If the save succeeds, the creatures inflict 2d6 points of damage with a successful attack instead of 5d6 points of damage.

*Detect Magic:* The opposing spell is revealed even if the *detect magic* spell is locked or destroyed in combat. A priest must roll a power check, using the character's power score, to discover what the opposing spell is. The wizard version does not require a power check.

*Detect Scrying:* This cannot be locked by spells that extend the caster's perception over a distance, such as *clairvoyance*, *clairaudience*, and *wizard eye*.

*Dimension Door:* See the note at teleportation on page 108.

*Dimensional Folding†:* See the note at teleportation on page 108.

*Disbelief†:* This counters any other spell, including spells that summon creatures.

*Disintegrate:* This spell always defeats spells that create solid barriers, such as wall spells.

*Dispel Magic:* If locked or defeated in combat, this can destroy the opposing spell. A normal dispel roll is required (see spell description). Note that some spells cannot be dispelled. The spell dissipates when it reaches the opponent's space.

*Duo-Dimension:* Missiles must battle this spell.

*Earthquake:* When this spell enters the opponent's space, it whips the arena into crushing and grinding frenzy. The cataclysm forces the opponent to make a successful saving

throw vs. death magic or die. If the save succeeds, the opponent still suffers 5d10 points of damage. The only counter spells that are effective against *earthquake* are *antimagic shell, disbelief, dispel magic, elemental aura, fly,* and *levitate*. Character combat is ineffective against this spell.

*Efficacious Monster Ward†:* This spell can be used as a counter spell against *monster summoning I* and any other spell of 4th level or less that summons creatures.

*Elemental Aura†:* The caster chooses the type of *elemental aura* that is created (air, earth, fire, or water). An *elemental aura* battles every spell from its element that it meets, regardless of type, and cannot be locked by any spell employing its element—this spell is destroyed instead. If employed as a counter spell, *elemental aura* automatically destroys spells of its own element.

*Elemental Forbiddance†:* This spell cannot be locked by a conjure elemental spell. *Elemental forbiddance* counters conjure elemental spells.

*Emotion:* The caster chooses this spell's effect at the time of casting. As a defensive spell, *emotion* cannot be locked by spells that alter emotions, such as *fear, cloak of fear*, or *emotion control*. It automatically counters such spells when they are used as attack or leech spells. If employed as an attack spell, *emotion* renders the opponent unable to move or cast spells until the spell is defeated.

*Emotion Control†:* The caster chooses this spell's effect at the time of casting. As a defensive spell, *emotion control* cannot be locked by spells that alter or read emotions, such as *ESP, fear,* and *emotion*. It automatically counters such spells when they are used as attack or leech spells. If employed as an attack spell, *emotion control* renders the opponent unable to move or cast spells until the spell is defeated.

*Endure Heat/Endure Cold:* This spell can be cast to protect against heat or cold; the caster chooses which one at the time of casting. Once the caster chooses which version to cast, it cannot be changed. The spell cannot be locked by any spell employing the opposite effect (the cold version cannot be locked by fire-based spells, and the hot version cannot be locked by cold-based spells). This spell counters its opposing effect.

*Energy Drain:* If the target's combat roll or counter spell fails, the character loses two levels. The level loss persists until the duel ends. The target loses hit points and spell slots commensurate with the level loss, but empty spell slots can be used to satisfy the loss. The target's power score is unaffected, but saving throws are adjusted accordingly.

*Enervation:* If the target's saving throw or counter spell fails, the character loses one level for every four levels of the caster. The level loss persists until the duel ends. The target loses hit points and spell slots commensurate with the level loss, but empty spell slots can be used to satisfy the loss. The target's power score is unaffected, but saving throws are adjusted accordingly.

*Enthrall:* If employed as an attack, this spell renders opponents unable to move, attack, or cast spells until they defeat the spell. *Enthrall* affects only creatures of 4 or less Hit Dice or levels and is usually employed as a leech.

*Eyebite:* All the versions of this spell conduct character combat. If the spell succeeds, the opponent cannot take offensive action until the spell is defeated.

*Fire Purge:* This spell requires a full turn (10 rounds) to cast and is seldom employed in duels. The spell is disrupted if the caster fails a saving throw or loses a combat roll during the first nine rounds of casting (an exception to the general dueling rule), and the caster cannot cast counter spells during that time. It is useless as a counter spell.

*Fire Seeds:* This spell conducts combat when it enters the opponent's square. The opponent can employ a counter spell or use his power score. If the *fire seeds* win the combat or defeat the counter spell, it inflicts 8d6 points of damage. If the opponent uses his power score and wins the combat, he must save vs. spells or suffer 4d4 points of damage. If the opponent successfully employs a counter spell, he suffers no damage.

*Fire Shield:* This spell creates a sheath of hot or cold flames; the caster chooses which at the time of casting. Once the caster chooses which version to cast, it cannot be changed. The spell cannot be locked by any spell employing the opposite effect (the cold version cannot be locked by fire-based spells and the hot version cannot be locked by cold-based spells). If such a lock is indicated, the opposing spell is destroyed instead. The spell counters its opposing effect. If employed in the caster's space, this spell destroys attacking spells that summon creatures if a lock occurs.

*Flame Walk:* This spell cannot be locked by fire-based spells, and it counters fire-based spells.

*Fly:* This spell always counters *transmute rock to mud*.

*Forcecage:* This spell cannot be locked by spells that summon creatures.

*Foresight:* This spell counters any other spell.

*Free Action:* This spell cannot be locked by any spell that restricts movement, such as *entangle*, *hold person*, or *slow*. It automatically counters such spells.

*Fumble:* Characters affected by this spell cannot move, attack, cast spells, or cast counter spells until they defeat the spell.

*Globe of Invulnerability:* This spell cannot be locked by spells of 4th level or less. Missiles and leeches of 4th level or less must battle this spell.

*Glyph of Warding:* This spell cannot be locked by spells that summon creatures.

*Goodberry:* This spell counters any attack or missile spell that inflicts damage.

*Grounding†:* This spell cannot be locked by spells that employ electricity, such as *lighting bolt* or *call lightning*. It counters any electrical-based spell.

*Gust of Wind:* This spell cannot be locked by spells that create magical clouds such as *stinking cloud*, *cloudkill*, and *fog cloud*. If a lock occurs, both spells are destroyed instead. *Gust of wind* can be employed as a counter spell to any spell that creates a magical cloud, even if the attacking spell's type would not normally allow combat.

*Haste:* This spell automatically destroys—and is automatically destroyed by—*slow*.

*Heal:* This spell counters any attack or missile spell that inflicts damage.

*Heat Metal:* This spell can be employed as an attack spell only against characters who are entitled to wear armor (but can be used even if the character is not actually wearing armor). Characters affected by the attack version of this spell cannot take offensive actions until they defeat the spell, and they suffer three points of damage each round they are affected.

The spell can be used as a missile against any opponent, but the caster must choose how it is to be used before the duel starts. The missile conducts character combat when it enters the opponent's space. If successful, it inflicts one point of damage each round until defeated. The opponent cannot move, attack or cast spells until *heat metal* is defeated.

The caster can choose at the time of casting whether the spell is the heat- or cold-based version of the spell.

*Holy Word:* Characters affected by this spell cannot take offensive actions until the spell is defeated. While affected, both character and spell power scores are reduced by two, but the reduction does not apply to combat against the holy word itself.

*Hornung's Baneful Deflector†:* Missiles must conduct combat with this spell.

*Improved Phantasmal Force:* See the note at illusions.

*Insect Plague:* This spell requires a full turn (10 rounds) to cast and is seldom employed in duels. The spell is disrupted if the caster fails a saving throw or loses a combat roll during the first nine rounds of casting (an exception to the general dueling rule), and the caster cannot cast counter spells during that time. It is useless as a counter spell.

Characters afflicted by *insect plague* cannot take offensive actions until they defeat the spell in combat.

*Land of Stability†:* This spell counters any spell that summons or manipulates winds, weather, or earthquakes, such as gust of wind, weather summoning, and earthquake. Land of stability cannot be locked by these spells; both spells are destroyed instead. Energy effects, such as lightning bolt and fireball, are not considered weather manipulations for purposes of this spell.

*Levitate:* This spell always counters transmute rock to mud.

*Light:* When employed as an attack spell, this spell blinds the opponent (save vs. spell negates), preventing movement, attack, or spell casting until the spell is defeated.

*Limited Wish:* In a duel, this spell can be used as any other type of spell. When used as an attack, attack/defense, missile, or leech spell, it inflicts 10d6 points of damage (save vs. spells for half). When used as a defense spell, limited wish cannot be locked by any spell of 6th level or less. As a counter spell, *limited wish* automatically counters any spell of 6th level or lower and can serve as a counter to all other spells. Using *limited wish* in a duel does not age the caster unless the spell is actually lost from memory in the aftermath (see the **Spoils of Victory** section).

*Liveoak:* A character can have only one *liveoak* effect active in the arena at any given time.

*Magical Stone:* This spell requires a character combat roll when it reaches the opponent's square. If it succeeds, it inflicts 3d4 points of damage.

*Meld Into Stone:* Missiles must conduct combat with this spell.

*Melf's Minute Meteors:* The caster must launch five missiles per round. Characters entitled to more than five missiles can launch their remaining missiles the next round or forgo the extra missiles and take another action instead. Extra missiles can counter creature-summoning spells that enter the character's square. Each group of missiles launched functions as a separate spell in the arena. When a group of missiles reaches the opponent's square, the group conducts character combat. If it succeeds, it inflicts 1d4+1 points of damage for each missile in the group.

*Mind Blank:* This spell cannot be locked by any spell that attacks the mind. It counters all leech spells and mental attacks.

*Minor Globe of Invulnerability:* This spell cannot be locked by spells of 3rd level or less. Missiles and leeches of 3rd level or lower must conduct combat with this spell.

*Minor Spell Turning†:* Missiles and leeches must conduct combat with this spell. This spell cannot be locked; if a lock occurs, the *minor spell turning* spell is destroyed, and the opposing spell reverses direction and attacks the original caster. If employed as a counter spell, a lock result also causes the opposing spell to reverse direction.

*Mirror Image:* Missiles must conduct combat with this spell.

*Moment†:* When this spell reaches the opponent's square, the spell conducts character combat with a +4 bonus. The actual number rolled determines success or failure, but a successful roll is treated as four higher when comparing rolls. For example, a caster with

a PR 13 rolls 12, and the opponent, who also has a PR of 13 rolls a 13. The caster wins because his roll of 12 is treated as a 16.

*Mordenkainen's Disjunction:* This spell cannot be locked. When used as a counter spell, it automatically destroys the opposing spell. If defeated in combat, the victorious spell is automatically destroyed. The spell dissipates when it reaches the opponent's space.

*Negative Plane Protection:* This spell counters spells that drain life energy, such as *energy drain*, *vampiric touch*, and *enervation*.

*Neutralize Poison:* This spell automatically counters spells with poisonous effects, such as *stinking cloud* and *cloudkill*.

*Otiluke's Freezing Sphere:* The caster can choose this spell's form at the time of casting. As a missile, the spell conducts character combat when reaching the opponent's space and inflicts 6d6 points of damage. As an attack spell, *Otiluke's freezing sphere* inflicts 1d4+2 points of damage per level of the caster (maximum 10d4+20), save vs. spell for half.

*Otiluke's Resilient Sphere and Otiluke's Telekinetic Sphere:* These spells cannot be locked by spells that summon creatures. When they reach the opponent's space, the spells conduct character combat. If they succeed, the opponent cannot take offensive actions until the spells are defeated. Missiles must conduct combat with these spells.

*Permanency:* When used in a duel, this spell does not drain the caster's Constitution score, even if it is subsequently lost from memory.

*Permanent Illusion:* See the note at illusions.

*Phantasmal Force:* See the note at illusions.

*Physical Mirror†:* Missiles and leeches must conduct combat with this spell. If this spell succeeds against or achieves a lock with any missile, leech, or attack spell, the opposing spell reverses direction and attacks the original caster. If employed as a counter spell, a lock result also causes missiles, leeches, and attacks to reverse direction.

*Produce Fire:* The reversed form of this spell is a defensive spell that counters any fire-based spell.

*Protection From Evil and Protection From Evil, 10' Radius:* These spells cannot be locked by spells that summon creatures.

*Protection From Fire:* This spell automatically counters any fire-based spell.

*Protection From Lightning:* This spell automatically counters any electrical-based spell.

*Rainbow:* This spell can be cast in one of two versions, which the caster chooses at the time of casting. The bridge version is a leech. The bow version creates four missiles on the round of casting, plus three more missiles that the caster can loose on the second round or forgo the extra missiles and take another action instead. The extra missiles can counter creature-summoning spells that enter the character's square. Each group of missiles functions as a separate spell in the arena. When a group of missiles reaches the opponent's square, the spell conducts character combat. If it succeeds, it inflicts 1d6+2 points of damage for each missile in the group. Missiles from this spell cannot be locked by spells that summon elemental creatures.

*Raise Dead:* This spell counters any spell that inflicts damage.

*Reincarnate:* This spell counters any spell that inflicts damage.

*Remove Curse:* Characters afflicted by this spell's reverse cannot take offensive actions until they defeat the spell. This spell automatically counters its reverse and can counter any attack spell that does not inflict damage.

*Remove Fear:* This spell automatically counters any spell that causes magical fear.

*Remove Paralysis:* This spell automatically counters all hold spells and any spell that causes paralysis.

*Repel Insects:* This spell cannot be locked by any spell that summons or controls insects, such as insect swarm, creeping doom, and giant insect. This spell counters all such spells.

*Resist Fire/Resist Cold:* This spell protects against either fire/heat or cold. The caster chooses which at the time of casting. The spell cannot be locked by the type of effect it protects against.

*Restoration:* This spell cannot be locked by any spell that drains life energy or causes insanity. It automatically counters such effects. This spell does not age the caster unless actually lost from memory in the aftermath (see the **Spoils of Victory** section).

*Resurrection:* This spell can counter any spell that inflicts damage. This spell does not age the caster unless actually lost from memory in the aftermath (see the **Spoils of Victory** section).

*Reverse Gravity:* Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

*Sanctuary:* Missiles and leeches must conduct combat with this spell.

*Screen:* This spell cannot be locked by spells that extend the caster's senses, such as *ESP*, *clairaudience,* or *clairvoyance*. It automatically counters such spells.

*Shadowcat:* This spell dissipates upon reaching the opponent's space.

*Shadow Magic:* When this spell reaches the opponent's space, the opponent rolls an immediate saving throw vs. spell before casting any counter spells. If the save fails, the spell inflicts 10d6 points of damage, but the caster can attempt a saving throw vs. spell to reduce the damage to 5d6 points or attempt a counter spell. If the initial save succeeds, the caster is free to employ a counter spell or attempt a second saving throw to reduce the damage to 1d6 points. If the saving throw is failed or the counter spell is defeated, the spell inflicts 2d6 points of damage.

*Shield:* Missiles must conduct combat with this spell. This spell always defeats *magic missile*.

*Shillelagh:* When this spell reaches the opponent's square, the spell conducts character combat and inflicts 1d6 points of damage and can attack again if successful.

*Shrieking Walls†:* This spell cannot be locked by spells that summon creatures.

*Silence, 15' Radius:* Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

*Slow:* Characters afflicted by this spell cannot take offensive actions until they defeat the spell. This spell always defeats—and is defeated by—*haste*.

*Snare:* When this spell reaches the opponent's square, the spell conducts character combat. If the spell succeeds, the opponent cannot take offensive actions until the spell is defeated.

*Spectral Force:* See the note at illusions.

*Spell Immunity:* Missiles must conduct combat with this spell.

*Spell Turning:* Missiles and leeches must conduct combat with this spell. This spell cannot be locked; if a lock occurs, the spell turning is destroyed, and the opposing spell reverses direction and attacks the original caster. If employed as a counter spell, a lock result also causes the opposing spell to reverse direction.

*Spike Growth and Spike Stones:* These spells cannot be locked by spells that summon creatures.

*Spiritual Hammer:* When this spell reaches the opponent's square, the spell conducts character combat and inflicts 1d6 points of damage if successful. The spell continues attacking each round until defeated or its duration expires.

*Stabilize†:* This spell is ineffective within a dueling arena.

*Stone to Flesh:* Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

*Stoneskin:* This spell can counter any spell that inflicts damage.

*Succor:* See the note at teleportation.

*Tanglefoot:* This spell cannot be locked by spells that summon creatures.

*Telekinesis:* When this spell reaches the opponent's square, the spell conducts character combat and inflicts 1 point of damage per caster level if successful.

*Teleport:* See the note at teleportation.

*Teleport Without Error:* See the note at teleportation.

*Transmute Rock to Mud:* This spell always defeats wall of stone. Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

*True Seeing:* This spell always defeats illusions.

*Unluck:* Characters afflicted by this spell cannot take offensive actions until they defeat the spell.

*Wall of Fog:* Missiles must conduct combat with this spell.

*Wall of Force:* Missiles must conduct combat with this spell. *Wall of force* can be defeated in combat only if it fails its combat roll or by another spell's special ability. If the roll succeeds, it locks the opposing spell, including *dispel magic*. The spell dissipates when it reaches the opponent's space.

*Watery Double†:* This spell conducts character combat when it reaches the opponent's space. If it succeeds, it inflicts 3d6 points of damage and can continue to attack each round until defeated or its duration expires.

*Wildwind† and Wildzone†:* These spells are ineffective in a dueling arena.

*Wish:* This spell can be used as any other type of spell. When used as an attack, attack/defense, missile, or leech spell, it inflicts 10d6 points of damage (save vs. spells for half). When used as a defense spell, wish cannot be locked by any spell. As a counter spell, *wish* automatically counters any spell. Using wish in a duel does not age the caster unless the spell is actually lost from memory in the aftermath (see the **Spoils of Victory** section).

*Withdraw:* Missiles and leeches must conduct combat with this spell.

*Word of Recall:* See the note at teleportation.

*Zone of Sweet Air:* This spell cannot be locked by spells that create noxious gases, such as *stinking cloud* and *cloudkill*.

## Magical Duels in the Campaign

A magical duel allows player characters to test their spellcasting prowess in any number of ways. For example, if a party finds a valuable magical item suitable for either of the group's two wizard PCs, the two characters could conduct a friendly duel to see which one gets the item.

Magical duels can be a useful tool for the DM as well. A nonlethal duel is an excellent way for a rising druid to match wits with an NPC rival when advancing a level. In a similar vein, an NPC wizard might refuse to cooperate by sharing a new spell or some other bit of magical knowledge with the PCs until one of the party spellcasters defeats one of his apprentices—or perhaps the NPC himself—in a duel.

A magical duel can also make an excellent climactic encounter in an adventure. For example, a lich might offer to duel a PC wizard or priest to the death, providing a real challenge to the character. Of course, the rest of the party might have their hands full beating off a sneak attack by the lich's minions while the duel proceeds, but a duel might give the heroes a better than normal chance to actually slay the lich and still escape the lair with their skins intact. Don't forget the problem of finding a mediator for the duel. (Do the PCs trust the lich's sinister necromancer apprentice, or does another party spellcaster step forward, which commits two player characters to the duel?)

## An Example of Magical Dueling

*Calvin and Delsenora decide to conduct a friendly duel. Tarrant, a local wizard, agrees to mediate.*

*Calvin and Delsenora agree that the first character to run out of spells or hit points is the loser. Calvin has a* ring of spell storing*, which the two characters agree should count toward Calvin's total spells. Both characters agree that no other magical items are going to be used in the duel, and Tarrant looks them over to check for any scrolls or other items.*

*The trio finds a secluded spot, and Calvin and Delsenora begin creating the arena. When they finish the first step, Tarrant encloses the pair in an* Otiluke's resilient sphere*; he chooses to remain outside the sphere.*

*When Tarrant casts his spell, Delsenora and Calvin consider adding their own spells. Both characters decide not to contribute spells, and the arena is completed. There are 10 spaces between the characters (see figure M1). Because neither character cast a spell, both characters roll 1d10 to see who has the advantage—Calvin wins the roll.*

*During the first round of the duel, there are no spells to move, so both characters cast spells. Calvin decides to try to get a lick in quickly and casts* clairvoyance *(L, PR 12, MV 5). The spell appears in the space in front of Calvin and does not move. Delsenora decides to cast withdraw (D, PR 11, MV 1) in her own square as a stationary defense.*

*On the second round, Calvin moves his* clairvoyance *spell five spaces toward*

*Delsenora. Because Delsenora cast withdraw in her own square, it doesn't move at all. Now Calvin casts* monster summoning II *(AD, PR 13, MV 3) from his* ring of spell storing. *Delsenora casts* dispel magic *(AD, PR 12, MV 4). Both spells appear in the squares in front of their casters.*

*On the third round, things really start hopping. Calvin has the advantage, so his spells move first. His* clairvoyance *spell is closest to Delsenora, so it moves first. The spell has enough movement to reach Delsenora's space, but her* dispel magic *spell is in the way. When the spells meet, Delsenora must announce that her spell is an attack/defense because she is disadvantaged. Calvin checks Table 25 and sees that the advantaged caster decides if combat is going to occur. Calvin decides not to fight; he is not required to reveal anything about his spell.*

*The* clairvoyance *spell finishes its move and enters Delsenora's square. The* clairvoyance *spell is revealed, and it must check for combat with the withdraw spell before it can affect Delsenora. Because he has the advantage, Calvin could normally decide his leech spell would ignore the defense spell. But, withdraw has a special ability that forces leeches and missiles to fight it.*

*Both characters roll 1d20. Calvin rolls a 20 and curses his luck. Delsenora rolls a 9. The* clairvoyance *spell is destroyed, and the advantage shifts to Delsenora, but Calvin still finishes moving his spells; he moves his* monster summoning III *ahead three spaces. Delsenora moves her* dispel magic *ahead four spaces, and the two characters cast spells again.*

*Calvin casts* magic missile *(M, PR 10, MV 5), and Delsenora casts* animate object *(AD, PR 15, MV 3).*

*The duel continues, with Calvin trying to breech Delsenora's defenses and strike a telling blow before she can crush him under the weight of her more plentiful spells. Calvin could be in trouble if the* animate object *spell reaches his space, which it might very well do with the* dispel magic *leading the way.*

# Chapter 6:
# True Dweomers

**Spells Beyond 9th Level** It is commonly supposed that the 9th-level *wish* spell is the most powerful and difficult enchantment known to mortals. The supposition is only partially true, however. The *wish* spell's ability to literally change reality to match the caster's desires is indeed mighty. Nevertheless, extremely powerful spellcasters have discovered a whole new class of magic that, while more time consuming to cast than a *wish* spell, can create stupendous effects without a *wish's* attendant dangers (five years of magical aging, possible weakness and incapacitation, and the possibility of failure due to poor wording). The difference between these new spells, often called 10th-level spells or true dweomers, is the approach to magic the caster takes when employing them.

Standard AD&D game spells depend on painstakingly derived formulae that produce fairly predictable effects when properly used. Characters who know how to complete the formulas correctly can cast spells even though they don't know why the formulas work. Most spells involve laboriously building mental patterns that channel and release external

energies, often with the help of complex gestures and material components. Wizards do the job all by themselves, and priests get divine help.

Other approaches can also produce extraordinary effects. Psionics employ intense mental discipline to tap internal energies that can be just as potent as the universal energies spellcasters use. Some individuals have natural talents that allow limited use of these personal energies (wild talents).

Very high-level spellcasters begin to understand how magic really works, and they become aware of their personal energies. With enough attention and labor, a spellcaster can manipulate universal and personal energy directly, without building a mental pattern or developing a rigid discipline first. The process is time consuming and often costly, but very flexible. On Athas, the process has been formalized into a class of high-level spells called psionic enchantments, but it works in essentially the same manner.

Because a true dweomer directly manipulates universal and personal energies whose flows are constantly changing, every true dweomer is a little different each time it is cast. The character is fully aware of exactly why the spell works the way it does, but no spell works the same way twice.

A true dweomer can never be written onto a scroll, fully recorded in a spellbook, or stored in a magical device.

### Requirements

Among mortals, only high-level wizards and priests have sufficient knowledge of magic to cast true dweomers; other spell-casting characters lack the profound understanding of magic that true dweomers require. The character also must select a material to help focus the magic and spend time preparing and casting the spell.

### Knowledge

Wizards must be at least 20th level and have Intelligence scores of 18 or higher. Priests must be at least 20th level and have Wisdom scores of 18 or higher. Only characters with this level of experience and mental capacity understand the processes involved in creating a true dweomer.

Wizards can cast any true dweomer that uses schools available to the character (Table 28 lists spell types by school). Priests can cast true dweomers that use any school, but the spells they create must produce effects that reflect their deity's portfolio or sphere of control.

Although a true dweomer is not actually memorized the way a standard spell is, the process of preparing and casting one is taxing. No mortal can prepare, cast, or have ready to cast more than four true dweomers in a single day, and most characters cannot manage that many (see Table 44, page 157). When characters reach their limits, their minds are too drained and befuddled to attempt any more true dweomers, though they are free to pursue any other activities they are normally able to undertake.

### Materials

Every true dweomer requires some object or group of objects to assist in casting the spell. The rarer and more difficult a material component is, the easier it is to complete the enchantment. To be effective, however, a material component must be symbolic of what

the spell does. For example, destroying a large diamond is costly but ineffective unless the spell has something to do with protecting or destroying something of value (the caster literally pays the price for the item that is effective), overcoming resistance (gem-quality diamonds don't exactly grow on trees, so finding one and destroying it represents a small triumph of sorts), or command over the element of earth (because a diamond is a rare mineral). There is no easy way to choose a material component for a spell; like choosing materials for a magical item (see page 90), the process requires a great deal of imagination and guesswork. The various spell descriptions in the *Player's Handbook* provide examples to follow.

Wizards do not need spellbooks to cast true dweomers, although a set of written notes about how to go about creating the spell can be helpful.

Priest true dweomers require holy symbols in addition to other components. Holy symbols are not consumed when a true dweomer is cast, but other material components are. Priests can benefit from written notes in the same manner as wizards.

## Preparation

Casting a powerful spell without memorizing it first requires the character to spend considerable time thinking, meditating, and arranging materials. The more powerful the magic, the more difficult it is to complete the preparations.

## Approval

Characters who have the required level and ability score are not necessarily free to gather up materials and begin creating super-magical effects as they see fit. The DM must approve a spell before it is used. The player should explain exactly what the spell does, just as if the character were researching a new spell or inventing a new magical item. There is no cost for creating a true dweomer, however, other than what the character spends on materials.

### Creating the Spell

The first step in creating a true dweomer is deciding what it does. Table 28 and the accompanying notes lists the basic spell types and their functions. The player and the DM must decide which types are needed to construct the proposed spell. Types can be freely combined to create the effect the player wants. Once the enchantment's parts are selected, the difficulty ratings are added up.

A spell's basic area of effect, range, and duration is very limited, but all three can be augmented by increasing the spell's difficulty.

Table 29 (page 130) gives areas of effect; the larger the area, the more difficult the enchantment. It is possible to create a spell that affects the entire plane where it is cast. The type of magic determines which column to use (this information is given on Table 28). If several types of magic are being combined, the DM and player must agree on the spell's primary effect. All secondary magic types function at the area of effect and range assigned to the basic magic.

Table 31 (page 131) gives ranges; the longer the range, the greater the difficulty. It is possible to create an enchantment that can affect a target anywhere on the plane where the spell is cast, and some spells can reach into other planes of existence. Selecting a

fairly short range makes the magic easier to cast, but might make the spell difficult to use when it is finally ready to cast.

Table 32 (page 131) gives durations. The longer the duration, the more difficult the enchantment. It is possible to make a spell permanent, but this usually drains a point of Constitution from the caster.

Once the spell is created, all difficulty factors for type, area of effect, range, and duration are added together. The caster's level is subtracted from the total. If the caster is a specialist wizard, subtract an extra five points. If the caster has used the spell before—all the elements must be exactly the same—or has a set of written notes from someone who has used the spell before, subtract 10 more points from the total. The result is the spell's adjusted difficulty.

The caster can further reduce the adjusted difficulty by incorporating unusual material components or adding special conditions, see Table 34 and the accompanying notes. The spell's preparation time and casting time depend on the adjusted difficulty, as given on Table 33.

**Table 28:**
## True Dweomers

| Type[1] | Base Diff.[2] | Base Duration[3] | Effect[4] |
|---|---|---|---|
| **Abjuration** | | | |
| Banish | 30 | Instantaneous | Crea./Ob.[5] |
| Dispel | 30 | Instantaneous | Area |
| Reflect | 25 | 1 Round | Area |
| Ward | 35 | 1 Round | Area |
| **Alteration** | | | |
| Animate | 25 | 1 Round | Object |
| Destroy | 45 | Instantaneous | Object |
| Fortify | 30 | 1 Round | Crea./Ob.[5] |
| Transform | 35 | 1 Round | Crea./Ob.[5] |
| Transport | 35 | 1 Round/Inst. | Crea./Ob.[5] |
| **Conjuration/Summoning** | | | |
| Afflict | 40 | 1 Round | Crea./Area[6] |
| Bind | 35 | 1 Round | Creature |
| Conjure | 40 | 1 Round | Object |
| Summon | 50 | 1 Round/Inst. | Creature |
| **Enchantment/Charm** | | | |
| Charm | 20 | 1 Round | Creature |
| Compel | 30 | 1 Round | Creature |
| Fortify | 30 | 1 Round | Crea./Ob.[5] |
| Imbue | 45 | 1 Round | Crea./Ob.[5] |
| **Divination** | | | |
| Foresee | 25 | 1 Round | Area |
| Reveal | 20 | 1 Round | Area |
| **Illusion/Phantasm** | | | |

| | | | |
|---|---|---|---|
| Conceal | 20 | 1 Round | Crea./Area[6] |
| Delude | 30 | 1 Round | Crea./Area[6] |
| Shadow Shape | Var. | -Variable- | -Variable- |
| Phantom | 40 | 1 Round | Area |
| **Invocation/Evocation** | | | |
| Create | 35 | 1 Round/Inst. | Area |
| Imbue | 45 | 1 Round | Crea./Ob.[5] |
| Strike | 25 | Instantaneous | Area |
| **Necromancy** | | | |
| Animate | 25 | Instantaneous | Area |
| Slay | 50 | Instantaneous | Creature |
| Tap | 40 | Instantaneous | Creature |

**Notes to Table 25**

[1] Spell effects are arranged according to the eight schools of magic listed in Chapter 7 of the *Player's Handbook*. Individual effects are explained below.

[2] *Base Difficulty:* A spell's difficulty number determines the spell's preparation time, casting time, and other miscellaneous characteristics, such has how powerful the magic appears to be when a detect magic spell is used. Other factors, such as caster level, range, duration, and area of effect, influence a spell's final difficulty number (see page 133).

[3] *Base Duration:* A spell uses its base duration unless the caster increases the difficulty (see Table 32). Some spells have a base duration of either one round or instantaneous (1 round/Inst.), depending on how they are used.

[4] This is what the spell usually affects, see Table 29 for details.

[5] *Creature or Object:* The spell works on creatures or objects.

[6] *Creature or Area:* The spell works on creatures or areas.

## Abjuration

**Banish:** The spell takes something that is out of place and returns it to its proper location. It is important to remember that a character can create many different types of banishments. Sending an extra-planar creature back to its home plane is a classic example. However, banishment-type magic can also drive away a psyche that has used a *magic jar* spell to invade another mind, return a restless spirit to its grave, or even restore a stolen object to its rightful owner. All other types of magic described in this section are similarly versatile.

The main difference between a banishment and a dispel is that a banishment works even if there is no magic operating on a target. For example, a tanar'ri who has come to the Prime Material Plane of its own free will can be returned to the Abyss. A banishment only returns something to its proper place; it cannot undo a transformation or affliction.

A banishment's duration cannot be extended. At base difficulty (30), a banishment

spell performs one action on one creature or object.

The distance a banished target must travel to return to its proper place is not a factor in a banishment, but the distance between the caster and where the target is when the spell is cast is a factor (see Table 31).

**Dispel:** The spell ends or undoes other magic. Unlike banishment, a dispel is ineffective unless there is magic currently operating on the target. A dispel can send a summoned tanar'ri back to the Abyss as long as the magic that brought it here is still operating, but it can't send the tanar'ri away if it left the Abyss on its own or arrived on the Prime Material Plane through the use of instantaneous magic, such as *teleport without error* or *plane shift*.

When pitted against other 10th-level spells, a dispel's area of effect must be large enough to cover the entire target; if not, the dispel automatically fails. A dispel always works against the caster's own magic; otherwise, the chance to dispel depends on the difference in level between the caster and the targeted magical effect.

At base difficulty (30) the chance to destroy an opposing spell is 50%; the check is made on 1d20, and a roll of 11 or higher indicates success. If the dispel caster is higher level than the character who created the targeted effect, the caster adds the difference in levels to the die roll. If the caster is lower level than the character who created the targeted effect, the caster subtracts the difference in levels from the roll. The caster rolls once for each 10th-level effect present.

If directed against spells or spell-like effects of 9th level or lower, the base chance for success is 100% instead of 50%, and the dispel's area of effect is irrelevant—dispelling any portion of the effect unravels the whole spell.

A successfully cast dispel destroys a permanent effect or magical item if the caster is of higher level than the creator of the magical item or spell effect. If the caster of the dispel is of lower level, the permanent effect or magical item merely ceases to function for 1d4 rounds. A successful dispel also destroys a permanent effect or magical item if the dispel caster is of higher level than the spell caster or item creator. If the dispel fails, or the dispel caster is of lower level, the permanent effect is rendered nonoperational for 1d4 rounds.

The permanent item or effect must be individually targeted, and the dispel has no other effect when so used. Note that a magical item resists this spell at its creator's level. If the creator's level is unknown, the DM should assign one or use the values listed in the *dispel magic* spell description from the *PHB*.

Augmenting a dispel can have varied effects. The caster receives a+1 bonus to the die roll for every five points of difficulty added to the spell, making it easier for a lower level caster to dispel a higher level caster's magic. If a dispel's duration is extended, the spell creates a zone of antimagic that prevents spellcasting and disrupts any magic brought into the area. See *Nazzer's nullification*.

**Reflect:** The spell reverses or redirects actions within the area of effect. A spell that forces a group of workers to demolish a wall they are building is a reflection. A spell that reflects hostile actions back upon the aggressor is a reflection coupled with a ward.

One specific action, such as brick laying, by one creature can be reversed at base difficulty (25). The reversal can affect several creatures if the caster chooses a larger area

of effect. If a limited class of actions, such as movement or physical attacks, is reversed, the base difficulty is doubled (50). If a general class of actions is reversed, such as all attacks, the difficulty is tripled (75).

**Ward:** The spell foils a specific type of attack or discourages hostile actions.

At base difficulty (35), a ward provides complete immunity to the normal form of a specific type of attack (fire, edged weapons, poison, etc.) and grants a +4 bonus against magical attacks (or a –4 attack penalty if a saving throw is not applicable). Even if the save fails, damage from the warded attack is reduced by half.

If the difficulty is increased further, the ward can negate damage from the warded form of attack by one point of damage for every two points of difficulty. The protection lasts until exhausted or the spell duration ends. Reduced damage is computed after applicable saving throws.

A ward can provide protection against attacks that do not inflict damage (charms, petrifaction, etc.). At base difficulty (35), a ward provides a +4 saving throw bonus against the specified attack. At a difficulty of 105, a ward grants a 50% resistance to the attack form in addition to the saving throw bonus. At a difficulty of 210, the ward provides 100% resistance to the attack. This resistance can be reduced if the attack is a true dweomer that has an increased difficulty (see the notes to Table 34). If a ward spell is applied to a creature that already enjoys magic resistance, the creature is entitled to two resistance rolls when attacked, once for the ward and once for the creature's magic resistance—the two values are not added together.

A ward can also be used as a hedge to keep a specific creature (Razortooth the orc, Infyrana the red dragon, etc.) from entering the area of effect unless it saves vs. magic. If a type of creature is hedged out (orcs, red dragons), the base difficulty is doubled (70). If a general class of creature is hedged out (humanoids, dragons), the difficulty is tripled (105).

A ward can be combined with another type of spell—usually a strike, reflection, or charm. An active ward can be triggered by a creature entering the area or by a specific action performed within the area. The more general the condition, the greater the difficulty, as above. For example, a ward that triggers a blast of fire if Razortooth the orc enters the room has a difficulty of 35. A similar ward that is triggered when a certain gem is moved also has a difficulty of 35 (because only one specific action triggers it), even though any creature could be affected.

## Alteration

**Animate (Object):** The spell causes inanimate objects—not dead creatures—to move. The object's shape and general physical characteristics are not changed. At base difficulty (25), the spell causes an object weighing 50 pounds or less to move at a speed of 12 over normal surfaces. The spell is often combined with a transport spell to improve the object's movement rate.

If directed to fight, an animated object can strike once a round using the caster's THAC0 (see the notes to Table 30 for damage ratings). An animated object can be imbued with an improved THAC0 or the ability to make extra attacks.

**Destroy:** The magic wrecks inanimate objects. At base difficulty (45), the target object is smashed or crumpled; the object cannot be repaired, but it can be remade at 10–60% of its original cost. Doubling the difficulty (90) shatters or disintegrates the object, destroying it utterly.

Objects in a creature's possession gain the creature's saving throw to resist the effect. Unattended objects must save vs. disintegration or be destroyed.

An object does not have to be totally destroyed to be adversely affected by a destroy spell. It is possible ruin objects larger than the area of effect by destroying their key parts, such as disintegrating the arms and legs of an attacking giant statue.

**Fortify:** The spell increases the target's natural potency in some fashion. One of a character's ability scores can be enhanced, a beverage might become sweeter, a rope might become stronger, etc.

At base difficulty (30), the fortified attribute is increased 10% for the duration of the spell. Doubling the difficulty (60) results in a gain of 10–40% (1d4x10). Tripling the difficulty (90) results in a gain of 20–60% (2d3x10). Quadrupling the difficulty (120) results in a gain of 30–120% (3d4x10). Each additional multiple of the base difficulty adds another 1d4x10% gain.

If used to enhance an ability score, each 10% gain equals a +1 bonus if the enhanced score is 15 or less. If the score being enhanced is 16 or higher, each 100% gain equals a +1 bonus. An ability score cannot be fortified beyond the recipient's racial maximum unless the fortify is combined with an imbue spell.

**Transform:** The spell changes the target's form or nature. An object's shape might change or the object might become another object altogether. A creature might grow extra limbs or become an entirely different creature. A transformation spell cannot affect a single object weighing more than 50 tons.

At base difficulty (35), an object can be bent or shaped into a new form for the duration of the spell. The object does not break, but it is most likely rendered useless for its original purpose. Some examples include shaping a sword into a very thin shield, changing a dagger into a candelabra, or blunting the tips of arrows to make them useless.

Doubling the difficulty (70) allows the spell to transform a living creature (similar to a *polymorph other* spell) or change one type of material into another similar material. For example, leather could be changed into wood, a fire giant could be transformed into a rust monster, or a section of a castle's stone wall could be changed into iron. This form of the spell can also purify tainted food and water.

Tripling the difficulty (105) allows the caster to transform a creature into an object (similar to a *polymorph any object* spell) or change one type of material into a wholly different type of material of approximately the same value. Wood can be converted into glass, a fire giant changed into a small catapult, or emeralds can be converted into rubies or star sapphires. A material can be transformed into a more valuable material if the transformation is combined with an imbue spell.

A simple transformation spell—one not combined with another type of spell—can be made permanent without the loss of a point of Constitution if the material transformed is not magical.

**Transport:** The spell enhances a creature's movement abilities. The recipient can move faster, acquire a new mode of movement, or travel instantaneously.

At base difficulty (35), the recipient's normal movement rate increases by 12 or the recipient receives a new mode of travel for the duration of the spell. For example, a land-based recipient could fly or swim at a rate of 12, burrow through normal ground or jump at a rate of 3, or move across difficult terrain (webs, treetops, quicksand, etc.) at a rate of 6.

Doubling the difficulty (70) doubles the speed bestowed or allows extraordinary movement at a rate of 3. A character could walk on water, burrow through solid rock or ice, or travel through difficult terrain at a movement rate of 6.

Tripling the difficulty (105) allows teleportation with no chance for error, but the distance teleported increases the difficulty (use Table 31 on page 131 to determine the modifier). Teleportation has an instantaneous duration. The caster could also increase movement over difficult or extraordinary terrain by 3.

## Conjuration/Summoning

**Afflict:** The spell imposes some ill effect on a target creature. The caster states what sort of affliction the victim suffers and the affliction's duration, which can be conditional (see below). An affliction can be dispelled only by a caster of equal or higher level.

A harmless affliction, such as the victim's hair turning white, can be created at half difficulty (20), and modifiers for duration are halved as well. Such an affliction can be made permanent without the loss of a point of Constitution.

At base difficulty (40), the victim is afflicted in some minor way: shaking hands reduce Dexterity by one point and impose a –5% penalty on thieving skills, clouded vision imposes a –1 penalty to missile attacks, etc.

At double difficulty (80), the victim suffers a major, but not life-threatening, affliction: one type of weapon always breaks when the victim uses it in combat, the character suffers a terrible disfigurement that reduces Charisma to 3, the sight of treasure drives the character insane, a farmer's field is blighted so that the crop loses 10–20% of its value, etc.

At triple difficulty (120), the target is afflicted badly enough to ruin the character's life: a warrior's weapon arm withers, a rogue is struck blind when violating a law, a wizard is rendered speechless, a blight in a field reduces the crop to bare subsistence level, etc.

At quadruple difficulty (160), the target's life is imperiled: wounds never heal, saving throws fail, every word spoken provokes violence, a field bears no crop at all, etc.

The spellcaster can specify a duration or state a condition that ends the affliction. In either case, use Table 32 to determine the additional difficulty. When a condition is imposed, the DM must set an effective duration based how much time might be required to fulfill the condition and what lasting effects fulfilling the condition might have.

For example, if a character is struck blind until he apologizes to the caster for an insult, the effective duration is one round if the caster is present. However, if the character must crawl to the caster's tower 10 miles away, the effective duration is a day.

Conditions that are extremely difficult to fulfill or that require a major change in the victim's life are effectively permanent. For example, having hands that shake until a

rogue gives up his thieving ways—thus retiring or assuming a new character class—is an effectively permanent affliction. Such an affliction would not cost the caster a point of Constitution, however, as it is within the victim's power to end the affliction.

**Bind:** The spell imposes an agreement upon a creature. It differs from charm and compel (see below) in that the subject agrees to undertake, or refrain from, a single action but otherwise retains its own will. Any type of creature can be bound, even those normally immune to charm effects. A binding is often combined with a summoning spell to insure that the summoned creature obeys the caster—this is the only form of binding a conjuration specialist can cast.

A binding can have either a fixed or conditional duration, just as an affliction can. A summoning combined with a conditional binding ends when the condition is met, sending the summoned creature back where it came from.

If a binding lasts a year or more, the target is allowed a saving throw each year to break the spell. If the binding was combined with a summoning, the creature returns to the locale from which it came if the saving throw is successful. If the saving throw fails, it remains bound by the spell.

No binding is effective if it is impossible to honor or requires a suicidal action. For example, trying to force a creature to stop breathing or eating is an invalid binding.

**Conjure:** The spell brings forth matter from somewhere else, usually one of the elemental planes. Conjurations can produce valuable materials when combined with an imbue spell, and those conjurations with a base difficulty of 80 or less can be made permanent without a loss of constitution.

At base difficulty (40), the spell produces a block of simple elemental material. Doubling the difficulty (80) produces simple objects made from a single common material, such as wooden tables or iron spikes. Tripling the difficulty (120) produces complex objects made from multiple common materials, such as weapons, wagons, and castles.

**Summon:** The spell brings forth creatures from somewhere else, usually one of the outer planes.

At base difficulty (50), the spell summons a single creature whose Hit Dice does not exceed the caster's level. The caster can choose to summon multiple creatures, but there is a difficulty modifier (see Table 29). The caster can choose to summon a specific creature if its name is known. Doubling the base difficulty (100) doubles the total Hit Dice of creatures that can be summoned, tripling (150) the base difficulty triples the Hit Dice, and so on.

A summoned creature whose Hit Dice are less than the caster's level automatically attacks the caster's foes for the duration of the spell or until the caster commands it to cease. If the caster has no enemies to fight, the creature can be commanded to perform other actions for the duration of the spell. The spell does not grant the ability to communicate with a summoned creature, so additional magic may be required. Any summoned creature returns to the locale from which is was summoned if it is dispelled, banished, or slain.

If a summoned creature's Hit Dice are greater than the caster's level, or if the creature

was specifically named in the summoning, the caster has no special control over it, though it can be bound, charmed, or compelled.

The initial distance between the caster and the summoned creature is not a factor, but the distance between the caster and where the summoned creature appears is.

## Enchantment/Charm

**Charm:** The spell causes a target creature with an Intelligence rating to abandon its own thoughts and feelings and adopt a specified emotional response toward the caster. The caster might inspire fear, love, loyalty, friendship, or any other purely emotional state. The emotional state remains for the duration of the spell; however, creatures are periodically allowed new saving throws based on their Intelligence scores as noted in the *charm person* spell.

If communication between the caster and the charmed creature is possible, the caster can exercise limited control over the subject. Charmed creatures that are asked to perform obviously suicidal actions are typically freed from a charm, see the *charm person* spell for details.

Casting this spell on an undead creature triples the difficulty (60). Golems, automatons, and animated objects cannot be charmed.

**Compel:** The spell forces the target creature to take an immediate action of the caster's choosing. The action must be something the target could normally do, and the action must not be suicidal.

At base difficulty, a compulsion lasts a single round. If the action requires more time, the duration must be extended appropriately, with a corresponding increase in difficulty.

**Fortify:** See the notes under Alteration.

**Imbue:** The spell grants the target a quality or ability—other than movement—that it did not have before. An imbued ability cannot change the target's basic nature.

At base difficulty (45), the target can be imbued with a common, non-offensive, ability that does not extend beyond the target's touch. An animal can be taught a simple trick, an unskilled person can be given a general proficiency, or an object can be given a simple, physical quality it does not normally possess, such as a bit of cloth becoming abrasive.

At double difficulty (90), the target can be given unusual abilities that do not extend more than 30 feet from the object and are nonmagical in nature. Characters can be granted proficiencies outside the general category or racial abilities such as infravision. Similarly, a sword can be given the ability to harm creatures normally harmed only by magical weapons or the ability to float in water.

Targets can be imbued with magical abilities or extraordinary properties, but the spellcaster must combine the spell with another type of magic. For example, giving a sword a true magical bonus requires a strike spell (one multiple of difficulty per plus).

Transmuting lead into a more valuable metal requires a transform spell at a difficulty of 105. In addition, the extent of the transmutation increases the imbue difficulty one multiple. At base difficulty (45+105), lead can be transmuted into copper. Transmuting

lead into silver doubles the imbue difficulty (90), and transmuting lead into gold triples the imbue difficulty (135). If the original material was nonmetallic, the imbue spell requires an extra multiple of difficulty—turning wood into gold has a difficulty of 285.

Granting a creature the ability to *detect magic* by touch requires a reveal spell at base difficulty (20). Granting the same creature the ability to inspire fear on sight requires a charm spell at an adjusted difficulty of 60 (base 20 + 40 for a line-of-sight effect).

Imbue can also be used to create an effect that lasts until triggered. The caster begins by creating the imbue spell with a permanent duration (this does not cause a loss of Constitution) and then follows immediately with the effect to be triggered. If more than a day passes between the completion of the imbue spell and the effect, the second spell must be combined with another imbue spell. Such effects can be combined to produce an effect that can be triggered multiple times.

## Divination

**Foresee:** The spell reads the future. The caster poses a single question and receives an answer. The spell's final difficulty depends on the how far into the future the caster delves (use Table 32) and the actual range to the subject. The answer is truthful, but often cryptic and always literal. For example, a spell that asks the fate of a king has an adjusted difficulty of 125 (base 25 plus 100 for an unspecified time frame) and is likely to reveal only that the king eventually dies. Careful wording of a question can produce clearer results.

By tripling the base difficulty (75), the caster can extend one normal sense (sight, hearing, touch, taste, and smell) into the future, with additional modifiers for the temporal and actual distance, as above.

There is no saving throw vs. a foresee spell unless the spell is used to predict an unwilling creature's alignment, intentions, or mental state.

**Reveal:** The spell shows what is hidden or not readily apparent. The spell reveals information about the present or the past.

At base difficulty (20), the caster can project one normal sense to the limit of the spell's range. For the duration of the spell, the caster can see, hear, smell, feel, or taste as though standing in the target area. If the target area is larger than the five-foot-square default area, the caster's point of view can be freely shifted within the area. If the caster wishes to employ an enchanted sense (microscopic vision, *ESP*, infravision, etc.), the base difficulty is doubled (40).

A reveal spell can also detect auras. At base difficulty (20), the caster can perceive one aura, effect, or substance (magic, evil, invisibility, charm, gold, etc.) by touch for the duration of the spell. Increasing the spell's range extends the caster's detection ability in a 10-foot path that is as long as the range. If the caster concentrates for one round, a ranged detection can penetrate one yard of earth or wood, one foot of stone, or one inch of steel or other metal. A thin sheet of lead blocks the detection. The caster—and only the caster—perceives the aura through feedback to his senses (hands tingling, throbbing headache, light intensity, etc.) and can tell where the source lies and how powerful it is (faint, moderate, strong, or overwhelming).

Doubling the difficulty (40), doubles the penetration (up to one inch of lead) and

allows the caster to analyze what is detected (the type of magic, how much gold, etc.). If there are multiple sources, only that fact is revealed; analysis takes one round.

Tripling the difficulty (60) triples the penetration and allows complete analysis. The caster can determine the subject's alignment, all types of magic in operation, etc. Each additional multiple of difficulty extends the penetration range. At quintuple difficulty (100), a reveal spell bestows the power of *true seeing* (as the 5th-level priest spell).

A reveal spell allows the caster to sense or ask questions about the past just as the foresee spell provides insights into the future. The past is easier to divine that the future—divide the time periods on Table 32 by 10 when determining difficulty. For example, looking 10 years into the past adds 70 to the difficulty.

A single use of the spell produces one effect (sense extension, aura reading, or divining the past), though an ambitions caster could combine all three functions into one very difficult spell.

There is no saving throw vs. a reveal spell unless the spell is used to examine an unwilling creature's alignment, thoughts, or mental state.

## Illusion/Phantasm

**Conceal:** The spell hides objects or creatures, rendering them undetectable for the duration of the spell.

At base difficulty (20), the target becomes undetectable to one ordinary sense for the duration of the spell. The spell's area must be large enough to cover the entire target, and each multiple to the base difficulty eliminates one additional sense. Concealment from magical senses, such as ESP and detection spells, double the difficulty (40). A single type of detection counts as one sense. For example, a spell that conceals a target from both *ESP* and magical detection has a difficulty of at least 40. A *true seeing* spell always defeats a conceal spell, but a target can be warded against detection.

If a concealed creature makes an attack, the spell is broken unless the conceal is combined with an imbue with the same duration as the conceal spell—this is an exception to the general rule about combining spells. Damage from a successful attack is never concealed, even if the attacker is concealed from the sense of touch. Magical items that produce visible effects, such as a *fireball* from a *wand of fire*, are not concealed along with a creature.

**Delude:** The spell confounds or distorts the senses, making the target seem like something else.

At base difficulty (30), one of the target's sensory aspects can be changed for the duration of the spell. The target does not actually change, but it looks, feels, smells, sounds, or tastes like something else. Changing the target's apparent size more than one category (see Tables 29 and 30) doubles the difficulty, and each additional multiple of difficulty allows one additional category of change.

Doubling the base difficulty (60) changes the way the target appears to extraordinary senses such as ESP. For example, making an astral deva seem mindless or an agitated storm giant appear calm doubles the difficulty. This is in addition to any multiplier for changing the target's apparent size. For example, making a 30-foot-tall storm giant look like an unintelligent halfling has a minimum difficulty of 150.

**Phantom:** The spell creates a sensory or mental image that can effect any thinking creature if the creature believes the image.

At base difficulty (40), the image impacts one sense—smell, sound, sight, taste, or touch—or exists solely as a mental image in the target creature's mind. Each multiple added to the base difficulty adds one sensory attribute to the image. If a sensory image is given a mental attribute, the image appears to have thoughts or emotions. Adding a specific thought or emotion adds 40 to the difficulty.

If the image's duration is instantaneous, the image lasts only as long as the caster concentrates. If a duration is specified, the image follows a simple program of action, as specified by the caster, for the duration of the spell. A programmed illusion can be made to activate itself in response to a specific trigger if combined with an imbue spell. A programmed illusion can react logically any situation it encounters if combined with an imbue spell at triple difficulty (135).

Unlike a shadow shape, an image cannot inflict real damage, even if the target believes it is real (see *Player's Handbook*, Chapter 7).

An image can be used to kill, however, by drawing on the target's fears. Such images are purely mental and function just like slay spells.

**Shadow Shape:** The spell allows the user to manipulate material from the Demiplane of Shadow, creating partially real illusions that retain their effectiveness even if disbelieved. The caster can employ a shadow shape as a conjure, summon, or strike spell. A shadow shape's base difficulty is the same as the spell it mimics.

If disbelieved, the shadow shapes retain an Armor Class of 4 and 80% of their hit points and damage potential. Special attacks, such as petrifaction and level draining, generally persist for as long as the spell lasts or until dispelled or disbelieved, but there is a 50% chance that they remain even after the spell fades.

## Evocation/Invocation

**Create:** The spell creates something out of nothing. The caster can create a wall or block of material.

At base difficulty (25), the caster creates a wall of energy (fire, lightning, or cold) five feet square and hair thin. Anything passing through the wall suffers 2d8 points of damage plus one point per caster level. Anything within 10 feet of the sheet suffers 1d8 points of damage, save vs. spells for half.

The caster can orient a wall of energy in any direction and shape it in any fashion. Once created, the wall remains in place and retains its shape for the duration of the spell. The wall can be cast upon a creature without difficulty, but the target suffers the lesser amount of damage unless the sheet is combined with a strike spell—in which case a save vs. spells for half damage applies. At the caster's option, one side of the wall can be harmless, inflicting no damage even to things that pass through it.

If the caster increases the difficulty to get a wall larger than the minimum size, use the area column from Table 29. The wall is five feet high and as long as the area's base dimension. For example, adding five points to the difficulty makes a wall five feet high and 50 feet long. The caster can increase the height by reducing the length. For example,

a 50-foot wall becomes 10 feet high and 25 feet long.

Doubling the base difficulty (50) creates a wall of soft material (such as wood, clay, or ice) five feet square and six inches thick. The caster can double the thickness by halving the area.

The caster can orient a physical wall in any direction and shape it freely. Once created, the wall retains its shape for the duration of the spell. If not properly supported, either by previously existing material or by virtue of a self-supporting shape (see the *wall of stone* spell description in the *PHB* for guidelines), the wall falls over, inflicting 3d10 points of damage on any creature caught underneath (save vs. death magic to avoid). If the wall is created in the same space as a target, it appears with a hole large enough to allow the target to remain unharmed.

At triple the base difficulty (75), the caster can create a wall of a hard substance, such as granite or iron. The wall has the same general characteristics as a wall of soft material, but if it falls, it crushes and kills creatures caught underneath (save vs. death magic to avoid).

At quadruple the base difficulty (100), the caster creates a wall of pure force that duplicates the effects of the 5th-level wizard spell *wall of force*.

At base difficulty (35), the caster can create a 50-pound block of simple elemental matter, such as water or dirt, or a pile of smaller blocks whose total weight does not exceed 50 pounds. At double difficulty (70) the caster can create soft, compound materials, such as brick or wood. At triple difficulty (105), the caster can create common, pure metals, such as iron or lead. The caster can combine a creation spell with an imbue spell to create valuable metals as detailed in the transform spell.

A creation spell that produces matter—not force or energy—can be made permanent without the loss of a point of Constitution.

**Imbue:** See the notes under Enchantment/Charm.

**Strike:** The spell directs energy or force against a target.

At base difficulty (25), the caster inflicts 2d8 points of damage plus one point per caster level by touch. The damage can be delivered through a burst of energy (fire, electricity, or cold) or force. The target is allowed a saving throw vs. spell for half damage. Energy bursts can damage objects, but force bursts cannot. A touch-delivered strike requires an attack roll, but a ranged strike does not. For every five points of additional difficulty, the caster can add 1d8, to a maximum of 30d8.

Adding a duration to a strike creates a static effect that can damage anything that blunders into it while the spell lasts.

If a strike is combined with a wall of energy, the resulting spell inflicts wall damage or strike damage, whichever is greater. The combination spell effect can be imbued with an animate spell to create an effect that moves at the caster's command. The mobile spell has an Armor Class of 0 and as many hit points as the caster. The spell effect can be harmed only by magical weapons and magical attacks; an effect is immune to its own form of energy.

A strike combined with a force wall can trap a target for the duration of the spell provided it is large enough to surround the creature. The target is not otherwise harmed and may escape by destroying the wall or teleporting away. The combined spell can be

imbued with an animate spell and move at the caster's command, grasping, crushing, or smashing objects. The effect is similar to the 9th-level spell *Bigby's crushing hand* spell except that it has an Armor Class of –2 and twice the caster's hit points.

**Table 29:**
## Areas of Effect

| Creature | Area | Object | Difficulty |
|---|---|---|---|
| 1 | 5 | 200 lbs. | 0 |
| 1d4+1 (3) | 50 | 500 lbs. | 5 |
| 1d6+5 (6) | 500 | 1,000 lbs. | 10 |
| 1d8+6 (9) | 5,000 | 1 ton | 15 |
| 1d10+7 (12) | 10,000 | 5 tons | 20 |
| 1d12+8 (15) | 25,000 | 10 tons | 25 |
| 2d8+8 (18) | 50,000 | 50 tons | 30 |
| 3d10+8 (21) | Province | 100 tons | 40 |
| 4d12+8 (24) | Region | 200 tons | 80 |
| 5d20+8 (27) | Plane | 500 tons | 160 |

**Creature:** The spell affects the indicated number of creatures or less. If the caster does not wish to roll dice, use the number in parentheses instead.

All creatures to be affected cannot be farther apart than the distance listed in the area column. For example, if a spell affects six creatures, they must all be within 500 feet of each other.

A spell can affect all creatures in a designated area, but the difficulty modifier is 10 times the value listed. For example, a spell that charms every creature in a 10,000 square feet area has a difficulty modifier of 200.

**Area:** The spell effect fills a square area five feet high. Numbers indicate the length of the square's sides in feet. A province is an area 20 miles square. A region is an area 100 miles square. A planar effect fills the entire plane where the spell is cast. An area can be angled or reshaped to fill whatever volume the caster desires, but the volume's minimum height is always considered to be five feet.

**Object:** The spell affects a number of objects whose weight does not exceed the listed value. If multiple objects are affected, they cannot be farther apart than the distance listed in the corresponding area column.

**Table 30:**
## Animated Objects

| Size[1] | Weight[2] | Damage[3] |
|---|---|---|
| Tiny | 50 lbs. | 2 |
| Small | 100 lbs. | 5 |

| | | |
|---|---|---|
| Man | 200 lbs. | 10 |
| Large | 500 lbs. | 15 |
| Huge | 1,000 lbs. | 20 |
| Gargantuan | 1 Ton | 25 |

[1] Size categories are taken from the Monstrous Manual and the various Monstrous Compendium tomes.

[2] Use the object column from Table 29 to calculate how difficult the object is to animate. Use this table to determine how much damage the object can inflict in combat. Objects weighing more than one ton cannot move if animated, but portions of them can move. For example, animating a castle has a difficulty of 80. The castle itself cannot move, but individual parts can.

[3] The figure given is average damage from a single blow. Any combination of damage dice and bonuses that produces the listed average is acceptable. For example, a stool or chair might inflict 1d3 points of damage with a single blow, a table might inflict 1d6+1 or 1d8 points of damage, and a castle's drawbridge might inflict 4d4+8 or 3d10+10 points of damage.

**Table 31:**
## Ranges

| **Range**[1] | **Difficulty** |
|---|---|
| Touch or 0 | 0 |
| 20 yards | 5 |
| 50 yards | 10 |
| 100 yards | 15 |
| 500 yards | 20 |
| 1,000 yards | 25 |
| 1,500 yards | 30 |
| Line of Sight[2] | 40 |
| Plane[3] | 60 |
| Trans-Planar[4] | 100 |

[1] A spell's range is either the distance between the caster and the portion of the spell's area of effect closest to the caster or between the caster and the center of the area of effect; the choice is the caster's. Spells with touch range are always centered on the target the caster touches.

[2] A spell with line-of-sight range can affect any target the caster can see, regardless of the range.

[3] A spell with planar range can affect a target anywhere on the plane where the spell is cast. Use this category for any spell where the target's location is not known.

[4] A spell with trans-planar range actually reaches across planar boundaries. Only transport and reveal spells work at this range.

**Table 32:**
## Durations

| Duration | Difficulty |
|---|---|
| Instantaneous[1] | 0 |
| 1 round | 1 |
| 1 turn | 3 |
| 1 hour | 5 |
| 6 hours | 7 |
| 12 hours | 10 |
| 1 day | 15 |
| 1 week | 30 |
| 1 month | 50 |
| 1 year | 70 |
| Permanent[2] | 100 |

[1] Spells with instantaneous durations have permanent effects. For example, a strike occurs in an instant, but the damage it inflicts remains until healed. Spells with longer durations cease to affect their targets once their durations expire.

[2] Making a spell permanent usually drains a point of Constitution from the caster, see the individual spell descriptions for exceptions.

**Table 33:**
## Preparation and Casting Times

| Adjusted Difficulty | Preparation Time[1] | Casting Time |
|---|---|---|
| –1 or less | None | 1 round |
| 0 | 1 round | 1 round |
| 1–5 | 1 turn | 1 round |
| 6–10 | 1 day[2] | 1 turn |
| 11–20 | 1 week | 1 turn |
| 21–30 | 2 weeks | 1 hour |
| 31–50 | 1 month | 1 hour |
| 51–100 | 2 months | 1 day |
| 101–150 | 6 months | 1 day |
| 151+ | 1 year | 1 week |

[1] The figure given is the minimum preparation time.

[2] Preparation and casting times of one day or more require a maximum of eight hours of effort per day.

**Table 34:**
## Difficulty Adjustments

| **Condition** | **Modifier** |
|---|---|
| Material Component | |
| Common | None |
| Rare | –10 |
| Exotic | –20 or 1/2 |
| Special Condition | |
| Common | None |
| Rare | –10 |
| Exotic | –20 or 1/2 |
| Caster Level | –1 per Level[1] |
| Specialist[2] | –51 |
| Caster has cast this spell before | –10[3] |
| Saving Throw or MR modifier[4] | Variable |

[1] The caster's level applies to adjusted difficulty before any other modifiers for material components and conditions.

[2] Specialist wizards receive this modifier when casting true dweomers that use a type of spell from their schools of specialization.

[3] This adjustment only applies if the spell is cast the same way it was previously. If range, duration, or other attributes are changed, the –10 reduction does not apply.

[4] If the true dweomer normally allows a saving throw, the caster can alter the spell's adjusted difficulty to increase or decrease the target's saving throw as explained below (see the **True Dweomers in Play** section for more information).

Each +5 added to the difficulty imposes a –1 saving throw modifier on the target; each –5 subtracted from the difficulty gives the target a +1 saving throw bonus. A difficulty modifier of 100 eliminates any saving throw.

A true dweomer's adjusted difficulty can be increased to reduce the target's magic resistance, including resistance provided by a ward spell. Each +1 added to the difficulty reduces magic resistance by –1. It is not possible to reduce a spell's difficulty by increasing the target's magic resistance. If the resistance penalty lowers the target's magic resistance to 0 or less, there is no further effect other than negating the roll.

## Necromancy

**Animate (dead):** The spell restores movement to dead creatures.

At base difficulty (25), the spell animates one Hit Die of skeletons or zombies for each level of the caster's experience. Doubling the base difficulty (50) doubles the Hit Dice of creatures animated, tripling the difficulty (75) triples the Hit Dice of creatures animated, and so on. All the remains to be animated must be intact and within the spell's area of effect. See the 5th-level wizard spell *animate dead* for details.

The current condition of the remains can affect the spell. If the remains have been scattered, but not destroyed, the spell's base difficulty increases by 25. If the remains are scattered and ancient, such as buried and broken up by time and natural forces, the difficulty increases by 75.

**Slay:** The spell destroys life, utterly and irrevocably slaying living creatures.

At base difficulty (50), the caster can slay a single creature whose Hit Dice do not exceed his own. If the spell is extended over an area, the total Hit Dice of the creatures slain cannot exceed the caster's level.

A touch-delivered slaying requires an attack roll, but ranged slayings do not. Targets with 9 Hit Dice or more gain saving throws vs. death to negate the effects. For every five points of additional difficulty, the Hit Dice affected increases by 1 die. There is no maximum.

**Tap:** The spell manipulates a creature's life force. Priests (and only priests) use this spell to heal injuries.

At base difficulty (40), this spell drains 1d8 hit points from living targets by touch. A touch-delivered tap requires an attack roll, but ranged taps do not. Targets with 9 Hit Dice or more gain a saving throws vs. spells to negate the effects. For every five points of additional difficulty, the damage increases by one die to a maximum of 30d8. A damage-inflicting tap always has an instantaneous duration which cannot be increased.

At double difficulty (80), a tap can transfer hit points drained from a victim to the caster for the duration of the spell or until the caster loses the hit points through combat or other means. Any damage the caster suffers is deducted from the stolen hit points first. In any case, the target does not automatically regain the lost points when the spell ends, though the damage can be restored through rest or magical healing just as most other forms of damage.

Alternately, the caster can employ a tap at double difficulty (80) to drain one point from an ability score. The loss persists for the duration of the spell (the ability score is suppressed, not drained away). At a difficulty of 160, the caster can transfer the stolen ability score to himself for the duration of the spell.

At triple difficulty (120), the caster can drain one energy level for the duration of the spell. At a difficulty of 240, the caster can transfer the stolen level to himself.

## Material Components

As explained on page 119, the caster must employ some object or material to create a true dweomer. The caster can use combinations of common, rare, and exotic components to make a true dweomer easier to prepare and cast, according to the limitations outlined

below. The caster must have a common material component on hand to begin preparing a spell.

*Common:* The component is something fairly plentiful and easy to get under normal circumstances. The caster might use a butterfly's cocoon for a transformation spell, a handful of nails to create an iron wall, or a magnifying glass for a reveal spell. Every true dweomer requires at least one common material component. There is no reduction in the spell's adjusted or final difficulty for multiple common components.

*Rare:* A rare component is normally expensive and difficult to find. The caster might use a legal document or writ issued by a court against the target of a banishment spell, a packet of expensive herbs in a compel spell, or a live electric eel in a strike spell that employs electricity. A character can employ as many as three rare components to reduce a spell's adjusted or final difficulty by –30. The limit applies once per spell. That is, the caster can use three rare components to reduce the spell's adjusted difficulty by 30, the final difficulty by 30, the adjusted difficulty by 20 and the final difficulty by 10, or vice versa.

If the caster does not have a rare component on hand during the entire preparation time for a spell, the modifier can be applied only to the spell's final difficulty number.

*Exotic:* An exotic component is unique or unusual and cannot be purchased—the character must undertake an adventure to get it. The caster might use a fragment of an ancient sundial in a destroy spell, a displacer beast's hide in a delude spell, or sand taken from the track an iron golem left after taking its first step in an animate spell. A character can employ any number of exotic components to reduce a spell's adjusted or final difficulty. When an exotic component is used in a spell, the adjusted or final difficulty is reduced by half or by 20 points, whichever is greater. It is usually to the caster's advantage to apply the modifier for an exotic component before any modifiers for rare components, but the caster is not required to do so.

A single exotic component reduces either the spell's adjusted difficulty or final difficulty, but not both. If an exotic component is not available for the spell's entire preparation time, the modifier for it can be applied only to the final difficulty.

## Special Conditions

Any technique or unusual restriction that the caster imposes on himself during the spell's preparation time can reduce the spell's adjusted or final difficulty. Similarly, the caster can limit the way the spell is used and make the spell easier to prepare and cast. Like material components, special conditions are classified according to rarity.

*Common:* This is the minimum condition for preparing or casting a spell (see page 119).

*Rare:* The condition requires some extra effort or extraordinary expense on the caster's part. The caster might remain in a locale that is particularly appropriate for casting a spell; for example, staying in school or library when preparing a reveal spell. The caster might refrain from taking a certain action during a spell's preparation time, such as never answering a question truthfully while preparing a delude spell. The caster might specify a limited use for the spell, such as a dispel that only works against afflictions that have been unjustly laid.

A rare condition is not effective unless the character is exceptionally clever or

undergoes some hardship or sacrifice. Only one rare condition can apply to any given spell, affecting either the adjusted or final difficulty. The DM must be very careful when assigning limitations, as players tend to specify limitations that only apply to the situation immediately at hand. A limitation reduces difficulty only when it actually makes the spell harder for a player character to use.

*Exotic:* The condition is unique, and the character must undertake an adventure to complete it. An exotic condition often exists only in a metaphorical sense. Shielding the innocent from a tyrant's wrath might be useful in preparing a ward spell. Carrying an idea to the four corners of the world might help with a transport spell. Freeing a village from fear might help with a dispel, especially if the target of the dispel and the source of the fear are one in the same. Only one modifier for an exotic condition can apply to a single spell. The caster can apply it to either the adjusted or final difficulty, but not both.

### Preparing the Spell

Once a true dweomer's adjusted difficulty has been calculated, the caster can begin preparing to cast the spell. To prepare a spell, the caster must spend time in quiet study or meditation. The caster cannot fight, cast spells, move faster than a walk, or engage in any other activity that requires intense physical effort or mental concentration. If the preparation time is one day or more, the caster must spend eight hours a day preparing for the endeavor, although he is free to pursue other activities during the remaining 16 hours. Keep in mind that there is a limit to the number of true dweomers a character can prepare at once (see page 119 and Table 44).

If the caster wishes to reduce the spell's preparation time, material components or special conditions can be added to reduce the adjusted difficulty, which in turn reduces preparation and casting times.

If the caster is interrupted or ceases the preparations, the spell is disrupted. Preparations that require one day or less are completely disrupted and must be restarted. If the preparations require one week or more, the caster loses any preparation time already spent on the day when the disruption occurs and loses another day's worth of preparations as the caster makes the readjustments to continue the spell.

For example, Pharjis, a 25th-level diviner, is preparing a spell with an adjusted difficulty of 15, which requires a week's worth of preparations. He prepares for three days without incident, but in the middle of the fourth day an explosion in his laboratory keeps him busy well into the night. Pharjis loses the preparation time he completed on day four and must backtrack another day, so he must prepare for five more days before he can cast the spell.

If an interruption lasts more than one day, the caster must either begin preparations again or backtrack that many days when resuming preparations. For example, if Pharjis were preparing a spell with an adjusted difficulty of 55 , he would need to prepare for two months. If he were to be interrupted for a full week, he loses not only that week but another seven days worth of preparations.

When the caster completes the required preparation time, the spell may or may not be ready to cast. The character must roll a final difficulty check to conclude the preparations.

### Final Difficulty

A spell's final difficulty number is usually the same as its adjusted difficulty. When

the caster has spent the required preparation time, roll 1d100. If the number rolled is equal to or higher than the spell's final difficulty number, preparations are complete. If the roll is lower than the final difficulty, the caster must continue preparing the spell and can check again when another period of preparations are complete.

If the spell's adjusted difficulty is higher than 100, or if the caster simply wishes to reduce the difficulty number, the caster can apply a modifier for a material component to the final difficulty instead of the adjusted difficulty. This does not affect the spell's preparation or casting time.

The caster can also extend or reduce a spell's preparation time by adjusting the final difficulty. If the caster increases the preparation time to the next higher category, the final difficulty is reduced by half or –10, whichever is higher. The spell's casting time is unchanged. If the spell's adjusted difficulty is 151 or higher, increasing the preparation time doubles it to two years. The caster can also shorten a spell's preparation time to the next lower category by doubling the difficulty. Each of these modifications can be made only once. If the adjusted difficulty is 0 or less, the difficulty cannot be doubled.

For example, if Pharjis decides to spend six months preparing his difficulty 55 spell, the final difficulty is reduced to 28 (fractions are rounded up), but the spell still takes one hour to cast. Similarly, if Pharjis wished to spend only one day preparing his difficulty 15 spell, its final difficulty would rise to 30.

### Casting the Spell

Once preparations are successfully concluded, the character is free to cast the spell. Casting a true dweomer is just like casting any other spell. The caster must be free to speak and move, and any material components used in the spell must be at hand. If the caster's concentration is broken during the casting time, the entire spell is ruined and any material components used vanish in a fizzle of useless energy.

If the casting time is a day or longer, the character need spend only 8 hours actually casting and is free to pursue other activities during the remaining 16 hours. When the caster is not actually working on the spell, attacks on the character do not disrupt the spell. However, once the caster begins the spell, casting must continue daily. Any breaks ruin the spell.

For example, Pharjis is working on a particularly difficult spell. The adjusted difficulty is 160, which Pharjis has reduced to 80 by extending the preparation time to two years. Once preparations are complete, Pharjis must spend one week casting the spell. He must spend eight hours a day on seven consecutive days to cast the spell. If he misses a day, the spell is lost, though he does not have to begin his eight hours of casting at the same time each day.

Once prepared, a spell can be held only as long as its minimum preparation time. In the preceding example, Pharjis could wait as long a full year before casting his difficulty 160 spell. Because Pharjis is only 25th level, he can prepare or cast only one other true dweomer per day until he casts the spell he has prepared.

### An Example of True Dweomer Creation

Pharjis, the 25th-level diviner from the previous examples in this section, is concerned about a horde of marauding orcs that has been ravaging the countryside. He decides to take a look at the orcs from the safety of his tower.

The type of magic is reveal (base difficulty 20). Pharjis only wants to look, so there is

no modifier to the base difficulty. Pharjis is extending his sight so he can see the horde as though he were standing in a five-foot square area somewhere within it. This doesn't suit Pharjis particularly well, so he decides to expand the default area of effect to a 100-mile square area immediately to the west of his tower—if the orcs are farther away than that, he isn't worried about them. The range is effectively zero, so there is no difficulty modifier. The modifier for a region-sized area (100 miles square) is 80. Pharjis wants to keep watch for half a day, adding 10 to the difficulty. The spell's difficulty from its combined elements is 110 (20+80+10). Pharjis subtracts 25 for his level, 5 because he is a diviner, and 10 because he has done this before for an adjusted difficulty of 70.

The basic preparation time is two months—the orcs would be gone by then, so Pharjis must do something to decrease the preparation time. He throws in a golden spyglass, a pair of spectacles, a detailed map of the area to be observed, and a feather given freely by a giant eagle. The spyglass, spectacles, and map are rare material components, and the eagle feather is an exotic—giant eagles don't usually go around giving feathers away. The exotic component reduces the difficulty by half to 35. The three rare components reduce the difficulty to 5, which requires a turn's preparation.

At this point, Pharjis doubles the final difficulty to 10, which reduces the preparation time to a round (the spell still requires a turn to cast). After one round of preparation, Pharjis rolls the dice and gets 02%, a failure. He must spend another round in preparation. At the end of the second round, Pharjis rolls 81%, a success. The next round, Pharjis casts the spell—no further die rolls are required.

Pharjis searches the entire area of effect for 12 hours, moving his point of view around at will. The orcs are in the area, and Pharjis quickly locates them. He carefully notes their numbers and equipment and then sends a message to an old adventuring buddy of his—a high-level ranger with a special interest in orcs.

### True Dweomers in Play

True dweomers follow most of the standard rules for spells, with the following exceptions:

**Saving Throws:** Most true dweomers allow a saving throw vs. spell, check the descriptions for the individual spell types for details. The saving throws by character level optional rule (see page 144) is always used for true dweomers; bonuses for high ability scores apply normally.

If a true dweomer's difficulty has been lowered, the target's saving throw improves; however, the automatic saving throw failure rule (page 142) still applies.

Creatures with magic resistance are entitled to a normal resistance roll against a true dweomer, according to the limitations explained in Chapter 9 of the Player's Handbook.

**Protective Devices:** Items such as *rings of protection* work normally against 10th-level spells. True dweomers cannot be stored or absorbed. Pale lavender and lavender and green *ioun stones* are ineffective against true dweomers, as are *rods of absorption* and the absorption powers of *staffs of the magi*.

**Dispel Effects:** The 3rd-level *dispel magic* spell is of limited use against 10th-level spells. To be effective, *dispel magic* must be directed solely against the true dweomer to be dispelled. If it succeeds, the true dweomer is rendered nonoperational for 1d4 rounds.

A *dispel magic* spell cannot disrupt a true dweomer whose area of effect is larger than the *dispel magic* spell's area of effect.

*Mordenkainen's disjunction* has a 1% chance per caster level of disjoining any true dweomer. If any portion of the enchantment is disjoined, the entire true dweomer is disjoined.

A *wish* automatically dispels a true dweomer, but that is the only effect the *wish* has. A *limited wish* spell can temporarily negate a true dweomer for 1d8 hours.

Also, see the explanation of the dispel true dweomer on page 122.

**Magical Barriers:** A dispel true dweomer instantly destroys any wall spell or magical barrier created by a 1st-9th level spell or magical device if it succeeds, including *wall of force*, *prismatic wall*, *prismatic sphere*, *antimagic shell*, and the *cube of force*.

A destroy true dweomer eliminates a *wall of force*, *prismatic wall*, or *prismatic sphere* if its area of effect is large enough to encompass the whole spell effect.

If not destroyed or dispelled, any barrier that keeps out magic keeps out a true dweomer unless the true dweomer's area of effect is large enough to circumvent the barrier. For example, a flat *wall of force* cannot keep out a province-sized true dweomer. Spherical barriers cannot be circumvented in this manner.

## True Dweomers in Magical Duels

Duelists can attempt to employ true dweomers, but they usually are not useful because they take too long to prepare and cast. Each round of preparation or casting time for a true dweomer requires one round in the duel. Both preparation and spellcasting can be disrupted if the caster fails a saving throw or loses a character combat roll. Any true dweomer with a casting time of more than one round is useless as a counter spell.

In all other respects, true dweomers function like normal spells. All true dweomers have PRs of 19 and move at a rate based on their ranges. A true dweomer's default area of effect and duration is always sufficient to send it moving across a dueling arena, though in some cases the caster might wish to increase the difficulty to enhance the spell's effect once it reaches the opponent's square or to give the spell a better movement rate. Use Table 35 to determine a true dweomer's spell type in a duel.

**Table 35:**
### True Dweomer Spell Types for Duels

| True Dweomer Type* | Dueling Type |
|---|---|
| **Abjuration** | |
| Banish | Attack |
| Dispel | Attack/Defense |
| Reflect | Defense |
| Ward | Defense |
| **Alteration** | |
| Animate | Attack/Defense |
| Destroy | Leech |
| Fortify | Leech |

| | |
|---|---|
| Transform | Attack |
| Transport | Leech |
| **Conjuration/Summoning** | |
| Afflict | Attack |
| Bind | Attack |
| Conjure | Leech |
| Summon | Attack/Defense |
| **Enchantment/Charm** | |
| Charm | Attack |
| Compel | Attack |
| Fortify | Leech |
| Imbue | Leech |
| **Divination** | |
| Foresee | Leech |
| Reveal | Leech |
| **Illusion/Phantasm** | |
| Conceal | Leech |
| Delude | Leech |
| Phantom | Any |
| Shadow Shape | Attack/Defense or Missile |
| **Invocation/Evocation** | |
| Create | Attack/Defense |
| Imbue | Leech |
| Strike | Missile |
| **Necromancy** | |
| Animate | Attack/Defense |
| Tap | Attack |
| Slay | Attack |

### True Dweomers and Quest Spells

As powerful as a true dweomer is, it is still mortal magic. Quest spell effects, which represent a deity's direct intervention in the world, generally cannot be countered by true dweomers. A dispel true dweomer is ineffective against a quest spell effect.

If a quest spell produces a creature, object, or other effect that can be attacked or destroyed by normal means or spells, a true dweomer can be used to attack it. For example, a banish true dweomer cannot remove the creatures summoned by a wolf spirits quest spell, but a slay or strike true dweomer can harm the individual *wolf spirits*.

Ward true dweomers can work against quest spell effects if the protection is relevant. For example, a ward that provides protection from electrical attacks is effective against the lightning bolts generated from a *storm of vengeance* quest spell, but not the spell's other effects.

If the quest spell allows a saving throw, the ward works normally. If the quest spell does not allow a saving throw, anything protected by a ward gains a saving throw of 18. If the ward provides magic resistance, its value is halved vs. quest spell effects.

## Known True Dweomers

Players and DMs can use the system outlined above to create an endless variety of spells. Here is a brief sampling of true dweomers that have been documented in one or more worlds.

The spells are presented in standard AD&D game format, as described in Appendix 2 of the *Player's Handbook*, except as noted below. Additional information specific to true dweomers is also included.

The *Type* entry identifies all the kinds of magic (from Table 28) used in the spell.

The *Difficulty* entry gives the spell's difficulty rating before any reductions.

The *Final Difficulty* rating gives the spell's difficulty as if it were being cast by a nonspecialized caster of 20th level using all the material components and special conditions listed in the spell description. An additional –10 for casting a previously recorded spell is also applied.

The *Preparation and Casting Time* are based on the spell's unmodified final difficulty rating.

The *Range* entry works as described in the notes to Table 31.

## Hurd's Obligation

**(Conjuration/Summoning)**

Type: Bind
Range: Touch
Duration: Conditional
Adjusted Difficulty: 180
Final Difficulty: 45
Preparation Time: 1 Month
Casting Time: 1 Hour
Area of Effect: 1d6+5 Creatures
Saving Throw: Neg (–8 penalty)

A covetous wizard invented this spell to ensure that adventurers in his employ honored their agreements. Hurd worked diligently to discover hidden caches of treasure and regularly dispatched teams of heroes to recover them. The spell was normally completed with a handshake between the caster and the group's leader. A typical venture could take six months to a year to complete, but the spell remained until the verbal contract was carried out.

Creatures subjected to this spell are forced to carry out the terms of their agreement with the caster. They are incapable of fighting the effects of the spell to try and escape the agreement. In Hurd's case, adventuring parties returned back to his tower with all of the treasure they found and gave him his agreed-upon share. Only a 10th-level dispel, such as *Nazzer's nullification*, cast directly upon an affected creature can dispel its effects.

The material components are a sheet of vellum inscribed with the adventurers' names (common), a permanent magical item given to the group's leader (exotic), a small ruby (100 gp value) given to each creature affected, one pound of giant bee honey, and a few drops of *oil of slipperiness* (rare components). The items given away are not consumed,

but become the recipients' property.

## Kolin's Undead Legion

**(Necromancy)**

Type: Animate
Range: Plane
Duration: Instantaneous
Difficulty: 325
Final Difficulty: 45
Preparation Time: 1 Month
Casting Time: 1 Hour
Area of Effect: 5,000-foot square, 5 feet high
Saving Throw: None

This spell animates 200 Hit Dice of skeletons or zombies from intact remains in an area up to 5,000 feet square anywhere on the same plane as the caster. The caster can give the legion one brief, simple command when the spell is cast, but he must be present to give detailed orders. The wizard Kolin typically dispatched an undead lieutenant to the scene to take command of the troops.

The material components are an unbroken bone (common), dust from an undead spellcaster's lair, a horn that has been played over a warrior's grave, a copper dagger that has been bloodied in battle (rare), mold from a general's shroud, and a battle standard carried into an ambush (exotic).

## Kreb's Flaming Dragon

**(Illusion/Phantasm)**

Type: Shadow Shape
Range: 50 yards
Duration: 1 Hour
Difficulty: 65
Final Difficulty: 5
Preparation Time: 1 Turn
Casting Time: 1 Round
Area of Effect: 1 Creature
Saving Throw: Special

This spell produces a single red dragon of very old age or younger. Opponents who suspect the dragon is not real can save vs. spell to disbelieve it. Even if the save succeeds, however, the dragon still has an Armor Class of 4 and retains 80% of its damage potential and hit points. If the dragon is disbelieved, its non-damaging special powers, such as its fear aura and *suggestion* ability, have a 20% chance to fail before any saving throws are rolled.

The material components are a sealed metal container full of pebbles (common), a red dragon's tooth, two long, silver needles with gold or gem-studded heads (75 gp each), and a ball or red yarn spun from a ram's fleece (rare).

## Kreb's Stately Veil

**(Illusion/Phantasm)**

Type: Delude
Range: Touch
Duration: 1 Week
Difficulty: 120
Final Difficulty: 5
Preparation Time: 1 Turn
Casting Time: 1 Round
Area of Effect: 1 Creature
Saving Throw: Neg.

This spell makes the recipient appear vigorous, attractive, and wealthy. The recipient's basic features remain unaltered, however, and characters can readily be identified as themselves (a rare condition). The recipient appears to be clothed in costly garments of the caster's choosing. These look and sound genuine (silks rustle, spurs jingle, etc.), but anyone touching the recipient feels the character's actual clothing. The recipient is surrounded by a pleasant scent appropriate to the character's altered appearance (rare perfume, new leather, wildflowers, etc.).

The material components are a bar of scented soap (common); an uncut gem worth at least 100 gp; a fresh, unopened blossom from a deadly plant; a serpent's shed skin collected by the caster's own hand (rare); and a handful of mud gathered from a hot spring at sunrise (exotic).

## Nazzer's Nullification

**(Abjuration)**

Type: Dispel
Range: 50 yards/1,500 yards
Duration: Instantaneous
Difficulty: 55/90
Final Difficulty: –5/13
Preparation Time: None/1 Week
Casting Time: 1 Round/1 Turn
Area of Effect: 70' x 70'/220' x 220'
Saving Throw: None

This is essentially the 10th-level version of *dispel magic*. As noted in the spell statistics, there are two different versions of this spell; the second is referred to as

*Nazzer's nullification cloak*. Both spells share some common elements, however.

Once cast, all spells and spell-like effects in the area of effect have a chance to be dispelled. Unless noted otherwise, it functions as the 3rd-level wizard spell *dispel magic*.

Spells of levels 1–9 have a base 100% chance to be dispelled. True dweomers have a base chance of 50% to be dispelled (a roll of 11 or higher on a d20). If the caster of the effect is of higher level than the caster of *Nazzer's nullification*, subtract one from the chance of success for each level of difference. If the caster of the effect is of lower level, add one to the chance of success for each level of difference. For example, a 25th-level wizard's *stoneskin* that is the target of this spell cast by a 21st-level wizard would reduce the chance for success to a roll of 15 or higher on a d20. No matter what the adjustments, a roll of 1 is always a failure, and a roll of 20 is always a success.

*Nazzer's nullification* can be cast on a magical item to permanently render the item nonmagical. Most standard magical items are susceptible to this spell, since their effective level is 12th in most instances. Even if not successful, the item is rendered nonoperational for 1d4 rounds. Artifacts are not subject to this effect.

The material components for this spell are dust from a burned out *ioun stone* that has been ground to powder, a fire opal worth precisely 1,200 gp, and a dagger of the finest quality (an exceptional weapon). All are rare components.

*Nazzer's nullification cloak*: The secondary version of this spell remains in operation for one full turn after it has been cast, disrupting all magic entering it. Magic within the area of effect at the time the spell is cast is dispelled as described above, but magical items continue to function.

If a spell succeeds in resisting the dispel, it is immune to the remaining nine rounds' worth of dispelling unless it somehow exits the area of effect and then reenters. All magic that enters the area of effect after the initial round is subject to dispelling.

Spell and spell-like effects cannot be used within the area for the duration of the spell. If the caster is within the area of effect, his spells also fail. Neither version of this spell has a visible effect.

In addition to the material components detailed above, this spell also requires the dust gathered from an awakened demilich's lair.

## Neja's Irresistible Plea

**(Enchantment/Charm)**
Type: Compel
Range: 20 Yards
Duration: Variable
Difficulty: 60
Final Difficulty: 0
Preparation Time: 1 Round
Casting Time: 1 Round
Area of Effect: 1 Creature
Saving Throw: Neg. (–3 to saving throws)

The wizard Neja didn't like to take "no" for an answer when requesting help with a problem. When this spell is cast, the victim is compelled to perform some task that takes 12 hours or less to complete. Anything that the victim can reasonably do, from ferrying

the caster across a lake to searching a river bottom for a lost trinket, is fair game.

The material components are a whiff of perfume (common), a piece of sweetcake made with the caster's own hands, a tear of sorrow, and a small, silver replica of any stringed instrument.

## Neja's Toadstool

**(Alteration)**

Type: Transform
Range: 20 yards
Duration: 1 Day
Difficulty: 120
Final Difficulty: 3
Preparation Time: 1 Turn
Casting Time: 1 Round
Area of Effect: 1 Creature
Saving Throw: Neg.

A vengeful wizard is reputed to have favored this spell to teach people who insulted her a lesson. If the saving throw fails, the victim becomes a small toadstool (a rare condition, since the result is always a toadstool), retaining only their hit points for the duration of the spell.

*Nazzer's nullification* can—if successful—transform a character back into his original form. A system shock roll is required, with failure indicating death. A crushed toadstool—perhaps one that has been stepped on by an angry archmage—produces a likewise mangled character if successfully dispelled.

The spell requires a chunk of dead wood (common material component); a bit of dung from an unfettered, uncaged werebeast gathered by the caster in the dark of the moon; a wild moth's egg, live but unhatched; and a bit of truffle (two exotic components and one rare component).

## Neja's Unfailing Contempt

**(Conjuration/Summoning)**

Type: Afflict
Range: 20 yards
Duration: Variable
Difficulty: 220
Final Difficulty: 3
Preparation Time: 1 Turn
Casting Time: 1 Round
Area of Effect: 1 Creature
Saving Throw: None

Not always satisfied with turning others into toadstools, Neja devised this spell to insure her point of view prevailed in any discussion. When this spell is cast on a creature who has made a remark detrimental to the caster or opposed to the caster's interests (this limitation qualifies as a rare condition), the target creature becomes irritating to all intelligent creatures whose alignment is similar to the caster's. The spell persists until the victim retracts the statement.

Creatures with the same alignment as the caster find the victim loathsome in the extreme and cannot bear the victim's presence. They flee, drive away, or belittle the victim as fits the situation. The victim is not actually attacked unless the surrounding creatures would ordinarily be hostile.

The effect is less severe if the creature's alignment only partially overlaps the caster's. For example, a lawful good caster generates a reduced effect in creatures whose alignments are lawful neutral, lawful evil, neutral good, and chaotic good. Such creatures tend to view the victim as a moronic windbag, and they generally refuse to take anything the victim says seriously unless there is overwhelming evidence that the victim is speaking the truth.

The spell's components are a bud of crushed garlic (common), a vial of giant skunk musk, a lump of harpy dung, the tongue from any giant, poisonous amphibian (rare), the intact pelt of an aurumvorax, and a lock of hair, freely given, from a succubus or lamia (exotic).

## Ratecliffe's Deadly Finger

**(Necromancy)**

Type: Slay
Range: 1,500 Yards
Duration: Instantaneous
Difficulty: 190
Final Difficulty: 0
Preparation Time: 1 Round
Casting Time: 1 Round
Area of Effect: 40 HD of creatures in a 50-foot square area
Saving Throw: Special

This spell allows the caster to slay living creatures simply by pointing a finger. If the spell is insufficient to slay all the creatures in the area of effect, creatures closest to the caster are affected first. Creatures with less than 9 Hit Dice are not entitled to a saving throw. Creatures with 9 Hit Dice or more are allowed saves vs. death magic to avoid the effect. Creatures who succeed with their saving throws count toward the Hit Dice affected by the spell.

Creatures slain by this spell cannot be magically revived except by a wish, another true dweomer, or a deity's intervention.

The material components are an adder's head (common), a mummy's finger, a rusty nail drawn from a coffin or gallows (rare), the skull from a creature killed by a catoblepas hunting in its natural habitat, two copper coins surrendered by a will o' wisp, and a shard

from a lich's phylactery or a demilich's skull (exotic).

## Tenser's Telling Blow

**(Evocation/Invocation)**

Type: Strike
Range: Line of Sight
Duration: Instantaneous
Difficulty: 160
Final Difficulty: –7
Preparation Time: None
Casting Time: 1 Round
Area of Effect: 50-foot square, 5' high (1,250 cubic feet)
Saving Throw: 1/2

This spell creates a blast of force that inflicts 20d8+20 points of damage to all creatures within the area of effect. At least one target creature must already be engaged in some form of combat (missile, melee, or offensive spellcasting); the spell cannot be used preemptively (a rare condition).

The material components are any weapon (common), a tooth or claw from a huge or gargantuan creature, a horseshoe worn into battle by a warhorse (rare), the shards of a diamond shattered by a single blow from a titan, and a bit of cloth dampened with a widow's tears (exotic).

## Wulf's Erasure

**(Abjuration)**

Type: Dispel, Destroy
Range: 20 Yards
Duration: Instantaneous
Adjusted Difficulty: 85
Final Difficulty: 8
Preparation Time: 1 Day
Casting Time: 1 Turn
Area of Effect: 50-foot square, 5 feet high
Saving Throw: Special

The high priest Wulf used this spell to obliterate normal and magical writings such as *explosive runes, glyphs, symbols, illusory script,* and even spell scrolls (a rare condition). Normal writings—including spellbooks—save vs. disintegration or they are erased. Magical writings use the procedure for a 10th-level dispel effect. Items in a creature's possession cannot be affected unless the creature first fails a saving throw vs. spell.

When cast, all writings in the area of effect are subject to erasure unless protected by a 10th-level ward spell or similar construct. It makes no difference if writings are stored

in dimensional devices, such as *bags of holding, portable holes*, or other items.

The material components are ashes from a burned parchment that once bore writing (common) a platinum mirror, a hardened lump of sap gathered by the caster's own hand from a tropical tree, and a quill used by an unfriendly archmage of 20th level or higher to scribe a spell onto a scroll or spellbook. (Two rare and one exotic). The caster catches the reflection of one of the writings to be erased in the mirror, rubs the image with the hardened sap, then breaks the quill.

## Wulf's Rectification

**(Abjuration)**

Type: Banish
Range: Touch
Duration: Instantaneous
Difficulty: 155
Final Difficulty: 2
Preparation Time: None
Casting Time: 1 Round
Area of Effect: 1d4+1 Creatures within a 50-foot diameter
Saving Throw: None, –20% to Magic Resistance

The high priest Wulf used this spell to remove extra-planar impostors and usurpers. Wulf is known to have employed reveal spells to identify potential targets. The spell is effective only against extra-planer creatures that have secured a title, property, or office that rightfully belongs to some other being (a rare condition).

The material components are a mirror (common), a sunstone worth at least 500 gp, a document signed or sealed by the original owner or title holder, a document signed or sealed by the usurper, a sworn accusation against the usurper recited by a character loyal to the original owner and recorded by a character who has benefited from the usurper's actions since the seizure, and a jewel, badge, or medal freely given by the usurper to the caster. (Three rare and two exotic components.) The caster bundles the material components together and strikes a creature to be banished with it.

## Yunni's Herald

**(Alteration, Enchantment/Charm, Illusion/Phantasm)**

Type: Animate, Imbue, Image
Range: Touch
Duration: 1 Week
Difficulty: 140
Final Difficulty: –2
Preparation Time: None
Casting Time: 1 Round
Area of Effect: One object or group of objects weighing 50 pounds or less
Saving Throw: None

This spell creates an animated messenger that moves at a speed of 12 to the location specified by the caster and delivers a spoken message of any length in a loud, clear voice. If sufficient duration remains after the herald delivers its message, the caster can instruct it to return with a written reply, which some person must attach to the herald. The herald can be programmed to perform specific actions at certain times, subject to the spell duration.

If more than one object is affected by the spell, they all must be given the same message and instructions. Only total destruction of the object, by a *disintegrate* or similar spell, can stop the herald from delivering its message.

The material components are a seashell (common), a feather from a bird gifted with speech, a clock or other machine capable of independent operation, a powdered onyx worth at least 50 gp (rare), blood taken from a mimic while in an assumed form, and a leaf or seed from a tree animated by a treant and freely given (exotic).

# Chapter 7: High-Level Characters

Chapter 1 explained that high-level characters are unusual and heroic. This chapter includes rules for giving high-level characters abilities that allow them to function as epic heroes that are truly different from lesser mortals. It also explains some limitations that even epic heroes must face.

### Saving Throws

All characters have the ability to resist hostile magic by rolling saving throws. This ability is quite potent at high levels. Chapter 1 discusses some of the problems this can cause in the campaign. This section includes rules to help ease some of those problems.

**A Reminder:** Every character group has a level beyond which saving throws cannot be further improved. Priests reach this limit at level 19, rogues reach it at level 21, warriors reach it at level 17, and wizards reach it at level 21. See Table 60 in the *Player's Handbook* for details.

### Automatic Saving Throw Failure

Barring some special circumstance that makes a saving throw unnecessary, such as a successful magic resistance roll or immunity to a particular attack form, there is always a chance that a character can fail a saving throw. All characters and most other creatures fail their saving throws on rolls of 3 or less on 1d20, no matter how many bonuses they receive to the roll from magical items, spells, ability scores, and the like.

Some beings have lower failure numbers: Lesser deities fail their saving throws on rolls of 2 or less, intermediate deities fail on rolls of 1, and greater deities need not roll at all—they never fail their saving throws.

**Table 36:**
## Saving Throws by Caster Level or Hit Dice

| | | Attack to be Saved Against | | |
|---|---|---|---|---|
| **Target's** Character Group | **Target's** Level[1] | **Paralyzation** or Death Magic | **Petrification** or Polymorph | **Spell*** |
| **Priest** | –7 or more | 10 | 13 | 15 |
| | –4 to –6 | 9 | 12 | 14 |
| | –1 to –3 | 7 | 10 | 12 |
| | 0 | 6 | 9 | 11 |
| | +1 to +3 | 5 | 8 | 10 |
| | +4 to +6 | 4 | 7 | 9 |
| | +7 or more | 2 | 5 | 7 |
| **Rogue** | –9 or more | 13 | 12 | 15 |
| | –5 to –8 | 12 | 11 | 13 |
| | –1 to –4 | 11 | 10 | 11 |
| | 0 | 10 | 9 | 9 |
| | +1 to +4 | 9 | 8 | 7 |
| | +5 or more | 8 | 7 | 5 |
| **Warrior** | –7 or more | 16 | 17 | 19 |
| | –5 to –6 | 14 | 15 | 17 |
| | –3 to –4 | 13 | 14 | 16 |
| | –1 to –2 | 11 | 12 | 14 |
| | 0 | 10 | 11 | 13 |
| | +1 to +2 | 8 | 9 | 11 |
| | +3 to +4 | 7 | 8 | 10 |
| | +5 to +6 | 5 | 6 | 8 |
| | +7 to +8 | 4 | 5 | 7 |
| | +9 or more | 3 | 4 | 6 |
| **Wizard** | –6 or more | 14 | 13 | 12 |
| | –1 to –5 | 13 | 11 | 10 |
| | 0 | 11 | 9 | 8 |
| | +1 to +5 | 10 | 7 | 6 |
| | +6 or more | 8 | 5 | 4 |

* Excluding those that cause death, petrification, or polymorph.

[1] Subtract the spellcaster's level or hit dice from the defender's level or hit dice. For example, a 15th-level priest resisting a *charm person* spell cast by a 16th-level wizard uses the –1 to –3 row of the priest table and has a base saving throw number 12.

In a few cases, Table 60 from the *Player's Handbook* and Table 36 from this book show a saving throw success number of 3 or less; these numbers refer to the character's

adjusted die roll, not the actual number rolled. For example, Wulf, a 21st-level priest, has a saving throw number of 2 against paralyzation, poison, or death magic. Wulf still automatically fails his saving throw against these attacks if his actual die roll is a 1, 2, or 3. However, if he encounters a particularly virulent poison that imposes a –3 penalty to the saving throw, his saving throw succeeds if Wulf rolls a 5 or higher on his saving throw die. (The roll, 5, is higher than the automatic failure number, and still equals a 2 after the –3 modifier is applied.)

## Saving Throws by Caster Level

This rule allows the DM to change a character's saving throw number based on the levels or Hit Dice of the spellcaster and the target. Targets that are weaker than the spellcaster have worse saving throws than targets that are stronger, as shown on Table 36.

### How to Use Table 36

Saving throws against poisons, breath weapons, or any other form of attack that is not a spell or spell-like ability from a creature or a device use the standard saving throw tables, not table 36. Rods, staves, wands, and other magical devices use the column from Table 36 that is closest to their effects. A *fireball* from a *wand of fire* uses the spell column, a paralyzation beam from a *wand of paralyzation* uses the paralyzation or death magic column, and so on. The type of device determines the attacker's level, since the wielder's level or Hit Dice is irrelevant when a device is used, as shown on Table 37.

During play, the DM should be careful to conceal the attacker's true level of power. That is, do not say, "Okay, the caster is four levels higher than the thief, so your saving throw number against the spell is an 11." Simply tell the players what the attack form is and then inform them if their characters succeed or fail based on their adjusted rolls.

## Saving Throw Penalties by Caster Level

Using Table 36 can be somewhat cumbersome to use in regular play because the DM must perform a calculation each time a spell is cast. Table 36 is intended primarily for magical dueling (see Chapter 5).

A quicker and easier method to adjust saving throws by caster level is to assign a penalty based on the caster's level. Table 38 lists the penalties. If you use Table 38, do not use Table 36; use Table 60 from the *Player's Handbook* instead.

**Table 37:**
## Device Casting Levels

| Device | Level |
|---|---|
| Rod | 12 |
| Staff | 8 |
| Wand | 6 |

| | |
|---|---|
| Other Magical Item | 12 |
| Artifact | 20 |

**Table 38:**
## Saving Throw Penalties by Caster Level

| Caster Level | Penalty |
|---|---|
| 1–12 | 0 |
| 13–15 | –1 |
| 16–18 | –2 |
| 19–21 | –3 |
| 22–24 | –4 |
| 25–27 | –5 |
| 28–30 | –6 |

**Table 39:**
## THAC0 Limits

| Character Group | THAC0 Limit |
|---|---|
| Priest | 8 |
| Rogue | 11 |
| Warrior | 1 |
| Wizard | 14 |

### Attack Rolls

Like a saving throw, there is always a chance that a melee or missile attack can fail. No matter what the attacker's THAC0, an attack roll of 1 is always a miss. In addition, a character's THAC0 advancement is limited—professional skills and training only extend a creature's natural talents so far. Warriors, naturally, can improve THAC0 the most. Table 39 shows THAC0 limits for all four character groups. Monsters have no THAC0 limits.

**Table 40:**
## Skills for High-Level Characters

**Warriors**

| Skill | Requirement | Base Score | Relevant Ability | Cost |
|---|---|---|---|---|
| Adaptation | Warrior 10+ | 9 | Intelligence/Reason | 2 (6) |
| All-Around Attack | Warrior 10+ | — | — | 1 (3) |
| Bravery | Warrior 10+ | 4 | Wisdom/Willpower | 1 (3) |
| Captivate | Warrior 15+, Bravery | 4 | Charisma/Appearance | 1 (3) |
| Death Blow | Warrior 15+ | — | — | 2 (6) |
| Frighten/Challenge | Warrior 10+, Bravery | 4 | Charisma/Leadership | 1 (3) |
| Hardiness | Warrior 15+, Bravery | 4 | Constitution/Fitness | 2 (6) |
| Inner Focus | Warrior 10+ | 4 | Wisdom/Willpower | 1 (3) |

| | | | | |
|---|---|---|---|---|
| Signature Item | Warrior 10+ | 10 | Wisdom/Intuition | 2 (6) |
| Signature Mount | Warrior 10+ | 9 | Wisdom/Intuition | 1 (3) |
| Sense Danger | Warrior 15+ | 6 | Wisdom/Intuition | 2 (6) |

## Wizards

| Skill | Requirement | Base Score | Relevant Ability | Cost |
|---|---|---|---|---|
| Mental Focus | Wizard 12+ | 4 | Wisdom/Willpower | 1 (3) |
| Signature Item | Wizard 12+ | 10 | Wisdom/Intuition | 2 (6) |
| Spell Sculpting | Wizard 12+ | 8 | Intelligence/Knowledge | 1 (3) |

## Priests

| Skill | Requirement | Base Score | Relevant Ability | Cost |
|---|---|---|---|---|
| Divine Strength | Priest 10+, Eminence | 4 | Wisdom/Willpower | 1 (3) |
| Divine Voice | Priest 15+, Eminence | 4 | Charisma/Leadership | |
| Divine Will | Priest 10+ | 4 | Wisdom/Willpower | 1 (3) |
| Detect Deception | Priest 15+, Eminence | 6 | Wisdom/Intuition | |
| Eminence | Priest 10+ | 6 | Charisma/Leadership | 1 (3) |
| Invincibility | Priest 21+, Eminence | 4 | Wisdom/Willpower | 2 (6) |
| Loan | Priest 15+ | 4 | Wisdom/Intuition | 1 (3) |
| Smite | Priest 15+, Eminence | — | — | 2 (6) |

## Rogues

| Skill | Requirement | Base Score | Relevant Ability | Cost |
|---|---|---|---|---|
| Adaptation | Rogue 11+ | 10 | Intelligence/Reason | 2 (6) |
| Classify Traps | Rogue 11+ | 4 | Intelligence/Knowledge | 2 (6) |
| Evasion | Rogue 16+ | — | — | 1 (3) |
| Fall/Jump | Rogue 11+ | 11 | Dexterity/Balance | 1 (3) |
| Featherfoot | Rogue 11+ | — | — | 1 (3) |
| Improvised Attack | Rogue 16+ | — | — | 2 (6) |
| Inner Focus | Rogue 11+ | 5 | Wisdom/Willpower | 1 (3) |
| Nondetection | Rogue 16+ | 4 | Wisdom/Willpower | 2 (6) |
| Sense Danger | Rogue 16+ | 6 | Intelligence/Reason | 2 (6) |
| Shadow Flight | Rogue 21+, Shadow Travel | — | — | 1 (3) |
| Shadow Travel | Rogue 16+ | — | — | 1 (3) |

### Table 41:
### Ability Modifiers to Skills

| Ability Score | Modifier |
|---|---|
| 3 or less | –5 |
| 4 | –4 |
| 5 | –3 |
| 6 | –2 |
| 7 | –1 |
| 8-13 | 0 |
| 14 | +1 |
| 15 | +2 |
| 16 | +3 |
| 17 | +4 |
| 18+ | +5 |

## Skills for High-Level Characters

Characters who become sufficiently advanced in their professions begin to develop bags of tricks that less-accomplished characters can't match. These special abilities are similar to nonweapon proficiencies, but characters cannot learn skills from outside their groups. Each skill has a much more dramatic effect than a proficiency and has a minimum level requirement associated with it.

Just like proficiencies, many skills require a die roll to determine if they work. Success is determined by rolling the number indicated or less on 1d20. In most cases, a character's ability scores can alter the chance for success; these adjustments are listed on Table 41. A skill's requirements, success numbers, and relevant abilities are listed after each skill description and are compiled in Table 40 for quick reference.

A few skills can be used a limited number of times each day. The success numbers for these skills drop by a fixed amount each time they are used. Once a skill's base score is reduced to zero or less, the character cannot use that skill for a set period of time, usually one day. Any other skill based upon the reduced skill is likewise unavailable. Even if the character's ability adjustment (from Table 41) raises the skill score above zero, the skill remains unavailable until the indicated time has passed. The skill's base score returns to normal after the listed time has elapsed.

*Opposed Success Rolls:* In some cases, a skill requires an opposed roll in which the two creatures involved both roll 1d20 against an ability score or skill success number. If one opponent fails the roll, the creature who succeeded wins the contest. If both make their rolls, the opponent with the higher roll wins. If both opponents fail, some unusual result usually occurs. All ties are re-rolled.

*Acquiring and Improving Skills:* Characters who meet a skill's level requirement can learn the skill by spending proficiency slots. If the character point system from the *Player's Option: Skills & Powers* book is in play, the character can spend points instead.

Each skill's cost is listed after the skill description. The first number is the cost in nonweapon proficiency slots unless otherwise indicated. The number in parentheses is the skill's character point cost.

A skill's base success number can be improved by devoting extra slots or character points to the skill (see the *Player's Handbook*, Chapter 5, and *Skills & Powers*, Chapter 6). No mortal can ever have a base score of more than 16 in any skill; *wishes* have no effect on this limit.

## Warriors

High-level warriors are formidable killing machines, especially when equipped with magical weapons and armor. Although their THAC0 ceases to improve once they reach level 20, they continue to receive extra proficiencies and hit points until level 30. In addition, warriors automatically receive special powers beginning at 21st level. These abilities vary according to the warrior's subclass. All warriors also have access to a host of special skills beginning at level 10.

**Table 42:**
### Warrior Advancement Beyond 20th

| | Experience Points | | Proficiencies | | |
|---|---|---|---|---|---|
| **Level** | **Fighter** | **Paladin/Ranger** | **Weapon** | **Nonweapon** | **Hit Points (d10)*** |

| | | | | | |
|---|---|---|---|---|---|
| 20 | 3,000,000 | 3,600,000 | 10 | 9 | 9+33 |
| 21 | 3,250,000 | 3,900,000 | 11 | 10 | 9+36 |
| 22 | 3,500,000 | 4,200,000 | 11 | 10 | 9+39 |
| 23 | 3,750,000 | 4,500,000 | 11 | 10 | 9+42 |
| 24 | 4,000,000 | 4,800,000 | 12 | 11 | 9+45 |
| 25 | 4,250,000 | 5,100,000 | 12 | 11 | 9+48 |
| 26 | 4,500,000 | 5,400,000 | 12 | 11 | 9+51 |
| 27 | 4,750,000 | 5,700,000 | 13 | 12 | 9+54 |
| 28 | 5,000,000 | 6,000,000 | 13 | 12 | 9+57 |
| 29 | 5,250,000 | 6,300,000 | 13 | 12 | 9+60 |
| 30 | 5,500,000 | 6,600,000 | 14 | 13 | 9+63 |

* Bonus hit points from high Constitution scores are not added after 9th level.

## Fighters Beyond 20th Level

**Breech Immunity:** Beginning at 21st level, a fighter using any weapon—including his bare hands—can harm creatures that are normally hit only by +1 or better magical weapons. The fighter does not actually get an attack or damage bonus but can harm creatures such as a lycanthropes with any physical attack. This power is not magical and is not diminished by factors such as planar distances or effects that disrupt magic.

At 24th level, a fighter can harm creatures that are hit only by +2 or better weapons. This ability increases to allow the fighter to strike creatures that require a +3 weapon at 27th level, and by 30th level, the warrior can strike creatures that require +4 weapons.

**Intimidation:** A fighter of 21st level or higher has the ability to shake an enemy's resolve before combat begins. To use this ability, the fighter must be in plain sight and close enough to see the opponent's face clearly (10 yards if the visibility is good). Use of this ability does not constitute an attack, nor is there any initiative modifier.

Opponents with 4+1 Hit Dice/levels or less automatically retreat from the confrontation. The creature does not flee in panic, but cautiously backs away. Intimidated creatures seek to avoid any confrontation with the fighter for the rest of the day. If the fighter or his party attacks, the creature is free to return the attack, suffering the penalties as detailed below.

If the opponent has more than 4+2 hit dice/levels, it is entitled to a saving throw vs. death magic to escape the effects. If the saving throw is failed, the creature can opt to retreat from the fighter or remain in the area, in which case it suffers a –2 penalty on all initiative, attack, saving throw, and ability check rolls as long as the fighter remains within 60 feet of the creature. The creature is free to leave the area to avoid the effects, launching missile attacks or directing other activities, but the penalties return once the creature gets within 60 feet of the fighter.

As a fighter increases in level, he becomes increasingly more intimidating. For every three levels that the fighter gains after receiving this ability, the opponent saves at an additional –2 penalty. Thus, after achieving 24th level, opponents save at –2, at 27th level the penalty increases to –4, and a 30th-level fighter inflicts a –6 saving throw adjustment.

## Rangers Beyond 20th Level

**Extra Followers:** At 21st level, a ranger attracts 2d6 more followers. The ranger attracts another group of 2d6 followers at 26th level.

**Scroll and Magical Item Use:** At 21st level, a ranger can read priest scrolls. The ranger's level is considered to be 9th when determining the chance of spell failure. The ranger can also use priest magical items at this level.

**Scroll Writing:** At 24th level, a ranger can prepare scrolls of priest spells according to the rules in Chapter 4. The ranger's level for purposes of determining success or failure is considered to be 9th.

**Scrying:** At 27th level, a ranger can employ crystal balls and other scrying devices as a 9th-level wizard.

## Paladins Beyond 20th Level

**Scroll and Magical Item Use:** At 21st level, a paladin can read priest scrolls. The paladin's level is considered to be 9th when determining the chance of spell failure. The paladin can also use priest magical items at this level.

**Scroll Writing:** At 24th level, a paladin can prepare scrolls of priest spells according to the rules in Chapter 4. The paladin's level for purposes of determining success or failure is considered to be 9th.

**Disease Immunity:** At 27th level, a paladin becomes immune to all forms of disease, even cursed afflictions, such as mummy rot and lycanthropy, but not disease inflicted by true dweomers (see Chapter 6) or the special powers of priests that are higher level than the paladin. At this level, the paladin's *cure disease* ability is potent enough to cure cursed afflictions, such as mummy rot and lycanthropy, and remove any form of curse or affliction cast by a character of lower level than the paladin. This applies to cursed magical items as well.

## Skills For High-Level Warriors

The following skills are available to fighters, rangers, and paladins who meet the listed requirements.

**Adaptation:** A character with this skill has a trained mind that quickly analyzes unusual or unfavorable environments and a finely tuned body that can compensate for physical impediments to fighting.

Warriors who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavorable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also

includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavorable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

**Requirement:** Warrior 10+
**Relevant Ability:** Intelligence/Reason
**Success:** 9 **Cost:** 2 (6)

**All-around Attack:** A warrior with this skill is capable of launching a massive blow that can be extended into a whirlwind physical attack that damages every enemy within reach.

An all-around attack must be announced in a round's player determination step (see the *Player's Handbook*, Chapter 9). In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow. If the damage is sufficient to kill the opponent, the hail of blows from the warrior automatically inflicts damage on every enemy within a 5-foot radius, as decided by the character. Enemies who are larger than the original target, or whose Armor Classes are better than the original target's, are not harmed. Invisible opponents within the radius can be harmed if their effective Armor Classes (after the –4 bonus for *invisibility*) is not better than the original target's.

An all-around attack is a measure of a warrior's skill and can be made with any type of melee weapon that the warrior is proficient with. However, opponents that would normally be immune to the weapon used cannot be harmed in an all-around attack. If the initial attack misses, the all-around attack fails. If the initial attack hits, the target suffers normal from the attack. If the damage inflicted fails to kill the original target, there is no radius effect.

The warrior cannot move or take another action during the round when he attempts an all-around attack. If the *Player's Option: Combat & Tactics* combat system is in use, an all-around attack cannot be used as an attack of opportunity or as part of a heroic fray.

Beyond determining if the initial attack succeeds, the warrior's combat bonuses are not a factor in an all-around attack. The damaged inflicted on creatures within the 5-foot radius varies with the warrior's level as follows:

| **Warrior Level** | **Area Damage** |
|---|---|
| 10–14 | 1d8 |
| 15–19 | 2d8 |
| 20–24 | 3d8 |
| 25–29 | 4d8 |
| 30+ | 5d8 |

**Requirement:** Warrior 10+
**Relevant Ability:** N/A
**Success:** N/A **Cost**: 1 (3)

**Bravery:** Warriors with this skill can harness their own strength of will to resist any fear effect.

When subjected to any form of unnatural fear from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the fear effect is negated—no saving throw is necessary. If the check fails, the warrior still gets a saving throw if one is normally allowed. Paladins with this skill can use it against turning attempts by evil priests.

This skill is a prerequisite for the captivate, frighten/challenge, and invulnerability skills. Each time one of these skills is used, the character's base bravery score is reduced by two for the rest of the day. Once the warrior's base bravery score falls to zero, the character cannot use bravery or any of the other three skills for the rest of the day.

**Requirement:** Warrior 10+
**Relevant Ability:** Wisdom/Willpower
**Success:** 4 **Cost:** 1 (3)

**Captivate:** Warriors with this skill have developed a strong personal presence that is attractive to members of their own races.

Even without a skill roll, children, members of the opposite sex, and other warriors tend to be friendly toward the character provided they are of the same race and their alignments are similar to that of the character. For purposes of this skill, alignments are similar when they share one common element: law, neutrality, chaos, good, or evil.

Friendly nonplayer characters tend to pay attention to the warrior and view what the warrior says or does in a favorable light as long as it is not obviously harmful or contrary to local customs. With a minimum of encouragement, a friendly NPC gives the warrior information, performs simple errands, makes introductions, and so on. The warrior is a celebrity in the friendly character's eyes.

The warrior can attempt a skill roll to make a suggestion (as the 3rd-level wizard

spell) to a friendly NPC if the warrior can speak to the person privately for a few minutes. The NPC automatically obeys the suggestion if it does not involve risk, loss, or potential embarrassment; otherwise, a save vs. spell applies. If the warrior gives the NPC an appropriate gift of modest value or does a useful favor, the saving throw is made at a –4 penalty. If the saving throw succeeds, the NPC tries to flee from the warrior's presence. Each attempt to plant a *suggestion* reduces the warrior's base bravery score by two. Once the base bravery score falls to zero, the warrior's captivate skill is lost for the day.

Creatures with 8 or more Hit Dice/levels are immune to this skill's effects. Any hostile act or threat by the warrior—including a failed suggestion—breaks this skill's effects.

If the warrior spends an extended period of time (a few hours or more) in personal contact with a single NPC who is susceptible to this skill, the DM can secretly roll a skill check. If the check succeeds, the NPC forms an attachment to the character and acts upon the attachment in some way. More often than not, these attachments prove to be troublesome to the character. A few suggestions are listed below:

Stows away in the PC's baggage.
Offers to serve the warrior.
Brags about relationship with hero.
Undertakes a dangerous task on the PC's behalf.
Unfavorably compares a powerful local figure—perhaps a deity—with the character.
Steals a trinket or minor item from the hero.
Seeks marriage with (or adoption by) the PC.
Claims to be the warrior's spouse or offspring.
Presents PC with an apparently useless gift.

**Requirement:** Warrior 15+, Bravery Skill
**Relevant Ability:** Charisma/Appearance
**Success:** 4 **Cost:** 1 (3)

**Death Blow:** This skill allows warriors to strike deadly blows that can fell an opponent in a single stroke.

A death blow must be announced in a round's player determination step. In the round's resolution step, the warrior makes a single attack roll against any adjacent opponent. If the attack hits, the opponent suffers normal damage from the blow and must save vs. death magic or be slain immediately. The opponent's defensive bonuses from protective devices (such as magical armor and *rings of protection*) always apply to the saving throw. If the DM wishes, the optional saving throw modifiers from Table 36 or from Table 38 can be used as well.

Opponents with more Hit Dice/levels than the warrior are immune to the effect. Creatures that would not normally be vulnerable to damage from the weapon the warrior is using in the attack also are immune.

When a warrior attempts a death blow, that is the only attack a warrior can make during the round. Attacks of opportunity (see *Combat & Tactics*, Chapter 1) are allowed, however, and a warrior can combine a death blow with an all-around attack. Only the initial target of the all-around attack is subject to the instant death effect, but this might

allow the all-around attack to succeed when it otherwise might not.

**Requirement:** Warrior 15+
**Relevant Ability:** N/A
**Success:** N/A **Cost:** 2 (6)

**Frighten/Challenge:** Warriors with this skill can turn their personal energies outward, producing an aura of fright that forces fairly weak creatures to flee. This skill also allows warriors to issue challenges that draw powerful creatures into personal combat.

To create an aura of fright, the warrior must shout and charge a group of creatures of 4 Hit Dice/levels or less. The creatures must be able to see and hear the warrior to be affected. The warrior makes a skill roll, and, if it succeeds, the creatures scatter, fleeing for as long as the character pursues them. The creatures flee for 1d10 additional rounds after pursuit ends.

Undead and creatures with no morale scores, such as conjured or summoned creatures under the control of a spellcaster, are not affected. Creatures gain a saving throw vs. spell if they are within 30 feet of a friendly creature that is immune to the aura. A cloak of bravery spell negates the effect.

If the skill roll is a 20, the affected creatures attack the warrior instead. If the warrior flees, the creatures pursue as long as they can see him. If the warrior attacks, the creatures automatically pass any morale checks they might be required to make for the next 1d10 rounds.

To issue a *challenge*, the warrior must be able to speak to the target creature, which must have least 10 Hit Dice or levels. The creature must be close enough to see the warrior (about 100 yards if the light and visibility are good) and be able to understand what the warrior says. The skill check is an opposed roll using the warrior's Charisma/Leadership score and the target's Wisdom/Willpower score. If the character wins the opposed roll, the affected creature must immediately advance and engage the warrior in physical combat unless restrained by another creature (restraint breaks the compulsion to attack, but keeps the creatures involved occupied for a full round). Creatures that are unwilling to fight can attempt to save vs. spell each round to break off the fight, otherwise, they engage in melee combat with the warrior. The affected creature can employ spells or missile weapons if it wishes, but it must close to melee range before doing so.

If the target creature has no Wisdom/Willpower score. use Table 10 (page 59) to generate one or use the creature's Intelligence rating. The circumstances surrounding the challenge can alter the opposed die roll as follows:

–6 to the skill score if the player makes no attempt to role-play the challenge. For example, the player says "I challenge the dragon."

–4 to the skill score if the player makes only a feeble attempt to role-play the challenge. "Why don't you stop flying around and just fight you stupid dragon?"

+1 to the opponent's Wisdom/Willpower score for every companion accompanying the warrior.

+1 to the opponent's Wisdom/Willpower score if it has suffered any damage, and an additional +1 for every 10% of its original hit points it has lost.

+10 to the opponent's Wisdom/Willpower score if the creature has weak combat powers (THAC0 14 or higher, Armor Class 2 or worse, no physical attack that inflicts more than 6 hit points of damage).

Any roll of 20 is a failure, regardless of the modified score. If both the warrior and the opponent fail their ability checks, the warrior issuing the challenge suffers a loss of confidence and must retreat into cover—or move away from the target at top speed for a full round if no cover is available. The warrior stays away for 1d4 rounds. The bravery skill can be used to avoid this mandatory retreat.

The warrior is free to move and attack normally during the round when the skill roll or ability check is made. Each use of either form of this skill lowers the warrior's bravery skill by one for the rest of the day (each attempt depletes the warriors inner strength slightly) . This skill cannot be used once the bravery skill falls to zero.

A fighter can use his intimidation gaze while issuing a challenge, but only if the opponent is within range when the challenge is issued.

**Requirement:** Warrior 10+, Bravery Skill
**Relevant Ability:** Charisma/Leadership
**Success:** 4 **Cost:** 1 (3)

**Hardiness:** Warriors with this skill can use their inner strength to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows warriors to recover from such attacks without additional aid.

When subjected to a harmful special effect from a spell, creature, or magical item, a warrior can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the warrior suffers the effect normally. If the effect allows a saving throw, the warrior rolls the save before checking this skill.

| **Warrior Level** | **Delay** |
|---|---|
| 15–19 | 5 Rounds |
| 20–24 | 10 Rounds |
| 25–29 | 15 Rounds |
| 30 | 20 Rounds |

Hardiness does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. Nor does this skill protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the warrior suffers no harm from the effect until the delay ends, but he is aware of what the effect is. If the warrior receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter

than the delay there also is no effect.

For example, a 17th-level fighter with 34 hit points left (from a total of 115) is battling a wizard who casts power word kill on him. After making his hardiness skill roll, he delays the effects of the spell for five rounds. Two rounds later, after killing the wizard, the party priest casts heal on him. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If the priest had not healed him, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the warrior must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

| **Injury** | **Recovery Time** |
|---|---|
| Minor | 1 Day |
| Severe | 1 Week |
| Extreme | 1 Month |

*Minor:* These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness, color spray* (most of the time), *contagion*, and *holy word* are examples of minor effects.

*Severe:* Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person, phantasmal killer, polymorph other, power word kill*, and *power word stun*.

*Extreme:* Includes effects that wrench the character's very being, such as energy drains (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell age creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our fighter from the above example had decided to sleep off the effects of the *power word kill*, he would have been unconscious for a week. The player rolls the character's system shock roll (17 Constitution) and rolls 98%—1% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For example, a character who was drained by a vampire and paralyzed by a

lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically. For instance, the fighter sleeping off the effects of the *power word kill* spell from the previous example would recover after receiving healing sufficient to raise his hit points above 60.

*Heroic Effort:* As a last-ditch effort to continue a battle, a fighter can use the hardiness skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a warrior who makes a successful hardiness check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the warrior is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a warrior struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the warrior's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the hardiness skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a warrior to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the hardiness skill lowers the warrior's base bravery score by two for the rest of the day. The skill is ineffective if the character's base bravery score has been reduced to zero or less.

**Requirement:** Warrior 15+, Bravery Skill
**Relevant Ability:** Constitution/Fitness
**Success:** 4 **Cost:** 2 (6)

**Inner Focus:** Warriors with this skill can marshal their personal energies to provide a temporary bonus to their Strength, Dexterity, or Constitution scores.

By concentrating for one round and making a successful skill check, the warrior can improve one of the three eligible ability scores to the value listed on the table below. The

improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. Reductions lower scores by two full points; an extraordinary Strength score (18/01–18/00) is reduced to 16. The warrior can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

| **Warrior Level** | **Improved Score** |
|---|---|
| 10–14 | 18 (18/00) |
| 15–19 | 19 |
| 20–24 | 20 |
| 25–29 | 21 |
| 30+ | 22 |

The warrior can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two. The skill cannot be used once the base score falls to zero or less.

Bonuses are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a warrior who chooses to increase Constitution immediately gains bonus hit points but loses them again when the character's Constitution score returns to normal. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

**Requirement:** Warrior 10+
**Relevant Ability:** Wisdom/Willpower
**Success:** 4 **Cost:** 1 (3)

**Sense Danger:** This skill allows warriors to discover threats that are not obvious to less perceptive characters.

The sense danger skill is actually five different subskills, as outlined below. The number of subskills the warrior knows depends on the character's level: one subskill at 15th–19th level, two at 20th–24th level, three at 25th–29th level, and four subskills at 30th level or higher. If the character purchases this skill twice, the warrior gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the warrior the ability to detect danger in a different form:

*Ambushes:* The warrior can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The warrior can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful check reveals approximately how many creatures are hiding in the area and their approximate size.

*Attack Readiness:* With a successful skill check, the warrior can tell if a creature is prepared to attack. The skill does not tell the anything about the other being's actual intentions, just its readiness for combat. For example, a creature that is prepared for combat might attack soon, or it might simply be ready to respond to a hostile action. In one round, the warrior can determine the battle-readiness of every being in a 30-foot cube.

The warrior can also study a single creature to determine if it has any concealed weapons. A successful check reveals any hidden weapons (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the warrior to determine what its attack modes are (claws, teeth, etc.).

When the warrior detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the weapon. Note that the warrior must be aware of the creature before checking for concealed weapons. The warrior cannot detect weapons hidden by illusions or other magical means.

*Back Attacks:* When an enemy launches an attack at the warrior from the rear, the character can attempt a skill check to detect the assault. Success negates any chance for surprise and all special bonuses the attacker might gain from a rear attack, including a thief's backstab bonuses. A successful check allows the warrior to apply defensive bonuses from a high Dexterity/Balance score, even if the character does not turn to meet the attack. Shield bonuses are not applicable unless the character turns around. Unlike the barbarian's back protection ability (see *The Complete Barbarian's Handbook*, Chapter 1), this skill does not allow the warrior to make a free counterattack.

*Hidden Enemies:* The warrior has a sixth sense about hidden enemies in the immediate vicinity. Once a round, the character can make a skill check. If successful, the warrior learns the location of all invisible, ethereal, astral, out of phase, or hidden creatures within a 30-foot radius. The character does not know how the creature's are hidden—an ethereal creature is indistinguishable from an invisible one—but the character notes their locations and can track their movements so long as they remain within the radius. The warrior suffers a +1 initiative penalty on the round when he uses this ability.

This subskill does not reveal disguised creatures in plain sight or the intentions of creatures. For example, a golem posing as a statue is not revealed, nor can the character determine if an NPC is secretly hostile.

*Size Up Opponent:* With a successful skill check, the warrior can study a single creature each round and determine how dangerous the creature would be in physical combat. It does not give the warrior any indication of a creature's magical abilities, innate spell-like powers, breath weapons, and the like. If a creature's hit points and THAC0 qualify it for more than one category, the DM is free to choose which one the warrior detects.

*Low:* The creature's hit point total is 20% or less than the warrior's, and its THAC0 is at least 15 points higher.

*Moderate:* The creature has 21–50% of the warrior's hit points or its THAC0 is at least 10 points higher.

*Significant:* The creature has 51–70% of the warrior's hit points, and its THAC0 is at

least 5 points higher.

*Dangerous:* The creature has 71–100% of the warrior's hit points, and its THAC0 is less than 5 points higher, but not lower.

*Deadly:* The creature has more hit points and a lower THAC0 than the warrior.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—sensing an invisible figure where there is none, improperly sizing up an opponent, etc. A false indication has no effect on a back attack.

If the character also has the alertness proficiency, the character receives a +1 bonus to his skill score.

**Requirement:** Warrior 15+
**Relevant Ability:** Wisdom/Intuition
**Success:** 6 **Cost:** 2 (6)

**Signature Item:** A warrior with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate.

The warrior designates a signature item by giving it a name and noting something distinctive about it. If the item has no distinguishing features, the character must hire an artisan with the appropriate skill—such as a weaponsmith for a sword—to add one. The alteration could be as simple as engraving the item's name somewhere upon its surface or as elaborate as the character desires (and can afford). No skill check is required to designate an item, and as soon as the item is designated, described, and named, the warrior forms an empathic link with it. It is possible to have more than one signature item, but the character must pay the full cost of this skill for each item. If the warrior improves the skill score, the improvement applies to all the character's signature equipment.

A signature item must be something the character has owned for an extended period of time and uses regularly. For example, a warrior cannot designate a friendly wizard's favorite spell book as a signature item. The DM is free to decide how long the character must own the item, but one level's worth of advancement is the usual period. Likewise, the DM must decide what constitutes regular use, but at least once during the majority of the character's adventures is the usual requirement. Only nonconsumable items can be signature items, but rechargeable items qualify.

If a signature item is ever required to roll an item saving throw (see the *Dungeon Master Guide*, Chapter 6), it automatically succeeds so long as the owner is carrying the item and the survives the event. For example, if Tana is subjected to a *fireball* and fails her saving throw vs. spell, all her equipment must save vs. magical fire or be destroyed. Tana's signature sword, *Windsinger*, does not have to roll the item saving throw, it succeeds automatically.

Deliberate actions that lead to item saving throws can destroy a signature item. For example, if Tana uses *Windsinger* as a brace to keep a trap from closing, the sword can break. Likewise, if an attacker deliberately targets a disintegrate spell at *Windsinger*, the sword can also be destroyed. Deliberate actions can destroy a signature item even if the owner is not aware of the danger. For example, if Tana slashes at what she thinks is a

giant spider, but the creature is really a rust monster, *Windsinger* could be destroyed.

If the character does not survive the event that caused the item saving throw, the item must make the roll normally. If the item survives the incident and the character is restored to life, the link is automatically reestablished. If the item is destroyed in the same event that killed the warrior, the link is broken.

If a signature item is ever lost or stolen, the link with the item allows the warrior to attempt a skill check once a day to receive a vision of the item's location. If successful, the character receives a visual image of the item's current surroundings and has a vague idea of the location's distance and direction. If the item lies on another plane, the warrior receives a vision of the plane, but can discern no other information unless he actually travels to the plane. If the item is magically hidden, the warrior learns this fact, along with the item's general location. For example, he would know that his signature item is hidden in King Snurre's great hall.

If a signature item is destroyed or irrecoverable, the character can use the link to obtain a replacement. This does not apply if both the signature item and the character were destroyed by the same event. If the signature item was nonmagical, the character need only acquire a similar item and give it the same name as the original. The character forms a link with the new item, which gradually begins to resemble the original until it becomes indistinguishable from the original after about one month.

If the item was magical, the character must obtain an item of quality (see the *Dungeon Master Guide*, Chapter 6) and roll a skill check. If the check succeeds, the link is strong enough to recreate the item. The character loses five times the item's experience point value and the nonmagical item is miraculously infused with an enchantment that exactly matches the original item after about one month. If the character is unwilling to pay the experience cost, the link is broken instead. If a magical item similar to the original item is used instead of an item of quality, its experience value is subtracted from warrior's experience loss. Artifacts cannot be restored in this manner, though the character gains the other benefits of the link.

Voluntarily giving away or not making a reasonable effort to recover a signature item that has been lost or stolen always breaks the link. The DM is the final judge of what constitutes a reasonable effort at recovery.

Warriors can have one signature item from each of the following categories: armor, weapon, shield, and miscellaneous magical item. Each signature item requires the expenditure of the appropriate number of proficiency slots or character points. At the DM's option, pairs of magical items might also qualify as a single signature item, such as the *twin blades of Ra*.

**Requirement:** Warrior 10+
**Relevant Ability:** Wisdom/Intuition
**Success:** 10 **Cost:** 2 (6)

**Signature Mount:** A warrior with this skill forms a special bond with a mount. When they are together, the mount gains considerable protection from attacks that might otherwise kill it.

A signature mount cannot have more than 10 Hit Dice and must have at least four hit points per Hit Die. For example, a heavy war horse has 5+5 hit dice; it cannot become a

signature mount unless it has at least 25 hit points. The mount must be tamed and recognize the warrior as its master. If the creature has an Intelligence score of 5 or more, it need not be trained if it willingly serves the warrior. The warrior must name the mount and provide it with something that makes it recognizable. This can be as simple as purchasing a saddle with the mount's name engraved in it or as elaborate as the character can afford.

When the link is established, the mount immediately gains one hit point per level of the character plus an additional hit point each time the warrior gains a level. When the warrior is riding the mount, the mount suffers no damage from area attacks (such as breath weapons and *fireballs*) if the rider successfully saves against the attack. If the rider fails the saving throw but survives the attack, the mount saves for half or no damage, using the rider's saving throw number. The mount also gains the rider's saving throw against effects targeted directly at it (such as *disintegrate* and the cold ray form of *Otiluke's freezing sphere*) as long as the rider is with the mount. Attacks such as power word spells must be potent enough to overcome the rider to have any effect, although they affect only the mount if that is where they are targeted. If the mount is alone, or the rider does not survive the attack, the mount must use its own saving throw number, and it suffers the normal effects from the attack.

If a signature mount is ever killed, the warrior can acquire a new one of the same type and hit points. Each day, the character can attempt a skill check to receive a vision of the new mount. If the check succeeds, the character sees the mount in its current surroundings and knows the approximate direction and distance to the location. If the mount is on another plane, the warrior receives a vision of the plane but can discern no other information unless the character actually travels to the plane. If the mount is magically hidden, the warrior learns this fact, along with the mount's general location. It is up to the character to seek out the replacement mount, but the mount willingly serves the warrior if the character obtains it.

A warrior can have one signature mount for each different type of terrain. For example, the character might have a young adult mercury dragon (airborne), heavy war horse (land), and a giant sea horse (water). Subterranean and desert mounts might also be allowed, at the DM's option. Each signature mount requires the expenditure of the appropriate number of proficiency slots or skill points.

**Requirement:** Warrior 10+
**Relevant Ability:** Wisdom/Intuition
**Success:** 9 **Cost:** 1 (3)

### Wizards

High-level wizards are unquestionably the most powerful characters in the campaign. While physically weak, the right combination of protective magical items can make them all but invulnerable to attack except by high-level warriors—who often have a hard time getting close enough to make melee attacks—and other high-level wizards. Wizards continue to receive extra proficiencies and hit points until level 30. Wizards receive very little in the way of special skills once they reach 20th level, as their ability to create magical items and cast an ever-increasing number of spells—including 10th-level spells—gives them a great deal of power already.

**Table 43:**
## Wizard Advancement Beyond 20th

| | | Proficiencies | | Hit Points |
|---|---|---|---|---|
| **Level** | **Experience Points** | **Weapon** | **Nonweapon** | **(d4)*** |
| 20 | 3,750,000 | 4 | 10 | 10+10 |
| 21 | 4,125,000 | 4 | 11 | 10+11 |
| 22 | 4,500,000 | 5 | 11 | 10+12 |
| 23 | 4,875,000 | 5 | 11 | 10+13 |
| 24 | 5,250,000 | 5 | 12 | 10+14 |
| 25 | 5,625,000 | 5 | 12 | 10+15 |
| 26 | 6,000,000 | 5 | 12 | 10+16 |
| 27 | 6,375,000 | 6 | 13 | 10+17 |
| 28 | 6,750,000 | 6 | 13 | 10+18 |
| 29 | 7,125,000 | 6 | 13 | 10+19 |
| 30 | 7,500,000 | 6 | 14 | 10+20 |

* Bonus hit points from high Constitution scores are not added after 9th level.

## Wizards Beyond 20th Level

**Sage Ability:** At 21st level, a wizard has accumulated enough books and esoteric knowledge to function as a sage (see *Dungeon Master Guide*, Chapter 12). The wizard can answer general questions in two categories listed on table 61 in the *Dungeon Master Guide*, but one category must be Alchemy or Chemistry. This reflects the character's knowledge of magical potions and scroll inks. The player can choose the remaining category or the DM can assign one.

The character's base chance to answer a general question is 6 or less on 1d20, modified by the character's Intelligence/Knowledge bonus.

At 24th level, the character can answer specific questions after acquiring 1d6 books or scrolls at a cost of 1,000 gp each.

At 27th level, the character can answer exacting questions after acquiring 1d6 additional books or scrolls at a cost of 1,000 gp each.

It is always possible for a character to discover the answer to a difficult question by consulting another character, undertaking an adventure the DM has devised, or by engaging in very lengthy and expensive research. See the magical item creation rules in Chapter 4 of this book and the spell research rules in Chapter 7 of the *Dungeon Master Guide* for guidelines.

For example, a high-level wizard with a knowledge of history might discover the answer to a fairly simple, but specific, question (What was the name of King Rassmon's oldest daughter?) after 1d3+1 weeks of study at a cost of 100 gp a week. This is the same as the cost to discover a potion formula. A very difficult and esoteric question (Who made the carpet that lay in king Rassmon's great hall?) might require as much time and money to research as a 6th- or 7th-level spell. The chance to know the answer would be the same as that for successfully researching the spell.

## Skills For High-Level Wizards

The following skills are available to mages and specialist wizards who meet the listed requirements.

**Mental Focus:** Wizards with this skill can marshal their personal energies to provide a temporary bonus to their Intelligence, Wisdom, or Dexterity scores.

By concentrating for one round and making a successful skill check, the wizard can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The wizard can end the boost—and restore the values of the other scores—at any time. If the character's ability score is already equal to or higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

**Table 44:**
## Wizard Spell Progression

| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10** |
|---|---|---|---|---|---|---|---|---|---|---|
| 20 | 5 | 5 | 5 | 5 | 5 | 4 | 3 | 3 | 2 | 1 |
| 21 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | 2 | 1 |
| 22 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 4 | 3 | 1 |
| 23 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | 2 |
| 24 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | 2 |
| 25 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 5 | 2 |
| 26 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 3 |
| 27 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 5 | 5 | 3 |
| 28 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 6 | 3 |
| 29 | 7 | 7 | 7 | 7 | 6 | 6 | 6 | 6 | 6 | 4 |
| 30 | 7 | 7 | 7 | 7 | 7 | 7 | 7 | 6 | 6 | 4 |

| **Wizard Level** | **Improved Score** |
|---|---|
| 12–16 | 18 |
| 17–20 | 19 |
| 21–25 | 20 |
| 26–29 | 21 |
| 30+ | 22 |

The wizard can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two; the skill cannot be used once the base score falls to

zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a wizard who chooses to increase Dexterity immediately gains an improved Armor Class bonus, but loses it again when the character's Dexterity score returns to normal. Likewise, the effects from reduced ability scores are applied immediately when the improvement ends.

A character can have only one ability score improvement from this skill operating at any given time.

**Requirement:** Wizard 12+
**Relevant Ability:** Wisdom/Willpower
**Success:** 4 **Cost:** 1 (3)

**Signature Item:** A wizard with this skill chooses an item from the character's collection of equipment as a personal trademark that is specially protected from twists of fate. Except as noted below, this skill operates exactly like the warrior skill of the same name.

The wizard is free to have as many signature items as he is willing to pay for, but no more than one of any type of item is allowed. For example, the wizard could not have two *staffs of the magi* as signature items, but he could have a *staff of the magi, wand of magic missiles*, and a *rod of smiting* as signature items.

The wizard can choose items from the ring, rod, staff, wand, miscellaneous magic, and weapon categories.

**Requirement:** Wizard 12+
**Relevant Ability:** Wisdom/Intuition
**Success:** 10 **Cost:** 2 (6)

**Spell Sculpting:** A wizard with this skill knows one spell so well the character can alter its statistics when casting it.

To use this skill, the wizard must prepare an item to help focus and reshape the spell's magical energy. A focus item can be a small object such as a jewel, wand, or amulet. A focus item must be worth at least 500 gp per spell level.

When sculpting, the wizard must meet all the usual requirements to cast the spell; the wizard employs the focus item as an additional material component, which is normally not consumed. A successful skill roll allows the wizard to change the spell in a minor way, as listed below. If the roll fails, the spell is cast normally. If failure roll is a 20, the focus item is destroyed.

When a wizard successfully sculpts a spell, the character can choose one effect from the list below.

*Increase Damage:* The spell can inflict an extra two dice of damage of the type normally rolled to determine the damage the spell inflicts. For example, Neja, a 20th-level wizard, could sculpt a *burning hands* spell to inflict 3d3+20 points of damage. If Neja sculpted a *fireball* spell to increase damage, the spells would inflict 12d6 points of damage.

Spells that have individual damage dice, such as magic missile, are not increased individually. For example, Neja could cast a *magic missile* that inflicted a total of 7d4+7

points of damage. The additional damage could be added to a single missile or an additional die of damage could be added to two separate missiles.

Spells that do not use dice rolls to determine damage cannot be sculpted in this manner.

*Extend Duration:* The spell's total duration is doubled. This applies only to the actual time a spell lasts but not to any special durations a spell may have.

For instance, *invisibility* would last a total of 48 hours or until the creature made an attack. Neja's *stoneskin* would have a duration of 48 hours or until it had blocked 1d4+10 attacks (refer to the spell commentary for *stoneskin*). Spells with instantaneous durations cannot be sculpted in this manner.

*Extend Range:* The spell's range is doubled. If the spell has a range of touch or 0, its range cannot be extended.

*Shorten Casting Time:* The spell's casting time is cut in half, to a minimum of 1. If local conditions lengthen the spell's casting time (see page 47), apply the multiplier first, then cut the result in half.

It is not possible to sculpt a spell more than once. It is possible, however, to employ a metamagic spell, such as *extension* or *squaring the circle*, to a spell that has been sculpted provided that the sculpting effect does not duplicate the metamagic spell effect. For example, a wizard cannot extend a spell's duration and use an *extension* spell at the same time. A wizard could sculpt a spell to extend its range and use and *extension* spell to increase its duration.

The highest level spell a wizard can sculpt is limited by the character's level, as shown below:

| **Wizard's Level** | **Maximum Spell Level** |
|---|---|
| 12–14 | 1st |
| 15–17 | 2nd |
| 18–20 | 3rd |
| 21–23 | 4th |
| 24–26 | 5th |
| 27–29 | 6th |
| 30+ | 7th |

A wizard can learn to sculpt more than one spell but must pay the full cost for this skill for each spell. If the wizard improves the skill's base score, the increase applies to all spells the wizard knows how to sculpt.

**Requirement:** Wizard 12+
**Relevant Ability:** Intelligence/Knowledge
**Success:** 8 **Cost:** 1 (3)

## Priests

High-level priests combine spellcasting abilities with combat power. Like warriors, priests equipped with magical armor and weapons are formidable in combat. Their primary strength, however, comes from their spells.

In addition, priests receive extra proficiencies and hit points through 30th level. Priests also have access to special skills beginning at 10th level.

## Priests and 10th-Level Spells

All priests, even druids, gain the ability to cast true dweomers when they reach 20th level. (Although druids do not gain additional spells of levels 1–7 once they exceed 15th level, true dweomers represent a new approach to magic that very high-level druids can understand and use.) Note that the term "10th-level spell" is something of a misnomer. For a priest, a true dweomer might be called an 8th-level spell, but a true dweomer cast by a priest functions just like a wizard's true dweomer does.

Unlike wizards, priests use divine power to create their true dweomers, and any true dweomer a priest casts must promote the deity's interests in some way. This requires a judgment call for the DM. When deciding if a priest's deity grants a true dweomer, consider the following:

The priest must be in good standing with the deity, having observed the requirements of both the character's alignment and the deity's ethos. This is true of all priest spells, and a priest who has strayed too far from the path might not be able to cast any spells at all.

Any true dweomer that impacts on the deity's sphere of control or portfolio is likely to be granted unless it runs contrary to that power's wishes. For example, a deity of agriculture is likely to grant a true dweomer that creates an abundant harvest unless the people who are going to benefit from the harvest have offended the deity. Similarly, a deity of war is very likely to grant a true dweomer that transports an entire army to a battlefield, whereas a deity of peace would be more likely to help transport troops away from a battle. The DM should always try to consider the problem from the deity's point of view.

When in doubt, check the spheres of normal spells the priest is allowed to cast. If the proposed true dweomer contains effects found in those spells, it is probably acceptable. For example, a priest with access to the creation sphere probably can use true dweomers from the create, conjure, and animate areas.

**Table 45:**
### Priest Advancement Beyond 20th

| | ———Experience Points——— | | ———Proficiencies——— | | Hit Points |
|---|---|---|---|---|---|
| **Level** | **Cleric** | **Druid** | **Weapon** | **Nonweapon** | **(d8)*** |
| 20 | 2,700,000 | 2,000,000 | 7 | 10 | 9+22 |
| 21 | 2,925,000 | 2,500,000 | 7 | 11 | 9+24 |
| 22 | 3,150,000 | 3,000,000 | 7 | 11 | 9+26 |
| 23 | 3,375,000 | 3,500,000 | 7 | 11 | 9+28 |
| 24 | 3,600,000 | 4,000,000 | 8 | 12 | 9+30 |
| 25 | 3,825,000 | 4,500,000 | 8 | 12 | 9+32 |
| 26 | 4,050,000 | 5,000,000 | 8 | 12 | 9+34 |
| 27 | 4,275,000 | 5,500,000 | 8 | 13 | 9+36 |
| 28 | 4,500,000 | 6,000,000 | 9 | 13 | 9+38 |

| | | | | | |
|---|---|---|---|---|---|
| 29 | 4,725,000 | 6,500,000 | 9 | 13 | 9+40 |
| 30 | 4,950,000 | 7,000,000 | 9 | 14 | 9+42 |

* Bonus hit points from high Constitution scores are not added after 9th level..

## Priests Beyond 20th Level

**Improved Access to Quest Spells:** Any priest with access to true dweomers can receive a quest spell without sacrificing any spellcasting ability. All other requirements for receiving a quest spell must be met normally, see the *Tome of Magic* for details.

**Improved Undead Turning:** Upon reaching 21st level, a priest who receives the granted power to turn undead can use the power multiple times within the same encounter. The character may continue to turn undead so long as prior attempts against the same group of creatures were successful. Once an attempt fails, the priest cannot continue.

In the case of mixed groups of undead, where a single turning attempt succeeds against some creatures in the group but not others, further attempts to turn the unaffected creatures are useless. Weaker creatures continue to be affected as long as attempts against them succeed.

For example, Wulf meets a lich, six vampires, and a horde of skeletons and ghouls. Wulf is a 21st-level cleric and rolls a 7 on his turning attempt. Wulf automatically destroys 2d6+2d4 skeletons and 2d6+2d4 ghouls. The roll is sufficient to turn the vampires; Wulf rolls 2d6 and gets a 5, leaving one vampire unaffected. The turning roll of 7 is insufficient to turn the lich. The next round, Wulf can use his turning ability against the skeletons, ghouls, and the remaining vampire, but the lich is unaffected since Wulf's initial roll did not affect him.

**Increased Spell Selection:** At 21st level, the priest gains minor access to a sphere of spells the character previously did not have access to or gains access to another level of spells in a sphere the character already has minor access to.

For example, clerics do not have access to the plant, animal, or weather spheres, and they have only minor access to the elemental sphere. A 21st-level cleric could gain minor access to the plant, animal, or weather sphere or get access to 4th-level elemental spells. The DM can make the selection or let the player choose.

At 25th level, the priest gains minor access to another sphere of spells or adds access to another level of spells in one of the character's minor spheres, including the minor sphere the priest added or enhanced at 21st level.

At 27th level, the priest gains minor access to another sphere of spells or adds access to another level of spells in one of the character's minor spheres, including the minor spheres added or enhanced previously.

**Holy Army:** A priest of 21st level or higher can call up an army of dedicated followers to accomplish a single task. The task can be as simple or complex as the priest desires, but it must be something that can be accomplished through force of arms. Acceptable tasks include: destroying a particular castle, temple, or town; rescuing a captive; recovering a

stolen item; bringing a fugitive to justice; deposing a ruler; and so on. The task cannot violate the principles of the priest's alignment or ethos. A priest cannot summon a holy army if the character already has one in the field and cannot summon more than one each year.

A holy army can contain as many troops as the priest's experience point total divided by 1,000. For example, a priest who has just attained 21st level can summon 2,925 troops. Most troops are 0-level fighters, but there is one commander of half the priest's level (round down). The commander in turn has two assistants of half the commander's level, and each of those characters have two more assistants and so on. Each commander and assistant also has a priest or cleric of similar level. For example, a holy army summoned by a 21st-level priest has one commander of 10th level, two subcommanders of 5th level, four lieutenants of 2nd level, and eight sergeants of 1st level. Each officer is accompanied by a priest of similar level. If the priest is lawful good, there is a 10% chance that any given officer is a paladin. If the priest is of any good alignment, and the task involves activities in the wilderness, there is a 10% that any commander is a ranger.

To summon a holy army, the priest must be in a place where people worship the character's deity openly. A holy army takes two weeks to gather for every 500 people in it, though the priest can summon a smaller army. If worshippers of the character's deity are not common in the area where the priest is, the gathering time is doubled. An army usually stays together for a maximum of one month for each level of the priest summoning it. However, the priest can hold it together a little longer by paying the troops well (2–4 gp per 0-level trooper and 100 gp per level for commanders and priests) or by making a successful Charisma/Leadership check. In either case, the army's goal must be within easy reach, and the troops remain active for an additional 2d4 months.

When an army disbands, the troops may return home or they may decide to remain together as an independent force to pursue their own goals. It is best if the priest sees to it that the troops return home instead of giving a more radical element the opportunity to take control of the army.

## Skills For High-Level Priests

The following skills are available to clerics, specialty priests, and druids who meet the listed requirements.

**Divine Strength:** Priests with this skill can marshal divine energies to provide a temporary bonus to their Wisdom, Strength, or Charisma scores.

By concentrating for one round and making a successful skill check, the priest can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two for the same duration. The priest can end the boost and restore the values of the other scores at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

| Priest Level | Improved Score |
|---|---|
| 10–14 | 18 |
| 15–19 | 19 |
| 20–24 | 20 |
| 25–29 | 21 |
| 30+ | 22 |

**Table 47:**
Priest Spell Progression

| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | * |
|---|---|---|---|---|---|---|---|---|
| 20 | 9 | 9 | 9 | 8 | 7 | 5 | 2 | 1 |
| 21 | 9 | 9 | 9 | 9 | 8 | 6 | 2 | 1 |
| 22 | 9 | 9 | 9 | 9 | 9 | 6 | 3 | 2 |
| 23 | 9 | 9 | 9 | 9 | 9 | 7 | 3 | 2 |
| 24 | 9 | 9 | 9 | 9 | 9 | 8 | 3 | 2 |
| 25 | 9 | 9 | 9 | 9 | 9 | 8 | 4 | 3 |
| 26 | 9 | 9 | 9 | 9 | 9 | 9 | 4 | 3 |
| 27 | 9 | 9 | 9 | 9 | 9 | 9 | 5 | 4 |
| 28 | 9 | 9 | 9 | 9 | 9 | 9 | 6 | 4 |
| 29 | 9 | 9 | 9 | 9 | 9 | 9 | 7 | 4 |
| 30 | 9 | 9 | 9 | 9 | 9 | 9 | 8 | 4 |

* The number of true dweomers—10th-level spells—the character can prepare, have prepared, or cast in one day (see Chapter 6).

The priest can take no other actions during the round the character is concentrating on raising the selected ability score. Each attempt to raise an ability score, successful or not, during a single day lowers the base skill score by two; the skill cannot be used once the base score falls to zero or less.

Bonuses from an increased score are applied immediately when the skill succeeds and are lost immediately when the boost's duration ends. For example, a priest who chooses to increase Wisdom immediately gains saving throw bonuses against mental attacks but loses them again when the character's Wisdom score returns to normal. Likewise, the effects from altered ability scores are applied immediately. The priest does not gain any bonus spells from this skill but does gain immunity to certain spells for a Wisdom score of 19 or higher (see *Player's Handbook*, Table 5).

A character can have only one ability score improvement from this skill operating at any given time.

**Requirement:** Priest 10+, Eminence Skill
**Relevant Ability:** Wisdom/Willpower
**Success:** 4 **Cost:** 1 (3)

**Divine Voice:** Priests with this skill can speak with divine authority.

To use the skill, the priest must speak loudly and clearly for a full round. With a successful skill check (made at the end of the round), the priest's voice takes on a divine quality. Every creature within 180 feet can hear the priest speaking unless it has been magically deafened. The divine voice penetrates silence spells and up to 10 feet of solid rock or three inches of lead. *Antimagic shells, prismatic spheres, cubes of force*, and 10th-level ward spells shield their occupants.

Creatures that hear the voice are automatically *enthralled* (as the 2nd-level priest spell) if they have less than 5 Hit Dice or levels. Other creatures can save vs. spell to avoid the effect. Creatures do not have to understand the priest's words, they merely have to hear them. Undead and creatures normally immune to charm spells, such as golems and creatures with Wisdom/Willpower scores of 19 or more, are not affected.

The priest can hold an audience enthralled for up to one hour, as per the *enthrall* spell, but excessive jeering can break the effects (see the spell description in the *Player's Handbook*). The priest can also utter a *mass suggestion* to creatures the character has enthralled; this functions as the 6th-level wizard spell of the same name except that it effects every creature currently enthralled regardless of the priest's level. There is no saving throw vs. the *mass suggestion* if it is completed before the *enthrall* effect ends. The priest can issue only one *mass suggestion* per use of the divine voice skill.

Each use of this skill reduces the priest's base eminence score by two for one week. If the priest's eminence score is zero or less, the divine voice skill is ineffective.

**Requirement:** Priest 15+, Eminence Skill
**Relevant Ability:** Charisma/Leadership
**Success:** 4 **Cost:** 1 (3)

**Divine Will:** Priests with this skill can call upon divine aid to bolster their own strength of will and resist any form of compulsion imposed upon them.

When subjected to any form of unnatural compulsion from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is negated, and no saving throw is necessary. If the check fails, the priest still gets a saving throw if one is normally allowed.

Divine will is effective against any effect that causes the priest to act according to another creature's will, including all forms of *charm, geas, quest, fear, magic jar* (the invading psyche is ejected), *beguiling, command*, etc.

Each use of this skill, successful or not reduces the priest's base eminence score by two for one day. This skill is ineffective when the character's eminence score has been reduced to zero or less.

**Requirement:** Priest 10+
**Relevant Ability:** Wisdom/Willpower
**Success:** 4 **Cost:** 1 (3)

**Detect Deception:** A priest with this skill can see through illusions and falsehoods of all sorts.

A successful skill roll allows the priest to uncover any falsehoods the character encounters, be it a false image from an illusion or a false statement from another creature.

This skill lasts for a short time, detailed on the table below:

| Priest Level | Duration |
|---|---|
| 15–17 | 1 Turn |
| 18–20 | 2 Turns |
| 21–23 | 3 Turns |
| 24–26 | 4 Turns |
| 27–30 | 5 Turns |

If the skill check is unsuccessful, the priest is aware of the failure and must wait one turn to try the skill again. If the skill check succeeds, the priest detects all forms of spoken falsehoods automatically for the duration of the skill's effect. Unlike a *detect lie* spell, the priest knows when a creature is deliberately evading the truth. The skill does not tell the priest what the truth is, it only reveals that fact that the priest has heard a lie or evasion. If the priest encounters magic that allows falsehoods to be spoken, the priest is unable to hear the magically protected creature speak; this reveals the falsehood indirectly.

While the skill is in effect, the priest also gains an immediate saving throw vs. spell to see through any false vision or visual distortion created by a spell, magical item, or creature. The DM should make the roll secretly. If successful, the priest sees the false image as a fine, semi-transparent mist. This power works against all forms of false and misleading images, including *mirror image*, *blur*, *shadow door*, *phantasmal force*, and other spells that mislead or visually confuse viewers. Illusion spells that do not create an image, such as *invisibility*, are not affected. The power also defeats *cloaks of displacement*, *robes of blending*, and similar magical items. The skill has no power against effects that disguise things through physical changes, such as *polymorph self* or *shape change*.

Each use of this skill, successful or not, lowers the priest's base eminence score by two for one week. If the priest's base eminence score falls to zero or less, this skill is ineffective.

**Requirement:** Priest 15+, Eminence Skill
**Relevant Ability:** Wisdom/Intuition
**Success:** 6 Cost: 1 (3)

**Eminence:** This skill allows priests to wrap themselves in an aura of divine power.

A successful check creates an aura that lasts one round for each level the caster has attained. The aura is undetectable except by a *true seeing* spell, which reveals it as a bright silver, inky black, or pearl gray halo depending on the priest's alignment. The aura gives the priest a +4 encounter reaction bonus when dealing with worshippers of the priest's deity or creatures of the same alignment.

Any hostile creature feels a shudder of fear when within 30 feet of the priest. If the priest wills it, the fear takes hold, causing creatures of less than 4th level or 4 Hit Dice to flee until the priest is no longer in sight. More powerful creatures are allowed a saving throw vs. spell to negate the fear. The skill works against all types of creatures—even those normally immune to fear attacks, such as undead. A *cloak of bravery* or *remove*

*fear* spell breaks the effect, as does a successful use of the warrior skill bravery or the priest skill divine will. Once a creature has resisted the fear effect once, it is not subject to fear effects from the same priest for the rest of the day.

Creatures within 30 feet of an opposing priest using the eminence skill are not subject to the fear effect if the second priest's level is equal to or higher than the priest using the fear effect.

Each attempt to raise the aura, successful or not, reduces the priest's base eminence score by two for one week. When the character's base eminence score is reduced to zero or less, the skill is ineffective.

The eminence skill is a prerequisite for the divine strength, divine voice, divine will, detect deception, and invincibility skills. Each time one of these skills are used, the character's base eminence score is reduced by two for either one day or one week, depending on the skill used. Once the priest's base eminence score falls to zero, the character cannot use eminence or any of the other skills. The smite skill is also connected to the priest's eminence score, but can be used (at some risk to the priest) when the eminence skill has been reduced to zero or less, see page 167.

**Requirement:** Priest 10+
**Relevant Ability:** Charisma/Leadership
**Success:** 6 **Cost:** 1 (3)

**Invincibility:** Priests with this skill can draw upon divine power to temporarily delay the harmful effects of special attacks, but not physical damage. If given sufficient time to rest, this skill allows priests to recover from such attacks without additional aid. It is very similar to the warrior skill hardiness

When subjected to a harmful special effect from a spell, creature, or magical item, a priest can roll a skill check. If the check succeeds, the effect is delayed for the period of time shown on the table below. If the check fails, the priest suffers the effect normally. If the effect allows a saving throw, the priest rolls the save before checking this skill.

| Priest Level | Delay |
|---|---|
| 21–23 | 5 Rounds |
| 24–26 | 10 Rounds |
| 27–30 | 15 Rounds |

Invincibility does not delay simple damage from any source, including continuing damage, such as *Melf's acid arrow* or a *sword of wounding*, or special forms of purely physical damage, such as severed limbs or broken bones. This skill does not protect against effects that are not directly harmful, such as magical charms, entanglement, or imprisonment.

If the skill succeeds, the priest suffers no harm from the delayed effect until the delay ends, but he is aware of what the effect is. If the priest receives the appropriate cure before the delay ends, there is no harm to the character. If the harmful effect's duration is shorter than the delay there also is no effect.

For example, a 25th-level priest with 52 hit points left (from a total of 107) is battling a wizard who casts *power word kill* on him. After making his invincibility skill roll, he

delays the effects of the spell for 10 rounds. Four rounds later, after killing the wizard, he casts heal on himself. When the delay effect is over, the power word kill effect occurs, but his hit points are now over 60 and he is immune to the spell. If he had not healed himself, he could have lapsed into unconsciousness in an effort to avoid the effect of the power word, as detailed below.

If the harmful effect has not expired or been cured when the delay ends, the priest must either suffer the full force of the effect or lapse into unconsciousness while the character's body struggles to resist. The length of time the character remains unconsciousness depends on the extent of the injury, as noted on the table below.

| **Injury** | **Recovery Time** |
|---|---|
| Minor | 1 Day |
| Severe | 1 Week |
| Extreme | 1 Month |

*Minor:* These effects impair—but do not incapacitate—the character, such as blindness, deafness, and ability score reductions. Spells such as *antipathy/sympathy* (antipathy effect), *cause blindness/deafness, color spray* (most of the time), *contagion,* and *holy word* are examples of minor effects.

*Severe:* Includes effects that incapacitate or completely transform the character, such as petrification, polymorphing, and death. Severe spell effects include *hold person, phantasmal killer, polymorph other, power word kill,* and *power word stun*.

*Extreme:* Includes effects that wrench the character's very being, such as *energy drains* (per level drained) and magical aging (per year aged). Two notable examples include the 9th-level wizard spell *energy drain* and the 6th-level priest spell age creature from the *Tome of Magic*.

At the end of the recovery time, the character attempts a system shock roll. If the roll succeeds, the character awakens—fully healed—and the effects of the delayed magic are nullified. If the roll fails, the character awakens, but suffers the full force of the effect. Thus, it is possible for a character to rest for months and then wake up only to die from the effects of the delayed magic.

For instance, if our priest from the above example had decided to sleep off the effects of the *power word kill*, he would have been unconscious for a week. The player rolls the character's system shock roll (15 Constitution) and rolls 96%—6% over what he needed. Since the power word would have killed him at the time he lapsed into unconsciousness, the character awakens just long enough to be killed by the spell.

If a character is suffering from multiple effects, the character makes system shock rolls at the end of each recovery period. The player can choose the order in which the checks are made, but the character does not awaken until checks have been made for all the effects. For example, a character who was drained by a vampire and paralyzed by a lich remains unconscious for nine weeks—one month to revive from each of the two levels the vampire drained and another week for the paralysis.

If an appropriate cure is applied while the character is unconscious, the character recovers immediately and automatically.

*Heroic Effort:* As a last-ditch effort to continue a battle, a priest can use the invincibility skill to extend his life. Instead of dying at zero hit points (or falling unconscious at zero hit points and dying at –10 if the optional *Hovering at Death's Door* rule is in play), a priest who makes a successful invincibility check can continue fighting until reaching –20 hit points. The character can function in this state for a number of rounds equal to his delay effect, suffering the appropriate consequences for reduced hit points at the end of the delay.

Use of this skill is not without its drawbacks, however. If the priest is reduced to –20 hit points or less, the character is struck unconscious and dies once the delay expires. Once a character's hit points drop to –20 or less, death is inevitable at the end of the delay period unless unusual conditions exist (see below).

Curative spells can allow a priest struck unconscious by being reduced –20 hit points or less to rejoin a battle, but death still occurs at the end of the delay period. A *raise dead* or *resurrection* spell cast during the delay period prevents death from occurring.

It is possible that a character with the ability to regenerate (from a magical item or high Constitution score) can continue fighting even after being reduced to –20 hit points or less. If regeneration increases the priest's hit points to –19 or more during the delay period, the character regains consciousness and does not die if he receives enough healing to restore him to positive hit points before the delay ends. Even if death occurs, regeneration usually restores a character much more quickly than the rest period the invincibility skill requires. A character returned to life through regeneration need not make a system shock roll.

An *amulet of life protection* also allows a priest to continue fighting after being reduced to –20 hit points or less if the character receives sufficient healing to restore him to –19 hit points or more. The character still lapses back into death at the end of the delay period, but any form of magical healing can restore him to life (see page 79) and no system shock roll is required.

Each use of the invincibility skill lowers the priest's base eminence score by two for the rest of the day. The skill is ineffective if the character's base eminence score is reduced to zero or less.

**Requirement:** Priest 21+, Eminence skill
**Relevant Ability:** Wisdom/Willpower
**Success:** 4 **Cost:** 2 (6)

**Loan:** Priests with this skill can transfer physical vitality between themselves and other living creatures.

With a successful skill roll, the priest transfers a small amount of his own hit points to a living creature (or vice versa). If the priest tries to borrow hit points from an unwilling donor, an attack roll is required before the character can make the skill roll. The number of hit points that are transferred depends on the priest's level:

| Priest Level | Amount of Loan |
|---|---|
| 15–19 | 1d8+2 Hit Points |
| 20–24 | 2d6+4 Hit Points |
| 25–29 | 3d6+6 Hit Points |

30+ 4d6+8 Hit Points

Transferred hit points are immediately subtracted from the donor's hit point total and added to the recipient's total. The hit points are lost to the donor, just as though the donor was subjected to a damaging attack. Donated hit points can be restored through rest or magical healing just as any other form of damage. If the donor has insufficient hit points to supply the transfer, only those available are transferred and the donor dies. Transferred hit points remain with the recipient for 24 hours or until lost in an attack.

Each attempt to use this skill lowers the base score by two for one week. The skill is useless once the base score falls to zero or less.

**Requirement:** Priest 15+
**Relevant Ability:** Wisdom/Intuition
**Success:** 4 **Cost:** 1 (3)

**Smite:** A priest with this skill is empowered to direct a wave of destruction at beings who have wronged the priest or offended the priest's deity.

When the priest uses this power, a cone of divine force issues from the priest's body in any direction the character wishes. The cone is 5' in diameter at the priest's body and 30' in diameter at the far end. Its maximum length depends on the priest's level as shown below:

| Priest Level | Cone Length |
|---|---|
| 18–20 | 30' |
| 21–23 | 50' |
| 24–26 | 70' |
| 27–29 | 90' |
| 30 | 110' |

The priest has no control over the precise effect of the smiting, which the DM chooses from the list below. No matter what the effect, only the priest's enemies are harmed. Allies, innocent bystanders, and worshippers in good standing with the priest's deity are not affected.

*Awestruck:* This is the default effect when the deity does not feel the targets are offensive or threatening. It also is granted when the deity feels that a simple demonstration of its power is sufficient to handle the situation.

A two-dimensional depiction of the deity or the deity's symbol appears in front of the priest, causing the priest's enemies to stare at it in awe if they are within the cone. Creatures with more than 10 Hit Dice or levels are allowed a saving throw vs. spell. Even if the save succeeds, creatures are awestruck for one round, regardless of personal immunities granted by spell or high ability scores.

Creatures remain awestruck only as long as the priest remains motionless and concentrates on the effect, but no longer than one round per level of the priest, plus 1d8 rounds, in any case. Enemies who enter the cone after the image appears are fully subject to the awe effect, even if they avert their eyes. Any motion or the slightest break in the priest's concentration ends the effect, as does any offensive action by the priest's allies.

Distractions to the awestruck characters also end the effect. Loud noises, magical displays, attacks, or attempts to steal the awestruck creatures' equipment, damage their property, or otherwise cause them harm are sufficient to break the effect.

*Blinded:* Deities grant this effect when they find the target creatures offensive, but not particularly dangerous.

Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Blinded creatures move at 2/3 the normal rate and suffer a –4 penalty to attack rolls, saving throws, initiative rolls, and ability checks. Blinded spellcasters cannot cast spells unless they can touch their targets. Blindness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

*Burned:* This effect is granted when the targets are violent and pose an immediate physical threat to the priest, a sacred site, or to creatures friendly toward the priest. The cone fills with a mass of heatless flames that burn the priest's enemies for 6d8 points of damage, save vs. breath weapon for half. Creatures killed by the flames are reduced to piles of ash and no regeneration is possible. Though the heatless flames do not harm the area, they can affect the target's equipment. If a target creature fails the breath weapon saving throw or is killed by the flames, any equipment the creature carries must save vs. disintegration or be reduced to dust.

*Deafened:* This effect occurs when the targets have not greatly offended the deity or when the priest is not in significant peril. Only creatures with 12 or more levels or Hit Dice are allowed a saving throw vs. breath weapon to avoid the effect.

Deafened creatures move at 3/4 the normal rate and suffer a –2 penalty to attack rolls, initiative rolls, and ability checks. There is a 50% chance that any spell a deafened spellcaster attempts fails outright. Deafness lasts until the victim receives a *heal* or *cure blindness or deafness* spell.

*Death:* Deities grant this effect only when deeply offended or when the priest is in extreme danger. Enemies within the cone are immediately reduced to dust if they have 4 Hit Dice/levels or less. Other enemies suffer a doubled burning effect (12d8 points of damage, save vs. spells for half damage).

*Immobilized:* Deities commonly grant this effect when the targets are genuinely dangerous or offensive. Creatures of 6+1 Hit Dice/levels or less are automatically paralyzed, their flesh turning into a rigid, crystalline substance that is easily shattered. Other creatures are allowed a save vs. petrification to negate the effect. The immobility lasts 1d4+2 turns. *Free action* is useless against this effect.

Immobilized creatures can be killed by striking their crystalline bodies with any hard object. For each strike, the creature must make a saving throw as rock crystal versus crushing blow. Only bonuses granted from magical rings, cloaks, and armor count toward the saving throw. Failure results in death.

*Plagued:* The deity grants this effect when the targets are offensive, but do not pose any danger to the deity's interests. The priest's enemies are affected as if struck by a *cause disease* spell. The disease inflicted is debilitating (see the reversed form of the 3rd-level priest spell *cure disease*) and causes the victim to radiate a foul stench. The disease is neither contagious nor fatal. It can be cured by a *cure disease* or *breath of life* spell from a caster of higher level that the priest who called down the plague.

*Slowed:* This effect is granted when deity is offended, but the enemies pose no

immediate threat to a sacred site, the priest, or creatures friendly toward the priest or the deity. The effect is the same as the 3rd level wizard spell *slow*, except that creatures with less than 8+1 Hit Dice or levels get no saving throw. The slow effect lasts for 1d4+2 turns.

Each use of this ability reduces the base score for the priest's eminence skill by two for one week. As long the priest has a positive eminence score, the priest need not make a skill roll to smite enemies. If the priest's base eminence skill score is zero or less, however, the priest must roll an eminence check to successfully smite enemies. Note that this is possible only if the priest has a Charisma/Leadership bonus large enough to offset a negative base score. If the roll fails, the deity is displeased. At best, no smite effect occurs, at worst, the deity directs a smite effect upon the priest.

An example: Marissa has an eminence score of 4 and a Charisma/Leadership bonus of +4. She can freely smite enemies twice a week as long as her eminence base score is not reduced by using other skills. During an adventure, she uses her smite skill once and the divine voice skill once. This reduces her eminence skill to zero. If she wishes to use her smite skill again, she must roll a 4 or less on 1d20 to succeed.

Undaunted, Marissa smites a group of passing kobolds she has come upon. Her 1d20 roll is a 3, so the smite works. Marissa's deity isn't too worried about the kobolds, who were minding their own business when Marissa came along, and grants Marissa an awe effect. The kobolds are briefly entranced, but a fighter from Marissa's party wades into the kobolds, making an all-round attack. The attack breaks the awe effect.

Feeling threatened by the swarm of kobolds, Marissa foolishly tries to smite them again. Her base eminence score is now a –2, but her Charisma/Leadership bonus increases that to a 2. Melissa rolls an 18 and fails. The deity is getting a little tired of all Melissa's attempts to call for special aid and bestows a deafness effect on her. Fortunately, her saving throw succeeds. Marissa's base eminence score is now a –4, leaving her no chance to smite the kobolds again even if she was silly enough to try it again.

**Requirement:** Priest 15+, Eminence Skill
**Relevant Ability:** N/A
**Success:** N/A **Cost:** 2 (6)

**Spell Talisman:** This skill allows a priest to cast one or more spells at the beginning of each day, making them available for instant use.

When a priest with this skill is finished praying for spells, the character can attempt to cast the spell and direct its magical energy into a special container or talisman. A talisman is a small object such as a jewel, crystal bead, or holy symbol blessed by the priest. A talisman must be worth at least 100 gp per spell level.

A successful skill roll is required to place a spell into a talisman. If the roll fails, the spell is wasted. The priest must have all necessary material components on hand and must meet all the usual requirements to cast a spell. If casting the spell has an effect on the priest, such as unnatural aging, the priest suffers the effect even if the spell was not placed in the talisman.

The total levels of spells a priest can have stored in talismans cannot exceed the priest's level. The highest level spell a priest can place in a talisman depends on the

priest's level, as shown below:

| Priest Level | Maximum Spell Level |
|---|---|
| 12–14 | 1st |
| 15–17 | 2nd |
| 18–20 | 3rd |
| 21–23 | 4th |
| 24–26 | 5th |
| 27–29 | 6th |
| 30+ | 7th |

For example, Wulf, a 21st-level priest, can have up to 21 levels of spells stored, but no stored spell can be higher than 4th level. Wulf might choose to store two spells of 4th level, two 3rd, and seven 1st-level spells.

To release a spell from a talisman, the priest must be holding or carrying the item and have the opportunity to concentrate briefly and utter a few words. Though the initiative modifier for releasing the spell is +2, the release cannot be disrupted (though a gagged or silenced priest could not release the spell). Once the spell is released, it functions as if cast normally in all respects, destroying the talisman in the process.

A spell can be stored in a talisman for a maximum of 24 hours. If not used in the allotted time, or if separated from the priest for more than one hour, the talisman crumbles into dust and the spell is lost. No being other than the priest who stored the spell can release the stored energy.

A portion of the spell stored in a talisman lingers in the priest's memory. If the priest memorizes spells again before the 24 hours have expired, the character cannot regain the spell stored in the talisman. The priest cannot transfer a spell from a talisman back into memory. If a talisman is destroyed, the spell is lost. A spell fades from the priest's memory when it is released or lost.

Spells stored in talismans can be cast on worlds where the local magical factor would not allow the spell to be cast (see Chapter 2). A spell cannot be stored in talisman, however, unless the local conditions allow the spell to be cast. The initiative modifier for releasing a spell from a talisman is never affected by the local magical factor.

**Requirement:** Priest 12+
**Relevant Ability:** Intelligence/Knowledge
**Success:** 4 **Cost:** 1 (3)

## Rogues

High-level rogues are masters of wit and misdirection. Although their special abilities are never more than 95% effective, they receive extra abilities at 21st level. They continue to receive extra proficiencies and hit points until level 30. In addition, rogues also have access to a host of special skills beginning at 11th level.

### Thieving Abilities

Rogues of 10th level or lower are limited to scores of 95% or less in thieving skills such as pick pockets and find traps. Once a single skill reaches 95%, the character must spend discretionary points on other skills. If all the character's thieving skill scores are

95%, the discretionary points are lost.

Once a rogue reaches 11th level, however, this limitation is removed, and there is no limit to how far a character can improve a skill, although any discretionary points the character lost earlier are not regained. No matter what the skill score, any roll of 96% or higher is an automatic failure. Any penalties to the roll, however, are subtracted from the base score.

For example, if Jobare has a find/remove traps score of 120%, he has a 60% chance to find or remove a magical trap (magical traps reduce the score by half, see *Player's Handbook*, Chapter 3). Likewise, if Jobare's open locks score is 100%, he has a 40% chance to open a masterful lock (which imposes a penalty of –60%, see *Dungeon Master Guide*, Table 24).

**Table 47:**
## Rogue Advancement Beyond 20th

| | | ———Proficiencies——— | | Hit Points |
|---|---|---|---|---|
| **Level** | **Experience Points** | **Weapon** | **Nonweapon** | **(d6)*** |
| 20 | 2,200,000 | 7 | 8 | 10+20 |
| 21 | 2,420,000 | 7 | 8 | 10+22 |
| 22 | 2,640,000 | 7 | 8 | 10+24 |
| 23 | 2,860,000 | 7 | 8 | 10+26 |
| 24 | 3,080,000 | 8 | 9 | 10+28 |
| 25 | 3,300,000 | 8 | 9 | 10+30 |
| 26 | 3,520,000 | 8 | 9 | 10+32 |
| 27 | 3,740,000 | 8 | 9 | 10+34 |
| 28 | 3,960,000 | 9 | 10 | 10+36 |
| 29 | 4,180,000 | 9 | 10 | 10+38 |
| 30 | 4,300,000 | 9 | 10 | 10+40 |

* Bonus hit points from high Constitution scores are not added after 10th level.

**Table 48:**
## Thieving Skill Base Scores

| **Skill** | **Base Chance** |
|---|---|
| Bribe | 5% |
| Detect illusion | 10% |
| Detect magic | 5% |
| Escape bonds | 10% |
| Tunneling | 15% |

**Table 49:**
## Thieving Skill Racial Adjustments

| **Skill** | **Dwarf** | **Elf** | **Gnome** | **Half-elf** | **Halfling** | **Human** |
|---|---|---|---|---|---|---|

| | | | | | | |
|---|---|---|---|---|---|---|
| Bribe | –5 | +15 | +5 | +5 | — | — |
| Detect illusion | +5 | – | +10 | +5 | — | — |
| Detect magic | +5% | +10% | +5% | +5% | +5 | — |
| Escape bonds | — | — | — | — | +10 | — |
| Tunneling | +10 | –10 | +5 | –5 | +5 | — |

**Table 50:**
## Dexterity/Aim Adjustments

| **Skill** | **9** | **10** | **11** | **12–16** | **17** | **18** | **19** | **20** | **21** | **22** |
|---|---|---|---|---|---|---|---|---|---|---|
| Escape bonds | –15% | –10% | –5% | — | +5% | +10% | +15% | +20% | +25% | +30% |
| Tunneling | –10% | –5% | — | — | — | +5% | +10% | +15% | +20% | +30% |

**Table 51:**
## Thieving Skill Armor Adjustments

| **Skill** | **No Armor** | **Elven Chain** | **Padded or Studded Leather** |
|---|---|---|---|
| Bribe | –10% | +5% | –5% |
| Escape bonds | +5% | –5% | –5% |
| Tunneling | +10% | –5% | –10% |

## Thieves Beyond 20th Level

**Extra Thieving Skills:** At 21st level, a thief gains five new skills. The skills have base scores as shown on Table 48 and the character can immediately apply discretionary points to the skills:

*Bribe:* A thief can bribe an NPC with minor gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe.

The amount of money required for a bribe varies with the NPC's status, according to the table below:

| **NPC Status** | **Bribe** |
|---|---|
| Peasant/Slave | 2d4 cp |
| Freeman/Soldier | 3d8 cp |
| Merchant/Officer | 5d10 cp |
| Noble/General | 5d100 cp |

*Bribery procedure:* It is best to role play an attempt at bribery, but here are a few guidelines:

First, the DM must decide if the NPC in question can be bribed, not everyone is susceptible. No character can be bribed to do something that falls outside his job or

station. A simple peasant or a palace guard would not agree to assassinate his king or liege lord for a few coins. However, the peasant might offer a party shelter for the night or hide the thief from a search party. A guard might agree to look the other way while the party sneaks out the gate.

Likewise, a simple bribe never induces a character to compromise something he believes in or do something that places the character in danger. For instance, an acolyte cannot be bribed to look the other way while the party defiles a holy water font. In any case, an NPC bribed through the use of this skill does not perform any action that takes more than a few minutes of effort or places himself in danger—the task must strike the character as something that is quick and harmless.

Once the DM decides that the NPC can be bribed, use Table 59 (**Encounter Reactions**, from the *Dungeon Master Guide*) to determine how the NPC responds when meeting the thief. Secretly roll 1d20 and find the NPC's reaction on the table. Do not tell the player what the reaction is, simply role play the NPC's response to whatever the thief does.

If the die roll results in a friendly reaction, the NPC probably does what the thief wants without a bribe. If not, the thief has to offer something—money, services, a magical item, information, or anything else valuable—to sweeten the NPC's reaction. To determine the exact amount required, roll on the bribery table, above, and multiply the result by the difference between the reaction roll and the highest number on Table 59 that is a friendly result.

The player should never be told exactly the NPC's station, the base bribe value, or the initial reaction roll. Good role-playing on the DM's part should allow a perceptive player to guess the first and the last.

For example, Jobare, the King of Thieves, approaches a peasant in a friendly manner and starts fishing for information about the local baron. The DM rolls a 13 for the peasant's reaction and checks the number on the first column in Table 59 (because Jobare is acting friendly); the peasant is cautious. The DM decides that the peasant is suspicious, and thinks the thief is a spy or bandit. "Boy, stranger, you sure do ask a whole lot of questions," says the peasant while backing away slowly.

The DM secretly rolls 2d4 and discovers that the base value of the bribe is 5 cp. However, the highest number that gives a friendly result on the first column of Table 59 is a 7, the difference is 6 (13–7), so Jobare has to give at least 30 cp (5x6) to make an effective bribe. Once Jobare pays the required amount, the player can make a bribery roll. If it succeeds, Jobare can ask a few simple questions and get equally simple answers.

*Detect illusion:* Thieves, masters of deception themselves, can see through visible illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist. The more real the illusion, the more solid the image.

For example, *phantasmal force* would be totally translucent, while a *simulacrum* would be mostly solid. *Demishadow monsters* would be somewhere in between the two. *Invisibility* and other nonvisible effects cannot be discerned.

Detection is not automatic, and the thief must spend a round concentrating on the area of effect to discover its illusionary qualities. Knowing that something is an illusion is not necessarily a fail-safe defense against illusionary magic, such as in the case of a *simulacrum*.

*Detect magic:* Thieves can spot magical emanations within their line of sight, up to 60 feet away. They can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming. This ability can be blocked by the same things that prevent *detect magic* spells from operating.

*Escape Bonds:* There comes a time in every thief's career when his luck runs out and he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even straight jackets is a feat of contortion and determination. The thief must roll to break free of every device binding him. If he's tied at the wrists and at the ankles, he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a –5% penalty for each round he tries to shave from the required time. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loosen that bond or pick the lock.

*Tunneling:* A thief might need to dig a tunnel to get to a cache of riches. His success at tunneling depends on several factors. The tunneling table below shows the time required to dig a 10-foot tunnel with adequate tools. Every 10 feet, the thief must make a skill check, failure means that the front of the tunnel collapses. It can be re-dug at the loose earth rate.

| **Type of Earth** | **Modifier** | **Time** |
|---|---|---|
| Sand/loose earth | –10% | 5 hours |
| Packed earth | — | 10 hours |
| Rock | +10% | 30 hours |

Tables 49, 50, and 51 give racial, Dexterity/Aim, and armor adjustments for the skills.

If the character point system from the *Player's Option: Skills & Powers* book is in play, a thief may already have some or all of these new skills. In that case, the thief gains 50 bonus character points at 21st level. The character must use the points to buy thieving skills from Table 27 in *Skills & Powers*. If the thief already has 9 or more of the skills listed on Table 27, the character cannot spend all 50 points on thieving skills and is allowed to spend them on proficiencies and high-level rogue skills instead. The ability to acquire additional thieving skills is a special bonus for reaching 21st level; it is not normally possible to gain additional thieving skills after the character is created

**Improved Scroll Use:** At 24th level, a thief begins to develop an understanding of magic. The character becomes enlightened enough to read some spell scrolls with no chance of failure, as follows:

| **Thief Level** | **Spell Level*** |
|---|---|
| 24–26 | 1st |
| 27–28 | 2nd |
| 29–30 | 3rd |

* There is no chance for failure when reading a scroll of the listed level or less. Scroll spells of higher level have the standard 25% chance for a reversed or harmful effect.

**Table 52:**

## Bard Spell Progression

| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|---|---|---|---|---|---|---|---|---|
| 20 | 4 | 4 | 4 | 4 | 4 | 3 | — | — |
| 21 | 4 | 4 | 4 | 4 | 4 | 4 | 1 | — |
| 22 | 4 | 4 | 4 | 4 | 4 | 4 | 2 | — |
| 23 | 4 | 4 | 4 | 4 | 4 | 4 | 3 | — |
| 24 | 4 | 4 | 4 | 4 | 4 | 4 | 4 | — |
| 25 | 5 | 5 | 4 | 4 | 4 | 4 | 4 | — |
| 26 | 5 | 5 | 5 | 5 | 4 | 4 | 4 | — |
| 27 | 5 | 5 | 5 | 5 | 5 | 5 | 4 | — |
| 28 | 6 | 5 | 5 | 5 | 5 | 5 | 5 | — |
| 29 | 6 | 6 | 5 | 5 | 5 | 5 | 5 | 1 |
| 30 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 1 |

## Bards Beyond 20th Level

**Extra Thieving Skills:** At 21st level, a bard gains two of the five new skills listed in the thief section. The skills have base scores as shown on Table 48, and the character can immediately apply discretionary points to the skills.

If the character point system from *Player's Option: Skills & Powers* is in play, a bard may already have some or all of these new skills. In that case, the bard gains 20 bonus character points at 21st level. The character must use the points to buy thieving skills from Table 27 in the *Skills & Powers* book.

**Improved Scroll Use:** Also at 21st level, a bard can read wizard spells from scrolls with no chance of failure provided that the bard is high enough level the cast the spell. The rogue can read low-level spells from priest spells from scrolls as follows:

| Bard Level | Spell Level* |
|---|---|
| 21–23 | 1st |
| 24–26 | 2nd |
| 27–29 | 3rd |
| 30 | 4th |

The bard has the standard 15% chance for a reversed or harmful effect when reading scroll of wizard spells of higher level than the character can cast or priest spells of higher level than the table allows.

**Improved Item Identification:** At 21st level, a bard can analyze magical items and determine something about their specific powers.

For each hour a bard spends studying an item, the character has a 55% chance to determine a single power. The item's exact magical bonuses and number of charges are never revealed (see the 1st-level wizard spell *identify*). The bard need not handle the item or expend any materials, the character merely examines the item closely.

**Magical Item Use:** At 24th level, a bard can use wands, staves, and rods as a wizard of the same level.

**Item Creation:** At 27th level, a bard can write wizard spells the character knows and brew potions as a wizard of the same level.

## Skills For High-Level Rogues

The following skills are available to thieves and bards who meet the listed requirements.

**Adaptation:** A character with this skill has a trained mind that quickly analyzes unusual or unfavorable environments and a finely tuned body that can compensate for physical impediments to fighting. Except where noted below, it is identical to the warrior skill of the same name.

Rogues who use this skill successfully do not suffer combat and initiative penalties for fighting in an unfavorable environment, most notably the +6 foreign environment penalty to initiative (see Chapter 9 of the *Player's Handbook*). If the environment also includes special saving throws or ability checks due to physical conditions, such as a Dexterity/Balance check to avoid falling off a ladder when struck in melee, characters successfully using this skill receive a +3 (or +15%) bonus to the check.

The skill does not allow characters to ignore situational movement penalties, environmental factors that are not combat related, or conditions that are physically impossible to overcome. For example, no one can avoid sinking into quicksand without magical aid, and resistance from water still makes slashing and bludgeoning weapons almost useless without a *ring of free action* or a *free action* spell. Likewise, characters adapted to fighting underwater still have to find ways to breathe.

The skill has no effect on penalties derived from an environment's magical properties or on penalties based on vision or lighting. In fact, characters who cannot observe their surroundings suffer a –4 penalty to the skill check—it is very hard to size up battlefield in thick fog or pitch darkness.

To use this skill, a character must actually enter combat in a foreign or unfavorable environment. At the end of each round, the character checks the skill. The skill check requires only a moment's thought and can be checked every round until successful. It does not prevent other actions—melee attacks, spellcasting, etc.—during the round. Once the skill succeeds, the character temporarily ignores the environment's special effects, as described above. The effect lasts for the entire battle plus one day per character level thereafter, and this can be extended indefinitely if the character practices fighting in the environment for at least eight hours a week. At an extra cost of one weapon or nonweapon proficiency slot (or three character points), the character can become permanently adjusted to fighting in the environment, provided the additional cost is paid before the adaptation fades.

**Requirement:** Rogue 11+
**Relevant Ability:** Intelligence/Reason

**Success:** 10 **Cost:** 2 (6)

**Classify Traps:** Rogues with this skill have made an exhaustive study of traps and may be able to apply their knowledge to any traps they find. The skill is useless without the find traps ability.

A successful skill roll reveals a trap's exact nature, not just its general principle. A successful skill roll shows how the trap works and what it does to people who trigger it. The rogue learns where any attacks the trap launches are aimed—provided he can observe those areas. The examination requires at least a turn for basic constructs and possibly much longer for very elaborate traps (DM's discretion). A magical or invisible trap reduces the rogue's success number, including ability score bonuses, by half, round fractions up.

A failed skill roll of less than 20 means that the rogue cannot determine anything special about this particular trap. A roll of 20 means the rogue has made a false assumption about what the trap does. As with any roll a rogue makes when finding or removing a trap, the DM should make the skill roll secretly.

If the rogue decides to disarm a trap after a successful examination, the character can make two remove traps rolls taking only the best result. Alternatively, the rogue can simply bypass the trap by standing in a safe place and triggering it, carefully avoiding the areas it targets. If the DM decides it is not possible to completely avoid the trap's effects, the rogue is allowed a saving throw vs. breath weapon. If successful, the rogue is unharmed; otherwise, the damage inflicted is reduced by half. If the rogue also has the evasion skill, the character gets a +2 bonus to the saving throw. If the rogue has companions, the character can mark or carefully explain what the trap does, allowing these characters to attempt breath weapon saving throws to avoid the effects. If the save fails, the victim suffers only half damage.

In many cases, a trap's attack cannot have a half effect. In these cases, the DM can require another saving throw against the trap's attack form or rule that character's are fully effected when they fail the breath weapon saving throw.

An example: Jobare analyzes a trap he has found on a door and discovers that opening the door is going to flood the corridor, and possibly chamber beyond, with poisonous gas. Jobare decides that plugging all the gas vents would require too much time, so he advises his colleagues to take deep breaths and tie damp cloths over their faces. When the preparations are complete, Jobare flings open the door. Because the party did not leave the area the gas is flooding into, the DM calls for saving throw checks to see if anyone is effected by the gas. Because it is difficult for someone to suffer a half effect from poison gas, the DM requires the characters who fail their breath weapon saving throws to roll a second saving throw vs. poison to see if they succumb to the gas they inadvertently inhaled. If the trap dropped a 20-ton block into the corridor instead of poison gas, the DM would have been justified in ruling that character who failed their breath weapon saving throws were crushed to death instead.

**Requirement:** Rogue 11+
**Relevant Ability:** Intelligence/Knowledge
**Success:** 4 **Cost:** 2 (6)

**Evasion:** Rogues with this skill can avoid damage from energy discharges such as breath weapons, *fireball* spells, and the like through a combination of superior reflexes and inner strength.

This skill operates automatically whenever a rogue is subjected to an energy attack that causes damage. The rogue rolls a normal saving throw vs. the effect and suffers no damage if it is successful. This skill is not effective against effects that do not inflict damage or that do not normally allow a saving throw. For example, the skill does not protect the rogue against a bronze dragon's repulsion breath weapon, a gorgon's petrifying breath, or *magic missile* spells.

The rogue can also avoid missiles fired from fixed points, such as traps and siege engines, but not from creatures. If not surprised, the rogue avoids the missile with a successful saving throw vs. breath weapon.

**Requirement:** Rogue 16+
**Relevant Ability:** N/A
**Success:** N/A **Cost:** 1 (3)

**Fall/Jump:** A rogue with this skill can safely break a fall if there is a vertical surface nearby to help slow the character's descent. A very accomplished rogue can fall or jump from amazing heights and not suffer the slightest injury.

A successful skill check allows the rogue to make contact with a nearby surface and safely descend. The maximum distance from a vertical surface and the maximum distance for a safe fall depends of the rogue's level:

| Rogue Level | Surface Distance | Distance Fallen |
|---|---|---|
| 11–13 | 1' | 30' |
| 14–16 | 2' | 60' |
| 17–19 | 3' | 90' |
| 20–21 | 5' | 120' |
| 22–24 | 7' | 150' |
| 25–27 | 9' | 180' |
| 28–30 | 11' | 210' |

Rogues who simply step off a precipice or fall while climbing are always within one foot of a vertical surface unless it has a negative slope (angled back under the place from which the rogue fell). Any surface that can provide a reasonable amount of friction when the rogue grabs it or places his hands or feet against it is sufficient (ropes, tree trunks, walls, etc.). Very smooth or slippery surfaces are useless (ice walls, greased poles, *walls of force*, etc.).

If the fall is longer than the safe distance allowed for the rogue's level, subtract the safe distance from the total distance before determining damage from the fall. For example, a trap door opens under Jobare, a 20th-level thief, and dumps him into a shaft 10 feet square. No matter what happens, Jobare is within five feet of one wall, so he can attempt to break his fall. His skill roll succeeds, however, the shaft goes down 150 feet and then opens into a chamber 30 feet high and several hundred feet across. Jobare can

break only the first 120 feet if his fall and suffers 6d6 points of damage for the final 60 feet. Even if he had been a 30th-level thief, Jobare would have suffered 3d6 points of damage because there was no surface within reach to break the final 30 feet of the fall.

**Requirement:** Rogue 11+
**Relevant Ability:** Dexterity/Balance
**Success:** 11 **Cost:** 1 (3)

**Featherfoot:** Rogues with this skill can make their footsteps as light as a feather, moving silently and exerting very little pressure on the surface they are moving over.

This skill is a function of the rogue's move silently ability, which is a requirement for using this skill. A rogue who makes a successful move silently roll can move a short distance over a surface fairly quickly and without exerting any appreciable weight on it, according to the table below.

| Rogue Level | Surface | Distance* | Movement |
|---|---|---|---|
| 11–13 | Soft | 30' | 12 |
| 14–16 | Very Soft | 60' | 15 |
| 17+ | Liquid | 120' | 18 |

* The rogue must stop and make contact with the surface after moving this far.

*Soft Surfaces:* Mud, snow, sand, or other surfaces where normal humans would leave clear tracks.

*Very Soft Surfaces:* Quicksand, fine dust, or other surfaces where normal humans would sink slowly.

*Liquid Surfaces:* Water or other surfaces where normal humans would sink immediately.

A rogue using the featherfoot skill moves in complete silence and leaves no tracks on the ground. The character's weight doe not press down upon the surface at all. The character does not set off any alarm or trap triggered by weight and does not trigger a *squeaking floors* spell.
**Requirement:** Rogue 11+
**Relevant Ability:** N/A
**Success:** N/A **Cost:** 1 (3)

**Improvised Attack:** Rogues with this skill can use unorthodox and unexpected maneuvers to achieve special results in combat. The more unusual the maneuver, the better its chance for success.

A rogue can use this skill only once a day, but the character can learn the skill multiple times. For example, a rogue who learns this skill three times can make three improvised attacks each day. An improvised attack can have one of the following effects:

*Blinding:* If the attack succeeds, the opponent must save vs. breath weapon or suffer blocked vision (from debris thrown into the eyes, an object wrapped around the victim's

head, or even a hat or helmet dropped over the eyes). The opponent suffers the full penalties for darkness (–4 to attacks, saving throws, and Armor Class and movement reduced to one-third; see the *Dungeon Master Guide*, Chapter 13). Because the opponent's situation is painful or awkward or both, the blindfighting proficiency does not reduce the penalties. Note that many creatures cannot be blinded in an improvised attack because they have no eyes or visual organs.

The blinding effect lasts until the opponent clears his vision, which requires a roll of 9 or less on 1d20. The opponent's Wisdom/Willpower or Dexterity/Balance score affects the roll—the DM decides which ability applies. The opponent can attempt to clear his vision at the beginning of each round, but doing so counts as a half move (see the *Player's Handbook*, Chapter 9, or *Combat & Tactics*, Chapter 1).

*Disarm:* If the attack is successful, the opponent must save vs. petrification or lose the use of one weapon (because it is dropped or has become stuck in something). Recovering a lost weapon takes a half move. If the weapon is stuck, the opponent must make a successful open doors roll to get it free.

*Immobilize:* If the attack succeeds, the opponent's entire body becomes entangled or trapped, and he must save vs. paralyzation or cease all meaningful movement. The opponent remains unable to move or attack until he works free, which requires a roll of 9 or less on 1d20. The creature's Strength/Muscle or Dexterity/Aim score applies to the roll—the DM decides which ability applies. The opponent can attempt to get free at the beginning of each round, but doing so counts as a half move.

*Kill:* If the attack succeeds, the opponent suffers a critical injury that reduces the creature's hit points to –10 instantly unless the opponent saves vs. death magic. If the save succeeds, there is no effect, but in some cases, the rogue can force the opponent to save again the following round by winning initiative and grappling the opponent.

For example, Jobare has attempted to kill an enemy warrior by slamming a shutter down on his neck. The warrior's saving throw was successful, but his head is still caught under the shutter. Jobare can attempt a grappling attack to get another chance to strangle the warrior.

Opponents with more Hit Dice or who are higher level than the rogue are immune to kill effects. In this instance, the thief inflicts normal damage.

*Stun:* If the attack is successful, the opponent must save vs. breath weapon or become stunned for 2d4 rounds. The character's Constitution/Fitness adjustment applies to the saving throw. A stunned character is unable to cast spells, attack, or move at more than half speed. The character suffers a –2 penalty to Armor Class, attack rolls, saving throws, and ability checks while stunned.

*Trip:* If the attack succeeds, the opponent suffers a misstep or other misfortune and must save vs. petrification or fall down. Dexterity/Balance bonuses apply to the saving throw. Creatures that fall while moving at speeds greater than 12 might suffer minor damage (1d3 or 1d6 points of damage, at the DM's option). In some cases, a fall might be inherently more dangerous, such as when a character falls when climbing or stumbles onto a sharp object. If a fall could result in instant death, use the rules for killing attacks instead. Getting up after a fall counts as a half move.

The improvised attack skill requires some imagination and role-playing ability from the player. An improvised attack must be announced in a round's player declaration phase. During the resolution phase, the player must describe exactly what unusual attack

the rogue is employing—a simple called shot never qualifies as an improvised attack. The rogue then makes a normal attack roll. Standard combat modifiers apply, as does the rogue's backstab bonus for rear attacks that qualify. In most cases, the rogue's missile bonus from Dexterity/Aim also applies, because most improvised attacks rely on precision and fast movement. Improvised attacks that involve a blow to the opponent are also subject to Strength/Muscle bonuses.

If the attack fails, the improvised attack has no effect. If the attack succeeds, the opponent suffers no damage but must roll a saving throw or suffer the improvised special effect. The cleverness and appropriateness of the attack affects the saving throw as follows:

+6 if the rogue player made no attempt to role-play or describe the attack. For example, the player says, "I blind the dragon with an improvised attack."

+4 if the rogue player makes only a feeble attempt to role-play or describe the attack. "Uh, I find some dirt and throw it in the dragon's eyes"

+2 to +6 if the attack described is physically unlikely to have the desired effect. Trying to trip a horse with a staff is not likely to be effective.

The save is automatic if the method described is completely inadequate. For example, no character can strangle a great wyrm dragon with a 12-inch leather thong, nor can a character blind a storm giant with a glob of oatmeal unless he can reach the giant's face.

+2 if the rogue has used the same trick earlier in the adventure. The bonus is +4 if the rogue has used the trick earlier in the same encounter, +6 if the rogue has used the trick on the same creature during this adventure, and +8 if the rogue has used the trick on the same creature this encounter. However, see the note on establishing tricks, below.

–2 if the opponent is surprised.

–4 if the attack described is particularly appropriate. For example, causing a fall from a wall by slamming a window down on the creature's fingers, entangling an opponent in a fishing net, blinding a creature by tricking it into looking at a dusty object and then blowing the dust into its face, etc.

The optional saving throw modifiers from Table 36 or from Table 38 can be applied to the saving throw if the DM wishes.

*Establishing a Trick:* If a rogue has successfully used the same improvised attack in three separate adventures, the character can purchase the improvised attack skill the next time he gains a level and make the trick a permanent part of the character's skills. An established trick can be used once per encounter without the usual penalty for multiple use; situational penalties still apply. Using an established trick does not count toward the character's daily allotment of improvised attacks unless the trick is used more than once in a single encounter, in which case the multiple use penalties also apply. Opponents who have fought the rogue previously and are prepared for an established trick gain a +6 saving throw bonus against it.

*An Example:* Jobare is collecting his ill-gotten gains after a game of chance in a seedy inn. When one of the players demands his money back, Jobare asks the fellow to hold out his hand. When the man complies, Jobare grabs his own feathered hat and clamps it over the man's face. The DM and the player agree that this is a blinding attack. The DM decides that a roll for surprise is in order, as the man is dutifully holding out his hand and not expecting attack. The man rolls a 2 on the surprise die, indicating surprise. Jobare rolls a normal melee attack, adjusts for his Dexterity/Aim score and the fact that the man is surprised. The attack succeeds, and the DM rules that the man must save. vs. breath weapon at –2 or be blinded. His saving throw fails, giving Jobare an opportunity to escape.

Later, Jobare has a special hat made that is lined with pleats of loose cloth that allow the hat to unfold into a small bag, and it contains a springy headband that helps hold the hat in place, whether the hat is on Jobare's head or on an opponent's face. Jobare uses his trick hat several times, and when he gains enough experience to advance a level, he decides establish it as a skill (spending one proficiency slot or three character points).

**Requirement:** Rogue 16+
**Relevant Ability:** N/A
**Success:** N/A **Cost:** 2 (6)

**Inner Focus:** Rogues with this skill can marshal their personal energies to provide a temporary bonus to their Dexterity, Intelligence, or Constitution scores; it is otherwise similar to the warrior skill of the same name.

By concentrating for one round and making a successful skill check, the rogue can improve one of the three eligible ability scores to the value listed on the table below. The improvement lasts one round per character level. Because the majority of the character's energy is directed to the improved ability score, the other two ability scores are reduced by two points each. The rogue can end the boost—and restore the values of the other two ability scores—at any time. If the character's ability score is already higher than the value listed on the table, this skill has no effect. If the optional subabilities rule from *Skills & Powers* is in play, both subabilities in the increased ability score are raised to the same value.

| Rogue Level | Improved Score |
|---|---|
| 11–15 | 18 |
| 16–20 | 19 |
| 21–25 | 20 |
| 26–30 | 21 |

The rogue can take no other actions during the round spent concentrating on raising the selected ability score. Each attempt, successful or not, during a single day lowers the base skill score by two.

Bonuses from an increased score are applied immediately when the skill succeeds and are immediately lost when the boost's duration ends. Likewise, the effects from reduced ability scores are applied immediately but then restored when the improvement ends.

A character can have only one ability score improvement from this skill operating at

any given time.
**Requirement:** Rogue 11+
**Relevant Ability:** Wisdom/Willpower
**Success:** 5 **Cost:** 1 (3)

**Nondetection:** Rogues with this skill can shield themselves from many types of magical divination, as the 3rd-level wizard spell of the same name.

When subjected to a spell such as *ESP*, *clairaudience*, or *detect invisibility*, or to a magical item such as a *crystal ball*, a successful skill check defeats the spell or device. Even if the roll fails, the rogue is still entitled to any applicable saving throws.

This skill is also effective against the sense danger skill, the priest's detect deception skill, and the ability of intelligent or powerful creatures to detect invisible opponents. When subjected to one of these powers, the rogue can attempt an opposed Wisdom/Willpower check to remain undetected.

This skill is not effective against the spells *know alignment*, *true seeing*, *commune*, or *contact other plane*, nor is this skill effective against the detection abilities of legendary monsters, wyrm and great wyrm dragons, and deities.

**Requirement:** Rogue 16+
**Relevant Ability:** Wisdom/Willpower
**Success:** 4 **Cost:** 2 (6)

**Sense Danger:** This skill allows rogues to discover threats that are not obvious to less perceptive characters. It is similar to the warrior skill of the same name, but relies on the rogue's intellect rather than on intuition and grants rogues a slightly different set of sensing abilities.

The sense danger skill is actually four different subskills, as outlined below. The number of subskills the rogue knows depends on the character's level: one subskill at 16th–20th level, two subskills at 21st–25th level, and three subskills at 26th–30th level. If the character purchases this skill twice, the rogue gains one extra subskill. Any improvement to the skill number improves all the subskills the character knows.

Each subskill gives the rogue the ability to detect danger in a different form:

*Ambushes:* The rogue can determine if hidden enemies are lurking in any area the character can see well (see Table 62 in the *Player's Handbook*). The rogue can scan an area roughly 200 yards square in a single round. An area can be scanned only once each turn, and a successful scan reveals approximately how many creatures are hiding in the area and their approximate size.

*Concealed Weapons:* The rogue can study a creature to determine if it has any concealed weapons. A successful check reveals any weapons hidden about the creature's person (tucked into clothing, hidden nearby, etc). If faced with an unknown creature, a successful skill check allows the rogue to determine what its attack modes are (claws, teeth, etc.).

When the rogue detects a concealed weapon with this skill, the character notes its general size, location, and type—a sap tucked into the back of a character's breeches or a dagger hidden in a sleeve, for example. The character learns nothing else about the

weapon. Note that the rogue must be aware of the creature before checking for concealed weapons—a rogue cannot attempt to search a statue for concealed weapons because the player suspects it might be a golem. Unlike the warrior's version of this skill, a rogue can detect magically concealed weapons.

*Hostile Intentions:* A rogue can size up a living creature in plain sight and deduce its level of hostility toward the rogue and his party. A successful roll gives the rogue a general level of hostility: low (a suspicious merchant), medium (a thief from an opposing guild), or high (caught by the local wizard with his *staff of the magi* in your backpack). Unlike the warrior ability, the rogue skill does not reveal how well prepared for attack the creature is, just how much it would like to attack. This skill does not indicate how likely a creature is to attack, since a creature does not always act on its hostility.

*Impending Attacks:* The rogue develops a sixth sense about weapons and other forms of attack aimed at the character. Any time an undetected enemy is preparing an attack, the rogue can attempt a skill check to receive a vague impression about the attacker's general direction (front, rear, left, right) and distance (close, far). In many cases, the attacker's identity is obvious from the information the skill provides. A successful skill check gives the rogue a +2 bonus on surprise rolls and a +1 bonus to the initiative roll during the first round of combat if the character is not surprised. Unlike the warrior back protection subskill, the rogue must turn to face the attacker to negate any applicable rear attack bonuses. If the character is surprised in spite of this skill, the attacker receives all bonuses normally applied to rear attacks, including backstab adjustments.

With any subskill, the DM should roll the check secretly. If the roll fails on a roll of 19 or less, the character detects nothing. If the roll fails on a 20, the character gets a false indication—improperly analyzing a creature's level of hostility, noting a concealed weapon where there is none, etc. A false indication has no effect on an impending attack.

If the character also has the alertness proficiency, he receives a +1 bonus to his skill score.

**Requirement:** Rogue 16+
**Relevant Ability:** Intelligence/Reason
**Success:** 6 **Cost:** 2 (6)

**Shadow Flight:** This ability is similar to the shadow travel skill, except that a successful hide in shadows roll allows the character to fly silently from shadow to shadow.

Like the shadow travel skill, the rogue must begin with a successful hide in shadows roll. Once in the shadows, the character's movement rate and maneuverability class depend on the strength of the shadows:

| **Amount of Shadow** | **Rate/Maneuverability** |
|---|---|
| None | Normal* |
| Weak | 15/D |
| Strong | 18/C |
| Very | 24/B** |

* Flight is not possible.
** Once an hour, the rogue can instantly move up to 360 yards, as a dimension door spell, as long as the destination is at least as shadowy as the rogue's current position.

While flying or traveling instantaneously, the rogue can be no more than lightly encumbered. The rogue can carry other creatures if their weight does not exceed the rogue's light encumbrance limit.

**Requirement:** Rogue 21+
**Relevant Ability:** N/A
**Success:** N/A **Cost:** 1 (3)

**Shadow Travel:** This skill allows a rogue to move rapidly from one shadowy area to another, moving at seemingly blinding speed.

The use this skill, the rogue must first successfully hide in shadows, which is required to use this skill. After entering the area of shadow, the rogue can move into other shadows at increased speeds. The actual movement depends on the amount of shadow available, according to the table below.

| **Amount of Shadow** | **Movement Rate** |
|---|---|
| No Shadows | Normal |
| Weak Shadows | 15 |
| Strong Shadow | 18 |
| Very Shadowy | 24 |

*No Shadows:* The rogue is surrounded by multiple light sources, within a magical light or darkness spell, or in the open on a bright, clear day.

*Weak Shadows:* Outdoors at dawn or twilight, in a woods on a bright day, average indoor light, or outdoors on a moonless or overcast night are examples of these conditions.

*Strong Shadows:* The rogue is outdoors at night or in dim indoor light.

*Very Shadowy:* Most areas of near-darkness apply for this condition, including: in woods at twilight; in a windowless room with a single, flickering light source such as a torch, candle, or fire; outdoors at night along the edges of the circle of light thrown by an artificial light source (*Player's Handbook*, Table 63).

The rogue is visible when moving between shadows, but he remains hidden while within the shadows and able to move at an accelerated rate until the character attacks or the shadows get weaker. If the rogue leaves the shadows to attack, the character can enter them again and resume accelerated movement on any round when the rogue does not attack and there are shadows available. Shadow movement is not silent, but the rogue can attempt a move silently roll while moving through shadows and still move at the accelerated rate. Accelerated movement is subject to normal modifiers for terrain and encumbrance.

**Requirement:** Rogue 16+
**Relevant Ability:** N/A
**Success:** N/A **Cost:** 1 (3)

### Demihumans in High-Level Play

Demihuman characters are usually forced to retire or assume secondary roles in the campaign once human player characters begin to reach high levels and the demihuman characters reach their advancement limits. That is exactly what is supposed to happen. Many DMs are tempted to ignore demihuman advancement limits, especially when players are unwilling to retire their high-level demihuman characters.

Do not ignore demihuman advancement limits; they are the price players must pay for gaining demihuman advantages at lower levels. Ignoring the advancement limits unbalances play by placing high-level power in the hands of characters who already have extra abilities, and it is grossly unfair to players who have chosen human characters and have labored long and hard to get to the point where their choices begin to pay dividends in the form of unlimited advancement.

## Some Solutions to the Demihuman Advancement Problem

Demihuman advancement limits are a fact of life in any AD&D game world. Nevertheless, the DM can solve the problem in several ways without forcing demihuman characters out of the game:

A demihuman character can use a *wish* or 10th-level transformation spell to become human. Such a character might still look and act like a demihuman, but has put aside the racial characteristics—and special racial abilities—that have held the character back.

A demihuman character can use a wish or 10th-level imbue spell to gain one level beyond the normal racial maximum. The character in question must have earned enough experience to actually gain the level. Each level gained beyond the maximum requires one wish or 10th-level imbue spell.

The DM can use the *Slow Advancement* rule from Chapter 2 of the *Dungeon Master Guide*. At low levels, slow advancement doesn't have much affect on play, but humans begin to pull ahead fairly rapidly once the characters reach 10th level or so.

The DM can apply the *Slow Advancement* rule only after demihuman characters reach their maximum levels. This represents their struggle to stay focused on their professional skills despite the distractions and difficulties of being a demihuman. To reflect a demihuman character's nonhuman viewpoint, it's a good idea to also require the character to complete some heroic task that furthers the interests of the character's race each time the character advances a level beyond the usual maximum. For example, an elf wizard might undertake a quest to protect a tract of virgin forest and perhaps establish a colony there. This kind of effort marks the character as a racial hero instead of a demihuman with human interests.

### Beyond 30th Level

All character advancement stops at 30th level, which represents the pinnacle of mortal achievement. At this level, even a wizard has more hit points than five normal men and characters of any class have powers greater than the avatars that

deities use to conduct business in the mortal world. Once a character has gotten this far, there is nowhere else to go. Or is there?

## Divine Ascension

With the DM's approval, a character can abandon his or her profession and follow a different path to power. Divine ascension requires a great deal of attention and creativity from both DM and player. Only the barest guidelines are given here, because each character and campaign are unique.

A character can seek to ascend anytime after reaching 20th level (or earlier if the DM allows it). Once a character has reached 30th level, this is the only option that allows the character any further advancement.

Once the character embarks on the path to godhood, he can never turn back. The character ceases advancing in the original class. The character retains all class abilities but gives up normal adventuring and acts with a new purpose.

The character must seek a divine sponsor—usually a deity appropriate to the character's alignment, original class, and race—and prepare a special offering for that deity. The gift can be anything the character desires and the DM agrees to. The donation need not be a single item. In any case, the gift's monetary value must be at least equal to the character's experience point total.

While preparing the offering, the character receives experience points normally. For each 500,000 experience points gained, the character can lower one saving throw number one point, to a minimum saving throw of three.

The ability to reduce saving throw numbers below the normal minimum for the character's original class is special, and it is why the character must give up his or her original class. The character gains no other benefits from accumulated experience; no hit points, proficiencies, skills, etc.

When the offering is completed, the character must journey to the deity's abode and present the gift. If the character has been true to the principles of his or her alignment and profession, the deity probably accepts the gift. If in doubt, use Table 59, Encounter Reactions, from the *Dungeon Master Guide*. If the deity's alignment and portfolio match the character's alignment and profession—for example, a lawful good fighter petitioning a lawful good war deity—use the first column on the table. If the character and deity are slightly mismatched, use the second column. Otherwise, use the third column. If the reaction roll is friendly, the deity accepts the gift. If not, the deity destroys the gift and sends the character away. The character can try again with the same deity or with another deity.

Note that the character might not get an immediate audience with the deity. Just finding and entering the deity's abode could be an adventure in itself. The material in the *Planescape* setting can provide details about what the character might find.

Once the deity accepts the gift, it assigns some heroic task to the character. (In a *Planescape* campaign, the character becomes the deity's proxy, see *A Player's Guide to the Planes*.) Completing the task proves the character's mettle. It is up to the DM to create a suitable task and design a series of adventures so that the character can complete it. A few examples follow:

Found a dynasty.
Create a new magical item or spell that others seek to imitate.
Find and destroy an artifact from an opposing alignment.
Find and defeat the avatar of a rival deity.
Build a lasting monument to the deity.

The DM and the player must work out the exact details. In any case, the character must complete the task and earn enough experience to lower all saving throw numbers to three. In addition, the character cannot have any ability score (or subability score) lower than 13. When all of that is accomplished, the character becomes a demigod and companion to the sponsor. The character becomes an NPC under the DM's control.

Some players may be upset that they have worked so hard to improve their characters only to lose control of them to the DM. Remind them of their contributions to the campaign world—new characters can worship their "retired" heroes/demigods—and invite them to help construct the new powers' portfolios. AD&D is a game of heroes, not gods.

## Appendix Notations

P = Priest spell  W = Wizard spell
PR = Power Rank  MV = Movement

### Spell Statistics

These are detailed on pages 99–100. Letters separated by a slash indicate spells that can be used in multiple ways; the caster must choose how the spell is to be used before the duel begins.

A = Attack  D = Defense
L = Leech  AD = Attack/Defense
M = Missile

† Spell from the *Tome of Magic*
S Spell has a special effect; see Chapter 5.

## A

Abi-Dalzim's Horrid Wilting† (W 8) A, PR 17, MV 2
Abjure (P 4) L, PR 13, MV 2
Accelerate Healing† (P 3) L, PR 12, MV 1
Acid Storm† (W 7) A, PR 16, MV 5
Adaptation† (P 3) L, PR 12, MV 5
Addition† (P 4) L, PR 13, MV 3
Advanced IllusionS (W 5) Any, PR 14, MV 5

Aerial Servant (P 6) AD, PR 15, MV 2
Affect Normal Fires (W 1) L, PR 10, MV 2–5
Age Creature† (P 6) L, PR 15, MV 1
Age Dragon† (P 7) L, PR 16, MV 3
Age Object† (P 5) L, PR 14, MV 2
Age Plant† (P 4) L, PR 13, MV 3
Aid (P 2) D, PR 11, MV 1
Airboat† (W 8) L, PR 17, MV 5
Air Walk (P 5) L, PR 14, MV 1
Airy Water (W 5) L, PR 14, MV 1
Alacrity† (W 3) L, PR 12, MV 1
Alamir's Fundamental Breakdown[S†] (W 3) L, PR 12, MV 1
Alarm (W 1) L, PR 10, MV 2
Alter Self (W 2) D, PR 11, MV 1
Alternate Reality† (W 3) L, PR 12, MV 1
Analyze Balance† (P 1) L, PR 10, MV 4
Animal Friendship (P 1) L, PR 10, MV 2
Animal Growth (P 5) L, PR 14, MV 4
Animal Growth (W 5) L, PR 14, MV 4
Animal Summoning I (P 4) AD, PR 13, MV 5
Animal Summoning II (P 5) AD, PR 14, MV 5
Animal Summoning III (P 6) AD, PR 15, MV 5
Animate Dead (P 3) L, PR 12, MV 2
Animate Dead (W 5) L, PR 14, MV 2
Animate Object (P 6) AD, PR 15, MV 3
Animate Rock (P 7) AD, PR 16, MV 3
Antianimal Shell[S] (P 6) D, PR 15, MV 1
Antimagic Shell[S] (W 6) AD, PR 15, MV 1
Antiplant Shell[S] (P 5) D, PR 14, MV 1
Antipathy-Sympathy (W 8) L, PR 17, MV 3
Anti-Vermin Barrier† (P 1) D, PR 10, MV 3
Armor (W 1) L, PR 10, MV 1
Astral Spell (P 7) L, PR 16, MV 1
Astral Spell (W 9) L, PR 18, MV 1
Astral Window† (P 3) L, PR 12, MV 2
Atonement (P 5) L, PR 14, MV 1
Audible Glamer (W 1) L, PR 10, MV 4–5
Augmentation I† (W 3) L, PR 12, MV 1
Augmentation II† (W 6) L, PR 15, MV 1
Augury (P 2) L, PR 11, MV 1
Aura of Comfort† (P 2) L, PR 11, MV 1
Avoidance (W 5) L, PR 14, MV 2

## B

Banishment (W 7) L, PR 16, MV 2
Barkskin (P 2) D, PR 11 MV 1

Barrier of Retention[S†] (P 5) D, PR 14, MV 1
Bigby's Clenched Fist[S] (W 8) AD, PR 17, MV 5
Bigby's Crushing Hand[S] (W 9) AD, PR 18, MV 5
Bigby's Forceful Hand[S] (W 6) AD, PR 15, MV 5
Bigby's Grasping Hand[S] (W 7) AD, PR 16, MV 5
Bigby's Interposing Hand[S] (W 5) AD, PR 14, MV 4–5
Bind (W 2) L, PR 11, MV 3
Binding (W 8) L, PR 17, MV 2
Blade Barrier[S] (P 6) AD, PR 15, MV 1
Bless (P 1) D, PR 10, MV 4
Blessed Abundance[†] (P 5) L, PR 14, MV 1
Blessed Warmth[S†] (P 4) D PR 13, MV 1
Blindness[S] (W 2) A, PR 11, MV 3–5
Blink (W 3) L, PR 12, MV 1
Bloodstone's Frightful Joining[†] (W7) L, PR 16, MV 1
Bloodstone's Spectral Steed[†] (W 6) L, PR 15, MV 2
Blur (W 2) D, PR 11, MV 1
Body Clock[†] (P 4) L, PR 13, MV 1
Breath of Life[†] (P 7) L, PR 16, MV 5
Burning Hands (W 1) A, PR 10, MV 1

## C

Call Lightning (P 3) A, PR 12, MV 1
Call Upon Faith[†] (P 1) D, PR 10, MV 1
Call Woodland Beings (P 4) A, PR 13, MV 5
Calm Chaos[†] (P 2) L, PR 11, MV 2
Caltrops[S†] (P 3) D, PR 12, MV 4–5
Cantrip (W 1) A/L/D, PR 10, MV 2
Chain Contingency[†] (W 9) L, PR 18, MV 1
Chain Lightning (W 6) M, PR 15, MV 4–5
Champion's Strength[†] (P 5) L, PR 14, MV 1
Change Self (W 1) D, PR 10, MV 1
Changestaff (P 7) AD, PR 16, MV 1
Chant[S] (P 2) D, PR 11, MV 1
Chaos (W 5) A, PR 14, MV 3–5
Chaos Shield[†] (W 2) L, PR 11, MV 1
Chaotic Combat[†] (P 4) L, PR 13, MV 3
Chaotic Commands[S†] (P 5) D, PR 14, MV 1
Chaotic Sleep[†] (P 4) L, PR 13, MV 1
Chariot of Sustarre (P 7) L, PR 16, MV 5
Charm Monster (W 4) A, PR 13, MV 4
Charm Person (W 1) A, PR 10, MV 5
Charm Person or Mammal (P 2) A, PR 11, MV 4
Charm Plants (W 7) L, PR 16, MV 3
Chill Touch (W 1) A, PR 10, MV 1
Choose Future[†] (P 3) D, PR 12, MV 1

Circle of Privacy[S†] (P 4) D, PR 13, MV 1
Clairaudience (W 3) L, PR 12, MV 5
Clairvoyance (W 3) L, PR 12, MV 5
Claws of the Umber Hulk[†] (W 6) L, PR 15, MV 1
Clear Path[†] (P 5) L, PR 14, MV 1
Cloak of Bravery[S] (P 4) D, PR 13, MV 1
Clone (W 8) L, PR 17, MV 1
Cloudkill[S] (W 5) A, PR 14, MV 2
Cloud of Purification[S†] (P 5) D, PR 14, MV 3
Color Spray (W 1) A, PR 10, MV 1
Combine (P 1) L, PR 10, MV 1
Command (P 1) A, PR 10, MV 3
Commune (P 5) L, PR 14, MV 5
Commune With Nature (P 5) L, PR 14, MV 5
Comprehend Languages (W 1) L, PR 10, MV 1
Compulsive Order[S†] (P 4) A, PR 13, MV 2
Cone of Cold[S] (W 5) A, PR 14, MV 4
Confusion (P 7) A, PR 16, MV 4
Confusion (W 4) A, PR 13, MV 5
Conjure Animals (P 6) AD, PR 15, MV 3
Conjure Animals (W 6) AD, PR 15, MV 3
Conjure Earth Elemental (P 7) AD, PR 16, MV 3
Conjure Elemental (W 5) AD, PR 14, MV 4
Conjure Fire Elemental (P 6) AD, PR 15, MV 4
Conjure Spell Component[†] (W 1) L, PR 10, MV 5
Consequence[†] (P 5) L, PR 15, MV 1
Contact Other Plane[S] (W 5) L, PR 14, MV 5
Contagion (W 4) L, PR 13, MV 3
Continual Light[S] (P 3) A, PR 12, MV 5
Continual Light[S] (W 2) A, PR 11, MV 4
Control Temperature, 10' Radius[S] (P 4) D, PR 13, MV 1
Control Undead (W 7) L, PR 16, MV 4
Control Weather (P 7) L, PR 16, MV 5
Control Weather (W 6) L, PR 15, MV 5
Control Winds (P 5) D, PR 14, MV 1
Courage[S†] (P 1) D, PR 10, MV 5
Create Campsite[†] (P 3) L, PR 12, MV 1
Create Food & Water (P 3) L, PR 12, MV 2
Create Holy Symbol (P 2) L, PR 11, MV 1
Create Water (P 1) L, PR 10, MV 3
Creeping Doom (P 7) AD, PR 16, MV 1
Crushing Walls[S†] (P 6) D, PR 15, MV 1
Crystalbrittle[S] (W 9) L, PR 18, MV 1
Cure Blindness or Deafness[S] (P 3) D, PR 12, MV 1
Cure Critical Wounds[S] (P 5) D, PR 14, MV 1
Cure Disease[S] (P 3) D, PR 12, MV 1

Cure Light Wounds[S] (P 1) D, PR 10, MV 1
Cure Serious Wounds[S] (P 4) D, PR 13, MV 1

## D

Dancing Lights (W 1) L, PR 10, MV 3–5
Darkness, 15' Radius (W 2) L, PR 11, MV 2–5
Deafness (W 2) A, PR 11, MV 3
Death Fog (W 6) A, PR 15, MV 3
Death Spell (W 6) A/L, PR 15, MV 5
Deeppockets (W 2) L, PR 11, MV 1
Defensive Harmony[†] (P 4) L, PR 13, MV 2
Delayed Blast Fireball (W 7) M, PR 16, MV 5
Delude (W 3) L, PR 12, MV 1
Demand (W 8) L, PR 17, MV 5
Demishadow Magic[S] (W 6) A/M/AD, PR 15, MV 5
Demishadow Monsters[S] (W 5) AD, PR 14, MV 3
Detect Charm (P 2) L, PR 11, MV 3
Detect Evil (P 1) L, PR 10, MV 5
Detect Evil (W 2) L, PR 11, MV 4
Detect Invisibility (W 2) L, PR 11, MV 2–5
Detect Lie (P 4) L, PR 13, MV 3
Detect Magic[S] (P 1) L, PR 10, MV 1
Detect Magic[S] (W 1) L, PR 10, MV 1
Detect Poison (P 1) L, PR 10, MV 1
Detect Scrying[S] (W 4) L, PR 13, MV 1
Detect Snares & Pits (P 1) L, PR 10, MV 1
Detect Undead (W 1) L, PR 10, MV 1
Dig (W 4) L, PR 13, MV 3
Dilation I[†] (W 4) L, PR 13, MV 1
Dilation II[†] (W 6) L, PR 15, MV 1
Dimension Door[S] (W 4) L, PR 13, MV 1
Dimensional Folding[S†] (P 4) L, PR 13, MV 5
Disbelief[S†] (P 6) D, PR 15, MV 1
Disguise[†] (P 5) L, PR 19, MV 5
Disintegrate[S] (W 6) A, PR 15, MV 5
Dismissal (W 5) L, PR 14, MV 2
Dispel Evil (P 5) D, PR 14, MV 1
Dispel Magic[S] (P 3) AD, PR 12, MV 4
Dispel Magic[S] (W 3) AD, PR 12, MV 5
Dissension’s Feast (P 2) L, PR 11, MV 1
Distance Distortion (W 5) L, PR 14, MV 4–5
Divination (P 4) L, PR 13, MV 5
Divination Enhancement[†] (W 4) L, PR 13, MV 1
Divine Inspiration[†] (P 7) L, PR 16, MV 1
Domination (W 5) A, PR 14, MV 4–5
Dragonbane[†] (P 6) L, PR 15, MV 1

Draw Upon Holy Might (P 2) D, PR 11, MV 1
Drawmij's Instant Summons (W 7) L, PR 16, MV 5
Dream (W 5) L, PR 14, MV 1
Duo-Dimension[S] (W 7) D, PR 16, MV 1
Dust Devil (P 2) AD, PR 11, MV 3

## E

ESP (W 2) L, PR 11, MV 2–4
Earthquake[S] (P 7) AD, PR 16, MV 5
Easy March[†] (P 5) L, PR 14, MV 2
Efficacious Monster Ward[S†] (P 3) D, PR 12, MV 3
Elemental Aura[S†] (W 9) D, PR 18, MV 1
Elemental Forbiddance[S†] (P 5) D, PR 14, MV 1
Emotion (W 4) D/A, PR 13, MV 4–5
Emotion Control[S†] (P 3) D/A, PR 12, MV 2
Emotion Perception[†] (P 2) L, PR 11, MV 5
Emotion Read[†] (P 1) L, PR 10, MV 2–5
Enchant an Item (W 6) L, PR 15, MV 1
Enchanted Weapon (W 4) L, PR 13, MV 1
Endure Heat/Endure Cold[S] (P 1) D, PR 10, MV 1
Energy Drain[S] (W 9) A, PR 18, MV 1
Enervation[S] (W 4) M, PR 13, MV 4–5
Enlarge (W 1) L, PR 10, MV 1–5
Ensnarement (W 6) L, PR 15, MV 2
Entangle (P 1) A, PR 10, MV 4
Enthrall[S] (P 2) L/A, PR 11, MV 1
Erase (W 1) L, PR 10, MV 3
Estate Transference[†] (W 9) L, PR 18, MV 5
Evard's Black Tentacles (W 4) A, PR 13, MV 3
Exaction (P 7) L, PR 16, MV 2
Explosive Runes (W 3) L, PR 12, MV 1
Extension I (W 4) L, PR 13, MV 1
Extension II (W 5) L, PR 14, MV 1
Extension III (W 6) L, PR 15, MV 1
Extradimensional Detection[†] (P 3) L, PR 12, MV 2
Extradimensional Manipulation[†] (P 5) L, PR 14, MV 2
Extradimensional Pocket[†] (P 5) L, PR 14, MV 1
Eyebite[S] (W 6) A, PR 15, MV 2

## F

Fabricate (W 5) L, PR 14, MV 3–5
Faerie Fire (P 1) L, PR 10, MV 4
False Vision (W 5) L, PR 14, MV 1
Far Reaching I[†] (W 3) L, PR 12, MV 1
Far Reaching II[†] (W 4) L, PR 13, MV 1
Far Reaching III[†] (W 5) L, PR 14, MV 1

Fear (W 4) A, PR 13, MV 1
Feather Fall (W 1) L, PR 10, MV 2–5
Feeblemind (W 5) A, PR 14, MV 4–5
Feign Death (P 3) L, PR 12, MV 1
Feign Death (W 3) L, PR 12, MV 1
Find Familiar (W 1) L, PR 10, MV 5
Find Traps (P 2) L, PR 11, MV 3
Find the Path (P 6) L, PR 15, MV 1
Finger of Death (W 7) A, PR 16, MV 4
Fireball (W 3) M, PR 12, MV 4–5
Fire Burst† (W 1) A, PR 10, MV 2–5
Fire Charm (W 4) L, PR 13, MV 2
Fireflow† (W 3) L, PR 12, MV 3
Fire Purge[S†] (P 4) D, PR 13, MV 3–5
Fire Seeds[S] (P 6) M, PR 15, MV 3
Fire Shield[S] (W 4) D, PR 19, MV 1
Fire Storm (P 7) A, PR 16, MV 5
Fire Trap (P 2) L, PR 11, MV 1
Fire Trap (W 4) L, PR 13, MV 1
Fist of Stone† (W 1) A, PR 10, MV 1
Flame Arrow (W 3) M, PR 12, MV 4–5
Flame Blade (P 2) A, PR 11, MV 1
Flame Strike (P 5) A, PR 14, MV 4
Flame Walk[S] (P 3) D, PR 12, MV 1
Flaming Sphere (W 2) A, PR 11, MV 2
Fly[S] (W 3) L, PR 12, MV 1
Focus† (P 4) L, PR 13, MV 1
Fog Cloud (W 2) AD, PR 11, MV 2
Fools' Gold (W 2) L, PR 11, MV 2
Fool's Speech† (W 3) L, PR 12, MV 1
Forbiddance (P 6) L, PR 15, MV 1
Forcecage[S] (W 7) AD, PR 16, MV 4–5
Foresight[S] (W 9) D, PR 18, MV 1
Forest's Fiery Constrictor† (W 6) A, PR 15, MV 5
Forget (W 2) L/A, PR 11, MV 3
Fortify† (P 4) L, PR 13, MV 1
Free Action[S] (P 4) D, PR 13, MV 1
Friends (W 1) L, PR 10, MV 1
Frisky Chest (P 2) L, PR 11, MV 1
Fumble (W 4) A, PR 19, MV 4–5

## G

Gate (P 7) L, PR 16, MV 3
Gate (W 9) L, PR 18, MV 3
Gaze Reflection (W 1) D, PR 10, MV 1
Geas (W 6) A, PR 15, MV 2

Genius† (P 4) L, PR 13, MV 1
Giant Insect (P 4) AD, PR 13, MV 2
Glassee (W 6) L, PR 15, MV 1
Glassteel (W 8) L, PR 17, MV 1
Glitterdust (W 2) A, PR 11, MV 2–5
Globe of InvulnerabilityS (W 6) AD, PR 15, MV 1
Glorious Transmutation† (W 9) L, PR 18, MV 1
Glyph of WardingS (P 3) D, PR 12, MV 1
GoodberryS (P 2) D, PR 11, MV 1
Gravity Variation† (P 6) L, PR 15, MV 5
Grease (W 1) A, PR 10, MV 2
The Great Circle† (P 6) L, PR 15, MV 1
Greater Malison (W 4) L/A, PR 13, MV 2
GroundingS† (P 5) D, PR 14, MV 3
Group Mind (P 6) L, PR 15, MV 1
Guards and Wards (W 6) L, PR 15, MV 5
Gunther's Kaleidoscopic Strike† (W 8) A, PR 17, MV 4–5
Gust of WindS (W 3) L, PR 12, MV 1

## H

Hallucinatory Forest (P 4) L, PR 13, MV 4
Hallucinatory Terrain (W 4) L, PR 13, MV 5
HasteS (W 3) L, PR 12, MV 4
Hatch the Stone from the Egg† (W 7) L, PR 16, MV 1
HealS (P 6) D, PR 15, MV 1
Heat MetalS (P 2) M/A, PR 11, MV 3
Helping Hand† (P 3) L, PR 12, MV 5
Heroes' Feast (P 6) L, PR 15, MV 2
Hesitation† (P 2) L, PR 11, MV 3
Hold Animal (P 3) L, PR 12, MV 4
Hold Monster (W 5) A, PR 14, MV 3–5
Hold Person (W 3) A, PR 12, MV 5
Hold Plant (P 4) L, PR 13, MV 4
Hold Portal (W 1) L, PR 10, MV 3–5
Hold Undead (W 3) L/A, PR 12, MV 2
Holy WordS (P 7) A, PR 16, MV 1
Homunculus Shield† (W 8) L, PR 17, MV 1
Hornung's Baneful DeflectorS† (W 2) AD, PR 11, MV 1
Hornung's Guess† (W 1) L, PR 10, MV 5
Hornung's Random Dispatcher† (W 8) L, PR 17, MV 3
Hornung's Surge Selector† (W 7) L, PR 16, MV 1
Hovering Road† (P 7) L, PR 16, MV 5
Hypnotic Pattern (W 2) A/L, PR 11, MV 1
Hypnotism (W 1) L/A, PR 10, MV 2

## I

Ice Storm (W 4) A, PR 13, MV 4–5
Idea† (P 2) L, PR 11, MV 1
Identify (W 1) L, PR 10, MV 1
Illusionary Script (W 3) L, PR 12, MV 1
Illusionary Wall (W 4) AD, PR 13, MV 3
Illusory Artillery† (P 5) L, PR 14, MV 5
Illusory Fortification † (P 7) L, PR 16, MV 5
Imbue With Spell Ability (P 4) L, PR 13, MV 1
Impending Permission† (P 5) A, PR 14, MV 5
Imprisonment (W 9) A, PR 18, MV 1
Improved Invisibility (W 4) L, PR 13, MV 1
Improved Phantasmal ForceS (W 2) Any, PR 11, MV 3–5
Incendiary Cloud (W 8) A, PR 17, MV 3
Infravision (W 3) L, PR 12, MV 1
Insatiable Thirst† (W 2) A, PR 11, MV 2–5
Insect PlagueS (P 5) A, PR 14, MV 5
Intensify Summoning† (W 7) L, PR 16, MV 1
Inverted Ethics (P 4) L, PR 13, MV 1
Invisibility (W 2) D, PR 11, MV 1
Invisibility to Animals (P 1) L, PR 10, MV 1
Invisibility to Undead (P 1) L, PR 10, MV 1
Invisibility, 10' Radius (W 3) D, PR 12, MV 1
Invisibility Purge† (P 3) L, PR 12, MV 3
Invisible Stalker (W 6) A, PR 15, MV 2
Irritation (W 2) A, PR 11, MV 2–5
Item (W 3) L, PR 12, MV 1

## J

Join With Astral Traveler† (P 4) L, PR 13, MV 5
Jump (W 1) L, PR 10, MV 1

## K

Khazid’s Procurement† (W 5) L, PR 14, MV 5
Knock (W 2) L, PR 11, MV 3
Know Age† (P 1) L, PR 10, MV 1
Know Alignment (P 2) L, PR 11, MV 2
Know Alignment (W 2) L, PR 11, MV 2
Know Customs† (P 3) L, PR 12, MV 5
Know Direction† (P 1) L, PR 10, MV 1
Know Time† (P 1) L, PR 10, MV 1

## L

Land of StabilitySt (P 6) D, PR 15, MV 5
Lasting Breath† (W 1) L, PR 10, MV 2–5
Leadership† (P 4) L, PR 13, MV 5
Legal ThoughtsSt (P 6) A, PR 15, MV 2

Legend Lore (W 6) L, PR 15, MV 1
Leomund's Lamentable Belaborment (W 5) A, PR 14, MV 2
Leomund's Secret Chest (W 5) L, PR 14, MV 5
Leomund's Tiny Hut (W 3) L, PR 12, MV 1
Leomund's Trap (W 2) L, PR 11, MV 1
Levitate[S] (W 2) L, PR 11, MV 2–5
Light[S] (P 1) A, PR 10, MV 5
Light[S] (W 1) A, PR 10, MV 3
Lighten Load (P 2) L, PR 11, MV 3
Lightning Bolt (W 3) M, PR 12, MV 4–5
Limited Wish[S] (W 7) Any, PR 16, MV 5
Line of Protection[†] (P 3) L, PR 12, MV 1
Liveoak[S] (P 6) AD, PR 15, MV 1
Locate Animals or Plants (P 1) L, PR 10, MV 5
Locate Creature[†] (W 4) L, PR 13, MV 5
Locate Object (P 3) L, PR 12, MV 5
Locate Object (W 2) L, PR 11, MV 2–5
Log of Everburning[†] (P 1) L, PR 10, MV 1
Lorloveim's Creeping Shadow[†] (W 3) L, PR 12, MV 1
Lower Resistance[†] (W 5) L, PR 14, MV 4
Lower Water (P 4) L, PR 13, MV 5
Lower Water (W 6) L, PR 15, MV 4

## M

Magic Font (P 5) L, PR 14, MV 5
Magic Jar (W 5) A, PR 14, MV 4–5
Magic Mirror (W 4) L, PR 13, MV 5
Magic Missile (W 1) M, PR 10, MV 4–5
Magic Mouth (W 2) L, PR 11, MV 2
Magic Staff[†] (W 5) L, PR 14, MV 1
Magical Stone[S] (P 1) M, PR 10, MV 3
Magical Vestment (P 3) D, PR 12, MV 1
Major Creation (W 5) L, PR 14, MV 2
Malec-Keth's Flame Fist[†] (W 7) A, PR 16, MV 1
Mask of Death[†] (W 4) L, PR 13, MV 1
Mass Charm (W 8) A, PR 17, MV 4–5
Mass Invisibility (W 7) L, PR 16, MV 5
Mass Suggestion (W 6) A, PR 15, MV 3
Maximilian's Earthen Grasp[†] (W 2) A/L, PR 11, MV 3–5
Maximilian's Stony Grasp[†] (W 3) A/L, PR 12, MV 4–5
Massmorph (W 4) L, PR 13, MV 4–5
Maze (W 8) A, PR 17, MV 4–5
Meld[†] (P 5) L, PR 14, MV 2
Meld Into Stone[S] (P 3) D, PR 12, MV 1
Melf's Acid Arrow (W 2) M, PR 11, MV 5
Melf's Minute Meteors[S] (W 3) M, PR 12, MV 5

Memory Read† (P 3) L, PR 12, MV 2
Memory Wrack† (P 5) L, PR 14, MV 2
Mending (W 1) L, PR 10, MV 3
Mental Domination† (P 4) A, PR 13 MV 3
Message (W 1) L, PR 10, MV 1
Messenger (P 2) L, PR 11, MV 2–5
Metamorphose Liquids† (W 1) L, PR 10, MV 1
Meteor Swarm (W 9) M, PR 18, MV 5
Mind BlankS (W 8) D, PR 17, MV 2
Mind Fog† (W 5) A/L, PR 14, MV 4
Mind Tracker† (P 7) L, PR 16, MV 5
Mind Read† (P 2) L, PR 11, MV 2–5
Mindshatter† (P 5) A, PR 14, MV 3–4
Minor Creation (W 4) L, PR 13, MV 1
Minor Globe of InvulnerabilityS (W 4) AD, PR 13, MV 1
Minor Malison† (W 3) L/A, PR 12, MV 2
Minor Spell TurningS† (W 4) AD, PR 13, MV 1
Mirage Arcana (W 6) L, PR 15, MV 5
Mirror ImageS (W 2) D, PR 11, MV 1
Miscast Magic† (P 3) A, PR 12, MV 4–5
Misdirection (W 2) L, PR 11, MV 3
Mislead (W 6) L, PR 15, MV 2
Mistaken Missive† (P 1) L, PR 10, MV 1
Modify Memory† (P 4) L, PR 13 MV 2
MomentS† (P 2) AD, PR 11, MV 1
Moment Reading† (P 3) L, PR 12, MV 1
Monster Mount† (P 6) L, PR 15, MV 3
Monster Summoning I (W 3) AD, PR 12, MV 3
Monster Summoning II (W 4) AD, PR 13, MV 3
Monster Summoning III (W 5) AD, PR 14, MV 3
Monster Summoning IV (W 6) AD, PR 15, MV 4
Monster Summoning V (W 7) AD, PR 16, MV 4
Monster Summoning VI (W 8) AD, PR 17, MV 4
Monster Summoning VII (W 9) AD, PR 18, MV 4
Moonbeam (P 5) L, PR 14, MV 5
Morale† (P 1) L, PR 10, MV 5
Mordenkainen's Celerity† (W 4) L, PR 13, MV 1
Mordenkainen's DisjunctionS (W 9) AD, PR 18, MV 1
Mordenkainen's Faithful Hound (W 5) D, PR 14, MV 2
Mordenkainen's Lucubration (W 6) L, PR 15, MV 1
Mordenkainen's Magnificent Mansion (W 7) L, PR 16, MV 2
Mordenkainen's Sword (W 7) A, PR 16, MV 3
Mount (W 1) L, PR 10, MV 2
Move Earth (W 6) L, PR 15, MV 5
Murdock's Feathery Flyer† (W 1) L, PR 10, MV 1
Music of the Spheres† (P 2) A, PR 11, MV 3

Mystic Transfer† (P 2) L, PR 11, MV 1

## N

Nahal's Nonsensical Nullifier† (W 2) L, PR 11, MV 1
Nahal's Reckless Dweomer† (W 1) L, PR 10, MV 5
Nap† (P 2) L, PR 11, MV 1
Negative Plane Protection$^{S}$ (P 3) D, PR 12, MV 1
Neutralize Poison$^{S}$ (P 4) D, PR 13, MV 1
Nondetection (W 3) L, PR 12, MV 1
Nystul's Magical Aura (W 1) L, PR 10, MV 1

## O

Obscurement (P 2) AD, PR 11, MV 1
Otiluke's Freezing Sphere$^{S}$ (W 6) M/A, PR 15, MV 5
Otiluke's Resilient Sphere$^{S}$ (W 4) AD, PR 13, MV 2
Otiluke's Telekinetic Sphere$^{S}$(W 8) AD, PR 17, MV 2
Otto's Irresistible Dance (W 8) A, PR 17, MV 1

## P

Part Water (P 6) L, PR 15, MV 5
Part Water (W 6) L, PR 15, MV 5
Pass Plant (P 5) L, PR 14, MV 5
Pass Without Trace (P 1) L, PR 10, MV 1
Passwall (W 5) L, PR 14, MV 3
Past Life† (W 2) L, PR 11, MV 1
Pattern Weave† (W 1) L, PR 10, MV 2
Permanency$^{S}$ (W 8) L, PR 17, MV 5
Permanent Illusion$^{S}$ (W 6) Any, PR 15, MV 5
Personal Reading† (P 1) L, PR 10, MV 1
Phantasmal Force$^{S}$ (W 1) Any, PR 10, MV 3–5
Phantasmal Killer (W 4) A, PR 13, MV 3–5
Phantom Steed (W 3) L, PR 12, MV 1
Phase Door (W 7) L, PR 16, MV 1
Physical Mirror$^{S}$ (P 6) AD, PR 15, MV 3
Plane Shift$^{S}$ (P 5) L, PR 14, MV 5
Plant Door (P 4) L, PR 13, MV 5
Plant Growth (P 3) L, PR 12, MV 5
Plant Growth (W 4) L, PR 13, MV 4–5
Polymorph Any Object (W 8) A, PR 17, MV 4–5
Polymorph Other (W 4) A, PR 13, MV 3–5
Polymorph Self (W 4) D, PR 13, MV 1
Power Word, Blind (W 8) A, PR 17, MV 4–5
Power Word, Kill (W 9) A, PR 18, MV 3–5
Power Word, Stun (W 7) A, PR 16, MV 4–5
Prayer (P 3) D, PR 12, MV 1
Prismatic Sphere (W 9) AD, PR 18, MV 1

Prismatic Spray (W 7) A, PR 16, MV 2
Prismatic Wall (W 8) AD, PR 17, MV 2
Probability Control† (P 4) D, PR 13, MV 3
Produce Fire[S] (P 4) A, PR 13, MV 3
Produce Flame (P 2) M, PR 11, MV 3
Programmed Illusion (W 6) Any, PR 15, MV 5
Project Image (W 6) L, PR 15, MV 5
Protection From Cantrips (W 2) D, PR 11, MV 1
Protection From Evil[S] (P 1) D, PR 10, MV 1
Protection From Evil[S] (W 1) D, PR 10, MV 1
Protection From Evil, 10' Radius[S] (P 4) D, PR 13, MV 1
Protection From Evil, 10' Radius[S] (W 3) D, PR 12, MV 1
Protection From Fire[S] (P 3) D, PR 12, MV 1
Protection From Lightning[S] (P 4) D, PR 13, MV 1
Protection From Normal Missiles (W 3) D, PR 12, MV 1
Protection From Paralysis† (W 2) D, PR 11, MV 1
Purify Food & Drink (P 1) L, PR 10, MV 3
Pyrotechnics (P 3) A, PR 12, MV 5
Pyrotechnics (W 2) A, PR 11, MV 5

## Q

Quest (P 5) A, PR 14, MV 4

## R

Rainbow[S] (P 5) M, PR 14, MV 5
Rainbow Pattern (W 4) A/L, PR 13, MV 2
Raise Dead[S] (P 5) L, PR 14, MV 3
Rally† (P 2) L, PR 11, MV 5
Random Casualty† (P 3) L, PR 12, MV 1
Rapport† (P 4) L, PR 13, MV 3
Rary’s Mnemonic Enhancer (W 4) L, PR 13, MV 1
Ray of Enfeeblement (W 2) A/L, PR 11, MV 2–5
Read Magic (W 1) L, PR 10, MV 1
Reflecting Pool (P 4) L, PR 13, MV 5
Regenerate (P 7) L, PR 16, MV 1
Reincarnate[S] (P 7) D, PR 16, MV 1
Reincarnation[S] (W 6) D, PR 15, MV 1
Remove Curse[S] (P 3) D, PR 12, MV 1
Remove Curse[S] (W 4) D, PR 13, MV 1
Remove Fear[S] (P 1) D, PR 10, MV 2
Remove Paralysis[S] (P 3) D, PR 12, MV 1
Repeat Action† (P 5) A\L, PR 14, MV 3
Repel Insects[S] (P 4) D, PR 13, MV 1
Repulsion (W 6) AD, PR 15, MV 5
Resist Fire/Resist Cold[S] (P 2) D, PR 11, MV 1
Restoration[S] (P 7) L, PR 16, MV 1

Resurrection[S] (P 7) D, PR 16, MV 1
Reverse Gravity[S] (W 7) A, PR 16, MV 4–5
Reverse Time[†] (P 6) L, PR 15, MV 3
Ride the Wind[†] (W 2) L, PR 11, MV 2–5
Rigid Thinking[†] (P 3) A, PR 12, MV 4
Ring of Hands[†] (P 1) L, PR 10, MV 1
Rope Trick (W 2) L, PR 11, MV 1

## S

Sacred Guardian (P 1) L, PR 10, MV 1
Safeguarding[†] (W 5) L, PR 14, MV 1
Sanctify[†] (P 2) L, PR 11, MV 2
Sanctuary[S] (P 1) D, PR 10, MV 1
Scare (W 2) A/L, PR 11, MV 3–5
Screens (W 8) D, PR 17, MV 1
Secret Page (W 3) L, PR 12, MV 1
Seclusion (P 6) L, PR 15, MV 1
Seeming (W 5) L, PR 14, MV 2
Sending (W 5) L, PR 14, MV 5
Sense Shifting[†] (W 2) L, PR 11, MV 1
Sepia Snake Sigil (W 3) L, PR 12, MV 2
Serten's Spell Immunity (W 8) D, PR 17, MV 1
Shades (W 6) AD, PR 15, MV 3
Shadowcat[S†] (W 7) AD, PR 16, MV 5
Shadow Door (W 5) L, PR 14, MV 2
Shadow Engines[S†] (P 7) M, PR 16, MV 5
Shadow Magic[S] (W 5) A/M, PR 14, MV 5
Shadow Monsters[S] (W 4) AD, PR 13, MV 3
Shadow Walk (W 7) L, PR 16, MV 1
Shape Change (W 9) D, PR 18, MV 1
Shatter (W 2) A/L, PR 11, MV 3–5
Shield[S] (W 1) AD, PR 10, MV 1
Shillelagh[S] (P 1) A, PR 10, MV 1
Shocking Grasp (W 1) A, PR 10, MV 1
Shout (W 4) A, PR 13, MV 1
Shrieking Walls[S†] (P 5) A, PR 14, MV 1
Silence, 15' Radius[S] (P 2) A, PR 11, MV 5
Simulacrum (W 7) L, PR 16, MV 1
Sink (W 8) A, PR 17, MV 5
Skip Day[†] (P 6) L, PR 15 MV 1
Sleep (W 1) A/L, PR 10, MV 3
Slow[S] (W 3) A, PR 12, MV 5
Slow Poison (P 2) L, PR 11, MV 1
Slow Rot[†] (P 3) L, PR 12 MV 1
Snake Charm (P 2) L, PR 11, MV 3
Snare (P 3) A, PR 12, MV 1

Sol's Searing Orb† (P 6) M, PR 15, MV 3
Solid Fog (W 4) L, PR 13, MV 3
Solipsism† (P 4) L, PR 13, MV 4–5
Spacewarp† (P 7) L, PR 16, MV 3
Speak With Animals (P 2) L, PR 11, MV 1
Speak with Astral Traveler† (P 1) L, PR 10, MV 1
Speak With Dead (P 3) L, PR 12, MV 2
Speak With Monsters (P 6) L, PR 15, MV 3
Speak With Plants (P 4) L, PR 13, MV 1
Spectral Force[S] (W 3) Any, PR 12, MV 4–5
Spectral Hand (W 2) L, PR 11, MV 3–5
Spell Immunity[S] (P 4) D, PR 13, MV 1
Spell Shape† (W 7) D, PR 16, MV 1
Spell Turning[S] (W 7) D, PR 16, MV 1
Spider Climb (W 1) L, PR 10, MV 1
Spike Growth[S] (P 3) D, PR 12, MV 4
Spike Stones[S] (P 5) D, PR 14, MV 3
Spirit Armor† (W 3) D, PR 12, MV 1
Spirit of Power† (P 7) L, PR 16, MV 1
Spiritual Hammer[S] (P 2) M, PR 11, MV 2
Spiritual Wrath† (P 6) L, PR 15, MV 1
Spook (W 1) A/L, PR 10, MV 1
Squaring the Circle† (W 3) L, PR 12, MV 1
Squeaking Floors† (P 3) L, PR 12, MV 3
Stabilize[S†] (W 9) D, PR 18, MV 1
Starshine (P 3) L, PR 12, MV 3–5
Statue (W 7) L, PR 16, MV 1
Steal Enchantment† (W 7) L, PR 16, MV 1
Sticks to Snakes (P 4) A, PR 13, MV 3
Stinking Cloud (W 2) A, PR 11, MV 3
Stone Shape (P 3) L, PR 12, MV 1
Stone Tell (P 6) L, PR 15, MV 1
Stone to Flesh[S] (W 6) A/L, PR 15, MV 5
Stoneskin[S] (W 4) D, PR 13, MV 1
Strength (W 2) L, PR 11, MV 1
Strength of One† (P 3) L, PR 12, MV 2
Succor[S] (P 7) L, PR 16, MV 5
Succor[S] (W 9) L, PR 18, MV 5
Suffocate† (W 7) A, PR 16, MV 3
Suggestion (W 3) A, PR 12, MV 3
Summon Insects (P 3) A, PR 12, MV 3
Summon Lycanthrope† (W 4) AD, PR 13, MV 5
Summon Shadow (W 5) A, PR 14, MV 2
Summon Swarm (W 2) A, PR 11, MV 4
Sunray (P 7) L, PR 16, MV 5
Symbol (P 7) AD, PR 16, MV 1

Symbol (W 8) AD, PR 17, MV 1

## T

Tanglefoot[S†] (P 4) D, PR 13, MV 5
Tasha's Uncontrollable Hideous Laughter (W 2) A, PR 11, MV 4
Taunt (W 1) A, PR 10, MV 3
Telekinesis[S] (W 5) L/M, PR 14, MV 4–5
Telepathy[†] (P 3) L, PR 12, MV 3
Teleport (W 5) L, PR 14, MV 5
Teleport Without Error (W 7) L, PR 16, MV 5
Telethaumaturgy[†] (P 3) L, PR 12, MV 1
Temporal Stasis (W 9) A, PR 18, MV 2
Tenser's Floating Disc (W 1) L, PR 10, MV 2
Tenser's Transformation (W 6) L, PR 15, MV 1
Tentacle Walls[†] (P 7) AD, PR 16, MV 1
There/Not There[†] (W 4) L, PR 13, MV 3
Thief's Lament[†] (P 3) L, PR 12, MV 3–5
Thought Broadcast[†] (P 4) L, PR 13, MV 3
Thought Capture[†] (P 1) 1, PR 10, MV 1
Thoughtweave[†] (P 5) L, PR 14, MV 1
Thunder Staff[†] (W 4) A, PR 13, MV 1
Timelessness[†] (P 7) L, PR 16, MV 1
Time Pool[†] (P 5) L, PR 14, MV 1
Time Stop (W 9) A, PR 18, MV 1
Tongues (W 3) L, PR 12, MV 2
Tongues (P 4) L, PR 13, MV 2
Transmute Metal to Wood (P 7) L, PR 16, MV 4
Transmute Rock to Mud[S] (P 5) A, PR 14, MV 5
Transmute Rock to Mud[S] (W 5) A, PR 14, MV 4–5
Transmute Water to Dust (P 6) L, PR 15, MV 4
Transmute Water to Dust (W 6) L, PR 15, MV 4
Transport Via Plants (P 6) L, PR 15, MV 5
Trap the Soul (W 8) A, PR 17, MV 2
Tree (P 3) D, PR 12, MV 1
Tree Steed[†] (P 4) L, PR 13, MV 1
Trip (P 2) A, PR 11, MV 1
True Seeing[S] (P 5) D, PR 14, MV 1
True Seeing[S] (W 6) D, PR 15, MV 1
Turn Wood (P 6) L, PR 15, MV 1
Turn Pebble to Boulder (W 4) L, PR 13, MV 1

## U

Unceasing Vigilance of the Holy Sentinel[†] (P 5) D, PR 14, MV 1
Uncontrolled Weather[†] (P 7) L, PR 16, MV 5
Undead Ward[†] (P 5) D, PR 14, MV 1
Unearthly Choir[†] (P 3) L, PR 12, MV 1

Unluck[S†] (W 4) A, PR 13, MV 2
Unseen Servant (W 1) L, PR 10, MV 1
Uplift[†] (P 4) L, PR 13, MV 1

## V

Vacancy (W 4) L, PR 13, MV 4–5
Vampiric Touch (W 3) A, PR 12, MV 1
Vanish (W 7) L, PR 16, MV 1
Veil (W 6) L, PR 15, MV 5
Ventriloquism (W 1) L, PR 10, MV 2–4
Vision (W 7) L, PR 16, MV 1
Von Gasik's Refusal[†] (W 5) D, PR 14, MV 4–5
Vortex[†] (W 5) A, PR 14, MV 3

## W

Wail of the Banshee[†] (W 9) A, PR 18, MV 2
Wall of Fire (P 5) AD, PR 14, MV 4
Wall of Fire (W 4) AD, PR 13, MV 4
Wall of Fog (W 1) AD, PR 10, MV 3
Wall of Force[S] (W 5) AD, PR 14, MV 3
Wall of Ice (W 4) AD, PR 13, MV 4–5
Wall of Iron (W 5) AD, PR 14, MV 3–5
Wall of Stone (W 5) AD, PR 14, MV 3–5
Wall of Thorns (P 6) AD, PR 15, MV 4
Warp Wood (P 2) L, PR 11, MV 2–5
Water Breathing (P 3) L, PR 12, MV 1
Water Breathing (W 3) L, PR 12, MV 1
Water Walk (P 3) L, PR 12, MV 1
Watery Double[S†] (W 3) A, PR 12, MV 1
Waveform[†] (W 5) L, PR 14, MV 3
Weather Stasis[†] (P 4) L, PR 13, MV 3
Weather Summoning (P 6) L, PR 15, MV 5
Web (W 2) A, PR 11, MV 2–5
Weighty Chest[†] (P 1) L, PR 10, MV 1
Weird (W 9) A, PR 18, MV 3
Whispering Wind (W 2) L, PR 11, MV 5
Wildfire[†] (W 9) L, PR 18, MV 1
Wildshield[†] (W 6) AD, PR 15, MV 1
Wildstrike[†] (W 6) A, PR 15, MV 3
Wildwind[S†] (W 9) A, PR 18, MV 4
Wildzone[†] (W 8) L, PR 17, MV 1
Wind Walk (P 7) L, PR 16, MV 5
Wind Wall (W 3) AD, PR 12, MV 3–5
Wish[S] (W 9) Any, PR 18, MV 5
Withdraw[S] (P 2) D, PR 11, MV 1
Wizard Eye (W 4) L, PR 13, MV 1

Wizard Lock (W 2) L, PR 11, MV 1
Wizard Mark (W 1) L, PR 10, MV 1
Wizard Sight† (W 3) L, PR 12, MV 1
Word of Recall (P 6) L, PR 15, MV 5
Wraithform (W 3) L, PR 12, MV 1
Wyvern Watch (P 2) AD, PR 11, MV 3

Z

Zone of Sweet Air[S†] (P 3) D, PR 12, MV 3–5
Zone of Truth† (P 2) L, PR 11, MV 3

A

Adaptation, Rogue Skill
Adaptation, Warrior Skill
Adventures
    Do's and Don'ts
        Catastrophic Failures
        Encouraging Combat
        Forcing the Action
        Gifts
        Inflating
        Ignoring the Rules
        Passive Foes
        One Type of Encounter
        Overplanning
        Reactive Foes
        Single Source of Threat
        Telling
        Trying to Kill Player Characters
        Wasting Time with Minor Details
    Encounters
        Linking
            Chained
            Interlocking
            Multi-layered
            Revisited
            Ripples
        Planning
        Plots
Adversaries
    Defeating
    Fighting Fair
    Minimizing Risks
    Strengths
    Weaknesses
All-around Attack, Warrior Skill

## B


Bard
Bravery, Warrior Skill
Breath Weapon, Monster Ability
Bribery, Thief Skill


## C


Captivate, Warrior Skill
Cause Disease, Monster Ability
Cause Fear, Monster Ability
Characters
- Beyond 30th Level
- Demihuman
- Divine Ascension
- Skills for high level
- Powers After 20th Level
- Priest
  - Holy Army
  - Increased Spell Selection
- Rogue
  - Bard
    - Extra Thieving Skills
    - Improved Scroll Use
    - Improved Item Identification
    - Magical Item Use
    - Magical Item Creation
    - Spell Progression Table 171
  - Thief
    - Extra Thieving Skills
    - Improved Scroll Use
- Warrior
  - Fighter
    - Breech Immunity
    - Intimidation
  - Ranger
    - Extra Followers
    - Scroll and Magical Item Use
    - Scroll Writing
    - Scrying
  - Paladin
    - Disease Immunity
    - Scroll and Magical Item Use
    - Scroll Writing
- Wizard
    - Sage Ability

Chronological Aspects of Worlds
Classify Traps, Rogue Skill
Combat Planning
    Attack Power
    Information
    Mobility
    Organization
    Terrain
Creating Magical Items
    Experience Points for
    Materials Required
    Miscellaneous Magic
    Potions
    Processes Required
    Rings
    Rods, Staves, and Wands
Crush, Monster Ability

## D

Death Blow, Warrior Skill
Demiplanes
Demographics
Detect Deception, Priest Skill
Detect Illusion, Thief Skill
Detect Magic, Thief Skill
Divine Ascension
Divine Strength, Priest Skill
Divine Voice, Priest Skill
Divine Will, Priest Skill
Druid

## E

Ecological Aspects of Worlds
Eminence, Priest Skill
Encounters
    Types
        Combat
        Deception
        Delay
        Dilemma
        Event
        Guardian
        Interaction
        Obstacle
        Puzzle
        Skirmish

Surprise
Trap
Enhanced Melee Damage, Monster Ability
Enhanced Movement, Monster Ability
Escape Bonds, Thief Skill
Experience Points

## F–L

Fall/Jump, Rogue Skill
Featherfoot, Rogue Skill
Fighter
Frighten/Challenge, Warrior Skill
Gaze Weapon, Monster Ability
Hardiness, Warrior Skill
Holy Water
Improvised Attack, Rogue Skill
Innate Magic
Innate Magic Resistance, Monster Ability
Inner Focus, Rogue Skill
Inner Focus, Warrior Skill
Invincibility, Priest Skill
Invulnerability (Elemental), Monster Ability
Invulnerability (Magic), Monster Ability
Invulnerability (Physical), Monster Ability
Loan, Priest Skill

## M

Magic
10th-Level Magic
Buying Magical Items
Controlling
Creating Magical Items
Memorizing Spells
Removing Magical Items
Spell Duels
Magic Resistance, Monster Ability
Magical Aspects of Worlds
Magical Items
Amulet of Life Protection
Bag of Holding
Books
Cloak of Displacement
Contract of Nepthas
Creating
Crystal Balls
Daern’s Instant Fortress

Deck of Many Things
Experience Point Values
Extradimensional Spaces
Flatbox
Flight Items
Gem of Insight
Girdle of Many Pouches
Heward's Handy Haversack
Iron Bands of Bilarro
Javelin of Lightning
Librams (see Books)
Manuals (see Books)
Medallion of ESP
Mirror of Mental Prowess
Periapt of Proof Against Poison
Planar alterations to
Portable Hole
Potions
Potion of Vitality
Pouch of Accessibility
Quiver of Ehlonna
Ring of Blinking
Ring of Contrariness
Ring of Regeneration
Recharging
Rod of Absorption
Rod of Beguiling
Rod of Resurrection
Rod of Rulership
Rod of Security
Rope of Entanglement
Spell Scrolls
Sphere of Annihilation
Staff of the Magi
Staff of Withering
Stone of Good Luck
Tomes (see Books)
Wand of Negation
Mental Focus, Wizard Skill
Monsters
Ability Scores
Altering
Legendary
Powers
Breath Weapon
Cause Disease

Cause Fear
Crush
Enhanced Melee Damage
Enhanced Movement
Gaze Weapon
Innate Magic
Invulnerability (Elemental)
Invulnerability (Magic)
Invulnerability (Physical)
Magic Resistance
Regeneration
Wounding

## N–O

Nondetection, Rogue Skill
Opponents
Handling Defeat
Minimizing Risks
Motivations for Attacking

## P–R

Paladin
Planes
Pocket Dimensions
Priest
Quest Spells
in Duels
Obtaining
vs. True Dweomers
Ranger
Recharging Magical Items
Regeneration, Monster Ability

## S

Saving Throws
By Caster Level
Automatic Failure
Minimum Score
Modifiers for Caster Level
Sense Danger, Rogue Skill
Sense Danger, Warrior Skill
Shadow Flight, Rogue Skill
Shadow Travel, Rogue Skill
Signature Item, Warrior Skill
Signature Item, Wizard Skill
Signature Mount, Warrior Skill

Skills
- Acquiring
- Character Points
- Priest
  - Divine Strength
  - Divine Voice
  - Divine Will
  - Detect Deception
  - Eminence
  - Invincibility
  - Loan
  - Smite
  - Spell Talisman
- Rogue
  - Adaptation
  - Classify Traps
  - Evasion
  - Fall/Jump
  - Featherfoot
  - Improvised Attack
  - Inner Focus
  - Nondetection
  - Sense Danger
  - Shadow Flight
  - Shadow Travel
- Warrior
  - Adaptation
  - All-Around Attack
  - Bravery
  - Captivate
  - Death Blow
  - Frighten/Challenge
  - Hardiness
  - Inner Focus
  - Sense Danger
  - Signature Item
  - Signature Mount
- Wizard
  - Mental Focus
  - Signature Item
  - Spell Sculpting

Smite, Priest Skill

Spells
- 10th Level
- Daily Acquisition
- Duels

Priest
- Age Creature
- Breath of Life
- Combine
- Dispel Evil
- Dispel Magic
- Dragonbane
- Draw Upon Holy Might
- Extradimensional Pocket
- Imbue with Spell Ability
- Know Time
- Magic Font
- Mind Read
- Mistaken Missive
- Music of the Spheres
- Nap
- Plane Shift
- Protection from Evil
- Reflecting Pool
- Speak with Dead
- Unceasing Vigilance of the Holy Sentinel
- Planar alterations to

Wizard
- Abi-Dalzim's Horrid Wilting
- Alacrity
- Antimagic Shell
- Astral Spell
- Blink
- Clairvoyance
- Clairaudience
- Color Spray
- Cone of Cold
- Continual Light
- Delayed Blast Fireball
- Dispel Magic
- ESP
- Feather Fall
- Fly
- Fear
- Haste
- Identify
- Invisibility
- Light
- Limited Wish
- Magic Staff
- Magic Mirror

Otiluke's Dispelling Screen
Permanency
Polymorph Any Object
Polymorph Other
Polymorph Self
Power Word, Stun
Protection from Evil
Rope Trick
Shape Change
Stinking Cloud
Stoneskin
Teleport
Teleport Without Error
Unseen Servant
Web
Wish
Planar alterations to
Spell Sculpting, Wizard Skill

## T–V

Technological Aspects of Worlds
THAC0
Automatic Miss
Minimum Score
Thief
Tunneling, Thief Skill

## W–Z

Warrior
Wishes
World Hopping
Properties of Worlds
Chronological
Ecological
Magical
Quirks
Technological
Types of Worlds
Demiplane
Plane
Pocket Dimension
Wounding, Monster Ability

# *Player's Option*™: Combat & Tactics

## Foreword

Way back in issue #39 of *Dragon*® Magazine, I found a great article called *Good Hits and Bad Misses*. My friends and I had been playing the AD&D® game for a couple of years, and we took one look and adopted the article's critical hit and fumble system. We ignored every piece of advice about responsible use of the system and began using the critical tables in our next game.

Our epic battles turned into bloodbaths. Our group of adventurers left a trail of dismemberment and sucking chest wounds in our wake. I distinctly recall one battle in which my character, a dwarven fighter named Hendel, had the unbelievable misfortune of losing one leg, an arm, and the other leg at the ankle. He still had 30 hit points left, so Hendel kept on battling, swinging his axe with great war-cries as he crawled along after his enemies. Talk about your suspended disbelief!

Now it occurs to me that maybe, just maybe, even Conan (or Godzilla!) would have been incapacitated by these injuries. In fact, maybe Hendel, if role-played well, would have curled up into a ball and cried for his mother when he lost that first leg. I sure would have. But we had a great time with it, even when fumbles led to friendly-fire decapitations and other such incidents.

The point to all this is that any fantasy role-playing game has a pretty tough job in creating fast but semi-realistic combat rules, and the AD&D game, even with variant rules like the critical hit system we ran amok with, is basically an abstract game. The *Combat & Tactics* book is a compromise that adds some detail to combat—not to make it more *realistic*, but to make combat more *believable*. There are darn good reasons why people stop fighting after they lose a couple of limbs, why 12th-level fighters don't turn their backs on guys with knives in their hands, and why people ought to be polite to angry folks pointing loaded crossbows at them.

If you're one of those players who thinks, "Hey, it's only 1d4 points of damage, what do I care?" (and who hasn't, once in a while?) you'll find that this book's going to make you think twice. I can't think of a single example in all of fantasy literature where a character wasn't concerned about someone trying to put a knife or arrow in him; why should your character be any different? *Combat & Tactics* rewards common sense and quick thinking. Taking needless risks and making bad decisions can get a person killed in a fight. Don't you think your character would see things the same way?

Rich Baker
November, 1994

Before anyone ever thought about creating a role-playing game, there was a little set of

rules called the *Chainmail*™ game. With that slim booklet in hand, one could use miniature figures to conduct medieval battles, from sweeping conflicts in which huge armies of steel-clad men fought for honor and booty, to small bands of heroes storming formidable castles, to forces of elves taking up their bows against fearsome dragons.

The *Chainmail* rules were hardly the last word in historical accuracy, but they were easy to learn and easy to play. They also did a great job of conveying what it might have been like to see a medieval battle unfolding before you. The *Chainmail* game eventually gave rise to the first fantasy campaigns, but a set of miniatures rules is not a role-playing game, and it wasn't long before the D&D® game, and later the AD&D game, came along to replace it. Nevertheless, the *Chainmail* rules for tabletop combat remain at the root of the AD&D game.

The AD&D game is about more than combat, but what fantasy adventure is complete without at least one pitched battle where the heroes prevail by the strength of their sword arms and the sharpness of their wits? The *Combat & Tactics* book is for anyone whose heart races (as mine does) at the thought of clashing arms; not just hack 'n slash, but heroic battles with swirling action, ringing steel, and eldritch flashes of magic. You won't find 20 pages of tables telling you exactly where a sword blow lands in this book, but you will find plenty of ways to make combat more than a dice-rolling contest or an exercise in subtracting hit points from your character's total. If along the way you learn to stay away from fights unless you're sure your party can win them, that's even better.

Skip Williams
November, 1994

# Table of Contents

**Chapter One:**
***Player's Option*™ Combat System**
Does This Belong in My Campaign?
The Battle Map
Figures and Facing
Scale
Melee Scale
Range
Weapons
Monsters
Missile Scale
Switching Scale
Combined Scale
The Combat Round
Combat Rounds and Game Time
Spell Durations

Combat Status
Clear
Threatened
Unusual Monsters and Threatening
Grappled
Attacks of Opportunity
Movement
Base Movement
Exceptional Abilities
and Movement
Strength
Dexterity
Encumbrance
Simplified Encumbrance
Opening the Battle
Surprise
Encounter Distance
Set-up
The Five Basic Steps of Every Combat Round
Step One: Monster Action Determination
Step Two: Player Action Declaration
Step Three: Initiative
Step Four: Resolution of Actions
Step Five: End of Round Resolution
Initiative
The Initiative Roll
Base Initiative
Weapon Speeds
Critical Events
Combat Actions
Combat Actions and Movement
No-Move Actions
Half-Move Actions
Full-move Actions
Movement and Initiative
Combat Movement
on the Battle Map
Moving Through Other Figures in Combat
Overruns
Choosing an Action
The Actions
Attack
Cast a Spell
Charge
Cover
Fire/Throw Missiles

Guard
Move
Parry
Run
Sprint
Unarmed Combat
Use A Magical Item
Withdraw
Ending the Combat Round
Retreats
Fatigue
Keeping Track of Fatigue
Effects of Fatigue
Recovering from Fatigue
Effects of Force Marching on Fatigue
Morale
Informal Morale Checks
Formal Morale Checks
Failing a Morale Check
Status
Special Combat Conditions
Standard and Optional AD&D Rules
Movement and Footing
Cover and Concealment
Mounts
Rear or Flank Attacks
Sitting, Kneeling, and Lying Prone
Damage and Dying
Weapon Type vs. Armor Type
Firing Into a Melee
Additional Rules
Higher Ground
Knockdowns
Critical Hits
The Gray Areas
Example of Combat
Round One
Round Two
Round Three
Round Four

**Chapter Two:**
**Combat Options**

Does This Belong in My Campaign?
Battle Tactics
Shield Wall
Versus Missiles
Versus Melee
Spear Hedges
Mounted Charge
Archery from Horseback
Attack Options
The Opposed Roll
Block
Called Shot
Disarm
Grab
Overbear
Pull/Trip
Sap
Shield-Punch
Shield-Rush
Special Weapon Maneuver
Trap
Trap and Break
Unarmed Attack
Unhorse
Fighting Styles
Single Weapon
Two-handed Weapon
Size and Two-handed Weapons
One- or Two-handed Weapons
One-handed Weapons
used Two-handed
Weapon and Shield
Two Weapon
Unarmed
Missile or Thrown Weapon
Multiple Loaded Weapons
Thrown Weapons
Weapon-Specific Styles
Dueling
What's A Duel?
Initiative
The Dueling Plot
Attacking in the Right Spot
Reading an Opponent's Move
Moving the Figures

Choice of Defense
Choice of Attack
Ending a Duel
Heroic Frays

## Chapter Three: The Battlefield

Does This Belong in My Campaign?
Battlefields
The Four Basic Battlefields
Dungeons or Caves
Town or Building
Outside
Castles or Fortifications
Battlefield Characteristics
Encounter Range
Lines of Fire
Cover and Concealment
Footing
Obstacles
Unusual Materials or Hazards
Terrain Types
Badlands
Caves
Desert
Fields or Farmland
Forest, Heavy or Jungle
Forest, Light
Hills
Marsh
Mountains
Plains
Ships
Swamp
Taverns
Town Streets
Generating a Battlefield
Step One: Scale
Step Two: Topography
Flat
Hilly
Broken
Slopes and Escarpments
Step Three: Ground Cover and Water
Clear
Thickets

Light Woods
Heavy Woods
Clear
Bog
Stream
Pond
Step Four: Obstacles
Step Five: Putting It All Together
Fighting in Unusual Conditions
Limited Visibility
Moonlight or Moderate Fog or Rain
Starlight or Dense Fog or Heavy Rain
Total Darkness
Water
Weapon Restrictions
Vision
Movement
Fighting Underwater Monsters From the Surface
Climbing
Movement
Fighting
Fighting Flying Creatures
Aerial Combat
Initiative
Threatening
Movement
Attacks from Below
Attacks from Above
Unseating a Rider
Combat on Other Planes
Astral Combat
Ethereal Combat
The Effects of Magic on the Battlefield
Wizard Spells
Priest Spells
Magical Items

**Chapter Four: Weapon Specialization & Mastery**

Weapon Proficiencies
Intelligence and Proficiencies
Proficiencies and the
Weapon Groups
Specialization and
Weapon Groups
Character Classes and Weapon Proficiencies

Kits and Barred Weapons
New Weapons
Shield Proficiency
Armor Proficiency
Weapon Mastery
Nonproficiency
Familiarity
Proficiency
Expertise
Specialization
Melee Weapons
Missile Weapons
Bows
Crossbows
Firearms
Weapon Mastery
Effects of Mastery
High Mastery
Grand Mastery
Special DM Note
Fighting Style Specializations
Weapon and Shield Style
One-handed Weapon Style
Two-handed Weapon Style
Two-Weapon Style
Missile or Thrown Weapon Style
Horse Archers
Local Fighting Styles
Special Talents

**Chapter Five:**
**Unarmed Combat**

Does This Belong in My Campaign?
Brawling
Brawling Attacks Against Armed Opponents
Temporary Damage
Opposed Rolls
Pummeling
Pummeling Procedures
Pummeling Skill Levels
An Example of Pummeling
Special Pummeling Maneuvers
Sapping
Kicking
Wrestling

Wrestling Procedures
Holds
Previously Established Holds and Locks
Breaking Free
Assistance
Locks
Wrestler Versus Wrestler
Wrestling Skill Levels
An Example of Wrestling
Overbearing
Overbearing Procedures
Pins
Effects of Pins
Maintaining and Breaking Pins
Assistance
Overbearing Skill Levels
An Example of Overbearing
Attack Options and
Unarmed Attacks
Subdual Attacks
An Example of Subduing
Martial Arts
Martial Arts Procedures
Martial Arts Skill Levels
Martial Arts Weapons
An Example of Martial Arts Combat
Martial Arts Talents

**Chapter Six:**
**Critical Hits**

Does This Belong in My Campaign?
Critical Hits: System I
Critical Hits: System II
Critical Hit Charts
Location
Severity
Resistance
Reading the Critical Hit Tables
Specific Injuries
Critical Hit Effects
Critical Hit Tables

**Chapter Seven:**
**Weapons & Armor**

Equipment Groups
Reading the Equipment Lists
Stone Age or Savage Cultures
Tools/Common
The Bronze Age and Ancient Cultures
Roman
Dark Ages
The Crusades
Hundred Years' War
The Renaissance
Middle Eastern
Oriental
Firearms
Armor
Master Weapon List
Weapon Descriptions
Weapons Tables
Weapon Groups
Weapons and Ability Bonuses
Armor Descriptions

**Chapter Eight:**
**Siege Warfare**

Does This Belong in My Campaign?
War Machines
Bombardment Engines
Ballista
Bombard
Cannon
Catapult
Trebuchet
Bombardment Engine
Procedures
Indirect Fire Engines
An Example of Indirect
Bombardment
Direct Fire Engines
An Example of Direct
Bombardment
Vehicles
Chariot
Howdah
Carrying Capacities For Beasts
Wagon
Driving Checks and Flipping Over

Ramming
Miscellaneous War Machines
Battering Ram
Bore
Cauldron
Gallery Shed
Greek Fire Projector
Mantlet/Abatis
Ram Catcher
Rocks
Critical Hits and Knockdown Dice
Multiple Targets
Siege Tower
Escalades
The Approach of A Castle
Walls
Wall Defenses
Scaling Walls
Ladders
Grappling Hooks
War Machine vs. War Machine Fires
Sapping
Petards
Creatures Inside Destroyed Targets
Magical Attacks
Sieges
Reduction
Reduction Procedures
Saving Throw Failure
Mines
Counter Mining
Investment
Mass Combat
Mass Combat Procedures
An Example of Mass Combat
Proficiencies

**Chapter Nine: Monsters**

Does This Belong in My Campaign?
Creatures in Battle
Intelligence

Alignment
Morale
Creature Types
Humanoid
Animal
Monster
Attack and Armor Types
Attacks
Armor

**Index**

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# Chapter One: *Player's Option*™ Combat System

This chapter introduces the *Player's Option* combat system, an advanced set of skirmish rules designed to add detail and flavor to battles in an AD&D game. The combat rules from the *Player's Handbook* and *Dungeon Master® Guide* have been expanded and streamlined to create more active, exciting battles.

In most forms of personal combat, there is a lot more going on than a cycle of swing-and-miss and swing-and-hit actions. In a fight, people move around. They press advantages or fall back when they need to get some room. Consider a pair of boxers. They're not just throwing punches; they're ducking, dodging, weaving, and trying different attack strategies such as jabs, hooks, or uppercuts.

Armed combat is much the same. Position is important. Enemies try to surround lone characters to get flank or rear attacks. Large creatures such as giants or dragons use their bulk to knock smaller opponents back and scatter defenses. These are not unusual attacks or special maneuvers; they're things that just happen in the chaos of a fight.

The *Player's Option* combat system incorporates these effects and tactics, making them available for heroes and monsters both. Your battles will never be the same again.

## Does This Belong in My Campiagn?

The *Player's Option* combat system is an integrated set of rules that dovetails with the later chapters in this book. However, you don't have to use this chapter in order to make use of the other systems.

This chapter presents several new combat actions, restructures the AD&D initiative system, and introduces retreats, fatigue, and critical events. Most of the material assumes that you will use these rules with character and monster miniatures on some kind of map. If you don't want to run combat like this, you'll still find that the new initiative system and actions can be used without any figures or maps at all.

## The Battle Map

The *Player's Option* combat system is played on a gridded battle map with 1-inch squares. The battle map becomes a diagram of the battlefield that can be used with figures, stand-up counters, or markers. The exact location of each character or creature is important, since facing and terrain are critical to the tactics of a fight.

A number of games and accessories, such as the *Dungeons & Dragons*® Adventure Packs, include gridded maps. Feel free to borrow mapboards and modify them for use in your own campaign.

You can also use dry-erase boards, magnetic dungeon tiles, or washable gridded mats to portray your battlefield. You can make your own maps to customize the battlefield for each combat. In fact, it's a good idea for the DM to prepare for an encounter by making a map of the battlefield beforehand. As long as the map is marked in 1-inch squares, it will do.

Some DMs and players may prefer battle maps marked with hexes instead of squares. Hexes, however, introduce certain inconveniences to the rules that do not surface with a

square grid. (For example, can figures occupy partial hexes near walls?) Nevertheless, with a few modifications it is certainly possible to adapt the *Player's Option* combat system to a hex grid.

## Figures and Facing

Every character in a fight is represented by a miniature, stand-up, or marker of some kind. Figures show the location of every creature in the battle and also show the *facing* of each creature. In melee scale, one Man-sized creature fills one square on the map.

In any fight, facing is very important. It's hard to punch someone standing behind you unless you turn around. Each figure or marker on the battle map should have an obvious front facing. For miniatures in strange poses, everyone should agree beforehand what direction is the front of figure. "This figure faces the square his sword is pointing at" is good enough.

All figures have *front*, *flank*, and *rear* spaces. The three spaces in front of a figure are its front spaces, the two spaces directly beside it are flank spaces, and the three spaces behind it are rear spaces. Facings can be at the side of a square or at the corner (see diagram).

Normally, characters can only attack enemies in their front spaces and gain attack bonuses when they attack an enemy's flank or rear.

There are two situations where more than one figure can occupy a single square: grappled figures are both in the defender's square, and characters in close order (see Chapter Two) can fit two figures to a single square. If there is more than one figure in a square, each figure has the same front, flank, and rear spaces; no one is considered to be in the left side of the space, or the back of the space, or whatever.

Tiny (Size T) creatures can fit an unlimited number in one square, although it would be unusual for more than 10 to be in one space unless they were insect-sized.

Figures that are smaller than Man-sized (Size S) normally occupy one square each, but if space is tight they'll fight two to a square with no penalty. Small creatures in close order can fit three figures in a square.

Large (size L) creatures normally occupy one space on the map. They can fight in close order simply by occupying adjacent spaces.

Huge (size H) creatures occupy two to four spaces on the map, depending on their size and shape. Humanoids such as giants and ettins are two squares wide, creating an extra front space and an extra rear space. Horse-like or serpentine creatures have a narrow front and a long body, creating two extra flank spaces. Block-like or massive creatures occupy a four-space square.

Gargantuan (Size G) creatures occupy at least six spaces. They can be even bigger if the DM decides that the creature's proportions are truly immense. A dragon with a 40-foot body could take up a block of spaces two wide and eight long! Gargantuan creatures define front, flank, and rear spaces so that roughly one-third of the adjacent squares fall into each category.

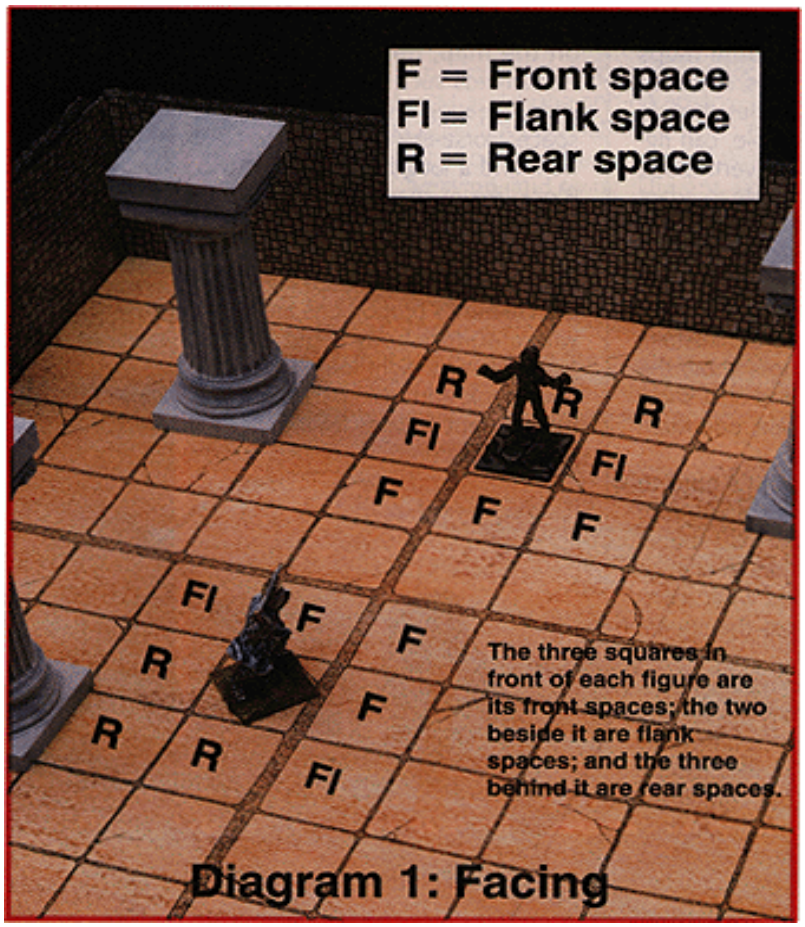
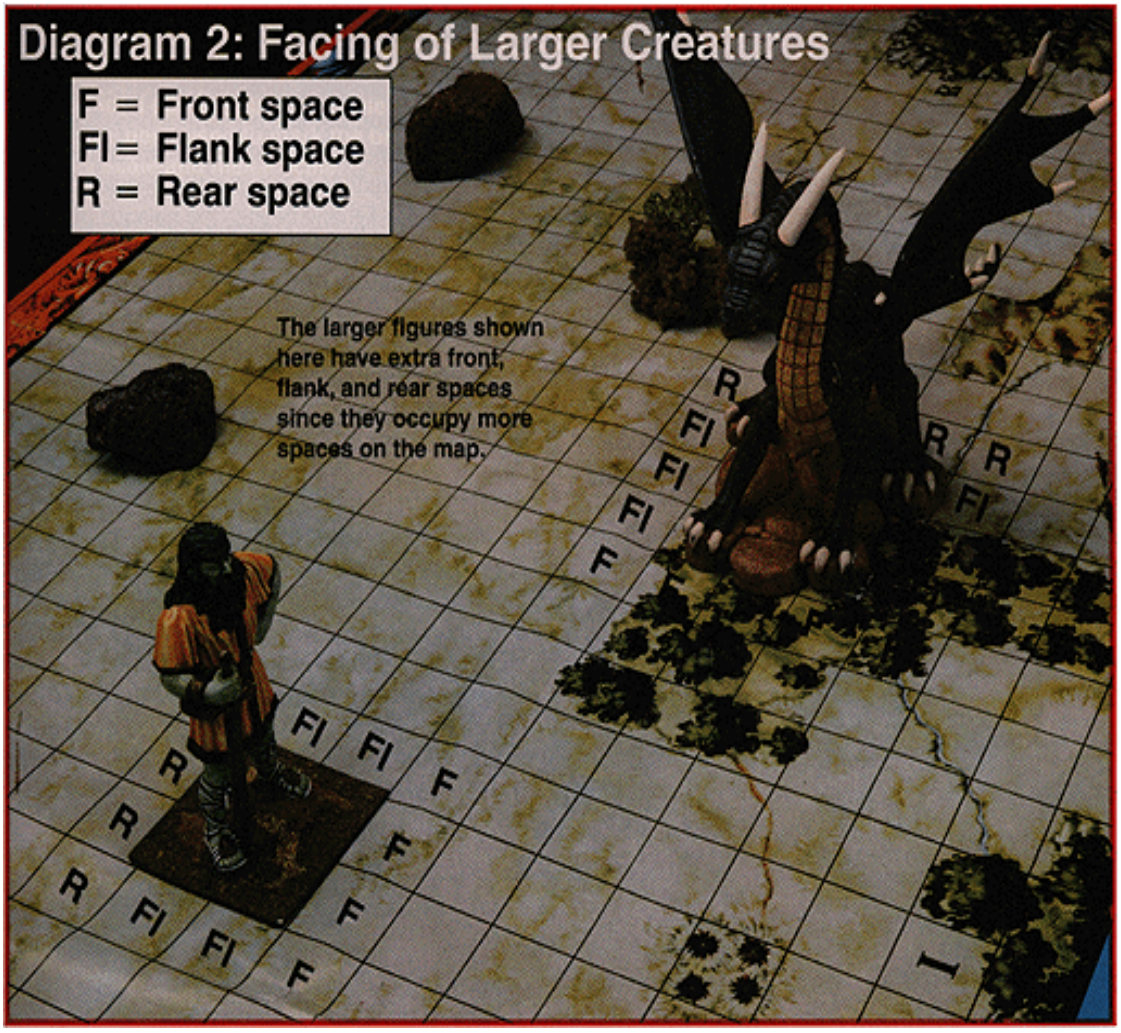



Diagram 1: Facing




Scale In normal combat situations, each 1-inch square on the map represents an area 5 feet square. This is referred to as melee scale. Under certain special circumstances, each 1-inch square can represent 5 yards. This is known as missile scale.

## Melee Scale

The melee scale is the default scale for battles that take place indoors, inside dungeons, in darkness or fog, or at close range. As long as the combatants are all starting within 50 or 60 yards of each other, most battle maps are big enough to run in melee scale from the start. This will save you the trouble of converting from missile scale to melee scale during the battle (see Missile Scale, below).

In melee scale, remember that spell and missile ranges are based on yards, not feet. A thrown dagger normally has a short range of 10 yards, or 30 feet. In melee scale, this is 6 squares on the battle map. A spell with a 30-yard range can be targeted 18 squares away.

## Range

Most characters and monsters can only make melee attacks against creatures standing in one of their front spaces. However, some weapons provide extra reach for characters, and

some monsters cover a greater area because of size.

### Weapons

Many polearms are assigned a range, much like missile weapons. A polearm with a range of 2 can strike enemies standing in the character's front square or any adjacent square beyond the row of front squares.

Some weapons are defined as *range only* weapons. Pikes and lances fall into this category. These weapons can be used to make normal attacks in the squares they can reach but cannot be used against targets in between the wielder and the weapon's point.

Creatures wielding range 2 or larger weapons or natural attack forms cannot make melee attacks through an occupied square to another square unless as part of a spear or pike hedge (see Chapter Two).

### Monsters

Any Large creature armed with a weapon adds 1 to its range, due to its great natural reach. For example, an ogre wielding a spear (normally range 1) has a range of 2 with the weapon. Any Huge creature armed with a weapon adds 2 to the weapon's range. A Gargantuan creature adds 3 to a weapon's range; a titan swinging a 15-foot sword endangers an enemy quite a ways off.

Some monsters may also have natural attacks that allow them to strike opponents at ranges greater than 1.

## Missile Scale

Some battles may open in missile scale, which is five *yards* to the square. The only reason to set up a battle in missile scale is when the two hostile forces try to engage each other with spells or missiles at ranges greater than 50 yards or so. Naturally, this usually happens in outdoor settings with good visibility. If neither side has any missile or spell capability, there is no reason to set up the battle in missile scale. Save yourself the trouble of converting and set it up in melee scale from the start.

*For example, the heroes encounter a party of orcs while climbing a high mountain pass. The DM decides that the two groups spot each other at a range of 500 yards, since there isn't much cover. Nothing happens until the groups close to 210 yards, since that is the maximum range of the party's longbows. The DM tells the players that they begin the battle in missile scale, 42 squares away from the orcs.*

In missile scale, characters and monsters move 1/3 as fast as normal. A character that could normally move 12 squares in a combat round can only move four spaces per round in missile scale. There are nine melee squares in a single missile square, so up to nine Man-sized creatures can occupy a square when missile scale is in effect.

Since all spell and missile weapon ranges are expressed in yards, it is easy to figure ranges in missile scale. A target eight squares away is actually 40 yards distant.

## Switching Scale

When two opposing creatures move adjacent to each other, it's time to switch the scale from missile to melee scale. Select one figure as an anchor, and move all the other figures

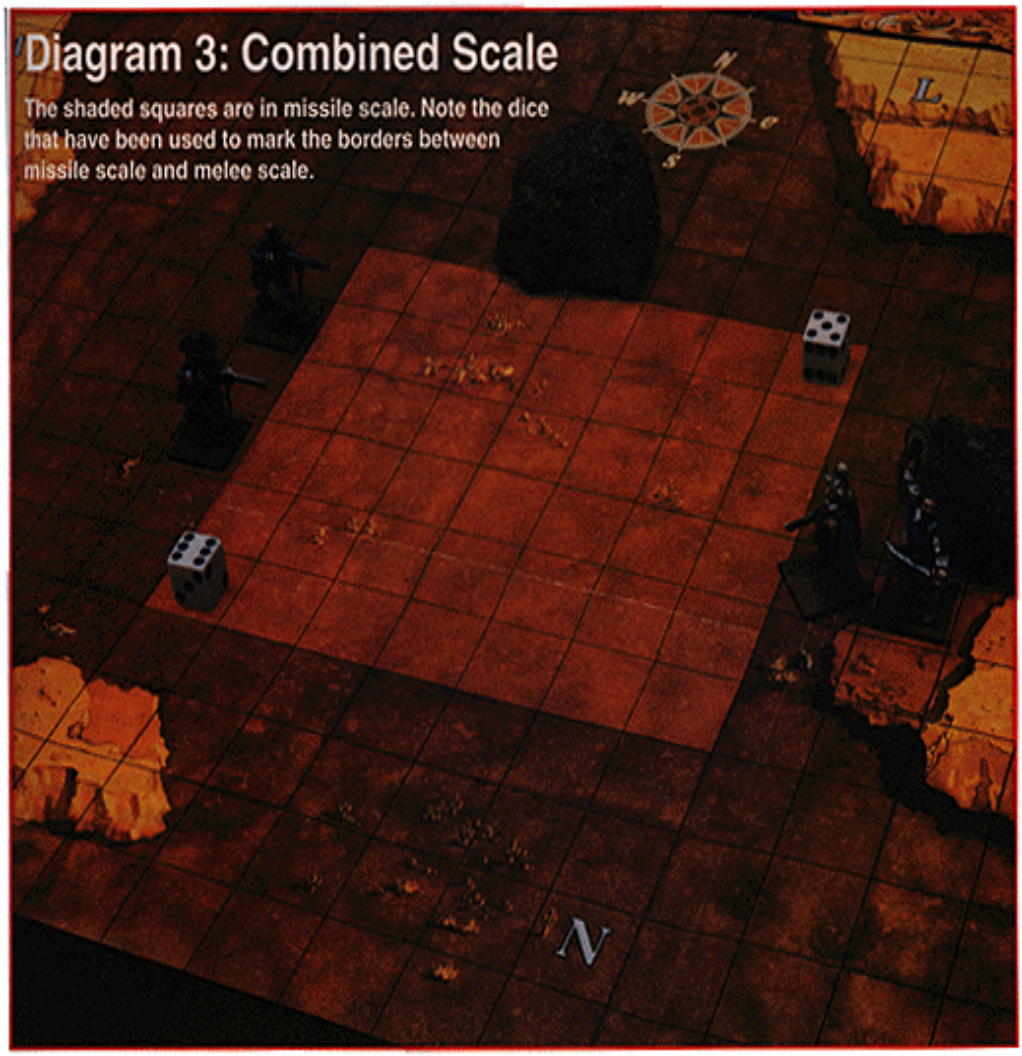
three times as far from the anchor as they were. In effect, you're zooming in on the battle.

An easier but less accurate method of zooming in on the battle is to simply announce that you're switching scale and allow both players and monsters to get a second set-up. As long as everyone sticks by the spirit of the set-up, just eyeball it. Make certain that the opposing forces have three times as many squares between them as they did before the scale was zoomed in.

## Combined Scale

A handy way to keep track of where the party members are in relation to each other is to have them set up their marching order in melee scale. Set up the monster group in melee scale in relation to each other. Now, assume that all the spaces between the party and the monsters are missile squares. Make sure you indicate where the scale changes by setting a pencil or ruler on the map.

This combined scale method assures that monsters trying to close under missile fire have to withstand the normal amount of attacks before they get close enough for melee. It's also useful for determing the areas of effect of any spells cast at the opposing group. When any two opposing characters come in contact, switch the scale.




## The Combat Round

In a standard AD&D game, rounds are assumed to be about one minute long. The combat system round lasts about 10 to 15 seconds, during which a typical swordsman will make about three to six swings. Most characters and monsters can only make one effective attack in this time; the rest of the swings are feints, parries, or just for show.

Higher-level characters with multiple attacks are able to make more of these swings count. Parries are followed up with ripostes. Feints suddenly become attacks when an opening presents itself. With time and practice, a skillful swordsman can make every swing of his sword a potentially lethal attack.

## Combat Rounds and Game Time

Combat rounds *replace* the one-minute round in normal AD&D combat situations. If you need to keep count, five combat rounds equal one normal round, and 50 equal a full turn.

To make things easy, the DM can rule that a battle, regardless of its actual length, takes one turn. Characters tend to spend several minutes checking on fallen enemies, surveying their own injuries, and making sure that the enemy has abandoned the field

before dropping their guard. Unless time is an issue, this is reasonable.

## Spell Durations

All spells with durations expressed in rounds last for the exact same number of combat rounds. Spells with durations measured in turns last for the entire battle. If a spell measured in rounds is in the middle of its duration when the fighting begins, the balance of its duration runs in combat rounds.

*For example, a 5th-level mage casts a haste spell that lasts three rounds, plus one round per level, for a total of eight rounds. In the fifth round, the party gets into a fight. The haste spell lasts four combat rounds before expiring.*

Everything else about the spell still functions on a round-by-round basis, as it did before. A cleric casting *heat metal* still inflicts 2d4 points of searing damage in the third, fourth, and fifth combat rounds. A wizard with a *feather fall* spell still falls at a rate of 120 feet per combat round. Remember, this is an abstract system; applying physics properties to every situation (such as the fact that the wizard with *feather fall* is now plummeting to the ground at a hasty 6.8 mph rather than the standard 1.4 mph) may reveal lots of facts, but it won't make for a better game.

## Combat Status

Any figure involved in combat falls into one of three categories: *clear, threatened,* or *grappled*. This represents the immediacy of an enemy threat and influences what actions the character can choose for that combat round. A character's options are extremely limited when he is caught in an owlbear's hug.

In addition to governing the character's choice of combat actions for the round, threatening is also important because it determines who is subject to what are known as *attacks of opportunity* (see below).

## Clear

Characters who are standing free of the melee and aren't endangered by any adjacent monsters are considered clear. (The character can still be attacked by missile fire, charged, or have a spell thrown at him, of course.) As long as a character is not in the threatened spaces of any enemy figure, he is clear. The character's choice of combat action is unrestricted.

Characters who are clear are allowed to turn to threaten a figure that moves up to them in the course of a combat round. The character doesn't have to do this; he can ignore the danger. The character only gets this free facing change once per round, so he can elect to threaten the first figure that moves up to him or to wait upon the arrival of a more dangerous enemy.

## Threatened

Any square that a creature can reach with its weapons or claws also *threatens* those squares and therefore any characters or creatures standing in one of the threatened squares. The character's own facing doesn't matter—it's possible to be threatened by someone standing behind you.

Threatened characters can choose to ignore the creature threatening them and take any

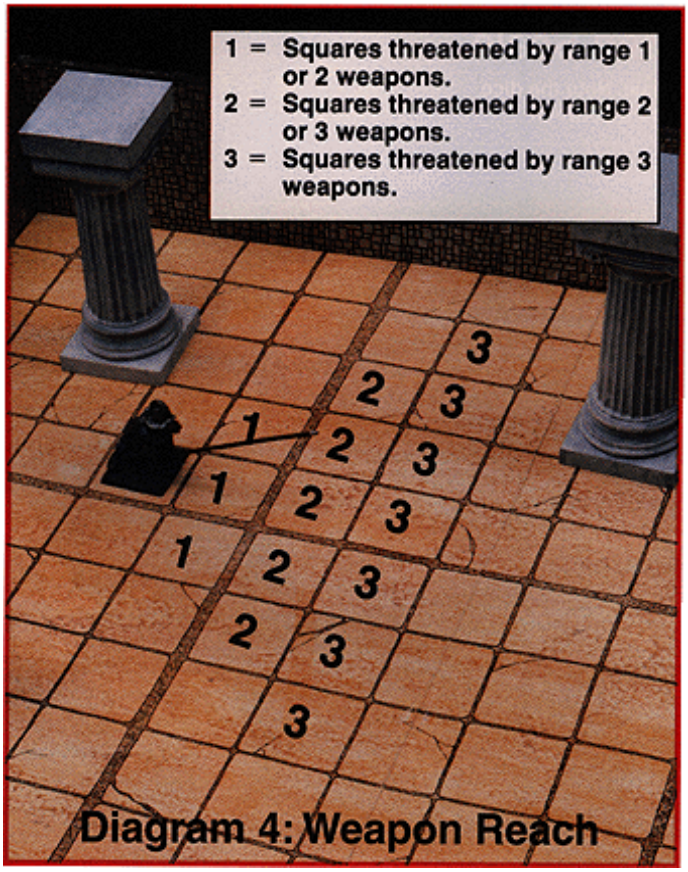
combat action they wish, but if they do, the threatening creature gains an immediate attack of opportunity. The following actions create an attack of opportunity for the threatening creature:

- Attempting missile combat (other than at the threatening creature, and only in the combat round when it first threatens the character).
- Moving away from the threatening creature. This includes move, charge, and run, but not withdraw.
- Turning so that the threatening creature is now in a rear square.
- Attempting an unarmed attack against any foe except an unarmed human-like creature.

Monsters and characters threaten all eligible squares throughout the entire round. If a character tries to sprint through the threatened squares to get by the defender, the defender gets an attack of opportunity as the character runs by. If the creature being attacked suffers from a successful knockdown roll or if a critical hit from the attack of opportunity is suffered, then it must stop moving. Otherwise, it may run by the creature threatening it.

### Unusual Monsters and Threatening

There are a number of creatures that do not have a clear front facing. Who can tell what the dangerous end of an ochre jelly or otyugh is? These amorphous monsters don't have rear or flank spaces, and therefore threaten any character who moves next to them.




## Grappled

Grappled characters are physically restrained by their foes. There are a number of ways to grapple with an opponent; wrestling, martial holds, pinning, and grabbing are all possible. In addition, some monsters have special attacks that grapple their victims. For example, a giant scorpion can pin its prey in its claws, or an owlbear can hug a victim.

Grappled creatures must get free before they can move. The only combat actions a grappled creature can take are:

Respond with unarmed combat.
Attack the grappling creature with a size S weapon.
Attempt to escape. Each grappling method defines a means of escape.

Grappling creatures occupy the same square on the battle map, unless there is something unusual about the monster doing the grappling. For example, a roper can grapple characters up to 10 squares away with its special tentacle attack.

Grappling figures never threaten other squares.

## Attacks of Opportunity

Attacks of opportunity occur when a threatened character or creature ignores the enemy next to it or turns its back on a foe. The threatening enemy gets to make an immediate melee attack (or sequence of attacks for monsters with multiple attacks) against the threatened creature. Attacks of opportunity cannot be performed with missile weapons.

This is a free attack that does not take the place of any actions the threatening creature had already planned.

A creature can't make more than one attack of opportunity against a single opponent in the course of a combat round, but if several enemies leave themselves open, the creature can make one free attack against each one.

There is a limit to the number of attacks of opportunity a single creature may make in one round. Warriors and monsters can make three attacks of opportunity plus one per five levels or Hit Dice. All other characters can make one attack of opportunity plus one per five levels. Thirty kobolds trying to swarm past a fighter in a narrow passage will take losses, but some will still get through.

Surprised characters and monsters cannot make attacks of opportunity during the round in which they are surprised.

## Movement

Obviously, movement is an important part of a fight. If a character is wielding a sword, he can't hurt anyone with it unless he gets very close to them. The more time a character spends moving, the less he is able to do when he gets there.

In the standard AD&D game, every character and monster has a base movement rate. Since *Player's Option* combat rounds are shorter than AD&D rounds, each point of that base movement rate allows a PC, NPC, or creature to move one square per combat round in melee scale. A human fighter with a movement rate of 12 can move 12 squares, or 60 feet, in one combat round. If a character moves diagonally, it costs 3 movement points for each 2 squares, rounded up. If a character moves three squares diagonally, it costs 5 movement points: 3 for the first two squares and 2 for the the third square.

Remember, this is a conservative advance. Figures can exceed their normal movement rates by *charging*, *running*, or *sprinting* (see Attack Options, below). The same human fighter sprints 180 feet in a combat round, which isn't bad for an untrained runner wearing sturdy boots, heavy clothes, and carrying a sword.

Characters determine their combat system movement in three steps:

- Determine the character's base movement rate from his character race;
- Adjust the base movement rate for exceptional ability scores;
- Modify the character's movement due to his encumbrance.

### Base Movement

Every character (and monster) begins with a base movement determined by race. For monsters, this information appears in the apropriate *Monstrous Manual*™ accessory under Movement. For characters, the base move varies by race:

| **Character Race** | **Movement Rate** |
|---|---|
| Human | 12 |
| Elf or Half-elf | 12 |
| Dwarf | 6 |
| Gnome | 6 |
| Halfling | 6 |

Unless the DM wants to generate ability scores for every NPC in the game, it's safe to

assume that any generic member of the race has the base movement rate listed. However, player characters and exceptional NPCs may be able to move faster than normal.

## Exceptional Abilities and Movement

Characters with exceptional Strength or Dexterity scores can increase their base movement rate beyond the normal limits of their race. Similarly, characters with weaknesses in these areas are slower than others of their kind.

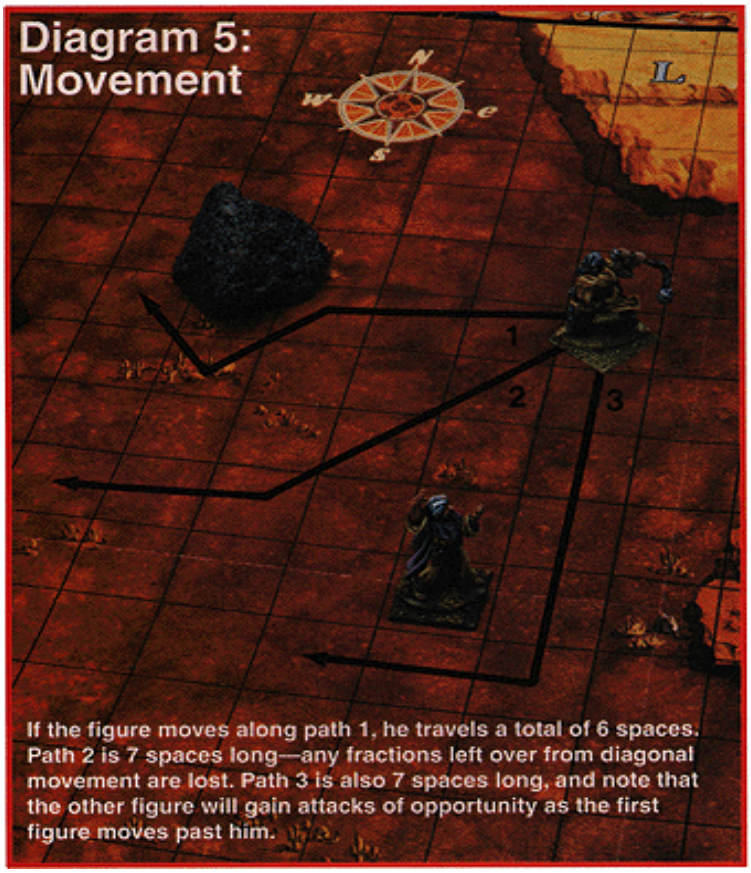
### Strength

Add the character's hit probability adjustment to her base movement rate. If you are also playing with the *Skills & Powers* rulebook, add the hit probability adjustment based on the character's Strength/Stamina (not Strength/Muscle) instead.

### Dexterity

Add the character's reaction adjustment to his base movement rate. If you are also playing with the *Skills & Powers* rules, use the adjustment for Dexterity/Balance instead.

*For example, Loftos the Swift, a human fighter, has a Strength of 17 and a Dexterity of 16. His Strength gives him a hit probability bonus of +1, and his Dexterity gives him a reaction bonus of +1, too. His base movement rate, therefore, is 12+1+1, or 14.*



## Encumbrance

Even the fastest sprinter won't move so quickly when he's carrying 140 pounds of armor, weapons, and adventuring gear. A character's encumbrance falls into five categories: *none*, *light*, *moderate*, *heavy*, and *severe*. Encumbrance is described in the *Player's Handbook* in Chapter 6: Money and Equipment.

To determine the character's encumbrance category, find his Strength and read across the table. The numbers on the table are the breakpoints for each category. A character with a Strength of 14 is not encumbered until he has 56 pounds of gear, lightly encumbered until he has 86 pounds of gear, moderately encumbered until he carries 116 pounds of gear, and heavily encumbered up to a load of 146 pounds.

To calculate a monster's strength for this purpose, add 31/2 points per size category (rounded down) to the monster's base Hit Dice (ignoring plusses). Thus, an ogre has a generic Strength score of 18 (Large creature is size category 4, x 31/2 = 14, plus 4 Hit Dice = 18).

| **Character** | **Encumbrance Category** | | | |
|---|---|---|---|---|
| **Strength** | **Lt.** | **Mod.** | **Hvy.** | **Severe** |
| 3 | 6 | 7 | 8 | 10 |
| 4–5 | 11 | 14 | 17 | 20 |
| 6–7 | 21 | 20 | 39 | 47 |
| 8–9 | 36 | 51 | 66 | 81 |
| 10–11 | 41 | 59 | 77 | 97 |
| 12–13 | 46 | 70 | 94 | 118 |
| 14–15 | 56 | 86 | 116 | 146 |
| 16 | 71 | 101 | 131 | 161 |
| 17 | 86 | 122 | 158 | 194 |
| 18 | 111 | 150 | 189 | 228 |
| 18/01 | 136 | 175 | 214 | 253 |
| 18/51 | 161 | 200 | 239 | 278 |
| 18/76 | 186 | 225 | 264 | 303 |
| 18/91 | 236 | 275 | 314 | 353 |
| 18/00 | 336 | 375 | 414 | 453 |

A creature's final movement is figured by comparing current encumbrance with natural base movement.

| **Base** | **Encumbrance Category** | | | | |
|---|---|---|---|---|---|
| **Move** | **None** | **Lt.** | **Mod.** | **Hvy.** | **Severe** |
| 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 1 | 1 | 1 |
| 3 | 3 | 2 | 2 | 1 | 1 |
| 4 | 4 | 3 | 2 | 1 | 1 |
| 5 | 5 | 4 | 3 | 1 | 1 |
| 6 | 6 | 4 | 3 | 2 | 1 |

| | | | | | |
|---|---|---|---|---|---|
| 7 | 7 | 5 | 4 | 2 | 1 |
| 8 | 8 | 6 | 4 | 2 | 1 |
| 9 | 9 | 7 | 5 | 2 | 1 |
| 10 | 10 | 7 | 5 | 3 | 1 |
| 11 | 11 | 8 | 6 | 3 | 1 |
| 12 | 12 | 9 | 6 | 3 | 1 |
| 13 | 13 | 10 | 7 | 3 | 1 |
| 14 | 14 | 11 | 7 | 4 | 1 |
| 15 | 15 | 12 | 8 | 4 | 1 |
| 16 | 16 | 12 | 8 | 4 | 1 |
| 17 | 17 | 13 | 9 | 4 | 1 |
| 18 | 18 | 14 | 9 | 5 | 1 |

In addition to affecting how far a character can move in a combat round, encumbrance also affects how well a character can fight. Moderately encumbered characters suffer a –1 penalty to attack rolls. Heavily encumbered characters suffer a –2 attack penalty, and their Armor Class suffers a +1 penalty. If the character is severely encumbered, he suffers a –4 penalty to all attacks and a +3 penalty to his Armor Class. Fatigue may temporarily increase a character's effective encumbrance; see Fatigue for more information.

### Simplified Encumbrance

If the standard encumbrance rules aren't worth the trouble, here's an easier way to do it. Most of the weight a character carries is in armor and weapons. To streamline things, only use the character's armor, shield, and largest weapon when figuring the total weight carried. This slightly favors PCs, but it's much faster than tracking every addition of weight.

In Chapter Seven, armor is rated with a base encumbrance. This is the typical encumbrance level of a human wearing that armor. For example, plate mail is rated as moderate encumbrance, with a movement of 6 for a typical human. These default values make it easy to eyeball NPC movement rates.

If you use the simplified encumbrance rule, make sure that it is not abused. If the DM feels that a PC is taking advantage of this rule (for example, carrying dozens of weapons or vast amounts of adventuring gear), he can insist on using the more detailed accounting of the normal encumbrance rules.

## Opening the Battle

Now that you know what the map looks like, how to handle long- and short-range battles, and how the figures interact on the map, it's time to discuss the set-up and presentation of a fight. What effect does surprise have? Where do terrain features go? Who sets up their figures where?

## Surprise

Before a battle begins, one or both sides may have to check for surprise. The Dungeon Master has the final word on whether or not a surprise check applies. There are situations in which one side may have to make a surprise check but their opponents don't—for example, an ambush or a nighttime encounter with enemies carrying bright lights. Surprise conditions and modifiers are discussed extensively in the *DMG* and the *PHB*

(Chapter 11: Encounters for both).

The surprise check is a d10 roll, modified for the surrounding conditions and any special preparations one party or the other makes. Normally, a group is surprised on a roll of 1, 2, or 3. The surprisers get a free round of attacks, movement, or spells against the surprised members of the other group.

## Encounter Distance

The distance between two groups is an important part of setting up the battle. The terrain and weather have a great effect on encounter distance; even an eagle-eyed character will have a hard time spotting his enemies in a dense fog or pitch-black night.

The DM can simply assign an encounter distance based on his estimation of the situation, or he can roll on the table below. In many cases, the range of the encounter is obvious; if a party of heroes kicks down a dungeon door and storms a guardroom, it stands to reason that the gnoll warriors are *somewhere* in that room.

| **Situation** | **Range (melee scale)** |
|---|---|
| Both groups surprised | 1d4 squares |
| One group surprised | 1d6 squares |
| No surprise: | |
| Smoke or heavy fog | 1d8 squares |
| Jungle/dense forest | 2d10 squares |
| Light forest | 4d6 squares |
| Scrub/brush/bush | 4d12 squares |
| Grassland/field | 10d6 squares |
| Dungeon/night | Limit of vision |
| No cover | Long missile range |

Note that dungeon or night encounters refer to the vision limits of whoever can see the farthest. If a party of heroes equipped with lanterns can see 30 feet in a dark forest, a hunting party of orcs that can see 60 feet may try to open the battle with a volley of arrow fire out of the darkness.

If a situation arises where there is no real cover or the enemy's approach is detected hundreds of yards away, the encounter should be set up at the maximum range of the longest-range missile weapon in the fight. In this case, it will probably be necessary to begin the battle in missile scale and move to melee scale when the groups close.

## Set-up

The last step before starting the fight is setting up the battlefield and the location of the combatants. The DM should first arrange the battlefield; if the fight is taking place in a room inside a dungeon, the DM notes the room's size, shape, and interesting contents before placing any creatures in it. Chapter Three describes battlefields of all kinds in great detail.

If one side has spotted the other without being seen, or has surprised the other group, they can make their opponents set up first and then place their own combatants to take advantage of the situation. (They still have to observe the encounter distance dictated by the DM, though.)

If neither side is surprised, or if other special circumstances exist, the DM can dictate the positions of all characters and monsters at the beginning of the battle. The PCs should be set up in their normal marching order, with any adjustments the DM deems appropriate. Someone had to open the door to the guardroom, after all. The monsters are placed by the DM as she sees fit.

If the DM knows something the players don't, there's no reason she can't keep some figures off the map until the players have reason to spot them. If there's a giant spider on the ceiling and no one looks up, the DM should feel free to spring a fiendish surprise when a character walks under it.

## The Five Basic of Every Combat Round

With the exception of two skilled fighters using similar weapons or styles, combat is utter chaos. It's ludicrous to believe that any set of game rules could begin to approach an accurate simulation of fights that range from barroom brawls to fantastic duels between archmages and dragons.

However, there has to be some way to resolve combat. In the *Player's Option* combat system, battles are divided into combat rounds, and each round is divided into five basic steps. These steps are:

Step One: Monster Action Determination
Step Two: PC Action Declaration
Step Three: Initiative
Step Four: Resolution of Actions
Step Five: End-of-Round Resolution

## Step One: Monster Action Determination

Before the players announce what their characters are doing this round, the DM secretly decides what actions the monsters take. Once the DM decides what the monsters will do, he should stick by it—he's on his honor not to switch actions after learning the players' decisions. After all, the monsters don't know what the PCs are going to do before they do it. If necessary, the DM can make notes about monster actions to remind himself of what they intend to do.

Generally, monsters and NPCs have the same actions available to them that the player characters do. They can charge, attack, or withdraw, just like the PCs. Monsters normally choose the most advantageous and sensible actions for the situation. Refer to Chapter Nine: Monsters, for more information.

## Step Two: Player Action Declaration

After the DM has decided what the monsters will do, each player must announce his character's action for the combat round.

## Step Three: Initiative

In this step, all characters in a fight determine when their declared actions actually take place. The *Player's Option* combat system resolves actions in a series of initiative phases, with the resolution time of different actions affected by weapon choice, creature size, and other factors. See Initiative, below, for more information on the initiative system.

## Step Four: Resolution of Actions

The declared actions of all characters and monsters are resolved using the initiative phase system. A character can abort his planned action and do something else, but the new action takes place at the very end of the combat round.

## Step Five: End-of-Round Resolution

After all actions have been resolved, there are several things that need to be done before the round ends. The four parts of this step are *fatigue*, *retreats*, *morale*, and *status*.

Fatigue is a measure of the character's endurance over a prolonged combat. At the end of each round, the character checks to see if the combat has lasted long enough for him to become fatigued or exhausted.

Retreats occur when a figure is forced to fall back by the press of the fight. This can have the effect of breaking up an enemy line or forcing the retreating character over a cliff, into quicksand, and so on.

The DM makes morale checks for the monsters, if appropriate. Most creatures don't care to carry a losing battle to their own deaths and will try to break off the fight if things aren't going their way.

Last but not least, characters who are suffering from spell effects, poison, or special critical hits suffer damage or fight off the effect. The exact procedure is determined by the type of condition the character is suffering from.

## Initiative

Timing is everything in combat. Does a fighter try to get in a quick blow before his enemy can react, or does he wait for a better opening? Who gets to go first when a barbarian warrior is trying to cut down a mage casting a spell? The initiative structure presented here is designed to answer those questions and provide your character with better alternatives for combat.

## The Initiative Roll

The *Player's Option* combat system resolves actions in five action phases: *very fast*, *fast*, *average*, *slow*, and *very slow*. A character's action phase is determined by his *base initiative*, modified by his weapon speed and the combat action he selects for the round. Striking at an opponent standing next to you doesn't take much time at all, but running halfway across the battlefield in a long charge will take a little more time.

At the beginning of each round of combat, both sides roll a d10. The side with the lowest roll wins initiative. In each action phase, the side that has won initiative attacks and moves first. In any given action phase for one side of a fight, attacks and spells occur before movement takes place. (In other words, if you and your companion both take an action in the average phase, your buddy gets to fire an arrow or cast a spell down that hallway before you actually begin running down it.) If there are fast creatures on both sides of the fight, the fast creature that won initiative strikes before the fast creature that lost initiative. Fast creatures strike before average creatures, even if the average creature's side won initiative.

Some initiative rolls provide unusual results:

- A roll of 1 accelerates the action phase of that side by one, so a slow character gets to go in the average phase;

- A roll of 10 slows the action phase of that side by one step;
- A tie results in a critical event. Reroll the initiative dice until one side or the other wins, and then consult the Critical Event Table below.

## Base Initiative

A creature's base initiative is the time it begins to move or makes an attack if it attacks without weapons. Monsters that normally fight with natural weaponry are simply assigned a base initiative determined by their size and speed.

| **Monster Size** | **Base Initiative** |
|---|---|
| Tiny or Small | Very Fast |
| Man-Sized | Fast |
| Large | Average |
| Huge | Slow |
| Gargantuan | Very Slow |

Improve base initiative one grade for a movement rate of 18 or better, and reduce base initiative one grade for a movement rate of 6 or less. Also, moderately encumbered characters and monsters suffer a one-phase initiative penalty, heavily encumbered creatures are slowed by two phases, and severely encumbered creatures suffer a three-phase initiative penalty.

Note that most player characters have a base initiative of fast. Remember, this doesn't take into account weapon speeds or combat actions. Record the character's base initiative on the character sheet—it's used in each and every round of combat.

## Weapon Speeds

Characters armed with weapons modify their base initiative with their *weapon speed*. All weapons are assigned a speed rating of fast, average, slow, or very slow. When the character makes an attack, his action phase is his base initiative or weapon speed, *whichever is later*. A fast human armed with a two-handed sword, a slow weapon, attacks in the slow phase of the round. The base initiatives of magical weapons are modified as follows:

| **Magical Bonus** | **Base Initiative Modifier** |
|---|---|
| +1 | none |
| +2 or +3 | one phase |
| +4 or more | two phases |

Thus, a human wielding a *two-handed sword +2* gains a one-phase modifier, attacking in the average phase rather than the slow phase.

## Critical Events

Strange things happen in the fog of war. Many battles hinge on a lucky break or an unforeseen complication. In the *Player's Option* combat system, this is reflected by the critical event roll.

Critical events are provided to add color and excitement to the melee. They create

openings or opportunities that quick-thinking PCs can take advantage of. They also allow the DM to present a more active and visual portrayal of the characters in battle.

The DM is free to rule that the critical event does not occur, or even alter it to reflect the exact circumstances of the battle. For example, if the battle is taking place on a mountainside beneath an overhang of snow, the DM can decide that the critical event is an avalanche triggered by the fighting.

As a general rule, critical events should not directly inflict damage to a character or creature, although they can force saving throw rolls or ability checks to avoid damage. Use critical events to create chaos and disorder on the battlefield, but avoid favoring one side or the other.

## Critical Event Table

| d20 roll | Result |
|---|---|
| 1–2 | Armor Trouble |
| 3–4 | Battlefield Damaged |
| 5 | Battlefield Shifts |
| 6 | Close Quarters |
| 7 | Item Damaged |
| 8 | Item Dropped |
| 9–11 | Knock Down |
| 12 | Lucky Break |
| 13 | Lucky Opening |
| 14–15 | Mount Trouble |
| 16 | Reinforcements |
| 17 | Retreat |
| 18 | Slip |
| 19–20 | Weapon Trouble |

### Armor Trouble

A random combatant has trouble with his armor. Roll 1d6 for the exact problem. The character can remedy the situation by spending one round standing still and repairing his armor.

| d6 roll | Result |
|---|---|
| 1–2 | Helm lost, victim's head is exposed |
| 3–5 | Shield lost |
| 6 | Plate lost, +2 to AC (plate armor only) |

### Battlefield Damaged

Something in or around the battlefield gets broken. If the fight occurs indoors, it might be a piece of furniture, a window, or a keg of ale.

### Battlefield Shifts

The tide of battle carries all figures 1d6 squares in a random direction from their current location. Nobody gains any attacks of opportunity.

### Close Quarters
Two enemies that threaten each other find themselves inside one another's reach and are effectively grappled.

### Item Damaged
A random combatant has something damaged by a wild swing. Choose anything except a weapon and roll an item saving throw to see if it broke.

### Item Dropped
As above, but the item is spilled, dropped, or cut free from the owner's person.

### Knock Down
A random combatant engaged in melee is knocked to the ground by a collision with someone near him. The nearest figure (friend or foe) must roll a successful saving throw vs. paralyzation or fall down next to him.

### Lucky Break
A random combatant is favored by fate and gains a +4 bonus to his Armor Class and saving throws for this round only.

### Lucky Opening
A random combatant sees his chance. He gets a +4 bonus to the attack roll against whatever enemy he had planned to attack this round.

### Mount Trouble
A random mounted combatant experiences difficulty with his animal. Roll 1d6:

| d6 roll | Result |
|---|---|
| 1–3 | Mount bolts. It sprints for 1d10 rounds in a random direction or until the rider rolls a successful riding proficiency check. |
| 4–5 | Mount rears. The rider must roll a successful riding proficiency check or fall off the mount. |
| 6 | Mount falls. The thrown rider must roll a successful saving throw vs. paralyzation or be stunned for 1d6 rounds. |

### Reinforcements
Allies of the DM's choice show up for one side or the other.

### Retreat
The press drives back all threatened figures of one side or the other. See Retreats, below.

### Slip
A random combatant slips and falls, spending the round on his back.

### Weapon Trouble

A random combatant experiences difficulty with his weapon. Roll 1d6:

| d6 roll | Result |
|---|---|
| 1–2 | Combatant disarmed unless a successful saving throw vs. paralyzation is rolled. |
| 3–5 | Hard parry may break weapon. Roll a successful item saving throw vs. crushing blow to avoid. |
| 6 | If the character killed an opponent last round, his weapon is stuck in the foe's body. Take a round to pull it out. |

## Combat Actions

Combat actions are basic strategies that a character can follow in a round of combat. Does Argath the Brave stand his ground and wait for the orcs to come to him, or does he charge rashly into the center of their line? Does Rowan the Mage cast a spell or spend her round moving to a better vantage point? You decide when you select your character's combat action for that round.

There are several factors involved in choosing a combat action. It is dangerous to do anything but attack or parry when your character is threatened by an adjacent opponent. It's downright useless to declare a charge when your character is grappled by a giant constrictor snake.

Player characters have the right to choose any action they like in combat, as long as they meet the basic requirements for it. (It makes no sense for a character without magical items to announce that he will use one for his combat action.) However, once the requirements have been met, all options are open. The DM should not disallow a combat action except under the most extreme circumstances. No matter how foolish or difficult something may seem, let the PC try it if he really wants to. (Of course, the DM can assign difficulty modifiers if she deems it necessary.)

The following choices are available as combat actions in the *Player's Option* combat system:

| Attack | Fire Missiles | Run |
|---|---|---|
| Cast a Spell | Guard | Sprint |
| Charge | Move | Use a Magical Item |
| Cover | Parry | |

Each of these actions is explained in more detail later in this section.

## Combat Actions and Movement

A character's choice of combat action governs how far he can move in a given combat round. For example, a wizard certainly can't move a considerable distance, picking his way through swinging weapons and uneven footing, while attempting to cast a spell, which requires great concentration and precision. Likewise, a warrior cannot safely withdraw from a fight merely by turning and walking away at normal speed. Certain kinds of actions naturally preclude movement, while other choices are actually more effective when larger distances are crossed. Some choices allow for a range of movment options.

The various combat actions fit into three basic movement categories. These categories

include no-move actions, half-move actions, and full-move actions. Some of the combat actions listed above may fit into only one category, while others may function with two or even all three types of movement.

### No-Move Actions

No-move actions are just that—the character performs some sort of action during her proper action phase, whether it is fighting an opponent or using a wand, without moving significantly during the round. Even if a character chooses any one of the no-move actions, however, she can still adjust her position during her action phase. She can move one square in any direction and choose any facing as a free adjustment to her position. If the character is threatened, she can adjust her position without provoking an attack of opportunity by making sure that her adjustment does not take her out of the enemy's front squares or turn her back to him. No-move actions include:

- Attack
- Cast a Spell
- Cover
- Fire/Throw Missiles (normal ROF)
- Guard
- Parry
- Unarmed Combat
- Use a Magical Item

### Half-Move Actions

Half-move actions allow a character to move up to half his normal movement rate and still perform some other action, such as attacking with a weapon or firing missiles. There are, however, limits to what can be done or how far a character can move and still accomplish these actions. Half-move actions include:

- Attack
- Charge
- Fire/Throw Missiles (half the normal ROF)
- Guard
- Unarmed Combat
- Withdraw

### Full-move Actions

Full-move actions involve a character moving his full normal movement rate (or even more, in some cases) before attempting other actions. Full-Move actions include:

- Charge
- Move
- Run
- Sprint

## Movement and Initiative

Compare these two actions: one character with a readied bow decides to fire at an orc chieftain 40 feet away, and a second character with a readied sword decides to run over to the orc and take a swing at him. Which action is resolved first? Obviously, the archer's attack will arrive before the swordsman gets his swing. Moving takes time, especially in a 10–15 second combat round.

Characters don't instantaneously blink across a battlefield just because it's their turn to move. They begin their move at one point in time and then finish moving sometime later. A character who begins his move when fast actions are resolved may finish his move while average or slow actions are resolved.

Movement always begins in a character's base initiative phase and is performed in half-move increments, one phase at a time. For a half-move action, the total amount of movement takes place in a single phase. For a full-move action, the character moves no more than half of his total movement in each of two consecutive phases, so a sprinting character is actually travelling 1.5 times his full normal movement in each of his two movement phases. After any movement is completed for the character, the rest of the combat action is resolved. Note that an action may be delayed by movement, but it will never occur sooner than normal because of movement. In other words, if a fast character with a two-handed sword (a slow weapon) chooses to make a half-move and attack, the half-move occurs in the fast phase, but the attack does not happen until the slow phase (unless the character was charging; see below).

Note that when several allies (characters or creatures that all won or lost initiative together) are acting in the same phase, characters performing actions do so before their companions begin to move.

*For example, Boldo the swordsman intends to take a half-move and attack an orc, while his companion, Fletcher the bowman, prepares to fire an arrow at it. If Boldo's half-move and Fletcher's shot both occur in the same phase, the arrow actually streaks toward the orc before the swordsman lunges forward to close with it.*

Also note that the 1-square adjustment of a no-move action is considered simultaneous with the action itself. Thus, the adjustment and the no-move action all occur before any normal movement is performed by allies who are eligible to do so during the same phase.

## Combat Movement on the Battle Map

When a character actually moves across the battlefield, don't pick up the figure and then drop it back down again several spaces away. Trace the exact path the character is following from square to square on the battle map. A character never knows when there is a trap he may trigger or an invisible enemy threatening part of his planned move.

Characters can make any facing changes they want with no cost in movement points during their move. Remember, too, that characters can make a single facing change during an enemy's move if the enemy moves adjacent to them.

## Moving Through Other Figures in Combat

A character can move through a square occupied by a friendly figure as long as that

figure isn't threatened or attacking in the current round. Enemies can only occupy the same square if they are grappled or if one is prone. Otherwise, larger creatures can attempt to make an overrun.

## Overruns

When a larger creature attempts to move into a smaller, standing enemy's square, it is called an overrun. Mounted figures use their mount's size for this purpose, so a human on a size L horse can overrun a human on foot. Overruns create an attack of opportunity for the figure being stepped on. After the defender's attack, the defender must roll a successful saving throw vs. paralyzation or be knocked down. Even if he does successfully save, he is forced one square away from his current location. This save is modified by a –4 penalty for a creature two sizes larger than the defender, a –8 penalty for a creature three sizes larger, etc.

*For example, a halfling (size S) gets in an ogre's way. After the halfing's attack of opportunity, he must roll a successful saving throw vs. paralyzation or be knocked down. The ogre is two sizes larger, so the saving throw is rolled with a –4 penalty. Even if the halfling successfully saves, he is forced out of the square.*

When a defender is knocked down by an overrunning creature, he may suffer a trampling attack. The trampler gets an attack of opportunity that inflicts 1d4 points of damage per difference in size. Even though the defender is prone, no modifiers apply; trampling is an afterthought on the attacker's part. The DM can adjust the damage as he sees fit; very dense creatures such as clay or stone golems may not be seriously hurt by even a giant's trample.

*Continuing our example, the halfling fails his saving throw and is knocked flat by the ogre's rush. The ogre gets a free attack of opportunity and rolls a hit. Since there is a two-category difference in size between them, the halfling suffers 2d4 points of damage. Being trampled by someone ten times your weight can be lethal.*

A prone creature with an enemy in its square may get up by using a full-move action. Since two standing enemy figures cannot occupy the same square, size always wins; the larger of the two creatures displaces the smaller one. In addition, the standing figure always chooses which square the displaced figure enters. If the creatures are of the same size, an opposed Strength roll is made to determine who stays and who is displaced.

*Concluding our example, the halfling decides to rise again to avoid getting trampled some more. Since the ogre is larger than the halfling, the halfling must be displaced one square in order to rise. Since the ogre is also the standing creature, it decides which square the halfling is displaced to. If the roles had been reversed, with the halfling in the square of a prone ogre that wished to stand, the halfling would still have to be displaced, since it is smaller. However, this time the halfing, which is the standing figure, chooses which square to be displaced to.*

Of course, the standing figure might wish to keep the other figure from rising, or the

prone figure might decide to fight it out rather than try to rise. If one figure wishes to keep another figure prone, an overbearing attack is necessary, but treat the situation as if the attack roll to hit AC 10 is automatically successful (see Overbearing, Chapter Five).

## Choosing an Action

When it is time for a character to select an action for the round, the action is chosen independently without selecting a movement category beforehand. For example, if a warrior chooses to attack, there is no need to declare whether this is a no-move attack or a half-move and attack. The player simply announces that his warrior intends to attack.

This allows some flexibility in the system so that the ebb and flow of battle does not thwart the characters' actions each round. By waiting until a character's action phase occurs to determine how much movement is needed to perform a chosen action, much of this problem is eliminated.

Still, there are times when characters may be prevented from completing their action by a change in their situation. A spellcaster may have his spell interrupted, or a fleeing character may find himself trapped with no place to run. When a character's action is prevented by an enemy's interference, the action is lost for the round and the character can take no other action for that round.

On the other hand, characters may sometimes start an action and then think better of it. A character may begin a charge and then pull up short when he realizes he is about to run into a hedge of pikes, or a character who had planned to fire a crossbow may suddenly recognize his target as a potential ally.

At that point, a character can choose to either hold or abort a combat action when his action phase arises. Holding an action simply involves delaying the intended action for one or more action phases.

*For example, Tyar the Glorious wins initiative and declares that he will attack (because there is an orc in front of him). Tyar would normally perform his attack on the average phase, due to his long sword. However, on the fast phase Twillo the Sly, Tyar's thiefly companion, successfully kills the orc with a backstabbing attack. Tyar sees an ogre that will most likely advance during the average phase, but only after Tyar is elligible to take his attack (since Tyar won initiative). Tyar decides to hold his attack until the slow phase so that he can attack the ogre after it advances.*

A character may also choose to abort his planned action in favor of another. There are some limits to the new choice of actions, and the character's turn automatically bounces to immediately after the very slow phase of the combat round. It is treated like an extra phase and is resolved normally in all respects. See the individual action choices for more details.

## The Actions

Below are listed each of the actions available to a character and how they are resolved.

### Attack

This is the basic action for characters and monsters in a fight. When a character chooses to attack, he makes his normal hand-held weapon attacks. Characters and creatures can

make a half-move and attack or they can stand their ground and attack as a no-move action.

Monsters with multiple attacks perform all their attacks on the same phase. If a dragon attacks with average speed, its bite, claws, tail, and wing buffets all take place in the average phase of the combat round. Characters using a weapon in each hand strike in the same fashion, during the action phase of the slower weapon.

Characters who have multiple attacks with the same weapon (such as high-level fighters or weapon specialists) make their first attack normally and then make one attack each phase thereafter until they've resolved all of their multiple attacks. A long sword specialist with two attacks in a round makes his first attack in the average phase and his second in the slow phase of the round.

Normally, a character can combine a move and an attack only by moving first and resolving attacks later. However, a character can choose to attack first and then make a half-move at the end of the round. Note that characters can adjust their position each time they attack, so a hero with multiple attacks could attack several creatures standing apart from each other.

Attacks of opportunity (see Threatening) do not count as a character's attack for the round. It is possible for a creature to get more attacks than normal if its opponent provides it with an opening for an attack of opportunity.

Characters and monsters may choose a number of attack options, such as *grab*, *block*, *trap*, or *disarm*. The fighter might use his bill-hook to pull a mounted opponent off his horse, or he might try to trip the animal. He could even go on the defensive and try to block his enemy's blow. Refer to Attack Options in Chapter Two for more information about the various alternatives.

## Cast a Spell

Wizards and priests may choose to cast spells during combat. All spells are assigned an action phase just as weapons are. The character is considered to begin casting in the very fast phase and to finish in the spell's action phase. If the spellcaster is injured by an attack during the casting, the spell is lost.

Spells and spell-like abilities are assigned action phases based on their casting times:

| **Casting Time** | **Phase** |
|---|---|
| 1–3 | Fast |
| 4–6 | Average |
| 7–9 | Slow |
| 1 round or more | Very Slow |

When a character casts a spell, she loses any Dexterity benefit to her Armor Class, since she must hold still and concentrate to make the spell work. After the spell has been cast, the mage or priest may apply her Dexterity bonus to her Armor Class again. If the spellcaster doesn't cast a very slow spell, she can take a half-move at the end of the round.

Psionic powers take effect during a randomly determined phase, regardless of the psionic creature's regular Base Phase.

**Random Psionic Initiative**

| d10 roll* | Base Phase |
|---|---|
| 1-2 | Very Fast |
| 3-4 | Fast |
| 5-6 | Average |
| 7-8 | Slow |
| 9-10 | Very Slow |

*Add the power's Preparation Time to this roll.

## Charge

Characters and monsters can charge to rapidly close for combat and make an attack. Charging is a full-move action, but a charging character may move 11/2 times his base movement when he charges. A knight with a movement of 6 can charge an enemy up to 9 spaces away.

Characters begin their charge on their base initiative, moving up to one-half the distance of the charge. In the following phase, they move the remainder of the distance. Unlike most attack forms, the charge attack is resolved the moment the attacker arrives. If the knight above has a base initiative of fast and an opponent is standing 7 squares away, the knight moves 5 spaces in the fast phase and 2 more in the average phase, at which point he attacks immediately.

Charging (which might more accurately be called the reckless attack) gives characters several advantages but also imposes some penalties. The charging character gains a +2 bonus on his attack roll. Some weapons, such as lances, are suited for charging and inflict double damage when used in a charge.

Because they are so intent on the attack, however, charging characters are at a disadvantage defensively. They lose all Dexterity bonuses to Armor Class and suffer a +1 penalty to AC in addition to that. Guarding characters with weapons longer than the charger's automatically strike first. In addition, characters can set spears (see Guard) against charges.

## Cover

A character with a cocked and loaded crossbow, or an arrow nocked and drawn in a bow, can announce that he is covering an opponent within his weapon's short range. The covering character can only choose to cover a single square on the board, as long as that square is within the weapon's short range and in sight. Only characters with a weapon proficiency slot in bow or crossbow can cover someone in this manner. Covering situations usually are created by the circumstances of the initial encounter; for example, an archer may surprise his enemy, cover him, and order him to drop his weapon. Characters can also declare a combat action to cover someone.

Since the arrow or bolt is ready to be fired, the covering character's first shot is fast (or very fast if the character is a specialist.) See Bows and Crossbows in Chapter Seven. The covering character automatically wins initiative against the covered target. It is possible for a very fast creature to beat out the shot of a proficient archer, but even very fast creatures can be covered by a specialist.

The character can hold his cover until later in the round, if he wants to see what his

target is going to do. He can fire first in any later phase. After the first shot has been loosed, the covering character can perform the rest of his missile fire at the regular action phase and rate of fire.

The covering shot itself is made with a +2 bonus to the attack roll. Covering is handy for freezing opponents in their tracks, since everybody knows how quickly an arrow or bolt can be released once it is drawn.

Covering can also be used with any hand-held bladed weapon—basically, the character puts her sword to an opponent's throat in a single adjacent square and menaces him. The victim must be stunned, dazed, pinned, unconscious, or surprised for a character to cover him with a melee weapon. As with bows and crossbows, the covering character automatically wins initiative against her target and can attack in the fast phase, or in the very fast phase if she is a specialist. The attack is made with a +2 bonus to hit, and the critical number (see Critical Hits in Chapter Six) drops to a 16.

### Fire/Throw Missiles

Firing missiles and throwing hand-held weapons (including splashing holy water or oil) is another basic action that is very common in combat. The character can stand still and attack at his full rate of fire, or he can make a half-move and fire or throw missiles at 1/2 his normal rate.

The one exception to this move-and-fire routine is for missile weapons that have a rate of fire less than 1/round (this includes large crossbows and most firearms). In this case, the character wielding such a weapon can move half his normal rate and still fire the weapon *only on the initial discharge of the weapon*. The weapon is assumed to be loaded and cocked. After this first shot, the character can only fire the weapon as a no-move action.

Firing or throwing missiles is dangerous when a character is threatened by another creature, since it creates an attack of opportunity. The only exception to this rule is during the same combat round that the threatening creature actually moves up to threaten the character. The character can get his shots in while his enemy closes, but after that he had better switch to a melee weapon.

Characters with multiple missile attacks in the same combat round perform their first attack on the normal action phase, and then follow with one missile per phase until they've completed their full rate of fire. For example, a dart specialist has 3 attacks per round with his darts, a fast weapon. He therefore throws his first dart in the fast phase, the second in the average phase, and the third in the slow phase.

Some monsters, such as manticores, may have multiple missiles that are fired simultaneously. These attacks are all resolved in the same phase.

### Guard

When a character guards, she waits for her opponents to come to her. Guarding is a half-move action, or a no-move action if the character stands her ground. A guarding character strikes the moment an attacker moves into the guarding character's threatening squares, regardless of her actual initiative and action phase. The only way an enemy can attack a guarding character first is with a longer-ranged weapon.

If a guarding character is attacked by a charging character, the character that won initiative attacks first (unless one of the characters has a longer-ranged weapon than the

other). If both the charging and guarding characters have weapons of equal range, then the character with the larger weapon strikes first. Guarding characters are considered to be *set for charge*, and spears and spear-like polearms inflict double damage against charging creatures (see Chapter Seven).

*For example, Aerwen loses initiative and is armed with a long sword, normally a weapon of average speed. A very fast size M creature takes a half-move to attack her with claws in the fast phase, but since Aerwen is guarding, she attacks first. If the very fast creature were charging, it would attack first since it won initiative for the round. If Aerwen had a long spear (range 2), she would get the first blow despite the creature's charge.*

If no one attacks a guarding character, she can abort to an attack at the end of the round and take a half-move to reach someone.

### Move

Moving allows a character to cover a lot of ground without dropping his defenses. Moving is normally a full-move action, but if a character only moves half his maximum move or less, he can consider it a half-move action instead.

Movement normally begins on a character's base initiative, without modifiers for weapon speed. Each half-move a character makes requires one phase, so a fast character does half his move in the fast phase and finishes his move in the average phase.

### Parry

Sometimes the best thing to do is take cover and try not to get clobbered. Any character can choose to parry as a combat action. Parrying is a no-move action that is in effect for the entire combat round. If a character parries, he cannot move, attack, or cast spells.

Parrying reduces a nonwarrior character's Armor Class by one-half his level. A 6th-level wizard with an AC of 5 who parries reduces his AC to 2. Warriors who choose to parry reduce their AC by one-half their level, plus one. A 6th-level fighter gets an AC bonus of 4 by parrying.

### Run

A character can double his base movement by running. Running is considered a full-move action; the character can't do anything else in the same combat round that he runs. Running on a battlefield is dangerous; the character loses all Dexterity bonuses to his Armor Class and suffers a +1 AC penalty on top of that. In addition, he is considered to be charging if he runs into a square threatened by an opponent with a set spear.

Characters can maintain a run as long as they have the necessary fatigue points (see Fatigue, below). Outside of combat, they can run for a number of rounds equal to their Constitution score. After that, they must stop and rest. See Jogging and Running in the *Player's Handbook* under Chapter 14: Time and Movement for more information.

### Sprint

A character can triple his base movement by sprinting. Like running, sprinting is a full-move action that drops the character's defenses for the round.

## Unarmed Combat

Any character may choose to make an unarmed attack instead of attacking with his weapons. There are four basic types of unarmed combat: punching, wrestling, overbearing, and martial arts. Refer to Chapter Five for more information on resolving unarmed attacks.

A character can perform an unarmed attack on his base initiative if he doesn't have to move to reach his target, or he can take a half-move action to close for combat. Attacking armed opponents (including monsters with natural attacks) is dangerous for an unarmed fighter; if the character attacks an armed creature that is threatening him, he suffers an immediate attack of opportunity from his intended victim. The armed defender gains a +4 bonus on his attack roll and his damage roll against an unarmed attacker.

Monsters with natural weaponry almost never make unarmed attacks. However, it is possible for intelligent creatures to "pull in their claws" and try to batter a character into unconsciousness. Monsters without natural attacks may resort to unarmed combat if they are disarmed or want to capture their enemy.

## Use A Magical Item

Generally, a character can use a magical item as a fast action or make a half-move and use an item as an average action. Some magical items take more or less time, as noted below:

| **Item** | **Phase** |
|---|---|
| Potion | Average |
| Scroll | Very Slow |
| Rod, Staff, or Wand | Fast |
| Miscellaneous Magical Item | Average |

For most magical items with functions that do not emulate combat or spellcasting actions, the magic of the item is activated during the resolution step at the end of the round. In a few cases where powers take an unusual amount of time to activate, the DM is the final arbiter. If an item combines weapon-like characteristics and miscellaneous magic, such as a rod of lordly might, it should be treated as a weapon when being used to attack and as a magical item when its other functions are being used.

## Withdraw

Withdrawing is the only safe way to leave a square that is threatened by an opponent. When a character withdraws, he backs carefully away from his opponent without turning his back or creating an attack of opportunity for his opponent.

Withdrawing is a half-move that takes place on the character's base initiative. A withdrawing character cannot attack or cast spells, although he can still get attacks of opportunity.

## Ending the Combat Round

After all the combat actions have been resolved, it is time to finish up the round and get ready for the next one. The end of the round is a time to take care of any loose ends or bookkeeping that needs to be looked after. The four major items that are addressed at the end of the round are *retreats*, *fatigue*, *morale*, and *status*.

## Retreats

When one character inflicts melee damage (but not as a result of missile combat) on an enemy without being hit in return, she may force her foe to retreat, driving him back with well-aimed blows. The attacker doesn't have to force her enemy back; she can decide to let him stand fast and not press the advantage. A defender can ignore the requirement to retreat if he is 4 or more levels/Hit Dice higher than the attacker or if he is two sizes larger than the attacker. A retreat cannot occur if the enemy was knocked down during the round.

When a character retreats, he must move backward into one of his rear spaces chosen by the attacker. If there is no place to retreat directly behind him, the attacker must choose one of the retreating character's flank spaces. If the character is unable to retreat into any rear or flank space, he must roll a successful saving throw vs. paralyzation or be knocked down in the space he is in. In some special situations, the DM may allow a retreating character a chance to avoid being forced back. This allows a character with his back to a cliff (for example) to avoid giving ground.

The creature who forces a retreat may follow her retreating enemy, keeping her foe in a threatened square. The attacker can instead choose to back her enemy off and then hold her own position.

Retreats are good for breaking up enemy battle-lines or for maneuvering an enemy into a battlefield hazard. Retreats can also be used to disengage from a threatening creature by driving it back. Retreats don't create attacks of opportunity for the creature forcing the retreat; this is the end of the combat round and everyone is finished attacking for the round. However, the retreating creature may have been pushed into a situation where his rear or flank is exposed to an enemy during the next round of combat.

## Fatigue

Fighting a prolonged battle can be exhausting. Only the most heroic characters can stand fast against wave after wave of foes without tiring. The various character classes gain a number of fatigue points equal to their base Hit Die value. In other words, a warrior has 10 fatigue points, a thief 6, etc. Warriors gain one additional fatigue point each time they gain a level; nonwarriors gain one fatigue point every two levels. This value is modified by the hit-point bonus or penalty for Constitution.

For monsters, fatigue points are equal to 8 (since monsters use a d8 for their Hit Dice) plus the number of Hit Dice, rounded down. Thus an ogre (4+1 Hit Dice) has 12 fatigue points.

### Keeping Track of Fatigue

Characters and monsters start off in a fresh state. In every phase that a character or monster moves or attacks, check off one fatigue point. When the total reaches 0, the character or creature is fatigued. Reset the fatigue score back to its original value and check off two points in every phase that movement or combat takes place. When the score reaches 0 again, the creature is exhausted.

### Effects of Fatigue

Characters and monsters who are fatigued move and fight as if they were encumbered

one category more than they really are. For example, A character who was moderately encumbered becomes heavily encumbered when he is fatigued.

Exhausted characters move and fight as if they were encumbered two categories more than normal. An exhausted, moderately encumbered character moves and fights as if he were severely encumbered. Usually, exhausted characters are well-advised to catch their breath.

### Recovering from Fatigue

If a character or monster spends one round resting, making no moves or attacks of any kind, he gets the chance to recover one category of fatigue (exhausted to fatigued, fatigued to fresh) by rolling a successful saving throw vs. paralyzation. Characters modify the die roll by a cumulative +1 bonus for each consecutive round they spend resting. The character's hit-point bonus for exceptional Constitution is also used as a modifier to the recovery roll.

When a character recovers a fatigue category, his fatigue number is re-set all the way back to its original value. He gets a second wind and can rejoin the fray.

### Effects of Force Marching on Fatigue

Whenever characters have failed a Constitution check as a result of force marching and are still in the process of recovering (see the *PHB*, Chapter 14: Time and Movement, under Cross-Country Movement), they automatically begin the combat in a fatigued state rather than fresh. Fatigue points are consumed at the doubled rate and all the penalties for being fatigued (as well as the penalties for force marching) apply, until a state of exhaustion is reached. Furthermore, creatures cannot return to a fully fresh state during the battle; only the noncombat recovery period for force marching can remove this restriction.

## Morale

The end of the round is also the time for morale checks. Remember, player characters never need to check morale; they're smart enough to know when to cut and run, and foolish enough not to run when they should. However, NPC allies or followers of the PCs may decide to abandon them if things go poorly.

Morale is discussed at length in the *Dungeon Master Guide*, so it won't be reiterated here. The DM is not required to make a morale roll every round; he can use his own judgment to decide when someone might be thinking of calling it a day. Some good guidelines of when monsters or NPCs might make morale checks:

- When surprised;
- When faced by an obviously superior enemy force;
- When an ally is slain by magic;
- When 25% of their group has fallen;
- When 50% of their group has fallen;
- When their leader deserts or is killed;
- When they are fighting an enemy that can't be hurt by their weapons;
- When they are offered a chance to surrender and they've already met one other condition for a morale check.

### Informal Morale Checks

The DM can always just decide if a creature or NPC passes its morale check, without even rolling dice. The DM should be fair with this; it'll quickly annoy the players if their trusted henchmen run away through DM capriciousness at the first sign of trouble.

### Formal Morale Checks

A formal morale check is a comparison of a 2d10 roll against the creature's base Morale rating, modified for the situation. An extensive list of modifiers appear on the DM Screen and under Morale in Chapter 9: Combat in the *Dungeon Master Guide*.

### Failing a Morale Check

When a character or group of monsters fails a morale check, their first consideration is to get away from the fight. If they fail by a small margin (say, 1 or 2 on the die roll), they try to withdraw in good order. If they fail by a large margin, they break off the fight and flee for their lives. Intelligent creatures may try to surrender if there is no place for them to run, or if they think they won't be able to get away.

## Status

This is a catch-all phrase for any condition or situation that may affect the actions next round. Did a character get knocked down during the fight? He'll start the next round prone. Generally, magical effects and continuing damage (poison, burning, acid, etc.) actually inflict their damage in this part of the combat round.

## Special Combat Conditions

There are a number of special situations that can arise in the course of a fight, through natural circumstances or military planning. Someone might fall down or be incapacitated by a spell. A battle fought in a thick, tangled forest may limit archery to shots of 30 feet or less. Stinging snowstorms or sandstorms may limit visibility and carry away light missiles. The side that considers the characteristics of the battlefield in its tactics often gains an advantage over its enemies. Chapter Three describes battlefields in great detail, but there are a few special rules that should be mentioned here.

## Standard and Optional AD&D Rules

These rules can all be found in the *Player's Handbook* and/or the *Dungeon Master Guide*. Even if they are listed as optional rules in the core rule books, they are a standard part of the *Player's Option* combat system. They are presented again here (with any necessary combat system alterations and additions) for ease of reference. Refer to Chapter 9: Combat in the *PHB* and *DMG* for more details.

### Movement and Footing

Ground characteristics may drastically limit a character's ability to move in a fight. The movement reductions listed below apply to the character's base movement, so a character with a normal move of 12 spaces would be reduced to a move of four spaces in heavy brush. If a character passes through multiple ground types in one round, he uses the worst of the modifiers.

| Condition | Reduce Move by |
|---|---|
| Heavy brush or thicket | 2/3 |
| Light brush or forest | 1/3 |
| Ice or slippery footing | 1/3 |
| Steep slope or rough ground | 1/2 |
| Knee-deep snow, water, or soft sand | 1/3 |
| Waist-deep snow or water | 1/2 |
| Shoulder-deep snow or water | 2/3 |

## Cover and Concealment

Concealment and cover work only against missile fire, and cover also provides a bonus to saving throw rolls where an effect causes physical damage, like a fireball spell.

The amount of the target that is concealed or covered determines the penalty to any missile attacks made against the target.

| Target is: | Cover | Concealment |
|---|---|---|
| 25% hidden | –2 | –1 |
| 50% hidden | –4 | –2 |
| 75% hidden | –7 | –3 |
| 90% hidden | –10 | –4 |

A target is impossible to hit when it is completely blocked from the archer by cover.

**Line of Fire.** A figure's line of fire is considered to run from the center of its square to the center of the target's square. If the line of fire passes through any part of a square containing an obstacle, the target is considered to be covered or concealed to some extent. The DM can decide whether the target is 25%, 50%, 75%, or 90% screened, or he can roll randomly if it is not clear. If the line of fire passes through a square containing a figure engaged in melee, the archer must use the rules for firing into a melee to determine where his shot goes.

Note that intelligent creatures who are facing the archer will usually use the screening object for its maximum effect, while animals and monsters that aren't intelligent (Int 1 or less) will rarely try to screen themselves against an archer's fire.

If there's any question about which squares the line of fire passes through, you can use a string, a ruler, or the edge of a card to check the missile's path.

## Mounts

Mounts provide their rider with a +1 bonus to attack rolls when fighting against unmounted opponents, while the opponents suffer a –1 penalty to attacks against the rider (there is no penalty to attack the mount itself). Most mounts are fairly large and can overrun smaller creatures. A normal human on horseback can use his mount's speed and size to trample his opponents underfoot (see Overrun). Many mounts are also capable of making attacks along with their rider.

## Rear or Flank Attacks

If a creature is able to position itself for a rear or flank attack, it gains a significant

advantage. Flank attacks get a +1 bonus to hit, and rear attacks a +2 bonus. A thief attacking from the rear can declare a *backstab* and gain a +4 bonus to his attack roll. In addition to the attacker advantages, the defender's shield doesn't help against flank attacks on his unshielded side nor on *any* rear attacks. Last but not least, the defender's Dexterity adjustment doesn't count against rear attacks, since the defender can't see the attack coming and attempt to dodge it.

### Sitting, Kneeling, and Lying Prone

Characters may sit, kneel, or fall prone as a no-move action. Getting up from sitting or kneeling is considered a half-move action, so a character can stand and still fire a missile or make an attack. Standing up from a prone position is treated as a full-move action, so the character can do nothing else in that round except rise.

Sitting or kneeling characters are slightly harder to hit with missiles or thrown weapons; they gain an Armor Class bonus of –1 against any ranged attacks. However, they're at a disadvantage in melee. Anyone making a melee attack against a sitting or kneeling character gains a +2 bonus to hit them.

Prone characters present very small missile targets and gain an AC bonus of –2 versus ranged attacks. However, they are very vulnerable to anyone close enough to threaten them. Melee attacks against prone characters gain a +4 bonus to hit.

Kneeling characters can use any weapon with no penalty. Sitting characters can only use crossbows without a penalty; with any other weapon, they suffer a –2 penalty to their attack rolls. (Note that characters on horseback are mounted, not sitting!) Prone characters can only use crossbows or size S weapons while they're on the ground. A prone character firing a crossbow attacks at one-half the normal rate of fire and makes any melee attacks with a –4 penalty to hit.

### Damage and Dying

Creatures reduced to negative hit points are incapacitated and begin losing 1 hit point per round until they reach –10, at which point they die. A creature's loss of hit points can be halted by binding its wounds, using the healing proficiency, or casting some kind of curative magic on the victim.

Characters who have been reduced to 0 hit points or less are helpless; they can't tend their own wounds or take any actions. At exactly 0 hit points, the character is simply unconscious, and remains so until healed or until 2d6 full turns pass. If a character's death is prevented by binding his wounds or healing him, the character is completely helpless for at least 24 hours.

It is dangerous to leave characters at a negative hit point total for long. Each day that a character begins with negative hit points, roll a d10 and compare it with the absolute value of the character's hit points (in other words, take into account only the numerical value of the hit points, ignoring the negative sign). If the die roll is less than this numerical score, the character loses 1d4 additional hit points. This additional loss of hit points can be avoided if someone with the healing proficiency is there to tend to the patient, or if curative magic is used.

*For example, Gorathan the Unlucky was badly mauled by a dire wolf and reduced to –5 hit points. His companions bound his wounds, but no clerics or proficient healers were*

*nearby, so Gorathan didn't recover any hit points. The next day, a d10 is rolled to see if he worsens or not. If the roll is a 4 or less (which is less than the "5" of Gorathan's –5 hit points), Gorathan loses 1d4 additional hit points. If the roll is a 5 or better, Gorathan recovers hit points normally for a day of bed rest. If Gorathan has some bad rolls, he might not make it.*

### Weapon Type vs. Armor Type

Some weapons have an innate advantage against certain types of armor. In the Middle Ages, hundreds of weapons were designed for the purpose of penetrating heavy armor. Weapon types and armor types are explored in more detail in Chapter Seven.

### Firing Into a Melee

Throughout the ages, friendly fire has been a significant threat on the battlefield. In the *Player's Option* combat system, the shorter combat round means that archers can't wait to pick and choose their shots. They have to fire or hold their fire in an instant.

A melee is defined as any situation in which one creature threatens another. Firing or throwing missiles at either of the two engaged creatures requires the shooter to roll to see which figure he actually attacks. All creatures that are threatened or threatening one another in the same group are included, so the archer is guaranteed of at least firing at the right engagement.

To determine the actual target, assign each Man-sized target 1 point on a die. Small-sized targets get 1/2 a point, Large targets 2 points, Huge targets 4 points, and Gargantuan targets 6 points.

## Additional Rules

These rules are specific to the *Player's Option* combat system.

### Higher Ground

If the attacker's waist is higher than his opponent's head, he gains a +1 bonus to his attack rolls. Stairways, tabletops, and steep slopes may create higher-ground opportunities for a character in combat. This doesn't apply to colossal creatures such as giants who are fighting on level ground against much shorter characters, nor does it apply to mounted characters; they already get a bonus.

### Knockdowns

Some creatures can smash their opponents to the ground with raw strength or heavy weaponry. Knockdowns are based on the size of the attacker's weapon compared to the size of the defender.

Every weapon (including monster attacks) is assigned a *knockdown* die that is rolled when a hit is scored. Light weapons have a small die, while heavy weapons use a d10 or d12 for knockdowns. The size of the target determines what roll is required for a knockdown.

| Target Size | Knockdown Roll |
|---|---|
| T | 3 |
| S | 5 |

| | |
|---|---|
| M | 7 |
| L | 9 |
| H | 11 |

Don't confuse the knockdown die with the actual damage caused by the hit; they are two different things. It is a little quicker to roll the knockdown chance along with the damage dice, but don't feel like you have to.

Obviously, some creatures are immune to knockdowns. An ochre jelly, black pudding, or fire elemental can't really be knocked down, nor could a crocodile or shark in the water. In addition, some monsters may be unusually resistant to knockdown effects.

**Knockdown Effects.** Creatures who suffer a knockdown must roll a successful saving throw vs. death or be knocked prone. The victim can stand up by forfeiting a half-move or an attack. If he has already completed his actions for the round, he has to wait until next round to stand up. Refer to Sitting, Kneeling, and Prone above for more information about being on the ground.

Any character or creature armed with a loaded and cocked crossbow or firearm that is knocked down must roll a successful saving throw vs. paralyzation or accidentally fire the weapon.

**Monsters and Knockdowns.** Monsters who wield weapons can use the knockdown die size that is listed for that weapon, and then modify the die for their own size. Increase the die one step for each Size category larger than Man-sized, or decrease it for each one under. For example, an ogre is wielding a morningstar, which normally has a knockdown die of d10. Because the ogre is Size L, one size larger than Man-sized, the knockdown die increases to a d12.

For monsters with natural attacks, choose a weapon that seems close to the attack type and then modify it for the monster's size. An adult dragon's claws may be like long swords. A wyvern's sting might be similar to a spear. Monsters may resist knockdowns better if they have four or more legs, are exceptionally dense or low-built, or seem generally tougher than normal.

### Critical Hits

Although critical hits are mentioned in the core AD&D rules as an option, this system works differently than any provided there. A critical hit may occur when a character rolls exceptionally well during his attack. The attack roll must be a natural 18 or higher, and the roll must hit the target by at least 5. A 1st-level fighter with a THAC0 of 20 can achieve a critical against an opponent with AC 5, since he can roll a 20 and hit him with 5 to spare, but he can't get a critical against an opponent with AC 4 (or better).

As a basic rule, critical hits inflict double damage. However, Chapter Six is devoted to the topic of critical hits and presents an integrated system that accounts for the strength of the blow, the location injured, and a dash of luck.

If PCs can get critical hits with great attack rolls, monsters should be able to as well. Otherwise, the balance of the game shifts in favor of the player characters.

## The Gray Areas

Opponents who are facing off across squares that are partially blocked by solid obstacles may or may not be able to effectively attack one another. For example, two opponents are facing each other diagonally where a wall corner abutts the intersection of their squares. Half of the people using the *Player's Option* combat system will argue that they can attack each other, and half of them will argue against it. The same problem arises when considering whether or not figures can occupy half squares (like any square that is bisected by a diagonal wall). Some people will argue for such a rule, and some will argue against it.

The answer to these and other similar gray areas of figure placement and movement is, it doesn't really matter, as long as the solution is equitable. If characters can attack around corners, then so can monsters. If you don't want it to happen, then it doesn't—for characters or monsters. Neither choice skews the system to favor anyone, so both solutions are equally viable. Just decide as a group beforehand how you want to handle the situation, then stick with it. These kinds of situations and conditions are way too numerous to mention or adjudicate within these pages, but the guidelines set out above should give the DM and players enough to work with.

### Example of Combat

Here's the scenario: four adventurers are exploring the dungeons beneath a ruined temple when they encounter a guardroom with six bugbears armed with morningstars. The heroes are Dain, a dwarf fighter with 13 fatigue points; Pascal, a human paladin with 10 fatigue points; Lyssa, an elven mage with 4 fatigue points; and Damiar, a half-elven thief with 6 fatigue points. The bugbears each have 11 fatigue points (Monsters get 8 points plus their Hit Dice, in this case 3+1). None of the members of either group are considered encumbered.

No one is surprised, so the DM places the bugbears in their room and tells the players to arrange their heroes in the doorway. Since Damiar opened the door, the DM decides that Damiar must be in front, even though Dain usually takes point in the marching order.

## Round One

First, the DM decides what the bugbears are going to do. The two on the flanks move to take cover, the one in the middle flips the table for cover, his companions close for combat, and the last bugbear is still getting out of bed and decides to wait and see what happens. Now the DM asks each of the players what their characters will do:

*Damiar: "I'll shoot at the nearest bugbear."*
*Pascal: "Bugbears? We can take them. I'll close for an attack!"*
*Lyssa: "I'll throw a sleep spell."*
*Dain: "There might be more of 'em around. I'll cover the hallway with my crossbow."*

Everyone has declared an action, so it's time to roll initiative. The DM rolls a 5, but the players beat him with a roll of 3. Now, the DM begins with very fast actions and starts working through the round.

*DM: "Okay, nobody's very fast this round. You guys won initiative, so who's fast?"*
*Lyssa: "My sleep spell's fast."*
*Pascal: "I start moving."*
*DM: "Where do you want to center your spell, Lyssa?"*
*Damiar: "Don't catch us with it!"*
*Lyssa: "I'll center it on the bugbear in the middle of the room." (Rolls effect) "My spell affects 5 Hit Dice of bugbears."*

*DM: "Sorry, that's only one. He's out."*
*Pascal: "I'm moving! I'll jump on the table in front of them."*
*DM: "No problem. You threaten the bugbear, and he threatens you. Don't forget to mark a fatigue point off. That's it for fast. Let's go on to average actions."*

The bugbear's base initiative is average, but the players won initiative and get to resolve their average actions first. Pascal is wielding an average-speed long sword.

*Damiar: "My first bowshot is average. I rolled a 20! Is that a critical hit?"*

Damiar's adjusted THAC0 with his longbow is a 16, so he hit an AC –4 with his roll of 20. The bugbears are only AC 5, so he easily hits the bugbear with a good enough roll to critically hit the monster. The basic critical rule is double damage dice, but the DM could use the critical hit rules in Chapter Six if he wanted to. With doubled damage, Damiar rolls 2d8 for his sheaf arrow and tags the bugbear for 15 points of damage, dropping it with one shot!

The two bugbears moving under cover begin their moves now. The last bugbear meets Pascal. Pascal gets her attack first, but even with a +1 bonus for height advantage, she misses. Her opponent misses her as well. Damiar uses his second bow shot and fires at a bugbear using cover, missing by a mile.

At the end of the round, Pascal and Damiar have each used two points of fatigue, while Dain and Lyssa have used none. The two bugbears that took cover have each used one, while the one locked in combat has used two. There are no retreats, but the DM decides that a morale check is in order since the bugbears have seen two of their fellows knocked out of action. The bugbears pass the check, and the round is over.

## Round Two

The DM decides that the two bugbears on the flanks remain under cover this round and guard. The bugbear engaging Pascal decides to take a half-move and attack, looking to open the range and take advantage of its longer reach. The last bugbear will move up to join the fight and engage Pascal. The players state their actions:

*Pascal: "I'll stand my ground and attack."*
*Lyssa: "I'm going to move into the room to find a place to cast my next spell."*
*Damiar: "I'll try and shoot at the bugbear hiding around the corner. Maybe I'll get lucky."*
*Dain: "You guys are doing okay without me. I'll keep covering this hallway."*
*DM: "Roll initiative, everybody."*

The players win initiative again, rolling a 1. This accelerates their actions by a phase. In the very fast phase, Lyssa moves into the room. This time, Pascal's average sword attack becomes a fast action, as does Damiar's bow shot. Pascal misses her bugbear, but Damiar rolls another 20!

This time, Damiar's 20 is not a critical hit. The DM rules that the bugbear is under 75% cover, so it has a 7-point bonus to its Armor Class, making it effectively AC –2. Since Damiar's adjusted THAC0 is a 16, he only hit by 2, and he needed to hit by 5 to get

another critical hit. The bugbear is wounded but still has some fight left in it.

In the average phase, Damiar fires his second arrow but misses. Finally, the bugbears can begin to move. The bugbear that is threatened by Pascal backs away, provoking an attack of opportunity. Pascal rolls her free attack but misses. The last bugbear closes to within two spaces. Since the bugbears are Large creatures armed with weapons, they can still reach Pascal.

*DM: "We're up to slow actions, and the two bugbears fighting Pascal get to make their attacks." (Rolls two attacks.) "You're lucky, they both missed. At the end of the round, nobody has to retreat. Everybody keep track of how many fatigue points you've used. Pascal, you used up two again this turn, due to your attack of opportunity."*

*Pascal: "Don't the bugbears have to make another morale check?"*

*DM: "No, nothing's changed since the last one."*

At this point, Pascal has 6 fatigue points left, Damiar 2, and Lyssa 3, while Dain is still at his full amount, since he hasn't moved or fought. The bugbears attacking Pascal have 7 and 9, respectively, while the two taking cover still have 10 each.

## Round Three

The DM smiles to himself—the bugbears have maneuvered the heroes right where they want them. The two bugbears fighting Pascal can guard, getting the first attack against the paladin because of their longer range. The two bugbears hiding behind the room's corners will move forward to engage Pascal's flank and Lyssa. The DM asks the players to state their actions for the round:

*Pascal: "I'll move up and attack again."*
*Lyssa: "Cast acid arrow at the bugbear hiding in the corner there."*
*Damiar: "Keep firing!"*
*Dain: "I'll move and take a shot at a bugbear. Nothing's coming down this hallway."*

The initiative roll is won by the players again, beating the bugbears with a 2. There are no very fast actions this round.

In the fast phase, Pascal moves up to threaten the bugbears facing her, but they both get attacks since they were guarding and out-ranged her. One bugbear misses, but the other hits for 5 points of damage and a roll for a knockdown. A morningstar is rated as a d10 for knockdowns, and since the bugbear is a Large creature, that is stepped up to a d12. It takes a 7 to knock down a Man-sized creature, and the Bugbear rolls a 9. Success! Pascal rolls a saving throw vs. paralyzation and fails. She is on the ground and has to use this round to stand up again.

Lyssa's spell is again fast. She throws Melf's acid arrow at the bugbear previously wounded by Damiar and hits it for 8 points of damage. Dain takes a half-move and steps into the doorway beside Damiar.

On the average phase, Damiar fires his first arrow of the round and misses. Pascal would have attacked this round, but decides to stand up again. The bugbears hiding around the corners move up to threaten Pascal and Lyssa.

*Pascal: "Sure, now they break cover since I got knocked down."*
*DM: "You didn't think those two bugbears were going to stay out of the way forever, did you?"*
*Lyssa: "We're in trouble."*
*DM: "We're up to slow actions now. Dain and Damiar have shots, if they want to take them. You'll be shooting into a melee now, since there aren't any bugbears clear of the fight."*
*Damiar: "I'll take my chances."*
*Dain: "Me, too!"*
*Lyssa: "Hey, you could hit us!"*
*Dain (shrugging): "So? You can take it."*

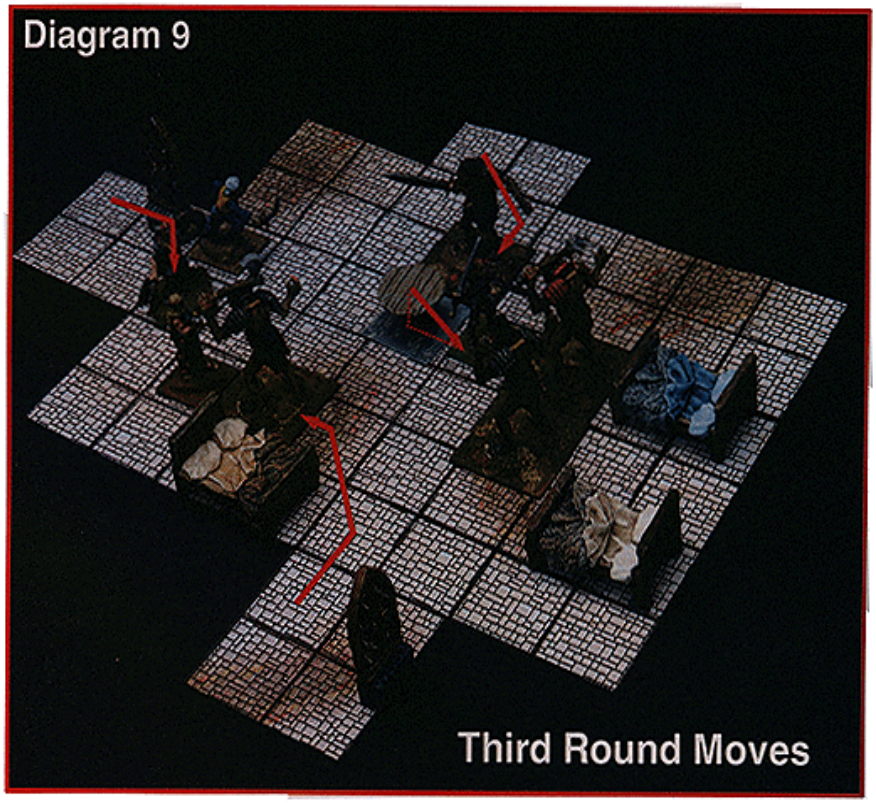
There are three bugbears who are threatening Pascal. Using the Firing into a Melee rules, the DM determines that a d8 roll should be used to resolve who becomes the target. (The three bugbears are Large and count for 2 each, and Pascal counts for 1 target. An 8 result will be rerolled.) Damiar and Dain are lucky—the target rolls end up being bugbears. Unfortunately, both characters miss with their attacks.

The two bugbears who moved in this round get to attack in their half of the slow phase. One attacks Pascal, and the other attacks Lyssa. Pascal is hit again for 5 more points of damage, but this time she isn't knocked down. Lyssa gets clobbered for 6 points of damage and begins to consider a strategic withdrawal.

At the end of the round, everyone marks off their fatigue points. Pascal loses two more, as do Dain and Damiar, but Lyssa cast a spell and loses none. The bugbears who broke cover and attacked Lyssa and Pascal lose two, but the others who were already

engaged only lose one each.

Since Pascal was hit without hitting her opponents, the bugbears can force her to retreat. She is driven back one square, but the bugbears hold their ground to keep their reach advantage. The continuing damage from the Melf's acid arrow spell doesn't begin until next round, since Lyssa just cast the spell this round.




### Round Four

In the next round, the heroes get a little lucky. Pascal downs one of her attackers with a critical hit, and Dain covers Lyssa's withdrawal and inflicts serious damage against the bugbear who had injured the mage. Another bugbear falls when the Melf's acid arrow finishes it off at the end of the round. With two more down, the DM rules that the survivors choose a fighting withdrawal, and the heroes let the bugbears retreat.

## Chapter Two: Combat Options

Even the greenest recruits have more options in combat than to stand in one place and swing at opponents over and over again. This chapter covers tactics, options, and styles of fighting that are available to anyone on a battlefield. Battles aren't just a matter of who gets the lucky rolls now; smart characters can make their own luck by using sound tactics and common sense in the thick of the fight.

There are five parts to this chapter. The first is *Battle Tactics*; it covers common tactics

for fighting a battle, including *shield walls*, *pike hedges*, and *mounted charges*. *Attack Options* discusses different ways to use a character's attack to achieve specific results. *Fighting Styles*, *Dueling*, and *Heroic Frays* discuss the various tactics of personal combat and how characters can employ them to their advantage.

## Does This Belong in My Campaign?

Battle Tactics relies heavily on the *Player's Option* combat system, presented in Chapter One. Although the basic concepts are still sound, you won't see much game benefit to these strategies unless you are resolving battles with the combat system.

The other four parts of this chapter—Attack Options, Fighting Styles, Dueling, and Brawling—can all be incorporated into existing campaigns together or independently. They do not require the combat system to be used in your campaign. The information in this chapter replaces the related topics in *The Complete Fighter's Handbook*.

## Battle Tactics

Over thousands of years, the tactics of battle have changed many times. Innovations of equipment and maneuver often gave armies domination of their world. Alexander's phalanxes of spearmen were nearly unstoppable. Pikes and bows brought about the end of the knight's battlefield supremacy long before firearms were effective weapons.

Some of these same tactics can be used to good effect by player characters and their opponents. Even the most foolhardy barbarian should think twice before charging a band of orcs who have formed a spear-hedge to receive his attack.

### Shield Wall

In Chapter One, we described how figures can crowd together in close order, placing two Man-sized creatures in a single space. If the creatures stay along an even line in close order, they can form a shield wall by overlapping their shields. The shields must be medium or kite shields. Fighting with a shield wall has several benefits.

#### Versus Missiles

All members of the shield wall and any *allies* behind it are considered to be behind 50% cover (–4 AC bonus) versus missile fire. Shield walls block lines of fire indoors or underground, so in dungeon settings any allies behind the wall can't be targeted by hostile missile fire. The creatures actually *forming* the shield wall can still be struck, however.

#### Versus Melee

Since the members of the wall are in close order, shield walls allow them to concentrate their fighting power. They are also good for controling enemy movement, especially in narrow areas such as dungeon corridors. Because the shields overlap, all members of the wall gain a –1 bonus to their Armor Class.

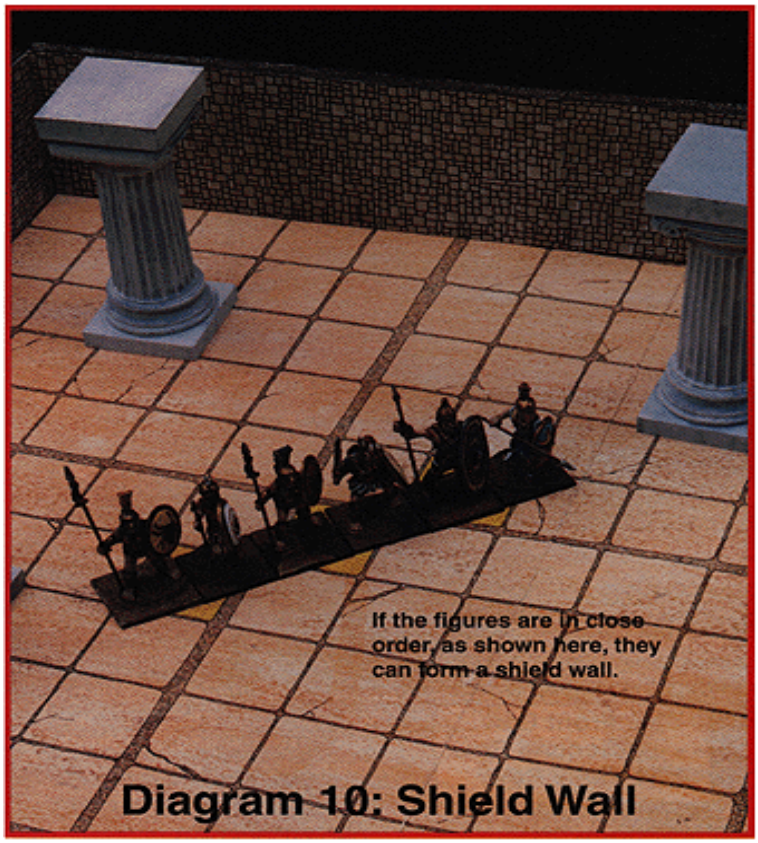
Creatures forming a shield wall must be of the same size or the wall won't work. In addition, they have to move together if they want to stay linked. A shield wall can only take a half-move without breaking apart.

Creatures in a shield wall are slightly limited in their choice of armament. They can fight only with one-handed weapons since they're using a shield in the other hand. If they

use a slashing or bludgeoning (Type S or B) weapon, they suffer a –2 penalty to attack rolls unless the weapon is a smaller size category than they are, because the close order interferes with the weapon's swing. Piercing (Type P) weapons aren't affected by close order.

*As an example, a human barbarian (size M) forms a shield wall with his companions. He can use his short sword (Type S, size S) or spear (Type P, size M) without penalty, but if he fights with his battle axe (Type S, size M) he suffers a –2 penalty to his attack rolls because he's so close to his allies.*

Another excellent tactic for shield walls is to place long-range polearm wielders immediately behind the shield wall. Since the polearms can reach over the shield line, enemies can be exposed to several attacks at once when they close to melee range. Using a polearm over a friend creates a –2 penalty to attack rolls, however.




## Spear Hedges

Spear or pike hedges are extremely effective against creatures trying to close in for melee. Swiss pike formations could defeat the most powerful mounted charges and could cut through many foot troops as well. Hedges don't have to be formed in close order, but they're more effective if they are. Hedges can be made doubly dangerous by adding an extra rank of spearmen or pikemen to create a defense in depth against an enemy's approach.

To form a spear hedge, characters need to stand side-by-side in an even line. A second

rank can form up behind the first rank and attack over the front rank with a –2 penalty to attack rolls. If the polearm is a range-only weapon, such as a pike, then the penalty does not apply. If the troops are equipped with range 3 weapons, a third rank can be added behind the second rank.

Spear hedges are most effective when all characters choose the guard action, since any foe foolish enough to approach could be subjected to as many as 6 attacks before he could strike back. Spear hedges can only make half-moves and still remain together.

Like shield walls, spear hedges can be extremely effective in limited areas where opponents can't flank them.

## Mounted Charge

One of the most spectacular battle maneuvers is a cavalry charge. There are no special considerations or formations necessary for a mounted charge; a single knight on horseback can use this tactic.

The mounted charge against foot troops gives the charging character a +2 bonus on his attack for charging and a +1 bonus for being mounted. If he's armed with a lance, he inflicts double damage if he hits. In addition, the lance's superior range may allow him to strike before the defender has a chance to attack.

The charging character can also use his mount to move through enemy figures, possibly knocking them down or trampling them. A line of armored knights can literally ride down infantrymen, although they'll provoke attacks of opportunity once they get into the press. Still, the initial shock of such a charge can decimate most infantry formations.

A great defense against the mounted charge is missile fire at the mounts. Usually, the

horses are easier to hit than the riders. Any time a mount is injured, the rider must make a riding check (or roll a successful saving throw vs. paralyzation) to keep control of the animal. The riders of any animals following the injured mount must also make riding checks or be stopped by the downed animal.

## Archery from Horseback

Archers on horseback are very effective against foot troops without missile weapons. (If the character on foot has a weapon to reply to the horse archer's fire, it's a different story.) Weapons suitable for use while mounted include short bows, composite short bows, hand crossbows, light crossbows, and size S firearms.

If the archer remains still (takes a no-move action), his rate of fire and range modifiers are unaffected by his mount. If he rides a half-move, his rate of fire is reduced by one category and he suffers a –2 penalty to his attack rolls. If his mount takes a full move, his rate of fire is reduced as above, and he suffers a –4 penalty to his attack rolls. These penalties can be reduced by expertise in mounted archery; refer to Chapter Four for more information.

The best way to exploit the archer's mobility is to gallop in for a round of fire and then retreat when the foot troops try to respond. This tactical system was one of the most successful ever devised, and for a time rendered infantry nearly obsolete.

## Attack Options

Heroic swordsmen don't just stand still and hack at their opponents; they dash back and forth, trading parries and ripostes with skill and agility. A great way to add excitement and flavor to your battles is to allow PCs the chance to try flashy maneuvers or special tactics against their dastardly foes.

In a melee, characters can choose any number of tactics instead of a simple strike or thrust. The following attack options are available to any character proficient with the weapon he is using:

| | |
|---|---|
| Block | Pull/trip |
| Called shot | Sap |
| Disarm | Shield-punch |
| Grab | Shield-rush |
| Overbear | Unarmed attack |
| Pin | Unhorse |

Special weapon maneuver

### The Opposed Roll

Many of the attack options described below use a game mechanic known as an opposed roll. In an opposed roll, whoever comes closest to their success number without going past it wins the contest.

*For example, two characters wrestling for control of one sword could be required to make opposed Strength checks to see who gets the weapon. The character with the highest d20 roll that doesn't exceed his Strength score wins the contest.*

Because the goal of an opposed roll is to come as close to missing as possible without

doing it, attack rolls are won by the character with the lowest roll that doesn't go under their required to-hit number, and ability checks are won by the character with the highest roll that doesn't exceed his ability score. Ties extend the contest one round, unless stated otherwise.

### Block

A character can declare that she is using one of her attacks to block an opponent's strike. Blocking is a hard parry with a weapon that deflects an opponent's attack. Any weapon except rope-like things such as nets, lassoes, or slings can be used to block.

When a character tries to block an attack, she makes a normal attack roll against AC 4. Her opponent makes a normal attack roll against her Armor Class. The strike is blocked if the character succeeds with a lower roll than her enemy succeeded with. If the attacker failed anyway, it's a miss no matter what the blocking character rolled. If the blocking character failed but her attacker succeeded, it's a hit despite the block attempt.

*For example, Arweth is a 5th-level fighter with an adjusted THAC0 of 14 with her long sword. She is fighting a hill giant with a THAC0 of 9. Arweth decides to use an attack to block the hill giant's next strike. She rolls a 15 and succeeds with her roll. The hill giant rolls a 12; Arweth is AC 1, so the giant succeeds, too. His roll of 12 is lower than her 15, so Arweth's block fails.*

If the character announces her block before initiative is rolled, she can block an attack even if it beats her action phase. If she decides to wait, she can only block attacks in her action phase or later.

Blocking is an excellent tactic for characters with multiple attacks to use against characters or monsters with only one attack. A rapier specialist with a main-gauche in her off hand can use her off-hand weapon or one of the rapier attacks to block while using the rest of her attacks offensively.

## Called Shot

A called shot is an attack at a specific location on the target. For example, a called shot can be used to attack the head of an enemy who isn't wearing a helm, the unarmored legs of a character wearing only a breastplate, or the special weakness of a monster with an Achilles' heel.

Called shots have to be announced before the attack roll is made. When the called shot is announced, the character's action phase is delayed by one category; a bowshot that would normally be in the average phase becomes a slow action if the archer decides to make a called shot. If you're not playing with the initiative system described in Chapter One, assume called shots receive a +1 initiative penalty.

Called shots normally present the attacker with a –4 penalty on his attack roll, but the DM can modify this for the circumstances. If the target is surprised or not expecting the attack, the called shot modifier may not apply at all. On the other hand, a particularly difficult called shot (stabbing an enemy through the eyeslit of his visor, for example) may inflict a –6 or even a –8 penalty to the attack roll. Called shots are disrupted if the character attempting it suffers a knockdown.

Although called shots are normally most useful for special combat effects, like

breaking a beaker of acid in an evil wizard's hand, they can also be useful against partially unarmored opponents. An enemy in full plate mail with no helmet has an AC 10 head; it's easier to make the called shot with a –4 penalty against that AC 10 than to swing at the enemy's normal AC of 1. If a called shot is used to strike a specific body area and results in a critical hit, ignore the location die of the critical hit roll and just roll the effect for the area struck. (See Chapter Six for more information on critical hits.)

Called shots can also be used to fire missile weapons into a melee without the risk of hitting an ally. If the called shot misses, no one else is in danger of being hit by the missile.

As an optional rule, the DM may allow called shots to be used to force an automatic retreat or knockdown effect, rather than inflict damage.

## Disarm

There are two types of disarming maneuvers, offensive and defensive, and they both work essentially the same way. A character who wishes to use either type of disarm must allocate one of his attacks for the round to the feat. If the disarm is a defensive one, it is resolved before the attacker rolls to hit. A disarm works very much like a block, but the character attempting the disarm must roll against AC 0, while the intended victim of the disarm still rolls against an AC 4.

Anyone involved in a disarm that is using a two-handed weapon receives a 4-point bonus to the target Armor Class for the purposes of the opposed roll. It's impossible to disarm a weapon two sizes larger than your own, so a fighter with a dagger can't try to disarm a mage with a quarterstaff. Disarming can occur using a missile weapon, but the missile's size is the factor used to determine whether or not the attempt can succeed, not the weapon firing the missile.

*For example, Dain the dwarf warrior is fighting a human sellsword named Torath. Dain announces before initiative that he will use one of his attacks for a defensive disarm on Torath's attack that round. Before Torath attacks, he makes an opposed roll against AC 4 while Dain rolls against AC 0. Torath's THAC0 is 17 and Dain's is 13. Torath rolls a 15, good enough to hit AC 4, while Dain rolls a 12, not quite enough to hit AC 0. Torath avoids Dain's disarm attempt and proceeds normally with his attack roll.*

*If Dain had been wielding a two-handed axe, his roll would also have been against AC 4 (the 4-point bonus to AC 0), and his 12 would have been good enough to hit. Since his 12 was lower than Torath's 15, Dain would have won the opposed roll and disarmed Torath.*

Defensive disarms work just like blocks for initiative; if announced before the roll, they can be attempted against attacks that beat the character's action phase. Otherwise, they can only be used on the character's action phase or later in the round. Offensive disarms work like called shots; when announced, they delay the character's action phase by one step. The intent to disarm has to be announced before any rolls are made.

When a weapon is disarmed, it falls 1–10 feet away (1d3–1 squares) in a random direction. Recovering a disarmed weapon requires a half-move. A disarmed character can be immediately covered if the attacker has an attack remaining in the round.

Disarms work best against low-level opponents who don't have good THAC0s, since

it's difficult for them to make their opposed rolls.

## Grab

Characters can grab weapons or important items away from their opponents. If the character wants to grab his opponent directly, he should consider it a wrestling attack and resolve it as unarmed combat; see Chapter Five. A character has to have a hand free to grab; if both hands are full, he's got to drop something in order to attempt the grab. (Two-handed weapons can be held in just one hand, but the character can't attack this way.) The attacker must announce the grab attempt before he makes his attack roll.

Trying to grab an enemy's possessions while he threatens you is a bad idea; the defender receives an immediate attack of opportunity against the grabber.

Generally, the grab attempt works the same way a disarm attempt does. The character attempting to grab an item must make an opposed roll against AC 0 while the intended victim rolls against AC 4. The DM may assign certain penalties to the character attempting the grab, depending on circumstances; grabbing a tiny ring on someone's finger might incur a –8 penalty to the target Armor Class for the grabbing character. If the opposed roll results in a tie, the item may be dropped or broken at the DM's discretion.

*For example, Euserio the Bold is behind the evil wizard Warjo and decides to grab Warjo's wand of lightning. There's no attack of opportunity, since the hero wasn't threatened by Warjo. The DM rules that there is no penalty to Euserio's attempt, since Warjo has the wand in his hand and isn't paying Euserio any attention. Euserio and Warjo make the opposed roll, Euserio against AC 0, Warjo against AC 4. Euserio's THAC0 is a 16, while poor Warjo's is still a 20. Euserio scores a hit with a roll of 18, while Warjo rolls a 12 and misses, so Euserio gets his hands on the wand.*

Once the grabbing character succeeds in grasping the item, the opponents must wrestle for control of it using opposed Strength checks. If a character only grabs (or was originally holding) the item with one hand, then his Strength is reduced by 3 points.

*Continuing our example, Euserio and Warjo now struggle for control of the wand, making opposing Strength checks. Euserio's 17 Strength is reduced to an effective 14 because he only got one hand on the wand, and Warjo's 13 becomes a 10. Euserio makes his Strength check with a 6, but Warjo rolls a 9 and wins, jerking the wand away! Wonder what he'll do with it next round?*

## Overbear

The best attack against a warrior of heroic prowess is often a simple rush. Overbearing is a common tactic when several creatures are confronting a lone enemy who can cut them to pieces one at a time. Overbearing attackers throw themselves at their opponent, using whatever holds they can find to get him on the ground and restrain him.

Overbearing is hazardous; the defender gets an attack of opportunity against any attacker he threatens (up to the limits imposed in Chapter One). It can take a concerted rush of a dozen or more to get through a high-level fighter's guard. Overbearing is treated as an unarmed attack, and is resolved on the base initiative of the slowest attacker in the

pile.

The overbearing force resolves the attack by making a single attack roll at the THAC0 of their best member. The attackers get a +1 bonus to hit for each additional attacker. The attack is made against the defender's natural Armor Class (AC 10 for most PCs), only counting magical and Dexterity adjustments—a man in plate mail is just as vulnerable to being pulled down as a man in leather armor.

If the attackers hit, they must make an opposed Strength check against the defender to see if they drag him down or not. Use the Strength of the largest attacker, and apply the following modifiers:

- 4-point bonus or penalty per size difference of the largest attacker versus the defender;
- +1 per additional attacker;
- –4 if defender has more than two legs.

Monsters can be assumed to have a Strength of 31/2 points per size category (3 for Tiny, 7 for Small, 10 for Man-sized, 14 for Large, etc.) plus their Hit Dice. If the defender wins the Strength check, he keeps his feet and shrugs off the attack. If the attackers win, the defender is knocked down. The defender can be pinned and restrained if he is successfully overborne again in the next round.

*For example, six kobolds are fighting Alvoth, a human knight. The monsters decide to use their numbers against Alvoth and overbear him. Alvoth kills one of the kobolds in an attack of opportunity as the monsters close, but the other five try to overbear anyway. Alvoth is normally AC 0, but his chain mail and shield don't help him here, only his Dexterity of 18. The kobolds attack against an AC of 6, with a +1 bonus to hit since they outnumber him.*

*The kobolds score a hit, so Alvoth engages in a Strength contest to keep his feet. Kobolds should have a Strength score of 7 based on the formula above (31/2¥2 for Small). However, their effective Strength is increased to an 11 due to their numbers (4 extra kobolds). Alvoth has a Strength of 17 and rolls a 9, making his Strength check. The kobolds roll an 11, just making their check with a higher roll and winning the contest. Alvoth goes down beneath the brutes' rush.*

As an option, a saving throw vs. paralyzation can be substituted for the opposed Strength checks. This works a little faster, but it's not as accurate as the system described above.

## Pull/Trip

A good tactic against moving enemies or characters who aren't paying attention is a trip or tangling maneuver. To pull or trip an opponent, the character must be armed with a weapon that has the ability to snare someone's legs. The following weapons all qualify: bill, bola, bow, light or heavy crossbow, horseman's flail, harpoon, javelin, khopesh, lasso, mancatcher, net, footman's or horseman's pick, any polearm, quarterstaff, scourge, spear, staff sling, and whip. These weapons feature long, staff-like pieces, chains or ropes, or heads that can catch and pull an enemy's legs out from under him.

To pull or trip an enemy, the character makes a normal attack roll. If he hits, he makes an opposed roll of his Strength against the defender's Dexterity or Strength, whichever is better. If the attacker wins, the defender is knocked down. If the defender wins or if both fail, the attack fails. If the roll is a tie, they both fall down.

For purposes of this maneuver, a monster's normal movement rate can be considered its Dexterity score. Its Strength is equal to 31/2 points per size plus its Hit Dice. There are several modifiers that apply to the attacker's Strength, however:

- 4-point bonus or penalty per size difference of the attacker versus the defender;
- –2 to attacker's Strength if the target has four legs or more;
- +3 if the defender was unaware of the pull or trip attack;
- –6 if the defender was stationary.

*For example, Alvoth is waiting in ambush for the king's messenger to come galloping down a wooded lane. He decides to use his halberd to trip the horse when it comes by. If he hits, he'll use his Strength against the horse's move of 18. Alvoth's Strength is modified by –4 for the size difference and –2 for the horse's extra legs, but +3 because he is hiding, so his 17 Strength is an effective 14 for purposes of tripping the horse.*

Optionally, the opposed roll can be replaced by a simple saving throw vs. paralyzation. It's not as accurate, but it may be more convenient for the DM and players to remember.

*Sap*

Sapping is an attempt to knock out an opponent by striking with the flat of the blade or slugging him from behind with a sturdy sword-hilt. It doesn't work very well against characters or monsters that are expecting it; any character attempting to sap a creature that threatens her provokes an attack of opportunity for the defender. Hand-held weapons and thrown weapons may be used in sap attempts.

A sap is a type of called shot; it has a one-phase initiative penalty, and the attacker has a –4 penalty to hit. The penalty increases to –8 if the defender is wearing some kind of helmet. Only Small or Medium creatures can be sapped; Large monsters can't be knocked out like this.

If the attacker scores a hit, she may knock out her opponent. There is a 5% chance per point of damage of knocking out the victim, up to a maximum of 40%. Thus, if the sapper inflicts 5 points of damage, she has a 25% chance of knocking out her opponent. Sapping damage is like unarmed combat damage; 25% is real and the rest is temporary. Naturally, if her damage roll exceeds the victim's hit points, he's knocked out anyway.

The knockout chance increases to 10% per point of damage (max 80%) if the victim is surprised, asleep, restrained, or magically held in some way. Sapped characters remain unconcious for 3d10 full rounds.

## Shield-Punch

Any character equipped with a shield can choose to forego its protection and gain an extra attack known as a shield-punch. The shield-punch is treated as a normal, secondary weapon attack; the primary weapon suffers a –2 penalty to attack rolls that round and the shield-punch attack is rolled with a –4 penalty. A character may use his reaction

adjustment due to a high Dexterity score to offset these penalties. Alternatively, the character can *substitute* his normal attack for a shield punch, with no penalties.

The exact characteristics (i.e., damage and speed) of each type of shield are noted on page 51. If the character is trying a shield-punch, he must announce his intention while declaring his combat action and forfeits the defensive benefit of the shield for the round. The character moves into the square of his opponent on his base initiative, then executes the shield punch and backs out into his own square again on the following initiative phase.

## Shield-Rush

The shield-rush is an attempt to knock someone down by running into them with your shield. The character must have 10 feet (2 spaces) of running room to make an effective shield-rush. Making a shield-rush is treated as a charge attack for purposes of guarding characters with set spears.

When the character makes a shield-rush, he makes a normal attack against his enemy's AC. Some shields may provide modifiers or bonuses to the rush; refer to Chapter Seven. After a shield has been used for a rush, it provides no AC bonus for the rest of the round for its bearer. Making a shield-rush also costs the character a normal attack, but it isn't considered an off-hand weapon like a shield-punch.

If the shield-bearer hits with his attack, he makes an opposed Strength roll against his opponent to see if he knocks him down. The loser of the opposed roll falls down; if both characters fail their Strength rolls, they both fall down. The following modifiers apply to the attacker's Strength score:

- 4-point bonus or penalty for each size difference of the attacker versus the defender;
- +3 if the defender was unaware of the shield-rush;
- –2 if the defender has four legs or more.

As noted before, monsters can be assumed to have a Strength of 31/2 per size category plus their Hit Dice. Instead of an opposed roll, the DM can substitute a saving throw vs. paralyzation for the defender to save time.

If the shield-rusher misses with his attack roll, he must roll a successful Dexterity check to stay on his feet as he rushes past his target. If he fails, he falls down.

### Shield Punch

| Shield Type | Size | Speed | Reach | Damage | Knockdown |
|---|---|---|---|---|---|
| Small | S | Fa (2) | 1 | 1d3 | d6 |
| Medium | M | Av (6) | 1 | 1d4 | d8 |
| Large | L | Sl (8) | 1 | 1d6 | d10 |

### Shield Rush

| Shield Type | Size | Speed | Reach | Damage | Knockdown** |
|---|---|---|---|---|---|
| Small | S | Base* | 1 | 1d3 | 0 |
| Medium | M | Base* | 1 | 1d4 | +1 |
| Large | L | Base* | 1 | 1d6 | +3 |

* A Shield Rush is performed in the attacker's base initiative phase.
** The knockdown bonus is used during the opposed Strength check that takes place if the attack hits (see Chapter Two, page 46). If the character's Strength check succeeds, add the listed number to the roll before the two rolls are compared.

## Special Weapon Maneuver

Several weapons have special properties that can be used to great effect by a skilled wielder. The bolas, chain, harpoon, lasso, mancatcher, and net all have special effects that can be used against opponents. The exact nature of each weapon's special maneuver is discussed in Chapter Seven.

Generally, using a special weapon maneuver requires a called shot that delays the wielder's action phase by one step and gives him a –4 penalty on his attack roll.

## Trap

It's possible to use your weapon or shield to pin your enemy's weapon against his body or to trap the weapon on your own sword-hilt or weapon haft. This maneuver is known as a trap. Traps are much like blocks; the character can get a chance to trap an attack that comes before his action phase by declaring the trap before initiative is rolled, or he can trap any attack that comes in his action phase or later without declaring his action beforehand.

Like with a disarm, the trap is resolved before the normal attack roll is made. A character attempts to trap an enemy's attack by rolling an opposed attack roll versus AC 0 while his opponent rolls against AC 4. If the trapping character wins the opposed roll, the weapon is successfully pinned. Otherwise, the pin fails and the normal attack roll is made.

Once an enemy's weapon is trapped, he loses any additional attacks he could have made with that weapon in the current round. At the end of the round, the trapping character and his victim make opposed Strength rolls to see if the victim can free his weapon. In each subsequent round, one Strength check is made on the fastest character's base initiative, and a second one at the end of the round.

A character with a trapped weapon can always attack with a secondary weapon or simply abandon the weapon that's been caught. The character who performs the trap cannot use the weapon or shield he's pinning the opponent's weapon with.

Trapping is an excellent tactic to use against an opponent with fewer attacks. It is also a good tactic for a two-weapon fighter to use against a single-weapon fighter; by sacrificing one weapon's attacks, he completely stops his opponent's offense. Another sneaky trick is to have an ally trap a tough opponent's weapon to free up unanswered flank or rear attacks for a second character. Trapping is tougher than a simple block, but worth the effort.

## Trap and Break

Some weapons, such as the sai or the swordbreaker, are suited for breaking a trapped enemy weapon. When a weapon of this type is used to trap an enemy weapon, the trapping character can declare an attempt to break the weapon. The trapped character must roll a successful item saving throw vs. crushing blow for his weapon or it breaks;

for metal weapons, this is a 7 or better on 1d20. The weapon's magical bonus applies.

If the break attempt fails, the trapped blade is automatically freed. Otherwise, the weapon is broken. Only swords, knives, or weapons with sword-like components (such as a halberd's spike or a glaive) can be broken.

## Unarmed Attack

Throwing a punch or trying to get a wrestling hold on the enemy is always a legitimate attack. As noted in Chapter One, trying to engage an armed opponent in unarmed combat is risky; if the armed character threatens the attacker, he gets an immediate attack of opportunity.

There are several types of unarmed attacks that can be employed by a character, including punching, wrestling, martial arts, and overbearing. The various types of unarmed combat are described in great detail in Chapter Five. Note that a character has to have a hand free to punch or wrestle someone.

## Unhorse

A mounted enemy can be knocked off his steed by a number of methods. Whenever a character is in danger of falling off his horse, he must roll a successful riding proficiency check (or a saving throw vs. paralyzation if he doesn't have the riding proficiency) to remain in the saddle. If he fails, he's considered to be knocked down and is lying prone on the ground.

Some ways to unhorse a mounted character include:

- **Knockdown:** Striking a mounted character or the mount hard enough to create a knockdown chance;
- **Damage:** Striking a mounted character for 10 or more hit points of damage;
- **Pull/Trip:** Hitting a mounted character or the mount itself with a pull/trip attack;
- **Overbearing:** Successfully grappling a mounted character with an overbearing attack (he may also be pulled down by losing the opposed Strength check to fight off the overbearing attempt);
- **Damage to the Mount:** Wounding a mount during the battle (killing the steed always unhorses a character, no questions asked).

## Fighting Styles

There are almost as many different ways of fighting as there are fights. Every character and monster has his or her favorite weapon and preferred means of attack. Fighting styles are general ways in which a character can equip himself for a fight and execute his attacks during the battle.

If a character doesn't know a fighting style, he can learn it at the cost of a proficiency slot. Warriors can actually specialize in fighting styles to gain bonus attacks or defenses; this is covered in Chapter Four.

## Single Weapon

In single-weapon style, the character wields a one-handed weapon and leaves his off-hand empty. There are some disadvantages to this style, in that the character is shorting himself the protection of a shield or the extra offense of a secondary weapon. However,

single-weapon style *does* leave the character with a hand free for using magical items, grabbing, or punching an opponent.

If the single-weapon character makes an off-hand attack, such as a punch or grab, he's considered to be fighting with two weapons. His primary weapon suffers a –2 penalty to attack rolls and his secondary attacks suffer a –4 penalty to hit. These penalties are offset by the character's reaction adjustment for his Dexterity score.

All player characters, regardless of class, know the single-weapon fighting style.

## Two-handed Weapon

The largest and most damaging weapons available to PCs are usually two-handed weapons. Obviously, a character with a two-handed weapon is not going to be able to use a shield or a secondary weapon, but he does have a lot of offensive capability.

Many two-handed weapons are polearms and extended-range weapons that provide the wielder with special tactical benefits in addition to their raw damage potential. Note that a character doesn't have to use both hands just to hold a two-handed weapon; he can hang on to it with one hand to free up the other for another activity, but he can't attack until he gets both hands on the weapon again.

### Size and Two-handed Weapons

Generally, a character can use a weapon equal to his own size in one hand, and a weapon one size larger in two hands. For example, a halfling (size S) can use a short sword or hand axe in one hand, since they're size S weapons, but if he used a broadsword (size M) he'd have to use it two-handed, and there's no way he could use a longbow or halberd.

### One- or Two-handed Weapons

Several weapons can be used as one-handed or two-handed weapons. These include the bastard sword, harpoon, javelin, spear, long spear, and trident. These weapons' characteristics change when used two-handed; refer to Chapter Seven.

### One-handed Weapons used Two-handed

Several other weapons are normally one-handed weapons that can be used two-handed if the wielder so desires. There's no particular reason to do this, unless the character's too small to wield the weapon any other way. These weapons include the battleaxe, club, footman's flail, horseman's flail, long sword, footman's mace, horseman's mace, morning star, footman's pick, horseman's pick, and warhammer.

Warriors, priests, and mages normally know the two-handed weapon fighting style.

## Weapon and Shield

One of the most common fighting styles in the AD&D game, this style provides the character with the defensive benefits of a shield and still allows a decent offense. In addition to the AC benefit of the shield, this style also gives the character the attack options of shield-punch and shield-rush.

There are two disadvantages to this style: first, the character is limited to using a single one-handed weapon, since his other hand has the shield; secondly, if he wants to quickly empty a hand, he has to drop his weapon. Most shields are strapped to the character's arm and take a full round to remove.

Warriors and priests normally know the weapon and shield fighting style.

## Two Weapon

Not to be confused with the two-handed weapon style, two weapon style uses a weapon in each of the character's hands. The advantage of this is clear: the character either has more attack power or can use the secondary weapon defensively to block incoming blows. Another benefit lies in the fact that even if the character loses a weapon, he's still armed.

The character can use any one-handed weapon in his primary hand, but his secondary weapon must be a size smaller than his primary weapon. Knives and daggers can always be used, regardless of the primary weapon's size. The character suffers a –2 penalty to attacks with the primary weapon, and a –4 to attacks with the secondary weapon. This penalty is offset by the character's reaction adjustment for high Dexterity.

*Important Note:* While the character receives his normal number of attacks for class, level, and specialization with his primary weapon, he only receives one additional attack with his secondary weapon.

Warriors and rogues know two weapon fighting style.

## Unarmed

Some characters prefer to fight with their fists and feet instead of weapons and shields. Generally, a character can make one wrestling or overbearing attack or two punching attacks per round. If a character is using a weapon in one hand, he can use his second hand for an additional attack, just like fighting in two-weapon style. However, the bare-handed attack creates an attack of opportunity for the defender if he threatens the attacker.

All characters can punch or wrestle; it doesn't even require a weapon proficiency. It's possible to specialize in unarmed combat and become better at hand-to-hand fighting—refer to Chapter Five for more information.

## Missile or Thrown Weapon

Fighting with missiles or thrown weapons is an excellent option, as long as you can keep your target at a range where you can hit him without being hit. Once an enemy threatens an archer or slinger, it's a good idea to either withdraw or change weapons.

Regardless of a character's size, using a bow, crossbow, sling, blowgun, or firearm at its normal rate of fire requires both hands. Crossbows and firearms can be loaded with both hands and then aimed and fired in one hand, if the attacker's size is equal to the weapon's size or larger. However, heavy crossbows, arquebuses, calivers, and muskets suffer a –2 penalty to the attack roll if aimed one-handed.

### Multiple Loaded Weapons

If a character is able to cock and load several crossbows or ready several firearms for firing, he can get several shots off very quickly. As long as the character has loaded weapons close at hand, he can triple his normal rate of fire. When he runs out of loaded weapons, he'll have to resume firing at the normal rate.

### Thrown Weapons

Most thrown weapons only require one hand to use; there's no reason why a character couldn't carry a shield or a second weapon in his off-hand. A character can't throw weapons and make a melee attack in the same round—he has to choose one or the other.

Size M or larger thrown weapons can be used in conjunction with a charge attack. The character performs his charge as normal, but he pulls up short of his target by 10 to 20 feet and uses his momentum to add to the javelin or axe throw. This attack confers the movement and +2 attack bonus of a charge, but the attacker suffers the charge penalties, too.

## Weapon-Specific Styles

Many specialized fighting styles and weapon combinations have developed over the history of personal combat. Some examples of these special cases include the net and trident, matched sai, nunchaku or fighting sticks, and the rapier and main-gauche.

The exact benefits of each weapon-specific style are described in Chapter Four. Generally, these efficient weapon pairings tend to offset the penalties of fighting in two-weapon style or provide extra defense when used together.

## Dueling

When two skilled fighters meet in personal combat, their contest runs far deeper than simple attacks, blocks, or traps. If a boxer dodges to his left when his opponent throws a right jab, or ducks when his opponent throws a body punch, he's at a distinct disadvantage. The same thing can happen in a melee between two armed combatants.

The subtle patterns of attack and defense create temporary advantages or disadvantages for characters involved in a duel. Leaping over a low axe sweep is a great way to avoid getting hit . . . but what if you guessed wrong and your opponent aimed high? This section presents an optional set of rules for resolving duels between skilled warriors.

## What's A Duel?

For our purposes, a duel is any fight that takes place between a PC and one humanoid enemy armed with a weapon of some kind. It doesn't begin, though, until the two combatants have actually engaged in melee. Don't begin using these rules, including the special initiative system below, until this happens.

Generally, it's not worth the extra time and effort to use the dueling rules unless the enemy is close to the PC's own skill level; if the hero can clean the villain's clock within a round or two, don't bother to use these rules.

Duels are best saved for confrontations with major NPC villains. If more than one character or creature is engaged on either side, the fight doesn't count as a duel anymore; the subtleties of attack and defense are quickly lost when several combatants become involved. The DM has the authority to declare that a duel has turned into a normal melee whenever he sees fit.

## Initiative

In a duel, initiative works differently than it does in a normal melee. Roll initiative normally at the beginning of the fight, but disregard any critical events—this is a contest of skill, not luck. The character that wins initiative is called the attacker, and his opponent

becomes the defender.

After the first round, duels don't have initiative rolls. Instead, the attacker retains the initiative until one of the following events occurs:

- He chooses a combat action that does not require an attack roll in a round;
- The defender disarms or traps the attacker's primary weapon;
- The attacker is knocked down or forced to retreat by the defender;
- The defender overbears, trips, or otherwise grapples the attacker.

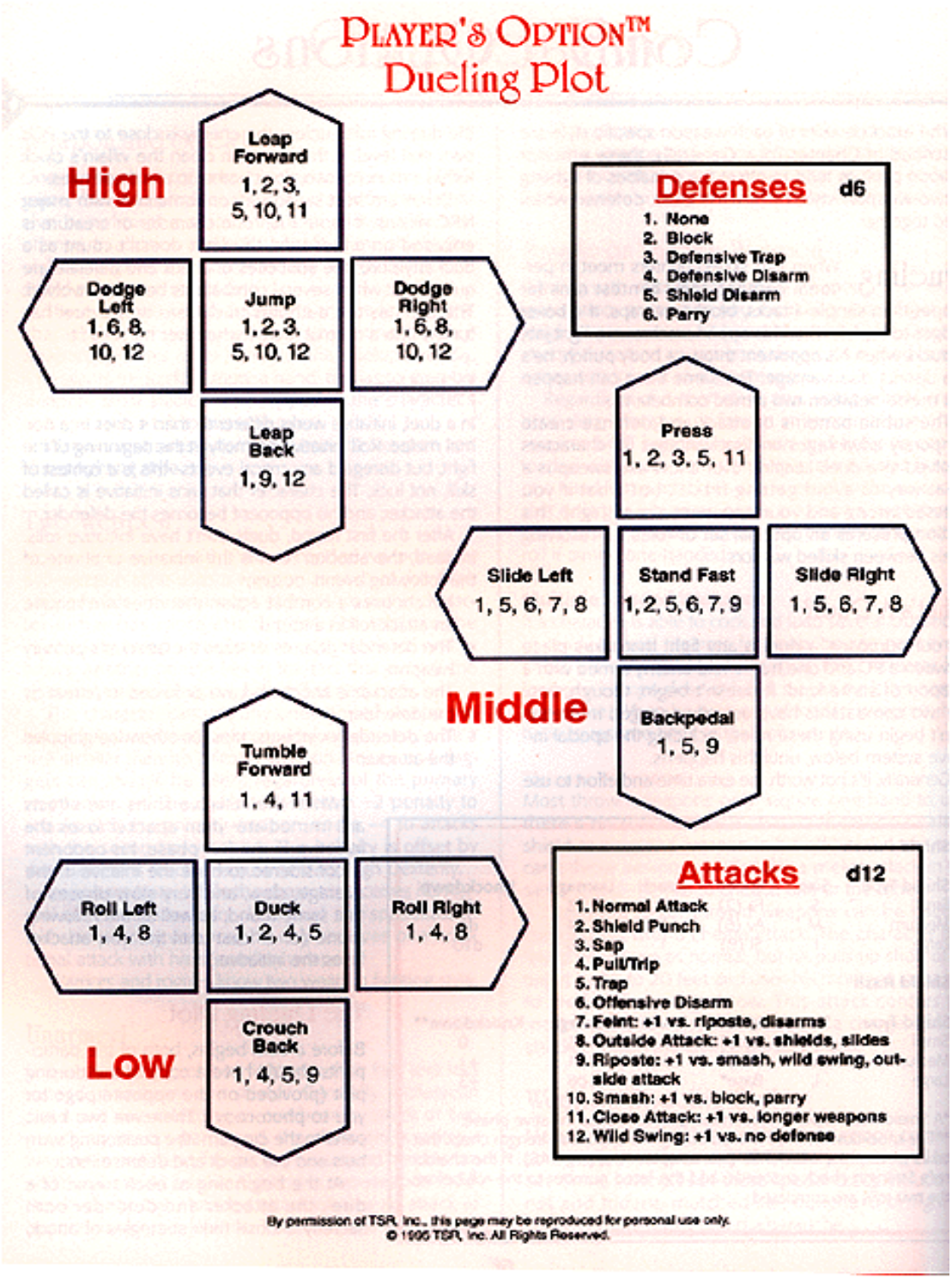
When the initiative shifts, the effects are immediate—if an attacker loses the initiative in the fast phase, his opponent is considered to have the iniative in the average, slow, and very slow phases of that same round, as well as the following round (or at least until the new attacker loses the initiative.)

## The Dueling Plot

Before a duel begins, both of the participants should have a copy of the dueling plot (provided on the opposite page for you to photocopy). There are two basic parts to the diagram: the positioning symbols and the attack and defense lists.

At the beginning of each round of a duel, the attacker and defender both secretly choose their strategies of attack, defense, and position. The attack and defense forms are represented by numbers on a concealed die; the attack form uses a d12 and the defense a d6. The lists on the dueling plot indicate which forms are available and what effects and adjustments apply. The position symbols are used to indicate how the duelist moves *defensively* in the round.

To set up a maneuver, each player first takes the defensive die (the d6) and chooses a defense form, then positions it in the space desired. Next, an attack form is selected on the attack die (the d12). Note that not all attack forms are allowed with every defensive maneuver. The numbers in the position spaces indicate which attack choices are valid with that kind of defensive movement. After all, it's pretty hard to perform a close attack on someone when you're leaping back. Finally, the attack die is positioned where the duelist anticipates his opponent will go.



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## Attacking in the Right Spot

Anticipating where your opponent will go is an important part of the duel. If you apply your attack to the exact point that your opponent is moving defensively, your duelist gains a +2 bonus to the attack roll. For every direction (stationary, forward or backward, left or right) and every level (low, middle, high) that you are off, a 2-point penalty is

applied.

*For example, Eusebio is involved in a duel with his archnemesis, Darius the Dastardly. Eusebio's player secretly chooses to step to the left and perform a defensive block maneuver. At the same time, Eusebio will perform a normal attack, anticipating that Darius will leap back.*

*Darius, however, decides to tumble forward, making a normal defense and a normal attack. Since Eusebio guessed incorrectly two direction places (from back to stationary, stationary to forward) and two levels (high to medium, medium to low), he will suffer a –6 penalty to his attack roll (he starts with a +2 bonus, but loses four 2-point penalties for the four displacements).*

## Reading an Opponent's Move

After both characters have set their attack pattern, but before they are revealed, one duelist can attempt to "read" the other's moves. The duelists make an opposed Intelligence check. Whichever duelist wins has picked up on some telegraphed move by his opponent. If neither duelist makes a successful check, no pattern reading occurs. Alternatively, the duelist who holds initiative automatically gets to make a "read."

In either case, the winner gets to ask about one aspect of his opponent's pattern. He may choose to ask what kind of attack is coming, what kind of defense is being used, or the position of his opponent's defense. Once this is done, the duelist who has made the read may adjust one aspect of his own pattern accordingly. If he chooses to change the position of his attack, then he may only adjust it by one space, either directionally or by one level.

*Continuing our example, Eusebio wins an opposed Intelligence check and questions Darius's player on the direction Darius intends to move defensively. Upon seeing how badly he miscalculated, Eusebio decides to adjust his attack from a leap back to a backpedal, reducing his penalty from a –6 to a –4. Alternatively, he could have chosen to change his attack style to a wild swing, gaining a +1 bonus to hit, but his final penalty would have been at –5.*

## Moving the Figures

After the patterns are established and read, combat is conducted as per the combat system in Chapter One. If a figure must close to make an attack, the figures are moved accordingly. At the end of the round, the players must move their figures on the board one space in the direction they chose as their defensive positioning. In other words, if a duelist tumbled forward, that figure moves forward one space.

If for some reason the two figures end up in the same square, an opposed Strength check is made to see who gains the square and who is pushed back a square. The combatant who wins the square always pushes his foe in the opposite direction from where the winner came in.

## Choice of Defense

There are six different defenses that a dueling character can choose from when building his attack pattern for the round. The defenses are:

1 **None:** The character chooses to use a standard defense, not utilizing any unusual maneuvers.
2 **Weapon Block:** The character allocates an attack for the block maneuver, using a weapon to catch one of his opponent's attacks.
3 **Defensive Trap:** The character allocates an attack to perform the trap maneuver. The trap itself can be performed with a primary or secondary weapon or even a shield.
4 **Defensive Disarm:** The character allocates an attack to perform a defensive disarm.
5 **Shield Block:** The character allocates an attack for the block maneuver, using a shield to catch one of his opponent's attacks.
6 **Parry:** The character chooses the combat action parry, making no attacks this round. Parrying provides the character with a bonus to his AC equal to 1/2 his level, or 1/2 his level plus one if he is a warrior.

## Choice of Attack

Duelists can also choose one of twelve types of attack:

**1** **Normal Attack:** The duelist uses no unusual maneuvers, simply attempting to land a normal blow with her weapon.
**2** **Shield Punch:** The duelist allocates one of her attacks to performing a shield punch.
**3** **Sap:** The duelist attempts to use her attack to knock her opponent unconscious.
**4** **Pull/trip:** The duelist tries to use her weapon to hook or snare her opponent's legs and pull him off his feet. She must allocate an attack for this option.
**6** **Offensive Disarm:** The character allocates an attack to the offensive disarm option.
**7** **Feint:** The character tries to draw out her opponent by faking an attack in one location and then attacking somewhere else. The feint is particularly effective against ripostes and disarms, and therefore provides a +1 bonus against those types of attacks.
**8** **Outside Attack:** The character tries to attack around her opponent's guard, striking to the side of a shield or at a sliding opponent. This maneuver offers a +1 bonus against a shield block or a slide position. Flails are also very good for this and get a +1 attack bonus above and beyond any other bonuses for this maneuver.
**9** **Riposte:** The character waits for her opponent to launch an attack and expose a weakness, and then she strikes in return. A character who ripostes must wait until after her opponent has attacked before she can make her own attack in that round. However, the riposte maneuver offers a +1 bonus to hit against smashes, wild swings, and outside attacks.
**10** **Smash:** It's not elegant, but beating down a weaker character's defenses is a legitimate tactic in a fight. This type of maneuver offers a +1 bonus to hit versus blocks and parrys.
**11** **Close Attack:** The duelist tries to get inside her opponent's guard and attack at close range. This maneuver provides a +1 bonus against opponents with larger

weapons, but it cannot be used if the character's own weapon size is larger than her opponent's.

12 **Wild Swing:** Foregoing all thought of defense, the character tries to make as many attacks as possible by raining a fusillade of blows on her opponent. Wild swings gain a +1 bonus to attacks against normal defenses.

## Ending a Duel

Duels don't have to be fought to the death; in fact, there are lots of villains and monsters that would rather not get killed if it's possible to surrender and live. Some other common conditions for duels include fighting to first blood, fighting until someone is wounded (usually 25% or 50% loss of hit points), fighting until disarmed or knocked down, and any number of other alternatives. In social confrontations, the area's culture may have dueling traditions that define the normal forms of combat and victory.

For example, in Norse cultures, duels might be resolved in a *holmgang*, or island-going; the two parties involved meet on a small island, with no seconds or bystanders, and only one is permitted to return. Other duels may be considered over when the blood of one of the fighters stains a white sheet on which they fight, or when an impartial judge rules that one character or the other has been defeated.

### Heroic Frays

The most heroic and inspirational stories of battle are about the stand of the few against the many. The legend of Roland holding the pass of Roncesvalles, or Davy Crockett at the Alamo, or Tolkien's tale of the Fellowship standing against the orcs of Moria in Balin's tomb—these stories live forever in the imaginations of people everywhere.

In a heroic fray, the PCs are fighting against hordes of individually weak monsters such as goblins, kobolds, or giant rats. Warriors facing adversaries far less skillful than themselves can double their normal rate of attack. This only applies to their primary weapon; if the character is fighting with a weapon in each hand, the secondary weapon still adds only one additional attack per round. Any attacks of opportunity the heroic warrior receives must be counted off against these additional attacks, however.

In addition, warriors gain one extra attack per round which may be used to perform a shield-punch, shield-rush, unarmed punch or kick, or grab maneuver against any opponent that they threaten when they begin resolving their attacks for the round. The normal penalties for these attacks don't apply, so the shield maneuvers don't cost the warrior his AC bonus, and the unarmed maneuvers don't provoke attacks of opportunity.

Characters can only engage in a heroic fray against creatures of 1–1 Hit Dice or less, or creatures whose Hit Dice or levels are 10 less than the hero's. A 12th-level fighter can declare a heroic fray against monsters of up to 2 HD, a 13th-level fighter can stand against 3-HD monsters, and so on.

The other requirement of a heroic fray is numbers. The hero's side must be outnumbered by the enemy for the warrior to gain his extra attacks. If there are fewer monsters left than attacks available, the excess attacks are lost.

# Chapter Three:

# The Battlefield

For thousands of years, climate and terrain have played critical roles in the development of military tactics and the evolution of the battle. In flat, open lands, cavalry became the dominant force on the battlefield because the terrain favored mobility. But even the best horsemen lose most of their mobility in heavy forest, swamp, or rugged mountains. The commander who learns to use the terrain to his advantage becomes a formidable enemy.

In many AD&D games, the battlefield itself is often ignored or portrayed in a colorless, abstract manner. This chapter explores the various types of battlefields and their characteristics, with two goals in mind: creating more scenic and visual sites for your PCs' heroic encounters, and providing players and Dungeon Masters with another level of battlefield detail to reward quick thinking and sound tactics.

The first section of this chapter, *Battlefields*, discusses sites common to adventurers in role-playing situations and defines battlefield characteristics and terrain. Settings ranging from ice plains to tropical jungles are all included. The second part of this chapter, the *Battlefield Generation System*, provides the DM with an easy way to quickly create a complete battlefield for any encounter. The last part of this chapter is *Combat Under Unusual Conditions* and deals with a variety of strange situations.

### Does This Belong in My Campaign?

Even if you are not using the *Player's Option* combat system presented in Chapter One, you'll still find that most of the material in this chapter can be useful in any AD&D campaign. The information on movement, cover, and encounter ranges can go a long way toward making your battles more visual and exciting. Your players will also enjoy the new tactical opportunities (and problems) this chapter presents.

### Battlefields

Every fight the player characters participate in has to happen somewhere. Defining the setting for an encounter may provide players with ideas for ways to use the terrain against their enemies, or present the DM with an opportunity to make an encounter tougher by giving the monsters the same opportunities.

## The Four Basic Battlefields

In most fantasy role-playing games, battles tend to take place in one of four environments: a dungeon or cave, a town or building, a castle or fortification, or outside. There are exceptions, of course, but most battles occur in one of these environments.

The DM can prepare four basic battle maps to represent each one of these areas, and then modify the map for the particular details of each new battle. For example, TSR's *Dragon Strike*® game includes maps of a town, a meadow, a dungeon, and a cave—with a little work, the DM could use these generic maps to handle almost any fight.

### Dungeons or Caves

There are three basic problems with fighting in a dungeon or cave: first, the fight usually takes place in a confined area; second, lighting may be a critical issue for characters who don't have infravision; and last but not least, the monsters usually know their own homes well. Unfortunately, most PCs end up going into dungeons or caves to confront monsters

in their lairs.

Overall, dungeons or caves may be the most dangerous places to have a fight. The lighting is poor, the footing is questionable, and there are all kinds of possibilities for traps and ambushes. The cramped quarters eliminate all but the most rudimentary choices of tactics and strategy.

When preparing a dungeon battle for the PCs, the DM should note the characteristics of the area in advance. Just about anything can live in a dungeon, and almost any kind of furniture or obstacles can be found there.

### Town or Building

Fighting inside buildings or in the streets of a town is almost as risky as fighting inside a dungeon. Ambush lurks around every corner, and at times it may be hard to distinguish between enemies and bystanders. Many town fights involve thieves or cutthroats who know their turf far better than the PCs, who are often visitors.

The biggest consideration in a fight in a civilized area is the possibility of help or interference from the local watch or nosy bystanders. Unless the PCs are willing to accept a price on their heads, they'll want to cooperate with the local constabulary. The DM should make a point of preparing for the arrival of the watch, since it's likely that someone will call for help before too long.

### Outside

Battlefields in the great outdoors range from featureless to impassable, depending on the terrain and ground cover. From the DM's point of view, an outside battle is a difficult one to run, since there aren't many maps of forests or hillsides around. A second consideration is the possibility of long-range combat that becomes a melee, forcing a change of scale.

The battlefield generation system in the next section of this chapter deals with battlefields in all kinds of terrain. Using this system, the DM can randomly create a detailed battlefield in no time at all.

### Castles or Fortifications

It doesn't take a genius to realize that storming a castle or fort of some kind is dangerous and bloody work. The defenders have the advantage of full cover and deadly traps or devices to make short work of attackers. Even high-level characters should think twice before entering the killing zones of a well-designed gatehouse or keep.

As with dungeons or buildings, the DM should prepare accurate and detailed maps, with notes about cover and trap locations, before the gaming session. This will save a lot of time during the game and eliminate the half-hour pauses in the game while the DM sets up the fight.

## Battlefield Characteristics

The characteristics of a battlefield can often change the nature of an encounter by limiting movement, visibility, or missile fire. For example, charging is impossible in waist-deep water, and archery is ineffective in dense forest. Battlefields are described with six general characteristics: encounter range, lines of fire, cover, footing, obstacles, and materials or hazards that can be found there.

## Encounter Range

This is the distance at which one group sights another group. The encounter range is governed by the ground cover and terrain; obviously, it's much harder to sneak up on someone on a flat plain than it is in heavy forest. Tactical encounter ranges are found in Chapter One under *Opening the Battle*.

These ranges may seem very short, but keep in mind the fact that these distances assume that both parties are trying to avoid being spotted. If one side or the other doesn't care about being seen, it's fair to double or triple the listed encounter ranges.

Note that encounter range is always the shortest of two ranges: the visibility from the surrounding terrain, and the visibility from the ambient light. A character may be able to see for miles on an open plain in daylight, but on a moonless night that open land is fairly well hidden. On a dark night in the forest, people can pass within five feet of a patient enemy without knowing that he's there.

## Lines of Fire

This is related to encounter range, since terrain types that limit visibility also restrict missile fire. A battlefield's lines of fire are described as *clear, impaired*, or *severely impaired*. Clear lines of fire are easy: the battlefield has no effects on missile fire.

Impaired lines of fire have no effect on missile fire within the terrain's minimum encounter distance; for example, light forest has an encounter range of 4d6 squares, so the first 4 squares of any missile fire are unaffected. After this minimum distance, targets are treated as if they had one step of hard cover more than they actually do; a target in the open actually has 25% cover, 25% covered targets are bumped up to 50%, and so on. This is because low branches or trees are obscuring the line of fire.

Severely impaired lines of fire have no effect on fire within the terrain's minimum encounter range, similar to impaired lines of fire, above. In severely impaired lines of fire, the maximum range of any missile fire is reduced to three times the minimum encounter range, and all targets in this area gain two levels of cover.

## Cover and Concealment

Most battlefields offer a fair amount of cover or concealment. This tends to be related to encounter range and lines of fire. Cover is simply described as available or unavailable; if there is cover present, its range from the character looking for cover is noted.

## Footing

The ground's movement characteristics can have a drastic effect on the course of a battle. This is referred to as footing. Footing is briefly described in Chapter One; the terrain descriptions that follow this section go into more detail on the footing for each type of battlefield.

The principal effect of poor footing is to limit movement to a fraction of normal. A character with a normal movement rate of 9 who is in heavy brush is limited to a MV of 3. The character's full-move and half-move combat actions are all affected by this limitation.

## Obstacles

Assuming that the basic battlefield is a flat, barren plain, obstacles are anything that interrupt a character's movement or provide cover against missile fire. They include streams, ponds, bogs, trees, thickets, dunes or drifts, slopes or bluffs, boulders, buildings, or walls.

As noted above, obstacles have two basic effects: limiting movement and providing cover. For example, most characters have to go around a tree trunk and can stand behind it to use it for cover. If an obstacle just limits movement instead of blocking it completely, it can usually be crossed or climbed at the cost of a half-move for the character.

### Unusual Materials or Hazards

This last category is a catch-all for items that just can't be described above. Some battlefields may have the makings for spears, lassoes, or slings just lying around. Other battlefields may have special hazards such as fires, quicksand, or water deep enough to drown in.

## Terrain Types

The following list of terrain types is not meant to be exhaustive; a book this size could be filled with descriptions of topography and ground cover for every conceivable battlefield. If you don't see something to match what you want, pick something close and approximate.

## Badlands

Badlands are rocky wastes or broken terrain with jagged escarpments, deep gulches, and little plant cover. The Black Hills of South Dakota and parts of the western United States fall into this category. Rugged, knife-edged hills tend to limit vision and confine the fight to a small area.

**Encounter Range:** 10d8 squares (50–400 feet)
**Lines of Fire:** Clear
**Cover:** Random hard cover available within 1d6 squares of any character.
**Footing:** Rocky slopes reduce movement by 2/3; characters can move normally if they avoid climbing or descending hills.
**Obstacles:** Deep gulches and boulders.
**Unusual:** Rocks for slings are handy everywhere. Falling down a rocky slope is dangerous—if a character slips, is knocked down, or fails a Dexterity check while descending a slope, he rolls 10–40 feet (1d4¥10) and suffers 1d4 damage per 10 feet fallen.

## Caves

Adventurers seem to find fights in caves all the time. A typical cave is small, twisted, and dark, with uneven floors and hanging stalactites and sharp stalagmites. If the battle is taking place in a colossal cavern, it's better to consider it an open field or hillside under total darkness.

**Encounter Range:** By range of visibility.
**Lines of fire:** Impaired.
**Cover:** Hard cover is available within 1d3 spaces of any character.
**Footing:** Some cave floors may be muddy or slick, but generally footing is okay.

**Obstacles:** Rock formations and crevasses.
**Unusual:** If the lights go out, caves are pitch black. Fighting in total darkness gives the attacker a –4 penalty on attack rolls and a random chance of attacking anyone engaged with him, including friends.

Stalagmites can skewer an unfortunate character who falls on one; any character who is tripped or knocked down has a 1 in 10 chance of falling on a stalagmite. The stalagmite "attacks" with a THAC0 of 15 and inflicts 2d10 points of damage if it hits. A successful saving throw vs. paralyzation for half damage applies.

## Desert

This is the classic sandy desert of motion picture fame. Most deserts are actually dry, rocky areas that are more like badlands or plains. The great dunes of a sandy desert tend to restrict vision and slow movement.
**Encounter Range:** Longest missile range.
**Lines of Fire:** Clear.
**Cover:** Available by lying behind a dune crest, but none otherwise.
**Footing:** Climbing a dune face reduces a character to 1/3 movement.
**Obstacles:** Dunes block lines of sight and may shorten the encounter range. Dunes range from a couple of feet to several hundred feet in height and may stretch for miles.
**Unusual:** Nothing of note.

## Fields or Farmland

Vast areas of civilized nations are farmland. Usually, cultivated fields indicate a settlement, homestead or village within a mile or two. In late summer and autumn, full-grown crops such as corn or wheat may be taller than a human and provide excellent concealment.
**Encounter Range:** Winter/spring: long missile range. Summer or wild fields: 10d6 squares (50–300 feet); autumn: 5d6 squares (25–150 feet).
**Lines of Fire:** Clear.
**Cover:** None. Concealment is available in summer or fall by lying down.
**Footing:** Excellent, no penalties.
**Obstacles:** None.
**Unusual:** Nothing of note.

## Forest, Heavy or Jungle

This is dark, dense forest with heavy undergrowth and closely spaced trees. The thick growth severely limits visibility and it is very easy to blunder into an enemy without ever knowing he was there. The Appalachian forests and the Pacific Northwest are good examples of heavy forest.
**Encounter Range:** 2d6 squares (10–60 feet)
**Lines of Fire:** Severely impaired.
**Cover:** Hard cover within 1d3 squares of any character; concealment within 1d3–1 squares of any character.
**Footing:** Heavy undergrowth and close-set trees reduce all movement by 1/3.
**Obstacles:** Trees and thickets.
**Unusual:** A ready supply of branches can provide clubs or sharpened stakes in no time at

all. In some forests, heavy vines can be used for snares or lassoes.

It's dangerous to ride at high speed in a forest; the rider of any mount moving at a run or gallop has a 1 in 6 chance per turn of being struck by a branch. The rider must roll a successful saving throw vs. paralyzation or be unhorsed, suffering 1d6 points of damage in the process.

Dense forests severely restrict flying creatures of Size L or bigger. Such monsters must land in a clear area and approach their prey on the ground, since there is not enough space between the trees to unfurl their wings.

## Forest, Light

The principal difference between heavy forest and light forest is the amount of underbrush. Light forests have much less brush to obstruct movement on the ground, and tend to be much airier and brighter. Small stands of trees, copses, or orchards can all be considered light forest.

The ground level of a true rain forest can also be considered light forest, since there is little underbrush and the trees are spaced a fair distance apart. The canopy levels might be considered thickets or dense forest.

**Encounter Range:** 4d6 squares (20–120 feet)
**Lines of Fire:** Impaired.
**Cover:** Hard cover available within 1d6 squares of any character; concealment available within 1d4 squares.
**Footing:** Normal.
**Obstacles:** Trees.
**Unusual:** See heavy forest.

## Hills

Most hills are considered to be part of another terrain. For example, gentle rolling hills are plains, forests, or farmlands—their ground cover is their most important characteristic. This category actually refers to rugged foothills or highlands with light or no forestation. Large areas of the Appalachian mountains, the Scottish Highlands, and the foothills of the Alps fall into this category.

**Encounter Range:** Determined by the level of forestation (heavy, light, or none.)
**Lines of Fire:** Determined by the level of forestation.
**Cover:** Determined by the forestation, but in hills with no trees, hard cover is still available within 2d10 spaces of any character.
**Footing:** Characters moving uphill are slowed to 2/3 or 1/3 movement, depending on the severity of the grade. The forestation may limit movement even if the grade isn't too bad. Characters who slip or fall while moving downhill must roll a successful saving throw vs. death or roll 10–40 feet (1d4x10), suffering 1d4 damage per 10 feet fallen.
**Obstacles:** Boulders, escarpments, and ravines or gulches.
**Unusual:** Characters fighting with a height advantage (i.e., attacking from uphill) gain a +1 bonus to their attack rolls. Most hills are good places to find rocks for slingstones.

## Marsh

Marshes aren't swamps; marshes are bogs or wetlands without trees. The ground is treacherous, and careless adventurers can easily become lost or mired in mud. Marshes

may be flat, but tall stands of reeds can serve as excellent concealment, and characters who don't mind getting wet can always go to ground to stay out of sight.
**Encounter Range:** 4d12 squares (20–240 feet)
**Lines of Fire:** Clear.
**Cover:** None. A character can find concealment within 2d6 squares behind reeds or in shallow ponds or creeks.
**Footing:** In knee-deep water, characters move at 2/3 their normal rate. In waist-deep water, they move at 1/2 their normal rate. In shoulder-deep water, movement is reduced to 1/3 normal.
**Obstacles:** Ponds, creeks, and streams.
**Unusual:** Characters grappling in water waist-deep or deeper can try to drown their opponent if they achieve a hold on him. The victim is considered to begin holding his breath on the round in which his attacker got his wrestling hold, and may begin to drown as described in the *Player's Handbook*, Chapter 14: Time and Movement, under Holding Your Breath.

Note that characters rendered unconscious by an attack may also be in danger of drowning if they fall into water of any depth.

## Mountains

Battles on actual mountainsides are rare. This type of terrain represents high passes, canyon-walls, deep valleys, high snowfields, and windswept peaks. If the fight takes place below the treeline, consider the terrain to be hills, forest, or fields.
**Encounter Range:** Long missile range.
**Lines of Fire:** Clear.
**Cover:** Hard cover is usually available within 3d10 squares of a character, but it may take mountaineering skills to get to it.
**Footing:** Characters moving uphill or downhill are reduced to 1/3 normal movement or possibly stopped altogether, depending on the grade. If no normal movement is possible, characters may decide to climb instead.
**Obstacles:** Boulders, ice or snow, cliffs, dangerous slopes.
**Unusual:** Characters who slip or fall while climbing or moving downhill must roll a succcessful saving throw vs. death or fall 10–60 feet (1d6x10), suffering 1d6 points of damage per 10 feet fallen. Mountainsides usually have a plentiful supply of rocks of all sizes.

## Plains

Open plains are a tactician's greatest challenge. Without any clear advantage to be gained from controling a terrain feature, battles become contests of maneuver and skill. Any commander can stand off a superior enemy force in rough terrain, but it takes a genius to defeat the same force on open ground. Plains include savannahs, dry steppes, and some grassy deserts as well as American Midwest-style prairie.
**Encounter Range:** Long missile range. A Man-sized creature can be spotted as far as 1,000 yards away on level plains.
**Lines of Fire:** Clear.
**Cover:** None.
**Footing:** Normal.

**Obstacles:** The random stream, gulch, or stand of trees.
**Unusual:** Nothing of note.

## Ships

In many AD&D campaigns, ships and boats are the fastest way to travel long distances. Many kingdoms rely extensively on sea trade and are plagued by pirates or privateers. Naturally, adventurers tend to get involved in problems like this. Fighting on a ship first assumes that the attacker can catch and board his prey.
**Encounter Range:** Belowdecks, encounter range is limited by the range of vision. Abovedecks, everything is in range for an encounter. Ships can spot other ships as far as 10–15 miles away, depending on their size and the prevailing visibility.
**Lines of Fire:** Impaired.
**Cover:** Masts, deckhouses, water-kegs, and gunwhales can all function as hard cover. Abovedecks, any character is within 1d4 squares of hard cover.
**Footing:** Normal. Climbing around in rigging is a different matter, though.
**Obstacles:** Masts, sails, deck cargo, and open hatches can obstruct movement.
**Unusual:** The sails and masts of a ship are known as its rigging. Moving around in the rigging is treated like climbing, but there are always ropes or ladders handy. If a character in the rigging slips or is knocked down, he may fall to the deck or the sea.

## Swamp

Swamps are like marshes, but have trees and thickets. Most of a swamp's trees can be found on islands of solid ground, but many others (such as cypresses) can thrive in the water. The Louisiana bayou, the Great Dismal Swamp of Virginia, and portions of the Everglades are good examples of swamps.
**Encounter Range:** 2d6 squares (10–60 feet)
**Lines of Fire:** Impaired.
**Cover:** Hard cover is available within 1d6 squares of any character. Concealment is available anywhere, by going to ground.
**Footing:** In knee-deep water, characters move at 2/3 their normal rate. In waist-deep water, they move at 1/2 their normal rate. In shoulder-deep water, movement is reduced to 1/3 normal.
**Obstacles:** Trees, thickets, bogs, creeks, ponds, quicksand.
**Unusual:** See Marshes. In addition, swamps usually have wood or vines handy, which can be used to make improvised weapons.

## Taverns

It seems to be the fate of adventurers everywhere to get into brawls and scrapes of the nastiest sort in alehouses and common rooms. The typical indoors fight is a dangerous and bloody affair, complicated by the presence of bystanders and the possible intervention of the town watch.
**Encounter Range:** By limit of visibility. Naturally, you can't fight with someone who isn't in the room.
**Lines of Fire:** Usually impaired.
**Cover:** Tables, benches, and furniture can all be used for hard cover.
**Footing:** Normal.

**Obstacles:** Furniture.
**Unusual:** Chairs, mugs, bottles, and other tavern accessories can all be used as clubs or other weapons.

## Town Streets

If the PCs aren't getting into barroom brawls, they're probably fighting in the alleys or streets right outside. Most medieval towns had very close-spaced buildings with dark, winding streets.
**Encounter Range:** 2d6 squares (10–60 feet)
**Lines of Fire:** Usually clear.
**Cover:** Hard cover is available within 1d6 squares of any character.
**Footing:** Normal.
**Obstacles:** Carts, wagons, vendor's stalls, passers-by, buildings.
**Unusual:** Walls and gatehouses often limited movement between sections of a town. These areas could be used as strongpoints by a defending force. Almost any kind of weapon materials may be close at hand in a typical town street.

## Generating a Battlefield

Since the *Player's Option* combat system relies on a figure's positioning and facing, any battlefield the DM creates should show obstacles and terrain features in the exact squares they occupy. The following section describes a quick battlefield generation system that the DM can use when he doesn't have the time or forewarning to prepare a detailed battlefield before the player characters get into a fight.

This system should not replace old-fashioned preparation for an adventure. If you know that the players are likely to encounter a troll ambush in a mountain pass, make some notes about the setting of the battle before the adventure begins. Any staged encounters in buildings should be described, too. If you take the time to draw a good dungeon map, the map can be copied to a larger size for use with the *Player's Option* combat system without too much trouble.

The only times you should have to create a battlefield from scratch are when you don't expect a fight to occur, such as when the PCs run into a random encounter while traveling cross-country or pick a fight with someone they were just supposed to talk to. Save yourself the trouble of creating a battlefield if it is fairly obvious that the encounter won't lead to a fight or if it seems likely that the actual fight will be very short.

## Step One: Scale

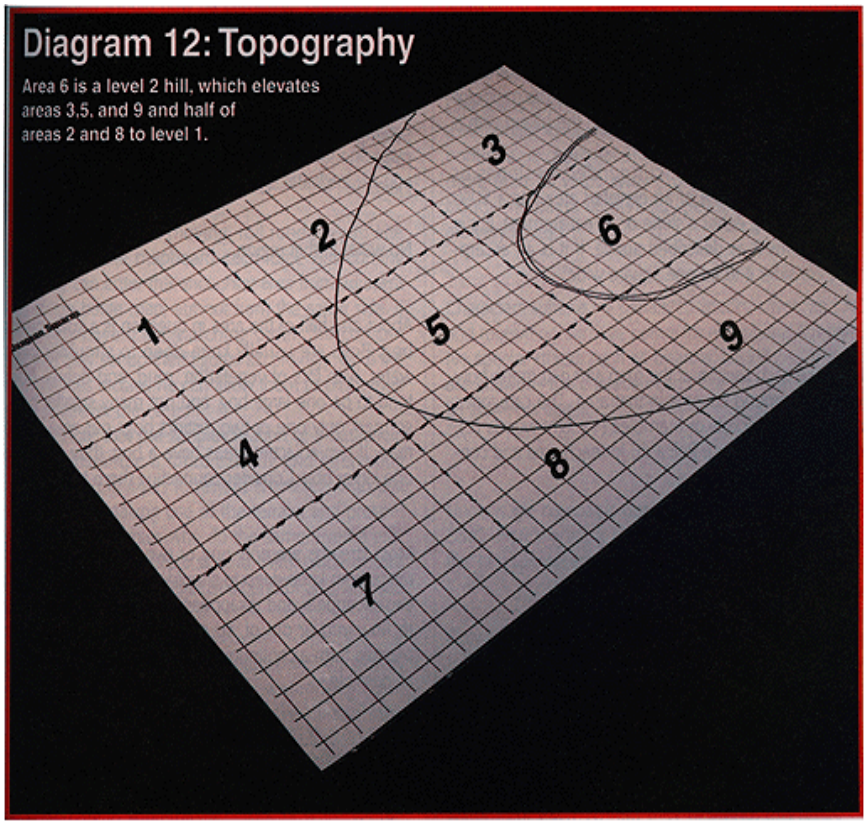
Here's a tip for saving time: don't make a battlefield bigger than it has to be. There's no point in mapping every street of a town if you're confident that you can contain the battle in one dark alleyway. Refer to the encounter ranges listed for the various terrain types in the previous section; you probably don't need to make the battlefield bigger than about 125% to 150% of the maximum encounter range. For example, in light forest, the encounter range is 4d6 squares. The maximum encounter range is 24 squares, so you'll want a battlefield about 30 to 35 squares across. If the encounter is taking place indoors, it's not necessary to map out more than the room the PCs are fighting in.

## Step Two: Topography

Take your battlefield and divide it into nine sections, like a tic-tac-toe board. The lay of

the land may place some parts of the battlefield higher than the other parts. Each of these nine sections is assigned a height relative to the others; from these different heights, you'll derive the slopes of your battlefield. (If this is an indoors fight, ignore this step.)

First, determine the base topography for your battlefield: flat, hilly, or broken. Marshes, swamps, plains, and some fields and forests are flat; hills, deserts, and most other fields and forests are hilly; and badlands, caves, some deserts, and mountains are broken.




**Flat**

No slopes or elevations worth noting. You're done with this step.

**Hilly**

Roll a d6 for each section of the battlefield; on a 1, that section is elevated 20 feet above the rest of the battlefield, and all adjacent sections are elevated 10 feet above the base height. On a roll of 2, that section is elevated 10 feet above the base height.

**Broken**

Roll a d6 for each section of the battlefield; on a 1, that section is elevated 20 feet, but adjacent areas aren't elevated as they are in hilly terrain. On a 2 or 3, that section is elevated 10 feet.

## Slopes and Escarpments

Hills are surrounded by slopes. Each 10 feet of elevation requires a slope of two to four

squares to surround it. Draw a hilltop of three to ten squares at the midpoint of each elevated area, and then circle the hilltop with a ring of sloping squares.

Broken areas may be surrounded by slopes or escarpments. Any side of an elevated area has a 50% chance of being either a slope or an escarpment. If it is a slope, draw it as described above. If it is an escarpment, consider it to be one square wide.

## Step Three: Ground Cover and Water

Now, take each section of the map and determine how dense the ground cover is in that area. The categories are clear (C), thickets or brambles (T), light woods (L), and heavy woods (H). Roll a d6 for each area and consult the chart below:

| | **1** | **2** | **3** | **4** | **5** | **6** |
|---|---|---|---|---|---|---|
| Light Woods | C | C | T | L | L | H |
| Heavy Woods | C | T | L | H | H | H |
| Swamp | C | C | T | T | L | L |
| Hills | C | C | C | C | T | L |
| Plains | C | C | C | C | C | T |

### Clear

No ground cover in that section of the battlefield.

### Thickets

Brambles or thickets cover that section of the battlefield. Thickets tend to be in clumps; take about two-thirds of the squares in that area and mark a couple of bramble patches.

### Light Woods

Light forest is prevalent in that area of the battlefield. Trees are about three squares away from each other; mark trees in about one-quarter of the squares in that section.

### Heavy Woods

Heavy woods are like light woods, but the trees are closer together. Mark trees in about one-third to one-half of the squares in that area, about one to two squares away from each other.

Standing water or bogs can be handled in much the same way as ground cover. Each section of a marsh, swamp, field, or plain may be clear (C), or it may have a pond (P), bog (B), or stream (S) in it. Roll 1d6 for each ninth of the map:

| | **1** | **2** | **3** | **4** | **5** | **6** |
|---|---|---|---|---|---|---|
| Marsh | C | S | B | B | P | P |
| Swamp | C | S | B | B | B | P |
| Field | C | C | C | C | S | P |
| Plain | C | C | C | C | C | S |

### Clear

No water in that region.

### Bog
About one-half of the area in question is a soft, muddy bog. Bogs are usually knee-deep to shoulder-deep water, with lots of vegetation, mud, and debris. Bogs tend to be one large bog, and not many smaller bogs, so mark only one or two distinct bogs per area of the map. If two adjacent areas have a bog, they might be one larger bog. Consider connecting them together.

### Stream
Most streams are only one or two squares wide, and range from knee-deep to shoulder-deep. Streams don't usually appear and disappear without a body of water to flow into or out of, so make sure that the stream squares form a continuous line and go somewhere if at all possible.

### Pond
About three-quarters to all of the area is under water. Ponds are usually knee-deep or waist-deep near the edges, but can be 10 or 15 feet deep in the middle.

## Step Four: Obstacles
Battlefields are often littered with obstacles and obstructions. They provide cover, limit movement, and occasionally endanger the people fighting around them. The DM should arbitrarily scatter a handful of obstacles of his choice over the map. Obstacles include:

- Gulches, ravines, or ditches (any terrain except marsh or swamp)
- Boulders (hills, mountains, badlands)
- Rockfalls (hills, mountains, badlands)
- Deadfalls (forests, swamp)
- Fences, earthworks, or buildings (any civilized area)

## Step Five: Putting It All Together
Your battlefield should now be complete. Chances are, you have some defensible terrain and some open areas that invite attack. Now, the DM should decide where each force starts. If one side surprises the other, the surprised fellows have to set up first, and the surprising force gets to set up around them. If one side was stationary or defending, they set up along one randomly-determined map edge, and the attackers set up opposite them.

If both forces were moving, roll randomly to see which edge of the mapboard each force was coming from. They can enter the encounter area from adjacent sides of the battle map, but not from the same side. If the players have a set marching order, the DM can insist that they set up their figures accordingly. Or, if the circumstances dictate, he can allow them to place their figures wherever they see fit.

Please note that the simple creation of a battlefield does not guarantee a more exciting and interesting encounter—the DM has to reward characters who use their heads by making use of the terrain, and present the party with enemies who do the same. Even a grizzled party of adventurers should think twice before going up a rocky hillside against a band of orcs who can see them coming.

## Fighting in Unusual Conditions

Since adventures are notoriously unpredictable, a surprising number of battles take place in the most inconvenient places. Player characters tend to get into fights while hanging on the side of a cliff, swimming in subterranean lakes, or while venturing into fantastic planes of existence. Last but not least, many magical spells can create strange effects. This next section addresses the most common of these unusual conditions.

## Limited Visibility

Fighting at night or in dark settings is difficult—especially if your foe can see better than you can. As noted in the *DMG*, characters fighting in darkness or heavy fog suffer penalties to their attack rolls, damage bonuses, and Armor Classes.

### Moonlight or Moderate Fog or Rain

Characters suffer a –1 penalty to attack rolls and saving throws. Since nothing can be seen more than 100 yards (60 squares) away, spell and missile ranges are limited; no missile scale combat can take place in an encounter.

### Starlight or Dense Fog or Heavy Rain

Characters suffer a –3 to attack rolls and saving throws, a –2 penalty to AC, and only get 1/2 their normal damage bonus for exceptional Strength. Nothing can be seen more than 50 yards away (10 yards for dense fog or cloudy moonless nights), so spell and missile ranges are very limited.

### Total Darkness

Characters suffer a –4 penalty to attacks, saves, and AC and receive no damage bonus for exceptional strength. No special attacks such as disarms, backstabs, or traps are allowed—the character can't see his own weapon, let alone his target.

## Water

Underwater combat is described in some detail in the *DMG*. Here's a quick reminder of some of the difficulties of underwater combat.

### Weapon Restrictions

Only type P weapons can be used effectively underwater; the water offers too much resistance to use any other kind of weapon except nets.

### Vision

Under the best of circumstances, characters can see no more than 100 feet underwater (50 feet in fresh water.) For each 10 feet they descend, this range of vision is reduced by 10 feet; if a character is 30 feet underneath the surface of a lake, he can only see 20 feet. If it is dark outside or the water is muddy, this could be reduced even more.

### Movement

Characters moving about underwater have to swim. See Swimming under Chapter 14: Time and Movement in the *Player's Handbook*.

Characters who are only wading are much less affected. Wading in knee-deep water

reduces movement by 1/3. Wading in waist-deep water reduces movement by 1/2 and adds a one-phase initiative penalty to any action the character takes. Wading in shoulder-deep water reduces movement by 2/3, adds a two-phase penalty, and causes the character to lose any Dexterity adjustment to his Armor Class (although it does provide cover against someone firing missiles at the character).

### Fighting Underwater Monsters From the Surface

It's always great fun when a wading character gets attacked by some aquatic horror. When a character fights against something that uses water for cover, slashing and bludgeoning weapons are useless. Only type P weapons can be used to attack underwater creatures, and there is a –2 penalty to hit. The wading character also loses any Dexterity adjustment to AC when attacked from beneath the surface.

## Climbing

Cliffs and mountaintops are another awkward place for a fight. Adventurers seem to be drawn to the worst locations imaginable for their heroic battles and often find themselves under attack while they're clinging to a vertical wall of rock.

### Movement

Climbing characters normally move 1 foot per round for each point of normal movement. A dwarf with an adjusted movement rate of 5 can climb 5 feet per round in good conditions. Refer to Climbing under Chapter 14: Time and Movement in the *Player's Handbook*.

### Fighting

Climbing characters lose all AC bonuses for Dexterity and shield, and may have rear attack modifiers applied against them. They have a –2 penalty to attack, damage, and saving throw rolls. If a character is above his enemy, he gains a +2 bonus on his attack rolls; if he is beneath his enemy, he suffers an additional –2 penalty.

Any time a character is struck while climbing, she must make a climbing check, detailed in Chapter 14: Time and Movement in the *PHB*. Note: you can use a default check of 30% in good conditions.

### Fighting Flying Creatures

Encountering angry giant eagles while clinging to a cliff is usually no fun at all. Unless they can hover, flying monsters can only make one pass every other round to attack climbing characters. If the PCs are facing the cliff (most climbers have to), the flying creatures get the benefit of rear attacks. Intelligent flyers may try to use their talons to drag a climber off the cliff; treat this as a grab attack. This forces a climbing check, and even if the character succeeds, he still must win the Strength contest to stay on the cliff side.

## Aerial Combat

Aerial combat is described at length in Chapter 9: Combat under the optional rule Aerial Combat in the *Dungeon Master Guide*. Here's the gist of how these rules work in the *Player's Option* combat system.

### Initiative

The more maneuverable flyer gains a –1 bonus to its initiative roll for each level of difference in Maneuverability Class between itself and its opponent. Creatures at home in the air have an easier time fighting while airborne.

### Threatening

No aerial combatant threatens any adjacent creatures. Combat in the air just doesn't work that way; battles tend to take the form of joust-like passes at each other.

### Movement

All fliers with a MC of B or worse must declare a half-move action every round just to stay in the air. Class B fliers can hover in position, but fliers with a MC of C or worse must move forward in this half-move to stay aloft. This requirement to keep moving means that a class C flier can make an attack against a stationary target once per two rounds, a class D flier once per three rounds, and a class E flier once per six rounds.

Gaining a point of altitude costs an additional movement point; a flier with a move of 18 could move 9 squares forward and 9 squares up with a full-move action. Diving allows the flier to add one point of free movement for each point of altitude it drops, so the flier with the 18 movement could move 36 squares in a full-move dive. Of course, it also has to drop 18 points of altitude (90 feet) to do this.

### Attacks from Below

Creatures attacking from beneath an opponent cannot charge, but they may be in a blind spot. The defender can reply with an attack only if it has natural weapons or its rider is equipped with a size L weapon, such as a lance.

### Attacks from Above

Creatures attacking from above may declare a charge by diving at their victims. Lances, spears, and a flier's natural talons or claws inflict double damage in a dive attack. In addition, the defender may not be able to reply to the attack if its only natural weapons are talons or hooves.

### Unseating a Rider

Characters riding a flying mount can be "unhorsed," just like characters on the ground. If the character is strapped into his saddle (a wise precaution), he is simply knocked off-balance in his seat and suffers the same penalties as if he had actually been knocked down on the ground—he is easier to hit and has to spend an action getting back in his seat.

Naturally, if a character is not strapped in, he risks the damage of a fall if he is unseated by any means.

## Combat on Other Planes

Almost any conditions imaginable may be encountered in the various planes of existence. The Planescape™ campaign setting describes the general conditions of the various Outer and Inner Planes, but fights are also likely to occur in two other settings: the Astral and

the Ethereal Planes.

### Astral Combat

On the Astral Plane, a creature's tactical movement is based on its Intelligence score. Its move becomes 30 feet (6 squares) per point of Intelligence. In addition, Intelligence replaces Stength for purposes of determining attack and damage adjustments, and Wisdom replaces Dexterity for AC adjustments and missile fire. All missile ranges are doubled, but non-native characters suffer a –2 penalty to hit with missile attacks.

There are very few obstructions in the Astral Plane, and the encounter range is normally twice the longest missile range. Since this is most likely a great distance, astral combat should be run in missile scale. Fighting in the Astral is like aerial combat; creatures do not threaten each other, and can move in three dimensions.

If a character's astral self is killed, she immediately returns to her physical body with only 1 hit point. If the character is killed while physically on the plane, she is dead.

### Ethereal Combat

Ethereal creatures move at their normal unencumbered rate, regardless of their equipment and armor. Unlike the Astral Plane, the Ethereal is a swirling mass of misty proto-matter that obscures vision; the Encounter Range is 10–40 squares (50–200 feet). Missiles tend to be slowed by the misty matter, and shots of medium range or longer just stop and hang in the air.

If a character is in the Border Ethereal, she can still perceive the shadowy outlines of the plane she just left. She can move through any objects or creatures without impediment. Of course, she is unable to affect things on the plane she is viewing, but she can only be affected by the magical gazes of a very limited number of monsters.

## The Effects of Magic on the Battlefield

Needless to say, the one thing that breaks all the rules on a battlefield is magic. Spells and magical items can create almost any condition imaginable, ranging from the merely annoying to the truly catastrophic. We could spend most of this book describing the exact effect of each and every spell and magical item in the game system, but this wouldn't be very practical. Instead, we'll discuss the most common effects that may give DMs trouble.

## Wizard Spells

The most powerful and effective spells in the AD&D game are found in the hands of wizards. In fantasy role-playing, wizards often dominate battlefields like heavy artillery or airstrikes in modern warfare. Entire battles often hinge on one character's choice of spells and the enemy's attempts to down the wizard before he wreaks havoc on them.

### *Blink*

The spell *blink* works slightly differently in the *Player's Option* combat system. Roll 1d6; on a 1, the wizard blinks in the very fast phase, on a 2, fast, on a 3 or 4, average, on a 5, slow, and on a 6, very slow. The wizard's blink always occurs first in the phase, before any other actions are resolved.

### *Darkness, 15' Radius*

Creatures outside the area of darkness cannot trace a line of fire through the darkness to a target on the other side. Creatures moving in total darkness are reduced to 1/3 their normal move unless they wish to risk stumbling

***Enlarge***
A character who grows to eight feet in height becomes size Large; a character who grows to 12 feet in height becomes size Huge. This affects reach, threatening, and moving through smaller figures; see Chapter One. Very large monsters can be made smaller by applying the reverse of this spell.

***Fog Cloud***
As with *darkness*, magical fog blocks any lines of fire. Creatures blundering through the fog can easily be ambushed by enemies waiting for them to come into the open; the DM can insist on surprise checks if he deems it appropriate.

***Hallucinatory Terrain***
This spell is very dangerous when used to conceal hazardous areas. If the victims do not perceive the illusion, they fall prey to whatever hazards the terrain holds. For example, creatures who run down a hillside believing it to be level ground receive no Dexterity check or saving throw to keep their balance; they automatically fall and roll or slide to the bottom of the hill.

***Haste***
Creatures under the influence of a *haste* spell increase their base initiative and weapon speeds by two phases and always win initiative. Their movement rates are doubled, and they gain a second set of attacks in the very slow phase.

***Invisibility***
The best thing to do with an invisble character or monster in a fight is to secretly note its location each round and physically remove the figure from the board. Do yourself a favor and don't run combats with invisble figures on both sides.

***Jump***
The creature empowered by this spell can actually leap over Man-sized targets without provoking an attack of opportunity. In addition, if the jumper wins initiative, he can make a half-move action to leap away after he attacks an adjacent figure, whether or not he is threatened by his enemy.

***Pyrotechnics***
The smoke effect of this spell blocks lines of sight and hinders missile fire just like magical mists or fogs.

***Shocking Grasp***
At the DM's option, creatures in metal armor may be considered AC 10 versus the wizard's touch. Only Dexterity and magical adjustments apply.

### *Slow*
Creatures affected by a *slow* spell automatically lose initiative and reduce their base initiative and weapon speeds by two phases. As noted in the spell description, their movement rates and attack rates are halved.

## Priest Spells
Few priest spells in the *Player's Handbook* that do not duplicate wizard's spells actually affect the battlefield to any significant degree. However, the Tome of Magic includes a number of priest spells in the sphere of war designed for the battlefield.

### *Air Walk*
Creatures affected by an *air walk* spell move and fight as if they were on solid ground as opposed to engaging in true aerial combat. They threaten squares in front of them and can guard against the attacks of other flying creatures, gaining the advantages of that combat action.

### *Obscurement*
Like magical fog, obscurement blocks lines of sight through the affected area, screening creatures in or behind the mists from most missile attacks.

## Magical Items
There are hundreds of magical items that can create various effects on the battlefield. The exact results of a magical item's use are left to the DM's discretion, but here are some general guidelines on some specific items. In cases where a magical item duplicates a spell effect, refer the spell sections.

### *Potion of Growth*
Characters may easily change size by imbibing a *potion of growth*; they gain the advantages of extended reach and size bonuses in overbearing or overruns as normal for monsters of that size.

### *Potion of Invulnerability*
The imbiber can still be knocked down, grappled, or overborne by creatures he is otherwise immune to.

### *Apparatus of Kwalish*
The mechanical claw attacks of the apparatus act in the slow phase of initiative.

### *Boots of Speed*
The Armor Class bonus applies when the character chooses a half-move or full-move combat action. Going toe-to-toe in a melee doesn't allow the wearer of the boots to take advantage of their defensive properties, although he can always use the extra movement.

### *Boots of Striding and Springing*
If the wearer strikes before his enemy because of a better action speed or because he won initiative, he may spring away as described in the *DMG* without provoking an attack of

opportunity. The +1 AC bonus applies all the time, even when the user is mired in a stationary slugging match.

***Crossbow of Accuracy***
Although the weapon treats all shots as short range, it still has medium and long ranges for purposes of armor penetration. See crossbows in Chapter Seven: Weapons and Armor.

***Scimitar of Speed***
The *scimitar of speed* is very fast, and its wielder always wins initiative if he declares a combat action that involves an attack with the weapon.

***Short Sword of Quickness***
See *scimitar of speed*, above. If two such weapons are involved in a single battle, their strikes are considered to be simultaneous.

***Sword of Sharpness***
The magical properties of *sharpness* override the normal critical hit procedure. It is still possible to achieve a normal critical hit by rolling an 18 or 19, even if it doesn't quite activate the *sharpness* properties. If a limb is severed, consider the injury to be a critical one of the appropriate sort—Chapter Six details the unpleasant effects of losing limbs.

***Vorpal Sword***
As with the *sword of sharpness*, the properties of a *vorpal blade* override the critical hit procedure. If the wielder rolls an 18 or higher that meets the criteria for a critical hit without invoking the vorpal power, a normal critical hit results.

# Chapter Four:
# Weapon Specialization & Mastery

In a desperate battle, the only thing that stands between a brave hero and a grisly end is his skill with blade or shield. Skill at personal combat is a valuable commodity in a fantasy setting; it's hard to imagine Conan meeting his better at swordplay, or the Gray Mouser encountering a foe swifter and more agile than himself.

This chapter describes a revised weapon proficiency system that includes several grades of specialization as well as new uses for a weapon proficiency. This material is completely compatible with the character point proficiency system described in the *Skills & Powers* book; the point system allows characters to purchase proficiency, expertise, specialization, or mastery in the same way that an AD&D character can spend proficiency slots to gain these benefits.

A number of new uses for weapon proficiencies are also included in this chapter. Weapon groups, fighting styles, attack maneuvers, shield use, armor use, special talents, and dirty tricks can all be learned by spending weapon proficiency slots.

## Weapon Proficiencies

Anybody can pick up a sword and swing it in a menacing manner, but without proper training and technique it's impossible to use a weapon correctly. A character's weapon proficiencies represent weapons in which he has some degree of training. Usually, he can wield them without embarrassing himself.

## Intelligence and Proficiencies

Fighters, paladins, and rangers may apply their bonus language slots for high Intelligence scores to any kind of weapon proficiency. Characters of any other type can only use these extra proficiency slots to learn nonweapon proficiencies. This rewards fighters who chose brains over brawn by allowing them to compensate for shortcomings in physical attributes with the benefits of skill and training.

Under this rule, the character's number of allowed languages simply represents the most languages she can ever learn. The character isn't assumed to begin play knowing any extra languages; instead, she must use nonweapon proficiency slots to learn any extra languages she wants to speak. Characters can always speak their native tongue without spending any proficiency slots.

Demihuman characters who are allowed to learn extra languages still have to spend slots learning these tongues. Their advantage lies in the fact that they can begin play with knowledge of these languages, because they had access to people who spoke them when they were growing up.

## Proficiencies and the *Skills & Powers* Book

The *Player's Option* character point system replaces the normal acquisition of proficiency slots. Characters may decide to learn a lot of skills by devoting their character points to a variety of proficiencies, or they may choose to specialize in a few areas. Regardless of how they elect to spend their character points, the end results are the same: either they have a proficiency in something or they don't.

## Weapon Groups

Many weapons are very similar in construction and techniques of use; for example, using a bastard sword with one hand is not too much different from using a long sword. Both weapons are heavy, two-edged blades that rely on slashing or chopping strokes to cut through armor. All weapons are categorized in *tight groups*, which are further organized into *broad groups*. The particular group a weapon belongs to is noted under the weapon characteristics in Chapter Seven.

Tight groups serve two functions in game play. First of all, all weapons in a tight group are considered to be related to each other. A character who is proficient in one weapon belonging to a tight group is automatically familiar with the other weapons of that tight group and has a reduced penalty for nonproficiency when using them.

Second, characters can learn to use all weapons in a tight group with a *weapon group proficiency*. Weapon group proficiencies cost two slots, but may include a number of weapons. For example, a character could use a weapon group proficiency to gain proficiency in crossbows; by spending two slots, he actually gains proficiency in six different weapons.

Some tight weapon groups are further organized into broad groups. For example, the tight groups of axes, picks, hammers, and maces are all part of the hafted weapon broad group. Proficiency in all of the weapons of a broad weapon group can be learned for three proficiency slots.

A number of weapons are completely unrelated to anything else. For example, lassoes just don't work like any other type of weapon. The same applies for nets, whips, bolas, and mancatchers. These weapons must be learned one at a time.

### Specialization and Weapon Groups

Having a weapon group proficiency counts as the first slot of specialization for one weapon in that group. When the character chooses to specialize, he need only spend one additional proficiency slot and select any weapon of that group as his specialty. For example, a character with the crossbow tight group proficiency could spend one additional slot to specialize in the medium crossbow. He's spent a total of three slots but has proficiency with six types of crossbows and specialization with his preferred weapon, the medium crossbow.

## Character Classes and Weapon Proficiencies

Most character classes are limited in their selection of weapons. However, in the *Skills & Powers* book, a character may choose to be proficient in a weapon she normally would not be allowed to use. This is reflected by requiring the character to spend more character points than normal to become proficient.

As an optional rule, characters may learn to use barred weapons by paying extra proficiency slots. A rogue or priest may learn a weapon normally reserved for warriors by suffering a one-slot penalty, and wizards may learn weapons normally reserved for priests or rogues with a one-slot penalty. If a wizard wishes to learn the use of a weapon normally reserved for warriors only, she must pay a two-slot penalty. For example, a wizard who wants to use a long sword could do so by paying two weapon proficiencies for it, since long swords are available for rogues—but she would have to pay three slots to become proficienct in the two-handed sword.

Note that the limited number of weapon proficiencies available for nonwarrior characters will tend to control character abuse of this rule. Priests may be *capable* of learning any weapons under these rules, but priests who use barred weapons do so at the risk of angering their superiors or deity.

### Kits and Barred Weapons

Some kits may allow characters to use barred weapons; for example, militant wizards may select a sword as one of their weapon proficiencies. Generally, the bonuses and perks of a kit are considered to negate any out-of-class penalties. However, priests may still be limited by their priesthood weapon restrictions.

### New Weapons

A number of new weapons are introduced in Chapter Seven: Weapons and Armor. Many of these are similar to weapons that were restricted in the *Player's Handbook*. The Weapon Table in Chapter Seven lists any classes that cannot use a particular weapon

under normal circumstances.

## Shield Proficiency

By spending a weapon proficiency, characters can become more skilled in the use of their shield. Modern re-enactments of medieval tournaments have demonstrated that the shield is a very important part of a warrior's protection. The extra protection conferred by the shield varies by the exact type the character becomes proficient in:

| Shield Type | Normal AC bonus | Proficient AC bonus | Number of Attackers |
|---|---|---|---|
| Buckler | +1 | +1 | 1 |
| Small | +1 | +2 | 2 |
| Medium | +1 | +3 | 3 |
| Body | +1/+2 vs. missiles | +3/+4 vs. missiles | 4 |

The number of attackers is the maximum number of times the shield bonus can be used in a single round by the character. Normally, shields can only be used against enemies in the character's front spaces or in the flank spaces on the character's shield side.

## Armor Proficiency

Similarly, characters can spend time and effort learning how to use their armor more efficiently. While this doesn't provide a bonus to Armor Class, it can help to offset the hefty encumbrance penalties of heavy armor. A character who spends a weapon proficiency slot becoming acquainted with a type of armor gains the special benefit of only suffering one-half the normal encumbrance of that armor.

For example, chain mail normally weighs 40 pounds, but a character with a proficiency in chain mail only has to count 20 of this towards his encumbrance level. This represents the character's training in wearing the armor just the right way and his practice in moving around while wearing 30 or 40 pounds of ironmongery.

## Weapon Mastery

It's fairly obvious that there is a huge difference in the attack potential of an unskilled novice and a trained swordsman. The level of skill with which a character fights is divided into six general categories: nonproficiency, familiarity, proficiency, expertise, specialization, and mastery.

*Skills & Powers* uses character points to acquire each level of mastery, but this system is also compatible with AD&D weapon proficiencies. Nonproficiency and familiarity have no cost in proficiency slots, normal proficiency costs one slot, expertise and specialization cost two slots, and mastery costs three or more slots.

## Nonproficiency

If a character has never had any training or practice with a weapon, he is nonproficient. He can only guess at the proper way to hold the weapon or attack his opponent. Anything fancier than a simple hack, slash, or bash is beyond his abilities—the character cannot attempt any attack options such as disarming, blocking, or sapping.

In addition to his inability to make special attacks, the character also suffers an attack roll penalty based on his character class. Warriors tend to figure out weapons of any kind relatively quickly and have a small penalty for attacking with weapons they're not familiar with. Other characters don't have the warrior's affinity for weapons and are more severely penalized. These penalties are:

| **Class** | **Nonprof.** | **Familiarity** |
|---|---|---|
| Warrior | –2 | –1 |
| Wizard | –5 | –3 |
| Priest | –3 | –2 |
| Rogue | –3 | –2 |
| Psionicist | –4 | –2 |
| Nonclassed NPCs | –4 | –2 |

Any weapon wielded by a nonproficient character is considered one initiative phase slower than it really is, and missile weapons have their rate of fire halved. An untrained character wielding a long sword has an initiative phase of slow, not average, and an unskilled character wielding a long bow would only fire once per round instead of twice.

## Familiarity

All characters are automatically *familiar* with any weapon that is related to a weapon they are proficient in. Weapons are considered to be related if they are part of the same tight group. For example, a character who is proficient in the use of the light crossbow is automatically familiar with all other types of crossbow because they're part of the same tight weapon group.

Familiarity is not as good as proficiency, but it beats not knowing anything about a weapon at all. Characters only suffer one-half the normal nonproficiency penalty when attacking with weapons they are familiar with. They may attempt any normal attack maneuvers possible (the familiarity penalty still applies, of course), and suffer no initiative or rate of fire penalties.

Familiarity does *not* allow the user to make use of any special weapon attack modes that require proficiency in the weapon.

## Proficiency

This is the basic level of competence most characters achieve with their weapons training. Proficiency allows the character to use a weapon with no penalties and employ all attack options and special weapon properties to their fullest extent.

As noted previously, warriors can spend two proficiency slots to become proficient in a tight weapon group, or three slots to become proficient in a broad group. Otherwise, characters have to spend one slot per weapon they wish to be proficient with.

## Expertise

Weapon expertise is a form of specialization that is available to nonfighters. Regular weapon specialization (described below) is only available to single-classed fighters, but weapon expertise can be learned by paladins, rangers, and multi-classed fighters. There's

no reason a single-classed fighter *couldn't* learn expertise instead of specialization, but expertise is just as expensive as specialization and isn't as good.

Weapon expertise allows a character to gain extra attacks as if he or she were a weapon specialist. At 1st level, an expert with the long sword gets to attack three times per two rounds. Weapon expertise also allows the use of any unusual weapon properties reserved for specialist use. Weapon expertise does not grant the character extra attack or damage bonuses, as weapon specialization does.

Note that *Skills & Powers* allows a character to "customize" his class and receive abilities he normally could not attain. Under these rules, paladins, rangers, and multi-classed fighters can specialize at the cost of sacrificing other abilities or advantages. Similarly, priests and rogues may be able to gain weapon expertise. If you aren't using the *Skills & Powers* book, we recommend that you limit specialization and mastery to single-class fighters only, and limit expertise to paladins, rangers, and multi-class fighters.

## Specialization

By spending an extra proficiency slot on a weapon, a single-class fighter character can become a *specialist*. A fighter may only specialize in one weapon at a time. If she wishes to change her specialization to a different weapon, she must spend two extra proficiency slots to become a specialist in the new weapon, and loses all benefits of specializing in the previous one (although she is still proficient with it and always will be). Any more changes cost three slots each, so it's a good idea to pick one weapon and stick with it.

The exact benefits of weapon specialization vary with the particular weapon involved. Generally, the types of benefits fall into one of five categories: melee weapons, missile weapons, bows, crossbows, and firearms.

### Melee Weapons

Specializing in a melee weapon provides a character with two main benefits: first of all, he gains a +1 bonus to attack rolls and a +2 bonus to damage rolls with that weapon; secondly, he gains an extra attack once per two rounds. A 1st-level fighter normally attacks once per round, but a 1st-level long sword specialist attacks three times per two rounds.

### Missile Weapons

This category includes slings and thrown weapons. Generally, specialists gain an increased rate of fire with these weapons and a +1 bonus to attack rolls. If a character specializes in a weapon that can be used either for melee or as a missile weapon (spears, daggers, hand axes, etc.), he gains the melee benefit described above when using the weapon for hand-to-hand combat and the increased rate of fire for using the weapon for ranged attacks.

Refer to the table below for the exact number of attacks available to the specialist for the various types of missile weapons.

### Bows

Characters who specialize in the bow gain a +1 bonus to hit at any range (normal range penalties still apply, of course), an increased rate of fire, and a new range category: point-blank. Point-blank is any shot of 30 feet or less. At point-blank range, the character gains

a +2 to damage. In addition, bow specialists can automatically fire first as a very fast action if they have their target covered. This supercedes the specialization rules found in the *Player's Handbook*.

### Crossbows

Specialists with crossbows gain a +1 bonus to hit at any range, an increased rate of fire, and a point-blank range category, just like archers. For crossbows, point-blank range extends out to 60 feet. Crossbow specialists have a +2 bonus to damage rolls against any target at point-blank range. In addition, they share the archer's quick-shot benefit when covering an enemy.

### Firearms

Firearms specialists are often referred to as marksmen or *sharpshooters*. Specializing in a firearm provides a character with three benefits: first of all, he has a better rate of fire than a nonspecialist; second, he gains a +1 bonus to hit at any range; and last, there is a 50% chance that any misfire he rolls while attacking with the firearm is simply a miss instead.

### Specialist Attacks per Round

| | **Level of Specialist** | | |
|---|---|---|---|
| **Weapon** | **1–6** | **7–12** | **13+** |
| Melee Weapons | 3/2 | 2/1 | 5/2 |
| Blowgun | 2/1 | 5/2 | 3/1 |
| Bolas | 1/1 | 3/2 | 2/1 |
| Bows | 2/1 | 3/1 | 4/1 |
| Hand Crossbow | 1/1 | 3/2 | 2/1 |
| Light Crossbow | 1/1 | 3/2 | 2/1 |
| Heavy Crossbow | 1/2 | 1/1 | 3/2 |
| Stonebow | 1/1 | 3/2 | 2/1 |
| Repeating Crossbow | 2/1 | 5/2 | 3/1 |
| Thrown Dagger/Knife | 3/1 | 4/1 | 5/1 |
| Thrown Dart | 4/1 | 5/1 | 6/1 |
| Firearms | | | |
| Arquebus | 1/3 | 1/2 | 1/1 |
| Matchlocks | 1/2 | 1/1 | 3/2 |
| Snaplocks | 1/1 | 3/2 | 2/1 |
| Wheelock Belt Pistol | 1/1 | 3/2 | 2/1 |
| Wheelock Horse Pistol | 1/2 | 1/1 | 3/2 |
| Javelin | 3/2 | 2/1 | 5/2 |
| Sling | 3/2 | 2/1 | 5/2 |
| Staff Sling | 1/1 | 3/2 | 2/1 |
| Shuriken | 3/1 | 4/1 | 5/1 |
| Other Thrown Weapons | 1/1 | 3/2 | 2/1 |

## Weapon Mastery

There are swordsmen, and then there are swordsmen. A warrior who devotes his life to the study of martial combat and the characteristics of a single type of weapon can become a weapon master—a fighter whose precision, quickness, and skill are virtually unequaled anywhere.

Weapon masters are rare characters. Only single-classed fighters can ever achieve weapon mastery, and even then they do so with time, study, and sacrifice. To achieve mastery in a weapon, a character must first specialize in the use of that weapon. Then, at any time after he reaches 5th level, he can spend another proficiency slot to become a weapon master. He can continue to devote proficiency slots to the study of his chosen weapon, but can't progress faster than the rate at which he gains new weapon proficiency slots. So, a character who becomes a master at 5th level couldn't acquire his second slot of mastery until 6th level, his third until 9th level, and so on.

Generally, only weapons that require some skill to handle or that have a history of cultural identification are chosen by weapon masters. Swords of any kind are the most common weapons mastered, followed by bows and then axes or spears. Polearms, crossbows, and firearms are the subject of weapon mastery only in rare cases. The DM can decide that a weapon isn't appropriate for mastery at his discretion, but he should do so before a character chooses to specialize in it.

### Effects of Mastery

If a fighter spends another proficiency slot on a melee weapon he already specializes in, his attack and damage bonuses increase to +3 and +3, respectively. For bows and crossbows, his point-blank bonuses increase to +3/+3 as with melee weapons, and he gains an additional +1 to hit at all other range categories, for a total of +2. (Remember, this bonus doesn't take range modifiers into account, so the archer has a total of +2 at short, +0 at medium, and –3 at long range, if the penalties are factored in.)

A marksman who chooses to master a firearm gains an additional +1 bonus to hit, cumulative with the effects of specialization for a total bonus of +2 to hit. As with bows and crossbows, this is still reduced by range penalties. In addition, the marksman ignores heavy armor at all ranges as if he were firing at a short-range target. See Firearms in Chapter Seven for more information.

### High Mastery

By spending a second slot on mastery, a character can become a *high master*. By this time, the character has spent four slots on a single weapon and is at least 6th level. High masters increase the speed factor of their chosen weapon by one category; for example, a slow weapon in the hands of a high master is automatically considered to be of average speed. High masters also score critical hits on rolls of 16 or higher rather than 18 (if the optional critical hit system is used) that hit their opponent by a margin of 5 or more.

High masters who specialize in bows, crossbows, slings, or firearms gain a new range category: extreme range. For all weapons, extreme range is 1/3 farther than long range. For example, if a weapon has a normal maximum range of 18 squares, in the hands of a master it can shoot 24 (1/3x18=6, 18+6=24) squares. Extreme range shots have a –10 penalty to hit before adjustments are made for the effects of mastery.

### Grand Mastery

High masters who spend one more slot on learning their weapon of choice can become *grand masters*. Grand masters are capable of feats of swordplay that border on the fantastic. Grand masters gain one additional attack per round above and beyond a specialist's rate of attacks for their level, so a 12th-level melee weapon grand master would attack 3 times per round with his weapon of choice.

Grand masters also increase the amount of damage and the chance of a knockdown when they employ their chosen weapon. The weapon's base damage die and knockdown die are increased to the next greater die size against all opponents. A long sword thus inflicts 1d10/1d20 points of damage in the hands of a grand master, and its knockdown die is increased to a d10. If the weapon causes multiple dice of damage, all of them are increased. Thus, a two-handed sword in the hands of a grand master inflicts 3d8 points of damage on large targets. Needless to say, grand masters are extremely dangerous opponents.

**Special DM Note**

Weapon mastery is hard to come by, and even harder to perfect. It's not too rare for a character to become a master, but the quest to become a high master or grand master could take years. Unlike the previous levels of specialization, which can simply be selected as an advancement choice, high mastery and grand mastery should require a great deal of time and personal sacrifice on the part of the character. It's not unreasonable to require the candidate to locate someone who can teach her and spend several months of campaign time in training—possibly "sitting out" an adventure or two while she hones her skills.

While the higher levels of weapon mastery are a great goal for a character to set her eyes on, they can unbalance a game very quickly. Exercise tight control over the acquisition of weapon mastery in your campaign, and make certain that the players realize just how rare and special their weapon master characters really are.

### Fighting Style Specialization

Knowing how to use a particular fighting style is almost as important as being proficient with a weapon. The various fighting styles are introduced in Chapter Two; warriors automatically know every style, while the other character types are limited in their knowledge of fighting styles. If a nonwarrior wishes to learn a style he doesn't know, he can do so at the cost of a weapon proficiency.

In addition to simply knowing a style, warriors, priests, and rogues can specialize in that method of fighting by spending a weapon proficiency slot. The exact effects of style specialization vary from style to style. Note that warriors can specialize in a weapon, and then specialize in an appropriate style. In fact, warriors can specialize in as many styles as they like, as long as they have the proficiency slots (or character points) available. Priests and rogues can only specialize in one style.

### Weapon and Shield Style

Normally, a character employing a shield in his off hand can shield-rush, shield-punch, block, or trap as if it were a secondary weapon, with the normal penalties for attacking with two weapons. The disadvantage is that the shield's AC bonus is forfeited for any round in which it is used this way.

However, characters who specialize in weapon and shield style can choose to make

one of these secondary attacks every round without losing the AC benefit for carrying a shield. If the heroic fray rules from Chapter Two are in use, the character only gets one secondary attack, not two, but his primary weapon attacks are still doubled, of course.

## One-handed Weapon Style

The character is always free to treat his empty hand as a "secondary weapon" and punch, grab, or otherwise annoy anyone he is fighting. The normal penalties for using two weapons apply. If the character is also familiar with the two-handed weapon style and his weapon can be used either one- or two-handed, he can switch back and forth between the two styles at the beginning of every round of combat.

Characters who specialize in this style gain a special AC bonus of +1 while fighting with a one-handed weapon and no shield or off-hand weapon. By spending an additional proficiency slot, the character can increase his AC bonus to +2, but that's the maximum benefit for style specialization.

## Two-handed Weapon Style

Many weapons are so large that a character is required to use both hands to wield them. The rule of thumb is simple: a character can use a weapon with a size equal to or less than her own in one hand and can use a weapon one size larger than herself if she wields it two-handed.

If a character specializes in two-handed weapon style, she increases the speed of her weapon by one category (slow to average, average to fast) when she fights using a two-handed weapon. If you're not using the new initiative rules presented in Chapter One, the weapon's speed factor drops by 3.

There are a few weapons that can normally be employed one-handed or two-handed; these are noted in the weapons list of Chapter Seven. There are also a variety of weapons that are normally used one-handed but that can be used two-handed. This would allow a specialist in this style to gain the speed benefit mentioned above. In addition, the two-handed style specialist gains a +1 to damage rolls when using a one-handed weapon in two hands.

## Two-Weapon Style

This is a difficult style to master, since it requires exceptional coordination and skill. Normally, characters who fight with a weapon in each hand suffer a –2 penalty to attacks with their primary hand and a –4 penalty to attacks with the off-hand weapon. This can be partially or completely negated by the character's reaction adjustment for Dexterity (or Dex/Aim if you're also using *Skills & Powers*). Characters who specialize in this style reduce their penalty to 0 and –2, respectively. Ambidextrous characters who specialize in this style suffer no penalty with either attack.

The character's secondary weapon must be one size smaller than his primary weapon—but knives and daggers can always be used as secondary weapons, regardless of the size of the primary weapon. Note that this means that for Man-sized characters, the secondary weapon has to be size S. However, if a character spends a second proficiency slot on two-weapon style specialization, he gains the ability to use two weapons of equal size, as long as he can use each one as a one-handed weapon. Rangers are considered to have the first slot of this style specialization for free as a character ability.

## Missile or Thrown Weapon Style

Some heroes specialize in fighting with ranged weapons; Robin Hood and William Tell spring to mind as good examples. Characters who choose to specialize in missile or thrown weapon style gain two benefits. First, they can move up to half their normal movement rate and still attack with their full rate of fire, or make a full move and attack at half their rate of fire. Second, they gain a bonus of –1 to their AC against enemy missile fire while attacking with a ranged weapon.

### Horse Archers

A proficient archer and rider who specializes in missile style gains a special benefit when mounted: any penalties he suffers for shooting while riding are reduced by 2. Normally, a character suffers a –2 penalty to missile attacks if his mount is moving at up to half its normal speed, and a –4 penalty if his mount is moving at full speed. Horse archers suffer no penalty for half-speed firing, and only a –2 penalty for firing at full speed.

Horse archers are rare in a typical Western European fantasy setting. Historically, most horse archers came from central Asia. At the DM's discretion, a character may not qualify for this special benefit unless he has a suitable origin or makes an effort to locate someone from that culture who can teach him.

## Local Fighting Styles

Many specialized forms of combat evolved throughout the world in various locations. Some Roman gladiators were trained to fight with net and trident; Western Europe developed the joust; and martial arts evolved throughout southern and eastern Asia. If a character comes from an area where a unique form of combat has evolved, she may spend a weapon proficiency slot to specialize in that form of fighting.

Some examples of specialized fighting styles include: rapier and main-gauche, sabre, fighting sticks or nunchuks, katana and wakizashi, and so on. If a character spends a proficiency slot to specialize in one of these local styles, she can choose one of the following benefits:

- A –1 bonus to Armor Class;
- A +1 bonus to attack rolls;
- The ability to make a free block or trap maneuver without spending an attack to do so;
- The negation of penalties for fighting with two weapons;
- A free unarmed punch or kick.

For example, specialization in fighting with matched sticks or nunchuks may confer the negation of the normal –2/–4 attack penalty for fighting with two weapons. Rapier and main-gauche specialization may provide the character with an extra block or trap maneuver with his main-gauche. The DM is the final judge of what bonus a particular style provides and whether or not a character can specialize in it.

## Special Talents

Weapon proficiencies can also be used to acquire a variety of special perks, traits, and

characteristics useful for a fighter. Some of these talents were originally presented as nonweapon proficiencies and are noted with an asterisk; they can be purchased with either type of proficiency slot.

As always, the DM is the final arbiter of whether or not a particular option or ability is permitted in his campaign. If he decides that an ability doesn't fit, he can require the players to choose another talent.

**Alertness*** (1 slot/6 CP) Wisdom/Intuition, +1
Groups: All

Some characters are unnaturally alert and instinctively note signs of trouble that other characters may miss. A character with this proficiency reduces his chance of being surprised by 1 in 10 if he makes a successful proficiency check. In situations where surprise is automatic, the character may still attempt a proficiency check. If he passes, he is surprised at the normal chance instead of automatically.

**Ambidexterity** (1 slot/4 CP) Dexterity/Aim
Groups: Warrior, Rogue

Ambidextrous characters are able to use either hand with equal coordination and skill. They are neither right-handed nor left-handed. When fighting in two-weapon style, an ambidextrous character has two "primary" hands, and suffers a –2 penalty to hit with either weapon. If the ambidextrous character spends a slot to specialize in two-weapon fighting style, he suffers no penalty to attacks with either weapon.

**Ambush** (1 slot/4 CP) Intelligence/Reason
Groups: Warrior, Rogue Initial rating: 5

A character with this proficiency is skilled at laying ambushes and setting up surprise attacks. Most characters can set up an adequate ambush when the terrain favors it and they know the enemy is coming, but a character who spends a slot on this skill is able to create ambushes where ambushes wouldn't normally be possible.

Ambushes are impossible if the attackers have already been spotted by the victims; there's no point in hiding then. If the ambushing party knows their quarry is coming to them, they can lay an ambush. If the attack is going to take place in difficult or unusual circumstances, a proficiency check may be called for; failure indicates that the victims have spotted the ambush before they walk into it. Otherwise, the ambush is guaranteed to achieve surprise.

**Camouflage** (1 slot/4 CP) Intelligence/Knowledge
Groups: Warrior, Rogue Initial rating: 5

Characters skilled in camouflage understand how to stay out of sight in natural surroundings. Unlike hiding in shadows, camouflage requires one of two things: good cover nearby or a lot of preparation. It's possible for a character to hide himself on a flat, rocky desert, but he'd need to have special clothes and time to ready a hiding spot. On the other hand, almost anyone can duck behind a tree on short notice.

If the character passes his camouflage check, he is considered to be effectively *invisible* as long as he doesn't move. He can avoid encounters if he chooses, or gain a –1 bonus on his chance to surprise someone who doesn't spot him. The character's check is

modified as noted below:

- **Ground Cover:** –4 penalty if no vegetation is nearby;
- **Terrain:** +1 bonus if terrain is rocky, hilly, or broken, +2 if very rocky;
- **Preparation Time:** –2 if character has only one round of warning, –4 if character has no warning.

Rangers and thieves gain a +40% to their chance to hide in shadows if they pass a camouflage check in conjunction with their attempt to hide in shadows.

**Dirty Fighting** (1 slot/3 CP) Intelligence/Knowledge
Group: Warriors, Rogues Initial rating: 5

Veteran brawlers and soldiers acquire a repertoire of feints, ruses, and various unsportsmanlike tactics that can come in handy in a fight. A character with this "skill" can attempt to use a dirty trick once per fight; if he succeeds, he gains a +1 bonus to his next attack roll. If there's some reason the enemy believes the character will fight honorably (hardly a wise assumption!) the bonus is +2.

Once a particular enemy has fallen prey to the character's dirty trick, he can never be caught off-guard again. In addition, if the character's opponent is skilled in dirty fighting himself, the attempt automatically fails.

**Endurance*** (2 slots/4 CP) Con/Fitness
Group: Warrior Initial rating: 3

This proficiency allows a character to perform strenuous physical activity twice as long as a normal character before fatigue and exhaustion set in. If the fatigue rules from Chapter One are in play, a character with this proficiency increases his fatigue points by 50%.

**Fine Balance** (2 slots/5 CP) Dex/Balance
Group: Warrior, Rogue Initial rating: 7

Characters with this talent are blessed with an innate sense of balance and have an uncanny knack for keeping their feet under them. With a successful proficiency check, the character gains a +2 bonus on any climbing checks, saving throws, or ability checks to avoid slipping or falling. In addition, the character reduces any penalties for fighting in off-balance or awkward situations by 2 points.

The fine balance talent is also very useful for tightrope walking, tumbling, and climbing walls. If the DM determines that a particular feat would be influenced by the character's exceptional balance, the character gains a +2 (on d20 rolls) or +10% (on d100 rolls) bonus to his rolls to resolve the action.

**Iron Will** (2 slots/6 CP) Wisdom/Willpower, –2
Group: Warrior, Priest Initial rating: 3

Some people are possessed of an amazing ability to drive themselves on despite injuries or exhaustion that would stop another person in his tracks. A character with the iron will talent gains a +1 bonus to saving throws vs. mind-affecting spells or effects, including *charms, holds, hypnotism, fascination, suggestion,* and other such spells.

In addition, characters with iron will have the unqiue ability to keep fighting even after being reduced to negative hit points. Each round that the character wishes to remain conscious, he must roll a successful saving throw vs. death with his negative hit point total as a modifier to the roll. For example, a character reduced to –5 hit points can try to stay on his feet and keep moving and fighting by succeeding on a saving throw roll with a –5 penalty. As long as the character remains conscious, his condition does not worsen—in other words, he doesn't begin to lose 1 additional hit point per round until he actually passes out.

**Leadership** (1 slot/3 CP) Charisma/Leadership, –1
Group: Warrior Initial rating: 5

Characters with the leadership talent understand how to motivate troops and get the most out of their men. In battlefield situations, a military unit led by the hero gains a +2 bonus to any morale checks they have to make. If you are playing with the mass combat rules in Chapter Eight, the character is treated as if he were three levels higher than he really is, so a 4th-level fighter can command troops as a 7th-level fighter if he possesses this talent.

**Quickness** (2 slots/6 CP) Dexterity/Aim
Group: Warrior, Rogue Initial rating: 3

A character with this talent is unusually fast. Her hand-eye coordination is excellent, and she can often get past her opponent's defenses before they realize how quick she really is. In combat, she gains a special –2 bonus to her initiative roll if she makes a proficiency check. She can use this bonus if she moves or makes an attack with a weapon of average speed or quicker, but her special bonus does not apply to attacks with slow weapons or stationary actions such as guarding or parrying.

**Steady Hand** (1 slot/5 CP) Dexterity/Aim
Group: Warrior, Rogue

Characters with this talent are excellent shots with bows or crossbows. They have an unusually good eye for distance, a knack for judging a tricky shot, and a smooth and easy aim and release. If the character takes a full round to aim his shot (i.e., voluntarily holds his action until last in the round) he suffers no penalty for a medium-range shot and only a –2 penalty for a long-range shot. If the character would normally receive multiple attacks with his weapon, he has to forfeit them in order to use this talent—he can make only one shot per round.

**Trouble Sense** (1 slot/4 CP) Wis./Int.
Group: General Initial rating: 3

Sometimes known as a danger sense, this talent gives the character a chance to detect otherwise undetectable threats by instinct. The character's trouble sense comes into play when the character is threatened by a danger he hasn't noticed yet.

The DM should make trouble sense checks in secret. If the character succeeds, he is only surprised on a roll of 1 by a sneak attack and treats any rear attacks as flank attacks instead. The DM can modify the proficiency check if the character is taking extra precautions or if the attacker would be particularly hard to notice before striking.

# Chapter Five:
# Unarmed Combat

Characters all too frequently find themselves weaponless while embroiled in a fight. Experienced players often prefer to have their characters voluntarily lay aside their weapons to engage in nonlethal combat, especially when attempting to capture an opponent who is more valuable to them alive than dead.

There are three parts to this chapter. The first is *Brawling*; it covers *pummeling*, *wrestling*, and *overbearing*, the three basic types of unarmed combat (though improvised weapons can be used in pummeling). Subduing is a type of armed combat that employs weapons in nonlethal ways. *Martial Arts* is a set of skills that can make an unarmed character as formidable and unpredictable as a swordsman.

### Does This Beliong in My Campaign?

The material in this chapter is an extension of the combat options in Chapter Two, and it is intended for use with the *Player's Option* combat system presented in Chapter One. This chapter can be used by itself, however.

Brawling, subduing, and martial arts can all be incorporated into a campaign separately or together.

### Brawling

No character is entirely helpless while still conscious and free to move. Improvised weapons such as iron spikes and chairs often lie within easy reach, and a blow from a fist often can be as telling as a dagger thrust.

Brawling is generally less deadly to the defender than armed combat, but it does, however, carry its own risks.

## Brawling Attacks Against Armed Opponents

Any brawling attack provokes an attack of opportunity from any and all opponents who are armed and threatening the assailant. The defender gets a +4 bonus to attack and damage rolls. If an attack of opportunity slays the attacker, there is no brawling attack. If an attack of opportunity creates a knockdown chance, the brawling attack automatically fails and is wasted, even if the attacker's saving throw succeeds and he is not knocked down—the defender's weapon keeps the attacker at bay. If an attack of opportunity results in a critical hit, the character who scored the hit can choose to roll for the critical hit (see Chapter Six) or force the brawling attack to automatically fail.

## Temporary Damage

Only one quarter of any damage inflicted in brawling combat is normal. Divide the damage from each attack by four and round down. The result is the normal damage from the attack; all remaining damage is temporary. If a single attack inflicts less than four points of damage it is all temporary damage. (Two humans with average Strength scores pummeling each other with bare knuckles can inflict only temporary damage.)

Temporary damage automatically heals at the rate of one point per combat round (or standard round if the *Player's Option* combat system is not in use) no matter what the injured character does. It is helpful to keep track of temporary damage separately.

Characters reduced to –10 hit points by temporary damage (or a combination of temporary and normal damage) are still dead. Characters reduced to between 0 to –9 hit points recover one temporary damage point each combat round (instead of losing a point each round), but remain unconscious for 2d6 full turns or until healed. Normal damage takes precedence over temporary damage. If a character has suffered enough normal damage to reduce his hit points below zero, he loses one hit point each round (as described in Chapter One under Damage and Dying) and regains no temporary damage.

The attacker in an unarmed combat can opt not to inflict damage—this is called pulling the punch, though it applies to all forms of unarmed combat. The attack may still generate special effects such as knockouts, knockdowns, holds, locks, and pins, but it inflicts no damage at all.

## Opposed Rolls

The brawling procedures make extensive use of opposed rolls. See Chapter Two for a discussion of how to use opposed rolls in combat. Note that in an opposed ability check a die roll of 20 is always a failure, even if the effective score is 20 or more. In an opposed attack roll, a die roll of 1 is always a failure, even if adjustments to the roll would allow for success.

### Pummeling

Pummeling includes most attacks made with hands, fists, elbows, and the like. Humanoid and partially humanoid creatures with racial intelligence of at least low can make pummeling attacks. Nonhumanoid creatures with racial intelligence of at least average and with manipulative appendages at least as large and strong as human hands and arms also can pummel. Humans, demihumans, orcs, ogres, giants, centaurs, and similar creatures can make pummeling attacks. Great cats, octopi, oozes, horses, and other creatures who lack intelligence or prehensile appendages cannot. Common sense must apply. For example, the DM might allow androsphinxes to make pummeling attacks if they retract their claws. Generally, however, creatures with natural attacks use them in preference to pummeling attacks.

Pummeling requires at least one free hand, although the attacker may wear a metal gauntlet or similar item. A character may also use a weapon pommel or an improvised weapon, such as a mug or bottle, in a pummeling attack. Attacks with improvised weapons provoke attacks of opportunity just as other brawling attacks do.

The target of a pummeling attack must be alive, non-vegetable, organic, and non-fluid. Undead, shambling mounds, golems, and jellies are among the many creatures that cannot be pummeled.

Pummeling is ineffective against creatures who can be harmed only by special or magical weapons unless the attacker functions as a magical weapon powerful enough to hurt the creature (see *DMG*, Table 46; note that character levels never apply to the table). Elementals, fiends, and most extraplanar creatures are immune to pummeling unless attacked by similar creatures or by characters using magical weapons.

Creatures immune to blunt (type B) weapons are immune to pummeling attacks.

No creature can pummel an opponent more than one size larger than itself unless the

target is not standing up (prone, kneeling, or sitting) or the attacker has a height advantage or can fly. For example, a halfling usually cannot pummel a hill giant.

## Pummeling Procedures

Most characters can make a single pummeling attack each round. Any character can gain an extra pummeling attack each round by punching with both hands (provided both hands are free). However, the character suffers the penalties for attacking with two weapons (see Chapter Two).

To make a pummeling attack, the character makes an attack roll vs. the defender's Armor Class. Pummeling damage and speed varies with the type of implement used to pummel:

- Small, soft objects (bare hands) inflict 1d2 points of damage; base speed is fast.
- Small, hard objects (mailed fists, mugs, weapon pommels) inflict 1d3 points of damage; base speed is fast.
- Large, soft objects (saddles, unconscious characters) inflict 1d4 points of damage; base speed is slow.
- Large, hard objects (chairs, small tables, sacks of coins) inflict 1d6 points of damage; base speed is slow.

To be used as an improvised weapon, an object must weigh no more than one third of the attacker's maximum press score (from *PHB*, Table 1) and its greatest dimension can be no larger than half the attacker's height. For example, a Man-sized creature could wield a tall stool in a pummeling attack, but not a stepladder or banquet table; common sense must apply.

A cestus (see Chapter Seven) is a special case. A character employing a cestus uses the pummeling procedure but inflicts normal damage.

Strength bonuses to attack and damage rolls apply to all pummeling attacks.

There is no knockdown die for pummeling attacks. Instead, there is an opposed Strength roll to see if the defender is knocked down. Modify the opposing Strength scores as follows:

- 2-point bonus or penalty per size difference of the attacker versus the defender;
- +1 for attacking with a large object;
- +1, +2, or +3 for a specialized, master, or grand master attacker.

The defender is knocked down if the attacker wins the opposed Strength roll. If both Strength rolls succeed, the character who succeeds with the highest roll is the winner. If the attacker fails her Strength roll, there is no knockdown no matter what the defender rolls. If the defender fails her Strength roll, there is no knockdown unless the attacker's roll succeeds.

If a pummeling attack scores a critical hit, do not use the procedures in Chapter Six. Instead, the defender must save vs. death or be knocked unconscious for 3d10 combat rounds. The attacker's hit probability adjustment (from Table 1 in the *PHB*) for Strength applies as a bonus or penalty to the saving throw. If the attacker does not have a Strength score, determine the attacker's effective Strength using the formula found in Chapter Two

and apply the appropriate modifier from the *PHB*.

## Pummeling Skill Levels

- **Nonproficient:** Most characters have had some experience with pummeling since early childhood, and nonproficient characters are very rare. If the optional character point system from the *Skills & Powers* book is in use, a character who is nonproficient in pummeling may claim 3 extra character points. Such characters are very rare, however, and the DM and the player should agree on a reason why the character is nonproficient; perhaps the character had an isolated and nonviolent childhood, or comes from a culture where fistfighting is unknown. A nonproficient pummeler suffers the attack penalty listed for his class in Table 34 from the *PHB* and cannot score a knockdown or knockout with a pummeling attack.
- **Familiar:** The vast majority of characters are assumed to be familiar with pummeling, and need not spend any character points or proficiency slots on the skill. Such characters can make one pummeling attack each combat round with no penalty.
- **Proficient:** Any character can spend character points (or a weapon proficiency) to become proficient at pummeling. Nonwarriors gain no benefit from pummeling proficiency. Proficient warriors gain their full allotment of melee attacks when pummeling.
- **Expert:** Any character can spend character points (or weapon proficiencies) to become expert at pummeling. Expert warriors who are entitled to more than one melee attack each round can make the same number of pummeling attacks each round, but gain no other benefits. Expert nonwarriors can make multiple pummeling attacks at the same rate as a nonspecialized warrior of the same level.
- **Specialized:** Generally, only single-classed fighters can become pummeling specialists, though there are optional rules in the *Skills & Powers* book that allow other characters to specialize. Pummeling specialists gain the normal specialist attack and damage bonuses and extra attacks. Specialists' attack bonuses apply to their Strength scores when rolling for knockdowns.
- **Master:** Only single-classed warriors can attain mastery in pummeling. Pummeling masters gain the normal master attack and damage bonuses and extra attacks. Masters' attack bonuses apply to their Strength scores when rolling for knockdowns, and apply as penalties to saving throws vs. knockouts. Grand master pummelers can use critical augmentation to score knockouts on attack rolls of 16 or better.

## An Example of Pummeling

Anada, an 8th-level elf warrior, has just escaped from a cell inside a bugbear lair. He has no weapons but still wears his suit of *chain mail +1*. Anada surprises a pair of unwary bugbear guards and moves in to attack them from behind. The bugbears are Large creatures, but Anada is Man-sized, so his pummeling attacks can effect them. Anada is familiar with pummeling, and can make only one pummeling attack each round despite his warrior level (though he could make a second attack with his other fist and suffer the penalties for a two-handed attack).

Because he is not in a threatened square, his first punch does not provoke an attack of opportunity. Anada's attack roll must be good enough to hit AC 5, a bugbear's normal Armor Class. He hits with a roll of 18, good enough to score a critical hit. Anada's

Strength is 17, so the bugbear suffers 2d2+1 points of damage from Anada's bare fists (the damage is doubled due to the critical hit). The blow inflicts 3 points of damage, all temporary. Next, Anada and the bugbear must make opposed Strength rolls. Anada receives a –2 penalty to his Strength score because he is one size class smaller than his opponent. The bugbear's effective Strength is 17, with a +2 bonus because it is larger than Anada. Anada rolls another 18 and the bugbear rolls a 10. The bugbear is not knocked down. (Because Anada failed his Strength roll, the bugbear would not be knocked down in any case.)

The critical hit makes the bugbear roll a saving throw vs. death at –1 (because of Anada's 17 Strength) to avoid being knocked out. It fails the roll and falls unconscious for 3d10 combat turns. The second bugbear takes no action, because Anada has surprise.

The next round, Anada wins initiative and moves in to pummel the second bugbear, who turns to face him. Anada's punch provokes an attack of opportunity, because the bugbear threatens him. The bugbear has +4 attack and damage bonuses and its racial damage bonus of +2. It hits Anada for 9 points of normal damage and scores a knockdown chance. Anada's pummeling attack automatically fails, but his saving throw is successful and he is not knocked down. The bugbear decides to use its regular attack to punch Anada with its free hand, in hopes of recapturing him alive. It must hit AC 3 (Anada has a 15 Dexterity in addition to his magical armor) and misses.

During the next round Anada tries to pick up the fallen bugbear's weapon. The second bugbear wins initiative, however, and tries to punch Anada again. Anada is not yet armed, so there is no attack of opportunity. This time the bugbear hits, inflicting 1d3+2 points of damage with its mailed fist. It scores 5 points of damage, 1 normal and 4 temporary. Anada has now suffered 14 points of damage, 10 normal and 4 temporary. Unfortunately, Anada only had 12 hit points at the start of this battle, having been wounded earlier. Because his current hit point total is –2, he falls unconscious for 2d6 full turns. The bugbears drag him back to his cell, and watch him more carefully this time.

## Special Pummeling Maneuvers

The following are special attacks that can be attempted as a pummeling attack. They are typically attempted to cause a special situation, such as a knockout.

### Sapping

The basic rules for sapping are found in Chapter Two. However, a character may attempt to make a ranged sap attempt with a thrown abject, subject to range, Strength, and Dexterity modifiers. Damage is determined by the object's size and hardness, as given above. There is a one-phase delay when making a ranged pummeling attack; small objects become average, large objects become very slow. Small objects have a maximum range of 15 yards. Short range is 5 yards or less, medium range is 5–10 yards, and long range is 10–15 yards. Large objects cannot be thrown unless they can be wielded as improvised weapons as described above; they have a maximum range of 5 yards and are always considered to be at medium range. Size Large and larger creatures might be able to hurl some large objects, such as sacks of coins, as though they were small objects.

### Kicking

Characters attacking with a height advantage (or attacking a prone, kneeling, or sitting opponent) can pummel by kicking instead of punching. Humanoid characters tend to have stronger legs than arms, and inflict extra damage:

- **Bare feet:** 1d3 points of damage;
- **Shoes, boots:** 1d4 points of damage;
- **Heavy boots:** 1d6 points of damage;
- **Iron-shod or hobnailed boots:** 1d8 points of damage.

Wrestling Wrestling includes all attacks aimed at grasping and holding an opponent. Any creature with racial intelligence of at least semi- can make wrestling attacks if it also has grasping appendages that it could use to restrain an opponent. Incorporeal and amorphous creatures cannot make wrestling attacks and cannot be wrestled. Limbless creatures, such as worms, snakes, and the like, generally cannot wrestle, though constrictor snakes can be assumed to be using a form of wrestling.

Wormlike and snakelike creatures are resistant to wrestling damage, but can be held or locked so they cannot attack until they win free of the hold. Creatures immune to normal weapons have a natural resistance to wrestling attacks, so they can be grappled or pinned but take no damage from a hold unless the attacker functions as a magical weapon. Immunity to normal weapons, however, does not protect a creature from the effects of a lock, including damage.

Wrestling requires both hands free. Shields, which are normally worn strapped to the forearm, interfere with the character's grip and prevent wrestling.

Wrestling combat always takes place between two opponents; multiple attackers cannot make a wrestling attack as a group. Damage from wrestling holds and locks is mostly temporary, just like other types of brawling damage.

## Wrestling Procedures

Most characters can make one wrestling attack each round. Wrestling attacks take place on the attacker's base initiative phase.

A wrestler makes an attack roll vs. Armor Class 10, regardless of the defender's actual Armor Class. Bonuses for the defender's Dexterity and magical protections apply. Effects that provide a flat Armor Class, such as magical bracers or shield spells, count as a +1 bonus regardless of how strong their enchantments are. If the attacker misses, his action phase ends. If the attacker scores a critical hit, the defender is automatically held. The attacker enters the defender's square and inflicts 1d2 points of damage. The attacker can immediately try for a lock (see Previously Established Holds, below). If there is no critical hit, the attacker enters the defender's square and immediately checks for a hold.

### Holds

To check for a hold, the combatants make an opposed attack roll vs. AC 10 (Dexterity and magical bonuses apply). Strength bonuses apply, along with the following modifiers:

- 4-point bonus or penalty per size difference of the attacker versus the defender;
- –1 for a defender normally immune to the attack;
- –2 for defenders with unusually supple bodies (snakes, eels, worms, etc.).

The attacker must win the opposed roll to achieve a hold. If the defender wins, if there is a tie, or if both rolls fail, the attacker is driven back to his original square and the grapple is broken. Both characters retain their original facings.

If the attacker wins the opposed roll, the attacker achieves a hold. The defender suffers 1d2 points of damage unless immune to the attack, and the attacker can try for a lock during his next attack. A hold lasts until the attacker frees the defender, or the defender breaks free. Grappled characters cannot move until they free themselves, and they cannot make attacks of opportunity. Checking for a hold ends the attacker's action phase; the character cannot attack again until he would normally be eligible for a melee attack (usually the next combat round); however, the character can counter the defender's attempts to get free (by making opposed rolls).

Strength bonuses to attack and damage rolls apply to all wrestling attacks, holds, and locks.

### Previously Established Holds and Locks

When a character is eligible to make an attack and begins the action phase with a character in his grasp, the attacker can release the opponent, try to improve his grip, or just hold on.

If the attacker releases his opponent he can immediately attempt another unarmed attack, draw a weapon and attack (this counts as a half-move action), or attempt some other action normally available to the character, such as movement.

If the attacker tries to improve his grip, make another opposed attack roll as described above. If both attack rolls fail, there is no change in the combatants' status—they remain grappled and no damage is inflicted. If the defender wins, the attacker suffers 1d2 points of damage (plus Strength bonus) and the defender's position improves one place. Locked defenders become held, held defenders break free. If the defender wins with a roll good enough to score a critical hit, the defender immediately scores a lock on the attacker, and can choose a lock result from the table below. The defender now controls the wrestling sequence and is treated as the attacker in subsequent action phases. If the attacker wins the opposed roll, the defender suffers 1d2 points of damage and the attacker's position improves one place; held characters become locked.

If the attacker just tries to hold on, conduct another opposed roll. Unless the defender wins, his status does not change; held characters remain held and suffer 1d2 points of damage, and locked characters remain locked and suffer a lock result of the attacker's choice. If the defender wins, his status improves one place, as noted above. There is no chance for the defender to roll a critical hit and achieve a lock on the attacker. If both attacks fail, or if there is a tie, the defender's status remains unchanged, but the defender takes no damage and cannot suffer a lock result (though an established lock is not broken). The advantage of holding on is that there is also no chance for a critical hit to reverse the attacker's fortunes.

A character who decides to hold on after he has achieved a lock can only repeat the previous lock effect. If the character wishes to change effects, he must win another opposed roll.

### Breaking Free

A defender who begins an action phase in another character's grasp cannot move. The only combat actions he can take is an attack with a size S or natural weapon, pummeling, or wrestling. These attacks must be directed at the opponent grappling the character. Attacks with size S weapons and pummeling attacks suffer a –2 attack penalty. Natural and armed attacks are not possible if the character's original facing would not allow them. For example, a fighter who makes a wrestling attack from one of a lion's rear squares could not be subjected to the lion's claw attacks, though the lion could turn its head to bite.

If the defender scores a critical hit with a weapon or natural attack, he can opt to inflict double damage (and perhaps roll for a special effect according to the rules presented in Chapter Six) or force the attacker to release him. If the defender scores a knockdown with a pummeling or weapon attack, he breaks free.

If the defender makes a wrestling attack, conduct an opposed attack roll as described above. If both attacks fail, there is no change in the combatants' status—they remain grappled or locked and no damage is inflicted. If the defender wins, the attacker suffers 1d2 points of damage (plus Strength bonus) and the defender's position improves one place. Locked defenders become grappled, and grappled characters break free. If the defender wins with a roll good enough to score a critical hit, the defender immediately scores a lock on the attacker and can choose a lock result from the table below. The defender now controls the wrestling sequence and is treated as the attacker in subsequent action phases. If the attacker wins the opposed roll, there is no change in the defender's status. If the attacker wins with a roll good enough to score a critical hit, the attacker automatically achieves a lock.

## Assistance

Wrestling involves seizing and controling the defender's body; multiple attackers tend to hinder each other more than the defender. Even Very Large creatures that occupy more than one space on the map cannot be wrestled *en masse* because it is impossible to coordinate their actions as the defender thrashes about. The attacker's companions, however, can make melee, pummeling, and overbearing attacks against the defender. (A character involved in wrestling combat does not count as part of the pile if his companions try to overbear the defender).

It is equally difficult to involve multiple defenders in wrestling combat. A single character can try to grapple the attacking wrestler and pry him loose from the defender. If the rescuer achieves a hold (or a lock) on the attacker, the original defender breaks free and the original attacker is pulled into the rescuer's square.

A hold or lock also can be broken by scoring a knockdown or critical hit with a weapon or pummeling attack, as described above, or by overbearing the attacker. Additional defenders who threaten the attacker can make attacks of opportunity every time the attacker initiates an opposed roll.

Missile attacks directed at wrestlers have a chance to hit either characters as described in Chapter One.

## Locks

Characters who become locked suffer one of the following effects, chosen by the character who achieved the lock:

- **Throw:** The attacker literally throws the defender through the air. The defender lands, prone, 1 or 2 squares away in any direction the attacker chooses. The defender suffers 1d4 points of damage unless he lands on a soft, yielding surface, but is freed from the attacker's grasp. Defenders thrown onto particularly hard and unyielding surfaces, such as solid stone floors or walls, take 1d4+1 points of damage. If the defender is thrown into another creature, immediately conduct an overbearing attack against the creature struck using the attacker's Strength score and the thrown creature's size. If the defender is thrown into a hazardous area, such as a pool of burning oil or a set of sharp spikes, he takes additional damage from the hazard, just as though he has stepped or fallen into it. Hazards usually inflict normal (not temporary) damage. Defenders at least two size classes larger than their attackers cannot be thrown. Treat the throw as a takedown. If the defender is the same size or smaller than the attacker, the attacker can make a half move before throwing his opponent.
- **Takedown:** The attacker makes the defender fall to the ground in the combat square. The defender suffers 1d3 points of damage and remains in the attacker's grasp.
- **Slam:** The attacker hurls the defender violently to the ground in the combat square. The lock automatically becomes a hold and the victim breaks free if he rolls a successful saving throw vs. breath weapon. The defender suffers 1d8 points of damage in any case. The defender suffers 1d8+1 points of damage if slammed into solid ground, and the appropriate amount of damage is inflicted if the defender is slammed into hazardous ground. Defenders at least two size classes larger than their attackers cannot be slammed. Treat the slam as a takedown.
- **Press:** The attacker squeezes or twists some part of the victim's body, inflicting damage. The victim remains in the attacker's grasp and suffers 1d6+1 points of damage. If the attacker repeats the press on his next action phase, the damage bonus increase to +2 and continues to increase if the attacker can repeat the press without interruption. A press repeated through five consecutive attacks would inflict 1d6+5 points of damage during the fifth attack.
- **Hammer:** The attacker pummels the defender or pounds his body against something. The defender suffers 1d2 points of damage and must roll a successful saving throw vs. death or be knocked unconscious for 3d10 combat rounds. There is no adjustment to the roll as there is in a pummeling attack and no damage adjustment for items the attacker holds or wears on his hands.
- **Manipulate:** The attacker takes control over the defender's body. The attacker can pry items out of the defender's grasp, remove exposed equipment from the defender's body, bind the defender's limbs, negate one of the defender's natural attacks, or inhibit the defender's actions in other ways at the DM's discretion. The defender suffers 1d2 points of damage from the attacker's manhandling.

The attacker can remove one item or bind one limb with a manacle in one attack phase. It takes two attack phases to tie a limb with rope. If in doubt about the attacker's ability to remove an item, allow the attacker to make an open doors or bend bars roll to perform the action. For example, removing a helmet from a struggling hobgoblin would require an open doors roll. Removing a helmet from a struggling storm giant would require a bend bars roll.

It is often possible to maintain a manipulation while performing a press or takedown. If the defender wins an opposed roll while multiple locks are established, all of them are broken.

- **Carry:** The attacker lifts the defender into the air and makes a normal move. The defender's weight (and the weight of the defender's equipment) is added to the attacker's encumbrance rating. The attacker cannot choose this lock if the defender's total weight (with equipment) equals or exceeds the attacker's maximum press values (see *PHB*, Chapter 1).

### Wrestler Versus Wrestler

If two characters have declared wrestling attacks against each other, they automatically grasp each other. Skip the initial attack roll and make an opposed roll on the fastest character's action phase to see who has the advantage. The winner establishes a hold, or a lock if his roll was good enough to score a critical hit.

## Wrestling Skill Levels

- **Nonproficient:** All characters have had some experience with wrestling since early childhood; the only nonproficient wrestlers are creatures that cannot make wrestling attacks at all. In most cases, creatures that cannot make wrestling attacks also cannot be wrestled. If a nonproficient creature can be wrestled, it can make opposed rolls with no penalties, but it cannot score critical hits or achieve holds or locks; the creature can merely wiggle out of the attacker's grasp (or make natural attacks). A character cannot choose to be nonproficient in wrestling and gain extra character points under the optional character point system from the *Skills & Powers* book.
- **Familiar:** Creatures that can make wrestling attacks are automatically familiar with wrestling, and need not spend any character points or proficiency slots on the skill. Such characters can make one wrestling attack each combat round with no penalty.
- **Proficient:** Any character can spend character points (or a weapon proficiency) to become proficient at wrestling. Nonwarriors gain no benefit from wrestling proficiency. Proficient warriors gain their full allotment of melee attacks when wresting. High-level warriors can initiate multiple wrestling attacks each round and can try to improve holds or switch locks in any action phase when they are eligible to make attacks.
- **Expert:** Any character can spend character points (or weapon proficiencies) to become expert at wrestling. Expert warriors who are entitled to more than one melee attack each round can make the same number of wrestling attacks each round, but gain no other benefits. Expert nonwarriors can make multiple wrestling attacks at the same rate as a nonspecialized warrior of the same level.
- **Specialized:** Generally, only single-classed fighters can become wrestling specialists, though there are optional rules in the *Skills & Powers* book that allow other characters to specialize. Wrestling specialists gain the normal specialist attack and damage bonuses and extra attacks.
- **Master:** Only single-classed warriors can attain mastery in wrestling. Wrestling masters gain the normal master attack and damage bonuses and extra attacks. Grand master wrestlers can use critical augmentation to score quick locks on attack rolls of 16 or better.

## An Example of Wrestling

Anada, the elf warrior from the previous example, lures one of his bugbear guards into his cell in another bid to escape. The guard is wary of trouble, so the DM rules there is no chance for surprise, but also gives Anada the first attack as he lunges from behind the door and grapples with the bugbear.

The bugbear is armed, and turns toward Anada as he attacks. Because Anada is threatened, the bugbear gets an attack of opportunity before Anada makes his wrestling attack. Anada gets lucky and the bugbear misses. Anada makes an attack roll vs. Armor Class 10 and rolls a 7, good enough to hit.

Now Anada checks to see if he achieves a hold. Anada and the bugbear make opposed attack rolls. Anada is attacking Armor Class 10 because the bugbear has no magical or Dexterity bonuses; Anada suffers a –4 penalty for being a size class smaller than the bugbear but gains a +1 bonus from his Strength. The bugbear is attacking Armor Class 8 because of Anada's *chain mail* +1 and 15 Dexterity. Anada rolls a 10, good enough to hit. The bugbear rolls an 18, also good enough to hit; however, Anada wins the opposed attack roll because he succeeded with a lower number. Anada has a hold on the bugbear and inflicts 1d2+1 points of damage (because of a successful hold and Anada's 17 Strength). Anada inflicts 2 points of damage, both temporary.

During its attack phase, the bugbear drops its weapon, which is too big to use while grappled, and tries to break free. Anada and the bugbear conduct another opposed attack roll, this time with the bugbear gaining a +4 bonus to its roll for the size difference, since it is the attacker. The bugbear rolls a 20, normally good enough to score a critical hit against Anada's effective Armor Class of 8. Anada, however, rolls an 11, good enough to hit the bugbear's effective Armor Class of 10 and win the opposed roll (because it is successful and lower than the bugbear's roll). Because the bugbear didn't win the opposed roll, the critical roll is disregarded; the bugbear does not achieve a lock on Anada.

Now that both combatants have taken an attack phase, the combat proceeds to the next combat round. Anada wins initiative and tries to achieve a lock on the bugbear. There is another opposed roll, and Anada wins with a roll of 12 versus the bugbear's 2 (the bugbear lost because its attack failed and Anada's succeeded). Anada achieves a lock and decides to hold the bugbear's mouth shut to keep it from calling for help. The DM decides this is a manipulation, and the bugbear suffers another 1d2+1 points of damage. Anada inflicts 3 points of damage, all temporary.

The bugbear tries to free itself once again during its attack phase, but loses the opposed roll. The combat round ends.

During the next round, the bugbear wins initiative, but loses the opposed roll again. Now that the bugbear's mouth is clamped shut, Anada decides to twist the bugbear's head a little, which qualifies as a press. The DM decides Anada can keep hold of the bugbear's mouth while wrenching at its head, but Anada still must make another opposed roll to establish the press. Anada wins again and inflicts 1d6+2 points of damage (1d6+1 for the press, plus one for Anada's Strength). Anada rolls a 4 and inflicts 6 points of damage, 1 normal and 5 temporary. The bugbear has now suffered 9 points of damage, 8 temporary and one normal. The bugbear started with 14 hit points, is now at 5, and struggles on.

Anada loses initiative the next round and the bugbear tries to free itself again. There is another opposed roll, which the bugbear loses. If the bugbear had won, both the press

(head twist) and manipulation (mouth clamp) would have been broken and Anada would only have had a simple hold.

Anada decides to press again on his attack phase. There is another opposed roll, which Anada wins; because Anada was just holding on, the bugbear could not have achieved a lock by winning the roll with a critical hit. Anada has maintained his press through two attack phases, so he inflicts an extra point of damage, for a total of 1d6+3 points. Anada inflicts 7 more points of damage, 1 normal and 6 temporary. The bugbear's hit point total is now below zero, and it falls unconscious for 2d6 full turns. Anada picks up the bugbear's weapon and slips out of the cell.

## Overbearing

This version of overbearing is an expanded version of the one appearing in Chapter Two, but it also assumes that no combatants involved are fighting with weapons. Overbearing includes most attacks aimed at simply overpowering the target. If the attackers are seeking to overwhelm the defender through brute strength or sheer weight of numbers, it's an overbearing attack. Overbearing is a tactic available to any creature and can be used against almost any other creature. Creatures with multiple legs are difficult to overbear. Creatures with no legs at all are nearly impossible to overbear (because they can't be knocked down) but attackers with sufficient strength sometimes can pin them in place. Creatures with no solid form (immaterial, gaseous, or liquid) cannot be overborne.

Characters need not have their hands free to make overbearing attacks, but they might not be able to take full advantage of pins if they do not (see below).

## Overbearing Procedures

Virtually all creatures can make one overbearing attack each round. As explained in Chapter Two, overbearing requires an attack roll vs. Armor Class 10. Adjustments for Dexterity and magic apply to the defender's Armor Class.

If the attack hits, there is an opposed Strength roll to determine if the defender keeps her feet. A list of modifiers (expanded from Chapter Two) is included below:

- 4-point bonus or penalty per size difference of the largest attacker versus the defender;
- +1 bonus per additional attacker;
- –4 penalty if defender has more than two legs;
- –4 penalty if the defender is legless (snake, worm, slug);
- –4 penalty if the defender is generally amorphous (ooze, slime, jelly).*

*Creatures that qualify for this modifier also get the modifier for having no legs, for a total penalty of –8.

If the defender wins the opposed Strength roll, she stays on her feet and the attackers remain in their squares. The defender remains clear and can finish the round normally. If the attackers win, they (or as many as will fit) enter the defender's square and everyone falls in a heap with the attackers on top. The overborne character takes no damage. Note that attackers in squares adjacent to the defender can contribute to overbearing attacks even if they can't enter the defender's square.

If defender is overborne, she loses all actions for the remainder of the round and her actions are severely limited the next round; the character is grappled and cannot move or make any attacks (including attacks of opportunity) until she gets free.

A defender who has been knocked down by an overbearing attack can be pinned if she is successfully overborne again in the following round. Overborne defenders can do nothing until the pin is resolved.

## Pins

Attackers who have made successful overbearing attacks have an advantage over the defender in the following round. The attackers can release the opponent or try for a pin.

If the attackers release the opponent, they can immediately attempt another unarmed attack, draw a weapon and attack (this counts as a half-move action), or attempt some other action normally available to characters, such as movement.

If the attackers try for a pin, conduct another opposed Strength roll. If the attackers win, the opponent is pinned (see below). If the defender wins, the attackers must leave the defender's square and the defender can spend a half move or an attack to stand up, just as if she had suffered a knockdown.

### Effects of Pins

A pin lasts for an entire combat round. A pinned character is considered prone and grappled. The attackers can immobilize a pinned character's limbs if their hands are free. If the attackers are the same size or larger than the defender, one of the defender's limbs is immobilized and useless for every attacker with free hands in the pile. If the attackers are smaller, it takes one extra creature per size class difference to immobilize a limb. For example, it takes one human to hold down an orc's arm, two humans to hold down an ogre's arm, and three humans to hold down a hill giant's arm. If the attackers are larger, they can pin two limbs for every two size classes difference. For example, a single ogre can pin one limb of a dwarf or two of a halfling's limbs.

If all the defender's limbs are immobilized for two consecutive rounds, the attackers have the upper hand and can choose any wrestling lock effect. (Damage from locks achieved through an overbearing pin is mostly temporary, as in all other forms of brawling combat.) A group that achieves a lock inflicts damage only once per round, but uses its effective group Strength score when determining damage.

### Maintaining and Breaking Pins

A pinned creature can make unarmed or natural attacks with its free limbs or can attack with a size S weapon. The pinned character's original facing does not affect these attacks; all the characters involved are entangled in a random dogpile and the defender is assumed to be facing all the attackers simultaneously—this is one disadvantage to overbearing attacks. If the defender inflicts a critical hit with a weapon or natural attack, he can opt to inflict double damage (or roll for a special effect according to the rules presented in Chapter Six) or force the attacker who is struck to release her. If the defender scores a knockdown with a pummeling or weapon attack, the attacker who is struck must release the defender.

The attacker cannot directly counter the pin, she must wait until the attackers try to maintain the pin.

Attackers who have pinned a defender must make an opposed Strength roll each round to maintain the pin. If a pinned defender wins the opposed Strength roll, she breaks the pin and can spend a half move or an attack to stand up. She is still grappled, however. If the defender wins the next opposed Strength roll, she breaks free. If the defender wins initiative, she can force the roll herself on her attack phase; this is the only time a defender can initiate the opposed roll, which can be either an attack or a Strength roll, at the defender's option. If the defender loses or there is a tie, the defender remains grappled and the attackers can skip the attack roll and go directly to the opposed Strength roll on their next action phase. If the defender wins, she breaks free and can finish the round normally.

### Assistance

Overbearing involves brute force and is the natural attack form for groups of creatures confronting a lone target. In the case of multiple defenders, the attackers can divide themselves among their opponents or concentrate on a single defender, provided that the attackers occupy squares adjacent to the defender.

The defender's allies, if clear, can remove attackers from the pile by making overbearing or wrestling attacks against them. An ally who threatens the attackers can make attacks of opportunity each time the attackers initiate an opposed roll—the arrival of an armed ally usually breaks up a massed overbearing attack. A critical hit or knockdown can force an attacker to release a defender, as described above.

Missile attacks directed at a pile have a chance to hit any character in the pile as described in Chapter One.

## Overbearing Skill Levels

Any creature or character who can be overborne is automatically familiar with overbearing combat. A character cannot choose to be nonproficient in overbearing and gain extra character points under the optional character point system from the *Skills & Powers* book.

Overbearing is a crude form of combat that emphasizes brute force over finesse. It is not possible to develop overbearing expertise, specialization, or mastery.

## An Example of Overbearing

Anada, the elf warrior from the two previous examples, is sneaking through the bugbear lair with a morning star in hand. He still wears his *chain mail +1*. The bugbears are quick to note escape and three of them corner him in an unused chamber. The trio decides to rush Anada and take his weapon away.

The three bugbears make a combined overbearing attack against Anada. Because he is armed, Anada can make attacks of opportunity against the bugbears. As an 8th-level fighter, Anada is entitled to up to four attacks of opportunity, but he only gets three since there are only three bugbears. Anada gets lucky and hits all three times. No hits kill any bugbears, but he scores a knockdown chance against one of them. The bugbear fails its saving throw roll vs. death and is knocked down. It cannot participate in the overbearing attack. Even if the save was successful, the bugbear could not participate in the attack because it suffered a knockdown chance.

The two remaining bugbears must hit AC 8 (because of Anada's magical chain mail

and 15 Dexterity). They hit, and there is an opposed Strength roll to see if Anada is overborne. The bugbears receive a +4 bonus because they are larger than Anada and an additional +1 because there are two of them; their effective Strength score for this attack is 19. Anada rolls a 16, higher than his adjusted Strength score. The bugbears roll a 13, easily a success. Anada goes down, with the bugbears on top, in the square where he stood. Anada can do nothing except await the bugbears' pin attempt.

The next round, the bugbears attempt a pin. The third bugbear jumps on the pile, increasing the bugbears' bonus to +6. Anada rolls a 15, exactly what he needs to succeed with his Strength score. The bugbears roll a 10, a success, but Anada succeeded with a higher roll, so he wins. Because he was not pinned Anada can spend a half move regaining his feet and attack with his morning star. His blows do not slay any bugbears, and another bugbear enters the chamber and joins the fray.

All four bugbears attempt to overbear Anada during the next round. Anada gets an attack of opportunity against each of them and slays one. The three survivors make a combined attack and hit AC 8, forcing another opposed Strength roll. The bugbears win, and Anada goes down again. Once again, Anada can do nothing but await the pin attempt.

The three bugbears win the next opposed roll, pinning Anada. Both of Anada's arms and one of his legs are pinned. The DM decides that the bugbear holding Anada's leg is prone, and allows the elf to kick (pummel) that bugbear. Anada hits and scores a knockdown against the bugbear, making it let go of his leg.

The two remaining bugbears try to maintain the pin during the next round, and the bugbear who was knocked loose joins the pile. Anada wins the opposed roll. Because he was pinned, Anada can only regain his feet, he cannot break free or launch any other attacks.

Anada wins initiative, however, and can attack before the bugbears can do anything. His morning star is too large to use while grappled, so Anada decides to break free with an opposed attack roll (taking advantage of his superior THAC0). Unfortunately, he rolls a 1 and fails. He will remain grappled no matter what the bugbears roll.

The bugbears try to overbear again; because Anada is grappled, he gets no attacks of opportunity and the bugbears do not have to make an attack roll. The bugbears win the opposed Strength roll, knocking Anada to the floor again.

By this time, two more bugbears arrive on the scene. The bugbears attempt to pin Anada during the next round and the new bugbears join the pile. They have a +8 bonus and handily win the opposed Strength roll. All of Anada's limbs are pinned.

The next round, they attempt to maintain the pin and succeed again. All of Anada's limbs have been pinned for two consecutive rounds, and the bugbears have him under control. Four bugbears pull Anada's arms and lock them behind his back while the fifth bugbear ties them together (a manipulation). Anada suffers 1d2+10 points of damage from the manhandling (because the bugbears' effective Strength score is 22).

The five bugbears quickly haul their bound captive back to his cell, where they bind him even more securely.

## Attack Options and Unarmed Attacks

Several attack options from Chapter Two are also available to unarmed characters, as follows:

- **Block:** A character can allocate one pummeling attack to block an incoming attack. Blocks vs. other unarmed attacks are resolved normally. Unarmed blocks against weapons, including creatures with natural weapons, receive a –4 penalty.
- **Called Shot:** A called shot to an opponent's head during unarmed combat is a sap attack and should be resolved according to the rules given in Chapter Two. Sapping requires a small, hard object. Bare-handed sapping attacks are treated as normal pummeling attacks.

Most other called shots made during unarmed combat should be resolved as special attacks. Attempts to knock items out of opponents' hands, for example, should be treated as an offensive disarms.

- **Disarm:** An unarmed character can attempt both offensive and defensive disarms at a –4 penalty to his attack roll if he is eligible to make pummeling attacks. If an unarmed character attempts to disarm a two-handed weapon the attack penalty is –8. An unarmed offensive disarm always provokes an attack of opportunity.
- **Pull/Trip:** Most unarmed pull/trip attacks should be resolved as wrestling attacks. An unarmed pull/trip can be resolved as a pummeling attack if directed at an opponent who is moving and unaware of the attack. Use the pull/trip rules from Chapter Two to resolve this maneuver.
- **Unhorse:** Treat unarmed unhorse attempts as overbearing attacks if the attacker could conceivably get her body onto the mount while attacking (as might be the case if the attacker were jumping down on the mounted character from a height); otherwise, resolve them as wrestling attacks.
- **Duels:** Two unarmed characters can conduct a duel if they are not involved in a wrestling sequence (the opposed rolls in a wrestling combat already reflect a contest of skill). If a successful grapple during any duel results in a hold, the duel is suspended until the resulting wrestling sequence ends. See Dueling in Chapter Two for procedures.

### Subdual Attacks

It is possible to employ most common weapons in a generally nonlethal manner by striking only with the haft or flat of the blade. For some weapons, it is possible for the attacker to reverse his grip and use the weapon's butt or pommel as a club.

To make a subdual attack, a character makes an attack roll vs. the opponent's normal Armor Class. There is –4 attack penalty and the weapon's damage is reduced by half; round fractions up. Subdual attacks are treated as armed melee attacks in all other ways.

Characters who are entitled to multiple melee attacks can make multiple subdual attacks. All bonuses for Strength, expertise, specialization, and mastery apply to subdual attacks. Any damage inflicted is three quarters temporary, just as in brawling attacks. Creatures reduced to zero hit points or less fall unconscious just as in brawling combat. If you don't want to bother with dividing subdual damage in half, then dividing by four, roll a smaller die for damage instead. For example, roll 1d4 for a long sword, 1d3+1 for a footman's mace, and 1d4 for a morning star. A critical hit with a subdual attack causes a blunt critical effect (see Chapter Six) or forces the target to roll a successful saving throw vs. death to avoid being knocked out for 3d10 combat rounds. There is no saving throw adjustment for the attacker's Strength as there is in pummeling attacks.

## An Example of Subduing

The hapless Anada finds himself forced into a gladiatorial combat by his bugbear captors. His opponent is Barzun, a 7th-level dwarf fighter. Anada decides he doesn't wish to kill his fellow prisoner and decides to attack to subdue instead. Barzun wears plate mail and carries a shield, giving her an Armor Class of 2. Anada wins initiative and rolls a 12. Anada's THAC0 is 13, so his roll is good enough to hit even before adding the +1 attack bonus Anada gets for his 17 Strength, but not good enough for a critical hit. The DM decides Anada should roll 1d4 to determine the morning star's subdual damage (but the DM could have decided to roll 2d4 and divide the result by two). Anada rolls a 3; Barzun suffers 4 points of damage (+1 for Anada's Strength). Three points are temporary and 1 point is normal.

Barzun decides to reply with a subdual attack as well. Anada's Dexterity and *chain mail +1* give him an Armor Class of 3. Barzun rolls a 10. Her THAC0 is 14, making her roll barely good enough to hit after adding the +1 attack bonus from her 18/21 Strength. Barzun rolls a 2 for damage; she adds +3 for her Strength and inflicts 5 points on Anada, 4 temporary and 1 normal.

Anada wins initiative again and declares a no-move attack. He attacks once with his morning star in the average phase and again in the slow phase (because he is 8th level and entitled to an extra melee attack this round). Barzun also declares a no move attack and gets attacks in the average and slow phases. Because she lost initiative, Barzun strikes last in each phase. Anada's first attack hits with a 15. There is no chance for a critical hit, and he inflicts 4 points of damage again (3 temporary and 1 normal). Barzun misses her attack, and combat proceeds to the next phase.

Anada hits again and inflicts 5 points of damage. Barzun has now suffered 13 points of damage (10 temporary and 3 normal). Barzun's final attack hits with a 20. She only needed to roll a 10, so the 20 is good enough for a critical hit. Anada suffers 2d4+3 points of damage (the morning star's 1d4 subdual damage is doubled to 2d4 and Barzun's +3 damage bonus is added). Barzun rolls a 6, inflicting 9 points of damage, 7 of which are temporary and two that are normal. Anada has now suffered 14 points of damage, 11 temporary and 3 normal. Barzun opts to knock out Anada rather than rolling for a critical hit. Anada rolls a 2, failing his saving throw vs. death; he will be unconscious for 3d10 combat rounds and the gladiatorial fight ends, much to the bugbears' disappointment.

## Martial Arts

Martial arts is a specialized form of pummeling that uses the body as a weapon. A creature must be able to make pummeling attacks to employ a martial art. Martial arts are difficult to learn and not commonly known. Generally, only creatures with at least average intelligence and from mediative, nonmaterialistic cultures can learn martial arts.

Martial arts requires at least one free hand. Unlike a character making normal pummeling attacks, a martial artist must be bare-handed or wearing only normal gloves and shoes. A martial art is a discipline of the mind and body and most implements are avoided. Improvised weapons cannot be used in martial arts attacks.

Martial arts attacks inflict mostly temporary damage, just as normal pummeling attacks do. Marital arts attacks are ineffective against creatures normally immune to pummeling attacks.

## Martial Arts Procedures

Except where noted below, martial arts attacks are resolved as pummeling attacks. A martial artist enjoys some advantages while pummeling, depending on the style of martial arts he is using:

- **Style A:** The style emphasizes striking with the hands or fists. The character's bare or gloved hands are treated as small, hard objects (1d3 points of damage), and the character can strike and damage creatures of any size. If the character is unarmed and unarmored, he can make an extra attack each round with his other hand (provided that it is free) without the usual penalties for attacking with two weapons.
- **Style B:** The style emphasizes striking with the feet. The character's bare or shod feet are treated as large, hard objects (1d6 points of damage), and the character can kick opponents even when they are not prone, sitting, or kneeling. If unarmed and unarmored, the character can make an extra attack each round with one of his free hands. Note that the ability to pummel creatures of any size is not part of this style.
- **Style C:** The style emphasizes throws and escapes. The character can choose the pull/trip combat option when making pummeling attacks. If the attack hits, the martial artist can use either his Strength or Dexterity score for the opposed roll. The martial artist also can make an opposed attack roll to escape any hold, grapple, lock, or pin. The escape roll counts as an attack, but if it succeeds the martial artist is considered clear and can finish the round normally.
- **Style D:** The style emphasizes dodges and blocks. The character can make one free block each round in addition to any attacks he makes. If unarmed and unarmored, the character receives a –2 Armor Class bonus.

## Martial Arts Skill Levels

- **Nonproficient:** Any character who has not been trained in one of the four martial arts styles automatically falls into this category. Nonproficient martial artists can make normal pummeling attacks, but cannot claim any martial arts benefits.
- **Familiar:** Familiarity has no effect on the martial arts; a character is proficient in a martial art or he is not.
- **Proficient:** Martial arts styles are unknown in most AD&D game lands. To spend character points (or a weapon proficiency) to become proficient in a martial arts style, a character must be native to (or have paid an extended visit to) a culture where martial arts has developed. Such cultures are usually nonwestern, philosophical, and nonmaterialistic. They usually stress the power of nature or of the inner self over the power of tools, weapons, and technology. Such cultures often do not allow commoners to own weapons or armor.

Proficient nonwarriors can make one martial arts attack each round. Proficient warriors gain their full allotment of melee attacks when making martial arts attacks. If a character has sufficient character points (or proficiency slots) available, he can become proficient in more than one martial arts style. All benefits are cumulative; for example, a character proficient in styles A and B could kick or punch creatures of any size, inflicting 1d3 points of damage with a punch and 1d6 points of damage with a kick. If unarmored, the character could make one extra punch each round with no penalties. Note that the four martial arts styles do not constitute a weapon group; each much be learned separately.

- **Expert:** Any character who knows a martial arts style can spend character points (or

weapon proficiencies) to become expert in the style. (Characters proficient in multiple martial arts styles can become experts in only one style.) Expert warriors who are entitled to more than one melee attack each round can make the same number of martial arts attacks each round, but gain no other benefits. Expert nonwarriors can make multiple martial arts attacks at the same rate as a nonspecialized warrior of the same level.

- **Specialized:** Generally, only single-classed fighters can become martial arts specialists, though there are optional rules in the *Skills & Powers* book that allow other characters to specialize. Martial arts specialists gain the normal specialist attack and damage bonuses and extra attacks. Specialists' attack bonuses apply to their Strength scores when rolling for knockdowns. Characters proficient in multiple martial arts styles can become specialists in only one style. Martial arts specialists can make martial arts attacks against armed opponents without provoking attacks of opportunity. Specialists can attempt blocks and disarms against armed opponents without the –4 penalty to the opposed roll; martial arts disarms against two-handed weapons receive a –4 penalty instead of the normal –8 penalty for unarmed disarms.
- **Master:** Only single-classed fighters can attain mastery in martial arts. Martial arts masters gain the normal master attack and damage bonuses and extra attacks. Masters' attack bonuses due to their Strength scores apply when rolling for knockdowns, and apply to opponents as penalties to saving throw rolls vs. knockouts. Grand master martial artists can use critical augmentation to score knockouts on attack rolls of 16 or better.

A martial arts master threatens his front squares and is entitled to make attacks of opportunity just as if he were armed with a weapon. A martial arts master can choose to inflict normal damage instead of mostly temporary damage. If the master rolls a critical hit while inflicting normal damage, he scores a bludgeoning critical instead of a knockout chance. When determining severity, compare the master's size class with the target's. Reduce the master's size class by one category if the attack is a punch.

## Martial Arts Weapons

There are a few weapons specifically designed for use in the martial arts. Most of these weapons were originally improvised from common tools, but have been refined to function as extensions of a martial artist's body. Chapter Seven includes a list of these weapons.

A martial arts weapon functions normally in most respects. A character chooses it and learns to use it as he would any other weapon. A martial artist armed with a martial arts weapon can use his style's special abilities even if they normally require him to be unarmed. The martial artist can employ the weapon in combat to avoid provoking attacks of opportunity and other penalties associated with being unarmed. For example, a character proficient in style A martial arts could use a nunchaku in each hand, inflict 1d6 points of normal damage with each hit, and avoid attacks of opportunity. A character proficient in style B could use a nunchaku and still claim his Armor Class bonus if he is unarmored; the character could use the nunchaku to perform his free block without the –4 penalty for being unarmed.

Martial artists are still subject to the normal nonproficiency penalties when using martial arts weapons. Nonspecialist martial artists still provoke attacks of opportunity if

they make unarmed attacks while armed with a weapon, even a martial arts weapon. For example, a kick from a character proficient in style B could provoke an attack of opportunity even if the martial artist was holding a nunchaku at the time.

## An Example of Martial Arts Combat

Anada, the elf fighter from previous examples in this chapter, is finally rescued from the clutches of his bugbear captors. His next adventure takes him to a distant land he has never visited before. Anada returns to his campsite one morning to discover a motley trio of humans helping themselves to his rations. He shouts and charges, waving his sword high. To Anada's surprise, the unarmed brigands stand their ground.

Anada wins initiative and attacks first; he rolls a 15 and easily hits his unarmored opponent (though there is no critical hit). The brigands are proficient in type B martial arts. They are hungry and decide to kick and punch. The kicks provoke attacks of opportunity from Anada, but the punches do not because a single character can make only one attack of opportunity against a given opponent in one combat round. All of Anada's attacks hit. The brigand wounded earlier by Anada drops to the ground, reduced to less than 0 hit points. Anada rolls an 18 against the second brigand, more than enough for a critical hit. Anada inflicts 2d8+1 points of damage and decides to foil the brigand's attack rather than rolling for a slashing critical. Anada merely wounds the third brigand, who can complete his attack. The brigands are 2nd-level fighters (THAC0 19). The brigand rolls a 17, good enough to hit Anada's Armor Class of 4. (Anada still has his 15 Dexterity and *chain mail +1*, and he has picked up a shield, which improves his Armor Class to 2. However, he suffers a +2 Armor Class penalty for charging.) The kick inflicts 4 points of damage, 3 temporary and 1 normal. To see if there is a knockdown, Anada and the brigand must make an opposed Strength check. The brigand's Strength is 14 and he gets a +1 for attacking with a large object (his foot is treated as one because he is using style B). Anada's Strength of 17 is unmodified. Anada wins the opposed roll and is not knocked down. Now the two brigands make their punching attacks, and both miss.

The next round, the wounded brigand retreats, leaving his comrade to face Anada alone. The brigand decides to block and Anada declares an attack. Anada wins initiative, but the brigand still can block because the block was declared before the initiative roll. The brigand announces that he's blocking the sword with his arm. There is an opposed roll; the brigand makes an attack vs. Armor Class 4, with a –4 penalty for an unarmed block vs. a weapon. Anada makes an attack roll vs. the brigand's Armor Class of 10. The brigand rolls a 19 and Anada rolls a 20. The brigand succeeds in spite of the penalty. Anada has succeeded, too, but the attack is blocked because the brigand succeeded with a lower roll (just Anada's luck). Because the brigand is entitled to two attacks (a kick and a punch), he could attack with a kick now (because he's already used his punch to block Anada's sword). The brigand decides he doesn't want to suffer another attack of opportunity and doesn't attack.

Anada is entitled to two attacks as well (because he is an 8th-level fighter), and he swings his sword on the next action phase. The brigand decides to allocate his second attack as another block. The DM considers the situation for a moment, since he's not sure it's possible to block a sword with a kick. The DM decides to allow the block because the brigand is trained in a martial art. There is another opposed roll, which the brigand loses. The damage is enough to put the brigand under 0 hit points. The brigand who retreated

earlier flees, and Anada has won the confrontation.

## Martial Arts Talents

Once a character is proficient in at least one martial arts style, she can acquire, with the DM's approval, a variety of additional skills that reflect her advanced mental and physical training. Only a martial artist can learn the skills presented here. They can be purchased with either weapon or nonweapon proficiency slots.

**Flying Kick** (1 slot/3 CP) Strength/Muscle
Groups: Warrior Initial rating: 5
The character can leap high into the air, leading with a powerful kick that can strike opponents up to three squares away. The character can land in any square adjacent to the target, as long as it is within two squares of the attacker's starting position. If the character is not proficient in style B, this maneuver is the only attack she can make in the round, and the kick inflicts 2d4 points of damage. Strength bonuses to the attack and damage rolls apply, but specialization and mastery bonuses from another marital arts style do not.

If the character is proficient in style B, this maneuver can replace one kick attack each round, and the kick inflicts 2d6 points of damage. Strength bonuses apply to the attack and damage rolls. If the character is a style B specialist or master, the appropriate bonuses also apply.

If the character has at least one square of running room and declares a half move action, no ability check is required. If the character has no running room or declares a no move action, a Strength/Muscle check is required. If the ability check fails, the attack automatically misses as the character falls down in her landing square.

**Backward Kick** (1 slot/ 3 CP) N/A
Groups: Warrior, Priest, Rogue
The character can attack an opponent standing in one of her rear squares either by lashing backward or kicking over her own head. This maneuver does not provoke attacks of opportunity (but deliberately turning one's back on an opponent does). This maneuver works best for characters proficient in style B, similar to the flying kick described above.

**Spring** (1 slot/3 CP) Dexterity/Balance
Groups: Warrior, Rogue Initial rating: 5
The character can make astonishing jumps and leaps with blinding speed. At the cost of a half move or an attack, the character can spring into the air, attaining a height of five feet and landing up to two squares away in any direction. The character can flip and twist while airborne to achieve any facing when he lands. If the character has a 2-square running start, he can double his springing distance, landing up to four squares away and leaping 10 feet in the air, but the running start is a half-move action. For every additional slot spent on this skill, the character can add five feet and one square to the distance achieved.

For example, a character who as spent two slots on this skill could leap 10 feet into the air and land up to three squares away from a standing start. If the character's Dexterity/Balance roll fails, the character falls down in his landing square; he can get up

during his next action phase, but can take no other actions until the following round. If the ability check succeeds, the character can finish the round normally after landing.

**Crushing Blow** (1 slot/3 CP) N/A
Groups: Warrior, Priest, Rogue
The character can break hard objects with her hands (or feet if she uses style B). Under ideal conditions, the character can break a wooden board 1/2" thick per level or 1/4" slab of stone or brick per level. Objects that are exceptionally strong, reinforced, supported by other objects (such as bricks in a wall), or not shaped like boards receive a saving throw roll vs. crushing blow to avoid breakage. When used against a creature, the crushing blow does normal damage plus 1 point per level. A crushing blow requires intense concentration. It is a no-move action, and the character can take no other actions during the round when she uses the crushing blow.

**Instant Stand** (1 slot/3 CP) Dexterity/Balance
Groups: Warrior, Priest, Rogue Initial rating: 7
The character can instantly regain his feet after falling down. If the ability check succeeds, the character can ignore the effects of knockdowns or failed spring attempts. If the ability check fails, the character can get up during his next action phase, but cannot take any further actions until the next round. Characters cannot use this skill while pinned, locked, held, or grappled.

**Missile Deflection** (1 slot/3 CP) N/A
Groups: Warrior, Priest, Rogue
The character can perform block maneuvers (see Chapter Two) against normal missiles fired at her from the front. The character can use her free change of facing (see Chapter One) to turn toward an attacker firing missiles from her flank or rear, but this counts as her change of facing for the round.

Normal missiles include mundane and enchanted arrows, axes, bolts, javelins, small stones, and spears. Large or magical missiles, such as ballista bolts, hurled boulders, and magic missile spells, cannot be deflected.

# Chapter Six: Critical Hits

Fantasy literature is full of mighty blows and grievous wounds that change the course of a battle. Characters such as Robert E. Howard's Conan, Beowulf, or any of the heroes of the Arthurian legends wreaked havoc among their enemies—cleaving skulls, severing limbs, and otherwise smashing their foes into red ruin. Every fan of heroic fiction is a little fascinated (and sometimes horrified) by blood and gore. You only have to go out to the movies to see that this is true.

However, the purpose of this chapter is not to overwhelm AD&D players with sickening displays of pointless violence. The purpose of this chapter is to provide the

AD&D game with a more realistic system for simulating telling blows and specific injuries. At its most basic level, the AD&D combat system is a contest of attrition that all boils down to who runs out of hit points first. Critical hits can change that.

This chapter presents two critical hit systems. The first is extremely simple: if you score a critical hit, you get to roll double damage. The second system is more involved and takes into account the location of the injury, the severity of the wound, and the power of the attacker. Last (but certainly not least!) this chapter concludes with a few notes on the effects of specific injuries and how they can be healed.

### Does This Belong in My Campaign?

While the rest of this book assumes that you'll be playing with the full critical hit tables and rules, you'll find that this chapter can be completely disregarded with no ill effects. More than anything else in this book, critical hits are optional; if the DM and players don't want them, the AD&D game works fine without them.

However, there is one thing worth mentioning: if monsters have to suffer critical hits, so do player characters. Otherwise, game balance quickly goes out the window.

## Critical Hits: System I

Critical hits occur when a character rolls a natural 18 or higher *and* hits the target by a margin of 5 or more after all adjustments. If the character scores a critical hit, he inflicts double damage dice, calculated before adjustments for Strength, magic, or special circumstances. In a situation where the damage is doubled for another reason, do not double the multiplied damage; add it instead, then add other adjustments. For example, a light lance inflicts 1d6 damage, or 2d6 in a charge. But if a charging lancer scores a critical hit, the lance inflicts 3d6 damage, not 4d6.

*For example, Liera is a 4th-level elven warrior fighting a gnoll. Liera's base THAC0 is a 17, but she has a 17 Strength (+1 to hit), she's an elf using a long sword (+1 to hit), and she has a magical long sword +2. Her total adjusted THAC0 is 13, and the gnoll's Armor Class is 5. She will hit the gnoll on a roll of 8 or better, and can achieve a critical hit with a natural 18 or higher. On one combat round, she rolls a 19, which is a critical hit. She rolls 1d8 for damage, doubles that, then adds +1 for her Strength and +2 for her magical long sword, for a total of 15 ((6x2=12)+1+2).*

*After dispatching the gnoll, Liera finds herself facing a horrible tanar'ri with an AC of –3! She scores a hit on a roll of 16 or better. She cannot score a critical hit because it's impossible for her to hit with 5 points to spare; even if she rolls a 20, she only hits by 4. If the tanar'ri charged, its AC would drop by one point to –2, and then Liera could score a critical hit with that roll of 20.*

There are no specific injuries using this critical hit system. Instead, it only provides characters and monsters the chance to dish out extra damage when they make a great attack roll. Limiting the critical hits to attacks that hit by a margin of 5 or more solves one other problem. Consider the 1st-level fighter. He only hits on a 20 against an opponent with very good Armor Class (0 or lower). Under other critical hit systems, the few times he *does* hit, the fighter *automatically* inflicts a critical hit. Under this system,

that can't happen.

## Critical Hits: System II

The second, and more detailed, system for critical hits uses the same attack mechanic as the previous one. As above, the attacker must roll a natural 18 or higher and hit his opponent by a margin of 5 or more. Then, if the victim fails a saving throw vs. death, a specific injury occurs. However, the effects are determined by four factors: the attacker's weapon size compared to the defender's size, the type of weapon compared to the type of target, the location of the hit, and a roll for the injury's severity.

## Critical Hit Charts

There are three types of weapons: slashing, piercing, and bludgeoning. Every weapon in the AD&D game system is assigned a type, with only a couple of exceptions such as lassoes and nets. If a weapon does not have a type, it cannot roll on a critical hit chart, although it can still inflict double damage on a critical attack roll.

These three weapon types are compared to three target types, for a total of nine different critical hit charts. The target types are humanoids, animals, and monsters. In the following pages, you'll find a chart for Bludgeoning vs. Humanoids, Bludgeoning vs. Animals, Bludgeoning vs. Monsters, Slashing vs. Humanoids, and so on. In most cases the correct critical hit chart to use should be relatively obvious.

**Humanoids** include anything that is generally shaped like a human, ranging from pixies to giants. If it has two arms and two legs, it's probably humanoid.

**Animals** include anything that is a normal or giant-sized version of a normal animal. Mammals, reptiles, birds, and amphibians all fall into this category—but not insects or fish. It also includes monsters that are animal-like in form, such as blink dogs, winter wolves, moon dogs, hell hounds, nightmares, osquips, or fire toads.

**Monsters** include anything that doesn't fit into the previous two categories. Giant insects of any kind, fish-like monsters, composite creatures such as manticores or dragons, and weird things like xorn or leucrottas would all be considered monsters. If in doubt over whether something is a monster or not, call it a monster; this is the default category for things that defy classification.

## Location

The critical hit charts require two die rolls: one to determine the location of the hit, and the other to determine the severity. Note that these can be rolled simultaneously. The location die is usually a single d10, but there are some exceptions.

**Called Shots.** If a character hits with a called shot and scores a critical hit, the location die is ignored. The location is automatically determined to be wherever the character had been aiming.

**Low Attacks.** If the attacker is fighting a creature two sizes larger or a defender with a distinct height advantage, use a single d6 for location. Head and upper torso shots become extremely unusual in these cases.

**High Attacks.** If the attacker is two sizes larger than the defender, or has a significant height advantage, roll 1d6+4. Giants fighting halflings don't often strike them low.

## Severity

The second roll on the critical hit charts is for severity. The severity of a hit is determined by the relative size of the attacker's weapon and the defender.

| **Weapon vs. Target Size** | **Effect** | **Di(c)e** |
|---|---|---|
| Weapon size is < target size | Minor | 1d6 |
| Weapon size is = target size | Major | 2d4 |
| Weapon size is > target size | Severe | 2d6 |
| Weapon is two sizes larger | Mortal | 2d8 |

The di(c)e indicated is the type rolled for that severity. For example, if a human armed with a long sword (size M) is fighting a gnoll (size L), he rolls 1d6 for the critical hit's severity because the long sword's size is smaller than the gnoll's size.

If the weapon is two sizes larger than the target, it is possible to reach the 13+ column of the chart. These hits inflict *triple* damage dice, even if the victim passes his saving throw to avoid the effects of the critical hit.

The arrows and bolts fired from bows and crossbows are considered size M weapons, even though the missiles themselves are Small. Heavy crossbow bolts are considered size L.

## Resistance

Critical hits automatically inflict double damage dice, or triple damage dice if the weapon is two sizes larger than the target (see above.) However, any effects beyond this can be avoided by a successful saving throw vs. death. For example, the critical roll may indicate an arm injury with minor bleeding, but if the victim makes his saving throw, no arm injury actually takes place. The character only suffers double damage from the hit. Obviously, this could be sufficient to mortally wound or kill a character anyway.

Some monsters are naturally resistant to the effects of certain critical injuries. Creatures such as golems, undead, or elementals don't bleed and therefore ignore any such effects. A monster like a hydra can lose a head without being instantly slain. However, these injuries can still be important because it might affect the way a monster moves or attacks. A skeleton that's had a leg knocked off can't move at its full rate, even if it is less troubled by the injury than a living person would be. Slimes and jellies have no parts that are more specialized or important than the rest of the body, and are therefore immune to the effects of most critical hits. Use common sense to handle these situations as they arise.

## Reading the Critical Hit Tables

First, find the appropriate table for the weapon type (slashing, piercing, or bludgeoning) and the target type (humanoid, animal, or monster.) Then roll for hit location (d10) and severity (variable dice.) Refer to the entry indicated on the chart. Remember, critical hits inflict double (or triple) damage dice, but any other effects can be avoided by a successful saving throw vs. death.

The specific types of injuries are described in the section following the charts.

## Specific Injuries

The critical hit charts include a number of specific injuries that go beyond a simple loss

of hit points. Wounds are divided into five degrees of severity: *grazed, struck, injured, broken,* and finally *shattered, severed, or crushed.*

Wounds should be recorded on the character sheet. Attack and movement penalties remain until the injury that created the penalty has healed. Wounds are always accompanied by some loss of hit points, but a specific injury isn't damage *per se*; consider it a temporary penalty that the character has to put up with until it is restored.

*For example, Feodor the Bold is fighting an ogre armed with a club. The ogre scores a critical hit, rolling a 6 for location and a 7 for severity. Feodor's torso has been struck, a wound that reduces him to 1/2 his normal move and gives him a –2 penalty to any attack rolls he makes. (It also puts a healthy dent in his nice plate mail.) Feodor's penalties remain until he recovers from his "torso struck" specific injury.*

*Let's say that Feodor had 16 hit points, and the ogre's blow inflicted 12 points of damage. The missing 12 hit points can eventually be recovered, but Feodor's penalties remain until the "torso struck" specific injury heals.*

Severe injuries can temporarily reduce a character's maximum allowable hit points. In other words, a fighter with a broken leg will not be allowed to enjoy his full allotment of hit points until his broken leg is repaired. If the character has more hit points than he is currently allowed, he is reduced to the injured value when the current battle is over. This represents the increased vulnerability of badly wounded characters.

For example, if a fighter with 30 hit points receives 10 points of damage and an "arm destroyed" injury that reduces him to 50% of his normal hit points, he drops from 20 to 15 when the battle is concluded and remains at 15 until his ruined arm is somehow healed. Remember, though, that specific injuries are only inflicted if the victim fails a saving throw vs. death.

**Grazed:** Grazes are minor injuries that may prove troublesome if they bleed. A *cure light wounds* spell or other healing magic capable of restoring 4 hp will heal a graze. (The *cure light wounds* spell doesn't have to actually restore that many points; it just must be capable of doing so.) Grazes also heal naturally as if they were a loss of 1d6 hp. In other words, if a graze is the equivalent of a 3-hp wound, two days of rest heal it completely, since characters normally recover 2 hp per full day of rest. Note that the graze isn't tied to the character's actual loss of hit points in any way. If a grazed character receives healing magic, the graze is healed *and* he gets to recover hit points.

**Struck:** A body part that has been struck is often penalized in a small way for the effects of the wound. For example, a critical hit that reads, "weapon hand struck, –2 penalty to attacks," means that the character has a –2 attack penalty with his weapon hand until the wound is healed. Injuries of this type can be healed by a *cure light wounds* spell or other healing magic capable of restoring 5 hp of damage. Struck areas heal naturally as if they were a loss of 2d6 hp.

**Injured:** Wounds of this severity can trouble a character for weeks; they heal naturally as if they were a loss of 10d6 hp. A *cure serious wounds* spell or other healing magic capable of restoring 10 hit points can also repair the injury. Injuries almost always entail serious combat penalties for the wounded character.

Injured arms, legs, or tails reduce a character to 75% of his normal hit points. An

injury to the abdomen, torso, or head reduces a character to 50% of his normal hit points. A 25-hp character with a chest injury can have no more than 13 hit points until his injury is healed (and could have a lot less than that if he continues to suffer damage!)

**Broken:** Broken bones run the gamut from minor fractures that don't hinder a character at all to life-threatening compound fractures. Generally, the previous two injury categories are considered to include minor breaks or cracks; this category is reserved for severe fractures. Broken bones can be mended by a *cure serious wounds* spell that is devoted just to knitting the bone; unlike *grazed, struck,* or *injured,* the character regains no hit points from a spell used in this way. Broken bones heal naturally as if they were 20d6 lost hit points, so bed rest in the care of a proficient healer is a really good idea if the injured character is planning on resuming his adventuring career anytime soon.

Broken arms reduce a character to 75% of his normal hit points. Broken ribs or legs reduce a character to 50% of his normal hit points. Any other broken bones reduce a character to 25% of his normal hit points.

**Crushed, Shattered, or Destroyed:** Limbs that suffer this kind of catastrophic injury may never be usable again; hits to the torso, abdomen or head of this magnitude are often lethal. If the victim survives, he will never naturally recover to his normal self. A limb damaged this way will be useless for the rest of his life, and hits anywhere else will leave the victim incapacitated. The victim will be bedridden for at least one to eight months before he can even regain a semblance of mobility.

A *cure critical wounds* spell or other healing magic capable of restoring 20 hp of damage can repair the damage of this kind of injury. In addition, the bones of the affected area (if any) are assumed to be broken and may require another application of healing magic to repair.

Destroyed shoulders, hips, or limbs reduce the victim to 50% of his normal maximum hit points. Any other wounds of this magnitude reduce the victim to 25% of his normal total.

**Severed:** Obviously, a creature that has a limb severed can no longer engage in activities that require the use of that member. A human with a severed leg can't walk or run and is reduced to crawling until he gets a crutch. A character with a severed shield-arm can't use a shield anymore, and so on. The only way to undo this kind of damage is by means of a *regeneration* spell.

The shock of losing a limb will prevent a character from moving independently or attacking for 2d10 weeks. At the DM's discretion, a character who "only" loses a hand or a foot may actually be able to perform limited activities after being stunned 1d6 rounds, but only by passing a System Shock roll. However, characters who sustain such massive injuries are best off abandoning the field to their enemies.

The loss of a limb will reduce a character's maximum normal hit points by 25% for a partial loss, or 50% for a more catastrophic loss. If the character can compensate with a wooden leg or hook, the hit point loss may be reduced by one step.

## Critical Hit Effects

There are several possible effects of injuries caused by critical hits: bleeding, attack penalties, movement penalties, knockdowns, dropped weapons or shields, and possible armor or shield damage. Some of these conditions are temporary—a dropped weapon can be picked up—while others remain until the injury that created the effect is healed. Any

damage or other types of effects are marked off during the End-of-Round step if the *Player's Option* combat system is also used.

**Bleeding:** A character with minor bleeding loses an additional 1d2 hp per full turn until the wound is magically healed or bound. In addition, there is a chance that minor bleeding will stop on its own. The character may roll a saving throw vs. death each time he suffers damage from minor bleeding; if he is successful, the bleeding stops.

Anybody can stop minor bleeding by applying a bandage or otherwise addressing the injury. This takes 1d6 combat rounds or a single one-minute round.

Major bleeding results in a loss of 1d2 hp per combat round until the wound is magically healed or bound. Left untreated, major bleeding can easily cause a character's death. In effect, the –10 rule represents major bleeding; the character loses 1 hp per round when reduced to negative hit points.

Major bleeding can be stopped by a *cure light wounds* spell (the victim recovers hit points, too), the healing of 5 hp of damage by any other magical means, or by a successful use of the healing proficiency. If the wound is bound by an untrained character, make an Intelligence check for the would-be medic. If he fails, he is unable to help. If he makes the check, the bleeding is reduced to minor.

Severe bleeding causes the victim to lose 10–60% (1d6x10%) of his original hit point total every combat round. For example, if a fighter normally has 43 hit points but receives a severe bleeding result, he loses 4 hp (10%) to 24 hp (60%) in each round of severe bleeding. Needless to say, this is extremely lethal.

A *cure light wounds* spell (or 5 hp of healing) will reduce severe bleeding to major bleeding; a *cure serious wounds* spell (or 10 hp of healing) reduces it to minor bleeding; and a *cure critical wounds* or heal spell stops it altogether. An untrained character has no chance to bind a torso, abdomen, or head wound with severe bleeding, but a successful use of the healing proficiency with a –4 penalty reduces severe bleeding to major bleeding.

Note that once a character drops below 0 hit points, regardless of the number and combination of wounds she is suffering from, she only suffers the effects of major bleeding (i.e., only 1 hit point is deducted per round).

**Attack Penalties:** Many critical hits hamper the victim's ability to fight, resulting in an attack penalty. This is noted as applying to all attacks or to attacks with the particular limb that was injured. Other critical hits may prevent the victim from making attacks at all. If a critical hit prevents a character from making attacks, it also prevents him from casting spells or exercising any other combat action except moving or using magical items.

**Movement Penalties:** Hits to the legs and body may penalize a character's ability to move. Usually, this is expressed as "1/2 move", "1/3 move", and so on. If the character's movement is limited, he may not charge, run, or sprint; he can only move by using the reduced rate. A character with no movement at all can still ride a mount with difficulty, or drag himself on the ground with an effective movement rate of 1.

**Knockdowns:** If a critical hit calls for a knockdown, the victim is still entitled to a saving throw to avoid falling down. See Knockdowns in Chapter One.

**Armor and Shield Damage:** Some critical hits call for possible damage to a creature's armor or shield. If the victim of the hit has no armor at that location, the blow is usually assumed to have more severe effects than if the character was protected. The armor

descriptions in Chapter Seven deal with the coverage of each type of armor.

If the creature struck does have a shield or armor to deflect the blow, it may be damaged if the chart calls for it. First of all, the victim gets his normal saving throw roll to avoid the effects of the critical hit; if the roll is successful, there is no special effect for the hit. If the roll fails, his armor or shield must roll an item saving throw vs. normal blow with the number of points of damage (before doubling) used as a negative modifier for the save. If the attacker's weapon is larger than the defender (for example, a Size L halberd striking a Size M human), the save is rolled against a crushing blow, instead.

*For example, remember the ogre's critical hit on poor Feodor? That result also called for possible armor damage. The ogre's club is Size L, so the item saving throw is against a crushing, not a normal, blow. Feodor is in metal plate mail, which has a saving throw of 7 vs. crushing blow. The ogre did 6 points of damage before doubling for the critical hit, so Feodor's armor is safe on a roll of 13 or more on a d20.*

A damaged shield is useless. If armor is damaged, only the location struck is useless, and it no longer contributes to the overall AC of the suit. Refer to the rules for Partial Armor in Chapter Seven. In the example above, Feodor was struck on the torso. If his armor failed its item saving throw, only his breastplate would be ruined. A plate mail breastplate contributes 3 points to his AC, so Feodor's AC worsens from AC 3 to AC 6. Damaged equipment can be repaired by a skilled armorer or by magical means.

## Bludgeoning vs. Humanoids

**Hit Location Chart**

| d10 roll | Location |
|---|---|
| 1–2 | Right leg |
| 3–4 | Left leg |
| 5 | Abdomen |
| 6–7 | Torso |
| 8 | Right arm |
| 9 | Left arm |
| 10 | Head |

**Location: Legs (Right 1–2, Left 3–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim knocked down |
| 5 | Knee struck, knockdown, 1/2 move |
| 6 | Foot broken, 1/2 move |
| 7 | Armor damaged, leg injured if target has no armor to cover legs, 1/4 move |
| 8 | Hip broken, minor bleeding, no move |
| 9 | Armor damaged, leg broken if target has no armor to cover legs, no move |
| 10 | Knee shattered, no move, –2 penalty to attacks |
| 11 | Hip shattered, minor bleeding, no move or attack |
| 12 | Leg shattered, no move or attack, major bleeding from compound fractures |

| | |
|---|---|
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (5)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Armor damaged, victim stunned 1d6 rounds, triple damage if no armor |
| 7 | Abdomen injured, 1/2 move, –2 penalty to attacks |
| 8 | Abdomen injured, minor internal bleeding, 1/2 move and –2 penalty to attacks |
| 9 | Armor damage, abdomen injured, minor bleeding, 1/2 move and –2 penalty to attacks |
| 10 | Abdomen injured, no move or attack, minor internal bleeding |
| 11 | Abdomen crushed, no move or attack, major internal bleeding |
| 12 | Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Knockdown, stunned 1d4 rounds |
| 5 | Torso struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Shield damage, torso struck, 1/2 move |
| 7 | Armor damage, torso struck, 1/2 move, –2 penalty to attacks |
| 8 | Torso injured, minor internal bleeding, no move or attack |
| 9 | Ribs broken, minor internal bleeding, 1/2 move, –2 penalty to attacks |
| 10 | Ribs broken, major internal bleeding, no move or attack |
| 11 | Torso crushed, victim reduced to 0 hit points with severe internal bleeding |
| 12 | Torso crushed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Arms (Left 8, Right 9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand struck, weapon/shield dropped |
| 5 | Arm struck, shield damage/weapon dropped |
| 6 | Hand broken, –2 penalty to attacks/shield dropped |
| 7 | Armor damage, arm broken if victim has no armor to cover limb |
| 8 | Shield damage, arm broken, stunned 1 round |
| 9 | Weapon dropped, arm broken, stunned 1d4 rounds |
| 10 | Shoulder injured, no attacks, minor bleeding |
| 11 | Arm shattered, 1/2 move, no attacks, minor bleeding |
| 12 | Shoulder shattered, no move or attacks, major bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Head struck, helm removed, victim stunned 1 round; –2 penalty to attack rolls if victim had no helm |
| 6 | Head struck, –2 penalty to attacks |
| 7 | Helm damaged, face injured, stunned 1d6 rounds, 1/2 move, –4 penalty to attacks |
| 8 | Skull broken, helm damaged, victim reduced to 0 hit points and unconscious 1d4 hours |
| 9 | Face crushed, minor bleeding, no move or attack, Cha drops by 2 points permanently |
| 10 | Head injured, unconscious 1d6 days, lose 1 point each of Int/Wis/Cha permanently |
| 11 | Skull crushed, reduced to 0 hit points, major bleeding, Int, Wis, Cha all drop by 1/2 permanently |
| 12 | Skull crushed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Bludgeoning vs. Animals

**Hit Location Chart**

| d10 roll | Location |
|---|---|
| 1 | Right foreleg/wing |
| 2 | Left foreleg/wing |
| 3 | Right hind leg |
| 4 | Left hind leg |
| 5 | Tail (for snakes or fish, 1–5 is tail hit) |
| 6–7 | Abdomen |
| 8–9 | Torso/chest |
| 10 | Head |

**Location: Legs/Wings (1–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim knocked down |
| 5 | Knee struck, victim reduced to 2/3 move |
| 6 | Foot/wrist broken, 2/3 move |
| 7 | Leg injured, 2/3 move, –2 penalty to attacks |
| 8 | Hip broken, minor bleeding, no movement, –2 penalty to attacks; wing hit forces crash landing |
| 9 | Leg broken, 2/3 move, minor bleeding; wing hit forces immediate landing |
| 10 | Knee shattered, 1/3 move, –2 penalty to attacks |

| | |
|---|---|
| 11 | Hip/shoulder shattered, minor bleeding, no move or attack; wing hit forces crash landing |
| 12 | Leg/wing shattered, no move or attack, major bleeding from compound fractures |
| 13+ | As 12 above with tripled damage dice |

**Location: Tail (5)**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to tail attacks due to pain |
| 7–8 | Tail injured, normal animals must save vs. death or retreat in pain; lose any tail attacks |
| 9–10 | Tail broken, lose any tail attacks, 1/2 move if animal uses tail for movement |
| 11 | Tail crushed, victim stunned 1–3 rounds, lose any tail attacks, no movement or attacks if animal uses tail for movement |
| 12 | Tail crushed, pain reduces creature to 1/2 move and –2 penalty on any attack, minor bleeding; no move or attack if animal uses tail for movement |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Abdomen struck, victim stunned 1d6 rounds, reduced to 1/2 move |
| 7 | Abdomen injured, 1/2 move, –2 penalty to attacks |
| 8 | Spine broken, no move, –4 penalty to attacks |
| 9 | Abdomen injured, minor bleeding, 1/2 move and –2 penalty to attacks |
| 10 | Abdomen injured, no move or attack, minor internal bleeding |
| 11 | Spine crushed, no move or attack, major internal bleeding |
| 12 | Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (8–9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Knockdown, stunned 1d4 rounds |
| 5 | Torso struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Torso struck, stunned 1d6 rounds, 1/2 move |
| 7 | Spine struck, 1/2 move, –2 penalty to attacks |
| 8 | Torso injured, minor internal bleeding, no move or attack |
| 9 | Ribs broken, minor internal bleeding, 1/2 move, –2 penalty to attacks |
| 10 | Ribs broken, major internal bleeding, no move or attack |

| | |
|---|---|
| 11 | Spine crushed, victim reduced to 0 hit points with severe internal bleeding |
| 12 | Torso crushed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Snout struck, animal must save vs. death or retreat in pain for 1d10 rounds |
| 6 | Head struck, –2 penalty to attacks |
| 7 | Jaw injured, stunned 1d6 rounds, 2/3 move, –4 penalty to all attacks |
| 8 | Skull broken, animal reduced to 0 hit points and unconscious 1d4 hours |
| 9 | Snout/face crushed, minor bleeding, 1/3 move, no bite attacks, –4 penalty to all other attacks |
| 10 | Head injured, unconscious 2d4 hours, reduced to 1/2 move and –4 penalty to all attacks for 1d3 months |
| 11 | Skull crushed, reduced to 0 hit points, major bleeding, Int, Wis, Cha all drop by 1/2 permanently |
| 12 | Skull crushed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Bludgeoning vs. Monsters

**Hit Location Chart**

| d10 Roll | Location |
|---|---|
| 1 | Right foreleg/claw/wing |
| 2 | Left foreleg/claw/wing |
| 3 | Right hind leg |
| 4 | Left hind leg |
| 5 | Tail (for snakelike or fishlike monsters, 1–5 is tail hit) |
| 6–7 | Abdomen |
| 8–9 | Torso/chest |
| 10 | Head |

**Location: Legs/Wings (1–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim knocked down |
| 5 | Knee struck, victim reduced to 2/3 move, –2 penalty to attacks with that appendage |
| 6 | Foot/wrist broken, 2/3 move, –4 penalty to attacks with that appendage |
| 7 | Limb injured, 2/3 move, –2 penalty to all attacks |
| 8 | Hip broken, minor bleeding, 1/3 move, no attacks with limb; wing hit forces crash landing |
| 9 | Limb broken, 2/3 move, minor bleeding; wing hit forces immediate |

| | |
|---|---|
| | landing |
| 10 | Knee shattered, 1/3 move, –2 penalty to all attacks |
| 11 | Hip/shoulder shattered, minor bleeding, 1/3 move, –4 penalty to all attacks; wing hit forces crash |
| 12 | Leg/wing shattered, no move, –4 penalty to all attacks, major bleeding from compound fractures |
| 13+ | As 12 above with tripled damage dice |

**Location: Tail (5)**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to tail attacks due to pain |
| 7–8 | Tail injured, lose any tail attacks |
| 9–10 | Tail broken, lose any tail attacks, if creature uses tail for movement reduced to 1/2 move |
| 11 | Tail crushed, victim stunned 1–3 rounds, lose any tail attacks, no movement if monster uses tail for movement and –4 penalty to all attacks |
| 12 | Tail crushed, pain reduces creature to 1/2 move and –2 penalty on any attack, minor bleeding; if animal uses tail for movement, no move or attack |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d4 rounds |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 2/3 move |
| 6 | Abdomen struck, victim stunned 1d6 rounds, reduced to 2/3 move |
| 7 | Abdomen injured, 1/2 move, –2 penalty to attacks |
| 8 | Spine injured, 1/3 move, –4 penalty to attacks |
| 9 | Abdomen injured, victim stunned 1d3 rounds, minor bleeding, 1/3 move and –2 penalty to attacks |
| 10 | Abdomen injured, no move or attack, minor internal bleeding |
| 11 | Spine crushed, no move or attack, major internal bleeding |
| 12 | Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (8–9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Knockdown, stunned 1d4 rounds |
| 5 | Torso struck, victim stunned 1 round and reduced to 2/3 move |
| 6 | Torso struck, stunned 1d6 rounds, 2/3 move |
| 7 | Spine struck, 1/2 move, –2 penalty to attacks |

| | |
|---|---|
| 8 | Torso injured, minor internal bleeding, 1/3 move, –4 penalty to all attacks |
| 9 | Ribs broken, minor internal bleeding, 1/2 move, –2 penalty to attacks |
| 10 | Ribs broken, major internal bleeding, no move or attack |
| 11 | Spine crushed, victim reduced to 0 hit points with severe internal bleeding |
| 12 | Torso crushed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d4 rounds |
| 5 | Jaw struck, –2 penalty to any bite attacks |
| 6 | Head struck, stunned 1 round, –2 penalty to attacks |
| 7 | Jaw injured, stunned 1d4 rounds, 2/3 move, no bite attacks |
| 8 | Skull broken, monster reduced to 1/4 normal hit points and unconscious 2d10 turns |
| 9 | Snout/face crushed, minor bleeding, 1/3 move, no bite attacks, –4 penalty to all other attacks |
| 10 | Head injured, unconscious 1d10 turns, reduced to 1/2 move and –4 penalty to all attacks for 3d6 days |
| 11 | Skull crushed, reduced to 0 hit points, major bleeding, Int, Wis, Cha all drop by 1/2 permanently |
| 12 | Skull crushed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Slashing vs. Humanoids

**Hit Location Chart**

| d10 Roll | Location |
|---|---|
| 1–2 | Right leg |
| 3–4 | Left leg |
| 5 | Abdomen |
| 6–7 | Torso |
| 8 | Right arm |
| 9 | Left arm |
| 10 | Head |

**Location: Legs (Right 1–2, Left 3–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Leg struck, minor bleeding |
| 5 | Leg struck, minor bleeding; 1/2 move |
| 6 | Leg injured, major bleeding, 1/2 move |
| 7 | Armor damaged; leg injured if target has no leg armor, 1/2 move, major bleeding |

| | |
|---|---|
| 8 | Knee shattered, major bleeding, no move, –4 penalty to any attacks |
| 9 | Armor damaged, leg struck, minor bleeding, 1/2 move; if target has no leg armor, leg severed at knee, severe bleeding, no move or attack |
| 10 | Hip shattered, no move or attack, severe bleeding |
| 11 | Leg severed, severe bleeding, no move or attack |
| 12 | Leg severed at thigh, no move or attack, victim reduced to 0 hit points with severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (5)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Abdomen grazed, minor bleeding |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 1/2 move with minor bleeding |
| 6 | Armor damaged; victim stunned 1d6 rounds, major bleeding, 1/2 move if no armor |
| 7 | Abdomen injured, major bleeding, 1/2 move, –2 penalty to attacks |
| 8 | Abdomen injured, severe bleeding, 1/2 move, –4 penalty to attacks |
| 9 | Armor damage, abdomen injured, minor bleeding, 1/2 move and –2 penalty to attacks; if no armor, victim at 0 hit points, major bleeding |
| 10 | Abdomen injured, no move or attack, severe bleeding |
| 11 | Abdomen injured, victim at 0 hp, severe bleeding |
| 12 | Abdomen destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Torso grazed, minor bleeding |
| 5 | Torso struck, victim stunned 1 round, reduced to 1/2 move with minor bleeding |
| 6 | Shield damage, torso struck, 1/2 move & minor bleeding |
| 7 | Armor damage, torso struck, 1/2 move, –2 penalty to attacks; if no armor, torso injured, no move or attack, severe bleeding |
| 8 | Torso injured, major bleeding, 1/2 move, –4 penalty to attacks |
| 9 | Shield damage; torso struck, –2 penalty to attacks; if no shield, torso injured, severe bleeding, no move or attack |
| 10 | Torso injured, severe bleeding, no move or attack |
| 11 | Torso destroyed, victim reduced to 0 hit points with severe bleeding |
| 12 | Torso destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Arms (Left 8, Right 9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |

| | |
|---|---|
| 4 | Hand struck, weapon dropped, minor bleeding; no effect on shield arm |
| 5 | Arm struck, shield damage/weapon dropped, minor bleeding |
| 6 | Hand injured, –2 penalty to attacks/shield dropped |
| 7 | Armor damage, arm struck, minor bleeding; if no armor, arm injured, major bleeding |
| 8 | Hand severed, stunned 1 round, major bleeding, shield or weapon dropped |
| 9 | Armor damage, arm broken; if no armor, arm severed, stunned 1d6 rounds, major bleeding |
| 10 | Shoulder injured, no attacks, major bleeding |
| 11 | Arm severed, severe bleeding, 1/2 move |
| 12 | Arm severed, no move or attacks, severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Head grazed, stunned 1d3 rounds, minor bleeding |
| 5 | Head struck, helm removed, victim stunned 1 round; –2 penalty to attack rolls, minor bleeding if victim had no helm |
| 6 | Head struck, minor bleeding, victim blinded for 2d4 rounds by blood in eyes |
| 7 | Helm damaged, face injured, stunned 1d6 rounds, minor bleeding, 1/2 move, –4 penalty to attacks |
| 8 | Skull broken, helm damaged, victim reduced to 0 hit points, major bleeding |
| 9 | Throat injured, severe bleeding |
| 10 | Skull destroyed, victim reduced to 0 hp, severe bleeding, Int, Wis, Cha all drop by 1/2 permanently |
| 11 | Throat destroyed, victim killed |
| 12 | Head severed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Slashing vs. Animals

**Hit Location Chart**

| d10 Roll | Location |
|---|---|
| 1 | Right foreleg/wing |
| 2 | Left foreleg/wing |
| 3 | Right hind leg |
| 4 | Left hind leg |
| 5 | Tail (for snakes or fish, 1–5 is tail hit) |
| 6–7 | Abdomen |
| 8–9 | Torso/chest |
| 10 | Head |

**Location: Legs/Wings (1–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Leg struck, minor bleeding |
| 5 | Knee struck, 2/3 move, minor bleeding |
| 6 | Leg injured, major bleeding, 2/3 move |
| 7 | Foot/claw injured, 2/3 move, minor bleeding, –2 penalty to attacks with that limb |
| 8 | Hip injured, major bleeding, 1/3 movement, –2 penalty to attacks; wing hit forces crash landing |
| 9 | Leg/wing severed at midpoint, 1/3 move, major bleeding; wing hit forces uncontrolled fall |
| 10 | Knee destroyed, major bleeding, 1/3 move, –2 penalty to all attacks |
| 11 | Hip/shoulder destroyed, severe bleeding, no move or attack; wing hit forces crash landing |
| 12 | Leg/wing severed at mid-thigh, no move or attack, severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Tail (5)**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, minor bleeding, –2 penalty to tail attacks |
| 7–8 | Tail injured, minor bleeding, normal animals must save vs. death or retreat; no tail attacks |
| 9–10 | Tail severed near end, major bleeding, lose tail attacks, move reduced by 1/3 if creature uses tail for movement |
| 11 | Tail severed, victim stunned 1–3 rounds, lose tail attacks, major bleeding, no movement or attacks if animal uses tail for movement |
| 12 | Tail severed, stunned 1–3 rounds, major bleeding, 1/2 move and –2 penalty on any attack; if animal uses tail for movement, no move or attack |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Abdomen grazed, minor bleeding |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 2/3 move, minor bleeding |
| 6 | Abdomen struck, victim stunned 1d6 rounds, reduced to 2/3 move, minor bleeding |
| 7 | Abdomen injured, 1/3 move, minor bleeding, –2 penalty to all attacks |
| 8 | Spine injured, no move, minor bleeding, –4 penalty to attacks |
| 9 | Abdomen injured, major bleeding, 1/3 move and –2 penalty to attacks |
| 10 | Abdomen injured, no move or attack, major bleeding |
| 11 | Spine destroyed, no move or attack, major bleeding, victim paralyzed |

| | |
|---|---|
| 12 | Abdomen destroyed, victim reduced to 0 hit points with severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (8–9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Torso grazed, minor bleeding |
| 5 | Torso struck, victim stunned 1 round and reduced to 2/3 move, minor bleeding |
| 6 | Torso struck, stunned 1d6 rounds, minor bleeding |
| 7 | Spine struck, major bleeding, 2/3 move, –2 penalty to attacks |
| 8 | Torso injured, severe bleeding, no move or attack |
| 9 | Ribs broken, major bleeding, 1/3 move, –4 penalty to attacks |
| 10 | Ribs broken, severe bleeding, no move or attack |
| 11 | Spine destroyed, victim reduced to 0 hit points with severe bleeding |
| 12 | Torso destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Head grazed, stunned 1 round, minor bleeding |
| 5 | Snout struck, minor bleeding, animal must save vs. death or retreat for 1d10 rounds |
| 6 | Head struck, minor bleeding, –2 penalty to attacks |
| 7 | Throat injured, major bleeding, 2/3 move, –4 penalty to all attacks |
| 8 | Skull broken, animal reduced to 0 hit points, major bleeding |
| 9 | Snout/face destroyed, major bleeding, 1/3 move, no bite attacks, –4 penalty to all other attacks |
| 10 | Head injured, reduced to 0 hp, severe bleeding; 1/3 move and –4 penalty to all attacks for 1d3 months |
| 11 | Throat destroyed, severe bleeding |
| 12 | Head severed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Slashing vs. Monsters

**Hit Location Chart**

| d10 Roll | Location |
|---|---|
| 1 | Right foreleg/claw/wing |
| 2 | Left foreleg/claw/wing |
| 3 | Right hind leg |
| 4 | Left hind leg |
| 5 | Tail (for snakelike or fishlike monsters, 1–5 is tail hit) |
| 6–7 | Abdomen |

| | |
|---|---|
| 8–9 | Torso/chest |
| 10 | Head |

**Location: Legs/Wings (1–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Leg grazed, minor bleeding |
| 5 | Knee struck, 2/3 move, minor bleeding |
| 6 | Leg struck, minor bleeding, 2/3 move |
| 7 | Foot/claw injured, 2/3 move, minor bleeding, –2 penalty to attacks with that limb |
| 8 | Hip injured, major bleeding, 1/3 movement; wing hit forces crash landing |
| 9 | Leg/wing severed at midpoint, 1/3 move, major bleeding; wing hit forces uncontrolled fall |
| 10 | Knee destroyed, major bleeding, 1/3 move, –2 penalty to attacks with affected limb |
| 11 | Hip/shoulder destroyed, major bleeding, no move, –4 penalty to attacks; wing hit forces crash landing |
| 12 | Leg/wing severed at mid-thigh, no move or attack, severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Tail (5)**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, minor bleeding, –2 penalty to tail attacks |
| 7–8 | Tail injured, minor bleeding, monster suffers –2 penalty to all attacks due to pain; no tail attacks |
| 9–10 | Tail severed, major bleeding, no tail attacks; if creature uses tail for movement, 1/3 move |
| 11 | Tail severed, victim stunned 1 round, lose tail attacks, major bleeding; 1/3 movement, –4 penalty to attacks if monster uses tail for movement |
| 12 | Tail severed, stunned 1 round, major bleeding, 1/2 move and –2 penalty on any attack; if animal uses tail for movement, no move or attack |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Abdomen grazed, minor bleeding |
| 5 | Abdomen struck, victim stunned 1 round, minor bleeding |
| 6 | Abdomen struck, victim stunned 1d3 rounds, reduced to 2/3 move, minor bleeding |
| 7 | Abdomen injured, 1/2 move, minor bleeding, –2 penalty to all attacks |
| 8 | Spine injured, 1/3 move, minor bleeding, –4 penalty to all attacks |

| | |
|---|---|
| 9 | Abdomen injured, major bleeding, 1/3 move and –2 penalty to attacks |
| 10 | Abdomen injured, 1/3 move, –4 penalty to attacks, major bleeding |
| 11 | Spine injured, no move or attack, major bleeding, victim stunned 1d6 rounds |
| 12 | Abdomen destroyed, victim reduced to 0 hit points with severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (8–9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Torso grazed, minor bleeding |
| 5 | Torso struck, victim stunned 1 round, minor bleeding |
| 6 | Torso struck, stunned 1d3 rounds, minor bleeding |
| 7 | Spine struck, minor bleeding, 2/3 move, –2 penalty to attacks |
| 8 | Torso injured, major bleeding, 1/3 move, –4 penalty to attacks |
| 9 | Ribs injured, major bleeding, 1/3 move, –4 penalty to attacks |
| 10 | Ribs broken, severe bleeding, 1/3 move, no attack |
| 11 | Spine broken, major bleeding, no move or attack |
| 12 | Torso destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Head grazed, minor bleeding |
| 5 | Snout struck, minor bleeding, monster must save vs. death or retreat for 1 round |
| 6 | Head struck, minor bleeding, –2 penalty to attacks |
| 7 | Throat injured, major bleeding, 2/3 move, –2 penalty to all attacks |
| 8 | Skull injured, monster reduced to 2/3 move, major bleeding, –2 penalty to all attacks |
| 9 | Snout/face injured, major bleeding, 1/3 move, no bite attacks, –2 penalty to all other attacks |
| 10 | Head injured, reduced to 0 hp, major bleeding; 1/3 move and –4 penalty to all attacks for 1d3 weeks |
| 11 | Throat destroyed, severe bleeding |
| 12 | Head severed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Piercing vs. Humanoids

**Hit Location Chart**

| d10 Roll | Location |
|---|---|
| 1–2 | Right leg |
| 3–4 | Left leg |

| | |
|---|---|
| 5 | Abdomen |
| 6–7 | Torso |
| 8 | Right arm |
| 9 | Left arm |
| 10 | Head |

**Location: Legs (Right 1–2, Left 3–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Leg grazed, victim knocked down |
| 5 | Leg struck, minor bleeding |
| 6 | Leg injured, minor bleeding, 2/3 move |
| 7 | Armor damaged; leg injured if target has no leg armor, 1/2 move, major bleeding |
| 8 | Knee broken, minor bleeding, 1/3 move, –4 penalty to any attacks |
| 9 | Armor damaged, leg struck, minor bleeding, 2/3 move; if target has no leg armor, leg broken, major bleeding, 1/3 move, –4 penalty to attacks |
| 10 | Hip broken, no move or attack, major bleeding |
| 11 | Leg broken, severe bleeding, no move or attack |
| 12 | Leg destroyed, no move or attack, severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (5)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Abdomen grazed, minor bleeding |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 2/3 move with minor bleeding |
| 6 | Armor damaged; victim stunned 1d4 rounds, minor bleeding, 2/3 move if no armor |
| 7 | Abdomen injured, major bleeding, 1/2 move, –2 penalty to attacks |
| 8 | Abdomen injured, severe bleeding, 1/2 move, –4 penalty to attacks |
| 9 | Armor damage, abdomen injured, minor bleeding, 1/2 move and –2 penalty to attacks; if no armor, victim at 0 hit points, major bleeding |
| 10 | Abdomen injured, 1/3 move, no attack, severe bleeding |
| 11 | Abdomen injured, victim at 0 hp, severe bleeding |
| 12 | Abdomen destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Torso grazed, minor bleeding |
| 5 | Torso struck, 2/3 move with minor bleeding |
| 6 | Shield damage, torso struck, 2/3 move & minor bleeding |
| 7 | Armor damage, torso struck, 2/3 move, –2 penalty to attacks; if no armor, |

| | |
|---|---|
| | torso injured, no move or attack, severe bleeding |
| 8 | Torso injured, major bleeding, 1/2 move, –4 penalty to attacks |
| 9 | Shield damage; torso struck, –2 penalty to attacks; if no shield, ribs broken, severe bleeding, no move or attack |
| 10 | Ribs broken, severe bleeding, no move or attack |
| 11 | Torso destroyed, victim reduced to 0 hit points with severe bleeding |
| 12 | Torso destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Arms (Left 8, Right 9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand struck, weapon dropped, minor bleeding; no effect on shield arm |
| 5 | Arm struck, shield damage/weapon dropped, minor bleeding |
| 6 | Hand injured, –2 penalty to attacks/shield dropped |
| 7 | Armor damage, arm struck, minor bleeding; if no armor, arm injured, minor bleeding |
| 8 | Arm broken, victim stunned 1 round, minor bleeding, shield or weapon dropped |
| 9 | Armor damage, arm injured, –2 penalty to attacks or shield dropped; if no armor, arm broken, stunned 1d6 rounds, major bleeding |
| 10 | Shoulder injured, no attacks, major bleeding |
| 11 | Arm destroyed, major bleeding, 2/3 move |
| 12 | Arm destroyed, no move/attack, major bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Head grazed, stunned 1d3 rounds, minor bleeding |
| 5 | Head struck, helm removed, victim stunned 1 round; –2 penalty to attack rolls, minor bleeding if victim had no helm |
| 6 | Eye injured, –4 penalty to all attacks; if helmed, victim is only stunned 1 round instead |
| 7 | Helm damaged, face injured, stunned 1d6 rounds, minor bleeding, 2/3 move, –4 penalty to attacks |
| 8 | Skull broken, helm damaged, victim reduced to 0 hit points, major bleeding |
| 9 | Throat injured, severe bleeding |
| 10 | Skull broken, victim reduced to 0 hp, major bleeding, Int, Wis, Cha all drop by 1/2 permanently |
| 11 | Throat destroyed, victim killed |
| 12 | Head destroyed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Piercing vs. Animals

**Hit Location Chart**

| d10 Roll | Location |
|---|---|
| 1 | Right foreleg/wing |
| 2 | Left Foreleg/wing |
| 3 | Right hind leg |
| 4 | Left hind leg |
| 5 | Tail (for snakes or fish, 1–5 is tail hit) |
| 6–7 | Abdomen |
| 8–9 | Torso/chest |
| 10 | Head |

**Location: Legs/Wings (1–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Leg struck, minor bleeding |
| 5 | Knee struck, 2/3 move, minor bleeding |
| 6 | Leg injured, minor bleeding, 2/3 move |
| 7 | Foot/claw injured, minor bleeding, –2 penalty to attacks with that limb |
| 8 | Hip injured, minor bleeding, 2/3 movement, –2 penalty to all attacks; wing hit forces crash landing |
| 9 | Leg/wing broken, 1/3 move, minor bleeding; wing hit forces crash landing |
| 10 | Knee broken, minor bleeding, 1/3 move, –2 penalty to all attacks |
| 11 | Hip/shoulder destroyed, major bleeding, no move or attack; wing hit forces crash landing |
| 12 | Leg/wing destroyed, no move or attack, major bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Tail (5)**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, minor bleeding, –2 penalty to tail attacks |
| 7–8 | Tail injured, minor bleeding, normal animals must save vs. death or retreat; no tail attacks |
| 9–10 | Tail injured, minor bleeding, lose tail attacks; if creature uses tail for movement, 1/3 move |
| 11 | Tail destroyed, victim stunned 1–3 rounds, lose tail attacks, major bleeding, no movement or attacks if animal uses tail for movement |
| 12 | Tail destroyed, stunned 1d2 rounds, major bleeding, 1/2 move and –2 penalty on attacks; if animal uses tail for movement, no move or attack |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (6–7)**

| Severity | Effect |
|---|---|

| | |
|---|---|
| 1–3 | No unusual effect |
| 4 | Abdomen grazed, minor bleeding |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 2/3 move, minor bleeding |
| 6 | Abdomen struck, victim stunned 1d4 rounds, reduced to 2/3 move, minor bleeding |
| 7 | Abdomen injured, 2/3 move, major bleeding, –2 penalty to all attacks |
| 8 | Spine injured, 1/3 move, minor bleeding, –4 penalty to all attacks |
| 9 | Abdomen injured, major bleeding, 1/3 move and –2 penalty to all attacks |
| 10 | Abdomen injured, no move or attack, major bleeding |
| 11 | Spine broken, no move or attack, major bleeding, victim paralyzed |
| 12 | Abdomen destroyed, victim reduced to 0 hit points with severe bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (8–9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Torso grazed, minor bleeding |
| 5 | Torso struck, victim stunned 1 round and reduced to 2/3 move, minor bleeding |
| 6 | Torso struck, stunned 1d4 rounds, minor bleeding |
| 7 | Spine struck, minor bleeding, 2/3 move, –2 penalty to attacks |
| 8 | Torso injured, stunned 1 round, major bleeding |
| 9 | Ribs broken, minor bleeding, 1/3 move, –4 penalty to attacks |
| 10 | Ribs broken, major bleeding, no move or attack |
| 11 | Spine destroyed, victim reduced to 0 hit points with major bleeding |
| 12 | Torso destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Head grazed, stunned 1 round, minor bleeding |
| 5 | Snout struck, minor bleeding, animal must save vs. death or retreat for 1d10 rounds |
| 6 | Eye injured, stunned 1d3 rounds, –2 penalty to attacks |
| 7 | Throat injured, major bleeding, 2/3 move, –4 penalty to all attacks |
| 8 | Skull broken, animal reduced to 0 hit points, major bleeding |
| 9 | Snout/face destroyed, minor bleeding, 1/3 move, no bite attacks, –4 penalty to all other attacks |
| 10 | Head injured, reduced to 0 hp, major bleeding; 1/3 move and –4 penalty to all attacks for 1d3 months |
| 11 | Throat destroyed, severe bleeding |
| 12 | Head severed, immediate death |
| 13+ | As 12 above with tripled damage dice |

## Piercing vs. Monsters

**Hit Location Chart**

| d10 Roll | Location |
|---|---|
| 1 | Right foreleg/claw/wing |
| 2 | Left foreleg/claw/wing |
| 3 | Right hind leg |
| 4 | Left hind leg |
| 5 | Tail (for snakelike or fishlike monsters, 1–5 is tail hit) |
| 6–7 | Abdomen |
| 8–9 | Torso/chest |
| 10 | Head |

**Location: Legs/Wings (1–4)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Leg grazed, minor bleeding |
| 5 | Knee struck, 2/3 move |
| 6 | Leg struck, minor bleeding, 2/3 move |
| 7 | Foot/claw injured, minor bleeding, –2 penalty to attacks with that limb |
| 8 | Hip injured, minor bleeding, 1/3 movement; wing hit forces crash landing |
| 9 | Leg/wing broken, 1/3 move, minor bleeding; wing hit forces crash landing |
| 10 | Knee destroyed, major bleeding, 1/3 move, –2 penalty to attacks with affected limb |
| 11 | Hip/shoulder destroyed, major bleeding, no move, –4 penalty to attacks; wing hit forces crash landing |
| 12 | Leg/wing destroyed, no move or attack, major bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Tail (5)**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, minor bleeding, –2 penalty to tail attacks |
| 7–8 | Tail injured, minor bleeding, monster suffers –2 penalty to all attacks due to pain; no tail attacks |
| 9–10 | Tail broken, minor bleeding, no tail attacks; if creature uses tail for movement, 1/3 move |
| 11 | Tail destroyed, victim stunned 1 round, lose tail attacks, major bleeding; 1/3 movement, –4 penalty to attacks if monster uses tail for movement |
| 12 | Tail destroyed, stunned 1d3 rounds, major bleeding, 1/2 move and –2 penalty on any attack; if monster uses tail for movement, no move/attack |
| 13+ | As 12 above with tripled damage dice |

**Location: Abdomen (6–7)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Abdomen grazed, minor bleeding |
| 5 | Abdomen struck, victim stunned 1 round, minor bleeding |
| 6 | Abdomen struck, victim stunned 1d3 rounds, minor bleeding |
| 7 | Abdomen injured, 2/3 move, minor bleeding, –2 penalty to all attacks |
| 8 | Spine injured, 1/2 move, minor bleeding, –4 penalty to all attacks |
| 9 | Abdomen injured, major bleeding, 1/3 move and –2 penalty to attacks |
| 10 | Abdomen injured, 1/3 move, –4 penalty to attacks, major bleeding |
| 11 | Spine injured, no move or attack, major bleeding, victim stunned 1d6 rounds |
| 12 | Abdomen destroyed, victim reduced to 0 hit points with major bleeding |
| 13+ | As 12 above with tripled damage dice |

**Location: Torso (8–9)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Torso grazed, minor bleeding |
| 5 | Torso struck, victim stunned 1 round, minor bleeding |
| 6 | Torso struck, stunned 1d3 rounds, minor bleeding |
| 7 | Spine struck, minor bleeding, 2/3 move, –2 penalty to attacks |
| 8 | Torso injured, minor bleeding, 1/3 move, –4 penalty to attacks |
| 9 | Ribs injured, major bleeding, 1/3 move, –4 penalty to attacks |
| 10 | Ribs broken, major bleeding, 1/3 move, no attack |
| 11 | Spine broken, major bleeding, no move or attack |
| 12 | Torso destroyed, victim killed |
| 13+ | As 12 above with tripled damage dice |

**Location: Head (10)**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Head grazed, minor bleeding |
| 5 | Snout struck, minor bleeding, monster must save vs. death or retreat for 1 round |
| 6 | Eye injured, stunned 1 round, –2 penalty to attacks |
| 7 | Throat injured, major bleeding, 2/3 move, –2 penalty to all attacks |
| 8 | Skull injured, monster reduced to 2/3 move, major bleeding, –2 penalty to all attacks |
| 9 | Snout/face injured, major bleeding, 1/3 move, no bite attacks, –2 penalty to all other attacks |
| 10 | Head injured, reduced to 0 hp, major bleeding; 1/3 move and –4 penalty to all attacks for 1d3 weeks |
| 11 | Throat destroyed, severe bleeding |
| 12 | Head destroyed, immediate death |
| 13+ | As 12 above with tripled damage dice |

# Chapter Seven:
# Weapons & Armor

Characters are defined not only by their abilities and alignment, but also by their possessions and equipment. With the proper preparation and gear, there's almost nothing a daring hero can't accomplish.

This chapter presents a comprehensive listing of just about any kind of weapon or armor a character would ever want to use. The list is divided into nine different semi-historical groupings to help preserve consistency and accuracy. For example, the most sophisticated armor available during Western Europe's Dark Ages was chain mail; plate mail hadn't been invented yet. If a particular nation or culture in your campaign has a Dark Ages flavor to it, armor heavier than chain mail shouldn't be available there.

The equipment categories are Stone Age, Bronze Age, Roman, Dark Ages, Crusades, Renaissance, English Civil War, Middle Eastern, and Oriental.

The second purpose of this chapter is to update weapon and armor statistics for the *Player's Option* combat system. In addition to the standard size, type, and damage listings, a new number has been introduced: the knockdown die. Speed factors are printed as both a number and a category, for use in a standard AD&D game or with the *Player's Option* initiative rules. Partial armor tables are included, so that players can re-create historical or fantastic styles such as back-and-breast plate with greaves, chainmail shirts, and so on.

Last but not least, a complete explanation of special weapon properties and encumbrance is included at the end of this chapter.

### Equipment Groups

As long as people have been making weapons, different cultures have produced different types of armaments. One wouldn't expect to find an English longbow in ancient Greece, or a samurai's katana in medieval Venice. Of course, many AD&D campaigns aren't very "realistic," but even in the most cosmopolitan settings there will be local standards of technology and preferred weapons and equipment.

It's always possible for rare or unusual weapons to trickle into an area from outside. For example, if a tribe of jungle savages has been trading with a more advanced culture, it's quite likely that they may have learned metalworking or at least be armed with steel spearheads and arrowheads they traded for. Despite this, players should try to equip their characters in a reasonable and consistent fashion. A Viking-like barbarian from the far north has no business beginning a campaign equipped with a blowgun, katana, or scimitar. It's far more reasonable for the character to wear chain mail and carry a throwing axe and long sword. The DM is the final judge of what a character can reasonably expect to be able to find in any particular area.

## Reading the Equipment Lists

The culture lists include the following information:

**Name:** Most weapons have been described by their common AD&D equivalent, so a *flamberge* or *zweihander* is simply referred to as a two-handed sword. There are some exceptions—for example, the gladius, which is just a short sword. The individual weapon

descriptions that follow the tables make note of any additional names by which the weapon is known.

**Cost:** Each weapon has a listed cost based on the standard AD&D monetary system. Many weapons have different costs on different tables; these are weapons that are rarer in the one setting than the other. If the weapon has a "—" for cost, it is effectively free, since it can easily be made by any character.

## Stone Age or Savage Cultures

Stone Age cultures are rare in most AD&D campaigns. Only the most isolated areas can be considered to be in the Stone Age. In our own history, most Stone Age cultures disappeared thousands of years ago—but those that did survive still live today, in the remote areas of Malaysia and South America.

Just because a culture uses Stone Age technology doesn't mean that it is primitive or barbaric. Native Americans enjoyed complex, advanced societies without metal tools or weapons. Therefore, this category can also be used to describe Aztec-like civilizations that exist as contemporaries of societies with more advanced technology.

Savage settings are found in physically remote areas where primitive societies have gained access to metalworking technology. This is a good catch-all category for equipping barbaric jungle tribes, fierce nomads, or tribes of cannibals. Historically, many African, Asian, and Malaysian nations were considered "savages" by Western European explorers as late as the early part of this century. These unique cultures suffered terribly at the hands of their supposedly more-civilized visitors.

Stone Age weapons include a variety of missiles developed from basic hunting tools. They tend to be inferior to even Bronze Age arms, which were designed as implements of war. Armor is light or nonexistent and consists of a hide-covered shield and leather, hide, or cord body armor at best.

Savage arms include improved metal-headed versions of many Stone Age weapons. Savage armor is also light, but includes copper or bronze reinforcement. In some cases, very sophisticated lamellar or scale armor of wood, bone, or leather may be available. Historically, chain mail appeared in the 18th and 19th century among Malaysian and Asian tribes, hundreds of years after Europeans abandoned its use.

**Stone Age and Savage Settings**

| | |
|---|---|
| *Adze* | 3 gp |
| Axe | |
| *Battle* | 15 gp |
| *Hand/throwing* | 6 gp |
| Stone | 5 sp |
| Blowgun | 1 gp |
| Barbed dart | 1 sp |
| Needle | 2 cp |
| Bolas | 5 sp |
| Boomerang | 5 sp |
| Bow | |
| Short | 15 gp |
| *flight arrow* | 3 sp/12 |

| | |
|---|---|
| stone arrow | 3 cp/12 |
| Club | — |
| War | 2 gp |
| *Dagger* | 2 gp |
| Bone | 1 sp |
| Stone | 2 sp |
| Dart | 5 sp |
| *Harpoon* | 20 gp |
| Bone | 1 gp |
| *Javelin* | 5 sp |
| *Stone* | 5 cp |
| Knife | 5 sp |
| Bone | 3 cp |
| Stone | 5 cp |
| *Throwing* | 5 gp |
| Lasso | 5 sp |
| *Parang or Machete* | 8 gp |
| Quarterstaff | — |
| Rock | — |
| Sling | 5 cp |
| Stone | — |
| *Spear* | 2 gp |
| Stone | 2 sp |

Italic entries are only available in metal-using Stone Age or savage settings.

## Tools/Common

This list includes anything that is commonly available as a tool or so universal that any culture would have access to it. Picks, spades, and sledge hammers can be found in any town and can make serviceable weapons if swords and bows aren't available. Regardless of the actual setting used, anything on this table can be wielded as a weapon by a character. Note that Stone Age or Savage cultures are not assumed to have access to these implements, which is why the Tools/Common list follows the Stone Age list.

The DM is free to rule that any particular tool or device is unavailable for selection as a weapon proficiency. Most people don't plan on wielding lanterns or spades as weapons on a regular basis.

**Tools and Common Materials**

| | |
|---|---|
| Adze | 3 sp |
| Belaying pin | 2 cp |
| Bottle | — |
| Club | — |
| Great | 2 gp |
| Flail | |
| Grain | 5 sp |

| | |
|---|---|
| Fork | 8 sp |
| Gaff/hook | |
| Attached | 2 gp |
| Held | 5 cp |
| Grapple | 5 gp |
| Hatchet | 2 gp |
| Hammer | 5 sp |
| Harpoon | 20 gp |
| Holy symbol, big | 25 gp |
| Knife | 5 sp |
| Lantern | varies |
| Lasso | 5 sp |
| Machete | 8 gp |
| Oil flask | 6 cp |
| Pick | 4 gp |
| Pry bar | 2 gp |
| Quarterstaff | — |
| Sap | 5 sp |
| Scourge | 2 gp |
| Scythe | 3 gp |
| Sickle | 6 sp |
| Sledge hammer | 2 gp |
| Sling | 5 cp |
| Bullet | 5 cp |
| Stone | — |
| Spade | 1 gp |
| Torch | 1 cp |
| Vial | 8 sp |
| Whip | 1 sp |

## The Bronze Age and Ancient Cultures

The first metal weapons were made from copper. It was easy to mine and easy to work, but proved to be very soft. By adding tin to copper, a much stronger alloy known as bronze was created. The early civilizations of Egypt and Mesopotamia were manufacturing bronze weapons more than 4,000 years ago.

Unlike Stone Age or savage cultures, Bronze Age cultures are almost never found as contemporaries of more advanced civilizations. Once a nation or tribe masters the working of iron, bronze rapidly falls out of favor. This category is good for campaigns set in ancient times, or for equipping warriors who are somehow displaced in time.

At the beginning of this era, a battle consisted of two mobs of armed men meeting in a brutal melee. By the end of the Bronze Age, sophisticated phalanxes of spearmen and a firm grasp of tactics enabled the Greek city-states to dominate the ancient world. The chariot ruled the battlefield for a while, only to be replaced by more maneuverable cavalry.

Spears, bows, and slings are the most common weapons of this time period. Axes and swords are rarer. Swords evolved from primitive, sickle-shaped chopping weapons into

the Greek *xiphos*, a well-made short sword used for thrusting and slashing.

Armor runs the gamut from none at all to sturdy coats of metal lamellar or scales and bronze breastplates and greaves. The armor type known as bronze plate mail has no real historical model, but is included as a logical extension of bronze plates worn over more of the body.

**Bronze Age, Ancient Cultures**

| | |
|---|---|
| Adze | 3 sp |
| Battle axe | 5 gp |
| Bow | |
| Arrow, flight | 3 sp/12 |
| Composite short bow | 75 gp |
| Long bow | 75 gp |
| Short bow | 30 gp |
| Cestus | 1 gp |
| Dagger | 2 gp |
| Dart | 5 sp |
| Hand/throwing axe | 1 gp |
| Javelin | 5 sp |
| Lance, light | 6 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Mace-axe | 12 gp |
| Pike | 5 gp |
| Quarterstaff | — |
| Spear | 8 sp |
| One-handed | — |
| Two-handed | — |
| Spear, long | 5 gp |
| Staff sling | 2 sp |
| Stinkpot | 1 sp |
| Stone | — |
| Sword | |
| Broadsword | 30 gp |
| Khopesh | 15 gp |
| Sapara | 10 gp |
| Short | 15 gp |
| Sword-axe | 20 gp |
| Trident | 15 gp |
| Two-handed axe | 15 gp |
| Warhammer | 2 gp |
| War club | 2 gp |

During this period, iron weapons began to appear. If an iron weapon is used against armor made of bronze, horn, wood, or any weaker material, the attacker gains a +1 bonus to hit. Similarly, if a bronze weapon is used against iron armor, the attacker suffers a –1

penalty to hit. Bronze-on-bronze or iron-on-iron match-ups provide no special bonuses or penalties.

Iron weapons and armor may be considered to be nonexistent, rare, or common in this setting. If the DM decides they're nonexistent, no character can obtain them. If iron is rare, any weapon or armor made of iron can be purchased for triple the listed cost. If iron is common, iron arms can be purchased at the listed cost. Of course, if iron is common, just about everyone else will have it, too.

## Roman

The military system of Rome conquered half the known world. At its height, the Roman Empire stretched from Spain to Palestine and England to Egypt. Roman legionaries were equipped with a cuirass and helmet of iron, a large curved shield, a type of javelin called a *pilum*, and a *gladius*, or short sword. They fought in disciplined, spaced ranks that permitted men in the rear to step forward and relieve tired men in the front line, keeping fresh men in contact with the enemy.

Later in the Roman Empire, cavalry became more and more important. In time, it replaced the infantry legions as the primary weapon of the empire. The emphasis on cavalry led to the development of longer swords and the use of heavier lances in shock charges.

Rome's civilized enemies were equipped in much the same way as her own legions. However, the empire was also confronted with barbaric Gauls, Celts, and Germans. Their warriors often fought with no armor and only a spear and shield. It wasn't until the decline of the empire that the legions could be defeated by their ill-equipped foes.

Bronze Age, Ancient Cultures

| | |
|---|---|
| Battle axe | 5 gp |
| Bow | |
| Arrow, flight | 3 sp/12 |
| Composite short bow | 75 gp |
| Long bow | 75 gp |
| Short bow | 30 gp |
| Cestus | 1 gp |
| Dagger | 2 gp |
| Dart | 5 sp |
| Hand/throwing axe | 1 gp |
| Javelin | 5 sp |
| Lance, | |
| light | 6 gp |
| medium | 10 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Net | 5 gp |
| Pilum | 1 gp |
| Quarterstaff | — |
| Spear | 8 sp |

| | |
|---|---|
| Spear, long | 5 gp |
| Staff sling | 2 sp |
| Stinkpot | 1 sp |
| Stone | — |
| Sword | |
| Broadsword | 15 gp |
| Drusus | 50 gp |
| Gladius | 10 gp |
| Spatha | 15 gp |
| Trident | 15 gp |
| Warhammer | 2 gp |

## Dark Ages

The Dark Ages are usually considered to extend from the end of the Western Roman Empire to the Norman invasion of England. While Western Europe was in turmoil, the neighboring areas were in far better shape. The Eastern Roman Empire, or Byzantium, survived and grew strong, retaining control of modern-day Turkey and Greece. Islam spread throughout the Levant and northern Africa, bringing enlightenment and civilization.

This grouping of equipment represents a barbarian or backwater kingdom in a fantasy campaign. Since no armor heavier than chain mail exists, many of the weapons that evolved to pierce or defeat armor have not been invented yet. It's good for Viking-like cultures and humanoid hordes.

The Dark Ages saw one very important innovation in Western Europe: the introduction of the stirrup. This allowed a mounted man to wield heavier weapons and deliver a stronger blow without fear of falling off his horse. This innovation signaled the beginning of the horseman's ascendancy on the battlefield. By the year a.d. 900, the most devastating weapon on the battlefield was the charge of heavy cavalry. No infantry formation could hope to withstand it, and lighter cavalry had to move aside or be crushed.

In the West, armor was generally light until late in this period. Chain mail was too expensive for anyone except chieftains and picked bodyguards. By the end of the Dark Ages, chain mail had become far more prevalent. Metal lamellar and scale were widely used in Byzantine and Muslim armies, although light infantry usually did without any armor at all.

**The Dark Ages**

| | |
|---|---|
| Battle axe | 5 gp |
| Bow | |
| Arrow, flight | 3 sp/12 |
| Arrow, sheaf | 3 sp/6 |
| Composite short bow | 75 gp |
| Long | 75 gp |
| Short | 30 gp |
| Caltrop | 2 gp/12 |
| Crossbow | |

| | |
|---|---|
| Light crossbow | 60 gp |
| Light quarrel | 1 sp |
| Pellet bow | 25 gp |
| Pellet | 5 cp |
| Dagger | 2 gp |
| Dart | 5 sp |
| Hand/throwing axe | 1 gp |
| Javelin | 5 sp |
| Lance | |
| Light | 6 gp |
| Medium | 10 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Quarterstaff | — |
| Spear | 8 sp |
| Spear, long | 5 gp |
| Staff sling | 2 sp |
| Stinkpot | 1 sp |
| Stone | — |
| Sword | |
| Broadsword | 20 gp |
| Long sword | 45 gp |
| Sabre | 30 gp |
| Short sword | 15 gp |
| Two-handed axe | 15 gp |
| Warhammer | 2 gp |

## The Crusades

The Crusaders fought their way to the Holy Land at the end of the 11th century and founded kingdoms that would last almost 200 years. This is often referred to as the Age of Mail; chain mail was the prevalent form of personal protection throughout this period. By the time of the Crusades, the armored knight had become the heavy cavalry of Western Europe. It was said that a Crusader charge could carry "through the walls of Babylon."

The knights of the First Crusade were unruly, quarrelous, and impetuous. They had little grasp of battlefield tactics or maneuvers. The Syrians, Turks, and Fatimids who faced them were often commanded by noble warriors who displayed great skill and subtlety with their armies. But as often as not the Crusaders won the day through sheer hard fighting and weight of armor. It was not unusual for a band of Crusaders to take on a force of Turks or Syrians several times its own size and prevail.

The Crusades saw several important technological innovations. Chain mail hauberks were now augmented by chain mittens and leggings for complete protection. Crossbows first saw widespread use at this time. They proved especially useful for keeping horse archers away from a formation, since they outranged the cavalry's lighter bows. Crossbows also had excellent penetration power, punching through armor that could stop most bow shots.

At the end of this period, plate armor began to appear. At first, plates were used to increase the protection over the shoulders and chest of a mailed knight. Within a span of only 50 years, chain mail had been largely replaced.

In addition to the Crusades in the Holy Land, this era also saw the great Mongol conquests of Russia, Hungary, and Poland.

In game terms, the Crusades represent an early Middle Ages society. Without pikes and longbows to counter them, mailed knights owned the battlefield. A fair number of standard fantasy settings center on this level of technology; for example, the armies of J.R.R. Tolkien's Middle Earth are equipped with mail, shield, and long sword.

**The Crusades**

| | |
|---|---|
| Battle axe | 5 gp |
| Bow | |
| Arrow, flight | 3 sp/12 |
| Arrow, sheaf | 3 sp/6 |
| Composite short bow | 75 gp |
| Composite long bow | 100 gp |
| Long | 75 gp |
| Short | 30 gp |
| Caltrop | 2 gp/12 |
| Crossbow | |
| Heavy crossbow | 50 gp |
| Heavy quarrel | 2 sp |
| Light crossbow | 35 gp |
| Light quarrel | 1 sp |
| Pellet bow | 25 gp |
| Pellet | 5 cp |
| Dagger | 2 gp |
| Flail, footman's | 15 gp |
| Flail, horseman's | 8 gp |
| Hand/throwing axe | 1 gp |
| Lance, Light | 6 gp |
| Lance, Medium | 10 gp |
| Lance, Heavy | 15 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Quarterstaff | — |
| Pick, footman's | 8 gp |
| Pick, horseman's | 7 gp |
| Polearm | |
| Bill | 7 gp |
| Glaive | 6 gp |
| Guisarme | 5 gp |
| Halberd | 10 gp |
| Spear | 8 sp |

| | |
|---|---|
| Spear, long | 5 gp |
| Staff sling | 2 sp |
| Stinkpot | 1 sp |
| Stone | — |
| Sword | |
| Broadsword | 20 gp |
| Long sword | 45 gp |
| Sabre | 30 gp |
| Short sword | 15 gp |
| Warhammer | 2 gp |

## Hundred Years' War

In 1291, the city of Acre fell. It was the last of the Crusader domains in the Levant. After eight Crusades and almost 200 years of sporadic fighting, the Holy Land remained in the hands of the Muslims. Early in the 14th century, friction between the rulers of France and England led to the beginning of the Hundred Years' War in 1337.

Edward III, the King of England, led an expedition into France in 1346. On August 26th, the French Army met the English at Crécy. Blooded by years of hard fighting against the Welsh and the Scots, the English longbowmen decimated charge after charge from their prepared positions. By the end of the fighting, the flower of French chivalry lay dead on the field, with only a few hundred English losses to weigh against it. The armored knight had met his match.

The 14th century is the default technological level of most AD&D campaigns, representing the end of the Middle Ages. Full plate armor had appeared, and with it a variety of weapons designed to pierce it. While the knight and his mount were protected by the heaviest and most complete armor ever seen, he no longer ruled the battlefield. Instead, the lowly infantryman became dominant due to the appearance of the longbow, the pike, and an assortment of polearms.

**The Hundred Years' War**

| | |
|---|---|
| Battle axe | 5 gp |
| Bow | |
| Arrow, flight | 3 sp/12 |
| Arrow, sheaf | 3 sp/6 |
| Arrow, pile | 3 sp/6 |
| Composite short | 75 gp |
| Composite long | 100 gp |
| Long | 75 gp |
| Short | 30 gp |
| Caltrop | 2gp/12 |
| Crossbow | |
| Heavy crossbow | 50 gp |
| Heavy quarrel | 2 sp |
| Light crossbow | 35 gp |
| Light quarrel | 1 sp |

| | |
|---|---|
| Pellet bow | 25 gp |
| Pellet | 5 cp |
| Dagger | 2 gp |
| Stiletto | 8 sp |
| Flail, footman's | 15 gp |
| Flail, horseman's | 8 gp |
| Hand/throwing axe | 1 gp |
| Lance, Light | 6 gp |
| Lance, Medium | 10 gp |
| Lance, Heavy | 15 gp |
| Lance, Jousting | 20 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Maul | 4 gp |
| Morningstar | 10 gp |
| Pick, footman's | 8 gp |
| Pick, horseman's | 7 gp |
| Polearm | |
| Awl Pike | 5 gp |
| Bardiche | 7 gp |
| Bec de Corbin | 8 gp |
| Bill | 7 gp |
| Bill-Guisarme | 7 gp |
| Fauchard | 5 gp |
| Glaive | 6 gp |
| Glaive-Guisarme | 10 gp |
| Guisarme | 5 gp |
| Halberd | 10 gp |
| Lucern hammer | 7 gp |
| Military fork | 5 gp |
| Quarterstaff | — |
| Spear | 8 sp |
| Staff sling | 2 sp |
| Stinkpot | 1 sp |
| Stone | — |
| Sword | |
| Bastard Sword | 25 gp |
| Broadsword | 10 gp |
| Estoc | 14 gp |
| Falchion | 17 gp |
| Long sword | 15 gp |
| Sabre | 17 gp |
| Short sword | 10 gp |
| Two-handed sword | 50 gp |
| Warhammer | 2 gp |

## The Renaissance

Firearms continued to improve, replacing the bow and crossbow as the primary missile weapon on the battlefield. The French Army at the end of the Hundred Years' War finally defeated the English with a coordinated army of cavalry, pike, and gunnery. At the same time, the famous Swiss pikemen were learning that their tightly-packed formations were horribly vulnerable to field artillery. Despite the best efforts of armorers, hand-held firearms proved to be capable of downing a knight with a single shot.

The Renaissance was a period of change in warfare. At the beginning of this era, equipment and tactics were not very different from the late Middle Ages. Pikes and heavy cavalry were still the most common arms on the European battlefield. By the end of the 16th century, guns had replaced lances, pikes, and bows as the weapon of choice for the armies of Europe.

The Renaissance culminated in the Thirty Years' War and the English Civil War. In both of these conflicts, firearms proved their superiority over older weapons. By 1650, the armored knight was a figure of history, and the pike and bow were vanishing as well.

An AD&D campaign in a Renaissance setting actually travels beyond the original scope of the game. Characters can no longer rely on heavy armor to protect them; most of their foes are equipped with firearms that can penetrate the finest plate armor. The power of a PC party's massed musket fire makes even 1st-level characters the equal of an ogre or troll. And the existence of high magic becomes hard to justify in an Age of Reason.

The military systems developed by the Europeans in this time period would prove to be invincible to less advanced cultures as European explorers began the conquest of the world around them. Many neighboring peoples, such as the Turks or the Cossacks, began to fall behind the European powers during this era. By the time the Turks had matchlocks, the Europeans had flintlocks; by the time the Turks had flintlocks, the Europeans had very good flintlocks. The upshot of this is that a kingdom with Renaissance-level technology is capable of defeating and dominating larger but less advanced societies.

Needless to say, this represents the most advanced technology available in a standard AD&D campaign.

**The Hundred Years' War**

| | |
|---|---|
| Battle axe | 5 gp |
| Brandistock | 15 gp |
| Bow | |
| Arrow, flight | 3 sp/12 |
| Arrow, sheaf | 3 sp/6 |
| Arrow, pile | 3 sp/6 |
| Composite short | 75 gp |
| Composite long | 100 gp |
| Long | 75 gp |
| Short | 30 gp |
| Caltrop | 2gp/12 |
| Crossbow | |
| Heavy crossbow | 50 gp |

| | |
|---|---|
| Heavy quarrel | 2 sp |
| Light crossbow | 35 gp |
| Light quarrel | 1 sp |
| Pellet bow | 25 gp |
| Pellet | 5 cp |
| Dagger | 2 gp |
| Main-gauche | 3 gp |
| Parrying dagger | 5 gp |
| Stiletto | 8 sp |
| Flail, footman's | 15 gp |
| Flail, horseman's | 8 gp |
| Hand/throwing axe | 1 gp |
| Lance, Light | 6 gp |
| Lance, Medium | 10 gp |
| Lance, Heavy | 15 gp |
| Lance, Jousting | 20 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Mancatcher | 30 gp |
| Maul | 4 gp |
| Morningstar | 10 gp |
| Quarterstaff | -- |
| Pick, footman's | 8 gp |
| Pick, horseman's | 7 gp |
| Polearm | |
| Awl Pike | 5 gp |
| Bill | 7 gp |
| Bill-Guisarme | 7 gp |
| Glaive-Guisarme | 10 gp |
| Halberd | 10 gp |
| Military fork | 5 gp |
| Partisan | 10 gp |
| Ranseur | 6 gp |
| Spetum | 5 gp |
| Voulge | 5 gp |
| Spear | 8 sp |
| Sword | |
| Bastard Sword | 25 gp |
| Broadsword | 10 gp |
| Claymore | 25 gp |
| Cutlass | 12 gp |
| Falchion | 17 gp |
| Long sword | 15 gp |
| Rapier | 15 gp |
| Sabre | 17 gp |
| Short sword | 10 gp |

| | |
|---|---|
| Two-handed sword | 50 gp |
| Warhammer | 2 gp |

## Middle Eastern

Unlike the previous categories, which trace a semi-historical progression of armaments, this grouping represents a generic Arabian or Moorish culture. Weapons such as scimitars and jambiyas aren't normally available in any kind of European setting, but they're common in lands with a Middle Eastern flavor.

No Middle Eastern cultures ever developed heavy plate armor, but excellent varieties of chain mail and reinforced chain mail were available for heavy cavalry. Foot troops were usually unarmored. Both straight and curved sword blades were common throughout the Arab world. Bows were also greatly favored, and the composite bow of the Turks was the most powerful in the world.

Many of the weapons on this list aren't true contemporaries of each other, or come from widely scattered areas. For example, the chakram, tulwar, and bagh nakh are Indian weapons, and couldn't be found in a Turkish or Bedouin venue. If there is any question about which weapons are available, the DM can decide if a particular weapon belongs in his campaign or not. Although there is no historical relaton, this equipment grouping also covers Central Asian nomads such as Tartars or Mongols.

**Middle Eastern Cultures**

| | |
|---|---|
| Ankus | 3 gp |
| Bagh nakh | 4 sp |
| Battle axe | 5 gp |
| Blowgun | 5 gp |
| Barbed dart | 1 sp |
| Needle | 2 cp |
| Bow | |
| Arrow, flight | 3 sp/12 |
| Composite long bow | 100 gp |
| Composite short bow | 75 gp |
| Short bow | 30 gp |
| Chain | 5 sp |
| Chakram | 8 sp |
| Crossbow | |
| Hand quarrel | 1 gp |
| Hand crossbow | 150 gp |
| Heavy crossbow | 50 gp |
| Heavy quarrel | 2 sp |
| Light crossbow | 35 gp |
| Light quarrel | 1 sp |
| Pellet bow | 25 gp |
| Pellet | 5 cp |
| Dagger | 2 gp |
| Jambiya | 4 gp |

| | |
|---|---|
| Katar | 3 gp |
| Dart | 5 sp |
| Flail, footman's | 15 gp |
| Flail, horseman's | 8 gp |
| Hand/throwing axe | 1 gp |
| Javelin | 5 sp |
| Lance, light | 6 gp |
| Lance, medium | 10 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Mancatcher | 30 gp |
| Quarterstaff | — |
| Polearm | |
| Awl Pike | 5 gp |
| Glaive | 6 gp |
| Halberd | 10 gp |
| Military fork | 5 gp |
| Spear | 8 sp |
| Spear, long | 5 gp |
| Sword | |
| Cutlass | 12 gp |
| Tulwar | 17 gp |
| Long sword | 15 gp |
| Sabre | 17 gp |
| Scimitar | 15 gp |
| Short sword | 10 gp |
| Great scimitar | 60 gp |
| Trident | 15 gp |

## Oriental

As with the Middle Eastern grouping, the Oriental grouping is meant to provide a variety of weapons for flavor. It wouldn't feel right for a samurai warrior to equip himself with a pole axe or a pilum. Once again, the weapons list covers a lot of time and territory; the DM is free to rule out any weapon she doesn't feel is appropriate for her campaign.

Oriental armors were almost always varieties of lamellar, brigandine, or scale, even though they were known by different names. The characteristic armor of the samurai was usually a fine suit of metal lamellar armor.

**Oriental Weapons**

| | |
|---|---|
| Ankus | 3 gp |
| Battle axe | 5 gp |
| Blowgun | 5 gp |
| Barbed dart | 1 sp |
| Needle | 2 cp |
| Bo stick | 5 cp |

| | |
|---|---|
| Bow | |
| Arrow, flight | 3 sp/12 |
| Arrow, sheaf | 3 sp/6 |
| Composite long bow | 100 gp |
| Composite short bow | 75 gp |
| Short bow | 30 gp |
| Chain | 5 sp |
| Chakram | 8 sp |
| Chijikiri | 6 gp |
| Crossbow | |
| Light crossbow | 35 gp |
| Light quarrel | 1 sp |
| Pellet bow | 25 gp |
| Pellet | 5 cp |
| Cho-ku-no | 50 gp |
| Dagger | 2 gp |
| Dart | 5 sp |
| Gunsen | 4 gp |
| Hand axe | 1 gp |
| Javelin | 5 sp |
| Jitte | 5 sp |
| Kama | 2 gp |
| Kau sin ke | 3 gp |
| Kawanaga | 1 gp |
| Kusari-gama | 4 gp |
| Lance, light | 6 gp |
| Lance, medium | 10 gp |
| Mace, footman's | 8 gp |
| Mace, horseman's | 5 gp |
| Mancatcher | 30 gp |
| Nunchaku | 5 sp |
| Polearm | |
| Awl Pike | 5 gp |
| Lajatang | 7 gp |
| Nagimaki | 6 gp |
| Naginata | 8 gp |
| Tetsubo | 4 gp |
| Sai | 1 gp |
| Sang kauw | 5 gp |
| Shuriken | 3 sp |
| Spear | 8 sp |
| Spear, long | 5 gp |
| Sword | |
| Cutlass | 12 gp |
| Katana | 100 gp |
| Ninja-to | 20 gp |

| | |
|---|---|
| No-dachi | 45 gp |
| Tulwar | 17 gp |
| Sabre | 17 gp |
| Short sword | 10 gp |
| Wakizashi | 50 gp |
| Three-piece rod | 2 gp |
| Trident | 15 gp |

## Firearms

This listing sums up all firearms available from the other groupings. It was separated from the main equipment listings because the use of firearms in an AD&D campaign is purely optional. Firearms require an explosive powder to propel their missiles; this can be either *smoke powder* or *gunpowder*.

Gunpowder is a mixture of saltpeter, sulfur, and charcoal. Generally, it is available only in low-magic campaigns. If gunpowder is widely available in a given setting, firearms will naturally be more common. If the DM rules that gunpowder works in his campaign, it can be purchased at the listed cost. In a realistic setting, gunpowder is cheap and easy to obtain.

Smoke powder is a magical compound that duplicates the effects of gunpowder. If the DM wishes to have firearms in his campaign but wants to limit their availability, he can decide that normal gunpowder doesn't work. Smoke powder is much scarcer and far more expensive than regular gunpowder, and player characters will usually have to find some instead of being able to buy it.

Of course, if the DM wants no guns of any kind in his campaign, he can rule that neither gunpowder nor smoke powder work on his world. Without powder, guns are useless.

**Firearms**

| | |
|---|---|
| Hand Match | |
| Handgunne | 125 gp |
| Arquebus | 175 gp |
| Matchlock | |
| Arquebus | 50 gp |
| Caliver | 40 gp |
| Musket w/rest | 45 gp |
| Wheellock | |
| Arquebus | 80 gp |
| Belt pistol | 25 gp |
| Horse pistol | 35 gp |
| Snaplock | |
| Belt Pistol | 15 gp |
| Horse Pistol | 20 gp |
| Musket | 60 gp |
| Flintlock | |
| Belt Pistol | 30 gp |

| | |
|---|---|
| Blunderbuss | 20 gp |
| Blunderbuss Pistol | 35 gp |
| Carbine | 65 gp |
| Horse Pistol | 40 gp |
| Musket | 90 gp |
| Combined Weapons | |
| Axe-pistol | 45 gp |
| Dagger-pistol | 40 gp |
| Hammer-pistol | 50 gp |
| Sword-pistol | 75 gp |
| Bullet | 1sp/10 |
| Gunpowder | 1 sp |
| Slow match | 5 sp |
| Smokepowder | 25 gp |

## Armor

This list sums up the types of armor available by each time period. There are two prices listed for each piece of equipment: a common price and a rare price. Generally, armor is rare when some other type of armor is prevalent. For example, plate mail is rare in a Crusades-era campaign, and therefore more expensive than in a Hundred Years' War-era setting.

The armor table also provides information on pieces of armor used together. It was quite common for armor to be "mismatched;" the hoplite of ancient Greece wore a bronze breastplate, greaves, and helmet with a leather skirt, while the Moghul Indians used an iron breastplate sewn into a complete suit of chainmail.

### Full Suits

| Armor Type | Common Cost | Rare Cost | Torso AC | Torso Weight | Arm AC | Arm Weight | Leg AC | Leg Weight | Full AC | Full Weight |
|---|---|---|---|---|---|---|---|---|---|---|
| Banded mail+ | 200 gp | 275 gp | 3.0 | 17 lbs | 0.6 | 4 lbs | 0.9 | 5 lbs | 6 | 35 lbs |
| Brigandine | 120 gp | 150 gp | 2.0 | 15 lbs | 0.4 | 3 lbs | 0.6 | 4 lbs | 4 | 30 lbs |
| Bronze plate+ | 400 gp | 750 gp | 3.0 | 23 lbs | 0.6 | 4 lbs | 0.9 | 7 lbs | 6 | 45 lbs |
| Chain mail++ | 75 gp | 225 gp | 2.5 | 20 lbs | 0.5 | 4 lbs | 0.8 | 6 lbs | 5 | 40 lbs |
| Cord armor | 10 gp | 15 gp | 1.0 | 8 lbs | 0.2 | 1 lb | 0.3 | 2 lbs | 2 | 15 lbs |
| Field plate | 2000 gp | 3000 gp | 4.0 | 30 lbs | 0.8 | 6 lbs | 1.2 | 9 lbs | 8 | 60 lbs |
| Full plate | 4000 gp | — | 4.5 | 35 lbs | 0.9 | 7 lbs | 1.4 | 10 lbs | 9 | 70 lbs |
| Hide armor | 35 gp | 50 gp | 2.0 | 15 lbs | 0.4 | 3 lbs | 0.6 | 4 lbs | 4 | 30 lbs |
| Improved mail++ | 180 gp | 300 gp | 3.0 | 25 lbs | 0.6 | 5 lbs | 0.9 | 8 lbs | 6 | 50 lbs |
| Leather armor | 5 gp | — | 1.0 | 8 lbs | 0.2 | 1 lb | 0.3 | 2 lbs | 2 | 15 lbs |
| Light scale++ | 80 gp | 120 gp | 1.5 | 13 lbs | 0.3 | 2 lbs | 0.5 | 4 lbs | 3 | 25 lbs |
| Metal lamellar | 250 gp | 330 gp | 2.5 | 17 lbs | 0.5 | 4 lbs | 0.8 | 5 lbs | 5 | 35 lbs |
| Padded armor | 4 gp | — | 1.0 | 5 lbs | 0.2 | 1 lb | 0.3 | 1 lb | 2 | 10 lbs |
| Plate mail | 600 gp | 900 gp | 3.5 | 25 lbs | 0.7 | 5 lbs | 1.0 | 8 lbs | 7 | 50 lbs |
| Ring mail | 40 gp | 40 gp | 1.5 | 15 lbs | 0.3 | 3 lbs | 0.5 | 4 lbs | 3 | 30 lbs |
| Scale armor | 60 gp | 80 gp | 2.0 | 20 lbs | 0.4 | 4 lbs | 0.6 | 6 lbs | 4 | 40 lbs |
| Splint mail | 80 gp | 600 gp | 3.0 | 20 lbs | 0.6 | 4 lbs | 0.9 | 6 lbs | 6 | 40 lbs |
| Studded leather | 20 gp | 40 gp | 1.5 | 13 lbs | 0.3 | 2 lbs | 0.5 | 4 lbs | 3 | 25 lbs |
| Wood/bone | | | | | | | | | | |

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| armor+ | 50 gp | 50 gp | 1.5 | 10 lbs | 0.3 | 2 lbs | 0.5 | 3 lbs | 3 | 20 lbs |

+ Historically, these armor types only existed as pieces and not full suits.
++ Depending on the period, these armor types may only be available as pieces.

**Composite Armors**

| Armor Type | Cost | Components | AC bonus | Weight |
|---|---|---|---|---|
| Back-and-breast | 80 gp | Plate mail breastplate | 4 | 25 lbs |
| Chain hauberk | 75 gp | Thigh-length coat of mail | 4 | 35 lbs |
| Chain-lamellar | 125 gp | Lamellar breastplate, mail for limbs | 6 | 35 lbs |
| Gallic armor | 30 gp | Leather leggings and sleeve, metal belt | 2 | 10 lbs |
| Half-plate | 300 gp | Back-and-breast, partial leg and arm plate | 6 | 40 lbs |
| Hoplite armor | 160 gp | Bronze breastplate, greaves, leather skirt | 5 | 40 lbs |
| Lamellar shirt | 100 gp | Lamellar coat, cloth skirt | 3 | 20 lbs |
| Lorica hamata | 120 gp | Chain shirt, studded leather skirt | 4 | 25 lbs |
| Lorica segmenta | 175 gp | Banded mail shirt, studded leather skirt | 5 | 20 lbs |
| Mail and plate | 150 gp | Breastplate over chainmail | 6 | 45 lbs |
| Three-quarter plate | 800 gp | Full plate torso and arms, partial legs | 7 | 45 lbs |

**Helmets**

| Type | AC | Cost | Weight | Surprise |
|---|---|---|---|---|
| Cap | 6 | 4 gp | 3 lbs | normal |
| Close-faced | 3 | 20 gp | 10 lbs | –1 penalty |
| Mail coif | 5 | 10 gp | 5 lbs | normal |
| Great helm | 1 | 80 gp | 20 lbs | –2 penalty |
| Leather helm | 8 | 1 gp | 2 lbs | normal |
| Open-faced | 4 | 12 gp | 7 lbs | –1 penalty |

**Shields**

| Type | AC Mod | # Foes | Cost | Weight |
|---|---|---|---|---|
| Buckler | +1 | 1 | 1 gp | 3 lbs |
| Small | +1 | 2 | 3 gp | 5 lbs |
| Medium | +1 | 3 | 7 gp | 7 lbs |
| Large | +2 | 4 | 10 gp | 15 lbs |

Master Weapon List The table that follows includes all of the other following weapon statistics.

**Weight:** This is the weapon's weight in pounds. Some weapons have a negligible weight, but a group of 10 weigh one pound.

**Size:** Weapons are described as Small, Medium, or Large. A character can employ a weapon equal to his own size in one hand and can employ a weapon one size larger in two hands. A size S gnome can use a dagger or short sword one-handed, but he would need two hands to use a size M battle axe.

**Type:** Weapons are divided into three categories: Bludgeoning, Piercing, and Slashing. This describes the weapon's method of creating injuries and is used to determine what kind of critical hits the weapon inflicts. In addition, some monsters may be partially resistant to the effects of certain weapon types; for example, skeletons only take 1/2 damage from slashing or piercing weapons.

**Speed:** Weapons are rated as *fast*, *average*, or *slow* for purposes of the *Player's Option* combat system. In addition, a number is included after the category to reflect the weapon's speed factor under standard AD&D rules. If the *Player's Option* combat system is not being used in a campaign, the speed factors are used instead.

**Melee Reach:** All hand-to-hand weapons are rated as having a reach of 1, 2, or 3 squares. A reach of 1 allows the user to attack any target in an adjacent square that he threatens, a range of 2 allows the user to attack targets one or two spaces away, and so on. A weapon with a range of 3 *cannot* be used to attack a target only 1 square away; it can only attack targets 2 or 3 squares away.

If a weapon has a "—" in this category, it cannot be used to make melee attacks.

**Missile ROF:** This is the number of times per combat round that a missile weapon may be used to attack. Naturally, a character can't throw two or three weapons per round if he only has one available.

**Missile Range:** Range is expressed as three numbers. The first number is the outermost limit of short range, the second is the outermost limit of medium range, and the third is the outermost limit of long range. For example, a thrown dagger has a range of 2/4/6. If it is thrown at a target one or two squares away, it's a short-range shot; a target three or four squares away is a medium-range shot; and so on.

Missile ranges are given in combat system squares. In normal melee scale, a square equals 5 feet. In missile scale (only used for outdoors or open battlefields) a square equals 5 yards.

**Damage:** Damage is divided into two categories: versus Small–Medium creatures, and versus Large or larger creatures. The target size dictates which rating to use.

**Knockdown:** The knockdown die is rolled any time the weapon scores a hit. A result of 7 or better creates a possible knockdown against a Man-sized target.

| | | | | | Melee | Missile | Range | Damage vs. Size | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Weapon** | **Wt.** | **Size** | **Type** | **Speed** | **Reach** | **ROF** | **S/M/L** | **Sm-Med** | **Large** | **Kndwn** |
| Adze | 4 | S | S/P | Fa(4) | 1 | — | — | 1d4+1 | 1d4 | d6 |
| Ankus | 4 | M | P/B | Av(6) | 1 | — | — | 1d4 | 1d4 | d8 |
| Axe | | | | | | | | | | |
| Battle | 7 | M | S | Av(7) | 1 | — | — | 1d8 | 1d8 | d10 |
| Hand/throwing | 5 | M | S | Fa(4) | 1 | 1/rnd | 2/4/6 | 1d6 | 1d4 | d8 |
| Stone | 6 | M | B/S | Av(6) | 1 | — | — | 1d6 | 1d4 | d8 |
| Two-handed *h* | 10 | L | S | Sl(9) | 1 | — | — | 1d10 | 2d8 | d12 |
| Bagh nakh | 1 | S | S | Fa(2) | 1 | — | — | 1d2 | 1d2 | d4 |
| Belaying pin | 2 | S | B | Fa(4) | 1 | — | — | 1d3 | 1d3 | d6 |
| Blowgunh | 2 | L | — | Av(5) | — | 2/rnd | 2/4/6 | — | — | — |
| Barbed dart | * | S | P | — | — | 2/rnd | 2/4/6 | 1d3 | 1d2 | d4 |

| Weapon | Wt. | Size | Type | Speed | Melee Reach | Missile ROF | Range S/M/L | Damage vs. Size Sm-Med | Large | Kkdwn |
|---|---|---|---|---|---|---|---|---|---|---|
| Needle *1* | * | S | P | — | — | 2/rnd | 2/4/6 | 1 | 1 | — |
| Bo sticks | 4 | L | B | Fa(3) | 1 | — | — | 1d6 | 1d4 | d8 |
| Bolas | 2 | M | B | Sl(8) | — | 1/rnd | 6/12/18 | 1d3 | 1d2 | d6 |
| Boomerang *2* | 2 | S | B | Fa(4) | 1 | 1/rnd | 4/8/12 | 1d4 | 1d4 | d8 |
| Bottle *b* | 2 | S | B | Fa(4) | 1 | 1/rnd | 2/3/4 | 1d3 | 1d2 | d6 |
| Bow | | | | | | | | | | |
| Composite long *h* | 3 | L | (P) | Av(7) | — | 2/rnd | — | — | — | d6 |
| w/flight arrow | * | S | P | — | — | — | 12/24/42 | 1d6 | 1d6 | d6 |
| w/pile arrow | * | S | P | — | — | — | 8/16/34 | 1d6 | 1d6 | d6 |
| w/sheaf arrow | * | S | P | — | — | — | 8/16/34 | 1d8 | 1d8 | d6 |
| w/stone arrow *b* | * | S | P | — | — | — | 12/24/42 | 1d4 | 1d4 | d6 |
| Composite short *h* | 2 | M | (P) | Av(6) | — | 2/rnd | — | — | — | — |
| w/flight arrow | * | S | P | — | — | — | 10/20/36 | 1d6 | 1d6 | d6 |
| w/stone arrow *b* | * | S | P | — | — | — | 10/20/36 | 1d4 | 1d4 | d6 |
| Long *h* | 3 | L | (P) | Av(7) | — | 2/rnd | — | — | — | — |
| w/flight arrow | * | S | P | — | — | — | 14/28/42 | 1d6 | 1d6 | d6 |
| w/sheaf arrow | * | S | P | — | — | — | 10/20/34 | 1d8 | 1d8 | d6 |
| w/pile arrow | * | S | P | — | — | — | 10/20/34 | 1d6 | 1d6 | d6 |
| w/stone arrow | * | S | P | — | — | — | 14/28/42 | 1d4 | 1d4 | d6 |
| Short *h* | 2 | M | (P) | Av(7) | — | 2/rnd | — | — | — | — |
| w/flight arrow | * | S | P | — | — | — | 10/20/30 | 1d6 | 1d6 | d6 |
| w/stone arrow | * | S | P | — | — | — | 10/20/30 | 1d4 | 1d4 | d6 |
| Brandistock | 5 | M | P | Av(7) | 1 | — | — | 1d6 | 1d6 | d8 |
| Caltrop | * | S | P | — | — | — | — | 1 | 1d2 | — |
| Cestus | 2 | S | B | Fa(2) | 1 | — | — | 1d4 | 1d3 | d6 |
| Chain *h, s* | 3 | L | B | Av(5) | 2 | — | — | 1d4+1 | 1d4 | d6 |
| Chakra *m* | 1 | S | S | Fa(4) | — | 2/rnd | 4/8/12 | 1d4 | 1d3 | d4 |
| Chijikiri *h* | 6 | M | P/B | Av(7) | 1(2) | — | — | 1d6 | 1d8 | d6 |
| Club | 3 | M | B | Fa(4) | 1 | 1/rnd | 2/4/6 | 1d6 | 1d3 | d8 |
| Great | 15 | L | B | Sl(9) | 1 | — | — | 2d4 | 1d6+1 | d12 |
| War | 6 | M | B/S | Av(7) | 1 | 1/rnd | 2/4/6 | 1d6+1 | 1d4+1 | d10 |
| Combined Weapons | | | | | | | | | | |
| Axe-pistol | 6 | M | S | Fa(4) | 1 | as wheellock belt pistol | | 1d6 | 1d4 | d8 |
| Dagger-pistol | 3 | S | P | Fa(2) | 1 | as wheellock belt pistol | | 1d4 | 1d3 | d6 |
| Hammer-pistol | 5 | M | B | Fa(4) | 1 | as wheellock belt pistol | | 1d4+1 | 1d4 | d10 |
| Sword-pistol | 6 | M | S | Av(5) | 1 | as wheellock belt pistol | | 2d4 | 1d6+1 | d8 |
| Crossbow | | | | | | | | | | |
| Cho-ku-noh | 12 | M | — | Av(6) | — | 2/rnd | 10/20/30 | — | — | — |
| Hand | 3 | S | — | Av(5) | — | 1/rnd | — | — | — | — |
| Hand quarrel | * | S | P | — | — | — | 4/8/12 | 1d3 | 1d2 | d4 |
| Heavy *h* | 14 | M | — | Sl(10) | — | 1/2 rnd | — | — | — | — |
| Heavy quarrel | * | S | P | — | — | — | 16/32/48 | 1d8+1 | 1d10+1 | d6 |
| Light *h* | 7 | M | — | Av(7) | — | 1/rnd | — | — | — | — |
| Light quarrel | * | S | P | — | — | — | 12/24/36 | 1d6+1 | 1d8+1 | d6 |
| Pellet bowh | 5 | M | — | Av(7) | — | 1/rnd | — | — | — | — |
| Pellet | * | S | B | — | — | — | 8/16/24 | 1d4 | 1d4 | d4 |
| Dagger | 1 | S | P | Fa(2) | 1 | 2/rnd | 2/4/6 | 1d4 | 1d3 | d6 |
| Bone *b* | 1 | S | P | Fa(2) | 1 | 2/rnd | 2/3/4 | 1d2 | 1d2 | d6 |
| Jambiya | 1 | S | P/S | Fa(3) | 1 | — | — | 1d4 | 1d4 | d6 |
| Katar | 1 | S | P | Fa(2) | 1 | — | — | 1d3+1 | 1d3 | d6 |
| Main-gauche | 2 | S | P/S | Fa(2) | 1 | — | — | 1d4 | 1d3 | d6 |
| Parrying | 1 | S | P | Fa(2) | 1 | — | — | 1d3 | 1d3 | d6 |
| Stiletto | 1/2 | S | P | Fa(2) | 1 | 2/rnd | 2/4/6 | 1d3 | 1d2 | d4 |
| Stone *b* | 1 | S | P | Fa(2) | 1 | 2/rnd | 2/3/4 | 1d3 | 1d2 | d6 |

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Dart | 1/2 | S | P | Fa(2) | — | 3/rnd | 2/4/8 | 1d3 | 1d2 | d4 |
| Flail | | | | | | | | | | |
| Footman's | 15 | L | B | Av(7) | 1 | — | — | 1d6+1 | 2d4 | d12 |
| Grain | 3 | M | B | Av(6) | 1 | — | — | 1d4 | 1d4 | d8 |
| Horseman's | 5 | M | B | Av(6) | 1 | — | — | 1d4+1 | 1d4+1 | d10 |
| Flintlock *3* | | | | | | | | | | |
| Belt Pistol | 3 | S | P | Av(7) | — | 1/2 rn | 4/8/12 | 1d8k | 1d8k | d8 |
| Blundbuss Pistol *4* | 6 | S | P | Sl(9) | — | 1/3 rn | 2/4/8 | 1d6 | 1d6 | d10 |
| Blunderbuss*4* | 10 | M | P | Sl(10) | — | 1/3 rn | 3/6/12 | 1d8 | 1d8 | d12 |
| Carbine | 8 | M | P | Av(8) | — | 1/2 rn | 10/20/55 | 1d10k | 1d10k | d8 |
| Horse Pistol | 4 | S | P | Av(8) | — | 1/2 rn | 5/10/15 | 1d10k | 1d10k | d8 |
| Musket | 12 | M | P | Sl(9) | — | 1/2 rn | 15/30/80 | 1d12k | 1d12k | d8 |
| Fork | 6 | L | P | Av(7) | 1 | — | — | 1d6 | 1d6+1 | d6 |
| Gaff/hook | 2 | S | P | Fa(2) | 1 | — | — | 1d4 | 1d3 | d4 |
| Grapple | 3 | S | P/B | Av(7) | 1 | 1/2 rnd | 2/4/6 | 1d4 | 1d4 | d6 |
| Gunpowder | * | — | — | — | — | — | — | — | — | — |
| Gunsen | 1 | S | B/P | Fa(2) | 1 | — | — | 1d3 | 1d2 | d4 |
| Hammer | 3 | S | B | Fa(4) | 1 | 1/rnd | 2/4/6 | 1d4 | 1d3 | d6 |
| Hand Match *5* | | | | | | | | | | |
| Arquebus | 10 | M | P | Vsl(15) | — | 1/3 rn | 10/30/42 | 1d10k | 1d10k | d8 |
| Handgunne | 20 | L | P | Vsl(18) | — | 1/4 rn | 8/24/34 | 1d8+2 | 2d6+2 | d10 |
| Harpoon *h* | 6 | L | P | Av(7) | 2 | 1/rnd | 2/4/6 | 2d4 | 2d6 | d8 |
| Bone *b, h* | 5 | L | P | Av(7) | 2 | 1/rnd | 2/3/4 | 1d6 | 1d10 | d8 |
| Hatchet | 3 | S | S | Fa(3) | 1 | 1/rnd | 2/4/6 | 1d4 | 1d4 | d6 |
| Holy symbol, big | 4 | S | B | Av(5) | 1 | — | — | 1d6 | 1d3 | d8 |
| Javelin | 2 | M | P | Fa(4) | 1 | 1/rnd | 4/8/12 | 1d6 | 1d6 | d6 |
| Stone *b* | 2 | M | P | Fa(4) | 1 | 1/rnd | 3/6/9 | 1d4 | 1d4 | d6 |
| Jitte | 2 | S | B | Fa(2) | 1 | — | — | 1d4 | 1d2 | d6 |
| Kama | 2 | S | P/S | Fa(4) | 1 | — | — | 1d6 | 1d4 | d6 |
| Kau sin ke | 4 | M | B | Av(6) | 1 | — | — | 1d8 | 1d6 | d8 |
| Kawanaga *h* | 1 | S | P/B | Av(7) | 2 | — | — | 1d3 | 1d2 | d6 |
| Knife | *1,2* | S | S/P | Fa(2) | 1 | 2/rnd | 2/4/6 | 1d3 | 1d2 | d4 |
| Bone *b* | 1/2 | S | P/S | Fa(2) | 1 | 2/rnd | 2/3/4 | 1d2 | 1d2 | d4 |
| Stone *b* | 1/2 | S | P/S | Fa(2) | 1 | 2/rnd | 2/3/4 | 1d2 | 1d2 | d4 |
| Throwing | 4 | M | S/P | Sl(8) | 1 | 1/rnd | 2/4/6 | 2d4 | 1d6+1 | d8 |
| Kusari-gama *h* | 3 | M | P/S/B | Av(6) | 2 | — | — | 1d6 | 1d4 | d6 |
| Lance | | | | | | | | | | |
| Light *m* | 5 | L | P | Av(6) | 2 | 1/rnd | 2/3/4 | 1d6 | 1d8 | d8 |
| Medium *m* | 10 | L | P | Av(7) | 2 | — | — | 1d6+1 | 2d6 | d10 |
| Heavy *m* | 15 | L | P | Sl(10) | 2 | — | — | 1d8+1 | 3d6 | d12 |
| Jousting *m* | 20 | L | B | Sl(10) | 2 | — | — | 1d3–1 | 1d2–1 | d12 |
| Lantern | 2–3 | S | Bd | Av(6) | 1 | 1/rnd | 2/3/4 | 1d3* | 1d2* | d6 |
| Lasso | 3 | L | — | Sl(10) | — | 1/2 rnd | 2/4/6 | — | — | — |
| Mace | | | | | | | | | | |
| Footman's | 10 | M | B | Av(7) | 1 | — | — | 1d6+1 | 1d6 | d10 |
| Horseman's | 6 | M | B | Av(6) | 1 | 1/rnd | 2/3/4 | 1d6 | 1d4 | d8 |
| Mace-axe | 9 | L | B/S | Sl(8) | 1 | — | — | 2d4 | 1d6+1 | d10 |
| Machete | 5 | M | S | Av(6) | 1 | — | — | 1d8 | 1d8 | d6 |
| Mancatcher *h, 6* | 8 | L | — | Av(7) | 1 | — | — | — | — | d6 |
| Matchlock *7* | | | | | | | | | | |
| Arquebus | 10 | M | P | Sl(10) | — | 1/2 rnd | 10/20/60 | 1d10k | 1d10k | d8 |
| Caliver | 11 | M | P | Sl(9) | — | 1/2 rnd | 8/16/48 | 1d8k | 1d8k | d8 |
| Musket w/rest | 20 | L | P | Sl(12) | — | 1/2 rnd | 12/24/72 | 1d12k | 1d12k | d8 |
| Maul | 10 | L | B | Sl(8) | 1 | — | — | 2d4 | 1d10 | d12 |
| Morningstar | 12 | M | B/P | Av(7) | 1 | — | — | 2d4 | 1d6+1 | d10 |
| Neth | 10 | M | — | Sl(10) | 1 | 1/2 rnd | 2/3/4 | — | — | — |

| Weapon | Wt. | Size | Type | Speed | Melee Reach | Missile ROF | Range S/M/L | Damage vs. Size Sm-Med | Large | Knckdwn |
|---|---|---|---|---|---|---|---|---|---|---|
| Nunchakus | 3 | M | B | Fa(3) | 1 | 1/2 | 1/2 | 1d6 | 1d6 | d8 |
| Oil flask | 1 | S | d | VS(15) | — | 1/2 rnd | 2/3/4 | d | d | — |
| Parang or Machete | 5 | M | S | Av(6) | 1 | — | — | 1d8 | 1d8 | d6 |
| Pick | | | | | | | | | | |
| Farming tool | 8 | L | P | Sl(8) | 1 | — | — | 1d6 | 1d6+1 | d8 |
| Footman's | 6 | M | P | Av(7) | 1 | — | — | 1d6+1 | 2d4 | d8 |
| Horseman's | 4 | M | P | Av(5) | 1 | — | — | 1d4+1 | 1d4 | d6 |
| Pike *c, h* | 12 | L | P | Sl(13) | 3 | — | — | 1d6 | 1d12 | d8 |
| Pilum | *3* | M | P | Av(5) | 1 | 1/rnd | 3/6/9 | 1d6 | 1d6 | d6 |
| Polearm | | | | | | | | | | |
| Awl Pike *c* | 12 | L | P | Sl(13) | 3 | — | — | 1d6 | 1d12 | d8 |
| Bardiche | 12 | L | S | Sl(9) | 2 | — | — | 2d4 | 2d6 | d12 |
| Bec de Corbin *h* | 10 | L | P/B | Sl(9) | 2 | — | — | 1d8 | 1d6 | d10 |
| Bill-Guisarme *h* | 15 | L | P/S | Sl(10) | 2 | — | — | 2d4 | 1d10 | d10 |
| Billh | 15 | L | P/S | Sl(10) | 2 | — | — | 2d4 | 1d10 | d10 |
| Fauchard | 7 | L | S | Sl(8) | 2 | — | — | 1d6 | 1d8 | d8 |
| Glaive | 8 | L | S | Sl(8) | 2 | — | — | 1d6 | 1d10 | d10 |
| Glaive-Guisarme *h* | 10 | L | P/S | Sl(9) | 2 | — | — | 2d4 | 2d6 | d10 |
| Guisarme *h* | 8 | L | S | Sl(8) | 2 | — | — | 2d4 | 1d8 | d10 |
| Halberd *h* | 15 | L | P/S | Sl(9) | 2 | — | — | 1d10 | 2d6 | d12 |
| Lajatan *g* | 6 | L | S | Av(6) | 1 | — | — | 1d10 | 1d10 | d8 |
| Luc hammer *c, h* | 15 | L | P/B | Sl(9) | 2 | — | — | 2d4 | 1d6 | d10 |
| Military fork | 7 | L | P | Av(7) | 2 | — | — | 1d8 | 2d4 | d8 |
| Nagimaki *m* | 6 | M | S | Av(6) | 2 | — | — | 1d6 | 1d8 | d6 |
| Naginata *m* | 10 | L | S | Av(7) | 2 | — | — | 1d8 | 1d10 | d8 |
| Partisan *c* | 8 | L | P | Sl(9) | 2 | — | — | 1d6 | 1d6+1 | d8 |
| Ranseur *c* | 7 | L | P | Sl(8) | 2 | — | — | 2d4 | 2d4 | d8 |
| Spetum *c* | 7 | L | P | Sl(8) | 2 | — | — | 1d6+1 | 2d6 | d8 |
| Tetsubo | 8 | L | B | Av(7) | 1 | 1/2 | 1/2 | 1d8 | 1d8 | d12 |
| Voulge | 12 | L | S | Sl(10) | 2 | — | — | 2d4 | 2d4 | d12 |
| Pry bar | 5 | M | B | Av(5) | 1 | — | — | 1d6 | 1d3 | d8 |
| Quarterstaff *h* | 4 | L | B | Fa(4) | 1 | — | — | 1d6 | 1d6 | d10 |
| Rock | 1 | S | B | Fa(2) | 1 | 2/rnd | 2/4/6 | 1d3 | 1d2 | d6 |
| Sais | 2 | S | B | Fa(2) | 1 | — | — | 1d4 | 1d2 | d6 |
| Sang kauwh, *s* | 10 | L | P/S | Av(7) | 1 | — | — | 1d8 | 1d6 | d6 |
| Sap | *1,2* | S | B | Fa(2) | 1 | — | — | 1d2 | 1d2 | d4 |
| Scourge *8* | 2 | S | — | Av(5) | 1 | — | — | 1d4 | 1d2 | d4 |
| Scythe | 8 | L | P/S | Sl(8) | 1 | — | — | 1d6+1 | 1d8 | d8 |
| Shuriken | * | S | P | Fa(2) | — | 2/rnd | 3/6/9 | 1d4 | 1d4 | d4 |
| Sickle | 3 | S | S | Fa(4) | 1 | — | — | 1d4+1 | 1d4 | d4 |
| Sledge hammer *h* | 10 | M | B | Sl(8) | 1 | — | — | 1d6+1 | 1d4+1 | d12 |
| Sling | 1 | S | — | Av(6) | — | 1/rnd | — | — | — | — |
| Bullet | * | S | B | — | — | — | 10/20/40 | 1d4+1 | 1d6+1 | d4 |
| Stone | * | S | B | — | — | — | 8/16/24 | 1d4 | 1d4 | d4 |
| Slow match | * | — | — | — | — | — | — | — | — | — |
| Smokepowder | * | — | — | — | — | — | — | — | — | — |
| Snaplock *9* | | | | | | | | | | |
| Belt Pistol | 3 | S | P | Av(7) | — | 1/2 rnd | 3/6/9 | 1d8k | 1d8k | d8 |
| Horse Pistol | 4 | S | P | Av(8) | — | 1/2 rnd | 4/8/12 | 1d10k | 1d10k | d8 |
| Musket | 14 | M | P | Sl(9) | — | 1/2 rnd | 14/26/78 | 1d12k | 1d12k | d8 |
| Spade *h* | 5 | M | S/B | Av(7) | 1 | — | — | 1d4 | 1d4 | d8 |
| Spear *c* | 5 | M | P | Av(6) | 1 | 1/rnd | 2/4/6 | — | — | — |
| Normal | | | | | | | | | | |
| One-handed | — | — | — | — | — | — | — | 1d6 | 1d8 | d6 |

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Two-handed | — | — | — | — | — | — | — | 1d6+1 | 2d6 | d8 |
| Long *c, h* | 8 | L | P | Sl(8) | 2 | — | — | 2d6 | 3d6 | d8 |
| Stone *b* | 5 | M | P | Av(6) | 1 | 1/rnd | 2/3/4 | — | — | — |
| One-hande *d* | — | — | — | — | — | — | — | 1d4 | 1d6 | d6 |
| Two-handed *c* | — | — | — | — | — | — | — | 1d6 | 2d4 | d8 |
| Staff sling *h, 10* | 2 | M | — | Sl(11) | — | 1/rnd | — | — | — | — |
| Stinkpot | 2 | S | B | — | — | — | 6/12/18 | 1d3 | 1d3 | d6 |
| Stone | 2 | S | B | — | — | — | 6/12/18 | 1d4+1 | 1d6+1 | d6 |
| **Weapon** | **Wt.** | **Size** | **Type** | **Speed** | **Melee Reach** | **Missile ROF** | **Range S/M/L** | **Damage vs. Size Sm-Med** | **Large** | **Knkdwn** |
| Sword | | | | | | | | | | |
| Bastard | 10 | M | S | Av(6) | 1 | — | — | — | — | — |
| One-handed | — | — | — | — | — | — | — | 1d8 | 1d12 | d8 |
| Two-handed | — | — | — | — | — | — | — | 2d4 | 2d8 | d10 |
| Broad- | 4 | M | S | Av(5) | 1 | — | — | 2d4 | 1d6+1 | d8 |
| Claymore *h* | 8 | M | S | Av(7) | 1 | — | — | 2d4 | 2d8 | d10 |
| Cutlass | 4 | M | S | Av(5) | 1 | — | — | 1d6+1 | 1d8+1 | d8 |
| Drusus | 3 | M | S | Fa(3) | 1 | — | — | 1d6+1 | 1d8+1 | d6 |
| Estoc | 5 | M | P | Av(5) | 1 | — | — | 1d6 | 1d8 | d6 |
| Falchion | 8 | M | S | Av(5) | 1 | — | — | 1d6+1 | 2d4 | d8 |
| Gladius | 3 | S | P | Fa(3) | 1 | — | — | 1d6 | 1d8 | d6 |
| Katana | 6 | M | S/P | Fa(4) | 1 | — | — | — | — | — |
| One-handed | — | — | — | — | — | — | — | 1d10 | 1d12 | d6 |
| Two-handed | — | — | — | — | — | — | — | 2d6 | 2d6 | d8 |
| Khopesh | 7 | M | S | Sl(9) | 1 | — | — | 2d4 | 1d6 | d8 |
| Long | 4 | M | S | Av(5) | 1 | — | — | 1d8 | 1d12 | d8 |
| Ninja-to | 5 | M | S/P | Fa(3) | 1 | — | — | 1d8 | 1d6 | d6 |
| No-dachi | 10 | L | S/P | Sl(8) | 1 | — | — | 1d10 | 1d20 | d10 |
| Rapier | 4 | M | P | Fa(4) | 1 | — | — | 1d6 | 1d8 | d6 |
| Sabre | 5 | M | S | Av(5) | 1 | — | — | 1d6+1 | 1d8+1 | d8 |
| Sapara | 4 | S | S | Av(5) | 1 | — | — | 1d6+1 | 1d4 | d6 |
| Scimitar | 4 | M | S | Av(5) | 1 | — | — | 1d8 | 1d8 | d8 |
| Great | 16 | L | S | Sl(9) | 1 | — | — | 2d6 | 4d4 | d10 |
| Short | 3 | S | P | Fa(3) | 1 | — | — | 1d6 | 1d8 | d6 |
| Spatha | 4 | M | S | Av(5) | 1 | — | — | 1d8 | 1d12 | d8 |
| Sword-axe | 12 | L | S | Sl(10) | 1 | — | — | 1d8+1 | 1d12+1 | d10 |
| Tulwar | 8 | M | S | Av(5) | 1 | — | — | 1d6+1 | 2d4 | d8 |
| Two-handed | 15 | L | S | Sl(10) | 1 | — | — | 1d10 | 3d6 | d12 |
| Wakizashi | 3 | M | S/P | Fa(3) | 1 | — | — | 1d8 | 1d8 | d6 |
| Three-piece rod *h, s* | 5 | L | B | Av(7) | 1 | — | — | 1d6 | 1d4 | d8 |
| Torch | 1 | M | Bd | Fa(4) | 1 | 1/rnd | 2/3/4 | 1d4 | 1d3 | d6 |
| Trident | 5 | L | P | Av(7) | 1 | 1/rnd | 2/3/4 | — | — | — |
| One-handed | — | — | — | — | — | — | — | 1d6+1 | 2d4 | d6 |
| Two-handed | — | — | — | — | — | — | — | 1d8+1 | 3d4 | d8 |
| Vialb | * | S | d | Fa(2) | — | 1/rnd | 2/3/4 | d | d | — |
| Warhammer | 6 | M | B | Fa(4) | 1 | 1/rnd | 2/4/6 | 1d4+1 | 1d4 | d8 |
| Wheellock *c* | | | | | | | | | | |
| Arquebus | 8 | M | P | Sl(8) | — | 1/2 rnd | 10/20/60 | 1d10k | 1d10k | d8 |
| Belt pistol | 3 | S | P | Av(7) | — | 1/2 rnd | 3/6/9 | 1d8k | 1d8k | d8 |
| Horse pistol | 4 | S | P | Av(8) | — | 1/2 rnd | 4/8/12 | 1d10k | 1d10k | d8 |
| Whip *11* | 2 | M | — | Sl(8) | 3 | — | — | 1d2 | 1 | — |

* These weapons weigh little individually. Ten of these weigh one pound.

*b* Bone and stone weapons have a 1 in 6 chance of breaking any time maximum damage is rolled. For the bottle and the vial, any hit breaks the item unless a successful saving

throw vs. normal blow is rolled. If a bottle is broken, it can then be used as a knife.
*c* These weapons inflict double damage if firmly set to receive a charge.
*d* These weapons may inflict additional damage from burning fuel, holy water, or acid.
*h* These weapons require two hands to wield regardless of the wielder's size.
*k* If the knockdown roll for these weapons is a 7 or higher, roll an additional damage die and add it to the original damage. Roll another knockdown die, and if the result is another 7 or higher, repeat the damage.
*m* These weapons inflict double damage when wielded in a mounted charge.
*s* These weapons can be used to perform special martial arts atttacks.
*1* Poison is available for the blowgun needle only if the DM allows it.
*2* The boomerang returns only if it was thrown by a proficient user and misses its target.
*3* Flintlock firearms misfire on a natural attack roll of 1.
*4* The blunderbuss inflicts 1d4 seperate attacks on targets at short range. It cannot cause additional damage like other firearms. See the weapon description.
*5* All range penalties for hand match firearms are doubled, so medium-range shots have a –4 attack modifier and long range shots a –10 modifier. Hand match firearms misfire on a natural attack roll of 5 or less (10 or less in wet conditions).
*6* The mancatcher dismounts a rider on a successful hit.
*7* Matchlock firearms misfire on a natural attack roll of 3 or less (6 or less in wet conditions).
*8* The scourge is ineffective against opponents in metal armor (scale mail or heavier).
*9* Snaplock firearms misfire on a natural attack roll of 2 or less.
*10* The staff sling has no short range. It cannot hit targets within 5 squares of the wielder, attacks made 6 to 12 squares away are considered to be at medium range, and attacks made 13 to 18 squares away are considered long range.
*11* The wip is ineffective against opponents in any type of armor.

## Weapon Descriptions

**Adze.** Resembling an axe with a sideways blade, the adze is a common tool. Some savage tribes use a short-handled war adze as a close-combat weapon. Common adzes can be found in most woodworkers' shops.

**Ankus.** The ankus is an elephant goad. It is a three- to four-foot staff with a metal hook and point at one end. The ankus was intended to be both a tool and a weapon, and some were used as elaborate ceremonial pieces.

**Axe, stone.** This crude weapon consists of an edged piece of stone lashed to a wooden haft. Normally, it's only found in the most primitive of settings.

**Bagh nakh.** Also known as "tiger claws," a bagh nakh is a set of metal blades worn on the palm. It is used with a cat-like clawing motion. Usually, the bagh nakh is used in pairs, one on each hand. It is available only in Indian or Oriental settings.

**Battle axe.** Hundreds of variations on the battle axe exist. Generally, any heavy axe that can be used one-handed or two-handed falls into this category. (If an axe can only be used two-handed, it's a two-handed axe.) Battle axes often have a spike, hammer, or smaller blade backing the primary blade. In some cases, both blades are equal in size in weight and can be used interchangeably.

Other names for a battle axe include the *bullova, bearded axe, bipennis,* and *war axe*.

**Belaying pin.** This is a weapon of convenience for sailors of any campaign. Belaying

pins are used to secure the lines of a ship's rigging, and there's always one nearby on the deck of a ship.

**Blowgun.** Blowguns can fire two types of ammunition: a barbed dart, suitable for hunting small fowl, and a needle for carrying poison. Most blowguns are six or seven feet in length, although assassins might carry a miniature weapon two feet long that can only fire needles.

Blowgun ammunition is very light and cannot penetrate heavy armor. If a target is protected by a full suit of brigandine, mail, or plate of any kind, the attacker suffers an additional –4 to his attack roll.

**Bo stick.** This oriental staff is a tapering length of wood about four to six feet in length. The wielder of a bo stick suffers a –2 penalty to attacks against an opponent in plate armor of any kind.

**Bolas.** Bolas consist of two or three weights joined by a sturdy leather cord or rope. They have been used by hunters since the Stone Age. A character must be proficient with the bolas to throw them successfully. If the bolas hit their target, they automatically create a knockdown chance for their victim. If the victim fails his saving throw, he has to spend a full round and make a Strength check to be able to stand and move again.

Bolas can also be used for special called shots. A called shot at the target's arms will prevent the target from using his weapon or shield until he spends a round and succeeds in a Strength check. A called shot at the target's head wraps the bolas around his neck and begins to strangle him. He suffers 1d3 points of damage from strangulation each round until the bolas are removed or he dies.

A sharp knife, dagger, or similar short blade can be used to sever a bola's cords. This replaces the Strength check to get free, and is automatically successful. Of course, the victim must have an arm free to cut the bolas loose.

**Boomerang.** Another ancient hunting weapon, the boomerang is a heavy, aerodynamic club. It does not normally return to its thrower; a proficient user has to make a called shot to set up a throw that will return in the event of a miss.

**Bottle.** Bottles are found in taverns and alehouses all over the world. Each time a bottle hits, it must roll a successful saving throw vs. normal blow or break. A broken bottle can be wielded as if it were a knife.

**Bow.** One of the most common weapons throughout history is the bow. The simple self bow, or short bow, has been used for hunting and war since before the dawn of civilization. If a bow is made from a single piece of wood, it is a plain long or short bow; if it is made from laminated horn, wood, bone, or any other materials, it is a composite bow.

If a character has an unusually low Strength score, he *must* apply any attack or damage penalties to his archery. He is forced to use bows that have a lighter pull. However, for a character to gain his bonuses for a high Strength score, he must get a custom-made bow, which costs 3–5 times the normal price. A higher-Strength character can always use a lower-Strength bow, gaining bonuses up to the maximum permitted by the bow. For example, a character with a Strength of 18/35 can use a bow made for a Strength of 17, gaining a +1 to hit and +1 to damage instead of his normal full bonuses.

Short bows can be found in any setting. Even if they are not used for war, they are the weapon of choice for many hunters. Short bows fire flight arrows or stone arrows.

Long bows are simply bigger short bows. They are drawn to the cheek, instead of

being drawn to the chest as other bows are. Long bows can fire any kind of arrow. Long bows cannot be used from horseback.

Composite short bows are the favorite of horse archers everywhere. They can fire flight arrows or stone arrows.

Composite long bows are usually only found in eastern campaigns. They can be fired from horseback if they have been specially built for it, at twice the normal cost. Composite long bows fire any kind of arrow.

Flight arrows are the basic war or hunting arrow. They fly farther than sheaf arrows, which have a broader and heavier head for more damage. Pile arrows are constructed with small, dense points designed to pierce heavy armor. A pile arrow fired at short range penalizes the target's AC from armor by 2 points. This only applies to that portion of a target's armor that is derived from physical armor; Dexterity, cover, or magical bonuses are not affected.

*For example, an archer fires a pile arrow at a warrior wearing chainmail +2 and a shield with a Dexterity of 16. The chainmail is considered to be 2 points worse, so it has a base AC of 7, not 5. Overall, the warrior's AC drops from 0 to 2. If the warrior wore nothing but bracers of defense (AC 4), his AC would not be affected.*

**Brandistock.** The brandistock is an iron-shod walking staff that conceals three blades. When deployed, the blades form a small trident. In situations where the enemy isn't expecting a character to be so armed, the DM can assign a +1 surprise or initiative bonus.

**Caltrop.** A caltrop is a cluster of four or more iron spikes, designed so that one point is always facing up (they would look similar to a d4—one point is always up). They are intended to be scattered in the path of an enemy, who may step on one if he's not careful.

In order to be effective, at least 10 caltrops must be scattered in a 5'x5' square (or 100 in a 15'x15' area, one square in missile scale.) Any character entering the area must roll a successful saving throw vs. paralyzation or step on a caltrop, suffering the listed damage. The victim is reduced to 1/2 movement until he spends a round removing the caltrop from his foot. In addition, the character must make a second saving throw; if he fails, his foot is considered to be struck (see Chapter Six) and he is reduced to 1/3 movement until it heals.

A character moving at half his normal speed or slower can pick his way through the caltrops without trouble—as long as he can see them. A low ground fog or long grass may hide caltrops from even the most observant characters. If a character is running or charging when he steps on a caltrop, he must stop immediately.

**Cestus.** The cestus is an armored gauntlet equipped with spikes, blades, and other such things. It is worn over the fist and used for punching an opponent. The cestus suffers a –2 penalty to attacks against enemies in any kind of plate armor.

**Chain.** The chain is simply a weighted length of chain that is whirled rapidly. It is used to strike and tangle an opponent. If the chain is used for a pull/trip maneuver, the attacker gains a +4 bonus on his Strength check. This also applies to pull/trips against riders.

**Chakram.** The chakram is a throwing quoit or disk with a sharpened outer edge, about a foot in diameter. It is thrown frisbee-style, with a rapid spin. The chakram is not as effective against armored opponents and suffers a –2 penalty to attacks against targets in

any kind of mail, scale, or plate armor.

**Chijikiri.** This composite weapon consists of a spear with a length of chain attached to the butt. It can be wielded as an ordinary spear, or reversed and used to tangle or flail at an enemy. If the chain end is used, the chijikiri is a Type B weapon that inflicts damage as a chain. The chijikiri adds +4 to the attacker's effective Strength for pull/trip maneuvers but cannot be used to pull/trip a rider.

**Club.** Mankind's oldest weapon exists in thousands of varieties. Clubs range from something as simple as an animal's thigh bone to a well-balanced work of art. Not all clubs can be thrown, but throwing weapons are common enough that a PC can obtain one as easily as a melee-only weapon. Clubs are effectively free, but if a PC wants to get one that is recognized as a warrior's weapon it may cost anywhere from 5 sp to 10 gp.

**Club, great.** The great club is simply a two-handed version of the regular club. It is often equipped with nails, spikes, or bands of iron. Its greater size and mass gives it a better damage potential than its smaller forebear.

**Crossbow.** A crossbow is a short, powerful bow mounted on a rifle-like stock. It is aimed and fired like a rifle. Historically, crossbows were more powerful than bows and had better hitting power at a greater range, but they were also far slower. The English longbow was never decisively bested by the crossbow simply because a trained archer could fire six arrows to the crossbowman's single bolt.

Crossbows were invented sometime in the Dark Ages, but didn't come into widespread use until the Crusades. The earliest crossbows were pellet bows that fired small stones or bullets instead of quarrels. The weapon rapidly grew larger and more powerful. By the Renaissance, many crossbows couldn't be drawn by hand and had to be winched back by a hand-held cranequin.

For game purposes, crossbows are divided into five categories: the pellet bow (the lightest crossbow commonly available), the light crossbow, the heavy crossbow, the cho-ku-no or repeating crossbow, and the hand crossbow. The light crossbow can be cocked by hand, but the heavy crossbow requires the use of an attached cranequin to draw it. The cho-ku-no is similar to a light crossbow, but holds up to 10 bolts in a magazine that rests on top of the weapon. Normally, it is only available in oriental settings. The hand crossbow is derived from the Drow weapon, but could have been built in Renaissance-like settings as a weapon for personal defense or assassination.

To reflect the power of a crossbow, the damage ratings have been increased. Under the *PHB* rules, characters have little reason to ever use a crossbow when a short bow is handy. In addition, crossbows gain a special *armor penetration* ability. At medium range, light and heavy crossbows reduce the AC of an armored opponent by 2 points. (See the pile arrow description under bow.) At short range, light and heavy crossbows reduce the AC of an armored opponent by 5 points. Pellet bows, hand crossbows, and cho-ku-no do not have this special ability.

Heavy crossbows are also called *arbalests*.

**Dagger.** Mankind's second oldest weapon is probably the stone dagger. Daggers are short, stabbing blades ranging from six inches to more than a foot in length. Their size and utility have made them a very long-lived weapon used in many times and places.

In Stone Age or savage settings, metal daggers may not be available. Daggers can also be made of sharpened stone or bone. However, weapons of these inferior materials have a 1 in 6 chance of breaking on any successful hit.

Renaissance settings introduce several variations on the common dagger, including the *main-gauche, parrying dagger,* and *stiletto.* The main-gauche and parrying dagger are designed to be used in the off hand of a swordsman armed with a rapier or sabre. Their heavy guards and quillons give the user a special +2 bonus to any attempts to block with the weapon. In addition, the parrying dagger may break an enemy's sword when used in a defensive disarm maneuver. If the maneuver succeeds, the attacker must roll a successful saving throw vs. crushing blow for his sword if it is a rapier, or vs. normal blow for any other kind of sword.

The stiletto is a long, thin blade designed solely for piercing. It can punch through armor or slip between the links of chainmail. This gives the stiletto a special +2 bonus to attacks against armored opponents. (See the note under *pile arrow* or *crossbow.)*

The jambiya and katar are weapons found in eastern campaigns. The jambiya is the traditional Arab dagger, with a sharply curved blade. It is often ornately decorated. The katar is a dagger with an 'H' handle, designed to be held in a closed fist with the blade projecting out over the knuckles. It is used with a punching motion.

**Dart.** These weapons are not the tiny modern darts you may be familiar with. They're much larger and heavier than their sporting counterparts. Darts were usually as large as a typical arrow, with a weighted head. They were popular among ancient peoples and eastern cultures, and were used as small javelins by skirmishers and light cavalry.

**Firearms.** Guns are completely optional in the AD&D game. If the DM rules that they are not available in his campaign, no character may take proficiency in a firearm or purchase one. Like many weapons, firearms gradually improved over time, increasing in reliability, range, and firepower.

Firearms have several unusual characteristics. First of all, they are subject to misfires. Modern tests have shown that primitive firearms probably misfired as often as once every four shots. When a character's attack roll falls in the misfire range, the DM should roll 2d6 and consult the following table:

| **2d6** | **Misfire Result** |
|---|---|
| 2–3 | Explosion |
| 4–7 | Fouled barrel |
| 8–12 | Hangfire |

An *explosion* inflicts 2d6 points of damage on the character holding the gun, or 1d6 if a saving throw vs. death is successful. The gun is destroyed by the misfire. A *fouled barrel* ruins the shot and renders the gun useless until it is carefully cleaned—a process that will take a good 10–30 (1d3x10) minutes. A *hangfire* goes off 1d3 combat rounds later than it should. If the user keeps the gun trained on its target, he can make a normal attack.

The second unusual characteristic of firearms is their ability to ignore armor. Any firearm except a hand match weapon may ignore the portion of a target's AC that is derived from physical armor or shield. At short range, Dexterity, cover, and magical bonuses are the only factors that contribute to a target's AC. At medium range, the target's base AC is penalized by 5 (which may be as bad as ignoring it altogether), and at long range, the base AC is penalized by 2.

*For example, a renegade knight in* plate mail +3 *is fired upon by the king's musketeers. Normally, his AC is a base 0. A short-range musket shot ignores the 7-point AC reduction provided by plate mail, and only the armor's +3 enchantment is considered. The renegade knight's AC is a 7. At medium range, the armor is not completely ignored, but the base AC of 3 is reduced to an AC of 8. Magic adjusts this to AC 5. At long range, the knight is AC 2 against musket fire.*

Last but not least is the ability of a firearm to cause open-ended damage. Any time a firearm hits its target, there is a 25% chance that a second damage die is rolled and added to the first. There's a 25% chance that *that* damage roll creates additional damage, and so on. This 25% chance is part of the knockdown die roll; if the knockdown die comes up 7 or better, the damage continues.

*For example, Sir Vandegar is shot by an uncouth man-at-arms wielding a horse pistol. The damage roll comes up a 3, but the knockdown die is an 8. A second damage die is rolled, which results in 5 more points of damage. Vandegar's attacker rolls another knockdown die, which comes up 7, so he rolls a third damage die, getting a 6. Fortunately, he misses on his chance to do any more damage, but Sir Vandegar suffers a total of 14 points from a single bullet.*

The very earliest firearms were *hand match* devices that resembled a hand-held bombard. Hand match weapons include the handgunne and the arquebus. Unlike other guns, hand match weapons have no triggers or firing mechanisms. Instead, the user touches a burning slow match to a hole in the barrel, igniting the weapon's charge. The handgunne doesn't even fire a bullet, but propels a heavy iron arrow that cannot cause continuing damage like other firearms. All hand match weapons suffer *double* the normal range penalties for medium and long-range shots.

The *matchlock* was a significant improvement. It freed one of the user's hands by providing a clamp to hold the slow match, and provided a trigger mechanism that would bring the match into contact with the priming powder. The matchlock arquebus is a far more powerful and reliable weapon than the hand match version. Matchlocks were also made as calivers and muskets. The caliver was a smaller weapon that fired a lighter bullet. The matchlock musket was a long, heavy weapon that had to be fired from a forked rest or balanced on a wall.

Wheellocks were the next improvement to the firearm. Instead of a burning match, the powder was ignited by sparks provided by a spring-driven wheel of flint. It worked a lot like a modern cigarette lighter. Wheellocks were contemporaries of snaplocks, which held a single piece of flint in a hammer-like striker. The snaplock was easier to manufacture, but less reliable, so wheellocks were often the weapon of the nobility and anyone else who could afford to spend more money on a gun. The wheellock arquebus was a light but powerful weapon reserved for use by the wealthy or the privileged. Interestingly enough, wheellocks were never developed outside of Europe.

Pistols were also introduced as wheellocks but were also manufactured as snaplocks. At first, pistols were the weapon of the cavalry. The horse pistol replaced the lance as the weapon of choice for horsemen. Most cavalrymen carried two or three of these heavy pistols for dealing with pikemen and other such annoyances. In time, belt pistols were

produced as lighter versions of the horse pistol for personal defense.

Flintlocks were the direct descendants of snaplocks. They are almost indistinguishable from each other, but the later flintlocks tended to be sturdier and more reliable than their predecessors. Flintlocks saw the introduction of the carbine, or horseman's musket, which was a lighter weapon than the infantryman's gun. By the time flintlocks had been invented, muskets no longer required a rest for their barrels and could be fired from the shoulder.

The blunderbuss was the ancestor of the modern shotgun. It was a short, musket-like weapon with a bell-shaped, flaring muzzle. Just about anything could be poured into the barrel of a blunderbuss and then fired at an enemy—stones, nails, coins, or even salt or gravel. At short range, a blunderbuss actually inflicts 1d4 separate attacks on its target, but none of the projectiles are heavy enough to inflict the extra damage of other firearms. At medium range, the blunderbuss makes a single attack on 1d3 separate targets in a 3-foot radius (or one square.) At long range, the blunderbuss inflicts 0–1 (1d2–1) attacks on any targets in a 5-foot radius (four squares.) A lucky blunderbuss shot can knock down four or five attackers at once, or it may only make a big noise and miss everything.

Combined weapons are an interesting side-note in the history of firearms. When firearms were still relatively new, it was fairly common to make sure that the weapon retained its usefulness after its first shot by building a melee weapon around it. Hammers, axes, broadswords, and daggers were all made with parallel gun barrels. In some cases, the barrel actually served as the weapon's haft. The numbers listed on the table reflect the weapon's stats as a melee weapon; otherwise, it is treated as a wheellock belt pistol.

**Flail.** Developed from the farmer's threshing tool, flails were used on battlefields throughout the Middle Ages. The common grain flail can be found on the Tools list, since nearly every farm has several around. The horseman's flail is similar, but uses iron weights and replaces the linking rope with sturdy chain. The horseman's flail gains a +1 bonus on attacks against targets using shields, since it can easily strike around them. In addition, horseman's flails gain a +2 bonus on any attempts to trap or offensively disarm an opponent's weapon.

The footman's flail is a different weapon entirely. It consists of a sturdy shaft with a hinged (not chain-joined!) iron-spiked head. It is used with two hands and can deliver crushing blows of great power. The footman's flail gains a special +1 attack bonus against opponents in any kind of plate armor.

**Fork.** The common pitchfork has been adopted as a ready means of defense by farmers throughout the ages. Almost any farm or town has a plentiful supply of forks.

**Gaff/hook.** The gaff is a short, T-handled hook used to boat fish or handle heavy crates. For 5 gp, a hook can be attached in place of a missing hand, which provides a character with a weapon that cannot be disarmed.

**Grapple.** Grapples are often used at sea and in sieges. Usually, they are made from three or four iron hooks welded together and a sturdy length of rope. Grapples can be thrown 5 feet horizontally or 3 feet vertically per point of Strength. Although grapples aren't intended for personal combat, a creative character can improvise a number of pull/trip maneuvers with a grapple and length of rope.

**Gunsen.** This deceptive weapon resembles an oriental fan. It is both a parrying device and an effective bludgeon. The paper fan contained in a gunsen is used to distract and confuse an opponent, and is often decorated with beautiful designs. A character proficient

in the gunsen's use gains a special +2 bonus to any block maneuvers she makes with the fan.

**Hammer.** Used in almost any craftsman's trade, hammers can be found in shops and worksheds everywhere. Most working hammers are much smaller and lighter than any military versions.

**Hand or throwing axe.** Variations on the medium-sized axe exist in almost any setting. Not every hand axe can be thrown; the weapon must be built for balance to be thrown, although this isn't particularly rare or unusual. The Franks made excellent use of throwing axes as a shock weapon; the Frankish line would halt just short of the enemy and hurl a murderous volley of axes before closing for hand-to-hand fighting. With a called shot, an axe can be thrown at an enemy's shield, which must then roll a successful saving throw vs. normal blow or be ruined.

**Harpoon.** Rarely used on the battlefield, the harpoon is the weapon of sealers and whalers throughout the world. The head of a harpoon is hinged to lodge in a wound and fix the harpoon to its target. A roll of 5 or better on the knockdown die indicates that the harpoon is stuck in the victim, and will cause an additional 1d6 damage if it is yanked out or cut out of the wound.

Usually, a strong line is attached to the harpoon so that the hunter can keep hold of his prey after striking with the weapon. If the head is stuck, the wielder can engage in an opposed Strength contest with the target to pull him off his feet. When harpoons are used against large creatures, the cord is usually tied off to the hunter's boat, which helps the hunter's Strength check considerably.

**Hatchet.** Many smaller hand axes actually fall into this category. The hatchet's small size permits it to be used as an off-hand weapon. Hatchets are also handy tools for wilderness travelers or people who work with wood.

**Holy symbol.** Only the most impressive personal holy symbols are large enough to be wielded as bludgeons. If a creature is subject to damage from coming into contact with a holy symbol, this is in addition to the bludgeoning damage inflicted by the weight of the blow. Of course, if a creature is only hit by magical weapons, then the holy symbol must be enchanted to inflict bludgeoning damage.

**Javelin.** Light throwing spears have been used in warfare and hunting for thousands of years. By the time of the Crusades, javelins are generally found in the hands of nonWestern cultures; they lack the penetrating power to be effective against heavy Western armor.

**Jitte.** The jitte is an iron parrying bar with a short hook at one end. It isn't sharp, but can be used to strike bludgeoning blows. The jitte provides a special +2 bonus to block or defensive disarm maneuvers.

**Kama.** This weapon is a straight-bladed sickle derived from the common peasant's tool. Since it is regarded as a tool, it can be carried by a character who wishes to conceal the fact that he is armed.

**Kau sin ke.** The kau sin ke, or whipping chain, is an oriental version of the flail. It consists of four to six iron bars linked end-to-end by short lengths of chain. The kau sin ke gains a special +1 bonus to attack rolls against opponents using shields, since it can strike around the shield.

**Kawanaga.** This weapon consists of a grapple with a weighted rope attached. The hook or weight can be used to strike at opponents, and the grapple is handy for climbing

as well. The kawanaga adds +4 to the attacker's effective Strength when used to perform the pull/trip maneuver.

**Knife.** Perhaps the most common weapon is the humble knife. Almost everyone carries small knives for eating, as an all-purpose tool, or for personal defense. Knives are shorter than daggers and are used to both slash and stab. They can be easily concealed in a variety of specialty sheaths, ranging from a dandy's hat-band to spring-loaded wrist sheaths. Bone and stone knives can be manufactured in settings where iron and steel are unavailable.

**Kusari-gama.** The kusari-gama consists of a kama, or sickle, with an attached length of chain. It is extremely versatile and can be employed in a number of ways. Like several other chain weapons, it adds a +4 bonus to the attacker's Strength checks when used to perform the pull/trip attack option.

**Lance.** The lance is the horseman's spear. It has been used in warfare since the Bronze Age. Prior to the invention of the stirrup, the lance could not be couched for a charge; instead, the horseman would stab overhand with the weapon or even throw it. As a rule of thumb, a rider must be mounted on a horse appropriate for his lance, or else his weapon will be reduced in effectiveness. A heavy lance requires a heavy warhorse, a medium lance requires a medium warhorse, and so on. If the lance is too heavy for the horse, it does damage as if it were the correct type, so a heavy lance used from a light warhorse does damage as a light lance.

Generally, the heavy warhorse was a European development that appeared in the later stages of the Crusades. Before the development of heavy plate armor, it wasn't necessary to use draft horses for mounts.

Lances are an exception to the size requirement rules; a rider with stirrups can use any lance in one hand, but a rider without stirrups has to use two hands for the lance. (Stirrups appeared during the Dark Ages in Western Europe.) As noted above, a rider with stirrups can couch the lance for a mounted charge, which causes double damage.

In addition to the light, medium, and heavy lances, Late Middle Ages campaigns will also see the use of the jousting lance. This weapon is blunted to prevent its target from being severely injured during a tournament.

**Lantern.** On occasion, a character has to make do with whatever's handy. A lantern can be used as a crude club, inflicting light damage, but if it is lit it may spill burning oil over the defender. Roll an item saving throw for glass against a normal blow; if the lantern breaks, the victim is burned for an additional 1d4 points of damage and may be on fire. See oil.

**Lasso.** The lasso, or lariat, is commonly associated with nomadic cultures. Native Americans and Central Asians commonly used the lasso on animals, and it was only rarely used against an enemy. Lassoes are only effective when used in conjunction with a called shot attack; they cannot be used for normal attacks.

If the attacker succeeds with a called shot against his opponent's legs, he gets the lasso to settle low enough on his opponent's body that he can pull/trip his enemy. He gains a special +4 bonus to his opposed Strength check. If the attacker is mounted and has the lasso made fast to his saddle, he is considered to be the size of his mount—so a rider on horseback is size L for purposes of the opposed Strength check, for a total of +8 versus Man-sized targets.

If the attacker succeeds with a called shot against his opponent's arms, he can trap his

enemy's weapon, shield, or both by pinning his arms to his body. The lasso user's opposed attack roll is made against AC 10 instead of AC 2. If the attacker wins the roll, one arm (randomly determined) of the defender is trapped. If he beats him by 4 or more, both arms are trapped. In addition, if the attacker is mounted and the lasso is tied off to the saddle, he can perform a pull/trip next round without an attack roll simply by spurring his horse.

Last but not least, a lasso can unhorse a rider by succeeding in a called shot. If the rider is moving and the lasso is tied off to something solid (like a tree), he is automatically unhorsed. If the rider isn't moving or the lasso isn't tied off, an opposed Strength check is used to determine whether or not the rider is unhorsed.

**Mace, horseman's.** The mace is another ancient weapon that remained in use until the 19th century in many parts of the world. The horseman's mace is lighter and shorter than the footman's for ease of use from horseback. Most horseman's maces are constructed from four to eight iron flanges. The horseman's mace receives a +1 bonus to attacks against opponents in any kind of mail armor.

Some horseman's maces of Middle Eastern or Oriental origin feature sword-like basket hilts. The hilt provides a +1 bonus to attempts to block attacks with the weapon.

**Mace, footman's.** The footman's mace is a hafted weapon with a heavy iron or bronze head. The head can be spherical or flanged, and may feature spikes or knobs. Like its smaller cousin, the footman's mace is especially useful against flexible armors and receives a +2 bonus to attacks against enemies in mail of any kind.

**Mace-axe.** This Bronze Age weapon features a mace-like head with a single curving axe blade projecting from it. It is heavy and awkward, but delivers a formidable blow.

**Machete.** The machete is regarded as a tool by some cultures, and as a weapon of war by others. It consists of a short, heavy, slightly curved blade designed for slashing. Many varieties of tribal swords or fighting knives fall into the category of machetes, and may be elaborately decorated blades of superior construction and balance. In eastern lands, these blades are known as parangs.

**Mancatcher.** The mancatcher is a short pole-arm with two curving, fork-like prongs at the business end. The prongs are hinged so that they can be pushed tightly closed around the intended captive. The mancatcher only works against Size M creatures. Like crossbows and firearms, mancatchers ignore armor—only Dexterity and magical adjustments apply. If a hit is scored, the victim suffers the listed damage. Each round, the mancatcher's user can push and pull the victim about for an automatic 1d2 points of damage, and can try to pull/trip his victim by succeeding in an opposed Strength check.

Once caught, the victim loses all Dexterity and shield adjustments to AC. He can only escape by hacking through the weapon's haft (AC 4, 10 hp, size M type S weapon to damage) or making a bend bars/lift gates roll, which causes an additional 1d2 damage.

Mancatchers are used by town watches and gendarmes to capture armed criminals.

**Maul.** The maul is a military sledgehammer designed for two-handed use. It is about three to four feet in length with a heavy square head. It receives a +1 bonus to attacks against opponents in plate or mail armors. Traditionally, the maul was carried by lightly armored troops such as archers for use against dismounted knights.

**Morningstar.** Also known as the godentag or holy water sprinkler, the morningstar is a hafted weapon three to five feet in length with a heavy, spiked head. It is designed for two-handed use and often features a polearm-like spike at its end. Like the maul, the

morningstar was built to penetrate a knight's armor. It receives a +1 bonus to attack rolls against any type of plate armor.

**Net.** Rarely used as a weapon, the net is only found in unusual settings. A fighting net often features small barbs or weights in the weave and a trailing rope for guidance and contol over netted targets. The net's only function in hand-to-hand combat is to block, trap, or disarm an opponent; it cannot strike effectively for damage.

The net is most dangerous when it is thrown at an enemy. Only the target's Dexterity and magical adjustments to Armor Class count. If the net hits, it may trap the opponent's weapon and shield. If the victim is trapped, he can only break free by making a Strength check. In future rounds the net user has the choice of leaving the net where it is and attacking with another weapon or of trying to improve the capture.

To improve the net's capture, the netter loops the trailing rope around the target. This requires another attack roll (as before, only count Dexterity and magic.) If the netter hits, the victim's effective Strength drops by 4 for purposes of getting out of the net.

Nets must be folded properly to be effectively thrown. The first time a character throws his net in a fight, he makes a normal attack roll. After the net is unfolded, it can only by thrown with a –4 penalty to hit. It takes 2 combat rounds for a proficient user to fold a net.

**Nunchaku.** The nunchuks consist of two wooden or iron bars linked by a small length of chain. Like the western flail, they are descendants of the common grain flail. A proficient user may wield nunchaku in each hand, despite the fact that they are identical in size—but the attack penalties for attacking with two weapons still apply.

**Oil.** Burning oil can be an effective weapon in some situations. There are three basic uses for oil: igniting a puddle under an enemy's feet, throwing or splashing burning oil on him, or making a Molotov cocktail.

If an enemy can be lured into a place where oil in contact with him can be ignited, he suffers 1d4 points of damage per two flasks that have been prepared for firing. The victim must attempt a saving throw roll vs. paralyzation or *catch fire*—see below. There is no attack roll for this type of attack, but if the oil has to be ignited by a burning arrow or thrown torch, the DM can insist that an attack roll versus AC 10 be made to get the fire to the oil.

Throwing burning oil at a target is difficult. This category is reserved for things like busting a burning lantern over someone's head or dumping a bowl on the intended victim. The victim suffers 1d3 points of damage per flask thrown and must make a saving throw vs. paralyzation with a +4 bonus or catch fire. An attack roll is required for this type of attack, but only the defender's Dexterity and magical adjustments are considered for AC.

A Molotov cocktail requires a full combat round to fuse and light, so one can be thrown only once per two rounds. As above, an attack roll is required; only count the defender's Dexterity and magical adjustments. If struck, the defender gets to roll a saving throw vs. death to see if the cocktail went off or not; if it does, the victim suffers 1d8 points of damage and must roll a successful saving throw vs. paralyzation or catch fire.

Victims who catch fire suffer 1d4 points of damage in the round following their unfortunate change of status. They are allowed to roll a saving throw vs. death to extinguish the flames each round; if they fail, the base damage is increased by 1 die. Therefore, a character who is on fire suffers 1d4 points of damage the first round, 2d4 the second, 3d4 the third, and so on, to a maximum of 5d4 per round. Leaping into a lake,

extinguishing the flames magically, or rolling around on the ground may allow the character to roll his saving throw with a +2 to +8 bonus, at the DM's discretion.

**Parang.** See *machete*.

**Pick.** This common tool can be used as a weapon but is very heavy and unwieldy.

**Pick, horseman's.** The military version of the stonemason's tool features a short, beaked spike designed for punching through heavy armor. The horseman's pick has a +1 bonus to attacks against opponents in plate armor of any type. Many picks are equipped with a hammer or axe blade on the reverse side of the head, and may be P/B or P/S type weapons for a small cost increase.

**Pick, footman's.** A larger and heavier version of the horseman's pick, the footman's pick gains a +2 bonus versus plate armors.

**Pilum.** The famous javelin of the Roman legionaries, the pilum is forged with a long, soft iron head. When a thrown pilum hits a shielded opponent or misses by only one or two points, it sticks in the shield. The weapon's weight bends the soft iron head and makes the shield unusable until the pilum is removed—a process that requires 1d6 combat rounds. Magical shields have a 20% chance per plus of ignoring the pilum's effects.

**Polearm.** Polearms are long, hafted weapons designed for two-handed use. Hundreds of varieties exist, each with its own specialized function. In the Middle Ages, polearms were introduced to give the foot soldier a weapon capable of dealing with the heavily armored knight. They are more common on the battlefield than in adventuring parties.

The first type of polearm are the spearlike weapons. These are primarily thrusting weapons and are especially effective when set against charges. The pike is a very long weapon with a small iron head; the ranseur, spetum, and partisan are shorter weapons with side blades or spikes that give the user a +2 bonus on any trap or block attempts. Partisans survived into the 19th century as ceremonial weapons.

The next category of polearm are the pole axes. These are heavy weapons with axe-like heads that are designed for maximum striking power. Poleaxes include the bardiche, the halberd, and the voulge or Lochaber axe. Poleaxes gain a +2 bonus on attack rolls against any type of plate or mail armor.

*Glaives* are simple polearms that consist of a single long, curving blade used for both slashing and thrusting. They lack the cutting power or strong straight point of poleaxes or spearlike weapons, and are generally not as effective as the previous weapons. Glaives include the glaive (naturally), the fauchard, and the oriental nagimaki and naginata. As a side note, the nagimaki is actually a horseman's weapon.

*Bills* are multi-function polearms that include a cutting surface, a spearlike spike, and hooks or curved blades on the back for dismounting riders. Bills, bill-guisarmes, glaive-guisarmes, and guisarmes all fall into this category. All of these weapons provide a +2 bonus to pull/trip attempts against riders.

The last category of polearms are weapons without a true category. These specialized weapons can't be classified as one of the above types. The bec de corbin, or crow's beak, is a weapon designed to pierce heavy armor; it gains a +3 bonus to attacks versus any kind of plate armor. The Lucern hammer is similar, but uses a clawed hammer head instead of a single beak. It gains a +2 bonus to attacks versus targets in plate armor. The military fork is nothing more than a war version of the peasant's pitchfork.

Last but not least, two oriental polearms fall into this catch-all category. The lajatang

is an unusual weapon with half-moon blades at either end; a proficient user Threatens his flank spaces as well as his front squares. The tetsubo is a kind of pole-mace with a heavy, iron-bound head.

**Pry bar.** Generally, a pry bar is a weapon of convenience, not choice. It can be used as an effective bludgeon.

**Quarterstaff.** The staff is the favored weapon of travellers and peasants everywhere. Its iron-shod ends are used to strike powerful blows or jab at an enemy. The oriental bo stick resembles the quarterstaff in length and balance, but is used differently. The quarterstaff suffers a –2 penalty to attacks against plate armor.

**Sai.** The sai is a parrying weapon with a large crossguard. It resembles a dagger, but the "blade" is round with no edges. It is normally used for bludgeoning attacks. The sai's crossguard provides a +2 bonus to any block, trap, or disarm attempts.

**Sang kauw.** This weapon resembles a short, double-ended spear with a buckler or bladed guard at the center. It requires both hands but provides a proficient user with an AC bonus of +1 due to the small shield. Like the lajatang, the sang kauw threatens both of the wielder's flank squares as well as his front spaces.

**Sap.** The sap is a leather bag filled with sand or lead shot. It is used to render an unsuspecting victim unconscious. Saps are only effective when used against opponents in leather or lighter armors. To go for an instant knockout, the user must make a called shot to the target's head. If he hits, there is a 5% (40% chance maximum) chance per point of damage that the victim is knocked out for 3d10 rounds. A target wearing a helm of any kind provides the attacker with an additional –4 penalty in addition to the called shot penalty. A creature of size Large or greater cannot be knocked out this way. See Chapter Two for more information on sapping.

**Scourge.** The scourge is a torturer's weapon. It consists of a handle with several leather whips, often studded with barbs, nails, or other similar devices. The scourge's whips can catch and grab an enemy's weapon, and the wielder of the scourge gains a +1 bonus on any disarm attempts.

**Scythe.** Another tool converted into a weapon, the scythe mounts a curving blade perpendicular to a long wooden haft. It was originally intended to be used for harvesting grain, and is slow and awkward as a weapon.

**Shuriken.** Also known as *shaken* or *throwing stars*, shuriken come in a variety of shapes and sizes. The most common designs are large throwing needles and flat, star-shaped blades. Shuriken are the favored weapons of assassins in oriental campaigns.

**Sickle.** Like the scythe, the sickle is primarily a tool that occasionally sees use as a weapon. The sickle's curving blade is used for cutting crops for harvest, and priests of nature or agriculture often use the sickle as a ceremonial weapon.

**Sledge hammer.** Sledges are used in construction and masonry work of all kinds. It is generally too heavy and slow to be used as a weapon except in an emergency.

**Sling.** One of the most common missile weapons is the humble sling. This is not a child's toy slingshot; this is a weapon that can hurl small stones or lead bullets with lethal force. The sling is a simple length of cord or cloth with a cup in the center. The projectile is placed in the cup, and the sling is whirled rapidly in a sidearm or overhead motion. Slings can be improvised from many materials, and are among the cheapest of weapons.

Slingstones can be found in any rocky landscape. Normally, small round rocks are best, such as the type found in streambeds. Sling bullets are made of lead, bronze, or iron,

much like the bullets for a firearm.

**Spade.** Shovels or spades can be used as a weapon of last resort if there is nothing more warlike at hand. Folding military spades with sharpened blades were used in hand to hand fighting in both World Wars.

**Spear.** The spear is one of mankind's oldest weapons. Literally thousands of variations exist, but they all feature a head designed for stabbing or thrusting. Throughout the Bronze Age and the years of the Roman Empire, the spear was the most common weapon on the battlefield. In primitive settings, stone-headed spears are common. The spear can be used either one-handed or two-handed.

**Spear, long.** The long spear is nothing more than a heavier spear with a longer reach. A normal spear ranges from 5–8 feet in length, but a long spear is about 10–12 feet long. The longest weapon of this family is the pike, which was often 18–21 feet in length. The long spear is a two-handed weapon.

**Staff sling.** The staff sling simply consists of a short wooden staff with a leather sling at one end. It can be used to throw larger and heavier projectiles than a normal sling, but can't throw them as far or as accurately. The sling has no short range category; instead, any shot from 0–12 squares away is considered a medium range shot.

In addition to throwing stones, staff slings can also be used to throw *stinkpots*—small clay vessels filled with noxious burning materials. If a stinkpot misses its target, it still scatters and breaks open (see Grenade-like missiles in the *DMG*.) Any character within one square of a stinkpot hit must roll a successful saving throw vs. death or suffer a –2 penalty to all attacks due to choking and coughing for 1d6 combat rounds.

**Sword.** Swords are the most efficient weapons of ancient times, combining ease of use with excellent armor penetration. The earliest copper swords appeared thousands of years before the rise of the Roman Empire, and ceremonial swords are carried today by most of the world's armies and navies.

Bastard swords are also known as hand-and-a-half swords. They are nothing more than longer, heavier long swords. The extra weight of a bigger blade enabled the sword's wielder to hack through the heavier armor that appeared at the end of the Crusades. Whether used one-handed or two-handed, the bastard sword gains a +1 bonus to hit opponents in any type of mail or plate armor.

Broadswords have existed in a number of settings. Any medium-sized blade designed for slashing can be called a broadsword. In ancient times, the best blades fall into this category; by the Middle Ages, this describes a civilian's sword or a court blade. Later broadswords were built with basket hilts, which give the weapon user a +1 bonus on any block attempts.

The claymore is a Scottish two-handed sword somewhat shorter than the true two-handed sword. It is an excellently balanced weapon with fearsome cutting power. The claymore gains a +1 bonus to hit opponents in any kind of leather, mail, or plate armor.

The cutlass is a heavy, slightly curved, single-edged blade of medium length. It was popular with sailors and marines for hundreds of years. Like some broadswords, cutlasses were made with basket hilts.

The drusus is a Roman short sword of exceptional quality. It's really nothing more than a well-made gladius kept at a razor-honed edge. The weapon's fine quality provides a +1 bonus to attack rolls, but after any fight the weapon is considered to be dulled and functions as a normal gladius until it is re-honed—a task that requires a fully-equipped

forge and a trained swordsmith.

The estoc is the grandfather of the rapier. It is an edgeless thrusting sword designed for piercing armor. It gains a +2 bonus to attacks against opponents in any kind of mail, and a +1 bonus to attacks against opponents in any kind of plate armor. Estocs were often made with perfectly triangular or square blades.

The falchion is a slashing weapon with a slightly curved blade and a squared-off point. It is nearly useless for thrusting, but its blade design concentrates the weight of the blade near the end for excellent chopping power.

The traditional weapon of the Roman legionary was the gladius. It is basically a well-made iron or steel short sword used almost exclusively for thrusting.

The samurai's katana may be the single finest sword ever made. It is a slashing weapon with a sharp, chisel-shaped point. The steel was often of exceptional quality, built up with a laborious process of folding and re-folding; some blades had hundreds of folds. This created a sword of tremendous resilience and strength. The hilt accomodates one or two hands equally well.

The companion to the samurai's katana is the wakizashi, a shorter blade of similar construction and design. In eastern cultures, only a samurai may wear these two blades together. It is very common for a katana and wakizashi to be paired as a matched set.

The khopesh is an ancient weapon of the Bronze Age. Its blade runs straight from the hilt, but then curves around in a great sickle shape. It is heavy and awkward, but may be the only sword available in some settings.

The long sword is meant to represent the weapon of the typical western knight, but also includes any medium-length straight blade designed for both slashing and thrusting. The advent of heavy plate armor made the long sword obsolete; longer, heavier blades were required to pierce a knight's armor.

Just as the samurai has his traditional katana, the ninja has his ninja-to, the traditional sword of the assassin. The ninja-to is smaller than the katana and generally not as well made. Unlike the katana, the ninja-to features a larger guard and a sturdy scabbard which can be used as a climbing step.

The largest oriental sword is the no-dachi, a two-handed katana-like weapon almost six feet in length. Some no-dachi are built to the exacting specifications of a katana, but most are not of the same quality.

One of the later swords to appear was the rapier, a light, long thrusting weapon. The rapier was the gentleman's weapon in the Renaissance and later centuries, remaining in use until the 18th century. The rapier appeared largely because armor was beginning to disappear from the battlefields of Europe.

Another duelist's weapon is the sabre, a slightly curved slashing blade of medium length. The sabre had one of the longest periods of service of any sword; they appeared in Europe during the 11th century, and were still considered standard issue for cavalrymen at the beginning of the 20th century.

The most ancient sword in this listing is the sapara, a weapon of the Mesopotamian empires of the Bronze Age. The sapara is a smaller version of the khopesh, and is no larger than a standard short sword.

One of the most distinctive swords is the scimitar, a gracefully curved weapon favored by many Arabian cultures. The scimitar was carried by Muslim warriors from Spain to India and became a symbol of the strength and subtlety of Islam. The great scimitar, a

two-handed version of the normal blade, was a weapon reserved for ceremonial guards and elite palace troops.

By far the most common blade is the humble short sword. Thousands of varieties have been created by nearly every culture on Earth. Regardless of the setting, some equivalent to the standard short sword can be found. The short sword is primarily a thrusting weapon, ranging from 11/2 to 21/2 feet in length.

The spatha is the ancestor of most Western European blades. It is the Roman long sword, a weapon developed for Roman cavalry but soon copied by the barbarians who fought against the Romans.

The sword-axe is not a true sword. It features a long wooden haft in place of a hilt, and a sword blade with an axe-like construction at the business end. In battle, it would be wielded more like an axe than a sword. It was a weapon of ancient times that was soon replaced by more efficient blades.

The tulwar bears a small resemblance to the falchion, but is found in eastern settings. Unlike the falchion, the tulwar curves inward for chopping power, instead of outward for a longer slash. The famous Ghurka knife is a good example of a tulwar-like blade.

The largest and most powerful sword is the two-handed sword, or *zweihander*. It was developed in the Renaissance to deal with pikemen and dismounted knights. It often stood well over six feet tall. The two-handed sword gains a +2 bonus to attacks against opponents in any kind of mail or plate armor, since its heavy blade can easily penetrate even the heaviest armor.

**Three-piece rod.** It is said this weapon was invented by a master of the martial arts whose staff had been broken by his enemy. The three-piece rod consists of three short wooden staves, linked by rope or chain. It is exceptionally useful for performing traps, blocks, and defensive disarms; the three-piece rod confers a +4 bonus to any such attempts.

**Throwing knife.** This terrifying weapon resembles a sword with three or four points. The handle and lower part of the blade appear normal, but the blade forks several times into a number of dagger-like points. It's thrown horizontally, so that it spins parallel to the ground. The throwing knife is usually considered a weapon of savage cultures.

**Torch.** Most torches can be used as serviceable clubs in a pinch. If the torch is burning, it inflicts 1 extra point of damage. In addition, most animals fear open flame and may avoid a character waving a burning torch around. Torches only ignite very flammable substances, so normal clothes and the like won't usually be set afire by a single blow from a lit torch.

**Trident.** The trident is the famous three-pronged spear of seafarers and mercreatures. Fishermen of many cultures use tridents as hunting weapons, but military tridents are much more scarce.

**Two-handed axe.** This mighty weapon consists of a four- to five-foot haft with a very heavy blade. The axe may be double-bitted, with blades on both sides of the haft, or it may only have a single blade. It is an unwieldy weapon, but a skilled warrior can strike blows of tremendous strength with it.

**Vial.** Vials aren't particularly damaging by themselves, but when filled with acid or holy water they're somewhat more dangerous. When a vial is thrown at an opponent, the attacker may ignore armor—only Dexterity and magical adjustments to AC count for the defender. If the vial hits, the victim suffers the full damage of whatever substance is

inside. If it misses, it may still inflict damage with a splash hit depending on where it lands (see Grenade-like Missiles in the *DMG*.)

**War club.** The war club is considered a work of art in many cultures. It is carefully built from the best materials available and often lined with sharp stones or spikes to increase its damage potential. War clubs cannot be thrown.

**Warhammer.** The warhammer is very similar in size and balance to the horseman's pick, but instead of a point for piercing armor the warhammer is equipped with a blunt striking head. The warhammer gains a +1 bonus to attacks versus plate armors.

**Whip.** The whip cannot cause damage to an opponent in any kind of plate, mail, or leather armors but can still be used to perform a number of special maneuvers. It gains a +2 bonus to pull/trip and offensive disarm maneuvers. In addition, the sting of the lash may force normal animals to retreat at the DM's discretion.

## Weapon Groups

As noted in previous chapters, weapons can be classified into *tight* and *broad* groups. All weapons in a tight group are considered to be related to one another; a character proficient in one automatically has familiarity with the rest. Note that a weapon proficiency includes stone or bone versions of the same weapon.

In the listing below, broad groups are noted under the red bold type, and tight groups are in italics.

**Axes, Picks, and Hammers**

*Axes:* battle axe, hand/throwing axe, hatchet, two-handed axe, sword-axe, mace-axe
*Picks:* horseman's pick, footman's pick, pick
*Hammers:* warhammer, maul, sledge
*Unrelated:* adze

*Bows:* short bow, composite short bow, long bow, composite long bow

**Clubs, Maces, and Flails**

*Maces:* footman's mace, horseman's mace, mace-axe
*Clubs:* club, great club, war club, ankus, morning star
*Flails:* horseman's flail, footman's flail

*Crossbows:* hand crossbow, light crossbow, heavy crossbow, pellet bow, cho-ku-no

*Daggers & Knives:* dagger, stiletto, jambiya, main-gauche, parrying dagger, knife, katar

*Lances:* Light, medium, heavy, jousting

**Polearms**

*Spear-like polearms:* awl pike, partisan, ranseur, spetum
*Poleaxes:* bardiche, halberd, voulge
*Bills:* bill, bill-guisarme, glaive-guisarme, guisarme-voulge, hook fauchard
*Glaives:* glaive, fauchard, naginata, nagimaki, fauchard-fork
*Beaked:* bec de corbin, lucern hammer

*Unrelated:* military fork, tetsubo, lajatang

**Spears & Javelins**
*Spears:* spear, long spear, awl pike
*Javelins:* javelin, pilum, dart
*Unrelated:* harpoon, trident, brandistock

**Swords**
*Ancient:* broadsword, sapara, khopesh, sword-axe, short sword
*Roman:* broadsword, drusus, gladius, spatha
*Middle Eastern:* short sword, scimitar, great scimitar, tulwar
*Oriental:* cutlass, katana, wakizashi, no-dachi, ninja-to
*Short:* short sword, gladius, drusus, sapara, dagger, tulwar
*Medium:* broadsword, long sword, cutlass, sabre, falchion, estoc
*Large:* bastard sword, claymore, two-handed sword, great scimitar, no-dachi
*Fencing weapons:* rapier, sabre, main-gauche, parrying dagger

*Chain & Rope Weapons:* chain, kau sin ke, kusari-gama, kawanaga, chijikiri

*Martial Arts Weapons:* sai, jitte, nunchaku, sang kauw, three-piece rod, bo stick

**Firearms**
*Hand match weapons:* arquebus, hand gunne
*Matchlocks:* arquebus, caliver, musket
*Wheellocks:* arquebus, belt pistol, horse pistol
*Snaplocks and Flintlocks:* musket, belt pistol, horse pistol

If a weapon does not appear in the preceding listings, it belongs to no weapon group. For example, weapons such as the bolas, the boomerang, or the mancatcher are so unique in their employment that nothing even comes close to being similar.

## Weapons and Ability Bonuses

Generally, a character may apply his Strength bonuses to any weapon powered by his own muscle. Any hand-held weapon used to slash, bludgeon, or thrust at an enemy certainly counts, but weapons that don't inflict damage or don't have a type don't allow a character to use his attack bonuses. For example, a character's Strength has no effect on the use of a lasso or net.

Characters may use their reaction adjustment for high Dexterity when throwing or firing any kind of missile weapon. However, they do not use their Strength bonuses unless the weapon is thrown and complies with the conditions above. Firearms, bows, slings, and crossbows are not normally affected by a character's Strength.

Bows can be made to take advantage of a character's Strength bonuses, but must be custom-made. Refer to Chapter 6: Money and Equipment in the *Player's Handbook*.

**The 16th-level Dart Specialist:** It's ludicrous to allow a high-Strength character the full benefit of his muscular power if he insists on using tiny little weapons such as darts. A good way to address this kind of min-maxing is to limit the damage bonus granted by

high Strength to the maximum roll of the weapon's base damage. A dart normally causes 1d3 points of damage against size M targets, so a character with exceptional Strength could gain a total of +3 to his dart's damage—but no more, even if he is normally entitled to a damage bonus of +4 or more.

## Armor Descriptions

The armorer's craft evolved over the course of thousands of years, much as weapons evolved. The marvelous works of the German and Italian master armorers of the 15th century simply cannot be duplicated by craftsmen with more primitive technology. Therefore, armor is limited by time period just as weapons are.

The following descriptions note the adjusted base AC for a full suit of each armor type, and also a generic encumbrance value for typical humans in that armor. Player characters may accept these encumbrance values or use the more advanced encumbrance rules to total up their equipment weight.

The armor table also includes protective values for pieces of armor. In most cases, these are fractional—for example, a chain mail arm piece improves the wearer's AC by 0.5. For most PCs, this reduces the wearer from an AC of 10, so if a composite suit of armor improves the character's AC by 3.9 points, his actual Armor Class is a 6.1 (10–3.9), which rounds down to an AC of 6. Only round to the lower AC if the fraction is .3 or less; an AC of 6.1 is a 6, but a 6.4, 6.5, or 6.9 is considered to actually be AC 7.

Partial armor can always be bypassed by the use of the called shot rules in Chapter Two. The attacker suffers a –4 penalty for making a called shot, but of course he gets to make his attack against the defender's unprotected AC of 10. The best use for partial armor in the game is to simulate various forms of composite protection favored in different time periods; for example, medieval infantry often wore breastplates and helmets but did not wear armor on their legs or arms.

Last but not least, armors are loosely grouped into three basic types—plate armors, mail armors, and leather armors. Some weapons gain special attack bonuses against certain types of armor. For example, the heavy blow of a mace is especially effective against mailed opponents, because the flexibility of the mail allows the blow to cause damage even through thick armor.

**Back-and-breast.** (AC 6; enc. none; type plate) This armor is simply a steel breastplate and back piece, worn like a shirt. It protects the wearer's vital organs but leaves the limbs uncovered. Historically it saw use throughout the Renaissance.

**Banded mail.** (AC 4; enc. light; type mail) There is some debate over the existence of this armor in the Middle Ages, but Roman legionaries wore banded breastplates as part of the *lorica segmenta*. Banded mail consists of parallel bands or strips of armor covering the torso, shoulders, arms, and legs, with mail guarding the joints.

**Brigandine.** (AC 6; enc. none; type leather) A very common armor of the later Middle Ages and the east, brigandine consisted of a coat of leather plates. Each leather plate was a sandwich with steel strips inside of it. The joints and limbs were constructed with fewer armor strips for flexibility. Splinted mail, described below, is nothing more than a heavier version of brigandine.

**Bronze plate mail.** (AC 4; enc. light; type plate) This armor never existed as a full suit historically. However, bronze breastplates, greaves, and arm guards were quite common, especially in Greek and early Roman settings. With a full suit of bronze plate

mail, the underlying chain mail backing that is found in normal steel plate mail is replaced by backing made of studded leather.

**Buckler.** The smallest shield used is the buckler. It is usually not more than a foot in diameter. Its small size makes it easy to carry, but it is of limited usefulness against anything except fencing weapons. The buckler's AC bonus can only be counted against the attacks of a single opponent in any combat round.

**Cap.** Steel, bronze, or iron caps are among the most common helmets until the later days of the Crusades. A cap is often worn over a mail coif for additional protection; the two together provide an AC of 3 for the user's head and neck. Caps often include nasals, or projecting bars, that cover the user's nose.

**Chain hauberk.** (AC 6; enc. light; type mail) Chain mail was first constructed in Roman times as shirts or skirts. Throughout the Dark Ages mail was reserved only for the wealthiest warriors. By the end of the Dark Ages, the most common form of mail was the hauberk, a long-sleeved coat that hung to the wearer's knees. Because the lower legs are vulnerable, the hauberk doesn't offer the same protection that a full suit of chain mail does.

**Chain mail.** (AC 5; enc. light; type mail) The full suit of chain mail appeared early in the Crusades, when chain leggings were added to the traditional hauberk. For more than a century mail was the universally favored form of protection in Western Europe and the Holy Land; armor experts refer to the 11th and 12th centuries as the Age of Mail.

**Chain-lamellar.** (AC 4; enc. light; type mail) Chain mail was used widely in Byzantium and eastern lands, too. It was common for eastern peoples to augment their lighter mail with heavier armor. Chain mail with lamellar breastplates, greaves, and arm guards was widely used by Byzantine, Turkish, and Persian cavalry.

**Close-faced helm.** This category includes a number of variations, ranging from steel war masks, to the Crusaders' barrel helms, to samurai helmets. The helmet offers excellent protection, but is heavy and can limit vision and hearing. In situations where field of view or clarity of hearing may be important, the DM can impose a –1 penalty to surprise checks for characters wearing close-faced helms.

**Cord armor.** (AC 8; enc. none; type leather) Only found in savage or exotic settings, cord armor consists of rope-like fibers woven and knotted into a thick, tough fabric. It may be found in places where leather is scarce.

**Field plate.** (AC 2; enc. moderate; type plate) The armorer's craft reached its peak during the Renaissance, when full suits of articulated plate armor were common. Field plate armor dispenses with the chain backing of plate mail or full plate armor to save weight. Instead, a light suit of padding, or *aketon*, would be worn beneath field plate. The considerable weight of this armor was distributed over the wearer's body, and a trained knight could lie down, stand up, or vault into the saddle while wearing heavy armor.

**Full plate.** (AC 1; enc. moderate; type plate) The final development of armor was full plate armor, which protected the wearer with padding, chain, and a suit of beautifully crafted interlocking plates carefully angled to deflect blows. Armor of this type could even withstand long-range gunfire, as long as the bullet didn't strike square on target. A well-made suit of full plate armor was the sign of high nobility; many lesser knights had to make do with far less impressive suits due to the great expense of this marvelous armor.

**Gallic armor.** (AC 8; enc. none; type leather) Reserved for the gladiatorial arena,

Gallic armor consisted of leather leggings and a leather sleeve, with a wide metal belt. No free soldier would normally wear such light armor if better could be found.

**Great helm.** The great helm actually sits on a metal gorget, or throat-guard, instead of resting its weight on the wearer's head. The face is completely covered. The protection offered by the great helm is unmatched, but the wearer's visibility and hearing are seriously impaired; he suffers a –2 penalty to any surprise checks that might be affected by his ability to spot his enemy or hear someone sneaking up on him.

**Half-plate.** (AC 4; enc. light; type plate) As firearms became more prevalent, the usefulness of heavy plate armor rapidly declined. The trend towards more complete coverage reversed, and soldiers and knights began to discard all but the most critical pieces of armor. Half-plate consists of a breastplate and tassets, or hip armor, but the lower legs are left unarmored, as are the insides of the arms. Half-plate lingered on into the 17th century before disappearing altogether.

**Hide.** (AC 6; enc. light; type leather) Hide armors were rare in Western Europe, but saw some limited use in eastern settings. At the DM's option, hide armor can be used to simulate the buff coat—a Renaissance armor made of several layers of stiffened leather.

**Hoplite armor.** (AC 5; enc. light; type plate) The armor of the classic Greek warrior consisted of a bronze breastplate and greaves with a studded leather skirt. It offered a good compromise of protection for vital areas without too much weight. Alexander's soldiers conquered half the world in armor like this.

**Improved mail.** (AC 4; enc. light; type mail) Several varieties of improved chain mail appeared during the Crusades. Bar mail consisted of small metal strips threaded through the links; double mail used heavier links double-joined; augmented mail used a thick leather backing to reinforce the coat. All types of improved mail offer better protection than normal chain mail, but at the price of increased weight.

**Lamellar.** (AC 5; enc. light; type mail) Lamellar armor consists of small, overlapping plates of metal sewn together or stitched to a backing of leather or cloth. It is similar to brigandine and splinted mail, but isn't sandwiched in leather like the other two armors. Lamellar is a very ancient armor that was used in Mesopotamia and ancient Egypt thousands of years before the rise of Rome. Byzantine and Persian cavalrymen used breastplates of steel lamellar as part of their heavy armor.

**Lamellar shirt.** (AC 7; enc. none; type mail) Full suits of lamellar armor were very rare in the Bronze Age, but lamellar coats with cloth skirts were somewhat more common. This composite armor represents the best protection available to the common soldier in extremely ancient settings.

**Leather.** (AC 8; enc. none; type leather) Leather armor has been used by light troops since the Bronze Age. Leather can be toughened by treating it with oil in a process known as *cuir boilli.* This armor type uses cuir boilli pieces to reinforce vital areas and soft leather for the legs and arms.

**Leather helm.** The lightest helm available is made from cuir boilli leather reinforced by iron or bronze bands. The leather helm doesn't provide much protection compared to other types, but it's better than nothing.

**Light scale.** (AC 7; enc. none; type leather) Normal scale armor is made out of iron, bronze, or steel, but it's also possible to make scale armor out of cuir boilli leather scales, bone, or horn. Light scale is often the armor of nomadic or savage peoples who have difficulty finding metal to work with.

**Lorica hamata.** (AC 6; enc. none; type mail) This Roman armor consisted of a chain mail shirt and a skirt of leather reinforced with bronze or iron strips. It was an early armor used from the time of the Punic Wars into the 1st century a.d.

**Lorica segmenta.** (AC 5; enc. none; type mail) Lorica segmenta replaced lorica hamata and was used until about a.d. 350. It consists of a breastplate of banded mail and a reinforced skirt of studded leather armor.

**Mail coif.** The mail coif is a hood of chain mail that drapes over the neck and shoulders as well as the head. It is usually worn with a cap or beneath another helmet, since chain mail by itself doesn't offer much protection against impact weapons. If worn with a cap, the mail coif is AC 4; if worn under another helmet, it provides no additional protection but at least allows the user to remove his restrictive helmet and get a look around without baring his head completely.

**Mail and plate.** (AC 4; enc. light; type plate) Plate armor first appeared near the end of the Crusades as reinforcement for chain mail armor. Small breastplates were introduced first, but rapidly grew into full breastplates with complete leg and arm covering. The mail and plate armor describes an early form of plate mail in which a breastplate is worn over a full suit of chainmail.

**Open-faced helm.** Greek and Roman helmets normally fell under this category, as did many helmets of the later Middle Ages. The open-faced helm provides good protection and only moderately compromises vision and hearing. This category also includes the Renaissance morion, kettle helm, lobster-tail, and other such helmets.

**Padded.** (AC 8; enc. none; type leather) Padded or quilted armor is probably one of the oldest and most universal forms of personal defense. Even in the days of full plate armors, padded suits known as aketons were worn beneath the steel plate to cushion blows and help distribute the weight of the outer armor. Light troops of many time periods are often equipped with padded armor.

**Plate mail.** (AC 3; enc. mod; type plate) This is the cheapest and most common form of plate armor in the Middle Ages. Instead of attempting to articulate the joints and provide complete plate protection, portions of this armor are simply protected with chain mail. This form of armor was nothing more than an expanded suit of mail and plate, and the forerunner of true plate armor. Even in the age of full plate armor, simple plate mail was still common among poorer knights and professional mercenaries.

**Ring mail.** (AC 7; enc. none; type leather) Ring mail consists of a leather coat with rings sewn onto it. It slightly resembles chain mail, but the links do not interlock. In the Dark Ages, ring mail was a cheap substitute for true mail, which was too expensive for many warriors. Some varieties of ring mail were used throughout the Middle Ages by light troops, artillerists, and skirmishers.

**Scale mail.** (AC 6, enc. light, type mail) This ancient armor type consists of a leather coat or shirt with scales of metal riveted to it. (Some forms of scale mail were made with horn or leather—see Light Scale.) Scale mail was never widely used in the West, but saw extensive use in the Mideast and Orient.

**Shield, small.** The small shield, or *targe*, is usually a round shield about two feet in diameter. Some later medieval shields were triangular or square in shape. The small shield can be used against two enemies in a combat round, as long as they are in front of the character or on his shielded flank.

**Shield, medium.** This catch-all category includes anything from the Roman *scutum* to

the Norman kite shield. It usually stands about three feet tall and is two to three feet wide. The medium shield can protect the wielder from up to three enemies per round, as long as they are in front of the character or on his shielded flank.

**Shield, large.** Also known as the body shield or tower shield, this mighty shield stands at least four feet tall and is two to three feet wide. It can protect the wielder against any attack from his front or shielded flank.

**Splint mail.** (AC 4; enc. light; type mail) Splinted armor resembles brigandine, but larger metal strips are used. The metal strips are riveted together in an overlapping pattern and then enclosed in two layers of leather. Splinted armor was not widely used in Western Europe, but was popular in India and the Far East. The *o-yoroi* of the samurai can be considered to be splint mail.

**Studded leather.** (AC 7; enc. none; type leather) Reinforcing leather with metal studs or small plates is an old idea; armor of this type has been used since the Bronze Age. It was still common among foot soldiers even as late as the Renaissance.

**Three-quarter plate.** (AC 3; enc. light; type plate) Like half-plate, three-quarter plate appeared when knights began to discard the less important pieces of their armor. There's little point in carrying around 70 pounds of armor when it won't stop a bullet or a heavy crossbow bolt. Three-quarter plate retains the breastplate, arm protection, hips, and thigh plates but dispenses with protection for the lower legs and inner part of the thighs, which would normally be protected by the horse.

**Wood or bone armor.** (AC 7; enc. none; type leather) In primitive or savage settings, metal may be unavailable for armor. Wood or bone lamellars and reinforced coats are not uncommon among people with little access to metal. Usually, armor of this type concentrates on protecting the torso while leaving the arms and legs free for mobility.

| **Armor Type** | **Common in...** | **Rare in...** |
|---|---|---|
| Banded mail | HY | CR, RM |
| Brigandine | HY, RE, OR | ME, CR |
| Bronze plate | BR | RM |
| Chain mail | CR, HY | DA, RM, RE, OR |
| Cord armor | SA, SV | ME, OR, BR |
| Field plate armor | RE | HY |
| Full plate armor | RE | HY |
| Hide armor | SA, SV | BR, OR |
| Improved mail | ME, CR | HY |
| Leather armor | All | — |
| Light scale mail | SV, BR, RM, DA, OR | CR, HY, ME |
| Metal lamellar | DA, ME | BR, RM, OR, CR |
| Padded armor | All | — |
| Plate mail | HY | CR |
| Ring mail | DA, CR, HY | RE, ME, OR, BR, RM |
| Scale mail | BR, RM | DA, CR |
| Splint mail | ME, OR | CR, HY, RE |
| Studded leather armor | All except SA | — |
| Wood/bone armor | SA, SV | — |
| Back-and-breast | RE | HY |

| | | |
|---|---|---|
| Chain hauberk | DA | CR |
| Chain-lamellar | ME | CR, DA |
| Gallic armor | RM | — |
| Half-plate armor | RE | HY |
| Hoplite armor | BR | RM |
| Lamellar shirt | BR | — |
| Lorica hamata | RM | — |
| Lorica segmenta | RM | — |
| Mail and plate armor | CR | HY |
| Three-quarter plate | RE | HY |

SA=Stone Age; SV=Savage; BR=Bronze Age; RM=Roman; DA=Dark Ages; CR=Crusades; HY=Hundred Years' War; RE=Renaissance; ME=Middle Eastern; OR=Oriental.

## Barding

Warriors have been looking for ways to armor their mounts almost as long as they've been armoring themselves. It doesn't take a genius to figure out that an unarmored horse might be an easier target than the heavily plated knight who's riding it. Therefore, characters who plan on riding their horses into battle should try to acquire barding.

| Armor Type | Cost | Armor Class | Weight |
|---|---|---|---|
| Leather scale | 75 gp | 7 (–1) | 50 lbs |
| Scale | 350 gp | 6 (–2) | 80 lbs |
| Padded | 35 gp | 8 (–1) | 30 lbs |
| Chain | 500 gp | 5 (–2) | 100 lbs |
| Plate and chain | 750 gp | 4 (–3) | 130 lbs |

The AC *replaces* the mount's natural Armor Class, if the barding AC is better than the animal's normal AC. If the animal's AC is better than the barding, then the barding simply improves the animal's AC by the number in parentheses.

*For example, horses have a natural AC of 7. Scale, chain, and plate barding replace their natural AC. Since leather and padded armors don't provide an AC better than 7, they simply lower the horse's AC to 6 or 5, respectively.*

**Leather scale barding.** This barding dates back to the Bronze Age, but also saw use in Roman times and the Dark Ages. It consists of a leather blanket with cuir boilli scales sewn onto it.

**Padded barding.** Often used by Crusaders, this light armor also allows a knight to display his colors on his mount.

**Scale barding.** The best barding available until the Hundred Years' War is scale barding. It consists of a coat sewn with metal scales. Scale barding was used by the princes and kings of the Bronze Age.

**Chain barding.** Only the strongest horses can carry an armored knight and a heavy coat of mail, too. Chain barding was not very common because of its expense and weight.

**Plate and chain barding.** The best armor available for horses came into use towards

the end of the Hundred Years' War. The horse's forequarters, flanks, head, and neck are protected by steel plates, and loose chain skirts cover the rest. Like chain barding, plate barding is very heavy and very expensive. It would normally only be found on the mount of a great knight or prince.

# Chapter Eight: Siege Warfare

Small frays between bands of adventurers and their foes are not the only battles fought in a fantasy world. Companies of brigands roam the countryside, and there might be scores of troops in a town guard or castle garrison. In times of war, armies numbering in the thousands might take to the field.

Nor are hand-held weapons such as swords and spears the only deadly implements a hero is likely to face. Well-prepared opponents often employ war machines of ingenious design and fearsome potential. Likewise, defenders need not depend solely on the local terrain for protection; instead they might employ all manner of constructions and fortifications.

This chapter's first section, *War Machines*, discusses fighting equipment that generally is larger than typical hand-held weapons. Bombardment engines, vehicles, and miscellaneous devices are included. Escalades covers a wide variety of actions, including battering down common portals and scaling walls. *Sieges and Fortifications* discusses the lengthy processes of smashing through fortifications through brute strength. *Mass Combat* provides a way to quickly determine the outcome of a battle too large to play out using the *Player's Option* combat system. Finally, *Proficiencies* gives details on two new warrior proficiencies introduced in the previous sections.

### Does This Belong in My Campiagn?

Few campaigns will use the material presented here all of the time (castles, artillery, and massed troops are hardly commonplace), but most campaigns will find it useful occasionally.

The majority of the material in this chapter is intended for use with the combat system from Chapter One and the Battlefield rules from Chapter Three. It is not necessary to use the combat system with any of the material in this chapter, but your games will be greatly enhanced if you do. The rules on fortifications presented here use many terms and concepts from the material on battlefields, and it is necessary to be familiar with Chapter Three before using them. The material on sieges and on mass combat is intended to stand alone.

### War Machines

Any piece of potentially useful battlefield equipment, offensive or defensive, can be considered a war machine if it is too large for a single character to use. A tree trunk used as a battering ram, a catapult loaded with greek fire, and a howdah strapped to an elephant's back all can be considered war machines.

## Bombardment Engines

Any large device intended to hurl missiles qualifies as a bombardment engine. The most common types and their basic statistics are listed on the table below.

Bombardment engines are difficult to aim at individuals. Generally, a bombardment engine can target only units of creatures, buildings, other war machines, vehicles, ships, and single creatures of Gargantuan size; see the individual bombardment engine descriptions for exceptions.

It takes time and effort to set up a bombardment engine and prepare it to fire for the first time. The minimum preparation time is 10 minutes or the time required to change facing, whichever is greater. The number increases by 50% if a trained artillerist is not on hand to direct the operation.

When used with the *Player's Option* combat system, a bombardment engine has a field of fire of 45 degrees left or right of its current facing. This is generous for most weapons included here, but it is assumed that a bombardment engine's slow rate of fire accounts for a considerable amount of manhandling between shots.

**Range:** Ranges are divided into minimum, short, medium, and long categories. A weapon cannot be aimed at targets closer than its minimum range.

**THAC0:** The chance to hit a target with a bombardment engine is a function of the engine, not the crew.

**Damage:** The number before the slash is the amount of damage inflicted on Man-sized or smaller creatures; the number after the slash is the damage inflicted on larger creatures. If there is only one value given, the damage is the same for all sizes of creatures. Some creatures are entitled to a saving throw to reduce or avoid damage. Damage to structures is covered in the Escalades and Siege and Fortifications sections.

Note that creatures immune to normal missiles are not immune to missiles from bombardment engines. Creatures immune to blunt weapons are immune to catapult and trebuchet missiles and to round shot fired from ballistae. Creatures immune to piercing weapons are immune to bolts from ballistae. Creatures immune to nonmagical weapons are immune to attacks from ballistae, catapults, and trebuchets (unless the missiles employed are enchanted). Cannon and bombard projectiles are blunt weapons, but they are propelled with enough force to harm creatures that are otherwise immune to blunt weapons. Cannons and bombards also can harm creatures that are immune to nonmagical weapons. Light cannons are treated as +1 weapons for determining which creatures they can harm. Medium cannons and great bombards are treated as +2 weapons, and heavy cannons are treated as +3 weapons.

**Knockdown:** The size of the die the weapon rolls for knockdowns.

**ROF:** (Rate Of Fire) This is how often the weapon can be fired if fully crewed; 1/8 means the weapon can fire once every eight rounds.

**Change Facing:** This is the number of rounds required to change the weapon's facing 45 degrees. Any weapon listed as "0" can change facing during the End-of-Round step of a round in which the weapon was fired.

**Crew:** The number of Man-sized creatures required to operate the weapon. If fewer crew are available, the weapon's rate of fire decreases by one for every missing crew member, and the weapon cannot be operated at all if the available crew is less than half the required number. Extra crew can be allocated to the weapon to maintain its rate of fire in the face of casualties among the crew. At the DM's option, two Small or four Tiny creatures can replace one Man-sized creature; one Large creature can replace two Man-

sized creatures, one Huge creature can replace three Man-sized creatures, and so on. If at least one trained artillerist is not on hand to supervise the crew, the rate of fire decreases by one. Creatures must have manipulative appendages and a racial intelligence of at least low to serve on a crew.

**Target Size:** The smallest creature the engine can target individually; see the engine's description for details.

**Weight:** The engine's approximate weight in pounds.

**Spaces:** The number of map spaces the engine occupies on the map.

*Indicates that the usual –5 modifier for long range shots does not apply.

### Bombardment Engines

| Weapon | Range M/S/M/L | THAC0 | Damage | Knock-Down | ROF | Change Facing | Crew | Cost | Target Size | Wt. | Spaces |
|---|---|---|---|---|---|---|---|---|---|---|---|
| Ballista, Light | —/11/22/33 | 12 | 2d6/3d6 | d8 | 1/8 | 0 | 1 | 200 | Any | 100 | 1 |
| Ballista, Medium | 1/11/22/36 | 14 | 3d6/3d8 | d10 | 1/12 | 0 | 2 | 300 | H | 200 | 2 |
| Ballista, Heavy | 2/12/24/39 | 17 | 3d10/3d12 | d12 | 1/16 | 0 | 4 | 400 | H | 400 | 2 |
| Bombard | 18/—/—/40* | 17 | 2d10/2d12 | d12 | 1/15 | 30 | 3 | 10,000 | G | 600 | 1 |
| Bombard, Great | 36/—/—/80* | 19 | 3d10/3d12 | d20 | 1/18 | 30 | 5 | 30,000 | G | 1,200 | 2 |
| Cannon, Light | —/15/45/90 | 12 | 1d12x5 | d10 | 1/15 | 0 | 3 | 10,000 | H | 400 | 1 |
| Cannon, Medium | —/20/60/120 | 14 | 1d12x5 | d12 | 1/18 | 0 | 4 | 15,000 | H | 1,000 | 1 |
| Cannon, Heavy | —/30/90/180 | 17 | 1d12x5 | d20 | 1/30 | 15 | 6 | 30,000 | H | 2,000 | 2 |
| Catapult, Light | 15/—/—/30* | 14 | 2d10 | d8 | 1/8 | 0 | 1 | 250 | H | 200 | 1 |
| Catapult, Medium | 15/—/—/33* | 15 | 3d10 | d10 | 1/12 | 0 | 3 | 350 | G | 300 | 2 |
| Catapult, Heavy | 18/—/—/36* | 16 | 3d10 | d12 | 1/16 | 20 | 5 | 500 | G | 500 | 2 |
| Trebuchet | 24/—/—/48* | 17 | 4d10 | d12 | 1/16 | 30 | 8 | 750 | G | 1,000 | 4 |

#### Ballista

This engine looks something like a giant crossbow mounted on a swivel. It usually fires spear-like bolts, but some versions fire round shot of stone or metal; both types use the same basic statistics. Ballista projectiles have a relatively flat trajectory, and they are fairly accurate.

A light ballista can be aimed at any target in sight, provided the weapon is fully crewed. A light ballista with a partial crew can fire at single creatures of Large or greater size. A medium or heavy ballista can fire at a single Huge creature, or at a Gargantuan creature if partially crewed. Any ballista's field of fire is limited to 45 degrees left or right of the weapon's facing at the beginning of the round. A ballista's facing can be changed up to 45 degrees during the last phase of any round when it fires.

#### Bombard

The term "bombard" encompasses a broad category of nonstandardized, primitive gunpowder weapons that fire large stone or iron balls in a high arch. A typical bombard has a short, thick barrel cast from bronze and set in a rigid wooden base. More advanced siege mortars from the cannon era also use the bombard statistics.

A single shot from a normal bombard requires 10 charges of *smoke powder* or gunpowder; a great bombard requires 20 charges, and both types of bombards are subject to misfiring (see Chapter Seven for details). The heat and debris left in the barrel after firing accounts for the weapon's relatively slow rate of fire, as the weapon must be cooled and cleaned before it can fire again.

A bombard's facing is fixed at the beginning of a battle; a full crew working nonstop

for 30 minutes can change a bombard's facing 45 degrees. For a partial crew, add 10 minutes to the time requirement for each missing crew member; a crew at half strength cannot move a bombard.

The bombard's thunderous roar can confuse or panic creatures unaccustomed to loud noises or normally fearful of thunder. This includes most creatures with a basic morale score of 10 or less and any creature generally unfamiliar with explosives or magic. Such creatures must check morale if they are within 40 yards of a bombard when it fires. Creatures usually lose their fear of a bombard's noise if they win an encounter against an enemy armed with one or if they spend a month or so getting accustomed to the sound.

### Cannon

These weapons are more refined versions of bombards. They have long, slim barrels made from high-quality bronze and they fire wrought-iron shot in a low, flat trajectory. They are fairly accurate.

Cannons are subject to misfires just as bombards are. A shot from a light cannon requires 10 charges of *smoke powder* or gunpowder. A medium cannon requires 15 charges, and a heavy cannon requires 20 charges.

A light or medium cannon can change facing 45 degrees during the End-of-Round step of any round when it fires. A full crew working nonstop can change a heavy cannon's facing in 15 minutes.

The sound of cannon fire can panic some creatures just as a bombard's can.

### Catapult

This engine usually consists of some sort of lever mounted on a sturdy frame. The lever acts as a throwing arm and is fitted with a cup or sling to hold the projectile. When fired, a catapult lobs the projectile high into the air. Tension provides the catapult's power. In primitive catapults, the lever was made from some flexible material (usually green wood) and provided its own power when it was bent back and released. More sophisticated catapults were equipped with a rigid arm powered by a mass of twisted skeins (usually horsehair). Ancient catapults often resembled ballistae aimed upward to fire indirectly; all types of catapults use the same basic statistics.

Catapults usually fire large stones, but they can be loaded with almost anything: small stones, chains, dead animals, or anything else small enough to fit in the sling or cup and not so heavy that it overloads the lever. Large objects inflict the damage listed on the table. Masses of small objects can inflict an extra die of damage against most creatures but are useless against structures and any creature with a natural Armor Class of 0 or better (including characters with an Armor Class of 0 before shield or Dexterity modifiers).

A light catapult with a full crew can target Huge creatures.

A light or medium catapult can change facing 45 degrees during the End-of-Round step of any round when it fires. Heavy catapults generally are left in place once they are sited for a battle. A full crew can change a heavy catapult's facing after 20 minutes of work.

### Trebuchet

These massive engines are similar to catapults, but they derive their power from gravity.

A trebuchet's throwing arm is a rigid beam with a heavy weight at one end and a sling or cup for projectiles at the other. When the beam is released, the force of the falling weight hurls the projectile in a high arch. Like catapults, trebuchets fire large stones or masses of smaller objects.

Trebuchets generally are left in place once they are sited for a battle. A full crew can change a trebuchet's facing after 30 minutes of work.

## Bombardment Engine Procedures

A bombardment engine fires in the very slow phase of the round when its loading is completed. If loaded and aimed during a previous round, a bombardment engine can fire in the very fast phase.

### Indirect Fire Engines

Bombards, catapults, and trebuchets fire their projectiles in a high arch; they are inaccurate and cannot really be aimed at anything; the crew simply points the engine in the target's general direction and hopes the missile will land somewhere nearby.

All targets are considered Armor Class 0, but there is no range modifier. The attack roll is modified as follows:

- +3 for stationary targets;
- –3 for targets moving at a rate greater than 3 but less than 12;
- –6 for targets moving at a rate of 12 or greater;
- +4 for the second and subsequent shots at a stationary target;
- +2 for targets whose largest dimension is greater than 30';
- +4 for targets whose largest dimension is greater than 90';
- +6 for targets whose largest dimension is greater than 270'.

Cover generally is not a factor when resolving indirect fire, but concealment can be. Indirect fire generally can arch over obstacles between it and the target, provided that the obstacle is no higher than 150% of the distance between the obstacle and the engine, or the obstacle and the target, whichever is less. For example, a wall 90' feet high would not block indirect fire unless it was within 60' of either the engine or the target. Note that in many cases it is easier for an engine to fire at a feature or structure where opponents are hiding than it is to fire at the opponents themselves.

If a creature is too small to be targeted individually, an indirect fire engine still can fire at the 15' square area containing the creature. The base modifier is 0 (because the target is not *larger* than 30' long). Modifiers for the small target's movement apply (it's hard to hit the right area when the creatures within it are moving). The attacker must select an intended impact square for the missile; any of the nine squares in the area can be selected.

**Hits:** An engine's missile tends to bounce or shatter on impact and affects an area, as shown on the accompanying diagrams. Creatures within the area of effect suffer damage listed for the weapon. Creatures with 5+1 or more Hit Dice can roll a successful saving throw vs. petrification to avoid the damage; modifiers for Dexterity and magical protections apply. A creature that has suffered a direct hit (by being in the impact square or by being large enough to qualify as a target and getting hit) is allowed no saving throw even if normally eligible for one. Creatures with hard cover between them and the impact

square get a saving throw even if not normally entitled to one. Creatures under cover get bonuses to their saving throws; see Chapter One.

If the engine is firing at an area containing creatures too small to target individually, the shot never lands exactly where intended. Follow the procedure outlined below for misses, but roll 1d4 for distance.

**Misses:** To determine where the shot actually falls, roll 1d8 on the indirect fire scatter diagram to determine the direction of the miss; then roll 2d6 to determine the distance in squares from the intended impact square and the actual impact square. It is possible for the shot to fall inside the engine's minimum range or outside its maximum range. Creatures in the area where the shot falls suffer the effects of a hit.

**Hits and Misses Against Large Creatures:** If the missile scores a direct hit on a creature large enough to qualify as a target, there is no effect on creatures in the adjacent squares. The creature's body prevents the missile from bouncing or shattering. If a direct attack on a large creature misses, the attacker rolls for scatter. The intended impact square is always the square the creature occupies. If the creature occupies more than one square, the intended impact square is always the square closest to the engine.

**Critical Hits and Knockdowns:** Only direct hits can be critical hits or cause knockdowns. If the rules from Chapter Six are in play, indirect fire engines inflict Large bludgeoning criticals.

**Flaming Projectiles:** Catapults and trebuchets can be loaded with missiles soaked in pitch or a similar flammable substance. The missile's range is reduced by 1/3. When it strikes, the missile scatters flaming debris over its normal area of effect. The debris burns for two rounds, inflicting 2d6 points of damage the first round and 1d6 points of damage the second round. The effect on wooden structures is the same as flaming oil. A catapult also can hurl canisters of Greek fire. A Greek fire cannister also reduces the catapult's range by 1/3. The cannister breaks on impact and scatters Greek fire over the catapult's normal area of effect.

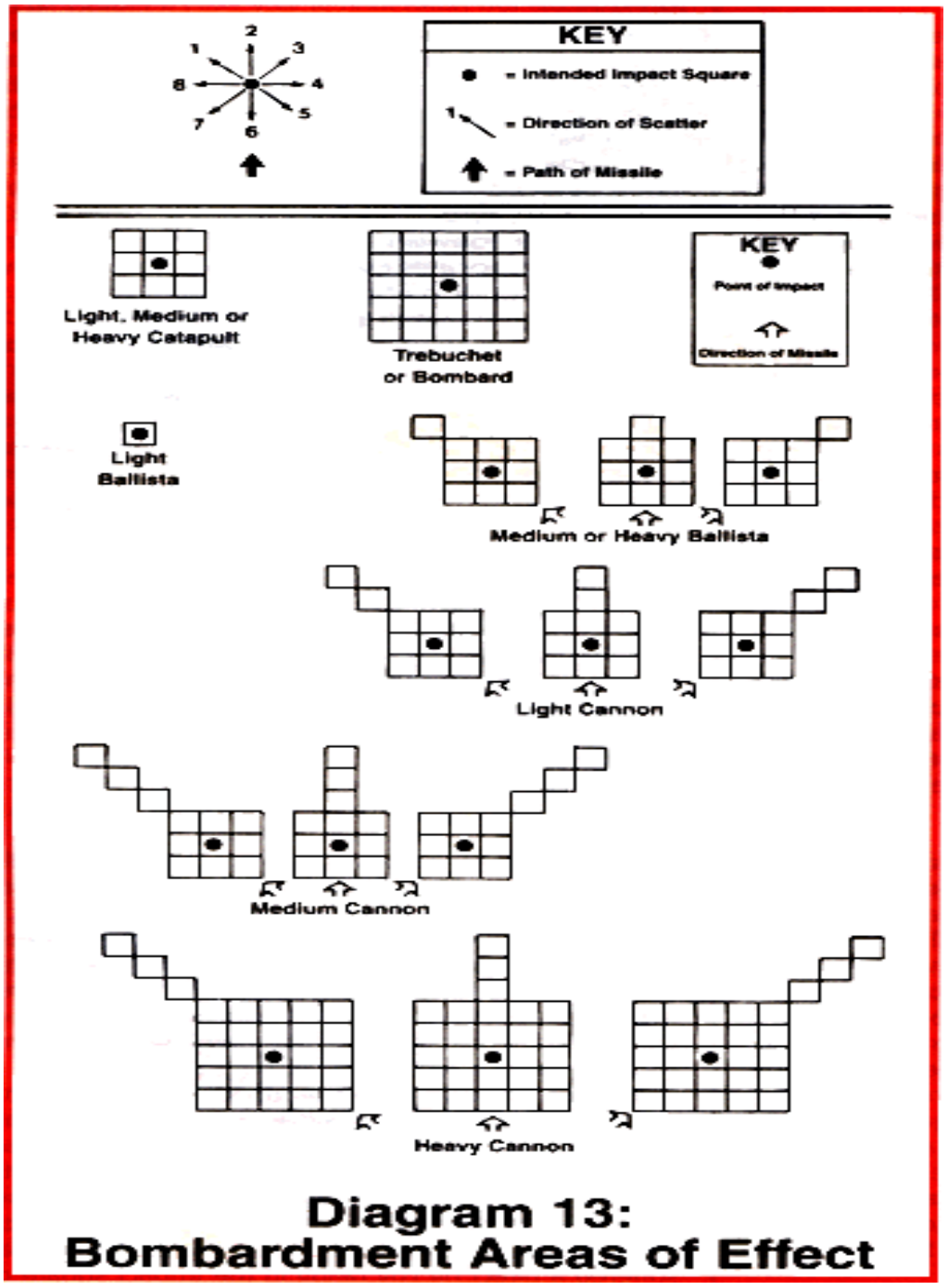



**Diagram 13: Bombardment Areas of Effect**

## An Example of Indirect Bombardment

A group of five dwarves led by a 6th/6th-level fighter/cleric has located a fortified goblin village. They hunker down in an ancient ruin about 300 yards from the village walls to discuss plans. Unfortunately for the dwarves, an alert sentry has spotted them and the goblins ready their medium catapult for a shot at the intruders. The dwarves have taken cover behind an old stone wall 12 feet high; they sit with their backs to the wall while they talk. Because the dwarves are within 8 feet of the wall, the catapult cannot target

them. Even if the dwarves were in the open, the catapult could only target their area because they are Man-sized creatures.

The goblins decide to fire at the top of the wall and hope for the best. The wall is stationary and several hundred feet long. However, the goblins are aiming at one specific section, so the DM decides there is no attack bonus. Because the dwarves are the true target of the attack, the DM decides to impose the standard –4 penalty for 90% concealment (it might be a fairly easy task to hit the wall, but it's a bit more difficult to strike the section of wall directly above the dwarves' heads). The goblins have the catapult loaded with a mass of small stones, which gives them an extra die of damage against creatures (4d10 points of damage in this case). The attack roll is a 12, a miss. (A medium catapult's THAC0 is 15, so the goblins needed to roll a 19 or better to hit.) The goblins roll 1d8 for scatter and get a 3, indicating an overshot to the right. The goblins now roll 2d6 for distance and the result is a 7, so stone shot impacts 7 squares away from the aiming point, too far away to score any incidental hits on the dwarves (see diagram 14).

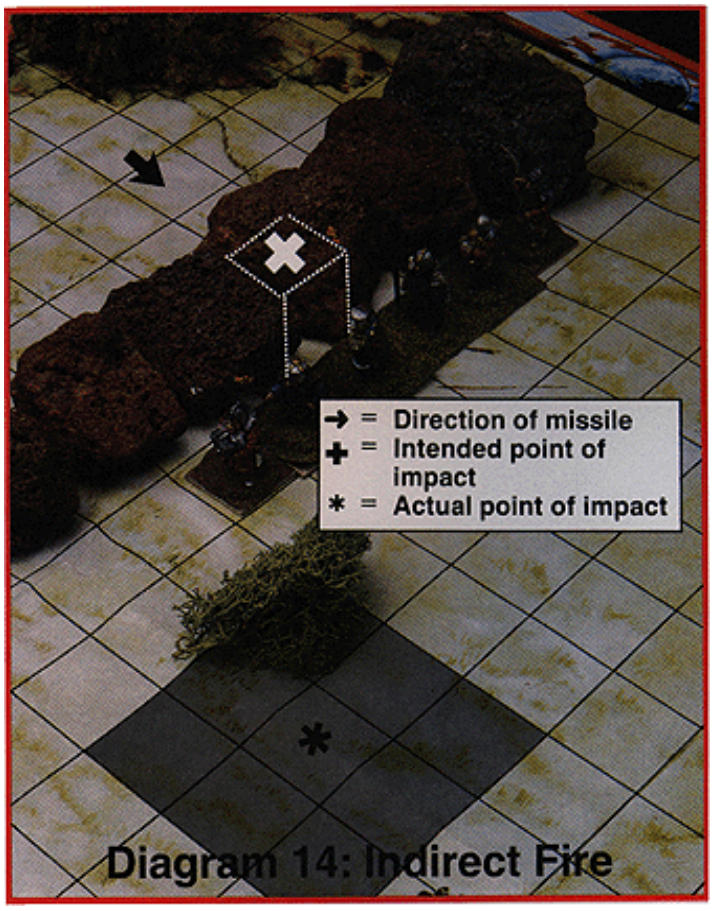


Diagram 14: Indirect Fire

When they see the catapult stones dropping beyond them, the dwarves decide to leave, intending to exit through the far side of the ruins and return home. The medium catapult is reloading and cannot fire again before the dwarves get away. Unfortunately, the goblins also have two light catapults, and the sentry alerts their crews to the dwarves' flight.

Because the dwarves' movement takes them more than 8 feet away from the wall, the light catapults can hit them. The goblins must fire at the area where the dwarves are. Their attacks receive a –3 penalty for targets moving faster than 3 but slower than 12. The crews have an adjusted THAC0 of 17 for these shots. The first crew rolls a 6, a miss, but the second crew gets a 20, a hit. The scatter and direction dice place the miss too far away to hurt the dwarves. Because the catapult that hit was firing at an area containing small targets, the hit also scatters. The goblins roll a 2, indicating a straight overshot. Because the shot was a hit, the goblins roll 1d4 for distance and get a 1, so the shot lands right in front of the dwarves. The leader and two dwarves are within the area of effect. The two dwarves are one-Hit-Die creatures and they have no cover, so they are not allowed a saving throw. The damage roll is a 16, which kills both dwarves. The leader is allowed a saving throw vs. petrification to avoid the damage and the roll is successful. The leader takes no damage and beats a hasty retreat with his three surviving followers.

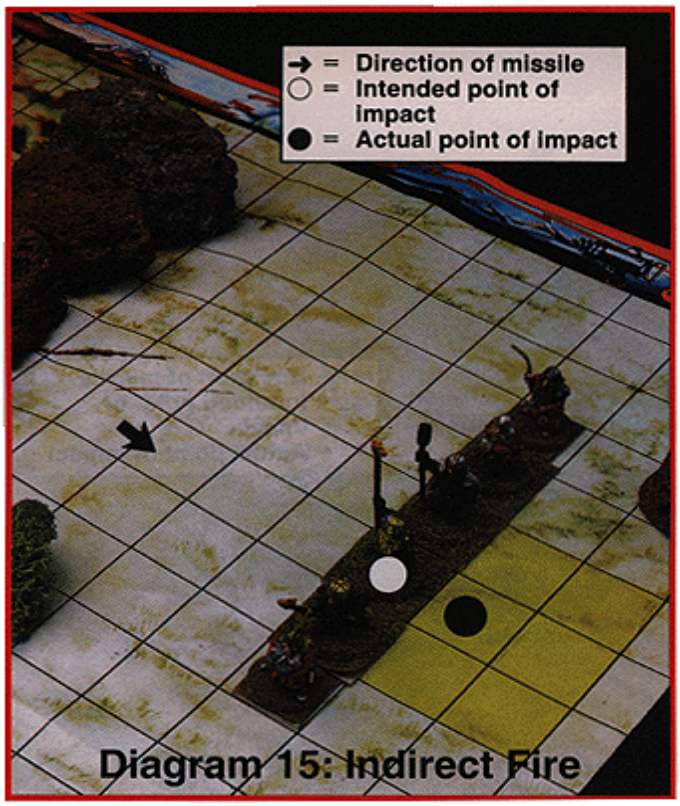
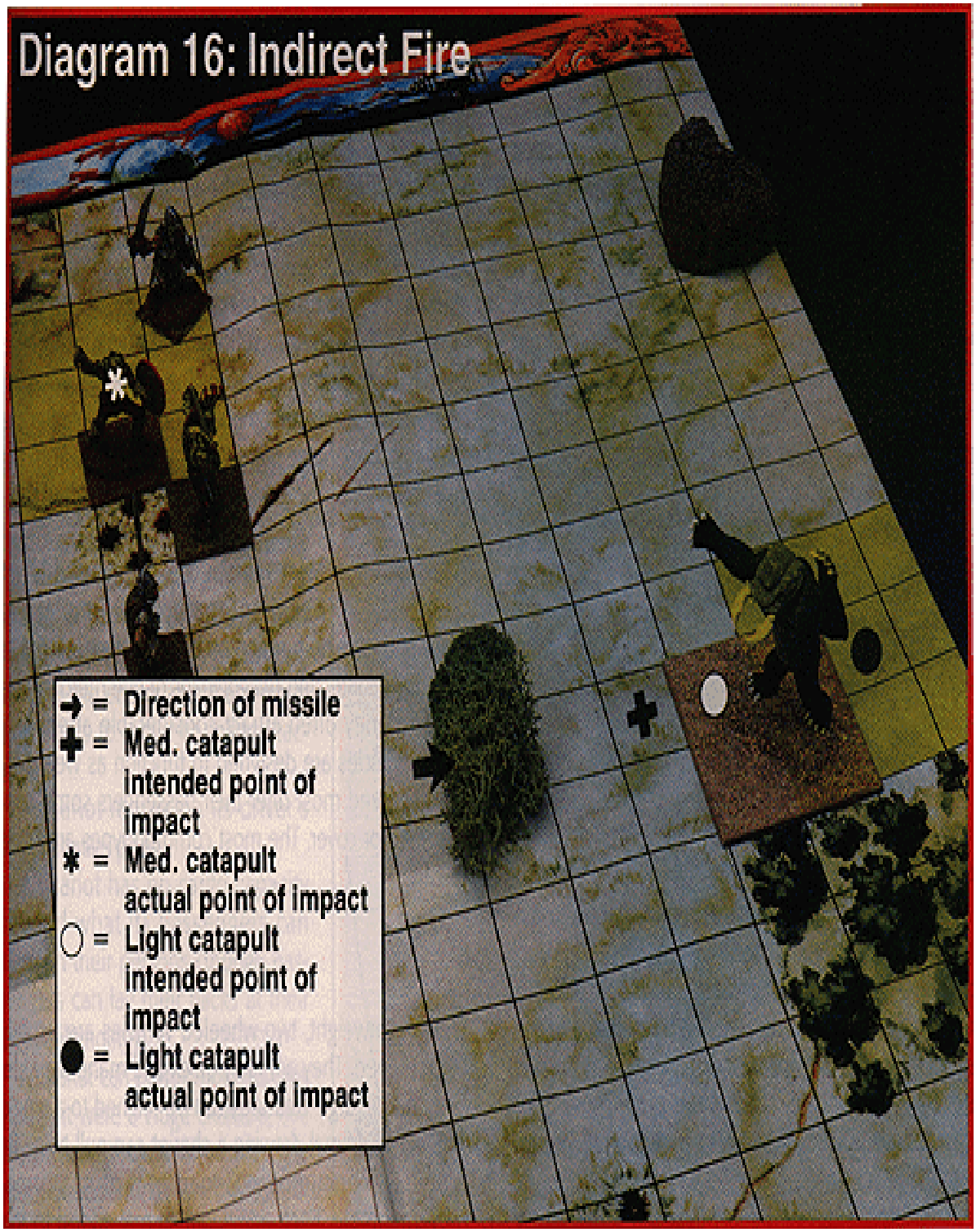


Diagram 15: Indirect Fire

Later that day, a monstrous 20' umber hulk (a true mutant — it is considered size Huge for the purposes of this example) bursts from the ground and attacks a goblin patrol about 200 yards from the village. If the umber hulk were much closer, it would be within the minimum range for the catapults (150 yards). Most of the patrol flees, leaving one unfortunate comrade trapped in the umber hulk's mandibles. The medium catapult cannot target on Huge creatures, so it must fire at the area containing the umber hulk. The crew selects a square next to the umber hulk as the intended impact square (they hope to score a lucky direct hit by rolling the right combination of scatter and distance dice). The umber hulk remains in place while crushing its goblin meal, but part of its body remains hidden below ground, so the DM applies a –1 penalty to the shot for 25% concealment,

giving the medium catapult an adjusted THAC0 of 16. The goblins roll an 11, a miss. The scatter die is a 7, short and to the left; the roll for distance is a 6, and the shot lands too far away from the umber hulk to do any damage. Unfortunately, two of the fleeing goblins are in the shot's area of effect and are killed (see diagram 16).



The two light catapults can fire at Huge creatures. With the –1 modifier for concealment, the light catapults have adjusted THAC0s of 15. The attack rolls are 15 and 6. The first shot hits the umber hulk, and because of the direct hit, the umber hulk gets no saving throw and suffers 3d10 points of damage from it (the goblins are still using masses of small stones). The miss scatters, using the square containing the umber hulk's head as the intended impact square. The roll is a 2, a straight overshot. The distance roll also is a 2, which places the umber hulk within the shot's area of effect in spite of the miss. The umber hulk has 8+8 Hit Dice and gets a saving throw vs. petrification to avoid damage; it rolls a 19, easily succeeding. Nevertheless, the direct hit convinces it to retreat below ground with its prize.

## Direct Fire Engines

Ballistae and cannons fire their projectiles in a low, flat curve. They are fairly accurate, though somewhat difficult to aim at small targets. Only light ballistae can be aimed as freely as a hand-held weapon can; larger engines can hit small targets only by aiming at the area containing the target.

All targets are considered Armor Class 10. If the target is a creature (not an area containing a creature) bonuses from Dexterity and magical protections apply. The attack roll is modified as follows:

- +3 for stationary targets;
- –3 for targets moving at a rate greater than 3 but less than 12;
- –6 for targets moving at a rate of 12 or greater;
- +4 for the second and subsequent shots at a stationary target;
- +2 for targets whose largest dimension is greater than 30';
- +4 for targets whose largest dimension is greater than 90';
- +6 for targets whose largest dimension is greater than 270';
- –2 for targets at medium range;
- –5 for targets at long range.

Modifiers for cover and concealment also apply. Concealment versus direct fire bombardment engines is easier to find than true cover, as few barriers are substantial enough to resist hits. For example, a thick hedgerow might provide cover from arrows and sling stones, but it can provide only concealment against cannon fire.

The procedures for determining the effects of hits and for determining exactly where a direct fire missile lands are generally the same as for indirect fire engines, except that hits in a 15' area containing creatures too small to target individually roll 1d3 for scatter distance. Direct fire engines roll 2d4 for scatter distance when they miss.

**Cannons:** Creatures within a cannon shot's area of effect suffer 1d4 points of damage even if they make their saving throws. All cannons have the same basic damage listing against creatures—1d12x5. Roll 1d12 and multiply the result by five. This represents the possibly catastrophic effects of coming into contact with the cannon ball or the shrapnel a cannon ball impact produces. If the 1d12 roll is 10 or higher the affected creature also must save vs. death or be killed outright (see the Death from Massive Damage rule in

Chapter 9 of the *PHB*).

**Critical Hits and Knockdowns:** Only direct hits can be critical hits or cause knockdowns. If the rules from Chapter Six are in play, cannons inflict Large bludgeoning criticals, and most ballistae inflict Large piercing criticals. Some ballistae fire shot instead of bolts and inflict Large bludgeoning criticals.

**Flaming Projectiles:** Ballistae can be loaded with bolts tipped with wads soaked in pitch and wrapped in cloth. The flaming bolt's range is reduced by 1/3 and it inflicts normal damage and 1 point of additional fire damage if it scores a direct hit. The flame can set fire to wooden structures.

## An Example of Direct Bombardment

The Huge umber hulk from the earlier example later discovers a community of gnomes and charges to the attack, sending the gnomes scurrying into their burrows. The gnomes have installed several light ballistae and a light cannon for defense. Two ballistae and the cannon take aim at the umber hulk while it dashes about trying to locate its vanished prey. The umber hulk is about 200 yards away from the bombardment engines.

Light ballistae can individually target creatures of any size. The ballistae have medium-range shots. The range imposes a –2 penalty and the scorpion's movement of 6 imposes an additional –3. The ballistae have adjusted THAC0s of 17. The attack rolls are 5 and 20. The 5 is a miss; because the missile was targeted directly at the umber hulk, the intended point of impact is the umber hulk's square closest to the ballista. The gnomes roll a scatter die and get an 8, indicating a miss to the left. Now they roll 2d4 for distance and get a 2, so the missile lands two squares away and has no affect on the umber hulk. Fortunately, there were no gnomes in the area to be hit by stray missiles.

The 20 is good enough to score a critical hit against the umber hulk's effective Armor Class of 10, even with a –5 attack penalty. The umber hulk is a Huge creature, and it suffers 3d6 points of damage (and possibly a severe piercing critical). The damage dice total 11 points of damage.

The light cannon can also target a Huge creature, so the crew aims it at the umber hulk. Its adjusted THAC0 is a 19. The attack roll is an 8, a miss. The scatter roll is a 6, short and dead ahead. The distance roll is only a 2, which just barely places the umber hulk within the shot's area of effect. The umber hulk has 8+8 Hit Dice, and is allowed a saving throw vs. petrification. It rolls a 4, a failure. The umber hulk suffers 1d12x5 points of damage (it would have suffered 1d4 points of damage even if it had been successful). The damage roll is an 8, inflicting 40 points of damage, enough to kill it after the 11 points of damage the umber hulk suffered from the ballista bolt.

Vehicles Most vehicles are simply used to get people or materials from place to place and have no function on the battlefield, except as objects of contention (wagonloads of rare merchandise or tax money often attract considerable attention). Some vehicles are designed to function as weapons, however, and most offer their passengers some concealment or cover. The most common types are listed below.

## Chariot

These lightweight, two-wheeled vehicles are usually open topped. They are fairly quick and maneuverable. One to four large creatures can be hitched to a single chariot. An animal drawing a chariot can pull twice its normal (unencumbered) load at 2/3 of its normal movement rate. Each additional animal added to the team either increases the movement rate by one point or adds its maximum load to the chariot's useable load.

For example, two light horses could pull a 340-pound chariot load at a movement rate of 17 or a 680-pound chariot load at a rate of 16. Standard movement rates for fully loaded chariots are given in the individual descriptions below.

A chariot must stop immediately if an animal drawing it is killed. The driver or a passenger must spend a half-move action getting out and disentangling the animal and an additional half-move action or an attack cutting it loose. Cutting an animal loose requires

a knife or slashing weapon.

Although chariots are highly maneuverable vehicles, they are not as agile as characters. A chariot must spend one point of movement to change facing. A chariot cannot change facing in response to attacks. If a chariot changes facing more than four times during a round, the driver must make a driving check for each additional change or the chariot flips over.

Chariots function best on smooth, fairly level ground. Chariots must avoid most obstacles; at the DM's option, chariots can attempt to cross obstacles less than 2' high (or deep) at a cost of two movement points per square, but a driving check is required to avoid flipping over. If a chariot crosses any terrain where the footing reduces movement, the chariot must pay the movement penalty and must pass a driving check at the end of any phase when it attempts to move or change facing.

A chariot moves on its driver's base initiative phase.

A chariot has no cargo capacity beyond what its passengers can carry on their persons (though passengers can lay their packs at their feet while riding).

A chariot can perform overruns as though it were a Huge creature; use the driver's THAC0 to resolve the attack of opportunity when an opponent is knocked down (see Chapter One). Chariots are treated as Huge creatures when resolving fire from bombardment engines. A chariot occupies as many squares on the map as required to accommodate the figure representing it, but never less than four squares in any case.

A chariot's passenger capacity, protective value, and other characteristics vary with the type of chariot:

- A light chariot's car can hold as many creatures as one map square (one Large creature, two Man-sized creatures, and so on; see Chapter One). If the passengers go into close order so they can fit into a car they need not all have the same facing, but the driver must face forward. Man-sized passengers in a light chariot can claim 50% concealment from frontal attacks.

An overrun attack vs. a Large or Man-sized creature with a light chariot requires a driving check if the opponent is knocked down. If the check fails, the chariot flips over.

A light chariot drawn by two light horses can carry two armored men at a speed of 18.

- A medium chariot's car can hold as many creatures as two map squares. Man-sized passengers in a medium chariot can claim 50% cover from frontal attacks and 50% concealment from flank attacks.

An overrun attack vs. a Large or Man-sized creature with a medium chariot requires a driving check at +1 if the opponent is knocked down. If the check fails, the chariot flips over.

A medium chariot drawn by three light horses can carry four armored men at a speed of 18.

- A heavy chariot's car can hold as many creatures as three map squares. Man-sized passengers in a heavy chariot can claim 50% cover from frontal and flank attacks.

Heavy chariots do not require driving checks when making overruns.

A heavy chariot drawn by four light horses can carry six armored men at a speed of 18.

A chariot driver cannot attack while the vehicle is moving, except for swerving attacks

(see below).

Chariot passengers get their full allotment of melee or missile attacks regardless of the chariot's movement. Passengers cannot make melee attacks against opponents in front of the chariot unless they are armed with weapons long enough to reach those squares. Passengers make their melee attacks in the normal initiative order.

If the chariot is moving during an action phase when a passenger makes an attack, the passenger attacks at the end of the chariot's movement. If a chariot is moving at full speed, any missile or melee attacks the passengers make suffer a –2 attack penalty. If the chariot moves at half speed or less, the attack penalty is –1. There is no penalty for attacking from a motionless chariot.

It is not possible to cast a spell from a chariot moving at greater than half speed or from a chariot moving over rough ground at any speed. If the chariot is moving at half speed or less, a passenger can cast a spell only if another passenger helps steady him.

Any chariot can be equipped with scythe blades on its wheels and the front of the car. A scythe chariot inflicts an extra 2d6 points of damage when making overruns. If the defender is not knocked down during an overrun attempt the attacker still can make an attack of opportunity that inflicts 1d6 points of damage.

A character driving a scythe chariot also can swerve, making his normal allotment of melee attacks against single creatures in the car's flank squares. The attacks are made during the chariot's movement phase and are resolved as normal melee attacks except that the defender receives no Armor Class bonuses for Dexterity or a shield and the attack receives no attack roll or damage bonuses from Strength. If the attack hits, treat it as a successful overrun; the minimum damage is 2d6. If a swerve attack inflicts a critical hit, treat the scythe as a large slashing weapon.

## Howdah

A howdah is a fighting platform strapped to a beast's back. Howdahs usually are used on Huge or larger creatures, but they can be used on Large creatures as well.

Most howdahs are open topped and provide 50% cover to Man-sized creatures inside against attacks from the howdah's front, flank, or rear.

Like a chariot, a howdah's passenger capacity is measured in map squares. A howdah's weight and maximum capacity varies with the size of the creature that carries it, as follows:

| **Creature Size** | **Capacity*** | **Weight** |
|---|---|---|
| Large | 1 | 50 lbs. |
| Huge | 2 | 100 lbs. |
| Gargantuan | 3 | 150 lbs. |

*Maximum capacity; Huge and Gargantuan creatures can carry smaller howdahs. Some common sense adjustments are necessary. For example, polar bears are Huge creatures, but their rounded bodies and rocking gait limits them to one-space howdahs at best.

Unless the beast carrying a howdah has at least low intelligence, one passenger must act as the driver or *mahout*. Usually, the mahout does not ride in the howdah, but in a saddle located near the creature's head where the mahout can issue commands more easily. A mahout mounted this way counts against the beast's total load, but not the howdah's

capacity; thus a war elephant could carry four men in a howdah, plus a mahout in a saddle. A beast without a mahout acts as an NPC under the DM's control.

A mahout usually is completely occupied with controling the beast. If the beast is intelligent or exceptionally well-trained, the mahout can function as a mounted character.

Passengers in a howdah can fire missiles, cast spells, or make melee attacks (but see the note on elevation, below) as though stationary as long as the beast carrying the howdah does not charge, sprint, engage in melee, or attempt an overrun. If the beast charges, engages in melee, or attempts an overrun, everyone in the howdah must declare a half-move action to stay inside and keep steady. If the beast sprints, everyone in the howdah must declare a full-move action to stay inside and can do nothing else. Passengers can try to jump out; a character who jumps out of a howdah is considered knocked down and suffers 1d6 points of damage unless he rolls a successful saving throw vs. breath weapon.

Characters riding a Huge beast are considered to be one square above the battlefield, while characters riding a Gargantuan beast are considered two squares above. Characters elevated above the battlefield cannot make melee attacks or be attacked in melee unless weapons with sufficient reach are employed or the opponent is the same size as the mount, larger than the mount, or no more than one size class smaller than the mount. For example, a man riding in a triceratops howdah and armed with an axe could not attack or be attacked by a footman armed with a club, but he could attack or be attacked by an ogre.

A creature carrying a howdah moves on its base initiate phase.

### Carrying Capacities For Beasts

If a creature's carrying capacity is not listed in the *PHB*, assume that most creatures can carry five pounds per point of Strength (see the formula for computing this in Chapter Two); particularly large or sturdy quadrupeds can carry 10 pounds per point of effective Strength. To these numbers add 400 pounds if the creature is Huge and 600 pounds if the creature is Gargantuan.

The resulting number is the creature's normal load, which allows movement at the creature's base speed. The creature can carry 150% of its normal load and move at 2/3 speed and it can carry twice its normal load and move at 1/3 speed. A flying creature reduced to 2/3 speed loses one maneuverability class; a flying creature reduced to 1/3 speed cannot fly.

Note that this is intended as a quick method for determining carrying capacities. Where previously published information conflicts with the numbers presented here, choose the one that seems most appropriate. Some sample calculations are provided in the table on the next page.

Note that the size category of the African elephant has been altered from its listing in the *Monstrous Manual*. It seemed only reasonable that the elephant's carrying capacity should be equivilant to, if not greater than, the polar bear, a Huge creature as well.

## Wagon

These cumbersome four-wheeled vehicles are useful for carrying passengers or cargo. One to 12 large creatures can be hitched to a wagon. An animal drawing a wagon can pull

triple its normal (unencumbered) load at half its normal movement rate. Additional animals attached to a wagon either increase the wagon's movement rate by one or add their tripled load to the useful load. For example, two light horses could haul a 510-pound wagon load at a speed of 13 or a 1,020-pound wagon load at a speed of 12.

A wagon must spend a movement point to change facing, and each change of facing must be separated by at least one square of straight movement. A wagon cannot change facing in response to attacks. If a wagon changes facing more than twice in a round, the driver must make a driving check on each additional change or the wagon tips over.

Like chariots, wagons function best on smooth, level ground. Unlike chariots, wagons cannot attempt to cross obstacles. Unstable footing slows wagons and can cause them to flip over.

A wagon moves on its driver's base initiative phase.

A wagon can perform overruns as though it were a Huge creature. Wagons are not particularly difficult to avoid, and the target gets a +2 bonus to the knockdown saving throw. All other modifiers apply. For example, a human subjected to a wagon's overrun would normally have a –4 penalty to the knockdown saving throw for being two sizes smaller than the wagon, but the penalty is reduced to –2 because of the wagon's +2 modifier.

A wagon is treated as a Huge target when resolving fire from a bombardment engine. A wagon occupies as many squares on the map as required to accommodate the figure representing it, but never less than four squares in any case.

A wagon's cargo and passenger capacity is determined by the number of animals pulling it and by its size; a wagon can have from one to six squares of passenger capacity.

Man-sized creatures in a normal wagon can claim 25% cover from the wagon's sides. If the wagon is covered or enclosed, it offers 50% cover. A specialized war wagon offers each passenger 90% cover.

Passengers in a wagon can fire missiles, cast spells, or make melee attacks as though stationary as long as the animals pulling the wagon do not charge, engage in melee, rout, or attempt an overrun. If the team charges, fights, or attempts an overrun, everyone in the wagon must declare a half-move action to stay inside and keep steady. If the team routs, everyone in the wagon must declare a full-move action to stay inside and can do nothing else. Passengers can try to jump out; a character who jumps out of a wagon is considered knocked down and suffers 1d6 points of damage unless he rolls a successful saving throw vs. breath weapon.

### Carrying Capacities for Beasts

| Creature | Size | Normal Load/ Speed** | Moderate Load/ Speed** | Maximum Load/ Speed** |
|---|---|---|---|---|
| African Elephant* | H *1* | 680/15 | 1,020/10 | 1,360/5 |
| Ankylosaurus* | H | 660/6 | 990/4 | 1,320/2 |
| Griffon* | L | 210/12<br>Fl 30 (C) | 315/9<br>Fl 20 (D) | 420/4 |
| Mammoth* | H | 700/12 | 1,030/9 | 1,400/4 |
| Polar Bear | H | 530/12 | 745/9 | 1,060/4 |
| Silver Dragon, Young | H | 550/9<br>Fl 30 (C) | 825/6<br>Fl 20 (D) | 1,100/3 |

| | | | | |
|---|---|---|---|---|
| Giant Stag Beetle* | L | 210/6 | 315/4 | 420/2 |
| Subterranean Lizard* | H | 630/12 | 945/9 | 1,260/4 |
| Triceratops* | H | 730/9 | 1,095/6 | 1,460/4 |
| White Dragon*, Old | G | 960/12<br>Fl 40 (C) | 1,440/9<br>Fl 27 (D) | 1,920/4 |
| Wyvern | G | 745/6<br>Fl 24 (E) | 1,117/4<br>Fl 16 (E) | 1,490/2 |

* Creature receives sturdy quadruped bonus
** Creature moves at the listed speed as long as its load does not exceed the listed weight, otherwise it moves at the next slower rate. Creatures loaded beyond their maximum capacity cannot move.

*1* The African elephant is listed as Large in the *Monstrous Manual*™ accessory; however, it has been changed to a Huge creature for purposes of this table in order to bring it in line with the other creatures listed.

## Driving Checks and Flipping Over

An unskilled chariot or wagon driver must roll an 8 or less on 1d20 to keep from flipping over in a dangerous situation. The driver can add his Armor Class adjustment from Dexterity/Agility to the required number and gets an additional +1 bonus if he also has the animal handling proficiency. If the driver has the vehicle handling proficiency, he can make a proficiency check instead of a driving roll; the +1 bonus for the animal handling proficiency also applies to the check.

The vehicle flips over if the check fails. Everyone in the vehicle must roll a successful saving throw vs. breath weapon or be pinned underneath. A successful roll indicates that the character is thrown clear. If the vehicle is fully enclosed by a rigid structure, passengers cannot be pinned under it, but anyone inside must spend all of the next round climbing out. Passengers in an open-topped wagon (not a chariot) get a +3 bonus to the roll. If the roll is successful, the character is considered knocked down and must spend a half-move or attack action to stand up. A pinned character remains, prone, under the vehicle for the remainder of the round and must spend all of the next round getting clear.

## Ramming

Ramming occurs when vehicles (including creatures carrying howdahs) attack each other directly. A ramming attack is resolved during the attacker's movement phase.

If a vehicle attacks another vehicle, make an opposed driving roll. The following modifiers apply:

- +1 for each size class larger than the opponent;
- +1 for having more wheels or legs than the opponent.

If the defender wins the roll, one of the attacker's wheels, as determined by the DM, must roll a successful saving throw vs. crushing blow (see *DMG*, Table 29). If the roll fails, the wheel breaks and the attacking vehicle flips over. If the attacker wins the roll, one of the defender's wheels must roll vs. crushing blow as above. If the wheel does not break, the defender still must make a driving check to avoid flipping over.

If a creature attacks a vehicle, the vehicle's driver rolls an opposed driving check vs. the creature's effective Strength score. If the creature wins the roll, the vehicle flips over. A creature cannot attack a vehicle in this fashion unless it is at least as large as the vehicle. If the vehicle wins the roll, the creature must veer away from the vehicle.

If a vehicle attacks a creature that is too large to be overrun, use the procedure outlined above. If the vehicle wins the roll, the creature must move one square, just as though it had been overrun (but the attacking vehicle inflicts no damage).

If an attacker tries to ram an unattended vehicle, use the procedures outlined above. The unattended vehicle has a default driving skill of 5.

## Miscellaneous War Machines

The following weapons do not fit into any of the previous categories, yet they could very easily be found on the battlefield.

### Battering Ram

In its simplest form, a battering ram consists of a sturdy beam that one or more creatures can pick up and swing against a portal or wall to batter it down. More complex rams have beams with reinforced heads and a frame to support the beam. Any long, heavy object (such as a log or bench) between five and 30 feet long can be used as a simple ram, provided there is at least five feet of free space behind the ram (to allow the crew to swing it). A minimum of one Man-sized creature is required of each 5 feet of ram, and a maximum of two Man-sized creatures is allowed per five feet of ram. A ram can affect only portals, structures, or large, stationary objects (see the Escalades section, below).

Creatures carrying or wielding a simple ram move and defend as though heavily encumbered, regardless of the ram's actual weight.

A ram suspended from a frame can be from 10 to 60 feet long. A suspended ram allows the crew to employ its strength more efficiently, inflicting more damage.

A ram crew can swing the ram once a round, during the very slow phase.

### Bore

A bore, also known as a sow, is similar to a suspended battering ram, but has a head similar to a pointed screw. The screw head is very effective against stonework. Otherwise, it functions as a suspended ram.

### Cauldron

The most common form of this weapon is a huge kettle placed in a frame that allows it to tip and spill its contents on unfortunate opponents below. The same effect can be obtained by suspending a barrel, bucket, or bladder from a beam and tipping or splitting the container so that its contents spill out.

Unless otherwise noted, the contents of a cauldron pour down in a stream one square wide. When it hits the ground, it forms a puddle three squares wide and three squares long, centered on the point of impact. If there is a wall or similar barrier that keeps the pool from spreading out, the pool is five squares long and two squares wide, with the long side lying along the barrier.

The amount of damage a cauldron inflicts varies with the type of material in it:

- Flaming oil burns for two rounds, inflicting 2d6 points of damage on the first round

and 1d6 points of damage on the second round;

- Boiling oil must be heated for at least one hour before use or it is treated exactly like flaming oil (once heated its temperature can be maintained as long as fuel is available). Boiling oil burns for two rounds, inflicting 4d6 points of damage the first round and 1d6 points of damage on the second round;
- Boiling water is much cheaper than boiling oil. It must be heated for 30 minutes before use. Boiling water inflicts 2d4 points of damage when it strikes a creature and 1d4 points of damage the round thereafter as it soaks into fur or clothing and continues to scald. Creatures entering the area of effect on the second round take no damage;
- Molten lead must be heated at least four hours before use, and the volume of hot liquid is generally small. Molten lead forms a puddle two squares wide and two squares long, with one square directly under the cauldron and spreading away from the cauldron to the left or right as the attacker chooses. Molten lead sears its targets for three rounds, inflicting 4d6 points of damage the first round, 3d6 points of damage the second round, and 2d6 points of damage the third round.

## Gallery Shed

A gallery shed is a low structure built to protect a ram, bore, or team of sappers (see the Escalades section below). It has a peaked roof of heavy planks, it is supported by thick wooden walls, and it is usually wheeled and covered with wet hides to make it flame resistant. Gallery sheds are usually 15 to 60 feet long and five to 20 feet wide. The shed protects as many map squares as it covers. For example, a 10- by 50-foot shed protects 20 squares. Creatures within are completely hidden from view and protected from missile and melee attacks lunched from outside the shed. Creatures within the shed, however, cannot attack except to operate their ram or bore to make sapping attacks.

If the shed has no wheels, it takes one Man-sized creature to carry it for each map square it covers. The 10- by 50-foot shed from the previous example would require 20 Man-sized creatures to carry it. Creatures carrying the shed move as though severely encumbered regardless of its weight. If the shed is wheeled, it can be pushed along as though the crew were heavily encumbered, but it cannot negotiate rough terrain or even moderate slopes.

## Greek Fire Projector

Greek fire is an alchemical mixture that readily bursts into flame and burns furiously. A Greek fire projector is a metal tube about six inches wide and five feet long. When uncapped, it acts like a flame thrower, spraying a line of flame one square wide and four squares long. The line begins at the projector's mouth and extends directly away. Creatures within the area immediately suffer 3d10 points of damage unless they roll a successful saving throw vs. breath weapon for half of that. Targets suffer an additional 1d10 points of damage during the next two rounds, regardless of the initial saving throw's result.

## Mantlet/Abatis

A mantlet is something like an oversized shield. It is typically made of heavy planks and is six feet high and 10 feet wide. A single figure armed with a bow or crossbow can fire

through an opening in the mantlet and claim 90% cover. Additional figures firing from behind the mantlet can claim 50% cover.

A mantlet weighs 100 pounds and requires at least two Man-sized creatures to carry it. Creatures carrying a mantlet move as though heavily encumbered (due to the mantlet's bulk) even if they can handle the weight. Mantlets usually are fitted with props so the troops carrying it can set it down and use it without being encumbered.

An abatis is similar to a mantlet, but lower and thicker. It is used to plug breeches in walls and to provide a semi-mobile barrier against foes. An abatis provides 50% cover to creatures behind it. Large-sized and smaller creatures cannot cross an abatis until it is destroyed. Giants and other Huge, bipedal creatures can cross an abatis at a cost of two movement points.

## Ram Catcher

This is a large hook or fork on a long pole. Typically, it can catch and hold a ram or bore working directly below. The ram remains held, unable to attack, until the attackers break the ram catcher or kill the crew. The ram catcher is too small to be attacked by bombardment engines, but it is susceptible to attacks from slashing weapons. It has an Armor Class of 2 and 30 hit points.

## Rocks

One of the most simple and effective ways to defend a wall or fortification is to hurl chunks of rock or masonry down on the attackers. The character hurling the rock makes a normal attack roll. The damage inflicted varies with the size of the rock and the distance it falls:

| | **Size** | | |
|---|---|---|---|
| | **Small** | **Medium** | **Large** |
| **Knockdown Die** | **1d6** | **1d8** | **1d12** |
| **Distance Fallen** | | | |
| *Short* | 1d4 | 2d4 | 3d4 |
| *Medium* | 1d8 | 2d8 | 2d8 |
| *Long* | 1d10 | 2d10 | 3d10 |

Small rocks weigh less than four pounds. Medium rocks weigh more than four but less than eight pounds. Large rocks weigh eight pounds or more.

A short fall is 10 to 30 feet. A medium fall is 31 to 60 feet; the standard –2 modifier for missiles at medium range applies. A long fall is 61 feet or more; the standard –5 modifier for missiles at long range applies. Dexterity bonuses apply to the attack roll, but Strength bonuses do not (nor do Strength bonuses apply to the damage roll). Rocks are dropped on the attacker's base initiative phase.

### Critical Hits and Knockdown Dice

A dropped rock inflicts Small, Medium, or Large blunt critical hits, depending on its size. All rocks add +1 to the knockdown die at medium distances and +2 to the knockdown die at long distances.

### Multiple Targets

If a rock is dropped on a group all scaling the wall by the same route, ladder, or rope, the attacker makes a normal attack roll against the lead climber. Every creature below the leader must roll a successful saving throw vs. breath weapon to avoid being hit as well. The other climbers receive a +3 bonus to the save if the initial attack misses.

## Siege Tower

This construction is also called a belfry. It consists of a framework mounted on wheels and covered with thick planks and a layer of hides soaked in water (to make the structure flame resistant). The whole tower is about 40 feet high. Inside, a siege tower has three stories: The ground floor is about 15 feet square. Creatures on this floor are protected as if they were in a gallery shed (see above). The second story is 30 feet from the ground. This story is equipped either with three arrow slits where troops armed with bows or crossbows can fire out with 90% cover, or a 10- to 15-foot drawbridge that can be lowered to provide quick access to the top of a wall. While the drawbridge is up, troops on the second story have 100% cover.

The third story is a partially enclosed deck about 10 feet square. Creatures on the deck have the same benefits as creatures behind a mantlet.

Six Man-sized creatures working within the bottom story can push a siege tower as though they were severely encumbered. Six more Man-sized creatures can push from behind the tower and the team of 12 can move as though heavily encumbered. Like a wheeled gallery shed, a siege tower cannot cross rough terrain or moderate slopes.

## Miscellaneous War Machine Costs and Weights

| Machine | Cost | Weight |
|---|---|---|
| Bore | 500 | 100–600 |
| Cauldron | 50 | 150 |
| Gallery Shed | 250–500 | 400–4,900 |
| Greek Fire Projector | 500 | 75 |
| Mantlet | 15 | 100 |
| Ram Catcher | 25 | 25 |
| Ram, Simple | 50 | 50–300 |
| Ram, Suspended | 400 | 100–600 |
| Siege Tower | 800 | 2,000 |

## Escalades

Technically, an escalade is an attempt to storm a castle or fort by scaling the walls, usually with ladders. Rules for doing so are included here, but this section also includes rules for other types of actions that can take place during a *Player's Option* combat scenario, including combat between war machines.

## The Approach of a Castle

The area around a castle usually provides clear lines of fire out to the maximum range of the castle's defensive weapons. For example, a castle equipped with light ballistae offers a clear line of fire out to 330 yards. The encounter range is always the same as the

maximum missile range.

Footing around a castle varies with the terrain. A castle built on a plain has good footing. Mountain castles are surrounded by rocky slopes (2/3 or 1/3 movement when going uphill), forest castles tend to be surrounded by masses of stumps where trees have been cut to provide clear lines of fire (1/3 movement).

Cover is generally not available to creatures attacking a castle once they enter maximum missile range, regardless of the quality of the footing.

A castle's walls present an obvious obstacle to attackers. In addition, castles often are surrounded by ditches or moats, usually from 10 to 20 feet deep.

## Walls

One way to capture a castle or fortress is to climb the walls and overpower the defenders inside. This sort of undertaking is very dangerous, but its simplicity and speed makes it an obvious choice for small bands of heroes.

There are four basic types of castle walls in the AD&D game:

**Wooden Palisades:** These walls usually are made from sharpened logs about six inches thick. They typically are 10 to 15 feet tall. Defenders cannot fight from atop a palisade unless it is provided with a catwalk or hoardings (see below).

**Stone:** These walls are made of a single layer of stone or brick and are otherwise similar to palisades.

**Curtain Walls:** These walls are built of two layers of dressed stone with dirt and rubble packed in between. Curtain walls generally are thick enough to provide a fighting platform and are usually battlemented (see below) to provide extra cover. Curtain walls are usually 30 to 60 feet high and can be from 10 to 30 feet thick.

**Earth ramparts:** These walls are mounds of dirt, usually carefully packed and braced. Unlike the other three types of walls, which are vertical, a rampart slopes upward at a steep angle. Defenders can fight from atop a rampart, but a stone wall, palisade, or catwalk often is added at the top to provide extra cover. Ramparts are usually 20 to 40 feet high and 40 to 80 feet thick.

### Wall Defenses

A simple wall offers no cover to characters standing on it. Castle designers, however, had several ways to rectify the problem:

**Battlement:** This is a barrier about six feet high with alternating solid parts (merlons) and openings (embrasures). A battlement gives Man-sized creatures standing behind it 50% cover while actively defending the wall against attacks coming from below the battlement. The best cover an active defender can claim from attacks coming from the battlement's level or higher (for example, from attackers atop a siege tower) is 25%. A wall less than 10 feet thick requires a catwalk to make a battlement useful.

**Catwalk:** This is a narrow ledge that allows defenders to hide behind the wall. It grants 25% cover against attacks coming from below.

**Embrasure Shutter:** These heavy wooden shutters can be added to a battlement to increases the cover value to 75% against all attacks.

**Hoarding:** This wooden construction is similar to a catwalk, but it is built on the outside of the wall. It gives 90% cover to creatures attacking opponents at the base of the wall,

and 75% cover otherwise. A hoarding made of stone is called a machicolation.
**Splay:** This is an angled area at the base of a wall. It helps support the wall, and makes it difficult for siege engines to attack the wall directly. If the defenders drop rocks from atop a wall fitted with a splay, the weapons scatter if they miss. Use the bombardment engine scatter diagram, but treat a roll of 5, 6, or 7 as a roll of 2. The rock bounces one square in the indicated direction. War machines are automatically struck and creatures must roll a successful saving throw vs. breath weapon or be struck, regardless of Armor Class.

## Scaling Walls

It is possible for most characters to climb a castle's walls. See the *Player's Handbook*, Chapter 14, for basic climbing rules. Treat palisades as rough surfaces, stone and curtain walls as very smooth surfaces, and ramparts as sloping walls (see *PHB*, Table 27). Note that climbing movement is measured in feet per round. Characters scaling a wall suffer a number of restrictions and penalties:

- A climber loses all Armor Class bonuses from a shield and Dexterity;
- A climber suffers a –2 penalty to attack, damage, and saving throw rolls;
- Attacks directed at a climber from the ground gain the standard +2 bonus for rear attacks. Attacks directed at a climber from atop the wall gain the standard +1 bonus for an attacker on higher ground;
- A climber struck for any amount of damage must succeed with an immediate climbing check or fall to the ground. If an attack also causes a knockdown chance or a forced retreat, the climber must make a successful saving throw roll vs. death or fall to the ground;
- A climber cannot employ a two-handed weapon.

## Ladders

This is the best way for an unskilled climber to get up a wall. Carrying a ladder requires two Man-sized creatures per 10 feet of length. The carriers move as though heavily encumbered. A ladder can be put in position against a wall in the End-of-Round step of any round when it is carried to the base of the wall. A ladder must be at least as long as the wall is tall, plus five feet. A character can climb four feet of ladder per movement point each round.

Defenders atop a wall can use an attack to push a ladder away. If the ladder is not braced or loaded with climbers, the attempt always succeeds. Otherwise, the ladder falls if the defender makes a successful open doors roll. Trying to push a ladder away provokes attacks of opportunity if the defender is threatened.

When a climber reaches the top of a wall, he can step onto the wall during the round's resolution phase if there is an empty square in front of him (this could provoke an attack of opportunity). If there is no empty square, the climber must slay a defender or force a retreat and create an empty square before stepping from the ladder.

## Grappling Hooks

To set a grappling hook, the wielder makes an attack roll vs. Armor Class 5, adjusted for range. It takes a full round to hurl the hook and set it firmly or to recover the grapple after

a miss.

A character climbing by means of a rope and grapple moves at the rope and wall rate and receives a bonus to his climbing chance (see *PHB*, Chapter 14).

A defender can cut the rope attached to a grapple by attacking it with a slashing weapon. The rope has an Armor Class of 5 and 5 hit points. A length of light chain can be attached to the grapple to make cutting more difficult. A chain reduces the grapple's maximum range in half. The chain has an Armor Class of 0 and 20 hit points.

## War Machine vs. War Machine

A siege is a slow-moving process that can take months to resolve—not the best subject for a heroic role-playing game. However, an artillery duel or an attempt to storm a castle's walls, supported and opposed by war machines, provides lots of action for battle.

The table on the next page gives attack and defense values for all the common war machines listed in this chapter. Defensive values for some common structures are also included. Note that statistics for true fortifications are not included here—it takes more than a few combat rounds to bring down a castle wall. Rules for true sieges are given in the next section.

### Fires

Wooden constructions, including most war machines (but not cannons) can be set ablaze by Greek fire, flaming oil, incendiary missiles, and the like.

Unprotected wood catches fire whenever struck by a fire attack. Wood protected by wet hides or continual soaking catches fire only on a 1–3 on 1d20. Green or freshly wet wood catches fire on a roll of 1–11 on 1d20.

The structure takes normal damage from the attack the first round. On the next round, the attacker rolls 1d20 for each point of damage inflicted in the first round; on a roll of 10 or more, one additional point is inflicted. If defenders spend the whole round fighting the fire there is more damage only on a roll of 15 or more. If no damage is inflicted, the fire goes out. The process is repeated each round until the construction loses all its structural points or the fire goes out.

**Door, Common:** This is a regular door made of heavy planks.
**Door, Reinforced:** This is a typical dungeon or castle door strengthened with metal bands and studs.
**Gate/Portcullis:** This refers to large portals for admitting vehicles and mounted troops. A gate is double valved and made from heavy planks or metal bars. A portcullis is a metal grillwork. Drawbridges also fall into this category.
**Ladder:** A typical ladder is made from a pair of half-inch rails with rungs about the same size lashed on.
**Walls:** Values given are for a section 10' square.
**Brick:** This includes walls made from fired brick, tile, adobe, or soft stone about six inches thick. Hard stone such as granite has twice the structural value.
**Thick Wood:** This includes walls made from rough hewn logs or heavy timbers.
**Thin Wood:** This includes walls made from ordinary planks, wattle and daub, and similar lightweight materials.
**Rocks:** The first number indicates structural damage inflicted when the rock is dropped a

short distance. The second number indicates a medium drop, and the third number indicates a long drop. Structures and war machines have an Armor Class of 10 when attacked by rocks.

**War Engine Attack and Defense Values**

| | Range | Attack | | | Defense | |
|---|---|---|---|---|---|---|
| **Weapon** | **M/S/M/L** | **THAC0** | **Value** | **ROF** | **Crew** | **Value** |
| *Bombardment Engines* | | | | | | |
| Ballista, Light | —/11/22/33 | 12 | — | 1/8 | 1 | 4 |
| Ballista, Medium | 1/11/22/33 | 14 | 1d3 | 1/12 | 2 | 8 |
| Ballista, Heavy | 2/12/24/36 | 17 | 1d4+2 | 1/16 | 4 | 12 |
| Bombard | 18/—/—/40* | 17 | 1d6 | 1/15 | 3 | 20 |
| Bombard, Great | 36/—/—/80* | 19 | 3d12 | 1/18 | 5 | 30 |
| Cannon, Light | —/15/45/90 | 12 | 1d6 | 1/15 | 3 | 20 |
| Cannon, Medium | —/20/60/120 | 14 | 2d12 | 1/18 | 4 | 25 |
| Cannon, Heavy | —/30/90/180 | 17 | 3d12 | 1/30 | 6 | 30 |
| Catapult, Light | 15/—/—/32* | 14 | 1d2 | 1/8 | 1 | 10 |
| Catapult, Medium | 15/—/—/32* | 15 | 1d3+1 | 1/12 | 3 | 12 |
| Catapult, Heavy | 18/—/—/36* | 16 | 2d4 | 1/16 | 5 | 15 |
| Trebuchet | 24/—/—/48* | 17 | 4d4 | 1/16 | 8 | 20 |
| *Vehicles* | | | | | | |
| Chariot, Light | —/—/—/— | — | — | — | — | 8 |
| Chariot, Medium | —/—/—/— | — | — | — | — | 10 |
| Chariot, Heavy | —/—/—/— | — | — | — | — | 12 |
| Howdah | —/—/—/— | — | — | — | — | 8-12 |
| Wagon | —/—/—/— | — | — | — | — | 8-24 |
| Wagon, War | —/—/—/— | — | — | — | — | 10-30 |
| *Misc. War Machines* | | | | | | |
| Bore | —/0/—/— | — | 1d4 *1* | 1 | ‡ | 12 |
| Cauldron | —/0/—/— | — | † | 1/20 2 | 2 | 12 |
| Gallery Shed | —/—/—/— | — | — | — | — | 20 |
| Greek Fire Projector | —/0/—/— | — | †† | 1/16 | 2 | 8 |
| Mantlet/Abatis | —/—/—/— | — | — | — | — | 12 |
| Ram Catcher | —/0/—/— | — | 1d2 *3* | — | 2 | — |
| Ram, Simple | —/0/—/— | — | 1d2 *1* | 1 | ‡ | 6 |
| Ram, Suspended | —/0/—/— | — | 1d4 *1* | 1 | ‡ | 12 |
| Siege Tower | —/—/—/— | — | — | — | — | 24 |
| *Other* | | | | | | |
| Door, Common | —/—/—/— | — | — | — | — | 8 |
| Door, Reinforced | —/—/—/— | — | — | — | — | 16 |
| Gate/Portcullis | —/—/—/— | — | — | — | — | 32-64 |
| Ladder | —/—/—/— | — | — | — | — | 4 |
| Wall, Brick | —/—/—/— | — | — | — | — | 25 |
| Wall, Thick Wood | —/—/—/— | — | — | — | — | 15 |
| Wall, Light Wood | —/—/—/— | — | — | — | — | 10 |
| Rock, Small | —/0/—/— | — | 0/0/1 | 1 | 1 | — |

| | | | | | | |
|---|---|---|---|---|---|---|
| Rock, Medium | —/0/—/— | — | 0/1/1d2 | 1 | 1 | — |
| Rock, Large | —/0/—/— | — | 1/1d2/1d4 | 1 | 1 | — |

* Indicates that the usual –5 modifier for long range shots does not apply.
† The material loaded into a caldron determines damage. Boiling water inflicts no damage on structures. Boiling and flaming oil inflicts 1d4 points of damage to wooden structures on each of the two rounds it burns; if the structure catches fire during the first round, the extra damage is added during the second round. Molten lead inflicts 1d4+1 points of damage to wooden structures each round it sears.
†† Greek fire inflicts 2d4 points of damage to wooden structures each round it burns. If the structure catches fire during the first round, the extra damage is added during the second round.
‡ Simple rams require a crew of at least one Man-sized creature per 5' of length; the maximum crew is two Man-sized creatures per 5' of length. Suspended rams and bores require a crew of at least two Man-sized creatures per 10' of length; the maximum crew is four Man-sized creatures per 10' of length.
*1* Per two Man-sized crew members. Bores add +1 to each die of damage if the target is stone. A simple ram crewed by a single Man-sized creature inflicts 1 point of damage.
*2* This is the time required to reposition and reload the cauldron. Time required to heat the contents is not included.
*3* Per two Man-sized crew members. There must be at least two crew operating the ram catcher for every 10' of ram or no damage is inflicted. If the ram is protected by a gallery shed, there must be at least four crew members per 10' of ram.
*4* Indirect fire engines usually cannot target portals, as the missiles tend to strike the wall containing the portal instead.

## Sapping

Teams of four Man-sized creatures can inflict 1d2 points of structural damage each round if armed with picks, crowbars, or weapons that can serve as picks or crowbars. Teams of less than four creatures also can inflict structural damage, but there is a one-round delay for every creature missing. For example, a team of three humans could inflict 1d2 points of structural damage every two rounds. Sapping is a no-move action that occupies a creature for the entire round.

Two Small or four Tiny creatures count as one Man-sized sapper; one Large creature counts as two Man-sized sappers, one Huge creature counts as three Man-sized sappers, and so on. Burrowing creatures inflict triple damage dice. For example, a single umber hulk (a Large burrowing creature) inflicts 3d2 points of damage every two rounds.

## Petards

A petard is an explosive charge placed against a wall or portal in an attempt to blow it open. Generally gunpowder or smoke powder is the explosive. Every 10 charges of powder inflicts 1d4 points of structural damage to the target.

## Creatures Inside Destroyed Targets

Defenders inside a structure that is destroyed (loses all its structural points) must roll

successful saving throws vs. death or be killed in the collapse. Success indicates 2d6 points of damage.

## Magical Attacks

The following spells and magical items can be useful during an escalade:

***Bigby's Clenched Fist***

A blow from this spell inflicts 1d4 points of structural damage. The disembodied hand is a Man-sized target.

***Dig***

This spell allows the caster to dig through earth ramparts at the rate given in the spell description. If a hole dug through a rampart collapses, the area above it becomes damaged (see the Sieges section, below).

***Disintegrate***

Because this spell obliterates a 10' cube of nonliving matter when it strikes, most war machines and portals are effectively destroyed when struck. If the DM decides a target is not destroyed, it still suffers 2d10 points of structural damage—and has a 10' hole in it.

***Earthquake***

Buildings suffer 5d12 points of structural damage from this spell. The spell also caves in mines and tunnels and can cause the ground to crack open and swallow up war machines as though they were Large creatures. Siege towers have a 50% chance to fall over even if they do not fall into a crack.

***Fireball***

This spell inflicts 1d2 points of structural damage against wooden targets (including those protected by wet hides) for every two dice of damage it normally inflicts; round fractions down. For example, a fireball from a 5th-level caster inflicts 2d2 points of structural damage. A *fireball* can set wooden constructions afire.

***Horn of Blasting***

A blast from this item inflicts 4d4 points of structural damage against stone or metal targets and 6d4 points of structural damage against wooden targets.

***Incendiary Cloud***

This spell does not harm structures or war machines directly, but it can set fire to wooden constructions during the fourth round of its existence. Roll for a fire once for each level of the caster.

***Lightning Bolt***

This spell damages wooden constructions just as a fireball does. It inflicts 1d2 points of structural damage against stone or metal targets for every three dice of damage it would normally inflict; round fractions down. For example, a *lightning bolt* from a 7th-level caster would inflict 3d2 points of damage against a mantlet (a wooden target) and 2d2

points of damage against a portcullis (a metal target). A *lightning bolt* can set wooden constructions afire just as a fireball can.

### *Potion of Fire Breath*

The tongue of flame from this potion can damage wooden constructions. It inflicts 1d2 points of structural damage for each die of damage it normally inflicts. For example, a single draught inflicts 1d2 points of structural damage. It also can set wood constructions afire.

### *Mattock of the Titans*

This item can be used to bore through ramparts or walls at the listed rates, similar to a dig spell, except that it can also bore through stone.

### *Maul of the Titans*

When employed against small constructions or war machines, this item inflicts 2d8 points of structural damage.

### *Move Earth*

This spell can collapse ramparts (or sections of ramparts) up to 240 yards long and up to 60 feet thick. A rampart collapsed in this manner is treated as damaged; if less than a third of its original volume remains, it is considered destroyed (see the Sieges section, below). A rampart can be made resistant to *move earth* spells by facing it with brick or stone or bracing it internally with timbers or stone. A rampart reinforced in this manner resists a move earth spell on a roll of 10 or higher on 1d20. If the rampart is faced and internally braced, it is immune to *move earth* spells.

### *Ring of the Ram*

This item inflicts 1d4 points of structural damage per charge expended.

### *Ring of Shooting Stars*

This item's *ball lightning* effect inflicts structural damage as a *lighting bolt* spell does. If multiple balls are discharged against the same target in a single round, total the normal damage dice before calculating the structural damage dice. For example, if the wearer creates two balls of lighting (5d4 points of damage each) and directs them both at a single target, the balls would inflict 5d2 points of structural damage against a wooden target or 3d2 points of structural damage against a stone or metal target.

### *Transmute Rock to Mud*

This spell effects only "natural" stone. Stone which has been created or protected by magic is unaffected, as is stone which has been artificially shaped on all four sides. For example, the walls in a simple tunnel driven through solid rock are subject to this spell, but if the tunnel were lined with brick or stones that had been worked into blocks, a *transmute rock to mud* spell could not harm them. This spell still is very useful in a siege, however, as virtually all castles must be built upon bedrock in order to support the weight of the walls. It is possible to use a *transmute rock to mud* spell to undermine a wall by attacking the bedrock underneath, provided that the spell has enough area to reach under

the wall and that the mud can flow out and leave a cavity under the wall. In some cases it might be necessary to employ sappers or a *dig* spell to get at the bedrock and provide a place for the mud to go. If these conditions are met, the wall still remains unaffected if the defender rolls a 10 or more on 1d20.

***Wall of Fire***
This spell can set fire to wooden structures as mentioned in War Machine vs. War Machine, above, if it is placed against them. Roll for a fire once for each level of the caster. If a wooden construction passes through a *wall of fire*, it suffers 1d3 points of structural damage plus one point per caster level and can start a fire as noted above.

***Wall of Iron***
A plain iron wall created by this spell has five structural points per 1/4 inch of thickness.

***Wall of Stone***
A plain stone wall created by this spell has two structural points per 1/4 inch of thickness.

***Warp Wood***
Wooden bombardment engines and wheeled vehicles are disabled if affected by this spell. Doors and walls suffer 2d8 points of structural damage.

## Sieges

Sieges are ponderous affairs that involve a lot of waiting and general inactivity. The attacker's main goal is to batter down the defending walls so they can launch an escalade or to drive the defender out through starvation or thirst. The following system allows you to simulate the effects of an extended siege, handling months of operations with a single die roll.

## Reduction

This refers to any attempt to destroy a castle's walls. Use the table to resolve the attempt.

**Attacker:** The type of engine attacking the wall. This assumes one engine attacking each 30' section of wall.
**Defending Wall Type:** This refers to the wall types described in the Escalades section. Curtain walls are treated as hard or soft stone, depending on the materials used to construct them. Ramparts are treated as earth. Palisades are treated as thick wood. Normal buildings, mantles, and abatises are treated as thin wood. Note that ramparts are difficult to batter down but fairly easy to climb.

**Reduction**

| | Defending Wall Type | | | | |
|---|---|---|---|---|---|
| **Attacker** | **Hard Stone** | **Soft Stone** | **Earth** | **Thin Wood** | **Thick Wood** |
| Ballista, Medium | — | 3/Month | — | 10/Day | 5/Day |
| Ballista, Heavy | 3/Month | 4/Month | — | 11/Day | 6/Day |
| Bombard | 5/Week | 9/Week | 7/3 Months | 20/Immediate | 16/Day |
| Bombard, Great | 7/Week | 11/Week | 9/3 Months | 20/Immediate | 20/Day |

| | | | | | |
|---|---|---|---|---|---|
| Bore | 9/Hour | 11/Hour | — | 12/Immediate | 12/Day |
| Cannon, Light | 5/Week | 9/Week | 7/3 Months | 20/Hour | 20/Hour |
| Cannon, Medium | 6/Week | 10/Week | 8/3 Months | 20/Immediate | 20/Day |
| Cannon, Heavy | 7/Week | 11/Week | 9/3 Months | 20/Immediate | 20/Day |
| Catapult, Light | 2/Month | 6/Month | 4/3 Months | 20/Day | 13/Day |
| Catapult, Medium | 3/Month | 7/Month | 5/3 Months | 20/Immediate | 14/Day |
| Catapult, Heavy | 4/Month | 8/Month | 6/3 Months | 20/Immediate | 15/Day |
| Ram, Simple | 7/Hour | 9/Hour | — | 20/Hour | 20/Day |
| Ram, Suspended | 8/Hour | 10/Hour | — | 20/Immediate | 20/Hour |
| Mine | 10* | 10* | 8* | 10* | 10* |
| Trebuchet | 5/Month | 9/Month | 7/3 Months | 20/Immediate | 16/Day |

*Each attempt to mine is a one-time attempt. See Mines for more information.

## Reduction Procedures

Cross reference the type of attacker with the type of defending wall. The number before the slash indicates the saving throw, rolled on 1d20, the wall needs to resist the attack. The time period after the slash indicates the amount of sustained attack there must be before the die is rolled; "immediate" indicates that the wall must save every time it is struck. For purposes of these rules, one "day" represents abut 10 hours of sustained bombardment. If the crews are relieved (and they can see their targets) it is possible to perform two shifts of bombardment every 24 hours. If more than one engine is attacking the same section of wall, roll once for each engine. The saving throw numbers assume a wall of average strength and thickness for its type. If the wall is unusually well made (a dwarven fortress with exceptional stone, for example), the DM can allow a saving throw bonus of +1 or +2. Furthermore, an exceptionally thick wall gains a saving throw bonus of +1 for every 50% of extra thickness. A curtain wall 45 feet thick, for example, would gain a +1 saving throw bonus.

## Saving Throw Failure

If a wall section fails its saving throw once, it becomes damaged. The center 10-foot section loses 1/3 of its height and special cover such as hoardings, parapets, and splays are destroyed. The debris creates a crumbling slope that any character can attempt to climb. If a wall section fails its saving throw twice, it is destroyed. The center 10' section is breached and reduced to 1/3 of its original height. The breech becomes a rocky slope as long as the wall's original thickness. In addition, the 10' section to either side of the breech becomes damaged. If the defenders have an abatis prepared they can move it into position immediately. An abatis saves as thin wood.

*For example, an attacking army brings three heavy cannons to bear against a fortress with granite curtain walls 50' thick and 45' high. The walls save as hard stone and receive a +1 saving throw bonus for their thickness. The DM assigns them an additional +1 due to superior workmanship (a gang of storm giants working under a dwarven engineer built the castle).*

*The attackers aim all three of their cannons at one section of wall. At the end of one week, the defender rolls three saving throws. The rolls are 5, 9, and 20. All the rolls are successes and the attackers make no headway the first week. Assuming that the defenders*

*do not sally forth to knock out the cannons, they continue their bombardment for another week.*

*At the end of the second week, the defender rolls three more saving throws. The rolls are 3, 4, and 11; two of the rolls are failures. The center of the 30' section of wall is reduced to a rocky slope 15' high, 10' wide, and 50' long. In addition, the 10' sections of wall to either side of the breech are damaged and reduced to sloping walls 30' high. Any special features on the damaged sections, such as hoardings, are destroyed.*

## Mines

Attackers who found a castle's walls too difficult to batter down often attempted to undermine them by digging a tunnel underneath the walls and collapsing it, either by burning out the supports or filling the mine with powder and blowing it up. The main factor in mining is the amount of time required to dig. The following table gives the volume, in cubic feet, that a team of 10 miners can excavate in a single eight-hour shift:

| Race of Miner | Earth | Soft Stone | Hard Stone |
|---|---|---|---|
| Gnoll, halfling, human | 150 | 100 | 50 |
| Gnome, kobold | 160 | 120 | 60 |
| Goblin, orc | 170 | 130 | 60 |
| Dwarf, hobgoblin | 180 | 140 | 70 |
| Ogre | 300 | 200 | 100 |
| Hill giant | 600 | 400 | 200 |
| Fire giant, frost giant | 600 | 400 | 200 |
| Stone giant | 1,000 | 700 | 350 |

If a creature is not listed, pick the most appropriate type from the table. For example, elves mine at the human rate. The mine tunnel must be a minimum of 5' square plus an additional 5' for each size class beyond Small. For example, humans, orcs, and dwarves require a shaft 10' square. Stone giants require a tunnel 20' square.

When the mine reaches the wall, a gallery must be dug out underneath. The galley must be as long as the wall is thick, at least 10' wide, and at least 5' deep (more if the miners require a larger tunnel). Once the gallery is dug the supports can be fired and the 10' section of wall above the gallery must roll the listed saving throw or be destroyed; if the save fails, the adjoining 10' wall sections become damaged.

The gallery can be more than 10' wide, and an additional section of wall must make a saving throw for every extra 10' of gallery width. Smoke powder or gunpowder placed in the mine can reduce the wall's saving throw. Twenty charges of powder reduce one section's saving throw roll by –1.

### Counter Mining

If the defenders suspect the attackers have begun a mine, they can attempt to dig their own tunnel and attack the miners. Given general knowledge of an approaching mine's position (such as which wall the mine is aimed at) a counter mine is successful on a roll of 10 or better on 1d20. This chance can fall to nothing (if the defenders are completely fooled about the mine's location) or be an automatic success (if the defenders know where the mine is through divination magic or reconnaissance). When a counter mine

succeeds, the two parties must fight a melee to see who controls the tunnels. Miners usually wear no armor and can carry only small weapons, but troops sent in to guard the miners or launch a counterattack can be armed and armored normally.

## Investment

Another and generally more reliable method for capturing a castle or fort is to simply surround it and wait for the garrison to starve (assuming that the castle does not have resident priests who can keep the troops fed). The DM must decide in advance how much food is stored inside the castle. Generally, castles have no more than a year's worth of supplies on hand, and they usually have much less, perhaps several weeks' to a few months' worth.

A garrison's morale rating drops by 1 when it runs out of food. Each week thereafter, roll 1d4 for every 10 creatures in the garrison; on a roll of 4, single-Hit-Die creatures in the group expire and other creatures lose 25% of their hit points. Do not roll for player characters and important NPCs; instead, they are allowed a saving throw vs. wands with a –5 penalty to avoid the hit point loss.

The garrison also checks morale each week without food. Failure indicates that the troops open the gates to the attackers. If prevented from opening the gates, the troops attempt to leave the castle any way they can. If the morale check succeeds, the garrison holds out another week. Repeat the procedure until all the defenders starve, their morale breaks, or relief arrives.

Most castles have adequate sources of water, usually a well inside the walls. If a garrison is deprived of water, use the procedure given above for food but check for casualties, hit point losses, and morale every three days.

## Mass Combat

Occasionally, battles will arise that are just too large to play out with the *Player's Option* combat system. For example, it can take a long time to resolve a battle when 40 goblins attack the PCs as they negotiate with a dwarven lord and his 15 bodyguards.

You can use the mass combat rules whenever you feel they are necessary. Generally, if there are more creatures in the battle than will fit on your map, it's a good time to use the mass combat rules. It's usually best to leave PCs and important NPCs in place on the map and use the normal combat system to resolve their actions. Use the mass combat rules to determine the outcome of the larger battle raging around the PCs.

## Mass Combat Procedures

Keep paper and pencil handy to keep track of the troops on both sides.

Start by dividing the opposing forces into groups of a convenient size; groups of 5, 10, or 20 usually work the best. If there is an odd number of troops, make one group shorthanded. For example, a group of 35 creatures could be divided into three groups of 10 and one group of five or seven groups of five. It is best to keep groups of similar creatures together.

Assign each group an Armor Class based on the most prevalent AC in the group. For example, if a group of 20 halflings included three leaders in chain mail and 17 archers in leather armor, the group has an Armor Class of 8. If there is a tie for the most prevalent armor type, use the worst one. Assign each group a THAC0 based on the most prevalent

THAC0 in the group, as above.

Once you have assigned an Armor Class and THAC0 to each group, you are ready to begin. You may choose to roll for surprise, allowing one group to attack unopposed, but after this combat is considered simultaneous. Assign one side of the combat to be the attackers, and one side to defend. Line up attacking groups against defending groups on a one-to-one basis. Each defending group must be attacked once before any defending group can be attacked twice. For example, a force of 60 orcs divided into six groups of 10 are attacking 40 dwarves divided into four groups of 10. Two groups of dwarves are attacked once, and two groups are attacked twice. The orcs can't attack one group six times. Note that in some cases only part of an attacking force can get into a battle. A force of 20 dwarves guarding a cave mouth might hold out against hundreds of orcs because only 20 of them can attack at a time.

The attacking group makes a normal attack roll. If the roll succeeds, they will inflict one Hit Die on the defenders for each creature in the attacking group, ignoring critical hits; however, do not remove any casualties yet.

Now, reverse the process, having the defenders return the attack, using the same procedure. When both sides have made all of their attack rolls, mark off enough casualties in wounded groups to account for all the Hit Dice inflicted, leaving only one wounded defender. For example, if a group of 10 orcs successfully attacks 10 3rd-level dwarves, three dwarves are killed and one loses a single Hit Die.

Repeat this procedure until one side is killed or breaks morale. Apply subsequent hits to wounded creatures first.

To save time toward the end of a combat, you can reorganize survivors into new groups.

Creatures "killed" in a mass combat are allowed a saving throw vs. death if they receive some form of healing immediately after the battle. These figures are assume to be hovering at death's door (see Chapter One) and can be saved. If there are a lot of casualties, roll the saving throws in groups of 5, 10, or 20.

## An Example of Mass Combat

The dwarven leader and bodyguards from the example at the beginning of this section are talking to a group of six PCs when 40 goblins attack. The 15 bodyguards are 4th-level fighters with battle axe specialization (adjusted THAC0 16), wearing *chain mail +1* and carrying shields (AC 3). The goblins have a THAC0 of 20 and an Armor Class of 6. They are armed with short swords and short bows.

The DM decides to divide the combatants into groups of five, so there are eight groups of goblins and three groups of dwarves. The DM also decides that all the bodyguards will join the mass combat, leaving the PCs and two groups of goblins to fight a normal *Player's Option* combat system battle. The goblins gain surprise, and loose arrows. The ten goblins fighting the PCs attack individually. The remaining six groups attack the bodyguards, two groups of goblins against each group of dwarves.

The goblins fire two volleys of arrows from 10 yards away. They are at short range and receive a +1 to their attack rolls because of surprise. Each group of dwarves receives four volleys of arrows (two groups of goblins each firing two volleys). Against the first group, the attack rolls are: 3, 17, 18, and 18; three hits. The first group of dwarves suffers 15 dice of damage; three dwarves are killed and one suffers three dice of damage. The

attack rolls against the second group are 6, 17, 13, and 20; two hits. The second group suffers 10 dice of damage, killing two dwarves and inflicting two dice of damage on a third. The attack rolls against the third group are 3, 19, 4, and 14; one hit. One dwarf is killed and a second dwarf suffers one die of damage. There are no return attacks from the PCs and dwarves, because they were surprised.

The next round, the PCs and the dwarven leader fight a normal battle against their 10 foes. They make short work of the goblins, killing seven of them.

In the mass combat, the dwarves are now in the thick of the fight, charging at the goblins. The dwarves have a +2 bonus for the charge and an additional +1 because they are dwarves attacking goblins. The goblins are still firing their bows, and loose a volley of arrows as the dwarves charge. They receive a +1 bonus to their attack rolls because their opponents are charging.

The dwarves complete their charge. Each group of dwarves attacks one group of goblins, while the remaining three groups are not attacked. Their attack rolls are 16, 14, and 13; three hits. The first group contains two dwarves who inflict two dice of damage and kill two goblins. The second group contains three dwarves, and they kill three goblins. The final group contains four dwarves, who kill four goblins.

Each group of dwarves is attacked twice. The rolls against the first group are 3 and 18; one hit. The first group suffers 5 dice of damage; the wounded dwarf (who had already suffered three dice of damage) is killed and another dwarf is killed as well, wiping the group out. The rolls against the second group are 5 and 11; both misses. The rolls against the third group are 20 and 14; one hit. The wounded dwarf is killed and a second dwarf suffers two dice of damage.

The goblins wisely decide to withhold their second volley of arrows, and the dwarves get no attacks of opportunity.

Because there are only six dwarves left, the DM decides a morale check is in order, and the dwarves pass it. The DM also decides to re-combine the survivors into a single group of six. The goblin casualties result in 21 goblins remaining, which the DM divides into three groups of five and one group of six. The DM also decides that the group of six goblins leaves the mass combat to attack the PCs and dwarven leader, leaving three groups of goblins in the mass combat. (There are now nine goblins in the normal combat.)

During the next round, the PCs continue to do well, slaying seven more goblins. The two survivors fail a morale check and flee the field.

In the mass combat, the dwarves get two attacks this round, since they are specialists. The dwarves first attack roll is a 17, and six HD worth of goblins would be killed. This is enough to wipe out an entire group of goblins, but the sixth Hit Die will be wasted. The second attack is made against a second group of five goblins, and the roll is a 10; still good enough to hit the goblins' Armor Class of 6. Five more goblins will die, and the last Hit Die goes to waste.

The three groups of goblins attack, rolling 20, 12, and 4; one hit. The attack kills two wounded dwarves (who each were two HD down) and wounds another for one die of damage.

There are now five goblins facing the six PCs, the dwarven leader, and the four surviving guards. Finding themselves outnumbered, the goblins check morale and pass, not wanting to flee from their hated dwarven enemies.

The DM decides that the remainder of the battle can be handled using the normal rules, and the mass combat ends. The PCs and dwarves win handily. The 11 fallen dwarves receive magical healing and first aid as soon as the battle ends. Each rolls a saving throw vs. death to see if they can be revived. The rolls are incredibly bad, and only four dwarves survive. The PCs also revive one goblin for interrogation.

### Proficiencies

The following proficiencies are applicable to warfare and the operation of war equipment. They are acquired the same way standard *PHB* proficiencies are.

**Artillerist** (1 Slot) Charisma/Leadership
Group: Warrior

A character with this proficiency can direct the siting and operation of a bombardment engine. The maximum number of engines the character can control is equal to 1/3 of the character's Charisma/Leadership score, provided that the engines are no farther apart than the character can sprint in a single round.

**Vehicle Handling** (1 Slot) Dexterity/Dodge
Group: Warrior

This proficiency allows the character to control a wagon or chariot under difficult circumstances. The character can roll against this proficiency when a driving check is normally required.

# Chapter Nine: Monsters

Monsters are the meat and drink of a fantasy campaign. The ability to defeat fearsome beasts is what sets great heroes apart from ordinary mortals. This chapter contains information on using monsters in *Player's Option* games.

There are three parts to this chapter. The first part, *Creatures in Battle*, discusses how monsters generally behave on the battlefield, using basic AD&D game information such as alignment, intelligence, and morale as a guide.

The second part, *Creature Types*, discusses the physical characteristics of monsters, including tactics and combat options that are especially applicable to particular types of monsters and how to determine what happens when a monster suffers a critical hit.

The third part, *Attack and Armor Types*, discusses the natural weaponry and protection available to monsters and how it functions in the *Player's Option* game.

### Does This Belong in My Campaign?

The amount of material from this chapter you need to use depends on how much of the optional material from the previous chapters you are using. The first two sections should prove helpful to anyone using the *Player's*

*Option* combat system from Chapter One. The last section deals primarily with optional material from the rest of this book.

## Creatures in Battle

All creatures do not fight in the same manner. A creature's instincts, natural weaponry, bravery, and culture all have an impact on the way it fights. A great wyrm red dragon is not only vastly more powerful than a kobold, its titanic intellect and vast experience makes it a more complex and unpredictable opponent than a mere kobold could ever be.

### Intelligence

Creatures tend to fight as cleverly as they can, and a creature's intelligence is what determines how clever it can be:

**Non- (0)**

The creature just reacts to what its senses tell it. It is not capable of assessing the dangers it faces or the rewards it stands to gain. In a fight, a nonintelligent creature turns its attention to the most immediate threat. When badly hurt, a nonintelligent creature usually flees, but some creatures just don't know when they're hurt and fight on, ignorant of any danger. Nonintelligent creatures' combat actions usually are limited to attack or charge. If they flee, they run or sprint rather than withdraw. They do not employ any of the special battle tactics or attack options presented in Chapter One.

**Animal (1)**

The creature has a limited ability to asses risks and rewards. Generally, it responds only to very basic motivations and does not attack unless it is trained to, it is hungry, or it is defending something it values (such as food, offspring, a mate, or hunting territory). In a fight, an animal intelligence creature relies on its instincts. It attacks the most accessible opponent, the opponent that is most likely to be edible, or the opponent that scared it into attacking. The creature has some grasp of tactics, enough to know that flank attacks are better than frontal attacks and that rear attacks are better than flank attacks. The creature also instinctively understands the value of not being detected prior to its attacks.

Animal intelligence creatures usually flee if badly injured, but can fight to the death if trapped or cornered. An animal intelligence creature's combat actions can include attack, charge, guard (such as a cat waiting at a mouse hole), run, and sprint. Like nonintelligent creatures, they do not use battle tactics or attack options.

**Semi- (2–4)**

The creature has some ability to assess risks and rewards and is smart enough to delay an attack until a good opportunity presents itself. It is capable of learning something about its opponents' abilities. A lion or tiger, for example, knows enough to stay downwind of creatures that depend on scent and to stay behind creatures that depend on sight. With experience, the creature probably can learn to recognize missile and melee weapons and to direct attacks at lightly armed characters. If the creature has encountered missile weapons, it learns to recognize the value of cover. Otherwise it is limited to attacking, charging, guarding, running, and sprinting.

### Low (5–7)
The creature relies more on experience and reasoning than instincts. It is generally aware of risks and rewards. It can make simple plans and can employ any attack option that it is equipped to use. For example, a low intelligence creature can employ missile weapons, but only if they are available. Most battle options are still beyond the creature's grasp, but it can make unarmed attacks, ride a mount, and maybe join a spear hedge or shield wall (see Chapter One).

### Average–Very (8–12)
The creature might occasionally act from impulse, but generally relies on reasoning and observation to make decisions, and it can think beyond the obvious. The creature has a good appreciation of risks and rewards, but this is limited by its experience. It is capable of planning and organizing its actions and coordinating them with others. The creature can use any of the attack options, battle tactics, and combat options presented in Chapter One.

### High–Exceptional (13–16)
The creature generally is not impulsive. In battle, it thinks ahead and considers how its current actions might affect its options in the future. The creature is very flexible, and can alter its tactics to fit an unforeseen situation. The creature can use any of the attack options, battle tactics, and combat options presented in Chapter One.

### Genius–Supra Genius (17–20)
The creature is very insightful and almost never impulsive. It plans for the future and always carefully measures risks against rewards. Any scheme or subterfuge it employs is apt to be hard to detect and very deadly.

### Godlike (21+)
The creature can make correct deductions from incomplete information. It is invariably knows the most appropriate action to take in any situation. (Though it might not always take it; godlike beings are hard to understand.) To reflect the creature's superior intellect, the DM might decide to make the PCs declare their actions before deciding what the creature does in a given combat round.

## Alignment
A creature's beliefs and expectations can influence the way it fights, especially if it has at least average intelligence.

### Chaotic
The creature tends to think of itself. It does not respond well to leadership unless intimidated or persuaded to follow orders. Its tactics are usually intended to improve its individual effectiveness and survival, not the group's.

Chaotic creatures are apt to seek quick and dramatic results and combat, and are likely to employ called shots, offensive disarms, and shield rushes.

### Neutral

The creature is as likely to consider the needs of the group as much as itself, so long as it can serve one without compromising the other. The creature responds moderately well to leadership, so long as it does not feel its needs are being subordinated to the group's. The creature has no great desire for individual glory.

Neutral creatures are apt to seek ways to restrict an opponent's options and to counter opposing actions, and are likely to employ parries, blocks, pull/trips, and defensive disarms.

### Lawful

The creature tends to think of its group. The creature responds well to leadership, providing it is not inept, ineffective, or unnecessarily harsh. The creature generally functions as a cog in a larger machine, promoting a common goal it shares with its companions.

Lawful creatures are apt to choose tactics that rely on the group, such as shield walls, pike hedges, and massed overbearing attacks.

## Morale

A creature's morale score measures its ferocity, perseverance, and courage. Though most frequently used to decide if a creature runs away or surrenders during a fight, morale also can serve as guideline for deciding the creature's general willingness to fight.

### Unreliable–Unsteady (2–7)

The creature is most likely to deal with a threat by running away or hiding unless it has been trained for war or it has been cornered. If forced to fight, the creature does not purposefully do anything that exposes it to increased danger.

### Average–Steady (8–12)

The creature is not so skittish as to flee at the first sign of a threat. If it does not wish to fight, it is likely to bluff or stand its ground before taking flight. The creature is not aggressive and is unlikely to make an unprovoked attack unless it is hungry or otherwise stands to gain from a fight. It is unlikely to make a frontal attack when outnumbered or outsized; if sufficiently motivated, the creature might wait for an opportunity to attack when it has an advantage over an otherwise superior group. Once a fight begins, the creature is willing to try almost anything that will improve its chances for victory, provided the risk does not exceed the potential reward.

### Elite–Champion (13–16)

The creature is aggressive and generally tries to bluff its way out of fights it does not want. If the bluff fails, the creature is more likely to fight than run away. If faced with a superior force, it almost always looks for ways to even the odds before attacking. After a fight begins, the creature is willing the undertake considerable risks to help insure a victory.

### Fanatic–Fearless (17+)

The creature is very aggressive. It does not bluff, preferring to attack when threatened. Once engaged in a fight, it seldom retreats. It is willing to take almost any risk to gain a

victory.

## Creature Types

A creature's physical characteristics also play a role in how it acts on the battlefield. If you are using Critical Hits System II from Chapter Seven, a monster's body type also determines what critical hits chart to use and what kinds of special damage can affect it.

Many basic types of creatures are described below, but you must use your own judgement and common sense when deciding a monster's type. Study the creatures statistics and description. If there is a picture, study that, too.

## Humanoid

Humanoid creatures have two arms, two legs, and a head. The creature walks upright and generally uses tools and weapons. In most respects, the creature functions just like a player character, and is subject to all forms or critical hits and their special effects.

### Human

The creature is Man-sized or smaller: humans, dwarves, elves, orcs, kobolds, hobgoblins, and thri-kreen are examples of human type creatures.

**Critical Hits:** Use the humanoid charts. If the creature has multiple arms or legs, the limbs actually involved in the combat or closest to the attack are the most likely to be struck. Roll 1d6; a roll of 1–5 indicates that the active limb is struck, and a roll of 6 indicates the inactive limb is struck. If the creature is employing all its limbs, there is an equal chance for any limb to be struck. For example, an unarmed thri-kreen is fighting with all four claws and its opponent rolls a left arm critical. The two arms on the thri-kreen's left side are equally likely to be hit (roll 1d6 to determine which one). However, if the thri-kreen was using a weapon in one right hand, a shield in one left hand, and holding equipment in its remaining two hands, a left arm critical would most likely strike the shield arm.

**Combat:** Human types use attack options, battle tactics, and combat options as their intelligence ratings allow.

### Ogre

The creature is larger than Man-sized, but not Huge: ogres, gnolls, bugbears, minotaurs, and quaggoths are examples of ogre type creatures.

**Critical Hits:** Use the humanoid charts.

**Combat:** Ogre types use attack options, battle tactics, and combat options as their intelligence ratings allow. They often employ tactics that exploit their superior size and reach, such as moving back out of melee range to force an opponent to close again while the creature guards.

### Giant

The creature is Huge or larger: the various races of giants, giant-kin, titans, and some genies are examples of giant type creatures.

**Critical Hits:** Use the humanoid charts, but most opponents are forced to attack low (see Chapter Six).

**Combat:** Most giant types are fond of overrunning opponents, especially if they are two

or more size classes larger (see Chapter One); a giant is likely to create a great deal of havoc when overrunning an entire formation of dwarves. Overrunning can be a dangerous tactic, however, and intelligent or experienced giants usually only try it early in a battle, when they have enough hit points to withstand the attacks of opportunity they are likely to provoke.

### Humanoid Flyer

The creature can be any size, but has wings sprouting from its back: pixies, harpies, gargoyles, and pit fiends are examples of humanoid flyer type creatures.
**Critical Hits:** Use the humanoid charts. Arm hits can strike the wings instead; for frontal attacks roll 1d6; 1–4 means an arm hit, 5–6 a wing hit). Reverse the odds for rear attacks. Arm hits from flank attacks have equal chances of hitting an arm or a wing.
**Combat:** A flyer's tactics usually emphasize mobility. If the creature has a ranged attack, it stays out of reach and attacks from a distance. In melee, the creature tends to swoop down for flank or rear attacks, then flies out of reach (using the withdraw option at half its flying speed).

### Troll/Ape

The creature can be any size, but relies on natural weaponry: trolls, gorillas, and umber hulks are examples of troll/ape type creatures.
**Critical Hits:** Use the humanoid charts; however, a troll/ape's long arms can be used for locomotion if necessary. Reduce movement penalties from leg hits by one step: a no-move result limits the creature to a 1/2 move, a 1/2-move effect reduces the creature to a 3/4 move, and a 1/4 effect is ignored. Trolls and other creatures that regenerate ignore grazes. Points regenerated count as magical healing for reducing bleeding effects. For example, a troll suffers major bleeding for only two rounds before it is reduced to minor bleeding (because it regenerates 6 hit points in that time). After two more rounds, the minor bleeding stops.
**Combat:** These creatures are fond of overruns (if their size allows) and wrestling attacks (they can bite while wrestling). Their powerful claws are treated as weapons one size larger than normal (see below).

## Animal

Animals are creatures with four limbs of some kind and sometimes a tail. They employ natural weaponry and usually walk on four legs, fly, or swim. An animal's size has no effect on its type.

### Avian

The creature has two forelimbs adapted for flying (sometimes for swimming) and two hind limbs for walking or roosting: birds, bats, rocs, and perytons are examples of avian type creatures.
**Critical Hits:** Use the animal charts; treat foreleg hits as wing hits.
**Combat:** Avians tend to swoop to the attack, then break away, just as humanoid flyers do. Avians attacking from a dive are considered to be charging and inflict double damage with their claws.

### Quadruped
This is the most common animal type; examples range from house cats to elephants.
**Critical Hits:** Use the animal charts. If the animal has no tail, reroll any tail hit.
**Combat:** Large quadrupeds frequently charge and overrun their opponents. Smaller quadrupeds prefer to attack from surprise.

### Serpent
The creature has a head and a long, legless body. Snakes, nagas, and eels are examples of serpent type creatures.
**Critical Hits:** Use the animal chart; most leg hits are treated as tail hits.
**Combat:** Many serpents can employ a constriction attack. Treat constriction attacks as wrestling attacks, except that there is no attack of opportunity and the attack must hit the opponent's normal Armor Class. A creature trapped in the serpent's coils is considered grappled and locked (see Chapter Five) and can use the normal wrestling procedure to get free.

### Fish/Whale
The creature has a long, streamlined body with flippers or fins for direction control.
**Critical Hits:** Use the animal charts. Foreleg hits (location rolls of 1 or 2) can affect pectoral fins or flippers. Rolls of 3–5 affect the tail. Movement penalties from fin or flipper hits apply only if the animal changes direction or makes a melee attack during the round. The animal relies on its tail for movement and suffers movement penalties from tail criticals with severities of 9 or more.
**Combat:** These creatures often employ avian tactics, using their superior swimming speed to deliver quick attacks and then move out of reach.

## Monster
Monsters come in all shapes and sizes. The basic monster critical hit charts assume four limbs, a head, and a tail; however, it is often necessary to use two different charts to assign a hit location.

### Amorphous
The creature has a fluid body with no obvious limbs; the creature often can alter its shape freely and can form limbs or appendages as needed. Slimes, oozes, jellies, and gelatinous cubes are examples of amorphous type creatures.
**Critical Hits:** Amorphous creatures are immune to critical hits.
**Combat:** Amorphous creatures threaten everything adjacent to them. Fortunately, most of them are nonintelligent and cannot tactically exploit this ability. Amorphous creatures have no flank or rear spaces.

### Plant/Fungi
The creature has a fibrous body with no internal skeleton and few or no internal organs. The creature often has vines or branches instead of arms and roots or tendrils instead of legs. Myconids, treants, and shambling mounds are examples of plant/fungi type monsters.
**Critical Hits:** Use the humanoid critical chart. Abdomen and torso hits affect the trunk or

stem. If the creature has no head, head hits affect the trunk instead. Arm hits affect the creature's branches or grasping appendages. Leg hits affect roots (if the roots are exposed) or the trunk. The creature ignores crush results, and all bleeding is automatically reduced by one step.
**Combat:** Plant/fungi creatures can be very difficult to detect when lurking in normal foliage. When resolving overbearing attempts, the creature gets the bonus for having more than four legs (it's pretty difficult to push a treant down). A plant creature with grasping vines (such as a choke creeper) can make wrestling attacks without provoking an attack of opportunity; such attacks are resolved against the creature's normal Armor Class, not AC 10. A creature caught in a grasping tendril is considered grappled and locked and can use the normal wrestling procedures to get free.

## Dragon

The creature has a scaly body, a head, two or four legs, and a pair of wings sprouting from its back. Dragons, pseudo dragons, wyverns, and ki-rin are examples of dragon type creatures.
**Critical Hits:** If the dragon is the same size or smaller than the attacker, use the monster charts. If the dragon has only two legs, foreleg hits strike the wings. If the dragon has four legs, foreleg hits from frontal attacks strike the wings on a roll or 5 or 6 on 1d6. Reverse the odds for rear attacks (wings are struck on a roll 1–4). Foreleg hits from flank attacks have equal chances of hitting an arm or a wing.

If the dragon is one or two sizes larger than the attacker, facing determines the chart to use. Frontal attacks use the humanoid charts, treating foreleg hits as wing hits; leg hits strike the forelegs. Flank attacks use the monster chart, treating foreleg hits as wing hits. Rear attacks use the humanoid chart, treating foreleg hits as wing hits and head hits as tail hits. If the dragon is three or more size classes larger than the attacker, it is immune to special effects from critical hits, though it still suffers double or triple damage.
**Combat:** Dragons' tactics emphasize mobility. They tend to soften up the opposition with their breath weapons and special attacks before closing to conduct melee. Very large dragons like to overrun spellcasters and other physically weak characters before engaging more formidable characters in physical combat.

## Radial

The creature's body is essentially circular, with a central head and torso surrounded by limbs. Octopi, xorns, grell, and beholders are examples of radial type creatures.
Critical Hits: Use the monster charts, treating head hits as torso hits. Any foreleg hit strikes one of the limbs the creature is currently employing in combat. Any tail or hind leg hit strikes a limb not involved in combat. If the creature is employing all its limbs in combat, any leg or tail hit is treated as a foreleg hit. If the creature's limbs have no joints (an octopus's tentacle, for example), the creature ignores movement penalties from knee and hip hits.
**Combat:** A radial creature with sensory organs on its flank or rear negate the usual bonuses for flank or rear attacks. If the creature also has limbs in its flank or rear sides it threatens those squares, as well. For example, a zorn threatens every square adjacent to it with its three arms and three eyes. An intelligent radial creature might try to grab its opponent's weapons with one or two of its limbs while attacking normally with the rest.

Such grab attempts do not provoke attacks of opportunity as long as the creature is making more normal attacks than grab attacks.

### Insect/Arachnid

The creature has a chitinous body divided into two or more segments and multiple limbs. Giant insects, giant spiders, giant scorpions, and giant crayfish are examples of insect/arachnid type creatures.

**Critical Hits:** Use the monster charts. If the creature has no tail, treat tail hits as abdomen hits. Foreleg hits affect the creature's claws or fighting limbs. Hind leg hits affect one of the creature's other limbs. The effected limb is the one closest to the attacker; if several limbs are equidistant, roll randomly to see which limb is effected. The creature's movement is unaffected by damage to the legs as long as it has at least two undamaged legs on each side of its body. For example, a giant spider can suffer knee hits to two of its left legs and suffer no movement penalties. If it suffers damage to a third leg on the left side, however, its movement is affected. All bleeding results are automatically reduced by one step.

### Worm

The creature is similar to a snake. It has a long, sinuous body and may or may not have limbs. Giant slugs, giant centipedes, and purple worms are examples of worm type creatures.

**Critical Hits:** Use the monster charts. Ignore the effects of leg hits unless the creature has hands or claws it can use in combat; in such cases, a forelimb hit (a roll of 1 or 2) strikes the fighting limb. All other leg hits are treated as tail hits.

**Combat:** Very large worm type creatures often can swallow victims whole. If the creature scores a critical hit, the victim takes double damage and is swallowed whole instead of suffering a special effect.

### Centaur

The creature has an animal (usually quadruped) body and a humanoid forepart with a head, torso, abdomen and arms. Centaurs, wemics, and driders are examples of centaur type creatures.

**Critical Hits:** Use the humanoid charts for frontal attacks. Leg hits affect the creature's animal forelegs and arm hits affect the creature's humanoid arms. Use the monster chart for flank and rear attacks. If the creature has no tail, treat tail hits as abdomen hits.

**Combat:** Centaur type creatures armed with missiles function as unmounted archers. Some centaurs types might use a weapon to parry, block, or disarm while attacking with their forelimbs.

### Merman

The creature has a fish or snake body and humanoid or animal foreparts. Mermen, sea lions, and yuan-ti are examples of merman type creatures.

**Critical Hits:** Use the humanoid or animal chart for frontal attacks, re-rolling leg hits. Use the monster chart for flank and rear attacks. Foreleg hits strike the creature's arms or forelimbs. Rolls of 3–5 strike the tail. The animal relies on its tail for movement and suffers movement penalties from tail criticals with severities of 9 or more.

### Lizard Man/Lycanthrope

The creature has a generally humanoid body shape but also has a tail. Lizard men and lycanthropes in hybrid form are examples of lizard man/lycanthrope type creatures.
**Critical Hits:** Use the humanoid chart for frontal attacks. Use the monster chart for flank and rear attacks. Forelimb hits strike the creature's arms.
**Combat:** These creatures generally function as humanoids in combat. Many of them also can bite while attacking with a weapon; bite attacks are made on the creature's base initiative phase and can be made simultaneously with a weapon attack.

### Other

The creature defies easy classification. This type includes all creatures that lack large limbs and well-defined body areas, and creatures that are too small to present well-defined target areas. Normal insects, crawling claws, and urchins fall into this category.
**Critical Hits:** Use the monster chart. Treat all critical hits as abdomen hits.
**Combat:** These creatures usually employ specialized attack forms based on their unique physical characteristics. Creatures with ranged attacks usually use them in favor of melee attacks.

### Undead

The creature is dead; it can be an animated or transformed corpse, such as a skeleton, ghoul or vampire, or a physical manifestation of a dead creature's spirit, such as a ghost, wraith, or spectre.
**Critical Hits:** Use the chart appropriate for the creature's body type; most undead are humanoid. Undead are immune to most critical hits. They completely ignore grazed, struck, and injured results. They suffer only the movement penalties for crushed, shattered, and destroyed results (they ignore attack penalties and hit point reductions). Undead ignore bleeding effects. Incorporeal undead ignore critical hits altogether, but still suffer double damage.
**Combat:** Most undead eagerly enter melee combat. Mindless undead simply attack. Intelligent undead hope to make full use of their touch-delivered special attacks.

### Golem

The creature is an artificial construct or magically animated object. The various golems and most animated objects are examples of golem type creatures.
**Critical Hits:** Use the chart appropriate for the creature's body type; most golems are humanoid. Golems are hard to hurt; reduce all severity rolls by two (treat results of 0 or less as no effect). They completely ignore grazed, struck, and injured results. They are immune to bleeding. They suffer only the movement penalties for crushed, shattered, and destroyed results (they ignore attack penalties and hit point reductions).
**Combat:** Most golems are mindless. If left on their own, they move directly into melee, attacking whatever creatures they can reach. Golems under another creature's direction might employ more sophisticated tactics, depending on the directing creature's ability to formulate plans and communicate them effectively.

## Attack and Armor Types

A monster's claws and teeth can inflict critical hits just as a

normal weapon can. A monster's natural defenses also help it resist attacks just as magical armor or a high Dexterity score does.

## Attacks

To determine the type and severity of a critical hit inflicted by a monster, consult the table below:

| Form | Type | Size |
|---|---|---|
| Bite | P/S* | Same as Creature |
| Butt | B | Same as Creature |
| Claw | S | Creature –1** |
| Fist | B | Creature –1 |
| Horn | P | Same as Creature |
| Hoof | B | Creature –1 |
| Tail | B | Same as Creature |
| Sting | P | Creature –1 |
| Wing | B | Same as Creature |

**Form:** What the creature uses to deliver the attack.
**Type:** The kind of attack the creatures delivers. The three categories are the same as the categories for weapons—piercing (P), bludgeoning (B), and slashing (S).
**Size:** How large the weapon is for purposes of determining severity. Creature –1 means the attack is treated as one size class lower than the creature. For example, a claw attack from a bulette is treated as a Medium weapon for purposes of critical severity.

*Treat as a slashing attack unless the target is immune to slashing weapons or only the creature's fangs are large enough to inflict damage. For example, snake and spider bites are piercing attacks.
**Claw attacks from troll/ape type creatures are treated as the same size class as the creature for severity purposes.

## Armor

A creature subjected to an attack that ignores armor, such as an overbearing attempt, a short-range shot from a crossbow, or a shot from a bombardment engine, might be entitled to an adjustment to its effective Armor Class of 10 due to Dexterity or magic.

Divide a creature's land movement rate by 9 or its flying or swimming movement rate by 12 to get its effective Dexterity bonus against such attacks. Drop fractions. If the creature is entitled to multiple Dexterity bonuses, it gets only the best one. For example, a light horse, MV 24, is entitled to a –2 Armor Class adjustment.

Any creature with an Armor Class of less than 0 is entitled to a magical Armor Class adjustment equal to its negative Armor Class. For example, a great wyrm red dragon has an Armor Class of –11. Its effective AC against a short-range crossbow shot or wrestling attack is –3 (there is a –11 magical adjustment and a –2 Dexterity adjustment).

*For example, an aarakocra is a human-type creature. It uses the humanoid critical hit charts. Arm hits with a severity of 8 or more also make flying impossible and force a*

*crash landing if the aarakocra is in flight. An aarakocra attacks with two claws, which are treated as small slashing weapons. The creature has an effective –3 Dexterity adjustment to Armor Class due to its flying speed.*

*A beholder is a radial type creature. It uses the monster critical hit charts. Generally, opponents must attack the creature's central body and must make called shots to affect the creature's eyestalks and central eye. However, foreleg/wing and hind leg critical hits strike the creature's eyestalks and head critical hits affect the creature's central eye. The creature's bite is treated as a size M slashing and piercing attack.*

*An adult copper dragon is a dragon-type creature. Frontal and rear attacks use the humanoid critical hit tables; flank attacks use the monster critical hit table. Because the dragon is Gargantuan, it is immune to special effects from critical hits inflicted by size M and smaller attacks. The dragon's bite is treated as a Gargantuan slashing/piecing attack. The dragon's claws and kicks are treated as Huge slashing attacks. The dragon's tail slap and wing buffets are treated as Gargantuan blunt attacks. The dragon has a combined magical and Dexterity adjustment to its AC of –5, –2 due to its flying movement rate and –3 due to its standard Armor Class.*

# Index

## A


Abatis
Ability bonuses with weapons
Aborting an action
Action phase
  base
  effects of moving on
  encumbrance's effect on
  in dueling
  movement's effect on
  of combat
  of magical items
  of movement
  of psionics
  of spells
  of unarmed attacks
  of weapons
  weapon speed's effect on
AD&D Rules, standard and optional
Adze
Aerial combat
*Air walk*
Alertness
Alignment of creatures
Ambidexterity

Ambush
Ancient cultures' weapons
Ankus
*Apparatus of Kwalish*
Approach of a castle
Archery from horseback
Armor
weapon types vs.
Armor Class,
benefits due to a shield wall
bonus due to
sitting or lying prone
by shield type
effects of parrying on
effects of running or sprinting on
water's effect on
while climbing
Armor damage due to critical hits
Armor, descriptions
proficiency
tables
creatures' types
Artillerist
Assistance in wrestling
Astral combat
Attack options
with unarmed attacks
Attack penalties from critical hits
Attack types for creatures
Attacking
Attacks of opportunity
and missile fire
and retreats
and withdrawing
during overruns
free adjustment's effect on
limits to
vs. grabs
vs. overbears
vs. sapping
vs. unarmed attacks
Attacks per round
with specialization
Axe, battle
stone
two handed

## B


Backward kick
Back-and-breast armor
Badlands as battlefields
Bagh nakh
Ballista
Banded mail
Barding
Barred weapons
Base initiative
Battering ram
Battle axe
Battle maps
Battle tactics
Battlefields
  effects of magic on
  setup
Battlements
Belaying pin
Belfry
*Bigby's clenched fist*
Bleeding
*Blink*
Blocking
  as an unarmed attack
  in dueling
Blowgun
Bo stick
Bogs in a battlefield
Bolas
Bombard
Bombardment engines
Bone armor
Boomerang
*Boots of speed*
*Boots of striding and springing*
Bore
Bottle
Bow
Bow specialization
Brandistock
Brawling
Breaking free of wrestling holds
Brigandine armor
Broad weapon groups

Broken bones
Broken topography in a battlefield
Bronze Age weapons
Bronze plate mail
Buckler shield
Buildings as battlefields
Burning materials

## C

Called shot
  as an unarmed attack
  location in critical hits
Caltrop
Camouflage
Cannon
Cap
Carrying capacities for beasts
Casting spells
  from chariots
  from wagons
Castles as battlefields
Catapult
Catwalks
Cauldron
Caves as battlefields
Cestus
  in pummeling
Chain
Chain barding
Chain hauberk
Chain mail armor
Chain-lamellar armor
Chakram
Characters and morale
Charging
  vs. a spear or pike hedge
  as a result of running or sprinting
  mounted
  vs. guarding
Chariot
Chijikiri
Choosing a combat action
Classes and weapon proficiencies
Clear figures
Clear ground in a battlefield
Clear lines of fire

Clear terrain in a battlefield
Climbing
Climbing check
Climbing walls
Close attack in dueling
Close order
  as part of a shield wall
  as part of a spear or pike hedge
Close-faced helm
Club
  great
  war
Combat, action phases
  adjustments for a spear or pike hedge
  against flying creatures
  astral
  bonus due to higher ground
  bonus for mounted charge
  dueling
  effects of encumbrance
  ethereal
  five basic steps of
  from chariots
  from wagons
  heroic frays
  in unusual conditions
  local fighting styles
  martial arts
  rear and flank attacks
  subdual attacks
  unarmed
  unarmed attack options
  vs. a shield wall
  vs. sitting or prone creatures
  water's effects on
  while climbing
Combat actions
  aborting
  choosing
  effect on action phase
  effects on movement
  in conjunction with movement
Combat on other planes
Combat round
Combined scale
Common materials

Concealment
on the battlefield
Constitution bonus to fatigue
Cord armor
Cost of weapons
Counter mining
Cover
on the battlefield
Covering
Creature size, in shield walls
knockdown number
and two-handed weapons
Creature types
Creatures in battle
Critical events
in dueling
Critical hits
charts
effects
from covering
from pummeling
from wrestling
resulting from a called shot
with a sword of sharpness or vorpal sword
with direct fire engines
with indirect fire engines
with rocks
Crossbow
pecialization
Crossbow of accuracy
Crusades's weapons
Crushed, shattered, or destroyed limbs
Crushing blow
Curtain walls

## D

Dagger
Damage
f weapons
Dark Ages's weapons
Darkness's effects on visibility
*Darkness, 15' radius*
Dart
Death
Defensive disarm
Deserts as battlefields

Destroyed limbs
Destroyed targets
*Dig*
Direct fire engines
Dirty fighting
Disarming
    as an unarmed attack
    in dueling
*Disintegrate*
Doors
Driving checks
Dueling
with unarmed attacks
Dueling plot
Dungeons as battlefields
Duration of spells
Dying

## E

Earth ramparts
*Earthquake*
Embrasure shutters
Encounter range
    in astral combat
    in ethereal combat
Encumbrance
    effects on initiative
    and action phase
    fatigue's effects on
    in ethereal combat
End of the combat round
Endurance
*Enlarge*
Equipment groups
Escalades
Escarpments
Ethereal combat
Exceptional abilities'
    effects on movement
Exhausted characters
Expertise
    in martial arts
    in pummeling
    in wrestling
Extreme range

F

Facing, and shield use
during movement
free adjustment
front, flank, and rear
multiple figures in the same square
Failing a morale check
Familiarity
in martial arts
in pummeling
in wrestling
Farmland as battlefields
Fatigue
and force marching
effects of running or sprinting on
Fatigued characters
Feinting in dueling
Field plate armor
Fields as battlefields
Fighting, while climbing
flying creatures
in unusual conditions
Fighting style specializations
Fighting styles
Figures, clear
facing of
grappled
threatened
Fine balance
Firearms
from horseback
in missile-weapon fighting style
specialization
*Fireball*
Fires
Firing into a melee
Firing missiles
at mounts
at sitting or prone creatures
from chariots
from horseback
from wagons
in ethereal combat
into a melee
into the water
rocks

vs. a shield wall
Flail
Flaming projectiles with direct fire engines
Flaming projectiles with indirect fire engines
Flank attacks
Flat topography in a battlefield
Flying kick
Fog's effects on visibility
*Fog cloud*
Footing, effects on movement
on the battlefield
Footman's mace
Footman's pick
Force marching's effects on fatigue
Forest, heavy, as battlefields
Forest, light, as battlefields
Fork
Formal morale checks
Fortifications as battlefields
Free adjustment during a no-move action
Fresh characters
Full plate armor
Full-move actions

## G

Gaff/hook
Gallery shed
Gallic armor
Gargantuan creatures, number per square
Gates
Generating a battlefield
Grab
Grand mastery
Grappled figures
Grappling
as overbearing
as wrestling
Grappling hooks
Gray areas
Grazes
Great club
Great helm
Greek fire
projector
Ground cover in a battlefield
Guarding

in a spear or pike hedge
vs. charging
Gunsen

## H

Half-move actions
Half-plate armor
*Hallucinatory terrain*
Hammer
sledge
Hand or throwing axe
Harpoon
Haste
Hatchet
Hazards on the battlefield
Helm, great
leather
open-faced
Heroic frays
Hexes on maps
Hide armor
High attacks in critical hits
High mastery
Higher ground
Hills as battlefields
Hilly topography in a battlefield
Hoardings
Holds in wrestling
Holy symbol
Hoplite armor
*Horn of blasting*
Horse archery specialization
Horseman's mace
Horseman's pick
Horses performing overruns
Howdah
Huge creatures, number per square
Hundred Years' War's weapons

## I

Impaired lines of fire
Improved mail armor
*Incendiary cloud*
Indirect fire engines
Informal morale checks
Initiative

base
during covering
effects of moving on
encumbrance's effect on
in aerial combat
in dueling
movement's effect on
of combat actions
of magical items
of movement
of psionics
of spells
of unarmed attacks
of weapons
weapon speed's effect on
Injuries
Instant stand
Intelligence's bonus proficiency slots
Intelligence of creatures
Investment
*Invisibility*
Iron will

J

Javelin
Jitte
Jump
Jungle as battlefields

K

Kama
Kau sin ke
Kawanaga
Kicking in pummeling
Kits and barred weapons
Kneeling
Knife
throwing
Knockdown die
Knockdowns
and pummeling
as a result of retreats
due to critical hits
due to unhorsing
from temporary damage
from wrestling

in overbearing
of weapons
with direct fire engines
with indirect fire engines
with rocks
Kusari-gama

## L

Ladders
Lamellar armor
Lamellar shirt
Lance
bonus for a mounted charge
Lantern
Large creatures, number per square 7
Large shield
Lasso
Leadership
Leather armor
Leather helm
Leather scale barding
Light scale armor
*Lightning bolt*
Lines of fire
against a shield wall
Local fighting styles
Location of critical hits
Locks in wrestling
Long spear
Lorica hamata armor
Lorica segmenta armor
Low attacks in critical hits
Lying down

## M

Mace, footman's
horseman's
Mace-axe
Machete
Magic on the battlefield
Magical attacks, structural
Magical items, on the battlefield
use during combat
Magical weapons
Mahout
Mail and plate armor

Mail coif
Major bleeding
Mancatcher
Manipulate
Mantlet
Man-sized creatures, number per square
Maps, as battlefields
  battle
  generating a battlefield
  movement on
  using hexes
Marsh as battlefields
Martial arts
  talents
  weapons
Mass combat
Master weapons list
  tables
Mastery
  in martial arts
  in pummeling
  in wrestling
Materials on the battlefield
*Mattock of the titans*
Maul
*Maul of the titans*
Medium shield
Melee combat  see Combat
Melee scale
Melee weapon specialization
Middle Eastern weapons
Mines
Minor bleeding
Miscellaneous war machines
Missile deflection
Missile fire
  accidental firing due to knockdown
  against sitting or prone creatures
  at mounts
  effects of cover and concealment on
  from chariots
  from horseback
  from wagons
  in ethereal combat
  into a melee
  rocks

vs. a shield wall
water's effects on
Missile range of weapons
Missile scale
in astral combat
Missile weapon specialization
Missile- or thrown-weapon fighting style specialization
Monster types
Monsters, and fatigue points
and unarmed attacks
base initiative
in battle
knockdown chances and immunities
range of attacks
resistance to critical hits
Strength formula
threatening squares of
with missile attacks
Moonlight's effects on visibility
Morale
of creatures
Morningstar
Mountains as battlefields
Mounted attacks as overruns
Mounted charge
Mounts
unhorsing
*Move earth*
Movement
and footing
climbing
combat actions' effects on
free adjustment
in a shield wall
in a spear or pike hedge
in aerial combat
in conjunction with combat actions
in dueling
on the map
penalties due to critical hits
under water
Movement rate, effects on action phase
exceptional abilities' effect on
Moving
Multiple attacks with missile fire

Multiple figures and facing
Multiple loaded weapons

## N

Natural attacks and knockdowns
Negative hit points
Net
New weapons
Nonproficiency
  in martial arts
  in pummeling
  in wrestling
No-move actions
NPCs and morale
  dueling
Number of creatures per square
Nunchaku

## O

Obscurement
Obstacles, in generating a battlefield
  on the battlefield
Offensive disarm
Oil
One- or two-handed weapons
One-handed weapons used two-handed
One-handed-weapon style specialization
Open-faced helm
Opposed rolls
Optional AD&D rules
Oriental weapons
Outside as a battlefield
Outside attack in dueling
Overbearing
  a mounted character
  during overruns
Overruns
  with chariots
  with wagons

## P

Padded armor
Padded barding
Palisades, wooden
Parang
Parrying

in dueling
Petards
Pick
footman's
horseman's
Piercing vs. animals critical hit tables
Piercing vs. humanoids critical hit tables
Piercing vs. monsters critical hit tables
Pike hedge
Pilum
Pins
Plains as battlefields
Plate and chain barding
Plate mail armor
bronze
Point-blank range
Polearm
Ponds in a battlefield
Portcullises
*Potion of fire breath*
*Potion of growth*
*Potion of invulnerability*
Press
Priest spells on the battlefield
Proficiencies
bonus slots due to high Intelligence
Proficiency
in martial arts
in pummeling
in shield
in wrestling
Prone
Pry bar
Psionics's action phase
Pulling/Tripping
a mount or mounted character
as an unarmed attack
in dueling
Pummeling
Punching
*Pyrotechnics*

## Q

Quarterstaff
Quickness

## R

Rain's effects on visibility
Ram catcher
Ramming
Ramparts, earth
Ram, battering
Range, of weapons
  of monsters' attacks
Ranged weapons and guarding
Rate of fire, from horseback
  of weapons
  specialization
  with multiple loaded weapons
Rear attacks
Recovering from fatigue
Reduction
Renaissance's weapons
Resistance to critical hits
Retreats
Riding proficiency and injured mounts
  unhorsing
Ring mail armor
*Ring of shooting stars*
*Ring of the ram*
Riposte in dueling
Rocks
Rod, three-piece
Roman weapons
Round, in combat
Rules, standard and optional
Running

## S

Sai
Sang kauw
Sap
Sapping
  in dueling
  in pummeling
  structural
Savage cultures' weapons
Saving throw bonuses due to cover
  and concealment
Saving throws for sieges
Scale, combined
  in a battlefield

melee
missile
switching
Scale armor, light
Scale barding
leather
Scale in astral combat
Scale mail armor
Scaling walls
Scimitar of speed
Scourge
Scythe
Severed limbs
Severely impaired lines of fire
Severity of critical hits
Shattered limbs
Shield, buckler
damage due to critical hits
large
medium
proficiency
small
specialization
wall
Shields in weapon-and-shield fighting style
trapping with
types
vs. rear and flank attacks
Shield-punch
in dueling
Shield-rush
Ships as battlefields
*Shocking grasp*
*Short sword of quickness*
Shuriken
Shutters, embrasure
Sickle
Siege tower
Sieges
Single-weapon fighting style
Sitting
Size of weapons
Slam
Slashing vs. animals critical hit tables
Slashing vs. humanoids critical hit tables
Slashing vs. monsters critical hit tables

Sledge hammer
Sling
Slopes
Slow
Small creatures, number per square
Small shield
Smashing in dueling
Spade
Spear
  hedge
  long
Special combat conditions
Special talents
Special weapon maneuvers
Specialization
  and weapon groups
  in martial arts
  in pummeling
  in wrestling
Specific injuries
Speed of weapons
Spellcasting
  from chariots
  from wagons
Spells, action phase of
  casting during combat
  duration of
  on the battlefield
Splays
Splint mail armor
Spring
Sprinting
Staff sling
Standard AD&D rules
Starlight's effects on visibility
Status
Steady hand
Stone age weapons
Stone axe
Stone walls
Streams in a battlefield
Streets as battlefields
Strength of monsters
Struck limbs
Studded leather armor
Styles of martial arts

Subdual attacks
Surprise
Swamps as battlefields
Swimming
Sword
*Sword of sharpness*
System I critical hits
System II critical hits

## T

Take down
Taverns as battlefields
Temporary damage
Terrain types, badlands
  caves
  desert
  fields or farmland
  forest, heavy or jungle
  forest, light
  hills
  marsh
  mountains
  plains
  ships
  swamps
  town streets
  taverns
Thickets in a battlefield
Threatened creatures, firing or
  throwing missiles at
Threatened figures
Threatening, and guarding
  and missile fire
  and withdrawing
  in aerial combat
  in astral combat
  movement into
  vs. unarmed attacks
Threatening creatures, firing or
  throwing missiles at
Three-piece rod
Three-quarter plate armor
Throw
Throwing knife
Throwing missiles
Throwing or hand axe

Thrown weapons
Thrown-weapon fighting style
  specialization
Tight weapon groups
Tools
Topography in a battlefield
Torch
Town streets as battlefields
Towns as battlefields
Trampling
Transmute rock to mud
Trap and break
Trapping
  in dueling
Trebuchet
Trident
Tripping
  a mount
  as an unarmed attack
  in dueling
Trouble sense
Two-handed axe
Two-handed-weapon fighting style
  specialization
Two-weapon fighting style
  specialization
Type of weapons

## U

Unarmed attack
Unarmed combat
Unarmed fighting style
Unconscious creatures
  from pummeling
Unhorsing
  as an unarmed attack
Unseating a rider in aerial combat
Use a magical item

## V

Vehicle handling
Vehicles
Vial
Visibility
Vision, in ethereal combat
  under water

Vorpal sword

W
Wagon
Wall defenses
*Wall of fire*
*Wall of iron*
*Wall of stone*
Walls
War club
War engines' attack and defense values
War machines
  costs and weights
  miscellaneous
  vs. other war machines
Warhammer
*Warp wood*
Water's effects on combat
Water in a battlefield
Weapon, descriptions
  expertise
  familiarity
  grand mastery
  group proficiency
  groups
  maneuvers
  mastery
  nonproficiency
  proficiency
  range
  restrictions in water
  specialization
  speed
  speed's effect on action phase
  vs. target size for critical hits
Weapons, and ability bonuses
  knockdown die
  magical
  martial arts
  names
  new
  tables
  trapping with
  used in a shield wall
  vs. armor types
Weapon-and-shield fighting style

specialization
Weapon-specific styles
Weight of weapons
Whip
Wild swing in dueling
Withdrawing
Wizard spells on the battlefield
Wood armor
Wooden palisades
Woods, heavy, in a battlefield
light, in a battlefield
Wounds, binding
Wrestler vs. wrestler
Wrestling

# Advanced Dungeons & Dragons®

## Player's Option™: Skills & Powers Book

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# Foreword

When I first began playing the AD&D® game (more years ago than I care to remember), the system seemed to offer rules for every conceivable eventuality—indeed, the books contained more systems and procedures than any player or DM could possibly need.

It didn't take long to disabuse myself of that notion. As I recall, it was the first time the players asked me, the DM, if their characters could swim. How well? How fast, and for how long? And if their characters couldn't swim, could they float for awhile? And how many gold pieces could you carry before you sank like a stone?

Many of those questions have been subsequently answered in accessories and, most significantly, in the AD&D 2nd Edition game rules. However, for every situation defined by rules, and every new procedure introduced to the game, more questions were asked by creative (dare I say 'devious'?) players, and more systems were improvised by every DM.

It would nice the say that the Player's Option™: Skills & Powers system will put all that to rest—but we'd all recognize that as an exaggeration, to say the least. Nor would that be a realistic objective. Part of adventure gaming is the discovery of the unknown and the unexpected, and we'll always need a referee to oversee this.

However, I believe that this book adds a lot to the game, and I hope you will agree that it does so without increasing the game's complexity. The word 'option' is in the title for a very good reason: We have attempted to add to the number of choices available to players and DMs alike, without adding to the complications of resolving these choices.

I sincerely hope that you'll decide that we have succeeded.

Doug Niles, April 25, 1995

All things in nature must evolve in order to keep pace with their surroundings. Organisms must adapt as their environment changes if they wish to thrive. This also is true in gaming. The AD&D game is one of the oldest role-playing rules systems around. And it's a great system; its longevity is proof enough of that. But in the time that the AD&D game has existed, gaming itself has evolved, and so has the game. The original AD&D game evolved from the D&D game in the late 1970s. Then, in the early '80s, the Unearthed Arcana book, the first major evolution of the AD&D game, was published. More evolutions followed, culminating in 1989 with the publication of the AD&D 2nd Edition game rules. Now, the Player's Option books (and the DM™ Option: High-level Handbook to be published later this year) represent the latest evolutions of the AD&D game.

The central concept behind the Player's Option books is player choice. We wanted to expand the AD&D game in ways that had never been explored before. We hoped to offer the players and DMs of the AD&D game more options (there's that word again) than

they ever had. We wanted to give those who play the AD&D game more choices, more control over their game and their characters than was previously considered possible. We hope we've succeeded, but in truth, that decision is not in our hands. You, the DMs and players of the game will have the final say in this matter.

We hope you use these rules in your games. We also hope you'll give us your feedback on these rules and the AD&D games you play using them, thus insuring that the game will continue to evolve.

Me, I'm just happy to have had an impact on the game that has influenced my life for so many years.

Dale Donovan, April 26, 1995

# Table of Contents


**Chapter 1: Character Points**
Character Generation
Character Backgrounds

**Chapter 2: Ability Scores**
Strength, Stamina, Muscle
Dexterity, Aim, Balance
Constitution, Health, Fitness
Intelligence, Reason, Knowledge
Wisdom, Intuition, Willpower
Charisma, Leadership, Appearance
Alternate Subability Method
Subability Checks
More About Ability Checks

**Chapter 3: Racial Requirements**
Racial Ability Adjustments
Racial Level Limits
Character Points
Dwarves
Elves
Gnomes
Halflings
Half-elves
Half-orcs
Half-ogres
Humans
Other Races
The Races
Aarakocra, Alaghi, Bugbear, Bullywug,
Centaur, Flind, Giff

Githzerai, Gnoll
Goblin, Hobgoblin, Kobold, Lizard man,
Minotaur, Mongrelman
Ogre, Orc, satyr, Swanmay,
Thri-kreen, Wemic

**Chapter 4: Character Classes**
Warriors
Fighter
Paladin
Ranger
Rogues
Thief
Bard
Priests
Clerics
Specialty Priests
Druids
Wizards
Wizard
Specialist Wizards
Multi-classed and
Dual-classed Characters
Non-adventurers

**Chapter 5: Character Kits**
The Social Ranks System
Kits
Acrobat, Amazon
Animal Master, Assassin
Barbarian, Beggar
Cavalier
Diplomat, Explorer
Gladiator, Jester
Mariner, Merchant
Mystic, Noble
Outlaw, Peasant Hero
Pirate, Pugilist
Rider 78
Savage, Scholar
Scout, Sharpshooter
Smuggler
Soldier, Spy
Swashbuckler
Thug
Weapon Master

Creating New Kits

**Chapter 6: Nonweapon Proficiencies**
Proficiencies and the
  Character Point System
Improving Proficiencies
Acquiring Character Traits
Selecting Character Disadvantages
Using Proficiencies in Play
Modifying Proficiency Rolls
Proficiencies and Level Advancement
Use of Proficiencies by
  Nonproficient Characters
Using Disadvantages
Proficiency Descriptions
Trait Descriptions
Disadvantage Descriptions

**Chapter 7:**
**Weapon Proficiency and Mastery**
Selecting Weapon Proficiencies
Character Class Restrictions
Weapon Groups
Nonproficiency and Weapon Familiarity
Weapon Group Proficiencies
Shield Proficiency
Armor Proficiency
Fighting Style Specialization
Weapon Specialization and Mastery
Monsters and Weapon Mastery
Equipment
Different Forms of Wealth
Ways to Spend and Save Money
Encumbrance and Movement
Equipment Tables
Chapter 8: New Schools of Magic
The Alchemist
The Geometer
The Shadow Mage
The Song Wizard

**Chapter 9: Psionics**
Using Psionics
  Closed and Open Minds
  Mental Armor Class
  Psionic Strength Points

Psionic Combat
The Five Psionic Attacks
The Five Psionic Defenses
Adding Substance to Psionic Combat
Using Psionic Powers
Closing an Open Mind
Psionics in a Round
Limitations to Psionic Powers
Psionics and Magic
Psionicists and Wild Talents
Psionicists
Wild Talents
Psionic Powers
Clairsentient Powers
Psychokinetic Powers
Psychometabolic Powers
Psychoportive Powers
Telepathic Powers
Psionic Powers Summary

**Appendix: Compiled Tables**
**Index**

# Chapter 1:
# Character Points

Introduction Welcome to Player's Option *Skills & Powers*, the companion to the Player's Option *Combat & Tactics* book. This volume unveils new role-playing possibilities without increasing the complexity of the AD&D® game. Just as the *Combat & Tactics* book widened the scope of encounters, this tome expands character creation. Together, these books heighten players' involvement with their characters, the campaign, and the AD&D game as a whole. Use what you like, change what you don't like, and above all have fun!

The chapters in this book are building blocks for constructing Player's Option characters. AD&D game players will find several familiar terms, such as kits. But these kits are different than those presented in supplements such as *The Complete Fighter's Handbook*. Instead, Player's Option kits are packages coupled with special skills that add depth and flavor to characters. There are other changes and additions, and these will unfold as you read this book. One such change is selecting character abilities using a character point system. Here's an overview of what character points do:

Character Points Every character begins play with a number of character points determined by his race and class. Further, every time a character advances a level, he gains 3 to 5 character points. The character point system is a new concept for the AD&D

game. The points serve numerous purposes, and these are summarized below. Note: This book assumes that a typical campaign will award 3 CPs per level, and that most characters will use one of these during play (see below). Larger character point awards will result in a higher-powered campaign, but if both DM and players agree, that's fine—enjoy yourselves.

- Character points are used to purchase weapon proficiencies. New weapon proficiencies usually cost 2 or 3 character points. This is discussed in chapter seven.
- Similarly, character points are used to purchase nonweapon proficiencies. Purchasing a nonweapon proficiency usually costs from 2 to 5 points. Also, character points are used to purchase traits, and bonus character points are awarded for taking disadvantages. This is discussed in chapter six.
- Points can be used to increase proficiency scores. One character point improves a proficiency score by a +1 permanent bonus. For example, A wizard with an Intelligence of 17 has a spellcraft proficiency score of 11. The character will successfully use this proficiency on a d20 roll of 11 or less. The wizard could improve this score from 11 to 12 by spending 1 character point. This is covered in chapter six.
- Points can be spent to acquire racial abilities for demihumans, such as infravision or the elves' attack bonus with swords or bows. Racial abilities cost 5 to 10 character points. Humans have no racial abilities and can spend their points in other ways. This is discussed in chapter three.
- Player characters can spend points on acquiring class abilities, such as the paladin's capacity to *lay on hands*. Each class ability usually costs 10 character points. There is more information about this in chapter four.
- Priests and wizards can spend points to gain extra spells. Only one additional enchantment per level can be purchased this way, and the cost is 2 points plus 1 point per level of the spell purchased. Priests and wizards cannot purchase higher level spells than they can cast. Look to chapters four and eight for more information on magic and character points.
- Points can be spent to improve a character's roll for additional hit points when advancing a level. For every 2 character points spent, the player can roll one additional die when determining new hit points, taking the highest number from the dice rolled.
- Character points also can be used in the course of play, not just during character creation or between adventures. During a game session, a player can spend saved points to give his character a second chance to accomplish a feat, or to reroll a failed attack, saving throw, proficiency check, or even a low damage roll.

For example, Leon chooses to save 2 character points after creating his fighter. During a game, Leon's fighter tries to strike an ogre. The attack roll fails. However, the ogre strikes the fighter, wounding him badly. In the next round, fearing for his fighter's life, Leon declares that he will spend a character point if his attack misses. The roll indeed fails, and Leon now can spend a point and reroll his attack. If this attack roll succeeds, the first roll is ignored and Leon's fighter has struck the ogre. If the reroll failed, Leon's character still misses and play continues.

Regardless of any reroll's success, any character points spent are lost. Players can continue to spend points as long as they declare so before rolling any dice—and as long as they have points to spend. This mechanic allows characters a second chance to accomplish important tasks or to achieve feats vital to the story.

More information about character points can be found throughout this volume. The following section discusses establishing character statistics.

## Character Generation

The *Player's Handbook* details several methods for determining a character's six ability scores. These are summarized below, in addition to a few new ideas that allow players more control over their characters. DMs should review all the options and choose one for their campaign so that all characters are created using the same method.

The six systems of character creation from the *Player's Handbook* generate different types of heroes. Methods I and III yield characters with few scores of 15 or above. These methods are best for campaigns in which the heroes arise from the common people. These characters usually have average ability scores, and are often less capable of amazing feats. Low-fantasy or low-magic campaigns with a grim or gritty tone are the perfect settings for such characters.

However, if epic story lines filled with rousing adventure and swashbuckling action are preferred—and the characters are expected to perform three miraculous quests before breakfast—higher ability scores are called for. Characters generated using Method IV are particularly suited for this type of campaign. The other generation methods give varying results.

**Method I:** Roll 3d6 for each of a character's six ability scores and record the dice total in the following order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

**Method II:** Roll 3d6 twice for each ability. Choose the highest total of each pair of rolls and record the scores in the order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma.

**Method III:** Roll 3d6 six times, noting each total. Players place the totals in the abilities of their choice.

**Method IV:** Roll 3d6 12 times and note the totals. Players can choose the six highest totals and assign those six to abilities in any order they want.

**Method V:** Players roll 4d6 for each ability score and select the three highest numbers. Then the numbers are assigned to characters' abilities as desired.

**Method VI:** All six abilities begin with a score of 8. The player has an additional 7d6 to divide among those scores. All the points from a d6 must be applied to one ability score. Scores of 18 are possible only if the total of one or more dice, added to the base of 8, add up to exactly 18. Scores higher than 18 are not possible—except in some campaigns, such as the Dark Sun® setting.

**Example:** Leon wants to use Method VI to create his character. His 7d6 rolls are: 5, 1, 5, 1, 3, 3, and 4. Remember, his PC already has the following base points as well:

Strength 8
Dexterity 8
Constitution 8
Intelligence 8
Wisdom 8
Charisma 8

Leon wants to create a cleric, who should be wise but also capable of defending himself well in combat. Leon chooses to place the points he rolled on the 7d6 as such:

| | |
|---|---|
| Strength 8+5 | =13 |
| Dexterity 8+4 | =12 |
| Constitution 8+3 | =11 |
| Intelligence 8+3 | =11 |
| Wisdom 8+5+1 | =14 |
| Charisma 8+1 | =9 |

Leon need not add any of his 7d6 results to an ability score if he is willing to accept an 8 in one or more abilities.

## New Systems

Here are four new methods of determining a character's six ability scores.

**Method VII:** Each player has 75 points to divide among a character's six ability scores. No score can be lower than 3, and none can be higher than 18. Also, all racial maximums and minimums must be observed. When all six abilities have numbers assigned, double-check the math by adding the ability scores together. They should total 75. If not, there is a mistake somewhere. Start again.

Leon wants to create a wizard character using this system, and divides his 75 points as follows:

Strength 9
Dexterity 15
Constitution 15
Intelligence 18
Wisdom 9
Charisma 9

**Method VIII:** The player assigns 24d6 among a character's six ability scores. Each ability score must have at least 3d6, but no more 6d6, devoted to it. If the player desires a character with a high Strength, he could devote 4d6, 5d6, or even 6d6 to that ability. Next, the appropriate number of dice are rolled for each ability, and the total of the three highest results become the score. Any and all other dice rolled for that ability are discarded.

For example, Leon wants to create a rogue character using this method. He decides to divide his 24d6 as follows:

Strength 4d6
Dexterity 6d6
Constitution 3d6
Intelligence 4d6
Wisdom 3d6
Charisma 4d6

Leon rolls the number of dice he assigned to each ability and records the results:

Strength **5,** 2, **5, 4**
Dexterity **6, 5,** 3, 1, 3, **4**
Constitution **6, 1, 2**
Intelligence **5, 4, 3,** 3
Wisdom **4, 4, 2**
Charisma **6, 4,** 2, **4**

Taking the three highest results from each set of dice and discarding the results of the other dice, Leon's rogue character has the following ability scores:

Strength 14
Dexterity 15
Constitution 9
Intelligence 12
Wisdom 10
Charisma 14

**Method IX:** A player rolls 2d6 to randomly determine the number of points that can be divided among his character's six abilities and the maximum score of each ability. No ability score can be lower than 3. The 2d6 result is found on the chart below.

## Point Generation

| 2d6 roll | Points | Maximum |
|---|---|---|
| 2 | 68 | 18 |
| 3 | 70 | 18 |
| 4 | 72 | 17 |
| 5 | 72 | 18 |
| 6 | 74 | 17 |
| 7 | 74 | 18 |
| 8 | 76 | 17 |
| 9 | 76 | 16 |
| 10 | 78 | 16 |
| 11 | 78 | 15 |
| 12 | 80 | 15 |

For example, Leon wants to create a character using this method. His 2d6 result is a

4. Consulting the chart, Leon notes that he has 72 points to work with, and no ability scores can exceed 17 (excepting racial bonuses, etc.) Leon is now free to assign his 72 points.

**Method X:** Players use character points to create their adventurer's statistics. A player divides 75 points among his PC's Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma scores. Fighters can purchase 10 points of exceptional Strength for each extra character point spent. For example, it costs 21 of the 75 character points to give a fighter an 18/30 Strength (18+3=21). Racial minimums and maximums must be observed.

## Character Backgrounds

Now that the character's numbers have been generated, it's time to flesh out a background. This Player's Option book introduces several new elements to developing characters' histories and personalities. Two of these elements, traits and disadvantages, are detailed in chapter six. Briefly, traits are minor benefits or advantages that players can purchase with character points. These include: internal compass, keen eyesight, light sleeper, lucky, and precise memory.

Disadvantages are minor hindrances or inconveniences that yield bonus character points. Some disadvantages are: allergies, clumsy, colorblind, greedy, lazy, unlucky, and a number of phobias. Players might want to look ahead to the traits and disadvantages section of chapter six to get an idea of which traits and disadvantages they want to work into a character's background.

## Background Events

Another new aspect of character creation is determining the events that turned a player's character into an adventurer.

Below is a list of 20 sample events that might have sent a character on a life of adventure. After all, every character needs some reason to live such a dangerous life. The list can be expanded, and details can be added about each event. Recommended nonweapon proficiencies that could fit with the listed background event are included for reference and inspiration. Roll 1d20 to randomly determine a background, or choose one that suits the character.

**Table 1: Background Events**

| 1d20 | Event |
|---|---|
| 1 | Accused of a crime |
| 2 | Apprenticeship |
| 3 | Enslaved |
| 4 | Exiled |
| 5 | Failed business venture |
| 6 | Fell in love |
| 7 | Fled a disaster |
| 8 | Found or stole a valuable item |
| 9 | Homeless |
| 10 | Ideological differences |
| 11 | Joined the circus |

| | |
|---|---|
| 12 | Kidnapped |
| 13 | Killed someone |
| 14 | Made a powerful enemy |
| 15 | Orphaned |
| 16 | Ran away from home |
| 17 | Reformed |
| 18 | Touched by magic |
| 19 | Went to sea |
| 20 | Witnessed a crime |

**Accused of a crime:** The character is publicly accused of a crime he did not commit. It might be a case of mistaken identity, or the character could have been framed for a crime. The character was forced to flee and become an adventurer rather than face certain punishment. *Suggested NWPs:* Any.

**Apprenticeship:** The character entered into an apprenticeship—an arrangement where a practiced craftsman taught him a skill in exchange for money or services. Apprenticeships need not be limited to mundane trades; characters can enter into apprenticeships with other adventurers. Many a fighter began his career as a mere squire, and more than one young person with a talent for the Art signed with the local hedge wizard. *Suggested NWPs:* Vocational skills such as animal handling, animal training, blacksmithing, boat piloting, cobbling, engineering, gem cutting, sculpting, weaving, and so on. Adventuring skills such as blind-fighting or spellcraft also might be learned.

**Enslaved:** The character was a slave or indentured servant. The details of the character's escape are left to the player and the DM. It is likely such a character will carry a grudge against those who owned him or will strive fervently to free other slaves. *Suggested NWPs:* Survival, hunting, fishing, foraging, bowyer/fletcher, and weaponsmithing.

**Exiled:** For some reason—bad behavior, an unacceptable profession, an incompatible alignment, shady associates, etc.—the character is banished from his family. Or perhaps the character is cast out from the society in which he was raised. The offense could be a breach of some tribal or community law or religious taboo. With nowhere to turn, the character is forced to live by his wits. The PC might develop many skills, including thieving abilities. *Suggested NWPs:* Fire-building, fishing, tracking, hunting, healing, herbalism, set snares, and survival.

Failed business venture: Perhaps the character was a cobbler and opened a shoe store. Maybe he owned a tavern, was a brewer, or made a living painting portraits. No matter the character's profession, his business venture failed and he had to pursue another line of work—as an adventurer. *Suggested NWPs:* Any appropriate to the character's previous profession.

**Fell in love:** The character becomes attracted to someone, and their relationship propels the character toward an adventuring career. Perhaps the love interest is an adventurer, whom the character accompanies on quests. The love interest might be outside the character's social class, and either or both families could protest or attempt to end the courtship. The outcome of the romance is left to the player and the DM. Questing to find a lost love or to avenge the loss of one can make for powerful role-playing and exciting adventures. *Suggested NWPs:* Dancing, etiquette, gaming, musical instrument,

and so on.

**Fled a disaster:** The character's homeland suffered a tremendous disaster—an earthquake, flood, plague, or war. The character managed to escape, perhaps just barely. Without a home to return to, the character becomes an adventurer, maybe with the goal of preventing the spread or future occurrence of the disaster that cost his home. Or it could be he searches for loved ones lost when the disaster struck. *Suggested NWPs:* Hunting, fishing, set snares, fire-building, and survival.

**Found or stole a valuable item:** The character uncovered or stole something of value or interest to others. It could be gold; jewelry or gems; a minor magical item; a map to a dungeon, lost city, or treasure hoard; a prized horse and carriage; or a glass slipper. Whatever the item, someone wants it back. The previous owner might believe the character stole the item—whether the PC actually did. Or the owner might try to reward the observant character for recovering the item. Either way, this item can be the cause of a long-term relationship between the character and the owner. This background event also helps explain how a 1st-level rogue gained his abilities. *Suggested NWPs:* Appraising, forgery, gem cutting, heraldry, and other skills that allow the character to notice the item's true worth.

**Homeless:** The character has no place to live. Perhaps he sold the homestead to raise money for an adventuring career. Maybe his property was seized by unscrupulous means. The landlord could have foreclosed, or the land could have been confiscated by the crown for back taxes. With nothing to hold the character in one place, he sets out on a life of adventure—and, perhaps, revenge. *Suggested NWPs:* Agriculture, mining, carpentry, and local history.

**Ideological differences:** The character wasn't comfortable in the society in which he was raised. The character could be religious in an agnostic culture, lawfully-inclined in a chaotic society, or disgusted by his homeland's evil practices. One example of the latter is Drizzt Do'Urden and his loathing of the drow culture from which he came. The character leaves his society behind to find one that suits him better. *Suggested NWPs:* Any.

**Joined the circus:** Many are fascinated by the color, excitement, and romance of a traveling troupe of performers. The character was one such person, and he left home and hearth behind to take up a life with entertainers. *Suggested NWPs:* Juggling, jumping, musical instrument, tightrope walking, throwing, singing, dancing, tumbling, and ventriloquism.

**Kidnapped:** The character was kidnapped as a young child. The kidnappers could be evil relatives, people wandering through the character's homeland, monsters, or simply strangers who want to raise a family and can't have children of their own. The details are left to the player and DM. As many kidnappers might not make effective parents, the character likely would become self-sufficient. Perhaps the character is obsessed with finding his natural parents or discovering where he is from and who he really is. *Suggested NWPs:* Survival, hunting, fishing, foraging, bowyer/fletcher, and weaponsmithing.

**Killed someone:** Either through intent or accident, someone dies and the character is accused. The authorities and the victim's relatives are after the character, and if caught, the character will likely face death. *Suggested NWPs:* Skills such as disguise, survival, and forgery would be useful in evading capture.

**Made an enemy:** The character has an eternal foe. This foe could be a business competitor, a rival for a lover, a relative overcome by jealousy, or a villain the character defeated but did not kill. Whatever the case, this enemy caused the character to flee and take up the adventuring life. *Suggested NWPs:* Any.

**Orphaned:** The character's parents died when the character was young. Causes include: sickness, war, assassination, accident, or mysterious disappearance. Parents who mysteriously vanished might be alive, but they've been gone so long that everyone, including the character, believes them lost forever. Perhaps the character was raised in a group home or in a state or religious institution. Maybe the character became a street urchin with budding thief skills. The particulars are left for the player and the DM. *Suggested NWPs:* Any.

**Ran away from home:** The character fled home early in life. Possible reasons include: boredom, wanting to see the world, breaking free from an unhappy home life, and wanderlust. Perhaps someone searches for the character, and the character believes someone is hounding him. *Suggested NWPs:* Any.

**Reformed:** The character was a criminal who decided to change his lifestyle. Perhaps he saw how his villainous acts hurt others, or maybe he became a victim, too, and decided it was time to change professions. Because the character is likely wanted in one or more communities, he had to take on the adventuring life, traveling from place to place with no plans to settle down. Such an individual might go out of his way to help those victimized by crimes or to prevent young people from pursuing criminal careers. *Suggested NWPs:* Appraising, forgery, disguise, gaming, and gem cutting.

**Touched by magic:** The character became an adventurer because something magical happened in his life. Perhaps he was ripped from his home world or plane because he unknowingly triggered a portal. Maybe he was an animal who became a man because of a wizard's experiment. Or he could have been a priest killed in a disaster and reincarnated into a new form—and he must start a career from scratch. The possibilities are endless. *Suggested NWPs:* Any.

**Went to sea:** The character is from an ocean-going community or culture and decides to seek his fortune on the waves. The many lands and peoples he encounters open his eyes to the diversity in the world. *Suggested NWPs:* Boat piloting, rope use, seamanship, navigation, and weather sense.

**Witnessed a crime:** The character saw, heard, or has evidence that a terrible crime took place. However, turning in the culprits is not possible. The culprits might be powerful in local politics, they could be foreign spies or saboteurs, or the crime may be so out of character for them that simply no one would believe the character's outrageous accusation against them. In any case, the culprits would not be made to pay for their crimes and thus would be free to take vengeance against the witness. Perhaps the player character's family sent him away to avoid retribution. Or maybe the character fled on his own to protect others. *Suggested NWPs:* To flee the criminals, the character might need to learn disguise, reading lips, running, endurance, ventriloquism, navigation, boat piloting, charioteering, and seamanship.

# Chapter 2:

# Ability Scores

Once a player character's six ability scores have been established, it's time to introduce the Player's Option concept of *subabilities*. Each standard ability score—Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma—is divided into two subabilities. These are more specific definitions of what makes up a character. For example, a character's Strength score is divided into the subabilities of Stamina, which reflects being able to physically exert oneself over a period of time, and Muscle, which measures the raw power needed to force open locked doors or overturn banquet tables.

To determine a character's subabilities, simply double the score of the parent ability (Strength, Wisdom, etc.) and divide that total between the subabilities. The scores for the two subabilities must be within four points of each other. Only whole numbers are allowed, no subability score can be lower than 3, and—with the exception of Strength—no subability score can be higher than 18. Racial modifiers to ability scores are exceptions to this rule. Also, subabilities can exceed racial ability maximums and minimums.

For example, Leon is determining the subabilities for his fighter. The fighter's six ability scores are:

| | |
|---|---|
| Strength 16 | Intelligence 12 |
| Dexterity 14 | Wisdom 8 |
| Constitution 12 | Charisma 11 |

Leon doubles the fighter's Strength score (16x2=32), and divides the 32 points as follows: Stamina—15, Muscle—17 (15+17=32). Leon records this on his character's record sheet.

| | |
|---|---|
| **Strength** 16 | Constitution 12 |
| Stamina 15 | Intelligence 12 |
| Muscle 17 | Wisdom 8 |
| Dexterity 14 | Charisma 11 |

Subabilities are used as the base numbers for many proficiencies in the *Player's Option* system. See chapter six for more information.

Subability scores also are used in place of the six standard ability scores when ability checks are called for. For example, if Leon's fighter wanted to lift a large piece of fallen masonry that is trapping a fellow adventurer, the DM normally would call for one Strength check to see if the fighter is capable of lifting the heavy block of stone, and another Strength check to see if the fighter can hold the block aloft long enough for the other character to crawl free. Without subabilities, the fighter stands an equal chance of succeeding at both attempts.

Using the same scenario with the *Player's Option* system, the DM would call for a Muscle check (Muscle score of 17) to see if the fighter has the sheer power to lift the stone block off his friend. Assuming that roll is successful, next a Stamina check (Stamina 15) would be needed to hold the masonry in the air long enough for his friend to move out from under it.

The 12 subabilities are listed below, along with their effects on characters.

## Strength

The subabilities derived from a character's Strength score are Stamina and Muscle, and these are the only subabilities that can have scores higher than 18—provided the character is a warrior. Such characters can have exceptional subability scores, just as they can have exceptional Strength scores. If a warrior qualifies for exceptional subability scores, roll percentile dice (1d100) and consult the charts under Stamina and Muscle. A warrior with an 18 Strength score might decide to have 18s in both subabilities, at which point he would roll percentile dice for both. Or, the warrior might have a 20 Stamina or Muscle, with the other subability having a score of 16—or any combination in between.

Characters from other classes can have scores of 18 in Strength subabilities, but cannot have exceptional subability scores, and do not roll percentile dice for these subabilities.

## Stamina

The Stamina subability score determines muscle efficiency. A character with a Stamina score higher than his Muscle score may not have masses of huge muscles, but the muscles he has will be rock hard. Characters like these may surprise others—not because they can lift four hay bales at once, but because they can lift one or two at a time for 10 hours straight.

**Table 2: Stamina**

| Stamina Score | Weight Allowance |
|---|---|
| 3 | 5 |
| 4–5 | 10 |
| 6–7 | 20 |
| 8–9 | 35 |
| 10–11 | 40 |
| 12–13 | 45 |
| 14–15 | 55 |
| 16 | 70 |
| 17 | 85 |
| 18 | 110 |
| 18/01–50 | 135 |
| 18/51–75 | 160 |
| 18/76–90 | 185 |
| 18/91–99 | 235 |
| 18/00 | 335 |
| 19 | 485 |
| 20 | 535 |
| 21 | 635 |
| 22 | 785 |
| 23 | 935 |
| 24 | 1,235 |
| 25 | 1,535 |

**Weight Allowance:** This is the weight in pounds a character can carry without being

encumbered (see Encumbrance, chapter seven, for more information). Characters carrying less than or equal to their weight allowance move at their full normal speed.

**Sprinting:** Stamina is used when a character needs to make a Sprinting check.

**Fatigue:** A character's Stamina influences when he becomes fatigued.

**Proficiencies:** Stamina is the base number for proficiencies such as swimming, carpentry, and stonemasonry.

## Muscle

The Muscle subability measures the sheer power a character can exert at a moment's notice. A character with a Muscle score higher than his Stamina score will look quite strong. Males will have bulging biceps, broad chests, and wide shoulders. While females don't generate the muscle mass of males, they will have well-defined, strongly toned forms.

**Table 3: Muscle**

| Muscle Score | Att. Adj. | Dam. Adj. | Max. Press | Open Doors | Bend Bars/ Lift Gates |
|---|---|---|---|---|---|
| 3 | –3 | –1 | 10 | 2 | 0% |
| 4–5 | –2 | –1 | 25 | 3 | 0% |
| 6–7 | –1 | 0 | 55 | 4 | 0% |
| 8–9 | 0 | 0 | 90 | 5 | 1% |
| 10–11 | 0 | 0 | 115 | 6 | 2% |
| 12–13 | 0 | 0 | 140 | 7 | 4% |
| 14–15 | 0 | 0 | 170 | 8 | 7% |
| 16 | 0 | +1 | 195 | 9 | 10% |
| 17 | +1 | +1 | 220 | 10 | 13% |
| 18 | +1 | +3 | 255 | 11 | 16% |
| 18/01–50 | +1 | +3 | 280 | 12 | 20% |
| 18/51–75 | +2 | +3 | 305 | 13 | 25% |
| 18/76–90 | +2 | +4 | 330 | 14 | 30% |
| 18/91–99 | +2 | +5 | 380 | 15(3) | 35% |
| 18/00 | +3 | +6 | 480 | 16(6) | 40% |
| 19 | +3 | +7 | 640 | 16(8) | 50% |
| 20 | +3 | +8 | 700 | 17(10) | 60% |
| 21 | +4 | +9 | 810 | 17(12) | 70% |
| 22 | +4 | +10 | 970 | 18(14) | 80% |
| 23 | +5 | +11 | 1,130 | 18(16) | 90% |
| 24 | +6 | +12 | 1,440 | 19(17) | 95% |
| 25 | +7 | +14 | 1,535 | 19(18) | 99% |

**Attack Adjustment:** This modifier is subtracted from or added to d20 rolls during combat. A bonus with a + sign makes an opponent easier to hit, while a penalty with a – sign makes an opponent more difficult to strike.

**Damage Adjustment:** This modifier is applied to damage rolls after successful physical attacks in combat.

**Maximum Press:** This is the most weight a character can lift over his head. He

cannot walk more than a few steps with it, nor can he hold it very long.

**Open Doors:** This indicates the chance a character has to force open a heavy door or one that is stuck closed. To open such a door, a player rolls 1d20. If the result is equal to or less than the number listed for the character's Muscle score, the door opens. A character who failed can try again, but each successive attempt takes more time and makes more noise. The numbers in parentheses are a character's chances to open a locked, barred, or magically held door. Only one attempt for each such door is allowed.

**Bend Bars/Lift Gates**: This represents the character's chance (rolled on 1d100) to bend iron bars, lift a vertical gate or portcullis, or perform a similar feat of Muscle power. If the number rolled on 1d100 is equal to or less than the listed score, the character bends the bars or lifts the gate. If the roll fails, the character cannot attempt the same feat again. The character could, however, attempt to bend the bars of a gate he failed to lift, or vice versa.

**Proficiencies:** One example of a proficiency that uses the Muscle score as a base number is jumping—an ability that utilizes the muscles' explosive power rather than endurance.

## Dexterity

This ability score is divided into the subabilities of Aim, which represents hand-eye coordination and manual acuity, and Balance, which denotes reflexes and overall agility. Leon chooses to use these Dexterity subabilities for his character:

| | |
|---|---|
| **Strength** 16 | **Dexterity** 14 |
| Stamina 15 | Aim 12 |
| Muscle 17 | Balance 16 |
| Constitution 12 | Wisdom 8 |
| Intelligence 12 | Charisma 11 |

## Aim

A character with a high Aim score might be an expert marksman or a sleight-of-hand artist.

**Table 4: Aim**

| Aim Score | Missile Adj. | Pick Pockets | Open Locks |
|---|---|---|---|
| 3 | –3 | –30% | –30% |
| 4 | –2 | –25% | –25% |
| 5 | –1 | –25% | –20% |
| 6 | 0 | –20% | –20% |
| 7 | 0 | –20% | –15% |
| 8 | 0 | –15% | –15% |
| 9 | 0 | –15% | –10% |
| 10 | 0 | –10% | –5% |
| 11 | 0 | –5% | 0% |
| 12–15 | 0 | 0% | 0% |
| 16 | +1 | 0% | +5% |

| | | | |
|---|---|---|---|
| 17 | +2 | +5% | +10% |
| 18 | +2 | +10% | +15% |
| 19 | +3 | +15% | +20% |
| 20 | +3 | +20% | +20% |
| 21 | +4 | +20% | +25% |
| 22 | +4 | +25% | +25% |
| 23 | +4 | +25% | +30% |
| 24 | +5 | +30% | +30% |
| 25 | +5 | +30% | +35% |

**Missile Adjustment:** This modifier is applied to the d20 combat roll whenever a character attacks with a missile weapon, such as firing arrows or hurling a spear. As above, negative modifiers are penalties to the die roll, and positive numbers are bonuses.

**Pick Pockets:** This modifier applies only to rogue characters who have the ability to pick another character's pockets (see chapter four).

**Open Locks:** Similarly, this modifier is used only by rogue characters with the open locks ability.

**Proficiencies:** The juggling, cobbling, pottery, rope use, seamstress/tailor, forgery, and gem cutting proficiencies all use Aim as their base number.

## Balance

A character possessing a high Balance score may be an acrobat or a tightrope walker. A new rule for the Player's Option system is that all unarmored warrior and rogue characters gain an additional +2 bonus to armor class while unencumbered. This bonus is in addition to any the characters might receive for high Balance scores.

**Table 5: Balance**

| Balance Score | Reac. Adj. | Def. Adj. | Move Silently | Climb Walls |
|---|---|---|---|---|
| 3 | –3 | +4 | –30% | –30% |
| 4 | –2 | +3 | –30% | –25% |
| 5 | –1 | +2 | –30% | –20% |
| 6 | 0 | +1 | –25% | –20% |
| 7 | 0 | 0 | –25% | –15% |
| 8 | 0 | 0 | –20% | –15% |
| 9 | 0 | 0 | –20% | –10% |
| 10 | 0 | 0 | –15% | –5% |
| 11 | 0 | 0 | –10% | 0% |
| 12 | 0 | 0 | –5% | 0% |
| 13–14 | 0 | 0 | 0% | 0% |
| 15 | 0 | –1 | 0% | 0% |
| 16 | +1 | –2 | 0% | 0% |
| 17 | +2 | –3 | +5% | +5% |
| 18 | +2 | –4 | +10% | +10% |
| 19 | +3 | –4 | +15% | +15% |
| 20 | +3 | –4 | +15% | +20% |

| | | | | |
|---|---|---|---|---|
| 21 | +4 | –5 | +20% | +20% |
| 22 | +4 | –5 | +20% | +25% |
| 23 | +5 | –6 | +25% | +25% |
| 24 | +5 | –6 | +25% | +30% |
| 25 | +5 | –6 | +30% | +30% |

**Reaction Adjustment:** This modifier is applied to a d10 to determine if a character is surprised by an unexpected encounter. The more positive the value, the less likely the character is to be surprised.

**Defensive Adjustment:** This modifier is applicable to a character's saving throws versus attacks that can be dodged, such as *lightning bolt* spells, hurled boulders, etc. It also modifies the character's armor class, representing the character's ability to dodge normal missile attacks and parry melee attacks. The lower the negative value, the more difficult the character will be to strike.

**Move Silently:** This concerns only those rogue characters who have the move silently ability. The higher the positive value, the easier the skill becomes for the character.

**Climb Walls:** This modifier also applies to those rogue characters with the climb walls ability.

**Proficiencies:** Balance is used as a base number for such proficiencies as tumbling, dancing, seamanship, tightrope walking, and charioteering.

## Constitution

Constitution is divided into the subabilities of Health, which is a measurement of a character's ability to resist diseases and other hardships, and Fitness, which indicates overall physical condition and the character's ability to endure punishment. Leon sets up his character's Constitution subabilities like this:

**Strength** 16
- Stamina 15
- Muscle 17

**Dexterity** 14
- Aim 12
- Balance 16

**Constitution** 12
- Health 12
- Fitness 12

Intelligence 12

Wisdom 8

Charisma 11

## Health

A character with a high Health score would seldom get sick and be little affected by allergies and other ailments.

**Table 6: Health**

| Health Score | System Shock | Poison Save |
|---|---|---|
| 3 | 35% | 0 |
| 4 | 40% | 0 |
| 5 | 45% | 0 |
| 6 | 50% | 0 |
| 7 | 55% | 0 |

| | | |
|---|---|---|
| 8 | 60% | 0 |
| 9 | 65% | 0 |
| 10 | 70% | 0 |
| 11 | 75% | 0 |
| 12 | 80% | 0 |
| 13 | 85% | 0 |
| 14 | 88% | 0 |
| 15 | 90% | 0 |
| 16 | 95% | 0 |
| 17 | 97% | 0 |
| 18 | 99% | 0 |
| 19 | 99% | +1 |
| 20 | 99% | +1 |
| 21 | 99% | +2 |
| 22 | 99% | +2 |
| 23 | 99% | +3 |
| 24 | 99% | +3 |
| 25 | 100% | +4 |

**System Shock:** This is the percentage chance (on a 1d100) that the character has to survive magical effects that age or alter his body—such as petrification (and reversing it), polymorphing, magical aging, etc. If the system shock result is equal to or less than the listed chance, the character survives the process of alteration.

**Poison Save:** This modifier applies to saving throws made versus poisons.

## Fitness

A character with a high Fitness score has great endurance and can suffer more damage than other characters while continuing to function.

**Table 7: Fitness**

| Fitness Score | Hit Point Adjustment | Resurrection Chance |
|---|---|---|
| 3 | –2 | 40% |
| 4 | –1 | 45% |
| 5 | –1 | 50% |
| 6 | –1 | 55% |
| 7 | 0 | 60% |
| 8 | 0 | 65% |
| 9 | 0 | 70% |
| 10 | 0 | 75% |
| 11 | 0 | 80% |
| 12 | 0 | 85% |
| 13 | 0 | 90% |
| 14 | 0 | 92% |
| 15 | +1 | 94% |
| 16 | +2 | 96% |

| | | |
|---|---|---|
| 17 | +2(+3) | 98% |
| 18 | +2(+4) | 100% |
| 19 | +2(+5) | 100% |
| 20 | +2(+5) 1 | 100% |
| 21 | +2(+6) 2 | 100% |
| 22 | +2(+6) 2 | 100% |
| 23 | +2(+6) 3 | 100% |
| 24 | +2(+7) 3 | 100% |
| 25 | +2(+7) 3 | 100% |

Parenthetical bonuses apply only to warrior characters. All other character classes are limited to a +2 maximum bonus per hit die.

1 All 1s rolled on hit dice are considered 2s.
2 All 1s and 2s rolled on hit dice are considered 3s.
3 All 1s, 2s, and 3s rolled on hit dice are considered 4s.

**Hit Point Adjustment:** This modifier is applied to the hit dice roll every time a character advances to a new experience level. No roll yields fewer than 1 hit point, regardless of any modifier.

This bonus ends when a character reaches 10th level (9th for warriors and priests). Hit points gained after this are given on the experience point table for each class. See the *Player's Handbook* for details.

**Resurrection Chance:** This is the percentage chance (on a 1d100) that a dead character has of being successfully brought back to life through magical *resurrection* or *raise dead* spells. If the roll is equal to or less than the listed chance, the character is brought back to life.

**Proficiencies:** Fitness serves as the base number for such proficiencies as Endurance.

## Intelligence

This becomes the subabilities of Reason, which measures a character's capacity for learning and deduction, and Knowledge, which shows a general level of education, experience, and the ability to remember information. Leon assigns his character's subability scores like this:

| | |
|---|---|
| **Strength** 16 | **Constitution** 12 |
| Stamina 15 | Health 12 |
| Muscle 17 | Fitness 12 |
| **Dexterity** 14 | **Intelligence** 12 |
| Aim 12 | Reason 11 |
| Balance 16 | Knowledge 13 |
| Wisdom 8 | Charisma 11 |

## Reason

This ability defines how well a character handles new information. A character with a high Reason score would be good at solving riddles and puzzles, and would be talented at

using deductive, logical thinking.

**Table 8: Reason**

| Reason Score | Spell Level | Max. # Spells | Spell Immunity |
|---|---|---|---|
| 3–8 | — | — | — |
| 9 | 4th | 6 | — |
| 10–11 | 5th | 7 | — |
| 12 | 6th | 7 | — |
| 13 | 6th | 9 | — |
| 14 | 7th | 9 | — |
| 15 | 7th | 11 | — |
| 16 | 8th | 11 | — |
| 17 | 8th | 14 | — |
| 18 | 9th | 18 | — |
| 19 | 9th | All | 1 |
| 20 | 9th | All | 2 |
| 21 | 9th | All | 3 |
| 22 | 9th | All | 4 |
| 23 | 9th | All | 5 |
| 24 | 9th | All | 6 |
| 25 | 9th | All | 7 |

**Spell Level:** This is the highest level of magical spells that can be cast by wizards with corresponding Reason scores.

**Max. # Spells:** This is the most spells per level that a wizard with that Reason score can memorize.

**Spell Immunity:** This is the level of illusion/phantasm spells that a character with that Reason score is immune to. All immunities are cumulative, so a character with a 21 Reason score is immune to first-, second-, and third-level illusion spells.

**Proficiencies:** Reason is used as the base number for such proficiencies as engineering, navigation, and spellcraft.

## Knowledge

This score is a measurement of the character's educational experiences—whether in a school or on the streets, his grasp of languages, and his memory capacity. A character with a high Knowledge score can speak many languages, knows something about several subjects, and can remember the slightest detail of a past event.

**Table 9: Knowledge**

| Knowledge Score | Bonus # Profs. | % Learn Spell |
|---|---|---|
| 3–8 | 1 | — |
| 9 | 2 | 35% |
| 10 | 2 | 40% |
| 11 | 2 | 45% |

| | | |
|---|---|---|
| 12 | 3 | 50% |
| 13 | 3 | 55% |
| 14 | 4 | 60% |
| 15 | 4 | 65% |
| 16 | 5 | 70% |
| 17 | 6 | 75% |
| 18 | 7 | 85% |
| 19 | 8 | 95% |
| 20 | 9 | 96% |
| 21 | 10 | 97% |
| 22 | 11 | 98% |
| 23 | 12 | 99% |
| 24 | 15 | 100% |
| 25 | 20 | 100% |

**Bonus # Proficiencies:** This is the maximum number of additional languages a character with the appropriate Knowledge score can learn. If you are using the character point system introduced in the previous chapter, this is the number of bonus character points the character gains when buying proficiencies. For example, Theodor the fighter has an Intelligence/Knowledge of 12, which gives him 3 bonus proficiencies under the standard rules, or 3 extra character points under the character point system.

**% Learn Spell:** This is the percentage chance (on 1d100) that a wizard can learn to cast a particular spell. If the roll is equal to or less than the listed chance, the wizard can learn the spell. If the roll is higher than the listed chance, the wizard can try to learn the spell later—after gaining an experience level.

**Proficiencies:** Knowledge is the base number used with proficiencies such as ancient and local history, ancient and modern languages, and reading/writing.

## Wisdom

Wisdom is divided into the subabilities of Intuition—which determines the character's awareness of his surroundings, grasp of a situation, and understanding of other people, and Willpower—which measures the character's strength of will and commitment. Leon decides his character has little Willpower. The character's statistics now read:

**Strength** 16
- Stamina 15
- Muscle 17

**Dexterity** 14
- Aim 12
- Balance 16

**Constitution** 12
- Health 12
- Fitness 12

**Intelligence** 12
- Reason 11
- Knowledge 13

**Wisdom** 8
- Intuition 10
- Willpower 6

Charisma 11

## Intuition

A character with a high Intuition score likely would be very perceptive and good at making educated guesses, and would be difficult to fool or lie to effectively.

**Table 10: Intuition**

| Intuition Score | Bonus Spells | % Spell Failure |
|---|---|---|
| 3 | 0 | 50% |
| 4 | 0 | 45% |
| 5 | 0 | 40% |
| 6 | 0 | 35% |
| 7 | 0 | 30% |
| 8 | 0 | 25% |
| 9 | 0 | 20% |
| 10 | 0 | 15% |
| 11 | 0 | 10% |
| 12 | 0 | 5% |
| 13 | 1st | 0% |
| 14 | 1st | 0% |
| 15 | 2nd | 0% |
| 16 | 2nd | 0% |
| 17 | 3rd | 0% |
| 18 | 4th | 0% |
| 19 | 1st, 3rd | 0% |
| 20 | 2nd, 4th | 0% |
| 21 | 3rd, 5th | 0% |
| 22 | 4th, 5th | 0% |
| 23 | 1st, 6th | 0% |
| 24 | 5th, 6th | 0% |
| 25 | 6th, 7th | 0% |

**Bonus Spells:** This is the number of additional spells that priest characters receive, according to their Intuition scores. Note that the extra spells are cumulative, and the priest can cast only those spells allowed by his experience level.

**% Spell Failure:** This is the percentage chance that a priest's spell will fail when cast. Those priests with low Intuition scores run the risk of having spells misfire.

**Proficiencies:** Intuition is the base number for such diverse proficiencies as tracking, healing, orienteering, weather knowledge, religion, and hunting.

## Willpower

This score gauges a character's strength of will, ability to resist magical forces, and sense of commitment to a cause. A character with a high Willpower would be difficult to harm with mind-affecting magic spells, could be quite stubborn, and would resist interrogation.

**Table 11: Willpower**

| Willpower | Magic Def. | Spell |
|---|---|---|

| Score | Adj. | Immunity |
|---|---|---|
| 3 | –3 | — |
| 4 | –2 | — |
| 5 | –1 | — |
| 6 | –1 | — |
| 7 | –1 | — |
| 8–14 | — | — |
| 15 | +1 | — |
| 16 | +2 | — |
| 17 | +3 | — |
| 18 | +4 | — |
| 19 | +4 | 1* |
| 20 | +4 | 2* |
| 21 | +4 | 3* |
| 22 | +4 | 4* |
| 23 | +4 | 5* |
| 24 | +4 | 6* |
| 25 | +4 | 7* |

**Magic Defense Adjustment:** This modifier applies to the character's saving throws versus magical spells that affect the victim's *mind—beguiling, charm, fear, hypnosis, possession, suggestion*, etc. This modifier is applied automatically, without any effort on the part of the character or player making the saving throw.

**Spell Immunity:** This grants those characters with extremely high Knowledge scores protection from the spells listed under each number below. These immunities are cumulative.

1. Immunity to: *cause fear, charm person or mammal, command, friends*, and *hypnotism* spells.
2. Immunity to: *forget, hold person, ray of enfeeblement*, and *scare*.
3. Immunity to: *fear*.
4. Immunity to: *charm monster, confusion, emotion, fumble*, and *suggestion.*
5. Immunity to: *chaos, feeblemind, hold monster, magic jar*, and *quest*.
6. Immunity to: *geas, mass suggestion*, and *rods of rulership*.
7. Immunity to: *antipathy/sympathy, death spell*, and *mass charm*.

**Proficiencies:** This score serves as the base number for such proficiencies as animal handling, animal training, riding—land-based, and riding—airborne.

## Charisma

Charisma is split into the subabilities of Leadership, which measures forcefulness of personality and how willing others are to follow the character's lead, and Appearance, which gauges physical attractiveness, presence, and poise. Leon decides his character will have these Leadership and Appearance scores:

**Strength** 16 **Intelligence** 12
Stamina 15 Reason 11

Muscle 17
**Dexterity** 14
Aim 12
Balance 16
**Constitution** 12
Health 12
Fitness 12
Knowledge 13
**Wisdom** 8
Intuition 10
Willpower 6
**Charisma** 11
Leadership 10
Appearance 12

## Leadership

A character with a high Leadership often may be a group's leader, or at least its spokesman. Generals and those who can calm or incite a mob with a few words all have good Leadership scores.

**Table 12: Leadership**

| Leadership Score | Loyalty Base | # of Henchmen |
|---|---|---|
| 3 | –6 | 1 |
| 4 | –5 | 1 |
| 5 | –4 | 2 |
| 6 | –3 | 2 |
| 7 | –2 | 3 |
| 8 | –1 | 3 |
| 9–11 | 0 | 4 |
| 12–13 | 0 | 5 |
| 14 | +1 | 6 |
| 15 | +3 | 7 |
| 16 | +4 | 8 |
| 17 | +6 | 10 |
| 18 | +8 | 15 |
| 19 | +10 | 20 |
| 20 | +12 | 25 |
| 21 | +14 | 30 |
| 22 | +16 | 35 |
| 23 | +18 | 40 |
| 24 | +20 | 45 |
| 25 | +20 | 50 |

**Loyalty Base:** This modifier is applied to henchmen's loyalty scores (see the *Dungeon Master® Guide*). This modifier can be crucial during battles, where good morale is vital.

**Max. # of Henchmen:** This is the maximum number of permanent allies and retainers a character can attract. This does not affect the number of hirelings, mercenaries, or other servitors a character can have.

**Proficiencies:** This score is used as the base number for such nonweapon proficiencies as gaming and disguise.

## Appearance

This determines the physical presence and attractiveness of the character. A character with a high Appearance score would be handsome or beautiful, perhaps even famous for outstanding looks (such as Helen of Troy).

**Table 13: Appearance**

| Appearance Score | Reaction Adjustment |
|---|---|
| 3 | –5 |
| 4 | –4 |
| 5 | –3 |
| 6 | –2 |
| 7 | –1 |
| 8–12 | 0 |
| 13 | +1 |
| 14 | +2 |
| 15 | +3 |
| 16 | +5 |
| 17 | +6 |
| 18 | +7 |
| 19 | +8 |
| 20 | +9 |
| 21 | +10 |
| 22 | +11 |
| 23 | +12 |
| 24 | +13 |
| 25 | +14 |

**Reaction Adjustment:** This number modifies the Reaction Roll made when a character interacts with NPCs and intelligent creatures for the first time (see the DMG). Obnoxious behavior can negate bonuses for a high Appearance score, just as solicitous manners can overcome a weakness.

**Proficiencies:** This score acts as the base number for proficiencies such as dancing and etiquette.

## Alternate Subability Method

Rather than simply assigning numbers to subability scores, players can determine the scores randomly. First, generate the basic ability score; for example, Leon rolls 3d6 for his character's Strength score and gets a 13. Second, the player assigns the base score to one of the subability scores; Leon assigns his roll of 13 to his character's Strength/Stamina score. Third, roll a die or flip a coin to see if the remaining subability score will be better or worse than the base score. Leon rolls 1d6 and gets a 4, so his character's Strength/Muscle score will be higher than Strength/Stamina. Last, add or subtract 1d4 to the base score to determine the what the second subability actually is; Leon rolls a 3, so his character's Strength/Muscle score is 16.

## Subability Checks

Subabilities are more specific definitions of a character's aptitudes. They can be used more often to determine the success of actions beyond simple proficiency checks. The concept of ability checks was introduced in the *Player's Handbook*. This concept is expanded with subabilities. Specific examples of the various subability checks follow. The lists are not intended to be all-encompassing, but simply guidelines of the uses of subability checks.

**Stamina:** This subability is used to ascertain a character's physical exertion over a period of time. Sample opportunities to call for Stamina checks include a character holding a heavy weight or propping up a collapsing ceiling. When a character is in pursuit of an NPC or monster that has the same movement rate, the Stamina check determines who will tire first. Other checks could involve long-term physical exertion such as swimming vast distances, defending the castle walls from attackers over the course of hours or days, or staying awake long enough to memorize spells for the next day—after a long day of adventuring.

**Muscle:** Times to call for Muscle checks include when characters try to pick up heavy objects, leap chasms, arm wrestle, and display feats of strength.

**Aim:** Potential times to use Aim checks include when characters enter games of skill, such as darts; when they try sleight-of-hand maneuvers; and when they try to catch things thrown at them, such as balls, coins, or books.

**Balance:** Balance checks can be called for when a character walks along a narrow ledge to reach a window, when he flees across a rope bridge while trying to avoid attackers' missile weapons, and when he catches a handhold after an enemy damages that rope bridge and causes it to collapse.

**Health:** Health checks can be used to determine a character's resistance to a disease, and to find out if a character catches the flu going around the kingdom. They also determine a character's resistance to intoxicants, drugs, or poisons.

**Fitness:** Fitness checks can be used to gauge an adventurer's resistance to longer-term hardships such as forced marches, food or water deprivation, and non-lethal torture.

**Reason:** Good times to call for Reason checks include when a character is searching for clues at the scene of a crime, when someone is trying to learn new information, or when a character is attempting to read a code or decipher a cryptic message.

**Knowledge:** Knowledge checks can be used when characters try to understand a strange language or recall bits of information they have seemingly forgotten.

**Intuition:** These checks are called for when adventurers think they are being followed, that their NPC friend is acting strangely, or when someone attempts to con them.

**Willpower:** Willpower checks are needed when a character's force of will is challenged, such as when he is offered a bribe, is interrogated, or is blackmailed. Other possibilities include when a character tries to persuade an NPC about an important issue or point, or when a character is tortured to surrender valuable information.

**Leadership:** Situations calling for Leadership checks include when an adventurer leads NPCs into battle, when one adventurer asks a favor of another, or when a character attempts to instill a belief or attitude into a crowd or mob.

**Appearance:** Appearance checks can be used in social circumstances where the involved character has no established reputation. Or the checks might determine if an NPC becomes romantically interested in the character.

One problem with ability checks as they now stand follows:

"Leon, see if your 17 Muscle fighter can lift that iron chest."

*(Rolling a d20)* "Missed it. I rolled a 19."

"Tomas, check if your 6 Muscle wizard can do it."

"Yes!—I made it with a 4!"

The above reflects that sometimes a character with a high score will fail, only to have a character with a lower score get lucky and succeed. Depending on the number of points in each subability score, the character can make additional attempts at feats. The rule is: for each point in a subability above 15, the player can roll an additional 1d20 for checks against that subability. For example, because Leon's fighter has a 17 Muscle, the character can make up to three checks—the initial check, plus two more. So if Leon's fighter wants to force open a trap door, Leon rolls 3d20. If any of the dice register a successful check, the fighter opens the door. Tomas' character, with a 6 Muscle only rolls 1d20.

This multiple d20 system does not eliminate the possibility of a character with a low ability score succeeding where a character with a higher ability score fails. But the system does reduce the number of times such an improbable incident will occur.

## Heightened Difficulties

An additional benefit of this system is that the DM can set particularly difficult checks for characters with high ability scores—requiring two or more successes on the characters' multiple d20 rolls.

For example, if the iron chest Leon's fighter wants to lift had been welded in place, the DM could claim that two or even all three of the fighter's d20 rolls be successful for the chest to come free. This further reinforces the idea that characters with low scores are not as capable as their comrades with higher scores.

For those occasions when a lone adventurer cannot succeed at an ability check due to insufficient dice, additional characters might be able to help. If the DM rules that more than one character can attempt the feat, roll the d20s of the character with the highest ability score, then add 1d20 for each additional character assisting the primary character.

This system also can be used to determine the outcome of direct ability-vs.-ability contests between characters. The winner of such a contest is the one who successfully rolls the highest result—if that result is equal to or under the ability score in question. For example, if two characters with 14 Aim scores compete to see who can hit a far-off boulder with thrown stones—and the results of the d20 rolls are a 14 and a 6—the character who rolled the 14 wins the contest and strikes the boulder first. Both characters' rolls succeeded, but the 14 is a higher degree of success than the 6. If the character with the 14 result had instead rolled a 15 or a 5, the other competitor would have won, in the first case because 15 is not a successful Aim check, and in the second because a 6 is higher than a 5.

Another common example of such a contest is an arm-wrestling match. Marshall has a ranger with a Strength of 15 and subability scores of Stamina 13 and Muscle 17. Brian

has a fighter with a Strength of 13 and subability scores of 13 in both Stamina and Muscle. These characters decide to arm wrestle to see who gets the first choice of treasure. The first ability check would be against Muscle to see if either character could overwhelm the other with a burst of Strength. Marshall and Brian roll 1d20, and both Muscle check results are 11. The characters have matched power for power.

The next check (and all subsequent checks) would be against Stamina to see which character tires first. Marshall rolls a 7 and Brian rolls a 12. Both are successes, but Brian's roll was higher. Brian's character wins the arm-wrestling match despite having lower Strength and Muscle scores. Simply put, Brian's character got lucky, and the next match between the characters could turn out differently.

### Abilties vs. Thief Skills

A note should be made regarding ability checks that mirror the class abilities of rogues. Characters with high Balance scores may, by the numbers, seem to be better at thieving skills than some rogues, especially low-level ones. DMs should take care not to let nonrogue characters steal the spotlight away from the real rogues. The climb walls ability is a good example. Most characters with above average Balance scores would have a relatively simple time climbing a craggy rock face or cliff, but only thieves can climb brick walls or sheer surfaces.

DMs who wish to grant characters with high ability scores some chance of success at feats similar to thieving abilities could require multiple successes for such characters to succeed.

# Chapter 3: Racial Requirements

*Player's Option* characters can be humans, elves, dwarves, gnomes, and halflings—or they might be half-elves, half-orcs, or even half-ogres. DMs can devise additional races for characters, too, so the choices can be as wide and as colorful as the campaign in which they adventure.

Players should consult the following table, which lists minimum and maximum ability scores for the common races. Minimum scores are listed to the left of the slashes, maximums to the right. Starting character statistics must fall within these ranges, though the statistics can increase and decrease during the course of play. For example, if an elf has his Dexterity score reduced to less than 6 because he fell afoul of a magical curse, the character is still an elf. If a halfling drank a potion that increased his Intelligence to 19, he is still a halfling.

**Table 14: Racial Requirements**

| Ability | Dwarf | Elf | Gnome | Half-elf | Half-orc | Half-ogre | Halfling | Human |
|---|---|---|---|---|---|---|---|---|
| Str | 8/18 | 3/18 | 6/18 | 3/18 | 6/18 | 14/18 | 7/18* | 3/18 |
| Dex | 3/17 | 6/18 | 3/18 | 6/18 | 3/17 | 3/12 | 7/18 | 3/18 |
| Con | 11/18 | 7/18 | 8/18 | 6/18 | 8/18 | 14/18 | 10/18 | 3/18 |
| Int | 3/18 | 8/18 | 6/18 | 4/18 | 3/17 | 3/12 | 6/18 | 3/18 |

| | | | | | | | | |
|---|---|---|---|---|---|---|---|---|
| Wis | 3/18 | 3/18 | 3/18 | 3/18 | 3/14 | 3/12 | 3/17 | 3/18 |
| Cha | 3/17 | 8/18 | 3/18 | 3/18 | 3/12 | 3/8 | 3/18 | 3/18 |

* Halfling fighters cannot possess exceptional Strength scores.

### Racial Ability Adjustments

Once the character's ability scores have been determined, the race chosen, and the Racial Requirements table consulted, modify the ability scores based on the Racial Adjustments table—and determine the subability scores as per the rules in chapter two.

**Table 15: Racial Adjustments**

| Race | Adjustments |
|---|---|
| Dwarf | +1 Con, –1 Cha |
| Elf | +1 Dex, –1 Con |
| Gnome | +1 Int, –1 Wis |
| Half-elf | None |
| Half-orc | +1 Str, +1 Con, –2 Cha |
| Half-ogre | +1 Str, +1 Con, –1 Int, –1 Cha |
| Halfling | +1 Dex, –1 Str |
| Human | None |

### Racial Level Limits

The Racial Level Limits chart lists the maximum experience levels attainable by the various races. For more on classes, see chapter four.

**Table 16: Racial Level Limits**

| Class | Dwarf | Elf | Gnome | Half-elf | Half-orc | Half-ogre | Halfling | Human |
|---|---|---|---|---|---|---|---|---|
| Bard | — | — | — | U | — | — | — | U |
| Cleric | 10 | 12 | 9 | 14 | 4 | 4 | 8 | U |
| Druid | — | — | — | 9 | — | — | — | U |
| Fighter | 15 | 12 | 11 | 14 | 10 | 12 | 9 | U |
| Illusionist | — | — | 15 | — | — | — | — | U |
| Mage | — | 15 | — | 12 | — | — | — | U |
| Paladin | — | — | — | — | — | — | — | U |
| Ranger | — | 15 | — | 16 | — | — | — | U |
| Thief | 12 | 12 | 13 | 12 | 8 | — | 15 | U |

**U** This symbol represents unlimited class advancement for characters of those races.
— A member of this race cannot choose this class.

## Exceeding These Limits

*The Dungeon Master Guide* included an optional rule where demihuman characters could exceed level limits if they possessed high prime-requisite ability scores. This rule is official in the *Player's Option* system. See the chart below for bonus levels granted to those characters with high scores in their class prime requisites.

**Table 17: Prime Requisite Bonuses**

| Ability Score | Bonus Levels |
|---|---|
| 14–15 | +1 |
| 16–17 | +2 |
| 18 | +3 |
| 19 | +4 |
| 20+ | +5 |

The bonus levels are added to the character's maximum experience level shown in the Racial Level Limits table.

Character Points Each race detailed below receives a number of character points that can be spent on racial skills and other abilities. This lets players personalize their characters. No longer must all dwarves have exactly the same abilities, skills, and bonuses. Players can purchase packages of abilities, or they can customize their characters.

Demihumans can save 5 character points from this process and apply them at any other point in the character creation process. Humans can save 10 points. Nonstandard races such as lizard men and thri-kreen cannot save any racial character points—any points not spent on racial abilities are lost.

## Racial Variants

Numerous off-shoot races can be player characters. For example, a player fond of dwarven characters could choose from the hill, mountain, gray, or deep varieties. Players who select such a character purchase the standard package of abilities for the subrace. Optionally, a player can customize a character by choosing individual abilities from the list for that race. Generally, buying a package of abilities is the most efficient way to spend character points.

**Racial Languages:** A character from a demihuman subrace receives an initial package of languages for no additional cost in character points. However, no character can know more languages than his or her Intelligence/Knowledge score allows (see Table 9). If a racial package offers more languages than a character can know, the player can choose which languages the character knows.

Dwarves Dwarves are a short, stocky race, averaging about 4–41_2' tall. They often have ruddy complexions, dark hair, and piercing, dark eyes. The natural life span for a dwarf is about 350 years. They are a serious lot, given rarely to frivolity. They prefer a good, hard day's work. Though sometimes considered dour or taciturn, few doubt the dwarves' courage or bravery. They have little talent for magic, but excel at fighting, war craft, and arts such as engineering.

Dwarves typically live in hilly or mountainous regions, enjoying the strength of the earth and rocks that make up their underground homes. Dwarves mine the earth for precious metals and gems, and they are particularly fond of gold.

Because of their resistance to magic, dwarves have difficulty using enchanted items. All magical items not specially suited to the dwarf's character class have a 20% (on

1d100 roll) to malfunction. A check for malfunction is made every time the dwarf attempts to use the item. If the check is passed, the item works until it is turned off, put away, or its duration expires. If the check fails, the magical qualities of the item cannot be called upon, though the item might function normally the next time the dwarf tries to use it. Malfunction checks apply to magical wands, rods, staves, rings, amulets, potions, horns, and jewels. The checks do not apply to dwarven clerics using clerical magical items, and to weapons, shields, armor, gauntlets, and girdles. If a dwarf possesses a *cursed* item and it malfunctions, the dwarf will recognize the nature of the item and can safely dispose of it.

The standard dwarven subraces are: hill, mountain, deep, and gray. A dwarven character might choose to be a fighter, cleric, or thief. A dwarf also can be multi-classed as a fighter/cleric or a fighter/thief.

**Players who choose dwarves for their characters have 45 character points to spend on racial abilities.** These points can be spent to customize a dwarf from the general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

## Deep Dwarves

**Character point cost: 45**

As their name implies, deep dwarves live farther underground than their hill or mountain relatives. They prefer the security and the isolation that living far beneath the earth provides.

The typical deep dwarf is 4–41_2' tall and weighs 120 pounds. They are large-boned, but thinner than their cousins who live closer to the surface. And they can move easily through the narrow tunnels they dig in the bedrock.

Deep dwarves seldom have contact with creatures from the surface—few such creatures can reach remote underground places—and the deep dwarves feel no need to dig tunnels to the surface. Most deep dwarves are neutral, lawful neutral, or chaotic neutral. Players may choose any alignment for their deep dwarf characters.

Languages: Deep dwarves can speak their own racial dialect, gray dwarf, illithid, troglodyte, deep gnome, and undercommon (the trade language of all Underdark races).

### Deep Dwarves' Special Abilities

| | |
|---|---|
| Infravision, 90' | Saving Throw Bonuses |
| Melee Combat Bonuses* | Mining Detection Abilities |

* Attack bonus applies vs. drow, troglodytes, and orcs.

### Deep Dwarf Racial Penalties

Deep dwarves suffer a –1 penalty to all rolls when in bright sunlight or within the radius of a *continual light* spell. *Light* spells and all other light sources have no effect on a deep dwarf.

## Gray Dwarves

**Character point cost: 45**

Also known as duergar, gray dwarves live far underground—at times even beyond the

deep dwarves. However, since they occasionally reside near each other, gray and deep dwarves tend to come into conflict over the resources of the Underdark.

An average gray dwarf is about 4' tall and weighs 120 pounds. The thinnest of the subraces, gray dwarves almost appear emaciated. Most are bald, and those who are not usually shave their heads. Their beards are white. Gray dwarves rarely venture above ground, as they find sunlight to be painful to their eyes.

Most gray dwarves are lawful evil in alignment, with neutral tendencies. Player character gray dwarves can be of any alignment.

**Languages:** Duergar begin play with knowledge of their own tongue, deep dwarf, dark elf, illithid, kuo-toa, troglodyte, and undercommon.

### Gray Dwarves' Special Abilities

| | |
|---|---|
| Infravision, 120' | Saving Throw Bonuses |
| Melee Combat Bonuses* | Stealth |
| Mining Detection Abilities | |

* No attack bonus applies , the character receives only the defensive benefits.

### Gray Dwarf Racial Penalties

Gray dwarves suffer a –1 penalty on all rolls when exposed to bright sunlight or *continual light* spells. Other light sources do not impair them. Other types of dwarves distrust duergar, and as such, duergar suffer an initial –2 penalty to reaction rolls from their cousins.

## Hill Dwarves

**Character point cost: 40**

Hill dwarves live in areas of rolling headlands—often dwelling underground, though they are known to have outposts on the surface.

A typical hill dwarf stands 4' tall and weighs about 150 pounds. He is well-muscled and stocky, with tan or brown skin, dark hair, and bright eyes. Hill dwarves prefer earth tones and seldom wear jewelry. They are the most common of all the dwarven varieties, as they adapt well to life above and below ground. Most hill dwarves are lawful good, but player characters can be of any alignment.

**Languages:** Hill dwarves can speak their own tongue as well as other dwarven dialects. In addition, hill dwarves can speak gnome, goblin, orc, and gnoll.

### Hill Dwarf Special Abilities

Hill dwarves have the following racial abilities: the dwarven saving throw bonuses versus poison and magical attack; the dwarven melee combat bonus; infravision to a range of 60 feet; and the dwarven mining detection abilities.

### Hill Dwarves' Special Abilities

| | |
|---|---|
| Infravision, 60' | Saving Throw Bonuses |
| Melee Combat Bonuses | Mining Detection Abilities |

### Hill Dwarf Racial Penalties

Hill dwarves are not accustomed to traveling over water. They suffer a –2 penalty to reaction rolls when they are in or adjacent to rivers, lakes, and seas.

## Mountain Dwarves

**Character point cost: 40**

This variety of dwarf lives beneath the mountains in isolated strongholds. Most mountain dwarves value their privacy and avoid contact with outsiders. A typical mountain dwarf stands 41_2' tall and weighs 170 pounds. Their hair is lighter than their hill dwarf cousins', and their skin tends to have a reddish tint.

Mountain dwarves are often wary of hill dwarves, as they are suspicious of their cousins' dealings with the outer world. Most mountain dwarves are lawful good, but player characters can be any alignment.

**Languages:** Mountain dwarves can begin with their own tongue, hill dwarf, gnome, hill giant, gnoll, bugbear, and common.

### Mountain Dwarves' Special Abilities

| | |
|---|---|
| Infravision, 60' | Saving Throw Bonuses |
| Melee Combat Bonuses | Mining Detection Abilities |

### Mountain Dwarf Racial Penalties

Like hill dwarves, mountain dwarves are not accustomed to traveling over water. However, they are comfortable around rivers and small lakes. They suffer a –2 penalty to reaction rolls only when on board sea-going vessels or when in large bodies of water.

## Dwarven Abilities

A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized dwarven character, he can pick and choose from the list of dwarven abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Axe bonus (5):** +1 to attack rolls with hand or battle axes.
- **Better Balance (10):** +1 to the Balance subability score. This allows a dwarven character to have more than a 4 point difference in the Dexterity subabilities.
- **Brewing (5):** +2 to the Brewing proficiency score. The dwarf must have this proficiency to gain this benefit.
- **Close to the earth (5):** Dwarves with this ability heal faster in subterranean settings. When this character is underground, he heals 2 points of damage overnight rather than the 1 point normally healed by other races. This bonus does not apply if the character is above ground.
- **Constitution/Health bonus (10):** A Constitution/Health score bonus of +1, because the dwarf is accustomed to the cold and often damp Underdark.
- **Crossbow bonus (5):** Because dwarves favor crossbows, they gain a +1 attack bonus with any crossbow. Hurled weapons are limited in tunnels, and other bows require large pieces of wood which are not readily accessible.
- **Determine stability (5):** The character is an expert at determining if the ground is stable. By concentrating for one round, the character can determine if there will be a

dangerous tremor, collapse, rockfall or slide when the character enters an area. The chance of success is 1–4 on 1d6.

- **Determine age (5):** By examining a building or ruins, the dwarf stands an excellent chance of determining the approximate age of the structure. The chance of success is 1–5 on 1d6.
- **Dense skin (10):** If the dwarf is struck by a blunt weapon, the character suffers only half the damage the attack would normally inflict.
- **Detect poison (5):** By sniffing food or drink, the dwarf can determine if it has been poisoned. The chance of success is 1–4 on 1d6.
- **Evaluate gems (5):** A dwarf with this ability can determine within 10% the value of any given gem.
- **Expert haggler (5):** This dwarf drives a hard bargain. Anything he purchases costs 10% less than the listed price.
- **Hit point bonus (10):** The dwarf gains an additional hit point each time the character attains a new level.
- **Illusion resistant (5):** These dwarves gain a +2 bonus on attempts to disbelieve illusions.
- **Improved Stamina (10):** +1 to the Stamina subability score. This allows a dwarven character to have more than a 4 point difference in the Strength subabilities.
- **Infravision (10):** Dwarves have infravision to 60 feet—the ability to see heat patterns given off by living warm-blooded creatures in the dark.
- **Mace bonus (5):** +1 to attack rolls with the footman's mace.
- **Meld into stone (10):** Once a day a dwarf with this ability can *meld into stone* as a priest of the same level.
- **Melee combat (10):** Dwarves have a +1 bonus to their attack rolls vs. orcs, half-orcs, goblins, and hobgoblins. Further, when ogres, half-ogres, ogre magi, trolls, giants, or titans fight dwarves, these aggressors suffer a –4 penalty on all attack rolls. Dwarves are small and have defensive tactics against these large foes.
- **Mining Detection Abilities (10):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:

  Determine the approximate depth underground, 1–3 on 1d6.
  Detect any sliding or shifting walls or rooms, 1–4 on 1d6.
  Detect any grade or slope in the passage they are passing through, 1–5 on 1d6.
  Detect stonework traps, pits, and deadfalls, 1–3 on 1d6.
  Detect new construction in stonework., 1–5 on 1d6.
- **More muscles (10):** +1 to the Muscle subability score. This allows a dwarven character to have more than a 4 point difference in the Strength subabilities.
- **Pick bonus (5):** +1 to attack rolls with military picks.
- **Saving Throw Bonuses (10):** Dwarves gain bonuses to saving throws vs. poison and against magical attacks from rods, wands, and spells based on their Constitution/Health scores. Determine the dwarf's Constitution/Health score and consult the chart below:

| **Score** | **Bonus** |
|---|---|
| 4–6 | +1 |

| | |
|---|---|
| 7–10 | +2 |
| 11–13 | +3 |
| 14–17 | +4 |
| 18–20 | +5 |

- **Short sword bonus (5):** +1 to attack rolls with short swords.
- **Stealth (10):** If the dwarf is not in metal armor, a –2 penalty is applied to opponent's surprise rolls if the dwarf is at least 90 feet ahead of a party of characters without this ability, or accompanied only by characters with equivalent stealth skills. The dwarf is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.
- **Stone tell (10):** Once a day a dwarf with this ability can use the stone tell ability, as a priest of the same level.
- **Warhammer bonus (5):** +1 to attack rolls with the war hammer.

## Elves

Elves tend to be taller than dwarves, and shorter and slimmer than humans. Their features are angular and finely chiseled, and although elves may appear thin and weak, they are actually quick and strong. When circumstances dictate, elves can be fierce warriors, taking any steps necessary to protect themselves, their homes, and their friends. Most elves are between 5 and 5 1/2' tall and weigh about 110 pounds. They prefer to live in natural settings such as secluded forests and groves. They are chaotic by nature, and other races sometimes consider elves frivolous and aloof.

Elves are an extremely long-lived race, averaging about 1,200 years. This may explain some of their attitudes—life is to be taken slowly and enjoyed; never rush about to accomplish things; there is plenty of time for all activities. Elves enjoy singing, dancing, and looking for the natural beauty in everything they see.

Perhaps because they live so long, elves find it difficult to make friends with the shorter-lived races. Some elves don't want to bother getting close to humans when those friends will die of old age so soon. However, elves who do make friends outside their race treat their comrades as equals. Friends—and enemies—are never forgotten.

Elves are fascinated by magic and devote time and energy to studying arcane forces. Even powerful human mages respect and admire elves' understanding of magic.

The standard elven subraces are: aquatic, dark, gray, high, and wood. Player character elves can be the following classes: fighter, mage, cleric, or thief. They also can take the following multi-class combinations: fighter/mage, fighter/thief, fighter/mage/thief, or mage/thief.

**Players who choose elves for their characters have 45 character points to spend on racial abilities.** These points can be spent to customize an elf from the general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

### Aquatic Elves

**Character point cost: 40**

Aquatic elves, also called sea elves, live in oceans, lagoons, inlets, bays, and other bodies of salt water. They patrol the shallows and depths and rule from their courts of living coral. Though not often seen, when they are encountered it is common to find dolphins among them.

Aquatic elves serve to keep the evil inhabitants of the depths in check. Sahuagin are particularly hated foes, as are sharks that are large enough to threaten sea folk.

Skin colors vary from silver-green to pale blue. Hair is usually green or blue-green, matching the kelp beds where most sea elves make their homes. Their coloring helps conceal the elves from their natural predators. Aquatic elves have gill slits like fish, and they process the air they need out of the water. Unlike most fish, aquatic elves can live for some time out of water.

Aquatic elves can move about on land for a number of days equal to their Fitness scores. However, the longer they spend out of water, the weaker they become. For every two days spent out of the water, aquatic elves suffer a –1 penalty to all ability scores, and to proficiency checks and attack and damage rolls. If any ability or subability score reaches zero, the elf dies. Weakened elves recover within two turns when they return to salt water. Elves who enter fresh water do not recover, but the process of dehydration halts. Aquatic elves can stay in fresh water indefinitely. However, if an aquatic elf leaves fresh water, the dehydration process starts again.

Most aquatic elves are chaotic good, but player characters can be any alignment.

**Languages:** Aquatic elves begin play with knowledge of their own tongue, kuo-toa, sahuagin, dolphin. merman, and undersea common.

### Aquatic Elves' Special Abilities

Confer Water Breathing
Resistance
Secret doors
Stealth
Trident Bonus

### Aquatic Elf Racial Penalties

Aquatic elves can be out of water only for a number of days equal to their Fitness scores. They cannot gain the elven attack bonus for bows, as such weapons are ineffective underwater.

## Dark Elves

**Character point cost: 45**

The dark elves, also known as drow, live underground. Nearly all of them are evil, and they have used their cunning to become masters of much of the Underdark. Most intelligent creatures shun them. In many ways, dark elves are the twisted, corrupt versions of their above-ground relatives.

Drow have jet black skin, the better to hide their movements underground. And they tend to be shorter than other elves. The only other physical difference drow exhibit is their eyes, which glow a feral red—evidence, perhaps, of the hatred that burns in their hearts and minds.

Very few dark elves are of good alignment, and these are usually player characters.

**Languages:** Dark elves begin play with: drow, elf, gray dwarf, illithid, undercommon, kuo-toa, bugbear, and orcish.

### Dark Elves' Special Abilities

Infravision, 120'
Resistance
Spell abilities
Stealth

Secret doors

### Dark Elf Racial Penalties

Dark elves suffer a –1 penalty on all rolls when exposed to bright sunlight or continual light spells. Lesser light sources do not bother them. All other elves hate dark elves, resulting in an initial reaction roll penalty of –2.

## Gray Elves

**Character point cost: 45**

Gray elves are considered the most noble and reclusive of elvenkind, devoting time to improving their minds. Also known as the faerie, this race has withdrawn from the world around them, stepping forth only to combat great evils. To some—even other elves—this retiring nature makes gray elves seem aloof and uncaring. Indeed, the faerie can be haughty, disdaining contact with their cousins and considering themselves to be the highest, purest, most noble form of elf.

Tall and slender, gray elves have amber or violet eyes and silver or pale golden hair. They prefer to dress in white, silver, or golden yellow with cloaks of dark tones such as deep blue or purple.

Most gray elves are chaotic good, though player characters can be any alignment.

Languages: Gray elves begin with six languages of their choice. The languages are subject to the DM's approval.

### Gray Elves' Special Abilities

| | |
|---|---|
| Bow bonus | Secret doors |
| Infravision, 60' | Stealth |
| Resistance | Sword bonus |
| Reason bonus | |

### Gray Elf Racial Penalties

Due to their reclusive and often haughty ways, gray elf characters suffer a –1 reaction roll penalty when dealing with other elves, and a –2 penalty when encountering other races.

## High Elves

**Character point cost: 40**

The most common type of elf, these are also the most open, friendly, and cooperative. High elves set the physical standards for elves, being about 5' tall and weighing about 110 pounds. High elves are the palest of all elves, with a skin tone resembling the color of fine cream. High elves usually have blond hair and blue eyes or darker hair, ranging from sandy brown to jet black, with intensely green eyes. High elves like to wear pastel shades. When out on a hunt or adventuring in the forest, high elves typically cover themselves in a cloak of forest green in the spring and summer and one of tan or russet in the autumn.

Most high elves are chaotic good, though as player characters they can be any alignment.

**Languages:** High elves begin with high elf, common, elf, gnome, halfling, goblin,

hobgoblin, orc, and gnoll.

### High Elves' Special Abilities

| | |
|---|---|
| Bow bonus | Secret doors |
| Infravision, 60' | Stealth |
| Resistance | Sword bonus |

### High Elf Racial Penalties

Because high elves are so friendly and open, they often take things—including illusions—at face value. High elves attempting to disbelieve something which is actually an illusion suffer a –2 penalty to the attempt.

## Sylvan (Wood) Elves

**Character point cost: 40**

Sylvan elves, or wood elves as they also are known, descended from the same stock as other elves. However, they prefer to live a more primitive lifestyle, more in touch with their roots in the primeval forests they have made their homes. They are geared toward simple survival, and they concentrate on their environment rather than on philosophical debates and the study of magic. Sylvan elves enjoy the beauty of a singing bird, the patterns of an intricate spider web, and their own practice of tattooing. They are the most temperamental and emotional elves.

Sylvan elves are more muscular than other elves, and their complexions are darker. They have yellow to coppery-red hair and brown eyes, though some rare cases of hazel or blue eyes are known. Any sylvan elf born with hazel or blue eyes is considered a good omen for the tribe, believed to be destined for personal greatness. Sylvan elves normally dress in browns and greens, the better to blend in with the forest.

Unlike most of their brethren, sylvan elves tend toward neutral alignments, though player characters can be of any alignment.

**Languages:** Sylvan elves begin with their own dialect, in addition to elf, centaur, pixie, dryad, treant, and brownie. Sylvan elves rarely learn the common tongue, as they wish to have as little to do with the outside world as possible.

### Sylvan Elves' Special Abilities

| | |
|---|---|
| Bow bonus | Secret doors |
| Infravision, 60' | Stealth |
| Resistance | Spear bonus |

### Sylvan Elf Racial Penalties

On rare occasions when a sylvan elf leaves his forest (most often as a player character), the elf's discomfort is visible. Anyone encountering a sylvan elf outside his home suffers a –1 reaction roll penalty, as the elf is uneasy around strangers.

## Elven Abilities

A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized elven character, he can pick and choose from the list of elven abilities listed below. Abilities cost 5 to 15 character points; refer to the descriptions

below.

- **Aim bonus (10):** +1 to the Aim subability score. This negates the requirement that Dexterity subabilities must be within 4 points of each other. They can be within 5.
- **Balance bonus (10):** +1 to the character's Balance subability score. This negates the requirement that Dexterity subabilities must be within 4 points of each other. They can be within 5.
- **Bow bonus (5):** +1 on attacks with long or short bows.
- **Cold resistance (5):** +1 bonus on saving throws vs. cold- and ice-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Companion (10):** The elf gains the companionship of a cooshee or an elven cat. See the Animal Master kit for more specifics on companion animals.
- **Confer water breathing (10):** Once a day, the elf can confer the ability to breathe water upon another individual or creature. This ability lasts one hour for every level of the elf conferring the ability. For example, a 6th level aquatic elf thief could confer water breathing on another for six hours.
- **Dagger bonus (5):** +1 attack roll bonus with daggers.
- **Heat resistance (5):** +1 bonus on saving throws vs. heat- and fire-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Infravision (10):** 60' infravision range.
- **Javelin bonus (5):** +1 attack roll bonus when using a javelin.
- **Less sleep (5):** The elf requires only four hours worth of sleep to be rested. This is especially valuable to spellcasters.
- **Magic identification (10):** A 5% chance per experience level of identifying the general purpose and function of any magical item, reflecting their interest in the arcane. This is as per the bard ability—see The Player's Handbook for more information.
- **Reason bonus (10):** +1 to the Reason subability, due to gray elves' devotion to developing their intellects.
- **Resistance (10):** 90 percent resistant to sleep and charm-related spells.
- **Secret doors (5):** because of their acute senses, elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows an elf a one-in-six chance (a 1 on 1d6) to notice it. If actively searching, an elf's chances improve to a two-in-six chance (1 or 2 on 1d6) to find secret doors, and a three-in-six (1, 2, or 3 on 1d6) to notice a concealed door.
- **Speak with plants (10):** Once a day, the elf can use the *speak with plants* ability, as a priest of the same level.
- **Spear bonus (5):** +1 attack roll bonus when using a spear.
- **Spell Abilities (15):** Once a day the elf can cast *faerie fire, dancing lights,* and *darkness* as a priest or wizard of the same level. When the character reaches 4th level, he can add, *levitate, detect magic,* and *know alignment*.
- **Stealth (10):** When the elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a –4 penalty, a –2 if the elf has to open a door.
- **Sword bonus (5):** +1 on attack rolls using a short sword or a long sword.

- **Trident bonus (5):** +1 on attack rolls when using a trident.

## Gnomes

Distantly related to dwarves, gnomes are smaller—averaging 3–31_2' tall and weighing about 70 pounds. Gnomes have deep tan or brown skin and white hair. The most distinguishing feature are their noses, in which they take great pride. For some reason, all gnomes have very large noses—compared to the rest of their facial features.

The average life span for a gnome is 350 years. Gnomes tend to live in hilly meadows and rocky woodlands. Their small size makes them wary of larger races, though gnomes are not hostile unless the larger folk are evil.

Gnomes are much less dour than their dwarven relatives, with sly and lively senses of humor. Many people—mostly gnomes—say that gnomes have elevated practical jokes to an art form. Gnomes also love living things and finely wrought items of all types. But most especially they love gems and jewelry and are considered by many to be the best gem cutters and jewelers in existence.

Gnomes have some difficulty using enchanted items. All magical items used by a gnome—that are not specially suited to his class—have a 20% chance (on 1d100 roll) to malfunction. A check for malfunction is made every time the character attempts to use the item, and a malfunction affects only the current attempt. If the check is passed, the item performs until it is turned off, put away, or its duration expires. Malfunction checks apply to magical wands, rods, staves, rings, amulets, potions, horns, jewels, and all other items except weapons, shields, armor, gauntlets, illusionist trappings, girdles, and—if the gnome is a thief—items that mimic thieving abilities. Malfunction checks do not apply to gnome priests using clerical magical items.

Also like dwarves, if a gnome possesses a *cursed* item that malfunctions, he will recognize the nature of the item and can safely dispose of it.

The standard gnomish subraces are deep, rock, and forest gnomes. Gnome characters can choose from the following classes: fighter, thief, cleric, or illusionist. Gnomes also can be multi-classed, mixing any two—but not more—of the above classes.

**Players who choose gnomes for their characters have 45 character points to spend on racial abilities.** These points can be spent to customize a gnome from the general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

### Deep Gnomes

**Character point cost: 45**

Most surface dwellers consider deep gnomes, or svirfneblin as they call themselves, to be the gnomish equivalents of gray dwarves and dark elves—evil counterparts of their above-ground cousins. This is untrue. Deep gnomes are no more or less evil than their surface-dwelling cousins, and their notorious reputation is a result of ignorance and mistaken association.

Deep gnomes tend to be smaller than other gnomes, but their wiry frames are just as strong. They also prefer to wear cool tones that reflect their stony underground habitats. Most males are bald, while females tend to have stringy gray hair.

The majority of deep gnomes are neutral with good tendencies, but player characters can be of any alignment.

**Languages:** Deep gnomes begin with the following languages: svirfneblin, gnome,

common, undercommon, dark elf, kuo-toa, and the bizarre language of earth elementals.

### Deep Gnomes' Special Abilities

| | |
|---|---|
| Dart bonus | Mining detection abilities |
| Freeze | Saving throw bonus |
| Infravision, 120' | Stealth |
| Melee combat bonus* | |

* Svirfneblin only gain defensive adjustments; they have no attack roll bonuses versus particular enemies.

### Deep Gnome Racial Penalties

Due to their unfortunate reputation, deep gnomes suffer a –2 reaction roll penalty when initially encountering individuals of other races.

## Forest Gnomes

**Character point cost: 45**

Forest gnomes are less common than rock gnomes. They fill an important niche in the ecology of the woodlands, caring for small plants and animals that other races sometimes overlook. Unlike other gnomes, forest gnomes prefer to make their homes above ground in small log cabins or in large, hollow trees.

The smallest of gnomes, they average only 21_2' in height. They share the physique of rock gnomes—though their noses are not quite as large. Forest gnomes wear their hair and beards long, and the color runs from brown to black in their youth, fading to gray or white with age. Their skin tends toward a greenish cast to tan, rather like some tree barks, and their eyes are blue or brown.

Although most forest gnomes are neutral good, player characters can claim any alignment.

**Languages:** Forest gnomes speak their own dialect, gnome, treant, dryad, brownie, satyr, and pixie.

### Forest Gnomes' Special Abilities

| | |
|---|---|
| Animal friendship | Melee combat bonuses* |
| Forest movement | Saving throw bonus |
| Hide | |

* Forest gnomes may apply their defensive adjustment when fighting any man-sized or larger creatures; their racial enemies are orcs, lizard men, troglodytes, or any creature which they have directly observed damaging woodlands.

### Forest Gnome Racial Penalties

Forest gnomes cannot have infravision.

## Rock Gnomes

**Character point cost: 40**

Rock gnomes are the most common gnomes, and they can be encountered in a variety of

climates and environments. The most noticeable feature of the rock gnome is his nose. All gnomes have large noses, but rock gnomes sport the biggest noses of all. Rock gnomes love gems, especially diamonds bigger than their noses.

Rock gnomes stand about 31_2' tall and weigh about 70 pounds. Eye color is predominately blue, although green or brown are seen occasionally. Their hair is usually white or pale gray.

Rock gnomes are typically neutral good, but player characters can choose any alignment.

**Languages:** Rock gnome player characters start with: common, dwarf, gnome, halfling, goblin, kobold, and the simple languages of burrowing mammals—moles, badgers, etc.

**Rock Gnomes' Special Abilities**

| | |
|---|---|
| Infravision, 60' | Mining detection abilities |
| Melee combat bonuses | Saving throw bonus |

**Rock Gnome Racial Penalties**

None.

Gnome Abilities A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized gnome character, he can pick and choose from the list of gnome abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Animal friendship (10):** Once a day a gnome gains an *animal friendship* spell ability, as the priest spell, with respect to burrowing animals.
- **Melee Combat bonus (10):** +1 bonus on their attack rolls vs. kobolds and goblins—the gnomes' traditional rivals for space and resources. Also, gnolls, bugbears, ogres, half-ogres, ogre magi, trolls, giants, and titans suffer a –4 penalty on their attack rolls vs. gnomes.
- **Dagger bonus (5):** +1 to attack rolls with daggers.
- **Dart bonus (5):** +1 to attack rolls with darts, their preferred missile weapon.
- **Defensive bonus (5):** +1 to Armor Class when in their native underground environment.
- **Engineering bonus (5):** If the gnome has the engineering proficiency, he gains a +2 bonus to the proficiency score.
- **Forest movement (10):** The ability to *pass without trace* through their native woodland as the druidic ability.
- **Freeze (10):** the ability to "freeze" in place in their underground environment. This gives them a 60% chance not to be noticed by passersby.
- **Hide (10):** the ability to *hide in woods* with a chance equal to a thief of the same level's *hide in shadows* ability.
- **Infravision (10):** 60' infravision range.
- **Mining Detection Abilities (10):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:

Determine the approximate depth underground, 1–4 on 1d6.
Determine approximate direction underground, 1–3 on 1d6.
Detect any grade or slope in the passage they are passing through, 1–5 on 1d6.
Detect unsafe walls, ceilings, or floors, 1–7 on 1d10.

- **Short sword bonus (5):** +1 to attack rolls with short swords.
- **Saving Throw Bonus (5):** like dwarves, gnomes are resistant to most magic. This grants them a bonus to all saving throws vs. magical wands, staves, rods, and spells. This bonus is determined by the character's Health sub-ability score. For every 3 1/2 points of Constitution/Health, the gnome receives a +1 bonus. These bonuses are summarized on the chart below.

| Score | Bonus |
|---|---|
| 4–6 | +1 |
| 7–10 | +2 |
| 11–13 | +3 |
| 14–17 | +4 |
| 18–20 | +5 |

- **Potion identification (5):** A gnome with this ability has a percentage chance equal to his Wisdom score of identifying a potion by appearance and scent.
- **Reason bonus (10):** +1 bonus to the Reason subability.
- **Sling bonus (5):** +1 bonus "to hit" when using a sling.
- **Stealth (10):** If the gnome is not in metal armor, a –4 penalty is applied to opponent's surprise rolls if the gnome is at least 90 feet ahead of a party of characters without this ability, or accompanied only by characters with equivalent stealth skills. The gnome is also difficult to surprise himself and receives a +2 bonus to his own surprise rolls.

## Halfling

Most halflings are about 3' tall and weigh 60 to 70 pounds. They are generally plump, with round, broad, and often florid faces. They have curly hair atop their heads and on the tops of their typically bare feet. The average life expectancy of a halfling is 150 years.

Halflings are a sturdy and industrious people, generally quiet and peaceful. They enjoy all the creature comforts, and while not overly ambitious, they are friendly and open. Their homes are well-furnished burrows, and most of their work is done out in the sunshine. Halflings get along with the others races, including humans, and they can be found in practically any civilization.

The standard halfling subraces are: hairfoot, stout, and tallfellow. Halfling characters can be of the following classes: cleric, fighter, or thief. The race's multi-class options are limited to fighter/thief.

**Players who choose halflings for their characters have 35 character points to spend on racial abilities.** These points can be spent to customize a halfling from the general skill list below, or they can be used to purchase a subrace's skill package. Only 5 points can be retained for use later in the character creation process.

### Hairfoot Halflings

**Character point cost: 30**

The most common halfling, hairfoots prefer rural settings. They are a practical people, and there are many bakers, millers, farmers, and innkeepers in their society. Averaging 3' tall, hairfoots are stockier than their cousins. Their complexions run from pale peach to ruddy to dark brown, and their eyes are usually black or dark brown. Their hair can be blond, brown, red, black, and shades in between—though with few exceptions it is always curly. Hairfoots are distinguished from other halflings by their lack of facial hair.

Most hairfoots are lawful good, though player characters can be of any alignment.

**Languages:** Hairfoots can begin with any four halfling, human, or elf dialects.

### Hairfoots' Special Abilities

Attack bonus Stealth
Saving throw bonuses

### Hairfoot Racial Penalties

None.

## Stout Halflings

**Character point cost: 35**

Stouts are not as common as hairfoots, and they tend to be stockier. As a result, they also tend to be stronger. Stouts usually live apart from human societies, choosing instead to live near dwarves. There may be some dwarven blood somewhere in the stouts' ancient past.

Ruddy in complexion, stouts vividly blush when pleased or embarrassed. Their hair tends to be light, and their eyes usually are blue, gray, or green. They favor practical, sturdy clothes, such as well-cured leather. They are the most industrious of all halflings, and are even comfortable around bodies of water and boats.

Most stouts are lawful good, though players can choose any alignment for their characters.

**Languages:** Stouts can begin with any six halfling, human, or dwarven dialects.

### Stout Racial Abilities

Attack bonus Saving throw bonuses
Infravision, 60' Stealth
Mining detection abilities

### Stout Racial Penalties

Stouts suffer a –1 penalty on reaction rolls from elves because of the halflings' friendship with dwarves.

## Tallfellow Halflings

**Character point cost: 35**

These halflings are the tallest and slimmest of their kind, averaging a little over 4' tall. Their favorite locale is temperate woodlands. As such, they often live nearer to elves than humans.

They usually wear their hair long, sometimes covered with small caps. And they tend

to wear clothes of greens and tans to help them blend into the woods. Tallfellows are the best carpenters, and they often live in spacious above-ground wooden houses. When they need to travel, tallfellows prefer riding small ponies to walking.

Most tallfellows are lawful good, but player characters can be of any alignment.

**Languages:** Tallfellows begin with the following languages: common, halfling, elf, gnome, centaur and dryad.

### Tallfellow Racial Abilities

| | |
|---|---|
| Attack bonus | Secret Doors |
| Hide | Stealth |
| Saving throw bonuses | |

### Tallfellow Racial Penalties

Tallfellows suffer a –2 reaction roll penalty vs. dwarves, due to the halflings' friendship with elves.

A character with leftover character points may select additional racial abilities after taking one of the standard subrace packages. Or, if the player wishes to create his own customized halfling character, he can pick and choose from the list of halfling abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Aim bonus (10):** +1 to the halfling's Aim subability score.
- **Attack bonus (5):** +1 attack bonus with hurled weapons and slings.
- **Balance bonus (10):** +1 to the Balance subability. This allows the character to have up to a difference of 5 in the Dexterity subability scores.
- **Detect evil (5):** Halflings are very perceptive. Once a day a halfling with this ability can detect evil in creatures or individuals. This ability does not function on items or locations.
- **Detect secret doors (5):** The halfling can detect secret and concealed doors, as an elf
- **Hide (10):** the ability to *hide in woods* with a chance equal to a thief of the same level's *hide in shadows* ability.
- **Health bonus (10):** +1 to the halfling's Health subability score.
- **Infravision (5):** Infravision with a 30' range, which indicates some stout blood in the character's lineage.
- **Mining Detection Abilities (5):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:
  Determine approximate direction underground, 1–3 on 1d6.
  Detect any grade or slope in the passage they are passing through, 1–3 on 1d4.
- **Reaction bonus (5):** +1 to reaction rolls due to other races' acceptance of halflings.
- **Saving Throw Bonuses (10):** Halflings have a high resistance to magical spells and poison. This natural block grants halfling characters a bonus to all saving throws vs. magical wands, staves, rods, and spells, and applies vs. any poisonous or toxic substances. This bonus is determined by the character's Constitution/Health score. For every 3 1/2 points of Health, the character receives a +1 bonus. These bonuses are summarized below. Halflings—unlike dwarves and gnomes—are not hindered when using magical items.

| Score | Bonus |
|---|---|
| 4–6 | +1 |
| 7–10 | +2 |
| 11–13 | +3 |
| 14–17 | +4 |
| 18–20 | +5 |

- **Stealth (10):** Like elves, halflings gain a bonus to surprise opponents, but only if the halfling is not wearing metal armor. The halfling can move so quietly that opponents suffer a –4 penalty to their surprise rolls. If the halfling must open a door or move aside some other obstruction, this penalty is reduced to –2.
- **Taunt (5):** Once a day the halfling can taunt someone, as per the 1st level wizard spell.

## Half-Elves

Half-elves are the offspring of human and elf parents. They average 5 1/2' tall and weigh about 150 pounds. They possess elements of both parents' heritages, and can be the following classes: cleric, druid, fighter, ranger, mage, specialist wizard, thief, or bard. Multi-class combinations are: cleric (or druid)/fighter, cleric (or druid)/fighter/mage, cleric/ranger, cleric (or druid)/mage, fighter/mage, fighter/thief, fighter/mage/thief, and mage/thief.

Half-elves can be any alignment.

Half-elves comprise a single subrace (see below).

**Players who choose half-elves for their characters have 25 character points to spend on racial abilities.** These points can be spent to customize a half-elf from the general skill list below, or they can be used to purchase the subrace's skill package. Only 5 points can be retained for use later in the character creation process.

### Half-Elf Standard Racial Abilities (20)

| | |
|---|---|
| Infravision, 60' | Resistance |
| Languages* | Secret Doors |

* Common, elf, gnome, halfling, goblin, hobgoblin, orc, and gnoll

If the player wishes to create his own customized half-elf character, he can pick and choose from the list of half-elf abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Bow bonus (5):** +1 to attack rolls with any bows other than crossbows.
- **Cold resistance (5):** +1 bonus on saving throws vs. cold- and ice-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Detect secret doors (5):** because of their acute senses, half-elves are quick to spot concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows an elf a one-in-six chance (a 1 on 1d6) to notice it. If actively searching, an elf's chances improve to a two-in-six chance (1 or 2 on 1d6) to find secret doors, and a three-in-six (1, 2, or 3 on 1d6) to notice a concealed door.

- **Health bonus (10):** +1 bonus to the character's Health subability score; the score can be up to 5 points higher than the character's Fitness score.
- **Heat resistance (5):** +1 bonus on saving throws vs. heat- and fire-based attacks, as the elf's body is less susceptible to extreme temperatures.
- **Infravision (10):** Infravision with a range of 60'.
- **Less sleep (5):** The half-elf requires only four hours worth of sleep to be rested. This is especially valuable to spellcasters.
- **Resistance (5):** 30% resistance to sleep and charm spells.
- **Stealth (10):** When the half-elf is alone and is not wearing metal armor, he gains a bonus to surprise opponents. The opponent suffers a –4 penalty, a –2 if he has to open a door.
- **Sword bonus (5):** +1 to attacks with long swords or short swords.

Half-Orc Another example of a hybrid, half-orcs are products of human and orc parents. Of a height similar to half-elves, half-orcs usually resemble their human parent enough to pass for a human in public. Their skin ranges from peach to olive to deep tan, and their hair can be blond, red, brown, black, gray, and shades in between. Half-orcs can be members of the following classes: fighter, cleric, or thief. They can be multi-classed in any two classes, but not three. Half-orcs can be of any alignment.

**Players who choose half-orcs for their characters have 15 character points to spend on racial abilities.** These points can be spent to customize a half-orc from the general skill list below, or they can be used to purchase the subrace's skill package. Only 5 points can be retained for use later in the character creation process.

**Half-Orc Standard**
**Racial Abilities (10)**
Infravision, 60'
Languages*

* Common, orc, dwarf, goblin, hobgoblin, and ogre.

**Half-orc Penalties**

In human societies, half-orcs suffer a –2 reaction roll penalty.

If the player wishes to create his own customized half-orc character, he can pick and choose from the list of orc abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Active sense of smell (5):** The character's sense of smell is sensitive enough to give a +1 bonus to surprise rolls.
- **Acute taste (5):** The character's sense of taste is so sensitive he gains a +2 bonus to saving throws vs. imbibed poisons.
- **Attack bonus (5):** +1 attack bonus with one weapon of the player's choice.
- **Damage bonus (5):** +1 damage bonus with one weapon of the player's choice.
- **Fitness bonus (10):** +1 bonus to the character's Fitness subability score, due to his hardy heritage. The character's Fitness score may be up to 5 points higher than his

Health subability score.

- **Infravision (10):** Infravision with a 60' range.
- **Mining Detection Abilities (5):** A character with this skill is familiar with mining, tunneling and stonework. By concentrating for one round the character can:
  Detect any grade or slope in the passage they are passing through, 1 on 1d4.
  Detect new construction in stonework., 1–2 on 1d6.
- **Stamina bonus (10):** +.1 bonus to the character's Stamina subability score. The character's Stamina score may be up to 5 points higher than his Muscle subability score.

Half-Ogre This hybrid comes from ogre and human parents. They average 7–8' tall, have ruddy complexions, dark hair, and dark eyes. They look like huge humans. Half-ogres can be fighters or clerics, and they cannot be multi-classed. Half-ogres can be any alignment.

**Players who choose half-ogres for their characters have 15 character points to spend on racial abilities.** These points can be spent to customize a half-ogre from the general skill list below, or they can be used to purchase the subrace's skill package. Only 5 points can be retained for use later in the character creation process.

**Half-Ogre Standard Racial Abilities (10)**
Languages*
Tough Hide

* Common, ogre, orc, troll, stone giant, and gnoll.

**Half-ogre Penalties**

Half-ogres qualify as Large creatures and suffer more damage from many weapons. Also, certain smaller races enjoy combat bonuses against half-ogres.

If the player wishes to create his own customized half-ogre character, he can pick and choose from the list of half-ogre abilities listed below. Abilities cost either 5 or 10 character points; refer to the descriptions below.

- **Attack bonus (5):** +1 attack bonus with one melee weapon.
- **Damage bonus (5):** +1 to damage rolls with one melee weapon
- **Fitness bonus (10):** +1 bonus to the character's Fitness subability score, due to his hardy heritage. The character's Fitness score may be up to 5 points higher than his Health subability score.
- **Hit point bonus (10):** One additional hit point whenever new hit points (for advancing to a new level) are rolled.
- **Infravision (5):** Infravision with a 30' range.
- **Muscle bonus (10):** +1 bonus to the character's Muscle subability score, due to his great size. The character's Muscle score may be up to 5 points higher than his Stamina subability score.
- **Poison resistance (5):** +1 to saving throws versus poison.
- **Tough hide (5):** Half-ogres have a natural Armor Class of 8. If the character wears

armor that would improve his AC to better than 8, this ability has no effect. If the character wears armor that gives him an AC of 8 or worse, he may add a +1 bonus to his Armor Class.

### Humans

Humans can advance without limit in all character classes. This is a standard human ability and costs no character points. **Humans receive 10 character points.** These can be spent on various weapon or nonweapon proficiencies or saved for use during the game. In addition, humans can spend the points to choose from the following abilities.

- **Attack bonus (5):** +1 to attack with any weapon of the human's choice.
- **Balance bonus (10):** +1 bonus to the character's Balance subability score. The character's Balance score may be up to 5 points higher than his Aim subability score.
- **Experience bonus (10):** +5% experience point bonus. This is cumulative if the human meets the class requirements to gain a 10% experience point bonus.
- **Health bonus (10):** +1 bonus to the character's Health subability score. The character's Health score may be up to 5 points higher than his Fitness subability score.
- **Hit point bonus (10):** One additional hit point whenever new hit points (for advancing to a new level) are rolled.
- **Secret doors (10):** A human with a trace of elven blood may have the ability to spot concealed doors and hidden entranceways. Merely passing within 10' of a concealed door allows the character a one-in-six chance (a 1 on 1d6) to notice it. If actively searching, the character's chances improve to a two-in-six chance (1 or 2 on 1d6) to find secret doors, and a three-in-six (1, 2, or 3 on 1d6) to notice a concealed door.
- **Tough hide (10):** A few rare human characters have a natural Armor Class of 8. If the character wears armor that would improve his AC to better than 8, this ability has no effect. If the character wears armor that gives him an AC of 8 or worse, he may add a +1 bonus to his Armor Class.

### Other Races

At the DM's option, players may choose almost any manner of being as a player character. For example, the Dark Sun® campaign allows players to run half-giant characters, dwarf/human crossbreeds, or feral halflings—all with ability scores ranging from 5 to 20 instead of 3 to 18. If a player has a specific character race from an unusual campaign world that he wishes to use, DMs can simply skip the selection of Racial Abilities and take the character race with all its benefits and hindrances exactly as it appears. Generally, players may not customize these unusual races, and they receive zero character points for selecting a non-standard race.

For the DM's convenience, a short list of common humanoid and monstrous character races is provided on page 42, with standard abilities and hindrances. These creatures appear in *The Complete Book of Humanoids* and *The Monstrous Manual*™, and more detailed descriptions of their lifestyles and societies can be found in those books. A player can choose one of these races for his character if the DM agrees, but the character gains no additional character points in this step.

The races described here include: aarakocra, alaghi, bugbear, bullywug, centaur, flind, giff, githzerai, gnoll, goblin, hobgoblin, kobold, lizard man, minotaur, mongrelman,

ogre, orc, satyr, swanmay, thri-kreen, and wemic.

## Ability Score Requirements

Just like demihumans, characters must qualify for these optional races by meeting certain ability score criteria. The ability score adjustments noted are applied after a character has met the required scores. Some of these adjustments can elevate a humanoid or monstrous character to ability scores of 19 or 20, or reduce a characteristic to 2.

| Race | Str | Dex | Con | Int | Wis | Cha |
|---|---|---|---|---|---|---|
| Aarakocra | 4/17 | 7/17 | 6/17 | 3/18 | 3/17 | 3/18 |
| Alaghi | 10/17 | 3/17 | 12/18 | 5/18 | 3/16 | 3/16 |
| Bugbear | 7/17 | 8/17 | 8/18 | 4/17 | 3/18 | 4/15 |
| Bullywug | 6/18 | 4/18 | 6/18 | 4/15 | 3/16 | 4/15 |
| Centaur | 11/18 | 5/18 | 10/17 | 3/16 | 3/17 | 3/18 |
| Flind | 7/17 | 6/18 | 6/18 | 3/16 | 3/16 | 4/17 |
| Giff | 14/18 | 3/15 | 10/18 | 3/15 | 3/16 | 3/17 |
| Githzerai | 3/18 | 3/18 | 3/18 | 3/18 | 3/18 | 3/18 |
| Gnoll | 5/17 | 5/18 | 5/18 | 4/15 | 3/16 | 4/15 |
| Goblin | 5/16 | 4/17 | 5/16 | 3/18 | 3/18 | 4/13 |
| Hobgoblin | 6/18 | 6/18 | 5/18 | 3/18 | 3/18 | 4/15 |
| Kobold | 4/17 | 4/18 | 5/16 | 3/17 | 3/18 | 3/14 |
| Lizard man | 8/18 | 3/18 | 6/18 | 3/17 | 3/18 | 3/16 |
| Minotaur | 10/18 | 5/14 | 10/18 | 5/14 | 5/18 | 5/18 |
| Mongrelman | 6/17 | 6/18 | 8/18 | 4/18 | 3/18 | 3/9 |
| Ogre | 14/18 | 3/8 | 12/18 | 4/10 | 3/9 | 4/10 |
| Orc | 5/17 | 3/17 | 8/18 | 3/16 | 3/16 | 5/14 |
| Satyr | 6/18 | 8/18 | 6/17 | 4/18 | 3/18 | 3/17 |
| Swanmay | 13/18 | 12/17 | 14/18 | 9/18 | 13/17 | 9/18 |
| Thri-kreen | 8/18 | 12/18 | 5/18 | 5/18 | 5/18 | 3/15 |
| Wemic | 10/17 | 7/18 | 11/18 | 3/18 | 3/18 | 3/18 |

## Racial Ability Score Adjustments

After selecting a race, modify the character's ability scores as shown below.

| Race | Adjustments |
|---|---|
| Aarakocra | +1 Dexterity,-1 Strength, –1 Constitution |
| Alaghi | +2 Strength, –2 Intelligence |
| Bugbear | +1 Strength,-1 Intelligence, –1 Charisma |
| Bullywug | +1 Dexterity,-1 Intelligence, –1 Charisma |
| Centaur | +1 Constitution, +1 Wisdom, –2 Dexterity |
| Flind | +1 Strength, –1 Charisma |
| Giff | +2 Strength, –1 Dexterity, –1 Intelligence |
| Githzerai | None |
| Gnoll | +1 Strength, –1 Intelligence, –1 Charisma |
| Goblin | –1 Strength, –1 Charisma |
| Hobgoblin | –1 Charisma |

| | |
|---|---|
| Kobold | –1 Strength, –1 Constitution |
| Lizard man | None |
| Minotaur | +2 Strength, +2 Constitution, –2 Wisdom, –2 Charisma |
| Mongrelman | –1 Intelligence, –1 Charisma, +1 one other score |
| Ogre | +2 Strength, +2 Constitution, –2 Intelligence, –2 Charisma |
| Orc | +1 Strength, –2 Charisma |
| Satyr | +1 Dexterity, +1 Constitution, –1 Intelligence, –1 Charisma |
| Swanmay | +1 Dexterity, +1 Wisdom |
| Thri-kreen | +1 Dexterity, +1 Wisdom, –1 Intelligence, –1 Charisma |
| Wemic | +1 Strength, –1 Dexterity |

**Humanoid and Monstrous Character Level Limits by Class**

| Race | Fighter | Ranger | Priest | Wizard | Thief | Bard |
|---|---|---|---|---|---|---|
| Aarakocra | 11 | – | 7 | – | 11 | – |
| Alaghi | 12 | – | Druid 12 | – | – | – |
| Bugbear | 12 | – | Cleric 8 | – | 9 | – |
| Bullywug | 10 | – | 7 | – | 9 | – |
| Centaur | 12 | 10 | Druid 14 | 12 | – | 12 |
| Flind | 12 | – | Cleric 9 | – | 11 | – |
| Giff | 11 | – | Cleric 8 | – | 9 | – |
| Githzerai | 9 | – | – | 12 | 15 | – |
| Gnoll | 11 | – | Cleric 9 | – | 11 | – |
| Goblin | 10 | – | Cleric 9 | – | 12 | – |
| Hobgoblin | 11 | – | Cleric 9 | – | 12 | – |
| Kobold | 8 | – | Cleric 9 | – | 12 | – |
| Lizard man | 12 | – | 7 | – | 9 | – |
| Minotaur | 12 | 8 | 7 | 8 | 10 | – |
| Mongrelman | 10 | – | Cleric 10 | 10 | 8 | 8 |
| Ogre | 12 | – | 3 | – | – | – |
| Orc | 10 | – | Cleric 9 | – | 11 | – |
| Satyr | 11 | 7 | – | – | 11 | – |
| Swanmay | – | 14 | Druid 12 | – | – | – |
| Thri-kreen | 16 | 12 | 12 | – | – | – |
| Wemic | 12 | – | 7 | – | – | 10 |

## Abilities and Restrictions

**a. Charge Attack:** The creature is capable of making a charge attack, gaining a +2 bonus to attack and inflicting double damage with an impaling weapon such as a spear, javelin, or lance. Aarakocra perform a diving attack, centaurs charge like knights, and bullywugs leap at their enemies.

**b. Move Silently:** The creature can move silently, as the thief ability, with a base success of 40%, +5% per level.

**c. Hide in natural settings:** The creature can hide in natural settings, just as a thief

can hide in shadows. The base success chance is 35%, plus 5% per level. If a flat percentage score appears next to this ability, use this score instead; for example, a satyr's abilities include c(90%), which means that a satyr has this ability with a 90% success chance.

**d. Infravision:** The character possesses infravision (the ability to see in the dark) to a range of 60 feet.

**e. Surprise opponents:** When alone or with a group of similarly stealthy creatures, the character gains a bonus on his chance to surprise his enemies. Bugbears inflict a –3 penalty on opponents' surprise checks. A bullywug using its chameleon power inflicts a –2 penalty to opponent's surprise checks, or a –6 if the bullywug attacks with a leap from a place of concealment.

**f. Amphibious:** The character is at home in either water or air environments. Combat penalties for fighting in water do not apply to the character, although using Type S or B weapons underwater is still very difficult. Bullywugs are true amphibians and can breathe water; lizard men are still air-breathers, but they can hold their breath for a number of rounds equal to 2_3 their Constitution score before checking for drowning.

**g. Leap:** The character's powerful leg muscles enable him to make astounding leaps, bounding up to 30 feet forward or 10 feet into the air. Leaping to close with an enemy is considered a charge attack, and the character suffers double damage if he lands on a spear or similar weapon set against a charge. Bullywugs gain the special ability to inflict double damage with a leap. Note that thri-kreen can actually leap 50 feet forward or 20 feet in the air, but they do not gain this ability until they reach 3rd level.

**h. Detect new construction:** The creature has natural skills for mining, and can spot new or unusual construction with the percentage score noted. This is similar to the dwarven or gnome abilities as described earlier in this chapter.

**i. Detect sloping passages:** The creature can note subtle grades or slopes in underground passageways and chambers with the percentage score noted.

**j. Detect sliding or shifting walls:** The creature can detect walls that move or shift with the percentage score noted.

**k. Attacked last:** The character comes from a race notorious for its cowardice and ineffectiveness in combat. Consequently, enemies are likely to dismiss the character as a negligible threat and concentrate their attacks on other, more impressive, members of the character's party unless the character displays some unusual prowess, powerful magic, or skill.

**l. Hard to surprise:** The monstrous character's keen senses make it very difficult to surprise him. The character receives a +2 bonus to all surprise checks.

**m. Tracking:** The character's sense of smell is so acute that he can track, as per the tracking proficiency, with a 50% chance of success. Normal modifiers for old or confused trails may apply.

**n. Spell immunity:** Minotaurs have the unique power of immunity to *maze* spells, due to their familiarity with labyrinths and other such places.

**o. Fearlessness:** Minotaurs also enjoy a +3 saving throw bonus versus fear, including *fear*, *scare*, *cause fear*, or *emotion* spells, dragon fear, and similar effects.

**p. Sound mimicry:** Mongrelmen have the ability to perfectly imitate any sound they hear. They cannot create magical effects such as a harpy's song, a sphinx's roar, or a *shout* spell by imitating these sounds, although they can duplicate the non-magical

aspects of these sounds exactly.

**q. Pick pockets:** Mongrelmen also have the ability to pick pockets as the thief ability, with a success chance of 70% plus 5% per level.

**r. Create magical pipes:** Satyrs can create pan pipes that can cast *charm*, *sleep*, or *cause fear* effects within a 60 foot radius. To gain this ability, the satyr must invest 4 character points in the music/instrument trait when first created, and then devote 2 character points to the Music proficiency at least three times. He can't spend more than 2 character points per level on the proficiency, so the earliest he can gain this ability is at 3rd level. The pipes themselves are easily crafted and have no magical properties; it's the satyr's unearthly skill that creates the magical effects.

**s. Magic resistance:** The character is magic resistant. Giff have a flat 10% magic resistance, while githzerai have a magic resistance of 5% per level—for example, a 6th-level githzerai has a magic resistance of 30%.

**t. Antennae:** A thri-kreen's antennae give it a sensitivity to motion and serve to lessen darkness-based combat penalties by 1 point while fighting enemies within 15 feet.

**u. Paralyzing bite:** At 5th level, a thri-kreen gains the ability to paralyze its prey with a bite. The victim must save versus poison or be paralyzed 2–16 rounds (1–8 rounds if larger than man-sized, or only 1 round if size H or larger.)

**v. Dodge missiles:** At 7th level, a thri-kreen gains the ability to dodge thrown or fired missiles with a roll of 9 or better on a d20.

**w. Racial weapons:** At 5th level, a thri-kreen automatically gains proficiency in the chatkcha, a crystalline throwing wedge commonly used by the mantis warriors. At 7th level, the character gains proficiency in the gythka, a thri-kreen polearm. Consider these weapons to be equal to a javelin and a bill-guisarme respectively for damage, range modifiers, etc.—but note that the chatkcha returns to its thrower if it misses its target.

**x. Swan form:** Swanmays may *polymorph* themselves into a swan form at will. While in swan form, they can only be struck by +1 or better weapons, can fly at the listed rate, and have a magic resistance of 2% per level. A swanmay's equipment and belongings remain behind when she transforms. The swanmay requires a magical token (a cloak, ring, or similar item) to perform her transformation, and if she loses it she can no longer transform until she gets it back.

## Penalties

**y. Claustrophobia:** Aarakocra are extremely claustrophobic and are uncomfortable indoors or underground. An aarakocra character suffers a –3 penalty to attack rolls in such settings.

**z. Size:** A number of monstrous characters enjoy the mixed blessings of being a Size Large (L) creature. While this permits them to wield large weapons in a single hand, or even use huge weapons with both hands, it also means that they suffer damage as large creatures.

**aa. Dehydration:** A character with this restriction is vulnerable to dehydration if he spends too much time out of the water. The character must wet his entire body (a water skin full will do) three times per day, or lose 2 points of Constitution per missed bath. If the character's Constitution falls to 0, he dies of dehydration.

**bb. Light:** Many humanoids are accustomed to darkness, and they find bright light to

be disorienting and painful. A character with this weakness suffers a –1 penalty to attacks in daylight or within the radius of *continual light* spells.

**cc. Racial enmity:** Some humanoids are the natural enemies of common demihuman races, who have evolved special fighting techniques to combat them. Dwarves gain a +1 bonus to attack rolls against orcs, goblins, and hobgoblins; gnomes gain a +1 bonus to attack rolls against kobolds and goblins. In addition, ogres suffer a –4 penalty to hit dwarves, and ogres, bugbears, and gnolls suffer a –4 penalty to hit gnomes.

**dd. Hideous appearance:** Mongrelmen are so warped in appearance that they have an effective Charisma of 1 (a –7 penalty) for purposes of Reaction Checks.

**ee. Easily distracted:** Satyrs are very susceptible to distraction. Encountering a female of 15 or higher Charisma causes the satyr to forget everything except the idea of wooing the woman for 1–6 full turns, or even more if she is at all friendly. Even a bitter enemy can fascinate the satyr if she makes any effort at all, and in all circumstances satyrs have to succeed in a saving throw versus spells to consciously harm a beautiful woman—or ignore her. A bottle of strong drink can have the same effect.

**ff. Inhuman form:** Some monstrous characters are restricted from wearing armor or some magical items by their body form. For example, thri-kreen and alaghi cannot wear armor; centaurs, wemics, or bullywugs can't wear magical boots or magical armor due to their unusual shapes; and so on. In a questionable case, the DM should decide if a character can use a piece of equipment or not using his best judgment of the situation.

## The Races

### Aarakocra

Aarakocra are a race of intelligent bird-men who live among the highest mountain peaks. The average aarakocra stands about five feet tall, with a wingspan of nearly 20 feet. An aarakocra's feet are powerful talons that can be used to grasp and manipulate objects, and it also has small wing-hands about halfway along the leading edge of each wing. Like all true avians, aarakocra have hollow bones, and most weigh no more than 80 or 90 pounds. The aarakocras' voices are not well-suited for common, and they punctuate their speech with caws, screeches, and whistles.

Aarakocra are strong and swift fliers, and they can make a special diving attack with a drop of 200 feet or more. They receive no penalties for aerial missile fire. Aarakocra avoid grappling or combat on the ground, but their talons and beak serve as formidable weapons in a pinch. As a race, aarakocra are extremely claustrophobic, and dislike being indoors or underground.

### Alaghi

Distant cousins of the yeti, alaghi are forest-dwelling humanoids with barrel chests, short legs, and long, powerful arms. Their necks are thick and short, and their heads tend to be broad and flat with wide jaws. Alaghi are covered from toe to crown in long, thick hair ranging in hue from charcoal gray to reddish brown. Alaghi stand well over six feet tall and weigh more than 300 pounds.

Most alaghi live as semi-nomadic hunter-gatherers. They tend to be shy and peaceful

creatures, with a driving sense of curiosity. Alaghi love riddles and games of strategy, especially a good game of chess. Alaghi tend to hoot and hiss when they speak, and their fearsome size and power can often frighten people who are not used to them.

## Bugbear

Bugbears are the largest variety of goblinkind, standing about seven feet tall with muscular frames. They have light yellow to light brown hides, with thick coarse hair and bestial eyes. Their ears are large and prominent, and their mouths are full of sharp fangs. Bugbears are true carnivores, with keen sight and hearing, and they can move with amazing stealth when they try.

Most bugbears live by plundering and ambush, taking slaves and eating anything they kill. A player character bugbear is an extremely unusual representative of his species who must struggle to control a vicious temperament and natural inclination to bully those weaker than himself. Even the most honorable bugbears can be fatally misled by avariciousness and hunger for power.

## Bullywug

Bullywugs are bipedal frog-like amphibians inhabiting swamps, marshes, and other dank locations. They are covered with smooth, mottled green hide, with huge frog-like faces and bulging eyes. Bullywugs are strong swimmers and comfortable in water or out of it, but they are vulnerable to dehydration once they leave their native swamps.

A player character bullywug is actually a member of an advanced variety of this species, since most bullywugs are savages and marauders of the worst sort. Common bullywugs are scarcely able to wield a stone spear or club, but advanced bullywugs are able to wear armor and use most human weapons with little trouble.

## Centaur

These powerful and noble creatures have the torso and upper body of a human and the lower body of a horse. They are a strong and proud race, easily offended and impulsive. Centaurs can make use of any human weapon, but they're especially fond of oaken clubs, longbows, and medium lances, the latter of which they can wield in the same fashion as a human rider on a medium warhorse.

Centaur society is generally pastoral and peaceful, but they can be fierce warriors when the need arises. Like many woodland creatures, they have a great respect for nature's balance, and try not to disturb the world they live in. Centaurs are on good terms with elves, gnomes, and halflings, but they are suspicious of humans and dwarves.

## Flind

Flinds are warlike humanoids with many of the worst traits of hyenas and similar scavengers. They are covered with mangy brown or reddish-brown fur, with bestial muzzles and long, muscular limbs. Flinds are closely related to gnolls, but are stronger, smarter, and more fierce than their cousins. Gnolls look upon flinds as leaders, heroes, and champions.

Unlike the chaotic pack-like society of most gnolls, flind society tends to be organized and less savage. Flinds are quick to resort to violence, just like gnolls, but unlike their lesser cousins they're much more likely to consider the consequences and

risks first, and then carefully plan their attack.

## Giff

The giff are a race of hulking, powerfully-muscled mercenaries that resemble bipedal hippopotami. Their legs are cylindrical and stocky, with a heavy torso and clumsy but strong thick-fingered hands. Their faces are very hippopotamus-like, with small eyes and ears, and their skulls are exceedingly dense and strong. Giff are not known as towering intellectuals, but they are immensely strong and loyal to their employers.

The life of soldiering has become the only occupation in giff society, and bands of giff hire out their services to all causes. Therefore, a giff considers it his only purpose in life to keep himself fit, strong, and ready for action. They are fascinated by weapons (the more complicated, the better) and the trappings of military life, such as regimental histories, parades, and other forms of spit and polish.

## Githzerai

Native to the chaotic plane of Limbo, the githzerai are a monastic race of travelers and traders who can be found in almost all the infinite planes. Githzerai appear human, but they tend to be thin and gaunt, with drawn faces and sharp features. They favor plain clothing and conservative tones.

Githzerai society is extremely chaotic, but it is not without its own laws and mores. An individual githzerai is usually strongly loyal to his race, even if he is completely out of contact with his fellows. It is not unusual for a githzerai to spend years at a time in a single plane, wandering and adventuring.

## Gnoll

Gnolls are hyena-like humanoids with mangy yellow or brown fur, drooling muzzles full of long, sharp teeth, and gaunt but powerful frames. They give the impression of starving scavengers, with the disposition to match, and they are among the most chaotic and faithless of all humanoids. Gnolls have a hard time seeing past the moment, and patience is a virtue unheard of in gnoll society.

Player character gnolls must work hard to overcome the strong (and generally well-justified) prejudices they will encounter in the world outside their band. Their short tempers and bestial habits are not much help in dispelling these beliefs. Despite these distasteful qualities, gnolls can be brave and fierce fighters and valuable companions—provided they're not given too many tests of honor, honesty, or loyalty.

## Goblin

Goblins are small humanoids standing about four feet tall, with long arms, bandy legs, and harsh mannerisms. A goblin's face is broad and flat, with a wide fang-filled mouth, pointed ears, and an olive or dull yellow coloration. Goblins are generally cowardly, opportunistic, and untrustworthy.

Goblin society is fairly savage, and each tribe has an exact pecking order. Moving up this ladder by pulling down those above them is the typical dream of most goblins, and cooperation with others of their kind is always halfhearted. Typically, a goblin will let others do his work or fighting for him any time he can, and then strike from ambush only after he's sure his enemies have been weakened to the point where they can't threaten

him. Or, if the wrong side is winning the fight, a goblin isn't above reevaluating his allegiances in the middle of a battle.

## Hobgoblin

Hobgoblins are stocky humanoids with hairy hides of dark red to gray, and they stand about six and a half feet tall. They have yellow eyes and sharp yellow teeth, and favor dressing in brightly colored outfits. Hobgoblins wage a perpetual war with all other intelligent creatures, especially the other humanoid races. And they are proud of their status as the pariahs of the humanoid cultures. They feel that they are only weakened by alliances or treaties with other creatures.

Hobgoblin society is built around war, with military organization, and they seek out conflict wherever they can find it. Unlike the giff, who believe in the "rules" of warfare, hobgoblins seek to terrify and antagonize their enemies at all times. A player character hobgoblin is a rare individual indeed, since association with "weaklings" and "inferiors" is taken as a sign of weakness and decadence in hobgoblin society.

## Kobold

The smallest and weakest race of goblinkind is the race of kobolds. A kobold stands about three feet in height, with a scaly hide of dark brown to rusty black, and glowing red eyes in a vaguely dog-like face. Kobolds tend to be cowards and whiners, but are quick to turn on their enemies when they find themselves with an advantage of numbers or position. Due to their lack of physical prowess, kobolds specialize in dirty tricks, distractions, and traps, using these to incapacitate or distract larger foes.

Kobolds strive to be taken seriously by larger races, and often try to make up for their shortcomings with ferocity and tenacity. Kobold PCs are unusual examples of the race, but even the most pleasant kobolds are still mean-spirited and spiteful from time to time.

## Lizard man

A lizard man is a reptilian humanoid standing between six and seven feet tall. They weigh between 200 and 250 pounds, and their hides are covered with tough scales of dark green to brown. Lizard men have long, dangerous claws and thick, powerful tails up to four feet in length. They are exceptional swimmers and can hold their breath twice as long as most other air-breathing creatures, but they are slow and somewhat clumsy on land.

Generally, lizard men are dim savages who have not even mastered the use of the most basic tools and weapons, but PC lizard men are members of a more advanced variety that is capable of using weapons and armor. Despite this, lizard men are barbarians by any definition of the word, and human society and behavior is baffling to them. Unlike some other barbarians, lizard men are likely to react to this with violence instead of curiosity.

## Minotaur

These are not the minotaurs of the Dragonlance® game setting, but instead standard minotaurs as described in the Monstrous Manual. Most are cursed humans, or the offspring of minotaurs and humans. Minotaurs are powerfully built and tower more than seven feet in height, with the head of a bull and the body of a human male. Minotaurs

revere physical strength above all else, and they believe that the strong should naturally rule the weak. Minotaurs view surrender as an admission of weakness, and are likely to fight to the death regardless of the circumstances.

Many minotaurs are brutal savages, but they are not always mindless killers. They are ruthless, harsh, and stubborn, but they can be surprisingly intelligent and introspective.

## Mongrelman

Mongrelmen combine the worst features of many species, including humans, orcs, gnolls, ogres, bugbears, and more questionable heritages. No two look alike, but all appear to be poorly constructed combinations of various humanoid races, with misshapen limbs of different shapes and proportions. Without exception, mongrelmen are hideously ugly, and most are ashamed of their appearance and go to great lengths to conceal their bodies from others.

Mongrelmen are often enslaved by evil societies, and ostracized even by good ones. Without a place in the world, they have developed great patience and a surprising degree of human kindness and compassion within their misshapen forms. They tend to avoid bloodshed when they can, staying in the shadows and living by petty theft and scavenging.

## Ogre

Ogres are great brutes standing more than nine feet tall, with thick torsos, heavy limbs, stringy hair, and warty hides. They are usually ill-tempered beings who enjoy violence for its own sake, indulging in all manner of cruelty to entertain themselves. Ogres are extremely strong and hardy, but their lack of mental prowess is the stuff of legend.

Ogres live by raiding and scavenging, taking what they want from those too weak to defend themselves. A player character ogre is rare in the extreme—the intelligence and character necessary to rise beyond the petty cruelties and appetites of their kind just isn't found in many ogres.

## Orc

Orcs resemble primitive humans, with gray-green skin and coarse hair. They stoop slightly, have low, jutting foreheads, snouts, canine teeth, and short pointed ears. They stand between five and a half and six feet tall, and often have powerful, stocky builds. Orcs are aggressive hunters and raiders who constantly seek to expand their territory at the expense of their neighbors.

Orcs respect skill in battle, and from time to time an orc champion approaches human standards of bravery and honor in battle. A player character orc is one of these heroes. Even the best orcs are quick to take offense and are somewhat bloodthirsty.

## Satyr

The half-human, half-goat satyrs are a race of pleasure-loving beings, Like the sylvan locations they dwell in, satyrs are personifications of nature, embodiments of all that is wild and carefree. Satyrs have the head, torso, and arms of a human, with the hind legs of a goat. Two sharp black horns jut through the coarse, curly hair on top of the head. They love to spend their days and nights in sport, and they never miss an opportunity to chase

after wood nymphs or other comely creatures.

Satyrs are an inoffensive race—they just want to have fun. And when one takes up the life of an adventurer, he's usually looking for entertainment. They don't understand seriousness or violence, and while they can fight with the best, they're more likely to view a battle as just another kind of contest or game. Satyrs are very impulsive, and are generally unreliable companions despite their good intentions.

## Swanmay

Swanmays are human females who are gifted with the magical power to transform themselves into swans. In human form, they are indistinguishable from other people, although they're frequently women of striking looks and grace. In swan form, they are great white birds of extraordinary beauty. All swanmays carry a magical token of some kind—a ring, cloak, or belt, for instance—that allows them to change shape.

Swanmays belong to a special sisterhood of druids and rangers, living in communal lodges in hidden forests. Their homes are always near silent lakes or marshes. They oppose poachers, raiders, and others who disturb the natural order of the land, and they act as friends and protectors of the forest folk. Many swanmays give up routine adventuring to guard their homes against the forces of evil, but a few—player character swanmays—wander the land to fight evil wherever they find it.

## Thri-kreen

The thri-kreen are a race of large, intelligent insects often referred to as mantis warriors. They roam the deserts and savannas, existing as nomadic hunters. Mature thri-kreen are roughly seven feet tall at the shoulder, with six limbs and a tough, sandy-colored exoskeleton. They have black compound eyes, short antennae, and a complicated jaw structure. The thri-kreen's uppermost four limbs are equipped with opposable claws that can grasp tools or weapons, or serve as weapons themselves. The thri-kreen language is made up of clicks and grindings, and they have difficulty learning the common tongue.

Thri-kreen are organized into hunting packs, and they constantly roam their territory. It's unusual for a thri-kreen to leave its pack-mates and travel alone, and even more unusual for one to take up with others not of its kind. A PC thri-kreen has probably lost its true family in some disaster or another, and accepts its companions as a substitute family.

## Wemic

Wemics are part human and part lion, combining the two as centaurs combine human and horse. The wemic's leonine body has a human torso where the lion's neck and head would be. The leonine body is covered with dusky golden fur, with a white underbelly, while the human half tends toward a tawny skin tone and a slight catlike cast to the face and eyes. Wemics are aboriginal nomads who live through hunting—they use fire and craft weapons and tools, but rarely build any kind of permanent dwelling. Wemics believe that everything in the world is a living thing, from the skies to the sun or earth, and they are very superstitious.

Wemics are playful and curious as cubs, and a small number never grow out of this stage. Wemic adventurers are most often characters of this sort, although other wemics

may choose to trade with humans or sell their services as guides, and come into contact with a player character party in that fashion.

## Racial Abilities and Restrictions

Naturally, each of the unique races described in this section have their own special powers, benefits, and hindrances. When a player selects a character, he must accept the standard abilities and restrictions of that race—there are no optional variations or abilities, such as those described for dwarves, elves, or the other standard demihuman races. The racial abilities are summed up on the chart below.

| Race | AC | hp | MV | Natural Attacks | Characteristics |
|---|---|---|---|---|---|
| Aarakocra | 7 | +0 | 6, Fl 36(C) | 1d3/1d3/1d3 (talons, beak) | a, y, ff |
| Alaghi | 4 | +9 | 12 | 2d6 (fist) | b, c, ff, z |
| Bugbear | 10 | +3 | 9 | — | d, e, z |
| Bullywug | 6 | +0 | 6, Sw 15 | — | a, c (75%), e, f, g, aa |
| Centaur | 5 | +4 | 18 | 1d6/1d6 (hooves) | a, z, ff |
| Flind | 10 | +2 | 12 | — | c |
| Giff | 6 | +4 | 6 | 2d6 (head butt) | s (10%), z |
| Githzerai | 10 | +0 | 12 | — | d, s |
| Gnoll | 10 | +2 | 12 | — | cc |
| Goblin | 10 | +0 | 6 | — | d, h (25%), bb, cc |
| Hobgoblin | 10 | +0 | 9 | — | d, h(40%), i(40%), j(40%),cc |
| Kobold | 10 | +0 | 6 | — | d, k, bb, cc |
| Lizard man | 5 | +0 | 6, Sw 12 | 1d3/1d3/1d6 (claws, tail) | f, aa |
| Minotaur | 6 | +6 | 12 | 2d6 (head butt) | d, l, m, n, o, z |
| Mongrelman | 5 | +0 | 9 | — | c (80%), p, q, dd |
| Ogre | 5 | +4 | 9 | — | z |
| Orc | 10 | +0 | 12 | — | d, h(35%), i(25%), bb, cc |
| Satyr | 5 | +0 | 18 | 2d4 (head butt) | c (90%), d, l, r, ee |
| Swanmay | 7 | +0 | 15, Fl 19(D) | — | x |
| Thri-kreen | 5 | +0 | 18 | 1d4 (x4), 2–5 (claws, bite) | g, t, u, v, w, ff |
| Wemic | 6 | +5 | 12 | 1d4/1d4 (claws) | g (50'), z, ff |

**AC** is the creature's natural Armor Class. If the creature wears armor that is superior to its natural defenses, it may use the better value as its AC. If the creature wears armor that is inferior to its natural AC, its AC improves by only 1 place. For example, a lizard man (AC 5) in leather armor (AC 8) is actually AC 4, since the leather armor provides a small measure of extra protection. However, a lizard man in plate mail (AC 3) is AC 3.

**HP** is the creature's bonus hit points at first level. After the character determines his hit points normally for his class and level, he may add this number to his hit point total.

**MV** is the creature's normal movement rate while unencumbered. Several monstrous character races allow flying or swimming as alternative means of movement.

**Natural attacks** describe any natural attacks the character can make without any weapons. Generally, a character must choose to either use his natural attacks or fight with a weapon in a round, but there are three exceptions: centaurs and wemics can attack with a weapon and use their natural attacks at the same time, and thri-kreen can attack with a weapon and use their bite at the same time.

# Chapter 4: Character Classes

The next step in creating a Player's Option hero is choosing a vocation. There are four basic types of characters in the AD&D game: warriors, wizards, priests, and rogues.

Each character receives a number of points to spend on class abilities. That means priests of the same faith no longer are carbon copies of each other. Warriors can have widely varying skills. Characters are limited only by their players' imaginations.

Character points are used to purchase skills, and the number of points available vary with classes.

Character classes share common terminology. Three of the most-used terms are:

**Experience points**—the measure of a character's learning. They are awarded by the DM after each adventure in response to a character's actions and accomplishments. When a character gains enough experience points, he advances a level and his abilities improve.

**Level**—refers to the stage of the character's development in his class. A beginning character is first level. When the character earns enough experience points, he advances to second, then third, and so on. Different classes advance at different rates.

**Prime requisite**—is the term that refers to the ability score most important to a particular class. For example, Strength is the prime requisite for fighters. A character needs to meet all ability score and prime requisite requirements to become a member of a certain class. Some classes have more than one prime requisite. Any character with a prime requisite score of 16 or greater receives an extra 10% bonus to experience point awards.

## Warriors

Warriors make their way in the world by the strength of their muscles and the swiftness of their swords. Warrior classes include the fighter, paladin, and ranger. Using the Player's Option system, all members of the warrior group:

- Have the ability to select any weapon and wear any type of armor available in the campaign.
- Roll d10s to determine their hit points from 1st to 9th level. Thereafter, they gain three hit points per level.
- Are prevented from using certain magical items.
- Can become proficient in "shield," which grants them an Armor Class bonus. See the

proficiencies section for more details.

- At higher levels make additional melee attacks in a combat round. The chart below details this progression.

**Table 18: Warrior Melee Attacks By Level**

| Level | Attacks/Round |
|---|---|
| 1–6 | 1/round |
| 7–12 | 3/2 rounds |
| 13+ | 2/round |

Use the table below to determine the rate at which they advance in levels.

**Table 19: Warrior Experience Levels**

| Level | Fighter | Paladin/ Ranger | Hit dice (d10) |
|---|---|---|---|
| 1 | 0 | 0 | 1 |
| 2 | 2,000 | 2,250 | 2 |
| 3 | 4,000 | 4,500 | 3 |
| 4 | 8,000 | 9,000 | 4 |
| 5 | 16,000 | 18,000 | 5 |
| 6 | 32,000 | 36,000 | 6 |
| 7 | 64,000 | 75,000 | 7 |
| 8 | 125,000 | 150,000 | 8 |
| 9 | 250,000 | 300,000 | 9 |
| 10 | 500,000 | 600,000 | 9+3 |
| 11 | 750,000 | 900,000 | 9+6 |
| 12 | 1,000,000 | 1,200,000 | 9+9 |
| 13 | 1,250,000 | 1,500,000 | 9+12 |
| 14 | 1,500,000 | 1,800,000 | 9+15 |
| 15 | 1,750,000 | 2,100,000 | 9+18 |
| 16 | 2,000,000 | 2,400,000 | 9+21 |
| 17 | 2,250,000 | 2,700,000 | 9+24 |
| 18 | 2,500,000 | 3,000,000 | 9+27 |
| 19 | 2,750,000 | 3,300,000 | 9+30 |
| 20 | 3,000,000 | 3,600,000 | 9+33 |

## Fighter

**Ability Requirements:** Strength 9
**Prime Requisite:** Strength
**Allowed Races:** All

Fighters are experts with weapons, and they are often masters of tactics and strategy. Perseus, Hercules, Hiawatha, Beowulf, and Sinbad are fighters of legend. Hannibal, Alexander the Great, Charlemagne, and Spartacus are real-world warriors.

The principal attribute of a fighter is Strength, as he needs to heft and use his

weapons and carry the weight of his armor for long periods. Good scores in Dexterity and Constitution also are desirable. Fighters can be of any alignment.

## Building a Fighter with Character Points

Fighters have 15 character points to spend on abilities. Each of the abilities below cost 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard fighter spends his character points to acquire the abilities of weapon specialization and gaining followers.

**1d12 for hit points (10):** Instead of rolling a 10-sided die to determine initial hit points and how many new hit points the fighter receives at each level, a 12-sided dice is rolled instead.

**Building (5):** The knowledge to construct heavy war machines, siege engines, and siege towers.

**Defense bonus (10):** +2 bonus to Armor Class if unarmored and unencumbered.

**Followers (5/10):** By purchasing this skill, a fighter can gain followers as described in the *Player's Handbook* if he establishes a stronghold and is at least 9th level. If this is purchased as a 10-point ability, the fighter can attract followers whenever he establishes a stronghold, regardless of level. Refer to the warrior section of the *Player's Handbook* for more details on followers.

**Increased movement (5):** A fighter's base movement score is 15 rather than 12.

**Leadership (5):** The ability to lead large numbers of troops into battle. The fighter is able to take charge of up to 100 soldiers per level. He knows how to use messengers and signals, is familiar with military terminology, and understands the mechanics of moving a large number of men.

**Magic resistance (10):** Gain a 2% Magic Resistance for each level. For example, a 9th level fighter would have an 18% Magic Resistance score.

**Move silently (10):** A fighter with this ability has a chance to move silently like a thief. This chance is equal to his Dexterity score plus his level. For example, an 8th level fighter with a 17 Dexterity score has a 24% chance to move silently. The fighter cannot wear armor above studded leather. Look to the thief table for penalties for additional armor.

**Multiple specialization (10):** This ability can be taken in place of the 5-point ability to specialize in a single weapon. A fighter with this ability can specialize in as many weapons as he desires. The character point cost must be met for each individual specialization.

**Poison resistance (5):** Fighters with poison resistance gain a +1 bonus to all saving throws versus poison.

**Spell resistance (5):** Fighters with spell resistance gain a +1 bonus to all saving throws versus spells.

**Supervisor (5):** The authority to supervise the construction of defensive works such as ditches, pits, fields of stakes, and hastily built wooden and stone barricades. With time permitting, the fighter also can supervise the building of semi-permanent fortifications.

**War machines (5):** The knowledge to operate heavy war machines and siege engines

such as ballistae, catapults, rams, bores, and siege towers.

**Weapon specialization (5):** This fighter has the ability to specialize in a particular weapon. The character point cost for acquiring the specialization must also be met (see page 118).

## Optional Restrictions

A fighter can gain bonus character points to spend on the above abilities by accepting a voluntary restriction on his normal abilities. The restrictions with their point values follow:

**Limited armor (5/10/15):** A fighter with this restriction is limited in his selection of armor. If the character is restricted to chain mail or lighter armor, this restriction gives him 5 CPs; if he is limited to studded leather or lighter armor, he gains 10 CPs; and if he cannot wear any armor at all, this restriction is worth 15 CPs. (The character can always use a shield.)

**Limited weapon selection (5):** A fighter with this restriction is limited in his choice of weapons. He can choose to gain proficiency only in melee weapons (no missile weapons allowed); he can choose to learn only cleric weapons (bludgeoning weapons); or he can choose to learn only thief weapons (club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broadsword, long sword, short sword, and staff).

**Limited magical item use (5+):** A fighter with this restriction distrusts magic and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs . The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; weapons; and armor.

## Paladin

| | |
|---|---|
| **Ability Requirements:** | Strength 12 |
| | Constitution 9 |
| | Wisdom 13 |
| | Charisma 17 |
| **Prime Requisite:** | Strength, Charisma |
| **Allowed Races:** | Human |

The paladin is a noble and heroic warrior—often literally the knight in shining armor—a symbol of all that is right, good, and just in the world. Examples of paladins include Sir Lancelot, Sir Gawain, Sir Galahad of King Arthur's Round Table, and Roland and the 12 Peers of Charlemagne. For more on these men, see *Charlemagne's Paladins* Historical Reference book for the AD&D game. Such a warrior has high ideals to maintain at all times.

Only humans can become paladins. A paladin must be lawful good in alignment. Any paladin who changes alignment loses all his special powers. This loss might be temporary or permanent, depending on the circumstances. A paladin who consciously commits a chaotic act must find a lawful good cleric of at least 7th level, confess the act, and seek penance. If a paladin knowingly commits an evil act, the character's status as a paladin is forever lost. If such an act is committed by the paladin under duress (enchanted or

controlled by magic), the loss of status remains in effect until the paladin completes a major quest for the cause of good. The paladin gains no experience points for this quest, but if successfully completed, he regains the status and powers of his paladinhood. All paladins have the following restrictions:

- Cannot possess more than 10 magical items. Further, these items must not exceed one set of armor, one shield, four weapons (magical arrows and bolts don't count), and four other objects.
- Can never retain wealth. He can keep enough treasure to support himself, pay his henchmen, and so on, but all excess monies must be donated to worthy causes. Other characters do not qualify as worthy causes. In addition, 10% of all treasure garnered must be given to a lawful good religious institution of the paladin's choice.
- Cannot attract a body of followers. However, he can hire soldiers and specialists—so long as those individuals are lawful good.
- Will not abide the company of those he knows to be evil. Those of other alignments will be tolerated as long as they behave themselves.

Paladins receive 60 character points with which to purchase class abilities. Each of the abilities below cost 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard paladin spends his character points to acquire the abilities of circle of power 5, curative 10, detection 5, faithful mount 5, healing 5, health 5, protection from evil 5, saving throw bonus 10, and turn undead 10.

**Circle of power (5):** If the paladin has a *holy sword*, he can project a circle of power 10' in diameter. This circle dispels hostile magic at a level equal to the experience level of the paladin

**Curative (10):** Cure diseases of all types once a week for every five experience levels. For example, a 10th level paladin can use his *cure disease* ability two times a week. (This ability is ineffective against lycanthropy.)

**Detection (5):** Detect evil monsters or creatures up to 60' away by concentrating. A paladin can do this as often as he wishes, but each use takes one round.

**Faithful mount (5):** The paladin can summon a special steed at 4th level. This faithful steed might not be a horse—it may be any creature the DM deems appropriate. This steed is bonded to the paladin. However, this steed does not simply appear when called. The paladin likely must find his mount in a memorable way, such as on a quest.

**Healing (5):** The ability to heal himself or another by the *laying on of hands* once a day. The paladin can restore two hit points per his experience level.

**Health (5):** Immunity to all forms of disease. (Paladins are not immune to lycanthropy and mummy rot.)

**Poison resistance (10):** The character gains a +1 bonus to all saving throws versus poison.

**Priest spells (10):** The *Player's Handbook* states that at 9th level a paladin can cast priest spells from the following spheres: combat, divination, healing, and protection. However, by purchasing this ability, paladins can cast spells beginning at 4th level. Paladins do not gain extra spells for possessing high Intuition scores, nor can they cast

spells from cleric or druid scrolls. The spell progression chart for paladins appears below.

**Table 20: Paladin Spell Progression**

| Paladin Level | Casting Level | Spell level 1 | 2 | 3 | 4 |
|---|---|---|---|---|---|
| 4 | 1 | 1 | — | — | — |
| 5 | 1 | 1 | — | — | — |
| 6 | 2 | 2 | — | — | — |
| 7 | 2 | 2 | 1 | — | — |
| 8 | 3 | 2 | 1 | — | — |
| 9 | 3 | 2 | 2 | — | — |
| 10 | 4 | 2 | 2 | 1 | — |
| 11 | 4 | 2 | 2 | 2 | — |
| 12 | 5 | 3 | 2 | 2 | — |
| 13 | 5 | 3 | 2 | 2 | — |
| 14 | 6 | 3 | 2 | 2 | 1 |
| 15 | 7 | 3 | 3 | 2 | 1 |
| 16 | 8 | 3 | 3 | 3 | 1 |
| 17 | 9* | 3 | 3 | 3 | 1 |
| 18 | 9* | 3 | 3 | 3 | 2 |
| 19 | 9* | 3 | 3 | 3 | 3 |
| 20 | 9* | 4 | 3 | 3 | 3 |

* Maximum level of spell ability

**Protection from evil (5):** The paladin has a natural aura with a 10' radius. Within this aura, summoned or evil creatures suffer a –1 penalty to all attack rolls. Creatures affected by this aura know the paladin to be the source of their discomfort.

**Resist charm (10):** Paladins with this ability gain a +2 bonus to saving throws versus charm-like spells and abilities.

**Saving Throw Bonus (10):** Paladins with this ability gain a +2 bonus to all saving throws.

**Turn undead (10):** When the paladin attains 3rd level he can turn undead. This ability functions as if the paladin were a cleric two levels lower. For example, a 6th level paladin would turn undead as a 4th level cleric. See the Player's Handbook for information on turning undead.

**Weapon specialization (10):** This paladin can specialize in a particular weapon. The character point cost must be met in addition.

## Optional Restrictions

A paladin can gain bonus character points to spend on the above abilities by accepting voluntary restrictions on his warrior abilities. The restrictions are the same as those listed for Fighters.

## Ranger

| | |
|---|---|
| **Ability Requirements:** | Strength 13<br>Dexterity 13<br>Constitution 14<br>Wisdom 14 |
| **Prime Requisite:** | Strength, Dexterity, Wisdom |
| **Allowed Races:** | Human, elf, half-elf |

The ranger is a hunter and a woodsman who lives in the wilderness. Robin Hood, Orion, and Jack the Giant Killer all are examples of rangers. Rangers must be of one of these alignments: lawful good, neutral good, or chaotic good. They must abide by the following restrictions:

- Must retain his good alignment. If he intentionally commits an evil act, he loses all his ranger abilities and becomes a fighter of the same level. His ranger status never can be regained. If a ranger commits evil under duress or because he has no choice, he cannot gain experience points until he has cleansed himself. This may entail correcting the wrongs done by his evil act, avenging himself on those who forced him to the act, etc. The DM should determine the appropriate actions.
- Can retain only what treasure he and his mount can carry. All other treasure must be donated to a worthy cause.

Ranger characters receive 60 character points to purchase class abilities. Each of the abilities below costs 5 to 10 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. A standard ranger spends his character points to acquire the abilities of empathy with animals, followers, hide in shadows, move silently, priest spells, special enemy, two-weapon style, and tracking proficiency.

**Table 21: Rangers' Spell-Casting Abilities**

| Ranger | Casting | Spell level | | |
|---|---|---|---|---|
| **Level** | **Level** | **1** | **2** | **3** |
| 8 | 1 | 1 | — | — |
| 9 | 2 | 2 | — | — |
| 10 | 3 | 2 | 1 | — |
| 11 | 4 | 2 | 2 | — |
| 12 | 5 | 2 | 2 | 1 |
| 13 | 6 | 3 | 2 | 1 |
| 14 | 7 | 3 | 2 | 2 |
| 15 | 8 | 3 | 3 | 2 |
| 16 | 9* | 3 | 3 | 3 |

* Maximum spell ability

**Table 22: Ranger Abilities By level**

| Ranger's Level | Hide in Shadows** | Move Silently |
|---|---|---|

| | | |
|---|---|---|
| 1 | 10% | 15% |
| 2 | 15% | 21% |
| 3 | 20% | 27% |
| 4 | 25% | 33% |
| 5 | 31% | 40% |
| 6 | 37% | 47% |
| 7 | 43% | 55% |
| 8 | 49% | 62% |
| 9 | 56% | 70% |
| 10 | 63% | 78% |
| 11 | 70% | 86% |
| 12 | 77% | 94% |
| 13 | 85% | 99%* |
| 14 | 93% | 99%* |
| 15 | 99%* | 99%* |

* Maximum percentile score
** Also used to determine the character's climbing score.

**Bow bonus (5):** A ranger with this ability gains a +1 attack bonus when using any type of bow.

**Climbing (10):** A ranger can climb trees, cliffs, and other natural formations. The ranger's climbing score is equal to his Dexterity/Balance score plus the hide in shadows percentage (see Table 22) for a character of his level. Note that a ranger does not have to have the hide in shadows ability to have a climbing ability, the two skill simply use similar numbers.

**Detect noise (10):** As the thief ability. Use the ranger's Intuition score plus his move silently percentage to determine his chance for success.

**Empathy with animals (10):** When dealing with a domestic or non-hostile animal, the ranger can approach and befriend it automatically. The ranger also can discern the health and nature of such animals. When approaching wild animals or those trained to attack, the animal must make a saving throw vs. rods to resist the ranger's friendly overtures. There is a –1 penalty to the roll for every three experience levels of the ranger. For example, if the approaching ranger is 7th level, the animal's saving throw penalty is –2. If the animal fails the save, the ranger can adjust the animal's reaction by one category.

**Find and remove wilderness traps (10):** These traps include pits, snares, etc. A ranger's chance for success is equal to his move silently percentage. See the table farther below.

**Followers (10):** At 10th level, the ranger attracts 2d6 followers. Use Table 19 in the Player's Handbook to determine what kind of creatures the ranger attracts. The ranger does not need to build a stronghold or fort.

**Hide in Shadows (5):** A ranger can hide in shadows, as the thief ability, in natural surroundings if he is wearing studded leather or lighter armor. See Table 22 for the ranger's chance of success. The ranger also can attempt to use this ability in other settings, but his chance of success is halved

**Move silently (5):** A ranger can move silently, as the thief ability, in natural

surroundings if he is wearing studded leather or lighter armor. See Table 22 for the ranger's chance of success. The ranger also can attempt to use this ability in other settings, but his chance of success is halved.

**Pass Without Trace (10):** By selecting this ability at character creation, a ranger gains the druid ability to *pass without trace* once a day.

**Priest spells (10):** Starting at level eight, a ranger can learn priest spells of the plant and animal spheres. He follows the normal rules for priest spells, though he does not gain extra spells for a high Wisdom/Intuition score. A ranger cannot use clerical scrolls. The ranger's spell progression is presented on Table 21.

**Sneak attack (10):** If a ranger successfully moves silently and hides in shadows, he can sneak-attack in natural settings, as the thief's backstab ability. The ranger strikes and does backstab damage as a thief of the same level.

**Speak with animals (5):** Once a day a ranger can *speak with animals*, as the spell.

**Special enemy (10):** Rangers focus their efforts on one exceedingly bothersome type of creature. A ranger must choose his special enemy before reaching 2nd level. Sample enemies include orcs, trolls, bugbears, and lizard men. The DM must approve the player's choice. From that point on, the ranger gains a +4 bonus to his attack rolls when encountering that type of creature. The ranger can attempt to hide the enmity he feels for these creatures, but he suffers a –4 penalty on reaction rolls vs. that type of creature. Further, the ranger should seek out such creatures over other foes in combat, unless there is some greater danger.

**Tracking proficiency (5):** The ranger gains the tracking proficiency, and the character's tracking skill automatically improves by +1 for every three levels. For example, a 10th level ranger improves his tracking score by +3.

**Two-weapon style (5):** A ranger can fight with two weapons and suffer no penalties to his attacks rolls. No shield can be used when a ranger fights in this manner. If the ranger wears armor heavier than studded leather, the standard penalties fro two-weapon fighting apply.

**Weapon specialization (10):** This ranger can specialize in a particular weapon. The character point cost must be met in addition.

### Optional Restrictions

A ranger can gain bonus character points to spend on the above abilities by accepting voluntary restrictions on his warrior abilities. The restrictions are the same as those for Fighters.

## Rogues

Rogues are scoundrels, living by their wits day to day—often at the expense of others. Not all rogues are outright criminals, but many of them possess a shady past they'd rather not have made public. Rogues have several special abilities, the success of which is determined by using percentile dice. Refer to the rogue section of the *Player's Handbook* for more information. There are two classes of rogues—thieves and bards. Both use the following table to dictate their level advancements. All rogues roll 1d6 for their hit points from 1st through 10th level. After that, rogues add 2 hit points per level.

### Thief

**Ability Requirements:** Dexterity 9
**Prime Requisite:** Dexterity
**Allowed Races:** All

The profession of thief is not a particularly honorable one. However, many famous folk heroes have been thieves, robbing from the corrupt and wealthy and giving to the poor and hungry. The thief can be a romantic figure, even a swashbuckling one. Examples are Oliver Twist, Hanse Shadowspawn, Ali Babba, Aladdin, and Bilbo Baggins.

Thieves are limited in their selection of weapons to: club, dagger, dart, hand crossbow, knife, lasso, short bow, sling, broad sword, long sword, short sword, and staff.

**Table 23: Rogue Experience Levels**

| Level | Rogue | Hit dice (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 1,250 | 2 |
| 3 | 2,500 | 3 |
| 4 | 5,000 | 4 |
| 5 | 10,000 | 5 |
| 6 | 20,000 | 6 |
| 7 | 40,000 | 7 |
| 8 | 70,000 | 8 |
| 9 | 110,000 | 9 |
| 10 | 160,000 | 10 |
| 11 | 220,000 | 10+2 |
| 12 | 440,000 | 10+4 |
| 13 | 660,000 | 10+6 |
| 14 | 880,000 | 10+8 |
| 15 | 1,100,000 | 10+10 |
| 16 | 1,320,000 | 10+12 |
| 17 | 1,540,000 | 10+14 |
| 18 | 1,760,000 | 10+16 |
| 19 | 1,980,000 | 10+18 |
| 20 | 2,200,000 | 10+20 |

Thieves receive 80 character points to spend on skills from the following list. Skills cost 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. Many of the skills can be improved as thieves advance levels. This is explained after the skill section.

Skills marked with an asterisk (*) can be improved as a thief advances in level. Refer to the appropriate table.

**Backstab (10):** Thieves are practiced in the art of quietly eliminating guards and sentries. If a thief strikes a target from behind with surprise, the thief gains a +4 bonus on his attack roll, and the blow does additional damage. Table 24 defines the extra damage:

**Table 24: Backstab Damage Multiplier**

| Thief's Level | Damage Multiplier |
|---|---|
| 1–4 | x2 |
| 5–8 | x3 |
| 9–12 | x4 |
| 13+ | x5 |

**Bribe* (5):** A thief can bribe an official with gifts of money or merchandise. Only one bribe can be attempted per target. If the attempt fails, the DM should make a reaction roll for the target to determine how he counters the bribe.

**Climb walls* (5):** This skill lets thieves climb smooth or vertical surfaces.

**Defense bonus (10):** +2 bonus to Armor Class when unarmored and unencumbered.

**Detect illusion* (10):** Thieves can see detect illusions within their line of sight, up to 90 feet away. They perceive the illusion as a translucent image, seeing through it as though it were a light mist.

**Detect magic* (10):** Thieves can spot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

**Detect noise* (5):** This is the ability to hear sounds others usually can't.

**Escaping bonds* (10):** There comes a time in every thief's career when his luck runs out and the he is apprehended. The ability to escape bonds such as ropes, leather thongs, manacles, chains, and even straight jackets is a feat of contortion and determination. The thief must roll to break every device binding him. If he's tied at the wrists and at the ankles, then he must make two successful rolls to free himself. This skill takes five rounds to use. A thief might hurry his efforts, but he suffers a –5% penalty for each round he tries to shave. Locked items also require the thief to successfully pick the locks. A failure on any attempt means that the thief cannot loose that bond or pick the lock.

**Find/remove traps* (10):** Many people try to protect their important belongings from thieves with small mechanical traps or alarms. As a result, thieves have developed skills to find and disarm these traps.

**Followers (5/10):** By purchasing this skill, a thief can gain followers as described in the *Player's Handbook* if he establishes a stronghold and is at least 10th level. If this is purchased as a 10-point ability, the thief can attract followers whenever he establishes a stronghold, regardless of level. Refer to the thief section of the Player's Handbook for more details on followers.

**Hide in shadows* (5):** A thief can attempt to disappear in shadows, bushes, and crannies. A successful thief will be effectively invisible as long as he remains all but motionless. Slow, deliberate movements are allowed.

**Move silently* (5):** This is the ability to move without making noise. The movement rate of a thief attempting this is reduced to 1/3 his normal rate.

**Open locks* (10):** A thief can try to pick all types of locks using skill, tools, finesse, and luck. If a thief fails to open a lock, he cannot attempt to open that lock again until advancing a level.

**Pick pockets* (10):** A thief uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the thief did not

come away with an item, but it does not indicate the thief was caught in the act. To determine if a thief's attempt was noticed, subtract three times the victim's experience level from 100. If the thief's roll was equal to or higher than this number, the attempt was noticed. For example, if the thief tried to pick the pocket of a 5th level fighter and failed—and the thief's roll was 85 or higher—the thief is noticed. (5x3 = 15. 100–15 = 85.)

**Read languages* (5):** A thief needs every edge he can get, and the ability to read languages can help.

**Scroll use (5/10):** At 10th level, a thief can use magical spell scrolls. By purchasing this skill as a 10-point ability, he has a chance to read scrolls at any level. If a thief fails to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring. Consult Table 25 for the thief's chance to read a scroll:

**Table 25: Thief Scroll Use**

| Thief Level | % Chance |
|---|---|
| 1–2 | 10% |
| 3–4 | 20% |
| 5–6 | 30% |
| 7 | 40% |
| 8 | 50% |
| 9 | 60% |
| 10 | 70% |
| 11+ | 80% |

**Thieves' cant (5):** Thieves use slang terms when referring to their illegal operations. This lets them converse about such dealings in the open without others knowing what they are talking about.

**Tunneling* (10):** A thief might need to dig a tunnel to get to a cache of riches. His success at tunneling depends on several factors. The tunneling table below shows the time required to dig through 10 feet of earth with adequate tools. Every 10 feet, the thief must make a skill check, failure meaning that the front of the tunnel collapses. It can be re-dug at the loose earth rate.

**Table 26: Tunneling**

| Type of earth | Modifier | Time |
|---|---|---|
| Sand/loose earth | –10% | 5 hours |
| Packed earth | — | 10 hours |
| Rock | +10% | 30 hours |

**Table 27: Thieving Skill Base Scores**

| Skill | Base Chance |
|---|---|
| Pick Pockets | 15% |
| Open Locks | 10% |
| Find/Remove Traps | 5% |
| Move Silently | 10% |
| Hide in Shadows | 5% |
| Detect Noise | 15% |

| | |
|---|---|
| Climb Walls | 60% |
| Read Languages | 0% |
| Detect magic | 5% |
| Detect illusion | 10% |
| Bribe | 5% |
| Tunneling | 15% |
| Escape bonds | 10% |

**Weapon specialization (15):** This thief can specialize in a particular weapon. The character point cost for gaining proficiency and specialization in the weapon must be met in addition.

**Skill points:** After a thief's skills are selected, consult the thieving tables to determine base scores for certain abilities and how to modify those abilities based on race, Dexterity, and armor or lack thereof.

Next, allocate 60 additional discretionary points among the thief's "scored" skills. These skills include: pick pockets, open locks, find/remove traps, move silently, hide in shadows, detect noise, climb walls, read languages, detect magic, detect illusion, bribe, tunneling, and escape bonds.

Further, each time a thief advances a level, he is awarded 30 discretionary points to divide among those abilities.

### Table 28: Thieving Skill Racial Adjustments

| Skill | Dwarf | Elf | Gnome | Half-elf | Half-orc | Halfling | Human |
|---|---|---|---|---|---|---|---|
| Pick Pockets | — | +5% | — | +10% | — | +5% | — |
| Open Locks | +10% | –5% | +5% | — | — | +5% | — |
| Find/Remove Traps | +15% | — | +10% | — | +5% | +5% | — |
| Move Silently | — | +5% | +5% | — | — | +10% | — |
| Hide in Shadows | — | +10% | +5% | +5% | — | +15% | — |
| Detect Noise | — | +5% | +10% | — | +5% | +5% | — |
| Climb Walls | –10% | — | –15% | — | — | –15% | — |
| Read Languages | –5% | — | — | — | — | –5% | — |
| Detect Magic | +5% | +10% | +5% | +5% | — | +5% | — |
| Detect Illusion | +5% | — | +10% | +5% | –5% | — | — |
| Bribe | –5% | +15% | +5% | +5% | +10% | — | — |
| Tunneling | +10% | –10% | +5% | –5% | — | +5% | — |
| Escape Bonds | — | — | — | — | — | +10% | — |

### Table 29: Thieving Skill Dexterity Adjustments

| | Aim, Balance, or Dexterity | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Skill** | **9** | **10** | **11** | **12** | **13–15** | **16** | **17** | **18** | **19** | **20** | **21** | **22** |
| Pick Pockets | –15% | –10% | –5% | — | — | — | +5% | +10% | +15% | +20% | +20% | +25% |
| Open Locks | –10% | –5% | — | — | — | +5% | +10% | +15% | +20% | +20% | +25% | +25% |
| Find/Remove Traps | –10% | –10% | –5% | — | — | — | — | +5% | +10% | +15% | +20% | +20% |
| Move Silently | –20% | –15% | –10% | –5% | — | — | +5% | +10% | +15% | +15% | +20% | +20% |
| Hide in Shadows | –10% | –5% | — | — | — | — | +5% | +10% | +15% | +20% | +25% | +30% |
| Climb Walls | –10% | –5% | — | — | — | — | +5% | +10% | +15% | +20% | +20% | +25% |
| Tunneling | –10% | –5% | — | — | — | — | — | +5% | +10% | +15% | +20% | +30% |
| Escape Bonds | –15% | –10% | –5% | — | — | — | +5% | +10% | +15% | +20% | +25% | +30% |

**Table 30: Thieving Skill Armor Adjustments**

| Skill | No Armor | Elven Chain | Padded or Studded Leather |
|---|---|---|---|
| Pick Pockets | +5% | –20% | –30% |
| Open Locks | — | –5% | –10% |
| Find/Remove Traps | — | –5% | –10% |
| Move Silently | +10% | –10% | –20% |
| Hide in Shadows | +5% | –10% | –20% |
| Detect Noise | — | –5% | –10% |
| Climb Walls | +10% | –20% | –30% |
| Tunneling | +10% | –5% | –10% |
| Escape bonds | +5% | –5% | –5% |

## Bard

**Ability Requirements:** Dexterity 12
Intelligence 13
Charisma 15
**Prime Requisite:** Dexterity, Charisma
**Allowed Races:** Human, half-elf

AD&D game bards are loosely derived from Celtic poets who sang their tribes' histories. Examples include the Pied Piper of Hamelin, Alan-a-Dale, Will Scarlet, and Homer. A bard should be glib of tongue, light of heart, and fleet of foot.

A bard is a jack-of-all-trades, but a master of none. He fights as rogue, but he can use any weapon. A bard can wear any armor up to, and including, chain mail, but he cannot use a shield.

All bards are skilled singers, vocalists, and musicians. A bard character automatically begins play with the proficiencies of Singing and Musical Instrument, in the instrument of the player's choice. The character does not have to expend character points for these bonus proficiencies, but he may choose to use CPs to increase his level of skill by raising his proficiency scores or acquiring the appropriate traits (see Chapter Six).

Bards have 70 character points to spend on skills from the following list. Skills costs 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game. Many of the skills can be improved as bards advance levels. This is explained after the skill section.

**Table 31: Bard Scroll Use**

| Bard Level | % Chance |
|---|---|
| 1–2 | 10% |
| 3–4 | 20% |
| 5–6 | 30% |
| 7 | 40% |

| | |
|---|---|
| 8 | 50% |
| 9 | 60% |
| 10 | 70% |
| 11+ | 80% |

**Table 32: Bard Spell Progression**

| Bard | Spell level | | | | | |
|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** |
| 1 | — | — | — | — | — | — |
| 2 | 1 | — | — | — | — | — |
| 3 | 2 | — | — | — | — | — |
| 4 | 2 | 1 | — | — | — | — |
| 5 | 3 | 1 | — | — | — | — |
| 6 | 3 | 2 | — | — | — | — |
| 7 | 3 | 2 | 1 | — | — | — |
| 8 | 3 | 3 | 1 | — | — | — |
| 9 | 3 | 3 | 2 | — | — | — |
| 10 | 3 | 3 | 2 | 1 | — | — |
| 11 | 3 | 3 | 3 | 1 | — | — |
| 12 | 3 | 3 | 3 | 2 | — | — |
| 13 | 3 | 3 | 3 | 2 | 1 | — |
| 14 | 3 | 3 | 3 | 3 | 1 | — |
| 15 | 3 | 3 | 3 | 3 | 2 | — |
| 16 | 4 | 3 | 3 | 3 | 2 | 1 |
| 17 | 4 | 4 | 3 | 3 | 3 | 1 |
| 18 | 4 | 4 | 4 | 3 | 3 | 2 |
| 19 | 4 | 4 | 4 | 4 | 3 | 2 |
| 20 | 4 | 4 | 4 | 4 | 4 | 3 |

Skills marked with an asterisk (*) can be improved as a bard advances in level.

**Alter moods (5):** When performing before a non-hostile group, the bard can alter the group's mood. This can be achieved via an inspiring poem, a tragic tale, a collection of jokes, or a lively tune. Everyone hearing the bard's performance must make a saving throw vs. paralyzation. For every three experience levels the bard possesses apply a –1 modifier to each roll. If the save fails, the group's current attitude can be shifted one level in the direction chosen by the bard. See the reactions section of the *Dungeon Master Guide* for more details.

**Animal friendship (10):** Once a day, the bard can cast the equivalent of an *animal friendship* spell by singing a soothing song.

**Charm resistance (5):** Bards with this ability gain a +1 bonus to all saving throws versus charm-like spells and effects.

**Climb walls* (5):** This skill lets bards climb smooth or vertical surfaces.

**Counter effects (10):** Bards are able to counter the effects of songs and music used as magical attacks by performing a counter song. All characters within 30' of the bard are immune to such attacks. For example, the bard's adventuring party would be immune to the effects of a harpy's song. The bard can perform no actions other than a slow walk

while countering magic with his music. If he is struck in combat or fails any saving throw, the effect of his counter song ends. More details of this power can be found in the *Player's Handbook.*

**Detect magic* (10):** Bards can spot magical radiations within their line of sight, up to 60 feet away. They can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

**Detect noise* (5):** This is the ability to hear sounds others usually can't.

**History (10):** In his travels, a bard learns a great many things. The bard can read and write his native language and knows his area's local history. In addition, a bard has a 5% chance per level to identify the general purpose, function, and history of any magical item he comes across. The bard need not touch the item, but he must examine it closely.

**Pick pockets* (10):** A bard uses this skill to pilfer small items from the pouches, pockets, belts, sleeves, packs, etc. of others. A failed attempt means the bard did not come away with an item, but it does not indicate the bard was caught in the act. To determine if a bard's attempt was noticed, subtract three times the victim's experience level from 100. If the bard's roll was equal to or higher than this number, the attempt was noticed. For example, if the thief tried to pick the pocket of a 7th level wizard and failed—and the thief's roll was 79 or higher—the thief is noticed. (7x3 = 21. 100–21 = 79.)

**Rally friends (5):** The bard can inspire his compatriots who are about to enter battle. If the bard knows the nature of the threat they face, the bard can spend three full rounds rallying his friends with one of the following effects: a +1 bonus on attack rolls, a +1 bonus to saving throws, or a +2 bonus on Morale rolls during the upcoming battle. The range is 10' per level of the bard, and the duration is one round per level of the bard.

**Read languages* (5):** A bard needs every edge he can get, and the ability to read languages could put him ahead of his competitors.

**Sound resistance (5):** Bards gain a +2 bonus to saving throws vs. sound-based magical attacks such as: harpy's song, dragonne's roar, sphinx's roar, the shout spell, yeth hound howl, and sirine song.

**Scroll use (5/10):** At 10th level, any bard can use magical spell scrolls. By purchasing this skill as a 10-point ability, he has a chance to read scrolls at any level. If a bard fails to accurately read the scroll, usually something detrimental occurs, such as the spell backfiring. Consult Table 31 for the bard's chance to read a scroll.

**Weapon specialization (10):** This bard can specialize in a particular weapon. The character point cost must be met in addition.

**Wizard spells (10):** Bards are dabblers in magic, studying it in a rather disorganized fashion. They cannot specialize in a school of magic. They can cast spells once they reach 2nd level, and they begin with one to four spells in their spell books. A bard's spell-casting level is equal to his actual experience level. The bard's spell progression chart follows.

After a bard's skills are selected, consult the table below to determine base scores. If the bard has skills from the table, record the appropriate scores. These skills can improve as the bard gains levels.

**Skill points:** Next, allocate 20 discretionary points among the bard's "scored" skills. If the bard possesses only one of those skills, all 20 points are allotted to it. If the bard did not select any of those skills, the 20 points can be spent on nonweapon proficiencies or

saved for use during the game.

Each time a bard advances a level, he is awarded 15 discretionary points to divide among those abilities.

**Table 33: Bard Skill Base Scores**

| Climb walls | Hear noise | Pick pockets | Read languages | Detect magic |
|---|---|---|---|---|
| 50% | 20% | 10% | 5% | 10% |

Priests A priest is a follower and advocate of a particular fantasy deity—most often one of a group, or pantheon, of deities. He acts in a manner appropriate to his deity, and uses his powers and skills to help others advance the beliefs of his religion.

All priest characters can cast spells granted them by their deity, wear many types of armor, and use many weapons.

Priest spells are divided into Spheres of Influence, which mirror the interests of the priest's deity. A priest either has Major or Minor access to a sphere. Major access means that a priest potentially can cast any spell in that sphere. Minor access indicates that the priest can cast only first- through third-level spells from that sphere. The spell progression for a priest is presented below.

## Clerics

**Ability Requirements:** Wisdom 9
**Prime Requisite:** Wisdom
**Allowed Races:** All

Clerics are the most common type of priest character, and they generally are good-aligned. Clerics are sturdy soldiers in the service of their deity. They can wear any type of armor and carry a shield, but they are restricted to using only blunt, bludgeoning weapons. They can use many magical items, including magical versions of their armor and weapons.

Spells are the cleric's primary tool. Normally, a cleric spends character points to gain major access to the spheres of all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, and sun, as wall as minor access to the elemental sphere.

**Table 34: Priest Spell Progression**

| Priest | Spell level | | | | | | |
|---|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6*** | **7**** |
| 1 | 1 | — | — | — | — | — | — |
| 2 | 2 | — | — | — | — | — | — |
| 3 | 2 | 1 | — | — | — | — | — |
| 4 | 3 | 2 | — | — | — | — | — |
| 5 | 3 | 3 | 1 | — | — | — | — |
| 6 | 3 | 3 | 2 | — | — | — | — |
| 7 | 3 | 3 | 2 | 1 | — | — | — |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| 8 | 3 | 3 | 3 | 2 | — | — | — |
| 9 | 4 | 4 | 3 | 2 | 1 | — | — |
| 10 | 4 | 4 | 3 | 3 | 2 | — | — |
| 11 | 5 | 4 | 4 | 3 | 2 | 1 | — |
| 12 | 6 | 5 | 5 | 3 | 2 | 2 | — |
| 13 | 6 | 6 | 6 | 4 | 2 | 2 | — |
| 14 | 6 | 6 | 6 | 5 | 3 | 2 | 1 |
| 15 | 6 | 6 | 6 | 6 | 4 | 2 | 1 |
| 16 | 7 | 7 | 7 | 6 | 4 | 3 | 1 |
| 17 | 7 | 7 | 7 | 7 | 5 | 3 | 2 |
| 18 | 8 | 8 | 8 | 8 | 6 | 4 | 2 |
| 19 | 9 | 9 | 8 | 8 | 6 | 4 | 2 |
| 20 | 9 | 9 | 9 | 8 | 7 | 5 | 2 |

* Usable only by priests with 17 or greater Wisdom scores
** Usable only by priests with 18 or greater Wisdom scores

All priests gain 1d8 hit points for levels 1–9. Thereafter, priests earn 2 hit points per level.

**Table 35: Priest Experience Levels**

| Level | Cleric | Druid | Hit dice (d8) |
|---|---|---|---|
| 1 | 0 | 0 | 1 |
| 2 | 1,500 | 2,000 | 2 |
| 3 | 3,000 | 4,000 | 3 |
| 4 | 6,000 | 7,500 | 4 |
| 5 | 13,000 | 12,500 | 5 |
| 6 | 27,500 | 20,000 | 6 |
| 7 | 55,000 | 35,000 | 7 |
| 8 | 110,000 | 60,000 | 8 |
| 9 | 225,000 | 90,000 | 9 |
| 10 | 450,000 | 125,000 | 9+2 |
| 11 | 675,000 | 200,000 | 9+4 |
| 12 | 900,000 | 300,00 | 9+6 |
| 13 | 1,125,000 | 750,000 | 9+8 |
| 14 | 1,350,000 | 1,500,000 | 9+10 |
| 15 | 1,575,000 | 3,000,000 | 9+12 |
| 16 | 1,800,000 | 3,500,000 | 9+14 |
| 17 | 2,025,000 | 500,000* | 9+16 |
| 18 | 2,250,000 | 1,000,000 | 9+18 |
| 19 | 2,475,000 | 1,500,000 | 9+20 |
| 20 | 2,700,000 | 2,000,000 | 9+22 |

* See the Player's Handbook section on hierophant druids.

A cleric receives 125 character points to spend on skills and abilities from the following list. Skills cost 3 to 15 points. Any unspent points can be used to acquire

nonweapon proficiencies or saved for use during the game.

**Access to spheres:** Access to a sphere of spells costs 3 to 15 character points, as shown on the table below:

| Sphere | Minor | Major | Sphere | Minor | Major |
|---|---|---|---|---|---|
| All | 3 | 5 | Healing | 5 | 10 |
| Animal | 5 | 10 | Law | 5 | 10 |
| Astral | 3 | 5 | Necromantic | 5 | 10 |
| Chaos | 3 | 5 | Numbers | 5 | 10 |
| Charm | 5 | 10 | Plant | 5 | 10 |
| Combat | 5 | 10 | Protection | 5 | 10 |
| Creation | 5 | 10 | Summoning | 5 | 10 |
| Divination | 5 | 10 | Sun | 3 | 5 |
| Elemental | 10 | 15 | Thought | 5 | 10 |
| Air | 3 | 5 | Time | 5 | 10 |
| Earth | 3 | 5 | Travelers | 3 | 5 |
| Fire | 3 | 5 | War | 3 | 5 |
| Water | 3 | 5 | Wards | 5 | 10 |
| Guardian | 3 | 5 | Weather | 3 | 5 |

**Casting reduction (5):** The cleric's spell casting time is reduced by 1. All spells still retain a minimum casting time of 1.

**Detect evil (10):** Clerics with this ability can see emanations of evil from creatures or objects within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the cleric cannot be attempting other actions.

**Detect undead (10):** Clerics can detect all undead within a path 10 feet wide by 60 feet long. It takes one round to scan a direction, and the cleric cannot be attempting other actions. Clerics cannot detect undead through stone or other thick materials.

**Expert healer (5):** This ability allows the character to cast one *cure light wounds* spell a day in addition to the number of spells the priest can normally cast.

**Followers (5/10):** By purchasing this skill, a cleric can gain followers as described in the *Player's Handbook* if he establishes a stronghold and is at least 8th level. If this is purchased as a 10-point ability, the cleric can attract followers whenever he establishes a stronghold, regardless of level. Refer to the priest section of the Player's Handbook for more details on followers.

**Hit point bonus (10):** Clerics with this ability use 1d10 to determine their hit points rather than 1d8.

**Know alignment (10):** This ability allows the character to cast the *know alignment* spell once a day. This is in addition to the number of spells the priest can normally cast.

**Resist energy drain (5):** Priests with this ability gain a +1 bonus to saving throws vs. the energy drain spell and the level-draining attacks of undead. If the attack does not normally allow a saving throw, this ability has no effect. This ability's saving throw bonus does apply to characters protected by the negative plane protection spell.

**Spell duration increase (10):** The duration of all non-instantaneous spells cast by the cleric increases by 1 round for every two experience levels of the cleric. For example, a 6th level cleric has his spells' durations increased by 3 rounds.

**Turn undead (10):** The cleric is granted power over undead, such as zombies, skeletons, vampires, and liches. Clerics can drive away these creatures, and as clerics advance in faith and experience levels, they can destroy some forms of undead. Below is the chart for turning undead.

**Warrior-priests (10):** Priests who select this ability use the warrior Strength and Constitution bonuses for exceptional scores. For example, a priest could have an 18/30 Strength, and he could gain bonus hit points for having a Constitution score greater than 16.

**Weapon allowance (5):** A priest with this ability can choose a favored edged weapon of his deity. For example, a cleric of the elven deity Corellon Larethian could use a long sword, or a priest of the Norse god, Odin might wield a spear. The character must still purchase proficiency in the allowed weapon.

**Weapon specialization (15):** This priest can specialize in a particular weapon. The character point cost must be met in addition.

**Wizardly priests (15):** These priests gain access to one school of wizard spells and can cast them as if they were clerical spells. The priests must continue to observe the number of various level spells they can cast each day.

### Table 36: Turning Undead

| Type or Hit Dice | Level of Priest | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **of Undead** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** | **10–11** | **12–13** | **14+** |
| Skeleton or 1 HD | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* | D* |
| Zombie | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* | D* |
| Ghoul or 2 HD | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* | D* |
| Shadow or 3–4 HD | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* | D* |
| Wight or 5 HD | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D | D* |
| Ghast | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D | D |
| Wraith or 6 HD | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T | D |
| Mummy or 7 HD | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T | T |
| Spectre or 8 HD | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 | T |
| Vampire or 9 HD | — | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 | 4 |
| Ghost or 10 HD | — | — | — | — | — | — | 20 | 19 | 16 | 13 | 10 | 7 |
| Lich or 11+ HD | — | — | — | — | — | — | — | 20 | 19 | 16 | 13 | 10 |
| Special | — | — | — | — | — | — | — | — | 20 | 19 | 16 | 13 |

T = automatically turns that type of undead, D= destroys that type of undead.
D* =an additional 2d4 creatures are turned

## Specialty Priests

Specialty priests are encountered in campaigns where DMs develop or import a mythos or a particular pantheon of deities. The many possible types of specialty priests go beyond the scope of this book. However, players and DMs interested in designing these priests should consult the *Player's Handbook*, the *Complete Priests Handbook*, and the *Legends & Lore* book. One example of a specialty priest, the druid, is presented below.

## Druids

**Ability Requirements:** Wisdom 12

| | |
|---|---|
| | Charisma 15 |
| **Prime Requisite:** | Wisdom, Charisma |
| **Allowed Races:** | Human, half-elf |

The druids of history lived among the Germanic tribes of Western Europe and Britain during the days of the Roman Empire. They acted as advisors to tribal chieftains. They believed the earth was the mother of all things, and they revered it, the sun, the moon, and certain trees as deities.

Druids in the AD&D game are nature priests, protecting pristine woodlands from the depredations of monsters and civilization. They are only loosely based on their historical namesakes.

A druid is allowed to wear only leather armor and use only wooden shields—natural materials. A druid may use only the following weapons: club, sickle, dart, spear, dagger, scimitar, sling, and staff.

A druid's standard selection of spells includes major access to the spheres of all, animal, elemental, healing, plant, and weather, and minor access to divination. A druid can use magical items allowed to priests, except for books and scrolls.

A druid has 100 character points to purchase skills. Skills costs 5 to 15 points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game.

**Access to spheres:** The standard druid selection (see above) costs 60 character points. Or, the druid can purchase spheres individually just as clerics do (see page 57).

**Bonus spell (5):** Once per day the druid can cast an *animal friendship* spell. This is a bonus spell and does not count against the druid's spell total for the day.

**Cold resistance (5):** +2 saving throw bonus vs. cold- or ice-based attacks.

**Communicate with creatures (10):** A druid can acquire the languages of woodland creatures, at the rate of one language per level. For example, a fourth level druid could have four such languages. Some woodland creatures include: centaurs, dryads, elves, fauns, satyrs, gnomes, dragons, lizard men, manticores, nixies, pixies, sprites, and treants.

**Elemental spell bonus (5):** When the druid casts spells from the elemental sphere, all level-based variables (range, duration, etc.) are calculated as if the druid were one experience level higher than the character's actual level.

**Hit point bonus (10):** Druids with this ability use 1d10 to determine their hit points rather than 1d8.

**Identify (5):** At 3rd level, a druid can accurately identify plants, animals, and clean water.

**Immunity to charm (5/10):** According to the Player's Handbook, at 7th level a druid becomes immune to charm spells cast by woodland creatures. However, by purchasing this ability for 10 points, a Player's Option druid gains this immunity immediately.

**Immunity to disease (10):** A druid with this ability is immune to natural diseases.

**Pass without trace (5):** At 3rd level, a druid with this ability can *pass without trace*, as per the spell, at his normal movement rate.

**Purify water (5):** This ability allows the character to cast one *purify food and drink* spell a day in addition to the number of spells he can normally cast.

**Fire/Electrical Resistance (5):** a +2 bonus to all saving throws vs. fire and electrical attacks.

**Hide in Shadows (5):** A druid can hide in shadows, as the ranger ability, in natural surroundings. See Table 22 in the ranger section for the chance of success.

**Move silently (5):** A druid can move silently, as the ranger ability, in natural surroundings. See Table 22 in the ranger section for the chance of success.

**Secret language (5):** Druids can speak a secret language only they know, and they use it to converse with each other.

**Shapechange (10/15):** According to the Player's Handbook, at 7th level a druid gains the ability to shapechange. However, by purchasing this skill for 15 character points, a *Player's Option* druid gains the following shapechanging abilities:

At 5th level, a druid can change into a bird once a day.
At 6th level, he can also change into a reptile once a day.
By 7th level a druid can also change into a mammal.

The size and shape assumed by the druid can vary from that of a bullfrog or small bird to that of a black bear. The druid can assume the forms of normal creatures only. When assuming a new form, a druid is healed of 10–60% of any damage he has suffered (round down). The druid also assumes the creature's physical characteristics (armor class, movement mode and rate, etc.). The druid's clothing and one item held in each hand also become part of his new shape—these reappear when the druid resumes his bipedal form.

**Weapon specialization (15):** This druid can specialize in a particular weapon. The character point cost must be met in addition.

## Wizards

Wizards command staggering energies and make dangerous opponents. The power to control magical energies comes from the mind, and as such, Intelligence is very important.

Wizards cannot wear armor, as it not only interferes with the forces they control, but also goes against their way of thinking. They are limited in the number of weapons that they can wield in combat. Permissible weapons are: knife, dagger, staff, darts, and slings.

All wizards have the ability to cast numerous offensive, defensive, and informative spells. The spell progression chart for wizards is below. Just as there are spheres of clerical spells, there also are schools of wizard magic. There are eight schools, and details on them can be found in the *Player's Handbook*.

Wizards also possess the capacity to use magical items such as wands, rods, staves, rings, scrolls, and potions. Finally, wizards can create new magical spells and items—from scrolls and elixirs to mighty weapons.

### Mage

**Ability Requirements:** Intelligence 9
**Prime Requisite:** Intelligence
**Allowed Races:** Human, half-elf, elf

Mages are more versatile than specialist wizards, who are limited to casting spells from certain schools. Mages can cast spells from any school of magic. Examples of mages from legend and literature are: Merlin, Gandalf, Medea, and Circe.

## Table 37: Wizard Spell Progression

| Wizard | Spell Level | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| **Level** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | **9** |
| 1 | 1 | — | — | — | — | — | — | — | — |
| 2 | 2 | — | — | — | — | — | — | — | — |
| 3 | 2 | 1 | — | — | — | — | — | — | — |
| 4 | 3 | 2 | — | — | — | — | — | — | — |
| 5 | 4 | 2 | 1 | — | — | — | — | — | — |
| 6 | 4 | 2 | 2 | — | — | — | — | — | — |
| 7 | 4 | 3 | 2 | 1 | — | — | — | — | — |
| 8 | 4 | 3 | 3 | 2 | — | — | — | — | — |
| 9 | 4 | 3 | 3 | 2 | 1 | — | — | — | — |
| 10 | 4 | 4 | 3 | 2 | 2 | — | — | — | — |
| 11 | 4 | 4 | 4 | 3 | 3 | — | — | — | — |
| 12 | 4 | 4 | 4 | 4 | 4 | 1 | — | — | — |
| 13 | 5 | 5 | 5 | 4 | 4 | 2 | — | — | — |
| 14 | 5 | 5 | 5 | 4 | 4 | 2 | 1 | — | — |
| 15 | 5 | 5 | 5 | 5 | 5 | 2 | 1 | — | — |
| 16 | 5 | 5 | 5 | 5 | 5 | 3 | 2 | 1 | — |
| 17 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | — |
| 18 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | 1 |
| 19 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 3 | 1 |
| 20 | 5 | 5 | 5 | 5 | 5 | 4 | 3 | 3 | 2 |

All wizards roll d4s to determine their hit points when they advance from 1st through 10th levels. Thereafter, a wizard gains 1 hit point per level.

## Table 38: Wizard Experience Levels

| Level | Wizard | Hit dice (d4) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 2,500 | 2 |
| 3 | 5,000 | 3 |
| 4 | 10,000 | 4 |
| 5 | 20,000 | 5 |
| 6 | 40,000 | 6 |
| 7 | 60,000 | 7 |
| 8 | 90,000 | 8 |
| 9 | 135,000 | 9 |
| 10 | 250,000 | 10 |
| 11 | 375,000 | 10+1 |
| 12 | 750,000 | 10+2 |
| 13 | 1,125,000 | 10+3 |
| 14 | 1,500,000 | 10+4 |

| | | |
|---|---|---|
| 15 | 1,875,000 | 10+5 |
| 16 | 2,250,000 | 10+6 |
| 17 | 2,625,000 | 10+7 |
| 18 | 3,000,000 | 10+8 |
| 19 | 3,375,000 | 10+9 |
| 20 | 3,750,000 | 10+10 |

Wizards have 40 character points to spend on skills from the following list. These abilities range from 5 to 15 character points. Any unspent points can be used to acquire nonweapon proficiencies or saved for use during the game.

**Access to schools:** It costs 5 points per school to which the wizard has access. For example, if a wizard wanted to have access to six schools, the cost would be 30 character points. Normally, wizards spend 40 points to cast spells from the eight standard schools: abjuration, alteration, conjuration/summoning, enchantment/ charm, divination, illusion/phantasm, invocation/evocation, and necromancy. Note that the spells that make up the optional schools of alchemy, geometry, and elemental magic (from the *Tome of Magic*) are generally included in the standard schools of magic.

**Armored wizard (15):** This wizard can cast spells while wearing the armor of his choice.

**Automatic spells (5):** When a wizard with this spell gains access to a new level of spells, the character automatically gains a spell of that level for the character's spellbook.

**Casting reduction (5):** The casting time of all the mage's spells is reduced by 1. If a spell's original casting time is 1, it is not reduced.

**Combat bonus (10):** A wizard with this ability uses the rogue THAC0 chart.

**Detect magic (10):** Characters purchasing this ability can *detect magic* once a day for every two levels. For example, a 7th level mage can *detect magic* three times a day. This is in addition to any *detect magic* spells the mage might carry. The character can spot magical radiations within his line of sight, up to 60' away. He can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

**Extend duration (10):** The duration of all non-instantaneous spells increases by 1 round for every two experience levels of the wizard. For example, if a 6th level wizard casts a spectral hand spell, it will last 15 rounds rather than 12 rounds.

**Hit point bonus (10):** These wizards use 1d6 for determining hit points rather than 1d4.

**Warrior hit point bonus (5):** A wizard with this ability can enjoy the benefits of a high Constitution score as if he were a fighter. For example, if this wizard had a Constitution score of 18, he would gain 4 bonus hit points a level, rather than 2.

**Priestly wizards (15):** These wizards gain access to one sphere of priest spells and can cast them as if they were wizard spells. These characters must continue to observe the number of various level spells they can cast each day.

**Read magic (5):** Characters purchasing this ability can *read magic* once a day for every two levels. For example, a 4th level mage can *read magic* twice a day. This is in addition to any *read magic* spells the mage might carry.

**Resistance to sleep and charm (5):** This wizard gains a +1 bonus to all saving throws versus sleep and charm spells, if the spell or effect allows a saving throw.

**Weapon specialization (15):** This wizard can specialize in a particular weapon. The character point cost for gaining proficiency and then specialization must be met in addition to this cost.

## Optional Restriction

**Limited magical item use (5+):** A wizard with this restriction disdains enchanted items as a crutch for the weak and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs . The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; and all weapons and armor.

## Specialist Wizards

Specialist wizards, such as illusionists, are those who choose to concentrate their studies on one particular magic school. The 12 schools of magic are: Abjuration, Alchemy, Alteration, Conjuration/Summoning, Divination, Enchantment/Charm, Geometry, Illusion, Invocation/Evocation, Necromancy, Shadow and Song. (In addition, the *Tome of Magic* describes elemental wizards and wild mages.) For each school of magic, there is an opposition school or schools. Specialist wizards can never cast any spells from as opposing school. The chart that details all the requirements, opposition schools, races eligible for each specialization, and minimum ability scores follows.

**Table 39: Specialist Wizard Requirements**

| School | Races | Score | Opposition schools |
|---|---|---|---|
| Abjuration | H | 15 Wis | Alteration & Illusion |
| Alchemy | H, 1/2 E, G | 15 Int | Illusion & Necromancy |
| Alteration | H, 1/2 E | 15 Dex | Abjur. & Necromancy |
| Conj./Summ. | H, 1/2 E | 15 Con | Gr. Divin. & Invocation |
| Divination | H, 1/2 E, E | 16 Wis | Conj./Summ. |
| Ench./Charm | H, 1/2 E, E | 16 Cha | Invoc. & Necromancy |
| Geometry | H, E, 1/2 E | 15 Int | Enchantment/Charm & Illusion |
| Illusion | H, G | 16 Dex | Necro., Invoc., & Abjuration |
| Invoc./Evoc. | H | 16 Con | Ench./Charm & Conj./Summ. |
| Necromancy | H | 16 Wis | Illusion & Ench./Charm |
| Shadow | H | 15 Int | Abjur. & Invocation/Evocation |
| Song | H, E, 1/2 E | 14 Int | Divination, Invoc./Evoc., Necromancy |

H= Humans, 1/2 E=half-elves, E=elves, G=gnomes

All specialist wizards (illusionists, enchanters, and so on) gain 30 character points to buy skills. The skills below cost 5 to 15 points each. Any remaining points can be spent on nonweapon proficiencies or saved for use during the game.

**Access to schools:** A specialist wizard automatically has access to all schools of magic that are not specifically noted as opposition schools for his specialty. (Note that spells from opposition schools that happen to be included in alternate schools such as song magic, alchemy, or elemental magic are still not available to the specialist. Wild

magic is available only to wild mages.)

**Armored wizard (15):** This wizard can cast spells while wearing the armor of his choice.

**Automatic spells (5):** Each time the specialist wizard is able to learn a new level of spells, he can select one spell from his specialty school to learn automatically (without a check).

**Bonus spells (10):** Specialist wizards gain one additional spell per spell level. The extra spell taken must belong to the wizard's school of specialization. For example, a 5th level mage can cast four 1st level spells, two 2nd level spells, and one 3rd level spell. But a 5th level specialist wizard can cast five 1st level spells, three 2nd level spells, and two 3rd level spells—provided the added spells are from his chosen school.

**Casting reduction (5):** The casting time of all the wizard's spells from his chosen school is reduced by 2. All spells have a minimum casting time of 1.

**Combat bonus (10):** A wizard with this ability uses the rogue THAC0 chart.

**Detect magic (10):** Characters purchasing this ability can *detect magic* once a day for every three levels. For example, a 7th level mage can *detect magic* twice a day. This is in addition to any *detect magic* spells the mage might memorize. The character can spot magical radiations within his line of sight, up to 60' away. He can determine the intensity of the magic—dim, faint, moderate, strong, and overwhelming.

**Extend duration (10):** The duration of all non-instantaneous spells from the wizard's chosen school increases by 1 round for every experience level of the caster. For example, if a 6th level necromancer casts a spectral hand spell, it will last 18 rounds rather than 12 rounds.

**Intense magic (5):** If a specialist wizard casts a spell from his chosen school, the targets of that spell suffer a –1 saving throw penalty.

**Learning bonus (5):** A +15% bonus when attempting to learn new spells belonging the wizard's school of specialization.

**No components (10):** The ability to designate one specialty-school spell per character level as a spell that does not require material components. For example, a 3rd-level specialist may have a total of three spells in his spellbook that do not require material components.

**Range boost (5):** The reach of all ranged spells (spells with a range other than 0, self, or touch) from the wizard's chosen school is increased by 25%. For example, the 1st level wizard spell charm person has a range of 120 yards. That range is increased to 150 yards.

**Read magic (5):** Characters purchasing this ability can *read magic* once a day for every two levels. For example, a 4th level mage can *read magic* twice a day. This is in addition to any *read magic* spells the mage might memorize.

**Research bonus (5):** When attempting to research and create a new spell of his specialized school, treat the spell as one level lower than its actual level.

**Saving throw bonus (5):** +1 bonus on saving throws vs. spells cast at them from their school of specialization. This bonus can be purchased several times with a cumulative effect.

## Optional Restrictions

**Learning penalty (5):** A specialist wizard with this restriction suffers a penalty of –

15% to all learn spell rolls outside his own specialty.

**Limited magical item use (5+):** A wizard with this restriction disdains enchanted items as a crutch for the weak and refuses to use certain categories of magical items. For each category that is barred to him, he gains 5 CPs. The categories are: potions, oils, and scrolls; rings, rods, staves, and wands, and miscellaneous magical items; and all weapons and armor.

**More opposition schools (5+):** A specialist wizard with this restriction may choose to take additional opposing schools, gaining 5 character points for each additional school in opposition to his specialty. Only standard schools (i.e., those described in the *Player's Handbook*) can be selected as additional opposition schools.

## Psionicist

A psionicist receives 35 character points to spend on class abilities. Abilities cost 5 to 15 points. Any unspent points can be saved to buy proficiencies or saved for use in the game.

All psionicists use Table 78: Psionicist Saving Throws and MTHAC0s from Table 77: THAC0s & MTHAC0. Psionicists use the THAC0s from Table 77 unless they purchase better combat abilities during character creation. All psionicists use Table 79: Psionicist Experience Levels. Psionicists use Table 80: Psionic Progression unless they purchase better psychic abilities during character creation. All of these tables appear in Chapter 9 Psionics of this book.

Psionicist roll six-sided dice to determine hit points unless they purchase larger hit dice.

Unless stated otherwise, a character can take each ability only once and only when the character is first created.

**Armor Use (5/10):** The psionicist can employ small shields and padded, leather, studded leather, or hide armor. As a 10-point ability the psionicist can use small or medium shields, any of the armor types listed above, plus brigandine, chain mail, ring mail, scale mail, or metal lamellar armor. If the psionicist does not take this ability, he can wear no armor and cannot employ shields.

**Attack Mode of Choice (10):** The psionicist develops extra skill in using one particular psionic attack mode and gains a +1 bonus to mental attack rolls when using that attack mode. This ability is useless without the contact ability.

**Combat Bonus (10):** The psionicist uses the priest THAC0 chart.

**Contact (5/10):** The psionicist receives the contact proficiency and gains attack modes as shown on the Psionic Progression table in the *Skills & Powers* book. As a 10-point ability, the psionicist receives extra attack modes as though he was two levels higher than his actual level. For example, a 1st-level psionicist would receives two attack modes. The character can never have more than five attack modes. If the psionicist does not take this power, he can purchase the contact proficiency any time he has five character points available.

**Followers (5/10):** The psionicist becomes a contemplative master at 9th level. A 1st level psionicist arrives each month to study with the master. Students serve without pay if they receive at least 10 hours of training each week (they leave to seek new masters if they do not receive sufficient training). The maximum number of students the master attracts is equal to one half the master's Charisma score, rounded down. If the master

builds a sanctuary, he can attract a number of students equal to his Charisma score. As a 10-point ability, the psionicist becomes a renowned teacher and can attract students at any level, subject to the limits noted above. If the psionicist does not choose this ability, he never attracts followers, but can hire servants and henchmen for pay just as any other character can.

**Guarded Mind (5/10):** The psionicist can block or resist attempts to usurp his will and gains a +1 bonus to all saving throws against spells from the enchantment/charm school. As a 10-point ability, the psionicist gains a +2 bonus to all saving throws against spells from the enchantment/charm school.

**Hit Point Bonus (10):** Psionicists with this ability roll eight-sided dice for hit points rather than six-sided dice. The psionicist still gains only two extra hit points per level at 10th level and beyond.

**Mental Defense (5/10):** The psionicist can close his mind to psychic contact and gains defense modes as shown on the Psionic progression table in the *Skills & Powers* book. The psionicist also receives a +2 bonus to his mental armor class. As a 10-point ability, the psionicist receives extra defense modes as though he was two levels higher than his actual level. For example, a 1st-level psionicist would receives two defense modes. The character can never have more than five defense modes. If the psionicist does not take this power, he has an open mind, just as if he were a non-psionic character. If the psionicist does not choose this ability at the beginning of play, he can purchase the five-point version whenever he has five character points to spend. The 10-point version is available only at the beginning of play.

**Penetrating Mind (10):** The psionicist can penetrate physical barriers with his mind more readily than other psionicists can. It takes two inches of lead or iron, four inches of obsidian, or two feet of rock to block the psionicist's clairsentient and telepathic powers. Note that most psionic powers require line of sight; this ability does not negate a blocked line of sight (see *Skills & Powers*, page 150). This ability has no effect on psionic combat and does not allow the psionicist to ignore magical or psychic barriers that block psionic powers.

**PSP bonus (10):** The psionicist has a potent mind and rolls eight-sided dice for psionic strength points instead of six-sided dice. The psionicist still gains only three extra PSPs plus his Wisdom bonus per level at 10th level and beyond.

**Psychic Adept (10):** The psionicist receives extra powers according to the table below instead of the Psionic Progression table in the *Skills & Powers* book. The two disciplines the psionicist chooses at first level count as primary disciplines (see *Skills & Powers*, page 154).

### Psychic Adept Power Progression

| Exp. Level | Total Disciplines | Total Sciences | Total Devotions |
|---|---|---|---|
| 1 | 2 | 2 | 4 |
| 2 | 3 | 2 | 6 |
| 3 | 3 | 3 | 8 |
| 4 | 3 | 3 | 10 |

| | | | |
|---|---|---|---|
| 5 | 3 | 4 | 11 |
| 6 | 4 | 4 | 12 |
| 7 | 4 | 5 | 13 |
| 8 | 4 | 5 | 14 |
| 9 | 4 | 6 | 15 |
| 10 | 5 | 6 | 16 |
| 11 | 5 | 7 | 17 |
| 12 | 5 | 7 | 18 |
| 13 | 5 | 8 | 19 |
| 14 | 5 | 8 | 20 |
| 15 | 5 | 9 | 21 |
| 16 | 5 | 9 | 22 |
| 17 | 5 | 10 | 23 |
| 18 | 5 | 10 | 24 |
| 19 | 5 | 11 | 25 |
| 20 | 5 | 11 | 26 |

**Range Boost (5/10):** The ranges of all powers within the psionicist's primary discipline increase by 25%. If the psionicist is a psychic adept he has two primary disciplines. At base cost (5), the ranges of only one discipline's powers increase. For a cost of 10 character points, the ranges of powers for both disciplines increase. All powers with ranges of 0, self, or touch remain unaffected by this ability.

**Warrior Hit Point Bonus (5):** The psionicist gains bonus hit points from a high Constitution score as if he were a warrior.

**Weapon Specialization (15):** The psionicist can specialize in the use of a particular weapon. This ability is useless unless the character also chooses the weapon use ability (below), even if the psionicist chooses to specialize in a martial art or nonlethal combat. The character-point cost for gaining proficiency and specialization in the weapon must be met when the character chooses weapon proficiencies.

**Weapon Use (5/10):** The psionicist can employ the following small weapons: hand crossbow, dagger, dart, dirk, knife, scourge, sickle, and short sword. As a 10-point ability the psionicist can use any of the weapons above, plus the following slightly larger weapons: short bow, club, light crossbow, hand/throwing axe, javelin, quarterstaff, sling, spear, and war club. If the psionicist does not take this ability, he can employ no weapons at all, relying instead on his mental powers in combat.

**Psionics and sub abilities:** If the rules for sub abilities are in play, Constitution/Fitness, Intelligence/Reason, and Wisdom/Intuition determine a psionicist's PSP total. Wild talent checks use the same set of scores.

Wisdom/Willpower determines a character's base MAC, and Intelligence/Reason determines a character's MAC modifier.

**Weapon Proficiencies:** Once the psionicist has purchased class abilities he receives 6 character points for weapon proficiencies. The psionicist can spend these points as follows:

| Ability | Character Point Cost |
|---|---|
| Proficiency in a single weapon from the psionicist list. | 3 |
| Proficiency in a single weapon from the warrior list. | 4 |
| Designating a weapon of choice. | 3* |
| Weapon Expertise (one weapon) | 4* |
| Weapon Specialization (one weapon) | 8** |
| Learning a fighting style | 1 |

* in addition to the cost for proficiency in the weapon.
** in addition to the costs of proficiency in the weapon and the ability to specialize

Psionicists can learn these fighting styles: one-handed weapon, weapon and shield, two weapon, missile, horse archer, thrown weapon/sling, and special.

**Nonweapon Proficiencies:** Once the psionicist has purchased class abilities he receives 6 character points for nonweapon proficiencies. The psionicist can choose proficiencies from the general and psionicist groups. Refer to the *Skills & Powers* book, Chapter 6, and to the chart below:

| ***General Group*** | | | |
|---|---|---|---|
| **Proficiency** | **Cost*** | **Initial Rating** | **Relevant Ability** |
| Contact** | 5 | N/A | Wisdom/Intuition |
| Mental Armor** | 3 | N/A | Wisdom/Willpower |
| *Psionicist Group* | | | |
| Gem Cutting | 3 | 6 | Dexterity/Aim |
| Harness Subconscious** | 6 | 7 | Wisdom/Willpower |
| Meditative Focus** | 5 | 8 | Wisdom/Intuition |
| Musical Instrument | 2 | 7 | Charisma Leadership |
| Reading/Writing | 2 | 8 | Intelligence/Knowledge |
| Rejuvenation** | 3 | 6 | Wisdom/Willpower |

* Cost in character points
** Proficiency described in Chapter 9 of the *Skills & Powers* book.

**Buying Wild Talents:** Any character can purchase a wild talent as a trait for 9 character points. The character need not make a wild talent check, but must roll randomly to determine what the wild talent is (see *Skills & Powers*, page 156). Note that a character could make a normal wild talent check and use a character point to reroll if the check fails.

## Multi-Classed and Dual Classed Characters

All the rules from the *Player's Handbook* and the *Dungeon Master Guide* still apply to multi-classed and dual-classed

characters. However, character points can enhance these divided heroes.

## Multi-classed PCs

Multi-classed characters are demihumans with two or more professions-fighter/thief, cleric/wizard, thief/wizard/fighter, etc. Such a character gets to spend the full allotment of CPs granted by each class. The points from each class must be spent buying abilities from that class's list only. The character receives, however, only one class's allowance of CPs for purchasing proficiencies; he gets the largest number allowed by his various classes. He can choose proficiencies from any of those allowed to any of his classes. When character points are awarded for advancing a level, they must be divided by the number of classes the character has (retain fractions, don't round them up or down).

## Dual-classed PCs

Dual-classed characters are humans who change their current classes and adopt new professions. For example, a 5th level fighter might put away his sword and become a 1st level wizard. When he—and any other character—changes professions, any unspent character points are lost. The 1st level wizard spends his new character point allotment normally, as if he were adventuring from scratch. When the wizard's new level exceeds that of his first class, he can freely use the abilities of both classes—following all the normal game rules for such a character.

## Non-Adventurers

*Player's Option* rules gives DMs the opportunity to expand nonplayer characters. No longer will every blacksmith, jeweler, or horse-trainer have a THAC0 of 20 and be limited to 1d6 hit points. A DM's cast of regularly-appearing NPCs can have more substance.

## NPC Tiers

Important NPCs should be created using the *Player's Option* rules. This includes generating the six ability scores, determining the 12 subability scores, and deciding the race. Character points should be allotted for weapon and nonweapon proficiencies. NPCs who are not adventurers should not be awarded class-based character points. Instead, the DM should determine how experienced the NPCs are. Three levels of expertise are defined below.

**Apprentice:** These NPCs likely are young people who have not yet mastered their trade. Roll 1d6+2 to determine their hit points (plus or minus any Constitution modifiers that apply). Give these NPCs 10 character points to purchase proficiencies, traits, and disadvantages. Any character points unspent from the purchase of racial abilities also may spent in this way.

**Skilled:** These NPCs tend to be young to middle-aged adults. Roll 1d8+4 to determine their hit points and add any Constitution bonus. Skilled NPCs also 15 character points to spend, plus any unspent from the purchase of racial abilities.

**Master:** NPCs such as these have been at their profession a number of years. Masters have 20 character points, plus any unspent from the purchase of racial abilities. Master NPCs can be quite hardy. Roll 2d6+6 to determine their hit points. Add any Constitution bonus.

If DMs advance an important NPC from one level to the next, simply supply the NPC

with an additional 5 character points and add 2 to 6 to the NPC's hit point total. DMs can expand this system if they wish, creating even more experienced NPCs.

# Chapter 5: Character Kits

Many AD&D game players are familiar with the character kits in the *Player's Handbook* Rules Supplement series. *Player's Option* kits are different. They are packages of descriptions, proficiencies, benefits, and hindrances that help flesh out characters. In short, the kits give adventurers background and depth.

*Player's Option* kits are available to more characters than previouly published kits are. No longer are fighters and thieves the only ones who can become swashbucklers. And rogues aren't the only characters who can excel as acrobats. With some exceptions, a character of any class can choose any kit. Many *Player's Option* kits are linked to the social ranks system presented below.

Selecting a character kit is free—it has no character point cost. However, it carries a character point benefit. A character with a kit can purchase any of the recommended weapon and nonweapon proficiencies listed for 1 character point less than the cost detailed in the proficiency section.

## The Social Ranks System

Rogues, fighters, wizards, and priests can come from any background—from being the 10th son in a peasant family to the first-born of a noble house. As such, they can be of any social rank.

If a campaign is set in a large kingdom's capital, a character with the noble kit could be a member of one of the nation's rich, powerful families—perhaps even the favored offspring of the rulers. His relatives, however, might not be too happy that he spends so much time knee-deep in the filthy muck of dungeons, hacking atrocious beasts to bits for a living. That is hardly a suitable "noble" image. Another character might have the barbarian kit, and the player must decide how his rough and rugged fur-clad character came to be in a large city at the time the campaign starts.

A character's initial social rank should not limit his advancement in society. A peasant hero might always feel uncomfortable when standing before his king. But if his heroic deeds warrant such an appearance, he should be granted the opportunity. The only limit on how high a character can rise in society—and in social rank—is set by his actions.

Social rank is tied to many character kits. Players can take three approaches to selecting a kit. A player can roll at random to determine his character's kit; simply pick a kit, then roll on the social rank table underneath that kit; or, he can roll on the social rank table below and see what kit possibilities open up for his character.

To determine social rank first, roll 2d6 on the chart below. Samples of people who might fit into various classes follow. Some DMs might allow players to choose a rank that fits their character concept.

**Table 40: Social Ranks Table**

| 2d6 roll | Social rank |
|---|---|
| 2–3 | Lower class |
| 4–7 | Lower middle class |
| 8–10 | Upper middle class |
| 11–12 | Upper class |

**Lower class:** Freed slaves, vagabonds, indentured servants, criminals, migrant laborers, beggars, herdsmen, peddlers, actors, men-at-arms, manual laborers, tradesmen, money-changers, fishermen, petty officers, freemen, peasants, messengers.

**Lower middle class:** Artisans, bakers, petty merchants, junior officers, scribes, brewers, cobblers, landless knights, minor landowners, merchants, weavers, farmers, minstrels, gardeners, miners, dockhands, sailors, blacksmiths, shop owners, bodyguards, sculptors, healers, gamblers, tailors, animal trainers, carpenters, leather workers, stonemasons.

**Upper middle class:** Local officials, jewelers, sages, senior officers, minor nobles (bannerets, barons) guild masters, herbalists, historians, armorers, wealthy merchants, astronomers, major landowners, navigators, weaponsmiths, composers, scholars, minor military commanders, nobles (earls), ship captains, architects, engineers, shipwrights.

**Upper class:** Great landowners, generals, marshals, senior officials, knights, viziers, nobles (counts, dukes), royalty, diplomats, financiers.

**Table 41: Character Kit Table**

**Roll percentile dice to determine an adventurer's kit.**

| | | | |
|---|---|---|---|
| 01–03 | Acrobat | 49–51 | Outlaw |
| 04–06 | Amazon | 52–55 | Peasant Hero |
| 07–09 | Animal Master | 56–58 | Pirate |
| 10–12 | Assassin | 59–62 | Pugilist |
| 13–16 | Barbarian | 63–65 | Rider |
| 17–19 | Beggar | 66–68 | Savage |
| 20–22 | Cavalier | 69–72 | Scholar |
| 23–25 | Diplomat | 73–76 | Scout |
| 26–29 | Explorer | 77–79 | Sharpshooter |
| 30–32 | Gladiator | 80–83 | Soldier |
| 33–35 | Jester | 84–86 | Smuggler |
| 36–39 | Mariner | 87–89 | Spy |
| 40–42 | Merchant | 90–93 | Swashbuckler |
| 43–45 | Mystic | 94–96 | Thug |
| 46–48 | Noble | 97–00 | Weapon Master |

Kits There are a few rules for players to follow when selecting character kits.

A player may not choose a kit that is barred to his character's class or race. In the case of multi-classed characters, if the kit is barred to any of the character's classes, he may not select that kit.

A player can have only one kit per character, and the selection must be made during

character creation. The only exception is if these rules are added to an already existing AD&D game campaign. In this case, the DM and players can agree on an appropriate kit for each character.

Once a kit is chosen, the player cannot later change it. For example, if a character has the peasant hero kit, and over the course of a long, successful campaign he becomes the ruler of his homeland, he does not now assume the noble kit. He remains a peasant hero. Characters cannot change their pasts.

Remember, a character with a kit can purchase any of the recommended weapon and nonweapon proficiencies (but not recommended traits) listed for 1 character point less than the cost detailed in the proficiency section.

In general, any of the following kits can be used with any character class. Some combinations, such as paladin/thug are not allowed. Let common sense, the campaign setting, and the DM serve as guides. These kits also can apply to the NPCs inhabiting a DM's campaign. If a player wants to randomly select a kit, he can use Table 41. The table also can be used to generate NPCs.

## Acrobat

An acrobat is a general term for performers of amazing physical feats. These include jugglers, tumblers, jesters, and tightrope-walkers. Whatever their specialty, these characters make a living by entertaining others. Acrobats often travel in groups or with circuses or carnivals. These shows wander from town to town and castle to castle. All levels of society wish to be entertained. As such, successful acrobats find themselves in much demand.

A life on the road is not an easy one, however, and many acrobats often turn to other avenues to make money. Their dexterous skills make them valuable adventurers, especially if some larceny or petty theft is involved.

**Social ranks:** Acrobats most often occupy the middle tier of a society. Most lower-ranked members of a society have not the time to develop skills, like those of the acrobat. They must concentrate on putting food on the table. Roll 2d6 to determine an acrobat's social rank at the campaign's beginning.

| 2d6 roll | Social rank |
|---|---|
| 2–8 | Lower Middle Class |
| 9–12 | Upper Middle Class |

**Requirements:** To take this kit, a character must have a minimum Dexterity/Balance of 14 and a minimum Strength/Stamina of 12. The acrobat kit is barred to half-ogres, as well as any optional PC race that is size large (restriction z from the Other Races section of Chapter Three).

**Weapon proficiencies:** Small, light weapons are preferred by acrobats, as bulky or heavy ones would hinder their agile maneuvers. Suggested weapons include the knife, dagger, short sword, club, and hand axe. Thrown weapons and those with long hafts or handles also are common choices among acrobats, as the weapons can be used to juggle or pole-vault. These weapons include: quarterstaff, dart, javelin, and spear.

**Recommended nonweapon proficiencies:** Disguise, juggling, jumping, musical instrument, tightrope-walking, and tumbling.

**Equipment:** Acrobats prefer to be lightly armed and armored to allow for the fullest

range of movement.

**Recommended traits:** Ambidexterity, double-jointed, glibness.

**Benefits:** If unarmored, acrobats receive a +2 bonus to tumbling, tightrope-walking, and jumping proficiency checks. In addition, they gain a +2 bonus to Armor Class versus hurled missile weapons—provided they have room to dodge the attack and are not otherwise prevented from moving freely.

**Hindrances:** Any acrobat who wears armor heavier than studded leather (AC 7) suffers a –1 penalty to tumbling, tightrope-walking, and jumping proficiency checks per point of armor class better than AC 7. For example, an acrobat wearing chain mail—AC5—suffers a –2 penalty. Note that Dexterity or magical bonuses to Armor Class do not increase this penalty. An acrobat wearing studded leather armor, a *ring of protection +2*, and having a 15 Dexterity would incur no penalty despite his AC 4 rating.

**Wealth:** Acrobats receive the normal amount of starting cash appropriate to their class.

## Amazon

In Amazon cultures, the women are the leaders, rulers, generals, and warriors, while the men are the cooks, cleaners, homemakers, and simple laborers—if not the outright slaves or property of the women. Such matriarchal societies may be large or small, savage or friendly. Amazon women can be seen as brusque, rude, haughty, or domineering by those from male-dominated cultures. The Amazons of legend were fierce combatants and famous riders and breeders of magnificent horses. As such, many Amazons prefer light armor, weapons, and equipment.

**Social ranks:** Amazon women can come from any economic background. Roll 2d6 to determine the rank of an Amazon female. Males are considered lower class.

| 2d6 roll | Social rank |
|---|---|
| 2 | Lower class |
| 3–5 | Lower middle class |
| 6–10 | Upper middle class |
| 11–12 | Upper class |

**Requirements:** Female characters of any demihuman or humanoid race can choose this kit.

**Weapon proficiencies:** Amazons can choose from: battle axe, bow (any), club, dagger, hand or throwing axe, javelin, knife, lance, spear, staff, sword (any). Men are allowed only one initial weapon proficiency, and it must be from the above list.

**Recommended nonweapon proficiencies:** Riding (land-based), rope use, engineering, navigation, endurance, animal training, animal handling, armorer, bowyer/fletcher, hunting, running, set snares, survival, tracking.

**Equipment:** Amazons can begin with only the following types of armor: shield, leather, padded, studded leather, scale mail, hide, banded mail, or bronze plate mail. Better armor can be had once a character has ventured to other cities.

**Recommended traits:** Allure, animal empathy, keen senses, obscure knowledge.

**Benefits:** Amazons are fierce, eager competitors. Many male opponents underestimate them. As a result, in any melee combat where an Amazon is fighting a male opponent, the Amazon gains a +2 bonus to her first attack and damage roll.

Thereafter combat is run normally.

**Hindrances:** Amazons suffer a –2 reaction roll penalty from NPCs of male-dominated societies. Over time, this penalty should be reduced or eliminated if the NPCs become accustomed to the strong-willed ways of the Amazon.

**Wealth:** Amazons begin the game with the amount of money appropriate to their classes.

## Animal Master

Animal masters have an affinity with nature's creatures. They can be trainers, keepers, or guardians of animals. Good-aligned animal masters protect and care for animals, evil ones use simple creatures to their own advantage. Many animal masters spend much of their time outside with their furred, feathered, or scaled friends. Animal masters could include rangers, huntsmen, falconers, and druids.

**Social ranks:** Animal masters tend to be earthy folks from the lower echelons of a community. Roll 2d6 to determine an animal master's rank.

| 2d6 roll | Social rank |
|---|---|
| 2–5 | Lower Class |
| 6–11 | Lower Middle Class |
| 12 | Upper Middle Class |

**Requirements:** To take this kit, a character must have a minimum Constitution/Fitness of 10 and a minimum Wisdom/Intuition of 12. This kit is open to all player character races.

**Weapon proficiencies:** Animal masters can use any weapon appropriate to their class.

**Recommended nonweapon proficiencies:** Animal lore, survival, agriculture, animal training, animal handling, fire-building, fishing, herbalism, hunting, mountaineering, riding (any), swimming, set snares, tracking.

**Equipment:** Standard for the character's class.

**Recommended traits:** Animal empathy, empathy, climate sense.

**Benefits:** When this kit is chosen, the player and DM must determine a suitable animal companion for the character. There are several factors to consider: 1) the climate and terrain of the animal master's homeland, where he acquired the companion; 2) the character's alignment, as companions are attracted only to animal masters of like demeanor; 3) the character's race (dwarves and gnomes might attract burrowing or underground creatures, while elves would attract forest creatures) and; 4) the availability of compatible creatures. All animal companions should be size S (small). An animal companion is similar to a wizard's familiar in that it has a bond with the animal master. The master can issue it simple verbal commands, and the animal can convey its needs and emotions.

After making a list of available and compatible creatures, the player should choose one creature as a companion. DMs might prefer the animal to be selected randomly. If this is the case, roll 1d20 and consult the chart below.

**Table 42: Animal Companions**

| Roll | Companion | Roll | Companion |
|---|---|---|---|

| | | | |
|---|---|---|---|
| 1 | Badger | 11 | Raccoon |
| 2 | Dog | 12 | Opossum |
| 3 | Wolf | 13 | Fox |
| 4 | Snake | 14 | Skunk |
| 5 | Brush rat | 15 | Cat |
| 6 | Owl | 16 | Falcon |
| 7 | Ferret | 17 | Monkey |
| 8 | Raven | 18 | Squirrel |
| 9 | Otter | 19 | Hawk |
| 10 | Pig | 20 | Woodchuck |

**Hindrances:** The animal master must protect his companion, not send it into dangerous areas to spring hidden traps. Should an animal master lose his companion through carelessness or by capriciously placing the animal in danger, he loses 10% of his current experience point total, and he loses his affinity to that species. No other creature of that type will serve as a companion for that animal master. No penalties are assessed if the animal dies through natural causes, accidentally, or while following orders of a reasonable nature. (However, it's reasonable for animals with combat skills to defend their masters.)

**Wealth:** Standard as per the character's class.

## Assassin

This kit is intended for evil aligned characters, as the act of killing for pay cannot be justified as a good act. In any society there exists an element that wishes to dispose of rivals, business competitors, and any others deemed to be in the way. It is to this element that the assassin, a hired killer, caters. Unlike simple warriors or soldiers, the assassin relies on anonymity and surprise to earn his living. A successful assassin may not even be seen by his target. Slipping out of the darkness or a crowd of friends, the assassin does his dark deed and disappears.

**Social ranks:** Assassins tend to be well-off, as their services are expensive. Further, they often are educated, which helps them fit into different segments of society to stalk their prey. Roll 2d6 to determine an assassin's rank.

| **2d6 roll** | **Rank** |
|---|---|
| 2–3 | Lower Class |
| 4–6 | Lower Middle Class |
| 7–11 | Upper Middle Class |
| 12 | Upper Class |

**Requirements:** To take this kit, a character must have a minimum Intelligence/Reason of 10 and a minimum Wisdom/Willpower of 12. The assassin kit is barred to paladins, rangers, and druids. This kit is open to all player character races. The character must have evil alignment.

**Weapon proficiencies:** An assassin can use any weapon allowed to his class. However, many assassins have one weapon with which they prefer to perform their acts of murder. As he grows more notorious, evidence of a particular weapon becomes the assassin's calling card.

**Recommended nonweapon proficiencies:** Etiquette, riding (any), healing, disguise, forgery, modern languages, tracking, reading lips. If the DM allows poison, the assassin must have the herbalism proficiency to use various toxins. Herbalism gives the character the knowledge to use natural plants and herbs to produce a variety of poultices, salves, and toxic compounds. Poison strengths and rules are listed in the *Dungeon Master Guide*.

**Equipment:** An assassin must be able to move quickly and quietly, and travel as lightly as possible. Light armor and small, easily concealed weapons are common accouterments.

**Recommended traits:** Alertness, ambidexterity, glibness, precise memory.

**Benefits:** The assassin's knowledge of poisons allows him a 5% chance per level to identify toxic substances. If the assassin has the herbalism proficiency, a +10% bonus is added to the final number. The means of identifying poisons include sight, smell, taste, or by a victim's symptoms. An assassin with the healing proficiency can treat poison victims with a +1 bonus to his proficiency check.

**Hindrances:** Assassins suffer a –4 reaction roll penalty whenever they encounter someone who knows their profession.

**Wealth:** Assassins receive 150% of the amount listed for their chosen class.

## Barbarian

The barbarian is perhaps the most common fantasy-fiction archetype. Powerfully built, immensely strong, and clad in furs and skins, the barbarian often is seen as a muscle-bound bully. However, barbarians are more than that. They arrive in the campaign's setting from some distant, primitive land where people must still fight the environment at every turn just to survive. Playing a barbarian is all about working the mystique of a primitive culture into a more "civilized" world.

**Social ranks:** Barbarians might be wealthy in their own villages, but they won't be high on the social or economical ladder of the civilized community they are now a part of. Roll 2d6 to determine the barbarian's rank.

| **2d6 roll** | **Rank** |
|---|---|
| 2–8 | Lower Class |
| 9–12 | Lower Middle Class |

**Requirements:** Barbarians must have minimum Strength/Stamina and Constitution/Health scores of 13. The barbarian kit is barred to paladins, clerics, and bards. This kit is open to all player character races.

**Weapon proficiencies:** Barbarians prefer simple, large, and dependable weapons. Suggested weapons include: axe (all), sword (all), club, dagger, knife, war hammer, mace, sling, spear, javelin, long bow, and quarterstaff. The following weapons are likely inappropriate for barbarians—at least until they are immersed in a new culture—crossbow (all), polearms (all), flail (all), lances (all).

**Recommended nonweapon proficiencies:** Endurance, animal handling, animal training, bowyer/fletcher, fire-building, fishing, riding (land-based), hunting, mountaineering, running, survival, tracking.

**Equipment:** A barbarian cannot initially purchase armor heavier than splint mail, banded mail, or bronze plate mail. Of course, once exposed to superior forms of armor in the campaign, the barbarian may choose to purchase other armor types.

**Recommended traits:** Alertness, direction sense, immunities, keen senses, light sleeper, weather sense.

**Benefits/Hindrances:** Barbarians are intense, and NPCs tend to have very strong reactions to them. People either are drawn by the barbarian's animal magnetism or repulsed by his primitive qualities. This effect comes into play when NPCs meet barbarians for the first time. If the NPC's reaction roll result is 8 or less, an additional –2 bonus is applied to the result. For example, if the character is acting indifferently toward a shopkeeper and the shopkeeper's reaction result is a 7, the shopkeeper is *indifferent*. However, since the character is a barbarian, the –2 bonus applies, lowering the shopkeeper's result to a 5—a *friendly* response. The shopkeeper has been won over by the barbarian's presence. However, if the shopkeeper's reaction roll was a 14 or higher, the modifier becomes a +2 penalty, resulting in a 16—*threatening*—score. For more information on reaction results, see the *Dungeon Master Guide*.

**Wealth:** A barbarian begins with the standard amount of money for his class, but all of it must be spent before play begins. The DM might allow the Barbarian to retain a few silver pieces or a handful of coppers, but not much more.

## Beggars

Beggars earn a living off the generosity of others. They are a raggedy lot who make others pity them or who deceive others into giving them money. A beggar might dress in rags and huddle on a street corner, calling out to strangers for coppers so he can buy food. Perhaps he pretends to be maimed, old, or senile, and begs coins from those more fortunate. Some beggars might actually be down on their luck and in need of a generous handout. But most of them are capable of working. A few have begging perfected to a fine art. These are swindlers who create elaborate schemes to separate the wealthy from their money. Swindlers might coerce businessmen to invest in a nonexistent company, con lords and ladies into betting on imaginary horse races, and romance people into marriages that leaves the marks copperless and abandoned. Beggars adventure to get out of town if city guards are giving them too much trouble or if they want to score treasure

**Social ranks:** Beggars usually occupy the lower tier of society. Roll 2d6 to determine his social rank at the beginning of the campaign.

| **2d6 roll** | **Social rank** |
|---|---|
| 2–7 | Lower Class |
| 8–12 | Lower Middle Class |

**Requirements:** Beggars must be chaotic in alignment and have a Charisma/Leadership score of at least 10. This kit is barred to all optional races except kobolds, goblins, and mongrelmen, as well as paladins, rangers, druids, and wizards of all types.

**Weapon proficiencies:** Beggars prefer small weapons that can be concealed. That way they look defenseless. These weapons include daggers, knives, saps, and slings. However, when adventuring they use any weapons allowed their character class.

**Recommended nonweapon proficiencies:** Disguise, forgery, gaming, ventriloquism, seamstress/tailor.

**Equipment:** While begging, these characters dress in rags or whatever other clothing

is appropriate to their scam. However, when adventuring they don the best armor and weapons they own.

**Recommended traits:** Glibness, impersonation, inherent immunity to cold, inherent immunity to heat.

**Benefits:** Beggars receive one free nonweapon proficiency at the time of character creation—if the proficiency comes from the above recommended list.

**Hindrances:** These characters are not accepted into upper middle class and upper class social circles—at least in the community in which the beggar is plying his trade. This equates to a –4 reaction roll penalty if the beggar is trying to socialize with the upper crust.

**Wealth:** Beggars begin with the normal starting gold for their character class.

Cavalier This kit is appropriate only for good-aligned characters, as cavaliers are of brave heart and honorable bearing. They are the devoted heroes of the realm. Warriors, wizards, and clerics who love their country, their sovereign, and their people can be cavaliers. Cavaliers are the noblest of nobles, but they do not use their positions in society simply to further their own ends. They strive to aid the less fortunate, protect their ruler, and save their country—whenever the need arises. Cavaliers can be independent, or they might be employed as agents of the state, perhaps taking orders from the king or queen.

Social ranks: Though anyone with the right intentions and determination can be a cavalier, it is more likely these individuals come from the higher echelons of a community. Roll 2d6 to determine a cavalier's rank.

| **2d6 roll** | **Rank** |
|---|---|
| 2 | Lower Class |
| 3 | Lower Middle Class |
| 4–7 | Upper Middle Class |
| 8–12 | Upper Class |

**Requirements:** Cavaliers must have a minimum score of 13 in their class's prime requisite. Also, all cavaliers must a minimum Charisma/Leadership of 14. Cavaliers can be humans, elves, half-elves, or dwarves; this kit is barred to rangers, thieves, druids, and bards.

**Weapon proficiencies:** Cavaliers can choose any weapons allowable by their class. Swords and lances are especially appropriate for warrior cavaliers, as they are suitably noble weapons for cavaliers to carry.

**Recommended nonweapon proficiencies:** Etiquette, riding (any), heraldry, history (local or ancient), languages (modern or ancient), animal handling, dancing, reading/writing, artistic ability, and gaming.

**Equipment:** Cavaliers can equip themselves how they choose. However, a cavalier must purchase a mount as soon as he can afford one. Not only does a handsome mount increase the cavalier's noble bearing, one will likely come in very handy on his many travels.

**Recommended traits:** Allure, artistic ability, glibness, lucky, music/singing, or music/instrument.

**Benefits:** So good-hearted and strong-willed is the cavalier that he gains a +2 saving throw bonus against all mind-affecting magics. Such magics include, but are not necessarily limited to: *charm person, friends, hypnotism, sleep, irritation, ray of enfeeblement, fear, confusion, geas, command, enthrall, cloak of bravery,* and *symbol.*

**Hindrances:** Most cavaliers have a strong sense of honor, meaning they will only fight fairly and chivalrously. For example, during a combat on a high cliff-top, the cavalier's foe might slip over the edge and manage to catch onto a handhold. The cavalier could not leave the miscreant to that fate, nor would he loosen his foe's grip on the cliff. Rather, the cavalier would help the foe up, and then continue the combat. Neither would a cavalier kill any enemy no longer capable of self defense or one who had surrendered in good faith. Because of this code, a cavalier can be difficult to play properly.

**Wealth:** Unless the cavalier comes from the lower class, he begins with 150% of the starting cash for his profession. If he comes from the lower class, he begins with the normal starting cash.

## Diplomat

In any campaign that involves government and politics, diplomats and other courtiers are bound to appear. Diplomats can bring important messages to neighboring countries. They might—as adventurers—explore uncharted regions and act as emissaries. Or they could be attached to a foreign court as their lord's representative, advising the foreign ruler of the attitudes and policies of the diplomat's homeland. Diplomats also act as their rulers' eyes and ears in a distant court.

**Social ranks:** Diplomats are groomed from the higher stations in society. Roll 2d6 to determine their rank.

| **2d6 roll** | **Rank** |
|---|---|
| 2–6 | Upper Middle Class |
| 7–12 | Upper Class |

**Requirements:** A diplomat must have a minimum Intelligence/Knowledge score of 10 and minimum Wisdom/Intuition and Charisma/Appearance scores of 12. The diplomat kit is barred to half-orcs, half-ogres, and any of the optional races except centaurs, githzerai, satyrs, and swanmays.

**Weapon proficiencies:** A diplomat can wield any weapons that fit his character class. However, since a diplomat is usually a peaceful individual, if he wears heavy armor and carries lots of weapons he might be viewed suspiciously. Diplomats are at their best appearing inoffensive.

**Recommended nonweapon proficiencies:** Dancing, etiquette, heraldry, history (any), languages (any, numerous preferred), reading lips, and riding (any).

**Equipment:** A diplomat can equip himself however he desires. However, his possessions should be of superior quality and appearance.

**Recommended traits:** Allure, alertness, artistic ability, glibness, music (any), obscure knowledge, and precise memory.

**Benefits:** Since the diplomat's nature is to put others at ease, he receives a +2 bonus to all reaction rolls.

**Hindrances:** Diplomats are often far from home, essentially at the mercy of a foreign ruler. If the diplomat delivers a message that the ruler doesn't appreciate, the ruler may

take out his anger on the messenger. During wartime, diplomats live especially dangerous lives, as they frequently must travel across enemy lines and battlefields to perform their duties.

**Wealth:** Diplomats begin with double the amount of gold allotted to their class.

## Explorers

Explorers live to see what's over the next mountain or to sail beyond the countries at the edge of a map. They yearn to discover new places, people, and wonders. And their wanderlust drives them ever on. They make perfect adventurers, never staying in one town for more than a few days or weeks. And they are always eager to explore ruins, abandoned temples, and cave complexes. Many explorers are demihumans who, not fitting into human-dominated towns, turned to traveling. Others are half-breeds, such as half-elves, half-orcs, and half-ogres, who found more acceptance in the wilderness than in either of their parent's communities. Of course, there are human explorers, too, these leaving their homes simply because they had to know what's out there.

**Social ranks:** Explorers come from all walks of life. Roll 2d6 to determine social rank at the beginning of the campaign.

| 2d6 roll | Social rank |
|---|---|
| 2–3 | Lower Class |
| 4–6 | Lower Middle Class |
| 7–10 | Upper Middle Class |
| 11–12 | Upper Class |

**Requirements:** Explorers must have a minimum of 12 for Wisdom/ Willpower and Intelligence/Knowledge scores. This kit is open to all player character races and classes.

**Weapon proficiencies:** These characters can select any weapon proficiencies allowed their adventuring classes.

**Recommended nonweapon proficiencies:** Direction sense, fire-building, fishing, survival, weather sense, seamanship, local history, ancient history, reading/writing.

**Equipment:** Explorers are practical and try to carry all of their arms, armor, and belongings with them. They prize extra-dimensional spaces and magical carts and boxes such as*: bags of holding, Heward's handy haversacks, quivers of Ehlonna, portable holes, mouse carts, flatboxes*, and more.

**Recommended traits:** Internal compass, inherent immunity to cold, inherent immunity to heat, keen eyesight, keen hearing, precise memory.

**Benefits:** Explorers gain the survival nonweapon proficiency at no cost, and they can choose any two terrain types to apply it to. Possible terrains are: arctic, woodland, desert, steppe, mountain, and tropical.

**Hindrances:** These characters cannot stay in one place too long, calling no place home unless "home" is a ship or a covered wagon. Therefore, explorers cannot spend more than a few weeks at best in any given city or keep.

**Wealth:** Explorers begin with the maximum amount of gold allowed their character class.

## Gladiator

Gladiators are trained to fight people and creatures for others' entertainment. Most are flashy, outlandish showmen whose battle tactics often cater to the crowd first, their survival second. Gladiators can be slaves who are forced to fight, or they can be free

men who choose to make a living this way. If this kit is used in a campaign, there must either be a culture that publicly allows this activity, or else the fights might be illegal—held in secret places and backed by society's shady element. Legal or not, the gladiator definitely makes his living in an urban setting. If the campaign doesn't revolve around, or at least contain, a sizable city, this kit could be inappropriate.

**Social ranks:** Gladiators can come from almost any economic background, though it is more likely they come from the lower rungs of the community. Roll 2d6 to determine the rank of a gladiator.

| 2d6 roll | Rank |
|---|---|
| 2–6 | Lower Class |
| 7–10 | Lower Middle Class |
| 11–12 | Upper Middle Class |

**Requirements:** A gladiator must have Strength/Muscle and Constitution/Fitness scores of 13 or greater. This kit is barred to satyrs and swanmays. In addition, paladins, rangers, wizards, thieves, and bards may not choose this kit.

**Weapon proficiencies:** Only melee and hurled missile weapons—no bows, slings, etc.—can be used by such a character, as gladiatorial combats are not about firing arrows at one another. A gladiator who kills an opponent without endangering his own life in mortal combat is not much of a showman. Possible gladiator weapons include: daggers, swords (all, but short swords are most common), scimitars, spears, tridents, polearms (all), war hammers, maces (all), scourges, nets, and whips.

**Recommended nonweapon proficiencies:** Blind-fighting, endurance, gaming, jumping, tumbling, armorer, weaponsmithing, healing, and rope use.

**Equipment:** Gladiators can have whatever weapons fit their classes. However, they are initially limited in armor types. Gladiators cannot begin with anything greater than studded leather.

**Recommended traits:** Fast healer, immunities, keen senses, light sleeper, lucky.

**Benefits:** Gladiators enjoy a +1 bonus on attack rolls with one particular melee weapon. For example, a gladiator could choose a +1 attack bonus with the short sword.

**Hindrances:** As gladiators are trained to make combats last a long while and to play to any crowd, they suffer a +1 penalty to their initiative rolls. They take this time to show off, display their weapon prowess, or bait their opponent.

**Wealth:** Standard as per the character's class.

Jester Comedians, clowns, jokesters, and tricksters—these make up the jester kit, and those individuals who fit this kit live to make others laugh. Jesters strive to perfect their humor—whether it be slapstick, dark comedy, or simple ribald jokes. Some dress in gaudy costumes and adorn themselves with bells and shiny buttons. Others dress like the common man and blend in with the crowd. They spend their nights in kings' courts, at nobles' parties, or in crowded taverns, and they tailor their humor to their audience. They adventure to gain wealth and friends—and to acquire material for their next performances. The most noted jesters are gnomes because of their exaggerated visages.

**Social ranks:** Jesters are found at every level in society, though the majority of them come from the middle class. Roll 2d6 to determine social rank at the beginning of the

campaign.

| 2d6 roll | Social rank |
|---|---|
| 2 | Lower Class |
| 3–7 | Lower Middle Class |
| 8–11 | Upper Middle Class |
| 12 | Upper Class |

**Requirements:** Jesters must have a minimum Intelligence/Reason of 12 and a minimum Charisma/Leadership of 13. Dwarves, elves, and any of the optional PC races except for kobolds or goblins may not choose this kit. Only bards and thieves may choose this kit.

**Weapon proficiencies:** These characters can select any weapon proficiencies allowed their adventuring classes.

**Recommended nonweapon proficiencies:** Singing, etiquette, modern languages, reading/writing, ventriloquism, juggling, disguise, jumping.

**Equipment:** While adventuring, jesters outfit themselves with weapons and armor allowed their character class. However, they are ever on the lookout for unusual clothes, props, noise-makers, and accouterments that can be used in their act.

**Recommended traits:** Precise memory, obscure knowledge, lucky, keen hearing, empathy.

**Benefits:** Jesters enjoy a +1 bonus to Charisma when they are working an audience.

**Hindrances:** Jesters are often not taken seriously. When trying to conduct business deals or when socializing, NPCs have a –1 reaction roll penalty toward them.

**Wealth:** Jesters begin with the normal amount of gold allowed their character class.

## Mariner

Mariners are devoted to the sea. They may be young, old, poor or wealthy enough to own the ship they sail. They travel the world's oceans because they love it. They live for trading, exploring, and discovering new lands.

**Social ranks:** Mariners tend to be educated individuals from families with a reasonable amount of gold. Roll 2d6 to determine the rank of a mariner.

| 2d6 roll | Rank |
|---|---|
| 2–6 | Lower Middle Class |
| 7–10 | Upper Middle Class |
| 11–12 | Upper Class |

**Requirements:** A mariner must have a minimum Intelligence/Knowledge score of 9. The mariner kit is prohibited for dwarves, aarakocra, alaghi, bullywugs, centaurs, mongrelmen, ogres, orcs, satyrs, swanmays, thri-kreen, and wemics.

**Weapon proficiencies:** Mariners can be versed in any weapons applicable to their classes. However, weapons such as spears, pole-arms, and nets are practical.

**Recommended nonweapon proficiencies:** Weather sense, navigation, fishing, seamanship, swimming, rope use.

**Equipment:** Mariners can carry whatever equipment they desire, however much of it should be useful in their trade. Further, these individuals tend to wear little or no armor,

as heavy armor is not practical on a ship. They prize *rings of protection* and *bracers of defense*.

**Recommended traits:** Keen senses, light sleeper, lucky.

**Benefits:** Mariners enjoy a +2 bonus on reaction rolls from sailors, ship captains, and aquatic races. And they gain a +1 to hit bonus with nets.

**Hindrances:** Because mariners are so at home on the sea, they are often uncomfortable on land. When there is no water in sight, they are out of their element, and they suffer a –2 reaction roll penalty.

**Wealth:** Standard for the character's class.

## Merchants

Merchants are vital to any civilization, for they buy, sell, or barter the goods and services that a society demands. Merchants include local fish-mongers, street vendors, shop keepers, caravan owners, and more. Some have permanent stores established in a thriving business district. Others travel to distant lands to bring back rare treasures. Adventurers are natural merchants, as they often visit many strange and exotic places and acquire unusual and valuable goods. Merchant adventurers have an outlet to sell many of the material treasures such as tapestries, statuary, gems, and jewelry they often accumulate.

**Social ranks:** Merchants come from many walks of life. Roll 2d6 to determine the rank of a merchant. Optionally, grant that merchant the appropriate business and income.

| 2d6 roll | Rank | Business |
|---|---|---|
| 2–3 | Lower Class | Works for someone else |
| 4–7 | Lower Middle Class | Owns a stall or rents a storefront |
| 8–10 | Upper Middle Class | Owns a storefront |
| 11–12 | Upper Class | Owns a large storefront |

**Requirements:** A merchant must have minimum Intelligence/Knowledge and Charisma/Appearance scores of 9. This kit is closed to paladins, rangers, druids and all charcters of the following races: alaghi, minotaur, mongrelman, ogre, satyr, swanmay, thri-kreen, and wemic.

**Weapon proficiencies:** Merchants can wield any weapons appropriate to their classes. However, a merchant who wears heavy armor and carries several large weapons might make their customers nervous—unless the merchant is in the business of selling arms and armor.

**Recommended nonweapon proficiencies:** Appraising, carpentry, cobbling, etiquette, reading/writing, modern languages, local history, forgery, tailoring, weaving.

**Equipment:** Merchants can carry whatever equipment they desire, however much of it should be useful in their trade. Many merchants make sure they have plenty of leather sacks and other containers to store goods they might acquire. They prize *bags of holding* and *flatboxes*.

**Recommended traits:** Glibness, keen senses, precise memory, alertness, obscure knowledge.

**Benefits:** Because they are often welcomed into communities, merchants receive a +1 reaction roll bonus in city settings. In addition, merchants with the appraising proficiency gain a permanent +2 bonus to that skill.

**Hindrances:** While they are initially welcomed for the goods and services they bring, not all merchants are forthright in their business dealings. Any merchant who is publicly accused of cheating his customers (whether the accusation is true), loses the reaction bonus above. Further, he suffers a –2 penalty to all reaction rolls until his innocence is proven.

**Wealth:** A merchant begins with the maximum amount of gold allotted to his class.

## Mystic

Thoughtful and introspective, the mystic seeks to find the answers to the mysteries of the universe by traveling across the globe. Nonviolent by nature, the inquisitive mystic seeks only truth, and he avoids confrontations when possible. However, if the mystic must battle his way to enlightenment, he will do so. Mystics are usually found among cultures that place a high value on art, philosophy, and scholarship. As seekers of knowledge, mystics often become adventurers while they search for the answers they seek.

**Social ranks:** Mystics tend to be well-educated, coming from the more affluent segments of society. Roll 2d6 to determine the rank of a mystic.

| 2d6 roll | Rank |
|---|---|
| 2–7 | Upper Middle Class |
| 8–12 | Upper Class |

**Requirements:** A mystic must have a minimum Wisdom/Intuition score of 13. This kit is closed to thieves and bards. Only characters of the following races can choose this kit: human, elf, half-elf, gnome, halfling, aarakocra, alaghi, centaur, githzerai, swanmay, and wemic.

**Weapon proficiencies:** Mystics can wield any weapons appropriate to their classes. However, most prefer lighter weapons which do not weigh them down.

**Recommended nonweapon proficiencies:** Astrology, astronomy, religion, etiquette, languages (modern or ancient), history, (local or ancient), reading/writing, heraldry, riding (any), herbalism, healing, gem cutting, musical instrument, navigation.

**Equipment:** Mystics can select whatever equipment they desire and can afford. However, these characters are known to travel unencumbered, so care should be taken in what they purchase and acquire.

**Recommended traits:** Artistic ability, empathy, obscure knowledge, ancient history, precise memory.

**Benefits:** A mystic can temporarily boost one of his 12 subability scores by +2. If the mystic is a ranger with a 16 Balance score, by meditating the score can be temporarily increased to an 18. If the mystic is a warrior trying to boost a Muscle score of 18/30, the bonus counts as 20% rather than 2 points—each point equates to 10%. The mystic warrior's Muscle is temporarily increased to 18/50. To gain this subability bonus, the mystic must meditate, building up his body and mind for this feat. The subability score remains boosted for one-third of the mystic's meditation time. If the Mystic mediated for three uninterrupted hours, he could boost a subability score for one hour.

**Hindrances:** The process of meditation requires effort. While a mystic could meditate in the cabin of a ship, he could not do so if that ship were in the midst of a terrible storm. Attacks or very loud noises also disrupt meditation. The time spent in

meditation does not alleviate the mystic's need for food and sleep. So it is unlikely that a mystic could spend three days in meditation in preparation for an adventure. Further, a mystic cannot gain multiple meditation bonuses at one time.

**Wealth:** A mystic is interested in knowledge, not material items. As such, he cannot own more than he can carry. A mount is an exception, as such a beast is useful in taking the mystic to new places.

## Nobles

Nobles are those born to the highest ranks of society. They are rich, dress well, and they usually spend money frivolously. They are the privileged few the common people idolize. And they are the symbols of what others often consider the best in the world.

This leads many nobles to believe they are better than everyone around them—not just in wealth or social standing, but in manner and abilities. This sense of superiority can manifest itself as overwhelming pride, arrogance, and condescending snobbery. These nobles use their wealth, standing, and power to take what they want from those weaker than themselves. They can be as brutal, savage, and unthinking as the horrific monsters they slay.

Not all nobles are like this, however. Some feel a certain sense of stewardship for the unwashed hordes. These nobles consider it their duty to do all in their power to better the world—as long as their lifestyles are not jeopardized. They can be chivalrous toward members of the opposite sex, and they might occasionally stop to chat with peasants. These nobles mean well, but they may be out of touch with what is important in the lives of the common people.

Nobles need not be played as brutal tyrants or out-of-touch fops and dandies, but there are plenty of wealthy individuals who fit those two archetypes.

**Social ranks:** Nobles are only found in the upper echelons of society. Roll 2d6 to determine the rank of a noble.

| 2d6 roll | Rank |
|---|---|
| 2–4 | Upper Middle Class |
| 5–12 | Upper Class |

**Requirements:** Nobles need only meet the requirements of their adventuring class. This kit is open to all classes and races except mongrelmen.

**Weapon proficiencies:** Any allowed by their adventuring class.

**Recommended nonweapon proficiencies:** Etiquette, heraldry, riding (any), dancing, languages (ancient or modern), history, (local or ancient), reading/writing, religion, gambling, musical instrument, animal handling, hunting, and gaming.

**Equipment:** Regardless of his class, he must purchase a mount and tack, as no self-respecting noble would allow himself to be seen on foot when out and about. Further, all armor, weapons, clothes and accouterments must be of the finest quality.

**Recommended traits:** Allure, artistic ability, glibness, lucky, music (any).

**Benefits:** Because of his superior manner of dress, speech, and decorum, NPC nobles will recognize the player character's status and accord him the proper respect. Player character nobles receive a +2 reaction roll bonus when interacting with individuals from the upper class and upper middle class.

**Hindrances:** Because the noble demands the finest things in life, he pays more money for meals, board, equipment, etc. In addition, many vendors recognize the noble as being wealthy and raise their prices accordingly. A noble must add 25% to the price of any item or service he wishes to purchase.

**Wealth:** Nobles begin with twice the normal starting gold of their class to reflect their higher level of resources.

## Outlaw

These characters spit in the face of authority and scoff at the mention of "the law." They are men and women wanted by the campaign's government officials and law-enforcement authorities.

Some outlaws are the heroic Robin Hood type. They become outlaws because they oppose an evil, corrupt, or tyrannical regime. These outlaws are more concerned with justice than the strict letter of the law. And while they willingly break laws, they do it for the common good—robbing from the rich to give to the poor, smiting the minions of the vile administration, and generally making life as uncomfortable as possible for those who've turned the law to their own wicked ends.

Other outlaws are bandits and highwaymen who inhabit the fringes of many civilizations hoping to rob innocent passersby of their hard-earned valuables. These despicable louts truly give the term "outlaw" a bad name.

**Social ranks:** Outlaws typically come from the poorer segments of society. Roll 2d6 to determine an outlaw's social rank.

| 2d6 roll | Rank |
|---|---|
| 2–7 | Lower Class |
| 8–12 | Lower Middle Class |

**Requirements:** As many Outlaws must leave the comforts of civilization behind to avoid capture, they must be hardy souls. All outlaws must have minimum Strength/Stamina and Constitution/Health scores of 12. This kit is open to all races and classes, but paladin outlaws require special approval from the DM.

**Weapon proficiencies:** Outlaws can wield whatever weapons are allowed by their class. However, they tend to favor missile weapons because they like to strike at the forces of the law from a safe distance.

**Recommended nonweapon proficiencies:** Rope use, set snares, survival tracking, fire-building, riding (any), animal lore, bowyer/fletcher, hunting, running, local history, disguise, tumbling.

**Equipment:** Characters who are on the run, such as outlaws, are apt to be lightly equipped to allow for quick, quiet movements.

**Recommended traits:** Alertness, internal compass, glibness, impersonation, keen senses, light sleeper, lucky.

**Benefits:** Outlaws have a designated hideaway, a place where they can feel safe. Possible locations include a grove in the local forest, a hidden valley, the city's sewer system, or a nearby dungeon. The DM and player should work out the specifics.

**Hindrances:** Outlaws always have someone out to get them—usually the collective force of the campaign's law enforcers. They might have some player characters after them, too, if the bounty on their head becomes tempting enough.

**Wealth:** Standard for the character's class.

### Peasant Hero

A Peasant hero is the "local kid done good." Whatever his class, whatever his ambitions, this character always remembers that his roots are in the soil of his home—be it a bustling village, a quiet hamlet, or a lone farm miles from the nearest neighbors. He might leave his home and become a great general, a mighty wizard, a noble priest, or a master thief—but his home will always be foremost in his heart. A peasant hero might fight against tyrannical nobles who are oppressing the common people, or he could simply yearn for the wealth of the nobles—so he can return to his village and build homes, temples, schools, and more.

**Social ranks:** Peasant heroes come from the poorest of families. Roll 2d6 to determine the hero's social rank.

| 2d6 roll | Rank |
|---|---|
| 2–9 | Lower Class |
| 10–12 | Lower Middle Class |

**Requirements:** This kit is open to all classes and races. There are no abilty score requirements.

**Weapon proficiencies:** Although a peasant hero can wield any weapon allowed by his adventuring class, favored weapons include: dagger, short sword, quarterstaff, spear, short bow, club, hand axe, knife, sickle, sling, and staff sling.

**Recommended nonweapon proficiencies:** Agriculture, fishing, animal handling, animal lore, blacksmithing, carpentry, cooking, cobbling, fire-building, pottery, stonemasonry, weaving.

**Equipment:** See "Wealth" below.

**Traits:** Animal empathy, empathy, immunities, climate sense.

**Benefits:** The disadvantaged often make it through the rough times by helping each other. Therefore, in his homeland, a peasant hero always will be given shelter and any other help his fellows can give. They will hide him and his friends from an evil ruler's troops, heal his wounds, and feed and clothe him. Of course, this is conditional—if the peasant hero has given up his down-to-earth ways or mistreats his former friends, he'll find all doors in the village closed to him.

**Hindrances:** As he is viewed as something of a hero, a peasant hero will find the people of his homeland coming to him for assistance. If livestock are disappearing from the pens, or the village elder has been jailed for speaking against the nobles, or if another peasant is accused of crime he didn't commit, the peasant hero will be called upon to help.

**Wealth:** Peasant heroes begin with half the starting maximum gold allowed for their adventuring class.

### Pirate

Like mariners, pirates love the ocean. However, pirates also love wealth. Evil pirates are the scum of the seas. They'll attack a ship and kill the crew to a man—unless there is a nobleman or wealthy heiress on board they can hold for ransom. These buccaneers have no lofty goals and fight for no cause other than to net the next ship full of booty.

Privateers are neutral- or good-aligned pirates who are usually commissioned by a government to prey on the shipping of that government's enemy. Privateers are often granted Letters of Marque that state they are in the employ of their king or queen. As representatives of a nation, privateers are expected to behave with a code of honor. They accept surrenders, treat prisoners well, and are always deferential to any noble captives—especially those of the opposite sex.

**Social ranks:** Pirates usually come from the middle rungs of the social ladder. Roll 2d6 to determine the rank of a pirate.

| 2d6 roll | Rank |
|---|---|
| 2–7 | Lower Middle Class |
| 8–12 | Upper Middle Class |

**Requirements:** A life on the sea is rigorous and demanding. Pirates must have minimum Constitution/Health and Dexterity/Balance scores of 12. The pirate kit is prohibited for dwarves, aarakocra, alaghi, bullywugs, centaurs, ogres, orcs, satyrs, swanmays, thri-kreen, and wemics. This kit is open to all classes.

**Weapon proficiencies:** Pirates can be versed in any weapons applicable to their classes. However, rapiers and cutlasses are suggested for swashbuckling characters.

**Recommended nonweapon proficiencies:** Navigation, fishing, seamanship, rope use, gambling, tightrope walking, direction sense, swimming, weather sense.

**Equipment:** Pirates tend to avoid large weapons and heavy armor. Characters who are weighted down have a hard time climbing around in the ship's rigging and are likely to drown if they are pitched overboard during a storm or a fierce battle.

**Recommended traits:** Alertness, glibness, light sleeper.

**Benefits:** Pirates are accustomed to the pitch and roll of a ship and have an advantage when engaged in melee on deck. They gain a +1 bonus to their attack rolls while fighting at sea. Pirates also have a designated hideaway. Such locations include deserted isles, hidden anchorages, a sea-cave complex beneath the port city, etc.

**Hindrances:** Pirates suffer a –2 penalty on reaction rolls when they enter a port. If a pirate behaves in a manner appropriate to the setting, this penalty may be reduced and then eliminated upon subsequent visits. Pirates often make a lot of enemies. Hence, pirates are sometimes hunted by those they plundered. Pirate characters should never get too complacent—there's always somebody not too far away who wants the character's loot or head to show that this sea wolf will prowl the oceans no more.

**Wealth:** Standard for the character's class.

## Pugilist

Pugilists are characters who prefer to fight with their bare hands. They might make a living by fighting in a ring. Or perhaps they specialize in martial arts. They are strong, tough, and fit into any society that allows professional or street fights. Pugilists make excellent adventurers, as they have quick reflexes and are good in a brawl with monsters. Adventuring gives them an additional outlet for their physical side, and it affords them opportunities to travel to new communities and find new fights. Players might want to consult the Combat and Tactics book for information on unarmed combat and martial arts.

**Social ranks:** Most pugilists come from poorer families in bad parts of town where

people learned to fight to get what or simply to defend themselves. Roll 2d6 to determine a pugilist's social rank at the beginning of the campaign.

| 2d6 roll | Social rank |
|---|---|
| 2–10 | Lower Class |
| 11–12 | Lower Middle Class |

**Requirements:** Pugilists must have minimum Strength/Muscle and Dexterity/Balance scores of 14. This kit is barred to the following races: aarakocra, alaghi, bullywug, centaur, lizard man, minotaur, swanway, thri-kreen, and wemic. The kit is open to all classes except wizards.

**Weapon proficiencies:** These characters can select any weapon proficiencies allowed their adventuring classes. However, they prefer to fight with their hands. Proficiency and specialization in any form of unarmed combat (punching, wrestling, or martial arts) is recommended for the pugilist.

**Recommended nonweapon proficiencies:** Blind-fighting, endurance, running.

Equipment: Pugilists prefer to fight in loose-fitting street clothes and unencumbered. They seek magical bracers and rings to make themselves more difficult to be struck. They will wear armor while adventuring—if their character class allows it.

**Recommended traits:** Keen eyesight, keen hearing, keen sense of touch, light sleeper, ambidexterity.

**Benefits:** Normally, when a character makes an unarmed attack against an armed opponent or a monster with natural attacks, his foe gains an immediate attack of opportunity with a +4 bonus to his attack roll. This makes it very dangerous for unarmed heroes to attack most enemies. However, pugilists are skilled at fighting armed opponents and monsters with their bare hands; they are treated as if they were armed when making unarmed attacks.

**Hindrances:** Pugilists are admired when they are in a ring and the crowd is cheering them on. However, people from the middle and upper class prefer not to associate with the ruffians. A pugilist's Charisma is effectively lowered by 1 when dealing with those from the middle class and by 2 when speaking to people from the upper class.

**Wealth:** Pugilists begin with the normal amount of gold allowed their character class.

## Rider

A rider is a character who has developed a bond with his mount. When the character was younger, he became friends with this animal, and the rider and his mount grew up together and grew close. They are now all but inseparable. In fact, they share such a bond they can sense each other's location and general health. Perhaps the rider is an elf who was born in the deep wilderness and who rides into the campaign's city on a giant boar. Maybe the rider is a halfling lass who—with her giant lizard mount—leaves her village behind in pursuit of adventure.

**Social Ranks:** Riders can come from most walks of life. Roll 2d6 to determine the rider's social rank.

| 2d6 roll | Rank |
|---|---|
| 2–4 | Lower Class |
| 5–10 | Lower Middle Class |

**Requirements:** Riders must have a minimum Charisma/Leadership of 13. This kit is open to the standard player character races, and to flinds, githzerai, goblins, kobolds, orcs, and swanmays. The kit is open to all classes.

**Weapon proficiencies:** Riders can select any weapons that fit with their adventuring professions. Weapons designed to be used while mounted are ideal. These include: lances, bow (any), horseman's flail, horseman's mace, horseman's pick, spear, bastard sword, long sword, scimitar, morning star.

**Recommended nonweapon proficiencies:** Animal lore, animal training, animal handling, riding (any), rope use, charioteering, heraldry, bowyer/fletcher.

**Equipment:** Riders can select any weapons, armor, and other equipment that fits their adventuring class.

**Recommended traits:** Animal empathy, empathy, alertness, keen hearing.

**Benefits:** When this kit is chosen, the player and DM must determine a suitable mount for the character. There are several factors to consider: 1) the climate and terrain of the character's homeland, where he acquired the mount; 2) the character's race (halflings would have a difficult time riding elephants, while half-ogres would be too big for a pony) and; 3) the availability of the mount. A rider's mount is similar to a wizard's familiar in that the pair have a bond. Each will know the general state of health of the other, the direction the other is in, and the distance by which they are separated. Depending on its degree of intelligence, the mount might be able to understand if its friend is in danger. Many a rider has escaped certain death on the back of a mount that risked its own life to save him.

After making a list of possible mounts, the player should select one. DMs might prefer the mount to be selected randomly. If this is the case, use the following method.

Roll 1d6. A result of 1–3 indicates the player should roll on the natural creatures table; 4, flying creatures; 5, giant land creatures, and; 6, underwater creatures. Then roll 1d8 on the appropriate mount table.

**Table 43: Mounts**

| Natural Creatures | | Flying Creatures | |
|---|---|---|---|
| 1 | Horse/pony | 1 | Griffon |
| 2 | Bull | 2 | Huge raven |
| 3 | Camel | 3 | Hippogriff |
| 4 | Buffalo | 4 | Huge bat |
| 5 | Mule | 5 | Giant owl |
| 6 | Cave bear | 6 | Pegasus |
| 7 | Stag | 7 | Giant wasp |
| 8 | Elephant | 8 | Giant eagle |

| Giant Land Creatures | | Underwater Creatures | |
|---|---|---|---|
| 1 | Giant beetle | 1 | Hippocampus |
| 2 | Giant lizard | 2 | Giant crab |
| 3 | Giant boar | 3 | Sea horse |
| 4 | Giant weasel | 4 | Dolphin |

| | | | |
|---|---|---|---|
| 5 | Giant frog | 5 | Killer whale |
| 6 | Giant badger | 6 | Sea lion |
| 7 | Giant goat | 7 | Giant otter |
| 8 | Giant skunk | 8 | Giant ray |

**Hindrances:** If a rider neglects or mistreats his mount, the DM might declare that the mount flees—bolts during the night, kicks its way out of a stable, flies away, etc. If this occurs, the rider can never again experience an empathic rapport with a animal. Further, when the rider's mount dies, the rider immediately suffers 2d6 points of damage, due to the emotional loss resulting from the death of a close friend. This damage can be healed. However, if the mount's death occurred as a result of the rider's negligence, aside from suffering the physical damage, the rider must attempt a saving throw vs. spells. Failure means the rider operates as if he were under a feeblemind spell for the next 2d6 hours.

**Wealth:** A rider begins with the amount of money allowed his adventuring class. He must purchase tack and animal feed with this before using what is left to purchase weapons, armor, and equipment.

## Savage

Savages are characters from primitive societies, individuals who lived on their own or in extended families. They differ from barbarians in that they have no established villages or communities. They live off the land by hunting and foraging. They do not herd animals or establish farms. Savages find their way into adventuring groups simply by crossing paths with player character heroes. They are quick to become a part of an adventuring family, and they are comfortable traveling and exploring. However, savages are uncomfortable in towns, and they are suspicious of civilized trappings.

**Social ranks:** Since savages do not come from a society, their starting social rank is essentially lower class.

| **2d6 roll** | **Social rank** |
|---|---|
| 2–11 | Lower Class |
| 12 | Lower Middle Class |

**Requirements:** Savages must have a minimum Constitution/Fitness score of 13. This kit is open to all races except githzerai and swanmays, and to all classes except paladins.

**Weapon proficiencies:** At the time of character creation, a savage must choose from the following wooden weapons: quarterstaff, spear, bow, and club. As the character gains in levels and adventures with others, he can pick up more civilized weapons, such as maces, swords, and daggers.

**Recommended nonweapon proficiencies:** Animal lore, hunting, running, set snares, survival, tracking, fishing, swimming.

**Equipment:** Savages begin without any metal equipment. Their weapons are limited to those listed above, and they can wear nothing greater than hide armor. All of their possessions must come from nature, such: as deerskin sacks, buffalo hide blankets, vine rope, woven baskets, clay jugs, stone arrowheads, etc.

**Recommended traits:** Keen eyesight, keen hearing, keen sense of touch, keen sense of taste, light sleeper, ambidexterity.

**Benefits:** Savages gain +1 to any three nonweapon proficiencies scores, provided

they are selected from the recommended list above.

**Hindrances:** Player characters with this kit are uneasy in cities. They suffer a –2 initiative penalty when traveling within the confines of a town or keep.

**Wealth:** Savages are allowed to spend up to the normal wealth allowed their character class on the weapons, hide armor, and equipment mentioned in this kit. However, whatever is not spent vanishes. Savages begin play with no money.

## Scholar

A scholar is driven by his incessant drive for knowledge about a particular topic or family of topics. Adventuring scholars might want to study underground ruins, abandoned temples, mythical beasts, giant insects, haunted woods, or monsters. When not traveling (and taking copious notes at every opportunity), he's likely to be found poring over books, maps, scrolls, and clay tablets. Scholars choose to adventure because they know they can learn more by studying something up close than by reading about it in musty libraries.

**Social ranks:** Scholars are well-educated and come from rather affluent families. Roll 2d6 to determine a scholar's social rank.

| 2d6 roll | Rank |
|---|---|
| 2–6 | Upper Middle Class |
| 7–12 | Upper Class |

**Requirements:** A scholar must have a minimum Intelligence/Knowledge of 13. This kit is open to all standard player chacter races and to: centaurs, githzerai, and swanmays. Fighters may not be scholars.

**Weapon proficiencies:** Those that fit with the scholar's adventuring class.

**Recommended nonweapon proficiencies:** Reading/writing, history (any), languages (any), heraldry, astrology, astronomy, herbalism, engineering, gem cutting, religion, spellcraft, brewing, etiquette, musical instrument.

**Equipment:** Scholars always must be prepared to record some interesting new bit of knowledge. Therefore, all scholars must carry quills, ink, scrolls, and a journal or diary with which to write down any intriguing new facts or theories.

**Recommended traits:** Artistic ability, keen eyesight, keen hearing, precise memory, obscure knowledge.

**Benefits:** Scholars gain a +1 bonus either to Intelligence or Wisdom checks (player's choice)—including proficiency checks based on Intelligence or Wisdom.

**Hindrances:** Since scholars spend so much time reading, theorizing, and studying, they suffer when it comes to physical combat. All scholars suffer a –1 penalty on their initiative rolls when fighting.

**Wealth:** Standard for the character's class.

## Scout

Scouts are those characters who are most at home in the wilderness. They can be hunters, loggers, trappers or furriers. Or they might be employed by the campaign's military forces to patrol the country's borders and keep a furtive eye on the nation's enemies. As a rule, they are brave—even daring. Few others would voluntarily cross into enemy territory to ascertain troop movements or the locations of the monsters' stronghold. Wilderness is not limited to forests. Any geographic region that is untouched

by civilization qualifies. Such areas can include the desert, arctic tundra, tropical rain forests, mountain valleys, or even natural cave complexes—perhaps leading to the Underdark.

**Social ranks:** Scouts come from the lower tiers of society. Roll 2d6 to determine a scout's social rank.

| 2d6 roll | Rank |
|---|---|
| 2–5 | Lower Class |
| 6–12 | Lower Middle Class |

**Requirements:** Scouts must be able to discern a dangerous situation from a lethal one. All scouts need a minimum Wisdom/Intuition score of 12. This kit is open to all races and classes.

**Weapon proficiencies:** Scouts can be proficient in any weapons that fit with their adventuring class. Since they are frequently outnumbered by foes, most scouts select missile weapons to help them even the odds.

**Recommended nonweapon proficiencies:** Tracking, survival, fire-building, hunting, mountaineering, rope use, set snares, swimming, carpentry, direction sense, weather sense.

**Equipment:** Scouts do not enter the wilderness unprepared. Scouts must purchase adequate clothing for the season, rations and water, flint and steel, rope, bedroll, a small hammer, and pitons. They can purchase any weapons, armor, and other equipment with any gold they have remaining.

**Recommended traits:** Alertness, fast healer, impersonation, keen eyesight, keen hearing, keen sense of touch, light sleeper.

**Benefits:** Scouts gain a +1 bonus to all nonweapon proficiency checks while in the wilderness or natural cave settings.

**Hindrances:** Scouts are ill at ease in urban or dungeon settings. They suffer a –1 penalty on all nonweapon proficiency checks when in such locales.

**Wealth:** Standard for the character's class.

## Sharpshooter

Sharpshooters devote their time and effort to becoming extremely proficient with missile weapons. They might be experts with thrown weapons such as the dagger or hand axe. Some make their living as trick-shot artists in carnivals and circuses. Sharpshooters may be military specialists assigned to attack and dispose of enemy officers, wizards, airborne foes, or even enemy sharpshooters. Others might be classic archers, able to split an opponent's arrow in a target or knock a foe's weapon from his hand.

**Social Ranks:** Sharpshooters usually come from middle-classed families who have money to spend on weapons and lessons. Roll 2d6 to determine the social rank.

| 2d6 roll | Rank |
|---|---|
| 2–6 | Lower Middle Class |
| 7–12 | Upper Middle Class |

**Requirements:** A sharpshooter must have a minimum Dexterity/Aim of 13.

Bugbears, lizard men, minotaurs, ogres, and wemics cannot become sharpshooters. This kit is barred to wizards and priests (although the DM may allow some specialty priests, such as druids, to become sharpshooters).

**Weapon proficiencies:** More than half of a sharpshooter's initial weapon proficiencies (or at least six character points) must be allocated on missile weapons. Expenditures for missile weapon specialization or style specializations involving missile weapons count toward the requirements.

**Nonweapon proficiencies:** Bowyer/fletcher, hunting, heraldry, riding, weaponsmithing.

**Equipment:** A sharpshooter's first concern is making sure he has enough arrows or other missile weapons. After that, he can purchase whatever armor and equipment is appropriate to his adventuring class.

**Traits:** Ambidexterity, keen eyesight, keen hearing, lucky.

**Benefits:** Sharpshooters gain a +1 bonus to attack and damage rolls with one particular missile weapon. The weapon must be chosen at the time of the character's creation. This bonus does not apply to a hurled missile weapon when it is used in melee combat. For example, if a sharpshooter threw a spear at an oncoming hobgoblin, he could apply the bonus. If he waited until the hobgoblin closed to melee range, the bonus is no longer applicable.

**Hindrances:** Because a sharpshooter concentrates on missile weapons, he suffers a –1 penalty on initiative rolls for melee combat.

**Wealth:** Standard for the character's class.

### Smuggler

Characters who earn a living by fencing questionable goods and moving material about behind the backs of government officials are considered smugglers. They are opportunists who have the right connections to guide stolen or suspicious property about from place to place—at a considerable profit to themselves. Smugglers rarely steal things themselves. They consider that much more risky than transporting the goods and feigning ignorance about the goods' origins. And they rarely keep materials they believe stolen—better to move the objects on to another city. A few smugglers work as fences on the side. Smugglers love the adventuring life because it gives them the opportunity to travel and the chance to move goods. A smuggler might jump at the opportunity to delve into a dungeon when the authorities are on the lookout for a matched set of emeralds he has in his belt pouch.

**Social ranks:** Most smugglers come from the middle class. Roll 2d6 to determine their rank.

| **2d6 roll** | **Social rank** |
|---|---|
| 2–8 | Lower Middle Class |
| 9–12 | Upper Middle Class |

**Requirements:** Smugglers must have a minimum Wisdom/Willpower score of 12, as they must have enough common sense to help them stay ahead of the law. This kit is open to all races and classes, but paladin smugglers require special approval from the DM.

**Weapon proficiencies:** These characters can select any weapon proficiencies

allowed their adventuring classes.

**Recommended nonweapon proficiencies:** Appraising, forgery, gem cutting, ancient history, artistic ability, etiquette, pottery, ancient languages, reading/writing.

**Equipment:** Smugglers seek magical bracers and rings to make themselves more difficult to be struck or seen. They will wear armor while adventuring—if their character class allows it. However, they prefer to travel in loose-fitting street clothes and unencumbered.

**Recommended traits:** Keen sense of touch, glibness, impersonation, lucky, obscure knowledge, precise memory.

**Benefits:** If a smuggler chooses the appraising nonweapon proficiency, he gains a +2 bonus to that proficiency score.

**Hindrances:** Smugglers on occasion run afoul of the law—or of individuals who try to pass goods via the character. When this happens, a smuggler might have to rely on his fellow adventurers for protection.

**Wealth:** Smugglers begin with the maximum amount of gold allotted to their character class to reflect the money they earn from their shady dealings.

### Soldier

A Soldier is a professional warrior. He might be a field officer, a career sergeant, or a sellsword. Any character class can be a soldier. Warriors and clerics can lead troops into battle; wizards can decimate enemy armies with their powerful, offensive spells; and rogues can infiltrate enemy-occupied positions and gain valuable intelligence. If a player is interested in this kit, he should discuss with the DM whether the soldier is a member of a standing military organization or is a mercenary. If the character is a member of a military force, his military rank also must be decided.

**Social ranks:** Soldiers come from all walks of life. However, those from more influential families tend to rise higher in the military career ladder. If the soldier is part of an organized unit, roll 2d6 to determine his social and military rank.

| 2d6 roll | Rank | Military Title |
|---|---|---|
| 2–5 | Lower Class | Man-at-arms/foot soldier |
| 6–9 | Lower Middle Class | Sergeant/horse soldier |
| 10–11 | Upper Middle Class | Lieutenant |
| 12 | Upper Class | Captain/commander |

**Requirements:** Soldiers must have a minimum Constitution/Fitness score of 12, as military life is not easy. This kit is open to any player character race except; aarakockra, alaghi. githzerai, minotaur, mongrelman, satyr, swanmay, thri-kreen, and wemic. The kit is open to all classes.

**Weapon proficiencies:** Soldiers can be proficient in weapons that fit their adventuring class.

**Recommended nonweapon proficiencies:** History (ancient or local, emphasis on military events), fire-building, direction sense, animal handling, cooking, heraldry, riding (land-based), seamanship, swimming, disguise, armorer, blind-fighting, bowyer/fletcher, charioteering, endurance, navigation, survival, weaponsmithing, reading/writing.

**Equipment:** Soldiers must spend more than half of their starting wealth on weapons and armor. They can wear any armor and use any weapons allowed their adventuring

profession.

**Recommended traits:** Keen eyesight, keen hearing, light sleeper.

**Benefits:** At the time of character creation, the soldier gains one free nonweapon proficiency, provided it is selected from the recommended list above. In addition, a soldier acquires one weapon at no cost—a gift of the military.

**Hindrances:** A soldier can purchase only those weapons, armor, and other pieces of equipment that can be carried on his back or on his mount.

**Wealth:** Standard for the character's class.

### Spy

In any campaign there is bound to be intrigue, conspiracies, and insidious plots. Uncovering these secrets is the job of the spy. As the scout crosses enemy lines and infiltrates dangerous wilderness areas to learn vital information, so does the spy wend his way through all levels of society. He attends parties or sits in smoky taverns, drinking, dancing, or gambling—all the while noting who is speaking to whom, what is being discussed, (and what isn't being discussed), who's present and who's absent, and what are the latest rumors and gossip. Spies often choose to become adventurers, as that profession is the perfect cover. Few think twice when a new group of heroes comes into town. In most campaigns, adventurers are just accepted—if not granted a few favors in case their unique talents are ever needed. This allows spies to go almost anywhere without arising suspicion.

If this kit is chosen, the player should discuss with the DM exactly who the spy is supposed to be spying on, and who the spy's employer is. It is possible that the spy is between missions, or is seeking additional income as an adventurer. Spies tend to be educated and versatile. Roll 2d6 to determine the social rank of a spy character.

| 2d6 roll | Rank |
|---|---|
| 2–4 | Lower Middle Class |
| 5–12 | Upper Middle Class |

**Requirements:** Spies must be able to think on their feet and smoothly talk their way out of situations in which their cover may be blown. Therefore, all spies must have minimum Intelligence/Reason and Charisma/Appearance scores of 13. The spy kit is barred to half-ogres, as well as any optional PC race that is size large (restriction z from the Other Races section of Chapter Three), and thri-kreen. The kit is open to all classes.

**Weapon proficiencies:** Spies are only limited in weapon choice by their adventuring class. However, depending on their cover identity, spies may be limited in the weapons they carry. For example, a spy impersonating a wizard cannot bring his favorite bastard sword along as part of the disguise. Many spies prefer small, easily concealed, or easily disguised weapons (a walking cane can double as a club or hide a thin blade). This lets spies defend themselves if they are discovered. Such weapons include: club, dagger, knife, and darts. If the campaign involves much courtly intrigue, "ceremonial" weapons such as various swords also qualify.

**Recommended nonweapon proficiencies:** Disguise, forgery, dancing, etiquette, heraldry, riding, local history, modern languages, herbalism, reading/writing, appraising, gaming, musical instrument, reading lips, spellcraft.

**Equipment:** The spy's cover identity may dictate what equipment he can carry

without appearing incongruous.

**Recommended traits:** Alertness, empathy, glibness, impersonation, light sleeper, lucky, music (any), precise memory.

**Benefits:** Because of the spy's suave charm, he receives a +2 bonus for all NPCs' reaction rolls.

**Hindrances:** The foremost problem with being a spy is that if his cover identity is blown and he is captured, the penalty is often death. It is also possible that old foes may later determine the spy's true identity and seek revenge against him.

**Wealth:** Standard for the character's class.

## Swashbuckler

A swashbuckler is the lightly armed and armored hero with a flashing blade and rapier wit. Most at home in a city-based campaign (dungeons tend to ruin their expensive, foppish attire), the swashbuckler seems to have stepped right out of Dumas' *The Three Musketeers*. Swashbucklers may be dull bureaucrats, wheezing aristocrats, or meek scribes during the day—but at night they don their fanciest clothes, gird on their blades, and venture out into the darkening city for an evening of raucous revelry, flippant conversation, and a helping of derring-do. Despite a generally flippant (some might say arrogantly sarcastic) attitude, most swashbucklers have a strong sense of honor. Anyone who dares insult the swashbuckler, his comrades, or a member of the opposite sex may well find a blade at his throat.

**Social ranks:** Swashbucklers are more affluent than common fighters. Roll 2d6 to determine a social rank.

| 2d6 roll | Rank |
|---|---|
| 2–7 | Upper Middle Class |
| 8–12 | Upper Class |

**Requirements:** Swashbucklers should be witty, and they should be light on their feet for those occasions when their wit goes unappreciated. As such, all swashbucklers need minimum Dexterity/Balance and Intelligence/Reason scores of 12. This kit is closed to the optional player character races, and to rangers and druids.

**Recommended weapon proficiencies:** Swords are the traditional weapons of most swashbucklers, especially rapiers and sabres. However, they can use any weapons that fit their adventuring professions.

**Recommended Nonweapon proficiencies:** Tumbling, etiquette, dancing, riding, blind-fighting, musical instrument, appraising, gaming, tightrope walking, jumping.

**Equipment:** A swashbuckler can wear any armor and weapons allowed to his class, though they should be flashy and of good quality.

**Recommended traits:** Ambidexterity, artistic ability, glibness, music, lucky.

**Benefits:** When unarmored or wearing armor no heavier than studded leather, swashbucklers gain a +2 armor class bonus. This bonus is in addition to any other AC modifiers such as a high Dexterity and magical defensive items. (This is equal to the optional defensive bonus class ability, and the two cannot be combined.) Also, due to their roguish charm, swashbucklers gain a +2 reaction roll bonus from NPC members of the opposite sex.

**Hindrances:** As the swashbuckler seeks out adventure, so too does adventure find

him. Life, and the DM, should conspire to make reality interesting for the character. For example, if a swashbuckler is fleeing the outraged sibling of one of his paramours, his flight might carry him across the path of a defenseless peasant who is being harassed by a gang of ruffians. Or, if a swashbuckler leaps overboard to escape the buccaneers who shanghaied him, he discovers that the waters are infested with sahuagin riding sharks.

**Wealth:** Standard for the character's class, plus 20% to reflect his affluent background.

Thug This kit is recommended only for non good-aligned characters. As the outlaw makes his home and living on the fringes of civilization, the thug makes his way in cities. A thug knows the streets and alleys, and he knows the shadowy places best. In the darkest parts of town he lies in wait for unsuspecting prey—such as travelers new to the city, those who become lost in the maze of streets and alleys, and those on their way home after having a bit too much to drink. Thugs might be street ruffians, members of press gangs, gang enforcers, or barroom rowdies. In any case, they tend to be loud, obnoxious, and prone to violence.

**Social ranks:** Most thugs come from low-income families, and it is this background that leads them to their questionable lifestyle. Roll 2d6 to determine a thug's social rank.

| 2d6 roll | Rank |
|---|---|
| 2–8 | Lower Class |
| 9–12 | Lower Middle Class |

**Recommendations:** Thugs must have minimum Strength/Muscle and Charisma/Appearance scores of 10. This is barred to aarakocra, kobolds, satyrs, and swanmays. Only fighters and thieves may select this kit.

**Weapon proficiencies:** Small or easily concealed weapons are the thug's favorites, as they can be carried most anywhere. These include: daggers, dirks, hand axes, knives, blowguns, and slings. However, thugs can carry any weapon that is allowed by their adventuring class.

**Recommended nonweapon proficiencies:** Blind-fighting, endurance, gaming, jumping, rope use, running.

**Equipment:** Most thugs like to wear as little armor and carry as few pieces of equipment as possible—as they like to move about unencumbered. However, some thugs prefer wearing bulky armor and carrying big weapons to intimidate others.

**Recommended traits:** Fast healer, keen eyesight, keen hearing, keen sense of touch, light sleeper.

**Benefits:** Due to their rough-and-tumble lifestyle and penchant for street brawls, thugs gain a +1 bonus to all damage rolls.

**Hindrances:** Thugs are often wanted by the local law enforcers. In a relatively confined area such as a city, a thug can never relax. Around the next corner might be a member of the constabulary—or the thug's next victim.

**Wealth:** Standard for the character's class.

Weapon Master A weapon master is a character who, regardless of class, has chosen to devote most of his combat training to a single weapon. A weapon master's goal is to

blend weapon and self into one whirling, deadly union—one lethal entity. Weapon masters might display their prowess as part of a circus or carnival show—knocking lit cigars out of unsuspecting peoples' mouths—or juggling three short swords while blind-folded. Or, weapon masters might have inherited the family heirloom weapon, and mastering it is a family tradition that the character feels he must live up to.

**Social ranks:** Weapon masters come from families that can afford weapon instructors. Roll 2d6 to determine a weapon master's social rank.

| 2d6 roll | Rank |
|---|---|
| 2–4 | Lower Middle Class |
| 5–9 | Upper Middle Class |
| 10–12 | Upper Class |

**Requirements:** Only fighters, priests, and thieves can become weapon masters. Further, they must have minimum Strength/Stamina and Dexterity/Aim scores of 13. The kit is open to all races.

**Weapon proficiencies:** Weapon masters always choose a melee weapon to study and excel in. The character must begin play with expertise or specialization in at least one melee weapon.

**Recommended nonweapon proficiencies:** Blind-fighting, juggling, weaponsmithing, bowyer/fletcher, endurance.

**Equipment:** A weapon master cannot wear any armor heavier than chain mail. The weapon master begins play with one weapon ot the type he has mastered at no cost.

**Recommended traits:** Ambidexterity, double-jointed, keen eyesight, keen hearing, lucky.

**Benefits:** A weapon master is so skilled with one melee weapon that he can, as he enters combat, display his amazing level of skill. This causes all opponents who see the display to suffer a –2 initiative penalty for the first two rounds of combat.

**Hindrances:** So total is the weapon master's devotion to his weapon that he cannot become proficient with weapons of another type. For example, if the character's choice weapon is a mace, he can only gain proficiencies in bludgeoning weapons. If the chosen weapon is a sword, he can only wield slashing weapons without suffering penalties to hit.

**Wealth:** Standard for the character's class.

## Creating New Kits

To design additional kits, DMs should answer these questions.

What role does this kit to serve in the campaign?

What makes this unique from all other kits?

In what ways is it similar to any other kits?

What levels of society would generate characters that would choose this kit?

**Requirements:** What does a character need to take this kit? What minimum of ability does this kit require?

**Weapon proficiencies:** Does this kit give access to weapons not normally allowed certain classes? If so, why? Are certain weapons associated with this kit?

**Recommended nonweapon proficiencies:** What skills would PCs with this kit likely need?

**Equipment:** Does this kit grant access to equipment not normally available to some classes. If so, why?

**Recommended traits:** What characteristics fit an individual with this kit?

**Benefits:** What extra ability or modifier does this kit grant characters? Is this benefit too powerful for a kit? Is it too weak? Compare this kit's benefits with the other kit benefits in this chapter.

**Hindrances:** What penalty or modifier compensates for the above benefit without weakening the character too much or leaving him too powerful?

**Wealth:** Is the starting cash of the character affect by this kit? If so, how much?

Once these questions have been answered, a DM should have a pretty good idea of the compatibility of a new kit. The most important decision to make is determining if this kit unbalances the game. Contrast and compare it with other kits. It's much easier to fix the kit now than try to repair a campaign after an unbalanced kit has damaged it.

The next step is to experiment with the kits in play. Outside the normal campaign, put this kit through its paces. Run different character classes through an encounter or two to see if it works the way it was intended. If it does, introduce it to campaign and have fun. If it doesn't, head back to the drawing board.

# Chapter 6: Nonweapon Proficiencies

Nonweapon proficiencies are an important part of role-playing a character. The Skills and Powers book offers several new proficiencies and ways in which they can be employed during a game. The new rules are tailored to the character point system.

The use of proficiencies has been modified slightly from straight ability checks, providing more flexibility and a little more advantage to characters with less than, say, a 15 or 16 score in a certain ability. Now proficiencies can develop during the course of a game. Though characters will often start out with less likelihood of success when using proficiencies, they will have many opportunities to develop those skills beyond the limits inherent in the old ability score system.

In addition, players can select or create traits for their characters, which are innate advantages such as talents and keen perceptions. A list of traits is presented in this chapter. Countering the strengths of the traits is a selection of disadvantages, which also provide opportunities for more elaborate role-playing—as well as creating countless situations for a little comic relief.

## Proficiencies and the Point System

The point system lets players give their characters a wider variety of skills and abilities than are available with the standard rules. However, skills that are not related to a character's class are still more difficult and expensive to obtain than those tied directly to the adventurer's area of expertise.

Character points help determine an adventurer's initial proficiencies. Players can also assign character points earned during play to improve their heroes' chances of success

with proficiencies, as well as to add new proficiencies.

Unlike the original proficiency rules, the *Skills and Powers* system gives each proficiency a rating—a possibility for success. This is influenced by a character's ability score (see Table 44: Ability Modifiers to Proficiency Scores). It is a more realistic approach, since proficiencies can be gradually improved. In these rules there is a significant difference in performance between someone with a beginning level of proficiency and someone who is an expert.

In this step of the character creation process, all player characters receive an additional allotment of character points, based on their classes, to purchase their initial non-weapon proficiencies. In addition, any leftover points from race or class ability selection in the previous chapters can be used here. Finally, characters may add their CP bonuses for their Intelligence scores to their total of character points at this time. The number of CPs awarded to each type of character in this step appears in the table below.

Characters may also choose disadvantages at this point, which can give them bonus CPs to spend in acquiring extra skills or traits.

| | |
|---|---|
| Warriors: | 6 |
| Wizards: | 8 |
| Priests: | 8 |
| Rogues: | 6 |

## Selecting Proficiencies

When a character is created or converted from the standard AD&D game rules to the *Skills and Powers* system, character points must be expended for each proficiency selected. The more points spent, the better the character will be at using that particular proficiency.

Table 45: Nonweapon Proficiency Groups lists the proficiencies available. It is broken into five categories—general proficiencies, and those relating to the priest, rogue, wizard, and warrior classes. Players can choose proficiencies from any of the lists, though the costs for some will be increased because they don't relate to a character's class.

Additionally, some characters, because of high Intelligence scores, can add bonus proficiencies at the time of character creation.

## Character Point Costs

A character point cost is indicated for each specific entry—that is the expenditure in points required for players to add that skill to their characters' repertoires. The cost is normal if the proficiency is selected from the general list or the list relating to a character's class. If it is selected from a different character class list, the initial cost for the proficiency is increased by 2.

For example, Wingo the thief decides to spend character points on an assortment of proficiencies, including fishing (for a cost of 3) from the general group, disguise (for a cost of 4) from the rogue group, and cryptography (listed cost 3) from the wizard's group. His cost in points is as stated for the general and rogue proficiencies, but he must pay 5

character points, not 3, to acquire the skill from the wizard group.

## Relevant Abilities

Each proficiency on Table 45 is listed with one or two of the character abilities and/or subabilities that are most essential for the use of this skill. To acquire the proficiency at the normal cost, the character must have a score of at least 9 in each of the relevant abilities.

A character with lower ability scores is still allowed to purchase the skill. However, the cost in character points is increased. Add 1 to the cost for each point needed to bring the relevant abilities up to a 9.

For example, Wingo wants to become proficient at riding horses. His 15 Dexterity score is no problem, but his 7 Wisdom score gives him some difficulties. Since the normal cost for the riding proficiency is 2 character points, and Wingo would need to add 2 more points to raise his Wisdom to 9, he must pay 4 points for the riding proficiency. The additional cost does not actually improve Wingo's Wisdom score, it merely allows him to gain the riding proficiency.

## Campaign Considerations/Training

The DM is encouraged to provide a rationale for acquiring proficiencies. Certain skills might not be available because they relate to vocations not employed by the cultures of the campaign environment. Riding and blacksmithing, for example, would be unavailable in a setting based on the pre-Columbian Aztecs, while seamanship might be unknown to a mountain-dwelling people or a character born into a tribe of desert nomads. Of course, the DM need only introduce a traveler from a different culture to teach or otherwise introduce a new skill to the setting.

In other cases, the DM could disallow certain proficiencies at the time characters are generated. Adding proficiencies later is simply a matter of the players finding ways for their characters to learn the new skills—the mountain herder who signs on as a deckhand for an ocean-crossing vessel will have plenty of opportunities to learn seamanship.

An NPC who possesses a proficiency generally will have enough knowledge to impart a basic level of skill to an nonproficient character. The amount of time this requires varies, but it should be a matter of at least several weeks of intensive training, or a much longer time of general exposure and experience.

In general, a teacher cannot raise a student's skill to a higher level than his own, but here, too, are exceptions. Characters who receive proficiency bonuses for high ability scores do not have to consider these bonuses when comparing their levels to their teacher's.

## Bonus Proficiencies

Characters with average to high Intelligence scores can gain bonus nonweapon proficiencies. The "# of languages" rating for a character, found in the AD&D game rules, is treated as bonus character points. Bonus character points from Intelligence cannot be spent earlier in the character creation process.

These points can be used only to acquire languages or acquire or improve nonweapon proficiencies which use the Intelligence score as one of the proficiency's relevant abilities. However, there is one exception—warriors can use these bonus character points

as described here, or they can use them to purchase or improve weapon proficiencies.

For example, Wingo the thief has an Intelligence score of 15, while Bluto the warrior has an Intelligence score of 12. Table 4 (in the PHB) shows that Wingo is allowed to learn four languages, while Bluto is limited to three. Wingo thus gains 4 character points that must be used for Intelligence-based nonweapon proficiencies. He could purchase ventriloquism (from the rogue group) or cooking (from the general group), since each of these uses Intelligence as a relevant ability.

Bluto, on the other hand, could use his 3 bonus character points to purchase cooking, or add them to his normal character points to purchase the armorer proficiency (from the warrior group). Alternately, Bluto could use his bonus character points to purchase or improve an additional weapon proficiency.

### Improving Proficiencies

Once an adventurer possesses a proficiency, spending character points can improve the adventurer's performance when that proficiency is used. The section on using proficiencies describes how to determine an initial rating—which varies for the different proficiencies and can be modified by character ability scores.

This initial rating can be improved by spending additional character points during the course of an adventurer's career. For the most part, new characters will have a beginning level of proficiency, though the DM and player may agree on a rationale to explain a novice character's high degree of proficiency. A young woman who embarks on a life of adventure, for example, after being raised beside her father's potter's wheel, might have a significant level of accomplishment at the pottery skill.

Spending character points can improve an adventurer's proficiency performance. This is a one for one exchange—1 character point increases the character's chance of success by one. A nonweapon proficiency only can be increased through character points once each level.

As a general rule, adventurers can add 1 character point to a given proficiency each time they advance a level of experience. They don't have to use the point at the time they reach the new level.

For example, Bellerana the wizard advances from 2nd to 3rd level. She spends 1 character point to improve her rope use proficiency. And she spends another to improve spellcraft.

It is possible to create exceptions to this limitation. A character who ceases adventuring for a while, and devotes much of that time to farming or laboring in a blacksmith shop, might continually improve his agriculture or blacksmith proficiency even while he does not advance in levels in his character class.

## Maximum Ratings and Automatic Failure

Characters cannot improve their unmodified ratings in nonweapon proficiencies above 16. This can be modified upward by the characters' relevant ability scores, or by a trait that improves their score in that specific proficiency.

Regardless of how high a character's modified proficiency rating becomes, a roll of 20 on a proficiency check is always a failure.

## Acquiring Character Traits

Not everything an individual does is a matter of training, practice, and education.

Certain things, such as artistic talent or naturally keen senses, are inherent. These inherited characteristics might be combined with skills to provide a high level of mastery, but the talents themselves cannot be learned—characters have them or they don't. The greatest masters in any field of endeavor, of course, combine a high level of natural talent with extensive training. A combination of a trait with a high level of nonweapon proficiency can allow a character to simulate this level of accomplishment. The greatest minstrels of the realm, for example, possess the trait of musical ability, probably both vocal and instrumental. Additionally, they have gained through practice and learning, a high proficiency in playing musical instruments.

In the *Skills and Powers* rules, talents and other inherent abilities are represented as traits. These traits can confer significant game advantages on a character, and can often amplify the effects of related nonweapon proficiencies. Since they are significant enhancements, they are also relatively difficult to acquire.

Character points must be spent at the time of character creation if players want to select traits. Once a trait is assigned to a character, it is regarded as permanent. Unlike proficiencies, traits cannot be improved as a character develops. For the most part additional traits cannot be gained by a character who already has been involved in adventuring (though if the judge deems it appropriate, a rationale can be devised to explain why a character suddenly discovering a hitherto unknown trait).

### Selecting Character Disadvantages

When a character is created, the ability scores of that PC include inherent advantages and disadvantages. A character will be strong or weak, fast or slow, brilliant or stupid, handsome or ugly. These categories are general, and players have a great deal of freedom in interpreting the numbers for their characters.

Some disadvantages are more specific than these character abilities, and they provide background for players who like to role-play. A player whose character passionately fears spiders, or becomes tongue-tied in social situations, has specific suggestions about role-playing.

At the time of character creation, a player can select one or two disadvantages. The choice is purely optional—no character *must* have a disadvantage. Unlike traits and proficiencies, disadvantages do not cost character points—instead, each disadvantage *awards* a certain number of points that the player can use to provide a character with other traits, proficiencies, and racial or class abilities, or can save for later use.

Some disadvantages can be chosen at one of two levels—the disadvantage of allergies, for example, can be taken at a moderate or a severe rating. Characters who choose the severe disadvantage will have lower chances of resisting the effects of the disadvantage during play.

A character can never gain more than 15 character points by acquiring disadvantages.

Certain disadvantages will contradict traits, and these cannot be selected—a character with keen eyesight cannot choose the colorblind disadvantage, for example. These conflicts should be judged with common sense.

### Using Proficiencies in Play

The normal procedure is used for making proficiency checks—i.e., a player rolls a d20 against his character's chance of success. However, the procedure for determining a character's rating for success has been modified.

When characters initially acquire proficiencies, their chance for success when they

attempt proficiency checks is somewhat limited. Table 45 lists, for each nonweapon proficiency, the starting rating for success when a character uses it in play. Note that there are still many opportunities for automatic success, so the check is only required on the most challenging tasks.

This base chance of success can be modified by a high or low score in a relevant ability. Each proficiency on Table 45 lists one or two abilities (including subabilities) that are beneficial in the use of that skill. In cases where two abilities are listed, the player can choose which ability modifies the proficiency. The modifiers are listed on Table 44.

For example, Blutor the fighter buys an animal handling proficiency, which has as its initial chance of success a 5. Blutor has a Wisdom/Willpower of 16, however, so this +3 increases his initial animal handling chance to a roll of 8 or less on a d20.

As usual, a character must have the proper tools and other materials, and a suitable amount of time to get the job done. No successful proficiency check is going to allow a weaver to render a beautiful blanket out of raw wool in a single afternoon. The proficiency descriptions give details on the use of each skill, as guidelines for the DM.

**Table 44:**
**Ability Modifiers to Proficiency Scores**

| Ability/ Subability | Proficiency Modifier |
|---|---|
| 3 | –5 |
| 4 | –4 |
| 5 | –3 |
| 6 | –2 |
| 7 | –1 |
| 8–13 | 0 |
| 14 | +1 |
| 15 | +2 |
| 16 | +3 |
| 17 | +4 |
| 18+ | +5 |

## Table 45: Nonweapon Proficiency Groups

**GENERAL**

| Proficiency | Cost* | Initial Rating | Ability |
|---|---|---|---|
| Agriculture | 3 | 7 | Intelligence/Knowledge |
| Animal Handling | 3 | 7 | Wisdom/Willpower |
| Animal Training | 4 | 5 | Wisdom/Willpower, Charisma/Leadership |
| Blacksmithing | 4 | 6 | Strength/Muscle, Intelligence/Knowledge |
| Boat Piloting | 2 | 6 | Strength/Muscle, Intelligence/Reason |
| Brewing | 3 | 8 | Intelligence/Knowledge |
| Carpentry | 3 | 7 | Strength/Stamina, Intelligence/Knowledge |
| Cobbling | 3 | 7 | Dexterity/Aim, Intelligence/Knowledge |
| Cooking | 3 | 7 | Intelligence/Reason |
| Dancing | 2 | 6 | Dexterity/Balance, Charisma/Appearance |
| Deep Diving | 2 | 5 | Dexterity/Balance, Constitution/Health |

| | | | |
|---|---|---|---|
| Engineering | 4 | 5 | Intelligence/Reason, Wisdom/Intuition |
| Etiquette | 2 | 8 | Charisma/Appearance, Wisdom/Intuition |
| Fire-building | 2 | 8 | Wisdom/Intuition, Intelligence/Reason |
| Fishing | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Gaming | 2 | 5 | Wisdom/Intuition, Intelligence/Knowledge |
| Heraldry | 2 | 8 | Intelligence/Knowledge |
| Leather working | 3 | 7 | Intelligence/Knowledge, Dexterity/Aim |
| Mining | 5 | 5 | Wisdom/Intuition, Strength/Stamina |
| Modern languages | 2 | 9 | Intelligence/Knowledge |
| Musical Instrument | 2 | 7 | Charisma/Leadership |
| Navigation | 3 | 6 | Intelligence/Knowledge, Wisdom/Intuition |
| Orienteering | 3 | 7 | Intelligence/Knowledge, Wisdom/Intuition |
| Painting | 2 | 7 | Dexterity/Aim, Wisdom/Intuition |
| Pottery | 3 | 7 | Dexterity/Aim |
| Riding, Airborne | 4 | 5 | Wisdom/Willpower, Dexterity/Balance |
| Riding, Land | 2 | 8 | Wisdom/Willpower, Dexterity/Balance |
| Rope Use | 2 | 8 | Dexterity/Aim, Wisdom/Intuition |
| Sculpting | 2 | 5 | Dexterity/Aim, Wisdom/Intuition |
| Singing | 2 | 5 | Charisma/Leadership |
| Seamanship | 3 | 8 | Wisdom/Intuition, Dexterity/Balance |
| Stonemasonry | 4 | 5 | Strength/Stamina, Wisdom/Intuition |
| Swimming | 2 | 9 | Strength/Stamina |
| Tailoring | 3 | 7 | Dexterity/Aim, Intelligence/Reason |
| Weather Knowledge | 2 | 7 | Wisdom/Intuition |
| Weaving | 3 | 6 | Intelligence/Reason, Dexterity/Aim |

**PRIEST**

| Proficiency | Cost* | Initial Rating | Ability |
|---|---|---|---|
| Ancient History | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Ancient Languages | 4 | 5 | Intelligence/Knowledge |
| Astrology | 3 | 5 | Wisdom/Intuition, Intelligence/Knowledge |
| Healing | 4 | 5 | Wisdom/Intuition, Charisma/Leadership |
| Herbalism | 3 | 6 | Intelligence/Knowledge, Wisdom/Intuition |
| Local History | 2 | 8 | Intelligence/Knowledge, Charisma/Appearance |
| Reading/Writing | 2 | 8 | Intelligence/Knowledge |
| Religion | 2 | 6 | Wisdom/Intuition |
| Spellcraft | 3 | 7 | Intelligence/Reason |

## Table 45: Nonweapon Proficiency Groups

**ROGUE**

| Proficiency | Cost* | Initial Rating | Ability |
|---|---|---|---|
| Ancient History | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Appraising | 2 | 8 | Intelligence/Reason, Wisdom/Intuition |
| Blind-fighting | 4 | NA/6 | Wisdom/Intuition, Dexterity/Balance |

| | | | |
|---|---|---|---|
| Cryptography | 3 | 6 | Intelligence/Reason, Wisdom/Intuition |
| Disguise | 4 | 5 | Wisdom/Intuition, Charisma/Leadership |
| Forgery | 3 | 5 | Dexterity/Aim, Wisdom/Willpower |
| Gem Cutting | 3 | 6 | Dexterity/Aim |
| Juggling | 3 | 7 | Dexterity/Aim |
| Jumping | 2 | 8 | Strength/Muscle, Dexterity/Balance |
| Local History | 2 | 8 | Intelligence/Knowledge, Charisma/Appearance |
| Reading Lips | 3 | 7 | Intelligence/Knowledge, Wisdom/Intuition |
| Set Snares | 3 | 6 | Dexterity/Aim, Wisdom /Intuition |
| Tightrope Walking | 3 | 5 | Dexterity/Balance |
| Throwing | 2 | 8 | Dexterity/Aim, Strength/Muscle |
| Tumbling | 3 | 7 | Dexterity/Balance, Strength/Muscle |
| Ventriloquism | 4 | 5 | Intelligence/Knowledge, Charisma/Leadership |

## WARRIOR

| Proficiency | Cost* | Initial Rating | Ability |
|---|---|---|---|
| Animal Lore | 3 | 7 | Intelligence/Knowledge, Wisdom/Intuition |
| Armorer | 5 | 5 | Intelligence/Knowledge, Strength/Muscle |
| Blind-fighting | 4 | NA/6 | Wisdom/Intuition, Dexterity/Balance |
| Bowyer/Fletcher | 5 | 6 | Intelligence/Knowledge, Dexterity/Aim |
| Charioteering | 4 | 5 | Dexterity/Balance, Wisdom/Willpower |
| Endurance | 2 | 3 | Constitution/Fitness |
| Hunting | 2 | 7 | Wisdom/Intuition |
| Mountaineering | 4 | 7 | Strength/Stamina, Wisdom/Willpower |
| Running | 2 | 5 | Strength/Stamina, Constitution/Fitness |
| Set Snares | 4 | 8 | Dexterity/Aim, Wisdom/Intuition |
| Survival | 3 | 6 | Intelligence/Knowledge, Wisdom/Willpower |
| Tracking | 4 | 7 | Wisdom/Intuition |
| Weaponsmithing | 5 | 5 | Intelligence/Knowledge, Dexterity/Aim |

## WIZARD

| Proficiency | Cost* | Initial Rating | Ability |
|---|---|---|---|
| Ancient History | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Ancient Languages | 4 | 5 | Intelligence/Knowledge |
| Astrology | 3 | 5 | Wisdom/Intuition, Intelligence/Knowledge |
| Astronomy | 2 | 7 | Intelligence/Knowledge |
| Cryptography | 3 | 6 | Intelligence/Reason, Wisdom/Intuition |
| Gem Cutting | 3 | 6 | Dexterity/Aim |
| Herbalism | 3 | 6 | Intelligence/Knowledge, Wisdom/Intuition |
| Reading/Writing | 2 | 8 | Intelligence/Knowledge |

| | | | |
|---|---|---|---|
| Religion | 2 | 6 | Wisdom/Intuition |
| Spellcraft | 3 | 7 | Intelligence/Reason |

*Cost in character points

## Effects of Traits

Traits often benefit characters' use of proficiencies, improving their chances for success. These improvements are explained in the trait descriptions, together with which proficiencies they modify.

The role that traits play on proficiencies should be factored into the number needed for success and should be listed on the character sheet.

**Table 46: Traits**

| Trait | Cost (CPs) |
|---|---|
| Allure | 4 |
| Alertness | 6 |
| Ambidexterity | 4 |
| Animal Empathy | 4 |
| Artistic Ability | 4 |
| Climate Sense | 4 |
| Double-jointed | 4 |
| Empathy | 4 |
| Fast Healer | 6 |
| Glibness | 4 |
| Impersonation | 5 |
| Inherent Immunity/Poison | 6 |
| Inherent Immunity/Disease | 5 |
| Inherent Immunity/Cold | 4 |
| Inherent Immunity/Heat | 5 |
| Internal Compass | 5 |
| Keen eyesight | 5 |
| Keen Hearing | 5 |
| Keen Smell | 6 |
| Keen Taste | 4 |
| Keen Touch | 4 |
| Light Sleeper | 5 |
| Lucky | 6 |
| Music/Singing | 5 |
| Music/Instrument | 4 |
| Obscure Knowledge | 4 |
| Precise Memory | 4 |

## Automatic Success

Nearly all proficiencies include skills that will not require rolls for success. Many of these are functions of crafts and trades, and may have little use in the game beyond their

economic functions. Given a shop, raw materials, and plenty of time, a potter can make a pot, a leather worker can make a tent, and a cobbler can make a pair of shoes or boots without rolling to see if the attempt is successful.

### Modifying Proficiency Rolls

As before, DMs are free to modify proficiency rolls for factors that will influence success—for good or for ill. If a task is unusually difficult, apply a penalty to the proficiency rating. Standard negative modifiers are –2 for a somewhat difficult task, –4 for a moderately difficult task, and –8 for something where success is a real long shot.

As a general rule, a proficiency should not be modified to greater than 19, or less than 2; a roll of 20 is always a failure on a proficiency check. Conversely, a roll of 1 always should be successful. Remember, if automatic success is assured, no roll is necessary.

Modifiers should be considered for some of the following factors:

**Time:** If the task must be performed in a hurry, the difficulty is naturally increased. Some proficiency checks that might be automatic successes under most circumstances could require checks simply because they must be performed under a deadline. A cobbler always can make a pair of shoes, but if they need to be done in two hours, a proficiency check might be called for.

**Materials:** Tasks performed in the field might require jury-rigging of equipment or materials, and these can influence success—or require a check where the task might otherwise by automatic. Our cobbler will need to make a check if he's going to repair a mangled boot in the depths of a wilderness forest; the same repair in his shop would be an automatic success.

**Danger:** Doing a task under a shower of arrows, or under the threat of imminent attack, adds a strong element of tension to the proficient character. A task might again be rendered more difficult than usual, or require a check instead of automatic success, when there is a serious hazard nearby.

**Uniqueness:** If an unskilled character tries to perform a new task, a check might be required. If our cobbler is required to make a pair of silken slippers studded with rubies, for example, he might have to experiment a bit before he gets it right. A unique problem can also modify a task that would already require a check. An animal handler used to breaking and training horses might suffer a –4 penalty if asked to do the same with a pegasus.

**Intricacy:** A task that is more involved than any the character has attempted before may require a check, perhaps with a penalty assigned. A character with the agriculture proficiency is normally able to plant and harvest crops—no proficiency check is necessary. However, if the character is placed in charge of a farming project where land must be cleared, irrigation arranged, pests controlled, and precise timing used on the harvest, an agriculture proficiency check probably will be required.

## Proficiencies and Level Advancement

Each time a character advances a level, he gains character points (the DM decides how many, see Chapter One) to use on weapon and nonweapon proficiencies or to hold for use during the game. A character can add only one new weapon or nonweapon proficiency per level advancement unless that character has a special class ability that allows otherwise. For example, Blutor has just reach 7th level and currently has 5

character points. He can spend these point on one weapon proficiency or one nonweapon proficiency, but not both. If he has points left after buying a proficiency, he can spend them to improve his other proficiencies or same them to use during the game.

### Use of Proficiencies by Nonproficient Characters

In general, characters will not be able to perform a task unless they have some level of proficiency in it. However, the DM can allow nonproficient adventurers to attempt proficiency tasks, under a few circumstances. In general, the tasks performed must be very simple, and the character will not be able to perform them very well. Tasks that nonproficient characters attempt would generally fall into the automatic success category if they were attempted by a proficient character. A nonproficient character must roll a successful check using the proficiency's initial success rating, modified by the character's relevant ability. If a trait is relevant to the use of the proficiency (see proficiency descriptions), a nonproficient character with that trait can claim this modifier when attempting a check.

Several considerations might allow these types of checks:

**Life or Death:** A non swimmer who falls in the water might be allowed to make a swimming proficiency check. Success means the character is able to stay afloat, perhaps moving slowly toward shore. Note that this would be an automatic success for any character with the swimming proficiency. If modifiers exist that would require a proficient character to check (the PC is encumbered, or the water is very rough) then the nonproficient character will certainly fail.

**All the Time in the World:** A character who does not have the agriculture proficiency, but is willing to spend two weeks planting a small plot of land, should be allowed to make a proficiency check. Success means some kind of useful crop.

**Excellent Instruction:** If the blacksmith's arm is broken, but he can sit next to the forge and describe to the novice every step of the procedure, the nonproficient character should be allowed a proficiency check to create a simple object such as a horseshoe or a nail. Anything that would require the blacksmith to make a proficiency check, however, would be beyond the skills of the nonproficient character.

### Using Disadvantages

Disadvantages work well to enhance the role-playing of a character, and as such they should be the player's responsibility to remember and employ. A character with an irritating personality, for example, can be role-played in such a way that the DM never has to do anything to enforce the disadvantage. Good role-players will create their own trouble, so to speak.

However, some aspects of disadvantages require DM input. Somewhere amid copious volumes of notes, the DM should keep a list of each character's disadvantages, making sure than none of them are overlooked. For example, if a character has a phobia of spiders, the DM can insure there will be a chance every once in awhile to encounter some big, hairy-legged arachnids.

If a disadvantage falls to the player's responsibility, and that player tends to ignore it, the DM should create a few situations where the disadvantage is impossible to overlook. For example, if the player does not role-play the character's irritating personality disadvantage, NPCs might suddenly become enraged at the character for imagined slights—insults that the NPCs claim result from the PC's irritating personality.

## Moderate/Severe Disadvantages

A character with a moderate disadvantage checks against ability or sub-ability scores, while a character with a severe disadvantage rolls at half of the ability scores, rounded up.

For example, a character with a Wisdom/Willpower score of 17 would need to roll a 9 or less to resist the effects of a severe disadvantage, whereas a roll of 17 or lower would resist the effects of a moderate disadvantage.

**Table 47: Disadvantages**

| | Character Point Bonus | |
|---|---|---|
| **Disadvantage** | **Moderate** | **Severe** |
| Allergies | 3 | 8 |
| Bad Tempered | 6 | — |
| Bruise Easily | 8 | — |
| Clumsy | 4 | 8 |
| Colorblind | 3 | — |
| Compulsive Honesty | 8 | — |
| Cowardice | 7 | 15 |
| Deep Sleeper | 7 | — |
| Fanaticism | 8 | — |
| Greed | 7 | — |
| Irritating Personality | 6 | — |
| Lazy | 7 | — |
| Powerful Enemy | 10 | — |
| Phobia: Crowds | 4 | 10 |
| Phobia: Darkness | 5 | 11 |
| Phobia: Enclosed Spaces | 5 | 11 |
| Phobia: Heights | 5 | 10 |
| Phobia: Magic | 8 | 14 |
| Phobia: Monster (specific) | 4 | 9 |
| Phobia: Snakes | 5 | 10 |
| Phobia: Spiders | 5 | 10 |
| Phobia: Undead | 8 | 14 |
| Phobia: Water | 6 | 12 |
| Tongue-tied | 6 | — |
| Unlucky | 8 | — |

## Removing Disadvantages

If the DM is agreeable, a player can remove a character's disadvantage by spending character points. Disadvantages rated as moderate can be eliminated, while severe disadvantages can be reduced to moderate at one level advancement for a character, and then removed at a subsequent advancement.

The cost to remove a disadvantage is 1 character point more than the points gained when the disadvantage is first acquired. For example, the colorblind disadvantage gains 3 character points. Removing this disadvantage costs 4 points.

A severe disadvantage is reduced to a moderate disadvantage for 1 more character

point than the difference between the severe and moderate costs. For example, severe allergies award 8 character points, moderate allergies 3—a difference of 5 points. Thus, the cost to reduce severe allergies to moderate is 6 character points.

## Proficiency Descriptions

The proficiencies are arranged alphabetically. Each description suggests tasks of varying difficulty that characters can accomplish with that skill, as well as an overview of materials and time required.

Tasks that are automatically successful are suggested, but these are not complete lists. They are intended to give players and DMs an accurate idea about a skill's area of expertise.

The AD&D *Player's Handbook* includes descriptions of many of these proficiencies. The *Skills and Powers* entries are designed to complement the *Player's Handbook*, adding details and rules that have been modified by the character point system.

**Agriculture:** This skill includes automatic success at planting, harvesting, storing crops, using an existing irrigation system, tending animals, and butchering. Tasks that require proficiency checks include designing or making an irrigation system, and weed and pest control. The animal empathy and climate sense traits each provide +2 bonuses to relevant agriculture proficiency checks.

**Ancient History:** Characters with this proficiency are familiar with the legends, rulers, and writings of a specific historical period in the campaign world. They will recognize, without a proficiency check, items, scrolls, artwork, etc. of that period. They will know the main historical figures, such as kings and powerful villains, and the major circumstances of those individuals' lives and deaths. With a successful proficiency check they will recall lesser figures, such as lords, knights, and heroes, and recall legendary tales, important sigils, and perhaps be able to decipher a small bit of text, symbols, or hieroglyphics. The obscure knowledge trait provides a +3 to this character's proficiency rating.

**Ancient Languages:** Adventurers with this proficiency are familiar with at least one ancient language—i.e. they have the reading/writing proficiency with the chosen languages. If confronted with an example of a historically-related language, they can decipher about a paragraph of that tongue with a successful proficiency check. For each character point spent on this proficiency (after initially acquiring it) add one additional ancient language to the list of languages a character knows fluently. The precise memory trait provides a +2 to this proficiency rating.

**Animal Handling:** This proficiency allows characters to automatically steer carts, plow horses, etc. With a successful proficiency check, they can soothe domesticated animals and beasts of burden which become agitated or frightened. The characters receive a +1 bonus to proficiency checks made with any of the animal-riding proficiencies, and they receive a +2 bonus to their proficiency rating if they have the animal empathy trait.

**Animal Lore:** Adventurers with animal lore have a store of knowledge about animal

behavior, and without any proficiency check will know the basic feeding and social habits (i.e. herding, nesting, etc.) of animals with which they have past experience.

With a proficiency check, a character can determine whether an observed animal is intending to attack or to flee, or predict that animals will come along a trail at a certain time of day. This character gets a +2 bonus to checks made using the set snares proficiency.

The character can imitate the calls of wild animals (except for very large creatures). A successful check means that the imitation is virtually perfect, and even fools animals of the same type. A failed check might fool other characters, but will not deceive the animals.

**Animal Training:** When players choose this proficiency, they must declare what type of creature their characters will learn to train. Suggestions include dogs, falcons, parrots, horses, pigeons, elephants, and ferrets. More exotic animals can be chosen at the DM's option. Monsters with animal intelligence are another possibility, though they can be difficult to control—in effect, requiring more frequent proficiency checks.

Training of an animal requires a rather lengthy period of time—a matter of weeks, at least, for even the most basic tasks. A character who spends this amount of time will succeed at the training (no check necessary). Such tasks include dogs being trained to stay, come when summoned, and guard a specific location; pigeons returning to the roost; falcons hunting and killing game; and horses bearing saddles and obeying simple riding commands.

More elaborate tasks also take time to teach, and these require proficiency checks: dogs patrolling a circuit, or retrieving specific objects; and horses performing the maneuvers of a knightly charger are examples.

A character with the animal empathy trait gains a +1 bonus to this proficiency rating.

**Appraising:** This skill allows the character to make generally accurate (+ or –10%) assessments of common objects, including items made of precious metals and gemstones. The character can also assess, to + or –25%, the value of objects of art, tapestries, furniture, weapons, etc.—provided a variety of these items are present in the game world. These assessments require no proficiency checks, and the DM can roll (d20 or d100) to determine the accuracy of the appraisal.

A character who passes a proficiency check will be able to identify a forgery of a valuable object, to make a very accurate assessment of the value of a common item (within 5%), or to make a general assessment of the worth of an uncommon item, including artifacts. The DM may wish to roll this check, and on a roll of 20 the character makes a wildly inaccurate assessment.

**Armorer:** A character with this proficiency can make the types of armor typically available in the campaign world. The armorer requires the proper raw materials (plate metal, tough leather, etc.) and enough time to do the job properly. Time ranges from about two weeks for a shield to 20 weeks for a suit of plate mail armor. No proficiency check is required generally, though if the armorer tries to rush the job or work with less than adequate materials a proficiency check should be rolled to determine if the character is successful.

The armorer can also make field repairs to armor that has been damaged through use. These repairs always require proficiency checks, and if the check fails the armor or shield is lost.

**Astrology:** This character has a general understanding of the movement of celestial bodies, and the influence of that movement upon the beings of the campaign world. The astrologer can identify numerous constellations, and knows many of the legends behind their naming. The character can make limited predictions for the future, always in vague terms—whether these are accurate is up to the DM. A character with this proficiency gains +2 on all checks made using the navigation proficiency, providing the stars can be seen. A character with the trait of empathy gains a +1 bonus to the astrology proficiency rating.

**Astronomy:** A character proficient in this skill has a detailed knowledge of the relative movement of stars, moons, and planets. The character can predict with complete accuracy the arrival of eclipses, comets, and other cosmic phenomena (evening and morning stars, full moons, etc.) The astronomer can identify numerous stars and constellations, and gains a +3 bonus to all checks made using the navigation proficiency, providing that the stars can be seen.

**Blacksmithing:** A character with the blacksmithing proficiency can handle a forge, bellows, hammer and tongs, to create tools and other objects out of iron. The character cannot make weapons or armor, but can make—without a proficiency check—simple items such as horseshoes, nails, brackets and buckles. By making a successful proficiency check, the character can create intricate objects such as wire cages and locks. A blacksmith can make an iron hoop for a wheel that has been made by a carpenter; this combination of proficiencies is required for a strong wheel.

**Blind-fighting:** This allows characters to ignore many of the problems inherent in fighting without being able to see. In total darkness, the character suffers –2 (not –4) to attack rolls, and suffers no penalties to AC versus melee attacks. In starlight or moonlight, the character suffers only a –1 penalty to attack rolls.

When moving in darkness, the character is allowed to make a proficiency check at the beginning of a round; success means no movement penalties are assessed because of the darkness, while failure means the normal penalty applies.

When in combat with an invisible creature, the character with blind-fighting proficiency suffers only a –2 to attack rolls, but gains no benefit toward discovering the creature.

**Boat Piloting:** This proficiency is useful for negotiating challenging waters with a rowboat, canoe, or small dory. When shooting a rapids, trying to stay afloat in a storm, or trying to row upstream against a strong current, the character will succeed without a proficiency check—unless the water conditions are very extreme. In this case, the DM will require an appropriately modified roll; a successful roll means that the character negotiates the challenge and no further checks are necessary (until the next stretch of rapids, etc.). Failure does not necessarily mean that the boat sinks, but it gets swept away

by the current, or turned about, or moderately swamped—with everything and everyone inside getting wet. If the rough water continues, the character must make additional proficiency checks (every 1–6 rounds). The character's proficiency rating suffers a –1 modifier for each failed check, indicating the difficulty of steering a boat that is slowly filling with water.

The character also knows the basics of sailing, and can effectively maneuver a single-masted sailboat. As above, challenges will require proficiency checks, with failed checks leading to increasingly dire straits.

**Bowyer/Fletcher:** This character can make bows and arrows (but not arrowheads) of the types available in the campaign world. Given appropriate materials, the character can successfully make a bow or 2–12 arrows in a day. (Note that finding the right branch for the bow, or the proper shafts and feathers for the arrows might take several days of searching!)

Weaponsmiths are required to make good steel arrowheads. If none are available, the character can fire harden the wooden tips of his arrows, but these weapons suffer a –1 penalty on all damage rolls, and any arrow that misses its target is 50% likely to be broken.

**Brewing:** This category includes the brewing of malt beverages, the making of wine, and the distilling of stronger drink. A character can perform all the basic functions of the brewer's art without requiring a proficiency check. If the brewer chooses to make the check, failure means that a batch has been wasted, but success means that a particularly fine vintage has been created.

**Carpentry:** This character knows the basics of working with wood and can create—with no check required—small structures, fences, platforms, cabinets, carts and wagons. The carpenter can make wooden wheels, but a blacksmith must form the iron rim or the wheel will have a very short life expectancy.

A carpenter might build a short footbridge, a wooden clock, or a dumbwaiter system—these tasks will require a proficiency check. Larger projects such as major bridges, boats, or catapults, require the aid of a character with the engineering proficiency.

**Charioteering:** A character with this skill can move a chariot at its normal speed, and effectively drive it over a smooth, wide road. The proficient character requires no check to drive or steer the chariot, including traveling across relatively flat, open countryside, charging into battle, and performing the turns, stops, and starts that might be required on the battlefield.

By making a proficiency check, the character can guide the chariot through obstacles such as deep fords, steeply-climbing terrain, ditches, and rough or rocky ground. Also, with a successful check, the character can add 1/3 to a chariot's movement rate for the duration of a charge or a march. However, failure of this check means that the chariot moves at its normal rate, but that the horses fatigue in half the normal time. Characters with the animal empathy trait gain a +1 bonus to their ratings with this proficiency.

Note that certain obstacles are simply impassable to chariots, including walls, water

too deep (or too muddy on the bottom) to ford, thick forests, and mountainous terrain.

**Cobbling:** A character with this skill can makes shoes, boots, and sandals. No checks are normally required, but if the character attempts a field repair of damaged footwear, or tries to fashion shoes from wood or leather that has been scrounged up, a successful check is needed.

**Cooking:** This character knows the basics of food preparation, and he can generally cook, bake, fry, and so forth without a proficiency check. Checks are required if the character attempts to prepare truly gourmet meals, or tries to make a palatable dinner out of unpalatable ingredients—grubs, roots, and bark, for example.

**Cryptography:** The character with this proficiency has some training and skill in deciphering hidden messages and codes. In its basic form, the character is allowed to make a proficiency check when confronted with a coded message. If successful, the DM can reveal a general overview of the secret missive.

This proficiency is more fun when used as an aid to role-playing. Ideally, the use of the cryptography proficiency requires a great deal of involvement from the player—and a certain amount of puzzle design by the DM—instead of simply passing a check and demanding that a coded message be explained by the DM.

Rather, a character with the cryptography proficiency should have the chance of recognizing a code concealed within a written or spoken message, or perhaps hidden by some other medium—an intricately woven tapestry or sculpted piece of heraldry, for example. The DM will usually roll this check secretly, announcing that the character observes something unusual.

If the character notices the encoded sigil, the DM should describe it in considerable detail—word for word, if it is a written message. The character can make an additional proficiency check during the course of the decoding; if successful, the DM can provide a significant clue—a name, place, or date that is mentioned, for example. The bulk of the decoding should still be performed by the player.

**Dancing:** The character knows and can perform the moves of many types of dances, including some that involve precise and detailed steps. All dances common to the character's society will be familiar. Rare, archaic, or unusual dances will be known with a proficiency check. Also, characters who have had a chance to observe an unknown dance can perform it (–2 modifier, +1 for each time after the first that it is seen performed).

Truly spectacular dances—the kind that win character's campaign-wide acclaim—combine elements of dance proficiency with skills of tumbling, tightrope walking, and jumping.

**Deep Diving:** A character with this proficiency can add 10 feet per round to his speed of descent when diving into the water, or from the surface. Thus, a character with the deep diving proficiency can descend 30 feet per round, plus modifiers for encumbrance, running start, and height. Likewise, a character with the deep diving proficiency can surface at a rate of 30 feet (not 20 feet) per round.

This proficiency provides characters with the ability to hold their breath for 2/3 their Constitution scores in rounds, not the 1/3 allowed to most characters. Effects of exceeding the allotted time are the same, regardless of proficiency ratings.

**Disguise:** Characters trained in this proficiency can conceal their appearance through makeup and costuming. If they seek simply to alter their appearance without concealing size, sex, or race—for example, to go out in a city without anyone discovering what they look like—they can succeed without a proficiency check.

If the task is more difficult—the character in disguise meets and talks with an acquaintance, for example—a successful proficiency check is required. Characters who try to alter the appearance of their sex, race, or size, must make successful proficiency checks with a –2 penalty for each category.

Characters who attempt to disguise themselves as specific persons must make proficiency checks when they encounter and speak with someone who knows the other individuals. All of these checks suffer an inherent –2 penalty.

Note that the talent of impersonation (see traits) can improve a character's success with the disguise proficiency.

**Endurance:** A character with this proficiency can perform continual strenuous physical activity for twice as long as a normal character before becoming exhausted. If the character is ever required to make a Strength/Stamina check or a Constitution/Fitness check, the character can add his endurance score to his success number. If the fatigue rules from the *Player's Option: Combat & Tactics* book are in play, the endurance proficiency is treated differently (see *Combat & Tactics*, Chapter One).

**Engineering:** This proficiency is required for the design and construction of objects and installations of all sizes. Note that carpentry, stonemasonry, blacksmithing, or other proficiencies also might be necessary for the actual building. Characters can design and supervise the building of houses, boats, small bridges, palisades, and towers—of up to about 30 feet high without proficiency checks.

Characters with this skill can try to design large bridges, fortresses, ships, war machines, locks and dams, and other more complicated projects. Plans for these types of objects generally require at least a week—more if an exceptionally large project is being attempted. Complicated tasks require successful proficiency checks before a workable design can be made. If a check fails on a roll of less than 20, however, the engineer will be aware of the failure and can seek to create a new design—go back to the drawing board, so to speak. On a roll of 20, the design is flawed but the danger will not be discovered until after the object is built.

**Etiquette:** Characters with this skill are familiar with the typical manners of formal interaction—at least as they relate to the culture in the campaign world. They know what fanfares are required to greet royal visitors, how to seat the lords and ladies at a table, how to organize the reception line, and how everyone is to be addressed. None of these tasks require a proficiency check.

When dealing with a foreign or completely unknown culture, the characters must pass proficiency checks to correctly gauge the required etiquette. The check should be

modified—+2 if the foreigners are the same race as the character, +1 or more if the character has had some time to observe the foreigners.

Characters with the empathy trait gain a +2 bonus to their rating with this proficiency.

**Fire-building:** A character with this proficiency can build a fire in 1d20 minutes, as long as there is dry wood and some small bits of tinder. Add another d20 minutes for each of these factors: the wood (or tinder) is wet, it's raining or foggy, or the winds are strong. A proficiency check is required if conditions are bad and the character is forced to work without shelter.

**Fishing:** A character with this proficiency knows how to catch fish with hook and line, net, and spear. If fish are present in a body of water, a successful proficiency check means the character has caught something. Typically, with a successful check, the fisherman he will catch 1d6 fish in an hour. This number can be doubled if many fish are present. It is reduced to one fish per hour if the character is seeking large quarry—such as sturgeon, muskellunge, giant carp, or salt-water fish.

**Forgery:** This proficiency indicates a skill at creating false documents, mimicking the handwriting of others, and detecting forgeries. No check is required if the character is simply trying to duplicate a style of writing—the issuing of an anonymous military decree, for example. Characters trying to duplicate the signatures of specific individuals must see those signatures; the DM rolls the proficiency checks secretly to see if the forgeries are successful. If a character writes a longer message in a specific hand, the DM rolls the check with a –2 modifier. The DM should also roll the check if a character seeks to determine if another document is a forgery. On a 20, the character makes the wrong assumption, whereas a failure with less than 20 means that the character is not sure of the truth or falsehood of the sample.

**Gaming:** A character with this proficiency is familiar with all manner of gambling games. A successful proficiency check means the character will win a given game being played with NPCs—although cumulative negative modifiers should be assigned for each NPC with the gaming proficiency. Subtract 1 for each proficient NPC, with –2 for those with higher than basic gaming expertise.

The character might try to cheat, which confers a +3 to the gaming proficiency score and requires a check. If the proficiency check rolled is a 20, the character gets caught cheating, even if no NPCs have the gaming proficiency. Add one to this spread for each NPC with gaming proficiency—i.e., if two others have this skill, the cheater will be caught on a roll of 18–20.

**Gem-cutting:** A character with this proficiency each day can work 1d10 uncut stones into finished gems. The worker needs good light and an assortment of chisels, hammers, and hard cutting blades.

The gem cutter can do decent work without a proficiency check; the stones cut will be valued in the typical range for that type of gem. However, if the cutter seeks to do a unique and very high-quality job, a proficiency check is called for. Failure means the stone is destroyed, but success results in a gem of double the usual value.

**Healing:** Characters with this proficiency can perform first aid on fresh wounds and can supervise the recovery of themselves and others. If the characters tend a wound on the round immediately after it is inflicted, a successful proficiency check means that 1d3 points of damage have been restored (to a maximum of the damage inflicted the previous round). If they tend a wound within one hour of its infliction, they can heal 1 point with a successful check. No character can benefit from this proficiency more than once a day.

This proficiency can also help with long-term healing and resisting poison and disease; these procedures are detailed in the *Player's Handbook*.

**Heraldry:** These characters are familiar with the heraldic symbols of their own lands, and those of neighboring lands. The characters can make proficiency checks when confronted with unusual or rare symbols; success means that they can identify the symbols. A character with the obscure knowledge trait gains a +2 bonus to the use of this proficiency.

**Herbalism:** This skill indicates that a character is familiar with the uses of natural plant products for good and ill. If a character spends a day searching the woods, and makes a successful proficiency check, enough herbs, fungi, roots, leaves, pollen, and pulp has been gleaned for 2d6 doses.

The most common use of these herbs is as an aid to healing; one dose of herbs can be used in conjunction with the healing proficiency (by the herbalist or another healer). This dose adds +1 point to the wounds cured by a successful healing proficiency check. Even if the healing check fails, the herbs still restore the 1 hit point. With no healing proficiency, the herbs can still be used, but the herbalist needs to roll a successful check to restore the 1 hit point.

The herbs also can be used to create a poison, either ingested or injected. A single use of poison requires two doses of herbs. The lethality or other effects of the poison (paralysis, unconsciousness, delusions, etc.) must be worked out with the DM.

**Hunting:** The hunting proficiency allows a character to find game and get reasonably close to it. The actual kill is handled using rolls to hit and for damage. Hunting is a proficiency that always requires a successful proficiency check when it is used.

If the check is successful, the hunter will reach a position within 1d100 + 100 yards of the quarry. Generally it will take about 2–12 daylight hours to reach this position, though an abundance or scarcity of game can decrease or increase this time at the DM's option. Night hunting might be possible for characters with infravision.

The hunter also possesses a basic skill at removing skin from an animal, and butchering the carcass into usable meat. These tasks require no checks.

**Juggling:** A character with this proficiency can juggle up to three small objects without a proficiency check. Additional objects can be added, but a check is required; use a –1 modifier for each item beyond the fourth. Checks are also required for spectacular feats, such as juggling lighted torches or whirling scimitars, with failure meaning that 1d4 items are dropped. The potential for damage or disaster is left to the DM.

This skill is primarily useful for entertainment or diversions, though characters with

the juggling proficiency have a chance to catch small objects—such as darts or daggers—that are thrown at them. They must be facing the source of the attack to make such an attempt, and they must make a proficiency check with a –2 modifier. Failure means they are automatically hit by the thrown objects.

**Jumping:** This skill means that a character has unusual abilities to jump across distances, leap incredible heights, and vault with a pole.

A human or elven character with the jumping proficiency can perform a running broad jump of 20 feet without a proficiency check; a jump of more than 20 feet requires a check, with a –1 modifier for each foot above 20. The jumper can do a standing broad jump of 8 feet without a check; longer jumps require proficiency checks with the same penalties.

The character can high jump 4 feet without a check, higher obstacles require a check, with a –1 modifier for every 6" of additional height. If jumping from a standing start, the beginning height is 3 feet, not 4 feet.

Dwarves, gnomes, and halflings are more limited in their jumping ability. For these characters, the basic distances in each category are reduced to 75% of the listed amount—e.g. 15 feet instead of 20 for the broad jump.

A vaulting pole must be at least as tall as the character using it, but no more than twice as tall. The character can vault over obstacles up to the height of the pole. If the obstacles are within 2 feet of the pole's length, however, the character must make a proficiency check. The vaulter can also jump across a space no more than 11_2 the width of the pole's length. If the gap is greater than the length of the pole, a proficiency check is required.

Leather working: The character with this skill can skin animals, tan leather, and work that leather into clothing, armor, backpacks and saddlebags, harnesses, etc. These tasks are automatic successes, but the leather worker will have to make a proficiency check when attempting unusual jobs—making a leather patch for a boat hull, for example, or making a usable tent of scraps of hide.

**Local History:** The character knows all about the background of a specific area in the campaign world and can use this knowledge to entertain and enlighten others, gaining a +2 bonus to the reaction rolls of NPCs from that area. If a specific question comes up—the identity of a knight's banner seen in the distance, for example—the character can make a proficiency check, with success indicating the correct tidbit of information. A character with the obscure knowledge trait gains a +3 bonus to the proficiency rating.

**Mining:** A character with the mining proficiency can select the site of a mine and supervise its excavation and operation. Mining proficiency checks are best made for a player by the DM, since the character will not learn for some time whether his suppositions about a potential mine were accurate.

The *Player's Handbook* contains a more detailed description of how to role-play a miner's proficiency use.

**Modern Languages:** The character has learned one or more languages, other than his

native tongue, that are contemporary to the campaign world. For each additional character point spent on modern Languages, the character can speak one additional language.

**Mountaineering:** A character with this proficiency is skilled in the use of hammer and pitons (spikes) to secure a route up a mountainside. He also knows how to use the rope and brackets that can link a party of climbers. A proficient character can make a route across a steep section of rocks, and by the use of ropes allow other, non-proficient characters to follow.

No proficiency check is required unless the DM declares that a route is very perilous—steeply pitched, with few hand- and foot-holds, and those that exist are tiny or loose. If a character connected to the mountaineer by rope falls, the mountaineering character can make a proficiency check; success means that the other's fall has been arrested. Failure means that the other character continues to fall, and failure by a roll of 20 means that the mountaineer is pulled down, too.

Characters with the mountaineering proficiency can add their proficiency rating to their percentage chance of climbing any surface; this includes thieves using the climb walls special ability.

**Musical Instrument:** The character can play a specific type of musical instrument, adding an extra instrument for every character point expended on this proficiency after its initial purchase. The skill enables the character to play the instrument very well, though a proficiency check might be required when attempting a very difficult piece.

A character with the music/instrumental trait knows how to play two instruments immediately (when this proficiency is selected). For each character point spent, two (not one) additional instruments can be learned.

**Navigation:** Characters with the navigation proficiency know how to fix their locations on the seas and oceans of the campaign world by observing celestial clues. Characters with a sextant (not necessarily available in all campaigns) and a compass, and who can see the stars or observe a sunrise or sunset, will know where they are—no proficiency check is necessary. Such a skilled character can navigate across entire oceans without becoming lost, though bad weather can obscure the celestial clues and blow a vessel far off course.

If a character does not have the proper tools, or is forced to work with only a general idea of direction (fog obscures the sunset, for example), the DM should secretly make the proficiency check. Success means the character is reasonably accurate in plotting the day's course. Failure means an off-course error that varies by the extent of the failure—a roll of 20 has the character going practically the exact opposite direction!

**Orienteering:** This is the ability to keep one's bearings on roadless, trackless land. Proficient characters will not get lost as long as they can either see the sky or have the use of a compass. This means that they can maintain track of a given direction, keeping themselves and their companions traveling in a straight line.

Characters who possess a map and can track their direction of travel can arrive at specific points—towns, ferry crossings, bridges, monuments, wells, springs, etc.—

without proficiency checks.

If the map is slightly erroneous, or lacking in crucial details, the characters will have to make successful proficiency checks to accurately arrive at a specific point. This check can be modified for increased difficulty based on poor weather or major problems with the map.

**Painting:** A character with this proficiency is skilled at rendering images with oil, brush, and canvas. The artist can create reasonable portrayals of people, landscapes, and monsters, and he possesses a knowledge of perspective, shading, and composition. If this proficiency is coupled with the artistic talent trait, the character receives +2 to his base painting score and can create stunningly realistic works, capable of stirring profound reactions in observers—and perhaps worth gold to wealthy NPCs.

**Pottery:** The character can create ceramic vessels—jars, bottles, plates, bowls, etc.—of whatever type are in use in the campaign world. A serviceable piece of crockery can be made without a proficiency check. If the character attempts to make a fine-quality piece, it will take about three days for an average-sized object—and a successful proficiency check. Failure means the object is useless; success indicates the degree of excellence, with a roll of 1 indicating that the character has created a work of unique value.

A character with the artistic talent trait gains a +2 to the pottery proficiency rating. Masterpieces of pottery are sculpted by these talented characters.

**Reading/Writing:** The character is literate in a language that is contemporary to the campaign world, provided that the character can speak it (see the modern languages proficiency), For each additional character point spent on reading/writing, the character is literate in one additional language.

**Reading Lips:** Characters possessing this proficiency have a chance to understand the speech of those they can see but not hear. The speaker must be clearly visible, less than 30 feet away, and well-illuminated—characters cannot lip-read with infravision. If the speaker is addressing the lip reader and intends to be understood, no proficiency check is necessary. If lip readers attempt to "overhear" speech not directed to them, proficiency checks are required. Success means the gist of the words come through. The trait of empathy adds +2 to checks using this skill.

**Religion:** A character with this proficiency is familiar with the basic tenets of the major and minor faiths practiced in the campaign world. Observing an act of religious significance—a blessing of warriors before battle, for example—means the character understands the importance of the ritual without a proficiency check. Checks are required to understand the activities of unique or foreign religions. Additional character points spent on this proficiency can expand a character's knowledge to include other religions, or can increase the level of detailed knowledge about the faiths already studied.

**Riding, Airborne and Riding, Land:** The riding proficiencies are well-detailed in the *Player's Handbook*. Characters using the Skills and Powers rules can add +2 to their

proficiency score in either category of riding if they possess the trait of animal empathy, and +1 if they have the additional proficiency in animal training. These modifiers are cumulative.

**Rope Use:** A character with this proficiency can tie knots of all kinds without a proficiency check. The character adds +2 to all mountaineering proficiency checks that involve rope and also gains +10% to climbing chances—if the climb involves a rope.

If the character is tied up with ropes, or seeks to untie a permanent knot, a proficiency check is required. Success means that the bonds or knots come undone in 2d6 minutes.

**Running:** Characters can add 1_3 their normal top speed to their movement rates for up to 1 turn. After this, they must spend a turn resting, or 6 turns engaged in normal activity before they can sprint again.

Also, characters can jog steadily, moving at twice their normal movement rates over the course of a day. Eight hours of rest is mandatory after such a stint. Following rest, the characters can make proficiency checks. Success means they can run normally during the upcoming day; failure indicates they cannot use the running ability that day.

**Sculpting:** The character with this proficiency can render realistic objects out of stone and clay. A high level of sculpting proficiency, coupled with the artistic talent trait, means the character can create statues, statuettes, busts, and other objects of rare and valuable beauty.

**Seamanship:** These characters are trained to help operate galleys and sailing ships. They can row, hang rigging, steer a helm, patch canvas, and repair hulls (with tar or pitch). This proficiency does not allow characters to navigate.

The captain of a vessel, who presumably possesses this skill at a high level, must make proficiency checks to avoid certain hazards of the sea. Such a seaman might take the ship into a reef-lined bay with no difficulty if a local pilot is there to act as a guide. But if the captain has to pick a path through coastal breakers, a failed check might mean a bump on the bottom of the hull, or that the ship has run aground. Bad weather and treacherous currents can penalize these proficiency checks, while fair breezes and superb visibility should convey positive modifiers.

**Set Snares:** A character with this skill can place small traps and snares along a game trail—a useful aid to gaining food in a non-civilized setting. Given proper materials—supple branches, bowstring or heavy thread—the character can make two snares in an hour without a proficiency check. The character can check the snares after eight hours, rolling a proficiency check for each. These checks can be modified by +2 if the character has the animal lore proficiency, and an additional +2 for the animal empathy trait. Success means that a small animal, such as a rabbit or partridge, has been snared. The checks can be modified up or down by the DM, to reflect the population of animals in the area.

The character can create a larger snare, such as a pit trap, by making a proficiency check. An 8' deep, 6' square pit requires at least eight hours to make if the ground is soft and a decent shovel is available. Rocky ground, larger pits, and makeshift equipment can

increase this time dramatically. Whether anything falls into the large pit is a matter of the DM's interpretation and generosity.

**Singing:** The character knows and can perform the many types of songs, including some that involve complex or difficult notes. All songs common to the character's society will be familiar. Rare, archaic, or unusual songs will be known with a proficiency check. Also, characters who have had a chance to hear an unknown song can perform it (–2 modifier, +1 for each time after the first that it is heard).

The character can compose his own songs, including choral works, with a successful proficiency check. If the character also has the Music/Singing Talent, the character can add +2 to his base score.

**Spellcraft:** A character with this proficiency gains no actual spell use abilities, but does possess significant knowledge about spellcasting. Observing or overhearing a spell being cast, or a getting a good look at the spell components, lets the character make a proficiency check. Success means the enchantment is recognized. Modify the check by +2 if the character can both see and hear, and add another +2 if the spell components are spotted.

Wizards using this proficiency gain +2 to checks made if the spell being studied is one from their own specialty or school. Characters with this proficiency can also make checks to determine if an item is enchanted.

**Stonemasonry:** A character with this skill knows how to excavate stone from quarries, cut that stone into blocks, make bricks, mix mortar, lay stone or brick, and carve simple designs and symbols into stone. The mason can lay cobblestones or bricks for roads and courtyards, and the work can include small arches and cantilevered platforms. None of these tasks require proficiency checks. The character's tools include hammers, chisels, trowels, block and tackle, plumb lines, shovels, and wedges. If fully equipped, a typical mason can build a wall, 10' long, 5' high and 1' thick, in one day—if the stone is already cut. The character can erect walls, buildings, pillars, stone abutments for bridges, etc.

The character can step up the work by making a proficiency check. Also, if the stonemason doesn't have the benefit of the engineering proficiency, checks must be made for wall sections higher than 10', and for structures involving arches or elaborate corners.

A dwarven character receives a +2 bonus when taking this proficiency.

**Survival:** A character with this proficiency has a basic knowledge of the dangers and challenges in certain wilderness terrain: arctic, woodland, desert, plains, or tropical. Mountains are not usually a separate terrain type—a mountain range may be tropical, wooded, snow-covered, etc.

Survival skill means the character has a good chance of finding food or water in that environment—if there is any to be found. The character can roll a proficiency check once a day for each category. Success means food, water, or shelter is found. Typically it will take 1d6 hours to find water, and 2d6 turns to forage enough food for one person.

A character with this skill also understands the perils inherent in sudden storms and dangerous topical features—avalanches, quicksand, sandstorms, and landslides, for

example. The DM might allow a player to roll a proficiency check when one of these dangers appears on the horizon—success means the character has noticed the menace.

**Swimming:** This useful proficiency allows characters to swim according to the AD&D game rules for water movement (see the *Player's Handbook* for more information). Characters without this proficiency are considered untrained swimmers, and they can do little more than hold their breath and float. Proficient characters can perform most swimming tasks without any checks.

For each character point added to this proficiency after its initial purchase, swimmers can add 1 to their movement rates in water.

**Tailoring:** A character with this proficiency can sew garments out of all types of cloth—wool, cotton, silk, and well-tanned leather being the most common in the typical campaign world. The character can use needle and thread. The amount of time required for a job naturally varies by its complexity, but proficiency checks are only required if the tailor is attempting to make something truly unique and spectacular—a coronation gown for the queen, perhaps.

The tailor can also make field repairs on clothing that has been damaged by the vagaries of adventuring. These repairs typically require proficiency checks, with failure indicating that the patch will hold for only a very short time. A halfling character gains a +1 to this proficiency rating.

**Throwing:** Characters with this proficiency add 10' to each range category of thrown weapons, and increases the damage or the attack roll by +1 each time they throw a weapon. The player can elect to improve either the damage or attack roll, but the choice must be announced before the attack is made.

For each character point spent on this proficiency (after its initial purchase) a character adds another 5' to thrown weapon ranges. For every 4 additional character points spent, another +1 on the damage or attack rolls is gained—this can be used as a +2 on one or the other, or split as a +1 to attack and +1 to damage.

**Tightrope Walking:** The character with this proficiency can balance on ropes, wires, slender beams, and other narrow, perilous surfaces. A typical movement rate is 60 feet a round, though an upward angle will slow this. Ascents and descents of 45 degrees or more are not possible.

The character does not require a proficiency check if the surface is at least 4" wide. Narrower surfaces require checks, with failure indicating a fall. If walking on a flat surface more than an inch wide, the character receives a +3 modifier to the check. A balance pole adds another +2 modifier, though high winds or a moving surface can contribute significant negatives.

If the character makes an attack or suffers damage while balanced on a rope, a proficiency check is required. Failure signals a fall. Subtract the number of points of damage the character suffered from the proficiency rating when this check is made. Attacks made while on the rope suffer –5 penalties on attack rolls. Also, a character walking on a tightrope has limited maneuverability and therefore does not gain an AC bonus for Dexterity.

**Tracking:** The detailed tracking procedure described in the *Player's Handbook* is modified as follows for the *Skills and Powers* rules:

No characters suffer the integral –6 penalty to their ability scores; this difference is reflected in the proficiency rating itself.

Rangers gain a +5 bonus to their tracking rating.

Characters with the animal empathy trait gain +2 to their proficiency score when tracking non-domesticated animals.

Characters with the animal lore proficiency gain +2 to their proficiency rating when tracking animals—either wild or domesticated.

**Tumbling:** Characters with this proficiency can roll, somersault, stand on their hands, flip forward and backward, and otherwise perform feats of acrobatics. They can only perform tumbling feats if unencumbered or lightly encumbered.

Tumbling characters can improve their AC by 4 on a given round if: they avoiding attacks directed against them, win initiative, and elect not to attack that round. A tumbling character can move up to 20 feet, or remain in one place, during the course of this evasion. In unarmed combat a character with tumbling ability improves attack rolls by +2.

The character can attempt to dodge through obstacles or escape through narrow apertures, but successful proficiency checks are required. If the character topples from a height of 60 feet or less, a successful proficiency check results in suffering only half damage from the fall.

**Ventriloquism:** Characters using this skill can make others believe that sounds and voices are coming from somewhere else. Such a character must pass a proficiency check to deceive an audience. This roll might be modified by some of these factors: the intelligence of the listeners (+/–3); the distance from the ventriloquist to the apparent source of the sound (not more than 20 feet); the believability of the ventriloquist's words and sounds; whether the audience can observe the proficient character; and the length of the ventriloquism display.

**Weaponsmithing:** This proficiency allows a character to create metal weapons. The Player's Handbook gives the time and material cost requirements for various types of weapons.

A character who seeks to create a truly exceptional weapon, can make a proficiency check after the item is completed. If the check fails, the weapon is useless, melted down for its bare metal; if the check succeeds, the character has created a weapon that is worth 50% more than the typical example. These are the kinds of weapons selected by wizards for enchantment.

Dwarves get a +1 bonus to their rating with this proficiency.

**Weather Knowledge:** A character with this proficiency has a knowledge of winds, humidity, clouds, and seasons and can accurately predict the immediate weather simply by looking at the sky. With a proficiency check the character can predict what will happen during the next 12 hours. Modify the check up to +/–6, with a 0 modifier to

predictions for the weather six hours ahead.

**Weaving:** A character with this skill can weave yarn into cloth, and he can create tapestries, cloaks, and other large swaths from thread. The character can spin wool into yarn with a spinning wheel, and he needs a loom to artfully weave that yarn. A character with the artistic talent trait can use this skill to create exceptionally beautiful cloth. Halflings get a +1 bonus to their rating with this proficiency.

## Trait Descriptions

**Allure:** This trait allows a character to attract romantic attention from NPCs, at the player's option. The character can conceal the trait any time, but when it is in effect it can modify the reaction rolls of NPCs who might be affected—perhaps by as much as +3. The trait is only effective if there is a reasonable chance of the PC drawing romantic attention from the NPC—at the very least the NPC must be of the opposite sex and of at least young adult age.

A character with the allure trait can receive one henchman above the normal maximum—if at least one of the henchmen has a romantic interest, however unrequited and hopeless, with the player character. Elves can purchase this trait for 1 less character point than the listed amount.

**Alertness:** These characters are blessed with a combination of peripheral vision, good hearing, and mental stamina that makes them very resistant to surprise. Such characters receive a +1 bonus when the DM determines if the alert characters and their party must roll for surprise.

**Ambidexterity:** This character is equally skilled with the use of either hand. This trait carries over into training, so that the PC can use weapons, bear a shield, and perform acts of strength equally well with the right or left hand. The character is good at the two weapon fighting style, suffering no penalty for the first hand, and only a –2 penalty for off-hand use.

**Animal Empathy:** The character possesses an inherent ability to relate to animals. The character will generally receive a positive reaction from domesticated animals, and can soothe the fears of captive wild animals with remarkable consistency. For example, with a successful Wisdom/Willpower check, the character can encourage a domesticated animal to approach, or silence a barking watchdog. The character, as a rule, cannot persuade wild animals to lose their fear of humans. Also, the trait is useless if the character attempts to deceive an animal into approaching for the cause of harming it—i.e. the cow won't be persuaded to walk over to the fence so that the character can butcher it.

**Artistic Ability:** The character has talent with the use of brushes and paint, charcoal sketching, and the sculptor's knife. Even without any related proficiency the character can render realistic maps and mold simple objects from clay. When this trait is coupled with training, the character can create works of real artistic merit. Whether these have worth in monetary terms or as relating to the character's status in the campaign world are circumstances that must be adjudicated by the DM. As a general rule, the character's work as a potter, tailor, weaver, painter, blacksmith, leather worker, or sculptor will fetch

1–50% more than the typical cost for such products.

**Climate Sense:** This trait provides a character with an innate sense of impending (within one hour) changes in the weather. The DM might require a Wisdom/Intuition check before the character can make the determination. Other circumstances may be obvious enough that the character will know with certainty that the temperature will fall drastically, or that a tremendous rainstorm is about to begin.

**Double-jointed:** The character has a unique ability to wriggle out of ropes, manacles, brackets, chains, and other bonds. The bound character can make a Dexterity/Agility check when attempting to twist free of the bonds. Such an escape requires 1d6 rounds for each limb that is bound. If the character is secured by metal brackets or chains, the check is made at 1_2 (rounded up) of the Agility score. Halflings add a +1 bonus to their modified Agility score when using this proficiency.

**Empathy:** The character with this trait has an innate ability to sense the motivations, emotions, and possibly the intentions, of others. If the character can observe a group of NPCs for 1d6 rounds, the DM can allow a Wisdom/Intuition Check. Success means that the character has understood something significant about the discussion or plans of those NPCs. The empathetic character does not have to speak the language of the NPCs (though the DM can allow a +2 modifier if the tongue is known).

If the NPCs are of a very different race (such as monsters), the check can be modified to 1_2 the character's Wisdom/Intuition score. However, the DM can also add positive or negative modifiers if the character has an extra long or short time to observe, or watches from an especially advantageous or disadvantageous position.

**Fast Healer:** This highly useful trait allows a character to recover 1 hit point of damage within 2–12 turns of receiving a wound. Also, the character naturally heals at a rate of 2 hit points, not 1, per day.

**Glibness:** The character has the knack of dissuading the suspicions of NPCs. The PC must speak the same language as those he is trying to impress, and players are encouraged to role-play the glibness attempt.

Situations where this might arise include characters trying to talk their way past the guards at a city gate, turning aside the hostility of a bullying thug, or disarming the suspicions of a merchant who suspects the PCs of thievery. Characters can make Wisdom/Intuition checks to see if their glibness is successful.

Of course, if the guards are looking for a smuggler that fits one of the characters' descriptions, or the bully really wants to beat up, say, a blond elven rogue, or the merchant saw the fellow steal a bracelet, no glibness attempt is possible.

Halflings can purchase this trait for 1 less character point than the listed amount.

**Impersonation:** This trait represents the acting talent in the modern world—the character has a natural ability to fall into a role, and to project that role believably to others. A character with the impersonation trait gains a +2 bonus to all rolls made using the disguise proficiency.

Additionally, the character can assume a disguise immediately—i.e., without benefit of costume or makeup. Such an impromptu disguise cannot alter the character to assume a specific identity, nor can it alter the appearance of his race or, except under unusual circumstances, sex.

**Inherent Immunity/Poison:** This trait enhances the character's natural resistance to poisons—inhaled, ingested, and injected. The character receives a +1 bonus to all saving throws versus any kind of toxin. Additionally, the damage done by virulent poisons is reduced by –1 point per die (to a minimum of 1), and the duration of paralytic and other temporary poisons is reduced by 1 round (or turn) per die rolled.

Dwarves can purchase this trait for 1 less character point than the listed amount.

**Inherent Immunity/Disease:** The character with this trait has a strong resistance to diseases of all types. When a saving throw is allowed against a possible infection, the character gains a +3 bonus. If there is an infection, the duration of the disease is reduced—by one day, week, etc.,—for each die rolled to determine this time period. This immunity does not apply to magical enchantments and curses, such as lycanthropy.

**Inherent Immunity/Cold:** This character is able to remain comfortable in temperatures that most find chilling, and he can sometimes avoid the worst effects of cold-based attacks such as white dragon breath. In game terms, the character gains a +2 bonus to saving throws against cold attacks (but only physical cold; not, for example, against the chilling touch of a wight).

Additionally, the character can reduce his level of encumbrance caused by winter garments. In those cases where the DM might require some penalty for a party that must bundle up in furs, parkas, mittens, and boots, the character with this trait can dress one level of encumbrance lighter and still avoid the effects of the weather.

**Inherent Immunity/Heat**: Like the immunity to cold, this trait confers an advantage on the character in certain types of climates, and improves saving throw chances against fire- and heat-based attack forms. The saving throw bonus is a +1, and applies to saving throws against such magical infernos as red dragon breath and against the effects of lava or normal fire.

The DM can determine the benefits conferred by this trait against environmental heat, such as deserts and tropical weather. In general, under these types of conditions, a character with this type of immunity can travel twice as far as his companions without suffering fatigue.

**Internal Compass:** Characters with this trait have a general idea of where they are, and in which direction they are facing when out of doors. In the wilderness, this means that their chance of becoming lost is reduced by 5%. When using the navigation proficiency, characters with this trait receive a +1 bonus to their proficiency score.

**Keen Eyesight:** These characters have "eagle eyes." That is, they can perceive details at about twice the range of characters with normal vision. Keen eyesight does not improve a character's ability to see in the dark, nor does it convey unique peripheral

vision. However, if a group of companions make out a party in the distance, the keen-eyed character might be able to tell the whether the party consists of humans or goblins. When the others can discern the race of the distant party, this character can tell how they're armed and how they're dressed.

A character with the keen eyesight trait receives a +1 bonus on all rolls to hit with a missile weapon at long range.

Elves can purchase this trait for 1 less character point than the listed amount.

**Keen Hearing: This** trait means that the character possesses excellent aural acuity—able to hear the proverbial pin drop. In cases where hearing can be a factor in avoiding surprise, this character receives a +1 bonus. This applies whenever the PC approaches an ambush, unless background noise (a waterfall, bustling marketplace, windstorm, etc.) could be expected to drown out the inadvertent sounds of the ambushers.

If the character is a thief, this trait adds +10% to every attempt to *detect noise*. Halflings can purchase this trait for 1 less character point than the listed amount.

**Keen Olfactory Sense:** This valuable trait elevates the character's sense of smell to an uncanny level. In any case where the character might detect an approaching encounter by smelling the other party, this character gets a +1 bonus on chances of being surprised. In addition, this trait gives the character a +2 bonus when using the hunting proficiency. At the DM's discretion, the character can make a Wisdom/Intuition check to determine whether food or drink has been poisoned or otherwise tainted.

**Keen Taste Sense:** This trait allows characters to detect foreign substances and unnatural alterations in anything they taste. Characters can make Wisdom/Intuition checks with a +3 modifier. Success means they realize some sort of alteration has been done to the food or drink. Halflings can purchase this trait for 1 less character point than the listed amount.

**Keen Touch Sense:** A character with this trait has unusually sensitive tactile senses, able to feel the difference between a silver and gold piece, for example. If the character with this trait is a thief, this inherent advantage gives a +5% bonus to pick pockets and open locks attempts. Gnomes can purchase this trait for 1 less character point than the listed amount.

**Light Sleeper:** This character will awaken at the slightest disturbance—a significant advantage to a small party on the trail where companions would quickly fatigue from alternating watch duty through the night. The character will awaken if he hears any unusual noise, such as the unmuffled footsteps of someone approaching the camp. This includes the approach of anyone wearing metal armor, or creatures carrying weapons or conversing.

If the sleeping character is approached by someone who is working very hard at being stealthy, the DM can allow the light sleepers to make Wisdom/Intuition checks; success means they become aware of the intruder, while failure means they continue to sleep. This latter category includes NPCs in leather armor, and monsters with natural stealth and which are not encumbered by weapons and armor.

If a light sleeper is approached by a thief who is successful at a *move silently* attempt, then the sleeping character is not allowed the Intuition check, since there is no sound to alert the sleeper.

**Lucky:** The luck that seems to bless this character is not a matter of improving the odds of various die rolls, nor of gaining increased benefits to other game situations. Rather, it is that this character seems to have a knack for being in the right place at the right time. The DM may require a Wisdom/Intuition check to determine if the character will be lucky.

If the party is searching for a way to cross a deep, placid river—and the lucky character can make an Intuition check, the party will stumble upon a boat hidden in the reeds by the shore.

**Music/Singing:** This trait provides the character with a finely-pitched, well-modulated voice—the kind of singing voice that everyone likes to hear. If this talent is combined with the singing proficiency, the character can impress nobles and commoners alike with musical performances, perhaps becoming a bard or minstrel of some repute. This talent also adds +2 bonus to the character's singing proficiency score.

**Music/Instrument: The** character with this trait has the manual dexterity and musical sensibility to skillfully operate an instrument such as a harp, flute, lyre, drum, etc. While the trait does not convey the knowledge of how to play any instrument—that must come from a proficiency—this inherent talent assures that the character may quite possibly rise to a significant level of fame for his musical performances. The character can more readily learn to play musical instruments as note in the musical instrument proficiency description.

**Obscure Knowledge:** The character with this trait is the fantasy version of the trivia buff. The character has a mind that grasps, permanently, little bits of information from here and there—items that, at first blush, might not have any useful application. The typical procedure for the character using this trait would require an Intelligence/Learning check. If the check is successful, the character has stored away some trivial bit of information about a topic at hand.

The use of this trait is up to the DM, though the player can make requests when an opportunity arises. For example, as the character approaches Castle Dunleven, the player might ask the DM if his character remembers anything about the castle or its occupants. If the Intelligence/Learning check is successful, the DM can inform the character that Lord Dunleven is an elderly widower, who has a beautiful daughter whom he jealously guards against any potential suitors. Or, just as likely, the character might remember that Dunleven is known for its fine wines or cheeses, and that the vintage of five years back is particularly prized. Gnomes can purchase this Trait for 1 character point less than the listed amount.

**Precise Memory:** This trait indicates a character who has a "photographic memory." For example, once seeing a piece of heraldry, the character will remember what house or noble that symbol represents. If this character looks at a map, and has the time to study it

in detail, he can be expected to remember that map with a great deal of accuracy. In most circumstances this memory is fairly automatic. But in cases of intricate detail, or if a long time lapses since the character first observed something, the DM can require an Intelligence/Learning check before providing the player with the information.

This trait refers primarily to the recollection of things that the character has seen written down or rendered in artwork. If the character has the reading/writing proficiency, it applies also to things that he has read.

## Disadvantage Descriptions

**Allergies:** This disadvantage is typically a hay fever problem, where the character is subject to sneezing outdoors. The actual campaign environment makes a great deal of difference—in winter settings, this isn't much of a problem, for example. The DM should be careful to create some settings where the character's allergies are in fact a disadvantage.

The game effects of allergies can come up in several ways. A Wisdom/Willpower check can be called upon to stifle a sneeze when the character's party is setting up an ambush along a forest trail. If the character suffers from severe allergies, his Strength/Stamina score and Constitution/Health scores must be reduced by 1–6 points when the pollen count is high.

Other allergies can be created. A character who is allergic to mold, for example, might suffer these same effects when in a damp, underground location. As well, he might suffer double damage from mold-based attacks. An allergy to bee stings or to certain types of food or animals are less likely to affect the game, but the DM could offer to negotiate a lower character point bonus for the character who has a lesser allergy as a disadvantage.

**Bad Tempered:** This character has difficulties with the niceties of social interaction, and is quick to take insult at any number of slights—real or imagined. The DM should require the player to make Wisdom/Willpower checks when the character is given some cause to be insulted. If the check fails, the character is likely to shoot off his mouth in a rude fashion. (Usually, the bad temper will not cause the character to attack others, and certainly not with weapons). However, it is not inconceivable that the character's remarks will insult the NPC to the point where combat results. More often, however, the character's bad temper will cause a non-violent situation—negotiations with a merchant are broken off, a nobleman who was thinking of hiring the PCs changes his mind, or a guardsman denies the party entrance to a city or castle. Dwarves receive 1 extra character point when they choose this disadvantage.

**Bruise Easily:** This disadvantage can be a real drawback for a character who spends a lot of time in harm's way. Every time the character suffers damage from a blunt weapon, or a mishap such as a fall, he suffers 1 extra point of damage for each die of damage rolled. This damage is not as long-lasting as normal damage, recovering at a rate of 1 hit point per turn after the fight. However, if a character's hit points are reduced to zero, and some of the points of damage are bruise damage, he is rendered unconscious but not dead—much like the damage inflicted by punching.

**Clumsy:** The character with this disadvantage has the unfortunate habit of dropping

things, tripping, or knocking things over at inopportune times. The DM will occasionally require the character to make a Dexterity check. Failure means the character loses his grip, stumbles, or trips. The check can be required as often as the DM desires, though as a general rule two or three times a gaming session probably will be adequate.

**Colorblind:** This relatively innocuous disadvantage means that the character cannot distinguish colors. For game purposes, he sees things in black, white, and shades of gray.

**Compulsive Honesty:** The character with this disadvantage cannot tell a lie and cannot behave in a deceitful fashion. He tends to be blunt rather than tactful, even if this means insulting someone who he and his companions are trying to impress.

The character could participate in a deception—but only if it is a matter of life and death. Even then, the character must make a Wisdom/Willpower check every time he is called upon to speak a falsehood or to act out a role in front of witnesses. Failure of the role means that the character shrugs and comes clean—*"You're right, my lord. I'm not here in the marketplace to shop for rugs, but to steal the plans for the castle's defenses."*

**Cowardice**: This is a hefty disadvantage for an adventuring character. The character might want to be brave and to fight heroically, but an inner voice of caution constantly suggests the merits of flight or concealment. Halflings receive 1 extra character point when they choose this disadvantage.

When a violent encounter begins, the character must pass a Wisdom/Willpower check to overcome his cowardice. The roll is 1/2 the character's Wisdom/Willpower if this is a severe disadvantage. If the check is successful, the character can behave in any fashion for the duration of the encounter. If the check fails, however, the character will seek to leave, to hide behind friends, or to otherwise cravenly attempt to avoid the fight.

The character is allowed to make another Wisdom/Willpower check each subsequent round during the encounter. He flees or hides as long as he fails, but as soon as he passes the check he can perform normally—and is exempt from any further checks. (Of course, if he tried to hide behind his friends, a second violent encounter might occur immediately after the first is resolved!)

**Deep Sleeper:** The character with this disadvantage will only awaken when disturbed by a very loud noise, or by physical prodding, shaking, etc. When the character does wake up, it will take 1–6 rounds before he is capable of any action other than groggily sitting up and trying to figure out what's going on.

**Fanaticism:** This can be a substantial disadvantage for a character, though it requires a significant role-playing commitment on the part of the player. The fanaticism can be dedication to a particular cult, religion, or god, or it can be more worldly-based, in the sense of overwhelming loyalty to a state, to a military presence, or to a particular leader.

Whatever their sources, the different types of fanaticism have several things in common. If a certain code of behavior is called for by the belief, then the character must conform to that behavior—even if it conflicts with the immediate goals of the PC and his companions. While fanaticism is not necessarily evil, it may certainly become tiresome to those who do not share the fanatic's beliefs.

**Greed:** A character with this disadvantage is compelled to seek riches by whatever means possible. His greed will interfere with the sharing of expedition spoils, and may cause the character to alienate powerful NPCs who would otherwise be inclined to help.

Alternately, a character with this disadvantage can be described as greedy for power. In this case, he will seek to control others by persuasion, threats, and even force. He will seek to amass as many henchmen as possible, and he will not hesitate to employ these agents to add to his base of power. Dwarves receive 1 extra character point when they choose this disadvantage.

**Irritating Personality:** This disadvantage can make it difficult for the character to obtain cooperation and aid from others. During encounters with NPCs, the DM should require the character to make a Wisdom/Willpower check to resist the effects of the disadvantage. A failed check means the irritating aspects of the PC's personality rise to the surface.

It is best to role-play the specifics of the character's behavior—is a fighter exceptionally critical, does a wizard laugh at inappropriate times, or does a thief behave in a very uncouth fashion? The player is free to devise the irritating elements of the character's persona, and if encounters are role-played the disadvantage will take care of itself.

**Lazy:** A lazy character will never do any more work than is absolutely necessary. He will rely on his companions to do things such as build campfires, cook, and keep watch through the night. The character will generally neglect details of preparedness in favor of catching a few minutes more sleep. However, if he really wants to do something that does not have a clear and urgent need (digging a trench around a camp in case an attack is made against them, for example) the character can roll a Wisdom/Willpower check. A –4 modifier applies to the character's Willpower score, however, and failure of the check means that the character decides the time could be better used by catching a little shut-eye—or at least by lying in the shade somewhere.

**Phobias:** A character who is consistently afraid of one particular thing (or category of things) can have a real problem while adventuring. The phobia disadvantages are worth varying degrees of character points, based on the frequency of encountering that which the character fears, and whether the player chooses a disadvantage that is moderate or severe.

The effects are generally the same. If the character is threatened by a violent encounter with the object of the phobia, he must roll a Wisdom/Willpower check (1/2 Wisdom/Willpower, if the phobia is severe). If successful, the character can function normally, but if the check fails he must flee or otherwise seek to avoid the encounter for 1–6 rounds. After this time, check again, and continue to do so each 1–6 rounds until a check succeeds.

The DM can modify the Willpower checks for phobic characters. Someone who hates enclosed places but is being pursued by a dragon, for example, might overcome the phobia in favor of saving his life—perhaps gaining a +5 modifier to the phobia check.

**Phobia—Crowds:** The character becomes panicked when surrounded by people, demihumans, humanoids, etc. Shopping in marketplaces, dining at massive feasts, and celebrating at festivals are all problems. The character must make a successful Wisdom/Willpower check to enter such a setting. If a crowd gathers, the character must check as soon as the DM judges that the PC is in the midst of a throng. If the character fails the Willpower check, he will seek a private nook or cranny to get out of sight, or try to leave the premises altogether. Even if he passes, the success only lasts 2–12 turns—then the character must make another check.

**Phobia—Darkness:** A real drawback for a dungeon crawler, this disadvantage compels a character find or create, some source of light when surrounded by utter darkness. The character will be reluctant to enter darkened settings, only doing so after a successful Wisdom/Willpower check. He can repeat the check every 1–6 turns, if necessary, perhaps modified by persuasion or cajolery by comrades. The check is not necessary if some light is present, though the character still will be nervous and uncomfortable in a role-playing sense.

If the character passes the check, he can force himself to enter the darkness. He also must check if suddenly immersed in darkness—for example, if the party's torches are suddenly doused within the dungeon. Failure of this check can result in the character fleeing headlong down a corridor or freezing, terrified, in place (clinging to a subterranean cliff, perhaps). If circumstances do not dictate one or the other, flip a coin to determine which reaction the character suffers.

**Phobia—Enclosed Spaces:** This has effects similar to the darkness phobia, though of course the presence of light is immaterial—this phobia can strike in a lighted room or in a narrow, winding tunnel. In general, when the ceiling is no more than two feet overhead, and the walls are within two feet of the character's outstretched hands, he'll have trouble. As with the fear of darkness, the character must check Wisdom/Willpower before entering an enclosed area.

**Phobia—Heights:** This character has difficulty climbing ladders and ropes, perching on walls, and negotiating steep, cliff-side trails. He will be eager to look for another way around if such a climb is called for, but if he makes a successful Wisdom/Willpower check he can overcome his fear. If the check fails, however, the character will do everything possible to avoid the climb. Another check is allowed 2–12 turns later.

**Phobia—Magic:** The character with this fear is nervous about all things magical—spells, creatures, and items. Although he may wear and use magical items that do not have visible effects (including magical weapons and armor, rings of protection, and the like), he will not ingest potions, wear a ring of invisibility, or learn or cast spells.

If attacked by a magic-wielder using a spell with visible effects, the character must make a Wisdom/Willpower check or flee as described in the introduction to the phobia section. The appearance of a magical creature, such as a genie, lycanthrope, or undead, will also force this check.

**Phobia—Monster:** The player and DM must agree upon a specific monster the

character fears. It must be a not-infrequently encountered creature in the campaign world—perhaps goblins, orcs, ogres, trolls, giants, etc. When the character encounters the feared monster, a check as described above is required.

**Phobia—Snakes:** This is similar to the monster phobia, except that it relates to all sorts of snakes and worms. It includes creatures, such as medusae, which have snakelike parts.

**Phobia—Spiders:** Like the monster phobia, this character has a problem with arachnids of all shapes and sizes, naturally including the monstrous varieties. Additionally, this character must make a Wisdom/Willpower check with a –4 modifier if ensnared in a web spell. Failure means the character panics to such an extent that he enwraps himself in the web for the maximum duration of the spell's effect.

**Phobia—Undead:** As with the other specific creature phobias, this fear requires a Wisdom/Willpower check at the beginning of an encounter. Further, the character must pass a check before he can enter a location where he reasonably expects undead to be. This latter check can be repeated at 2–12 turn intervals, if necessary.

**Phobia—Water:** This character cannot have a swimming proficiency. He fears boats and narrow footbridges, and he will not be compelled to enter water that is much deeper than his waist.

**Powerful Enemy:** A powerful enemy is a disadvantage that must be incorporated into the background and story of a campaign—obviously, with a lot of input from the DM. A character with a powerful enemy acquired that bitter foe before the start of the campaign. The enemy can be a monster, or perhaps a high level wizard or cleric, or it can be a nobleman, demihuman ruler, or perhaps a bandit chieftain. The reason for this vendetta should be defined by the DM, and can go back even to before the character's birth—a family feud, for example, or a need to remove the last heir to a line.

Whatever the enemy's nature, it must be powerful and pervasive enough to affect the character wherever he goes in the campaign. While this does not mean that the PC's life is one long chase scene, he will need to keep a wary eye over his shoulder. The enemy will routinely send agents after the character. Also, the enemy should have good conduits of information, being able to keep general tabs on the PC in city, town, and perhaps even wilderness environments.

**Tongue-Tied:** This disadvantage crops up when the character tries to discuss important topics with companions and NPCs. The character has the tendency to incorrectly state facts, forget names, and just generally say the wrong thing. The main effect of the disadvantage is to enhance role-playing, though the DM should modify NPC reaction rolls, typically by –2.

**Unlucky:** The character with this disadvantage does not suffer penalties on his die rolls. However, he has the knack for being in the wrong place at the right time. He can be in a city of 10,000 people—and if there's one person he doesn't want to see, chances are

good that individual is approaching around the next corner. If this character makes a pass at a young woman, she turns out to be the Captain of the Guard's daughter. And if only one member of the party loses his bedroll in a downpour, the unlucky PC is naturally the one to sleep on the cold, muddy ground.

# Chapter 7:
# Weapon Proficiency & Mastery

The weapon proficiency rules of the AD&D game have been expanded with the *Skills and Powers* campaign. Now there is more flexibility in selecting weapon proficiencies, and there are opportunities to develop those proficiencies to high degrees of expertise.

Fighters can still specialize in specific types of weapons, gaining bonuses for specialization. Character points can be used to advance the weapon specialization to mastery, which gives a fighter significant advantages in the use of a weapon.

Characters of other classes, through the use of character points, can gain lesser levels of accomplishment in favorite weapons—this is called weapon expertise.

## Weapon Proficiencies and the Character Point System

Character points tailor various levels of advancement, making improved combat abilities available to all characters. While it is relatively easy for fighters to become accomplished in weapons use, it is more difficult for—and requires more dedication from—characters of different classes who wish to become truly accomplished with a weapon.

In this step of the character creation process, all player characters receive a final allotment of character points to purchase their initial weapon proficiencies. Any leftover points from the previous chapters can be used here, or saved for use during play or to acquire abilities later in the character's career. The number of CPs awarded to each type of character in this step appears below.

Warriors: 8
Wizards: 3
Priests: 8
Rogues: 6

## Selecting Weapon Proficiencies

Weapon proficiencies can be acquired when a character is first created, and additionally during the course of that character's adventuring career.

A warrior (including multi-classed warriors) must pay 2 character points for each

weapon proficiency slot. A character who is not a warrior must spend 3 character points for each weapon proficiency slot.

**Table 48: Weapon Proficiency CP Costs**

| Class | Cost |
|---|---|
| Warrior | 2 |
| Rogue | 3 |
| Priest | 3 |
| Wizard | 3 |

### Character Class Restrictions

Non-warrior characters are normally restricted by the rules dictating the types of weapons they can acquire proficiencies for. However, by spending extra character points for a weapon proficiency slot, a character can purchase a proficiency that he would otherwise not be able to possess.

A rogue or a priest can acquire a proficiency for a weapon that is normally restricted to a warrior's use. One additional character point must be spent when the slot is purchased—the slot will cost 4 points, instead of the 3 rogues and priests usually pay.

A wizard can spend 2 additional character points to become proficient in a weapon normally allowed to a priest or a rogue. If the wizard wishes to become proficient with a weapon that is normally limited to fighters, however, he must spend 3 extra character points.

For example, if a wizard wishes to purchase a proficiency in the short bow, he must pay 5 character points (since the short bow can be used by a rogue, he adds 2 points to his base cost of 3 character points per slot). If he wants to learn to use the longbow, however, he'll have to pay 3 extra character points (for a total of 6), since this weapon is normally limited to warriors.

## Using Weapon Proficiency Slots

A character can learn to use a weapon through several different means. Weapon proficiency slots also can be used to acquire abilities in unarmed combat, skill with shields, and advanced levels of proficiency such as weapon mastery or weapon expertise.

There are varying levels of ability in weapons use described in the *Skills and Powers* rules. The lowest is nonproficiency, then weapon familiarity, weapon proficiency, and weapon expertise. Characters can advance additionally through the levels of weapon specialization, weapon mastery, and, ultimately, weapon grand mastery. Primarily this progression is used by fighters, but characters of other classes can advance to high levels of accomplishment by the expenditure of additional character points.

### Weapon Groups

Many weapons are categorized into groups, either tight groups, or broad groups. Often a weapon will be part of a tight group, and that tight group will in turn be part of a broad group. A character's proficiency with a weapon or group will often convey weapon familiarity with other related weapons.

Table 49 illustrates weapons in their various tight and broad groups. Note that there is significant overlap in many categories—a broadsword is listed in the ancient, Roman, and medium tight groups because it can be used in a variety of cultures and styles.

If a character knows several different fighting styles (explained later in this chapter) he can use a weapon in any of the styles he knows. If he has only learned one style, however, his proficiency only applies when he uses that weapon with the appropriate

style.

## Table 49: Weapon Groups

As noted in previous chapters, weapons can be classified into *tight* and *broad* groups. All weapons in a tight group are considered to be related to one another; a character proficient in one automatically has familiarity with the rest. Note that a weapon proficiency includes stone or bone versions of the same weapon.

In the listing below, broad groups are noted in bold type, and tight groups are in italics.

**Axes, Picks, and Hammers**
*Axes:* battle axe, hand/throwing axe, hatchet, two-handed axe, sword-axe, mace-axe
*Picks:* horseman's pick, footman's pick, pick
*Hammers:* war hammer, maul, sledge
*Unrelated:* adze

***Bows***
Short bow, composite short bow, long bow, composite long bow

**Clubs, Maces, and Flails**
*Maces:* footman's mace, horseman's mace, mace-axe
*Clubs:* club, great club, war club, ankus, morning star
*Flails:* horseman's flail, footman's flail

***Crossbows***
Hand crossbow, light crossbow, heavy crossbow, pellet bow, cho-ku-no

***Daggers & Knives***
Dagger, stiletto, jambiya, main-gauche, parrying dagger, knife, katar

***Lances***
Light, medium, heavy, jousting

**Polearms**
*Spear-like polearms:* awl pike, partisan, ranseur, spetum
*Poleaxes:* bardiche, halberd, voulge
*Bills:* bill, bill-guisarme, glaive-guisarme, guisarme-voulge, hook fauchard
*Glaives:* glaive, fauchard, naginata, nagimaki, fauchard-fork
*Beaked:* bec de corbin, lucern hammer
*Unrelated:* military fork, tetsubo, lajatang

**Spears & Javelins**
*Spears:* spear, long spear, awl pike
*Javelins:* javelin, pilum, dart
*Unrelated:* harpoon, trident, brandistock

**Swords**
*Ancient:* broadsword, sapara, khopesh, sword-axe, short sword
*Roman:* broadsword, drusus, gladius, spatha
*Middle Eastern:* short sword, scimitar, great scimitar, tulwar
*Oriental:* cutlass, katana, wakizashi, no-dachi, ninja-to
*Short:* short sword, gladius, drusus, sapara, dagger, tulwar
*Medium:* broadsword, long sword, cutlass, sabre, falchion, estoc
*Large:* bastard sword, claymore, two-handed sword, great scimitar, no-dachi
*Fencing weapons:* rapier, sabre, main-gauche, parrying dagger

***Chain & Rope Weapons***
Chain, kau sin ke, kusari-gama, kawanaga, chijikiri

***Martial Arts Weapons***
Sai, jitte, nunchaku, sang kauw, three-piece rod, bo stick

**Firearms**
*Hand match weapons:* arquebus, hand gunne
*Matchlocks:* arquebus, caliver, musket
*Wheellocks:* arquebus, belt pistol, horse pistol
*Snaplocks and Flintlocks:* musket, belt pistol, horse pistol

If a weapon does not appear in the preceding listings, it belongs to no weapon group. For example, weapons such as the bolas, the boomerang, or the mancatcher are so unique in their employment that nothing even comes close to being similar.

Proficiency and Weapon Familiarity If A character who is not proficient in a type of weapon suffers penalties on attack rolls when using that weapon. The penalties vary by character class—for example, fighters are much more likely to understand an unfamiliar weapon than wizards. The penalties are shown on Table 50: Nonproficiency Attack Penalties.

However, in some cases a character can be familiar enough with a weapon that he does not suffer all nonproficiency penalties. This is called weapon familiarity. And while the character cannot fight as effectively as someone with a weapon proficiency, neither is he as inept as a nonproficient character.

A character is assumed to be familiar with weapons that are related to ones with which he is proficient. Weapons in the same tight group as a character's weapon of proficiency are familiar to that character. If a character has proficiency in an entire tight group of weapons, he is familiar with all weapons in a related broad group.

**Table 50: Nonproficiency Attack Penalties**

| Class | Nonproficiency | Familiarity |
|---|---|---|
| Warrior | –2 | –1 |
| Wizard | –5 | –3 |
| Priest | –3 | –2 |
| Rogue | –3 | –2 |

| | | |
|---|---|---|
| Psionicist | –4 | –2 |
| Nonclassed NPC | –4 | –2 |

A character using a weapon with which he is not proficient cannot perform any special combat maneuvers, such as disarms or parries, with that weapon. He is limited to basic attacks, with the die roll penalties shown above. If he hits, however, he makes a normal roll for damage.

## Weapon Proficiencies

A single weapon proficiency slot can be used to acquire proficiency in a specific type of weapon. Such proficiency means that the character can wield that weapon normally, without penalties on his rolls to hit or damage.

### Weapon Group Proficiencies

By spending 2 proficiency slots (4 character points), a warrior can gain a proficiency in all the weapons in a specific tight group. If that tight group is part of a broad group, then the character also possesses weapon familiarity with all weapons in the broad group.

By spending 3 slots (6 character points), a warrior can learn a broad group weapon proficiency. He is assumed to be fully proficient in every weapon in that broad group.

This group proficiency option is only available to warriors. All other characters must spend a single proficiency slot to become proficient with a specific type of weapon.

## Special Weapon Proficiencies

Weapon proficiency slots can be spent to gain several types of bonuses that are not, technically, "weapon proficiencies." These are all relevant to combat situations, however, and improve the character's chances to defend or to attack effectively—both with and without a weapon.

### Shield Proficiency

A weapon proficiency slot can be spent to gain a shield proficiency. Warriors can gain this proficiency by spending 1 slot; other characters must spend 2 weapon proficiency slots to become proficient in shield use. Obviously, a character must be able to use a shield to acquire this proficiency.

Shield proficiency improves a character's AC against one or more attacks per round from in front or from the side faced by the shield. This proficiency does not help against rear attacks or attacks coming from the flank opposite the shield.

Like other weapon proficiencies, the shield proficiency must be taken for a specific type of equipment—listed on Table 51: Shield Proficiency Effects. The bonuses conferred vary by the type of shield the character chooses, and are added to the normal AC benefits of carrying a shield. The Number of Attackers category indicates how many attacks, per round, the shield proficiency can help against. If a character with a buckler, for example, is attacked by three enemies at once, his shield proficiency will only benefit his AC against one of those attacks. The player should designate which enemy he will guard against before attack rolls are made.

**Table 51: Shield Proficiency Effects**

| Shield Type | AC Bonus | #Attackers |
|---|---|---|

| | | |
|---|---|---|
| Buckler | +1 | One |
| Small | +2 | Two |
| Medium | +3 | Three |
| Body | +3/+4 vs. missiles | Four |

### Armor Proficiency

A character can spend a weapon proficiency slot to buy the armor proficiency, which indicates that he has become used to wearing a protective shell. Unlike the shield proficiency, the armor proficiency does not improve armor class. Instead, it reduces the encumbrance penalties for the wearing of a particular kind of armor. Thus, a character who is fully proficient with the use of his plate mail, for example, can move around a lot more easily and quickly than can a character who does not have this proficiency.

A character with the armor proficiency suffers only half the normal encumbrance load of his armor. For example, full plate armor weighs 70 pounds. However, if a character is proficient with that type of armor, the armor has the encumbrance effect of only 35 pounds. Naturally, the armor retains its full weight for all other purposes—such as swimming!

### Fighting Style Specialization

Fighting styles represent broad categories of battle tactics that can be employed by characters. They are described in detail in the Combat and Tactics book. Even without that volume, however, players of the Skills and Powers rules can spend weapon proficiencies on fighting styles, gaining some bonuses in battle.

There is a difference between knowing a style and specializing in that style. Every character with a weapon proficiency knows at least one fighting style—the style used with that weapon. There is no cost to acquire the fighting style; it comes with the proficiency. Indeed, if a weapon can be used with two or more different styles, the character is assumed to know all of those styles. A long sword, for example, can be used with the one-handed weapon fighting style, the weapon and shield fighting style, or the two-handed weapon fighting style. Thus, a character with proficiency in the long sword knows all three of these fighting styles.

Character classes put some limitations on learning fighting styles. Table 52 shows the classes that can normally learn a specific style. While a rogue, for example, can use a long sword, he does not automatically learn the two-handed weapon style with this blade.

A character can spend an additional character point when he purchases a weapon proficiency to learn a style that is not normally provided to his character class. The rogue, for example, spends 3 character points for his long sword proficiency slot, but only learns it as a one-handed weapon. If he spends a 4th character point, he can learn the two-handed style or the weapon and shield style as well; or he can spend a total of 5 character points and learn the long sword and all three of its styles.

**Table 52: Fighting Styles by Character Class**

| Fighting Style | Eligible Classes |
|---|---|
| One-handed Weapon | All |
| Weapon and Shield | Warriors, Priests |
| Two-handed Weapon | Warriors, Priests, Mages |
| Two Weapon | Warriors, Rogues |
| Missile | Warriors, Rogues |
| Horse Archer | Warriors, Rogues |

| | |
|---|---|
| Thrown Weapon/Sling | All |
| Special* | Varies |

*This category includes styles specific to certain weapons and/or cultural backgrounds. Examples include the net and trident style used by some Roman gladiators, or the twin sais of a skilled ninja.

A character can spend a weapon proficiency slot to specialize in the use of one of these fighting styles, as long as he already knows that style. Warriors can specialize in as many styles as they wish to purchase. Priests and rogues can only specialize in one style. Wizards can specialize in a single fighting style, but only by paying an extra character point to acquire the weapon proficiency slot.

Each of the styles has specific benefits when acquired as a specialization. These are described below:

## One-handed Weapon

The character can use his empty hand as a secondary weapon, using it to punch, grab, throw, etc. while he is wielding his one-handed weapon. Normal penalties for using two weapons apply.

A character who specializes in the one-handed weapon style of battle gains an AC bonus of +1 when he fights with a weapon in one hand, and no shield or weapon in his other hand. By spending 2 additional character points, the character can improve this AC bonus to a maximum of +2.

If the character is also familiar with the two-handed weapon style, and is wielding a weapon that can be used either way, he can switch back and forth at the start of every round of combat.

## Weapon and Shield

A character who specializes in this style can gain a +1 benefit to his AC (in addition to his regular shield effects) or a +1 on his attack roll during any melee round when he holds a shield and wields a weapon. Alternately, this benefit can be superseded by the more detailed shield rules in the *Combat and Tactics* book.

## Two-handed Weapon

A character who specializes in the two-handed weapon style improves (lowers) the speed factor of a weapon by 3—if that weapon is wielded with two hands. In addition, if the character is using a one-handed weapon with two hands, the weapon gains a +1 bonus to all damage rolls.

## Two Weapon

The proficiency slot spent to specialize in this difficult style requires 1 additional character point when it is first acquired—except for rangers, who can buy it for the same cost as any other fighting style specialization.

A character who specializes in the two weapon style counters some of the penalties inherent in using two weapons. Normally, a character suffers a –2 to attacks with the primary hand, and –4 to attacks with the secondary hand; this specialization reduces the penalty to 0 for the primary hand, and –2 for the secondary hand. Additionally, if a

character has the trait of ambidexterity coupled with this specialization, he suffers no penalty for either hand.

The secondary weapon must be one size smaller than the primary weapon—unless the primary weapon is size S. If a character spends 2 additional character points on this specialization, however, he can learn to use two weapons of equal size, so long as each of the weapons can be wielded in one hand.

### Missile

A character who specializes in the missile fighting style gains a significant bonus. He can move up to half his normal movement rate and still make all of his allowed missile attacks during a turn. Or he can move his full movement rate and make half as many attacks.

Additionally, a character who has specialized in this fighting style gains a +1 bonus to his AC when attacked by missile fire, but only if the specialist character is also using a missile weapon and attacking on that round.

### Horse Archery

A character who specializes in the horse archery fighting style can shoot with accuracy even while mounted. The normal penalties for shooting from the saddle are reduced by 2. Thus, archers suffer no penalty if the horse is moving at up to half its normal speed, and they suffer only a –2 penalty if the horse is moving faster.

### Thrown Weapon

A character who specializes in this fighting style gains the same bonuses as a character who specializes in the missile fighting style.

### Special

There are numerous types of fighting styles that originated and were perfected in different historical and geographical areas. A character can spend a proficiency slot to specialize in one of these types, though the DM is the final arbiter of what types of fighting styles might be allowed. Players are encouraged to do a little research before they try to build a case for a specific fighting style.

Some suggested benefits for the use of one of these styles include:

–1 bonus to Armor Class.

+1 bonus to hit or damage rolls.

The character can ignore penalties for fighting with two weapons.

The character gets a free kick or punch as well as his weapon attack.

### Weapon Specialization and Mastery

Gaining a weapon proficiency indicates that a character is trained in the use of that particular weapon, but he is not at the pinnacle of accomplishment. Fighters, and possibly other characters, can devote a great deal of effort and energy (reflected in character points) to improve their skills with a weapon beyond the standard of basic proficiency.

In the *Skills and Powers* rules, characters of all classes can improve their skills with weapons. The cost in character points is higher for non-fighter classes, but if a player wants his wizard character to emulate the wizard Gandalf and wield a mighty blade such

as Orcrist, it is possible.

## Ranks of Weapon Mastery

The rules of this section begin with the assumption that a character has already acquired a weapon proficiency.

Two additional levels of mastery (high mastery and grand mastery) might be available to single-classed fighters. These are described in the Combat and Tactics book.

## Weapon of Choice

A character can designate a specific weapon as his favorite. He must be proficient with that weapon already, and even if the proficiency he possesses applies to an entire tight or broad group, the weapon of choice must be designated.

Characters of all classes can designate a weapon of choice. Warriors can do so for a cost of 2 character points, rogues and priests for 3 points, and wizards must spend 4 points.

A player can declare a weapon of choice when he first creates a character, or at any point thereafter—as long as he has the character points. They should receive some training or extensive practice from a warrior who is proficient in the same weapon and has a higher experience level than the trainee. Alternately, any character can train someone if he possesses a higher level of weapon mastery (weapon expertise or better) with that weapon.

A character receives a +1 bonus on all attack rolls when using his weapon of choice.
Weapon Expertise

Weapon expertise is a more limited version of weapon specialization. Unlike specialization, however, it is available to non-warriors. Before gaining weapon expertise, the character must be proficient in the use of the selected weapon. It may or may not already be the character's weapon of choice (see above).

Weapon expertise costs a ranger, paladin, or multi-classed warrior 2 character points (or 1 if the weapon is already the character's weapon of choice). Rogues and priests must spend 4 character points (or 3, if the weapon is already the weapon of choice). Wizards can purchase weapon expertise for a cost of 5 character points, though if the weapon is already the character's weapon of choice the cost is only 4 additional points.

As with weapon of choice, a player can declare a weapon of expertise when he first creates a character, or at any point thereafter—as long as he has the character points. If the selection is made by an active character, he should receive extensive training from a warrior who is proficient in the same weapon and has a higher experience level than the trainee.

Weapon expertise allows a character to gain extra attacks as if a weapon specialist. At first level, an expert with a long sword can attack three times every two rounds. Weapon expertise does not confer extra attack or damage bonuses, though the character may receive an attack benefit if he has weapon expertise in the use of his weapon of choice, as explained above.

## Weapon Specialization

A character receives extra bonuses for using a specific weapon by spending character points on specialization. Single-classed fighters can become weapon specialists at any

point in their careers simply by spending a second weapon proficiency slot on a weapon with which they are already proficient.

Characters of a fighter subclass, or multi-classed fighters, can specialize in weapon use, though at an increased cost in character points. In addition, other characters must achieve certain minimum levels of experience before they can attain a weapon specialization. These costs, and the minimum experience level, are shown on Table 53: Gaining Weapon Specialization.

**Table 53: Gaining Weapon Specialization**

| Character Class | Character Point Cost | Minimum Level |
|---|---|---|
| Fighter | 2 | 1 |
| Multi-class Fighter | 4 | 2 |
| Ranger/Paladin | 4 | 3 |
| Priest | 6 | 5 |
| Rogues | 8 | 6 |
| Wizards | 10 | 7 |

A character who receives a weapon specialization during a campaign must be trained by a character with a specialization (or higher) level of skill in that same weapon. The training requires a number of months equal to the character point cost to purchase the specialization, and this training is a full-time occupation.

The effects of weapon specialization vary by the type of weapon, as follows. If a specialist weapon (such as a spear) can be used as a melee or a missile weapon, the character gets the appropriate benefits for each type of use.

**Melee Weapons:** The character gets a +1 bonus to attack rolls and +2 to damage rolls when using the weapon. Also, the character gets one extra attack every two rounds. At first level, for example, a specialist with the long sword would be able to make three attacks every two rounds.

**Missile Weapons:** This category includes slings and thrown weapons. The character gains a +1 attack bonus at all range categories. In addition, specialists enjoy an increased number of missile attacks. This is detailed in the *Player's Handbook*. At the DM's option, players can elect to use the more detailed specialist attack rules in the Combat and Tactics book.

Also, a character who specializes in any type of bow or crossbow gains a benefit for a new range category: point blank. Point blank shots inflict +2 points of damage. Point blank ranges are 30' for bows, and 60' for crossbows. In addition, if the character has a missile loaded and aimed, he can shoot at the beginning of a melee round—even before initiative is determined.

## Unarmed Combat Specialization

A character can choose to specialize in a type of unarmed combat—either punching (pummeling in the *Combat and Tactics* book), wrestling, or martial arts. Fighters, multi-classed fighters, and fighter subclasses can elect to specialize in unarmed combat. Like any other specialization, the type of unarmed combat chosen is the character's only area of specialization—he cannot also specialize in a weapon.

Specialists in unarmed combat receive a +1 bonus on attack rolls and a +2 on damage rolls. In addition, they receive the same number of extra attacks any other specialist receives—typically one extra attack every two rounds.

Unarmed combat procedures, levels of skill, and specialization are covered to a much greater extent in Combat and Tactics . That book also introduces a fast, detailed system for martial arts combat.

## Weapon Mastery

Weapon mastery designates those characters who strive toward the ultimate level of skill with their weapon of specialization. Weapon masters are generally individuals of considerable reputation and note in their campaign worlds, often sought by younger characters for their knowledge. Many of these masters take apprentices, acting as mentors for the training and development of aspiring masters. Other weapon masters live solitary, even hermit-like lives, obsessing on some important task that will allow no interference from the rest of the world.

The most common weapons employed by masters are swords, though bows, axes, and spears are also allowed. If a player wishes his character to master in a different weapon, he must create (with DM input) a rationale for a strong cultural or campaign historical background. An archetype such as William Tell, for example, can be used to justify a mastery in the crossbow in a medieval-type campaign. If the DM will not allow a weapon to be mastered, the player should be informed before the character specializes in that weapon.

A fighter character must have reached a minimum of 5th level before he can become a weapon master; other characters must progress even farther. The minimum level for weapon mastery in every character class is 4 higher than the minimum for specialization, shown on Table 54. A character must possess weapon specialization in the weapon he will attempt to master. When these criteria are met, character points must be spent based on the character's class (see Table 54 below) to gain a mastery.

In addition, the character must find an existing master and be trained in weapon mastery. The master will often demand a significant payment for this training, or else require that the apprentice perform a quest or some other task before he will be accepted as a student. Training for weapon mastery requires twice as many months as training for weapon specialization (i.e. *twice* the character point costs to gain the mastery, shown on Table 54).

**Effects of Mastery:** A master's attack and damage bonuses with a melee weapon are both +3. With a missile weapon, the attack bonus becomes a +2 at all ranges beyond point blank. At point blank range the attack and damage bonuses are each +3.

**Table 54: Gaining Weapon Mastery**

| Character Class | Character Point Cost | Minimum Level |
|---|---|---|
| Fighter | 2 | 5 |
| Multi-class Fighter | 8 | 6 |
| Ranger/Paladin | 8 | 7 |

## Monsters and Weapon Mastery

No player would be so unfair as to feel that his

character should benefit from weapon mastery rules, while the monsters retain their previous level of mediocre skill. (Well, okay—no DM would want to allow this!) In a campaign where characters can achieve levels of specialization and mastery, so, too, can the monsters. As with PCs, the development of specialization and mastery skills for monsters should reflect an unusual level of dedication and training.

## Determining Monster Weapon Mastery

Naturally, not all monsters have even the basic requirements for one of their number to become a weapon master.

While the final adjudication of monster weapon mastery is up to the DM, some basic elements should be taken into account:

### Weapons

The monster in question must use an actual weapon—mastery cannot be obtained in the use of fangs, claws, breath weapons, etc. Neither can simple weapons such as clubs or thrown boulders be effectively mastered.

Additionally, the weapon must be fairly common in that monster's culture. Such weapons are usually listed in the monster description as part of the monster type's combat repertoire. Some examples: a goblin might become a master in the spear or short sword; a wemic, the javelin or short sword; troglodytes have been known to specialize in their unique javelin; tritons, the trident; kuo-toa, the pincer staff or harpoon; and gnolls, the pole arm or battle axe.

## Intelligence

As a general rule, a monster must have a minimum Intelligence score of 8 to master a weapon. The higher the intelligence, the greater the likelihood of encountering a weapon master among a group of the creatures.

If the creatures are known to be very intelligent, one of them might reach the level of mastery. Only monsters of high intelligence or greater can aspire to grand mastery.

Additionally, intelligence should be the primary indicator of how many specialists and masters might be encountered in the monsters' population. The relatively stupid goblins will have very few individuals even of specialist level, while the exceptionally intelligent githyanki will likely include a number of masters and probably a grand master in each sizable tribe.

### Population

As with characters, the greater the number of monsters in a campaign world, the greater the odds that one or more of them will reach the highest levels of weapon mastery available. Though this does not rule out the case of the solitary firbolg giant being a grand master in the use of the halberd, it is more likely that such a skilled individual will be the chieftain of a tribe—or at least the important bodyguard standing alertly at the high chief's side.

For those monsters ranked with improved hit dice for their subchiefs, battle leaders, captains, etc, the specialists and masters will invariably fall among the improved HD members of the band. If there is more than one type of elite monster, the lowest of these will be no more than specialists, with the masters and grand masters found among the second and third tiers.

## Restrictions

Undead cannot become weapon masters. Likewise lycanthropes, highly chaotic creatures, and those of good alignment and a generally pacifistic nature will be very unlikely to generate weapon masters from among their numbers. Monsters of low intelligence (or less) will be incapable of any level of weapon mastery.

## Effects of Monster Weapon Mastery

Monster weapon masters should be more than just beasts with increased attack and damage chances—though, naturally, they should receive all the benefits commensurate with their level of weapon skill. Additionally, the DM might create some special combat benefits for a monster weapon master, reflecting the general tactics of that monster in play. A troglodyte who masters the use of his javelin, for example, might modify it by barbing the head and attaching some kind of light rope. If the weapon hits a target, the monster can reel in the victim—unless that victim can work free with a successful Strength check. However, the victim still suffers extra damage from the weapon.

Beyond these battle considerations, however, monster weapon masters should add important story and role-playing elements to the campaign. Because of their increased power and fearsome reputations, these creatures will be generally feared and obeyed by the lesser monsters of their clan. They will command these lackeys, sending them on raids or posting them to guard the lair.

Through encounters with these lackeys, the player characters should learn details about the weapon master. Beyond his mere existence, the monster should become a fearsome figure to the PCs. Perhaps its extermination can be used as the impetus behind an ongoing campaign adventure.

## Equipment

Every adventurer wants to outfit himself with the best equipment—and plenty of it. The delicate balance of equipment versus encumbrance is a routine problem for any character. So, too, is the matter of finding those items the character desires, and coming up with the money (or other barter) needed to acquire them.

This chapter presents new ways that characters can earn money, and some simple, accurate options for recording the amount of equipment carried—both as bulk and weight. Equipment is discussed in terms of campaign environments, with different tables ranging from the primitive to periods of the late Renaissance.

## Money, Equipment, and Character Points

Character points can have a number of effects on the ways that characters earn, maintain, and spend their treasure.

A player can exchange his character's money for character points when that character is first created (after initial funds are determined, of course), and then a maximum of once per level, including first level, throughout that character's career. This opportunity is not cumulative—if a player makes no money/point exchange before his character reaches second level, he can still only make one such exchange before the character becomes third level. Within the bounds of this restriction, however, a player can make such an exchange whenever he wants—he doesn't need to wait until the moment of level advancement.

The procedure for making this exchange is always the same: The player determines how much total wealth the character has, as defined in Character Wealth, Treasure, and

Money, below. He can only make the exchange if the total is at least 30 gp, except that a character can always make the exchange with his initial funds.

This total wealth is divided by three. One character point costs one third of the character's wealth, and he can buy a maximum of three points by spending all of the character's money. The deductions occur immediately, though the character does not get to spend or give away his lost wealth. The DM will decide the exact campaign situation. Coins and gems are stolen, for example, while livestock falls to disease, trade goods rot, ships sink, etc.

Character points, as a general rule, cannot be expended for money or items of equipment. However, the DM can make an exception during character creation. If a player wishes to start out with an unusual amount of wealth, he can cash in a single character point for an extra roll on the Initial Character Funds Table in the *Player's Handbook*.

## Character Wealth, Treasure, and Money

A character's financial worth can be counted in many ways—only two of which are relevant in making a trade for character points as described above.

The most obvious, of course, remains the metal coins, precious baubles, and ornamented jewelry that have been standards of wealth for millennia. In game terms, this treasure is represented by a value measured in gold pieces.

Secondly, wealth can be measured in personal possessions (including weapons, armor, and magical items), all manner of trade goods, livestock and beasts of burden, wagons, tack and harness, boats and ships.

The total of these two categories equals the character's wealth for purposes of the money-for-points trade explained above. When making this total, however, the character is allowed to hold one weapon and one other possession (armor, magical item, horse, etc.) out of the equation.

The DM should insure that players are straightforward about their wealth when making such an exchange. There are several forms of wealth discussed below which are not relevant for purposes of the money/character point trade. However, a player who converts most of his assets into another form (purchasing an estate for 10,000 gp, for example, in the process spending everything but his last 60 gp) should not be allowed to immediately trade 20 gp increments for character points. In this case, the land and holdings should count toward the total, and immediately suffer a 1/3 devaluation of their worth. Flooding, earthquakes, tornadoes, or locusts are a few suggested DM tools for accomplishing this price decrease.

### Different Forms of Wealth

There are several other kinds of character wealth not totaled into the assets when trading for character points. But they can still represent important aspects of a character's financial status.

## Land and Holdings

In many medieval societies, land is the clearest measure of a character's wealth. Large holdings will often include obligations for taxes from those who live on the land. At the same time, a character such as a knight who owns an estate of his own will likely owe some type of fealty to a higher lord, who will in turn owe loyalty to a king.

Although the taxes levied (and owed) by such a character will probably be measured in gold pieces, the land and buildings themselves exist as they are. Any attempt to render their worth into coinage will be only vaguely accurate, at best.

In addition, any kind of estate or holding will require maintenance of its buildings and lands, as well as the hiring and feeding of a potentially very large staff of servants to perform a variety of tasks.

The specifics of these costs are beyond the scope of this book (See *The Castle Guide* for more information). Players should be aware that owning lands is not simply a matter of gaining a piece of property for their characters and then sitting back and watching the money roll in.

## Titles

Titles of nobility can signify wealth in several different ways. Occasionally, a title will include a straightforward annual salary in gold pieces. More often it will entitle the owner to a certain amount of tax revenue, based on those who labor under the titled character's protection. It is even possible that the gaining of a title may cost a character money, depending on the deeds and needs of the titled character and his liege.

Sometimes a title will include the right to own an estate (see Land and Holdings above). Even if an estate is not included, a newly titled character may be forced to purchase an appropriate piece of property to do justice to his exalted rank.

## Partnerships

A character who owns a shop or other business—or who has contributed money to the owner of such an establishment—has a form of wealth represented by the business. This includes the building where the shop is located, as well as the material goods within. Some examples include the clay, potter's wheel, and finished crockery in a potter's shop, and barrels of ale and foodstuffs for an inn.

The business itself is often an intangible, but nevertheless very real, aspect of a character's wealth. If "Blutar's Place" establishes a reputation in a city as a friendly inn for mercenaries, even if the building burns down and is rebuilt in a new location, chances are good that the mercenaries will find it and keep coming back. (Of course, if they're the ones who burned it down in the first place, the owners might want to try and upgrade their clientele!)

This type of asset is most likely to occur in a Middle Ages or later campaign setting.

## Debts

Debts can be owed in exchange for value or services provided by one character to another. Indeed, for a transient adventurer, being owed money and/or services by others is not a bad way to maintain wealth.

For example, Blutar the fighter drives a pack of bullies out of a comfortable inn. The innkeeper, in gratitude, awards Blutar the best room in the place—and free food and drink—whenever he is in town. Because of this debt, Blutar, even when he's broke, can live pretty high on the hog.

Of course, characters need to take some care about their debtors. Someone who gets a lot of cash as a loan might suddenly decide to relocate, and then the debt is no good. Or, our aforementioned tavern owner might get sick of Blutar's apparently insatiable appetite

and find an even better fighter to drive Blutar out of the inn—so much for the debt.

Still, if a character goes through the campaign world frequently helping others with service and treasure, he stands a much greater chance of finding others willing to help him in times of need.

### Ways to Spend and Save Money

The economies of campaign worlds vary widely. At the most primitive level, money is an unknown concept—"economics" is a matter of finding someone with the proficiency to do a certain task, and then bartering, persuading, or cajoling him to do it.

In a more typical game environment, however, characters will have means of counting their money, and an interest in acquiring as much of it as they can get their hands on.

But what to do when that treasure sack gets too heavy to carry around? Of course, a character can always convert silver to gold, and then gold to gems, as a means of keeping his money portable. For those players who want to take a little more practical approach to the problem, here are some suggestions:

#### Moneylending

As explained under Debts, above, a character's wealth includes those funds owed him by other characters. Whether he wants to charge interest, a character can keep a large sum of money in his own name by allowing someone else to use it for awhile.

There are, of course, risks. Even the most trusting character will want to get something in writing (which may entail finding a scribe or some formal witness). Then there is the matter of the debtor's honesty, not to mention the misfortunes that might befall the fortune. Still, by lending his money and taking an I.O.U in exchange, a character relieves himself of the need to cart all that treasure around.

#### Entrepreneurism

The entrepreneurial spirit exists in virtually every environment where money is a quantifiable entity. In a campaign, the entrepreneur is anybody who spends his money on a risky venture that stands a chance of making him a greater return than his initial investment.

There are several means of doing this—a player needs to decide if he wants his character involved in the daily work of the venture, or if he wishes to give his money to a trusted NPC and see what happens.

A character can offer to sponsor a talented NPC (or PC, for that matter). If an apprentice displays a great deal of pottery skill, the sponsor might buy him a wheel, clay, dyes, and a small shop in which to work. In return, the potter would pay a portion of his earnings to his sponsor—either on an ongoing basis, or until the debt and interest have been paid off.

Other subjects of sponsorship can include entertainers—jugglers, minstrels, acting companies, and the like—merchants (see Trading, below), and any character who would like to open a small shop or tavern of his own.

Business opportunities also can be found in many campaign worlds. Whether a player wants to open his own business, or pay for another character to take his chances, money can be spent to set up shops, inns, ferry and other transport services, and so on. Virtually

any kind of service or goods in the campaign world will require some initial investment before a PC or NPC can get started.

## Charity

Charity is not an investment in any calculated financial sense, but it can pay big dividends to a generous player character. Anyone who makes a practice of sharing his wealth with those less fortunate will earn a deep and lasting sense of gratitude from those he helps. The archetype of this role, of course, is the legendary figure of Robin Hood.

This gratitude can be manifest in many ways. If fortunes reverse, a formerly-wealthy character can find that those he once aided are now willing to aid him in return. Too, those who benefit from a PC's charity will tend to regard their benefactor quite protectively. They will pass along information about the plans and intentions of the PC's enemies, and even seek to thwart those plans by diversion, pretended ignorance, and so forth.

## Scutage

This medieval form of debtorship represents a payment made by a knight or other character who owes fealty to a higher lord. In lieu of joining the ruler's current military campaign, the character can pay a scutage fee. Often the king will welcome a payment of gold or gemstones even more than he would the services of one more blade. Alternately, if the PC is the ranking character, he can find his coffers swelled by the ranks of his followers who have more important things to do than help him slay the pesky dragon, or drive off the marauding orcs.

The exact terms of scutage must be negotiated. Relevant factors will include the dangers of the contemplated campaign, the wealth of the underling, and the need of the ruler to have help. Also, scutage may be demanded after the fact—if the knight didn't show up when he was expected, the king will probably come to see him after the campaign. In this case the scutage fee will be significantly higher than the previously negotiated settlement.

## Trading

One of the most time-honored means of making money involves taking something a character has in plenty, and carrying it where that plentiful item is in great demand. Ideally, the character then gathers some cargo that will draw high prices when he returns home. Trading missions can occur over land or water.

A character may contribute money to a sea captain who's planning to carry a load of local wool, wine, and dye across a small sea. On the far shore, the seaman will barter for spices, silk, and steel. When he returns and sells those goods locally, all the investors will ideally receive their share of the profits.

The trials and tribulations faced by such traveling merchants are too numerous to count. Ships sink, sandstorms scatter desert caravans, and bandits prey on weakly-defended parties.

Trading expeditions can make splendid adventures, if the players are interested in sending their characters on such a trek. Alternately, a wealthy PC can put his funds at the disposal of a reputable sea captain or merchant and see what kind of profits or losses result. The DM will need to adjudicate these attempts, factoring in distance traveled, risks

of weather, terrain and banditry, and the relative worth of the goods in their points of departure and arrival.

For example, a character gathers the funds to purchase 100 mules, 100 pack saddles, and 400 bolts of fine wool. His journey will take him over a mountain range and through a forest known to contain goblins. If the PCs accompany the caravan, the DM could present attacks by griffons in the heights, several harassing attacks by goblins, one major ambush, and a challenging river crossing. Each of these might cost the caravan one or more mules, and several loads might be lost in the river even if the mules make it across. When the caravan reaches its destination, the characters can also role-play the bartering of the wool for other goods or treasure. In the end, the profit or loss of the mission will be a matter of gaming adventure.

Alternately, the character might fund a group of NPCs to perform this mission. The DM will then judge the risks and losses of the mission, as well as the honesty of the NPCs. After a suitable period of game time has passed, those NPCs will (hopefully) show up at the PC's home base to give him his profits.

## Disposition of Wealth—Example

Gronyard, a mighty warrior, returns from an extended adventure during which he rescues the daughter of the king from an evil dragon, slays the dragon, and acquires some 12,000 gold pieces worth of treasure—gems, coins, and a precious artifact, a comb of gold, studded with diamonds.

Upon his return to civilization, Gronyard is made a baron by the king, who is tremendously grateful that his daughter was spared. The title includes a large house that is in need of some repair, but does not include ownership of any significant lands.

Up to this point, Gronyard can cash in some of his treasure for character points—4,000 gp for each point. However, he decides not to do this. Instead, he invests 2,000 to fix up the house, and another 5,000 to buy a large swath of prime farmland. He decides to keep the golden comb (worth about 3,000) as his portable treasure, which leaves him another 2,000 gp as spendable assets.

With that money he invests in a caravan of goods which can travel through the newly opened mountain pass (now that Gronyard has slain the dragon that used to block the way.)

If Gronyard now decides to buy a character point, the cost will still be 4,000 gp because he can't divest himself of liquid assets just before making this trade.

Gronyard also has some intangible wealth, in that the king is still going to be grateful for his daughter's life. If Gronyard needs a hand, chances are that the king will remember this debt. On the other hand, the king will also remember Gronyard as a mighty warrior—if the monarch needs a stalwart battle captain, he may demand Gronyard's services. If our hero is unwilling (or perhaps unable, for example if he accompanied his goods caravan), than he might have to pay a significant scutage fee—perhaps even handing over his treasure golden comb!

As the year passes, Gronyard's wealth will change. His house and lands will require upkeep, and servants will have to be paid. Still, his tenants might provide him with tax income, or his trading caravan might return with goods worth two or three times his initial investment!

## Encumbrance and Movement

*The AD&D Master's Options*: *Skills and Powers* rules retain the encumbrance categories (None, Light, Moderate, Heavy, Severe) familiar to players. As always, the level of detail for encumbrance rules is a matter for DMs and players alike to choose.

The rules of this section are intended to offer streamlining options—ways that players can retain the necessary details of encumbrance without quite so much mathematical precision. And, as always, they're designed to add a few new elements of fun.

Even the fastest sprinter won't move so quickly when he's carrying 140 pounds of armor, weapons, and adventuring gear. A character's encumbrance falls into five categories: None, Light, Moderate, Heavy, and Severe. Encumbrance is described in the *Player's Handbook* in Chapter Six: Money and Equipment.

To determine the character's encumbrance category, find his Strength and read across the table. The numbers on the table are the breakpoints for each category. A character with a Strength of 14 is not encumbered until he has 56 pounds of gear, Lightly encumbered until he has 86 pounds of gear, Moderately encumbered until he carries 116 pounds of gear, and Heavily encumbered up to a load of 146 pounds.

To calculate a monster's strength for this purpose, add 31_2 points per size category (rounded down) to the monster's base Hit Dice (ignoring plusses).

## Simplified Encumbrance

If the standard encumbrance rules aren't worth the trouble, here's an easier way to do it. Most of the weight a character carries is in armor and weapons. To streamline things, only use the character's armor, shield, and largest weapon when figuring the total weight carried. This slightly favors PCs, but it's much faster than tracking every addition of weight.

## Expanded Base Movement

Characters who have a high score in either Dexterity/Balance or Strength/Stamina, or both, can increase their base movement allowance above the 6 or 12 for characters of their race.

For characters with high Strength/Stamina scores, add the character's Attack adjustment (bonus added on rolls to hit) to the character's base movement allowance.

If a character has a high Dexterity/Balance score, add the character's Reaction/Attack adjustment to the base movement allowance.

A character with multiple high scores can add the bonuses from both of these categories.

**Table 54: Strength and Encumbrance**

| Character | Encumbrance Category | | | |
|---|---|---|---|---|
| **Strength** | **Light** | **Moderate** | **Heavy** | **Severe** |
| 3 | 6 | 7 | 8 | 10 |
| 4–5 | 11 | 14 | 17 | 20 |
| 6–7 | 21 | 20 | 39 | 47 |
| 8–9 | 36 | 51 | 66 | 81 |
| 10–11 | 41 | 59 | 77 | 97 |
| 12–13 | 46 | 70 | 94 | 118 |

| | | | | |
|---|---|---|---|---|
| 14–15 | 56 | 86 | 116 | 146 |
| 16 | 71 | 101 | 131 | 161 |
| 17 | 86 | 122 | 158 | 194 |
| 18 | 111 | 150 | 189 | 228 |
| 18/01 | 136 | 175 | 214 | 253 |
| 18/51 | 161 | 200 | 239 | 278 |
| 18/76 | 186 | 225 | 264 | 303 |
| 18/91 | 236 | 275 | 314 | 353 |
| 18/00 | 336 | 375 | 414 | 453 |

A creature's final movement is figured by comparing current encumbrance with natural base movement.

**Table 55: Movement and Encumbrance**

| Base | Encumbrance Category | | | | |
|---|---|---|---|---|---|
| **Move** | **None** | **Light** | **Moderate** | **Heavy** | **Severe** |
| 1 | 1 | 1 | 1 | 1 | 1 |
| 2 | 2 | 2 | 1 | 1 | 1 |
| 3 | 3 | 2 | 2 | 1 | 1 |
| 4 | 4 | 3 | 2 | 1 | 1 |
| 5 | 5 | 4 | 3 | 1 | 1 |
| 6 | 6 | 4 | 3 | 2 | 1 |
| 7 | 7 | 5 | 4 | 2 | 1 |
| 8 | 8 | 6 | 4 | 2 | 1 |
| 9 | 9 | 7 | 5 | 2 | 1 |
| 10 | 10 | 7 | 5 | 3 | 1 |
| 11 | 11 | 8 | 6 | 3 | 1 |
| 12 | 12 | 9 | 6 | 3 | 1 |
| 13 | 13 | 10 | 7 | 3 | 1 |
| 14 | 14 | 11 | 7 | 4 | 1 |
| 15 | 15 | 12 | 8 | 4 | 1 |
| 16 | 16 | 12 | 8 | 4 | 1 |
| 17 | 17 | 13 | 9 | 4 | 1 |
| 18 | 18 | 14 | 9 | 5 | 1 |

In addition to affecting how far a character can move in a combat round, encumbrance also affects how well a character can fight. Moderately encumbered characters suffer a –1 penalty to attack rolls. Heavily encumbered characters suffer a –2 attack penalty, and their Armor Class suffers a +1 penalty. If the character is severely encumbered, he suffers a –4 penalty to all attacks and a +3 penalty to his Armor Class.

## Recording Bulk (Optional Rule)

In addition to weight, the items of equipment are given a bulk rating—an expansion of the earlier categories S, M, and L. The bulk ratings are separate from weight, and represent how much space each object takes up.

Small Size (S) =0, 1, 2 bulk points

Medium Size (M) =3, 4, 5 bulk points

Large Size (L) =6* or more bulk points

*Some large objects, particularly weapons, will actually have lower bulk points than 6. Since the weapon size is primarily a factor of length, these items can be transported with relative ease.

Players who want the added realism can keep track of how many points of bulk they are carrying. The rule is especially useful for planning a trading caravan and calculating how many goods an individual porter or beast of burden can carry. Vessels such as packs and pouches are limited in how much bulk they can carry:

**Backpacks** can vary in size, and they hold an amount of bulk equal to a character's Strength score.

**Belt pouches** can hold up to 3 bulk points. A single character can wear no more than two belt pouches.

**Saddlebags** (horse or mule) can hold up to 4 bulk points, and each animal carries two saddlebags. The capacities of some other animals include (per saddlebag): dog=1; donkey/burro=3; camel=10; elephant=20.

## Effects of Bulk

A human character can carry an amount of bulk equal to his Strength/Stamina score without suffering any ill effects. If he tries to carry more bulk than his score allows, he suffers one penalty in encumbrance class. For example, if Blutar, with a Strength/Stamina of 17, is loaded down with 20 bulk points of light material, his encumbrance might only be Light, but for game purposes it is treated as Moderate.

Smaller characters can carry less than their Strength/Stamina score in bulk before they suffer the encumbrance penalty, as follows:

**Halflings** and **gnomes** can carry 1/2 their Str/Stamina score in bulk.

**Elves** can carry their Strength/Stamina –3 in bulk points.

**Dwarves** can carry their Strength/Stamina –1.

A character's weapon does not count toward his bulk rating, though a shield does. Armor is not counted as bulk, but it has the effect of lowering the total bulk the character could otherwise bear. See the equipment tables to determine the capacity penalties for each type of armor.

No character can carry more than twice his Strength/Stamina score in bulk.

## Recording Encumbrance (Simplified)

Characters can simplify the recording of encumbrance for purposes of the Skills and Powers rules. For most encounters, determine the character's encumbrance by considering only his armor, shield and largest weapon. These are generally the most significant parts of his load, and thus will provide a reasonably accurate rating.

If the character is carrying camping or exploring equipment, or trade goods, extra supplies, etc., the additional encumbrance also can be simplified. If the character is carrying a backpack, figure 10 pounds if he has miscellaneous exploring equipment (rope, lantern, oil, spikes, etc.), 20 pounds for camping equipment (bedroll, cloak or spare clothes, tinderbox and food). Add only five-pound increments for extra items—trade goods, treasure, extra oil flasks, etc.

## Weight

The equipment tables at the end of this chapter contain a weight for every listed item. Players and DMs can use these weights to calculate exact character loads.

# Equipment Tables

### Table 56: Stone Age/Savage Settings

(Italicized entries are only present in metal-using cultures.)

**Weapons:**

Adze; Axe, stone; *Battle axe*; Blowgun—barbed dart, needle; Bola; Boomerang; Bow, short—arrow, stone, *arrow, flight*; club; *Dagger*, Bone dagger, Stone dagger; *Dart; Hand axe; Harpoon;* Bone harpoon; *Javelin*; Stone javelin; *Knife*; Bone knife; Stone knife; Lasso; *Machete*; Quarterstaff; Rock; Sling—Sling stone; *Spear; Throwing Knife*; War club

**Armor:**

Cord armor; Hide armor; Leather; Padded; Studded leather; Wood/Bone

**Transportation/Livestock:**

**Animals:** Cattle; Dog, war; Donkey; Goat; Horse—draft; Sheep

**Wheeled:** *Chariot; Cart*

**Watercraft:** *Canoe; Curragh*; Raft

### Table 57: Bronze Age/Ancient Settings

(Italicized weapons have a limited availability based on the DM's discretion, as they were not as common as the other weapons.)

**Weapons:**

Adze; Battle axe; Bow (long bow, short bow, composite short bow)—Arrow, flight; Cestus; Dagger; Dart; Hand/Throwing axe; Javelin; Lance, light; Mace, footman; Mace, horseman's; *Mace-axe*; Pike; Quarterstaff; Spear; Spear, long; Staff sling—*stinkpot*, stone; Sword (*Broad sword*, Khopesh, Sapara, Short, Sword-axe; Trident; *Two-handed axe*; Warhammer; War club

**Armor:**

Bronze plate; Cord armor; Hide armor; Leather; Light scale; Padded; Ring mail; Scale; Studded leather; Wood/Bone

**Transportation/Livestock:**

**Animals:** Cattle; Dog—war, hunting; Donkey; Goat; Horses—draft, riding, light war; Sheep

**Wheeled:** Chariot; Cart

**Watercraft:** Canoe; Curragh; Dromond; Raft

### Table 58: Cultures of the Roman Age

(Italicized weapons are associated with barbarians or empire-frontier areas.)

**Weapons:**

Battle axe; Bow (long bow, short bow, composite short bow)—Arrow, flight; Cestus; Dagger; Dart; *Hand/Throwing axe*; Javelin; Lance (light, medium); Mace, footman; Mace, horseman's; Net; Pilum; Quarterstaff; Spear; Spear, long; *Staff sling*—stinkpot,

stone; Sword (*Broad sword*, Drusus, Gladius, Spatha) Trident; Warhammer

**Armor:**

Banded Mail; Bronze plate; Leather; Light scale; Padded; Ring mail; Scale; Studded leather

**Transportation/Livestock:**

**Animals:** Cattle; Dog—war, hunting, guard; Donkey; Elephant; Goat; Horses—draft, riding, light war, medium war; Hunting cat; Sheep

**Wheeled:** Chariot; Cart (2 wheeled)

**Watercraft:** Canoe; Coaster; Curragh; Dromond; Galley; Raft

## Table 59: Dark Ages

(Italicized weapons are made in more civilized realms or are late developments of the period, and may not be available at the DM's discretion.)

**Weapons:**

Battle axe; Bow (long bow, short bow, *composite short bow*), Arrow (flight, sheaf); Caltrop; Crossbow (*Light crossbow*, Pellet bow), (*Light quarrel*, Pellet); Dagger; Dart; Hand/Throwing axe; Javelin; Lance (light, medium); Mace, footman's; Mace, horseman's; Quarterstaff; Spear; Spear, long; Staff sling—stinkpot, stone; Sword (Broad sword, *Long sword*, *Sabre*, Short sword); Two-handed axe; Warhammer

**Armor:**

Bronze plate; Chain mail; Leather; Light scale; Metal lamellar; Padded; Ring mail; Scale; Studded leather

**Transportation/Livestock:**

**Animals:** Cattle; Dog—war, hunting, guard; Donkey; Goat; Horses—draft, riding, light war, medium war, heavy war; Sheep

**Wheeled:** Chariot; Cart (2 wheeled)

**Watercraft:** Canoe; Coaster; Curragh; Dromond; Galley; Raft

## Table 60: The Crusades

**Weapons:**

Battle axe; Bow (Long bow, Short bow, Composite long bow, Composite short bow), Arrow (Flight, Sheaf, Pile); Caltrop; Crossbow (Light crossbow, Heavy crossbow, Pellet bow), (Light quarrel, Heavy quarrel, Pellet); Dagger, Stiletto; Flail, footman's; Flail, horseman's; Hand/Throwing axe; Javelin; Lance (Light, Medium, Heavy, Jousting); Mace, footman's; Mace, horseman's; Maul; Morningstar; Pick, footman's; Pick, horseman's; Polearm (Awl pike, Bardiche, Bec de corbin, Bill, Bill Guisarme, Fachaurd, Glaive, Glaive-guisarme, Guisarme, Halberd, Lucern hammer, Military fork); Quarterstaff; Spear; Staff sling—stinkpot, stone; Sword (Bastard sword, Broad sword, Falchion, Long sword, Sabre, Short sword, Two-handed sword); Warhammer

**Armor:**

Chain mail; Improved mail; Leather; Metal lamellar; Padded; Plate mail; Scale; Studded leather

**Transportation/Livestock:**

**Animals:** Cattle; Dog—war, hunting, guard; Donkey; Goat; Horses—draft, riding, light war, medium war, heavy war; Sheep

**Wheeled:** Chariot; Cart (2 wheeled); wagon

**Watercraft:** Canoe; Coaster; Cog; Curragh; Dromond; Galley; Knarr; Longship; Raft/keelboat

### Table 61: Late Middle Ages/Renaissance

**Weapons:**

Battle axe; Brandistock; Bow (Long bow, Short bow, Composite long bow, Composite short bow), Arrow (Flight, Sheaf, Pile); Caltrop; Crossbow (Light crossbow, Heavy crossbow, Pellet bow), (Light quarrel, Heavy quarrel, Pellet); Dagger, Main-gauche, Parrying dagger, Stiletto; Flail, footman's; Flail, horseman's; Hand/Throwing axe; Lance (Light, Medium, Heavy, Jousting); Mace, footman's; Mace, horseman's; Mancatcher; Maul; Morningstar; Pick, footman's; Pick, horseman's; Polearm (Awl pike, Bill, Bill-guisarme, Glaive-guisarme, Halberd, Military fork, Partisan, Ranseur, Spetum, Voulge); Quarterstaff; Spear; Staff sling—stinkpot, stone; Sword (Bastard sword, Broad sword, Claymore, Cutlass, Falchion, Long sword, Rapier, Sabre, Short sword, Two-handed sword); War hammer

**Armor:**

Brigandine; Chain mail; Field plate; Full plate; Leather; Metal lamellar; Padded; Plate mail; Splint mail; Studded leather

**Transportation/Livestock:**

**Animals:** Cattle; Dog—war, hunting, guard; Donkey; Goat; Horses—draft, riding, light war, medium war, heavy war; Sheep

**Wheeled:** Chariot; Cart (2 wheeled); wagon

**Watercraft:** Canoe; Caravel; Coaster; Cog; Curragh; Drakkar; Dromond; Galley; Great galley; Knarr; Longship; Raft/keelboat

### Table 62: Middle Eastern Cultures

**Weapons:**

Ankus; Bagh nakh; Battle axe; Blowgun; Bow (Composite long bow, Composite short bow), Arrow, flight; Chain; Chakram; Crossbow (Hand crossbow, Light crossbow, Pellet bow), (Hand quarrel, Light quarrel, Pellet); Dagger, Jambiya, Katar; Dart; Flail, footman's; Flail, horseman's; Hand/Throwing axe; Javelin; Lance (Light, Medium); Mace, footman's; Mace, horseman's; Mancatcher; Polearm (Awl pike, Glaive, Halberd, Military fork) Quarterstaff; Spear; Spear, long; Sword (Cutlass, Great scimitar, Long sword, Sabre, Scimitar, Short sword, Tulwar); Trident

**Armor:**

Brigandine; Chain mail; Cord; Hide; Improved mail; Leather; Light scale; Metal lamellar; Padded; Scale; Studded leather

**Transportation/Livestock:**

**Animals:** Dog—war, hunting, guard; Camel Donkey; Goat; Horses—draft, riding, light war, medium war; Sheep

**Wheeled:** Chariot; Cart (2 wheeled); wagon

**Watercraft:** Canoe; Coaster; Cog; Dromond; Galley; Great galley; Raft/keelboat

### Table 63: Oriental Cultures

**Weapons:**

Ankus; Battle axe; Blowgun; Bo stick; Bow (Composite long bow, Composite short bow,

Short bow), Arrow (Flight, Sheaf); Chain; Chakram; Chijikiri; Crossbow (Cho-ku-no; Light crossbow, Pellet bow), (Hand quarrel, Light quarrel, Pellet); Dagger; Dart; Gunsen; Hand axe; Javelin; Jitte; Kama; Kau sin ke; Kawanaga; Kusari-gama; Lance (Light, Medium); Mace, footman's; Mace, horseman's; Mancatcher; Nunchaku; Polearm (Awl pike, Lajatang, Nagimaki, Tetsubo); Sai; Sang kauw; Shuriken; Spear; Spear, long; Sword (Cutlass, Katana, Ninja-to, No-dachi, Sabre, Short sword, Tulwar, Wakizashi); Trident

**Armor:**

Brigandine; Chain mail; Cord; Hide; Leather; Light scale; Padded; Ring mail; Splint mail; Studded leather

**Transportation/Livestock:**

**Animals:** Dog—war, hunting, guard; Donkey; Elephant; Goat; Horses—draft, riding, light war, medium war; Sheep

**Wheeled:** Chariot; Cart (2 wheeled); wagon

**Watercraft:** Canoe; Coaster; Cog; Dromond; Galley; Raft/keelboat

# Master Equipment Tables

## Table 64: Weapons

| | | Weight | | | Speed | Damage | |
|---|---|---|---|---|---|---|---|
| **Weapon** | **Cost** | **(lbs)** | **Size** | **Type** | **Factor** | **Sm—Med** | **Large** |
| Adze | 3 sp | 4 | S(2) | S/P | 4 | 1d4+1 | 1d4 |
| Ankus | 3 gp | 4 | M(4) | P/B | 6 | 1d4 | 1d4 |
| Axe, stone4 | 5 sp | 6 | M(3) | B/S | 6 | 1d6 | 1d4 |
| Bagh nakh | 4 sp | 1 | S(2) | S | 2 | ? | ? |
| Battle axe | 5 gp | 7 | M(5) | S | 7 | 1d8 | 1d10 |
| Blowgun4 | 1 gp | 1 | L(4) | — | 5 | — | — |
| Barbed dart | 1 sp | 2 | S(0) | P | — | 1d3 | 1d2 |
| Needle | 2 cp | 2 | S(0) | P | — | 1 | — |
| Bo stick | 5 cp | 4 | L(5) | B | 3 | 1d6 | 1d4 |
| Bolas | 5 sp | 2 | M(3) | B | 8 | 1d3 | 1d2 |
| Boomerang1 | 5 sp | 2 | S(1) | B | 4 | 1d4 | 1d4 |
| Bow | | | | | | | |
| Arrow, flight | 3 sp/12 | 2 | S(1) | P | — | 1d6 | 1d6 |
| Arrow, sheaf | 3 sp/6 | 2 | S(1) | P | — | 1d8 | 1d8 |
| Arrow, pile | 3 sp/6 | 2 | S(1) | P | — | 1d6 | 1d6 |
| Arrow, stone1 | 3 cp/12 | 2 | S(1) | P | — | 1d4 | 1d4 |
| Composite short bow4 | 75 gp | 2 | M(3) | — | 6 | — | — |
| Composite long bow | 100 gp | 3 | L(6) | — | 7 | | |
| Long bow4 | 75 gp | 3 | L(6) | — | 7 | — | — |
| Short bow4 | 30 gp | 2 | M(3) | — | 7 | — | — |
| Brandistock | 15 gp | 5 | M(5) | P | 7 | 1d6 | 1d6 |
| Caltrop | 2 gp/12 | 2 | S(1) | P | — | 1 | 1d2 |
| Cestus | 1 gp | 2 | S(2) | B | 2 | 1d4 | 1d3 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Chain4 | 5 sp | 3 | L(3) | B | 5 | 1d4+1 | 1d4 |
| Chakram | 8 sp | 1 | S(2) | S | 4 | 1d4 | 1d3 |
| Chijikiri4 | 6 gp | 6 | M(3) | P/B | 7 | 1d6 | 1d8 |
| Club | — | 3 | M(3) | B | 4 | 1d6 | 1d3 |
| Crossbow | | | | | | | |
| Cho-ku-no | 50 gp | 12 | M(5) | — | 6 | — | — |
| Hand crossbow | 150 gp | 3 | S(2) | — | 5 | — | — |
| Hand quarrel | 1 gp | 2 | S(0) | P | — | 1d3 | 1d2 |
| Heavy crossbow | 50 gp | 14 | M(5) | — | 10 | — | — |
| Heavy quarrel | 2 sp | 2 | S(1) | P | — | 1d8+1 | 1d10+1 |
| Light crossbow | 35 gp | 7 | M(3) | — | 7 | — | — |
| Light quarrel | 1 sp | 2 | S(1) | P | — | 1d6+1 | 1d8+1 |
| Pellet bow | 25 gp | 5 | M(4) | — | 7 | — | — |
| Pellet | 5 cp | 2 | S(0) | B | — | 1d4 | 1d4 |
| Dagger | 2 gp | 1 | S(2) | P | 2 | 1d4 | 1d3 |
| Bone dagger1 | 1 sp | 1 | S(1) | P | 2 | 1d2 | 1d2 |
| Jambiya | 4 gp | 1 | S(1) | P/S | 3 | 1d4 | 1d4 |
| Katar | 3 gp | 1 | S(1) | P | 2 | 1d3+1 | 1d3 |
| Main—gauche | 3 gp | 2 | S(2) | P/S | 2 | 1d4 | 1d3 |
| Parrying dagger | 5 gp | 1 | S(2) | P | 2 | 1d3 | 1d3 |
| Stiletto | 8 sp | 1_2 | S(1) | P | 2 | 1d3 | 1d2 |
| Stone dagger1 | 2 sp | 1 | S(1) | P | 2 | 1d3 | 1d2 |
| Dart | 5 sp | 1_2 | S(1) | P | 2 | 1d3 | 1d2 |
| Flail, footman's | 15 gp | 15 | L(6) | B | 7 | 1d6+1 | 2d4 |
| Flail, horsemans's | 8 gp | 5 | M(5) | B | 6 | 1d4+1 | 1d4+1 |
| Gunsen | 4 gp | 1 | S(2) | B/P | 2 | 1d3 | 1d2 |
| Hand/throwing axe | 1 gp | 5 | M(3) | S | 4 | 1d6 | 1d4 |

**Table 64: Weapons (cont.)**

| Weapon | Cost | Weight (lbs) | Size | Type | Speed Factor | Damage Sm—Med | Large |
|---|---|---|---|---|---|---|---|
| Harpoon4 | 20 gp | 6 | L(7) | P | 7 | 2d4 | 2d6 |
| Bone harpoon41 | 1 gp | 5 | L(7) | P | 7 | 1d6 | 1d10 |
| Javelin | 5 sp | 2 | M(4) | P | 4 | 1d6 | 1d6 |
| Stone javelin1 | 5 cp | 2 | M(4) | P | 4 | 1d4 | 1d4 |
| Jitte | 5 sp | 2 | S(2) | P | 2 | 1d4 | 1d2 |
| Kama | 2 gp | 2 | S(2) | P/S | 4 | 1d6 | 1d4 |
| Kau sin ke | 3 gp | 4 | M(4) | B | 6 | 1d8 | 1d6 |
| Kawanaga4 | 1 gp | 1 | S(2) | P/B | 7 | 1d3 | 1d2 |
| Knife | 5 cp | 1_2 | S(1) | P/S | 2 | 1d3 | 1d2 |
| Bone knife1 | 3 sp | 1_2 | S(1) | P/S | 2 | 1d2 | 1d2 |
| Stone knife1 | 5 cp | 1_2 | S(1) | P/S | 2 | 1d2 | 1d2 |
| Throwing knife | 5 gp | 4 | M(3) | S/P | 8 | 2d4 | 1d6+1 |
| Kusari—gama4 | 4 gp | 3 | M(4) | S/P/B | 6 | 1d6 | 1d4 |
| Lance, | | | | | | | |
| Light5 | 6 gp | 5 | L(7) | P | 6 | 1d6 | 1d8 |
| Medium5 | 10 gp | 10 | L(8) | P | 7 | 1d6+1 | 2d6 |
| Heavy5 | 15 gp | 15 | L(9) | P | 10 | 1d8+1 | 3d6 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Jousting5 | 20 gp | 20 | L(9) | B | 10 | 1d3–1 | 1d2–1 |
| Lasso | 5 sp | 3 | M(3) | — | 10 | — | — |
| Mace, footman's | 8gp | 10 | M(4) | B | 7 | 1d6+1 | 1d6 |
| Mace, horseman's | 5gp | 6 | M(3) | B | 6 | 1d6 | 1d4 |
| Mace—axe | 12 gp | 9 | M(4) | B/S | 8 | 2d4 | 1d6+1 |
| Machete | 8 gp | 5 | M(3) | S | 6 | 1d8 | 1d8 |
| Mancatcher6 | 30 gp | 8 | L(7) | — | 7 | — | — |
| Maul | 4 gp | 10 | L(5) | B | 8 | 2d4 | 1d10 |
| Morningstar | 10 gp | 12 | M(5) | B/P | 7 | 2d4 | 1d6+1 |
| Net | 5 gp | 10 | M(5) | — | 10 | — | — |
| Nunchaku | 5 sp | 3 | M(3) | B | 3 | 1d6 | 1d6 |
| Pilum | 1 gp | 3 | M(4) | P | 5 | 1d6 | 1d6 |
| Pick, footman's | 8 gp | 6 | M(5) | P | 7 | 1d6+1 | 2d4 |
| Pick, horseman's | 7 gp | 4 | M(5) | P | 5 | 1d4+1 | 1d4 |
| Pike34 | 5 gp | 12 | L(7) | P | 13 | 1d6 | 1d12 |
| Polearm | | | | | | | |
| Awl Pike3 | 5 gp | 12 | L(8) | P | 13 | 1d6 | 1d12 |
| Bardiche | 7 gp | 12 | L(8) | S | 9 | 2d4 | 2d6 |
| Bec de Corbin4 | 8 gp | 10 | L(8) | P/B | 9 | 1d8 | 1d6 |
| Bill4 | 7 gp | 15 | L(7) | P/S | 10 | 2d4 | 1d10 |
| Bill—Guisarme4 | 7 gp | 15 | L(8) | P/S | 10 | 2d4 | 1d10 |
| Fauchard | 5 gp | 7 | L(8) | S | 8 | 1d6 | 1d8 |
| Glaive | 6 gp | 8 | L(8) | S | 8 | 1d6 | 1d10 |
| Glaive--Guisarme4 | 10 gp | 10 | L(9) | P/S | 9 | 2d4 | 2d6 |
| Guisarme4 | 5 gp | 8 | L(7) | S | 8 | 2d4 | 1d8 |
| Halberd4 | 10 gp | 15 | L(7) | P/S | 9 | 1d10 | 2d6 |
| Lajatang | 7 gp | 6 | L(7) | S | 6 | 1d10 | 1d10 |
| Nagimaki5 | 6 gp | 6 | M(5) | S | 6 | 1d6 | 1d8 |
| Naginata5 | 8 gp | 10 | L(7) | S | 7 | 1d8 | 1d10 |
| Lucern hammer43 | 7 gp | 15 | L(8) | P/B | 9 | 2d4 | 1d6 |
| Military fork | 5 gp | 7 | L(7) | P | 7 | 1d8 | 2d4 |
| Partisan3 | 10 gp | 8 | L(7) | P | 9 | 1d6 | 1d6+1 |
| Ranseur3 | 6 gp | 7 | L(7) | P | 8 | 2d4 | 2d4 |
| Spetum3 | 5 gp | 7 | L(7) | P | 8 | 1d6+1 | 2d6 |
| Tetsubo | 4 gp | 8 | L(7) | B | 7 | 1d8 | 1d8 |
| Voulge | 5 gp | 12 | L(8) | S | 10 | 2d4 | 2d4 |
| Quarterstaff | — | 4 | L(6) | B | 4 | 1d6 | 1d6 |
| Rock | — | 1 | S(1) | B | 2 | 1d3 | 1d2 |

**Table 64: Weapons (cont.)**

| | | Weight | | | Speed | Damage | |
|---|---|---|---|---|---|---|---|
| **Weapon** | **Cost** | **(lbs)** | **Size** | **Type** | **Factor** | **Sm—Med** | **Large** |
| Sai | 1 gp | 2 | S(1) | B | 2 | 1d4 | 1d2 |
| Sang Kauw4 | 5 gp | 10 | L(6) | P/S | 7 | 1d8 | 1d6 |
| Shuriken | 3 sp | 2 | S(0) | P | 2 | 1d4 | 1d4 |
| Sling | 5 cp | 1 | S(1) | — | 6 | — | — |
| Bullet | — | 2 | S(0) | B | — | 1d4+1 | 1d6+1 |
| Stone | — | 2 | S(0) | B | — | 1d4 | 1d4 |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| Spear3 | 8 sp | 5 | M(5) | P | 6 | — | — |
| One—handed | — | — | — | — | — | 1d6 | 1d8 |
| Two—handed | — | — | — | — | — | 1d6+1 | 2d6 |
| Spear, long34 | 5 gp | 8 | L(7) | P | 8 | 2d6 | 3d6 |
| Spear, stone13 | 2 sp | 5 | M(4) | P | 6 | | |
| One—handed | — | — | — | — | — | 1d4 | 1d6 |
| Two—handed | — | — | — | — | — | 1d6 | 2d4 |
| Staff sling | 2 sp | 2 | M(5) | — | 11 | — | — |
| Stinkpot | 1 sp | 2 | S(1) | B | — | 1d3 | 1d3 |
| Stone | — | 2 | S(0) | B | — | 1d4+1 | 1d6+1 |
| Sword | | | | | | | |
| Bastard sword | 25 gp | 10 | M(6) | S | 6 | — | — |
| One—handed | — | — | — | — | — | 1d8 | 1d12 |
| Two—handed | — | — | — | — | — | 2d4 | 2d8 |
| Broad sword | 30 gp | 4 | M(5) | S | 5 | 2d4 | 1d6+1 |
| Claymore4 | 25 gp | 8 | M(5) | S | 7 | 2d4 | 2d8 |
| Cutlass | 12 gp | 4 | M(5) | S | 5 | 1d6+1 | 1d8+1 |
| Drusus | 50 gp | 3 | M(5) | S | 3 | 1d6+1 | 1d8+1 |
| Falchion | 17 gp | 8 | M(5) | S | 5 | 1d6+1 | 1d4 |
| Gladius | 10 gp | 3 | S(2) | P | 3 | 1d6 | 1d8 |
| Great scimitar | 60 gp | 16 | L(6) | S | 9 | 2d6 | 4d4 |
| Katana | 100 gp | 6 | M(5) | S/P | 4 | — | — |
| One—handed | — | — | — | — | — | 1d10 | 1d12 |
| Two—handed | — | — | — | — | — | 2d6 | 2d6 |
| Khopesh | 15 gp | 7 | M(5) | S | 9 | 2d4 | 1d6 |
| Long sword | 15 gp | 4 | M(5) | S | 5 | 1d8 | 1d12 |
| Ninja—to | 20 gp | 5 | M(4) | S/P | 3 | 1d8 | 1d6 |
| No—dachi | 45 gp | 10 | L(6) | S/P | 8 | 1d10 | 1d20 |
| Rapier | 15 gp | 4 | M(4) | P | 4 | 1d6 | 1d8 |
| Sabre | 17 gp | 5 | M(4) | S | 5 | 1d6+1 | 1d8+1 |
| Sapara | 10 gp | 4 | S(2) | S | 5 | 1d6+1 | 1d4 |
| Scimitar | 15 gp | 4 | M(5) | S | 5 | 1d8 | 1d8 |
| Short sword | 15 gp | 3 | S(2) | P | 3 | 1d6 | 1d8 |
| Spatha | 25 gp | 4 | M(5) | S | 5 | 1d8 | 1d12 |
| Sword-axe | 20 gp | 12 | L(6) | S | 10 | 1d8+1 | 1d12+1 |
| Two-handed sword | 50 gp | 15 | L(5) | S | 10 | 1d10 | 3d6 |
| Tulwar | 17 gp | 8 | M(5) | S | 5 | 1d6+1 | 2d4 |
| Wakizashi | 50 gp | 3 | M(5) | S/P | 3 | 1d8 | 1d8 |
| Three—piece rod | 2 gp | 3 | M(5) | B | 7 | 1d6 | 1d4 |
| Trident | 15 gp | 5 | L(6) | P | 7 | — | — |
| One—handed | — | — | — | — | — | 1d6+1 | 2d4 |
| Two—handed | — | — | — | — | — | 1d8+1 | 3d4 |
| Two—handed axe4 | 15 gp | 10 | L(7) | S | 9 | 1d10 | 2d8 |
| Warhammer | 2 gp | 6 | M(5) | B | 4 | 1d4+1 | 1d4 |
| War club | 2 gp | 6 | M(4) | B/S | 7 | 1d6+1 | 1d4+1 |

1 Bone or stone weapons have a 1 in 6 chance of breaking any time maximum damage is

rolled.
2 These weapons weigh little individually; 10 equal 1 pound.
3 These weapons inflict double damage when set to receive a charge.
4 These weapons require two hands to use, regardless of the wielder's size.
5 These weapons do double damage when used in a mounted charge.
6 This weapon dismounts a rider on a successful hit.

## Table 65: Missile Ranges and Rates of Fire

| | | Range(x5 yds) | | |
|---|---|---|---|---|
| **Missile Type** | **ROF** | **Short** | **Med.** | **Long** |
| Blowgun | 2/1 | 2 | 4 | 6 |
| Bolas | 1 | 6 | 12 | 18 |
| Boomerang | 1 | 4 | 8 | 12 |
| *Bows: | | | | |
| Composite long bow | | | | |
| —flight arrow | 2/1 | 8 | 16 | 34 |
| —sheaf arrow | 2/1 | 8 | 16 | 34 |
| Composite short bow | 2/1 | 10 | 20 | 36 |
| Long bow | | | | |
| —flight arrow | 2/1 | 14 | 28 | 42 |
| —sheaf arrow | 2/1 | 10 | 20 | 34 |
| Short bow | | | | |
| —flight arrow | 2/1 | 10 | 20 | 30 |
| —stone arrow | 2/1 | 8 | 16 | 24 |
| Chakram | 2/1 | 4 | 8 | 12 |
| Club/hammer | 1 | 2 | 4 | 6 |
| *Crossbows: | | | | |
| Cho-ku-no | 2/1 | 10 | 20 | 30 |
| Hand crossbow | 1 | 4 | 8 | 12 |
| Heavy crossbow | 1/2 | 16 | 32 | 48 |
| Light crossbow | 1 | 12 | 24 | 36 |
| | | **Range(x5 yds)** | | |
| **Missile Type** | **ROF** | **Short** | **Med.** | **Long** |
| Pellet crossbow | 1 | 8 | 16 | 24 |
| Dagger/Knife/Stiletto | 2/1 | 2 | 4 | 6 |
| Dagger (bone/stone) | 2/1 | 2 | 3 | 4 |
| Dart | 3/1 | 2 | 4 | 8 |
| Hand/Throwing axe | 1 | 2 | 4 | 6 |
| Harpoon | 1 | 2 | 4 | 6 |
| Harpoon, bone | 1 | 2 | 3 | 4 |
| Javelin | 1 | 4 | 8 | 12 |
| Javelin, stone | 1 | 3 | 6 | 9 |
| Lance, light | 1 | 2 | 3 | 4 |
| Lasso | 1 | 2 | 4 | 6 |
| Mace, horseman's | 1 | 2 | 3 | 4 |
| Rock | 2/1 | 2 | 4 | 6 |

| | | | | |
|---|---|---|---|---|
| Shuriken | 2/1 | 3 | 6 | 9 |
| Sling bullet | 1 | 10 | 20 | 40 |
| Sling stone | 1 | 8 | 16 | 24 |
| Spear | 1 | 2 | 4 | 6 |
| Staff sling stone, stinkpot | 1 | 6 | 12 | 18 |
| Trident | 1 | 2 | 3 | 4 |

**Table 66: Armor**

| Armor Type | Cost (Minimum) | Weight (lbs.) | AC (armor only) | Bulk points* |
|---|---|---|---|---|
| Banded mail | 200 gp | 35 | 4 | 3 |
| Brigandine | 120 gp | 35 | 6 | 3 |
| Bronze plate mail | 400 gp | 45 | 4 | 4 |
| Chain mail | 75 gp | 40 | 5 | 2 |
| Cord armor | 10 gp | 15 | 8 | 2 |
| Field plate | 2,000 gp | 60 | 2 | 5 |
| Full plate | 4,000–10,000 gp | 70 | 1 | 6 |
| Hide armor | 35 gp | 30 | 6 | 2 |
| Improved mail | 180 gp | 50 | 4 | 4 |
| Leather | 5 gp | 15 | 8 | 1 |
| Metal lamellar | 250 gp | 35 | 6 | 3 |
| Padded | 4 gp | 10 | 8 | 2 |
| Plate mail | 600 gp | 50 | 3 | 4 |
| Ring mail | 40 gp | 30 | 7 | 3 |
| Scale mail | 60 gp | 40 | 6 | 4 |
| Splint mail | 80 gp | 40 | 4 | 4 |
| Studded leather | 20 gp | 25 | 7 | 2 |
| Wood/bone armor | 50 gp | 20 | 6 | 3 |

| Shields | Cost | Weight | # Foes | Bulk Points* |
|---|---|---|---|---|
| Body (Large) | 10 gp | 15 | 4 | 2 |
| Buckler | 1 gp | 3 | 1 | 1 |
| Medium | 7 gp | 7 | 3 | 1 |
| Small | 3 gp | 5 | 2 | 1 |

*For armor, this represents a reduction in the bulk point capacity that the character can otherwise carry.

**Table 67: Miscellaneous Equipment**

| Item | Cost | Weight | Bulk Points1 | Initial Avail. |
|---|---|---|---|---|
| Backpack | 2 gp | 2 | 1(2) | any |
| Barrel | | | | |
| —small | 2 gp | 30 | 6 | Roman |
| —large | 5 gp | 80 | 16 | Roman |
| Basket | | | | |
| —large | 3 sp | 1 | 5(5) | any |
| —small | 5 cp | 3 | 2(2) | any |
| Bell | 1 gp | 1 | 1 | Bronze age |

| | | | | |
|---|---|---|---|---|
| Belt pouch | | | | |
| —large | 1 gp | 1 | 3(3) | any |
| —small | 7 sp | ½ | 1(1) | any |
| Block and Tackle | 5 gp | 5 | 2 | Roman |
| Bolt case | 1 gp | 1 | 1 | Crusades |
| Bucket | 5 sp | 3 | 3(2) | Crusades |
| Chain (per ft.) | | | | |
| —heavy | 4 gp | 3 | 1 | Crusades |
| —light | 3 gp | 1 | 1/2 | Crusades |
| Chest—large | 2 gp | 25 | 10(9) | Dark ages |
| —small | 7 sp | 10 | 5(4) | Dark ages |
| Cloth (10 sq. yards) | | | | |
| —common | 7 gp | 10 | 2 | Bronze age |
| —fine | 50 gp | 10 | 2 | Roman |
| —rich | 100 gp | 10 | 2 | Crusades |
| Candle | 1 cp | 3 | 0 | Bronze age |
| Canvas (sq. yard) | 4 sp | 1 | 0 | Roman |
| Chalk | 1 cp | 3 | 0 | any |
| Crampons | 4 gp | 2 | 1 | Crusades |
| Fishhook | 1 sp | 0 | 0 | Roman |
| Fishing net (10 sq ft.) | 4 gp | 5 | 1 | Bronze age |
| Flint and steel | 5 sp | 3 | 0 | Roman |
| Glass bottle | 10 gp | 3 | 1(1) | Crusades |
| Grappling hook | 8 sp | 4 | 2 | Crusades |
| Hourglass | 25 gp | 1 | 1 | Crusades |
| Iron pot | 5 sp | 1 | 1(1) | Roman |
| Ladder, 10 ft. | 5 cp | 20 | 5 | any |
| Lantern—beacon | 150 gp | 50 | 5 | Crusades |
| —bullseye | 12 gp | 3 | 1 | Crusades |
| —hooded | 7 gp | 2 | 1 | Roman |
| Lock | | | | |
| —good | 100 gp | 1 | 0 | Crusades |
| —poor | 20 gp | 1 | 0 | Roman |
| Magnifying glass | 100 gp | ½ | 0 | Bronze age |
| Map/scroll case | 8 sp | ½ | 0 | Bronze age |
| Merchant's scale | 2 gp | 1 | 1 | Bronze age |
| Mirror, small metal | 10 gp | ½ | 0 | Crusades |
| Musical Instrument | 5--100 gp | ½-6 | 0—6 | any |
| Oil (per flask) | | | | |
| —Greek fire | 10 gp | 2 | 2 | Bronze age |
| —lamp | 6 cp | 1 | 1 | Roman |
| Paper (per sheet) | 2 gp | 3 | 0 | Crusades |
| Papyrus (per sheet) | 8 sp | 3 | 0 | Bronze age |
| Parchment (sheet) | 1 gp | 4 | 4 | Roman |
| Perfume (per vial) | 5—100 gp | 3 | 0 | Bronze age |
| Piton | 3 cp | 1/2 | 0 | Roman |

| | | | | |
|---|---|---|---|---|
| Quiver | 8 sp | 1 | 0(1) | any |
| Rope (per 50') | | | | |
| —hemp | 1 gp | 10 | 1 | Bronze age |
| —silk | 10 gp | 5 | 1 | Crusades |

| Item | Cost | Weight | Bulk Points | Initial Avail. |
|---|---|---|---|---|
| Sack | | | | |
| —large | 2 sp | ½ | 0(6) | Bronze age |
| —small | 5 cp | 3 | 0(3) | Bronze age |
| Sewing needle | 5 sp | 0 | 0 | Roman |
| Sextant | 20 gp | 1 | 1 | Late Mid. Ages |
| Signal whistle | 8 sp | 3 | 0 | Bronze age |
| Signet ring/seal | 5 gp | 3 | 0 | Roman |
| Soap(per lb) | 5 sp | 1 | ½ | Roman |
| Spyglass/telescope | 1,000 gp | 1 | 1 | Late Mid. Ages |
| Tent, large | 25 gp | 20 | 2(folded) | Roman |
| —pavilion | 100 gp | 50 | 4(folded) | Crusades |
| —small | 5 gp | 10 | 1(folded) | Bronze age |
| Thieves' picks | 30 gp | 1 | 0 | Roman |
| Torch | 1 cp | ½ | 0 | any |
| Water clock | 1,000 gp | 200 | 12 | Crusades |
| Wax (per lb) | 1 gp | 1 | ½ | Bronze age |
| Whetstone | 2 cp | 1 | 1 | any |
| Wineskin | 8 sp | 1 | 0(1) | Bronze age |
| Winter blanket | 5 sp | 3 | 1 | Bronze age |
| Writing ink (vial) | 8 gp | 3 | 0 | Roman |

1 Bulk points in parentheses represent the carrying capacity of the item; the number before the parentheses is the bulk points when the item is empty.
2 A backpack can carry bulk points equal to the character's strength.
3 These items weigh little individually; 10 weigh 1 pound and equal 1 bulk point.

**Table 68: Household Provisions/Trade Goods**

| **Item** | **Cost** | **Weight** | **Bulk Points1** | **Initial Avail.** |
|---|---|---|---|---|
| Ale (lg. barrel) | 10 gp | 50 | 16 | Dark ages |
| Bamboo (100 10' lengths) | 1 gp | 25 | 12 | any |
| Bread (loaf) | 5 cp | 1/2 | 1/2 | any |
| Butter (per lb) | 2 sp | 1 | 1/4 | Bronze age |
| Cheese (per lb) | 4 sp | 1 | 1/4 | Dark ages |
| Coarse sugar (per lb) | 1 gp | 1 | 1/4 | Crusades |
| Dry rations (1 week) | 10 gp | 4 | 1 | any |
| Eggs (per 100) | 8 sp | 10 | 4 | any |
| Figs (per lb) | 3 sp | 1 | 1/4 | any |
| Firewood, 1 day supply | 1 cp | 5 | 5 | any |
| Grain (lg barrel) | 5 gp | 40 | 16 | any |
| Herbs (per lb) | 5 cp | 1 | 1/2 | any |
| Ivory (per tusk) | 25 gp | 25 | 4 | any |
| Meat ,fresh per lb. | 1 gp | 1 | 1/4 | any |

| | | | | |
|---|---|---|---|---|
| Nuts (per lb) | 1 gp | 1 | 1/4 | any |
| Pickled fish, small barrel | 3 gp | 20 | 6 | Roman |
| Raisins (per lb) | 2 sp | 1 | 1/4 | any |
| Rice (per lb) | 5 cp | 1 | 1/4 | any |
| Salt (per lb) | 1 sp | 1 | 1/4 | any |
| Salt pork (per lb) | 4 sp | 1 | 1/4 | Bronze age |
| Salted herring (100) | 1 gp | 10 | 4 | Bronze age |
| Spice (per lb) | | | | |
| —exotic | 15 gp | 1 | 1/2 | Bronze age |
| —rare | 2 gp | 1 | 1/2 | any |
| —uncommon | 1 gp | 1 | 1/2 | any |
| Cider (lg barrel) | 2 gp | 50 | 16 | Bronze age |
| Wine (lg barrel) | | | | |
| —excellent | 25 gp | 50 | 16 | Roman |
| —fair | 12 gp | 50 | 16 | Bronze age |
| —cheap | 5 gp | 50 | 16 | any |

## Special Demihuman Equipment

**Table 69: Dwarven Equipment***

| Item | Cost | Weight | Bulk Points |
|---|---|---|---|
| Close Combat Weapons | | | |
| --Chain Flail | 1 gp | 5 | 2 |
| --Elbow Spike | 1 gp | 2 | 1 |
| --Glove Nail | 2 gp | 2 | 1 |
| --Head Spike | 10 gp | 10 | 3 |
| --Knee Spike | 3 gp | 2 | 1 |
| Portable Arch | 250 gp | 80 | 9 |
| Rockstriker Pick | 100 gp | 20 | 6 |
| Smelter | | | |
| --Small | 1000 gp | 10000 | 1000 |
| --Medium | 2000 gp | 32000 | 3500 |
| --Large | 5000 gp | 75000 | 9000 |

* For further information see *The Complete Book of Dwarves*

**Table 70: Elven Equipment***

| Item | Cost | Weight | Bulk Points |
|---|---|---|---|
| Arrows | | | |
| --Flare | 10 gp | † | 0 |
| --Message | 2 sp | † | 0 |
| Elven Bow | 150 gp | 8 | 4 |
| Elven Chain Mail | 1000 gp | 10 | 1 |
| Elven Harp | 500-2500 | 10-100 | 3-9 |
| Elven Plate Armor | 1000 gp | 25 | 1 |
| Feywine (small cask) | 100 gp | 30 | 6 |
| Honey Leather (sq. yd) | 50 gp | † | 0 |

| | | | |
|---|---|---|---|
| Sashling | 10 gp | 1 | 1 |
| Thistledown (sq. yd) | 100 gp | † | 0 |

* For further information see *The Complete Book of Elves*

**Table 71: Halfling Equipment**

| Item | Cost | Weight | Bulk Points |
|---|---|---|---|
| Cheesemaker (converts barrel of milk to 10# of cheese) | | | |
| --Sharp | 12 gp | 3 | 1 |
| --Mild | 6 gp | 2 | 1 |
| Door-knocker | 50 gp | 5 | 1 |
| Pipe, self-lighting | 25 gp | 1 | 1 |
| Utensils (self-lighting) | | | |
| --Carving Knife | 10 gp | † | 0 |
| --Cooking Kettle | 20 gp | 6 | 2 |
| --Ladling Spoon | 8 gp | † | 0 |
| --Pouring Pitcher | 20 gp | 4 | 1 |
| --Rollfroster | 10 gp | 1 | 1 |
| --Teapot | 50 gp | 1 | 1 |

**Table 72: Gnomish Equipment**

| Item | Cost | Wieght | Bulk Points |
|---|---|---|---|
| Coinmaker | 10000 gp | 1000 | 150 |
| Jewel spotter gem (causes light to sparkle in authentic gems within 10' radius) | 1000 gp | † | 0 |
| Jeweler's hammer/chisel | 100 gp | 2 | 1 |
| Polisher rag (shines all metals) | 20 gp | † | 0 |
| Steel etcher | 100 gp | 3 | 1 |

† These wiegh little individually; 10 equal 1 pound

**Table 73: Common Magic Items**

| | Campaign Occurrence | | | | | |
|---|---|---|---|---|---|---|
| **Item** | **Low** | **Medium** | **High** | **Cost** | **Weight** | **Bulk Points** |
| Healing salve (per dose; heals 1—3 hp) | 05% | 25% | 60% | 10+ gp | 1 | 1/4 |
| Lock (open and close on command) | 10% | 30% | 75% | 25+ gp | 2 | 1/4 |
| Peephole gem; allows user to see through up to 6" thickness wood or stone | 02% | 20% | 50% | 50+ gp | † | 0 |
| Permanently—attached horseshoes | 10% | 30% | 75% | 5+ gp | 1 | 1/2 |
| Permanently lighted gold piece | 05% | 20% | 50% | 50 gp | † | 0 |
| Poison antidote (per dose); allows second saving throw vs. poison | 15% | 50% | 90% | 10+ gp | 1 | 1/2 |

*Campaign occurrence indicates the likelihood of a character finding this item in a well—stocked bazaar or marketplace. The categories represent campaign settings of low,

medium, and high incidence of magical items, spells, and equipment. The cost listed is generally the price in a high magic setting; where the items are more rare, the cost will tend to be higher.

# Chapter 8: New Schools of Magic

This chapter introduces four new types of specialist wizards: the alchemist, geometer, shadow mage, and song wizard. The schools of magic that these wizards specialize in are unusual because they are artificial: they contain only spells drawn from other, existing schools. All of the usual rules regarding specialist wizards apply to these four, unless the description states otherwise. Using these as a guide, players and DMs can experiment with creating their own, unique specialist wizards.

**Magic** The *Skills and Powers* rules add flavor and breadth to the spellcasting character classes. Use of these rules is optional, though recommended for characters created with the *Skills and Powers* systems.

## Wizards and Character Points

When a wizard character is created, and each time he advances in level, the player can elect to spend 2 or more character points to acquire an additional spell for his character's spellbook. This is similar to the specialist wizard's ability to automatically add one spell of his specialty to his repertoire each time he gains a level. The player is allowed to pick any spell his character could normally cast (i.e., he can't pick spells from opposing schools), and no roll for learning the spell need be made.

The spell purchased with character points must be of equal or lower spell level than the highest-level spell currently entered into the character's book. The cost is 2 character points for a 1st-level spell, +1 character point for each level of the spell beyond first. For example, a 3rd-level spell would cost 4 character points; a 7th-level spell would cost 8 points.

No more than one additional spell can be acquired with character points when the character is first created, and a character can add no more than one such spell each time he advances a level of experience. However, this ability is cumulative with a specialist wizard's bonus spell—when a specialist wizard gains a level, he learns one spell from his specialty school free, and can spend additional character points to automatically learn a second spell from any school he knows.

## Wizard Specialists: New Schools of Magic

As magic users in the multitude of campaign worlds have progressed in their arts, an

ever-greater diversity of styles and types of wizardry have been developed. Growing from the rigid schools of opposing magical powers outlined in the *Player's Handbook*, more and more disciplines have branched out as young wizards have taken a more liberal interpretation of their masters' teachings. These developments have resulted in new types of spellcasting, each of which focuses on the way in which magic is drawn from the environment and bent to the wizard's will.

When a wizard character is created (or an existing AD&D character is converted to Player's Option rules), the player can elect for his character to specialize in one of the following new schools of magic. These schools are similar to the elemental wizard or wild mage introduced in the *Tome of Magic*, but the new specialist wizards defined here—the alchemist, the shadow mage, and the song wizard—have developed alternate styles of spellcasting and spell organization.

The main purpose for specializing in a magic type is as an aid toward effective role-playing, though the specialties can benefit and hinder characters in various game situations. The use of these new magic types, like any other subsystem in the AD&D game, is subject to the DM's approval. Several of these new schools require a certain amount of campaign or encounter background. The powers of the shadow mage, for example, vary with the prevalent lighting conditions, and the DM must be prepared to answer a player's questions about these conditions any time the player character wishes to cast a spell.

## Choosing a Magic School Specialty

To select a specialty, a wizard character generally has to meet more demanding ability score criteria than a standard mage, and he may have certain backgrounds or origins (in other words, character kits) barred to him. A player is free to choose any specialty the requirements of which his character meets. Naturally, a player may wish to select his character's specialty based on his own interests—song wizards provide good role-playing for players inclined toward music, while scientifically-minded players might enjoy an alchemist who can constantly fuss with odd ingredients and complicated formulae.

**Creating New Schools:** The magic types listed in this chapter are the most common examples of alternate spellcasting techniques. However, other approaches are certainly possible. If a player comes up with a great concept for defining a new school or discipline of magic, he can do so with the DM's approval. In turn, the DM should carefully review the player's design for concept, playability, and game balance before allowing the new specialist in game play.

Generally, a specialist mage should have spells that he can cast with superior skill, balanced by a loss of spells from outside his specialty. All specialists should gain the standard extra spell memorization slot at each level, as well as advantages in learning spells from their specialty and penalties for learning generic spells. Last but not least, a specialist may have non-spellcasting benefits or hindrances, such as the alchemist's ability to create potions, or modifiers to their saving throws.

## Effects of Magic School Specialization

- Choosing a specialty provides a wizard character with a number of benefits. For all the schools introduced in this chapter, the following advantages apply:

- A specialist gains one additional spell per spell level, provided the spell is taken in the specialist's school. Thus, a 1st-level alchemist can memorize two spells instead of only one, as long as at least one of them is from the school of alchemy.
- Specialists receive a bonus of +15% when learning spells from their school, and a penalty of –15% when learning spells from any other school. The bonus or penalty is applied to the percentile roll the player must make when the character is attempting to learn a new spell.
- Whenever a specialist reaches a new spell level, he automatically gains one spell of his school to add to his spell books. This can be selected by the DM or he can allow the player to pick. No learn spells roll need be made.
- When a specialist wizard attempts to create a new spell using the rules given in the *DMG*, the DM should count the new spell as one level lower if the spell falls within the school of the specialist. An alchemist attempting to create a new 2nd-level alchemy spell conducts his research as if it were a 1st-level spell, since the character has a superior understanding of his school.

Note that the saving throw modifiers granted to specialists in the *Player's Handbook* and *Tome of Magic* aren't abilities of the specialist wizards described in this book. They have other abilities that are more specific to their particular methods of spellcasting, described later in this chapter.

Specialist wizards also have several significant disadvantages to balance their bonuses. First and foremost, each of the new schools described here have opposition schools, just like specialists in the *Player's Handbook*. A specialist cannot learn or cast spells from an opposing school, or use magical items that duplicate the effects of spells from that school. Secondly, the character has a reduced chance to learn spells of other non-opposing schools, as noted above.

## The Alchemist

**Minimum Ability Requirements:**
Intelligence/Knowledge 15; Dexterity/Aim 14
**Races Allowed:** Human, half-elf, gnome
**Prohibited Kits:** Amazon, barbarian, peasant hero, savage

The puttering, scientifically-minded wizard who enjoys working with various material components is likely to find the School of Alchemy to be a welcome source of inspiration and magical might. Alchemists are inventors and experimenters, always striving for a way to create new and greater effects through the use of magical powders, reagents, and potions.

The exact nature of the alchemist's materials is not very important for game play, although it is good role-playing for a player to note which substances and minerals are vital to his character's spells. Unlike most wizards, who define the world by the four classic elements of earth, air, fire, and water, the alchemist believes that each subtle combination of these elements is a new element of its own. Gold may be nothing more than a rare type of earth with a small glimmer of fire in it, but the alchemist considers the properties of gold as a unique substance with no other components. In other words, alchemists describe their world in the modern terms of a Periodic Table of Elements,

even though notions such as atoms, electrons, or atomic weight have no meaning in their universe.

As scientific characters, alchemists will always maintain a large and well-equipped laboratory to pursue their experiments. The laboratory must be well-stocked with all kinds of materials, including samples of every metal or alloy imaginable, equipment such as burners, beakers and bottles, and natural curiosities like magnets, incendiaries, and other such things. An alchemist is assumed to begin play with an appropriate laboratory in his home town or base of operations, but building and outfitting a new laboratory costs at least 1,000 gp per character level, and existing laboratories require at least 50 gp of materials a level per month to be functional. An alchemist without access to his laboratory loses the bonus alchemy spell he could normally memorize at each spell level, and can't conduct research, make potions, or add new spells to his spellbook.

Alchemists have no modifiers to their saving throws or their victims' saving throws, but instead they have the special ability to create potions, starting at 6th level. The alchemist must first research the potion's formula, as if conducting normal spell research; consider the potion's level to be equal to its XP value divided by 100, so a *potion of clairaudience* (XP value 250) is considered a 3rd-level spell, and a *potion of longevity* (XP value 500) is a 5th-level spell. The research time is two weeks per effective level, and the cost is 500 gp per effective level. The alchemist must pass a learn spells check to successfully research the formula. Just like spells, the number of potion formulae the alchemist can ever understand is limited by his Intelligence score Maximum Number of Spells per Level, except that all potions are counted together for this purpose. A character with an Intelligence of 12 can never know how to make more than seven types of potions.

Once an alchemist knows the potion's formula, he can produce one dose by investing in 300–1800 gp worth of materials and spending one uninterrupted week in his laboratory. Again, a learn spells roll applies to see if he followed the directions carefully, or if he ruined the batch instead. If the DM finds that a player is abusing this ability, he can insist on specific adventures to acquire rare and unusual materials such as a griffon's heart, a beholder's eye, and other such hard-to-get items.

**The School of Alchemy:** The school of alchemy is opposed by the Schools of Illusion/Phantasm (things that aren't real are of no interest to alchemists) and Necromancy (similarly, life forces and spirits are too intangible for alchemy.) All the spells in the school of alchemy are considered to have no verbal component when employed by an alchemist, which means that an alchemist has little to fear from a silence spell or any other magic that prevents speaking. The School of Alchemy consists of the following spells; italicized spells appear in the *Tome of Magic*.

Affect normal fires (1st)
*Fire burst* (1st)
Grease (1st)
*Metamorphose liquids* (1st)
Protection from evil (1st)
Fool's gold (2nd)
Glitterdust (2nd)
Melf's acid arrow (2nd)
Pyrotechnics (2nd)

*Sense shifting* (2nd)
Stinking cloud (2nd)
*Alamir's fundamental breakdown* (3rd)
Flame arrow (3rd)
Melf's minute meteors (3rd)
Protection from evil, 10' radius (3rd)
Enchanted weapon (4th)
Fire charm (4th)
Fire trap (4th)
Cloudkill (5th)
Fabricate (5th)
Transmute rock to mud (5th)
Death fog (6th)
Glassee (6th)
Stone to flesh (6th)
Transmute water to dust (6th)
Acid storm (7th)
*Hatch the Stone from the Egg* (7th)
Statue (7th)
Glassteel (8th)
Incendiary cloud (8th)
Crystalbrittle (9th)
*Glorious transmutation* (9th)

## The Geometer

**Minimum Ability Requirements:**
Intelligence/Reason 15; Wisdom/Intuition 14
**Races Allowed:** Human, elf, half-elf
**Prohibited Kits:** Barbarian, savage

Potent magical forces can be locked in designs, symbols, and diagrams of mystical significance. Geometers are wizards who study the summoning and control of magic through the creation of intricate geometrical patterns, ranging from runes drawn on paper or carved in stone to free-floating constructs composed of brilliant lines of energy. For a geometer, the somatic component of a spell—the gestures required to unlock the spell's energy—represent the creation of an extra-dimensional doorway through which magic is drawn and shaped into the form the wizard desires.

Geometers, quite naturally, excel in the casting of any spell that involves the use of a mark, rune, or diagram drawn upon the target of the spell. In fact, a number of spells that are not normally cast in this fashion have been adapted to the geometers' philosophy. For example, geometers cast a *hold portal* spell by placing a minor rune of power upon the door to be barred, and *animate dead* by drawing complicated designs upon the face and hands of the creature to be reanimated. Geometers can also create effects with less substantial materials by sketching a design in the air, as if they were drawing imaginary

circles and angles; depending on the power of the spell, this design may be visible as a glowing web of blue or green energy created by the motion of the geometer's hands.

Geometers enjoy the normal benefits and penalties of specialist wizards, but they have no modifier to their saving throws and do not inflict any penalties to their target's saving throws. They do have the special ability to create scrolls, much like alchemists can prepare potions. At 4th level, the geometer can commit a spell that he knows and can cast to a scroll. He may read the scroll at any time after transcribing the spell, just like casting a normal spell from a scroll. However, the character may not have more than one scroll per character level prepared at any given time—the incomplete magical diagrams become too confusing and complex for the geometer to keep track of if he tries to keep too many scrolls ready for casting.

Transcribing a spell to a scroll requires one full day per spell level, so preparing a 5th-level spell for use in this fashion would take the wizard five days of uninterrupted work. The materials (rare inks, fine parchment, etc.) cost 100 gold pieces per spell level, and the wizard requires a suitable laboratory or library to work in. The geometer can transcribe any spell of the School of Geometry that he knows, or he can engage in normal spell research to find a diagram to convey a spell that he knows outside the School of Geometry. (Once he successfully researches a new spell diagram, it is considered to be part of the School of Geometry for that wizard.) In any event, the geometer must succeed in a learn spells check to see if he successfully transcribed the spell.

Geometers may also attempt to create protection scrolls, beginning at 7th level. The geometer must first research the scroll's diagram through normal spell research; scrolls with an XP value of 1,000 are considered to be equal to 4th-level spells; scrolls with an XP value of 1,500 are equal to 5th-level spells; scrolls with an XP value of 2,000 are equal to 6th-level spells; and scrolls with an XP value of 2,500 are equal to 7th-level spells. The research time is two weeks per effective level, and the cost is 1000 gp per effective level. The geometer must pass a learn spells check to successfully research the formula. Once the geometer knows the diagram, he can produce one scroll by investing in 300–1800 gp worth of materials and spending one uninterrupted week in his laboratory. Again, a learn spells roll applies to see if he followed the directions correctly.

**The School of Geometry:** As noted above, the School of Geometry consists of both diagrams that can be drawn on the target, as well as geometrical designs that can be created through gestures. Often, spells of this school require unusual writing implements—the material components for the spell—but generally, no verbal components are necessary. The School of Geometry is opposed by the Schools of Enchantment/Charm and Illusion.

The following spells are part of the School of Geometry; spells from the *Tome of Magic* are in italics, and spells from *The Complete Wizard's Handbook* are in boldface.

Alarm (1st)
**Copy** (1st)
Erase (1st)
Hold portal (1st)
Shield (1st)
Wizard mark (1st)

Knock (2nd)
Wizard lock (2nd)
**Bone club** (3rd)
Explosive runes (3rd)
Secret page (3rd)
Sepia snake sigil (3rd)
Fire trap (4th)
Minor globe of invulnerability (4th)
Rainbow pattern (4th)
*Thunder staff* (4th)
Animate dead (5th)
Avoidance (5th)
Conjure elemental (5th)
**Invulnerability to normal weapons** (5th)
*Khazid's procurement* (5th)
**Mordenkainen's private sanctum** (5th)
*Von Gasik's refusal* (5th)
Ensnarement (6th)
Globe of invulnerability (6th)
Guards and wards (6th)
**Invulnerability to magical weapons** (6th)
**Fear ward** (7th)
Phase door (7th)
Sequester (7th)
Vanish (7th)
Binding (8th)
Maze (8th)
Symbol (8th)
Trap the soul (8th)
Gate (9th)
Shape change (9th)

## The Shadow Mage

**Minimum Ability Requirements:**
Intelligence/Reason 15; Wisdom/Will 14
**Races Allowed:** Human
**Prohibited Kits:** Gladiator, pugilist

The places where light and darkness meet have long symbolized opposition and balance, the clash of good and evil, even of chaos and law. The School of Shadow teaches mages to use these contrasts to reach the secret source and union of all shadow and harness its power. Shadow mages tend to be grim sentinels who have exchanged the bright spark of a normal existence for the power of twilight and darkness. Very few shadow mages are of good alignment; a great number are neutral, and some have embraced the darkness completely and turned to ways of evil.

Shadow mages are closely tied to the Demiplane of Shadow. They have discovered that every shadow in the real world has a mystic connection or source in Shadowland. A wizard with skill and a strong heart can use the most mundane shadows as a doorway to this realm of dusk, calling forth its powers for their own purposes. A number of shadow mages eventually become shades, or creatures whose physical forms have been completely replaced by shadow-stuff, although this doesn't happen to player character shadow mages except in extraordinary circumstances.

In addition to the normal advantages and penalties associated with specializing in a school of magic, a shadow mage's effectiveness is tied to the lighting condition at the time he casts a spell from this school. Naturally, shadow mages are weakest in broad daylight and progressively stronger in weak daylight or dusk, partial darkness, and finally complete darkness. It's not the strength of a shadow, but instead the overall absence of light that strengthens the connection to the plane of gloom.

| Condition | Modifier to Opponent's Saves |
|---|---|
| Bright daylight or continual light | +2 |
| Weak daylight, dusk, or light | none |
| Late twilight, strong moonlight, lantern light | –1 |
| Weak moonlight, torch light | –2 |
| Candlelight, starlight | –3 |
| Total darkness | –4 |

Due to their intimate connection with shadow, shadow mages gain an ability to see normally in darkness. As a shadow mage advances in level, he becomes more attuned to darkness and ignores changes in visibility that would partially or completely blind other characters.

| Condition | Attack Penalty | Damage Bonus | Saving Throws | AC Penalty |
|---|---|---|---|---|
| Moonlight | –1 | Normal | –1 | 0 |
| Starlight | –3 | Normal | –3 | –2 |
| Total darkness | –4 | None | –4 | –4 |

At 4th level, the shadow mage sees as well in moonlight (or equivalent light) as a normal human would see in broad daylight, and he can lessen penalties for more complete darkness by 1 point. In other words, he would only suffer a –2 penalty for attacking in starlight, or a –3 penalty for total darkness. At 7th level, he sees by starlight as well as a normal human sees by day, and he lessens combat penalties for total darkness by 2 points. At 10th level he can see perfectly in total darkness, negating all penalties. However, magical blindness or fog can still hinder a shadow mage's sight.

**The School of Shadow:** Many wizard spells derive their energy from extraplanar connections, but spells of the School of Shadow are exclusively tied to the Demiplane of Shadow. The School of Shadow is opposed by the Schools of Invocation/Evocation and Abjuration, both of which rely on more positive energies than the subtle, pervasive power of shadow. The spells of the School of Shadow are listed below; italicized spells can be found in the *Tome of Magic*, and bold spells can be found in *The Complete Wizard's*

*Handbook.*

Chill touch (1st)
Sleep (1st)
Spook (1st)
Blur (2nd)
Continual darkness (2nd)
Darkness 15' radius (2nd)
Ray of enfeeblement (2nd)
Scare (2nd)
Spectral hand (2nd)
*Lorloveim's creeping shadow* (3rd)
Phantom steed (3rd)
Spirit armor (3rd)
Wraithform (3rd)
Dimension door (4th)
Enervation (4th)
Evard's black tentacles (4th)
Fear (4th)
Minor creation (4th)
Shadow monsters (4th)
Demi-shadow monsters (5th)
Major creation (5th)
Mordenkainen's faithful hound (5th)
Passwall (5th)
Shadow door (5th)
Shadow magic (5th)
**Blackmantle** (6th)
*Bloodstone's spectral steed* (6th)
Demi-shadow magic (6th)
*Lorloveim's shadowy transformation* (6th)
Shades (6th)
Duo-dimension (7th)
Phase door (7th)
*Shadowcat* (7th)
Shadow Walk (7th)
Maze (8th)
**Shadowform** (8th)
Astral spell (9th)
Energy drain (9th)

## The Song Wizard

**Minimum Ability Requirements:**

Intelligence/Knowledge 14; Charisma/Appearance 15

**Races Allowed:** Human, elf, half-elf
**Prohibited Kits:** Gladiator, rider

The power of music and words has long been acknowledged as an important source of inspiration and amusement. The School of Song concentrates on spoken spells, using the wizard's skill at weaving melody, lyrics, and rhythm to create enchantments of great power. Elves and great bards have tapped into this source of magic for countless years, but now more wizards are investigating the intriguing possibilities of this school of magic. Musical proficiency or knowledge is not a strict requirement for this school, but most song wizards are also virtuoso vocalists—the subtleties of pitch and expression can have tremendous effect in the casting of the spell.

Song wizards gain the normal benefits and hindrances of a specialist wizard, including the +1 bonus to saves versus spells of their own school, and a –1 penalty for their target's saving throw when casting song spells. Note that magical song or vocal attacks, including a harpy's song, a banshee's wail, or a sphinx's roar are all considered to be magical sound or song attacks for purposes of the mage's saving throw.

**The School of Song:** The School of Song is opposed by the Schools of Necromancy, Greater Divination, and Invocation/Evocation; magical songs are much better suited to tasks of influence, change, or summoning. All spells appearing in this list are considered to have neither somatic nor material components for specialist song mages—song wizards can cast these spells with nothing more than a verbal component. While this renders song wizards particularly vulnerable to silencing, it also means that they can cast spells while bound, restrained, or stripped of all their possessions. The spells of the School of Song are listed below; spells from the *Tome of Magic* are in italics.

Audible glamer (1st)
Charm person (1st)
Find familiar (1st)
Friends (1st)
Sleep (1st)
Taunt (1st)
Forget (2nd)
Summon swarm (2nd)
Tasha's uncontrollable hideous laughter (2nd)
Whispering wind (2nd)
*Fireflow* (3rd)
Hold person (3rd)
Monster summoning I (3rd)
Suggestion (3rd)
Charm monster (4th)
Confusion (4th)
Emotion (4th)
Monster Summoning II (4th)
Summon lycanthrope (4th)
Chaos (5th)
Dismissal (5th)

Hold monster (5th)
Leomund's lamentable belaborment (5th)
Monster summoning III (5th)
Control weather (6th)
Mass suggestion (6th)
Monster summoning IV (6th)
Banishment (7th)
Charm plants (7th)
Monster summoning V (7th)
Power word, stun (7th)
*Spell shape* (7th)
Binding (8th)
Mass charm (8th)
Monster summoning VI (8th)
Otto's irresistible dance (8th)
Power word, blind (8th)
Monster summoning VII (9th)
Power word, kill (9th)
*Wail of the banshee* (9th)

# Chapter 9: Psionics

Psionics With psionics, a character can read the minds of others, move objects without physically touching them, or travel across vast distances in an instant. This chapter explains the game mechanics used to run psionic characters and provides enough powers to get wild talent and psionicist heroes started. Consider the definitions of the following terms:

**Psionics:** The practice of extraordinary psychic powers. A character who has psionic abilities harnesses the power of his or her mind to produce a particular effect. Characters who have psionic powers are either psionicists or wild talents.

**Psionicist:** A character who uses the force of his or her mind to affect the environment and inhabitants around them.

**Wild Talent:** A character from any class who has a natural psionic ability and at least one psionic power.

The psionic system presented in this chapter provides descriptions of the core powers. This chapter presents the same psionics rules that appear in the revised Dark Sun boxed set.

## What's Different?

If players are new to psionics, skip this section because the changes to the original rules from *The Complete Psionics Handbook* discussed below may be confusing. If players are familiar with the previous psionics rules, then a brief discussion of the

changes to look for should be noted.

Many of the terms and powers used in *The Complete Psionics Handbook* have been retained for this new system. However, the definitions and descriptions may have changed, so read this section carefully. The most important changes to watch for are the following:

- ***Attack and defense*** modes are no longer powers, but bonus proficiencies. The new terms are psionic attacks and psionic defenses. Psionicists gain psionic attacks and defenses automatically by level advancement. Existing characters with attack modes must select other telepathic devotions to replace them.
- The ***contact power*** is now the contact bonus proficiency. The proficiency allows characters to participate in psionic combat. In addition, psionic combat has been simplified to work like other AD&D combat forms (that is, using attack and damage rolls). Characters who had the contact power must select another telepathic devotion to replace it.
- ***Tangents*** have been eliminated.
- ***Maintenance costs*** for powers have been eliminated. All powers now have a standard PSP cost per round of use and can be maintained each round by paying that cost.
- ***Power scores*** and the optional effects of rolls of power scores and 20s have been eliminated. All characters now have *mental armor classes* (MAC) and *mental attack numbers* (MTHAC0). MTHAC0 stands for "mental THAC0" or "mental attack roll." The acronym refers to the number (or higher) a particular character needs to roll on 1d20 to hit an opponent with a mental armor class of 0. This mechanic has two distinct uses that work in basically the same manner.
- The ***power check*** has been eliminated. To determine the successful use of a psionic power, a character makes an *MTHAC0 roll*. In psionic combat, a character makes MTHAC0 rolls to break through a target's mental defenses and open the mind. To use a psionic power on an open mind, an MTHAC0 roll is made against the power's MAC instead of the target's MAC. (All psionic powers have base MAC scores.) Some minds are considered open automatically (like the psionicist's own mind for the purposes of using a power on himself). In these cases, no psionic combat is needed, for the mind is already open.
- The ***metapsionics discipline*** has been eliminated; its powers have been redistributed among the remaining five disciplines.

## Using Psionics

Psionic energy can be shaped and used by psionicists and wild talents to produce desired effects, called psionic powers. All psionic powers are grouped into one of five categories, or disciplines, based on how the energy is used. The major powers of a given discipline are called sciences.

Two key concepts need to be presented before the rules for using psionics in the AD&D game are detailed. These are ***psionic strength points (PSPs)*** and ***mental attack rolls (MTHAC0s).*** These are described below.

**Psionic Strength Points (PSPs):** Every psionic character has an internal store of psionic energy, represented as psionic strength points. These are used to activate sciences and devotions, to focus psionic attacks, and to determine how much psionic damage a hero's psionic defenses can stand.

**Mental Attack Rolls:** The success of psionic attacks against closed minds is determined by the number a character needs to roll on 1d20 to hit a specific mental armor class (MAC). The mental attack number (MTHAC0) is the number the character needs to hit a MAC of 0. When used on open minds, the roll is made against a power's MAC. Each power has a base MAC number used to determine the difficulty of activating a psionic power against an open mind.

All ***psionic powers*** belong to one of five ***disciplines***: clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy. Within each discipline, the powers are divided into two categories: major powers, or *sciences*; and minor powers, or *devotions*. The five disciplines are defined as follows:

*Clairsentient* powers allow characters to perceive things beyond the natural range of human and demihuman senses.

*Psychokinetic powers* move objects across space using only the energy of the mind.

*Psychometabolic powers* affect the user's body by altering it in some manner.

*Psychoportive powers* allow psionic travel, moving characters from one location to another without crossing space.

*Telepathic powers* involve the direct contact of two or more minds.

## Closed and Open Minds

The minds of all characters and creatures exist in one of two states: either *closed* or *open*. A closed mind has either natural or enhanced defenses that protect it from unwanted intrusion. Only those things that enter through the normal senses (such as sight, sound, taste, touch, or smell) can impact on a closed mind. ***The minds of all characters and creatures are naturally closed.*** A character can voluntarily open his or her mind to psionic contact, or a closed mind can be opened by psionic attack.

An open mind is not a natural state. For a mind to be open, psionic defenses must be voluntarily lowered (in the case of a willing subject) or breached by psionic attack (in an unwilling opponent). A psionicist's own mind is considered open when using a psionic power with an area of effect of "personal" (such as the heightened senses devotion).

## Mental Armor Class (MAC)

All characters and creatures have mental armor classes (MACs). While physical Armor Classes protect a body from physical attacks, MACs provide protection from psionic attacks. The MAC rating ranges from minimal defense (MAC 10) to maximum defense (MAC –10); there are no MACs worse than 10 or better than –10.

As with standard Armor Class, the higher the MAC number, the more vulnerable the character is to psionic attack. Likewise, with all attacks, a roll of 20 always hits and a roll of 1 always misses, regardless of the target's MAC number.

For those who have copies of *The Complete Psionics Handbook* and who want to continue using the "optional results" rules (page 28), make the following change. A roll of a power's MAC score gives the good result (what used to be signified by a roll of the power score), while a roll of 1 gives the bad result (what used to happen on a roll of 20).

To determine a base MAC number, find the character's Wisdom score on Table 74 below. Then find the character's Intelligence score and add the indicated MAC modifier. MACs can be improved through proficiencies and other means, as detailed later.

**Table 74: Base MAC and PSP Bonuses**

| Ability Score | Base MAC | MAC Modifier | PSP Bonus |
|---|---|---|---|
| 15 or less | 10 | 0 | 0 |
| 16 | 9 | –1 | +1 |
| 17 | 8 | –1 | +2 |
| 18 | 7 | –2 | +3 |
| 19 | 6 | –2 | +4 |
| 20 | 5 | –3 | +5 |
| 21 | 4 | –3 | +6 |
| 22 | 3 | –3 | +7 |
| 23 | 2 | –4 | +8 |
| 24 | 1 | –4 | +9 |
| 25 | 0 | –4 | +10 |

**Example:** *Tylk of the Westwoods has a Wisdom score of 18, which yields a base MAC of 7. He has an Intelligence score of 16, which gives a modifier of –1. Without other enhancements, Tylk has a MAC of 6 (7–1 = 6).*

## Psionic Strength Points (PSPs)

Every psionicist and wild talent character has psionic strength points, or PSPs. In many ways, PSPs are like mental hit points, though with a different function. Not only do they determine a character's current psionic strength, they also power psionic abilities. This mental strength is used to create psionic attacks, activate psionic powers, and keep psionic defenses in place. As long as any PSPs remain, psionic defenses keep the mind closed to psionic intrusion of any sort. When a psionic character's PSP total falls to zero, his defenses crumble and his mind is left open to psionic contact.

Each time a character uses (or attempts to use) a psionic science, devotion, or attack, he must pay the listed cost from his current PSP total. Damage caused by psionic attacks is also subtracted from PSP totals.

The PSP total for a psionicist depends on four factors: the psionicist's Wisdom, Intelligence, and Constitution scores, and his experience level. Together, these factors determine the psionicist's PSP pool. A 1st-level psionicist automatically gets 15 PSPs. This number is modified by bonuses granted by high ability scores. Lastly, the psionicist rolls 1d6, which is added to generate a PSP total.

The PSP total for a wild talent is determined with slight modifications. A wild talent automatically receives enough PSPs to use his power (or powers) once. In addition, he gets 10 PSPs (instead of 15) and any bonuses granted for high Wisdom, Intelligence, and Constitution scores. He also rolls 1d4, instead of 1d6.

**Example:** *Tylk of the Westwoods has a Wisdom score of 18, an Intelligence score of 16, and a Constitution score of 17. At 1st level, he gets 21 PSPs (15 + 3 + 1 + 2 = 21)*

*plus a 1d6 die roll. Garon, a wild talent with the same ability scores, gets 16 PSPs (10 + 3 + 1 + 2 = 16), a 1d4 die roll, and enough PSPs to use his psionic power once.*

## Gaining PSPs

The PSP total of psionicists and wild talents increases with every level advancement. Psionicists receive 1d6 PSPs with each level increase up to 9th level, plus any bonuses for high Wisdom, Intelligence, and Constitution scores. Starting at 9th level, psionicists gain just 3 PSPs, and they receive bonuses *only* for high Wisdom scores. Regardless of their Intelligence or Constitution scores, they no longer receive bonuses for these abilities. Wild talents, on the other hand, receive only 4 PSPs at each level increase, regardless of their level. Further, no die rolls or additional modifiers are applied.

**Example:** *The psionicist Tylk of the Westwoods has a Wisdom score of 18, an Intelligence score of 16, and a Constitution score of 17. When he advances from 1st to 2nd level, he receives 1d6+6 PSPs: the automatic 1d6 die roll and a +6 bonus for his high ability scores.*

## Recovering PSPs

Characters recover expended PSPs by resting for specific lengths of time (minimum of one full hour). The only states of rest that allow for PSP recovery are sleep or meditation. Any other physical activity or the use of psionic powers (which expend PSPs) negates the recovery process for that hour. A character can never recover more PSPs than his maximum total.

During each hour of rest, characters recover one-eighth of their total PSPs (bearing in mind that they never recover more than their maximum total). To do this, divide a character's PSP total by eight and round up. This is the number of PSPs the character recovers after one full hour of rest. So, if a psionicist is reduced to 0 PSPs, it takes eight full hours of rest to recover the expended PSPs—regardless of whether he has 20 or 100 PSPs.

**Example:** *Neecha Nightmoon has a total of 48 PSPs, and she has lost 24 of them during a recent psionic battle. After an hour of sleep or meditation, Neecha can recover 6 of the expended PSPs (48 ÷ 8 = 6). She is now at 30 PSPs.*

## Psionic Combat

Psionicists automatically receive the contact bonus proficiency when they are created. Contact gives them access to psionic attacks and allows them to participate in psionic combat. The psionic attacks come naturally and don't take up any proficiency slots.

Wild talents, however, must select the contact proficiency and place it in an open nonweapon proficiency slot. (Note that this should occur at the point when a character becomes a wild talent, whether when he is first created or later in his career when his psionic ability becomes known.) Along with the proficiency, wild talents receive only one psionic attack form. However, as a wild talent rises in level and gains nonweapon proficiency slots, he may select additional attack forms. These fill open slots, and the wild talent may choose more forms (for a total of three) as he gains slots. Wild talents may never have more than three of the five psionic attacks.

Psionic combat is used to assault closed minds so that they can be opened to further

psionic contact. This is accomplished like other attacks in the AD&D game system: The attacking psionicist selects an attack form and makes an MTHAC0 roll equal to or exceeding the defender's MAC. Regardless of that MAC, a roll of 1 always fails and a roll of 20 always succeeds.

Psionic attacks can be used against psionic and nonpsionic minds. A nonpsionic mind is defined as any character without a PSP pool. The procedures are the same, but the results are slightly different.

When attacking a psionic mind, psionic combat continues until one opponent is reduced to 0 PSPs or until the battle is broken off. A mind with 0 PSPs is open and can be subjected to other psionic powers. When attacking a nonpsionic mind, however, only one successful attack is required to open the mind.

Psionic powers only can be used on open minds, whether willingly opened or attacked until that state occurs. A psionic power can be used in the same round that a mind is opened by psionic attack.

Psionic defenses, like armor and shields in physical combat, remain in place until the defender's PSP total is reduced to 0 (in the case of a psionic character) or one successful psionic attack breaches the defenses (of a nonpsionic character).

Psionic attacks require concentration. A psionicist who uses one during a combat round can move at only half his walking rate. A character using a psionic attack also can be disrupted the same way as can a wizard casting a spell. In the round when a character using a psionic attack is disrupted, the attack can't be used. A disrupted psionic attack costs 1 PSP for the attempt.

Psionicists can make a number of psionic attacks in a round according to their level: 1–6, 1/1 round; 7–12, 3/2 rounds; 13+, 2/1 round. Wild talents can never make more than one psionic attack in a round.

Psionicists and wild talents receive MTHAC0 bonuses depending on their Intelligence scores, making it easier to accomplish psionic attacks.

## Psionic Combat Sequence

- The DM secretly decides what actions the monsters or NPCs will take—including choosing psionic attacks and defenses (if they have access to any). The DM doesn't announce that decision to the players.
- The players indicate what their characters will do, including choosing psionic attacks and defenses from the ones they have access to.
- Initiative is determined. Note that psionic attacks and powers don't have initiative modifiers.
- Attacks are made in order of initiative.

**Table 75: MTHAC0 Modifiers**

| Intelligence Score | MTHAC0 Modifier |
|---|---|
| 15 or less | 0 |
| 16–17 | –1 |
| 18–19 | –2 |
| 20–22 | –3 |
| 23+ | –4 |

All psionic attacks require line of sight, as do the use of all psionic powers—with a few exceptions, such as those in the clairsentience discipline.

### The Five Psionic Attacks

The five psionic attack forms *are ego whip, id insinuation, mind thrust, psionic blast,* and *psychic crush*. Psionicists have access to all five forms (depending on their levels), whereas wild talents can never have more than three of the five. The psionic attacks are described below.

### Ego Whip (EW)

This attack assaults a target's self-esteem and individuality. It strikes like a glowing whip, its crack slicing open the wells of inferiority and worthlessness buried deep behind the target's defenses. For every 4 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d6 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 2 PSPs.

Ego whip has three ranges: short (40 yards), medium (80 yards), and long (120 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, ego whip leaves the target dazed for 1d4 rounds, costing the attacker 4 PSPs. Though no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (this attack receives a +2 bonus). While dazed, all of a character's die rolls (attacks rolls, saving throws, etc.) receive a –5 penalty, and the character can't cast spells above 3rd level.

### Id Insinuation (II)

This attack assaults a target's subconscious, like a mental battering ram tearing through the walls that separate primitive needs from social constraints. For every 6 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d8 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 3 PSPs.

Id insinuation has three ranges: short (60 yards), medium (120 yards), and long (180 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, id insinuation leaves its victim confused and powerless to act for 1d4 rounds. While no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (the attack roll receives a +2 bonus). This use of the attack costs 6 PSPs.

### Mind Thrust (MT)

This attack stabs the mind of the defender, piercing thoughts and memories. For every 2 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d4 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 1 PSP.

Mind thrust has three ranges: short (30 yards), medium (60 yards), and long (90

yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, mind thrust causes the target to lose the use of one psionic power (chosen randomly) for 1d6 days. While no psionic defenses remain, the attacker must still roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll). This use of the attack costs 2 PSPs. Beyond opening a closed mind, mind thrust has no effect on nonpsionic minds.

## Psionic Blast (PB)

This attack takes the form of a wave of mental force that jolts a defender's mind. For every 10 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d12 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 5 PSPs.

Psionic blast has three ranges: short (20 yards), medium (40 yards), and long (60 yards). At medium range, the defender receives a +2 bonus to his MAC; at long range, the bonus is +5.

If used against an open mind, psionic blast causes 1d8 points of physical damage (hit point loss) for every 10 PSPs put into the attack. While no psionic defenses remain, the attacker must still roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll).

## Psychic Crush (PsC)

Like a terrible mental weight, this attack seeks to crush a defender's mind. For every 8 PSPs put into the attack (declared after a successful attack roll is made), the attacker rolls 1d10 to determine psionic damage against his foe. If hit, the defender loses that many PSPs or has his mind opened to further psionic contact if no PSPs remain. A failed attack costs 4 PSPs. Psychic crush has a range of 50 yards.

If used against an open mind, psychic crush causes 1d6 points of physical damage (hit point loss) for every 8 PSPs put into the attack. Although no psionic defenses remain, the attacker must roll the defender's MAC to successfully hit (with a +2 bonus to the attack roll).

## The Five Psionic Defesnses

Both psionicists and wild talents develop psionic defenses naturally when they progress in experience, as detailed on the Psionic Progression chart. Psionic defenses are gained without using up any proficiency slots. As with psionic attacks, wild talents may never have more than three of the five psionic defenses.

A character activates a psionic defense at the beginning of a combat round. This defense protects against all psionic attacks launched at the character in that round. The PSP cost is only paid once per round, no matter how many attacks it defends against in that round.

Some psionic attacks are more effective against certain psionic defenses. The reverse is also true. This is represented by modifiers that apply to the attacker's MTHAC0. See the Psionic Attacks vs. Psionic Defenses, below, for a cross-referenced list of penalties and bonuses.

When a psionic attack clashes with a psionic defense, cross-index the attack with the defense on Table 76. The resulting modifier is applied to the attacker's MTHAC0. Thus, positive modifiers are bonuses and negative modifiers are penalties.

Combat cards that list psionic attacks and defenses are strongly recommended. Use 3¥ 5 cards; one for each attack or defense that a character has. During a round of psionic combat, each player puts an attack and a defense in front of him, face down, to lock in his action. After all declarations have been made, cards are turned over and combat commences.

There are five psionic defenses. They are *intellect fortress, mental barrier, mind blank, thought shield,* and *tower of iron will*. These are described below.

## Intellect Fortress (IF)

This defense encases the mind in a powerful keep of mental energy to protect it from psionic attack. Intellect fortress provides the best protection against ego whip, but it's extremely vulnerable to psionic blast. The cost is 4 PSPs per round to use this defense.

## Mental Barrier (MB)

This defense throws up a wall of thought to protect against psionic attack. A mental barrier is extremely effective against a psionic blast, but vulnerable to a psychic crush attack. It costs 5 PSPs to use this defense in a round.

## Mind Blank (MBk)

This defense hides the mind from psionic attack, forming a vast, featureless area that makes it harder to target the closed mind. Mind blank protects best against id insinuation, while mind thrust easily slices through the defensive fog. It costs 3 PSPs per round to use this defense.

## Thought Shield (TS)

This defense forms a glowing shield to turn away a psionic attack. Thought shield defends most effectively against psychic crush but is vulnerable to ego whip. The cost is 2 PSPs per round to use this defense.

## Tower of Iron Will (TW)

This defense builds an unassailable haven for the mind. Mind thrust has a difficult time penetrating this defense, while id insinuation can breach its protection. The defense costs 6 PSPs per round.

**Table 76: Psionic Attacks vs. Psionic Defenses**

| | **Mind blank** | **Thought shield** | **Mental barrier** | **Intellect fortress** | **Tower of iron will** |
|---|---|---|---|---|---|
| Mind thrust | –5 | –3 | +2 | +3 | +5 |
| Ego whip | –3 | –4 | –2 | +4 | +3 |
| Id insinuation | +5 | +3 | +1 | –2 | –5 |
| Psychic crush | –1 | +4 | –4 | +1 | +2 |
| Psionic blast | +3 | –2 | +5 | –4 | –3 |

## Adding Substance to Psionic Combat

All psionic combat takes place in the minds of the combatants. This mindscape has its own rules and reality. Each combatant reaches into his or her own nexus of power, the place where the energy of mind, body, and spirit come together. The trained psionicist can readily draw upon this nexus of power, as can the wild talent. Nonpsionicists can't access this energy, but it springs forth to protect them in the form of natural Mental Armor Class (MAC).

The attacker and the defender appear as glowing forms, mental pictures of themselves in the mindscape. Psionicists can shape these psionic forms as elaborately as they see fit. Wild talents, however, appear as crude, featureless shapes of humanoid light. Nonpsionicists are simply glowing balls surrounded by mental armor, usually in the shape of a luminescent wall.

While the only thing that determines the success of psionic combat is the MTHAC0 rolls and the choices of psionic attacks and defenses, players and DMs are encouraged to add flavor by describing how their characters' psionic forms look and how the powers they use manifest themselves. Being creative and having fun with the mindscape as a psionic battle progresses enhances the roleplaying experience for all.

**Example:** *Tylk of the Westwoods, a psionicist, decides to use the mind thrust attack against Neecha Nightmoon (also a psionicist). A glowing sword of energy takes shape in his psionic form's hand. The sword slashes out, but Neecha calls forth a thought shield, and a luminescent shield forms suddenly to block Tylk's attack. Then Neecha shapes her own attack, unleashing a psionic blast. Energy swells up from her nexus, forming the image of a glowing tiger. The claws of the great beast slash through the maze of ruins Tylk has formed from his mind blank defense, then scrape across Tylk's psionic defenses, reducing his PSP total as the psionic blast finds its target.*

## Using Psionic Powers

All psionic powers have a MAC score. To determine if a psionic power works against an open mind, a player must make an MTHAC0 roll against the power's MAC score on 1d20. Any roll equal to or greater than the number means the power has been activated and its effects are applied for that round of play.

All powers have a cost per round of use. The cost listed to the left of the slash is the number of PSPs needed to use the power for a single round. The cost listed to the right of the slash is the number of PSPs expended if the MTHAC0 roll fails (in which case the power's effects aren't applied).

Powers that have been successfully activated can be maintained from round to round without making additional MTHAC0 rolls. The psionicist simply expends PSPs to pay for the power's cost. The first round that the character fails to pay the cost (either voluntarily or because his PSPs have been depleted), the power's effects cease to function. If the psionicist wishes to reactivate the power in a later round, even against the same target, he must make a new MTHAC0 roll. If an MTHAC0 roll to activate a psionic power fails, and the character has enough PSPs remaining, he can try to activate the power again in the next round by making another MTHAC0 roll.

A roll of 1 is always a failure and a roll of 20 is always a success, no matter what the power's MAC or the psionicist's MTHAC0 scores are.

## Table 77: THAC0s & MTHAC0s

**Psionicist's Level**

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| THAC0 | 20 | 20 | 19 | 19 | 18 | 18 | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 |

**Psionicist's Level**

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **MTHAC0** | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | –1 | –2 | –3 | –4 | –5 | –6 | –7 | –8 | –9 |

**Wild Talent's Level**

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **MTHAC0** | 20 | 20 | 19 | 19 | 18 | 18 | 17 | 17 | 16 | 16 | 15 | 15 | 14 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 |

## Table 78: Psionicist Saving Throws

| Level | Paralyzation, Poison, or Death Magic | Rod, Staff, or Wand | Petrification or Polymorph* | Breath Weapon† | Spell‡ |
|---|---|---|---|---|---|
| 1–4 | 13 | 15 | 12 | 16 | 15 |
| 5–8 | 12 | 13 | 10 | 15 | 14 |
| 9–12 | 11 | 11 | 8 | 13 | 12 |
| 13–16 | 10 | 9 | 7 | 12 | 11 |
| 17–20 | 9 | 7 | 6 | 11 | 9 |
| 21+ | 8 | 5 | 5 | 9 | 7 |

* Excluding polymorph wand attacks.
† Excluding those that cause petrification or polymorph.
‡ Excluding those for which another saving throw type is specified.

## Closing an Open Mind

A nonpsionic mind is one that has never had any PSPs. Its natural state is closed unless willingly opened or opened by psionic means. If such a target's mind has been opened, but the subsequent psionic attack or power used against it wasn't successful, the target can attempt to re-close its mind in the next round. This requires a saving throw vs. paralyzation at no penalty. If a psionic power was used successfully against the newly opened nonpsionic mind, the target can still attempt to close its mind, but its saving throw is at a –4 penalty. The target may attempt to close its mind every round thereafter.

For a newly opened psionic mind (one whose PSPs have been reduced to 0), the target can't attempt to re-close its mind until 1d4+1 rounds have passed. After the required rounds have passed, the target can make a Wisdom check at a –3 penalty every round thereafter to attempt to close its mind.

When either a nonpsionic or psionic character succeeds at re-closing his mind, the following occurs: any psionic power currently in use against the character ceases to function, and contact between the two minds is broken. If the power's effect already took place in the round in which the mind re-closed, the psionicist expends the full PSP cost. If the power's effect didn't take place yet in the round, then the lower PSP cost is subtracted from the psionicist's PSP total (as if the activation attempt failed). If the psionicist wants to reestablish contact, he'll have to once again open the target's mind.

## Psionics in a Round

A psionicist can do several actions during a single round. He can:

- Make as many psionic attacks as his experience level indicates.
- Use one psionic defense.
- Activate one psionic power against an open mind.
- Maintain as many previously successfully activated powers as he wishes, provided he can afford to continue paying the PSP costs. Further, if a psionic attack succeeds and opens a closed mind, a psionic power can be used against the mind that same round.

## Limitations to Psionic Powers

Psionic powers have definite limitations. Some of these already have been discussed, but are repeated here to emphasize them. Other limitations are new.

- **PSPs:** Psionicists and wild talents have a finite amount of psionic strength available to them at any given time. This strength, expressed as PSPs, must be expended to use psionic attacks, defenses, and powers. The total also indicates how much damage a hero's psionic defenses can withstand before his mind opens. As such, the psionic character must always balance the use of powers, attacks, and defenses with how strong he wants his own internal walls to remain.
- **Line of Sight:** All psionic attacks and most powers require line of sight to use. If line of sight is blocked, most psionics won't work.
- **Touch:** Some psionic powers have a range of "touch." These can be used in melee combat, but they require a physical attack roll *and* an MTHAC0 roll to work. Like all psionic powers, they only can be used against open minds.
- **Obstructions:** Anything that hinders a character's normal vision blocks line of sight. Unless the description states otherwise, psionicists require a line of sight to use a power. Obvious exceptions to this rule are the clairsentient powers and many of the telepathic powers. However, certain materials can obstruct these psionic powers if they completely block the target. These are lead and iron (at least 1 inch thick), obsidian (at least 2 inches thick), stone (at least 1 foot thick), and the *antimagic shell* spell.

## Psychic Contests

Sometimes two or more psionicists try to use a psionic power on the same target. For example, two psionicists might try to use telekinesis to move a stone in two different directions, or they might attempt to teleport the same character to different locations, or they might use any psionic powers in such a way as to be in direct conflict with each other. Which power use prevails? The struggle results in a psychic contest.

To resolve a psychic contest, compare the competing characters' MTHAC0 rolls made to activate the powers. The character who has the lowest successful MTHAC0 roll wins the contest. If none of the competing characters roll successfully, none of the power uses succeed. If one character succeeds and the others fail the rolls, then that character wins the contest. If competing characters have the same MTHAC0 score and they roll the same numbers on the dice, then a psychic lock occurs.

In a psychic lock, neither competing character wins the psychic contest that round. Both are applying equal psionic pressure, thus creating a stalemate. To resolve the contest, both characters must pay the power's PSP cost and engage in another round of psychic contest. If either character fails to pay the cost—effectively giving up—that

character suffers a psychic backlash and loses 4d4 PSPs immediately.

## Psionics and Magic

Psionics and magic use completely different forces. Psionics uses internal energy, while magic taps into extraplanar power. Both arts can produce similar effects, but they do so in very different ways. For this reason, psionics and magic don't ordinarily mix. Magical spells, for instance, can't be used to detect or dispel psionic activity, unless otherwise stated. Likewise, psionic powers can't detect magic that simulates psionic abilities. Lastly, if a psionicist uses a psychokinetic, psychometabolic, psychoportive, or telepathic power against a magical illusion, he automatically gets a saving throw vs. spell to disbelieve it. Specific spells, as listed below, intermix with psionics in the following ways.

***Antimagic shell:*** This spell blocks the effects of psionic powers.

***Detect charm:*** This spell detects telepathic control, such as domination.

***Detect invisibility:*** This spell allows the caster to see clearly psionic invisibility, astral travelers, shadowform, and ethereal creatures. It doesn't work against characters in other dimensions.

***Detect magic:*** This spell has no effect on psionics.

***Detect scrying:*** This spell will detect psionic scrying, though psionicists get a save vs. spell to avoid detection.

***ESP:*** If this spell is used against psionicists, they get a save vs. spell with a +2 bonus to negate the effects.

***False vision:*** This spell works against psionics, though psionicists get a save vs. spell to negate effects.

***Forbiddance:*** This spell effectively blocks all teleportation and metabolic powers.

***Free action:*** This spell overcomes all psychokinetic effects against the subject's body, as well as domination.

***Globe of invulnerability/minor globe of invulnerability:*** These spells have no effect on psionics.

***Magic jar:*** Psionicists use their combined Wisdom and Constitution scores when determining the differential modifier.

***Mind blank:*** Psionicists get a save vs. spell to overcome this enchantment.

***Misdirection:*** This spell has no effect on psionics.

***Mislead:*** A psionic attack reveals this spell, but the first attack automatically fails.

***Nondetection:*** This spell works normally against psionics.

***Otiluke's resilient sphere:*** Psionics can't penetrate this spell's protection.

Protection from evil/protection from evil, 10-foot radius: These spells provide +2 bonuses to MACs.

***Spell immunity:*** This spell has no effect on psionics.

***Trap the soul:*** Psionicists trapped by this spell can't use any psionic powers.

## Psionicists and Wild Talents

Psionic powers can be used by any character class, though one class specializes in the

use of psionics: the psionicist. Wild talents are a subclassification within other character classes. These characters possess one or two psionic powers. Their main vocation is that of their class. For instance, a priest could have a psionic ability or two, but he relies primarily on the skills of his class. A psionicist, on the other hand, relies almost entirely on his psionic gifts. The differences between the two types of psionic characters are explained in the section that follows.

### Psionicist

The psionicist character works to mold mind, body, and spirit into a unified, powerful whole. The hero's internal energy, or psionic strength, comes from deep within himself—from a place psionicists call the nexus. This energy is given form and purpose by the individual's strength of will. Through extraordinary discipline, long contemplation, and deepening awareness of self, the psionicist taps the vast potential of his mind.

Psionicists must meet or exceed the following prerequisites.

**Ability requirements:** Constitution 11, Intelligence 12, Wisdom 15
**Prime requisites:** Wisdom, Constitution
**Races allowed:** Any

Because the pursuit of psionics require strict mental and physical discipline, a psionicist has two prime requisites: Wisdom and Constitution. His primary mental ability score is Wisdom. As the measure of his willpower and enlightenment, Wisdom promotes the understanding and mastery of the inner self—the essence of psionic ability. Likewise, the tremendous stress of using psionics requires a healthy body to house a fit mind. This is where Constitution comes into play. Lastly, Intelligence is important to psionicists because of the reasoning and memorization necessary to the class.

All races eligible for use as player characters can become psionicists. Human psionicists have no limit on the levels of experience they can attain in their chosen class. Half-elves, half-orcs, and half-ogres (due to their partial human heritage) can reach 12th level. Halflings and gnomes can attain 10th level. Dwarves and elves can reach only 8th level as psionicists. All creatures not listed here can reach 10th level.

## Dual-Classed and Multiclassed Psionicists

A human character who has scores of 15 or more in the prime requisites of his first class and scores of 17 or more in the prime requisites of the class he switches to can be a dual-classed psionicist. See the *Player's Handbook*, for more details on dual-class benefits and restrictions.

Demihuman characters can be multiclassed psionicists if they meet the requirements in the *Player's Handbook*.

## Alignment

Psionicists can be of any alignment, save chaotic. The discipline integral to psionics can't be maintained by chaotic characters. If a psionicist's alignment shifts to chaotic for any reason, he quickly begins to lose psionic powers. Every day his alignment remains chaotic, the character must make an ability check against one-half his Wisdom score, rounded down. Each time the character fails this check, he loses access to one psionic discipline and all the powers related to it. The discipline is selected randomly by the DM.

Psionicists who change to chaotic alignment can't recover PSPs. If a psionicist's alignment turns from chaotic back to nonchaotic, he begins to recover lost disciplines at a rate of one per day. This is accomplished by making the same halved Wisdom check described above—success indicates the return of a random discipline from those that were lost.

## Weapon and Armor Restrictions

Psionicists disdain using weapons of any sort. Further, they don't have the time to properly train in their use. If a psionicist character wants to use a weapon, he must select it from the following small-sized items: hand crossbow, dagger, dart, dirk, knife, scourge, sickle, and short sword.

Psionicists can only use the following types of armor: padded, leather, studded leather, and hide. They may also carry small shields.

## Psionicist Benefits

Psionicists have their own THAC0s, which are listed on the THAC0s and MTHAC0s, above, along with their respective MTHAC0s. MTHAC0s for wild talents are listed on the same table, though these characters must refer to their class's own THAC0 tables for calculated attack rolls.

Psionicists gain a +2 bonus on all saving throws vs. enchantment/charm spells. This is in addition to any magical defense adjustments for high Wisdom scores. the Psionicist Saving Throw table lists saving throws for this character class.

At 9th level, a psionicist becomes a contemplative master. Such a master can build a sanctuary to use as his headquarters and can attract followers. A 1st-level psionicist arrives monthly to study with the master, regardless of whether he builds a sanctuary. The maximum number of followers is equal to the master's Charisma score if he builds a sanctuary, or half that number rounded down if he doesn't.

A master's followers want to learn. They serve in any capacity the master chooses as long as the master spends at least 10 hours per week instructing them. If the master doesn't live up to this schedule, the followers leave to find someone else.

## Psionicist Advancement

A psionicist earns experience points and advances in level like members of other classes, as outlined on Table 79 below.

## Psionicists and PSPs

A psionicist determines his initial PSP total by adding bonuses awarded for high Wisdom, Constitution, and Intelligence scores to a base of 15, then adding the result of a 1d6 die roll:

**Wis bonus + Con bonus + Int bonus + 15 + 1d6 = 1st-level PSP total.**

With every level increase, up to the 9th level, a psionicist gains additional PSPs by adding the bonuses to a 1d6 die roll:

**Wis bonus + Con bonus + Int bonus + 1d6 = PSPs gained per level (2 through 8).**

Starting at 9th level, a psionicist gains just 3 PSPs per level, plus his Wisdom bonus.

**Wis bonus + 3 = PSPs gained per level (9th level and higher).**

**Table 79: Psionicist Experience Levels**

| Psionicist Level | Experience Points | Hit Dice Roll (d6) |
|---|---|---|
| 1 | 0 | 1 |
| 2 | 2,200 | 2 |
| 3 | 4,400 | 3 |
| 4 | 8,800 | 4 |
| 5 | 16,500 | 5 |
| 6 | 30,000 | 6 |
| 7 | 55,000 | 7 |
| 8 | 100,000 | 8 |
| 9 | 200,000 | 9 |
| 10 | 400,000 | 9+2 |
| 11 | 600,000 | 9+4 |
| 12 | 800,000 | 9+6 |
| 13 | 1,000,000 | 9+8 |
| 14 | 1,200,000 | 9+10 |
| 15 | 1,500,000 | 9+12 |
| 16 | 1,800,000 | 9+14 |
| 17 | 2,100,000 | 9+16 |
| 18 | 2,400,000 | 9+18 |
| 19 | 2,700,000 | 9+20 |
| 20 | 3,000,000 | 9+22 |

## Gaining Disciplines and Powers

Every psionic power belongs to one of the five psionic disciplines: *clairsentience, psychokinesis, psychometabolism, psychoportation,* and *telepathy*. Powers are either major (and are called *sciences*) or minor (called *devotions*). Before a psionicist can learn a psionic power, he must have access to the appropriate discipline.

At 1st level, a psionicist selects one discipline. This is his *primary discipline*. As a psionicist advances in level, he gains access to additional disciplines (as shown on the Psionic Progression table. A psionicist starts out at 1st level with four powers within his primary discipline: one science and three devotions. With each advance in level, the psionicist gains additional disciplines and powers, as outlined. Some additional points to consider include the following:

- A player can select new powers for his character as soon as the character reaches a new experience level. These new powers can be selected from any discipline the character has access to, including a discipline that was just gained.
- Within a single discipline, a character must have twice as many devotions as sciences. For example, a player can't select a third telepathic science until his character has at least six telepathic devotions.
- A character can never learn as many sciences and devotions in another discipline as he knows in his primary discipline. This provides a focus for a hero that he can adhere to throughout his career.

**Table 80: Psionic Progression**

| Exp. Level | Total Disciplines | Total Sciences | Total Devotions | Psionic Att/Def |
|---|---|---|---|---|
| 1 | 1 | 1 | 3 | 1/1 |
| 2 | 2 | 1 | 5 | 1/1 |
| 3 | 2 | 2 | 7 | 2/2 |
| 4 | 2 | 2 | 9 | 2/2 |
| 5 | 2 | 3 | 10 | 3/3 |
| 6 | 3 | 3 | 11 | 3/3 |
| 7 | 3 | 4 | 12 | 4/4 |
| 8 | 3 | 4 | 13 | 4/4 |
| 9 | 3 | 5 | 14 | 5/5 |
| 10 | 4 | 5 | 15 | 5/5 |
| 11 | 4 | 6 | 16 | 5/5 |
| 12 | 4 | 6 | 17 | 5/5 |
| 13 | 4 | 7 | 18 | 5/5 |
| 14 | 5 | 7 | 19 | 5/5 |
| 15 | 5 | 8 | 20 | 5/5 |
| 16 | 5 | 8 | 21 | 5/5 |
| 17 | 5 | 9 | 22 | 5/5 |
| 18 | 5 | 9 | 23 | 5/5 |
| 19 | 5 | 10 | 24 | 5/5 |
| 20 | 5 | 10 | 25 | 5/5 |

## Proficiencies

Like all character classes, psionicists have various proficiencies available to them. The Psionicist Proficiency Slots table below, lists the initial number of weapon and nonweapon proficiencies available to this class, as well as the rates at which these characters earn new slots. Characters start with the initial two weapon and three nonweapon proficiencies available to psionicists. Psionicists can learn a weapon proficiency for any weapon they can use.

**Table 81: Psionicist Proficiency Slots**

| Weapon Proficiencies | | Nonweapon Proficiencies | | |
|---|---|---|---|---|
| Initial | # Levels | Penalty | Initial | # Levels |
| 2 | 5 | –4 | 3 | 3 |

**Initial** Refers to the number of proficiency slots available to 1st-level psionicists.

**# Levels** Indicates how many levels a psionicist must advance before receiving a new slot. He receives one new weapon slot at levels 5, 10, 15, and 20. He receives one new nonweapon slot at levels 3, 6, 9, 12, 15, and 18.

**Penalty** A modifier to a psionicist's attack roll when he uses a weapon he isn't proficient with.

## Bonus Proficiencies

A psionicist receives bonus proficiencies upon creation. They don't take up any of a psionicist's available slots. These bonus proficiencies are contact and mental armor,

which allow the psionicist to participate in psionic combat.

## The Psionicist Group

The table below (along with the "General" group table in the *PHB*) lists the nonweapon proficiencies available to psionicists at the regular slot cost. Add one to the cost for proficiencies taken from other groups.

**Table 82: Nonweapon Proficiencies**

**———General Group———**

| Proficiency | Slots | Ability | Modifier |
|---|---|---|---|
| *Contact* | 1 | Wisdom | 0 |
| *Mental Armor* | 1 | Wisdom | –2 |

**———Psionicist Group———**

| Proficiency | Slots | Ability | Modifier |
|---|---|---|---|
| Gem Cutting | 2 | Dexterity | –2 |
| *Harness Subconscious* | 2 | Wisdom | –1 |
| *Meditative Focus* | 1 | Wisdom | +1 |
| Musical Instrument | 1 | Dexterity | –1 |
| Reading/Writing | 1 | Intelligence | +1 |
| *Rejuvenation* | 1 | Wisdom | –1 |
| Religion | 1 | Wisdom | 0 |

Note: Italicized proficiencies are described in this book. All others are in the *Player's Handbook*.

**Contact**: This proficiency gives characters access to the psionic attack forms necessary to open a closed mind. Contact allows characters to gain psionic attacks as they become available with level advancement.

Psionicists automatically receive this proficiency. It doesn't take up any of their available slots. As a psionicist increases in level, he automatically receives psionic attack forms as outlined on the Psionic Progression table. Psionic attack forms don't fill up a psionicist's proficiency slots.

Wild talents, on the other hand, must select contact and place it in an available nonweapon proficiency slot if they want to gain its benefits. Once contact is slotted, a wild talent selects one psionic attack. He may select an additional attack by placing it in an available nonweapon slot after he has advanced the appropriate number of levels, according to his group's progression rate. Wild talents may never have more than three of the five psionic attack forms.

**Harness Subconscious:** Through the use of this proficiency, a psionicist temporarily boosts his PSP total. To procure these extra PSPs, the psionicist's PSP total must be at its maximum. Two full days (48 consecutive hours) must be spent gathering energy from subconscious reserves. At the end of this time, the psionicist makes a proficiency check. Success increases his PSP total by 20%, rounded up.

The extra PSPs remain available for 72 hours or until they are used up, whichever comes first. At the end of 72 hours, the psionicist loses as many PSPs as he gained from his current total (though the total won't drop below 0).

During the 72 hours of boosted energy, the psionicist can't recover PSPs if his current total equals or exceeds his usual maximum. Once all of the bonus PSPs have been used, PSPs can be recovered normally up to the usual maximum.

**Meditative Focus:** This proficiency allows a psionicist to focus his mental energy into one discipline, causing all powers within that discipline to receive MTHAC0 roll bonuses; powers related to other disciplines receive MTHAC0 roll penalties.

The psionicist must meditate for 12 consecutive hours. He recovers PSPs normally during this meditative state. When the period ends, the character makes a proficiency check. Success means he has focused his energy into the chosen discipline. All MTHAC0 rolls for powers within that discipline receive a +2 bonus for the next 24 hours or until his PSP total is reduced to 0, whichever comes first. All other disciplines get a –1 penalty for the same period.

**Mental Armor:** This proficiency allows a character to improve his mental armor class (MAC). Each time this proficiency is placed in an available nonweapon slot, the character's MAC improves. Nonpsionicists improve by +1 for each slot; psionicists improve by +2. The proficiency may only be slotted once per level advancement.

**Rejuvenation:** This proficiency allows a psionicist to recover PSPs more quickly than is usual by entering a rejuvenating trance. This state of deep concentration requires a successful proficiency check. For every hour a hero maintains this trance (and makes the check), he regains PSPs at twice the usual rate (one-quarter of his total instead of one-eighth). He can't expend PSPs while in this trance, and his state is much like deep sleep.

### Wild Talents

A wild talent is a hero from any character class other than the psionicist class who has natural psionic potential. This potential can be present in any character, regardless of class, alignment, or race. The alignment restrictions of the psionicist class don't apply to wild talents.

Wild talents have one or two psionic powers, up to three psionic defenses, and up to three psionic attacks at their disposal once they've reached full power. The psionic defenses come naturally, one at a time, according to the Psionic Progression table.

Psionic attacks are only gained after the PC places the contact proficiency in an available nonweapon proficiency slot. A wild talent chooses one of the five attack forms at that time. He may select a second and a third attack form when slots become available according to his group proficiency progression (as outlined in the *Player's Handbook*).

## Testing for Wild Talents

Testing for wild talents involves risk. The test must be performed when a character is created, when a character's Wisdom score increases, when psionics are introduced into a campaign, or the first time a character receives psychic surgery.

Every character and monster has a base chance of 1% to be a wild talent. This is modified as follows:

| | |
|---|---|
| Each Wis, Con, or Int score of 18+ | +3% |
| Each Wis, Con, or Int score of 17 | +2% |
| Each Wis, Con, or Int score of 16 | +1% |
| Character is 5th to 8th level | +1% |

| | |
|---|---|
| Character is 9th level or higher | +2% |
| Wizard, priest, or non human* | ½ |

* Round fractions up. Apply this penalty only once, even if checking a non human wizard or the like.

Once a character's chance to be a wild talent is determined, roll percentile dice. Results are as follows:

- *If the result is more than the modified chance and less than 97,* the character is not a wild talent.
- *If the result is less than or equal to the modified chance,* the character is a wild talent. The player rolls percentile dice and consults the WIld Talents table. His character's PSPs are determined as under the Psionic Strength Points section.
- *If the result is **97**,* the character must save vs. death or his Wisdom is permanently reduced by 1d6 points.
- *If the result is **98**,* the character must save vs. death or his Intelligence is permanently reduced by 1d6 points.
- *If the result is **99**,* the character must save vs. death or his Constitution is permanently reduced by 1d6 points.
- *If the result is **100**,* the character must save vs. death at –5 or his Wisdom, Intelligence, and Constitution scores are all permanently reduced to 3 points.

## Table 83: Wild Talents

| Roll 1d100 | Wild Devotion |
|---|---|
| — Clairsentient Devotions — | |
| 01–02 | All-round vision |
| 03 | Combat mind |
| 04–05 | Danger sense |
| 06–07 | Feel light |
| 08 | Feel sound |
| 09 | Hear light |
| 10 | Know direction |
| 11–12 | Know location |
| 13 | Poison sense |
| 14–15 | Radial navigation |
| 16–17 | See sound |
| 18 | Spirit sense |
| — | |
| — Psychokinetic Devotions — | |
| 19–20 | Animate shadow |
| 21–22 | Control light |
| 23–24 | Control sound |
| 25 | Molecular agitation |
| 26–27 | Soften |

| Roll 1d100 | Wild Devotion |
|---|---|
| — Psychometabolic Devotions — | |
| 28–29 | Absorb disease |
| 30–31 | Adrenaline control |
| 32 | Aging |
| 33–34 | Biofeedback |
| 35 | Body control |
| 36 | Body equilibrium |
| 37–38 | Body weaponry |
| 39–40 | Catfall |
| 41 | Cause decay |
| 42–43 | Cell adjustment |
| 44–45 | Chameleon power |
| 46 | Chemical simulation |
| 47 | Displacement |
| 48–49 | Double pain |
| 50 | Ectoplasmic form |
| 51–52 | Enhanced strength |
| 53 | Expansion |
| 54–55 | Flesh armor |
| 56 | Graft weapon |
| 57–58 | Heightened senses |
| 59 | Immovability |
| 60–61 | Lend health |
| 62–63 | Mind over body |
| 64–65 | Reduction |
| 66–67 | Share strength |
| 68–70 | Suspend animation |

| Roll 1d100 | Wild Devotion |
|---|---|
| — Psychoportive Devotions — | |
| 71–72 | Astral projection |
| 73–74 | Dimensional door |
| 75–77 | Dimension walk |
| 78–79 | Dream travel |
| 80–81 | Phase |
| — Telepathic Devotions — | |
| 82–84 | Conceal thoughts |
| 85–87 | Empathy |
| 88–89 | ESP |
| 90–91 | Life detection |
| 92–93 | Psychic messenger |
| 94–96 | Send thoughts |
| 97–98 | Roll two devotions |
| 99 | Roll one science |
| 100 | Roll one devotion and one science |

| Roll 1d100 | Wild Science |
|---|---|
| — Clairsentient Sciences — | |
| 01–06 | Aura sight |
| 07–14 | Clairaudience |
| 15–22 | Clairvoyance |
| 23–27 | Object reading |
| 28–32 | Precognition |
| 33–36 | Sensitivity to psychic impressions |
| — Psychokinetic Science — | |
| 37–44 | Telekinesis |
| — Psychometabolic Sciences — | |
| 45–49 | Animal affinity |
| 50–53 | Complete healing |
| 54–55 | Death field |
| 56–61 | Energy containment |
| 62–63 | Life draining |
| 64–72 | Metamorphosis |
| 72–80 | Shadowform |
| — Psychoportive Sciences — | |
| 81–83 | Probability travel |
| 84–86 | Teleport |
| — Telepathic Sciences — | |
| 87–92 | Mindlink |
| 93–95 | No science gained |
| 96–100 | Roll two sciences |

## Psionic Powers

There are five parameters integral to each psionic power. They are:

**MAC:** The number that the user must roll against with an MTHAC0 roll to activate the power against an open mind. Bonuses to a power's MAC score make it lower, thus harder to hit. While penalties make it higher, and thus easier to roll against. See "Using Psionic Powers" for more details.

**PSP Cost:** The number of PSPs that must be spent per round to use a psionic power. The secondary number is the PSP cost if the MTHAC0 roll fails.

**Range:** The maximum distance from the user at which the power has an effect. "Touch" requires the user to make physical contact with the target—that is, a THAC0 roll.

**Area of Effect:** The physical area or number of beings a power affects. "Personal" only affects the user.

**Prerequisite:** Other sciences or devotions a character must know before being able to use a particular power. Some prerequisites will list a level. This is the lowest level a psionicist using this psionic power can be.

Once a psionicist has mastered the powers of his mind, the results can be as spectacular as the explosive force of the psychokinetic science called detonate or as subtle as the clairsentient devotion called see sound. Originally from *The Complete Book of Psionics, Dragon Kings,* and *The Will and the Way,* the psionic powers described in this chapter have been revised to reflect the new psionics system.

Obviously, not every psionic power could be contained here. For the most part, however, changes have been kept to a minimum and are listed on the Psionic Powers Summary. The summary provides the statistics needed to convert existing powers to the new system. The revised statistics, the MAC score, and the reconfigured PSP cost replace the power score, initial cost, and maintenance cost from the old psionics system.

The powers are divided alphabetically into the five disciplines (clairsentience, psychokinesis, psychometabolism, psychoportation, and telepathy). The major powers (sciences) are presented first in each section, followed by the minor powers (devotions). Each entry includes certain parameters, as described in the accompanying sidebar.

If you're new to psionics, skip the following paragraph. The explanation of the changes from the old psionics system to the new may be confusing. If you've used psionics often in your past campaigns, however, the following paragraph may help you understand the *why* behind some of the system changes.

Power scores have been replaced by MAC scores, as the base mechanic for psionics has been changed from a proficiency system to a combat system. Initial costs and maintenance costs have been combined into a single PSP cost. Preparation time has been eliminated. Optional results also have been eliminated, though they can still be used if DMs and players desire.

## Clairsentient Powers

Clairsentient powers allow characters to perceive things beyond the natural range of human and demihuman senses. Revised sciences and devotions are presented below.

### Aura Sight

**(clairsentient science)**

MAC: 7 (base)
PSP Cost: 9/3

Range: 50 yards
Area of Effect: Personal
Prerequisite: None

With this power, the user can detect auras (the normally invisible envelope of colored light that surrounds all living things). Each use of the power gives the user one piece of information—either the target's alignment (one portion of it) or relative level of power, but not both simultaneously.

This power can be used twice per round (for two PSP costs and with two MTHAC0 rolls) to examine two different auras or the same aura twice. The user can be discreet, but he needs to gaze at the target. Using the power from a distance is less noticeable than using it up close.

The level (or Hit Dice) of the target character affects the MTHAC0 roll. The higher the level of the target, the tougher it is to interpret the aura. The power's MAC should be improved by 1 for every three levels (or HD) the target has, rounded down. For example, an 8th-level target improves the power's MAC by 2, making it MAC 5 (and therefore harder to roll against).

The DM should relate game-related information in a story sense, rather than in mechanical terms. In the case of alignment, the user sees colored light that represents an element: 1) blue (lawful); 2) gray (neutral); 3) red (chaotic); 4) white (good); or 5) black (evil). Relative level of power can be described as follows: 1) dim aura (a low-level target, 1st to 5th level); 2) bright aura (a mid level target, 6th to 13th level); 3) dazzling aura (a high-level target, 14th to 20th level); and 4) blinding aura (a target above 20th level).

## Clairaudience

**(clairsentient science)**

MAC: 8 (base)
PSP Cost: 5/2
Range: Unlimited
Area of Effect: Special
Prerequisite: None

This power allows the user to hear sounds from a distant area. The user picks a location he knows, makes an MTHAC0 roll, then listens to everything he would be able to hear normally if he were standing in that spot. If the user has enhanced hearing, that ability also applies to the use of clairaudience. The power doesn't screen out noise around the user's physical body, which may make it difficult to hear sounds elsewhere. The power doesn't provide any abilities to understand languages or interpret sounds. The distance of the listening spot modifies the power's MAC, as shown below.

| **Range** | **Power's MAC** |
|---|---|
| 100 yards | 8 |
| 1,000 yards | 6 |
| 10 miles | 4 |
| 100 miles | 2 |

| | |
|---|---|
| 1,000 miles | 0 |
| 10,000 miles | –2 |
| Interplanetary* | –4 |

* Clairaudience only works within a given plane or crystal sphere.

For example, a user trying to hear something 10,000 miles away would require a roll against a lower MAC. Instead of 8, for the closest range, the mental armor class would now be –2. If the user's MTHAC0 is 15, he needs to roll a 17 to successfully employ this power.

## Clairvoyance

**(clairsentient science)**

| | |
|---|---|
| MAC: | 7 (base) |
| PSP Cost: | 5/2 |
| Range: | Unlimited |
| Area of Effect: | Special |
| Prerequisite: | None |

This power allows the user to see images from a distant location. The user picks a spot he knows, makes an MTHAC0 roll, then looks at everything he would be able to see if he were standing in that spot. The user's field of vision is the same as normal, and turning his head allows him to scan the area.

Clairvoyance doesn't replace normal vision. The user still sees what's around his physical location, with the distant scene superimposed. Closing one's eyes blocks the double vision and leaves only the distant scene. This power doesn't enhance vision, so hidden or invisible objects remain undetected. The distant scene is visual only; there is no sound.

The distance of the viewing spot modifies the power's MAC, as shown below.

| **Range** | **Power's MAC** |
|---|---|
| 100 yards | 7 |
| 1,000 yards | 5 |
| 10 miles | 3 |
| 100 miles | 1 |
| 1,000 miles | –1 |
| 10,000 miles | –3 |
| Interplanetary* | –5 |

* Clairvoyance only works within a given plane or crystal sphere.

## Object Reading

**(clairsentient science)**

| | |
|---|---|
| MAC: | 7 |
| PSP Cost: | 12/6 |
| Range: | 0 |
| Area of Effect: | Touch |

Prerequisite: None

This power allows the user to detect psionic impressions left on an object by a previous owner. These impressions include the owner's race, sex, age, and alignment. The power can also reveal how the owner came to possess the item and how he lost it. An object can be read successfully only once per experience level. Additional readings at the same level reveal no new information.

The amount of information gained depends on the MTHAC0 roll. Success rolls start with the number the user needs to get MAC 7 and then improve from there, as noted below. The user learns the information listed, plus all results above it.

| **Success Roll** | **Information Gained** |
|---|---|
| 0 to +2 | Last owner's race |
| +3 to +4 | Last owner's sex |
| +5 to +6 | Last owner's age |
| +7 | Last owner's alignment |
| +8 and up | How last owner gained and lost object |

## All-Round Vision

**(clairsentient devotion)**

MAC: 8
PSP Cost: 5/2
Range: 0
Area of Effect: Personal
Prerequisite: None

This power lets the user see in all directions simultaneously. This has obvious benefits, including a +2 surprise roll bonus to the user for encounters where being able to see is an advantage. There is a penalty, however. While this power is in effect, gaze attacks against the user receive a +4 bonus.

## Combat Mind

**(clairsentient devotion)**

MAC: 6
PSP Cost: 4/2
Range: 0
Area of Effect: Personal
Prerequisite: None

This power gives the user an unusually keen understanding of his enemies and their fighting tactics. As a result, the user's side gains a –1 bonus to all initiative rolls during combat for every round the power is in effect. This bonus is in addition to any other modifiers that may apply.

## Danger Sense

**(clairsentient devotion)**

MAC: 8
PSP Cost: 3/1
Range: 50 yards
Area of Effect: Personal
Prerequisite: None

This power produces a slight tingling sensation at the back of the user's neck whenever a hazard or threat is near. When a character wants to activate this power, the DM makes the MTHAC0 roll for the character in secret. The DM informs the user whether the power has been successfully activated, but not how high the roll was. For every round that the user keeps the power in effect, he receives advance warning about the general direction of a threat.

No details about the type of danger are learned, or how or when the danger will strike. How much warning depends on the MTHAC0 roll. If the roll succeeds by +1 to +6, the user receives warning just moments before danger strikes. This gives him the opportunity to act before the danger strikes in the round, but no time to warn others. If the roll succeeds by +7 or better, the user knows whether danger is lurking within the area of effect a full round before it shows itself.

In addition to the above benefits, the power gives the user a +2 bonus to surprise rolls.

## Feel Sound

**(clairsentient devotion)**

MAC: 8
PSP Cost: 4/2
Range: 0
Area of Effect: Personal
Prerequisite: None

This power makes the user's body sensitive to sound. It allows the user to continue to hear even if his ears are disabled. He can't detect sound where there is none, and the power doesn't work within areas of magical silence. The user gains a +2 bonus against all sonic attacks or effects, including a siren's song.

## Know Location

**(clairsentient devotion)**

MAC: 8
PSP Cost: 8/3
Range: 0
Area of Effect: Personal
Prerequisite: None

This power aids characters who travel via teleportation, gates, or other planes of existence. When used successfully, it reveals general information about the user's location. The information is no more detailed than the responses of a simple farmer to the question "Where am I?" Some typical responses are "A few miles southwest of Wingot

Mountain"; "In the house of Fletch the Blind"; and "On a tropical island in the Turomil Sea."

The higher a successful MTHAC0 roll, the more precise the location. A roll of +1 to +4 higher than the MAC specifies a location within 10 miles. A roll of +7 or +8 higher than the MAC targets an area within a mile. A roll of +9 or higher than the MAC gives the location in a planar context ("the Astral Plane").

## Martial Trance

**(clairsentient devotion)**

| | |
|---|---|
| MAC: | 7 |
| PSP Cost: | 7/3 |
| Range: | 50 yards |
| Area of Effect: | Personal |
| Prerequisite: | 3rd level |

This power helps the user in psionic combat. By entering a trance before combat begins, the user focuses his complete attention on the psionic activity, tuning out other distractions. While in the trance, the user gains a +1 bonus to all mental attack rolls, in addition to any other modifiers that may apply.

The trance ends when the user chooses to end it, by any moderate physical contact (a blow, shake, or slap), or when his PSPs are reduced to 0. As his attention is completely focused on the psionic battlefield, any melee attacks against him hit automatically and cause maximum damage.

## Poison Sense

**(clairsentient devotion)**

| | |
|---|---|
| MAC: | 10 |
| PSP Cost: | 1/1 |
| Range: | 1–yard radius |
| Area of Effect: | Personal |
| Prerequisite: | None |

This power enables a user to detect the presence of poison and identify its location within 1 yard of his body (or presence, if he uses clairvoyance or astral projection). The type of poison and how it can be negated aren't revealed, only its presence.

## Psionic Sense

**(clairsentient devotion)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 2/1 |
| Range: | 200–yard radius |
| Area of Effect: | Personal |
| Prerequisite: | Mindlink |

This power allows the user to detect psionic activity anywhere within 200 yards of his location. Any expenditure of PSPs constitutes psionic activity. The first successful use of

this power reveals whether someone or something is psionically active within range. A second successful use of the power in the following round reveals how powerful the activity is and where the psionic activity is taking place (direction and distance). If psionic activity is occurring in more than one location within the range, the user detects all of it.

Power levels are as follows: 1) low psionic activity (1 to 5 PSPs per round); 2) moderate psionic activity (6 to 12 PSPs per round); and 3) high psionic activity (13+ PSPs per round).

## See Sound

**(clairsentient devotion)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 4/2 |
| Range: | Special |
| Area of Effect: | Personal |
| Prerequisite: | None |

This power enables a user to perceive sound waves visually by converting those waves into light impulses. Only a character who can see with normal vision can use this power. He can see sound even in darkness, as sound waves don't require light. The user can be "blinded" by silence, however.

## Psychokinetic Powers

Psychokinetic powers move objects across space using only the energy of a character's mind. Revised sciences and devotions are presented below.

## Create Object

**(psychokinetic science)**

| | |
|---|---|
| MAC: | 6 |
| PSP Cost: | 7/3 |
| Range: | 20 yards |
| Area of Effect: | Special |
| Prerequisite: | Telekinesis |

This power allows a user to assemble matter from air and the surrounding area to create a solid object. Only materials within 20 yards of the user can be used in the construction. The object remains in existence for every round that the user continues to pay the PSP cost. During the round that the PSP cost isn't paid, the object breaks apart. An object created with this power can have any shape, color, and texture the user desires, provided it fulfills at least one of these conditions:

- Fits within a sphere no more than 4 feet in diameter.
- Fits within a cylinder no more than 20 feet high and 1 foot in diameter.
- Fits within a cylinder no more than 2 feet high and 6 feet in diameter.
- Weighs no more than 10 pounds.

## Detonate

**(psychokinetic science)**

MAC: 5
PSP Cost: 15/5
Range: 60 yards
Area of Effect: 1 item, 8 cubic feet
Prerequisite: Telekinesis, molecular agitation

With this power, the user harnesses, focuses, and explosively releases the latent psionic energy inside non sentient (0 Intelligence) plants and inanimate objects. The power also works against animated undead (skeletons and zombies), but doesn't affect incorporeal undead. It can't be used against animals, intelligent creatures, or free-willed undead.

The explosion causes destructive damage to the target, based on the MTHAC0 roll. If the roll is equal to the power's MAC, 10% of the target area is destroyed. For every number rolled above the MAC, an additional 10% is destroyed, up to a total of 8 cubic feet of material (by a single power use).

Monsters such as skeletons and golems targeted by the detonate power take damage based on the percentage of their mass that was destroyed, losing an equal percentage of hit points. Magically animated material, like golems, can make a saving throw vs. spell to resist detonation.

Weapons and armor that have been detonated receive penalties of –1 to attack rolls and AC values for each 10% destroyed. Magical items make a saving throw vs. disintegration to resist detonation. Vulnerable objects or living things within 10 feet of the target suffer 1d10 points of damage from the resulting explosion. A save vs. breath weapon reduces damage to half.

## Project Force

**(psychokinetic science)**

MAC: 6
PSP Cost: 10/4
Range: 200 yards
Area of Effect: Personal
Prerequisite: Telekinesis

This power allows the user to focus a psychokinetic "punch" against a target up to 200 yards away. If used offensively, this punch causes damage equal to 1d6 points plus the target's Armor Class (negative armor classes are subtracted from the die roll). Only AC provided by actual armor is added to or subtracted from the roll—not Dexterity or magical bonuses. A successful save vs. breath weapon reduces the damage to half.

Project force can also be used to trigger traps, throw levers, open doors (not locked or latched), break windows, etc. No attack roll is needed, just the MTHAC0 roll to activate it.

## Telekinesis

**(psychokinetic science)**

MAC: 8
PSP Cost: 3+/1

Range: 30 yards
Area of Effect: 1 item
Prerequisite: None

This power allows the user to move objects without touching them. Telekinesis tends to be physically taxing, as it takes a lot of internal energy to move objects. Small objects are easy. But larger, more massive objects are significantly more difficult.

The cost listed above assumes the object being moved weighs three pounds or less. For heavier objects, use the following:

- PSP cost equals the item's weight in pounds.
- The power's MAC improves by a bonus equal to one-third of the item's weight, rounded down. For example, moving a 10–pound rock requires rolling against a MAC of 5.

Telekinesis moves the targeted item up to 60 feet per round. Items moving at such a slow rate of speed don't make effective weapons, but items weighing more than three pounds can be used to disrupt spellcasting or psionic use. The user rolls his base THAC0 score to hit, with a penalty equal to one-third of the item's weight, rounded down. For example, if a hero whose THAC0 is 15 wants to attack a priestess whose AC is 0, he needs an 18 or better to hit her with a 10–pound rock.

Telekinesis can be used to perform very fine work, such as writing or sewing. The user must be capable of performing the work himself, and a second MTHAC0 roll (and second round of power use) is needed to complete fine work. If the hero wants to use the power to pull an item away from an opponent, use the rules for psychic contests, except that the defender uses his Strength score to decide the contest.

## Animate Object

**(psychokinetic devotion)**

MAC: 7 (base)
PSP Cost: 5/2
Range: 50 yards
Area of Effect: 1 item, 100 pounds
Prerequisite: Telekinesis

This power allows the user to control the movement of an otherwise inanimate object, giving it the appearance of life. For example, animate object can make chairs walk or stones dance, though objects being animated must weigh 100 pounds or less. The material the item is made of affects the difficulty of the task, as indicated below.

| **Material** | **Power's MAC** |
|---|---|
| Cloth, paper | 7 |
| Live wood, dead animal | 6 |
| Dead wood, bone | 5 |
| Water | 4 |
| Thin metal | 3 |
| Thick metal | 2 |

Once animated, all materials become flexible to some extent, though fluid motion is uncommon. Animated items move like puppets, with jerky, clumsy motions. If the item was rigid initially, it makes loud creaking, groaning, or grating sounds as it moves. An animated item moves up to 60 feet a round (movement rate 6). It can be used to attack, acting like a club with a THAC0 of 20 and a damage score of 1d6 points.

## Control Light

**(psychokinetic devotion)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 6/2 |
| Range: | 25 yards |
| Area of Effect: | 400 square feet |
| Prerequisite: | None |

This power allows the user to manipulate ambient light. He can't create light from darkness, but he can create darkness from light. Use of control light can accomplish the following:

- Deepen existing shadows. A thief hidden in such shadows receives a +20% bonus to his hide-in-shadows rolls.
- Brighten existing shadows. This reduces a thief's hiding ability by 20%.
- Brighten a light source until it becomes blinding. Those exposed to the light receive a –2 penalty to attack rolls.
- Dim a light source. This has no effect on attack rolls.
- Extend shadows into areas that are well lit. Only existing shadows can be lengthened, increasing in size by 200%.
- Extend light into areas that are in shadow. Shadows can be reduced by 50%.

## Control Sound

**(psychokinetic devotion)**

| | |
|---|---|
| MAC: | 5 |
| PSP Cost: | 3/1 |
| Range: | 100 yards |
| Area of Effect: | 1 specific sound |
| Prerequisite: | None |

This power allows the user to shape and alter existing sounds. A man's words could emerge as a lion's roar, or the noise of marching soldiers can be made to sound like the wind of a sandstorm. Sounds also can be layered, so that one singer can be made to sound like a choir. Control sound can also dampen a noise. The player must specify what sound his character intends to eliminate. For example, the user might quiet the strike of a hammer or erase the creak of a door. He couldn't eliminate both at once, however.

## Control Wind

**(psychokinetic devotion)**

MAC: 5
PSP Cost: 12/5
Range: 500 yards
Area of Effect: 1,000 yards
Prerequisite: Telekinesis

With this power, a user can gain limited control over wind speed and direction. The speed of any existing wind can be increased or decreased by 10 miles per hour or 25%—whichever is greater. The direction of the wind can be changed by up to 90 degrees. These changes are temporary, lasting only as long as the PSP cost is paid. The changes occur in the round that the power is successfully activated. The wind returns to its original course and speed the round that the PSP cost is not paid.

Wind above 19 miles per hour prevents anything smaller than a human from flying and imposes a –4 modifier on missile fire. On the water, such wind makes sailing difficult. Wind gusting at more than 32 miles per hour causes minor damage to ships and buildings. This wind also kicks up clouds of dust and prevents all but the largest creatures from flying. Wind more than 55 miles per hour prevents all flight, knocks down trees and wooden buildings, and may swamp ships. Wind more than 73 miles per hour is a hurricane gale.

## Inertial Barrier

**(psychokinetic devotion)**

MAC: 6
PSP Cost: 6/2
Range: 0
Area of Effect: 3–yard diameter
Prerequisite: Telekinesis

This power is used as a defense, creating a barrier of psionic energy around the user and anyone within three yards of him. This barrier softens missile blows, shielding the user from damage by slowing and absorbing some or all of the potential damage caused by incoming attacks. However, the barrier also slows outgoing missile attacks—a drawback the user should consider.

The power protects against damage from these forms of attack: any nonmagical missile weapon; any physical missile created by magic; any missile with magical bonuses; flames; some breath weapon attacks (depending on the nature of the breath); acid; gas; all forms of disintegration; and falling (damage is halved). Inertial barrier cannot stop missiles conjured from pure magic or protect against raw heat or cold, pure energy or light, or gaze weapons. An inertial barrier cannot keep enemies out, but it does slow them. Anyone trying to cross a barrier must stop moving when contact is made. In the next round, the barrier can be crossed (either entering or exiting).

Missile weapons, whether passing into or out of the barrier, inflict damage in a modified fashion because the power saps energy from the missile. If a missile strikes its target after passing through the barrier (in either direction), the attacker rolls for damage as normal. However, the defender then rolls the same die to see how much damage the barrier absorbed. (Note: The defender doesn’t include any magical bonuses the weapon

may have.) The defender subtracts his die roll from the attacker's damage total. If anything remains, the defender loses that many hit points. If the defender's roll equals or exceeds the total damage, the weapon falls harmlessly to the ground. If the missile is explosive, the barrier prevents weapon damage but not explosive damage.

## Levitation

**(psychokinetic devotion)**

| | |
|---|---|
| MAC: | 8 (base) |
| PSP Cost: | 5/2 |
| Range: | 0 |
| Area of Effect: | Personal |
| Prerequisite: | Telekinesis |

This power allows the user to float by using telekinesis on himself. The user can lift himself at the rate of 1 foot a second, or 60 feet a round. He can descend as quickly as he wants by simply letting himself fall, then slowing down as he nears the ground. The user can always levitate his own weight. Additional weight, such as equipment or passengers, is a hindrance. Every 25 pounds of added weight improves the power's MAC by 1.

Levitation isn't flying. The power provides no horizontal movement. The user can hover motionlessly and drift with the wind, or he can push off a wall or other fixed object and drift up to 60 feet a round in a straight line. He can't stop, however, until he meets another solid object, lowers himself to the ground, or stops paying the PSP cost. Two powers—control wind and project force—can help the levitating user propel himself forward and change direction. The use of these additional powers requires the extra expenditure of PSPs and MTHAC0 rolls.

## Molecular Agitation

**(psychokinetic devotion)**

| | |
|---|---|
| MAC: | 10 |
| PSP Cost: | 7/3 |
| Range: | 40 yards |
| Area of Effect: | 1 item, 20 pounds |
| Prerequisite: | None |

This power enables the user to excite the molecules of a substance, causing paper to ignite, wood to smolder, or skin to blister, for example. The degree of destruction is as follows, depending on the number of rounds the item is agitated:

- *One round.* Readily flammable materials, such as paper and dry grass, ignite; skin becomes red and tender (1 point of damage); wood becomes dark.
- *Two rounds.* Wood smolders and smokes; metal becomes hot to the touch; skin blisters (1d4 points of damage); hair melts; paint shrivels.
- *Three rounds.* Wood ignites; metal scorches (1d4 points of damage); skin burns away (1d6 points of damage); water boils, lead melts. The damage inflicted doesn't increase beyond this round, but targets continue to suffer the 1d4 or 1d6 points for each subsequent round the power continues.
- *Four rounds.* Steel grows soft.

- *Five rounds.* Steel melts.

Magical items receive saving throws against magical fire, but a +10 penalty is applied to the number needed. The heat produced by this power is highly destructive as it comes from inside the item instead of outside.

## Molecular Manipulation
**(psychokinetic devotion)**

MAC: 7
PSP Cost: 6/2
Range: 15 yards
Area of Effect: 2 square inches
Prerequisite: Telekinesis

This power allows the user to weaken an object's molecular bonds. When stress is applied to the object or a blow is struck, it snaps. The user can create one "weak point" of approximately 2 square inches each round. Deterioration occurs across a plane (in two dimensions, not three). One round's application is enough to fatally weaken most small objects (knives, ropes, saddle straps, bows, etc.). Larger objects require more time and are subject to the DM's discretion.

The DM must decide how vulnerable molecular manipulation makes larger, oddly shaped items (such as doors and shields). An object need not be in two pieces to be useless. A small boat, for example, is unsafe if it has a crack in its hull.

## Psychometabolic Powers

Psychometabolic powers affect the user's body by altering it in some way. Revised sciences and devotions are presented in this section.

## Animal Affinity
**(psychometabolic science)**

MAC: 5
PSP Cost: 7/3
Range: 0
Area of Effect: Personal
Prerequisite: None

With this power, the user develops an affinity for a particular animal type. Roll on the list below to determine the animal type (see the Monstrous Manual for descriptions). The user undergoes a physical change when this power is used, depending on the animal and ability. For example, he may gain wings or claws.

When the user activates this power, he temporarily gains one of the animal's attributes. He can gain the animal's Armor Class; movement rate and mode; physical attacks, damage, and THAC0; hit points; or any other special ability—though only one of these can be gained at a time. The attribute lasts for every round that the cost is paid. Switching to a different attribute requires a new MTHAC0 roll.

| 1d20 | Result |
|---|---|
| 1 | Ape |

| | |
|---|---|
| 2 | Barracuda |
| 3 | Boar |
| 4 | Bull |
| 5 | Crocodile |
| 6 | Eagle, giant |
| 7 | Elephant |
| 8 | Falcon |
| 9 | Griffon |
| 10 | Grizzly bear |
| 11 | Lion |
| 12 | Panther (black leopard) |
| 13 | Draft horse |
| 14 | Peregrine falcon (hawk) |
| 15 | Rattlesnake |
| 16 | Scorpion, giant |
| 17 | Shark |
| 18 | Stag |
| 19 | Tiger |
| 20 | Wolf |

* Constrictor or poison, player's choice.

## Complete Healing

**(psychometabolic science)**

MAC: 7
PSP Cost: 25/5
Range: 0
Area of Effect: Personal
Prerequisite: None

This power allows the user to heal himself completely of all ailments, wounds, and normal diseases. He must place himself in a trance for 24 hours to accomplish the healing. The trance is deep; it can't be broken unless the user loses 5 or more hit points. During the healing trance, the user's body repairs itself at an incredible rate. At the end of the 24 hours, he awakens, restored to complete health in every regard except for the PSPs expended to use the power. If the user fails his MTHAC0 roll, the power can't be activated; the trance breaks after 1 hour, costing 5 PSPs.

## Metamorphosis

**(psychometabolic science)**

MAC: 4
PSP Cost: 6/3
Range: 0
Area of Effect: Personal
Prerequisite: None

This power resembles magical *polymorphing*, but it has a wider application. The user can change himself into anything with approximately the same mass as his body: a wolf, a chair, or even a tree. While in this form, the user retains his own hit points and THAC0, but he gains the AC of the new form. He also gains all physical attacks the form allows, but no magical or special abilities. A new attack ability depends on the form chosen; a tree, for example, can't attack, so it has no THAC0. Nonmagical movement is also gained. If the user metamorphs into another character race, use the *Monstrous Manual* book's descriptions for that race.

Some forms have intrinsic advantages. Changing into a fish or rock renders the user immune to drowning, though he doesn't retain any senses not normally associated with his new form. He may opt to keep some of his own senses when he transforms, but these are likely to give him away.

Like any massive change of shape, metamorphosis causes great physical stress. The user must make a system shock roll. If the roll fails, he expends 6 PSPs, changes form only for 1 round, and immediately passes out for 2d6 turns.

## Shadowform

**(psychometabolic science)**

| | |
|---|---|
| MAC: | 5 |
| PSP Cost: | 5/2 |
| Range: | 0 |
| Area of Effect: | Personal |
| Prerequisite: | None |

This power transforms the user into living shadow. The user, his clothing, armor, and up to 20 pounds of equipment all transform. He can blend perfectly into any other shadow. His movement rate, however, is 6 (regardless of what it was before), and he can only travel through darkness and shadow. Areas of open light are impassable.

While in shadowform, the user only can be noticed by life detection, other types of psionic detection, or by a true seeing spell. He can't harm anyone physically or manipulate any corporeal objects, but he can use psionic powers.

## Adrenaline Control

**(psychometabolic devotion)**

| | |
|---|---|
| MAC: | 6 |
| PSP Cost: | 5/2 |
| Range: | 0 |
| Area of Effect: | Personal |
| Prerequisite: | None |

This power temporarily boosts the amount of adrenaline in the user's system, giving him physical advantages. He gains 1d6 points to divide among his Strength, Dexterity, and Constitution scores as he chooses, thus increasing them while the power is in effect. He receives all of the normal bonuses for high ability scores during this period. (If used to increase Constitution, the user might temporarily gain bonus hit points. Damage suffered is subtracted from the extra hit points first.)

Exceeding racial maximums is dangerous. When an attribute is increased beyond the racial maximum and the user stops paying the PSP cost, he must make a system shock check; he suffers 1d6 points of physical damage if the roll fails.

## Body Control
**(psychometabolic devotion)**

MAC: 5
PSP Cost: 6/2
Range: 0
Area of Effect: Personal
Prerequisite: None

This power allows the user to adapt his body to a hostile environment. The change must be keyed to a specific surrounding: water, acid, extreme heat, extreme cold, an elemental plane, etc. If the power works, the user not only survives, he behaves like a native organism. He can breathe and move normally, suffering no damage from the environment. However, a character who can survive extreme cold is still vulnerable to a cone of cold spell.

## Body Equilibrium
**(psychometabolic devotion)**

MAC: 6
PSP Cost: 2/1
Range: 0
Area of Effect: Personal
Prerequisite: None

This power allows the user to adjust his body weight to correspond to the surface he's standing on. Thus, he can walk on water, quicksand, silt, or even a spider's web without sinking or breaking through. If the user is falling when he activates this power, he falls slowly enough to escape injury. Because of how light weight the user becomes when this power is in effect, he must be wary of wind gusts, which can easily blow him about.

## Body Weaponry
**(psychometabolic devotion)**

MAC: 6
PSP Cost: 6/3
Range: 0
Area of Effect: Personal
Prerequisite: None

This power allows the user to convert one of his arms into a weapon. Virtually any sort of weapon can be imitated, except ranged weapons (such as bows) or any weapon the user isn't proficient with. The arm actually becomes rock, bone, wood, or metal and assumes the weapon's form. It behaves in every respect like a normal weapon of the chosen type, with the bonus that it can't be dropped or stolen.

## Cannibalize

**(psychometabolic devotion)**

MAC: 7
PSP Cost: 0
Range: 0
Area of Effect: Personal
Prerequisite: 5th level

This power allows the user to cannibalize his own body for extra PSPs. When activated successfully, the user can take Constitution points and convert them directly to PSPs at a ratio of 1:8 (1 Constitution point equals 8 PSPs). The user can access these PSPs any time, as if they were part of his total.

The Constitution reduction isn't permanent, but it is debilitating and long-lasting. The user immediately loses bonus hit points that accompany high Constitution scores. His system shock and resurrection survival chances are reduced. All psychometabolic powers receive MAC bonuses (making them harder to use) equal to the number of Constitution points that were cannibalized. The user recovers one cannibalized point of Constitution per week of rest. Rest means staying quietly in a safe place; adventuring is not allowed.

## Cell Adjustment

**(psychometabolic devotion)**

MAC: 6
PSP Cost: 5+
Range: Touch
Area of Effect: Individual
Prerequisite: None

This power allows the user to heal wounds and cure nonmagical diseases—excluding such unnatural diseases as mummy rot and lycanthropy. He can cure a disease in 1 round by spending 5 PSPs and making a successful MTHAC0 roll. If the roll fails, the disease is too widespread in the victim's system. The user must continue spending 5 PSPs each round until he succeeds in activating the power. Note that a cure performed through this power doesn't automatically restore lost hit points. However, the user can heal up to 4 points of damage in each subsequent round by spending 5 PSPs per hit point recovered (4 hit points for 20 PSPs per round maximum). The user can't cure a disease and restore hit points during the same round.

## Chameleon Power

**(psychometabolic devotion)**

MAC: 7 (base)
PSP Cost: 4/1
Range: 0
Area of Effect: Personal
Prerequisite: None

This power changes the coloration of the user's skin, clothing, and equipment to

match the nearest background. The match is automatic; the user doesn't choose the appearance. The change takes several seconds to occur. As the user moves, the coloration shifts to reflect any changes in the surroundings.

This power makes the user extremely difficult to spot. For every round the power is in effect and the user remains still, he can avoid detection simply by successfully rolling against the power's MAC. If the user moves, the MAC score increases (to MAC 5). Chameleon power is most effective in natural surroundings, where the user's coloration can best conceal him. In an urban setting, or in an area without natural cover during broad daylight, the power's MAC score is improved to MAC 3.

## Heightened Senses

**(psychometabolic devotion)**

| | |
|---|---|
| MAC: | 7 |
| PSP Cost: | 3/1 |
| Range: | 0 |
| Area of Effect: | Personal |
| Prerequisite: | None |

This power allows the user to sharpen all his normal senses: sight, hearing, taste, smell, and touch. (DMs might allow other applications as they see fit.) With heightened senses, the user has a good chance to notice thieves hiding in shadows or moving silently. This is represented by a thief's skill chance being cut in half if someone with heightened senses is observing him. Even if the thief is already hidden, he must roll again when the user of this power enters the area.

Someone with heightened senses can also track by sense of smell. He must make an Intelligence check every turn to stay on the trail or to recover it if he loses it. While tracking, the user's movement rate is reduced by 50%. The trail can be no more than 24 hours old. Ranges for the user's hearing and seeing are tripled while this power is in effect. Further, he can ingest small quantities of possibly poisoned or impure foods, identifying the substance without causing himself harm. The user can identify almost anything by touch. He can identify any item he has previously handled and can also tell if an item was handled in the last five minutes.

## Psychoportive Powers

These powers allow psionic travel, moving a character without physical action. Revised sciences and devotions are below.

## Banishment

**(psychoportive science)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 15/6 |
| Range: | 5 yards |
| Area of Effect: | Individual |
| Prerequisite: | Teleport |

With this power, the user can teleport a creature against its will to a pocket dimension and hold it there for as long as he chooses to continue spending 15 PSPs per round. The

creature being banished must be within 5 yards of the user. The pocket dimension is featureless, with a benign environment—hot or cold, light or dark, but not so much as to cause injury.

The banished creature returns to its original location as soon as the user stops paying the PSP cost. This boomerang feature won't harm the creature. If the creature has access to the Astral or Ethereal Planes, or if it can teleport between planes, it can try to return prior to the expiration of the power by rolling an Intelligence check at –3.

## Summon Planar Creature

**(psychoportive science)**

| | |
|---|---|
| MAC: | 6 |
| PSP Cost: | 40/20 or 80/40 |
| Range: | 200 yards |
| Area of Effect: | 1 creature |
| Prerequisite: | Teleport |

With this power, the user can reach into another plane, grab whatever creature he happens to find there, and teleport it to his own plane. The creature is disoriented for 1 round after arriving, suffering a –2 penalty on all die rolls for initiative, attacks, and saving throws. The user can make the summoned creature appear anywhere within 200 yards of his position. If the user rolls the MAC number exactly, the creature appears within 10 yards. The PSP cost is 40 for a creature from the Astral or Ethereal Planes, 80 for one from the Inner or Outer Planes. Failure costs half the indicated PSPs.

The user chooses the plane from which the creature will come. He doesn't choose the creature, however; that's determined at random. A creature from the Elemental Planes is usually an elemental of the appropriate type. A creature from the Outer Planes could be a native or a visitor. DMs are encouraged to see the Planescape™ line for ideas.

This power offers no control over the summoned creature and doesn't return it to its home plane after a set amount of time—it merely teleports something from there to here. To be rid of the creature, the user must banish it, teleport it again, kill it, or somehow control it.

## Teleport

**(psychoportive science)**

| | |
|---|---|
| MAC: | 9 (base) |
| PSP Cost: | 10+/5+ |
| Range: | Unlimited |
| Area of Effect: | Personal |
| Prerequisite: | None |

This power allows the user to travel to a familiar spot. Teleport is instantaneous and always takes a character to a fixed location. There is a slight audible pop at both ends, signaling use of the power. The destination must be a place the user knows or can picture mentally. Even if the user never has been there, he may still know a location via use of ESP or another power. He can also teleport to a place even if it has changed from the way he pictures it; rearrangement won't hamper the teleport power.

Restraints don't affect this power. The user can bring his clothes, small items, and equipment (up to one-fifth of his body mass). Doubling the amount of PSPs spent to activate the power lets the user carry up to three times his body mass, or to take along up to two others he has a firm grasp on. The cost to use this power varies with the distance traveled, as indicated below.

| Distance | PSP Cost | Power's MAC |
|---|---|---|
| 10 yards | 10/5 | 9 |
| 100 yards | 20/10 | 8 |
| 1,000 yards | 30/15 | 7 |
| 10 miles | 40/20 | 6 |
| 100 miles | 50/25 | 5 |
| 1,000 miles | 60/30 | 4 |
| 10,000 miles | 70/35 | 3 |
| Interplanetary* | 100/50 | 2 |

* Teleport only works within a given plane or crystal sphere.

## Teleport Other

**(psychoportive science)**

MAC: 8 (base)
PSP Cost: 10+/5+
Range: Unlimited
Area of Effect: 1–3 individuals
Prerequisite: Teleport

This power is identical to teleport, except that it is used to teleport characters other than the user. The user stays where he is while someone else is teleported. The character must be willing to be teleported or otherwise have an open mind. If the user pays twice the usual PSP cost, he can teleport up to three characters—provided they are firmly grasping one another.

| Distance | PSP Cost | Power's MAC |
|---|---|---|
| 10 yards | 10/5 | 8 |
| 100 yards | 20/10 | 7 |
| 1,000 yards | 30/15 | 6 |
| 10 miles | 40/20 | 5 |
| 100 miles | 50/25 | 4 |
| 1,000 miles | 60/30 | 3 |
| 10,000 miles | 70/35 | 2 |
| Interplanetary* | 100/50 | 1 |

* Teleport other only works within a given plane or crystal sphere.

## Astral Projection

**(psychoportive devotion)**

MAC: 8

PSP Cost: 3/1
Range: Not applicable
Area of Effect: Personal
Prerequisite: None

This power allows the user to travel without his physical body by creating an astral form that immediately leaps into the Astral Plane. Only creatures or characters who are also on the Astral Plane can see it. A silvery cord connects the astral body to the physical one. This translucent string stretches 10 feet from the astral body before becoming invisible. If the cord is severed, both the astral and physical bodies die—killing the user. The cord is nearly indestructible, however. It only can be severed by a powerful psionic wind or the *silver sword* of a githyanki.

The Astral Plane is used to get to other destinations—a distant point on the Prime Material or a location on another plane, for example. When the user reaches his destination, a temporary physical body is formed there. It resembles the user's real body, and the two remain connected by the silvery cord. However, a temporary physical body isn't formed if the user travels to another location on the same plane as his real body. He can view that distant location in astral form, but he can't affect the area in any physical, magical, or psionic way.

## Blink

**(psychoportive devotion)**

MAC: 9
PSP Cost: 4/2
Range: 0
Area of Effect: Personal
Prerequisite: Teleport

This power allows the user to make a series of random, short-range teleportations that make him very hard to hit in combat. Each round, the user automatically blinks once at a randomly determined time in the initiative order. Roll 1d10 and note the initiative number of the blink. To strike at the user, his opponents must have a better initiative than his blink time. The user may attempt to strike before he blinks, but he must beat the blink initiative with his own roll or hold his action until the end of the round. Each blink carries the user 3d10 feet in a random direction. (Roll 1d8: 1 = straight ahead; 2 = ahead and to the right; 3 = to the right; and so on.) However, the user's blink won't carry him into a solid object or any kind of danger, such as into a fire or over a cliff.

## Dimensional Door

**(psychoportive devotion)**

MAC: 7 (base)
PSP Cost: 3/1
Range: 50+ yards
Area of Effect: Not applicable
Prerequisite: None

With this power, the user opens a human-sized portal that leads to the edge of another dimension. The edge acts as a lightning-quick transit system, carrying travelers to a destination chosen by the user. A gleaming portal appears in front of him. At the same time, an identical portal appears wherever the user wants it (within the power's range). The door can have any orientation desired. Stepping into either portal allows a character to immediately step out of the other. Both doors remain in place as long as the PSP cost is met.

A door has only one side and no thickness; it doesn't exist from the "back" and can't be used to screen missile attacks. Up to five characters each round can use a door. If a group lines up, 10 can step through a round.

Commuting via this power is disorienting. Indeed, a traveler emerges dazed and can't attack or move for a round. Even just poking a head through a door requires a system shock roll. Failure means the hero loses 50% of his current hit points and passes out for 1d6 rounds. Attacks made through a door suffer a –4 penalty. Distances between doors improve the power's MAC, as below.

| **Distance Between Doors** | **MAC Bonus** |
|---|---|
| 50 yards | 7 |
| 75 yards | 5 |
| 100 yards | 2 |
| 150 yards | 0 |
| 200 yards | –3 |

## Dimension Walk

**(psychoportive devotion)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 5/2 |
| Range: | Not applicable |
| Area of Effect: | Personal |
| Prerequisite: | None |

With this power, the user opens a vaguely shimmering portal, which lets him travel from place to place in his own dimension by piercing other dimensions at right angles. This has two advantages over a dimensional door. The first being that a dimension walk isn't physically traumatizing, and the second being that the range of travel is greater. The user can actually travel through this dimension at the speed of 21 miles per turn. However, this power allows only the user to travel, and the portal closes behind him instantly.

The user finds himself engulfed in a featureless, inky grayness. He can't see where he is or where he's going. He has only his instinct to guide him, and he must make a Wisdom check every turn. If these checks succeed, he'll find himself at his chosen destination when he steps out of the dimensional realm. If any check fails, he strays off course by several miles. The DM can place the character in any location within the maximum distance he traveled from his starting point. It's up to the user to figure out his location, as the power does nothing to help him gain his bearings.

The user can take with him whatever he can carry, though *bags of holding* and other

dimensional devices spill their contents if taken into the gray realm. If anything lives in the gray, it never bothers (or can't interact) with dimension walkers.

## Phase

**(psychoportive devotion)**

| | |
|---|---|
| MAC: | 10 |
| PSP Cost: | 6/2 |
| Range: | 0 |
| Area of Effect: | Personal |
| Prerequisite: | None |

This power allows the user to shift his body into a different frequency of motion, making him transparent to the unphased world around him. While this power is in effect, the user can walk through solid matter. No physical force or energy can harm him, though other phased objects or creatures can do so.

A phased character can move vertically at 10 feet each round; over solid ground at his normal movement rate; over water or silt at half normal; and through solid matter at one-fourth the normal rate. If a character fails to pay the cost while moving through solid matter, he suffers 3d10 points of damage, falls into a coma for 1d6 hours, and phases immediately into the Ethereal Plane. Note that a phased character isn't affected by gravity. If a hero is falling off a cliff and activates this power, he retains any momentum he had and phases into the ground 21_2 feet for every 10 feet he falls. He must then have enough PSPs to reverse his fall and phase out of the ground or suffer the consequences noted above.

A phased character receives a +2 bonus to his MAC during psionic combat and gets a +2 bonus to all saving throws vs. mind-affecting magic or effects. Conversely, his MTHAC0 receives a –2 penalty.

## Teleport Trigger

**(psychoportive devotion)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 2 per hour/1 |
| Range: | Unlimited |
| Area of Effect: | Personal |
| Prerequisite: | Teleport |

This power allows the user to establish a specific event that will instantly activate his teleport power. It is a reflexive event, occurring as soon as the conditions are met without any conscious effort on the part of the user. After successfully rolling the power's MAC number, the user must specify where he wants to teleport and define very specifically what conditions will trigger that teleport. These conditions can be anything he chooses, but they must happen in his immediate vicinity to activate the trigger.

When the teleport is triggered, the user must have enough PSPs remaining to pay the teleport cost. (If he doesn't, the power fails to activate.) He must also make a teleport MTHAC0 roll. If the roll fails, the power doesn't work. The trigger remains active as long as the user pays the PSP cost.

## Telepathic Powers

Telepathic powers involve the direct contact of two or more minds. Revised sciences and devotions are presented below in this section.

### Domination

**(telepathic science)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 6+/3+ |
| Range: | 30 yards |
| Area of Effect: | Individual |
| Prerequisite: | Mindlink |

This power only can be used on an open mind. With it, the user projects mental commands into the mind of one other being. The dominated target knows what's happening, but he can't resist the user's will, so he is forced to do nearly anything the user wishes. The target's abilities remain unaffected by this power, and he can be made to use any power he possesses—assuming the user knows about it. Domination doesn't reveal facts or secrets about the target.

When domination is attempted, the target makes a saving throw vs. spell. If successful, the target isn't dominated. If the save fails, the target falls under the user's control for as long as the user pays the PSP cost. The PSP cost is dependent on the target's level, as shown below. Later, if the target is forced to do something against his alignment, he can attempt another saving throw to regain his free will.

| **Target's Level** | **PSP Cost** |
|---|---|
| 1–5 levels or HD | 6/3 |
| 6–10 levels or HD | 12/6 |
| 11–15 levels or HD | 22/11 |
| 16–20 levels or HD | 32/16 |
| 21+ levels or HD | 50/25 |

### Mindlink

**(telepathic science)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 7+/3+ |
| Range: | Unlimited |
| Area of Effect: | Individual |
| Prerequisite: | None |

This power only can be used on an open mind, allowing the user to communicate wordlessly with any intelligent creature. This is two-way communication. It isn't the same as mind reading, because the user receives only those thoughts the target wants to send. Language isn't a barrier to mindlink. The PSP cost is determined by the target's level, as shown below.

| **Target's Level** | **PSP Cost** |
|---|---|

| | |
|---|---|
| 1–5 levels or HD | 7/3 |
| 6–10 levels or HD | 8/4 |
| 11–15 levels or HD | 9/5 |
| 16–20 levels or HD | 11/6 |
| 21+ levels or HD | 12/6 |

## Probe
**(telepathic science)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 8+/4+ |
| Range: | 2 yards |
| Area of Effect: | Individual |
| Prerequisite: | ESP |

This power only can be used against an open mind. With it, the user can dig deeply into a target's subconscious. If the target fails a saving throw vs. spell, then all of his memories and knowledge are accessible to the user—from memories deep below the surface to those still fresh in the target's mind. The information is true (or at least the target believes it to be true).

A probe can be tried during melee if the user is close enough and the target's mind is opened. The user knows when a probed spellcaster is casting a spell and what the general effects of that spell are. The user can learn the answer to one question per round, though DMs can alter this rate. Complex questions and answers may take longer than a round to resolve. The PSP cost is per the target's level, as shown below.

| **Target's Level** | **PSP Cost** |
|---|---|
| 1–5 levels or HD | 8/4 |
| 6–10 levels or HD | 9/5 |
| 11–15 levels or HD | 10/5 |
| 16–20 levels or HD | 11/6 |
| 21+ levels or HD | 13/7 |

## Psychic Surgery
**(telepathic science)**

| | |
|---|---|
| MAC: | 8 |
| PSP Cost: | 9+/5+ |
| Range: | Touch |
| Area of Effect: | Individual |
| Prerequisite: | Mindlink, 7th level |

This power allows the user to repair psionic damage. He can operate on himself if need be, but the power's MAC improves to 5. Phobias, aversions, idiocy, comas, seizures—all these mental ailments and more can be treated and cured. However, curses or magical conditions such as charms can't be cured by this power. Nor can the surgery cure possession, though it can identify such a condition and force psionic combat. Most such ailments can be cured in 1 turn. If the MTHAC0 roll fails, the problem is too great

for the user; he can try again when he gains a new experience level.

This power has two special uses. First, it can help characters unleash their wild talents. If the user performs this kind of operation successfully, the patient gains a +2% bonus to his wild talent roll.

Second, the user can make the effect of any telepathic power permanent without any PSP costs. The power isn't bestowed upon the recipient, only the effect. This has the following restrictions: 1) The power must have a range greater than 0; 2) the surgeon must know the power and successfully use it on the patient; 3) the user can't do this type of operation to himself or another psionicist; 4) only one power can be made permanent per turn, and 5) if the MTHAC0 roll equals the MAC number, the procedure takes 2 turns. Likewise, this power can also remove a permanently implanted power. The PSP cost is determined by the target's level, as below.

| **Target's Level** | **PSP Cost** |
|---|---|
| 1–5 levels or HD | 9/5 |
| 6–10 levels or HD | 10/5 |
| 11–15 levels or HD | 11/6 |
| 16–20 levels or HD | 12/6 |
| 21+ levels or HD | 14/7 |

## Awe

**(telepathic devotion)**

MAC: 6
PSP Cost: 4+/2+
Range: 0
Area of Effect: 20 yards
Prerequisite: Mindlink

This power only works on an open mind. With it, the user can cause another character to hold him in awe. Characters affected by this power are mentally cowed—they sense the user's "awesome might." They have no desire to serve or befriend the user, but they won't attack him unless forced to do so. If possible, they'll avoid the user completely and take the first opportunity to escape his presence. The PSP cost for this power is based on the target's level, as shown below.

| **Target's Level** | **PSP Cost** |
|---|---|
| 1–5 levels or HD | 4/2 |
| 6–10 levels or HD | 5/2 |
| 11–15 levels or HD | 6/3 |
| 16–20 levels or HD | 8/4 |
| 21+ levels or HD | 9/5 |

## Conceal Thoughts

**(telepathic devotion)**

MAC: 10
PSP Cost: 4/2

Range: 0
Area of Effect: 3 yards
Prerequisite: None

This defensive power protects the user against psionic or magical ESP, probes, mindlinks, and other powers and spells that read or detect thoughts. It gives the user a +2 MAC bonus and a +2 to saving throws when defending against such effects.

## ESP

**(telepathic devotion)**

MAC: 6
PSP Cost: 6+/3+
Range: Unlimited
Area of Effect: Individual
Prerequisite: None

This power only works on an open mind. Extrasensory perception (ESP) allows the user to read someone else's mind. The user can perceive surface or active thoughts. He can't use ESP to explore a target's memories or to delve into his subconscious. Most intelligent creatures tend to think in words, so language can be a barrier to understanding. Unintelligent creatures think in pictures. Magical thought, such as when a wizard casts a spell, is unintelligible to this power. However, the user can recognize such thoughts as part of the spellcasting process. The PSP cost is shown below.

| **Target's Level** | **PSP Cost** |
|---|---|
| 1–5 levels or HD | 6/3 |
| 6–10 levels or HD | 7/4 |
| 11–15 levels or HD | 8/4 |
| 16–20 levels or HD | 9/5 |
| 21+ levels or HD | 11/6 |

## Inflict Pain

**(telepathic devotion)**

MAC: 5
PSP Cost: 3+/2+
Range: Touch
Area of Effect: Individual
Prerequisite: Mindlink

`This power only can be used on an open mind. It is a particularly nasty form of torture, although no actual harm is inflicted on the target, and the power leaves no physical scars or marks. Only evil characters can learn this power freely; others find their alignments twisting toward evil if they learn and use inflict pain.

If the target is an NPC who is being questioned, he is allowed a saving throw vs. paralyzation to withstand the agony. If he fails, he begs for mercy and answers questions as the DM sees fit. If the user finds a way to employ this power in combat, the target is

still entitled to a saving throw. Success means he grits his teeth and keeps on fighting. Failure means the pain imposes a –4 penalty to his attack rolls that round or disrupts and ruins spellcasting. PSP costs depend on the target's level.

| Target's Level | PSP Cost |
|---|---|
| 1–5 levels or HD | 3/2 |
| 6–10 levels or HD | 4/2 |
| 11–15 levels or HD | 5/3 |
| 16–20 levels or HD | 6/3 |
| 21+ levels or HD | 8/4 |

## Invisibility

**(telepathic devotion)**

MAC: 6
PSP Cost: 3+/2+
Range: 100 yards
Area of Effect: Individual
Prerequisite: Mindlink

This power only can be used on open minds. It differs significantly from the spell invisibility. This is a delusion that affects specific minds, not an illusion that affects everyone; the only real change occurs in those whose minds were opened. Thus, the user must open each mind he wants to deceive, for only to these minds will he appear invisible. He can see himself, and so can anyone whose mind wasn't opened. Only beings within 100 yards can be affected by this power.

The user must make a separate MTHAC0 roll for each delusion and pay a separate PSP cost for each. A delusion is defined as one invisible character as perceived by one other being. The user can make anyone who is human size or smaller invisible with this power, not just himself. Note that this power affects vision only; observers may still be able to hear or smell "invisible" characters. PSP costs are as follows.

| Target's Level | PSP Cost |
|---|---|
| 1–5 levels or HD | 3/2 |
| 6–10 levels or HD | 4/2 |
| 11–15 levels or HD | 5/3 |
| 16–20 levels or HD | 6/3 |
| 21+ levels or HD | 8/4 |

## Life Detection

**(telepathic devotion)**

MAC: 7
PSP Cost: 3/1
Range: 100 yards
Area of Effect: Varies
Prerequisite: None

This power allows the user to scan for the presence of living, thinking creatures within a limited area. If he is scanning at short range, he can cover a large angle. At long range, the angle is significantly reduced. He can scan 180 degrees to a range of 40 yards, 90 degrees to 60 yards, or 30 degrees to 100 yards. One round of scanning detects humans, demihumans, humanoids, mammals, and monsters with 8 or more Hit Dice. A second round detects all creatures with less than 8 Hit Dice. In either case, the user receives an accurate count.

The DM should make the MTHAC0 roll and keep it secret from the player. If the user doesn't detect anything, he won't know whether nothing's there or the power failed.

## Send Thoughts

**(telepathic devotion)**

MAC: 8
PSP Cost: 3+/2+
Range: Unlimited
Area of Effect: Individual
Prerequisite: None

This power only works on an open mind, allowing the user to send his thoughts to another mind via one-way communication. He can send information or simply use the power to distract the target. If the target is a wizard casting a spell, he gets a save vs. spell. If the wizard fails his save, his concentration is broken and the spell fails. If the target is distracted while in melee combat, he receives a –2 penalty to all attack rolls.

| Target's Level | PSP Cost |
|---|---|
| 1–5 levels or HD | 3/2 |
| 6–10 levels or HD | 4/2 |
| 11–15 levels or HD | 5/3 |
| 16–20 levels or HD | 6/3 |
| 21+ levels or HD | 8/4 |

## Sight Link

**(telepathic devotion)**

MAC: 6
PSP Cost: 5+ per turn/3+
Range: Unlimited
Area of Effect: Individual
Prerequisite: Mindlink

Only usable against open minds, this power lets the user tap into another's visual senses, allowing him to see whatever that being sees. The user's own vision is unaffected. If the linked character is subjected to a gaze attack, the user must make an appropriate saving throw or also be affected by the gaze.

| Target's Level | PSP Cost |
|---|---|
| 1–5 levels or HD | 5/3 |

| | |
|---|---|
| 6–10 levels or HD | 6/3 |
| 11–15 levels or HD | 7/4 |
| 16–20 levels or HD | 8/4 |
| 21+ levels or HD | 10/5 |

## Psionic Powers Summary

Below is a listing of all psionic powers currently in the AD&D game. Each has two new statistics, a MAC score and a PSP cost, replacing the old power score, initial cost, and maintenance cost from the original source. The number to the right of the slash is the cost if the MTHAC0 roll fails. All other details of the powers remain the same, unless new descriptions have been provided in this book. Powers are from The Complete Psionics Handbook unless noted otherwise.

**Table 84: Psionic Powers**

***Clairsentient Sciences***

| Power | MAC | PSP Cost |
|---|---|---|
| Appraise | 6 | 14/6 |
| Aura sight[1] | 7 | 9/3 |
| Clairaudience[1] | 8 | 5/2 |
| Clairvoyance[1] | 7 | 5/2 |
| Cosmic awareness[2,3] | 7 | 12/6 |
| Detection[3] | 9 | 8/3 |
| Object reading[1] | 7 | 12/6 |
| Precognition | 8 | 18/10 |
| Psychic clone[2] | 6 | 16/6 |
| Sensitivity to psychic impressions | 8 | 5/3 |
| Spirit lore[2,3] | 7 | 13/5 |
| Subjective reality[2,3] | 8 | 14/7 |
| True sight[2,3] | 8 | 10/4 |

***Clairsentient Devotions***

| Power | MAC | PSP Cost |
|---|---|---|
| All-round vision[1] | 8 | 5/2 |
| Bone reading[2,3] | 10 | 15/5 |
| Combat mind[1] | 6 | 4/2 |
| Danger sense[1] | 8 | 3/1 |
| Environment[4] | 7 | 5/3 |
| Feel light | 8 | 5/3 |
| Feel moisture[4] | 9 | 3/1 |
| Feel sound[1] | 8 | 4/2 |
| Hear light | 8 | 4/2 |
| Know course[3] | 7 | 4/hour/2 |
| Know direction | 8 | 1/1 |
| Know location[1] | 8 | 8/3 |
| Martial trance[1,2] | 7 | 7/3 |
| Poison sense[1] | 10 | 1/1 |

| | | |
|---|---|---|
| Predestination2,4 | 9 | 9/year/4 |
| Probability manipulation2,3 | 6 | 10/5 |
| Psionic sense1,2 | 8 | 2/1 |
| Radial navigation | 7 | 6/hour/3 |
| Retrospection2 | 8 | 120/40 |
| Safe path2,3 | 8 | 6/3 |
| See ethereal3 | 7 | 3/1 |
| See magic3 | 9 | 6/2 |
| See sound1 | 8 | 4/2 |
| Sensitivity to observation3 | 10 | 5/2 |
| Spirit sense | 8 | 8/4 |
| Trail of destruction2,4 | 9 | 5/2 |
| Watcher's ward3 | 7 | 3/hour/1 |
| Weather prediction2,4 | 7 | 10/4 |

### *Psychokinetic Sciences*

| **Power** | **MAC** | **PSP Cost** |
|---|---|---|
| Create object1,2 | 6 | 7/3 |
| Detonate1,2 | 5 | 15/5 |
| Disintegrate2 | 7 | 30/10 |
| Kinetic control3 | 7 | 8/3 |
| Megakinesis2,3 | 8 | 20+/10+ |
| Molecular rearrangement2 | 6 | 12/hour/6 |
| Project force1,2 | 6 | 10/4 |
| Suppress magic2,3 | 5 | 8+/4+ |
| Telekinesis1 | 8 | 3+/1+ |
| Telekinetic barrier2,3 | 6 | 12/5 |
| Telekinetic flight2,3 | 8 | 7/3 |

### *Psychokinetic Devotions*

| **Power** | **MAC** | **PSP Cost** |
|---|---|---|
| Animate object1,2 | 7 | 5/2 |
| Animate shadow | 8 | 4/2 |
| Ballistic attack2 | 6 | 5/3 |
| Compact4 | 9 | 4/1 |
| Concentrate water2,4 | 6 | 10/3 |
| Control body2 | 6 | 8/4 |
| Control flames2 | 8 | 4/2 |
| Control light | 8 | 6/2 |
| Control sound1 | 5 | 3/1 |
| Control wind1,2 | 5 | 12/5 |
| Create sound2 | 7 | 5/2 |
| Cyrokinesis3 | 10 | 7/3 |

| | | |
|---|---|---|
| Deflect2,3 | 8 | 4/2 |
| Ghost writing2,4 | 9 | 5/2 |
| Inertial barrier1,2 | 6 | 6/2 |
| Levitation1,2 | 8 | 5/2 |
| Magnetize3 | 8 | 2+/1+ |
| Mass manipulation2,3 | 7 | 9/3 |
| Molecular agitation1 | 10 | 7/3 |
| Molecular bonding2,3 | 8 | 4/2 |
| Molecular manipulation1,2 | 7 | 6/2 |
| Momentum theft2,3 | 7 | 5+/3+ |
| Opposite reaction2,4 | 7 | 5/2 |
| Return flight4 | 7 | 3/1 |
| Soften | 8 | 3/1 |
| Stasis field2 | 6 | 20/10 |
| Static discharge2,3 | 7 | 5/2 |

## *Psychometabolic Sciences*

| Power | MAC | PSP Cost |
|---|---|---|
| Animal affinity1 | 5 | 7/3 |
| Complete healing1 | 7 | 25/5 |
| Death field | 3 | 35/15 |
| Elemental composition2,3 | 5 | 8/3 |
| Energy containment | 6 | 9/3 |
| Life draining | 6 | 6/3 |
| Metamorphosis1 | 4 | 6/3 |
| Nerve manipulation2,3 | 6 | 14/5 |
| Poison simulation2,3 | 6 | 16/6 |
| Regenerate2,3 | 5 | 8/turn/4 |
| Shadowform1 | 5 | 5/2 |
| Split personality2 | 8 | 15/6 |

## *Psychometabolic Devotions*

| Power | MAC | PSP Cost |
|---|---|---|
| Absorb disease | 6 | 10/4 |
| Accelerate3 | 6 | 10/5 |
| Adrenaline control1 | 6 | 5/2 |
| Alter features2,3 | 7 | 4/turn/2 |
| Aging | 5 | 9/5 |
| Biofeedback | 6 | 4/2 |
| Body control1 | 5 | 6/2 |
| Body equilibrium1 | 6 | 2/1 |
| Body weaponry1 | 6 | 6/3 |
| Cannibalize1,2 | 7 | 0 |

| | | |
|---|---|---|
| Carapace4 | 8 | 2/1 |
| Catfall | 7 | 4/2 |
| Cause decay | 6 | 4/2 |
| Cause sleep3 | 9 | 4/2 |
| Cell adjustment1 | 6 | 5+/3+ |
| Chameleon power1 | 7 | 4/1 |
| Chemical simulation | 5 | 7/3 |
| Cognitive trance3 | 8 | 4/2 |
| Displacement | 6 | 4/2 |
| Double pain | 6 | 7/2 |
| Ectoplasmic form | 5 | 9/3 |
| Enhanced strength | 8 | varies |
| Enhancement2 | 9 | 14/6 |
| Expansion | 6 | 3/1 |
| Fighting trance3 | 9 | 2/1 |
| Flesh armor | 6 | 5/2 |
| Forced symmetry4 | 7 | 12/5 |
| Gird2 | 7 | 2 _ cost |
| Graft weapon | 5 | 5/2 |
| Heightened senses1 | 7 | 3/1 |
| Immovability | 5 | 7/2 |
| Intensify2 | 6 | 6+/3+ |
| Iron will3 | 10 | 4/2 |
| Lend health | 7 | 4/1 |
| Magnify2 | 8 | varies |
| Mind over body | 8 | 10/day/4 |
| Pheromone discharge4 | 8 | 2/1 |
| Photosynthesis3 | 7 | 3/turn/1 |
| Prolong2 | 5 | 3/1 |
| Reduction | 6 | varies |
| Rigidity2,4 | 6 | 5/3 |
| Share strength | 5 | 3/1 |
| Spider touch3 | 8 | 3/1 |
| Splice2 | varies | varies |
| Strength of the land2,4 | 6 | 4/2 |
| Suspend animation | 6 | 12/5 |

## ——— *Psychoportive Sciences* ———

| **Power** | **MAC** | **PSP Cost** |
|---|---|---|
| Banishment1,2 | 8 | 15/6 |
| Planar transposition2,3 | 6 | varies |
| Probability travel | 8 | 11/hour/5 |
| Summon planar creature1,2 | 6 | 40/20 or 80/40 |
| Summon planar energy2,3 | 8 | 30/10 |

| | | |
|---|---|---|
| Teleport1 | 9 | 10+/5+ |
| Teleport other1,2 | 8 | 10+/5+ |
| Time travel2,3 | varies | 30+/hour/15+ |
| Wormhole2,3 | 7 | 12+/6+ |

## *Psychoportive Devotions*

| Power | MAC | PSP Cost |
|---|---|---|
| Astral projection1 | 8 | 3/1 |
| Blink1,2,3 | 9 | 4/2 |
| Dimensional door1 | 7 | 3/1 |
| Dimensional screen2,3 | 6 | 7/3 |
| Dimension blade2,3 | 7 | 5/2 |
| Dimension walk1 | 8 | 5/2 |
| Dream travel | 7 | 1/25miles/1 |
| Duodimension3 | 6 | 6/3 |
| Ethereal traveler4 | 8 | 5/2 |
| Phase1,3 | 10 | 6/2 |
| Phase object2,3 | 9 | 6+/3+ |
| Pocket dimension3 | 10 | 6/turn/3 |
| Shadow walk3 | 7 | 9+/4+ |
| Spatial distortion3 | 6 | 5+/3+ |
| Summon object2,3 | 6 | 30+/12+ |
| Teleport lock2,3 | 8 | 4/2 |
| Teleport object2,4 | 7 | 25+/10+ |
| Teleport trigger1,2 | 8 | 2/hour/1 |
| Time dilation2,3 | 8 | varies |
| Time duplicate2,3 | 8 | 22/11 |
| Time shift2 | 8 | 16/6 |
| Time/space anchor | 8 | 3/1 |
| Wrench | 8 | 10/5 |

## *Telepathic Sciences*

| Power | MAC | PSP Cost |
|---|---|---|
| Aura alteration2 | 8 | 10/5 |
| Domination1,2 | 8 | 6+/3+ |
| Empower2 | 4 | varies |
| Fate link2 | 5 | 6/turn/3 |
| Hallucination2,3 | 7 | varies |
| Mass domination2 | 6 | varies |
| Mindflame2,3 | 7 | 30/15 |
| Mindlink1 | 8 | 7+/3+ |
| Mindwipe2 | 5 | 8/3 |
| Probe1,2 | 8 | 8+/4+ |
| Psychic surgery1,2 | 8 | 9+/5+ |
| Superior invisibility2 | 6 | 6/rd/target |

| | | |
|---|---|---|
| Switch personality2 | 5 | 40/15 |
| Ultrablast2 | 5 | 75/25 |

## *Telepathic Devotions*

| Power | MAC | PSP Cost |
|---|---|---|
| Acceptance4 | 8 | 4/turn/2 |
| Alignment stabilization4 | 9 | 11/day/4 |
| Amnesia2,3 | 9 | varies |
| Attraction2 | 7 | 8/3 |
| Aversion2 | 7 | 8/3 |
| Awe1,2 | 6 | 4+/2+ |
| Beast mastery2,4 | 8 | 6+/day/3+ |
| Conceal thoughts1 | 10 | 4/2 |
| Convergence2 | 10 | 8/3 |
| Daydream2 | 10 | 4/2 |
| Empathy | 10 | 3/1 |
| ESP1 | 6 | 6+/3+ |
| False sensory input2 | 6 | 5/2 |
| Focus forgiveness4 | 8 | 4/hour/2 |
| Hivemind4 | 9 | 2/1 |
| Identity penetration | 8 | 6/3 |
| Impossible task4 | 9 | 6/day/3 |
| Incarnation awareness | 7 | 12/5 |
| Inflict pain1,2 | 5 | 3+/2+ |
| Insect mind4 | 7 | 3/1 |
| Invincible foes2 | 8 | 6/2 |
| Invisibility1,2 | 6 | 3+/2+ |
| Life detection1 | 7 | 3/1 |
| Mind bar | 7 | 5/2 |
| Mysterious traveler4 | 9 | 2/1 |
| Phobia amplification2 | 9 | 5/2 |
| Plant mind3 | 6 | 4/2 |
| Post-hypnotic suggestion2 | 7 | 3/HD/3 |
| Psionic inflation2 | 8 | 7/3 |
| Psionic residue4 | 8 | 15/5 |
| Psionic vampirism2,3 | 8 | varies |
| Psychic blade2,3 | 6 | 5+/2+ |
| Psychic drain2 | 7 | 14/6 |
| Psychic impersonation2 | 10 | 5/hour/2 |
| Psychic messenger | 5 | 4/2 |
| Receptacle2 | 8 | 0 |
| Reptile mind4 | 7 | 2/1 |
| Repugnance2 | 8 | 8/3 |
| Send thoughts1 | 8 | 3+/2+ |

| | | |
|---|---|---|
| Sensory suppression2,3 | 7 | varies |
| Sight link1,2 | 6 | 5+/turn/3+ |
| Sound link2 | 6 | 5+/turn/2+ |
| Suppress fear3 | 10 | 5/2 |
| Synaptic static2 | 6 | 11/5 |
| Taste link2 | 6 | 5+/turn/2+ |
| Telempathic projection2 | 9 | 5/2 |
| True worship4 | 10 | 5/2 |
| Truthear2 | 10 | 3/1 |

Notes
1 Revised power described in this book.
2 Power requires a prerequisite to use.
3 Power described in *The Will and the Way* (TSR 2431).
4 Power described in *Dragon Kings* (TSR 2408).

# Appendix: Complied Tables

**Table 2: Stamina**

| Stamina Score | Weight Allowance |
|---|---|
| 3 | 5 |
| 4–5 | 10 |
| 6–7 | 20 |
| 8–9 | 35 |
| 10–11 | 40 |
| 12–13 | 45 |
| 14–15 | 55 |
| 16 | 70 |
| 17 | 85 |
| 18 | 110 |
| 18/01–50 | 135 |
| 18/51–75 | 160 |
| 18/76–90 | 185 |
| 18/91–99 | 235 |
| 18/00 | 335 |
| 19 | 485 |
| 20 | 535 |
| 21 | 635 |
| 22 | 785 |
| 23 | 935 |
| 24 | 1,235 |
| 25 | 1,535 |

## Table 3: Muscle

| Muscle Score | Att. Adj. | Dam. Adj. | Max. Press | Open Doors | Bend Bars Lift Gates |
|---|---|---|---|---|---|
| 3 | –3 | –1 | 10 | 2 | 0% |
| 4–5 | –2 | –1 | 25 | 3 | 0% |
| 6–7 | –1 | 0 | 55 | 4 | 0% |
| 8–9 | 0 | 0 | 90 | 5 | 1% |
| 10–11 | 0 | 0 | 115 | 6 | 2% |
| 12–13 | 0 | 0 | 140 | 7 | 4% |
| 14–15 | 0 | 0 | 170 | 8 | 7% |
| 16 | 0 | +1 | 195 | 9 | 10% |
| 17 | +1 | +1 | 220 | 10 | 13% |
| 18 | +1 | +3 | 255 | 11 | 16% |
| 18/01–50 | +1 | +3 | 280 | 12 | 20% |
| 18/51–75 | +2 | +3 | 305 | 13 | 25% |
| 18/76–90 | +2 | +4 | 330 | 14 | 30% |
| 18/91–99 | +2 | +5 | 380 | 15(3) | 35% |
| 18/00 | +3 | +6 | 480 | 16(6) | 40% |
| 19 | +3 | +7 | 640 | 16(8) | 50% |
| 20 | +3 | +8 | 700 | 17(10) | 60% |
| 21 | +4 | +9 | 810 | 17(12) | 70% |
| 22 | +4 | +10 | 970 | 18(14) | 80% |
| 23 | +5 | +11 | 1,130 | 18(16) | 90% |
| 24 | +6 | +12 | 1,440 | 19(17) | 95% |
| 25 | +7 | +14 | 1,535 | 19(18) | 99% |

## Table 4: Aim

| Aim Score | Missile Adj. | Pick Pockets | Open Locks |
|---|---|---|---|
| 3 | –3 | –30% | –30% |
| 4 | –2 | –25% | –25% |
| 5 | –1 | –25% | –20% |
| 6 | 0 | –20% | –20% |
| 7 | 0 | –20% | –15% |
| 8 | 0 | –15% | –15% |
| 9 | 0 | –15% | –10% |
| 10 | 0 | –10% | –5% |
| 11 | 0 | –5% | 0% |
| 12–15 | 0 | 0% | 0% |
| 16 | +1 | 0% | +5% |
| 17 | +2 | +5% | +10% |
| 18 | +2 | +10% | +15% |
| 19 | +3 | +15% | +20% |
| 20 | +3 | +20% | +20% |
| 21 | +4 | +20% | +25% |

| | | | |
|---|---|---|---|
| 22 | +4 | +25% | +25% |
| 23 | +4 | +25% | +30% |
| 24 | +5 | +30% | +30% |
| 25 | +5 | +30% | +35% |

**Table 5 Balance**

| Balance Score | Reac. Adj. | Def. Adj. | Move Silently | Climb Walls |
|---|---|---|---|---|
| 3 | –3 | +4 | –30% | –30% |
| 4 | –2 | +3 | –30% | –25% |
| 5 | –1 | +2 | –30% | –20% |
| 6 | 0 | +1 | –25% | –20% |
| 7 | 0 | 0 | –25% | –15% |
| 8 | 0 | 0 | –20% | –15% |
| 9 | 0 | 0 | –20% | –10% |
| 10 | 0 | 0 | –15% | –5% |
| 11 | 0 | 0 | –10% | 0% |
| 12 | 0 | 0 | –5% | 0% |
| 13–14 | 0 | 0 | 0% | 0% |
| 15 | 0 | –1 | 0% | 0% |
| 16 | +1 | –2 | 0% | 0% |
| 17 | +2 | –3 | +5% | +5% |
| 18 | +2 | –4 | +10% | +10% |
| 19 | +3 | –4 | +15% | +15% |
| 20 | +3 | –4 | +15% | +20% |
| 21 | +4 | –5 | +20% | +20% |
| 22 | +4 | –5 | +20% | +25% |
| 23 | +5 | –6 | +25% | +25% |
| 24 | +5 | –6 | +25% | +30% |
| 25 | +5 | –6 | +30% | +30% |

**Table 6: Health**

| Health Score | System Shock | Poison Save |
|---|---|---|
| 3 | 35% | 0 |
| 4 | 40% | 0 |
| 5 | 45% | 0 |
| 6 | 50% | 0 |
| 7 | 55% | 0 |
| 8 | 60% | 0 |
| 9 | 65% | 0 |
| 10 | 70% | 0 |
| 11 | 75% | 0 |
| 12 | 80% | 0 |
| 13 | 85% | 0 |
| 14 | 88% | 0 |

| | | |
|---|---|---|
| 15 | 90% | 0 |
| 16 | 95% | 0 |
| 17 | 97% | 0 |
| 18 | 99% | 0 |
| 19 | 99% | +1 |
| 20 | 99% | +1 |
| 21 | 99% | +2 |
| 22 | 99% | +2 |
| 23 | 99% | +3 |
| 24 | 99% | +3 |
| 25 | 100% | +4 |

**Table 7: Fitness**

| Fitness Score | Hit Point Adjustment | Resurrection Chance |
|---|---|---|
| 3 | –2 | 40% |
| 4 | –1 | 45% |
| 5 | –1 | 50% |
| 6 | –1 | 55% |
| 7 | 0 | 60% |
| 8 | 0 | 65% |
| 9 | 0 | 70% |
| 10 | 0 | 75% |
| 11 | 0 | 80% |
| 12 | 0 | 85% |
| 13 | 0 | 90% |
| 14 | 0 | 92% |
| 15 | +1 | 94% |
| 16 | +2 | 96% |
| 17 | +2(+3) | 98% |
| 18 | +2(+4) | 100% |
| 19 | +2(+5) | 100% |
| 20 | +2(+5)* | 100% |
| 21 | +2(+6)** | 100% |
| 22 | +2(+6)** | 100% |
| 23 | +2(+6)*** | 100% |
| 24 | +2(+7)*** | 100% |
| 25 | +2(+7)*** | 100% |

**Table 8: Reason**

| Reason Score | Spell Level | Max. # Spells | Spell Immunity |
|---|---|---|---|
| 3–8 | — | — | — |
| 9 | 4th | 6 | — |
| 10–11 | 5th | 7 | — |
| 12 | 6th | 7 | — |

| | | | |
|---|---|---|---|
| 13 | 6th | 9 | — |
| 14 | 7th | 9 | — |
| 15 | 7th | 11 | — |
| 16 | 8th | 11 | — |
| 17 | 8th | 14 | — |
| 18 | 9th | 18 | — |
| 19 | 9th | All | 1 |
| 20 | 9th | All | 2 |
| 21 | 9th | All | 3 |
| 22 | 9th | All | 4 |
| 23 | 9th | All | 5 |
| 24 | 9th | All | 6 |
| 25 | 9th | All | 7 |

**Table 9: Knowledge**

| Knowledge Score | Bonus # Profs. | % Learn Spell |
|---|---|---|
| 3–8 | 1 | — |
| 9 | 2 | 35% |
| 10 | 2 | 40% |
| 11 | 2 | 45% |
| 12 | 3 | 50% |
| 13 | 3 | 55% |
| 14 | 4 | 60% |
| 15 | 4 | 65% |
| 16 | 5 | 70% |
| 17 | 6 | 75% |
| 18 | 7 | 85% |
| 19 | 8 | 95% |
| 20 | 9 | 96% |
| 21 | 10 | 97% |
| 22 | 11 | 98% |
| 23 | 12 | 99% |
| 24 | 15 | 100% |
| 25 | 20 | 100% |

**Table 10: Intuition**

| Intuition Score | Bonus Spells | % Spell Failure |
|---|---|---|
| 3 | 0 | 50% |
| 4 | 0 | 45% |
| 5 | 0 | 40% |
| 6 | 0 | 35% |
| 7 | 0 | 30% |
| 8 | 0 | 25% |
| 9 | 0 | 20% |

| | | |
|---|---|---|
| 10 | 0 | 15% |
| 11 | 0 | 10% |
| 12 | 0 | 5% |
| 13 | 1st | 0% |
| 14 | 1st | 0% |
| 15 | 2nd | 0% |
| 16 | 2nd | 0% |
| 17 | 3rd | 0% |
| 18 | 4th | 0% |
| 19 | 1st, 3rd | 0% |
| 20 | 2nd, 4th | 0% |
| 21 | 3rd, 5th | 0% |
| 22 | 4th, 5th | 0% |
| 23 | 1st, 6th | 0% |
| 24 | 5th, 6th | 0% |
| 25 | 6th, 7th | 0% |

**Table 11: Willpower**

| Willpower Score | Magic Def. Adj. | Spell Immunity |
|---|---|---|
| 3 | –3 | — |
| 4 | –2 | — |
| 5 | –1 | — |
| 6 | –1 | — |
| 7 | –1 | — |
| 8–14 | — | — |
| 15 | +1 | — |
| 16 | +2 | — |
| 17 | +3 | — |
| 18 | +4 | — |
| 19 | +4 | 1* |
| 20 | +4 | 2* |
| 21 | +4 | 3* |
| 22 | +4 | 4* |
| 23 | +4 | 5* |
| 24 | +4 | 6* |
| 25 | +4 | 7* |

**Table 12: Leadership**

| Leadership Score | Loyalty Base | # of Henchmen |
|---|---|---|
| 3 | –6 | 1 |
| 4 | –5 | 1 |
| 5 | –4 | 2 |
| 6 | –3 | 2 |
| 7 | –2 | 3 |

| | | |
|---|---|---|
| 8 | –1 | 3 |
| 9–11 | 0 | 4 |
| 12–13 | 0 | 5 |
| 14 | +1 | 6 |
| 15 | +3 | 7 |
| 16 | +4 | 8 |
| 17 | +6 | 10 |
| 18 | +8 | 15 |
| 19 | +10 | 20 |
| 20 | +12 | 25 |
| 21 | +14 | 30 |
| 22 | +16 | 35 |
| 23 | +18 | 40 |
| 24 | +20 | 45 |
| 25 | +20 | 50 |

**Table 13: Appearance**

| Appearance Score | Reaction Adjustment |
|---|---|
| 3 | –5 |
| 4 | –4 |
| 5 | –3 |
| 6 | –2 |
| 7 | –1 |
| 8–12 | 0 |
| 13 | +1 |
| 14 | +2 |
| 15 | +3 |
| 16 | +5 |
| 17 | +6 |
| 18 | +7 |
| 19 | +8 |
| 20 | +9 |
| 21 | +10 |
| 22 | +11 |
| 23 | +12 |
| 24 | +13 |
| 25 | +14 |

**Point Allotments for Starting Characters by Race**

| Race | Character Points |
|---|---|
| Dwarves | 45 |
| Elves | 45 |
| Gnomes | 45 |
| Halflings | 35 |
| Half-elves | 25 |

| | |
|---|---|
| Half-orcs | 15 |
| Half-ogres | 15 |
| Humans | 10 |

## Racial Abilities

Racial abilities cost 5 to 15 character points each, or they can be purchased for varying amounts as character packages.

## Point Allotments for Starting Characters by Class

| Class | Character Points |
|---|---|
| Fighter | 15 |
| Paladin | 60 |
| Ranger | 60 |
| Thieves | 80 |
| Bards | 70 |
| Clerics | 125 |
| Druid | 100 |
| Wizard | 40 |
| Specialist Wizard | 30 |

All class abilities cost 5 to 15 character points.

## Nonplayer Character Point Allotment

| Class | Character Points |
|---|---|
| Apprentice | 10 |
| Skilled | 15 |
| Master | 20 |

## Bonus Points

Bonus proficiency points for a high Intelligence can be spent on Intelligence-based nonweapon proficiencies. Fighters can spend the points on weapon proficiencies or on Intelligence-based nonweapon proficiencies.

## Table 1: Background Events

| 1d20 | Event |
|---|---|
| 1 | Accused of a crime |
| 2 | Apprenticeship |
| 3 | Enslaved |
| 4 | Exiled |
| 5 | Failed business venture |
| 6 | Fell in love |
| 7 | Fled a disaster |
| 8 | Found or stole a valuable item |
| 9 | Homeless |
| 10 | Ideological differences |
| 11 | Joined the circus |

| | |
|---|---|
| 12 | Kidnapped |
| 13 | Killed someone |
| 14 | Made a powerful enemy |
| 15 | Orphaned |
| 16 | Ran away from home |
| 17 | Reformed |
| 18 | Touched by magic |
| 19 | Went to sea |
| 20 | Witnessed a crime |

**Table 27: Thieving Skill Base Scores**

| Skill | Base Chance |
|---|---|
| Pick Pockets | 15% |
| Open Locks | 10% |
| Find/Remove Traps | 5% |
| Move Silently | 10% |
| Hide in Shadows | 5% |
| Detect Noise | 15% |
| Climb Walls | 60% |
| Read Languages | 0% |
| Detect magic | 5% |
| Detect illusion | 10% |
| Bribe | 5% |
| Tunneling | 15% |
| Escape bonds | 10% |

**Table 14: Racial Requirements**

| Ability | Dwarf | Elf | Gnome | Half-elf | Half-orc | Half-ogre | Halfling | Human |
|---|---|---|---|---|---|---|---|---|
| Str | 8/18 | 3/18 | 6/18 | 3/18 | 6/18 | 14/18 | 7/18* | 3/18 |
| Dex | 3/17 | 6/18 | 3/18 | 6/18 | 3/17 | 3/12 | 7/18 | 3/18 |
| Con | 11/18 | 7/18 | 8/18 | 6/18 | 8/18 | 14/18 | 10/18 | 3/18 |
| Int | 3/18 | 8/18 | 6/18 | 4/18 | 3/17 | 3/12 | 6/18 | 3/18 |
| Wis | 3/18 | 3/18 | 3/18 | 3/18 | 3/14 | 3/12 | 3/17 | 3/18 |
| Cha | 3/17 | 8/18 | 3/18 | 3/18 | 3/12 | 3/8 | 3/18 | 3/18 |

*Halfling fighters cannot possess exceptional Strength scores.

**Table 15: Racial Adjustments**

| Race | Adjustments |
|---|---|
| Dwarf | +1 Con, –1 Cha |
| Elf | +1 Dex, –1 Con |
| Gnome | +1 Int, –1 Wis |
| Half-elf | None |
| Half-orc | +1 Str, +1 Con, –2 Cha |
| Half-ogre | +1 Str, +1 Con, –1 Int, –1 Cha |
| Halfling | +1 Dex, –1 Str |
| Human | None |

## Table 16: Racial Level Limits

| Class | Dwarf | Elf | Gnome | Half-elf | Half-orc | Half-ogre | Halfling | Human |
|---|---|---|---|---|---|---|---|---|
| Bard | — | — | — | U | — | — | — | U |
| Cleric | 10 | 12 | 9 | 14 | 4 | 4 | 8 | U |
| Druid | — | — | — | 9 | — | — | — | U |
| Fighter | 15 | 12 | 11 | 14 | 10 | 12 | 9 | U |
| Illusionist | — | — | 15 | — | — | — | — | U |
| Wizard | — | 15 | — | 12 | — | — | — | U |
| Paladin | — | — | — | — | — | — | — | U |
| Ranger | — | 15 | — | 16 | — | — | — | U |
| Thief | 12 | 12 | 13 | 12 | 8 | — | 15 | U |

**U** This symbol represents unlimited class advancement for characters of those races this.
— A member of this race cannot choose this class.

## Table 41: Character Kit Table

**Roll percentile dice to determine an adventurer's kit.**

| | | | | | |
|---|---|---|---|---|---|
| 01–03 | Acrobat | 33–35 | Jester | 66–68 | Savage |
| 04–06 | Amazon | 36–39 | Mariner | 69–72 | Scholar |
| 07–09 | Animal Master | 40–42 | Merchant | 73–76 | Scout |
| 10–12 | Assassin | 43–45 | Mystic | 77–79 | Sharpshooter |
| 13–16 | Barbarian | 46–48 | Noble | 80–83 | Soldier |
| 17–19 | Beggar | 49–51 | Outlaw | 84–86 | Smuggler |
| 20–22 | Cavalier | 52–55 | Peasant Hero | 87–89 | Spy |
| 23–25 | Diplomat | 56–58 | Pirate | 90–93 | Swashbuckler |
| 26–29 | Explorer | 59–62 | Pugilist | 94–96 | Thug |
| 30–32 | Gladiator | 63–65 | Rider | 97–00 | Weapon Master |

## Table 28: Thieving Skill Racial Adjustments

| Skill | Dwarf | Elf | Gnome | Half-elf | Half-orc | Half-ogre | Halfling | Human |
|---|---|---|---|---|---|---|---|---|
| Pick Pockets | — | +5% | — | +10% | — | –5% | +5% | — |
| Open Locks | +10% | –5% | +5% | — | — | +5% | +5% | — |
| Find/Remove Traps | +15% | — | +10% | — | +5% | — | +5% | — |
| Move Silently | — | +5% | +5% | — | — | –5% | +10% | — |
| Hide in Shadows | — | +10% | +5% | +5% | — | –5% | +15% | — |
| Detect Noise | — | +5% | +10% | — | +5% | +10% | +5% | — |
| Climb Walls | –10% | — | –15% | — | — | +10% | –15% | — |
| Read Languages | –5% | — | — | — | — | –10% | –5% | — |
| Detect magic | +5% | +10% | +5% | +5% | — | –5% | +5% | — |
| Detect illusion | +5% | — | +10% | +5% | –5% | –10% | — | — |
| Bribe | –5% | +15% | +5% | +5% | +10% | +5% | — | — |
| Tunneling | +10% | –10% | +5% | –5% | — | –5% | +5% | — |
| Escape bonds | — | — | — | — | — | +5% | +10% | — |

## Table 29: Thieving Skill Dexterity Adjustments

| | Aim, Balance, or Dexterity | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| **Skill** | **9** | **10** | **11** | **12** | **13–15** | **16** | **17** | **18** | **19** | **20** | **21** | **22** |
| *Pick Pockets* | –15% | –10% | –5% | — | — | — | +5% | +10% | +15% | +20% | +20% | +25% |
| *Open Locks* | –10% | –5% | — | — | — | +5% | +10% | +15% | +20% | +20% | +25% | +25% |

| | | | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| *Find/Remove Traps* | –10% | –10% | –5% | — | — | — | — | +5% | +10% | +15% | +20% | +20% |
| Move Silently | –20% | –15% | –10% | –5% | — | — | +5% | +10% | +15% | +15% | +20% | +20% |
| Hide in Shadows | –10% | –5% | — | — | — | — | +5% | +10% | +15% | +20% | +25% | +30% |
| Climb Walls | –10% | –5% | — | — | — | — | +5% | +10% | +15% | +20% | +20% | +25% |
| Tunneling | –10% | –5% | — | — | — | — | — | +5% | +10% | +15% | +20% | +30% |
| Escape Bonds | –15% | –10% | –5% | — | — | — | +5% | +10% | +15% | +20% | +25% | +30% |

## Table 30: Thieving Skill Armor Adjustments

| Skill | No Armor | Elven Chain | Padded or Studded Leather |
|---|---|---|---|
| Pick Pockets | +5% | –20% | –30% |
| Open Locks | — | –5% | –10% |
| Find/Remove Traps | — | –5% | –10% |
| Move Silently | +10% | –10% | –20% |
| Hide in Shadows | +5% | –10% | –20% |
| Detect Noise | — | –5% | –10% |
| Climb Walls | +10% | –20% | –30% |
| Tunneling | +10% | –5% | –10% |
| Escape bonds | +5% | –5% | –5% |

## Table 31: Bard Scroll Use

| Bard Level | % Chance |
|---|---|
| 1–2 | 10% |
| 3-4 | 20% |
| 5-6 | 30% |
| 7 | 40% |
| 8 | 50% |
| 9 | 60% |
| 10 | 70% |
| 11+ | 80% |

## Table 45: Nonweapon Proficiency Groups

### GENERAL

| Proficiency | Cost* | Initial Rating | Ability |
|---|---|---|---|
| Agriculture | 3 | 7 | Intelligence/Knowledge |
| Animal Handling | 3 | 7 | Wisdom/Willpower |
| Animal Training | 4 | 5 | Wisdom/Willpower, Charisma/Leadership |
| Blacksmithing | 4 | 6 | Strength/Muscle, Intelligence/Knowledge |
| Boat Piloting | 2 | 6 | Strength/Muscle, Intelligence/Reason |
| Brewing | 3 | 8 | Intelligence/Knowledge |
| Carpentry | 3 | 7 | Strength/Stamina, Intelligence/Knowledge |
| Cobbling | 3 | 7 | Dexterity/Aim, Intelligence/Knowledge |
| Cooking | 3 | 7 | Intelligence/Reason |
| Dancing | 2 | 6 | Dexterity/Balance, Charisma/Appearance |
| Deep Diving | 2 | 5 | Dexterity/Balance, Constitution/Health |
| Engineering | 4 | 5 | Intelligence/Reason, Wisdom/Intuition |
| Etiquette | 2 | 8 | Charisma/Appearance, Wisdom/Intuition |
| Fire-building | 2 | 8 | Wisdom/Intuition, Intelligence/Reason |

| | | | |
|---|---|---|---|
| Fishing | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Gaming | 2 | 5 | Wisdom/Intuition, Intelligence/Knowledge |
| Heraldry | 2 | 8 | Intelligence/Knowledge |
| Leather working | 3 | 7 | Intelligence/Knowledge, Dexterity/Aim |
| Mining | 5 | 5 | Wisdom/Intuition, Strength/Stamina |
| Modern languages | 2 | 9 | Intelligence/Knowledge |
| Musical Instrument | 2 | 7 | Charisma/Leadership |
| Navigation | 3 | 6 | Intelligence/Knowledge, Wisdom/Intuition |
| Orienteering | 3 | 7 | Intelligence/Knowledge, Wisdom/Intuition |
| Painting | 2 | 7 | Dexterity/Aim, Wisdom/Intuition |
| Pottery | 3 | 7 | Dexterity/Aim |
| Riding, Airborne | 4 | 5 | Wisdom/Willpower, Dexterity/Balance |
| Riding, Land | 2 | 8 | Wisdom/Willpower, Dexterity/Balance |
| Rope Use | 2 | 8 | Dexterity/Aim, Wisdom/Intuition |
| Sculpting | 2 | 5 | Dexterity/Aim, Wisdom/Intuition |
| Singing | 2 | 5 | Charisma/Leadership |
| Seamanship | 3 | 8 | Wisdom/Intuition, Dexterity/Balance |
| Stonemasonry | 4 | 5 | Strength/Stamina, Wisdom/Intuition |
| Swimming | 2 | 9 | Strength/Stamina |
| Tailoring | 3 | 7 | Dexterity/Aim, Intelligence/Reason |
| Weather Knowledge | 2 | 7 | Wisdom/Intuition |
| Weaving | 3 | 6 | Intelligence/Reason, Dexterity/Aim |

**PRIEST**

| **Proficiency** | **Cost*** | **Initial Rating** | **Ability** |
|---|---|---|---|
| Ancient History | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Ancient Languages | 4 | 5 | Intelligence/Knowledge |
| Astrology | 3 | 5 | Wisdom/Intuition, Intelligence/Knowledge |
| Healing | 4 | 5 | Wisdom/Intuition, Charisma/Leadership |
| Herbalism | 3 | 6 | Intelligence/Knowledge, Wisdom/Intuition |
| Local History | 2 | 8 | Intelligence/Knowledge, Charisma/Appearance |
| Reading/Writing | 2 | 8 | Intelligence/Knowledge |
| Religion | 2 | 6 | Wisdom/Intuition |
| Spellcraft | 3 | 7 | Intelligence/Reason |

**Table 45: Nonweapon Proficiency Groups (continued)**

**ROGUE**

| **Proficiency** | **Cost*** | **Initial Rating** | **Ability** |
|---|---|---|---|
| Ancient History | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Appraising | 2 | 8 | Intelligence/Reason, Wisdom/Intuition |
| Blind-fighting | 4 | NA/6 | Wisdom/Intuition, Dexterity/Balance |
| Cryptography | 3 | 6 | Intelligence/Reason, Wisdom/Intuition |
| Disguise | 4 | 5 | Wisdom/Intuition, Charisma/Leadership |
| Forgery | 3 | 5 | Dexterity/Aim, Wisdom/Willpower |
| Gem Cutting | 3 | 6 | Dexterity/Aim |

| | | | |
|---|---|---|---|
| Juggling | 3 | 7 | Dexterity/Aim |
| Jumping | 2 | 8 | Strength/Muscle, Dexterity/Balance |
| Local History | 2 | 8 | Intelligence/Knowledge, Charisma/Appearance |
| Reading Lips | 3 | 7 | Intelligence/Knowledge, Wisdom/Intuition |
| Set Snares | 3 | 6 | Dexterity/Aim, Wisdom /Intuition |
| Tightrope Walking | 3 | 5 | Dexterity/Balance |
| Throwing | 2 | 8 | Dexterity/Aim, Strength/Muscle |
| Tumbling | 3 | 7 | Dexterity/Balance, Strength/Muscle |
| Ventriloquism | 4 | 5 | Intelligence/Knowledge, Charisma/Leadership |

**WARRIOR**

| **Proficiency** | **Cost*** | **Initial Rating** | **Ability** |
|---|---|---|---|
| Animal Lore | 3 | 7 | Intelligence/Knowledge, Wisdom/Intuition |
| Armorer | 5 | 5 | Intelligence/Knowledge, Strength/Muscle |
| Blind-fighting | 4 | NA/6 | Wisdom/Intuition, Dexterity/Balance |
| Bowyer/Fletcher | 5 | 6 | Intelligence/Knowledge, Dexterity/Aim |
| Charioteering | 4 | 5 | Dexterity/Balance, Wisdom/Willpower |
| Endurance | 2 | 3 | Constitution/Fitness |
| Hunting | 2 | 7 | Wisdom/Intuition |
| Mountaineering | 4 | 7 | Strength/Stamina, Wisdom/Willpower |
| Running | 2 | 5 | Strength/Stamina, Constitution/Fitness |
| Set Snares | 4 | 8 | Dexterity/Aim, Wisdom/Intuition |
| Survival | 3 | 6 | Intelligence/Knowledge, Wisdom/Willpower |
| Tracking | 4 | 7 | Wisdom/Intuition |
| Weaponsmithing | 5 | 5 | Intelligence/Knowledge, Dexterity/Aim |

**WIZARD**

| **Proficiency** | **Cost*** | **Initial Rating** | **Ability** |
|---|---|---|---|
| Ancient History | 3 | 6 | Wisdom/Intuition, Intelligence/Knowledge |
| Ancient Languages | 4 | 5 | Intelligence/Knowledge |
| Astrology | 3 | 5 | Wisdom/Intuition, Intelligence/Knowledge |
| Astronomy | 2 | 7 | Intelligence/Knowledge |
| Cryptography | 3 | 6 | Intelligence/Reason, Wisdom/Intuition |
| Gem Cutting | 3 | 6 | Dexterity/Aim |
| Herbalism | 3 | 6 | Intelligence/Knowledge, Wisdom/Intuition |
| Reading/Writing | 2 | 8 | Intelligence/Knowledge |
| Religion | 2 | 6 | Wisdom/Intuition |
| Spellcraft | 3 | 7 | Intelligence/Reason |

*Cost in character points

**Table 46: Traits**

| **Trait** | **Character Point Cost** |
|---|---|

| | |
|---|---|
| Allure | 4 |
| Alertness | 6 |
| Ambidexterity | 4 |
| Animal Empathy | 4 |
| Artistic Ability | 4 |
| Climate Sense | 4 |
| Double-jointed | 4 |
| Empathy | 4 |
| Fast Healer | 6 |
| Glibness | 4 |
| Impersonation | 5 |
| Inherent Immunity/Poison | 6 |
| Inherent Immunity/Disease | 5 |
| Inherent Immunity/Cold | 4 |
| Inherent Immunity/Heat | 5 |
| Internal Compass | 5 |
| Keen eyesight | 5 |
| Keen Hearing | 5 |
| Keen Smell | 6 |
| Keen Taste | 4 |
| Keen Touch | 4 |
| Light Sleeper | 5 |
| Lucky | 6 |
| Music/Singing | 5 |
| Music/Instrument | 4 |
| Obscure Knowledge | 4 |
| Precise Memory | 4 |

## Table 44: Ability Modifiers to Proficiency Scores

| Ability/ Subability | Proficiency Modifier |
|---|---|
| 3 | –5 |
| 4 | –4 |
| 5 | –3 |
| 6 | –2 |
| 7 | –1 |
| 8–13 | 0 |
| 14 | +1 |
| 15 | +2 |
| 16 | +3 |
| 17 | +4 |
| 18+ | +5 |

## Weapon Proficiency Slots

| Class | Character Point Cost per Slot |
|---|---|
| Warrior | 2 |
| Rogue | 3 |

| | |
|---|---|
| Priest | 3 |
| Wizard | 3 |

## Table 47: Disadvantages

| | Character Point Bonus | |
|---|---|---|
| **Disadvantage** | **Moderate** | **Severe** |
| Allergies | 3 | 8 |
| Bad Tempered | 6 | — |
| Bruise Easily | 8 | — |
| Clumsy | 4 | 8 |
| Colorblind | 3 | — |
| Compulsive Honesty | 8 | — |
| Cowardice | 7 | 15 |
| Deep Sleeper | 7 | — |
| Fanaticism | 8 | — |
| Greed | 7 | — |
| Irritating Personality | 6 | — |
| Lazy | 7 | — |
| Powerful Enemy | 10 | — |
| Phobia: Crowds | 4 | 10 |
| Phobia: Darkness | 5 | 11 |
| Phobia: Enclosed Spaces | 5 | 11 |
| Phobia: Heights | 5 | 10 |
| Phobia: Magic | 8 | 14 |
| Phobia: Monster (specific) | 4 | 9 |
| Phobia: Snakes | 5 | 10 |
| Phobia: Spiders | 5 | 10 |
| Phobia: Undead | 8 | 14 |
| Phobia: Water | 6 | 12 |
| Tongue-tied | 6 | — |
| Unlucky | 8 | — |

## Table 48: Weapon Proficiency CP Costs

| **Class** | **Cost** |
|---|---|
| Warrior | 2 |
| Rogue | 3 |
| Priest | 3 |
| Wizard | 3 |

## Purchasing Weapon Proficiencies Out of Class

| **Character Class** | **Class Weapon is From** | **Character Point Cost** |
|---|---|---|
| Rogue | Warrior | 4 |
| Priest | Warrior | 4 |
| Wizard | Rogue | 5 |
| Wizard | Warrior | 6 |

Warriors can purchase a proficiency in any single weapon at a cost of 2 character points.

### Table 50: Nonproficiency Attack Penalties

| Class | Nonproficiency | Familiarity |
|---|---|---|
| Warrior | –2 | –1 |
| Wizard | –5 | –3 |
| Priest | –3 | –2 |
| Rogue | –3 | –2 |
| Psionicist | –4 | –2 |
| Nonclassed NPC | –4 | –2 |

### Table 51: Shield Proficiency Effects

| Shield Type | AC Bonus | #Attackers |
|---|---|---|
| Buckler | +1 | One |
| Small | +2 | Two |
| Medium | +3 | Three |
| Body | +3/+4 vs. missiles | Four |

### Table 52: Fighting Styles by Character Class

| Fighting Style | Eligible Classes |
|---|---|
| One-handed Weapon | All |
| Weapon and Shield | Warriors, Priests |
| Two-handed Weapon | Warriors, Priests, Mages |
| Two Weapon | Warriors, Rogues |
| Missile | Warriors, Rogues |
| Horse Archer | Warriors, Rogues |
| Thrown Weapon | All |
| Special* | Varies |

* This category includes styles specific to certain weapons and/or cultural backgrounds. Examples include the net and trident style used by some Roman gladiators, or the twin sais of a skilled ninja.

### Two Weapon Style

The proficiency slot spent to specialize in this difficult style requires 1 additional character point when it is first acquired—except for rangers, who can buy it for the same cost as any other fighting style specialization.

### Designating a Weapon of Choice

| Character Class | Character Point Cost |
|---|---|
| Warrior | 2 |
| Rogues | 3 |
| Priests | 3 |
| Wizards | 4 |

### Gaining Proficiencies in Weapon Groups,

### Warriors Only

| Character Point Cost | Group |
|---|---|
| 4 | tight |
| 6 | broad |

### Table 53: Gaining Weapon Specialization

| Character Class | Character Point Cost | Minimum Level |
|---|---|---|
| Fighter | 2 | 1 |
| Multi-class Fighter | 4 | 2 |
| Ranger/Paladin | 4 | 3 |
| Priest | 6 | 5 |
| Rogues | 8 | 6 |
| Wizards | 10 | 7 |

### Gaining Weapon Expertise

| Character Class | Character Point Cost* |
|---|---|
| Warrior | 2 |
| Rogues | 4 |
| Priests | 4 |
| Wizards | 5 |

* The character point cost is reduced by 1 if the character elects to gain an expertise with his weapon of choice.

### Table 54: Gaining Weapon Mastery

| Character Class | Character Point Cost | Minimum Level |
|---|---|---|
| Fighter | 2 | 5 |
| Multi-class Fighter | 8 | 6 |
| Ranger/Paladin | 8 | 7 |

### Buying Character Points

Characters can buy character points with wealth. Exchanging one-third of a character's money nets 1 point. At the DM's discretion, up to 3 point can be gained this way.

### Gaining Character Points

Each time a character gains an experience level, he also gains 3 to 5 character points—at the DM's discretion—that can be used on weapon and nonweapon proficiencies or saved for use during the game.

1d12 for hit points 47

# Index

# A


Aarakocra
Abilities, dwarven
    elven
    gnome
    half ogre
    half-elf
    half-orc
    halfling
    relevant to proficiencies
Abilities and restrictions
    racial
Abilities vs. thief skills
Ability adjustments, racial
Ability checks
Ability modifiers
to proficiency scores
Ability point generation
Ability score adjustments, racial
Ability score requirements
Ability score systems
    new
Ability scores
maximum
minimum
Access to schools
Access to spheres
Accused of a crime
Acquiring character traits
Acrobat
Active sense of smell
Acute taste
Adrenaline control
Agriculture
Aim
Aim bonus
Alaghi
Alchemist
Alertness
Alignment, psionicists
All-round vision
Allergies
Allure

Alter moods
Alternate subability method
Amazon
Ambidexterity
Amphibious
Ancient history
Ancient languages
Ancient settings equipment
Animal affinity
Animal empathy
Animal friendship
Animal handling
Animal lore
Animal master
Animal training
Animate object
Antennae
Appearance
Appraising
Apprentice
Apprenticeship
Aquatic elves
Armor adjustments, thieving skills
Armor proficiency
Armor restrictions, psionicists
Armor table
Armored wizard
Armorer
Artistic ability
Assassin
Astral projection
Astrology
Astronomy
Attack adjustment
Attack bonus
Attack modes
Attack penalties, nonproficiency
Attacked last
Attacks by level, warriors
Aura sight
Automatic proficiency failure
Automatic spells
Automatic success
Awe
Axe bonus

## B

Background events
Backpacks
Backstab
Bad tempered
Balance
bonus
Banishment
Barbarian
Bard
Base movement
Base scores, bard skills
    thief skills
Beggar
Belt pouches
Bend bars/lift gates
Better balance
Blacksmithing
Blind-fighting
Blink
Body control
Body equilibrium
Body weaponry
Bonus proficiencies
Bonus spells
Bow bonus
Bowyer/fletcher
Brewing
Bribe
Broad groups, weapons
Bronze age equipment
Bruise easily
Bugbear
Building a fighter
Bulk
Bullywug
Buying character points

## C

Campaign considerations
Cannibalize
Carpentry
Casting reduction
Cavalier

Cell adjustment
Centaur
Chameleon power
Characters, classes
    backgrounds
    disadvantages, selecting
    generation
    kits
Character points
and proficiencies
    buying
    proficiency costs
    weapon proficiencies
    acquisition of
Charge attack
Charioteering
Charisma
    appearance
    leadership
Charity
Charm resistance
Choosing proficiencies
Circle of power
Clairaudience
Clairsentient powers
Clairvoyance
Class level limits, humanoid
    or monstrous characters
Classes
Claustrophobia
Clerics
Climate sense
Climb walls
Climbing
Close to the earth
Closed minds
Clumsy
Cobbling
Cold resistance
Colorblind
Combat, psionic
Combat bonus
Combat mind
Combat sequence, psionic
Common magical items
Communicate with creatures

Companion
Complete healing
Compulsive honesty
Conceal thoughts
Confer water breathing
Constitution
    fitness
    health
Constitution/health bonus
Contact
Control light
Control sound
Control wind
Cooking
Counter effects of song
Cowardice
Create magical pipes
Create object
Creating new kits
Crossbow bonus
Crusader equipment
Cryptography
Curative

## D

Dagger bonus
Damage adjustment
Damage bonus
Dancing
Danger sense
Dark Ages equipment
Dark elves
Darkness, shadow mage
Dart bonus
Debts
Deep diving
Deep dwarves
Deep gnomes
Deep sleeper
Defense bonus
Defense modes, psionic
Defensive adjustment
Defensive bonus
Dehydration
Demiplane of shadow

Dense skin
Detect evil
Detect illusion
Detect magic
Detect new construction
Detect noise
Detect poison
Detect secret doors
Detect sliding or shifting walls
Detect sloping passages
Detect undead
Detection
Determine age
Determine stability
Detonate
Dexterity, aim
    balance
    muscle
Dimension walk
Dimensional door
Diplomat
Disadvantage descriptions
Disadvantages
    moderate/severe
    removing
    selecting
    using
Disciplines, psionic
Disguise
Dodge missiles
Domination
Double-jointed
Druids
Dual-class psionicists
Dual-class PCs
Dwarven abilities
Dwarven equipment
Dwarves
    deep
    gray
    hill
    mountain

## E

ESP

Easily distracted
Effects of traits
Ego whip
Elemental spell bonus
Elven abilities
Elven equipment
Elves
    aquatic
    dark
    gray
    high
    sylvan (wood)
Empathy
Empathy with animals
Encumbrance, and movement
    armor
    bulk
    simplified
Endurance
Engineering
Engineering bonus
Enslaved
Entrepreneurism
Equipment
miscellaneous
Escaping bonds
Etiquette
Evaluate gems
Exceeding level limits
Exiled
Experience bonus
Experience levels, priests
    rogues
    warriors
    wizards
Experience points
Expert haggler
Expert healer
Expertise, weapon
Explorer
Extend duration

## F

Failed business venture
Faithful mount

Familiarity, weapon
Fanaticism
Fast healer
Fatigue
Fearlessness
Feel sound
Fell in love
Fighter
Fighting style specialization
Find and remove wilderness traps
Find/remove traps
Fire-building
Fire/electrical resistance
Fishing
Fitness
Fitness bonus
Fled a disaster
Flind
Followers
Forest gnomes
Forest movement
Forgery
Found or stole a valuable item
Freeze

## G

Gaming
Gem-cutting
General proficiencies
Geometer
Giff
Githzerai
Gladiator
Glibness
Gnoll
Gnome abilities
Gnomes
    deep
    forest
    rock
Gnomish equipment
Goblin
Grand mastery
Gray dwarves
Gray elves

Greed
Gronyard
Groups, weapons

## H

Hairfoot halflings
Half-elves
Half-ogres
Half-orcs
Halfling abilities
Halfling equipment
Halflings
    hairfoot
    stout
    tallfellow
Hard to surprise
Harness subconscious
Healing
    complete
Health
Health bonus
Heat resistance
Heightened difficulties
Heightened senses
Henchmen, maximum number
Heraldry
Herbalism
Hide
Hide in natural settings
Hide in shadows
Hideous appearance
High elves
High mastery
Hill dwarves
History
Hit point adjustment
Hit point bonus
Hobgoblin
Holdings
Homeless
Horse archer style
Household provisions
Humanoid character level limits
Humans
Hunting

## I

Id insinuation
Identify
Ideological differences
Illusion resistant
Immunity, inherent
Immunity to charm
Immunity to disease
Impersonation
Improved stamina
Improving proficiencies
Increased movement
Inertial barrier
Inflict pain
Infravision
Inherent immunity
Inhuman form
Intellect fortress
Intelligence
    knowledge
    monster
    reason
Intense magic
Internal compass
Intuition
Investments
Invisibility
Irritating personality

## J

Javelin bonus
Jester
Joined the circus
Juggling
Jumping

## K

Keen eyesight
Keen hearing
Keen olfactory sense
Keen taste sense
Keen touch sense

Kidnapped
Killed someone
Kits
    creating
Know location
Knowledge
Kobold

## L

Laboratory, alchemist's
Land
Languages, racial
Lazy
Leadership
Leap
Learn spell percent chance
Learning bonus
Learning penalty
Leather working
Less sleep
Level
advancement and proficiencies
Level limits, exceeding
humanoid or monstrous characters
racial
Levitation
Life detection
Light
Light sleeper
Limited armor
Limited magical item use
Limited weapon selection 48
Line of sight, psionic powers
Lizard man
Loans
Local history
Lower class
Lower middle class
Loyalty base
Lucky

## M

MAC
MTHAC0

Mace bonus
Made an enemy
Mage
Magic, defense adjustment
    identification
    and psionics
    resistance
    schools
    specializing
Magical items, common
Maintaining psionic powers
Mariner
Martial trance
Master
Mastery, weapon
Maximum ability scores
Maximum number of henchmen
Maximum number of spells
Maximum press
Maximum proficiency ratings
Meditative focus
Meld into stone
Melee attacks by level, warriors
Melee combat
bonus
Mental armor
Mental Armor Class
Mental attack roll
Mental barrier
Merchants
Metamorphosis
Metapsionics
Middle Eastern equipment
Middle Ages equipment
Mind blank
Mind thrust
Mindlink
Minds, open and closed
Minimum ability scores
Mining
Mining detection abilities
Mining detection bonus
Minotaur
Miscellaneous equipment
Missile adjustment
Missile style

Missile table
Moderate/severe disadvantages
Modern languages
Modifying proficiency rolls
Molecular agitation
Molecular manipulation
Money
character points
Moneylending
Mongrelman
Monster intelligence,
    weapon mastery
Monster population
Monsters, weapon mastery
Monstrous character level limits
More muscles
More opposition schools
Mountain dwarves
Mountaineering
Mounts
Move silently
Movement, and encumbrance
expanded base
Multi-class psionicists
Multi-class PCs
Multiple specialization
Muscle
Muscle bonus
Music spells
Music/instrument
Music/singing
Musical instrument
Mystic

## N

NPC tiers
Navigation
New ability score systems
No components
Noble
Non-adventurers
Nonproficiency
weapon
Nonproficiency attack penalties
Nonpsionic minds

Nonweapon proficiencies
Nonweapon proficiency groups

## O

Object reading
Obscure knowledge
Ogre
One-handed weapon style
Open doors
Open locks
Open minds
Optional restrictions
Orc
Oriental equipment
Orienteering
Orphaned
Other races
Outlaw

## P

PSPs
    costs
    gaining
    limits
    power costs
    recovering
    starting total
Painting
Paladin
    spell progression
Paralyzing bite
Partnerships
Pass without trace
Peasant hero
Penalties
Percent chance of spell failure
Phase
Phobias
Pick bonus
Pick pockets
Piloting
Pirate
Point blank range
Poison resistance

Poison save
Poison sense
Population, monster
Potion identification
Potions, alchemist
Pottery
Powerful enemy
Precise memory
Priest, weapon proficiencies
  experience levels
  proficiencies
  spell progression
  spells
Priestly wizards
Priests
Primary discipline
Prime requisite
Probe
Proficiencies, and character points
  automatic failure
  automatic success
  bonus
  character point costs
  general
  improving
  level advancement
  maximum ratings
  nonweapon
  priest
  psionicist
  rogue
  selecting
  use by nonproficient characters
  use in play
  warrior
  weapon
  wizard
Proficiency, armor
  shield
  weapon
Proficiency descriptions
Proficiency rolls, modifying
Proficiency scores,
ability modifiers to
Project force
Protection from evil

Protection scrolls
Psionic attack modes
Psionic blast
Psionic combat
    psychic contests
    sequence
Psionic defense modes
Psionic disciplines, gaining
    primary
Psionic powers, ESP
    adrenaline control
    all-round vision
    animal affinity
    animate object
    astral projection
    aura sight
    awe
    banishment
    blink
    body control
    body equilibrium
    body weaponry
    cannibalize
    cell adjustment
    chameleon power
    clairaudience
Clairsentient powers
    clairvoyance
    combat mind
    complete healing
    conceal thoughts
    control light
    control sound
    control wind
    create object
    danger sense
    detonate
    dimension walk
    dimensional door
    domination
    feel sound
    gaining
    healing, complete
    heightened senses
    inertial barrier
    inflict pain

invisibility
know location
levitation
life detection
light
limitations
line of sight
maintaining
martial trance
metamorphosis
mindlink
molecular agitation
molecular manipulation
object reading
obstructions
phase
poison sense
primary discipline
probe
project force
psionic sense
psychic surgery
Psychokinetic powers
Psychometabolic powers
Psychoportive powers
see sound
send thoughts
shadow
shadowform
sight link
summary
summon planar creature
telekinesis
Telepathic powers
teleport
teleport other
teleport trigger
touch range
using
Psionic sense
Psionic strength points
Psionicist character class
Psionicist proficiencies
Psionics
using
and magic

wild talents
Psychic contests
Psychic crush
Psychic surgery
Psychokinetic powers
Psychometabolic powers
Psychoportive powers
Pugilist
Purify water

## R

Races
Racial abilities and restrictions
Racial ability score adjustments
Racial adjustments, thieving skills
Racial enmity
Racial languages
Racial level limits
Racial requirements
Racial variants
Racial weapons
Rally friends
Ran away from home
Range boost
Ranger
Rangers' spell-casting abilities
Reaction adjustment
Reaction bonus
Read languages
Read magic
Reading lips
Reading/writing
Reason
bonus
Recovering PSPs
Reformed
Rejuvenation
Relevant abilities
Religion
Removing disadvantages
Renaissance equipment
Research bonus
Resist charm
Resist energy drain
Resistance

to sleep and charm
Restrictions, optional
racial
to abilities
Resurrection chance
Rider
Riding, airborne
land
Rock gnomes
Rogue, weapon proficiencies 113
proficiencies
Rogues
Roman equipment
Rope use
Round, psionic actions
Running

## S

Saddlebags
Satyr
Savage
Savage settings equipment
Saving throw bonuses
Scholar
School of alchemy
geometry
shadow
song
Schools of magic
Scout
Scroll use
geometer’s
Sculpting
Scutage
Seamanship
Secret doors
Secret language
See sound
Selecting disadvantages
Selecting proficiencies
Send thoughts
Set snares
Severe disadvantages
Shadow
Shadow mage

Shadowform
Shapechange
Sharpshooter
Shield proficiency
Short sword bonus
Sight link
Simplified encumbrance
Singing
Size
Skill points
Skilled
Sling bonus
Smuggler
Sneak attack
Social ranks
Soldier
Song wizard
Sound mimicry
Sound resistance
Speak with animals
Speak with plants
Spear bonus
Special enemy
Specialist wizards
Specialization, fighting style
    unarmed combat
    weapon
Specialty priests
Speed factor, two-handed weapon
Spell abilities
    duration increase
    failure percent chance
    immunity
    level
    progression, paladin
    progression, priests
    progression, wizards
Spell resistance
Spell-casting abilities, rangers'
Spellcraft
Spending money
Sprinting
Spy
Stamina
bonus
Stealth

Stone age equipment
Stone tell
Stonemasonry
Stout halflings
Strength
muscle
stamina
Subabilities
Subability checks
Summon planar creature
Supervisor
Surprise opponents
Survival
Swan form
Swanmay
Swashbuckler
Swimming
Sword bonus
Sylvan elves
System shock

## T

Tailoring
Tallfellow halflings
Tangents, psychic
Taunt
Telekinesis
Telepathic powers
Teleport
Teleport other
Teleport trigger
Thief
Thief skills vs. abilities
Thieves' cant
Thieving skills, armor adjustments
    base scores
    racial adjustments
Thought shield
Thri-kreen
Throwing
Thrown weapon style
Thug
Tight group, proficiency
weapons
Tightrope walking

Titles
Tongue-tied
Touched by magic
Tough hide
Tower of iron will
Tracking
    proficiency
Trade
Trade goods
Training
Traits
    descriptions
    effects of
Trident bonus
Tumbling
Tunneling
Turning undead
Two-handed weapon style
Two-weapon style

## U–V

Unarmed combat specialization
Undead turning
Unlucky
Upper class
Upper middle class
Using psionics
Ventriloquism

## W–Z

War machines
Warhammer bonus
Warrior-priests
Warriors
hit point bonus
melee attacks by level
proficiencies
Wealth
Weapon allowance
Weapon and shield style
Weapon expertise
Weapon familiarity
Weapon groups
Weapon master

Weapon mastery
Weapon of choice
Weapon proficiencies
    character points
    class restrictions
Weapon restrictions, psionicists
Weapon specialization

Weapons table
Weaponsmithing
Weather knowledge
Weaving
Weight
allowance
Wemic
Went to sea
Wild talents
Willpower
Wisdom
    intuition
    mental Armor Class
    willpower
Witnessed a crime
Wizards
    weapon proficiencies
    experience levels
    proficiencies
    specialists
Wizard spell progression
Wizard spells
Wizardly priests
Wood elves

# Player's Option™:
## Spells & Magic
**by Richard Baker**

## Foreword

My introduction to fantasy began when I was assigned J.R.R. Tolkien's *The Hobbit* in my 6th grade reading class. Although I was only eleven at the time, I was already a fan of science fiction—I'd read a lot of Robert Heinlein's juvenile SF, as well as Doc Smith's Lensman books and a smattering of other titles. I hadn't read anything in the fantasy genre, and as I recall, I had little desire to do so. *The Hobbit* changed that for me, and I went back and re-read it as soon as I finished turning the last page. After that, I was off and running. The next thing I read was the *Lord of the Rings*. Then I found Terry Brooks' *The Sword of Shannara*, followed by Ursula K. Leguin's *A Wizard of Earthsea*.

And that's where I was brought to a screeching halt. My hometown library was on the small side, and all of their fantasy and science fiction books occupied one carousel in the kids' section. It may be hard to believe now, but even as recently as 1977 fantasy was a poor cousin to science fiction, which was a poor cousin to mainstream fiction. Bookstores just didn't have the massive sections devoted to fantasy and science fiction that they have today. By hook and by crook, I eventually tracked down more and more fantasy titles. But when I was still desperately searching for fantastic fiction, sometime in 1978 or 1979, I ran across a brand-new game called Dungeons & Dragons®. So, like many people, I came to fantasy role-playing through my love of fantasy fiction.

In writing this book, I've come to the conclusion that the single defining characteristic of the fantasy genre is magic. Every fantasy story features a character who can use magic, owns a magical item, or is confronted with a magical situation or paradox. Movies like *Ivanhoe* or *Robin Hood* are wonderful adventures, but they're not fantasy stories—there's no magic. On the other hand, the popular Star Wars movies are fantasy, not science fiction, because magic (referred to as the Force) is part of the story. Science fiction is the literature of things that could happen; fantasy is the literature of things that can't happen. And magic is the very essence of the impossible.

So, here's a book about magic in the AD&D® game. I've tried to include enough options and choices to give you, the reader, the ability to give magic in your particular campaign almost any kind of flavor or feel that you like. If you want to make magic rarer, more "realistic," or more dangerous, you can find rules in here for doing so. If you want rules to add detail and complexity to the AD&D magic system, they're here. Or if you just want some new wizard and priest character types as well as some complementary spells, you'll find them. When I started this project, I thought that I'd have a hard time filling this whole book . . . now, I can't believe how much more I could have written if space had permitted.

Have fun, and good gaming!

Rich Baker
January, 1996
Lake Geneva, Wisconsin


Introduction
What You Need to Use This Book
Integrating Spells & Magic Into Your Campaign
Making the Switch
The Role of Magic in the Campaign
Scarcity
Mystery
Power
The Cost of Magic
Creating a World-View of Magic
Magic and Storytelling

Chapter : 1 Wizards
Spells from Other Sources
Schools of Magic
Schools of Philosophy
Schools of Effect
Schools of Thaumaturgy
The School of Universal Magic
Wizard Characters
The Wizard's Spell Book
Mage
Specialist Wizard
Specialists in Schools of Philosophy
Specialists in Schools of Effect
Specialists in Schools of Thaumaturgy
Customized Wizard Characters
Using the Wizard Character Design Rules
Optional Abilities
Optional Limitations
Dealing with Game-Breaking Characters

Chapter 2: Priests

Spheres of Access
Player's Option™ and Spheres of Access
Priest Characters
Cleric
Crusader
Druid
Monk
Shaman
Customized Priest Characters
Optional Abilities
Optional Limitations
Dealing with Game-Breaking Characters

Chapter 3: Other Spellcasters
Bards and Custom-Designed Characters
Bards in Player's Option™: Spells & Magic
Optional Abilities for Bards
Optional Limitations for Bards
Paladins, Rangers, and Minor Spellcasters
Paladins
Rangers
Multi-Classed Spellcasters
Multi-Classed Wizards
Multi-Classed Priests
Monsters
Monstrous Spellcasters
Monsters with Spell-like Abilities

Chapter 4: Proficiencies
Proficiencies and Character Points
Proficiency Slots and Check Modifiers
Character Points and Ability Modifiers
Wizard Proficiencies
Signature Spells
Priest Proficiencies

Chapter 5: Equipment
Laboratories

The Location
Physical Requirements
Equipment
The Library
Supplies and Reagents
Relocating Laboratories
Priests' Altars
The Location
Physical Requirements
Materials and Decoration
Consecrating the Altar
Material Spell Components
Spell Components: Yes or No?
Acquiring Spell Components
Storage of Spell Components
The Spell Component List
Arcanists and Apothecaries
Alchemists
Apothecaries and Herbalists
Wise Women and Hedge Wizards
Arcanist
Buying, Selling, and Trading Magical Items

Chapter 6: Magic
The Spell Point System
Selecting Spells
Cantrips
Exceeding the Spell Level Limit
Casting Spells for Greater Effect
Reducing Spell Cost
Bonus Spell Points for High Intelligence
Recovering Spell Points
Systems of Magic
Channellers
Warlocks and Witches
Defilers and Preservers
Alienists or Summoners
Priests and Spell Points
Minor Spheres of Access
Orisons

Recovering Spell Points
Priests and Systems of Magic
Channelling
Ritual Prayer
Conditional Magic
Druidical Magic
Other Spellcasters
Paladins
Rangers
Bards

Chapter 7: Spell Research and Magical Item Creation
Spell Research
Proposing a Spell
Describing a Spell
Approval and Modification
Conducting Research
New Spells in the Campaign
Magical Item Creation
Special Ingredients
Potions
Scrolls
Other Items
Qualities
Items That No Player Character Should Create
Recharging Magical Items

Chapter 8: Spells in Combat
Spell Characteristics
Casting Subtlety
Sensory Signature Strength of Sensory Signature
Sensory Signatures by School
Spells with Attack Rolls
Knockdowns
Spells and Knockdown Dice
Collateral Spell Effects
Fire
Cold
Electricity and Lightning
Acid
Wind
Other Collateral Effects
Critical Strikes
When Do Critical Strikes Occur?

Critical Strikes the Easy Way
Types of Critical Strikes
Strike Location
Severity
Specific Injuries and Effects
Bleeding
Combat Penalties
Armor, Shield, and Equipment Damage

Appendix 1:
New Wizard Spells
First-Level Spells
Detect Phase
Detect Secret Passages and Portals
Dictation
Expeditious Retreat
Protection from Vermin
Ray of Fatigue
Second-Level Spells
Cat's Grace
Displace Self
Moon Rune
Protection from Poison
Wall of Gloom
Third-Level Spells
Bands of Sirellyn
Lance of Disruption
Lesser Sign of Sealing
Protection from Amorphs
Solvent of Corrosion
Wall of Water
Fourth-Level Spells
Conjure Elemental-Kin
Improved Strength
Lesser Geas
Mordenkainen's Force Missiles
Psychic Protection
Ultravision
Vitriolic Sphere
Fifth-Level Spells
Improved Blink
Leomund's Hidden Lodge
Proofing versus Combustion

Prying Eyes
Rusting Grasp
Tenser's Destructive Resonance
Vile Venom
Sixth-Level Spells
Arrow of Bone
Dimensional Blade
Etherealness
Greater Sign of Sealing
Superior Magnetism
Trollish Fortitude
Seventh-Level Spells
Descent into Madness
Neutralize Gas
Persistence
Seven-Eyes
Eighth-Level Spells
Analyze Dweomer
Heart of Stone
Iron Body
Ninth-Level Spells
Programmed Amnesia
Sphere of Ultimate Destruction

Appendix 2:
New Priest Spells
First-Level Spells
Astral Celerity
Battlefate
Blessed Watchfulness
Calculate
Calm Animals
Dispel Fatigue
Firelight
Orison
Protection from Chaos
Strength of Stone
Sunscorch
Wind Column
Second-Level Spells
Astral Awareness
Chaos Ward
Cure Moderate Wounds
Ethereal Barrier

- Iron Vigil
- Resist Acid and Corrosion
- Restore Strength
- Soften Earth and Stone
- Watery Fist

Third-Level Spells

- Control Animal
- Detect Spirits
- Dictate
- Etherealness
- Fortify
- Summon Animal Spirit
- Hold Poison
- Repair Injury
- Unfailing Premonition
- Weather Prediction
- Wind Servant

Fourth-Levels Spells

- Adamantite Mace
- Dimensional Anchor
- Entrench
- Omniscient Eye
- Recitation
- Suspended Animation
- Unfailing Endurance
- Windborne

Fifth-Level Spells

- Animate Flame
- Dimensional Translocation
- Impregnable Mind
- Othertime
- Produce Ice
- Righteous Wrath of the Faithful

Sixth-Level Spells

- Command Monster
- Entropy Shield
- Whirlwind

Seventh-Level Spells

- Antimineral Shell
- Conjure Air or Water Elemental
- Impervious Sanctity of Mind
- Tsunami

Appendix 3:

Wizard Spells by School

Appendix 4:
Priest Spells by Sphere

Index

Tables
Table 1: Philosophy Specialist Requirements
Table 2: Effect Specialist Requirements
Table 3: Shadow Mage Target Saving Throw Modifiers
Table 4: Thaumaturgical Specialist Requirements
Table 5: Shaman Spirits Per Level
Table 6: Access Costs
Table 7: Monster Casting Levels
Table 8: New Wizard Nonweapon Proficiencies
Table 9: Signature Spell Costs
Table 10: New Priest Nonweapon Proficiencies
Table 11: Building Construction Time and Cost
Table 12: Laboratory Cost and Size Requirements
Table 13: Libraries
Table 14: Field Searches
Table 15: Purchasing Components
Table 16: Spell Components
Table 17: Wizard Spell Point Progression
Table 18: Spell Cost by Level (Wizard)
Table 19: Bonus Spell Points for Intelligence
Table 20: Spell Point Recovery for Channellers
Table 21: Spell Fatigue
Table 22: Initiative Modifiers for Preservers and Defilers
Table 23: Risk of Insanity by Spell Level
Table 24: Random Insanity Chart
Table 25: Phobias

Table 26: Priest Spell Point Progression
Table 27: Bonus Spell Points for Priest Characters
Table 28: Spell Cost by Level (Priest)
Table 29: Spell Point Costs for Major and Minor Spheres
Table 30: Initiative Modifiers for Ritual Prayer
Table 31: Modifiers to Ritual Preparatory Times
Table 32: Effects of Conditions
Table 33: Paladin Spell Point Progression
Table 34: Spell Costs by Sphere (Paladin)
Table 35: Ranger Spell Point Progression
Table 36: Bard Spell Point Progression
Table 37: Spell Cost by Level (Bards)
Table 38: Magical Item Cost and Time Requirements
Table 39: Spell Subtlety Modifiers
Table 40: Sensory Signatures
Table 41: Armor-Breaching Spells
Table 42: Armor-Observing Spells
Table 43: Knockdown Numbers by Size
Table 44: Spells with Knockdown Effects
Table 45: Critical Strike Chance by Caster Level
Table 46: Critical Strike Location
Table 47: Whole-Body Injuries
Table 48: Critical Severity

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# Introduction

What's a fantasy game without magic?

Sure, the AD&D® game can be played without spellcasters, enchanted monsters,

or magical items. Everyone can still role-play brave heroes, confront deadly foes, and attempt great quests or deeds of mythical proportions. In fact, it can be fun and challenging to do so in a nonmagical setting. But the point remains that magic, more than any other characteristic, defines the AD&D game. As a *fantasy* role-playing game, AD&D is anchored in the traditions of fantasy literature, and fantasy literature by definition features some element of magic. Even if the heroes of a fantasy story distrust or dislike magic, it's still there in the background as part of the world they live in.

Generally, most writers of fantasy literature create their own unique systems of magic to explain the supernatural powers their heroes and villains employ. With great care and deliberate effort, authors define what magic can and cannot do in their worlds. For example, in *The Lord of the Rings*, J.R.R. Tolkien circumscribes the wizard Gandalf's power by placing restrictions on Gandalf's freedom of action. The great wizard is bound by a code of secrecy and noninterference that prevents him from directly challenging the power of Sauron, and he can only help and advise as the Free Peoples of Middle-earth fight their own battles. Jack Vance's *Dying Earth* stories assume that wizards must study complicated patterns and formulae to memorize very specific spells that may only be used once before vanishing from the wizard's memory. (Sound familiar?)

There are very good reasons for limiting magic's power from a literary point of view. Modern readers need to see real challenges and obstacles for the characters in a story, and magic systems that are too open-ended can wreck a story's credibility and sense of suspense. If Gandalf could have just *wished* the One Ring into the fires of Mount Doom from Frodo's living room, what would have been the point of the trek to Mordor? Since fantasy role-playing games are flexible models of the fantasy genre, the same considerations are true for them. A fantasy RPG has to set very precise rules for how magic works and what it can do, and the presentation and workings of the magic system inevitably become the game's salient characteristics.

In fantasy literature, it's common for a magic system to be defined for only one world-setting at a time by a single author (although shared-world concepts are fairly common, too). The AD&D game's magic system represents a common framework built up by hundreds of designers, Dungeon Masters, and players over more than twenty years. There are *thousands* of spells and magical items defined—a volume of material that is an order of magnitude larger than any other magic system in games or fiction. The basic assumptions of what magic is and how it works in the AD&D game are shared by literally millions of gamers and fantasy fans. Despite the immense importance of magic to the game, it is one of the few areas that has remained nearly unchanged to date in the evolution of the game. Magic never changed in function; it simply grew amoeba-like, adding more and more spells and items while the basic, underlying assumptions remained the same.

*Player's Option™: Spells & Magic* examines the AD&D magic system from every angle. First, the spellcasting classes—wizards, priests, and less dedicated magic wielders such as bards or rangers—will be examined in detail. The various schools and spheres of spells are reorganized and new class abilities are introduced, along with an optional point-based character class design system compatible with the *Player's Option:*

*Skills & Powers* rulebook. New proficiencies and detailed information about wizard and priest equipment adds depth and variety to any campaign. A new magic memorization and casting system is introduced in Chapter 6, providing new ways to customize a character's spell selection. Spells in combat and critical hits with spells are detailed in Chapter 8. And last, but not least, there are more than 30 pages of new spells included in this book.

Like any of the Player's Option books, the material in this supplement is optional. The DM is free to use as much or as little of *Spells & Magic* as he wishes to in his campaign. However, we have tried to present systems that do not contradict each other, so it is possible to use all the rules additions and expansions without any difficulty.

## What You Need to Use This Book

At a minimum, you should have access to a *Player's Handbook* and *Dungeon Master® Guide* to make use of this rules expansion. Note that *Player's Option: Spells & Magic* is compatible with the previous books in the Player's Option line; character class design rules in this book are expansions of the class design rules from *Skills & Powers*, and the chapter on spells in combat is tailored for use with the *Combat & Tactics* skirmish system. In addition, the *Tome of Magic* is referred to a number of times in this book; you don't need *Tome of Magic* to use this book, but it adds many spells and magical items you may find useful in your campaign.

## Integrating *Spells & Magic* into Your Campaign

*Player's Option: Spells & Magic* is designed principally as an expansion, not a replacement. However, there are a few special cases where the information presented here should be taken as an update and replacement of existing rules. Specifically, the wizard spell schools and priest spell spheres have been slightly rearranged to improve game balance and make the wizard and priest specialist classes more competitive with respect to the general versions of these characters, the mage and the cleric.

Most of the rest of this book can be integrated piecemeal into an existing campaign without any trouble. For example, additional proficiencies and new spells can be approved or disapproved by the DM on a case-by-case basis. These were designed to be completely usable with or without the Player's Option rules.

## Making the Switch

Adding spells, magical items, or the critical hit rules to an existing campaign is fairly easy, but a DM may have trouble with some other material in this book. In particular, existing spellcasters may wish to take advantage of new class abilities or optional specializations that weren't available when the character was first created. There are several ways to handle this. First, there's no reason that a DM couldn't allow a player to "re-design" his character, incorporating the abilities he thinks his character should have had all along. If a PC cleric comes from a savage tribe and portrays himself as a barbarian, it's perfectly reasonable to allow him to rebuild his character as a shaman (see Chapter 2) and continue play. If the player is altering his character without any good rationale or explanation for why he's making the change, the DM can require the character to pay a penalty of 10% to 50% of his experience point total, depending on the DM's assessment of the scope of the alterations.

There are a couple of things a player should *not* be able to do by redesigning his character. A character shouldn't change specializations without a very good justification, so a necromancer shouldn't be rebuilt as an enchanter or wild mage, and a specialty priest of Lathander shouldn't become a priest of Helm. A character's basic ability scores, equipment, proficiencies, hit points, and general personality shouldn't change. If a player was playing a barbarian cleric correctly, he was probably choosing skills and weapons appropriate for a shaman—and if he wasn't selecting these skills, the reasoning behind the switch becomes much more suspect. Finally, a character shouldn't actually change classes or become dual-classed or multi-classed.

**The Spell Point System:** The most drastic change to the AD&D game lies in the new spell point system described in Chapter 6. Try running a brief "trial adventure" using the rules before incorporating them into your campaign. The spell point rules provide spellcasters with a lot more flexibility than the standard magic system without increasing their raw combat or spell power, but if PCs are allowed to make use of spell points, NPCs and monsters should be able to as well.

## The Role of Magic in the Campaign

It's safe to say that magic in one form or another is present in virtually all AD&D campaigns; only the most historical or unusual settings do away with magic altogether. But, beyond this simple observation, it's clear that each group of AD&D players has their own interpretation of what magic is, how it works, how various spells interact with each other, and what player characters should and should not be able to do with their arsenal of spells and magical items. By altering some of the basic assumptions that are part of the AD&D game's magic system, a DM can infuse his campaign with its own unique flavor and texture.

While the greater portion of this book deals with altering the rules of the game, this isn't always a necessary part of changing the way that the players (and the NPCs they interact with) view magic and its effect on their world. For example, let's say that the *nature* of magic in a campaign setting can be described by a simple scale that rates the scarcity, mystery, power, and cost of magic on a scale of 1 to 10. Obviously, a campaign with magic that is extremely scarce and weak in power represents a very mundane world when compared to a world where powerful magic is very common.

### Scarcity

How common is magic in the campaign? Are wizards and spell-wielding priests so rare that even low-level characters are figures of legend, or are they so common that any hamlet or crossroads village has its own resident spellcasters? Most AD&D campaigns take a position between these two extremes, but lean towards the high end of the scale, falling in the 6 to 8 range on the 10-point scale—wizards and priests appear as allies, enemies, sources of information, or even window-dressing in literally every adventure a typical group plays. At the highest extremes, campaigns feature numerous spellcasters and magical items. Even a small town has several wizards of skill, plus dozens of minor merchants, craftsmen, or innkeepers with a spell or two up their sleeve. Wizards are so common that even the most remarkable mages lose their aura of mystery.

So, what does this mean? In a normal campaign, it's safe to assume that anywhere the PCs go, the locals know a nearby wizard, and most people encounter a wizard a couple of times a year. Any sizable town has at least one or two resident wizards and

spell-using priests, plus a handful of folks with minor magical powers such as herbalists, hedge wizards, and healers. Large towns or small cities may have up to a dozen or so magic-using characters, and great cities could support several dozen without crowding. Almost any NPC above 1st level owns one or more magical items, even if they're fairly small or expendable, and player characters frequently own about three to five magical items by the time they reach 4th to 7th level.

In campaigns where magic is not as common (say, a 2 to 4 on the scale), the spellcasting characters become truly unique and important. A priest who can actually invoke his deity's power in the form of spells may be perceived by the great clerical hierarchy as a saint or great patriarch in the making, or possibly as a dangerous reminder of the true faith in those hierarchies that have become complacent or corrupt. A high-ranking hierarch without spells will certainly watch a low-level PC cleric very carefully, especially if the PC makes no efforts to hide the "miraculous" effects he creates with simple 1st- and 2nd-level spells. Similarly, if wizard magic is quite scarce, a PC wizard can't help but gather attention, fame, and not a little fear if he publicly displays his skills.

**Priests vs. Wizards:** A wizard's magic and a priest's magic are not the same thing, and both forms of magic do not have to be present in a campaign to the same degree. Imagine a world where wizards are viewed as the worst sort of villain and persecuted without remorse for decades. Wizards and their spells might be exceedingly scarce, while priests are far more common because they are socially acceptable—thus, the presence of wizard magic might only be a 1 or 2 while priest magic is closer to a 6 or 7 on the scale.

**Magical Items:** Similarly, magical items might be more or less common than spellcasters. If no one had ever invented the spell *enchant an item*, it's reasonable to assume that magical items might be a rarity in even the most magical campaign settings. The reverse could be true if there was a lost civilization of highly advanced wizards who left behind great numbers of artifacts and items. The wizards of today might be armed to the teeth with magical items, despite the fact that they are struggling to grasp the basics of spellcasting.

## Mystery

Can anyone in the campaign be a wizard or priest, or do these characters have to belong to a select set in order to even begin their studies? Do the common people know enough about magic to distinguish between priest and wizard spells? Is the study of magic a study of easily-defined natural laws, or are the forms of magic deliberately obscured by generations of needless rite and ceremony? Most importantly, do the PCs know the limits of a spellcaster's powers?

In most AD&D games, characters "in the know" have an excellent grasp of exactly what each spell available can do. After all, most players are quite familiar with the *Player's Handbook* and know the spells they can make use of inside and out. But most common NPCs aren't as knowledgeable; the typical innkeeper doesn't know that a low-level wizard can use *invisibility* to walk out without paying his tab, or *fool's gold* to cheat him. He just knows that wizards can do things that ordinary people can't, and if he's a bright innkeeper, he never falls for the same trick twice.

In a less mysterious world, the same innkeeper knows to look out for *invisibility*,

*charm person*, *fool's gold*, and half-a-dozen other dirty tricks. He may even know enough to request a wizard to relinquish certain spell components to make sure a particularly obnoxious spell (*fireball*, for instance) won't be available to that wizard while he's in the innkeeper's place of business. In this kind of setting, everyone would know that priests can heal injuries, blindness, or disease, or possibly bring back a loved one from the dead, and priest characters will be constantly asked to use their powers on someone's behalf.

In a world where the nature of magic is cloaked in superstition and ignorance—an 8 or 9 on the scale—spellcasters will generally inspire fear in anyone who learns of their powers. Note that even the wizard character himself may not really know why his spells work—imagine a character who begins a *magic missile* spell with a thunderous declaration of the names of forbidden powers, just because he was taught to do it that way. Of course, one of the 'names' is actually the spell's verbal component, and the rest of the nonsense has no effect on the casting of the spell. It's a good idea for a DM with this kind of world to forbid players from looking up spells and effects in the *PHB*, since their characters only have access to a portion of this knowledge. The DM should also feel free to alter standard spell effects and create new spells just to instill a sense of dread and wonder in experienced, jaded players.

## Power

What can magic accomplish in the campaign? Is there anything it can't do, and why? Will 10th-level magic be allowed as an option, or is 9th level the most powerful magic available? Can *wishes* change history or reverse events that have already occurred? To what degree do the gods and their avatars involve themselves in this world setting? In most magic systems, setting boundaries to a character's ability to affect events with magic is vitally important. Typically, an AD&D game assumes that 9th-level spells are the most powerful magic known to mortals, and that the player characters encounter a deity no more than once or twice over the course of an entire campaign.

The impact of magic on a campaign world can be greatly lessened by reducing the maximum level of spells that can work there, although this is getting into rules alterations. For example, by limiting spells to 8th level, mages can no longer make use of *wishes* or *gates*. If the maximum is 7th level, mages lose the spell permanency, which is a key part of the magical item creation process. Without this spell, magical items become temporary or disposable—no persistent enchantments can exist.

Another point lies in the emphasis on the power of characters versus the power of magical items. Should a fighter become a killing machine because he happened to find a *vorpal blade*, or should most of his combat bonuses be derived from skills and training? In earlier incarnations, the AD&D game leaned strongly towards the first option, but with the advent of weapon mastery, style specializations, and other character-based bonuses, it is now possible to create a character who doesn't need a powerful magical item to drastically increase his combat power. The real danger to game balance lies in combining these two benefits—a weapon master equipped with a powerful magical weapon becomes nearly unstoppable. If your campaign features a lot of high-powered magic, you should strongly consider playing without optional specialization or proficiency rules.

## The Cost of Magic

In fantasy literature, there is often a price to be paid for magical power. Wizards

may have to make terrible pacts with dark powers for the knowledge they seek, priests may have to sacrifice something dear to them to invoke their deity's favor, or the spellcaster may pay an immediate price in terms of fatigue, illness, or even a loss of sanity. Generally, the AD&D game is quite forgiving in this regard; when a character casts a spell, he expends a few unusual material components and simply forgets the spell he had known. It's easy to increase the cost of magic by strictly enforcing the requirement to procure material components for spells, especially if the DM is conservative in handing out treasure. For example, *find familiar* requires at least 1,000 gold pieces of special herbs and incenses, which means that a 1st-level wizard may have to do a lot of adventuring before he has enough money to summon his familiar! The spell scare requires a piece of bone from an undead creature; requiring the wizard character to personally locate and remove such materials can force the player to make hard decisions about which spells are worth the trouble.

Now, imagine a game setting in which magic is far more costly. What if a character risked insanity every time he attempted to learn a spell? Or if the casting of a spell required the character to make a saving throw vs. spell or pass out from exhaustion? A character might even have to risk a permanent loss of hit points or ability scores each time he cast a spell in a world where magic is exceptionally dangerous. (See Chapter 6 for some of these options.) Again, these restrictions are rules changes and not just cosmetic matters, but a few changes like these can make a great impact on a normally routine campaign.

## Creating a World-View of Magic

How can the DM put all this together? Let's consider a couple of the AD&D campaign settings as examples. First of all, take a look at Faerun, the setting of the Forgotten Realms® campaign. Magic is quite common in the Realms, and only slightly mysterious; everyone knows of the great wizards and the typical powers a wizard is likely to command, but there are a number of unique spells and magical items to be found. Magic is also fairly powerful in Faerun and comes with little cost or sacrifice to any character who works hard enough. The magic of the Realms is about average for an AD&D campaign.

The Dark Sun® campaign has an entirely different approach to magic. Magic is still fairly common and mysterious, but it can be extremely powerful (the sorcerer-kings of Athas command 10th-level magic) and comes at a great cost—the defiling of any living vegetation nearby when a wizard casts a spell. In fact, the destruction caused by Athas' wizards is the chief cause of the planet's dessication and the rise of bizarre, mutated monsters.

Last but not least, the Birthright™ campaign setting portrays a world in which wizard magic is rare. Mages are mysterious figures with unusual powers. Only a handful of characters have the heritage required to make use of true magic, and fewer still can command the kingdom-shaking powers of realm magic.

Here are a few ideas for alternative magic settings for your own campaign:

**The College of Sorcerers:** In this setting, all wizards belong to a single guild or society cloaked in rite and mystery. (The imagers of Stephen R. Donaldson's *The Mirror of Her Dreams* are a good example of such a society.) Spells may require a rare or unusual ingredient controlled by the College, or the College may treat spells as secrets

that must be kept at any cost.

**Secrets Man Was Not Meant to Know:** Wizard magic is the province of horrible pre-human powers of the Outer Void, and dealing with them is the worst kind of betrayal. Insanity plagues those foolish enough to delve into the secrets of these elder powers; H.P. Lovecraft's stories are an excellent model of this kind of campaign. Chapter 6 describes a spell point system of magic that reflects this type of setting.

**Smoke and Mirrors:** Wizards are far less powerful than they appear to be—most are nothing more than alchemists and scholars who can command a few feeble spells. Any spell that creates something out of nothing or summons energy where no energy existed before cannot be cast; illusions, divinations, and minor alterations and summonings are the only types of magic that work. Many magical effects are accomplished through nonmagical means; for example, a *pyrotechnics* spell is nothing more than a handful of chemical powder thrown on a flame.

**The Magical Renaissance:** In this world, almost everyone has a magical talent or two. Magic is fully integrated into society, not as a replacement for technology, but as a part of the common awareness and an augmentation of a person's skills. Chambermaids use *cantrips* to dust and to make beds, royal investigators have access to *speak with dead* and *ESP* to enforce the law, and many brilliant works of art are at least partly magical in nature. Even nonwizards may have a small selection of spells in this kind of setting.

**The Lost Powers:** Priests of this campaign have almost no spell powers. The various deities of their pantheon have lost the ability to grant spells to their followers or have denied their followers spells for some reason. For a particularly chilling campaign, combine this thesis with the **Secrets Man Was Not Meant to Know** scenario to create a world in which the only spellcasters with any power are the insane servants of inhuman powers.

### Magic and Story Telling

When it comes down to it, an AD&D adventure is nothing more than a story created by the DM and embellished upon by the players. Every campaign generates volumes of epic confrontations, cliffhangers, and sinister villains—it's just the way the game is played. Magic is often the central feature of these campaign stories; most players couldn't tell you a thing about Joe's paladin, but everyone who was at the game remembers the time Joe's paladin found the *holy avenger*! An enormous number of player characters are remembered fondly not for their personalities or the skill with which they were played, but instead the particular magical items they owned and the nifty tricks they had with their spell selections.

While this isn't necessarily bad, it can detract from the role-playing elements of a game if the players and the DM allow it to. After all, when the only tool you have is a hammer, everything starts looking like a nail—and if you've got a *flame tongue* sword, it looks like the answer to any problem is going to involve slashing and burning *something*. Similarly, a wizard whose most memorable achievement is his invention of *Alkair's inescapable decapitation* and subsequent use of the spell in every encounter for the rest of the campaign isn't really a well-developed character at all. A hero with a magical sword is fine, but when the magical sword *defines* the hero, the hero is diminished.

Another difficulty that arises in many campaigns is the substitution of magic for technology. AD&D game players are (quite naturally) creatures of the modern world, and modern conveniences such as automobiles, tanks, telephones, televisions, computers, and

any number of other devices seem so indispensable that there just *have* to be magical equivalents. While some of this is fine in any campaign, it desensitizes both players and DMs to the sheer wonder that magic should inspire in most characters. After all, magic should be *magical*, full of mystery and terror, but when a character routinely uses magic to brush his teeth and stir his stew, magic becomes nothing more than a tool. Blurring the distinction between magic and technology detracts from the strength of both philosophies.

Last, but not least, it's important to remember that magic can do *anything* that a DM needs it to do for purposes of advancing the plot or elaborating on an adventure. If the story calls for a greater tanar'ri to be encased in a glass globe, it's not necessary to worry about exactly how the tanar'ri was imprisoned there, or what spells the old archmage used to defeat the creature; it's okay for a DM to simply tell the players that the archmage did it. However, PCs and NPCs who are interacting with the party should follow the rules—up to the point that the rules interfere with the story.

# Chapter 1: Wizards

The wizard may well be the most important character class in the AD&D game. Whether or not a particular player character wizard is the most powerful member of a party, it seems that *every* AD&D campaign has at least one great archmage or master wizard who holds supreme power. Wizards are responsible for the creation of all kinds of adventures and works of magic that other characters later become entangled in or discover. In many adventures, the party's wizard is the *only* character who can use his magic to provide a means to cross a barrier or solve a riddle. In fact, in some cases, the only way to resolve the entire adventure or quest is through the inventive use of the wizard's spell arsenal.

Given this fact, it only makes sense to begin an examination of magic in the AD&D game with a thorough look at the wizard character class. In this chapter, we'll examine all the varieties of mages and specialist wizards available to a player character. Several new varieties of specialist wizards are also described in this chapter. In addition to a long look at the existing wizard classes, we'll also present a point-based character design system that will allow a player to select his wizard's abilities and limitations in order to customize his own character. This system is an expansion of the character class rules from *Player's Option: Skills & Powers*, although you don't need that book in order to use this material.

The information in *Player's Option: Spells & Magic* replaces or revises the *Player's Handbook*, *The Complete Wizard's Handbook*, *the Tome of Magic*, and the material on magic from *Player's Option: Skills & Powers*. In other words, if you have this book, you should use the rules presented here when creating your wizard character. However, there is one notable exception to this case—if you are using an AD&D campaign setting that includes its own rules on character generation, such as the Dark Sun or Al-Qadim® game settings, you should continue to create wizards for those settings using the appropriate rules.

## Spells from Other Sources

While the material on creating wizard characters is updated for this book, you'll find that spells that appeared in previous books have not been altered. As long as the DM approves, a player character wizard can learn spells from any source the player has available. In fact, the spell lists contained in Appendix 3 of this book include spells from the *Player's Handbook, Tome of Magic*, and *The Complete Wizard's Handbook* as well as dozens of new spells introduced in this book. Additional spells from the *Wizard's Spell Compendium, Pages from the Mages*, or any other source can be approved by the DM on a case-by-case basis.

## Schools of Magic

All wizard spells belong to one or more schools of magic. A school of magic represents related spells with common features or characteristics. For a mage, who is the basic or general wizard, the school of a spell doesn't matter too much; he can learn and cast any spell without regard to the spell's school. The only exception to this rule is wild magic, which is completely unfathomable to any wizard except a wild mage.

While the majority of wizards are mages, a significant number choose to be specialists who concentrate their efforts in one particular school. Generally, this increases the wizard's abilities within the school of his choice at the cost of losing access to any schools with opposing philosophies.

There are three schemes of school organization used in the AD&D game: philosophy, effect, and thaumaturgy.

## Schools of Philosophy

The eight standard schools of spells presented in the *Player's Handbook*—abjuration, alteration, conjuration/summoning, enchantment/charm, greater divination, illusion/phantasm, invocation/evocation, and necromancy—are schools of philosophy. While all spells in this scheme of organization are cast in much the same way, the approach and method by which they achieve their purpose varies from school to school. For example, conjuration spells generally bring something to the caster from another location, while necromancy spells manipulate the forces of life and death.

While spells in a school of philosophy generally involve the application of a common principle, they vary greatly in effect. For example, invocations create anything from solid matter such as *walls of stone* or *iron* to comprehensive enchantments such as *contingency* or *limited wish*. Note that all spells grouped into schools of philosophy share the same execution or method of casting—the use of verbal, somatic, and material components to summon and direct magical energy. The basic philosophies behind each school are briefly described below:

**Abjuration** spells are specialized protective spells designed to banish some magical or nonmagical effect or creature. *Protection from evil* is an example of an abjuration spell, since it creates a barrier that evil or supernatural creatures are reluctant to cross.

**Alteration** spells cause a change in the properties of some previously existing thing, creature, or condition. *Pyrotechnics* is an alteration spell, since it takes an existing

fire and creates special effects from the blaze.

**Conjuration/Summoning** spells bring some intact item or creature to the caster from elsewhere. Any *monster summoning* spell is a good example.

**Enchantment/Charm** spells cause a change in the quality of an item or the attitude of a person or creature. *Charm person* is an enchantment, since it affects the way an individual perceives the wizard.

**Divinations** are spells that provide the wizard with information or the ability to acquire information. *Contact other plane* is a divination, since it allows the wizard to seek answers from extraplanar entities. Note that this school has been somewhat altered in scope for this book; see **The School of Universal Magic**.

**Illusion/Phantasm** spells seek to deceive the minds or senses of others with false or semi-substantial images and effects. *Phantasmal force* is a good example, as well as spells such as *mirror image, invisibility,* or *blur*.

**Invocation/Evocation** spells channel magical energy to create specific effects and materials. For example, *lightning bolt* manifests this energy in the form of a powerful stream of electricity.

**Necromancy** is a school concerned with the manipulation of the forces of life and death. Necromancy spells include those that simulate the effects of undead creatures, such as *vampiric touch*, and more direct assaults on life energy like *death spell* or *finger of death.*

**Universal Magic:** In this book, the school of lesser divination is expanded and renamed to include a number of spells that all wizards should have access to. Consider universal magic to be Sorcery 101; without the basic spells in this school, wizards are incapable of continuing their studies in the other schools of magic. Therefore, all wizards have access to the spells in this school, regardless of specialization. The school of universal magic is described in more detail below.

**Creating a New School of Philosophy:** In most campaigns, the schools of philosophy represent the baseline or standard against which other forms of magic are measured. Almost all spells can be described through this system of magic, with very few exceptions. For a wizard to develop a new school of philosophy, he would have to devise a class of spells that all share a common approach or methodology. Most likely, a group of related spells that already exist in one school or another would have to be used as the starting point for a new school. It's much easier to build a new school of effect or thaumaturgy than to build a new school of philosophy. *The Complete Wizard's Handbook* suggests a school of transmutation that concentrates on spells that change one element or material into one other element or material. Another possibility might be a school of animation, centering on spells that provide motive force to inanimate objects.

## Schools of Effect

A second scheme for organizing wizard magic is by effect. *The Tome of Magic* presented a new type of wizard who could specialize in schools of effect: the elementalist wizard. *Player's Option: Skills & Powers* introduced the shadow mage, another specialist wizard built around a school of effect.

Schools of effect differ from schools of philosophy in that the spells of the school all share one common result or ingredient. For example, the spells of the school of fire all involve fire in some way, without regard for what the spell accomplishes. Divinations,

the direction and control of energy, and the summoning of elementals can all be linked by the common effect of fire. The schools of effect are described below:

**Air:** The elemental school of air naturally includes any air-based spell or effect, including spells that control or affect wind, breathing, falling and flight, air elementals, and other elemental phenomena. *Gust of wind* or *cloudkill* are examples of air spells.

**Earth:** Spells of elemental earth are based around stone-, earth-, or mineral-based effects. *Dig, stone shape* and *stone to flesh* are earth spells.

**Fire:** Any spell involving the manifestation of flame or heat is a spell of elemental fire. Not all fire spells are attack spells; *fire charm* and *affect normal fires* are examples of fire spells that don't cause direct and immediate damage to the wizard's enemies.

**Water:** Last but not least in the elemental schools, spells of the school of elemental water involve water in some form or another, including spells of ice and cold, since these are linked to the element of water. *Water breathing, ice storm*, and *part water* are all included in the school of elemental water.

**Dimensional Magic:** This is a new school introduced in *Player's Option: Spells & Magic*. While all AD&D spells draw power from outside the mage, dimensionalists go one step further—they draw their power from another dimension. Like most schools of effect, the school of dimensional magic overlaps several pre-existing schools, including alteration, conjuration/summoning, and invocation spells.

**Force:** The school of force is a new school of effect presented later in this book. A force mage relies on spells that create or manipulate fields of cohesive energy, such as *wall of force, magic missile,* or any of the various *Bigby's hand* spells. Many spells of this school are borrowed from the school of invocation/evocation.

**Shadow:** All the spells in this school are linked by the common effects of shadow and darkness. The shadow mage can make use of a number of illusion spells dealing with the Demiplane of Shadow and shadowstuff, including *shadow monsters, darkness 15' radius*, and *shadow walk*. He also has access to a number of necromancy spells. Although necromancy and illusion are opposing philosophies, schools of effect ignore these restrictions and concentrate on results.

**Creating a School of Effect:** Again, all spells in a school of effect are cast with the standard execution of somatic, verbal, and material components. Creating a new school of effect is far easier than coming up with a new school of philosophy; there are any number of common spell results or special effects that can be linked in this way. For example, a school of light could be designed around spells that produce bright visible effects, or a school of circles could be designed around any spell effect that is circular or spherical in form.

## Schools of Thaumaturgy

A school of thaumaturgy defines a specific method or procedure of spellcasting that varies from the standard execution of a spell's components. Several schools of thaumaturgy were presented in *Player's Option: Skills & Powers*—the school of song, the school of alchemy, and the school of geometry. In addition, other schools of thaumaturgy have appeared in specific campaign settings. The defiler of the Dark Sun campaign is a mage whose spells are executed through the draining of life energy from

his surroundings. The sha'ir of the Al-Qadim setting casts his spells by sending a servant gen, or minor genie, to fetch the spell and bring it back to him.

Spells belonging to a school of thaumaturgy are not linked by philosophy or effect—instead, they're related by the manner in which they are physically cast. In fact, the "standard" approach to wizard magic defined by the eight philosophical schools represents one common thaumaturgical method. Other thaumaturgical methods include the following schools:

**The School of Alchemy:** In this approach to magic, spell effects are achieved through the combination of unusual material components. Spells such as affect *normal fires, glitterdust,* and *cloudkill* can all be cast through the use of strange powders and reagents, and belong to the school of alchemy.

**The School of Artifice:** This is a new school introduced here for the first time. Artificers are weak in the direct command of magic and instead use various devices and magical items to focus their energies. Spells such as *Melf's minute meteors* and *magic staff* are included in the school of artifice.

**The School of Geometry:** Geometers use diagrams, symbols, and complex patterns to cast their spells. Naturally, any spell involving some kind of writing, marking, or pattern belongs to the school of geometry, including spells such as *explosive runes, sepia snake sigil,* and *symbol*.

**The School of Song:** While alchemists rely on material components and geometers rely on somatic components, a song mage uses the power of his voice to summon and shape spell energy. Any spell that involves speaking, singing, or some other use of the caster's vocal powers belongs to the school of song. *Sleep, charm monster,* and *Otto's irresistible dance* are all examples of spells of this school.

**The School of Wild Magic:** Some wizards have learned to make use of the principles of randomness in their magic, giving rise to the school of wild magic. Wild mages shape the raw, uncontrollable stuff of magic in the hope that something resembling their intended spell will appear. A number of wild magic spells such as *vortex* and *waveform* appeared in the *Tome of Magic*; if you do not have access to that book, you should probably ignore this school.

## The School of Universal Magic

As described in the *Player's Handbook*, the school of divination is actually composed of lesser divinations and greater divinations. A few specialist mages are barred from greater divination as an opposition school, but every specialist wizard is considered to have access to lesser divination. In this book, the school of lesser divination is replaced by the school of universal magic. This includes a few basic divination and nondivination spells that all wizards should have access to, such as *dispel magic* and *enchant an item*. Any wizard may cast spells of this school, regardless of his or her specialty.

The divination spells of both the schools of lesser and greater divination are now considered to be part of one school of divination. Spells such as *ESP, clairaudience,* and *clairvoyance* are part of the school of divination and may not be available to wizards who formerly had access to them as lesser divinations. Refer to Appendix 3 for the revised spell organization.

**Important Note:** Wizards do not automatically know universal spells. They must

study and attempt to learn the spells of this school, just like any other spells. However, when a wizard character is first created, he automatically begins play with any 1st-level universal spells of his choice in his spell book, although these count against the character's limit of beginning spells.

The school of universal magic consists of the following spells:

*cantrip* (1st)
*comprehend languages* (1st)
*detect magic* (1st)
*hold portal* (1st)
*identify* (1st)
*read magic* (1st)
*wizard mark* (1st)
*knock* (2nd)
*protection from cantrips* (2nd)
*wizard lock* (2nd)
*dispel magic* (3rd)
*remove curse* (4th)
*teleport* (5th)
*enchant an item* (6th)
*teleport without error* (7th)
*permanency* (8th)
*astral spell* (9th)

Most of the low-level spells on this list enable the wizard to undertake his basic studies in books of arcane lore and safeguard his laboratory and spell book against intruders. *Teleport, teleport without error*, and *astral spell* are included since the ability to travel vast distances in the blink of an eye is a common power among wizards in fantasy literature. Last but not least, *enchant an item* and *permanency* are universal magic because every wizard should have the ability to create magical items when he or she reaches the appropriate level.

## Wizard Characters

A player creating a wizard character has one basic decision to make when the character is first rolled up— should his character specialize in a school of magic, or should he remain a mage? A mage is equally capable in all schools of magic and may freely learn and cast spells from any school. A specialist wizard gains several important benefits when dealing with his own school, but loses access to certain spells that belong to opposition schools.

As noted in the *Player's Handbook*, wizards may not wear armor and are limited in their selection of weapons to the dagger, dart, knife, sling, and staff. (Some character kits may allow additional weapon choices.) In addition, characters constructed with the *Player's Option: Skills & Powers* rules or the expanded character point rules in this book may pay extra character points in order to gain access to better weapons or protective equipment.

All wizards may create magical potions or scrolls after reaching 9th level by using the magical item creation rules in this book. (The alchemist and geometer gain this ability earlier in their careers.) Wizards may also create other types of magical items upon reaching 11th level. Any wizard may attempt to research new spells, regardless of level.

## The Wizard's Spell Book

A 1st-level wizard begins play with 3d4 1st-level spells in his spell book, two of

which must be *read magic* and *detect magic*. Once these two have been included in the spell book, the player may select any other 1st-level spells of the school of universal magic without making a learn spells roll. In addition, a specialist wizard may automatically choose one spell of his specialty to begin play with. Beyond these selections, the player must attempt a learn spells check for any additional spells he wishes his character to know, with the normal penalties or bonuses for specialization. Optionally, the DM may assign a beginning wizard character *read magic*, *detect magic*, and four other spells of the DM's choice.

**Adding Spells to the Wizard's Repertoire:** As a wizard continues with his adventuring career, he will encounter new spells that he may wish to add to his spell book. In addition, mages may add a spell to their book whenever they reach a new spell level, while specialist wizards are allowed to add one spell of their specialty to their spell books each time they gain an experience level. Last but not least, the DM may allow a PC wizard to purchase spells from an NPC wizard or organization. The price should be a spell of equal level that the NPC doesn't know, a magical item other than a potion or scroll, or at least 1,000 gp per level of the spell in question.

## Mage

Ability Requirements: Intelligence 9
Prime Requisite: Intelligence
Races Allowed: Human, Elf, Half-elf

The mage remains largely unchanged by the material presented in *Player's Option: Skills & Powers*. A mage may learn and cast spells of any school (except wild magic) using the normal wizard spell progression table and learn spells rolls. Naturally, mages may make use of many of the new spells and magical items introduced in this book.

Mages with an Intelligence score of 16 or higher gain a 10% bonus to the experience points they earn. Mages never attract followers, but there's no reason a mage couldn't buy property and hire mercenaries whenever he accumulates sufficient wealth.

## Specialist Wizard

Ability Requirements: Varies
Prime Requisite: Intelligence
Races Allowed: Varies

Wizards who concentrate their efforts in one school of magic are known as specialist wizards. Generally, a specialist wizard must give up some degree of versatility in spell selection—he cannot learn or cast spells belonging to schools that oppose his own chosen school. The specialist also has several other benefits and restrictions; unless otherwise stated, all specialists must abide by the benefits and hindrances described below:

Specialist wizards may memorize one additional spell per spell level, provided the spell selected belongs to the specialist's school. Under this rule, a 1st-level specialist may have two spells memorized instead of only one.

Specialists gain a bonus of +1 when making saving throws against spells of their own school. Specialists also inflict a –1 penalty to their victims' saving throw attempts when casting a spell of their specialty school.

Specialist wizards gain a bonus of +15% when learning spells from their school, but suffer a penalty of –15% when learning spells from any other school. Specialists cannot learn spells belonging to an opposition school.

When a specialist reaches a new level, he automatically gains one spell of his school to add to his spell book. No roll for learning the spell need be made.

When a specialist wizard attempts to create a new spell through research, the spell is treated as if it were one level lower if it falls within the wizard's specialty school.

**Table 1:**
Philosophy Specialist Requirements

| Specialist | Race | Abilities | Opposition School(s) |
|---|---|---|---|
| Abjurer | H | 15 Wis | Alteration, Illusion |
| Conjurer | H, 1/2E | 15 Con | Divination, Invoc./Evoc. |
| Diviner | H, 1/2E, E | 16 Wis | Conj./Summ. |
| Enchanter | H, 1/2E, E | 16 Cha | Invoc./Evoc., Necro. |
| Illusionist | H, G | 16 Dex | Necro., Invoc./Evoc., Abjur. |
| Invoker | H | 16 Con | Ench./Charm, Conj./Summ. |
| Necromancer | H | 16 Wis | Illusion, Ench./Charm |
| Transmuter | H, 1/2E | 15 Dex | Abjur., Necro. |

H: Human; 1/2E: Half-elf; E: Elf; G: Gnome.

## Specialists in Schools of Philosophy

A wizard specializing in a school of philosophy adheres to the general rules above. Depending on his choice of school, the specialist will have anywhere from one to three opposition schools. Each specialty has different race and ability score requirements, reflecting the unique nature of each field of study. See Table 1: Philosophy Specialist Requirements.

*In The Complete Wizard's Handbook*, each specialist received several additional abilities related to his chosen field at high levels. These abilities have been reworked, and specialists now receive them much earlier in their careers. They are optional; if the DM decides that they aren't appropriate, the additional powers are unavailable for PC specialist wizards.

**Abjurer:** The abjurer specializes in the school of abjuration, commanding magical energies that provide various forms of protection to himself and his companions. A wizard must have strength of will to master this school of magic, so a high Wisdom score (Wisdom/Willpower, if *Player's Option: Skills & Powers* is available) is a requirement for an abjurer. The abjurer cannot learn spells from the schools of alteration or illusion.

Abjurers enjoy the normal benefits and hindrances of specialist wizards. In

addition, at 8th level the abjurer gains a +1 bonus to saving throws vs. paralyzation, poison, and death magic. At 11th level an abjurer's base Armor Class improves by 1 point due to his command of protective magic, and at 14th level the abjurer gains immunity to all forms of *hold* spells.

Abjurers have few spells that can directly inflict damage, but their protective enchantments can help them protect their comrades from harm in battle. They are also extremely effective against enemy spellcasters and creatures of extraplanar or unusual origins.

**Conjurer:** Specializing in spells of conjuration and summoning, the conjurer has access to some of the most useful spells in the game. Conjurations are some of the most physically demanding spells, and a wizard must have a Constitution (or Constitution/Health) score of at least 15 in order to be a conjurer. Conjuration/summoning is opposed by divination and invocation/evocation.

All the normal benefits and hindrances of specialist wizards apply to conjurers. In addition, at 11th level a conjurer gains the ability to cast conjuration and summoning spells without any material components. At 14th level, the conjurer gains the power to instantly dispel creatures conjured by an opponent who has used *monster summoning* or an equivalent spell. The conjurer can dispel up to 10 HD worth of creatures with this ability simply by pointing at the target and concentrating one round. Only creatures with 5 HD or less are affected, so a conjurer could dispel three 3 HD creatures, two 5 HD creatures, or any combination that does not exceed 10 HD. The conjurer may use this ability up to three times per day.

The conjurer's spells can be very potent in combat, especially if used to multiply the party's numbers through the summoning of allies.

**Diviner:** It's unusual for a player character to choose this specialty, but NPC diviners are fairly common. Diviners concentrate on spells that reveal or relay information, and information can be a weapon far more dangerous than the sharpest sword. Divination requires patience and insight; a wizard must have a Wisdom (Wisdom/Intuition) of 16 or better to be a diviner. Divination is opposed by conjuration/ summoning.

Diviners have the normal strengths and weaknesses of specialty wizards. In addition, at 11th level the diviner gains the ability to use *find traps* (a 2nd-level priest spell) up to three times per day by pointing in a specific direction and concentrating one round. At 14th level, the diviner becomes immune to all forms of scrying spells such as *ESP, know alignment,* or *clairaudience;* characters trying to use these divinations against the diviner simply get no response at all.

A diviner is very limited in his combat ability and must rely on spells outside his school for anything resembling a damaging attack. However, a diviner in a PC party can be surprisingly effective by providing advice and information. With a diviner around, a party can look for ways to strike at an enemy's weakest points and to maximize its efficiency in battle.

**Enchanter:** The enchanter's specialty lies in controlling or influencing his targets with his spells. The school of enchantment/charm also includes a number of spells that imbue nonliving items with magical powers. Because the greater part of their spell selection involves influencing other people, enchanters must have a Charisma (Charisma/ Appearance, under *Skills & Powers* rules) score of 16 or higher. Enchantment/charm is

opposed by invocation/ evocation and necromancy.

Enchanters have the usual benefits and restrictions of a specialist wizard. In addition, when an enchanter reaches 11th level, he gains the ability to cast a special *free action* spell once per day on himself or any creature he touches. The casting time is only 1, and no material components are required; the spell duplicates the effects of the 4th-level priest spell *free action* and lasts for one hour. At 14th level, the enchanter acquires immunity to all forms of the *charm* spell.

While the enchanter's spells are not spectacular in effect, they are also among the subtlest of spells. In many cases, turning an enemy into an ally is far more effective and desirable than simply incinerating him, and enchanters excel at mind-affecting magic. Careful interrogation of *charmed* enemies can also provide a wealth of useful information for the enchanter.

**Illusionist:** Masters of deceit and trickery, illusionists have access to a variety of powerful spells that can be far more dangerous than simple attack spells. Illusionists must have a minimum Dexterity (Dexterity/Aim) score of 16 to perform the intricate gestures and patterns required by spells of their school. The school of illusion/phantasm is opposed by necromancy, invocation/evocation, and abjuration.

Illusionists gain the normal benefits of specialist wizards. When an illusionist reaches 8th level, he gains an additional +1 bonus to his saving throws against illusion spells cast by nonillusionists. (This is cumulative with his normal +1 bonus, for a total of +2). At 11th level, the illusionist gains the ability to cast a special *dispel phantasmal force* or *dispel improved phantasmal force* up to three times per day. The base chance of success is 50%, ±5% per level difference between the illusionist and the caster of the phantasmal force; for example, if a 16th-level illusionist is attempting to dispel an illusion cast by a 9th-level wizard, his chance of success is 85%. The dispel has a range of 30 yards and a casting time of 1; the illusionist need only point at the illusion and concentrate. If the illusionist attempts to dispel something that turns out to be real, the attempt still counts against his limit of three dispels per day.

An illusionist can be extremely effective in combat despite his lack of high-powered damaging spells, especially if he concentrates on creating distractions and false opponents for his enemies. Every sword swing directed at an illusion is one less that's aimed at the illusionist and his companions. Illusionists should always seek creative and unusual uses for their spells; of all the specialist wizards, they require the most player originality to be run effectively.

**Invoker:** The invoker is the direct antithesis to the illusionist. Where the illusionist deals in subtleties and suggestion, the invoker deals in naked force, summoning and controlling massive energies. The invoker requires a Constitution (Constitution/Fitness) score of 16 or better to withstand the physical stress of this specialty. The school of invocation is opposed by enchantment/charm and conjuration/summoning.

In addition to the normal advantages and disadvantages of specialization, the invoker gains an additional +1 bonus to saving throws vs. invocation/evocation spells when he reaches 8th level, for a total of +2. At 11th level, this increases to +3. (These bonuses also apply to magical items that simulate invocation spells, such as a wand of fire.) At 14th level, the invoker acquires immunity to one invocation or evocation spell of 3rd level or lower of his choice; however, this immunity does *not* extend to similar

magical items or breath weapons.

The invoker is a valuable asset to the party on the battlefield, where his spectacular spells can decimate hordes of low-level monsters or severely injure tougher opponents. Unfortunately, fear of the invoker's firepower leads many opponents to attack the wizard in the hope of disabling him before he can blast them to ashes.

**Necromancer:** Students of this school delve into forbidden lore and dark secrets in their quest to understand and control the forces of life and death. A character must be extraordinarily strong of will in order to succeed at these studies—a wizard must have a Wisdom (Wisdom/Willpower) of 16 or higher in order to choose necromancy as his specialty. Necromancy is opposed by illusion and enchantment/charm.

Necromancers gain the standard benefits for being specialist wizards. At 8th level, his saving throw bonus versus necromancy spells increases to a total of +2. At 11th level, the necromancer gains a special *speak with dead* spell-like ability that requires no verbal or material components; the wizard need only point at the deceased person and concentrate for one round. This spell functions like the 3rd-level priest *spell speak with dead*, except that the necromancer may converse for up to one turn and ask four questions of the spirit. At 14th level, the necromancer gains a partial resistance to the special effects of undead attacks; although he still suffers the normal damage of any such attack, he gains a +2 to saving throws against strength drain, paralyzation, and other effects. He may attempt a saving throw vs. death magic with a –4 penalty to avoid the effects of any attack that normally does not allow a save, such as a wight or wraith's energy drain.

The necromancer commands a variety of powerful spells, but these are not generally as useful on the battlefield as the invoker's powers. The necromancer's best strategy is to concentrate on one important enemy at a time, using the nefarious spells of this school to disable the enemy's leaders and champions. Necromancers can also be very useful in dealing with undead of all sorts.

**Transmuter:** The most versatile of the specialist wizards is the transmuter, specializing in the school of alteration. The school of alteration is the largest of the schools of philosophy, giving the transmuter access to a variety of powers and abilities. In order to master the complicated somatic gestures of this school, a wizard must have a Dexterity (Dexterity/Aim) of 15 or higher to become a transmuter. The school of alteration is opposed by the schools of necromancy and abjuration.

Transmuters have the normal benefits and restrictions of specialist wizards. In addition, they gain an additional +1 bonus to their saving throws versus alteration spells and related magical effects (such as a *wand of polymorph*) when they reach 8th level, for a total of +2. At 11th level, this increases to +3.

Transmuters command a number of useful spells. Their offensive and defensive capabilities are quite formidable, and they also have access to spells such as *haste* or *strength* that can drastically enhance the whole party's fighting power. Despite their skill in battle, transmuters are at their best when overcoming obstacles; there is a great range of generally useful alteration spells such as passwall and fly which may make it possible for transmuters to avoid fights altogether.

**Table 2:**

## Effect Specialist Requirements

| Specialist | Race | Abilities | Opposition School(s) |
|---|---|---|---|
| Elementalist | H | Standard | Special |
| Dimensionalist | H, 1/2E | Int 16 | Ench./Charm, Necro. |
| Force Mage | H, 1/2E | Int 12, Con 15 | Alteration, Divination |
| Mentalist | H | Int 15, Wis 16 | Invoc./Evoc., Necro. |
| Shadow Mage | H | Int 15, Wis 16 | Invoc./Evoc., Abjuration |

H: Human; 1/2E: Half-elf

## Specialists in Schools of Effect

The schools of effect are organized along different lines than the schools of philosophy. This alternate approach to magic and specialization means that elementalists and other effect specialists don't necessarily enjoy the same benefits and penalties of philosophical specialists. These exceptions are explained below in the descriptions of the individual specialist wizards.

Just like the schools of philosophy, specialization in a school of effect generally requires a wizard to meet higher ability score criteria than that required of a basic mage (see Table 2: Effect Specialist Requirements).

**Elementalist:** First introduced in the *Tome of Magic*, elementalists are wizards who specialize in spells dealing with one of the four elements—air, earth, fire, or water. Elementalists ignore the "normal" structure of the philosophical school. Instead, all spells are designated as either *elemental* spells or *nonelemental* spells. Furthermore, elemental spells are divided into spells of each of the four elements. An elementalist is barred from casting spells of the element that opposes his particular specialty; fire mages cannot cast water spells, air mages can't use earth spells, and vice versa. (Refer to Appendix 3 for a list of wizard spells by school.)

**Fire**
|
**Air** — opposes — **Earth**
|
**Water**

Elementalists enjoy most of the standard benefits and restrictions of specialist wizards, but there are some minor differences. They gain the benefit of memorizing an extra spell of each level, as long as it is taken from their preferred element. An elementalist gains a +2 bonus to saving throws against spells of his particular specialty (fire for fire mages, etc.) and inflicts a –2 penalty to his opponents' saves when casting spells of his specialty. Elementalists gain a +25% bonus to learn spells of their specialty, and a +15% bonus for other elemental spells that don't actually oppose their specialty. For example, a fire mage has a +25% bonus to learn fire spells, and a +15% bonus to learn air and earth spells; he can't learn water spells at all. Elementalists suffer a –25% penalty to learn all other nonelemental spells. Last but not least, elementalists research

spells of their specialty as if the spells were one level lower than their actual level.

Note that elementalists do *not* automatically add a spell to their spell book when they gain a level, as other specialists do. However, an elemental specialist has the ability to cast one memorized spell of his specialty per day as if he were 1d4 levels higher. This affects range, duration, area of effect, and damage. When an elementalist reaches 11th level, he does not need to concentrate to control an elemental of his specialty that was summoned through *conjure elemental*. At 14th level, there is no chance for a summoned elemental to turn on the elementalist.

While the elemental schools tend to be small, the elementalists' abilities generally exceed those of normal specialists. Elemental wizards of earth and fire have a potent range of attack spells and can equal the firepower of an invoker. Wizards of air and water tend to have fewer damaging spells, but have access to better travel and support powers.

Elementalists can be used to portray magicians of unusual cultures or origin. After all, the standard philosophical arrangement of schools implies a scholarly, Western approach to magic, but not every culture or nation may have the same beliefs or practices regarding sorcery. Many elementalists are much closer to nature, or more attuned to their surroundings, than philosophical specialists.

**Dimensionalist:** This uncommon specialist is a student of magic that relies on the manipulation of space, time, and dimension. The dimensionalist is familiar with all kinds of extradimensional pockets, planes, and sources of power. While other wizards can make use of these dimensions, the dimensionalist has a much clearer understanding of what he is doing and why when he casts spells of this school. Non-Euclidean geometry and planar relationships are difficult material, even for a wizard; a character must have an Intelligence (Intelligence/Reason in the *Skills & Powers* rules) of 16 or better to grasp the more esoteric concepts required to master this kind of magic.

The school of dimensional magic is listed in Appendix 3 of this book. It includes spells such as *rope trick, dimension door, distance distortion,* and *maze*. Dimensional magic is opposed by the schools of enchantment/charm and necromancy, since these philosophies have nothing to do with extraplanar studies or spells.

The dimensional specialist gains the normal advantages for specialization as described earlier in this chapter; spells belonging to the school of dimensional magic are listed in Appendix 3. At 8th level, the dimensionalist gains the power to *disappear* by stepping into a pocket dimension once per day. While in the pocket dimension, he is detectable only by spells that can discern dimensional openings and is immune to any attack, but he also has no way of knowing what's happening in the place he left until he chooses to step back into the real world. The dimensionalist may remain for up to one hour before he is forced to exit and can take any actions he desires (sleeping, reading, drinking a potion, or so on) while inside. Note that the pocket dimension's point of exit is always the exact same place the dimensionalist entered the dimension. Also, no spells that would allow the dimensionalist to leave the pocket without first reentering the real world can function in the extradimensional place, including *teleport, dimension door, shadow walk,* and similar enchantments. At 11th level, the dimensionalist may bring one other human-sized creature or an object weighing less than 500 pounds with him; at 14th level, he may bring up to five companions or an object weighing 1,500 pounds.

The dimensionalist is a very unusual wizard, with access to some of the strangest spells in the game. A high-level dimensionalist can be a confounding opponent, calling

on rarely seen powers to trap or misdirect his enemies. Dimensionalists have few attack spells, but excel in avoiding trouble or circumventing obstacles.

**Force Mage:** Some of the most powerful spells available to a wizard consist of *force*—cohesive magical energy that can be shaped into fields, walls, or blades. Force is energy that simulates solid matter; it is impervious to normal matter and can be used to exert physical pressure on creatures or objects. A force mage specializes in spells that conjure and manipulate magical force. Force spells are difficult and taxing to a wizard, and a character must have an Intelligence of 12 or better and a minimum Constitution of 15 (Intelligence/Knowledge and Constitution/Health) to choose this specialty.

Naturally, the school of force includes *wall of force* and the *Bigby's hand* spells. However, spells such as *magic missile* and *Mordenkainen's sword* also make use of magical force. The schools of alteration and divination oppose the school of force, since these have nothing to do with the summoning or manipulation of magical energy.

Force mages have the usual advantages and disadvantages of specialist wizards. (Refer to Appendix 3 for the complete list of spells belonging to this school.) At 8th level, force mages gain an additional +1 bonus to their saving throws versus force spells or effects, for a total of +2. When a force mage reaches 11th level, he gains the ability to attempt a saving throw for half-effect against any force spell that causes damage, whether or not it allows a save. For example, an 11th-level force mage struck by a *magic missile* spell may attempt to save for half damage, despite the fact that *magic missile* normally allows no saving throw. At 14th level, the force mage's saving throw bonus increases to +3 against magical force.

Force mages are skilled in battle; most of their spells are designed to hinder, incapacitate, or destroy their enemies. However, they do not enjoy a great variety of spells and must get along without access to two of the most useful schools available—divination and alteration.

**Mentalist:** In worlds where psionics are rare or unknown, some wizards take up the study of mind-affecting spells and enchantments. The mentalist is such a character. Although the mentalist is closely related to the enchanter, the mentalist's spells focus more exclusively on the mind. Of course, this is a complicated area of study, and a great understanding of the human psyche is required for success; the wizard must have an Intelligence of 15 and Wisdom of 16 (Intelligence/Knowledge and Wisdom/Intuition) to become a mentalist.

The school of mentalism includes spells such as *ESP*, *domination*, and *suggestion*. It is opposed by the schools of alteration and necromancy; a list of the spells belonging to the school of mentalism appears in Appendix 3.

Mentalists gain the normal benefits and hindrances of a specialist wizard. When a mentalist reaches 8th level, his saving throw bonus against mentalism spells and effects increases to +2. At 11th level, the mentalist gains the ability to *detect charm* or *mental influence* three times per day by pointing at the individual to be examined and concentrating one round. This power resembles the priest spell *detect charm*, but only one creature can be scanned per use. When the mentalist reaches 14th level, he can *dispel charm* or mental influence once per day with a 50% chance of success. This is modified by ±5% per level/Hit Die difference between the mentalist and the caster of the charm. The mentalist must be within 10 yards of the subject and must concentrate for one round in order to use this power.

The mentalist is a wizard who deals in subtleties and influences. The mentalist is not at his best in open battle against hordes of enemies, but he can be an extraordinarily effective character in investigations or confrontations against single enemies.

**Table 3:**
## Shadow Mage Target Saving Throw Modifiers

| Lighting Conditions | Modifier |
|---|---|
| Bright daylight/continual light | +2 |
| Weak daylight/dusk/light | none |
| Twilight/moonlight/lantern light | –1 |
| Weak moonlight/torch light | –2 |
| Candlelight/starlight | –3 |
| Total darkness | –4 |

**Shadow Mage:** Shadow mages are students of the power of darkness and twilight. While shadow mages are not necessarily evil, most tend to be grim characters who are at home in the darkness. The school of shadow is built around the thesis that all shadows are actually connected in some mystical way in the Demiplane of Shadow; the shadow mage's repertoire of spells reflects this belief. Shadow mages must be keen-minded individuals; a character must have an Intelligence of 15 and a Wisdom of 16 (Intelligence/Reason and Wisdom/Will) in order to select this specialty. The school of shadow is opposed by the schools of invocation/evocation and abjuration.

The shadow mage follows the normal rules for specialist wizards, with one notable exception: the target's saving throw modifiers are tied to the prevalent lighting conditions, and range from +2 to –4. The shadow mage himself receives no saving throw modifiers versus spells of any kind (see Table 3: Shadow Mage Target Saving Throw Modifiers).

Shadow mages also gain the ability to see in darkness due to their connection with the plane of gloom. At 4th level, the shadow mage sees as well in moonlight as a normal human does by broad daylight, and all darkness-based combat penalties are reduced by 1 point. At 7th level, he can see perfectly by starlight and reduces combat penalties for darkness by 2 points. At 10th level, the shadow mage can see perfectly in total darkness, negating all combat penalties. Note that magical blindness or fog can still impair the wizard's vision.

The shadow mage's spells are both powerful and subtle. Of all the specialist wizards, he makes the best spy or infiltrator, especially by night. While the shadow mage isn't very well-suited for open battle, his spells are perfect for solitary confrontations.

**Table 4:**
## Thaumaturgical Specialist Requirements

| Specialist | Race | Abilities | Opposition School(s) |
|---|---|---|---|

| | | | |
|---|---|---|---|
| Alchemist | H | Int 15, Dex 14 | Illusion, Necromancy |
| Artificer | H, G | Int 12, Con 15 | Necro., Ench./Charm |
| Geometer | H, E, 1/2E | Int 15, Wis 14 | Ench./Charm, Illusion |
| Song Mage | H, E, 1/2E | Int 14, Cha 15 | Necro., Div., Invoc./Evoc. |
| Wild Mage | H, E, 1/2E | Int 16 | none |

H: Human; 1/2E: Half-elf; G: Gnome

## Specialists in Schools of Thaumaturgy

While the schools of effect and the schools of philosophy differ in the way in which spells are assigned to the various schools, the schools of thaumaturgy represent an entirely different way of thinking. The thaumaturgical schools discard the normal methods and mechanics of wizard magic to concentrate on new ways of summoning and controlling magical power. In this scheme of magic, spells are organized by method of casting, not effect or method of operation.

Since the schools of thaumaturgy represent a more radical departure from the normal scheme of magic, the benefits and disadvantages of specialization vary from school to school. In addition, the thaumaturgical specialists generally have high ability score requirements, as shown in Table 4: Thaumaturgical Specialist Requirements.

**Alchemist:** This specialist was first presented in *Player's Option: Skills & Powers*. The alchemist's whole work is based on the four classical elements of air, earth, fire, and water. In other words, the alchemist considers gold (for example) to be a combination of earth and fire. Alchemists are the most scientifically-minded wizards, and they experiment constantly in search of knowledge. In order to be an alchemist, a wizard must have an excellent education in the sciences (minimum Intelligence or Intelligence/Knowledge of 15) and a steady hand for experimentation (Dexterity or Dexterity/Aim of 14). The school of alchemy is opposed by the schools of illusion and necromancy; a list of alchemy spells appears in Appendix 3.

The alchemist must maintain a large, well-equipped laboratory. The character is assumed to begin play with a suitable facility in his home town or base of operations, but building and equipping a new laboratory costs at least 1,000 gp per character level, and existing laboratories cost 50 gp per level each month to maintain. An alchemist without a laboratory loses access to the bonus spell provided by specialization and can't conduct research, make potions, or add new spells to his spell book.

Alchemists enjoy the normal benefits of specialization, but have no saving throw modifiers for their own saves or their targets' saves.

At 6th level, the alchemist gains the ability to create potions. This is a special chemical process that doesn't involve magical materials or processes, but it tends to be longer and more tedious than normal potion brewing. First, the character must research the potion's formula, just like conducting spell research; consider the potion's level to be equal to its experience point (XP) value divided by 100. For example, a *potion of clairaudience* (250 XP) is treated as a 3rd-level spell for this purpose, while a *potion of longevity* (500 XP) is equivalent to a 5th-level spell. It takes two weeks per potion level to research the formula, at a cost of 500 gp per potion level. The alchemist must roll learn spells to find out if he learned the spell before he can be considered successful in his

research. The maximum number of potion formulae he can know is limited by the maximum number of spells per level score that is determined by his Intelligence (see Table 4: Intelligence in the *PHB*). A character with an Intelligence of 15, for example, can know up to 11 potion formulae.

Once a character has successfully researched a potion's formula, he can produce one dose by investing 3d6 x 100 gp in materials and spending one uninterrupted week in his laboratory. Again, he must pass the learn spells check to see if he followed the directions correctly, with a +1% bonus per character level. While the alchemist doesn't have to adventure to acquire rare or unusual materials for potions, he may still have to take time to make arrangements for special requirements, such as the delivery of unusual chemicals or glassware.

*Bordun the Chemist wishes to create a* potion of fire resistance, *since his thief friend wants to pilfer a dragon's hoard. The potion has an XP value of 250, so it must be researched as a 3rd-level spell. This requires 6 weeks, and costs a total of 1,500 gp—Bordun's alchemical research is more difficult than normal potion research, but requires no unusual materials. Bordun makes his learn spells check, and his research is productive!*

*Having concluded his research, Bordun sets out to brew a* potion of fire resistance *from his formula. This takes one week, and costs him 3d6 x 100 gp (the DM rolls a 15, for 1,500 gp—ouch!) He must attempt a second learn spells check to execute the formula correctly, with a +7% bonus (he's a 7th-level wizard), and he succeeds again. Bordun now has one potion of fire resistance and can brew more without conducting his research all over again.*

The alchemist has access to a small number of attack and defense spells, but he excels in enchantments that alter or analyze materials. Note that the spells of the school of alchemy are considered to have no verbal component when cast by an alchemist, since they consist of combinations of reagents prepared by the wizard—an alchemist has little to fear from a *silence 15' radius* spell.

**Artificer:** The school of artifice is composed of spells that store or channel magical energy through items carried by the wizard. In effect, the artificer is a wizard who creates temporary magical items for his own use. The advantages of this thaumaturgical method lie in the wizard's ability to increase his spell power by carrying extra spells in various magical items and to unleash powerful enchantments with a single command word. A wizard must have an Intelligence (Intelligence/Knowledge) of 12 and a Constitution of 15 (Constitution/ Health) in order to choose this specialty. The school of artifice is opposed by the school of necromancy and those spells in the school of enchantment/charm which affect living beings.

Like the alchemist, the artificer must maintain a well-equipped laboratory and workshop. A 1st-level artificer begins play with a suitable facility in his base of operations. Building a new laboratory costs at least 1,000 gp per character level, and existing laboratories cost 50 gp per level to maintain each month. An artificer without a laboratory loses access to the bonus spell provided by specialization, and can't conduct research, make magical items, or add new spells to his spell book.

Artificers have the normal benefits and restrictions of specialist wizards, but have

no saving throw modifiers and impose no saving throw penalties on the targets of their spells. At 4th level, the artificer gains the ability to *store spells* in prepared items, saving his memorization slots for other spells. Once placed in an item, a stored spell may be indefinitely retained for ready casting. The spell to be stored must be one which the wizard knows and can cast; at any given time, a wizard may have no more total spell levels stored than his own character level, so a 5th-level artificer could store up to five levels of spells.

Preparing an item to receive one stored spell requires one uninterrupted week of work, and the actual process of casting the spell into the item requires one day and 500 gp per level of the spell. The item must be of the finest workmanship, worth at least 100 gp; after the spell it holds has been discharged, the artificer can re-enchant it. Only the artificer may release the stored spell, with a casting time of 1; in all other respects the spell is treated as if the artificer had cast it normally. Also, an item can only contain one spell at a time. Any attempt to cast another spell into the item will simply replace the current spell. In effect, this ability allows the artificer to create one-shot magical items such as a ring enchanted with *feather fall* or a cloak prepared with *protection from normal missiles*.

At 7th level, the artificer may *create a temporary magical item*. Any magical item in the DMG not specifically restricted to nonwizards is allowed, but the item will function only for the artificer. This is a special ability unrelated to the *enchant an item* spell. First, the artificer must successfully research the item creation process, taking one week per 500 XP value of the item and spending at least 100 gp per week. This time is halved if the artificer has a sample of the item to copy or if he succeeds in a *contact other plane, legend lore*, or other research spell. The artificer must pass a learn spells check to succeed and may never know the processes for more magical items than his maximum number of spells per level. Actually building and enchanting the item requires half the research time and 2d6 x 100 gp, plus the cost of the item itself. Fine materials must be used, but rare and exotic materials and processes aren't necessary for temporary items (see Chapter 7). After completing the work, the artificer must pass another learn spells check to successfully enchant the temporary item.

A temporary item lasts 1d6 days, plus one day per level of the artificer. Once the enchantment fades, the item can be re-enchanted with one uninterrupted week of work, the expenditure of 2d6 x 100 gp, and another learn spells check. If the temporary item normally possesses charges, the artificer automatically places one charge per level into the item when creating it.

*Selthos the wizard desires a* carpet of flying, *since he wishes to investigate an old tower perched high on an inaccessible peak. Looking up the carpet's XP value (7,500 XP), the player realizes that it will take 15 weeks just to research the item! Selthos decides that a carpet of flying is too formidable a challenge and searches for a cheaper alternative. Investigating his alternatives, he decides that a cloak of the bat (1,500 XP) is a much more palatable option.*

*Selthos begins his research, working for three weeks and spending a total of 1,000 gp (an arbitrary amount set by the DM; he would have had to spend at least 300 gp, or 100 per week). Fortunately, he succeeds in the learn spells check, and his research is successful—from now on, Selthos can produce a* cloak of the bat *anytime he desires,*

*without repeating the research.*

*Actually making the cloak requires one week and four days (half the research time) and 2d6 x 100 gp, plus the cost of the cloak. The DM decides that a suitable cloak costs 100 gp (the minimum allowed, but it's only an article of clothing), and rolls 700 gp for the cost of the enchantment. Again, Selthos succeeds in a learn spells check, so he now possesses a* cloak of the bat *that will last for 1d6 days, plus one day per level. With some urgency, he sets off at once to investigate the tower before his enchantment fades!*

*Several months later, Selthos decides that he needs his cloak again. He can re-enchant the cloak with one week of work, another 2d6 x 100 gp, and a learn spells check.*

Artificers may create permanent magical items using the normal magical item creation rules and the *enchant an item* spell when they reach the appropriate levels. (If an artificer creates a true magical item he once made a temporary version of, his research time and expense is reduced to its minimum value—see Chapter 7.) Artificers gain a +10% bonus to their chance to successfully enchant items.

In addition, artificers have a 20% chance at 1st level to identify the general purpose and function of any magical item simply by examining it for one full turn. This is similar to the bard's ability, but is based on the artificer's ability to analyze the construction and enchantments on the item, not the item's historical significance. This chance increases by 5% per level, so a 5th-level artificer can identify items with a 40% chance of success.

While artificers are fairly weak at first, once they reach middle levels they can quickly become some of the most useful and powerful wizards in the game. The DM should always consider the artificer's proposed item research and construction very carefully; any item that the DM feels is too powerful or out-of-character can be disallowed. In particular, items with *absorption* or *negation* powers should be considered very carefully—these can be very unbalancing in a game.

**Geometer:** Like the alchemist, the geometer was introduced in *Player's Option: Skills & Powers*. Geometers seek to control magical forces by creating symbols and diagrams of mystical significance. The tools of the geometer's trade range from runes drawn on paper or carved in stone to free-floating constructs of energy woven by the somatic gestures of a spell. Naturally, geometers excel in the casting of any spell that involves the drawing of a rune, mark, or diagram. In order to choose this specialty, a wizard must have an Intelligence (Intelligence/Reason) of 15 or better and a Wisdom (Wisdom/Intuition) of 14 or higher. The spells used by the school of geometry are described in Appendix 3 of this book.

Geometers gain the usual advantages for specialization, but like the alchemist, they gain no modifiers to their saving throws and inflict no saving throw penalties on their targets. Beginning at 4th level, a geometer may create scrolls by committing a spell he knows to paper. He can cast the spell from the scroll at some later time simply by reading the scroll, which requires one full round; once read, the scroll is consumed and the spell expended. The geometer may not have more than one spell-scroll per character level prepared at any given time, so a 6th-level geometer may have as many as six scrolls ready.

Transcribing a spell to a scroll requires one full day per spell level; a 5th-level spell requires five days of uninterrupted work. The materials cost 100 gp per spell level,

and the wizard needs a suitable laboratory or library to work in. Only spells of the school of geometry can be transcribed to scrolls, but a geometer can engage in spell research to find a diagram for spells outside the school of geometry. In any event, a geometer must succeed in a learn spells check to see if he is successful in scribing the scroll.

Geometers may also attempt to create various forms of *protection* scrolls, beginning at 7th level. The geometer must first research the scroll's diagram through normal spell research. To figure out how much time and money should be spent on researching a particular *protection* scroll, take a look at its experience point value. Basically, a scroll's effective spell level is determined by dividing the experience point value by 500 and then adding 2 (i.e., Level = XP/500 + 2) For example, if a scroll is worth 500 XP, it is considered a 3rd-level spell (500 divided by 500 equals 1; 1 plus 2 equals 3). The research time is two weeks per effective level, at a cost of 1,000 gp per level; the geometer must pass a learn spells check to successfully research the diagram. Once the geometer knows the diagram, he can produce one scroll by investing in 3d6 x 100 gp worth of materials and spending one uninterrupted week working in his laboratory. Again, a learn spells check applies to see if he executed the diagram correctly.

*Bordun's rival Teriaz also wishes to pilfer the dragon's hoard, but he's decided to provide his agent with a scroll of* protection from dragon breath*. This is worth 2,000 XP, so it's the equivalent of a 6th-level spell. It will take Teriaz twelve weeks to research the scroll and costs him 6,000 gold pieces. After passing his initial learn spells check and succeeding in his research, Teriaz can produce the scroll with one week of work and an additional 600 gp (the DM's roll of 3d6 x 100 gp) if he succeeds in the final learn spells check. While the dragon's hoard has suffered at the hands of the alchemist's accomplice, Teriaz's champion succeeds in slaying the beast and claiming the rest of the hoard.*

The geometer's spells tend to be defensive in nature, since many spells in the school involve drawing or scribing boundaries of some kind. Spells of the school of geometry are considered to have no verbal component. The school of geometry is opposed by the schools of enchantment/charm and illusion.

**Song Mage:** The school of song relies on the wizard's skill at weaving melody, lyrics, and rhythm to create enchantments of great power. Elves and bards have tapped into this source of magic for centuries, but now more wizards are investigating the intriguing possibilities of this school. While a song mage does not require proficiency in singing or musical instruments, most song mages are also virtuoso vocalists—the subtleties of pitch and expression are critically important in casting a spell in this fashion. Song mages require an Intelligence (Intelligence/Knowledge) of 14, reflecting their musical studies, and a Charisma (Charisma/Appearance) of 15.

Song mages enjoy the standard benefits and penalties for specializing in a school of magic. (Spells belonging to the school of song are listed in Appendix 3.) The normal saving throw modifiers apply, but note that the song mage may apply his saving throw bonus to magical song or sound attacks such as a sphinx's roar or banshee's wail in addition to song spells. At 8th level, song mages gain the ability to enhance the effectiveness of any musical or sound-based magical item by 50%; a song mage wielding *drums of panic* increases the area of affect from 120-foot radius to a radius of 180 feet. If the magical item proves to be cursed, its effect is lessened by 50% (if possible). At 11th

level, the song mage gains the ability to *counter* magical song or sound attacks once per day, negating the effects of the attack in a 10-foot radius centered on the mage. This allows the song mage to protect those nearby from a harpy's song, a sphinx's roar, or a *shout* spell. The mage must stand still or walk slowly and sing for at least one full round to negate the effect, and may continue singing for up to one full turn per level to defeat pervasive or persistent attacks.

All spells in the school of song are considered to have neither somatic nor material components when cast by a song mage—while song mages are extremely vulnerable to a *silence* spell, they are also capable of casting spells while securely bound or stripped of all their possessions. The school of song is opposed by the schools of necromancy, divination, and invocation/evocation.

The song mage commands a variety of useful spells that are effective both in attack and defense. While he has few spells that can directly damage an enemy, he is very good at influencing or hindering opponents with his magic, especially at higher levels.

**Wild Mage:** The concept of wild magic was introduced in the *Tome of Magic*. Wild magic is a new theory of magic that emphasizes study of the forces of randomness; a wild mage never knows exactly what's going to happen when he casts a spell. While there isn't enough space here to reprint all of the wild magic rules and tables, this briefly sums up the specialist so that readers who don't have access to the *Tome of Magic* can make use of this material.

Since wild magic is a new field of study, and a difficult one at that, a wizard must have an Intelligence (or Intelligence/Reason) score of 16 or better to specialize in this field. Wild magic has no opposition school—wild mages can freely learn any wizard spell they choose, and they're also the only wizards who can learn spells of the school of wild magic. Like other specialists, they gain the bonus memorized spell at each level. They have no saving throw adjustments for their own saves or their targets' saves. Wild mages receive a bonus of +10% when learning new wild magic spells, and a penalty of –5% when learning magic spells from other schools. When a wild mage researches a new wild magic spell, the spell is treated as if it were one level lower.

Wild mages have a special ability to control certain magical items that normally behave randomly for other characters. A wild mage has a 50% chance to control one of the following items, selecting the result of his choice: the *amulet of the planes*, *bag of beans*, *bag of tricks*, *deck of illusions*, *deck of many things*, and the *well of many worlds*. The *wand of wonder* is a special case; if the wild mage successfully controls the wand, he may use charges from the wand to cast any spell he already knows, whether or not he has the spell memorized. The number of charges expended equals the level of the spell chosen; if the mage fails his roll, he simply expends one charge from the wand and rolls for a random result.

Every time a wild mage casts a spell, the effective casting level may vary. While the level variation rules are explained in detail in the *Tome of Magic*, here's a quick and simple method for determining the variation. When the wild mage casts a spell, roll 1d20: on a roll of 6 or less, the caster's effective level drops by 1d3 levels; on a 15 or better, it increases by 1d3 levels; and on a roll of 10, the spell results in a wild surge. Note that the level variation can't exceed the caster's level, so a 2nd-level wizard can't vary by more than two levels either way. Level variation affects all level-based aspects of a spell, including damage, duration, range, opponent's saving throws, and other such factors.

*Kelmaran, a 5th-level wild mage, casts a* fireball *spell at a band of orcs. He rolls 1d20 and comes up with a 1, so his effective level will be reduced by 1d3 levels. Rolling 1d3, he is relieved to see that he only loses 1 level, so his* fireball *does 4 dice of damage instead of 5 and may suffer a small reduction in range. With a lucky roll, Kelmaran's spell could have done as much damage as an 8th-level wizard's* fireball.

Wild surges are strange manifestations of the randomness of wild magic. A complete table for wild surges appears in the *Tome of Magic*, but if a copy of this book isn't available, use the random chart for the *wand of wonder*, in the magical item descriptions of the *DMG*. Note that a number of wild magic spells appear in the *Tome of Magic* and the *Wizard Spell Compendium*—if you're really interested in playing a wild mage character, you should obtain a copy of one or both of those accessories.

## Customized Wizard Characters

While there is a broad selection of specialist wizards to choose from in this book, some players may want to create more unique characters. *Player's Option: Skills & Powers* introduced the concept of point-based character design; this section now expands that material for wizards. Dozens of new powers, abilities, and restrictions are described here, allowing the creation of almost any kind of magic-using character imaginable.

If you want to use the material here in conjunction with Skills & Powers, this section takes the place of the character class design rules. In addition to the initial allotment of 40 character points assigned to a character in this chapter, a player may also choose to spend points left over from the race design chapter and save points in this step for proficiency selections. Note that there is no restriction on how a character spends his points in this system.

As always, the DM has the final word on whether or not a particular character is appropriate for his campaign. If the DM doesn't like the way a character is put together, he can have the player try again.

## Using the Wizard Character Design Rules

In case you aren't familiar with point-based character design, here's how it works: You get to decide which class abilities and which hindrances your character will have during his adventuring career. For example, if you want your wizard character to have the hit points and fighting ability of a priest, you can select the appropriate abilities to do so—but chances are good that your character will have to make serious sacrifices elsewhere in order to get this advantage.

When you custom-design a wizard, your character begins with 40 character points. Each ability you select for your character costs character points, but you can gain extra points by choosing limitations. Unless you spend points on special powers or select special limitations, your wizard character uses a four-sided Hit Die, uses the wizard's THAC0 and saving throw charts, gains the ability to cast wizard spells as noted in the *PHB* on Table 21: Wizard Spell Progression, may use any magical item normally usable by wizards, may not wear armor, and is limited to the following weapons: dagger, dart, knife, sling, or staff. Note that your customized wizard character must spend points to gain schools from which he can cast spells.

Under these rules, you are under no obligation to build your character as a mage or a specialist wizard. Your character's powers and spell schools will be determined entirely by your choices here. However, for your convenience you may want to use these basic wizard classes as starting points. *If you decide to begin the customizing process with a mage or specialist wizard, your character receives no character points to choose new or optional abilities.* Since the mage or any specialist wizard is already a complete character class, the only way to add new powers is to compensate for them by selecting new limitations for a net point cost of zero.

**The School of Universal Magic:** All wizards have full access to this school at a cost of zero character points. This school contains spells basic to any wizard's studies.

## Optional Abilities

A customized wizard is built from a slate of optional abilities, ranging from schools he may cast spells from to game mechanics such as THAC0 improvement rate, Hit Die size, and weapons and armor allowed. The available abilities are listed below.

**Delayed Acquisition of Abilities:** A character can reduce the cost of a special ability by choosing to delay it to a higher level. For example, a character may select the ability of reduced casting time, but then delay the acquisition of the ability to 4th or 5th level. An ability that is not acquired until 3rd level is 1 point cheaper than the listed cost; an ability delayed to 5th level is 2 points cheaper; an ability delayed to 7th level is 3 points cheaper; an ability delayed to 9th level is 4 points cheaper than listed; and an ability delayed to 11th level is 5 points cheaper than normal. No ability can be reduced to zero or less points—everything costs at least one character point, no matter how long the wizard waits for the power.

**Access to schools (5+):** A customized wizard pays 5 character points (CPs) for each school he may learn and cast spells from. A standard mage would pay 40 CPs to gain access to the eight schools of philosophy: abjuration, alteration, conjuration/summoning, divination, enchantment/charm, illusion, invocation/evocation, and necromancy. Customized wizards may choose to have access to thaumaturgical schools or schools of effect if they wish.

**Armor (5/10/15):** With this ability, a wizard may ignore the normal restriction against using armor. As a 5-point ability, the wizard may wear padded armor; for 10 points, the wizard may wear leather, studded leather, hide, or brigandine armor; and for 15 points, the wizard may wear any armor he chooses. Note that a wizard may not use any kind of shield.

**Automatic spell acquisition (2/5):** The wizard may add a new spell of his choice to his spell book every time he gains a level, without having to pass a learn spells check. The wizard need not have a copy of the spell but must have seen the spell used at least once. As a 2-point ability, the wizard can acquire spells from one school only; as a 5-point ability, he can choose from any school he has access to. The wizard must be able to cast the spell he chooses.

**Bonus spells (10/15):** A wizard with this ability increases the number of spells of each level that he can memorize by one. For example, a 1st-level wizard may memorize two 1st-level spells instead of just one. For 10 points, the wizard may select spells of one school as bonus spells; for 15 points, the bonus spell can be any spell the wizard can cast.

**Casting time reduction (2/5):** Spells cast by the wizard are unusually swift and have a casting time of 1 less than normal. For 2 points, the wizard may accelerate spells of only one school. For 5 points, all spells are faster.

**Combat bonus (8/10):** A wizard with this class ability is much better in combat than normal. For eight CPs, the wizard's THAC0 advances as if he were a rogue of equal level. For 10 CPs, the wizard's THAC0 advances as a priest's.

**Constitution adjustment (5):** The wizard may use the Constitution-based hit point bonus of warriors, gaining +3 or +4 hp per Hit Die with a Constitution of 17 or 18 instead of the normal maximum of +2 hp per die.

**Detect magic (10):** A wizard with this power may use detect magic once per day per two levels (twice a day at 3rd level, three times at 5th, and so on). The wizard doesn't need to memorize the spell, but in all other respects the power operates as if it were actually cast by the wizard.

**Dispel (10/15):** This power allows a wizard to dispel one kind of effect or spell once per day, or three times per day for 15 CPs. The range of this power is 30 yards, and it requires nothing more than one round of concentration. The base chance of success is 50%, ±5% for each level difference between the dispeller and the creator of the effect to be dispelled. The type of effect that may be dispelled must be a group of linked spells in the same school; for example, *charm* spells, *polymorph* spells, or *shadow magic* and *monsters* are all good examples.

**Enhanced casting level (10):** A wizard with this ability may cast spells of one school as if he were 1d4 levels higher than his actual level (roll each time used). All level-based effects of the spell are altered, including damage, range, duration, and area of effect. This power may only be invoked once per day.

**Extended spell duration (10/15):** Noninstantaneous spells cast by the wizard last an additional time unit (round, hour, day, etc.) per two levels. The exact time unit depends on the normal duration of the spell—if the duration is noted in hours, a 5th-level wizard's bonus would be an extra three hours. As a 10-point power, extended duration applies to spells of one school. For 15 points, it applies to all spells cast by the wizard.

**Followers (10):** Normally, wizards do not attract loyal followers at high levels like other characters do. A wizard who selects this ability automatically attracts 20 to 200 0-level men-at-arms at 8th level if he establishes a castle, keep, tower, or other place of strength. In addition, 1d6 low-level wizards (1st to 3rd level) will also appear and request permission to study beneath the PC wizard. These loyal apprentices can undertake minor errands or research on the wizard's behalf, as long as they are treated well.

**Immunity (10+):** A wizard with this power gains complete immunity to one particular spell, at a cost of 10 CPs plus 1 CP per spell level. The wizard ignores the effects of the spell and cannot be directly damaged or harmed by the spell, although he could be *indirectly* harmed—a wizard immune to *charm person* could be beaten senseless by a charmed fighter, for example. The character may gain immunity to a group of related spells by spending CPs to become immune to the highest-level spell in that group, so a wizard who wanted immunity to all charms would spend 18 CPs for immunity to *mass charm*—*charm person* and *charm monster* are included with immunity to *mass charm*. The DM may disallow any immunity that he feels is too powerful.

**Improved Hit Die (10/20):** For 10 character points, the wizard uses a d6 for a Hit Die instead of a d4. For 20 points, the wizard uses a d8.

**Learning bonus (5/7+):** The wizard gains a +15% bonus to his chance to learn spells of one school; for seven points, this increases to +25%. The wizard may apply the bonus to learning spells of all schools by doubling the point cost.

**No components (5/8):** With this talent, a wizard may designate one spell of each level as a spell that requires no material components. For 5 points, the wizard may select spells of one school only; for 8 points, the wizard may select spells from any school. The wizard may not choose spells from the schools of alchemy or artifice for this advantage.

**Persistent spell effect (15 +2/spell level):** The wizard may select one spell that he knows (and can cast) to have a persistent, permanent effect. He must give up one spell slot of the appropriate level, so a wizard who wants to have *ESP* as a persistent power must leave one 2nd-level spell slot empty. Only spells with noninstantaneous, nonspecial durations may be selected as persistent powers, and the spell must be one which affects the caster. By concentrating, the wizard may invoke the power and maintain it for as long as he continues to concentrate. Changing the persistent spell requires a full week of uninterrupted work. If the wizard is struck by a *dispel magic*, the persistent effect fails. First-level spells that are appropriate for persistent effects include: *change self, chill touch, detect undead, feather fall, gaze reflection, jump, protection from evil, shield, spider climb,* and *ventriloquism*.

**Priestly wizard (10+):** A wizard with this talent may select one minor sphere of access for 10 points or one major sphere for 15 points. The wizard must still use wizard spell slots to memorize these spells; in effect, they're translations or adaptations of priest spells the wizard knows through special training. Priest spells must be learned normally and count against the wizard's maximum number of spells per level.

**Proficiency group crossovers (5+):** Normally, a wizard may select proficiencies from the wizard and general groups, and must pay a penalty in character points or proficiency slots for choosing proficiencies out of these groups. At a cost of 5 CPs each, the wizard may select another character group for a NWP crossover.

**Range increase (5/7+):** All ranged spells from one school known to the wizard have their range increased by 25% for 5 CPs or 50% for 7 CPs. For example, the 1st-level spell *hold person* has a range of 20 yards per level, but with this power the range could increase to 25 or 30 yards per level. The wizard can gain this bonus to all ranged spells regardless of school by doubling the CP cost.

**Read magic (5):** This power allows the wizard to use *read magic* once per day per two levels. The wizard doesn't need to memorize the spell, but in all other respects the power operates as if it were a read magic actually cast by the wizard.

**Research bonus (5+):** When the wizard is performing spell research, spells of one school are treated as if they are one level lower, just like the standard specialist wizard ability. If the wizard doubles the cost to 10, he may apply this bonus to all schools.

**School knowledge (5/8):** This is a standard benefit for a specialist wizard. Due to the wizard's extensive knowledge of one school of magic, he gains a +1 bonus to saving throws versus spells of that school, and inflicts a –1 penalty to the saving throws of his opponents when casting spells of the school. For 8 CPs, the saving throw modifiers increase to +2 and –2, respectively.

**Thief ability (10+):** A wizard with this talent possesses one thief ability of his choice. For every 5 additional points he spends, he may choose another thief ability.

(Note that backstab is included as a thief ability.) The wizard's percentage scores increase as noted in the *DMG* on Table 19: Thief Average Ability Table. Modifiers for race, armor worn, and exceptional Dexterity score all apply.

**Weapon selection (10/15):** For 10 CPs, the wizard may expand his selection of weapons to either the cleric or thief lists (player's choice). For 15 points, the wizard is completely unrestricted in his choice of weapons and may gain proficiency in any weapon he spends a slot to learn.

**Weapon specialization (15):** With this power, the wizard gains the ability to specialize in a weapon. Choosing this ability doesn't confer specialization—it merely makes it available for the wizard, who is still required to spend the necessary CPs or proficiency slots to actually specialize.

## Optional Limitations

Limitations are selected much like abilities. Each limitation carries a CP bonus that counters CPs spent on abilities. If a wizard selects 55 CPs of abilities in the previous section, he must come up with 15 CPs of limitations, since the wizard is normally allowed only 40 CPs worth of abilities.

A "standard" mage or specialist wizard can use limitations to pay for unusual abilities he wouldn't normally have access to. For example, if a wild mage also wanted to be able to move silently (a 10-point ability from the preceding list), he has to find a 10-point limitation to compensate. The following is a list of available limitations:

**Awkward casting method (5):** The wizard's spells must be cast in an extremely obvious fashion, alerting anyone within earshot that the wizard is using magic. The wizard might be surrounded by brilliant dancing motes of light, he might have to shout his vocal component at the top of his lungs, people nearby might feel waves of chilling cold wash over them—however it works, the wizard's spellcasting activity is immediately noticed. Casting spells from ambush is nearly impossible, and casting spells discretely is right out, so a quiet ESP in a tavern will never be available to the wizard.

**Behavior/taboo (2):** The wizard has a strong set of beliefs that require him to act strangely. For example, he may have to dress in certain colors, avoid physical contact with other people, avoid certain foods, and so on. The behavior chosen is well-known by most NPCs as the behavior of a wizard, so it becomes difficult for the wizard to conceal his profession. The wizard's actions may also make it easier for enemies to find or harass him by exploiting his taboos. Most importantly, a wizard who violates his beliefs loses all spells he currently has memorized; he *believes* that he can't cast spells until he behaves in the required manner again.

**Difficult memorization (5):** A wizard with this limitation can study and memorize spells only in very specific circumstances. For example, the wizard must be in his lab to memorize spells, he must be in a temple of the god of magic, or he must perform a rite lasting one full day and using materials worth at least 250 gp per level in order to prepare himself to memorize spells.

**Environmental condition (5+):** The wizard requires certain conditions for spells to be effective; for example, a wizard may only be able to cast spells by day, while in contact with a favored element, or as long as no priests are nearby. The DM should evaluate the proposed restriction to determine if it applies in everyday circumstances (20

points), common situations (15 points), rare circumstances (10 points), or only under very specific conditions (5 points.) For example, the mage who can only cast spells in daylight hours has an everyday restriction—each night, he's almost helpless. Another mage who can't cast spells during the dark of the moon only has a 5-point restriction, since this occurs for only a couple of days each month.

**Hazardous spells (10):** A wizard with this limitation pays the price for his magic. Each time the wizard casts a spell, he must attempt a saving throw vs. breath weapon or suffer 1 point of damage per level of spell. Alternatively, the wizard has a 1% chance per spell level, cumulative, of going insane. The madness lasts 3d4 days, during which the wizard may be catatonic, psychotic, paranoid, or generally disturbed in whatever fashion the DM deems appropriate, before the character can recover and reset the chance of madness to 0% again.

**Learning penalty (5/8):** This is a common restriction of specialist wizards. The wizard may learn spells of one school without penalty; for all other schools, he suffers a –15% penalty to his learn spells roll, or a –25% penalty for 8 CPs.

**Limited magical item use (5+):** A wizard with this restriction cannot use certain magical items. For each category of magical item that is unusable, the wizard gains a 5 CP restriction. The categories are: potions, oils, and scrolls; rings; rods, staves, and wands; and miscellaneous magical items, weapons, and armor. Another way for this restriction to operate is by barring all magical items that simulate spells of a certain school—for example, all items that have invocation/evocation effects, and so on. This is a 5-point restriction for each barred school. Specialist wizards often take this restriction for their opposition schools.

**Reduced hit points (10):** Wizards with this limitation use a d3 for their Hit Die instead of a d4. In addition, the wizard is limited to a Constitution hit point bonus of +1 per die.

**Reduced spell knowledge (7):** The maximum number of spells of each level that the wizard may know is reduced to one-half normal, or 10 if his Intelligence is high enough to allow him to know all the available spells. For example, a wizard with an Intelligence of 16 may know up to 11 spells of each level, but with this limitation he may only know six spells of each level.

**Reduced spell progression (15):** This is the reverse of the bonus spells enjoyed by specialist wizards. A wizard with this restriction can memorize one less spell than normal at each level, so a 1st-level wizard is reduced from one spell in memory to none at all—a serious disadvantage for lower-level characters.

**Slower casting time (2/5):** Spells cast by the wizard are unusually complicated and require more time than normal to cast. All spell casting times increase by 3. For 5 points, the wizard's spells automatically increase to the next greater time unit. This means that spells with casting times of 1 to 9 increase to one full round. Spells with casting times in rounds require a similar number of turns, turns go to hours, and hours go to days.

**Supernatural constraint (5+):** The process by which the wizard gained access to his magical powers transformed him into a supernatural creature with unusual vulnerabilities. Unlike a belief or taboo, these constraints cannot be violated by the wizard by any means. Some examples: the wizard can't cross running water; the wizard can't enter a home or community without an invitation; the wizard can't set foot on

hallowed ground; the wizard automatically becomes lost at crossroads; the wizard leaves footprints that can always be tracked; normal animals are terrified of the wizard and won't let him near; and any number of other such constraints. These constraints can be used by clever enemies to render the wizard powerless or severely restrict his movements. The DM should evaluate the proposed constraint and assign a limitation of 5 to 15 points depending on how often it comes into play and how much it interferes with the character on a daily basis.

**Talisman (8):** The wizard's magical power is inextricably linked with a single object or talisman. He must have this object on his person in order to cast spells. Typically, a talisman might be a crystal, a staff, an amulet, a ring, or some similar item. If the wizard's talisman is destroyed, he can create a new one with 1d4 weeks of work in his laboratory or home base.

**Weapons restriction (3/5):** As a 3-point restriction, the wizard may never have proficiency in any weapon. As a 5-point restriction, the wizard is not allowed to attempt to wield a weapon at all and may never try to injure another creature with a weapon. Doing so renders all spell use impossible for the character for at least one full month.

## Dealing with Game-Breaking Characters

While the customized wizard rules allow players a great deal of flexibility in creating their characters, they also allow a clever player to put together a "super-wizard" by carefully selecting limitations that he thinks will rarely hinder the character. Don't despair; this is a zero-sum character creation system, and for every strength a character must also incorporate a corresponding weakness. Here are a few guidelines for handling high-powered characters:

**DM's Prerogative:** The DM always has the final say on anything in his campaign. If a player insists on building characters that unbalance the game, the DM is within his rights to simply not approve the character or disallow customized character creation in his game.

**Point Limits:** The DM can limit the number of additional powers purchased by a wizard by setting a limit of 60 or 70 points of optional abilities. After the first 40 points, each additional ability must still be paid for by taking limitations. This prevents a player from building a wizard with every ability on the list and balancing it with every limitation. Optionally, the DM can require that a wizard spend at least 30 points acquiring schools to cast spells from, or set other spending limits in specific areas.

**Limitations with a Vengeance:** A player might think he's getting away with something when he takes a couple of belief or environmental condition limitations, but a good DM can always find a way to bring these role-playing disadvantages into play. By looking for situations where the super-character's built-in weaknesses cripple him, the DM can graphically illustrate how out of balance the character actually is.

**The Bad Guys are Supermen, Too:** Naturally, if one character is a walking arsenal of powers and abilities, it stands to reason that some NPCs might have similar skills. No matter how tough a particular PC is, there's always someone in the game world who's a little tougher than him, and meeting that NPC is a super-character's worst nightmare. While this tactic isn't particularly elegant, it's quite effective in letting the player know just how it feels to be in the place of the poor NPCs his character's been terrorizing.

# Chapter 2:
# Priests

The *Player's Handbook* describes two types of priests: clerics and specialty priests. While clerics are intended to serve as a generic model for a priest character, DMs and players in campaigns that feature specific pantheons or mythoi are encouraged to create specialty priests to reflect the particular aims and powers of the different deities of the world. The druid is presented as an example of a specialty priest, representing any power that stands for nature—or even nature itself.

In this chapter, we'll examine the basic cleric and druid classes in great detail, concentrating on their magical abilities. A number of spells are reorganized into different spheres in order to provide the specialty priests with basic abilities that should be common to all priest characters, while maintaining unique spells that can only be cast by certain specialists. We'll also introduce three new types or subclasses of specialty priest: the crusader, the shaman, and the monk. Last but not least, we'll present a point-based design system for customizing specialty priests.

Hordes of specialty priests have been introduced in various accessories following the *Player's Handbook*. There are specialty priesthoods in *Legends and Lore, The Complete Priest's Handbook, Monster Mythology*, and several of the campaign settings. At this point, there are well over one hundred varieties of priests in print! Unfortunately, some of these specialty priests are far more powerful than similar specialty priests presented in different settings. This raises the question of which sources are "generic" enough to use in any campaign setting, and which should be reserved for specific campaign worlds.

The first rule of thumb is simple: If a campaign setting features its own pantheon and specialty priests for those powers, you should give that material precedence. For example, the deities and priesthoods of the Forgotten Realms, Birthright, or Dark Sun campaign settings are described in detail in their respective boxed sets. When a player creates a priest character for one of these settings, he should refer to the character creation rules specific to those settings. Of course, a DM who has assembled this information for his own campaign can certainly require his players to create their priest characters accordingly!

If a world does not feature a fully-developed pantheon or special priesthood rules for the various powers of the mythoi, then you should consider the material in *Player's Option: Spells & Magic* to take precedence over all earlier material. In other words, the rules here are intended to replace the specialty priesthoods presented in *The Complete Priest's Handbook, Legends and Lore*, and *Monster Mythology*. Note that the powers and faiths presented in these books remain unchanged; *Player's Option: Spells & Magic* just changes the way the specialty priests are put together.

## Spheres of Access

Just as wizard spells are divided into schools of magic, priest

spells are organized into spheres of access. A sphere of access represents a group of related spell powers granted by a particular deity, so a power of war usually grants access to the spheres of combat and war, a power of nature usually grants access to the spheres of animal and plant, and so on. All priestly spheres of access are organized in the same scheme—there are no variant organizations like the schools of effect or thaumaturgy for wizards.

While wizards generally have the ability to learn spells from any school unless specifically stated otherwise, priests are strictly limited to the spheres their deity grants them access to. In other words, the organization of priest spells governs which spells a priest can cast, while wizard schools govern which spells a wizard can't cast. This makes it difficult to create new spheres of priest spells, since a great deal of work must be done to retrofit any new spheres to existing priesthoods that should have had influence in the new sphere.

The standard spheres from the *Player's Handbook* are the spheres of all, animal, astral, charm, combat, creation, divination, elemental (with the lesser spheres of air, earth, fire, and water), guardian, healing, necromantic, plant, protection, summoning, sun, and weather. In addition, the *Tome of Magic* adds the spheres of chaos, law, numbers, thought, time, travelers, war, and wards.

**All:** Spells of this sphere represent the basic class abilities that should be available to all priest characters, regardless of specialization. Spells that deal with direct manifestations of a deity's power, such as *bless, chant*, and *gate* are included, as well as a few spells that are so general that all priests may make use of them, such as *detect magic, remove curse,* and *atonement*. The sphere of all has been greatly expanded in *Player's Option: Spells & Magic* in order to balance the spell powers available to different kinds of specialty priests.

**Animal:** Spells that influence or alter creatures are found in the sphere of animal. Most animal spells do not affect people. Powers of nature or husbandry often grant spells of this sphere.

Astral: The astral sphere deals with communication and movement between the various planes of existence. Priesthoods of philosophy or travel sometimes have access to this sphere.

**Chaos:** Priests with access to this sphere command spell powers that increase randomness and confusion to the world around them. Deities of mischief and ill luck often grant spells of chaos.

**Charm:** Charm spells usually affect the attitudes and actions of people. Powers of love, trickery, or art often grant access to this sphere. The sphere is also useful when dealing with hostile enemies or unbelievers, and many expansive faiths deal with this sphere as well.

**Combat:** Naturally, combat spells are used to attack or injure the enemies of the faith. Since most priests have an interest in self-defense, a great number of faiths have access to the sphere of combat.

**Creation:** Creation spells allow the priest to produce food, water, light, or other things from nothing. *Create water* and *continual light* are good examples. Prime creator powers often grant access to this sphere.

**Divination:** This useful sphere allows the priest to discern the safest course of action, detect hidden things, or discover hidden knowledge. It is the province of deities of

learning and wisdom.

**Elemental:** The four basic elements of creation—air, earth, fire, and water—are dealt with in this sphere. Powers of nature or powers with elemental interests typically grant access to at least part of this sphere. Very few priests have access to all four elements.

**Guardian:** Priesthoods charged with the protection of holy places often have access to this sphere. Spells that help a guardian to perform his task are included as well as spells that create or enforce magical barriers over a person or area.

**Healing:** This sphere deals with all forms of healing spells, except those which restore life or manipulate the subject's life force.

**Law:** The sphere of law is the antithesis of the sphere of chaos. Law spells concentrate on the principle of obedience and the strength of the group over the strength of the individual. Deities of rulership and community are likely to have influence in this sphere.

**Necromantic:** Spells of the necromantic sphere deal with the forces of life and death, including *raise dead* and *resurrect*. These spells are also quite useful in dealing with undead monsters.

**Numbers:** Priests with access to this sphere believe that numbers and mathematical relationships can provide insight into the nature of the universe. Powers of knowledge and arcane lore occasionally grant access to this unusual sphere of spells.

**Plant:** This sphere deals with plants and vegetation of all kinds, from agricultural to wilderness settings. Priests of nature or agriculture are often granted access to this sphere.

**Protection:** While this sphere is related to the guardian sphere, protection spells generally enable the priest to protect people, not places. Many of these spells are very useful in combat, and militant priests often have access to this sphere.

**Summoning:** Summoning spells call creatures to serve the priest. Even extradimensional creatures can be summoned at higher levels. This sphere has been revised to include a modest selection of spells suitable for dismissing summoned creatures.

**Sun:** Solar spells deal with light of different qualities in a variety of ways. Spells such as *starshine* and *Sol's searing orb* are included in the sphere of sun.

**Thought:** The sphere of thought is composed of spells that deal with the interaction of the thinker, the thought, and the subject of the thought. In effect, priests who have access to this sphere believe that thought itself has a certain reality that can affect the physical reality of the world around the mind. Powers concerned with the mind or knowledge are found within this sphere.

**Travelers:** Spells of this sphere provide aid and comfort to travelers and pilgrims. Deities of wayfarers both peaceful and militant may make these spells available to their followers.

**War:** Unlike the sphere of combat, the sphere of war deals specifically with magic useful on the battlefield in clashes between armies. War spells can affect hundreds of soldiers at a time.

**Wards:** The sphere of wards includes spells that provide protection for clearly defined areas, ranging from single objects to whole communities. It is related to the sphere of guardian, but the sphere of wards only creates barriers or obstacles to deter

intrusion; ward spells do not necessarily enhance the priest's ability to defend the area. In addition, many ward spells are cooperative in nature and provide protection for bodies of believers instead of holy sites.

**Weather:** This sphere is concerned with the forces of weather, including wind, fog, lightning, and weather control. Powers of nature and tempests often have influence in this sphere.

## Player's Option and Spheres of Access

While the general definitions of the spheres have remained the same for *Player's Option: Spells & Magic*, a number of spells have been rearranged for purposes of game balance. Many spells have been added to the sphere of all in order to provide all priests with the basic spell powers that should be available to them. Some other spells have been assigned to different schools to better define the roles and strengths of clerics, druids, and other specialty priests. For example, *reflecting pool* was originally designed as a druid spell, but in AD&D 2nd Edition it became a divination spell available to clerics. In this book, *reflecting pool* has been placed in the sphere of elemental water, where druids have access to it but clerics do not. Refer to Appendix 4 for a complete and accurate listing of which spells belong where.

**Cleric Sphere Access:** As part of the reorganization of the spheres of access, clerics lose access to the sphere of sun and the elemental spheres of air and fire. Clerics retain minor access to the elemental spheres of water and earth. The cleric only loses a dozen or so spells he formerly had access to, and most of these were spells that had previously belonged to the druid in the original AD&D.

**Druid Sphere Access:** Similarly, druids lose access to the sphere of divination, but gain major access to the sphere of sun. Again, this takes away spells that blur the line between the druid and cleric's spellcasting powers, while restoring a number of spells that druids formerly had access to in the original AD&D game.

## Priest Characters

All five standard varieties of priest—the cleric, the druid, the crusader, the monk, and the shaman—can be considered generic enough to be used in any campaign setting. In addition, some of the existing specialty priests described in previous books can be "folded in" to these basic five priest archetypes.

**Clerics** are militant priests who serve as temple knights, defenders of the faith, and guardians of a faith's holy places. They have very good fighting skills and a wide array of spells to choose from. The skills, abilities, and spell selection available to the cleric can also describe priests of agriculture, arts, birth/children, community, crafts, culture, darkness/night, dawn, death, disease, everything, evil, fate/destiny, fortune/luck, good, healing, life-death-rebirth cycle, light, love, marriage, messengers, metalwork, mischief/trickery, music/dance, oceans/rivers, prosperity, race, redemption, rulership/kingship, sites, sky/weather, sun, trade, and wind.

**Crusaders** are closely related to clerics, but while clerics can be described as defenders of the faith, crusaders are weapons against the enemies of the temple they serve. They are true soldier-priests, skilled in physical combat and armed with spells appropriate for the battlefield. Crusaders include specialty priests of fire, guardianship, justice/revenge, lightning, metalwork, race, rulership/kingship, strength, thunder, and

war.

**Druids** are priests of nature. They are the protectors of the forests or other wild places and stewards over all living things placed in their charge. Druids are weaker in physical combat than a cleric or crusader, but their spheres of access include a number of powerful offensive and defensive elemental spells. In addition, they enjoy several unique granted powers. Druids can represent the powers of animals, druid, earth, elemental forces, fertility, hunting, moon, nature, seasons, and vegetation.

**Monks** are cloistered priests and adepts who seek enlightenment through the rigorous training of mind, body, and spirit. Monks are extremely skilled in unarmed combat and have access to several unusual spheres of spells. Monks may represent specialty priests of competition, divinity of mankind, literature/poetry, magic, oracles/prophecy, peace, time, and wisdom.

**Shamans** are priests of barbaric or savage cultures. They serve as guides and protectors for their tribes. Shamans have fair combat ability and spell access, but they also command the spirits of animals, ancestors, and nature. The shaman is a good choice for any player character who comes from a barbaric or nomadic culture, and can also represent a specialty priest of ancestors, animals, earth, everything, fertility, hunting, lightning, oceans/rivers, race, sky/weather, thunder, and wind.

## Cleric

Ability Requirements: Wisdom 9
Prime Requisite: Wisdom
Races Allowed: All

Known as the most common type of priest, a cleric makes a suitable representative for a variety of powers. A cleric is both a sturdy soldier with formidable spell powers and a defender of the faith and proselytizer; overall, he is the most versatile and well-rounded priest character. Clerics with a Wisdom score of 16 or better earn a 10% bonus to the experience they gain. A cleric may be of any alignment acceptable to his patron deity.

Clerics retain all the powers and abilities described in the *Player's Handbook*, with the exception of their spheres of access, which are slightly altered. (See **Player's Option™ and Spheres of Access**.) Clerics have major access to the spheres of all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, and minor access to elemental water and elemental earth.

Clerics may wear any armor and use any Type B (bludgeoning) weapon. They may also wield a variety of magical items. Clerics turn undead and attract followers as described in the *PHB*. At 9th level, the cleric may receive permission from his order to establish a religious stronghold and govern it in the name of the faith.

## Crusader

Ability Requirements: Wisdom 9
Strength 12
Charisma 12
Prime Requisites: Wisdom, Strength

Races Allowed: Human, Dwarf, Elf

The crusader is a priest of a deity of war, combat, or conflict who stands at the forefront of the fight for his faith. Crusaders must be either lawful or chaotic in alignment; in other words, crusaders may be of any alignment except neutral evil, neutral good, or true neutral. Since they are often called upon to lead the forces of their faith into battle, crusaders require high Strength and Charisma scores in addition to a minimum Wisdom of 9. High Constitution or Dexterity scores are also very useful for a crusader. A crusader with Wisdom and Strength scores of 16 or better gains a 10% bonus to the experience points he earns. In matters of advancement, crusaders use the same column as clerics do on Table 23: Priest Experience Levels in the *PHB*.

While crusaders are often associated with war gods, they may also represent powers of leadership or strong alignment that are in conflict with opposing forces. Crusaders often organize themselves into a military hierarchy and view their temples as fortifications as well as places of worship. In some cases, the power of the crusader orders can rival the strength of the kingdom that hosts them. This is a situation that sometimes provokes popular resentment or suspicion. However, no one questions their ability and resolve in times of war.

In the adventuring party, the crusader is a natural leader whose place is in the front lines of any battle. When possible, the crusader should take steps to prepare his comrades for battle through the use of *bless*, *prayer*, *aid*, and similar spells. He can also make use of healing spells to assist those who fall in valiant battle.

Crusaders excel in personal combat and are nearly as skilled as a warrior of the same level. They may employ any kind of armor or shield and learn the use of any weapon, although particular orders of crusaders may prefer weapons of a certain type—for example, knightly weapons, bows or battle axes (for elven or dwarven crusaders), and so on. To represent their skill at arms, the THAC0 of a crusader character improves at the warrior's rate of 1 per level. A 2nd-level crusader has a THAC0 of 19 instead of 20, a 3rd-level crusader has a THAC0 of 18, and so on.

Crusaders are considered to have a nonweapon proficiency crossover with the warrior group and may learn warrior proficiencies at no extra cost. They may use any magical item normally usable by priests or by fighters. In addition, if the DM allows, a lawful good crusader may gain the same benefits as a paladin when wielding a *holy avenger* sword.

While crusaders are formidable soldiers, they also retain a good selection of spells that are particularly useful on the battlefield. Crusaders have major access to the spheres of all, combat, guardian, healing, war, and wards. They have minor access to the necromantic and protection spheres. In addition, lawful crusaders have major access to the sphere of law, and chaotic crusaders have major access to the sphere of chaos.

Crusaders cannot turn undead, but at 3rd level they gain the granted power to cast *lighten load* (from the *Tome of Magic*) once per day. This spell effectively halves the weight of equipment and gear for a day, reducing a party's encumbrance. At 7th level, the crusader may cast *easy march* (from *Tome of Magic*) once per week, which basically allows a small party to force march without accumulating fatigue penalties.

Crusaders gain followers much as clerics do. When the crusader reaches 8th level, he automatically attracts 20 to 200 fanatical followers. These followers are normal

0-level soldiers, armed and equipped with weapons appropriate for typical soldiers in the campaign. Unlike the cleric, the crusader does not need to establish a permanent place of worship to attract these followers. Since he is a great battle leader, the soldiers will serve him as a free-roving company if no stronghold is available. At 9th level, a crusader may receive official sanction to establish a religious stronghold or fortified temple.

### Crusaders and *Player's Option: Skills & Powers*

It is assumed that selecting this class for your Player's Option character expends all class-derived character points a character may have available. In other words, a crusader cannot be customized from the model presented here. However, if you're interested in building a specialty priest that resembles the crusader with slightly different powers, you can use the **Customized Priest Characters** information later in this chapter to do so—it's generally more complete and allows more options than the material in *Skills & Powers* does.

In the *Skills & Powers* character point system, crusaders may learn a weapon of their choice, some fighting styles, or expertise in a weapon as if they were multi-classed warriors. A crusader may specialize in a weapon if the DM allows that option from *Skills & Powers*, but it's expensive; he must pay the character point costs as a priest, not a fighter.

## Druid

Ability Requirements: Wisdom 12
Charisma 15
Prime Requisites: Wisdom, Charisma
Races Allowed: Human, Half-elf

Known primarily for their love of nature and guardianship of the wilderness, druids possess remarkable abilities in areas dealing with plants, animals, weather, and the elements. Druids with a Wisdom and Charisma score of 16 or better earn a 10% bonus to the experience they gain. Because of their views, druids must be neutral in alignment.

Except for a slight change in the spheres of access, druids keep all of the abilities and powers listed in the *PHB*. Druids have major access to all, animal, elemental, healing, plant, sun and weather.

Druids can only wear leather armor and use wooden shields. Their weapons are limited to club, sickle, dart, spear, dagger, scimitar, sling, and staff. Aside from written magical items as well as armor and weapons forbidden to druids, this class can use all other magical items. Druids cannot turn undead. See the PHB for details about how druids are organized.

## Monk

Ability Requirements: Wisdom 15
Intelligence 14
Constitution 13
Prime Requisites: Wisdom, Intelligence
Races Allowed: Human

The monk is a priest who belongs to a cloistered or monastic order, where he withdraws from the everyday affairs of the world around him to contemplate his faith. Powers of philosophy, thought, and scholarship are commonly represented by monks, as well as any deity that is not normally worshipped by the common people of an area. Monks must be lawful in alignment, although they can be lawful good, lawful neutral, or lawful evil. While monks are most often associated with oriental campaigns and settings, this specialty priest is not necessarily an oriental class—monastic orders can exist in almost any fantasy setting.

Monks believe that rigorous training of body, mind, and spirit leads to enlightenment. Consequently, a character must have high Intelligence and Constitution scores to qualify for this class. Wisdom and Intelligence are the prime requisites of the monk, and a monk with scores of 16 or better in these two abilities gains a 10% bonus to the experience points he earns. Monks also advance in level as clerics do.

While monks do not attempt to minister to the masses or gather followers for their patron deity, they believe in demonstrating the qualities of their faith by example. A monastery or abbey is a place of learning and strength that is open to any person who requires shelter, advice, or assistance. Other monks choose to leave the abbey and travel widely, setting an example among the people they meet and help. Monasteries devoted to evil powers are sinister places where knowledge and wealth are hoarded for the use of the order, regardless of whom may need it.

The monk brings a variety of skills to the adventuring party. He is somewhat like the bard in that he is a jack of all trades and master of none. A monk is not a front-rank warrior, but he can be a very capable infiltrator and skirmisher. The monk's selection of spells allows access to some of the most unusual and versatile priest spells, even if his spells tend to be short on sheer combat power. Like other priest characters, the monk's principle role is to support and guide the party.

Monks do not wear armor, since the training of the body requires quickness, agility, and discipline; monks see armor and other ironmongery as crutches for a person of weak spirit. To compensate, monks are trained to avoid blows through misdirection and positioning, and their base Armor Class improves by one point at every even level (AC 9 at 2nd level, AC 8 at 4th level, AC 7 at 6th level, and so on) to a maximum base Armor Class of 2 at 16th level. Note that a monk must see the attack coming in order to use this benefit—backstabs, ambushes, or missile attacks from behind the monk will strike him as if he were unarmored.

Monks may employ any Type B weapon, just like the cleric, but they have exceptional skill in unarmed combat. When a monk makes an unarmed attack against an armed opponent, he disregards the Weapons in Defense rule, since he is trained in dealing with armed enemies. (Normally, this rule allows the armed character to attack first with a +4 on attack and damage rolls when another character makes an unarmed attack against him.) In addition, a monk begins play with a free weapon proficiency which may be used to specialize in unarmed combat. Martial arts and other forms of unarmed combat are described in detail in *Player's Option: Combat & Tactics*; if you don't have access to this book, another system appears in *The Complete Fighter's Handbook*.

**Unarmed Combat with *The Complete Fighter's Handbook or The Complete Priest's Handbook:*** In this system of unarmed combat, the monk begins play as a punching specialist, a wrestling specialist, or a martial arts specialist. If the monk chooses

martial arts as his preferred unarmed combat form, he must spend one of his initial weapon proficiencies to do so, since this is more difficult than specializing in punching or wrestling.

Specializing in these combat forms gives the monk a +1 bonus to attack rolls, a +2 bonus to damage rolls, and a +1 chart bonus with his unarmed attacks. A monk specialized in punching or martial arts gains one extra attack per round, while a monk specialized in wrestling gains a +2 bonus to his effective Strength score for purposes of maintaining or breaking holds.

Every fourth level after 1st level (5th, 9th, 13th, 17th) the monk gains an additional free weapon proficiency which can be used to continue specialization in his chosen mode of combat. Each additional specialization grants the character an additional +1 to attack rolls, damage rolls, and a +1 chart bonus, to a maximum addition of +4 at 17th level.

**Unarmed Combat with *Player's Option: Combat & Tactics:*** In this system, the monk begins play as described above. If he chooses martial arts as his combat form, he must spend one of his initial weapon proficiencies to do so. At 1st level, the character is considered a specialist; at 5th level, a master; at 9th level, a high master; and at 13th level, a grand master. The exact benefits are described in more detail in Chapter Five of *Player's Option: Combat & Tactics*.

If you don't have either of these books, the monk must choose to be a punching or wrestling specialist, since martial arts per se aren't described in the *Player's Handbook*. The paragraph about *The Complete Fighter's Handbook* details the effects of specialization and continuing specialization for these forms of unarmed combat.

Monks may not use magical items that simulate armor, such as *bracers of defense*, but they are allowed to wear cloaks or rings. Otherwise, they may use any magical item normally usable by priests. Monks have a nonweapon proficiency crossover with all other classes and may learn any proficiency listed at no additional cost.

Monks enjoy major access to the spheres of all, divination, guardian, numbers, and thought. They have minor access to combat, healing, necromantic, and time. Monks cannot turn undead. Beginning at 5th level, monks are entitled to a saving throw vs. spell to block detection, scrying, or mind-reading through magical or psionic means— see the 3rd-level wizard spell *nondetection*. At 7th level, monks gain the special granted power of *free action*, which duplicates the effects of the 4th-level priest spell.

Monks never gain followers, but at 9th level a monk may receive permission to establish a monastery as an outpost of his order; if he does so, 10 to 40 monks of lower level will come to his monastery and take up their studies there, recognizing the PC monk as the head of their abbey.

**Monks and *Player's Option: Skills & Powers:*** Selecting this class for your Player's Option character expends all class-derived character points, so a monk may not acquire additional class abilities from the cleric list. If you want to create a specialty priest like the monk but with slightly different powers, you can use the **Customized Priest Character** information in this book to do so.

In the *Skills & Powers* character point system, monks are not required to spend CPs to gain their bonus unarmed combat proficiencies and specializations unless they choose martial arts as their unarmed combat form. In this case, the monk must pay the normal cost for proficiency with martial arts (3 CPs) when first created, although he can

use his weapon proficiency CPs to cover this cost.

**Table 5:**
## Shaman Spirits Per Level

| Shaman's Level | Minor Spirit | Major Spirit | Great Spirit |
|---|---|---|---|
| 1 | 1 | — | — |
| 2 | 1 | — | — |
| 3 | 2 | — | — |
| 4 | 2 | — | — |
| 5 | 2 | 1 | — |
| 6 | 3 | 1 | — |
| 7 | 3 | 2 | — |
| 8 | 4 | 2 | — |
| 9 | 4 | 2 | 1 |
| 10 | 4 | 3 | 1 |
| 11 | 4 | 3 | 2 |
| 12 | 5 | 3 | 2 |
| 13 | 5 | 4 | 2 |
| 14 | 5 | 4 | 3 |
| 15 | 6 | 4 | 3 |
| 16 | 6 | 5 | 3 |
| 17 | 6 | 5 | 4 |
| 18 | 7 | 5 | 4 |
| 19 | 7 | 6 | 4 |
| 20 | 7 | 6 | 5 |

## Shaman

Ability Requirements: Wisdom 12
Constitution 12
Prime Requisites: Wisdom
Races Allowed: Human

The shaman is a tribal priest found in savage, barbaric, or nomadic societies. In his homeland, the shaman serves his tribe in much the same way that a cleric would serve the common people of more civilized lands; he acts as a guide, protector, and advisor, using his magical powers to strengthen and defend the tribe. Shamans often serve as the keepers of knowledge and legend for their people, and lead the tribe in the various rites and ceremonies required by the tribe's belief system. A player character shaman may still be associated with his tribe, or he may be a wanderer or exile who has abandoned his duties.

Shamans may be of any alignment. They are always found in tribal or barbaric cultures—if a player wishes to run a shaman in a more civilized campaign setting, his character is considered to be a barbaric foreigner by most common folk he meets. The

shaman's arduous life in uncivilized lands requires a good Constitution, and Wisdom is required for dealing with tribal matters and speaking to the spirits. A shaman with a Wisdom of 16 or better earns a 10% bonus to the experience points he gains. Shamans also follow the same level advancement as clerics do.

The shaman is an unusual character in the adventuring party. Like the druid, he is not a front-line fighter, but he also lacks the high-powered combat spells that the druid commands. However, his mysterious spirit powers allow him to make use of magic that is usually out of the reach of low-level characters. A shaman who demonstrates intelligence and respect in dealing with the spirits can be an extremely effective character in a number of situations. Shamans view themselves as advisors and guides to a party of adventurers and often have an uneducated but insightful view on the more civilized societies they visit.

Shamans may wear any armor normally associated with their tribe. In the absence of more specific information, tribal armor is usually hide, leather, or studded leather with a tough wooden, wicker, or hide-covered shield. Similarly, shamans may use tribal weapons, which usually include the short bow, club, dagger, dart, hand axe, harpoon, javelin, knife, quarterstaff, sling, and spear. Blowguns might be appropriate for shamans of jungle tribes, or light lances and composite bows for shamans of tribal horsemen.

Shamans may use any magical items normally usable by priests. They have a nonweapon proficiency crossover with the warrior group and can learn priest or warrior proficiencies at the normal cost. Shamans have major access to the spheres of all, animal, protection, summoning, travelers, and wards, as well as minor access to healing and plant. Shamans never gain followers or establish strongholds. Good-aligned shamans may turn undead, and neutral or evil shamans may command undead.

In addition to their priest spells, shamans have a special connection to the spirit world and can call on the spirits for guidance, knowledge, or magical aid. While shamans often function as priests of a tribal deity, their primary concern is the spirit world. To a shaman, the physical world is not the entirety of existence; the spirits of animals, nature, and the tribe's dead are always near, and interacting with these spirits is the shaman's greatest duty and responsibility.

**Shaman Spirit Powers:** A shaman begins play with one minor spirit ally or guide of his choice; it's assumed that he has already performed the rites to summon this first guide. As he rises in level, he learns the rites necessary to call additional spirits. Spirits are individuals—speaking to a spirit of the dead means the shaman is in contact with one particular deceased individual. There are dozens of spirits for each species of animal, representing every aspect of the animal's existence, and a near-infinite number of nature spirits. The number of spirits a shaman knows how to contact appears on Table 5: Shaman Spirits Per Level.

Performing the ceremony to call a spirit for the first time requires a week or more of fasting, prayer, and solitude in the appropriate location—if the shaman is trying to call a wolf spirit, he must find a location frequented by wolves, and if he is trying to call a dead spirit, he should perform the ceremony at the individual's burial site. At the conclusion of this week-long ceremony, the spirit appears, and the shaman establishes contact with it. From that time forward, the shaman may attempt to contact the spirit anywhere or anytime to seek information or request a favor of the spirit—see **Calling Spirits**.

**Spirits of the Dead:** These ancestral spirits are individuals who were renowned for their wisdom, skill, or courage in life. Minor spirits may be recent relatives of the shaman, while major spirits are great heroes and wise men of the tribe. A great spirit of the dead is a chieftain or other personage of legendary standing. While spirits of the dead may seem to be frightening allies, they are actually very protective of their living protégé and bear few grudges against the living.

Spirits of the dead know many things. Naturally, they are familiar with any details or events of their own lifetimes. They are able to perceive the shaman's future and can offer advice in times of tough choices. Dead spirits can also provide some measure of protection for the shaman and his allies by using their power on the shaman's behalf. Minor spirits can invoke the powers of *augury, feign death, prayer,* or *speak with dead* on behalf of the shaman; major spirits can invoke *divination, commune,* or *find the path* for the shaman; and great spirits can invoke *raise dead, forbiddance,* or *astral spell* for the shaman. Spells invoked by spirits are cast at the level of the shaman, unless the spell is normally cast at a level higher than the shaman has access to. If the latter is the case, then the spell is cast at the minimum required level of that particular spell. Note that these are spells normally outside the shaman's spheres of access. In addition, there can be other role-playing effects gained in conversation with the spirits, such as information or guidance in making difficult choices.

*The 1st-level shaman Shotheri decides that his first spirit guide will be the spirit of his grandfather, who was the tribe's shaman when Shotheri was a boy. Shotheri can call upon his grandfather's spirit for help and advice. When a shaman character begins play, it's assumed that he has already performed the ceremony to attract his first spirit guide.*

**Animal Spirits:** The shaman lives in a world in which animals are a vital part of human life. Animals provide food, shelter, clothing, and tools for the shaman's people, and the animal spirits are revered for their wisdom and knowledge. Minor and major spirits are embodiments of an archetype, such as the Old Wolf, the Sleeping Bear, or the Hunting Eagle. Great animal spirits are the leaders of these lesser spirits and contain in themselves everything the animal stands for—the Great Bear, the Great Wolf, and so on.

Animal spirits are powerful, but they're also less inclined to offer advice or guidance to the shaman. Their interest lies in ensuring that the shaman is respectful towards their species and helps to guide others in dealing with their kin, not in aiding the shaman in his own affairs. The spirits of game animals such as moose or deer don't mind if the shaman or his people hunt the animal, but they grow angry if the hunting is wanton or disrespectful.

Animal spirits have knowledge of events that have affected their species in the local area and have a number of powers they can use on the shaman's behalf. Minor animal spirits can aid the shaman by using *animal friendship, speak with animals,* or *animal summoning I* on his behalf. In addition, the animal spirit can grant a limited form of *clairaudience* and *clairvoyance* by allowing the shaman to see through the eyes of an animal of that species, with a range of one mile. Animals of the species in question will never attack the shaman or anyone under his protection unless the shaman has angered the spirit or the animals are magically controlled.

Major animal spirits can use *animal summoning II* on the shaman's behalf, grant him the speed or movement powers of the animal (flying, swimming, or running at the animal's base speed), or transform the shaman into the shape of the animal, similar to a druid's shapechange. Great spirits can use animal *summoning III, heal* the shaman or one person under his protection, or become tangible and aid the shaman in a form resembling *Mordenkainen's faithful hound*.

*At 3rd level, Shotheri gains the ability to call a second spirit. Consulting with his grandfather, he decides that the Wise Owl would be a good spirit ally. Because Shotheri is only 3rd level, the Wise Owl is a minor spirit. Shotheri spends several weeks studying owls and their habits, and then performs the ceremony to summon the Wise Owl and speak to it.*

**Spirits of Nature:** The most reclusive and powerful spirits are the elemental spirits of nature. These beings represent the physical world around the shaman. The strength or power of the feature the spirit represents determines whether it is considered a minor, major, or great spirit. A stream, copse, or hilltop may be home to a minor spirit; a river, moderate forest, or canyon may be guarded by a major spirit; and a mountain, large forest, or mighty river may be the home of a great spirit. Spirits of nature frequently take on human-like features or characteristics when dealing with a shaman, so a spirit might be known as Old Mountain, River Woman, or Forest Walker.

Spirits of nature are even more distant than animal spirits, but they do feel some attachment for the people and creatures who live nearby. A river spirit is likely to be protective of the village built on its banks, as long as the people show respect to it. Nature spirits often change with the seasons, so a river spirit in the spring flood may be wild, capricious, and dangerous to deal with, while a forest spirit in winter may be sleeping and hard to rouse.

*At 5th level, Shotheri gains the power to summon a major spirit. Since he has been spending a lot of time in the forests near his home village, he chooses to befriend the Birch Woman, a spirit of a great belt of birch trees in the forest's heart.*

Spirits of nature are generally well-informed about anything that has taken place in their location and can relate this information to the shaman. Spirits of nature are also capable of using potent powers on the shaman's behalf; the principle difference between minor and great spirits is the size of the area in which they can be summoned. Minor spirits are bound to one specific site not more than a few hundred yards across, major spirits are limited to five or ten square miles, and great spirits can act in areas the size of small nations. Note that the areas of effect of spell-like abilities remain unchanged—a great spirit is powerful because the region in which he is available to assist the shaman is much larger than a minor spirit's range.

Spirits of nature can help a shaman by invoking a number of spell-like powers for the shaman. Unlike elementals, spirits of nature include aspects of vegetation and all the elements of their home, so a mountain spirit has influence over earth and air as well as the forests that grow on the mountain's slopes. The abilities available to spirits of nature are described below.

**Land Spirits:** *entangle, pass without trace, dust devil, trip, meld into stone, snare, speak with plants, commune with nature, stonetell, liveoak, wall of thorns, animate rock,* and *changestaff*. Land spirits may be associated with mountains, plains, forests, plateaus, canyons, mesas, or any other distinct land feature.

**Air Spirits:** *obscurement, call lightning, gust of wind, wind wall, commune with nature, air walk, control winds, weather summoning, control weather, uncontrolled weather,* and *windwalk*. Air spirits are associated with high peaks, windswept plains or valleys, or seasonal winds such as a scirocco or the north wind of the winter.

**Water Spirits:** *wall of fog, fog cloud, water breathing, water walk, lower water, solid fog, reflecting pool, commune with nature, part water,* and *transmute dust to water*. Water spirits are associated with lakes, streams, rivers, or seas.

**Calling Spirits:** Once a shaman has performed the initial ceremony that attracts a spirit and establishes a connection to the being, he can summon that spirit anytime to seek the information, favors, and powers described above. The shaman's location doesn't matter; a spirit can come to him anywhere, even though spirits of nature may not be able to help him outside their homes.

To summon a spirit, the shaman must chant, pray, and perform a ceremonial dance for at least 1 turn. The base chance of success is 10% per character level, plus 10% for every additional turn the character chants and dances, to a maximum 90% chance of success. If the shaman has already attempted to summon a spirit that day, his maximum chance of success falls by 10% per summoning attempt—a shaman who has called one spirit, tried to call another and failed, and is trying a third summoning has a maximum success chance of 70%, or possibly less if he's a low-level character in a hurry. In any event, a shaman may attempt no more than one calling per level in the course of a single day. A roll of 96 or higher (91 or higher in the case of spirits of nature) angers the spirit the shaman is trying to call.

If the spirit isn't angry at the shaman for some reason, it appears with a successful roll. Only shamans can see the spirit or speak to it; other characters may be aware of chills, strange odors, shimmering hazes, unusual gusts of wind, and other signs. The shaman can converse with the spirit for one round per character level, asking one question per round. Asking a favor of a spirit, such as the use of a spell-like ability, requires one round for minor abilities, two for major, and three for abilities that can only be granted by great spirits. During this request the shaman explains what he wishes of the spirit and why the spirit should help him; if the DM thinks it appropriate, the player must role-play this conversation. If the spirit agrees to help, the spell-like effect is granted to the shaman, who may "hold" it for up to one full day until he's ready to invoke the spirit's power. A shaman can only hold one favor at a time and can't request another of any spirit until he has used the held ability.

*Shotheri and his companions are getting ready to attack an orc encampment in the woods. Shotheri decides to summon his grandfather and seek aid in the upcoming battle. Since he's now a 5th-level shaman, he has a 50% chance of success to summon him after one turn, a 60% chance after two turns, and so on. Shotheri decides to dance for two turns, and succeeds in calling the spirit. Shotheri requests a prayer spell to be*

*used during the battle. Shotheri's on good terms with his grandfather's spirit, and he gains the spell.*

*Later that day, the orc chieftain escapes Shotheri's party and flees into the forest. Shotheri used his grandfather's favor during the fight, but now he needs to summon the Birch Woman to ask her where the orcs have gone. Fortunately for Shotheri, the orc's camp happened to be located in the Birch Woman's woods. Shotheri has a 50% chance to summon her, and he decides to dance for three additional turns to raise this to an 80% chance—the best he can do, since this is the second spirit he's called today. Shotheri succeeds again. This time, he isn't seeking any favors. He just asks the Birch Woman where the orcs went. The Birch Woman agrees to help, but only if Shotheri ensures that no fiery spells are used against the orcs—she remembers the time that the party's wizard used a fireball while fighting a pair of trolls in her woods.*

*When they finally track down the orc chieftain, Shotheri decides that he will try to summon the Wise Owl to learn what the chieftain is planning. Since this is his third summoning of the day, his success chance can be no better than 70%, and Shotheri dances for three full turns to get to that chance. Unfortunately, Shotheri rolls a 99 on his check, and the Wise Owl is angered by his efforts. The DM decides that Shotheri hasn't done much to help the Owl lately, and that the spirit refuses to come until Shotheri finds a way to reaffirm his loyalty to the spirit.*

**Spirits as NPCs:** Spirits are individuals, and they have long memories. A shaman who takes actions the spirits find offensive, or who asks their help in questionable circumstances, may be denied assistance just because the spirit doesn't feel like being helpful. The DM may find it useful to refer to Table 59: Encounter Reactions in the *DMG*; simply rate the spirit's frame of mind as threatening, hostile, indifferent, or friendly depending on how the shaman's been acting and how outrageous the shaman's request is to the spirit. It's a good idea to create personalities, motivations, and attitudes for the spirits the shaman deals with most often.

Spirits do not have game statistics; normal mortals have no means of injuring them, although other divine creatures may be able to do so. Only greater spirits can take a physical form, and even then they're reluctant to do so. Greater spirits of the dead can briefly resume their living form with the appropriate class and abilities; animal spirits can appear as a double-sized version of the normal variety; and spirits of nature can appear as 12 HD elementals. In physical form, spirits can only be injured by +2 or better weapons, and even if they're "killed," they only retreat from the scene for a short while.

**Angering the Spirits:** A shaman can completely alienate the spirits by taking particularly offensive actions. If the offense is temporary or unintentional, the spirit simply refuses to answer any calls for a suitable period of time—one week to a year may be appropriate. If the offense was deliberate or permanent in nature, the spirit severs its connection to the shaman and cannot be called again until the shaman atones for his offense, repairs whatever damage he did and repeats the week-long summoning ceremony.

**Shamans and *Player's Option: Skills & Powers:*** Selecting this class for your Player's Option character expends all class-derived character points, so a shaman may not acquire additional class abilities from the priest list. If you want to create a variant specialty priest resembling the shaman but with different powers, use the **Customized**

**Priest Characters** section in this book to do so.

### Customized Priest Characters

At least one of the five priest character classes presented in this book are appropriate for almost any faith, but some unique priesthoods may require special treatment. The point-based character design system explained here allows a player to create almost any kind of priest character imaginable. Generally, this system works much like the point-based wizard design rules introduced in Chapter 1; it expands the specialty priest design rules from *Player's Option: Skills & Powers*.

A priest character receives 120 character points to purchase the spheres of access, granted abilities, and class abilities the player desires. Each ability costs a variable number of character points. A character can gain extra CPs with which to buy abilities by choosing limitations, or reduce the cost of an ability by deferring it to a higher level. An ability deferred to 3rd level is 1 point cheaper than normal, 2 points cheaper at 5th, 3 points cheaper at 7th, 4 points cheaper at 9th, and 5 points cheaper if deferred until 11th level. All abilities have a minimum cost of 1 CP.

The basic priest has a d8 Hit Die, uses the priest's THAC0 and saving throw chart, gains the ability to cast priest spells as indicated on Table 24: Priest Spell Progression in the *PHB*, may use only bludgeoning weapons, may wear any kind of armor, and may use any magical item normally usable by priests. The priest does *not* begin play with any spheres of access; he must purchase each sphere of access he wishes to have available. For example, if a player wishes his priest to have major access to the sphere of elemental air, he needs to spend 5 CPs. If, on the other hand, he wants the priest to have *minor* access to all of the elemental spheres, he needs to spend 8 CPs.

For minor alterations to an existing priest class, a customized character can begin the process with all the abilities and restrictions of the cleric, crusader, or any other variety of priest. If this is the starting point for the customized character, the character receives 0 CPs to purchase new abilities; he must take limitations to compensate for all new abilities he selects.

**Table 6:**
### Access Costs

| Sphere | Minor | Major | Sphere | Minor | Major |
|---|---|---|---|---|---|
| All | 3 | 5 | Healing | 5 | 10 |
| Animal | 5 | 10 | Law | 5 | 8 |
| Astral | 3 | 5 | Necromantic | 5 | 10 |
| Chaos | 5 | 8 | Numbers | 5 | 10 |
| Charm | 5 | 10 | Plant | 5 | 10 |
| Combat | 5 | 10 | Protection | 5 | 10 |
| Creation | 5 | 10 | Summoning | 5 | 10 |
| Divination | 5 | 10 | Sun | 3 | 5 |
| Elemental | 8 | 20 | Thought | 5 | 10 |
| Air | 2 | 5 | Time | 5 | 10 |
| Earth | 3 | 8 | Travelers | 3 | 5 |
| Fire | 3 | 8 | War | 3 | 5 |

| | | | | | |
|---|---|---|---|---|---|
| Water | 2 | 5 | Wards | 5 | 10 |
| Guardian | 3 | 5 | Weather | 5 | 10 |

## Optional Abilities

A customized specialty priest is constructed from the list of optional abilities and restrictions below. A priest begins with 120 CPs to purchase abilities and may gain additional CPs by taking limitations.

**Access to spheres (variable):** The priest must purchase each sphere of access with character points. He may cast spells only from spheres he has access to and may only cast spells of 4th level or higher if he has major access to a sphere. Normal cleric access costs 100 points; druid access costs 70 points; crusader access costs 55 points; monk access costs 60 points; and shaman access costs 60 points. See Table 6: Access Costs.

**Animal empathy (10):** This ability is similar to that of the ranger character class. If the priest carefully approaches a natural animal, he can modify the animal's reactions. Domestic or nonhostile animals are befriended automatically, while wild animals or those trained to attack must make a saving throw vs. rod, staff, or wand to resist the priest's overtures. The priest imposes a saving throw penalty of –1 per three experience levels (–1 at 1st to 3rd, –2 at 4th to 6th, and so on.) If the animal fails to save, its reaction is shifted one category as the priest chooses—for example, from hostile to threatening, or neutral to friendly.

**Armor Class improvement (15):** The priest is trained in avoiding blows through timing and deception. His natural Armor Class improves by one point at every even level (AC 9 at 2nd, 8 at 4th, 7 at 6th, and so on) to a maximum of AC 2. However, this ability is useless if the priest wears any form of armor or magical devices which replace armor, like *bracers of defense*.

**Casting time reduction (5):** The casting time of the priest's spells is reduced by 1, to a minimum of 1.

**Cold resistance (5):** The priest enjoys an unusual resistance to natural and magical cold, gaining a +2 bonus to saving throws versus these effects. Ice-based attacks or effects are included in the priest's resistance.

**Combat bonus (20):** The priest's THAC0 advances at the warrior rate of 1 per level instead of the normal priest rate of 2 per 3 levels. The effects of this ability become more pronounced at higher levels.

**Communication (10):** A priest with this ability learns one language per level from a related group of racial tongues. For example, a druid learns the languages of woodland or sylvan races. A priest of a god of the sea might learn the languages of aquatic races instead, while a dwarven priest could learn the languages of mountain races or creatures of stone.

**Detect evil (10):** This power allows the priest to use *detect evil* once per day per two levels (twice a day at 3rd, three times a day at 5th, etc.). The priest must stand still and concentrate for one round; in all other respects the ability operates just like a detect evil spell cast by the priest.

**Detect undead (10):** A priest with this ability may use *detect undead* once per

day per two levels. He need only stand still and concentrate for one round to invoke the power. The duration and area of effect are the same as a *detect undead* spell cast by the priest.

**Expert healer (10):** A priest with this power gains one additional *cure light wounds* per day in addition to any he chooses to memorize.

**Extended spell duration (10/15):** The duration of any noninstantaneous spell cast by the priest is increased by one time unit per two levels. The unit of time varies, depending on how the spell's duration is normally measured; rounds for rounds, turns for turns, and so on. For 10 points, this applies to spells of one sphere and for 15 points to spells of all spheres.

**Fire/electrical resistance (7):** The priest gains a +2 bonus to saving throws vs. fire or electrical effects, including both natural phenomena and magical attacks.

**Followers (5/10):** For 5 points, the priest gains followers as described in the *Player's Handbook* for the standard cleric—at 8th level, 20 to 200 soldiers arrive to serve the character. If the priest spends 10 CPs on this ability, he gains these followers whenever he establishes a suitable stronghold, regardless of level.

**Hit point bonus (10):** A priest with this ability uses a d10 for his Hit Die instead of a d8.

**Identify plants and animals (5/8):** At 3rd level, the character gains the ability to identify natural plants and animals. He may also identify pure water. For an additional 3 CPs, the priest has this ability at 1st level.

**Immunity to charm (5+):** At 7th level, the priest becomes immune to *charm* effects or spells cast by a group of related creatures, such as woodland creatures, undead, plant monsters, extraplanar monsters, or wizards. The priest may gain this power at an earlier level for a cost of +1 CP per level (6 CPs at 6th level, 7 at 5th, and so on.) Each class of monsters or races the priest is immune to costs an additional 5 CPs each.

**Immunity to magic (15):** The priest enjoys partial immunity to one type of magic—alterations, invocations, necromancy, and so on. Both wizard and priest spells of this type are included. The priest gains a +4 bonus to saving throws against spells of the type chosen, or a normal, nonpenalized saving throw against spells that do not normally allow a save.

**Immunity to natural disease (10):** The priest is immune to normal diseases, although magical diseases such as lycanthropy and mummy rot still affect him. This is similar to the paladin's ability to resist disease.

**Inspire/enrage allies (5/10):** Through his prayers and exhortations, the priest can inspire his allies in battle, giving them a +1 bonus to their attack rolls and saving throws. The priest must do nothing but chant for at least three full rounds before his allies gain bonuses, and the effects last for 1d3 rounds after he stops. All allies within 10 feet of the priest are affected. As a 10-point power, his allies become enraged, increasing the bonuses to +2. The priest can do nothing else while using this power.

**Know alignment (15):** Once per day per two levels, the priest may make use of *know alignment*. The spell functions exactly as if it was actually cast by the priest.

**Lay on hands (10):** The priest has the power to lay on hands once per day, curing up to 2 points of damage per experience level. This is identical to the paladin character class ability.

**Pass without trace (5/7):** At 3rd level, the priest gains the ability to pass without

trace, as per the spell, at his normal movement rate. For 7 CPs the character may have this ability at 1st level.

**Proficiency group crossovers (5+):** Normally, priests may learn nonweapon proficiencies from the priest and general lists at no extra cost. Each additional crossover group costs 5 CPs and allows the priest to learn nonweapon proficiencies from another character group's list with no penalty.

**Purify water (5):** Once per day, the priest may make use of a *purify food and drink* spell, applying it to water or brine only. The power operates as a spell cast by the priest in respect to area of effect.

**Resist energy drain (5/15):** Priests with this ability gain a +1 to saving throws versus the *energy drain* spell and the level-draining attacks of the undead. If the attack does not normally allow a saving throw, the power has no effect, but the saving throw modifier does apply to characters under a negative plane protection. For 15 points, this ability allows a priest to attempt a saving throw vs. spell with a –4 penalty to avoid a level-draining attack that normally allows no saving throw.

**Secret language (5):** Priests with this ability share a secret form of communication that only they understand. This permits secure conversations in almost any setting.

**Shapechange (15+):** This is the druid's normal shapechange power. Beginning at 7th level, he may change into a mammal, reptile, or bird three times per day—each form may be used once. Each transformation heals 10%–60% of any damage the character has sustained. The acquisition of this power may be accelerated for 2 CPs per level, so for 17 CPs the priest may shapechange at 6th level.

**Spell-like granted power (special):** Many priests have unusual granted powers that simulate the effects of various spells. Unlike spells, these granted powers require no material components. A spell-like granted power may be invoked once per week and has a base cost of 10 CPs, plus the following modifiers:

1 CP/spell level for priest spells
2 CPs/spell level for wizard spells
5 CPs for a once per day use
1 CP/level for each additional daily use
10 CPs for a continuous or persistent power

For example, a priest who wishes to invoke a fireball once per week would pay 10 CPs, plus 6 CPs (3rd-level wizard spell), for a total of 16 CPs. The ability to use the power once per day would cost an additional 5 CPs, for a total of 21 CPs. Using *cure light wounds* three times per day would cost 10+1+5+2, for a total of 18 CPs.

Regardless of the amount of points paid, a priest may not have a spell-like granted power of 6th or higher level and is limited to no more than one granted power per two levels—one at 1st level, one at 3rd, one at 5th, and so on. The DM should carefully review any proposed granted powers. Note that when the priest invokes a power, factors such as range, damage, duration, and other effects are determined as if he had actually cast the spell.

**Spirit powers (30+):** A priest with this ability commands spirit powers, as described for the shaman earlier in this chapter. For 30 CPs, the shaman may contact one class of spirit: dead, animal, or nature. For each additional 5 CPs, the shaman may contact one more class, so 40 CPs gives the character full spirit powers.

**Thief ability (10+):** For 10 CPs, the priest may select one thief ability. Each additional 5 CPs allows the priest to select an additional ability, up to a maximum of four abilities. (Backstab and thieves' cant may be selected as abilities.) The priest's percentile score increases as noted on Table 19: Thief Average Ability Table of the *DMG*. Modifiers for race, armor worn, and Dexterity still apply to this score.

**Turn undead (15):** A priest with this power may turn undead, using Table 61: Turning Undead in the *PHB*. Priests of evil alignment may command undead.

**Unarmed combat skills (15):** The priest is a specialist in unarmed combat, as described under the monk entry earlier in this chapter. At 1st level, the character is a specialist; at 5th level, a master; at 9th level, a high master; and at 13th level, a grand master.

**Warrior ability bonuses (15/20):** If the priest has a Constitution score of 17 or 18, he gains the additional +3 or +4 hit point adjustment allowed for warriors instead of the normal +2. For an additional 5 points, the priest may roll an exceptional Strength score of up to 18/50 if he has a strength of 18.

**Weapon selection (5/10):** For 5 CPs, the priest is allowed to include one edged weapon in his list of permissible weapons, or instead he may have access to a list of tribal or special weapons approved by the DM—for example, the druid or thief selections. For 10 CPs, the priest may wield any weapon he wishes to.

**Weapon specialization (25):** This ability allows a priest to specialize in a weapon using the normal specialization rules. Note that the priest must still spend the required number of proficiency slots or character points to actually gain proficiency and specialization in a weapon.

**Wizardly priest (25):** A priest with this power may treat one school of wizard spells as another sphere of access. Spells memorized from this school count against the priest's memorization limits, just as if they were additional priest spells.

## Optional Limitations

By choosing limitations, a priest character can gain extra character points to select class abilities, thus balancing out any "overspending" in the previous step. For example, if a priest selected abilities totalling 135 CPs, he would be 15 CPs over the normal limit of 120, so he would have to select 15 CPs of limitations to pay for his additional abilities.

If a priest character begins with a standard package (i.e., the player chooses to begin with a cleric, crusader, druid, monk, or shaman), he can add new abilities by taking limitations on a one-for-one basis. For example, a standard cleric with the wizardly priest advantage must come up with 25 points of limitations to balance the 25-point ability. The available limitations are as follows:

**Armor restriction (5+):** The priest is limited in his choice of armor. As a 5-point limitation, the priest is restricted to chain mail or lighter armor; for 10 points, he is limited to studded leather or lighter armor; and for 15 points, the priest may not wear any armor at all.

**Awkward casting method (5):** Spells cast by the priest are unusually obvious—the priest may be surrounded by a glowing halo of divine light, he may have to invoke his deity's power with peals of thunder and tremors in the ground, or some sensation (fear, cold, elation) may be noticed by anyone nearby. Any intelligent creature in earshot automatically notices the priest's spellcasting, even if they weren't paying attention to him before. Casting spells from ambush or without being observed is nearly impossible with this limitation.

**Behavior/taboo (2):** The priest's religion has an unusual code of behavior or conduct that may hinder him in certain situations. For example, a priest may be required to speak a ten-minute prayer every time he crosses a river, which could be very inconvenient if he was being pursued. Another priest might be required to use cure spells on anyone in need, expending spells on strangers or NPCs instead of his companions. A priest who violates his behavior guideline loses access to his spells and must perform some appropriate penance for his failing.

**Ceremony/observance (5):** The priest's faith demands the observance of a special event or ceremony every day, such as a prayer at sunrise, a small sacrifice or libation performed in a certain way, or a lengthy atonement for the day's thoughts and actions. The priest must drop whatever he is doing to perform the ceremony; there are no excuses for missing it. A priest who skips the ceremony may lose his memorized spells or suffer some other sign of his deity's disfavor until he finds a way to atone.

**Difficult spell acquisition (5):** The priest's deity is particularly demanding about granting spells, and the priest can pray for spells only in very specific circumstances. For example, the priest might only be able to gain spells in a temple of his deity, he might have to wait for certain celestial alignments or phases of the moon, or he might be required to fast and pray for a minimum of three days before gaining spells. In general, this limitation should make it hard for the priest to gain spells while traveling or adventuring.

**Fanaticism (5):** A priest with this limitation comes from an intolerant faith. Followers of other powers must convert or forfeit their lives. The priest absolutely refuses to accept any companion who does not worship the power he represents and suffers a –4 reaction adjustment with any NPCs not of his faith—the priest can't hide his contempt for nonbelievers.

**Hazardous spells (10):** Channeling the power of a deity can be dangerous, and a priest with this limitation can sustain harmful side-effects from casting spells. The priest might suffer 1 point of damage per spell level when he casts a spell, with a saving throw vs. breath weapon for half damage. Another option would be a chance (5% per spell level, –2% per character level, minimum 1%) of losing all spells in memory and being feebleminded for 1d3 days.

**Limited magical item use (5+):** The priest is banned from using certain types of magical items. For each category of magical item he cannot use, he gains a 5-point limitation. The categories are: potions, oils, and scrolls; rings; rods, staves, and wands; miscellaneous magic; and weapons and armor.

**Limited spell selection (5):** The prayers required to petition the priest's deity for spells are extremely complex. In fact, they are as complex as a wizard's spells, and as a result the priest is required to build a "spell book" of priest spells. First, this limits the priest to a maximum number of spells per level, as indicated by his Intelligence score.

Secondly, the priest must make a learn spells roll in order to add a new spell to his selection; if the priest fails to learn a spell, he may not try to learn it again until he gains another level.

**Reduced hit points (10/20):** A priest with this limitation uses a smaller Hit Die than normal. For 10 points, the priest uses a d6 Hit Die; for 20 points, the priest uses a d4 Hit Die.

**Reduced spell progression (15):** A priest with this restriction memorizes one less spell of each level than normal; a 1st-level priest gains 0 1st-level spells instead of 1, and so on. If the priest's spell allocation for any given level is reduced to 0 by this limitation (like the 1st-level priest above), he gains no bonus spells for an exceptional Wisdom score for that character level.

**Slower casting times (5):** The priest's spells are unusually long-winded; all casting times are increased by 3. A casting time of one round or longer is simply doubled.

**Talisman/symbol (8):** The priest's spell powers are focused through one specific talisman or holy symbol. Without this symbol, he is incapable of casting spells. If his talisman is destroyed or stolen with no hope of recovery, he may create a new one with 1d4 weeks of prayer, meditation, and fasting in his home temple.

**Weapon restriction (5/15):** Unless otherwise stated, a priest character has access to the cleric's weapon selection of any Type B weapon. A priest with this limitation is further restricted to the staff, club, war hammer, horseman's mace, and horseman's flail. For 15 points, the priest is not allowed to gain proficiency in any weapon.

## Dealing with Game-Breaking Characters

As noted before in the chapter on wizards, a point-based character design system allows players a chance to create extremely capable characters, especially if role-playing disadvantages are used to finance game mechanic bonuses. The DM should carefully review any character assembled under these rules and make a special note of weaknesses or blind spots. Even a minor role-playing disadvantage can go a long ways towards discouraging an unbalanced design if the DM is a little creative.

# Chapter 3:
# Other Spellcasters

Naturally, wizards and priests aren't the only spellcasters in the AD&D game. Rangers, paladins, and bards are all capable of casting spells. In addition, a variety of monsters cast spells as well, or make use of spell-like powers. While magic is a secondary skill for most of these characters, it is a very potent tool—or weapon—and can provide significant advantages even at low levels. For example, a bard with *spider climb*, *comprehend languages*, and *clairaudience* will never have to worry about missing a crucial climb walls, detect noise, or read languages roll.

In this chapter, we'll take a look at some of these other spellcasters and their magical abilities. A character who combines the basic skills of another class with some degree of magical ability is extremely flexible and effective. And of course, villains with

a similar range of powers are among the most dangerous enemies a PC party can face.

For our purposes, other spellcasters fall into four general categories: bards and custom-designed characters; paladins, rangers, and minor spellcasters; multi-classed characters; and monsters with magical powers. Bards, paladins, and rangers may all make use of the optional spell point rules presented in Chapter 6.

## Bards and Custom Designed Characters

Bards are versatile adventurers whose primary abilities include a fair assortment of spell powers. Unlike rangers and paladins, who don't gain spell abilities until relatively late in their careers, bards may make use of a limited selection of spells at the beginning of their careers and cast spells at their actual experience level, not at a reduced level of effectiveness. In addition, the rapid level progression of the rogue character group means that low-level bards increase in magical power almost as quickly as their wizard counterparts, especially if player characters share spells.

Bards are described in great detail in the *Player's Handbook*. As the jacks-of-all-trades of the AD&D game, bards have the weapon choices of a fighter, the skills of a thief, and some of the magical power of a wizard. Bards have a slower spell progression than true wizards, and they are limited to spells of 6th level or less. In addition, bards never gain spells automatically and must acquire their spells by luck and circumstance, finding them wherever they can. Bards are subject to all the normal restrictions concerning wizard spells, including maintenance of spell books and use of armor while casting spells.

The term 'custom-designed character' refers to any other dilettante who has access to spells throughout their adventuring careers. A character of this type may enjoy the spell progression similar to that of a bard, or he may acquire spells in some other fashion, but he is not a true wizard or priest. Generally, custom-designed characters are created using the character class design rules from the *Dungeon Master® Guide*.

Bards and customized characters may not specialize in a school of magic. Bards do not gain the ability to cast spells until they reach 2nd level, at which point they begin with a spell book of 1d4 randomly determined spells. Note that bards are not guaranteed spells of the school of universal magic, as wizards are—their lack of formal training means that these spells are as unfamiliar to them as spells of the other schools.

## Bards in *Player's Option: Spells & Magic*

While this book is primarily intended for players of priest and wizard characters, much of this information is relevant for bard characters, too. The chapters describing proficiencies, equipment, spells in combat, critical hits, new spells, and new magical items are all applicable to bards. In addition, the new magical system in Chapter 6 includes rules for bards and other such spellcasters. In addition, you'll find that this chapter introduces some new variants for bardic spell ability.

**The Bard's Spell Book:** Bards must keep spell books, just as wizards do, but a bardic spell book is not the same thing as a wizard spell book. When a bard discovers a spell in a wizard's spell book or on a scroll and wishes to copy it into his own spell book, he may not be able to immediately do so. In fact, at 1st level, the bard only has a 40%

chance to comprehend the wizard spell as it is written. This chance increases by 5% per level to a maximum of 85% at 10th level. If the bard is able to make sense of the wizard spell (or uses *read magic* to read it), he may then attempt to learn the spell and add it to his repertoire by translating the spell into bardic spell notes.

Translating a spell from wizard notation to bardic notation requires one week and 100 gp in materials. When the translation is complete, the bard attempts a learn spells check to see if he can add the spell to his spell book. If the check fails, he can always wait until he gains a level before examining his notes again.

Bards add spells to their book only through luck and happenstance. With the exception of spell translations, bards may not engage in spell research or scroll research. Bards may only gain access to new spells by using another bard's spell book, chancing upon a wizard spell they happen to understand, or translating a wizard spell they don't. If the DM is generous, a bardic college or hall might have bardic spell translations available for trade or purchase.

**Bards and Scroll Use:** Normally, bards must wait until 10th level before using wizard scrolls; spells on scrolls are recorded in a wizard's notation, and as described earlier, a bard often can't make sense of a wizard's notes. As an optional rule, the DM may permit the bard character to attempt to read wizard scrolls before 10th level. His chance of success is 25% at 4th level, plus 10% for each level above 4th, to a maximum of 85% at 10th level. If the bard fails to read the spell correctly, the effect may be less (or more!) than expected, or it may affect someone or something besides its intended target. Obviously, this makes low-level spell use a very hazardous thing for a bard, but if the character's willing to take a chance, he can try it.

## Optional Abilities for Bards

Bard characters may modify their spell abilities by selecting optional abilities or restrictions from the following list. Note that these concentrate on the bard's spell powers; the other basic class abilities remain unchanged. For each optional ability selected, the bard character must take a restriction of equal value, so that the total number of character points spent remains 0. Or, these abilities may be added to the bard list in *Player's Option: Skills & Powers*.

**Accelerated spell progression (15):** The bard enters Table 32: Bard Spell Progression in the PHB as if he were one level higher. A 1st-level bard with this advantage has the spell power of a 2nd-level bard, a 4th-level bard is treated as a 5th-level bard, and so on.

**Armor and spell use (5/10):** Normally, a bard cannot wear armor and cast spells. For 5 CPs, he may wear leather or lighter armor and still use spells; for 10 CPs, he may wear any kind of armor normally usable by a bard and still cast spells.

**School specialization (10):** A bard with this power may select a school of magic in which to specialize. He may choose enchantment/charm, illusion, or song magic as his specialty. Bard specialists gain all the normal benefits and restrictions associated with school specialization, including opposition schools and penalties to learning spells outside their chosen school. However, they may not engage in spell research.

**Scroll use (10):** This is the optional ability described above under *Bards and Scroll Use*. Instead of waiting until 10th level, the bard may attempt to use wizard spell

scrolls at 4th level. His success chance is 25%, plus 10% per experience level above 4th (maximum 85%). If the reading fails, the scroll's effects usually rebound on the bard or his companions with deleterious results.

**Wizard magical item use (10):** A bard with this ability may make use of magical items normally reserved for use by wizards, including wands, rings, and miscellaneous magical items, but not rods or staves.

## Optional Limitations for Bards

**Awkward casting method (5):** The bard's spells require either loud singing or the strong playing of an instrument of some kind, making it impossible to cast spells discretely or quietly. He will almost never be able to cast spells without revealing a place of concealment or tipping off an ambush.

**Opposition school (5+):** The bard may not make use of spells from one philosophical school of magic or make use of magical items that duplicate that school's effects. (Schools that are in opposition to any specialty schools of the character can't be selected for this restriction.) For each opposing school of philosophy, the character may take a 5-point restriction.

**Reduced spell power (10):** Since he is not a true wizard, the bard's spells are of less power than a wizard's. For purposes of all level-based characteristics (range, duration, area of effect, damage, and so on), a bard of 2nd–5th level effective casting level is one level lower, a 6th–9th level bard's effective casting level is two levels lower, and a bard of 10th level or higher casts spells as if he were three levels lower.

**Reduced spell progression (15):** The bard can cast one less spell at each level than normal. For example, a 4th-level bard may normally memorize two 1st-level and one 2nd-level spell; with this restriction, he is reduced to memorizing only one 1st-level spell.

**Unreliable casting method (5):** The bard's unorthodox approach to magic results in occasional failures, with spells just fizzling instead of taking effect. The chance for failure is 10% per spell level, less 2% per experience level. For example, a 6th-level bard casting a 2nd-level spell would have an 8% chance (20 minus 12) of failure.

## Paladins, Rangers, and Minor Spellcasters

Minor spellcasters include those characters whose primary abilities lie in other areas—paladins, rangers, and any other characters who gain minor magical abilities at higher levels. For these characters, spells are only a small part of their repertoire of abilities, often acquired late in their adventuring careers.

In many campaigns, the magical powers of minor spellcasters tend to be ignored. Since they have to wait longer than the wizards and priests of a campaign to gain their spell powers, minor spellcasters only have access to spells that their enemies can easily counter. When a 10th-level paladin can cure 20 points of damage by *laying on hands*, his *cure light wounds* seems insignificant, and his *bless* spell only takes his adjusted THAC0 from a 5 or so to a 4. The opponents that an 11th-level ranger is likely to be facing will have an easy time making their saves against an *entangle* spell. The spell powers of minor spellcasters are far more important to a character operating alone or looking for spells that support or enhance his abilities.

## Paladins

Paladins gain the ability to cast priest spells from the spheres of combat, divination, healing, and protection at 9th level. Unlike true priest characters, paladins do not gain extra spells for high Wisdom scores and may not use clerical magical items. At 9th level, the paladin's effective casting level is only 1st level; for each experience level past 9th, the paladin's casting level increases by one, to a maximum of 9th level for a 17th-level paladin. (See Table 17: Paladin Spell Progression in the *PHB*.)

Since paladins only use priest spells, they may use armor with no restrictions while casting spells. However, the character should have at least one hand free to present his holy symbol or any other material components required, so a character might have to drop a shield or second weapon in order to cast a spell.

### Optional Spell Abilities for Paladins

The paladin's spell powers can be customized, just like those of any other class. Some of the options available include the following:

**Alternate Sphere Access (5+):** Refer to Table 6: Access Costs in the previous chapter. Standard paladins have the equivalent of minor access to the spheres of combat, divination, healing, and protection, totalling 20 CPs. A paladin may choose to have minor access to any combination of alternate spheres totalling 20 CPs or less. For example, the paladin of a sea god might choose all, elemental water, healing, weather, and creation. Note that the paladin only pays for minor access, but still gains the ability to cast 4th-level spells. The paladin may exchange spheres for 5 CPs or buy additional spheres at the cost listed in Table 6.

**Increased spell power (7):** A paladin with this power casts spells with an effective casting level only four levels less than his true level and has no maximum casting level. Normally, a 9th-level paladin casts spells as a 1st-level priest, but with this ability the 9th-level paladin casts spells with the power of a 5th-level priest. Spell progression is unaffected; only level-based characteristics of an individual spell are affected by this ability.

**Increased spell progression (10/15):** A paladin with this power gains his spell ability earlier than 9th level. For 10 points, he begins to gain spells at 7th level; for 15 points, he begins to gain spells at 4th level. In all other respects, his spell powers are unchanged, and he simply enters Table 17 in the *PHB* at the level indicated. Each level he gains from that point on advances him one level on the chart, so a 7th-level paladin with this ability uses the 9th-level entry and goes on to the 10th-level entry when he rises to 8th level.

### Optional Spell Limitations for Paladins

Since the scope of this book is simply to discuss magical powers, the paladin class-design options have not been included in their entirety. Players interested in creating customized paladin characters should refer to the *Player's Option: Skills & Powers* book. The abilities above simply add to the slate of available powers for paladin characters.

If you wish to use these special advantages without the *Skills & Powers* rules, you

can simply assign the paladin an experience point penalty of 30% plus 1% per point spent. If a paladin chooses increased spell progression and increased spell power, his total penalty would be 30% + 10% + 7%, or 47%; if the DM awards 3,000 experience points for an adventure, the paladin would gain 1,410 less than normal, only collecting 1,590 experience points. This slower advancement counters the character's unusual advantages.

## Rangers

Rangers gain the ability to cast priest spells at 8th level. They have access to the spheres of plant and animal. Like paladins, rangers don't gain bonus spells for high Wisdom scores and may not use clerical magical items. At 8th level, the ranger casts spells with the effectiveness of a 1st-level priest; for each level past 8th, the ranger's casting level increases by one, to a maximum of 9th level for a 16th-level ranger. (See Table 18: Ranger Abilities in the *PHB*.)

Like paladins, rangers may use armor with no restrictions while casting spells. However, the ranger should have at least one hand free to present his holy symbol or other material components, so a character might have to put down or drop a shield or second weapon in order to cast a spell.

### Optional Spell Abilities for Rangers

The ranger's spell powers can be customized, just like those of any other class. Some of the options available include the following:

**Alternate sphere access (5+):** Normally, rangers have minor access to the spheres of plant and animal, totalling 10 CPs. A ranger may choose to have minor access to any combination of alternate spheres totalling 10 CPs or less. For example, a ranger might choose travelers, elemental air, and healing. If spheres are exchanged on a point-for-point basis, this optional ability has a base cost of only 5 CPs, but a ranger may choose extra spheres of access and add the costs listed in Table 6: Access Costs.

**Increased spell power (7):** A ranger with this power casts spells with an effective casting level only four levels less than his true level and has no maximum casting level. Normally, an 8th-level ranger casts spells as a 1st-level priest, but with this ability the ranger has a casting level of 4 instead of 1. Spell progression is unaffected; only level-based characteristics of a spell are affected by this ability.

**Increased spell progression (7/12):** A ranger with this power gains his spell ability earlier than 8th level. For 7 points, he begins to gain spells at 6th level; for 12 points, he begins to gain spells at 4th level. In all other respects, his spell powers are unchanged, and he simply enters the Table 18 at the level indicated. Each level he gains from that point on advances him one level on the chart.

### Optional Restrictions for Rangers

Ranger class-design options are discussed in detail in the *Player's Option: Skills & Powers* book. The abilities above are simply added to the slate of available powers for ranger characters.

If you wish to use these abilities without the *Skills & Powers* rules, you can assign the ranger an experience point penalty of 30% plus 1% per point spent. If a ranger chooses access to two additional spheres totalling 8 points, his total penalty would be

30% + 13%, or 43%. If the DM awards 2,000 experience points for an adventure, the ranger would gain 860 less than normal, only collecting 1,140 experience points. This experience penalty will counter some of the character's unusual advantages.

## Multi-Classed Spellcasters

Demihuman characters are some of the most popular and flexible characters in the AD&D game. In addition to their various racial advantages, most demihumans also have the ability to advance as multi-classed characters, such as an elf fighter/mage or a dwarf fighter/cleric. Generally, a multi-classed character may freely use abilities of either class but must also abide by class restrictions and penalties. For example, a fighter/mage can't cast spells while wearing armor, nor could a fighter/thief try to move silently while wearing plate mail.

## Multi-Classed Wizards

Armed with the spells of a wizard as well as fighting ability, stealth, or priestly magic, multi-classed wizards are powerful, flexible, and popular characters. The great range of powers offered by a wizard's magic serve as a potent weapon for the character and augment the abilities of his other class. A thief/mage with access to spells such as *spider climb*, *invisibility*, and *wraithform* can do things no ordinary thief could attempt. A fighter/mage with a *strength*, *stoneskin*, or *fire shield* spell in operation is a deadly fighting machine. And the versatility and spell selection of a mage/cleric is truly impressive.

Elves, half-elves, and gnomes may be multi-classed wizards. Elves may be fighter/mages or mage/thieves; half-elves may be fighter/mages, cleric or druid/mages, thief/ mages, fighter/mage/clerics, or fighter/mage/thieves; and gnomes may be fighter/illusionists, cleric/illusionists, or illusionist/thieves. Other PC races from specific world-settings may be able to multi-class as wizards, too.

**Specialist Wizards:** Under most circumstances, a multi-classed wizard must be a mage; the single-minded study and devotion of a single magical specialty would demand the character's full attention. The only exception is multi-classed gnome characters, who may be illusionists but can't be mages.

However, if the DM agrees, a limited number of additional specialties may be available to the multi-classed character. Selecting one of these optional specializations costs a multi-classed character 20 character points under the *Skills & Powers* character design rules, or an experience point penalty of 20% for standard characters. The specializations available for each PC race are shown below:

| **Race** | **New Specialties Allowed** |
|---|---|
| Elf | Enchanter, Song Mage, Wild Mage |
| Half-elf | Transmuter, Force Mage, Song Mage, Wild Mage |
| Gnome* | Artificer |

* Gnomes may be multi-classed illusionists without paying a CP or experience point penalty.

**Restrictions:** Multi-classed wizards gain the full benefits of all their classes, but must abide by any restrictions that aren't specifically negated by a class benefit. For example, a wizard/priest can use more weapons than a single-classed wizard, but is still limited to Type B weapons. The most important restriction is the character's inability to cast spells while wearing armor. While a multi-classed fighter/wizard may wear any armor he chooses, the armor itself interferes with the character's ability to cast spells. In order to cast a spell, the character must remove his armor. The only kinds of armor that do not interfere with spellcasting are elven chain mail and elven plate mail. (Note that single-classed wizards can't use these special armors because they're not trained in the wearing of armor.)

**Optional powers:** With the DM's permission, multi-classed wizards may select some of the optional abilities described in Chapter 2, including armor, automatic spell acquisition, bonus spells, casting time reduction, no components, detect magic, dispel, enhanced casting level, extended duration, immunity, learning bonus, range increase, read magic, research bonus, and any restriction except reduced hit points. These can be paid for by balancing advantages with restrictions of equal value, or the character can accept an experience point penalty of 30% plus 1% for each point he spends on additional abilities. For example, a wizard who chooses the read magic ability (5 points) reduces the number of experience points he earns by 35 percent.

## Multi-Classed Priests

Priests are versatile characters, with good fighting skills, potent spells, and a variety of special powers and talents. Combining the priest's range of spell powers with the talents of another class results in a very capable character. As described in the *Player's Handbook*, dwarves, gnomes, and half-elves may all be multi-classed priests: dwarves may be fighter/clerics; gnomes may be fighter/clerics, cleric/illusionists, or cleric/thieves; and half-elves may be fighter/clerics, fighter/druids, cleric or druid/rangers, cleric or druid/mages, or fighter/mage/clerics or druids.

**Specialty Priests:** Unless otherwise noted, a multi-classed priest character must be a cleric and not any other kind of specialty priest. Some campaign settings may have world-specific guidelines for multi-classed specialty priests; the campaign setting rules take precedence over other material in the *Player's Handbook*, *Player's Option: Skills & Powers*, or *Player's Option: Spells & Magic*.

At the DM's option, some of the varieties of specialty priest presented in Chapter 2 may be added to the list of multi-classed combinations. (See the chart below.) Since the capabilities of the various specialty priests are comparable to each other, there is no penalty for choosing to be a crusader or druid instead of a cleric.

| **Race** | **Specialty Priesthoods Allowed** |
|---|---|
| Dwarf | Cleric, Crusader |
| Half-elf | Cleric, Crusader, Druid |
| Gnome | Cleric |

**Restrictions:** The only limitation that applies to a multi-classed priest is the

restricted selection of weapons available to a cleric or druid. Regardless of the character's other class, he must abide by the weapon selection of his priest class. Of course, crusaders are able to wield any weapon, since they are not normally limited in this regard.

**Optional powers:** With the DM's approval, multi-classed priests may select optional abilities described in Chapter 3, including animal empathy, casting time reduction, cold resistance, communication, detect evil, detect undead, expert healer, extended spell duration, fire/electrical resistance, identify plants and animals, immunity to charm, immunity to magic, immunity to natural disease, inspire/enrage allies, know alignment, lay on hands, pass without trace, purify water, resist energy drain, secret language, spell-like granted power, and turn undead. These can be paid for by balancing advantages with restrictions of equal value; the priest may choose any limitation except armor restriction (for druids) or weapon restriction. Optionally, the priest can accept an experience point penalty of 30% plus 1% for each point he spends on additional abilities. For example, a priest who chooses know alignment (15 points) reduces the number of experience points he earns by 45 percent.

## Monsters

Naturally, human and demihuman characters aren't the only spellcasters in the AD&D game. The most powerful types of undead, the vampire and the lich, can command devastating magical abilities. Many extraplanar creatures have some degree of skill as wizards or priests, and every tribe of humanoids boasts a shaman or witch-doctor of some kind. In fact, many monsters are more skilled with spellcasting than the player characters of a campaign.

In addition to monstrous spellcasters, there are also hordes of creatures with magical powers that resemble spells. The most dangerous extradimensional monsters have a selection of spell-like powers that rivals the spell capability of a high-level wizard. Other creatures, such as dragons, gain both spell-like abilities and the power to actually cast wizard or priest spells.

### Monstrous Spellcasters

Monsters who memorize and expend spells in the same fashion as player characters fall into this category. A monster that has a character level equivalent, such as a 19th-level lich or a 10th-level vampire mage, is a monstrous spellcaster. In general, monstrous spellcasters must abide by the same rules and restrictions of human and demihuman wizards and priests; monstrous wizards may not wear armor (although many monsters have a natural Armor Class to compensate), monstrous priests and mages may be restricted in choice of weapons, monstrous spellcasters must be able to use verbal, somatic, or material components required by the spell, and they can be interrupted by damage or other distractions during spellcasting.

There are several types of monstrous spellcasters, including humanoids, undead, extraplanar creatures, and (for lack of any better word) nonhumanoids. Most monsters have an effective casting level equal to their spell ability, so a cloud giant with the spell ability of a 4th-level priest casts spells as if he were 4th level, while a ki-rin with the spell ability of an 18th-level mage casts spells as an 18th-level wizard. A few rare monsters, such as dragons or kenku, have the ability to use spells of a certain level but aren't wizards or priests with levels. Unless otherwise noted, these monsters have a casting

level equal to their Hit Dice.

**Humanoids:** This category includes living monsters that are generally bipedal or humanoid in form, ranging from bullywugs or lycanthropes to githyanki or giants. In many cases, spellcasters are quite rare among their race; only 1 in 10 cloud giants has the ability to use wizard spells, for instance. The Monstrous Manual™ tome and *The Complete Book of Humanoids* describe dozens of races that have the ability to produce priests or wizards.

**Undead:** Human or demihuman spellcasters who retain their magical abilities after death fall into this category. The principle examples are liches and vampires. In both cases, the character's class and level are retained through the transformation into undeath.

**Extraplanar:** A small number of extradimensional or extraplanar monsters have magical abilities. Some aasimon and yugoloths fall into this category, but creatures that are or formerly were mortal (githyanki, githzerai, tieflings, or einheriar) are considered to be humanoid spellcasters instead. Most extraplanar creatures also command a formidable array of spell-like abilities in addition to their memorized spells.

Creatures of this sort do not need spell books or extended periods of study to learn their spells; after a good rest, or a period of concentration or prayer, extraplanar spellcasters may choose their spells just as a mortal spellcaster would select spells from a book or pray for spells from his patron deity. The actual spell memorization only requires 1 to 3 turns, but the creature's resting time or other preparations consume several hours at the minimum. In any event, spells may be memorized no more than once per day.

Extraplanar creatures with wizard spell ability are still limited in their total number of spells known—in effect, they carry their "spell books" in their own memory, and merely select which ones will be available during the course of a day. Creatures with priest spell ability are assumed have access to the same spheres available to a standard cleric.

**Nonhumanoids:** This broad category includes all other creatures who memorize and expend their spells. Couatl, dragons, lammasu, nagas, and sphinxes are just a few examples of nonhumanoid spellcasters. Generally, nonhumanoid spellcasters follow the same guidelines described under extraplanar spellcasters: they do not need spell books and simply recall their spells once per day. In addition, nonhumanoid spells have verbal components only; no somatic or material components are required, since creatures such as nagas or couatl develop variations on standard spells that do not require hands to cast.

**Monstrous Specialists:** Most monsters with spell ability are assumed to be mages or clerics. However, specialist wizards and specialty priests are not unheard of. First of all, humanoids from races familiar with magic, such as githyanki or githzerai, could quite easily be specialist wizards. Similarly, shamans are common among all kinds of barbarians, and goblin or bugbear shamans are reasonable.

Undead spellcasters could be specialist wizards or specialty priests of any variety, since they gained their magical powers during their lifetimes. On the other hand, extraplanar and nonhumanoid specialists would be fairly unusual, simply because these creatures have a wide array of powers to begin with. Some might be appropriate—a red dragon elemental fire specialist, an arcanaloth dimensionalist, or a planetar with druidic powers are all possible, if rare.

## Monsters with Spell-like Abilities

Many monsters have the innate ability to use certain spells simply by an act of will. Most extraplanar monsters have an array of spell-like powers as formidable as the spell arsenal of a high-level wizard or priest, sylvan creatures such as dryads or brownies can *charm* or *confuse* their opponents, and even dragons have a handful of spell-like abilities based on their color and age. In fact, any monster that can use spell effects without an equivalent wizard or priest character level falls into this category.

Spell-like abilities are invoked by one round of concentration; the monster can do nothing else in that round except use a single power, just like a wizard or priest may only cast one spell per round. All spell-like abilities have an initiative modifier of +3, or *fast* under *Player's Option: Combat & Tactics* rules. Unlike a true spellcaster, a monster with spell-like abilities can't be interrupted by damage or distraction—if the creature survives the injury, the power functions that round regardless. (However, if a monster has both spell-like abilities and normal spells, any spells it actually casts can be interrupted.)

Unless otherwise stated in the monster's description, spell-like abilities are considered to have an effective casting level equal to the monster's Hit Dice, or the minimum character level necessary to use its highest-level ability, whichever is better. For example, a brownie has only half a Hit Die, but its spell-like abilities include *confusion* and *dimension door*, which are 4th-level wizard spells. Since a wizard must be at least 7th level to use 4th-level spells, a brownie's spell-like abilities function as if it were a 7th-level caster. (Refer to Table 21: Wizard Spell Progression or Table 24: Priest Spell Progression in the *Player's Handbook*.) This affects range, damage, duration, and all other level-based characteristics of a spell. A list of monsters from the Monstrous Manual tome with spell-like abilities follows, along with their effective casting level. Only creatures that don't have a casting level noted are mentioned here in Table 7: Monster Casting Levels—you may want to note these in your copy of the book.

A creature with a spell-like ability may choose to use it simply by concentrating for one round. If the power can be maintained, the monster doesn't need to concentrate to maintain it through the spell's normal duration; after that, the monster must spend a round reactivating the power. For example, a brownie's abilities include *protection from evil*, which has a duration of 2 rounds/level, or 14 rounds for a brownie. By invoking the power once, the brownie is affected by the spell for 13 more rounds, and it can then spend a round invoking the power again to be protected for another 14 rounds. This means that the monster may be able to invoke a power and then engage in physical attacks or take other actions while the power is active.

On the other hand, some spell-like abilities require the caster's continuing attention while they're active, such as a *phantasmal force* or *ventriloquism* spell. Invoking the power takes only one round, as described above, but after that the monster must spend each round concentrating on the power and doing nothing else in order to maintain it. A monster with multiple spell-like abilities can have any number of powers active at one time, as long as it spends one round invoking each and continues to concentrate on any powers that need its attention.

**Restrictions:** Generally, monsters with spell-like abilities are free of any restrictions normally associated with those spells; a monster with wizard spells among its spell-like abilities is not a wizard and may use any armor or weapons it cares to. Similarly, a monster with priest spells doesn't have the ability to turn undead or any granted powers specific to a certain priesthood. No components are necessary, but the

DM may rule that a bound and gagged monster may not be able to invoke certain abilities.

Many monsters with spell-like abilities may only make use of them a certain number of times per day; for example, a juvenile black dragon may use *darkness* three times per day, while a marilith tanar'ri may *polymorph self* up to seven times per day.

**Table 7:**
## Monster Casting Levels

| **Monster** | **Level** |
|---|---|
| Arcane | 10th |
| Baatezu, Pit Fiend | 18th |
| Baatezu, Black Abishai | 9th |
| Baatezu, Green Abishai | 9th |
| Baatezu, Red Abishai | 9th |
| Bat, Azmyth | 6th |
| Bat, Sinister | 9th |
| Bird, Talking Owl | 3rd |
| Brownie | 7th |
| Couatl | 9th[1] |
| Deepspawn | 11th |
| Dryad | 7th |
| Elemental, earth kin, Pech | 7th |
| Elf, drow | 2nd[2] |
| Genie, Djinn | 20th |
| Genie, Efreet | 20th |
| Ghost | 10th |
| Giant, Firbolg | 13th |
| Gnome, Svirfneblin | 4th |
| Gnome, Spriggan | 4th |
| Imp, Imp or Quasit | 7th |
| Imp, Fire Mephit | 3rd |
| Imp, Smoke Mephit | 3rd |
| Imp, Steam Mephit | 3rd |
| Kenku | by HD |
| Ki-rin | 18th[1] |
| Leprechaun | 16th |
| Ogre Mage | 9th |
| Satyr | 5th |
| Satyr, Korred | 9th |
| Slaad, Blue | 9th |
| Sphinx, Gynosphinx | 11th |
| Sprite | 3rd |
| Squid, Giant, Kraken | 20th |
| Tanar'ri, Marilith | 12th |

| | |
|---|---|
| Yuan-ti | 9th |

[1] Also casts spells
[2] Or by character level

# Chapter 4: Proficiencies

Wizards and priests have developed a number of unique and valuable skills to aid them in their pursuit of both magical and temporal power and knowledge. Literacy in ancient languages, knowledge of the maintenance of libraries and physical care of dilapidated old tomes, and skills in research and the execution of laboratory tasks are absolutely indispensable to a wizard character. Similarly, priests should be familiar with the languages in which their holiest scriptures are written, the correct observances and customs demanded by their deity, and the administration of property and lands belonging to their temples.

In this chapter, we'll take a look at new proficiencies for the spellcasters of the AD&D game. New nonweapon proficiencies describe a number of new skills available to both wizards and priests, ranging from alchemy to zoology. We'll also introduce the concept of *signature spells* or spell *specialization*, which represents unusual skill with a particular spell. Just as fighters can master their weapons with practice and training, wizards can master their spells.

## Proficiencies and Character Points

Since *Player's Option: Spells & Magic* is part of the *Player's Option* series, rules and information for proficiencies are described in two formats: the system of slots and check modifiers described in the *Player's Handbook* and also in terms of character points for readers who are using the *Player's Option: Skills & Powers* rules. Players who wish to create characters using the material in this chapter should first check with their DM to see which system he wants to use in his campaign.

Under either system, characters with high Intelligence scores gain bonus proficiency slots or character points, based on their maximum number of languages. Generally, these slots or points can only be spent on nonweapon proficiencies. If this optional rule is in play, characters *must* use proficiencies to learn new languages, although all characters can speak (but not necessarily read or write!) their native tongue without spending a proficiency slot.

## Proficiency Slots and Check Modifiers

In the *Player's Handbook* proficiency system, a character who selects a proficiency must pay a listed number of proficiency slots in order to acquire that skill. The character's success chance equals the relevant ability score—Dexterity for the skill of tumbling, for example—modified by the proficiency's check modifier. If you are playing with this system, use the slots and check modifiers that appear on Table 37:

Nonweapon Proficiency Groups in the *PHB* or the proficiency tables in this chapter.

If a character selects a proficiency that is not within his character group or the general list, he must pay an additional slot to acquire the skill.

*In the* PHB*, the proficiency spellcraft costs 1 slot for a wizard. The check modifier is Int - 2; for a wizard with an Intelligence of 15, the success number is a 13 or less on 1d20. If the character was a fighter who wanted to be familiar with spells, spellcraft would cost 2 slots.*

## Character Points and Ability Modifiers

*Player's Option: Skills & Powers* revises the proficiency system. Under these rules, the character pays a variable number of character points to acquire a skill. His success chance begins at the proficiency's initial rating, modified by a standard ability modifier based on the relevant score. If you are playing with these rules, use the CP cost and initial rating listed in Table 45: Nonweapon Proficiency Groups in *Skills & Powers*, and then modify the character's rating using Table 44: Ability Modifiers to Proficiency Scores (also in *Skills & Powers*).

*Under the* Player's Option: Skills & Powers *system, spellcraft costs 3 CPs, and has an initial rating of 7. This is modified by +2 for a wizard with an Intelligence of 15, for a total rating or success chance of 9. Note that the* Skills & Powers *proficiency rules tend to compress character's success chances in the 8 to 12 range, but success at completely routine tasks is considered automatic—proficiency checks are only made for difficult tasks or adverse conditions.*

## Wizard Proficiencies

Because of the unusually high Intelligence scores of most wizard characters, wizards tend to accumulate a diverse array of nonweapon proficiencies. Many mages begin play knowing three or four proficiencies more than other 1st-level characters, and they also enjoy a favorable nonweapon proficiency progression in addition to their good starting allocation. *Player's Option: Spells & Magic* expands the scope of wizard proficiencies by adding a number of new nonweapon proficiencies to those described in the *PHB*. Refer to Table 8: New Wizard Nonweapon Proficiencies.

**Table 8:**
## New Wizard Nonweapon Proficiencies

| Proficiency Name | Base Ability | Base Score | CP Cost | # of Slots | Check Modifier |
|---|---|---|---|---|---|
| Alchemy | Int | 6 | 5 | 2 | –3 |
| Anatomy | Int | 5 | 4 | 2 | –2 |
| Arcanology | Int | 5 | 4 | 1 | –3 |
| Bookbinding | Int | 8 | 3 | 1 | 0 |
| Concentration | Wis | 6 | 5 | 2 | –2 |
| Dowsing | Wis | 5 | 3 | 1 | –3 |

| | | | | | |
|---|---|---|---|---|---|
| Glassblowing | Dex | 7 | 2 | 1 | 0 |
| Hypnotism | Cha | 6 | 4 | 1 | –2 |
| Mental Resistance | Wis | 5 | 3 | 1 | –1 |
| Omen Reading | Wis | 5 | 3 | 1 | –2 |
| Papermaking | Int | 8 | 2 | 1 | 0 |
| Prestidigitation | Dex | 7 | 3 | 1 | –1 |
| Research | Int | 6 | 3 | 1 | 0 |
| Sage Knowledge | Int | 5 | 4 | 2 | –2 |
| Scribe | Dex | 7 | 2 | 1 | +1 |
| Tactics of Magic | Int | 6 | 3 | 1 | –1 |
| Thaumaturgy | Int | 5 | 3 | 1 | –2 |

**Alchemy:** A wizard with this skill is not necessarily an alchemist or a specialist in the school of alchemy, but he is well-versed in the physical aspects of magical research and the properties of various chemicals, reagents, and substances. If the character has access to a decent laboratory, he can use his knowledge to identify unknown elements or compounds, create small doses of acids, incendiaries, or pyrotechnical substances, or (if he is 9th level or higher) brew potions.

Refer to Chapter 5 for information on the size, cost, and equipment of an alchemical laboratory. Naturally, a wizard may be able to defray some of the costs by sharing his facilities or striking some kind of deal with a local wizard's guild; the DM can come up with the details.

Identifying substances or samples of unknown material requires 1 to 4 days and a successful proficiency check. Simple materials, such as powdered metals or ores, provide the alchemist with a +1 to +4 bonus on his check, at the DM's discretion. Rare, complex, or damaged or incomplete samples might impose a –1 to –4 penalty.

Creating dangerous substances such as acids or burning powders takes 1d3 days and 20–50 gp or (1d4+1) x 10 per vial, or 2–5 days and 50–100 gp or (1d6+4) x 10 per flask. The alchemist must pass a proficiency check in order to successfully manufacture the substance; failing the check with a natural roll of 20 results in an explosion or other mishap that exposes the character to the effects of his work and damages the laboratory for 10%–60% or 1d6 x 10% of its construction value.

*Acid* inflicts 1d3 points of damage per vial, or 2d4 points of damage per flask, and continues to injure the victim the next round; the vial inflicts 1 point of damage in the second round, and the flask causes 1d3 points of damage. In addition, the flask is large enough to splash creatures near the target; see **Grenadelike Missiles** in the *DMG*. Acid can also burn out a lock or clasp, forcing an item saving throw.

*Incendiaries* ignite when exposed to air. A flask of incendiary liquid inflicts damage as per burning oil (2d6 points in the first round and 1d6 in the second.) Again, refer to the *DMG*. Incendiary powders or liquids can easily start fires if used on buildings, dry brush, or other such surfaces.

*Pyrotechnic* materials resemble incendiaries, but create clouds of billowing smoke. A vial creates a cloud of smoke
5 feet high by 5 feet wide by 5 feet deep, obscuring vision.
A flask creates a cloud of smoke 10 feet high by 10 feet wide by 10 feet deep. The clouds

persist for 1d3 rounds, depending on the wind and other conditions.

Alchemy is an expensive hobby, to say the least, and it can be a dangerous one as well. If a player character is abusing this proficiency (i.e., walking into a dungeon with 10 flasks of acid in his pack), the DM can require item saving throws for all those beakers anytime the character slips, falls, or is struck by an opponent.

Wizards who specialize in the school of alchemy gain a +2 bonus to their proficiency rating in this skill.

**Anatomy:** This proficiency reflects a character's detailed knowledge of the structure and arrangement of the human body, including the location and function of bones, muscles, organs, and other soft tissues. This skill has two distinct uses for a wizard; first of all, knowledge of anatomy provides the character with a +2 bonus on any healing proficiency checks he attempts. Secondly, the wizard can use this skill to repair corpses that have been badly damaged. With a successful proficiency check, the wizard can strengthen and reinforce a body, making it more suitable for animation as a mindless undead. This provides a hit point bonus of +1 per die for skeletal remains, or a bonus of +2 hp per die for a creature to be animated as a zombie.

**Arcanology:** The study of the history and development of magic is termed arcanology. A wizard with expertise in this field is familiar with the works of past wizards. If there was a source of powerful magic in the campaign's past—for example, Netheril or Myth Drannor in the Forgotten Realms campaign setting—the arcanologist has a good idea of who the great mages were and what they were able to accomplish. Special magical items, spells, or forms of magic wielded by these ancient sorcerers are familiar to the arcanologist. With a successful proficiency check, the arcanologist can identify the general purpose and function of an ancient magical item; the DM may apply a penalty of –1 to –4 if the item comes from a region outside the arcanologist's normal studies, or is especially rare or obscure. Note that this ability doesn't help a wizard to identify items manufactured by the "modern" school or tradition of magic, whatever that may be.

**Bookbinding:** A wizard with this skill is familiar with the process of assembling a book. Bookbinding is a demanding task; the pages must be glued or sewn to a common backing of some kind, protected by various kinds of varnishes or treatments, and then fastened to a strong and durable cover. Additional chemicals or compounds to ward off mildew and deter moths and bookworms are a necessary precaution.

Bookbinding is especially helpful for a wizard assembling a spell book. Normally, a wizard must pay a bookbinder 50 gp per page for a standard spell book, or 100 gp per page for a traveling spell book—see Chapter 7 of the *DMG*. A wizard who does this work himself reduces these costs by 50%, although the process takes at least two weeks, plus one day per five pages. If the character passes a proficiency check, his spell book gains a +2 bonus to item saving throws due to the quality and craftsmanship of the work. In addition, the wizard must succeed in a proficiency check if he is dealing with unusual or unsuitable materials, such as metal sheets for pages or dragon scales for a cover.

**Concentration:** A character with this talent has rigorously trained himself to ignore distractions of all kinds, deadening his mind to pain or sensation. This allows a wizard to ignore annoyances or disturbances that might otherwise interfere with the casting of a spell. In order to use this ability, the player must state that his character is concentrating when he begins to cast a spell. If the character is struck by an attack that

causes 2 or less points of damage, he is permitted to attempt a proficiency check to ignore the distraction and continue to cast his spell (unless, of course, the damage is enough to render him unconscious.) The wizard can try to ignore grappling or restraining attacks that cause no damage but suffers a –4 penalty to his check. Spells that incapacitate without damaging, such as *hold person* or *command*, still interrupt the caster if he fails his saving throw.

A character using this ability must focus on the casting of his spell to the exclusion of all other activity, even direct attacks. Any Dexterity adjustment to his Armor Class is lost, and in addition flank or side attacks are treated as rear attacks, with a +2 bonus to hit instead of a +1.

**Dowsing:** This is the skill of finding lost or hidden items by seeking a disturbance in the subtle natural energies that permeate the earth. A dowser is attuned to the invisible, intangible eddies and currents of the world around him; by careful and methodical searching, he can detect particular emanations or anomalies.

Dowsing has two general uses. First, the character can attempt to detect natural deposits or minerals in the ground, such as water, gold, or other ores. Secondly, the character can attempt to find a specific man-made item that has been lost or hidden, such as a friend's dagger, a buried treasure chest, or the entrance to a barrow mound. The search must be very precise—the dowser will have no luck if he sets out to find 'the most valuable thing in this field' or 'the nearest magical weapon,' but 'Aunt Claire's missing brooch' or 'the gold buried by the pirate Raserid' are suitable searches.

Unlike the spell *locate object*, the dowser isn't led or directed to the item he seeks; he has to actually pass within 10 feet of the item, or walk over the place where it is buried, and succeed in a proficiency check to detect the item. (The DM should keep this check hidden from the players so that he doesn't give away the location with a failed check.) Dowsing can take a long time; quartering the dirt floor of a cellar 20 square feet might take 1d3 turns, while checking a field or courtyard might take 1d3 hours. Searching an area larger than 100 square yards is impractical—the dowser gets tired of concentrating.

A dowser can detect items or substances within 100 feet of the surface, although very strong or powerful sources may be detected slightly deeper. The dowser can guess the approximate depth of what he's seeking within ±10% when he stumbles across it.

**Glassblowing:** A character skilled at this trade can manufacture all kinds of glass containers, jars, or bottles. Creating symmetrical or precise pieces requires a proficiency check, but if a character is making items for usefulness instead of decoration, he can produce about 10 small containers, 5 medium containers, or 2 large ones in a day's work. The character must have access to a specialized glazier's workshop and furnace in order to make use of this skill.

**Hypnotism:** With this proficiency, the wizard can hypnotize another character, placing him into a relaxed state in which he is susceptible to suggestions. The subject must be willing and must know he is being hypnotized. Only human, demihuman, and humanoid characters may be hypnotized, and the hypnotist and subject must be able to understand one another's language.

It takes about five minutes to hypnotize someone in a reasonably calm or peaceful environment. Once hypnotized, the subject is willing to do almost anything that isn't very dangerous or against his alignment. However, a hypnotized subject can be fooled into

thinking he's doing one thing when he's actually doing something else. Hypnotism can have the following effects:

A character can be induced to remember things he has forgotten by reliving a frightening or distant event.

A character can be made calm and unafraid in the face of a specific situation that he has been prepared for, gaining a +2 bonus to saving throws versus fear effects or morale checks.

A character can be cured of a bad habit or addiction (but not of curses, physical diseases, or magical afflictions.)

Hypnotism can't increase a character's attributes, give him skills he does not normally possess, let him do things that are beyond his capabilities, or give him information he couldn't possibly know. As a guideline for adjudicating effects, the hypnotism proficiency is substantially weaker than magical commands or directions, such as *charm person, command,* or *hypnotism*. Spells magically compel a person to obey the caster's will; a well-phrased hypnotic command is nothing more than a strong suggestion.

**Mental Resistance:** Through lengthy training and iron discipline, a character with this proficiency prepares himself to resist magical or psionic assaults on his mind. The character receives a +1 bonus to his saving throws against attacks of this nature, if the attack normally allows a saving throw. Generally, this includes any attack form that a character's magical attack adjustment bonus for his Wisdom score might affect, including mind-affecting spells, *charm* or *fear* powers of monsters, and telepathic sciences or devotions that allow the subject a saving throw.

**Omen Reading:** There are hundreds of myths and superstitions about the art of divination, or predicting the future through the reading of signs or indications. A character with this proficiency is skilled in a form of divination and knows the proper ceremonies and observances to use in order to obtain a valid reading. He is also familiar with the various messages or indications that characterize a form of divination. Omen readers use dozens of different methods for their auguries, including astrology, numerology, reading palms, examining animal entrails, casting bones, dice, or runes, and burning incense to observe the smoke, just to name a few. The exact nature of the character's expertise is up to the player.

To use this proficiency, the omen reader phrases a general question about a course of action, such as "Is this a good day to start our journey?," "Should we try to track the orcs to their lair, or wait for their next raid?," or "When will the dragon return?" The DM then makes a proficiency check in secret; if the character fails, the DM can tell him that the signs were inconclusive, or make up a false answer for a spectacular failure (a natural 20 on the check, for instance). If the omen reader succeeds, the DM can give the character a vague answer based on his assessment of the situation. An omen is usually good, bad, or inconclusive, although an answer of "a day or two" or "proceed, but with caution" is acceptable as well. Omens aren't guaranteed; if a party ignores a bad omen, they might succeed in their task anyway. An omen is nothing more than the DM's best guess about a course of action.

Performing the ceremony of reading an omen requires an hour or more. Special tools or supplies, such as runesticks, may be necessary depending on the character's

favored form of omen reading. Some superstitious or primitive cultures may place a great deal of weight on omen reading, and a skilled diviner may be held in high regard by these people.

**Papermaking:** A character with this skill knows how to manufacture paper. This can be an invaluable skill for a wizard, since paper may be fairly rare in many campaign settings. Rag pulp, bark, linen, hemp, and wood were all used to make paper in medieval times. The material is pounded or pressed flat and treated with various chemical compounds to bind and strengthen it. At the DM's option, the character may also be familiar with the manufacture of parchment and vellum. Parchment is finely-scraped animal skin, treated with lime and other chemicals; vellum is unusually supple and smooth parchment taken from very young animals.

A wizard who makes his own paper can reduce the costs of manufacturing a spell book by 50%, although this requires one to two weeks of time and a suitable work area. Normally, a traveling spell book costs 100 gp per page, and a standard spell book costs 50 gp per page. If the wizard also knows the bookbinding nonweapon proficiency and binds the volume himself, the cost of the spell book is reduced by 75% altogether.

**Prestidigitation:** This is the art of street magic or sleight of hand, the trade of the magician. The character is skilled at concealing or manipulating small items and familiar with such tricks as pulling a coin from a child's ear, separating two joined rings, or causing a pigeon or rabbit to vanish. For the most part, nothing more than manual dexterity and showmanship are required, and any kind of character may learn prestidigitation.

While true wizards have little time for these parlor tricks, many apprentices practice with their *cantrips* by duplicating these feats. A wizard with a *cantrip* spell handy can really manipulate a small object by briefly *levitating* it, *teleport* something small from one hand to the other, or use a tiny dimensional pocket to make an object disappear or seem to contain something it shouldn't.

There is no particular game effect for prestidigitation, although it is a form of entertainment and can earn a wizard his dinner with a good performance, or possibly distract or fool an NPC under very limited circumstances. For example, a wizard trying to conceal a wand or precious gem from a robber searching him at knifepoint might be able to hide the item with a successful proficiency check.

**Research:** A wizard with this skill is well-versed in the theory and application of spell research. He is familiar with the use of libraries, laboratories, and other resources, and also has a good grasp of the fundamental processes of experimentation and problem-solving. With a successful proficiency check, the character gains a +5% bonus to his success roll when researching a new spell and only requires one-half the usual amount of time to perform spell research or determine the process necessary to manufacture a particular magical item. However, the amount of money spent on research remains the same because the wizard is still expending the same amount of books and supplies.

**Sage Knowledge:** This proficiency represents a specialized area of knowledge or learning. A character with this skill is a fully qualified sage in the area of study chosen and is capable of answering questions concerning the topic after some time spent researching. Refer to Table 62: Sage Modifiers and Table 63: Research Times in the *DMG*. As noted in the *DMG*, a sage requires an excellent library as a resource—at least

50 to 100 books, costing no less than 10,000 gp altogether. Naturally, a character may be able to strike a deal with a university, monastery, or wizards' guild hall in order to gain access to their library.

In addition to his ability to perform sage research, the character's high level of learning allows him to make field observations or attempt to come up with knowledge off the top of his head. For example, a sage who studies botany may attempt a proficiency check in order to identify a particular plant, while one who studies toxicology may be able to identify a poison by its symptoms in a victim. These on-the-spot observations should be limited to information any expert could reasonably come up with in the field—identifying a common gemstone is one thing for a geologist, but making a guess about the electrical conductivity of quartz crystal or the enchantments of a magical gem is a different matter entirely.

Purchasing this proficiency at its base cost (2 slots or 5 character points) gives the sage a broad overview of the area of study in question, allowing him to answer general or specific questions in the field. For an additional proficiency slot (or 2 CPs), the character may become an expert in one particular aspect of the topic. For example, a botanist may spend another slot to specialize in moss and lichens, ferns, or all plants found in a particular climate or ecosystem. This detailed knowledge allows the character to attempt to answer exacting questions in the field. The fields of study available to a sage include:

**Alchemy:** This is the study of magical chemistry, especially as it applies to elemental transmutations and potions, oils, and magical compounds or solvents. Unlike the proficiency of alchemy, the sage knowledge of alchemy concentrates on theories and principals, not on the practical day-to-day manufacture of specific compounds and substances. An alchemist specialist wizard or a character with the alchemy proficiency gains a +2 bonus to his proficiency rating in this area of sage knowledge.

**Architecture:** This is the study of the development, theories and styles of architecture. (The architecture proficiency, on the other hand, represents the practical execution of workable building plans.) A sage with this field of study can attempt to identify the age, origins, and general purpose of ruined buildings or structures.

**Art:** The sage is familiar with the great works of the past as well as the works of the best contemporary artists. If he specializes in one particular art form (sculpture, paintings, ornamental pottery, etc.) he is able to identify works of the masters, spot fakes, and appraise pieces for sale value.

**Astrology:** This is the history and theoretical background of astrology, not the actual art of prediction. Someone with the astrology proficiency knows that Planet X passing in front of Constellation Y means trouble, but a sage knows why that's a sign of ill fortune. In addition, the sage has the ability to perform historical astrology by working backwards to determine the stars' and planet's alignments for thousands of years in the past. An expert in this field may be familiar with the constellations and beliefs of vanished or dead cultures.

**Astronomy:** For the astrologer, planets and constellations are representations of greater powers. The astronomer, on the other hand, assigns no characteristics or indications to these heavenly bodies, and instead concentrates on studying their movements in the skies. He can predict eclipses, anticipate the return of comets or meteor showers, and answer questions about the locations or predicted locations of various planets or other bodies in the skies.

**Botany:** This is the study of plants, ranging from simple cataloguing and observation to detailed studies of life-cycles and ecologies. Areas of specialization include simple plants, water plants, grasses and brush, flowering plants, domesticated plants, plant diseases, and ecological systems such as rain forest, tundra, prairie, etc.

**Cartography:** Cartography is the art of map-making. A sage who specializes in this field knows where to find maps for any given region or area, knows how to interpret maps using various forms of notation, and can attempt to solve or complete encrypted or partial maps.

**Chemistry:** While alchemy focuses on the study of magical substances, chemistry concentrates on the study of the properties of mundane substances. Note that a character with the alchemy proficiency is assumed to use a fair amount of mundane chemistry to produce acids, solvents, and pyrotechnic substances.

**Cryptography:** This is the study of codes, ciphers, and puzzles. A sage with skill in cryptography can attempt to break codes or solve written puzzles with time and study.

**Engineering:** The character is familiar with the science of building devices, engines, and structures. Sage knowledge of engineering provides a +2 bonus to the character's nonweapon proficiency score in engineering, if he has both proficiencies. The character can specialize in small machines, large machines (water wheels, etc.), siege engineering, fortifications, bridges and roads, or buildings.

**Folklore:** The sage studies legends and folk tales. By spending another proficiency slot, he can specialize in the folklore of a particular culture or region.

**Genealogy:** This is the study of lines of descent. A sage with this skill knows research techniques and sources for tracing family trees and is also familiar with the histories of the important royal and noble families.

**Geography:** A sage with this knowledge has learned about the lands and cultures of his world. He knows general principles of cartography, topography, climatology, and sociology, and can identify individuals or artifacts from other lands.

**Geology:** Geology is the study of landforms, rock, and the physical makeup of the earth. A sage with knowledge in this area can add a +2 bonus to his rating in the mining nonweapon proficiency and can attempt a proficiency check to identify various sorts of gemstones or precious minerals.

**Heraldry:** Coats of arms, banners, flags, and standards are all emblazoned with heraldic designs. A sage with this skill is familiar with the evolution of heraldry and the significance of various symbols and colors. He can identify common coats of arms on sight and knows where to research obscure or unknown devices. This area of knowledge adds a +2 bonus to a character's heraldry nonweapon proficiency score.

**History:** A sage with this skill has an excellent grasp of history and the historical methods. Unlike a character with the ancient or local history proficiencies, a sage with this skill is a generalist, but he can be considered an expert on a particular era or culture by spending an additional slot to specialize. Whether or not the historian knows something off the top of his head doesn't matter—he knows exactly where to look when he needs to find out the details of a person's life or an important event. Skill in this field of knowledge provides a +2 bonus to the character's proficiency score in ancient history or local history.

**Languages:** A character with a modern language proficiency knows how to speak a second language, and a character with an ancient languages proficiency knows how to

read a second language, but a sage who specializes in languages is concerned with the study of the language itself—grammar, syntax and constructs, and vocabulary and word origin. His expertise is limited to one particular tongue, but for each additional slot the linguist may add another language to his field of expertise. This knowledge adds a +2 bonus to the linguist's rating in any modern or ancient language proficiencies he possesses.

**Law:** A sage with this field of study is an expert on matters of law. He is familiar with any national constitutions or charters, the origin and history of the law, and important matters of precedent. He can examine contracts, warrants, orders, or decrees and determine if there is a way to enforce or avoid them.

**Mathematics:** The study of abstract or theoretical mathematics may seem unusual in a fantasy setting, but it dates back thousands of years in our own world; the ancient Greeks laid the groundwork for geometry, while algebra was a pastime of Islamic scholars and nobles before the European Renaissance. A dimensionalist gains a +2 bonus on his proficiency rating in this area of study.

**Medicine:** A sage with this skill studies both the history and development of medicine, as well as current methods and treatments. This provides the character with a +2 bonus to his healing nonweapon proficiency score. In addition, the character may be able to come up with treatments for nonmagical diseases or injuries.

**Meteorology:** This is the study of weather and weather patterns. A sage with this skill knows historical records and prediction methods. In the field, his knowledge of weather provides a +2 bonus to any weather sense proficiency checks he makes.

**Music:** The sage knows the theory and notation systems of music and has studied the works of the great masters. He can attempt to identify unknown pieces or decipher musical puzzles.

**Myconology:** Myconology is the study of fungi. A myconologist can identify samples of fungus, mold, or spores. He is familiar with dangerous or monstrous varieties as well and may be able to spot these in the wild before he or his companions come to harm. His knowledge of mushrooms and molds gives him a +2 bonus to herbalism nonweapon proficiency checks.

**Oceanography:** A sage with this skill studies the ocean, including weather, marine biology, navigation and charting, and undersea topography. An oceanographer may be able to explain unusual phenomena at sea or discover the location of wrecks or other sites of interest.

**Philosophy:** The study of philosophy is the study of logic, ethics, aesthetics, and metaphysics (for game purposes, anyway), and a sage with expertise in this field is conversant with the great thinkers and arguments of his race or culture.

**Physics:** In most AD&D campaigns, the study of physics centers around mechanics and thermodynamics; some of the more advanced fields of study simply haven't been invented yet.

**Planes, Inner:** Most individuals in a campaign have little to no knowledge of worlds beyond the one in which they live, but a sage with expertise in this field is familiar with the characteristics and properties of the Ethereal Plane and the various Elemental Planes beyond that. He understands how the Inner Planes are aligned and how the multiverse is put together. If he spends an additional slot to specialize, he can be an expert on a particular plane, capable of answering exacting questions on the topic.

**Planes, Outer:** The great religions of a campaign tend to disseminate a very limited view of the multiverse, centering on the home of their deity and that of their deity's principal foes. A sage who studies this field has a general understanding with the general arrangement of all the Outer Planes and the characteristics of the Astral Plane. For an additional slot, he can specialize in a particular plane, learning the general properties of its layers, its chief inhabitants and domains, and other important details.

**School of Magic:** A sage with expertise in a school of magic is familiar with the important theories, works, and great mages of that field. By engaging in research and passing a proficiency check, the sage could identify spells or magical items belonging to the school by the item's general effects or appearance. For example, if he was a student of the school of force, he could identify a *wand of force* or *beads of force* as if he were trying to answer a specific question. If the sage is also a wizard, he gains a +5% bonus to his chance to learn spells from the school in question. A specialist wizard gains a +2 to his score in this proficiency if the school of magic is his own specialty.

**Sociology:** This is the study of social structures, customs, mores, and ways of life. The sage is also acquainted with past societies and their customs.

**Theology:** A sage with expertise in this area is conversant with the tenets and beliefs of most major religions, gaining a +2 bonus to his religion nonweapon proficiency check. In addition, he studies the theories and lore surrounding the powers and boundaries of the gods themselves. With research, a theologist can determine what a particular god might or might not be capable of doing.

**Toxicology:** This is the study of poisons, both natural and artificial. A sage with expertise in toxicology can identify poisons both from samples and from examining the symptoms of a poisoned victim. By using toxicology, a sage can also gain a +1 to any healing proficiency check dealing with poisons.

**Zoology:** Zoology is the study of animals. A sage who acquires knowledge in this area has a good overall grasp of the science of zoology, and in addition, he is considered a specialist in one general class of animals or monsters. Each additional slot he spends on this proficiency adds one more type or class to his expertise. Classes of animals available include birds, reptiles, mammals, fish, amphibians, insects, amorphous monsters (slimes, jellies, and molds), aquatic monsters, insectile monsters, reptilian monsters, mammalian monsters, hybrid monsters (griffins, perytons, etc.), and any other reasonable class or grouping the DM allows.

A zoologist can identify common species in the field with a successful proficiency check and may be able to predict behavior or capabilities based on his knowledge of the creature in question.

**Scribe:** Before printing came into common use, professional scribes created books by copying manuscripts. Even after printing presses were in widespread use, scribes were in demand for their calligraphy and the quality of their illuminated (or illustrated) pages. A character with this proficiency is familiar with a scribe's techniques for preparing pages and working both swiftly and accurately. This is an invaluable skill for a wizard; with a successful proficiency check, the character gains a +5% bonus to any rolls he must make in order to copy or transcribe a spell into his spell book or onto a scroll.

**Tactics of Magic:** For many wizards, the principal use of their art is on the battlefield. Knowing which spell to employ at any given time and creating the greatest

effect for one's effort is a skill that can be learned with practice and experience. A wizard with the tactics of magic proficiency can attempt a proficiency check to gauge the range to a target, estimate how many enemies will be caught in a given area of effect, or determine whether or not he may be in danger of a rebounding *lightning bolt* or a *fireball* cast in too small a space.

In addition, a character with this skill may recall subtle effects or interactions that are not immediately apparent. For example, if the wizard is about to cast *magic missile* at an enemy wizard protected by a *shield* spell, the DM may allow the player a proficiency check to see if he suddenly recalls that the *magic missile* will fail—especially if the wizard also knows shield, but the player has just forgotten about the special effects of the spell. However, if there's no way the character could know of a special immunity or property of a monster, spell, or magical item, this proficiency will not be of any help.

**Thaumaturgy:** This is the art of the casting of magic, the study of the interaction of verbal, somatic, and material components in order to produce a desired effect. While all wizards have some degree of familiarity with this field of knowledge, a character who becomes proficient in thaumaturgy has spent time studying the forms and practices of magic. This depth of knowledge gives the wizard a +5% bonus on his learn spell rolls after a successful nonweapon proficiency check has been made.

## Signature Spells

Just as fighters can reach unusual levels of skill by specializing in a particular weapon, a wizard can spend extra proficiency slots (weapon or nonweapon) or character points in order to specialize in a particular spell. This spell is known as a *signature spell*. Unlike fighters, who may only specialize in a single weapon, wizards may have one signature spell per spell level, as long as they have the proficiency slots or character points available.

A wizard with a signature spell may still make use of the rest of his spell repertoire normally; he is not limited to just that one spell.

**Choosing a Signature Spell:** The signature spell must be a spell that the character already knows and is able to cast; a 1st-level wizard couldn't select *fireball* as a signature spell, although he could choose an appropriate 1st-level spell from his spell book. If the character is a specialist wizard, he may only select signature spells from the school of his specialty. Mages, however, may select signature spells from any school. The actual cost in slots or CPs varies with the level of the spell selected.

Since specialist wizards must select their signature spells from their own field of study, they find it easier to narrow their specialization down to a single spell.

**Learning a Signature Spell:** In order for a wizard to gain the skill and practice necessary for a signature spell, he must spend a great deal of time and money, studying every aspect of the enchantment. For all intents and purposes, this is the equivalent of spell research; the character must spend a minimum of two weeks and 1d10 x 100 gp per spell level to master the signature spell and must succeed in a learn spells check to succeed in his studies. If the wizard fails, he still knows how to cast the spell normally, but he can never use it as a signature spell. The character's proficiency slots or character points are not expended if he fails in his attempt to learn the signature spell.

Specialist wizards may apply their spell research bonus to their learn spells roll to develop a signature spell.

**Signature Spells in Play:** Through hard work and extensive practice, the wizard becomes quite skilled at casting his signature spell. First of all, the wizard casts his signature spell as if he were 2 levels higher for purposes of damage, duration, area of effect, range, and all other level-based characteristics. If the spell has no level-based characteristics (*charm person*, for instance), the wizard can choose to inflict a saving throw penalty of –2 on the subject's saving throw when he casts the spell, or he can choose to reduce his casting time by 3.

**Table 9:**

## Signature Spell Costs

| Spell Level | Specialist Slots | Cost CPs | Mage Slots | Cost CPs |
|---|---|---|---|---|
| 1st–3rd | 1 | 4 | 2 | 7 |
| 4th–6th | 2 | 7 | 3 | 10 |
| 7th–9th | 3 | 10 | 4 | 13 |

Secondly, the wizard may memorize one casting of his signature spell at no cost in spells available at that level. In other words, the character gains the specialist wizard benefit of memorizing additional spells. For example, a 1st-level mage may normally memorize one 1st-level spell. If the mage has *magic missile* as a signature spell, he may memorize one 1st-level spell, plus an additional *magic missile*, for a total of two 1st-level spells. If the character is a specialist invoker, he can memorize three 1st-level spells: *magic missile*, a second invocation spell, and the 1st-level spell he normally receives as a 1st-level wizard. Note that the character in this example could choose to spend his discretionary spells to memorize a total of three *magic missiles*, which wouldn't be a bad move considering that he's so good at casting it!

**Role-Playing Signature Spells:** A wizard with a signature spell often becomes notorious for his use of the spell. Everyone recalls stories of the transmuter who *polymorphed* folks into frogs, or the fire mage who threw *fireballs* left and right. The DM should encourage the player to develop his character's motivations for becoming so skilled with one particular enchantment.

## Priest Proficiencies

Like wizards, priests acquire a variety of nonweapon proficiencies over the course of their careers. More than any other character, a priest is likely to find a use for common or everyday skills. In fact, in many cultures, priests are the principal teachers, scholars, or craftsmen of their societies. Priests have a nonweapon proficiency progression that equals that of a wizard, but gain weapon skills much faster.

In this section, we'll take a look at some new priest proficiencies. These should be considered addenda to the Table 37: Nonweapon Proficiency Groups in the *Player's Handbook*. Refer to Table 10: New Priest Nonweapon Proficiencies.

**Table 10:**
New Priest Nonweapon Proficiencies

| Proficiency Name | Base Ability | Base Score | CP Cost | # of Slots | Check Modifier |
|---|---|---|---|---|---|
| Administration | Int | 9 | 3 | 1 | +1 |
| Alms | Cha | 8 | 3 | 1 | 0 |
| Bookbinding | Int | 8 | 3 | 1 | 0 |
| Bureaucracy | Int | 8 | 5 | 2 | 0 |
| Ceremony | Wis | 7 | 2 | 1 | 0 |
| Diplomacy | Cha | 6 | 3 | 1 | –1 |
| Investigation | Int | 6 | 4 | 1 | –2 |
| Law | Int | 7 | 3 | 1 | 0 |
| Observation | Int | 7 | 3 | 1 | 0 |
| Omen Reading | Wis | 5 | 3 | 1 | –2 |
| Oratory | Cha | 7 | 3 | 1 | –1 |
| Papermaking | Int | 8 | 2 | 1 | 0 |
| Persuasion | Cha | 5 | 3 | 1 | –2 |
| Sage Knowledge | Int | 5 | 4 | 2 | –2 |
| Scribe | Dex | 7 | 2 | 1 | +1 |
| Undead Lore | Int | 6 | 3 | 1 | –1 |

**Administration:** Many temples own substantial amounts of land and property, wielding power over vast areas. Priests who can manage these lands and turn a tidy profit in the name of the church are always in demand. A character with this proficiency is skilled in the management and accounting of enterprises ranging from the agriculture of an entire province to the vineyards of a single small monastery. He knows how to account for money, plan work, and supervise the collection of taxes or the sale of goods.

**Alms:** Some orders of priests rely on the charity of others for their support and livelihood. A character with this proficiency is able to find food, shelter, and clothing in return for the benefit of his wisdom and a blessing or two for his hosts. The quality of the charity the priest finds may vary widely, depending on the wealth of his prospective hosts, their piety and their recognition of his deity, and the way the priest presents himself. Generally, if there's shelter to be had, the priest can make use of it, but obtaining food or clothing for his companions may require a nonweapon proficiency check at the DM's discretion.

**Bookbinding:** See the description under **Wizard Proficiencies**.

**Bureaucracy:** This proficiency encompasses a working knowledge of temple or government organization and protocol, and the skills necessary to navigate through bureaucracies. The character knows which officials to approach and when to approach them, where records are kept and how to gain access to them, and how to circumvent unfriendly or sluggish bureaucrats. Unless there are extenuating circumstances, the character can get permits or documents completed in half the normal time.

In addition to these skills, the character can attempt to turn the system against someone else. With a successful proficiency check, the amount of time required to make

a decision doubles—permits are misplaced or filled out incorrectly, or important documents are held up on the wrong desk. For example, a character could keep a shady wizard from gaining permission to build a tower in the town, or he might obstruct a thief's request for bond or parole.

**Ceremony:** A priest with this proficiency is well-versed in the various rites, observances, and ceremonies of his temple. He is qualified to oversee normal worship or devotions, but conducting the rites in difficult or unusual situations may require a proficiency check. This proficiency also includes familiarity with ceremonies such as weddings, namings, and funerals, and the priest can perform these services appropriately.

Diplomacy: This is the grand art of high diplomacy between states or organizations. A character skilled in diplomacy knows the correct procedures and unwritten rules of negotiations between states or large organizations. He is capable of discerning the true intent of the various declarations, statements, and gifts or exchanges that make up a diplomatic encounter, and he is able to take his own wishes and couch them in proper diplomatic terms.

Normally, the character need only make proficiency checks if the negotiations are particularly delicate or difficult. However, if there is a specific goal or compromise the character is working towards, he may attempt a check to see if he can win the other side over to his point. Naturally, the DM can apply a modifier of –8 to +8 depending on what the diplomat's offer means for the parties involved. Requesting the surrender of a vastly superior enemy is next to impossible, unless the character can convince them that they stand to gain something of great value by giving up. In any event, the DM shouldn't use this ability as a substitute for good role-playing by the players.

**Investigation:** This is the art of discovering the truth through careful examination of a problem or situation. A character with this skill is familiar with the process of interviewing or interrogating witnesses, searching scenes for clues or information, and the general execution of a logical and thorough investigation. Priests who are associated with the local government may be called upon to solve common crimes against the state, while other priests may be inquisitors or theological investigators.

The DM may allow the PC to attempt a proficiency check when the player is missing an obvious line of inquiry or step of deductive reasoning, although this should be a rare use of this ability. An investigation proficiency check can also be used to discover clues at the scene of a crime or to extract information from a witness or suspect.

**Law:** A character with this proficiency is thoroughly familiar with the legal system of his homeland and is skilled in representing cases before judges, officers, nobles, and magistrates. This is a working knowledge of the law, as opposed to the theoretical knowledge of the sage area of study. With a successful proficiency check, the character can build a strong defense for a person accused of a crime; if the judge or jury are fair-minded and honest, he stands an excellent chance of winning his client's case. Of course, corrupt or intimidated officials can still deliver unjust verdicts despite the character's best efforts.

**Observation:** Characters with this proficiency have cultivated exceptional powers of observation. The DM may ask for a proficiency check anytime there is something subtly wrong or unusual in the character's environment. For example, the character may note the fact that the tools of a potter's shop are caked with a different kind of clay than that present in the workshop, or he might notice telltale marks of traffic that indicate the

presence of a secret door. The DM shouldn't let this become a substitute for alertness and good thinking on the part of the player; if he's picking up more than one or two clues a game session with this proficiency, it's probably too many.

**Omen Reading:** See the description under **Wizard Proficiencies**.

**Oratory:** This is the power to move other people with words and emotion. By captivating an audience, the priest can convince them of the rightness of his words through force of will and dramatic speaking. Priests with this skill can attempt to proselytize (seek converts) among small audiences by proclaiming the glories of their faith and the dangers of nonbelief, but the character must pass his check by a margin of four or more to win any long-lasting converts to the faith. A convert will listen to the priest's suggestions or ideas, but won't necessarily become a follower or hireling of the character.

The DM can decide how any group of listeners is likely to be affected by the priest's exhortations. If they're inclined to be hostile or are preparing to attack the priest, there's very little he can say to change their minds. However, if the priest passes a proficiency check, he may be able to modify an encounter reaction check by one category—hostile to indifferent, or indifferent to friendly, for example. Optionally, he may be able to encourage the crowd to take a specific action that they're inclined to perform anyway. If an angry crowd wants to see an important prisoner freed because it's rumored he was convicted wrongly, a priest with oratory may be able to push them into storming the jail or convince them to give up and go home. If the player presents an especially moving argument or speech, the proficiency check is made with a +1 to +4 bonus.

**Papermaking:** See the description under **Wizard Proficiencies**.

**Persuasion:** Unlike oratory, which relies on emotion and rhetoric, the art of persuasion is built around intelligent arguments and personal charm. A character with this proficiency is able to present especially cogent arguments and explanations in conversation with an individual or small group. With a successful proficiency check, he can convince them to take moderate actions they may be considering already; for example, he may convince city guards to leave without making arrests if a brawl's already finished by the time they get there, or he may convince a court official that he needs an audience with the king. If the player's thoughts and arguments are particularly eloquent and acute, the proficiency check is made with a +1 to +4 bonus.

**Sage Knowledge:** See the description under **Wizard Proficiencies**.

**Scribe:** See the description under **Wizard Proficiencies**.

**Undead Lore:** A priest with this proficiency is trained in the identification, powers, and vulnerabilities of common undead monsters. With a proficiency check, the character can recall specific tactics or weaknesses of a monster; for example, if confronted by a vampire, he may recall that a mirror, garlic, or holy symbol strongly presented can drive the monster away for a short time. How the character uses this information is up to the player.

# Chapter 5: Equipment

Traditionally, the wizard's laboratory is a wonderland of mysterious devices, bubbling retorts, and strange powders, solvents, and reagents. Shelves crammed full of arcane tomes, yellow scrolls encased in bone tubes, sheets of parchment covered with cryptic notes and designs, candles made from suspicious substances . . . all these things and more can be found in the wizard's workshop. In this chapter, we'll take a look at some of the equipment and supplies required by a working wizard.

In addition to the supplies and devices required for a laboratory and a library, we'll also examine various material spell components. Many powerful spells may require unusual or hard to find items, and the DM can create obstacles and restrictions—or more importantly, adventure opportunities— by requiring players to keep track of spell materials. Lastly, this chapter discusses methods for finding or buying spell components, reagents, and magical items.

**Table 11:**

## Building Construction Time and Cost

| **Building** | **Stone** | | | **Wood** | | |
|---|---|---|---|---|---|---|
| **Size** | **Time** | **Cost** | **Area** | **Time** | **Cost** | **Area** |
| Small | 6 | 2,000 | 400 | 1 | 200 | 400 |
| Medium | 10 | 3,000 | 800 | 3 | 400 | 800 |
| Large | 16 | 4,500 | 1,800 | 6 | 900 | 1,800 |
| Great | 32 | 10,000 | 3,600 | 12 | 2,000 | 3,600 |

### Laboratories

At some point in his or her career, just about every wizard is going to need a well-equipped laboratory. Without a laboratory, a wizard can't perform spell research or create any kind of magical item except a scroll. A laboratory consists of several different components, including a physical site or facility; a personal library; nonexpendable equipment and furniture; and expendable supplies, chemicals, and reagents.

### The Location

When a wizard is contemplating the construction of a laboratory, the first thing he will want to consider is the location of the lab. If the wizard travels extensively, like many adventurers do, the choice of his laboratory's location may prove to be a difficult decision. Since the character will be investing a vast amount of money in the construction and outfitting of his laboratory, he will want to make certain that the facility is located in a secure and reasonably accessible location. There's a lot of valuable and irreplaceable material in a laboratory, and most wizards dread the thought of some hooligan sacking their workshops.

Many wizards locate their laboratories in or near major cities. There are several advantages to this strategy: first of all, the wizard has easy access to skilled craftsmen for unusual pieces of equipment; second, the large cities attract traders dealing in the rare or

unusual, making it easier for the wizard to locate some material components; third, resources such as libraries and fellow wizards or alchemists may be close at hand; and last, cities are relatively secure from monstrous incursions. On the down side, cities also host large and well-organized thieves' guilds, and many wizards find themselves forced to pay protection money to keep their labs intact. Also, a wizard who lives near a large population center is generally easy to find, and the character's enemies won't have any problem in tracking him to his base of operations.

Because of these risks, some wizards prefer to conceal their laboratories in unpopulated or inaccessible regions. The wizard loses the benefits of close contact with civilization, but gains a degree of privacy that an urban wizard finds impossible. This can be costly, especially when the wizard needs some smithing or glassblowing work done, and there's no one nearby who can do it. A wilderness base generally costs 20%–50% or (1d4+1) x 10% more to equip and maintain than a comparable lab in the city. Note that remoteness doesn't guarantee safety; instead of thieves, a wizard in the wilderness has to worry about monsters of all sizes and inclinations nosing around the premises!

## Physical Requirements

Once the wizard has decided where he wants to locate his laboratory, he must buy, build, or rent an appropriate building or room. The space should be well-ventilated and well-lit, although the wizard can do without these comforts if he wishes. The room must be dry and sound; dampness can destroy libraries or cause important reagents to lose their potency. In addition, the laboratory requires at least 400 square feet (a 20-foot by 20-foot room or equivalent floor space) for the furnishings and work spaces.

In urban or civilized regions, the wizard may be able to set up his laboratory inside another building—for example, the castle of his patron noble, a university or library, the local wizards' guildhall, or an inn operated by a fellow adventurer. Generally, the rent on the room should be 30 to 100 gp or (1d8+2) x 10 per month, depending on the exact circumstances of the arrangement. Renting a shabby room in the thieves' quarter is far less expensive than paying the dues of a guildhall or university membership. A player character may be able to avoid paying rent altogether if a friend or patron puts him up.

If the wizard doesn't want to borrow or lease a room from a landlord, he can buy a suitable building. Again, the place should have at least 400 square feet of floor space, or somewhat more than that if the wizard intends to live there as well as maintain a laboratory. (A two-story building of about 20 feet x 20 feet would do nicely.) Or, he can choose to build a new building instead of buying an old one. The table below lists construction times and costs for new buildings; buying an existing structure costs anywhere from 50% to 100% or (1d6+4) x 10% of the listed figure.

**Stone** buildings are sturdier and more durable than wooden buildings, but still feature wooden supports, flooring, and other features. Some interior partitions or walls may be made of wood instead of stone.

**Wooden** buildings are much easier to build than stone buildings. The disadvantage lies in resistance to siege attacks or other forms of damage; wooden buildings can be destroyed easily by many spells or heavy weapons.

Building size is a rough description of the building's dimensions. This fits the building types described in DMGR 2, *The Castle Guide*.

**Time** is the number of weeks required for construction, assuming a working crew

of 10 laborers with good supervision. Obviously, this only applies in the event the wizard wants to have someone build him a new laboratory. If the wizard wants to save money, he can hire fewer workers, doubling the construction time for a savings of 25% off the basic cost. On the other hand, if he's in a hurry he can raise the building in 75% the usual time by hiring more workers, doubling the cost.

**Cost** is the amount of gold pieces required to have the building raised. This includes permits, bribes, pay for workers, expendable supplies, and all other expenses incurred. If the wizard is buying an existing structure, he need only pay (1d6+4) x 10% or 50%–100% of this price, depending on the building's condition, the circumstances of the sale, and other factors.

**Area** is the square footage of the completed structure. A small building suffices for the wizard's laboratory, but if the character wants to live in the same building, it must be at least medium-sized.

## Equipment

Now that the wizard has secured a suitable workroom, it's time to get to the real business of setting up a laboratory. The equipment contained in a lab includes alembics, armillary spheres, beakers, bottles, copper kettles, crucibles, distilling coils, ladles, mortars, retorts, scales, specimens, tongs, vials, and weights of all description. In addition, specialized furniture such as workbenches, stands, braziers, cabinets, and tables with special surfaces must be purchased for the laboratory. Obviously, all these things can be quite expensive; equipping a laboratory is often the single greatest expense a wizard incurs in his career.

A wizard's laboratory is customized to the character's individual tastes and research goals, and is not particularly useful to another character. However, if a wizard inherits a lab from another character or is allowed to borrow one for a time, he can refit the lab for his own purposes for a cost of 1,000 gp.

Wizards' laboratories vary wildly in scope, contents, and completeness. There are three varieties of laboratory, each with its own special purpose: alchemical laboratories, forges, and research laboratories.

**Alchemical laboratories** are intended for the creation of potions and nonmagical acids, solvents, glues, or pyrotechnical substances. As a result, the lab is equipped with glassware, burners, retorts, kettles, and all manner of devices designed for heating, agitating, or otherwise manipulating liquids and powders. An alchemical laboratory costs 2,000 gp; wizards who specialize in the school of alchemy, characters with the alchemy nonweapon proficiency, or mages who want to create potions at 9th level can make use of these facilities.

Specialist alchemists are assumed to begin play with an alchemical laboratory valued at 1,000 gp. Because of their special training and skills, this is sufficient for a 1st-level alchemist. However, the character's requirements for rare and exotic materials increase as he rises in level; keeping the lab outfitted requires an expenditure of an additional 1,000 gp each time he rises in level. If the alchemist's laboratory is up-to-date, he can use his special ability to create potions; if the lab is not up-to-date but still worth at least 2,000 gp, he may use it as if he were a normal wizard using a standard alchemical laboratory.

**Forges** are larger and more complex laboratories that include all the materials and

equipment required for the production of magical items of all types, not just potions or scrolls. A forge includes all the materials found in an alchemical laboratory, as well as furnaces, anvils, and woodworking, leatherworking, or metalworking tools. A forge costs 5,000 gp and requires at least 600 square feet of space; in other words, a "small" building is not big enough to house a magician's forge.

The specialist artificer is assumed to begin play with a forge worth 1,000 gp. In order to keep his specialist wizard benefits, he must invest an additional 1,000 gp in the forge each time he rises in level. If the forge is not maintained properly but is worth at least 5,000 gp, the artificer can still use it for brewing potions or creating magical items using the normal procedures.

**Research laboratories** allow a character to conduct spell research. The research laboratory adds hundreds of rare and unusual specimens, samples, and texts to the wizard's laboratory. Depending on the campaign circumstances, a laboratory suited for spell research can cost anywhere from 1,000 to 10,000 gp, but if a wizard already has an alchemical laboratory or a forge, he can purchase the research laboratory for 50% of its normal cost. Similarly, building an alchemical laboratory or a forge after first building a research laboratory gives the character a 50% break on the costs of the second laboratory.

A research laboratory requires at least 400 square feet, above and beyond any existing facilities. A character with a forge and a research laboratory must have 1,000 square feet of room available to house his equipment, furnishings, work areas, and supplies.

**Table 12:**

## Laboratory Cost and Size Requirements

| **Laboratory** | **Cost** | **Size** |
|---|---|---|
| Alchemical[1] | 2,000 gp | 400 sq. ft. |
| Forge[2] | 5,000 gp | 600 sq. ft. |
| Research[3] | 1,000 gp+ | 400 sq. ft. |

[1] Alchemist specialist wizards must maintain an alchemical laboratory worth at least 1,000 gp per character level.

[2] Includes an alchemical laboratory. Artificer specialists must maintain a forge worth at least 1,000 gp per character level.

[3] Cost set by DM at 1,000 to 10,000 gp.

**Table 13:**

## Libraries

| **Library Expense** | **# Potion Formulae**[1] | **# Item Formulae**[2] | **Max. Spell Research Lvl.**[3] |
|---|---|---|---|
| Initial | 2 | 1 | 1st-level |

| | | | |
|---|---|---|---|
| 2,000 gp | 3 | 2 | 2nd-level |
| 4,000 gp | 4 | 3 | 3rd-level |
| 6,000 gp | 5 | 4 | 4th-level |
| 10,000 gp | 6 | 5 | 5th-level |
| 15,000 gp | 8 | 7 | 6th-level |
| 20,000 gp | 10 | 9 | 7th-level |
| 30,000 gp | 12 | 11 | 8th-level |
| 50,000 gp | any | any | 9th-level |

[1] Libraries for alchemical laboratories and forges
[2] Libraries for forges
[3] Libraries for research laboratories

## The Library

The single most important tool in the wizard's laboratory is his library. *Every* wizard has a library, even if it consists of nothing more than his spell books and a handful of old texts and journals. Depending on the campaign flavor and the prevalence of magic, wizards may find that ancient grimoires and codices are the only source of new spells, potion formulae, or procedures for creating magical items. Unless they go to extraordinary lengths to unearth, purchase, copy, or steal these books, their advancement in the arcane arts can come to a dead halt.

When a character builds and outfits a laboratory of any type, a basic library is assumed to be included in the overall price. This collection allows the wizard to conduct the basic functions of the laboratory—brewing potions and manufacturing special inks for scroll creation, making magical items, or conducting spell research. However, the materials in a lab's initial collection only allow the character to research the formula for one potion or scroll, one magical item, and one 1st-level spell. In effect, the library that the wizard acquires to outfit his laboratory is only sufficient for the first two or three research efforts he undertakes. After these initial studies, the wizard must expand his library in order to undertake new research efforts.

**Alchemists and Artificers:** These two specialist wizards do not need to increase the size of their library in order to discover new formulae or procedures. Their specialist abilities bypass this requirement; the character's expertise allows him to do without many of the texts and canons other wizards find necessary.

**Library Requirements:** Expanding a library and collecting volumes suitable for advanced research takes time and money. The total value of the wizard's library governs the research he can undertake there, as shown in Table 13: Libraries.

**Library Expense** is the total investment the character makes in acquiring books, references, and other research materials. The initial library expense is simply the cost of the character's laboratory, so if a wizard builds a research laboratory and then spends 2,000 gp on expanding his initial library, he can research 2nd-level spells.

**Number of Potion Formulae** represents the maximum number of potions the wizard can research given a library of the listed size. Using the correct enchantments and materials is a critical part of potion-brewing, and wizards must invest some time in researching the correct formula and procedure for any particular potion. (See Chapter 7.)

For example, a wizard who purchases an alchemical laboratory can determine the formula for two types of potion (*flying*, for instance) with the materials at hand, but in order to learn the formulae for additional potions, he must spend money to expand his reference library.

**Number of Item Formulae** represents the maximum number of magical item creation processes the wizard can discover using a library of the listed size. Each magical item has its own unique "formula"—materials and procedures required to successfully produce one item. The initial laboratory included in a forge allows the wizard to research the creation of one type of magical item, such as a *rope of climbing* or *boots of the north.* Discovering the requirements for additional types of magical items requires a larger and more complete library.

**Maximum Spell Research Level** is the highest-level spell the wizard can research, given the library at hand. The basic research laboratory allows the wizard to research 1st-level spells, but if he wants to indulge himself in more advanced studies, he'll have to obtain additional texts, references, and materials.

**Finding Books:** Naturally, a library worth 10,000 gp is not a heap of treasure waiting to be carted off by the nearest adventurer. It is a labor of love and care, created over years by the dedicated efforts of an intelligent and well-organized character. And, unfortunately, building a library can be a tedious and exhausting task. Important volumes may take years to find.

Generally, a library is composed of books ranging in value from 50 to 500 gold pieces, although unusual works may cost much more. Thus, a library valued at 2,000 gp might include 15 to 20 books in the 50–100 gp range, three or four valued at 100–200 gp, and maybe one or two in the 300–500 gp range. While it's not necessary to catalog every single book that is contained in the collection, it's a good idea for the DM to identify a handful of *critical works*, or references that are so central to the wizard's studies that the library just isn't complete without them. Finding or tracking down these rare volumes can be quite a challenge, creating many adventure hooks for a PC wizard!

If the DM is generous, he can assume that the wizard can find everything he needs, given time, and assume that one week of library-building allows the character to spend up to 500 gp on books he needs. In other words, increasing a library's size and value by 2,000 gp would require four weeks of dedicated effort on the wizard's part. Finding a rare or unusual text (or, treasure of treasures, an intact collection!) in an adventure could save a wizard a great amount of time and money.

However, building a library can be far more difficult than just spending money. In medieval societies, books were hand-written, and there might be only six or seven copies of a book the wizard needs to be found *anywhere*, let alone in the local bookseller's shop. Particularly rare or valuable tomes may change hands through sale, deceit, or thievery dozens of times, disappearing from common knowledge.

In addition to the problem of scarcity, it's possible that some significant works required by a wizard might not be written in his native language but instead in the language of a far-off kingdom. An ambitious character might be forced to learn his campaign's equivalent of Latin, Sanskrit, or Mandarin Chinese for no other purpose than to read a single book. Another problem might be suppressed or forbidden books; trading in banned works could get a character into a lot of trouble.

Last but not least, the current owner of the book the character seeks may have no

wish to part with it, especially if it's considered dangerous or unique. The wizard may be able to persuade the book's owner to allow him to make a copy of the text, or he may have to consider more direct action to acquire the necessary materials.

**Library Size:** Large collections of books require space, just like laboratories. The basic references included in the cost of a laboratory don't take up any additional space above and beyond the laboratory's requirements, but expanded libraries require at least 25 square feet for each 2,000 gp value. For example, a library valued at 10,000 gp would require 125 square feet (a 10-foot by 121/2-foot room). This may sound like a generous amount of space, but keep in mind that many of these tomes are extremely large and bulky, and require special shelving, displays, and cabinets. All these furnishings are included in the cost of the library.

**Care and Protection:** A wizard's library is an investment of great value to the character eventually exceeding even the most complete laboratories and forges. Naturally, the owner should be quite interested in making sure nothing happens to it. The library should be in a dry, secure room that is well-ventilated but not open to the weather. Dampness can quickly mold or destroy books, especially those made without modern preservatives. Last but not least, the wizard should consider *fire traps* or similar spells to guard the room against intruders.

## Supplies and Reagents

Laboratories require a large amount of both common and unusual substances. Furnaces and burners must be fueled; water, oil, brine, vinegar, and other liquids are required for cooling, distilling, and quenching; small amounts of chemicals, salts, rare earths, herbs, and various specimens are expended with each day of research; and glassware and pottery may be ruined by one use or broken in accidents. Even if a lab is not in active use, some of the supplies and reagents will go bad or lose their potency with prolonged storage. The upshot of this discussion is simple: Once a wizard finishes building and outfitting his lab, he will still have to spend some money to maintain its supplies and equipment.

This maintenance cost is assumed to be 10% of the lab's total value, not counting the library, for every month of active use. For example, a 5,000 gp forge uses up 500 gp of supplies each month. This cost does not include any special or unique materials, such as a particular item that is to be enchanted, or an unusual material required for a specific potion or scroll ink. For example, if a wizard is enchanting a *long sword +1*, the cost of the sword itself is not included in the lab's monthly operating cost. Similarly, if he is mixing the ink for a scroll of *protection from petrification*, any exotic ingredients such as a basilisk's eye or a cockatrice's feather must be obtained through a deliberate action of the player character.

If the laboratory is not in active use—the owner is off adventuring, or otherwise engaged—the maintenance cost drops to half the normal amount. For the 5,000 gp forge described above, this would be 250 gp per month. This "moth-balled" expense reflects the materials and specimens that are becoming unusable due to the passage of time. Of course, the wizard can choose not to pay this cost, allowing several months of maintenance to pile up before restocking the laboratory. In any event, the cost to resupply a laboratory never exceeds more than half the lab's total value, since a lot of the equipment is fairly permanent. In the case of the 5,000 gp forge, a character would have

to pay 2,500 gp to restock his laboratory after 10 months of neglect, but 15 or 20 months of not paying the maintenance cost wouldn't be any more damaging.

**Alchemists and Artificers:** These specialist wizards must pay 50 gp per character level per month in order to maintain their laboratories. The wizard can defer or ignore these expenses, but this causes the loss of many of his specialist benefits—see Chapter 1. If the wizard misses some payments, he must make up all the money he owes before restoring his lab to operation, up to half the value of the laboratory itself. In other words, an 8th-level artificer must pay 400 gp per month to maintain his forge; if he skips one month of resupply, he loses many of his special abilities, and must pay 800 gp the following month or do without his powers for another month.

## Relocating Laboratories

Laboratories of any type are not very portable. If a character needs to move a lab, he requires one medium-sized wagon for each 100 square feet of equipment and materials. Packing up a lab or setting it up again after transport should require at least two to three days per wagon-load, and the wizard will certainly have to spend a significant amount of money in replacing broken, lost, or ruined materials. Depending on the length of the journey and the care of the wizard's preparations, he will have to replace materials and equipment worth 10% to 40% of the value of the entire laboratory.

*Shiria the Sorceress is a 7th-level invoker who has a great idea for a new spell,* Shiria's Bolt of Efficacious Destruction*. First, she needs to find a site for her laboratory; after due consideration, Shiria elects to locate her lab in the town she and her comrades use as a base of operations. She decides to buy a "medium" stone building in a good part of town to house her laboratory and spends 3,000 gp to have a new building raised (she wants some specialized features to be included). The construction takes 10 weeks.*

*While she's waiting for her building to be completed, Shiria decides to get a head start on collecting the materials and equipment she requires for her lab. Since she plans to do spell research, she decides to acquire a research laboratory, and the DM sets the price at 3,000 gp. It's reasonable to assume that collecting and setting up the equipment would take some time, as well, but the DM generously decides that Shiria can do a lot of this while the building's going up.*

*The initial expense of the lab includes a small library suitable for researching 1st-level spells, but* Shiria's Bolt *is proposed as a 3rd-level spell, and Shiria will have to expand her library immediately to perform the research. She requires a library valued at 4,000 gp above and beyond her laboratory. The DM doesn't feel like identifying any particular books she needs to find; Shiria can build her library at the rate of 500 gp per week, finishing her collection just about the time her building's ready for occupation.*

*Since the research laboratory is valued at 3,000 gp, Shiria will have to pay maintenance and upkeep totalling 300 gp per month while she is engaged in active research, or 150 gp a month to keep the lab moth-balled. By now, Shiria's purse is feeling a little light! She could have saved some money by renting a building instead of buying, or borrowing someone's library instead of outfitting her own. Of course, she can recoup some of her investment by selling access to her facilities to other wizards, or selling* Shiria's Bolt of Efficacious Destruction *once she develops it!*

## Priests' Altar

Wizards aren't the only characters capable of creating magical items. Priests, too, have this capability. Priests can create scrolls at 7th level, potions at 9th level, and other types of magic items at 11th level. Instead of cluttered laboratories filled with all varieties of reagents and bizarre devices, priests need only build a special consecrated altar to their deity in order to create magical items.

### The Location

Altars don't need the continuous maintenance or skilled pool of laborers and craftsmen that a wizard's laboratory requires. Because of this, the altar can be located anywhere the priest wishes to put it, within reason. The general site should be someplace within the deity's sphere of interest, so an altar dedicated to a sea-god should be near the sea, while one dedicated to a druidical power should be located in a pristine wilderness. Considerations such as the distance to the nearest large city or convenience for the character are secondary, at best.

There are two types of location that are ideal: a location that is easily accessible to a large body of the power's worshippers, or a location that has special significance to the power. A priest of Tempus (a god of storms and battle from the Forgotten Realms campaign setting) could meet the first condition by locating his altar in a fortress manned by a number of soldiers who follow Tempus, or a city that included a large congregation of Tempus' worshippers. Or, he might find an ancient battlefield or storm-lashed peak to be appropriate, since they meet the second condition. The DM is the final arbiter of what is or isn't an appropriate location for a particular deity's altar.

Like the wizard's laboratory, the priest's altar represents a significant investment of time, energy, and money. Thieves may attempt to loot the rich trappings of the altar, and enemies of the faith will not hesitate to desecrate an altar left unprotected. As a result, once a place suitable for his patron deity has been found, the priest should make the security and safety of the altar a primary goal.

### Physical Requirements

After finding a suitable location for the altar, the priest must consider what kind of facility he will need to house, shelter, or support the altar. In many cases, he can simply add the altar to an existing temple, monastery, or shrine dedicated to his deity. However, this may require the priest to expand or renovate the existing structure to make it suitable for the altar. Refer to Table 11: Building Construction Time and Cost for building costs; if the altar is to be housed in a free-standing structure, it must be at least a medium-sized building, but an expansion to an old temple might be the equivalent of a small building.

If the altar is located on a sacred site (a forest glade for a druid power, or a mountain peak for a god of the sky), the priest may not have to raise any kind of building to shelter it, especially if a man-made shelter would somehow be inappropriate at that site. However, preparing and clearing a site should still require an amount of work equivalent to raising a small building.

### Materials and Decoration

The altar, its decorations or trappings, and the preparations for the ceremony of consecration cost at least 2,000 gp, above and beyond the cost for any building or

structures to house it. Generally, the altar must be built of whatever materials seem appropriate; for a god of war, an altar made from the swords of brave men, or the shields of fallen warriors, could be appropriate. A deity of storms might require an altar built from a hundred-year-old oak split by lightning. In any event, the altar should be of the finest workmanship possible. Building an altar requires at least 2d4 weeks of the priest's time and attention, and the services of skilled masons, smiths, or woodworkers.

In addition to the construction of the altar, the priest must also assemble and prepare special incenses, ceremonial vestments, and other unusual materials. This could cost anywhere from 1,000 to 10,000 gp more, depending on the deity involved. The priest may be able to borrow some of these materials from a large temple of his own faith, which would reduce the cost by 50%.

## Consecrating the Altar

Once the altar has been completed, the priest must consecrate it to his deity. The prayers, chants, and rituals require at least one full week. During this ceremony, the priest cannot be called away for other duties; if he leaves, he must begin again from the start and replace any materials expended in the abortive ceremony.

At the end of each full week of prayer, the DM makes a special check to see if the priest gains the favor of his deity. The base chance for success is a percentage equal to 5 times the character's level, so a 10th-level priest has a 50% chance of success after one week. For each additional week of prayer, the chance of success increases by 5%. Given time, the priest should eventually succeed, unless he's angered his deity in some way.

When the power responds to the priest's prayers, the priest must offer up something of value or perform a special quest, whichever is demanded by the deity. The DM decides what is appropriate for the character and the deity he follows. Surrendering magical items, treasure of great value, or an item hand-crafted by the priest are all reasonable. A quest that a priest of a god of healing might follow could be to go among the poor and heal one hundred of the sick, while a god of honor might ask the priest to go to the king's court and expose his dishonorable dealings. By completing the quest or making the appropriate sacrifice, the priest demonstrates his devotion, and the deity consecrates the altar.

A consecrated altar radiates a *bless* spell in a 10-foot radius. It remains consecrated until desecrated in some way by the deity's enemies, or until the priest who consecrated it dies or falls from the faith. A consecrated altar can be used to produce potions, scrolls, and other magical items, as described in Chapter 7.

## Material Spell Components

Even without a laboratory or a consecrated altar, priests and wizards often find themselves in need of unusual or hard-to-find items for material components in their spells. While many DMs do not require players to keep track of their characters' stocks of spell components, this can be a great test of a PC's resourcefulness and the source of many adventures. After all, merely *finding* a diamond worth 1,000 gp is quite an event for a low-level character, but then the player has to decide whether to grind it into worthless powder for use in a critical spell!

## Spell Components: Yes or No?

One of the optional rules presented in the *Player's Handbook* is the use of spell

components. You are free to decide to use or ignore components in your own campaign; as long as the NPCs abide by the same rules and restrictions the players do, the game works equally well in either case. The real crux of this issue are material components, and whether or not players should have to keep track of their stocks of spell reagents.

There are some very good reasons why you shouldn't use material components in play; it requires a great attention to detail and some honesty on the part of the players, and may create obstacles or difficulties that take away from the DM's plot. After all, if the party's wizard has to drop out of the epic adventure in mid-stride to track down the ingredients for his next *fireball* spell, all concerned may feel a little frustrated or annoyed.

On the other hand, using spell components and requiring an account of what the wizard has on his person and what he has stockpiled in his laboratory or home base can add another dimension of detail and pseudo-realism to the game. If spell components aren't used, who cares if a wizard is down to his last three coppers? More than any other class, a wizard can operate with no concern for material wealth— unless he has to worry about whether or not he can afford to buy the materials he'll need to be able to cast his spells. In addition, the use of spell components requires players to spend some time and effort thinking about situations their characters would certainly be dealing with and can enhance role-playing if it isn't taken to extremes.

Generally, enforcing the requirements for material components works best for low- to mid-level characters. By the time a wizard is 8th or 9th level, he's usually wealthy enough to easily buy any materials he needs, and his daily selection of spells is so broad that keeping track of each type of component carried becomes a logistical nightmare. By that time, the DM can allow the player a little slack; the wizard's a mighty hero now, and both player and DM may have other arenas of role-playing (building laboratories or establishing strongholds) that the character will be graduating to. However, at low levels, wizards and priests will find that some of their favorite spells have to be saved for when they're truly needed.

For example, low-level wizards often rely on the *armor* spell as their sole means of defense against physical attack. *Armor* requires a piece of leather—no problem there—that has been *blessed* by a priest. Referring to Table 69: NPC Spell Costs in the *DMG*, bless is usually reserved for characters of the same faith as the casting priest, and even then a small sum might be required. So, the wizard who wants the piece of leather *blessed* for his spell might have to convert to the faith of nearest available priest, and tithe him 10 or 20 gp to boot! If you consider how often players simply say, "Oh yeah, I'll cast *armor* the day before we leave, so I'll have my 1st-level spell open and *armor* in effect," you can see just how much hassle (and role-playing opportunities!) are ignored by the player and DM.

## Acquiring Spell Components

The materials used to power spells range from the mundane to the bizarre and the exotic. Dozens of spells require things like pebbles, stones, dirt, twigs, or leaves that can be found literally anywhere—including the middle of a battle, if a spellcaster is desperate. A number of spells require nothing more than a little bit of foresight and access to a simple trading post or small market. Likewise, a few spells require painstaking and expensive preparations that may be impossible to repeat in the field.

**Scavenging:** The cheapest method of acquiring spell components is a *field*

*search*. Many plant and animal specimens can be harvested with nothing more than time and a little luck, and a wizard who knows what he's looking for can find a fair number of minerals as well. The wizard has to find an appropriate location, such as a nearby forest or field for animal and plant specimens. Materials that can be collected with a field search are rated as common, uncommon, or rare; depending on the amount of time the wizard takes, the suitability of his search, and the item's scarcity, he may or may not be successful. See Table 14: Field Searches.

**Table 14:**

## Field Searches

| **Item Scarcity** | **Base Search Time** | **Base Success** | **Time Bonus** |
|---|---|---|---|
| Common | 1d6 turns | 75% | +10%/turn |
| Uncommon | 3d6 turns | 50% | +5%/turn |
| Rare | 1d4+1 hours | 25% | +2%/turn |

**Item scarcity** is taken from Table 16: Spell Components. The DM may modify the category depending on where the wizard is searching; finding sand on a beach is pretty easy, for example.

**Base search** time is the amount of time required to search for the item in question. A character can search for only one component at a time.

**Base success** is the likelihood that the character will find the material in the base search time.

**Time bonus** increases the success chance for each additional turn the caster spends searching for the item. If he fails to find the material in the base search time, he can continue to look, adding this percentage to his success chance as shown on the table.

A field search for common materials doesn't take much time, so a traveling wizard could pause for brief searches during the march or while his companions are setting up or breaking camp. Depending on what it is the wizard is looking for, he can find anywhere from 1 to 20 or more doses or samples of the material. For example, if the wizard was searching a damp forest for foxfire, he might find enough to be used in anywhere from 1 to 20 spells. Of course, storing and preserving multiple uses of a component may be harder than finding it to begin with.

**Purchasing:** If the wizard doesn't have time to search for materials himself, or can't find a certain component, he can always purchase what he needs. Again, the item scarcity reflects the likelihood that someone in the vicinity happens to have the material or compound the wizard requires. If the wizard is out to purchase materials, the most important consideration is the number of vendors or the size and completeness of the market he will be searching. This is generally a function of the community size, but the DM can modify item scarcity to reflect the character of the town. For example, many uncommon or rare chemicals may be common in a city that supports an Alchemist Guild.

Shopping for items in a town takes some amount of time, as well. A character

may have to examine half a dozen smithies to find soot or charcoal of the exact color, weight, and composition he needs. Generally, common items can be located in a few minutes, while rare items may take several hours of the wizard's time. Anywhere from 1 to 20 or more usages can be found.

**Table 15:**

## Purchasing Components

| City | Scarcity | | |
|---|---|---|---|
| **Size** | **Common** | **Uncommon** | **Rare** |
| Village | 80% | 50% | 20% |
| Town | 90% | 60% | 30% |
| City | 100% | 70% | 40% |
| Major City | 100% | 80% | 50% |

**Wizards with Laboratories:** One nice benefit about an up-to-date, well-stocked laboratory is that it includes a number of interesting compounds, minerals, and specimens that may be useful as spell components. If a wizard owns a laboratory, there is a 50% chance that 1 to 20 usages of any given spell component from the mineral, animal specimen, and plant specimen list may be on hand, and a 25% chance that a spell component from the finished item list may be present. The laboratory's normal upkeep and maintenance expenses cover the cost of replacing these items once per month.

**Rule of Common Sense:** The rules presented here for acquiring spell components are intended to be guidelines for the DM. If a player is particularly resourceful or intelligent in looking for components, ignore the dice and let his character find whatever it is that he's looking for. Clever play should always be rewarded. On the other hand, sometimes items just aren't available in a given area, no matter how hard someone looks. Finding iron filings in a village of Stone Age technology is going to be extremely difficult, to say the least. Flowers, plants, and herbs common in one part of the world may not exist elsewhere—no amount of money could create a pineapple in medieval Iceland, for example.

## Storage of Spell Components

Spell components are quite small. Most spells require only the smallest pinches of powder or a few drops of liquid. In fact, the containers that are required to hold the materials and make them easy for a caster to find without looking are far more bulky and clumsy than the materials themselves. Small leather pouches, glass vials or tubes, or tiny clay finger-pots sealed with wax plugs are the most common storage devices. Most wizards choose to store the spell components for each of their memorized spells in separate, pre-measured amounts to facilitate quick and accurate casting. With a system like this, there are ten to twenty spell components to a pound—even the most powerful wizard carries only a couple of pounds of components.

For some wizards, it's a good idea to carry a bulk supply of some common

reagents from which the individual spell preparations can be drawn. For example, a traveling wizard may find it to be a good idea to carry a whole spool of thread or string, since several spells call for this component. A bulk container usually contains twenty to fifty usages of the component in question and weighs about a pound. The character can carry a dozen or more of these in a leather saddlebag or a small trunk, ensuring that he won't run out at a critical moment. Bulk containers cost five times the listed expense of a component, but contain dozens of doses.

Some spell components may be perishable or short-lived. These items are noted on the component list. A perishable item can last for a week or so before it's useless. Obviously, the character shouldn't purchase or store more than a few days' worth at a time.

## The Spell Component List

There are a couple of classes of item deliberately not included on Table 16: items that already have a listed cost in the spell description (the special dust mixture of *Leomund's trap*, or the 100 gp pearl required for *identify*, for instance) and items that are chosen or customized at the time of the spell. For example, the spell *banishment* requires the use of materials "harmful, hateful, or opposed to the nature of the subject of the spell." Since this could consist of a wide variety of substances, *banishment's* material components weren't included on the list.

The spell components are divided into several categories, reflecting their general nature and origins. These include: Miniatures and Models; Finished or Refined Items; Minerals; Common or Household Items; Animal Specimens; Plant Specimens; and Other, a catch-all for anything that doesn't clearly fit in another category.

Each item has a note concerning its method of acquisition. Items are listed as FS (Field Search), TM (Town or market), SO (Special Order), or Auto (items that can automatically be found by anyone willing to look for a few minutes.) A few items are both field search and town or market, meaning that a wizard can try to buy the material if he can't find it for himself.

Scarcity is listed for items that wizards might search for or try to purchase, and a cost for items that the wizard might want to purchase. Also, items that are commonly available in the wizard's own laboratory are noted. Finally, items like the various dusts are priced with one spell use in mind. For example, if a wizard wishes to have enough powdered amber to cast two spells, he needs to come up with 80 gold pieces (40 x 2).

Note that the cost of an item can vary wildly with the circumstances. Buying coffin wood in a kingdom where the interment of the dead is considered the sole and sacred province of a fanatical religious sect could be far more difficult than a stroll down to the undertaker's place of business! Similarly, tolls, finder's fees, and all kinds of surcharges could come into play for strange or exotic items.

In addition to the problems of cost, some special-order items may take quite some time to locate. For example, finding a 100-year-old map to tear to pieces could be quite difficult. Even the most dedicated book-buyer, herbalist, or apothecary may have to wait several weeks for something to turn up. Some special items may not be available for any price, and the wizard may have to locate these items personally if he wishes to cast the spells in question.

**Purchasing Agents:** For the adventuring wizard, it's a very good idea to spend

money on hirelings who can handle the acquisition of components. For instance, the wizard might hire a couple of local children to collect various insects or herbs. Unless the assistants are well-trained, at least 75% of the material they bring back will be unusable due to small imperfections or taints, but for simple materials an assistant can save the wizard a lot of time. Apprentices are often assigned to these duties, both to learn what makes for a good spell component, and to save their masters the time of stalking through a field, looking for a cricket or mouse that will let itself be captured.

### Arcanists and Apothecaries

Most large towns in a typical AD&D campaign support one or two apothecaries, herbalists, alchemists, wise women, occultists, or hedge wizards. These shopkeepers make their living by providing minor enchantments, charms, or herbal mixtures to the townspeople. For the most part, the services and goods offered by these merchants are of little interest to the typical adventurer, but they can be excellent sources of spell components, and from time to time they may purchase magical items from player characters or have an odd item for sale.

In addition to the sellers of mundane herbs, minerals, and charms, a few large cities *may* support an arcanist's shop. An arcanist is a merchant who trades in items of interest to wizards, including spell components, books and parchment suitable for spell books, and magical items. Arcanists are sometimes sponsored by a large wizard's guild and are most frequently found in cities where wizards are well-regarded and fairly common.

### Alchemists

The great majority of alchemists are 0-level characters, as opposed to mages or specialists in the school of alchemy. They are skilled in the nonweapon proficiency of alchemy, but cannot cast spells or manufacture potions or magical items. What common alchemists can do is create nonmagical chemical mixtures that may be useful to an adventuring party, or provide a character with the opportunity to purchase spell components from the mineral list at the listed cost. Of course, the laws of supply and demand apply; the alchemist will charge what he can get for materials that his customers can't get anywhere else.

Some of the alchemists' other wares include the following:

**Acid:** Through careful distillation, alchemists can brew potent acid. (See the proficiency description, on page 51 of Chapter 4.) A flask-full of acid can command anywhere from 50 to 100 or (1d6+4) x 10 gold pieces, while a vial might sell for 10 to 40 gp.

**Incendiaries:** These dangerous concoctions range from flammable oils and pitches to nasty stuff like naphtha or Greek fire. Again, refer to the description of the alchemist nonweapon proficiency in Chapter 4. A flask of an incendiary substance usually costs 10 to 30 gp.

**Pyrotechnics:** Unlike the previous two substances, pyrotechnic mixtures are often powders. They can be used to create clouds of smoke of a variety of colors, or bright flashes of light when added to an existing fire. A vial of pyrotechnic mixture costs 5 to 20 (5d4) gp, while a flask costs anywhere from 10 to 30 gp.

## Apothecaries and Herbalists

At first glance, these may seem to be two completely different occupations, but they share similar roles in the community. Both apothecaries and herbalists provide medicines for people suffering from a variety of ailments, and a great portion of these remedies are derived from various plants, herbs, and roots. Townspeople go to apothecaries or herbalists for pain relievers, poultices, purgatives and laxatives, and all other kinds of medicines.

Adventurers find that apothecaries and herbalists are excellent sources of spell components, especially from the common, herb, and animal specimen lists. In addition, apothecaries sometimes serve as dealers in odds-and-ends in smaller towns, and a magical item such as a potion or ring may occasionally turn up in their possession. This is an unusual occurrence, so player characters might have the opportunity to examine or purchase an item only once or twice in a campaign year from any given apothecary. Refer to the list of the most common magical items, at the end of this chapter.

In addition to their trade in spell components and the rare magical item, apothecaries and herbalists can create medicinal mixtures with the following properties:

**Healing salve:** This ointment contains herbs that help to stop bleeding and close a wound, as well as infection-fighting properties. Applying the salve to a character with open cuts or bleeding wounds (not crushing or bludgeoning injuries) restores 1 hit point per separate wound or injury. For example, if a character was struck three times in the course of a melee, three applications of salve could restore 3 lost hit points. Healing salve costs 5 to 20 gold pieces per application.

**Healing poultice:** This compress helps to reduce swelling and bruising. It has the same effect as healing salve when applied to impact injuries and costs 10 to 30 gold pieces per poultice.

**Poison antidote:** A herbalist or apothecary can prepare an antidote to one specific natural toxin, such as a rattlesnake bite or the sting of a giant wasp. The apothecary must have some idea of what will help the victim, so rare or unusual venoms (such as the giant wasp mentioned above) may be completely unknown. If the character knows an antidote, the herbalist or apothecary can prepare a dose that will remain good for 1 to 4 days at a cost of 20 to 80 gp. The poison antidote allows the victim to reroll his saving throw vs. poison with a +2 bonus, if it is administered within five rounds of the poisoning. Naturally, it is only effective against the specific toxin it was prepared for.

## Wise Women and Hedge Wizards

Every village or hamlet has its own resident "witch" or "wizard," or a person who claims command of magical powers and knowledge of herbs, spells, and charms. In a few cases, these characters are actually low-level magic-users, but more often they're fakes or charlatans. Most of these wise women or hedge wizards are 0-level characters with the herbalism and healing proficiencies. They can sell spell components from the herb, animal specimen, and common lists, although they often have no idea what a particular herb or item might be good for.

Wise women and hedge wizards may be capable of creating healing salves and poultices, as described above. In addition, they can create minor charms or fetishes. These are temporary magical items about as powerful as a typical *cantrip*. Good

examples would include a "love amulet," that raised the wearer's Charisma (Cha/Appearance) by 1 or 2 points, but only in the eyes of one particular subject whose hair was used in the making of the charm; a charm that discouraged mice or insects from entering a kitchen or pantry; or a small totem that brought the user good luck (a +1 bonus) on his next saving throw against a specific threat, such as fire, poison, or resisting mental spells. A charm costs anywhere from 5 to 50 gold pieces, and retains its enchantment for 1 to 4 days.

## Arcanist

Only the largest cities can support an arcanist, or a shopkeeper who deals solely in magical reagents, components, and the occasional enchanted item. An arcanist can provide spell components from any list, and also a number of other generally useful items for a wizard—paper, vellum, parchment, ink, quills, alchemical supplies and equipment, and other such things.

Because arcanists have a clientele of wizards, they are willing to buy magical items and rare or unusual materials that could be useful as spell components. Player characters may sell components for 30% to 80% or (1d6+2) x 10% of their listed value. Magical items can be sold for whatever price the DM deems fair, although a PC selling a magical item should not be able to make more than twice the item's experience point value from the sale. In fact, it's perfectly reasonable for the DM to rule that the seller must sell by consignment—in other words, the arcanist agrees to display the item and handle any inquiries about it for a 10% share of the asking price, but he won't buy it outright. Until another customer comes along to show an interest in the item, the PC seller makes no money. Note that magical items are rare, and from week to week the arcanist has no idea what may or may not show up in his shop.

## Buying, Selling, and Trading Magical Items

In most AD&D campaigns, magical items are rare enough that it is nearly inconceivable that people would buy or sell them like any other commodity. For various reasons, magical items tend to be concentrated in the hands of player characters and their principal enemies. This means that the PCs never really experience the true scarcity of enchanted items and lose the sense of wonder that *most* people in their world would feel at even *seeing* a magical sword, a wand, or a nifty item like a *carpet of flying*.

The effect of this scarcity is simple: Allowing the player characters to purchase or trade magical items is a privilege, and a rare one at that. It's an opportunity that comes along quite infrequently in a campaign, and in many cases it should be an opportunity that the players spent time and adventuring to create. In other words, if a player decides that his character wants to find a *ring of fire resistance* and purchase it, there should be a lot more involved than a stroll down to the corner store. The character might have to hire a sage and spend weeks running down the chain of possession of the last known *ring of fire resistance* to appear in the area, and then he may have to locate its current owner and make an extremely generous offer—including trading magical items of his own, or undertaking some quest or service for the prospective seller—to have a chance of purchasing the ring.

If the character is content to check in with the nearest arcanist once in a while, it could take months or years before the arcanist happened to stumble across the item the

character was looking for—and even then, someone else might be interested in the same item. A bidding war, threats, or outright assassination attempts could result from two wealthy characters both trying to acquire the same item.

Selling items isn't always easy, either. The PCs have to locate a buyer, and then agree on a fair price. Nobody in a small village will have the money required to buy a real magical item, and even a prosperous town may only have two or three individuals who could afford to buy what the PCs are offering for sale. Items such as potions or rings tend to be easier to sell, since anyone can use them, but books, wands, staves, or other items suited for priests or wizards only will be much more difficult to sell. In any event, the PCs are likely to see only 30% to 80% of their asking price for any given item, and they may have to demonstrate that the item works (or pay for an *identify* spell from a neutral party) in order to clinch the sale.

**The Cost of Magical Items:** Enchanted items are rare and valuable. Without exception, they are the rarest and most expensive commodities to be found in a fantasy setting. They are valued accordingly. Even if a character happens to locate a magical item for sale (an extremely rare event), the cost of the item is usually prohibitive, to say the least. As a basic rule of thumb, magical items should be worth anywhere from 5 to 20 times the listed experience point value, and a minimum of 200 gp for one-use items, or 1,000 gp for persistent items. In many cases, the DM should set the cost for an item at a significant percentage of the character's total wealth—if someone has the only magical ring for sale in the entire kingdom, they're going to demand a huge sum for it, even if it's only a *ring of protection +1*.

In addition to the money involved, a character may have to offer a magical item of similar value in trade, or offer to perform a service or undertake a quest to sweeten the deal for the seller. Regardless of the final deal struck, a player character should be careful of switches, swindles, or reneging; more than one adventurer has gone to his death believing that a brass ring with *Nystul's magical aura* is a *ring of wishes* or *spell turning*.

**Table 16:**
## Spell Components

### Models and Miniatures

| Item | Acquisition | Scarcity | Cost |
|---|---|---|---|
| Bag, tiny | SO, TM | Common | 2 cp |
| Balance, golden | SO | Rare | 10 gp |
| Bell, golden | SO | Uncommon | 6 gp |
| Bell, tiny | SO, TM | Common | 5 sp |
| Blade, knife | TM | Common | 3 sp |
| Bust of caster, tiny | SO | Rare | 15 gp |
| Cage, silver wire | SO | Rare | 8 gp |
| Caltrop, golden | SO | Rare | 20 gp |
| Candelabra, silver | SO | Rare | 12 gp |
| Circle, brass | SO | Uncommon | 2 gp |
| Circle, gold | SO | Uncommon | 15 gp |
| Circle, platinum | SO | Rare | 25 gp |

| | | | |
|---|---|---|---|
| Circle, silver | SO | Uncommon | 5 gp |
| Cone, bull or ram horn | SO, TM | Uncommon | 4 gp |
| Cone, crystal | SO, TM | Rare | 7 gp |
| Cylinder, brass | SO, TM | Uncommon | 8 gp |
| Cylinder, copper | SO, TM | Uncommon | 8 gp |
| Cylinder, obsidian | SO | Rare | 14 gp |
| Dagger, tiny | SO | Rare | 4 gp |
| Dart, tiny | SO | Rare | 3 gp |
| Die | SO, TM | Uncommon | 1 sp |
| Die, bronze | SO | Rare | 2 gp |
| Die, silver | SO | Rare | 4 gp |
| Disk, bone, numbered | SO | Rare | 3 sp |
| Doll, replica of self | SO | Rare | 10 gp |
| Drum, small | SO, TM | Uncommon | 8 sp |
| Fan, silk | SO, TM | Rare | 1 gp |
| Fan, tiny | SO, TM | Uncommon | 2 sp |
| Glove, black silk | SO, TM | Uncommon | 8 sp |
| Glove, leather | TM | Common | 4 cp |
| Glove, scorched | TM | Uncommon | 2 cp |
| Glove, snakeskin | SO | Rare | 6 gp |
| Glove, soft | TM | Common | 1 sp |
| Hand, clay | SO | Rare | 3 gp |
| Hand, stone | SO | Rare | 5 gp |
| Handkerchief, silk | TM | Uncommon | 2 sp |
| Hinge, rusty iron | TM | Uncommon | 5 cp |
| Horseshoe | TM | Common | 1 sp |
| Hourglass | SO, TM | Rare | 25 gp |
| Key, silver | SO | Rare | 12 gp |
| Links, gold | SO | Rare | 8 gp |
| Metal cube, perfect | SO | Rare | 10 gp |
| Mirror, silver, small | SO, TM | Uncommon | 15 gp |
| Mirror, tiny | TM, SO | Rare | 20 gp |
| Needle | TM | Common | 2 cp |
| Needle, golden, tiny | SO | Rare | 3 gp |
| Needle, magnetized | TM | Uncommon | 1 gp |
| Paintbrush | TM | Common | 6 cp |
| Pendant, metal | SO | Rare | 8 gp |
| Pin, silver | SO | Uncommon | 1 gp |
| Plate mail, piece | SO, TM | Uncommon | 5 gp |
| Portal, ivory | SO | Rare | 15 gp |
| Pouch, leather | TM | Common | 1 sp |
| Prayer beads | TM | Common | 2 gp |
| Siege engine | SO | Rare | 11 gp |
| Sphere, obsidian | SO | Rare | 18 gp |
| Spinner, brass | SO, TM | Rare | 2 gp |
| Spoon, silver | TM | Uncommon | 1 gp |

| | | | |
|---|---|---|---|
| Standard, miniature | SO | Rare | 4 gp |
| Statue, canine, ebony | SO | Rare | 12 gp |
| Statue, canine, ivory | SO | Rare | 12 gp |
| Statuette, ivory, of caster | SO | Rare | 30 gp |
| Trumpet, hearing, brass, small | TM | Uncommon | 6 sp |
| Veil, silk | TM | Rare | 1 gp |
| War hammer | TM | Uncommon | 2 gp |
| Whistle, bone | SO, TM | Rare | 6 gp |
| Whistle, silver, tiny | SO, TM | Rare | 12 gp |
| Whistle, vulture-bone | SO | Rare | 5 gp |
| Ziggurat, clay | SO | Rare | 10 gp |

**Refined/Finished Items**

| Item | Acquisition | Scarcity | Cost |
|---|---|---|---|
| Ball, lead | TM | Common | 2 cp |
| +Bar, iron, magnetized | TM | Uncommon | 8 cp |
| +Bar, metal | TM | Common | 1 cp |
| Bead, crystal | TM | Uncommon | 6 cp |
| +Bead, glass | TM | Common | 3 cp |
| Blade, iron | TM | Common | 4 cp |
| Box, small | TM | Uncommon | 5 cp |
| Crystal, leaded | TM | Uncommon | 5 sp |
| Cube, cast iron | SO | Uncommon | 3 sp |
| Diamond, hemispherical | SO | Rare | 60 gp |
| Disc, bronze | TM | Uncommon | 1 sp |
| +Gauze | TM | Uncommon | 1 sp |
| Glass, opaque | TM | Uncommon | 8 sp |
| Glass sheet | TM | Uncommon | 2 gp |
| +Glass tube | TM | Uncommon | 1 gp |
| +Incense | TM | Uncommon | 15 gp |
| Iron, sheet | TM | Common | 4 sp |
| Lens, small | TM, SO | Rare | 8 gp |
| +Magnet, small | TM | Uncommon | 1 sp |
| Marble, black glass | TM | Common | 4 cp |
| Marble, colored glass | TM | Common | 4 cp |
| Mirror, fragment | TM | Uncommon | 1 gp |
| Moonstone, polished | TM, SO | Rare | 50 gp |
| +Paint, small pot | TM | Common | 2 sp |
| Prism, crystal | TM, SO | Rare | 5 gp |
| Ribbon | TM | Common | 2 cp |
| Rod, amber | TM, SO | Rare | 25 gp |
| Rod, crystal | TM | Rare | 3 gp |
| +Rod, glass | TM | Rare | 1 gp |
| Rod, iron | TM | Common | 2 cp |
| Rod, silver | TM, SO | Rare | 2 gp |
| Sheet, gold | TM, SO | Rare | 20 gp |
| Sheet, platinum | TM, SO | Rare | 30 gp |

| | | | |
|---|---|---|---|
| Sheet, silver | TM, SO | Rare | 15 gp |
| Silk | TM | Uncommon | 1 gp |
| Silk, black | TM | Rare | 3 gp |
| Silk, colored | TM | Uncommon | 2 gp |
| Silk streamer | TM | Rare | 5 gp |
| Sphere, clay | TM | Common | 1 cp |
| Sphere, glass | TM | Uncommon | 1 sp |
| Stick or strip, ivory | TM, SO | Rare | 5 gp |
| Tarts, tiny** | SO | Rare | 1 sp |
| +Wire, copper | TM | Uncommon | 1 gp |
| Wire, golden | TM | Uncommon | 5 gp |
| Wire, platinum | SO | Rare | 10 gp |
| Wire, silver | TM | Uncommon | 2 gp |

## Minerals

| Item | Acquisition | Scarcity | Cost |
|---|---|---|---|
| Agate | TM, SO | Uncommon | 50 gp |
| Amber | TM, SO | Uncommon | 25 gp |
| Amber, powdered | TM, SO | Rare | 40 gp |
| +Ash, volcanic | FS, TM | Rare | 1 sp |
| +Bitumen | FS, TM | Rare | 5 cp |
| +Carbon | FS, TM | Uncommon | 5 cp |
| +Chalk | Auto | Common | 1 cp |
| Charcoal | Auto, FS | Common | 1 cp |
| Chrysolite, powdered | TM, SO | Rare | 50 gp |
| +Clay | Auto, FS | Common | 1 cp |
| +Coal | FS, TM | Common | 1 cp |
| Copper | TM | Uncommon | 5 cp |
| +Dust, coal | FS, TM | Common | 1 cp |
| Dust, diamond | SO | Rare | 100 gp |
| Dust, gold | TM, SO | Uncommon | 10 gp |
| Dust, granite | FS, TM | Uncommon | 1 cp |
| Dust, steel | TM | Uncommon | 1 sp |
| Emerald, powdered | SO | Rare | 60 gp |
| Feldspar, moonstone | FS, TM | Uncommon | 5 gp |
| Feldspar, sunstone | FS, TM | Rare | 8 gp |
| +Flint | Auto, FS | Common | 2 cp |
| Granite, black | FS, TM | Rare | 2 gp |
| Graphite, powdered | TM, SO | Uncommon | 1 gp |
| +Iron filings | TM | Common | 4 cp |
| +Iron, piece | TM | Common | 8 cp |
| +Iron, powdered | TM | Uncommon | 1 sp |
| +Iron pyrite | FS, TM | Common | 2 sp |
| +Lead | TM | Common | 2 cp |
| +Lime | FS, TM | Common | 5 cp |
| +Lodestone | TM | Rare | 1 gp |

| | | | |
|---|---|---|---|
| +Mercury (Quicksilver) | TM, SO | Rare | 10 gp |
| Mica, chip | FS, TM | Uncommon | 1 sp |
| Mica, ground | TM | Uncommon | 5 sp |
| Phosphorus | SO | Rare | 5 gp |
| +Pitch | TM | Common | 8 cp |
| Quartz, clear | FS, TM | Common | 4 sp |
| Quartz, powdered | TM | Uncommon | 8 sp |
| Quartz, smoky | FS, TM | Common | 2 sp |
| Ruby, powdered | SO | Rare | 60 gp |
| +Salt | FS, TM | Common | 2 cp |
| +Saltpeter | FS, TM | Common | 1 cp |
| +Salts, alkaline | FS, SO | Rare | 8 gp |
| Sand, colored | TM, SO | Uncommon | 1 gp |
| Silver, powdered | TM, SO | Rare | 5 gp |
| Stalactites, small | FS | Uncommon | — |
| Stone | Auto | Common | — |
| Stone, chip | Auto | Common | — |
| Stone, marble | FS, TM | Common | 1 sp |
| +Sulphur | FS, TM | Uncommon | 5 sp |
| Talc | TM | Uncommon | 2 sp |
| Vermilion | TM | Uncommon | 6 sp |
| Zinc | TM, SO | Rare | 8 sp |

## Common/Household Materials

| Item | Acquisition | Scarcity | Cost |
|---|---|---|---|
| Acorn | FS | Common | — |
| Bark chips | Auto | Common | — |
| Beeswax | FS, TM | Uncommon | 2 sp |
| Blood** | Auto | Common | — |
| +Bone, powdered | TM | Uncommon | 1 sp |
| Bone, small | Auto | Common | — |
| Butter** | TM | Common | 2 sp |
| Candle, black wax | TM | Uncommon | 5 cp |
| Candle, small | TM | Common | 1 cp |
| Carrot, dried** | TM | Common | 1 cp |
| Cloth, cotton | TM | Common | 1 cp |
| Cloth, red | TM | Common | 2 cp |
| Cloth, white | TM | Common | 1 cp |
| Coffee bean | TM | Uncommon | 1 cp |
| Coin, copper piece | TM | Common | 1 cp |
| Coin, silver | TM | Common | 1 sp |
| Coin, gold | TM | Common | 1 gp |
| +Cork | TM | Uncommon | 4 cp |
| Corn, kernel** | Auto | Common | — |
| Corn, powdered** | TM | Common | 1 cp |
| Cotton | TM | Uncommon | 2 cp |

| | | | |
|---|---|---|---|
| Dirt | Auto | Common | — |
| Dust | Auto | Common | — |
| Egg, rotten | FS, TM | Common | 1 cp |
| Egg, shell | FS, TM | Common | 1 cp |
| Egg, yolk** | FS, TM | Common | 1 cp |
| Eyelash | Auto | Common | — |
| Fat** | Auto | Common | 2 cp |
| Feather | Auto | Common | 1 cp |
| Fleece | TM | Common | 1 cp |
| Flour | Auto | Common | 4 cp |
| Fruit, rotten** | Auto | Common | — |
| Fur | FS, TM | Common | 1 sp |
| Garlic, bud** | FS, TM | Common | 1 cp |
| Grain** | FS, TM | Common | 1 cp |
| Gum arabic | TM, SO | Uncommon | 6 cp |
| Handkerchief | TM | Common | 2 cp |
| Honey** | FS, TM | Uncommon | 8 sp |
| Honeycomb** | FS, TM | Uncommon | 3 sp |
| +Humus | Auto | Common | — |
| +Ink | TM | Uncommon | 8 gp |
| Leaf** | Auto | Common | — |
| Leaf, dry | Auto | Common | — |
| Leather loop | TM | Common | 1 cp |
| Leather, shoe | TM | Common | 1 cp |
| Meat, dried** | TM | Common | 2 cp |
| Meat, raw** | TM | Common | 1 cp |
| Milk fat** | TM | Common | — |
| Molasses | TM | Uncommon | 4 cp |
| +Oil | TM | Common | 6 cp |
| Oil, sweet | TM | Uncommon | 1 sp |
| +Paper | TM | Uncommon | 2 gp |
| +Parchment | TM | Uncommon | 1 gp |
| Peas, dried and split | TM | Common | 3 cp |
| Pebble | Auto | Common | — |
| Pepper | TM | Uncommon | 2 gp |
| Pork rind** | TM | Common | 2 cp |
| Reed | Auto | Common | — |
| Saffron** | TM | Rare | 15 gp |
| Seashell | FS, TM | Uncommon | 1 cp |
| Smoke | — | Common | — |
| Soot | FS, TM | Common | — |
| Sponge | TM | Uncommon | 2 sp |
| Straw | Auto | Common | — |
| String | FS, TM | Common | 1 cp |
| Sugar | TM | Uncommon | 6 cp |
| Tallow** | TM | Common | 2 cp |

| | | | |
|---|---|---|---|
| Thread | FS, TM | Common | 1 cp |
| Twig | Auto | Common | — |
| Water | Auto | Common | — |
| Wax | TM | Common | 2 cp |
| Wax, white | TM | Uncommon | 4 cp |
| Whitewash | TM | Uncommon | 2 sp |
| Wine | TM | Common | 4 sp |
| Wood | Auto | Common | — |
| Wood, charred | Auto | Common | — |
| Wood, splinter | Auto | Common | — |
| Wool | TM | Common | 1 cp |

## Animal Specimens

| Item | Acquisition | Scarcity | Cost |
|---|---|---|---|
| Blood, doppleganger** | SO | Rare | 25 gp |
| Blood, umber hulk** | SO | Rare | 20 gp |
| Butterfly, live** | FS | Common | — |
| Claw, cat | FS, TM | Common | 2 sp |
| Claw, umber hulk | SO | Rare | 150 gp |
| Cocoon, caterpillar | FS, TM | Uncommon | 2 cp |
| Cricket, live** | FS | Common | — |
| Dung, ape | FS, SO | Rare | 2 gp |
| Dung, ox | Auto | Common | — |
| Eye, hawk** | SO | Rare | 5 gp |
| Eyelash, basilisk | SO | Rare | 80 gp |
| Eyelash, kirin | SO | Rare | 60 gp |
| Eyelash, ogre mage | SO | Rare | 40 gp |
| Fang, spider | FS, TM | Uncommon | 1 sp |
| Feather, chicken | FS, TM | Common | — |
| Feather, eagle | FS, TM | Uncommon | 5 sp |
| Feather, exotic | SO | Rare | 10 gp |
| Feather, hawk | FS, TM | Uncommon | 3 sp |
| Feather, hummingbird | FS, TM | Rare | 1 gp |
| Feather, owl | FS, TM | Uncommon | 1 sp |
| Feather, vulture | FS, TM | Uncommon | 1 cp |
| Feather, white | FS, TM | Common | — |
| Feather, wing | FS, TM | Common | 2 cp |
| Firefly, live** | FS | Common | — |
| Fur, bat | FS, TM | Uncommon | 2 sp |
| Fur, bloodhound | TM | Uncommon | 1 sp |
| Fur, cat | FS, TM | Common | — |
| Glowworm, live** | FS | Uncommon | — |
| Grasshopper leg** | FS | Common | — |
| Guano, bat | FS, TM | Uncommon | 5 cp |
| Hair, ape | SO | Rare | 1 gp |
| Hair, horse | Auto | Common | — |

| | | | |
|---|---|---|---|
| Hair, infant | FS, TM | Common | — |
| Hair, lycanthrope | SO | Rare | 10 gp |
| Hair, ox | Auto | Common | — |
| Hair, skunk | FS | Uncommon | — |
| Heart, hen** | TM | Common | 2 cp |
| +Hoof, powdered | TM | Common | 1 cp |
| Honey, royal jelly** | FS, SO | Uncommon | 10 gp |
| Ink, giant squid | SO | Rare | 35 gp |
| Leg, frog, dried | FS, TM | Common | 4 cp |
| Legs, millipede** | FS | Uncommon | — |
| Mouse, mummified | FS | Common | — |
| Pineal gland** | SO | Rare | 20 gp |
| Scale, dragon | SO | Rare | 5 gp |
| Scale, fish | FS, TM | Common | 1 cp |
| Scale, herring | FS, TM | Uncommon | 1 cp |
| Scale, snake | FS, TM | Common | 2 cp |
| Shell, turtle | FS, TM | Common | 1 sp |
| Sinew, ape** | SO | Rare | 8 gp |
| Sinew, horse or ox** | TM | Common | 2 sp |
| Skin, chameleon | FS, SO | Rare | 2 gp |
| Skin, eel | FS, TM | Uncommon | 8 sp |
| Skin, snake | FS, TM | Uncommon | 6 sp |
| Slug, live** | FS | Common | — |
| Spider, live** | FS | Common | — |
| Spider web | FS | Common | — |
| Spittle, giant slug | SO | Rare | 25 gp |
| Stomach, adder's** | FS, SO | Rare | 7 gp |
| Tentacle, giant squid** | FS, SO | Rare | 20 gp |
| Toad, mummified | FS, TM | Uncommon | 7 sp |
| Tongue, snake** | FS, TM | Rare | 2 gp |
| Tooth, carnivore | FS, TM | Uncommon | 1 sp |
| Whisker, mouse | FS | Common | — |
| Whisker, rat | FS | Common | — |
| Will o' wisp essence | SO | Rare | 75 gp |
| Wing, bee | FS, TM | Uncommon | 3 cp |

## Herbs and Plant Specimens

| Item | Acquisition | Scarcity | Cost |
|---|---|---|---|
| Amaryllis, stalk** | FS, TM | Uncommon | 2 sp |
| Apple blossom** | FS | Common | 1 cp |
| Aster seed | FS, TM | Common | 1 cp |
| Bark, oak | Auto | Common | — |
| Bark, willow | FS | Common | — |
| Foxfire** | FS, TM | Rare | 5 sp |
| Hickory nut oil | TM | Uncommon | 4 gp |
| Holly berry** | Auto | Common | 2 cp |

| | | | |
|---|---|---|---|
| Holly leaf** | Auto | Common | 2 cp |
| Leek, crushed** | Auto | Common | 1 cp |
| Lotus blossom** | FS, SO | Rare | 10 gp |
| Marigold, crushed** | FS, TM | Common | 2 cp |
| Moonseed seed | FS, TM | Uncommon | 1 sp |
| Moss, phosphorescent** | FS | Rare | 15 gp |
| Nut, shell | TM | Common | — |
| Pine cone | Auto | Common | — |
| Pine sprig** | Auto | Common | — |
| Poison ivy, leaf** | FS | Common | — |
| Poison oak, leaf** | FS | Uncommon | — |
| Poison sumac, leaf** | FS | Uncommon | — |
| Raspberry leaves** | FS, TM | Common | 2 cp |
| Resin, camphor | SO | Rare | 10 gp |
| Rhubarb, leaf** | FS, TM | Common | 1 cp |
| Root, licorice | FS, TM | Uncommon | 4 sp |
| Rose petal** | FS, TM | Common | 2 cp |
| Seed, legume | FS, TM | Common | 1 cp |
| Seed, sesame | TM | Uncommon | 5 sp |
| Shamrock leaf** | FS | Common | — |
| Skunk cabbage, leaf** | FS | Common | — |
| Spores, mushroom | FS, TM | Uncommon | 6 sp |
| Stinging nettle, crushed** | FS | Uncommon | — |
| Thistledown | FS | Common | — |
| Thorns, sharp | FS | Common | — |
| Walnut oil | TM | Rare | 2 gp |
| Wychwood** | FS | Rare | — |

## Other Components

| Item | Acquisition | Scarcity | Cost |
|---|---|---|---|
| +Acid | TM | Rare | 3 gp |
| +Acid, citric | TM | Rare | 10 gp |
| +Acid, nitric | TM | Rare | 5 gp |
| Balloon | TM, SO | Uncommon | 5 sp |
| Bone, from undead | FS, SO | Rare | 20 gp |
| Book, numerological | SO | Rare | 80 gp |
| Branch, from cemetery | FS | Uncommon | — |
| Cloth, from corpse | FS, SO | Common | 5 sp |
| Cloth, from ghoul | FS, SO | Rare | 15 gp |
| Cloth, from priest’s robe | FS, SO | Uncommon | 3 sp |
| Cloth, linen & gold thread | SO | Rare | 6 gp |
| Dirt, from dragon’s footprint | FS, SO | Rare | 12 gp |
| Dirt, from ghoul’s lair | FS, SO | Rare | 10 gp |
| Dirt/earth from grave | FS | Common | — |
| Dust, from wizard’s tomb | FS, SO | Rare | 30 gp |
| Dust, spectre | FS, SO | Rare | 35 gp |

| | | | |
|---|---|---|---|
| Dust, vampire | FS, SO | Rare | 40 gp |
| Eyelash, from corpse | FS | Common | — |
| Hair, from evil female elf | FS | Rare | — |
| Hair, from ghoul | FS, SO | Rare | 20 gp |
| Leather scrap, blessed | SO | Rare | 50 gp |
| Mesh of thread | SO | Uncommon | 3 gp |
| Page, from calendar | FS | Common | — |
| Rainwater, from thunderstorm | FS | Common | — |
| Scrap, from map 100 years old | FS, SO | Rare | 10 gp |
| Shroud, from 100-year old corpse | FS | Rare | — |
| Skin, from magic-resistant creature | FS | Rare | — |
| Tombstone, chip | FS | Common | — |
| Vellum, blessed | SO | Rare | 50 gp |
| Wand, oak, 100 years old | FS, SO | Rare | 20 gp |
| Weapon, broken | FS, TM | Common | — |
| Weapon, broken magical | FS, SO | Rare | 50 gp |
| Wood, from coffin | FS, TM | Common | 1 gp |
| Wrapping, from mummy | FS, SO | Rare | 40 gp |

+ Items commonly available in wizard's laboratory.
** Perishable items.
FS Item acquired by field search.
TM Item available in most towns or markets.
SO Item must be special ordered from a craftsman of some kind.

# Chapter 6: Magic

Magic in the AD&D game is mysterious and wonderful. It gives the player characters access to superhuman powers of perception, movement, and destruction. With the right spell or magical item, a character can literally do anything. Impassable obstacles can be circumvented, secrets divined or unearthed, unbeatable monsters defeated; even a low-level wizard or priest can accomplish these amazing feats with ease. And, naturally, magic also empowers the enemies of the player characters, giving villains dangerous and unpredictable abilities with which to oppose the heroes.

While the magic system of the AD&D game generally works well, it only models one style or flavor of magical powers. The basic mechanic of learning spells through long study and forgetting them as they are cast is a very distinctive feature of the game system, and players who are seeking a particular fantasy setting may find it to be too pervasive in the AD&D system. For example, the AD&D spell system doesn't allow players to run characters who become fatigued or exhausted through use of spells but instead retain them in memory, a common element of fantasy literature. In other settings, magic comes

with a moral or spiritual risk, and characters dare not call upon supernatural powers for fear of their lives or sanity.

In this chapter of *Player's Option: Spells & Magic*, we'll present an alternate system of acquiring and expending spells based on *spell points*. At its most basic level, this system simply permits wizards to customize their normal spell progression, but we'll also present optional systems to represent different philosophies or mechanics of magic, including magic systems based on fatigue, sanity, life energy, and spiritual risk or morality.

While the wizard class enjoys the spotlight in this chapter, we'll also take a look at priests and other spellcasters and present versions of the spell point system appropriate for those classes. Last, but not least, we'll discuss incorporating this material into existing campaigns.

## The Spell Point System

Normally, wizards, priests, and other spellcasters are limited to a strict spell progression table which lists how many spells of each level they may retain in memory at one time. For example, every 7th-level mage shares the same spell capacity of four 1st-, three 2nd-, two 3rd-, and one 4th level spell, although specialist wizards (or priests with exceptional Wisdom scores) gain a slight advantage in this area because of their bonus spells. When a spell is cast, it vanishes from the caster's memory, and he cannot make use of it again until he has a chance to rest and study his spell books once again.

Spell points work a little differently. Characters no longer receive a standard spell progression table. Instead, they are assigned a number of spell points based on their character class and level. When the character studies his spell books or prays for spells, he uses these spell points to purchase the spells he wishes to memorize, with some reasonable restrictions. Naturally, higher-level spells are more expensive than lower-level spells, but high-level characters have more spell points available. Under the spell point system, a 7th-level mage may decide to memorize five 1st-level spells instead of the four he is normally allowed, at the cost of giving up his higher-level spells for that day. Or, he could choose to memorize four 4th-level spells, giving up all his lower-level spells, or strike any balance between the two extremes that he likes.

Specialist wizards receive the normal amount of spell points allowed to a mage of the same level, but also gain an amount of *bonus points*. These bonus points must be used to select spells from the specialist wizard's school of specialization, but the specialist can spend them as he sees fit. For instance, a 7th-level invoker normally receives one 1st-, one 2nd-, one 3rd-, and one 4th-level spell as a bonus for his specialization, but with spell points he could choose as many as eight bonus 1st-level spells.

There are three general guidelines the wizard must still obey when memorizing spells by using spell points:

The wizard must be well-rested and have access to his spell books in order to memorize spells. He still may memorize only those spells that he knows and has available at that time. It takes about 10 minutes per spell level to commit a spell to memory.

The wizard is limited in the maximum spell level he may cast, based on his

character level (and possibly his Intelligence score). For example, a 5th-level wizard is still limited to spells of 3rd-level or lower. (See Table 17: Wizard Spell Point Progression.)

The wizard is limited in the maximum number of spells of each level that he can memorize, regardless of how many spell points he has available; for example, a 5th-level mage can't memorize more than four spells of any given spell level. Even 1st-level spells are difficult to memorize, and a wizard can't have more than nine spells of any one level in his memory, no matter how many spell points he has available. See Table 17.

Some of these guidelines are relaxed or ignored for the optional systems of magic described later in this chapter. These systems dispense with the old assumption that spells vanish from memory when cast and use other restrictions to limit a wizard's power.

## Selecting Spells

A wizard uses his spell points to choose his arsenal of spells when he takes the time to rest and study his spell books. Most wizards pre-select their spells; if a wizard can memorize two 2nd-level spells, he picks two specific 2nd-level spells from his spell book (say, *invisibility* and *wizard lock*) and stores them in his mind. This is referred to as a *fixed magick*; once chosen, these spells cannot be changed until the wizard casts them and then studies his spell books again.

Some of the systems of magic described later in this chapter allow a wizard to designate *free magicks.* A free magick is one which the wizard does not place a specific spell into. By keeping the magick open, the wizard can use it to cast any spell of the appropriate level that he has in his spell books. For example, a 3rd-level specialist wizard might spend his spell points to acquire one fixed 2nd-level magick within his specialization (*invisibility,* for instance) and one free 2nd-level magick (see Table 18: Spell Cost by Level (Wizard) for spell costs). With the free magick, the wizard can cast any 2nd-level spell in his book when he needs it. If the wizard found himself in a situation where he needed to probe someone's thoughts, he could use *ESP*; if he needed to aid a friend involved in a fight, he could use *strength*; or, if he needed to distract some pursuers, he could use *improved phantasmal force*. As long as the spell is known to the wizard and recorded in his spell books, it's available through a free magick.

Obviously, this is a huge advantage for a wizard. Instead of guessing about which of his spells may be useful in a particular adventure, the wizard can have *all* of his spells of that level accessible. However, free magicks are less efficient than fixed magicks and cost more spell points to fill. Once the free magick has been used to cast a spell, it is wiped from the wizard's memory, just like a fixed magick.

*Argyth, a 6th-level mage, has a total of 55 spell points with which to purchase his spell selection. He expects heavy combat against tough opponents in the coming adventure. For 10 points apiece, he chooses three fixed 3rd-level spells—fireball,* lightning bolt, *and* haste. *Since he doesn't know which of his 2nd-level spells may be most useful, he spends 12 more points to acquire a single free 2nd-level magick, which can be used to cast any of his 2nd-level spells. He has 13 points left over and decides to memorize two* magic missiles, one protection from evil, *and one free magick* cantrip. *Argyth has spent his 55 points. He has one less 1st-level and 2nd-level spell than he*

*would using Table 21 from the* PHB*, but he has an extra 3rd-level spell and the ability to call upon any 2nd-level spell and cantrip he knows once each.*

*Tierwen is a 3rd-level invoker. She has 15 points available for general selections, plus 10 more points for spells of the school of invocation and evocation. She decides to select web and magic missile for her bonus spells, using up all 10 spell points. For her normal allocation, she chooses* jump, light, *and* stinking cloud*, totalling 14 spell points. She has 1 point left over and has purchased exactly what a 3rd-level invoker would normally receive—three 1st-level spells and two 2nd-level spells.*

**Table 17:**
Wizard Spell Point Progression

| Wizard Level | Max. Spells Max. Spell Level | Memorized at Each Level[1] | Spell Points[2] |
|---|---|---|---|
| 1 | 1st | 2 (3) | 4 (+4) |
| 2 | 1st | 2 (3) | 8 (+4) |
| 3 | 2nd | 3 (4) | 15 (+10) |
| 4 | 2nd | 4 (5) | 25 (+10) |
| 5 | 3rd | 4 (6) | 40 (+20) |
| 6 | 3rd | 4 (6) | 55 (+20) |
| 7 | 4th | 5 (6) | 70 (+35) |
| 8 | 4th | 5 (6) | 95 (+35) |
| 9 | 5th | 5 (6) | 120 (+60) |
| 10 | 5th | 5 (6) | 150 (+60) |
| 11 | 5th | 5 (7) | 200 (+60) |
| 12 | 6th | 5 (7) | 250 (+90) |
| 13 | 6th | 6 (7) | 300 (+90) |
| 14 | 7th | 6 (7) | 350 (+130) |
| 15 | 7th | 6 (8) | 400 (+130) |
| 16 | 8th | 6 (8) | 475 (+180) |
| 17 | 8th | 6 (8) | 550 (+180) |
| 18 | 9th | 6 (8) | 625 (+240) |
| 19 | 9th | 7 (9) | 700 (+240) |
| 20 | 9th | 7 (9) | 800 (+240) |
| 21+ | 9th | 8 (9) | +100 (0) per level |

[1] Number in parentheses applies to specialist wizards.
[2] Number in parentheses represents amount of bonus points specialist wizards can add to the base spell points.

**Table 18:**

## Spell Cost by Level (Wizard)

| Spell Level | Fixed Magick | Free Magick |
|---|---|---|
| cantrip | — | 1 |
| 1st | 4 | 8 |
| 2nd | 6 | 12 |
| 3rd | 10 | 20 |
| 4th | 15 | 30 |
| 5th | 22 | 44 |
| 6th | 30 | 60 |
| 7th | 40 | 80 |
| 8th | 50 | 100 |
| 9th | 60 | 120 |

## Cantrips

The *cantrip* spell from the *Player's Handbook* is intended to describe a host of minor magical effects. In this system, a wizard may choose to memorize a *cantrip* as a 1st-level spell—just as it's described in the *PHB*—or he can memorize individual applications of *cantrip* for a cost of 1 spell point each. These one-shot cantrips have the exact same effect as the 1st-level spell, but each application consumes 1 SP and has a duration of one full turn.

All *cantrips* are free magicks by definition; the wizard can perform any minor magical feat appropriate for the spell, without selecting the precise incantation ahead of time. A wizard is limited in the number of *cantrips* he can memorize at one time; he can't allocate more than twice his number of spells allowed for each level to *cantrips*. For example, a 1st-level mage is limited to no more than two spells of each level, so he can memorize a maximum of four *cantrips*. A 6th-level mage is limited to four spells of any given level, so he can memorize up to eight *cantrips*.

All normal considerations for cantrips as described in the *PHB* still apply—they are minor magic, useful in role-playing or grandstanding but generally useless in combat. Of course, clever and resourceful players can create plenty of mayhem, even with magic as weak as this.

## Exceeding the Spell Level Limit

If the DM agrees, a wizard character may learn and cast spells of a higher level than he would normally be allowed to know. This blurs the line of spell level distinctions, making the character's exact level somewhat less important; there will be spells a character can learn and use easily, as well as spells that will be extremely costly and difficult for the character to use.

Before a character can memorize a spell that's over his head, he has to learn it first. This means that the character must find, purchase, or otherwise stumble across a spell of the level in question and attempt a learn spells check to see if he can master it. However, when a character is dabbling in matters beyond his depth, his learn spells chance of success is *halved* for a spell one level higher than he should be able to use, and

divided by *10* for a spell two levels higher than the maximum normally allowed. If a character does not succeed in learning the spell at this point, then he can try again at the level that he normally gains the spell. Under no circumstances can a character learn a spell three levels higher than his normal maximum—it's just too difficult, and he'll have to study his art for a while longer before he can make heads or tails of it. Also, because the spell is so difficult to learn, the wizard must memorize it as a fixed magick.

If the character succeeds in learning the high-level spell, he can then select it normally by using his spell points to memorize it. However, since the spell is extraordinarily difficult for the character, he must pay *twice* the listed normal fixed magick cost to memorize it. For many low-level characters, this will make the spell prohibitively expensive in any event; a 2nd-level specialist wizard only has a total of 12 spell points available, so he could just barely memorize a single 2nd-level spell of his specialty school. Note that a 2nd-level mage just doesn't have the points available to even try this feat.

Wizards of medium to high level have a better chance to use a spell that would normally be out of reach for them. For example, a 6th-level wizard normally is limited to 3rd-level spells, but with effort he can learn a 4th-level spell and cast it for 30 spell points, which is twice the normal cost of 15 spell points. Since a 6th-level mage has 55 spell points available, he actually has a few points left over to select other spells—although it's a very costly privilege!

Again, this is an optional rule, and the DM can decide to ignore it for his campaign. Note that all level-based characteristics of a spell depend on the caster's true level, so even if a 3rd-level wizard somehow acquired a *fireball*, it would only do 3d6 damage. (And he wouldn't have the points available to memorize it, anyway.)

## Casting Spells For Greater Effect

Another variant rule available with the spell point system is casting spells for greater than normal effect. By "overcharging" a memorized spell (fixed magick only) with magical energy, a wizard can achieve results as if he were a wizard of much higher level. For example, a 2nd-level wizard is normally limited to a single *magic missile* when he casts the spell, but with this optional rule he can fire the spell as a 3rd-level character in order to create two missiles with the spell. Naturally, the wizard must devote additional spell points to the spell when he memorizes it. The price is 50% of the spell's base cost for each additional casting level stored with the spell.

*Rarik is a 4th-level mage who wants to gain the extra damage potential of a third* magic missile *when he casts the spell. Normally, a third missile is gained at 5th level, so Rarik wants to cast the spell as if he were one level higher. A 1st-level spell requires 4 spell points to memorize, but by spending 6 points (50% more than 4), Rarik gains the ability to cast this one spell as if he were actually 5th level. All level-based variables are affected, including range, area of effect, duration, saving throw modifiers, and any other appropriate factors, so Rarik incidentally gains an additional 10 yards of range with his investment.*

*Later on in his career, Rarik decides that he'd like a* fireball *with some extra punch. He's a 5th-level mage now, and the spell costs him 10 spell points. Rarik spends two 50% increments (a grand total of 20 spell points) to cast this fireball as if he were a*

*7th-level caster. The range increases from 60 to 80 yards, and the damage is 7d6 instead of 5d6.*

A character can't invest more than four additional levels into a spell, which would triple its cost, increasing it by 200% above the normal price. Most wizards find that it's more efficient to gain extra spells rather than overcharge a single one, but for spells with important breaks in power level based on the caster's level—like *magic missile*—one or two steps of increased casting level may be a good idea.

## Reducing Spell Cost

Just as wizards can allocate extra energy to hold magicks free, cast spells of higher level than normal, or gain additional levels of casting ability, they may also save spell points by memorizing fixed magicks with limitations or reduced power levels. A spell may be reduced in cost by 25% (round up) per limitation selected, to a maximum reduction of 50% for two limitations. Restrictions include the following:

**Reduced Spell Power:** By investing a spell with less energy than normal, a wizard can save a few spell points. This reduces the caster's level by four, affecting range, duration, damage, and all other level-based variables. In addition, the spell can be more easily *dispelled*, since the effective casting level is used for this purpose.

If the spell has *no* level-based variables (e.g., *charm person*) this limitation cannot be selected. A wizard must be at least 5th level in order to take this limitation.

**Prolonged Casting Time:** The wizard can store less energy than normal in the spell, hoping to draw energy from his immediate environment when the time comes to cast it. This results in a lengthy period of gathering energy before actually releasing the spell. Spells with a casting time of less than one round require a preparation time of a number of rounds equal to the spell's listed casting time, so a spell with a casting time of 3 would require three full rounds of uninterrupted concentration before the wizard could actually cast the spell. Spells with a casting time of one round require one full turn to cast, and spells with a casting time of more than one round can't be reduced in cost through this limitation.

**Special Casting Condition:** By narrowing the focus and application of a spell, a wizard can reduce the amount of energy and effort required to commit it to memory. For example, the wizard can memorize a spell that can only be cast by the light of the moon or only affects certain types of objects (such as a *shatter* on crystal only). If the spell is particularly restrictive, the DM may allow a 50% reduction in cost. For example, a spell that can only be cast while the wizard is standing in one specific place of power in the middle of nowhere might qualify. Naturally, the DM should keep a *very* close eye on spells with this limitation; if it's not really a limitation, the wizard shouldn't catch a break for it.

Instead of requiring certain conditions to be right for casting, the wizard might have to take special steps to ensure that the target can be affected. For example, his *charm person* spell might require the caster to know the target's name or spend a turn conversing with the subject. Or, a *magic missile* might have no effect unless the wizard has touched the subject with his bare hand that day. It's even possible that a wizard may have a spell that automatically fails against a target wearing a certain color or carrying a lucky charm.

A wizard shouldn't have more than one or two casting conditions that he normally observes. It's fine for a shadow mage to have a number of spells that can't be cast in daylight, but if he also has another spell that can't be used while it's raining, and a third that only affects orcs, the character concept is clearly being discarded in favor of game effect.

**Table 19:**
Bonus Spell Points for Intelligence

| Intelligence Score | Bonus Spell Points |
|---|---|
| 9–11 | 2 |
| 12–13 | 3 |
| 14–15 | 4 |
| 16 | 5 |
| 17 | 6 |
| 18 | 7 |
| 19 | 8 |
| 20+ | 9[1] |

[1] Maximum bonus allowed.

## Bonus Spell Points for High Intelligence

Just as priests of extraordinary Wisdom receive greater than normal spell powers, extremely intelligent wizards can gain a few extra spell points to reflect their superior minds and memorization skills. Under this optional rule, wizard characters gain a number of bonus spell points equal to their maximum number of languages, based on their Intelligence score. These spell points can be spent any way the character desires, as long as he doesn't exceed his maximum number of spells per level (see Table 17). The bonus points are shown on Table 19: Bonus Spell Points for Intelligence.

As noted on the table, a wizard with an Intelligence of 14 or better gains enough bonus points to memorize one additional 1st-level spell, which is comparable with the traditional priest bonus of an additional 1st-level spell for a Wisdom of 13 or better. A wizard with an Intelligence of 17 has enough points to use this bonus to gain an extra 2nd-level spell, or one extra 1st-level spell with a couple of spell points to spare.

DMs, take note: The cumulative effects of specialist wizard bonuses, signature spells, and this optional rule could allow a 1st-level wizard to begin play with as many as four 1st-level spells memorized at once! Obviously, this is a very significant boost in power for a low-level character. Allowing a character to gain bonus spell points for his Intelligence score is a reasonable optional rule, but it also inflates the game by drastically increasing the power of 1st- to 3rd-level wizards. It's a good idea to strictly enforce the limits on the maximum number of spells of each level (see Table 17) permitted to a wizard character.

## Recovering Spell Points

Since spell points in this basic system represent the total memorization ability of a wizard character, they are recovered or regained just like spell capability in the standard AD&D magic system. In other words, if a character spends 10 spell points to memorize a 3rd-level spell, those points are "tied up" by holding the spell ready in the character's memory and can't be used to memorize another spell until expended. Spell points used to memorize free magicks are also tied up in the same fashion.

Once a character has cast a spell, the spell points used to hold that magick in memory are *gone*. The wizard must get a good night's sleep and re-study his spell book in order to regain spell points expended through casting spells.

## Systems of Magic

The spell point rules described in the previous section basically duplicate the normal spell progression, casting, and recovery system of the AD&D game. Spell points provide more flexibility and some interesting options such as free magicks and the ability to cast spells of higher level, but the traditional trappings of magic remain the same—spells are learned through long, tedious study and forgotten once they are cast.

In this section, we'll take a look at several variant magic systems that use the spell point mechanics to create entirely different methods of using arcane powers. For example, many books in fantasy literature assume that channelling magical power through a character's mind and body is a dangerous and exhausting exercise; a character can cast spells as long as his stamina holds out. With these optional systems, a magic system that mirrors this traditional approach can be integrated into an AD&D campaign.

**Table 20:**

### Spell Point Recovery for Channellers

| **Physical Activity** | **Spell Recovered** |
|---|---|
| Hard exertion | none |
| Walking, riding | 2 per hour, or 2% of normal maximum |
| Sitting, resting | 4 per hour, or 5% of normal maximum |
| Sleeping | 8 per hour, or 10% of normal maximum |

## Channellers

Imagine wizards who do *not* forget spells as they are cast, but instead freely use any spell in their repertoire whenever they wish. Wizards in this system of magic are born with some special spark or gift that allows them to reach some hidden source or supply of magical energy and use this to power their enchantments and spells. A young apprentice knows only one or two ways to harness this energy into useful applications and has a very limited capacity for tapping and shaping magical energy, while a great archmage knows dozens upon dozens of spells and has a nearly unlimited capability for wielding magical energy.

While this may seem like a world where the wizards reign unchecked, there's an important catch: Reaching for and directing magical energy is a dangerous and taxing exercise, at least as difficult as heavy labor or prolonged exertion, and each spell a wizard casts leaves him weakened and vulnerable. In fact, wizards can exhaust their very lives by casting a spell that's too much for them to handle or by casting too many smaller spells in succession.

Channelling or summoning magical energy is a very common system of magic in fantasy literature. Here's how it works in the Player's Option rules: Basically, the wizard gains spell points as described in the beginning of this chapter, allocates them to fixed magicks or free magicks just as he wishes, and selects the particular spells he wants to have locked into memory as fixed magicks. (Since the wizard takes the time to impress these spells in his mind, it's easier for him to energize them with channelled magic, and thus the spell point cost is lower than free magicks.) The following optional systems from the previous section are used:

Free magicks may be used to provide the wizard with access to any spell in his repertoire, although they're still more expensive than fixed magicks.

The wizard may exceed his normal spell level limit using the optional rules described previously.

The wizard may decide to cast spells for greater effect by simply spending more spell points when he actually casts the spell.

The wizard can save spell points by choosing to cast spells with a prolonged casting time or at reduced power.

Lastly, the wizard modifies his spell point total based on his Wisdom and Constitution scores; he may not gain bonus spell points for his Intelligence. The character's hit point adjustment for Constitution and his magical attack adjustment for Wisdom are added to or subtracted from his spell point total. If this lowers a 1st-level character to less than 4 spell points, he ignores the adjustments; all wizards have at least 4 spell points.

While the character may have some spell points "allocated" or "tied up" in various fixed and free magicks, this actually makes no difference for a channeller. The initial selection of spells is simply used to create a slate of spell powers that the character can access and to define the cost in spell points for making use of these powers. The character may cast any spell that he has available through either a fixed or free magick, except that the magick does not vanish from his memory once he's cast the spell. Instead, the character deducts the number of spell points required to energize the spell from his spell point total. For example, if a mage with 40 spell points has a magic missile memorized, he can cast that magic missile four times if he wants to!

**Channellers and Studying Spells:** Since spells never vanish from a channeller's memory, the character does not normally re-memorize spells during the course of an adventure. However, channellers have no particular obstacles to learning new spells or replacing the spells held as fixed or free magicks in their memory. The character must be well-rested and have access to his spell books. It takes 10 minutes per spell level for the character to memorize a new spell. In effect, he "overwrites" whichever spells he wishes to in order to change the allocation of spell points into free and fixed magicks.

*Kerian, a 5th-level channelling invoker, wishes to change the spells he has memorized. Because of his Constitution bonus, he has 61 points to assign to various magicks. After resting, he decides to memorize one fixed (*shield*) and one free 1st-level magick (12 SPs), two fixed magicks (*web *and* invisibility *for 12 SPs), and one prolonged casting time 3rd-level magick (*fireball *for 7 SPs), and one 4th-level magick that exceeds his level (*ice storm *at 30 SPs). After memorizing the spells, which takes 1 hour and 10 minutes, Kerian is ready to adventure!*

If a character wishes to change just one spell in his current repertoire, he still has to rest and memorize it. For example, if a mage wished to change his *magic missile* spell to a *shield* spell, then he would have to sleep for eight hours and spend 10 minutes committing it to memory.

Since spell points in this system represent magic potential or stamina (for lack of better words), expended spell points are naturally recovered as the character's fatigue fades and his strength returns. Just as a human who runs a wind sprint eventually recovers from his temporary exhaustion, a wizard who casts a spell will soon return to his full magical strength with a little rest. Spell points are recovered as shown on Table 20: Spell Point Recovery for Channellers.

Characters recover a number of spell points equal to the percentage listed, or the whole number, whichever is better. For example, a 6th-level mage has 55 spell points. If he sleeps, 10% of 55 would be 6 (round up 5.5) spell points per hour, so he recovers 8 per hour instead. In fact, it's more advantageous for any mage of 7th level or lower to take the listed number, and mages of 8th level or higher to work with percentages instead. For specialists, 7th-level is the break point.

In addition to the long-term prospects of exhausting his spell points, a channelling wizard finds that each spell he casts temporarily tires him. See Table 21: Spell Fatigue.

**Table 21:**

## Spell Fatigue

| **Wizard** | | **Fatigue Caused by Spell Level** | | | |
|---|---|---|---|---|---|
| **Lvl.** | **Light** | **Moderate** | **Heavy** | **Severe** | **Mortal** |
| 1–2 | — | cantrip | 1st | 2nd | 3rd or higher |
| 3–4 | cantrip | 1st | 2nd | 3rd | 4th or higher |
| 5–6 | cantrip | 1st, 2nd | 3rd | 4th | 5th or higher |
| 7–8 | 1st | 2nd, 3rd | 4th | 5th | 6th or higher |
| 9–11 | 2nd | 3rd, 4th | 5th | 6th | 7th or higher |
| 12–13 | 3rd | 4th, 5th | 6th | 7th | 8th or higher |
| 14–15 | 4th | 5th, 6th | 7th | 8th | 9th or higher |
| 16–17 | 5th | 6th, 7th | 8th | 9th | — |
| 18–19 | 5th | 6th, 7th | 8th,9th | — | — |
| 20–22 | 5th | 6th–8th | 9th | — | — |
| 23–25 | 6th | 7th–8th | 9th | — | — |

| | | | | | |
|---|---|---|---|---|---|
| 26+ | 6th | 7th–9th | — | — | — |

**Using the Fatigue Chart:** When a wizard casts a spell, find the row that matches the caster's level and then read across until you find the level of the spell. The column it appears in indicates the fatigue caused by the spell. For example, if an 8th-level wizard casts a *fireball*, begin on the row titled "Wizard Lvl. 7–8" and read across until you find the listing for 3rd-level spell. This spell causes *moderate* fatigue for the character. If the wizard casts a 4th-level spell, he would suffer heavy fatigue.

**Loss of Hit Points:** If a character has been reduced to 50% or less of his maximum unwounded hit point total, the fatigue rating of the spell increases by one. If a character has been reduced to 25% or less of his normal hit point total, the fatigue rating increases by two categories. For example, a 5th-level wizard who normally has 16 hit points has been wounded and only has 8 hit points left. When he casts his *fireball* spell, he becomes *severely* fatigued instead of *heavily* fatigued. If he had tried the same spell with only 4 hit points, he would have been *mortally* fatigued, which is not good.

**Loss of Spell Points:** In a similar manner, a character who has depleted his magical energy is more susceptible to fatigue, too. The same rules apply for reduced spell point totals. Always count the character's spell points *before* the spell is cast, so a 1st-level wizard casting his first spell of the day is beginning with 4 spell points (or more) and not zero! Again, a loss of 50% increases fatigue by one category, and a loss of 75% increases it by two. Specialist wizards add their two point totals together for comparing the points spent to the original total.

**Existing Fatigue:** If a fatigued character casts another spell, increase the fatigue category of the new spell by one level if he is moderately fatigued, two levels if he is heavily fatigued, or three levels if he is severely fatigued. The character then acquires the new fatigue level of the spell he just cast, or stays where he was, whichever is worse. For example, if the 8th-level wizard mentioned above was already moderately fatigued and he cast a 2nd- or 3rd-level spell, the new spell would be considered heavily fatiguing because of his existing condition, and the wizard would become heavily fatigued. However, if the wizard had cast a 1st-level spell, he would have remained moderately fatigued.

Note that fatigue can accumulate from other sources than casting spells. In the *Player's Option: Combat & Tactics* book, there is a fatigue system based on rounds of combat. If this is in play, a wizard who fights for three or four rounds and then attempts to cast a spell may be in deep trouble. Characters who are *fatigued* under that system are considered moderately fatigued here, and *exhausted* characters are heavily fatigued.

**Effects of Fatigue:** Naturally, fatigued characters face some significant disadvantages, as shown below:

**Lightly fatigued** characters have no combat penalties, but they risk becoming more exhausted. Their movement rate is reduced to three-quarters normal, so most human and demihuman wizards will be reduced from a 12 to a 9. A lightly fatigued character might suffer from a slight headache or just feel tired.

**Moderately fatigued** characters suffer a –1 penalty to attack rolls and have their

movement rates halved. Characters at this level of fatigue might have a persistent headache, slightly hazy vision, and pervasive muscle aches in random areas.

**Heavily fatigued** characters suffer an attack penalty of –2, and an Armor Class penalty of +1. Their movement is reduced to one-quarter normal. Not only does the character feel exhausted, but he also suffers from a splitting headache, aches all over and could suffer from nose bleeds, etc.

**Severely fatigued** characters suffer a –4 penalty to all attacks and a +3 penalty to their Armor Class. Their movement rate is reduced to 1. It is almost impossible for the character to stand up at this point (make a Dexterity/Balance check if the character moves). Of course, he can still concentrate enough to cast spells, but just barely. Other problems might be the inability to visually focus on anything for more than a second, extreme ringing in the ears, or whatever seems appropriate to the DM.

**Mortally fatigued** characters are incapable of attacking or effectively defending themselves and collapse into a trembling heap immediately. The character must attempt a saving throw vs. paralyzation; if he fails, the strain proves too much and he perishes. If he passes, he remains unconscious for 1d6 hours before awaking severely fatigued. Obviously, a channeller should be extremely careful when he begins to feel tired—he can cause his own death if he overdoes it.

*Now that Kerian is armed with spells, he decides it's time to head on out. As he is traveling through a lightly forested area, he finds himself facing down several large spiders. Thinking quickly, he casts his* invisibility *spell. As a result, he loses 6 spell points and becomes moderately fatigued. In an attempt to get into a better defensive position, Kerian also realizes that he is too weak to even think about trying to run away. He manages to stumble against a jutting boulder. In the meantime, the spiders are having trouble finding the invisible invoker. Kerian takes this opportunity to prepare his prolonged casting time version of* fireball. *After three rounds of gathering energy, Kerian blasts the wicked group of spiders. Not only does he spend 7 spell points, but now he is severely fatigued. Gasping for breath and sweating profusely, he watches the burnt remains of the spiders. Without warning, another large spider bites Kerian. Now he is faced with a quandary. If he casts even a 1st-level spell, he could perish. But then, if he doesn't, he will most certainly die. Kerian manages to cast a final* magic missile *(the free 1st-level magick that had cost 8 SPs) at the remaining spider before lapsing into unconsciousness.*

**Recovering from Fatigue:** Of course, wizards don't stay exhausted forever. Just as their spell points will eventually replenish themselves, their physical capacities will also return. In order for a wizard to "lose" one step of fatigue, he must make a successful saving throw vs. paralyzation.

*Lightly* or *moderately fatigued* characters can attempt a saving throw for each round of resting.

*Heavily fatigued* spellcasters can attempt a saving throw for each turn of resting.

*Severely fatigued* wizards can attempt a saving throw for each full hour of resting.

Each extra round, turn, or hour (as appropriate) spent resting gives the character a cumulative +1 bonus on his saving throw, so a heavily fatigued wizard who rests three turns attempts three saving throws—the first with no modifier, the second with a +1

bonus, the third with a +2 bonus, and so on.

*After four hours, Kerian regains consciousness and sits up. He is severely fatigued but managed to accrue 8 spell points for each hour that he was unconscious, which brings him up to his full amount. Since there doesn't seem to be any immediate danger, he decides to stay where he is for an hour. At the end of the hour, Kerian succeeds at a saving throw vs. paralyzation. Although he is now only heavily fatigued, he still doesn't feel like moving around (his aching body is making him feel slightly nauseous). After two turns and three rounds, Kerian succeeds at two more saving throws. He stands up and resumes his path.*

## Warlocks and Witches

In a great amount of literature and folklore, magical abilities are considered supernatural; they're not normally attainable by most humans, but instead represent gifts or lore granted by dangerous powers. Wizards who subscribe to these beliefs do not learn spells from study and research; instead, they constantly seek to make contact with more knowledgeable (and therefore perilous) entities of extraplanar origin. The best of these creatures can be considered chaotic or neutral, while the worst are creatures of such malice and power that the wizard risks his body, mind, and spirit when merely contacting these entities.

Wizards who rely on these patrons for magical power are known as warlocks or witches. Imps and familiars teach them their first spells as novices, and as they grow in power they seek more and more powerful tutors. Magic comes easily to these characters, a supernatural boon that allows them access to all the normal spell powers of a standard wizard. There is a grave risk involved with contacting these extraplanar powers: the risk of losing one's spirit to the powers that grant the wizard his spells. Magic itself is seen to be wrong for mankind, an abomination of nature, and people believe that wizards who dabble in such things will eventually be consumed by the hungry powers they bargain with for power.

Warlocks use the spell point system as described earlier in this chapter, with the following notes:

Free magicks may be used to provide the wizard with access to any spell in his repertoire, although they're still more expensive than fixed magicks.

The wizard may exceed his normal spell level limit using the optional rules described previously.

The wizard may decide to cast spells for greater effect by simply spending more spell points when he actually casts the spell.

The wizard can save spell points by choosing to cast spells with a prolonged casting time, reduced power, or spells with a special casting condition.

Warlocks and witches gain bonus spell points for high Intelligence scores.

In this system of magic, a wizard uses his normal allocation of spell points to select his arsenal of spells. Like the channeller, the character doesn't actually *spend* his spell points until he actually casts a spell, and his battery of spells remains in his memory without vanishing. In other words, the warlock may make use of any of his memorized

spells freely until he runs out of spell points. However, please note that the warlock may never cast more than nine spells of any one level in the course of a single day.

However, all warlocks and witches have a serious limitation: Each time they spend spell points to cast a spell, they risk attracting the attention of a chaotic or evil power. The character has a percentage chance equal to the number of spell points expended, minus his character level, of being forced to take a step into the pact of service with the malevolent power. For example, a 7th-level wizard casting a 4th-level spell (15 SPs) has an 8% chance of drawing too much of his patron's power and being required either to add to the debt of service that he owes his masters or start on the path of servitude to another dark master. There's always at least a 1% chance of this happening, regardless of the character's level.

The first few steps of service are easy for the character, and not too great a burden. In fact, when the character begins play as a 1st-level initiate, there are no particular game or role-playing effects of his allegiance to these powers, although some societies may shun or persecute anyone who publicly admits to trafficking with supernatural powers. Increasing levels of servitude to the warlock's patron may have the effects shown below; the DM is encouraged to be creative and malevolent. Note that these stages of commitment parallel the Dark Powers checks of the Ravenloft® campaign setting.

**Stage One, Enticement:** The character's patron grants him a gift of some kind, but one that comes with a price. He gains a minor unnatural feature or trait that gives him both an advantage and a disadvantage. These could be red-glowing eyes that permit him to see 30 feet in the dark; small horns, fangs, or talons that can be used to inflict 1d4 points of damage in hand-to-hand combat; the ability to *hide in shadows* as a thief of equal level; acute hearing or sense of smell, giving the character a +1 bonus to surprise checks; or the ability to *speak with dead, speak with animals*, or use some other 1st- or 2nd-level spell as a granted power once per day. In return, the character acquires a visible mark, feature, or characteristic that marks him as one who deals with forbidden powers: his footprints are backwards, his voice is unnaturally raspy and sepulchral, his face shows some concealable mark of his allegiance, or whatever else the DM decides is appropriate. The general effect causes a –1 to –2 reduction to Charisma.

**Stage Two, Invitation:** The warlock's patron powers grant the character enhanced abilities of some kind, but the strengthening of their bond also brings periods of weakness or vulnerability on the character. The enhanced abilities could be a +1 to +2 bonus to any ability score, a bonus of +5 to +10 hit points, or superhuman stamina that allows the character to ignore minor fatigue or the need to sleep for more than four hours. In return, the character must suffer through periods of weakness when his patron is distant or inaccessible. For example, the character may have the spell point costs of his spells doubled during daylight, moonlight, in temples or sacred ground, or on ships or boats. The more powerful the advantage, the more universal the character's disadvantage. In addition to his lapse in magical power, the character may also suffer a halved Constitution, Strength, or Dexterity score for as long as the condition persists.

**Stage Three, Touch of Darkness:** The warlock's hitherto concealable features or subtle traits become so widespread or deformed that there is no chance of concealing what he is without magical aid. For example, he may sprout great bat-shaped wings that permit him to fly with a movement of 15 (C), his body may develop satyr-like hoofed

goat legs that permit a movement of 18, small horns may lengthen into dagger-sized weapons capable of inflicting 1d6 damage each, his skin may become scaly or leathery for a natural AC of 6, he may sprout a spiked tail that permits him to attack for 1d6 damage, or his blazing eyes may *cause fear* in anyone who meets his gaze. Unfortunately, these sinister developments usually prevent the warlock from associating in normal human society for the rest of his life, with a loss of 3 to 6 points of Charisma. In addition, the character acquires some ghastly habit or dependency that marks him as a creature of darkness. For example, the warlock may have to drink blood once per day, eat raw meat or dirt, or sleep only in graveyards. The character's alignment changes one step towards evil or chaos to match that of his patron, incurring the normal penalties for a change of alignment.

**Stage Four, Embrace:** The warlock gains some supernatural immunity or resistance, but also acquires a supernatural vulnerability. For example, he may gain the ability to only be struck by magical weapons, as well as immunity to *sleep* and *charm* spells, resistance to spells of a certain school, immunity to poison, the ability to assume *gaseous form* (much like a vampire) or some other powerful attribute. The price he pays is a vulnerability such as susceptibility to holy water and turning attempts by priests, the inability to stand contact with common materials such as cold iron or garlic, or the inability to set foot on sacred ground. (Take a look at the customized limitations in Chapter 1 for more ideas.) This weakness can be deadly if used against the character by enemies who discover its existence.

The character's alignment changes one additional step towards that of his patron, possibly incurring penalties for the change. In addition, there is a 1% cumulative chance per day that the character's patron *compels* him to undertake some service or observe some rite. The character is controlled by the DM for 1d6 days before he regains full command of his faculties.

**Stage Five, Creature of Darkness:** Eventually, the warlock's pact with darkness overcomes whatever vestiges of humanity remain in his heart, and he becomes a slave to the powers that raised him. At this point, the warlock is no longer viable as a player character and passes permanently into the DM's hands as an NPC. Powerful new abilities manifest, such as magic resistance, additional increases of ability scores, and powers associated with undead monsters or fiends of various sorts.

**Resisting the Descent:** Fortunately for player characters, warlocks can attempt to resist the encroaching evil by fighting off the descent into darkness by sheer force of will. However, this is not easy. When the character's use of spell points creates the possibility for a descent to a new level of servitude, the warlock can acquiesce and accept the new stage, or he can fight to retain his independence. This requires a saving throw vs. breath weapon, with a penalty equal to the level the character is threatened by—a warlock at Stage Three who is in peril of falling to Stage Four makes his saving throw with a –4 penalty. The psychic turmoil of this conflict completely occupies the character's attention for 1d3 days, during which he cannot cast spells and fights with a –3 penalty to his attack rolls.

**Warlocks and Recovering Spell Points:** Witches and warlocks don't automatically recover spell points with the passage of time. For these spellcasters, spell points represent an ever-dwindling store of magical strength that can only be recharged with significant risk. Once the character's spell points have been expended, he must

perform a special ceremony or rite to summon his extraplanar sponsors and negotiate with them for additional spell power. This requires at least eight hours per character level, which means that a high-level wizard may require several days in order to renew his spell powers.

This ceremony restores the wizard to his full allocation of spell points; at no time can the wizard have more spell points than the maximum permitted for his level, specialization, and Intelligence bonus. When the character advances in level, he gains the full allotment of spell points for his new level without resorting to the ceremony.

**Studying Spells:** Like channellers, warlocks can change their allotment of spells and free and fixed magicks by resting and sitting down with their spell books.

**The Warlock Campaign:** If this variant magic system is used in play, wizards are generally detested by the rest of the world. Invariably, they turn towards evil as the beckoning power of darkness lures them into its embrace. Playing a heroic wizard in such a setting will be extremely difficult; by the time most wizards reach 5th or 6th level, they'll be well on their way to becoming menaces to the lives and sanity of all around them. A good-aligned witch or warlock would be extremely scarce, since the basic premise of this entire system of magic is that the end justifies the means—a difficult concept to reconcile with the precepts of good. These rare wizards must carefully ration their spells, using their magical powers only in the direst situations, or they'll soon find that they've set foot to a road from which they cannot turn back.

## Defilers and Preservers

All forms of life contain a spark of magical energy, sharing a mystical life force that a wizard can use to power his spells. In order to cast a spell, the wizard slowly and carefully gathers this power of life until he has accumulated enough energy to create the enchantment he desires. Wizards who cast their spells in this manner are known as either defilers or preservers, depending on whether they destroy the vegetation from which they draw their magical power or work carefully so that the vegetation may live. Most wizards can only draw energy from plant life, but at the very highest levels, defilers and preservers can actually draw away the life force of animals as well.

Wizards who rely on the energy of life in order to cast their spells are a fairly common archetype in fantasy literature, but the model you may be most familiar with is the Dark Sun campaign setting. While defilers and preservers may seem to be inextricably tied to the world of Athas, there's no reason the DM couldn't introduce this system of magic into any campaign. Defilers and preservers use the spell point system as described at the beginning of this chapter with the following options:

The wizard can exceed his normal spell level limit by using the optional rules described previously.

The wizard may decide to cast spells for greater effect by accumulating extra spell points before actually casting the spell.

The wizard can save on spell points by choosing to cast spells with reduced power.

The defiler or preserver uses his allocation of spell points to select his array of spells normally. However, *none of these spells may be cast until the wizard gathers*

*enough energy to do so*. To gather energy, the wizard concentrates on drawing the life force that surrounds him into his body, draining it away from the nearby vegetation. If the wizard chooses to defile his surroundings, the vegetation is destroyed by this process, but a careful wizard can draw only enough energy to cast his spell, leaving the vegetation around him alive and intact.

A preserver can accumulate spell energy at the rate of 4 spell points plus 1 spell point per level each round; for example, a 4th-level preserver can accumulate 8 spell points in one round of absorbing energy. If the preserver can gather the required number of spell points in a single round, he may cast his spell in the same round, but otherwise he may be forced to extend his casting time by one or two full rounds in order to collect the required energy. A preserver can't "hold" the energy; he can only collect life energy as part of casting a spell.

Since accumulating energy takes time, the character may suffer penalties to his initiative depending on how many spell points he draws in a single round, as shown on the Table 22: Initiative Modifiers for Preservers and Defilers. Accumulating energy requires the character's full attention, so he cannot engage in melee or move at more than a fast walk while doing so. However, drawing energy is not actually part of the spellcasting process and is not interrupted by suffering damage, failing saving throws, or other such things as long as the character remains conscious and free of movement.

The initiative modifier is based on the number of spell points accumulated *in the round in which the spell is cast*. In other words, a character may be wise to draw the minimum number of points necessary to avoid a hefty initiative penalty for "overcharging" himself for the spell.

**Table 22:**
Initiative Modifiers for Preservers and Defilers

| **Spell Points Accumulated** | **Initiative Modifier** |
|---|---|
| 3 or less | –1 bonus |
| 4 to 6 | none |
| 7 to 14 | +1 penalty |
| 15 to 29 | +3 penalty |
| 30 to 39 | +5 penalty |
| 40 to 49 | +7 penalty |
| 50 or more | +9 penalty |

*Dynos, a 5th-level preserver, is casting a* haste *spell. He can accumulate as many as 9 SPs per round (4+5), but his spell requires 10 SPs to cast. Dynos spends one entire round gathering energy and must gather at least 1 more spell point in the following round in order to cast his haste spell. If he draws his full allotment of 9 more SPs, he suffers a +1 penalty to his initiative. On the bright side, if he only draws the one point in the second round, his haste spell will gain an initiative bonus to its casting time.*

*Rowan, an 11th-level preserver, normally gathers 4+11, or 15 spell points per round. In order to cast her cone of cold (a 5th-level spell), she must gather 15 spell points in one round, plus an additional 7 in the following round, which causes her to take a +1 penalty to her casting time in the second round. However, Rowan is capable of casting any spell of 4th level or less in a single round.*

Instead of drawing just enough energy to cast the spell desired, a preserver or defiler can choose to continue to accumulate energy in order to increase the effective casting level of the spell, as described in the first part of this chapter. Each additional casting level requires an investment of 50% more spell points, so Dynos could cast his *haste* as a 6th-level wizard by spending 15 SPs instead of 10 SPs to cast it. Similarly, a character may draw less energy and cast a reduced-power version of the spell. In any event, the initiative modifier is always based on the number of points accumulated in the round in which the spell is finally cast. Rowan could decide to cast her *cone of cold* with one extra level of ability, but she now requires 33 SPs to do so and must gather energy for two full rounds before unleashing the spell in the third.

The great advantage of the defiler lies in the speed with which he can gather energy, since he doesn't care whether the life around him survives or not. Defilers accumulate 4 spell points plus 2 spell points per level in one round of gathering energy. For example, a 4th-level defiler can amass 12 spell points per round, instead of the maximum of 8 allowed a preserver of the same level. Unfortunately, the act of defiling destroys an area of 1 foot in radius per spell point acquired in this fashion, so the defiler above would raze a circular area 12 feet in radius in one round of defiling.

Once a preserver or defiler casts a spell, it is wiped from their memory just like a normal wizard's spell. Preservers and defilers can re-study their spells or change their spell selections as if they were standard mages.

**The Pain of Defiling:** On the surface, it may seem that there's no reason to be a preserver when defiling offers such easy access to power. However, there's a price to be paid. The wanton destruction of life for personal power is not a good act; defilers can't be good in alignment. In fact, most defilers tend to have evil tendencies, if not an evil alignment. Secondly, the land destroyed by a defiler remains useless for hundreds of years; the ground may as well have been salted or poisoned by the character. Of course, if the general populace of an area were to find out that a character is a defiler, that character would most likely be hunted down. Destroying the land is considered an evil act by most people—especially the people who have to work with it.

In addition to destroying mundane vegetation, defiling inflicts 1d3 points of damage per spell level (a successful saving throw vs. spell allows half damage) to any plant-based monsters or creatures caught in the radius of destruction. And while animals (including humans and demihumans) don't suffer damage from the energy drain of most defilers, it is a painful and unnerving experience that forces those characters caught in its grip to suffer a +1 penalty to initiative per spell level; a 5th-level defiler casting a *fireball* will cause those standing near him to take a +3 penalty on their next initiative roll.

High-level defilers (21st level or higher) may also gain the ability to drain life energy from animals as well as plants, increasing their power draw to 4 SPs plus 3 SPs per level. All living things caught in the defiler's radius of destruction (except the defiler himself) suffer 1d6 points of damage per spell level. Obviously, this is an act of

irredeemable evil, and it will make the defiler an enemy of all the forces that protect life and nature.

## Alienists or Summoners

Alienists deal with powers and entities from terrifyingly remote reaches of space and time; for them, magical power is nothing more than the triumph of the mind over the rude boundaries of dimension and distance. With knowledge and strength of will, the eons that lie between the stars themselves can be conquered, and unspeakable things from the endless black gulfs of space whisper terrifying secrets to the wizard who dares communicate with them. Each spell, formula, or enchantment represents a hidden truth in the structure of universe, a secret man was not meant to know, and the alienist plunges without fear into abysses of chaos and entropy that would blast a weaker man.

While the warlock deals with supernatural powers, his patrons are creatures with near-human intelligence and motivations. They may embody vice, malice, or corruption of the worst sort, but these are human faults. On the other hand, the alienist's allies are entities of cosmic evil older than time itself and thankfully ignorant (or uncaring) of the very existence of mankind.

A campaign that features this philosophy of magic is a dark and dangerous one indeed. The cosmology of an alienist campaign necessarily reduces human deities and powers to mere phantasms or petty children, who are themselves blissfully ignorant of the outer gulfs that surround humanity. If the DM decides that contact with alien powers is the source of magical ability in his campaign, player character wizards should be extremely scarce.

Alienists fall into three general categories: priests, intellectuals, and scholars. Since the alienist's patrons are powers in their own right, many cults or forgotten religions venerate these entities, and some alienists are priests or students of these vile societies. Intellectuals are characters who simply desire more and more knowledge, the chance to plumb the reaches of space and time with the power of their minds; all too often, these alienists blunder into a dimension or a being that is so inimical to human thought or perception that they return as raving lunatics. The last type of alienist, the scholar, is a character who approaches his work with the greatest caution. Often, the scholar's goal is to learn just enough to interfere with another alienist, and nothing more; he understands that there are things human eyes should never see, and carefully avoids them.

The alienist progresses as noted under the spell point system, with the following options in use:

The wizard may only choose fixed magicks.

The alienist may exceed his normal spell level limit, with the penalties described in the beginning of this chapter applied.

The alienist can choose to reduce the spell point cost of a spell by making use of a prolonged casting time or selecting a special casting condition.

The character gains bonus spell points for his Intelligence score, as described earlier in this chapter.

Alienists memorize spells normally by using their spell point allocation to choose how many spells of which level will be available. When selecting spells, an alienist can reduce the spell's cost by choosing a longer casting time or special casting condition. The alienist's spells are cast normally and vanish from memory after use, and he recovers spell points normally, so on the surface the alienist seems to be fairly close to a standard wizard—the flexibility of the spell point rules simply allows him to customize his arsenal of spells.

Unfortunately for the alienist, *learning* a spell in the first place is the problem. At 1st level, the alienist begins with 1d4+1 1st-level spells. Each spell he attempts to learn after this initial selection places his sanity at risk. (The chance of insanity varies with spell level; see Table 24: Risk of Insanity by Spell Level.) Although the secrets unveiled by the spell may drive the wizard mad, going insane doesn't prevent the wizard from learning the spell. In fact, the comprehension of a particular spell is far more unbalancing than attempting to learn a spell and failing, as reflected by the increased chance for insanity when a character *succeeds* in his roll.

Conducting spell research, investigating the formulae for potions or scrolls, or researching the ingredients or process for creating a magical item all create a chance for insanity. The level of the spell in question (or the nearest equivalent spell in the case of a potion, scroll, or magical item) is used for the insanity check.

If the wizard fails his insanity check, he must attempt a saving throw vs. death magic with a penalty of –2. If successful, the wizard is merely delirious or incoherent for 1d3 days as he tries to reconcile his notion of the cosmos with the awful truth revealed to him. During this time, the character cannot cast spells, and fights with a penalty of –1 to his attack rolls. If the wizard fails both the insanity check and the following saving throw, he must roll on Table 24: Random Insanity Chart.

**Table 23:**
Risk of Insanity by Spell Level

| Spell Level | Chance of Insanity[1] | Modifier to Random Insanity Chart Roll |
|---|---|---|
| 1st | 4% | none |
| 2nd | 6% | none |
| 3rd | 10% | +5% |
| 4th | 15% | +10% |
| 5th | 22% | +15% |
| 6th | 30% | +20% |
| 7th | 40% | +25% |
| 8th | 50% | +30% |
| 9th | 60%[2] | +40% |

[1] Increase the chance of insanity by one level if the wizard succeeds in his learn spells roll; for example, if a character learns a 3rd-level spell, his insanity chance is actually 15%. The modifier to the insanity chart is still based on the spell's actual level.

[2] Maximum chance of insanity

**Table 24:**
## Random Insanity Chart

| d100 Roll[1] | Result |
|---|---|
| 01–15 | Delirium |
| 16–20 | Disorientation |
| 21–24 | Attraction |
| 25–37 | Phobia |
| 38–40 | Paranoia |
| 41–46 | Alienation |
| 47–53 | Amnesia |
| 54–61 | Hallucinatory insanity |
| 62–64 | Melancholia |
| 65–69 | Dementia praecox |
| 70–74 | Monomania |
| 75–79 | Mania |
| 80–81 | Manic-depressive |
| 82–89 | Hebephrenia |
| 90–95 | Catatonia |
| 96–103 | Delusional insanity |
| 104–114 | Schizophrenia |
| 115–119 | Homicidal mania |
| 120–124 | Psychic translocation |
| 125+ | Pursuit |

[1] The spell level modifies this roll; see Table 23.

Many of these conditions are not true forms of madness, but instead represent plagues, curses, or afflictions that may trouble the character. High-level spells are much more dangerous than low-level spells for this purpose, since the most powerful spells grant the wizard insights into the blackest gulfs of cosmic horror. The following list detail effects of the various conditions:

**Delirium:** The character lapses into a state of delirium lasting for 3d4 days during which he wanders aimlessly and mumbles to himself or rants and raves. He does not recognize friends and is incapable of any rational action; he is easily frightened and flees most encounters. The character cannot cast spells, and if he is restrained or threatened by combat, he becomes catatonic for 1 to 6 hours. After the delirium passes, the character returns to normal.

**Disorientation:** The wizard's surroundings make no sense to him, and he is temporarily unable to recognize places, people, or even his own possessions. Unlike amnesia, the character retains command of his normal skills and abilities, although he fights with a –2 penalty to his attack rolls and has a 20% chance of miscasting spells.

However, he has a difficult time initiating or following through on actions; if told to stay put, he may wander off, or if his comrades flee from a monster, he might remain behind, unaware of his danger. The character has a 5% chance per day, cumulative, of recovering from his state.

**Attraction:** The character develops an unhealthy obsession with a particular place, thing, or type of item. This manifests as an uncontrollable desire to be close to the subject of the attraction. Good examples might be a particular star in the sky, a mountain, a special site, the sea, an artifact or item, and so on. This desire drives the character to drop everything he's doing and travel to the site (or in its direction, in the case of a celestial object). If the wizard's friends stop him, he'll become disoriented for 1d6 hours, and then bend all his efforts towards resuming his trek by whatever means are necessary. There is a cumulative 5% chance of recovery per day.

**Phobia:** Exposure to some terrifying stimulus leaves a lasting mark in the character's psyche and makes him mortally afraid of some condition or creature. A character confronted with the subject of his phobia automatically flees the scene with all possible speed for at least 1d3 full turns. If the character cannot escape the condition, he lapses into a catatonic state that lasts for 1d6 days. The DM can assign an appropriate phobia, or roll on Table 25: Phobias.

A character does not normally recover from a phobia, but certain spells or psionic effects may desensitize him to his fear or repair his mind.

**Table 25:**
Phobias

| d10 | Phobia |
|---|---|
| 1 | Acrophobia (heights) |
| 2 | Agoraphobia (open spaces) |
| 3 | Astraphobia (storms) |
| 4 | Claustrophobia (small spaces) |
| 5 | Demophobia (crowds) |
| 6 | Entomophobia (insects) |
| 7 | Monophobia (being alone) |
| 8 | Necrophobia (dead things) |
| 9 | Pyrophobia (fire) |
| 10 | Scotophobia (darkness) |

**Paranoia:** A wizard afflicted with this form of insanity becomes convinced that the agents of the Outer Powers are abroad in his world, his homeland, and even in his home town. They could be anywhere. At first, he is merely suspicious of strangers, but as the condition progresses, his suspicion spreads to those nearest him—his friends and family—and grows in strength, so that he begins taking precautions to guarantee his own safety. These precautions eventually include lethal attacks and plots against his former allies and friends.

The paranoid's condition only grows worse as time passes; without magical

healing or psychic surgery, he will not recover. Generally, a paranoid PC becomes a NPC under the DM's control after 1d6 months have passed, or whenever the DM feels that the player isn't role-playing his character effectively anymore.

**Alienation:** The character experiences an acute sense of dislocation or *wrongness* in his surroundings. He is certain that he belongs somewhere else, although he cannot say where that might be. While the paranoid experiences alienation towards people, an alienated character regards everything in his surroundings—people, places, and things—as unnatural and threatening. As the condition progresses, the character loses his ability to function in society and gradually sinks into dementia praecox or catatonia over the course of 1d6 months.

**Amnesia:** Unable to absorb the secrets revealed to him, the wizard instead purges his mind of anything that reminds him of the horrors he has explored. Only his language skills remain; everything else—his class skills, his proficiencies, knowledge of people and places—vanishes. He retains his hit point total and original saving throw values, but for all other purposes he is now a 1st-level character with no proficiencies. The amnesiac has a noncumulative 10% chance of recovery each month. During his amnesia, the character may actually begin his adventuring career all over again, possibly even changing class and alignment.

**Hallucinatory insanity:** The character's insights into the true nature of things leave him with the ability to perceive sights, sounds, or sensations from the awful, alien dimensions that parallel our own. To other characters, the wizard appears to be hearing things, seeing things, or experiencing things that don't exist. Unfortunately, these hallucinations have a very tangible reality for the character himself, and for any given action he undertakes—casting a spell, making an attack, even trying to walk across a room or study his spells—there is a 33% chance (2 in 6) that one of his hallucinations distracts him, preventing him from completing the action. Each month, there is a 10% chance that the character learns how to ignore these frightful apparitions and regains control of his perceptions.

**Melancholia:** The insignificance of humanity in the face of the Outer Powers is a terrifying concept, and a wizard afflicted with melancholia suffers endless fits of brooding and depression as this knowledge sinks into his mind. Each day, there is a 5% cumulative chance that the character experiences an acute episode that completely disables him for 1d3 days. The melancholic will have no volition to travel, fight, cast spells, or even look after his own survival, although his friends may be able to lead him along on a journey or keep him out of the way on an adventure. Melancholia persists until magically or psionically treated.

**Dementia praecox:** This condition is similar to melancholia, but consists of a hopelessness or loss of volition. The character just can't bring himself to care about what is going on around him, even ignoring direct attacks or immediate threats to his life. Each time the character attempts an action, such as undertaking a journey, participating in a fight, or casting a spell, there is a 50% chance (3 in 6) that his dementia overwhelms him and he instead does nothing. If the character loses his will to fight, he will not even defend himself, losing any Dexterity adjustments to AC and suffering other penalties as the DM deems appropriate. Dementia praecox persists until magically or psionically treated.

**Monomania:** The wizard becomes obsessed with a single goal and works

ceaselessly until his goal is achieved. Depending on the alienist's origin, it might be the summoning of one of the Outer Powers, the secret of the next spell level, or the destruction of a particular cult or occult tome. As long as the wizard can pursue his goal, he can undertake any actions that further his purpose, but if he is somehow blocked or prevented from acting, he is likely to lapse into catatonia or become manic. Note that the wizard's single-minded devotion to his cause is not healthy; he ignores sleep, goes without food, and otherwise neglects both himself and others. Monomania persists through 1d4 linked, long-term goals; when the wizard accomplishes them, he more or less returns to normal.

**Mania:** Terror of unimaginable depth turns the alienist into a stark, raving madman. Every day, there is a 25% cumulative chance that he will suffer a manic episode lasting 1d6 hours, during which he attempts to attack or destroy anything around him. The maniac's Strength is incredible; a character's Strength increases by 6 points (count each percentile category of 18 as one point), to a maximum of 19. While the maniac is raging, he can easily turn on and kill people close to him, but he's just as likely to run off or try to gnaw the bark off a tree. Even if the wizard is temporarily in control of his senses, he cannot cast spells or embark on long or complicated tasks; the struggle to retain control consumes too much of his attention. The alienist has a 5% chance per month of recovering his stability.

**Manic-depressive:** This condition combines the worst features of mania and melancholia. Every 1d4 days, the character's mood swings from the one condition to the other. A manic-depressive's condition lasts until magically or psionically treated.

**Hebephrenia:** Some horrors can forever destroy the mind unfortunate enough to perceive them; a character suffering from hebephrenia withdraws from reality into a childlike state, wandering aimlessly, ignoring most external stimuli and babbling or mumbling to himself constantly. This condition is completely debilitating. The character is effectively *feebleminded*, unable to participate in normal society or survive without constant care. The alienist may never recover from such a profound shock and has only a 5% chance (noncumulative!) per month to regain his sanity.

**Catatonia:** The catatonic completely withdraws from reality, ignoring all forms of external stimulus. He cannot move, speak, or act in any way, and may even ignore food placed in his mouth or painful injuries. There is only a 5% chance per month (noncumulative) that the catatonic will recover from his state, although it is possible to provoke a catatonic into a temporary rage lasting 1d6 rounds by continuously annoying or pestering the poor fellow.

**Delusional insanity:** The alienist believes that he is something other than himself. In many cases, he believes that his mind or persona has been placed into the wrong body, believing that he is actually a creature or entity of some distant dimension trapped in human form. The steps he takes to rectify this could range from attempts at suicide to complex summonings designed to open the "right" dimension to him. The character may refuse to recognize his former friends and companions, or seek new allies more appropriate to his "true" self, but he generally retains all his skills and abilities. There is a 5% chance per month that the delusion may end of its own accord; otherwise, only magical or psionic treatment can help the character.

**Schizophrenia:** An alienist's encounter with schizophrenia is an extraordinarily dangerous event. An entity or power from the outer reaches of the cosmos invades the

alienist's body, forming a second personality that has its own goals and skills distinct from the wizard's normal personality. This second persona may wish to do nothing more than observe the host's world, or it may plot to open a dimensional gateway to the plane of its origin and bring others like itself to the mundane world.

Each day, there is a 25% chance that the second personality takes over, retaining control for 1d4 days while it pursues its own purposes, whatever they may be. During this time, the wizard is an NPC under the DM's control. This condition occasionally corrects itself after a time (if the invasive personality finishes whatever it was doing and leaves voluntarily), but most of the time the wizard will need magical or psionic help in order to exorcise the spirit.

**Homicidal mania:** This resembles schizophrenia, as described above, but it's much worse. The invasive persona is a creature that delights in mayhem and murder, and wants nothing more than to kill until it is sated. When the wizard loses control of his mind, the entity begins stalking and killing its chosen victims (often those closest to the host), often employing bizarre or disgusting methods to further its enjoyment. As described above, there is a slight chance (5% per month) that the entity leaves voluntarily.

**Psychic translocation:** Perhaps the most jarring event that could occur to an alienist, psychic translocation exchanges the wizard's mind and persona with that of some inhuman entity from beyond the stars. The effects are somewhat similar to that of a magic jar spell in that the wizard finds himself trapped in another's body while some alien intelligence animates his own form. The invasive intelligence may simply be curious about the wizard's home, it might have forced the switch in order to escape from a precarious predicament in its own dimension, or it might have waited for eons for a chance to project its mind to the alienist's world, with some dire purpose or summoning in mind. There is a chance that the intelligence will leave of its own accord, or that the wizard may find a means to reverse the situation and reclaim his own body. The DM is encouraged to be creative and malevolent.

**Pursuit:** There are entities in the dimensions beyond our own that are so inimical and insatiable that even speaking their names or catching a glimpse of their existence courts disaster of the worst kind. An alienist who blunders across something of this nature accidentally attracts the notice of a monstrous alien intelligence, which then follows the wizard back to his home. The pursuing entity may be a powerful monster that desires to devour or possess the mortal that roused it, or it could be a forgotten abomination of formless intelligence that desires to devour or possess the alienist's entire world. Again, the DM is encouraged to be creative and somewhat malevolent; mortals who tamper with powers of this magnitude risk catastrophes of cosmic significance.

### Recurring Episodes of Insanity

While a wizard may emerge from a mind-blasting experience with his senses intact after a few weeks, he is never the same afterwards. Each time the wizard is forced to roll on Table 24, regardless of the actual result, his Wisdom score drops by 1d2 points permanently. Wisdom represents stability, strength of will, and mental fortitude; it is a good measure of how many shocks a single person can sustain in the course of his lifetime. Should a wizard's Wisdom score ever be reduced to less than 3, he becomes *permanently* insane, and he will never recover from whatever condition(s) he currently

suffers from.

However, there are ways to bolster a character's strength of mind after he suffers a Wisdom loss. A condition that is treated by means of a *restoration* or *wish* spell, successful psychic surgery, or an *elixir of health* does not cause a Wisdom loss, since the mind is restored to its original state. Of course, when someone attempts to heal the condition by using a spell or psychic surgery, there is a 1% chance that the healer will contract the condition. As a result, it might be a little difficult finding someone willing to help heal a character's insanity.

### Priests and Spell Points

Just as wizards can create or customize their own spell progression by using spell points, priests can as well. Instead of memorizing the "standard" array of spells of each level, a priest can concentrate his magical power into a small number of spells at the highest level of power available to him, or he can instead memorize a greater than normal array of low-level spells. (Table 26: Priest Spell Point Progression shows the number of spell points available to a priest as he progresses in level.) Other considerations include the following:

The priest must be well-rested and have access to a quiet place suitable for prayer. It takes about 10 minutes per spell level to commit a spell to memory.

The priest is limited in the maximum spell level he may cast, based on his character level. For example, a 5th-level priest is still limited to spells of 3rd-level or lower.

The priest is limited in the maximum number of spells of each level that he can memorize, regardless of how many spell points he has available; for example, a 5th-level character can't memorize more than six spells of any given spell level.

**Table 26:**
### Priest Spell Point Progression

| Priest Level | Max. Spell Level | Max. Spells Memorized at Each Level | Spell Points |
|---|---|---|---|
| 1 | 1st | 3 | 4 |
| 2 | 1st | 4 | 8 |
| 3 | 2nd | 5 | 15 |
| 4 | 2nd | 5 | 25 |
| 5 | 3rd | 6 | 40 |
| 6 | 3rd | 6 | 55 |
| 7 | 4th | 6 | 70 |
| 8 | 4th | 7 | 90 |
| 9 | 5th | 7 | 125 |
| 10 | 5th | 7 | 160 |
| 11 | 6th | 8 | 200 |
| 12 | 6th | 8 | 240 |
| 13 | 6th | 8 | 290 |

| | | | |
|---|---|---|---|
| 14 | 7th | 9 | 340 |
| 15 | 7th | 9 | 400 |
| 16 | 7th | 10 | 460 |
| 17 | 7th | 10 | 530 |
| 18 | 7th | 11 | 600 |
| 19 | 7th | 11 | 675 |
| 20 | 7th | 12 | 750 |
| 21+ | 7th | 12 | +75 per level |

**Table 27:**
## Bonus Spell Points for Priest Characters

| | **Character Level/Spell Level** | | | |
|---|---|---|---|---|
| **Wisdom** | **1–2** | **3–4** | **5–6** | **7+** |
| **Score** | **1st** | **2nd** | **3rd** | **4th** |
| 13 | 4 | 4 | 4 | 4 |
| 14 | 8 | 8 | 8 | 8 |
| 15 | 8 | 15 | 15 | 15 |
| 16 | 8 | 20 | 20 | 20 |
| 17 | 8 | 20 | 30 | 30 |
| 18 | 8 | 20 | 30 | 45 |
| 19 | 12 | 25 | 45 | 60 |

**Bonus Spell for High Wisdom:** In addition to the base number of spell points available at each level, priests with high Wisdom scores gain a special bonus to reflect their piety and devotion. (This is a standard rule in this spell point system, unlike the optional bonus spell point rule for wizards with high Intelligence scores.) The number of bonus spell points depends on the character's Wisdom score and the maximum spell level available to him, as shown in Table 27: Bonus Spell Points for Priest Characters.

*A 2nd-level priest with a Wisdom of 18 is still limited to spells of 1st-level or less, so his spell point bonus would be 8 points—enough to purchase the two 1st-level bonus spells he would receive under the* PHB *rules. A 4th-level priest with a Wisdom of 16 is limited to 2nd-level spells, so he would gain 20 bonus spell points, or enough to select the two 1st- and two 2nd-level spells he would normally be entitled to.*

Note that as a character rises in level, and his maximum spell level increases, the number of bonus points available to him may increase as well!

Naturally, all of the normal considerations of choosing a spell apply; the priest does not need a spell book and can choose any spell that falls within his spheres of access. Spells may be chosen as pre-memorized fixed theurgies (the priestly equivalent of magicks), or the priest can leave a theurgy open to use any spell he wishes to by selecting a free theurgy (see the description for wizards.)

## Minor Spheres of Access

Normally, a priest who wishes to select spells from one of his deity's minor spheres of access may only choose spells of 3rd level or lower. However, with the spell point system, the power's secondary interest in a minor sphere can be represented by an increased cost to select these spells. Since the power is only tangentially concerned with these areas, the priest has to work harder and devote more time and concentration to memorizing these spells. Under this optional rule, *spells selected from a minor sphere of access are treated as if they were one level higher for spell point costs.* For example, a priest with minor access to the sphere of healing could select *cure light wounds*, but the spell would cost him 6 SPs instead of 4; see the Table 29: Spell Point Costs for Major and Minor Spheres.

On the surface, this seems inefficient for the priest, and to some degree it is. But there is an advantage to this optional system: the priest is no longer limited to spells of 3rd level or lower in his minor spheres. In the preceding example, the priest with minor access to healing now has the capability to utilize *neutralize poison* or *cure serious wounds*—although it is costly for him to do so.

**Table 28:**
## Spell Cost by Level (Priest)

| **Spell Level** | **Fixed Theurgy** | **Free Theurgy** |
|---|---|---|
| orison | — | 1 |
| 1st | 4 | 8 |
| 2nd | 6 | 12 |
| 3rd | 10 | 20 |
| 4th | 15 | 30 |
| 5th | 22 | 44 |
| 6th | 30 | 60 |
| 7th | 40 | 80 |

**Table 29:**
## Spell Point Costs for Major and Minor Spheres

| **Spell Level** | **Major Fixed** | **Major Free** | **Minor Fixed** | **Universal Free**[1] |
|---|---|---|---|---|
| Orison | — | — | — | 1 |
| 1st | 4 | 8 | 6 | 12 |
| 2nd | 6 | 12 | 10 | 20 |
| 3rd | 10 | 20 | 15 | 30 |
| 4th | 15 | 30 | 22 | 44 |
| 5th | 22 | 44 | 30 | 60 |
| 6th | 30 | 60 | 40 | 80 |
| 7th | 40 | 80 | 50 | 100 |

[1] Universal free allows priests to choose any spell of that level.

**Free Theurgies and Minor Access:** Because spells of the same level may not have the same spell point cost under this optional system, free theurgies don't work in the normal fashion for spells in minor spheres. The priest has two choices: he can pay the spell points for a *major free theurgy*, which allows him to freely choose from any spell of that level to which he has major access, or he can pay for a *universal free theurgy*, which allows him to choose from any spell of that level, regardless of whether he has major or minor access to the spell. See Table 29: Spell Point Costs for Major and Minor Spheres.

*Arkhosia, a 4th-level priest with a Wisdom of 17, has 25 plus 20 or 45 spell points. She chooses to memorize one 2nd-level spell as a major free theurgy (12 points), one 1st-level spell as a universal free theurgy (12 points), one major fixed 2nd-level theurgy (6 points), one minor fixed 1st-level theurgy (6 points) and two major fixed 1st-level theurgies (4 points each). She ends up spending 44 of her 45 spell points to memorize a total of two 2nd- and four 1st-level spells. Under the standard* PHB *rules, she would be entitled to five 1st- and four 2nd-level spells, so Arkhosia is choosing to memorize fewer spells, but giving herself the flexibility of two free slots.*

## Orisons

Appendix 1 of this book introduces the *orison*, or clerical *cantrip*. These minor blessings and invocations require only 1 spell point apiece and are considered to be free theurgies; the priest may make use of any minor magical powers appropriate for the spell without selecting the enchantment ahead of time. The number of *orisons* that may be memorized is equal to twice the priest's maximum number of spells of one level—a 3rd-level priest could memorize as many as 10 orisons, since he is limited to five spells of any one level.

## Recovering Spell Points

Unless one of the optional systems of magic is in play for priestly magic, spell points are regained just like spell capability in the standard AD&D game. In other words, if a character spends 10 spell points to memorize a major fixed 3rd-level spell, those points are "tied up" by holding the spell ready in the character's memory and can't be used to memorize another spell until expended. Spell points used to memorize free slots are also tied up in the same fashion.

Once a character casts a spell, the spell points used to hold that spell (or slot) in memory are *gone*. The priest must rest for at least eight hours in order to regain spell points expended through casting spells and spend about 10 minutes per spell level in devout prayer to use those points to memorize new spells.

## Priests and Systems of Magic

As you may have noticed, there are a few differences in the way priests and wizards acquire and memorize spells. The spell point systems described for each class already reflect these differences to a degree; for example, some of the wizard's optional rules aren't appropriate for priestly spellcasters, and vice-versa, while the amount of spell points available to each class of spellcaster varies in order to portray the "normal" spell progression.

A very good way to highlight the differences between priests and wizards is to

assign schools or systems of magic to each. For example, if you liked the wizard system of defiling and preserving, you may want to rule that priests cast spells by means of the channelling rules. In the campaign, wizards will have to be aware of the life energy around them as they cast their spells, while priests will instead be concerned with their own capacity to deal with the destructive power of divine energy. This provides each class with its own distinct flavor and feel—even though both priests and wizards will be keeping track of spell points.

## Channelling

Every time a priest casts a spell, he touches a small portion of the infinite. The unimaginable power of a deity pours into his body and is directed into a spell effect. But the mortal frame was not meant to contain such energies, and the priest risks exhaustion or even death by calling on his god's power too frequently.

The same rules described for channelling wizards apply to a channelling priest. The priest gains spell points as described above, allocates them to fixed or free theurgies, and selects the spells he wants to have locked into memory as fixed theurgies. Free theurgies may be used to provide the priest with access to any spell in his repertoire, although they're more expensive than fixed slots. The priest may exceed his normal spell level limit or cast spells for greater effect, although his deity may choose not to grant him these enhanced powers. The priest modifies his spell point total based on his Constitution score; the character's hit point adjustment for Constitution is added to or subtracted from his spell point total. If this lowers a 1st-level priest to less than 4 spell points, he ignores the adjustments; all priests have at least 4 spell points.

While the priest may have spell points "allocated" or "tied up" in fixed and free theurgies, this makes no difference for a channeller. His selection of spells simply creates a slate of spell powers which the character can access and defines the cost in spell points for making use of these powers. The character may cast any spell that he has available through either a fixed or free slot normally, except that the spell slot does not vanish from his memory once he's cast the spell. Instead, the character deducts the number of spell points required to energize the spell from his spell point total.

Spell points in this system represent magical stamina. They are recovered as the character's fatigue fades and his strength returns. (Refer to **Channellers**, on page 80.) Spell points are recovered as shown on Table 20.

In addition to the depletion of spell points, channelling also causes immediate fatigue effects. Refer to Table 21 and the fatigue rules that follow. Note that the effective level of a spell may be higher than its true level, especially if the priest makes use of a spell from a minor sphere of access or casts a spell at a greater than normal effectiveness by paying extra spell points to do so. Consider quest spells to be two spell levels higher than the caster can cast for purposes of caster fatigue and exhaustion.

## Ritual Prayer

A priest is an ordinary human, and his spell powers represent nothing more than the favor of his deity. Without his patron power's blessing and attention, the priest is completely incapable of wielding magic. Thus, in order to invoke a spell, a priest must engage in preliminary prayers, invocations, and rites designed to attract his deity's notice.

When the power responds, the priest is infused with the spell points necessary for his spell.

**Table 30:**
Initiative Modifiers for Ritual Prayer

| Spell Points Accumulated | Initiative Modifier |
|---|---|
| 3 or less | –1 bonus |
| 4 to 6 | none |
| 7 to 14 | +1 penalty |
| 15 to 29 | +3 penalty |

**Table 31:**
Modifiers to Ritual Preparatory Times

| Modifier | Condition |
|---|---|
| +1 SP/rd | Casting from place of interest |
| +2 SP/rd | Casting from sanctified/holy place |
| +1 SP/rd | Priest gives a small offering |
| +2 SP/rd | Priest gives a moderate offering |
| +4 SP/rd | Priest gives a major offering |
| +1 SP/rd | Caster is pure or faithful to temple |
| –1 SP/rd | Caster has committed mild infractions or failed to observe normal rites and prayers |
| –3 SP/rd | Priest is casting a previously expended spell |

In this system, the deity or power is concerned more with the priest's show of devotion and observance of the proper form, and considers the priest's actual situation to be irrelevant—after all, martyrs are made every day. The priest purchases his initial selection of spells by allocating spell points to free and fixed theurgies of the various spell levels. These represent very specific prayers that he will use to focus his deity's power, if the power chooses to respond.

The normal options and rules governing priestly spell points are in use. In addition, the priest may make use of the reduced spell cost option, choosing the prolonged casting time in exchange for a 25% reduction in the spell cost. This extends the casting time of a spell to the next highest time increment, so a spell with a casting time of 4 would require four *rounds* to cast, and a spell with a casting time of a full round would take a turn to cast.

Before the priest can cast a spell, he must first invoke his deity's attention by speaking various preparatory prayers and performing other actions favorable to his power. In game terms, he must accumulate enough spell points to power the desired spell. Low-level spells are very easy to cast, requiring nothing more than a moment's

concentration and a brief invocation. However, it can take a long time to build a higher-level spell. A ritual priest gathers 2 spell points per round through his invocations and prayers, but the cost to cast a spell is reduced by the priest's level. For example, a 1st-level priest casting a 1st-level spell must gather 3 spell points (4 for the spell, less 1 for his level), which would require one full round of prayer, plus part of a second round.

If the priest's level reduces the spell's cost to 0, the priest need not spend any time gathering spell points and casts the spell with the normal casting time initiative modifiers. In the example above, a priest of 4th level or higher reduces a 1st-level spell to a cost of 0, which means he can cast the spell without spending time to gather his deity's favor beforehand. In effect, the spell is minor enough that the power trusts the priest not to misuse his or her divine energy.

In many cases, the priest's gathering time will require more than one round. The 1st-level priest described above must gather 3 spell points to cast his spell, which means that he gathers 2 points in the first round of concentration, and the remaining point in the round in which he casts the spell. There is a slight initiative modifier for this, as shown on Table 30: Initiative Modifiers for Ritual Prayer.

The initiative modifier is based on the number of spell points accumulated *in the round in which the spell is cast*. For example, a 5th-level priest casting a 3rd-level spell must draw 5 spell points (10 for the spell, less 5 for his level), which requires two full rounds of concentration and part of a third—but since he only needs to gather 1 spell point in the last round, he gains a –1 bonus to his initiative when he actually casts the spell.

There are ways to accelerate this otherwise tedious process. Invoking the deity's power in a sanctified place, making a sacrifice pleasing to the deity, or staying true to the deity's precepts are all good ways to ensure that the deity in question will be willing to empower the priest with spell energy. See Table 31: Modifiers to Ritual Preparatory Times for examples.

**Place/Site of Interest:** The priest is located in some place favored by the god. This could be a forge for a deity of smithery, a business for a god of commerce, or a battlefield for a power of war.

**Sanctified or Holy Place:** The priest is located in a shrine, temple, or place of special and unique significance to the deity he serves.

**Offerings:** The priest destroys or surrenders items or materials pleasing to his patron power. This could range from treasure, weapons, or gems to such things as exotic spices, candles, or specially-prepared libations. A deity of war or battle might consider a gem-decorated sword to be a minor offering, a sword of special significance or quality to be a moderate offering, and a magical weapon to be a major offering. As a rule of thumb, a small offering must be worth at least 50 gp, a moderate worth 500 gp, and a major offering 2,000 gp or more.

**Purity and Faithfulness:** This is a subjective call on the part of the DM. Has the priest been careful to follow the precepts of both his temple and his alignment? Has the player gone out of his way to role-play his character's dedication, or has he been lazy in portraying the priest? If the character has been played well and is in favor with his superiors and his deity, this bonus applies.

**Previously Expended Spell:** While the ritual priest generally expends spells

normally, it is possible for him to gather spell energy in order to re-use a spell that he already cast. However, this is quite difficult, and unless the priest has some other factor going for him—an offering or a good location from which to cast—he will be unable to attract the divine power necessary to re-use a spell.

**Regaining Spell Points:** As noted above, ritual priests expend their spells normally, striking them from memory as they cast the enchantments. In order to ready himself to use a spell again or change his spell allocation, the priest must rest for at least eight hours and spend approximately 10 minutes per spell level praying for the spells he desires. Despite the fact that ritual priests gain spell energy directly from their deities, the complicated prayers and forms required to cast a spell must still be refreshed occasionally.

## Conditional Magic

In this system of priestly magic, deities grant the ability to cast spells based on the priest's need, not just on form or prayer. A faithful priest following his patron power's tenets will usually receive the spells he requests, but a priest who strays from the path will soon find that his patron no longer supports his actions. While the urgency of the priest's request is a consideration, the deity's primary concern is whether or not the use of that particular spell will benefit the deity's own purposes and causes at that moment. The priest's spell powers will vary with the interest and support of his deity.

The following option is used for conditional magic:

Spells belonging to a minor sphere of access are more costly than spells from a major sphere, as described earlier. Priests may request free or fixed theurgies by meeting the normal spell point costs.

Many of the normal priest restrictions are still in place for priests using conditional magic. First of all, priests must still "memorize" any spell that he wishes to have access to. After all, if the priest is granted the ability to cast the spell, then he should be familiar with exactly how to go about doing so! Secondly, while the priest can cast spells at a higher character level than his own, he cannot use spells from spell lists above his own spell level.

Before a priest actually begins play using this system of magic, the player and the DM should take some time to define *positive* and *negative conditions* for that priest's faith. These are situations or guidelines that define the deity's interests and ensure that the priest only invokes his god's power in pursuit of the deity's aims. Here are some examples of conditions:

**Table 32:**
### Effects of Conditions

| | |
|---|---|
| +4 | Caster may cast the spell as if he were 4 levels higher with no increase to spell point cost (see **Casting Spells for Greater Effect**), or he may choose to reduce the cost to 25% normal. |
| +3 | Caster may cast the spell as if he were 2 levels higher (no increase in SP cost), or |

cast with 1 extra level and a 50% break in the spell point cost.

+2 Caster may cast the spell as if he were 1 level higher (no additional SP cost) or choose to reduce the spell point expenditure by 50%.

+1 No unusual effects.

0 Caster must either select one negative effect of reduced spell cost and pay the normal spell point cost, or he can cast the spell at the usual level by paying 150% of the normal cost.

–1 Caster must select two negative effects of reduced spell cost and pay the normal spell point cost, or spend twice as many spell points as normal in order to cast the spell without reduced effect.

–2 The spell fails completely, expending the normal amount of spell points required.

### Positive Conditions

The priest is engaged in combat against a traditional enemy of the god or the faith, such as giants for a priest of Thor, or orcs for the priest of an elven god.

The priest is located in a place sacred or special to the deity, such as a mountaintop for a god of the air, or a deep forest for a druidical power.

The priest is engaged in a situation favorable to the deity; fighting for a god of war, trading for a merchant power, committing theft or burglary for a god of thieves, or in the open during a storm for a storm god.

The priest's spell will directly benefit another worshipper of the same deity, such as healing a paladin of the same faith or using spells to protect townspeople who follow the priest's religion.

The spell fulfills a traditional role or guideline of the power—starting a fire for a fire god, sowing deceit for a god of mischief, or offering advice or guidance in the case of a god of wisdom or knowledge.

### Negative Conditions

The spell aids or supports a traditional enemy.

The priest is located in a place inimical or opposed to his power (a wind priest adventuring underground, a fire priest venturing out on the ocean, etc.)

The priest is involved in a situation distasteful or opposed to his patron power (a priest of chaos using his spells to restore order, a priest of healing attempting to injure someone with his spells, a priest of battle trying to avoid or escape from a fight).

The spell will directly or indirectly injure or discomfit a fellow worshipper or the temple's interests.

The priest has failed to observe one of his patron's holy days or rites, has violated his alignment, or has generally misrepresented his patron recently.

As an example of how these conditions might work, consider the case of a priest of Tempus from the Forgotten Realms campaign setting. (Tempus is a chaotic deity of battle and storms.) For his positive conditions, he selects casting spells in battle, casting spells during a storm, and casting spells that enhance or augment a warrior's ability to fight, such as *bless*, *emotion*, and other such enchantments. For his negative conditions, he selects casting spells outside of a fight, avoiding or fleeing a battle, and spells that aid

lawful characters. Naturally, the DM can either set up these conditions himself or allow the player to set them
up and then approve the conditions.

Any time the priest casts a spell, the player should compare the number of positive conditions that apply to the number of negative conditions, and consult Table 32: Effects of Conditions.

*Maglas, the priest of Tempus previously described, is locked in battle with an ogre during a thunderstorm. Deciding that things aren't going his way, he decides to cast an* obscurement *spell to cover his escape. Since he is in battle, and the weather is appropriate, he has two positive conditions. On the other hand, he's getting ready to flee, which is a negative condition. There is a net +1 positive condition, which means that Maglas can cast the spell normally.*

In this system, if a priest casts a spell, it's still expended until he can re-memorize it . . . but saving spell points may allow the character to find room for an extra free theurgy. For example, if Maglas manages to save 8 spell points by casting several spells in favorable conditions, he may now add a 1st-level free theurgy to his spell repertoire for the day.

**Recovering Spell Points:** Priests who use conditional magic recover their spell points normally (see **Recovering Spell Points**) and may change their spell selection any time they rest eight hours and spend the time to pray for new spells.

## Druidical Magic

Priests of druidical or agricultural powers may be able to use preserving magic (see **Defilers and Preservers**). Preservers draw their magical energy from the lifeforce that surrounds them but are careful not to draw too much. If the preserving magic system is allowed for wizards, this option should not be available for priests—it's a good idea to keep the flavor and methodology of wizard magic and priest magic distinct and separate.

Preservers strongly resemble ritual priests, since both must gather their energy before casting their spells, but preservers harness the lifeforce around them, while ritual priests rely on the power of their deity.

## Other Spellcasters

Wizards and priests aren't the only spellcasters in the AD&D game; paladins, rangers, and bards also have magical abilities. These are represented by spell point progression tables similar to those of the previous sections, although these characters don't acquire their spell powers until a little bit later in their careers.

## Paladins

While paladins must wait until 9th level to gain access to their spell powers, they rapidly increase in strength until they reach their maximum spell ability at 20th level. Paladins are similar to clerics or crusaders, but they are considered to have access to the spheres of combat, divination, healing, and protection. The paladin's spell point progression is shown on the Table 33: Paladin Spell Point Progression.

**Table 33:**
## Paladin Spell Point Progression

| Paladin Level | Casting Level | Max. Spell Level | Max. Spells Memorized at Each Level | Spell Points |
|---|---|---|---|---|
| 9 | 1 | 1st | 1 | 4 |
| 10 | 2 | 1st | 2 | 8 |
| 11 | 3 | 2nd | 3 | 15 |
| 12 | 4 | 2nd | 3 | 22 |
| 13 | 5 | 3rd | 4 | 30 |
| 14 | 6 | 3rd | 4 | 40 |
| 15 | 7 | 4th | 4 | 50 |
| 16 | 8 | 4th | 5 | 60 |
| 17 | 9 | 4th | 5 | 70 |
| 18 | 9 | 4th | 5 | 80 |
| 19 | 9 | 4th | 5 | 90 |
| 20+ | 9 | 4th | 6 | 105 |

**Table 34:**
## Spell Costs by Sphere (Paladin)

| Spell Level | Major Fixed | Major Free | Minor Fixed | Universal Free |
|---|---|---|---|---|
| orison | — | — | — | 1 |
| 1st | 4 | 8 | 6 | 12 |
| 2nd | 6 | 12 | 10 | 20 |
| 3rd | 10 | 20 | 15 | 30 |
| 4th | 15 | 30 | 22 | 44 |

Regardless of the character's actual level, his casting level is based on how long he has actually been able to use spells. A 9th-level paladin is considered a 1st-level caster for all level-based variables that are part of a spell description. This level of ability increases as the paladin continues to advance, reaching a maximum of 9th level when the paladin reaches 17th level.

Just like wizards and priests, paladins are limited in the maximum spell level available at any given character level. A 9th-level paladin may only use 1st-level priest spells, while a paladin of 15th level or higher can use spells of 4th level or lower. Paladins are also limited in the maximum number of spells of any one level they can memorize at a single time. Unlike wizards or priests, paladins do not gain additional spell points after 20th level.

**Major and Minor Spheres:** Under the optional rules presented in Chapter 3, a paladin may actually select minor access to alternate spheres. Because the paladin is limited to

spells of 4th level or less, the usual distinction between major and minor spheres is waived; the only difference is in the cost to use spells from alternate minor spheres, instead of his primary spheres. See Table 34: Spell Point Costs by Spheres.

Paladins recover spell points just like other priestly spellcasters. If one of the optional systems of magic is in play, paladins should use the mechanics that are used by priests in the campaign.

## Rangers

Rangers gain their spell powers somewhat faster than paladins do, but in the long run they're less formidable as spellcasters; paladins are more powerful. Rangers have more in common with druids or shamans than other varieties of priests and may only learn spells of the plant or animal spheres (unless the character has been customized using the rules presented in Chapter 3). The ranger's spell point progression appears in Table 35: Ranger Spell Point Progression.

Just like paladins, rangers begin with the spellcasting ability of a 1st-level character and reach their maximum casting level of 9 when they reach 16th level. They are limited to spells of 3rd level or less and are also limited in the maximum number of spells of each level they may memorize at one time. Rangers pay the same number of spell points to memorize spells as paladins do.

Rangers normally use the same system of magic that druids or shamans use in the campaign. This could include preserving, channelling, or conditional magic, at the DM's discretion. Rangers reach their maximum spell ability at 16th level and do not gain more spell points at higher levels.

**Table 35:**
## Ranger Spell Point Progression

| Ranger Level | Casting Level | Max. Spell Level | Max. Spells Memorized at Each Level | Spell Points |
|---|---|---|---|---|
| 8 | 1 | 1st | 1 | 4 |
| 9 | 2 | 1st | 2 | 8 |
| 10 | 3 | 2nd | 3 | 15 |
| 11 | 4 | 2nd | 3 | 22 |
| 12 | 5 | 3rd | 4 | 29 |
| 13 | 6 | 3rd | 4 | 36 |
| 14 | 7 | 3rd | 5 | 43 |
| 15 | 8 | 3rd | 5 | 50 |
| 16 | +9 | 3rd | 5 | 60 |

## Bards

With access to any spell and the ability to continuously improve their spell abilities, bards are not very far behind wizards in terms of sheer magical power. While they do not gain spell abilities until they reach 2nd level, they always use their actual character level for calculating level-based effects in a spell; they have no separate

"casting level," like rangers and paladins.

Bards often employ a different system of magic than wizards, since their spells can represent ancient songs or enchantments woven from the interplay of voice, instrument, and dance. Certainly, some systems of magic—alienists or warlocks, for instance—would be inappropriate for the bard's magical skills. The bard's spell point progression is described in Table 36: Bard Spell Point Progression.

Generally, bards follow the rules described for wizards in this chapter for memorizing and casting spells. Like wizards, they may devote extra spell points to memorize free magicks, memorize spells for greater effect, use spells at reduced cost, and any other options the DM deems appropriate. Bards are limited to seven spells of any one level, but continue to gain spell points after they reach 20th level.

**Table 36:**
Bard Spell Point Progression

| Bard Level | Max. Spell Level | Max. Spells Memorized at Each Level | Spell Points |
|---|---|---|---|
| 1 | — | — | — |
| 2 | 1st | 1 | 4 |
| 3 | 1st | 2 | 8 |
| 4 | 2nd | 3 | 15 |
| 5 | 2nd | 4 | 25 |
| 6 | 2nd | 4 | 35 |
| 7 | 3rd | 4 | 45 |
| 8 | 3rd | 5 | 55 |
| 9 | 3rd | 5 | 65 |
| 10 | 4th | 5 | 70 |
| 11 | 4th | 5 | 85 |
| 12 | 4th | 5 | 100 |
| 13 | 5th | 6 | 120 |
| 14 | 5th | 6 | 140 |
| 15 | 5th | 6 | 160 |
| 16 | 6th | 6 | 190 |
| 17 | 6th | 6 | 220 |
| 18 | 6th | 7 | 250 |
| 19 | 6th | 7 | 285 |
| 20 | 6th[2] | 7 | 320 |
| 21+ | 6th | 7 | +35 per level |

[1] If the bard is allowed to specialize (see the class design rules in Chapter 3), he gains the bonus spell points shown in parenthesis in addition to the standard amount.
[2] If the optional rules for exceeding spell level limit are in play, bards of 20th level or higher may attempt to employ 7th level spells.

**Table 37:**
Spell Cost by Level (Bards)

| Spell Level | Fixed Magick | Free Magick |
|---|---|---|
| cantrip | — | 1 |
| 1st | 4 | 8 |
| 2nd | 6 | 12 |
| 3rd | 10 | 20 |
| 4th | 15 | 30 |
| 5th | 22 | 44 |
| 6th | 30 | 60 |

### Optional Rules for Spellcasters

At the DM's option, bards, rangers, and paladins may make use of some of the optional additions to the spell point rules. These include casting spells for greater effect, reducing the spell cost, and using the rules for *cantrips* or *orisons* as appropriate. However, bonus spell points for high Intelligence or Wisdom scores should not be used, since this is a special bonus for dedicated priests and wizards.

# Chapter 7:
# Spell Research and Magical Item Creation

Wizards and priests are constantly devising new and interesting applications for their magical powers. It seems to be a part of the job description; most player characters dive into research and item enchantment as soon as they reach the required level and set aside enough money for an appropriate laboratory or altar.

At first glance, these activities may seem like they're not worth the time and the trouble. After all, researching a new spell or creating a new magical item can be a lengthy and expensive undertaking, uncertain of success. In fact, many DMs will require a PC wizard or priest to embark on several adventures—some quite hazardous—in order to obtain the knowledge or materials necessary. More than one character has allowed his ambition to lead him into expensive or fatal mistakes.

While research and item creation are difficult and tedious endeavors, they can also be extremely rewarding. First of all, player characters confronted with a specific problem may be able to devise a spell or item that can respond to that problem perfectly. Secondly, new items or spells have the advantage of surprise; everyone knows what a *fireball* is and how it works, but *Felgar's incandescent strike* is another matter entirely! New spells or items can provide player characters with defenses or capabilities never

before seen in a campaign.

Spell research and magical item creation are discussed together in this chapter because they represent one of the most rewarding and interesting aspects of the AD&D game the ability of a character to create something that will outlast his or her own career (or even lifetime, in some cases!), becoming a permanent part of the DM's campaign world. After all, spells and items with names attached to them were first created by adventuring wizards and priests no different from any other player character. What wizard doesn't dream of being known as the next Rary, Bigby, or Otiluke?

## Spell Research

At some point, almost any player character spellcaster is going to want to try his hand at spell research. Devising a new spell is a great way for a character to make a lasting mark on a campaign, as noted above, but it's also a fun exercise for the player and the DM; a new spell customizes and alters the campaign and the game itself.

While both wizards and priests can research new spells, it's much more common for wizards to do so. The philosophy of experimentation and investigation seems much more appropriate for wizards, since priests are inclined (quite naturally) to take things on faith and stick to the proven powers and abilities of their patron deity. However, there's no reason why a PC priest couldn't participate in as much research as he or she wishes to; this is only a generalization, not a rule.

There are two parts of spell research: designing the spell, and actually executing the spell research in game play. The player and DM will have to take time to work out the details of the spell before the character can embark on his research.

### Proposing a Spell

Player characters can research four types of spells: existing spells that they just haven't had the opportunity to learn, "look-alike" spells that approximate an existing spell that they failed to learn; spells that would exceed the normal maximum number of spells allowed by a character's Intelligence score; and completely new spells never before seen in the campaign. Note that priests never have to worry about conducting the first three types of research, since they can use any spell belonging to a sphere to which they have access. Priests only conduct spell research to create entirely new spells.

**Existing Spells:** From time to time, wizards will find that there is a particularly useful or valuable spell that eludes their grasp. There's no reason that a wizard can't decide to research a *fireball* or *magic jar* if he gets tired of waiting for an old spell book or scroll to fall into his lap. This is fairly straightforward, since the spell description already exists; the PC can go on to **Conducting Research**.

**Extra Spells:** By the time most wizards reach moderate levels, the maximum number of spells they may know at any given level may become quite restrictive. For example, a wizard with an Intelligence of 14 may only know nine spells of one level. In order to continue to add to his spell book, the wizard must research any spells above and beyond this limit, instead of simply scribing newfound spells into his spell book. Obviously, this makes adding spells a tedious and time-consuming chore after a certain point, but if the PC is willing to spend the money and time, he may exercise this option. Again, since the spell description already exists, the PC can go on to **Conducting Research**.

**New Spells:** The most interesting aspect of spell research, the creation of new

spells requires a careful write-up and analysis in order to spot potential problems or abuses. Since the player must generate all the game-effect information for the spell, he must first write up a full description and then submit it to the DM for approval and modification. Note that modifying a new spell (i.e., deleting components, improving casting time or range, or changing the way it works) constitutes a new spell. Creating a "look-alike" spell to mimic a spell the PC is unable to learn is also considered to be new spell research. Go on to **Describing a Spell** and follow the process of approval and research step-by-step.

## Describing a Spell

The first step in creating a new spell is describing its intent and effects. The interested player should take some time to write up a spell description similar to the spells in the *Player's Handbook*. Generally, a new spell should be just that—new. Spells that do the same thing as existing spells or a combination of existing spells aren't really new, and need a better "hook" for purposes of spell research. Here are some guidelines, by category:

**Level:** Naturally, the character should be able to cast the spell he's trying to develop, so the spell in question must be at or under his normal maximum spell level. For example, a 6th-level wizard can use spells of 3rd-level or less, so he can research 1st-, 2nd-, or 3rd-level spells.

Compare the proposed spell to a similar spell to get an idea of what a fair level assignment should be. Generally, spells should inflict about one die of damage per level, give or take a die; compare the spell's potential to *magic missile*, *fireball*, or *flame arrow*. Spells that do not allow saving throws, or spells that can affect an opponent regardless of his level or Hit Dice, are often of higher level than similar spells. Spells that are improvements of existing spells should be one to three levels higher than the spell they're modelled on, depending on the extent of the improvement.

**School/Sphere:** Refer to Chapter 1 and Chapter 2; brief descriptions of each school of wizard magic and each sphere of priest magic appear in those chapters. Both wizards and priests may only conduct research in schools or spheres they have access to, so a cleric may not research new animal or plant spells, and an invoker may not research illusion spells.

**Range:** Damage-inflicting attack spells should have a good justification for ranges greater than 150 yards (or more than 10 yards per caster level), while nondamaging attack spells (*sleep*, *hold*, *polymorph*, and other such effects) rarely exceed more than 100 yards (or more than five yards per caster level) in range. Other spells can vary wildly in range, depending on their function; communication or transportation spells may allow a range of hundreds of miles.

**Duration:** While damage from attack spells or the effects of many noncombat spells are permanent, most spells that create a condition or change of status for their subjects have a well-defined duration. Durations can be defined by time (the preferred method) or until a certain predefined event occurs. For example, *invisibility* lasts until the caster makes an attack, while a *charm* can last for a few days or for several months, depending on the victim. Very few low-level spells should bring about a permanent change or weakness in a living target.

**Area of Effect:** A spell that can affect several people at once, or several dozen

people at once, is inherently more powerful than a spell that affects a single individual. Spells designed to affect several enemies can affect a random number of subjects in a cube of about 20 to 30 feet (for example, *hold person* affects 1 to 4 targets in a 20-foot cube). Spells designed to affect more than 10 or 12 individuals shouldn't be larger than a *fireball*, which affects a sphere of 20 feet in radius. Exceeding these limits requires a more powerful (and therefore higher-level) spell than one that stays well within them.

**Components:** Most spells should have all three components—verbal, material, and somatic—unless there's a good reason for omitting one. Spells with only one component are fairly rare. Note that spells without verbal components can be cast even if the character is *silenced*, and are therefore more dangerous than they may appear to be at first look.

Material components that are hard to come by or very expensive can be used to control a spell's use in a campaign. Even though a 1st-level wizard can use *identify*, each time he does so, he must ruin a 100 gp pearl. If the DM enforces material component rules, the wizard might think twice before casting the spell any time he feels like it.

**Casting Time:** The rule of thumb for wizard spells is a casting time of 1 per level, so a 4th-level spell (for instance) should have a casting time of 4. Priest spells default to a casting time of 3 plus 1 per level, so a 4th-level priest spell should be around a 7. If a spell is significantly under this mark, it should either be weaker than spells of a similar level, or higher in level than normal. Conversely, a prolonged casting time may help to compensate for other advantages.

**Saving Throw:** While the nature of the saving throw varies with the purpose of the spell, enchantments that incapacitate the victim without the benefit of a saving throw should be rare or limited to a type of victim affected. The *sleep* spell is a good example; it allows no saving throw, but can only affect low-Hit Dice creatures. Damage-causing spells that affect more than a single target without a saving throw are uncommon and tend to be high in level.

**Description and Effects:** When creating the actual description of the spell, remember to note who it affects, how it works, what it does, and how it can be stopped or undone. If the duration, range, or saving throw is described as 'special,' make sure you note how it is special and what its limits actually are.

Most spells should perform one specific action, although spells may present several applications from which one can be selected when the spell is cast (see *Otiluke's freezing sphere* for an example of this). Spells that actually do two or three things at once, such as *shadow door* or *guards and wards*, are quite rare and are almost always high-level enchantments.

Last but not least, creating a new spell is an opportunity to be creative—feel free to add any color or special effects that are appropriate. A spell that makes a character impervious to cold is useful, but not very colorful; however, a spell that transforms a character's blood to magical ice water, thereby enabling him to resist cold damage, is a little more interesting. Also consider side effects or dangerous combinations of powers when writing up the spell description.

## Approval and Modification

After the player writes up the spell and refines it, the DM should review and analyze the spell. Is it the right level, or is it more powerful than it should be? If the PC

was the target of his own spell, would it completely obliterate him? This might be a sign that the spell is too strong. Are the effects reasonable and appropriate for its power level? Does it permit the subject a chance to avoid its effects? Does the spell intrude on a role best left to another character—in other words, would it make the wizard a better thief than the party's thief, a better fighter than the party's fighter, and so on? A spell can take a few steps in this direction, but it should be examined carefully. And, most importantly: do you, the DM, think that this spell will make your game better or make it worse?

If the spell is well-balanced and well-considered, then the PC can go on to **Conducting Research**. However, if it needs some work still, you can either return it to the player and inform him of any objections, or pencil in the modifications you think are appropriate to make the spell work in your campaign. Remember, the player always has the option of deciding to not go through with the research if he doesn't like the way the spell turned out after the DM looked at it!

## Conducting Research

Now that the spell has been described and approved by the player and the DM, the character can begin his research effort. Spell research is time-consuming and expensive. First of all, a wizard must have access to a well-equipped research *laboratory* and *library*, as described in Chapter 5. In fact, if his library isn't good enough for the research, he may need to spend time and money improving his scholarly resources before beginning the research at all!

Priests can get by without purchasing these expensive facilities, but they must have access to the holy writings and texts available at a specific temple of their deity selected by the DM. In many cases, a priest will have to embark on a pilgrimage to a remote monastery or a theological university to find the research materials he will need.

Secondly, the character must refrain from adventuring and concentrate solely on his research, to the exclusion of all other activities. Spell research consumes at least two weeks per spell level, so researching a 3rd-level spell would require at least six weeks of game time. The character may take breaks from his research to attend to other matters, but if the break is longer than a day, he suffers a setback of some kind and loses one week's worth of research. For example, if a wizard finishes four weeks of research and then finds that he must travel out of town for three days, he must repeat one week of his studies. If the break turns out to be longer than the time he's already invested, all the research is lost and he must start over.

Basic Time of Research = 2 weeks per spell level

Money is also an issue in spell research. Expending the supplies, reagents, tomes, and books required by the research consume 100 to 1,000 gp per spell level, above and beyond the normal maintenance cost of any laboratory used by the character. Priests must invest in special incenses, candles, and other religious items of similar cost. The DM can set the price to a level he deems appropriate, but it should always represent a bit of a stretch for the character.

Basic Cost of Research = 100–1,000 gp per spell level

**Success or Failure:** If the character meets all the expenses and puts in his time

with the books, he may attempt a success roll after the minimum research time (two weeks per spell level) has passed. The chance of success is 10% and is modified by the researcher's Intelligence score (for wizards) or Wisdom score (for priests) and experience level, less twice the level of the spell being researched. (See below.)

Basic Success Chance = 10% + 1% per point of relevant ability score + 1% per experience level – (2 x spell level).

For example, a 7th-level wizard with an Intelligence of 17 researching a 3rd-level spell has a success chance of 10% (base) + 17% (Intelligence) + 7% (experience level), minus 6% (3rd-level spell), for a total of 28%.

If the character does not succeed in his first attempt (unless he's very high level, he probably won't), he may continue his research. At the end of each additional week, he may attempt a check with a +10% cumulative bonus. However, if the character ever rolls a result of 99 or 100 on his success check, the DM may rule that the spell proves unworkable and must be abandoned.

Note that the success check replaces the normal learn spells mechanic—if the character can successfully research the spell, he can add it to his book automatically.

## New Spells in the Campaign

A unique spell is a valuable commodity, one with significant trading value among other wizards or priests. An enterprising PC can choose to sell his hard-earned knowledge for whatever price he can get for it, or he can hoard his spell for his own use. In some cases, a wizard may want to be careful about flashing his newfound powers about in public; unscrupulous spellcasters have been known to steal the inventor's spell book in order to wrest the secrets of the new enchantment from its creator! Priests are less vulnerable to this kind of activity, but it's always possible that their patron power may take a liking to the spell and make it available to other priests of the same mythos.

## Magical Item Creation

In many AD&D campaigns, characters are defined by their magical items. Rings, potions, boots, cloaks—all kinds of devices exist that are designed to let a character break the rules of the game in one way or another. Controlling the player character's acquisition of powerful magical items may be one of the most important jobs of the DM, since too little can lead to boredom or stagnation, while too much can create an ever-spiralling elevation of power gaming and wreck a good game even faster.

Just because a character has the ability to make a magical item, the DM shouldn't wave his hand and let the item appear in the campaign. It's important to strictly enforce the details of magical item creation, since this is a character power that can unbalance a game very quickly. The point is for the *player* to appreciate all the trouble and effort his character goes through in order to create even simple items. Forging a powerful item may take a character out of the campaign for months.

Creating magical items has been described in great detail in the *Book of Artifacts*, and again in *DM™ Option: High Level Campaigns*. The rules presented here mirror those systems and sum up the process for ease of reference. In addition, some more ideas for strange materials and components for magical items are included in order to widen the

range of bizarre quests and riddles a DM can throw at a character while he's working on his next potion or devising a new ring or wand.

**Standard vs. Nonstandard Items:** A character isn't limited to duplicating magical items that appear in the *DMG*. He can choose to devise completely new magical items, tailored to his own needs and tastes. However, the character can attempt to create new items as he sees fit. Some may be simple variants of existing items—for example, there's no reason a *ring of displacement* wouldn't work as well as a *cloak of displacement*. Other items can incorporate powers never before seen in a magical item. Generally, variant items suffer a –5% penalty to the final success check, and nonstandard items suffer a –10% penalty.

**Specialist Wizards:** Some magical items very clearly duplicate the effects of certain spells or specialist schools. For example, a *wand of polymorphing* is obviously an item with strong ties to the school of alteration, while a *wand of force* belongs in the school of force. If the DM agrees that the item in question does indeed fall into the character's specialty, the wizard gains a +5% bonus on his success check when creating the item.

## Special Ingredients

Creating an enchanted item is difficult. Even the simplest devices require extraordinary materials and processes. In many cases, characters find that an item just isn't worth the trouble of gathering the components, treating or refining them, and then weaving the spells that empower the final product. The DM's best means for controlling player character item creation is through the special ingredients required by a particular item.

There are two types of special ingredients: materials and processes. Materials are just what one would think—components that are actually incorporated into the structure of the item. Processes are steps that somehow refine, imbue, or alter the basic item. In either case, the ingredient can range from common to exotic, embracing almost anything imaginable.

**Materials:** As a general rule of thumb, more powerful items require more unusual materials. Materials may actually represent physical components of the item in question—the metal used to forge a ring or a rod, the wool from which a cloak is woven—or materials might be additives or refinements, such as a handful of pixie dust for a *potion of flying*, or the scales of a giant snake that are incorporated in a *phylactery of proof against poison*.

Materials can be completely nonmaterial, metaphorical ingredients as well as tangible substances. The courage of a knight, the spirit of a mountain, or the breath of a butterfly are all examples of this type of ingredient. A player character may have to exercise quite a bit of ingenuity and inventiveness to capture these rare qualities or essences!

Materials are divided into three general categories: common, rare, and exotic.

**Common** materials can be acquired almost anywhere. Steel, leather, bone, cloth, oak staves, and other such things are all common materials. Note that items suitable for enchantment must be made of the finest materials available, so a wizard might have to commission an ore-smelter to create the very purest steel available. Even the most common magical items require materials worth 100 gp, at a bare minimum! Intangible

common materials could include the tears of a maiden, the strength of a smith, or the essence of a rose.

**Rare** materials are more difficult to find or more expensive. A particular type or grade of silk, diamonds, roc feathers, ebony, a wizard's bones, or iron smelted by a master dwarven smith would be rare. Intangible materials could include the tears of a heartbroken maiden, the strength of a king, or the essence of rose harvested on the first night of a new moon. Common materials produced or gathered under unusual circumstances—such as the rose essence just described—also count as rare.

**Exotic** materials can only be acquired through an adventure on the part of the character. Silk woven from a phase spider, a faceted diamond never exposed to light, an archmage's bones, a lock of a goddess's hair, or steel smelted from a fallen star are all exotic materials; intangible materials might include the tears of a heartbroken princess, the strength of the greatest king in the world, or the essence of a rose harvested by the light of a comet that returns once every twenty years.

**Processes:** Almost anything that alters, changes, decorates, or aids in the production of an item without becoming part of the final piece is a process. Naturally, the exact nature of the process varies with the physical form of the item; potions might be mixed or brewed in a special retort, boiled over a fire fueled by an unusual substance, stirred in a special fashion, distilled, evaporated, infused, fermented, separated, or purified. Other processes appropriate for various types of item include the following:

Ink for scrolls can be brewed much like a potion;

The alloy for metallic rings must be mined, smelted, and then cast in some kind of mold, extruded as wire, or cold-worked. Setting stones, polishing, tempering, inscribing, or etching could finish the ring. Rings can also be made from nonmetallic substances; carefully carved stone, wood, or bone would work.

Wands and rods can be made of wood, iron, bone, crystal, stone, or almost anything imaginable. These items might require lathing, steeping, tooling, sanding, carving, polishing, enamelling, etching, or inlaying.

Staves are almost always made of wood, but a staff's heels—metal bands that cap the ends—could be made from any number of substances. Staves can be lathed, carved, steeped, tooled, sanded, inlaid, or set with crystals or stones.

Functional weapons and armor can be made from iron, bronze, steel, or any of a variety of fantastic alloys. Arms of +3 value are usually made from special meteoric steel, +4 weapons or armor are made from mithral-alloyed steel, and +5 arms are of adamantite-alloyed steel. Processes used to make these items include mining, smelting, refining, forging, casting, tempering, cooling, etching, inlaying, sharpening, and enamelling or painting.

Other items could be beaten, boiled, embroidered, engraved, carved, painted, smoked, cured, glazed, decorated, upholstered, tempered, lacquered, cooled, or heated in some way. Take a look at the appropriate proficiency descriptions for an idea of some of the processes involved.

*Common* processes could include chasing, engraving, marking, or finishing in any of the manners described above. *Rare* processes would add a hard-to-find material—embroidering with gold thread, boiling in the skull of a wizard, or painting with pigment

made from the blood of a cockatrice. *Exotic* processes could include such things as steeping the item or its components in the energies of the Positive Material Plane, smoking it over a fire fueled by branches of Yggdrasil, the World Oak, or forging the item with a hammer touched by the hand of a god.

## Potions

Among the easiest of items to make, potions range from simple healing brews to potent mixtures capable of taming dragons or restoring a character to complete health and sanity. Some potions are clerical potions and can only be manufactured by priests. These include: the *elixir of health, potion of extra-healing, potion of fire resistance, potion of healing, potion of sweet water*, and *potion of vitality.*

**Level Requirements:** Both priests and wizards must be at least 9th level to create potions. Specialists in the school of alchemy may brew potions at 6th level, but must use special procedures to do so. They may use the standard procedure after reaching 9th level or continue to use their special process.

**Facilities:** Wizards require an alchemical laboratory or a forge to brew potions; priests must have a consecrated altar. (See Chapter 5.) A wizard may need to expand his library in order to obtain the texts and tomes needed for researching the potion's formula.

**Research:** Before a character can brew a potion, he must discover what processes, materials, and special ingredients are required, and how these must be combined for success. This research requires 1d3+1 weeks at a cost of 100 gp per week, but if the character uses a *commune* or *contact other plane* spell to speed his research, he automatically succeeds in the minimum time.

If the character has a full dose of the potion in question to use as a sample, the research takes only one week and costs nothing. However, he still must have access to a laboratory or an altar in order to conduct the research.

Alchemists may use the research rules above once they reach 9th level, but before that they must follow a lengthier and more expensive process if they take advantage of their ability to create potions before other wizards can. An alchemist of less than 9th level must spend two weeks and 500 gp per potion level to research the formula and then pass a learn spells check. (A potion's equivalent spell level is its experience point value divided by 100, rounded up.)

Once a character has researched a potion's formula, he need not research it again; he can create samples of the potion as often as he wishes, as long as he follows the cost and time requirements.

**Processes and Materials:** Potions that contain only a single-use require one rare material and one common process; potions that provide several doses with one brewing require an exotic material and a rare process. (See **Special Ingredients** at the end of this chapter.) Potions that normally produce more than one dose include *potion of diminution, elixir of health, potion of extra-healing, potion of fire breath, potion of fire resistance, potion of growth, potion of invisibility, oil of impact,* and *potion of rainbow hues*.

One of the advantages of the alchemist is that he need not obtain special ingredients before creating a potion; his knowledge of chemicals and reagents enables him to simulate these rare materials, whether he is using the alchemical process or the magical process.

**Cost and Time:** Assuming that the character is able to obtain any special or

unusual materials required for the potion, it will cost him a number of gold pieces equal to the potion's experience point value to brew the potion. This process takes one day per 100 gp required.

The alchemical process usually requires one full week and 300 to 1,800 gp (3d6x100) to brew a potion. If the potion's experience point value is greater than 700, then the alchemist must spend an extra day per 100 experience points brewing the potion. However, at 9th level, the alchemist may choose to use the normal potion-brewing rules instead.

**Success or Failure:** The base chance for a successful brewing is 70%, +2% per character level, –1% for every 100 gp the potion costs. For example, a 13th-level wizard brewing a *potion of fire breath* would have a success chance of 96% (70% + 26% for character level), less 4% (400 gp), for a total of 92%. The DM should make this check in secret, since on a natural roll of 96 or higher the process fails, and the potion is cursed in some way (typically, it becomes a potion of poison or delusion instead of what it should be).

Alchemists may instead use a learn spells check, with a +1% bonus per character level, to see if they are successful in brewing the potion. Or, if the alchemist is 9th level or higher, he may produce the potion by magical means, using the normal success check of 70% + 2% per level. If this is the case, the alchemist gains a +5% to his success chance due to his specialist knowledge of potions.

*Talghaz the Enchanter, a 9th-level wizard, decides that he needs to produce a* philter of love *in order to help a princess fall in love with one of his comrades. Talghaz already possesses a minimal library and arranges to borrow the laboratory of his alchemist friend. As a result, he can begin his research without any additional expense. He uses no special techniques, so the research takes 1d3+1 weeks and costs him 100 gp per week.*

*After three weeks, Talghaz finishes his research. He discovers that the potion requires the tears of a dryad as a rare material and, with some grumbling, sets out to find a dryad and convince her to shed a few tears for him. One week (and an interesting adventure) later, Talghaz returns to the laboratory with a vial full of dryad tears and sets about brewing his potion. A* philter of love *is worth 200 XP, so it takes Talghaz two days and 200 gp to brew the potion.*

*When Talghaz finishes, the DM checks in secret to see if he was successful. The base chance is 70%, plus 18% for Talghaz's level, less 2% for the potion's experience point value. The DM also decides that a philter of love is right up an enchanter's alley and gives Talghaz the +5% bonus for specialization. His total chance of success is 91%; if the DM rolls a 96 or higher, the failure creates a cursed potion. (Wouldn't that be a surprise for Talghaz's friend?)*

## Scrolls

Like potions, scrolls are fairly easy to manufacture and are also accessible to characters of moderate level. Scrolls come in two varieties: spell scrolls and protection scrolls. Spell scrolls are exactly what the name implies—scrolls that store spells that can be cast simply by being read. Protection scrolls are special single-use magical items that provide defense against a number of threats.

While any character may read a protection scroll without the benefit of a read magic spell, wizard spells cannot be cast from a scroll or transcribed into a spell book until a *read magic* spell or effect has been employed by the reader. This can be done at the time of the scroll's use, or the reader can prepare ahead of time by using *read magic* in advance; once magically read, a scroll remains intelligible for the character who reads it. Note that only wizards, thieves, and bards may read wizard spells from spell scrolls; thieves and bards can bypass the normal requirement to *read magic* by using their special class abilities.

Priest spells do not require a *read magic* spell in order to be used from a scroll. Priests, thieves, and bards may read priest spells from spell scrolls.

Low-level wizards and priests may be able to read spells from scrolls that are normally beyond their abilities; even a 1st-level wizard has a chance to pronounce the incantation for a *fireball* or *lightning bolt* correctly. Refer to **Scrolls**, in Appendix 3 of the *Dungeon Master® Guide*.

**Level Requirements:** Wizards may create scrolls when they reach 9th level. Priests may scribe scrolls when they reach 7th level. Any spell the character knows (or has access to, in the case of a priest) can be placed on a scroll, or the character may attempt to create a protection scroll.

Geometers (specialists in the wizard school of geometry) have a special ability to create spell scrolls beginning at 4th level and protection scrolls at 7th level. When a geometer reaches 9th level, he may instead use the normal scroll creation process if he so desires.

**Facilities:** Wizards require access to any kind of laboratory (alchemical, forge, or research) in order to blend the ink for the scroll, although this is a fairly simple task given the right ingredients. Priests can blend the ink in any reasonable work area, but then must have access to a consecrated altar in order to actually scribe the scroll.

**Research:** There is no research required for spell scrolls or for protection scrolls that mirror spells available to the character. For example, if a wizard knows how to cast *antimagic shell*, he can write a scroll of *protection from magic* without performing any kind of research. If the scroll has no spell equivalent known to the character, he must research the scroll using the normal spell research rules. To figure out a scrolls's effective spell level, divide the experience point value by 500 and then add 2 (Level = XP/500+2). For example, scrolls worth 1,000 experience points are considered 4th-level spells;

Protection scrolls that have spell equivalents include the following scrolls:

| **Scroll** | **Equivalent** |
|---|---|
| Protection from elementals | dismissal |
| Protection from magic | antimagic shell |
| Protection from petrification | stone to flesh |
| Protection from plants | antiplant shell |
| Protection from poison | neutralize poison |
| Protection from possession | dispel evil |
| Protection from undead | control undead |
| Protection from water | airy water |

**Processes and Materials:** Scrolls require three components: some form of paper,

a specially-blended ink, and a unique quill. Common paper, parchment, or papyrus may be used to create the scroll; paper provides a +5% bonus to the success roll, while papyrus inflicts a –5% penalty. All scrolls require a rare quill of some kind.

Ink for spells of 1st to 3rd level requires a rare ingredient; ink for spells of 4th to 6th level requires an exotic ingredient; and ink for spells of 7th to 9th level requires a rare and an exotic ingredient. (Use the spell level equivalents noted above for protection scrolls.)

Geometers have the special advantage of requiring nothing except common paper or parchment and a rare quill (which can only be used once); the ink is not important for the geometer's scrolls.

**Cost and Time:** Inscribing a spell onto a scroll takes one day per spell level, while creating a protection scroll takes one full week of uninterrupted work. The only cost incurred is that of obtaining the required materials.

Geometers have the same time requirements, but must pay 100 gp per spell level for their materials for spell scrolls, or 300 to 1,800 gp (3d6x100) for protection scrolls.

**Success or Failure:** The base chance to successfully create a scroll is 80%, +1% per character level, –1% per spell level (or equivalent spell level, in the case of protection scrolls). If the character fails the success check, the spell he is currently inscribing fails, and he may not add any more spells to that scroll, but any spells previously placed on the scroll remain intact and may still be used.

The DM should make the check in secret, since a natural 96 or higher on the success check creates a *cursed* scroll. The creator of the scroll has no idea that his work is flawed until he tries to use that particular spell.

Geometers use a learn spells check instead of the normal success check if they produce the scroll without any magical ingredients or processes. If a geometer creates a scroll using the usual methods described above, he gains a +5% bonus to his success check due to his familiarity with scrolls.

*Milana, an 8th-level priestess, decides to create a* scroll of protection from poison*, since she and her fellow adventurers intend to go wyvern-hunting. Because Milana is capable of casting the spell* neutralize poison*, she does not need to do any research. Because the spell equivalent is 4th level, the scroll requires an exotic material for the ink. The DM decides that the ink must include nightshade harvested during the dark of the moon, so Milana spends a week or more locating the deadly mushrooms and waiting for the proper time to collect them. The quill must be a feather steeped in the venom of an adder, and Milana attends to that as well. Fortunately, her temple is near a good-sized town, and she can easily procure paper.*

*After gathering the necessary materials, Milana blends the ink (no cost or time) and begins scribing* scroll of protection from poison*. This requires one full week, at no particular cost—although the patriarch of her temple suggests that an offering for the use of the altar would be appreciated. Milana's chance of success is 80%, +8% for her level, –4% for the equivalent level of the scroll. The use of paper gives her a +5% bonus, for a total of 89%. Milana passes the check easily, and finishes her scroll.*

## Other Items

This broad category includes all other types of magical items, including rings,

wands, staves, rods, miscellaneous magical items, and weapons and armor. Player characters can manufacture almost any kind of magical item appearing in the *DMG*, except for magical books, tomes, manuals, librams, grimoires, or artifacts of any kind.

In addition, a player character may be restricted from creating a particular item by his class. Wizards can create *any* magical item that is not specifically reserved for the use of priest characters (i.e., an item such as a *staff of curing*) or limited to certain races (such as *boots of elvenkind*). Racial items are created by priests of that particular race. If the item can be used by other characters as well as priests (for example, *helm of teleportation*), the wizard can manufacture the item. On the other hand, priests and specialist wizards can only create items that they can use. When creating an item, a specialist wizard gains a +5% bonus to his chance of succeeding.

The most important aspect of an item's enchantment has very little to do with its purpose or form. Magical items are divided into several loose classes that are based on the nature of the enchantment: single-use, limited-use, single-function, and multiple-function.

**Single-use** items are depleted after a single usage. Most potions and scrolls fall into this category, but these have been discussed already. Other single-use magical items include such things as *beads of force*, *incense of meditation*, or any of *Quaal's feather tokens*.

**Limited-use** items have a set or variable number of charges that may be used before it is expended. Some limited-use items can be recharged, but only if they are recharged before their last charge has been expended. Other limited-use items may have multiple-functions (see below). Most wands and staves are limited-use items. Other limited-use items include such devices as a *ring of wishes, bag of beans, scarab of protection,* or the special properties of *armor of fear*.

**Single-function** items have only one power, which functions continuously or on demand. Some single-function items have time limitations, after which they cannot be used until they replenish their magical energy. Some single-function items may feature a limited-use feature, in addition to the persistent powers. Items such as a *ring of shocking grasp, amulet of life protection, boots of speed*, and *wings of flying* are good examples of single-function items.

**Multiple-function** items have more than one power and may also feature additional limited-use powers. Good examples include the *rod of alertness, ring of elemental command, cloak of arachnida,* or the *helm of brilliance*.

**Level Requirements:** Both wizards and priests must be at least 11th level to create any kind of magical item other than a potion or a scroll. Wizards are also limited by the spells required to actually create the item—*enchant an item*, *permanency*, and any other appropriate spells. Priests, on the other hand, do not cast spells to create items, but instead use a consecrated altar (see Chapter 5).

**Facilities:** Wizards require a well-equipped forge and may need to expand their personal libraries in order to conduct the necessary research. (Again, refer to Chapter 5.) Priests must have access to a specially consecrated altar. In addition, both wizards and priests may find it very useful to have some skilled assistants nearby.

**Research:** Before a character can begin work on a magical item, he must first discover the steps necessary to create it! This requires research time and effort.

Generally, a character must spend 1d6+1 weeks and 200 gp per week in order to find out how to build the item, although the DM may rule that exceptionally powerful items (5,000 XP value or greater, or any item such as a *girdle of giant strength* that imparts drastic and persistent bonuses to a character) requires consultation with a sage or some special effort on the part of the character to research.

*Contact other plane* and *commune* spells are particularly useful in this step of item creation, since the successful use of one of these divinations reduces the research time to the minimum required.

**Processes and Materials:** The exact nature of the processes and materials required varies from item to item depending on its category and type. However, all items require an *enchant an item* spell (or the equivalent priestly ceremony), and many require a *permanency* spell to boot.

**Rings** require one common process, usually some type of carving, engraving, pouring, shaping, or forging. In addition to this process, magical rings have other requirements based on their type:

Single-function rings require one exotic material;
Multiple-function rings require one exotic material and one exotic process per function;
Limited-use rings require one exotic material and one exotic process per use.

Rings created by wizards must be prepared with an *enchant an item* spell and finished with a *permanency* spell, although charged rings such as the *ring of the ram* do not require the *permanency* spell, since it can be recharged. Naturally, the character must also cast any spells required for spell-like functions.

**Rods, staves, and wands** are not completed with a *permanency* spell and lose their magic if their charges are ever completely exhausted. Again, the type of item determines what processes and materials are required:

Single-function wands and staves require one rare material and one rare process;
Single-use or single-function rods require one exotic material and one rare process;
Multiple-function rods, staves, or wands require one exotic material, and one exotic process per function;
Limited-use rods, staves, or wands require one exotic material, and one exotic process per use.

Materials for these devices could include the actual shaft or handle, a special headpiece or crystal, or special heels or caps for the ends. Processes might include carving, engraving, painting, or tempering.

**Miscellaneous magical items** require an enchant an item spell (or the appropriate priestly ceremony), but single-use and limited-use items do not require *permanency* spells.

Single-use and single-function items require one exotic material and one exotic process;

Limited-use items require one exotic material per function and two exotic processes per use;

Multiple-function items require one exotic material per function, one exotic process, and one rare process per function.

Naturally, the materials and processes used will vary widely with the nature of the item in question. Considering that miscellaneous magic includes everything from articles of clothing to boats and decks of cards, the actual construction or creation of the item could include anything imaginable! See **Special Ingredients** for ideas.

**Magical weapons and armor** require an *enchant an item* and a *permanency* spell or the priestly equivalents (see pages 121–122 in the *DMG*). In addition, devices with expendable charges (*armor of fear*, for example) must be imbued with the appropriate spells. Weapons and armor that have no special properties except for conferring combat bonuses are considered single-function items; items with *blending, command, disruption, throwing, hurling, accuracy, speed, distance, venom, homing, lightning, piercing, sharpness, wounding,* or *vorpal* properties are considered multiple-function items. Armors that have special but expendable properties (*fear* and *etherealness*) are limited-use items; and expendable items such as magical arrows or javelins are single-use items.

Single-use weapons require one rare material and one common process;

Single-function weapons and armors require one exotic material, one common process, and one rare process;

Multiple-function weapons and armors require one exotic material and process, one rare process, and one common process per function;

Limited-use armors and weapons require one exotic material and process, one rare process, and one common process per use.

**Table 38:**
Magical Item Cost and Time Requirements

| Item | Cost | Time |
|---|---|---|
| Ring, single-function | XP value | 1 wk per 100 gp |
| Ring, all others | 2 x XP | 1 wk per 100 gp |
| Rod, single-use | 1/5 XP | 1 wk per 1,000 gp |
| Rod, single-function | 1/5 XP | 1 wk per 100 gp |
| Rod, multiple-function | 1/5 XP | 2 wks per 100 gp |
| Rod, limited-use | 1/5 XP | 4 wks per 100 gp |
| Staff/wand, single-function | 1/5 XP | 1 wk per 100 gp |
| Staff/wand, multiple-function | 1/5 XP | 2 wks per 100 gp |
| Staff/wand, limited-use | 1/5 XP | 4 wks per 100 gp |
| Misc. magic, single-use | 2 x XP | 1 wk per 100 gp |
| Misc. magic, single-function | 3 x XP | 1 wk per 100 gp |
| Misc. magic, multiple-function | 4 x XP | 1 wk per 100 gp |
| Misc. magic, limited-use | 2 x XP | 3 wks per 100 gp |

| | | |
|---|---|---|
| Weapon, single-use | XP value | 1 wk per 100 gp |
| Weapon/armor, single-function | 2 x XP | 3 wks per 1,000 gp |
| Weapon/armor, multiple-function | 2 x XP | 4 wks per 1,000 gp |
| Weapon/armor, limited-use | 2 x XP | 2 wks per 1,000 gp |

**Cost and Time:** Again, the cost and time required to manufacture magical items varies depending on the category and the type of item. For example, if a mage wishes to create a single-function ring worth 1,000 XP, then he must not only spend 1,000 gp (see the "Cost in XP" column of Table 38: Magical Item Cost and Time Requirements), but he must also spend 10 weeks (one week for every 100 gp spent) constructing the item.

The cost of any special processes or materials is not included in the base cost to create the item, so if a wizard discovers that he must crush one hundred pearls to create his *dust of disappearance*, it's up to him to find the pearls. The time requirements do not include any special quests or processes the character must undertake in order to create the item.

**Success or Failure:** All magical items that fall into this broad category share the same success roll. Assuming the character follows all the necessary steps, there is a base 60% chance of success, +1% per caster level, –1% per spell or special process required to create the item. (The caster's initial *enchant an item* or finishing *permanency* spells do not count against his success chance.) While specialist wizards receive a 5% bonus to their success chance when creating an item using abilities from their school of specialization, artificers gain a special 10% bonus to their success chance due to their superior item-crafting skills.

At the DM's option, characters who display exceptional ingenuity or go to extreme lengths to create an item from the very best, most appropriate materials and processes available may receive an additional bonus of +5% to +15% on their success chance.

If the character rolls a 96 or higher on his success check, the item is cursed in some way. For example, a character attempting to produce a *cloak of displacement* might create a *cloak of poisonousness* instead. If for some reason the character was trying to create a cursed item, a roll of 96 or higher is a simple failure—he doesn't create a beneficial device instead!

*Thedaric is a 14th-level fire mage who decides to create a* wand of fire *for those times when he's low on memorized spells. He easily meets the level requirement and spends a little money refurbishing a laboratory (in this case, a forge) that he found in the ruins of an archmage's tower. The forge comes with a library sufficient for researching the* wand of fire *(it's the first item Thedaric has tried to make). Thedaric uses a contact other plane spell to minimize his research effort, so he only requires two weeks and 400 gp to learn how to create the wand.*

*As described in the* DMG, *the* wand of fire *is a multiple-function item (it has four separate uses), and a limited-use item, since it uses charges. The DM decides that the wand requires one exotic material, and four exotic processes, in addition to the necessary spells, cost, and time. Thedaric discovers that the wand must be forged by a master smith of the azer (a race of fire-dwarves from the Elemental Plane of Fire), from brass smelted*

*in the efreeti City of Brass, tempered by the fiery breath of an adult red dragon, graven while still soft with runes of power, using a fire sapphire (a mythical gemstone the DM just made up on the spot), and finally polished with a mixture containing the ash of a thousand year-old tree destroyed by fire. With a heavy sigh, Thedaric sets out on months of quests, challenges, and adventures, arranging all of the materials and processes.*

*Several months later, everything's ready. Thedaric journeys to the elemental plane of fire, obtains the efreeti brass, gets the azer smith to work it into a wand, engraves it with the fire sapphire, tricks a dragon into tempering it, and finally polishes and finishes the item in his own workshop with his special mixture of ash. The construction of the item required an amount of gold equal to one-fifth the wand's XP value (900 gp in this case) and 4 weeks per 100 gp, for a total of 36 weeks of forging, tempering, and polishing!*

*Thedaric is well-satisfied with his work so far, but now he has to make the wand magical. First, he'll need to use enchant an item in order to prepare the wand to receive spells. After four days, the enchant an item is finished, and Thedaric attempts a saving throw vs. spell to see if it succeeded. His elementalist bonuses to saving throws vs. fire apply, and Thedaric passes with a surprisingly close shave. He then casts* burning hands, pyrotechnics, fireball, *and* wall of fire *into the wand. Each spell requires 2d4 hours per spell level, so this ends up taking several days in and of itself. Since he must check the success of each enchantment and doesn't know if any one spell will take, Thedaric casts another battery of the same spells into the wand, just to make sure that he gets all the functions desired—at worst, the wand will have a few extra charges on it, so this is a reasonable precaution against the possibility of failing in one of these steps. Since the* wand of fire *is a limited-use item, it does not require a* permanency *spell to complete it; after his second round of spells, Thedaric declares that he is finished. (He's not worried about stocking up on charges right now; he just wants to complete the initial enchantment, and recharge the wand to its maximum potential later.)*

*The DM rolled saving throws vs. spells for each spell Thedaric placed into the wand, and as it turns out, the extra four spells were an unnecessary precaution; Thedaric succeeded the first time around. Now the DM checks to see if the overall process was a success or failure. The base chance of success for a wand is 60%, plus 14% for Thedaric's level, –12% for spells and special processes. The DM decides that Thedaric was particularly resourceful, and gives him a +10% bonus, and since Thedaric is a fire specialist, he gains an additional +5% bonus, for a total success chance of 77%. Thedaric succeeds and now has a* wand of fire*; the DM decides that the spells he placed into the wand became its first 8 charges (each spell was cast into the wand twice.)*

*Now, Thedaric will probably seek to recharge the wand. Recharging items requires another enchant an item spell, but this one is automatically successful. He can then begin to place spells into the wand to increase the number of charges, up to its maximum of 50. So, after close to a year of adventuring and construction, Thedaric finishes his* wand of fire*! Considering the immense time and effort this took a 14th-level character, you can see why magical items should be rare and unusual things!*

## Qualities

When a wizard or priest creates a magical item, he spends a lot of time and effort seeking a way to impart to his creation the particular qualities and properties he desires.

While an exhaustive listing of each standard item's usual components would be beyond the scope of this book (and fairly boring, as well!), we'll take a quick look at some good ideas for components, spells, and processes designed to imbue an item with the powers the character desires.

Qualities are divided into twelve loose categories: control or domination, charm or influence, perception, bodily alteration, bodily augmentation, movement, resistance and defense, attack or offense, summoning, object alteration, healing and restoration, and magical manipulation. Most items fall into at least one, and sometimes two, of these categories.

**Control or Charm:** Magical devices of this sort exert a compulsion of some kind, forcing compliance from the subject. Unlike items that rely on influence or the power of emotion, control devices allow the caster to dictate commands to the subject, which will then be followed to the letter. Good examples of items that fall into this category include *potions of giant, dragon,* or *undead control,* or a *ring of mammal control* or *elemental control*.

Materials for these items often include specimens or samples from the creature in question—blood, hair, sweat, or more intangible qualities. Rare or exotic requirements might force the PC to seek out a unique individual among the subject race, such as a frost giant jarl, or a vampire mage.

Rings, rods, and staves of this class might require decorating or engraving with a rune signifying the true, secret name of the subjects to be affected. A substance that is linked to the subject in some way could be included; for example, a *potion of plant control* might require the sap of a treant since treants have the ability to animate other plants, or the potion might have to be prepared in a vessel carved from a treant's heartwood. Similarly, a powdered gem taken from a king's crown might be required for a *potion of human control*.

In many cases, some form of *charm, geas,* or *quest* spell will be required to enchant the item.

**Influence or Emotion:** Magical devices with these properties enable the wielder to exert unusual influence over the subject or impart an emotional state of some kind without gaining the ability to direct and control his movements. It is a subtler type of enchantment than outright control or domination, with more persistent effects that often highlight a player's role-playing ability. The wielder of the item is not able to actually order the subjects about but instead presents the subject with strong preferences or impulses that the subject is free to pursue as he sees fit. The least subtle of these items simply delivers an overwhelming emotion, such as fear or panic, to send the victims into instant flight. A *ring of human influence, wand of fear,* or *philter of love* all fall into this category.

Unlike the control and charm devices, many devices in this category enhance the caster's Charisma or eloquence, without regard to the subject's race. Materials associated with the emotion required are often incorporated into magical items of this type; for example, a *wand of fear* might require a bone from a lich or the terror of a coward. Items that confer persuasiveness to a character might require something from a creature with natural *charm* or *beguiling* powers, such as a snake's tongue or wood from the tree of a dryad.

Processes could include such things as etching the item with the tears of a liar,

engraving it with the secret name of a terrifying fiend, or tempering it on the altar of a deity of love or trickery. Rods, rings, and wands of this type are often chased with metals related to the emotions in question— silver or gold for noble emotions, lead or iron for base ones.

Spells that may prove useful in enchanting these items include such things as *animal friendship, emotion, enthrall, fear, suggestion,* or *mass suggestion*.

**Perception:** Magical items of this type extend the wearer or user's perceptions in some way, enabling him to detect things he could not detect before, or extending the range of his senses beyond his immediate surroundings. Devices that expand the senses include such things as a *ring of x-ray vision, a medallion of ESP*, or a *gem of seeing*; items that extend the senses include *potions of clairaudience* or *clairvoyance, crystal balls*, and similar items.

Materials often include samples or specimens from creatures who naturally possess the sense in question, such as the wit of a thief, the cunning of a fox, or the pick of a dwarf master miner. In addition, gems, glass, or stones of special clarity or color are often incorporated into devices of this nature.

The processes required may involve more specimens of appropriate origin, such as polishing a magical lens with a paste made from the eye of a giant eagle or steeping a robe of eyes in the ichor of an argus. Other processes could include such things as grinding lenses or orbs, sanding items with special mixtures or compounds, magnetizing metal wands, or painting or inscribing an item in a certain design.

All kinds of divination spells—*clairaudience, clairvoyance, ESP, detect lie*, or *true seeing*, for example—may be part of the item creation process.

**Movement:** A great number of magical items impart some supernatural means of travel. Some merely augment the wearer's natural abilities, while others open up entire new avenues of movement for the character. There are a number of movement-enhancing items, including *potions of flying and levitation, boots of speed, boots of striding and springing, carpet of flying, cloak of the bat, wings of flying*, and many others.

Once again, specimens from creatures possessing the desired abilities are often important materials. Feathers from rare or unusual birds are frequently used for flying magic, while creatures such as grells or beholders provide levitation properties. Other materials could be more fantastic, such as the essence of the north wind.

Depending on the nature of the item, the process usually serves to seal the magical power into the item. Boots might be stained with a special mixture or soled by a particular craftsman or a special tool. Cloaks might be cured or waterproofed in some unusual way.

Useful spells for items conferring movement powers include enchantments such as *jump, haste, fly, levitate, teleport, polymorph self, wind walk,* or *plane shift*.

**Bodily Alteration:** This common category for magical items imparts some ability or power not normally possessed by the wearer. These abilities are not necessarily offensive or defensive, but they can provide the character with unusual resistances or camouflage in certain situations. Magical items that fall into this category include *potions of diminution, growth,* and *gaseous form*; items that confer *invisibility, blending,* or *disguise* abilities; and items that provide the wearer with *water breathing, adaptation,* or the ability to change his own shape. Naturally, this category often overlaps with several others since the alteration of one's form can augment the wearer's powers of movement,

attack, or defense.

In addition to materials harvested from creatures with the desired abilities, inert objects with the desired properties can be used as materials for these items. For example, a diamond or crystal of perfect clarity might be useful for invisibility, while the smallest grain of sand on a beach (now there's a challenge!) might be required for diminution. Steam from a certain volcano, or wood from a vampire's coffin, could impart gaseous form.

Since many of the items in this category are potions, any process that is reasonable for creating a potion could be used. Other items might be steeped in special solutions designed to imbue them with the desired powers, or polished or painted with the materials required.

Obviously, most of these items have spells that are immediately applicable to the enchantment. *Enlarge* or its reverse are good for diminution and growth; *invisibility, water breathing, polymorph self*, and *change self* may all be useful for items of this type.

**Bodily Augmentation:** Items of this type increase abilities or skills that the wielder already possesses by making him stronger and more dexterous, increasing his effective level, or augmenting his skills in a specific way. Examples include a *potion of giant strength* or *heroism*, a *girdle of giant strength, bracers of archery*, or *gauntlets of dexterity*. The chief difference between this category and the previous one is that augmentation changes existing abilities, while alteration provides abilities the character would not otherwise have.

There are three major classes of item that can augment the user's natural abilities: potions, girdles and gauntlets, and books. Potions often feature the hair, blood, or sweat of a creature possessing the desired qualities—a giant of the appropriate type for a *potion of giant strength* or a great hero for a *potion of heroism*. Materials for persistent items might include such things as an arrow carved by a master elf fletcher, leather from the belt of a giant chieftain, or steel worked by the strongest ogre in the land.

The processes required for potions have been described at length already. Belts, gauntlets, and other such things require curing, cutting and shaping, etching or inscribing, piercing, applying metal studs or fasteners, and finishing with various rubs or mixtures.

Spells that the character may find useful include enchantments such as *strength, bless, prayer*, or *spider climb*.

**Resistance or Defense:** This large category includes all kinds of devices that provide the user with a resistance, defense, or immunity to some attack form. These can be divided into two subcategories: physical defenses, which protect the user from direct attack, and magical defenses, which negate specific forms of damage. A few items in this class provide some benefits against both physical and magical attack. Examples of items with resistance or defensive powers include all kinds of magical armor, *potions of fire resistance* or *invulnerability*, the various sorts of protection scrolls, *rings of mind shielding, sustenance*, or *protection, cloaks of protection* or *displacement*, and many others.

Naturally, favored materials include those that are resistant to the type of damage defended against by the item. These can be minerals or substances that possess the qualities desired—diamonds for hardness, special clay or crystal for acid resistance, various metals and alloys for strength and resilience—or samples from a creature known for a certain defense, such as the hide of a displacer beast or blink dog, the scale of a

dragon, or the shell of a giant tortoise. Finally, substances inimical to the creature could be used to make a ward; garlic, holy symbols, or holy water could be incorporated into an *amulet versus undead*.

Intangible materials such as a knight's courage, a moonbeam, or the morning mists on a sylvan lake may be required instead of physical substances. A *scarab versus golems* might require the animating spark of a flesh golem, or the pity of an iron golem.

Items of this class take many shapes and forms, but potions, armor, clothing, and jewelry are the most common varieties. The processes involved depend on the exact form of the item. However, processes designed to lend strength— tempering, shellacking or enamelling, or bonding—are frequently used to finish these items. Any number of spells provide defenses or resistances of some kind; these may be useful in the creation process.

**Healing and Restoration:** Resistances generally prevent injury from taking place, but magic of this category concentrates on the swift repair of damage or adverse conditions. Some types of item instead offer enhanced health or longevity; in general, if an item affects the metabolism of the wearer for the purpose of preserving his health, it falls into this category instead of bodily augmentation. Items in this category include *potions of healing* and *longevity, elixirs of health and vitality, ring of regeneration, staff of curing,* and *periapts of health* or *wound closure*.

Many of these devices or brews require herbs, which are special medicines and preparations famed for their healing potency. These herbs may require special harvesting or treatment before they can be incorporated into an item. In addition, animal samples from creatures who enjoy the properties in question can be useful; for example, a *ring of regeneration* may require the heart of a troll, while very long-lived creatures (elves, treants, or dragons) may be useful for magic that prolongs life.

Adventurers are most familiar with potions of this type, and these require the same steps or processes that other potions do—distilling, brewing, aging, purification, and so on. Spells of healing and restoration are often required for creating items of this class, which means that most of these devices are created by priest characters.

**Attack or Offense:** As the largest single category of magical items, these devices with offensive powers range from simple enchanted weapons to mighty staves with a dazzling array of dreadful powers. Most rods, staves, and wands fall into this category along with almost all weapons and a fair number of rings, potions, and miscellaneous magical items. Just like defensive items, attack devices provide the wielder with either combat bonuses or magical effects, and a few (such as a *staff of power*) provide both.

Weapons and other items designed to strike blows at an enemy usually rely on materials designed to grant extraordinary strength, sharpness, flexibility, or lightness and ease of use. Special minerals for the weapon's alloy are quite common. In addition, weapons with special qualities (*quickness, wounding, hurling*, and so on) may include samples from creatures that naturally possess these powers; a *sword of life stealing* might require the essence of a wraith, while a *mace of disruption* could incorporate the holy symbol of a patriarch dead 1,000 years.

Devices that project magical attacks at the wielder's enemy often require materials that reflect their nature. A *wand of frost* could be made from an icicle, the bones of a frost giant shaman, or the fang of a white dragon. A *staff of thunder and lightning* might require wood taken from a lightning-struck treant; a *ring of shocking grasp* that is etched with a solution made from the blood of electric eels is also appropriate. Obviously,

there is a wonderful variety of ideas to choose from!

The process involved reflects the item in some way. Again, items meant to be employed as weapons will often feature some kind of tempering or strengthening, while other items could be finished in any number of ways. Items of this type that require charges may need certain spells to be cast into them over and over again during the creation process.

**Magical Manipulation:** Magical items that affect other magical items, provide magical powers to their owners, or somehow augment or enhance the spell capability of their owners belong to this group. These items are among the most potent in the AD&D game system. This category includes *rings of spell storing, spell turning,* and *wizardry*; *rods of absorption and cancellation; wand of negation; pearl of power; incense of meditation; book of infinite spells*; and the *beaker of plentiful potions*.

Generally, items of this sort require either highly magical or highly antimagical materials since they are designed to manipulate the very stuff of magic itself. Magical materials include special alloys of meteoric or extraplanar minerals, as well as things such as a unicorn's horn, a kirin's hooves, the bones of an archmage, or the holy symbol of a saint. Antimagical materials could consist of specimens from creatures with high magic resistance, iron taken from a nonmagical prime material world, or wood from a tree rooted in a magic-dead area in worlds where such places exist.

Processes suitable for items of this type may involve polishing or etching with a solution of magical or antimagical substances, tempering or engraving it in a place of great magical potential (the extraplanar domain of a god of magic, for example), or bathing it in the raw stuff of magic, such as a wild mage's *wildfire* spell.

Spells suitable for empowering magic-manipulating items include dweomers such as *antimagic shell, dispel magic, Mordenkainen's disjunction,* or *spell turning*. Priests may rely on *imbue with spell ability* or *holy word*.

**Matter Manipulation:** Items of this sort are designed to have their greatest effects on inanimate objects or substances by transforming, destroying, or otherwise altering something without making a direct attack. Matter-manipulating devices include *potion of sweetwater, oil of timelessness, wand of flame extinguishing, decanter of endless water, maul of the titans,* or the *horn of collapsing*. While many of these devices have obvious applications as weapons in certain situations, in most cases this is an incidental benefit or hazard of their normal function.

Materials for these items often consist of substances that have the effect desired or animal samples from creatures that can perform the intended action. For example, a *wand of flame extinguishing* could incorporate ice or water from the heart of the Elemental Plane of Water, while a *spade of colossal excavation* might require the ground-up claws of a giant badger to be mixed into the alloy for the shovel's blade. In a couple of cases, the item contains some kind of link to one of the elemental planes and produces an endless supply of one substance or another.

The process varies with the type of item; tools may require balancing, sharpening, or tempering of some kind. Spells that may be useful include *dig, move earth, temporal stasis, purify food and drink,* and other spells designed to affect objects.

**Summoning:** Items that summon monsters, servants, or champions to aid the wielder fall into the class of summoning devices. In addition to the devices which obviously bring creatures from distant locales, *figurines of wondrous power* and other

objects that transform into living servitors can be considered summoning devices since the overall effect (i.e., the user gains a useful ally of some kind) is much the same. Other summoning items include a *ring of djinni summoning, staff of swarming insects, brazier commanding fire elementals, pipes of the sewers*, and the *horn of Valhalla*.

Summoning devices almost always include materials that are pleasing to the creatures to be commanded, or at least signify them in some way. For example, a *horn of Valhalla* might require the courage of a berserker, iron from the riven shield of a mighty hero, or gold won from a dragon's hoard. Devices built to summon extraplanar monsters often feature material collected on the subject creature's home plane.

The finishing processes of a summoning device usually reinforce the bond with the particular creature by bathing or steeping the item in the creature's blood or by somehow imbuing it with a substance desired by the monster. Several spells may prove useful in creating these items, including *gate, exaction, entrapment, conjure elemental*, or *binding*.

## Items That No Player Character Should Create

The rules for creating magical items allow the DM a great amount of latitude in determining just how difficult the creation of any particular item is going to be. After all, the search for a few exotic materials and processes can keep an ambitious PC busy for years! And the rules have been scaled to make the most powerful and deadly items prohibitively expensive and time-consuming. But, despite these safeguards, there are still a few items that are just too powerful for a player character to create.

The first item is actually an entire category—magical books. Books, tomes, librams, manuals, and other such items provide the character with the ability to build himself an instant level gain or quickly enhance his ability scores. In most campaigns, it's safe to assume that magical books are demi-artifacts endowed with a special purpose and a near-sentient talent for skipping out on their present owners. For whatever reasons, powers beyond mortal ken had a hand in the creation of these devices, and the only characters who can duplicate the feat are those who stand on the verge of divine ascension.

The next two items are simply so inexplicably weird that the reasons why a PC would wish to create one or the other is almost impossible to fathom. These are the *deck of many things* and the *sphere of annihilation*. Both have potentially disastrous consequences for a campaign and should be extremely rare in any event. In particular, players seem to have a vindictive streak with regard to *spheres of annihilation*, using them to do things like drain seas and devour planets. The DM is well advised to prevent PCs from making a few dozen of these to liven up his world. The *deck of many things*, on the other hand, offers instant level gains and other such game-busting benefits. If a group of PCs finds one after an arduous adventure and chooses to experiment with it, they've earned the privilege. But preparing a new *deck* on demand is a privilege too dangerous for most players.

The last category is the least spectacular: special racial magic, such as *cloaks* or *boots of elvenkind*. Unless the character is a member of the race in question, he shouldn't be able to create these items. However, if the character is an elf (for example), and he's a priest that has risen high enough in level to contemplate the manufacture of these devices,

there's no reason the DM couldn't allow him to do so as long as he follows the normal rules for item creation.

## Recharging Magical Items

Items that possess charges, such as most wands or rods, can be recharged. Some item descriptions name the particular class and level of character that can recharge the item; for example, a *rod of security* can only be recharged by the combined efforts of a wizard and priest of 18th level or higher. If the item description does not specify the level required to recharge it, then it can be recharged by any character who can create an item (i.e., an 11th-level priest, or a wizard with the ability to cast *enchant an item*), as long as the character can also cast the highest-level spell simulated or cast by the item. For example, the highest-level spell incorporated in a *wand of fire* is *wall of fire*, a 4th-level wizard spell, which can be cast by a wizard of 7th level or higher; therefore, if the wizard knows *wall of fire*, it's the requirement to *enchant an item* that is the pressing issue in this case.

If the character can use the appropriate spells, an item can be recharged by simply casting *enchant an item* and then making a saving throw vs. spell to see if the spell takes. (Priests spend a week praying at their consecrated altar to recharge their items.) If the *enchant an item* succeeds, the character may then cast the appropriate spells into the item, taking 1d4 hours per spell. If the preparatory spell fails, then the caster must make another saving throw vs. spell with a –1 penalty this time; failing this save results in the item's ruin. It will never be usable again.

Assuming the character doesn't spoil the item by attempting to recharge it, he may then begin to place spells of the appropriate type into the item. As long as he begins the next spell within 24 hours of finishing the last one, he can pour charges into the item without stopping to use *enchant an item* again. Success is automatic, and the character can place as many (or as few) additional charges into the item as he likes. However, he may never overcharge the item by placing more charges into it than it could have at its maximum. For example, a *ring of the ram* can hold as many as 10 charges at one time, so it can't be recharged past that limit.

# Chapter 8:
# Spells in Combat

While many spells provide a character with information, influence, or unusual powers of movement, most wizards and priests seem to be interested in spells that bring doom and destruction upon their enemies. Naturally, there are a great number of these enchantments, ranging from spells that annoy or hinder the subjects to awesome strikes that can slay dozens of monsters at once.

In this chapter, we'll examine the use of spells on the battlefield. First of all, we'll take a look at characteristics or properties of combative spells—for example, how far away can a fireball be seen? Next, spells with special or unusual effects associated with

them will be dealt with—just what does a *fireball* do to the air quality of a small room? For those of our readers who are familiar with the *Player's Option: Combat & Tactics* book, we'll examine the issue of spells that cause knockdowns and the possibility of critical strikes or specific injuries caused by spell damage.

Spell Characteristics If you've played the AD&D game for any amount of time, you are already quite familiar with a number of spell characteristics such as range, duration, area of effect, and other such attributes. Some characteristics are fixed values, while others may vary with the caster's level. *Player's Option: Spells & Magic* introduces the new characteristics of **casting subtlety** and **sensory signature**, which describe the obviousness of a spell's casting or effects.

In addition to perception characteristics, we'll also take a look at spells that may create knockdowns (a concept from the *Player's Option: Combat & Tactics* book), as well as spells that require attack rolls on the part of the caster.

## Casting Subtlety

In many situations, a wizard or priest couldn't care less who sees him casting a spell. When an archmage is getting ready to electrocute a band of ogres with his *chain lightning* spell, he usually doesn't take any steps to conceal what he is doing and casts the spell in the most expedient fashion possible. On the other hand, some situations require great delicacy on the part of the character. When a wizard wants to *charm* a guard-captain in front of the captain's detachment of soldiers, he'll have to be very careful not to tip his hand.

Naturally, some spells are more subtle than others. There are a number of factors to take into consideration—the number of components required, the size of the material components, the length of the casting time, and whether or not the spell requires some unusual behavior or speech on the part of the caster.

**Noticing Spells:** Who notices when spells are being cast? Generally, anyone who is directly observing the caster notices the strange gestures or air of concentration that characterize a spell. Depending on the lighting conditions and the amount of distractions nearby, an observer might be able to notice the spellcaster's actions from as far as 30 to 50 feet away. Casual observers—people who are on the scene, but don't have any particular reason to be watching the spellcaster—rarely notice the spell unless it's unusually obvious. If it's important to know whether or not a particular NPC or monster notices the spellcaster's actions, the DM can make an Intelligence check for that character (Intelligence acts as a measure of a character's perceptiveness).

**Subtlety Rating:** A spell's subtlety rating is the overall measure of how easily the caster's actions are detected by an observer. In some cases, the spell is automatically detected; any character within 10 feet who *specifically* watches the spellcaster (for example, someone engaged in melee with the caster, or a vigilant guard) will automatically notice that the character is attempting a spell. However, if an Intelligence check is used to determine whether or not a character notices a spell, the subtlety rating is used as a modifier to the character's roll.

The spell's subtlety rating is figured as shown in Table 39: Spell Subtlety Modifiers.

**Table 39:**
Spell Subtlety Modifiers

| Modifier | Condition |
|---|---|
| +1 | Casting time of 4 or higher |
| +2 | Casting time of 7 or higher |
| +3 | Casting time of one round or more |
| +5 | Casting time of one day or more |
| +1 | Includes verbal component |
| +1 | Includes somatic component |
| +1 | Per three material components included |
| +1 | Spell includes unusual action (singing, clapping, etc.) |
| +2 | Spell requires dramatic action (shattering gem or breaking item, capering and dancing, shouting, etc.) |
| +4 | Spell requires very obvious action (a full religious ritual, drawing a circle on the ground with powder, etc.) |
| +6 | Character going out of his way to be noticed |
| –2 | Poor lighting |
| –1 | Background noise can mask sounds |
| –2 | Distracting activity nearby |

Casting time is an important factor in the subtlety of a spell, since the longer the character is involved in the spell, the more likely it is that someone will notice him. The number of components involved measures how complicated the spell is and how difficult it is to cast. Last but not least, some spells clearly require some unusual actions or behaviors that may be hard to disguise. However, if the caster can mask his actions by performing them in a place or manner that wouldn't be suspicious (for example, dancing or clapping in a street carnival, or shouting on a crowded battlefield) this last modifier can be negated.

The spell's subtlety rating is the total of its modifiers. It is applied to an observer's Intelligence when rolling an Intelligence check to see if he or she notices the physical act of spellcasting. Remember, in many cases an Intelligence check is completely unnecessary—a wizard who casts a spell in a pitch-black room won't be seen by anyone, while a priest who uses magic in a crowded town market is probably going to be noticed by someone nearby.

*Vorgaad, a necromancer, is enjoying a stout ale in his favorite taproom when a pushy paladin challenges him over some trifling issue of raising decently buried townsfolk and using them for his own evil ends. Vorgaad sighs and orders his minion Azoth to accept the paladin's challenge. Accompanied by a large number of tavern-goers, all concerned step outside into the torchlit yard of the inn. Vorgaad decides that the paladin will cut Azoth to pieces if he doesn't do something and decides to use* stoneskin *on Azoth to even the odds.* Stoneskin *has a casting time of 1 and requires verbal, somatic, and material components. As a result, its total subtlety rating is 4. In addition, the DM rules that the act of sprinkling granite and diamond dust over Azoth is strange enough for*

*an additional +1 bonus, giving anyone nearby a +5 bonus to their chance to detect Vorgaad's spell. However, the light in the courtyard, the din of the crowd, and the spectacle of Azoth taunting the paladin all help Vorgaad remain unnoticed; taken together, these reduce the bonus to 0. Any bystander who succeeds in an Intelligence check sees Vorgaad cast his spell.*

Note that characters can sometimes deceive intelligent enemies by *pretending* to cast spells. The would-be trickster should have some idea of what he's doing; otherwise he's just flailing his arms around and shouting nonsense (which might be a distraction in and of itself!) It also helps a lot if the target of the charade has seen that particular character use magic before since the whole act is much more credible when it follows a *real* spell. Consider how fast a band of trolls might scatter if they'd just been *fireballed* and then observe the same wizard getting ready to cast another spell!

## Sensory Signature

Another characteristic of spells is their sensory signature, or just how noticeable the effects of the spell are. A *lightning bolt* includes a blinding flash of light and a deafening clap of thunder; clearly, it is much more noticeable than a *shocking grasp* or an *unseen servant*. Many spell effects are completely undetectable; for example, a *charm person, polymorph self*, or *feeblemind* spell may wreak all kinds of havoc with the subject, but outside observers can't see, smell, or hear anything when the spell is cast that lets them know that magic was just employed. Sensory effects fall into (naturally) five major categories: sight, hearing, smell, touch, and taste.

**Sight:** Spells that create matter, project energy, or create visible changes in the subject have a visual sensory signature. Any creature close enough to see the effect will be aware of the fact that a spell has been cast.

**Hearing:** Most spells with visible signatures also have an audible signature as well, even if it's a weird hum, buzz, or *ZOTTT!* as the magic affects its target. A few spells have particularly noticeable audible signatures, such as *lightning bolt, shout*, and other such deadly enchantments. Very few spells have an audible signature without some form of visual signature as well.

**Smell:** Enchantments such as *stinking cloud* and *cloudkill* are the obvious offenders in this category, but other spells may leave olfactory signatures behind, particularly spells that start fires. The pungent fumes of a *pyrotechnics* or *incendiary cloud* spell may easily be the first thing an observer notices, even before he sees the smoke.

**Touch and Taste:** Usually, if a character's close enough to notice a spell's effect by these methods, he's already quite aware of the fact that magic has been used against him. However, in some cases, this might be a character's only way to detect a spell. For example, a character who has been magically *blinded* and *deafened* would still feel the warmth of a distant *fireball* on his face or feel the tremors caused by a priest's *earthquake.*

## Strength of Sensory Signatures

All sorts of conditions may influence the obviousness of a spell; a *lightning bolt* may be reduced to a dim, distant flash in a deep fog, but the crack of the thunderbolt will

still be quite audible! The number of creatures affected by a spell can be used as a rough measure of the strength of a sensory signature, as shown in Table 40: Sensory Signatures.

For example, a *fireball* normally affects a 20-foot radius, so it would be considered a huge signature detectable at a range of 500 feet under good visibility conditions. On the other hand, *polymorph other* affects only one target, so it would be a medium signature spotted at a range of 50 feet. Obviously, the DM has a great deal of latitude here; spells break the rules of the game, and many defy classification.

If the visibility is poor, the ranges listed above could be reduced by as much as 50 to 75 percent. However, simple darkness may not conceal spells with brilliant or fiery effects; if anything, a *fireball* or *lightning bolt* is even more visible at nighttime than it is in daylight!

Spells can usually be heard or smelled at half the range they can be seen and felt at one-tenth the visibility range. The roar of a *fireball* normally carries for 250 feet or so, even if the blast itself is out of sight around a corner or behind a hill. A deafened character who isn't looking at the blast can still feel the heat of the *fireball* from as far as 50 feet away. However, sound and smells may not propagate in a perfect circle from the spell's targeting point—if there's a strong wind blowing, the faint stench of a *stinking cloud* may be noticeable a mile or more downwind, while stone walls and large areas of still water may reflect or bounce sounds to several times their normal carrying distance.

**Table 40:**
## Sensory Signatures

| # of Targets Affected | Area Affected | Visible at Range (Size Category) |
|---|---|---|
| Self | Caster | 20' (S) |
| 1 Target | 5' sq. or 2' rad. | 50' (M) |
| 2–9 Targets | 30' sq. or 15' rad. | 200' (L) |
| 10+ Targets | 40' sq. or 20' rad. | 500' (H) |
| 40+ Targets | 100' sq. or 40' rad. | 1,000' (G) |

## Sensory Signatures by School

While each school of magic includes a variety of different spells, it's possible to make some general observations about each school. Both priest and wizard spells of the listed type share some common sensory signatures.

**Abjurations:** Spells of this type fall into three loose categories—those that create barriers, those that enhance the recipient's resistance to attack, and those that directly attack the offending creature or object. Barriers include spells such as *protection from evil, minor globe of invulnerability*, *antimagic shell*, or *prismatic sphere*; generally, these spells have a normal visible signature for their size, but don't produce odd smells or sounds. Spells that enhance resistance include *sanctuary*, *nondetection*, or *protection from normal missiles*. These enchantments have small signatures or no discernible signatures at all. Abjurations that attack the offending creature include *fire trap*, *repulsion*, or *banishment;* they may include sight and sound signatures as normal for their

area of effect. The following are some specific examples:

*Protection from evil:* moderate visual;
*Minor globe of invulnerability:* small visual;
*Banishment:* small visual, small audio.

**Alterations:** This broad school includes spells designed to accomplish a multitude of effects. As a gross generalization, all alterations have the signatures derived from their areas of effect with a couple of notable exceptions. Alteration spells that affect other spells (the so-called "metamagic" spells, like *far reaching* or *Rary's mnemonic enhancer*) and spells that imbue the caster with a quality that doesn't change his appearance (*comprehend languages*, *fly*, or *water breathing*, for example) usually have no signature at all. Specific examples appear below:

*Burning hands:* moderate visual and audio;
*Haste:* no signature at all;
*Animal growth:* moderate visual and audio.

**Conjurations:** Most conjurations involve visual sensory signatures since people on the scene notice whatever it is that just appeared, but audio signatures are unusual. Instead, olfactory signatures—strange smells and odors— often accompany spells of this school. Also, tactile sensations such as chills, goosebumps, or nausea may come into play when doors to other dimensions are opened in the vicinity. The following are specific examples:

*Unseen servant:* small audio and tactile;
*Monster summoning:* moderate visual;
*Power word:* small audio and tactile.

**Divinations:** A great number of divinations have no sensory signature at all since they impart information directly to the caster's awareness. However, some divination spells (such as *detect magic*) cause the items or objects in question to glow, so that anyone nearby can see them.

**Enchantments:** Spells of this type that directly manipulate the subject's mental or emotional state have no signature to speak of, but a few spells of this type that relay compulsions or orders, or affect objects instead of people (*command*, *bind*, *ray of enfeeblement*, *snake charm*, *trip*, or *snare*, to name a few examples) have normal sensory signatures as appropriate for their areas of effect.

*Charm person:* no sensory signature;
*Hold person:* moderate visual/tactile signature;
*Ray of enfeeblement:* small visual/audio signature.

**Illusions:** In one sense, illusions are nothing more than sensory signatures with no reality attached to them. The central spells of this school—*phantasmal force* and its various improvements and refinements—are designed to create the largest "signature" possible and may easily be observed from quite a distance away. A few illusion spells work directly on the mind of the subject and have a much smaller sensory effect; these include *misdirection*, *phantasmal killer*, or *eyebite*. Illusions that mask or conceal

something else have no true sensory signature in and of themselves; if an *invisible* wizard was surrounded by a glow or gained a pungent odor, the spell would be worthless!

*Phantasmal force:* visual signature by area affected;
*Wraithform:* small visual/tactile signature;
*Eyebite:* no sensory signature.

**Invocations:** Without question, the school of invocation/ evocation includes the most spectacular spells available to a wizard or priest. Like it or not, a wizard who throws *fireballs* and *lightning bolts* is creating a fireworks show that people can see and hear for quite a distance away. Blinding flashes of light and deafening peals of thunder leave no doubt in the observer's mind that magic is at work here. Here are some classic examples:

*Magic missile:* moderate visual signature;
*Fireball:* huge visual, moderate audio/tactile;
*Cloudkill:* large visual, large olfactory.

**Necromancies:** While spells of this school can be extremely potent, the flash and bang of a powerful invocation isn't found in most necromancy spells. Most necromancy spells affect only a single subject at a time. Tactile sensations such as chills, nausea, or disorientation are somewhat more common in necromancy than thunderous detonations or weird haloes of light. The following are some good examples of necromancy spells:

*Enervation:* small visual/audio/tactile;
*Animate dead:* moderate visual/tactile;
*Cure serious wounds:* small visual/tactile.

## Spells with Attack Rolls

A small number of spells require the caster to make an attack roll in order to deliver damage or other effects to the victim. Some of these can be very potent, but their power is limited by the requirement to actually touch the subject with a successful attack roll. Generally, the caster can execute a touch attack (or roll an attack roll) as soon as he finishes casting the spell, or he can delay until the end of the current round and then make his attack. However, if the caster doesn't attempt to discharge the spell in the round in which it is cast, it is wasted unless the spell has a duration of more than one round. For example, *cause light wounds* must be used in the same round in which it is cast, but since *chill touch* lasts a minimum of four rounds, the caster doesn't have to "use it or lose it" in the round he casts the spell.

A number of spells don't require the caster to actually injure the target or breach the victim's armor; even a glancing touch will be sufficient to discharge the spell's effects on the target. Spells of this type *ignore the portion of the victim's Armor Class that is derived from wearing armor*. In other words, only Dexterity-based and magical adjustments help a character's Armor Class against some magical attacks.

*Oromonos the wizard takes a dislike to an obnoxious guard and decides to teach him a lesson with a* shocking grasp. *Since the spell only requires the wizard to make contact with the target, the DM rules that the guard's plate mail +1 won't help him. Only the 1-point Armor Class bonus for the armor's enchantment counts for the guard's AC, which makes him AC 9 to Oromonos's attack instead of his usual AC 2.*

Which spells qualify as spells that bypass armor? Basically, this is a judgment call for the DM. In order to gain this advantage, the spell description should clearly imply that the spell would take effect even if it struck the victim on the breastplate instead of requiring the caster's hand to actually touch exposed skin. Another way of looking at it is this: Does the spell emulate the action of a normal weapon, such as a sword, arrow, or dagger? If it does, the spell definitely requires a normal attack roll on the part of the caster, but if the spell affects the victim's life force or achieves its effect from simple contact, the subject's armor is ignored.

Spells that directly affect the subject's life force include most of the necromantic touch spells (*chill touch, vampiric touch, energy drain,* etc.), the various *cause wound* spells and other reversals of healing spells such as *poison, slay living*, and *destruction*. The victim's armor does not help to protect him from these attacks. Spells that somehow change or alter the victim's status, such as *imprisonment, plane shift*, or *dispel evil* also ignore armor.

A second category of spells that can affect the victim through his armor includes spells that produce energy or forces against which armor is useless. For example, *shocking grasp, chromatic orb, watery double, produce flame, fire seeds,* or *crystalbrittle* can affect an armored or unarmored person equally well.

Some spells that use attack rolls but ignore the victim's armor appear in Table 41: Armor-Breaching Spells.

Spells that create physical attacks or emulate the effects of weapons include such enchantments as *ice knife, hovering skull, Mordenkainen's sword,* and *spiritual hammer*. Since these spells manifest as tangible weapons and are wielded in the same way, the subject is allowed the full benefit of his or her armor. See Table 42: Armor-Observing Spells.

**Table 41:**
## Armor-Breaching Spells

| **Wizard Spells** | **Priest Spells** |
|---|---|
| chill touch (1st) | cause light wounds (1st) |
| chromatic orb (1st)[1] | produce flame (2nd) |
| shocking grasp (1st) | cause blindness or deafness (3rd) |
| ghoul touch (2nd)[1] | cause disease (3rd) |
| pain touch (3rd)[1] | curse (3rd) |
| vampiric touch (3rd) | cause serious wounds (4th) |
| watery double (3rd)[2] | chaotic sleep (4th)[2] |
| fire aura (4th)[1] | poison (4th) |
| mummy rot (5th)[1] | cause critical wounds (5th) |
| Malec-Keth's flame fist (7th)[2] | dispel evil (5th) |
| Otto's irresistible dance (8th) | plane shift (5th) |
| crystalbrittle (9th) | slay living (5th) |
| energy drain (9th) | fire seeds (6th) |
| imprisonment (9th) | harm (6th) |

seclusion (6th)[2]
Sol's searing orb (6th)[2]
destruction (7th)

[1] From The Complete Wizard's Handbook
[2] From Tome of Magic

**Table 42:**
## Armor-Observing Spells
**Wizard Spells**

fist of stone (1st)[2]
ice knife (2nd)[1]
Melf's acid arrow (2nd)
bone club (3rd)[1]
hovering skull (3rd)[1]
Melf's minute meteors (3rd)
snapping teeth (3rd)[1]
turn pebble to boulder (4th)[2]
claws of the umber hulk (6th)[2]
tentacles (6th)[1]
Mordenkainen's sword (7th)
shadow form (8th)[1]

**Priest Spells**

magical stone (1st)
shillelagh (1st)
flame blade (2nd)
spiritual hammer (2nd)

[1] From The Complete Wizard's Handbook
[2] From Tome of Magic

***Player's Option: Combat & Tactics:*** In the revised initiative system introduced in the *Combat & Tactics* book, spells that require attack rolls are cast as normal (i.e., on the fast, average, or slow phase, as appropriate for the casting time). After the spell is invoked, the caster may then make his attack for the round in any subsequent phase. For example, a wizard who casts *chill touch*, a fast spell, may then make a touch attack in the average, slow, or very slow phases. Note that the character still receives only one attack per round.

Even though the wizard will often be 'unarmed' when he uses a touch attack spell, he does *not* provoke an attack of opportunity since he's not attempting to initiate unarmed combat. All he needs to do is touch the subject, not land a full-force punch or wrestle with the fellow. However, a victim who is guarding will still be able to make his own attack before the wizard can deliver his touch-based attack.

## Knockdowns

The concept of knockdowns was introduced in the *Player's Option: Combat & Tactics* rulebook. Knockdowns are hits that send the victim flying or put him on the ground, knocking him prone. The ability to cause a knockdown varies from weapon to weapon, and the larger the target, the more resistant he is to knockdown results. Very few

attacks have the power to put a frost giant flat on his back!

While a club-wielding giant or a powerful barbarian obviously has the potential to take an opponent off his feet, many spells also have the ability to drive a victim to the ground with tremendous force, shock, or concussion. In some cases, spell energy may cause knockdowns through spasms, intense pain, or physiological shock as well as sheer impact energy.

**Knockdown Die:** The likelihood of a weapon (or a spell) to cause a knockdown is governed by the size of the knockdown die. Any time a character suffers damage from a spell, the caster may roll a knockdown die to see if there is a chance for a knockdown. If the number rolled on the knockdown die is higher than the victim's knockdown number, he must roll a saving throw vs. death magic or fall down.

Usually, being knocked down forces the character to spend his next action or attack standing again. Standing is treated as moving half the character's normal movement rating, so a knocked-down fighter could choose to stand in the following round and still receive his normal allotment of melee attacks, while a knocked-down archer who stood up would have to fire at 1/2 his normal rate of fire. (See **What You Can Do in One Round**, page 122 of the *PHB*.)

While a character is on the ground, he is especially vulnerable to attack. Anyone attacking the knocked-down character gains a +4 bonus to hit, and the prone character may not apply his Dexterity adjustment (if any) to his Armor Class. Obviously, it's worth the time to stand up again!

**Knockdown Number:** A character's resistance to knockdowns is measured by his knockdown number. Size is the most important characteristic here, although a character with a good saving throw will avoid many knockdowns regardless of his size. See Table 43: Knockdown Numbers by Size.

*Oromonos isn't done with that guard yet. Since the* shocking grasp *didn't deter the fellow, Oromonos throws a* lightning bolt *at him at point-blank range. The* lightning bolt *has a knockdown die of d12 (we'll discuss knockdown die sizes for particular spells in a moment), and Oromonos rolls an 8 with the d12 while he's rolling his damage for the spell. Since the guard is a human (size M) and therefore knocked down on a 7 or better, he must now make a saving throw vs. death magic or hit the turf. Although the fellow does save against the lightning bolt itself, he blows his knockdown save and winds up on the ground, wondering what hit him*.

## Spells and Knockdown Dice

Clearly, not every spell has the potential for a knockdown. Enchantments such as *charm person* or *slow* may create serious difficulties for the victim, but they're not going to throw him to the ground in the process. Other spells cause 'knockdowns' just by their nature; *sleep, grease*, and *ice storm* can put creatures on the ground by virtue of their normal effects. Table 44: Spells with Knockdown Effects list spells that actually use the knockdown rules.

For spells from other sources, use your best judgment in assigning a knockdown die. First of all, the spell must deliver energy to the target or cause a physiological reaction that might cause the subject to lose control of his limbs—for example, the agony associated with *Abi-Dalzim's horrid wilting* or *throbbing bones* has a chance to distract

even the stoutest warrior, despite the fact that neither spell actually strikes the victim with a tangible blow. You may observe that *lightning bolts* are particularly good for knockdowns, because they strike the target with an immense amount of energy and electrocute the victim at the same time!

Spells that stun, daze, sleep, confuse, charm, hold, trip, fumble, or tangle the opponent don't need a knockdown die; if the spell succeeds, the victim is hindered by the action of the spell itself, and a knockdown would be redundant. Last but not least, spells that simulate weapons (*Mordenkainen's sword*, for example) can use a knockdown die based on the weapon itself; see *Player's Option: Combat & Tactics* for a complete listing of weapons and knockdown ratings.

**Table 43:**
## Knockdown Numbers by Size

| Size Category | Knockdown Number |
|---|---|
| T | 3+ |
| S | 5+ |
| M | 7+ |
| L | 9+ |
| H | 11+ |
| G | 13+ |

**Table 44:**
## Spells with Knockdown Effects

| Spell | Knockdown Die | Spell | Knockdown Die |
|---|---|---|---|
| Abi-Dalzim's horrid wilting[2] | d12 | gust of wind | d6 |
| Bigby's forceful hand | d12 | harm | d12 |
| Bigby's crushing hand | d12 | holy word | d12 |
| Bigby's grasping hand | d12 | ice knife[1] | d6 |
| Bigby's clenched fist | d20 | ice storm (hailstorms) | d10 |
| blade barrier | d10 | lightning bolt | d12 |
| bone club | d8 | magic missile | d6 |
| call lightning | d12 | magical stone | d6 |
| cause serious wounds | d10 | Melf's acid arrow | d6 |
| cause light wounds | d8 | meteor swarm | d20 |
| cause critical wounds | d12 | Mordenkainen's faithful hound | d10 |
| chain lightning | d12 | Mordenkainen's sword | d8 |
| chromatic orb[1] | d6 | Otiluke's freezing sphere (globe) | d10 |
| claws of the umber hulk[2] | d10 | prismatic spray | d12 |
| cone of cold | d8 | | |
| delayed blast fireball | d8 | | |

| | | | |
|---|---|---|---|
| dust devil | d6 | repulsion | d10 |
| explosive runes | d10 | shocking grasp | d8 |
| fire seeds (missile) | d8 | shout | d8 |
| fire trap | d8 | spiritual hammer | d10 |
| fire storm | d8 | tentacles[1] | d8 |
| fireball | d8 | throbbing bones[1] | d8 |
| fist of stone[2] | d8 | thunder staff[2] | d10 |
| flame arrow | d10 | turn pebble to boulder[2] | d12 |
| flame strike | d8 | vortex[2] | d10 |

[1] From The Complete Wizard's Handbook
[2] From Tome of Magic

## Collateral Spell Effects

Everyone knows that a *fireball* does 1d6 damage per level of the caster, but have you ever stopped to consider what else a ball of flame 40 feet across might do? First of all, a *fireball* will start a lot of fires, especially in medieval settings with thatch-roofed houses, garments redolent with animal oils and tanning chemicals, and lots of wooden construction. Secondly, the residual fires left by a *fireball* will produce smoke—probably a lot of it, as many fires smoke very heavily just when they're getting started. Next, a *fireball* may foul the air of a confined space by consuming a great amount of the available oxygen. But, for most players and DMs, the same fireball did 17 points of damage, and that was it!

In this section, we'll take a quick look at unusual effects that may accompany the use of many powerful spells. In military terms, these incidental effects are referred to as collateral damage—a PC wizard probably isn't trying to start a three-alarm fire when he torches a city guard with his *burning hands* spell, but it might happen anyway. Depending on the DM's mischievousness, all kinds of mayhem may break loose when wizards start throwing heavy-damage spells around.

The most important characteristic of a spell for purposes of collateral effects is its general type and purpose. There isn't a whole lot of fallout from a *charm person* or *magic missile* spell, but many other spells create environmental effects that may be long-lasting or even permanent.

### Fire

A great number of spells employ fire as a weapon. Fires create smoke, foul contained atmospheres, and may spread to nearby flammables.

**Visibility:** Flames don't produce smoke—burning objects or creatures do. A *fireball* thrown in an unfurnished room of bare stone against a creature that won't burn well (say, an ice elemental) will leave very little in the way of heavy smoke. On the other hand, a *fireball* thrown in a sod house or a wooden building cluttered with greasy old furs and shoddy furniture will create a number of smoky residual fires and quickly cloud up the surroundings. Generally, a fire spell creates a cloud of smoke in its area of effect that persists for 2d4 rounds. This obscures vision, forcing all characters and monsters to suffer a –2 penalty on missile attacks through the smoke. The stink of burning objects may also hinder creatures that rely on scent to detect their enemies.

**Environmental Effects:** Fire spells naturally cause fires. See **Item Saving Throws** on page 58 of the *DMG*. In addition to the affected characters, the DM can roll an item saving throw for the surrounding area; for example, if a stone room is furnished with tapestries and wooden benches, the DM can use the row for cloth and thin wood.

If an item (or a victim's clothing, for example!) fails its saving throw, it may be *on fire*. People who catch fire suffer 1d4 points of damage in the following round and an additional die of damage in each subsequent round—for example 2d4 in the second round, 3d4 in the third round, and so on—until they extinguish the flames. The victim must pass a saving throw vs. death magic in order to extinguish the flames and may gain a +2 to +8 bonus (DM's discretion) if he uses a sensible method for doing so.

Large fires in confined areas (for example, dungeon rooms) can be especially dangerous since they deplete the oxygen in the air, making it unfit for breathing. If a fire fills more than 50% of an enclosed room or space, it fouls the air. Air-breathing creatures inside the room are affected as if the entire chamber had been targeted with a *stinking cloud* spell. After 1d6 rounds of ventilation (or 1d6 hours in an unventilated area), the atmosphere returns to normal.

One more thing about big fires: they make things hot. Imagine a character's surprise when he goes to open the castle gates just after the wizard's *fireball* goes off! In fact, the DM may rule that metal and stone objects retain enough heat to be affected as if they were struck with a *heat metal* spell, although under most circumstances they will only be heated to the minimal damage level of the spell.

## Cold

Cold-based attacks are rarer than fire-based attacks but are still fairly common among wizard spells. The most obvious examples are *ice storm*, *cone of cold*, and *Otiluke's freezing sphere*.

**Visibility:** The supernatural temperatures of a cold-based spell can cause some surprisingly thick fog by condensing water vapor in the air. The more humid the setting, the more likely it is for cold-based attacks to leave a residue of fog. Generally, cold spells create a cloud of fog equal in size to the spell's area of effect. The fog persists for 1d6 rounds, and any attacks in or through the mist suffer a –2 attack penalty.

**Environmental Effects:** Cold spells don't start fires, but they can leave a dangerous coating of ice on the ground; in fact, the *ice storm* spell specializes in this effect. Creatures moving in the area of effect have a 25% chance of risking a slip or fall, which a saving throw vs. death magic (or a Dexterity check, DM's choice) can avert. Note that this is not as dangerous as the sleet application of *ice storm* since that version of the spell is designed to coat the ground with slippery ice.

Objects subjected to intense cold may be weakened or become unusually brittle for a short time afterwards. Even if an item passes the saving throw, for the next 1d6 rounds it is especially vulnerable to normal blows or crushing blows, suffering a –4 penalty on any further item saving throws.

As noted under fires, metal or stone objects subjected to supernaturally cold temperatures may be affected as if struck by a *chill metal* spell.

## Electricity and Lightning

The distinction between lightning and electricity is principally one of hitting

power. A lightning bolt's immense voltage allows it to overcome the resistance of many things that normally don't conduct electricity at all. In addition, the power of a lightning bolt is so great that the target can blow itself to pieces as its fluids or water content is flashed to steam and then expands. This is why trees hit by lightning bolts split open; the water in the wood bursts the tree from inside as it turns to steam.

In the AD&D magic system, *lightning bolt*, *call lightning*, *chain lightning* and blue dragon breath are lightning attacks. *Shocking grasp*, *glyphs of warding*, and the touch of a volt, shocker, or electric eel are electricity attacks.

**Visibility:** The bright arc of electricity or the flash of lightning as it strikes can temporarily dazzle people looking right at the bolt or spark, especially when the viewers' eyes are adjusted to darkness or dim light. In this case, the DM may require onlookers to make a saving throw vs. death magic or suffer a –1 attack penalty for 1d3 rounds as their vision clears.

In addition, lightning and electricity may start fires if applied to flammable targets (wood or trees usually, but not people). The smoke from a lightning-struck fire can be just as disorienting as the smoke from a *fireball*.

**Environmental Effects:** Lightning and electricity leave few lingering effects behind; a stink of ozone (ionized air) may persist for 1d6 rounds, possibly confusing creatures that rely on smell to detect their prey, and objects may be *magnetized* by their exposure to powerful electrical currents. This is not fantasy magnetism capable of picking up an armored warrior and hurling him through the air; this is low-level magnetism capable of skewing compass needles and lodestones.

Flammable items that fail their saving throw vs. lightning or electricity must make a second saving throw vs. normal fire or begin to burn. This may in turn cause smoke and other such effects.

*Lightning bolts* cast underwater electrocute everything within a 20-foot radius of the bolt's origin. Since the wizard can start the bolt up to 40 feet away from his position, he would be wise to do so when using this spell in an aquatic setting. If a caster out of the water throws a *lightning bolt* into the water, the bolt has its normal effect on any creature in its path until it strikes the surface of the water; at that point, it expands in a 20-foot-radius globe in the water, and goes no further.

## Acid

Another unusual attack form is acid. Very few spells make use of acid as a weapon, although a fair number of monsters have acid-based attacks, including the ankheg, the black dragon, and some slimes, puddings, and oozes.

**Visibility:** Acid at work tends to give off noxious fumes, usually in an area about 5 to 15 feet in diameter; the more acid, the larger the area affected. The fumes may obscure missile and melee attacks at the DM's option, creating a –1 penalty for any creature trying to attack through the smoke and haze.

**Environmental Effects:** Acid fumes are unpleasant to be around and may cause severe irritation of a victim's eyes, nose, and throat. If the DM desires, creatures within the cloud of fumes must roll saving throws vs. death magic or suffer a –2 penalty to attack rolls and Armor Class as long as they remain nearby. This means that a character struck by *Melf's acid arrow* may suffer combat penalties as well as damage from the spell.

## Wind

Spells or effects that generate powerful gusts of wind can create a number of collateral effects. Enchantments such as *dust devil, gust of wind, wind wall,* and *control wind* are the most common in this group, and monsters such as djinni or aerial servants can create whirlwinds.

**Visibility:** While a blast of wind doesn't necessarily obscure visibility, a gust on a very dusty or sandy surface is a different story altogether. On a dry, gritty surface, a wind-based spell or attack will create a rolling dust cloud that creates a –2 penalty for people trying to fight or fire missiles into or through the area of effect.

A blast of wind can also make it very difficult to hear anything above the roaring of the air and may carry a character's scent downwind and away from a creature that relies on smell or hearing to locate its enemies.

**Environmental Effects:** Strong winds can create all kinds of havoc in a dungeon by extinguishing torches and candles and plunging the party into darkness. Above the ground, it can carry the sparks from a campfire farther than normal or blow over a lamp, possibly starting an unexpected fire.

## Other Collateral Effects

Magic is astonishing and almost always has effects or uses that are not immediately apparent. Feel free to improvise when a player in your campaign tries something that seems especially clever—or stupid. What happens when a purple worm is *polymorphed* into a puppy dog just after swallowing a still-living character? Or how do the various rays of the *prismatic spray* affect the area around them if they miss their target? What kind of wreckage does an *acid storm* spell leave behind when cast in a forest clearing? Be creative and take your best guess; the AD&D game is made of exceptions and special cases.

## Critical Strikes

Sometimes, a spell or a special attack strikes with such devastating effect that even the toughest opponent can be crippled or killed by a single blow. Critical strikes reflect this capability; even a lowly *magic missile* might strike the cyclops in his eye, while a *lightning bolt* that strikes a warrior dead-on can kill him in an instant.

Critical strikes add flavor and pseudo-realism to the AD&D game by increasing the likelihood that the use of a spell will decide a fight one way or the other. An AD&D combat can be reduced to a simple process of attrition, but the use of magic should create the potential for a battle-ending injury. Even if the evil giant has 90 hit points, and the wizard's *fireball* won't do more than 42 points of damage at its very best, a critical strike may allow that spell to severely wound or incapacitate the giant. After all, it's not very heroic to throw six volleys of *magic missiles* into the same evil high priest; it denigrates the value of magic.

Critical strikes can also represent special attack forms common among monsters. Creatures that spit acid, breathe fire, or exhale poison gas are just as likely to kill a hero as a creature that rends him limb from limb with fang and claw. A hell hound may only inflict 4 to 7 points of damage with its fiery breath, but that doesn't mean that a 60-hit point fighter should not be threatened by the monster's attack! Critical strikes help to

keep characters honest since *any* attack could result in severe injury or death.

## When Do Critical Strikes Occur?

The critical strike system presented here is meant to be an expansion of the critical hit system from *Player's Option: Combat & Tactics*. However, some of the mechanics that work for attack rolls and Armor Class can't be applied directly to saving throws. For a spell or an attack to have the potential for a critical strike, it must do physical damage. While it's easy to imagine a character who is double-*charmed* or double-*held*, it's somewhat hard to extend the effects of such spells past the obvious results. After all, by failing the saving throw, the character already suffered whatever he was going to suffer for being subjected to the spell.

Critical strikes occur when the target rolls a natural 3 or less on his saving throw *and* misses his saving throw by a margin of 5 points or more. If the spell in question does not allow a saving throw, the target still checks for a critical strike by rolling a saving throw versus the attack; this special saving throw has no other purpose than determining whether or not the character suffers a critical strike.

High-level casters or monsters are more likely to cause critical strikes, as shown on Table 45: Critical Strike Chance by Caster Level.

Note that spells written on scrolls are assumed to be scribed at the 6th level of ability or one level higher than the minimum level required to cast them, whichever is higher; for example, a 5th-level wizard spell requires a 9th-level caster, so it is scribed at the 10th level of ability, but a 1st-level spell (requiring only a 1st-level caster) is written at the 6th level of ability.

Monsters with special attacks that may entail critical strikes use the table above, substituting their Hit Dice for caster level. As one might suspect, ancient red dragons of the 20 Hit Dice or higher variety can inflict devastating criticals with their fiery breath!

*Beshira the Sorceress, a 4th-level mage, hurls a* magic missile *at an unfortunate orog. Normally, a* magic missile *allows no saving throw, but the orog will still roll a d20 for a saving throw vs. spell just to see if he fails critically or not. The orog is a 3 Hit Die monster, which means that his saving throw vs. spell is a 16. The orog rolls an 8, which can't be a critical strike, since it's not a natural 3 or less— even though he missed his save by 8 points!*

*A few levels later, Beshira encounters an angry cloud giant and decides that* lightning bolt *is the best way to deal with him. The cloud giant is a 16 Hit Die monster and only needs a 7 to make its saving throw. However, the giant rolls a 4, missing its save! Since Beshira is now an 8th-level sorceress, this natural 4 may be a critical strike— except the giant still didn't miss by 5 points. (He would have had to roll a 1 or 2 to miss his saving throw by a margin of 5 points.)*

*Later in the same fight, Beshira exhausts her spells and hauls out a* wand of fire *to use against the giant. Against rods, staves, and wands, the giant's saving throw is a 6, so he will only suffer a critical strike on a roll of 1.*

## Critical Strikes the Easy Way

If the math of the preceding system seems to be a little too much for your campaign, try this method: the attacker rolls 1d20 when he throws the spell or uses his

special ability. If the die comes up an 18 or higher, the victim suffers a critical strike if he fails his saving throw. If the spell or effect doesn't allow a saving throw, the victim may still attempt a saving throw vs. death magic to avoid the critical strike itself, although he still suffers the effects of the spell even if he avoids the critical hit. This system doesn't account for the skill or power of the spellcaster or monster, but it may be a little faster than figuring out how much someone missed their save by.

## Types of Critical Strikes

Obviously, the exact nature of the injuries a character suffers from a critical strike will vary with the form of energy or magic that hits him. Different spells or effects can burn, char, dissolve, electrocute, freeze, impale, maul, scorch, or wound the victim in different ways. Therefore, there are ten different critical strike charts, each representing a different attack form.

Readers familiar with the critical hit system from *Player's Option: Combat & Tactics* may observe that the target type (humanoid, monster, or animal) is not a consideration in the critical strike charts. Instead, only one body form or target type is included for each attack. Optional hit location tables for monsters and animals are provided in case you wish to incorporate them in your campaign, but you can use the critical strike tables for any kind of opponent as they are written.

The critical strike tables include acid, cold, constriction, crushing, electricity, fire, impact, slashing, vibration, and wounding.

**Acid** attacks include *Melf's acid arrow, acid storm*, the breath of a black dragon, the secretions of a black pudding, or the effects of holy water on certain undead.

**Cold** attacks include *chill touch, cone of cold, Otiluke's freezing sphere*, white dragon or silver dragon breath, and the deathly touch of a lich.

**Constriction** attacks are the forte of giant snakes, monsters with tentacles, and spells such as *Evard's black tentacles* or *Bigby's crushing hand*. Anything that surrounds and squeezes the victim could fall into this category.

**Crushing** attacks are mammoth assaults that can smash a person like a bug. *Turn pebble to boulder, Bigby's clenched fist*, or the blow from a *ring of the ram* are crushing attacks. Crushing can also represent the effects of a dangerous fall or the force of an explosion that hurls a character through the air. If the character's whole body is affected by a physical force, it's a crushing injury.

**Electricity** includes various forms of magical *lightning, shocking grasp*, and the breath of a behir or blue or bronze dragon. There is no distinction between electricity and lightning for critical strikes.

**Fire** is fairly obvious, but note that explosions (a gas spore explosion or the retributive strike of a broken staff) are more accurately described by crushing injuries.

**Impact** injuries result from concentrated applications of force or small projectiles. *Magic missile, spiritual hammer,* or bullets cause impact injuries. In some cases, impact injuries actually penetrate the victim's body.

**Slashing** attacks include spells such as *ice knife, Mordenkainen's sword*, and *blade barrier*. This category also includes the mauling action of some mechanical traps.

**Vibration** attacks are rare, but dangerous, literally shaking the victim to pieces. A few monsters have special vibration or sonic attacks.

**Wounding** attacks result from *cause light, serious* or *critical wounds*, and can

also simulate withering, desiccation, or disease attacks. Wounds appear as gaping sores or destroyed tissue.

## Strike Location

In the movies, the hero always manages to get shot in the shoulder, the leg, or just grazed in the side. Regrettably, adventurers aren't always that lucky, and even a fairly minor critical strike—say, a *magic missile*—could be extremely dangerous if it strikes the character in the eye or the throat. The location of a critical strike is determined by rolling a d10 and comparing it to Table 46: Critical Strike Location.

For your convenience, the hit locations are numbered on each subtable in the critical strike charts.

**Called Shots:** If a spell or special attack uses a normal attack roll, the attacker may choose to use a called shot. A called shot forces the attacker to take a –4 penalty on his attack roll, but if it hits and inflicts a critical strike, the strike automatically affects the location the attacker was aiming for. Spells that do not use attack rolls do not permit the caster to attempt a called shot.

**Whole-Body Injuries:** Unlike most weapons, spells and special attacks create the possibility for whole-body injuries which damage a creature in several places at the same time. This is a function of the spell's size or area of effect.

**Table 45:**
## Critical Strike Chance by Caster Level

| Caster Level | Critical Strike Occurs on . . . |
|---|---|
| 1–5 | Natural 3 or less, save missed by 5 or more |
| 6–10[1] | Natural 4 or less, save missed by 5 or more |
| 11–15[2] | Natural 5 or less, save missed by 5 or more |
| 16–20 | Natural 5 or less, save missed by 3 or more |
| 21+ | Natural 5 or less |

[1] Potions, wands and staves fall into this level range for determining critical strikes.

[2] Rings, rods, and miscellaneous magical items fall into this range for critical strikes.

**Table 46:**
## Critical Strike Location

| d10[1] | Humanoid | d10[1] | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |

| | | | |
|---|---|---|---|
| 8 | Right arm | 5 | Tail[2] |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

[1] If the defender is two sizes taller or has a height advantage, roll 1d6 for location; if the attacker is two sizes taller or has a height advantage, roll 1d6+4 for location.
[2] Rolls of 1–5 are tail hits for creatures with snake-like or fish-like bodies.

Huge creatures treat critical strikes as if they were one size smaller, so a frost giant struck by a *fireball* would suffer 1d3 separate critical strikes, not 1d4. Gargantuan creatures reduce the strike by two size categories. Regardless of the size of the strike, the victim always suffers a critical strike in at least one hit location.

*Terthan, a human warrior, is struck by a* lightning bolt *and blows his save badly enough to qualify for a critical strike. The DM rules that the bolt is a large attack (two to nine targets reasonably approximates a lightning bolt's area of effect) so Terthan will suffer 1d3 strikes. He rolls a 2, or two separate hits, and refers to Table 46. Naturally, Terthan is a humanoid; two 1d10 rolls result in a 5 (abdomen) and an 8 (right arm). Now Terthan will go on to determine the strike's severity and see what kind of injuries he suffers.*

Whole-body injuries can be ignored if the DM wishes; one roll on the hit location table should be enough for anybody. Whole-body injuries are a little more "realistic," and they make critical strikes much more deadly, but the game works fine without them.

**Table 47:**
## Whole-Body Injuries

| **# of Targets Affected** | **Area Affected** | **# of Locations Affected by Strike** |
|---|---|---|
| 1 Target | 5' sq. or 2' rad. | 1 (M) |
| 2–9 Targets | 30' sq. or 15' rad. | 1d3 (L) |
| 10+ Targets | 40' sq. or 20' rad. | 1d4 (H) |
| 40+ Targets | 100' sq. or 40' rad. | 1d6+1 (G) |

**Table 48:**
## Critical Severity

| **Damage Potential vs. Target Hit Point Total** | **Severity Roll** |
|---|---|
| Max. damage is less than 1/2 target hp | 1d6 |
| Max. damage is less than target hp | 2d4 |

| | |
|---|---|
| Max. damage is less than twice target hp | 2d6 |
| Max. damage is twice or more target hp | 2d8 |

## Severity

Naturally, critical strikes cover a great range of severity. There's a world of difference between a *burning hands* spell cast by a 2nd-level wizard and the awesome blast unleashed by an ancient, fire-breathing dragon. If the whole-body injury rules cover the size of the attack, severity measures its intensity.

The best approximation for the severity of a critical strike is how much damage the attack can inflict on its target. Figure the maximum damage potential of the spell or effect, compare it to the maximum, unwounded hit point total of the victim, and refer to Table 48: Critical Severity.

*Terthan, the warrior from the previous example, has a normal hit point maximum of 35 when unwounded. The* lightning bolt *was thrown by a 6th-level wizard with a potential of 6d6 points of damage (a maximum of 36 points). Since this is more than Terthan's hit points, without being twice Terthran's total, the severity roll will be 2d6.*

Refer to the appropriate critical strike chart and roll the severity dice indicated for the hit location. The result is the specific injury or effect suffered by the victim for the critical strike. Unlike the critical hits of the *Player's Option: Combat & Tactics* book, critical strikes do *not* inflict doubled damage, and they do not allow the victim a special saving throw to avoid the specific effects. After all, the target already blew one saving throw, or he wouldn't be rolling on the critical strike table.

*Lord Nonnach Redoff the Bold, a 20th-level warrior, rides forth to do battle with an adult red dragon. The dragon naturally opens the fray with its best fiery blast. Nonnach must make a saving throw vs. breath weapon, needing only a 4 to succeed. Unfortunately, Nonnach rolls a 1 and misses. Since the dragon has 17 Hit Dice, its victims suffer critical strikes if they miss their save by at least 3 points and roll less than a 5—which Nonnach just did.*

*Chortling with glee, the DM rules that the dragon's breath is a huge attack, inflicting critical strikes in 1d4 locations; Nonnach rolls a 3, so he'll get three separate rolls on Table 46 and winds up with critical strikes to the abdomen, right leg, and left arm. Now, on to severity: the dragon's damage potential is 126 points, and Nonnach at his best only has 109 hit points, so each strike will be rolled with a severity of 2d6. In addition to the 79 points of damage Nonnach takes from the dragon's breath, he suffers minor injuries to his arm and abdomen, but his leg is burned off at the knee! (And the DM could require him to make a saving throw vs. death magic to check for death from massive damage, as described in the* PHB*.) All of a sudden, Nonnach finds himself wishing he were somewhere else entirely.*

## Specific Injuries and Effects

Usually, a critical strike results in a specific injury or penalty for the victim. As noted above, the victim does not gain a saving throw to avoid the special effects of a

critical strike since he's already failed one pretty badly. However, many creatures can ignore the effects of certain strikes just by their nature. Most undead monsters are immune to cold-based attacks and therefore don't suffer any ill effects from cold critical strikes. Constructs such as golems don't have a real physiology and can ignore the incapacitating effects of internal injuries. Injuries are divided into six degrees of severity: *grazed, struck, injured, broken, shattered* and finally *severed*.

Wounds or injuries are always accompanied by some loss of hit points, and some critical strike results may increase the damage caused by the spell or effect. Many also inflict temporary attack or movement penalties that persist until the character receives medical attention of some kind. The actual damage, or loss of hit points, may be recovered normally, but the injury's effects linger until it is specifically addressed.

*After a few months of recovering from his battle with the dragon, Nonnach is riddled by a high-level wizard's* magic missile *spell and receives a critical strike.* Magic missiles *strike on the impact chart; the location roll is a 10 and the severity roll comes up as a 6, so Nonnach catches a* missile *in the eye. The spell inflicts 16 points of damage, but more importantly, Nonnach is temporarily blinded. He'll suffer a –4 penalty to all attack rolls until his injury is treated in some way, although he can recover the loss of hit points through magical or normal healing.*

**Grazed, Singed, Chilled, Bruised:** While the nature of the injury varies with the type of critical strike, all of these minor wounds fall under the category of 'grazes.' A graze is not very serious, although it may cause minor bleeding. A *cure light wounds* or any other healing magic capable of restoring 4 hit points will heal a graze. Grazes also heal naturally as if they were a loss of 1d6 hit points; if a graze is the equivalent of a 2-hit point wound, a single day of rest will cure it and eliminate any penalties. If a character receives healing magic, the graze is healed *and* he gets to recover hit points from the same spell or effect.

**Struck, Blistered:** Slightly more serious than a graze, a 'struck' result usually entails some kind of attack or movement penalties, such as a –2 penalty to attack rolls. Injuries of this type can be healed by a *cure light wounds* spell or other healing magic capable of restoring 5 lost hit points. Struck areas heal naturally as if they were a wound of 2d6 hit points.

**Injured, Burned, Frostbitten:** Wounds of this level can trouble a character for many weeks; they heal naturally as if they were a loss of 10d6 hit points. A *cure serious wounds* spell, or any other healing magic capable of restoring 10 hit points or more, can repair the injury.

Injuries almost always entail significant combat penalties for the character and may temporarily reduce a character's maximum number of hit points. Since he's favoring a painful injury, he is more susceptible to attacks. Injured arms, legs, or tails reduce a character to 75% of his normal maximum hit points, while an injury to the torso, abdomen, or head reduces a character to 50% of his normal. (If the damage done by the spell or effect didn't bring the character down to his new maximum, he is reduced to the lower number immediately, but if the damage was severe enough to drop the character beneath his new maximum, he doesn't lose any additional hit points.)

For example, let's take a look at Lord Nonnach again. As noted in the example,

Nonnach normally has a maximum of 109 hit points. If he sustained an injury to his torso, he would temporarily be reduced to a maximum of 55 hit points. Even if the torso injury only did 10 or 15 points of damage, Nonnach is still going to lose half his hit points due to the effects of his injury!

**Broken:** Most minor breaks are assumed to fall into the previous two categories; hairline fractures or chipped bones are painful, but generally minor, injuries. This category is reserved for severe fractures that render the limb in question useless. Broken bones can be mended by a *cure serious wounds* spell that is used only to knit the bone; unlike the *grazed*, *struck*, or *injured* categories, this healing spell restores no hit points to the character. Broken bones heal naturally as if they were a loss of 20d6 hit points, so a character with a badly broken leg won't be running sprints anytime in the next month or two.

Broken arms reduce a character to 75% of his normal hit points, and broken ribs or legs reduce a character to 50% of his normal hit point maximum. Any other broken bones reduce a character to 25% of his normal hit point maximum. Continuing to adventure with a fractured skull or a few broken vertebrae is never a good idea.

**Crushed, Shattered, Frozen, or Destroyed:** A critical strike of this magnitude simply destroys the affected tissue or limb, rendering it forever useless. The victim of such a devastating injury *never* recovers his full health, without magical aid. A limb damaged in this way is completely useless, while other areas so affected will leave the victim incapacitated. One to eight months of bed rest will be required before he regains even a semblance of mobility.

An injury of this kind can only be repaired by a *cure critical wounds* spell or any other magic capable of restoring at least 20 hit points to the victim. In addition, any bones in the affected area are assumed to be broken and may require additional magic to knit.

Destroyed shoulders, hips, or limbs reduce a character to 50% of his normal hit point maximum. Any other injuries of this severity reduce the character to 25% of his normal hit point maximum. At the DM's option, appropriate ability scores may be reduced by up to 50%; an acrobat with a ruined hip will never perform again.

**Severed, Dissolved, or Incinerated:** Obviously, a creature that has a limb severed or completely removed from his body can no longer use that limb for movement or combat. A human with a severed leg can't walk or run and is reduced to crawling until he finds a crutch; a character with a severed shield-arm can no longer employ his shield, and so on. The only way to undo damage of this scale is by use of the *regeneration* spell or similar effects, or a properly worded *wish*.

The shock of losing a limb will prevent a character from moving independently or attacking for 2d10 full weeks, although a character who "only" loses a hand or a foot may be able to perform limited activities within 1d6 rounds of the injury, if he passes a system shock roll. Note that creatures with more than four limbs (especially insects or octopus-like creatures) are slightly more resistant to this sort of trauma and may be able to continue the fight after one or two rounds of being stunned.

The loss of a limb will reduce a character's hit point maximum by 25% for a partial loss, or 50% for a more catastrophic injury. If the character is able to compensate with a prosthesis such as a wooden leg or a hook, the hit point loss may be reduced by one level.

## Bleeding

A common effect of many critical strikes is bleeding. Bleeding falls into three categories: minor, major, and severe. In many cases, bleeding may prove more dangerous than the original injury.

**Minor bleeding** causes the victim to lose 1d2 hit points per full turn until the wound is magically healed or bound. There is a chance that minor bleeding will stop on its own; every time the character suffers damage from the bleeding, he may attempt a saving throw vs. death magic. If he succeeds, the bleeding stops.

Anybody (including the injured character!) can stop minor bleeding by applying a bandage. This requires one round.

**Major bleeding** is much more dangerous, resulting in a loss of 1d2 hit points per round (not turn) until the injury is healed or bound. In effect, the standard negative 10 rule represents major bleeding; the character loses 1 hit point per round when reduced to negative hit points.

Major bleeding can be stopped by a *cure light wounds* spell or the healing of 5 points of damage by any other means. In addition, the successful use of the healing proficiency halts major bleeding. If the wound is bound by an untrained character, make an Intelligence check for the would-be medic; if he fails, he is unable to help, but if he succeeds, the bleeding is reduced to minor.

**Severe bleeding** causes the victim to lose 10% to 60% (1d6 x 10%) of his unwounded hit point total every round. For example, a fighter with 43 hit points would lose 4 (10%) to 24 (60%) of his hit points every round. A *cure light wounds* or 5 hit points of healing will reduce severe bleeding to major bleeding; a *cure serious wounds* or 10 hit points of healing reduces it to minor bleeding; and a *cure critical wounds* or 20 hit points of healing stops it altogether.

An untrained character has no chance to bind a torso, abdomen, or head wound with severe bleeding, but a trained healer can attempt a proficiency check with a –4 penalty to reduce severe bleeding to major bleeding in these areas. A trained healer can reduce severe bleeding from a limb to major bleeding with an unpenalized proficiency check, and an untrained character can do the same with a successful Intelligence check at a –4 penalty. Note that once severe bleeding has been reduced to major bleeding, the character may be able to then reduce the major bleeding to minor bleeding.

Bleeding from several wounds is cumulative; a character with three cases of minor bleeding from three separate injuries suffers 3d2 damage every turn. After a character is reduced to 0 hit points by any level of bleeding, the bleeding stops, and he simply loses 1 hit point a round until he reaches –10 and dies.

## Combat Penalties

Many critical strikes hamper the victim's ability to fight or move by penalizing his attack rolls or reducing his movement rate. A character with reduced movement may not choose to charge, jog, run, sprint, or force-march in order to compensate. A character reduced to no movement may still drag himself along with an effective movement rating of 1 or ride a mount with difficulty.

A few critical strikes may prevent the victim from attacking at all; if this is the case, the character may not engage in spellcasting or performing any other actions except for using magical items or possibly using psionic powers that affect only his own body.

**Knockdowns:** Some critical strikes may inflict a knockdown on the victim. This is not an automatic result; the victim may still attempt a saving throw vs. death magic to remain on his feet.

### Armor, Shield, and Equipment Damage

Acid, fire, lightning, and other lethal energies and substances can quickly destroy a character's armor. Unlike the critical hits introduced in *Player's Option: Combat & Tactics*, every critical strike endangers the victim's armor and equipment since the character already failed a saving throw. However, there's no need to check everything the character may have on his person—instead, only check items on or in the location struck. For example, if a character is struck in the face with a *burning hands* spell, his magical boots are in no real danger of being destroyed, but his helm or his reading spectacles might be ruined.

To check for item damage, refer to Table 29: Item Saving Throws in the *DMG*. Vibration or sonic attacks can be treated as either a crushing blow or disintegration as the DM prefers, although if you decide to use the disintegration column, a +4 bonus is reasonable to reflect the less destructive nature of vibration attacks. Wounding critical strikes do not damage equipment.

**Partially Destroyed Armor:** If a character loses his armor in one particular location, the most accurate way to reflect his increased vulnerability is to consult the partial armor rules described on pages 128, 146 and 147 of the *Player's Option: Combat & Tactics* book. Basically, the character's overall AC will be worsened by the value of the missing piece, and the character will also have an AC 10 location that can be exploited by a called shot.

If you don't have the *Combat & Tactics* book or don't want to use partial armor rules, simply assign the character a 1-point AC penalty for each piece of missing armor. For example, if a character in chain mail (base AC 5) loses the armor protecting his torso and right arm, his armor is now treated as a base AC of 7. This isn't as realistic, but may be a little easier to use in play.

## Acid

**Hit Location Chart**

| d10 roll | Humanoid | d10 roll | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |

| | |
|---|---|
| 4 | Acid splash grazes victim; pain distracts character for 1d4 rounds causing a –2 penalty to attack rolls |
| 5 | Leg struck, 1/2 move; pain distracts character for 1d6 rounds, as above, and causes knockdown |
| 6 | Foot burned, 1/2 move, pain distracts character for 1d6 rounds |
| 7 | Armor destroyed, acid splash as 4 above; if target has no leg armor, leg burned, 1/4 move, victim knocked down and stunned 1d6 rounds |
| 8 | Hip/thigh burned, minor bleeding, stunned 1d6 rounds, 1/4 move |
| 9 | Armor destroyed, leg struck as 5 above; if target has no leg armor, acid burns to bone causing major bleeding, no move or attack |
| 10 | Foot dissolved; minor bleeding, victim stunned 1d6 rounds, then no movement and –2 penalty to attacks |
| 11 | Leg dissolved at knee, major bleeding, no move or attack |
| 12 | Leg dissolved at hip, no move or attack, major bleeding |
| 13 | +As 12 above with an additional abdomen hit |

**Location: Abdomen**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Acid splash grazes victim, –2 to attack rolls for 1d6 rounds |
| 5 | Abdomen struck, –2 to attack rolls, victim reduced to 1/2 move |
| 6 | Armor destroyed, acid splash as 4 above; if target has no armor, abdomen burned, 1/2 move, minor bleeding, –2 to attack rolls |
| 7 | Abdomen burned, minor bleeding, 1/2 move, –2 to attack rolls, victim stunned 1d6 rounds by pain |
| 8 | Abdomen burned, minor bleeding, 1/4 move, –4 to attack rolls |
| 9 | Armor damage, abdomen struck, minor bleeding, 1/2 move and –2 to attacks; if no armor, victim stunned 1d6 rounds, 1/4 move, –4 to attack rolls, major bleeding |
| 10 | Abdomen burned, no move or attack, major bleeding |
| 11 | Abdominal wall dissolved, no move or attack, severe bleeding |
| 12 | Abdomen dissolved, victim reduced to 0 hp, severe bleeding |
| 13+ | As 12 above with additional torso or leg hit (50% chance of either) |

**Location: Torso**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Acid splash grazes victim, –2 to attack rolls for 1d6 rounds |
| 5 | Torso struck; 1/2 move, –2 to attack rolls, victim stunned 1 round |
| 6 | Shield destroyed, acid splash as 4 above; if target has no armor, torso burned, 1/2 move, minor bleeding, –2 to attack rolls |
| 7 | Armor destroyed, torso struck, 1/2 move, –2 to attacks; if target has no armor, torso burned, victim stunned 1d6 rounds, 1/2 move, –2 to attacks |
| 8 | Torso burned, minor bleeding, 1/4 move, –4 to attack rolls |
| 9 | Torso burned, minor bleeding, no move or attack |
| 10 | Torso burned deeply, major bleeding, no move or attack |

| | |
|---|---|
| 11 | Torso partially dissolved, victim reduced to 0 hit points with severe bleeding |
| 12 | Torso dissolved, victim killed instantly |
| 13+ | As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head); it might make a difference when the survivors claim the treasure and possessions left behind by the victim. |

**Location: Arms**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand grazed by acid splash, weapon or shield dropped |
| 5 | Arm struck, victim distracted by pain (–2 penalty to attack rolls) for 1d4 rounds, shield or weapon damaged by acid |
| 6 | Hand burned, –2 to attacks with that hand (or no shield use if shield arm is burned), victim stunned 1d3 rounds by pain |
| 7 | Armor destroyed, arm grazed by acid as in 4 above; if victim has no armor, arm burned by acid, –2 penalty to all attacks, victim stunned 1d4 rounds by the pain |
| 8 | Arm burned, victim stunned 1d4 rounds, –4 to attacks with affected arm and –2 to all other attacks |
| 9 | Deep acid burn renders arm useless, victim stunned 1d6 rounds |
| 10 | Hand dissolved, stunned 1d6 rounds, –2 to all attacks, minor bleeding |
| 11 | Arm dissolved at elbow, stunned 1d6 rounds, no attack, major bleeding |
| 12 | Arm dissolved at shoulder, stunned 1d6 rounds, 1/2 move, no attacks, major bleeding |
| 13+ | As 12 above with an additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Acid splash distracts victim for 2d4 rounds, –2 penalty to all attacks |
| 5 | Head struck, helm damaged, victim stunned 1d3 rounds; –2 to all attack rolls if victim had no helm |
| 6 | Head struck, –2 to attacks, stunned 1d4 rounds by pain |
| 7 | Helm destroyed, face burned, stunned 1d6 rounds, –2 to attacks; if victim wears no helm, –4 to all attacks and 1/2 move |
| 8 | Face burned, victim blinded, stunned 2d8 rounds, Charisma reduced by 2d6 points, minor bleeding |
| 9 | Scalp and one ear dissolved, victim stunned 2d8 rounds, major bleeding, 1/2 move and no attacks, Charisma reduced by 2d4 points |
| 10 | Face dissolved, victim blinded, no move or attack, major bleeding, Charisma/Appearance reduced to 3 |
| 11 | Throat dissolved, no move or attack, severe bleeding; if bleeding doesn't kill the victim, he asphyxiates in 1d4+1 rounds |
| 12 | Skull dissolved, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail burned; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain |
| 7–8 | Tail burned, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat in pain |
| 9–10 | Tail burned, lose any tail attacks, 1/2 move if animal uses tail for movement |
| 11 | Tail dissolved at mid-length, victim stunned 1d3 rounds, major bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail dissolved, victim stunned 1d6 rounds, pain reduces creature to 1/2 move and –2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement |
| 13+ | As 12 above with abdomen or torso hit (assign 50% chance to both) |

## Cold

**Hit Location Chart**

| d10 roll | Humanoid | d10 roll | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim chilled; 1/2 move and –2 penalty to attacks for 1d6 hours |
| 5 | Leg struck, 1/2 move; victim knocked down and chilled as above |
| 6 | Foot frostbitten, 1/2 move |
| 7 | Armor shattered, victim chilled as 4 above; if target has no leg armor, leg frostbitten, 1/4 move, victim knocked down |
| 8 | Hip/thigh frostbitten, stunned 1d3 rounds, 1/4 move |
| 9 | Armor shattered, leg struck as 5 above; if target has no leg armor, bone broken by cold, no move, –2 to attack rolls |
| 10 | Foot frozen; victim knocked down, 1/4 movement, –2 penalty to attacks |
| 11 | Leg frozen from knee down, no move, –4 penalty to attacks |
| 12 | Leg frozen at hip, no movement or attacks possible |
| 13+ | As 12 above with an additional abdomen hit |

**Location: Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim chilled, –2 to attack rolls for 1d6 hours |
| 5 | Abdomen struck, victim reduced to 1/2 move, chilled 1d6 hours |
| 6 | Armor shattered, victim chilled as 4 above; if target has no armor, abdomen frostbitten, 1/4 move, –2 to attack rolls |
| 7 | Abdomen frostbitten, 1/4 move, –2 to attack rolls; victim slowed for 2d6 rounds due to intense cold |
| 8 | Abdomen frostbitten, 1/4 move, –4 to attack rolls; victim slowed for 1d6 hours by intense cold |
| 9 | Armor shattered, abdomen struck, 1/4 move and –2 to attacks; if no armor, victim slowed 1d6 hours, 1/4 move, –4 to attack rolls |
| 10 | Abdomen partially frozen, no move or attack; victim succumbs in 1d4 days without magical healing |
| 11 | Abdomen frozen, no move or attack, victim reduced to 0 hp; victim succumbs in 1d6 hours without magical healing |
| 12 | Abdomen frozen, victim reduced to 0 hp and succumbs in 1d6 rounds without magical healing |
| 13+ | As 12 above with additional torso or leg hit (50% chance of each) |

**Location: Torso**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim chilled, –2 to attack rolls for 1d6 rounds |
| 5 | Torso struck; 1/2 move, –2 to attack rolls, victim chilled 1d6 hours |
| 6 | Shield shattered, victim chilled as 4 above; if target has no shield, torso frostbitten, slowed 1d6 rounds, 1/4 move, –2 to attack rolls armor, torso frostbitten, victim slowed 1d6 hours, 1/4 move, –2 attacks |
| 8 | Torso frostbitten, 1/4 move, –4 to attack rolls, victim slowed 1d6 hours by intense cold |
| 9 | Torso frostbitten, no movement or attacks possible |
| 10 | Torso partially frozen, no move or attack, victim perishes in 1d4 hours without magical help |
| 11 | Torso frozen, victim reduced to 0 hp, dies in 1d6 rounds |
| 12 | Torso frozen, victim dies immediately |
| 13+ | As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head) |

**Location: Arms**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand chilled, weapon or shield dropped |
| 5 | Arm struck, shield or weapon dropped, –2 penalty to attacks with that hand until victim recovers |

| | |
|---|---|
| 6 | Hand frostbitten, –4 to attacks with that hand (or no shield use if shield arm is struck) |
| 7 | Armor shattered, arm chilled as in 4 above; if victim has no armor, arm frostbitten, –2 penalty to all attacks, victim slowed 1d4 rounds |
| 8 | Arm frostbitten, victim slowed 1d4 rounds, –4 to attacks with affected arm and –2 to all other attacks |
| 9 | Deep frostbite renders arm useless, victim slowed 1d6 hours |
| 10 | Hand frozen and useless, stunned 1d6 rounds, –2 to all attacks |
| 11 | Arm frozen from elbow down and useless, stunned 1d6 rounds, –4 to all attacks, slowed 1d6 hours |
| 12 | Arm frozen from shoulder down, stunned 1d6 rounds, 1/4 move, no attacks, slowed 1d6 hours |
| 13+ | As 12 above with an additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Frost disorients victim for 2d4 rounds, –2 penalty to all attacks |
| 5 | Head struck, helm damaged, victim slowed 1d6 rounds; –2 to all attack rolls if victim had no helm |
| 6 | Head struck, –2 to attacks, slowed 1d6 hours |
| 7 | Helm shattered, face frostbitten, slowed 1d6 hours, –2 to attacks; if victim wears no helm, –4 to all attacks and 1/4 move |
| 8 | Face frostbitten, victim blinded 1d6 hours and slowed 1d6 hours |
| 9 | Scalp and side of head frozen, victim slowed 1d6 hours, 1/4 move and no attacks |
| 10 | Face frozen, victim blinded, no move or attack |
| 11 | Throat/nose frozen, no move or attack, asphyxiation in 1d4+1 rounds |
| 12 | Skull frozen through, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| **Severity** | **Effect** |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail frostbitten; if prehensile, any items carried are dropped, –2 penalty to all tail attacks |
| 7–8 | Tail frostbitten, lose any tail attacks; victim chilled 1d6 hours, suffers a –2 penalty to attacks while chilled |
| 9–10 | Tail badly frostbitten, lose any tail attacks, 1/4 move if animal uses tail for movement |
| 11 | Tail frozen at mid-length, victim stunned 1d6 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail frozen, victim stunned 1d6 rounds, pain reduces creature to 1/4 move and –2 penalty on any attack rolls; no move or attack if creature uses tail for movement |
| 13+ | As 12 above with abdomen or torso hit (50% chance of either) |

Note: A frozen result kills the affected tissue; without access to powerful healing magic, the victim must have a frozen limb removed within 1d3 days to prevent lethal infection or gangrene.

## Constriction

**Hit Location Chart**

| d10 roll | Humanoid | d10 roll | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim knocked down |
| 5 | Knee twisted (struck), knockdown, 1/2 move |
| 6 | Foot dislocated (broken), knockdown, 1/2 move |
| 7 | Armor damaged, leg twisted, 1/2 move; leg injured if target has no plate armor to cover legs, 1/4 move |
| 8 | Knee dislocated (broken), no move, –2 to all attacks |
| 9 | Armor damaged, leg injured, 1/2 move, –2 to all attacks; leg broken if target has no plate armor to cover legs, no move, –4 to attacks |
| 10 | Knee crushed, no move, –4 to attacks, minor bleeding |
| 11 | Hip broken and dislocated, minor bleeding, no move or attack |
| 12 | Leg crushed, no move or attack, major bleeding from compound fractures |
| 13+ | As 12 above with additional abdomen hit |

**Location: Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d4 rounds |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Armor damaged, victim stunned 1d6 rounds; if victim has no plate armor, abdomen injured, stunned 1d6 rounds, 1/2 move, –2 penalty to all attacks |
| 7 | Abdomen injured, 1/2 move, –2 to all attacks |
| 8 | Abdomen injured, minor internal bleeding, 1/2 move and –2 to attacks |
| 9 | Armor damaged, abdomen injured, minor bleeding, 1/2 move and –2 to |

| | |
|---|---|
| | attacks; if victim does not have plate armor, 1/4 move, –4 to attacks |
| 10 | Abdomen injured, no move or attack, minor internal bleeding |
| 11 | Abdomen crushed, no move or attack, major internal bleeding |
| 12 | Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding |
| 13+ | As 12 above with additional torso or leg hit (50% chance of each) |

**Location: Torso**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Knockdown, stunned 1d4 rounds |
| 5 | Torso struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Shield damaged, torso struck, 1/2 move |
| 7 | Armor damaged, torso struck, 1/2 move, –2 to attacks; if no plate armor, torso injured, 1/4 move, –4 penalty to all attacks |
| 8 | Torso injured, minor internal bleeding, 1/4 move, –4 to attacks |
| 9 | Ribs broken, minor internal bleeding, 1/2 move, –2 to attacks |
| 10 | Ribs broken, major internal bleeding, no move or attack |
| 11 | Torso crushed, victim reduced to 0 hit points with severe internal bleeding |
| 12 | Torso crushed, victim killed |
| 13+ | As 12 above with additional hit in abdomen (40%), left arm, right arm, or head (20% each) |

**Location: Arms**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand twisted, weapon/shield dropped |
| 5 | Arm twisted, weapon/shield dropped, –2 to attacks |
| 6 | Hand broken, –2 to attacks/shield dropped |
| 7 | Armor damaged, arm injured, –2 to attacks with that arm; arm broken if victim has no plate armor, arm useless |
| 8 | Shield damaged, arm broken and useless, stunned 1 round |
| 9 | Arm broken and useless, stunned 1d4 rounds |
| 10 | Shoulder dislocated (broken), no attacks, minor bleeding |
| 11 | Arm crushed, 1/2 move, no attacks, minor bleeding |
| 12 | Shoulder crushed, no move or attacks, major bleeding |
| 13+ | As 12 above with additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Head twisted (struck), helm removed, victim stunned 1 round; –2 to attack rolls due to pinched nerves in neck |
| 6 | Head struck, 1/2 move, –2 to attacks |
| 7 | Helm damaged, face injured, stunned 1d6 rounds, 1/2 move, –4 to attacks |
| 8 | Skull broken, helm damaged, victim reduced to 0 hit points and conscious 1d4 |

| | |
|---|---|
| | hours; if victim has no helmet, unconscious for 4d6 days, lose 1d3 points of Intelligence permanently |
| 9 | Jaw dislocated (broken), minor bleeding, no move or attack |
| 10 | Neck broken, reduced to 0 hp, unconscious 1d6 days; victim must roll saving throw vs. death magic or suffer 50–100% paralysis (1d6+4) x 10%. Paralysis caused by this injury can only be cured by heal, regenerate, or healing magic of similar power |
| 11 | Throat crushed, reduced to 0 hit points, major bleeding |
| 12 | Skull crushed, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| **Severity** | **Effect** |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain |
| 7–8 | Tail injured, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat in pain |
| 9–10 | Tail broken, lose any tail attacks, 1/2 move if animal uses tail for movement |
| 11 | Tail crushed, victim stunned 1–3 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail crushed, pain reduces creature to 1/2 move and –2 penalty on any attack rolls, minor bleeding; no move or attack if creature uses tail for movement |
| 13+ | As 12 above with additional abdomen or torso hit (50% chance each) |

## Crushing

**Hit Location Chart**

| **d10 roll** | **Humanoid** | **d10 roll** | **Monster/Animal** |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim knocked down |
| 5 | Leg struck, knockdown, 1/2 move |
| 6 | Foot broken, 1/2 move |
| 7 | Armor damaged, leg struck, 1/2 move; if target has no armor to cover |

| | |
|---|---|
| | legs, leg injured, 1/4 move, –2 to all attacks |
| 8 | Hip broken, minor bleeding, no move, –2 to all attacks |
| 9 | Armor destroyed, leg injured, 1/2 move; leg broken if target has no armor to cover legs, no move, –4 to attacks |
| 10 | Knee crushed, no move, –4 to attacks, minor bleeding |
| 11 | Hip shattered, minor bleeding, no move or attack |
| 12 | Leg crushed, no move or attack, major bleeding from compound fractures |
| 13+ | As above with additional abdomen hit |

**Location: Abdomen**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Abdomen struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Armor damaged, victim stunned 1d6 rounds; if target has no armor, abdomen injured, stunned 1d6 rounds, 1/2 move, –2 penalty to attacks |
| 7 | Abdomen injured, stunned 2d6 rounds, 1/2 move, –2 to hit |
| 8 | Abdomen injured, minor internal bleeding, 1/4 move and –4 to attacks |
| 9 | Armor damaged, abdomen injured, minor bleeding, 1/2 move and –2 to attacks; if victim has no armor, stunned 2d6 rounds, major internal bleeding, 1/4 move, –4 to attacks |
| 10 | Abdomen partially crushed, 1/4 move, –4 to attacks, major internal bleeding, stunned 2d6 rounds |
| 11 | Abdomen crushed, no move or attack, major internal bleeding |
| 12 | Abdomen crushed, victim reduced to 0 hit points with severe internal bleeding |
| 13+ | As above with additional leg or torso hit (50% each) |

**Location: Torso**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Knockdown, stunned 1d4 rounds |
| 5 | Torso struck, victim stunned 1 round and reduced to 1/2 move |
| 6 | Shield destroyed, torso struck, 1/4 move, stunned 1d6 rounds |
| 7 | Armor destroyed, torso injured, stunned 1d6 rounds, 1/4 move, –2 to attacks |
| 8 | Ribs broken, stunned 1d6 rounds, 1/4 move, –4 to all attacks |
| 9 | Ribs broken, stunned 2d6 rounds, minor bleeding, 1/4 move, –4 to attacks |
| 10 | Ribs crushed, major internal bleeding, no move or attack |
| 11 | Torso crushed, victim reduced to 0 hit points with severe internal bleeding |
| 12 | Torso crushed, victim killed |
| 13+ | As above with additional abdomen (40%), head (20%), or arm (20% each) hit |

**Location: Arms**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |

| | |
|---|---|
| 4 | Hand struck, weapon/shield dropped |
| 5 | Arm struck, –2 to attacks with that arm |
| 6 | Hand broken, –2 to all attacks, weapon or shield dropped |
| 7 | Armor destroyed, arm injured, –2 to attacks with that arm; if victim has no armor, arm broken, stunned 1 round |
| 8 | Shield destroyed, arm broken, stunned 1d3 rounds |
| 9 | Hand crushed, stunned 1d4 rounds, minor bleeding |
| 10 | Shoulder dislocated (broken), no attacks, minor bleeding |
| 11 | Arm crushed to elbow, 1/4 move, no attacks, major bleeding |
| 12 | Arm crushed to shoulder, no move or attacks, major bleeding |
| 13+ | As above with additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Head struck, helm removed, victim stunned 1d6 rounds; head injured, –2 to attack rolls if victim had no helm |
| 6 | Head injured, stunned 2d6 rounds, 1/4 move, –2 to all attacks |
| 7 | Helm destroyed, face injured, stunned 2d6 rounds, 1/4 move, –4 to all attacks; victim must roll saving throw vs. death magic or be blinded as well |
| 8 | Skull broken, helm destroyed, victim reduced to 0 hit points and unconscious 2d6 hours |
| 9 | Face crushed, minor bleeding, no move or attack, –2 Charisma permanently |
| 10 | Skull broken, unconscious 1d6 days, –2 to all attacks, lose 1 point each of Intelligence/Wisdom/Charisma permanently |
| 11 | Skull crushed, reduced to 0 hit points, major bleeding; victim loses 1d6 points of Intelligence, Wisdom, and Charisma (a heal or regenerate spell can restore lost ability points) |
| 12 | Skull crushed, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| **Severity** | **Effect** |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain |
| 7–8 | Tail injured, lose any tail attacks; normal animals must roll saving throw vs. Death magic or retreat in pain |
| 9–10 | Tail broken, lose any tail attacks, 1/4 move if animal uses tail for movement |
| 11 | Tail crushed, victim stunned 1d6 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail crushed, pain reduces creature to 1/4 move and –2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if |

| | |
|---|---|
| | creature uses tail for movement |
| 13+ | As 12 above with additional abdomen or torso hit |

## Electricity

**Hit Location Chart**

| d10 roll | Humanoid | d10 roll | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim shocked and knocked down; spasms distract character for 1d4 rounds causing a –2 penalty to attack rolls |
| 5 | Leg struck, 1/2 move; victim knocked down and shocked for 1d6 rounds |
| 6 | Foot burned, 1/2 move, victim knocked down, spasms last 1d6 rounds |
| 7 | Armor destroyed, leg burned, 1/2 move, victim knocked down and stunned 1d6 rounds |
| 8 | Hip/thigh burned, knocked down, stunned 1d6 rounds, 1/4 move |
| 9 | Armor destroyed, leg broken, stunned 1d6 rounds, 1/4 move and –4 penalty to all attacks |
| 10 | Foot incinerated; minor bleeding, victim stunned 1d6 rounds, then no movement and –4 penalty to all attacks |
| 11 | Leg incinerated at knee, major bleeding, no move or attack |
| 12 | Leg incinerated at hip, no move or attack, major bleeding |
| 13+ | As 12 above with an additional abdomen hit |

**Location: Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim shocked and knocked down, –2 to attack rolls for 1d6 rounds |
| 5 | Abdomen struck, –2 to attack rolls, 1/2 move, victim knocked down |
| 6 | Armor destroyed, abdomen burned, 1/2 move, –2 to attack rolls, victim stunned 1d6 rounds |
| 7 | Abdomen burned, 1/2 move, –2 to attack rolls, victim stunned 2d8 rounds |
| 8 | Abdomen burned, 1/4 move, –4 to attack rolls, stunned 2d8 rounds |
| 9 | Armor destroyed, abdomen burned, victim stunned 2d8 rounds, 1/4 move, –4 to attack rolls |
| 10 | Severe internal burns, no move or attack |

| | |
|---|---|
| 11 | Abdomen partially incinerated, no move or attack, death follows in 1d4 hours if victim is not treated with a cure critical wounds or more powerful healing magic |
| 12 | Abdomen incinerated, immediate death |
| 13+ | As 12 above with additional torso or leg hit (50% chance of each) |

**Location: Torso**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim shocked and knocked down, –2 to attack rolls for 1d6 rounds |
| 5 | Torso struck; 1/2 move, –2 to attack rolls, victim knocked down |
| 6 | Shield destroyed, torso burned, victim knocked down, 1/2 move, –2 to attack rolls |
| 7 | Armor destroyed, torso burned, victim stunned 1d6 rounds, 1/2 move, –2 to attacks |
| 8 | Torso burned, victim stunned 2d8 rounds, 1/4 move, –4 to attack rolls |
| 9 | Torso burned, no move or attack |
| 10 | Torso burned deeply, no move or attack, possible stopped heart; roll a saving throw vs. death magic or die in 1d3 rounds |
| 11 | Torso partially incinerated, victim reduced to 0 hit points and dies in 1d3 turns unless treated by cure critical wounds or more powerful healing magic |
| 12 | Torso incinerated, victim killed instantly |
| 13+ | As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head) |

**Location: Arms**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand shocked, weapon or shield dropped |
| 5 | Arm struck, victim knocked down, –2 to attacks for 1d6 rounds due to muscle spasms |
| 6 | Hand burned, –2 to attacks with that hand (or no shield use if shield arm is burned) |
| 7 | Armor destroyed, arm burned, –2 penalty to all attacks, victim stunned 1d6 rounds |
| 8 | Arm burned, victim stunned 2d8 rounds, –4 to attacks with affected arm and –2 to all other attacks, current crosses body and may stop heart; roll saving throw vs. death magic or die in 1d3 rounds |
| 9 | Arm broken and useless, victim stunned 2d8 rounds |
| 10 | Hand incinerated, stunned 1d6 rounds, –2 to all attacks |
| 11 | Arm incinerated at elbow, stunned 1d6 rounds, no attacks |
| 12 | Arm incinerated at shoulder, stunned 2d8 rounds, 1/2 move, no attacks |
| 13+ | As 12 above with an additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|

| | |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim shocked, knocked down, –2 penalty to attacks for 1d6 rounds |
| 5 | Head struck, helm destroyed, victim stunned 1d6 rounds, –2 to all attack rolls |
| 6 | Head struck, –2 to attacks, stunned 2d8 rounds, victim deafened |
| 7 | Helm destroyed, face burned, stunned 2d8 rounds, –4 to all attacks and 1/2 move |
| 8 | Face burned, victim blinded, stunned 2d8 rounds |
| 9 | Scalp burned, victim stunned 2d8 rounds, 1/2 move and –4 penalty to attacks; roll saving throw vs. death magic or heart stops, killing character in 1d3 rounds |
| 10 | Face burned, victim blinded, no move or attack, unconscious 4d6 days |
| 11 | Head burned, victim blinded, deafened, and paralyzed, and remains so until he receives a regenerate spell or similar healing magic |
| 12 | Skull incinerated, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| **Severity** | **Effect** |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail shocked; if prehensile, any items carried are dropped, –2 penalty to all tail attacks |
| 7–8 | Tail burned, lose any tail attacks; normal animals must roll saving throw vs. Death magic or retreat |
| 9–10 | Tail burned, lose any tail attacks, 1/2 move if animal uses tail for movement |
| 11 | Tail incinerated at mid-length, victim stunned 1d3 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail incinerated, victim stunned 1d6 rounds, pain reduces creature to 1/2 move and –2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement |
| 13+ | As 12 above with abdomen or torso hit (50% chance of either) |

## Fire

**Hit Location Chart**

| **d10 roll** | **Humanoid** | **d10 roll** | **Monster/Animal** |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim singed, –1 penalty to attack rolls |
| 5 | Leg scorched, 1/2 move, –1 penalty to attack rolls |
| 6 | Foot burned, 1/2 move, –1 penalty to attack rolls |
| 7 | Leg burned, 1/2 move, –2 penalty to attack rolls; if victim is wearing metal armor, hot steel scorches him for an additional 2d4 damage in the following round, and 1d4 damage in the round after that. |
| 8 | Hip/thigh burned, 1/4 move, –2 to all attacks, victim must roll saving throw vs. death magic or be on fire (see page 122) |
| 9 | Leg burned, 1/4 move and –4 penalty to all attacks; if victim wears metal armor, armor is destroyed and continues to inflict damage as 7 above |
| 10 | Foot incinerated; minor bleeding, victim stunned 1d6 rounds, then no movement and –4 penalty to all attacks |
| 11 | Leg incinerated at knee, major bleeding, no move or attack |
| 12 | Leg incinerated at hip, no move or attack, major bleeding |
| 13+ | As 12 above with an additional abdomen hit |

**Location: Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim singed, –1 to attack rolls |
| 5 | Abdomen scorched, –1 to attack rolls, 1/2 move |
| 6 | Abdomen burned, 1/2 move, –2 to attack rolls; if victim wears metal armor, he is seared as described in 7 for the previous chart |
| 7 | Abdomen burned, 1/2 move, –2 to attack rolls, victim must roll saving throw vs. death magic or catch fire (see page 122) |
| 8 | Abdomen burned, 1/4 move, –4 to attack rolls, stunned 1d6 rounds |
| 9 | Abdomen burned, stunned 1d6 rounds, 1/4 move, –4 to attacks; if victim wears metal armor, armor destroyed, victim seared as in 6 above |
| 10 | Abdomen burned severely, no move or attack |
| 11 | Abdomen partially incinerated, no move or attack, death in 1d4 hours unless victim receives cure critical wounds or more powerful magic |
| 12 | Abdomen incinerated, immediate death |
| 13+ | As 12 above with additional torso or leg hit (50% chance of each) |

**Location: Torso**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim singed, –1 to attack rolls, stunned 1 round |
| 5 | Torso scorched; 1/2 move, –2 to attack rolls |
| 6 | Torso burned, 1/2 move, –2 to attack rolls; if victim carries shield, shield destroyed, causing searing damage as described above |
| 7 | Torso burned, victim stunned 1d6 rounds, 1/2 move, –2 to attacks; if victim wears metal armor, he is seared as described above |

| | |
|---|---|
| 8 | Torso burned, victim stunned 1d6 rounds, 1/4 move, –4 to attack rolls; victim must roll saving throw vs. death magicor catch fire (see page 122) |
| 9 | Torso burned, no move or attack |
| 10 | Torso burned deeply, no move or attack, victim on fire (see page 122) |
| 11 | Torso partially incinerated, victim reduced to 0 hit points, dies in 1d3 turns unless treated by cure critical wounds or more powerful magic |
| 12 | Torso incinerated, victim killed instantly |
| 13+ | As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head) |

**Location: Arms**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand singed, weapon or shield dropped |
| 5 | Arm scorched, –2 to attacks |
| 6 | Hand burned, –2 to attacks with that hand (or no shield use if shield arm is burned) |
| 7 | Arm burned, –2 penalty to all attacks; if victim wears metal armor, seared for 2d4 damage in next round, 1d4 in round after that |
| 8 | Arm burned, victim stunned 1d6 rounds, –4 to attacks with affected arm and –2 to all other attacks; roll saving throw vs. death magic or catch fire |
| 9 | Arm burned and useless, victim stunned 1d6 rounds and on fire |
| 10 | Hand incinerated, stunned 1d6 rounds, –2 to all attacks |
| 11 | Arm incinerated at elbow, stunned 1d6 rounds, no attacks |
| 12 | Arm incinerated at shoulder, stunned 1d6 rounds, 1/2 move, no attacks |
| 13+ | As 12 above with an additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim singed, –1 penalty to attacks |
| 5 | Head scorched, –2 to all attack rolls, if victim wears metal helm, hot metal sears him for 2d4 damage next round, 1d4 more the round after |
| 6 | Head scorched, –2 to attacks, victim must roll saving throw vs. death magic or catch fire (see page 122) |
| 7 | Face burned, stunned 1d6 rounds, –4 to all attacks and 1/2 move; if victim wears metal helm, seared for additional damage as 5 above |
| 8 | Face burned, victim blinded, stunned 1d6 rounds |
| 9 | Scalp burned, victim stunned 1d6 rounds, 1/2 move and –4 penalty to attacks, victim set on fire |
| 10 | Face burned, victim blinded, no move or attack |
| 11 | Head burned, victim blinded and deafened, and remains so until he receives a regenerate spell or similar healing magic |
| 12 | Skull incinerated, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail singed; if prehensile, any items carried are dropped, –2 penalty to all tail attacks |
| 7–8 | Tail burned, lose any tail attacks; normal animals immediately retreat |
| 9–10 | Tail burned, lose any tail attacks, 1/2 move if animal uses tail for movement; roll saving throw vs. death magic or catch fire (see page 122) |
| 11 | Tail incinerated at mid-length, victim stunned 1d3 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail incinerated, victim stunned 1d6 rounds, pain reduces creature to 1/2 move and –2 penalty on any attack rolls, minor bleeding; no move or attack and major bleeding if creature uses tail for movement |
| 13+ | As 12 above with abdomen or torso hit (50% chance of either) |

## Impact

**Hit Location Chart**

| d10 roll | Humanoid | d10 roll | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim knocked down |
| 5 | Knee struck, victim knocked down, 1/2 move |
| 6 | Foot broken, 1/2 move, minor bleeding |
| 7 | Leg injured, 1/2 move; if target has no armor to cover legs, 1/4 move, –2 to all attacks, and minor bleeding |
| 8 | Hip broken, stunned 1d6 rounds, minor bleeding, no move, –4 penalty to all attacks |
| 9 | Leg injured, stunned 1d6 rounds, 1/2 move, –2 to all attacks; if victim has no armor, leg broken, no move, –4 to all attacks, major bleeding |
| 10 | Knee shattered, minor bleeding, stunned 1d6 rounds, no move, –4 penalty to all attacks |
| 11 | Hip shattered, major bleeding, stunned 1d6 rounds, no move or attack |
| 12 | Leg shattered, stunned 2d6 rounds, no move or attack, major bleeding from compound fractures |
| 13+ | As above with additional abdomen hit |

**Location: Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Abdomen struck, victim stunned 1 round, reduced to 1/2 move |
| 6 | Abdomen struck, 1/2 move, –2 to all attacks; if victim wears no armor, abdomen injured, stunned 1d6 rounds, 1/2 move, –2 to all attacks, minor bleeding |
| 7 | Abdomen injured, stunned 1d6 rounds, 1/2 move, –2 to attacks, major bleeding |
| 8 | Abdomen injured, major bleeding, stunned 1d6 rounds, 1/4 move, –4 to all attacks |
| 9 | Abdomen injured, stunned 1d6 rounds, major bleeding, 1/4 move, –4 to all attack rolls, armor destroyed; if victim wears no armor, no move or attack, major bleeding |
| 10 | Abdomen injured, no move or attack, major bleeding |
| 11 | Abdomen destroyed, no move or attack, major bleeding |
| 12 | Abdomen destroyed, victim reduced to 0 hp, severe bleeding |
| 13+ | As above with additional torso (50%) or leg (50%) hit |

**Location: Torso**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Knockdown, stunned 1d4 rounds |
| 5 | Torso struck, victim stunned 1 round, 1/2 move |
| 6 | Torso struck, 1/2 move, shield damaged; if victim has no shield, stunned 1d6 rounds, 1/2 move, –2 to attacks, minor bleeding |
| 7 | Armor damaged, torso injured, 1/2 move, –2 to attacks; if victim wears no armor, stunned 1d6 rounds, ribs broken, minor bleeding, 1/2 move, –2 penalty to attacks |
| 8 | Torso injured, stunned 1d6 rds, major bleeding, 1/4 move, –4 to attacks |
| 9 | Ribs broken, major bleeding, stunned 1d6 rounds, 1/4 move, –4 attacks |
| 10 | Ribs broken, major bleeding, no move or attack |
| 11 | Torso destroyed, victim reduced to 0 hp, severe bleeding |
| 12 | Torso destroyed, victim killed |
| 13+ | As above with additional abdomen (40%), arm (20% each) or head (20%) hit |

**Location: Arms**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand struck, weapon/shield dropped |
| 5 | Arm struck, –2 to attacks with that arm |
| 6 | Hand broken, minor bleeding, –2 to all attacks |
| 7 | Armor damaged, arm injured, –2 to all attacks; if victim has no armor, arm broken, –4 to attacks with that arm, minor bleeding |

| | |
|---|---|
| 8 | Shield damaged, arm broken, stunned 1 round, minor bleeding |
| 9 | Weapon dropped, arm broken, stunned 1d6 rounds, minor bleeding |
| 10 | Shoulder injured, no attacks, stunned 1d6 rounds, minor bleeding |
| 11 | Arm shattered, 1/2 move, no attacks, stunned 1d6 rounds, minor bleeding |
| 12 | Shoulder shattered, stunned 2d6 rounds, no move or attacks, major bleeding |
| 13+ | As 12 above with additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1d6 rounds |
| 5 | Head struck, helm removed, victim stunned 1 round, –2 to attack rolls; if victim has no helm, stunned 1d6 rounds, –2 to attacks |
| 6 | Head injured, victim stunned 1d6 rounds, –2 to attacks, minor bleeding |
| 7 | Helm damaged, face injured, stunned 1d6 rounds, 1/2 move, –4 to attack rolls; if victim has no helm, unconscious 2d4 hours, minor bleeding, 1/4 move, no attacks |
| 8 | Skull broken, helm destroyed, victim reduced to 0 hit points, unconscious 1d4 hours, minor bleeding; no movement or attacks |
| 9 | Jaw/face broken, major bleeding, no movement or attack; victim loses 1d3 points of Charisma/Appearance permanently |
| 10 | Head injured, major bleeding, unconscious 1d6 days; victim must roll saving throw vs. death magic or lose 1d3 points of Intelligence, Wisdom, and Charisma permanently |
| 11 | Throat destroyed, no move or attack, stunned 2d6 rounds, severe bleeding |
| 12 | Skull destroyed, immediate death |
| 13+ | As above with additional torso hit |

**Location: Tail**

| **Severity** | **Effect** |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks due to pain |
| 7–8 | Tail injured, minor bleeding, lose any tail attacks; normal animals must roll saving throw vs. death magic or retreat in pain |
| 9–10 | Tail broken, minor bleeding, lose any tail attacks, 1/2 move if animal uses tail for movement |
| 11 | Tail injured, victim stunned 1d3 rounds, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail destroyed, pain reduces creature to 1/2 move and –2 penalty on any attack rolls, major bleeding; no move or attack if creature uses tail for movement |
| 13+ | As 12 above with additional torso or abdomen hit |

## Slashing

**Hit Location Chart**

| d10 roll | Humanoid | d10 roll | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Leg struck, minor bleeding, victim knocked down |
| 5 | Knee struck, knockdown, minor bleeding, 1/2 move |
| 6 | Leg injured, 1/2 move, minor bleeding |
| 7 | Leg injured, knockdown, 1/2 move, minor bleeding; if victim has no armor, stunned 1d4 rounds, 1/2 move, major bleeding |
| 8 | Knee injured, stunned 1d4 rounds, minor bleeding, 1/4 move, –2 attacks |
| 9 | Leg injured, minor bleeding, 1/4 move, –2 to attacks; if victim has no armor, leg broken, major bleeding, no move, –4 to all attacks |
| 10 | Hip broken, stunned 1d6 rounds, no move or attack, major bleeding |
| 11 | Leg severed at knee, stunned 2d6 rounds, major bleeding, no move or attack |
| 12 | Leg severed at thigh, stunned 2d6 rounds, no move or attack, severe bleeding |
| 13+ | As above with additional abdomen hit |

**Location: Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Abdomen grazed, minor bleeding |
| 5 | Abdomen struck, victim stunned 1 round, 1/2 move, minor bleeding |
| 6 | Abdomen struck, armor damaged, stunned 1d3 rounds, 1/2 move, minor bleeding; if victim wears no armor, abdomen injured, stunned 1d6 rounds, 1/2 move, –2 penalty to all attacks, minor bleeding |
| 7 | Abdomen injured, 1/2 move, –2 to all attacks, major bleeding |
| 8 | Abdomen injured, major bleeding, 1/4 move, –4 to all attacks |
| 9 | Abdomen injured, armor destroyed, 1/4 move, –4 to all attacks; if victim has no armor, unconscious 1d6 hours, major bleeding |
| 10 | Abdomen injured, no move or attack, major internal bleeding |
| 11 | Abdominal wall destroyed, stunned 2d6 rounds, no move or attack, severe bleeding |
| 12 | Abdomen destroyed, victim killed |
| 13+ | As above with additional torso or leg hit (50% of either) |

**Location: Torso**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Torso grazed, minor bleeding |
| 5 | Torso struck, stunned 1 round, 1/2 move, minor bleeding |
| 6 | Shield damaged, torso struck, 1/2 move, minor bleeding |
| 7 | Armor damaged, torso injured, 1/2 move, –2 to all attacks; if victim wears no armor, stunned 1d6 rounds, major bleeding, 1/2 move, –2 penalty to all attacks |
| 8 | Torso injured, major bleeding, stunned 1d6 rounds, 1/4 move, –2 attacks |
| 9 | Ribs broken, major bleeding, stunned 1d6 rounds, 1/4 move, –4 attacks |
| 10 | Ribs broken, major bleeding, stunned 1d6 rounds, no move or attack |
| 11 | Torso destroyed, severe bleeding, unconscious 2d6 days, no move or attack |
| 12 | Torso destroyed, victim killed |
| 13+ | As above with additional abdomen (40%), arm (20% each), or head (20%) hit |

**Location: Arms**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand struck, weapon or shield dropped |
| 5 | Arm struck, minor bleeding, shield damage or weapon dropped |
| 6 | Hand injured, minor bleeding, –2 to attacks or no shield use |
| 7 | Armor damaged, arm injured, minor bleeding, –2 to all attacks; if victim has no armor, arm broken, stunned 1d6 rounds, major bleeding, –2 to all attacks |
| 8 | Hand severed, stunned 1d6 rounds, major bleeding |
| 9 | Arm broken, and useless, stunned 1d6 rounds, major bleeding, 1/2 move, –2 to all other attacks |
| 10 | Shoulder injured, stunned 1d6 rounds, no attacks, major bleeding |
| 11 | Arm severed at elbow, stunned 2d6 rounds, no attacks, major bleeding |
| 12 | Arm severed at shoulder, no move or attacks, severe bleeding |
| 13+ | As above with additional torso hit |

**Location: Head**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Head grazed, minor bleeding, victim stunned 1d6 rounds |
| 5 | Head struck, helm removed, victim stunned 1 round, –2 to attack rolls; if victim has no helm, head injured, stunned 1d6 rounds, 1/2 move, –2 penalty to all attack rolls |
| 6 | Eye destroyed, stunned 2d6 rounds, –2 to all attacks |
| 7 | Helm damaged, face injured, stunned 1d6 rounds, 1/2 move, –4 to all attacks, minor bleeding |
| 8 | Skull broken, helm damaged, major bleeding, unconscious 1d6 hours |
| 9 | Face injured, victim blinded, major bleeding, no move or attack |
| 10 | Skull broken, unconscious 1d6 days, major bleeding, 1/4 move, –4 penalty to all attacks |
| 11 | Throat destroyed, severe bleeding |
| 12 | Skull destroyed, immediate death |

| | |
|---|---|
| 13+ | As above with additional torso hit |

**Location: Tail**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to tail attacks, minor bleeding |
| 7–8 | Tail injured, lose any tail attacks; minor bleeding, normal animals must roll saving throw vs. death magic or retreat in pain |
| 9–10 | Tail broken, lose any tail attacks, 1/2 move if animal uses tail for movement, minor bleeding |
| 11 | Tail destroyed, stunned 1d3 rounds, major bleeding, lose any tail attacks, no move or attack if creature uses tail for movement |
| 12 | Tail severed, stunned 1d6 rounds, 1/2 move, –2 penalty on all attacks, major bleeding; no move or attack if creature uses tail for movement |
| 13+ | As 12 above with doubled damage dice |

## Vibration

**Hit Location Chart**

| d10 roll | Humanoid | d10 roll | Monster/Animal |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim grazed and knocked down |
| 5 | Leg struck, 1/2 move; victim knocked down, stunned 1d4 rounds |
| 6 | Foot injured, 1/2 move, victim knocked down, stunned 1d4 rounds |
| 7 | Armor destroyed, leg injured, 1/2 move, victim stunned 1d4 rounds |
| 8 | Hip/thigh injured, knocked down, stunned 2d4 rounds, 1/4 move |
| 9 | Armor destroyed, leg broken, stunned 2d4 rounds, 1/4 move and –4 penalty to all attacks |
| 10 | Foot disintegrated; minor bleeding, victim stunned 2d4 rounds, then no movement and –4 penalty to all attacks |
| 11 | Leg disintegrated at knee, major bleeding, no move or attack |
| 12 | Leg disintegrated at hip, no move or attack, major bleeding |
| 13+ | As 12 above with an additional abdomen hit |

**Location: Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim grazed and stunned 1 round |
| 5 | Abdomen struck, –2 to attack rolls, 1/2 move, stunned 1d4 rounds |
| 6 | Armor destroyed, abdomen injured, 1/2 move, –2 to attack rolls, victim stunned 1d4 rounds |
| 7 | Abdomen injured, 1/2 move, –2 to attack rolls, victim stunned 2d4 rounds |
| 8 | Abdomen injured, 1/4 move, –4 to attack rolls, stunned 2d4 rounds |
| 9 | Armor destroyed, abdomen injured, victim stunned 2d4 rounds, 1/4 move, –4 to attack rolls, minor bleeding |
| 10 | Abdomen injured internally, no move or attack, major bleeding |
| 11 | Abdomen partially disintegrated, no move or attack, death follows in 1d4 hours if victim is not treated with a cure critical wounds or more powerful healing magic |
| 12 | Abdomen disintegrated, immediate death |
| 13+ | As 12 above with additional torso or leg hit (50% chance of each) |

**Location: Torso**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim grazed, stunned 1 round |
| 5 | Torso struck; 1/2 move, –2 to attack rolls, stunned 1d4 rounds |
| 6 | Shield destroyed, torso injured, stunned 1d4 rounds, 1/2 move, –2 to attack rolls |
| 7 | Armor destroyed, torso injured, stunned 2d4 rounds, 1/2 move, –2 penalty to attacks |
| 8 | Torso injured, victim stunned 2d4 rounds, 1/4 move, –4 to attack rolls |
| 9 | Torso injured, no move or attack, minor bleeding |
| 10 | Ribs broken, no move or attack, major bleeding |
| 11 | Torso partially disintegrated, victim reduced to 0 hit points and dies in 1d3 turns unless treated by cure critical wounds or more powerful healing magic |
| 12 | Torso disintegrated, victim killed instantly |
| 13+ | As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head) |

**Location: Arms**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand grazed, weapon or shield dropped |
| 5 | Arm struck, stunned 1d4 rounds, –2 to attacks with that hand |
| 6 | Hand injured, –2 to attacks with that hand (or no shield use if shield arm is burned), minor bleeding |
| 7 | Armor destroyed, arm injured, –2 penalty to all attacks, victim stunned 1d4 rounds |
| 8 | Arm injured, victim stunned 2d4 rounds, –4 to attacks with affected arm and –2 to all other attacks, minor bleeding |

| | |
|---|---|
| 9 | Arm broken and useless, victim stunned 2d4 rounds |
| 10 | Hand disintegrated, stunned 1d4 rounds, –2 to all attacks, minor bleeding |
| 11 | Arm disintegrated at elbow, stunned 2d4 rounds, no attacks, major bleeding |
| 12 | Arm disintegrated at shoulder, stunned 2d4 rounds, 1/2 move, no attacks, major bleeding |
| 13+ | As 12 above with an additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim stunned 1 round |
| 5 | Head struck, helm destroyed, victim stunned 1d4 rounds, –2 to all attack rolls |
| 6 | Head struck, –2 to attacks, stunned 2d4 rounds, victim deafened |
| 7 | Helm destroyed, face injured, stunned 2d4 rounds, –4 penalty to all attacks, ½ move, victim deafened |
| 8 | Face injured, victim blinded and deafened, stunned 2d4 rounds |
| 9 | Skull broken, stunned 2d4 rounds, 1/2 move and –4 penalty to attacks; roll saving throw vs. death magic or lose 1d3 points of Intelligence |
| 10 | Jaw/face broken, no move or attack, unconscious 4d6 days, major bleeding, victim deafened |
| 11 | Throat destroyed, stunned 2d4 rounds, severe bleeding |
| 12 | Skull disintegrated, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| **Severity** | **Effect** |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail grazed; if prehensile, any items carried are dropped, –2 penalty to all tail attacks |
| 7–8 | Tail injured, lose any tail attacks; normal animals must roll saving throw vs. Death magic or retreat |
| 9–10 | Tail injured, lose any tail attacks, 1/2 move if animal uses tail for movement |
| 11 | Tail disintegrated at mid-length, victim stunned 1d4 rounds, minor bleeding, lose any tail attacks, no movement or attacks if creature uses tail for movement |
| 12 | Tail disintegrated, victim stunned 2d4 rounds, 1/2 move and –2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement |
| 13+ | As 12 above with abdomen or torso hit (50% chance of either) |

## Wounding

**Hit Location Chart**

| **d10 roll** | **Humanoid** | **d10 roll** | **Monster/Animal** |
|---|---|---|---|
| 1–2 | Right leg | 1 | Right foreleg/wing |

| | | | |
|---|---|---|---|
| 3–4 | Left leg | 2 | Left foreleg/wing |
| 5 | Abdomen | 3 | Right hind leg |
| 6–7 | Torso | 4 | Left hind leg |
| 8 | Right arm | 5 | Tail |
| 9 | Left arm | 6–7 | Abdomen |
| 10 | Head | 8–9 | Torso/chest |
| | | 10 | Head |

**Location: Legs**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim grazed, –1 penalty to attack rolls |
| 5 | Leg struck, 1/2 move, –1 penalty to attack rolls |
| 6 | Foot injured, 1/2 move, –1 penalty to attack rolls |
| 7 | Leg injured, 1/2 move, –2 penalty to attack rolls, minor bleeding |
| 8 | Hip/thigh injured, 1/4 move, –2 to all attacks, major bleeding |
| 9 | Leg injured, 1/4 move and –4 penalty to all attacks, major bleeding |
| 10 | Foot withered, victim stunned 1d6 rounds, then no movement and –4 penalty to all attacks |
| 11 | Leg withered at knee, minor bleeding, no move or attack |
| 12 | Leg withered at hip, no move or attack, minor bleeding |
| 13+ | As 12 above with an additional abdomen hit |

**Location:Abdomen**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim grazed, –1 to attack rolls |
| 5 | Abdomen struck, –1 to attack rolls, 1/2 move |
| 6 | Abdomen injured, 1/2 move, –2 to attack rolls, minor bleeding |
| 7 | Abdomen injured, 1/2 move, –2 to attack rolls, major bleeding |
| 8 | Abdomen injured, 1/4 move, –4 to attack rolls, stunned 1d6 rounds |
| 9 | Abdomen injured, stunned 1d6 rounds, 1/4 move, –4 to attacks, major bleeding |
| 10 | Abdomen withered, minor bleeding no move or attack |
| 11 | Abdomen withered, no move or attack, death in 1d4 hours unless victim receives cure critical wounds or more powerful magic |
| 12 | Abdomen destroyed, immediate death |
| 13+ | As 12 above with additional torso or leg hit (50% chance of each) |

**Location: Torso**

| Severity | Effect |
|---|---|
| 1–3 | No unusual effect |

| | |
|---|---|
| 4 | Victim grazed, –1 to attack rolls, stunned 1 round |
| 5 | Torso struck; 1/2 move, –2 to attack rolls |
| 6 | Torso injured, 1/2 move, –2 to attack rolls |
| 7 | Torso injured, victim stunned 1d6 rounds, 1/2 move, –2 to attacks, minor bleeding |
| 8 | Torso injured, victim stunned 1d6 rounds, 1/4 move, –4 to attack rolls, minor bleeding |
| 9 | Torso injured, no move or attack, major bleeding |
| 10 | Torso withered, no move or attack, major bleeding |
| 11 | Torso withered, victim reduced to 0 hit points, dies in 1d3 turns unless treated by cure critical wounds or more powerful magic |
| 12 | Torso destroyed, victim killed instantly |
| 13+ | As 12 above with additional abdomen, arm or head hit (40% abdomen, 20% left arm, 20% right arm, 20% head) |

**Location: Arms**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Hand grazed, weapon or shield dropped |
| 5 | Arm struck, –2 to attacks with that hand |
| 6 | Hand injured, –2 to attacks with that hand (or no shield use if shield hand is injured) |
| 7 | Arm injured, –2 penalty to all attacks, minor bleeding |
| 8 | Arm injured, stunned 1d6 rounds, –4 to attacks with affected arm, –2 penalty to all other attacks, minor bleeding |
| 9 | Arm injured and useless, victim stunned 1d6 rounds, minor bleeding |
| 10 | Hand withered, stunned 1d6 rounds, –2 to all attacks |
| 11 | Arm withered at elbow, stunned 1d6 rounds, no attacks |
| 12 | Arm withered at shoulder, stunned 1d6 rounds, 1/2 move, no attacks |
| 13+ | As 12 above with an additional torso hit |

**Location: Head**

| **Severity** | **Effect** |
|---|---|
| 1–3 | No unusual effect |
| 4 | Victim grazed, –1 penalty to attacks |
| 5 | Head struck, –2 to all attack rolls |
| 6 | Head injured, –2 to attacks, stunned 1d6 rounds |
| 7 | Face injured, stunned 1d6 rounds, –4 to all attacks and 1/2 move |
| 8 | Face injured, victim blinded, stunned 1d6 rounds |
| 9 | Head partially withered, stunned 1d6 rounds, 1/2 move and –4 penalty to attacks, minor bleeding |
| 10 | Face destroyed, victim blinded, no move or attack, major bleeding |
| 11 | Throat destroyed, stunned 1d6 rounds, severe bleeding |
| 12 | Skull destroyed, immediate death |
| 13+ | As 12 above with additional torso hit |

**Location: Tail**

| Severity | Effect |
|---|---|
| 1–5 | No unusual effect |
| 6 | Tip of tail struck; if prehensile, any items carried are dropped, –2 penalty to all tail attacks |
| 7–8 | Tail injured, lose any tail attacks; normal animals must roll saving throw vs. Spell or immediately retreat |
| 9–10 | Tail injured, lose any tail attacks, 1/2 move if animal uses tail for movement, minor bleeding |
| 11 | Tail withered, stunned 1d3 rounds, minor bleeding, lose tail attacks; no movement or attacks if creature uses tail for movement |
| 12 | Tail destroyed, victim stunned 1d6 rounds, 1/2 move and –2 penalty on any attack rolls, major bleeding; no move or attack and severe bleeding if creature uses tail for movement |
| 13+ | As 12 above with abdomen or torso hit (50% chance of either) |

In addition to the usual spell characteristics (range, components, duration, casting time, area of effect, and saving throw), several additional characteristics are included in these new spells. These refer to material discussed in Chapter 8 and include the following items:

**Casting Subtlety:** This describes how easily the spell may be cast without the caster's action being spotted for what it is. The number given is the base modifier to an observer's Intelligence check based on the physical components and casting time of the spell. However, the DM may apply situational modifiers as he deems appropriate.

**Sensory Signature:** Spells possess sensory signatures ranging from small to gargantuan describing how spectacular and noticeable the spell's effects are.

**Knockdown:** If the spell causes a knockdown chance when it strikes a creature, the knockdown die is noted here.

**Critical Strikes:** If the spell is capable of causing a critical strike check, the spell's size, number of locations hit, and the type of damage is noted here. For example, *lightning bolt* would be noted as large (1d3 hits), electricity. Huge creatures treat spells as if they were one size smaller, and gargantuan creatures treat spells as if they were two sizes smaller.

If you are not using any of these optional spell characteristics in your campaign, simply ignore the information; the basic spell description can be used for play in most campaigns.

## First-Level Spells

### Detect Phase

**(Divination, Dimension)**

Range: 0
Duration: 2 rds./level
Area of Effect: 10 x 60 ft.
Components: V, S
Casting Time: 1
Saving Throw: None

Subtlety: +2 Knockdown: None
Sensory: Moderate visual Critical: None

Creatures or objects that are *phased*—that is, in the Border Ehtereal Plane—can be detected by using this spell. The spell affects a path 60 feet long and 10 feet wide; any phased creatures or objects in this area are revealed as soft, blue-glowing outlines visible to anyone in the vicinity. Creatures or effects detected by this spell include: phase spiders, ghosts in their ethereal state, characters or creatures employing *oil of etherealness*, psionic etherealness or phasing, and all other similar effects. Doorways or portals to extradimensional spaces are also detected, although anything hidden within remains unseen.

*Detect phase* does not reveal the location of creatures or objects concealed by magical invisibility or illusions. Note that detecting a phased monster doesn't necessarily give the caster the ability to attack it, but creatures such as phase spiders lose any special surprise bonuses they may receive if they are detected by using this spell.

## Detect Secret Passages and Portals

**(Divination)**

Range: 0 Components: V, S
Duration: 1 turn Casting Time: 1
Area of Effect: 10 x 10 ft. area/level Saving Throw: None
Subtlety: +2 Knockdown: None
Sensory: None Critical: None

This spell enables a wizard to detect secret doors, compartments, caches, and similar devices. Only passages, doors, or openings that have been deliberately constructed so as to escape detection are detected by this spell—a trap door buried beneath crates in a cellar, an illusionary wall, or an amulet left in a cluttered room would not be detected. The wizard affects an area of 10 feet square per level, so a 4th-level wizard could search four sections of wall, floor, or ceiling. Any doorways or openings detected by this spell glow softly for one full turn. It's possible that a wizard might not find a secret compartment in the area of effect if the compartment is behind or under another object that covers it completely. This spell only detects the doorway or opening; the wizard may have to search for a mechanism or catch that opens the door.

## Dictation

**(Invocation/Evocation, Geometry)**

Range: 10-ft. radius Components: V, M
Duration: 1 turn/level Casting Time: 1
Area of Effect: Special Saving Throw: None
Subtlety: +2 Knockdown: None
Sensory: Small audio Critical: None

This spell causes any words spoken by the wizard or anyone within 10 feet of him to appear on a piece of paper or the blank page of a book. It is useful for recording conversations, verbal agreements, interrogations, or even notes or observations if the wizard doesn't want to take the time to write them down himself. Generally, a person reading aloud takes about one to five minutes to read a page, depending on how many words are on a page.

Foreign languages are not translated, although foreign words are given the correct alphabetic spelling in the wizard's native tongue; for example, the phrase *c'est la vie* would appear as it does here, with no English translation, but a phrase or name in Arabic or Chinese would not be transcribed in those alphabets. Magical spells and invocations are not recorded, so this spell can't be used to create a backup copy of a scroll even as it's read by the wizard, but a clever wizard may be able to record a magical item's command word if an enemy within range uses it while the spell is in effect.

The material component for this spell is the blank page, scroll, or paper that the dictation will appear on. This must be prepared with a special wash of vinegar, which brings the cost to 10 gold pieces per page so readied.

## Expeditious Retreat

**(Alteration)**

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: 3 rds. + 1 rd./level | Casting Time: 1 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +2 | Knockdown: None |
| Sensory: None | Critical: None |

The wizard Kerith was noted for his astounding lack of courage in the face of even the most insignificant dangers. He developed this spell early in his career to assist him in his frequent and precipitous withdrawals from combat. When cast, *expeditious retreat* provides the wizard with an amazing fleetness of foot, enabling him to run in great leaps and bounds. The caster's movement rate is tripled for the duration of the spell, so a wizard with a movement of 12 would be able to run at a rate of 36 while the spell was in effect. In addition, the wizard can jump up to 5 feet in the air or make a 15-foot horizontal leap with ease. The wizard does not have to move while the spell is in effect, but if he moves at all, his unnatural speed and bounds prevent him from taking any other actions except for running—in other words, he can't take a half-move and throw a missile, or charge, cast a spell, or do anything else except move.

The wizard cannot increase his movement further by any means, including additional movement-affecting magical spells or items. Kerith was also noted for his cynical observation to a companion: "I don't have to outrun the troll. I just have to outrun you."

## Protection from Vermin

**(Abjuration)**

Range: Touch
Duration: 2 rds./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: Small visual/olfactory
Components: V, S, M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

This spell creates a magical barrier around the recipient, preventing the attacks of nonintelligent monsters of less than 1 Hit Die. Creatures in this category include normal centipedes, spiders, bats, and rats, but any monster with an Intelligence of low or better can ignore the spell's effects.

The barrier extends about one foot from the protected character's body and moves with him; vermin cannot tolerate the aura's touch and recoil from the character. Any attacks that require physical contact (bites, stings, claws, etc.) automatically fail, but a creature with a ranged attack can still attack the spell's recipient.

The spell ends if the recipient attacks a creature he has been protected against, or tries to pin or trap the vermin by forcing the repelling barrier against them. The material component for this spell is a cone of pungent incense burned in a tiny bronze censer containing osquip ashes.

## Ray of Fatigue

**(Necromancy)**

Range: 10 yds. + 5 yds./level
Duration: 1 rd./level
Area of Effect: 1 creature
Subtlety: +2
Sensory: Small visual
Components: V, S
Casting Time: 1
Saving Throw: Neg.
Knockdown: None
Critical: None

This nefarious spell affects the victim's life energies, increasing any fatigue or exhaustion the victim currently possesses. Alert and well-rested characters suddenly become tired and sluggish, and characters who are already fatigued may be reduced to near-helplessness. In effect, the *ray* adds one level of fatigue or encumbrance to the victim. Moderately encumbered characters suffer a –1 penalty to attack rolls; heavily encumbered characters suffer a –2 penalty to attacks rolls and a +1 Armor Class penalty; and severely encumbered characters suffer a –4 penalty to attack rolls and a +3 Armor Class penalty. (Assume that monsters suffer a –1 penalty to their attack rolls and reduce their movement rates by 33%.) The victim is allowed a saving throw to negate the spell's effects.

If you are using the fatigue rules from the *Player's Option™: Combat & Tactics* book, this spell operates in a slightly different manner—fresh characters become fatigued, gaining one level of encumbrance; fatigued characters become exhausted, gaining two levels of encumbrance; and exhausted characters collapse in a quivering heap, unable to move or attack.

## Second-Level Spells

## Cat's Grace
**(Alteration)**

Range: Touch
Duration: 1 hr./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: Small tactile
Components: V, S, M
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

Just as a *strength* spell can increase a subject's physical power for a time, cat's grace can enhance a subject's Dexterity. All abilities and skills that are Dexterity-based may be affected by an enhanced Dexterity score, including a subject's reaction adjustment, missile attack adjustment, defensive adjustment, Dexterity-based proficiency scores, and adjustments to thief abilities. The exact amount of Dexterity gained depends on the subject's class; multi-classed characters use the most favorable die.

| Class | Dexterity Gain |
|---|---|
| Rogue | 1d8 points |
| Warrior | 1d6 points |
| Wizard | 1d6 points |
| Priest | 1d4 points |

The spell cannot confer a Dexterity score of 20 or more, and it is not cumulative with any other Dexterity-enhancing magical or psionic power. Subjects without Dexterity scores gain a –1 bonus to AC and a +1 to attack rolls with missiles for the duration of the spell. The material component for this spell is a few whiskers from an elven cat.

## Displace Self
**(Alteration, Dimension)**

Range: 0
Duration: 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: None
Components: V, M
Casting Time: 2
Saving Throw: None
Knockdown: None
Critical: None

Emulating the natural ability of the displacer beast, this spell causes the caster to appear to be about two feet away from his true location. Any creature making a melee or missile attack against the caster automatically misses with his first attempt and suffers a –2 penalty on all subsequent attack rolls. In addition, the wizard also gains a +2 bonus on saving throws for any spell or special attack aimed directly at him, not at any other characters or the area around him. The only spell that will reveal the caster's true location is true seeing.

The material component for this spell is a small strip of leather made from displacer beast hide that is twisted into a loop.

## Moon Rune

**(Alteration, Geometry, Artifice)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: Permanent | Casting Time: 2 |
| Area of Effect: Up to 1 sq. ft. | Saving Throw: None |
| Subtlety: +3 | Knockdown: None |
| Sensory: Small visual | Critical: None |

By using this spell, the wizard can create an invisible mark or rune on any surface. This mark remains invisible until conditions specified at the time of the casting are met. For example, the wizard could specify that the runes are only visible by the light of the moon or by the light of a moon of a certain phase (half, full, etc.), when viewed by an elf, at sunset or sunrise, when viewed by a wizard, when the caster is present, and so on. The spell cannot be used to transcribe magical runes, signs, glyphs, or symbols, but as many as seven letters or marks can be drawn. Unlike a magic mouth spell, a *moon rune* is permanent and will appear any time its conditions are met.

In addition to appearing when the proper conditions are met, a *moon rune* also becomes visible if a *detect magic*, *detect invisibility*, *true seeing*, or other such spell or effect is used on it. A *read magic* spell will reveal the maker's words, if any. *Moon rune* cannot be cast on a living creature. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

A *moon rune* requires a special mixture of pigment including mithral filings or powder worth at least 100 gp.

## Protection from Poison

**(Abjuration)**

| | |
|---|---|
| Range: Touch | Components: V, S |
| Duration: 1 rd./level | Casting Time: 2 |
| Area of Effect: Creature touched | Saving Throw: None |
| Subtlety: +2 | Knockdown: None |
| Sensory: None | Critical: None |

With this abjuration spell, the wizard provides a protective barrier similar to that created by the spells *protection from evil* or *protection from vermin*, warding the recipient against creatures that possess venom or poison of some kind. Poisonous monsters or poison-using characters of 4 or less Hit Dice or levels are prevented from making physical contact with the spell recipient, while venomous creatures of 4+1 Hit Dice or poison-using characters of five levels or more suffer a –2 penalty on their attack rolls against the protected character. Only injected or contact poisons from natural or innate sources (such as compounds made from plants or the venom from a snake) in a position to possibly injure the character are protected against; a thief carrying a vial of ingestive poison in his pouch is not counted as a venomous character while a character that is brandishing a poisoned short sword is counted as venomous. The spell recipient can still be poisoned by a spitting attack or a thrown dagger smeared with poison.

If the spell recipient attacks a creature he has been warded against or uses the

resistance of the spell's aura to force his antagonist to give ground, the spell ends. Regrettably, reaching out to drink from a poisoned cup dispels the effect, so this spell offers no protection against ingested poisons. The spell functions normally if cast upon a poison-using creature or character.

### Wall of Gloom

**(Conjuration/Summoning, Shadow)**

Range: 30 yards
Duration: 2d4 rds. + 1 rd./level
Area of Effect: Two 10-ft. cubes, + one 10-ft. cube/level (max. is 8 cubes)
Subtlety: +3
Sensory: Huge visual, small tactile

Components: V, S, M
Casting Time: 2
Saving Throw: Special

Knockdown: None
Critical: None

This spell creates a wall or barrier of ominous shadow in any area within the spell range. The *wall of gloom* does not obscure sight completely, but objects or creatures within the wall, or on its other side, are dim shadows that can barely be seen. Creatures attempting missile fire through the wall suffer a –2 penalty to their attack rolls. In addition, the supernatural cold and darkness of the *wall of gloom* may cause creatures moving through the wall to recoil in fear. Creatures of 4 Hit Dice or less who enter the wall must make a saving throw vs. spell or retreat for 1d3 rounds; creatures of 4+1 to 7 Hit Dice must save or hesitate for 1 round before entering the wall; and undead and creatures of 7+1 Hit Dice or more ignore the wall's fear effects.

The wall can take any shape the caster desires, as long as it is at least 10 feet high and 10 feet thick. The material component is a bit of fleece from a black sheep and the eyelash of a revenant.

## Third-Level Spells

### Bands of Sirellyn

**(Conjuration/Summoning)**

Range: 40 yards
Duration: 1 turn + 1 rd./level
Area of Effect: 1 creature
Subtlety: +3
Sensory: Medium visual

Components: V, S, M
Casting Time: 3
Saving Throw: Neg.
Knockdown: None
Critical: None

Once employed by the mysterious ancient wizard known as the Arcanamach, the mage Sirellyn rediscovered this forgotten dweomer many centuries after its last use. The spell causes a number of shining metal bands to materialize out of the air, encircling and capturing a target of the caster's choice. The victim is allowed a saving throw vs. spell to elude capture, with a –1 penalty per three caster levels (for example, –1 for a 4th to 6th level caster, –2 for a 7th to 9th level caster, –3 for a 10th to 12th level caster, and so on), since higher-level casters tend to conjure more bands in a denser pattern. Any creature of less than size G (gargantuan) can be snared, but gargantuan monsters are simply too big

to be restrained by the bands.

If the victim fails his saving throw vs. spell, he is caught and held immobile by the bands. He may not move his arms and legs, but he is still capable of speech and can employ psionic powers or use worn magical items, such as rings. Subjects with a Strength rating may attempt to burst the bands and free themselves with a bend bars/lift gates roll. If the subject does not have a strength rating, it may make a saving throw vs. petrification with a –4 penalty.

The spell requires three miniature bands of silver that are interlocked so that all three are connected.

## Lance of Disruption

**(Invocation/Evocation, Elemental Air, Force)**

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: Instantaneous | Casting Time: 3 |
| Area of Effect: 5 ft. x 60 ft. | Saving Throw: 1/2 |
| Subtlety: +2 | Knockdown: d10 |
| Sensory: Huge audio vibration | Critical: Medium (1 hit) |

This spell creates a beam of concussive, disrupting force that lashes out from the wizard's hand in a path 5 feet wide and 60 feet long. Any creatures caught in the beam's path suffer 5d4 points of damage, plus 2 points of damage per caster level (maximum damage is 5d4+30); for example, a 6th-level wizard would inflict 5d4+12 damage with the *lance of disruption*. Victims are allowed a saving throw vs. spell for half damage. The lance's energy delivers a powerful blow against inanimate objects and can easily blast light furniture, thin wooden walls, or fragile stonework to flinders. Barred wooden doors can be blasted of their hinges and even sturdy iron-bound doors or heavy stonework can be seriously damaged by the *lance of disruption*.

Creatures with amorphous or nonsolid bodies, such as fire or air elementals and some oozes and slimes, are resistant to the lance's effects and only sustain half damage, or one-quarter damage with a successful save.

## Lesser Sign of Sealing

**(Abjuration, Geometry)**

| | |
|---|---|
| Range: 0 | Components: S, M |
| Duration: Special | Casting Time: 1 turn |
| Area of Effect: One portal | Saving Throw: 1/2 |
| Subtlety: +2 | Knockdown: d8 |
| Sensory: Medium visual | Critical: Medium, type varies |

By using this spell, the caster creates a magical ward that has two major effects; first of all, it affects a doorway or item that opens (a chest, for instance) as if it were a *hold portal* spell, keeping it securely locked and closed. Secondly, if the protected doorway is forced open by any means, magical or physical, the sign is not only destroyed, but also strikes the offending creature for 1d8 points of damage +1 point of damage per

level of the caster. The duration of this spell is either one day per level of the caster or until discharged, whichever happens first. The exact form of energy is chosen by the caster when he creates the lesser sign; acid, cold, fire, electricity, or sonic disruption are popular choices.

The sign is not hidden or concealed in any way and is usually quite prominent on the item or portal it protects. The caster cannot specify particular creatures or conditions for the lesser sign's operation; it functions against any creature that attempts to pass it (except for extraplanar creatures of 6 HD or more and wizards of higher level than the caster—they can merely ignore it as if it were not there). The sign cannot be dispelled by spells of lower spell levels such as knock, but the caster can remove it any time he chooses, thus ending the spell, or it can be defeated by an erase spell cast by a wizard of equal or higher level than the original caster.

The material component for a *lesser sign* can be a pinch of either powdered diamond (cold), ruby (fire), emerald (acid), pearl (sonic disruption, or sapphire (electricity), depending on the type of energy the wizard wishes the sign to employ. The value of the gemstone must be at least 100 gold pieces.

## Protection from Amorphs

**(Abjuration)**

Range: 0
Duration: 2 rds./level
Area of Effect: The caster
Subtlety: +3
Sensory: Medium tactile
Components: V, S, M
Casting Time: 3
Saving Throw: None
Knockdown: None
Critical: None

This abjuration resembles the spells *protection from vermin* or *protection from evil*, but in this case the caster is protected from the attacks of any of the various amorphous monsters, including slimes, jellies, oozes, puddings, cubes, and slithering trackers. In order to qualify as an amorphous creature, the monster must have an amorphous or fluid body, attack through acids or secretions of some kind, and be native to the Prime Material Plane (as opposed to extraplanar elementals and such creatures). The monster cannot stand the touch of the barrier surrounding the protected character, and its natural attacks automatically fail. If the monster has an innate ranged attack of any kind, these also fail.

If the protected character makes an attack against the monster, or if he forces the barrier against the monster, the spell ends and he is no longer protected. The material component is a mixture of rare salts sprinkled in a small circle around the character to be protected.

## Solvent of Corrosion

**(Conjuration/Summoning, Alchemy)**

Range: 10 yards
Duration: 3 rounds
Area of Effect: 1 sq. ft./level
Components: V, S, M
Casting Time: 3
Saving Throw: 1/2

Subtlety: +4
Sensory: Medium visual
large olfactory
Knockdown: None
Critical: Medium (1 hit) acid

This spell conjures a corrosive, acidic slime of horrid strength on one surface or creature within the spell's range. Up to one square foot of surface area per caster level can be affected, so a 5th-level caster can affect 5 square feet—enough to create a 2-foot by 3-foot hole in a door or wall, or thoroughly drench a man-sized creature. The acid eats through 6 inches of wood, leather, or bone, 4 inches of stone, or 1 inch of metal each round. Against monsters composed of stone, metal, or wood, the solvent inflicts 1d3 points of damage per caster level per square foot affected in the first round, 1d2 per caster level in the second round, and 1 per two caster levels in the third and final round. Therefore, a 10th-level wizard who strikes a treant with *solvent of corrosion* inflicts 10d3, then 10d2, and finally 5 points of damage. Each round, the victim is allowed a saving throw vs. spell for half damage.

Against flesh, the solvent is much less effective; it is caustic and burns painfully, inflicting 1 point of damage per caster level in the first round, but no further damage in the second or third round. However, the burning in the following rounds does inflict a –2 penalty to the victim's attacks while the solvent is active. The solvent is extremely likely to cause extensive damage to the victim's armor and equipment; item saving throws vs. acid may apply at the DM's discretion. If the armor or equipment is magical in nature, then the saving throw is made with the usual bonuses allowed to the magical item.

The great alchemist Vandarien developed his solvent to dissolve iron grates, stone and woodwork traps, and other such hazards. The solvent's effectiveness against mineral or wood-based creatures was a mere side effect of his research. The material component of this spell is a mixture of vinegar, water, and a drop of black dragon acid.

## Wall of Water

**(Invocation/Evocation, Elemental Water)**

Range: 30 yards
Duration: Special
Area of Effect: Special
Subtlety: +3
Sensory: Large visual
Components: V, S, M
Casting Time: 3
Saving Throw: None
Knockdown: None
Critical: None

This spell calls into being a curtain or field of water that remains intact and upright in defiance of gravity. The wall lasts as long as the wizard chooses to concentrate on maintaining it or one round per level if the wizard chooses not to concentrate on holding it together. The caster may shape the *wall of water* in one of three ways:

**A. Water Curtain.** In this form, the wizard conjures one plane of water, 5 feet square and 1 foot thick, per experience level; for example, a 5th-level caster can create five 5-foot x 5-foot x 1-foot wall sections that would be enough to block an arched passageway 15 feet wide and 10 feet high with a curtain of water 1 foot thick. The curtain's lower edge must rest upon the ground, but it need not be anchored on either

side, and it remains cohesive and upright for the duration of the spell. Once raised, the wall cannot be moved.

**B. Hemisphere.** In this manifestation, the *wall of water* forms a dome 1 foot thick over the caster, with an inner radius equal to 3 feet plus 1 foot per caster level; a 7th-level caster could create a dome with a 10-foot radius. The wall must rest upon the ground. The dome is immobile.

**C. Sphere.** If cast underwater, the caster may shape the *wall of water* into a sphere 1 foot thick, with an inner radius equal to 3 feet plus 1 foot per caster level (no air is in the sphere). The sphere is centered on the caster and moves with him.

In any form, the wall of water has two primary effects. First of all, missile fire through the wall is next to impossible, suffering a –4 attack penalty for each foot of thickness as well as a –1 damage penalty for every two feet of thickness. Creatures gain a +1 bonus to saving throws against attack spells that must pass through the wall. If the spell allows no saving throw, none is granted by the *wall of water*. Secondly, physical passage through the wall is hindered; any creature trying to pass through must take one full round to do so and becomes soaked to the skin in the process.

The *wall of water* can be defeated or bypassed by a number of spells or effects. At the end of the spell's duration, the water loses its cohesiveness and collapses, which may surprise those sheltering under the hemisphere or standing next to the curtain. Note that the water itself may be fresh water (25% chance), salt water (50% chance), or brackish (25% chance), although the sphere will always be composed of the water type that surrounds it. The material component is a vial full of blessed spring water.

## Fourth-Level Spells

### Conjure Elemental-Kin

**(Conjuration/Summoning, all Elemental, Geometry)**

| | |
|---|---|
| Range: 60 yards | Components: V, S, M |
| Duration: 1 turn/level | Casting Time: 1 turn |
| Area of Effect: Special | Saving Throw: None |
| Subtlety: +6 | Knockdown: None |
| Sensory: Medium tactile | Critical: None |

Like the *conjure elemental* spell, this summoning can be used to summon a creature from one of the four elemental planes—a sylph from the plane of Air, a pech or sandling from the plane of Earth, a fire snake from the plane of Fire, or a nereid or water weird from the plane of Water. The wizard must decide which elemental-kin he will conjure when he memorizes the spell since the components and procedures are different for each. An elemental specialist can conjure only from his own element.

Elemental-kin can only be conjured if there is a good amount of their native element at hand; a good-sized fire or a body of water is required for those elemental-kin. In addition to this and either an aquamarine, amber, ruby or emerald gem worth 1,500 gold pieces, the wizard must also provide the spell's material component, which varies by element:

**Air Elemental-kin:** Burning incense
**Earth Elemental-kin:** Soft clay
**Fire Elemental-kin:** Sulphur and phosphorus
**Water Elemental-kin:** Water and sand

The elemental-kin is bound to obey the wizard's commands and will not turn against him, but it is generally annoyed by its summoning and cooperates only as instructed. Given the chance, the creature will disappear and return to its home in the elemental planes; in order to prevent this, the wizard must concentrate on keeping the creature from leaving. (If the wizard is wounded or grappled, or casts another spell, his concentration is broken.) The elemental-kin can be controlled or maintained at a distance of 30 yards per caster level.

The various elemental-kin creatures are described in detail in the Monstrous Manual tome, under the heading **Elemental**. At the DM's option, other elemental creatures of 4 Hit Dice or less may be summoned with this spell.

## Improved Strength
**(Alteration)**

Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

By casting this spell, the wizard can empower a creature with superhuman strength. Unlike the 2nd-level strength spell, improved strength allows the recipient of the spell to ignore race or class restrictions on his maximum Strength score, possibly reaching scores as high as 25. The exact amount of strength gained varies by the recipient's class group:

| **Class** | **Strength Gain*** |
|---|---|
| Warrior | 1d8+4 (max 25) |
| Priest | 1d6+4 (max 23) |
| Rogue | 1d6+4 (max 23) |
| Wizard | 1d4+4 (max 21) |

* Count each percentile bracket of exceptional strength as one point; the strength gain proceeds as 18, 18/01, 18/51, 18/76, 18/91, 18/00, 19, and so on.

Even if the recipient is not a warrior, he gains all the benefits of an exceptional Strength category; for example, if a thief with a Strength of 14 gained 7 points, he would possess a Strength of 18/76 for the duration of the spell. In addition to the attack and damage bonus, increased chance to open doors or bend bars, and increased carrying capacity, the spell recipient may temporarily gain the ability to throw boulders as a giant of equivalent Strength, as shown below:

| Strength Score | Equivalent Giant Type | Rock Hurling Range | Damage |
|---|---|---|---|
| 19 | Hill giant | 80 yards | 1d6 |
| 20 | Stone giant | 100 yards | 1d8 |
| 21 | Frost giant | 100 yards | 1d8 |
| 22 | Fire giant | 120 yards | 1d8 |
| 23 | Cloud giant | 140 yards | 1d10 |
| 24 | Storm giant | 160 yards | 1d12 |
| 25 | Titan | 200 yards | 1d20 |

When the spell ends, the recipient is struck by intense exhaustion; he can do nothing except rest for 1d3 full turns to recover his strength. The material component is a strand of hair from a giant.

## Lesser Geas

**(Enchantment/Charm, Song)**

Range: 10 yards
Duration: Special
Area of Effect: 1 creature
Subtlety: +1
Sensory: Medium audio
Components: V
Casting Time: 2
Saving Throw: Neg.
Knockdown: None
Critical: None

By means of this spell, the wizard places a magical command upon a creature of 7 Hit Dice or less to carry out some service, undertake a task, or refrain from some action or course of activity. The caster specifies the conditions of the *lesser geas* when he casts the spell; the victim must be intelligent, conscious, able to understand the caster, and not under the influence of any spells or effects that affect or control its mind. The *lesser geas* cannot compel a creature to kill itself or perform acts that will result in certain death, although the wizard can use the spell to coerce the subject into almost any other nondestructive course of action. The victim is entitled to a saving throw vs. spell to avoid the *lesser geas*, but suffers a –2 penalty on its save if the wizard is of higher level or Hit Dice, or a –4 penalty if the wizard is more than twice the victim's level or Hit Dice.

The wizard must be careful in the wording of his *lesser geas* since the casting and fulfillment are tricky. The subject should be given a tangible, achievable goal, with clear courses of action available to him. "Climb that mountain!" or "Tear that mountain down rock by rock!" are legitimate geases, but a geas such as "Become a mountain!" is just not specific enough to work.

Similar to the 6th-level spell *geas*, the *lesser geas* compels the subject to obey the wizard's command. If the *geased* creature fails to follow the wizard's instructions, it will grow sick—each week that passes, the creature loses one point from each ability score, 1 hit point per Hit Die, and suffers a cumulative –1 penalty to attack rolls and saving throws. These penalties cannot reduce an ability score to less than 3, reduce a creature to less than 1 hit point per Hit Die, or reduce its attacks and saves by more than 4 points. The *lesser geas* can be countermanded by a *remove curse* spell, or a *limited wish* or *wish*. However, if the subject entertains thoughts of removing the *lesser geas*, it will protect

itself by giving the subject a warning headache. If the subject persists, then the sickness will begin,

## Mordenkainen's Force Missiles

**(Invocation/Evocation, Force)**

| | |
|---|---|
| Range: 30 yds. + 10 yds./level | Components: V, S |
| Duration: Instantaneous | Casting Time: 4 |
| Area of Effect: 1–7 targets | Saving Throw: Special |
| Subtlety: +3 | Knockdown: d10 |
| Sensory: Medium visual, large audio | Critical: Medium (1 hit) impact |

This spell creates a brilliant globe of magical energy that streaks forth from the caster's hand to unerringly strike its target, much like a *magic missile* spell. The subject must be seen or otherwise detected in order to be targeted by this spell. The wizard creates one missile at 7th level and an additional missile at every third level after 7th—in other words, two missiles at 10th level, three at 13th, four at 16th, and so on, to a maximum of seven missiles at 25th level. Each missile inflicts 2d4 points of damage to the target and then bursts in a 3-foot radius concussive blast that inflicts 1 point of damage per level of the caster—for example, a 12th-level wizard could conjure two *force missiles*, each of which strikes for 2d4+12 points of damage. The victim may attempt a saving throw vs. spell to negate the concussion damage, but the impact of the missile itself allows no saving throw.

Just like *magic missile*, the force spheres may be directed at as many or as few targets as the caster likes. The missiles can easily damage or destroy inanimate objects, especially fragile or delicate items.

## Psychic Protection

**(Abjuration, Mentalism)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 3 rds./level | Casting Time: 4 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +4 | Knockdown: None |
| Sensory: None | Critical: None |

This spell provides the caster with a +6 bonus to saving throws (or allows a saving throw in the case that one is not normally allowed) against spells or effects that control or destroy his mind, including *command, domination, feeblemind, hold magic jar, insanity, possession*, and the psionic powers of domination, mass domination, and switch personality. Any attempt to subvert or destroy the wizard's mind automatically fails, but the wizard is still vulnerable to spells or effects that influence his actions without taking control of his psyche. In other words, attacks that simply encourage the victim to act in a certain way or influence his perceptions do not trigger the magical warding of the spell. A partial list of spells, powers, and effects that are not defended against includes *charm,*

*suggestion, emotion, confusion, hypnotism, fear, antipathy, beguiling, Otto's irresistible dance*, a mind flayer's mental blast, and most psionic attacks.

The material component for this spell is a tiny figurine of the wizard, cast in iron.

## Ultravision

**(Alteration)**

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: 2 hrs. + 1 hr./level | Casting Time: 1 round |
| Area of Effect: Creature touched | Saving Throw: None |
| Subtlety: +6 | Knockdown: None |
| Sensory: None | Critical: None |

An improved version of the *infravision* spell, *ultravision* allows the spell recipient to see perfectly in normal darkness, starlight, or moonlight to the full range of his unobscured daylight vision. (See Chapter 13 of the *Player's Handbook*; in most outdoor settings, this means that the character can spot movement at 1,500 yards.) In underground settings, the spell enables the recipient to see up to 90 feet in nonmagical darkness. Magical darkness, fog, or smoke is less effective than normal against a character using *ultravision*; the spell permits the recipient to see at least 30 feet in magical darkness, and at least 10 feet in any kind of vaporous, foggy, or smoky atmosphere. *Ultravision* does not permit the recipient to spot invisible creatures, and it does not function in the presence of strong light sources (lanterns, torches, and so on).

The material component for this spell is a black agate worth at least 50 gold pieces.

## Vitriolic Sphere

**(Conjuration/Summoning, Elemental Water, Alchemy)**

| | |
|---|---|
| Range: 150 yards | Components: V, S, M |
| Duration: Special | Casting Time: 4 |
| Area of Effect: 5-ft. radius | Saving Throw: 1/2 |
| Subtlety: +4 | Knockdown: d8 |
| Sensory: Medium visual, large olfactory | Critical: Large (1d3 hits) acid |

This spell conjures a one-foot sphere of glowing emerald acid that the caster can direct to strike any target within range. When it reaches its target, the sphere explodes and drenches the victim in potent acid. The victim suffers 1d4 points of damage per caster level (to a maximum damage of 12d4) and may attempt a saving throw vs. spell for half damage. If the victim fails his saving throw, he continues to suffer acid damage in the following rounds, sustaining two less dice of damage each round. For example, an 8th-level wizard inflicts 8d4 damage with this spell on the first round, 6d4 on the second round, 4d4 on the third round, 2d4 on the fourth round, and the spell ends in the fifth round. Each round, the subject is entitled to a saving throw—the spell ends when he succeeds, or when the acid damage runs its course. The acid can also be neutralized with

soda, ash, lye, charcoal, or removed with a large quantity of water.

The *vitriolic sphere* also splashes acid in a 5-foot radius around the primary target. Any creatures within the splash radius must save vs. paralyzation or suffer a splash hit that inflicts 1d4 points of damage per every five caster levels. Splash hits do not cause continuing damage. The material component for this spell is a drop of giant slug bile.

## Fifth-Level Spells

### Improved Blink

**(Alteration, Dimension)**

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: 1 rd./level | Casting Time: 1 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +2 | Knockdown: None |
| Sensory: Medium visual | Critical: None |

Naturally, this spell is an improvement of the 3rd-level alteration spell *blink*, allowing the wizard to shift his body to any point within 15 feet of his current location. Unlike the lower-level spell, *improved blink* allows the wizard to choose the exact time of his jump, the exact destination, and the orientation or facing of his choosing. For example, a wizard confronted by an enemy fighter could blink just before the fighter attacked, reappearing directly behind his foe for a back attack. If the wizard blinks away from an attack, his enemy automatically misses—but creatures with multiple attacks may be able to reposition themselves for another swing if the wizard blinks to a location within reach.

If the wizard intends to take any action such as attacking, casting a spell, or using a magical item, he must decide before the round begins if he will do so before or after he blinks. If he acts before he blinks, he may be endangered by an attack before he finishes; he can choose to proceed with his action, hoping that he won't be hit, or he can abort his action by taking his blink for the round. On the other hand, if the wizard begins his action after his blink, the initiative modifier of his attack or spell is added to the time of his blink to determine when he attacks.

*A* blinking *wizard dueling a fighter decides to blink first, when the fighter attacks and then* lightning bolt *the offensive fellow. The fighter rolls a modified 6 for initiative, so the wizard waits until 6, then* blinks, *making the fighter miss. At that time, he starts his* lightning bolt, *which has a casting time of 3—the spell will go off on 9.*

*In the* Player's Option: Combat & Tactics *initiative system, the wizard must count 1, 2, or 3 phases from the time of his blink for fast, average, or slow actions. If the fighter above attacked in the average phase, the wizard would blink during the fighter's attack, and then his* lightning bolt *(a fast spell) would go off 1 phase later, with any other slow actions.*

Because the wizard can pick the location he is blinking to, he may not choose to blink into a movable object in order to force it aside—he must blink to an area clear of

obstructions or obstacles. If he does attempt to blink into a movable object, he will find himself displaced to a random location (use the blink 1d8 rules in the *PHB* for determining where he
ends up).

## Leomund's Hidden Lodge

**(Alteration, Enchantment/Charm)**

| | |
|---|---|
| Range: 20 yards | Components: V, S, M |
| Duration: 1d4 hrs. + 1 hr./level | Casting Time: 2 turns |
| Area of Effect: 30 sq. ft./level | Saving Throw: None |
| Subtlety: +7 to +10 | Knockdown: None |
| Sensory: None | Critical: None |

Similar in most regards to the 4th-level spell *Leomund's secure shelter*, this spell offers one significant improvement: The shelter is perfectly camouflaged to blend in with whatever terrain or surroundings are appropriate. It may appear as a house-sized boulder in rocky or mountainous areas, a sand dune, a deadfall, a small grassy knoll, or even a mighty tree. The spell also conceals all telltale signs of habitation, including any smoke, light, or sound coming from within the lodge. Creatures or characters who are exceptionally well-tuned to their surroundings (elves, druids, rangers, and various sylvan monsters) may attempt a saving throw vs. spell to spot the hidden lodge if they pass within 30 feet; all other creatures cannot find the wizard's refuge without the aid of *true seeing* or similar magic.

In all other respects, the *hidden lodge* resembles Leomund's secure shelter. The interior is level, clean, and dry, and the whole thing is sturdily constructed from timber, stone, or sod. It is secure against winds of up to 100 miles per hour, impervious to normal missiles, and the doors, windows, and chimney have the option to be *wizard locked* and guarded by an *alarm* spell. Simple furnishings include up to ten bunks, a small writing desk, a trestle table and benches, and an optional *unseen servant* to wait on the wizard. (If any of the optional secondary spells are added on to this spell, then the casting time goes up to one hour and adds a +3 modifier to the subtlety rating.)

The material components are a square chip of stone, crushed lime, a few grains of sand, a sprinkle of water, and a splinter of wood, plus a crushed diamond worth at least 100 gold pieces. If the secondary spells are to be included, their material components are required also.

## Proofing versus Combustion

**(Abjuration, Elemental Fire)**

| | |
|---|---|
| Range: Touch | Components: V, S, M |
| Duration: Permanent | Casting Time: 1 turn |
| Area of Effect: Special | Saving Throw: None |
| Subtlety: +6 | Knockdown: None |
| Sensory: None | Critical: None |

The renowned fire wizard Daltim developed this spell some years ago to protect important items or structures against the various incendiary spells with which he was familiar. *Proofing* renders an inanimate object nearly impervious to fire, granting the affected item a +3 bonus to saving throws vs. magical fire (including a dragon's breath), and a +6 bonus to saving throws vs. normal fire. This is cumulative with the saving throw bonus of a magical item, so a *cloak of protection +4* could have a bonus of +7 to +10 on any item saving throws versus combustion effects. Remember that an item fails its saving throw on a natural roll of 1, regardless of any bonuses.

The item affected must be one discrete construction or object, although it can be articulated or composed of several parts (for example, a suit of armor, a catapult, a house, or a carriage). At 9th level, the wizard can proof an article of clothing or a small piece of furniture; at 12th level, a small vehicle or large piece of furniture; at 15th level, a small building or large vehicle; at 18th level, a medium building or a very large vehicle; and at 20th level or higher, a large building or small fortification. A character dressed in a completely proofed article of clothing (a large cloak) gains a +2 bonus to saving throws vs. fire.

The material component for *proofing versus combustion* is a fire-brick made with the ashes left from a phoenix's fire. Seafaring wizards often use this spell to protect their vessels from hostile *fireballs* and various fire-throwing devices.

## Rusting Grasp

**(Alteration, Elemental Water, Alchemy)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 5 |
| Area of Effect: The caster | Saving Throw: Special |
| Subtlety: +4 | Knockdown: None |
| Sensory: Medium visual/olfactory | Critical: None |

By casting this spell, the wizard gains the power to corrode ferrous metals and alloys at a touch. Iron and iron-based alloys such as steel, meteoric iron, mithral, and adamantite are affected, but noble metals such as gold, silver, and copper are not subject to reduction through rusting. Any ferrous metal touched by the wizard must make an item saving throw vs. disintegration (usually a 17 or better on a d20) or be destroyed. Magical arms or armor may apply their bonus to this save, so a sword +3 would gain a +3 to its roll. Other magical metal items may receive a +1 to a +6 bonus based on the DM's estimate of their power.

The wizard may employ *rusting grasp* in combat by simply touching the equipment of metal-wearing characters or creatures. If he tries to touch the armor of a character, the wizard need only hit the opponents unarmored AC. If the armor fails its save, *rusting grasp* permanently destroys 2d4 points of AC through corrosion. For example, *plate mail +3* (base AC 0) could be reduced to a base AC of 2 to 8 if it fails its item saving throw.

Weapons are more difficult to grasp; the wizard must make an attack roll against AC 4 (modified by the opponent's Dexterity) in order to touch the weapon. If the weapon fails its saving throw, it is destroyed. Important note: The wizard must touch the weapon

and not the other way around! Unlike a rust monster, he doesn't corrode weapons simply by being hit.

Against metallic creatures, *rusting grasp* functions like the priest spell *cause serious wounds* in that it inflicts 2d8+1 point of damage per successful attack. The spell lasts for one round per level, and the wizard can make one touch attack per round. The material component is an antenna from a rust monster.

## Tenser's Destructive Resonance

**(Invocation/Evocation, Force)**

| | |
|---|---|
| Range: 60 yds. + 10 yds./level | Components: V, S, M |
| Duration: Instantaneous | Casting Time: 5 |
| Area of Effect: 1 object | Saving Throw: Special |
| Subtlety: +4 | Knockdown: d12 |
| Sensory: Huge audio, large tactile | Critical: Huge (1–4 hits) crushing |

When this spell is cast, a thin beam of destructive blue force springs forth from the caster's fingertip and strikes any one object within range. The beam imparts an immense amount of energy to the object struck, causing it to spontaneously explode. Large, massive objects have more potential destructive energy than small, lightweight objects, but the wizard must hold the beam on the larger object for a longer time in order to cause detonation.

The beam has two principal effects: First of all, the object struck is *disintegrated* if it fails its item saving throw. Secondly, any creature near the destroyed item suffers damage proportional to the weight of the item detonated, plus blast damage of 1d6 points per two caster levels. Creatures caught within the blast radius may attempt a saving throw vs. paralyzation for half damage (1 point per caster level), but the base damage of the explosion may not be saved against.

| **Weight (lb.)** | **Resonance Time** | **Base Damage** | **Explosive Radius** |
|---|---|---|---|
| 1–5 | Instant | 1d8 | 2 ft. |
| 6–25 | Instant | 1d12 | 3 ft. |
| 26–100 | One rd. | 1d20 | 5 ft. |
| 101–500 | Two rds. | 2d12 | 10 ft. |
| 501–2,000 | Three rds. | 3d12 | 15 ft. |

Objects more massive than 2,000 pounds are simply too big to detonate. Living flesh and enchanted objects or items are immune to the destructive resonance, but a wizard could choose to use *Tenser's destructive resonance* on an object worn or carried by another creature. However, if he does so, the victim is entitled to a saving throw vs. spell to negate the beam entirely and prevent any damage at all, and then gains a save for half damage against the blast effect even if the beam succeeds in detonating his equipment.

The material component for this spell is a tiny orb of finely-crafted gold with a

small removable ring surrounding it that must be taken off as the spell is cast.

## Prying Eyes
**(Divination)**

| | |
|---|---|
| Range: 1 mile | Components: V, S, M |
| Duration: 1 hr./level | Casting Time: 1 turn |
| Area of Effect: Creates 1d4+1 eyes/level | Saving Throw: None |
| Subtlety: +6 | Knockdown: None |
| Sensory: Tiny visual | Critical: None |

This spell conjures a small horde of semitangible magical orbs or eyes that can be used to reconnoiter an area at the wizard's command. Each of the eyes is about the size of a small apple and can see 120 feet (normal vision only) in all directions. In order to report their findings, the eyes must return to the caster's hand to replay in the caster's mind everything they have seen during their existence. The eyes are subject to illusions, darkness, fog, and any other factors that would affect the wizard's ability to receive visual information about his surroundings. The eyes only see as a normal human would—abilities and spell effects including infravision do not alter the eyes' vision. It only takes the eye one round to replay one hour of recorded images.

The spell conjures 1d4 eyes, plus 1 eye per caster level. The eyes exist for up to 1 hour per caster level, or until they return to the wizard; after relaying its findings, an eye disappears. Each eye is AC 4, flies by levitation at a rate of 12, and has only 1 hit point—a single hit from any weapon or damaging spell destroys it. A successful *dispel magic* destroys all eyes caught in the area of effect. While the individual eyes are quite fragile, they're small and difficult to spot, especially in conditions of poor visibility such as darkness, fog, or rain. Of course, if the eye is being sent into darkness, then it's very possible that it could hit a wall or other similar obstacle and destroy itself.

When the wizard creates the eyes, he can specify any set of instructions or orders that he wishes, up to 25 words. Any knowledge the wizard possesses is assumed to be known by the eyes as well, so if the wizard knows what a typical Jakallian merchant looks like, the eyes do as well. Sample commands might be, "Surround me at a range of 400 yards and return if you spot any dangerous creatures," or "Spread out and search the town for Arweth; follow him for three turns, staying out of sight, and then return." Note that in the first command, the eye only returns if it spots a creature that the wizard would regard as dangerous; a seemingly innocuous peasant that is actually a *shapechanged* dragon wouldn't trigger the eye's return. In any event, if an eye is ever more than one mile distant from the wizard, it instantly ceases to exist. However, the wizard's link with the eye is such that he won't know if the eye was destroyed or if it just wandered out of range.

Some command words can be used to abbreviate the directions. For example, "surround me" directs the eyes to form an equally-spaced ring at whatever range is indicated, and then move with the wizard. As eyes return or are destroyed, the rest automatically space themselves to compensate. "Spread out" directs the eyes to move away from the wizard in all directions. Other commands that might be useful include

having them form a line in a certain manner, making them move at random within a certain range, or have them follow a certain type of creature. The DM is the final judge of the suitability of the wizard's directions.

The material component is a handful of crystal marbles.

### Vile Venom

**(Conjuration/Summoning, Elemental Water, Alchemy)**

| | |
|---|---|
| Range: 30 yards | Components: V, S, M |
| Duration: 1 hr./level | Casting Time: 5 |
| Area of Effect: Special | Saving Throw: Special |
| Subtlety: +4 | Knockdown: None |
| Sensory: Small visual | Critical: None |

By casting this inherently evil spell, the wizard conjures a small amount of deadly poison directly onto any weapon blades or other surface within the area of effect. The spell creates one dose per caster level; a single dose is sufficient to coat one size S weapon such as a dagger or an arrowhead, three doses can coat a size M weapon, and five doses can coat a size L weapon. The venom remains potent for up to one hour per caster level, although an envenomed blade remains so for only 1d3 successful attacks before the poison has been worn off. The potency of the venom varies by the caster level, as shown below.

| Level | Onset Time | Strength |
|---|---|---|
| 9th | 2–12 rounds | 20/1d3 |
| 12th | 2–5 rounds | 25/2d4 |
| 15th | 1–2 rounds | 30/2d6 |
| 18th+ | Immediate | death/20 |

If a weapon coated with *Vandarien's vile venom* successfully hits a creature, the victim must make a saving throw vs. poison or suffer the first damage figure—if the caster was a 12th-level wizard, this would be 25 points. (Naturally, this is damage above and beyond any caused by the weapon that injects the poison.) Even if he succeeds in the save, the victim still sustains a lesser amount of damage, as shown in the second figure.

Instead of creating an insinuative poison (one that is introduced to the body through a cut), the wizard can instead conjure the venom as a contact poison. A surface of about one-half square foot per caster level can be affected. One square foot is enough to coat a doorknob, a sword-hilt, the handle or clasp of a chest, or an object of similar size. The contact poison has the same effects as the insinuative venom, but the victim gains a +2 bonus on his saving throws. The contact poison's toxicity fades at the end of the spell's duration.

The material component is a small vial of venom from a giant snake.

## Sixth-Level Spells

### Arrow of Bone

**(Necromancy, Artifice)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: Special | Casting Time: 6 |
| Area of Effect: 1 missile | Saving Throw: Special |
| Subtlety: +4 | Knockdown: Varies |
| Sensory: Small visual/tactile | Critical: Medium (1 hit) impact |

By drawing runes of dire power upon a simple arrow, bolt, dart, or javelin, the caster changes the weapon into a sinister missile of cold, enchanted bone. The wizard may then throw or fire the weapon in the normal fashion, or he can choose to give it to a companion to use. If the wizard employs the arrow of bone himself, he strikes with the THAC0 of a warrior of half his own level and a +3 bonus to his attack roll; if he gives it to someone else, the *bone arrow* merely confers a +1 bonus to hit. A creature struck by the weapon must make a saving throw vs. death magic or die; even if successful, the victim sustains normal damage for the missile, plus an additional number of points equal to the weapon's maximum damage (for example, 1d6+6 for an arrow or javelin, or 1d3+3 for a dart). Unlike the *death spell* or *finger of death*, the victim can be raised or resurrected in any expedient manner.

The *arrow of bone* does not destroy undead or nonliving creatures outright. Instead, the arrow inflicts normal damage plus four times the missile's normal maximum (1d6+24 for an arrow, 1d3+12 for a dart, and so on), or half that if the subject creature succeeds in its saving throw.

The material component is a powdered sliver of bone mixed with black dragon blood. The resulting mixture is used to paint runes on the weapon. If the splinter of bone can be taken from the remains of a close blood relative of the subject (a sibling, parent, or grandparent), the victim receives a –4 penalty on his or her saving throw if struck by the *arrow of bone*.

## Dimensional Blade

**(Invocation/Evocation, Dimension, Artifice)**

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: 1 rd./level | Casting Time: 3 |
| Area of Effect: 1 object | Saving Throw: None |
| Subtlety: +2 | Knockdown: None |
| Sensory: Small visual | Critical: Moderate (1 hit) slashing |

This spell makes a single weapon incredibly sharp by reducing one of its physical dimensions to an infinitesimal measurement. The *dimensional blade* can slash through matter with as much effort as it takes to wave a stick through the air. Even stone and iron can be carved to pieces with ease. The spell can be cast on almost any hand-held slashing (type S) weapon, as well as a few thrown weapons of this type, such as the chakram, shuriken, or a hand axe.

Against creatures, the *dimensional blade* ignores any portion of Armor Class

derived from armor itself; only magical and Dexterity adjustments affect the opponent's AC. For example, a warrior in *chain mail +2* with a Dexterity of 17 is normally AC 0, but against the dimensional blade he only applies the 3-point adjustment for Dexterity and the 2-point magical adjustment, for a total AC of 5. Creatures wearing purely magical armor (such as *bracers of defense*) may keep the full magical adjustment. Monsters with thick or toughened hides, such as dragons, may lose part of the Armor Class at the DM's discretion. The weapon gains a +2 bonus to attack and damage rolls in any event, but the wielder ignores any Strength-based combat adjustments—muscle power doesn't help the blade at all.

The *dimensional blade* is also quite effective against inanimate objects. Any object with a diameter or thickness smaller than the blade's length must make a saving throw vs. disintegration when struck, or be cleanly severed in twain. Larger objects can be sawed through or sliced away at the rate of about 5 cubic feet per round. It's dangerous to attempt to disarm a *dimensional blade*; the weapon used must make an item saving throw vs. disintegration or be destroyed.

Finally, the blade is also effective against phased or ethereal creatures since part of its existence is forced into the Ethereal Plane. If the wielder has some way to detect creatures concealed in this way, the blade can strike and affect them normally, but without the power to negate Armor Class or other combat bonuses.

The wizard must touch the weapon to be affected by the spell, but afterward anyone may wield it. The material component for this spell is a razor-thin shard of glass.

## Etherealness

**(Dimension)**

| | |
|---|---|
| Range: Touch | Components: V, S |
| Duration: 1 hr./level | Casting Time: 1 |
| Area of Effect: Creature(s) touched | Saving Throw: Neg. |
| Subtlety: +2 | Knockdown: None |
| Sensory: None | Critical: None |

By means of this spell, the wizard and up to six other creatures joined by linked hands become *ethereal* (along with their equipment). While ethereal, the group need not stay together. The group's presence can be detected only by *detect phase, true seeing,* or similar spells and effects. No physical, or magical attack can affect him, unless his assailant is ethereal as well (although some monsters, such as the basilisk, have gaze weapons whose power extends into the Ethereal Plane). The spell recipients are actually in the Border Ethereal and can still perceive their physical surroundings, but the world appears gray, misty, and indistinct to them. Note that as ethereal creatures can perceive the physical world here, a character could scout out his surroundings or make good an escape from the safety of the Border Ethereal.

The wizard and his companions may remain in the Border Ethereal for up to one hour per level; when the spell expires, they return to normal existence, although the wizard can choose to end the spell before its full duration. The wizard also has the option of moving himself or the group from the Border Ethereal into the Deep Ethereal, in which case they remain ethereal when the spell ends. He will have to use this spell again or find

another way back in order to return to his home plane.

The wizard can attempt to use *etherealness* to banish an unwilling subject. He must make a successful attack roll in order to touch him, and the subject receives a saving throw vs. spell to negate the effect. An unwilling subject automatically remains in the Border Ethereal for an amount of time specified by the wizard at the time of the casting, but no more than one hour per caster level. When used like this, etherealness does not affect the caster, only the subject.

## Greater Sign of Sealing

**(Abjuration, Geometry)**

| | |
|---|---|
| Range: 0 | Components: S, M |
| Duration: Permanent | Casting Time: 1 turn |
| Area of Effect: Special | Saving Throw: Special |
| Subtlety: +5 | Knockdown: Special |
| Sensory: Medium visual | Critical: Special |

A more potent form of the lesser *sign of sealing*, this spell allows the caster to guard an item or portal and prevent all other creatures from opening or passing through the sealed item or surface. The *greater sign* has several effects; first of all, it affects a doorway or item that opens (a chest, for instance) as a wizard lock spell. If placed in an open corridor or archway to prevent passage, the *greater sign* creates a magical barrier that repels all who try to pass.

Second, the *greater sign* greatly strengthens the physical structure of any door or item it is placed upon, granting a +6 bonus on any item saving throws and allowing the item or door to ignore 1 point of damage per caster level from any attack. For example, a *greater sign* cast by a 12th-level wizard would reduce the damage of any blow or spell by 12 points, so a fighter armed with a broad sword (maximum damage of 8 points) could never hack through a door protected by the sign.

Finally, if the protected doorway or item is forced open or destroyed by any means, the sign itself is not only destroyed, but also releases a spell upon the offending creature. The spell held by the sign is cast into the ward when the greater sign is created, and any spell the caster has memorized may be used in this way, from a *fireball* or *shocking grasp* to a very nasty *wish* or *polymorph*. The range of the sign's retributive spell is 10 yards per caster level, so it is possible to destroy the warding from a safe distance.

The sign is displayed in plain sight, and most wizards will recognize it for what it is. The caster cannot specify particular creatures or conditions for the sign's operation; it functions against any creature that attempts to pass it, although the wizard can freely pass through his own sign without activating it. The *greater sign* can be removed by the caster, thus ending the spell, or it can be defeated by a *limited wish* or *wish* spell cast by a wizard of equal or higher level than the original caster; it cannot be dispelled.

The material component for a greater sign is a powdered diamond worth at least 1,000 gold pieces.

## Superior Magnetism

**(Alteration)**

Range: 30 yds. + 5 yds./level
Duration: 1 rd./5 levels
Area of Effect: Special
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 6
Saving Throw: None
Knockdown: None
Critical: None

When this spell is cast, the wizard designates one inanimate object of stone, earth, or metal within the spell's range to function as a powerful magnet, attracting all metal. The object affected can be no larger than a 10-foot cube, although a section of wall, floor, or ceiling about 10 square feet will work. Once magnetized, the object exerts a powerful attractive or repulsive force (caster's choice) against objects of ferrous metal. The effects vary by the proximity of the metal objects to the center of magnetism, as shown below:

| **Distance to Magnetism** | **Movement Rate per Round** | **Effective Strength** | **Missile Attack Penalty** |
|---|---|---|---|
| 10 feet or less | 40 feet | 22 (Garg.) | –40 |
| 20 feet or less | 20 feet | 20 (Huge) | –20 |
| 30 feet or less | 10 feet | 18 (Large) | –10 |
| 40 feet or less | 5 feet | 14 (Medium) | –5 |
| 50 feet or less | 2 feet | 10 (Small) | –2 |
| 60 feet or less | 1 foot | 4 (Tiny) | –1 |

The movement rate represents how fast objects are drawn to or repelled from the center of magnetism. If the creature or object in question is heavier than the magnetized item, the magnetized item does the moving instead. The effective Strength is the "pull" of the magnetism at that range; the size equivalent refers to creature sizes, not weapon sizes. (All human-sized weapons are considered small or tiny for this chart). A character or creature carrying loose metal items or objects such as weapons, shields, helms, buttons, and so on must win an opposed Strength check (see *Player's Option: Combat & Tactics* for information on opposed ability checks) in order to keep his possessions from being wrenched out of his grasp by the magnetism. Securing a weapon in its sheath, holding an item with both hands, and other precautions may give the character a +2 to +4 to his base ability score, at the DM's discretion.

Characters wearing metal armor must attempt an opposed Strength check to ignore the effects of the magnetism. If the character fails his Strength check outright, he loses his footing and flies towards or away from the object at the full rate indicated. He suffers full falling damage based on the speed with which he hits the item—1d6 for every 10 feet of the movement rate, or half that damage if he is repelled and simply thrown back onto the ground. If the character passes his Strength check but is beaten by the magnetism roll, he is moved one foot for each point he lost by. Again, some precautions or assistance may help iron-wearing characters in their Strength checks. For monsters, compare the creature's size to the effective size of magnetism.

An armored character who is stuck to a surface or object loses any Dexterity adjustments to AC and cannot make any physical attacks. He can try to wriggle out of his armor and free himself, employ a magical item, or use psionic powers if he has any at his disposal.

*Lodestone the fighter is charging a wizard when the dastardly felon* magnetizes *a sizable boulder about 30 feet from Lodestone's present position. Lodestone carries a long sword, a shield, and wears plate mail; he has a Strength of 17. First, he checks to see if he holds onto his sword and shield, making two opposed Strength rolls. He loses the shield, but keeps hold of his sword. Now the DM checks to see if Lodestone resists the drag on his armor. At 30 feet, the magnetism has a Strength of 18. Lodestone rolls a 6, but the magnetism roll is a 12. Even though both Lodestone and the magnetism made their Strength rolls, the magnetism roll is higher than Lodestone's roll and does not go over its target Strength score. As a result, Lodestone is dragged 6 feet closer to it. Next round, Lodestone tries again and blows his roll altogether, moving a full 10 feet closer. Now only 14 feet from the boulder, the magnetism's Strength is effectively a 20, which means Lodestone is in big trouble. If he blows his roll again the next round, he'll go flying into the boulder at a rate of 20 feet/round, which will inflict 2d6 points of damage.*

If a creature wins its Strength check, it can ignore the spell's effects and move out of the zone of influence normally.

*Sirellyn's superior magnetism* also affects the passage of iron or steel missiles, such as steel-headed arrows or quarrels. Any missile that passes through the zone of influence suffers an attack penalty equal to the movement at the range indicated. For example, if the path of an arrow brings it within 40 feet of a magnetized object, the attack suffers a –5 penalty. Finally, it is possible for the casting wizard to be affected by this spell as well. As a result, the wizard had better make sure that he's out of the effective area of effect when casting.

The material component for this spell is a small bar magnet, bent into a U-shape and coated with mithral.

## Trollish Fortitude

**(Necromancy)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 6 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +4 | Knockdown: None |
| Sensory: None | Critical: None |

This powerful spell imbues the caster with the physical fortitude and resilience of a troll. While the spell is in effect, the caster regenerates 3 hit points per round until he reaches his normal maximum. He also gains a troll's ability to ignore dismemberment, decapitation, and other horrible injuries that would normally incapacitate or kill him outright (although losing a limb may prevent the caster from taking certain actions, such as running, climbing, and other activities). Bleeding, wounding, being reduced to negative hit points, and other effects that cause the victim to lose hit points from round to round are ignored—the caster instead regains 3 hit points per round, up to his normal maximum. If the caster is reduced to less than 0 hit points, he is incapacitated and must make a system shock roll or lose all of his highest level spells. The incapacitation lasts

only until his regeneration restores him to 1 hit point or more; he can move, fight, and cast spells again as soon as his hit point total is positive.

*Trollish fortitude* does not provide the caster with any defenses against lethal poison, disease, and other effects that don't cause a loss of hit points. Hit points lost through level draining, *vampiric touch*, or *vampiric regeneration* cannot be regenerated since this represents damage to the victim's life force, and not physical injury. In addition, fire damage and acid damage cannot be regenerated. While the spell is in effect, the caster can rejoin severed limbs simply by holding them in place, but if the spell ends while a limb (which were already moving toward him) is still separate from his body, he immediately suffers the full effects of the injury.

The material component for this spell is a shred of dried flesh from a troll's heart that must be pulverized into dust. The dust is then sprinkled on the caster.

## Seventh-Level Spells

### Descent into Madness

**(Enchantment/Charm, Mentalism)**

| | |
|---|---|
| Range: 10 yds./level | Components: V, S, M |
| Duration: Permanent | Casting Time: 7 |
| Area of Effect: 1 creature | Saving Throw: Negates |
| Subtlety: +5 | Knockdown: None |
| Sensory: Moderate visual | Critical: None |

More insidious and powerful than the *feeblemind* spell, *descent into madness* afflicts one creature with a random form of insanity. The spell can affect any creature with an Intelligence of low (5) or higher; however, a character or creature protected by a *mind blank* is immune to this spell. Creatures are entitled to a normal saving throw vs. spell to withstand the spell. The form of insanity caused by the spell is determined by a roll on the chart:

| **d%** | **Insanity Type** |
|---|---|
| 01–15 | Delirium |
| 16–22 | Disorientation |
| 23–34 | Phobia |
| 35–40 | Paranoia |
| 41–44 | Alienation |
| 45–54 | Amnesia |
| 55–64 | Hallucinatory insanity |
| 65–69 | Melancholia |
| 70–74 | Dementia praecox |
| 75–83 | Mania |
| 84–89 | Hebephrenia |
| 90–95 | Catatonia |
| 96–00 | Homicidal mania |

The various types of insanity and their game effects are described under the **Alienist** in Chapter 6. The caster has no idea what kind of madness the spell inflicts on its victim, although he may be able to form an educated guess after observing the victim for a few rounds. *Descent into madness* accelerates the process of insanity radically, producing an advanced condition almost immediately; for example, a character rendered paranoid by this spell skips past suspicion and instantly regards his friends and allies as enemies of the worst sort. The victim has a small chance of recovering with the passage of time (as described under each type of insanity) but other than that the only ways to repair the effects of this spell are *restoration*, *wish*, or use of the psionic power psychic surgery.

The material component is a special cube of gold wire worth at least 500 gold pieces shaped to represent a tesseract, or four-dimensional figure.

## Neutralize Gas

**(Abjuration, Elemental Air, Alchemy)**

Range: 60 yards
Duration: Instantaneous
Area of Effect: One 10-ft. cube/lvl.
Subtlety: +5
Sensory: Large visual/olfactory
Components: V, S, M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

By using this spell, the wizard renders inert and makes breathable any harmful vapors, gases, clouds, or fogs in the area of effect. This includes *stinking cloud*, *cloudkill*, *solid fog*, *death fog*, *incendiary cloud*, *acid storm*, gaseous breath weapons, spore or mold clouds, and similar spells and effects. Harmful gas or vapor is transformed into a common, harmless *fog cloud* of the same dimensions as the original effect, and then dissipates 1d3 rounds later. Creatures who were injured before *neutralize gas* is cast continue to suffer any effects from their previous exposure—the spell does not heal or counter existing damage, so a creature that is choking and gagging from a *stinking cloud* would receive no relief from this dweomer.

If cast in the same round of the effect's appearance, *neutralize gas* may be used to counter gaseous breath weapons, spores, and molds by granting any creatures affected a +4 bonus to their saving throws and reducing any damage to one-half or one-quarter normal, depending on whether or not the victims make their saving throws. Air-based creatures are not affected by this spell; neutralize gas only "clears the air" of any harmful inhalants. The material components are a bit of charcoal and some bark from a treant.

## Persistence

**(Invocation/Evocation)**

Range: 0
Duration: 1 day/level
Area of Effect: The caster
Subtlety: +6
Sensory: None
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

Related to both the *contingency* and *permanency* spells, *persistence* allows a wizard to cast a spell of 6th level or lower and then hold it until it is needed. There are two general uses for *persistence:* to use a personal spell effect as needed up to the maximum duration of the *persistence* itself, or to prepare an instantaneous spell and hold it ready until the caster wishes to use it.

**A. Personal effect.** Any spell that augments the wizard's natural abilities—*detect magic, protection from evil, jump, infravision, fly, wraithform*, or other caster-affecting spells—can be made *persistent* by use of this spell. The wizard casts *persistence* and then immediately follows with the desired spell. Instead of taking effect immediately, the magic of the *persistence* holds it ready for use by a simple act of will. The wizard can then "turn on" or "turn off" the girded spell as often as he likes over the course of the duration of the *persistence*. The duration of the girded spell only runs while the spell is active, so a 15th-level wizard who makes a *fly* spell *persistent* will be able to use 1d6+15 turns of flight (the normal duration of fly) over the next 15 days (the duration of the *persistence*) as he sees fit.

This is especially useful because it allows the wizard to cast the girded spell and the *persistence* and have the girded spell's effects available while he then memorizes another spell in place of the spell made *persistent*. It is also useful because the girded spell can be activated instantly by an act of will. The main difference between this spell and *contingency* lies in the fact that a *persistent* spell may be invoked several times (up to the limit of its normal duration) while a *contingency* functions once only.

**B. Held spell.** Spells that have an instantaneous effect, such as most attack spells and some movement spells like *teleport* or *dimension door*, can be rendered *persistent* as well. The held spell may be activated or discharged at any time during the duration of the *persistence*, but its magic is then exhausted as if it had been cast normally. This resembles the effect of a *contingency* spell, but the effect has no predefined conditions and simply occurs when the caster wills it to.

Damaging or offensive spells that have a duration (for example, *flaming sphere or wall of fire*) cannot be rendered *persistent*. A wizard may have no more than one *persistence* spell active at any given time; if he girds a new spell while an old one is still *persistent*, the old spell is simply replaced by the new one. The material component is a crystal chalice of exquisite workmanship worth at least 2,000 gp. The material component of a held or girded spell is expended when the spell is made *persistent*.

## Seven-Eyes

**(Abjuration, Conjuration/Summoning)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 7 |
| Area of Effect: Create 7 eyes | Saving Throw: Special |
| Subtlety: +5 | Knockdown: Varies |
| Sensory: Medium visual | Critical: Varies |

This spell conjures into existence seven magical orbs that float above the caster's head in a ring about 5 feet in diameter. The eyes remain for 1 round per level, or until the

caster chooses to either expend the orb by using it in attack or defense. In addition, as long as at least one eye is still in existence, the caster gains 360° vision and can *detect invisibility* and *detect phase* at will, with a 60-foot range. The powers of each eye are described below.

**Eye of the Mind.** This orb protects the caster against mental attack, charm, or influence, including *charm, beguiling, hold*, and *emotion* effects. The first such attack is negated by the orb and destroys it in turn. If the wizard desires, the eye of the mind can instead be used to *charm person* like the 1st-level wizard spell, although this also expends the orb.

**Eye of the Sword.** This eye deflects the first physical attack that endangers the caster, including hand-held or missile attacks, and then disappears. The wizard can also employ the eye of the sword to create five magical blades that strike as *magic missiles* for 1d4+1 points of damage each. (Knockdown d6, medium (1 hit) impact)

**Eye of the Mage.** One manifestation of raw energy, such as lightning, fire, force, cold, or a similar effect, is absorbed by the eye of the mage. The eye can also project a 60-foot long by 5-foot wide *lightning bolt* that inflicts 4d8 damage (saving throw vs. spell for half damage) to all in its path. Either use expends the eye's power. (Knockdown d12, large (1–3 hits) electricity)

**Eye of Venom.** This eye can be used to halt any one attack or effect that could poison the caster. In the case of an attacker armed with an envenomed weapon, the caster may decide to expend either the eye of venom or the eye of swords in order to block the attack. The eye can also be used to poison one creature within 30 feet; the victim must make a saving throw vs. poison or die in one round.

**Eye of the Spirit.** The first attack that affects the victim's life energy, including *energy drain, strength drain, cause wounds, trap the soul, magic jar*, or *death* is parried by the eye of the spirit. The wizard may instead choose to expend the eye's power by casting *enervation* (see the 4th-level wizard spell) upon one target within 30 feet.

**Eye of Artifice.** This eye deflects and is destroyed by the first attack directed at the caster from a magical device. If the attack also takes a form that may be blocked by another eye (for example, the bolt from a *wand of lightning*) the caster may choose which eye is expended. If used to attack instead, the eye of artifice functions as a *dispel magic* cast at 8th level.

**Eye of Stone.** This eye offers protection against the first attack that could petrify the caster and then vanishes. It can also be expended to cast *hold person*.

Although any number of eyes can defend the wizard in the course of a single round, only one eye may be used to attack per round. When the caster uses an eye to attack, he may not cast a spell, attack physically, or employ another magical item in the same round; willing the eye to discharge its energies requires his complete concentration. Eye attacks are considered to have an initiative modifier of 1 or a speed of very fast in the *Player's Option: Combat & Tactics* initiative system.

The material component is seven blessed gemstones worth at least 50 gold pieces each.

## Eighth-Level Spells

## Analyze Dweomer

**(Divination, Artifice)**

Range: 10 yards
Duration: 1 rd./2 levels
Area of Effect: 1 object or creature
Subtlety: +7
Sensory: Medium visual/small audio

Components: V, S, M
Casting Time: 8 hours
Saving Throw: None
Knockdown: None
Critical: None

This spell reveals to the caster all spells, enchantments, dweomers, and magical properties present in one creature or object. One property, spell, or power is revealed each round in approximate order of when the spells were cast or the properties were acquired. (If the DM doesn't know which spells were placed on the subject first, a random roll for order of discovery is fine.) The caster has a base 50% chance to discern the existence and identity of a particular spell or property, +2% per level to a maximum of 99%. The only enchantments that remain inscrutable to *analyze dweomer* are those surrounding artifacts or relics.

*A 16th-level wizard finds an unknown wand and decides to use* analyze dweomer *to study it. The DM knows that it's a* wand of fire, *and he decides that the spells* enchant an item, fireball, burning hands, *and* wall of fire *were used to create the wand, in that order. In the first round, the wizard has an 82% chance to identify* enchant an item*; in the following round, an 82% chance to discover* fireball*; in the next round, an 82% chance to perceive* burning hands*; and so on, for all remaining enchantments. Note that the DM could have decided that any rare or unusual materials or processes used to create the wand would also be revealed as if they were spells.*

After the wizard analyzes one object or creature, the spell ends, even if its duration has not expired yet. Casting this spell is physically taxing; the wizard must pass a system shock check or be exhausted and unable to do anything but rest for the next 1d8 hours. While this spell is most frequently used in the comfort and safety of the wizard's laboratory, a mage could also cast *analyze dweomer* to study the magical seals and barriers on a portal, to determine just how a companion has been cursed, or to examine a potential opponent for defensive spells.

The material component for this spell is a tiny lens of ruby or sapphire set in a small golden loop. The gemstone must be worth at least 1,000 gp.

## Heart of Stone

**(Necromancy)**

Range: 0
Duration: 1 year
Area of Effect: The caster
Subtlety: 8
Sensory: None

Components: V, S, M
Casting Time: 1 day
Saving Throw: None
Knockdown: None
Critical: None

This potent spell exchanges the necromancer's own living heart for a finely crafted heart of perfect, unblemished stone that alters the very nature of the wizard's body. As long as the *heart of stone* remains in effect, the caster need not fear attacks that pierce, slash, or cut him; he does not bleed and can ignore the most horrible injuries of this kind. The caster can also ignore most magical effects such as spells, magical devices, and innate spell abilities of less than 8th level.

In game terms, the character suffers only 1 point of damage from any type S or type P attack, plus any magical adjustment for the weapon. For example, if struck by a *long sword +1*, he would suffer only 2 points of damage. Strength and specialization bonuses are ignored. If the wizard is dismembered, he suffers no additional damage other than the inconvenience of having his limbs removed, and he can reattach a severed limb by holding it in place for one full turn. The *heart of stone* is also partially effective against type B attacks since it prevents bruising, swelling, and crushed blood vessels. Against bludgeoning weapons, the wizard only suffers half the normal damage. *Cause wound spells* always inflict minimum damage against a wizard protected by this spell. While the caster may not feel a sword in his rib cage, any damage sustained interrupts spellcasting.

In addition to resisting injury, the *heart of stone* also renders the character immune to fatigue and exhaustion, whether normal or magical. He also gains a +4 bonus to saving throws vs. petrification attacks.

While the *heart of stone* is quite powerful, it has limitations. First of all, determined physical attack can eventually destroy the wizard despite his unnatural resistance to injury—a mob of angry peasants with hatchets and spears can finish him off 1 point at a time if that's what it takes. Second, the *heart* confers no protection against other attack forms, such as fire, electricity, cold, acid, and so on, although any bleeding caused by a burn is ignored. *Disintegration* effects also affect the caster. Most importantly, the caster loses the ability to naturally recover from injury and no longer regains lost hit points with the passage of time. Healing spells, potions and items are reduced to their minimum effect, so a *cure serious wounds* (2d8+1 hit points restored) would only return 3 hit points to a wizard protected by heart of stone. However, *limited wish* or *wish* can be used to restore 1 hit point per level of caster or all but 1d4 hit points, respectively.

In addition to these disadvantages, *heart of stone* also renders the caster vulnerable in one other way: his own real heart can be destroyed, instantly slaying him. Naturally, the caster will want to take steps to hide and protect his true heart to prevent this from happening. The living heart continues to beat for the duration of the spell but requires no special receptacle or facilities to protect it—the caster could leave it lying on the floor, if he wished.

The *heart of stone* cannot be dispelled, although a more powerful negation magic such as *Mordenkainen's disjunction* can bring the spell to an end. *Stone to flesh* also undoes the magic of the *heart of stone*. No matter how the spell is ended, the wizard's own living heart instantly returns to its proper place, and the stone heart appears wherever the living heart was kept. At this time, any injuries the wizard currently has are multiplied by 1d6 as the wounds begin to bleed again. For example, a necromancer who was injured for 6 points of damage instead suffers 6d6 when the spell ends.

The material component for this spell is the stone heart itself. This must be a carved stone of quality (jade, obsidian, or gold-veined marble would be appropriate) worth not less than 5,000 gold pieces. It must be prepared by use of the *enchant an item* spell. The stone is not consumed at the spell's end and may be used again if it is undamaged.

## Iron Body

**(Alteration, Elemental Earth)**

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 rd./level | Casting Time: 8 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +5 | Knockdown: None |
| Sensory: Medium visual | Critical: None |

This spell transforms the caster's body into living iron, which grants him several powerful resistances and abilities. While the spell is in effect, the caster can only be injured by blunt weapons of +3 or better value, or monsters of 8+3 Hit Dice or more. Slashing weapons, falling, crushing, and constriction attacks of all types are completely unable to harm the caster, although an attack may knock him off-balance or pin him beneath tons of debris. Spells or attacks that affect the subject's physiology or respiration—for example, *poison, cloudkill, enfeeblement, contagion,* or *pain touch*—fail completely, since the caster *has* no physiology or respiration while the spell is in effect. Also, spells that have weight limits should be applied to the wizard as if he weighed over 3,000 pounds. The wizard ignores electrical attacks and saves at +4 against fire attacks. If he saves, he takes quarter damage; if not, he takes half damage. If hit with a *rod of smiting*, he takes 2d8+6 points of damage unless the attacker rolls a natural 20. If this occurs, then the damage is doubled.

In addition to the natural immunities of an iron body, the wizard enjoys powerful offensive abilities. His Strength score is raised to 20 (+3 to attack rolls, +8 damage) for the duration of the spell, and he can punch or bludgeon his enemies twice per round for 1d4 points of damage per blow, plus his Strength bonus. Unfortunately, his movement becomes slow and awkward, so he is reduced to a move of 3 and suffers a –2 penalty to his initiative rolls (or a reduction of his base phase by one step, in *Player's Option: Combat & Tactics*). Most importantly, the wizard's clumsiness and lack of breath prevent him from casting any spells while the iron body is in effect.

Iron body may create additional hazards for the wizard as the DM deems appropriate. For example, rust monsters are extremely dangerous to a wizard using this spell. *Heat metal* spells inflict double damage to the caster. And, naturally, the wizard sinks like a stone in water—although he could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the spell expired. Some magical items, such as potions or winded instruments, may be temporarily unusable as well.

The material component for this spell is a small piece of iron that once belonged to an iron golem.

## Ninth-Level Spells

## Programmed Amnesia

**(Enchantment/Charm, Mentalism)**

| | |
|---|---|
| Range: 20 yards | Components: V, S |
| Duration: Special | Casting Time: Special |
| Area of effect: 1 creature | Saving Throw: Special |
| Subtlety: +8 | Knockdown: None |
| Sensory: None | Critical: None |

This particular spell was the last and most powerful spell developed by the archmentalist Rheizom. It allows the wizard to selectively destroy, alter, or implant memories in the subject creature as he sees fit. He can completely reprogram a character, inventing a new persona, a new alignment, and assigning a new class as he sees fit. Only sentient beings can be affected; if the subject is not human, humanoid, or demihuman, he gains a +4 bonus on his saving throw.

As described above, *programmed amnesia* can be used to achieve several different effects. The wizard may choose to make use of any or all of the effects listed below:

**A. Memory erasure.** Any or all memories possessed by the subject can be erased at the caster's will, including knowledge of specific events, people, or places.

**B. Memory implant.** The caster can create false memories in the subject's mind as he sees fit. Imaginary friends, events that didn't really take place, betrayals by people the subject regards as his friends, or the friendship of an enemy could all be implanted in the subject's mind.

**C. Skill erasure.** The subject can be made to forget any or all class-based skills or proficiencies, including all or part of his THAC0 (it resets to 20), thief abilities, spellcasting, turning undead, or any other ability that stems from knowledge. About the only characteristics that can't be affected by this usage of *Rheizom's programmed amnesia* are hit points, saving throws, and ability scores. A character's native language cannot be erased, either.

**D. Persona erasure.** Combining the effects of a skill erasure and a memory erasure, this leaves the subject as a clean slate. Only his ability scores, hit points, saving throws, and native language remain. The character may assume any class or alignment available, beginning as a 1st-level character just as if he had decided to dual-class. (Even demihumans can dual-class in this fashion, since they forget all skills of their previous class.)

**E. Persona implant.** By erasing the existing personality and implanting a false set of memories, the wizard can build a new persona for the mind-wiped character. In effect, he can decide what class, alignment, and personality the subject will assume after his persona erasure. If the new persona is an adventurer, the character dual-classes, as described above.

**F. Programmed erasure.** The subject can be programmed to suffer a memory, skill, or persona erasure when a certain event takes place. For example, the wizard could set the subject to be wiped clean as a slate when the subject receives a coded message or

arrives at some destination. Optionally, the wizard can decide to have an erasure partially or totally lifted when the programmed condition comes to pass.

The casting time of this spell varies according to what effects the wizard wishes to impose on the subject. To cast just one of the listed effects, the wizard must spend two days secluded away from any distractions—a personal laboratory is a good example of a secluded place. In between the intense eight-hour casting sessions, the wizard can sleep and eat in the area he chose to seclude himself in. If the wizard breaks his seclusion for any reason, the spell is lost. Also, for every effect over the first, another day (with its eight-hour intense casting period) must be spent in seclusion.

The wizard must be able to see the spell's subject. At the end of each day of casting, the subject makes a saving throw vs. spell to negate the effect.

*Programmed amnesia* is normally permanent, unless the wizard cares to specify a set of conditions or parameters that will end the effect (see F, above). Its effects can only be undone by a *restoration* or *wish* spell, or by successful use of the psionic science psychic surgery. A character who picks up new skills or class abilities while amnesiac must make a saving throw vs. spell when his own real memories return; if he fails, the skills he learned as an amnesiac are gone forever, replaced by his former abilities, but if he succeeds he retains any new skills, and may even choose to continue in his new class as a dual-classed character. Dungeon Masters should keep in mind that an amnesiac character should still meet the new class's full prerequisites before he can become that class.

Obviously, this is a very powerful spell, and the DM should very carefully examine a PC's use of this magic. Dungeon Masters, take note—there are dozens of excellent plot vehicles hiding here if an NPC wizard uses this on a player character! Also, be aware that destroying a creature's personality and replacing it with one more amenable to the wizard's designs is never a good act.

## Sphere of Ultimate Destruction

**(Conjuration/Summoning, Dimension)**

Range: 5 yds./level
Duration: 1 rd./level
Area of Effect: Creates a sphere
Subtlety: +5
Sensory: Small visual
Components: V, S, M
Casting Time: 9
Saving Throw: Special
Knockdown: None
Critical: None

This awful spell brings into existence a short-lived *sphere of annihilation* (as described in Appendix 3 of the *DMG*). The sphere is a black ball of nothingness about 2 feet in diameter that instantly and utterly destroys any matter that comes into contact with it. The *sphere* appears anywhere in the spell's range and moves up to 15 feet per round as the wizard directs. If the wizard attempts to bring the sphere into contact with a living creature, the potential victim gains a saving throw vs. breath weapon to dodge aside, but a victim who is unaware of the *sphere's* appearance or unable to move is destroyed without a saving throw.

Once conjured, the *sphere of ultimate destruction* may not move exactly as the

caster wishes. The wizard has a 75% chance to control it, plus 1% per point of Intelligence over 12 and 3% for each point over 15. In other words, a wizard with an Intelligence of 18 would gain a +12% bonus to his chance to control the *sphere*. If the wizard fails to control the *sphere* in any given round, it automatically moves directly towards him at its maximum speed of 15 feet per round. Unlike the magical item, another wizard may not contest the caster's control of a *sphere* of ultimate destruction unless the second wizard possesses a *talisman of the sphere*. (See the *DMG*.)

Should a *gate* spell be cast upon the sphere, there is a 50% chance that the *sphere* is destroyed, a 35% chance that nothing happens, and a 15% chance that a gap is torn in the spatial fabric, catapulting everything in a 180-foot radius to another plane of existence. If the sphere is touched by a *rod of cancellation*, a tremendous explosion inflicts 3d4 x 10 points of damage to everything within 60 feet as the two forces negate each other. No other spell or magical item has any effect on a *sphere of ultimate destruction*.

There is a 5% chance that any particular manifestation of this spell does not cause a victim's utter destruction but instead transports him to a random plane of existence. The conjuring wizard has no way of knowing whether he has destroyed his enemy or merely blasted him into some remote dimension. The material component of this spell is a dark crystal ball that has been on the Ethereal Plane and that can be comfortably held in two hands.

As noted in the previous chapter, several new spell characteristics appear in the spell descriptions of this book. These include casting subtlety, sensory signature, critical strikes, and knockdown. Refer to page 136 for more information about these new characteristics.

## First-Level Spells

### Astral Celerity

**(Alteration)**

| | |
|---|---|
| Sphere: Astral | |
| Range: 0 | Components: V, S |
| Duration: 1 hr./level | Casting Time: 4 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +3 | Knockdown: None |
| Sensory: None | Critical: None |

This spell enhances the caster's movement capabilities in extraplanar settings by attuning him to his new surroundings. While very few 1st-level priests find themselves in this situation, higher level characters often make use of this spell. *Astral celerity* doubles the character's movement rate on the Astral Plane; normally, characters move at a rate of 30 times their Intelligence score in feet per round, but this spell increases this to 60 feet times their Intelligence score. As an incidental benefit, the caster also attunes himself to the plane much faster and suffers no penalties for missile fire while astral.

While *astral celerity* is most often used in the astral plane, it also offers a small benefit to ethereal characters, too: their movement rates are increased by 50%, so a

character with a movement rate of 12 would enjoy a movement rate of 18 while this spell was in effect. Of course, time and distance have little meaning in the overall scheme of the Astral or Ethereal Planes, but *relative* speed could be very important in avoiding an unpleasant encounter or escaping from pursuit of some kind.

## Battlefate

**(Alteration)**

Sphere: Chaos
Range: 20 yds. Components: V, S, M
Duration: 2 rds./level Casting Time: 4
Area of Effect: 1 creature Saving Throw: None
Subtlety: +4 Knockdown: None
Sensory: None Critical: None

This spell alters probability to favor one character or creature locked in battle. His opponent may stumble at an awkward time, a clumsy parry might catch the enemy's weapon at just the right angle, or he happens to notice the foe moving in for a flank attack. The more powerful the priest, the more potent the aid; combat modifiers provided by *battlefate* equal +1 per three levels, so a 1st-level caster provides a +1 bonus, a 4th-level caster a +2 bonus, a 7th-level caster a +3, and so on to a maximum of +5 for a 13th-level priest. The exact form of the aid or assistance varies from round to round—roll a d6 to see which aspect of the subject's combat abilities are affected in any given round.

| **d6** | **Effect** |
|---|---|
| 1 | Nothing happens |
| 2 | Defenses enhanced, apply bonus to subject AC |
| 3 | Luck enhanced, apply bonus to saving throws |
| 4 | Accuracy enhanced, apply bonus to attack rolls |
| 5 | Damage enhanced, apply bonus to damage rolls |
| 6 | Lucky opening! Subject gains one extra attack with either enhanced accuracy or damage (subject's choice) |

If the character does not make a roll of the specified type in the round, he gains no benefit for the spell; for example, if the character gains the saving throw bonus but doesn't have to make any saving throws during the round in question, *battlefate* doesn't help him. Of course, in the following round, the spell may provide him with a different benefit. Note that on a roll of 1, *battlefate* does not help the character ththe priest intends to aid—such is the nature of chaos.

The material component for this spell is an electrum coin tossed by the priest as he casts the spell.

## Blessed Watchfulness

**(Alteration)**

Sphere: Guardian
Range: Touch Components: V, S

Duration: 4 hrs. + 1 hr./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: None
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

By casting this spell, the priest confers exceptional powers of observation and alertness to one creature for the duration of the spell. While *blessed watchfulness* is in effect, the designated sentinel remains alert, awake and vigilant for the duration of the spell. In fact, it takes a roll of 1 to surprise someone under this effect. He resists *sleep* spells and similar magic as if he were 4 levels or Hit Dice higher than his actual level and gains a +2 bonus to saving throws against other spells or effects that could lower his guard or force him to abandon his watch, including *charm, beguiling, fear, emotion,* and similar mind-affecting spells. If the effect normally allows no saving throw, the watcher gains no special benefit.

## Calculate

**(Divination)**

Sphere: Numbers
Range: 0
Duration: Instantaneous
Area of Effect: The caster
Subtlety: +3
Sensory: None
Components: S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

By means of this spell, the priest can accurately estimate the chance of success of one specific action, such as climbing a dangerous cliff, making a trick bowshot, crossing a burning room unharmed, or even striking an enemy. The action in question must be one that would normally be resolved by a die roll, but the priest doesn't have to be the person who attempts the feat; he can use *calculate* to estimate the odds for anyone taking an action in his sight. The priest has a 70% chance, +2% per level, of making an accurate estimate.

If successful, the DM reveals to the player the action's chance for success or any modifiers that may be in play. For example, he could reveal a particular opponent's Armor Class or THAC0, the saving throw an opponent would require in order to save against a particular spell cast by the priest or the priest's wizard companion, or a character's chance to open doors, bend bars, or use a thief ability. The priest could even *calculate* his odds for actions that might be resolved by a die roll or DM caprice, such as his chance to avoid detection by hiding behind a rock. This spell takes into account factors that the priest himself may not be aware of, so from time to time a character may receive some very confusing results from this spell. For instance, if the priest doesn't know that an orc chieftain is actually a polymorphed tanar'ri masquerading as an orc, he may be astonished to learn that the "orc" has a THAC0 of 7!

If the priest fails his calculation check with a roll of 99 or 00, his calculation is wildly skewed in a random fashion. The material component for this spell is a miniature abacus of ivory worth at least 100 gp. It is not consumed in the casting of the spell.

## Calm Animals
**(Enchantment/Charm)**

Sphere: Animal
Range: 60 yds.
Duration: 1 turn + 1 rd./level
Area of Effect: Special
Subtlety: +3
Sensory: Moderate audio
Components: V, S
Casting Time: 4
Saving Throw: Special
Knockdown: None
Critical: None

This spell soothes and quiets normal animals, which renders them docile and harmless. Only creatures with Intelligence ratings of 1 to 4 (in other words, animal- or semi-intelligent creatures) can be affected by this spell. The caster can calm 2d4 Hit Dice of animals, plus 1 Hit Die per level, so a 4th-level priest could affect 2d4+4 Hit Dice of creatures. The caster can affect any animals he wishes to within the spell's range, but all the subjects must be of the same species. The subject creatures are not allowed a saving throw unless they have magical powers, abilities, or are clearly not entirely natural; a priest could calm a normal bear, war dog, or wolf with little trouble, but it's more difficult to affect a winter wolf, hell hound, or owlbear.

While under the influence of this spell, the affected creatures remain where they are and do not attack or flee, unless they are attacked or confronted by a significant hazard such as a fire or a hungry predator. Once roused, the spell's magic is broken and the animals are free to act in whatever fashion they normally would. Note that creatures affected by this spell are not helpless and defend themselves normally if attacked.

## Dispel Fatigue
**(Necromancy)**

Sphere: Necromantic
Range: 30 yds.
Duration: Instantaneous
Area of Effect: 1 creature
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

This spell removes physical fatigue or exhaustion from the subject by undoing the physiological effects of his exertions. The subject is instantly restored to his normal, fully rested level of endurance or vigor. This spell can be used to negate the penalties of forced marching, long swims, jogging, running, or sprinting, or even accumulated fatigue points from either the *Player's Option: Combat & Tactics* rules or the magic fatigue rules in Chapter 6. Once this spell has been cast, the subject may start to accumulate fatigue or fatigue-based penalties again, depending on how he continues to exert himself. The material component is a sprinkle of fresh, *blessed* springwater.

## Firelight
**(Alteration)**

Sphere: Elemental Fire
Range: Touch
Duration: 4 hrs. + 1 hr./2 levels
Area of Effect: 1 object
Subtlety: +4
Sensory: Large visual
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

This variant of the spell *log of everburning* changes one small fire no larger than a campfire into *firelight*. The flame ceases to produce smoke and becomes much cooler; within 1 turn of the spell's casting, the fire cools enough to be handled or touched barehanded without causing harm. The *firelight* is resistant to gusts of wind or poor burning conditions (pouring rain, lack of air, and so on), but complete immersion in water, vacuum, or magical darkness extinguishes the flame immediately. *Firelight* burns brighter and steadier than a normal flame, and a torch enchanted with this spell sheds light in a 30-foot radius instead of the normal 15-foot radius. The fuel source lasts throughout the duration of the spell. Unlike *log of everburning*, this spell is not at all useful for staying warm since *firelight* produces very little heat.

*Firelight* inflicts 1d2 points of damage per caster level if cast on creatures of living or elemental fire, but has no other effect on these monsters. The material component is a mix of resins and incense, thrown into the flame to be affected.

## Orison
**(Various schools)**

Sphere: All
Range: 10 yds.
Duration: Special
Area of Effect: Varies
Subtlety: +3
Sensory: Small visual/audio
Components: V, S
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

The most humble of priestly spells is the orison, a brief prayer or invocation of a minor nature. Typically, priests learn a number of *orisons* as acolytes or students in order to hone their spellcasting skills and emphasize concepts, ideals, or phrases of particular importance to the faith. Because an *orisons* is not even on par with other 1st-level magic, a priest memorizes a number of individual *orisons* equal to three +1 per level (up to a maximum of nine) when he devotes a 1st-level spell slot to *orison*. In other words, a 1st-level priest can memorize four *orisons* for one 1st-level spell slot, a 2nd-level priest can memorize five, and so on.

Unlike *cantrip*, an *orison* must have a specific effect, although the priest need not decide which incantation he will use until he actually casts the spell. Regardless of the prayer chosen, the *orison's* duration is never more than one round per level. Known

*orisons* include the following:

**Alleviate:** A single creature suffering from nausea or pain is relieved of its discomfort. Magically induced nausea or pain is only alleviated if the victim passes a saving throw vs. spell with a –2 penalty.

**Calm:** A single creature that has been startled or frightened is soothed. Victims suffering from magical fear may attempt a save vs. spell with a –2 penalty to calm themselves.

**Clarity:** For the duration of the orison, the priest's speech is clear and free of impediment—useful for readings from sacred texts and other such rites. Magical conditions such as *confuse languages* cannot be overcome by this *orison*.

**Courage:** The priest gains a +1 bonus to his next attack roll, as long as the attack is made within the spell's duration.

**Guidance:** The priest gains a +1 bonus to a Wisdom or Intelligence check to determine the right course of action in a moral dilemma or puzzle.

**Healing:** By his touch, the priest may heal a creature of 1 point of damage.

**Magic sense:** If there is a persistent spell effect or magical item within 10 yards, the priest feels a recognizable tingle or sensation of some kind. He has no way to determine what item or spell may have caused the reaction.

**Memory:** Any item the priest commits to memory during the spell duration is more completely and permanently learned; he gains a +2 bonus to any checks to recall the exact appearance, wording, or meaning of an item, text, or message.

**Resistance to magic:** The caster gains a +1 bonus to his next saving throw against magic of any type, as long as it occurs during the *orison's* duration.

**Resistance to poison:** The priest gains a +1 bonus to his next saving throw vs. poison, as long as it occurs during the *orison's* duration.

Other orisons of similar power or scope may be permitted by the DM. Generally, an *orison* should not affect more than one creature or die roll at a time, and an *orison* that can actually cause immediate harm to a creature should inflict no more than 1 or 2 points of damage. An offensive *orison* would be quite rare and most probably associated with an evil or chaotic priesthood.

## Protection from Chaos

**(Abjuration)**

| | |
|---|---|
| Sphere: Law | |
| Range: Touch | Components: V, S, M |
| Duration: 3 rds./level | Casting Time: 4 |
| Area of Effect: 1 creature | Saving Throw: None |
| Subtlety: +4 | Knockdown: None |
| Sensory: Small visual | Critical: None |

Resembling the spell *protection from evil*, this abjuration wards the creature touched from the attacks of minions of chaos. Chaotic creatures suffer a –2 penalty to attack rolls against the spell recipient, and the subject gains a +2 bonus to saving throws against spells or other attacks employed by chaotic creatures. Attempts to possess,

dominate, or exercise other forms of mental control against the recipient are automatically blocked by this spell.

*Protection from chaos* also wards the recipient against contact with extraplanar creatures of chaotic origin, including tanar'ri, slaad, and eladrin. Unlike *protection from evil*, this spell does not necessarily guard against summoned or conjured creatures unless the creatures in question are chaotic in alignment. However, *protection from chaos* does protect the recipient from creatures influenced by confusion and chaos spells and effects. The natural or bodily attacks of such creatures automatically fail, as long as the recipient does not use the spell's power to trap, pin, or drive back the chaotic creatures in question. The spell ends if the recipient makes a melee attack against creatures that are prevented from attacking him by this spell.

The material component is a small ring of gold or lead tempered by a chaotic smith. Note that this spell is not reversible.

## Strength of Stone

**(Invocation/Evocation)**

Sphere: Elemental Earth
Range: Touch
Duration: 3 rds.+ 1 rd./level
Area of Effect: 1 creature
Subtlety: +4
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

This spell grants supernatural strength to the recipient by raising his Strength score by 1d4 points or to a minimum of 16, whichever is higher. Each 10% of exceptional Strength counts as 1 point, so a character with a Strength of 17 could be raised as high as an 18/30, but no higher. Both the priest and the recipient must be in contact with solid stone or earth when the spell is cast—standing on the ground will do nicely, but *flying* or *swimming* will not. The spell lasts for 3 rounds plus 1 round per caster level or until the subject loses contact with the earth. Obviously, this can happen in a number of ways, including being picked up or grappled by a larger creature, being knocked through the air by an impact or explosion, or even being magically moved in some fashion.

The material components are a chip of granite and a hair from a giant.

## Sunscorch

**(Invocation/Evocation)**

Sphere: Sun
Range: 40 yds.
Duration: Instantaneous
Area of Effect: 1 creature
Subtlety: +3
Sensory: Moderate visual, moderate tactile
Components: V, S
Casting Time: 4
Saving Throw: Neg.
Knockdown: d6
Critical: Medium (1 hit) fire

This spell creates a brilliant ray of scorching heat that slants down from the sky to strike one target of the caster's choice. The victim is entitled to a saving throw vs. spell to avoid the ray—a successful save indicates that it missed altogether. Any creature struck by the ray sustains 1d6 points of damage, plus 1 point per caster level. Undead creatures and monsters vulnerable to bright light sustain 1d6 points of damage, plus 2 points per caster level. In addition to sustaining damage, living victims are also blinded for 1d4 rounds by the spell.

The sun must be in the sky when *sunscorch* is cast, or the spell fails entirely. It cannot be cast underground, indoors, or in hours of darkness, although routine overcasts do not hinder the *sunscorch*.

## Wind Column

**(Invocation/Evocation)**

Sphere: Elemental Air

| | |
|---|---|
| Range: 0 | Components: S |
| Duration: 2 rds./level | Casting Time: 1 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +1 | Knockdown: None |
| Sensory: Moderate visual | Critical: None |

A priest with access to this spell need not fear most routine falls, since the casting of the *wind column* creates a pillar of strong winds to slow his descent. The spell is most effective in areas or regions where a strong breeze is available, such as the heights of a mountain or the mast of a ship at sea. In areas of dead, calm air, it is much more difficult to muster the windpower necessary to arrest the caster's fall. The caster's rate of descent (and risk of damage) varies with the strength of the prevailing winds, as shown below.

If the wind is very strong, the caster can even choose to gain altitude instead of falling, although he can rise no higher than 5 feet per level above his original height before the *wind column* loses cohesiveness and he starts to fall again. However, a priest could use this to leap out a castle window and allow the winds to bear him to the roof of the tower, if the conditions are right.

| **Wind Strength** | **Falling Rate** | **Damage Sustained** |
|---|---|---|
| Very strong | ±2 ft./sec. (120 ft./rd.) | None |
| Strong | 4 ft./sec. (240 ft./rd.) | None |
| Moderate | 8 ft./sec. (480 ft./rd.) | 1 per 10 ft.[1] |
| Light | 16 ft./sec. (960 ft./rd.) | 1d2 per 10 ft.[2] |
| None | 32 ft./sec. (2000 ft./rd.) | 1d3 per 10 ft.[3] |

[1] Maximum of 8 points
[2] Maximum of 10d2
[3] Maximum of 12d3

If you prefer to use the combat round scale from *Player's Option: Combat & Tactics*, rounds are approximately one-tenth as long, and movement per round is reduced

accordingly. For example, in moderate winds, the caster will fall about 48 feet per round in the Combat & Tactics scale.

## Second-Level Spells

### Astral Awareness

**(Divination)**

Sphere: Astral
Range: 0
Duration: 1 hr./level
Area of Effect: The caster
Subtlety: +3
Sensory: None
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

This divination attunes the caster's perceptions to the silver void of the Astral Plane or the misty grayness of the Ethereal Plane. While the spell is in effect, the caster automatically notes the approach of all kinds of astral or ethereal phenomena, including shifting conduits, the psychic wind, ether cyclones, demiplanes and debris, color pools, and curtains of vaporous color. The character has a 90% chance to detect a color pool from its invisible side and a 5% chance per level to determine which plane a curtain or pool leads to simply by studying its color.

In addition to his awareness of physical phenomena, the caster gains a +2 bonus to surprise checks against astral or ethereal monsters. He also has a 5% chance per level to detect the threat of creatures whose gaze extends into the Ethereal (basilisks, for instance) before he enters the range of the monster's gaze weapon.

### Chaos Ward

**(Abjuration)**

Sphere: Chaos
Range: Touch
Duration: 2 rds./level
Area of Effect: Creature touched
Subtlety: +4
Sensory: Small visual
Components: V, S, M
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

By using this spell, the priest can create a shimmering aura of whirling light that surrounds the chosen creature. This protective aura makes the spell recipient more difficult to hit in hand-to-hand combat by providing a –1 bonus to the subject's Armor Class. Against missile attacks or ranged spells aimed directly at the recipient, the *chaos ward* is even more effective since it provides a –2 bonus to Armor Class and a +2 bonus to any saving throws required. In addition, there is a chance that missile attacks or directed spells may be deflected or reflected by the chaotic energy of the shield, as shown below:

| d%[1] | Effect |
|---|---|
| 01–85 | No unusual effect, subject gains normal benefits of chaos ward |
| 86–95 | Spell or attack automatically defeated |
| 96–99 | Spell or attack ricochets, affecting a random creature within 30 feet—normal attack roll or saving throw needs to be rolled for the random creature to be affected |
| 100+ | Spell or attack reflected back at originator, normal attack roll or saving throw applies |

[1] Add the caster's level to the d% roll.

In order to qualify as a spell aimed directly at the recipient, a spell must affect only the subject in question; a spell such as *hold person* or *sleep* that happens to include the subject in its area of effect does not count as a directed spell and does not trigger the *chaos ward*. The material component is a playing card used by a rogue of chaotic alignment.

## Cure Moderate Wounds

**(Necromancy)**
**Reversible**

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Subtlety: +3
Sensory: Moderate visual wounding when reversed
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: d8
Critical: Medium (1 hit)

Somewhat less common than the well-known *cure light wounds* and *cure serious wounds*, this healing spell was created by a priest who found that his heroic companions required his skill at doctoring more than his advice and wisdom. By laying his hand on the subject's body, the priest can heal 1d10+1 points of damage. Noncorporeal, nonliving, or extraplanar creatures cannot be healed by this spell. The reverse of this spell, *cause moderate wounds*, requires the priest to successfully touch the victim and inflicts 1d10+1 points of damage. (The knockdown and critical strike entries above are for spell's reverse.)

## Ethereal Barrier

**(Abjuration)**

Sphere: Astral, Wards
Range: 120 yds.
Duration: 1 turn/level
Area of Effect: Two 10-ft. squares/level
Components: V, S, M
Casting Time: 1 turn
Saving Throw: None

Subtlety: +6 Knockdown: None
Sensory: None Critical: None

The *ethereal barrier* is a defense against the passage of extradimensional creatures, including characters or monsters that are *phased*, *ethereal*, or travelling via *dimension door* or *shadow walk*. The priest creates an imperceptible barrier of 10 square feet per level that may be arranged in any fashion the priest desires. For example, a 3rd-level character can ward six 10-foot by 10-foot surfaces, which would be sufficient to guard a 10-foot by 10-foot by 10-foot room (four walls, a ceiling, and a floor need to be protected.) Note that some monsters may be capable of abandoning their ethereal approach in order to simply enter the barred area on their own feet—the *ethereal barrier* only bars their passage as long as they are traveling in the Border Ethereal. Also, while this spell can't be worn down by any form of attack, it does not bar *teleportation*, *gates*, or the passage of astral creatures.

*Ethereal barrier* may be cast as cooperative magic by several priests working together. As long as all involved characters can cast the spell, the areas of effect of each priest are added together. Total the levels of all priests involved and multiply by two to find the number of 10-foot by 10-foot squares that may be warded. For example, four 6th-level casters (24 total levels) can ward 48 10-foot by 10-foot squares. The duration is determined by the highest level priest involved, plus 1 turn for each additional priest. In the previous example, this would be 6 turns plus 3 turns for three additional priests for a total of 9 turns.

This spell is also suitable for focus magic (see the spell *focus* in the *Tome of Magic*). The material component is a special compound of rare earths and lead worth at least 10 gp per application. One application is required for each 10-foot by 10-foot square to be warded.

## Iron Vigil

**(Alteration)**

Sphere: Guardian
Range: 0 Components: V, S
Duration: 1 week + 1 day/level Casting Time: 1 turn
Area of Effect: The caster Saving Throw: None
Subtlety: +5 Knockdown: None
Sensory: None Critical: None

This spell allows the priest to ignore hunger, thirst, and extremes of climate for an extended period of time. While the spell is in effect, the priest requires no food or drink. He is effectively immune to exposure, dehydration, and heat or cold injury, since no naturally occurring climatic condition will cause him harm. (Lightning, floods, tornadoes, earthquakes, and other such hazardous phenomena can still cause physical injury, of course.)

During the *iron vigil*, the priest is able to ignore the need to sleep by choosing to meditate instead. While meditating, the priest can keep watch on his surroundings, but he suffers a +1 penalty to any surprise checks. If the character wishes to memorize spells, he

must sleep normally.

At the vigil's end, the priest must eat and drink; if no food or water is available, the character must make a Constitution check once every four hours at a cumulative –1 penalty or fall into a coma and perish within 1d3 days if he receives no aid. He also requires at least four hours of rest for each day that he did not eat, drink, or sleep during his vigil.

## Resist Acid and Corrosion

**(Abjuration)**

Sphere: Protection
Range: Touch
Duration: 1 rd./level
Area of Effect: Creature touched
Subtlety: +3
Sensory: None
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

This spell provides a subject with a better resistance to acid, corrosives, and caustic substances of all kinds. Mild corrosives cannot harm the subject at all, although they can still damage his gear. More intense acids and corrosives (black dragon breath, *Melf's acid arrow*, and the natural attacks of various puddings, oozes, slimes, and jellies) inflict only half the normal damage on the protected character. If the attack requires a saving throw, the subject gains a +3 bonus, sustaining half damage with a failed save or one-quarter damage with a successful saving throw.

## Restore Strength

**(Necromancy)**

Sphere: Necromantic
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Subtlety: +3
Sensory: Moderate visual
Components: V, S
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

This spell removes unnatural weakness, debilitation, or exhaustion from the creature touched and restores him to his normal strength and stamina. It is useful in countering the effects of *chill touch, ray of enfeeblement, ray of fatigue,* the touch of a shadow or roper, and any similar spell or effect. Only temporary ability score losses may be alleviated by this spell; if a character suffers an incapacitating, physical injury, *restore strength* cannot help him. Also, loss of strength or stamina from purely natural causes such as exposure, disease, or exertion is not repaired by *restore strength.* The duration is permanent in that the subject remains at his maximum strength and endurance only until he is drained (or exerts himself) again.

## Soften Earth and Stone

**(Alteration)**

Sphere: Elemental Earth
Range: 10 yds./level
Duration: Permanent
Area of Effect: 10-ft. square/level
Subtlety: +4
Sensory: Moderate visual
Components: V, S, M
Casting Time: 5
Saving Throw: None
Knockdown: None
Critical: None

When this spell is cast, all natural, undressed earth or stone in the area of effect is softened. Wet earth becomes thick mud; dry earth becomes loose sand or dirt; and stone becomes soft clay, easily molded or chopped. The priest affects a 10-foot square area to a depth of 1 to 4 feet, depending on the toughness or resilience of the ground at that spot (DM option). Magical or enchanted stone cannot be affected by this spell, nor can dressed or worked stone.

Creatures attempting to move through an area softened into mud are reduced to a move of 10 feet per round. Any creatures caught within the mud when the spell takes effect must make a saving throw vs. paralyzation or lose the ability to move, attack, or cast spells for 1d2 rounds as they flounder about in the muck. Loose dirt is not as troublesome as mud, and creatures are only reduced to half their normal movement rate, with no chance of being caught for a round or two. However, it is impossible to run, sprint, or charge over either surface.

Stone softened into clay does not hinder movement, but it does allow characters to cut, shape, or excavate areas they may not have been able to affect before. For example, a party of PCs trying to break out of a cavern might use this spell to soften a wall.

While *soften earth and stone* does not affect dressed or worked stone, vertical surfaces such as cliff faces or cavern ceilings can be affected. Usually, this causes a moderate collapse or landslide as the loosened material peels away from the face or roof and falls. A moderate amount of structural damage can be inflicted to man-made structures by softening the ground beneath a wall or tower, causing it to settle. However, most well-built structures will only be damaged by this spell, not destroyed. The material component is a bit of slip (wet clay) from the wheel of a master potter.

## Watery Fist

**(Conjuration/Summoning)**

Sphere: Elemental (Water)
Range: 60 yds.
Duration: 1 rd./level
Area of Effect: Special
Subtlety: +4
Sensory: Moderate visual
Components: V, S, M
Casting Time: 5
Saving Throw: None
Knockdown: d10
Critical: Medium (1 hit) crushing

This spell conjures a coherent pseudopod of water from any suitable body of water at least 5 feet across and 2 feet deep (for streams) or 10 feet in diameter and 2 feet deep (for ponds or pools). The pseudopod can stretch up to 10 feet plus 1 foot per caster

level from its source, so a 3rd-level priest could command *watery fist* to strike at a creature hovering thirteen feet above a lake or standing on the shore 13 feet from the water. The pseudopod obeys the priest's mental commands, although the priest must concentrate each round in order to maintain control of the watery member.

The pseudopod is incapable of fine manipulation, but it can be used to make bludgeoning or constricting attacks. When used to strike at opponents, it attacks with the caster's THAC0 and inflicts damage as shown below. The priest may add his magical attack adjustment (from his Wisdom score) to his THAC0, but Strength-based adjustments or special weapon skills don't help the priest to control *watery fist*. The pseudopod may be able to make rear or flank attacks if the priest can direct it into the proper position.

If used to encircle and constrict, the pseudopod must first make an attack roll as described above, inflicting damage based on the priest's level. However, in following rounds, the pseudopod automatically strikes its grappled target for constricting damage, +1 point per round of constricting. In other words, in the first round the victim sustains listed damage, in the second round he sustains listed damage +1, in the third he sustains listed damage +2, and so on. The pseudopod holds its target with an effective Strength equal to the priest's Wisdom score.

| **Caster Level** | **Striking Damage** | **Constricting Damage** |
|---|---|---|
| 1–4 | 1d6 | 1d3 |
| 5–8 | 1d10 | 1d6 |
| 9–12 | 1d12 | 1d8 |
| 13+ | 2d8 | 1d10 |

*Watery fist* can be released by the priest any time he cares to stop concentrating on maintaining it. The pseudopod immediately resumes its normal state, possibly drenching a grappled creature or extinguishing a small fire if the caster wishes. The pseudopod is AC 6 and has 15 hp plus 1 hp per caster level, but it can only be damaged by magical weapons, fire, or cold; all other attacks simply pass through the water. *Transmute water to dust, part water, lower water,* and *Otiluke's freezing sphere* all destroy *watery fist* on contact.

The material component is a vial full of blessed water or a sprig of mistletoe that is thrown onto the body of water from which the fist will be summoned.

## Third-Level Spells

### Control Animal

**(Enchantment/Charm)**

Sphere: Animal
Range: 60 yds. + 10 yds./level
Duration: 1 round/level
Area of Effect: 1 animal
Subtlety: +3

Components: V, S
Casting Time: 6
Saving Throw: Neg.
Knockdown: None

Sensory: Small audio/tactile Critical: None

When a priest casts this spell, he forces an animal to do his bidding. The creature is entitled to a saving throw vs. spell; if it fails, the caster may direct the creature with simple commands to act in any fashion desired. Sample commands include attack, run, fetch, etc. Suicidal or self-destructive commands grant the subject another saving throw to break free of the caster's control, with a +1 to +4 bonus depending on the extremity of the caster's orders. Ordering an animal to engage in combat is not necessarily self-destructive, as long as the prospective opponent is not more than three times the animal's Hit Dice or more than two size categories larger than the subject. For example, a wolf (3 Hit Dice, size M) would attack a troll (6+6 Hit Dice, size L) without hesitation, but it might break free of the caster's control if ordered to attack a size H dragon or an 8+8 HD umber hulk.

*Control animal* establishes a mental link between the caster and the subject, and the animal can be directed by silent mental command as long as it remains within range. Because the caster's intelligence directs the animal, the creature may be able to take actions normally beyond its own comprehension, such as manipulating objects with its paws and mouth. The caster need not concentrate in order to maintain control of the creature unless he is trying to direct it to do something it normally couldn't.

*Control animal* only works on normal or giant-sized animals with Intelligence ratings between 1 and 4. Magical animals, monsters, and creatures of low Intelligence or higher are immune to the effects of this spell. Druids always avoid using this spell.

## Detect Spirits

**(Divination)**

Sphere: Divination
Range: 0 Components: V, S, M
Duration: 1 turn + 1 turn/level Casting Time: 6
Area of Effect: 10 x 60 ft. path Saving Throw: None
Subtlety: +4 Knockdown: None
Sensory: Moderate visual Critical: None

This divination reveals the presence of disembodied or noncorporeal spirits of all types, including wraiths, ghosts, spectres, astrally-projecting creatures, characters or monsters employing *magic jar* or possession, and (of course) animal spirits and spirits of nature. Characters or monsters who are simply *invisible, phased*, or *ethereal* do not count as spirits, since they are physically present in the flesh despite their unusual status. The caster detects spirits in a path 10 feet wide and 60 feet long; any within the area of effect are revealed in their preferred form or appearance for all to see. Simply detecting a spirit doesn't give the caster any special ability to communicate with or attack the entity.

The material component for this spell is a small pendant of copper wire worth at least 20 gp.

## Dictate

**(Enchantment/Charm)**

Sphere: Charm, Law
Range: 30 yds.
Duration: 1 rd./level
Area of Effect: Up to 6 creatures in a 20-ft. cube
Subtlety: +2
Sensory: Small audio
Components: V
Casting Time: 6
Saving Throw: Neg.
Knockdown: None
Critical: None

Originally developed by the Harmonium faction of the Outer Planes, this useful spell has come into more widespread use in recent years. While the spell is available as a 2nd-level enchantment for members of the Harmonium, the general version is not quite as efficient and is considered a 3rd-level spell.

The *dictate* spell is an improved version of command, affecting up to 6 creatures in a 20-foot cube. The caster is not limited to a single word and can issue an order of no more than a dozen words in length. All the specified targets who fail their saving throws must attempt to obey the caster's instructions. For example, a priest could issue a dictate such as "Stay here until I return," "Throw down your weapons," or "Seize that elf!" The subjects will continue to obey nonimmediate orders for up to one round per experience level of the caster.

Subjects who cannot understand the caster are not affected, so characters who do not understand the caster's language are immune to this spell. In addition, the order must create an immediate and obvious course of action for the subject; a *dictate* to "Die!" or "Feel sorry for him!" would simply cause the subject to stand still in confusion for one round. Poorly worded or confusing commands grant the subjects a +1 to +4 bonus on their saving throws at the DM's discretion. Similarly, if after the subject fails his saving throw he is given an obviously self-destructive *dictate*, the subject simply loses his next round as he fights off the compulsion.

## Etherealness

**(Alteration)**

Sphere: Numbers
Range: 0
Duration: 1 turn + 1 rd./level
Area of Effect: The caster
Subtlety: +2
Sensory: None
Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

This spell resembles the 5th-level wizard spell *etherealness* in many respects, but there are a few important differences. First, the priest may not leave the Border Ethereal and venture into the Deep Ethereal; therefore, at the end of the spell's duration, he must return to the Prime Material Plane whether he wants to or not. Secondly, the priest may not use this spell on an unwilling target and can only make another creature ethereal if the subject is willing and in physical contact with the priest when the spell is cast. Besides himself, the caster can bring one creature per two experience levels (three at 5th, four at

7th, five at 9th, and so on) to the Ethereal Plane. Even if the priest abandons his charges in the Border Ethereal, the stranded characters will automatically materialize when the spell ends.

While *ethereal*, the priest cannot be detected by any means short of a *true seeing* or *detect phase* spell. He perceives his surroundings as misty, gray, and otherworldly. No action he takes can affect the physical world, but he can pass through walls, doors, and other solid objects without hindrance. The priest can choose to end the spell voluntarily at any time, materializing in the physical world in one round. If the caster occupies a solid object when the spell ends, he is hurled into the Deep Ethereal and stranded in a catatonic stupor until he can be rescued.

## Fortify

**(Alteration)**

Sphere: War
Range: 60 yds.
Duration: Permanent
Area of Effect: 10 ft. cube/2 levels
Subtlety: +6
Sensory: Moderate visual
Components: V, S, M
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

By means of this spell, the priest prepares an area as a defensive position. *Fortify* may be used to prepare an open outdoors area such as a field, road, or grassland, or a rough or broken outdoors area such as a hillside, forest, or boulder-fall. Large rooms or chambers such as a cavern or a great hall may be *fortified* as well. The exact effects of the spell depend on the nature of the site to be *fortified*.

**A. Open Outdoors Site:** A rampart or dike of earth and loose stone rises from the ground along the perimeter of the site, leaving a shallow ditch on the outward face. Creatures defending the dike receive 50% cover against missile fire (+4 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the ditch-and-dike. Large, open rooms or chambers with few features may fall into this category.

**B. Rough Outdoors Site:** Loose stones and boulders, deadwood, and patches of dense briars are arranged to form a defensible wall or rampart along the perimeter of the area of effect. Characters hiding behind the wall receive 75% cover (+7 bonus to AC), or 50% cover if they expose themselves by firing missiles or defending the wall. In hand-to-hand combat, the wall's defenders receive a +1 bonus to attack rolls; man-sized attackers must spend one full round in climbing over the wall in order to enter the *fortified* area. Natural caverns and large, cluttered chambers fall into this category, as well.

**C. Marshy or Low-lying Site:** In areas such as swamp, marsh, bog, or tundra, *fortify* cannot raise a wall or dike to cover the defenders. Instead, the spell creates a water-filled ditch around the perimeter of the area of effect. This ditch is 10 feet wide and 2 to 4 feet deep; most creatures require 1 full round to negotiate the ditch, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortifications are permanent, although erosion, weathering, and excavations, clearing, or filling can quickly raze the site, returning it to its original state. The material component is the shell of a snail dusted with 100 gold pieces worth of diamond powder. In Battlesystem® rules, *fortify* provides a defending unit with a +2 bonus to its AR against missile and melee attacks, but no bonus against missile attacks in marshy or low-lying areas.

## Summon Animal Spirit

**(Necromancy)**

Sphere: Summoning
Range: 10 yds./level
Duration: 1 round/level
Area of Effect: Special
Subtlety: +4
Sensory: Moderate visual
Components: V, S, M
Casting Time: 6
Saving Throw: None
Knockdown: d8
Critical: Medium (1 hit) slashing

This spell summons a minor spirit or entity to the caster's aid. Clerics usually summon minor elementals of some kind, while shamans typically conjure an animal spirit or spirit of nature. Regardless of the spirit's origin, it appears as a ghostly beast of some kind—wolves, bears, tigers, or lions are most common. The *animal spirit* obeys the mental commands of the priest, attacking his enemies or performing any other task that it could reasonably accomplish. The creature is incorporeal and cannot handle or manipulate objects of any kind, but it can see and hear as a normal animal of its archetype and could be used to scout a dangerous area or act as a distraction of some kind.

In combat, the *animal spirit* has the following statistics: MV 24; AC 4; THAC0 15; Dmg 2d4. It can only be injured by magical weapons and can strike monsters hit only by +1 or better weapons. The spirit has a number of hit points equal to 10 plus the caster's level, so a 6th-level priest conjures a animal spirit with 16 hit points. The creature is not affected by *charm*, *sleep*, *hold*, or other mind-affecting spells and suffers no damage from cold-based attacks. However, it is vulnerable to *dispel magic* or turning as an undead monster of the caster's Hit Dice. If the *animal spirit* is turned, destroyed, or dispelled, the priest who summoned it must make a saving throw vs. spell or be stunned for 1d4 rounds.

Because the spirit is intelligent and free-willed under the caster's direction, the priest need not concentrate in order to direct its attacks—an *animal spirit* could be ordered to attack a spellcaster in the back of an enemy party, while the cleric waded into hand-to-hand combat. The *animal spirit* makes use of flank or rear attacks when it can and gains any normal combat bonuses that a living creature in its position would be entitled to. The priest enjoys instantaneous, silent communication with the *animal spirit* and can order it to stop attacking, to change its target, or to undertake almost any conceivable action desired. However, the spirit must remain within the spell's range; if it is ever more than 10 yards per caster level away from the priest, it dissipates harmlessly.

The material component is a small whistle carved from a bone taken from the appropriate type of animal.

## Hold Poison

**(Necromancy)**

Sphere: Healing
Range: Touch
Duration: 1 day/level
Area of Effect: Creature touched
Subtlety: +3
Sensory: None
Components: V, S, M
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

This spell is an improved version of *slow poison*, with a duration measured in days rather than hours. When cast upon a victim who has been poisoned by any means, *hold poison* arrests the venom and prevents it from doing any additional damage to the victim. (In most cases, the spell must be cast during the poison's onset time in order to be effective.) Damage that has already been inflicted is not restored, but as long as the *hold poison* is in effect, the victim can be cured or healed of damage caused by poison by any normal means.

This spell can be used to indefinitely postpone the onset of a poison if the caster chooses to continue to cast it on the poisoned character before the previous *hold poison* wears off. However, each time a new *hold poison* is used to stop the venom's advance for another few days, there is a 2% cumulative chance that the spell fails and the poison runs its course. Evil priests have been known to deliberately poison a person and then use this spell to grant the victim a stay of death for a few days. This can be an extremely effective threat if the victim doesn't have access to a *neutralize poison* spell.

The material component is the priest's holy symbol and a bud of garlic, crushed and smeared on the injury (or eaten if the poison was ingested).

## Repair Injury

**(Necromancy)**

Sphere: Healing
Range: Touch
Duration: Instantaneous
Area of Effect: Creature touched
Subtlety: +5
Sensory: None
Components: V, S
Casting Time: 1 turn
Saving Throw: None
Knockdown: None
Critical: None

*Repair injury* is intended for use in campaigns featuring the critical hit or critical strike rules. This spell addresses one specific injury or wound (see Chapter 8). It can be used to knit a broken bone, alleviate the swelling and pain of a sprain or a twist, or repair soft-tissue damage such as an injured eye, ear, or a severed tendon. If used as a simple curing spell, *repair injury* restores 1d10+1 hit points to the injured character, but if used to address the effects of a specific injury, *repair injury* automatically removes one grazed, struck, injured, or broken condition, and alleviates any combat, movement, or maximum hit point penalties associated with the injury in question. The spell does not

restore any lost hit points to the victim, other than the 1d10+1 that are incidental to the working of the spell.

*Beran, a fighter with 44 hit points, is struck by an ogre's club. The blow inflicts 12 points of damage, but Beran also suffers a broken hip. This injury will reduce him to a maximum of 25% of his normal total, so Beran's current hit points drop from 32 to 11 after the battle ends. In addition, he is not capable of moving or attacking due to the effects of the injury.*

*When the smoke clears, Talmos the priest comes to Beran's aid. Using* repair injury*, he knits Beran's broken hip. The spell cures 6 hit points in the process. Beran no longer suffers the movement or attack penalties for a broken hip and has 17 hit points to his credit. With time or additional healing, he can regain his normal total of 44.*

*Repair injury* is also helpful in dealing with wounds that fall in the crushed, shattered, or destroyed category. This spell reduces the severity of the injury to the broken level, which means it heals as if it were 20d6 lost hit points. Only one repair injury can be used on any given wound, so a character with a shattered knee could still require a lot of time to recover after an application of this spell.

Severed limbs, destroyed eyes or ears, and ability score losses caused by injuries cannot be healed by this spell. Repair injury is the equivalent of cure serious wounds for the purpose of slowing or stopping bleeding.

## Unfailing Premonition

**(Divination)**

Sphere: Time

| | |
|---|---|
| Range: 0 | Components: V, S |
| Duration: 1 turn + 2 rds./level | Casting Time: 6 |
| Area of Effect: The caster | Saving Throw: None |
| Subtlety: +3 | Knockdown: None |
| Sensory: None | Critical: None |

By anticipating possible futures and outcomes of the caster's actions, this spell provides the character with a temporary sixth sense or feel for danger. The spell operates on a subconscious level, and the caster receives strong intuitive impulses when he contemplates courses of action that may bring immediate physical injury or harm to him. For example, if the priest was about to open a trapped chest, the *unfailing premonition* would create a flash of insight or a gut feeling telling him that he shouldn't do so. Similarly, opening a door that leads into the lair of a ferocious troll may also trigger the spell's warning. Threatening a NPC who is likely to respond by drawing a weapon and attacking the PC would create a warning, but threatening a NPC who will get even with the priest in an hour or two will not trigger the *premonition*.

The *unfailing premonition* is also quite useful in combat, as long as the priest obeys his instincts and ducks, dodges, or withdraws when his subconscious tells him to. While the spell is in effect, the priest gains a +2 bonus to his Armor Class and saving throws, but in any given round there is a 25% chance that he will have to forego his

intended action in order to obey the spell's warning impulses.

The *premonition* only works on actions undertaken by the priest himself. If his companion is about to pull a mysterious lever that will drop a 10-ton block of stone on the priest, he receives no warning.

## Weather Prediction

**(Divination)**

Sphere: Weather
Range: 0
Duration: Instantaneous
Area of Effect: The caster
Subtlety: +5
Sensory: None
Components: V, S
Casting Time: 1 rd.
Saving Throw: None
Knockdown: None
Critical: None

By casting this spell, the priest can predict the weather conditions at his location for a period of time equal to one day per level. The caster becomes aware of the prevailing conditions, trends, and weather systems that may affect his present location. Temperature, wind speed and direction, cloud cover, and precipitation can all be predicted with 95% accuracy for the next day, less 10% for each day after that. In other words, the priest's prediction is 95% accurate for the first day, 85% accurate for the second, 75% accurate for the third, and so on. In addition, magical or supernatural phenomena cannot be predicted.

Priests of powers concerned with weather may use this spell to determine the best time for certain ceremonies or observances. Other priests find *weather prediction* useful for planning journeys or selecting campsites.

## Wind Servant

**(Conjuration/Summoning)**

Sphere: Elemental (Air)
Range: 20 yds./level
Duration: 1 rd./level
Area of Effect: Special
Subtlety: +3
Sensory: Moderate audio/tactile
Components: V, S
Casting Time: 6
Saving Throw: None
Knockdown: None
Critical: None

This spell allows the priest to exert fine control over air currents and winds, possibly extinguishing small fires or manipulating light objects as he sees fit within the spell's range. Generally, the priest is limited to one discrete action per round since he must focus his wind servant tightly on any given task. The *wind servant* can affect objects or creatures weighing up to 1 pound per caster level, twice as much if the object is reasonably light or airy (a cloak, scroll, or haystack, for instance), or 10 times as much if the object is designed to be carried by the wind, such as a ship's sail or a bird in flight.

If an object is within the spell's weight limit, the caster may direct the *wind servant* to carry it along in gusts and air currents at a flying movement rate of 12 (E). If

the object leaves the limits of the spell's range, the *wind servant* fails, and the object drops or falls normally from that point. Flying creatures of size M or smaller can be forced to land or be driven away by use of the spell if they fall within the weight limit, or slowed by 50% if they exceed the weight limit. Employing the *wind servant* against an arrow or light missile adds a penalty of –4 to the attack roll.

In dusty, snowy, or sandy regions, the caster can instead use *wind servant* to create a vicious zephyr of stinging dust around an enemy. This zephyr inflicts damage equal to the opponent's base AC less 2d6 points and creates a –2 penalty to the victim's attack rolls. For example, an enemy in leather armor +1 (AC 7) would suffer 7 – 2d6 damage if attacked by means of this spell. Note that any use of the *wind servant* requires the priest's undivided attention; he can take no other actions while directing the spell.

## Fourth-Level Spells

### Adamantite Mace

**(Alteration)**

Sphere: Elemental (Earth)
Range: Touch
Duration: 1 rd./level
Area of Effect: Caster's weapon
Subtlety: +5
Sensory: Small visual
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: d12
Critical: Medium (1 hit) impact

By means of this spell, the priest transmutes his own cudgel, mace, or staff into an enchanted weapon of adamantite, the most magical mineral known. The *adamantite mace* gains a +2 bonus to attack and damage rolls, but it can strike creatures normally hit only by +4 or better weapons. As an incarnation of elemental earth, the mace inflicts up to twice the damage (roll twice the required damage dice) against creatures of elemental air or magical avians such as griffons, perytons, pegasi, and winged baatezu or tanar'ri. The *adamantite mace* retains its special properties for one round per level of experience of the caster.

The material component is a special powder made from a diamond worth 100 gp, sprinkled over the weapon.

### Dimensional Anchor

**(Alteration)**

Sphere: Guardian
Range: 10 yds./level
Duration: 1 turn + 1 rd./level
Area of Effect: 1 creature
Subtlety: +2
Sensory: Moderate visual
Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

When a priest casts this spell, a green ray springs from his outstretched hand and

unerringly strikes a creature within line of sight and the range of the spell, covering the subject with a shimmering emerald field that completely blocks bodily extradimensional travel. Forms of movement barred by the *dimensional anchor* include *blinking, dimension door, etherealness, gate, phasing, plane shift, maze, shadow walk, teleportation,* and similar spell-like or psionic abilities. The field persists for one turn plus one round per caster level and has no effect other than blocking extradimensional travel. The *dimensional anchor* does not interfere with the movement of creatures in astral form, nor does it block extradimensional perception or attack forms such as a basilisk's gaze.

## Entrench

**(Alteration, Invocation/Evocation)**

Sphere: War
Range: 60 yds.
Duration: Permanent
Area of Effect: 10-ft. cube/2 levels
Subtlety: +3
Sensory: Moderate visual
Components: V, S, M
Casting Time: 3 rds.
Saving Throw: None
Knockdown: None
Critical: None

An improved version of the *fortify* spell, entrench has much the same effect, but prepares an even more formidable set of defenses. Like *fortify, entrench* may be used to prepare an open outdoors area such as a field or grassland, or a rough outdoors area such as a hillside or forest. Large rooms or chambers may be *entrenched* as well. In addition to the ditches and ramparts of the fortify spell, *entrench* makes use of local materials to create a small palisade and an array of stakes or sharp stones to discourage attackers.

**A. Open Outdoors Site:** A rampart or dike of earth faced by a staked ditch rises from the ground along the perimeter of the site. Creatures defending the dike receive 75% cover against missile fire (+7 bonus to AC), or 25% cover (+2 bonus) if they expose themselves by engaging in melee combat or firing missiles out of the dike. Attackers cannot charge, run, or sprint over the rampart, and must spend one full round negotiating the defenses in order to attack. The dike's defenders receive a +1 bonus to attack rolls against any creatures trying to move through the stakes or stones.

**B. Rough Outdoors Site:** Loose stones, deadwood, and briars are arranged to form a defensible wall along the perimeter of the area of effect, faced by an array of sharp stakes or stones. Characters hiding behind the wall receive 90% cover (+10 bonus to AC), or 50% cover (+4 bonus) if they expose themselves by firing missiles or defending the wall. Attacking creatures cannot run, charge, or sprint through the defenses, and must spend one full round to get through the stakes plus an additional round climbing over the wall in order to enter the fortified area. The wall's defenders gain a +1 bonus to attacks against creatures negotiating the defenses.

**C. Marshy or Low-lying Site:** In swamps or bogs, *entrench* creates a water-filled ditch around the perimeter of the area of effect. This ditch is 15 feet wide and 3 to 6 feet deep; most creatures require two full rounds to negotiate the ditch and climb up the far side, and defenders gain a +1 bonus to attack rolls against enemies who are wading the ditch or climbing up the other side.

The fortifications created by this spell are permanent, although erosion,

weathering, and clearing or filling can return the site to its original state. The material component is the shell of a giant nautilus. In the Battlesystem rules, *entrench* provides the defending units with a +3 bonus to their AR versus missile and melee attacks, but only a +1 bonus against missile attacks in marshy areas.

## Omniscient Eye

**(Divination)**

Sphere: Divination
Range: 0
Duration: 1 turn + 1 rd./level
Area of Effect: The caster
Subtlety: +5
Sensory: None
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: None
Critical: None

This divination enhances the caster's vision by allowing him to see through any normal or magical darkness, fog, or mist to a range of 60 feet. In addition, the caster has a chance of piercing magical illusions, blending, and invisibility equal to 70% plus 1% per level of experience, less 2% per spell level. For example, a 7th-level priest has a 70% + 7% - 4%, or 73% chance, to spot a wizard concealing himself by using the 2nd-level spell *invisibility*.

Unlike the 5th-level spell *true seeing*, the *omniscient eye* does not grant the caster the ability to perceive secret doors, traps, lost or misplaced objects, or creature alignments; it simply ensures that the caster can see the surroundings as they would appear without the interference of weather, lighting, or illusionary magic. Thus, the *omniscient eye* can be deceived by careful camouflage, concealment, or other purely physical precautions. Other phenomena that may bypass this spell's power include psionic invisibility, true transparency, or extradimensional objects or creatures.

The material component of this spell is a special ointment for the eyes that is composed of rare powders and herbs. The ointment costs at least 100 gold pieces for a single application.

## Recitation

**(Abjuration, Invocation/Evocation)**

Sphere: Combat
Range: 0
Duration: 1 rd./level
Area of Effect: 60-ft. radius
Subtlety: +5
Sensory: Moderate audio
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: None
Critical: None

By reciting a sacred passage or declaration, the priest invokes his deity's blessing upon himself and his allies, while causing confusion and weakness among his enemies. All creatures within the area of effect at the instant of the spell's completion are affected. Allies of the priest gain a +2 bonus to attack rolls and saving throws, or a +3 bonus if

they are of the same faith (not just alignment) as the caster. Enemies suffer a –2 penalty to attack rolls and saving throws. After the *recitation*, the priest is free to take further actions during the spell's duration as he sees fit—he need not concentrate to maintain the spell. As a result, it is possible for the priest to cast a *prayer* spell, which increases the bonuses and penalties provided to +3 and –3 respectively. If another priest is using *chant* at the same time, then the bonuses and penalties given by it are also allowed to add to the total.

The material spell component is the priest's holy symbol and a copy of whatever text or scroll he holds sacred. Neither are consumed by the spell.

## Suspended Animation

**(Necromancy)**

Sphere: Necromantic
Range: Touch
Duration: Special
Area of Effect: Creature touched
Subtlety: +8
Sensory: None
Components: V, S, M
Casting Time: 4
Saving Throw: None
Knockdown: None
Critical: None

By using this spell, the caster can place one willing subject in a state of *suspended animation*. The victim's breathing, heartbeat, and other vital processes slow to the point of nonexistence, although he or she seems to be deeply asleep, not dead. A caster of 7th to 10th level can maintain the suspended animation for up to one week plus one day per level; a caster of 11th to 15th level can maintain the state for up to one month plus one week per level; and a caster of 16th level or higher can place someone in *suspended animation* for one year plus one month per level.

This spell has many useful applications. First, all bodily or mental afflictions become quiescent during the victim's slumber. Poison, insanity, and many curses (lycanthropy, geas, and mummy rot included) can be arrested, if not cured, and have no effect on the subject while he sleeps. Of course, if the spell is broken prematurely, all the conditions that were halted by the spell will start once again. Second, the subject requires no food or water, but he still needs air and dies if deprived of oxygen. Third, for every month that the subject is in *suspended animation*, he recovers one hit point.

The caster can awaken the subject at any time within the spell's duration, although he must be in the subject's presence to do so. Optionally, the priest may pre-specify an amount of time within his normal duration or a special condition to awaken the sleeper. A condition must include a physical stimulus to the subject, such as a change in temperature, the touch of the sun, the kiss of a princess, or whatever the priest desires. If the priest maintaining the spell dies or is not able to awaken the sleeper, then the subject can be taken to another priest of the same deity to be awakened.

If the subject is attacked, he is completely helpless and can be killed by a single blow. However, if the subject is attacked without being slain for some reason, he gains a saving throw vs. spell each round to emerge from his suspended animation. The subject will be extremely groggy and disoriented if his slumber is disturbed in this fashion, suffering a –2 penalty to all die rolls for 1d6 turns, but if he awakens in the normal or

prescribed fashion, he is disoriented for only one round.

Some of the drawbacks to this spell affect the casting priest. First of all, it takes all of the priest's concentration to cast and maintain this spell. This means that the priest cannot cast any other spell while a subject is being held under the influence of the *suspended animation*. For each week that the subject is in *suspended animation*, the priest loses one point of Constitution. This happens each week until the priest transfers the spell to another priest of the same alignment. Transferring this spell requires a successful saving throw vs. spell. If the saving throw is successful, then the priest who transfers the spell can start recovering Constitution at a rate of one point per hour of bedrest. If the saving throw doesn't succeed, then the priest loses another point of Constitution and cannot try to transfer the spell again for 8 hours. Either way, because of the temporary lapse of the spell, the subject will automatically lose 1 hit point each time a transfer is attempted.

The material component for this spell is a rare herb that must be prepared with exacting care. The treatment costs at least 200 gold pieces and requires 1d3 days of the priest's time and attention.

## Unfailing Endurance

**(Necromancy)**

Sphere: Necromantic
Range: Touch
Duration: 1 day/level
Area of Effect: 1 creature/level
Subtlety: +5
Sensory: None
Components: V, S
Casting Time: 1 round
Saving Throw: None
Knockdown: None
Critical: None

This spell enhances the natural hardiness and stamina of the affected creatures by rendering them virtually immune to fatigue or exhaustion. During the casting of the spell, the caster must touch each creature to be affected. While under the spell's influence, the subjects may force march with no penalty, engage in up to 12 hours of hard labor per day with no fatigue (or up to 16 hours with moderate fatigue), and gain a +4 bonus to Strength/Stamina or Constitution/Fitness checks. In addition, the subjects gain a +4 bonus to saving throws against spells or magical effects that cause *weakness*, *fatigue*, or *enfeeblement*. Finally, an affected creature's fatigue rating (from *Player's Option: Combat & Tactics*) is doubled, and the subject gains a +4 bonus to his saving throws to recover from a fatigued or exhausted state.

## Windborne

**(Conjuration/Summoning)**

Sphere: Elemental (Air)
Range: 0
Duration: Special
Area of Effect: The caster
Subtlety: +5
Components: V, S, M
Casting Time: 7
Saving Throw: None
Knockdown: None

Sensory: Moderate visual Critical: None

This spell provides a priest of elemental air with the ability to conjure a powerful column of wind that can bear his weight, permitting him to fly or glide for long distances. If used from a high place such as a mountainside or tower, the caster can glide a maximum horizontal distance of 20 feet per foot of initial altitude—for example, if the priest used this spell and launched himself from a hilltop 800 feet high, he could glide a maximum distance of 16,000 feet, or about 3 miles.

If *windborne* is cast by a priest on level ground, the initial gust carries him aloft to a maximum altitude of 10 feet per caster level. From that point, he may then glide 10 feet per foot of initial altitude. For example, a 7th-level priest would ascend to an altitude of 70 feet and thus be able to glide for a total horizontal distance of 700 feet. He can choose to glide for a much shorter distance, but never less than his initial altitude.

While gliding, the priest moves at a rate of 15 (or about 450 feet) with a maneuverability class of D. Each round, he drops between 20 and 40 feet. He can choose to descend at a much more rapid pace, dropping up to 200 feet per round without risk of a damaging impact upon landing. The caster doesn't gain a mastery of aerial combat with this spell and suffers a –2 penalty to his attack rolls and Armor Class if he becomes involved in combat while gliding.

The material component for this spell is the feather from a giant eagle .

## Fifth-Level Spells

### Animate Flame

**(Alteration)**

Sphere: Elemental (Fire)
Range: 120 yds.
Duration: 1 rd./level
Area of Effect: 1-ft. diameter/level
Subtlety: +4
Sensory: Large visual, moderate tactile/olfactory
Components: V, S
Casting Time: 8
Saving Throw: None
Knockdown: None
Critical: Varies

While using this spell, the priest can command a flame to leave its source of fuel and move at his direction. The flame is magically preserved at the intensity it possessed when animated and does not weaken or fail even if it has nothing to burn. The priest can affect any natural fire within range, but magical fires (including breath weapons) can only be animated and controlled on a roll of 11 or higher on a d20, –1 per level or Hit Dice difference between the caster and the creature or spellcaster who created the flame in question. For example, a 9th-level priest can animate a *flaming sphere* cast by a 4th level wizard on a roll of 6 or better on 1d20. In order to animate instantaneous effects such as a red dragon's breath or a *fireball*, the priest must beat his opponent's initiative in the round he casts this spell and succeed in his attempt to take control of the flame.

Under the priest's direction, an animated flame can move at a rate of 12, although it cannot cross water or wet or muddy ground. If the priest directs the flame to leave the

spell's range, the spell ends and the flame stops and burns whatever it may be resting on. *Animate flame* can be a very effective weapon; the fire attacks with a THAC0 of 10 and may be able to strike several creatures in the same round, depending on its size. It inflicts damage as shown below:

| Size | Diameter | Number of Targets | Damage |
|---|---|---|---|
| Torch or lantern | less than 1 ft. | 1 | 1d3 |
| Small campfire | 1–2 ft. | 1 | 1d4 |
| Large campfire | 3–5 ft. | 2 | 1d6 |
| Bonfire | 6–10 ft. | 4 | 2d6 |
| Conflagration | 11–20 ft. | 8 | 3d6 |
| Inferno | 21 ft. or more | 20 | 5d6 |

Creatures actually caught within the fire's diameter are automatically hit (without an attack roll) for the listed damage. Very hot or unusually cold fires may inflict damage (at the DM's discretion) as if they were one category larger or smaller. In addition to attacking the caster's enemies, the fire will naturally cause any combustibles it comes into contact with to burn, as well; an animated fire can easily torch a small town, given a few rounds to move from building to building.

The animated flame can be dispelled normally. It can also be defeated by contact with a significant volume of water, ice, cold, or earth or dirt, just as a normal fire can be drowned or smothered.

The priest can affect a single fire of up to 1 foot in diameter per level of experience; if a natural fire is too large for him to animate, he can animate a smaller portion of it and command the portion he controls. Magical fires cannot be divided in this way, so it requires a very high-level priest to deflect the breath weapon of a red dragon!

## Dimensional Translocation

**(Alteration)**

Sphere: Numbers, Summoning

| | |
|---|---|
| Range: 60 yds. | Components: S |
| Duration: 1 rd./level | Casting Time: 3 |
| Area of Effect: 1 creature | Saving Throw: Special |
| Subtlety: +1 | Knockdown: None |
| Sensory: Small visual | Critical: None |

By using this spell, the priest seals off the multidimensional existence of a magical, undead, or extraplanar creature. The affected creature can be forced entirely into its extraplanar dimension, which removes it from the physical world, or its extraplanar existence can be severed, forcing it entirely into the Prime Material Plane. If the priest's level exceeds the subject's level or Hit Dice, the subject is not allowed a saving throw, but creatures of higher level or Hit Dice than the caster are entitled to a saving throw vs. spell to negate the effect. Also note that magic resistance may apply, as well.

If used to banish an extraplanar or multidimensional creature, *dimensional*

*translocation* prevents the creature from returning to the Prime Material Plane for the duration of the spell. The creature may be able to take other actions, such as using magical items or spell-like abilities on itself while it waits to return. If the caster instead forces an extradimensional creature into the Prime Material Plane, one or more of the following effects may apply, at the DM's option:

The creature's Armor Class may be reduced by 1d6 points for the duration of the spell.
The quality of a magical weapon needed to strike the creature may be reduced by one "plus"; for example, a monster normally hit by +2 or better weapons may become vulnerable to +1 weapons for the spell's duration.
The creature may suffer permanent death upon the loss of all its hit points.
Use of 1d6 spell-like powers (such as *gating* in allies) may be limited or negated.
Undead creatures lose the ability to drain life energy levels.

This spell does not prevent extradimensional travel on the Prime Material Plane (i.e., *dimension door, blinking, teleport*, or similar effects), but it does prevent the subject from *plane shifting* or becoming *ethereal* while in effect.

## Impregnable Mind

**(Enchantment/Charm)**

Sphere: Protection, Thought
Range: Touch
Duration: 1 turn + 1 rd./level
Area of Effect: Creature touched
Subtlety: +2
Sensory: None
Components: V, S
Casting Time: 1
Saving Throw: None
Knockdown: None
Critical: None

This spell guards the spell recipient against magical or psionic attacks that affect the mind. This includes *beguiling, charm, domination, feeblemind, hold*, and similar effects, as well as most telepathic psionic powers and attacks. Against magical influences, *impregnable mind* grants a +4 bonus to saving throws; if the attack normally allows no saving throw, the spell recipient may attempt one at no modifier. Against telepathic psionics, the spell inflicts a –6 penalty to the attacking psionicist's power checks, making it more likely that a psionic attack or telepathic contact will fail. *Impregnable mind* offers no protection against nontelepathic psionics, such as a telekinetic thrashing or other psionics that affect the body.

## Othertime

**(Alteration)**

Sphere: Time
Range: 0
Duration: Special
Area of Effect: The caster
Components: V, S, M
Casting Time: 7
Saving Throw: None

Subtlety: +5 Knockdown: None
Sensory: Small visual Critical: None

When a priest enters *othertime*, he steps into a different reality in which the world around him is frozen at a moment in the future. Until time catches up to him, he may move about unhindered and observe his surroundings; no force known can detect his presence or harm him in the alternate reality, although he in turn cannot affect any creature or object in the physical world. For instance, he could read a book at the page it was opened to, but he could not turn the page since that would require him to move an object that is temporarily immovable for him. To his companions or enemy in real time, the priest appears to simply vanish altogether, only to reappear at some later point.

The duration of this spell is a little odd, to say the least. The priest may choose a duration of up to 1 round at 7th to 9th level, 2 rounds at 10th to 12th level, 3 rounds at 13th to 16th, 4 rounds at 17th to 19th, up to a maximum of 5 rounds at 20th level or higher. The duration chosen by the priest governs the length of the *othertime*; if the priest decides that the spell will last 2 rounds, then he is instantly transported to that point in time, surrounded by the frozen still-life of the world as it will appear 2 rounds after the priest cast *othertime*. The caster then has 2 rounds to himself to take any actions he cares to, although he cannot affect the real world by any physical, magical, or mental means.

While the caster is in the *othertime*, he is completely unaware of the intervening events. In the example above, if the caster's friends were *teleported* away 1 round after the caster left and replaced by an identical group of dopplegangers, the caster would have no chance to detect the switch; all he sees are the bodies of his "friends," frozen in the positions they will occupy when he emerges from the *othertime*. This also means that nasty things like dragon breath, *cloudkills*, or *mind blasts* that pass through the spot where the caster happens to be have no effect on him—he simply does not exist in the real world while he waits for everyone else to catch up to him.

As noted above, the caster gains an amount of subjective time equal to the duration of the spell. By leaping 3 rounds into the future, the caster gains 3 rounds of actions in the *othertime*. He could drink a potion, cast a spell, and then maneuver for an attack, for example, or he could gain a 3-round head start by running for his life while no one else can pursue him. If the priest uses this time to study a battle and position himself for an attack, he gains a –4 bonus to his initiative roll on the round he emerges from *othertime*, and a +4 attack bonus with his first strike.

Leaping in and out of the time stream is a dangerous activity; every time the priest employs this spell, there is a 1% noncumulative chance that he becomes stuck in *othertime*, doomed to death by thirst or starvation when his own rations run out. Only the most extraordinary measures (a *wish* spell, divine intervention, etc.) can save a character in this predicament. Once a priest is in *othertime*, he cannot pray for further spells. After all, if the priest is going to attract his deity's attention by praying for spells, the deity will most likely allow him out! The material component for this spell is an hourglass filled with rare salts, worth at least 100 gold pieces.

## Produce Ice

**(Conjuration/Summoning)**

Sphere: Elemental (Water)
Range: 60 yds.
Duration: 2 rds./level
Area of Effect: Cube 1 ft./level
Subtlety: +5
Sensory: Moderate visual, small tactile
Components: V, S, M
Casting Time: 8
Saving Throw: Special
Knockdown: None
Critical: None

This spell creates supernatural cold in the area of effect, condensing all atmospheric and standing water into a thick rime of ice. If there is no source of water or even enough humidity to support this spell, then the DM can rule that the spell has no effect. The caster affects a cubic area of 1 foot per level to a side, so a 12th-level caster affects a 12-foot by 12-foot by 12-foot cube (up to a maximum of 25 feet to a side). This can have several effects; first of all, any creature caught in the area of effect when the temperature is lowered suffers 2d4 damage plus 1 point per level of the caster (or 2d4+12, for the 12th-level caster described above), or half that damage with a successful saving throw vs. spell. Any fires in the area are suppressed and may (50% chance) be extinguished.

Creatures entering the area of effect after the initial creation of ice suffer no additional damage, although the air will be noticeably dry and cold. However, the ice formed by the spell coats all surfaces and may cause creatures to slip and fall. Any creature moving into or out of the affected area must make a saving throw vs. spell or fall, losing their action for the round. The ice lasts at least 2 rounds per caster level, and then begins to melt at whatever rate nature decrees.

If cast on a body of water, this spell creates an iceberg of the stated dimensions. A swimmer or aquatic creature could be caught in the ice and trapped until the ice melts; most air-breathers will suffocate from this treatment, but a few aquatic creatures (fish, amphibians, etc.) may survive being frozen, at the DM's discretion.

The material component is a scale from a white dragon.

## Righteous Wrath of the Faithful

**(Enchantment/Charm)**

Sphere: War
Range: 0
Duration: 1 rd./level
Area of Effect: 30-ft. radius
Subtlety: +5
Sensory: None
Components: V, S, M
Casting Time: 8
Saving Throw: None
Knockdown: None
Critical: None

When a priest casts this spell, he fires his allies and companions with a divine madness or fury that greatly enhances their combat ability. Allies who are fighting on the side of the priest are affected as if they had received an aid spell, gaining a +1 bonus to attack rolls and saving throws, plus 1d8 additional hit points for the duration of the spell.

Allies who share the same faith (not just alignment) of the caster are transported into the *righteous wrath*; they gain one additional melee attack each round and a +2 bonus to saving throws and attack and damage rolls. Creatures under the influence of the *righteous wrath* gain 1d8 additional hit points, which are the first points lost if the subject

sustains any injury (see *aid*, on page 257 of the *PHB*). Characters in a state of divine frenzy are difficult to *charm* or *hold*. Against spells or effects that target the subject's mind or emotions, the saving throw bonus increases to +3.

When the spell ends, all remaining additional hit points are lost. Characters who fought under the righteous wrath find themselves extremely fatigued and must rest for one full turn before exerting themselves again; if forced to fight in this state, they are treated as if they were *exhausted* under the *Combat & Tactics* fatigue rules. The material component of this spell is the priest's holy symbol.

## Sixth-Level Spells

### Command Monster

**(Enchantment/Charm)**

Sphere: Charm
Range: 60 yds.
Duration: 1 rd./2 levels
Area of Effect: 1 creature
Subtlety: +1
Sensory: Small audio
Components: V
Casting Time: 1
Saving Throw: Special
Knockdown: None
Critical: None

This spell allows the priest to issue a *command* to any one creature within the spell's range. The magic of the spell translates the priest's order into a language or form the subject creature can understand. The creature must have an Intelligence of at least 1 in order to be affected by this spell; nonintelligent creatures (those with a score of 0) cannot comprehend any order, no matter how the priest phrases it. Other creatures gain a saving throw vs. spell to resist *command monster*, but only if they have an Intelligence of Exceptional (15) or better, or the creature's levels or Hit Dice are equal to or greater than the caster's.

Just like the 1st-level spell *command*, this spell coerces the subject into obeying the priest's one-word order to the best of its ability. The order must be absolutely clear and unequivocal; the subject will continue to obey for one round per two caster levels—six rounds at 12th level, seven at 14th, and so on. If this action places the subject in mortal peril, he may attempt a saving throw (whether he was originally entitled to one or not) in order to break free of the spell's power. Therefore, ordering a character standing at the edge of a cliff to "jump" will create an opportunity for the subject to break free. A command to "die" or "sleep" renders the creature unconscious for the spell's duration.

Undead creatures are immune to this spell.

### Entropy Shield

**(Abjuration)**

Sphere: Chaos
Range: 0
Duration: 1 rd./level
Components: V, S, M
Casting Time: 9

Area of Effect: The caster
Subtlety: +5
Sensory: Moderate visual/tactile
Saving Throw: None
Knockdown: None
Critical: None

This potent defense surrounds the caster in a chaotic maelstrom of energy and demimatter that blocks or deflects many attacks. The *entropy shield* extends about two feet in all directions from the caster's body. The warping effect of the field causes any melee or hand-to-hand attack to miss 50% of the time—even if the roll allows an attack to continue, the priest still gains a –2 bonus to his Armor Class. Normal missiles or hurled weapons miss automatically as the *entropy shield* deflects them from the caster. Even magical missile attacks (*produce flame, magic missile,* or *Melf's acid arrow,* for example), siege engines, and giant-thrown boulders may be deflected as if they were hand-to-hand attacks.

Against spells or effects that produce energy, gas, or other physical attack forms (*fireball, lightning bolt, cloudkill,* and other such spells) the *entropy shield* provides a 50% chance that the attack simply does not affect the protected priest. Even if the harmful energy or matter penetrates the shield, the caster gains a +2 bonus on his saving throw. This does not cause a spell to fizzle or fail; a priest standing in the middle of a *fireball* is simply not touched by the spell, which will inflict its normal damage on anyone else in the area of effect. Any spell or effect that does not create matter or energy to harm or hinder the victim can pass through the *entropy shield* normally, so mind-based attacks and magical effects such as *petrification, paralyzation, enfeeblement*, or *polymorph* (to name a few) can still affect the priest.

In addition to its defensive benefits, the *entropy shield* has the ability to repel normal or giant-sized animals and creatures of lawful alignment, such as extraplanar monsters from the lawful planes. Any such creature attempting to attack the shielded priest in hand-to-hand combat must roll a saving throw vs. spell at the end of the round. If the creature fails, it recoils from the priest and cannot attack him physically for the remainder of the spell's duration (although it could decide to turn on one of the priest's companions).

The material component for this spell is a gemstone worth at least 100 gold pieces that has been exposed to the chaotic energies of Limbo.

## Whirlwind

**(Invocation/Evocation)**

Sphere: Elemental (Air)
Range: 60 yds. + 10 yds./level
Duration: 1 rd./level
Area of Effect: Cone 10 ft. wide at base and 30 ft. tall
Subtlety: +6
Sensory: Huge visual/audio, large tactile
Components: V, S, M
Casting Time: 9
Saving Throw: Special
Knockdown: d20
Critical: Large (1d3 hits) crushing

This spell creates a powerful cyclone of raging wind that moves as directed by the

priest. The *whirlwind* can move by zigzagging along the ground or over water at a movement rate of 6. The *whirlwind* always moves after all other creatures have moved, and many creatures can avoid it simply by keeping their distance. If the cyclone exceeds the spell's range, it moves in a random, uncontrolled fashion for 1d3 rounds—possibly endangering the caster or his allies—and then dissipates.

Any creature of size L (large) or smaller that comes in contact with the *whirlwind* must make a saving throw vs. breath weapon or suffer 2d8 damage. Size M (man-sized) or smaller creatures who fail their first saving throw must attempt a second one, or be picked up bodily by the *whirlwind* and held suspended in its powerful winds, suffering 1d8 points of damage each round with no save allowed. The caster may direct the cyclone to eject any carried creatures whenever he wishes, depositing the hapless souls wherever the *whirlwind* happens to be when they are released.

Maintaining the *whirlwind* requires the caster's full attention, and he cannot cast other spells or make any attacks while directing the spell's course. If his concentration fails for some reason, he cannot simply cancel the spell. Instead, the spell becomes uncontrolled as described above and dissipates after 1d3 rounds.

In truly desperate circumstances, priests of elemental air have been known to deliberately overrun their companions in order to carry them out of the path of some certain doom. Few care to repeat the experience. The material component for this spell is a handful of dust collected from a zephyr or snow from a williwaw.

## Seventh-Level Spells

### Antimineral Shell

**(Abjuration)**

Sphere: Protection, Elemental (Earth)

| | |
|---|---|
| Range: 0 | Components: V, S, M |
| Duration: 1 turn/level | Casting Time: 1 round |
| Area of Effect: 10-ft. radius | Saving Throw: None |
| Subtlety: +6 | Knockdown: None |
| Sensory: None | Critical: None |

When a priest casts this spell, he creates an invisible force field or barrier that blocks the entrance of animated or living mineral creatures. It is effective against elementals and creatures of elemental origin such as aerial servants, djinns, and mephits; golems and other constructs; creatures of living stone, such as galeb duhr or xorn; and objects, weapons, or armor animated by some outside force. It does not bar the passage of undead monsters, living creatures carrying inanimate material, or nonanimated minerals such as a giant-thrown boulder or a common rockslide. The *antimineral shell* moves with the caster, but if the caster tries to force it against a creature affected by this spell, the *antimineral shell* fails. The material component is a drop of some caustic solvent, such as acid from a black dragon.

### Conjure Air or Water Elemental

**(Conjuration/Summoning)**

**Reversible**

Sphere: Elemental (Air/Water)
Range: 80 yds. Components: V, S
Duration: 1 turn/level Casting Time: 6 rds.
Area of Effect: Special Saving Throw: None
Subtlety: +5 Knockdown: None
Sensory: Moderate visual Critical: None

Priests of elemental air or elemental water can summon elementals from their respective spheres, just as druids can conjure fire or earth elementals. The summoned elemental is 60% likely to have 12 Hit Dice, 35% likely to have 16 Hit Dice, and 5% likely to have 21 to 24 Hit Dice (20+1d4). Unlike the wizard version of this spell, the caster does not need to concentrate to maintain control of the elemental since the creature regards the caster as a friend and obeys him implicitly. The elemental remains until destroyed, dispelled, sent away by a dismissal or a *holy word* spell, or the spell duration expires.

## Impervious Sanctity of Mind

**(Abjuration)**

Sphere: Protection, Thought
Range: 0 Components: V, S, M
Duration: 1 turn/level Casting Time: 1 round
Area of Effect: The caster Saving Throw: None
Subtlety: +6 Knockdown: None
Sensory: None Critical: None

When using this spell, the priest renders his mind completely immune to any mind-affecting spell, power, or psionic effect. This includes *amnesia, awe, beguiling, charm, command, confusion, domination, emotion, empathy, ESP, fascination, fear, feeblemind, hold, hypnotism, insanity, magic jar, mind blast, phantasmal killer, possession, rulership, sleep, soul trapping, suggestion, telepathy,* and any psionic attack or power of the telepathic discipline. In short, if the spell or effect coerces the priest into taking an action or forming an impression that he doesn't wish to, it fails while *impervious sanctity* of mind is in effect. The only mind-affecting spells or powers that can affect the protected priest are those of exceedingly powerful creatures or artifacts and relics.

Unlike the wizard spell *mind blank*, the *impervious sanctity* of mind offers no protection against detection or scrying. However, it is effective against some attacks and powers that *mind blank* is powerless against. The spell requires a small ring of lead that was once breathed upon by a red dragon.

## Tsunami

**(Conjuration/Summoning)**

Sphere: Elemental (Water)
Range: 200 yds. + 50 yds./level
Duration: Special
Area of Effect: Wave 2 ft. high and 10 ft. long per level
Subtlety: +6
Sensory: Gargantuan visual, huge audio

Components: V, S, M
Casting Time: 3 rds.
Saving Throw: None

Knockdown: Special
Critical: None

This mighty spell summons a tsunami, or gigantic wave, from any major body of water. The body of water must be at least 1 mile in width, so in most circumstances the *tsunami* can only be summoned from the sea, large lakes, or extremely big rivers. The wave is 2 feet high and 10 feet long for each level of experience of the caster, so a 15th-level priest would summon a *tsunami* 30 feet high and 150 feet wide. The wave can appear anywhere within the spell's range and immediately sweeps forward in the direction specified by the caster. This may take it out of the allowed range or even back at the casting priest. The *tsunami* moves at a rate of 24 (240 yards per round) and lasts one round at 14th level, two rounds at 18th level, or three rounds at 22nd or higher level.

Ships caught by the *tsunami* must make a seaworthiness check (see Table 77: Ship Types in the *DMG*) with a penalty equal to the wave's height in feet. For example, a *tsunami* created by a 15th-level caster would inflict a –30% penalty to a vessel's seaworthiness check. If the check is failed, the vessel capsizes and sinks in 1d10 rounds, with the possible loss of those aboard. Human or humanoid swimmers caught in the wave must make a saving throw vs. death magic or be drowned in the wave; any creature in the water in the wave's path will be carried along as long as it lasts.

If the priest sent the wave towards the shore, the *tsunami* loses 5 feet of height for every 20 yards it travels; a 30-foot wave could wash 120 yards inland before there was nothing left of it. Creatures caught in the area sustain 1d4 points of damage for every 5 feet of height the *tsunami* currently possesses and are carried along until it ends. Air-breathing creatures must make saving throws vs. death magic or be drowned outright by this treatment. Wooden buildings have a chance equal to three times the wave's current height of being destroyed by the *tsunami* (90% for a 30-foot wave, for example) while stone buildings have a chance equal to the wave's height (or 30% for a 30-foot wave). Topography may influence or channel the wave's advance, so a good-sized hill could stop a tsunami cold, although its seaward face may be denuded of creatures and vegetation by the wave.

Note that this spell in the hands of a high-level character can blanket an awesome amount of territory and literally destroy or drown anything in its path. The *tsunami* is so strenuous a spell that the priest is exhausted and helpless for 1d6 hours after summoning it.

*Italicized* spells are reversible. **Boldfaced** spells can be found in the *Tome of Magic*. SMALL CAPITALIZED spells appear in *The Complete Wizard's Handbook*. Underlined spells are introduced in Appendix 1 of this book. As mentioned in Chapter 2, some spells have been reassigned to the school of universal magic.

## Universal Magic

**Barred:** None

Cantrip (1st)
*Comprehend Languages/Confuse Languages (1st)*
Detect Magic (1st)
Hold Portal (1st)
Identify (1st)
Read Magic (1st)
Wizard Mark (1st)
*Knock/Lock (2nd)*
Protection from Cantrips (2nd)
Wizard Lock (2nd)
Dispel Magic (3rd)
*Remove Curse/Bestow Curse (4th)*
Teleport (5th)
Enchant an Item (6th)
Teleport Without Error (7th)
Permanency (8th)
Astral Spell (9th)

## Abjuration

**Barred:** Illusionists, transmuters, shadow mages

Alarm (1st)
*Protection from Evil/Protection from Good (1st)*
PROTECTION FROM HUNGER AND THIRST (1ST)
Protection from Vermin (1st)
FILTER (2ND)
Protection from Cantrips (2nd)
**Protection from Paralysis (2nd)**
Protection from Poison (2nd)
INVISIBLE MAIL (3RD)
IRON MIND (3RD)
Lesser Sign of Sealing (3rd)
Nondetection (3rd)
Protection from Amorphs (3rd)
*Protection from Evil, 10' Radius/Protection from Good, 10' Radius (3rd)*
Protection from Normal Missiles (3rd)
FIRE AURA (4TH)
Fire Trap (4th)
HALO OF EYES (4TH)
Minor Globe of Invulnerability (4th)
**Minor Spell Turning (4th)**
OTILUKE'S DISPELLING SCREEN (4TH)

Psychic Protection (4th)
*voidance/Attraction (5th)*
Dismissal (5th)
INVULNERABILITY TO NORMAL WEAPONS (5TH)
**Lower Resistance (5th)**
MORDENKAINEN'S PRIVATE SANCTUM (5TH)
Proofing vs. Combustion (5th)
**Safeguarding (5th)**
**Von Gasik's Refusal (5th)**
Antimagic Shell (6th)
DRAGON SCALES (6TH)
Globe of Invulnerability (6th)
Greater Sign of Sealing (4th)
INVULNERABILITY TO MAGICAL WEAPONS (6TH)
Repulsion (6th)
Banishment (7th)
Neutralize Gas (7th)
Sequester (7th)
Seven-eyes (7th)
Spell Turning (7th)
FEAR WARD (8TH)
Mind Blank (8th)
Serten's Spell Immunity (8th)
**Elemental Aura (9th)**
*Imprisonment/Freedom (9th)*
Prismatic Sphere (9th)

**Alteration**
**Barred:** Abjurers, force mages

Affect Normal Fires (1st)
Burning Hands (1st)
CHROMATIC ORB (1ST)
Color Spray (1st)
Dancing Lights (1st)
*Enlarge/Reduce (1st)*
Erase (1st)
Expeditious Retreat (1st)
Feather Fall (1st)
**Fire Burst (1st)**
**Fist of Stone (1st)**
Gaze Reflection (1st)
Jump (1st)
**Lasting Breath (1st)**
Light (1st)
Mending (1st)

Message (1st)
**Metamorphose Liquids (1st)**
**Murdock's Feathery Flyer (1st)**
Shocking Grasp (1st)
Spider Climb (1st)
Alter Self (2nd)
Cat's Grace (2nd)
Continual Light (2nd)
Darkness, 15' radius (2nd)
Deeppockets (2nd)
Displace Self (3rd)
Fog Cloud (2nd)
Fool's Gold (2nd)
Irritation (2nd)
Levitate (2nd)
Magic Mouth (2nd)
**Maximilian's Earthen Grasp (2nd)**
Moon Rune (2nd)
Pyrotechnics (2nd)
**Ride the Wind (2nd)**
Rope Trick (2nd)
**Sense Shifting (2nd)**
Shatter (2nd)
Strength (2nd)
VOCALIZE (2ND)
Whispering Wind (2nd)
**Alacrity (3rd)**
Blink (3rd)
Delude (3rd)
Explosive Runes (3rd)
**Far Reaching I (3rd)**
Fly (3rd)
Gust of Wind (3rd)
Haste (3rd)
Infravision (3rd)
Item (3rd)
Leomund's Tiny Hut (3rd)
**Maximilian's Stony Grasp (3rd)**
Melf's Minute Meteors (3rd)
Secret Page (3rd)
Slow (3rd)
SNAPPING TEETH (3RD)
**Squaring the Circle (3rd)**
*Tongues/Babble (3rd)*
*Water Breathing/Air Breathing (3rd)*
Wind Wall (3rd)

Wraithform (3rd)
**Dilation I (4th)**
Dimension Door (4th)
Extension I (4th)
**Far Reaching II (4th)**
Fire Shield (4th)
Improved Strength (4th)
Leomund's Secure Shelter (4th)
Massmorph (4th)
**Mordenkainen's Celerity (4th)**
Otiluke's Resilient Sphere (4th)
Plant Growth (4th)
Polymorph Other (4th)
Polymorph Self (4th)
Rainbow Pattern (4th)
Rary's Mnemonic Enhancer (4th)
Solid Fog (4th)
Stoneskin (4th)
*Turn Pebble to Boulder/Turn Boulder to Pebble (4th)*
Ultravision (4th)
Vacancy (4th)
Wizard Eye (4th)
Airy Water (5th)
*Animal Growth/Shrink Animal (5th)*
*Avoidance/Attraction (5th)*
Distance Distortion (5th)
Extension II (5th)
Fabricate (5th)
**Far Reaching III (5th)**
Improved Blink (5th)
Leomund's Hidden Lodge (5th)
Leomund's Secret Chest (5th)
**Lower Resistance (5th)**
MORDENKAINEN'S PRIVATE SANCTUM (5TH)
Passwall (5th)
RARY'S TELEPATHIC BOND (5TH)
Rusting Grasp (5th)
Stone Shape (5th)
Telekinesis (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
**Claws of the Umber Hulk (6th)**
Control Weather (6th)
Death Fog (6th)
**Dilation II (6th)**
Disintegrate (6th)
Extension III (6th)

Glassee (6th)
Guards and Wards (6th)
*Lower Water/Raise Water (6th)*
Mirage Arcana (6th)
Mordenkainen's Lucubration (6th)
Move Earth (6th)
Otiluke's Freezing Sphere (6th)
Part Water (6th)
Project Image (6th)
*Stone to Flesh/Flesh to Stone (6th)*
Superior Magnetism (6th)
Tenser's Transformation (6th)
TENTACLES (6TH)
*Transmute Water to Dust/Improved Create Water (6th)*
Duo-dimension (7th)
**Hatch the Stone from the Egg (7th)**
Mordenkainen's Magnificent Mansion (7th)
Phase Door (7th)
Reverse Gravity (7th)
Statue (7th)
**Suffocate (7th)**
Vanish (7th)
**Abi-Dalzim's Horrid Wilting (8th)**
**Airboat (8th)**
Glassteel (8th)
Incendiary Cloud (8th)
Iron Body (8th)
Otiluke's Telekinetic Sphere (8th)
Polymorph Any Object (8th)
Sink (8th)
Crystalbrittle (8th)
**Estate Transference (9th)**
**Glorious Transmutation (9th)**
Mordenkainen's Disjunction (9th)
Shape Change (9th)
*Succor/Call (9th)*
*Temporal Stasis/Temporal Reinstatement (9th)*
Time Stop (9th)

**Conjuration/Summoning**
**Barred:** Diviners, invokers

Armor (1st)
**Conjure Spell Component (1st)**
Find Familiar (1st)
Grease (1st)

Mount (1st)
Unseen Servant (1st)
CHOKE (2ND)
Glitterdust (2nd)
Melf's Acid Arrow (2nd)
Summon Swarm (2nd)
Wall of Gloom (2nd)
Bands of Sirellyn (3rd)
Flame Arrow (3rd)
Monster Summoning I (3rd)
Phantom Steed (3rd)
Sepia Snake Sigil (3rd)
SNAPPING TEETH (3RD)
Solvent of Corrosion (3rd)
**Watery Double (3rd)**
Conjure Elemental-Kin (4th)
DUPLICATE (4TH)
Evard's Black Tentacles (4th)
HALO OF EYES (4TH)
Monster Summoning II (4th)
**Summon Lycanthrope (4th)**
Vitriolic Sphere (4th)
Conjure Elemental (5th)
**Khazid's Procurement (5th)**
Leomund's Secret Chest (5th)
Monster Summoning III (5th)
Mordenkainen's Faithful Hound (5th)
Summon Shadow (5th)
Vile Venom (5th)
WALL OF BONES (5TH)
Conjure Animals (6th)
Ensnarement (6th)
**Forest's Fiery Constrictor (6th)**
Invisible Stalker (6th)
Monster Summoning IV (6th)
TENTACLES (6TH)
Drawmij's Instant Summons (7th)
**Intensify Summoning (7th)**
Limited Wish (7th)
Monster Summoning V (7th)
Mordenkainen's Magnificent Mansion (7th)
Power Word, Stun (7th)
Prismatic Spray (7th)
Seven-eyes (7th)
Maze (8th)
Monster Summoning VI (8th)

Power Word, Blind (8th)
Prismatic Wall (8th)
Symbol (8th)
Trap the Soul (8th)
Gate (9th)
Monster Summoning VII (9th)
Power Word, Kill (9th)
Prismatic Sphere (9th)
Sphere of Ultimate Destruction (9th)
Wish (9th)

## Divination

**Barred:** Conjurers, force mages, song wizards

DETECT DISEASE (1ST)
Detect Phase (1st)
Detect Secret Passages & Portals (1st)
Detect Undead (1st)
DIVINING ROD (1ST)
DEATH RECALL (2ND)
*Detect Evil/Detect Good (2nd)*
Detect Invisibility (2nd)
DETECT LIFE (2ND)
ESP (2nd)
*Know Alignment/Undetectable Alignment (2nd)*
*Locate Object/Obscure Object (2nd)*
**Past Life (2nd)**
**Alamir's Fundamental Breakdown (3rd)**
Clairaudience (3rd)
Clairvoyance (3rd)
**Wizard Sight (3rd)**
Detect Scrying (4th)
**Locate Creature (4th)**
Magic Mirror (4th)
Contact Other Plane (5th)
False Vision (5th)
**Khazid's Procurement (5th)**
KNOW VALUE (5TH)
Prying Eyes (5th)
RARY'S TELEPATHIC BOND (5TH)
Legend Lore (6th)
True Seeing (6th)
Vision (7th)
Analyze Dweomer (8th)
Screen (8th)
Foresight (9th)

**Enchantment/Charm**
**Barred:** Invokers, necromancers, dimensionalists, artificers, geometers

Charm Person (1st)
DIVINING ROD (1ST)
Friends (1st)
Hypnotism (1st)
Sleep (1st)
Taunt (1st)
Bind (2nd)
Deeppockets (2nd)
Forget (2nd)
**Insatiable Thirst (2nd)**
Ray of Enfeeblement (2nd)
Scare (2nd)
Tasha's Uncontrollable Hideous
Laughter (2nd)
BONE CLUB (3RD)
DELAY DEATH (3RD)
Hold Person (3rd)
**Minor Malison (3rd)**
Suggestion (3rd)
**Watery Double (3rd)**
Charm Monster (4th)
Confusion (4th)
Emotion (4th)
Enchanted Weapon (4th)
Fire Charm (4th)
Fumble (4th)
**Greater Malison (4th)**
Leomund's Secure Shelter (4th)
Lesser Geas (4th)
Magic Mirror (4th)
Chaos (5th)
Domination (5th)
Fabricate (5th)
Feeblemind (5th)
Hold Monster (5th)
Leomund's Hidden Lodge (5th)
Leomund's Lamentable Belaborment (5th)
**Magic Staff (5th)**
**Mind Fog (5th)**
BLACKMANTLE (6TH)
Eyebite (6th)
Geas (6th)

Guards and Wards (6th)
Mass Suggestion (6th)
Charm Plants (7th)
Descent into Madness (7th)
**Hatch the Stone from the Egg (7th)**
Shadow Walk (7th)
**Steal Enchantment (7th)**
**Airboat (8th)**
Antipathy-sympathy (8th)
Binding (8th)
Demand (8th)
Mass Charm (8th)
Otto's Irresistible Dance (8th)
Sink (8th)
Mordenkainen's Disjunction (9th)
Programmed Amnesia (9th)
*Succor/Call (9th)*

**Illusion/Phantasm**
**Barred:** Abjurers, necromancers, alchemists, geometers

Audible Glamer (1st)
Change Self (1st)
CORPSE VISAGE (1ST)
Nystul's Magic Aura (1st)
Phantasmal Force (1st)
Spook (1st)
Ventriloquism (1st)
Blindness (2nd)
Blur (2nd)
Deafness (2nd)
Fool's Gold (2nd)
Hypnotic Pattern (2nd)
Improved Phantasmal Force (2nd)
Invisibility (2nd)
Leomund's Trap (2nd)
Mirror Image (2nd)
Misdirection (2nd)
Whispering Wind (2nd)
Illusionary Script (3rd)
Invisibility, 10' Radius (3rd)
**Lorloveim's Creeping Shadow (3rd)**
Phantom Steed (3rd)
Spectral Force (3rd)
Wraithform (3rd)
Fear (4th)

Hallucinatory Terrain (4th)
Illusionary Wall (4th)
Improved Invisibility (4th)
Minor Creation (4th)
Phantasmal Killer (4th)
Rainbow Pattern (4th)
Shadow Monsters (4th)
Vacancy (4th)
Advanced Illusion (5th)
Demishadow Monsters (5th)
*Dream/Nightmare (5th)*
Major Creation (5th)
Seeming (5th)
Shadow Door (5th)
Shadow Magic (5th)
Demishadow Magic (6th)
Eyebite (6th)
**Lorloveim's Shadowy Transformation (6th)**
Mirage Arcana (6th)
Mislead (6th)
Permanent Illusion (6th)
Programmed Illusion (6th)
Project Image (6th)
Shades (6th)
Veil (6th)
Mass Invisibility (7th)
Sequester (7th)
Shadow Walk (7th)
**Shadowcat (7th)**
Simulacrum (7th)
Screen (8th)
Weird (9th)

**Invocation/Evocation**
**Barred:** Conjurers, enchanters, illusionists, mentalists, shadow mages, song wizards

Alarm (1st)
Copy (1st)
Chromatic Orb (1st)
Dictation (1st)
**Fire Burst (1st)**
Magic Missile (1st)
Shield (1st)
Tenser's Floating Disc (1st)
Wall of Fog (1st)
Flaming Sphere (2nd)

ICE KNIFE (2ND)
Stinking Cloud (2nd)
Web (2nd)
**Augmentation I (3rd)**
Fireball (3rd)
INVISIBLE MAIL (3RD)
Lance of Disruption (3rd)
Lightning Bolt (3rd)
Melf's Minute Meteors (3rd)
Wall of Water (3rd)
Dig (4th)
**Divination Enhancement (4th)**
Fire Shield (4th)
Fire Trap (4th)
Ice Storm (4th)
**Mordenkainen's Celerity (4th)**
Mordenkainen's Force Missiles (4th)
OTILUKE'S DISPELLING SCREEN (4TH)
Otiluke's Resilient Sphere (4th)
Shout (4th)
**Thunder Staff (4th)**
Wall of Fire (4th)
Wall of Ice (4th)
WIND BREATH (4TH)
Bigby's Interposing Hand (5th)
Cloudkill (5th)
Cone of Cold (5th)
Dream (5th)
Leomund's Lamentable Belaborment (5th)
Sending (5th)
Tenser's Destructive Resonance (5th)
Wall of Force (5th)
Wall of Iron (5th)
Wall of Stone (5th)
**Augmentation II (6th)**
Bigby's Forceful Hand (6th)
Chain Lightning (6th)
Contingency (6th)
Death Fog (6th)
Dimensional Blade (6th)
Guards and Wards (6th)
Otiluke's Freezing Sphere (6th)
Tenser's Transformation (6th)
**Acid Storm (7th)**
Bigby's Grasping Hand (7th)
Delayed Blast Fireball (7th)

Forcecage (7th)
**Hatch the Stone from the Egg (7th)**
Limited Wish (7th)
**Malec-Keth's Flame Fist (7th)**
Mordenkainen's Sword (7th)
Persistence (7th)
Bigby's Clenched Fist (8th)
Binding (8th)
Demand (8th)
**Gunther's Kaleidoscopic Strike (8th)**
**Homunculus Shield (8th)**
Incendiary Cloud (8th
Otiluke's Telekinetic Sphere (8th)
Bigby's Crushing Hand (9th)
**Chain Contingency (9th)**
**Elemental Aura (9th)**
Energy Drain (9th)
Meteor Swarm (9th)

**Necromancy**
**Barred:** Enchanters, illusionists, transmuters, dimensionalists, mentalists, alchemists, artificers, song wizards

Chill Touch (1st)
CORPSE VISAGE (1ST)
Detect Undead (1st)
Ray of Fatigue (1st)
CHOKE (2ND)
DEATH RECALL (2ND)
GHOUL TOUCH (2ND)
Spectral Hand (2nd)
BONE CLUB (3RD)
DELAY DEATH (3RD)
Feign Death (3rd)
Hold Undead (3rd)
HOVERING SKULL (3RD)
PAIN TOUCH (3RD)
**Spirit Armor (3rd)**
Vampiric Touch (3rd)
Contagion (4th)
Enervation (4th)
**Mask of Death (4th)**
Animate Dead (5th)
FORCE SHAPECHANGE (5TH)
Magic Jar (5th)
MUMMY ROT (5TH)

Summon Shadow (5th)
THROBBING BONES (5TH)
WALL OF BONES (5TH)
Arrow of Bone (6th)
BLACKMANTLE (6TH)
**Bloodstone's Spectral Steed (6th)**
DEAD MAN'S EYES (6TH)
Death Spell (6th)
Reincarnation (6th)
Trollish Fortitude (6th)
**Bloodstone's Frightful Joining (7th)**
Control Undead (7th)
Finger of Death (7th)
**Intensify Summoning (7th)**
**Suffocate (7th)**
ZOMBIE DOUBLE (7TH)
**Abi-Dalzim's Horrid Wilting (8th)**
Clone (8th)
DEFOLIATE (8TH)
Heart of Stone (8th)
**Homunculus Shield (8th)**
SHADOW FORM (8TH)
Energy Drain (9th)
**Wail of the Banshee (9th)**

**Elemental Air**
**Barred:** Earth elementalists

Feather Fall (1st)
**Lasting Breath (1st)**
Wall of Fog (1st)
Fog Cloud (2nd)
**Ride the Wind (2nd)**
Stinking Cloud (2nd)
Whispering Wind (2nd)
**Alamir's Fundamental Breakdown (3rd)**
Gust of Wind (3rd)
Lance of Disruption (3rd)
*Water Breathing/Air Breathing (3rd)*
Wind Wall (3rd)
Conjure Elemental-Kin (4th)
Solid Fog (4th)
Airy Water (5th)
Cloudkill (5th)
Conjure Elemental (5th)
Control Weather (6th)

Death Fog (6th)
Neutralize Gas (7th)
**Suffocate (7th)**
**Airboat (8th)**
Incendiary Cloud (8th)
**Elemental Aura (9th)**

**Elemental Earth**
**Barred:** Air elementalists

**Fist of Stone (1st)**
Fool's Gold (2nd)
**Maximilian's Earthen Grasp (2nd)**
**Alamir's Fundamental Breakdown (3rd)**
**Maximilian's Stony Grasp (3rd)**
Conjure Elemental-Kin (4th)
Dig (4th)
Stoneskin (4th)
***Turn Pebble to Boulder/Turn Boulder to Pebble (4th)***
Conjure Elemental (5th)
Distance Distortion (5th)
Passwall (5th)
Stone Shape (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
Wall of Iron (5th)
Wall of Stone (5th)
Glassee (6th)
Move Earth (6th)
*Stone to Flesh/Flesh to Stone (6th)*
*Transmute Water to Dust/Improved Create Water (6th)*
**Hatch the Stone from the Egg (7th)**
Statue (7th)
Glassteel (8th)
Iron Body (8th)
Sink (8th)
Crystalbrittle (9th)
**Elemental Aura (9th)**

**Elemental Fire**
**Barred:** Water elementalists

Affect Normal Fires (1st)
Burning Hands (1st)
Dancing Lights (1st)
**Fire Burst (1st)**
Flaming Sphere (2nd)

Pyrotechnics (2nd)
**Alamir's Fundamental Breakdown (3rd)**
Fireball (3rd)
Flame Arrow (3rd)
Melf's Minute Meteors (3rd)
Conjure Elemental-Kin (4th)
Fire Charm (4th)
Fire Shield (4th)
Fire Trap (4th)
Wall of Fire (4th)
Conjure Elemental (5th)
Proofing vs. Combustion (5th)
**Forest's Fiery Constrictor (6th)**
Delayed Blast Fireball (7th)
**Malec-Keth's Flame Fist (7th)**
Incendiary Cloud (8th)
**Elemental Aura (9th)**
Meteor Swarm (9th)

**Elemental Water**
**Barred:** Fire elementalists

**Metamorphose Liquids (1st)**
**Insatiable Thirst (2nd)**
**Alamir's Fundamental Breakdown (3rd)**
Wall of Water (3rd)
*Water Breathing/Air Breathing (3rd)*
**Watery Double (3rd)**
Conjure Elemental-Kin (4th)
Ice Storm (4th)
Vitriolic Sphere (4th)
Wall of Ice (4th)
Airy Water (5th)
Cone of Cold (5th)
Conjure Elemental (5th)
Rusting Grasp (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
Vile Venom (5th)
Lower Water (6th)
Otiluke's Freezing Sphere (6th)
Part Water (6th)
*Transmute Water to Dust/Improved Create Water (6th)*
**Acid Storm (7th)**
**Abi-Dalzim's Horrid Wilting (8th)**
**Elemental Aura (9th)**

## Dimension

**Barred:** by philosophy

Detect Phase (1st)
*Enlarge/Reduce (1st)*
Gaze Reflection (1st)
Deeppockets (2nd)
Displace Self (2nd)
Rope Trick (2nd)
Blink (3rd)
Dimension Door (4th)
Distance Distortion (5th)
Improved Blink (5th)
Leomund's Secret Chest (5th)
Dimensional Blade (6th)
Etherealness (6th)
Drawmij's Instant Summons (7th)
Duo-dimension (7th)
Mordenkainen's Magnificent Mansion (7th)
Phase Door (7th)
Shadow Walk (7th)
Maze (8th)
Gate (9th)
Sphere of Ultimate Destruction (9th)
Time Stop (9th)

## Force

**Barred:** by philosophy

Armor (1st)
Magic Missile (1st)
Shield (1st)
Tenser's Floating Disc (1st)
Levitate (2nd)
INVISIBLE MAIL (3RD)
Lance of Disruption (3rd)
Mordenkainen's Force Missiles (4th)
Otiluke's Resilient Sphere (4th)
Bigby's Interposing Hand (5th)
Telekinesis (5th)
Tenser's Destructive Resonance (5th)
Wall of Force (5th)
Bigby's Forceful Hand (6th)
Repulsion (6th)
Bigby's Grasping Hand (7th)
Forcecage (7th)

Mordenkainen's Sword (7th)
Bigby's Clenched Fist (8th)
Otiluke's Telekinetic Sphere (8th)
Bigby's Crushing Hand (9th)

## Mentalism

**Barred:** by philosophy

Charm Person (1st)
Hypnotism (1st)
Spook (1st)
ESP (2nd)
Forget (2nd)
Clairaudience (3rd)
Clairvoyance (3rd)
IRON MIND (3RD)
Suggestion (3rd)
Charm Monster (4th)
Phantasmal Killer (4th)
Psychic Protection (4th)
Rary's Mnemonic Enhancer (4th)
Domination (5th)
Feeblemind (5th)
Magic Jar (5th)
Sending (5th)
Eyebite (6th)
Geas (6th)
Mass Suggestion (6th)
Tower of Mental Resistance (6th)
Descent into Madness (7th)
Demand (8th)
Mind Blank (8th)
Programmed Amnesia (9th)

## Shadow

**Barred:** by philosophy

Chill Touch (1st)
Sleep (1st)
Spook (1st)
Blur (2nd)
Continual Darkness (2nd)
Darkness, 15' Radius (2nd)
Ray of Enfeeblement (2nd)
Scare (2nd)
Spectral Hand (2nd)

Wall of Gloom (2nd)
**Lorloveim's Creeping Shadow (3rd)**
Nondetection (3rd)
Phantom Steed (3rd)
SPIRIT ARMOR (3RD)
Wraithform (3rd)
Dimension Door (4th)
Enervation (4th)
Evard's Black Tentacles (4th)
Fear (4th)
Minor Creation (4th)
Shadow Monsters (4th)
Demishadow Monsters (5th)
Major Creation (5th)
Mordenkainen's Faithful Hound (5th)
Passwall (5th)
Shadow Door (5th)
Shadow Magic (5th)
BLACKMANTLE (6TH)
**Bloodstone's Spectral Steed (6th)**
Demishadow Magic (6th)
**Lorloveim's Shadowy Transformation (6th)**
Shades (6th)
Duo-dimension (7th)
Phase Door (7th)
**Shadowcat (7th)**
Shadow Walk (7th)
Maze (8th)
SHADOWFORM (8TH)
Energy Drain (9th)

**Alchemy**
**Barred:** by philosophy

Affect Normal Fires (1st)
**Fire Burst (1st)**
Grease (1st)
**Metamorphose Liquids (1st)**
**Patternweave (1st)**
*Protection from Evil/Protection from Good (1st)*
Fool's Gold (2nd)
Glitterdust (2nd)
Melf's Acid Arrow (2nd)
Pyrotechnics (2nd)
**Sense Shifting (2nd)**
Stinking Cloud (2nd)

**Alamir's Fundamental Breakdown (3rd)**
Flame Arrow (3rd)
Melf's Minute Meteors (3rd)
*Protection from Evil, 10' Radius/Protection from Good, 10' Radius (3rd)*
Solvent of Corrosion (3rd)
Enchanted Weapon (4th)
Fire Charm (4th)
Fire Trap (4th)
Vitriolic Sphere (4th)
Cloudkill (5th)
Fabricate (5th)
Rusting Grasp (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
Vile Venom (5th)
Death Fog (6th)
Glassee (6th)
*Stone to Flesh/Flesh to Stone (6th)*
*Transmute Water to Dust/Improved Create Water (6th)*
**Acid Storm (7th)**
**Hatch the Stone from the Egg (7th)**
Neutralize Gas (7th)
Statue (7th)
Glassteel (8th)
Incendiary Cloud (8th)
Crystalbrittle (9th)
**Glorious Transmutation (9th)**

**Artifice**
**Barred:** by philosophy

CHROMATIC ORB (1ST)
DIVINING ROD (1ST)
Mending (1st)
Bind (2nd)
ICE KNIFE (2ND)
Leomund's Trap (2nd)
Moon Rune (2nd)
BONE CLUB (3RD)
Explosive Runes (3rd)
Flame Arrow (3rd)
Item (3rd)
Melf's Minute Meteors (3rd)
SNAPPING TEETH (3RD)
Enchanted Weapon (4th)
Magic Mirror (4th)
**Thunder Staff (4th)**

**Magic Staff (5th)**
Arrow of Bone (6th)
Dimensional Blade (6th)
**Steal Enchantment (7th)**
Analyze Dweomer (8th)
Antipathy-sympathy (8th)
Shape Change (9th)

**Geometry**
**Barred:** by philosophy

Alarm (1st)
COPY (1ST)
Dictation (1st)
Erase (1st)
Shield (1st)
**Hornung's Baneful Deflector (1st)**
Hypnotic Pattern (2nd)
Moon Rune (2nd)
BONE CLUB (3RD)
Explosive Runes (3rd)
Lesser Sign of Sealing (3rd)
Secret Page (3rd)
Sepia Snake Sigil (3rd)
Conjure Elemental-Kin (4th)
Fire Trap (4th)
Minor Globe of Invulnerability (4th)
Rainbow Pattern (4th)
**There/Not There (4th)**
**Thunder Staff (4th)**
Animate Dead (5th)
Avoidance (5th)
Conjure Elemental (5th)
INVULNERABILITY TO NORMAL WEAPONS (5TH)
**Khazid's Procurement (5th)**
MORDENKAINEN'S PRIVATE SANCTUM (5TH)
**Von Gasik's Refusal (5th)**
Ensnarement (6th)
Globe of Invulnerability (6th)
Greater Sign of Sealing (6th)
Guards and Wards (6th)
INVULNERABILITY TO MAGICAL WEAPONS (6TH)
FEAR WARD (7TH)
Phase Door (7th)
Sequester (7th)
Vanish (7th)

Binding (8th)
Maze (8th)
Symbol (8th)
Trap the Soul (8th)
Gate (9th)
Shape Change (9th)

**Song**
**Barred:** by philosophy

Audible Glamer (1st)
Charm Person (1st)
Find Familiar (1st)
Friends (1st)
Sleep (1st)
Taunt (1st)
Forget (2nd)
Summon Swarm (2nd)
Tasha's Uncontrollable Hideous Laughter (2nd)
Whispering Wind (2nd)
**Fireflow (3rd)**
Hold Person (3rd)
Monster Summoning I (3rd)
Suggestion (3rd)
Charm Monster (4th)
Confusion (4th)
Emotion (4th)
Lesser Geas (4th)
Monster Summoning II (4th)
Shout (4th)
**Summon Lycanthrope (4th)**
Chaos (5th)
Dismissal (5th)
Hold Monster (5th)
Leomund's Lamentable Belaborment (5th)
Monster Summoning III (5th)
Control Weather (6th)
Mass Suggestion (6th)
Monster Summoning IV (6th)
Banishment (7th)
Charm Plants (7th)
Monster Summoning V (7th)
Power Word, Stun (7th)
**Spell Shape (7th)**
Binding (8th)

Mass Charm (8th)
Monster Summoning VI (8th)
Otto's Irresistible Dance (8th)
Power Word, Blind (8th)
Monster Summoning VII (8th)
Power Word, Kill (9th)
**Wail of the Banshee (9th)**

**Wild Magic**
**Barred:** All except wild mages

**Hornung's Guess (1st)**
**Nahal's Reckless Dweomer (1st)**
**Patternweave (1st)**
**Chaos Shield (2nd)**
**Hornung's Baneful Deflector (2nd)**
**Nahal's Nonsensical Nullifier (2nd)**
**Alternate Reality (3rd)**
**Fireflow (3rd)**
**Fool's Speech (3rd)**
**There/Not There (4th)**
**Unluck (4th)**
**Vortex (5th)**
**Waveform (5th)**
**Wildshield (6th)**
**Wildstrike (6th)**
**Hornung's Surge Selector (7th)**
**Spell Shape (7th)**
**Hornung's Random Dispatcher (8th)**
**Wildzone (8th)**
**Stabilize (9th)**
**Wildfire (9th)**
**Wildwind (9th)**

In the PHB, clerics have major access to all, astral, charm, combat, creation, divination, guardian, healing, necromantic, protection, summoning, sun, and minor access to elemental.

**Revision: Clerics lose access to sun, elemental air, and elemental fire. They retain minor access to elemental water and elemental earth.**

Previously, druids had major access to all, animal, elemental, healing, plant, weather, and minor access to divination.

**Revision: Druids lose access to the sphere of divination. They gain major access to the sphere of sun.**

* Cooperative magic spells. **Bold** spells appear in the *Tome of Magic*. *Italicized* spells are reversible. Underlined spells are introduced in Appendix 2 of this book. As mentioned in

Chapter 3, some spells have been added to the sphere of all. Also, other spheres have been reorganized.

**All**
**(Major: any priest)**
*Bless/Curse (1st)*
Combine (1st)
Detect Magic (1st)
Orison (1st)
*Purify Food & Drink/Putrefy Food & Drink (1st)*
Chant (2nd)
**Mystic Transfer* (2nd)**
***Sanctify/Defile* (2nd)***
Dispel Magic (3rd)
*Remove Curse/Bestow Curse (3rd)*
**Focus* (4th)**
*Tongues (4th)*
**Uplift* (4th)**
Atonement (5th)
Commune (5th)
**Meld* (5th)**
Quest (5th)
*True Seeing/False Seeing (5th)*
Speak with Monsters (6th)
Gate (7th)

**Animal**
**(Major: shaman, druid)**

Animal Friendship (1st)
Calm Animals (1st)
Invisibility to Animals (1st)
Locate Animals or Plants (1st)
Charm Person or Mammal (2nd)
Messenger (2nd)
Snake Charm (2nd)
Speak with Animals (2nd)
Control Animal (3rd)
Hold Animal (3rd)
Summon Insects (3rd)
Animal Summoning I (4th)
Call Woodland Beings (4th)
Giant Insect (4th)
Repel Insects (4th)
*Animal Growth (5th)*
Animal Summoning II (5th)

Commune with Nature (5th)
Insect Plague (5th)
Animal Summoning III (6th)
Antianimal Shell (6th)
Creeping Doom (7th)
Reincarnate (7th)

## Astral
**(Major: cleric)**

Astral Celerity (1st)
**Speak with Astral Traveler (1st)**
Astral Awareness (2nd)
Ethereal Barrier (2nd)
**Astral Window (3rd)**
Etherealness (3rd)
**Join with Astral Traveler (4th)**
Plane Shift (5th)
Astral Spell (7th)

## Chaos
**(Major: chaotic crusaders)**

Battlefate (1st)
**Mistaken Missive (1st)**
Chaos Ward (2nd)
**Dissension's Feast (2nd)**
**Miscast Magic (3rd)**
**Random Causality (3rd)**
**Chaotic Combat (4th)**
**Chaotic Sleep (4th)**
**Inverted Ethics (4th)**
**Chaotic Commands (5th)**
Entropy Shield (6th)
**Uncontrolled Weather (7th)**

## Charm
**(Major: clerics)**

Command (1st)
*Remove Fear/Cause Fear (1st)*
Sanctuary (1st)
Enthrall (2nd)
Hold Person (2nd)
**Music of the Spheres (2nd)**
Snake Charm (2nd)

Dictate (3rd)
**Emotion Control (3rd)**
*Cloak of Bravery/Cloak of Fear (4th)*
Free Action (4th)
Imbue with Spell Ability (4th)
Command Monster (6th)
Confusion (7th)
Exaction (7th)

## Combat
**(Major: clerics, crusaders; Minor: monks)**

Command (1st)
Magical Stone (1st)
Aid (2nd)
Spiritual Hammer (2nd)
Prayer (3rd)
**Unearthly Choir* (3rd)**
Recitation (4th)
Flame Strike (5th)
Righteous Wrath of the Faithful (5th)
**Spiritual Wrath* (6th)**
Word of Recall (6th)
*Holy Word/Unholy Word (7th)*

## Creation
**(Major: clerics)**

*Light/Darkness (1st)*
**Create Holy Symbol (2nd)**
*Continual Light/Continual Darkness (3rd)*
Create Food & Water (3rd)
**Blessed Abundance (5th)**
Blade Barrier (6th)
Heroes' Feast (6th)
***The Great Circle/The Black Circle* (6th)***

## Divination
**(Major: clerics, monks)**

**Analyze Balance (1st)**
*Detect Evil/Detect Good (1st)*
Detect Poison (1st)
Augury (2nd)
*Detect Charm/Undetectable Charm (2nd)*
Find Traps (2nd)

Detect Spirits (3rd)
**Extradimensional Detection (3rd)**
*Locate Object/Obscure Object (3rd)*
Speak with Dead (3rd)
*Detect Lie/Undetectable Lie (4th)*
Divination (4th)
Omniscient Eye (4th)
**Consequence (5th)**
Magic Font (5th)
*Find the Path/Lose the Path (6th)*
Stone Tell (6th)
**Divine Inspiration (7th)**

**Elemental, Air**
**(Major: druids)**

Wind Column (1st)
Dust Devil (2nd)
Wind Servant (3rd)
**Zone of Sweet Air (3rd)**
Windborne (4th)
Air Walk (5th)
**Cloud of Purification (5th)**
Control Winds (5th)
Whirlwind (6th)
Conjure Air Elemental (7th)
Wind Walk (7th)

**Elemental, Earth**
**(Major: druids; Minor: clerics)**

Strength of Stone (1st)
Soften Earth and Stone (2nd)
Meld into Stone (3rd)
Stone Shape (3rd)
Adamantite Mace (4th)
Spike Stones (5th)
*Transmute Rock to Mud/Transmute Mud to Rock (5th)*
Stone Tell (6th)
Animate Rock (7th)
Antimineral Shell (7th)
Conjure Earth Elemental (7th)
Earthquake (7th)
Transmute Metal to Wood (7th)

**Elemental, Fire**

**(Major: druids)**

Firelight (1st)
**Log of Everburning (1st)**
Fire Trap (2nd)
Flame Blade (2nd)
*Heat Metal/Chill Metal (2nd)*
Produce Flame (2nd)
Flame Walk (3rd)
Protection from Fire (3rd)
Pyrotechnics (3rd)
*Produce Fire/Quench Fire (4th)*
Animate Flame (5th)
Wall of Fire (5th)
Conjure Fire Elemental (6th)
Fire Seeds (6th)
Chariot of Sustarre (7th)
Fire Storm (7th)

**Elemental, Water**
**(Major: druids; Minor: clerics)**

*Create Water/Destroy Water (1st)*
Watery Fist (2nd)
*Water Breathing/Air Breathing (3rd)*
Water Walk (3rd)
*Lower Water/Raise Water (4th)*
Reflecting Pool (4th)
Produce Ice (5th)
Part Water (6th)
*Transmute Water to Dust/Improved Create Water (6th)*
Conjure Water Elemental (7th)
Tsunami (7th)

**Guardian**
**(Major: clerics, crusaders, monks)**

Blessed Watchfulness (1st)
*Light/Darkness (1st)*
**Sacred Guardian (1st)**
Iron Vigil (2nd)
Silence, 15' Radius (2nd)
Wyvern Watch (2nd)
*Continual Light/Continual Darkness (3rd)*
Glyph of Warding (3rd)
Abjure (4th)

Dimensional Anchor (4th)
*Dispel Evil/Dispel Good (5th)*
**Unceasing Vigilance of the Holy Sentinel (5th)**
Blade Barrier (6th)
Forbiddance (6th)
Symbol (7th)

## Healing
**(Major: clerics, crusaders, druids; Minor: monks, shamans)**

*Cure Light Wounds/Cause Light Wounds (1st)*
*Cure Moderate Wounds/Cause Moderate Wounds (2nd)*
Slow Poison (2nd)
*Cure Blindness or Deafness/Cause Blindness or Deafness (3rd)*
*Cure Disease/Cause Disease (3rd)*
Hold Poison (3rd)
Repair Injury (3rd)
*Cure Serious Wounds/Cause Serious Wounds (4th)*
**Fortify* (4th)**
*Neutralize Poison/Poison (4th)*
*Cure Critical Wounds/Cause Critical Wounds (5th)*
*Heal/Harm (6th)*
Regenerate (7th)

## Law
**(Major: lawful crusaders)**

Command (1st)
Protection from Chaos (1st)
**Calm Chaos (2nd)**
Enthrall (2nd)
Hold Person (2nd)
Dictate (3rd)
**Rigid Thinking (3rd)**
**Strength of One (3rd)**
**Compulsive Order (4th)**
**Defensive Harmony (4th)**
**Champion's Strength (5th)**
**Impeding Permission (5th)**
**Legal Thoughts (6th)**

## Necromantic
**(Major: clerics; Minor: crusaders, monks)**

Dispel Fatigue (1st)
Invisibility to Undead (1st)

Aid (2nd)
Restore Strength (2nd)
Animate Dead (3rd)
Feign Death (3rd)
Negative Plane Protection (3rd)
Remove Paralysis (3rd)
Speak with Dead (3rd)
Suspended Animation (4th)
Unfailing Endurance (4th)
Raise Dead (5th)
Restoration (7th)
Resurrection (7th)

**Numbers**
**(Major: Monks)**

**Analyze Balance (1st)**
Calculate (1st)
**Personal Reading (1st)**
**Moment (2nd)**
**Music of the Spheres (2nd)**
Etherealness (3rd)
**Extradimensional Detection (3rd)**
**Moment Reading (3rd)**
**Telethaumaturgy (3rd)**
**Addition (4th)**
**Dimensional Folding (4th)**
**Probability Control (4th)**
**Consequence (5th)**
Dimensional Translocation (5th)
**Extradimensional Manipulation (5th)**
**Extradimensional Pocket (5th)**
**Physical Mirror (6th)**
**Seclusion (6th)**
**Spacewarp (7th)**
**Timelessness (7th)**

**Plant**
**(Major: druids; Minor: shamans)**

Entangle (1st)
Locate Animals or Plants (1st)
Pass without Trace (1st)
Shillelagh (1st)
Barkskin (2nd)
Detect Snares & Pits (2nd)

*Goodberry/Badberry (2nd)*
Trip (2nd)
Warp Wood (2nd)
Plant Growth (3rd)
**Slow Rot (3rd)**
Snare (3rd)
Spike Growth (3rd)
Tree (3rd)
Hallucinatory Forest (4th)
Hold Plant (4th)
Plant Door (4th)
Speak with Plants (4th)
*Sticks to Snakes (4th)*
Antiplant Shell (5th)
Commune with Nature (5th)
Pass Plant (5th)
Liveoak (6th)
Transport Via Plants (6th)
Turn Wood (6th)
Wall of Thorns (6th)
Changestaff (7th)

**Protection**
**(Major: clerics, shamans; Minor: crusaders)**

*Endure Cold/Endure Heat (1st)*
*Protection from Evil/Protection from Good (1st)*
***Ring of Hands/Ring of Woe* (1st)***
Sanctuary (1st)
Resist Acid and Corrosion (2nd)
*Resist Fire/Resist Cold (2nd)*
Withdraw (2nd)
***Line of Protection/Line of Destruction (3rd)***
Magical Vestment (3rd)
Negative Plane Protection (3rd)
*Protection from Evil, 10' Radius/Prot. from Good, 10' Radius (3rd)*
Remove Paralysis (3rd)
Spell Immunity (4th)
Antiplant Shell (5th)
Impregnable Mind (5th)
Antianimal Shell (6th)
Antimineral Shell (7th)
Impervious Sanctity of Mind (7th)

**Summoning**
**(Major: clerics, shamans)**

**Call Upon Faith (1st)**
**Draw Upon Holy Might (2nd)**
Dust Devil (2nd)
Messenger (2nd)
Summon Animal Spirit (3rd)
Abjure (4th)
Dimensional Translocation (5th)
*Dispel Evil/Dispel Good (5th)*
Aerial Servant (6th)
Animate Object (6th)
Conjure Animals (6th)
Word of Recall (6th)
Exaction (7th)
**Mind Tracker (7th)**
**Spirit of Power (7th)**
Succor (7th)

**Sun**
**(Major: druids)**

*Light/Darkness (1st)*
Sunscorch (1st)
*Continual Light/Continual Darkness (3rd)*
Starshine (3rd)
**Blessed Warmth (4th)**
Moonbeam (5th)
Rainbow (5th)
**Sol's Searing Orb (6th)**
Sunray (7th)

**Thought**
**(Major: Monks)**

**Emotion Read (1st)**
**Thought Capture (1st)**
**Idea (2nd)**
**Mind Read (2nd)**
**Emotion Control (3rd)**
**Memory Read (3rd)**
**Telepathy (3rd)**
**Genius (4th)**
**Mental Domination (4th)**
**Modify Memory (4th)**
**Rapport (4th)**
**Solipsism (4th)**

**Thought Broadcast (4th)**
Impregnable Mind (5th)
**Memory Wrack (5th)**
**Mindshatter (5th)**
**Thoughtwave (5th)**
**Disbelief (6th)**
**Group Mind (6th)**
Impervious Sanctity of Mind (7th)
**Mind Tracker (7th)**

## Time
**(Minor: Monks)**

**Know Age (1st)**
**Know Time (1st)**
**Hesitation (2nd)**
**Nap (2nd)**
**Accelerate Healing (3rd)**
**Choose Future (3rd)**
Unfailing Premonition (3rd)
**Age Plant (4th)**
**Body Clock (4th)**
**Age Object (5th)**
Othertime (5th)
**Repeat Action (5th)**
**Time Pool (5th)**
**Age Creature (6th)**
**Reverse Time (6th)**
**Skip Day (6th)**
**Age Dragon (7th)**

## Travelers
**(Major: Shamans)**

**Know Direction (1st)**
**Aura of Comfort (2nd)**
**Lighten Load (2nd)**
**Create Campsite (3rd)**
**Helping Hand (3rd)**
**Know Customs (3rd)**
**Circle of Privacy (4th)**
**Tree Steed (4th)**
**Clear Path (5th)**
**Easy March (5th)**
**Monster Mount (6th)**
**Hovering Road (7th)**

## War
**(Major: crusaders)**

**Courage (1st)**
**Morale (1st)**
**Emotion Perception (2nd)**
**Rally (2nd)**
**Adaptation (3rd)**
**Caltrops (3rd)**
Fortify (3rd)
Entrench (4th)
***Leadership/Doubt (4th)***
***Tanglefoot/Selective Passage (4th)***
**Disguise (5th)**
**Illusory Artillery (5th)**
**Gravity Variation (6th)**
**Illusory Fortification (7th)**
**Shadow Engine (7th)**

## Wards
**(Major: Crusaders, shamans)**

**Antivermin Barrier (1st)**
**Weighty Chest (1st)**
Ethereal Barrier (2nd)
**Frisky Chest (2nd)**
**Zone of Truth (2nd)**
**Efficacious Monster Ward (3rd)**
**Invisibility Purge (3rd)**
**Squeaking Floor (3rd)**
**Thief's Lament (3rd)**
**Zone of Sweet Air (3rd)**
**Fire Purge (4th)**
**Weather Stasis (4th)**
**Barrier of Retention (5th)**
**Elemental Forbiddance (5th)**
**Grounding (5th)**
**Shrieking Walls (5th)**
**Undead Ward (5th)**
**Crushing Walls (6th)**
**Dragonbane (6th)**
**Land of Stability (6th)**
**Tentacle Walls (7th)**

## Weather

**(Major: Druids)**

Faerie Fire (1st)
Obscurement (1st)
Call Lightning (3rd)
Weather Prediction (3rd)
Control Temperature, 10’ Radius (4th)
Protection from Lightning (4th)
**Weather Stasis (4th)**
Control Winds (5th)
Rainbow (5th)
Weather Summoning (6th)
Control Weather (7th)

## A


Ability score requirements
- cleric
- crusader
- druid
- effect specialist
- mage
- monk
- philosophy specialist
- shaman
- specialist wizard
- thaumaturgical specialist

Abjuration
- school
- sensory signature

Abjurer
Accelerated spell progression ability
Access
- to schools
- to schools ability
- to spheres
- to spheres ability

Acid
- chart
- critical strike
- environmental effects
- spell effects
- visibility

Acquiring proficiencies
Administration proficiency
Air school
Alchemical laboratories

- equipment costs
- size

Alchemist
- library

Alchemy
- proficiency
- sage knowledge
- school

Alienation

Alienists and summoners
- insanity
- optional systems
- recovering spell points
- studying spells

All sphere

Alms proficiency

Altar
- consecrating
- location
- materials
- physical requirements

Alteration
- school
- sensory signature

Alternate sphere access ability

Amnesia

Anatomy proficiency

Animal empathy ability

Animal sphere

Apothecary

Approving new spells

Arcanist

Arcanology proficiency

Architecture
- sage knowledge

Area of effect, new spells

Armor
- ability for wizards
- cleric restrictions
- crusader
- damage
- druid restrictions
- magical
- monk restrictions
- restrictions limitation
- shaman

spell use ability
wizard restrictions
Armor Class
improvement ability
Armor-breaching spells
Armor-observing spells
Art, sage knowledge
Artifice school
Artificer
library
Artifacts
Astral sphere
Astrology, sage knowledge
Astronomy, sage knowledge
Attack rolls, spells
Attack/offense qualities
Attraction
Automatic spell acquisition ability
Awkward casting method limitation

## B

Bard
scrolls
special abilities
special limitations
spell book
spell point progression
spell point system
Behavior/taboo limitation
Bleeding
Blistered, injuries
Bodily alteration qualities
Bodily augmentation qualities
Bonus spells ability
Bonus spell points
high Intelligence
high Wisdom
specialist
Bookbinding proficiency
Botany, sage knowledge
Broken, injuries
Bruised, injuries
Building time, laboratory
Bureaucracy proficiency
Burned, injuries

Buying magical items

## C

Called shots
Calling spirits
Cantrips
Cartography, sage knowledge
Casting spells for greater effect
Casting subtlety
Casting time
    new spells
    reduction ability
Catatonia
Ceremony proficiency
Ceremony/observance limitation
Channellers
    fatigue
    optional systems
    recovering spell points
    studying spells
Chaos sphere
Charm
    school
    sphere
Chemistry, sage knowledge
Chilled, injuries
Cleric
    sphere access
Cold
    chart
    critical strike
    environmental effects
    spell effects
    visibility
Cold resistance ability
Collateral spell effects
    acid
    cold
    electricity/lightning
    fire
    other
    wind
Combat
    critical strikes
    spell initiative

spells
sphere
touch spells
Combat bonus ability
Common materials
Components
new spells
Concentration proficiency
Conditional magic
negative conditions
optional systems
positive conditions
recovering spells points
Conjuration
school
sensory signature
Conjurer
Consecrating, altar
Constitution adjustment ability
Constriction
chart
critical strike
Control/charm qualities
Converting characters
Cost
laboratory
library
magical items
other items
potions
researching spells
scrolls
spell component
Creating
new spells
scrolls
Creation sphere
Critical strikes
combat penalties
knockdown
severity
Crusader
Crushed, injuries
Crushing
chart
critical strike

Cryptography, sage knowledge

## D

Damage, equipment
Defilers and preservers
    accumulating spells points
    defiling
    optional systems
    studying spells
Delirium
Delusional insanity
Dementia praecox
Describing new spells
Destroyed, injuries
Detect evil ability
Detect magic ability
Detect undead ability
Difficult memorization limitation
Difficult spell acquisition
Dimensional magic school
Dimensionalist
Diplomacy proficiency
Disorientation
Dispel ability
Dissolved, injuries
Divination
    school
    sensory signature
    sphere
Diviner
Dowsing proficiency
Druid
    sphere access
Druidical magic
Duration, new spells

## E

Earth school
Effects, new spells
Effects of fatigue
Electricity
    chart
    critical strike
Electricity and lightning
    environmental effects

spell effects
visibility
Elemental sphere
Elementalist
Enchanter
Enchantment
sensory signature
school
Engineering, sage knowledge
Enhanced casting level ability
Environmental condition limitation
Equipment
damage
laboratory
Equipment costs
alchemical laboratories
forges
research laboratories
Evocation school
Exceeding spell level limit,
spell point system
Existing fatigue
Exotic materials
Expert healer ability
Extended spell duration ability


## F


Facilities
other items
potions
scrolls
Fanaticism limitation
Fatigue
Field searches, spell components
Finding books
Fire
chart
critical strike
environmental effects
school
spell effects
visibility
Fire/electrical resistance ability
Fixed magick
Fixed theurgy

Folklore, sage knowledge
Followers ability
Force
    mage
    school
Forges
    equipment costs
    size
Free magick
Free theurgy
Frostbitten, injuries
Frozen, injuries

## G

Game-breaking characters
Genealogy, sage knowledge
Geography, sage knowledge
Geology, sage knowledge
Geometer
Geometry school
Glassblowing proficiency
Grazed, injuries
Guardian sphere

## H

Hallucinatory insanity
Hazardous spells limitation
Healing
    poultice
    salve
    sphere
Healing/restoration qualities
Hearing, sensory signature
Heavy fatigue
Hebephrenia
Hedge wizards
Heraldy, sage knowledge
Herbalist
History, sage knowledge
Hit point bonus ability
Homicidal mania
Hypnotism proficiency

## I

Identification of substances
Identify plants and animals ability
Illusion
    school
    sensory signature
Illusionist
Immunity
    ability
    to charm ability
    to magic ability
    to natural disease ability
Impact
    chart
    critical strike
Improved Hit Die ability
Incendiaries
Incinerated, injuries
Increased spell power limitation
Increased spell progression
    limitations
Influence/emotion qualities
Injured, injuries
Injuries
    effects
    specific
    whole-body
Insanity
    alienists and summoners
    recurring episodes
Inspire/enrage allies ability
Intelligence, bonus spell points
Investigation proficiency
Invocation
    school
    sensory signature
Invoker

## K

Knockdown
    critical strikes
    number
Know alignment ability

## L

Laboratory
- equipment
- location
- maintenance
- physical requirements
- relocation
- renting
- wilderness

Languages, sage knowledge
Law
- proficiency
- sage knowledge
- sphere

Lay on hands ability
Learning bonus ability
Learning penalty limitation
Level requirements
- other items
- potions
- scrolls

Library
- care and protection
- cost
- finding books
- size

Light fatigue
Limited magical item use limitation
Limited spell selection limitation
Limited-use items
Location
- altar
- laboratory

Loss of hit points, fatigue
Loss of spell points, fatigue

## M

Mage
Magic
- cost
- magical items
- rings
- schools
- scrolls

Magical armor
Magical items

artificer
cost
creation
identifying, artificer
ingredients
library
qualities
recharging
selling
specialists
trading
Magical items no PCs should create
Magical manipulation qualities
Magical weapons
Magicks
Maintenance, laboratory
Major bleeding
Mania
Manic-depressive
Material spell components
Mathematics, sage knowledge
Matter manipulation qualities
Medicine, sage knowledge
Melancholia
Mental resistance proficiency
Mentalist
Meteorology, sage knowledge
Minor bleeding
Miscellaneous magical items
Moderate fatigue
Monk
Monomania
Monstrous spellcasters
Mortal fatigue
Movement qualities
Multi-classed characters
Multiple-function items
Music, sage knowledge
Myconology, sage knowledge

## N

Necromancer
Necromancy
sensory signature
school
Necromantic sphere

No components ability
Noticing spells
Numbers sphere

## O

Observation proficiency
Oceanography, sage knowledge
Omen reading proficiency
Opposition school limitation
Oratory proficiency
Orison

## P

Paladin
    special abilities
    special limitations
    spell point progression
    spell point system
Papermaking proficiency
Paranoia
Pass without trace ability
Perception qualities
Persistent spell effect ability
Persuasion proficiency
Philosophy, sage knowledge
Phobia
Physical requirements
    altar
    laboratory
Physics, sage knowledge
Planes
    Inner, sage knowledge
    Outer, sage knowledge
Plant sphere
Poison antidote
Potions
    alchemist
    creating
    library
Prestidigitation proficiency
Priest
    altar
    channeller
    cleric

crusader
conditional magic
druid
druidical magic
monk
multi-classed
multi-classed specialty
proficiencies
ritual prayer
shaman
special abilities
special limitations
spell point progression
spell point recovery
spell points
Priestly wizard ability
Processes, magical items
Processes and materials
magical weapons
other items
potions
scrolls
Proficiencies
ability modifiers
character points
check modifiers
group crossover ability
new
priest
slots
wizard
Prolonged casting time, spell points
Proposing new spells
Protection scrolls
Protection sphere
Psychic translocation
Purchasing agents, spell components
Purchasing spell components
Purify water ability
Pursuit, insanity
Pyrotechnics


## Q


Qualities, magical items

## R


Range increase ability
Range, new spells
Ranger
    special abilities
    special limitations
    spell point progression
    spell point system
Rare materials
Read magic ability
Recharging magical items
Recovering from fatigue
Recovering spell points
    alienists and summoners
    channellers
    conditional magic
    ritual prayer
    warlock and witch
Reduced hit points, limitation
Reduced spell knowledge limitation
Reduced spell power
    limitation
    spell points
Reducing spell cost, spell points
Relocating laboratory
Research bonus ability
Research laboratories
    equipment costs
    size
Research
    other items
    potions
    proficiency
    scrolls
    spells
Researching spells
    cost
    success or failure
    time
Resist energy drain ability
Resistance/defense qualities
Rings
Ritual prayer
    accumulating spell points
    optional systems

recovering spell points
Rods
Rule of common sense

## S

Sage knowledge proficiency
Saving throw, new spells
Scarcity, spell components
Schizophrenia
School knowledge ability
School of magic, sage knowledge
School specialization ability
Schools and spheres, new spells
Schools of effect
ability requirements
creating new
specialists
Schools of magic
Schools of philosophy
ability requirements
creating new
specialist
universal magic
Schools of thaumaturgy
ability requirements
specialist
Scribe proficiency
Scroll use ability
Scrolls
bard
creating new
geometer
Secret language ability
Selling magical items
Sensory signature
schools
strength
Severe bleeding
Severe fatigue
Severed, injuries
Severity, critical strikes
Shadow
mage
school
Shaman

spirits and
Shapechange ability
Shattered, injuries
Shield, damage
Sight, sensory signature
Signature spells
Singed, injuries
Single-function items
Single-use items
Size
alchemical laboratories
forges
library
research laboratories
Slashing
chart
critical strike
Slower casting time limitation
Smell, sensory signature
Sociology, sage knowledge
Song
mage
school
Special abilities
bard
delayed acquisition
paladin
priest
ranger
wizard
Special casting conditions, spell points
Special limitations
bard
paladin
priest
ranger
wizard
Specialist
abjurer
alchemist
artificer
conjurer
dimensionalist
diviner
elementalist
enchanter

force mage
geometer
illusionist
invoker
mentalist
monstrous
multi-classed wizard
necromancer
schools of effect
schools of philosphy
schools of thaumaturgy
shadow mage
song mage
transmuter
wild mage
wizards
Spell book
bard
wizard
Spell components
acquisition
cost
list
purchasing
purchasing agent
scarcity
scavenging
storing
Spell cost in spell points
spheres of access
Spell point progression
bard
paladin
priest
ranger
wizard
Spell point system
alienists and summoners
bard
cantrips
casting spells for greater effect
channellers
conditional magic
defilers and preservers
druid
exceeding the spell level limit

guidelines
minor spheres of access
paladin
priest
prolonged casting time
ranger
reduced spell power
reducing spell cost
ritual prayer
special casting conditions
specialists
spell cost
warlocks and witches
wizard
Spell research library
Spellcasters, monstrous
Spells
approving and modifying new
armor-breaching
armor-observing
attack rolls
knockdown dice
proposing new
subtlety modifiers
Spheres of access
Spirit powers ability
Spirits, shaman
Stages of descent, warlocks and witches
Staves
Storing spell components
Strike location
Struck, injuries
Studying spells
alienists and summoners
channellers
defilers and preservers
warlocks and witches
Subtlety rating
Success or failure
other item creation
potion creation
scroll creation
spell research
Summoning
qualities
school

sphere
Sun sphere
Supernatural constraint limitation
Supplies, laboratory

## T

Tactics of magic proficiency
Talisman limitation
Taste, sensory signature
Thaumaturgy proficiency
Theology, sage knowledge
Theurgies
Thief abilities (ability)
Thought sphere
Time
other item creation
potion creation
scroll creation
spell research
Touch, sensory signature
Toxicology, sage knowledge
Trading magical items
Transmuter
Travelers sphere
Turn undead ability

## U

Unarmed combat, monk
Unarmed combat skills ability
Undead lore proficiency
Universal magic school
Unreliable casting method limitation

## V

Vibration
chart
critical strike

## W

Wands
War sphere
Wards sphere

Warlock and witch
    optional systems
    recovering spell points
    stages of descent
    studying spells
Warrior ability bonuses ability
Water school
Weapon restriction limitation
Weapon selection ability
Weapon specialization ability
Weather sphere
Whole-body injuries
Wild mage
Wild magic school
Wind
    environmental effects
    spell effects
    visibility
Wisdom, bonus spell points
Wise women
Wizard
    alienists and summoners
    bonus spell points
    channellers
    defilers and preservers
    laboratory
    mage
    multi-classed
    multi-classed specialist
    proficiencies
    special abilities
    special limitations
    specialist
    spell book
    spell point progression
    spell points
    warlock and witch
Wizard magical item use ability
Wizardly priest ability
Wounding
    chart
    critical strike

## Z

Zoology, sage knowledge

Character _____

Class / Kit _____ Level _____

Race _____ Alignment _____

Patron Deity / Religion _____

Place of Origin _____

**Advanced Dungeons & Dragons**

2nd Edition

PLAYER CHARACTER RECORD

## ABILITY SCORES

| | | Hit Adj | | Dmg Adj | | Weight Allow | | Max Press | | Open Doors | | Bend Bars | |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| STR | | | | | | | | | | | | | |
| DEX | | Surprise Adjustment | | | Missile Att Adjustment | | | | Defensive Adjustment | | | | |
| CON | | HP Adj | | System Shock | | | Resurrect Survival | | | Poison Save | | Regen | |
| INT | | Add Profs | | Spell Level | | | Learn Spell | | Max # Spells | | | Spell Immun | |
| WIS | | Magical Def Adj | | Bonus Spells | | | | | Spell Failure | | | Spell Immun | |
| CHA | | Max # of Henchmen | | | Loyalty Base | | | | | Reaction Adjustment | | | |

## SAVING THROWS

| | Start | Mod | Total | +/- | Modifier |
|---|---|---|---|---|---|
| Paralyzation / Poison / Death | | | | | |
| Rod, Staff, or Wand | | | | | |
| Petrification / Polymorph | | | | | |
| Breath Weapon | | | | | |
| Spell | | | | | |
| Spell Resistance | | | | | |

## COMBAT

| ARMOR | | | DEX Checks | | HIT POINTS | Numbed # | | Wounds |
|---|---|---|---|---|---|---|---|---|
| | Surprised AC | | | | | | | |
| | Shieldless AC | | Vision Checks | | | Useless # | | |
| | Rear AC | | Hearing Checks | | | Max Deaths | | |
| CLASS | Type Worn | | | | Hit Dice: d | Deaths to Date | | |

| Target's AC | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | -1 | -2 | -3 | -4 | -5 | -6 | -7 | -8 | -9 | -10 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| To Hit # | | | | | | | | | | | | | | | | | | | | | |

## COMBAT MODIFIERS

| To Hit Modifiers | +/- |
|---|---|
| Non-proficiency penalty | |
| | |
| | |

| Damage Modifiers | +/- |
|---|---|
| | |
| | |
| | |

| AC Modifiers | +/- |
|---|---|
| | |
| | |
| | |

## WEAPON COMBAT

| Weapon | #AT | Size | Type | Speed | Hit / Dmg Adj | Damage | Range / Special |
|---|---|---|---|---|---|---|---|
| | | | | | / | / | |
| | | | | | / | / | |
| | | | | | / | / | |
| | | | | | / | / | |
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| | | | | | / | / | |

## PROFICIENCIES

| Proficiency | Slots | Chk |
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| Proficiency | Slots | Chk |
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| Proficiency | Slots | Chk |
|---|---|---|
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## EQUIPMENT

| Item | Location | Wt | Item | Location | Wt | Item | Location | Wt |
|---|---|---|---|---|---|---|---|---|
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| | | | | | | | | |
| Total Weight | | | Encumbrance | | | Movement Rate | | |

## MOVEMENT

| **Movement** | **Rate** | **Movement** | **Rate** |
|---|---|---|---|
| Base | | Run (x 5) | |
| Jog (x 2) | | Day | |
| Run (x 3) | | | |
| Run (x 4) | | | |

| **Encumbrance Category** | **Weight Carried** | **Move Rate** | **Attack Penalty** | **AC Penalty** |
|---|---|---|---|---|
| Light (⅔ MV) | | | – | – |
| Moderate (½ MV) | | | - 1 | – |
| Heavy (⅓ MV) | | | - 2 | +1 |
| Severe (MV=1) | | 1 | - 4 | +3 |

## EXPERIENCE

| **Total XPs** | | **XPs Needed for Next Level** | |
|---|---|---|---|
| Kit Modifier | | Ability Bonus | |
| Subrace Modifier | | Level Limit | |

| **Level Changes** | **By** | **At Levels** |
|---|---|---|
| THAC0 | | |
| Saving Throws | | |
| Weapon Proficiencies | | |
| Non-weapon Proficiencies | | |
| | | |

## MAGIC ITEMS

## TREASURE / OTHER POSSESSIONS

## CHARACTER CLASS / KIT INFORMATION

Special Powers / Benefits:

Special Hindrances:

Class / Kit Notes:

## HONOR / STATION

Honor / Station

Birth:

Base

Reaction Adjustment:

## PSIONICS

PSPs

**Recovery Rates:**

Walking 3 / hour

Resting 6 / hour (1 / turn)

Sleeping 12 / hour (2 / turn)

Disciplines:

| Science / Devotion | PS | Science / Devotion | PS |
|---|---|---|---|
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## THIEVING ABILITIES

| | Base | Skill | Race | Dex | Kit | Armor | Total |
|---|---|---|---|---|---|---|---|
| Pick Pockets | | | | | | | % |
| Open Locks | | | | | | | % |
| Find Traps | | | | | | | % |
| Move Silently | | | | | | | % |
| Hide in Shadows | | | | | | | % |
| Detect Noise | | | | | | | % |
| Climb Walls | | | | | | | % |
| Read Languages | | | | | | | % |
| Backstab Damage Multiplier | | | | | | | |

## PRIEST VERSUS UNDEAD

| | | | | | |
|---|---|---|---|---|---|
| Skeleton or 1 HD | | Zombie | | Ghast | | Vampire or 9 HD | |
| | | Ghoul or 2 HD | | Wraith or 6 HD | | Ghost or 10 HD | |
| | | Shadow or 3-4 HD | | Mummy or 7 HD | | Lich or 11+ HD | |
| | | Wight or 5HD | | Spectre or 8 HD | | Special | |

## REPUTATION

Title

Last Performance

Earnings

Spent on Reputation

**Established Reputations**

| Index | Town / City |
|---|---|
| | |
| | |
| | |
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| | |

## PATRONS

Current Number

Maximum

| | | | |
|---|---|---|---|
| Fans | 1-10 | | attend local |
| Diehards | 11-12 | | attend 100 miles |
| Boosters | 13-14 | | local + 1d6 friends |
| Enthusiasts | 15 | | free work |
| Supporters | 16 | | lvlxd10 gp / d12 months |
| Zealots | 17 | | follow |
| Defenders | 18 | | follow & defend |
| Extremists | 19 | | mimic |
| Fanatics | 20 | | mimic (25% kill) |

## WIZARD & PRIEST SPELLS

**Spells per Level:**

| | | | |
|---|---|---|---|
| 1st | | 6th | |
| 2nd | | 7th | |
| 3rd | | 8th | |
| 4th | | 9th | |
| 5th | | Other | |

**Spheres Available/Opposition Schools**

## CHARACTER DESCRIPTION

| Character Name | | Player Name | |
|---|---|---|---|
| Birth Date | Birth Rank | Age | Sex |
| Alignment | Deity | Height | Weight |
| Race | Nationality | Hair | Eyes |
| Racial Abilities | | Skin | Vision |
| | | Handedness | Class |
| | | Origin | |

Personality:

Hit Points by Level:

Character Sketch

## BACKGROUND / HISTORY / NOTEWORTHY EVENTS

## FAMILY CHART

FAMILY NAME _____

HEAD OF FAMILY AND HIS BROTHERS AND SISTERS

FAMILY HONOR _____

PROPERTY OWNED

Name

# of Children

YOUR FATHER, UNCLES AND AUNTS

Name

# of Children

YOU AND YOUR BROTHERS AND SISTERS

Name

# of Children

## HENCHMEN / ANIMAL COMPANIONS

| Name | Race / Class | AC | HD / Lvl | HP | # AT | THAC0 | Damage | Abiltities |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
| Notes | | | | | | | | |
| | | | | | | | | |
| Notes | | | | | | | | |
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| Notes | | | | | | | | |
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| Notes | | | | | | | | |
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| Notes | | | | | | | | |

## MARTIAL ARTS

| Style | #AT | AC | Principal Attack | Hit / Dmg Adj | Damage | Weapons |
|---|---|---|---|---|---|---|
| | | | | | | |
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| | | | | | | |

Special Maneuvers _____

# NOTES

# Advanced Dungeons & Dragons
2nd Edition

ADVENTURE RECORD

**Campaign:**

**Dungeon Master:**

**Adventure Dates:**

Character Name _____

Player Name _____

Class/Kit _____ Level _____

Race _____ Alignment _____

**FELLOW ADVENTURERS**

| Name | Race/Class | HD/Lvl | Notes |
|---|---|---|---|
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |

**COMBAT**

| | | | | | | |
|---|---|---|---|---|---|---|
| **ARMOR** | Surprised AC | | DEX Checks | | **THAC0** | |
| | Shieldless AC | | Vision Checks | | | |
| | Rear AC | | Hearing Checks | | **HIT POINTS** | |
| **CLASS** | Type Worn | | | | | |

| **SAVING THROWS** | | Numbed # | | Useless # | |
|---|---|---|---|---|---|
| Paralyzation/Poison/Death | | Wounds/Current Hit Points | | | |
| Rod, Staff or Wand | | | | | |
| Petrification/Polymorph | | | | | |
| Breath Weapon | | | | | |
| Spell | | | | | |

**MODIFIERS**

**SPELLS MEMORIZED** Per Level:

| 1st | 2nd | 3rd | 4th | 5th | 6th | 7th | 8th | 9th |
|---|---|---|---|---|---|---|---|---|
| | | | | | | | | |
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**MAGIC ITEMS**

| Item | Description | Charges/Amount |
|---|---|---|
| | | |
| | | |
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| | | |

**AMMUNITION** _____ ☐☐☐☐☐

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☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ _____ ☐☐☐☐☐

☐☐☐☐☐ ☐☐☐☐☐ ☐☐☐☐☐ _____ ☐☐☐☐☐

**SPECIAL ABILITIES USE**

## HIGHLIGHTS OF ADVENTURE

Special Information Acquired:

Non-Player Characters of Note:

Narrative:

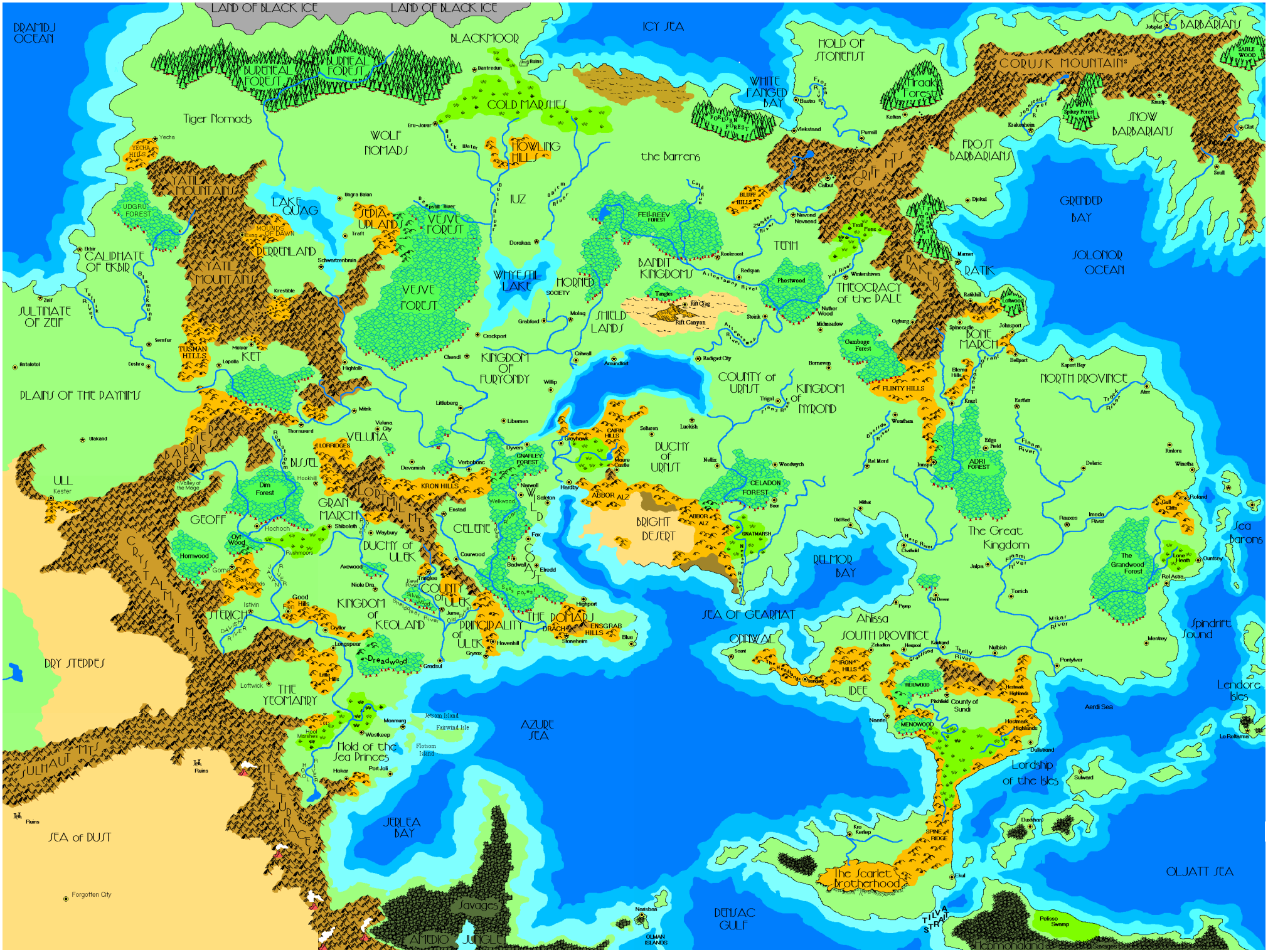
Treasure Items Acquired:

Current Encumbrance =

| Movement | Rate | Movement | Rate | XPs Earned |
|---|---|---|---|---|
| Base | | Run (x 5) | | |
| Jog (x 2) | | Day | | |
| Run (x 3) | | | | |
| Run (x 4) | | | | |

| Encumbrance Category | Weight Carried | Move Rate | Attack Penalty | AC Penalty |
|---|---|---|---|---|
| Light (⅔ MV) | | | – | – |
| Moderate (½ MV) | | | - 1 | – |
| Heavy (⅓ MV) | | | - 2 | +1 |
| Severe (MV=1) | | | - 4 | +3 |

AD&D Adventure Record Rev 2.1 7/98 by Patrick M. Murphy

Notes:

World of Greyhawk Map